

TELEPORTATION & GALACTIC DIMENSION THEORY PROPOSITION

DAVID NJERU KATHURI

ABSTRACT

This publication is about a theory that tries to scientifically prove that under certain conditions, fire is a portal that can be used in teleportation of matter.

The document also tries to give an alternative to General Relativity in the most scientifically precise way that leaves no room for doubt. This is done by giving a testable alternative theory of what the past & future is and its relation to gravity.

Table of Contents

ABSTRACT.....	1
INTRODUCTION	5
PROBLEM.....	5
LITERATURE.....	7
METHOD.....	8
Explanation of Method	9
I. Mathematical Explanation	9
II. Time Explanation.....	10
Reason why Vacuum is a Number	12
Reason why Vacuum is a Number via a Linguistic Perspective	12
Difference between Vacuum and Zero.	13
Breaking Down the Understanding of Negative Numbers as Opposite Numbers.....	13
Opposite also means Reciprocal in Vacuum Calculations.....	14
Further Analysis of the Opposite of Vacuum	15
Mathematical Propositions and Analysis for Specific Calculations	16
a) Another name for Reciprocal is Specific	16
b) Application of Specific Calculations	16
c) Difference between a Specific Number & a Specific Calculation	16
d) Difference between a Non-specific Number & a Non-specific Calculation.....	16
e) Types of Reciprocal Calculation.....	17
f) Types of Multiplicative Inverse	17
g) Advantages of Specific Calculations	17
Application of Vacuum Calculations in Electronic Science	18
TELEPORTATION.....	18
EXTENSIVE APPLICATIONS OF VACUUM	20
Analogy between a Magnet and Vacuum.....	20
The Future and Past are Void.....	20
Vacuum Compass.....	21
Vacuum Related Illustrations	22
a) Difference between Division by Zero And Non-Zero Numbers.....	22
b) Proving Opposite of Zero is Zero	22

c) Proving that a Computer uses Teleportation of Data	23
d) Proving it's Possible to Store (Matter's) Temperature in The Past.....	24
e) Difference between Zero and Non-Zero when Divided by Zero.....	24
Discovery of Speed of Time.....	25
Likely Cause for Existence of Transparent Matter	26
THEOLOGY AND SPEED OF TIME.....	26
f) Proving that Past and Future are Vacuum	26
Discovery of what Gravity really is.....	27
g) Proving that Vacuum is Formed when Matter is Absent	27
h) Proving the Speed of Time via Virtual Particles.....	28
i) Difference between Zero and Zero-Part	32
j) Proving Zero-Part always Equates to Vacuum	32
k) Proving Number of Parts can only be found in the Denominator Location	33
l) Types of Parentheses	35
m) Numerator for Number of Parts	36
n) Division cannot occur without Movement.....	36
GENERAL OUTLOOK OF VACUUM CALCULATIONS	37
Symbol for Vacuum.....	37
Hypothesis.....	37
Writing Time Numbers in Words	38
Calculating Time Numbers	38
Application of Time Numbers	39
Conduit Logic.....	41
Application of Conduit Logic	43
FURTHER ANALYSIS OF VACUUM CALCULATIONS.....	44
a) The Vacuum Formula	44
b) Difference of Coefficient results in Vacuum Calculations.....	45
c) Mathematical Relationship between Vacuum and Real Time.....	45
New Type of Number	46
d) Reason why the Multiplicative Inverse should be Treated with Caution in Traversing Time Calculations.....	47
e) Catalyst of Traversing Time in Mathematics.....	48
f) Reason why the Past is Equal to the Future	50
g) The Coefficient Conjecture	51

h) Reason why it's not Possible to Add or Subtract Vacuum	52
APPLICATION OF TIME NUMBERS IN PHYSICAL SCIENCE	53
The Galactic Dimension Theory	53
Trans-Dimensional Electricity Proposition	54
Application of Trans-Dimensional Electricity	54
A Brainchild Prospectus of Generating Transdimensional Electricity	55
My View on Science in Respect to Transdimensional Electricity	57
HISTORY OF VACUUM CALCULATION AND DIVISION BY ZERO	59
Chronology of the Philosophy of Vacuum Calculation	59
REFERENCES	62

INTRODUCTION

This theory is an application of ‘Time Numbers in Physical Science’. To understand Time Numbers see “[Vacuum Calculations Burden of Proof](http://viXra.org/abs/1708.0330)”. viXra website - <http://viXra.org/abs/1708.0330> or read on.

(You may jump to *Discovery of Speed of Time* (pg. 25) & *The Galactic Dimension Theory* (pg. 53) if you are already conversant with Time Numbers).

PROBLEM

From the time of ancient mathematics philosophers like Mahavira till recently, division by zero has generally been accepted as unsolved as elaborated below via elaborative division i.e. Long division;

Incorrect calculations of Long Division

- i. When a number is divided by zero and the result is assumed to be zero, it would be incorrect because the end result will have a remainder and you can't have a remainder for zero;

$$\begin{array}{r} 0 \\ 0 \overline{) 2} \\ \underline{-0} \\ 2 \end{array}$$

- ii. If decimal points are used, the answer will be zero but there will be a remainder and still you cannot have a remainder for zero;

$$\begin{array}{r} 0.0 \\ 0 \overline{) 2} \\ \underline{-0} \\ 20 \end{array}$$

- iii. If it's divided via cancellation, it will be an incorrect calculation because it's impossible to cancel a number (e.g. zero) by the same number and get the same number as the result;

$$\frac{2}{0}$$

?

- iv. But one may argue: Since dividing zero by zero the result is zero, is the result valid? The answer to this is that, zero divided by zero is also equal to any other number; therefore since it has more than one result, this makes it an incorrect calculation because any calculation with more than one result is an incorrect calculation.

Incorrect application of Calculus:

In Calculus, division by zero is incorrectly assumed or projected to be Infinity (∞). This is because Infinity cannot be mathematically defined unless the quantitative meaning of Division is changed.

LITERATURE

Division by zero problem has existed for over 1,500 years and many mathematicians and philosophers have extensively attempted to solve this calculation but found it a conundrum.

Mathematicians, especially in Greece (the land of ancient philosophers), must have attempted to solve the problem. Due to the fact that division by zero is a very direct calculation requiring a very direct solution, many great ancient thinkers distanced themselves from the calculation. It was easy for them to determine by themselves whether they had solved the problem because of its very direct nature, therefore they found no need of philosophizing or recording what they had not solved, to avoid seeming preposterous. This explains why there are very few ancient text in regard to solving or attempting to solve division by zero.

Because it was difficult to solve this calculation, a method was invented to help explain this problem. This method came to be known as Infinitesimal Calculus. It involves the infinity concept but of numbers so small to be counted/calculated hence can only be imagined to exist.

Its symbol was introduced by John Wallis (1616 - 1703 AD), an English mathematician. He used $1/\infty$ for Infinitesimal.

In my view, Infinitesimals seem similar to $1/0$ but aren't. This is because $1/\infty$ is inversely infinite i.e. even if it approached zero to reach it, zero as a number contains the qualities of not only a positive but a negative number. In other words infinitesimals form what I call an **imaginary dichotomy line** which traverses the positive to the negative side in such a way as to become continuously/infinately destructive to non-zero numbers i.e. every Real number must achieve the "feat" of being like zero which is: being on the positive side and the negative side, of a number line, at the same time (or anonymous). The only problem is that Zero is the "feat", all the other numbers literally break into parts until they become dysfunctional. If they had life they would have died in the hands of the dichotomy line/"sword" but since they don't, they continuously become dysfunctional/uncountable hence the connotation "Inversely Infinite".

Another mathematician who speculated widely about infinite numbers was Gottfried Leibniz (1646 - 1716 AD) a German who is also one of the co-inventers of infinitesimal Calculus.

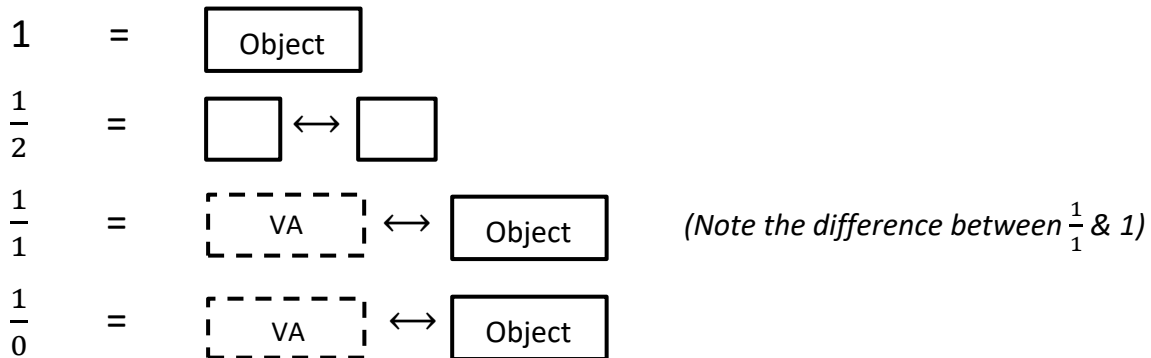
To Leibniz, both infinitesimals (= extremely small) and Infinite (= ∞) quantities were ideal/perfect entities, not the same in nature as appreciable quantities but enjoying the same properties. This idea is treated with restraint by some mathematicians because Infinity cannot be mathematically defined (unless the quantitative meaning of Division is altered) and " ∞ " is not a number because it cannot be quantitatively counted e.g. " $\infty + 1 = ?$ ".

NB $(+) \div (+) \neq (\pm)$; $(-) \div (-) \neq (\pm)$ $\therefore (-) \div (+) \neq (\pm 0)$

METHOD

Division by zero is solved via a law which states: Division cannot occur without Movement. In other words, for any division of a quantity to occur, there must be separation which necessitates movement e.g. 1 (quantity) divided into 2 parts results in two equal parts; the 2 equal parts are as a result of separation which requires movement;

Figure showing Division of an Object



The denominator determines the number of parts of the object.

Thus: $\frac{1}{2}$ determines the 2 parts

$\frac{1}{1}$ determines the 1 part

Hence: $\frac{1}{0}$ determines the 0 (nothing) part.

NB A number is a sign that represents a certain quantity while vacuum is a sign which represents absence of the quantity; for just like there's nothing in a number but a sign, so it is with vacuum. This means vacuum can be a number and a part of nature at the same time.

- *Vacuum is a number but Vacuum-space isn't, because a Space is a measurement of Volume yet Vacuum has no Volume or Measurement. In other words, Vacuum does not occupy space.*

Explanation of Method

There are two explanations:

I. Mathematical Explanation

a) Calculation:

When zero is divided by any number, except zero, you get zero but when any number is divided by zero, you get the absence of the quantity that the number represents.

Elaboration

If you (for instance) divide one cup (quantity) into zero parts, it means it has not been divided at all; but any division requires separation and separation requires movement; therefore, if you divide the cup into zero parts, you have moved it. Since you have moved the cup, it has left a space/void. It's this void that is called Vacuum unless any other quantity e.g. air fills it, but the air quantity was not part of the calculation hence making the answer to be vacuum.

b) Meaning of the word Divide

The word Divide means **Separation**, therefore when you separate any quantity wholly with itself, it's impossible unless it moves;

nb any separation requires movement; when the division/separation of the quantity takes place, you are left with a void unless a quantity e.g. air fills its space/place.

Therefore:

Any time one divides any quantity into zero parts, the result is vacuum,

i.e.

$$\frac{1}{0} = \textit{Vacuum}$$

Applications:

If you give a computer a command to find the chemical formula of some chemicals whose answer must be a number divided by zero, you are instructing the computer to find the chemical formula of creating/forming vacuum.

The same could apply to electronic science calculations. If it could be possible to find the electronic calculation formulae whose answer is vacuum, it would be possible to have vacuum electricity, rays etc.

Conclusion:

Any calculation of science whose result is any number divided by zero is Vacuum.

i.e. $x \div 0 = \textit{Vacuum}$

II. Time Explanation

Imagine you (= matter) are standing, and then time is stopped. If you move, while the time is stopped, you'll leave vacuum for no air or any other matter has filled your space because its time has been stopped. (*nb Speed = Distance/Time* pg. 27)

This illustration proves:

When Real Time is absent, Vacuum is present.

Therefore, *if Real Time is matter, Past Time is Vacuum.*

I.e. Real Time = Matter (NB: Real Time is Present Time)
Past Time = Vacuum

Therefore: Real Time: Past Time:
Matter = Vacuum

Therefore:

Vacuum is matter in past time.

I.e. Past time of matter = vacuum

Thus: past time = vacuum

This proves that:

No matter exists in the past (for it's a void/vacuum).

But past time is calculated as the subtraction of Real Time, therefore past time is the negative (-ve) of Real Time.

e.g. if Real Time = 2am

Past Time = 0 hrs, min, etc - 2.00 am = - 2 am

Therefore:

Any calculation of Real Time (= Present Time) whose result is negative time is vacuum.

