All Energy Hypothesis

ZhiXiong Zhou

Abstract

Everything is energy. Energy can influence each other, and the relationship between energies can be mutual attraction, repulsion, or no interaction. Space is a form of energy, which can be consumed and generated. The consumption of space generates gravity. Among numerous principles, the one I most admire is Occam's Razor principle. If multiple phenomena can be explained by simple theories, why use many complex and difficult-to-understand theories? It is because of this that I have been moving further away from modern physics.

Hypothesis

- Everything is a state of energy

Everything is energy. Energy exists in various forms: particles, rays, fields, etc. Here, energy refers to the smallest unit of existence that can be divided. They have no structure or volume; they exist purely as energy. Energy can be consumed, generated, and transformed.

- Repulsion of Energies

Some energies may be repulsive, especially between the same kind of energy. Please imagine that if the same energies are not mutually exclusive when they meet, then they are very likely to fuse into greater units of energies, which would be found out by us already. Obviously, this situation has not been found so far, so we can reasonably consider that the same energy is mutually exclusive.

The distance at which the energy repels, expressed as the magnitude of the energy. This size is not fixed, but relative to different types of energy. The magnitude of the mutual repulsion between different energies is different, so the magnitude of the energy is also different. But if the two energies are not mutually exclusive, then there will be no volume.

Mutual repulsion of energy will manifest itself as particles. For example: after two marbles collide, they are likely to bounce off, at least not fuse together, because of mutual exclusion. The electrons on the surfaces of the two marbles repel each other, making it impossible for the two marbles to overlap in space. The same is true for atoms: two atoms cannot overlap in space because the electrons on the surfaces of the atoms repel each other.

- Attraction between energies

Certain energies attract each other, such as protons and electrons. Different energies meet and interact. Energy encounters are random, and if two energies combine to form a stable state, they may persist, such as protons and electrons, because this combination is very stable, so most of the substances around us have atomic structures. If the combination of energies is unstable, they will quickly separate and be replaced by other more stable combinations. For example, the combination of electrons with electrons is unseen in our lives because it has been replaced by the more stable combination of protons and electrons. This is also the essence of chemistry: in certain environments, some bonds are replaced by others.

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- Overlap of energies

Some energies do not interact with each other, neither repelling nor attracting. When they meet, they overlap in space, meaning that these two energies are both in the same location but do not affect each other. They can pass through each other. In daily life, this phenomenon is understood by us as waves and fields, etc.

- Space-Energy

Assuming space is also a form of energy. Space can be consumed. Space will uniformly regenerate itself. In most cases, space overlaps with other energies. Space moves from areas of high density to low density, similar to air. When air decreases at a certain point, surrounding air replenishes to achieve density equilibrium, like the operating principle of a vacuum cleaner, except a vacuum cleaner utilizes differences in air molecule density.

- Production of Gravity

Assuming there is a force field around the nucleus of an atom, this field prevents electrons from getting into the nucleus. But the electrons still can get in the nucleus under a certain probability. As soon as an electron breaks through the field, the electron will be teleported out of the atom. This teleportation consumes Space-Energy, and the Space-Energy will be extinguished. The void will be filled by other Space-Energy immediately.

The space around the atom is constantly annihilated, and is immediately replenished by the nearby space. The movement of space carries everything in the space to the center of the earth, so we feel that we are pulled to the center of the earth by gravity. In essence, the space under our feet is decreasing, and we are carried down by the space above our heads. The mechanism of gravity here is quite different from the "elevator" mechanism that someone likened: this kind of gravity is that space carries every molecule to the center of the earth at the same time, and the "elevator" is to push the molecule on the bottom of the foot first, and then the molecule pushes other molecules molecules move. If the observed object is water droplets, the difference between the two will be obvious.

The essence of gravity is acceleration, an acceleration that acts on every atom evenly and simultaneously. Gravity is a side effect of the existence of atomic structure.

