

The universe in absolute time 0

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Abstract

By geometric topology, it found the structure model of universe space in absolute time 0. The fundamental theory is change inconstant into constant. It avoided the space derivation of sense by entirely change time expression into space expression. For a point P on Greenwich, the timeline is the perimeter C_0 of weft W which crossing the point P. Define the weft perimeter is L, when the point P changed in another position F on weft W. The weft W is divided into two length PF and L-PF. By exchange in Equal Effect of effective space, it topology all point of Greenwich, $\sum C_0$ is the expression of absolute time 0 that entirely changed into space expression. General Formulas of $\sum C_0$ is $C_0=C_1+C_2\cdots+C_n$ ($\infty \cong n \cong 2$), when point P is on the pole, n is the minimum number. It is $C_0=C_1+C_2$. When point P is on equator, n is the maximum number. $C_0=C_1+C_2\cdots+C_\infty$. And then it removed space derivation of sense By Boundary Effect. Above is the process of removed derivation of observer. After instituted the absolute space derivation of observed object, it finally get the geometry of (the Universe In Absolute time 0, UIA). It extremely similar with Fluctuations in the (Cosmic Microwave Background, CMB)[1]. It proved the asymmetry of CMB.

Key-word: Scalar space in equal effect; Boundary Effect; the universe in absolute model

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1 Introduction: with the macro and micro physics development, human already found some phenomenon in universe. Is there a unified theory behind phenomenon? In modern science increasingly fine today, is there a simple method to explain the universe? Maybe the ancients already show the revelation.

2 Axioms and hypotheses

Hypotheses 1: there is a point in a constant space.

Question 1: why it is a constant space?

Axiom 1: Inconstant expression in a moment, it is change into constant expression. Such as pause a movie, the screen is stable.

Extension of axiom 1: in an inconstant expression, the constant is unique.

Axiom 2: the change based on a constant, effective space is equal with last effective space that steps by minimum time unite. Such as an object with length A at moment T , it moves on axis X . In minimum time unite t ,

it moved length B on axis X. Total space of the object change moment, it is A+B, but the length of object itself always length A. it is Scalar space in Equal Effect (SEE in short).

$$x(T)=x(T-t)$$

Extension 1 of axiom 2: In the expression of absolute time 0, effective space of other time (except absolute time0) is equal with the effective space of absolute time 0.

$$x(T)=X(T-n), \text{ and } T \geq n \geq 0.$$

And because SEE, so $x(T)=x(0)$

The derivation starts from empty as fig.1. Based on empty it hypothesises there is a point in dimension change. The line represents the distance of the point, so a length (distance) represents a space.



图 1 点位变化(a) 维度变化前; (b)维度变化后
Fig.1 position in change (a) before dimension change; (b) after dimension change

According axiom 2, as fig.2 the line is equivalent to a point on circle C0. And the tangent of the point on circle C0, it represents the direction of

space change. The moment (time) of point O, it is changed into the space change of point P.

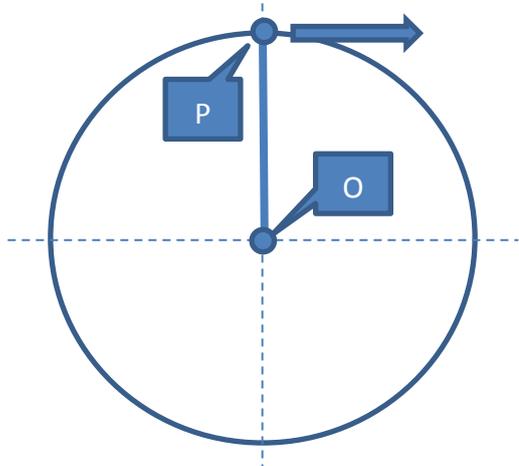


图 2 等量空间示意
Fig.2 equal effect of space

Question 2: why is it a circle to expression equal space, why not other curve?

Answer: only circle meets Scalar space in equal effect. (Passive choose)

Question 3: why it use tangent to express the direction of space change?

Answer 3: Any direction of space change, it can be expressed by tangent and normal. Because the normal is same with the line PO, the change in normal it doesn't show in the dimension projection from point O to point P. It is invalid expression of space change.

