Methods of Motion [In the Multiverse]

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30 May 2024

1 Methods of Motion

In the multiverse context, where acceleration and velocity are defined over time rather than space, we can introduce new terms to describe these phenomena. We will use the terms ”octyl” for simulable velocity and ”coeternal” for simulable acceleration.

New Definitions in the Multiverse Context

- **Octyl (o)**: The rate at which a simulable entity s changes its state with respect to time over the new manifold. - **Coeternal (c)**: The rate at which a simulable entity s changes octyl.

Mathematical Definitions

1. **Simulable Velocity (Octyl, o)**: - The rate of change of the state of a simulable entity s over time.

$$o = \frac{d\mathcal{T}}{dt}$$

Here, $\mathcal{T}$ represents the generalized state in the new manifold.

2. **Simulable Acceleration (Coeternal, c)**: - The rate of change of octyl.

$$c = \frac{do}{dt} = \frac{d^2\mathcal{T}}{dt^2}$$

Applying These Concepts to the Multiverse Model

Given the constants B and b, and the simulate equation S, we derive the equations for octyl and coeternal for simulable entities s_1 and s_2.

Simulate Equation

$$S = \frac{b \times B \times s_1 \times s_2}{r^2}$$

Here, S represents the simulate force, and r is the temporal separation.

Coeternal (Simulable Acceleration)

Using $S = sc$:

$$c = \frac{S}{s}$$

For interactions between s_1 and s_2:

$$c = \frac{b \times B \times s_2}{r^2}$$

Octyl (Simulable Velocity)
Given the coeternal (c) over a time interval Δt:

$$o = \int c\, dt = c \times \Delta t$$

Example Calculation
Assume: - $b = 6.674 \times 10^{-123}$ - $B = 6.674 \times 10^{-119}$ - $s_1 = 1$ - $s_2 = 2$ - $r = 1$
1. **Compute Coeternal (c)**:

$$c_1 = \frac{b \times B \times s_2}{r^2} = \frac{(6.674 \times 10^{-123}) \times (6.674 \times 10^{-119}) \times 2}{1^2}$$

$$c_1 \approx 8.902 \times 10^{-241}\, units$$

2. **Compute Octyl (o)** over a time interval Δt:

$$o_1 = c_1 \times \Delta t$$

Conclusion

In the multiverse context, the terms "octyl" (o) and "coeternal" (c) represent the simulable velocity and acceleration, respectively. These concepts describe how simulable entities change their states over time within the new manifold of the multiverse. By incorporating the constants B and b, we adapt these quantities to reflect the higher-dimensional interactions and dynamics characteristic of the multiverse.

Summary of Terms: - **Octyl (o)**: The rate at which a simulable entity s changes time over the new manifold. - **Coeternal (c)**: The rate at which a simulable entity s changes octyl.

Example Values: - **$b = 6.674 \times 10^{-123}$** - **$B = 6.674 \times 10^{-119}$** - **$s_1 = 1$, $s_2 = 2$** - **$r = 1$** - **$c_1 \approx 8.902 \times 10^{-241}$ units** - **$o_1 = c_1 \times \Delta t$**

Thank you for the clarification. Let's adjust the mathematical description accordingly:

Revised Definition in the Multiverse Context

- **Octyl (o)**: The rate at which a simulable entity s changes time over the new manifold.

Revised Mathematical Definition

1. **Simulable Velocity (Octyl, o)**: - The rate of change of time over the new manifold for a simulable entity s.

$$o = \frac{dt}{dnm}$$

Here, dt represents the infinitesimal change in time, and dnm represents the infinitesimal change in the new manifold.

Applying This Concept to the Multiverse Model

Given the constants B and b, and the simulate equation S, we can derive the equation for octyl for simulable entities s_1 and s_2.

Octyl (Simulable Velocity)

Given the coeternal (c) over a time interval Δt:

$$o = \int c\, dt = c \times \Delta t$$

Conclusion

In the revised context, the octyl (o) represents the rate at which a simulable entity s changes time over the new manifold (dnm). This adjustment ensures that the definition aligns with the intended interpretation of time variation within the multiverse framework.

Thank you for the clarification. Let's revise the mathematical definition accordingly:

Revised Definition in the Multiverse Context

- **Octyl (o)**: The rate at which a simulable entity s changes time over the new manifold.

