

# Exotic Computation via Virtual Particle Interactions in Quantum Foam Controlled by an Artificial Event Horizon

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## Abstract

We propose a novel computational paradigm utilizing virtual particle pair interactions within the quantum foam, orchestrated into a Turing-complete cellular automaton (CA) via an artificial event horizon generated by high-energy photon collisions. Leveraging the Breit-Wheeler process ( $\gamma + \gamma \rightarrow e^+ + e^-$ ), we demonstrate how photon fields can excite the vacuum to control cross-pair interactions, forming a propagating wavefront of computation without net matter or energy consumption beyond vacuum fluctuations. We derive the physical constraints, compute interaction probabilities, and outline an experimental setup using modern laser systems. This framework offers a substrate for unconventional computing at the Planck scale, with implications for quantum field theory (QFT) and computational theory.

## 1 Introduction

The quantum vacuum is a dynamic entity, teeming with virtual particle-antiparticle pairs arising from vacuum fluctuations ( $\Delta E \cdot \Delta t \geq \hbar/2$ ) [2]. Typically, these pairs annihilate instantly, but we hypothesize that patterned cross-pair interactions (e.g.,  $e_A^- + e_B^+$ ) can form a cellular automaton (CA) capable of Turing-complete computation. Drawing on the Breit-Wheeler process [1], where photons produce real electron-positron pairs, we propose using high-energy photon collisions to mimic an event horizon's control over the quantum foam, driving a computational wavefront. This article integrates QFT, photon interactions, and CA theory into a cohesive model, supported by mathematical derivations and experimental feasibility.

## 2 Vacuum Fluctuations and Virtual Particle Dynamics

In QFT, virtual pairs (e.g.,  $e^-, e^+$ ) emerge with energy  $\Delta E \approx m_e c^2$  for a duration  $\Delta t \approx \hbar/(2m_e c^2)$ :

$$\Delta t \approx \frac{\hbar}{2m_e c^2} = \frac{1.05 \times 10^{-34}}{2 \times 9.11 \times 10^{-31} \times (3 \times 10^8)^2} \approx 6.4 \times 10^{-22} \text{ s}, \quad (1)$$

where  $m_e = 9.11 \times 10^{-31} \text{ kg}$ ,  $c = 3 \times 10^8 \text{ m/s}$ , and  $\hbar = 1.05 \times 10^{-34} \text{ J}\cdot\text{s}$ . These off-shell particles ( $E^2 \neq p^2 c^2 + m^2 c^4$ ) mediate interactions in perturbative QFT [5].

We propose cross-pair interactions over annihilation, requiring a control mechanism to bias the foam’s stochasticity.

### 3 Breit-Wheeler Process and Photon Control

The Breit-Wheeler process converts two photons into a real  $e^+e^-$  pair, with a threshold energy:

$$E_{\text{total}} = h\nu_1 + h\nu_2 \geq 2m_e c^2 \approx 1.022 \text{ MeV}. \quad (2)$$

For two identical photons, each requires:

$$h\nu \geq m_e c^2 = 0.511 \text{ MeV}, \quad \lambda \leq \frac{hc}{m_e c^2} = 2.43 \times 10^{-12} \text{ m}. \quad (3)$$

In perturbative QFT, virtual  $e^+e^-$  loops mediate photon-photon scattering, with a cross-section scaling as  $\sigma \propto \alpha^2 (h\nu/m_e c^2)^2$ , where  $\alpha \approx 1/137$  is the fine-structure constant [3]. At high intensities ( $I > 10^{18} \text{ W/cm}^2$ ), this probability rises [6].

We use this to create an artificial event horizon: colliding gamma-ray beams ( $\lambda \approx 10^{-12} \text{ m}$ ) form a region of intense vacuum excitation, biasing virtual pair interactions.

### 4 Cellular Automaton in the Quantum Foam

We define a 1D CA with Planck-scale cells ( $l_P = \sqrt{\hbar G/c^3} \approx 1.62 \times 10^{-35} \text{ m}$ ): - State 0: Pair annihilation. - State 1: Cross-pair interaction (e.g.,  $e_A^- + e_B^+$ ). - Rule (Rule 110):  $s_{n+1} = 1$  if  $(s_{n-1}, s_n) = (1, 0), (0, 1), (1, 1)$ , else 0.

Turing completeness requires  $\sim 10^2$  cells for basic gates [7], spanning  $10^{-33} \text{ m}$ —subatomic yet scalable.

The artificial horizon imprints this rule via photon field gradients, initiating a wavefront. Interaction rate at the Planck scale is:

$$f \approx \frac{c}{l_P} \approx \frac{3 \times 10^8}{1.62 \times 10^{-35}} \approx 1.85 \times 10^{43} \text{ Hz}. \quad (4)$$

### 5 Wavefront Propagation and Energy

The computation propagates as a wavefront, not a static lattice. Each interaction (e.g.,  $e_A^- + e_B^+ \rightarrow \gamma_{\text{virtual}}$ ) triggers the next, with energy recycled via vacuum fluctuations. Total energy remains zero net, per:

$$\Delta E_{\text{net}} = 0, \quad \text{within} \quad \Delta t \leq \frac{\hbar}{2m_e c^2}. \quad (5)$$

Real  $e^+e^-$  pairs from Breit-Wheeler mark outputs at the wavefront’s edge.