Axiom 3: in ideal, after a space divided into n length, the total space is same. Such as a rope with length C0, it divided into n lengths in ideal. The total length of divided ropes always is C0.

$$C_0 = C_1 + C_2 + \dots + C_n \quad (n \text{ is nature number, and } \infty \cong n \cong 2).$$

3 geometry derivation

3.1 relativity time

When point p is endless minimum, it is pole. The space change of warp which point p is on, it is $C_0=C_1+C_2$ ($C_0=C_1+C_2\dots+C_n$, n is nature number, and $n=2$). Because all points on a same warp, they represent in a same time. So relativity time, it is the relative space change between the point on pole ($C_0=C_1+C_2\dots+C_n$, $n=2$) and equator ($C_0=C_1+C_2\dots+C_n$, $n=\infty$). After topologies the spaces change of the equator into the space change of the pole. The PF and L-PF of equator, relatives change on the space expression of pole as fig.3. Based on pole ($C_0=C_1+C_2$), the part in white is space change of C_1 , and the part in red is space change of C_2 .

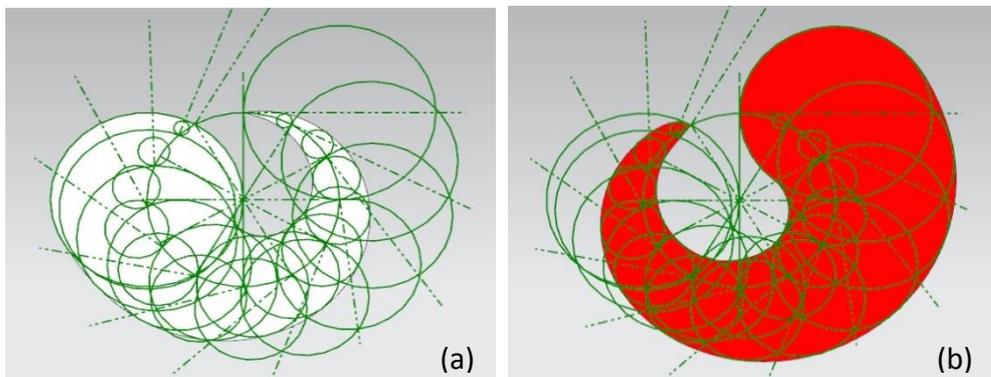


图 3 一个点的空间相对变化 (a) C_1 部分; (b) C_2 部分
Fig.3 a point in relative change (a) part C_1 ; (b) part C_2

As fig.4a by a step of a point change, it explains $C_0=C_1+C_2$ change after equator topology.

1) According SEE, so C_0 and C_1 and C_2 they are circles. According

$x(T)=x(0)$, so they are in a same scalar space between pole position and equator position. Use symbol Sp to represent scalar space, so $Sp2= Spn$ ($\infty \cong n \cong 2$, the number of n it represents the relative position of cross point $S1$ on weft W). Use symbol Cp to represent perimeter, and wherever point $S1$ is, it always meets:

$$Cp0=Cp1+Cp2$$

- 2) It is the change of one same position, and it meet SEE, so the center $O1$ of circle $C1$ is on the circle $C0$.
- 3) It is the change of one same point, and it meet SEE in continuous position, so the cross point $S1$ of circle $C1$ and circle $C0$ is on circle $C2$.
- 4) Because extension 1 of axiom 1, they are in a same direction of space change on two continuous position. So the center $O2$ of circle $C2$ is on the line $O1S1$.

As fig.4b and 4c, when $Cp1=0$, $Cp2= Cp0$. When $Cp1=Cp0$, $Cp2= 0$.

