Research Article

+01CONCEPT IN THE SPACE OF THE UNIVERSE

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Abstract

Light is called a photon, F(2,1, M0), which does not carry mass but carries energy. Scientists are still debating what light actually is. The dual nature of light has puzzled scientists a lot, and they usually use probability to illustrate the situation what a photon is like. As a wave, light is particle-like; it's hard to tell. When we measure it, it becomes a particle. Without measurement, it acts like a wave. Today, although science is very advanced, explaining why particles collapse into a wave when measured. But they seem to haven't found out the mechanism behind. In this research paper, we introduce a new assumption to explain light as a messenger carrying messages. This messenger carries 0s and 1s, much like they don't carry weight. In this paper, we call it an information-photon as a digit messenger that carries 0s and 1s. We will explain this new idea more clearly in utilizing black hole theory as an interpretation.

Keywords: +01concept, +01 Matrices, +01 Matrices approach, +01 Matrices Black-Hole.

INTRODUCTION

Many scientists have studied black hole theory. Many of them have discovered and predicted that billions of black holes exist in our universe, but they rarely discuss what is inside a black hole and where the light trapped inside it will go. In this research paper, we will explore the idea of applying binary code (0 and 1) to the universe, especially in relation to black hole theory. When light is captured during a black hole's spin and time seems to stop, it causes a twisting of space dimensions. This twisting resembles the rotation of spaghetti, and the light behaves like friction between lines, particles, and waves. By using the concept of 0 and 1 from computer science, we can interpret light being on as 1 and off as 0. Additionally, this transition may offer insights into energy conservation within the black hole. If a black hole can release energy, then some of the trapped light can escape while other parts cannot. The transition from 0 to 1 could provide clues for understanding black holes and reveal an extra dimension of the universe that was captured during the moment when time appeared to stop at the event horizon, following the capture moment. That provides an innovative insight into the extra dimensions concept of the 'Credit one, get one free' virtual dimension idea. These innovative concepts can be applied to the divided line into pt concept, which is a good fit for applying to black hole and string theory assumptions.

DISCUSSION

Numerous astrophysicists and theoretical physicists have extensively investigated the properties and implications of black hole phenomena within the framework of general relativity and quantum mechanics. Their research indicates that the universe likely harbors on the order of billions of stellar-mass and super massive black holes. However, these studies often focus on the macroscopic behavior, such as event horizons, singularities, and Hawking radiation, while the internal structure and the fate of information or matter crossing the event horizon remain critical unresolved issues.

The nature of the singularity, the boundary beyond which classical physics breaks down, and the ultimate evolution of in falling light and matter continue to be subjects of intense debate and investigation. We can use black hole as an innovative assumption theory for the Redistribute channel of field normalization, especially in the Euclidean metric model. The Euclidean metric is a core concept in elementary Euclidean geometry. In Cartesian coordinates, it is represented as the length of a curve. Our assumption of the universe system includes a reference point (pole) and an angle from a reference direction (polar axis) in polar coordinates. Angles in polar notation are usually expressed in degrees or radians. Grégoire de Saint-Vincent introduced the concepts of polar coordinates. The term "polar coordinates" typically refers to a system that describes positions using a distance and an angle from a central point in a plane, which is particularly useful for representing spirals and other directional phenomena. These coordinates can also be extended to higher dimensions through cylindrical and spherical coordinate systems in our universe. In this research paper, we redefine the term "polar coordinate" as the moment at which the time stops. This halt in time at the moment of capture can be used to explain the concept of +01.

The Euclidean metric in different coordinate systems is expressed as follows: Polar coordinates (r, θ): In Cartesian coordinate system (x_i) on a Euclidean space, partial derivatives $\partial/\partial x_i$ are orthonormal with respect to the Euclidean metric. As a result, the metric tensor is the Kronecker delta δ_{ij} in this coordinate system. The metric tensor with respect to arbitrary (possibly curvilinear) coordinates q_i is determined based on the assumed q-space dimensions. The unit sphere in $\mathbb{R}3$ has a natural metric derived from the ambient Euclidean metric, as explained in the "induced metric" section. When written in standard spherical coordinates (θ, φ), with θ as the colatitude (angle from the z-axis) and φ as the angle from the x-axis in the xy-plane, the metric takes a specific form.

