

It from bit — a concrete attempt

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Abstract

A model of the universe is developed using a constructive approach. It is a deterministic, discrete, finite (including time), spatially three-dimensional structure with an array of integer registers attached to each node, forming a toric cellular automaton. Information (bits) travels through the lattice mainly as spherical wavefronts at the speed of light, being eventually reissued when interacting. These collisions are assisted by a momentum compensation mechanism and by a bonding property. Motion is achieved with the combination of a kinematic rule plus a borrow/return scheme with the vacuum. The asymmetry of matter and antimatter and the Cosmic Microwave Background Radiation are explained when a new charge is added. Moreover, as an economic theory, it has required very few input parameters so far. A quantitative analysis is initiated when the bird's eye view used to develop the automaton core gives way to the use of operator mechanics and large number approximations in a small incision in the grid. In short, Physics (it) is conjectured to emerge from this ontological, unified picture as the system evolves from a highly symmetric unphysical hologram pattern of registers defined at a sub-Planckian scale to a physical, everlasting Poincaré cycle. The foundational stance is: This is not an interpretation of Quantum Mechanics, but a deeper description of nature. In particular, it predicts that gravity, like the other static forces, is not quantized and that interaction between matter and antimatter is repulsive.

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1 INTRODUCTION

Wheeler [1] coined the aphorism 'it from bit'. With this, he meant that anything physical, any it, derives its existence from discrete binary choices, or bits. This gives support to the notion that information has an ontological nature. The concept implies that physics, particularly quantum physics, isn't really about reality, but just our best description of what we observe. The Title of this paper suggests that it was taken to the ultimate consequences: The universe is described by a bit pattern in it. I will build a model of the universe from a minimum set of assumptions, aiming at the simplest solution possible. Only plain logic, elementary integer math and a hint of topology will be used in the core specification.

In this regard, cellular automata (CAs) are mathematical idealizations of physical systems in which space and time, an evolution parameter, are discrete. Their attractiveness comes from the notion that simple rules can lead to very complex behavior, tending to long and interesting evolutions. The success of the cellular automaton model in classical physics can be assessed as early as 1986 with the article of Ref. [2], unleashing the power of Navier-Stokes equations, never stop surprising.

The idea of modeling our universe using CAs is not new, many authors (e.g. [3, 4, 5, 6, 7, 8, 9, 10, 11]) see discreteness as a solution for the divergences of the Standard Model (SM), and is supported by the existence of a fundamental Planck volume, suggesting that structures smaller than this tiny volume should not be relevant to the theory. Wolfram [4], for instance, studied systematically the rules of one dimensional automata, while G. 'tHooft [7] studied them from a Hamiltonian perspective, focusing on local models, while H.T. Elze [8] made use of a variational principle, coupled with sampling theory.

Quantum Theory (QT) and General Relativity (GR) are both, as we know, very accurate. The former for the microcosm, the latter for the macrocosm, but they do not fit well into Planck's scale, hence the search for a unifying theory. They are rooted in a Lagrangian/Hamiltonian formalism where the masses

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of particles enter *ad hoc* into the equations. Besides, QT gives us a difficult interpretation, ignoring any underlying ontology.

Here the automaton has the simplest architecture, comprising a couple of cubic grids closed on themselves as a 3-torus, where an array of registers (formatted integer numbers) is attached to each cell. A second pair of overlapping cells configured as a gigantic shift register helps in momentum compensation, forming a superluminal mechanism, the *flash*. The cell has a processor, or logical circuit, and interacts with its six nearest neighbors only (von Neumann convention). The lattices are updated in turns, so time homogeneity is obtained at each two clock cycles. *Preons*, wave fronts of registers, pulsate in unison, being the only primary objects in this world. Thus we are facing a deterministic model, where nothing is left to chance. The time-discreteness of this type of dynamics implies that it is not characterized at the deepest level by a Hamiltonian but by a one-time-step unitary operator.

When we delve deeper into the subatomic scale to define the grid of the automaton, the length of Planck l_P seems to be the natural candidate as the distance between its cells. But it is precisely on this scale that the conflict between QT and GR arises, so the granularity of the lattice is required to be sub-Planckian. Observe that the automaton's lattice has a role like that of a new Ether, so perfect Lorentz invariance is impossible in all cases. But given that most events of interest have little speed variation relative to the CMBR, this is not a big hurdle, and an emergent, quasi-relativistic symmetry is expected. For one thing, Ether prevents *failure of simultaneity* as advocated by Einstein because we all live in the same *now*, but with clocks ticking at different rates. As with Bohmian mechanics [12], nonlocality comes from the factory.

The approach adopted in this endeavor is a constructive one [13, 14]. That is, whenever possible, I try to adapt the laws of physics to the sub-Planckian realm, probing the adequate heuristics. In this context, emergence (herd effect) is a guiding principle [15].

2 THE CELLULAR AUTOMATON

In this section, I define the ingredients that make up the automaton, that is, the relevant bit patterns used hereinafter. Information has an ontological meaning in this context¹. Notice that the proliferation of symbols below has only explanatory purpose, while basically we have preons evolving and interacting in very strict ways.

Definition 1. A *register* (\mathcal{R}) is a formatted N -integer (~ 4500 bits), partitioned into several fields as shown in Table 1. In an empty cell, $\mathcal{R}_0 \equiv 0$, with the exception of vector \vec{s} , that contains initially the absolute coordinates of the cell. Frequency f is the number of overlapped, bonded preons (a non-overlapping preon has $f = 1$, which corresponds to a wavelength of $LAMBDA$ grid units).

Definition 2. An *ontological lattice* (\mathcal{L}) is a Euclidean lattice closed on itself as a torus with three spatial dimensions ($SIDE^3$), where an array of $SIDE^2$ registers, the *stack*, is attached to each cell. The distance between cells is L .

Definition 3. An *operational lattice* (\mathcal{O}) is like an ontological lattice, but instead of being closed as a torus, forms a gigantic shift register, complete \mathcal{R} s being the shifted information. Its cells are mapped directly on the corresponding ontological lattice cells.

Definition 4. The *cellular automaton* is a couple of ontological lattices and a couple of operational lattices, all overlapping. A clock with period T , counted by the t register, is a discrete, Newtonian, time dimension added to justify motion. Each lattice pair \mathcal{LO} is alternatively *principal* (read-only) or *draft*, which implies in local time reversibility². D is the main diagonal of the lattice. The spatial lattices play the role of a preferred inertial frame and are the fabric of spacetime. The \mathcal{O} lattices are used in superluminal operations.

Definition 5. The symbol *color* is the concatenation of the bits c_2, c_1, c_0 . Conjugation is defined as $j \equiv (c_2 + c_1 + c_0 < 2)$ *xor* q . The color is neutral N , if $c_2 + c_1 + c_0 = 0$ or antineutral \bar{N} , if $c_2 + c_1 + c_0 = 3$.

Definition 6. A *preon*³ is a spherical wavefront of information hopping from register to register (such information is hereafter simply called *register* for brevity) occupying the same w address in all stacks, expanding at the speed of light $c = L/LIGHT$ (one light step is $LIGHT = 2D$ clock ticks). A preon is *real* ($g = d$) or *virtual* ($g \neq d$); *matter* (j is *true*) or *antimatter* (j is *false*). The total number of preons is $SIDE^2$, which matches the size of a stack. The *seed* is a special, unique, register in this wavefront with

¹Ontology is actually an always receding rule marking the frontier of the unfathomable.

²Observe that actually there are three times considered in the CA operation: the processor clock, the lattice time t and the light pace c . None of these, however, correspond to the emergent, relativistic, *proper time*.

³The word preon was coined by Jogesh Pati and Abdus Salam in 1974.

$|\vec{p}| > 0$. There is no distinction between upper and lower indices in the notation. It should be noted that the ξ property is not a preon property, but a cell property.

Definition 7. Charge d , the *dualitat* charge, serves to separate the universe in two. One, dubbed *Orbis*, contains most matter with $d = 0$ and most antimatter with $d = 1$. The other, *Geminae*, contains most matter with $d = 1$ and most antimatter with $d = 0$.

Definition 8. The values of the d and g properties together define four *zones*. If $d = g$, the zone is *real*, otherwise the zone is *virtual*.

Definition 9. The sign of property b , the *bonding* charge, serves to define if the affected preon in an interaction must be reissued (equal) or simply having properties reversed (different). This opens up the possibility for semi-independent particles, such as pairs obtained by parametric down conversion [16].

Definition 10. The *momentum offset* χ is the distance of the current register address and the seed register.

Definition 11. The *total phase* Φ is the normalized product of the sinusoidal phase ϕ_{sin} , the visit track ξ , and the momentum offset χ .

Definition 12. *Unpaired* (\mathbb{U}) is a non-overlapping preon with $f = 1$. It works like a charge fragment.

Definition 13. A static force *messenger* \mathbb{U}_m is a special \mathbb{U} with $f = 0$. When a preon is reissued, its wavefront continues as a \mathbb{U}_m . It is an active spot if $m = true$. Either it carries the static electromagnetic ($\vec{s} \neq \vec{0}$) or the gravity force ($\vec{s} = \vec{0}$).

Definition 14. *Pair* (\mathbb{P}) are two overlapping, bonded preons with some or all opposite charges. The components of the pair are identified by the indices P and P' , respectively. In particular, $b^P = b^{P'}$, $f^P = f^{P'} = 2$ and the coincident seeds are $\vec{p}^P = \pm\vec{p}^{P'}$. Those charges with opposite values have no effect on the dynamics, except in the case of charge q which, even having opposite values, expose its force and dragging with it the spin or magnetic force \vec{s} in quadrature thereby allowing the interaction with \mathbb{U} s.

Definition 15. An *Eden* \mathbb{P} (\mathbb{P}_E) has opposite values d , g , c_2 , c_1 , c_0 , ω , q , \vec{p} , and $\vec{s} = \vec{0}$.

Definition 16. A raw universe \mathbb{P} (\mathbb{P}_U) is similar to a \mathbb{P}_E except that its preons d properties are the same and $\vec{p}_P = \vec{p}_{P'}$ in their seeds.

Definition 17. A vacuum \mathbb{P} (\mathbb{P}_{vac}) is similar to a \mathbb{P}_U except that it has neutral color charge, $g^P = g^{P'}$ and $\vec{s}^P = -\vec{s}^{P'} \neq \vec{0}$. They are the raw material for creating \mathbb{P}_K s (see Definition 22) and photons.

Definition 18. A photon \mathbb{P} (\mathbb{P}_γ) is a \mathbb{P}_{vac} with frequency $f > 2$, meaning that it is bonded to other pairs.

Definition 19. A gluon \mathbb{P} (\mathbb{P}_{glu}) is like a \mathbb{P}_{vac} , but with its preons having explicit color charges ($color \neq N, \bar{N}$).

Definition 20. A neutral weak \mathbb{P} (\mathbb{P}_Z) is like a \mathbb{P}_{vac} , but with its preons having the same weak charge.

Definition 21. A charged weak \mathbb{P} (\mathbb{P}_W) is like a \mathbb{P}_Z , but with its preons having the same electric charge.

Definition 22. In a kinetic \mathbb{P} (\mathbb{P}_K), a modified \mathbb{P}_{vac} , we have $\vec{s}^P = \vec{s}^{P'} = \vec{0}$. Swarms of \mathbb{P}_K s form the rest mass and the linear momentum of quarks and electrons.

Definition 23. A *multi-pair* (\mathbb{MP}) is made of identical \mathbb{P}_γ s. Its frequency is the total number of preons that it contains, replicated in the f register of each preon.

Definition 24. The theory has required very few input parameters so far, being therefore very economic. First we have $SIDE \approx 10^{64}$ (see Section 4.1). An auxiliary constant is also used: $\tau = SIDE/32$. Parameter $LAMBDA$, the wavelength of an isolated preon, corresponds to the average distance between the arms of spiral galaxies.⁴

3 SUB-PLANCKIAN SCALE DYNAMICS

Essentially, the dynamics is composed of an unphysical initialization step followed by an eternal Poincaré cycle.

⁴Note the extreme economy when compared with the at least 17 SM parameters.

Table 1: Partitioning of *register* into fields.

Field	Name	Type	Values
t	Clock (*)	UI	Incremented in unison after each T seconds
\vec{o}	Origin	SV	{ <i>null</i> or N_D possible directions}. $ \vec{p}_2 $ =preon radius
\vec{p}	Momentum	SV	{ <i>null</i> or N_D possible directions}
\vec{s}	Spin	SV	{ <i>null</i> or N_D possible directions}
\vec{v}	Seed target	SV	{ <i>null</i> or N_D possible directions}
q	Charge	BIT	{0, 1}
ω	Chirality	BIT	{0, 1}
c_0	Color	BIT	{0, 1}
c_1	Color	BIT	{0, 1}
c_2	Color	BIT	{0, 1}
g	Gravity	BIT	{0, 1}
d	Dualitat	BIT	{0, 1}
b	Bond	2SI	$\{-(SIDE/2)^2 \dots + (SIDE/2)^2 - 1\}$
$\varphi_{sin}, \varphi_{cos}$	Quadrature phase	2×SI	$2 \times \{-SIDE/2 \dots + (SIDE/2 - 1)\}$
f	Frequency	UI	{1 ... $SIDE - 1$ }
ξ	Footprint	SI	$\{-SIDE/2 \dots + (SIDE/2 - 1)\}$
m	Kinetic messenger	BIT	{ <i>false</i> , <i>true</i> }
$code$	Interaction code	UI	{ <i>NOPE</i> ... <i>REISSUE</i> }

The formats are: BIT, classical bit; SI, signed integer; UI, unsigned integer; SV, signed 3D-vector, with $N_D = \pi^{(SIDE/2)^2}$ possible directions. The default length of fields is *ORDER*, where $ORDER = \log_2 SIDE$.

