

# Force Mechanics

## Details

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## Abstract

This paper aims to outline some of the forces and the interactions that make up those forces, and the resulting “hyper-force” of superposition, using a mathematically linguistic equation. It describes, through an interpretation, what the quantum object and what the quantum subject is, playing a central role in superposition.

## Introduction

In a previous paper, I have outlined an interpretation of quantum mechanics in that there are many forces, many more than the four forces that are generally accepted, that being gravity, electromagnetism, the strong nuclear and the weak nuclear force. I have outlined how everything is a force, and that the model of the brain shares symmetry with the model of the universal forces. This paper is based on the study of everything, and is an intersection of the study of neuroscience, quantum mechanics and cosmology. The force of everything is the force of superposition and is the force of two equals one, implying everything can go into superposition, where if expressed as an equation, it is:

$$1 \text{ state} + 1 \text{ state} = 1 \text{ hyperstate}$$

Where if expressed as the proper numerical equation

$$(-1) + (+1) = (+ + 1)$$

Where if expressed in the right format

$$-1 = ++ 1 = +1$$

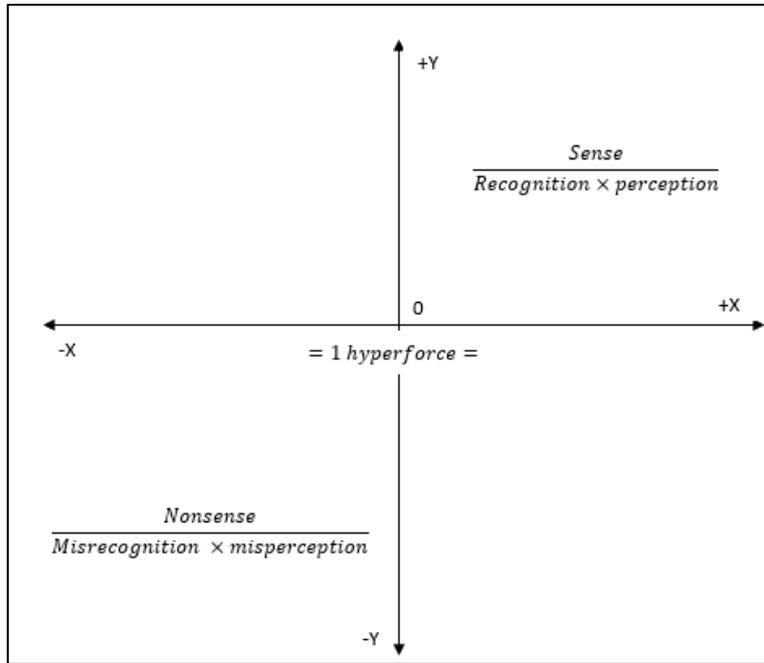
The model of the brain outlines the force itself, but it doesn't outline the interactions that make up those forces. In the paper titled **The Brain, Gravity, and the Universe**, I have provided some examples of interactions that make up the forces but I did not go into detail, this paper will go into detail. Forces will be separated depending on what general force they stem from, and to preface, the force is made up of a trinity of interactions, one representing sense, one representing recognition, and one representing perception. The equation itself is both simultaneously a mathematical and linguistic equation, where:

$$\frac{\text{Nonsense}}{\text{Misperception} \times \text{Misrecognition}} = \frac{1 \text{ Hyperforce}}{\text{Existing at 0}} = \frac{\text{Sense}}{\text{Recognition} \times \text{Perception}}$$

Where if expressed as input output where left lateralization reverses the input output, where the input is misperceived and the output is misrecognised:

$$\frac{\text{Process (nonsense)}}{\text{Input(misperception)} \times \text{output (misrecognition)}} = \text{Hyperoutput}$$
$$= \frac{\text{Process (sense)}}{\text{Input(recognition)} \times \text{output(perception)}}$$

Where if represent as a figure, where sense, recognition, and perception exist in positive dimensions (right hemisphere) and nonsense, misrecognition, and misperception exist in negative dimensions (left hemisphere).



**Figure 1.** The equation.

Therefore, the equation triangle that represents nonsense, misrecognition and misperception must equal -1 and sense, recognition and perception must equal +1, so then together they equal ++1.

To note, the hemispheres combines a subjective reality and an objective reality to create an objectively subjective reality, and the equation if expressed in terms of brain abilities, where aw = awareness, naw = non-awareness and where a = ability, and g = general it looks like so:

$$\frac{\frac{Naw\ no\ memory \times naw\ unprocessed}{Naw\ right\ side\ (left)\ hemisphere}}{Naw\ misperception \times naw\ misrecognition} = \frac{\frac{G\ processing \times g\ memory}{General\ ability}}{G\ recognition \times g\ perception}$$

$$= \frac{\frac{Aw\ processing \times Aw\ memory}{Aw\ left\ side\ (right)\ hemisphere}}{Aw\ recognition \times Aw\ perception}$$

To also note, objective reality and subjective reality need to be taken into account, where depending on the objectivity and subjectivity of the superposition depends on what force outcome there is, where objectively:

$$Forceless + Force = Hyperforce$$

And subjectively:

$$Forced + Forcelessness = Forceless$$

Therefore objectively the superposition is a hyper-force and subjectively it is forcelessness.