In the context of the round metric on a sphere, where we can consider 0,1 in the matrix model at the sin-e moment. As below:

$$g=\begin{pmatrix} 1 & 0 \\ 0 & sin\char94 2 \end{pmatrix}$$

So, in the realm of relativity, Lorentzian metrics are intricately linked to the metric tensor in the context of general relativity. In the realm of special relativity, when examining flat Minkowski space with the coordinates (t, x, y, z), the metric's characteristics are contingent upon the chosen metric signature. Notably, when tracing a curve with a constant time coordinate, the employment of this metric yields a streamlined length formula that aligns with the conventional formula. Moreover, in the case of a time like curve, the length formula serves to ascertain the proper time along the curve.

Additionally, the spacetime interval is represented as $\Delta s^2 = \Delta t^2 - \Delta x^2 - \Delta y^2 - \Delta z^2$.
$Ds\char94 2=c\char94 2dt\char94 2-dx\char94 2-dy\char94 2-dz\char94 2=dr\char94 udr\char94 u=guv*dr\char94 udr\char94 v$

In this research paper proposes the Transformation in Sp Rotation Space to Gravitation Dimension. (Our innovative approach)

$$S\begin{bmatrix} 1 & \cdots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \cdots & 1 \end{bmatrix} \sim = G\{\begin{smallmatrix} 1 & 0 \\ 0 & 1 \end{smallmatrix}[\qquad]\begin{smallmatrix} 1 & 0 \\ 0 & 1 \end{smallmatrix}\}$$

The Schwarzschild metric describes the spacetime around a spherically symmetrical object, such as a planet or black hole, using coordinates. We assume the matrix at the moment of transformation that, into the black hole, will be the reverse of the (lens) in the signaling matrix, as follows:

(Our innovative approach)

$$\begin{bmatrix} & 1 & & \cdots \\ & \vdots 0 & & \ddots & \vdots \\ 1 & & & & \\ & 1 & & \cdots \\ & & 1 & \end{bmatrix}$$

$$\begin{bmatrix} & 1 & & \\ & 0 & & 1 \\ 0| & & | & & 1 \end{bmatrix}$$

Where +0 (inside the matrix) is the gravitational constant and 1 represents the total mass-energy content of the central object. When reaching the black hole point, time will stop at that moment, so we denote it as 0. Then, when trapped inside the fabric of space-time, it transitions from 0 to 1. Some of the light escapes as black hole vapor, so we describe it as outside the black hole's corridor, which we denote as 1,1.

Minkowski proposed a way of understanding space and time by using real-time coordinates to represent the four variables (x, y, z, t) in a four-dimensional vector space. Each point in this space corresponds to an event in spacetime and has a defined light cone associated with it. While Minkowski's perspective is widely accepted today, the fashion opinion involving imaginary time has also influenced special relativity. In Minkowski's paper, the Minkowski metric is referred to as the line element, and the Minkowski inner product is used to describe the orthogonality of specific vectors.

In our research paper, we used the "zero to sum" concept, represented as +01, in the transformation of light signals, along with computer code for stage representation. We referred to the black extra space as the light cone within the context of the computer virtual approach. Since our research paper proposed the new innovative [i] rotation black hole concept, we can extend the interpretation by the unit of Siri, in terms of the zero to one sum, in the extra dimension that contains the light wave in the reverse version of the spatial universe.

Rotations in planes are defined by two space unit vectors, which are evident in both coordinate space and physical spacetime as Euclidean rotations, interpreted conventionally. However, the "rotation" in a plane spanned by a space unit vector and a time unit vector, while still labeled as a rotation in coordinate space, is modified as +01 as an actual covert coding expression of the light wave converted into an extra dimension of spacetime. This is similar to the context of a Lorentz boost in physical spacetime, which exponentially scales with absolute inertial harmonics. The equivalence with Euclidean rotations is only partial, as the radius of the sphere is actually imaginary, turning rotations into rotations in hyperbolic space within hyperbolic rotation.

In Minkowski's paper [1], Minkowski redefined Maxwell's equations as symmetrical equations in four variables (x, y, z, ict) with redefined vector variables for electromagnetic quantities. The model demonstrated their invariance under Lorentz transformations in a simple and direct manner. Additionally, Minkowski introduced matrix notation for the first time in this context. From this reformulation, he concluded that time and space should be treated equally, leading to his concept of events occurring in a unified four-dimensional spacetime continuum. In addition, A. Einstein introduced a concept called spacetime, which states that space and time can't be separated.

In our research paper, we assume that space needs time to connect and time needs space to expand.

