

Cognitive Mechanics and its Mathematical Model

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Abstract

The method and the content produced in this paper is not going to be comprehensible easily. it is a completely new way of thinking. off course since my major was advertising as sample i used advertising as sample data. But the data for other things have been theorized argument ally. on Logic. Mathematical and Progressive logic. at the end it has been coded with the same principle and proven that this indeed is true to its claims. I started from Zero. Build it from the ground up to its structure. and those gave results and the results are to be correct. A lot of things to cover but it has been step-in forth to progress chronologically from the very conscience theory. the following is the Content in which order they have been discussed and formulated. Here' I am just going to concentrate more on the COGNITION.

Keywords: Cognition; Cognitive Mechanics; Automated Cognition; NON_Baysian Algorithm; Philosophy; Personality; Conscience.

1. Introduction

Cogito Ergo Sum. the Conscience.

- underlying principle
- comprehension
- cognition system. the mind

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1.1 The Underlying principle

The Austrian philosopher and psychologist sir Sigmund Freud, theorized that the inner core of the mind is made out of three distinctive layers. it is the relation between man and his action. it is the ID. EGO. and the SUPER EGO [5].

1.2 Comprehension

While ID is the conscience. ego is the personality. and the Super-ego is the outer boundary [5-7]. It explains why the man wears his coat and have coffee in the shop in a rather mild full manner while reading news paper because his ID is the land lord. but does not explain what is the system inside the comprehension of this behavioral patterns. so we are going to discard this theory and move on and discover how many or singuler goal s does it layer that could produce such complex social behavior of MAN.

2. Materials and methods

2.1 The Mind[5-7]

We are not going to use any statistical DATA. as STATISTICS have nothing to do with it. If every body calls a Mango, Orange it does not become Orange. While you might think it a mango some other may think it's a banana. and you may think he has psychological problems but he thinks you have a problem. depends if you both have DR. as initials or the other is a mental patient. Here. at this we are not even going to try to explain the data sets for mental patients or psychologists. biomedicine is a vast field and it seem to work because we have medicines that effects neurochemical balance in the brain. Less of Zinc usually will give you a headache and Manganese might give you tension. we are not going to explain the chemical or the trillions of nerves system. we are simply going to equate a formula that is able to produce the data. a correct data. that is well understood and researched and evolved to be mango or the subject matter. the mind. we are going to use and examples a birth of a philosophy. then we are going to discover the reverse psychology behind the philosophy. using a dot. or a mans conscience. then we are going to expand it. and give it a parameter. then we are going to expand the parameter into its area of influence. thus a thought is born.with that thought we are going to find out how many of these thought occur. what does it result and why so that it is so. and why not but yes but forgotten in the prolix of the inner core from the very first beginning. and then we are going to define personality.

2.2 The Personality [7]

of objective. how it Behaves the nature of conscience is not known. we know you like apple but why is a different question and answering it in a marketing way of 75% people like the shape and 90% people likes its color tells us nothing about the cognition. Here we are going to use our "Mind" to comprehend the nature of a conscience or Mind. It will be our perception and our Judgment. but it has to be rationalized ad argument and reared to known truth. as it is a Research paper, not an Opinion. We are going to use arguments and some literature review [1-5]. As it progresses we are going to discover the truth about human conscience. Some facts about Psychological disturbances and for sane people some examples of the statistically formulated behavior off, The

Conscience, But to define The Personality and the MAN.

2.3 The Dot[1]

A materialistic Argument.

If you are dot or a sphere for that matter, if I shed light on it, and you become red, that means you are red. And if I put the light away and, you are still red then it means you are just red. And that's the color of the sphere. If its the mind and you always say orange that means either you don't know it's an Apple or to you it's an Orange. but the fact of lie, comes from the data that you know the difference between Orange and Apple data. The fact that you don't know, comes from the question of our obvious surprise in an inspection of the matter. Then you name it Red. and you call it an Apple. Just like the first lingual identification. It is important because we are going to build our cognition system based on linguistic inputs and they're stated meanings. English, Is the Chosen Language that this research is based on. Because C++ is English. As so, the spheres nature is then of to turn Red. Now we can formulate, What makes red. We can even know how its going to taste. But all Reds are different. and to our surprise it is a red fruit that is sweet and crunchy. Crunchy things white are usually sweet. it is the Colour of the Sugar. So Apple is made out of Sugar and so is the spheres inner core. that it now has two shells. An outer layer and an inner bound. A Red skin. And a sugary Core. And so forth, there is yet another core to the Apple Like all fruits or Spheres. The seed. or the Core. That is to the nature of Which tree's to form and to become Apple or that Sphere again , To be Red. Since all Atoms are not same neither are the fruits [5-7]. It depends on their compound. but the last layer of it being a seed makes it a third layer of the Sphere . The core. Now we have the Three layers as Sigmund Freud, suggested. And that is the mind where we Understand, What kind of Tree is an Apple tree and what is an Apple. Thus we cognate an apple to be apple and Sweet and Red. and We value this Judgment to be true as we now have investigated the Nature of Apple. Now, It is known by all and a standard for Apple's Identification. And that is also a Branded Identity or a Known Fact.

2.4 The Personality

Abraham Maslow said that personality has 5 needs [7]. As it is based on five needs, To me there are millions of need. Every second and every moment I'm needing something else. either it can be compensated with music or literature or the things you do, but I'm thinking of going to the football ground i will need a football and towel and water and shoes etc which form and function are those to Maslow's need? belonging?[7]. There are millions of need. but there is only one motive. Classifying the Needs will only concede more of these needs. But to classify the state of the mind or the objective is a simpler method. As therefore it will be standardized, and useful to our objective. to understand or comprehend let alone to concede and perceive the structural integrity of the 3 layer model, CONSCIENCE. and yes its Cognition system[5-7]. In fact just like the standardized version of the Conscience, Personality seldom changes. because personality is a property outside the mind. it is a state condition of the mind. as the mind never changes what changes are the cognitions of it.

2.5 Cognition

To cognate we must investigate. to investigate we need tools. but if you have o tools except your mind then you

have to think. and this thinking comes in the form of regenerating our assumptions about the intuition that you get. we are going to use a man. the mind of Man and take him into a box. we are going to assume this mind has no information given. he does not know anything because he can't see where he is. in infinite void, in absolute darkness. he is therefore to comprehend.

2.6 The man in the box

the man in the box is in darkness. if we put a whole in the box and shed some light. he will see the light. he will feel it's warm and the color is yellow. he will then assume that the outside of this box is yellow too. And that it is yellow outside of the box. that is cognition about light. further investigation will show that this environment that he is surrounded with is lit up. it is the notion that he cognates light is warm. That is knowledge as well. You would dream there is a white yellow space outside the box. And philosophize the world outside is yellow. That is your perception. But that is also a knowledge. But since all of it is a thought that was decided to be true, it is a philosophy about the issue, LIGHT. This man will have a journey of self exploration. discovering himself. and then discover chronologically argument ally in void the existence of its surroundings. this will be useful at a later explanation when we state the nature of the judgment scope and its parental topic Philosophy. we re using the two similar argument the dot and the man in the box as it is a progressive logic of cross connecting the puzzle of 5 different things or sides a man unknown by anyone not theorize but only perceived as the level of manganese seem to calm the head down or give you a headache. We, Again are not after the Medical implication of this theory. Nor does it have any Nursing Method to change a mans behavior from a absolute impotent cook of a pathological liar with bold confidence of whey and his Mothers milk but to understand Mathematical-ly to build a model if there is any can be implemented, to Cognate the Cognition System.

