

## Re: Have you ever wondered.....

**Source:** <http://sci.tech-archive.net/Archive/sci.physics.relativity/2005-03/0060.html>

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**From:** AllYou! (idaman\_at\_conversent.net)

**Date:** 02/28/05

Date: Mon, 28 Feb 2005 07:51:35 -0500

"Kees Roos" <croos@xs4all.nl> wrote in message  
news:4221a66b\$0\$28989\$e4fe514c@news.xs4all.nl...  
> "AllYou!" <idaman@conversent.net> schreef in bericht  
> news:SsmdnYBzhtaZEoLfrVn-sw@conversent.net...  
>>  
>> "Kees Roos" <croos@xs4all.nl> wrote in message  
>> news:421dee80\$0\$28991\$e4fe514c@news.xs4all.nl...  
>>> "AllYou!" <idaman@conversent.net> schreef in bericht  
>>> news:i--dnQjGeYp164HfrVn-vg@conversent.net...  
>>>>  
>>>> "Kees Roos" <croos@xs4all.nl> wrote in message  
>>>> news:421c1951\$0\$28983\$e4fe514c@news.xs4all.nl...  
>>>>> "AllYou!" <idaman@conversent.net> schreef in bericht  
>>>>> news:q4qdnfYjMOGSDYbfRVn-iQ@conversent.net...  
>>>>>  
> ;; Description of experiment by Allyou under discussion:  
> ;; We have a 3D vectorspace  $sm$ ,  
> ;; unit vector  $x = \text{unit vector } y = \text{toof}$ , unit vector  $z = \text{nim}$   
> ;; Moving objects in  $sm$ :  $B1$  and  $B2$   
> ;;  
> ;; As the experiment begins, we propel  $B1$  and  $B2$  in  
> ;;  $sm$  along randomly chosen, linear, non-parallel paths.  
> ;; Let's stop here. Each point along the path of  $B1$  and  $B2$   
> ;; will have a unique, three dimensional position.  
> ;; There will be an  $x$ -axis value, a  $y$ -axis value and a  $z$ -axis value.  
> ;; IOW, if we abruptly stop all motion in  $sm$  at any point,  
> ;; we'd be able to note the values of all three coordinates  
> ;; for both  $B1$  and  $B2$ .  
> ;;  
> ;; If we do this often enough, on some attempts,  $B1$  and  $B2$  will  
> ;; collide and on some they will not. On those where they do not,  
> ;; there will still be a point in  $sm$  where the paths of  $B1$  and  $B2$   
> ;; could have intersected at  $x$  and  $y$ , except that the value of  $z$  as  
> ;;  $B1$  gets to the potential intersection (think of the paths as temporary  
> ;; roads) will be different than the value shown as  $B2$  gets there.  
> ;; IOW, the value of  $X$  and  $Y$  for both marbles will be the same, but the  
> ;; value of  $z$  will not.

>;  
>; *Now, on those attempts where there is a collision, all three*  
>; *coordinate values (x-axis, y-axis, and z-axis) will*  
>; *be the same for both B1 and B2.*  
>;  
>; *Description of scenario agreed by Allyou and Kees Roos:*  
>; *p(x) are the various pictures we might take*  
>;  
>; *p(0): B1 location:  $x = 0, y = 0, m = 0$  (0,0,0)*  
>; *B2 location:  $x = 0, y = 1, m = 0$  (0,1,0)*  
>;  
>; *p(1): B1 location:  $x = 3, y = 4, m = 5$  (3,4,5)*  
>; *B2 location:  $x = 6, y = -7, m = 5$  (6,-7,5)*  
>;  
>; *End of descriptions.*  
>;  
>; *Challenge by Allyou:*  
>; *So now the only issue left to resolve is what to call that third axis*  
>; *(i.e., time or motion), and I challenge you to debate the issue with*  
>; *me.*  
>;  
>;  
>; *Debate by Kees Roos:*  
>; *-I think I have figured out what you mean when you*  
>; *call the z-axis the 'motion'-axis.*  
>; *I think you mean to say that when there has been an interval*  
>; *of progress along the z-axis, objects have moved in space,*  
>; *and that therefore the z-interval is an interval of motion.*  
>;  
>; *-Although I agree that during intervals along the z-axis*  
>; *objects can move in space, I don't agree that the essence*  
>; *of this progression along the z-axis is the motion of the objects.*  
>;  
>; *-When we look at our scenario, we see that in the interval*  
>; *between the two states, the z-coordinates of B1 and B2 have*  
>; *changed from 0 to 5.*  
>; *However, during that same interval, the z-coordinate of any other*  
>; *location in space has also changed from 0 to 5.*  
>; *If we had placed a nonmoving object at any location in space,*  
>; *its z-coordinate would also have changed in the same amount.*  
>; *Indeed, all locations in space in which there was no object at all,*  
>; *have also changed from  $z=0$  to  $z=5$ .*  
>;  
>; *-The essence of the progression along the z-axis is a property*  
>; *of space, which happens irrespective of whether anything*  
>; *moves in it or not. I.O.W. space has the property that it*  
>; *progresses along the z-axis.*  
>;  
>; *-Motion is a change of spatial coordinates.*  
>; *An interval of progression of space along the z-axis is*  
>; *an interval of 'something', during which motion (=change*

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- > ;; of spatial coordinates) of objects may or may not take place.
- > ;;
- > ;; –In physics, this progression of space along the nonspace axis
- > ;; of spacetime is called time.
- > ;; End of debate by Kees Roos
- > >> >
- > [snip]
- >
- > I think I found the cause of our continuing misunderstanding.

Implicit in that statement is your reality that you're right and that I'm wrong with no allowance for the converse. That explains a lot.

- > When you specified your 3D construct I interpreted it in the
- > mathematical sense, i.e. as an abstract vectorspace *sm*.
- > In that case your *wbt* clock does not make any sense, because
- > it is not related to *sm* in any way.
- > That's what I tried to show to you.
- >
- > However, I think I now understand that your *wbt* clock measures
- > physical universe–'motion'/'time'(we have to decide which) and
- > that *sm* relates to the physical universe.
- >
- > Before I speculate on this hypothesis, is this what you mean?

I mean that the rulers are objects which produce distances which we then use as references to measure other distances in the construct. I also mean the white marble tube are objects that produce a motion which we then use as a reference to measure other motions in the construct.