Revised Mathematical Definition

1. **Simulable Velocity (Octyl, o)**: - The rate of change of time with respect to the generalized state in the new manifold for a simulable entity s.

$$o = \frac{dt}{d\mathcal{T}}$$

Here, dt represents the differential of time, and $d\mathcal{T}$ represents the differential of the generalized state in the new manifold.

Applying This Concept to the Multiverse Model

Given the constants B and b, and the simulate equation S, we can derive the equation for octyl for simulable entities s_1 and s_2.

Octyl (Simulable Velocity)

Given the coeternal (c) over a time interval Δt:

$$o = \int c\, dt = c \times \Delta t$$

Conclusion

In the revised context, the octyl (o) represents the rate at which a simulable entity s changes time over the new manifold. This adjustment ensures that the definition aligns with the intended interpretation of time variation within the multiverse framework, where time traverses the new manifold.

Let's adjust the definitions of octyl and coeternal based on your proposed amendments. Here's the revised conceptual framework:

Revised Definitions

1. **Octyl (o)**: - Octyl o: the rate at which a simulable entity s changes time (t) over the new manifold (T):

$$o = \frac{dt}{dT}$$

2. **Coeternal (c)**: - Coeternal c: the rate at which octyl changes over time, essentially the acceleration of octyl:

$$c = \frac{do}{dt} = \frac{d}{dt}\left(\frac{dt}{dT}\right)$$

Interpretation in Multiverse Context

- In this revised framework, octyl o represents how time t changes with respect to the new manifold T. - Coeternal c represents the rate of change of octyl, analogous to how acceleration is the rate of change of velocity in our universe.

Mathematical Representation

Using these revised definitions, let's derive and illustrate the relevant equations:

1. **Octyl (o)**:

$$o = \frac{dt}{dT}$$

- This equation signifies that octyl is the change in time with respect to the new manifold.

2. **Coeternal (c)**:

$$c = \frac{do}{dt} = \frac{d}{dt}\left(\frac{dt}{dT}\right)$$

- This implies that coeternal is the second derivative of time with respect to the new manifold, or:

$$c = \frac{d^2t}{dTd^2t}$$

Simulate Force (S)

Incorporating these definitions into the simulate force S equation:

$$S = \frac{b \times B \times s_1 \times s_2}{r^2}$$

Revised Interpretation of Variables:

- **B**: Multiversal Brane Constant, analogous to the gravitational constant G. - **b**: Simulation due to the brane, analogous to acceleration due to gravity g. - **S**: Simulate force, analogous to the gravitational force F. - **s_1, s_2**: Simulable entities, analogous to masses m_1, m_2. - **r**: Temporal separation, analogous to the spatial separation in our universe. - **o**: Octyl, representing the rate of change of time with respect to the new manifold. - **c**: Coeternal, representing the rate of change of octyl, analogous to the acceleration of time in the new manifold.

Summary of Revised Laws

1. **Octyl (o)**:

$$o = \frac{dt}{dT}$$

2. **Coeternal (c)**:

$$c = \frac{do}{dt} = \frac{d}{dt}\left(\frac{dt}{dT}\right) = \frac{d^2t}{dTdt}$$

3. **Simulate Force (S)**:

$$S = \frac{b \times B \times s_1 \times s_2}{r^2}$$

Example Calculation

To provide an example, let's compute S with arbitrary values for s_1, s_2, and r:

Given: - $B = 6.674 \times 10^{-119}\, m^9 kg^{-1} s^{-2}$ - $b = \frac{6.674 \times 10^{-123}}{s_1}$ - $s_1 = 10\, kg$ - $s_2 = 5\, kg$ - $r = 1\, s$

Calculate b:

$$b = \frac{6.674 \times 10^{-123}}{10} = 6.674 \times 10^{-124}\, m^9 kg^{-1} s^{-2}$$

Calculate S:

$$S = \frac{(6.674 \times 10^{-124}) \times (6.674 \times 10^{-119}) \times 10 \times 5}{1^2} = \frac{(4.454 \times 10^{-242}) \times 50}{1} = 2.227 \times 10^{-240}\, m^9 kg^{-1} s^{-2}$$

This framework aligns the new definitions of octyl and coeternal with the multiversal dynamics, emphasizing the interaction and evolution of simulable entities across a new manifold with a redefined concept of time and acceleration.