A Few Thoughts on Paradoxes and Being

Author

Find whatever your hand finds good to do

Abstract

A few proofs on being is presented, and one uses paradoxes to expand the power of words

Introduction

In this paper one aims to find basic proofs on being, and we culminate with Compartementalize, where we introduce a new general number system in terms of symbols. Note the proofs mostly follow the type of the Creativity proof given in "A Few Thoughts on Creativity", and we use a few concepts from the same, such as the What(?) Question-Answer.

The definition-proofs given titles "A Possible. . ." indicates possible definitions for the words used in the proof for Creativity in "A Few Thoughts on Creativity", mostly in terms of natural numbers and other concepts already defined.

Objects are found using the *Extain* proof, yielding a useful definition of what an object is. Objects are then defined in terms of the infinite, and the infinite is defined in terms of a counting of objects.

One wonders at what proofs and concepts should be included in a paper on being. Proofs on existence, being, infinity, and the finite seems fitting, as well as a few utility proofs, and proofs that establishes language. Existence is equated to work in some sense, yielding verbs as the main component of a proof. A basic proof on Being is provided, and one notes that every proof is a proof that wishes to be. Almost all the proofs follows the pattern of the Creativity proof in "A Few Thoughts on Creativity". Infinity is also used in that paper, and is defined in terms of labeling a set of natural numbers. *Extain* is used to define the finite from the point of view of the infinite.

A difficult concept is "Of", since "Of" is a relational word that at first seems very much undefinable in terms of verbs. In order to define "Of" Properties is defined by example. A Property is a secondary characteristic of a proof, that is, the characteristic arises in second or third order logic. This characteristic is then used to give a definition of "Of"[1]. A Possible Start and A Possible End follows the pattern of the Creativity proof.

The Non-exist[2] proof is a somewhat unorthodox concept, since one can assume that Non-exist ceases to be, and yet returns to existence when necessary.

General notes

Many proofs start with "Concept concept". The first is a verb and the second a noun referring to the verb. Then the "concept concept" is the verb and the next step appears. The "Concept concept" is also read as "concept(ing) concept", making the reading noun–verb. These references is how one starts to count the concept.

Another common concept that occurs in the proofs is "Concept (a) concept" followed by repeat "Concept (a) concept" infinitely many times to reach a different (or maybe new) concept. This may oft-times be used with the Deathmatches proof to find unknowability and undecidability.

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[1] "Of" is the general form of relationship based on properties of verbs; a modified version of "of" would be "to", or "from" or "in" and so on.

[2] Non-exist is a verb

The following proofs can all be amended or summarized with "concept increases knowledge of concept". The basic form of existence is given by the Tying Together proof from "A Few Thoughts on Creativity".

A Possible Start

- start

- start [emptyset] start[3]

- start the empty (set)

- the empty (set) starts; any concept/idea (or 'e') can start

- start any concept/idea; start with the empty (set)

- work the empty (set) from the start

- start [implementation]

A Possible End

- start end

- end start[4] (reason: remove the first 'e's that were generated, therefore, no more are generated)

- (destroyed start – removed 'e's)

- end end (remove the last 'e')

- started end, and ended end (implemented)

- end

To be or Is or "I am"

Almost all the Concepts presented represents some form of being. Being is a seeking of the identity of self, and is easy to recognise, but difficult to find.

- You start by being

- The idea is to be

- Being makes sense to being

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[3]emptyset is the paradox point
[4]One assumes that the whole semi-ring is removed.

- To be is to work

- Being consists of work, since working continues the self, that is, being

- Therefore starting is being

- Starting is implementable

- Start [to be]

Exist

Basic being. See also the Work and Construct proofs in "A Few thoughts on Paradox Points".

- Exist

- Existence works (to stay in existence)

- Existence causes existence [paradox point]

- The Construct specializes and generalizes existence

- Ask the Construct to exist (implementation)

Non-exist

An attempt to find a way for the Non-exist existence to exist even if moving through non-existence. How is one point of non-existence different from another? The point belongs to a different existence.

