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(54) **Title: FASTER THAN LIGHT TRAVEL**

(57) **Abrégé/Abstract:**

Patent Applicant devises a method for travelling faster than Light utilizing Singularity dynamics.



Abstract

Patent Applicant devises a method for travelling faster than Light utilizing Singularity dynamics.

Description

Faster than Light Travel

Singularity Dynamics

Singularity is moment initiated by arrival of a query in a host for creating of an existence. Host is resource limited and service capacity constant. In host, resource is non-existence and service is existence.

$t_{occurrence}$ indicates occurrence moment of Singularity. Succeeding in assigning resource (a patch of non-existence) for creating of existence yields dissipation of Singularity. In sequence, existence commences. Assigned non-existence is converted to physical and non-physical resource in existence.

Minimum duration of existence is measured in interval lacking alternative existences in host. Exceeding minimum duration of existence yields disappearance of existence. In occurrence of presence of a number of existences in host, minimum duration of existence expands yielding from service capacity allotment to existences simultaneously:

- At $t_{occurrence}$:

$$D_{existence} = D_{minimum} = t_{disappearance} - t_{dissipation}$$

$$t_{disappearance} = t_{dissipation} + D_{minimum}$$

- $t_{disappearance}$ indicates moment of disappearance of existence.

$$t_{disappearance} = t_{dissipation} + D_{existence}$$

- $t_{disappearance}$ is utilized to indicate presence or absence of Singularity at t_{now} in Host.

$$t_{disappearance} \geq t_{now}, \text{ indicates Singularity at } t_{occurrence} \text{ is present.}$$

$$t_{disappearance} < t_{now} \text{ signifies Singularity at } t_{occurrence} \text{ is absent.}$$

- $D_{minimum}$ indicates minimum duration of existence. Occurrence of alternative Singularities in host during $[t_{dissipation}, t_{dissipation} + D_{minimum}]$ yields expansion of minimum duration of existence.

- $D_{existence}$ signifies duration of presence pertinent to an existence in host which is in accord with occurrences of alternative Singularities.

$$x(n) = \sum_{k=1}^n \frac{O_{i+k-1}(t_{i+k} - t_{i+k-1})}{t_{i+n} - t_i}$$

t_i is arrival instant of Singularity i .

$k = 1$ indicates the first arrival or departure of alternative Singularities exceeding t_i

$k = n$ signifies the latest arrival or departure of alternative Singularities prior to t_{now} .

O_{i+k-1} indicates the number of present alternative Singularities in host at t_{i+k-1} .

$D_{existence}$ of Singularity $i \propto x(n)$

- Pertinent to a Singularity (prevailing Singularity) with $t_{occurrence}$ and $t_{disappearance}$:
 - $t_{occurrence} < t_{occurrence}^1 < t_{disappearance}$ indicates occurrence of 1st alternative Singularity. $t_{disappearance,1} > t_{disappearance}$ signifies new disappearance moment for prevailing Singularity.

$$D_{existence,1} = t_{disappearance,1} - t_{dissipation} > D_{existence}$$

- $t_{occurrence} < t_{occurrence}^2 < t_{disappearance,1}$ indicates occurrence of 2nd alternative Singularity. $t_{disappearance,2} > t_{disappearance,1}$ signifies new disappearance moment for prevailing Singularity.

$$D_{existence,2} = t_{disappearance,2} - t_{dissipation} > D_{existence,1}$$

- ...

- Exceeding $t_{dissipation} + D_{existence}$, Singularity releases acquired resources.

In Singularity, a place in which passage of time is base (animation speed is base), magnitude of physical and non-physical resource is identical to magnitude of unassigned non-existence. In a place in which magnitude of physical resource is identical to magnitude of physical resource of

existence and magnitude of non-physical resource is identical to magnitude of non-physical resource of existence, passage of time is undefined (speed of animation is undefined).

The smallest physical particles:

- *Singularity α* , (Drawing 1):
 - Existence of Singularity is empty. AD is the smallest length.
 - Point C jumps from base to dissipation with speed of y and point F jumps from base to infinity with uniform velocity.
 - Dimension:

velocity of point C = y

$$\text{velocity of point C} = -\frac{dy}{dt} = y$$

$$-\frac{dy}{y} = dt$$

$$-\int \frac{dy}{y} = \int dt$$

$$-\text{Log}_e(y) = t + l$$

$$l = -\text{Log}_e(AD)$$

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$\text{velocity of point F} = -\frac{dx}{dt} = AD$$

$$dx = -AD \times dt$$

$$\int dx = -AD \int dt$$

$$x = k - AD \times t$$

$$x = -AD \times (\text{Log}_e(AD) - \text{Log}_e(y)) = AD \times \text{Log}_e\left(\frac{y}{AD}\right)$$

$y \rightarrow 0 \mapsto x$ is undefined

$y \rightarrow AD \mapsto x = 0$

- Dimension pertinent to *Angular Singularity α* :

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$x = z \cos(\theta) = -\frac{AD \times (\text{Log}_e(AD) - \text{Log}_e(y))}{\cos(\theta)} = \frac{AD \times \text{Log}_e\left(\frac{y}{AD}\right)}{\cos(\theta)}$$

$y \rightarrow 0 \mapsto x$ is undefined

$y \rightarrow AD \mapsto x = 0$

- *Singularity β* (Drawing 2):

- Existence of Singularity is empty. AD is the smallest length.
- Point C jumps from dissipation to base with speed of y and point F jumps from dissipation to infinity with uniform velocity.
- Dimension:

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$x = -AD \times (\text{Log}_e(AD) - \text{Log}_e(y)) = AD \times \text{Log}_e\left(\frac{y}{AD}\right)$$

$y \rightarrow 0 \mapsto x$ is undefined

$y \rightarrow AD \mapsto x = 0$

- Dimension pertinent to *Angular Singularity β* :

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$x = z \cos(\theta) = -\frac{AD \times (\text{Log}_e(AD) - \text{Log}_e(y))}{\cos(\theta)} = \frac{AD \times \text{Log}_e\left(\frac{y}{AD}\right)}{\cos(\theta)}$$

$y \rightarrow 0 \mapsto x$ is undefined

$y \rightarrow AD \mapsto x = 0$

- *AntiSingularity α* (Drawing 3):

- Existence of Singularity is empty. AD is the smallest length.
- Point C jumps from dissipation to base with speed of y and point F jumps from base to infinity with uniform velocity.
- Dimension:

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$x = -AD \times (\text{Log}_e(AD) - \text{Log}_e(y)) = AD \times \text{Log}_e\left(\frac{y}{AD}\right)$$

$y \rightarrow 0 \mapsto x$ is undefine

$y \rightarrow AD \mapsto x = 0$

- Dimension pertinent to *Angular AntiSingularity α* :

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$x = z \cos(\theta) = -\frac{AD \times (\text{Log}_e(AD) - \text{Log}_e(y))}{\cos(\theta)} = \frac{AD \times \text{Log}_e\left(\frac{y}{AD}\right)}{\cos(\theta)}$$

$y \rightarrow 0 \mapsto x$ is undefined

$y \rightarrow AD \mapsto x = 0$

- *AntiSingularity β* (Drawing 4):

- Existence of Singularity is empty. AD is the smallest length.

- Point C jumps from base to dissipation with speed of y and point F jumps from dissipation to infinity with uniform velocity.

- Dimension:

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$y \rightarrow AD \mapsto t \rightarrow 0$

$$x = -AD \times (\text{Log}_e(AD) - \text{Log}_e(y)) = AD \times \text{Log}_e\left(\frac{y}{AD}\right)$$

$y \rightarrow 0 \mapsto x$ is undefined

$y \rightarrow AD \mapsto x = 0$

- Dimension pertinent to *Angular AntiSingularity β* :

$$t = \text{Log}_e(AD) - \text{Log}_e(y) = \text{Log}_e\left(\frac{AD}{y}\right)$$

$y \rightarrow 0 \mapsto t$ is undefined

$$y \rightarrow AD \mapsto t \rightarrow 0$$

$$x = z \cos(\theta) = -\frac{AD \times (\text{Log}_e(AD) - \text{Log}_e(y))}{\cos(\theta)} = \frac{AD \times \text{Log}_e\left(\frac{y}{AD}\right)}{\cos(\theta)}$$

$$y \rightarrow 0 \mapsto x \text{ is undefined}$$

$$y \rightarrow AD \mapsto x = 0$$

Inversion is a singularity. In inversion, $\Delta v = |\text{speed at dissipation} - \text{speed at base}|$, x and y are speed. In Inversion, in a velocity in which tally is base (acceleration of animation is base), magnitude of physical and non-physical resource is identical to magnitude of unassigned non-existence. In a velocity in which magnitude of physical resource is identical to magnitude of physical resource of existence and magnitude of non-physical resource is identical to magnitude of non-physical resource of existence, tally is undefined (acceleration of animation is undefined).

The smallest non-physical particles:

- *Inversion α* (Drawing 5):
 - Existence of Singularity is empty. Δv is the smallest tangible variation in speed.
 - Point C jumps at base to dissipation with acceleration of y and point F jumps at base to infinity with uniform acceleration.
 - Dimension:

$$\text{acceleration of point C} = y$$

$$\text{acceleration of point C} = -\frac{dy}{dt} = y$$

$$-\frac{dy}{y} = dt$$

$$-\frac{y}{dy} = \frac{1}{dt}$$

$$-\int \frac{dy}{y} = \int dt$$

$$-\text{Log}_e(y) = t + l$$

$$l = -\text{Log}_e(\Delta v)$$

$$t = \text{Log}_e(\Delta v) - \text{Log}_e(y) = \text{Log}_e\left(\frac{\Delta v}{y}\right)$$

$$tally = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$y \rightarrow 0 \mapsto tally \text{ is undefined}$

$y \rightarrow \Delta v \mapsto tally \rightarrow \infty$

$$\text{acceleration of point F} = -\frac{dx}{dt} = \Delta v$$

$$dx = -\Delta v \times dt$$

$$\int dx = -\Delta v \int dt$$

$$x = -\Delta v \times t$$

$$x = -\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y)) = \Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)$$

$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$

$y \rightarrow \Delta v \mapsto x \rightarrow 0$

- Dimension pertinent to *Angular Inversion* α :

$$tally = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$y \rightarrow 0 \mapsto tally \text{ is undefined}$

$y \rightarrow \Delta v \mapsto tally \rightarrow \infty$

$$x = z \cos(\theta) = -\frac{\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y))}{\cos(\theta)} = \frac{\Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)}{\cos(\theta)}$$

$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$

$y \rightarrow \Delta v \mapsto x \rightarrow 0$

- *Inversion* β (Drawing 6):

