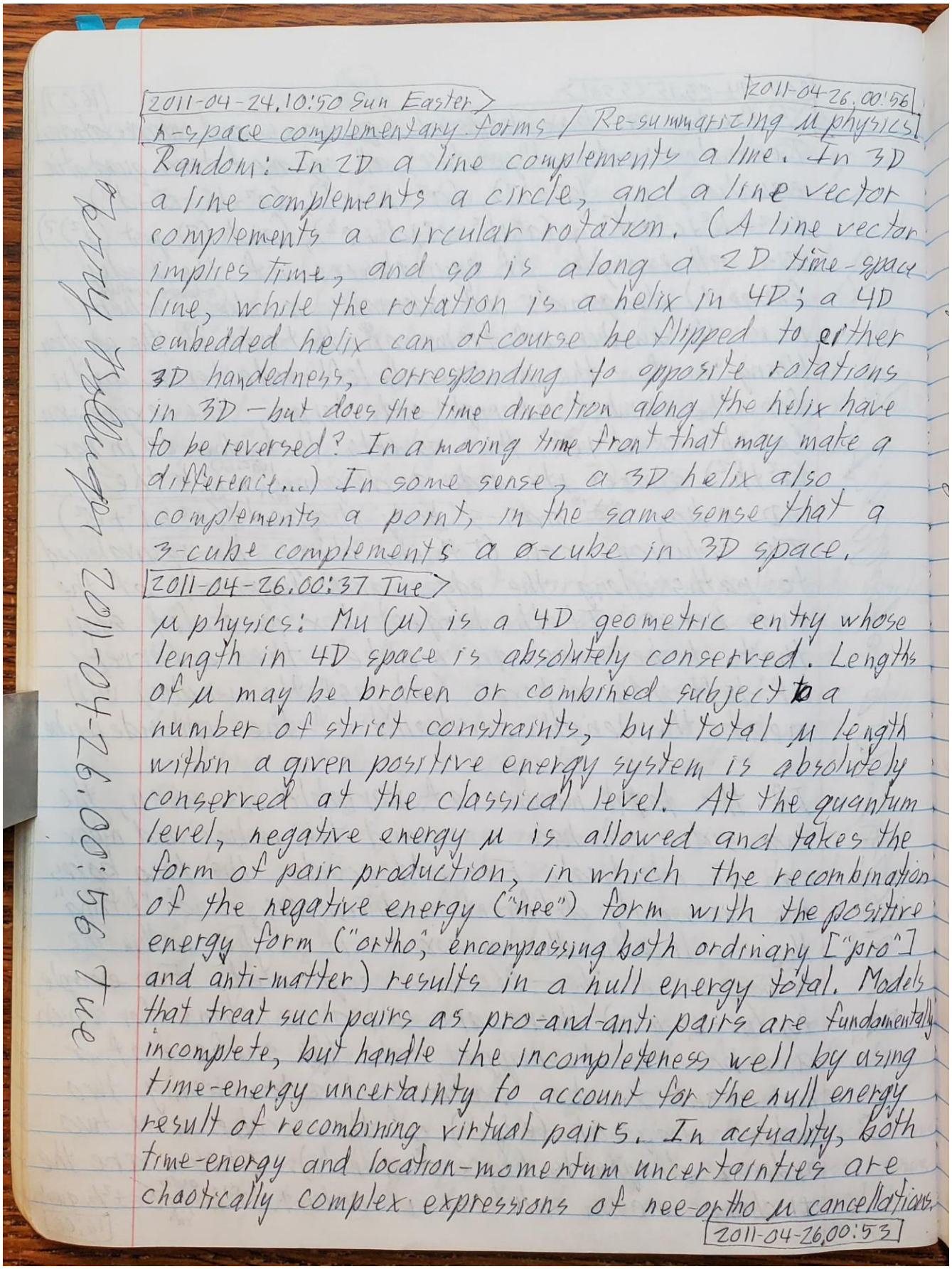

[2011-04-24.10:50 Sun Easter]
[2011-04-26.00:56]
[n-space complementary forms / Re-summarizing μ physics]

Random: In 2D a line complements a line. In 3D a line complements a circle, and a line vector complements a circular rotation. (A line vector implies time, and so is along a 2D time-space line, while the rotation is a helix in 4D; a 4D embedded helix can of course be flipped to either 3D handedness, corresponding to opposite rotations in 3D – but does the time direction along the helix have to be reversed? In a moving time front that may make a difference...) In some sense, a 3D helix also complements a point, in the same sense that a 3-cube complements a 0-cube in 3D space.

[2011-04-26.00:37 Tue]

μ physics: Mu (μ) is a 4D geometric entry whose length in 4D space is absolutely conserved. Lengths of μ may be broken or combined subject to a number of strict constraints, but total μ length within a given positive energy system is absolutely conserved at the classical level. At the quantum level, negative energy μ is allowed and takes the form of pair production, in which the recombination of the negative energy ("nee") form with the positive energy form ("ortho," encompassing both ordinary ["pro"] and anti-matter) results in a null energy total. Models that treat such pairs as pro-and-anti pairs are fundamentally incomplete, but handle the incompleteness well by using time-energy uncertainty to account for the null energy result of recombining virtual pairs. In actuality, both time-energy and location-momentum uncertainties are chaotically complex expressions of nee-ortho μ cancellations.

[2011-04-26.00:53]

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[2011-04-24.10:50 Sun Easter> [2011-04-26.00:56]
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Terry Bollinger 2011-04-26.00:56 Tue