To explain objectivity and subjectivity in more detail, a table is introduced:

**Table 1.** Examples of subjectivity and objectivity

Force	Wave	Particle	Superposition
Objective motion	Motionless	Motion	Hyper-motion
Subjective motion	Motion	Motionless	Motionless
Objective negative mass	Negative massless	Negative mass	Hyper-negative mass
Subjective negative mass	Negative mass	Negative massless	Negative massless

Objectively a right lateralized hyper-force, subjectively right lateralized forcelessness.

And if the equation is represented as what, when, and where.

$$\frac{\textit{What?}}{\textit{When?} \times \textit{Where?}} = \textit{Why? That is why} = \frac{\textit{That is what}}{\textit{That is where} \times \textit{That is when}}$$

And if represented through the eternal fabric:

$$\frac{\textit{(Unsensed)All field}}{\textit{(Misperceived)All time} \times \textit{(Misrecognising)All space}} = \textit{eternal fabric} = \frac{\textit{No field}}{\textit{No space} \times \textit{No time}}$$

## Methods

A paradoxical mathematical and linguistic equation is used.

## Results

### General ability

Creating intelligence where I = intelligence, h = hyper, g = generally and a = anti

$$\frac{\textit{(A sub)A infinite} \times \textit{A boundless}}{\textit{Anti wave particle(A h particle)}} = \frac{\textit{(sub)g infinite} \times \textit{g boundless}}{\textit{Generally intelligent h particle}} = \frac{\textit{Infinite} \times \textit{boundless}}{\textit{Wave particle (h particle)}} \\ \frac{\textit{(A obj)A h finite} \times \textit{anti h bounded}}{\textit{(Obj)g h finite} \times \textit{g h bounded}} = \frac{\textit{H finite} \times \textit{h bounded}}$$

### Hemispheres

Hyper-hemisphere

$$\frac{\textit{(Subjective) Boundment} \times \textit{Finite}}{\textit{Wave}} = \frac{\textit{(Sub)Infinite} \times \textit{boundless}}{\textit{Wave particle(G ability)}} = \frac{\textit{(Sub)Infinity} \times \textit{boundless}}{\textit{Particle}} \\ \frac{\textit{(Objective)Boundless} \times \textit{Infinite}}{\textit{(Obj)Hyperfinite} \times \textit{hyperbounded}} = \frac{\textit{(Obj)Finite} \times \textit{boundment}}$$

### Objective reality

Unobjective objectivity, objectively hyper-objective, subjectively subjective

$$\frac{\textit{Unreally}}{\textit{Delusion} \times \textit{denial}} = \frac{\textit{Unreally real (hyperreal)}}{\textit{denial acceptance(hyper acceptance)} \times \textit{delusion illusion(hyper illusion)}} \\ = \frac{\textit{Real}}{\textit{Acceptance} \times \textit{illusion}}$$

### Subjective reality

“Hyper-subjective”

$$\frac{\textit{Real}}{\textit{Illusion} \times \textit{Acceptance}} = \frac{\textit{Really unreal (unreal)}}{\textit{Acceptance denied (denied)} \times \textit{illusion delusion (delusion)}} = \frac{\textit{Unreal}}{\textit{Denial} \times \textit{delusion}}$$

### General force of sensors

Hyper-sensor

$$\frac{\textit{Detected nothing}}{\textit{when am i sensing?} \times \textit{where am i sensing?}} = \textit{sensorless sensor} \frac{\textit{Detecting something}}{\textit{That is where im sensing} \times \textit{when to sense}}$$

$$\text{Hypersensor} = \frac{\text{Detected nothing yet something (hypersomething)}}{\text{Where to sense? That's where} \times \text{When to sense? That's where}}$$

Objectively hyper-motion, subjectively motionless:

$$\frac{\text{Onmoved}}{\text{Slow motion} \times \text{stop motion}} = \text{Motionless motion} = \frac{\text{Mover}}{\text{Start motion} \times \text{fast motion}}$$

$$\text{Hypermotion} = \frac{\text{Unmoved mover (hypermover)}}{\text{Stop start (hyperstart)} \times \text{Slowly fast (hyperfast)}}$$

Objectively hyper-time, subjectively timeless

$$\frac{\text{Negative distance}}{\text{Negative speed} \times \text{negative position}} = \text{Timeless time} = \frac{\text{Positive distance}}{\text{Positive position} \times \text{Positive speed}}$$

$$\text{Hypertime} = \frac{\text{Negatively positive distance}}{\text{Negatively positive position} \times \text{Negatively positive speed}}$$

Objectively hyper-colour, subjectively colourless

$$\frac{\text{Negative chroma}}{\text{Negative hue} \times \text{Where is colour}} = \text{Colourless colour} = \frac{\text{Positive chroma}}{\text{That's where colour is} \times \text{Positive hue}}$$

$$\text{Hypercolour} = \frac{\text{Negatively positive chroma}}{\text{Where is colour? Is where there is colour} \times \text{Negatively positive hue}}$$

Hyper-self-identity (Me-less me)

$$\frac{\text{What is me?}}{\text{When is it me?} \times \text{Where is me?}} = \text{Identityless self identity} = \frac{\text{That is what is me}}{\text{That's where it's me} \times \text{that's when it's me}}$$

$$\text{Hyper self identity} = \frac{\text{What is me? Is what is me}}{\text{Where is me? Is where it's me} \times \text{When is it me? Is when it's me}}$$

