DOCUMENT 11: THE UNIVERSE'S SOURCE CODE

An Introduction to Locational Variable Theory (LVT) for the Physicists of Tomorrow

Educational Module: Grades 7–9

Tobias Nilsson

Founder and Chief Architect

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Abstract

Welcome to a new physics. Albert Einstein looked at the universe and asked: *"What is time?"* He changed the world by proving that time is not an absolute, ticking clock, but a relative illusion. I look at the universe and ask the next logical question: *"What is distance? What is space?"*

For over a hundred years, we have been taught that space is like a large, empty box that planets and stars move inside. But what if that box is an illusion? What if space works more like a video game, where "distance" is just something rendered on a screen, while the true reality is the code behind it? In this document, we will explore Locational Variable Theory (LVT) – the theory that explains how space is created, why black holes exist, and how the spaceships of the future will be able to travel to other stars without ever moving through the space in between.

Glossary of Key Terms

Before diving into the thought experiments and the physics of the Locational Variable Theory and the Nilsson-Drive, here are the core concepts of Locational Variable Theory:

- **Locational Variable Theory (LVT):** The scientific framework proving that space is not a physical container. Instead, "distance" is just relational data between objects.

- **Locational Variable (*LV*) / Node-pointer:** An object's exact "address" in the universe's source code. Instead of thinking of location as a physical GPS coordinate (like latitude and longitude) inside a giant box, think of an *LV* as a unique IP address in a massive computer network. If you can edit an object's *LV* in the code, its physical location on the "screen" of the universe changes instantly.

- **The Source Code (The Cosmic Network):** The totality of all matter and energy in the universe (the nodes) and the relational data/distances between them (the links).

- **Complexity (*C*):** The informational "file size" of an object. The more mass, heat, and structure a spaceship has, the higher its complexity, making it harder to hide from the universe.

- **Observation (*O*):** How much the surrounding universe is interacting with an object (e.g., light hitting it, or air molecules bouncing off the hull).

- **Rendering Threshold (T_{local}):** The universe's local minimum limit for keeping track of a physical object. If an object's Complexity (*C*) multiplied by its Observation (*O*) falls below this limit ($C \cdot O < T_{\text{local}}$), the universe temporarily stops rendering its physical location. This "unlinks" the object, allowing its address to be rewritten.

- **Topological Translocation:** The act of moving an object by deleting its current network address and rewriting it to a new one, instantly moving it without traveling through the physical space in between.

- **Planck Time (t_P):** The absolute shortest possible tick of time in physics (a decimal with 43 zeros before the 1). It acts as the fundamental "server tick" or refresh rate of reality.

- **Vacuum Terminal:** A highly controlled, pre-emptied facility required for all terrestrial LVT travel. It prevents nuclear overlap upon arrival and catastrophic atmospheric implosions upon departure.

1 What Exactly is Distance?

Imagine you are playing an online game, like Minecraft. Your character is standing on a mountain, and your friend is standing on another mountain far away. On the screen, it

looks like you are thousands of meters apart. To get to your friend, you have to press the keyboard and let your character "walk" all the way there, which takes time.

But what does it look like inside the computer's processor? In there, there are no mountains and no distance. There is only information. Your character has an address in the code (Coordinate A), and your friend has another address (Coordinate B). The computer calculates the difference between A and B, and *renders* a distance on your screen.

According to LVT, our real universe works exactly the same way. Space is the screen. At the quantum level (the smallest building blocks of the universe), there is no physical distance. There is only a giant network of information. What we call "distance" is just the universe's way of rendering how many logical steps there are between two addresses in the source code. We call this address a **Node-pointer** (or *LV*).

2 Thought Experiments: Hacking Reality

Before we can understand how a spaceship can travel faster than light, we have to unlearn everything we think we know about the universe. Let's do two thought experiments.

Thought Experiment 1: The Two Apples (What is Space?)

Imagine a completely empty universe. No stars, no planets, no black void—just nothing. Now, put two apples into this universe. These two apples are 100% identical. They have the same red color, the same size, the same weight, and the exact same atomic structure. But since there are two of them, there is still *one* thing that separates them: their location! Location is a property they have *relative* to one another. "Distance" is simply the gap between Apple A and Apple B.

