

Barrys Icosikaidigon Network Topology Design

By

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Introduction

Thank you for taking the time in reading this Scientific Work. I will be doing things a little differently in this paper.

This work will take a 22 sided polygon and use it for a rejected U.S. Design patent do to arrows in the design and incorporate this into the polygon itself and create a Scientific paper. I will be using a Color Spectrum pure and mixed colors and using light energy convert it into Electro-Mechanical Energy. This work uses a lot of visual displays instead of Equations a little bit different this time as stated above.

In my last copyright, I had the intention of writing no more but I also did not want to waste this design do to technicalities as described above so I think it is best to protect the design by Incorporating this into a 22 sided polygon and not letting work go to wasted effort, time, or energy.

Once again Thank You !

Table of Contents

Chapter 1 Design Overview

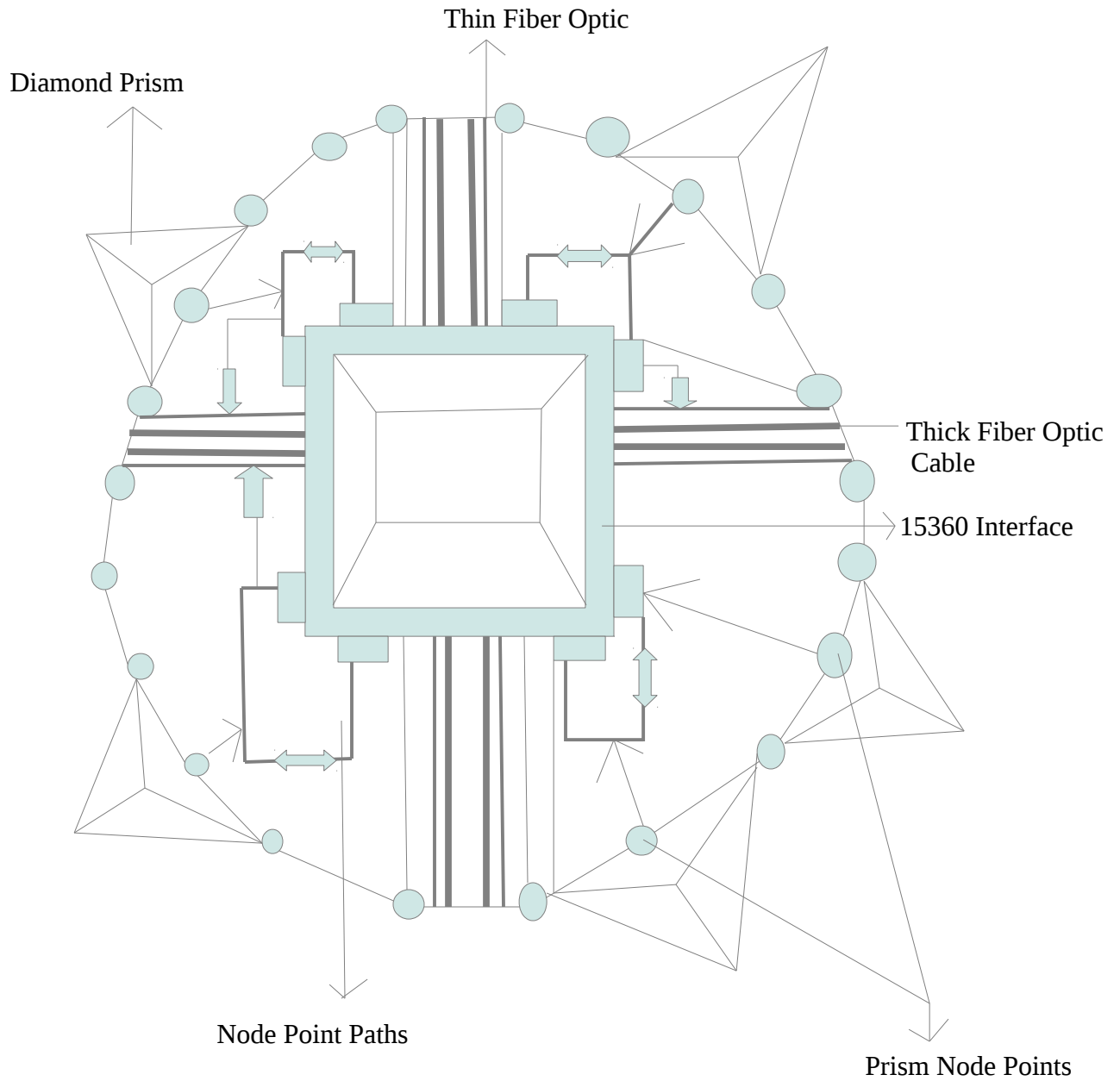
Chapter 2 Pseudo Code

Chapter 3 Final Thoughts

Chapter 1

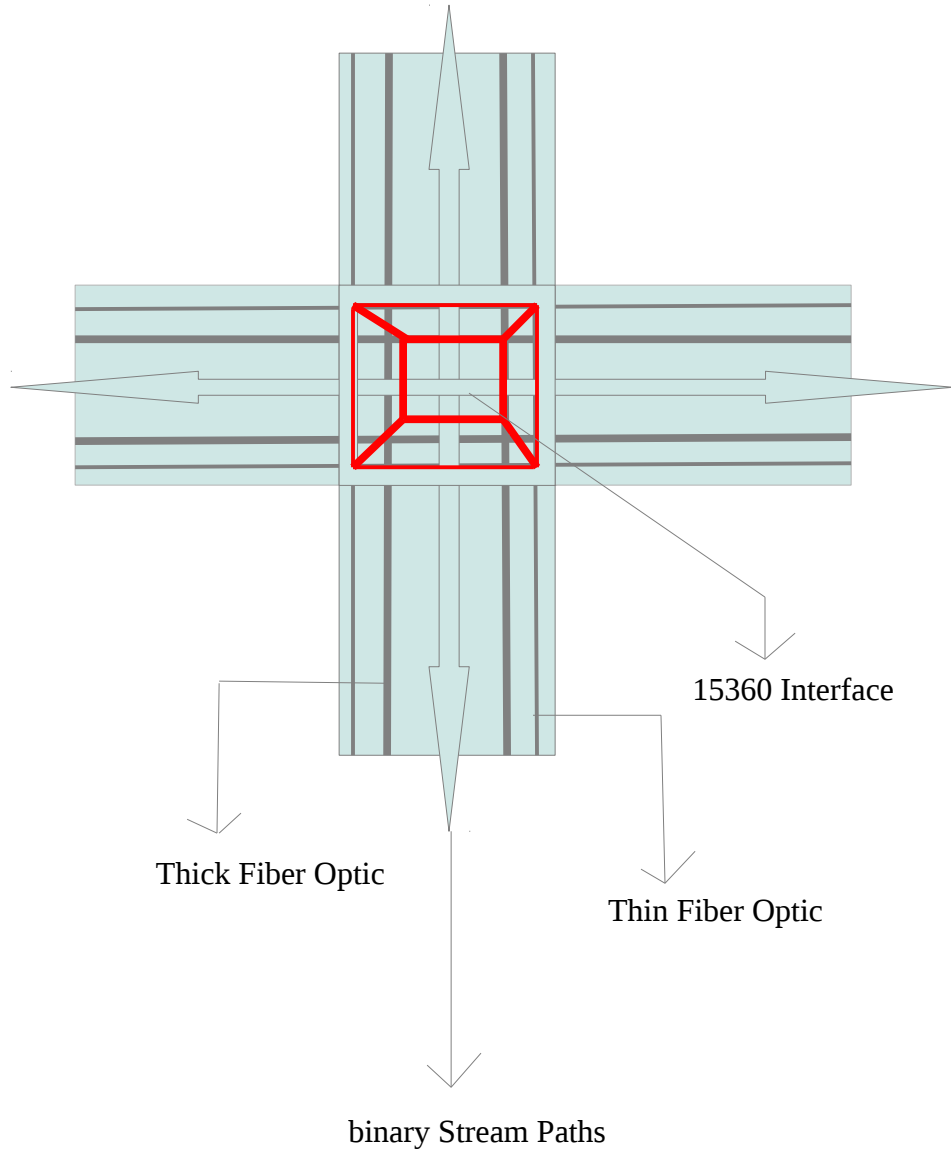
Design Overview

Diagram 1-A Full View

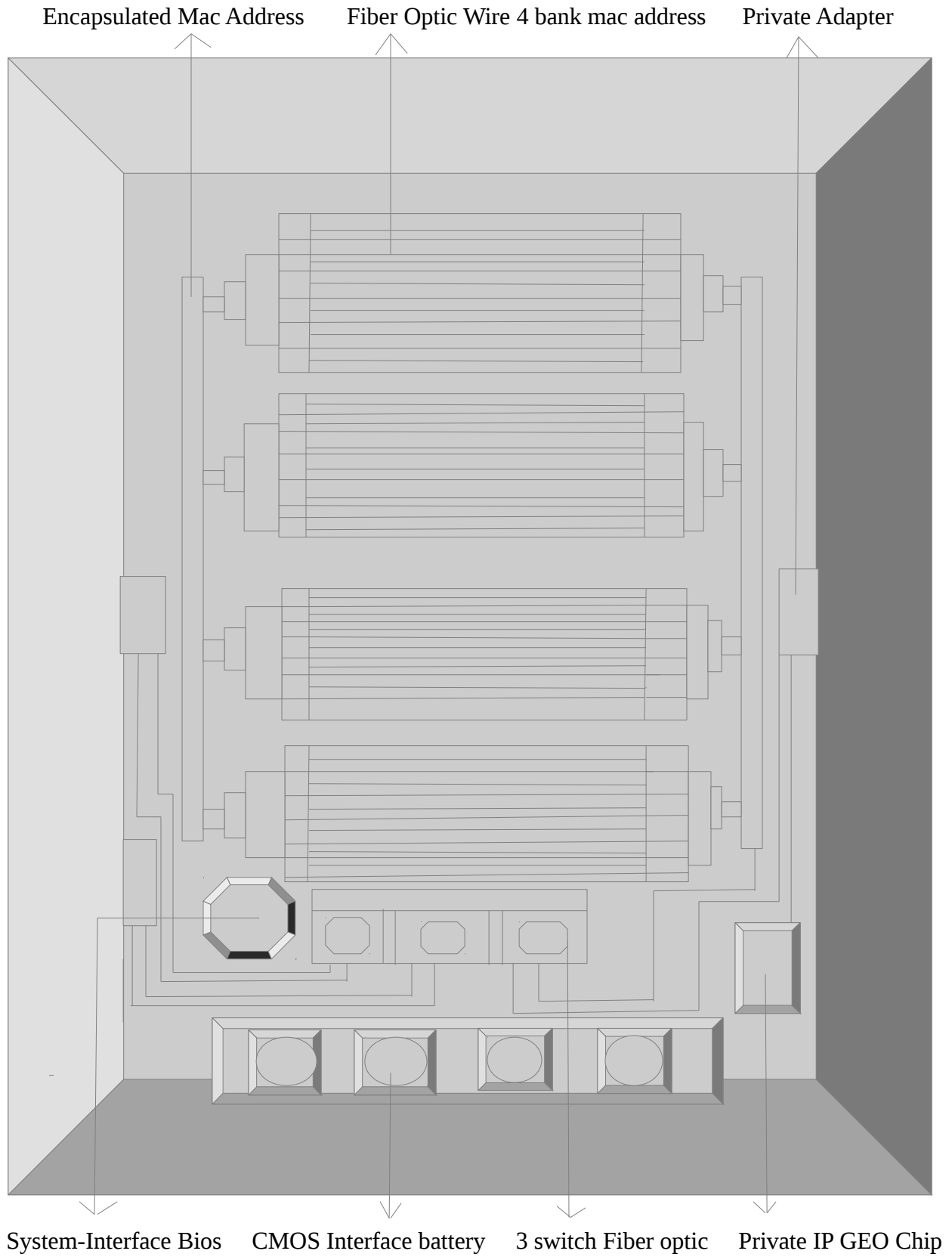


22 Points
8 Node Point Paths
5 Prism Node Points

