Dynamics of Complexity, Gravity, and Energy Emanation in Syrel Calculating Space Theory

Thomas Alexander Syrel

Abstract

Calculating Space Theory (CST) posits that reality is fundamentally built upon information processing, where space acts as a dynamic computational medium. In this framework, time and energy are not separate entities but rather two interdependent aspects of the same computational substrate. Changes in the complexity of interactions lead to variations in processing time, which manifest as gravitational phenomena. This article discusses the consequences of CST and its connections with other theoretical frameworks, including a replacement for dark matter, quantum gravity as a result of interaction scales, and a relation to Verlinde's holographic principle.

1 Introduction

Calculating Space Theory (CST) reinterprets the fabric of reality by proposing that space is an active processor. In CST, elementary particles and their interactions are viewed as computational operations, and the overall state of space is determined by a continuous updating process. This perspective offers new insights into the origin of gravity, the nature of time and energy, and even provides alternative explanations for phenomena such as dark matter.

2 Fundamental Definitions

In CST, the following key concepts are defined:

- **Complexity,** $Z(x,t)$: The number of particles or the frequency of interactions per unit volume.
- **Processing Time,** $T(x,t)$: The computational delay associated with updating the state of the spatial matrix.
- **Gravity,** $g(x,t)$: The effect produced by spatial gradients in the processing time, i.e. $g(x,t) = \nabla T(x,t)$.
- **Energy,** $E(x,t)$: The energy released or stored as a result of the equalization of processing delays (i.e. gradients in T) between different regions.

3 Basic Equations and Phenomenology

3.1 Processing Time and Complexity

The processing time in a given region is assumed to be proportional to the local complexity:

$$T(x,t) = k \cdot Z(x,t),$$

where k is a scaling constant (e.g., $k = t_p \cdot \rho_0^{-1}$, with t_p being the Planck time and ρ_0 a reference density).

3.2 Gravity as a Gradient of Processing Time

Gravity emerges as the spatial derivative of the processing time:

$$g(x,t) = \nabla T(x,t).$$

Thus, the larger the difference in processing time between neighboring regions, the stronger the gravitational pull.

3.3 Energy Emission During Complexity Reduction

When complexity decreases (for example, during a supernova explosion), the processing time shortens and the gradients in T are reduced, leading to an emission of energy:

$$E(x,t) = -\beta \cdot \frac{\partial}{\partial t} \int (\nabla T)^2 \, dV,$$

where β is a proportionality constant. This energy release can be interpreted as the work done in "flattening" the computational matrix.

4 Consequences and Connections to Other Theories

4.1 Replacement of Dark Matter

In the Syrel model, galactic rotation anomalies—usually attributed to dark matter—could be explained by variations in the density of informational interactions. Uneven computational loads in space could mimic additional gravitational effects, eliminating the need for dark matter as a separate component.

4.2 Quantum Gravity as a Result of Interaction Scales

CST suggests that at very small scales, such as the Planck scale, the processing capacity of space reaches its maximum. At this limit, the discrete nature of information processing leads naturally to quantum gravitational effects. In this view, quantum gravity emerges not from a quantization of the gravitational field per se, but from the fundamental limitations of the computational medium.

4.3 Relation to Verlinde's Holographic Principle

Erik Verlinde proposed that gravity is an emergent phenomenon resulting from changes in the informational content on the boundary of a region (the holographic principle). CST is compatible with this idea, as it also posits that gravitational effects arise from variations in the processing rate of space. Both approaches suggest that the gravitational force is not fundamental but emerges from deeper informational or entropic principles.

4.4 Time and Energy as Two Sides of the Same Coin

A central tenet of CST is that time and energy are inherently linked aspects of the processing medium. Time can be understood as the rate of information update in space, while energy represents the cost of these updates. In this framework, they are not independent entities but two manifestations of the same underlying process. As a consequence, phenomena such as time dilation (observed near massive objects) are directly connected to changes in energy distributions.

5 Implications for the Speed of Light and Computational Limits

In CST, the speed of light c is interpreted as the maximum rate at which the processing matrix can equilibrate gradients in T. When an object moves with a velocity v approaching c, the gradients in processing time exceed the diffusion capabilities of the matrix, leading to computational instability. This implies that c is not merely a fundamental constant but an emergent limit imposed by the finite processing capacity of space.

A phenomenological relation can be expressed as:

$$c = \frac{D}{k},$$

where D is the diffusion coefficient of the computational matrix. As v approaches c, the effective "depth" of the matrix increases dramatically, effectively preventing further acceleration.

6 Conclusion and Future Directions

Calculating Space Theory offers a radical new perspective on the nature of reality by framing space as an active computational medium. In this model:

- Gravity emerges as a result of spatial gradients in processing time, with higher complexity leading to slower updates and stronger gravitational effects.
- The anomalies typically attributed to dark matter might instead result from uneven densities of computational interactions.
- Quantum gravitational effects arise naturally at the Planck scale, where the processing intensity of space is maximized.
- The holographic principle is supported by the idea that gravitational effects emerge from informational constraints on the processing medium.

- Time and energy are two intertwined aspects of the same computational process, meaning that changes in one necessarily affect the other.

Future research should focus on developing numerical simulations to test CST predictions, performing precise time dilation experiments in regions of extreme matter density, and exploring further the integration of CST with existing models of quantum gravity, such as Loop Quantum Gravity and string theory.

Abstract: Calculating Space Theory (CST) posits that reality is fundamentally based on information processing, with space functioning as a dynamic computational medium. In this framework, time and energy are two facets of the same underlying substrate, and gravitational phenomena emerge from variations in processing delays. This article discusses how CST offers a replacement for dark matter, explains quantum gravity as a result of interaction scales, and is consistent with Verlinde's holographic principle. The speed of light is interpreted as the computational limit of space, reinforcing the idea that the universe is essentially built from information.