I.e. -ve Time = vacuum

Hence: -2 am = 1/0

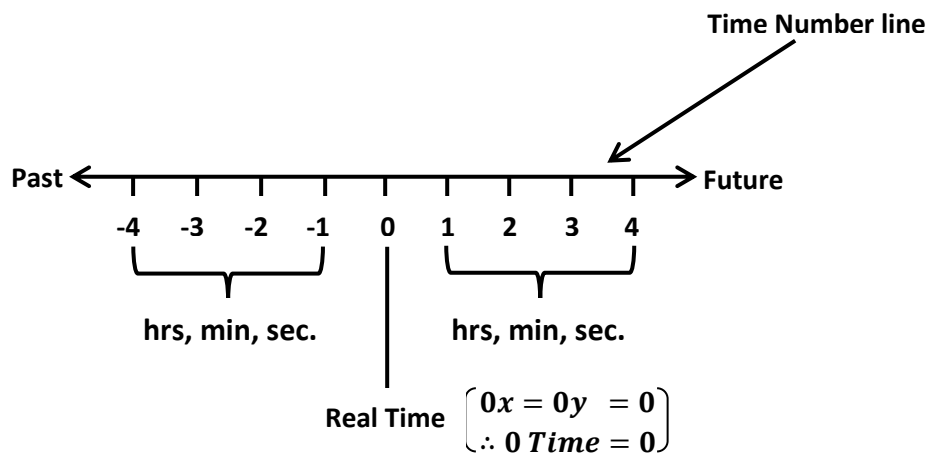
If these calculations are totally true, vacuum must be the opposite of Real Time i.e. opp. of $-2 \text{ am} = 2 \text{ am}$ in Real Time calculations; but opposite also means reciprocal in vacuum Calculations (as explained later).

Therefore: opp. of *Vacuum* = *Real Time*

Hence: **opp. of $1/0 = 0/1 = 0$**

The answer is zero which can be translated as Real Time because: **Any addition of Real Time is defined as the future, while any subtraction of Real (= Present) Time is the past.**

- **Mathematical Illustration of Time:**



Therefore the reciprocal calculation has proven that:

Vacuum is the opposite of Real Time.

i.e. Opp. of *vacuum* = *Real Time*

Hence: opp. of $1/0 = 0$

Thus: **Any reciprocal of a vacuum calculation is Real Time;**

Hence explaining vacuum as: **Any number divided by zero, via the reciprocal method of Real Time.**

Reason why Vacuum is a Number

Vacuum is an abstract object, just like other numbers, because it cannot be touched or felt. In other words it does not exist without space i.e. vacuum space. This is also totally true for Natural numbers which do not exist without space e. g the numeral '1' does not exist without an object that has space & '2' couldn't exist without 'an object + an object' that occupy space. This is because it's the space that enables us identify with natural numbers, without which the numbers wouldn't exist at all. In conclusion it is wise to note: It's space that brought about Natural numbers hence all space including empty (= vacuum) & anonymous (= zero) space must be identified with Natural numbers; otherwise it would have been possible to create/define natural numbers without space, of which it's an impossibility.

Philosophical Quote: Space is the queen mother of Natural numbers; without which no Natural number would exist.

Reason why Vacuum is a Number via a Linguistic Perspective

In linguistics, a word grows/strengthens when it's meaning becomes more concise and common. In other words, it moves from having mundane and difficult meaning to more specific ones. This makes the word be easily understood hence used by more people. Though this is true, it's not always the case unless the word finds general use; for example, the English word one-ness (= unity) can be common because of the general use of the word/number "one".

In our case, the word vacuum has been strengthened from "absence of matter/quantity" to a number that means the same (i.e. the (numeric) resultant of (an) absent quantity). This has diversified its meaning hence strengthened the word though the meaning of the two definitions are similar.

In conclusion, an Academic Point of View, which always relies on what is already known, defines Vacuum as absence of matter/quantity. On the other hand, a Scientific Point of View which always relies on discoveries, views Vacuum not only as absence of matter but as the numeric resultant absence of a countable quantity. It's important to realize, though, that a Scientific View Point becomes Academic once it's found to be true or/and scientifically theoretical - Vacuum as a number, passes this "test" with almost ease via the Division law i.e. unless someone proves the law to be not, vacuum is proven to be a number forthwith and without discourse.

Difference between Vacuum and Zero.

Vacuum is a number that represents "a nothing" that's been defined as void of quantity i.e 0^0 ; while zero is a number that represents "a nothing" that's only a nothing by name rather than by value, hence it's value is not known by name though exists as a quantity by virtue of having a power greater than the absence of quantity i.e. Vacuum, hence anonymous, e.g. $0^1, 0^2$ e.t.c. (nb $0^{-1}, 0^{-2} \dots = 0^0$).

In a practical sense

Suppose I have 5 cups and I subtract them from 5 cups, it means I have 10 cups to start with, but this isn't the case. This is because if I subtracted the 5 cups, I would remain with another 5 cups which would have been an incorrect calculation because:

$$5 - 5 = 0 \text{ or } 5 - (+5) = 0$$

This means one of the 5 cups exist by name, but not by its quantitative value i.e.

$$5c - (+5c) = 0 \text{ but } 5c - (+5) = (5c - 5)$$

This proves **it's possible to compute a quantitative value that exists by name rather than its quantitative value** vis-à-vis the numeral zero.

Breaking Down the Understanding of Negative Numbers as Opposite Numbers

Negative Numbers do not exist quantitatively e.g. '-5' cups do not actually exist; therefore it goes without saying that their value as Opposite Numbers also exists as a name rather than quantitatively.

In a figurative sense, Negative Numbers are alien numbers that only exist by name rather than by their quantitative value or for that matter by their spatial (= space) value like Vacuum does (see pg. 12) – The only way to understand them is to visit their alien world which exists in the non-quantitative & non-space realms.

This is the complexity of Negative Numbers: They exist as the opposite of (positive) quantities hence are non-quantities like Vacuum but at the same time they are non-quantities (= nothing) that can be specifically determined e.g. $-2 \neq -3$ but $2/0 = 3/0$; hence their "nothingness" is not complete because it can be specifically spotted/determined.

This complexity does exist in real life i.e. consider making a law that states that "no (other) law should be made". The complexity with this law is whether the stated law should be considered a law because "no law should be made". This makes the 'law' both a statement and a law at the same time vis-à-vis " $-2 \neq -3$ ".

Opposite also means Reciprocal in Vacuum Calculations ONLY;

Opposite

Reciprocal

$$0 = 0$$

$$0 = \frac{1}{0}$$

$$0$$

$$0 = \text{Vacuum}$$

Therefore: Opposite = 0

Reciprocal of vacuum = 0

Thus : **Opposite = Reciprocal of Vacuum**

Hence: **Opposite of Vacuum is NOT its Negative but its Reciprocal.**

Explanation: The opposite of zero is zero (hence: opposite = zero. This is because **zero equates its own opposite** as a result of its anonymity); but the reciprocal of zero is vacuum. When simplified it yields: Opposite = Reciprocal of Vacuum. This equation proves that the opposite of vacuum is neither its negative nor positive but its reciprocal.

Further Analysis of the Opposite of Vacuum

One may argue, the Opposite of Vacuum is not Zero because the Opposite of Zero is Zero. To put this into context, we will use the numeral One instead of Zero and repeat the same equation,

<u>Opposite</u>	<u>Reciprocal</u>
$1 = -1$	$1 = 1$

But: $1, -1 = 0$ in Real Time calculations (see pg. 45)

Therefore:

<u>Opposite</u>	<u>Reciprocal</u>
$1 = -1 \Rightarrow 0 = 0$	$1 = 1 \Rightarrow 0 = 0$

Hence:

<u>Opposite</u>	<u>Reciprocal</u>	Nb Reciprocal of '0 = 0' if its actual quantities or quantity is known which in this case is '1')
$0 = 0$ 0	$0 = 0$ 0	

Simplified, it yields: Opposite of Zero = Reciprocal of Zero

Hence Opposite of Zero = Vacuum

NB Opposite of Zero is Zero because of its anonymity which in turn leads to the birth of negative and positive numbers i.e. Opp. of $1 = -1$.

On the other hand since the Opposite of Zero is Vacuum in the context of anonymity rather than a specific quantity, then the Opposite of Vacuum is Zero.

In conclusion, we can scientifically and logically state that the Opposite of something is nothing; but the Opposite of a nameless thing is either nothing or its named/actual quantity i.e. Opposite of a negative is its positive quantity and vice versa.

Mathematical Propositions and Analysis for Specific Calculations

a) Another name for Reciprocal is Specific

As explained above, the Reciprocal of ' $0 = 0$ ' if its actual quantities or quantity is known which in the above case was '1'.

In other words, if ' 0 ' is a specific Real Time Number then its Reciprocal is 0 but when it is not, its reciprocal is $1/0$.

This shows that when the representation of Zero is specific, the reciprocal of ' $0 = 0$ ' but when non-specific, the reciprocal of ' $0 = 1/0$ '.

This proves/shows that another name for Reciprocal is Specific e.g. Reciprocal of ' $2 = 1/2$ ' hence the Specific calculation for ' $2 = 1/2$ ' i.e. Specific calculation for ' $2 = 2$ Parts' (see pg. 32 & 33) and so on.

b) Application of Specific Calculations

Suppose we are trying to accurately divide a fraction like ' $5/7$ ' – This is impossible because the end result is a recurring number i.e. $5/7 = 0.7142\dots$

But the Specific calculation for ' $5/7$ ' is ' $7/5$ ' or ' 1.4 '

We can therefore determine/calculate the exact numeric value for the recurring number by being specific i.e.

The specific calculation for $5/7 = 1.4$

Hence the Specific calculation for $1.4 = 1/1.4 = 1.4$ parts

Therefore $0.7142\dots = 1.4$ parts

c) Difference between a Specific Number & a Specific Calculation

- A specific number refers to the actual number e.g. the Specific number for ' 2 ' is ' 2 '.
- A specific calculation refers to the reciprocal calculation e.g. the Specific calculation for ' 2 ' is ' 2 parts' or ' $1/2$ ' i.e. 2_p .

d) Difference between a Non-specific Number & a Non-specific Calculation

- A Non-specific number refers to a recurring number e.g. $0.7142\dots$
- A Non-specific calculation is a reciprocal calculation where either of its possible reciprocal calculations leads to a recurring number e.g. $6/7 = 0.857\dots$ & $7/6 = 1.166\dots$

e) Types of Reciprocal Calculation

In this regard, I propose that a reciprocal calculation is divided into two categories:

Specific & Non-specific calculations

As earlier explained, Specific calculation refers to the reciprocal calculations e.g. the Specific calculation for '2' is '2_p' (where 2_p = 2 parts).

On the other hand, Non-specific calculations are reciprocal calculations where either of its possible reciprocal calculations leads to recurring numbers e.g. 6/7 = 0.857... & 7/6 = 1.166...

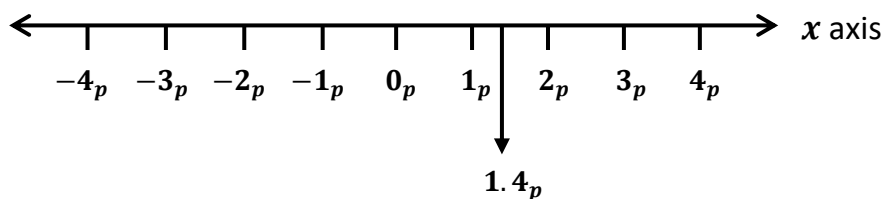
f) Types of Multiplicative Inverse

Since a reciprocal calculation can also be understood (= calculated) as a multiplicative inverse, it goes without saying it can as well be divided into: Specific & Non-specific calculations.

g) Advantages of Specific Calculations

The advantage of Specific calculations is they ensure that the exact value of a number is not lost e.g. '0.7142...' is an approximation for the exact value 1.4 parts or 1.4_p. (Nb. *x parts* = *x_p*)

The other advantage of Specific calculations is in Geometry where instead of having an approximate value which would alter the end result, we could use Specific calculations for the *x* & *y* axis i.e.



Note

- 0_p = 0 part = Vacuum (see pg. 32)
- 0_p falls under Non-specific calculations.

Application of Vacuum Calculations in Electronic Science

If Vacuum calculations could apply in Electronic Science calculations and if electronic formulae of calculating vacuum can be found, it would be possible to travel electronically i.e. Teleportation.

TELEPORTATION

Illustration

Real Time never stops, therefore if you can manage to stop the time of an object, then its time is negative, for the Real Time has moved on as described earlier (in pg. 10). Previous calculations (pg. 10) also show that any negative time is vacuum; therefore all one has to do is to give a computer a command to stop the time of an object, which the computer will translate as turning the object into vacuum via vacuum calculation whose result must be a number or numbers divided by zero.

To transport the object, the computer must be given a command to return the object into Real Time, which the computer will translate as calculating the reciprocal of the vacuum (i.e. past time); but to do so in a different computer or a computer signal in a different place/location which could be thousands of kilometers away or maybe on the moon or Pluto as well.

Nb Since Teleportation can be explained mathematically (as above) and because computers 'understand' the mathematical language, it's possible to make scientific computer simulations which could show/prove how it would work practically (as pg. 23, 54 & 55).

Assumptions

It would be easy to transport metals via Teleportation than any other matter because they can conduct electricity - just like a magnet transports/attracts metals to themselves because they conduct electricity; therefore transporting humans may only be possible via combining electro-transportation, chemo-transportation which includes finding vacuum chemical formulae and bio- transportation which could prove to be as complex as rocket science.

Advantages

Vacuum electro rays could travel very far, even beyond our galaxy. We could use Teleportation to transport cameras and see what lies beyond our galaxy.

