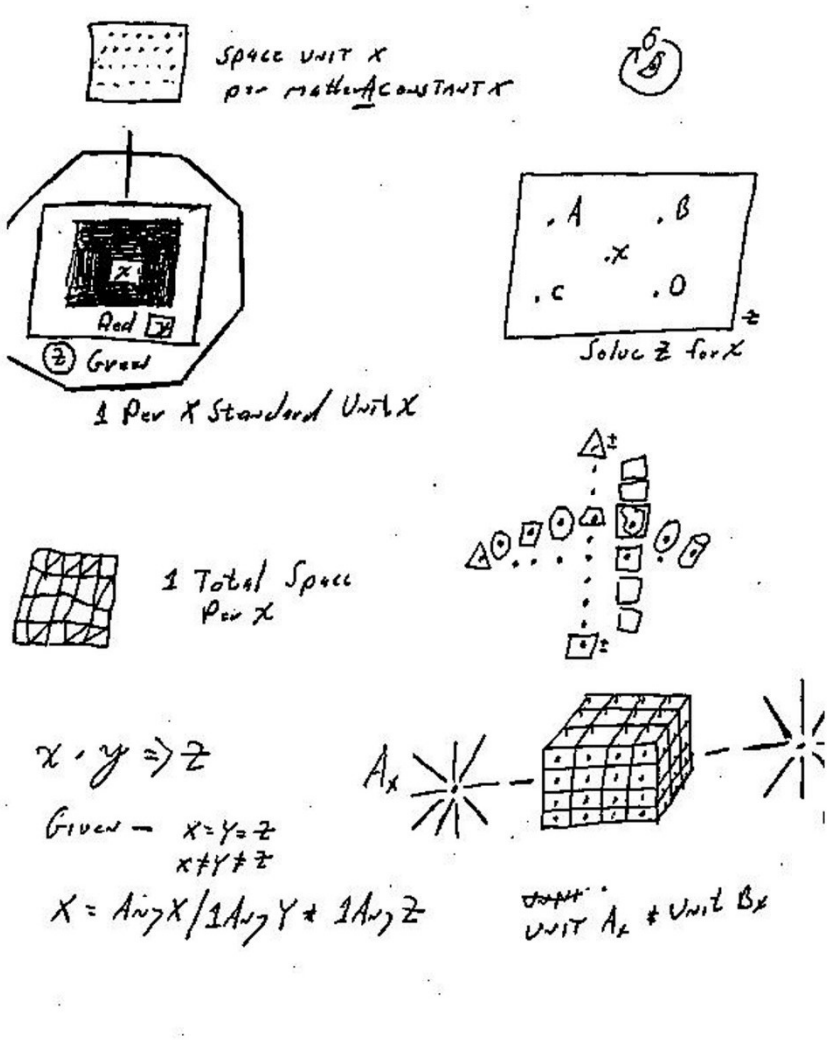
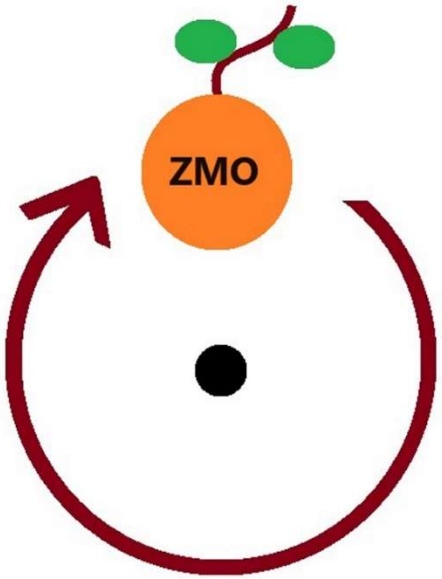
Math Art Authored in 1984 by Zim Olson



Constant Unit Unknown Expression(s)



