

# Re: How to build a quantum computer and time machine.

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*Source:* <http://sci.tech-archive.net/Archive/sci.physics/2008-04/msg00712.html>

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- *From:* [reactor1967@xxxxxxxxxx](mailto:reactor1967@xxxxxxxxxx)
  - *Date:* Mon, 7 Apr 2008 21:37:28 -0700 (PDT)
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A machine to look at the future or the past anywhere in time or space. I believe that people are going about it all wrong in trying to invent a system that uses mass and energy because our current technology at least at the private level is not up to speed. If all you want to do is view any place in space at any time but not go there in person then all that mass and energy is not needed. For the average person here is a real life system I believe would fit the bill for a time machine to look at the future or the past anywhere in time or space. First, we need a math system to store information say in a number no bigger or smaller than five digits. We take a piece of information. Run it through some math equations, and get a five digit number. We take another piece of information with our current five digit number and run them thru the math equations to get a new five digit number. We can do this for as long as there is information to store forever and ever always getting five digit numbers. When we decode we take our current five digit number, put it to a system to get its current information, then run it backwards thru our equations with its current information and current 5 digit number to get the previous five digit number. We take that number and run it thru a system to get its information then rerun them backwards thru the equations again to get the previous 5 digit number. Over and over again until all of the information is decoded. We are in essence storing information in time now not space. Now, we take a video camera. Film some video. Code it only half of it pixel by pixel with our five digit number system. Decode it. When we get errors in the last half of the video which we never encoded into our equations we run our equations thru and alignment process to get our equations to align with the place in time and space we are recording. When we can decode the first half of the video and the second half of the video which was never encoded into the equations now we can fast forward or reverse our equations by opening up a second set of equations to store the information the first set of equations is decoding to fast forward and reverse the video to decode the pixels to see what is happening long before the video camera was turned on and long after the video camera was turned off. Now we can take it to the next step and move the video camera around to get a system to go anywhere in time and space but that is more than im going to say here.

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On the number system i,ve been working on this for a long long time.

I

won,t give out my equations here because of their commercial value but such a system is possible using current number theory. The place value system needs replaced with a new system but base values would still be

used. The equations would also have to have relevance to time and space to bring them into alignment with time and space. More about me.

I operate a personal websight at

<http://reactor1967.fortunecity.com>

reactor1967.fortunecity.com/

Lloyd Dudley Burris

Little Rock, Arkansas

My email is reactor1...@xxxxxxxxxx

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A better example of what im talking about.

If time is static, if our fate is already sealed and we can,t change our future. Then it should be possilbe to build a map of some kind. We build this map first onto a coordinate system of time and space that is "the coordinates in space." For "Each specific time in space". On this coordinate map we have a number which applys to some number system that we can code information too or we can decode information from. That number which we decode information from gives us the events in space at that specific coordinate in space at that specific time.

Pasted, along side of our temporal coordinates is our number we decode information from. If time is truely static we should now have a clearly definded map of time and events in space. Of course if some time traveler changes something in time and space then we have to scrap our map and recreate it. But, the question holds. If time is static my theory should be valid. If time is not static then my theory runs into some problems.

Variables:

$(x, y, z) = \text{Coordinates}$   $(t) = \text{time}$   $(n) = (\text{time decode number})$   $\text{base} = 10$

$n = \text{equation to code numbers too and from.}$

Our (time machine map) would look like this  $x, y, z, t, n$

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Units of Measurement:

N = Light

We are measuring the three properties of light.

Intensity = time-averaged energy flux.

Frequency or wavelength = frequency is hertz (Hz)

Polarization. = (Brit. polarisation) is a property of transverse waves.

Lloyd Dudley Burris  
Little Rock, Arkansas

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Such a math system described here as N would have to do with an object moving against a clearly defined reference point. As the object moves we start moving our reference point with the object. Now we make some clearly defined ways to find the objects previous position using its reference point, then we start adding values to that objects position hence N which would be some number in some base. With N added to the objects position we should be able to divide the objects position with some constant and just by looking at the remainder we know what number we coded into that objects position in some base. When that is done we define clear equations for plotting the objects reference point all the way back to the original reference point. Now, we have a way to find the objects previous position with our value of N in some numerical base added to it, And, we have a way to calculate all our previous reference points back to the original reference point. Now, the last part. We pose constraints on those numbers. As we code they get bigger. Just before they start to flip over to 6 digit numbers we flip our plus and minus signs, now the numbers start getting smaller. Just before the numbers flip to 4 digit numbers we flip our plus and minus signs again and they go up. When we have finished coding all the information we wish to code we reverse all our processes here to get all the data coded out and when we are done we end up with our starting value numbers. If you have done your math right you can code an unlimited amount of information into very small numbers and when your ready decode all the information back out. The only drawback you