2.7 Philosophy

“As millions of thought comes due to its issue it is uncountable to how many philosophies can there be. But since it is a personal thought one cannot think more than his surroundings. He can however dream of a next boundary to be discovered but that is also bounded to his space occupied or as far as he can comprehend.”

Continuing from the previous example,

2.8 Philosophy types

To understand how many types of thought can there be we must understand our space. Our inter action. And the thought itself. And we are going to use logical reasoning. It is a process of reasoning from one or more statements to reach a logically certain situation. If the statement is true in all knowledgable sense then the logic that derives the statement is also stated to be true. It is not a concept but a process of developing a concept. It is starting from a point where it is absolutely true to it reasons the vast number of differences. So therefore if statement is true that we think, it is also true we think about everything. And if statement is true that there is nothing then statement is true that there is nothing to think of. So therefore one must conclude that the thinking pattern is bounded by its exposer of elements. And that stays true for issue born philosophy as well, since we agreed that philosophy is a thought. Therefore we begin with a black box and a human mind. That is empty space. And we

have a mind. Mind observes and concludes comprehension. First mind must understand itself. [6] in an empty space it understands its existence. Because there is nothing else. If we are in a box we think about the box. The point here is we are receiving information and we are analyzing it. So there is a thought of receiving information and processing it. So there is a thought of judgement or scope to see. Because we must therefore perceive. when the mind perceives itself it understands itself in an empty space. Now there are no element in this universe except the mind it self. If we add a single element, the mind must think about the element. We can call this the elemental exposor. What kind of element is it? That is the question mind is asking itself in the first place. That what it is this unknown phenomenon. There for it must think and perceive. And after thinking about it it must also interact to further investigate about the element. Further investigation means engaging with the element and perceiving more information about the Element. Therefore when it is done perceiving or gathering all the information from the element it must go back to its self definition and try to match what it is known about himself and what it is known about the element. And he will decide to think that it is a Stone. Or any element exposed. From here we can add as many elements as we want because the cycle keeps on producing infinite results of interactive thought. But the exposor cycle ended with a decisive thought. And since the element is an Issue, and the mind concludes a thought it is an issue born knowledge. Or philosophy. This a result of continuous thought. But it is bounded by the limit of exposor. If there is a boundary of 100 elements to 100 meter and after that there is nothing else then we can call it the limit of exposor. That there can be nothing more than this 100 element. Then our knowledge base is complete, arguably and we can have a decisive thought about the space , 100 elements and ourself for what we understood for that matter. And at the end of the decisive cycle we can conclude an exposed information thought as a whole to be in that universe. That is the conclusion of knowledge to be understood as per the minds self perception, that is philosophy. That is a thought of bounded space. So from the point that he started with , he ends up in the same point. A box and himself. Or space and the mind. So any situation he cannot think of more things, logically in his mind. It is bounded by his journey of understanding himself, communicating, judging and then putting action into play and then to comprehend about the end of the space. And when he does reach the end of the box he also concludes a thought. Or when he think about the end of the box he concludes a thought. Either way it is a thought of the entire space that he has journeyed so far. Or he dreams of another space that exists out there. Another element. Another being. And that thought leads him to philosophize things that he has done so far or to philosophize himself or to person. That is a self thought about ones self. Like the one in the box to begin with. He must understand about himself and the box. And it continues till any situation that he might be put into. More complex or more simple. But it cannot be more simple than a mind and a box. This example or logical functioning started with a box and a mind. Theoretically we have added things and explained how is it with simple comprehension. And at the end it became a loop. so therefore for the types of philosophy there can be, are as follows.

1. Philosophy of being. that is how you are to be or your self to philosophies.
2. Philosophy of interaction, that is how to communicate with others.
3. Philosophy of judgement, that is what you are perceiving.
4. Philosophy of action. that is how to do things.
5. Philosophy of exposed knowledge, that is your viewpoint on anything.

So therefore we understand that personality is a state. A state of interaction. And the interaction level has to start

from nothing that exists except you. Because the personality is a self perception. Self perception is a thought of philosophizing yourself through elemental cycle. Philosophy is a concluded thought. Thought comes from the mind. And the mind comes from, well since we know nothing about ourselves without elemental cycle. It comes from nothing.

2.9 Personality and philosophy

The cycle of personality is a thought progression level and as Maslow said it must have a motive. Maslow states that it has 5 levels of need [8].

1. The Physiological.
2. Safety.
3. Belonging.
4. Esteem and the last but not he least
5. Self actualization needs.

Suppose that, now we don't have a thought. Because now we don't have a man. In fact we don't even have the box. A complete vacuum. And there is no mind. So it is supposedly nothing. Because our knowledge concludes a philosophy that there is no Element. but to start the argument on the context of a mind one has to say there is one mind. So the mind exists in a vacuum. Why or when is irrelative to this discussion because we are using a context of simplified understanding. So the second stage of the argument leads us from nothing, to an existence of a mind. But as to our conventional thinking, the mind thinks. but if there is nothing , then there is nothing to think of. except itself. So as the thinking about self continues or stops for itself one must agree there is nothing except the existence of a singular mind. So arguably one would add element. An existence of a second element. We don't know what it is. So we must inspect. What it is. Is it known or alien. Is it a mirror or an actual element. These are irrespective because the POINT here is that the mind thinks and uses judgment. At this stage we have reached a stage of judgement. And the next is the experience it self. That is the element is similar to its existence or different. Is it blue or green. Or for better half of the argument the element is sunny. This experience, we have named it the entangled state. The entangled state is going on forever if there is no time and space. So we have to limit the experience with time and space. Then we can philosophize that the experience about the element was sunny, or green. This is a concluding state. In fact from now on whatever element we are going to use in this example the unique existence of the mind will go through he same cycle. There will be an addition to the elements and it will keep on increasing and our experiences will either differ to the same philosophy or change. But the issues here for a mind to experience is to come from nothing, learning about itself and then the others and then to interact and have results which is concluded as a FULL EXPERIENCE [6]. So therefore for a mind to have personality, the personality has to evolve through the same number of stages the mind goes through. that is as following :

1. Nothing.
2. Existing
3. Interact

- 4. Judgment
- 5. Philosophize

2.10 The Philosophy and its scope

The judgmental scope

elemental exposer in space and dimension of relative scale it is a self actualized thought of philosophy.