(*) It is agreed little-endianness and the t register is the least significant field.

3.1 Concepts

Information propagates as a preon. It uses a special rule to avoid self-access conflict. The preon wavefront expands synchronized according to [17] (see Section 5.2 for further details), restricted to the x, y, z dimensions. Preons have a quadrature phase ($\varphi_{sin}, \varphi_{cos}$) dependent on their frequency f . The well known CORDIC algorithm [18] can be used to implement this feature.

The odds of a preon being reissued by wrapping are practically nil, actually, it is reissued at the contact point by default when interacting, yet very rarely, with another preon if their seed registers coincide and/or certain additional rules are met, in particular, the strength of their sinusoidal phase relation, the information left in the ξ field of the cell, and if they are not overlapping. The seeds drift toward their maximum total phase Φ values. It is as if they execute a random walk on their expanding wavefronts.

A bond property b allows particle components to remain connected. Bonded preons share a common b field value. When a preon is reissued, it can induce other bonded preons with the same b to reissue too. In such a case there is a *collapse* and all its bonded peers assume opposite properties via flash. Preons absolutely bonded are not reissued, but have properties changed (see Definition 9). It is tempting to call this property *entanglement*, but entanglement actually refers to emergent correlations. The wavefront of the reissued preon continues as U_m s, which vanish by wrapping. These messengers can be equipped to carry the static forces (electric, magnetic and gravity).

The dualitat charge d is used to separate the universe into two branches, helping to explain the apparent observed asymmetries, especially the empirical absence of antimatter. As a general rule, all perceived asymmetries are recovered globally.

Gravity acts between preons belonging to a real zone in the same universe or between a matter preon of a real zone in Orbis and antimatter of Geminae, either attractively or repulsively.

The weak charge ω is associated to congruency. Its force acts between all preons in the same universe, but constrained by a handedness rule.

Some properties, e.g., sine phase, cannot be used directly, but must first be compared against a standard PWM sequence (see Figure 2), ruling out the need for an interaction detection mechanism based on an explicit pseudorandom number generator.

3.2 Initialization

The initialization configuration of the universe at $t = 0$ forms a “hologram” H , a sheet perpendicular to the z axis selected to contain all the symmetrically configured $SIDE^2$ preons (see Algorithm 4 in the Appendix). This idea was inspired by the *Holographic Principle* of 't Hooft ([19]). Since $SIDE$ is a power of two, I initialized the momentum direction of $\lfloor SIDE^2/3 \rfloor$ preons for each x, y, z direction, and the remaining $SIDE$ preons in the $\pm z$ direction in the hologram. This last condition ensures quantization of charge, conform [21] (see also Section 5.1). From this lowest state of entropy S_0 , the preons of the hologram begin to spread as almost perfect spherical wavefronts (U s), combining massively to form completely symmetric P s, the *Eden*. A few U s, though, escape via topology from this aggressive pairing, the *mavericks*.

The mavericks are capable to quickly demolish Eden and introduce a bit of chaos necessary to generate a nontrivial universe. The variety is also enforced by a charge bit swapping procedure (see Algorithm 22 in the Appendix).

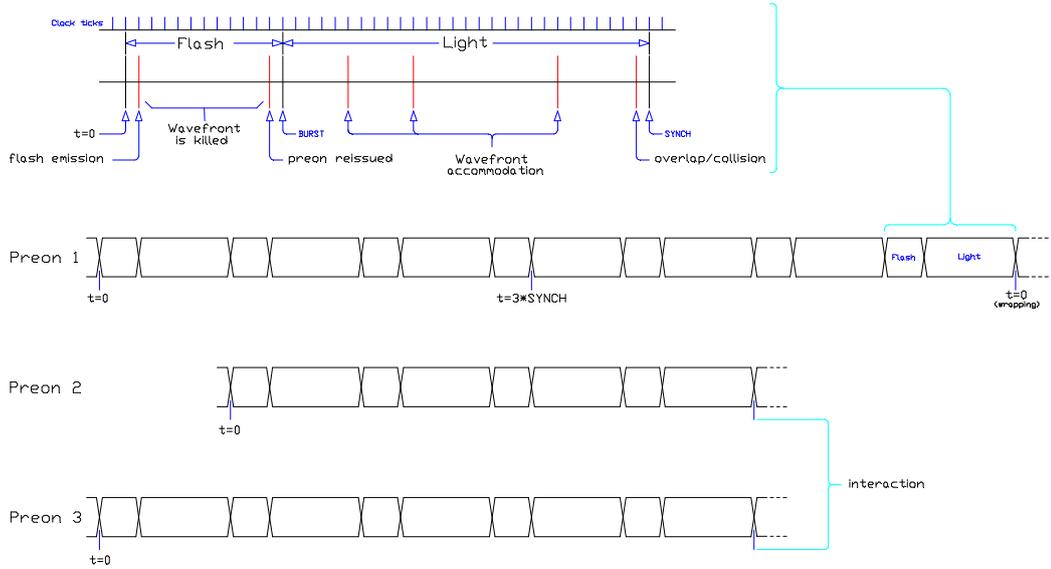
This initialization step ends when a steady state situation is reached, the eternal and very long Poincaré cycle, consisting of countless *basic cycles*, with constant entropy S_P .

3.3 Basic cycle

The time frame is segmented into two steps: one, when the flashes are active. The other, when preons are active, has a duration of $2D$ time units. An interaction is detected at the last tick of a time frame. This event marks the wavefront settling in a new light step, when only then can the properties of the registers in the draft lattice be updated. Note that from a physical standpoint, the flash operation is transparent and perceived as instantaneous (see Figure 1). A reissued preon does not execute the wavefront accommodation above, but makes all necessary updates during the $2D$ period. That is, it misses one light step, returning to normal expansion after this brief stop. This accounts for relativistic behavior.

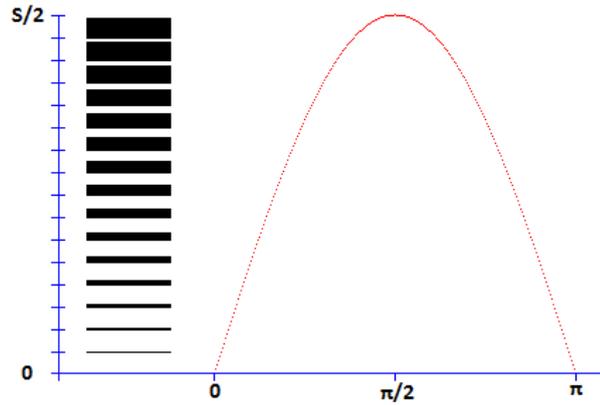
As they spread, preons leave an ephemeral trail in the visited cells (ξ), but long enough for interference purposes (decays like $\xi = SIDE \cdot 2^{-t/\tau}$). Then, after interacting, preons begin to share a common code, their bonding, not before a flash changes the spin and momentum properties of its prior absolutely bonded peer, even if spacelike separated. The aforementioned trail also serves to join successive MIPs that form a beam. This spin change indirectly affects other properties like polarization.

Figure 1: The CA time frame.



The time frame is shown above along with three preons. One is reissued by wrapping, while the other two interact midway. Note that during the accommodation phase, the wavefront is unstable. That's why every comparison of preons is made on the last tick of the clock. For preons just reissued, the accommodation phase is used for updates, so the preon misses one light step.

Figure 2: Integer to bit mapping.



A typical half cycle phase signal is shown against the standard PWM sequence for $S = 512$ (see Section 3.1 and function $pwm()$ in Algorithm 1).

3.4 Interactions

Prior to interaction, the status is updated, which includes \mathbb{P} detection, MIP formation, footprint decay and definition of bonding sign, used to distinguish antipodal particles. The detection of the interaction type is done by convolving the registers in dimension w . The resulting type is one of $\mathbb{U} \times \mathbb{U}$, $\mathbb{U} \times \mathbb{P}$, or $\mathbb{P} \times \mathbb{P}$. Interactions involving an MIP, by construction, occur simultaneously in all its components (same b value).

If a preon is involved in an interaction, it is reissued, but if it is also real then $m = true$ in its \mathbb{U}_m at the contact point, which is equivalent to a gravitational effect. Let me rephrase this for emphasis: the old wavefront of the reissued real preon continues propagation as a “graviton”. The quotes are due to the fact that the \mathbb{U}_m is indistinguishable from another originating from an electromagnetic interaction.

The electromagnetic and strong interactions occur circumscribed to each of the four zones. The weak force is the only force allowed between the real and virtual zones in the same universe.

The $\mathbb{U} \times \mathbb{U}$ interaction involving non-collinear spins causes the realignment of the spins 180° apart, perpendicular to their original spin directions and share their bond values. The \mathbb{U} s must be similar to interact in this way. It is the *cohesive force* or fifth force, if you prefer.

The electrostatic, magnetostatic and gravitational forces are supported by the special case $\mathbb{U} \times \mathbb{U}_m$. Each active spot on the expanding \mathbb{U}_m is capable of instruct the \mathbb{U} s found on its way to capture a \mathbb{P}_{vac} and

change it to a \mathbb{P}_K to satisfy the attraction/repulsion requirements of each force. The spots are created just once in the gravitational case, while are created multiple times, increasing every time a bonded \mathbb{U} is found in the other cases, requiring that the electromagnetic info is passed to the spot. When leaving the near field of an elementary fermion, there will be $n = SIDE/2$ spots. In the electrical and gravitational forces, the $1/r^2$ law is achieved thanks to geometry. As for the magnetic force, \mathbb{U} 's momentum direction is aligned perpendicularly to the propagation direction, then the \mathbb{U} 's spin direction is updated taking into account the dualit charge (rotates in reverse). Static forces then have 'infinite' range.

The $\mathbb{U} \times \mathbb{P}$ interactions are the germ of all *fermion x boson* interactions. They are divided into:

- **Demolition**

If $\mathbb{P} \equiv \mathbb{P}_E$ or $\mathbb{P} \equiv \mathbb{P}_U$ then the partners are reissued. Charge exchange will generate the necessary variety, while momentum variety is obtained through a bisector process. The remaining cases below are only allowed inside a zone.

- **Acceleration**

If $\mathbb{P} \equiv \mathbb{P}_{vac}$ and \mathbb{U} 's messenger bit m is set and \mathbb{U} and \mathbb{P} are both real or both virtual and $\vec{p}_U = \vec{p}_P$ then the messenger bit is reset, \mathbb{P}' 's spin is zeroed and the momentum directions of both \mathbb{P} 's preons equate that of the \mathbb{U} , becoming a \mathbb{P}_K . In other words, the \mathbb{U} is accelerated.

- **Electromagnetic interaction**

It is triggered when a \mathbb{U} interacts with a \mathbb{P}_γ . The spins of the interacting seeds must match, which is like looking for a needle in a haystack. The filter also includes the PWM masking of the dot product of the 'Poynting vector', i.e. the composition of the quadrature phase φ_{sin} , with the spin of the interacting \mathbb{U} , but first the cosine component may be inverted or not depending on the weak charge of the \mathbb{U} . Two equal possibilities are possible depending on the phase of the clock signal **I**) All overlapping preons ($\mathbb{M}\mathbb{P}$) are reissued simultaneously, with immediate reorganization in identifiable arrangements of preons (newly formed particles); **II**) only the two interacting preons are reissued.

- **Mass formation**

If $\mathbb{P} \equiv \mathbb{P}_{vac}$ and the interacting seeds have opposite spins then the \mathbb{P}_{vac} is changed to a \mathbb{P}_K by making $\vec{s}^P = \vec{s}^{P'} = \vec{0}$. The newly formed \mathbb{P}_K will integrate the rest mass of the fermion.

- **Formation of a \mathbb{P}_{glu} via strong force**

If $\mathbb{P} \equiv \mathbb{P}_{vac}$ and \mathbb{U} has explicit color charge (is a quark component with register $color \neq N$ and $color \neq \bar{N}$) then a \mathbb{P}_{glu} is formed by assigning the \mathbb{U} 's color to \mathbb{P} and the inverted color to \mathbb{P}' .

- **Strong force**

If \mathbb{U} and \mathbb{P} have non trivial colors then the \mathbb{U} exchanges colors with either \mathbb{P} or \mathbb{P}' .

- **Weak force**

If the chirality rules are satisfied then all preons bonded to the weak charged \mathbb{P} or to the \mathbb{U} are reissued.

- **Default inertial effect**

If none of the above happens, and $\mathbb{P} \equiv \mathbb{P}_K$, it moves the target \mathbb{U} one light step in the direction of the momentum of \mathbb{P}_K (that is, the \mathbb{P}_K is reissued at the point aimed by the momentum vector on its surface, while the \mathbb{U} is reissued at the point pointed on its surface by the parallel transported momentum vector of the \mathbb{P}_K — the primordial mechanism of inertia (see Figure 3).

