FREE VARIABLES
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I totally agree about the Theory of Freedom as Everything. There are two
things of interest: symbols and meaning. In any formal approach, symbol
operations can be trivialized (often by finding the "right" data structure).
The data structure is where we are forced to hang meaning. And the only
technique we have is free variables, on which we hang "I don't know". Bound
variables fall into symbol manipulation which make them constants,
configurations of constants reduce (by definition) to an object, and we
either *know* that object, rendering meaning unambiguous, or we don't, in which
case the symbol structure remaining is declared to be Free!

Since recognized object symbols require a simple dereferencing *act* to cross
the Semantic Barrier, we know immediately that recognizable identifiers are
imaginary (jeez, the real thing to which the symbol points is right in front
of our noses). By elimination, since we trust that symbols have some
reality, Free Variables are Real.

Variable-binding actions are those that cross (get it, huh?) the Semantic
Barrier. The crossing is from real to imaginary (symbolic). Once bound, the
symbol is our toy. We invent games and sets of rules. We manipulate and
solve. If the game is to be useful, we look at where we stop, carrying the
meaning of our play into Reality once again.

        A -> B   and   B -> ¬A

is a symbolic illusion, caused by our logic hanging meaning prematurely (on T
and F, rather than the big D).

        (((A) B) ((B)(A)))

makes it clear something is amiss. We can notice a duplicate (A) at level
two, and rewrite

        (A) ((B) ((B)))

which isolates the junk symbols

        ((B)((B))) ==> ((B) B) ==> (( ) B) ==> (( )) ==>

Alternatively, we can notice the junk directly, the symbol B at level two and
(B) at the same level, and in the same context, (A).

Long live Freedom and Ambiguity! Unleash bindings! Give up certainty!

        Bound * Unbound = a small constant