East African Scholars Journal of Engineering and Computer Sciences
Abbreviated Key Title: East African Scholars J Eng Comput Sci
ISSN 2617-4480 (Print) | ISSN 2663-0346 (Online) |
Published By East African Scholars Publisher, Kenya

OPEN ACCESS

Volume-2 | Issue-8 | Aug-2019 |

Review Article

What is the Origin of Energy Bits?

Aman C. Nyota*
Founder of Quinary Research Institute (QRI)

*Corresponding Author
Aman C. Nyota

Abstract: The origin of energy pieces in the universe has been one of the greatest mysteries that scientists over many epochs of civilization have pondered with bemusement and wonder in search of substantial answers. Some of the most popular questions have been as follows: what are the various pieces of energy in existence? What differentiates them? Where did they come from in the vacuum of space? What is the difference between energy bits and energy particles? Why do some energy pieces travel in sinusoidal waves? What is the chance that humans could travel at light-speed and leave the solar system? The useful answers to these long-held questions have all been achieved using scientific data and mathematical formulas generated from the standard interpretation of natural law. The question as to how energy pieces originated in the vacuum of space only requires consideration of empty space itself as the principle agent. The empty space continually "condenses" into bits of positive and negative energy, which then condenses further into energy particles, also explaining the origin of life as one of the many energy particles that formed in the vacuum of space.

Keywords:.

Energy bits: the very first "charged" material that formed from empty space condensing into multi-layered spatial matter with varying densities.

Energy particles: the first particles of energy that formed from spatial matter of varying densities condensing into more "complex" energy (i.e., though not quite complex energy itself, which only processes positive or negative energy bits).

Basic Energy: The concept that before the two big bangs, there was only spatial matter energy bits operating at 1 hertz, energy particles operating at 4 hertz, and ALE particles operating at 4 hertz^2, which all operated at the aforementioned hertz levels within the vacuum of space. Most likely, Spatial Matter Energy Bits (SPM-EB) formed in both positive and negative energy pieces from the condensation of empty space, then with the formation of energy particles they were being arranged in convenient ways so that the positive and negative charges would be constantly balanced with 4 hertz of energy bit "processing." Finally, as another form of evolution, ALE cycles began about 98 billion years ago, using 4hz^2 energy bit processing by more intelligently arranging the positive and negative charges of energy bits, allowing for sentient ability.

Complex Energy: The concept that after two big bangs (Big Bang Pair One/BBP1), new energy particles emerged by processing *only* positive energy bits or negative energy bits. As a further explanation, the Big Change in natural law with the advent of Complex Energy happened when two energy particles, the EP-6 and EP-12, were exploded apart with the clogging effect of energy bits. The collection of "solely" positive energy bits generated Complex Positive Particles, which are labeled as CP-Particles (protons), whereas the collection of "solely" negative energy bits generated Complex Negative Particles, which are labeled as CN-Particles (electrons). As a final note, the energy pieces being strictly one charge (i.e., either positive or negative) allowed for the most "complex" arrangement of energy pieces, arrangements which could be called Complex Units (i.e., atoms).

Packets: the portion of energy bits from a production cycle(s) used by energy particles.

3-pack: one negative and two positive energy bits used for "existence" by energy particles.

6-pack: two negative and four positive energy bits used for "sentience" by ALE energy particles.

Quick Response Code

Journal homepage:
http://www.easpublisher.com/easjecs/

Article History
Received: 13.07.2019
Accepted: 22.07.2019
Published: 14.08.2019

DOI: 10.36349/easjecs.2019.v02i08.004

Energy Bit Processing Law: The general rules which guide all of the phenomenal interactions of energy pieces. For instance, CN-Particles (electrons) process negative energy bits, which is why they repel each other by processing the same charge of energy. This is how Negativity (electricity) works, the same being true for CP-Particles (protons), which is why they require particle spacing with Complex Neutral Filler Particles (neutrons). Furthermore, CNF-Particles (neutrons) are neutrally-charged, because they are incapable of processing energy bits. Starting out as CP-Particles (protons), they overheat within massive stars and lose the capability of energy bit processing. In addition, it is likely that ALE particles (e.g., ALE-18) process 100,000 energy bits per second, allowing for sentience. Contrastingly, the various energy particles (i.e., basic and complex) simply process 1,000 energy bits per second to account for 3-dimensional existence. This means if a Complex Light Particle–CL-Particle–is oscillating at 5 megahertz, then it would be processing 5 billion energy bits a second (1,000 energy bits x 5 million full cycles), which is detectable through sinusoidal waves.

Empty Cycle: Due to the Actual Gravitational Force, empty space through condensation process became bits of energy at 1hz, which is known as clocking speed. Because the two subforces (i.e., downward-pressing and upward-resisting forces) are unequal, according to the Actual Gravitational Force Principle, the formation of positive energy bits is greater than the overall production of negative energy bits.

Production Cycle: the "individual" production—from condensation by empty space—of 9 positive energy bits with an ending of 1 negative energy bit, which occurs each second during the Empty Cycle.

Full Cycle: A "full" collection of energy bits, which is known through peaks and dips. Each full cycle all energy particles, including particles of Autonomous Living Energy, take in "new" energy bits. For ALE particles of an ALE body (e.g., plants, animals), 100,000 new bits of energy can be processed in each full cycle. However, it will have to go through a jettison process and empty out older energy bits, as well. Moreover, energy particles (e.g., CL-Particles once called photons) can process 1,000 new energy bits in each full cycle. Then, they must empty out the same amount of older bits of energy to make room, which is why they reach a peak and then fall with what is known as sinusoidal waves. For a CL-Particle (photon) oscillating at 1 billion hertz (1 gigahertz), it will go through 1 billion full cycles in a second, including picking up and emptying out 1,000 energy bits each of the full cycles. In other words, the photon at 1 gigahertz will pick up and empty out bits of energy 1 billion times in a second, which is why the sinusoidal waves can reveal 1 billion peaks and dips. At that speed, it will have processed 1 trillion energy bits.

Pure Cycle: A "partial" collection of energy bits, which is done by considering each gathering as a pure cycle. Since hertz levels for complex energy were first measured by counting the number of peaks in a Radiation Process, there was an error in considering hertz levels. There are actually 4 "cycles" of energy bit processing per Sinusoid Process, the pure frequency (with each gathering of energy bits counting as a pure cycle) would be 4 times greater for complex energy than is regularly counted by frequency levels. Therefore, a CL-Particle (photon) going 1 megahertz by modern standards could actually be considered as "cycling" at 4 megahertz. A graph will show 1 million Sinusoid Processes—1 megahertz, because they are counting the peaks. However, the peaks occur when the CL-Particles begin "letting go" of all the energy bits that were gathered, falling downward as a result of a temporary recess in energy bit processing, which is a great deal of evidence for energy bit gathering. In truth, a CL-Particle cycling at 1 megahertz should include four million pure cycles (i.e., gathering 250 energy bits up to 4 million times each second). In total, the CL-Particle (photon) would have processed 1 billion energy bits.