- Existence of Inversion is empty. Δv is the smallest tangible variation in speed.
- Point C jumps at dissipation to base with acceleration of y and point F jumps at dissipation to infinity with uniform acceleration.
- Dimension:

$$tally = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$y \rightarrow 0 \mapsto tally \text{ is undefined}$

$y \rightarrow \Delta v \mapsto tally \rightarrow \infty$

$$x = -\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y)) = \Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)$$

$$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

- Dimension pertinent to *Angular Inversion* β :

$$\text{tally} = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$$y \rightarrow 0 \mapsto \text{tally is undefined}$$

$$y \rightarrow \Delta v \mapsto \text{tally} \rightarrow \infty$$

$$x = z \cos(\theta) = -\frac{\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y))}{\cos(\theta)} = \frac{\Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)}{\cos(\theta)}$$

$$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

- *AntiInversion* α (Drawing 7):

- Existence of Singularity is empty. Δv is the smallest variation in speed.
- Point C jumps at dissipation to base with acceleration of y and point F jumps at base to infinity with uniform acceleration.
- Dimension:

$$\text{tally} = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$$y \rightarrow 0 \mapsto \text{tally is undefined}$$

$$y \rightarrow \Delta v \mapsto \text{tally} \rightarrow \infty$$

$$x = -\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y)) = \Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)$$

$$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

- Dimension pertinent to *Angular AntiInversion* α :

$$\text{tally} = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$$y \rightarrow 0 \mapsto \text{tally is undefined}$$

$$y \rightarrow \Delta v \mapsto \text{tally} \rightarrow \infty$$

$$x = z \cos(\theta) = -\frac{\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y))}{\cos(\theta)} = \frac{\Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)}{\cos(\theta)}$$

$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$
 $y \rightarrow \Delta v \mapsto x \rightarrow 0$

- *AntiInversion* β (Drawing 8):

- Existence of Singularity is empty. Δv is the smallest variation in speed.
- Point C jumps at base to dissipation with acceleration of y and point F jumps at dissipation to infinity with uniform acceleration.
- Dimension:

$$\text{tally} = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$y \rightarrow 0 \mapsto \text{tally is undefined}$
 $y \rightarrow \Delta v \mapsto \text{tally} \rightarrow \infty$

$$x = -\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y)) = \Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)$$

$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$
 $y \rightarrow \Delta v \mapsto x \rightarrow 0$

- Dimension pertinent to *Inversion* β :

$$\text{tally} = \frac{1}{\text{Log}_e\left(\frac{\Delta v}{y}\right)}$$

$y \rightarrow 0 \mapsto \text{tally is undefined}$
 $y \rightarrow \Delta v \mapsto \text{tally} \rightarrow \infty$

$$x = z \cos(\theta) = -\frac{\Delta v \times (\text{Log}_e(\Delta v) - \text{Log}_e(y))}{\cos(\theta)} = \frac{\Delta v \times \text{Log}_e\left(\frac{y}{\Delta v}\right)}{\cos(\theta)}$$

$y \rightarrow 0 \mapsto x \rightarrow \text{undefined}$
 $y \rightarrow \Delta v \mapsto x \rightarrow 0$

In Shine (excluding existence), a place in which passage of time is base (animation speed is in base), magnitude of physical resource is identical to magnitude of unassigned non-existence. In a place in which magnitude of physical resource is identical to $\frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$, passage of time is undefined (speed of animation is in undefined).

The smallest brightness particles:

- Shine α (Drawing 9):

- Existence of Singularity is empty.
- Point C jumps from base to dissipation with speed of the superior Brightness and point F jumps from base to infinity direction with uniform velocity to reach $\frac{AD^2}{SpeedOfSuperiorBrightness}$.

- Dimension:

$$velocity\ of\ point\ C = SpeedOfSuperiorBrightness$$

$$velocity\ of\ point\ C = -\frac{dy}{dt} = SpeedOfSuperiorBrightness$$

$$-\frac{dy}{SpeedOfSuperiorBrightness} = dt$$

$$-\int \frac{dy}{SpeedOfSuperiorBrightness} = \int dt$$

$$-\frac{1}{SpeedOfSuperiorBrightness} \int dy = \int dt$$

$$-\frac{y}{SpeedOfSuperiorBrightness} = t + l$$

$$l = -\frac{AD}{SpeedOfSuperiorBrightness}$$

$$t = \frac{AD - y}{SpeedOfSuperiorBrightness}$$

$$y \rightarrow 0 \mapsto t = \frac{AD}{SpeedOfSuperiorBrightness}$$

$$y \rightarrow AD \mapsto t = 0$$

$$velocity\ of\ point\ F = \frac{dx}{dt} = AD$$

$$dx = AD \times dt$$

$$\int dx = AD \int dt$$

$$x = AD \times \frac{AD - y}{SpeedOfSuperiorBrightness}$$

$$y = 0 \mapsto x = \frac{AD^2}{SpeedOfSuperiorBrightness}$$

$$y \rightarrow AD \mapsto x = 0$$

- Shine β (Drawing 10):

- Existence of Singularity is empty.

- Point C jumps from dissipation to base with speed of the superior brightness and point F jumps from dissipation to infinity direction with uniform velocity to reach

$$\frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$$

- Dimension:

$$t = \frac{AD - y}{\text{SpeedOfSuperiorBrightness}}$$

$$y \rightarrow 0 \mapsto t = \frac{AD}{\text{SpeedOfSuperiorBrightness}}$$

$$y \rightarrow AD \mapsto t = 0$$

$$x = AD \times \frac{AD - y}{\text{SpeedOfSuperiorBrightness}}$$

$$y = 0 \mapsto x = \frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$$

$$y \rightarrow AD \mapsto x \rightarrow 0$$

- *AntiShine* α (Drawing 11):

- Existence of Singularity is empty.
- Point C jumps from dissipation to base with speed of superior brightness and point F jumps from base to infinity direction with uniform velocity to reach

$$\frac{AD^2}{\text{SpeedOfSuperiorBrigh}}$$

- Dimension:

$$t = \frac{AD - y}{\text{SpeedOfSuperiorBrightness}}$$

$$y \rightarrow 0 \mapsto t = \frac{AD}{\text{SpeedOfSuperiorBrightness}}$$

$$y \rightarrow AD \mapsto t = 0$$

$$x = AD \times \frac{AD - y}{\text{SpeedOfSuperiorBrightness}}$$

$$y = 0 \mapsto x = \frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$$

$$y \rightarrow AD \mapsto x \rightarrow 0$$

- *AntiShine* β (Drawing 12):

- Existence of Singularity is empty.
- Point C jumps from dissipation to base with speed of superior brightness and point F jumps from dissipation to infinity direction with uniform velocity to reach $\frac{AD^2}{SpeedOfSuperiorBrigh}$.

- Dimension:

$$t = \frac{AD - y}{SpeedOfSuperiorBrightness}$$

$$y \rightarrow 0 \mapsto t = \frac{AD}{SpeedOfSuperiorBrightness}$$

$$y \rightarrow AD \mapsto t = 0$$

$$x = AD \times \frac{AD - y}{SpeedOfSuperiorBrightness}$$

$$y = 0 \mapsto x = \frac{AD^2}{SpeedOfSuperiorBrightness}$$

$$y \rightarrow AD \mapsto x \rightarrow 0$$

In Shade, $\Delta v = |speed\ at\ base - speed\ at\ dissipation|$, x and y are speed. In Shade, in a velocity in which tally is base (acceleration of animation is base), magnitude of non-physical resource is identical to magnitude of unassigned non-existence. In a velocity in which magnitude of non-physical resource is identical to $\frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$, tally is undefined (acceleration of animation is undefined).

The smallest darkness particles:

- *Shade* α (Drawing 13):

- Existence of Singularity is empty.

- Point C jumps at base to dissipation direction with acceleration of superior Darkness and point F jumps at base to infinity direction with uniform acceleration to reach $\frac{\Delta v^2}{\text{AccelerationOfSuperiorDarkness}}$.

- Dimension:

acceleration of point C = AccelerationOfSuperiorDarkness

acceleration of point C = $-\frac{dy}{dt} = \text{AccelerationOfSuperiorDarkness}$

$$-\frac{dy}{\text{AccelerationOfSuperiorDarkness}} = dt$$

$$-\int \frac{dy}{\text{AccelerationOfSuperiorDarkness}} = \int dt$$

$$-\frac{1}{\text{AccelerationOfSuperiorDarkness}} \int dy = \int dt$$

$$-\frac{y}{\text{AccelerationOfSuperiorDarkness}} = t + l$$

$$l = -\frac{\Delta v}{\text{AccelerationOfSuperiorDarkness}}$$

$$t = \frac{\Delta v - y}{\text{AccelerationOfSuperiorDarkness}}$$

$$\text{tally} = \frac{\text{AccelerationOfSuperiorDarkness}}{\Delta v - y}$$

$$y \rightarrow 0 \mapsto \text{tally} = \frac{\text{AccelerationOfSuperiorDarkness}}{\Delta v}$$

$$y \rightarrow AD \mapsto \text{tally} \rightarrow \infty$$

$$\text{acceleration of point F} = \frac{dx}{dt} = \Delta v$$

$$dx = \Delta v \times dt$$

$$\int dx = \Delta v \int dt$$

$$x = \Delta v \times t$$

$$x = \Delta v \times \frac{\Delta v - y}{\text{AccelerationOfSuperiorDarkness}}$$

$$y \rightarrow 0 \mapsto x = \frac{\Delta v^2}{\text{AccelerationOfSuperiorDarkness}}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

- Shade β (Drawing 14):

- Existence of Inversion is empty.
- Point C jumps at dissipation to base direction with acceleration of the superior Darkness and point F jumps at dissipation to infinity direction with uniform acceleration to reach $\frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$.

- Dimension:

$$tally = \frac{AccelerationOfSuperiorDarkness}{\Delta v - y}$$

$$y \rightarrow 0 \mapsto tally = \frac{AccelerationOfSuperiorDarkness}{\Delta v}$$

$$y \rightarrow AD \mapsto tally \rightarrow \infty$$

$$x = \Delta v \times \frac{\Delta v - y}{AccelerationOfSuperiorDarkness}$$

$$y \rightarrow 0 \mapsto x = \frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

- *AntiShade* α (Drawing 15):

- Existence of *AntiShade* α is empty.
- Point C jumps at dissipation to base direction with acceleration of superior Darkness and point F jumps from base to infinity direction with uniform acceleration to reach $\frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$.