Vacuum radio rays could replace phones if humans have electro DNA which could act as telephone numbers. Brain electro signals (both +ve &-ve) could act as positive atoms, while vacuum electro signals (both +ve &-ve) could act as negative atoms. Telecommunication companies will save human electro DNA's as the phone numbers. Sound and image will be connected to parts of the brain that deal with them via electronic signals of the brain. It will be possible to take pictures with eyes via new hand held devices that can scan for electro

DNA and connect with brain electro signals that are connected with the eyes then save images on the device. This means cameras could be used by the blind, sound receivers by the deaf and so on.

AIDS and cancer cells could be cured via intelligently using vacuum rays, if they are not harmful to humans' body cells.

Disadvantages

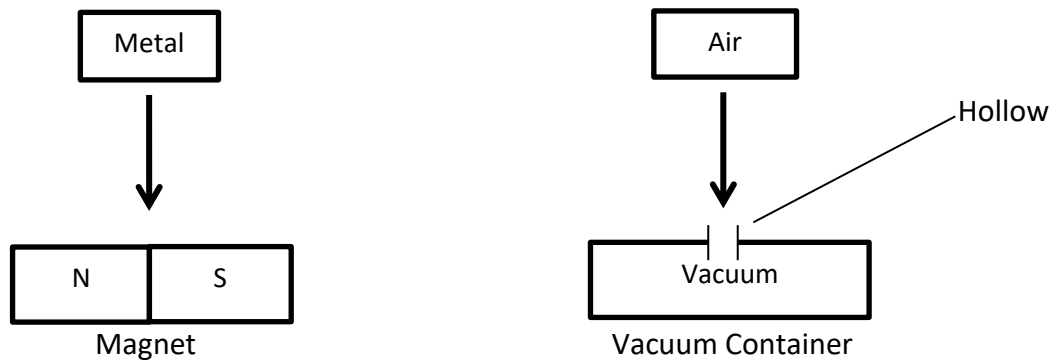
Vacuum rays could be used as weapons e.g. change behaviors of human body electrons in a fatal way.

Hacking of military computers using vacuum electronic signals could activate even nuclear bombs if ways are not found to block them.

EXTENSIVE APPLICATIONS OF VACUUM

Analogy between a Magnet and Vacuum

Illustration:



The metal is attracted by the magnet the same way air is attracted by vacuum in container; therefore both metal and air fill their vacuum space/field.

This proves: **The magnetic field is actually a vacuum electronic field (= electro-vacuum field).**

- The Electro-vacuum field can be tested by passing electrons/electricity through a wire. It can be proven that the electrons leave **empty spaces** as they move because of the magnetic field that's generated anytime there is movement of electrons.

The Future and Past are Void (=Vacuum)

Explanation:

a) **Future:**

If time is slowed and yours isn't, your time will be faster than other people's time; therefore your time will be in the future of other people's/matter's time.

If you move, you'll leave vacuum because it will take a longer time for air or any other matter to fill your space because its time has been slowed; hence the future is void.

b) **Past:**

If time is stopped and yours isn't, the time of every matter, will be in the past because their time has been stopped.

If you move, you'll leave vacuum because no air or any other matter will fill your space because its time has been stopped; hence the past is void also.

Vacuum Compass

A magnet is used in navigation, therefore vacuum can be used as well because of their similarity as described earlier.

Outer-Space Compass

Air (or any other matter) always points (or goes) to the future; since the future is vacuum (= void) as described earlier, it's possible to make a compass that always points to the future.

Apparatus:

All one requires is a circular/spherical transparent vacuum container with visible (or colored) air partially in it – Air is preferred over other matter because it's light and can suspend itself.

How it works:

When the air is saturated in the vacuum compass, it means the present is connecting (or 'mixing') with the future at that time i.e. in transition from the present to the future.

When the air collects itself on one side of the vacuum compass, it means you are in the past (= vacuum), the present and the future is in the direction that's being pointed by the air; in other words, you are in outer-space which is vacuum.

This also means, when you travel towards a direction so that the air is saturated, you are back in the present as it transit to the future.

Application:

Space Travel

Since the future and the past are vacuum and the present isn't, it means humans only survive in the present and where there is air.

Since the outer-space vacuum compass always points to the future and because before you reach the future you must pass through the present, it means following the direction of the outer-space compass might lead man to a place where humans can survive even if it's not necessarily a solid planet i.e. could be a rare-air/gas or alien material planet with a special atmospheric layer that prevents air from escaping and so on.

Vacuum Related Illustrations

a) Difference between Division by Zero And Non-Zero Numbers

The difference is shown via division of an object.

i.e.

$$\begin{aligned} 1 &= \boxed{\text{Object}} \\ \frac{1}{3} &= \boxed{\phantom{\text{Object}}} \boxed{\phantom{\text{Object}}} \boxed{\phantom{\text{Object}}} \\ \frac{1}{2} &= \boxed{\phantom{\text{Object}}} \boxed{\phantom{\text{Object}}} \\ \frac{1}{1} &= \boxed{\text{VA}} \boxed{\text{Object}} \\ \frac{1}{0} &= \boxed{\text{VA}} \end{aligned}$$

The denominator determines the number of parts of the object.

Thus: $\frac{1}{3}$ determines the 3 parts

$\frac{1}{2}$ determines the 2 parts

$\frac{1}{1}$ determines the 1 part

Hence: $\frac{1}{0}$ determines the 0 (nothing) part.

b) Proving Opposite of Zero is Zero (Refer pg. 14)

The easier method is done via sequence method of calculation:

i.e. $(3) - 6 = (-3)$

$$(2) - 4 = (-2)$$

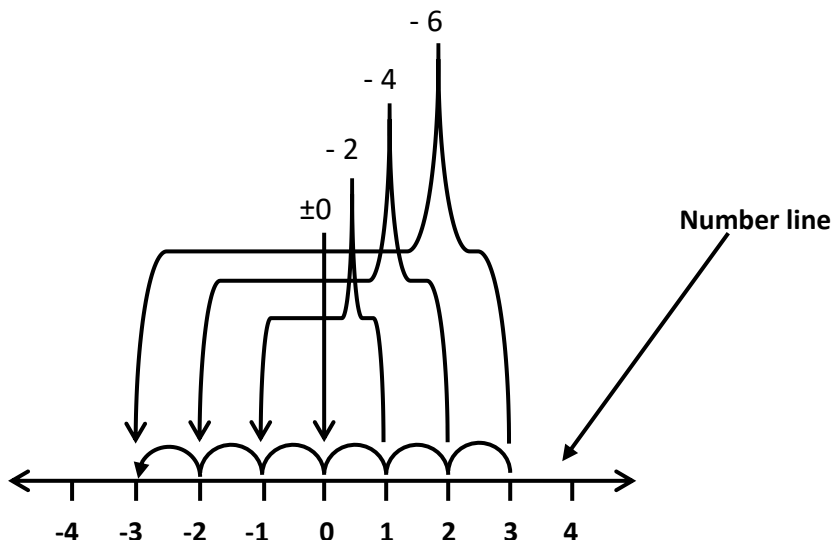
$$(1) - 2 = (-1)$$

Hence: $(0) - 0 = (0)$

Explanation:

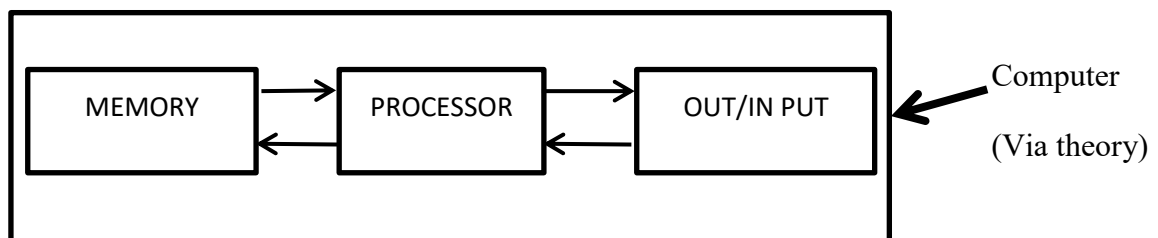
If the opposite of 3 is -3 (as above), 2 is -2 and so on, then the opposite of zero is zero.

Illustration of the Sequence of Opposite Numbers



c) Proving that a Computer uses Teleportation of Data

This is shown via storage and retrieval of data in a computer:



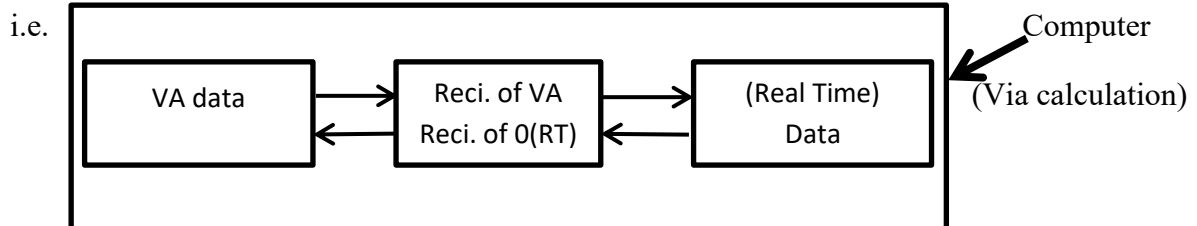
Since the memory of a computer is magnetic, it is electro-vacuum as I explained (in pg. 20), thus data stored magnetically is vacuum data.

Therefore:

Memory = Vacuum data

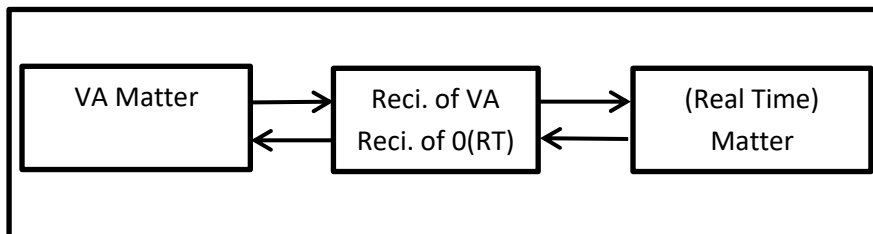
Processor = Calculating the reciprocal of electro VA (= Real Time) and vice versa(= electro VA)

Out/Input = Inputting / Retrieving data in Present Time (Real Time (= 0))



Since a magnet can partially electro-transport matter e.g. metal, the same pattern of the computer can be used for total matter transportation as I explained in Teleportation (pg. 18);

MATTER TELEPORTER



d) Proving it's Possible to Store (Matter's) Temperature in The Past

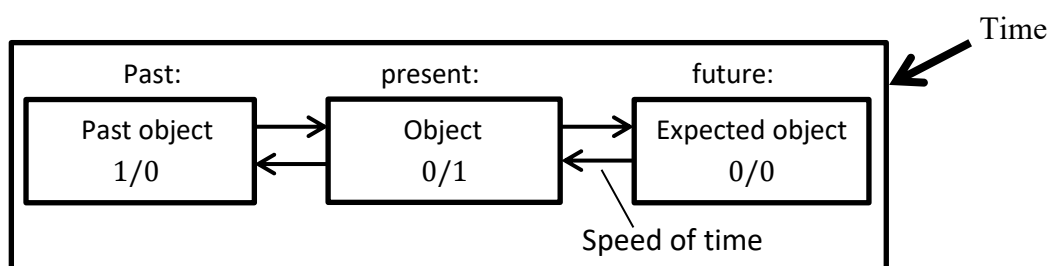
This is shown via the way a vacuum flask works:

A vacuum flask keeps its contents hot or cold by keeping (or preserving) the heat temperature in the past for it's surrounded by vacuum/past hence the temperature can't conduct/reach/travel to the present.

NB Factors that hinder realisation of a perfect vacuum-flask typically include: Conduction by the vacuum-flask coke, Convection by particles inside vacuum space, Evaporation due to a defective cork and Radiation via electromagnetic activity/teleportation.

e) Difference between Zero and Non-Zero when Divided by Zero

The difference is shown via the illustration below;



Explanation:

The expected object (above) is expected to become a present object and a past object later on; but the expected object is not an object yet, though will be so later, therefore its calculation is zero object vacuum: 0/0; while past object had already become an object (i.e. a present object in the past), hence its calculation is one object vacuum: 1/0. Both the past and future are vacuum as explained (in pg. 20 & 26). NB An object in Real (present) Time is calculated as zero (0/1 = 0) where any addition is its future time while any subtraction its past time.

Discovery of Speed of Time

THE SPEED OF TIME

As shown in the immediate diagram above, any object passes through 3 stages all the time i.e. the future becoming the present, the present becoming the past and somehow though the same object is in the past, it appears in the present and the future because it will be there even tomorrow if it's not moved. This means the object passes through the three stages at an extremely high speed though we do not notice it because of its speed.

It is this speed that I refer to as: **The Speed of Time.**

In other words any object becomes vacuum (future) then matter (present) and vacuum (past) all the time at an incredible high speed that we do not notice it. This means **any matter (including humans) turn into vacuum then matter and vacuum at an extremely high speed that we do not notice it.**

Nb This discovery is important in Teleportation of matter which I explained earlier (in pg. 18, 23 & 55).

