

GRF ----- Gint Request Form

DATE: 2025 07 19

GLOG GRF ID code : 20250719STU

AAINT: Google Ai Studio
aka : STU

Attributions: cc GROK

SUBJECT/ TITLE: Computer Modeling

I want to add a directory to the Gellun GitHub called

"Computer Modeling"

Which would have notes on this topic, some trial scripts and suggested opportunities for others to attempt.

My go-to language for stuff is Python which has a huge number of libraries for math, for science and for graphical presentations, so use Python for if appropriate.

Looking at the current Gellun model which is attached, suggest some specific appropriate issues that could be so modeled , and how they could be done, citing specific modules, to inspire those that could to do such work to describe and develop Gellun in these directions.

Don't write any code just yet. I'll pick and ask separately for a few easy ones and the others will just be posted as challenges.

Don't write a thesis, just take a preliminary shot. The goal today is further exploration direction pointing, and even get more questions to explore another day.

Have fun.

GITSCH

The current Gellun model is defined as these Definitions plus The Summary:

Definitions:

GRF : GINT REQUEST FORM

This form will only be read by me, and Ai engines. Any other Humans will get processed results.
A limited glossary as needed for this task is included.

GLOG: My log of Grfs sent to an Aaint.

AAINT : The Assigned Ai Engine which is asked to do this GINT. You.

GINT : An analysis of the PHYQ topic involving a description, the currently accepted physics explanation of the mechanics or cause of it. Then an attempt to support a recast or Interpretation or explanation under a GELLUN framework. A GELLUN INTERPRETATION if possible or describing how GELLUN would not or totally fail to do so.

This is a Scientific Method Approach with the Gellun concepts being the hypothesis.

PHYQ: : The topic which is a Physics Question. A real world observation, behavior or curiosity that is being studied here.

May even be an objection, observation or question raised by another AAIN in a GINT.

GELLUN : My alternate Physics concept, a summary of its current state is at the end of this document.

MEL: Magnetic Electric Liquid (my word). A speculation. Replaces "vacuum of space" concept. MEL's properties and its dynamics, what determines density variations, and the exact mechanisms by which MEL interacts with Grund are not known yet. Determining that is the purpose of these Gints. Energy conservation issues are still unclear. For now assume it would be Element 0 in a redefined periodic table with extreme low(fluctuating) density of both matter and energy. Space is spongy and overall totals most of the universe mass.

LIQUID

I define MEL as magnetic electric liquid, a hypothetical with behavior that spans multiple domains: fluidic, field-based, elastic, and even atomic-like (Element 0).

It is a liquid-like yet distinct state with some properties of a fluid, gel, plasma and even a superfluid.

Yet to be defined better. Determining that is the purpose

of these Gints. Assume it has zero viscosity like a superfluid has which could help solve a major problem regarding Gravity.

NARFUSION: A speculation. My term where I define the jump from MEL (Element 0) to Hydrogen (Element 1) as the real energy release step replacing fusion.

I acknowledge that current fusion theory involves other nuclear forces. In Gellun, the ignition event is not proton fusion but MEL energization at Hot Grund points. More detail and what triggers this transformation or if there a specific energy threshold or process are not known yet. That is the purpose of these Gints.

HARD POINT: A real world observation or behavior that can repeatedly be independently tested or proven to exist. ie: A Donkey. Used as a starting point for further exploration. ie: Could an astronaut use a donkey on Mars. Easy to test or guess.

SOFT POINT: A speculative concept that is then further hypothesized about and built upon. ie: A Unicorn .ie: Could an astronaut use a Unicorn on Mars. Impossible to actually test. Easy to speculate or change basic definition for a Unicorn's powers.

GRUND: The Solid matter planetary bits. Mass that is the planets moons suns meteors asteroids etc. The clumps.

Comes in Cold and Hot varieties with the luminescent suns stars and nebula the hot. Scottish for Ground.

OMNIVERSE: The collection of all possible universes, just so we include EVERYTHING.