Finally, during a $\mathbb{P} \times \mathbb{P}$ interaction, these conditions can be detected:

- **Cancellation**

Almost anti-aligned \mathbb{P}_K s can cancel and return to vacuum. For this, the partners have $f = 2$, $b = 0$ and all bonded peers $f = f - 4$.

- **Pairing**

Almost aligned \mathbb{P}_K s are reissued, therefore, they will gradually pile up. This is part of the photon release process.

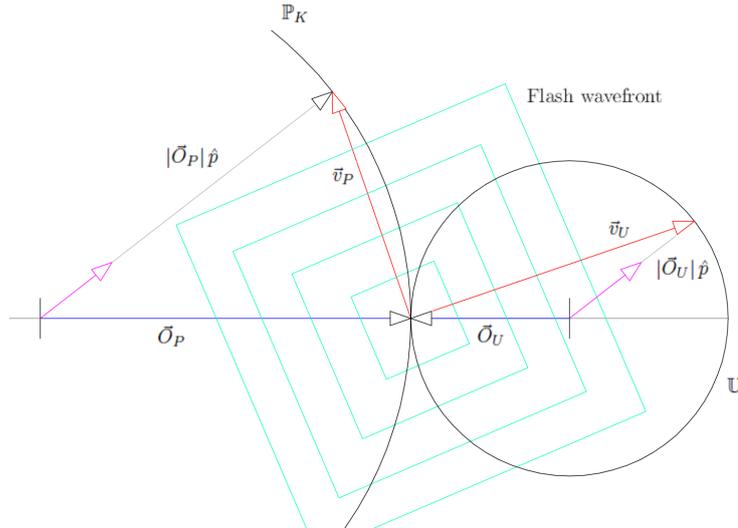
- **Gluon-gluon interaction**

Color registers of the \mathbb{P} s can be exchanged.

- **Cohesive force in the W and Z bosons**

Similar to $\mathbb{U} \times \mathbb{U}$ cohesion, but involving the weak force.

Figure 3: Inertia mechanism.



Vectors \vec{v}_U and \vec{v}_P are used to update the respective seed registers in a $\mathbb{U}x\mathbb{P}_K$ interaction.

- **Pair antialigning**

Pairs are antialigned using momentum exchange with the vacuum.

- **Formation of W and Z bosons**

These bosons self form from their fragments.

The exact rules implementing the ideas above are shown in the Appendix using a pseudocode form.

4 QUANTITATIVE ANALYSIS

The global perspective used to develop the CA core now needs to be relaxed to extend its usefulness. To this end, subsystems relatively independent of the rest of the universe must be constructed. A small incision is then made. This can be as “small” as a whole galaxy, or even the space occupied by a subatomic particle. The reader is warned that, being a new field of research, the results are still very incipient. But first it is necessary to estimate the size of the universe.

4.1 The size of the universe

Redshift is defined as

$$z = \frac{f_{em} - f_{obs}}{f_{obs}}.$$

The most redshifted galaxy known is GN-z11, with a factor of $z = 11.9$ (see Amos [23]), while that of the CMBR is $z = 1,100$. Combining these values, we obtain $SIDE[m] = 2 \times 1.084 \times 10^{28} m$, and using $L = l_P/8$ (and $T = t_P/8$), results in 5.42×10^{63} , or adjusting it to the required granularity

$$\begin{aligned} SIDE &= 16(3^n + 1), \\ &\approx 5.09 \times 10^{63}, \end{aligned}$$

where l_P and t_P are Planck’s length and time, respectively, and $n = 131$. According to this model, the visible universe is Orbis itself in its fullness.

On the other hand, an upper bound for the discrete time dimension T_{MAX} , or Poincaré period, is given by

$$T_{MAX} < \prod_{m=1}^{N^2} (N^3 - m - 1) = \frac{(N^3 - N^2 - 1)(N^3 - N^2)_{N^2}}{N^3 - 1},$$

where $N \equiv SIDE$ and $(a)_n$ is the Pochhammer symbol (rising factor).

4.2 Operator mechanics to the rescue

The justification for adopting operator mechanics in the CA incision is obviously inspired by QT, but also supported by the work of Cetto, de la Peña and Valdés-Hernandez [22], when one identifies an analog to ZPF in the dynamics of the CA.

Borrowing from the ideas contained in the book 'The cellular automaton interpretation of quantum mechanics' (CAI) in [7], the ontological states, namely the CA states, form a basis for a huge, but not infinite, Hilbert space. Using Dirac notation, a physical state $|A\rangle$, where A may stand for a particular set of values involving all elements of the incision V , is called an ontological state if it is a state our deterministic system can be in. This ontological state dressed as a ket $|A\rangle$ is known as a *beable*. I agree with 't Hooft that it also represents a classical state, like resulting from a measurement. So

$$\langle A|B\rangle \equiv \delta_{AB}.$$

We assume in what follows that this basis has been identified, which corresponds to the patterns generated by the dynamics.

A quantum state $|\psi\rangle$ is defined as the superposition of ontological states, requiring that

$$|\psi\rangle = \sum_A \lambda_A |A\rangle, \quad \sum_A |\lambda_A|^2 = 1,$$

where λ_A is allowed to be a complex or negative number.

As soon as we have a Hilbert space, we are free to perform any basis transformation needed.

The CA evolution can be described by permutations between its states. The evolution of ontological states using a permutation operator can be naturally extended to quantum states. In matrix notation we have

$$U(t) = \begin{pmatrix} 0 & . & . & . & 0 & 1 \\ 1 & 0 & . & . & . & 0 \\ 0 & 1 & 0 & . & . & 0 \\ 0 & 0 & 1 & 0 & . & 0 \\ . & . & . & . & . & . \\ 0 & . & . & 0 & 1 & 0 \end{pmatrix}.$$

Applied to

$$|A(t)\rangle = U(t)|A(0)\rangle$$

and

$$|\psi(t)\rangle = U(t)|\psi(0)\rangle.$$

It is mathematically convenient to express the evolution operators in exponential form

$$U(\delta t) = e^{-iH\delta t},$$

or, in general.

$$U(t) = e^{-iHt},$$

where t is now a continuous variable and H is a Hermitian operator. From the above, 't Hooft calculated the Hamiltonian

$$H\delta t = \pi - i \sum_{n=1}^N \frac{1}{n} (U(n\delta t) - U(-n\delta t))$$

for finite systems. We are forced to conclude that there is always a Hamiltonian and that the system obeys the Schrodinger equation

$$\frac{d}{dt}|\psi(t)\rangle = -H|\psi(t)\rangle. \quad (1)$$

However, here I depart from the CAI prescription because this unitary evolution lasts until a measurement is made. The collapse of the wavefunction is not a mere mathematical artifact, but is deeply

rooted in the most basic CA structure, being a concrete set of rules, reappearing during measurements as a multiple preon phenomenon.

Energy is an ill-defined concept in Physics (an interesting discussion about this topic can be found in Ref. [24]). In Eq. 1, something like energy is conserved in time, represented by the Hamiltonian operator.

I strive to adhere to the Copenhagen doctrine as far as possible for obvious reasons. In view of this, the Born rule is provisionally embodied into this quantitative analysis: The probability that a state $|\psi\rangle$ is found to agree with the properties of another state $|\varphi\rangle$, must be given by

$$P = |\langle\varphi|\psi\rangle|^2.$$

Other theoretical tools are also available, such as the average measured value of an observer \mathcal{O}

$$\langle\mathcal{O}\rangle = \langle\psi(t)|\mathcal{O}|\psi(t)\rangle.$$

As it happens, the machinery of operator mechanics can be used to calculate probabilities in events and ensembles as usual and check if Quantum Mechanics is achieved, as soon as we are able to assemble a unitary evolution operator — To explore physics beyond the SM, though, Born’s postulate must be replaced by a new rule, still undefined (more on that in the next section).

Another important difference between the CAI and my CA is the explicit non-locality embedded in the CA rules, enforced by the bond property b , combined with the flash mechanism. It is literally “spooky action at a distance”, capable of generating correlations, but no causation.

A quantum state A is in a superposition if it is in both states $|A_1\rangle$ and $|A_2\rangle$ simultaneously

$$|A\rangle = \frac{|A_1\rangle + |A_2\rangle}{\sqrt{2}}.$$

Interestingly, in an entangled state of two subsystems A and B

$$|AB\rangle = \frac{|A_1\rangle|B_1\rangle + |A_2\rangle|B_2\rangle}{\sqrt{2}}$$

neither subsystem is in a superposition state. Instead, they are umbilically connected via the bond property, so $|A_1\rangle$ and $|B_1\rangle$ are statistically correlated, and $|A_2\rangle$ and $|B_2\rangle$ are also statistically correlated, therefore, no dead-alive cat appears (see Hobson [25] for further arguments).

4.3 The standard vacuum

Developing the ideas above a little further, the unitary operator used to describe the slice is composed of the preons that form the system under analysis (including the measurement apparatus) and a sample of the average vacuum (ZPF). Suppose we pick a Hamiltonian \hat{H} satisfying the exponentiation rule above representing the system. So Dirac ket formalism gives the density matrix

$$\rho(t) = \langle\Psi(t)|\Psi(t)\rangle$$

and the corresponding dynamics ($\hbar = 1$)

$$\partial_t\rho(t) = -i\left[\hat{H},\rho(t)\right].$$

We add now the vacuum part, getting the Lindbladian

$$\partial_t\rho(t) = -i\left[\hat{H},\rho(t)\right] + D_{vac},$$

where D_{vac} is the contribution of vacuum to the dynamics. The term D_{vac} is calculated assembling carefully a matrix.

4.4 Analysis in the large numbers approximation

In order to investigate gravitation scenarios, a crude simplification of the model in the incision will be carried out. For definiteness, let us assume the sun-earth system. We cannot use SR since the Ether has been reintroduced by assumption. Neither any other 4D spacetime for that matter, since the minus sign in the quad form used in those spaces turn them inherently epistemological.

A 3D Euclidean real space will hold two sets of mass fragment objects representing the couple of celestial bodies. Each mass fragment has an exclusion spherical volume, that is, fragments do not clump together.

4.5 Dispersion relation

Assume three spherical surfaces a , b and c are related by their radii as follows

$$R_a^2 = R_b^2 + R_c^2. \quad (2)$$

In a fermion part of the preons form the rest mass and the remaining contribute to the momentum of the particle. So we have

$$N_a = N_b + N_c,$$

where N_a is the total number of preons, N_b is the number of preons contributing to momentum and N_c form the rest mass.

Since the automaton preons forming the particles are essentially spherical bubbles, they are more or less confined to the region of the particle. In average, either the preons that form the rest mass and those contributing to the kinetic energy (or momentum) have approximately the same radii. It can be visualized as two superimposing spherical surfaces with different numbers of preons. If those surfaces were allowed to inflate to give the same density of preons on their surfaces, the pythagorean relation (Eq. 2) would be restored and hence the de Broglie dispersion relation can be associated

$$E^2 = (pc)^2 + (mc^2)^2.$$

5 DISCUSSION

Physics is conjectured to emerge from the above model, paving a new avenue toward a full-fledged unification theory, beyond the Standard Model, QT being a limiting case when using the Born rule. In this Section I try to clarify some aspects.

5.1 Topology

Why the torus? We need vector continuity in the large number approximation of physical laws. As pointed by Zotov and Sarlin in [20], if a closed surface has a nonvanishing smooth vector field, then it is a torus. Simply put, this combable 3-manifold (the fourth dimension represented by the stack is irrelevant for the discussion) is the simplest topological structure capable of holding a 3D universe and charge quantization. The finitude of the universe is a necessary condition to reach this quantization. The trapped magnetic flux obtained with the asymmetry in momentum direction in the z direction in the hologram, which itself is a bidimensional torus, completes the quantization requirements of Reference [21].

Furthermore, Spaveri and Haug in [26] have shown that the Sagnac effect cannot be perfectly explained using Einstein synchronization (Special Relativity). This finding favor the preferential frame adopted in the CA without the need for superluminal light propagation as inferred by the authors cited.

Nature loves symmetry but abhors absolute symmetry, so the toroidal topology with its trapping property comes in handy for a seamless break in symmetry at automaton startup, avoiding the greedy formation of an unbreakable Eden, which results otherwise in a dull, featureless universe.

Finally, since space has an odd number of spatial dimensions, parity inversion maps a handed object to its incongruent counterpart. Last but not least, cosmological observations favor a multi-connected rather than a simply connected universe (see Lachieze-Rey and Luminet [27]).

5.2 Isotropy

Instrumental to create a credible universe in a lattice is the notion of isotropy, hardly if ever achieved by previous attempts. Complete three-dimensional isotropy is guaranteed with the synchronization scheme adopted above (from Case and co-authors in [17]) applied to a Euclidean lattice. There is no need for a diamond lattice or foam structure for that matter, the Euclidean grid suffices.