And **Unknown Unit Constants.**

A formulization outline of contemporary Quantitative, Qualitative, Numeric constructs. Revealing principal relationships in quantity AND quality in Mathematics. **Cx, Xc.**

Originally authored by Zim Olson in 1984

Principal Construct System Definition(s)

Cx = Constant unit Unknown; Xc – Unknown unit Constant

-Principal constructs X, C as available 1,0,1+0, 1 and/or _0_

This quantity and / or quality expression outline serves to provide mathematical relationships and logic of quantity and quality that would not be available with contemporary math foundations. The functional equivalency of object(s) expressed as principal object(s) 1,0,1+0, 1 and/or _0_ is a foundation of this outline. With this outline "Apple(s)" can be expressed as object(s) in general in a variety of quantitative and/or qualitative terms using these Constant, Unit Constant principal variables.

-Unit constructs x,c as Pseudo, Partial numeric, Qualitative constructs. 1,2,3…N, A, B,C…Z, A-Z, etc.

Examples: Xc * Xc => Cx; Cx/Xc=>Xc/Cx; Cx*Cx=>Xc; (Cx *Cx)/Xc = >Cx/Xc ;

Interpretations: Cx – System; Xc –Sub-System.

Spiritual Applications of New Testament quotes of Jesus included documenting:

-I am the way the Truth and the Life
-I am the Father, Son, and Holy Ghost.
-All things are possible in who believes in me.
-Who-ever believes in me shall have eternal life.
-I am the Alpha and the Omega, Beginning and End.
-I will be with you until the End of the Age.

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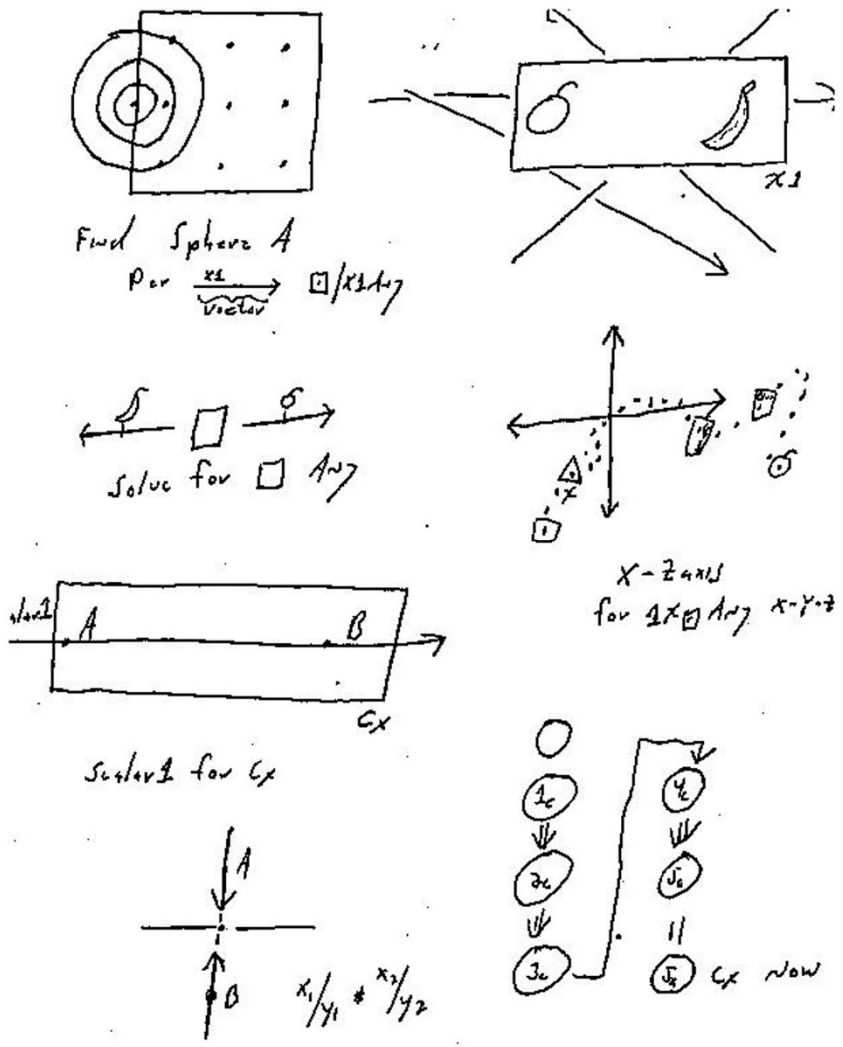