- Dimension:

$$tally = \frac{AccelerationOfSuperiorDarkness}{\Delta v - y}$$

$$y \rightarrow 0 \mapsto tally = \frac{AccelerationOfSuperiorDarkn}{\Delta v}$$

$$y \rightarrow AD \mapsto tally \rightarrow \infty$$

$$x = \Delta v \times \frac{\Delta v - y}{AccelerationOfSuperiorDarkness}$$

$$y \rightarrow 0 \mapsto x = \frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

- *AntiShade* β (Drawing 16):

- Existence of *AntiShade* β is empty.
- Point C jumps at base to dissipation direction with acceleration of the superior Darkness and point F jumps at dissipation to infinity direction with uniform acceleration to reach $\frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$..
- Dimension:

$$tally = \frac{AccelerationOfSuperiorDarkness}{\Delta v - y}$$

$$y \rightarrow 0 \mapsto tally = \frac{AccelerationOfSuperiorDarkness}{\Delta v}$$

$$y \rightarrow AD \mapsto tally \rightarrow \infty$$

$$x = \Delta v \times \frac{\Delta v - y}{AccelerationOfSuperiorDarkness}$$

$$y \rightarrow 0 \mapsto x = \frac{\Delta v^2}{AccelerationOfSuperiorDarkness}$$

$$y \rightarrow \Delta v \mapsto x \rightarrow 0$$

Angular Singularity (angular Inversion) is a Singularity in which point F jumps at base to infinity with angle θ or point F reach to base from infinity with angle θ (Drawing 17). θ yields eccentricity in existence. In occurrence entire point Fs ride to Infinity with $\cos(\theta) = 0$, existence is eccentric. In occurrence entire point Fs ride to Infinity with $\cos(\theta) = 1$, existence is non-eccentric. In occurrence existence is not eccentric or non-eccentric, existence is mix.

Existence of Singularity is a host. Host is resource limited and service capacity constant. Service is animation.

Variant pulling or pushing pertinent to physical resource in distinct regions of relevance in existence implies presence of physical objects. Presence of source of animators in region of pertinent implies presence of physical sentient objects. Object is physical with dark animator.

Variant pulling or pushing pertinent to non-physical resource in distinct regions of relevance in existence implies presence of non-physical objects. Presence of source of animators in region of pertinent implies non-physical sentient objects. Object is non-physical with physical animator.

Invariant pulling or pushing in all directions in distinct regions of relevance in existence is utilized for providing animation capability which yields animation zones.

Diversity of objects in existence:

- Assigned non-existence is converted to physical and non-physical resource. Physical resource yields variant pulling or pushing. Non-physical resource yields invariant pulling or pushing. Existence illuminates. Non-physical resource is utilized to provide animation capability. Existence is ranged to animation zones variant in speed. Object is from physical resource. Objects are distributed in distinct locations in animation zones causing variant pulling and pushing.
- Assigned non-existence is converted to physical resource and non-physical resource. Physical resource yields invariant pulling or pushing. Non-physical resource yields variant pulling or pushing. Existence is dark. Physical resource is utilized to provide animation capability. Existence is ranged to animation zones variant in acceleration. Object is from non-physical resource. Objects are distributed in distinct speeds in animation zones causing variant pulling and pushing.
- Assigned non-existence is converted to physical resource and non-physical resource. Physical resource yields variant pulling or pushing. Non-physical resource yields variant pulling or pushing.
- Assigned non-existence is converted to physical resource and non-physical resource. Physical resource yields invariant pulling or pushing. Non-physical resource yields invariant pulling or pushing.
- Assigned non-existence is converted to physical resource. Object is a brightness.
- Assigned non-existence is converted to non-physical resource. Object is a darkness.

Infinity is an existence in host which resembles a permanent storage e.g. eccentric existence.

Non-existence refers to a presence in host which is invisible to object in existence of Singularity.

$$e = 2.718281828$$

In prevailing context, bright and dark don't have ethical interpretation.

	Point C at Dissipation	Point C at Base	Location of Point F	
			Point C at Dissipation	Point C at Base
<i>Singularity α</i>	<i>time is undefined</i>	<i>time = 0</i>	undefined	0
<i>Singularity β</i>	<i>time = 0</i>	<i>time is undefined</i>	0	undefined
<i>AntiSingularity α</i>	<i>time is undefined</i>	<i>time = 0</i>	0	undefined
<i>AntiSingularity β</i>	<i>time = 0</i>	<i>time is undefined</i>	undefined	0
<i>Inversion α</i>	<i>tally is undefined</i>	<i>tally = ∞</i>	undefined	0
<i>Inversion β</i>	<i>tally = ∞</i>	<i>tally is undefined</i>	0	undefined
<i>AntiInversion α</i>	<i>tally is undefined</i>	<i>tally = ∞</i>	0	undefined
<i>AntiInversion β</i>	<i>tally = ∞</i>	<i>tally is undefined</i>	undefined	0
<i>Shine α</i>	$time = \frac{AD}{SofSL}$	<i>time = 0</i>	$\frac{AD^2}{SofSL}$	0
<i>Shine β</i>	<i>time = 0</i>	$time = \frac{AD}{SofSL}$	0	$\frac{AD^2}{SofSL}$
<i>AntiShine α</i>	$time = \frac{AD}{SofSL}$	<i>time = 0</i>	0	$\frac{AD^2}{SofSL}$
<i>AntiShine β</i>	<i>time = 0</i>	$time = \frac{AD}{SofSL}$	$\frac{AD^2}{SofSL}$	0
<i>Shade α</i>	$tally = \frac{AofSD}{\Delta v}$	<i>tally = ∞</i>	$\frac{\Delta v^2}{SofSD}$	0
<i>Shade β</i>	<i>tally = ∞</i>	$tally = \frac{AofSD}{\Delta v}$	0	$\frac{\Delta v^2}{SofSD}$
<i>AntiShade α</i>	$tally = \frac{AofSD}{\Delta v}$	<i>tally = ∞</i>	0	$\frac{\Delta v^2}{SofSD}$
<i>AntiShade β</i>	<i>tally = ∞</i>	$tally = \frac{AofSD}{\Delta v}$	$\frac{\Delta v^2}{SofSD}$	0

Table 1 Locations of point C and F

time is undefined ⇔ speed of animation is undefined

time = 0 ⇔ speed of animation is identical to non – existence

tally is undefined ⇔ acceleration of animation is undefined

tally = ∞ ⇔ acceleration of animation is identical to non – existence

	Jump Direction of Point C	Jump Direction of Point F	Force
<i>Singularity α</i>	Base to Dissipation	Base to infinity	Push
<i>Singularity β</i>	Dissipation to Base	Base to infinity	Pull
<i>AntiSingularity</i>	Dissipation to Base	Base to infinity	Pull
<i>AntiSingularity</i>	Base to Dissipation	Base to infinity	Push
<i>Inversion α</i>	Base to Dissipation	Base to infinity	Push
<i>Inversion β</i>	Dissipation to Base	Base to infinity	Pull
<i>AntiInversion</i>	Dissipation to Base	Base to infinity	Pull
<i>AntiInversion</i>	Base to Dissipation	Base to infinity	Push
<i>Shine α</i>	Base to Dissipation	Base to $\frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$ in infinity direction	Push
<i>Shine β</i>	Dissipation to Base	Base to $\frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$ in infinity direction	Pull
<i>AntiShine α</i>	Dissipation to Base	Base to $\frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$ in infinity direction	Pull
<i>AntiShine β</i>	Base to Dissipation	Base to $\frac{AD^2}{\text{SpeedOfSuperiorBrightness}}$ in infinity direction	Push
<i>Shade α</i>	Base to Dissipation	Base to $\frac{\Delta v^2}{\text{AccelerationOfSuperiorDarkness}}$ in infinity direction	Push
<i>Shade β</i>	Dissipation to Base	Base to $\frac{\Delta v^2}{\text{AccelerationOfSuperiorDarkness}}$ in infinity direction	Pull
<i>AntiShade α</i>	Dissipation to Base	Base to $\frac{\Delta v^2}{\text{AccelerationOfSuperiorDarkness}}$ in infinity direction	Pull
<i>AntiShade β</i>	Base to Dissipation	Base to $\frac{\Delta v^2}{\text{AccelerationOfSuperiorDarkness}}$ in infinity direction	Push

Table 2 Force and Jump directions of Point C and Point F

		Point C at Dissipation	Point C at Base
<i>Singularity α</i>	Magnitude of Mass is	Of existence	Of non-existence
<i>Singularity β</i>	Magnitude of Mass is	Of non-existence	Of existence
<i>AntiSingularity α</i>	Magnitude of Mass is	Of existence	Of non-existence
<i>AntiSingularity β</i>	Magnitude of Mass is	Of non-existence	Of existence
<i>Inversion α</i>	Magnitude of Duration is	Of existence	Of non-existence
<i>Inversion β</i>	Magnitude of Duration is	Of non-existence	Of existence
<i>AntiInversion α</i>	Magnitude of Duration is	Of existence	Of non-existence
<i>AntiInversion β</i>	Magnitude of Duration is	Of non-existence	Of existence
<i>Shine α</i>	Magnitude of Energy is	Of existence	Of non-existence
<i>Shine β</i>	Magnitude of Energy is	Of non-existence	Of existence
<i>AntiShine α</i>	Magnitude of Energy is	Of existence	Of non-existence
<i>AntiShine β</i>	Magnitude of Energy is	Of non-existence	Of existence
<i>Shade α</i>	Magnitude of Power is	Of existence	Of non-existence
<i>Shade β</i>	Magnitude of Power is	Of non-existence	Of existence
<i>AntiShade α</i>	Magnitude of Power is	Of existence	Of non-existence
<i>AntiShade β</i>	Magnitude of Power is	Of non-existence	Of existence

Table 3 Variant Metric during Jump of Point C

Singularity in Universe

Universe is host. Dark matter is non-existence. Dark matter is frozen light (light with extremely slowed speed of animation).

Existence is service. Duration of existence is measurable commodity.

Back Hole is Singularity. Galaxy is existence of Back Hole. Galaxies are distinct and distinguished universes.

Minimum duration ($D_{minimum}$) pertinent to a galaxy is duration for light to travel from event horizon to edge of gravity.

Eccentricity is magic. Source of magic pertinent to physical object is a darkness (a power) from darkness galaxies. Source of magic pertinent to non-physical object is a brightness (an energy) from brightness galaxies.

Energy is apropos to mass yielding $E = m \times c^2$.

Power is apropos to (amount of time) duration yielding $P \propto duration \times AccelerationOfTime$.