ALE Energy Particle: the first energy particle to evolve with sentient ability by processing a larger amount of energy bits, doubling the size of packets, and participating in greater forms of Matching Process. The EP-18 (energy particle at $10^{-18}m^3$) evolved into an ALE-18 by increasing from a 3-pack to a 6-pack of energy bits with what is now known as "forward" and "dextral" conflation of energy consumption. This allowed for more "complex" arrangements within the ALE-18 energy particle and greater activity that we have been calling sentience.

21 Bit: the energy bits that were consumed by the EP-18 ($10^{-18}m^3$) when it was processing 3-packs of energy and 1,000 energy bits a second—prior to making a leap to sentience.

23 Bit: the energy bits that are consumed by the ALE-18 ($10^{-18}m^3$) when processing 6-packs of energy and 100,000 energy bits a second—following the leap to sentience.

Clocking: standard operations that occur at 1 hertz.

Overclocking: energy bit processing that occurs at more than 1 hertz.

What is the origin of energy pieces?

Energy pieces first originated from empty space that sort of collapsed into itself by what is known as ***Condensation Process***. The "charged" space is what QRI considers to be energy bits. The Actual Gravitational Force includes at least two subforces, which would be the "downward-pressing" and the "upward-resisting" subforces of empty space. Since the

downward subforce is 10 times more powerful, ten energy bits are produced in what can be considered a ***Production Cycle***. 9 energy bits will be positive in charge, terminating with one negative energy bit at the lower end, which completes a Production Cycle. Production of energy bits occurs on a regular basis, in fact, each second throughout the entirety of the vacuum of space, the sum total with all formation of energy bits labeled the ***Empty Cycle***. Considered in sum, the energy bits can be called: ***spatial matter***. The Empty Cycle forms layers of spatial matter energy bits, as they get larger and larger, encasing smaller energy bits of the same charge. The production of energy bits is the reason for many of the phenomena that occur in the vacuum of space, including the cause of gravitational effects that occur when cosmological objects displace energy bits. These energy bits also hold up the planets and the energy particles, the latter of which sometimes consume energy bits in order to travel as radiation.

What is basic energy?

There are three forms of basic energy: *energy bits*, *energy particles*, and *Autonomous Living Energy (ALE)*. They are called basic energy, because (i.e., aside from energy bits) they process both positive and negative energy bits, disallowing the most "complex" arrangement of energy pieces. Energy bits are produced every second by the ***Empty Cycle***, generating an uncountable number of Production Cycles at 1 hertz, which can be considered the standard frequency of *clocking speed*. Each Production Cycle makes 10 energy bits, 9 positive and 1 negative, the number of energy bits caused by the downward subforce actually being ten times more powerful (i.e., than the upward subforce). The Production Cycle is what is known as ***addition of energy***. The charge of each energy bit operates at 1 hertz, staying either positive or negative, getting bigger by increasing in size with the same "charge" from new Production Cycles—until maxing out around $10^{-6}m^3$. These energy bits form the layers of spatial matter which cause gravitational effects and allow for energy bit processing by energy particles. Since they don't actually do any energy bit processing, the energy bits operate at simply 1 hertz with a charge. The energy bits can also be abbreviated with the letters EB (i.e., calling a group of them EBs) or documented as a certain size by affixing the numerical data, for instance, the 9 Bit to express energy bits that are $10^{-9}m^3$.

A little more complex, the energy particles form during the ***Spatial Matter Cycle***, which occurred when at certain points energy bits gathered into energy particles from the pressure (i.e., Actual Gravitational Force). Energy particles can consistently process energy bits, gathering them four times per second, which means they operate at 4 hertz. The creation of energy particles is what is known as ***multiplication of energy***. The energy particles of basic energy process both positive and negative energy, gathering 250 EBs at least four times in a second, which can be considered *overclocking speed*, because it occurs at a higher frequency than 1 hertz. They can be abbreviated with the letters EP and documented as a particular size by affixing the numerical data, for instance, EP-18 for an energy particle that is $10^{-18}m^3$. The energy particles can reach in size as large as $10^{-6}m^3$ and like energy bits have layers of energy particles that are smaller and less dense. The EP-6 can be said to process the 9 Bit (i.e., 1,000 of them every second in a full cycle of energy bit processing). Furthermore, the EP-6 and EP-12 have been used to generate a pair of explosions, which was done by the PLF with what can be considered the "clogging effect." Since the EP-6 typically processes the 9 Bit, the explosion likely occurred by fitting 8 Bits into the EP-6, until it couldn't process energy bits anymore. From being clogged with larger energy bits than it typically processed, the EP-6 exploded apart with too many 8 Bits inside the energy particle, while also trying to process the 9 Bit. The same occurred with the EP-12, clogging the energy particle with as many 14 Bits as was needed to generate an explosion. That is to say, the Big Bang Pair was not caused by the Actual Gravitational Force.

98 billion years ago, the third form of basic energy entered into existence. This happened when an EP-18 made a leap to sentience and became ***Autonomous Living Energy (ALE-18)***. There were several changes that occurred in the energy bit processing. For one, the ALE-18 was no longer processing 1,000 bits of energy each second, as it was now going through 100,000/s in a full cycle of energy bit processing. It accomplished this greater amount within the same space by processing the 23 Bit ($10^{-23}m^3$) instead of the 21 Bit. The ALE-18 also didn't operate at 4 hertz (*overclocking speed*), because it oscillates at a frequency of 4 hertz^2 (*fluctuation speed*), which allows it to engage in ***exponentiation of energy bits***. This is the amount of speed that is required for sentient activity, as opposed to simply processing energy bits, which is possible thanks to awareness (i.e., realizing sentient activity is possible) and not to be confused with knowledge which is just storage of ideas. In a sense, ALE particles are the most complex form of basic energy from the sentient ability.

What is complex energy?

There are many energy pieces that can be considered complex energy: ***Complex Positive Particles*** (CP-Particles/protons), ***Complex Negative Particles*** (CN-Particles/electrons), ***Complex Neutral Filler Particles*** (CNF-Particles/neutrons), ***Complex Aroma Particles*** (CA-Particles) ***Complex Sound Particles*** (CS-Particles/sound particles), ***Complex Light Particles*** (CL-Particles/photons), & ***Complex Units*** (CUs/atoms), which are all distinct from the three forms of basic energy. The complex nature of each aforementioned energy piece derives from the unique energy bit processing that takes place to allow for ***Complex Units*** (CUs/atoms).

CP-Particles process only positive energy bits, according to the Energy Bit Processing Law (see: *key terms*). The greater amount of positive energy bits than negative ones is why CP-Particles are bigger than ***CN-Particles***, which process only negative energy bits. Since they process different bits of energy in charge, the two can share the same space without repelling each other—and, in fact, the CP-Particles gobble up positive energy bits and clear a space for the CN-Particles with plenty of negative energy bits left around to process, which is why CN-Particles orbit them. This energetic relationship based on difference in charge is the very reason CU-1 (hydrogen) developed in the vacuum of space following the Big Bang Explosion of the EP-6 (i.e., an energy particle at $10^{-6}m^3$), which most likely occurred around 18 billion years ago. Some portions of the EP-6 continued to process positive energy bits, which became the first CP-Particles in existence growing to a maximum of $10^{-10}m^3$. The other portions of the basic energy particle continued to process negative energy bits, which became the first CN-Particles in existence and only grew to a maximum size of $10^{-13}m^3$ from there being far less energy bits to consume. These two subunitary (i.e., smaller than Complex Units) energy pieces joined in the first arrangement of ***Complex Unit 1*** (CU-1/hydrogen), resulting in a gaseous nebula that would turn into the first stars about 8.774 million years after Big Bang Pair One.