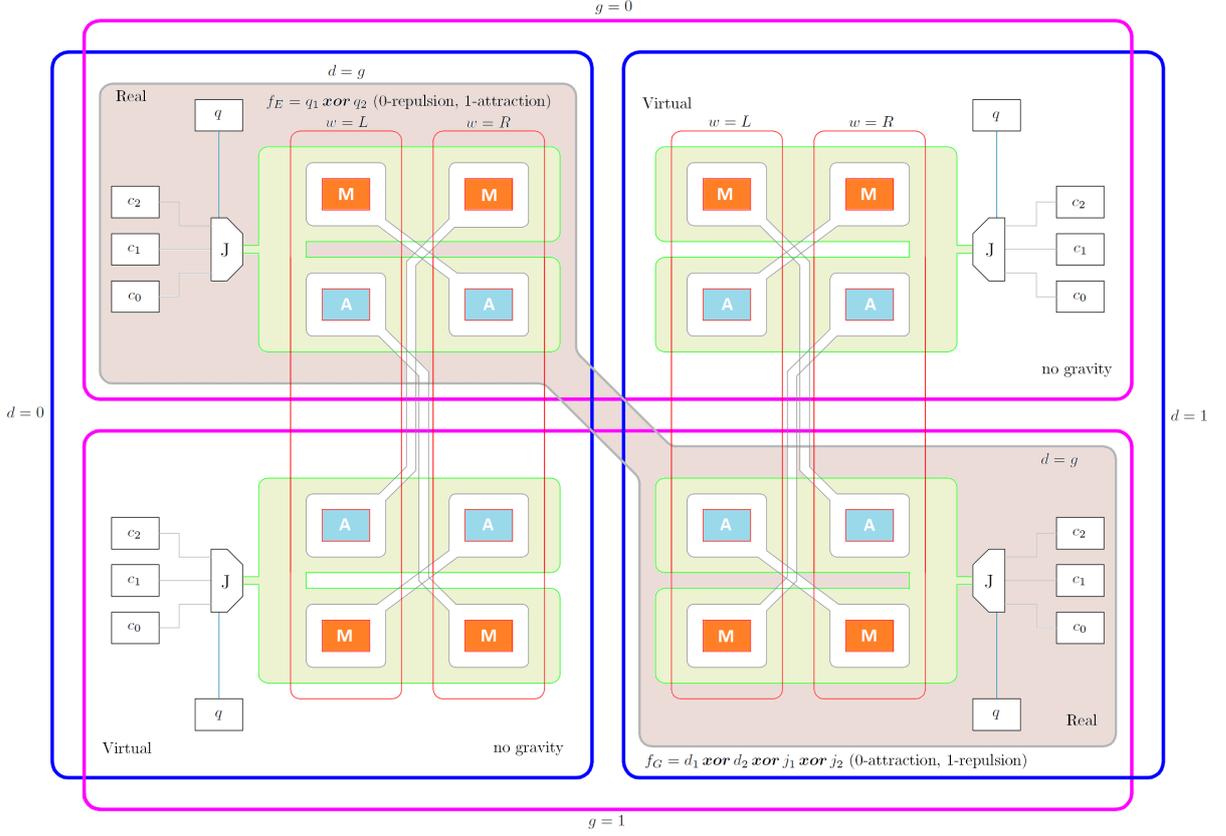
The novel feature of the cited work is that, to obtain the isotropy, is required for each expansion step, executing n steps of the basic algorithm, where n is two times the diameter of the universe D (space diagonal)

$$s = 2Dc.$$

In order to synchronize the preons forming a wavefront, each preon register receives the value

$$t = [2D|\vec{d}| + 0.5], \quad (3)$$

Figure 4: Symmetries and charge content.



Both the color charges and electric charge, despite acting within the zones, also influence the weak interaction through the conjugation gate J . The electric and gravitational forces can be attractive or repulsive, as explained by the formulas shown, but gravity is restricted to the connected diagonal zones (see Section 5.4).

where $D = 2$ ($SIDE - 1$) (space diagonal).

The ubiquitous application of this mechanism would guarantee a perfectly isotropic universe. But the way the hologram is built (see Section 3.2), with a privileged direction necessary for quantization of charge, may affect the dynamics, in particular the electromagnetic coupling constant α . This has been recently confirmed in [28]. The universe then has a huge dipole structure.

5.3 The cosmic microwave background radiation (CMBR)

Photons generated by antimatter in Geminae may escape and navigate as far as Orbis, being decohered along the way, being perceived as an isotropic, homogeneous blackbody spectrum at $T = 2.7K$. The decohered preons contribute to Orbis's vacuum. This naturally refutes the Big Bang paradigm [29, 30].

5.4 Symmetries

The organization of preons driven by their charge content is schematically shown in Figure 4. As ever, Lie groups symmetries and other SM features are expected to emerge from these raw concepts.

The fact that the laws of nature appear to distinguish between left and right, parity violation, enchants scientists already several decades ago (for a philosophical review, see Pooley [31]). The observed asymmetries, like parity violation, are recovered when the universe is considered as a whole. This once more endorses the inclusion of the dualitat charge in the model.

5.5 Conservation laws

5.5.1 Linear momentum

The \vec{p} property of \mathbb{U} s do not affect directly the motion of particles, but are just carriers of the direction of future \mathbb{P}_K s. Momentum is expressed by \mathbb{P}_K s acting in a common direction. \mathbb{P}_K s are captured from the vacuum by \mathbb{U} s to form the mass of fermions, if the \mathbb{U} has $m = true$, it dictates the direction of

the \mathbb{P}_K to accelerate the particles. Meanwhile, some antialigned \mathbb{P}_K s are being returned to vacuum. In turn, photons transport momentum between remote sites. All in all, this dynamic equilibrium results in momentum conservation.

5.5.2 *Angular momentum*

Angular momentum is a byproduct of linear momentum combined with spin effects. Again, there is a situation of equilibrium that is equivalent to angular momentum conservation.

5.6 Entropy

The postulated static messenger and flash mechanisms imply an arrow of time, preserving the Second Law from the beginning, per universe, despite the tacit existence of other arrows of time such as the tautological thermodynamic arrow.

Can perhaps entropy be lowered if we conjecture that the creation of black holes gives opportunity to \mathbb{P} s recombine as Eden \mathbb{P} s, thereby escaping the singularity trap⁵ therefore decreasing the number of microstates and keeping entropy of the closed universe constant (\mathcal{S}_P), or is it that the modeled universes are doomed to thermal death? Sethna in [32], p. 95 has an instructive point of view, concluding that in a closed universe, entropy remains constant. A famous approach to the theme is found in Eddington [35]. Entropy would behave like the sand in an hourglass being alternately inverted. In a given universe, sometimes it would be increasing, sometimes decreasing. The same reasoning can be extended to other cases, like CPT invariance.

5.7 Lorentz invariance

Observe that the automaton's lattice has a role like that of a new Ether, so perfect Lorentz invariance is impossible in all cases. However, the speed of light is constant in relation to this preferred reference frame so, as a result, the constant speed of relativity verified by an observer is not a principle, but an emergent feature, being actually approximately constant. But given that most events of interest have little variation in speed in relation to the CMBR, this is not a big hurdle, so an emergent, quasi-relativistic symmetry is expected. Notice also that \mathbb{P}_K s acting on a normally spherical nucleus, will tend to turn it into a pancake shape as its kinetic energy rises significantly. All of which contributes to a special relativity perception. It is interesting to acknowledge that Wetterich [34] achieved Lorentz's invariance in a much more simplified automaton compared to this model. Notice that the term 'probabilistic' used in the title of the referred article is restricted to the initialization phase. In the present work, the sharp initial configuration represented by the hologram appears to be a random configuration when the system enters the Poincaré cycle.

5.8 The non-signaling principle

Flashes occur between each light step, so that they are perceived as superluminal, but nowhere does this seem to open the possibility of carrying information. Technically speaking, there is no way to exploit a flash to send a message, so the principle of non-signaling is preserved.

5.9 Bridge to quantum and classical mechanics

Classicality is necessary for observers to agree about the same observation of the physical world. The following evidence suggests that this theory attains classical mechanics in some suitable limit.

First of all, note that "if classicality were reached only probabilistically, it would be an intrinsically unstable theory, which sometimes is reached, and other times it is not" (Scandolo et al. [36]). The decoherence mechanism induced by measurement is the cause for this. Besides decoherence, in the cited paper, the authors require that the system satisfies three axioms (1-causality, 2-the product of two pure states is a pure state, 3-information locality) in order to rule out holistic behavior. The theory satisfies the three axioms above and so has no holistic behavior, possessing well defined classical states and observers therefore supporting the notion of realism.

As for the measurement itself, it can rely, for example, on cumulative effects of impinging particles on a medium (Stern-Gerlach, double slit etc.), that remain stable for a long time (sufficient for an observer to perceive), or through linear amplification resulting in a pattern identified as the pointer as in [37]. The measurement problem then changes focus to how to define subsystem separability [40] and how to identify observables in a single subsystem of a composite system.

⁵This escape is reminiscent of Hawking radiation [33].

On the other hand, using the Born rule along with operator mechanics is expected to lead to normal QM with the wavefunction as an epistemological representation of an ensemble. Physics beyond the SM is conjectured to be possible replacing this postulate by a new one, yet to be invented.

A crucial observation is that the model is disconnected from practical space and time units. Only when the H_2 molecule, say, can be identified will it be possible to effectively map it to the real world. A future scenario includes the use of machine learning to tweak the few input parameters to reproduce a proportional pattern before applying the mapping procedure.

5.10 A glance at the conjectured behavior

Let us imagine now a running CA and contemplate it.

Under the action of the $\mathbb{U}x\mathbb{U}$ interactions, the following trends are enforced: Orbis is segregated from Geminae, the 1/3, 2/3 behavior of the strong force manifests itself and the separation of real and virtual particles inside each universe becomes evident. If the \mathbb{U} s are antialigned it may occur the scattering of their particles (spin-orbit coupling). A \mathbb{P} may also be created in this process, if said \mathbb{U} s are partially ($q, w, color$) symmetric, resulting in mutual annihilation to a \mathbb{P}_γ , which in turn can spread to bonded partners.

After entering the Poincaré cycle, the universe is effectively divided into two universes, each containing a couple of overlapping real and virtual zones. During this accommodation process, most part of matter/antimatter has been annihilated, but a significant fraction of them have migrated from Orbis to Geminae where they remain sheltered by gravity (and vice versa). There they continue to act gravitationally, being perceived as *dark matter*.

The unavoidable Poincaré cycle implies therefore that time, besides being discrete, is finite too.

5.10.1 Fermions

Preons tend to aggregate to form elementary fermions, composed of a definite (quantized) quantity of \mathbb{U} s surrounded by a cloud of \mathbb{P}_K s in equilibrium. This cloud generates the particle's mass if emitting gravity messengers (in the real case). Additional aligned \mathbb{P}_K s give the particle linear momentum. This clustering is extended to form composite fermions (nuclei, mesons etc.). Bound states of the electromagnetic and gravitational forces form all known matter structures, including black holes.

The picture of fermion spin first envisaged by Hofer (see [41]), with all individual spins pointing inward or outward appears in the CA, exposing a clear ontological view (see Figure 5).

An intriguing feature is that the virtual zones are amorphous due to the absence of gravity — a thin powder or gas indeed, but no planet or star is ever formed.

The square inverse behavior of the Coulomb and gravitational interactions is justified via geometrical argument by the spherical expansion of the preon and the constant number of active points in the \mathbb{U}_m s. As for the inverse cubic of the magnetic force, it also comes for free due to the dipole structure of the interaction. The magnetic effects of a still charged particle cancels out due to spherical symmetry. The \mathbb{P}_K s can break the spherical symmetry of the cloud of preons, which passes into an oval configuration and consequently induces a magnetic dipole, which acts naturally following a $1/r^3$ law.

5.10.2 Collapse

When an interaction occurs involving multiple preons and the clock variable t has the adequate phase, we have characterized a collapse, reflected as a break in the linearity of evolution in quantitative analysis. The wreak havoc caused by the massive reissue of preons may result in the dissolution of the involved partners, reorganizing themselves immediately afterwards, probably (elastic scatterings), but not necessarily (inelastic scattering), in the same particles. This explains, for example, spin flipping. This contrasts with decoherence, in which changes are made two preons at a time.

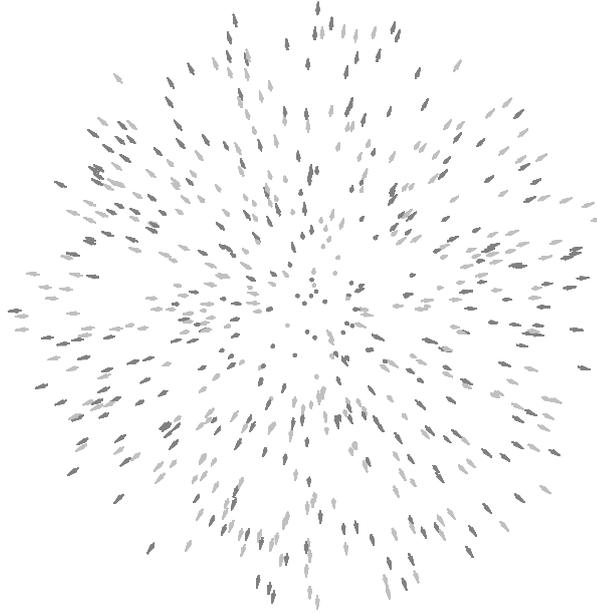
5.10.3 Atomic electronic decay

A pure *photon* (γ) is an MIP with no explicit electric, weak or strong charge, carrying zero or multiples of *SIDE* angular momentum units. A practical photon, or light beam, is made of multiple MIPs.

