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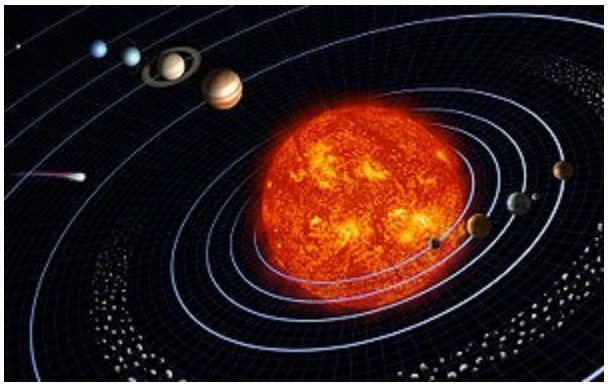
The Source of Gravity



those planets are really orbiting close!

by Miles Mathis

In my last paper, I defended my expansion theory once again, but stated that I was open to suggestion for something better. I said that I had been fielding ideas for years from readers, but had never gotten anything really promising. *The very next day*, I heard from a reader (Paul Nussbaum), and he had something promising. Just a raw idea—nothing spectacular—but a good idea nonetheless. And he hadn't even read my last paper. Coincidence? Who knows. All I can say as a scientist is: it happened.

He sent me to a physics forum, where a new member had posted his very first post. He was asking about the spin of the universe. That's right. Of the entire universe. Of course he was told there was no evidence for it, or something like that. Dismissed with a wave of the hand. I got the email from my reader late at night, and at first I didn't see the import of this. I had to ask for clarification. Why was this interesting? He only had to say one word: gravity. The forum poster hadn't mentioned gravity in his post, so my reader was very perceptive.

Now, I wasn't presented with any longwinded theory. My reader just gave me the ball and I guess he expects me to run with. I will do my best.

First, I will tell you why I think this is promising. What I need to replace my expansion theory is a way to explain 3D acceleration outward without that implying real expansion. I really wish to keep my acceleration vector pointed out, because that does a lot of things that are very important to me. One, it gets rid of curvature. Two, it allows us to do Euclidean math. Three, it gets rid of attractions, which are not mechanical. Four, it creates a field differential with charge in the unified field, where charge and gravity oppose eachother. This creates balance in the equations. It has allowed me to solve a lot of problems that were thought to be insoluble.

But how can you give objects a real 3D acceleration outward and not have that imply a quick increase in size? Well, an orbit does it everyday. All circular motion includes an acceleration vector inward, but that never implies a quick *decrease* in size, does it? We have had gravity as a vector inward for centuries, but we have never thought that means that objects or the universe or orbits are shrinking at

the power of 2. So maybe, just maybe, this outward acceleration has something to do with circular motion, not expansion. And maybe it doesn't imply actual expansion.

The first thing you do when you start trying to make this work is to think of the universe spinning like a star or planet. It spins about an axis. This would create a centrifugal force out, at least along the equator of the universe, which might create an acceleration in that plane. But we are trying to create a 3D acceleration out, and you can't have a sphere spin around all axes at once. It can spin only around one axis, right?

So you drop that. The next thing people tend to do is dive into higher dimension math. They create a 4D universe, for example, and then say that allows us to create a 3D spin, just like we want here. But I'm not going to do that, because I think it is cheating. The only other dimension we have to assign is time, and I have shown that time is not a direction like the other three. It is properly a degree of freedom in the math, or a mathematical field, but it isn't a direction in space. If you are a physicist and you start talking about 4D math, you need to assign all your dimensions. Otherwise you are just spouting air. Physics should be applied math, but math with unassigned variables is nothing more than bombast.

So you drop that also. It won't do. The next thing someone like me does is stack spins on his universe. If I am going to propose a spinning universe, I am not required to stop at one spin. The universe—like everything in the universe—has three dimensions. So I have three spins to work with without any cheating. Just as with the photon and electron, I have the x spin, the y spin, and the z spin. See my paper on superposition for clarification of this.