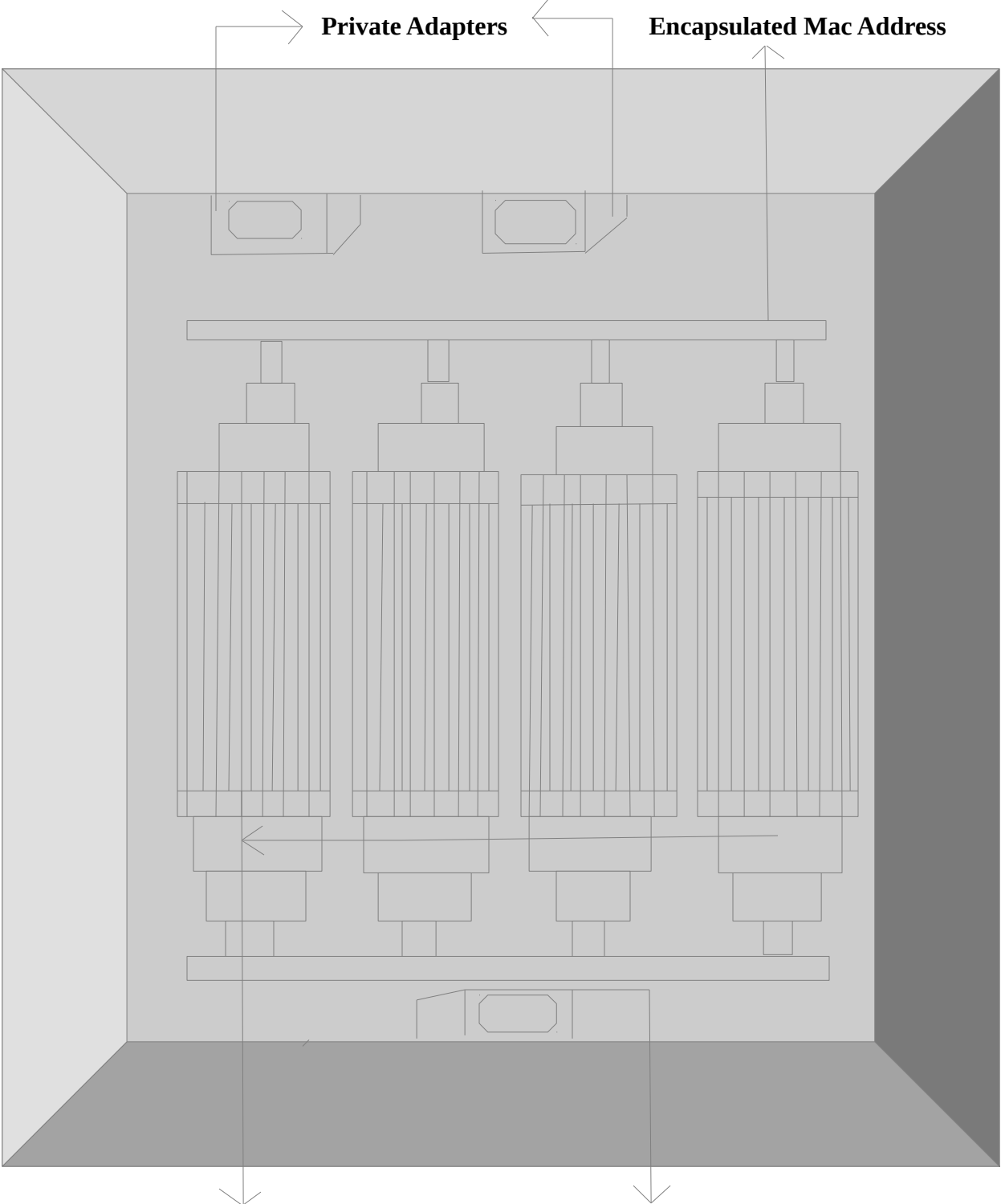
Interface 15360 Diagram 2-A



System 15360 Interface Design – 3-A



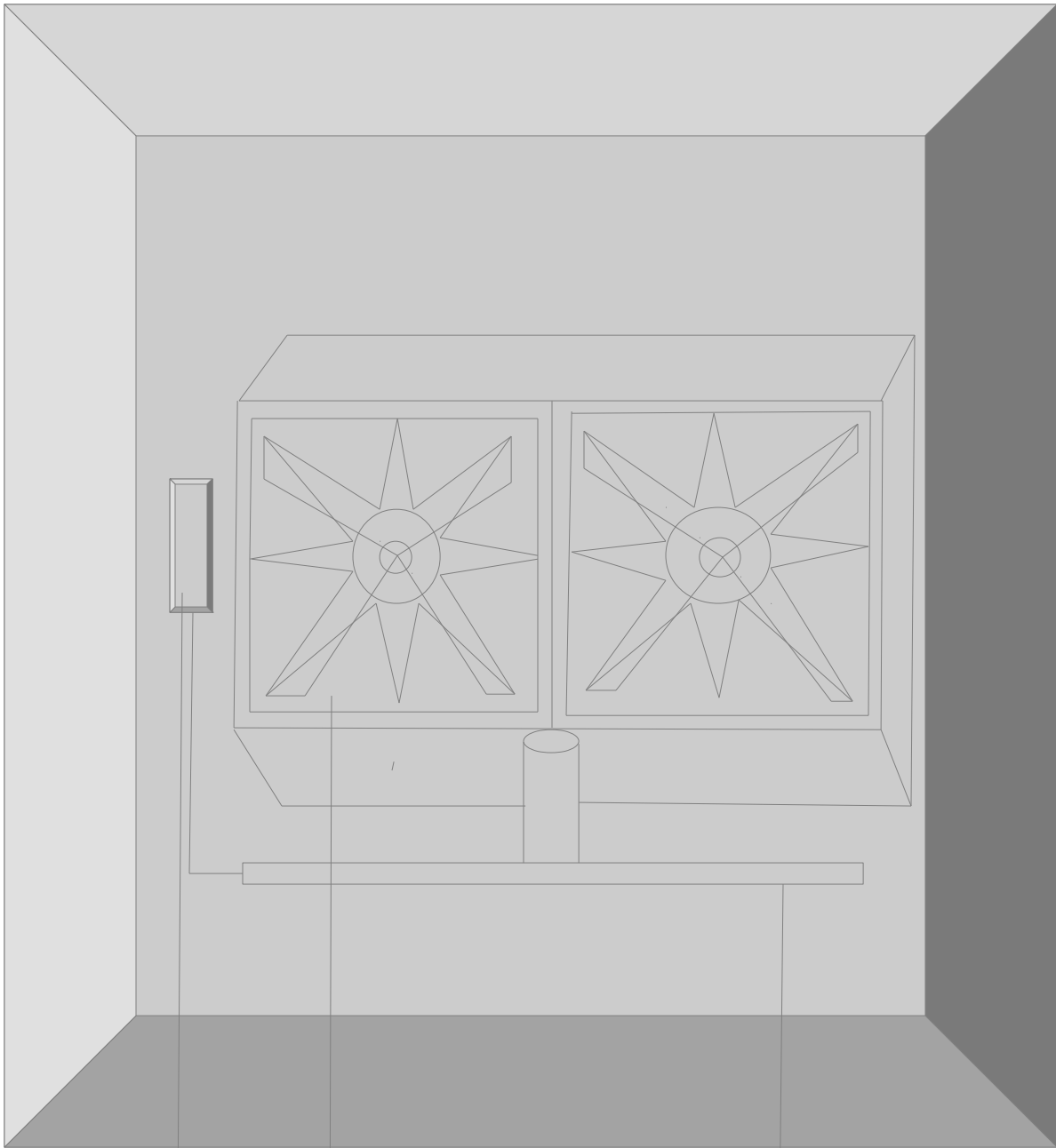
System 15360 Interface Design 4-A



Fiber Optic 4 wire bank mac address

Private Adapter

System 15360 Interface Design 5-A



Dual Interface Fan

Encapsulated Fiber Optic

Internal Fan Interface BIOS

I will now go over the layout features of these designs. The 1st diagram shows the overall Design of a 22 sided polygon. There are 5 Diamond prisms that capture light and is processed through a Prism Node point and is sent to the 8 point node point path. This is determined through a metric as to to the best path to take -Intelligent Design. The Thin and Thick fiber optic runs through the Interface much like a bus processing bits. This allows bits to contract and expand up to 15360 bits for this design.

The Interface Design is shown in figures 3-A, 4-A, 5-A. I have attempted to get a Design Patent on this but was rejected do to arrows in the “Ornamental Design” So rather than have this designated as wasted work, I have incorporated this into a 22 Sided Polygon. Some of the Design Features include Encapsulated MAC Addresses-privacy and Multiple fans to control the amount of heat through bit processing. The Interface has a separate bios so that less dependency on a main bios is not required.

The process is as follows:

- 1). Light Energy is taken in the Diamond Prism
- 2). The Diamond Prism take the Light Energy and goes to the Diamond node point it is than processed to the Node Point path and this is where it is converted to Mechanical Energy mainly bits binary strings of data.
- 3). The bus attached to the Interface uses Thick and Thin Fiber optic cable allows for multiple transmissions and receiving the binary strings expansion and contraction of binary strings of data thus it follows the principles of Dynamic and Asymmetrical Energy principles.

