

Barrys Icosikaitetragon 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 24 sided polygon and use it for a rejected U.S. Design patent do to arrows in the design and incorporate this into the Interface 16384 Design itself and create a Scientific paper. I will be using light energy convert to it into Electro-Mechanical Energy. This work uses a lot of visual displays and creates a new math equation that is applicable to Physics, Math, and Computer Sciences in the realm of IP Packets and or Physics.

This is the 2nd Design patent that was rejected do to technicalities so I think it is best to protect the design by Incorporating this into a 24 sided polygon and not letting work go to wasted effort, time, or energy.

Once again Thank You !

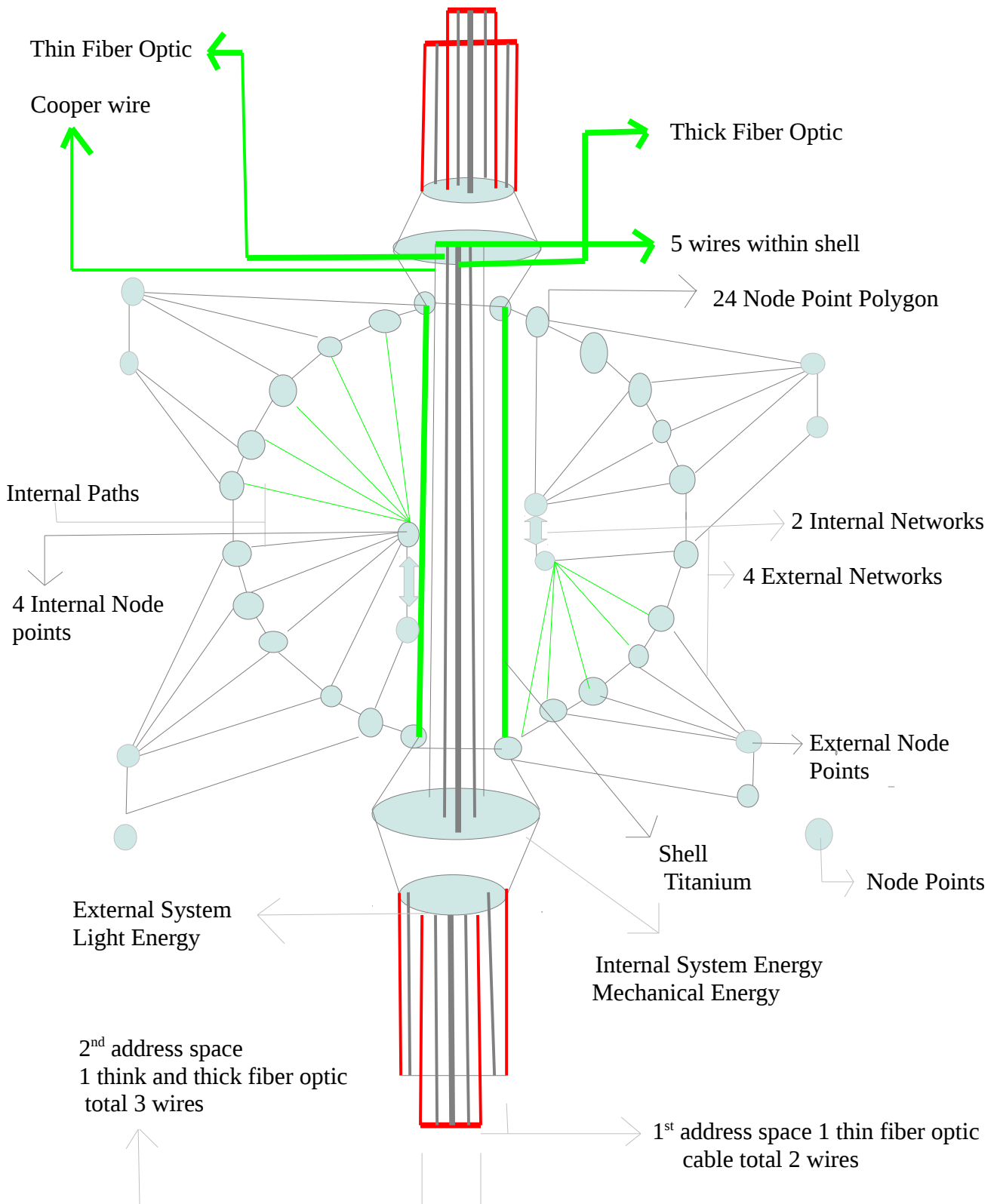
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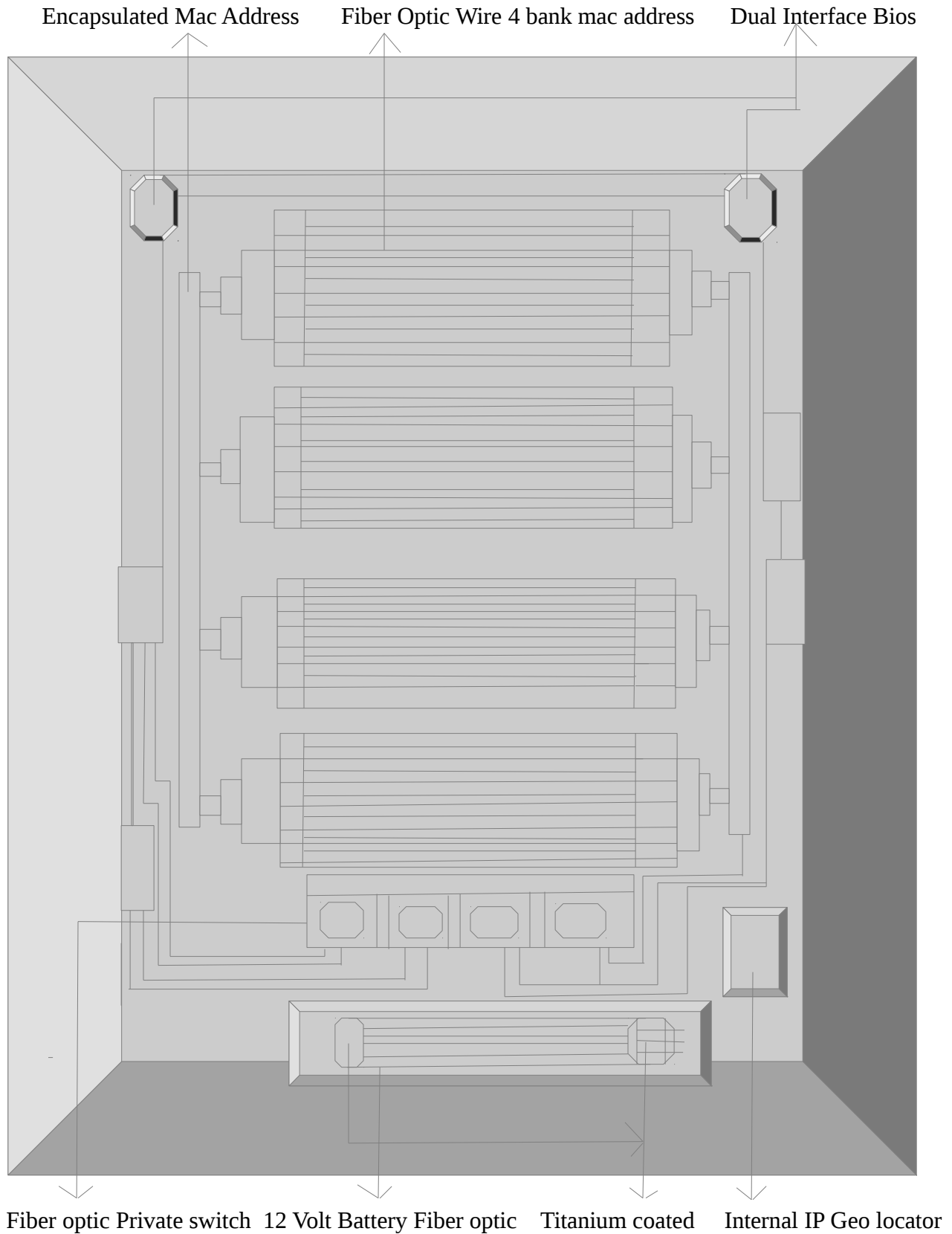
Chapter 1