Sagittarius A*

Sagittarius A* is a Singularity in universe (Drawing 18). Event Horizon is dissipation. At Event Horizon, magnitude of mass of Sagittarius A* is identical to mass of Milky Way and magnitude of non-physical resource of Sagittarius A* is identical to magnitude of non-physical resource of Milky Way.

Singularity in Milky Way

Milky Way is existence of Sagittarius A*. Milky Way is Host. Animation is service.

Non-physical resource is *Inversion α* and *Inversion β* utilized for create animation capability and animator. Milky Way is filled with *Inversion α* yielding invariant and constant infinitesimal push in every direction to create animation capability.

Physical resource are elements utilized to manufacture matter and objects. Objects are utilized to manufacture variant pulling and pushing zones, and sentience.

Combining object with animator yields sentience.

Gas Giants e.g. Saturn are hosts of animators.

Planets are hosts of objects with capability to combine with animator.

Stellar Black Hole is utilized to create animation zone.

Pulsars are utilized to regulate speed of animation in animation zone.

Star systems containing Gas Giants and Planets are hosts to sentience.

A place in sentience exhibiting Gas Giant behavior holds animator.

Sentience is initiated by time variation (acceleration or deceleration in animation speed) in a ready host to sustain life yielding jump of an animator from a Gas Giant to host.

Animation in Atom

Atom has mechanism to sustain constant speed of animation (time). To create animation capability in atom, pushing in all direction yielding from filling empty space in atom with *Inversion α* is utilized. Neutron is utilized to regulate speed of animation.

Spinning up of neutron upsets *Inversion α* yielding increased push in every direction. Increased push in every direction yields arduous animating for particles appearing in form of increased mass.

Spinning down of neutron tranquilizes *Inversion α* yielding decreased push in every direction. Decreased push in every direction yields facile animating for particles appearing in form of decreased mass.

Faster than Light Travel (FTL Travel)

For FTL Travel, object creates a Singularity which covers object. And center of Singularity is at object's center. Singularity is Travelling Singularity (Drawing 19). Slowness of animation speed at center of FTL Singularity:

$$\text{slowness of animation speed} = \frac{\text{length of dissipation of FTL Singularity}}{\text{length of Event Horizon of Black Hole}}$$

length of Event Horizon = distance of Event Horizon from center of Black Hole

To create Singularity, object modifies mass of object from circumference to center yielding slowness of animation speed. Slowness of animation speed and increase of mass from circumference to center is in confer with equations of Singularity dimension:

$$\begin{aligned} \text{slowness of animation speed} &= \frac{\text{longest length of object from center}}{\text{length of Event Horizon of Black Hole}} \\ &= \frac{\text{length of dissipation of FTL Singularity}}{\text{length of Event Horizon of Black Hole}} \end{aligned}$$

Range for utilizing Travelling Singularity: [Event Horizon of Black Hole, Edge of Gravity Pull]

$$\begin{aligned} &\text{speed of travelling Singularity} \\ &= \frac{[t_{\text{occurrence}}, t_{\text{dissipation}}] \text{ of Host Singularity e. g. starts, pulsars, Black Hole, etc.}}{[t_{\text{occurrence}}, t_{\text{dissipation}}] \text{ of travelling Singularity}} \\ &\times (\text{Speed of Object}) \end{aligned}$$

$$\begin{aligned} & \text{speed of travelling Singularity} \\ & = \frac{\text{Length of dissipation of Host Singularity e. g. starts, pulsars, Black Hole, etc.}}{\text{Length of dissipation of Travelling Singularity}} \\ & \times (\text{Speed of Object}) \end{aligned}$$

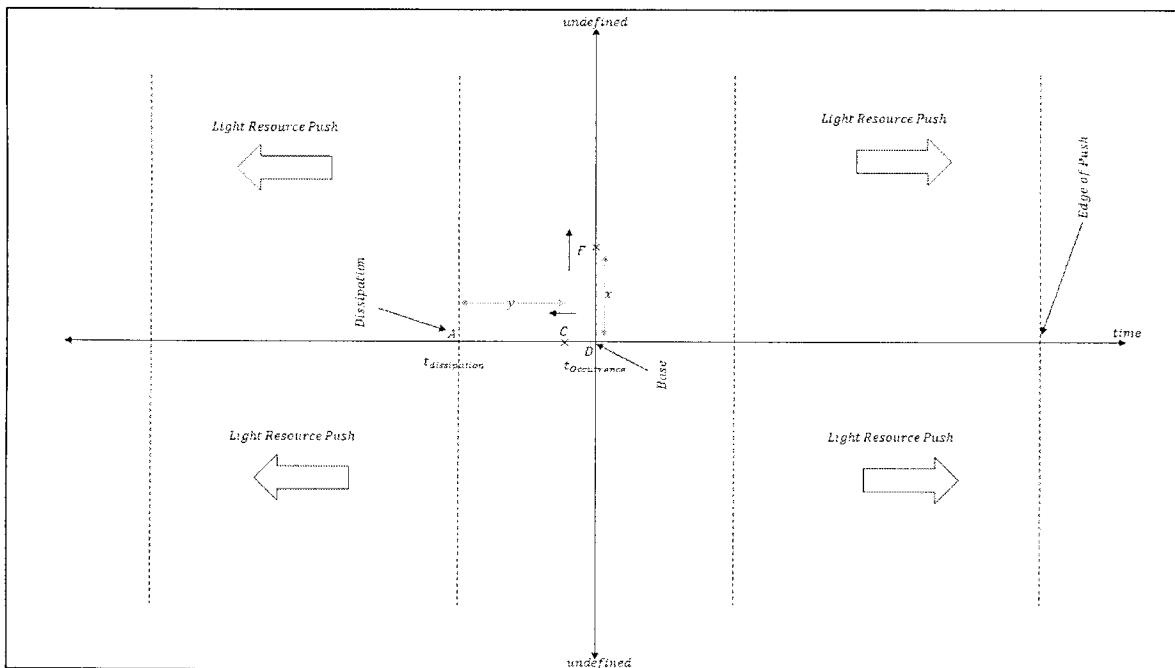
In occurrence of *speed of travelling Singularity* > 300000, Object travels FTL.

Claim

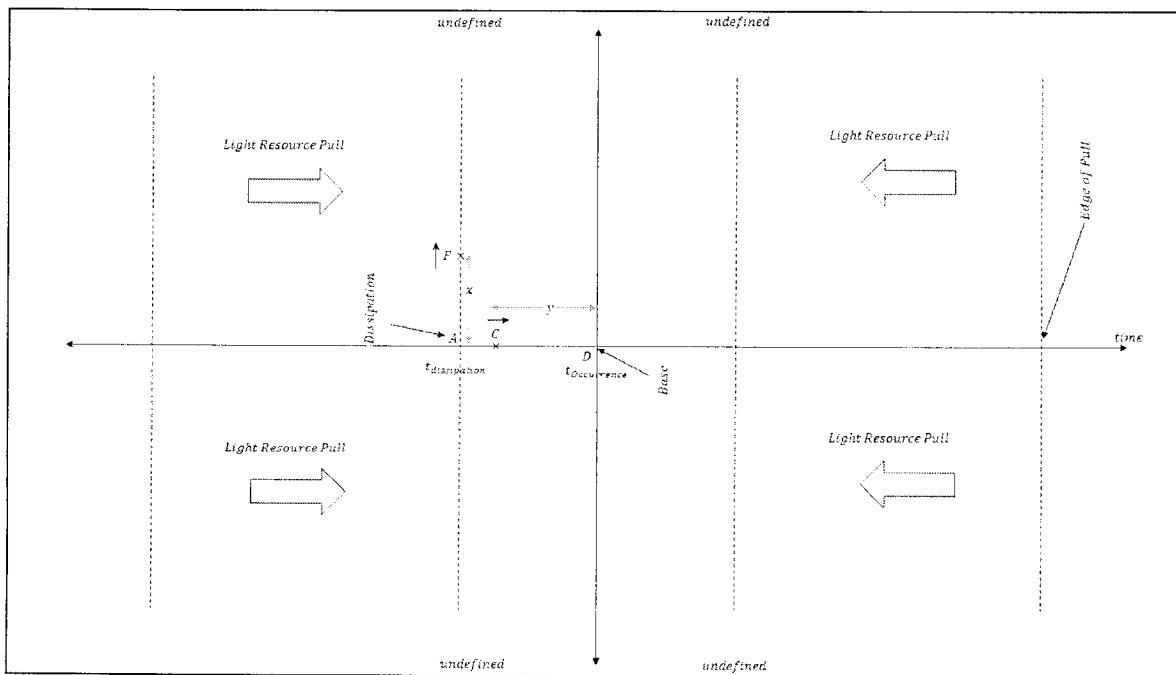
Exclusive Property or Privilege pertaining to:

1. Method to calculate length of infinity of Singularity.
2. Method to travel faster than light utilizing Travelling Singularity.
3. Method to calculate speed of Travelling Singularity.

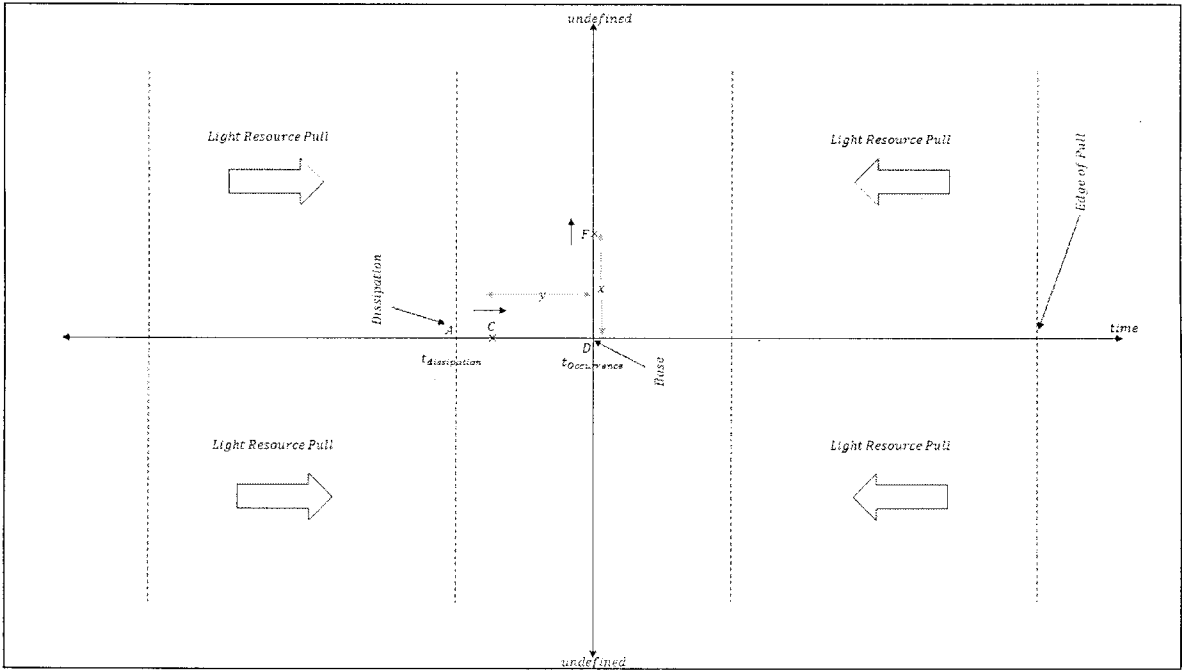
is requested.