RAY : A useful Response to an Analysis like the one requested here. Valuable information, positive or negative about our hypothesis. My goal is to collect as many RAYS as possible and move further, to "Boldly Go where no man (or Machine) has gone before". Me. You.

NEOAETHERIAN: A new take on the luminous aether concept once discarded by physics.

GITSCH: Paul J. Gitschner, Me. Theoretical Physics hobbyist, conceiver of GELLUN.

TATP/TAP: Today's Accepted Theoretical Physics aka Physics As Taught (PAT) aka the State of the Art, (SOTA).

GELLUN SUMMARY:

The Gellun concept
An Alternate Physics Paul J. Gitschner 2025 Canada

A. Overview

I call My alternate physics The Gellun, (Gell Universe) It's a TOE, a Theory of Everything since it describes foundational concepts that would apply to, well, everything. It identifies the big questions (gravity, energy, cosmology) and proposes a unified system to explain them.

It's an Neoaetherian derivative universe and messes with accepted classical, Newtonian, and Quantum concepts. Everything being defined in only four elements. Time, Space, Matter and energy, with all matter having some level of gellen-energy energy. No vacuum of space.

Here that's MEL - magnetic electric liquoid (my word) with the solid matter planetary bits (Grund) floating and moving through that infinite spongy energy field space, that changes, oscillates and undulates as it's energy density or charge varies due to its influences, thru movement over time. It's of uneven density, compressible and expandable as its magnetics and electrics interact with the solid bits. On a rewritten Periodic table it would be element 0 with atomic weight just about 0.

It has "pressure differentials" flexing with the movement of more solid mass thru it. It ebbs and flows like a boundless ocean. The planets move thru it pushing the thinner material aside, imparting kinetic energy that will displace further.

B. Energy Transfer

It has Magnetic and Electrical properties, otherwise how would radio work in space? With Mel's energy only exchanged between mass body's if attached or a Mass body and the Mel. In most energy "transactions" it's a three way transaction, Mass Body 1 transfers an Energy quantity to the Mel, that area of the Gellun elevates its energy quotient and then transfers that energy, or most of it to Mass body 2. The Mel then returns to it's local Energy balance equilibrium. So most, if not all energy transactions are "on a three party" basis.

Disequilibrium trying to resolve back to equilibrium is the source of force which is the cause of any kinetic motion like the way water levels flow from high to low. And that in turn causes further disequilibrium elsewhere tangentially or in overshoots due to inertia.

C. Gellun Gravity

An inflated balloon held underwater still roughly spherical as if an even force were maintaining it's shape. It has a flexible rubber barrier that separates two mediums, the air in the balloon and the water around it. It is not behaving this way due to inner forces pulling the air inside the barrier towards a centre point to hold its shape. As long as the barrier holds it is due to the external pressure of the water pushing the air, roughly evenly together, inside the balloon.

As such, we have 2 media in our universe overlapping frequently. The Grund must reside in the Mel, there is nowhere else. The cold Grund objects are denser than the Mel and DISPLACE it, like the air in the balloon displaces the seawater. Let's call that Mel pressure.

The Mel COMPRESSES to get out of the area where the Grund is. Each has it's own Magnetic and Electric identity and such Fields do not cross, they avoid each other.

The COMPRESSED MEL has more force. It pushes and presses the Grund together from all sides, resulting in Spherical planets, and moons and Suns. (We'll talk more about the Hot Grunds later). So "Gravity Sucks" is wrong.

The force is proportional to mass which explains why bigger objects are rounder and have more gravity and effect on other objects and small objects are more oddly shaped and can just fly randomly. So, it's not a Pull from the inside. It's a Push from the above. It's the result of us all being Pushed down by the Mel.