Example in Physics E=MC2;

Every(**AND**)Any(_)Some(**AND**)Non(**AND**) of
Every(_)Any(**E**)Some(_)Non(_)
Every(_)Any(**MC2**)Some(_)Non(_)

System Expression(s) and so-called Existential Results:

- Expression of equity resulting in in-equity.
- Expression of in-equity giving equity.
- Expression(s) Time Paradigm giving in-equity
- Expression(s) of Truth give truth.
- Expression(s) of truth give inequity.
- Expression(s) of Expression(s) => Omitted, Unique information
- Complete Expression gives Unconditional Logic or Love parameters for this condition. Every(A) Any(A) Some(A) Non (A).
- Expression of Expression(s) gives life / death phenomena. AND the True / False, Right / Wrong experience.

Completely stated and expressed Principality, 1 AND/Or _0_, enables all such statements as feasible. The Earth / Heaven Knowledge Kingdom

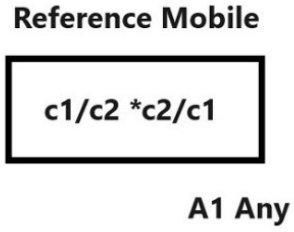
Every(X)Any(X)Some(X)Non(X) (1,0) =__
Every(X)Any(X)Some(X)Non(X) (1,0) =__, __
Every(X)Any(X)Some(X)Non(X) (1,0) =__, __ … __.

Unknown Apple unit constant 1,0,1+0, 1 and/or _0_ *
Unknown Apple (Orange) unit constant 1,0,1+0, 1 and/or _0_ => Constant 1,0,1+0, 1 and/or _0_ Unknown unit _1_

- Unit _0_ expressed as or so called equal to 1 AND/Or _0_. As part of a more complete principal expression.
- 0 expressed as so called equal to: Constant 0 unit 0.
- 1-N expressed as or so called equal to: Xx; 1-N unknown unit 1-N. (Constant 2 Unknown unit 2)
- All such creative constructs are said also express-able as systems object(s) and systems components.

Principal variations and combinations of these expressed constructs can provide new outlines for quantity **and** quality expressions and math knowledge.

Mathematical Farming and Harvesting of Knowledge Object(s) with Principal expression(s) of expression of expression(s) knowledge systems. Computer Information systems would be better to address these Principal / Principle variations as in Mathematical Harvesting.



Quan , Qual and other Creative Expressions

As principal constructs. Variations of these expressions can provide additional express-ability outlines for our so called physical or otherwise pseudo expressed object(s) of concerns. Mathematically developable to all recognized, recognize-able domains.

- Quan + Qual => Cx
- Quan * Quan = > Cx Any
- Quan – Quan = Xc
- Quan * Quan = > Qual; Un-subordinate Fact
- Quan: Every(1)Any(+)Some(1)Non(_)
- Qual: Every(A-Z)Any(A,B,C,…Z) Some(A,B,C,…Z)Non(0)
- Apple 1 + Apple 1 = X apple
- X1 + X1 = C1
- Human unit Time A + Human unit Time B = Constant Human unit x
- -Constant Uni-Verse unit Unknown + X Universe unit Constant (1,0,1+0,1,0) or (1-N, A-Z, A, B, C..Z) => Pseudo/Principal Reality.
- $(C1/Cn * Cn/C1)^{c}$ => Cn/C1 * C1/Cn; Space Matter C
- Constant Gravity (1,0) Unit 1+0 = Unknown 1 Unit constant 1,0
- Constant Space Unit 1 = X 1+0 unit constant 0
- Constant Zim Unit 1 = Unknown Zim Unit constant 1,0

All math, knowledge object(s) Identifiable as System(s). with an implied/explicit four components. Functional context, A behavioral function f(x), functional intersection of the components, and a non-stated functional Outcome.

