

Kinematic Vectors - G Isolated

1. Defining the Kinematic Vectors

Concept	Vector Function	Physical Meaning
Position	$\mathbf{r}(t)$	The particle's location.
Velocity	$\mathbf{v}(t) = \frac{d\mathbf{r}}{dt}$	The rate of change of position.
Acceleration	$\mathbf{a}(t) = \frac{d\mathbf{v}}{dt}$	The rate of change of velocity.

The Hypothesis for \mathbf{G} and \mathbf{c}

- \mathbf{c} (Velocity): Defined as the particle's **instantaneous velocity**, \mathbf{v} , constrained to speed c .
- \mathbf{G} (Geometric Component): Defined as the vector that is related to the particle's **momentum** or **mass** and must collapse to become parallel to \mathbf{c} as the particle accelerates.

2. The Geometric Energy Collapse

The objective was to model the **Kinetic Energy** (\mathbf{E}) as a **transverse component** that collapses to zero as the particle approaches c .

Constraint	Physical Result	Geometric Interpretation
At Rest ($v = 0$)	\mathbf{E}	\mathbf{E}
Near c ($v \rightarrow c$)	$\mathbf{E} \rightarrow \mathbf{0}$ (Kinetic energy collapses).	The angle θ between \mathbf{G} and \mathbf{c} approaches 0° ($\mathbf{G} \parallel \mathbf{c}$).

This requires the function $\mathbf{G}(t)$ to be designed such that its direction aligns with \mathbf{c} as velocity increases, satisfying the limit:

$$\lim_{v \rightarrow c} \theta_{G,c} = 0$$

3. Vector Analysis and SI Unit Verification

SI Unit Consistency

$$\frac{M \cdot L^2}{T^2} = \left(\frac{M \cdot L}{T} \right) \cdot \left(\frac{L}{T} \right)$$

- **E** (Energy) = $\frac{M \cdot L^2}{T^2}$
- **c** (Velocity) = $\frac{L}{T}$
- **G** (Geometric Field) = $\frac{M \cdot L}{T}$ (Dimensionally equivalent to **momentum**)

Solving for **G**

Because the cross-product is not invertible, the only way to solve for the source vector **G** in a unique, closed form is to assume the system is at the state of maximum potential (**G** \perp **c**).

The resulting algebraic solution is:

$$\mathbf{G} = \frac{\mathbf{c} \times \mathbf{E}}{|\mathbf{c}|^2}$$