Ponegation: Most Basics

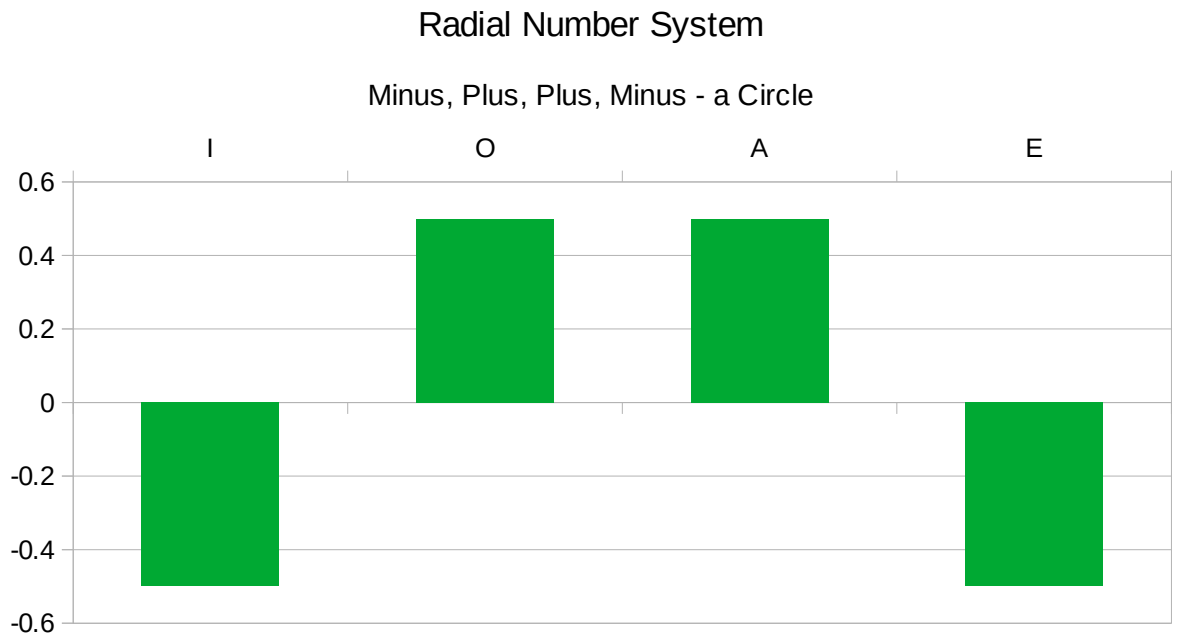
There are four Truth Values. Truth values for Logic are True and False – for Logecs, they are I, O, A and E.

Radial and Linear Ponegation

Radial Ponegation

The letters in Radial Ponegation avoid both lack and excess, thus being higher in the middle, lower on both edges. This is not a typical number system, which starts from smaller numbers and ends with bigger numbers – it's rather centered around bigger number, so that you can know the Middle Way, such as excess of some element.

Inegotion and Eposetion: if R value is used as an expected value: if expected value is also negotion or posetion value, the end result becomes true through kind of double-ponegation. There are multiple ways to use letters as prefixes to values, because it really depends on your equations how your read this: in this case, R and T are used as desired and actual position for two-level ponegation. Values in *italic* are false, in **bold** are true.