Now, imagine we remove one of the apples. There is only one apple left in the entire universe. Ask yourself: *Where* is the apple? Suddenly, the question is completely meaningless! You cannot say it is "on the left" or "10 meters away" because there is absolutely nothing else to measure it against. "Location" and "distance" no longer exist. This proves a massive secret about reality: Space is not a giant empty box that things sit inside. Space is just the relationship between objects. Without at least two objects to compare, distance is exactly zero!

The 300-Year-Old Mystery: Newton's Bucket

If space is just a relationship between objects (like the two apples), why did scientists believe it was a giant empty box for over 300 years? We can blame Isaac Newton.

In the late 1600s, a brilliant philosopher named Gottfried Wilhelm Leibniz argued exactly what we just proved with the apples: space is not a physical thing; it is just

relational data. But Newton fought back with a famous thought experiment of his own: *The Spinning Bucket*.

Imagine a bucket hanging from a rope, filled with water. If you spin the bucket, friction eventually makes the water spin too. As the water spins, centrifugal force pushes it up against the walls of the bucket, making the surface of the water curve into a bowl shape.

Newton asked a genius question: *What is the water spinning relative to?* It can't be spinning relative to the bucket, because both the water and the bucket are spinning together! Newton claimed the water must be spinning relative to "Absolute Space" itself. With this argument, he convinced the entire world that space was a real, invisible container that we live inside.

But according to LVT, Newton forgot something huge: The rest of the universe! Remember the two apples? The water isn't spinning against an invisible box. It is spinning relative to the Earth, the sun, and all the distant stars!

When the water spins, the universe has to constantly update the water's relational data (its distance) to every other atom in existence. That massive calculation across the cosmic network creates physical resistance, pushing the water up the walls of the bucket. In fact, according to LVT, if that bucket was the *only* object in a completely empty universe, you could spin it as fast as you want and the water would remain perfectly flat—because without other nodes in the network, there is nothing to spin relative to!

Thought Experiment 2: The Glitched Train (How do we move?)

If distance is just a relationship—a line of code between objects—then how do we actually travel?

Imagine a train moving from Station A to Station B. In the old physics, the train has to burn fuel to push its heavy wheels over the physical tracks, passing every single meter along the way. If the track is long, it takes a lot of time and energy.

But in Locational Variable Theory, those tracks are not a physical road; they are just a sequence of network addresses in the universe's source code. To move the train, we ask a very simple question: *Why bother rolling over all those addresses?*

Instead, we use a machine (the Nilsson-Drive) to temporarily hide the train from the universe's network. For a tiny fraction of a second, the universe stops looking at the train. While the train is "unlinked" and invisible to the system, we simply delete its location data for Station A, and type in the coordinates for Station B.

When the universe updates on its next server tick (one Planck time, $1 \times t_P$), it reads the new code and immediately renders the train at Station B. The train never physically crossed the space in between. It didn't fly; it just updated its address in the cosmic network! That is the secret of the Topological Translocator.

3 Quantum Physics and the Universe's RAM

If we can move things by changing their code, why aren't we accidentally teleporting all the time?

The answer lies in LVT's main equation: $C \cdot O \geq T_{local}$. We can translate it like this:

- C = Your **Complexity** (your file size). You are made of trillions of atoms. You are a very "heavy" file.

- O = Your **Observation** (the number of pings). Light bounces off you, air touches you, gravity pulls you. You are constantly communicating with the universe.

- T_{local} = The local **RAM limit** (threshold value). The limit for how much uncertainty the local universe can handle.

Because you are large (C) and constantly touching your environment (O), your value is gigantic. It is far, far above the universe's local limit (T_{local}). The universe is therefore forced to lock you to a single physical location so the game doesn't crash. You are "rendered".

But a tiny electron (low C) that is completely isolated (low O) exists *below* the universe's limit. The universe doesn't bother giving the electron a fixed location. It can be everywhere at once like a ghost (this is called quantum superposition). It is only when a scientist looks at the electron (raising O) that the universe says: "Whoa, the load is too high, I have to give the electron a specific position!"

An LVT-spaceship (The Nilsson-Drive) works by creating an advanced shield that forces an entire spaceship's observation (O) down to almost zero. The ship becomes like the ghostly electron and can therefore change its location.

4 The Source Code in Action: Cosmology, Quantum Ghosts, and Thermodynamics

If LVT is the true operating system of reality, how does it explain the greatest mysteries of the universe—from massive black holes and quantum ghosts, down to the everyday friction of our own hands?