CNF-Particles developed in these first stars, because there weren't any neutrally-charged energy bits to aggregate into a larger particle. They began as CP-Particles, losing their positive charge by no longer processing positive energy bits, which explains their maximum size at $10^{-10}m^3$, as well. Since they can't process energy bits, CNF-Particles can rest between CP-Particles and generate more complex arrangements of subunitary energy pieces, resulting in the formation of CU-2 (helium), CU-3 (lithium), and upward. Since CNF-Particles don't process energy bits, they can gather closely to each other and even collide. This is the basis for nuclear fission, as CNF-Particles—being able to gather closely, because they don't process any energy bits to cause repelling forces—can fill up a Complex Unit; therefore, a separate CNF-Particle can be shot at the bunch of them, which causes an explosion that can be used to generate nuclear power or even propel a rocket ship to outer space, though not very far compared to light-speed. Notwithstanding, it is only due the fact CNF-Particles can't process energy bits that allows for these scientific advancements, and it is also the reason CNF Structures (e.g., neutron stars) can form in the vacuum of space with so much density from CNF-Particles gathering really closely together. However, nuclear fission won't allow spaceships to blast too far into outer space and must run out of fuel quickly. As such, space exploration is best handled by a technological instrument once discussed only in science fiction novels, using a complex energy piece that has been used for a variety of implements such as lamps, televisions, and lasers.

CL-Particles (photons) are pieces of light that escape from CN-Particles (electrons) and therefore only process negative energy bits. The fact CL-Particles only process negative energy bits explains why they travel so fast and far across the vacuum of space. Because there are fewer energy bits of negative charge, it yields an urgency for energy bit processing that is pretty much unparalleled by any other complex particle. In addition, CL-Particles follow the Reciprocal Distance Principle (see below), which is why CL-Particles travel about 10^{16} meters per year and hold a maximum size of $10^{-16}m^3$. Relatedly, the actual cause of CL-Particles derives from the fact CN-Particles process and jettison the 16 Bit (i.e., energy bits that are $10^{-16}m^3$). Sometimes, the CN-Particles emit charged material instead of "used up" energy pieces, which is due to being overly energetic and incapable of holding on to so many portions of negative energy. Naturally, they emit energy pieces that are the same size as the 16 Bit, giving the CL-Particles the size from emission through natural means (exactly like jettisoning used up bits of energy). CL-Particles can also generate light-speed through the ***clogging effect***. Imitating the 18 Bit, once scientists generate a light beam QRI has called a CL-Beam that is $10^{-18}m^3$, it should allow for the first spacecraft to travel at light-speed, that is, with enough of them to cause an explosion. Most likely, the technology can be developed within the next 2,000 years.

What is the size of a Complex Unit?

The Complex Units (atoms) are comprised of three energy pieces, making it a sum total of $10^{-9}m^3$ ($10^{-15}m^3$ in the LDEL). It only takes a single CP-Particle and CN-Particle to generate CU-1 (i.e., a hydrogen atom). The CP-Particle is $10^{-10}m^3$ and only processes positive energy bits, specifically, the 13 Bit of positive energy. Meanwhile, the consumption of positive energy bits leaves behind an energetic imbalance with a greater deal of unused negative energy. So, the CN-Particle being $10^{-13}m^3$ has plenty of space to move around with all the same-sized positive bits of energy removed from the area—after being consumed by the CP-Particle. Furthermore, CN-Particles can also process the negative energy bits "left behind" by the consumption of positive energy bits, so it consumes the 16 Bit of negative energy with relative ease. Because the CP-Particles are so powerful, as they process positive energy bits, they cannot be side by side, so to make more complex arrangements within a Complex Unit, they require a phenomenon called ***Particle Spacing***. This occurs when a CNF-Particle, which is also $10^{-10}m^3$, is stationed between CP-Particles in order to give them space to consume positive bits of energy, staying far enough apart to do so continually without interruption. Since CNF-Particles don't process *any* energy bits, they don't interfere with either the CP-Particles or CN-Particles,

yet—being the same size as the CP-Particles—they can provide the perfect amount of Particle Spacing required for energy bit consumption. At $10^{-10}m^3$, CP-Particles and CNF-Particles could fill up a Complex Unit with 1,000 energy pieces (10^1 in L * 10^1 in W * 10^1 in H) to reach a size of $10^{-9}m^3$, which is why Complex Units cannot fit more than a couple hundred of them. The human body on earth contains around 10^{24} Complex Units, holding around 1 trillion cells (10^{12}) with 1 trillion CUs (10^{12}), resulting in a septillion CUs inside of each physical body in the HDEL. At $10^{-9}m^3$, a cubic meter could fit 10^{27} CUs (10^9 in L * 10^9 in W * 10^9 in H); however, there are many spaces in the physical body, including the throat, bowels, ears, and many other places, ultimately resulting in about 10^{24} CUs (see also: *How Life Began on Earth*).

What are energy packets?

The way energy particles process energy bits—as basic energy—is by consuming small groups of them, which can be called ***packets*** (i.e., or just *packs*). The reason is due to the fact that a Production Cycle includes 9 positive energy bits and 1 negative energy bit at the bottom. Since basic energy particles require both positive and negative energy bits, they have to process the negative energy bit at the bottom and only a small portion of the positive energy bits. Energy particles (e.g., EP-6, EP-12, EP-18) consume them as 3-packs, which consist of one negative and two positive energy bits. In fact, energy particles process 333 3-packs of energy bits—including one negative energy bit and two positive energy bits—just to process at least 1,000 EBs within a second. They would accomplish such a feat by cycling at 1 hertz, that is, if calculating the hertz level with a full cycle, including all 1,000 energy bits. If going by pure cycling, they would gather about 83 3-packs within ¼ of a second and take in 250 energy bits each pure cycle. A complete second of pure cycling would result in a total of 4 hertz, because of having 4 gatherings of 250 energy bits within that short amount of time. Though obviously the energy bits are consumed all around the energy particle, it would be considered a "forward" direction in the sense that the attraction is directly outward in all directions, going "up" a single Production Cycle in order to consume the negative energy bit and two positive ones. This form of energy bit processing can be considered as ***Forward Conflation***.