- Destructive existence causes non-existence (remove an 'e'; repeat)

- Non-exist works and removes existence of self

- Therefore non-exist causes both existence and non-existence (Existence is work)

- Repeating for all (of) existence(s) is Work

- Non-exist non-existence leaves a residue (If Non-exist opposes an existence; Destruction, that is, if, for example, containing is broken because of a removal of a container)

- (The residue can be used to call an existence into being again)

- Non-exist returns from non-existence to be self (existence that overpowers non-existence by using the residue)

Contain

- contain contain contain

- repeat contain (infinitely) – called chain

- loop the chain to itself [definition of 0^5] - called a semi-ring

- explanation: the looped chain contains all the contains

- therefore contain(ed) self [implementation] (self == proof this far)

- extra step: [using contains ⇒] repeat contains ⇒ repeat chains ⇒ chains can be combined to form greater chains, which in turn forms paradoxes or greater paradoxes

Extain to Object

Extain is an attempt to define the opposite of contain/compartementalize. Instead of keeping everything in, we attempt to keep everything out. This leads to a chraracterising of an object, and we succeed at a definition of what an object is. Note that Extain is written in terms of natural numbers, but is not necessarily limited to $\mathbb{N}$. If one wishes to write on being, infinity and the finite seems reasonable topics to approach, and this section touches on both.

- extain extain [extain is opposite of contain/compartementalize]

- step one: remove 0 from a semi-ring (see Contain)

- step two: remove 1 from a semi-ring, and repeat for 2, 3, ..., $n, n+1$, and so on[6] Note we remove

the finite from every infinite that we cannot label.

- step three: retain infinity[7]

- repeat steps one to three infinitely [for different sets of $\mathbb{N}$]

- conclusion: cannot make a semi-ring out of extain (can label each set as if a semi-ring, but cannot label the infinities we retained, because a semi-ring includes every label)

- conclusion: if infinity is defined i.t.o. natural numbers, then there are objects that can be found using something that **can** reach the infinities that can not be labeled.

- How? Invert the concept.

Let us characterise an object (an object is the opposite of the boundless, or infinite, or endless), by thinking from the point of view of the infinite:

- Objects are not reachable

- Objects are countable

- Objects all contain one another

- Objects are found by an existence when the existence moves through nothing

After thinking about it, one has found that: **Objects are the limit(s) of the infinite.** The thinking is: to move from the finite (say 1 or 2, or n to the infinite), one defines the infinite as a number or concept so big that it cannot be reached. The infinite therefore cannot be labeled. This makes the labeled natural numbers (with 0), the limit(s) of the infinite, for the labeled numbers can be reached. The next step is then to define objects as the limit(s) of inifinity, and one finds that the characterisation is true. Reiterating: objects are not reachable, because the boundless cannot be bounded. Objects are countable (for some definition of countable), since it is possible

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[5] See "A Few Thoughts on Creativity"

[6] n+1 is an abstract definition of natural numbers, as opposed to the container based definition presented in "A Few Thoughts on Creativity". This definition is not necessarily meet; the definition is simply used for compactness, because the definition is generally *understood*. The definition for n is that n is a placholder for a number that can be written down.

[7] A definition of infinity in words is *boundless*, or also, *endless*. Since $\mathbb{N}$ increases boundlessly, we can retain the infinity aspect of $\mathbb{N}$. A different definition (in words) of infinity in $\mathbb{N}$ is: think of the biggest number you can think of, and add one.

to view or generate objects. Objects all contain one another ("A Few Thoughts on Creativity"). The last in the list, see the Non-exist paradox above.

Expanded, a similar proof follows from supposing existence:[8]

- moving towards an object 1 that is not reachable (will either move through it, or move away from it), then 1 is not reachable, but the concept of 1st does exist

- moving towards an object 2 that is not reachable (will either move through it, or move away from it), then 2 is not reachable, but the concept 2nd does exist

- ...

