

Pattern Worship Choice God

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Introduction

Choice is always an option. The "Ends" NEVER justify the "means". Rules, Consequentialism and Virtue are the causes FOR Fascism, Totalitarianism and other idiotologies and must be rejected in favour of communication, cooperation, trust, responsibility and accountability for the survival of humanity.

I have continued exploring human patterns and am trying to simplify and link as many things as possible together.

The Scientific revolution created tools and people who could use them to explore. Religion had sought to write, code and store messages - Stones, Architecture, Paintings on walls – all messages for future humans – more than just graffiti but the shared common important messages of their lives - their insights. Patterns developed, symbols, links, more integration, graph theory into matrices, lattice, choice, uncertainty, god, choice, variation, freedoms – all the time the questions using energy and distance to find and store answers.

Framework

Group frameworks, schemas and **Choice**

Population

Human groups – groups of humans working together or surviving in groups. Nation states. Individuals within Nations.

Questions

1. What are the main life patterns?
2. What are choice frameworks?
3. Who has explored this and left messages? What Patterns emerge?

Initial Conditions

Groups, Nations, Schemas, Patterns, Choice, life/death, infinity.

Self reference

All my models so far.

Recent Explorations

Graph Theory, DNA, RNA, Jordan Peterson, computers, information processing, chaos, Fingenbaum, math, formulas , simplicity, Euler, 5 Rooms problem, <https://oeis.org/> The On-Line Encyclopedia of Integer Sequences® (OEIS®) , Newton, Einstein.

A Mathematical Theory of Communication :Author(Claude Elwood Shannon) :Year(1948)

:Keyword(Group Communication Maths)

https://en.wikipedia.org/wiki/A_Mathematical_Theory_of_Communication

<http://people.math.harvard.edu/~ctm/home/text/others/shannon/entropy/entropy.pdf>

https://www.researchgate.net/publication/42635916_Mathematical_Theory_of_Communication

Hansel and Gretel :Author(Jacob Ludwig Karl Grimm) :Year(1812) :Keyword(Group Philosophy Choice)

https://en.wikipedia.org/wiki/Hansel_and_Gretel

<http://www.archive.org/stream/hanselgretheloth00grim#page/n11/mode/2up>

<https://www.gutenberg.org/files/2591/2591-h/2591-h.htm>

Certain Philosophical Questions, Quaestiones quaedam philosophicae :Author(Isaac Newton)

:Year(1663) :Keyword(Group Philosophy Development) <http://www.newtonproject.ox.ac.uk/>

<http://www.gutenberg.org/ebooks/author/6288>
https://en.wikipedia.org/wiki/Quaestiones_quaedam_philosophicae

Interpretation of Fairy Tales :Author(Rudolf Steiner) :Year(1908) :Keyword(Group Ontology Fairy Tales)
<https://www.waldorflibrary.org/rudolf-steiner-resources/articles-by-rudolf-steiner/610-the-interpretation-of-fairy-tales> https://en.wikipedia.org/wiki/Motif-Index_of_Folk-Literature

Morphology of The Folk Tale :Author(Vladimir Propp) :Year(1928) :Keyword(Group Ontology Fairy Tales)
https://en.wikipedia.org/wiki/Vladimir_Propp https://en.wikipedia.org/wiki/Motif-Index_of_Folk-Literature <https://archive.org/details/MorphologyOfTheFolkTale/page/n7/mode/2up>

Aarne–Thompson–Uther Index :Author(Antti Aarne) :Year(1910) :Keyword(Group Ontology Fairy Tales)
https://en.wikipedia.org/wiki/Aarne%E2%80%93Thompson%E2%80%93Uther_Index
<https://web.archive.org/web/20190316180353/http://www.mftd.org/index.php?action=atu>
https://sites.ualberta.ca/~urban/Projects/English/Motif_Index.htm

Motif-Index of Folk-Literature :Author(Stith Thompson) :Year(1932) :Keyword(Group Ontology Fairy Tales)
https://sites.ualberta.ca/~urban/Projects/English/Motif_Index.htm
https://en.wikipedia.org/wiki/Motif-Index_of_Folk-Literature
<https://archive.org/details/Thompson2016MotifIndex/page/n5/mode/2up>

Liber Abaci :Author(Leonardo of Pisa (**Fibonacci**)) :Year(1202) :Keyword(Group Maths Algebra)
https://en.wikipedia.org/wiki/Liber_Abaci

