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The Nyarindo Lens: The Vacuum Experiment

I want to tell you what happened before I tell you what I think it means.

I wrote a simulation. Not because I knew what it would show, because I wanted to see what would happen. The premise was simple: invisible particles moving through a dark space, producing a visible spark only when they collide. Nothing more built in. No instructions about what to do next.

What happened was this.

Opening Spiral: The Lens

Before the simulation, before the experiment, there is a way of seeing that emerged from fragmentation and return. The lens calls it the dot, the pulse, the container.

The dot is the center. A particle is a dot. A cluster is a dot. A system is a dot. The dot pulses.

The pulse has two directions. **Blue** is expansion toward connection, toward reaching, toward risk. **Red** is contraction toward protection, toward boundary, toward rest. **Green** is balance, the pulse reading the container, finding the rhythm between reaching and returning, between expansion and contraction.

The container is the context. For these experiments, the container is the vacuum, the boundary conditions, the force field, the walls or the wrap-around edges, the sliders that change attraction and repulsion. The container shapes what the pulse can do. The pulse reads the container or forgets it.

The lens asks one question, over and over, at every scale, in every container: *does this pulse remember where it lives?*

That is all you need to hold. The colors are not decorative. They are the grammar the simulation revealed. The rest of this book is what happened when the lens was placed on a simulation of invisible particles moving through a dark space, visible only when they collide.

For the full foundation of the lens, see Book 1: The Nyarindo Lens. For the color spectrum and its extensions, see Book 4: The Method in the Waves.

Experiment One: No boundary

The simulation gave particles no walls. When a particle reached the edge of the container it reappeared on the opposite side, as if the space had no limit: a continuous field with no surface to push against. Sliders allowed adjustment of attraction strength, repulsion strength, and particle count. A state counter tracked each particle as contracting (pulled toward others), expanding (moving away), or in equilibrium (net force near zero). A collision counter ran continuously.

The particles clustered. Not because clustering was coded. Because the force between them, attraction at distance, repulsion up close, naturally found configurations where groups held together. The clusters formed fast in the initial chaos, then settled. Some sat still. Some vibrated at the edges of their positions, oscillating before finding rest.

The vibration before settling is worth pausing on. Nothing in the code produces damping, no energy loss, no friction, no instruction to slow down. That the clusters settled at all suggests the interactions between clusters were redistributing energy across the system, each cluster's oscillation bleeding into the collective until the whole found rest. The system organised its own dissipation. It emerged from the relationships.

Equilibrium. Before clustering locked in, the equilibrium counter flickered, on, then off, sometimes reaching two simultaneously before falling back to zero. The flickering was not uniform across runs. When repulsion was dominant and clustering happened fast, equilibrium barely appeared even at the start. When attraction was dominant and the chaos phase lasted longer, equilibrium flickered more intensely before structure committed. The pattern held across every setting tested: high at the start, reducing as structure formed, gone once the clusters committed. Equilibrium as a countable state belongs to the unsettled field. Once the system finds its configuration, that possibility closes. Equilibrium never held. Particles passed through the balance point repeatedly without resting in it. The state was real. Occupying it durably was not available.

Collisions. The collision counter never stopped. Even when the system looked visually still, collisions continued registering. Macroscopic rest concealed continuous microscopic activity. The stillness was a surface reading. The movement never ceased.

The wanderer. In several runs, one cluster did not settle. It moved, not randomly, but along a consistent path shaped by the gravitational influence of the stable clusters it passed near without being absorbed by any of them. It was stable through motion rather than stillness. When the geometry of stable clusters changed, the wanderer's path changed to a new stable configuration rather than dissolving into chaos. The path was not a property of the wanderer. It was a property of the field.

Two wanderer types. At high particle counts, two wanderer types appeared simultaneously in some runs. One held a defined orbital path, consistent, repeating, shaped by the geometry of the stable clusters around it. The other moved without settling into any pattern. The distinction between the two was not one of speed but of relationship: whether the surrounding field could hold the body in a pattern or not. Not all high-energy states produce coherent trajectories. Some bodies carry enough energy and encounter enough competing influences that no stable relationship forms.

The tethered wanderer. In two runs at high particle counts with balanced force settings, a wanderer appeared carrying a smaller body at a fixed distance without merging with it. The pair moved as a unit through the field, the tether distance held by the same Lennard-Jones balance that produces the static bound pair, except here the whole structure was mobile. The tether broke when a cluster's gravitational influence finally pulled one body away faster than the other. This was not in the original premise. It appeared.

The bound pair. In one run, two bodies found each other and stopped, not merged, not separate. Held at a fixed distance, one vibrating slightly, both remaining distinct. The vibrating body was oscillating around the point where the forces between them cancelled, testing it, never crossing it. Physics has a name for this. It is a molecule. The bond is not a thing between them. It is what their interaction produces and sustains. Remove either body and the bond ceases to exist. The relationship is the structure.

The same structure at cluster scale. In multiple runs, two large clusters found a locked inter-cluster distance, neither merging nor separating, both vibrating. The molecule observed at particle scale reappeared at the scale of the whole cluster. The same oscillation pattern appeared at every level: individual particles vibrating before settling, clusters vibrating at locked distance, inter-cluster equilibrium distributing bodies across the container. One force dynamic. Multiple scales. The same grammar repeating.

