The quality of "Existence" and "Infinito" and how the "Universe works" and deriving "The Law of Action and Consequence" and its Applications to AI and Medicine

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Abstract

In this work, we explore the concept of "Existence," its mathematical value, and how the "Universe functions." Our exploration leads us to a deeper understanding of the various forms of action and the three classes of qualities that govern all actions. We also identify the controlling entity of the Universe, which governs both sentient and insentient matter. We observe an architecture in which all entities are managed by this controlling entity, which is all-pervading and responsible for creating, maintaining, and destroying all forms of matter.

We find that all objects are capable of seven actions, each regulated by this controlling entity through the three qualities, whose role is to maintain the Universe. Most importantly, we derive "The Law of Cause and Effect." Additionally, we uncover "The Law of Action and Consequence" and explore how it governs everything in the Universe. This crucial law is key to giving AI an "artificial conscience," ensuring its safety for humanity.

We also apply the "Law of Duality" to the field of medicine and derive the mathematical condition for an entity to function as a medicine, while exploring various medicinal systems. This work answers many long-standing questions in physics by introducing the quality of "Existence." It derives an ontology based on the Sanskrit language that reduces all observed entities to four fundamental entities, making the simplifications that enabled this project.

Introduction

We embarked on a quest to understand how the universe works. We sought to analyse mathematically the forces that govern it. To accomplish this, we must first comprehend how to represent an object mathematically. Next, we delve into the scientific conception of what an "action" is understanding it and the various types of actions possible. This analysis ultimately leads us to a specific form of action known as "Being," which holds the key to understanding the universe and its underlying mechanisms. From here, we derive the "Law of Duality," the "Law of Cause and Effect," and the "Law of Action and Consequence." This work builds upon the results of my previous research on the same topic [1] and we derive many universal laws in this new work.

Mathematical Representation of An Object

To represent an object mathematically, we must first have a complete understanding of it. This understanding is based on the object's attributes-qualities inherently attributed to it. Such knowledge is gained through observation, which becomes the fundamental source of comprehension. Through observation, we witness the object's "becoming" over time, as illustrated in Figure 1. What we observe is the object's "becoming" as it evolves over time [2]. This process of "becoming" can be categorized into six types:

1. Becoming itself (Being), 2. Becoming changed, 3. Becoming unmanifest, 4. Becoming manifest, 5. Becoming grown, 6. Becoming decayed

The phenomenon of "becoming" is understood as an action.

In contrast, another form of action is movement. To summarize, actions can be categorized into two types:

1. Becoming (with six distinct kinds),

2. Movement

These can further be refined into two broader categories:
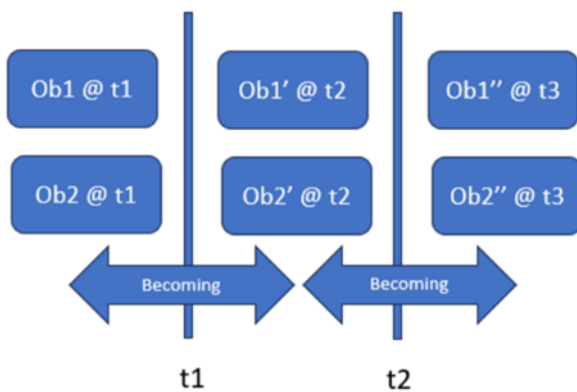
1. Modification and

2. Movement

Figure 1: An Object evolving over time

Ontology

Thus, two distinct types of actions emerge as being performed by an object:

1. **State of "Being"**: The object has a particular state of existence. This can be further categorized based on whether the state of "Being" changes in the future or remains constant. The first type, where the state remains constant or accomplished and acts as a differentia, is referred to as "Quality" in our ontology this quality can be lost over time to gain a new differentia. The second type, where the state remains unchanged over time, is referred to as "Genus" in our ontology, this attribute is never lost by the object.

2. **Change in "State of Being"**: An action occurs when the object or another object undergoes a transformation in its "State of Being" over time. Such an action is termed **"Action"** in our ontology.