1. The Expansion of the Universe (Dark Energy): You have probably heard that space is growing and growing. Scientists usually call this "dark energy," but no one really knows what it is. LVT provides a simple explanation: The universe is constantly creating new information. Everything that happens creates new data. According to LVT, "distance" is just the number of codes (nodes) between objects. As the universe gets more and more information to handle, it must create more nodes in the network to fit all the data. More nodes = more distance. Space isn't stretching like a rubber band; the universe is just adding more pixels to the screen!

2. Dark Matter: In astronomy, there is a ghost. We can see its gravity pulling on galaxies, but it's completely invisible. We call it "Dark Matter." In the old physics, this is a huge mystery. But in LVT, it makes perfect sense. Remember the threshold value (T)? You could say that dark matter is neither above nor below the threshold, but balancing exactly *on* the threshold. It is right at the edge of the universe's RAM limit. It is too complex to be a free-floating ghost like an electron (which is below the threshold), but it lacks the interaction to get a locked, visible address on the screen (like normal matter above the threshold). Because it doesn't have an exact rendered coordinate, light can't hit it (so it's invisible). But its massive file size still exists in the source code, and therefore it still pulls on the network around it.

3. Black Holes and the Information Paradox: If normal matter exists safely above the rendering threshold (T), what happens if the data gets too heavy? When a massive star collapses, its Complexity (C) and Observation (O) hit the universe's absolute crash limit: T_{max}. The local processor suffers a "Buffer Overflow."

According to LVT, a black hole is like a ".zip file" on your computer. To prevent a server crash, the universe forcefully compresses the source code. Inside a black hole, the distance between all pointers is exactly zero. Space does not exist in there, because all data has been merged into a single node.

But why is it black? Why doesn't light bounce off it? Calculating a photon's reflection requires processing power. At T_{max}, the local server is running at 100% capacity and has zero RAM left to calculate complex light bounces. Since the universe is lazy, it takes the cheapest mathematical route: it simply drags and drops the photon's tiny file directly into the massive '.zip' folder. No light is ever rendered to bounce back!

Finally, doesn't deleting all this data break the laws of thermodynamics? No! The universe doesn't erase the actual matter (the nodes); it only deletes the "space" (distance data) between them. To preserve the information, the universe backs up all that compressed data as a dense 2D surface on the outside of the black hole—the Event Horizon. It acts exactly like a cosmic hard drive. And just like with friction, permanently deleting that spatial code creates a thermodynamic exhaust. The heat leaking from the universe's '.zip' compression is what physicists call Hawking Radiation!

4. Gravity: Why does an apple fall from a tree? Isaac Newton said it was a pulling force. Albert Einstein said the apple was following a curve in space. The Locational Variable says: The universe is just lazy. In a computer network, sending data over long distances takes energy. The universe always wants to use as little processing power as possible. When a small object (the apple) is near a massive object (the Earth), the universe calculates that it requires less logical energy if the apple's code is merged with the Earth's massive network structure. Gravity isn't a pull; it's the universe trying to clean up its source code by moving small files into big folders. The apple falls because it's the most efficient way for the matrix to save RAM!

5. The Big Bang: How did it all start? We are usually taught that the Big Bang was a giant explosion in space. But according to LVT, space didn't exist yet! Instead, the Big Bang was the exact moment the universe's "server" was turned on. It was the absolute zero point in the source code. In the very beginning, there was only one single node, one address. Since there was only one place to be, distance was exactly zero. As the universe

began processing data, it had to generate more nodes to store the information, and suddenly, "space" was rendered. What about the Cosmic Microwave Background—the echo of the Big Bang that scientists can still hear? That's not the echo of an explosion; it's the hum of the universe's processor, the fundamental refresh rate of the matrix itself!

6. Quantum Entanglement ("Spooky Action at a Distance"): Albert Einstein hated a quantum rule where two particles could be separated by billions of miles, yet if you poke one, the other reacts instantly. He called it "spooky action at a distance." LVT solves this easily. Imagine a multiplayer game where two players share the exact same item in the game's code, but the graphics engine renders it in both of their hands on opposite sides of the map. If Player A changes the color of the item, Player B's item changes color instantly. The information didn't travel across the map; in the source code, they are the exact same item.