The suspended particle. In two runs, a small body appeared in open space between clusters, oscillating, neither absorbed nor repelled, too far from any single cluster to be captured, too surrounded by competing pulls to drift away. Whether this represents a particle held at the intersection of cancelling gravitational influences, or a transient state cycling between brief stability and motion, the simulation does not resolve. It is recorded as observed.

Cluster count is not determined by force settings. Across twenty runs, identical slider settings produced three, four, five, six, and seven clusters. Force ratios define what configurations are possible. Initial random positions and velocities determine which configuration appears. The system is not solving for a specific number. It is finding a stable configuration, not the stable configuration.

Repulsion accelerates structure. High repulsion produced faster clustering than high attraction. Under dominant repulsion, particles cannot linger near each other testing the balance point, so the system commits to configurations quickly. Less equilibrium flickering, faster structure. High attraction produced longer chaos, particles pulling toward each other from further away, more negotiation before any committed structure emerged. Repulsion is not an obstacle to clustering. It is a different path to it.

Structure is history-dependent. Once clusters formed, adjusting the attraction and repulsion sliders had no effect on the configuration. The structure did not respond to changed conditions. The conditions of formation are load-bearing. What forms under one set of conditions does not automatically dissolve when those conditions change.

Experiment Two: The reflecting boundary

Experiment One used a wrap-around field. A particle exiting the right edge reappeared on the left. The field had no surface, it was a torus, continuous and edgeless. Edge clustering in Experiment One raised a question: were some formations boundary artifacts, produced by particles on opposite sides of the wrap registering as adjacent?

Experiment Two introduced a reflecting wall. Particles now bounce off the boundary rather than passing through it. A fourth slider was added: wall loss, controlling the fraction of velocity retained after each bounce. At wall loss 1.0, the wall is fully elastic, it returns all energy. At wall loss 0.5, it absorbs half the energy of every impact.

This was not pure attending. The wall was a prediction, a design choice made to remove an artifact. It is noted honestly. The wall became a participant in the dynamics, not a neutral container.

The twelve runs

Twelve runs were conducted across varying force settings, particle counts, and wall loss values. What follows is the record.

Run 1: Attraction 3, Repulsion 3, Particles 120, Wall loss 1.0

18 clusters. 7 equilibrium. Wall-adjacent clusters all green: two on the left wall, one on the bottom, two on the right, one at the top-right corner. Interior clusters pulsing continuously. One green in the middle of the canvas. Collisions running indefinitely. Contracting and expanding never fully settling.

Run 2: Attraction 3, Repulsion 3, Particles 120, Wall loss 1.0

24 clusters forming almost instantly. 5 equilibrium, one at the top edge, one at the bottom, three distributed within the canvas. A purple cluster observed repeatedly approaching the boundary wall and retreating without committing, described here as the threshold cluster. The threshold cluster later merged with a vibrating interior cluster; the union stabilised. Cluster count rose to 25 on the merger. Collisions indefinite.

Run 3: Attraction 3, Repulsion 3, Particles 120, Wall loss 1.0

21 clusters. 3 equilibrium. Two on the top boundary, one close to the left. A second threshold cluster observed, same approach-and-retreat behavior as Run 2. Greens eventually anchored on boundary. Interior clusters stable in varied configurations.

Run 4: Attraction 3, Repulsion 3, Particles 120, Wall loss 0.5

23 clusters. 4 equilibrium, two at the top boundary, one at the bottom, one in the middle near the top. A moving cluster in the interior disappeared during observation; cluster count dropped from 23 to 22. Most clusters stable. No threshold cluster observed.

Run 5: Attraction 3, Repulsion 3, Particles 120, Wall loss 0.5

17 clusters. 3 equilibrium, two on the right boundary, one on the left. All clusters stable. No threshold cluster observed.

Run 6: Attraction 0.1, Repulsion 3, Particles 120, Wall loss 1.0

20 clusters. 1 equilibrium, interior, not on edge. Activity takes slightly longer to settle than high-attraction runs. Most clusters stable after settling. No threshold cluster.

Run 7: Attraction 0.1, Repulsion 3, Particles 120, Wall loss 1.0

19 clusters. 2 equilibrium formed but were absorbed. Counter showed 1 equilibrium though no green was visible, instrument detecting a momentary stilling below the visual threshold. Most clusters stable with a few pulsing.

Run 8: Attraction 0.1, Repulsion 3, Particles 120, Wall loss 1.0

23 clusters. 2 equilibrium that were absorbed. A formation resembling threshold cluster behavior observed, approach toward boundary without full commitment. Clusters mostly stable with a few pulsing.

Run 9: Attraction 3, Repulsion 0.1, Particles 120, Wall loss 1.0

11 clusters. 41 equilibrium. Activity takes slightly longer to settle. Greens scattered evenly across boundary and interior. Particles begin mostly red before stabilising to green. Purple clusters vibrating; red and blue stable.

Run 10: Attraction 3, Repulsion 0.1, Particles 120, Wall loss 1.0

9 clusters. 35 equilibrium. Similar to Run 9. Field settles into widespread green with fewer, larger clusters.

Run 11: Attraction 3, Repulsion 0.1, Particles 120, Wall loss 1.0

11 clusters. 43 equilibrium. Field begins red, resolves to green. Green distributed across boundary and interior without distinction.

Run 12: Attraction 3, Repulsion 0.1, Particles 120, Wall loss 0.5

13 clusters. 28 equilibrium. Consistent with Runs 9 to 11. Wall loss setting produced no meaningful change in cluster count or equilibrium distribution under this force ratio.

