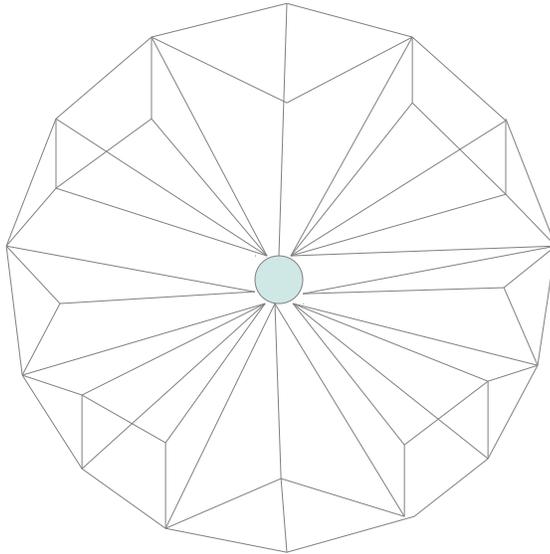


**Barrys Tetra-decagon Network Topology Design**

**By**

**Barry L. Crouse**



## **Introduction**

Today is 05/30/2014. I would like to take the time thanking each and everyone of you in reading this scientific work. This work is theoretical in nature but it also brings some new idea's and concepts which I feel are badly needed in the Physics and Math Universe. As you are reading this, You will find idea's concerning fractual time decay , Rewritten Physic equation that employs a binary time switch, dimensional space within a 14 sided polygon coupled with a prism introduction to a new Energy model. I hope you will find this work challenging and thought provoking as it is intended to be. Once again Thank you.

Barry L. Crouse

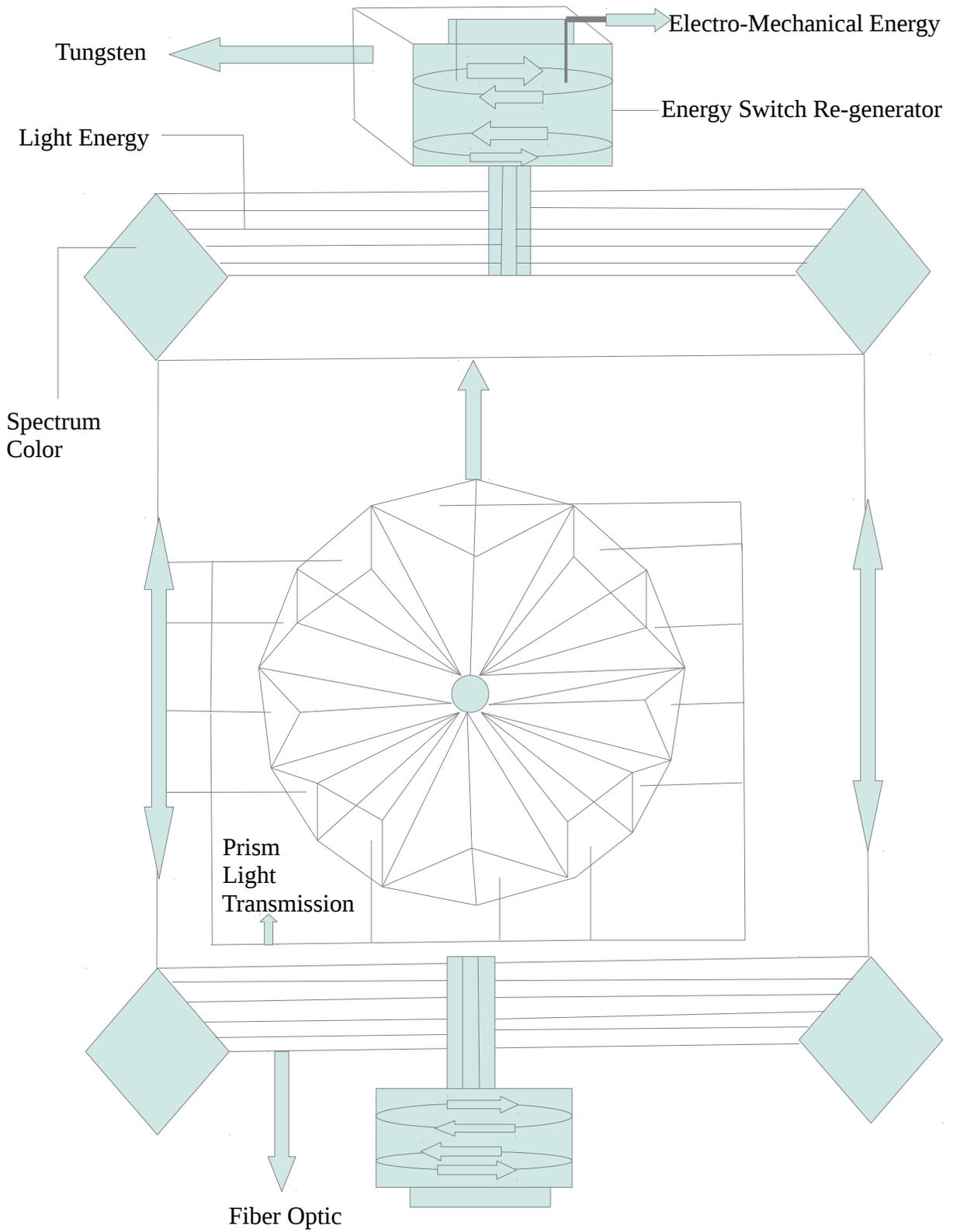
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## **Chapter 1**