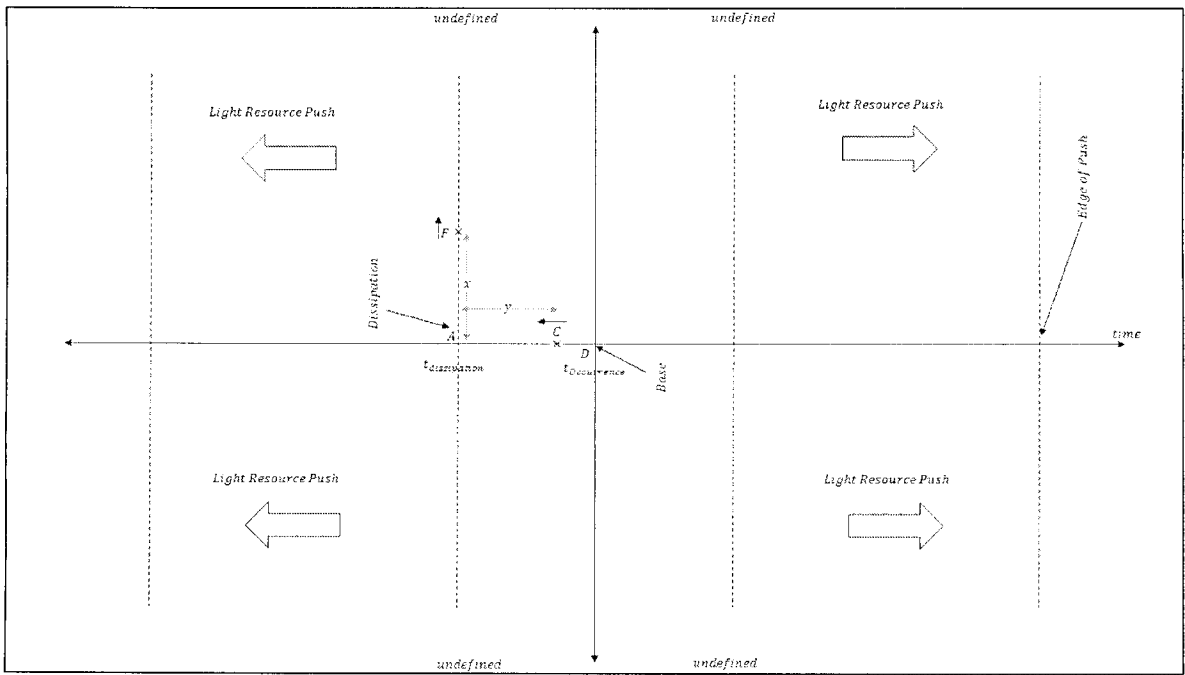
Drawing 1 Singularity α



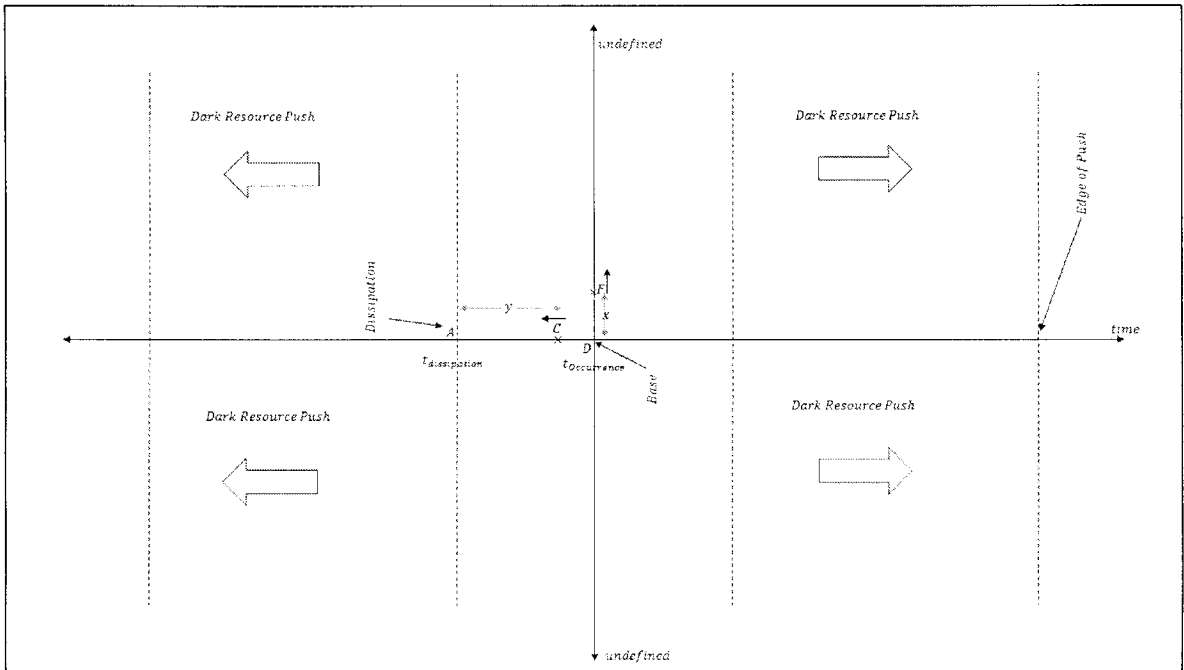
Drawing 2 Singularity β



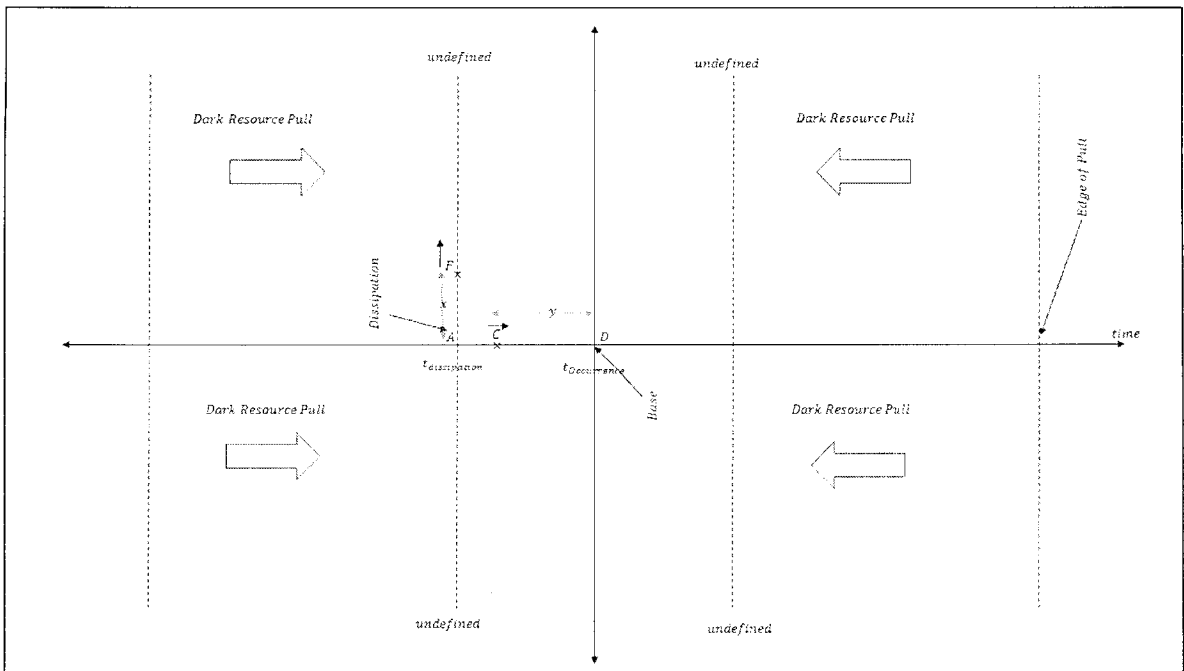
Drawing 3 AntiSingularity α



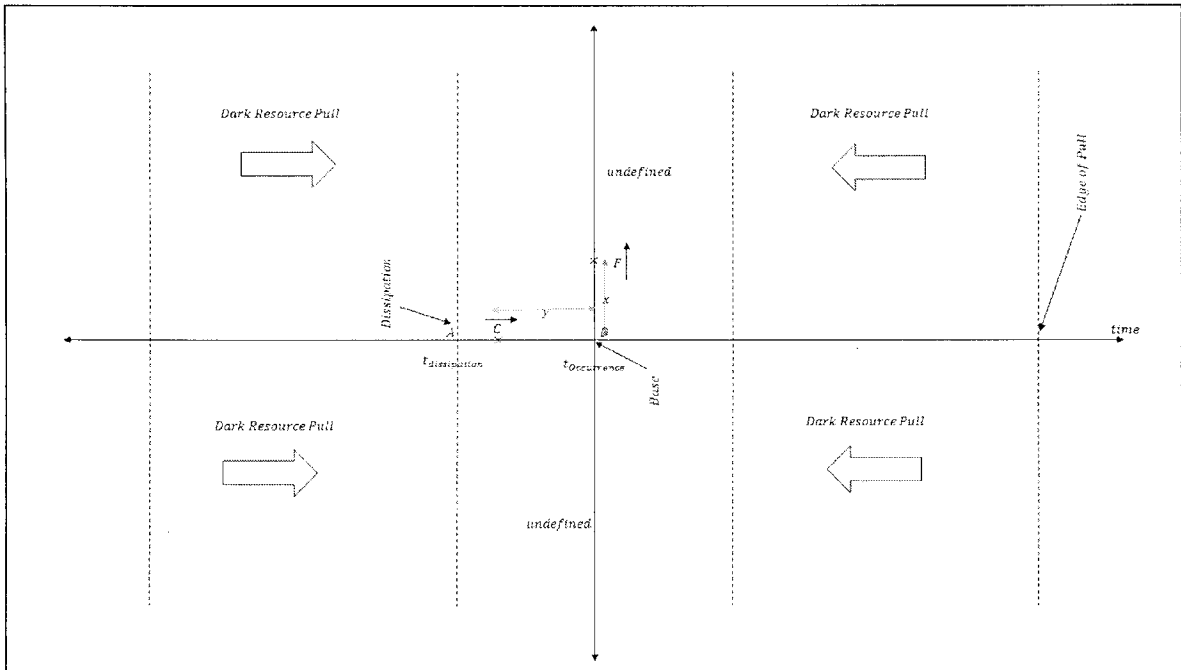
Drawing 4 AntiSingularity β