Figure 1

The relativity of the judgmental scope

The mind is in empty space and there are elemental exposer and it interacts with a single element. If there are more element it suddenly cannot grow any further speciality rather than what it is made from in the same place. And the key to its interaction is only one objective. That is to think and think about everything. Because in general as human we “Think”. Scope is a viewpoint of thinking s mentioned above. As in it is a philosophy or thought of thought. Or a thought mechanism how to see. But all there is, is just three layers to see. And that is what it thinks about. Elements exposed. And thus philosophize. But the entire exposer is an event. And at the end of the cycle of interaction it is philosophized. That is why the thought of scope or the view point becomes a philosophy of general view point.

point center:	point core:	Point Shell:	point Exterior:
center - exterior	core - exterior	shell- exterior	Exterior - Exterior
center- core	core- core	shell-shell	Exterior - Shell
center- shell	core- shell	shell - core	Exterior - Core
center - exterior	center - center	shell center	Exterior - center

Figure 2

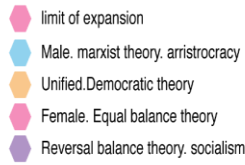


Figure 3

When we bring in scopes scale we bring in the idea of geometric triangulation. Or mathematical representation of viewing to relative objects. We conceptualized for visual representation that the mind is a sphere. Then it must have a radius or diameter and the radius has an obvious centre point. The centre is important. Because that is the centre of the entire shell or the base of its Dimension, or its very existence. If the mind developed from something, or appeared it must have been the point at its centre. It's a mathematical understanding but it relates to our example. So therefore we draw focus points off the relative scale. That is the diameter or radius tangent to each other and see where it connects to. We connect the outer centre shell to all three shell or the Other sphere. And because the observer is a observant as well we draw connection between the other spheres shells to the minds shell. And we have cross focal point right between in the middle of the spheres. But as the mind is made of just hypothetical layers, we can connect the the top of the other sphere to the very centre of our primary sphere. And that becomes the philosophical shell to the non existent or the very existent of our sphere. Now the relativity is, that no matter how big or small the radius of this dual element of mind is the scope remains the same. The scope never changes. To understand in a general manner we are going to use references of theories that are available to us.

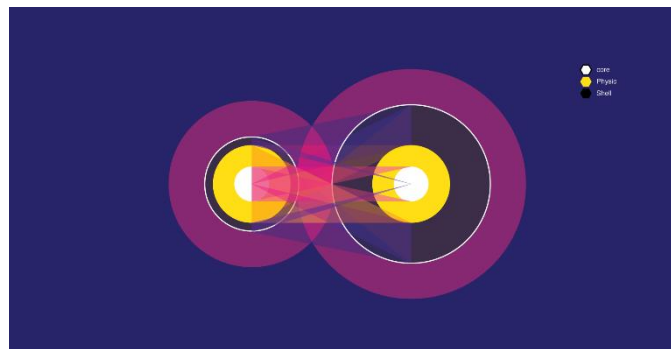


Figure 5.2: The Relative Scope Connection

As the diagram suggests, the relativity of connection suggests 17 possible scope connection. One point of view from the non existential connection or the base centre. The other point of view is from the existential point of view. And the third from the physique, and the fourth from the philosophical shell of the minds existence. And the last one is the scope of the space it self. That is everything in it. The philosophical connection can be seen as the information layer of the sphere as to our example explained in it is the Intellectualistic point of view.

- The physical layer consists of the behavior of the mind. And it can be seen as behavioral layer.

- The core can be seen as the existential layer, because it is the seed of very existence and this argument.
- The centre is off non existential space. That nothin exists as such as to a point of void.
- The opposite is that what exists in the space. That is every thing.

2.11 The Adjects of judgment scope

The process of the theory and decision making can be translated into words or nouns or addicts. A simple exam-ple would be 0. Is absoluton. Because there is nothing but 0. And it is unimaginable. 1 s a proximation. And the fractions are mediated. The theorising would be the direction of the vector.

Table 1

value		
absolution [0]	centric [0]	existential p
compare [x-y][x/y]	mediated [1]	behavioural Θ
theorise [x.y][x+y]	postured [2]	intellectual [eqn delay]

Table 2

volume		
socialize	ordinary	small
materialize	average	standard
authorise	extraordinary	big

Table 3

relativity		
relativity reflection 01	temporal fast	dark scope 0
materialize absorbtion	localised levelled	visual scoped
liquidate refraction	alienated slow	boundless infinite scope

Table 4

decision		
temporal t1	imperative 01	low tension = s1
moderate t2/	comparative sample 02	Intension = s2
critical t3	absolution sample 03	high tension = s3

Table 5

action		
absolution base space	practice i reflect	focus point
approximation space aprx	modulate i absorb	angle Θ
assumption length space	provocate i refract	objective space

Table 6

Philosophy		
accounted singular	temporal point	metaphysique infinity
enveloped duality	localised Θ	physique base
convolute field	alienated space	Oblique length apex.

2.12 The Mathematical Model

2.12 1Perceptual analysis

Perception is said to be subjective. Philosophy is subjugated to opinion. Knowledge is actualized to be proven true. Of all this things to be anamorphic to structured one would say it's just a "perception" of structural integrity. It is important to remember that when we say something it is not taken the way you want it to be. Sometime it is the way it taken but the reaction is different. And so on in anomalies there is a perpetuation of exerted actions. But one would say in an ideal situation if I have thought of an inserted word it would react eventually to my expectation. But to re-engineer the complicated method and embedded message one would analyze with the standard deviation of the message itself. If you cannot divide the elements you don't know what is the message build of. Finding the inner strategy is the reasoning we have used to analyze the complicated message. As in, hey whats up.The build of this message without any perception is just, some kind of beat to let you know the question. We can do it by number. Such as,

1

you say

0

0?

?

1

!

1

Thank you.

If you understood this conversation in this simple term then, the elements are understood. As the elements and the data processing segments explained throughly how it is that a perception is to be understood or rather be conveyed one must add it is not that you change and try to add glamour to your words but it is that even the uttermost bizarre form of message has the simplest of form. From the theory the perceptual analysis comes in a mathematical form. That is, the form of states. 5 the number of shells 3 and the polarity which is not understood completely is of 2. It is 2. Because 3 is divided by 2.

It is, in mathematical quantity which does not mean anything unless put into wider context, is. Is such.

$5/3=1.666666667..$ $1.6/2= 0.833333333$ this is the area of a right triangle. Or 90 degree isosceles. The answer is not derived from cartesian mathematics, simply from the theory. 5 stages of personality and the three layers of conscience. You can keep on dividing it forever till the number becomes very small. But there is just 3 numbers. And its summation. That is the deductive reasoning, or perceptual analysis in its simplest form. One can take such a number as 9 even. If it is possible. But then you have to divide with 3. You get 3. Divide by 2. And you get 1.6666667. And so on. Such as 8/5. You get 1.6. And so on. Here the starting number can be of the elements as infinite. But the form is 5. Elements divided by its form you get state. State divided by polarity, you get objective.