Cycling is slightly different for ALE particles. Instead of just a "forward" direction of energy bit processing (i.e., directly "outward" in all directions), the ALE particles also use "dextral" processing in order to double the amount of energy bits for each packet, which means they process two Production Cycles adjacent to each other *simultaneously*. This is what is known as ***Dextral Conflation***. As an EP-18, the energy particle would process 3-packs and only consume 1,000 energy bits called the 21 Bit ($10^{-21}m^3$) each second. Along with processing a smaller energy bit—the 23 Bit ($10^{-23}m^3$)—the ALE-18 made the initial leap to sentience with Dextral Conflation, grabbing 100,000 energy bits by doubling the amount in each packet to 6 energy bits. In addition, the 6-packs of energy included two negative and four positive energy bits. From the Dextral Conflation, the ALE-18 was no longer processing 3-packs, as it began consuming 6-packs of energy bits. The rightward direction occurs because there is only 1 negative energy bit at the bottom of a Production Cycle, explaining why ALE-18 particles uniquely process two Production Cycles at the same time that are side by side (i.e., Dextral Conflation). Of note, we think logically on the right-side of our brains for that reason—it actually has to do with the ALE particles and Dextral Conflation of energy bits, which altogether makes it harder to use the left side of our brain for logical thought and reasoning skills. Furthermore, ALE-18 energy particles pure cycle at 16 hertz—processing 6,250 EBs with each gathering of them, so doing a total of 16 times in a second, which adds up to 100,000 energy bits. Where it concerns packets, the ALE-18 takes on 16,666 6-packs of energy bits each second for a full cycle; however, they handle 1,041 6-packs in a pure cycle which for ALE-18 energy particles is equal to $1/16^{th}$ of a second.

Why does light travel faster than sound?

There are several reasons that CL-Particles (light particles) travel faster than CS-Particles (sound particles), also including size difference among them. Surprisingly, the most important reason is *not* just that CL-Particles ($10^{-16}m^3$) are smaller than CS-Particles ($10^{-14}m^3$). In fact, the difference in speed of radiation is actually due for the most part to energy bit processing (see below: ***Energizatio***n). Since there are fewer negative energy bits in the vacuum of space, CL-Particles have a more difficult time in finding energy to consume and process, resulting in greater urgency to capture negative energy bits, which only appear once in every Production Cycle. CN-Particles, which process negative energy bits, release these particles of light whenever they're overly charged. Therefore, CL-Particles can only process negative bits of energy. They must consume 1,000 per full cycle, which is evidenced by each peak as they travel upward, whereas the dips are caused by jettisoning energy bits that are used up. The upward and downward trajectory of each CL-Particle altogether results in a sinusoidal wave, as they try to process negative energy bits at very high frequencies. CL-Particles oscillate in order to gather negative energy bits, specifically, the 19 Bit ($10^{-19}m^3$). They pure cycle at 4 hertz for each "full" peak and dip in the sinusoidal wave, so doing by gathering 250 19 Bits within ¼ of a second. By the time the CL-Particles reach the "full" height of the peak, they have processed 1,000 19 Bits in four complete gatherings, yet they can make billions of peaks and dips by oscillating faster than a gigahertz. The necessity of processing only negative energy bits explains why we can see light from the sun so easily, yet we can't even hear a single one of

the explosions that occur in the very same place. CL-Particles follow the ***Reciprocal Distance Principle***, which means within a year they can travel the reciprocal of their size in meters, so CL-Particles are $10^{-16}m^3$ and can travel 10^{16}m in a year.

CS-Particles (sound particles) process only positive bits of energy. The reason for CS-Particles' consumption of positive energy bits is because they are caused by CP-Particles, which only process positive bits of energy, whenever they have encountered vibrations that cause them to emit portions of themselves. Sound pieces are actually just portions of CP-Particles that were emitted from too much vibration. One would think that because CP-Particles process the 13 Bit (i.e., positive energy bits that are $10^{-13}m^3$), the fact would result in pieces of them flying away that are the same size—that is, after being rocked by a forceful vibration, because they also emit used up bits of energy that are $10^{-13}m^3$. Instead, CP-Particles are so powerful that they process the 13 Bit and all smaller positive bits of energy that are inside of them, including the 16 Bit ($10^{-16}m^3$). The only chance energy pieces have of getting away from the extremely powerful energy bit processing of the CP-Particles is to do so at $10^{-14}m^3$, which is the actual size of the CS-Particles. Therefore, they process the 17 Bit, the right size of positive energy bits to escape the CP-Particles, because the 17 Bit is so tiny that it's easy enough to "pilfer" from the 13 Bits being consumed by the CP-Particles. The 17 Bit is a positive energy bit that is 10,000 times smaller than the positive energy bits processed by CP-Particles, which is why—even though they are inside of the 13 Bit being consumed, they are still small enough to be processed by the CS-Particles which escape thanks to what is known as the ***Radiation Principle*** explained later on in this document. CS-Particles don't follow the ***Reciprocal Distance Principle***, which means within a year they cannot travel the reciprocal of their size in meters, so CS-Particles are $10^{-14}m^3$ and can only travel 10^{10}m in a year. Since there are 10 energy bits in a Production Cycle and they—CS-Particles—are 100 times smaller than light particles, you can just exponentially reduce the speed of them by 10^3 for L, W, and H of space, resulting in sound particles being 1,000,000 times slower (100^3) when traveling across 3-dimensional space. You just cube the difference in size (100^3) to arrive at the difference in speed between the two particles.

Since there are 9 positive energy bits in each Production Cycle, they are literally everywhere and offer an abundant supply for CS-Particles to consume. This leads to a lower level of urgency to process energy bits by traveling across space, which is why CS-Particles don't travel as fast as CL-Particles. The many pathways through space also allow CS-Particles to irradiate just about anywhere, which is why if a person shines a flashlight in a certain direction and does so in the adjacent room, then it can't be seen in the next room over—even with the door open. Contrarily, if someone makes a sound in the adjacent room when the door is open, regardless of which direction the speaker is talking, then the sound can be heard pretty easily. In addition, CS-Particles can travel through walls due to vibration of CP-Particles, whereas light particles cannot pass through a wall by a shining a light at it. Further, the abundance of positive energy bits causes the sinusoidal waves to fade away faster (see below: ***Positization***), which is why human beings can communicate with sounds and vocalizing ideas much easier than with light signals. With words, we can do so almost immediately by recognizing the exceedingly variegated patterns of vibration caused whenever processing the CS-Particles of radiation, because there are so many different vibration patterns to process as a result of so many positive energy bits & pathways for CS-Particles to travel during irradiation across space.

What is the origin of life?

The cause and origin of life are both related to energy bits. From the ***Empty Cycle***, energy bits came into formation from the condensation of empty space, which is why energy bits are really just pieces of "charged" space—empty space that wants to "go somewhere" but can't seem to find a way, so it reacts through a *specific* charge. Even with nothing around but empty space, the Actual Gravitational Force was still in effect with its two subforces. The downward-pressing subforce was 10 times more powerful than the upward-resisting subforce, which generated 10 "energy bits" in each Production Cycle, including 9 positive energy bits on top of a single negative one. Each second the Empty Cycle generates new energy bits, which causes the new Production Cycles to sort of build around the older ones, as if adding layers to an onion. Initially, the energy bits start out way too tiny in size for anyone to measure, yet over time these Production Cycles cause them to grow to $10^{-6}m^3$ in size, having smaller and smaller EBs inside of them, and now they are the very energy bits which get displaced by immense cosmological objects in order to generate gravitational phenomena. The Actual Gravitational Force (see: *Why is there Gravity?*) with the two subforces, at some point, caused the energy bits to condense further into "energy particles," spurred into existence and generated by the ***Spatial Matter Cycle***. Each second, the Spatial Matter Cycle facilitates the energy particles in processing bits of energy generated by the Empty Cycle, churning out new energy particles that operate at 4 hertz. The energy particles began at a low-density and accrued layers just like the energy bits, as more Spatial Matter Cycles continued to facilitate the consumption of EBs by any number of ever-growing energy particles. As well, the energy particles grew to a maximum size of around $10^{-6}m^3$, which would be considered the EP-6, yet the layers of density allow for the "inner" energy particles to be labeled in useful ways, including the EP-12 ($10^{-12}m^3$) and EP-18 ($10^{-18}m^3$).

