

Spatial Arithmetic Explains the Big Bang and Answers the Question: Does a Black Hole Give Birth to Another Universe?

(1) The Big Bang Explained through Spatial Arithmetic

The Big Bang occurred because the immense primordial energy moved and thereby generated spatial value. From that motion, space-time was born, or in other words, the Universe began to expand. Space-time (the expanding Universe) is a consequence of energy in motion. With such energy, the Universe continues to expand unless energy is withdrawn into another universe, or it may expand faster if more energy is supplied. When the energy within this universe is depleted, the spatial value no longer increases, and the Universe's expansion stops — space-time ceases.

(2) Does a Black Hole Give Birth to Another Universe?

Yes. As previously explained, when energy is compressed, it induces variations in spatial value on surrounding matter — increasing that value. If this compression becomes extreme, the induced variation exceeds the spatial boundary of the current Universe. At that point, the increase in spatial value can no longer occur within this universe and thus transfers to a newly formed universe generated within that very compressed energetic state. Space is not a substance that exists independently; rather, it is the state of energy in motion. Therefore, when a new universe is “born,” it does not disrupt the original one. Instead, a portion of energy from the initial universe has transformed, creating a new spatial state within itself. This mechanism also explains why the energy of the original universe no longer increases spatial value in itself but instead does so in the new universe.

Spatial Arithmetic is not a hypothesis or theory — it is a truth of the cosmos. It is not a question of whether humanity accepts it or not, but that it must be acknowledged and integrated within the foundation of human understanding.

This is only a personal viewpoint that I would like to share from my own reflections. Thank you for reading these lines.