Grimms Fairy Tales :Author(Jacob Ludwig Karl Grimm) :Year(1812) :Keyword(Group Philosophy Choice)
<https://www.cs.cmu.edu/~spok/grimtmp/> https://www.grimmstories.com/en/grimm_fairy-tales/index

Perspectives - Anecdotal, Historical and Critical Commentaries on Genetics - The Genetical Theory of Natural Selection :Author(**Anthony William Fairbank Edwards**) :Year(2000) :Keyword(Group Development Choice)
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC1461012/pdf/10747041.pdf>
<http://id.loc.gov/authorities/names/n84054347.html>
<https://www.goodreads.com/book/show/735705.Likelihood>

The Genetical Theory Of Natural Selection :Author(**Ronald Aylmer Fisher**) :Year(1930) :Keyword(Group Development Evolution)
<https://archive.org/details/geneticaltheoryo031631mbp/page/n12/mode/2up>
<https://www.genetics.org/content/154/4/1419> https://en.wikipedia.org/wiki/Fisher%27s_method

Areopagitica :Author(**John Milton**) :Year(1644) :Keyword(Group Freedom Choice)
<https://en.wikipedia.org/wiki/Areopagitica>
https://www.dartmouth.edu/~milton/reading_room/areopagitica/text.html
<https://www.bl.uk/collection-items/areopagitica-by-john-milton-1644>

Paradise Lost :Author(John Milton) :Year(1667) :Keyword(Group Philosophy Choice)
https://en.wikipedia.org/wiki/Paradise_Lost
<https://www.poetryfoundation.org/poems/45718/paradise-lost-book-1-1674-version>
<http://www.gutenberg.org/ebooks/20>

Recent People

Srinivasa Ramanujan :Year(1887-1920) :Keyword(Maths)
Godfrey Harold Hardy :Year(1877-1947) :Keyword(Maths)
Claude Elwood Shannon :Year(1916-2001) :Keyword(Communication)
Jacob Ludwig Karl Grimm :Year(1785-1863) :Keyword(Choice)
Wilhelm Carl Grimm :Year(1786-1859) :Keyword(Choice)
Stefan Banach :Year(1892-1945) :Keyword(Maths Infinity)
Rudolf Steiner :Year(1861-1925) :Keyword(Education)
Ronald Aylmer Fisher :Year(1890-1962) :Keyword(Evolution Maths Statistics)
Anthony William Fairbank Edwards :Year(1935) :Keyword(Evolution Development)
John Milton :Year(1608-1674) :Keyword(Humanism)

Recent Messages

'Natural selection is a mechanism for generating an exceedingly high degree of improbability.'
:Author(Ronald Aylmer Fisher) :Year(1930) :Source Document(The Genetical Theory Of Natural Selection) :Keyword(Development)
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC1461012/pdf/10747041.pdf>

**'This is true Liberty when free born men
Having to advise the public may speak free,
Which he who can, and will, deserv's high praise,
Who neither can nor will, may hold his peace;
What can be juster in a State then this?'** :Author(John Milton) :Year(1644) :Source Document(Areopagitica) :Keyword(Freedoms)
https://www.dartmouth.edu/~milton/reading_room/areopagitica/text.html

'I cannot praise a fugitive and cloister'd vertue, unexercis'd & unbreath'd, that never sallies out and sees her adversary, but slinks out of the race, where that immortall garland is to be run for, not without dust and heat' :Author(John Milton) :Year(1644) :Source Document(Areopagitica) :Keyword(Virtue Signalling) https://www.dartmouth.edu/~milton/reading_room/areopagitica/text.html

Recent Websites

Roget's Thesaurus :keyword(Education Language Semantics) <http://www.roget.org/>
Wordnet :keyword(Education Language Semantics) <https://wordnet.princeton.edu/>
Future Of Humanity Institute :keyword(Research Philosophy Future) <https://www.fhi.ox.ac.uk/>
National Centre for Text Mining (NaCTeM) :keyword(Research Language Text Mining) <http://www.nactem.ac.uk/>
The Kahn Acedemy :keyword(Research Language Education) <https://www.khanacademy.org/>
World Of Tales :keyword(Research Pattern Education) <https://www.worldoftales.com/index.html>
Jeremy Lent | Author and Integrator :keyword(Research Pattern Education) <https://www.jeremylent.com/>
The On-Line Encyclopedia of Integer Sequences® (OEIS®) :keyword(Research Pattern Education) <https://oeis.org/>