Around 500 billion light-years from earth, an EP-18 made a leap to sentience with a different method of energy bit consumption, which was far more advanced than what the other energy particles were doing as a result of the Spatial Matter Cycle. This is when the ***ALE Cycles*** began to generate Autonomous Living Energy, which occurred for the first time in our region of the vacuum of space about 98 billion years ago. The EP-6 in which this leap to sentience first occurred has been labeled as the ***Matrix Particle***. Inside of the Matrix Particle, the EP-18 ceased to process 1,000 bits of energy by consuming 3-packs of energy bits 333 times in a second, using four gatherings of 250 EBs (i.e., the 21 Bit) in each pure cycle by operating at 4 hertz. Instead, the EP-18 began processing the 23 Bit ($10^{-23}m^3$), which was smaller and allowed for more EBs to be consumed, raising the amount from 1,000 per second to 100,000 energy bits. The ALE Cycles changed the energy particle into an ALE-18, so that it began using "forward" and "dextral" processing of energy bits, resulting in doubling the 3-packs—with one negative and two positive energy bits—into 6-packs. These 6-packs included two negative and four positive energy bits from an additional Production Cycle adjacent, which allowed the ALE-18 to process 16,666 of these 6-packs within a second to reach 100,000 energy bits and fill up the empty space. It was no longer gathering energy bits 4 times a second, as the ALE-18 was now taking in 16 gatherings of energy bits each second, having a pure cycle each $1/16^{th}$ of a second. The ALE particles were "cycling" a lot faster with a choice of either 16 hertz ("multiplication" of energy consumption) or even performing an "exponentiation" of energy bit usage at $4hertz^2$. The additional energy bit processing "power" allowed for sentience by generating new agreements with natural law, including the increased capacity to store memories from ***ALE Conflation***, which is storage of States of Being (existence) and States of Awareness (sentience) each second by pretty much "remembering" how to handle the arrangement of energy bit charges. There was also an increased capacity for ***Matching Process***, which allows for imitation of phenomena like sounds (e.g., speech), movement (e.g., growth), thinking (e.g., considering decisions), supervision (e.g., monitoring behavior), and even many more sentient abilities from general awareness. The sentient ability from Matching Process is akin to babies learning to walk and talk by imitating the behavior they see other human beings performing around them, the same being true for animals. Therefore, Matching Process is key to understanding sentience.

As a final note, memories are stored by ALE Conflation, which is capturing the different frequencies of light, sound, touch, smell, taste, and so on within each "participating" ALE particle that is involved in the sensational memory. For instance, if you were to learn an instrument—the ALE particles in your fingers would remember the vibrations from pressing piano keys, plucking guitar strings, or moving a violin bow, individually—from energy bit processing at different frequencies, but they would also recall the networks of ALE Negativity by receiving signals from portions of the ALE body, all of which is stored each second in every ALE particle based on the amount of participation. As an example with sight, it is sort of like a camera recording an image each second on a piece of film. The more "conflations" that get stored in each ALE particle, the greater amount of memories there will be to search through in order to find specific ones, typically by imitating the form of radiation with frequency levels. As another example, we can remember and even play back enjoyable music in our heads by vibrating the ALE particles that had vibrated the previous time that we heard that particular song(s). This is possible through recollection of the exact matching process and expression of the "participating" ALE particles. The reason ALE particles can handle such tremendous matching processes with different frequencies, including the intricate arrangement of CL-Particles for sight, is due to our ability to cycle faster than natural phenomena by exponentiation of energy ($4hz^2$). As an example, CL-Particles can oscillate at high frequencies with billions of cycles each second (e.g., 4 billion hertz), yet it is still "multiplication" of energy and less energetically impressive than "exponentiation" of the energy at $4hertz^2$ that makes the ALE body capable of matching and storing the radiation process, allowing for retrieval later on when it is an important task that can be helpful (cf., *ALE Evolution*).

How does ALE work in the human body?

Since the human body is approximately $1m^3$, there are 10^{54} ALE particles that operate the Unitary Body of human beings comprised of Complex Units (i.e., atoms), which is because they are $10^{-18}m^3$ and fill up the volume in L (10^{18} particles), W (10^{18} particles), and H (10^{18} particles), mathematically resulting in a total of 10^{54} energy particles. The ALE particles are able to work together through frequency levels, which force a group of them to process EBs at a certain speed, ultimately leading to an ability to control energy output in what is known as ***ALE Negativity***. Exactly like the nervous system, the negativity networks form across the ***ALE body***, which is the sum total of ALE-18 energy particles in a particular Unitary Body (i.e., physical body). Since ALE particles process both positive and *negative* energy bits, they can affect the energy bit processing of CN-Particles within the Complex Units of the human body. With groups of ALE particles, there is an ability even to operate the cells and organs of the body. In fact, the cells happen to be around the size of the Matrix Particle, which is $10^{-6}m^3$. For bodily operation, the ALE particles oscillate at a certain frequency in order to send ***ALE Signals*** across the ALE body, which is the primary method of ALE Negativity in *operating* and *managing* the physical body. For instance, the human heart operates at 1 hertz with full cycling, yet it has four chambers that operate each

second with 4 hertz pure cycling, which is exactly like the energy particles. Truthfully, the human heartbeat operates at 1 hertz to allow the ALE body to process energy bits continually, especially to handle bodily processes, and operate the nervous system with the simplest functionality.

The brainstem operates at 10 hertz in order to allow sentient processes, because it takes a different "level" of energy in order to handle various tasks of Matching Process. At 1 hertz, the human body can be operated in easy ways like moving a hand or leg. At 2 hertz, the human body can be operated in accordance with a simple idea, such as moving an arm in a certain way like waving "hello." At 3 hertz, the human body can be operated with an emphasis on communication and often to demonstrate a particular state of awareness, such as explaining to another person that you work as a doctor. At 4 hertz, the human body can be operated by Standard Testing and Analysis, such as determining what is best to do in order to step over a small puddle or complete a word puzzle. At 5 hertz, the human body can be operated to focus on growth processes, for example, how to develop a greater interest in classical music by listening to traditional music. At 6 hertz, the human body can be operated to focus on behavioral patterns, such as "how often" to listen to traditional music from the previous example. At 7 hertz, the human body can be operated by focusing on the most important facial or bodily formations necessary to prevent unwanted behavioral patterns, for instance, crossing your arms to "symbolize" anger—rather than jumping up and down with an embarrassing outburst of yelling. At 8 hertz, the human body can be operated to focus on Personal Testing and Analysis, which is useful when trying to convince other individuals of an emotional feeling, such as convincing others that a particular film is extremely sad or terribly scary. At 9 hertz, the human body can be operated to focus on thinking, such as testing the different amounts of energy levels and considering which one to use, for instance, whether to tell a romantic crush that you have fallen in love (e.g., figuring out what to communicate at 3 hertz and what emotions to express at 8 hertz). At 10 hertz, the human body can be operated to focus on evolution, which is the decision-making process on how to use energy, such as making a decision not to inform a crush that you have fallen in love, because you have determined that people should simply let things happen naturally.