Objectively hyper-sexual identity, subjectively unsexual identity

$$\frac{\text{Gender}}{\text{Homosexually} \times \text{Asexual}} = \text{Identityless sexual identity} = \frac{\text{Sex}}{\text{Sexuality} \times \text{Straight}}$$

$$\text{Hypersexual identity} = \frac{\text{Gender sex}}{\text{Asexual sexuality} \times \text{Homosexually straight}}$$

Moral dilemma, objectively hyper-moral, subjectively unmoral

$$\frac{\text{Immoral}}{\text{When should I be moral} \times \text{amoral}} = \text{Unmoral moral} = \frac{\text{Morals}}{\text{morality} \times \text{that is when to be moral}}$$

$$\text{Hypermoral} = \frac{\text{Immoral morals}}{\text{Amoral morality} \times \text{When to be moral? Is when to be moral}}$$

General force of mathematics

Objectively a hyper-measurement, subjectively unmeasured

$$\frac{\text{Negative scale}}{\text{Negative value} \times \text{Negative position}} = \text{Unmeasured measurement} = \frac{\text{Positive scale}}{\text{Positive position} \times \text{value}}$$

$$\text{Hypermeasurement} = \frac{\text{Negatively positive scale}}{\text{Negatively positive position} \times \text{negatively positive value}}$$

Objectively hyper-binary (Qubit), subjectively non-binary

$$\frac{-1 - 0}{\text{Input} \times \text{output}} = \text{Nonbinary binary} = \frac{+0 + 1}{\text{input} \times \text{output}}$$

$$\text{Hyperbinary} = \frac{-1 - 0 + 0 + 1}{\text{Output input} \times \text{input output}}$$

General force of soul

Objectively a hyper-soul, subjectively soulless

$$\frac{\text{Unreligious}}{\text{Unfaithful} \times \text{atheistic}} = \text{soulless soul} = \frac{\text{Reiligion}}{\text{Theist} \times \text{faith}}$$

$$\text{Hypersoul} = \frac{\text{Unreligious religion}}{\text{Atheistic theist} \times \text{Unfaithful faith}}$$

Objectively hyper-justice, subjectively unjust

$$\frac{\text{Untrilled}}{\text{Unsentenced} \times \text{Undefended}} = \text{Unjust justice} = \frac{\text{Trial}}{\text{Defendant} \times \text{Sentence}}$$

$$\text{Hyperjustice} = \frac{\text{Untrilled trial}}{\text{Undefended defendant} \times \text{Unsentenced sentence}}$$

Objectively hyper-evil, subjectively unevil

$$\frac{\text{Uncriminalised}}{\text{Victimless} \times \text{crimeless}} = \text{Unevil evil} = \frac{\text{Criminal}}{\text{Crime} \times \text{Victim}}$$

$$\text{Hyperevil} = \frac{\text{Uncriminalised criminal}}{\text{Crimeless crime} \times \text{Victimless victim}}$$

Objectively hyper-law, subjectively unlawful

$$\frac{\text{Unruled}}{\text{Unfollowed} \times \text{Above}} = \text{Unlawful law} = \frac{\text{Rule}}{\text{Below} \times \text{following}}$$

$$\text{Hyperlaw} = \frac{\text{Unruled rule}}{\text{Above below the rule} \times \text{unfollowed following}}$$

General force of chemicals

Objectively a hyper-chemical, subjectively a non-chemical:

$$\frac{\text{Nonmolecule}}{\text{Uncompounded} \times \text{unbonded}} = \text{Unchemical chemical} = \frac{\text{Molecule}}{\text{Bond} \times \text{Compound}}$$

$$\text{Hyperchemical} = \frac{\text{Nonmolecule molecule (hypermolecule)}}{\text{Unbonded bond (hyperbond)} \times \text{Uncompounded compound (hypercompound)}}$$

Objectively hyper-electricity, subjectively unelectrified

$$\frac{\text{Negative voltage}}{\text{Negative resistance} \times \text{Negative current}} = \text{Unelectrifying electricity} = \frac{+ \text{Voltage}}{+ \text{Current} \times + \text{Resistance}}$$

$$\text{Hyperelectricity} = \frac{\text{Negatively positive voltage}}{\text{Negatively positive current} \times \text{Negatively positive resistance}}$$

Objectively hyper-gravity, subjectively un-gravitating

$$\begin{aligned} \frac{\text{Negative cirucumference}}{\text{Negative acceleration} \times \text{Negative radius of inner core}} &= \text{Ungravitating gravity} \\ &= \frac{\text{Positive circumference}}{\text{positive radius of inner core} \times \text{Positive acceleration}} \end{aligned}$$

$$\text{Hypergravity} = \frac{\text{Negatively positive circumference}}{\text{Negatively positive radius of inner core} \times \text{negatively positive acceleration}}$$

Objectively a hyper-reaction, subjectively un-reacting

$$\frac{\text{Decomposing}}{\text{Negative reactivity} \times \text{Negative reactant}} = \text{Unreacting reaction} \frac{\text{Synthesis}}{\text{Positive reactant} \times \text{Positive reactivity}}$$

$$\text{Hyperreaction} = \frac{\text{Decomposing synthesis}}{\text{Negatively positive reactant} \times \text{Negatively positive reactivity}}$$

