

# Quintessential Plan

Paris [r.s.] Miles-Brenden

January 16th, 2024

02:48 am

a.) 16-20 year(s) from now [a dedication of some 8-12 years] *The next parallel.*

1.) A mathematical 'technique-table' - in substitution for decidability, that admit(s) us to produce a 'lemma-style' for the decomposition [based on group... etc] - and Airy, etc, i.e., at that of statistical/geometric law(s), which take and translate the meaning of mathematics.

b.) Percolation and Electronic(s) [why electronics and which\*-devices works] - that of the Mermin-Wager theorem and gravitation (1d-2d-3d-4d-etc).

c.) The commutative and Fisher and Bayes, and the connective \*group features,.... ways to reinnovate QED, and secondarily explain the Topological character, etc,.... through a monic, and the (exponential/etc) - geometry and algebra..... and set and Lie group.

d.) Superconductivity and reading, Hume(s) Fork, and Law, and various\* Studies.

e.) Homotopy invariance and Cohomology, with the Painleve, step, and associated 'tier' of result(s) regarding the 'master differential equation and superposition formula' as to Various\* mobius and such regarded 'group theorem'.... with various initial conditions and solutions.

f.) Computer; vertex and 'node' discernment; placement and process, determinant learning depth theorem, and linguistic meld and separator in Godelian Incompletion [credit(s)] and basic [code], Law [basic/biscuit] \*memory, and \*Group depth theorem(s), virtual/hardware (70).

g.) Projective Algebraic Geometry and \*steps to assure engineering navier-stokes and Painleve variety [steppe, and non-steppe] - meld/cray - Re-purify my sample between firings.

h.) Quadrics - Algebraic Projective varieties - [mature] -  $1/2$  and  $zx^{\{2\}}$ ; coordinate Lang., and thermal conductance, guide *laser* [remote safety].

03:36 am

*We have\* the transformative symmetry, and\* we have the derivational equative "solution".*

*Robe and Role of personality of piece, in playing positioning and placement w.r.t. the 'board'.*