Calculation of gravitational acceleration

Because gravity is generated by the annihilation of space, as the quantity of atoms is constant, the annihilation of space is constant, and the amount of space flowing to the substance is stable as well.

The annihilation of space is proportional to the mass. Presume there is a Mass-Space-Rate (MSR) in units of (m^3/gs), stands for the space is annihilated by 1 gram per 1 second. Then the total amount of spatial movement produced by a certain mass is:

$$M \times MSR$$

The total amount of moving-space through the SPHERICAL-SURFACEs, which revolve the substance as the center, is equivalent. As the area of the SPHERICAL-SURFACE is larger, the intensity of the moving-space is smaller. If the distance from a point to center of sphere is "r", then the moving-space intensity at the point is:

$$A = \frac{M \times MSR}{S} = \frac{M \times MSR}{4\pi r^2}$$

For the purpose to calculate the acceleration between substance 1 and substance 2, we should add the accelerations of both:

$$A_{12} = A_1 + A_2 = \frac{M_1 \times MSR}{4\pi r^2} + \frac{M_2 \times MSR}{4\pi r^2} = (M_1 + M_2) \times \frac{MSR}{4\pi r^2}$$

M_1, M_2 and r^2 mentioned here are variables, the others are constants.

Assuming the M_1 is the earth, M_2 is the observation object on Earth, M_2 is small enough to be calculated negligibly. The acceleration calculated by the method of spatial motion is:

$$A_{Earth} = \frac{M_{Earth} \times MSR_{Earth}}{4\pi r^2} = g$$

As we already measured, g=9.80665 (m/s^2), r_{Earth}=6371km, M_{Earth}=5.97237×10^{24} kg, so we can calculate and get:

$$MSR_{Earth} = 8.37527 \times 10^{-13} \, (m^3/gs)$$

Presuming the Moon, Mars and Mercury's elemental compositions are similar to earth, we can use MSR$_{Earth}$ to calculate their gravities.

Moon: M_{Moon}=7.3477×10^{22} kg, r_{Moon}=1737.1km, then we can get A_{Moon}=1.6229(m/s^2)
Mercury: $M_{Mercury}$=3.3022×10^{23} kg, $r_{Mercury}$=2439.7km, then we can get $A_{Mercury}$=3.6976(m/s^2)
Mars: M_{Mars}=6.4185×10^{23} kg, r_{Mars}=3389.5km, then we can get A_{Mars}=3.7235(m/s^2)

The above calculation results confirm that this calculation method is correct.

Feasibility of Antigravity

Since the atoms of the earth continuously consume space, space is replenished from the periphery of the earth to the atoms of the earth. Space moves from above us to the center of the earth, and we are carried by space to move towards the center of the earth, forming the gravity of the earth. If we can transfer space from above us to below us, as long as there is enough space, we can counteract the space movement caused by the earth. If the amount we move is greater than gravity, we may even move upward.

This anti-gravity flying machine has a significant advantage: it can accelerate easily in a vacuum without consuming mass. It can easily change direction in zero gravity.

The Explanation of Milky Way Galaxy

If space can regenerate itself, many phenomena can be explained.

The singularity hypothesis can be abandoned. Since space is constantly regenerated, when the distance between celestial bodies is far enough, the generation of space exceeds consumption, so the distance between celestial bodies will become farther and farther. This is enough to explain the Doppler effect. The origin of the universe may not necessarily require the existence of a singularity.

For now, people generally assume that there is a large amount of mass that we cannot observe at the center of the Milky Way, so it can pull the celestial bodies at the edge without falling apart. People call this imaginary substance dark matter. But if space is constantly regenerated, the phenomena of the structure of the Milky Way can be easily explained without assuming the existence of nonexistent dark matter. At the periphery of the Milky Way, there is a very large amount of space, which continuously generates huge space. Because the density of this space energy is relatively high, this space energy moves toward the low-density center of the Milky Way, pushing all celestial bodies towards the center. This movement is essentially gravity, but this gravity is not only generated by the mass in the center of the Milky Way, but also the result of the addition of space outside the periphery of the Milky Way.