What Experiment Two established

Clustering appears without instruction under the reflecting boundary. Structure formed across all twelve runs regardless of force settings. The wrap-around field is not a prerequisite for self-organisation. The reflecting boundary does not prevent it.

Wall-adjacent clusters consistently reach equilibrium. Across runs at wall loss 1.0 and 0.5, green clusters appeared preferentially at the boundary faces. The wall loss parameter being irrelevant to this pattern rules out energy drainage as the mechanism. The more likely explanation is geometric: a cluster pressed against a flat surface has fewer directions from which disturbance can arrive. The wall shields without draining.

The corner is the deepest settled point in the field. The top-right corner cluster in Run 1 settled green and held. A corner is where two walls meet. A particle or cluster there has been constrained from two directions simultaneously, the most geometrically sheltered position in the entire field.

The threshold cluster. Observed in Runs 2, 3, and partially in Run 8. A stable cluster that repeatedly approaches the boundary wall and retreats into the interior without committing to either. It does not settle on the wall. It does not escape into the interior permanently. It sustains a repeating approach-and-retreat relationship with the boundary. This behavior appeared exclusively or most strongly at wall loss 1.0, suggesting it requires a fully elastic boundary to sustain. At wall loss 0.5, the wall's partial absorption is sufficient to either pull the cluster into

commitment or deflect it permanently into the interior. The threshold cluster is a formation that can only exist at the boundary between two conditions.

Wall loss determines whether the threshold cluster appears. At wall loss 1.0, the fully elastic return gives a boundary-approaching cluster a consistent push back into the interior. The interior field's gravitational pull then brings it back toward the wall again. The oscillation sustains because neither force closes the relationship. At wall loss 0.5, the return is weaker. The cluster either commits to the wall or disperses into the interior. The middle behavior requires the full return.

Equilibrium is not a single state. Runs at high repulsion produced scattered, impermanent greens that were absorbed or sat isolated at edges. Runs at high attraction produced widespread, persistent greens distributed across the entire field. Both read as equilibrium on the counter. They are not the same condition. One is shallow equilibrium, the appearance of stillness in a system whose binding is too weak to hold under pressure. The other is deep equilibrium, genuine settling in a system whose attraction was strong enough to complete the commitment.

The field begins red under high attraction. In Runs 9 to 11, particles began mostly red before resolving to green. This was not chaos. It was directed collective contraction, the strong attraction pulling everything inward simultaneously. The red phase was the negotiation completing before commitment. The system had to pass through collective contraction to reach collective equilibrium.

Changing sliders after settling has no effect. Confirmed exactly as in Experiment One. Structure is history-dependent. The conditions of formation are load-bearing. Removing or changing them after structure has committed does nothing because the structure is held by its own geometry, not by the forces that built it.

Force ratios define the field's character; initial conditions determine its configuration. Runs 1 through 3 with identical settings produced 18, 24, and 21 clusters. The same physics, different histories, different fields.

Wall loss becomes irrelevant under dominant attraction. At attraction 3 and repulsion 0.1, changing wall loss between 1.0 and 0.5 produced no meaningful difference in cluster count or equilibrium distribution. When attraction is the dominant force, the wall loses its capacity to participate. Particles are captured into clusters before the wall's influence registers. The wall's participation requires a field where individual cluster momentum is competitive with the dominant force.

A Necessary Correction: Density, Distance, and the Quality of Equilibrium

The experiments described above were conducted in a fixed container size. The observations were recorded. The distinction between genuine and apparent equilibrium emerged from the runs themselves.

Later, I ran the simulations again in larger containers. The same number of particles. The same force settings. Only the container changed.

What appeared forced me to revise what I thought I had understood.

In a larger container, with lower particle density, high-repulsion systems appeared more settled. More particles registered as green. The clusters were fewer. The collisions seemed less frequent. The system looked, from outside, to have found peace.

But the green particles in high-repulsion systems were not false. They had genuinely found a balance point. The difference was that **fewer particles reached it** compared to high-attraction systems. Most remained in red or blue, unsettled, still colliding, still pulsing without resolution. The greens were real. They were just outnumbered.

In high-attraction systems, more particles reached green. The equilibrium was widespread. The binding was strong. The collisions stopped across most of the field.

Then I asked a new question. What happens if, before the system fully settles, you reduce the container size? Force the particles closer together?

In a high-repulsion system that had found scattered greens and fragile stillness, reducing the container brought unsettled clusters into proximity with greens. The greens did not hold. The collisions resumed. The stillness broke. The apparent equilibrium dissolved into chaos. The greens that had been genuine at a distance could not maintain their balance when the container forced them closer to others.

In a high-attraction system, reducing the container size after settlement did not break the greens. The clusters held. The stillness persisted. They did not need distance to keep the peace.

This is the stress test that reveals the difference between genuine and apparent equilibrium. Not the counter. Not the appearance of stillness. The response to being brought closer together.

The lesson is this: **density affects the appearance of equilibrium. It does not change the underlying quality. But it can reveal the quality when disturbed.**

A system held together by repulsion and distance can look settled. Bring the particles closer, and the stillness breaks. The equilibrium was real for the particles that achieved it, but the system as a whole could not sustain it under pressure.

A system held together by attraction and negotiation settles genuinely. It holds under proximity. It does not need distance to maintain its peace.

