

# Non-linear Time Chambers

Isai Mathias<sup>1</sup>

<sup>1</sup>Affiliation not available

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*(This is an unedited version of what I had originally Handwritten in High School.)*

Perceived by common sense, time is a causal loop-based sequence of events. In such cognitive definition, the universe ceases to be a mere block of space-time. Rather, it becomes an ether of space-memory. Memories of - or say, from - the future, are what we call imagination; those of the past we call reflections. We all know and have futures we can recall and pasts we can imagine. This article thus sides with such a unidirectional mode of experience.

Phenomenal beings, that is, the beings of sentient extants are difficult if at all possible, to infer by proxy. The subjectivity factor quickly infinitizes and randomizes the experiential data set such that the subject themselves, let alone an external party can define an experience. I may be forgiven for pending phenomenality, at least in this treatment, in my assessment of non-linear horology. A key factor in this escape is the entropic kinetics of biological systems which, through random in detail, take specific paths, in this case, 'directions' that cannot be compromised. If a compromise is forced, life ends; and there is no longer use of time without the existence of the property, the quality of liveliness -or life.

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Time is a scalar cognitive quantity with units of memory. Objective experiences include both inanimates and humans. (Humans subjectively experience only when conscious of causal acts.) Hence it is possible to separate the concept of time from vector-hood, as others have succeeded by supposing the emergence of direction to memorized events, from cause to effect. This task is formidable inside the vehicle of biology. Other sentience-worthy systems namely computers and perhaps aliens might experience reality independent of vectorial spatial temporality. This work aims to satisfy the conditions necessary for an asymmetric time from the perspective of quantum thermodynamics and horological metaphysics. From these specifics, generalizations of events can be reached that does away with the persistently stubborn illusion of illusions – time.

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On the ultra-microscopic scale, everything is a fluctuation or vibration, from the most basic 'thing' that is a vacuum to super-things like biophysical structures. The strings of life are vectors. Their vibrations do not go forward or backward in time. Instead, they traverse a scalar world, the magnitude of their existing properties (which to sentients is analogous to acts) not the direction, matters. Lacking the variable  $t$  as in Newtonian mechanics, concepts of momentum, speed, and velocity are nullified. To explain the changes of quantum events – in this case vibrating strings – we need a vector-free definition of time, a new theory of experience and events that is not at par with statistical interpretations of entropy and the Schrodinger wave function. It follows that macroscales, like their fellow fundamental versions, can exhibit an asymmetrical reality. This is the promise of linear time chambers.

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NLTCs emulate the quantum realm in the exhibition of reality. The chambers recreate the states, vibrations - the fundamental events of the universe for commonsensible and interactable extants with their acts. Thus, a reworking of sequential biochemistry is necessitated. This fosters wave chemistry instead of the common, and as it turns out, the slow, linear molecular chemistry.

To accelerate biological function or recess it, biomechanics is embodied into the more versatile domain of statistical physics such that biologies do what strings do. This presents a possibility to apparently (concerning one second a per second reality) slower or faster (and anywhere in between) experiential data progress. Such effect is referred to by computer theorists as exponential time. Thus NLTCs take advantage of the time scales available to complex embodied software and those necessary for quantum mechanics namely, plank time and higher dimensions or ‘micro-times’ to ‘realize’ asymmetric experiences.

Each slot of the chamber may be toggled to any of the available time types. The experiencer is protected from time dilation expansion and contraction after effects. Just as a emote fast plays scenes of your worst movies on command, rewinds, pauses, and so forth. The chamber controller navigates reality unidirectionally. Each individual’s world in the many worlds of multiverse existence is accessible. Here. One is not stuck in a dead-end path of a certain reality path, rather access frames of choice, not those of causality – even the inescapable luck factor that guides unidirectional existence, Time travel by experience, not travel. Does the illusion remain?

Some applications of NLTCs:

- Skiptime
- Accelerate Time
- Time Retard
- Time Remote
- Good Old Days + Brighter Tomorrow, Lived Now
- Given a choice, would you rather revisit the past than go into the future?
- If you could choose the speed of time, what would it be?