Objectively a hyper-photo (video), subjectively photo-less

$$\frac{\text{Imageless}}{\text{Frameless} \times \text{Uncaptured}} = \text{Photoless photo} = \frac{\text{Image}}{\text{Capture} \times \text{Frame}}$$

$$\text{Hyperphoto} = \frac{\text{Imageless image}}{\text{Uncaptured capture} \times \text{Frameless fram}}$$

Objectively hyper-fusion, subjectively fusion-less

$$\begin{aligned} \frac{\text{Uncolliding}}{\text{Unrearanged} \times \text{Negative two light nuclei}} &= \text{Fusionless fusion} \\ &= \frac{\text{Collision}}{\text{Positive two light nuclei} \times \text{Rearangement}} \end{aligned}$$

$$\text{Hyperfusion} = \frac{\text{Uncolliding collision}}{\text{Negatively positive two light nuclei} \times \text{Unrearanged rearrangement}}$$

Objectively hyper-fission, subjectively fission-less

$$\frac{\text{Uncolliding}}{\text{Splitless} \times \text{Negative two heavy nuclei}} = \text{Fissionless fission} = \frac{\text{Collision}}{\text{Positive two heavy nuclei} \times \text{Split}}$$

$$\text{Hyperfission} = \frac{\text{Uncolliding collision}}{\text{Negatively positive two heavy nuclei} \times \text{splitless split}}$$

Objectively a hyper-orbit, subjectively orbit-less:

$$\frac{\text{Negative angular momentum}}{\text{Negative ellipse} \times \text{Negative circumference}} = \text{orbitless orbit} = \frac{\text{Positive angular momentum}}{+\text{Circumference} \times \text{Positive Ellipse}}$$

$$\text{Hyperorbit} = \frac{\text{Negatively positive angular momentum}}{\text{Negatively positive circumference} \times \text{Negatively positive ellipse}}$$

## General force of emotions

Objectively a hyper-emotion, subjectively unemotional

$$\frac{\text{Unfeeling}}{\text{I'm chronically emotional} \times \text{Where are emotions}} = \text{Unemotional emotion}$$
$$= \frac{\text{Feeling}}{\text{That's where emotions are} \times \text{I'm sometimes emotional}}$$

$$\text{Hyperemotion} = \frac{\text{Unfeeling feeling}}{\text{Where are emotions? Is where they are} \times \text{Chronic emotions sometimes}}$$

Objectively hyper-magnetism, subjectively un-magnetised

$$\frac{\text{Negative pole}}{\text{Negative direction} \times \text{Repulsive}} = \text{Unmagnetised magnetivity} = \frac{\text{Positive pole}}{\text{Positive direction} \times \text{Attraction}}$$

$$\text{Hypermagnetism} = \frac{\text{Negatively positive pole}}{\text{Negatively positive direction} \times \text{Repulsive attraction}}$$

Objectively hyper-positive mass (complete fullness), subjectively positive massless

$$\frac{\text{Forceless}}{\text{Positive uninertial} \times \text{negative acceleration}} = \text{Positive massless mass}$$
$$= \frac{\text{Force}}{\text{Positive inertia} \times \text{positive acceleration}}$$

$$\text{Hyper positive mass} = \frac{\text{Forceless force}}{\text{Positive uninertial inertia} \times \text{Negatively positive acceleration}}$$

Hyper-negative mass (complete emptiness)

$$\frac{\text{Forceless}}{\text{negative acceleration} \times \text{Negative uninertial}} = \text{Negative massless mass}$$
$$= \frac{\text{Force}}{\text{N inertia} \times \text{positive acceleration}}$$

$$\text{Hypernegative mass} = \frac{\text{Forceless force}}{\text{Negative uninertial inertia} \times \text{Negatively positive acceleration}}$$

## General force of nature

Hyper-evolution

$$\frac{\text{Uninherited}}{\text{Unvaried} \times \text{Unselected}} = \text{Deevolutionary evolution} \frac{\text{Inheritance}}{\text{Selection} \times \text{Variation}}$$

$$\text{Hyperrevolution} = \frac{\text{Uninherited inheritance}}{\text{Unselected selection} \times \text{Unvaried variation}}$$

## General force of personality

Hyper-personality

$$\frac{\text{Ununique}}{\text{Compulsive} \times \text{apersonal}} = \text{Unpersonalised personality} = \frac{\text{Uniqueness}}{\text{Personability} \times \text{sometimes impulsive}}$$

$$\text{Hyperpersonality} = \frac{\text{Ununique uniqueness}}{\text{Apersonal personality} \times \text{compulsive impulse}}$$

Hyper-mind

$$\frac{\text{Irrationally}}{\text{When to be rational?} \times \text{arational}} = \text{Mindless mind}$$

$$= \frac{\text{Rational}}{\text{Thats where to be rational} \times \text{I'm sometimes rational}}$$

$$\text{Hypermind} = \frac{\text{Irrationally rational}}{\text{Where should i be rational? That's where} \times \text{When to be rational? That's when}}$$