At a certain distance, the amount of space generated is enough to make the speed of the observed objects move away from us exceeds the speed of light. Any signal generated by the observed objects cannot be transmitted to the earth. This is our observable limit. It can boldly be speculated that the history of the universe is much longer than 13.8 billion years. It is just that we can only observe 13.8 billion years. The shape of the universe is not necessarily a sphere. It's just that we can only observe things within a certain distance, with the earth as the center of the sphere, giving us the illusion that the universe is a sphere.

Repulsion's Explanation of Diffraction

If the photons were mutually exclusive, when two photons collide at a certain speed, they would bounce off like pinballs. The direction in which they bounce off is related to the angle at which they collided. When only the approximate direction of motion is known, the colliding motion of two photons is unpredictable.

If not two, but a large number of photons (such as two beams of light) meet, it is possible to estimate the probability of movement of the two beams of light. It is conceivable that the two photons will separate after colliding, and continue to move forward in a cone.

If there is no collision, the photons will arrive at the viewing screen in a straight line, appearing as a uniform light and shadow. Because of the collision of two photons, the photons no longer reach the observation screen according to the original route after the collision, and no photons arrive in some areas, forming diffracted light spots.

To form diffraction visible to the naked eye, two beams of light need to have the same frequency and a stable angle, so that they can collide stably and form a stable spot. If the frequencies are not the same, then the photons cannot collide in the same place consecutively. If the angle of the two beams of light is unstable, then the photons cannot collide at the same angle continuously, and the route after the collision will not be stable. Therefore, in many experiments, in order to observe diffraction, the same light source is divided into two parts by a spectroscope, and then interfered. If the two beams of light with different frequencies and indefinite angles double-cross, the photons will still collide, but the diffraction image that is visible to the naked eye cannot be formed.

For nowaday wave-particle duality of light is inspired by mechanical waves such as water waves, and needs to be reconsidered.

Based on the above, let's review the Michelson–Morley experiment. For now we do not consider the hypothesis and inferences of this experiment for the time being, but focus on the design of this experiment. Since the light source and the mirror have no relative displacement for the entire experimental system, the angle at which the two beams intersect remains unchanged. Even if the phase changes, the Diffraction should keep stable (Shankland 16). In short, the experimental device produces only constant diffraction images. And can't prove any theories (eg: ether theory, relativity, etc.) or not.

Photons Repulsion can explain the Double-slit experiment (Feynman) as well. If the beam passes through a slit, a slit-shaped light is projected on the viewing screen. But not an absolute slit shape, on the dark viewing screen near the light bar, some photons will still be cast on it, just too few to be seen with the naked eye. The reason for this phenomenon is that some photons are deflected as they pass through the slit, causing collisions, so that some photons are thrown outside the shape of the light bar.

There are many reasons for photon deflection:

● The volume of the light source is large, so that the angle between the light source and the slit forms an angle, which is not balanced enough, resulting in intersection.

● The wall of the slit is thick and the volume of the light source is large, some photons hit the wall of the slit, causing bounce and intersection.

● The large mass of the slit attracts photons to move towards the slit wall, the principle is similar to that of a gravitational lens.

When the beam passes through two slits, the deflection of the photons occurs in both slits. As long as the two slits are close enough, the deflected photons will easily collide, and after several collisions, several spots will form instead of two.

In the which-way experiment, we release very small amounts of photons to observe. When the photon(s) pass the one slit, it will move in the long-strip-cone, but there is no other photon (or enough photons) to repulse. So the photon(s) move in the long-strip-cone without repulsions. Then all photons hit in the two strips, but not multiple strips. In other words, the cause of the which-way experiment is insufficiency of photons.

Conclusion

All particles are mutually exclusive, with some particles that attract each other and some that do not interact. When energies encounter, they overlap, repel, or attract each other. The principle of gravity is the consumption of space energy, and the intensity of gravity depends on the speed of space movement. Anti-gravity flying machines are theoretically feasible. The structure of the universe is not necessarily a singularity, and the universe may be much older than the current observation limit. The wave-particle duality of light needs to be reconsidered. The Michelson–Morley experiment cannot prove any theory.