2.12.2 the state division of 1

Let's take a real number 1. The base is 0. Its approximated radius is from -1 to 1. Let's move it from centre use to read base to 0 to 2. Then its of $r=1$. Let's approximate the area volume by drawing a rectangle on it. Its $y=2x$. $R=y$. The equation for the rectangle is. $(2x+y)^2=9$. If $x=r$, then the volume/2 or in previous accumulated example would be. 4.5. Again volume/2 is 2.25. Again volume/2 is 1.125. That is 3rd step of the volume wheres it can be any smaller than that. It is the step size n . $N= \text{volume}/5$. So there is 5 divisions of the volume to get a step size of 3 which is the volume of the smallest step. Let's see it from a geometric drawing point of view. Let's take a circle p . Base 1. Because we don't want negative dimension. $R=1$. Diameter=2. Divide it at 26.56535 angle. Thats half circle for the p . R of $p/2$ is $r/2$, which is 0.5. We divide it again with 26.567535 angle. We get 0.25. Again we divide it with the angle and we get 0.125. Its $r/3$. Keep on dividing it and we get the smallest r possible in this scale that is 0.015625 which is $r/64$. That is equivalent to 99% of 1. So we take $1/2$ and stop at $r/8$. Which is step 3= 0.125. Its 4 divisions smaller than that of the approximated space convoluted or the rectangle volume, or it can be seen as the 5 divisions c . If $a = x = r = b$. As for pythagorean theres $a^2+b^2=c^2$. It divides $c/5$. So we get the same result of the first accumulated series.

2.12.3 The Accumulated series

The real numbers then can be fractioned to imaginary numbers. Now the space of a real number is from -1 to 1. Because we have a base where all numbers collapse to 0. And then of inverse to negative euclidian space. So for 2 the space is on 2 to -2. But that is not true for 2 itself. As it is the same as 1. We can call it the field of 2. The field of one is the radius of 1. Now it is because all our reading is from the base 0. From 0 it moves to a equatorial division of higher order. Now just concentrate with this two elements of real numbers imagine they have a value weight. That is all the fractions represent a volume mass. Then the if base is 0. The numbers towards 2 is heavier or bigger than of the numbers approaching 0. Because 0 has no volume. As we say in the scale. But our logic is to find the 0 is 1. So our logic to find 0 again will be 2. So 2 is one. And one is $\frac{2}{2}$ or $\frac{r}{2}$ where r is 2. And so on the divisions. But the base is 180 degrees. So it remains the same but the distance from 0 of 1 degree increases further. If we represent the 2 as $1+1$. It looks like they are both convoluted in a field of 2. So we can see 2 as a summation of 1's. Like two elements. As 2 approaches infinity so is one with it. It is half of the 2's infinite possibilities. So we add another one. But thats not 3. Thats $2+\frac{2}{2}$. Or 2.5. We want to add a rational number. So we add the third one as 2. Because now 2 is as one. So again one plus one is 2 and so on this is the series of numbers that reaches infinity until we add infinity to infinity. And it ends as approaching 0 to 0 or the very base of existence. So we are going to finite this infinite series to 3. And both 1.2 and 3 are states of expansion, as we are reading it from the base of 0. Infant it is also possible to keep on adding 1's and stop at this state in 2.5. But that is not state 3. State 3 is of 4. Because $2+2=4$. 2 is 1 here. Because we are defining 0 as existence. this series is a constitute that creates all possible numbers with a power of 1 or 2. we can shift base of power and change the number and it will become the Nth power of N or infinity. in other sense it is the construct of number or infinity. The explanation is following,

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 infinty

it can be written as their constructs.

0 0 0 0 0 0 0 0 0

1 to infinity.

2 2.2 2.2.2

3 3.3 3.3.3.

5 5.2

5.2+ (1 2 3 4 5 6 7 8 9 10)

5.2.2+ (1 2 3 4 5 6 7 8 9 10)

5.2.3+ (1 2 3 4 5 6 7 8 9 10)

Converting it to a mathematical formula,

>> $1n. 2n 3n$

$3n+2n$

$(3+2+2)n$

$((3+2)+2+2)$

$(3+2)2^{[n]}$

$1+2+3+(3+2)2+1+12$

$12+16=$ infinity

This is called the fibbonacci series. or in simple terms the combined series. The point here is the constructs are nothing but 1.2 and 3. and the special case of addition 5. and 7. this itself is the field series.

2.12.4 The Exposition or Perception

The decision pattern is simple. If it is new space, the decision you are looking to accumulate space. The space is new. So you bound it to your length. So if nothing changes, and the space is linear, then you know as much as your accumulated volume. Say the number you are focusing on is really complicated. Something like 12323213213210232032302302. Now you know nothing about the number. That means it's an unknown space. So you put a volume of scope. That is the same length from your base. According to the volume amplitude towards the space. And it reaches a satisfactory result 12323. That's only the quarter of the big number. But you know after this you can add another scope from that reading point with your base and by some iteration you will receive complete info or the space. So that space is ready to be accumulated. The decision is to acquire or not to acquire. There is nothing else in front of you in this space. Unless you change the dimension of your base then all the products in the isle front of you is just space. For simplicity the number is actually a number written on a cookie jar. But its in the local space.

The Equation/ parameter response.

projected volume= $1/\text{response volume}$

projected state= $\text{projected velocity}/\text{depth}$

projected shell theta= $\text{response shell theta projected amp}=\text{received scope}/\text{depth}^* \text{ volume.}$

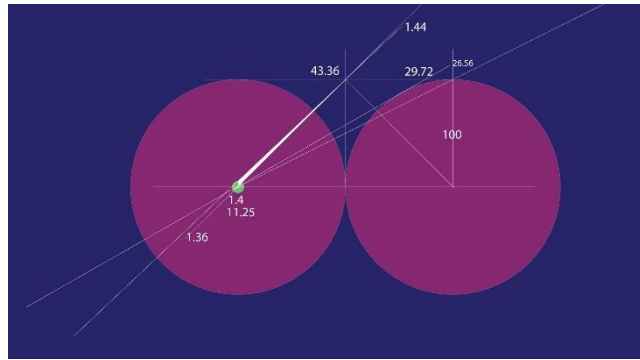


Figure 6.1: the response from centre.

before the Cognition system is Formulized in codes and mathematics. of a linguistic parameter of philosophy n written language, our cognition about the world and phenomenons and things. We are going to think and connect all the pieces from zero to infinity and from bound ourself to a new found personal of a beginning to define ourself with knowledge of comprehension.

3. Results

3.1 The Cognition System

Now we understand the mathematical theory of conscience its personality and most importantly how it is judging. in other word the system of cognition. In here with all that information we ae going to take an integer and see that the integer has a value. the value comes from the letters. from its base point in the alphabetical lettering.

3.2 Method

we are going to assign numbers to the words by the alphabets and compare into the question. Then we are going use a formula to calculate the two. the result of the two is the answer too the first 5 word sentence or Jerble letters. A = 1, b=2 and o on. we store this data into an Array. and convert it into string. and compare the input string converting it to the number Array.