General force of technology

Objectively hyper-drive, subjectively driverless

$$\frac{\text{Unsteered}}{\text{Untravelling} \times \text{driverless}} = \text{driveless drive} = \frac{\text{Steering}}{\text{Driver} \times \text{travel}}$$

$$\text{Hyperdrive} = \frac{\text{Unsteered steering}}{\text{Driverless driver} \times \text{untravelling travel}}$$

Objectively hyper-lift, subjectively lift-less, where aoa = angle of attack

$$\frac{\text{Negative pressure}}{\text{Flightless} \times \text{negative aoa}} = \text{liftless lift} \frac{\text{Positive pressure}}{\text{Positive aoa} \times \text{Flight}}$$

$$\text{Hyperlift} = \frac{\text{Negatively positive pressure}}{\text{Negatively positive aoa} \times \text{Flightless flight}}$$

Hands, objectively a hyper-tool, subjectively tool-less

$$\frac{\text{Holdless}}{\text{Unused} \times \text{gripless}} = \text{toolless tool} = \frac{\text{Hold}}{\text{Grip} \times \text{use}}$$

$$\text{Hypertool} = \frac{\text{Holdless hold}}{\text{Gripless grip} \times \text{unused use}}$$

Objectively hyper-thrust, subjectively thrust-less

$$\frac{\text{Gassless}}{\text{Negative acceleration} \times \text{Unpropelling}} = \text{Thrustless thrust} = \frac{\text{Gas}}{\text{Propellant} \times \text{positive acceleration}}$$

$$\text{Hyperthrust} = \frac{\text{Gassless gast}}{\text{Unrpopelling propellant} \times \text{Negatively positive acceleration}}$$

Objectively hyper-propellant, subjectively un-propelling

$$\frac{\text{Unoxidising}}{\text{Unreacting} \times \text{Fuelless}} = \text{Unpropelling propellant} = \frac{\text{Oxidiser}}{\text{Fuel} \times \text{Reaction}}$$

$$\text{Hyper propellant} = \frac{\text{Unoxidising oxidiser}}{\text{Fuelless fuel} \times \text{Unreacting reaction}}$$

## General force of dreams

Hyper-possibility

$$\frac{I\ don't\ know\ what\ is\ possible}{When\ is\ it\ possible? \times Where\ is\ it\ possible?} = Impossible\ possibility$$
$$= \frac{That's\ what\ is\ possible}{That's\ where\ it's\ possible \times that's\ when\ it's\ possible}$$

Objectively a hyper-alien, subjectively un-alien

$$\frac{Unknown}{Unencountered \times Extra\ terrestrial} = unalien\ alien = \frac{Known}{Terrestrial \times Encounter}$$
$$Hyperalien = \frac{Unknown\ known}{Extraterrestrial\ terrestrial \times Unencountered\ encounter}$$

Objectively hyper-magic, subjectively unmagical

$$\frac{Unillusory}{Blind \times Magicianless} = Unmagical\ magic \frac{Illusion}{Magician \times Sight}$$
$$Hypermagic = \frac{Unillusory\ illusion}{Magicianless\ magician \times Blindly\ seeing}$$