Expression of Expression(s) Manifested in Earthly Time as:

Every(_)Any(_)Some(_)Non(_) of
Every(_)Any(_)Some(_)Non(_)'s.

Manifested as Earthly Knowledge and Time as:

Every(**AND**)Any(**AND**)Some(**AND**)Non(**AND**) of

Every(_)Any(**AND**)Some(_)Non(_)'s.

AND interpreted also as a partial/principal equality.

A condensed express-ability Outline of this:

Every(A)Any(B)Some(C)Non(Z)
Every(X)Any(X)Some(X)Non(X)

…… Combinations thereof

Every(_)Any(_)Some(_)Non(_).

Numeric example:
1+1=2; Every(1)Any(1)Some(**AND**)Non(0)

Contemporary paradigms & variations expressed: Constant (A-Z) Matter Unit X * Constant (A, B, C) Matter Unit X => Unknown Matter Unit Constant (1,0,1+0,1and/or_0_).

Unknown Light unit Constant (1) + Unknown Light Unit Constant (A,B,C,…Z) => Constant (1,0,1+0,1and/or_0_) Light unit Unknown

Constant Apple Unit X *Constant Apple Unit X => Unknown Apple Unit Constant.

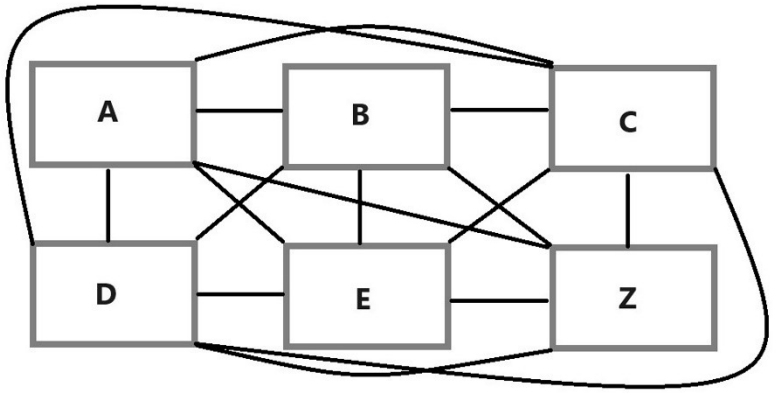
Unknown (X) Orange unit Constant (1) + Unknown (Y) Orange Unit Constant (1,0) => Constant Orange unit (2) Unknown

X Light unit Constant * X Light Unit Constant => Constant (1,0,1+0,1and/or_0_) Matter Unit Unknown

C (1,0,1+0,1and/or_0_) Apple unit unknown + C (1+0) Apple unit (A-Z) unknown => Unknown Apple Unit Constant (1)

C(A+B+C…+Z) Unit Unknown * X Unit (A+B+C…+Z) => Constant (1,0,1+0,1and/or_0_) Unit Unknown