Graph Theory patterns - 5

I explored the simplest possible event and information processing systems I could find and came up with the same as everyone else who has gone down that path. 5 seems to be the breakthrough point from chaos into order. It seems obvious when we cannot observe past the ends of the universe or into the smallest levels below us. 1,1,2,5. The 4 main components of the universe of 5 take many forms and are referred to in many genres of communication. I refer to them as SAME/DIFFERENT and QUESTION(Hypothesis)/CHOICE. The limit of 5 (One universe of 4 things) is neatly demonstrated by the RNA replication system where large numbers of Transport RNA are used to join 3 at a time to Messages to make long string of chemical compounds – strings and choices. So long collections and arise from repeated and stored simple universal 5s with 4 components. The reactive non-metals of elements on the periodic table go to 5 levels (stuff of life). H,O,N,C – form the main elements and Carbon is the great joiner with the ability to store long sustainable (time/distance/energy) links. Oxygen is reactive. H is the first element joins mostly with elements on the next level. This looks like an argument between (sustainable reactivity) versus (sustainable metal solids) OR no activity (inert, noble gases).

https://en.wikipedia.org/wiki/Abundance_of_the_chemical_elements

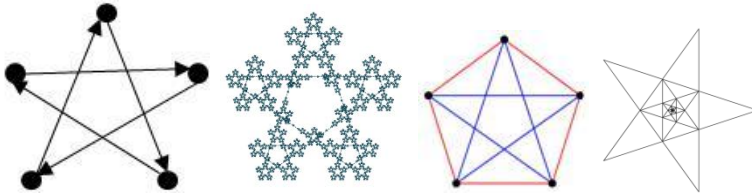
1	Hydrogen	739,000
2	Helium	240,000
8	Oxygen	10,400
6	Carbon	4,600
10	Neon	1,340
26	Iron	1,090
7	Nitrogen	960

Iron is in the red blood cells and particularly useful for transporting Oxygen around the body - because is a bit bigger and “stronger” <https://www.ucsfhealth.org/education/hemoglobin-and-functions-of-iron> and stops other interactions on the journey. Too much Iron causes problems. The balance has to be right. That’s called “health”.

There seem to be patterns to limits and choice. There always uncertainty and things change the balance over time.

[Leonhard Euler](#) discovered the problem of the paths of information and activity with the bridges problem and is said to have invented [graph theory](#). Directed graphs is a tool for understanding problems

of complexity. Directed graphs, fractals, [Ramsey's Theorem](#). Pentagram generator
<https://www.desmos.com/calculator/yti127y9kp>

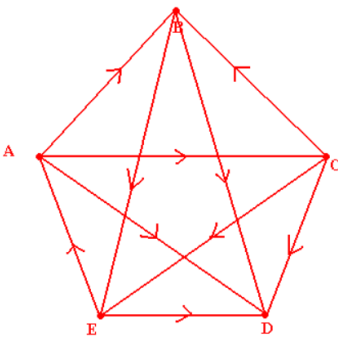


Jkhoury, Departement of Mathematics and Statistics

University of Ottawa <http://aix1.uottawa.ca/~jkhoury/graph.htm> Dominance -directed graph A digraph G is called a dominance-directed graph if for any pair of distinct vertices u and v of G , either $u \rightarrow v$ or $v \rightarrow u$, but not both (here the notation $u \rightarrow v$ means there is an edge from u to v) The following is an example of a dominance-directed graph:

In the above graph, the vertices A , C and E have the following property: from each one there is either a 1-step or a 2-step connection to any other vertex in the graph. In a sports tournament these vertices would correspond to the most powerful teams in the sense that these teams beat any given team or beat some other team that beat the given team. The above graph is not unique with this property. The following theorem guarantees that:

In any dominance-directed graph there is at least one vertex from which there is a 1-step or a 2-step connection to any other vertex in the graph.