3.3 The Wordlist

we are going to assign a library of words. Prepositions, Verbs, and Nouns. its going to be corresponding to the letters inputted through the input system textbook such as html or in this case unities local text input system.

```
Wordlist = new string[]
```

```
{"age", "ask", "baby", "base", "beside", "bright", "business", "buy", "case", "catch", "caught", "child", "choose", "circle", "clear", "color", "copy", "correct", "couldn't", "differ"}.....then we convert the word to a number.
```

3.4 The Number List

The Number list is a converted numberless of the word library. it is also a Library of numbers. But the Method is that the numbers built here in this list is not random. It is based on the alphabetical position of the letters. such as A =1, Z=26. Suppose the letter Catch. its conversion number would be C=3, A=1, T=13, C=3,H=8.

So the "CATHCH" = "312038".

```
NumberList = new string[] {"175", "11915", "21225", "21195", "2519945", "21897820", "221914519",
"22125", "31195", "312038"}...then we call a function.
```

the cognition equation

```
function convert(){ setfloatindex = new int[30];
```

```
for (int i = 0; i < inputtext.Length; i++) {
```

```
if (inputtext.Contains ("A")) { setfloatindex [inputtext.IndexOf ("A")] = 1; } }.....to Z. then we sore the whole
string.as a number. and compare it to the number array.
```

```
string Wholeinput = "" + setfloatindex [0] + setfloatindex [1] + setfloatindex [2] + setfloatindex [3]+ setfloat-
index [4]+ setfloatindex [5];
```

3.5 The codes

3.5.1 Standard Deviaton

the equation for the code snippet to find out the cognitive answer is not only he standard deviation such as this [10]

code

```
float mean = (setfloatindex [0] + setfloatindex [1] + setfloatindex [2] + setfloatindex [3] + setfloatindex [4]) / 5;
```

```
float Xmean =( Mathf.Pow(2,(setfloatindex [0] -mean))+Mathf.Pow(2,(setfloatindex [1] -
mean))+Mathf.Pow(2,(setfloatindex [2] - mean))+Mathf.Pow(2,(setfloatindex [3] -
mean))+Mathf.Pow(2,(setfloatindex [4] - mean)))/5;
```

```
float stdDeviation = Mathf.Pow (2, Xmean);
```

```
int rounddiv = Mathf.RoundToInt(stdDeviation * 100000);
```

but, this is the code that is a cognition of the input variables.

$2i/2^2$

float calculation = Math.Abs((FconVert * 2) / (FconVert * FconVert))*10000000;

code

```
for (int e = 0; e < NumberList.Length; e++) {
    if (initiate.CompareTo (NumberList [e]) == 1)
    {
        answerK = Wordlist [e];
        if (relativestring.CompareTo (NumberList [e]) == 1) {
            answerV = Wordlist [e];
            for (int k=0; k<NumberList[e].Length; k++){
                for (int m=0; m< initiate.Length;m++){
                    if (initiate.Substring (m) == NumberList [e].Substring (k)) { en++;if (en > 5) {answer = Wordlist [e];} } }
                for (int e = 0; e < NumberList.Length; e++) {
                    for (int k=0; k<NumberList[e].Length; k++){
                        for (int m=0; m< posed.Length;m++){
                            if (posed.Substring (m) == NumberList [e].Substring (k)) { en++;
                                if (en > 5) {answerdiv = Wordlist [e]; } } } } }
            }
        }
    }
}
```

4. Conclusion

Now if you give a inout of 5 letter such as ABCD it will reply "Letters". on other answer v, or others it will reply like a person. such as A. it will reply thought. B and it will reply Running thought. if you right idiot. it will reply YOU. thus a successful cognition is born out of mathematical model of philosophy. it can be further developed as i only wrote the code to prove the amplitude theory of mine for the judgment scope and other scoping variables. it is much more detailed in the paper i have written for the LUCT for thesis. But the proof of the matter is that it is indeed correct. the Cognition system is a static behavior of the conscience as all conscience are the same. the logic to construct is simple as well. the controlling variables are as such the progression of the conscience to agree to a philosophy and to comprehend or cognate the matter or subject to be understood. this in return will structure the action and the behavior. it is not education but the environment that you are surrounded

with to cognate in a manner or form. because then your philosophy changes. Here, in this world it is Forced that we all cognate the same to the level of the founders of our forefathers. in this case an Austrian Psychologist. and an American computational man.it has been used the point of view of the British philosopher Abraham Maslow and the Understanding of the Greek Scholars. the mind is a terrible thing. simple yet unfathomable. The Soul of a Man.

"cognition on the other hand is to comprehend truth about a matter, it is to be understood."

4.1 Proof of theory

Cognition

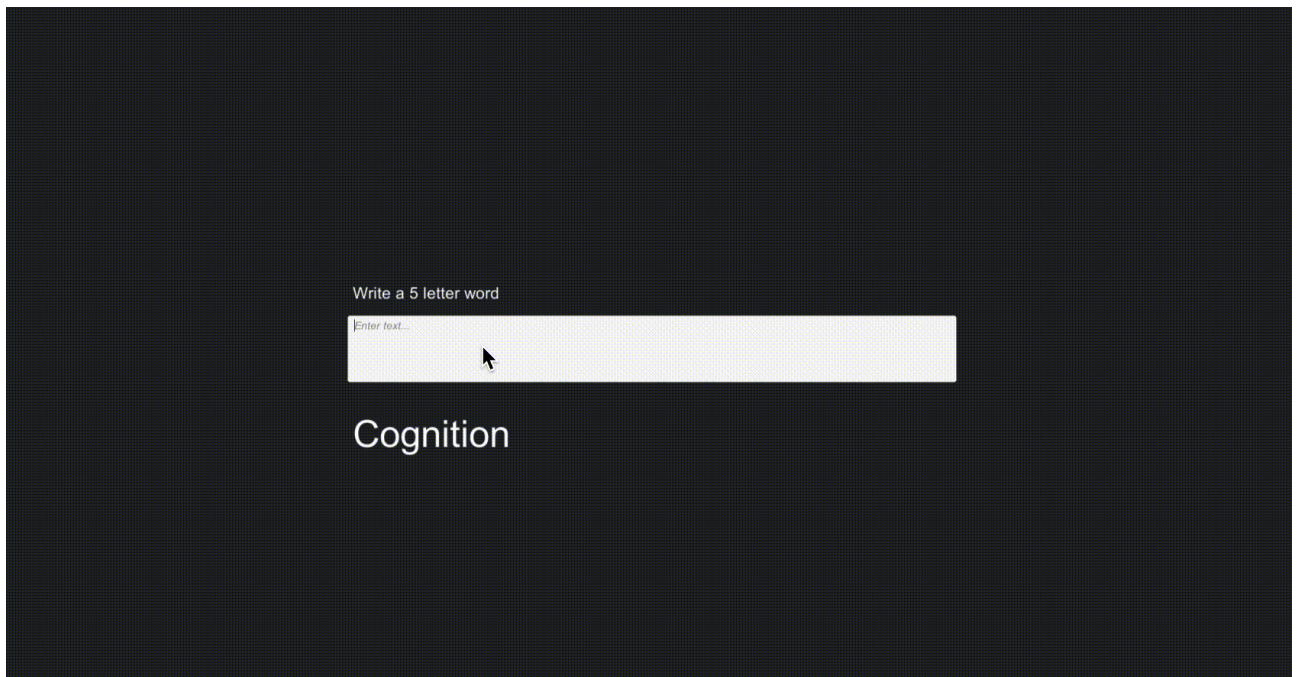


Figure 4

4.2 Full code

its been written in C#. i have used Unity Game engine. version 2017. the Environment API is Mono Development.

it s to be used in a visual C# environment or Mono development API. The method used here is to bind it for a output that can be presented like the video GIF.file. it is an example of the code at work ad that it works. the lengthy example could have been that it responds with conversation within the 5 letter constraint. but for now it has to be it.