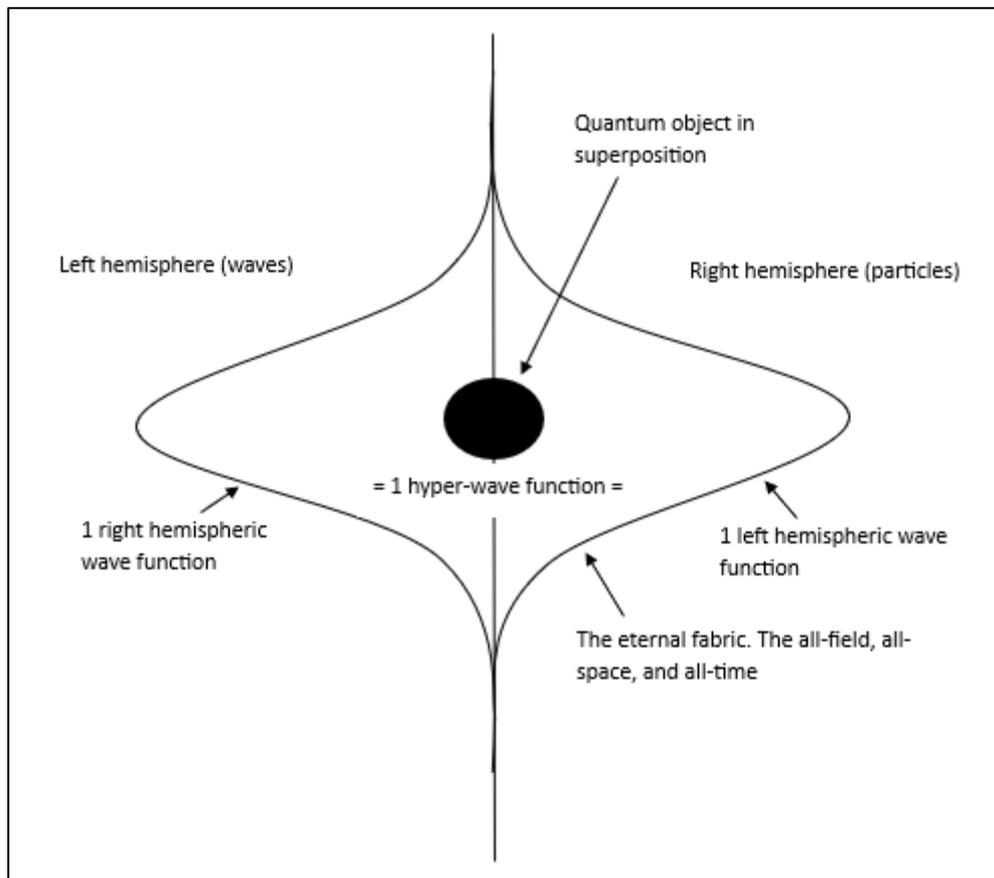
## General force of life

Playing dead, objectively hyper-life, subjectively lifeless

$$\frac{Dead}{Ageless \times Everywhere} = lifeless\ life = \frac{Alive}{Somewhere \times Age}$$
$$Hyperlife = \frac{Dead\ alive}{everywhere\ somewhere \times Ageless\ age}$$

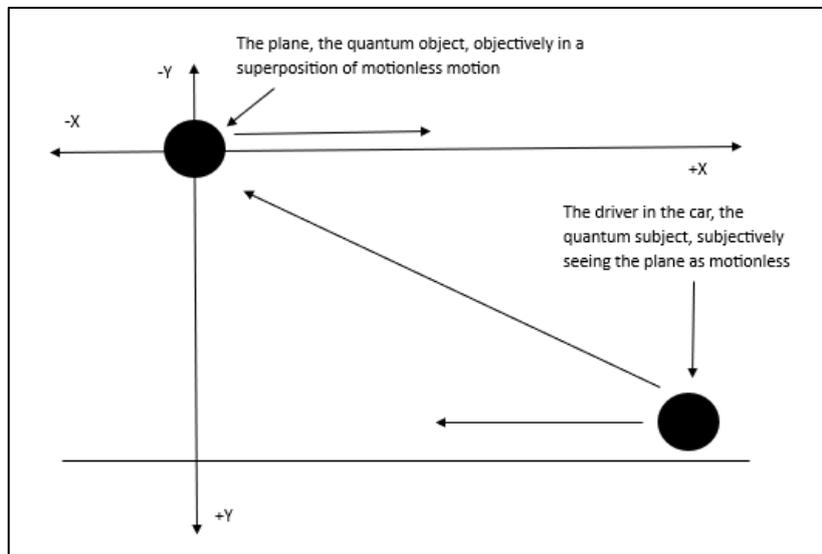
## Discussion

If the wave function is something physical, and represents the “curving” of spacetime, a “three” dimensional wave function, even though the all-field, from which all-space and all-time stem, are dimensionless points that have dimensions, then perhaps the wave function can give a better understanding of superposition. Taking into account waves existing in the left hemisphere and particles existing in the right hemisphere, when a wave-particle exists, it exists at zero, and perhaps there are two simultaneous wave functions that represent the superposition, creating a hyper-wave function, represented in the figure below.



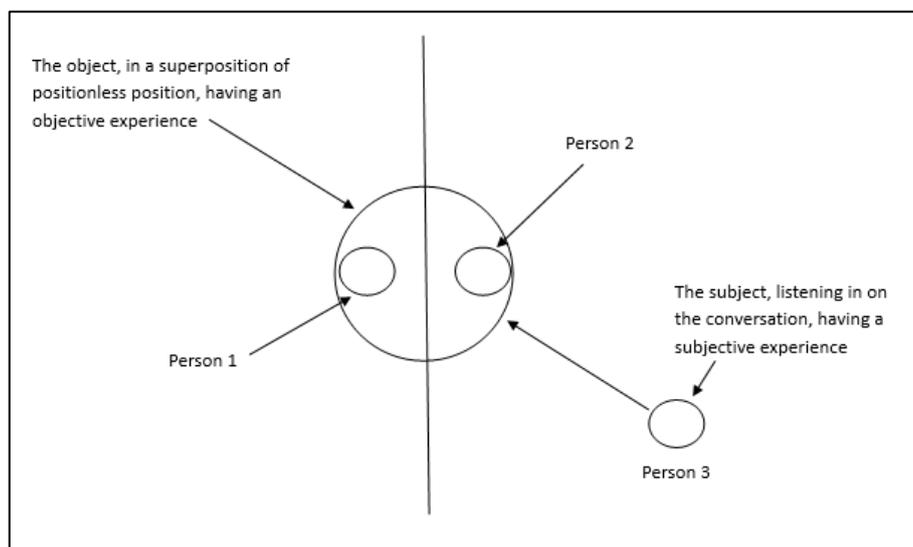
**Figure 2.** Superposition wave function.

In the figure above, I have outlined how the “quantum object” is in superposition. What is the quantum object in this interpretation? The quantum object is a collection of wave-particles connected by quantum synapses to create a non-quantum interconnected system existing at zero. Or a collection of waves or particles that is having an objective experience. What then is the quantum subject? The quantum subject is a collection of waves, or a collection of particles, or a collection of both, that aren’t creating a wave-particle, connected by quantum synapses to create a non-quantum interconnected system existing either in the left or right quantum hemisphere, that is observing the superposition, having a subjective experience. Therefore, the object is what is in superposition, and the subject is what is not seeing the superposition. In my paper on the universe I have stated that superposition never collapses, as long as the superposition remains contradictory. Therefore, a quantum computers superposition shouldn’t be collapsing, perhaps a non-binary binary code is necessary to stop the supposed superposition from collapsing inside the quantum computer, How would a superposition be expressed in the natural world? Take for example a car driving along a road, that is observing a plane frozen in the sky. The plane, the quantum object, objectively exists in a motion superposition of wave-particles that are creating motionless motion. Hyper-motion. From the cars reference frame, the quantum subject, the plane is subjectively motionless. Other examples include thrustless thrust. Objectively hyper-thrust, subjectively thrustless. Painless pain, objectively hyper-pain, subjectively painless. Un-personalised personality, objectively hyper-personality, subjectively un-personalised. Unjust justice, objectively hyper-justice, subjectively unjust.