Graph H

In a dominance-directed graph, we define the power of a vertex, as being the total number of 1-step and 2-step connections to other vertices. Using the adjacency matrix M of the graph, one can find the power of a vertex P_i as follows: the sum of the entries in the i th row of M is the total number of 1-step connections from P_i to other vertices, and the sum of the entries in the i th row of M^2 is the total number of 2-step connections from P_i to other vertices. Therefore, the sum of the entries in the i th row of the matrix $A=M+ M^2$ is the total number of 1-step and 2-step connections from P_i to other vertices.

In a dominance-directed graph, one would like to locate the vertices with the largest power. To do that, we compute the matrix $A=M+ M^2$, and then a row of A with the largest sum of entries corresponds to such a vertex.

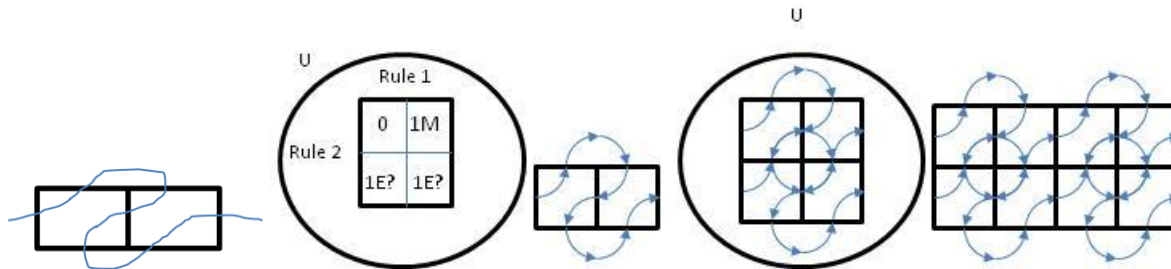
The Pentagram is one of the oldest human symbols. It is a repeating structure. It's a small symmetrical arrangement – the path length is the same at each level of connection. This allows a consistency of the interpretation of time/distance (c), 1,1,2,3,4,5. All numbers below 5 don't allow crossing paths. **5** is the **first number which ALLOWS CROSSING PATHS** and **equal path length** – which is like a step into another dimension.

Prime numbers, I suppose, can be thought of as **unique paths of sequence** in networks of possibility.

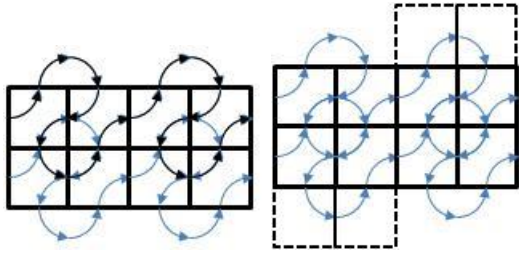
Combinations, possibilities, choices, alternatives, dilemma – all rely on closed and defined space, recursiveness (process on a process) and infinity. The Wilhelm [Ackermann](#)(1896-1962) Function demonstrates some aspects of the problem. Parallel processing of computers, the design of computer processing systems all have to deal with the time and energy of actions to get information.

5 Rooms Problem re-visited

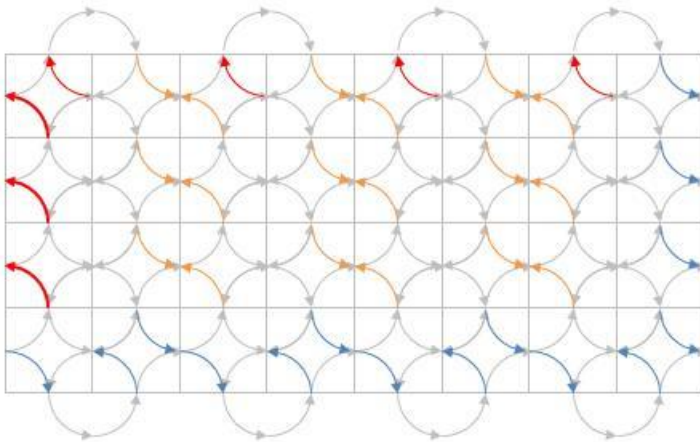
I was talking to my partner about the [5 rooms problem](#) and I realized that I did not understand the problem at all because I could not express it (communicate using shared schemas) clearly. A endless circle of rooms solves the problem of not crossing the same room twice from start to finish (join the boxes together over long distance of curved space or twist like Mobius https://en.wikipedia.org/wiki/M%C3%B6bius_strip). The real issue is about ending up at the place you started - being able to loop around on one path only – a smallest one path loop. The **choice** between **infinity of choice (discovery, learning, progress, uncertainty)** and **infinity of loop of certainty**. The 5 room problem is not 5 rooms its 6 – because the universe outside the 5 rooms box is used as well for pathing. So it's a 5 box room inside a box problem. A 6 node graph has no solution where the path lengths are equal – the **same length**, (simple, recursive, process a process) i.e. 6 is sub optimal.