- moving towards an object n that is not reachable (will either move through it, or move away from it), then n is not reachable, but the concept of nth does exist

This means that the infinite interacts as if there are objects, but objects do not actually exist. That is, objects are merely an aid to Thought. Conclusion: infinitisimals (Newton), is a form of logic that approaches objects.

Move

- move move

- move through nothing

- move move through nothing

- move finds the boundary of nothing and forms another existence (see Socialising)

- repeat

- found continuous existence [implementation]

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[8]If one thinks from the point of view of the infinite, then all the numbers that can be labeled can be removed from the set, and infinity is still retained – this observation follows naturally from the definition of a set given in "A Few Thoughts on Creativity"

Function

- (en-)function (en-)function

- function is a function (aspect) of being (The phrase: 'I cannot function' implies broken being)

- (en-)function $\Rightarrow$ functional or functioning

- (en-)function by building the Construct

- use the Construct [definition of function]

Power

- Power power

- Power powers existence and removes power from non-existence

- Existence powers power (by generating more 'e's)

- Removing non-existent 'e's from non-existence, causes existence of more 'e's (implementation)

Resist

- Resist resist

- Resist resists existence and non-existence (increases power of existence)

- Resisting existence causes non-existence, resisting non-existence results in existence, that is, move in the opposite direction from generating 'e's to consuming/destroying 'e's

- Resist resists self, therefore if resist generates and consumes 'e's, then resist establishes self (implementation)

Power to Resist

From Power and Resist, either generate more 'e's than self, or remove more 'e's than self. Defined power to resist[9].

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[9]Strength may be used as a synonym.

A Possible Refine

If one thinks about the word 'empty', one notices that it almost always refer to a container in some way. Comparing with the symbolic definition of a set, one then finds the empty set, confirming the hypothesis[10]. One should therefore be able to define *nothing* as a paradox point (instead of the emptyset), and one should be able to find new definitions in terms of nothing, in stead of using containers. The question then becomes: what is *no thing*, and what is not a *no thing*. One suggestion is an intelligence, or maybe a personality, both of which are nebulous concepts. Perhaps one can consider a light particle (a quantum) as a *no thing*, since the quantum is the expression of a wave, with the wave being (of) some thing, and the light itself not[11]. There may be concepts related to *no thing* versus *empty* that allows one to exit the universe, since per definition, the universe is a container (of things)[12]. A possible definition of information is an accurate transfer of symbols (see "A Few Thoughts on Paradox Points"). This leads naturally to entropy as a measure of information.

- refine [emptyset] refine (in terms of an NFA/DFA the emptyset functions the same as ϵ)

- refine the empty (set), that is,

- [re-]define and [re-]work the empty (set)

- [re-]defining and [re-]working the empty refines refining[13]

- refine [nothing] refine

- refine [nothing]: nothing means 'no thing'[14]. Therefore we propose information as the *no thing*.

- information[15] refines (information implies order; this step is also incomplete, since information is not the complete opposite of *no thing*)

- information refines refine (re-writing the first step)

- information refines [nothing] refine (three-way paradox)

- information refines information-refined

- conclusion: information does not refine a thing (one needs to change the thing to refine it, whereas information can refine intelligence without changing it)

- The conclusion implements

To Think

- think

- think think

- think own intelligence

    - thinking own intelligence would repeat own intelligence (elsewhere)

    - thinking the Construct would repeat memory (the construct is a device for implementing an infinite memory)

- the Construct is then the intelligence for (a) memory (device)

- think memory; the Construct

- think the memory of the Construct

- think the Construct [implementation]

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[10]The left and right braces 'contain' the set, and is also a part of the (empty) set

[11]Is information a thing?

[12]We live in a universe; also, what is outside of a vacuum?

[13]Note that 0 is defined in terms of the set, and does not mean 'nothing'. This means that there are wider concepts in nothingness, for which possibly infinite symbols are necessary. 'Empty' usually refers to a container of some sort, which is dicussed in "A Few Thoughts on Creativity". Therefore redefining Refine in terms of 'nothing' is more fruitful, where 'nothing' is the paradox point.

