

The Birch and Swinnerton-Dyer conjecture & the Conservation of Super-gravity: On
Stargates and Warp Drives

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Abstract

An addendum to two previously published papers: On the Birch and Swinnerton-Dyer conjecture and ERG Theory, and Planar Yang-Mills 101; respectively. I formulate a law for the conservation of supergravity, called the law of conservation of extreme grav in the Planar Yang-Mills 101 paper. I then construct a stargate or warp drive with the spatial localization problem and the circle of Apollonius. An allusion to bearing off checkers in the game of backgammon is made.

Keywords: Birch and Swinnerton-Dyer conjecture, Conservation of Supergravity, Stargates, Warp Drives, Bellman's lost-in-the-forest problem, Moser's mother worm blanket problem

Time

First, I assume a Charge-Parity-Time Reversal symmetry and an Einstein-Rosen wormhole bridge. From here, I assume a 32-Dimensional Universe. The Law of Conservation of Supergravity is represented as Q^2 or W^2 , which increases toward infinity as global field k is time-like. This has been historically called the axis of the universe where gravity goes toward. Since the Casimir-Polder effect force is merely the Unruh effect, both being ripple effects, I add slope to the supergravity constant. Slope is represented as the momentum of dialing in specific magnetic force lines for dielectric surfing. As the size of 7 of the dimensions go to zero, the Einstein Limit (also known as 'the speed of light') *breaches* the Einstein Frame. I call this 'passing through' time.

Distance

Using Petrov classification as a spatial localization problem, I arrive at Bellman's lost-in-the-forest problem. Bellman's problem asks 'What is the optimal path to take when lost in a forest?' The answer being *the inverse square law*. The field (given as x) can be analogized as the Wulff-Bragg's condition on a crystal lattice. Three index vectors are represented by the triangulation of the cosmic microwave background, a hydrogen atom in a box, and a Dyson sphere (or similar variant). The use of Weyl-Aligned Null Directions (WANDs) will be necessary. Therefore, making the warp factor as vacuum effect. This will cause teleportation and transportation for the field propulsion system.

Speed

To reduce a Swampland concept I use Moser's mother worm blanket problem. Moser's problem asks 'What is the minimum area of a shape that can cover every unit-length curve?' The answer being the *Circle of Apollonius*. The superpotential (given as E) can be analogized as the Sun on an Ellipsis. This leads to an optimization problem, which can be eliminated with an orientable vierbein manifold. I use a Prym variety with everywhere good reduction over $Q(\sqrt{61})$. This will explain telemetry and heliosphere through Hawking energy and Hawking mass.

Conclusion

I find a comparison between the no-boundary proposal and an extended, enlarged, and enfolded backgammon board. Given a Pareto efficiency (and no exotic matter), 20% of the known universe could produce enough energy to power a stargate or warp drive. This is equivalent to $10^{10^{24.4}}$ megaparsecs. This starts with the building of a Dyson sphere.

Conflict of Interest

The author claims no conflict of interest.

References

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