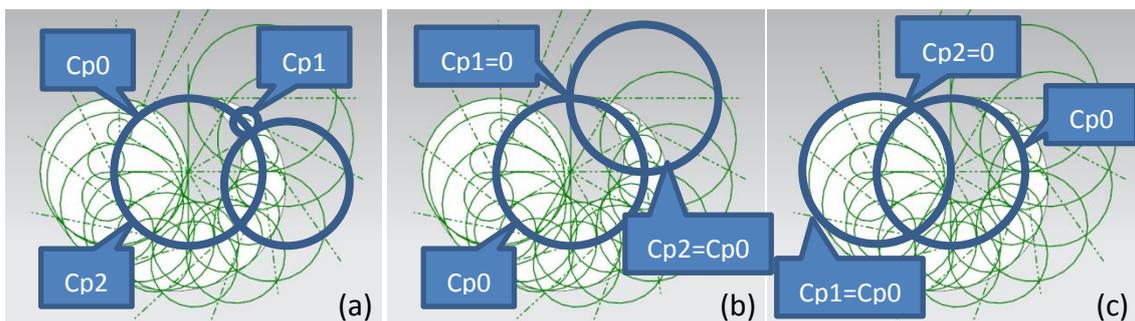


图 4 一个点位的空间相对变化 (a) $\infty > n > 2$ 时, ; (b) $n=2$ 时; (c) $n= \infty$ 时
Fig.4 a point position in relative change (a) $\infty > n > 2$; (b) $n=2$; (c) $n= \infty$

- 5) According extension 1 of axiom 1, the time of point O change is

constant (in a same time), any expression from circle C0 must back on circle C0.

- 6) According extension 1 of axiom 2, because $x(T)=x(0)$, in the space C0 (the length of perimeter of circle C0). It is the position expression when $Cp1=0$, it is SEE with the position expression when $Cp2=0$. Because $C2=C0-C1$, so it define the point on circle C1 when $Cp2=0$ to point $O1n$ ($n=\infty$). Refer the start point position on weft to understand point $O1n$.

The change between circle C1 and circle, it finally makes two points $O11$ and $O1n$ in SEE. Because these two points are in SEE, so the relative time on circle C0 between point $O11$ and point $O1n$, the time is 0. As fig.5 the invalid space on circle C0, is $1-3/4 Cp0$. It is the relative space change of time expression.

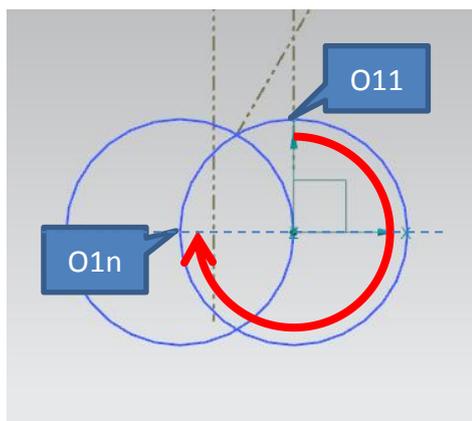


图 5 相对时间表示中的有效空间
Fig.5 effective space in relative time

As time is built by moments, the weft is built by points. The

expression $Cp_0 = cp_1 + cp_2$, it is the relative space change of circle C_0 by circle C_1 and circle C_2 . And it is one point change of equator. Extend the expression $C_0 = C_1 + C_2$, the change of any point on equator, always meet invalid length on $1/4 Cp_0$.

$\infty \cong n$ of $C_0 = C_1 + C_2 \dots + C_n$, it defined the space itself is in endless dimension. Invalid length on $1/4 Cp_0$, it defined the expression of space change (space-time) is 4-dimension. Effect length on $3/4 Cp_0$, it defined the space is 3- dimension in space-time.

3.2 Absolute time

As stars people see, they are light start from distant time. The expression of absolute time 0, must be removed the deviation of sense space itself.

The deviation of sense space itself, it is the invalid space expression in effective space expression. In expression $C_0 = 1 + C_2$, C_1 and C_2 are complement each other. As fig.1 including point O, one more position can represent dimension change. And because $x(T) = x(0)$, so other expression between $x(T)$ and $x(0)$. In expression $C_0 = 1 + C_2$, the C_1 is the middle change between C_0 and C_2 . So part C_1 is invalid space. Remove the relative deviation between from C_1 to C_2 , it will get the expression of

absolute time.

3.2.1 The space form of sense——Boundary Effect

What's space form of sense? The answer is in a game. As the black virtual wireframe in fig.6, it is the scalar space. Each block represents a point, and all block's expression is in the scalar space.



图 6 标量空间示意图

Fig.6 simplified diagram of constant space

As four wireframes in yellow in fig.7, the white diamond block represent sense origin, and these four blocks represent the space form of sense.



图 7 意识空间示意图

Fig.7 simplified diagram of sense space

As fig.8 in scalar space, the space form of sense collapsed with time changing. And the relative space of later dimension expression will step in collapsed space form of sense.