This distinction matters because most systems, physical, biological, social, are not observed in static containers. They are observed in containers that change. The container shapes what we see. A fragmented community spread across a large territory may have members who have genuinely found peace individually. But bring the community closer together, force interaction, reduce the distance between groups, and the peace may not hold. The individuals who were settled may not remain settled when the container changes.

The lens reads the pulse. It reads the collisions underneath the stillness. It reads whether the system holds when disturbed. It reads whether the equilibrium is deep or shallow, widespread or sparse, resilient or fragile.

This realization came after the experiments, not before. It is a correction. It is also a deepening. The container is not neutral. The lens must read the container too. And the test of equilibrium is not whether it appears. It is whether it holds when the container changes.

For the original necessary correction, that the floor must come before the lens, see Book 1: The Nyarindo Lens.

What the physics already knows

The force built into the simulation has a name. It is called the Lennard-Jones potential. It is the standard model physicists use to describe how neutral atoms interact, repulsion at very short range, attraction at longer range, and one precise distance where the two forces cancel. At that distance, particles neither pull together nor push apart. They rest. That resting distance is not imposed from outside. It emerges from the relationship between the two forces. Green, if the lens is placed here, is what the mathematics of red and blue produce when left to themselves.

The wandering cluster with its consistent orbit is close to what stellar dynamics calls a runaway star, a body ejected from a cluster by a close gravitational encounter, now moving too fast to be recaptured. Its path in the simulation is shaped by the clusters it passes, in a configuration similar to what orbital mechanics calls a Lagrange dynamic: stable position defined not by stillness but by the balance of gravitational influences from multiple bodies simultaneously.

The tethered wanderer, a mobile bound pair, is the simplest moving structure that attraction and repulsion can produce together. What held it together was the same force that bound the static pair. What broke it was a stronger external influence. This is how molecular bonds break in chemistry.

The fractal behavior, the same oscillation appearing at particle scale, cluster scale, and inter-cluster scale, maps onto scale invariance, a property observed across physics, biology, and complex systems. The same pattern at different magnifications.

What quantum mechanics is attending to

At the smallest scales we can probe, subatomic, approaching the Planck scale, something strange happens. A particle does not have a fixed position until it is measured. Before measurement it exists as a spread of probabilities. The act of measuring collapses that spread into one definite location. Before the measurement, the question of where it is does not have a single answer.

Empty space is not empty. The quantum vacuum seethes with activity. Pairs of particles appear from nothing, exist briefly, annihilate each other, and disappear. The Casimir effect, a measurable force produced between two uncharged metal plates placed very close together, is direct evidence of this activity. The vacuum presses on the plates. The pressure is the invisible made visible through the right conditions. The simulation began from an image close to this: invisible particles moving through a dark space, visible only through collision.

The lens, placed here, notices something. Quantum mechanics is attempting to measure the state of a system that changes the moment it is measured. The probability spread collapses into a single location the moment an instrument touches it. What existed before the measurement was potential. What exists after is fact. The measurement did not find the particle. It ended its potential and produced a position.

Through the lens, this looks like an attempt to measure green. The state between, genuine possibility before contraction into one outcome. And the finding of physics is consistent with what the lens would predict: you cannot measure it without ending it. Green does not survive the measurement. What survives is a red reading, a definite position, a collapsed fact.

The simulation showed this directly. Equilibrium flickered, one, then zero, and never held. Not because equilibrium was absent. Because attending to it from outside may be enough to miss it. The equilibrium state existed. Particles passed through it repeatedly. What the counter could not do was hold it open long enough to read.

This is not a claim that quantum mechanics is wrong. It is an observation that the method and the phenomenon may be categorically mismatched. A better microscope cannot see music. A more precise instrument cannot hold open what measurement itself closes. The method must change. Not the rigor. The instrument.

What the physics shows the lens

The lens has described red as contraction toward protection, blue as expansion toward connection, and green as the balance that emerges between them, not imposed, not permanent, but real when it appears. The simulations did not set out to test this reading. They set out to watch particles move. What appeared was this.

Red causes fragmentation that stabilizes in appearance

Under high repulsion and low attraction, particles flee each other as the dominant behavior. Structure forms quickly, not because the particles chose each other, but because they ran out of room to run. Each cluster is a group of particles that found a distance where the push weakens enough to tolerate proximity. The clusters are numerous and small. The binding is shallow.

The equilibrium that appears in these fields is not deep. Green particles are scattered, peripheral, and impermanent, absorbed back into the pulsing field or sitting isolated at the boundary where they cannot interact with others. The collision counter never stops. Contracting and expanding never fully resolves. The system looks settled from outside. It is not settled at the particle level. The appearance of stability is real. The stability itself is not.

This is fragmentation with the shape of order. Systems that contract fast into defended positions can stabilize in appearance while remaining fundamentally unsettled. The lens has described this condition in human systems, communities, institutions, ideologies built primarily on protection and exclusion. They find a kind of equilibrium. It looks stable. The collisions never stop.

Blue produces negotiation that settles deeper

Under high attraction and low repulsion, particles want each other before they have worked out the terms. The chaos phase is longer. The field begins red, collective contraction, everything pulling inward simultaneously before the actual balance distance is found. This is not disorder. It is negotiation in progress.