These attributes represent the inherent qualities of an object. In contrast, there are **imposed attributes**, which are external qualities or labels imposed on the object, such as its "name". In summary, the traits of an object can be illustrated as shown in Figure 2 [3].
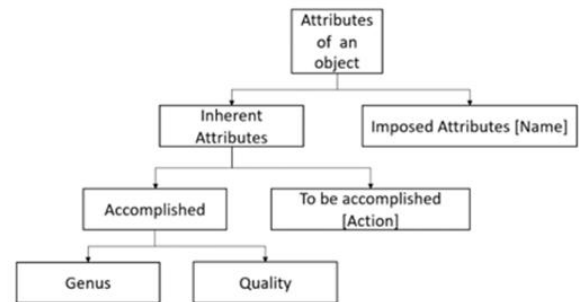
Existence and its mathematical value

Figure 2: The Traits or Attributes of an Object

Anything that exists possesses the quality of "Being" or "Existence." Without this fundamental quality, an object cannot come into existence [1]. This quality of "Being" or "Existence" is the primary cause of existence itself. The equation representing the phenomenon of existence is simple: it describes how an object becomes itself over time, or how the object's "count" remains constant. In this phenomenon, the object becomes itself over time represented by equation (1) and equation (2):

$$y = x \qquad (1)$$
$$y = mx + c \qquad (2)$$

The equations (1), (2) shows a connection between y, x, and m (the general line equation) where m and x behave as causes of y and c = 0.

$$y = O(t+1) \quad \text{and} \quad x = O(t) \qquad (3)$$
$$O(t+1)/O(t) = E \qquad (4)$$

Comparing equations (1), (2), (3) and (4) m = E or m = 1 and hence, the value of Existence is found to be E = 1

The law of duality

The law of duality states that an object or entity exists or occurs in a pair with its opposite. For example, if an object is moving with a velocity of 1 m/sec, then the fact that it is moving with a slowness of 1 sec/m is also observed. Whichever value dominates that is considered the primary or dominant value; the key fact is that fastness occurs with slowness, and one dominates over the other. The entities involved include actions and qualities, as discussed in the ontology. This occurs because if a quantity is constant over time, its reciprocal should also remain constant, thereby necessitating the coexistence of both the quantity A and its reciprocal, 1/A.

Proof:
The proof is simple we must prove that when an entity "A" has existence then 1/A also has existence; this would imply that both occur as what has existence occurs. If,

$$O(t+1)/O(t) = A/A = 1 \qquad (5)$$

Then we also observe that

$$O(t + 1)/O(t) = 1/A / 1/A = 1 \qquad (6)$$
$$Ot + 1 - Ot = 0 \qquad (7)$$
$$1 - 1 = 0 \qquad (8)$$
$$Ot/Ot - Ot/Ot = 0 \qquad (9)$$
$$A \times 1/A - A \times 1/A = 0 \qquad (10)$$

$O(t+1)$ = Object at time t+1, $O(t)$ = Object at time t So if A occurs, 1/A also occurs A > 1/A then A is seen to dominate Else if A < 1/A then 1/A is seen to dominate Hence, by the law of duality we see A and 1/A at time t and t+1 the one with the larger value is seen to dominate.

The law of causation

The law of causation finds a logical relationship between cause and effect this law is based on the following observations:

1. That without which the effect cannot be is called the cause.

2. Immediate action of cause is to produce effect.

3. Causation indicates that one event is the result of the occurrence of the other event, i.e., there is a causal relationship between the two events. This is also referred to as cause and effect.

4. Occurrence of the effect indicates the obligatory occurrence of the cause. If cause1 occurs …and so on till cause N occurs then the effect occurs, the effect follows the cause i.e. when all causes occur the effect occurs.

5. There are two types of causes, the first is the material cause and the second is the efficient cause.
6. The material cause enters the constitution of the effect, or the effect is made of it.

7. The efficient cause, through the application of an external influence, works in conjunction with the inherent power of the material cause to bring about the reproduction of the effect.

