CONTEXT AND CONSTANT by Seven Abraham

Summary of a Perception-Based Framework of Interaction

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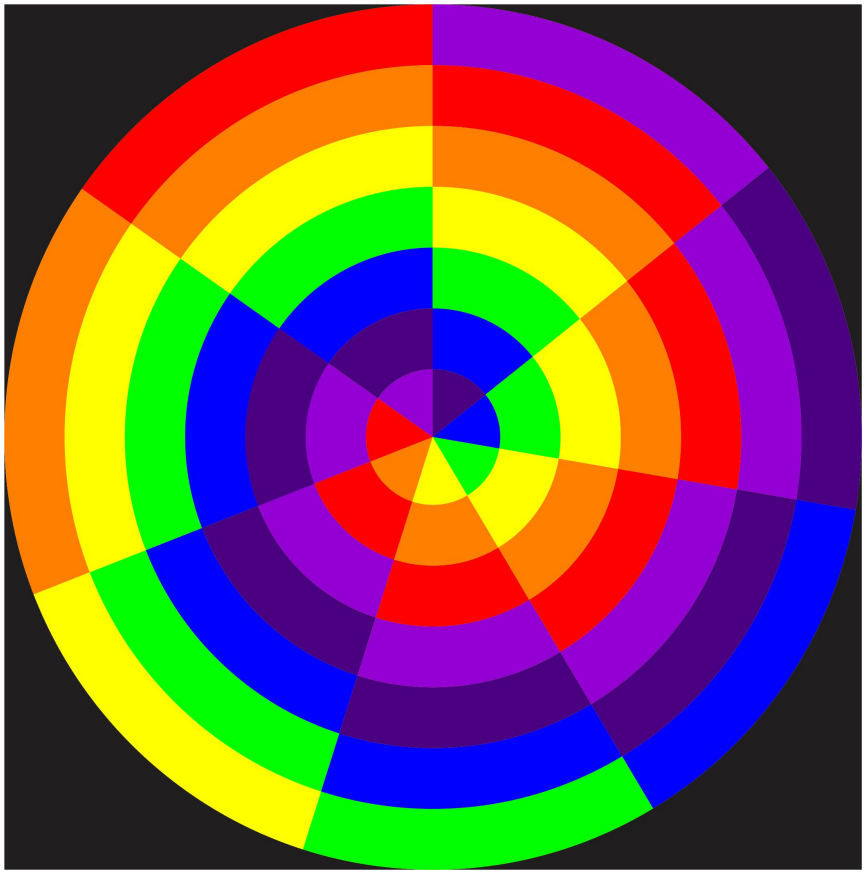
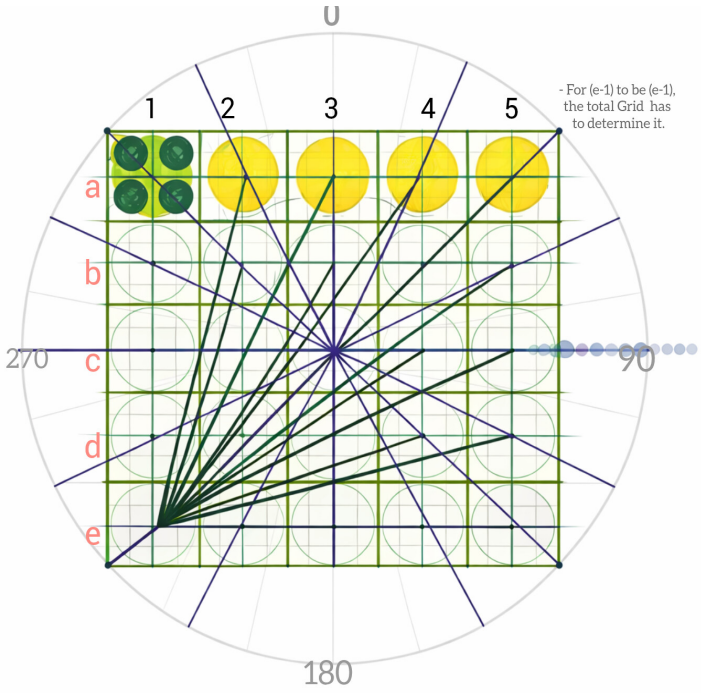
Introduction

Every observable phenomenon exists within a frame of perception governed by context and constants. In our terms, context determines the condition of observation, while the constant represents invariant properties across interaction. Reality emerges from the intersection of these two forces, forming the foundation of perception and decision.



Perception Colour System by Seven Abraham



Perception Grid System

The Perception Systems

The perception systems above consist of observer, the observed, and the environment. Observation is a relational process connecting all three components. It is evident that inclusivity is prioritized.

Principle of Context

Context is the dynamic condition under which an event becomes observable and meaningful. It defines interpretation rather than intrinsic existence.

Principle of Constant

A constant is the invariant property that persists across transformations and interactions. Interaction reveals constants rather than creating them.

Principle of Balance

Systems evolve toward equilibrium relative to their context; consequently, any stalled system is balanced at a specific context. The journey of evolution is a quest toward the compensation of required perspectives. Growth emerges once the necessary number of perspectives is exhausted, at which point the old system stalls. Unlike a stalled system, any system at motion seeks balance at a specific context.

Interaction: Observer and observation

Our method records that the observer is unseparated from observation. In this framework, the environment observes, and this automatically subsumes the observer into the observation element, establishing clarity regarding what we call ‘space language’.

Decision and Prediction

In most biological entities, decisions are influenced intellectually by potential rewards. Without a potential achievable gain, motivation nears zero and output deteriorates internally. One of the determinants for a successful decision depends on unique reward systems, which are structured individually. The fact that a decision is taken is proof that there is a direct or indirect, foreseeable or unforeseeable reward, whether the entity is aware of it or not.

On the other hand, accuracy in prediction is data-driven, unlike decision-making, which is mostly reward-influenced. Therefore, efficient data is that which is well-organized, classified, and categorized data which prioritizes the distinction between the context and the constant of a given matter. In summary, this is the efficiency of judging from the "perspective of the perspective". I refer to it as judging from the perspective of the content being observed before interpretation.

Conclusion

Our Replication Principle of Continuity suggests that there is no event, establishment, or enterprise that does not possess a ‘replica double’ of unrelated context that mimics it at distance. As such, they are principally connected and approximate appropriately towards this goal. In a manner distinct from Einstein’s ‘spooky action at a distance,’ these establishments exist in a state of constant, non-local mimicry, rather than just a correlation of quantum states. The universe has to work this way because of its structure, a phenomenon for which we now have identified the underlying mechanics, mathematics and causality.

Note: The principles outlined in this articles represent the proprietary intellectual property of this organization. They are unique to this framework, and these discoveries constitute a foundational shift in the understanding of this field.