On the Monte Carlo simulation of anisotropic Newtonian gravitation

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Abstract

This paper contains a short introduction to anisotropic Newtonian gravitation. The main focus is on some C++ code.

1 Introduction

$$g = \frac{-g_{\text{integer}}}{r^2}. \tag{1}$$

$$a_N = \sqrt{\frac{nGc\hbar \log 2}{4k\pi R^4}}, \tag{2}$$

$$v_N = \sqrt{a_N R}. \tag{3}$$

$$v_{\text{flat}} = 2v_N, \tag{4}$$

$$a_{\text{flat}} = \frac{v_{\text{flat}}^2}{R}. \tag{5}$$

$$g_N = \frac{a_N k 2\pi M}{Rc\hbar \log 2}. \tag{6}$$

$$a_{\text{ratio}} = \frac{a_{\text{flat}}}{a_N}. \tag{7}$$

$$g_{\text{ratio}} = \frac{g}{g_N}. \tag{8}$$

References

[1] Misner et al. Gravitation. (1970)

[2] ‘t Hooft. Dimensional reduction in quantum gravity. (1993)

[3] Susskind. The World as a Hologram. (1994)

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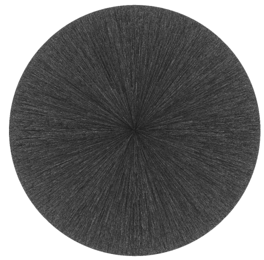

Figure 1: Where $D = 3$, as viewed from the side. The field lines are isotropic, spherical.

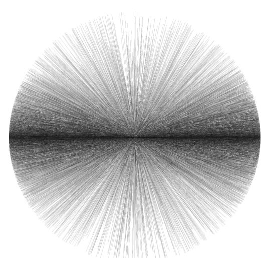

Figure 2: Where $D = 2.1$, as viewed from the side. The field lines are increasingly anisotropic.

Figure 3: Where $D = 2.001$, as viewed from the side. The field lines are anisotropic, disk-like.

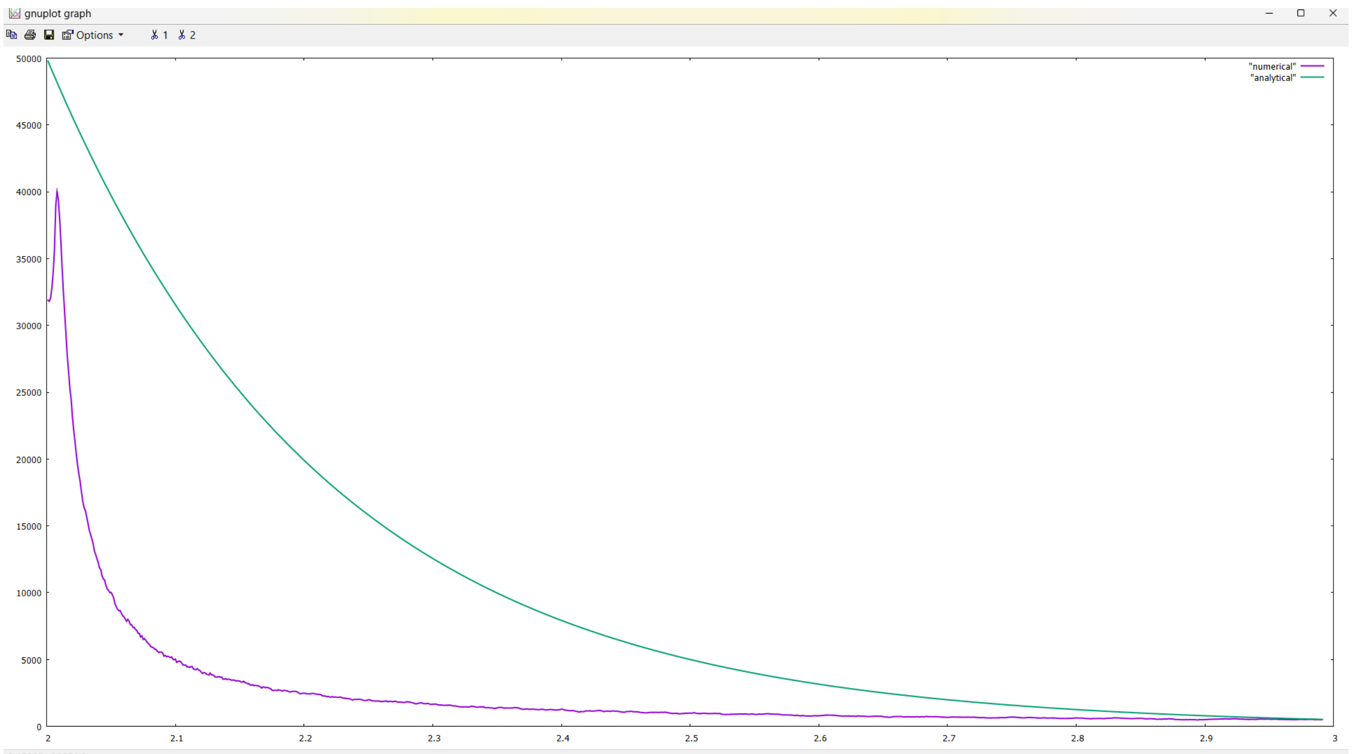

Figure 4: $R = 100$, $r = 1$, $n = 10^8$, $\epsilon = 1$.