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would have is the amount of time it takes to decode the information. Time is the factor. The time to encode the information will be close to the amount of time to decode the information but there is no limit to how much information you can store with this system. Now, with such a system we can begin to explore distances between two variables to see the outcome of events. This is how I relate this to mathematical time travel.

$$N = X + OR - ((X - Y) * BASE - 1) + OR - N1 + OR - N2 \dots\dots$$
$$X = N$$

Is the basic equation for this numerical system. There are others. To develop equations for systems like this do this.

$$1 = 2 \text{ or } 3$$
$$2 = 4 \text{ or } 5$$
$$3 = 6 \text{ or } 7 \text{ here this describes by equation with reference point equals 1.}$$

Now if you do this

$$0 = 4 \text{ or } 8$$
$$4 = 8 \text{ or } 10$$
$$8 = 12 \text{ or } 14 \text{ Now you get a different equation with reference point equals 0.}$$

Going up to higher numerical bases things get really different.

See, with different charts you can develop different equations and using velocity, time, and distance develop really different cutting edge numerical systems and ways to read time and space.

Lloyd Dudley Burris  
Little Rock, Arkansas

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To take this a step further now we can make a quantum computer with this for our time machine because now we can code an unlimited amount

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of information between two particles of matter simply by knowing the distance between the two particles or the distance between a particle of matter and some object. Hence, now we can make quantum gates.

So, now build a table top particle accelerator and some logic circuits and interface this to a computer thru the usb port. In the particle accelerator our magnets or lasers what ever your using is designed not only to move the particles thru detectors but they can also move the particles up and down.

So, get your input for the quantum computer. Go to a particle. Read its distance(The detector detects when the particle goes by and its Height or distance). Decode that distance to see its qubit logic state. Run the input with the gate state thru a logic circuit to get the gates output and new state. Have the accelerator adjust the particles position to reflect its new state. Take our output and move on to the next particle until you get to your last quantum gate. The output goes thru a usb cable to a usb port on your desktop or laptop computer with a program running and a driver for the usb port.

You can also make a quantum memory storage device and a quantum hard drive storage device using my methods I detailed here.

As I said this is interfaced to a desktop computer or laptop because we have a quantum cpu but no motherboard. Thats ok. With a driver, a program, and the other computers resources like the monitor, sound card ect.... we can make a fully functional quantum computer.

Lloyd Dudley Burris  
Little Rock, Arkansas

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Download qbasic to run these programs. They are examples of my numerical system in action. yes folks they are real.

[http://download.microsoft.com/download/win95upg/tool\\_s/1.0/W95/EN-US/](http://download.microsoft.com/download/win95upg/tool_s/1.0/W95/EN-US/)