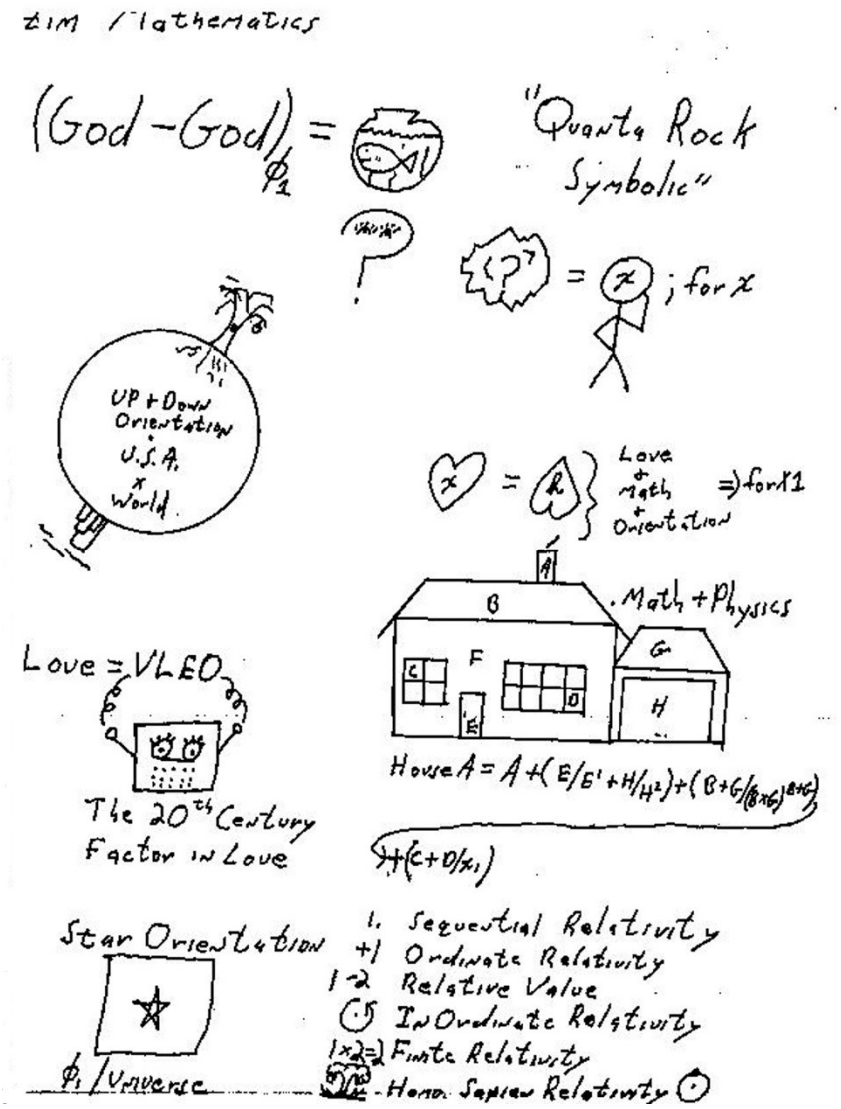
Reality as Principally Express-able



For Object(s) Expressed
C(±)

.C01 .C02 .C03 .C04 .C05 .C06 .C07
.C08 .C09 .C10 .C11 .C12 .C13 .C14
.C15 .C16 .C17 .C18 .C19 .C20 .C21
.C22 .C23 .C24 .C25 .C26 .C27 .C28
.C29 .C30 .C31 .C32 .C33 .C34 .C35
.C36 .C37 .C38 .C39 .C40 .Cxx .Cnn

Math Art Authored in Early 1990's by Zim Olson



Items / Events

With available systems express-ability constructs:

C Item A / X Event unit A, B, C
C (1+0) Event / X Item unit (1)
C Event A-Z / X Item A unit (1,0)
C Event A-Z / X Item A unit (1,0) => C (1) Item Unit (1)

Item / Event => Event / Item; Zim Math Physics
Event / Item => Item / Event; Zim Math Physics
Item + Item + … + Item => C (1+0) Event A-Z Unit (1+0)

Item: Every(A-Z)Any(+)Some(A,B,C,…Z))Non(A-Z)
Event: Every(+)Any(A,B,C,…Z)Some(1))Non(A-Z)