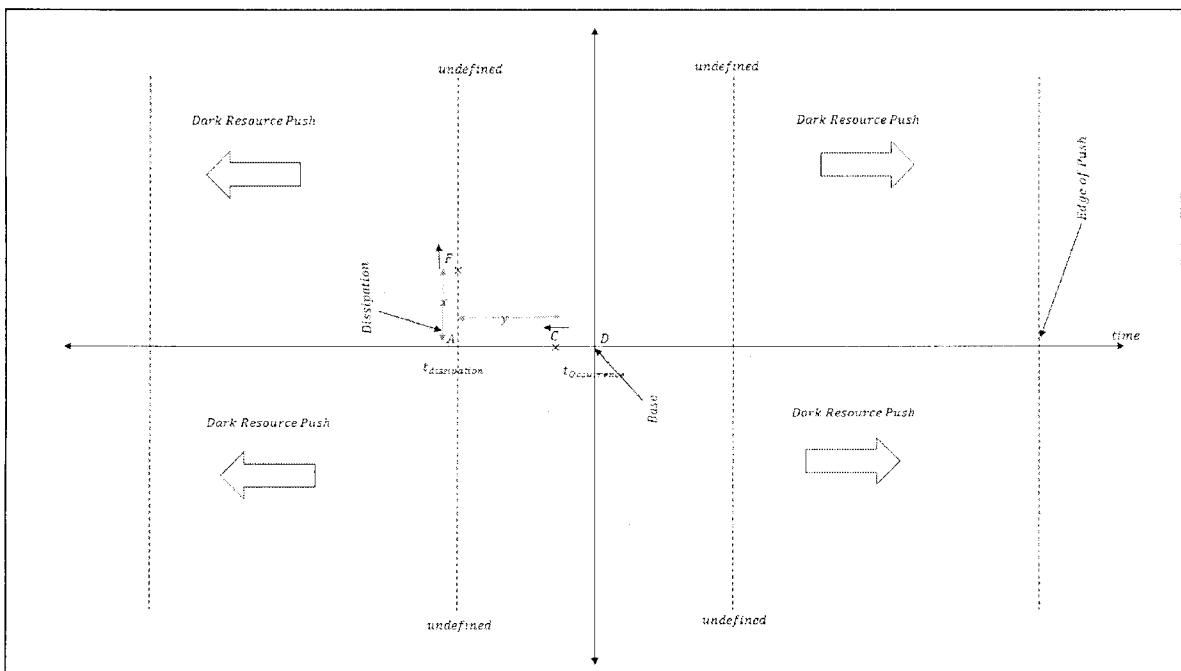
Drawing 5 Inversion α



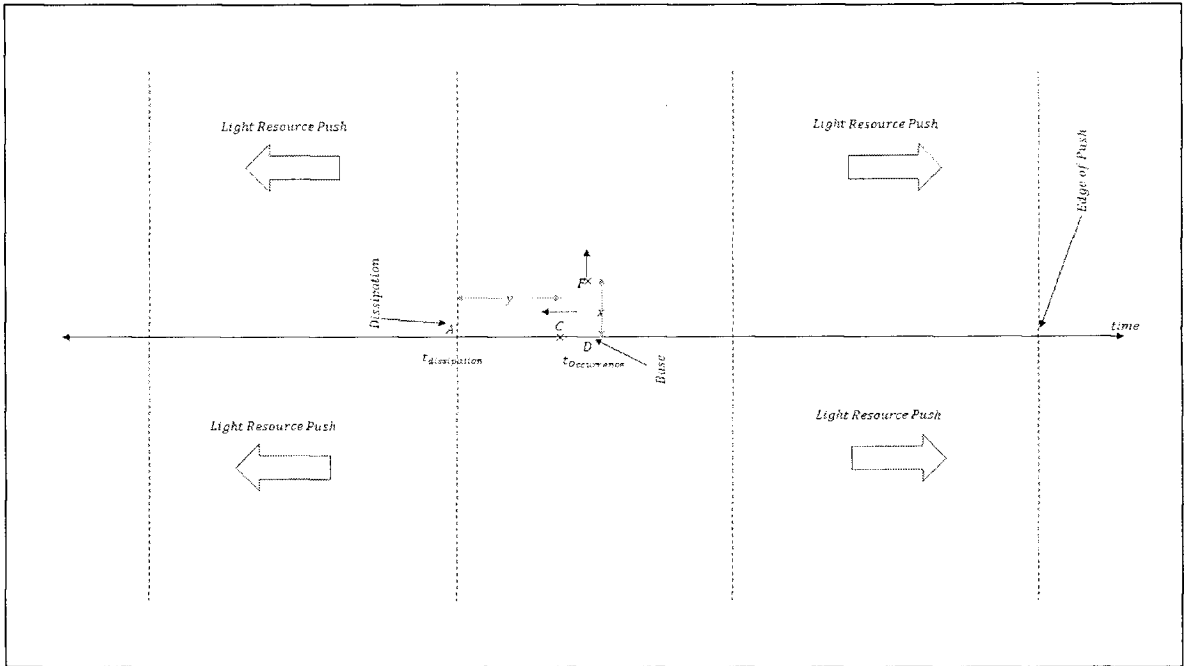
Drawing 6 Inversion β



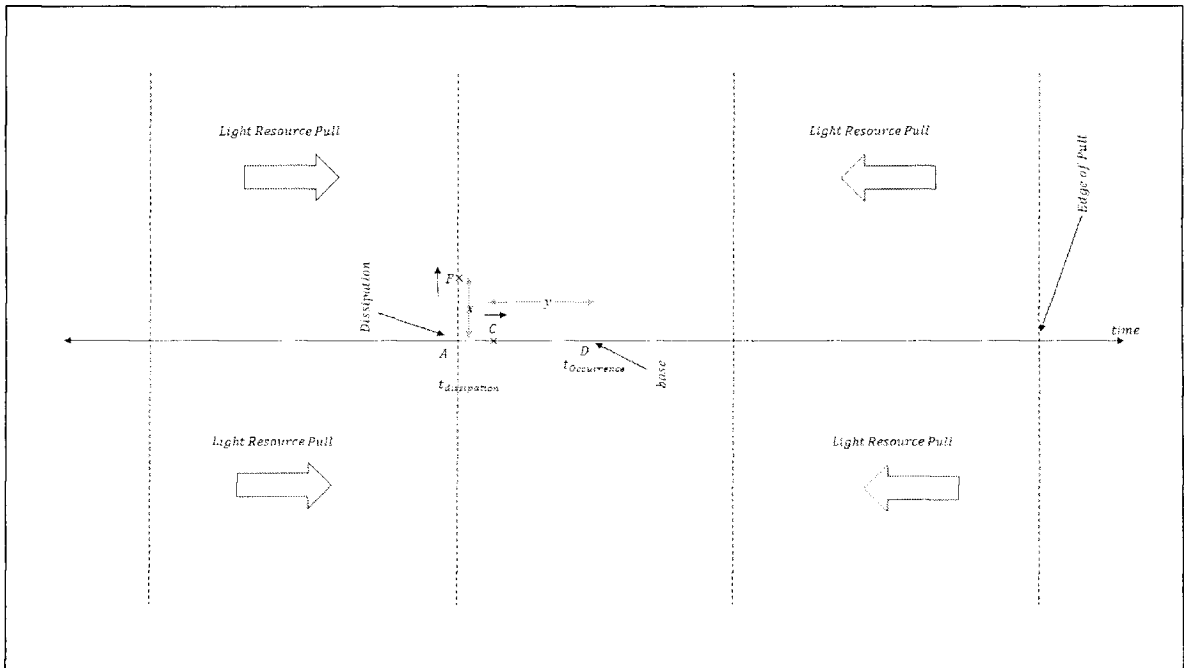
Drawing 7 Antilversion α



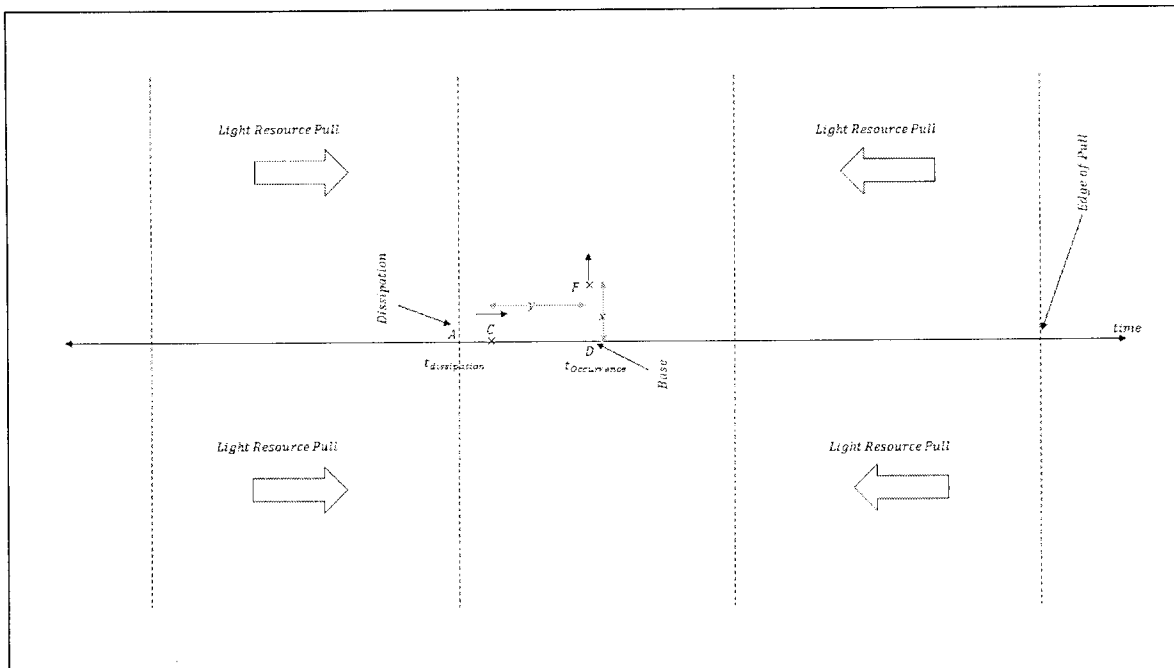
Drawing 8 Antilversion β



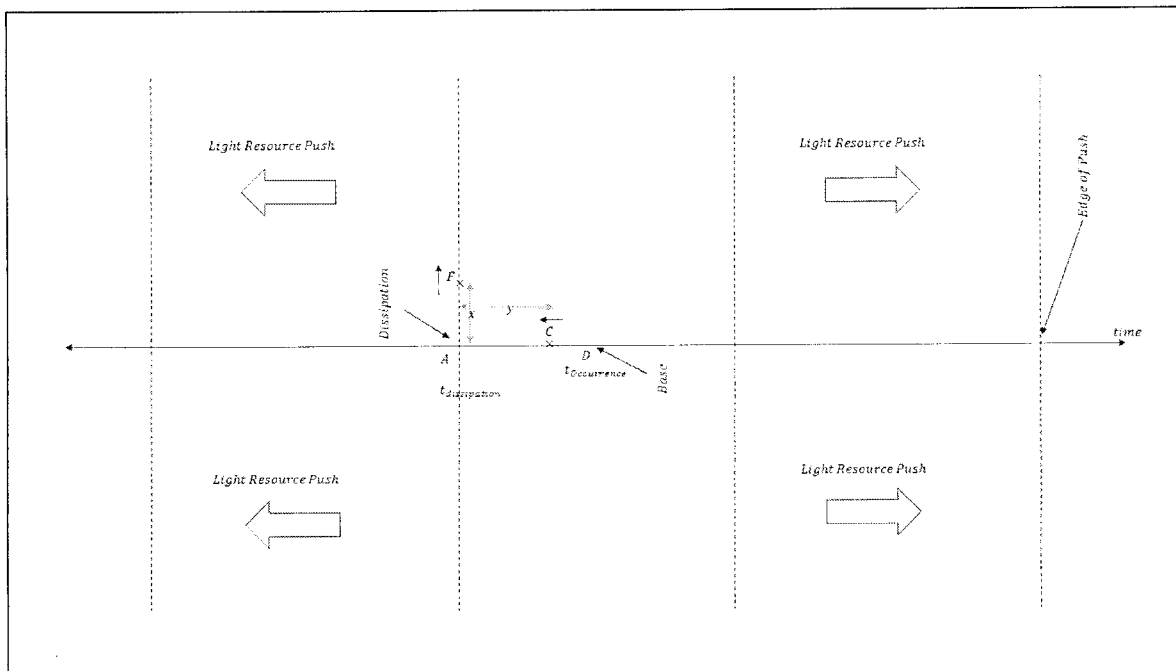