In this research paper, we modify the rotation in the transformation matrix of light, represented as the +01 concept, to address the loophole associated with the black hole vapor problem and the dilemma it presents. Our new model updates and alters the Minkowski assumption, expanding it from four variables (x, y, z, ict) to six variables (x, y, z, ict, [i]ct, 0,1), which reflect the booster light signal's on and off states. The term [i] introduces the concept of an extra event dimension, virtually, acting as an additional dimension of the spacetime field continuum. (Our Innovative approach)

$$Blackholecaptureperiod\{\begin{smallmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & & 1 & \\ 0 & 0 & 1 & & & 1 \end{smallmatrix}\}$$

Additionally, our model assumption can be applied independently to just three variables in the black hole simple approach condition, as (+,0,1). These conditions of status can apply to the blackhole inside, which is more practical as an assumption in the 3-digit-matrix approaches. (Our Innovative approach)

$$\begin{pmatrix} \vdots & \ddots & \vdots \\ & \cdots & \end{pmatrix} Trasnsfomation \begin{bmatrix} \vdots & \ddots & \vdots \\ & \cdots & \end{bmatrix}$$

Our Innovative Approach:

$$\begin{matrix} 1 & 0 & & 0 & \\ & & & & 1 \\ 0 & 1 & 0 \, Transformation & 1 & \\ & & & & 1 \\ 0 & 0 & & 1 & \end{matrix}$$

Minkowski's primary tool [1] is the Minkowski diagram, which he uses to define concepts, demonstrate properties of Lorentz transformations, and provide a geometric interpretation of how Newtonian mechanics generalizes to relativistic mechanics. We will focus on the mathematical concept structure derived from the invariability of the spacetime interval on the spacetime manifold, as part of the postulates of special relativity. This structure sets the context for all current relativistic theories, incorporating the innovative concept of +01 to relate to the idea of general relativity, where flat Minkowski spacetime acts as a baseline, and curved spacetime is locally Lorentzian, with the flat spacetime functioning as a spring-like facilitator.

In this research paper, we modified the Minkowski approach [1] and made a significant contribution to physics by providing a geometric interpretation of special relativity, which extended three-dimensional space to include time, linking a fourth dimension to the space-time of six dimensions. This represents a black hole inside the dimension of spacetime. Albert Einstein considered a limitation of Minkowski's approach because it did not account for the phenomenon of gravitation. In our research, we propose a modification where the light wave incident substitutes the gravitational wave. At that specific moment, we utilized curvilinear coordinates as a dot-line concept, which is already present in the model above. Using Riemannian geometry, we extend the involvement of the light cone dimension into multi-layered dimensional concepts.

In our research paper, we modify the concept of Minkowski spacetime into three distinct sets: +01 represents the light cone signal in the spiral condition at the black hole critical point, and the continuous +01 represents the light cone virtual wave, which indicates the virtual light spacetime reflected in the real-time of past universes: the causal future (referred to as the absolute future), the causal past (referred to as the absolute past), and the region called elsewhere.

Modify Light cone wave dimension structure

Wiki: Subdivision of Minkowski

"Minkowski Spacetime can be divided into four sets based on an event: the light cone, the causal future, the causal past, and elsewhere. The sign of $c^2t^2 - r^2$ determines this categorization. A vector is timelike if $c^2t^2 > r^2$, spacelike if $c^2t^2 < r^2$, and null if $c^2t^2 = r^2$. This classification is consistent across all related frames of reference. Cc: Wiki Minkowski

If we consider energy conservation to include all space-time universes, then an interval is involved; regardless of shape and condition, it must remain constant on either side of the space interval.

In our research paper, we also modify the spacetime interval to be represented when 4+3 >= 7-1, as $\Delta s^2 = \Delta t^2 - \Delta x^2 - \Delta y^2 - \Delta z^2$.

*4+3 refers to x, y, z, t plus, 0, 1 = 7
** 7-1 refers to 7 minus light energy escape
*** Some of the energy vapor escapes outside, while the other is trapped in a black hole.

This escape of the one may be derived into a new spacetime dimension, which is outside our event horizon. In this paper, we introduce the +01 spacetime concept of the universe.

Conclusion

In conclusion, in this research paper, we have explored the concept of applying binary code (0 and 1) to the light of photons as a messenger concept into the universe, particularly in relation to black hole theory. When light is captured during the spin of a black hole and time appears to stop visually, it causes a twisting of space dimensions. This twisting resembles the rotation of spaghetti, and the light behaves like friction between lines, dots, and waves. By applying the binary concept from computer science, we can consider the light being on as 1 and off as 0. This transition offers insights into energy conservation within the black hole, as this paper introduces a +01 idea, which 0 and 1 represent information. As it may enable some trapped light to escape, while others cannot. Additionally, it may provide clues for understanding black holes and reveal an extra universe dimension captured during the moment when time appeared to stop on the black hole, followed by the capture moment.

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