图 8 意识空间坍塌示意图
Fig.8 simplified diagram of sense space collapse

As fig.9 three blocks in yellow wireframe, they are not original blocks. They are supplement from outside of the scalar space (in later dimension). As the position of white diamond in black virtual wireframe, it is the most outside position in original four blocks of sense space form.



图 9 意识原点变化示意图
Fig.9 simplified diagram of sense origin

Extract these four block position, we don't know what exact space form of sense, and even we don't know where the sense origin of sense space is. But only one thing is sure, the sense origin always is the most outside of supplement space. Boundary effect is in the sense space change.

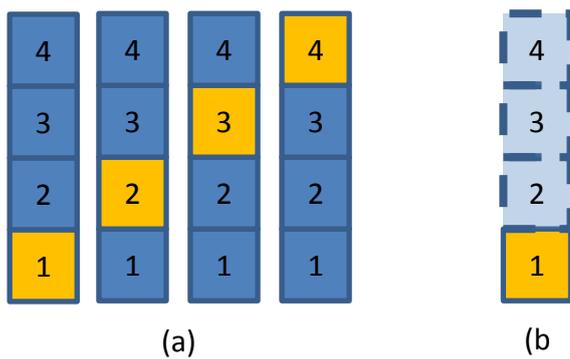


图 10 意识原点变化示意图 (a)在上一梯度空间中; (b)空间补充后
 Fig.10 Position change of sense origin (a) in last ladder space; (b) after space supplement

3.2.2 Relative switch of space deviation

Two opposite moving objects as fig.11. If object A is set as observation point, the movement of object A will be switch onto object B. Based on time, it is the switch of space.

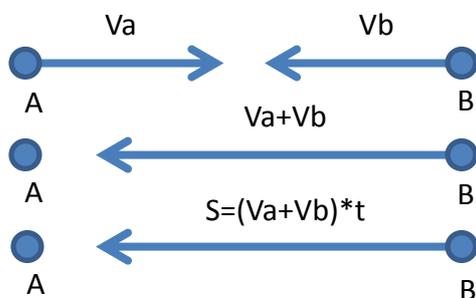


图 11 运动的相互转换
 Fig.11 switch in motion

Fig.12 is the answer how to switch. Because the change of part C2 it is based on part C1, so part C2 will be transfer with part C1.

- 1) Derivation is start from a point to a line, it is not circle. So the real effect space form is linear, it is a radius, not diameter, not perimeter.
 - 2) According Boundary Effect, so the starting point of switch, it is the cross point between circle C0 and circle C1 and circle C2.
 - 3) Part C1 is invalid space, so part C1 will be switched.
 - 4) Per $C0=C1+C2$, so $C2=C0-C1$.
 - 5) Put $C2=C0-C1$ into $C0=C1+C2$, get $C0= C1+(C0-C1)$. So it should be switch $2 * \text{radius of circle C1}$.
 - 6) Because extension 1 of axiom 1, they are in a same direction of space change on two continuous position. So the switch is along line O1S1.
- As fig.12 it transfer circle C1 and circle C2 from point S1 to point S2 (along line O1S1). It get circle C1' and circle C2'. The center of circle C1' it is point O1', and the center of circle C2' it is point O2'.

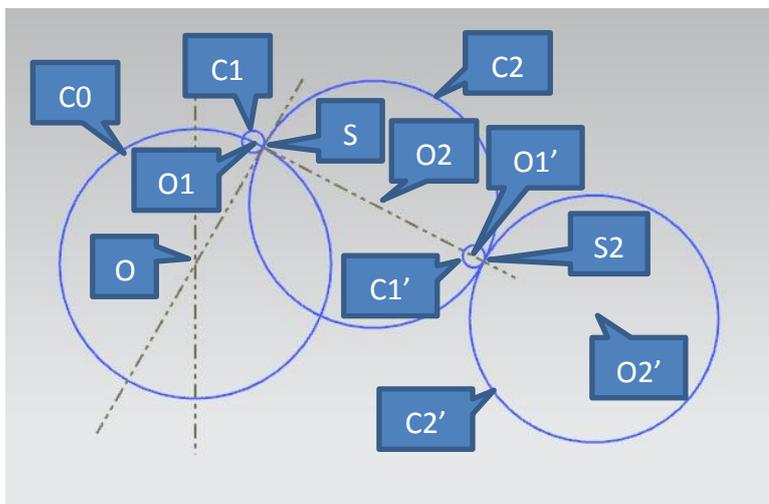


图 12 点位的相对失效空间的转换
Fig.12 switch of point position for invalid

As fig.13 based on $Cp0=Cp1+Cp2$, it gets switched relative effect space, it is the invalid space of point switch. It is $C0= C1+(C0-C1)$