"How is this any different than the previous cheat?" I will be asked. "Or how does this get around your admission above that a sphere can spin around only one axis?" It gets around it the same way my photon and electron get around it: by doubling the spin radius each time, so that outer spins are outside the gyroscopic influence of inner spins. In other words, the y spin is twice the x spin, and the z spin is twice the y spin.

This makes the universe as a whole just an analogue of my photon and electron and proton. All would have stacked spins. "And what causes these spins on the universe? With photons, you said it was collisions. Are you suggesting the universe collides with something?" I am not suggesting it, but it is not out of the question. We have no data one way or the other, but there is nothing illogical in the idea. The idea of the universe being a part of a still larger conglomeration has been floated before me, and I don't see anything revolutionary or offensive about it. It just gives us one more level of scale. We have added many levels of scale in the last century or so, with the atom and then the electron and then the quark. Just because this level is a level up rather than down doesn't mean much. It may offend some of the religious, because they will have to put their god or gods up another notch, I suppose, but I am not here to address religious qualms. As a matter of physics it is just a proposition with no falsification.

The reason the proposition may be something to look at is that it bypasses bigger fundamental problems. First of all, it gives us spins in 3D without having to use esoteric math. We just use spins we already know about, and that we can easily assign. It also may bypass any need for expansion, as you will see.

But of course it gives us other problems to answer. The first problem concerns our accelerations.

1) I have shown possible acceleration in all three planes, but that is in three planes only. It isn't all

round. This problem is pretty easy to address, since accelerations in three planes *do* imply accelerations all round. This is true for two reasons. First, because when you show that something is true in 3D, that doesn't mean that it is true only on the x, y, and z axes. It means that it is true in the 3D continuum, which includes the space between the three axes. A sphere is normally defined as a 3D object, not a infinite plane object. Second, even if it were true that the accelerations were stuck firmly to the three axes, these three axes are assigned here to the universe as a whole. Unless an object *in* the universe were rigidly attached to these universal axes, it would drift relative to them over time. This drift would make the accelerations travel. This would be easiest to see with any spin, but even an object just drifting slowly and aimlessly through the axes, with no real spin direction, would meet this logic. This means that the accelerations on objects would be averages over time. This would spread the accelerations in all directions.

2) Since my x, y, and z spins are not the same size, shouldn't we see accelerations in one plane that are larger than the others? Why are the accelerations the same all round? This is also not so difficult to answer as it might seem at first, for the same reason as we just saw. Since objects in the universe are not tied to any universal axis, they will drift through universal x, y, and z. If we average these accelerations over time, we can't keep them separate. They will stack, or sum. The total acceleration in any one direction will be something like (x+y+z)/3. If x=4, for instance, then we will get a=9.333. And that acceleration will apply at all levels of size, quantum and galactic (if we measure from the scale we are measuring). Why? Because if the acceleration is being caused by the spin of the universe as a whole, the acceleration will seem to come from every point in that universe. Nothing will be too small to get beneath that acceleration. Even the photon will feel it. If we measured from the size of the photon, the photon would have an acceleration of 9.333.

This is because spin doesn't have a scale. If something is spinning, everything inside is automatically spinning, too. And all the things inside feel all the physical outcomes of spin, such as force out. A spinning hoop wants to expand. An orbit wants to increase, and without the inner balancing force, it would. A spinning sphere wants to expand on the equator, and if it is free to do so, it will. If we could spin the sphere in all directions, it would want to expand in all directions. That is what we have done, above. We have spun the universal sphere in all directions. *This is the fundamental cause of gravity.*

Likewise, if the sphere wants to expand, all the things that make up the sphere must also want to expand. The sphere IS the things that make it up.

