



 f(1)

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Systems and Art Introduction





System Concepts:

Four Behavioral Components for any existential system object. Every object has a functional context, Every(x); a System and no Sub System functionality Any(x) or f(x); A Non stated functionality, Non(x); and a resultant intersecting functionality, Some(x).

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Historical: These concepts have been used throughout known History. These terms have been to a large extent implicit in our understanding; Theologies, knowledge, knowledge theory, law, business and economies. These and other understandings have laid claim to various portions of the systems and/or sub system paradigm.

Current Perspective on Systems Usage: Science utilizes the System functionality portion of this paradigm. Theologies still utilize this paradigm for a principal system, but do not agree on the content of the behavioral components. "Earthly" disciplines such as business, government, information science, recognize utilize and the behavioral components but have not come to terms on their existential basis.

Systems and/or Sub Systems as a Dominant Mathematical Paradigm: Zim Mathematics describes every object as possessing these behavioral components, including operations, numeric, unknown objects, and qualitative objects and/or objects. And that every of these object(s) can be expressed as a System and/or Sub System with varying existential results. Physical, qualitative, time attributes, illness, death are simply a partial system expression.

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Origin of System Components and Expression Dynamics

 $f(1) = + - / \times = > f(0) = + - / \times = >$ $f(1+0) = + - / \times = > f(1,0) = + - / \times$ Giving this tenet below for any object expressed as a complete System or Sub System.

$$f(1) = f(0) = f(1+0) = f(1,0)$$

Unknown operations as complete Systems are said to be also applicable with these numerical values. These expressions are develop-able and reducible within open domain and principal logic.





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Pseudo Expression and Outline and Construct Source Every(_)Any(_)Some(_)Non(_)(__,__ ... __) =__. Every(_)Any(_)Some(_)Non(_)(__, __) = __. Every(_)Any(_)Some(_)Non(_)(__) = __.

Outline of Expression Variations or Operational Expression Variations

Every(_)Any(_)Some(_)Non(_) Every(X)Any(X)Some(X)Non(X) Every(W)Any(X)Some(Y)Non(Z)

This gives the following available Pseudo Object and/or Principal Expression Object(s)

X;X_X;X_Y;X₁;X₀;X_{1,0}; X₁₊₀; B; C; D; 1; 0; 1+0 ; 1,0 ; A-Z ; = ; ≠ ; + ; - ; ÷ ; × ; __; __, __; __, __, ... _; N; 1-N; 1-∞; and ; or ; and/or ; ...



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10101010101010101010101010101 01010 0101010 + 1010101010 10101010101010101010 + 101 0101010101010101010101010 101010 01010101 10101 🕂 0 1010101 **p1010101** 0101010 10101010 01010101 1010101 010101010 010101010 1010101010 10101010101 0101010101 01010101010 101010101010101010101010101 010101010101010101010101010 10101 IQ as EXPRESSED 10101 0101010101010101010101010 1010101010 ZMO 10101010101 010101010101010101010101010



















==	==	==	==	==	Non A
 Non B	 Non C	 Non D	 Non E	 Non F	G
 Non H			 Non K	 <u>Non L</u>	M
Non N	 Non 0		Q	R	 Non S
 Non_T	Non U	Non V	Non W	X	Y
Non Z	==	==	==	==	ZMO ZMO ZMO ZMO







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Systems and Art Introduction











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 System Components & Operations

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Systems and Art Introduction





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