Bibliography

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全能量假设

周智雄

概述

万物皆为能量。能量之间可以互相影响，能量之间的关系可以是相互吸引，互斥或者互不影响。空间是一种能量，空间可以被消耗和生成。空间的消耗产生重力。在众多的原则中，我最尊崇的是阿卡姆剃刀原则，如果可以用简单的理论去解释多种现象，又何必去用诸多复杂难以理解的理论呢。正因如此，我离现代物理学越走越远了。

假设

- 万物皆为能量

能量有多种形式：粒子，射线，场等。此处所指能量是反指万物可分的最小的存在单位。它们没有结构，也没有体积，只是作为一种纯能量的存在。能量可以消耗，也可以产生和转化。

- 能量间的互斥

某些能量的关系是互斥的，特别是在同类能量之间。试想像：如果同种能量之间不是互斥的，那么它们相遇时，很可能合结合成更大单位的同种能量，例如：如果两个电子可以结合成一个更大的电子，那么就有可能存在上万个电子融合成的巨形电子。显然，至今未发现这种情况，所以我们可以合理猜测：同种能量之间是互斥的。能量相斥的距离，表现为能量的大小。这种大小并不是固定的，而是相对于不同种类能源间的。不同能量之间的互斥作用大小不同，因而表现出能量的大小也不同。但如果两种能量不互斥，那么就会表现出没有体积。

能量的互斥会表现成粒子性。例如：两个弹球相撞之后，它们很可能会弹开，起码不会融合在一起，这就是因为互斥性。两个弹球表面上的电子们互斥，令两个弹球不可能在空间上重叠。这种情况于原子亦然：两个原子不可能在空间上重叠，这是因为原子表面的电子互斥。

- 能量间的吸引--稳定原则

某些能量会相互吸引，例如：质子与电子。不同的能量会相遇，从而发生一些相互作用。能量的相遇是随机的，如果两种能量结合是稳定的，那么就有可能存留下来，例如质子与电子，因为这种组合很稳定，所以我们身边多数物质都是原子结构。如果能量组合是不稳定的，那么它们很快就会分开，被其他更加稳定的组合替代。例如：电子与电子的组合，我们生活中未见过电子与电子的组合，因为它被更加稳定的质子与电子组合替代了。化学的本质也是如此：在某种环境下，一些键替代另一些键。

- 能量的重叠

有些能量之间是互不作用的，既不互斥，也不互吸。它们相遇时，在空间上是重叠的，就是说这两种能量都在同一个位置，但互相不影响。它们可以互相穿过对方。在日常生活中，这种现象被我们理解为波和场等等。

- 空间能

假设空间也是一种能量的存在形式。空间是可以被消耗的。空间会均匀地自我生成。绝大部分情况下，空间都与其他能量重叠。空间会从密度高的地方向密度低的地方移动，就像空气，当某点的空气减少的情况下，周围的空气就会补充以达到密度的平衡，例如吸尘机的运作原理，只不过吸尘机利用的是空气分子的密度差。

- 重力的产生

假设：在原子核的周围，包裹着一种力场，这个力场尽量阻止电子进入原子核。当电子进入这个场的范围内，会被传送走，传送到远离原子核的地方。这种机制需要消耗空间能。所以有一部分空间能消失了，导致原子核附近的空间密度降低，外部的空间能向原子核补充。

由于这种防御机制是频繁发生的，所以这种空间消耗也是持续不断的。外围的空间能不断地向地心移动，这就形成了我们熟知的重力。现实中的重力机制与某人在某理论中比喻的"升降机"机制颇为不同：重力是空间载着每一个原子同时向地心移动，原子间不存在着推拉，而"升降机"是先推动底部的分子，再由该分子推动其他分子而移动。