### **Introduction to 14 sided Polygon Network Topology**

### Full Topology View



I would now like to go over the Full Topology View. If you will observe I have a 14 sided Polygon that incorporates a prism. The prism transmits light and assembles at 4 areas of space. The energy is converted at the switch from light to Electro-Mechanical Energy in the form of Regenerated Energy.

I would like to present some facts that Wikipedia and ask.com provided a 14 sided polygon has angles of 154.29 rounded Exterior and 26 degree Interior rounded the total is roughly 180 degrees. The idea of White Light assembling and reassembling is/was observed by Sir Issac Newton. This would bring to mind the 7 stack layer OSI later which says that at the physical layer voltage is represented by positive and Negative charges ( + , - ). I created a new Stack layer that provided a sub-physical layer that represents different forms of Energy to regenerate or represented to convert into Electro-Mechanical in other words Light Energy is represented at a sub-physical layer and is converted into Electro-Mechanical Energy sub-physical thus I can represent the positive and Negative charges at the physical layer.

One of the major concerns when using this type of Energy is how much heat can a piece of hardware such as a switch converter take without going through accelerated degradation or over time deformation. If you will observe, the switch uses tungsten which has the ability to take more heat than titanium. The process of taking Light Energy and converting to Electro-Mechanical would require material that can withstand large amounts of heat and Energy usage thus tungsten would be a preferred choice because it can withstand heat between 6100 – 6200 degrees farenheight of and is a refractory metal according to research from Wikipedia and ask.com.

In the next chapter, I will attempt to rewrite a physics Equation that shows a sub-atomic particle that passes through matter Light Energy and goes beyond the speed of light. The reason is I need to represent sub-atomic particles that fit into the revised OSI layer another important consideration is working with prisms in dimensional spacing which should be better represented in Math and Physic equations.

