Gravity is Occlusion Vacuum

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2019 / 02 / 02

In a field of quantum particles, each particle has a force vector [x,y,z].

We will use simplified gravitation diagrams expressed in a single line universe
. - a particle
(a) – an object larger than a particle
(A) – a larger object than (a)
(d) – a more dense object than (a)
> - a force generated by particle motion
>> - a force generated by a group of particles in motion
[x,y,z] – a force vector in 3 dimensional space
a[3.2,0,0] – the force vector of object a

> (a) <
A single object (a) floating in a force field of randomly moving particles is stable and does not move significantly in any direction. The forces on all sides combine to form a net force vector of a[0,0,0].

> (a) <<
A single object (a) floating in a particle field where the forces on the right side are greater than on the left side will move towards the left a[-1,0,0]
> (a) <<<
A single object (a) floating in a particle field where the forces on the right side are even greater than on the left side will move towards the left a[-2,0,0]

>>>>>> (a) (b) <<<<<<
When two objects are in proximity in a random particle field, the force vector for each object is influenced by the absence of particles in the occluded space between the two objects, thus the forces between the objects are reduced and the forces on either side of the (a) (b) pair are more signification.
The forces on either side of the (a) (b) pair thus have a greater net effect on the motion of (a) and (b).
The net force vector a[1,0,0] and b[-1,0,0] results from the shielding effect each object has over the other. Forces from direction [1,0,0] do not reach object B, creating a net loss of energy in that direction, resulting in b[-1,0,0]

When two objects of different volumes are in proximity, the force vectors are a function of their occluding mass, or density.

>>>> (O) (o) <<<
In the above diagram, the collision force on (O) is greater because the amount of particles colliding with the object (O) is greater than the amount of particles colliding with (o).
However, more particles hit (O) from multiple directions, causing slower movement.

>>>>> (o) (b) <<<<<
the empty space between (a) and (b) has misleadingly been called curvature of spacetime.
I show that spacetime curvature is simply empty space.

Some theorists call the particles gravitons, that is any particle that contributes to the motion of an object is a graviton.
A graviton that oscillates at a frequency visible to the light spectrum is also called a photon.
Gravitons can thus have multiple behavioural designations like bosons or photons.