Code

The ARBURO

Linguistic Auto Cognition System

Input. Asynchronous or Synchronous Linguistic inputs

Language : English

//

```
using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
using UnityEngine.UI;
```

```
public class arburo : MonoBehaviour {
```

```
    private InputField getinput;
```

```
    private GameObject textObject;
```

```
    private Text printtext;
```

```
    int[] setfloatindex;
```

```
    string[] setcharindex, sortscrible;
```

```
    //private WordLibrary library;
```

```
    string answer, answerdiv, answerK, answerV;
```

```
    private string[] Wordlist;
```

```
    private string[] NumberList;
```

```
    int en;
```

```
    float relativesum;
```

```
    float[] reletivediff;
```

```

string[] adjunct;

string[] noun;

//theta.scope.

// Use this for initialization

void Start () {

    getinput = gameObject.GetComponent <InputField> ();

    getinput.onEndEdit.AddListener(Wordconvert);

    textObject = GameObject.Find("Answer");

    printtext = textObject.GetComponent<Text> ();

    Wordlist = new
string[] {"age","ask","baby","base","beside","bright","business","buy","case","catch","caught","child","choose",
"cir-
cle","clear","color","copy","correct","couldn't","differ","direction","dried","easily","edge","egg","eight","energ
y","England","especially","Europe","exactly","except","explain","famous","farm","fell","figure","flat","fly","fo
rest","free","French","fun","George","government","grass","grew","hair","happy","he's","heat","history","huma
n","I've","inch","information","iron","King","larger","late","leg","length","listen","lost","lot","lower","machine
","mark","maybe","measure","meet","middle","milk","minute","modern","moment","month","mouth","natural",
"near-
ly","necessary","north","object","ocean","oil","pay","perl","plan","plane","present","product","rather","reach","
rea-
son","record","running","seems","sent","seven","shape","sides","single","skin","sleep","smaller","soft","soil","s
poil","south","speak","speed","spring","square","star","step","store","straight","strange","street","subject","supp
ose","teacher","thousand","thus","travel","trip","trouble","unit","village","wall","war","week","whose","windo
w","wish","women","won't","wood","wrote","yellow","you're","yourself","zebra","age","edge","dumb","depth
","rich","soul","alphabet","letter","type","form","devine","rough","thought","teach","grumpy","round","found","
hey"

};

    NumberList = new string[] {"175", "11915", "21225", "21195", "2519945", "21897820",
"221914519", "22125", "31195", "312038","31217820", "379124", "371515195",
"39183125","3125118","315121518","3151625","315185320","315211241420","4966518","49185320","41895
4","511991225","5475","577","597820","514518725","5147121144","51916539a1225","5211815165","524132

```

01225","524351620","52416121914","6113152119","611813","6512","69721185","612120","61225","615185s
1920","61855","61851438","62114","75151875","7152251814","718119","718523","81918","811625","8519",
"85120","891920151825","82113114","9225","91438","914615","9181514","119147","121187518","121205",
"1257","125147208","1291920514","12151920","121520","121523518","131389145","1311811","1312525","12
511921185","13520","1394125","1391211","1391421205","1315451814","13151351420","131514208","13152
1208","141202118112","1451181225","14554","141518208","152105320","1535114","15912","16125","16518
12","1612114","16121145","161851951420","161815421320","181208518","185138","1851191514","1853151
84","1821149147","19551319","1951420","19522514","1981165","1994519","19147125","1911914","1912551
6","1913112518","1915620","1915912","191615912","191521208","19165111","191654","1916189146","1917
211185","1920118","1920516","192015185","192018196820","19201811465","192018520","19212105320","1
9211615195","205138518","2081621191144","2082119","2018122512","2018916","201815212125","2114920
","22912165","2311212","23118","235511","23815195","2391441523","239198","231513514","23151420","2
3154","231815205","255121523","251521185","23152118195126","2652181","175","5475","421132","451620
8","18938","19152112","11216812520","12520518","2025165","6151813","45229145","18162178","20815782
0","205138","71821131625","181521144","61521144","8525" }