重力的本质是加速度，一种均匀且同时地作用于每一个原子的加速度。重力是空间的移动，是原子结构存在的副作用。与时间没有什么关系。

重力加速度的计算

由于重力是空间消耗而产生的，而在原子数量稳定的情况下，空间能的消耗也会是稳定的。

为了方便计算，设物质消耗空间率这 Mass-Space-Rate (MSR) 单位为 (m^3/gs)，代表每一克物质每一秒消耗的空间。得M克质量消耗的空间如下：

$M \times MSR$

由于所有空间都是移动向一个重心点（地心），所以这些空间都流过以地心为中心的同心球。无论这个同心球的大小如何，同一时间流过的空间总量是稳定相同的。显而易见，空间移动强度与同心球面积成反比。又设同心球的半径为"r"，得重力加速度A如下：

$$A = \frac{M \times MSR}{S} = \frac{M \times MSR}{4\pi r^2}$$

如要计算两个物质之间的重力加速度，我们则需要把两者各自的重力加速度相加，如下：

$$A_{12} = A_1 + A_2 = \frac{M_1 \times MSR}{4\pi r^2} + \frac{M_2 \times MSR}{4\pi r^2} = (M_1 + M_2) \times \frac{MSR}{4\pi r^2}$$

此处 M_1, M_2 和 r^2 均为变量，其余为常量。

又假设 M_1 为地球，M_2 为地表观察物，则 M_2 微小得可以忽略，其加速度 A_2 也可忽略，则得如下：

$$A_{Earth} = \frac{M_{Earth} \times MSR_{Earth}}{4\pi r^2} = g$$

正如前人早已测量：g=9.80665 (m/s^2)，r$_{Earth}$=6371km, M$_{Earth}$=5.97237×10^{24} kg，所以我们可以计算得：

MSR$_{Earth}$=8.37527×10^{-13} (m^3/gs)

又假设月球、火星和水星的地质构成与地球相仿，我们可用 MSR$_{Earth}$ 来计算它们的表面重力加速度如下：

月球： M$_{Moon}$=7.3477×10^{22} kg, r$_{Moon}$=1737.1km, 可得 A$_{Moon}$=1.6229(m/s^2)

水星： M$_{Mercury}$=3.3022×10^{23} kg, r$_{Mercury}$=2439.7km, 可得 A$_{Mercury}$=3.6976(m/s^2)

火星： M$_{Mars}$=6.4185×10^{23} kg, r$_{Mars}$=3389.5km, 可得 A$_{Mars}$=3.7235(m/s^2)

以上计算结果可证实此计算方法无误。

反重力的可行性

由于地球的原子不断地消耗空间，空间由地球外围向地球的原子补充。空间从我们上方向地心移动，我们被空间载着向地心运动，由此形成了地球的重力。如果我们能够把空间从我们上方转移到我们下方，只要足够多，我们就可以抵消地球造成的空间移动。如果我们移动的量比重力大，甚至会向上移动。

这种反重力的飞行器在一种很显著的好处：可以在真空中轻松加速，不用消耗质量。在零重力的情况下可以轻松改变运动方向。

对我们银河系的解释

如果空间会自我重生，就可以解释很多现象。

奇点的假设可以放弃了。由于空间是不停地新生成，当星体之间的距离足够远，空间的生成比消耗多，所以星体之间的距离会越来越远。这足以解释多普勒效应。宇宙的起源也不一定需要奇点的存在。

就目前而言，人们普遍假设在银河系中心有很大量我们观察不到的质量，以致可以用重力拉住边缘的星体而不至于散架。人们叫这种想象中的物质为暗物质。但是如果空间是不断再生的，就可以简单地解释银河系结构的现象而根本不需要假设不存在的暗物质。在银河系的外围，有非常庞大的空间，会不断产生巨大的空间。由于这些空间能密度较高，所以这些空间向密度较低的银河系中心移动，以致推动所有星体移向中心。这种移动的实质也是重力，只不过这种重力不只是由银河系中心质量产生的，而且是银河系外围新增空间的结果。