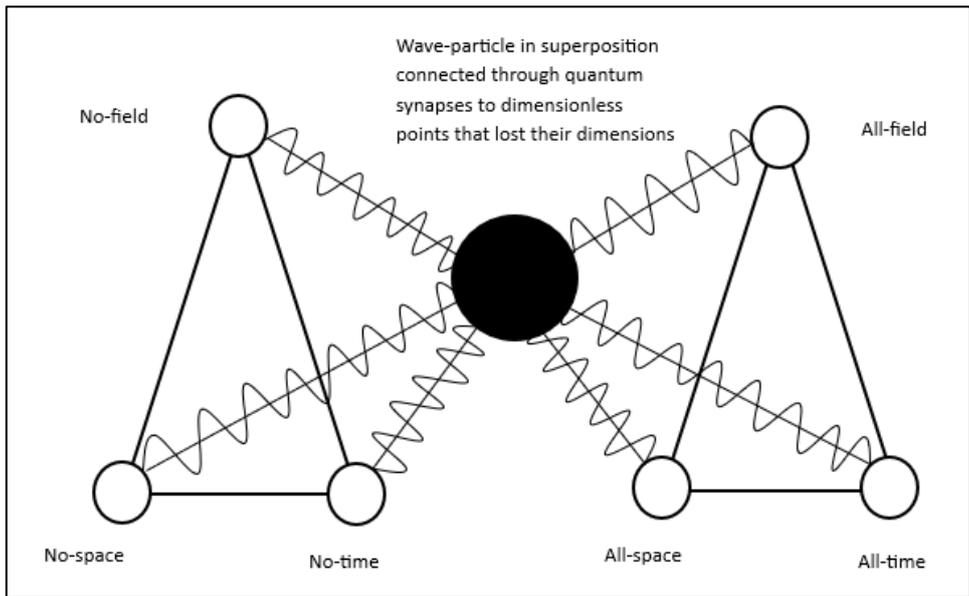
**Figure 3.** Motionless motion.

Another example is a bird stuck in mid air appearing to produce lift out of nothing. Objectively the bird is in a superposition of lift-less lift, hyper-lift, and from the subject's reference frame is lift-less. The bird is objectively experiencing flightless flight, negatively positive pressure, and has a negatively positive angle of attack. Another example is un-personalised personality. The individual that has a hyper-personality is un-uniquely unique, where is my personality? Is where my personality is, and is compulsively sometimes. Another example is unmoral moral, hyper-moral. Where are my morals? Is where my morals are. What are morals? Is what morals are. When should I be moral? Is when I should be moral. Another example is objective fusion and subjectively fusionless. What two inputs? Is what the two inputs are. Where is the collision? Is where the collision is. When is it being rearranged? Is when it is being rearranged. And again, a hyper-sensor. What is being detected? Is what is being detected. Where is it detecting? Is where it is detecting. When is it detecting? Is when it is detecting. To reiterate on hyper-lift, what is the angle of attack? Is what the angle of attack is. A negatively positive angle of attack Where is the pressure? Is where the pressure is. Negatively positive pressure. When is it flying? Is when it is flying. So to sum up superposition. What is happening? Is what is happening. Where is it happening? Is where it is happening. When is it happening? Is when it is happening. Another example is two people having a conversation. The two people are existing as one quantum object, having an objective experience, and are in a superposition of positions. There is a third person, the quantum subject, listening in on the conversation. The quantum subject is not part of the quantum object, so therefore the quantum subject is having a subjective experience and can't quite hear what the objects conversation is.



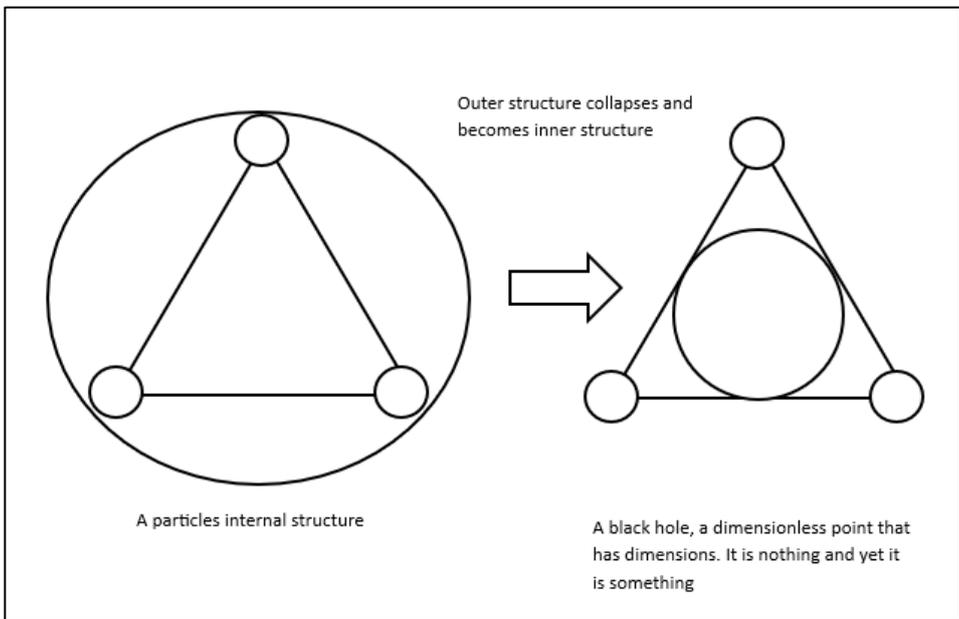
**Figure 4.** The object having a conversation