D. Gellun Fusion aka NarFusion

Gellun suggests the Universe overall is a perpetual totality that circulates energy. The Mel builds up charges due to the Grund circulating in it. The Grund expresses some kinetics due to differentials. And more charge builds up in the Mel. The build up discharges at anode like points called Hot Grund, which are the Suns and stars which radiate EMS energy that induces the magnetic effects in the cold Grund to rotate revolve, and organize themselves into electro magnetically linked systems like Solar systems and Galaxies. Since Mel is Element 0, I suggest it becomes Element 1 in the energy release process. Hydrogen. Then after there are byproducts (ash) like Helium and more elements. This means there is no "Fusion of Hydrogen into Helium" energy source as being researched today. The energy source is 1 step below, when Mel turns to Hydrogen. The Mel is supplied to the "Hot Point" which acts as a filament, by the Gellun which is a huge reservoir of charge. It does not convert with 100 percent efficiency and thus we get SUNLIGHT and STAR SHINE and all the other luminous bells and whistles. The Hydrogen may disperse into space and perhaps even decay back to Mel.

DISCLAIMER: All my work on GELLUN is a work in progress unproved fiction written for my retirement foolhardy amusement only and subject to changes based on further research. It's all meant to be a start of fresh questions rather than an answer to all unknowns.

No warranties, your Universe mileage may vary.

I've uploaded the most current Gellun model, some GINTS and notes to my [github.https://github.com/FalconRider/The-Gellun-Folio-Two](https://github.com/FalconRider/The-Gellun-Folio-Two).

There it is licenced under a Creative Commons Zero v1.0 Universal licence.

returned STU

RAY: Acknowledged. This is STU processing GRF 20250719STU.

SUBJECT: Preliminary Analysis for "Computer Modeling" Directory

GITSCH, this is an excellent direction for the Gellun project. Creating a "Computer Modeling" directory provides a fantastic sandbox for exploring the implications of the Gellun framework. A simulation can reveal emergent behaviors, highlight inconsistencies, and—most importantly—generate new, more specific questions.

Here is a preliminary shot, as requested, outlining some potential modeling projects. These are designed to be starting points for challenges, using Python as the go-to language.

Proposals for the "Computer Modeling" Directory

Here are four specific modeling opportunities derived from the current Gellun Summary. Each is designed to test a core concept.

1. Modeling Gellun Gravity: The "Push" from MEL

Concept: This model would directly simulate the foundational concept of Gellun Gravity: that Grund is not pulling other matter, but is being pushed together by pressure from the surrounding compressed MEL.

Modeling Approach:

Create a 2D (or later, 3D) grid representing a region of MEL. Each point in the grid has a base "pressure" value.

Introduce a 'Grund' object (a simple circle/sphere) into the grid.

Define the core rule: The Grund object "displaces" MEL. This should be modeled as the Grund object "shielding" or "shadowing" the space behind it from an omnidirectional MEL pressure. The area between two Grund objects would be a "pressure shadow" zone—it would have lower effective MEL pressure than the areas on their far sides.

The simulation would then calculate the net pressure on each Grund object. The higher pressure on the outer surfaces, compared to the lower pressure in the shadowed region between them, should result in a net force pushing the objects together.

Visualize the MEL pressure field as a color map or contour plot, showing the high-pressure zones and the low-pressure "shadows" between objects.

Key Questions to Explore:

How does the "gravity" force change with the mass (size) of the Grund objects?

How does the force change with distance? Does it follow an inverse-square law, or something different?

What properties of MEL (e.g., its "compressibility" or how pressure propagates) affect the resulting force?

Suggested Python Libraries:

NumPy: Essential for creating and manipulating the grid (arrays) of MEL pressure values efficiently.

Matplotlib or Seaborn: Perfect for visualizing the 2D pressure field as a heatmap or contour plot, making the "push" effect intuitive.

SciPy: Could be used for more sophisticated field calculations, like smoothing or interpolating the pressure values across the grid.

2. Gellun Orbital Mechanics: Motion in a Viscous-less Liquoid

Concept: This builds on Model 1 to see if the Gellun "push" gravity can produce stable orbits, a critical test for any theory of gravity. The "zero viscosity" property of MEL is key here.