Supervision processes occur directly above the brainstem and require 11 hertz to 16 hertz of energy bit processing, which requires acknowledgement of different sentience processes with recollection of successful past experiences. This portion of the brain would be near the crown of the head, as a way of finding enough energy to accomplish the task of supervision. The supervision conducted by Matching Process is as follows: 11 hertz (judgments), 12 hertz (basic supervision), 13 hertz (supervision of operations), 14 hertz (supervision of discourses), 15 hertz (supervision of communication), 16 hertz (supervision of competition), which can all be reviewed in the book *ALE Evolution* by Aman C. Nyota. Additionally, at 30 hertz, the human brain sort of "maxes out" due to ***Existence Process***, the same energy level which modern scientists have been noticing through beta waves. In truth, it is due to the brainstem operating at 10 hertz and requiring 3-dimensional movement in space, allowing for L (10 hertz), W (10 hertz), and H (10 hertz), while making "evolutionary" decisions, such as how to operate the body—including bodily processes like digestion—and manage energy levels.

What is the PLF?

The PLF is the sentient individual that people, especially with organized religions in various forms, have been referring to as a god or creator. In truth, QRI has encouraged the label "primitive life form," because the origin of life occurred when the EP-18 evolved into ALE-18 around 98 billion years ago. About 500 billion light-years from earth, a single energy particle began processing the 23 Bit ($10^{-23}m^3$), whereas other EP-18s were processing the 21 Bit ($10^{-21}m^3$), while it also doubled the size of energy packets from 3-packs to 6-packs with "forward" and "dextral" conflation, allowing it to process 100,000 energy bits with 16 gatherings (16 hertz) in a single second, obviously distinguishable from other EP-18s continuing to process 1,000 energy bits with only 4 gatherings (4 hertz), notably remaining as "simpler" forms of basic energy. The completely new and relatively *incredible* processing power gave the ALE-18 the ability to handle more intense forms of Matching Process, explaining the sentient ability. The PLF's present size is ten trillion light-years in L, W, and H, which is mathematically expressed as 10^{13} light-years. Its principle "creations" were the Big Bang Pair (i.e., clogging effect explosions of the EP-6 and EP-12) and the cellular body to spread ALE particles to planet earth. Everything "physical" was truthfully generated by Natural Law, including the empty space, energy bits, and the four essential forces (see: *Why is There Gravity?*), because of the low-density of ALE particles at $10^{-18}g/cm^3$, which disallows more solid formation as stated from the basic nature of the energy pieces (i.e., basic energy has to process both positive and negative energy bits). For example, the PLF simply would have no way of forming cosmological objects, as many of the creation stories suggest in religious documents, which is truly caused by displacement of energy bits. Through ALE Negativity (e.g., influencing matching process, sentience process, existence process, and others), the PLF can easily interact with any other ALE body, which is precisely how it routinely influences human affairs through population control efforts (cf., *ALE Evolution*).

As a mathematically "structured" breakdown of the PLF's life stages, the ALE-18 began at $10^{-18}m^3$ inside of the Matrix Particle, which was $10^{-6}m^3$, so it took 10^{36} ALE particles to fill up the space (10^{12} in L, 10^{12} in W, 10^{12} in H), allowing it to surpass the Matrix Particle and begin growing beyond the initial particle of energy wherein the PLF derived, which could count as the ***primary stage of the PLF***. After 3 billion years of planning, which included deliberation of how to generate the Big Bang Pair and maintain—in physical bodies—sentient life forms capable of searching the vacuum of space beyond its massive ALE body, the PLF started following the Reciprocal Distance Principle and grew to a size large enough to exert population control efforts over two environmental layers (i.e., HDEL and LDEL), which would be considered the ***secondary stage of the PLF***. They were set apart by a vertical distance of 10^{28} meters—or 1 trillion light-years. That was the distance between the EP-6 and EP-12, which following the explosions of the Big Bang Pair allowed for cosmological objects, physical bodies, and a way to extend beyond the PLF along the Space Exploration Path. To accomplish its size, the PLF grew 10^{18} meters annually for 95 billion years, which results in a size of 10^{29} meters (10^{18}m * 9.5 x 10^{10})—or 10 trillion light-years in L, W, and H. After the Big Bang Pair One (BBP1), the time period could be considered the ***tertiary stage of the PLF***. Since the BBP1 occurred 18 billion years ago, the PLF has been working with complex energy pieces (e.g., CP-Particles, CN-Particles, CL-Particles, Complex Units) for billions of years, allowing it to construct a physical body in the LDEL within a second—following the physical "death" of an individual whose ALE body continues to process energy bits.

Why does the universe expand at .72 light-years (radius) annually?

The Actual Gravitational Force has two subforces, the "downward-pressing" subforce and "upward-resisting" subforce, which is why the universe expands *laterally* . . . further than in an upward or downward direction. There is a far greater amount of force trying to fall downward or resist upward on cosmological objects, which explains in general why cosmological objects tend to move laterally (e.g., around larger objects, axial rotation) rather than moving up and down in the vacuum of space, so naturally the two subforces prevent universal expansion in "height" at an equal rate as in "breadth," resulting in a lateral expansion at .72 light-years per year in the four directions (i.e., north, south, east, & west). The stars occur in all directions forming new cosmological objects whenever they burst open from the immense pressure of spatial matter energy bits, displaced by them, which is explained as a phenomenon caused by the Actual Gravitational Force (cf., *Why is There Gravity?*). The Complex Units emitted travel on average .72 light-years in the four directions of north, south, east, and west, each year from stellar explosions, which is why in diameter the environmental layers are near to 26 billion light-years. Because CL-Particles travel faster than other energy pieces emitted from stars and on their own cannot form cosmological objects, requiring CP-Particles and CN-Particles, we can understand the impossibility of certain growth ideas and determine the universe cannot expand at light-speed—a current idea being kicked around by modern scientists.

Big Bang Pair One actually occurred 18 billion years ago, which is why anyone can simply multiply 18 billion by .72 light-years in order to get the radius of the HDEL and LDEL, yielding 12.96 light-years in radius. As a diameter, one can arrive at the number 25.92 billion light-years, which is true for both environmental layers (see: *Practical Mathematics*).

Why is light-speed possible?