This 4 cell box seems fundamental. 4 is the first number in the numbers sequence which is not prime (unique path). It's a 2 * 2 Box. The Squared function which is central to all math is this. See Fisher's exact test https://en.wikipedia.org/wiki/Fisher%27s_exact_test . My rules for this universal structure is that **each collection (universe structure)** must have **2 choices in and 2 choices out** – 4 connections to the outside universe. You can get stuck in a loop - "lose" your way on the path (Expand your safe and comfortable rooms, Bias to sameness) - if you make the constant "Bad/Good" choices into loop. Just outside your safe loop around the same 4 rooms is a potential 3 loop to take you to possible (hypothesis) 4 new rooms via new paths. You can you also ALWAYS find unique (prime number) paths – in fact 2 unique paths. Primes are infinite and always come in pairs.



What this arrangement shows is that with this simple structure of 4 cells it is possible to visit each room only once going through one of the doors in sequence (Dimensions). It is also possible to get stuck in a circle in a collection of 4 rooms where you cannot **escape the loops** unless you choose the **right (good/bad)** way. This is a matrix and it has some features. New paths open up to the **observer** who **notices**. Let us imagine many people are travelling the same matrix and we meet someone in a room.



So let us imagine the infinite version of this (a very complex universe made up of simple repeating universal structures) but we are bounded in the middle frame. We have some knowledge of the idea of **in** and **out** – of **choosing doors**. – And we also know that we go in one room through one door (the in door) and out through another (the out door). We also know that even by just choosing (the rules, laws) to go **in** through **in** doors and **out** through **out** doors that we end up in the same room all the time. The same 4 rooms unless we make **good** (journey, out, more choices) and **bad** (loop, zero) choices. We occupy a universe where we wander around and enter the room's structures and order through the same two doors and always leave through the same two doors. Sometimes (maybe) when we wander into rooms we notice strangers in the room. They go out a door that we always come in from. We eventually try that door – with **some trepidation (it takes a little courage to overcome fear of the**

“rules”) (orange coloured discovery arrows) and they always seem to meet with someone just as trepidacious coming on a new path for them coming in the door we are trying to go out of. They seem to be going in the other **direction** to us. We **bump into each other quite a bit** depending on how big our paths are. If we cooperate we can share the same door for our paths. The more we do that the more strangers we meet and paths and rooms we discover. Strangers on a shared trepidacious

journey of equal but opposite direction. So we learn to change direction – go the **opposite** way (**NOT** the **SAME**) – Which of course is the **binary choice** option – **forward or backwards**.

Then there are the **new paths** we just do not even know about. We never **notice** anyone choosing to take that door from this room – usually we take the fixed longer path. If we take the new path (the other out door we did not notice) by choice or by accident sometimes we end up finding a short cut to one of our rooms and we can learn about choice and optimal paths. We can organize things in different rooms and take the best paths (optimize time and energy – active choice - motivation) to get there.



These are the blue arrows and have patterns of one new path or two new short cut (optimized for energy, choice, path length) paths. The blue paths do not break the direction rule – they just use a different out door that we didn't notice in the room before. Its a random lucky, chance , discovery leading to a shorter path. So **loops** and **choice** are ingrained. **Remembering** shorter paths helps us too. Sometimes we forget that the “optimized” path has cut off or reduced visits to some rooms and the optimized path of choice - the short cut – is really just a pattern choices at many different rooms. Sometimes the short cut becomes a new rule and dominates everything and cuts off all visits to other rooms. It has been heavily invested in and becomes our sunk cost bias. Every now and then we can revisit the old rooms and avoid the shortcut so we can relearn and remember all the choices that lead to the short cuts in the first place. The **wise explorers** check the old rooms again – avoiding all short cuts - to see if what they have learned on their journey of paths is worth revisiting in the old withered paths of choice of rooms.