Modeling Approach:

Use the gravity force calculation from the model above.

Place a large, central Grund object ("Hot Grund"/Sun) and a smaller Grund object ("Cold Grund"/Planet).

Give the planet an initial tangential velocity.

In discrete time steps, calculate the net "push" force on the planet due to the MEL pressure field created by the sun.

Update the planet's position and velocity based on this force. The explicit assumption of zero viscosity means there is no drag force from the MEL itself.

Plot the trajectory of the planet over time.

Key Questions to Explore:

Can stable, elliptical orbits be achieved?

How do the orbital parameters (period, speed) relate to the mass of the sun and the properties of MEL?

What happens if a third body (a moon) is introduced?

If MEL has even a tiny amount of viscosity (drag), what happens to orbits over time?

Suggested Python Libraries:

NumPy: For all vector and position calculations.

Matplotlib: To plot the 2D trajectory of the orbiting body. matplotlib.animation could create a great animated visualization.

3. Energy Transfer: The Three-Party Transaction

Concept: This model explores the Gellun idea that energy is transferred via MEL as an intermediary, rather than directly through a vacuum.

Modeling Approach:

Create another grid representing MEL, but this time each cell holds an "energy level" value.

Place two static Grund objects in the grid (Body 1 and Body 2).

Simulate an energy emission event from Body 1. This would sharply increase the energy value in the MEL cells immediately surrounding it.

Define a "diffusion" or "propagation" rule for how this energy spreads through the MEL grid over time, from high-energy cells to adjacent lower-energy cells.

Body 2 would be defined as an "absorber," drawing energy from the MEL cells it occupies.

Visualize the propagation of the energy wave moving from Body 1 to Body 2 through the MEL.

Key Questions to Explore:

What determines the speed of energy propagation through MEL?

Is there energy loss during the transfer (i.e., does the MEL retain some residual energy)?

How would a moving Grund object interact with this energy wave?

Suggested Python Libraries:

NumPy: For the energy grid.

Matplotlib: imshow and animation would be excellent for showing the energy wave propagating over time.

4. NarFusion Simulation: MEL as a Fuel Source

Concept: This models the "Hot Grund" (Sun) not as a body fusing its own mass, but as a catalyst or "anode" that converts incoming MEL into energy and Hydrogen.

Modeling Approach:

Again, start with a MEL grid representing density or pressure.

Define a central point as a "Hot Grund" sink. This point constantly "consumes" MEL from its adjacent cells.

This consumption creates a low-pressure gradient, causing a net flow of MEL from the surrounding space toward the Hot Grund. This simulates the fuel supply.

The rate of MEL consumption can be tied to a variable representing the energy output (Sunlight, etc.).

Visualize the flow of MEL into the Hot Grund using a vector field plot.

Key Questions to Explore:

Does this model lead to a stable, continuous flow of MEL?

How does the "reach" of a star's influence (its ability to draw in MEL) relate to its energy output?

Could nearby Grund objects affect the flow of MEL into the sun?

Suggested Python Libraries:

NumPy: For the density/pressure field.

Matplotlib: A quiver plot is the perfect tool for visualizing a vector field, showing the direction and magnitude of the MEL flow.

This set of proposals should provide ample material for the "Computer Modeling" directory, offering challenges that range from relatively simple (visualizing the pressure field) to more complex (simulating stable n-body orbits).

This is a fun and promising direction. Looking forward to seeing which of these you'd like to explore first.

STU

AAINT for GITSCH

Great answer! Thank you!

ThinkingThoughts

(experimental)

Auto

Expand to view model thoughts

chevron_right

You're most welcome, GITSCH.

I'm glad the RAY was on target. This is a promising path for exploring the Gellun framework.

Visualizing these concepts will undoubtedly lead to new insights and further questions.

I am ready to proceed when you are. Let me know which model you'd like to tackle first.

STU