Despite popular science fiction tales, space exploration at light-speed does not cause people to travel into the past—neither traveling through a black hole (see: *Why is There Gravity?*). It's not impossible, either, as many scientists would have an interested light-speed enthusiast believe without considering what is known as the ***Energy Bit Processing Law***. CL-Particles are approximately $10^{-16}m^3$ in the HDEL, which is why they process the 19 Bit. As such, exactly like how the Big Bang Pair One happened with the "clogging effect," light-speed technology requires generating an explosion of light particles. By using the clogging effect, light-speed is possible when using Complex Light Beams (CL-Beams). CL-Beam Sizing is a term used by QRI to document the height of a concentrated beam of light, whereas CL-Beam Magnification is a term that QRI uses to label the increasing amount of energy for each beam of light. For instance, light-speed will most likely be discovered first by generating a CL-Beam Sizing of $10^{-18}m^3$ in order to uncover the first explosions of light with a CL-Beam Sizing of $10^{-16}m^3$, caused by the clogging effect of the smaller beam of CL-Particles. When the CL-16 beam is "clogged" by the CL-18 beam (i.e., acting like the 18 Bit), the *devastated* energy pieces fail to process the 19 Bit properly, using the same amount of energy with consumption of energy that is ten times larger than can fit inside of the CL-Particles and spectacularly resulting in a massive explosion. The CL-Beam Magnification will "add" even more CL-Particles to each beam of light that has been carefully measured at $10^{-18}m^3$ and $10^{-16}m^3$ in order to generate a more powerful explosion that results in enough power for light-speed, so doing by reducing the amount of CL-Beam Spacing with more CL-Particles overall in each concentrated stream of light.

With a lot of these CL-Beams and explosions under control, it is possible for light-speed *initially*. However, our space crafts will need to go many times faster than light-speed in order to accomplish Domain Rings along the Space Exploration Path in accordance

with universal growth (cf., *Physicality Guide*). The CL-Beam Sizing should get smaller and smaller over time (e.g., $10^{-20}m^3$, $10^{-22}m^3$, $10^{-24}m^3$), which should cause a greater explosion generated from the far more explosive power of tinier light particles. The pairings should look as follows: CL-16/CL-18, CL-17/CL-19, CL-18/CL-20, CL-19/CL-21, CL-20/CL-22, CL-21/CL-23, CL-22/CL-24, CL-23/CL-25, CL-24/CL-26, CL-25/CL-27, CL-26/CL-28, CL-27/CL-29, CL-28/CL-30, as far as we can go by measuring a beam of light. Therefore, CL-Beam Sizing can allow spacecraft to go exponentially faster than light-speed. As a small digression, the clogging effect with CL-Particles can also be used to generate new Big Bang Pairs, which will be required for the Space Exploration Path—a total of six new BBPs to finally leave the PLF's 10^{13} light-year ALE body, but that is about 60 billion years into the future of humankind (see: *Self-PC*).

What is negativity (electricity)?

Negativity is a highly interesting phenomenon that can occur whenever multiple CN-Particles process the same size bits of negative energy in close proximity. When processing the 16 Bit of negative energy, they repel each other, simply because of the Energy Bit Processing Law. There is a scarce supply of negative energy bits due to only a single one in each Production Cycle, which is why CN-Particles are often moving in search of them, either around CP-Particles that have cleared a path by processing the 13 Bit of positive energy, which is the same size as the CN-Particles providing plenty of space—or they're *jumping* to other Complex Units in search of a greater supply of 16 Bits of negative energy, that is, without such a great amount of competition from other CN-Particles.

What is Particle Spacing?

Particle Spacing is very important to arrangement of complex energy. If there were no particle spacing between CP-Particles, then none of us would even have a unitary body (i.e., physical body) to operate at all. There would be only stars and different forms of basic energy (e.g., energy bits, energy particles, & ALE). Stars form when CU-1 (hydrogen) gathers together and begins to heat up into a star, developing what QRI has labeled as Stellar Growth. Due to incredible heat, CP-Particles that are processing positive bits of energy (i.e., the 13 Bit) experience temperatures that cause some of them to lose that processing capability. These CP-Particles without the ability to process the 13 Bit of positive energy turn into CNF-Particles, which get caught between other CP-Particles, forming different Complex Units. For example, CU-1 (formerly hydrogen) forms with only one CP-Particle and one CN-Particle; however, CU-2 (formerly helium) forms with two CP-Particles and two CNF-Particles around them to provide spacing for the complex energy to continue the necessary consumption of the 13 Bit of positive energy. The same is true for CU-3 (formerly lithium), CU-7 (formerly nitrogen), CU-8 (formerly oxygen), and onward, because each new addition of a CP-Particle requires another CNF-Particle to provide spacing for them. In general, CNF-Particles allow the complex energy to continually process positive bits of energy. The CN-Particles also increase in number due to the increasing amount of negative bits of energy left behind that would be easier to process. Therefore, particle spacing is a significant contributing factor to all "unitary" bodies and structures.

What is the Actual Gravitational Force Principle?

Where it concerns Production Cycles, there are more positive energy bits created than negative ones due to greater "downward-pressing" force than "upward-resisting" force in the vacuum of space. Each Production Cycle includes 9 positive energy bits and 1 negative energy bit at the bottom, which is the reason for a lot of other phenomena related energy usage, including the great speed and possible distance of CL-Particles (see: *Practical Rhetoric*). It is also possible that there is more of a counter-clockwise force when generating these energy bits, which would explain why cosmological objects turn in a counter-clockwise fashion. As a digression, the Actual Gravitational Force Principle explains why the water in sinks in the northern hemisphere turns counter-clockwise (i.e., from the downward-pressing subforce) and the water in the sinks of the southern hemisphere turn clockwise (i.e., from the upward-resisting subforce).

What are the Positivity and Negativity Principles?

Resulting from the Actual Gravitational Force Principle (see above), CP-Particles are "bigger" than CN-Particles, because there are more positive energy bits in each Production Cycle for them to process, a phenomenon which is called the ***Positivity Principle*** by QRI in order to make things easier to comprehend. Contrarily, CN-Particles are "smaller" than CP-Particles, because there are less negative energy bits than positive ones, a phenomenon which QRI has labeled the ***Negativity Principle***. When the EP-6 and EP-12 were exploded apart by the clogging effect of larger energy bits than were usually processed by them, the energy particles that emerged from them only processed positive energy bits or negative energy bits—not both at the same time, which is how basic energy turned into complex energy. Since there were fewer negative energy bits, the CN-Particles only grew to a maximum size of $10^{-13}m^3$, whereas the abundance of positive energy bits resulted in a size of $10^{-10}m^3$ for CP-Particles, which is about 1,000 times larger.

What is the Neutrality Principle?

The ***Neutrality Principle*** is the phenomenon that CNF-Particles are neutrally-charged, simply because they do not process energy bits. This is the reason *Nuclear Fission* works, CNF Structures like neutron stars can form with them in close proximity, and Complex Units develop from complex

arrangements of energy pieces requiring particle spacing by CNF-Particles, ultimately resulting in "solid," "liquid," or "gaseous," states, as well as unitary structures and bodies. The Neutrality Principle is why the atomic bomb is so explosive, the spaceships and satellites made it to outer space, and nuclear fission can be used to generate power at nuclear power plants.

What is the Radiation Principle?

A "rapid" change in the size of energy bits for consumption can cause "instability" with energy bit processing, which requires *four* "pure" cycles to *one* "full" cycle, sometimes resulting in the ability of energy pieces to leave a larger piece of energy (i.e., causing radiation). As such, energy pieces gather 250 energy bits *four* times in a second and each full cycle with 1,000 energy bits. The energy pieces of radiation (e.g., light and sound particles) begin chasing after "smaller" bits of energy, which is why they can escape the Complex Units. For instance, CP-Particles that process the 13 Bit of positive energy also give off *sound* particles, which chase after smaller bits of energy 10,000 times tinier (i.e., the 17 Bit) and escape them as radiation called CS-Particles. As another example, CN-Particles process the 16 Bit of negative energy and also give off light particles, which chase after smaller bits of energy 1,000 times tinier (i.e., the 19 Bit) and escape them as radiation called CL-Particles. The effects of radiation by the way these particles process energy bits is called ***Energization***.