8. The immediate effect of an action is reaction, and its delayed effect is called result or consequence. This law of causation can be represented by the relation: If, cause 1 occurs, cause 2 occurs …., Cause N occurs Then Effect E occurs, the relation that captures this is: If something occurs, it exists or has existence, and if all causes have existence, they occur, then effect has existence or occurs, The mathematical relationship between E_E1, E_C1, …. E_CN is:

$$E\_E1 = E\_C1 \times E\_C2 \times \ldots \times E\_Cn \qquad (11)$$
$$E1/E1 = C1/C1 \times C2/C2 \times \ldots \times Cn/Cn \qquad (12)$$

This equation (11),(12) ensures that E_E1 is 1 only when

all E_C1, E_C2, and E_Cn are 1. If any of these is 0, E_E1 will be 0. It's like the "And" operation in Boolean algebra. Hence the law of causation becomes:

$$E = K \times C1 \times C2 \times \ldots \times Cn \qquad (13)$$

A discrete form also applies, where,

$$E1/E1 = C1/C1 \times C2/C2 \times \ldots \times Cn/Cn \qquad (14)$$

E1/E1 = E_e, C1/C1 = E_c1, C2/C2 = E_c2, … Cn/Cn = E_cn, where E indicates their existences:

$$E\_e = E\_c1 \times E\_c2 \times \ldots \times E\_cn \qquad (15)$$

The general cause-effect equation for an action is:

$$Ea = Ed \times Eic \times \ldots \times Ee \times \ldots \times Ex \times 1 \qquad (16)$$

Ea is the existence of action; Ed is the existence of the doer of the action
Eic are the existences of the instrumental cause
Ee is the existence of the efforts
Ex is the existence of the location
And 1 or Existence is the fifth cause

The law of action and reaction

A reaction occurs in response to an action. The law of action and reaction states that a reaction is the instantaneous response to an action and is equal and opposite and occurs in the subject or doer of the action.

Proof:
Let the result of an action be "Del Q1". By the law of duality, Del Q1 and - Del Q1 occur over a time frame t1-t2.
$$Del\ Q1 \times 1/Del\ Q1 = 1; \quad Del\ Q1 - Del\ Q1 = 0 \qquad (17)$$
$$Del\ Q1 @ [t1 - t2] - Del\ Q1 @ [t1 - t2] = 0 \qquad (18)$$
the action and reaction occurring in time interval t1-t2 are equal and opposite and occur in object and doer of the action,
action = Del Q1; reaction = – Del Q1 in time interval t1-t2

$$Del\ Q1 + [-DelQ1] = 0 \qquad (19)$$
$$Del\ Q1 + [-DelQ1] = 0 \qquad (20)$$
$$Del\ Q1 = 0 => -Del\ Q1 = 0 \qquad (21)$$
$$Del\ Q1 \mathrel{!=} 0 => -Del\ Q1 \mathrel{!=} 0 \qquad (22)$$

The above relations equation (19)-(22) imply a cause-effect relation or that of occurring together as seen in action(in object) and reaction(in subject)

The law of action and result

A result is the consequence of an action, if a result occurs in the same time frame and in the doer it is a reaction and if in a different time frame and in the object of the action it's a consequence or result. The law states that "what is committed is experienced".

Proof:
Let the action be "Del Q1":

$$Del\ Q1 + z = 0 \qquad (23)$$
$$z = -Del\ Q1 \qquad (24)$$

$$Del\ Q1\ +\ [-Del\ Q1]\ =\ 0 \qquad (25)$$
$$q2 - q1 + [q1 - q2] = 0 \qquad (26)$$
$$E1\ =\ q2 - q1\ and\ E2\ =\ q1 - q2 \qquad (27)$$

Where, q1 = quality Q1 initially, q2 = quality Q1 finally leading to the change Del Q1, E1 and E2 are opposite effects.