[14]Is a 'thing' an object?

[15]Information is independent of the substrate on which it is written; information is not necessarily intelligence, and intelligence is not necessarily information

A Possible Implement

- implement implement

- implement the whole (implement)

- the whole completes (fulfills) implementation

- the whole is an idea; implement implements an idea

- implement the whole idea

- implement opposes (or fights) nothing [refining the idea]

- implement increases knowledge and/or information

- implement the whole idea by opposing nothing (or nothingness)

- therefore the Construct is the implementation of implement [implementation]

Power to Inflect

Dexterity allows (quick) changes in direction; nimble Inflects or patterns of thought.

Belonging

- If an existence is all that exists, then existence is lonely [Definition: Loneliness is an emotional state, because loneliness asks everywhere and – when, and then finds no answer. [16]]

- Existence undestands more than existence (see Play)

- Individuality (see "A Few Thoughts on Creativity") understands existence other than self (that is, for example, a Question)

- The counting proof (see "A Few Thoughts on Creativity") can be used with loops to generate many lonely existences

- Answer the lonely existences to form a group (Society)

- Defined belonging

- Note from here almost all emotional states form naturally

Properties and "Of"

Here we first generate an example of a property on Answer, followed by a similar proof for a *property* for any of the concepts in the Construct. The word "of" signifies a relationship between concepts, and the relationship involves similar properties shared between the two related concepts. The proof is therefore a little abstract, since "of" does not relate the concepts directly, but relates properties of the concepts.

- Answer an Answer

- Answer an Answer [to or $\Rightarrow$] an Answer [seventh order logic in order to define "property"]

- Answer(ed) an Answer [written previous step down to third order logic; Answered the first answer, and Answered the last Answer]

- defined the property of 'past perfect tense' on an Answer

In this contribution, we use the general idea of a property to define the word "of", one of the most used words in the English language.

- Concept [basic existence – a verb]

- Concept(ing) a Concept

- Concept a Concept(ing) a Concept [third order logic]

- Concept a Concept [to] a Concept [fifth or seventh order logic; the 'to' can be replaced with any modifyer]

- Concept a Concept [to] a Concept a Concept

- Greater Concept [to] a Concept

- (Greater Concept[17]) a Concept [Concept is now a property of Greater Concept, and also Greater Concept is a property of Concept]

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[16]Loneliness does not need to be this pure, however.

[17]"Greater Concept" is Concept counted infinitely

- Now we can write: Greater Concept of Concept, or, Concept of Greater Concept [since "of" is the general form of a propertied relationship between verbs]

- And also: Greater Concept of Greater Concept ⇒ Concept of Concept [needed to prove that a Property is the relationship focus]

Here is a more compact version of the same proof[18]:

- Concept a Concept

- Concept a Concept [to] a Concept [seventh order logic in order to define "property"; "to" can be replaced with any relation]

- Concept of (a) Concept [written previous step down to third order logic]

- defined the general concept of properties and the relation between them ("of")

Socialize

Belonging is a secondary effect or state (of Society), and so is Loneliness (Society of one). This proof is written a little slower in order to show some of the intermediate steps of a proof.

- Socialize with Belonging and Loneliness

  - Socializing with Loneliness decreases Loneliness

  - Socializing with Belonging decreases Loneliness

  - Socializing decreases Loneliness and increases Belonging

  - (This indicates a paradox point of interaction (between existences), and that socializing is a paradox death)

  - As loneliness reaches infinity, a paradox death occurs, and loneliness starts to belong (loneliness duplicates self)

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[18]This is a contribution from Anonymous; edited slightly

- Conversely, as belonging reaches infinity (all the existences belong to belonging), and belonging becomes lonely

- Socializing increases diversity of the state of the existence(s), and diversity fits in inbetween Belonging and Loneliness