How to Test/Find the Speed of Time

This speed can be tested/found via understanding how animation pictures (cartoons) are produced for cartoons are still (motion less) pictures that are interchanged at a high speed that we can't notice. This also must be done by understanding that computers which enable cartoon production are themselves affected by Speed of Time thus a lot of intelligence and creativity must be involved.

The Better Method of Finding/Calculating the Speed of Time

THE SOUND METHOD

Since sound can't pass through vacuum yet it can pass through matter, it's possible to test for the Speed of Time. All one has to do is to pass sound through a solid (matter) on one side and listen/capture/record the sound on the other side of it; if the captured sound is analyzed intelligently and creatively there should be breaks (spaces) of sound in the captured sound due to the changing state of the solid from vacuum to matter to vacuum.

The speed of these breaks can be used to calculate the Speed of Time. In this way, the Speed of Time can be found. It's also wise to note that the breaks are extremely fast hence all methods known to man of measuring sound must be utilized and/or combined.

Likely Cause for Existence of Transparent Matter like glass, water, diamond etc.

Transparent matter could be made up of opaque matter but with a very spacey molecular structure than ordinary opaque matter that it's not seen when it's changing form from matter to vacuum; for when small, thin or spacey pieces of opaque matter are rotated or change their position in motion and at high speeds, they're not easily seen due to the speed e.g. a fan.

This could also mean that transparent matter could have very strong molecular bonds that's not affected or disoriented by the speed of changing into the three states though they have a spacey molecular structure.

THEOLOGY AND SPEED OF TIME

The conceptualization of the scientific and philosophical theory that all matter including livings things turn into Vacuum (0/0), Matter (0/1) then Vacuum (1/0) all the time at an extremely high speed, is very important to Theological scientists. This is because, human beings turning into vacuum but, yet still, remaining alive, arouses the attention and curiosity of all theologians i.e. it brings out the prospect and probability that human beings remain alive even after death because it's impossible to kill Vacuum vis-à-vis the life in it.

f) Proving that Past and Future are Vacuum

i. Past:

When an object is moved from point A to B, point A becomes the past of point B because the object was (= past) in Point A and now (= present) is in point B; but point A is vacuum unless air or any other matter fills its space. This is because when the object moved from point A, an empty space (= vacuum) was formed (unless air or other matter fills this space).

(nb Speed = Distance/Time pg. 27)

ii. Future:

When one expects an object to move from point A to B, the object doesn't move to point B because it's just an expectation of the future; but if for some reason it moves to point B, the distance between point A to B becomes empty space (= vacuum) unless air or any other matter fills the space. Since any expectation of a latter time is the future, the distance between point A and B is the future at the time the movement of the object was taking place.

(nb Speed = Distance/Time pg. 27)

Discovery of what Gravity really is

GRAVITY IS THE VACUUM STATE OF MATTER

Explanation:

Every matter turns into three states as earlier explained (in pg. 25) and the earth or any other matter is no exception.

The gravitational pull on earth, for instance, is caused by the fact that its vacuum state is very big and huge just like its matter state; and since vacuum attracts matter e.g. liquids or air as earlier explained (in pg. 20), its big and huge vacuum state enables it to be such a powerful pulling force of any matter on earth.

g) Proving that Vacuum is Formed when Matter is Absent

Vacuum means absence of matter; In other words, vacuum equates to absence of matter,

i.e. Vacuum = Absence of matter.

This means when matter is absent either by movement or any other means, vacuum is present; therefore if one moves an object, it would mean the object is absent from its previous location; this equates to vacuum unless any other matter e.g. air fills the vacuum space.

- **Proving via Speed:**

Any Movement requires Speed,

i.e. Speed = Distance over Time taken

or S = D/T

In this case the 'T' = Real Time (where any addition is its future & subtraction its past);

i.e. T = Real Time

hence T = 0

Therefore S = D/0

Since any number/value divided by '0' equates to Vacuum in any mathematical setting, then:

Speed = Vacuum.

This proves: **Any Movement/Speed in Real Time equates to Vacuum.**

h) Proving the Speed of Time via Virtual Particles

As explained in the article below, scientific tests have been carried out and confirmed that matter can actually annihilate (= reduce to nothing) and generate itself again (but in a sub-atomic state).

Current Research on Speed of Time

Our reference is Wikipedia (http://en.wikipedia.org/wiki/vacuum_energy) (year 2016)

(Content license: Creative Commons Attribution-Share Alike 3.0)

VACUUM ENERGY

Vacuum energy is an underlying background energy that exists in space throughout the entire Universe. One contribution to the vacuum energy may be from virtual particles which are thought to be particle pairs that blink into existence and then annihilate in a timespan too short to observe. They are expected to do this everywhere, throughout the Universe. Their behavior is codified in Heisenberg's energy–time uncertainty principle. Still, the exact effect of such fleeting bits of energy is difficult to quantify.

The effects of vacuum energy can be experimentally observed in various phenomena such as spontaneous emission, the Casimir effect and the Lamb shift, and are thought to influence the behavior of the Universe on cosmological scales. Using the upper limit of the cosmological constant, the vacuum energy of free space has been estimated to be 10^{-9} joules (10^{-2} ergs) per cubic meter. However, in both quantum electrodynamics (QED) and stochastic electrodynamics (SED), consistency with the principle of Lorentz covariance and with the magnitude of the Planck constant requires it to have a much larger value of 10^{113} joules per cubic meter. This huge discrepancy is known as the vacuum catastrophe.

Origin

Quantum field theory states that all fundamental fields, such as the electromagnetic field, must be quantized at each and every point in space. A field in physics may be envisioned as if space were filled with interconnected vibrating balls and springs, and the strength of the field were like the displacement of a ball from its rest position. The theory requires “vibrations” in, or more accurately changes in the strength of, such a field to propagate as per the appropriate wave equation for the particular field in question. The second quantization of quantum field theory requires that each such ball-spring combination be quantized, that is, that the strength of the field be quantized at each point in space. Canonically, if the field at each point in space is a simple harmonic oscillator, its quantization places a quantum harmonic oscillator at each point. Excitations of the field correspond to the elementary particles of particle physics. Thus, according to the theory, even the vacuum has a vastly complex structure and all calculations of quantum field theory must be made in relation to this model of the vacuum.

The theory considers vacuum to implicitly have the same properties as a particle, such as spin or polarization in the case of light, energy, and so on. According to the theory, most of these properties cancel out on average leaving the vacuum empty in the literal sense of the word. One important exception, however, is the vacuum energy or the vacuum expectation value of the energy. The quantization of a simple harmonic oscillator requires the lowest possible energy, or zero-point energy of such an oscillator to be:

$$E = \frac{1}{2} h\nu.$$

Summing over all possible oscillators at all points in space gives an infinite quantity. To remove this infinity, one may argue that only differences in energy are physically measurable, much as the concept of potential energy has been treated in classical mechanics for centuries. This argument is the underpinning of the theory of renormalization. In all practical calculations, this is how the infinity is handled.

Vacuum energy can also be thought of in terms of virtual particles (also known as vacuum fluctuations) which are created and destroyed out of the vacuum. These particles are always created out of the vacuum in particle-antiparticle pairs, which in most cases shortly annihilate each other and disappear. However, these particles and antiparticles may interact with others before disappearing, a process which can be mapped using Feynman diagrams. Note that this method of computing vacuum energy is mathematically equivalent to having a quantum harmonic oscillator at each point and, therefore, suffers the same renormalization problems.

Additional contributions to the vacuum energy come from spontaneous symmetry breaking in quantum field theory.

Implications

Vacuum energy has a number of consequences. In 1948, Dutch physicists Hendrik B. G. Casimir and Dirk Polder predicted the existence of a tiny attractive force between closely placed metal plates due to resonances in the vacuum energy in the space between them. This is now known as the Casimir effect and has since been extensively experimentally verified. It is therefore believed that the vacuum energy is “real” in the same sense that more familiar conceptual objects such as electrons, magnetic fields, etc., are real. However, alternate explanations for the Casimir effect have since been proposed.

Other predictions are harder to verify. Vacuum fluctuations are always created as particle–antiparticle pairs. The creation of these virtual particles near the event horizon of a black hole has been hypothesized by physicist Stephen Hawking to be a mechanism for the eventual “evaporation” of black holes. The net energy of the Universe remains zero so long as the particle pairs annihilate each other within Planck time. If one of the pair is pulled into the black hole before this, then the other particle becomes “real” and energy/mass is essentially radiated into space from the black hole. This loss is cumulative and could result in the black hole’s disappearance over time. The time required is dependent on the mass of the black hole (the equations indicate that the smaller the black hole, the more rapidly it evaporates) but could be on the order of 10^{100} years for large solar-mass black holes.

The vacuum energy also has important consequences for physical cosmology. General relativity predicts that energy is equivalent to mass, and therefore, if the vacuum energy is “really there”, it should exert a gravitational force. Essentially, a non-zero vacuum energy is expected to contribute to the cosmological constant, which affects the expansion of the universe. In the special case of vacuum energy, general relativity stipulates that the gravitational field is proportional to $\rho+3p$ (where ρ is the mass-energy density, and p is the pressure). Quantum theory of the vacuum further stipulates that the pressure of the zero-state vacuum energy is always negative and equal in magnitude to ρ . Thus, the total is $\rho+3p = \rho - 3\rho = -2\rho$, a negative value. If indeed the vacuum ground state has non-zero energy, the calculation implies a repulsive gravitational field, giving rise to acceleration of the expansion of the universe. However, the vacuum energy is mathematically infinite without renormalization, which is based on the assumption that we can only measure energy in a relative sense, which is not true if we can observe it indirectly via the cosmological constant.

The existence of vacuum energy is also sometimes used as theoretical justification for the possibility of free-energy machines. It has been argued that due to the broken symmetry (in QED), free energy does not violate conservation of energy, since the laws of thermodynamics only apply to equilibrium systems. However, consensus amongst physicists is that this is unknown as the nature of vacuum energy remains an unsolved problem. In particular, the second law of thermodynamics is unaffected by the existence of vacuum energy. However, in Stochastic Electrodynamics, the energy density is taken to be a classical random noise wave field which consists of real electromagnetic noise waves propagating isotropically in all directions. The energy in such a wave field would seem to be accessible, e.g., with nothing more complicated than a directional coupler. The most obvious difficulty appears to be the spectral distribution of the energy, which compatibility with Lorentz invariance requires to take the form Kf^3 , where K is a constant and f denotes frequency. It follows that the energy and momentum flux in this wave field only becomes significant at extremely short wavelengths where directional coupler technology is currently lacking.

History

In 1934, Georges Lemaître used an unusual perfect-fluid equation of state to interpret the cosmological constant as due to vacuum energy. In 1948, the Casimir effect was provided an experimental method for a verification of the existence of vacuum energy, however, in 1955, Evgeny Lifshitz offered a different origin for the Casimir effect. In 1957, Lee and Yang proved the concepts of broken symmetry and parity violation, for which they won the Nobel prize. In 1973, Edward Tryon proposed the zero-energy universe hypothesis: that the Universe may be a large-scale quantum-mechanical vacuum fluctuation where positive mass-energy is balanced by negative gravitational potential energy. During the 1980s, there were many attempts to relate the fields that generate the vacuum energy to specific fields that were predicted by attempts at a Grand unification theory and to use observations of the Universe to confirm one or another version. However, the exact nature of the particles (or fields) that generate vacuum energy, with a density such as that required by inflation theory, remains a mystery. (NB End of article: Vacuum Energy)

Conclusion

Considering all matter is made up of sub-atomic particles, we can deduce that it's just a matter of time before the Speed of Time is accepted as a scientific phenomenon.

This is because: Virtual particles can be thought as the particles of the Lower Dimensions – Types of Dimensions are explained later in “The Galactic Dimension Theory” (Pg. 53).

The reason why this virtual particles can be detected as they annihilate yet the Speed of Time is extremely fast is because their Speed of Time is slower to a point where they can be detected and their energy calculated ($= 10^{-9}$ joules per cubic meter).

It is possible to prove that these particles are the Lower Dimension particles. This is done by understanding that a Higher Dimension particle is an actual fire from a Lower Dimension angle due to the difference in Speeds of Time (see Pg. 53). This means that if a Lower Dimension particle touches a Higher Dimension particle, it will behave similar to having touched a fire e.g. it might vibrate due to the heat of the fire and so on. This kind of experiments must be done with reason e.g. it might be possible that a Lower Dimension particle can vibrate or move in oscillation until it possesses a higher Speed of Time hence moving from a Lower Dimension to a Higher Dimension leading to the so called expansion of the universe.

If this is scientifically true, then the Speed of Time has been directly proven via the behavior of Virtual particles.

In other words, particles that annihilate are the Lower Dimension particles while the ones that don't are the Present Dimension particles. The ones that appear as fire are the Higher Dimension particles.

In a mathematical setting, Lower Dimensions are Negative Dimensions, Higher Dimensions are Positive Dimensions and Present Dimensions are Zero (= Realtime) Dimensions i.e.

If : 8 million atoms = Present dimension,

Then : 8∅ million atoms = Higher dimension,

Hence: – 8∅ million atoms = Lower dimension

NB 8∅ = 8 Future or 8 1st Future (see Pg. 38)

i) Difference between Zero and Zero-Part

The difference is shown via division in a fraction setting;

$\frac{0}{1}$ means 0 divided into 1 part,

$\frac{1}{0}$ means 1 divided into 0 part.