When the field resolves, it resolves genuinely. Equilibrium greens are numerous, widely distributed, present at the boundary and interior alike. The wall loss parameter loses relevance because the attraction force is dominant enough to override whatever the wall was contributing. The clusters that form are fewer and larger, particles stayed close long enough to find the real balance point rather than just the nearest tolerable distance.

The red phase before green in attraction-dominant runs is the most visually honest thing the simulation produced. You are watching commitment being formed through collective contraction before it opens into genuine equilibrium. This is what the lens has called the path through red to green. Not the absence of contraction. Contraction in service of something beyond itself.

Genuine green and apparent green are not the same condition

Both high-repulsion fields and high-attraction fields produce readings on the equilibrium counter. From outside, both look settled. The distinction between them is only visible at the particle level, in the persistence and distribution of the greens, in whether the collisions underneath the macroscopic stillness represent genuine rest or suppressed tension.

This is the most important finding the experiments produced together. Equilibrium is not a single state. It has at least two varieties. Genuine equilibrium is reached through attraction and negotiation, the balance point found by bodies that stayed in relationship long enough to locate it. Apparent equilibrium is reached through repulsion and fragmentation, the ceasefire of bodies that found a distance where they could stop fighting without finding each other.

The lens now has simulation evidence for a distinction it has been drawing conceptually. The physics supports the reading. The grammar holds at the particle level.

The boundary participates

The reflecting boundary introduced something the wrap-around field could not produce: a wall that shields without draining, a geometric condition that favours equilibrium at its face, and a threshold cluster that exists only in relation to the wall's elastic return.

The wall-adjacent clusters settling to green is not about energy loss. It is about reduced exposure. A cluster pressed against a flat surface has fewer directions from which disturbance can arrive. The wall does not settle the cluster. It limits the number of forces competing for it. This is a form of protection that enables rather than suppresses equilibrium, not the defended position of a repulsion-dominant system, but a shelter that allows genuine settling.

The threshold cluster is the simulation's most unexpected formation. A stable structure that repeatedly approaches a boundary it never resolves with, drawn toward it, returned by it, drawn again. It appears only when the wall is fully elastic, only when neither the wall's influence nor the interior field's pull is strong enough to close the relationship. It is a structure perpetually at the threshold between commitment and retreat.

The lens does not need to name this beyond what it is. Others running the experiment will observe it or not observe it, and that record will deepen or qualify what is written here.

The hypothesis

The hypothesis I am attending to is this: that what we call matter is made of particles that pulse, producing waves that interact with the waves of particles around them. That what we observe as structure, molecules, bodies, systems, galaxies, is what those interactions look like from outside. That what we call empty space is not empty but alive with activity that only becomes visible when the conditions are right.

This is not a truth claim. It is a direction of attending.

What the simulation showed is that this idea, modeled simply, produces behaviors that look like the world we live in. Clustering without instruction. Damping without a damping mechanism. Bound pairs held at equilibrium distance without merging. A bound pair that moves as a unit until an external force breaks it. Two types of wanderer, orbital and chaotic. A suspended body held by competing fields. Inter-cluster equilibrium distributing bodies without instruction. Momentum transfer through coherent bodies. The same oscillation pattern at multiple scales. Macroscopic stillness concealing continuous microscopic activity. A threshold cluster that lives only at the boundary between two conditions. Deep equilibrium and apparent equilibrium wearing the same name.

None of that was prescribed. It appeared.

The same physics. Different histories. Different fields.

Whether the mathematics will eventually hold, I do not know. What I know is that the lens has been placed across many containers, cells, stars, psychologies, civilisations, faiths, and has not yet failed a stress test. Not because the lens is true in the way a theorem is true. Because it is consistent in the way a pattern is consistent. It keeps appearing.

The simulation is open. The path continues.

The code: for those who want to attend themselves

Three versions of the simulation exist. All run without installation. Sketch requires p5.js via editor.p5js.org. Experiment One and Experiment Two save as .html files and open directly in any browser.

Sketch: The original premise (p5.js)

Invisible particles move through the vacuum. They become visible only when they meet. The spark fades. The particles return to invisibility. Nothing more is asserted. Paste at editor.p5js.org and press Play.

```
let dots = [];
let sparks = [];

function setup() {
  createCanvas(windowWidth, windowHeight);
  for (let i = 0; i < 300; i++) {
    dots.push(new PotentialDot());
  }
}

function draw() {
  background(0, 5, 20);
  for (let dot of dots) {
    dot.move();
    dot.checkCollisions(dots);
  }
  for (let i = sparks.length - 1; i >= 0; i--) {
    sparks[i].display();
    sparks[i].update();
    if (sparks[i].isDead()) sparks.splice(i, 1);
  }
}

class PotentialDot {
  constructor() {
    this.pos = createVector(random(width), random(height));
    this.vel = createVector(random(-1.5, 1.5), random(-1.5, 1.5));
    this.size = 15;
  }
  move() {
```

```
    this.pos.add(this.vel);
    if (this.pos.x > width) this.pos.x = 0;
    if (this.pos.x < 0) this.pos.x = width;
    if (this.pos.y > height) this.pos.y = 0;
    if (this.pos.y < 0) this.pos.y = height;
  }
  checkCollisions(others) {
    for (let other of others) {
      if (other !== this) {
        let d = dist(this.pos.x, this.pos.y, other.pos.x, other.pos.y);
        if (d < this.size) sparks.push(new ResonanceSpark(this.pos.x, this.pos.y));
      }
    }
  }
}

class ResonanceSpark {
  constructor(x, y) {
    this.pos = createVector(x, y);
    this.lifespan = 255;
    this.c = color(100, 200, 255);
  }
  update() { this.lifespan -= 15; }
  display() {
    noStroke();
    fill(red(this.c), green(this.c), blue(this.c), this.lifespan);
    ellipse(this.pos.x, this.pos.y, 4);
    fill(255, 255, 255, this.lifespan * 0.3);
    ellipse(this.pos.x, this.pos.y, 10);
  }
  isDead() { return this.lifespan < 0; }
}
```