7. Friction and Heat (Why sandpaper is rough): In the old physics, friction happens because microscopic bumps on rough surfaces catch on each other. In LVT, friction is simply "server lag" and the cost of deleting data!

When you slide an ice cube over a smooth glass table, the atomic structure of both objects is highly organized. The universe's network can easily update their relational data as one big group. The calculation is "cheap," which you feel as a slippery surface.

But sandpaper (or even your own hands) is incredibly chaotic on a microscopic level. When you rub your hands together quickly, you are not just updating their position. The rough surfaces catch and tear at each other. You are physically deforming and destroying microscopic skin cells.

In the universe's source code, a skin cell is a highly organized, complex file of information (low entropy). When friction rips that cell apart, the universe doesn't magically erase the atoms from existence—that would break the laws of physics! Instead, it permanently shatters that highly organized structural data into chaotic, random background noise.

In physics, this move from order to chaos is called the Second Law of Thermodynamics (Entropy), and it is perfectly described by Landauer's Principle. Landauer proved that when organized information is scrambled and "deleted" from its logical state, the universe preserves the balance by dumping that lost data into the environment as raw physical heat.

The resistance you feel is the cosmic network lagging from the chaotic calculation, and the heat you feel is the literal thermodynamic exhaust from the universe scrambling the structural data of your skin cells into background noise!

8. Why is the Table Hard? (Electromagnetism and Solidity): You have probably been taught that atoms are 99.99% empty space. So why can't you push your hand right through a wooden table? In the old physics, scientists said it was because invisible force fields around the electrons repelled each other. But in LVT, there are no invisible force fields. The real reason you can't push your hand through the table is an **IP-address conflict**!

Think of the universe's rendering engine again. Every coordinate in space (a node-

pointer) has a maximum bandwidth limit. The local server can only handle a certain amount of data before it overloads (this is the T_{local} limit).

If you try to force the billions of atoms in your hand to occupy the exact same spatial address as the billions of atoms in the table, the combined file size gets way too heavy. The local "RAM" would overflow. To prevent a "Blue Screen of Reality" (a glitch where the universe crashes because two objects share the exact same code), the matrix's firewall steps in. It generates an infinite algorithmic resistance to stop the files from merging. What you feel as "hard wood" is literally the universe's source code refusing to overwrite existing data!

What about electric charges or magnets? In LVT, positive and negative charges are just different software protocols. Opposite charges (+ and -) have perfectly compatible code, so the universe saves processing power by connecting them together (which we feel as *attraction*). But like charges (- and -) have clashing code. Forcing them together requires massive amounts of processing power, so the universe actively pushes them apart to save energy (which we feel as *repulsion*). All the forces you feel every day are just the universe managing its bandwidth!

5   Spaceships and Glitches: Flying the ND-1

How does the Nilsson-Drive actually work in practice, and what are the rules of the network?

1. Sending an Email to the Stars (The True Cost of Travel): In old rocket science, traveling further requires more fuel. A trip to Mars is expensive; a trip to another star is impossible. But the Nilsson-Drive doesn't burn fuel to push through space. It only uses electricity to rewrite its pointer.

Think of your smartphone. Does it use more battery to send a photo to your neighbor than it does to send it to Japan? No. In a network, distance doesn't matter. So what *does* cost energy? LVT does not break the laws of physics, so the machine must pay the exact thermodynamic cost. The total energy (E_{total}) for a jump comes down to three specific things:

$$E_{\text{total}} = E_{\text{iso}} + E_{\text{info}} + \Delta E_{\text{grav}} \tag{1}$$

- E_{iso} **(The Isolation Energy):** The massive amount of power required to run the shields and lasers that hide the ship's complexity (C) from the universe ($O \to 0$). This is the hardest part of the jump!

- E_{info} **(The Rewriting Cost):** Once the ship is hidden, you have to change its address. In computers, it costs a tiny, microscopic amount of electricity to flip a 0 to a 1 (this is called Landauer's principle). The universe charges the same tiny fee to rewrite the source code.

- ΔE_{grav} **(The Gravity Debt):** If you teleport from the floor to the roof of a building, you magically gain "potential energy." But the universe never gives away energy for free! If your destination has higher gravity than your starting point, your ship's reactor must pay the difference (Δ) in energy to the network.

