Panocauseology

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Intro

Nolan's Panocauseology is about modelling the cause and effect of everything. We live in an objective world, but we experience it through subjective sense making. When you think about everything in the universe, be it physical, behavioural, cognitive or imaginative. They all have five things in common. The first is that we can observe it. The second is that we have a name for label for them. The third is that we can classification them in a knowledge classification system. The forth is that we can observe and measure the degree of cause and effect between it and anything else in the universe. The fifth is that everything is part of a system, and nothing exists in isolation.

While there has been much research in trying to find a theory of everything or in finding physics based universal constant, none have been found. But in my view, the only interconnecting links, are those of if there is a significant and observable cause and effect. Plus when dealing in the knowledge and cognitive world through perception, observation, and imagination, many limitations fall away. The secret to this type of modelling is that it is based on categorical frameworks for the labelling and classification of everything, and an ordinal scale for the cause and effect.

Of course it is going to be subjective to the observer, but then again so is everything else. It is only convention built up by a number of subjective observations over time by a number of sources, that we label things anyway.

The Philosophy

Since the beginning of time, any living thing with some form of cognitive ability has been able to recognise and searched for patterns. Without this ability to identify, recognise, engage with, adapt to, manipulate the patterns, or just simply adjust to patterns then long term survival becomes near impossible. Even Nature has been recording data to determine patterns, for example in ice packs, tree rings, and sedimentary rocks. Patterns are at the core of our being, and even we are the sum of our patterns. Every pattern is simply a complex integration of basic commonalities. Let us say that you are a pattern, but if we take a System of Systems approach, while you are the capstone of those patterns, you can be broken down into a number of sub patterns. Your body parts are made up of a pattern, their behaviour is a pattern, etc. Not only are they a pattern, but they are trapped within a finite range of movement and behaviours. And while we know that at some level they are unique, they are also common as well. An arm is still an arm, a hand is still a hand, and a foot is still a foot, etc. So in reality, we are all simply a combination of a collection of complex fuzzy commonalities. Indeed everything is a collection of commonalities, it's the combinations and the complexity that gives us the appearance of uniqueness.

Over time, as we have developed from a survival mode to a competitive mode, where we have developed science, culture, economies, philosophy, etc., We have asked the big question; "is there something that links everything together", and "is there a universal

and measure everything to each other. While I considered this, I focuse
of reasoning that when we observe something we undertake two basic
that we have a label and subject classification for everything we obser
we can observe and measure its interactions with other items. And ever
those observation will be subjective, they are no different to anything e
the human mind.

So if we accept the following that everything happens because of a cau
occurrence, randomness is just a fallacy and that pseudo randomness is
at a level below a measurement threshold. Then we have a scenario for
develop a frame work to be able to observe, record, and finally model

As far as naming and subject classifying an item, then we have to look
library classification system. Every single thing that the human race ha
imagined, dreamt about, contemplated, or generated fiction about, fits
course, with the need to be able to store and recall this information, we
classification system. So why would this type of system, not be able to
new purpose as a way to frame knowledge in decision making, knowle
context analysis, gaming, surveying, or reality mapping system.

As for the measurement of cause & effect. Nothing exists in total isola
always be some form of connection or relationship. We much also consider that the relationships between items may not be equal. For instance a lamp standing on top of a table, has a dependence on the table, however the table is not dependent on the lamp. So any form of measurement has to take into account multiple effects, on each item. Then there also needs to be a system of measurement to express the degree of causality between them. Also that the relationship may be both positive and negative. So in order to fully record the observations for the model we need to record

A relative to B, B relative to A, A negative effect on B, A positive effect on B, B negative effect on A, and B negative on A.

So the question would be like

1. What is the relationship between A to B

a. Proximity far

b. Proximity near

c. Symbiotic

d. Inner-connection

e. Outer-connection

f. Essential

2. What is the relationship between B to A

a. Proximity far

b. Proximity near

c. Symbiotic

d. Inner-connection

e. Outer-connection

f. Essential

3. When A has a negative effect on B, what is the degree of impact

a. Nil

b. Very Low

c. Low

d. Medium

f. Very High

4. When A has a positive effect on B, what is the degree of impact

a. Nil

b. Very Low

c. Low

d. Medium

e. High

f. Very High

5. When B has a negative effect on A, what is the degree of impact

a. Nil

b. Very Low

c. Low

d. Medium

e. High

f. Very High

6. When B has a positive effect on A, what is the degree of impact

a. Nil

b. Very Low

c. Low

d. Medium

e. High

f. Very High

Hence, the input to the model consists of the item that we can observe, its relationship to the other items in the model and theirs on it, and the negative and positive effect on each items from both points of view.

The Model.

The model takes advantaged of both direct observations and their metadata. The inner sphere is where the direct observations are mapped within a relativity tree. With this type of tree, the centre of the sphere is the base of the trunk at ground level, and the roots and the branches spread out in all directions. However in this case each trajectory represents a topic in a subject classification scheme. The distance from the centre to the data point, defines the impact of its involvement, the closer being the less impact, the furthest being this higher the impact.

The model is also a system of systems model, utilizing a hierarchal mapping with quazi fractal properties. So the framework replicates the same structure for both parents and children, regardless of the observations it contains. The top level of hierarchy is where the observation occurs is called the Capstone Matrix. All child matrixes, grandchild matrixes, great grandchild matrixes, etc contribute input into their parent matrix until it reaches the Capstone Matrix as a single value input. So it is possible that a value in the capstone matrix can represent a number of different child representations along the chain. Hence, if a value in a child matrix has changed to a significant degree, that it breaches the threshold of the parents matrix, then that change remains strong enough to be carried up the entire chain, then it can cause an alteration in the capstone matrix. At this point all other values in the Capstone Matrix will realign, to maintain relativity. The Capstone Matrix applies fuzzy logic to all subject elements within that level of the model. The mathematical calculations which determine the position of the subjects within the model, are only derived from the values at the same level.

Search

matrixes which belong to that parent / child sequence. The main differ
inner sphere, the subjects represented are just purely relative to their li
knowledge classification system is only represented once. In the outer
classification system is repeated 20 or more times, each residing inside
The distance from the surface of the inner sphere to the boarder of the
representative of usage within the model.

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Reactions

2 Comments

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Peter Shanks • 1st
Senior technical officer at the CSIRO
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I don't quite know why, but I kept wondering how the set of all things that don't belong in a set fitted into this system. It's definitely an idea, but it can't actually exist anywhere else. In fact, as soon as something's in the set, it isn't (in which case the set is the only candidate for inclusion in itself, whereupon it becomes a non-contender for inclusion). As far as I can see this makes it a concept that exists in isolation.

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Tony Nolan OAM • You
Data Scientist
4y

Hmm, if they can be precieved, they they exist in that set, because they can be acknowledged, labeled, and measured. Even if it is soley by an individual. And a set by definition has to be at least 2 items. But as this is a subjective model, it is based on the person making the observation, But then every thing else is also, so i cant see why this is any different to what defines anything else we can observe and communicate about. ...see more

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