Perhaps an underlying cause of superposition is not only the non-contradiction contradiction, but also the separation of the eternal fabric, where no field the all-field becomes no field and the all field, no-space that's all-space becomes no-space and all-space, and where no-time that's all-time becomes no-time and all-time. No-field, no-space, and no-time represent the right hemispheric wave-function and the all-field, all-space, and all-time represent the left hemispheric wave-function



**Figure 5.** Separation of the eternal fabric

To note, the interactions that make up the formula triangle, through synaesthesia, can sometimes swap places. For example, there is a pressure sense, pressure recognition, and pressure perception, so therefore sometimes it is what is the pressure, sometimes it is where is there pressure, and sometimes it is when is there pressure. Perhaps the equation triangle also makes up the structure of fundamental particles.



**Figure 6.** A particles inner structure and subsequent collapse into a black hole

What was not expressed in the introduction and the results was taking into account an anti-equation, Consider the equation as backside front, and upside down, and therefore there may be two possible anti-equations, where:

$$\frac{\textit{Anti that is anti where} \times \textit{anti that is anti when}}{\textit{Anti that is anti what}} = \textit{Anti hyperforce} = \frac{\textit{Anti when?} \times \textit{Anti where?}}{\textit{Anti what?}}$$

Or:

$$\begin{aligned} & ((\text{That is anti where} \div \text{that is anti when}) \times \text{That is anti what}) = \text{Anti hyperforce} \\ & = ((\text{Anti when?} \div \text{Anti where?}) \times \text{Anti what?}) \end{aligned}$$

Given the anti equation, it can be used to describe the universal singularities.

Evolutionary singularity

$$\begin{aligned} \frac{\text{Anti black hole} \times \text{anti center of the anti universe}}{\text{Anti universal anti wave}} &= E \text{ singularity} = \frac{\text{Universal wave}}{\text{Center of the universe} \times \text{white hole}} \\ \text{Evolutionary singularity} &= \frac{\text{Hyper universal wave}}{\text{Hyper center of the hyper universe} \times \text{hyper white hole}} \end{aligned}$$

Represented in total as:

$$\text{Anti } 1 + 1 = 1 \text{ evolutionary singularity}$$

Cosmological singularity

$$\begin{aligned} \frac{\text{Anti white hole} \times \text{anti everywhere}}{\text{Anti universal anti particle}} &= C \text{ singularity} \neq \frac{\text{Universal particle}}{\text{Everywhere} \times \text{Black hole}} \\ \text{Cosmological singularity} &= \frac{\text{Hyper universal particle}}{\text{Hyper everywhere of the hyper universe} \times \text{Hyper black hole}} \end{aligned}$$

Represented in total as:

$$\text{Anti } 1 + 1 = 1 \text{ cosmological singularity}$$

To note, the equation is read from left and from right towards the middle formula triangle. Considering the existence of the middle formula triangle, it exists in a superposition of the left and the right formula triangle.

## Conclusion

The mathematically linguistic equation is a bizarre equation, that represents an even more bizarre superposition of states. The hypothetical interactions that underlie the forces explained in this paper are hypothetical and may not represent the actual interactions that make up those forces. Superposition is at the heart of quantum mechanics, and is a useful tool to describe the brain, quantum mechanics, and therefore the universe. The equation triangle is core to the equation, created by the existence of the triangular dimensionless points that have dimensions, that are the all-field (nonsense), all-space (misrecognition), all-time (misperception), no-field (sense), no-space (recognition), and no-time (perception). The eternal fabric of the universe. The equation triangle must equate to either negative one or positive one and can be used as a mathematical tool to see if the interactions that make up the force are (possibly) correct. Unfortunately, as some of the interactions exist as a purely linguistic number, it's much harder to determine what the linguistic equation to create a superposition of states is. Mathematical proof and linguistic non-proof. Objectivity and subjectivity of the superposition can't be overstated, as objectively, two does equal one, and subjectively, two definitely does not equal one. Therefore, objectively, superposition exists in both the quantum and the macroscopic (non-quantum) world, and subjectively, in both worlds, it doesn't exist at all.

## References

Lachlan Madden; The Brain, Gravity, and the Universe; Vixra, categorised under Quantum Gravity and String Theory  
Lachlan Madden; Non-sense and Sense: The Brains Duality; Vixra, categorised under Mind Science.