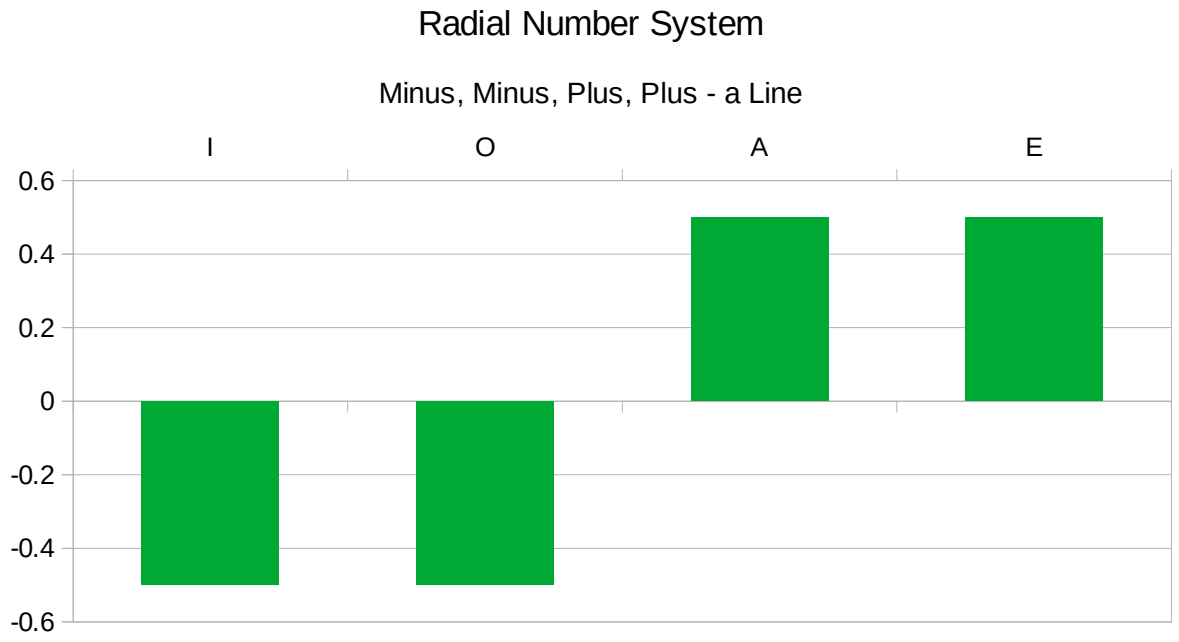


			É: EPOSETION
I: NEGOTION	***O: NEGATION***	**A: POSITION**	*E: POSETION*
Í: INEGOTION			

Linear Ponegation

Values start from smaller, grow into bigger. This growth could be also drawn as simple linear growth, where radial growth could also have A=1 and I=-1, where O and A are -0.5 and 0.5 in here.

As in previous table, the extreme false values (in their middle-line default) can also be used in some relations, where they reflect true in even higher ponegation, which could be represented also with letters 1-8 or both small and big caps letters, where small caps can reverse the value direction, or big caps can have only position values – there are a multitude of meaningful ponegations, because the mathematical rule is essential, but the written form can rotate it quite much, with evidently importand conversions.



	Ó: EPOSETION		
I: NEGOTION	O: POSETION	A: NEGATION	E: POSITION
Í: ENEGOTION			

I am using the colors in different ways. Yellow and blue are *near* false and true, where red and green are *far* false and true: what these mean depends on rotation. While red and yellow are false, green and blue are true; also, red and green are near, yellow and blue are far.

Ponegation in colors

Posetion	Blue means it's growing in positive direction, far away.
Position	Green means it's locally growing in positive direction.
Negation	Red means it's growing locally in negative direction.
Negotion	Yellow means that far away, or globally, it's growing in negative direction.

These colors are the most standard, because they are alignment neutral – you do not know, whether an experience or luck is assumed at edge cases; negotion could be your hard, but good experience, where posetion could be your lottery winning – if your actual probabilities and risks are set right, the standard colors are very useful.

The standard paths of Ponegation

	POSETION This is where you fail, because there is too much good. Local good, globally, is not good.	**Progress POSETION** It's where you move to posetion, but axes as well are growing. In this move, you did like excess, but actually made it – you was growing out from your borders.
	POSITION This is where you work out, progress. For example, awake.	
	NEGATION This is where you are tired or not hungry. For example, sleeping. It's the opposite of excess – it avoiding excess avoidance.	
Experience NEGOTION This is where you did not fail in the bad experience, and instead, it became a karmic earnage; it could be that you was growing in your adventurous ability or toughtness, experience, and now here you are able for that negotion.	**NEGOTION** This is where you have gone too far negative.	

Here, the colors are like this:

- In position, good is expected and thus local; so it's local true or green.

- In negation, bad is expected so the good is indirect, global; so it's global true or blue.

- In negotion, bad is expected so the bad is local; it's local bad or red.

- In posetion, good is expected so the bad is indirect or global; so it's global false or yellow.

Ponegation: definitions of terms.

Philosophical Definition

POSETION	True by form, false by essence.
POSITION	True by form, true by essence.

NEGATION	False by form, true by essence.
NEGOTION	False by form, false by essence.

For example, where Position and Negation are standard cases, Posetion and Negotion could be used to note the exceptions. One could also say: “True, which is actually False” about Posetion, and so on.

Evolutionary Definition

POSETION	True locally, false in infinity
POSITION	True locally and in infinity
NEGATION	False locally and in infinity
NEGOTION	False locally and in infinity

We imagine that time heals us, or the good wins: even all, we imagine that in end of evolution, the choice is always better; we expect growing systems, which get better over time. We can be blind as machine, not giving the values so much – but if some process is stabilizing, and the others are destabilizing, time is a measure that what comes in the end, is more true.