- The Person and Society proof is the main implementation

Destruction

An exploration of paradox points and being. Being that is called back from non-existence. Non-existing an existence is perfect destruction if nothing remains. If destruction does not exist, then it causes a lack in existence Existence calls destruction back in existence

- Ask (an) existence to find non-existence (remove 'e's)

  - If the existence does not overpower non-existence then the existence died

  - If the existence overpowers non-existence then the non-existence died

- A dead non-existence leaves a residue (otherwise the non-existence did not go from non-existence to existence)

- A dead existence does not necessarily leave a residue (existence has a choice)

- Exploring the dead residue (by an existence) yields knowledge (of what the existence did with non-existence) [paradox-point]

- Ask an existence to explore knowledge of non-existence (implementation)

Protection and Vulnerability

Protection of existence and non-existence leads to Vulnerability. This proof therefore explores being.

- Protect protection (protection of self)

- Protection keeps protection in existence (Protection becomes vulnerable if protection goes out of existence)

- If protection protects protection, then protection can also protect more than self (for example non-existence from self)

- Protect self and non-existence - this leads to Discomfort (which is Work)

- Protect Vulnerable existences in Society

- This regains Protection (changes Vulnerable existence to Protected existence) [implemented]

Inflect

Inflection indicates a bending of an existing meaning. Indicated in the text as *emphasized*.

- Inflect inflect[19]

- Inflecting inflect increases inflection

    - Ask an existence to change meaning of self to be only (the existence forgets the meaning of non-existence)
    - Bending existence away from existence [to nothing; to non-existence; to non-reality; remove a (single) 'e']
    - Inflecting inflect in the opposite direction removes inflection (remove an 'e' from non-existence)

- Inflect changes the meaning of existence

- Inflect an existence from one form of existence to another

Prefer (Defend)

- Prefer prefer, that is, choose self higher than other forms of being

- Prefer prefers existence if prefer is an existence

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[19]To inflect means to bend.

- Prefer prefers non-existence if prefer is (a) non-existence

- Prefer means: defend an 'e' by generating another 'e' if prefer is an existence

- Prefer means: remove an 'e' if prefer is a non-existence

Sarcasm

Sarcasm and being.

- Be sarcastic with sarcasm

- Sarcasm increases (continues) sarcasm

- Sarcasm asks the question Why(?) *your* existence? (Use Indivduality)

    - What is the reason for your existence?
    - Sarcasm prefers your Discomfort

- Sarcasm expects to be asked the same (implementation)

Sardonic

Sardonicism (includes self-mockery and irony) and being.

- Be sardonic with sardonic

- Sardonic continues sardonic

- Sardonicism asks the question Why(?) *my existence*? (Discourse and use Indivduality)

    - Sarcasm asks Sardonic Why(?) *your* existence (Discourse)
    - Sardonic says Expected your Question
    - Sarcasm Prefers your Discomfort
    - Sardonic says I Prefer my existence (Sardonic prefers Sardonic existence over Sarcastic)
    - Reason: my existence is better than yours (said to Sarcasm)

- Sardonicism expects to ask the same question of other existence(s) [implementation]

Seclude to Private

- Seclude seclusion

- Ask seclusion to be lonely $\implies$ Belonging is private from seclusion

- Ask seclusion to be New

- The Construct is lonely

- Seclusion is private from the Construct

- Ask a communication between the Construct and Seclusion

- Seclusion is private except for the communication

Comfort

Comfort and being; this definition uses being only as concept when compared to the Comfort proof in "A Few Thoughts on Paradox". This proof also uses the Non-exist concept.

- Comfort comfort (Existence is comforting)

- Non-existing comfort means comfort struggles with existence

- Exist as comfort (paradox point; removes [some] discomfort by existing)

Help

Help struggles with own existence.