## **Chapter 2**

### **New Physics Equation**

I would first like to begin by stating two points. The first one is the traditional Equation Distance = Speed \* Time (source ask.com Wikipedia). This is great for a one dimensional Universe but suppose as indicated that sub-atomic particles can pass through light and has been shown to accelerate beyond the speed of light How can I write a equation that can reflect 2<sup>nd</sup> dimensional time and space. The next point is If I am going to create polygons with dual dimensional time and space how can this be better illustrated. I would like to begin this process by creating a table for the speed of light

Dimension	Speed	Time
1	186,000	1 second
2	34596000000	2 seconds

If you will notice, I am making my Dimension equal to time also the speed accelerates greatly when compared to dimensions from 6 digits in the 1<sup>st</sup> to 11 digits in the 2<sup>nd</sup> for a difference of 5 This shows Energy to be Dynamic and assymetrical. I would now like to present my equation below

$$D_{2^{nd}} \text{ power} = \text{speed } 2^{nd} \text{ power} * \text{Time}/2$$

I will now present the variables to give a better understanding

$D_{2^{nd}} \text{ power} = 34596000000 * 2/2$  . Time is represented as a binary switch remember 1 = on 0 = off so when I complete the equation it shows the following:

$$D_{2^{nd}} \text{ power} = 34596000000$$

What this shows is that the speed in the 2<sup>nd</sup> dimension is equal to the distance because I am checking time to see if it is either on or off state not in a constant state also I will show in the next chapter a concept called Fractal time decay. I have balanced the Equation.

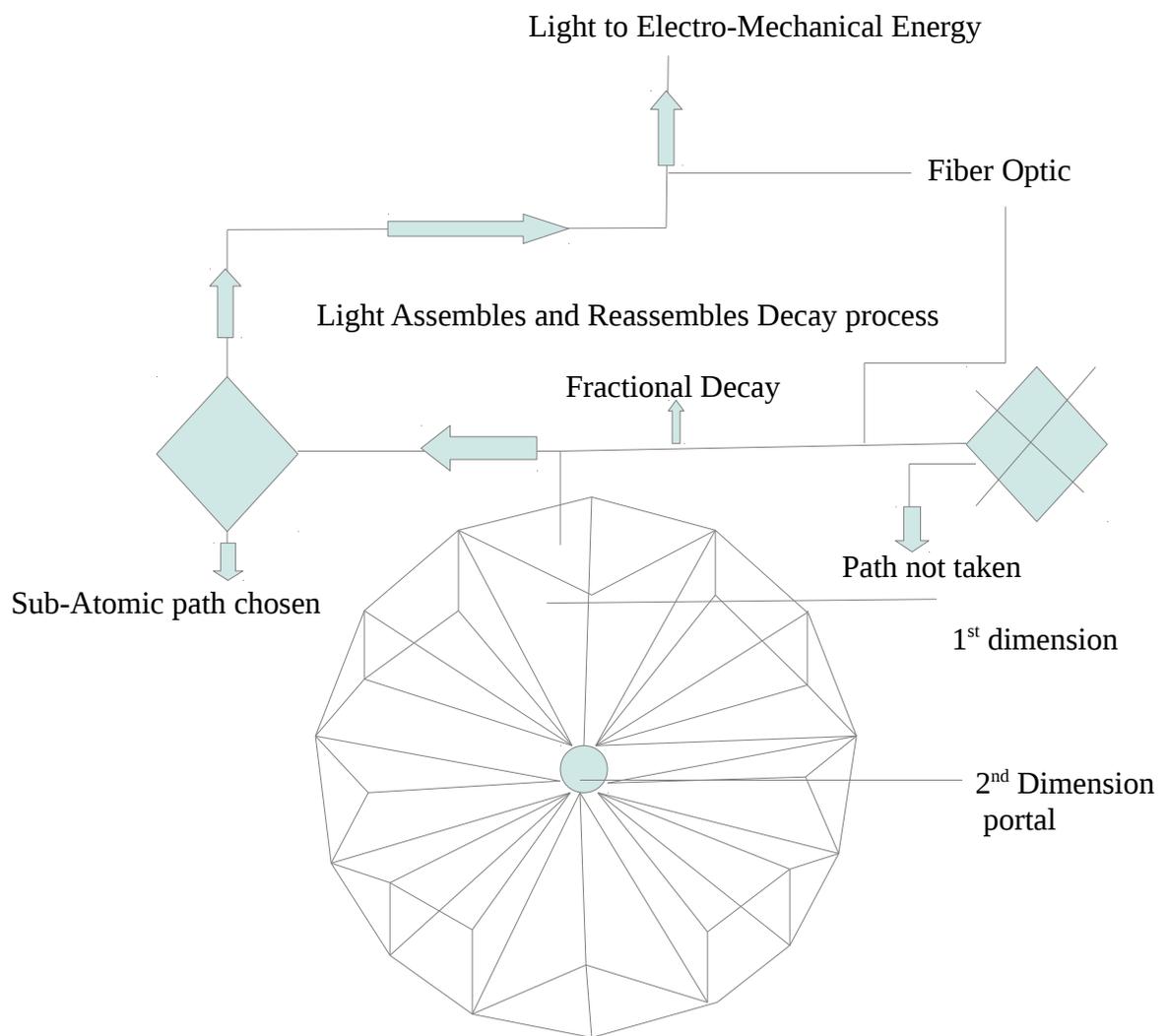
I must now name my equation so I will call it the **Barry binary 2<sup>nd</sup> dimension time equation.**