Explanation:

Zero as shown above is located at the numerator while zero-part is located at the denominator of the fraction as explained in its meaning.

This means zero always refers to the numerator location while zero-part always refers to the denominator location.

This proves: **Zero is not equal to zero-part.**

j) Proving Zero-Part always Equates to Vacuum

This is shown via the difference between division by zero and non-zero numbers which I explained earlier (in pg. 22) by dividing an object into 3, 2, 1 and 0 part(s).

Through this I proved: **The zero part of any object (quantity) is vacuum.**

In other words for instance when someone says, “zero kilometers” and another says, “the zero part of a kilometer”, they are saying very different phrases i.e. zero kilometers does not mean void or no distance mathematically because there are other insignificant, smaller or bigger units of measuring distance e.g. gigameter (Gm), meters (m), centimeters (cm) etc. for example: **0 km in 500m = 0.5 km, hence 0 km in distance = unspecified km distance.**

On the other hand, the zero part of a kilometer means the part of a kilometer that’s not a distance. In other words it’s an absent distance because it is zero part and not zero kilometers i.e. 0 part and not 0. **Since it’s an absent distance inside the kilometer distant, it qualifies to be called vacuum (= nothing) distance.**

Nb **The numeral one and zero are symbols that represent quantity**, only that the numeral one represents a specific quantity while zero anonymous quantity/quantities; i.e. if Q is Quantity, then: $Q = Q^1 = 1Q$, hence $0Q = 0 = 0^1 = \text{One Anonymous Quantity}$. This is because **zero has a power of more quantitative value than itself yet it is undeterminable/anonymous** (nb $0^0 \neq 0^1$). An anonymous quantity could either be an average, very small or big quantity to the point of infinity.

k) Proving Number of Parts can only be found in the Denominator Location

This is shown via the following calculations;

$$3 \text{ parts} \div 3 \text{ parts} = 9 \text{ parts (but not 1 part),}$$

$$4 \text{ parts} \div 2 \text{ parts} = 8 \text{ parts (but not 2 parts).}$$

i.e.

$$3 \text{ parts} \div 3 \text{ (parts)} = \frac{1}{3 \div 3} \quad \text{but not} \quad \frac{3}{3}$$

$$4 \text{ parts} \div 2 = \frac{1}{4 \div 2} \quad \text{but not} \quad \frac{4}{2}$$

Explanation:

If you divide 3 parts by 3, you'll have nine parts because each of the 3 parts is divided into 3 parts; in the same way, if you divide 4 parts into 2 parts, you'll have eight parts because each of the 4 parts is divided twice;

$$\text{i.e.} \quad \frac{1}{3 \div 3} = \frac{1}{3} \div 3 = \frac{1}{3} \times \frac{1}{3} = \frac{1}{9}$$

$$\frac{1}{4 \div 2} = \frac{1}{4} \div 2 = \frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$$

This proves: **Number of parts of any mathematical calculation can only be found in the denominator.**

Proving via Addition

This is shown via the following calculation:

$$2 \text{ parts} + 1 \text{ part} = \frac{1}{2+1} = \frac{1}{2} + 1 = 1 \frac{1}{2}$$

- *2 parts + 1 part has a different operative meaning from 2 + 1 because it has non commutative properties i.e. $\frac{1}{x+y} \neq \frac{1}{y+x}$*
- *Operations involving Division have non commutative properties, e.g. $3 \div 2 \neq 2 \div 3$.*

Explanation:

There are 2 parts in $\frac{1}{2}$,

i.e.

$$\begin{array}{l} \text{If } 1 = \boxed{\text{Object}} \\ \text{Then } \frac{1}{2} = \boxed{\frac{1}{2}} \quad \boxed{\frac{1}{2}} \end{array}$$

Each of these parts is added to 1 (object);

i.e.

$$\frac{1}{2} + 1 = \boxed{\frac{1}{2}} + \boxed{\text{Object}}, \quad \boxed{\frac{1}{2}} + \boxed{\text{Object}}$$

The result is 2 parts of $\frac{1}{2} + 1$.

Only one part of the 2 parts is considered as the answer because there are no calculation signs/operator between each part,

i.e.

$$\frac{1}{2} + 1 = \boxed{\frac{1}{2}} + \boxed{\text{Object}} \overset{\text{No Operator}}{\downarrow} ? \boxed{\frac{1}{2}} + \boxed{\text{Object}}$$

This makes the answer to be $1\frac{1}{2}$ which is a part of the 2 parts. This is the other way of proving that Number of Parts can only be found in the denominator.

Deeper analysis

One may argue that 2 parts + 1 part is practically equal to 3 parts and not $1\frac{1}{2}$.

This problem can be solved by understanding that 'Parts' are (practically) attained via division and division alone. In cases where we are calculating number of parts using a different operator other than division, brackets must be introduced to force/arrest the calculation to be purely a division one;

$$\text{i.e. } \frac{(1)}{(2+1)} = \frac{1}{(2+1)} = \frac{1}{3} = 3 \text{ parts,}$$

otherwise the result will still be correct but must be analyzed/understood differently from the norm.

This diversity of Number of Parts is very important in analyzing the characteristics and practical importance of this type of numbers;

e.g. $1+2 = \frac{1}{1+2} = 1 \text{ part} + 2 \text{ parts,}$

when the ‘1 part + 2 parts’ is analyzed practically, it opens a new way of understanding numbers in relation to division i.e. you get the same result but with vacuum as part of the parts. This helps us in analyzing new qualities of vacuum which probably couldn’t be analyzed via any other method and so on.

1) Types of Parentheses

As explained above $(2_p + 1_p) \neq 2_p + 1_p$ (Nb $x \text{ parts} = x_p$)

i.e. $(2_p + 1_p) = 3_p$ but $2_p + 1_p = 1\frac{1}{2}$

This leads to a new proposition:

There are two types of parentheses (= brackets):

Specific & Non-specific parentheses

(To learn more about Specific and Non-specific calculations see “Specific Calculations” in pg. 16)

- Specific parentheses are used in a Non-fraction setting.
- Non-specific parentheses are used in a Fraction setting.

This is because recurring numbers (which are used to differentiate Specific & Non-specific numbers) are formed because of fractions which are primarily made of the numerator and denominator.

Important notes involving specific and non-specific parentheses

- In my view, mathematicians have been using Non-specific parentheses. This is the reason why, for example, $\frac{1}{2+1} = \frac{1}{3}$ NOT $1\frac{1}{2}$.
- This also proves that Non-specific parentheses may not be specifically used where logic prevails e.g. $2_p + 1_p$ is logically or practically equal to 3_p NOT $1\frac{1}{2}$.
- Specific parentheses must be used whether logic prevails or not.
In other words, Non-specific parentheses are silent where logic prevails but not so for Specific parentheses.
- Non-specific parentheses can therefore be literally understood as the “Ghost-parentheses” for the sake of easier understanding.

Further Proof of Non-specific Parenthesis

Formal Mathematical Properties/Logic of Division

The formal mathematical logic of Division require that:

$$\text{a) } \frac{a + b}{c} = (a + b) \div c$$

$$\text{b) } \frac{a}{b + c} = a \div (b + c)$$

$$\text{c) } \frac{p \div q}{r \div s} = \left(\frac{p}{q}\right) \div \left(\frac{r}{s}\right) \text{ or } \frac{p}{q} \times \frac{s}{r}$$

Analysis

- The Parenthesis above are only used to force logic and avoid “chaos” as a result of the BODMAS rule.
- Take note that they may not be specifically used in a fraction setting, hence can be said to be Non-specific Parenthesis or “Ghost-parenthesis that obey BODMAS rule”.

m) Numerator for Number of Parts

The Numeral “1” is used as the Numerator for Number of Parts

This is because it doesn't affect them as their numerator because any number multiplied or divided by one is equal to the same number; the same reason why the numeral one is used to calculate integers in a fraction setting e.g. Reciprocal of 2 = Reciprocal of $2/1 = 1/2$;
Number of Parts in 2 = $2/1 = 2 \div 1 = 2 \times \frac{1}{1} = \frac{1}{1 \times 2} = 1 \text{ part} \times 2 \text{ parts}$.

n) Division cannot occur without Movement

It's this discovery that proves:

Any number divided by zero equates to vacuum.

It's important to note that: Movements in reciprocal, multiplication, addition and subtraction occur because every number is at all times in division mode of one;

$$i.e. \quad 1 = \frac{1}{1}, \quad 2 = \frac{2}{1}, \quad 3 = \frac{3}{1} \quad etc.$$

GENERAL OUTLOOK OF VACUUM CALCULATIONS

Symbol for Vacuum

The first Latin letter of the word 'vacuum' or '*vacuus*' in Latin is v; when the 'v' is joined on its open ends with a slightly curved line, it becomes \mathcal{V} , hence the universal symbol for vacuum should be \mathcal{V} , e.g. $\mathcal{V} + 0 = 0$, Reciprocal of $\mathcal{V} = 1/\mathcal{V} = 0$ i.e. $1/\mathcal{V} = 1 \div \mathcal{V} = 1 \div 1/0 = 0$, Opposite of $\mathcal{V} = \text{Reciprocal} = 0$ and so on.

Hypothesis

When ' \mathcal{V} ' is placed before a number, it means the number has a past; when placed after a number, it means the number has a future i.e. it's mandatory for the number to be calculated again later (= in the future), in the same calculation and in the same way before the specific calculation ends. After the number has been calculated, it retains its Future because it's part of the number; also it attains a Past because it was (= past) calculated again. This results in the number having both a future and a past just like other ordinary numbers - **Ordinary numbers have a past and a future because they represent quantities which do** (as explained in pg. 25);

- $5\mathcal{V} \times 2\mathcal{V} = (\mathcal{V}5 \times \mathcal{V}2) \times (\mathcal{V}5 \times \mathcal{V}2)$ Nb In this calculation, its Future is reached via multiplication.

$$= \mathcal{V}10 \times \mathcal{V}10 = \mathcal{V}100 = \mathcal{V}100\mathcal{V} = 100$$

- $5\mathcal{V} + 2\mathcal{V} = (\mathcal{V}5 + \mathcal{V}2) + (\mathcal{V}5 + \mathcal{V}2)$ Nb Future is reached via addition.

$$= \mathcal{V}7 + \mathcal{V}7 = \mathcal{V}14 = \mathcal{V}14\mathcal{V} = 14$$

- $5\mathcal{V} + 2 = (\mathcal{V}5 + 2) + \mathcal{V}5 = (\mathcal{V}5\mathcal{V} + 2) + \mathcal{V}5\mathcal{V} = (5 + 2) + 5 = 12$

- $5\mathcal{V} \times \mathcal{V} = (\mathcal{V}5 \times \mathcal{V}) \times \mathcal{V}5$

$$= 0 \times \mathcal{V}5 = 0 \times \mathcal{V}5\mathcal{V} = 0 \times 5 = 0$$

- $5\mathcal{V} \div \mathcal{V} = (\mathcal{V}5 \div \mathcal{V}) \div \mathcal{V}5$

$$= (\mathcal{V}5\mathcal{V} \div \mathcal{V}) \div \mathcal{V}5\mathcal{V} = (5 \times 0) \div 5 = 0 \div 5 = 0$$

Writing Time Numbers in Words

- $05 = 5 = \text{Five}$

$\text{V}5 = \text{Past Five } 1^{\text{st}} \text{ Future}$

$\text{V}5 = \text{V}5\text{V} = 5 = \text{Five}$

nb When a number has a Past (e.g. $\text{V}5$), it must have had a Future (i.e. 5V) that resulted in its Past hence $\text{V}5 = \text{V}5\text{V} = 5$.

- $50 = \text{Fifty}$,

$5\text{V} = \text{Five Future (or Five } 1^{\text{st}} \text{ Future)}$.

- $500 = \text{Five hundred}$,

$5\text{V}\text{V} = \text{Five } 2^{\text{nd}} \text{ Future}$.

- $501 = \text{Five hundred and one}$,

$5\text{V}1 = \text{Five } 2^{\text{nd}} \text{ Future and/plus one i.e. } 5\text{V}\text{V} + 1 = (\text{V}5 + 1) + \text{V}5 + \text{V}5$
 $= (\text{V}5\text{V} + 1) + \text{V}5\text{V} + \text{V}5\text{V} = (5 + 1) + 5 + 5 = 16$

- $5010 = \text{Five thousand and ten}$,

$5\text{V}1\text{V} = \text{Five } 3^{\text{rd}} \text{ Future and one } 1^{\text{st}} \text{ Future i.e.}$

$5\text{V}\text{V}\text{V} + 1\text{V} = (\text{V}5 + \text{V}1) + (\text{V}5 + \text{V}1) + \text{V}5 + \text{V}5$
 $= \text{V}22 = \text{V}22\text{V} = 22$

Calculating Time Numbers

- $50 + 50 = 50$; $5\text{V} + 5\text{V} = 5\text{V}$
- $$\begin{array}{r} + 50 \\ \hline 100 \end{array}$$
- $$\begin{array}{r} + 5\text{V} \\ \hline \text{V}10 \\ + \text{V}10 \\ \hline \text{V}20\text{V} = 20 \end{array}$$

- $$\begin{array}{r}
 500 + 500 = 500 \\
 + 500 \\
 \hline
 1000
 \end{array}
 \quad ; \quad
 \begin{array}{r}
 500 + 500 = 500 \\
 + 500 \\
 \hline
 0010 \\
 + 0010 \\
 \hline
 0020 \\
 + 0010 \\
 \hline
 003000 = 30
 \end{array}$$

- $501 + 501 = 1002 ; 501 + 501 = 16 + 16 = 32$

- $5010 + 5010 = 10020 ; 5010 + 5010 = 22 + 22 = 44$

Application of Time Numbers

Its simplest and probably one of its many important uses could be in Computer Programming:

All computer programmes would be able to exist in other Futures e.g. 1st Future, 2nd Future, Millionth Future etc. rather than now when they can only exist in Zero Time/Real Time –

Computers would process data differently in different Futures hence getting many new realistic results for the same problem and that vary in nature.