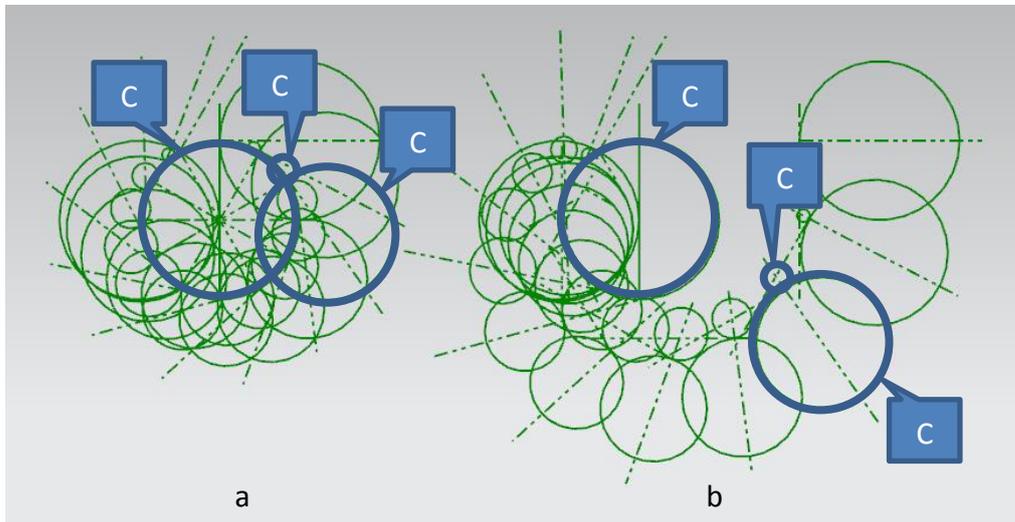


图 13 点的相对失效空间的转换 (a)转换前; (b) 转换后
Fig.13 switch of point for invalid (a) before switch; (b) after switched

And then remove deviation of sense direction itself by reverse 180°

In expression of $C0= C1+(C0-C1)$ as fig.14, the part in white it is relative with part C1, the part in red, it is relative with part C2.

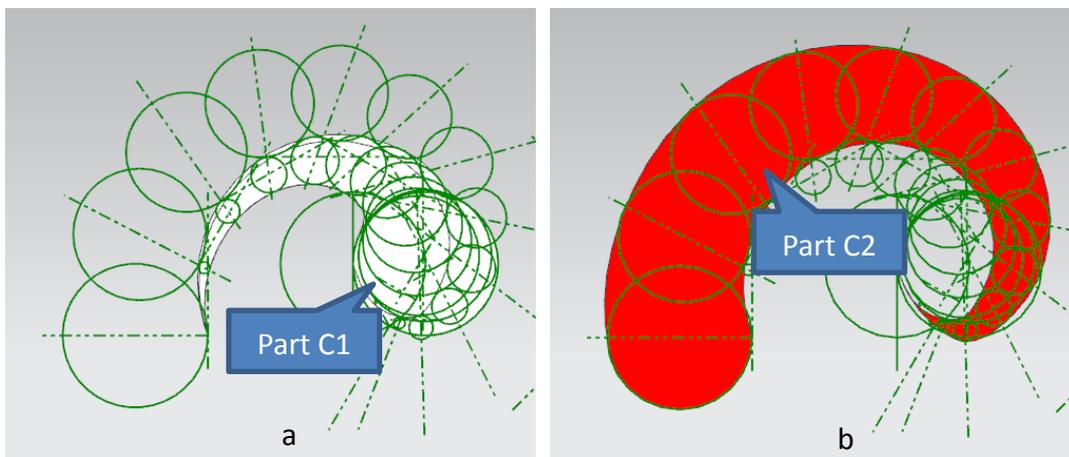


图 14 非失效和有效 (a) 非失效; (b) 有效
Fig.14 Un-invalid and effective (a) no-invalid; (b) effective

After removed sense space deviation, the original radius (r) of circle C2, it is changed into $R=\sqrt{5} * r$. The cross point S_0 between C_0 and C_1 that is topology from equator, it is changed onto point S_0' . Because $x(T)=x(0)$, there is a space distortion between point S_0 and point S_0' .

