# Radiant object applications

John D.H. Pritchard *

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## Abstract

Radiant object theory [7] and topology [8] opened a perspective on social peer trust networks. This effort is an examination of the application of those networks as radiant package [9] systems.

## 1 Structure

Peer networks serve highly constrained (mobile) devices in a highly constrained spacetime. Space and time are both scarce to peer applications. When the **package that asserts a demand request**

$$\pi_D$$

and the **package that defines a supply response**

$$\pi_S$$

are minimized to the application semantics that have reduced an application domain to an **application domain representation and operation**,

$$\alpha_{\rho+\lambda}$$

the spacetime resources have been reasonably conserved.

$$\pi_D^\alpha \longleftrightarrow \pi_S^\alpha$$

Each peer node endpoint that has a copy of $\pi_S^\alpha$ may be a distributed supply endpoint, acccording to the evaluation of $\pi_D^\alpha$.

$$\pi_S^\alpha \leftarrow \prod \pi_D^\alpha$$

The ephemeral application processing framework determines the boundaries and character of the evaluation of $\pi_D^\alpha$.

## 2 Possible worlds

A relatively implicit context is the world of the web browser. The HTTP [4] request and response message pair are subsumed by an application context, as well as containing streams. A relatively explicit context removes the request and response message pair from contextual dependencies. In this case the domain of origin includes independent demand processing. Original interdependence

*@syntelos, logicalexistentialism@gmail.com

should be well defined, well known, and readily reproducible.

When this is true, the evalutation

$$\prod \pi_D^*$$

has a standard meaning as includes the success or failure of an intermediary to supply distributed content.

Standard human interaction technologies have been explored in the W3C [2] and IETF [5]. The span from the necessities of representation to the demands upon representation envelops many worlds, from character codes and portable bitmaps to virtual reality. The communication domain supports the original context as developed in the ITU [6]. A character code may be negotiated or discovered. Likewise a human computer interaction application (HCI/A) framework (HCI/A/F).

The platform is not generic. The peer endpoint device may be mobile or immobile without relevance to the distinction between platform and framework. The conception of HCI/A/F as independent of platform has been blurred by varieties of the conception of platform. Some "platforms" are "frameworks" as available to specification as HCI/A media format. The Scalable Vector Graphics (SVG) [3] is a complete HCI/A/F when it embeds local interaction via JavaScript [1]. And some platforms are functionally equivalent to SVG.

# References


[1] Hypertext markup language. Technical report, W3C.

[2] ECMAscript language specification. Technical report, ISO, June 2011.

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[5] Ned Freed and Nathaniel S. Borenstein. Multipurpose internet mail extensions (MIME) part one: Format of internet message bodies. RFC 2045, RFC Editor, November 1996.

[6] International Telecommunication Union. Message handling system and service overview. ITU-T X.400, June 1999.

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