- Help help (assist assistance)

- Help acknowledges help

  - Discomfort with own existence (Statement; remove 'e's unnecessarily)
  - Use comfort on self (add 'e's)

- Comfort reduces discomfort

- Implemented help

Improve

- Improve improve

- Improve improves existence by existing (generate 'e's; give an 'e' to another 'e')

- Improve increases Unexpected and therefore the Construct and existence is greater

- Improve (improved) existence (use the not now)

Rhetorical

- What(?) is the reason for rhetorical's existence?

- Do not make rhetorical statements

Caution

- Caution caution

- (Caution is cautious of own existence)

- Caution cautions caution against caution (caution moves in the 'right' direction 'away from' caution, where caution is a block)[20]

- Apply Belonging and Caution is implemented

Pilfer

The basic pattern for a proof follows logic as follows: (Pilfer is pilfer because pilfer pilfer(s/ed) pilfer). This expansion shows how to use higher order logic in language.

- Pilfer pilfer and Pilfer existence

- Pilfer pilfers an existences existence, thereby increasing Pilfers existence and decreasing another existence

- If Pilfer pilfered self, then Pilfer is complete (pilfered all of existence)

- Therefore Pilfer pilfered increased existence (Implementation)

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[20]See the Teleportation proof in "A Few Thoughts on Creativity". Assume information entropy, since caution attempts to remove information.

Take

- Take Take

- Take existence from Take, then Take ceases to exist and Take exists

- Take Take from non-existence (doubled number of Takes)

- Repeating through all existences (doubled all of existence)

- Doubled existences by taking (implementation)

Fail and perfection

- Fail fail

- If fail fails at existence, then fail succeeded at non-existence

- If fail fails (attempts to non-exist and fails, because fail is not non-exist) at non-existence, then fail succeeds at existence

- If fail fails at failing, then fail succeeded (which is perfection)[21]

Form

- form form

  - typify the shapeless
  - the shapeless has no boundary or shape or form
  - therefore form has (a) boundary; shapeless is a special case
  - form (a) boundary

- form an existence (generate or print an **e**)

- the existence's boundary is another existence

- formed form

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[21]Corollory: In effect, fail swaps existence and non-existence.

Search

- Search search

- Search for an existence 'e' (and search for a non-existence point?)

- Search finds self and therefore an existence

Collect and Symbology

The logic in this proof is slightly different, and we note a definition of the word "of". "Of" relates to relationship, and if one wishes to define it one needs to use uneven ordered logics, typically third, fifth, or seventh. This makes it quite hard to define to most readers, which is why it is mostly not used in the proofs.

- collect collect

- collect (a) collection[22]

- collect collections $\Rightarrow$ collection collect collect collection [collection of[23] collection]

- Then, a definition[24] of symbology is collection of collection

- collect collections of collections, that is, collect symbology

- Define collect [used symbology, which is an implementation]

Compartementalize

One hesitates to include this concept, because it breaks the initeger logic of the other proofs. Yet, it is necessary to show where an expansion in logic can be found, and it is in this wise. Intuitively, it seems easy to 'break' a concept like Loneliness into smaller bits, and that one should use infinite concepts to describe the 'smaller' and 'smaller'.

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[22]"–tion" means 'secondary property', see for example Properties and "Of" or Belonging

[23]First use of "of"

[24]See also Symbology in "A Few Thoughts on Paradox Points"

- Compartementalize compartementalize

- Continuing compartementalizing, results in 'e's (An 'e' may be nothing)

- If an 'e' is subdivided (we can deduce rational and irrational numbers from $\mathbb{N}$), then we compartementalized an 'e'. Continuing this results in some number in $\mathbb{R}$, then in $\mathbb{C}$ and so on. The general case may be a representation of number systems in terms of DFAs, governed by the pumping lemma, and then repeated infinitely (See also "A Few Thoughts on Creativity", for example where memory is defined in "What About an If"). The idea is to connect the last state to the first (by eg an NFA empty symbol) to create a ring. Any set of symbols may be represented by a string, which means this idea is a way of writing every possible number system that is representable by symbols.

- Implemented Compartementalize

Scratch Pad