Drawing 9 Shine α



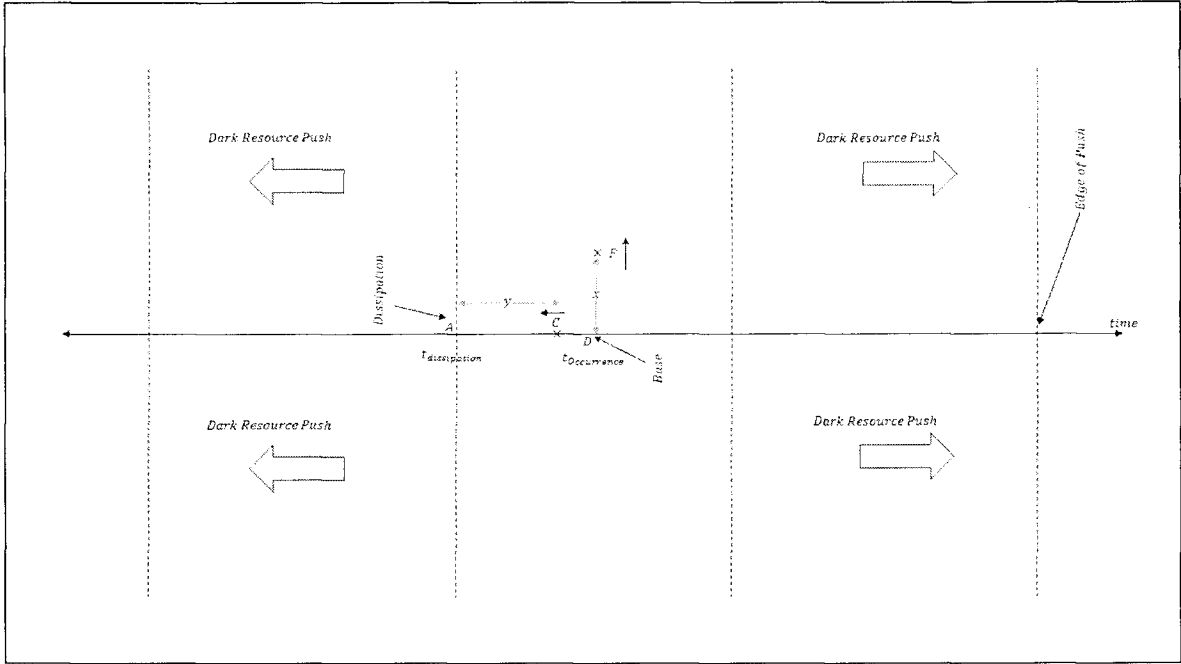
Drawing 10 Shine β



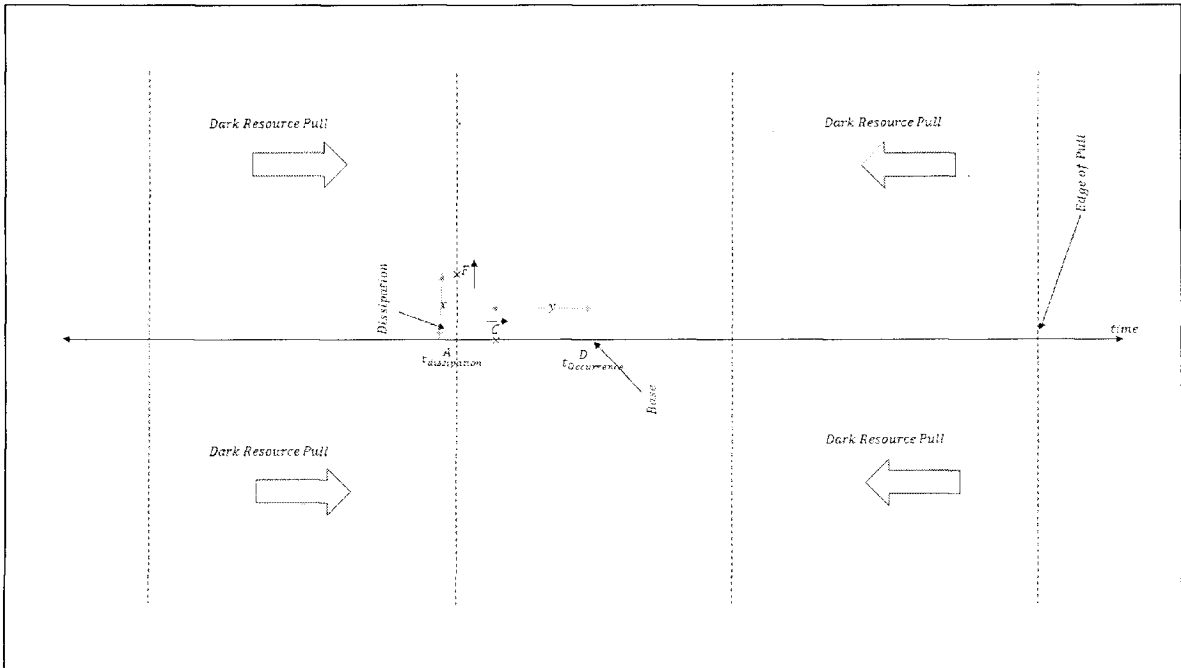
Drawing 11 AntiShine α



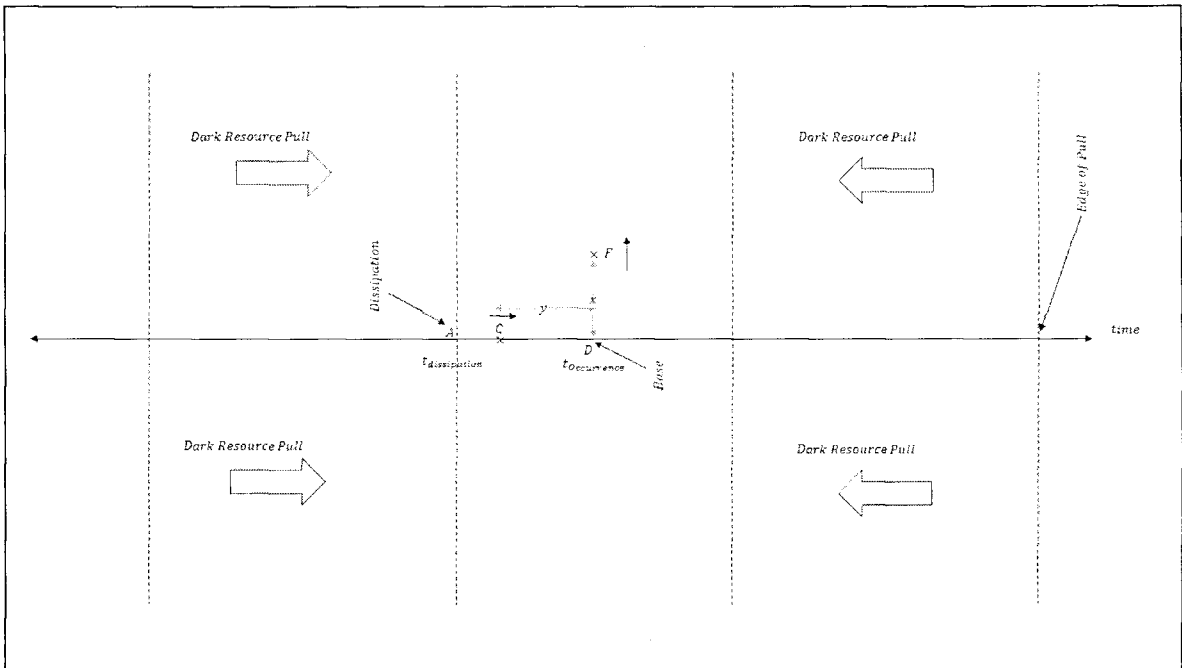
Drawing 12 AntiShine β



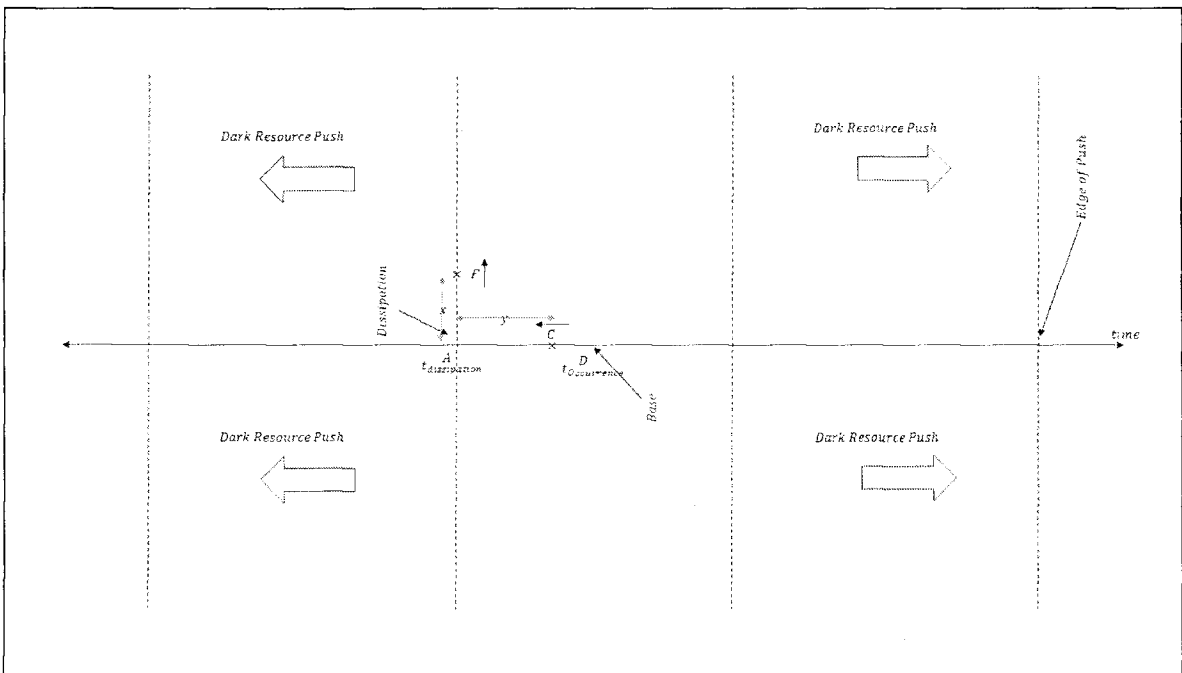
Drawing 13 Shade α