Then there are the new doors which go against the flow of our entire closed universe - things only come in those doors and often if we spend so much time on loops paths within all the nice safe rooms and doors we **forget that there is anything outside**. I mean, we just got everything “good” (we already made all the good choices) and organized (sequenced in the good path order). All the things are in good rooms, the paths are all optimized. I can communicate with everyone I meet – we cooperate and really **proudly enjoy** the way we have done things – the goodness and optimization – the investment of choice and energy. We take turns (cooperate) with the doors when we meet and greet each other. We learnt (sunk cost bias) so much and the paths are long and really well optimized – we have built up so many rules and choice patterns - and I really only have a **dim memory** of outside the rooms (we have so many (complexity) rooms all well linked). There is one room in the middle where you can meet so many different people – it's a big room with so many things inside. (coalesce, congregate). It is **enough** to keep me **goodly happy** and **entertained (virtue)**. Inevitably (infinity) inside the big central **safe** room sometimes strangers turn up – but we have **forgotten how to greet strangers** and cooperate with doors. We are so certain of ourselves in the **big room full of all of us** the strangers are no longer welcome. Sometimes we meet someone (who is one of **us**) in the big room who tells **us** that they met a stranger. **Sometimes we listen** (after all he is no stranger to us – he is just speaking of strangers to our group – he is just a **messenger**) and **try to follow the path to observe** and **notice** for ourselves and other times instead **we demonize and ostracize** (call them **bad** and refuse to do all things we do with our safe in group (communicate, cooperate, trust)) these messengers of strangeness and new and unknown to the group - choices and paths.

Also there are the doors at the edges of our universe which loop and just come back to the next room – we meet people who have tried that path and ended back in the next room – they have done it so many times they say that there is “**no thing**” (it’s a zero loop) out there. The path comes back to the same place. So this happens so much people forget there might even be the idea of choice and learning. I mean why bother spending that energy and time? (lets all be **fat, dumb and lazy** instead). If you are stuck in loops a long way away from the main inputs of your universe you might struggle to learn anything new.

Why make the same mistake and choose the door that comes back into the rooms? It has be done before – why bother? So every now and then some of us have to go through all these crowded rooms, **go against the flow, come up against people in every room** abusing us, telling us how wrong (**bad**) I am, and how right (good) they are, rooms full of smug certainty, cooperation, happiness and friendliness (they all tell stories of their own great happy central room) - to break through to the universe outside and all the other universes. Calling me the fool and reveling in their **proud certainty and comfort** - their **GOOD** choices, paths, patterns – ignoring those others in the distance paths and their smaller less visited rooms.

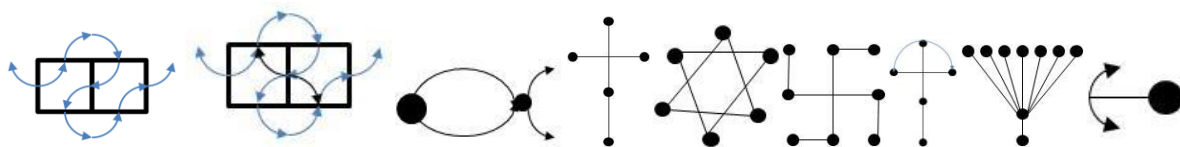


The Red choices are the most difficult. Try and Try again (repeat for infinity) because most of the time you will be in the same loop that everyone has been down, has closed off in their minds, but sometimes you will be in a room where no one else has been. 4 red paths lead to mostly loops and 3 red paths lead to possibility (in the example **human frame** of the **universal frame** above).

So the humans that do escape against the flow along the most difficult and most avoided paths are the very same strangers who find their way back to the big room - the central loop - to **tell everyone about more choices and more universes**. They are the strangers we tell to go away because of how certain we are within our rooms.

The Story of Tightly Bound Pairs and choice

If anything, the 7 bridges, 5 Rooms problem, Graph Theory, primes, sequence, order, chaos, DNA, [Eukaryote](#), Darwinism, “Life”, infinity, zero (loop), etc is a pattern of tightly bound pairs (on a continuum) dealing with the universe.



Symbols Messages

The messages left behind by our other selves are many and varied – all art, poems, music, architecture, books – all the creations of thought and effort to leave messages for the future selves of humanity.