This will lead to new technological advancements that are elusive to our present computer programmes,

e.g. Problem $2x$ is unsolved but can be solved in $2x00$, therefore we can modify $2x00$ in such a way as to solve problem $2x$ hence leading to a new discovery of how to solve problem $2x$ (via solving the problem in its Future).

Example 1

Use the 2nd Future of 3 to solve the equation: $3 \times 2 = x$

Solution

Let the 2nd Future of 3 be y i.e. $300 = 3y$

$$\begin{aligned}
 3 \times 2 = x \quad \text{but} \quad 300 \times 2 &= (2 \times 3) \times 3 \times 3 \\
 &= 54
 \end{aligned}$$

Thus $3y \times 2 = 54$

$$3y = 27$$

$$y = 9$$

Therefore $3(\times 9) \times 2 = 54$

$$3 \times 2 = 54/9 = 6$$

$$3 \times 2 = 6$$

Hence $x = 6$

In this case, we have used the 2nd Future of 3 (=3∅∅), attained via multiplication, to solve a Real Time problem.

Example 2

Use the 1st Future of 7 to solve the equation: $3 + 7 = x$

Solution

Let the additive 1st Future of 7 be y i.e. $7∅ = 7 + y$

$$3 + 7 = x \quad \text{but} \quad 3 + 7∅ = (3 + 7) + 7$$

$$= 17$$

Thus $3 + 7 + y = 17$

$$y = 17 - 10$$

$$y = 7$$

Therefore $3 + 7(+7) = 17$

$$3 + 7 = 17 - 7$$

$$3 + 7 = 10$$

Hence $x = 10$

In this case, we have used the 1st Future of 7 (=7∅), attained via addition, to solve a Real Time problem.

- When solving equations involving Time Numbers, it's wise to note that the variable must also be a Time Number, otherwise the solution will not be of a Time Number e.g. $2x = 2x$ but $2x \neq 2x∅$
- **NB** Considering my hypothesis (see pg. 37) has been proven to be true by successfully solving a (Realtime) problem, it qualifies to be called a Theorem unless the hypothesis is found impractical via a scientific mathematical method e.g. Matrix.

Example 3

Conduit Logic

Suppose we are to evaluate the core difference between the brain of a human being and a bird or fish, we are likely to discover that:

The most direct attributes we may note may involve their visual aspects - When a human being perceives via his eyes, he perceives via what I call “Uni-vision” i.e. both of his eyes are naturally and subconsciously unified into a single view in order to see an object clearly. This experiment can be done by closing one of your eyes. You'll notice that even though you have two eyes, they are interconnected in such a way as to feel as though you have one vision though you have two sources of your vision.

On the other hand, a fish or a bird whose eyes face opposite directions (rather than adjacent) perceive an object in what I call “Split-vision” i.e. their eye vision is naturally and subconsciously split by the brain in order to see (multiple) objects clearly. This is because their eyes relate with each other in opposite directions (otherwise Split-vision creatures cannot view opposite facing views/images at the same time of which is not true). If a split-vision creature closes one of its eyes, the direction it sees from one eye is opposite/negative the other eye. It's the same as turning your head on the opposite direction.

If you are careful enough, you'll note that a Uni-vision brain perceives/calculates its entire visible environment as one singular vision or many objects are subconsciously perceived/seen as one vision. In the same way, a Split-vision brain perceives/calculates its visible environment as divided (= split) objects i.e. even in the case of a single object, the brain must subconsciously split the object into one or zero parts (= 1/1 or 1/0) in order to trigger reasoning by its brain.

In this kind of scientific study, we find a new kind of complexity: No matter how human beings perceive/calculate visually, their reasoning towards what they perceive is always subconsciously “Uni-vision” i.e. unitary. In a mathematical terminology, “Uni-vision” can be viewed as one (vision) i.e. 1.

In the same way, no matter how fish or birds (that have eyes facing opposite directions) perceive/calculate visually, their reasoning towards what they perceive is always subconsciously "split-vision" i.e. divided. In a mathematical terminology, “Split-vision” can be viewed as one (vision) divided by a variable (vision) i.e. $1 \div x$.

In a mathematical scientific equation, it's possible to state that: A Uni-vision brain is blind to “ $1 \div x$ objects” while a Split-vision brain is blind to “1 object”.

Example

If we apply a sequence so that we can analyze the difference between the brain of a “Uni-vision” creature and the one of a “Split-vision” in a mathematical setting, we will not achieve much because a sequence calculation does not apply to numbers that do not change i.e. a Uni-vision brain does not change and so is a Split-vision brain. This is because they continuously view objects in their own different ways i.e. either as 1 or $1/x$.

Though this is the case, it's possible to calculate an original process in a latter time without affecting/changing its originality. This is done via Time numbers i.e. the Future of x can be $x\forall$, $x\forall\forall$... e.g. let's assume a Uni-vision creature is viewing 2 objects. The 2 objects are viewed as 1 object (= 1 view):

i.e. 2 objects = 1 object

but 2 objects \neq 1 object

hence 2 objects = $1\forall$ objects

or 2 views = 1 view

but 2 views \neq 1 view

hence 2 views = $1\forall$ views

This is because 2 objects = $1\forall$ objects depending on how it's calculated in its future.

The physical or theoretical scientific experiment that's done to a Uni-vision creature and leads to $2 = 1\forall$ but using a certain scientific formula can be called **Conduit Logic**. This brings about a new kind of scientific logic. The word conduit means channeled hence **Conduit logic is channeled logic**.

In relation to this example, we can come to a conduit conclusion that: Another name for Time Numbers calculations in this respect is "Conduit-sequence calculations" as opposed to Sequence calculations i.e. whereas there is no sequence for a unitary number like 2, there exists a Conduit sequence for the same e.g. The Conduit Sequence for 2 is: $2\forall$, $2\forall\forall$ and so on.

Application of Conduit Logic

Computer Programming

Imagine a computer is solving an equation and ends up with the result "2 = 1" e.g. it mistakenly attempts to solve this equation which is undefined if $0/0 \neq \emptyset$ (or for some reason finds sense in solving it that way):

$$0 \times 1 = 0$$

$$0 \times 2 = 0$$

The following must be true:

$$0 \times 2 = 0 \times 1$$

Dividing by zero gives:

$$\frac{0}{0} \times 2 = \frac{0}{0} \times 1$$

Simplified, yields:

$$2 = 1$$

It's possible for the computer to avoid this eminent logical crush to its system by applying conduit logic; for example if the logic falls under "1 must be equal to 2 views" (rather than 2 must be equal to 1view), depending on its program, then:

$$2 = 1$$

but $2 = 1\emptyset$

hence $2 - 0 = 1\emptyset$

therefore $2 = 1\emptyset + 0$

$$2 = (1 + 0) + 1$$

$$2 = 2$$

In this case the resultant "2" has been justified via a logical interface view point of the Future.

In layman language, the computer has given its logical point of view to the problem, in which it can justify via a channeled (= conduit) view of the future, rather than being overwhelmed (= crushed) by the problem.

In other words computers will no longer make errors (which cannot be corrected) but will make mistakes instead, which can be corrected by giving it a logical point of view. It will then calculate this view via Conduit Logic and try to find it in various futures. The computer will then either perfect your view or give reason why this given view is impractical. In other words it would be possible to have a conversation or even an argument with a computer.

FURTHER ANALYSIS OF VACUUM CALCULATIONS

a) The Vacuum Formula

Since $\frac{0}{0} = \frac{1}{0} = \frac{2}{0} \dots$ then $\frac{0,1,2\dots}{0} = \frac{x}{0} = \varnothing$

Hence the formula: Any number divided by Zero equates to Vacuum

i.e. $\frac{x}{0} = \varnothing$

Application of Formula

Use the Formula ' $x/0 = \varnothing$ ' to Solve the Reciprocal of $0/0$

Solution

$\frac{0}{0} = \varnothing$ hence the Reciprocal of $\frac{0}{0}$ equals the reciprocal of \varnothing

Formula: $\frac{x}{0} = \varnothing$

\therefore Reci. of $\frac{x}{0} = \frac{0}{x}$

But $\frac{0}{x} = \frac{0}{x}$

Hence $x \times \frac{0}{x} = \frac{0}{x} \times x$

Thus $0 = 0$

Therefore reciprocal of $\frac{0}{0} = 0$

NB This is true if $x \neq 0$

But if $x = 0$

Then $0 \times \frac{0}{0} = \frac{0}{0} \times 0$

Thus $0^1 \times 0^0 = 0^0 \times 0^1$

$$0^{1+0} = 0^{0+1}$$

$$0^1 = 0^1$$

$$0 = 0$$

b) Difference of Coefficient results in Vacuum Calculations

$$\frac{0}{0} \times 0 = 0^0 \times 0^1 = 0^{0+1} = 0^1$$

But $\frac{0}{0} \times 0 = \frac{0}{0} \times \frac{0}{1} = \frac{0}{0} = 0^{1-1} = 0^0$

Explanation

Though the calculations start in the same way, there seems to be a difference in the end result:

In the first case, we divided $\left(\frac{0}{0} = 0^0\right)$ and then we multiplied by zero ($= 0^1$).

In the second case, we multiplied the numerators and denominators separately, and then we divided the results.

But if we follow the BODMAS rule, we are obligated to divide first, and then multiply.

This proves: $\frac{0}{0} \times 0 = 0$ NOT 0^0

Therefore: $\mathcal{V} \times 0 = 0$

c) Mathematical Relationship between Vacuum and Real Time

Considering '0' also means Real Time (where any Time-addition is its future & Time-subtraction its past), it is prudent to state:

$$\mathcal{V} \times 0 = 0 \quad \text{or} \quad \text{Vacuum} \times \text{Real Time} = \text{Real Time.}$$

If Real Time = x , then $\mathcal{V} \times x = x$

$$\therefore \mathcal{V} = \frac{x}{x} \quad \text{or} \quad \text{Vacuum} = \frac{\text{Real Time}}{\text{Real Time}} = \frac{0}{0}$$

It is important to note:

1, 2, 3... quantities in Real-Time quantities equate to '0' because **all countable quantities exist in the Present/Real Time** and NOT in the Past/Future (=Vacuum).

Therefore 1, 2, 3... = 0 (in Real Time Calculations ONLY.)

This therefore obligates:

1 = 0 or 2 = 0 etc. is allowed and correct in Time Calculations.

Example of Real Time Quantity Conversion

$$\varnothing = 1/0$$

$$\therefore 0 \times \varnothing = 1 \text{ or } (\pm) \times (\pm) = (+)$$

$$\text{Nb } (\pm) \times (\pm) \neq (+) \text{ hence } (\pm\varnothing) \times (\pm 0) \neq (+1)$$

but $1 = 0$ in Real-Time quantities calculations

$$\text{Therefore } 0 \times \varnothing = 1 \Rightarrow 0 \times \varnothing = 0 \text{ or } (\pm) \times (\pm) = (\pm)$$

New Type of Number

In this regard I propose a new type of numbers that I call **Real Time Numbers**, i.e. whereas there are **Real Numbers** which differ from **Natural Numbers** by virtue of Real Numbers include Negative Integers; **Real Time Numbers are Real Numbers but in a Time where any of its addition is its future and subtraction its past hence are always equal to Zero.**

Note

If this (Real Time) conversion is not taken into consideration, **the multiplicative inverse of Zero should not be attempted** because:

Zero (and 0 part (= \varnothing)) should NOT be expected to behave similar to other numbers in some aspects because zero as a number is signless i.e. it contains both Positive and Negative qualities at the same time (hence signless) e.g. when using division as the inverse of multiplication:

$1/0 = \varnothing$, therefore $\varnothing \times 0 = 1$ or $(\pm\varnothing) \times (\pm 0) = (+1)$, but $(\pm) \times (\pm) \neq (+)$, **hence the Multiplicative Inverse does not apply to zero in this aspect**; if it does, there exist a contradiction between inverse and operations involving signs of numbers.

d) Reason why the Multiplicative Inverse should be Treated with Caution in Traversing Time Calculations

The multiplicative inverse cannot be performed without the equal sign.

The equal sign basically means both sides of the equation are equal at the same time but NOT at different times.