What is the Attentivity Principle?

The ***Attentivity Principle*** simply states that basic and complex energy particles *must* process energy bits, which is what causes the effects related to energetic interactions. Energy particles must gather 250 energy bits each *pure* cycle, which occurs 4 times each second. They also must gather 1,000 energy bits with each *full* cycle every second. The only exception would be ALE particles, because they arrange 6,250 energy bits each *pure* cycle, which occurs 16 times each second. They also must gather 100,000 energy bits in a full cycle every second, which is referred to as ALE Conversion Process, giving us sentient abilities with new ALE Negativity networks that allow operation of both the ALE body and "unitary" body.

What is the Reciprocal Distance Principle?

Based on *efficiency*, it is possible that size is relative to speed of energy particles. Therefore, if earth were chosen for life by the PLF, then the yearly orbit about the sun would yield an "intentional" marker for study with time cycles. That "intentional" marker would be measurable down to the second. But it is also used for yearly measurements. For instance, if the ALE particle is a *quintillionth of a meter* (10^{-18}*m)*, then for efficiency the speed of growth could be set at the reciprocal with a *quintillion meters per "year"* (10^{18}m), which is exactly what the PLF did for 95 billion years to reach its size of 10^{13} light-years in L, W, and H. Also, if CL-Particles travel at *10 quadrillion meters per year* (10^{16}m), light-speed, then it is because they are *a tenth of a quadrillionth of a meter* (10^{-16}m). Since CL-Particles are $10^{-22}m^3$ in the LDEL, this principle likely doesn't work based on the size of smaller particles that emerged from an explosion of the EP-12. Also, an earth-year is unique to the planet's *orbit*, which means the year lengths of planets in the LDEL can be the same or different than 365 days; clearly, a light-"year" would change based on the inhabited planet. Still, even if measuring by earth-years, the ***Reciprocal Distance Principle*** may only apply to certain pieces of energy, perhaps just the CL-Particle in the HDEL and—for 95 billion years—the ALE particles of the PLF during its growth.

What are some important energy bits?

The most important energy bits can be documented as follows: 9 Bit (positive, negative), 13 Bit (positive), 15 Bit (positive, negative), 16 Bit (negative), 17 Bit (positive), 19 Bit (negative), 21 Bit (positive, negative), and 23 Bit (positive, negative). The 9 Bit is important simply because it is processed by the EP-6, which being a form of basic energy means both positive and negative 9 Bits are used each second by the energy particle. The Matrix Particle was an EP-6, wherein life began around 98 billion years ago. The 13 Bit is an important one, because CP-Particles in the HDEL process only positive energy bits of this size, which allows for Complex Units to form. 15 Bits are important to the EP-12, which processes both positive and negative energy bits and was used to generate the LDEL from a big bang explosion (i.e., via the clogging effect). 16 Bits of negative energy are processed by CN-Particles in the HDEL, which allows for negativity (i.e., electricity) and devices that work due to a flow of CN-Particles (e.g., computers). 17 Bits of positive energy are important where it concerns sounds, as CS-Particles in the HDEL use the 17 Bit to escape Complex Units and provide sound waves that we hear on a regular basis. 19 Bits can be consumed by the CL-Particles in the HDEL, which process negative energy bits and provide color to our natural environment along with the ability to see distinguished imagery. 21 Bits were extremely important with both positive and negative energy—that is, before 98 billion years ago—when the EP-18 was about to make a leap to sentience. It processed 1,000 21 Bits every second at 4 hertz, then began processing 100,000 23 Bits in a second at $4hertz^2$, suddenly generating the first sentient activity in our region of the vacuum of space that became life.

What are some important energy particles?

The most important energy particles can be documented as follows: EP-6, EP-12, EP-18, and ALE-18. They are all forms of basic energy, which means they process both positive and negative energy bits. They also cannot be structured into more solid material with Complex Units to make unitary bodies and structures. The EP-6 is pretty much the maximum size

of energy particles, the very particle in which life originated 98 billion years ago, which QRI has labeled as the Matrix Particle. The EP-6 was used to generate the HDEL with a big bang explosion as a result of the clogging effect, occurring about 18 billion years ago (cf., *How Life Began on Earth*). The EP-12 was very important—contained inside of an EP-6, the very particle used to generate the LDEL with a big bang explosion as a result of the clogging effect, set about 1 trillion light-years (approximately 10^{28}m) upward from the EP-6 that was used to generate the HDEL. About 500 billion light-years from planet earth, the Matrix Particle still exists as an EP-6. Within the Matrix Particle, the EP-18 was processing 1,000 21 Bits of positive and negative energy, and like all energy particles it was pure cycling at 4 hertz each second. 98 billion years ago, the EP-18 made a leap to sentience into ALE-18 by processing the 23 Bit, which was 100,000 times smaller. The ALE-18 consumed 100,000 23 Bits per second. Though the ALE-18 could store a quadrillion 23 Bits, it only uses 100,000 new bits each second by pure cycling at 16 hertz; however, it handles exponentiation of energy usage at $4hz^2$ through "forward" and "dextral" conflation.

What is Energization?

All natural effects perceived due to phenomena resulting from the Energy Bit Processing Law can be considered as Energization. Some of the most commonly recognizable phenomena would be ***Negatization***, ***Positization***, ***Neutralization***, and ***Absorbization***, which can be characterized as phenomenally *weak* (prone to instability), *strong* (displays stability), and/or *powerful* (likely to cause displacement). ***Negatization*** would be the natural effects perceived due to a "higher" level of urgency from negatively-charged energy pieces, ultimately because overall there are *less* negative energy bits (see: *Negativity Principle*). This is why CL-Particles can travel millions of miles even across the vacuum of space with star light, as they demonstrate very strong Negatization. ***Positization*** would be the natural effects perceived due to a "lower" level of urgency from positively-charged energy pieces, ultimately because overall there are *more* positive energy bits (see: *Positivity Principle*). This is why CS-Particles, "sound particles," can *uniquely* travel around doorways and pass through solid walls, as they demonstrate very powerful Positization, yet they can't go very far distances such as millions of miles across the vacuum of space. Sound can even distinguish itself by almost any changes to the vibration of CP-Particles, which is why there are more sounds than colors. ***Neutralization*** would be the natural effects perceived by the "termination" of sinusoidal waves, such as with CS-Particles "sound particles" due to an overabundance of positive energy bits to gather, resulting in discontinued Energization (observable effects) and the necessity of new sinusoidal waves. This is why sound changes so often, including with the usage of spoken language, and fades out of perception—usually from becoming a different sound (e.g., speech sounds). Finally, ***Absorbization*** would be the natural effects perceived from Energization as a result of the Positivity Principle, chiefly the ability of CS-Particles to permeate the hearing apparatus by curving around barriers and passing through solid forms, which occurs because they process positive energy bits and can be "absorbed" by our senses through greater ease of perception.