

Stone Strip: Unity Variable Values

To maintain recursive spatial unity in the Stone Strip, the three variables - tilt (x), twist (y), and rotation (z) - must satisfy:

$$x * y * z = 1$$

This ensures that the Mobius-style loop remains stable and coherent.

Variable meanings:

- x: Tilt amplitude (vertical deformation)
- y: Twist rate (angular twist per unit length)
- z: Rotation range (typically 2π)

Examples of valid combinations ($x * y * z = 1$):

1. $x = 1, y = 1 / (2\pi), z = 2\pi$ $\Rightarrow$ Stable
2. $x = 0.5, y = 1, z = 2$ $\Rightarrow$ Stable
3. $x = 1, y = 1, z = 1$ $\Rightarrow$ Stable

Unstable Example:

$$x = 2, y = 1, z = 2 \quad \Rightarrow \quad x * y * z = 4 \text{ (diverges)}$$

To maintain stability:

- $z = 1 / (x * y)$
- $y = 1 / (x * z)$
- $x = 1 / (y * z)$

Use these relationships to dynamically balance your system.

Python utility function:

```
def solve_for_third(x=None, y=None, z=None):
```

```
    if x is None:
```

```
        return 1 / (y * z)
```

```
    elif y is None:
```

```
        return 1 / (x * z)
```

```
    elif z is None:
```

```
        return 1 / (x * y)
```

```
    else:
```

```
        return x * y * z == 1
```