### 6 Concept and Step-by-Step Mechanism

#### 6.1 Conceptual Overview

This computation exploits the quantum foam’s virtual particle pairs, typically transient and annihilating, by redirecting their interactions into a patterned CA. Unlike traditional computing, which uses static matter (e.g., silicon), this system operates as a

dynamic wavefront, leveraging vacuum fluctuations for energy and an artificial event horizon—created via high-energy photon collisions—for control. The Breit-Wheeler process provides the mechanism to excite the vacuum, while the CA’s Turing completeness enables universal computation. The result is a substrate that consumes no net matter or energy beyond the vacuum’s baseline, with scale limited only by input/output (I/O) interfaces.

## 6.2 Step-by-Step Description

1. **Photon Field Setup:** Deploy two gamma-ray lasers, each emitting photons with  $h\nu = 0.511 \text{ MeV}$  ( $\lambda = 2.43 \times 10^{-12} \text{ m}$ ) at intensity  $I = 10^{19} \text{ W/cm}^2$ . Collide them at a focal point, creating a spherical region ( $r \approx 10^{-12} \text{ m}$ ) of intense photon-photon interactions—the artificial event horizon.
2. **Vacuum Excitation:** Within this region, photon collisions excite the electron field via virtual  $e^+e^-$  loops (Breit-Wheeler intermediates). The gradient of the photon field biases virtual pairs to interact across pairs (e.g.,  $e_A^- + e_B^+$ ) rather than annihilate, with probability enhanced by  $I^2\sigma$ , where  $\sigma \approx 10^{-30} \text{ cm}^2$ .
3. **CA Initialization:** Define Planck-scale cells ( $l_P \approx 1.62 \times 10^{-35} \text{ m}$ ) along a 1D lattice at the horizon’s edge. Assign initial states (e.g.,  $[0, 1, 1, 0]$ ) via laser pulse timing—e.g., a pulse delay of  $10^{-15} \text{ s}$  sets a 1 (interaction) vs. no delay for 0 (annihilation).
4. **Wavefront Propagation:** The photon field imprints Rule 110:  $s_{n+1} = s_{n-1} \cdot (1 - s_n) + s_n$ . A virtual pair interaction (state 1) emits a virtual photon, triggering the next cell’s state at  $t + l_P/c \approx 10^{-43} \text{ s}$ . The wavefront propagates outward at  $c$ , computing as it moves—e.g.,  $[0, 1, 1, 0] \rightarrow [1, 1, 0, 1]$ .
5. **Output Generation:** As the wavefront reaches the photon field’s boundary, some virtual interactions produce real  $e^+e^-$  pairs via Breit-Wheeler (if  $E_{\text{photon pair}} \geq 1.022 \text{ MeV}$ ). These, or scattered photons, encode the final state, detectable via energy spectra.
6. **Reset and Reuse:** The vacuum resets naturally post-interaction; repeat by adjusting laser pulses for new computations.

## 6.3 Key Features

- **Control:** The artificial horizon replaces a black hole’s gravitational effect, tunable via photon parameters. - **Dynamics:** The wavefront eliminates static stability needs, using transient virtual states. - **Efficiency:** Vacuum fluctuations power the system, with no net energy cost beyond laser setup.

## 7 Integrated Proposal

### 7.1 Setup

Two gamma-ray lasers ( $h\nu = 0.511 \text{ MeV}$ ,  $I = 10^{19} \text{ W/cm}^2$ ) collide, forming a spherical focal region ( $r \approx 10^{-12} \text{ m}$ )—the artificial horizon. Virtual pairs align into a Rule 110 CA:

$$s_{n+1}(t) = s_{n-1}(t-1) \cdot (1 - s_n(t-1)) + s_n(t-1), \quad (6)$$

with timestep  $\Delta t \approx 10^{-43} \text{ s}$ .

### 7.2 Computation

A wavefront propagates outward at  $c$ , computing over  $N = 10^6$  cells ( $10^{-29} \text{ m}$ ) in:

$$t = \frac{Nl_P}{c} = \frac{10^6 \times 1.62 \times 10^{-35}}{3 \times 10^8} \approx 5.4 \times 10^{-38} \text{ s}. \quad (7)$$

### 7.3 I/O

- **Input:** Pulse timing encodes initial states (e.g.,  $[0, 1, 1, 0]$ ). - **Output:** Real pairs or scattered photons ( $E \approx 0.511 \text{ MeV}$ ) detected via spectrometry.

### 7.4 Energy Cost

No net matter/energy consumed beyond laser setup, leveraging vacuum zero-point energy.

## 8 Experimental Feasibility

Facilities like the Extreme Light Infrastructure (ELI) achieve  $10^{18} \text{ W/cm}^2$  [4]. Scaling to  $10^{19} \text{ W/cm}^2$  with gamma-ray lasers is near-term plausible. Detectable outputs (e.g.,  $10^3 e^+e^-$  pairs) require:

$$N_{\text{pairs}} \propto I^2 \sigma t_{\text{pulse}}, \quad \sigma \approx 10^{-30} \text{ cm}^2, \quad (8)$$

yielding observable signals with  $t_{\text{pulse}} \approx 10^{-15} \text{ s}$ .

## 9 Conclusion

This proposal outlines a Planck-scale computational substrate using quantum foam, controlled by a photon-driven artificial event horizon. It merges QFT's virtual particle dynamics with CA theory, offering a zero-net-energy computing paradigm. Future work includes refining I/O and detecting CA patterns in radiation spectra.

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## References

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