Travel time = Information

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Abstract

Converting the time for light to travel to an object and back into information. The advantage of an infinite universe is that you can place an object at every possible position. You send light to a faraway mirror and the mirror will reflect the light and it will return. The time it takes the light for its travel is information and because the universe is infinite, it's possible to store any amount of information with this method. The more information you want to store, the further away the mirror has to be placed. You could theoretically store all information on earth with a flashlight and a mirror.

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I discovered a way to compress any amount of data to a very small size. That's considered impossible. Y ou can do it but not with an algorithm, so you can't write a program to compress any amount of data to a smaller size. First you need to create a list, table or array where you can access almost every possible binary combination.

It starts with 1 bit.

1 = 0 2 = 1 3 = 00 4 = 01 5 = 10 6 = 11 7 = 000 8 = 001A nd so on...

On this list is the information for this post, every movie and all information on earth. Y ou access the information over its number and most of you probably think that you just have to write down or save the number. The problem is that the information for the number is usually bigger than the binary code you want to access. The filesize of the number to access the movie "2001 - Space Odyssey" is likely bigger than the filesize of the actual movie. Y ou can't really save the number, but how do you get the number to access the data?

The universe is infinite and you can place an object at every possible position. The further the object is from you the longer it takes to reach it. The time or rather the number increases. Let's say you place a mirror at a certain position and now you use a flashlight and turn it on while it's pointing to the mirror. Now you wait until the light reaches the mirror and reflects it back. The time it takes until the light comes back is the number (nanoseconds or even smaller) to access the data in the list.

The bigger the data you want to store, the further away is the position of the mirror. You can store every size of data, but it will take longer until you receive the number. If you want to access it faster, you can use several mirrors who are closer and combine their data. You could store all digital information of the earth with a flashlight and a mirror. Maybe it's the explanation how it's possible that the big bang created matter or information seemingly out of nowhere or help to understand how the universe works.

The method with the list is not the best, because you either have to save the list on a hard drive or calculate it. The better method is just to replace the 0-9 counting system with a 0-1 system. The lowest number is 0 and the highest is 1. While the normal system increases tenfold with each additional number (1,10,100,1000), the binary system only doubles with each additional number (0,00,000,0000), but if you use this system, the time is the actual data, because it looks like "1100100110" rather than "827429". While the 9 turns into 10, the binary system turns from 1(real number is 1) to 00(2) and from 11(6) to 000(7).