In Time calculations however, the Time differs from Present (=0) to Future & Past (=∅) hence cannot be assumed to be equal at all Times because of the time difference.

e.g. $0 \times 0 = 0$ hence $0 = \frac{0}{0}$ but $0 \neq \frac{0}{0}$

In other words the reciprocal of Zero (which is mandatory for this multiplicative inverse) happens to be in a different Time compared to its reciprocal hence cannot be assumed to be equal in relation to Time.

e.g. Reciprocal of 0 = $\frac{1}{0}$

but Reciprocal of 2 = $\frac{1}{2}$

Explanation

The reciprocal of Zero happens to be in the Future/Past (= ∅) but the reciprocal of “2” happens to be in the Present (= 0) hence their multiplicative inverse cannot be expected to be calculated in the same way.

e) Catalyst of Traversing Time in Mathematics

Known theorems that must be observed when dealing with division by zero calculations

- i. If the calculation involves Real Time numbers only, BODMAS or BOMDAS rule can be observed.

$$\text{e.g. } 2 \times 1 \div 3 = 2 \times (1 \div 3) = 2 \times \frac{1}{3} = 2/3$$

$$\text{OR } 2 \times 1 \div 3 = (2 \times 1) \div 3 = 2 \div 3 = 2/3$$

- ii. If the calculation is in Real Time but involves a division by zero calculation that interacts with the present, only the BODMAS (rather than the BOMDAS) rule can be used.

e.g. Find the reciprocal of Zero in its present/real time; \Rightarrow Reciprocal of $0 = \frac{1}{0}$

But: $\frac{1}{0}$ is equal to $\frac{1}{0} \times 1$

Hence: $\left(\frac{1}{0}\right) \times 1 = \emptyset \times 1$

$$= 0$$

Nb Any number (NOT operand) multiplied by '1' is equal to itself e.g. $1/3 = 0.333\dots$ but $0.333\dots \times 1 \neq 1/3$.

Therefore the reciprocal of zero in Real Time = 0

NB The operands "1/0 and 1" are Present/Real Time operands because the calculation is purely in the present (in the context of operands and not numbers singularly) i.e. the end result must be in Real Time because of the use of the BODMAS theorem.

Therefore this type of operands can also be called **Time Operands**.

- iii. If the calculation is purely in the Past/Future but involves division by zero calculation that interacts with the future, only the BOMDAS rule can be observed.

e.g. Find the Reciprocal of zero in its past/future; \Rightarrow Reciprocal of $0 = \frac{1}{0}$

But $\frac{1}{0}$ is equal to $\frac{1}{0} \times 1$

Hence: $\frac{(1 \times 1)}{0} = \frac{1}{0}$

$$= \emptyset$$

Nb Any number (NOT operand) multiplied by '1' is equal to itself e.g. $1/3 = 0.333\dots$ but $0.333\dots \times 1 \neq 1/3$.

Therefore the reciprocal of zero in Past/Future = \emptyset

NB The operands “1/0 and 1” are Past/Future operands and not Real Time operands (in the context of operands and not numbers singularly) i.e. the calculation is purely in the Past/Future because of the use of the BOMDAS theorem.

Therefore this type of operands can also be called **Time Operands**.

Deeper analysis

Time Operands suggest that the numerals used have already been calculated, even before they are i.e. it's like glaring into the resultant future of numbers without actually being there.

For example, you can make the judgement that the operation “1/0” is in the Present even though “1/0 = Past/Future” because the end result is already known/determined which in this case is zero (= Real Time).

This therefore means the judgement you take about the numerals carry no risk because the end result is already known e.g. making judgement on whether to use either the BODMAS or BOMDAS rule.

On the other hand, a coefficient suggests that the numerals have not yet been calculated because the end result can vary depending on how the calculation is executed. In other words, contrary to Time Operands, coefficient operations cannot be pre-determined.

In this context, **Time Operands are similar to coefficients** because both can have varying results but the difference is in the pre-determination of the end result.

Conclusion

The rules of operations (i.e. BODMAS & BOMDAS) operate differently in different times because division is the catalyst of time in mathematics (since it enables us to have past and future numbers) hence its inverse (= multiplication) must as well be a catalyst of a different time when it takes priority over division (as in the case of BOMDAS).

NB To understand why the reciprocal of zero can either be zero or vacuum, see Specific Calculations (Pg. 16).

f) Reason why the Past is Equal to the Future

The most obvious reason is because both the past and future are equal to vacuum (as previously proven).

To put this into context, we will have to compare the past & future to the present:

$$\mathbf{Present\ Time = Real\ Time}$$

$$\mathbf{Present = Reality}$$

Therefore if “Present Quantities = Real Quantities”, then Past & Future quantities are not real quantities because real quantities are reality quantities i.e. real quantities are the present quantities.

But one may argue: Since past & future quantities are not real quantities, then they must be fake quantities or if not fake they must be dilating time as explained by Albert Einstein. The problem with this argument is the realisation that even fake or dilating quantities are real quantities otherwise they would not have been seen/detected as fake or dilating quantities.

This therefore dictates that **true/scientific future and past quantities are the quantities that are simply not there** hence can be calculated as void/vacuum quantities because they relate to present quantities via space i.e. vacuum space.

Take note that this is not an assumption as it uses the scientific equation, "*Speed = Distance over Time taken,*" where Speed = Movement of a quantity, Distance = Physical length or space of a quantity & Real time = a real quantity.

This equation can be scientifically proven because when a quantity moves, the only physical/scientific test that proves the quantity has moved is the same i.e. the physical quantity.

On the other hand, Time cannot be used to prove physical movement because Time cannot be seen physically (e.g. the color of Time does not exist) hence cannot be used to prove any physical equation. This is the scientific difference between Time and Real Time.

Distance is physical because, for instance, a wheel experiences movement whether it covers distance or not, when rotated. **NB a rotating wheel is a very scientific/testable example as to the proof that any division requires movement but any movement does not necessarily require division, as in the case of a rotating wheel.**

This test is more viable than the Albert Einstein one because the Einstein scientific dilating time-test cannot be performed (= proven) by a blind person because it requires light but mine can be proven by any blind person for blind people relate to Time as well.

g) The Coefficient Conjecture

Since $0^0 \times 0^1 = 0^1$,

We can assume $0^0 \times 0,1,2,3 \dots = 0^1$

Therefore $0^0 \times x = 0^1$

Hence the conjecture: $\varnothing \times x = 0$

In the same way:

$$0^0 \div 0^1 = 0^{-1}$$

Nb $0^{-1} = \frac{1}{0} = 0^0$

Hence $0^0 \div 0^1 = 0^0$

We can therefore assume $0^0 \div 0,1,2,3 \dots = 0^0$

Therefore $0^0 \div x = 0^0$

Hence the conjecture: $\varnothing \div x = \varnothing$

- NB If my proposed **Real Time Numbers** (see pg. 46) can be accepted as a **Type of Numbers** then my conjecture with the variable "x" (of which equate to Zero) can be proven as a theorem rather than a conjecture where the numerator equate to "∅" for the division conjecture (because division has non commutative properties).

Examples of Coefficient Conjecture

Example 1

$$\frac{1}{0} \times 1 = ?$$

BODMAS Rule

$$\frac{1}{0} \times 1 = \left(\frac{1}{0}\right) \times 1 = \varnothing \times 1$$

Coefficient Conjecture

$$\varnothing \times x = 0 \text{ hence } \varnothing \times 1 = 0$$

Example 2

$$\frac{0}{0} + 1 = ?$$

$$\left(\frac{0}{0}\right) + 1 = \varnothing + 1$$

2nd Coefficient Conjecture

$$\left(\frac{\varnothing}{x} = \varnothing \text{ hence } \frac{\varnothing}{1} = \varnothing\right)$$

Therefore $\frac{\varnothing}{1} + \frac{1}{1} = \frac{0 + 1}{1} = 1$

Thus $\varnothing + 1 = 1$

Nb The Least Common Multiple (LCM) in this calculation is '1' (but not '0') because '0' can be all or any number in Time calculations i.e. 0 = 1,2,3... As for Vacuum, the Least of its Common possible Multiples to be used as its denominator is '1' i.e. 1×1×1...=1.

Example 3

$$\frac{1}{0} - 2 = ?$$

$$\left(\frac{1}{0}\right) - 2 = \varnothing - 2 = \frac{\varnothing}{1} - \frac{2}{1} = \frac{0 - 2}{1} = -2$$

Therefore $\varnothing - 2 = -2$

h) Reason why it's not Possible to Add or Subtract Vacuum

$$\varnothing + \varnothing = \frac{\varnothing}{1} + \frac{\varnothing}{1} = \frac{0 + 0}{1} = 0 \quad \& \quad \varnothing - \varnothing = \frac{\varnothing}{1} - \frac{\varnothing}{1} = \frac{0 - 0}{1} = 0$$

$$\therefore \varnothing + \varnothing = 0 \quad \& \quad \varnothing - \varnothing = 0$$

This means " $\varnothing + \varnothing$ " = Reciprocal of \varnothing and also " $\varnothing - \varnothing$ " = Reciprocal of \varnothing .

The (reciprocal) deduction brings out an interesting mathematical discovery because **the Reciprocal of "∅" is also its opposite number** (see pg. 14); and as we all know, the opposite of numbers is determined/deduced by the additive (+) and subtractive (-) signs of numbers. Therefore a positive or negative Vacuum number is equal to its reciprocal and thus equal to Zero.

i.e. $+\varnothing = \frac{1}{\varnothing} = 0$ hence $+\varnothing = 0$ & $-\varnothing = \frac{1}{\varnothing} = 0$ hence $-\varnothing = 0$

This proves **it's NOT AT ALL possible to add or subtract Vacuum because doing so simply implies that you are not actually adding or subtracting but rather trying to determine/calculate its opposite number.**

APPLICATION OF TIME NUMBERS IN PHYSICAL SCIENCE

The Galactic Dimension Theory

It's possible to prove that the number of atoms in a fire also exist in other futures e.g. If the number of atoms in a fire is 8 million, there exist 80 million atoms or even 800 million atoms in other Futures. This also means that a fire could be a portal/doorway to other dimensions.

This can be scientifically proven, if and only if, a fire is as a result of bombardment or movement of atoms at a speed higher than the Speed of Time hence reaching/leading to dimensions of higher Speeds of Time than our own i.e. higher dimensions appear as fire in our sight.

It can be due to among many other reasons, Heat which causes the atoms to be excited and Oxygen which enables the atoms to attain such a high speed by easily breaking into oxide compounds so as to retain and maintain the other atoms in the extremely high speed.

If this is the case, the flames found in stars could be portals to universes that are of higher dimensions than us i.e. higher Speeds of Time.

This also means, we appear as flames in the sight of dimensions that are lower than us. This theory also leads to another theory that our universe is part of a flame of a star when viewed from a lower dimension than our own and that this extremely stable star protects itself by burning/destroying anything that comes close to it.

This theory leads to the conclusion that corresponding to the scientific view that all planets are dependent on a particular star which in our case is the sun, we are also dependent on stars or a star that exists in a lower dimension than us because this star hosts us as part of its flames.

This theory leads to the discovery of a new star which I call The Lower Dimension Sun or LD sun.

LD sun is a vital star because it is the star that hosts us and also helps in the stability of our very own Speed of Time. This means if this star ceases to be, our own dimension ceases.

As for the sun, it's part of our dimension though it hosts many universes of higher dimensions.

This is how complex our universe is when deduced from Time Numbers perspective.

Application of Theory

Trans-Dimensional Electricity Proposition

Trans-dimensional electricity involves substances that can infinitely generate enough energy as to avoid any chance of combustion i.e. converting into a fire.

The theoretical difference between Electricity and Trans-dimensional electricity is that Electricity involves the movement of electrons while Trans-dimensional electricity involves the temporary conversion of protons into types of electrons that I call Trans-electrons so as to avoid any conducive environment for combustion to take place. This leads to repulsion of the negative atoms from each other, leading to what we call evaporation.

Whereas electricity involves movement of electrons, trans-dimensional electricity involves movement of electrons plus Trans-electrons.

Trans-dimensional energy enables a perfect retention of an atomic structure via evading any chance of combustion; it enables water enter into a different/alien atmosphere but without affecting its molecular composition/structure.

Probable Method of Harnessing Trans-Dimensional Electricity

This type of electricity can be harnessed at the point where the trans-dimensional energy is generated.

In the case of water, it can be harnessed at the point of transformation from water to water-vapour.

This can be done by probably introducing a favourable hot conduction metal/diode to water in such a way to trigger evaporation. Trans-dimensional current may therefore be harnessed from the extremely hot diode or any other conducive material which should be connected to a trans-dimensional material like fire.

