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Virus and the Basic Paradigm

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Introduction

Based on a model study of complex systems, an outline of the paradigm of living matter organization is presented.

Known living systems are developmentally developed stages of sophisticated environments, where each higher stage represents a more or less comfortable box for the previous stage. Ultimately, it is a constant process of creating more and more shells - the environment - for water (!). This is the basic building block and at the same time the basic comfort created by the user.

Natural selection is then not a relatively random process, where a more successful one will succeed, but an offer that is ultimately more advantageous for water (!) Will prevail - more comfortable.

The paradigm then reads: Living systems are created and selected on the basis of the degree of satisfaction of the interests of water (!).

Introduction II

All living systems have the same principle of functioning - ending with human society and starting with, for example, mitochondria. However, this is probably a principle that also occurs in "inanimate" systems, such as the astronomical system of black holes and dark matter.

Water cannot be understood as a group of three atoms, where all molecules are the same. Above all, it is about their incorporation into the structure by means of hydrogen bridges, which then creates hydroxonium structures. In this dynamic structure, each molecule - if this naming is still possible here - is generally different.

In the end, it seems that everything is not above water, but above hydrogen, respectively. Over its various ionized and dynamic states. This would be supported, for example, by the universal principle of fusion energy generation in stars.

In other words, it is only a finite number of principles of organizing new, natural systems - one! The number of different types of their building elements and specific forms is infinite.

It is probably crucial for water that it contains highly volatile hydrogen and, conversely, relatively heavy, anchoring oxygen. As a result, structures are possible which are highly variable and at the same time, for example, closable by hydrophobic structures.

1. Two types of elements

There are two kinds of elements in every living system. Those who are involved in the activities of the system and those who are (temporarily) out of it. The second group are elements that are either resting or reproducing or otherwise inactive.

The most primitive example is a person in society who leaves work for his privacy... In more perfect systems, the elements do not leave, there is only some relationship between the inactive elements and the other group. Such is, for example, the situation in the human body, where the second group - resp. its representation - is in the cerebrospinal fluid and part of the adjacent lymphatic vessels.

The first group can be called NM - normal matter, and the second DM - dark matter. NM is based on the success of the elements, ie their relations in the system, DM on satisfaction, ie the internal states of the elements.

NM will not be further discussed. It is the standard, normal, "working" behavior of the elements in the system that we observe by default.

2. Satisfaction

In the end, it seems that everything is happening in the direction of increasing the satisfaction of the elements. However, it has one unpleasant feature - it is difficult to observe. Otherwise, NM and otherwise DM approach its evaluation.

NM works only with success, eg in human society on relationships with money-valued success. In more developed systems, where the elements do not leave the system, the system itself solves by controlling the inputs to the areas where the activity is required and offered. In all cases, the system has information available on the success of the element, ie the demand for its outputs.

Although the NM does not have information on the internal satisfaction of the elements immediately, it evaluates it on the basis of the balance of success. Let there be a group of similarly specialized elements, which should therefore have a similar success in the system - there is a certain common demand for that similar activity. The derived degree of satisfaction of the elements of this group is then given by the degree of variance of their success. It is a kind of quantity derived from "envy", where satisfaction is a direct proportion of the balance of success.

And based on the distribution of this satisfaction, the system is active. Everything then leads to the growth of satisfaction, ie balancing success. However, not a lump sum, but only between similar elements.

DM works with a different, inner, overall satisfaction. Unlike satisfaction in NM, it is complex and thus reflects not only information about success and its comparison, but above all the overall condition of the element, where its overall satisfaction is reflected in its trend to leave the system. Here, DM enters as part of a given living system, which is based on satisfaction and is not affected by success.

3. DM

The function of the DM is to evaluate the satisfaction of the elements and, based on proven procedures, to constantly increase this satisfaction. Just as, for example, in human society, hobbies and partnerships develop between "resting" people, so do structures generally arise in DM, the aim of which is to increase satisfaction. However, this largely "independent world" is related to NM in two ways.

On the one hand, groups of elements are created in NM, which specialize in the evaluation of DM and on this basis they create an activity that not only increases satisfaction in NM. In human society, for example, they are law-makers. This is a controlled systemic action.

The second way is direct input from the DM, where the returning elements, or the structure of the DM itself, act non-specifically on the functioning of the system. The simplest examples are, for example, the "stupid mood of Václav Havel" and "building enthusiasm after nationalization".

It is probable that there are relationships between DM systems of different levels, and this leads to an effect that is quite difficult to observe.

The principle of operation of DM is probably relatively simple. Increasing satisfaction should cause a declining change in system activity. The result is a movement towards local optimum satisfaction. In the modeled economic systems, this manifests itself as a negative correlation between the change in the overall satisfaction of the system and the change in GDP.

3. Viral DM

The functioning of the virus suggests that DM in the cell needs to be localized to the endoplasmic reticulum (ER). The cell, as a generally comfortable system built and functioning for water elements, then assumes a DM built on top of water molecules that are not in the cytoplasm, ie are not involved in biochemical processes. This is an area outside the system and that is the ER. In addition, during its creation, the virus encloses a part of the ER inside its sophisticated structure and it travels with it. Therefore, the virus appears to be a transport mechanism for the spread of DM to the environment, to analogous systems. The meaning of this is unclear, there is a possibility of influencing other systems or their communication.

The structure that travels with the virus is certainly not a simple hydroxonium structure. It already exists in the cytoplasm itself.

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It must be a structure that reflects the satisfaction of the elements - the water molecules. However, this structure from DM does not necessarily have to be transferred on water - the carrier can be arbitrary.

Conclusion

The virus appears to be a general transport mechanism that has proven successful at the cellular level for the transport of portions of DM. In most cases, this is probably a useful exchange.

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