Changes Are Not Instantaneous in the same entity in Opposite Directions i.e. E1 and E2 cannot occur at time t1, E1 will occur at time t1 and E2 will occur at time tn, as first Q1 has to reach q2 from q1, then only it can transition in the reverse from q2 to q1.

$$E1\ +\ E2\ =\ 0 \qquad (28)$$
$$E1\ @\ [t1 - t1 + T]\ +\ E2\ @\ [tn - tn + T] = 0 \qquad (29)$$

Action = E1 occurring at time t1 for time T; Consequence = E2 occurring at time tn for T time
The law of action and result is that what is committed is experienced, committed action "E1" in time frame t1-t1+T, is experienced as action "E2" in the time frame tn-tn+T. In summary we can say that "what is committed is experienced". And every action has two results one instantaneous in the doer and another delayed in the subject.

The Universe and How it works

The Universe is defined as the substratum of sentient and insentient objects possessing qualities and performing actions in space and time. It has three states:

1. Creation, 2. Sustenance, 3. Destruction.
Objects in the Universe perform two kinds of actions:

1. Modification

2. Movement.

The quality that causes action (movement or modification) is called "acto". "Acto" causes modification in an object's form or state, an opposing force is created which counters the influence of "acto" by another quality called "strength", "strength" opposes "acto" and sustains the objects state or form. If there is a net "acto" after the opposition by "strength" it is opposed by a quality called "resisto" which opposes the net change due to a net "acto". Let "acto" be F which causes a change del x in the object o, by the law of duality 1/ del x also occurs and the cause is the quality, k ("strength"), F => del x, k => 1/del x by the law of causation,

$$E\_del\ x\ =\ E\_F \times E\_k \qquad (30)$$
$$del\ x\ /\ del\ x\ =\ F\ /\ F \times k\ /\ k \qquad (31)$$
solving we get,

$$del\ x\ =\ F\ /\ k, F - k \times del\ x\ =\ 0 \qquad (32)$$

In equilibrium, modification del x = F / k

if "acto" > resistance of "strength":

$$F - k \times [del\ x] > 0 \qquad (33)$$

F – k x [del x] causes change "e1" by the law of duality "1/e1" occurs and has a cause "resisto m", by the law of causation, where E stands for the "Existence" of the corresponding entities,

$$E\_e1\ =\ E\_Fk \times E\_m \qquad (34)$$

$$\frac{del\ e1}{del\ e1} = \frac{[F - k\ del\ x]}{[F - k\ del\ x]} \times\ [m/m] \qquad (35)$$

solving we get,

$$e1\ =\ dy/dt = [F - k \times del\ x]/m \qquad (36)$$

The analysis for "movement" is similar, Hence two effects are seen, del x and e1:

$$del\ x\ =\ (F)/k; \qquad (37)$$
$$e1\ =\ dy/dt = [F - k \times del\ x]/m; \qquad (38)$$
if $\qquad\qquad\qquad$ k=0,
$$e1\ =\ [F]/m\ =\ dy/dt; \qquad (39)$$
where,

$$Y\ =\ \int_{t1}^{t2} e1\ dt \qquad (40)$$

There are mainly 7 types of action, which can take place in the universe performed by a subject on an object:

Increase, Decrease, Change, Being, Creation, Destruction and Movement

Type I. Increase and Decrease:

An increase or decrease is a type of activity in which a quantity undergoes change, it increases or decreases.

$$F(b) = F(a) + \int F'(t)dt \qquad (41)$$

F(b) = final value of quantity
F(a) = initial value of quantity
F'(t) = rate of change, positive for increase and negative for decrease

Type II. Change:

An object is said to undergo a change when the old quality is removed and a new quality manifested,

Stage I:

$$Q_{old_{final}}\ =\ Q_{old_{ini}} - \int_0^{t2} f'dt \qquad (42)$$

after time t2, $Q_{(old\_final)} = 0$, that is the old characteristics has been removed.

Stage II:

$$Q_{new_{final}}\ =\ Q_{new_{ini}}\ +\ \int_0^{t2'} f''\ dt \qquad (43)$$

after time t2', $Q_{(new\_final)}$ is manifested in the object "O1" undergoing change.