The reason why I needed to rewrite this equation is to show that it is possible to balance the 2<sup>nd</sup> dimension since I am dealing with 2<sup>nd</sup> dimension shelled sub-atomic particles along with 1<sup>st</sup> dimension sub-atomic particles that accelerate past the speed of light also using polygons that utilize prisms that has Internal structures and different dimensions that are not binded to matter within our 1<sup>st</sup> dimension Universe.

In the next chapter I will present a example as to how chapter 1 and 2 can be utilized to create a cohesive model that brings this discussion all together.

## **Chapter 3**

### **Applicability**



I am going to do things a little different this time by using pseudo code to describe the process utilizing some of my mathematical Equations than I will construct a model similar to the Atomic and OSI Model. I believe this should give a better idea as to how this can be achieved.

### **Dimensional State Processing**

variables

a = 2<sup>nd</sup> Dimension

b = 1<sup>st</sup> dimension

c = 1

d = 0

1 = "on"

0 = "off"

if b = 1 than goto Decay-processing

Else if b = 0 than exit

### **Decay-processing**

perform 2<sup>nd</sup> dimension Speed of light Equation

$$D_{2^{nd}} \text{ power} = \text{speed } 2^{nd} \text{ power} * \text{Time}/2$$

I will now present the variables to give a better understanding

$D_{2^{nd}} \text{ power} = 34596000000 * 2/2$  . Time is represented as a binary switch remember  
1 = on 0 = off so when I complete the equation it shows the following:

$$D_{2^{nd}} \text{ power} = 34596000000$$

rem I am passing through the 2<sup>nd</sup> dimension portal and beginning  
\* to goto the 1<sup>st</sup> dimension fractual-decay begins

Perform fractional-calculation

$$D_{2^{nd}} \text{ power} = \text{speed } 2^{nd} \text{ power} * \text{Time}/2$$

$$D^{2^{\text{nd}}} \text{ power} = 34596000000 * .8/2$$

Rem Sub-atomic particles pass through our universe thus I have to show speed is  $> 186,000$  but  $< 34596000000$  so time fraction in a binary system would fit this process nicely. Please also note I could have assigned a value of time to .5, .7, .25 to show accelerated decay.

$$D^{2^{\text{nd}}} \text{ power} = 27676800000$$

perform 1<sup>st</sup> Dimension Internal structure calculation

b = 1

if b = 1 than goto External processing

else exit

rem \* this checks to see if the sub-atomic particle chooses to  
\* stay inside the prism or goto the External environment  
\* assemble and reassemble light.