Photons are normally released in an atomic electronic decay, shaped by the spherical harmonics originating from charge quantization. This is the main explanation for the ubiquitous presence of all sort of quanta. The primary quantized quantity, is truly the electric charge, all the others being derived from this. The process of photon emission is as follows:

1. Pairs of \mathbb{P}_K s are formed by the exchange of preons with the vacuum until acquiring perfect antialignment;

Figure 5: Spin-up in an elementary fermion.



All preons have their spins pointing outward in this fermion, that is, it is in the spin-up state. \mathbb{P}_K s that make up the bulk of the fermion, do not appear in this drawing (see Section 5.10.1).

2. Two of those pairs can be aligned since their net momentum is zero. Eventually, a large number of \mathbb{P}_K s get aligned in two opposite directions;
3. If a \mathbb{U} interacts with an external \mathbb{P}_γ , it instructs all its MIP components pointing to a single direction (the spin of the interacting \mathbb{U} , which is equivalent to a random vector out of a solid angle of 4π steradians) to change from a \mathbb{P}_K to a \mathbb{P}_γ , being now free to expand, featuring a photon;
4. As a result, all the abandoned, collinear, \mathbb{P}_K s now contribute to the recoil of the atom. In other words, momentum is conserved.

In summary, it describes the stimulated emission mechanism. Spontaneous emission is a particular case for faint fields.

5.10.4 *Bremsstrahlung*

Photons are also produced when charged particles are accelerated/decelerated (*bremsstrahlung*). In this scenario, the spectrum is continuous since it has nothing to do with spherical harmonics. The accumulated \mathbb{P}_K s generated from the \mathbb{P}_m s eventually are unfolded as \mathbb{P}_γ s in an arbitrary direction triggered by a $\mathbb{U}x\mathbb{P}$ interaction. Just like the above case, a photon is deployed. Notice that these emissions do not affect the particle trajectory, it simply gets rid of the excess energy.

5.10.5 *Quarks*

Quarks are emergent patterns formed inside hadrons, so are permanently confined by the strong force. These patterns tend to shrink to a point at higher momenta (partons). They recruit \mathbb{P}_{vac} s, turning them into \mathbb{P}_K s, like electrons do. Heavier quarks are special radial resonance states.

5.10.6 *Gluons*

A *gluon* is a cluster of \mathbb{P}_{glu} s acting cooperatively to keep quarks together. They also capture \mathbb{P}_{vac} s turning them into \mathbb{P}_K s, like quarks and electrons. That is one reason why the mass of a proton is much greater than that of an electron.

5.10.7 *Mass spectrum*

Since in this model electrons and quarks are composite particles made of a mixture of \mathbb{U} s, continuously harvested \mathbb{P}_K s equilibrated by the cancellation mechanism, they can possess radial vibration, like a

pulsating sphere [42]. These resonance states add to form the mass spectrum. Only real fermions manifest mass through gravity messengers when their preons are reissued.

5.10.8 *The W and Z bosons*

In the electron, the number of Us is $SIDE/2$ due to electric charge quantization. In the W and Z bosons, the number of \mathbb{P}_W s and \mathbb{P}_Z s do not follow the electric quantization rule, so they tend to accumulate lots of components. This growing process is bounded by the cancellation effect, just like in the case of almost antialigned \mathbb{P}_K s. Since the mass in the case of real particles is directly related to the number of preons, those particles are very heavy. The difference of mass between the W and Z bosons is because the W acts with maximum P-symmetry, while the Z is a mix of left and right components. The short lifetime of the isolated W and Z bosons is due to the interaction between them with a U belonging to a virtual zone. Higher resonance modes seem unlikely, excluding supersymmetric particles.

5.10.9 *Superposition*

A fermion is in a superposition state when one part of the spins of its Us points inward while the other part points outward. Remember that a fermion is formed by a huge number of preons considering the difference between the atomic and Planck scales (10^{-12} and 10^{-33} , respectively). The notion of 'infinite' Hilbert spaces necessary for exploring quantum advantage in QT is therefore supported by an underlying ontological mini universe associated to each elementary particle. Thanks to its extremely fine granularity, enough room is left for continuous models like classical physics and QT, with its amazing qubits and quantum algorithms — a complete theory, in Einsteinian terms.

5.10.10 *Weak decay*

The rate of decay that unstable particles, in particular atomic nuclei, present is due mainly to the casual interaction of real particles with virtual W and Z particles. For all practical purposes, this is completely random. A simplified model of this process clearly shows an exponential decay curve of the Gamow type. These processes include direct/inverse beta decay. In the free neutron decay, for instance, the negative charge surrounding the proton has $\vec{s} = \vec{0}$ bonded by \mathbb{P}_K s. Additional \mathbb{P}_K s can also give velocity to the neutron. When reorganizing after a collapse, the negative registers acquire spins in pairs with counterpart in pairs from the pool of \mathbb{P}_K s to recover the electron. The shuffling of momentum directions divides perfectly between the products of the reaction thereby conserving momentum. The \mathbb{P}_K s that received spin form the antineutrino.

5.10.11 *The role of bonding*

In addition to acting as a particle component aggregator, bonding is also the source of non-local phenomena in general (Bell inequalities violation, decoherence, entanglement etc.), which in turn leads to a non-classical theory. It had to be introduced to enforce conservation laws and, in consequence, is responsible also by the observed non-classical correlations.

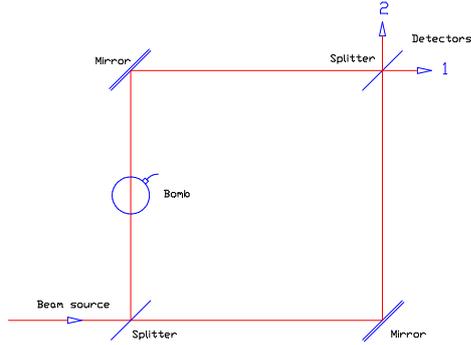
The vanishing value for bond in the $U \times U_m$ interaction can be interpreted as a gravitational decoherence mechanism, since photons are losing preons along the way. It is responsible for the redshift observed in the cosmos (tired light, according to Zwick [38]). Since these interaction are not scattering, but dissociative, the objection that galaxies should appear blurred does not hold in this case. Moreover, it admits the same measurement in any wavelength-band. Yet another objection related to distant objects time dilation is overcome noting that the decoherence process takes exactly one light step to happen, but no space is ever stretched. By the same token, this model passes the *Tolman surface brightness test* [39].

The ultimate example of this is the CMBR, made of "very tired" photons circulating around the universe at a blackbody temperature of $2.7K$.

5.10.12 *Gravity*

U_m s, according to this model, cannot be screened in anyway, so the action of gravity on a falling body affects equally all its parts. No deformation or effects whatsoever can be locally detected, thereby trivially preserving the equivalence principle. A testable hypothesis is that gravity is an adiabatic process, like the Coulomb force. Since U_m emission/detection is not conditioned to AM transfer, gravity is not quantized, thereby giving support to semiclassical gravity. In addition, gravity bends the light, modifying its phase gradually.

Figure 6: Elitzur-Vaidman bomb test.



Detecting a live bomb using an interferometer (see Section 5.10.15).

5.10.13 *The double-slit experiment*

For bosons, there is a straightforward explanation based on preon phases, while for fermions, that in this model do not spread like the abstract wavefunction, the words of Hofer in Reference [41] p.7,8 fit perfectly:

... The key observation for their model is that every atomic scale system has a discrete interaction spectrum. This means that every interaction of such a system with a single photon or electron can only cause observable changes in the particle's dynamics, if a discrete amount of energy is exchanged, typically corresponding to the excitation of single lattice vibrations. Given this fact, it is impossible that the particle acquires a continuous lateral momentum. Consequently, it also cannot be detected in intermediate regions, unless its trajectory is additionally determined by thermal broadening of the actual interaction.

5.10.14 *Stern-Gerlach*

Any spherical asymmetry in the spin configuration of a fermion produces magnetic effects, whence the origin for the two lines in the inteferometer.

5.10.15 *Elitzur-Vaidman bomb test*

Support to Elitzur-Vaidman bomb test (see [43]) is granted. Referring to the idealized inteferometer of Fig. 6, the test can be simply stated as

```

if not exploded  $\wedge$  clicked(2) then
  | bomb is live
end

```

The constructive/destructive interference obtained when a dud is in place can only be obtained if the beam is formed by multiple preons, as is precisely what happens in practice. The ghost detection of a live bomb is possible when the photon loses a few of its preons to the detector which in turn are insufficient to trigger the bomb, but enough to generate the adequate interference pattern.

5.10.16 *Optics*

Reflection and diffraction are the result of cumulative effects of the footprint ξ fields on the phase of preons.

5.10.17 *The Higgs*

The CA mechanism do not make use of concepts directly linked to the Higgs boson. Patterns generated in an operational implementation, theoretical or computational, of the model can perhaps be interpreted including this particle.

5.10.18 *The cell processor problem and the block universe*

The way things have been presented so far leads us to the conclusion that a cell processor is needed in each network address, with the seemingly insurmountable problem of how to explain this supra universe entity (I do not think we live within a simulation anyway).

The conundrum crumbles into smoke when we introduce the concept of a block universe. No dynamics exists anymore, there are just connected clusters of information. Conceptually, the universe simply IS. All in all, after this short philosophical digression, for practical reasons, we cannot get rid of a hardware or software implementation of this device.

5.10.19 *Hardy's paradox resolution*

The Hardy's paradox [50] is easily resolved when we consider the spots as the 'particle' and the remaining of the preon wavefronts as the 'wave'.

5.11 **Conclusive remarks**

In short, this manuscript contemplates a causal, finite and superdeterministic (since observers are preon patterns too, statistical independence is impossible, so bye bye free will⁶, welcome realism) three-dimensional universe based on a toric cellular automaton, with no possibility of backward travel in time and no possibility of sending superluminal signals. A universe without a beginning and without an ending (modulo the unphysical initialization step). Continuing, the theory is free from philosophical nightmares like many worlds, Boltzmann brains, failure of simultaneity, solipsism, or additional spatial dimensions [44, 45, 46, 47]; no thermal death, no dark-energy, no dead-alive cat, no inflation, no "conspiracy", and no supersymmetric particles are also apparent [48, 49]. Rather it vindicates the Ether in a well defined role. Thanks to its extremely fine granularity, enough room is left for continuous models like classical physics and QT, with its amazing qubits and quantum algorithms — a complete theory, in Einsteinian terms, not a new interpretation of QM.

There is no need to enforce any gauge fields. The axioms are self-sufficient to explain the observed forces, symmetries, redshift, curvatures and the spacetime illusion. The explanation for this is because measurement instruments, as well as observers, are all made of preons.

Information always propagates between past and future in Orbis, in a definite time direction, so this is certainly a causal theory (of course, for Geminae the opposite is true).

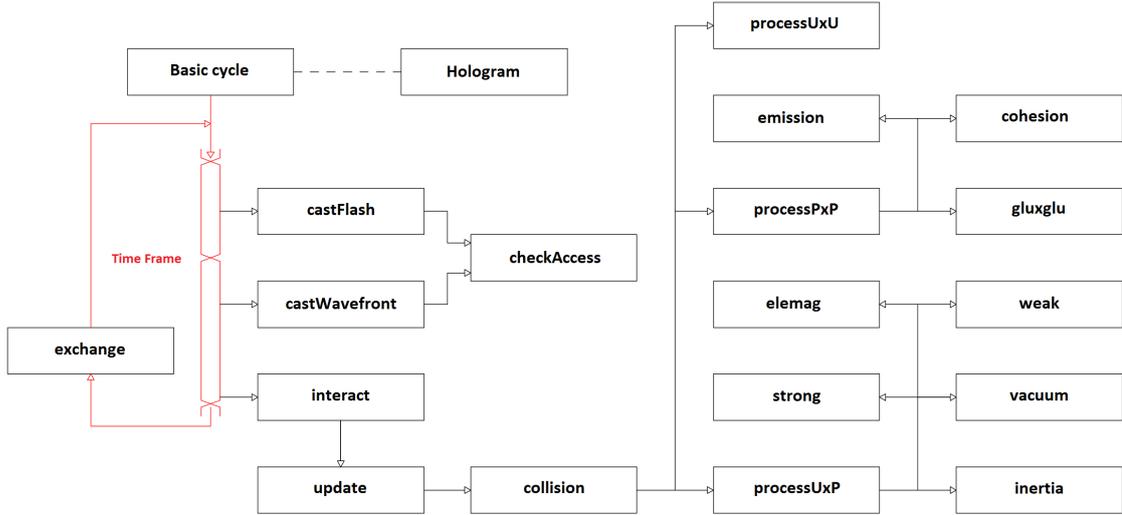
The theory presents a "mass gap", "quark confinement", and "chiral symmetry breaking" therefore satisfies the Wightman axioms [51]. Violation of Bell-type inequalities are expected, induced by the intrinsic non-locality. It predicts that gravity, like the other static forces, is not quantized.

The blackbody spectrum of CMBR is explained as formed by very 'tired' photons coming from the antimatter in Geminae.