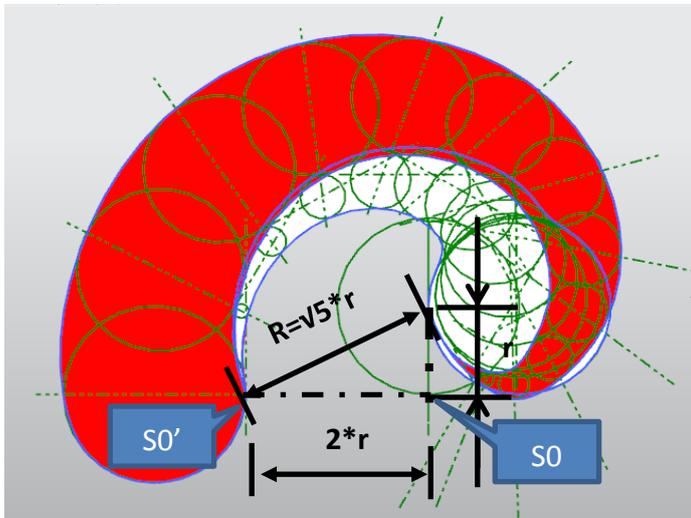


图 15 相对空间扭曲
Fig.15 distortion of relative space

Sum of all effective space, it is the planer form of space-time as fig.16.

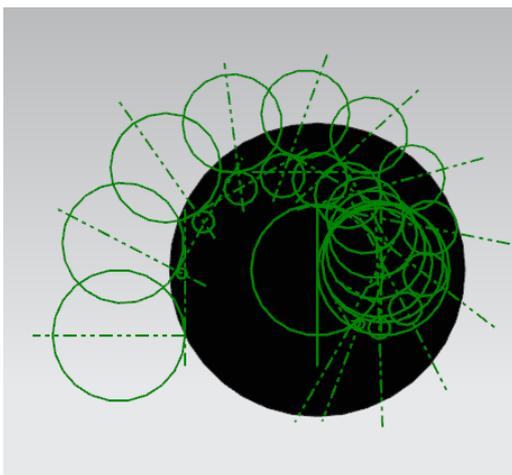


图 16 时空(相对二维表示)
Fig.16 Space-time (in relative 2-D)

As hypotheses 1, derivation start in a constant space, it must be back in space finally. In expression $C_0=C_1+C_2+\dots+C_n$ ($\infty \cong n \cong 2$), from C_1 to C_n each point position it is relative with a dimension ladder. It get space-time expression by the center O of circle C_0 , and then it get the space expression based on space-time expression by next point position P. It get the space expression of next dimension ladder by the space-time expression of last dimension ladder.

Fig.17a and fig.17b and fig.17c, they are representing part C_0 and part C_1 and part C_2 .

Based on space-time, each expression is built, so now it is expressed by geometric area calculation. The first change position is part C_1 , so as fig.17d it is $C_1=C_0-C_2$.

It removed sense space deviation by transfer $2*r$ (radius of circle C_1). So based on $C_1=C_0-C_2$, it subtract $2*C_1$ in both side, and then it get

$$C_1-2*C_1=C_0-C_2-2*C_1$$

Per Relative switch of space deviation, part C_1 and part C_2 are transferred, so plus C_1+C_2 in both side. Finally it gets

$$C_2-C_1=C_0+2*C_1-2*C_1$$

The next ladder dimension is start from part C_0 , so per $C_1=C_1+C_2$ it get

$$0=C_0-C_1-C_2.$$

And the position change of next ladder dimension is start from part C1, plus C1 in both side, it gets $C_1=C_0-C_1-C_2+C_1$