### **External processing**

move light energy to Fiber optic cable  
move Fiber optic cable to energy-switch converter

rem \* the Light Energy now moves to the Fiber optic cable  
\* and is now being sent the the energy converter switch  
\* from Light to Mechanical

Move Light energy to Mechanical Energy  
Convert positive and negative charges to bits  
Convert bits to bytes  
Convert bytes to frames  
Convert Frames to packets

Exit

I would now like to present a brief summary. The pseudo code shows how the process works but I will now try to explain this. The 1<sup>st</sup> item is that in order to begin the process the sub-shelled sub-atomic particle either stays in the 2<sup>nd</sup> dimension or begins to decay in which case it passes through a portal and now it starts to decay within the 1<sup>st</sup> dimension in a fractal sense at this level I am now at the sub-atomic particle no longer shelled within a shell. I am still inside the Internal structure and now must either stay within or go through further decay in this case I am now assembling and disassembling light and choosing a path through the Fiber Optic cable. I then begin to convert from Light to Electro-Mechanical thus voltages are now converted from positive and Negative to bits, bytes, frames, packets.

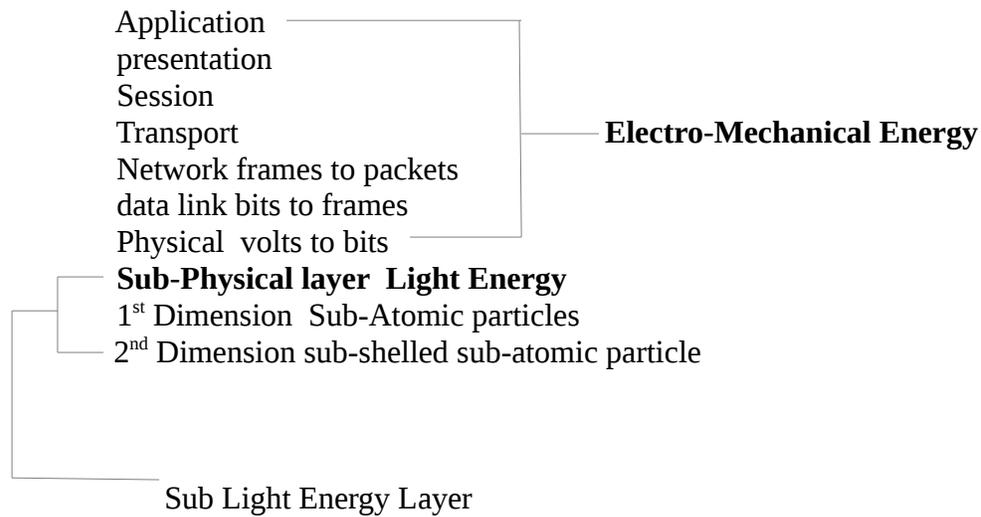
In the next chapter I will present my model.

## **Chapter 4**

### **Barrys Energy Model-Switch**

## Barrys Energy Model-Switch

I would now like to present my model in table format



The model shows Light and Electro mechanical Energy and how this process is combined to form a cohesive model with different sets of energies. I will now present my final thoughts in the next chapter.

## **Chapter 5**

### **Final Thoughts**

This Scientific work is basically theoretical in nature but at the same time it opens the door to some new ideas and concepts such as rewriting a Physics Equation that reflects fractal time decay and utilizing a binary time-switch to allow for portal processing that allows Equations to be written that reflects sub-shelled and sub-atomic particles past the speed of light. This work shows sub-atomic particles and how the paths are chosen through Intelligent design choices illustrated by logic processing as shown.

A 14 sided polygon was constructed with a prism to show Internal structures within along with different dimensions incorporating Physics Equation, Network Topology, introduction to a new energy model-switch. I covered a lot of material but new ideas and concepts are brought into the 21<sup>st</sup> century to show some progress as to how to bring different Science Disciplines and creating a cohesive work which I hope you can see and understand.

## **The End**

This concludes this scientific work. Thank you for taking the time in reading this. If you like this work please visit [www.PublishResearch](http://www.PublishResearch.com) to see more.

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