The 5 bit node paths process bits accordingly

a =4096

b= 4096

c =4096

d = 3072

e = reserved address bit decay and expansion

If you will notice, I have a thin and Thick fiber optic cables. A scenario would be if I wanted to compress 4096 bits I simply square root 4096.

$$\sqrt{4096} = 64 \text{ bits on a dual fiber optic network}$$

If I wanted to expand 4096 2nd power = 16777216 bits / 15360 = 1092.2666 bits this would be how many bits I can accept per chunk of data or cycles this demonstrates a better throughput than the standard 4096 bits If I take 16777216 / 4096 = 4096 bits per chunk or cycles of data. My ratio is 3.75 to 1 which shows a much better cycle ratio for the 15360 Interface design than the standard 4096 bits. The advantages are quite clear over 4096 bits which is time and energy efficiency. I also applied a practical application spatial time and expansion demonstrating a concept of Dynamic Energy that is Asymmetrical via thin and thick fiber optic with a shelled binary stream path.

In the next chapter, I will present some logic processing pseudo code.

Chapter 2

Pseudo Code

I will now present some pseudo code using color spectrum's.

Diamond Prism -table

Variable	Color	bit strength
a	Violent	1024
b	Blue	2048
c	Green	3072
d	Yellow	4096
e	Orange	5120
f	Red	6144

The next step is to create a pseudo program.

```
{  
    Load Light-Color-Spectrum-table  
    *****  
    **                                     **  
    **          Select “ Violent”          **  
    **                                     **  
    **          Select “ Blue”            **  
    **                                     **  
    **          Select “ Green”           **  
    **                                     **  
    **          Select “ Yellow”         **  
    **                                     **  
    **          Select “ Orange”        **  
    **                                     **  
    **          Select “ Red”           **  
    **                                     **  
    *****
```

```

X = 15360
if color spectrum = " Violent"
goto 15360-calculation
    else if
        color spectrum = " Blue"
goto 15360-calculation
    else if
        color spectrum = " Green"
goto 15360-calculation
    else if
        color spectrum = " Yellow"
goto 15360-calculation
    else if
        color spectrum = " Orange"
goto 15360-calculation
    else if
        color spectrum = " Red"
goto 15360-calculation
    else if
        exit}

```

Diamond-color-spectrum-Module

15360-Calculation

If $x = a$ than $15360 / 1024$ else

if $x = b$ than $15360 / 2048 * 7 + a$ else
rem color-spectrum uses a mixture of a and b

If $x = c$ than $15360 / 3072$ else

if $x = d$ than $15360 / 4096 * 3 + C$
rem color spectrum uses a mixture of d and c

If $x = e$ than $15360 / 5120$ else

if x = f than $15360 / 6144 * 2 + C$
rem color spectrum uses a mixture of f and c

Rem this calculates the color spectrum to obtain 15360 bits using either a pure color or mixed color spectrum depending on the calculation.

Else
exit
end

The main idea is to take 15360 bits and using a color spectrum table calculate the bit usage match it up with the colors and or mixtures and allow it to pass through the Prism Node points to the Node point paths which than becomes Mechanicalized in simpler terms taking a color spectrum from light energy and converting it to Electro-Mechanical Energy-voltage-bits-bytes-frames-packets for Interface processing.

I will next present my final thoughts in the next chapter.

Chapter 3

Final Thoughts

Final Thoughts

The purpose of this project served a two fold purpose and they are :

- 1). Taking a rejected Design Patent, and making it useful into something else by incorporating it into a higher dimension polygon and using the color spectrum.
- 2). Showing visually how I can use light energy to create a Network topology Design and than converting it into Mechanical Energy.
- 3). Demonstrating a concept of Expansion and Contraction using a double tunneling effect.

I recently watched on Nova the process of Quantum Mechanics along with Cryptography using optical lens. The machine used was very big and cumbersome and looked like it needed some further development refinement the technology appears to be present but to create it on a Industrial Scale made need to be enhanced that is why I think that using different hashing and Algorithms along with increasing bit Architecture for Elliptic Curves and RSA may solve the problem until the Quantum Computers become a little better refined. As demonstrated, I showed how I can increase the bits and cycles of data to fill in a gap that is not presently being done or ignored. The Interface Design protects MAC addresses Encapsulated and promotes Data Privacy and Security.

The purpose of this is to demonstrate a product concept that helps people not hurt them in securing there information better.

I would like to thank you for taking the time in reviewing this work. If you like this other Published works are located on www.PublishResearch.com .

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