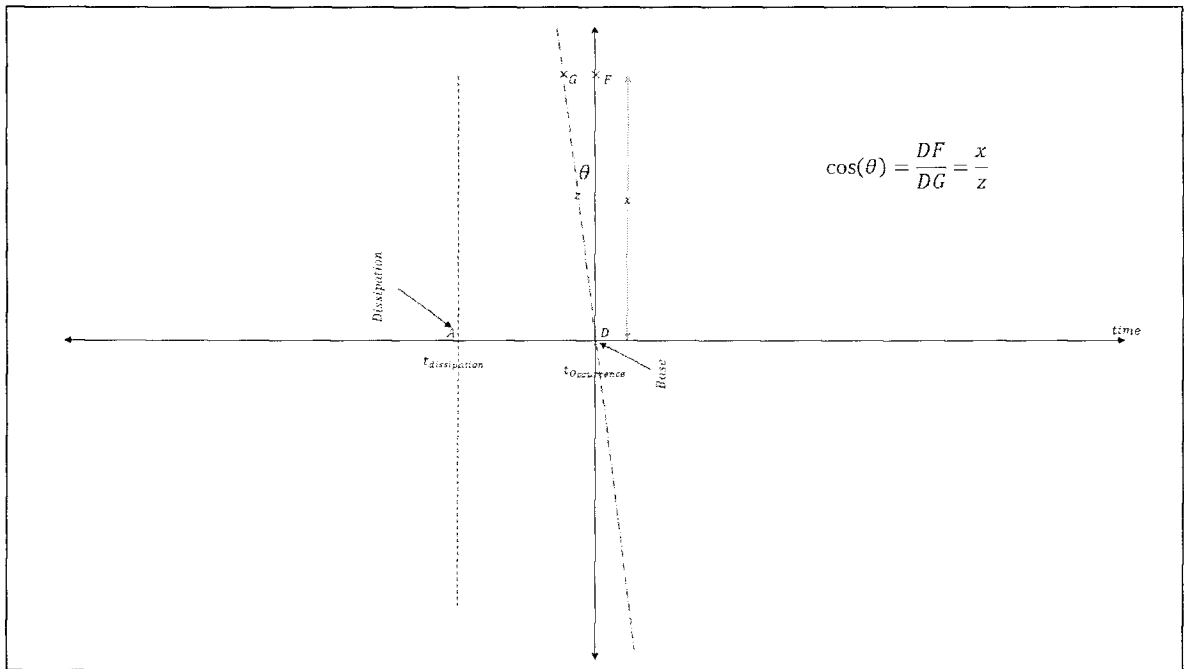
Drawing 14 Shade β



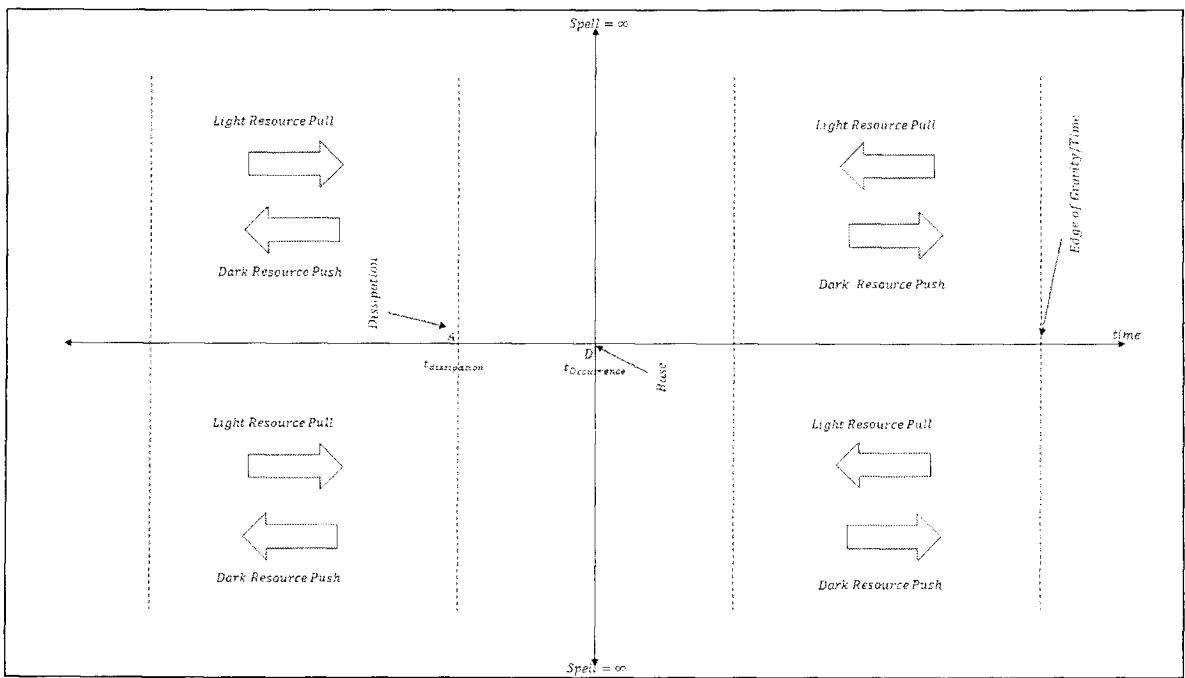
Drawing 15 AntiShade α



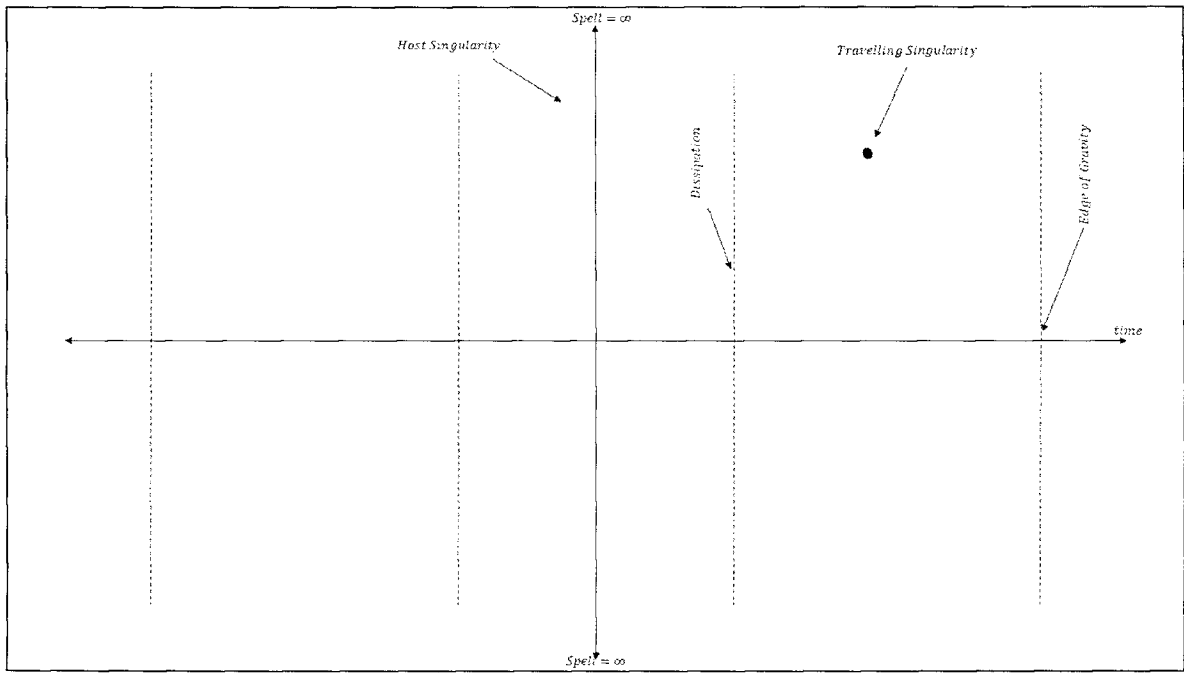
Drawing 16 AntiShade β



Drawing 17 Angular Singularity



Drawing 18 Sagittarius A*



Drawing 19 Travelling Singularity