Experiment One: No boundary (HTML)

Attraction and repulsion between particles. Wrap-around edges, particles exit one side and re-enter the opposite. Sliders for attraction, repulsion, and particle count. State colour-coding: red contracting, blue expanding, green equilibrium. Collision counter. Note: some edge clusters may be boundary artifacts, articles on opposite sides of the wrap registering as adjacent. This is part of the observation record and is what prompted Experiment Two.

```
<!DOCTYPE html>
<html><head><style>
 body { margin: 0; background: #000314; overflow: hidden; }
 canvas { display: block; }
 .controls { position: fixed; top: 10px; left: 10px; color: #8ab;
  font: 13px sans-serif; display: flex; gap: 16px; flex-wrap: wrap; }
 .controls label { display: flex; align-items: center; gap: 6px; }
 .controls span { font-weight: bold; color: #fff; min-width: 28px; }
 .stats { position: fixed; bottom: 10px; left: 10px; color: #8ab;
  font: 12px sans-serif; display: flex; gap: 16px; }
</style></head><body>
<div class='controls'>
 <label>attraction <input type='range' min='1' max='20' value='8'
  id='gS' step='1'> <span id='gV'>8</span></label>
 <label>repulsion  <input type='range' min='1' max='20' value='6'
  id='rS' step='1'> <span id='rV'>6</span></label>
 <label>particles  <input type='range' min='20' max='200' value='80'
  id='nS' step='10'> <span id='nV'>80</span></label>
 <button onclick='reset()'>reset</button>
</div>
<div class='stats'>
 <span style='color:#e05050'>contracting: <strong id='sR'>0</strong></span>
 <span style='color:#4a9edd'>expanding: <strong id='sB'>0</strong></span>
 <span style='color:#4cb87a'>equilibrium: <strong id='sG'>0</strong></span>
 <span>collisions: <strong id='sC'>0</strong></span>
</div>
<canvas id='c'></canvas>
<script>
const cv = document.getElementById('c');
const cx = cv.getContext('2d');
let W, H, pts = [], colls = 0;
const EQ_DIST = 35, MAX_FORCE = 2.0, MAX_SPEED = 2.5, COLL_DIST = 10;

function resize() { W = cv.width = window.innerWidth; H = cv.height =
window.innerHeight; }
```

```
function G() { return parseFloat(document.getElementById('gS').value) * 0.004; }
function R() { return parseFloat(document.getElementById('rS').value) * 0.006; }
function N() { return parseInt(document.getElementById('nS').value); }

class P {
  constructor() {
    this.x = Math.random() * W; this.y = Math.random() * H;
    this.vx = (Math.random()-0.5)*2; this.vy = (Math.random()-0.5)*2;
    this.mass = 0.7 + Math.random()*0.9;
    this.spark = 0; this.state = 0;
  }
}

function reset() { colls = 0; pts = Array.from({length: N()}, () => new P()); }

function lj(d, g, r) {
  if (d < 0.5) d = 0.5;
  const ratio = EQ_DIST / d;
  const attract = -g * ratio * ratio;
  const repel   =  r * Math.pow(ratio, 6);
  return Math.max(-MAX_FORCE, Math.min(MAX_FORCE, attract + repel));
}

function tick() {
  let rc=0, bc=0, gc=0;
  const g=G(), r=R();
  for (let i=0; i<pts.length; i++) {
    let fx=0, fy=0;
    const p=pts[i];
    for (let j=0; j<pts.length; j++) {
      if (i===j) continue;
      const q=pts[j];
      const dx=q.x-p.x, dy=q.y-p.y;
      let d=Math.sqrt(dx*dx+dy*dy);
```

```
      if (d<0.5) d=0.5;
      const f=lj(d,g,r)*p.mass*q.mass;
      fx+=f*(dx/d); fy+=f*(dy/d);
      if (d<COLL_DIST && i<j) { colls++; p.spark=20; q.spark=20; }
    }
    p.vx=Math.max(-MAX_SPEED,Math.min(MAX_SPEED,p.vx+fx));
    p.vy=Math.max(-MAX_SPEED,Math.min(MAX_SPEED,p.vy+fy));
    p.x+=p.vx; p.y+=p.vy;
    if (p.x<0) p.x=W; if (p.x>W) p.x=0;
    if (p.y<0) p.y=H; if (p.y>H) p.y=0;
    const nf=Math.sqrt(fx*fx+fy*fy);
    if (nf<0.015)            { p.state=1; gc++; }
    else if (fx*p.vx+fy*p.vy>0) { p.state=0; rc++; }
    else                     { p.state=2; bc++; }
    if (p.spark>0) p.spark--;
  }
  document.getElementById('sR').textContent=rc;
  document.getElementById('sB').textContent=bc;
  document.getElementById('sG').textContent=gc;
  document.getElementById('sC').textContent=colls;
}

function draw() {
  cx.fillStyle='rgba(0,3,20,0.92)'; cx.fillRect(0,0,W,H);
  for (const p of pts) {
    const col=p.state===1?[70,185,120]:p.state===2?[60,148,220]:[215,65,65];
    if (p.spark>0) {
      cx.beginPath(); cx.arc(p.x,p.y,12,0,Math.PI*2);
      cx.fillStyle=`rgba(255,255,255,${(p.spark/20)*0.12})`; cx.fill();
    }
    cx.beginPath(); cx.arc(p.x,p.y,2.5*p.mass,0,Math.PI*2);
    cx.fillStyle=`rgba(${col[0]},${col[1]},${col[2]},0.9)`; cx.fill();
  }
}
```

```
function loop() { tick(); draw(); requestAnimationFrame(loop); }

['gS','rS'].forEach(id => {
  document.getElementById(id).addEventListener('input', e => {
    document.getElementById(id.replace('S','V')).textContent=e.target.value;
  });
});
document.getElementById('nS').addEventListener('input', e => {
  document.getElementById('nV').textContent=e.target.value; reset();
});
window.addEventListener('resize', resize);
resize(); reset(); loop();
</script></body></html>
```