Finally, except for assisting in the development of the basic mechanisms, the physical construction of such an automaton for directly solving complex molecules and beyond, is hard to predict, but Moore's aged law will certainly help in this regard. Its complete usefulness will firstly come through mathematical analysis in the approximation of large numbers. A first attempt at a quantitative analysis using operator mechanics was performed, maintaining the Born rule until an eventual substitution is found. Putting it another way, the smallness of the Planck scale implies that the only effective, large scale laws that one can ever expect to derive are statistical ones. So the common objection against QT of being just a recipe for calculating probabilities also applies to the envisaged products stemming from this model, either as a blessed Psi-epistemic *turbo-QT-GR formalism* or an entirely new recipe, because determinism belongs to the sub-Planckian diminutive scale.

⁶The author is reluctant to interpret the charge shuffling in Algorithm 22 as the equivalent to the free will source in Reference [52].

Figure 7: Block diagram.



The relationship between the main routines is highlighted in this figure.

Appendix: algorithms

Here are gathered all the rules of information exchange between cells of the cellular automaton. They are the essence of this work, intended to possess an **axiomatic** character.

Firstly, some conventions used in the algorithms

\wedge	logic AND
\vee	logic OR
and	boolean AND
or	boolean OR
xor	boolean XOR
\sim	boolean NOT
mod	binary modulo
\gg	binary shift right
\ll	binary shift left
\leftrightarrow	charge bits swapping
\leftarrow	\mathcal{R} copy
$\leftarrow \xi$	\mathcal{R} copy, except ξ
\triangleright	Comment

The concatenation of bits d , g , c_2 , c_1 , c_0 , ω , and q is called ρ . All operations involving vectors are normalized modulo $SIDE/2$. The number of von Neumann directions \vec{d}_i is $NDIR = 6$. Sometimes a non-zero value is considered a logic *true* while a zero value is a logic *false* in conditional clauses. Reference to a specific field of a register can be made using a period, e.g., $\mathcal{R}_3.c0$. Unless otherwise stated, all data is read from the principal lattice. Data changes are always made to the draft lattice.

A block diagram of some pseudocode modules is shown in Figure 7.

▷ PWM mask. Returns true if a match occurred.
 ▷ Definition: $ROOT = \sqrt{SIDE} = 1 \ll ORDER/2$.
function pwm(n) **begin**
 | **return** $n \bmod ROOT < n/ROOT$
end

Algorithm 1: Integer to bit.

A static binary gradient is used in interactions. It maps an unsigned integer to a bit (it is illustrated in Figure 2).

▷ Returns a value of modulo SIDE.
function dot(\vec{a}, \vec{b}) **begin**
 | $prod = x_a x_b + y_a y_b + z_a z_b$
 | **return** $sgn(prod) (|prod| \gg (ORDER - 1))$
end

Algorithm 2: Dot product.

Normalized discrete dot product (invoked by the symbols $\vec{a} \bullet \vec{b}$).

▷ Parameter *anti* defines the case.
function aligned($\mathbb{P}_1, \mathbb{P}_2, anti$) **begin**
 | ▷ Calculate the alignment
 | $dot = \vec{p}_1 \bullet \vec{p}_2$
 | ▷ Compare with the desired direction
 | **if** *anti* **then**
 | | $\delta = dot + \frac{SIDE}{2}$
 | **else**
 | | $\delta = dot - \frac{SIDE}{2}$
 | **end**
 | ▷ Return the masked module squared
 | **return** $pwm(2 * \delta^2 / SIDE)$
end

Algorithm 3: Pair alignment test.

Tests that the pairs are approximately (anti)aligned.

```

▷ Builds a highly symmetric plane.
if  $\vec{s}_z = 0$  then
   $f = 1$ 
   $\phi_{cos} = SIDE^2$ 
  ▷ Dispose charges uniformly
   $d = \vec{s}_x < SIDE/2$ 
   $g = \vec{s}_y < SIDE/2$ 
   $tiling = (\vec{s}_x \bmod 2) \text{ xor } (\vec{s}_y \bmod 2)$ 
  if  $tiling$  then
     $clr = N$ 
  else
     $clr = \bar{N}$ 
  end
   $\omega = tiling$ 
   $q = \sim w$ 
  ▷ Calculate momentum
  if  $\vec{s}_y = SIDE - 1$  then
     $\vec{p}_x = 0, \vec{p}_y = 0, \vec{p}_z = 2d - 1$     ▷ create a couple of 'arrows of space'
  else
    ▷ Distribute  $\vec{p}$  uniformly in all six directions
     $p = 2(\vec{s}_x \bmod 2) - 1$ 
    switch  $[(SIDE \vec{s}_y + \vec{s}_x) / 2] \bmod 3$  do
      case 0 do
         $\vec{p}_x = p, \vec{p}_y = 0, \vec{p}_z = 0$ 
      case 1 do
         $\vec{p}_x = 0, \vec{p}_y = p, \vec{p}_z = 0$ 
      case 2
         $\vec{p}_x = 0, \vec{p}_y = 0, \vec{p}_z = p$ 
      end
    end
  end
end
end
 $\vec{s} = \vec{0}$ 
go to cycle

```

Algorithm 4: The hologram.

The configuration of the CA at startup. The possibility of getting a topologically trapped magnetic flux is exploited.

```

▷ Executes a complete time frame.
cycle
  exchange()
   $frame = t_{w=0}^{dual} \bmod SYNCH$ 
  if  $frame < FLASH$  then
    castFlash()
  else if  $frame = SYNCH - 1$  then
    interact()
  else
    castWavefront()
  end
end
end

```

Algorithm 5: Basic cycle.

Each automaton cell continuously executes this sequence, covering a time frame after initialization. The called functions are synchronized, in the sense that they spend the same number of processor cycles to complete.

```

▷ Exchange principal with draft.
procedure exchange() begin
  ▷ Explore the stack
  for  $w = 0$  to  $SIDE^2 - 1$  do
     $\mathcal{R}_w \leftarrow \mathcal{R}_w$                                 ▷ full transfer
     $t_w = t_w + 1$ 
    if  $\mathcal{R}_w \equiv \mathcal{R}_0$  then
      |  $t_w = t_w^{dual} \bmod SYNCH$                     ▷ prevents overflow
    end
  end
end

```

Algorithm 6: Exchange lattices.

```

▷ Flash diffusion.
procedure castFlash() begin
  for  $x = 0$  to  $SIDE^2 - 1$  do
    if  $x = 0$  then
      |  $x_s = SIDE - 1$ 
    else if  $x_s = SIDE - 1$  then
      |  $x_s = 0$ 
    else
      |  $x_s = x$ 
    end
    for  $y = 0$  to  $SIDE^2 - 1$  do
      if  $y = 0$  then
        |  $y_s = SIDE - 1$ 
      else if  $y_s = SIDE - 1$  then
        |  $y_s = 0$ 
      else
        |  $y_s = y$ 
      end
      for  $z = 0$  to  $SIDE^2 - 1$  do
        if  $z = 0$  then
          |  $z_s = SIDE - 1$ 
        else if  $z_s = SIDE - 1$  then
          |  $z_s = 0$ 
        else
          |  $z_s = z$ 
        end
        ▷ Shift info inside the stack
         $tmp \leftarrow \mathcal{O}_{x_s, y_s, z_s, 0}$ 
        for  $w = 0$  to  $SIDE^2 - 2$  do
          |  $\mathcal{O}_{w+1} \leftarrow \mathcal{O}_w$                     ▷ full transfer
        end
         $\mathcal{O}_0 \leftarrow tmp$ 
        for  $w = 0$  to  $SIDE^2 - 1$  do
          | if  $w \neq \mathcal{O}_w.w \wedge \mathcal{L}_w.b = \mathcal{O}_w.b$  then
            | | ▷ Momentum compensation etc.
            | |  $nonlocal(\mathcal{L}_w, \mathcal{O}_w)$ 
          | end
        end
      end
    end
  end
end

```

Algorithm 7: Flash diffusion.

This omni-reaching code is used for non-local effects.

```

▷ Nonlocal operations.
procedure nonlocal( $\mathcal{R}_1, \mathcal{R}_2$ ) begin
  switch  $code_{w_1}$  do
    case DECOHERE do
      if  $link_{w_1} = w_2 \vee link_{w_2} = w_1$  then
        ▷ This ages photons
         $b_{w_1} = b_{w_2} = w_1 * w_2$ 
      end
    case CANCEL do
       $f_{w_2} = f_{w_2} - 4$ 
    case ANTIALIGN do
      if  $\mathbb{P}_{w_2} \equiv \mathbb{P}_{vac} \wedge aligned(\mathbb{P}_{w_1}, \mathbb{P}_{w_2}, true) \wedge \vec{o}_{w_1} = \vec{o}_{w_2} \wedge \vec{p}_{w_1} \neq \vec{p}_{w_2}$  then
        ▷ Swap momentum with vacuum
         $\vec{p}_{w_1}^P \leftrightarrow \vec{p}_{w_2}^P$ 
         $\vec{p}_{w_1}^{P'} \leftrightarrow \vec{p}_{w_2}^{P'}$ 
        return
      end
    case ANNIHIL0 do
      if  $q_{w_2} = 0$  then
         $q_{w_2} = 1; \vec{s}_{w_2} = \vec{0}; f_{w_2} = 1; b_{w_2} = 0; \vec{o}_{w_2} = \vec{0}$ 
      end
    case ANNIHIL1 do
      if  $q_{w_2} = 1$  then
         $q_{w_2} = 0; \vec{s}_{w_2} = \vec{0}; f_{w_2} = 1; b_{w_2} = 0; \vec{o}_{w_2} = \vec{0}$ 
      end
    case INERTIA do
      if  $w_1 = w_2 \wedge \vec{v}_{w_1} \neq \vec{0}$  then
         $\vec{v}_{w_1} = \vec{v}_{w_1} - vec_{dir}$ 
        if  $\vec{v}_{w_1} = \vec{0}$  then
           $\vec{p}_{w_1}^{nual} = \vec{p}_{w_1}$ 
        end
      end
    case COLLAPSE do
       $f_{w_2} = 1; b_{w_2} = 0; \vec{o}_{w_2} = \vec{0}$ 
    end
  end
  if  $code_{w_1} = CANCEL$  then
     $f_{w_1} = 2; b_{w_1} = 0$ 
  end
end

```

Algorithm 8: Nonlocal operations.

```

▷ Prepare this preon for a flash.
procedure trigger( $w$ ) begin
   $t_w = 0$ 
   $h_w = true$ 
   $\vec{f}_{org_w} = \vec{0}$  ▷ reset flash origin vector
   $bdir_w = 0$ 
end

```

Algorithm 9: Trigger a flash.

```

▷ Seek an interacting partner.
procedure interact() begin
  ▷ Update the stack
  update()
  ▷ Convolv the stack
  for  $w1 = 0$  to  $SIDE^2 - 1$  do
    for  $w2 = 0$  to  $SIDE^2 - 1$  do
      if  $w1 = w2 \vee (f_1 = f_2 = 0 \wedge m_1 = m_2 = false)$  then
        | continue
      end
       $code = collision(w1, w2)$ 
       $code_{w1} = code_{w2} = code$ 
      if  $code = OK \vee code = INERTIA$  then
        | return
      end
      if  $code = NOPE$  then
        | continue
      end
      if  $f_1 = 1$  then
        |  $trigger(w1)$ 
      else if  $f_1 \geq 2$  then
        |  $trigger(w1)$ 
        |  $trigger(w1')$ 
      end
      if  $f_2 = 1$  then
        |  $trigger(w2)$ 
      else if  $f_2 \geq 2$  then
        |  $trigger(w2)$ 
        |  $trigger(w2')$ 
      end
      return
    end
  end
end

```

Algorithm 10: Interaction quest.

```

▷ Charge bits are swapped at a circular fashion.
procedure swap( $\mathcal{R}_1 \mathcal{R}_2$ ) begin
  ▷ Swap charges
  switch ( $w_1 + t_1$ ) mod 5 do
    case 0 do
      |  $c_{2w_1} \leftrightarrow c_{2w_2}$ 
    case 1 do
      |  $c_{1w_1} \leftrightarrow c_{1w_2}$ 
    case 2 do
      |  $c_{0w_1} \leftrightarrow c_{0w_2}$ 
    case 3 do
      |  $\omega_{w_1} \leftrightarrow \omega_{w_2}$ 
    case 4 do
      |  $q_{w_1} \leftrightarrow q_{w_2}$ 
    end
  end
  ▷ Swap spins
  if ( $w_2 + t_2$ ) mod 2 = 0 then
    if  $\vec{s}_1 = \vec{s}_2 = \vec{0}$  then
      |  $\vec{s}_1 = \vec{p}_2$ 
      |  $\vec{s}_2 = -\vec{p}_2$ 
    else if  $\vec{s}_1 = -\vec{s}_2$  then
      |  $\vec{s}_1 = \vec{s}_2 = \vec{0}$ 
    end
  end
end

```

Algorithm 11: Charge and spin swapping.

