

2011-04-24, 10:50 Sun Easter

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 g_0 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 σ -cube in 3D space.

2011-04-26, 00:37 Tue

μ physics: μ (μ) is a 4D geometric entity 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.

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Terry Bollinger

2011-04-26, 00:56 Tue

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

[n-space complementary forms / Re-summarizing mu in physics]

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