download.microsoft.com/download/win95upg/tool\_s/1.0/W95/EN-US/  
olddos.exe

REM COPYRIGHT C 2008 Lloyd Dudley Burris.  
REM FIRST PROGRAM

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```
REM You can not use this without my permission.
REM HIT S TO STOP AND ALT V (O OR U) TO VIEW OUTPUT!!!!!!!!!!!!!!
REM I named this one rmt.bas
REM qbasic from microsoft
v# = 5
r# = 1
CLS
t# = 0: REM t# for time
redo:
DO
t# = t# + 1
RANDOMIZE TIMER
z = INT(RND * 2) + 0
IF z = 0 THEN n = 0
IF z = 1 THEN n = 2
v# = v# + (v# - r#) + n
m# = (v# / 4) - INT(v# / 4)
m# = m# * 10
m# = INT(m#)
m2# = ((v# - r#) / 4) - INT((v# - r#) / 4)
m2# = m2# * 10
m2# = INT(m2#)
m3# = (sv# / 4) - INT(sv# / 4)
m3# = m3# * 10
m3# = INT(m3#)
m4# = ((sv# - sr#) / 4) - INT((sv# - sr#) / 4)
m4# = m4# * 10
m4# = INT(m4#)
m5# = ((sr# / 4) - INT(sr# / 4))
m5# = m5# * 10
m5# = INT(m5#)
PRINT z; "event ="; m#; v#; r#; m2#; v# - r#; m3#; sv#; m4#; (sv# - sr#); m5#; sr#; "time ="; t#
a$ = INKEY$
IF a$ = "s" THEN STOP
dist# = v# - r#
sv# = 0
lb = (v# - r#) >= 799
IF lb = -1 THEN lb2 = 1
lb3 = (v# - r#) <= 200
IF lb3 = -1 THEN lb2 = 0
DO
sr# = dist# - sv#
m# = (sr# / 4) - INT(sr# / 4)
m# = m# * 10
m# = INT(m#)
IF lb2 = 0 THEN test = (sv# >= sr#) AND (m# = 0)
IF lb2 = 1 THEN test = (sv# <= sr#) AND (m# = 0)
IF test = -1 THEN EXIT DO
a$ = INKEY$
IF a$ = "s" THEN STOP
```

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```
sv# = sv# + 1
LOOP
r# = r# + sr#
LOOP UNTIL v# >= 79999
distance# = (v# - r#)
r# = v# + distance#
DO
t# = t# + 1
RANDOMIZE TIMER
z = INT(RND * 2) + 0
IF z = 0 THEN n = 0
IF z = 1 THEN n = 2
v# = v# - (r# - v#) + n
m# = (v# / 4) - INT(v# / 4)
m# = m# * 10
m# = INT(m#)
m2# = (ABS(v# - r#) / 4) - INT(ABS(v# - r#) / 4)
m2# = m2# * 10
m2# = INT(m2#)
m3# = (sv# / 4) - INT(sv# / 4)
m3# = m3# * 10
m3# = INT(m3#)
m4# = (ABS(sv# - sr#) / 4) - INT(ABS(sv# - sr#) / 4)
m4# = m4# * 10
m4# = INT(m4#)
m5# = ((sr# / 4) - INT(sr# / 4))
m5# = m5# * 10
m5# = INT(m5#)
PRINT z; "event ="; m#; v#; r#; m2#; ABS(v# - r#); m3#; sv#; m4#;
ABS(sv# - sr#); m5#; sr#; "time ="; t#
a$ = INKEY$
REM INPUT a$
IF a$ = "s" THEN STOP
dist# = r# - v#
sv# = 0
lb = (v# - r#) >= 799
IF lb = -1 THEN lb2 = 1
lb3 = (v# - r#) <= 200
IF lb3 = -1 THEN lb2 = 0
DO
sr# = dist# - sv#
m# = (sr# / 4) - INT(sr# / 4)
m# = m# * 10
m# = INT(m#)
IF lb2 = 0 THEN test = (sv# >= sr#) AND (m# = 0)
IF lb2 = 1 THEN test = (sv# <= sr#) AND (m# = 0)
IF test = -1 THEN EXIT DO
a$ = INKEY$
IF a$ = "s" THEN STOP
sv# = sv# + 1
LOOP
```

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```
r# = r# - sr#  
LOOP UNTIL v# <= 20000  
distance# = (r# - v#)  
r# = v# - distance#  
GOTO redo:
```

---