The variety of the products of a collapse is enforced by this code.

```

▷ Synchronized wavefront expansion.
procedure castWavefront() begin
  if  $\mathcal{R} \equiv \mathcal{R}_0$  then
    ▷ Not a preon
    return
  end
  ▷ Brand new preon?
  if  $t = FLASH \wedge \vec{o} = \vec{0}$  then
    ▷ Reset quadrature variables
     $\varphi_{sin} = 0; \varphi_{cos} = SIDE^2$ 
     $f = 1$ 
     $h = false$ 
  end
  ▷ Not ripe?
  if  $t \leq synch$  then
    | return
  end
  ▷ Cast to all von Neumann directions
   $sel = 0$ 
   $\Phi_{last} = 0$ 
  for  $dir = 0$  to  $NDIR - 1$  do
    if  $checkAccess(dir, \vec{o})$  then
      ▷ Get the neighbor of dual in the direction dir
       $\mathcal{R}^{nual} = getNeighbor(dual, dir)$ 
       $\mathcal{R}^{nual} \leftarrow \mathcal{R}^{dual}$  ▷ preserve  $\xi$ 
      ▷ Calculate drift gradient
      if  $\vec{p} \neq \vec{0}$  then
        ▷ Calculate momentum offset
         $\chi_{dir} = |\vec{p}^{nual} - \vec{p}^{pri}|$ 
        ▷ Calculate total phase
         $\Phi_{dir} = \xi_{dir} + \varphi_{dir}^{sin} + \chi_{dir}$ 
        if  $\Phi_{dir} \geq \Phi_{last}$  then
          |  $sel = dir$ 
        end
         $\Phi_{last} = \Phi_{dir}$ 
      end
      ▷ Synchronize wavefront
       $synch_{nual} = SYNCH(|\vec{o}^{nual}| + 0.5)$ 
       $dir_{nual} = dir$ 
       $\vec{o}^{nual} = \vec{o}^{nual} + \vec{d}_{dir}$ 
    end
  end
  if  $\vec{p} \neq \vec{0}$  then
    |  $\mathcal{R}_{sel} = getNeighbor(dual, sel)$ 
    |  $\vec{p}_{sel} = \vec{p}$ 
  end
   $\mathcal{R} = \mathcal{R}_0$ 
end

```

Algorithm 12: Preon broadcasting.

The next positions of the current register of the expansion of the wavefront are calculated.

▷ The von Neumann direction dir is tested at node \vec{n} .

```
function checkAccess( $dir, \vec{n}$ ) begin
  ▷ Calculate new position
   $\vec{n} = \vec{n} + \vec{d}_{dir}$ 
  ▷ Wrapping constraint
   $S = SIDE/2$ 
  if  $n_x = S + 1 \vee n_x = -S \vee n_y = S + 1 \vee n_y = -S \vee n_z = S + 1 \vee n_z = -S$  then
    | return false
  end
  if  $|n_x| > |n_y|$  then
    | if  $|n_x| > |n_z|$  then
      | | return  $d_x n_x > 0$ 
    | else
      | | return  $d_z n_z > 0$ 
    | end
  | else if  $|n_x| < |n_y|$  then
    | if  $|n_y| > |n_z|$  then
      | | return  $d_y n_y > 0$ 
    | else
      | | return  $d_z n_z > 0$ 
    | end
  | else
    | if  $|n_x| > |n_z|$  then
      | | return  $d_x n_x > 0$ 
    | else
      | | return  $d_z n_z > 0$ 
    | end
  end
end
```

Algorithm 13: Propagation consistency.

This function avoids self-access conflict in flashes and preons. Alternatively, the first message from a non-empty input pipe arriving to a cell is accepted in a hardware implementation (ASICs come to mind).

```

▷ Updates prior to interaction.
procedure update() begin
  ▷ Prepare environment
  for  $w = 0$  to  $SIDE^2 - 1$  do
    ▷ Footprint decay
    if  $t_w \bmod \tau = \tau - 1$  then
      |  $\xi_w = \xi_w / 2$ 
    end
    ▷ Not a preon?
    if  $f_w = 0 \vee \vec{o}_w \neq \vec{0}$  then
      | continue
    end
    ▷ Dismantle the old configuration
     $f_w = 1; b_w = 0; k_w = -1$ 
     $swap(last, w)$ 
  end
  ▷ Ps detection
   $pairing(0x1c, false)$ 
   $pairing(0x1d, false)$ 
   $pairing(0x3f, false)$ 
   $pairing(0x7f, false)$ 
   $pairing(0x07, true)$ 
   $pairing(0x0b, true)$ 
   $pairing(0x13, true)$ 
   $pairing(0x1f, true)$ 
   $f = pairing(0x1f, false)$ 
  ▷ Multipair formation
   $\vec{r} = \vec{0}; b = 0$ 
   $first = -1; last = -1$ 
  for  $w = 0$  to  $SIDE^2 - 1$  do
    ▷ Photonic pair?
     $link = k_w^{dual}$ 
    if  $f_w^{dual} = 2 \wedge link \geq 0 \wedge (\rho_w \mathbf{xor} \rho_{link}) = 0x1f \wedge (clr_w^{dual} = N \vee clr_w^{dual} = \bar{N})$ 
    then
      if  $b = 0$  then
        |  $b = b_w$ 
        |  $\vec{r} = \vec{p}_w$ 
        |  $first = link$ 
        ▷ this will be the common bond value
        ▷ reference for antipodal symmetry
      end
       $f_w = f; f_k = f$ 
      if  $last \geq 0$  then
        |  $k_{link} = last$ 
      end
      ▷ Define bonding sign
      if  $\vec{r} \neq \vec{0} \wedge \vec{p}_w = -\vec{r}$  then
        |  $b_w = b_k = -b$ 
      else
        |  $b_w = b_k = +b$ 
      end
      ▷ Update  $\varphi_{sin}$  and  $\varphi_{cos}$ 
       $cordic(|\vec{o}_w|, f_w)$ 
       $last = w$ 
    end
  end
  if  $last \geq 0$  then
    |  $k_{first} = last$ 
  end
end

```

Algorithm 14: Status update.

Classify all the elements of cell and update variables.

```

▷ Returns the overall frequency.
function pairing(type, color) begin
  flag = false; last = 0; f = 0
  ▷ Explore the stack
  for w = 0 to  $SIDE^2 - 1$  do
    ▷ Not a preon?
    if  $f_w \neq 1 \vee \vec{o}_w \neq \vec{0}$  then
      | continue
    end
    ▷ Pairing
    if  $flag \wedge color \wedge (clr_w = N \vee clr_w = \bar{N} \vee clr_{last} = N \vee clr_{last} = \bar{N})$  then
      | continue
    else if  $flag \wedge \rho_w \text{ xor } \rho_{last} \neq type$  then
      | continue
    end
    if flag then
      |  $f_w = 2; f_{last} = 2; k_w = last$ 
      |  $b_w = w * last; b_{last} = b_w^{dual}$ 
      |  $cordic(|\vec{o}_w|, 2)$ 
      |  $\varphi_{last}^{sin} = \varphi_w^{sin}; \varphi_{last}^{cos} = \varphi_w^{cos}$ 
      | flag = false
      | f = f + 2
    else
      | flag = true
    end
    last = w
  end
  return f
end

```

Algorithm 15: Pairing.

Form pairs of a given type, neutral or colored.

```

▷ Detects and executes a collision.
function collision( $\mathcal{R}^1, \mathcal{R}^2$ ) begin
  ▷ Overlapping preons do not interact
  if  $\vec{o}_1 \neq \vec{o}_2$  then
    ▷ Update interaction phase
    if  $b_1 \neq 0 \wedge e_1 = b_2$  then
       $\phi_1 = \varphi_{sin1} + \xi_1$ 
       $\phi_2 = \varphi_{sin2} + \xi_2$ 
    else
       $\phi_1 = \varphi_{sin1}$ 
       $\phi_2 = \varphi_{sin2}$ 
    end
    ▷ UxU interaction
    if  $(f_1 = 1 \vee f_2 = 1) \wedge (f_1 + f_2 \leq 2)$  then
       $code = processUxU(\mathcal{R}^1, \mathcal{R}^2)$ 
      if  $code \neq NOPE$  then
        return  $code$ 
      end
    ▷ To continue, seeds must clash
    else if  $\vec{p}_1 \neq \vec{0} \wedge \vec{p}_2 \neq \vec{0}$  then
      ▷ Remaining preon-preon interactions
      if  $\phi^1 \phi^2 > 0 \wedge (pwm(2|\phi^1|) \text{ and } pwm(2|\phi^2|)) \wedge pwm(2|\vec{s}^1 \bullet \vec{s}^2|)$  then
        if  $f_1 > 1 \wedge f_2 = 1$  then
           $code = processUxP(\mathcal{R}^1, \mathcal{R}^2)$ 
          if  $code \neq NOPE$  then
            return  $code$ 
          end
        else if  $f_1 = 1 \wedge f_2 > 1$  then
           $code = processUxP(\mathcal{R}^2, \mathcal{R}^1)$ 
          if  $code \neq NOPE$  then
            return  $code$ 
          end
        else if  $f_1 > 1 \wedge f_2 > 1$  then
           $code = processPxP(\mathcal{R}^1, \mathcal{R}^2)$ 
          if  $code \neq NOPE$  then
            return  $code$ 
          end
        end
      end
    end
  end
  return  $NOPE$ 
end

```

Algorithm 16: Collision detection.

This code detects and executes a collision between preons.

```

▷ Interaction between naked charges.
function processUxU( $\mathbb{U}_1, \mathbb{U}_2$ ) begin
  ▷ Is the register a messenger active spot?
  if  $f_1 = 0 \wedge m_1$  then
    ▷ Are partners in real zones?
    if  $\vec{s}_1 = \vec{0} \wedge d_1 = g_1 \wedge d_2 = g_2$  then
      ▷ Gravity force
      if  $d_1 \text{ xor } d_2 \text{ xor } j_1 \text{ xor } j_2$  then
        |  $\vec{p} = +\vec{o}_1$  ▷ repulsive
      else
        |  $\vec{p} = -\vec{o}_1$  ▷ attractive
      end
      ▷ Instructs the U to capture a  $\mathbb{P}_{vac}$  and change it to a  $\mathbb{P}_K$ 
      if  $\vec{p}_2 = \vec{p}$  then
        |  $m_2 = true$  ▷  $\mathbb{U}_2$  is now a hunter
        | return OK
      end
    ▷ Are partners in the same zone?
    else if  $d_1 = d_2 \wedge g_1 = g_2$  then
      | return sameZone()
    end
  ▷ Are partners in the same zone?
  else if  $d_1 = d_2 \wedge g_1 = g_2$  then
    ▷ Are partners similar?
    if  $\rho_1 = \rho_2$  then
      ▷ Fermion scattering?
      if  $b_1 \neq b_2 \wedge aligned(\mathbb{U}_1, \mathbb{U}_2, true)$  then
        | ▷ Spin-orbit coupling
        | return COLLAPSE
      else
        ▷ Bond spreading
        if  $b_1 > 0 \vee b_2 > 0$  then
          |  $b^1 = b^2 = max(b^1, b^2)$ 
        else
          |  $b^1 = b^2 = w^1 * w^2$ 
        end
         $\vec{s}^{U1} = -\vec{s}^{U2} = \vec{s}^{U1} \times \vec{s}^{U2}$  ▷ spin realignment
         $f_1 = f_1 + 1; f_2 = f_2 + 1$  ▷ deBroglie wave
      end
      return REISSUE
    ▷ Complementary properties?
    else if  $(c_2^1 \text{ xor } c_2^2) \wedge (c_1^1 \text{ xor } c_1^2) \wedge (c_0^1 \text{ xor } c_0^2) \wedge (q^1 \text{ xor } q^2)$  then
      | ▷ Annihilation
      | return COLLAPSE
    end
  end
  return NOPE
end

```

Algorithm 17: UxU interaction.

