Flat-Earthers

Why Math is Broken, and What the Universe Actually Wants

Math Problem

We know we have a math problem, but what is it? A quick look at this simple table gives us some big clues.

$0 + 0 = 0$	$1 + 1 = 2$	$2 + 2 = 4$	$3 + 3 = 6$
$0 \times 0 = 0$	$1 \times 1 = 1$	$2 \times 2 = 4$	$3 \times 3 = 9$
$0^0 = 1$	$1^1 = 1$	$2^2 = 4$	$3^3 = 27$

We can quickly see that numbers and operators are not treated symmetrically in our simple form of linear math. The universe must be symmetrical, so this math can never work to describe the universe. We must have some form of symmetrical nonlinear math if we ever hope to fix the problem.

A Simple Explanation

Math says 2 is just twice as much as 1. But in real life, 2 isn't just more—it's different.

Think about it:

- One chair is not the same as two chairs. Two chairs take up more space, need different placement, and change how a room feels.
- A crystal made of two atoms is not the same as a crystal made of four atoms. You don't just "have more"—you have a different shape.
- A pair is not just one thing, doubled. It's a relationship. It has symmetry. It behaves differently.

So even though math says:

$1 + 1 = 2$

$2 + 2 = 4$

In reality, going from 2 to 4 isn't just "doubling." It's changing the system.

There's Something About Zero

Now consider zero.

- Zero is useful in math—but you never see "zero atoms."
- A crystal doesn't start with zero. It starts with one unit—a shape that repeats.
- So when we model crystals with math, we *pretend* they can have a zero, even though they can't. There is no "origin" from which the tessellation infinitely projects.

The Key Insight

We built math to count things.
But life doesn't count. Life arranges, folds, connects, and transforms.

That's why some of our math works beautifully for some things—and fails completely for biology or crystals.

Why This is Hard to Argue With

- Everyone knows that two atoms don't behave like one.
- Everyone knows that zero is an idea—not a real object.
- Everyone can see that shape and arrangement matter, not just how many.

So yes, the idea is simple:

Math is not broken. But the way we use it often is—because we confuse symbols with systems.

Flat Earth

Everyone knows that most people in the past believed the earth to be flat. They mistook a curved sphere for a flat, two-dimensional plane. They did not do this because they were stupid; they did it because it worked for everything they needed to do with it.

The exact same situation exists again in science today. They have mistaken a spherical thing for a flat, two-dimensional map. The difference is, now the map does not do everything they need to do with it. There are lots of really important things that must be done with the genetic code, and they will never get done until we reject the flawed flat map.

Children are being harmed every day because science refuses to stop teaching them false things. This must stop, and eventually it will. But how many more children must be harmed by this toxic nonsense?

3D Universe

The universe is not three-dimensional. This is so obvious that it hardly needs saying. There are an infinite number of spatial dimensions projecting from every point in space. From anywhere in space, things can go anywhere in space.

Our math is three-dimensional because it is incredibly efficient, convenient, and powerful. We can do a lot of insane math tricks with this kind of spatial compression. But we should never forget that it is merely a convenient trick of compression. It does not in any way reflect the logic of nature and space. This is a linear view of the universe.

Our system of numbers is a simple tessellation of a line. We then use this to define a plane and a cube. This is a lossy form of compression because we lose real things that are essential. For instance, we lose a perfect dodecahedron. It is logically impossible to create one in 3D space.

We also lose useful concepts of number, symmetry, and compression. These are the things that fuel crystal formation and the origin of life.

3D math insists that everything must be flattened to a plane. The universe keeps showing us that this is a fool's errand. Real math is not about planes; it is about spatial symmetry. We live in a non-linear universe.

If you cannot make a dodecahedron from a cube, but you can make a cube from a dodecahedron, then why do you insist on using the planes of a cube to make your math?

Time for Change

It is time to reject the story being sold by the flat-earthers and begin working on a better story. Do it for the children.

We live in a curved, nonlinear, intelligent universe—and we're still trying to map it with rulers and squares.