A Unified Theory of Everything — Condensed Research (MINI, Part 1)

Ricardo Maldonado — sales@rank.vegas — Aug 09, 2025

Abstract

All four fundamental interactions emerge from a higher-dimensional geometry. A brane supernova supplies hot Big Bang conditions without a 4D singularity. The effective Friedmann equation gains a high-energy rho^2 term and a dark-radiation C/a^4 component. Predictions span GW, CMB, and precision/particle physics.

Unified Theory of Everything

Higher-Dimensional Brane Supernova — A Unified Framework

$$H^2 = (8*pi*G/3) * rho * (1 + rho/(2*lambda)) + C/a^4 - k/a^2 + Lambda4/3$$

by Ricardo Maldonado

- Unifies gravity, electromagnetism, strong & weak via higher-dimensional
- Replaces the initial singularity with a brane supernova (physical origin)
- Predicts testable signals in GW, CMB, and particle physics

1. Framework and Equations

Core Equations

$$H^2 = (8*pi*G/3) * rho * (1 + rho/(2*lambda)) + C/a^4 - k/a^2 + Lambda4/3$$

ASCII-safe notation: rho (r), lambda (l), C (dark radiation), Lambda4, curvature k.

Core Equations

 $a(t) \sim t^{(1/4)}$ (high-energy rho^2-dominated era)

Early-time expansion law when rho^2/(2*lambda) dominates in brane cosmology.

2. Origin Scenario

A higher-D energy event injects stress-energy onto the brane, setting initial rho and C. This initiates hot Big Bang evolution while avoiding a geodesic singularity in 4D.

3. Early Dynamics and Transitions

When rho $^2/(2*lambda)$ dominates, a(t) $\sim t^{(1/4)}$. As density drops, standard radiation- then matter-dominated eras follow. The transition leaves measurable imprints.

ation Flow — From Forces to Observ

Unified Forces (String/M-theory geometry) All four interactions embedded in higher dimensions Brane Supernova (Higher-D bulk event) Replaces singularity; injects energy into our 4D brane Modified Friedmann Dynamics H^2 includes rho^2/(2*lambda) + C/a^4 + Lambda4 - k/a^2 Early Universe Evolution t^(1/4) pre-inflation-like phase; dark radiation present Observables GW broken power-law; CMB phase shifts & Delta N_eff;

collider hints