Direct interaction of charge fragments. Helps in the formation/destruction of fermions.

```

function sameZone( $\mathbb{U}_1, \mathbb{U}_2$ ) begin
  ▷ Are partners bonded?
  if  $b_1 = b_2$  then
    if  $\vec{p}_2 \neq \vec{0}$  then
      ▷ Turn on a new active spot on  $\mathbb{U}_m$ 
       $m_1 = true$ 
      ▷ Pass E.M. properties to the spot
       $q_1 = q_2; \vec{s}_1 = \vec{s}_2$ 
      return OK
    end
  ▷ Electromagnetic static force
  else
    ▷ Instructs the  $\mathbb{U}$  to capture a  $\mathbb{P}_{vac}$  and change it to a  $\mathbb{P}_K$ 
    if  $t_1 \bmod 2$  then
      |  $\vec{p} = [2(q_1 \text{ xor } q_2) - 1](\vec{o}_1 - \vec{o}_2)$            ▷ Coulomb messenger
    else
      |  $\vec{p} = (2d_2 - 1)[\vec{s}_1 \times (\vec{o}_1 - \vec{o}_2)]$            ▷ magnetic messenger
    end
    if  $\vec{p}_2 = \vec{p}$  then
      |  $m_2 = true$                                        ▷  $\mathbb{U}_2$  is now a hunter
      return OK
    end
  end
  return NOPE
end

```

Algorithm 18: $\mathbb{U} \times \mathbb{U}_m$, same zone.
Spot activation and electromagnetic static force.

```

▷ Effects caused by charges.
function processUxP( $\mathbb{U}$ ,  $\mathbb{P}$ ) begin
  ▷ Is there a  $\mathbb{U}_m$ ?
  if  $f_U = 0 \wedge m_U$  then
    ▷ Light bending
     $\varphi_P = \varphi_P + 1$  ▷ Photon decoherence
    if  $f_P > 2 \wedge pwm(\phi_{sin}^P)$  then
      | return DECOHERE
    end
    return OK
  ▷ Eden demolition
  else if  $\mathbb{P} \equiv \mathbb{P}_E$  then
    |  $d_U \leftrightarrow d_P$ 
    |  $\vec{p}_P = normalize(\vec{p}_U + \vec{p}_P)$ 
    |  $\vec{p}_{P'} = \vec{p}_P$ 
    | return REISSUE
  ▷ Universe seggregation
  else if  $\mathbb{P} \equiv \mathbb{P}_U$  then
    |  $g_U \leftrightarrow g_P$ 
    |  $\vec{p}_P = normalize(\vec{p}_U + \vec{p}_P)$ 
    |  $\vec{p}_{P'} = \vec{p}_P$ 
    | return REISSUE
  else if  $\mathbb{P} \equiv \mathbb{P}_{vac}$  then
    ▷ vacuum interaction
    |  $code = vacuum(\mathbb{U}, \mathbb{P})$ 
    | if  $code \neq NOPE$  then
      | return  $code$ 
    | end
    ▷ electromagnetic interaction
    |  $code = elemag(\mathbb{U}, \mathbb{P})$ 
    | if  $code \neq NOPE$  then
      | return  $code$ 
    | end
    ▷ strong interaction
    |  $code = strong(\mathbb{U}, \mathbb{P})$ 
    | if  $code \neq NOPE$  then
      | return  $code$ 
    | end
    ▷ weak neutral/charged current
    |  $code = weak(\mathbb{U}, \mathbb{P})$ 
    | if  $code \neq NOPE$  then
      | return  $code$ 
    | end
  else if  $\mathbb{P} \equiv \mathbb{P}_K \wedge b_U = b_P$  then
    ▷ Inertia (see Figure 3)
    |  $\vec{v}^P = |\vec{\sigma}^P| \hat{p}^P - \vec{\sigma}^P$ 
    |  $\vec{v}^{P'} = \vec{v}^P$ 
    |  $\vec{v}^U = |\vec{\sigma}^U| \hat{p}^P - \vec{\sigma}^U$ 
    | return INERTIA
  end
  return NOPE
end

```

Algorithm 19: UxP interaction.
The germ of all fermion/boson interaction.

```

▷ Electromagnetic processes.
function elemag( $\mathbb{U}, \mathbb{P}$ ) begin
  ▷ Looking for a needle in a haystack
  if  $d_U = d_P \wedge g_U = g_P \wedge \vec{s}_U = \vec{s}_P$  then                                ▷ same zone?
    ▷ Apply duality twist
    if  $d_U$  then
      |  $\vec{s} = \vec{s}_U$ 
    else
      |  $\vec{s} = -\vec{s}_U$ 
    end
    ▷ Apply weak handedness
    if  $\omega_U$  then
      |  $\phi = \phi_{sin}$ 
    else
      |  $\phi = -\phi_{sin}$ 
    end
    ▷ Form the 'Poynting vector'
     $\hat{E} = (1/(|\vec{o}_P| * |\vec{s}_P|)) * \vec{o}_P \times \vec{s}_P$ 
     $\hat{B} = (1/|\vec{o}_P|) * \hat{E} \times \vec{o}_P$ 
     $\vec{E} = \phi_{sin} * \hat{E}$ 
     $\vec{B} = \phi_{cos} * \hat{B}$ 
    if  $pwm(2 * |\vec{E} \bullet \vec{s}_P|)$  then                                ▷ electric effect
      | if  $t^U \bmod 2 = 0$  then
        | ▷ Electric decoherence
        | return DECOHERE
      | else
        | ▷ Change this and all bonded preons to  $\mathbb{P}_{Ks}$ 
        | return COLLAPSE
      | end
    else if  $pwm(2 * |\vec{B} \bullet \vec{s}_P|) \wedge pwm(2 * |\vec{s}^{P1} \bullet \vec{s}^{P2}|)$  then                                ▷ magnetic effect
      | if  $t^U \bmod 2 = 0$  then
        | ▷ Magnetic decoherence
        | return DECOHERE
      | else
        | ▷ Change this and all bonded preons to  $\mathbb{P}_{Ks}$ 
        | return COLLAPSE
      | end
    end
  end
  return NOPE
end

```

Algorithm 20: Electromagnetic interaction.

This heuristics was built having in mind the QED phenomenology.

```

▷ Vacuum interaction.
function vacuum(U,  $\mathbb{P}_{vac}$ ) begin
  ▷ U real x P real or U virtual x P virtual
  if ( $d_U = g_U \wedge d_P = g_P$ )  $\vee$  ( $d_U \neq g_U \wedge d_P \neq g_P$ ) then
    ▷ Enforce momentum conservation
    if  $m_U \wedge \vec{p}_U = \vec{p}_P$  then
      ▷ Static force or gravitational acceleration
       $\vec{s}_P = \vec{s}_{P'} = \vec{0}$ 
       $m_U = false$ 
      return REISSUE
    end
    ▷ Restricted to a zone
    if  $d_U = d_P$  then
      if ( $clr_U = N \vee clr_U = \bar{N}$ )  $\wedge \vec{s}_U = -\vec{s}_P$  then
        ▷  $\mathbb{P}_K$  formation (rest mass)
         $\vec{s}_P = \vec{s}_{P'} = \vec{0}$ 
        return REISSUE
      end
      if  $clr_U \neq N \wedge clr_U \neq \bar{N}$  then
        ▷ Gluon formation
         $clr^P = clr^U$ 
         $clr^{P'} = \sim clr^U$ 
        return REISSUE
      end
    end
  end
  return NOPE
end

```

Algorithm 21: The vacuum.

\mathbb{P}_{vac} s are collectively called *a vacuum* and are available to be recruited by the \mathbb{U} s to form \mathbb{P}_K s or \mathbb{P}_{glu} s.

```

▷ Quark x gluon interaction.
function strong(U,  $\mathbb{P}$ ) begin
  ▷ Happens inside a zone
  if  $d_U = d_P \wedge g_U = g_P \wedge clr_U \neq N \wedge clr_U \neq \bar{N} \wedge \mathbb{P} \equiv \mathbb{P}_{glu}$  then
    if  $t^U \bmod 2 = 0$  then
      |  $clr^U \leftrightarrow clr^P$ 
    else
      |  $clr^U \leftrightarrow clr^{P'}$ 
    end
    return REISSUE
  end
  return NOPE
end

```

Algorithm 22: Strong interactions.

Does the simplicity of this piece of code live up to the complexity of QCD?

```

▷ Lepton against Z or W boson.
function weak( $\mathbb{U}, \mathbb{P}$ ) begin
  if  $\omega_P = \omega_{P'}$  then
    ▷ Conjugate the relevant bits
     $\sigma_U = g_U \text{ xor } \omega_U \text{ xor } j_U$ 
     $\sigma_P = g_P \text{ xor } \omega_P \text{ xor } j_P$ 
    ▷ Happens inside a universe
    if  $d_U = d_P \wedge \sigma_U = \sigma_P$  then
      | return COLLAPSE
    end
  end
  return NOPE
end

```

Algorithm 23: Weak current.

Simple reissue of all bonded preons takes place if chirality rule is satisfied.

```

▷ Input: two weak pairs.
function cohesion( $\mathbb{P}_1, \mathbb{P}_2$ ) begin
  if  $b_1 = b_2$  then
    ▷ Spin realignment
     $\vec{s}^{P1} = -\vec{s}^{P2} = \vec{s}^{P1} \times \vec{s}^{P2}$ 
     $\vec{s}^{P1'} = -\vec{s}^{P1}$ 
     $\vec{s}^{P2'} = -\vec{s}^{P2}$ 
    ▷ Cancel excess pairs
    if aligned( $\mathbb{P}_1, \mathbb{P}_2, true$ ) then
      | return CANCEL
    end
    ▷ Formation of W, Z bosons
  else if  $\sim (w_P \text{ xor } g_P)$  then
    | return REISSUE
  end
  return NOPE
end

```

Algorithm 24: Weak particle cohesion.

Operation for forming or maintaining weak bosons.

```

▷ Interactions between pairs.
function processPxP( $\mathbb{P}_1, \mathbb{P}_2$ ) begin
  ▷ Valid inside a zone?
  if  $d^{P1} \neq d^{P2} \vee g^{P1} \neq g^{P2} \vee \text{not } pwm(\varphi_{P1}^{sin} * \varphi_{P2}^{sin})$  then
    | return NOPE
  end
  ▷ Both pairs electric?
  if  $q_{P1} = q_{P1'} \wedge q_{P2} = q_{P2'}$  then
    |  $q_{P1} = \sim q_{P1}; q_{P2} = \sim q_{P2}$ 
  end
  ▷ Both pairs weak?
  if  $w_{P1} = w_{P1'} \wedge w_{P2} = w_{P2'}$  then
    |  $w_{P1} = \sim w_{P1}; w_{P2} = \sim w_{P2}$ 
  end
  ▷ Non trivial colors?
  if  $clr_{P1} \neq N \wedge clr_{P1} \neq \bar{N} \wedge clr_{P2} \neq N \wedge clr_{P2} \neq \bar{N}$  then
    |  $gluxglu(\mathbb{P}_1, \mathbb{P}_2)$ 
  ▷ Same charge structure?
  else if  $(\rho_{P1} = \rho_{P2} \wedge \rho_{P1'} = \rho_{P2'}) \vee (\rho_{P1} = \rho_{P2'} \wedge \rho_{P1'} = \rho_{P2})$  then
    ▷ Trivial spin?
    if  $\vec{s}_{P1} = \vec{s}_{P1'} = \vec{s}_{P2} = \vec{s}_{P2'} = \vec{0}$  then
      | if  $aligned(\mathbb{P}_1, \mathbb{P}_2, false)$  then ▷ aligned?
        | return REISSUE ▷ piling up
      | else if  $aligned(\mathbb{P}_1, \mathbb{P}_2, true) \wedge \vec{p}_1 \neq -\vec{p}_2$  then
        | return CANCEL
      | end
    ▷  $\mathbb{P}_K$  formation via weak charge
    else if  $\mathbb{P}_1 \equiv \mathbb{P}_{vac} \wedge (\mathbb{P}_2 = \mathbb{P}_Z \vee \mathbb{P}_2 = \mathbb{P}_W)$  then
      |  $\vec{s}_1 = 0$ 
      | return REISSUE
    ▷ Weak inertia
    else if  $\mathbb{P}_1 \equiv \mathbb{P}_K \wedge (\mathbb{P}_2 = \mathbb{P}_Z \vee \mathbb{P}_2 = \mathbb{P}_W) \wedge b_1 = b_2$  then
      |  $\vec{v}^P = |\vec{\sigma}^P| \hat{p}^P - \vec{\sigma}^P$ 
      |  $\vec{v}^{P2} = |\vec{\sigma}^{P2}| \hat{p}^P - \vec{\sigma}^{P2}$ 
      |  $\vec{v}^{P2'} = \vec{v}^{P2}$ 
      | return INERTIA
    ▷ Same weak charge?
    else if  $w_{P1} = w_{P2} = w_{P1'} = w_{P2'}$  then
      | return  $cohesion(\mathbb{P}_1, \mathbb{P}_2)$ 
    end
    ▷ Try to antialign two  $\mathbb{P}_K$  for photon formation
    else if  $\vec{s}_{P1} \neq \vec{0} \wedge \vec{s}_{P1'} \neq \vec{0} \wedge \vec{s}_{P1} = \vec{s}_{P2} = \vec{0}$  then
      | return ANTIALIGN
    else
      | return NOPE
    end
  return REISSUE
end

```

Algorithm 25: $\mathbb{P}_X\mathbb{P}$ interactions.
Boson formation/destruction procedures.

```

▷ Match pairs.
procedure antialign( $\mathbb{P}_{vac}, \mathbb{P}_K$ ) begin
  ▷ Explore the stack
  for  $i = 0$  to  $SIDE^2$  do
     $w = (w_1 + i) \bmod SIDE^2$ 
    ▷ Test bonded candidates
    if  $\vec{o}_w = \vec{o}_K \wedge \vec{p}_w \neq \vec{p}_K \wedge b_w = b_K \wedge \text{aligned}(\mathbb{P}_w, \mathbb{P}_K, \text{true})$  then
      ▷ Swap momentum with vacuum
       $\vec{p}_{vac}^P \leftrightarrow \vec{p}_w^P$ 
       $\vec{p}_{vac}^{P'} \leftrightarrow \vec{p}_w^{P'}$ 
    end
  end
end

```

Algorithm 26: Formation of antialigned \mathbb{P} s.

Pairing refinement for photon formation is done with the help of the vacuum until a perfect match is found.

```

▷ Gluon-gluon interaction
procedure gluxglu( $\mathbb{P}_1, \mathbb{P}_2$ ) begin
  if  $t^{P1} \bmod 2 = 0$  then
     $clr^{P1} \leftrightarrow clr^{P2}$ 
  else
     $clr^{P1'} \leftrightarrow clr^{P2'}$ 
  end
end

```

Algorithm 27: Gluon-gluon interaction.

The unfiltered nature of this interaction enforces strong confinement.

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