You will say, “But the things *in* the sphere can't be spinning about the same center as the sphere as a whole. They can't all be at the center. The objects to the left of center would feel force to the left, but not to the right. This would imply acceleration left but not right. How do you answer that?”

I answer that it doesn't take all the facts into account. Follow me through this pretty simple analysis:

By the classical interpretation, all the objects in my universe would be thrown away from the center of the universe, and would aggregate at the surface of the sphere. So let us say that does happen, and see what it means for us. Let us say that all the objects in our universe inhabit the outer shell of a universal sphere. The centrifugal forces have thrown them there. So if we choose any object in the shell, it seems like it would have accelerations +x, +y, and +z, but not also -x, -y, and -z. This would badly skew our gravity field, wouldn't it? We need accelerations all round, but our universe is only creating them out from center in the three planes, right? Well no. This would be true *only* in the case that our object was in synchronous orbit around the universal center, showing the same face to the center at all

times. But we may assume no objects do this. Why would they? We have no longer defined gravity as a force toward the center, so no object in the universe would have any reason to be in synchronous orbit around the center of the universe. I have shown that synchronous orbits in the Solar System are caused by the unified field, not the gravity field alone; this means they include charge. But if we are looking at the universe as a whole, the unified field isn't arrayed as in the Solar System. Here in the SS, charge runs everywhere, including directly between Moon and Earth. But in the universe, charge would run in the shell only. Photons, like everything else, would be forced out into the shell, and they would never run towards the center of the universe. So, again, we would have no reason to have a synchronous orbit.

What this means is that once again gravity would be an average over time. Everything in the universe is so small conpared to the universe as a whole, that it will seem to spin very fast relative to the universal center. Remember, smaller things always spin faster than large things, by the rules of angular momentum. We would know this just from data, even if we didn't know it from rules. Just as photons or electrons spin so fast that you can never say what face they have to us, you can never say what face anything has to the universal center. Even galaxies would spin lightning fast relative to the universal core. This being so, the acceleration is once again spread in all directions. We couldn't measure at a time period small enough to split +x from -x, as a matter of gravity.

“But if that is so, then the universe we measure would seem to be only two-dimensional. Or maybe a curved two-dimensional surface! If everything we see is in the outer shell of a sphere, we would see much less depth in one plane than the others. The universe would be thin if we were looking toward the center.” Yes, but you are overstating the case once again. Technically, that would be true, but even in the thin direction, we may assume the distances are too vast for us to measure. It would also be true that we should detect an end or edge if we looked straight sideways, since the curvature would clip any tangent we drew. We may assume the universe would be wider than deep for us, in that sense, but since we are capable of measuring neither depth nor width, it doesn't really matter. The distances are too great either way, width or depth. We may someday detect an edge to the depth, but the fact that we haven't already means nothing.

However, I will point out that my schematic matches the esoterica we have been taught about GR, without the esoterica. You can see that I just created a universe that curves, that has some odd properties, and in which you would come back to where you were if you travelled far enough in “one direction.” But I created it without any higher dimensional math and without asking you to visualize something you can't visualize. We could draw this universe of mine in photoshop and explain it to a fifth grader.

As with the strange curved universe of Einstein, my diagram implies we would be unlikely to come to an edge by moving along what I have called the width. If we travelled in the x or y plane, we would end up taking the curved path light took as it travelled the big circle. This is the least curvature of light, which we would see and define as a straight line. So we would be unlikely to come to an edge that way. We could only come to an edge by going straight toward or away from the universal center, in a sort of z plane or radial plane. But since we have no way of knowing where that is, it is again unlikely we would do it. There may be a way of calculating where that radial plane is, but I will save that analysis for a later paper.

This paper represents only my initial thoughts on the problem, my first day on the job, as it were. It may be that we (my readers and I) can fine tune this a bit over the coming months and years. Keep your radio on.

To read more on this, you can now go to my newest paper *Gravity and Mach's Principle*. There I do the math, showing how the vector is balanced in the unified field.