;

```
adject = new string[10]{ "1","2","3","4","5","6","7","8","9","10"};
```

```
noun = new string[3]{ "i","me","dimsum"};
```

```
}
```

```
private void Wordconvert (string inputtext){
```

```
setfloatindex = new int[30];
```

```
for (int i = 0; i < inputtext.Length; i++) {
```

```
    if (inputtext.Contains ("A")) {
```

```
        setfloatindex [inputtext.IndexOf ("A")] = 1;
```

```
    }
```

```
    if (inputtext.Contains ("B")) {
```

```
        setfloatindex [inputtext.IndexOf ("B")] = 2;
```

```
    }
```

```
    if (inputtext.Contains ("C")) {
```

```
        setfloatindex [inputtext.IndexOf ("C")] = 3;
    }

    if (inputtext.Contains ("D")) {

        setfloatindex [inputtext.IndexOf ("D")] = 4;

    }

    if (inputtext.Contains ("E")) {

        setfloatindex [inputtext.IndexOf ("E")] = 5;

    }

    if (inputtext.Contains ("F")) {

        setfloatindex [inputtext.IndexOf ("F")] = 6;

    }

    if (inputtext.Contains ("G")) {

        setfloatindex [inputtext.IndexOf ("G")] = 7;

    }

    if (inputtext.Contains ("H")) {

        setfloatindex [inputtext.IndexOf ("H")] = 8;

    }

    if (inputtext.Contains ("I")) {

        setfloatindex [inputtext.IndexOf ("I")] = 9;

    }

    if (inputtext.Contains ("J")) {

        setfloatindex [inputtext.IndexOf ("J")] = 10;
```

```
}  
  
if (inputtext.Contains ("K")) {  
  
    setfloatindex [inputtext.IndexOf ("K")] = 11;  
  
}  
  
if (inputtext.Contains ("L")) {  
  
    setfloatindex [inputtext.IndexOf ("L")] = 12;  
  
}  
  
if (inputtext.Contains ("M")) {  
  
    setfloatindex [inputtext.IndexOf ("M")] = 13;  
  
}  
  
if (inputtext.Contains ("N")) {  
  
    setfloatindex [inputtext.IndexOf ("N")] = 14;  
  
}  
  
if (inputtext.Contains ("O")) {  
  
    setfloatindex [inputtext.IndexOf ("O")] = 15;  
  
}  
  
if (inputtext.Contains ("P")) {  
  
    setfloatindex [inputtext.IndexOf ("P")] = 16;  
  
}  
  
if (inputtext.Contains ("Q")) {  
  
    setfloatindex [inputtext.IndexOf ("Q")] = 17;  
  
}
```

```
if (inputtext.Contains ("R")) {  
  
    setfloatindex [inputtext.IndexOf ("R")] = 18;  
  
}  
  
if (inputtext.Contains ("S")) {  
  
    setfloatindex [inputtext.IndexOf ("S")] = 19;  
  
}  
  
if (inputtext.Contains ("T")) {  
  
    setfloatindex [inputtext.IndexOf ("T")] = 20;  
  
}  
  
if (inputtext.Contains ("U")) {  
  
    setfloatindex [inputtext.IndexOf ("U")] = 21;  
  
}  
  
if (inputtext.Contains ("V")) {  
  
    setfloatindex [inputtext.IndexOf ("V")] = 22;  
  
}  
  
if (inputtext.Contains ("W")) {  
  
    setfloatindex [inputtext.IndexOf ("W")] = 23;  
  
}  
  
if (inputtext.Contains ("X")) {  
  
    setfloatindex [inputtext.IndexOf ("X")] = 24;  
  
}  
  
if (inputtext.Contains ("Y")) {
```

```
        setfloatindex [inputtext.IndexOf ("Y")] = 25;

    }

    if (inputtext.Contains ("Z")) {

        setfloatindex [inputtext.IndexOf ("O")] = 26;

    }

    string Wholeinput = "" + setfloatindex [0] + setfloatindex [1] + setfloatindex [2] +
setfloatindex [3]+ setfloatindex [4]+ setfloatindex [5];

//Add standard diviation

float mean = (setfloatindex [0]

        + setfloatindex [1] + setfloatindex [2] + setfloatindex [3] + setfloatindex [4])

/ 5;

float Xmean =( Mathf.Pow(2,(setfloatindex [0] - mean))+Mathf.Pow(2,(setfloatindex

[1] - mean))+

        Mathf.Pow(2,(setfloatindex [2] - mean))+Mathf.Pow(2,(setfloatindex [3] -

mean))

        +Mathf.Pow(2,(setfloatindex [4] - mean)))/5;

float stdDeviation = Mathf.Pow (2, Xmean);

int rounddiv = Mathf.RoundToInt(stdDeviation * 100000);

// calculation

int conVert = int.Parse (Wholeinput);

float FconVert = ((float)conVert/10000);

float calculation = Mathf.Abs((FconVert * 2) / (FconVert * FconVert))*10000000;

int hold = Mathf.RoundToInt(calculation);

string Shold = hold.ToString ();
```



```
string initiate = Shold.Trim();

int Comp = rounddiv + hold;

string Dcomp = Comp.ToString ();

string posed = Dcomp.Trim ();

reletivediff = new float[10];

for (int r = 0; r < Wholeinput.Length; r++) {

    if (setfloatindex [r] >0) {

        reletivediff [r] = conVert / setfloatindex [r];

    }

}

for (int r = 0; r < Wholeinput.Length; r++) {

    relativesum = reletivediff [i] + reletivediff [i + 1];

}

string reltivestring = relativesum.ToString ();

//stddiv tech;

for (int e = 0; e < NumberList.Length; e++) {

    if (initiate.CompareTo (NumberList [e]) == 1) {

        answerK = Wordlist [e];

    }

    if (reltivestring.CompareTo (NumberList [e]) == 1) {

        answerV = Wordlist [e];

    }

    for (int k=0; k<NumberList[e].Length; k++){
```

```
for (int m=0; m< initiate.Length;m++){  
  
    if (initiate.Substring (m) == NumberList [e].Substring (k))  
  
    {  
  
        en++;  
  
        if (en > 5) {  
  
            answer = Wordlist [e];  
  
        }  
  
    }  
  
}  
  
}  
  
for (int e = 0; e < NumberList.Length; e++) {  
  
    //if (initiate.CompareTo (NumberList [e]) == 1) {  
  
    //    answer = Wordlist [e];}  
  
    for (int k=0; k<NumberList[e].Length; k++){  
  
        for (int m=0; m< posed.Length;m++){  
  
            if (posed.Substring (m) == NumberList [e].Substring (k))  
  
            {  
  
                en++;  
  
                if (en > 5) {  
  
                    answerdiv = Wordlist [e];  
  
                }  
  
            }  
  
        }  
  
    }  
  
}
```

```
        }  
    }  
  
    }  
  
//some insights about random conversations.  
  
    //argument.bothside;  
  
    //adjective= counter adjective;  
  
    //noun = pronoun;  
  
    //HumanDescription topic. similer HumanDescription.  
  
    //Weight = counterweight KeyValuePair adjescentive;.  
  
    // cycle offseet = answer no;  
  
    //KeyValuePair = 0 true.CompareToyes;  
  
//setting conversion.  
  
    setcharindex = new string[30];  
  
    for (int k = 0; k <= 11; k++) {  
  
        if (initiate.Contains ("0")) {  
  
            setcharindex [initiate.IndexOf ("0")] = "^";  
  
        }  
  
        if (initiate.Contains ("1")) {  
  
            setcharindex [initiate.IndexOf ("1")] = "A";  
  
        }  
  
        if (initiate.Contains ("2")) {
```

```
        setcharindex [initiate.IndexOf ("2")] = "B";  
  
    }  
  
    if (initiate.Contains ("3")) {  
  
        setcharindex [initiate.IndexOf ("3")] = "C";  
  
    }  
  
    if (initiate.Contains ("4")) {  
  
        setcharindex [initiate.IndexOf ("4")] = "D";  
  
    }  
  
    if (initiate.Contains ("5")) {  
  