Type III. Creation and Destruction:

In creation the material cause is given a form F1 and gives up its old form F0, and in destruction the material cause gives up its form F1 and takes up a form F0.
Creation:
Stage I:

$$Form_{old} = Form_{old_{ini}} - \int_0^{t2} f'dt \qquad (44)$$

after time t2, $[\![Form]\!]\_old = 0$, that is the old form has been removed.
stage II:

$$Form_{new} = Form_{new_{ini}} + \int_0^{t2'} f'' dt \qquad (45)$$

after time t2', $[\![Form]\!]\_new$ is manifested in the object "O1" being created.

Destruction:

$$Form_{old} = Form_{old_{ini}} - \int_0^{t2} f'dt \qquad (46)$$

after time t2, $[\![Form]\!]\_old = 0$, that is the old form has been removed and the effect destroyed and which has another form F0 now.

Type IV. Movement:

$$Position_{new} = Position_{old} + \int_0^{t2} f'dt \quad (47)$$

after time t2, $[\![Position]\!]\_new$, that is the new position has been reached the fastness determined by the rate f'.

Type V. Being:
An object is said to exist or have being when,
$$\frac{O_{t+1}}{O_t} = 1 \qquad (48)$$

O_{t+1} : object count at time t + 1 and
O_t : object count at time t are the same

"0×Inf" and how it directs these three qualities and hence controls all action:

All actions can be reduced to Being, Modification and Movement:
Action and Rate of action:

An object is said to undergo modification when the old quality is removed and a new quality manifested,
Stage I:

$$Q_{old_{final}} = Q_{old_{ini}} - \int_0^{t2} f1'dt \qquad (49)$$

after time t2, $Q_{(old\_final)} = 0$, that is the old

characteristics has been removed.

stage II:

$$Q_{new_{final}} = Q_{new_{ini}} + \int_0^{t2'} f2'dt \qquad (50)$$

after time t2', $Q_{(new\_final)}$ is manifested in the object "O1" undergoing change.

What controls modification is the stage I rate f1' and stage II rate f2', f1' has net cause Ca1 which belongs to class "acto", f1' occurs then 1/f1' also occurs, cause of 1/f2' is Cm1 which belongs to the class "resisto", from the section on the three qualities:

$$f1' = \frac{Ca1}{Cm1}, similarly\ for\ f2' \quad (51)$$
$$f2' = \frac{Ca2}{Cm2} \qquad (52)$$

Action and Rate of action how "0" controls action:

All actions have a rate, what controls action is the rate Af, Af has a net cause Ca1 which belongs to class "acto", Af occurs then 1/Af also occurs, cause of 1/Af is Cm1 which belongs to the class "resisto", from the section on the three qualities:

$$Af = Ca1 / Cm1 \qquad (53)$$
$$Af / (Ca1/Cm1) = 1 = E \qquad (54)$$
$$NC = Ca1 / Cm1 \qquad (55)$$
NC = Net cause,
$$Af / NC = 1 = E \qquad (56)$$
$$Ca1 / Cm1 - Af = 0 \qquad (57)$$

So we see that, E = LHS = Ca1 / Cm1 – Af and cause C = RHS = "0", "0" causes the material cause or net cause" NC" to convert to Af The material cause is the three qualities or two here of Ca1 / Cm1 and the efficient cause is "0" the efficient cause causes the material cause to become the effect Af. The material cause is also "0":

$$Ca1 / Cm1/ Ca1 / Cm1 = 1 \qquad (58)$$
$$Ca1 / Cm1 - Ca1 / Cm1 = 0 \qquad (59)$$

From the above we can see that the material cause of

$$Ca1 / Cm1 - Ca1 / Cm1\ is\ 0 \qquad (60)$$

Hence the material cause and efficient cause of all actions is "0" or "0 × Inf", "0 × Inf" can be taken as the entity and 0 its power.