$$\text{It is } C_1=C_0-C_1-(C_2-C_1)$$

$$\text{Finally } C_1=C_0-(C_1+(C_2-C_1))$$

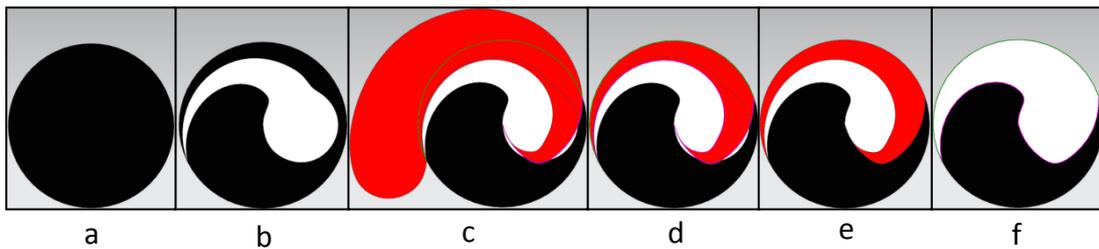


图 17 时空交变过程 (a)上一梯度 C0; (b) 上一梯度 C1; (c)上一梯度 C2; (d) 下一梯度中相对失效 C0-C2; (e)下一梯度中相对非失效 C2-C1; (f)相邻梯度的绝对时间 $0=(C_1+(C_2-C_1))$

Fig.17 Switch progress of space-time (a) part C0 in last ladder dimension; (b) part C1 in last ladder dimension; (c) part C2 in last ladder dimension; (d) relative invalid part in next ladder dimension; (e)Relative no-invalid part in next ladder dimension; (f) absolute time between ladders $0=(C_1+(C_2-C_1))$

When $Sp_0=Sp_1$, it means $C_1=C_0$.

$$\text{And } C_1=C_0-(C_1+(C_2-C_1))$$

$$\text{Finally } (C_1+(C_2-C_1))=0$$

The part in white in fig.17f, it is the expression of $(C_1+(C_2-C_1))=0$. It is the part can be sensed directly. And the part in black in fig.17f, it cannot be sensed directly, but it will be relative sensed in later dimension ladder.

3.3 space-time distortion of observed object

The expression $(C_1+(C_2-C_1))$, it cannot be 0 directly. It will be set only

based on $Sp_0=Sp_1$. $Sp_0=Sp_1$, it means the distortion of space-time in observation.

At first the radius r of circle C_1 is switch into $\sqrt{5}r$ by transfer $2 \cdot C_1$, so it get a $(\sqrt{5}-1)r/2$ distortion on change direction of circle C_1 (in normal of point P on circle C_0). And per $C_2=C_0-C_1$, it get a $(1-(\sqrt{5}-1)/2))r$ distortion on change direction of circle C_2 (in tangent of point P on circle C_0). Including C_0 of next dimension ladder, it get $(1+(1-(\sqrt{5}-1)/2)))r$ distortion on change direction of circle C_2 . After space-time distortion, fig.17f is switched into fig.18b (The Universe In Absolute time 0, UIA in short). Per fig.18, UIA is extremely similar with CMB. And UIA prove the Asymmetry of CMB.