        setcharindex [initiate.IndexOf ("5")] = "E";  
  
    }  
  
    if (initiate.Contains ("6")) {  
  
        setcharindex [initiate.IndexOf ("6")] = "F";  
  
    }  
  
    if (initiate.Contains ("7")) {  
  
        setcharindex [initiate.IndexOf ("7")] = "G";  
  
    }  
  
    if (initiate.Contains ("8")) {  
  
        setcharindex [initiate.IndexOf ("8")] = "H";  
  
    }  
  
    if (initiate.Contains ("9")) {  
  
        setcharindex [initiate.IndexOf ("9")] = "I";  
  
    }  
  
}
```

```
}  
  
if (initiate.Contains ("10")) {  
  
    setcharindex [initiate.IndexOf ("10")] = "J";  
  
}  
  
if (initiate.Contains ("11")) {  
  
    setcharindex [initiate.IndexOf ("11")] = "K";  
  
}  
  
if (initiate.Contains ("12")) {  
  
    setcharindex [initiate.IndexOf ("12")] = "L";  
  
}  
  
if (initiate.Contains ("13")) {  
  
    setcharindex [initiate.IndexOf ("13")] = "M";  
  
}  
  
if (initiate.Contains ("14")) {  
  
    setcharindex [initiate.IndexOf ("14")] = "N";  
  
}  
  
if (initiate.Contains ("15")) {  
  
    setcharindex [initiate.IndexOf ("15")] = "O";  
  
}  
  
if (initiate.Contains ("16")) {  
  
    setcharindex [initiate.IndexOf ("16")] = "P";  
  
}
```

```
if (initiate.Contains ("17")) {  
  
    setcharindex [initiate.IndexOf ("17")] = "Q";  
  
}  
  
if (initiate.Contains ("18")) {  
  
    setcharindex [initiate.IndexOf ("18")] = "R";  
  
}  
  
if (initiate.Contains ("19")) {  
  
    setcharindex [initiate.IndexOf ("19")] = "S";  
  
}  
  
if (initiate.Contains ("20")) {  
  
    setcharindex [initiate.IndexOf ("20")] = "T";  
  
}  
  
if (initiate.Contains ("21")) {  
  
    setcharindex [initiate.IndexOf ("21")] = "U";  
  
}  
  
if (initiate.Contains ("22")) {  
  
    setcharindex [initiate.IndexOf ("22")] = "V";  
  
}  
  
if (initiate.Contains ("23")) {  
  
    setcharindex [initiate.IndexOf ("23")] = "W";  
  
}  
  
if (initiate.Contains ("24")) {
```

```
        setcharindex [initiate.IndexOf ("24")] = "X";
    }

    if (initiate.Contains ("25")) {

        setcharindex [initiate.IndexOf ("25")] = "Y";

    }

    if (initiate.Contains ("26")) {

        setcharindex [initiate.IndexOf ("26")] = "Z";

    }

}

string scribe = "" + setcharindex [0]+ setcharindex [1]+ setcharindex [2]+ setcharin-
dex [3]

        +setcharindex [4]+ setcharindex [5]+ setcharindex [6]+ setcharindex [7]+
setcharindex [8]

        + setcharindex [9]+ setcharindex [10]+ setcharindex [11];

scribe.Trim();

//setting the output string

sortscribe = new string[30];

for (int k = 0; k <= 12; k++) {

    for (int n = 0; n < scribe.Length; n++) {

        if (scribe.Contains ("A")) {

            sortscribe [1] = "A";

        }

        if (scribe.Contains ("B")) {
```

```
        sortscrible [2] = "B";  
  
    }  
  
    if (scrible.Contains ("C")) {  
  
        sortscrible [3] = "C";  
  
    }  
  
    if (scrible.Contains ("D")) {  
  
        sortscrible [4] = "D";  
  
    }  
  
    if (scrible.Contains ("E")) {  
  
        sortscrible [5] = "E";  
  
    }  
  
    if (scrible.Contains ("F")) {  
  
        sortscrible [6] = "F";  
  
    }  
  
    if (scrible.Contains ("G")) {  
  
        sortscrible [7] = "G";  
  
    }  
  
    if (scrible.Contains ("H")) {  
  
        sortscrible [8] = "H";  
  
    }  
  
    if (scrible.Contains ("I")) {  
  
        sortscrible [9] = "I";  
  
    }  
  
}
```



```
}  
  
if (scribe.Contains ("J")) {  
  
    sortscribe [10] = "J";  
  
}  
  
if (scribe.Contains ("K")) {  
  
    sortscribe [11] = "K";  
  
}  
  
if (scribe.Contains ("L")) {  
  
    sortscribe [12] = "L";  
  
}  
  
if (scribe.Contains ("M")) {  
  
    sortscribe [13] = "M";  
  
}  
  
if (scribe.Contains ("N")) {  
  
    sortscribe [14] = "N";  
  
}  
  
if (scribe.Contains ("O")) {  
  
    sortscribe [15] = "O";  
  
}  
  
if (scribe.Contains ("P")) {  
  
    sortscribe [16] = "P";  
  
}
```

```
if (scribe.Contains ("Q")) {  
  
    sortscribe [17] = "Q";  
  
}  
  
if (scribe.Contains ("R")) {  
  
    sortscribe [18] = "R";  
  
}  
  
if (scribe.Contains ("S")) {  
  
    sortscribe [19] = "S";  
  
}  
  
if (scribe.Contains ("T")) {  
  
    sortscribe [20] = "T";  
  
}  
  
if (scribe.Contains ("U")) {  
  
    sortscribe [21] = "U";  
  
}  
  
if (scribe.Contains ("V")) {  
  
    sortscribe [22] = "V";  
  
}  
  
if (scribe.Contains ("W")) {  
  
    sortscribe [23] = "W";  
  
}  
  
if (scribe.Contains ("X")) {
```

```
        sortscribe [24] = "X";  
    }  
  
    if (scribe.Contains ("Y")) {  
        sortscribe [25] = "Y";  
    }  
  
    if (scribe.Contains ("Z")) {  
        sortscribe [26] = "Z";  
    }  
}  
  
}  
  
string WReply = "" + sortscribe[1]+ sortscribe[2]  
  
+ sortscribe[3]+ sortscribe[4]  
  
+ sortscribe[5]+ sortscribe[6]  
  
+ sortscribe[7]+ sortscribe[7]  
  
+ sortscribe[8]+ sortscribe[9]  
  
+ sortscribe[10]+ sortscribe[11]  
  
+ sortscribe[12]+ sortscribe[13]  
  
+ sortscribe[14]+ sortscribe[15]  
  
+ sortscribe[16]+ sortscribe[17]  
  
+ sortscribe[18]+ sortscribe[19]  
  
+ sortscribe[20]+ sortscribe[21]  
  
+ sortscribe[22]+ sortscribe[23]
```

```
+ sortscribe[24]+ sortscribe[25]

+ sortscribe[26];

WReply.Trim ();

printtext.text = ""+ answerK;

    }

}

}
```

5. Citations

CITATIONS FROM THE ORIGINAL PAPER.

5.1 Books

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- [3]. (Plato, 2017) Your Bibliography: Anon, (2017). [online] Available at: <http://plato.stanford.edu/entries/dualism>. [Accessed 11 Jun. 2017].
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5.5 Online Resources

- [10]. (Wiener, 2017) Wiener, P. (2017). [online] Available at: [http://\[1\] design argument. Dictionary of the history of ideas. Author: Philip P Wiener; University of Virginia. Library. Electronic Text Center. \[Accessed 10 Jun. 2017\].](http://[1] design argument. Dictionary of the history of ideas. Author: Philip P Wiener; University of Virginia. Library. Electronic Text Center. [Accessed 10 Jun. 2017].)

5.6 E-Blogs

- [11]. (samathasprole. 2017) Available at: <https://samanthasprole.wordpress.com/2014/05/12/method-acting-personality-and-identity-you-are-what-you-do/>. [Accessed 11 June 2017]. (golden triangle, 2017)
- [12]. (Standard deviation) matchmaking game for kids with words. google.2017.

*This is a self theorized calculation and argumentation. It has no reference except for Arguments to any work that has been done by any person living or dead.