



Voyager Communication
Lossless Craft Recursive Trajectory Algorithm
$$t = (LC+d)^{2\sqrt{LC+d}}$$

$$LC = ((b^{2nth}(b^{nth}\sqrt{b^3})/2nth)+b^2)*fs$$

LC = Lossless Craft

b = signal basing

fs = foundation signal (the base bath formula or matrix that operates the radio dish and is allocated per internal / external commands direct with CPU processing.

The b to the nth repeatedly crunches the b^3 as the LC travels further from Earth while maintaining the same variable value allowing for the method of transmission to amplify the same signal by means of the furthering distance from Earth.

The LC signal sent from Earth is modeled the same as the fs signal allocated code but arranged differently so that for every distance further away from Earth the LC travels it aggressively multiples itself - as itself unchanged, targeting it's proportional sister code of the fs.

To further manually and physically process the signal by a human and not as a CPU the LC operator could provide a very raw approach at sending the signal with different hardware or different hardware that sends the signal at a certain temperature within a vacuum at a certain altitude for example.

Using the Lossless Craft Algorithm in Triangulation directed at the same target is then greatly increasing the desired transmission result.



Lossless Craft Recursive Trajectory

In Brief:

$$t = (LC+d)^{2\sqrt{LC+d}}$$

In Full:

$$t = (((b^{2nth}(b^{nth\sqrt{b^3}}/2nth)+b^2)*fs) + d)^{2\sqrt{(((b^{2nth}(b^{nth\sqrt{b^3}}/2nth)+b^2)*fs) + d)}}$$

t = Trajectory Angle

d = Trajectory Log