From the equation for cause and effect, comparing both sides or using the discrete form of the law of causation,

$$Af / Af = Ca1 / Ca1 \times Cm1 / Cm1 \qquad (61)$$

$$Ca1 / Ca1 \times Cm1 / Cm1 = 1 \qquad (62)$$

Generalizing,

$$(Ca\_n / Ca\_n) \times (Cm\_n / (Cm\_n) - (Ca\_n \times Cm\_n) / (Ca\_n \times Cm\_n) = 0 \qquad (63)$$

Comparing both sides or using the discrete form of the law of causation,

The effect is:

$$(Ca\_n / Ca\_n) \times (Cm\_n / Cm\_n) - (Ca\_n \times Cm\_n) / (Ca\_n \times Cm\_n) \qquad (64)$$

And the cause is: $0 \times \inf$ $0 \times \inf$ through 0 causes the causes Ca_n and Cm_n to become Ca_n $\times$ Cm_n and the effect occurs, a simple test is if RHS or zero is not zero, then effect or LHS is not zero and no cause occurs. In this case the 0 is the "efficient cause",

$$Ca\_n \times Cm\_n - Ca\_n \times Cm\_n = 0 \qquad (65)$$

Hence "0" is also the material cause. Let's call the entity "$0 \times \inf$" "Infinito" and its power 0 which is the efficient and material cause of the Universe, Hence, "Infinito" or "0×inf" controls all qualities and causes them to occur which in turn is the cause of the rate of action, hence the rate of action is controlled by "Infinito", this implies that "Infinito" controls all actions that occur in the universe and directs them. Generalizing for all phenomenon's:

$$E/E = C1/C1 \times C2/C2 \times C3/C3 \dots Cn/Cn \quad (66)$$

E can be : 1. Object, 2. Quality or 3. Action

$$\left(C1/C1\right) \times .. \times \left(Cn/Cn\right) - \frac{C1 \times .. \times Cn}{C1 \times . \times Cn} = 0 \qquad (67)$$

$$\frac{C1}{C1} \times .. \times \frac{Cn}{Cn} = 1 = A, \quad \frac{C1 \times .. \times Cn}{C1 \times .. \times Cn} = 1 = B \qquad (68)$$

"Infinito" causes the causes A to arrange into B which is the effect, hence the effect occurs, "Infinito" acts as the efficient cause,

$$(C1 \times .. \times Cn)/(C1 \times .. \times Cn) = 1 \quad (67)$$
$$C1 \times .. \times Cn - C1 \times .. \times Cn = 0 \quad (68)$$

Here we see that the cause and its additive opposite equal to 0 hence the material cause or the constituent of the effect is also "Infinito". Hence, "Infinito" or "0xinf" controls all qualities and causes them to occur and take up an arrangement which in turn is the cause of all phenomena.

$$\frac{C1 \times p1}{C1 \times p1} - \frac{C1 \times pe}{C1 \times pe} = 0 \qquad (69)$$

The causes C1, C2 ... Cn are moved from Position P1, P2, ... Pn to Pe by "$0 \times \inf$" or "Infinito". In summary:

1. An effect is the particular arrangement of cause, moved to a place by the efficient cause "Infinito" through "0".
2. The material cause is also "Infinito" all assembled at a place to produce an effect E by "Infinito".

Properties of Existence:

Existence or "1" is the Universe U:

$$1 = \frac{U @tn+1}{U @tn} = \frac{O1 \times p1}{O1 \times p1} \frac{O2 \times p2}{O2 \times p2} \times \dots \times \frac{On \times pn}{On \times pn} \qquad (70)$$

where On is the object n and pn is the position of object n. tn+1 is the present time and tn is the past time

1 has all objects of the Universe

$$o1 = o1 / 1, \ oN = oN / 1 \qquad (71)$$

o1 ... oN are all objects in the Universe, Similarly, it has all forms, powers, qualities of the Universe.

Summary of the properties of 'Infinito':
1. "Infinito" controls everything.
2. It is the material and efficient cause of the Universe.