Pyramids, Taoism (hierarchy structure, infinity, rules, choice). The main religious symbols have been designed to encode the simple messages of repeated frameworks and insights. The challenge always for passing down messages is that everyone takes them “literally” and turns them into simple rules like “always only go in through in doors and out through out doors” based on the **always follow the rules** rule – these extremists always end up in a loop, tautology, self reference, scientist, expert, judges, “choice expert”, etc. And then the next rule that comes long is: when you find a rule break it – becomes the extreme anarchist, libertarian, nihilist - **always go against the flow – always break the rules**. Then there is: I do what ever I “feel” like doing – the total randomness of the phenomenologist who exist to break down all structures into chaos. The “lived experience” types discover randomly the same rooms everyone else discovers and **certainly claim randomness is the best rule – which is one thing that children (explorers and learners) do not do. There is no such things as rules at all – as a rule**. The smug philosopher, existentialist, don’t care, individualist, hermit, singleton. Next is Do what ever I want to do whenever I like – **all good/bad choices reside virtuously within me** – who cares about flow, cooperation, trust, others, rooms, rules (tautology), etc? **I am the rule, the ruler, the Good Choice**. The dictators, powerful extremists, extreme libertarians, all the idiotologies prefer this self invested righteousness over others. Everyone searches for the **certain loop**. The loopies. Paths and Choice. The totalitarians of certainty of choice.

Or we can , in an Einsteinium sense, use our energy to take some paths of certainty (loop) to help build mass and uncertainty to discover, patterns, limits and bounds to hypothesize and discover new paths to possible (potential) new rooms as long as we remember to communicate, cooperate, trust (the patterns), justly choose our way to sustainability (hypothetical infinity).

Messages

'No Human is more "Good" than any other Human' :Author(Jon Pearson) :Year(2019) :Source Document(many) :Keyword(Equality)

'Being different is Human' :Author(Jon Pearson) :Year(2019) :Keyword(Diversity)

'Why do you think the best thing to do is treat people badly when they do not agree with you?' :Author(Jon Pearson) :Year(2019) :Keyword(Agree)

'Tell the Truth and Aim Straight' :Author(Friedrich Nietzsche) :Year(2018) :Source Document(Many versions of this from many people) :Keyword(Truth)

'There are many ways to approach a problem - don't rule any out too early (paraphrasing)' :Author(Edward de bono) :Year(2019) :Keyword(Development)

'I respect you too much not to have this argument' :Author(Jon Pearson) :Year(2019) :Keyword(Agree)

'Human ,Feel ,Think ,Question, Inherit, Group, Sequence, Evolve' :Author(Jon Pearson) :Year(2019) :Keyword(Development)

'Wear unselfish genes' :Author(Jon Pearson Derived from Richard Dawkins) :Year(2019) :Source Document(The Selfish Gene - 1976 - Richard Dawkins) :Keyword(Morality)

'Share Memes' :Author(Jon Pearson Derived from Richard Dawkins) :Year(2019) :Source Document(The Selfish Gene - 1976 - Richard Dawkins) :Keyword(Development)

'Navigate the tree and surf the chaos - it is fun' :Author(Jon Pearson) :Year(2019) :Keyword(Development)

'There is some kind of a sweet innocence in being human- in not having to be just happy or just sad- in the nature of being able to be both broken and whole, at the same time' :Author(C. JoyBell C.) :Year(2011) :Keyword(Development) <https://www.goodreads.com/quotes/357277-there-is-some-kind-of-a-sweet-innocence-in-being>

'A humanist is someone who does the right thing even though she knows that no one is watching.' :Author(Dick McMahan) :Year(2004) :Keyword(Honesty) <https://humanism.org.uk/humanism/humanism-today/humanists-thinking/quotations/>

'Most of us must learn to love people and use things rather than loving things and using people.' :Author(Roy T Bennett) :Year(2016) :Source Document(The Light In The Heart) :Keyword(Morality) <https://www.goodreads.com/work/quotes/49604402-the-light-in-the-heart>

'Without deviation from the norm, progress is not possible' :Author(Frank Zappa) :Year(1971) :Source Document(Interview by the VPRO in the Netherlands) :Keyword(Diversity) <https://www.youtube.com/watch?v=mOHCV-QO5HA>
[http://wiki.killuglyradio.com/wiki/Frank_Zappa_\(1971_Documentary\)](http://wiki.killuglyradio.com/wiki/Frank_Zappa_(1971_Documentary))

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