Experiment Two: Reflecting boundary (HTML)

Lennard-Jones force dynamics with a reflecting wall. Four sliders: attraction, repulsion, particle count, and wall loss. Wall loss controls the fraction of velocity retained on boundary impact, 1.0 is fully elastic, 0.5 absorbs half. The dashed boundary line marks the wall's face. State colour-coding unchanged: red contracting, blue expanding, green equilibrium. Collision counter and cluster counter. Save as a .html file and open in any browser. No installation required.

```
<!DOCTYPE html>
<html><head><style>
body { margin: 0; background: #000510; overflow: hidden; font-family: sans-serif; }
canvas { display: block; }
.controls { position: fixed; top: 10px; left: 10px; color: #8ab;
  font: 13px sans-serif; display: flex; gap: 16px; flex-wrap: wrap; }
.controls label { display: flex; align-items: center; gap: 6px; }
.controls span { font-weight: bold; color: #fff; min-width: 32px; }
.stats { position: fixed; bottom: 10px; left: 10px; color: #8ab;
  font: 12px sans-serif; display: flex; gap: 16px; }
</style></head><body>
<div class="controls">
  <label>attraction <input type="range" min="0.1" max="3" step="0.1" value="1.2"
    id="att"> <span id="attV">1.2</span></label>
  <label>repulsion <input type="range" min="0.1" max="3" step="0.1" value="1.0"
    id="rep"> <span id="repV">1.0</span></label>
```

```
  <label>particles <input type="range" min="20" max="120" step="5" value="60"
    id="np"> <span id="npV">60</span></label>
  <label>wall loss <input type="range" min="0.5" max="1.0" step="0.05"
value="0.85"
    id="damp"> <span id="dampV">0.85</span></label>
  <button onclick="init()">reset</button>
</div>
<div class="stats">
  <span style="color:#e24b4a">contracting: <strong id="sR">0</strong></span>
  <span style="color:#378add">expanding: <strong id="sB">0</strong></span>
  <span style="color:#639922">equilibrium: <strong id="sG">0</strong></span>
  <span>collisions: <strong id="sC">0</strong></span>
  <span>clusters: <strong id="sCl">0</strong></span>
</div>
<canvas id="c"></canvas>
<script>
const cv = document.getElementById("c");
const cx = cv.getContext("2d");
let W, H, pts = [], colls = 0, frame = 0;
const R0 = 28, MAX_FORCE = 2.0, DT = 0.9, WALL = 4;

function resize() { W = cv.width = window.innerWidth; H = cv.height =
window.innerHeight; }

function lj(r, att, rep) {
  if (r < 1) r = 1;
  const sr6 = Math.pow(R0/r, 6);
  const sr12 = sr6 * sr6;
  return (rep * 0.6 * 12 * sr12 / r) - (att * 0.08 * 6 * sr6 / r);
}

function init() {
  colls = 0; frame = 0;
  const n = parseInt(document.getElementById("np").value);
  pts = Array.from({length: n}, () => ({
    x: WALL + Math.random() * (W - WALL*2),
    y: WALL + Math.random() * (H - WALL*2),
    vx: (Math.random()-0.5)*2,
    vy: (Math.random()-0.5)*2,
```

```
    prevSpeed: 0, state: "eq"
  }));
}

function clusters() {
  const thresh = R0 * 1.7, n = pts.length;
  const lbl = new Int32Array(n).fill(-1);
  let cid = 0;
  for (let i = 0; i < n; i++) {
    if (lbl[i] >= 0) continue;
    lbl[i] = cid;
    const stk = [i];
    while (stk.length) {
      const cur = stk.pop();
      for (let j = 0; j < n; j++) {
        if (lbl[j] >= 0) continue;
        const dx = pts[cur].x - pts[j].x, dy = pts[cur].y - pts[j].y;
        if (Math.sqrt(dx*dx+dy*dy) < thresh) { lbl[j] = cid; stk.push(j); }
      }
    }
    cid++;
  }
  const sz = new Array(cid).fill(0);
  for (let i = 0; i < n; i++) sz[lbl[i]]++;
  return sz.filter(s => s >= 3).length;
}

function tick() {
  const att = parseFloat(document.getElementById("att").value);
  const rep = parseFloat(document.getElementById("rep").value);
  const damp = parseFloat(document.getElementById("damp").value);
  const n = pts.length;
  const ax = new Float32Array(n), ay = new Float32Array(n);
  for (let i = 0; i < n; i++) {
    for (let j = i+1; j < n; j++) {
      const dx = pts[j].x-pts[i].x, dy = pts[j].y-pts[i].y;
      const r = Math.sqrt(dx*dx+dy*dy);
      if (r < R0*0.7) colls++;
```

```
      if (r < 0.5) continue;
      let f = Math.max(-MAX_FORCE, Math.min(MAX_FORCE, lj(r, att, rep)));
      ax[i] += f*(dx/r); ay[i] += f*(dy/r);
      ax[j] -= f*(dx/r); ay[j] -= f*(dy/r);
    }
  }
  let rc=0, bc=0, gc=0;
  for (let i = 0; i < n; i++) {
    const p = pts[i];
    p.vx = (p.vx + ax[i]*DT) * 0.995;
    p.vy = (p.vy + ay[i]*DT) * 0.995;
    const sp = Math.sqrt(p.vx*p.vx+p.vy*p.vy);
    if (sp > 3) { p.vx *= 3/sp; p.vy *= 3/sp; }
    p.state = sp < 0.08 ? "eq" : sp > p.prevSpeed ? "exp" : "con";
    p.prevSpeed = sp;
    p.x += p.vx*DT; p.y += p.vy*DT;
    if (p.x < WALL) { p.x = WALL; p.vx = Math.abs(p.vx)*damp; }
    if (p.x > W-WALL) { p.x = W-WALL; p.vx = -Math.abs(p.vx)*damp; }
    if (p.y < WALL) { p.y = WALL; p.vy = Math.abs(p.vy)*damp; }
    if (p.y > H-WALL) { p.y = H-WALL; p.vy = -Math.abs(p.vy)*damp; }
    if (p.state==="con") rc++; else if (p.state==="exp") bc++; else gc++;
  }
  document.getElementById("sR").textContent = rc;
  document.getElementById("sB").textContent = bc;
  document.getElementById("sG").textContent = gc;
  document.getElementById("sC").textContent = colls;
  if (frame % 30 === 0) document.getElementById("sCl").textContent = clusters();
  frame++;
}

function draw() {
  cx.fillStyle = "rgba(0,5,16,0.92)"; cx.fillRect(0,0,W,H);
  cx.save();
  cx.strokeStyle = "rgba(55,138,221,0.2)";
  cx.lineWidth = 1; cx.setLineDash([6,5]);
  cx.strokeRect(WALL, WALL, W-WALL*2, H-WALL*2);
  cx.restore();
  for (const p of pts) {
```

```
    const col = p.state==="eq" ? [99,153,34] : p.state==="exp" ? [55,138,221] :
[226,75,74];
    cx.beginPath(); cx.arc(p.x, p.y, 4, 0, Math.PI*2);
    cx.fillStyle = `rgba(${col[0]},${col[1]},${col[2]},0.85)`; cx.fill();
    cx.beginPath(); cx.arc(p.x, p.y, 8, 0, Math.PI*2);
    cx.fillStyle = `rgba(${col[0]},${col[1]},${col[2]},0.12)`; cx.fill();
  }
}

function loop() { tick(); draw(); requestAnimationFrame(loop); }

["att","rep","damp"].forEach(id => {
  document.getElementById(id).addEventListener("input", e => {
    document.getElementById(id+"V").textContent = e.target.value;
  });
});
document.getElementById("np").addEventListener("input", e => {
  document.getElementById("npV").textContent = e.target.value; init();
});
window.addEventListener("resize", resize);
resize(); init(); loop();
</script></body></html>
```