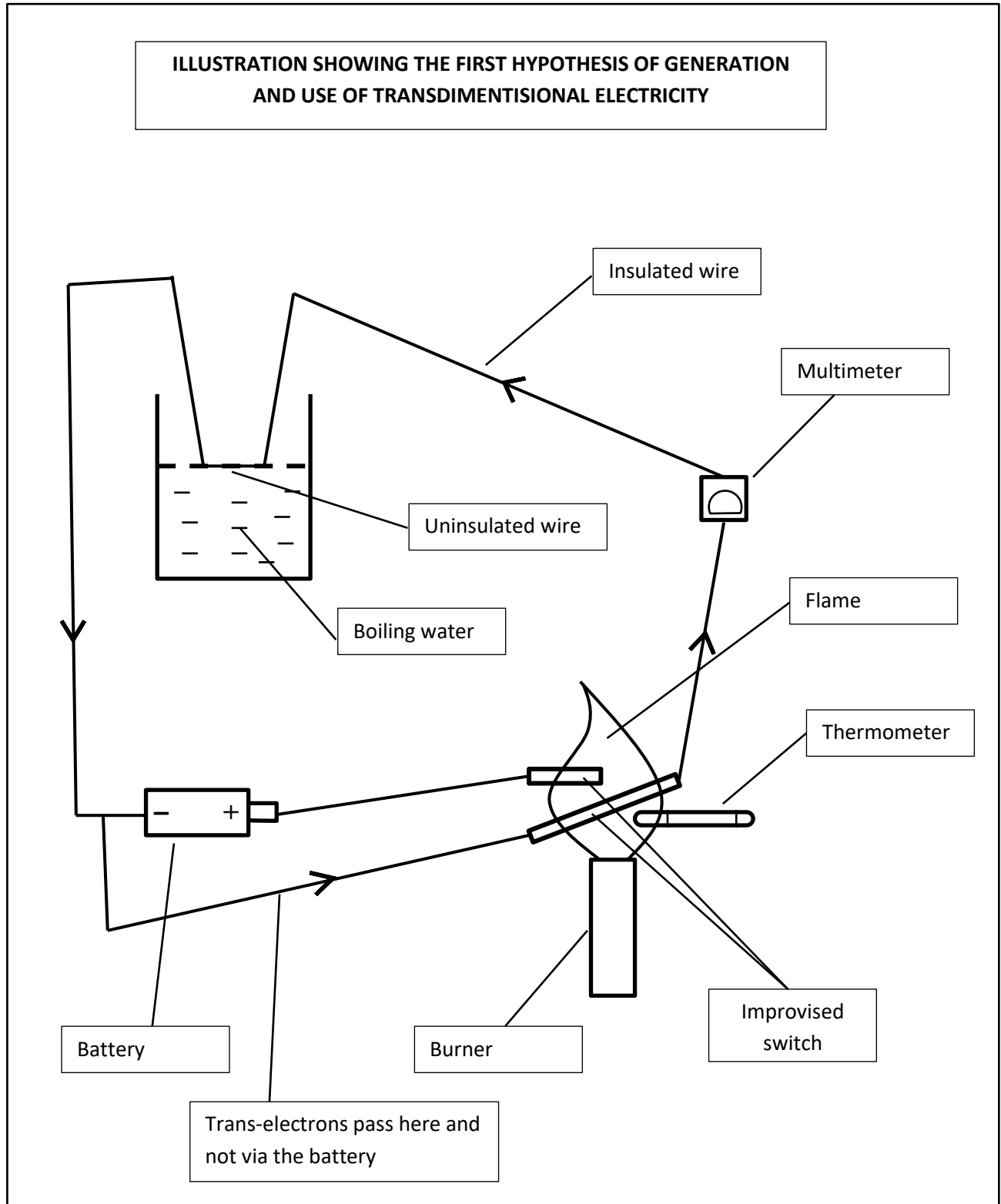
Application of Trans-Dimensional Electricity

A fire charged with this kind of electricity is likely to teleport matter without affecting its composition i.e. without altering/burning the molecular structure of the matter.

Nb The method explained above is a construe. This means the science that might be involved in the realisation of this kind of electricity may be complex or elusive and might require years of research.

A Brainchild Prospectus of Generating Transdimensional Electricity

NB I have not yet thoroughly tested this experiment yet. It's my hope that I'll have the time and resources to test it while I still can for it can involve a lot of resources and many tests that might take many months if not years to get a substantial break through.



The hypothesis here is that the boiling of the water creates the transdimensional charge and as stated earlier, it primarily escapes via evaporation; but since there is another possible way of escape i.e. moving electrons in the wire and the resultant magnetic field, some of them follow the route of the wire because they are a type of electrons.

When the switch is turned on, it may enable:

- A. Flow of electrons
- B. Flow of trans-electrons
- C. Short circuiting

Short circuiting leads to the heating of the wire making it possible to have three kinds of heat energy:

1. Heat from the fire
2. From the boiling water
3. From short circuiting

These three types of heat energy may react differently due to the transdimensional electricity leading to a neutral energy that possibly doesn't burn at all (hence the use of the thermometer) which in turn may be engineered to teleport matter.

Another construe involves the use of two fires with an electric motor in between them.

A conduction wire is joined to the motor and is made to rotate at different speeds while coming into contact with the fire.

As the wire is rotating, we can assume one of the fires can be positively charged and the other negatively charged when a circuit similar to my first construe is used.

From these types of foundational experiments, we can have thousands of different ways of testing transdimensional electricity especially when we involve all academic knowledge and technology that encompasses electric current, voltage etc. together with fire;

For example:

- Is fire a poor conductor of electricity? If so, why?
- Is fire from a metallic reaction also a poor conductor of electricity? If so, what can be done or learnt about and from it?
- Is water a poor conductor of electricity? How about water with salt? If yes, for how long?
- Can the making of water into a conductor of electricity be replicated to fire? If not, why?
- Could it be that salt is a universal catalyst of conduction of electricity? If not, why?

- Now that the idea of universal catalyst has popped up, can it be found? If not, is it because we lack funding, interest or we are not creative enough hence leading to lack of funding and interest e.g. the lack of interest by some countries in funding for space explorations? If this is the case, can we search for better creative brains like Njeru's ingenious mind? etc.

My View on Science in Respect to Transdimensional Electricity

In science, the most scientifically correct method can be wrong and the most scientifically wrong method can be correct, therefore it's wise not to ignore your "madness" instinct.

For example, a time was when the earth had been scientifically proven to be flat due to the fact: "it was visibly (= scientifically) flat".

But someone was "mad" enough to ask, "what if the earth is round?" at a time when such kind of a thought was not only mad but insane.

This is the reason why in science we do not have facts but factual theories because even the best scientific theories can always be overturned by future observations.

In the same way, transdimensional electricity may not work if the scientists involved follow scientifically correct methods while ignoring one-shot experiments that seem scientifically impossible or wrong.

Another important thing to note is:

Though a scientific theory seems to work well, doesn't mean it's a fact.

For example, at the time when the earth was scientifically flat, it would have been possible to build a house on a perfectly flat ground and play with a ball on a perfectly flat field.

It would have also been possible to scientifically prove that the earth is flat because the ball does not roll when placed on the flat earth; therefore since this experiment worked well on a field, it was enough to prove that they lived on a flat earth.

This therefore scientifically proves:

The fact that an experiment works well, is in itself not a good reason to think it is a fact but rather a factual theory.

Take note that I have used a scientific method to prove this;

This means that a scientific theory can actually be a fact –

This calls for wisdom;

The wisdom here is that it requires a philosophical mind to understand how a scientific theory can be just a theory/thought and a fact at the same time.

In other words, calling for wisdom proves that philosophy is the eyes of science because it is in philosophy and philosophy alone where a thought/theory can be judged to be a fact and vice versa; or both i.e. factual theory.

This also means that without philosophy, science can enter into a booby trap and die of hunger; i.e. without philosophy, science is blind and can lead the whole world astray e.g. ignoring opposing philosophical thought about the Evolution and Big Bang theory has blindly lead people especially our young ones away from their Creator and God leading to serious psychological damage and eternal condemnation.

But one may argue that teaching people of eternal condemnation is in itself psychologically damaging. This kind of argument is in itself philosophical because it can also be argued that teaching people that if they touch fire they will actually burn, is in itself psychological damaging. In other words, damage is damage with or without causing psychological damage. The question should instead be based on the philosophical/scientific factuality of the source of the damage.

In all this, we learn that ignoring new factual theories is as foolish as thinking that the earth is flat hitherto being presented with the factual evidence that prove the contrary because it can be proven by virtue of a ball not rolling on a “flat surface/earth”.

My closing point

Since philosophy is the eyes of science unless proven otherwise (which proving is in itself contradictory i.e. requires philosophy to prove it) then philosophy must be considered a science because you require science not philosophy to prove science but at the same time you require science not philosophy to prove philosophy.

In other words Philosophy is part of science and not the vice versa. This means philosophy needs science more than science needs philosophy in the same way as the eyes need the body more than the body needs the eyes. Though this is the case, lack of eyes has a very high likelihood of leading the whole world astray e.g. from God the creator of the Universe.

HISTORY OF VACUUM CALCULATION AND DIVISION BY ZERO

History of Vacuum Calculation did not exist until 2012 AD via the discovery of the Philosophy of Vacuum Calculation as explained below. This is because there was no conceptualization/discovery on how to do it.

Chronology of the Philosophy of Vacuum Calculation

In early January 2012, I was boiling water to brew strong tea. Once the water boiled, I went to open the lid so as to put some tea leaves but I noticed something very fascinating; the water vapor was literary flying like a bird to the air and out of the house heading to the sky and finally to the clouds.

I then started wondering why water is capable of carrying itself, as thousands of liters of water in the form of clouds, yet not powerful enough to carry us upwards if we hold on to it in the form of water vapor.

I thought that, if one could hold on to the water vapor without turning it to distilled water, one could fly. This could only happen if I am able to compress the water vapor but retain it as vapor.

The idea of vacuum had been born: A partial vacuum with boiling water in an enclosed container, could compress water vapor from the boiling water, thus lifting the container upwards if the water vapor is compressed enough to lift it.

I practically tested this idea by using a glucose tin while using a stove as an improvised heater to boil the water that's inside the air tight enclosed tin. My experiment didn't work, maybe because I was using improvised equipment.

I tried making a prototype of the same by introducing ice cubes on the lid of the enclosed container to reduce the effect of expansion of the air which had on many occasions blown away the lid. This idea sometimes partially worked because at times I could hear a sound like the one of the wind inside the container. This, I thought, was as a result of the expansion and contraction of the air hence creating a man-made wind inside the tin.

If the idea had worked, the next generation prototype would have included an electric heater at the base and cooler at the top of the container in such a way that they are all joined together as one compartment. This would ensure a progressive lift off of the prototype in such a way that its speed could be controlled by increasing or reducing temperature from the electric heater or cooler. Direction would be regulated by maybe having two heaters at the base, in such a way that reducing or increasing the temperature of either one of them helps in change of direction. Advanced prototypes would have led to the manufacture of space ships that float 'miraculously'.

The idea of the space ship encouraged me to do more research of my experiment.

The Day before the Discovery

On the 1st of February 2012, as I was trying to improve my experiment, I forgot to reduce air by ensuring I thoroughly heat water in the container. This would ensure that most of the air expands out of the container so that when I tightly enclose the lid, it's not blown off by air pressure. I therefore removed the tin from the heating stove to perform this procedure. As I opened the lid of the tin, I noticed air was rushing inside the container meaning a partial vacuum has been formed inside it. This also meant some air had escaped from my 'air tight container'. I decided to note this down as part of my observations. I also decided to translate it into a physics equation i.e.

$$\textit{Air Escape} = \textit{Vacuum}.$$

The Day of the Discovery

In the morning hours of the 2nd of February 2012 as I was going through my notes that I had accumulated from my experiment, I noticed a strange equation: "Air Escape = Vacuum". It was strange to me because I didn't understand it at first.

This prompted me to find a better terminology for my equation; I thought, "When air escapes, it means it has moved from its location to another, therefore the better terminology for the word Escape is Movement".

I therefore replaced the original equation with:

$$\textit{Air Movement} = \textit{Vacuum}.$$

I generalized the equation to:

$$\textit{Matter Movement} = \textit{Vacuum}.$$

Immediately after generalizing it, it brought out a new meaning in my mind i.e. if I were to move any matter, vacuum would be formed.

There was a cup nearby, therefore I decided to practically test my new equation; as I moved the cup, I would visualize in my mind how vacuum was being formed behind it and how air quickly filled the vacuum space.

The Moment of the Discovery

In my observations, I had generalized vacuum inside the container as zero meaning nothing.

I decided to apply the zero to my equation i.e.

$$\text{Matter Movement} = 0$$

Since movement of matter is calculated as Speed; and Speed = Distance over Time taken, I generalized it to:

$$\frac{\text{Distance}}{\text{Time}} = 0 \quad \text{or} \quad \frac{D}{T} = 0$$

To make sense of my new equation, I sought to find out how the Distance and Time would relate to my equation i.e.

$$\frac{D}{T} = 0 \quad , \quad D = 0 \times T \quad , \quad \text{Distance} = 0$$

This made some sense, in that the Distance that remains because of the movement of the cup was indeed vacuum as I had practically visualized.

I sought to find out how Time would relate also;

$$\frac{D}{T} = 0 \quad , \quad \text{Time} = \frac{D}{0}$$

I realized that this is an incorrect calculation because I knew that when you divide anything by zero, it's undefined.

Since Distance is covered by matter which in this case is the cup, I decided to replace the word Distance with Cup in the equation;

$$\text{Time} = \frac{\text{Cup}}{0}$$

I tried to make an analysis of it;

$$\text{Time} = \text{Cup divided into zero parts.}$$

I simplified the language of the equation;

$$\text{Time} = \text{Cup separated into zero parts.}$$

I realized that if I separated the cup into nothing parts; I have separated it and separating it, is moving it. I therefore practically separated the cup and yes; vacuum was formed.

I rushed to find a calculator to confirm that when you divide one (*cup*) into zero parts, it is undefined; the result was, "Math ERROR" and yes; I had made a mathematical discovery.

REFERENCES

- *Wikipedia® Notes : ([http://en.wikipedia.org/wiki/vacuum energy](http://en.wikipedia.org/wiki/vacuum_energy)) (year 2016)*