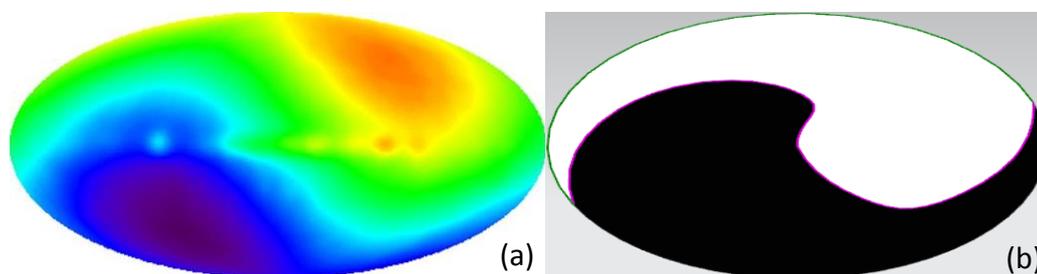


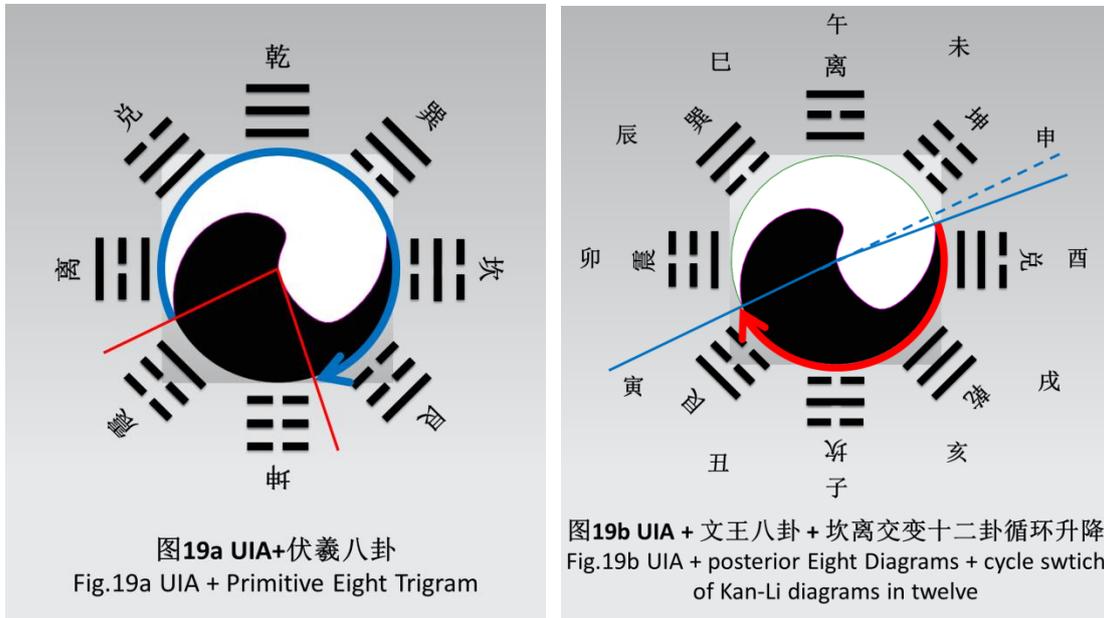
图 18 (a)宇宙微波背景辐射；(b)绝对时间 0 的宇宙
Fig.18 (a) CMB; (b) The universe in absolute time 0

4 UIA in ancient china

In ancient china, people already realized UIA.

- 1) According Primitive Eight-Trigram[2], there is a saying: everything we sensed it is beginning from Zhen-diagram, and it is end in Gen-diagram.

2) According Posterior Eight-Diagrams[3] and Twelve-Earthly Branches[4], there is a saying: the thing behind sense, it is start from Shen-Earthly Branches, and it is end in Mao-Earthly Branches



3) As fig.20, the copper coin in ancient china, it contains UIA.

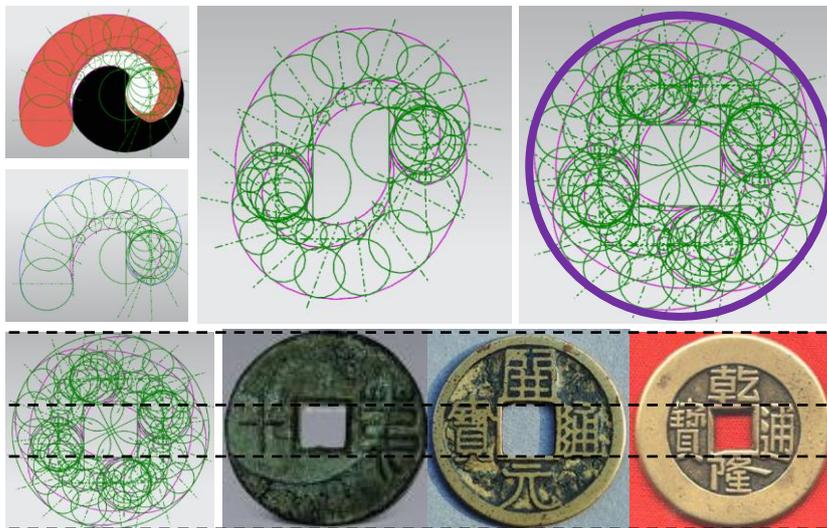


图 20 古代中国铜钱中的 UIA
Fig.20 UIA in copper coins in ancient China

5 Summary and further research

The article is based on 2-dimension visual, it prove a united absolute model of the universe in space-time. Except the 1-dimension that express sense itself. It still remains a 3-dimension visual to research further.

Reference

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