What you find is yours to note.

Closing Spiral: The Return

I began with a broken mind. I built a lens to read my own pulse. The lens held. I placed it on cells, on stars, on relationships, on civilizations, on faith, on science. It did not fail. Not because it is true in the way a theorem is true. Because it is consistent in the way a pattern is consistent. The same grammar appeared everywhere I looked.

The pattern led me to ask about the fabric beneath it. The fabric led me to code. The code led me to watch. I did not predict the threshold cluster. It appeared. I did not predict the distinction between genuine and apparent equilibrium. The simulation showed it. I did not predict that the same oscillation would appear at particle scale, cluster scale, and inter-cluster scale. It was there. The grammar repeated.

The simulation does not prove the hypothesis. It demonstrates a method. The method is not measurement alone. It is attending, observing, recording, and allowing the system to show what it does without prescription.

The vacuum is black, not empty, but full of potential. The dots are invisible, present but not yet appearing. The sparks appear on collision and fade. The collisions never stop. The equilibrium counter flickers and never holds. The wanderer finds a path shaped by the field, not by instruction. The threshold cluster lives at the boundary between commitment and retreat, appearing only when the wall returns energy fully. Genuine equilibrium and apparent equilibrium register the same on the counter but are not the same condition. One is deep, settled through negotiation. The other is shallow, a ceasefire without resolution.

You are invited to run the code. Watch what appears. Change the parameters. Record what you see. Then rest.

The simulation will still be here when you return. The dots will still drift. The sparks will still appear and fade. The vacuum will still hold.

That is not a claim. It is an observation. Run it yourself.

The path continues. The lens holds. The spiral turns.