Notice what is missing from the equation? *Distance!* Traveling to the Moon costs the exact same amount of energy as traveling to the Andromeda Galaxy, as long as the gravity (ΔE_{grav}) at the destination is the same.

2. The Danger of "Telefragging" (Why we jump in a vacuum): If you play video games, you know what happens if the game glitches and your character spawns inside a solid wall. You get stuck, or the game crashes. This is a very real danger with the Nilsson-Drive. If the ship rewrites its pointer to a destination where there is already matter (like inside a planet's atmosphere), the universe tries to force two massive files into the exact same folder. The result is "Topological Shearing"—the atoms overlap, causing an immediate and devastating nuclear explosion. This is why ND-1 pilots are strictly forbidden from free-jumping inside an atmosphere. We must always spawn in the empty vacuum of space!

3. Vacuum Terminals (How we travel on Earth): But wait—does this mean we can't use the Nilsson-Drive to travel between continents on Earth? We can, but we can't fly it like an airplane. To travel from New York to Tokyo, engineers build massive **Vacuum Terminals**.

Passengers board a pressurized travel pod (like the cabin of an airplane) inside a giant steel chamber. The doors seal shut, and huge pumps suck all the air out of the room *around* the pod until it creates a perfect, artificial space vacuum. Inside the pod, passengers breathe normally. When the chamber is completely empty, the LVT drive is activated. The entire pod instantly materializes inside an identical, pre-emptied vacuum chamber in Tokyo. Air is let back into the room, the doors open, and you step out. The trip across the globe took exactly one Planck time ($1 \times t_P$), but the vacuum pumping took 15 minutes!

Note: The vacuum is required for both departure and arrival! Arriving in air causes a nuclear overlap. But departing from air is just as dangerous. If a pod suddenly vanished from a normal room, it would leave a pod-shaped vacuum behind. The surrounding air would rush in so fast to fill the void that it would create a massive, thunderous implosion, shattering the terminal. Furthermore, the ship's shields cannot isolate its code ($O \rightarrow 0$) if trillions of air molecules are constantly bouncing off the hull. This is why you always need a secure, empty station at both ends.

4. Server Ticks and Planck Time (How fast is "instant"?): If the Nilsson-Drive doesn't travel through space, does the jump take exactly zero seconds? Mathematically, no! If a jump took exactly zero seconds, it would mean the ship traveled at infinite speed, which breaks the laws of physics.

Think about an online game again. A game cannot update faster than its "framerate" or "server tick." The universe also has a maximum refresh rate. The shortest possible tick of time in physics is called **Planck time** (t_P, which is a decimal with 43 zeros before the 1!). The ship doesn't move in zero seconds; it moves in exactly one fundamental clock cycle of the universe. To the passengers, the jump feels completely instantaneous. But mathematically, there is no magic involved—the universe's server simply took exactly one frame to load the new coordinates!

5. Glitching and Autosaves (Quantum Error Correction): If the universe works like a giant processor, what happens if the "Wi-Fi" glitches while you are teleporting?

Imagine downloading a large file. If your internet connection drops for a split second, a packet of data goes missing. In a video game, this might mean a texture doesn't load, or your game crashes. But in LVT, if the universe "drops a bit of data" while rewriting the ship's massive source code, that missing piece of the ship (or a passenger!) doesn't just vanish—it is violently converted into raw heat and radiation (this is called Quantization Noise).

To prevent you from turning into a burst of radiation during the jump, the Nilsson-Drive is built with a **QEC (Quantum Error Correction)** system. Think of QEC as an incredibly fast "Autosave" combined with a ZIP file. Just before the jump, the ship's walls "braid" the informational code of everything inside the cabin into a giant, redundant backup file. If the universe's processor accidentally deletes a 1 or a 0 during the transit, the QEC system instantly looks at the braided backup data, **mathematically calculates exactly what the missing piece was**, and flawlessly repairs your code before the universe even has time to turn it into radiation! This guarantees that you arrive at your destination with all your atoms in exactly the right place.

6   Conclusion: The Next Generation of Engineers

The kinetic paradigm (rockets and fire) took humanity to the moon. But it will never take us to other stars. The distances are simply too vast to roll on wheels or spray out rocket fuel.

The spaceflight of the future will not be about how much firepower we have, but about how well we can understand and edit the universe's source code. Space is not a barrier; it is a network. And once you understand the network, the entire universe is open.