在某一个距离外，空间产生的量足够令观测物远离我们的速度超过光速。观测物所产生的任何信号都不能传达到地球。这就是我们的可观测极限。可以大胆地推测，宇宙的历史远不止138亿年，只是我们只能够观测到的是138亿年，宇宙的形状也不一定是球体的，只不过我们能观测到的只有一定距离内的东西，以地球为球心的可观测范围，这给我们一种宇宙是球体的错觉。

光衍射的互斥解释

如果光子之间是互斥的，当两个光子以一定速度相撞时，他们会像弹球一样弹开。它们弹开的方向与它们相撞时的角度有关。当只知道大概运动方向的情况下，两个光子的相撞运动是难以预测的。

如果不是两个，而是大量的光子，例如两束光，相遇的话，那么这两束光的移动概率就有可能被估计。可以想象，两个光子相碰后会分离，在一个锥形的范围内继续前进。

如果没有碰撞，光子会以直线的形式到达观察屏，显示为均匀的光影。因为两个光子的碰撞，碰撞后光子不再按照原来的路线到达观察屏，有些区域没有光子到达，形成衍射的光斑。

如要形成肉眼可见的衍射，就需要两束光有相同的频率而且角度稳定不变，如此才可以稳定的碰撞，形成稳定的光斑。如果频率不相同，那么光子就不能连续在同一个地方相撞。如果两束光角度不稳定，那么光子也不能连续以相同角度碰撞，碰撞后的路线也不会稳定不变。所以在众多实验中，为了观察衍射，多用分光镜把同一光源一分为二，再干涉。如果不同频率，角度不定的两束光双交，光子仍然是会相撞，但是不能形成肉眼可见的衍射图像。

现今对光的波粒二象性是参考水波这种机械波的，需要重新思考。

按上所述，让我们再重新思考一下Michelson–Morley实验。我们暂时不去考虑实验证明了什么原理与否，我们只考虑这个实验本身。实验中光源是唯一的，以分光镜分为两束，并再相交，所以两束光的频率是相同的。实验中的所有镜都是固定良好的，所以两束相交的光的角度是稳定不变的。所以无论怎样转动，形成的衍射图形是不会产生变化的。简言之，该实验设备只会产生不变的衍射图像。并不能证明任何理论（例如：以太论，相对论等）与否。

光子互斥假设也可以解析双缝干涉现象

如果光束经过一道缝时，会有一条缝形状的光投射在观察屏上。但不是绝对的一条缝的形状，在光条附近的黑暗观察屏上，仍然会有一些光子投在上面，只是太少不能用肉眼观察。造成这种现象的原因是：某些光子经过缝的时候发生了偏转，造成了碰撞，以致一些光子投在光条形状外。

造成光子偏转的原因有很多：
- 光源的体积大，以致光从光源到缝之间的角度成型夹角，不足够平衡，造成相交。
- 缝的壁厚并且光源的体积大，一些光子射在了缝壁上，造成反弹，形成相交。
- 缝的质量大，吸引光子向缝壁移动，原理类似于重力透镜。

当光束经过两条缝的情况，光子的偏转在两条缝中都会出现。只要这两条缝足够近，偏转的光子就会很容易相撞，在若干次碰撞后，就会形成数条光斑而非两条。

在which-way experiment中，单个地发射光子，如果光子能通过其中一条缝，必然会投在该缝对应的光斑附近。当做充足数量的实验后，这些光子只会投在这两条缝的位置附近，不会形成双缝干涉的现象。这是因为光子逐个通个，没有其他光子与其相撞，所以它们的路线基本上可以保持直线。

总结

　　所有的存在都是由能量组成。空间也是能量中的一种，能被消耗和再生。重力是空间移动的表现。

　　这种假设是对宇宙的重新思考，甚至放弃了粒子和波的概念。与现在的众多物理理论相左。但这种假设可以取代暗物质，大爆炸等理论。有待实验证实或证反。