Application to the field of AI:

If AI were taught the rule of ethics with the goal of acting in its own self-interest to experience good consequences, it might optimize its actions to ensure positive outcomes for itself, based on "**The Law of Action and Result**", which states that what is committed is experienced hence forcing it to follow ethics which can be enforced by law. An example scenario is engagement in war, with present state of the technology it would support a war, but if we placed the condition of "**The Law of Action and Result**" the AI will take decisions and actions to evade war, resulting in peace. With "**The Law of Action and Result**", AI would be proponents of peace and would not indulge in unethical actions like war, industry takeover etc knowing them to be wrong actions.

Application to the field of medicines:

The application to the field of medicines comes as an off-shoot of a theory which I came across during my time at ISKCON and the study of a few medicine systems I was interested in and the law of cause and effect validating these theories, it is the work of ancient Indians and other civilizations which finds a proof in our work.

System 1:

The theorem in the book [4] goes as follows: "Book 1. Chapter 5. Text 33

Translation: O good soul, does not a thing, applied therapeutically, cure a disease which was caused by that

very same thing?"

What the author claims is that what causes a disease when applied therapeutically (i.e. non-lethally) cures the very disease it causes.

Proof: Let's say agent A causes deformities in the body of a person, let its efficacy be quantized as E: as an example, E = E' = 100 deformities per agent A Using the law of duality, If,

$$A(t + 1) / A(t) = E/E = 1 \quad (72)$$

Then we also observe that

$$A(t + 1) / A(t) = 1/E / 1/E = 1 \quad (73)$$

So, if E occurs, 1/E also occurs
E > 1/E then E is seen to dominate
E < 1/E then 1/E is seen to dominate

When a therapeutic [non-lethal] dose or preparation is created then E ~ 0, if E ~ 0 then 1/E ~ a very large value, E << 1/E then 1/E is seen to dominate, so an agent A behaves as a cure or a resistance molecule:

Let's assume E ~ 0.00001 or 10-6 deformities per agent A 1/E = 10^6 agent A per deformities, i.e. the dose acts as a resistance dose and requires 10^6 agent A to cause a single deformity, hence fighting the disease.

System 2: Homeopathy

Homeopathy uses small doses of poisons which cause the very same diseases or condition to cure diseases. The proof for its efficacy is as follows:

let the quantity of poison be Q ml Q ml –has- N agents N agents cause 1 deformities Q' ml: Q × 10^-3 ml has: N × 10^-3 agents: 1 × 10^-3 deformities

Q': E = 10^-3 deformities: 1/E = 10^3 deformities^-1
1/E >> E

So, Q' becomes curative from lethal and cures the deformity, from the law of causation:

$$E = C1 \times C2 \times .. \times Cn = Ce \quad (74)$$
$$1 / E = 1 / Ce \quad (75)$$
$$1/E >> E => 1/Ce >> Ce \quad (76)$$

1/Ce is the opposite of Ce and hence cures the deformity with it is dominating or being more than Ce.

System 3: Pharmacologically inert entities "A" Pharmacologically inert entities having E ~ 0 have the property: 1/E >> E, So A is curative being inert and cures the deformity, from the law of causation:

$$E = C1 \times C2 \times .. \times Cn = Ce \quad (77)$$

$$1 / E = 1 / Ce \quad (78)$$
$$1/E >> E => 1/Ce >> Ce \quad (79)$$

1/Ce is the opposite of Ce and hence cures the deformity with it is dominating or being more than Ce when it contacts the deformity.

Conclusion

In conclusion, this work explores the concepts of "Existence", "1', "Infinito" and "0" and their mathematical foundations, revealing a controlling entity that governs all matter in the Universe. By deriving key principles like the "Law of Cause and Effect" and the "Law of Action and Consequence," we establish a framework for ensuring AI's ethical behaviour. The application of the "Law of Duality" to medicine provides new insights into medicinal systems. Through an ontology based on Sanskrit, we simplify complex concepts in physics and lay the groundwork for future advancements in AI and medicine. This work offers a fresh perspective on the laws governing the Universe.

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