```
REM Second program  
REM COPYRIGHT C 2008 Lloyd Dudley Burris  
REM Do not use this without my permission.  
DIM ref(1000)  
v# = 5  
r# = 1  
CLS  
FOR count = 1 TO 1000  
RANDOMIZE TIMER  
z = INT(RND * 2) + 0  
IF z = 0 THEN n = 0  
IF z = 1 THEN n = 2  
v# = v# + (v# - r#) + n  
m# = (v# / 4) - INT(v# / 4)  
m# = m# * 10  
m# = INT(m#)  
PRINT z; m#; v#; r#; v# - r#  
ref(count) = r#  
a$ = INKEY$  
IF a$ = "s" THEN STOP  
IF count = 1000 THEN EXIT FOR  
dist# = v# - r#  
sv# = 0  
DO  
sr# = dist# - sv#  
m# = (sr# / 4) - INT(sr# / 4)  
m# = m# * 10  
m# = INT(m#)  
test = (sv# >= sr#) AND (m# = 0)  
IF test = -1 THEN EXIT DO  
a$ = INKEY$  
IF a$ = "s" THEN STOP  
sv# = sv# + 1  
LOOP  
r# = r# + sr#  
NEXT count  
INPUT "Hit enter to decode"; a$  
IF a$ = "s" THEN STOP  
FOR count = 1000 TO 1 STEP -1  
m# = (v# / 4) - INT(v# / 4)  
m# = m# * 10  
m# = INT(m#)  
IF m# = 7 THEN z = 1  
IF m# = 2 THEN z = 0
```

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```
PRINT z; m#; v#; r#; v# - r#
a$ = INKEY$
REM INPUT a$ : REM To slow the decode down take out the REM at the
beginning of this line.
IF a$ = "s" THEN STOP
dist# = (v# - r#)
test = (dist# / 2) - INT(dist# / 2) = .5
IF test = -1 THEN dist# = dist# - 1
dist# = dist# / 2
test = (m# = 7)
IF test = -1 THEN dist# = dist# + 1
v# = v# - dist#
r# = ref(count - 1)
IF r# < 1 THEN r# = 1
NEXT count
m# = (v# / 4) - INT(v# / 4)
m# = m# * 10
m# = INT(m#)
IF m# = 7 THEN z = 1
IF m# = 2 THEN z = 0
PRINT z; m#; v#; r#; v# - r#
```

On Apr 7, 9:36 pm, reactor1...@xxxxxxxxx wrote:

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We are in essence storing information in time now not space. Now, we take a video camera. Film some video. Code it only half of it pixel by pixel with our five digit number system. Decode it. When we get errors in the last half of the video which we never encoded into our

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Lloyd My email is reactor1...@xxxxxxxxxx

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A better example of what im talking about.

If time is static, if our fate is already sealed and we can,t change our future. Then it should be possilbe to build a map of some kind. We build this map first onto a coordinate system of time and space that is "the coordinates in space." For "Each specific time in space". On this coordinate map we have a number which applys to some number system that we can code information too or we can decode information from. That number which we decode information from gives us the events in space at that specific coordinate in space at that specific time. Pasted, along side of our temporal coordinates is our number we decode information from. If time is truely static we should now have a clearly definded map of time and events in space. Of course if some time traveler changes something in time and space then we have to scrap our map and recreate it. But, the question holds. If time is static my theory should be valid. If time is not static then my theory runs into some problems.

Variables:

$(x, y, z) = \text{Coordinates}$   $(t) = \text{time}$   $(n) = (\text{time decode number})$  base = 10

n = equation to code numbers too and from.

Our (time machine map) would look like this x, y, z, t, n

Units of Measurement:

N = Light (Because we just want to view events in time or space.)

We are measuring the three properties of light.

Intensity = time-averaged energy flux.

Frequency or wavelength = frequency is hertz (Hz)

Polarization. = (Brit. polarisation) is a property of transverse waves.

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Such a math system described here as N would have to do with an object moving against a clearly defined reference point. As the object moves we start moving our reference point with the object. Now we make some clearly defined ways to find the objects previous position using its reference point, then we start adding values to that objects position hence N which would be some number in some base. With N added to the objects position we should be able to divide the objects position with some constant and just by looking at the remainder we know what number we coded into that objects position in some base. When that is done we define clear equations for plotting the objects reference point all the way back to the original reference point. Now, we have a way to find the objects previous position with our value of N in some numerical base added to it, And, we have a way to calculate all our previous reference points back to the original reference point. Now, the last part. We pose constraints on those numbers. As we code they get bigger. Just before they start to flip over to 6 digit numbers we flip our plus and minus signs, now the numbers start getting smaller. Just before the numbers flip to 4 digit numbers we flip our plus and minus signs again and they go up. When we have finished coding all the information we wish to code we reverse all our processes here to get all the data coded out and when we are done we end up with our starting value numbers. If you have done your math right you can code an unlimited amount of information into very small numbers and when your ready decode all the information back out. The only drawback you would have is the amount of time it takes to decode the information. Time is the factor. The time to encode the information will be close to the amount of time to decode the information but there is no limit to how much information you can store with this system. Now, with such a system be can begin to explore distances between two variables to see the outcome of events. This is how I relate this to mathematical time travel.

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