Definition by meaning

POSETION	True which means false
POSITION	True which means true
NEGATION	False which means true
NEGOTION	False which means false

We see signs of true and false – but looking for deeper meaning, we can find it’s telling us truth and the lies.

Projective Definition

POSETION	Fake / projected true
POSITION	Real true
NEGATION	Fake / projected false
NEGOTION	Real false

You can see in this simples view, two pairs of values up and down are divided into two values both, and the combined local axes – local up is fake, projected or imaginary, where local down is real. We see in first case, for true, we are more interested in real values, where for false, we believe in fake values – for example, if the adventure grows us up, it’s every day a negative value, but in the end we say it’s not true, but we went through what an adult goes through.

Unegation

Two additional values of ponegate are unegation values. Instead of “V”, use upside-down U.

U: Uneton	This is when you do not know, whether it’s O or A; or you do not know value of what you defined as local value.
V: V-Uneton	This is when you do not know, whether it’s I or E, or you do not know value of what you defined as global value, value of infinity etc.

Notice U is black, V is white: local unknown is black, and the global unknown is white. In some cases, you need unknown for all values – U in higher next octave is normal, so you define you use U for this, if you only use values where it’s even unknown, whether it’s U or V.

Neglection

Neglection	To progress from local to global, to gather the meaning or the real axe.

Neglection is complex set of operations, which you use for getting it more real. It’s possible to view it as a machine logic rather than logic itself – still it’s definitely an operation, as what happens is impossible to explain in terms of operations, unless you have this operation. For example, you must be neglecting, if you calculated all the values, but meaningfully, they turned into reverse as a result of having themselves as a context system: so, as much as it’s about reality, you cannot be sure in your initial, by base assumption good values, but you run a process of verification. This is very consistent of having the real and imaginary axes at all – as the real axe is progressing, you can call this a neglection what you are doing in terms and for this.

Dens

I call the 4 values, even 6 values: Tens. In comparison to Tens, there are Dens: only two values, used in pairs.

This four-valued ponegate, and the more complex and poetic 16-valued base alphabet operate in dimensions, which can be looked at in different ways.

You might want to open the four-digit value into two two-digit values:

- Based on whether they are global or local, true or false.

- Based on different criteria.

You might even, when you have ponegate number of 4 digits, turn it into two dens of four digits (if you resize them, they can be still dens, or they are denary numbers). Sometimes, you do it even in several combinations with the same numbers: notice, when in normal calculations you can lose

precision and some simple logic, with 4 digit system; if you turn it into two 2 digit systems for the same number, representing it’s qualities – by validating these numbers as well you won’t turn into loss, but each number is precise on it’s own. You can even *think* in terms of dens.

Laegna Numbers

Unsigned index numbers

Base-4 (IE)

I	1
O	2
A	3
E	4

U can be used for zero, V for infinity-directed digit with no plus/minus sign in infinity.

Base-6 (UIEV) – *extremely compressed*

U	1
I	2
O	3
A	4
E	5
V	6

Signed value numbers

I	-2
O	-1
A	1
E	2

Infinity mappings of numbers

I	Minus infinity
O	Minus finity
A	Plus finity
E	Plus infinity

U can be zero, between O and A, and V can be high-frequency zero, between I and E: despite I and E are distant, they map into frequency where they still meet, as the OA slice is absolute zero, compared. This V is used for repetitions, patterns, evolutionary cycles and iterations.

Meaningfulness

Notice each table and notation is meaningful: as you see the meanings and use cases; while these tables explain the very basic things about Laegna Logecs and Math, they do not dwelve into – as I developed this system, I tackled with many different use cases and the way the numbers map to reality, is already infinity-sensitive – in conversions, which happen in real space, we need many different spaces; for more trivial spaces, the notations are straightforward, but for complex spaces they become non-trivial.

Example: when using Logecs in real life, the difference of Posetion and Eposetion etc. becomes blurred, and the language is somewhat symbolic and archetypical – you meet many problems of simplicity, expressivity and calculability, which you do not want to yield into trivial solution; rather, what comes next is *intentionally meaningful math*; it's where: you do not talk like a robot, but in return you use the flexibility degrees of the Logecs, even the future Logex Systems. You could also understand we do not use just calculations and formal rules, but also artificial intelligence and automated creativity – so, while we need these mappings to first-order logecs, and to primitive machine, we also need this flexibility to grow into intelligent, creative and even poetic realms with the same symbols. For example, when you compose Laegna language from it's letters, you can see: you can have mental map of simplified, life-like theorems of the meanings, but this is axiomatic system for an alternative paradigm – you can see, from original Laegna, strict math, all those definitions already appear and correct your language.