

ID ZGV-1-01

Title The Starting Conditions: Manifolds, Voids and latent 3-space

Stage 1-Creation

Abstract

The key concepts for the Zepto Gauge Variance (ZGV) model are introduced: the idea of a manifold of Void or 3-space.

Assumptions

1. The local “space” was empty other than a notional manifold defining key characteristics
2. The initial state of space was as a Void, a null-set being dimensionless, timeless and empty
3. Our manifold allowed space of 3 dimensions without limit i.e. permitted unrestricted 3D growth

Description

We exist in an expanding 3D space, with no evidence that space is not homogeneous and isotropic i.e. wherever we look, there is more “stuff” in “space” - like us. We are not unusual. We see no profoundly different group of items which might be taken as alien to our Universe.

We take this to mean - all we see is all that is and all that was - so nothing pre-existed our Universe.

Consequently, we started from an unfilled “manifold” and somehow our Universe was incarnated within that manifold. We see no evidence that this manifold was pre-occupied.

Before the incarnation of our Universe, our local manifold was a Void i.e. a null-set; empty of all things. This include size and time; before our Universe there was no sizes or times; the Void did not even contain “the zero of nothing”. The Void was a pure mathematical null-set.

However, there was a latent capacity of this empty manifold to allow, specifically, 3-space. Other forms of space were not permitted, as far as we can determine.

Pros and Cons

This is the simplest approach.

There is no proof of this.

We see 3-space, so we might conclude that this is special as the “3-ness” is homogenous and isotropic - space does not vary in dimensionality (suddenly becoming, say, 5-space at a particular point) nor does it hop to a different 3-space from place to place - the same 3-space seemingly exists throughout. Further, we know space itself is plastic so this must also be permitted.

Afterword

The blank canvas for a Creation event is now ready.