Design Overview

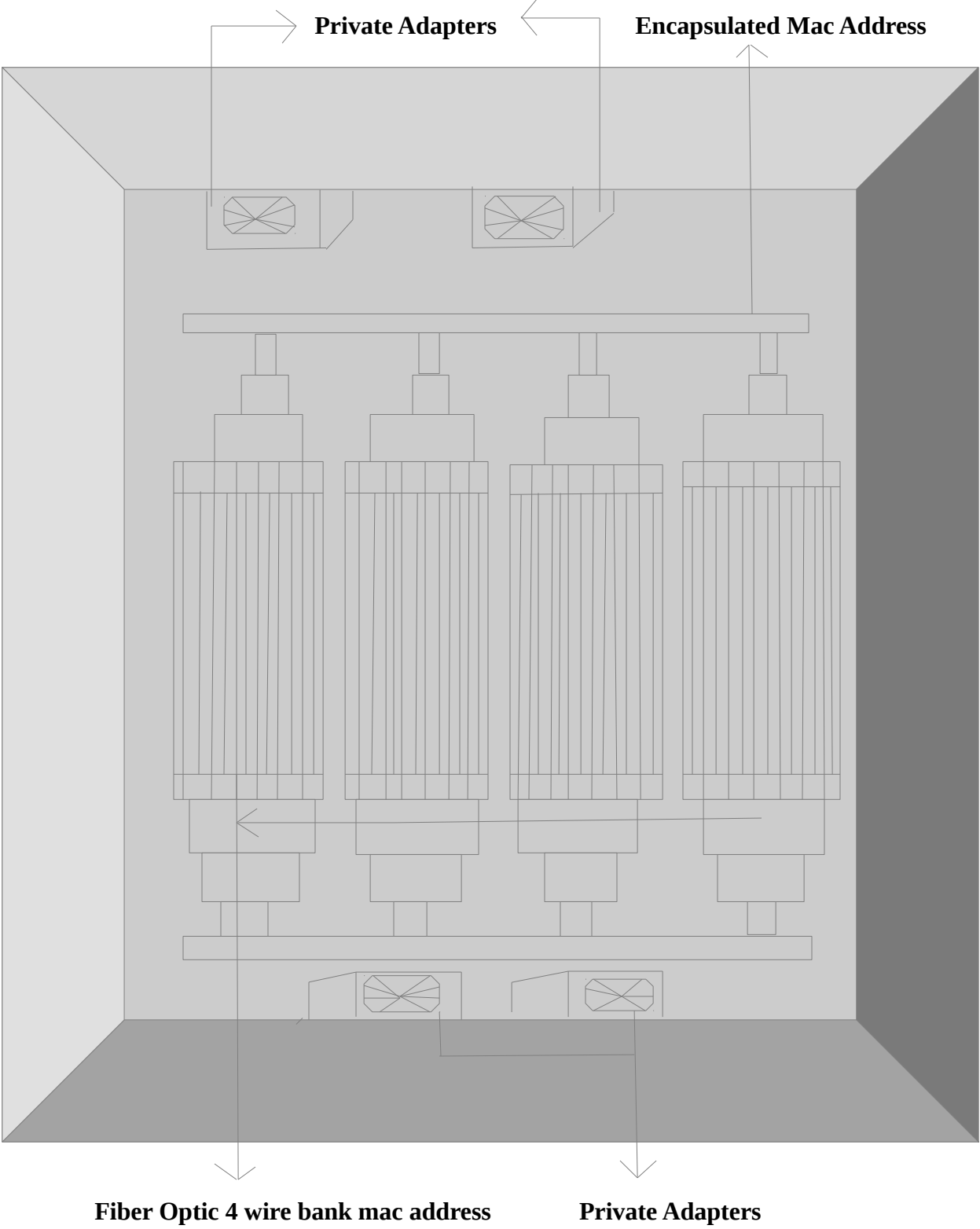
Network Topology Full View 1-A



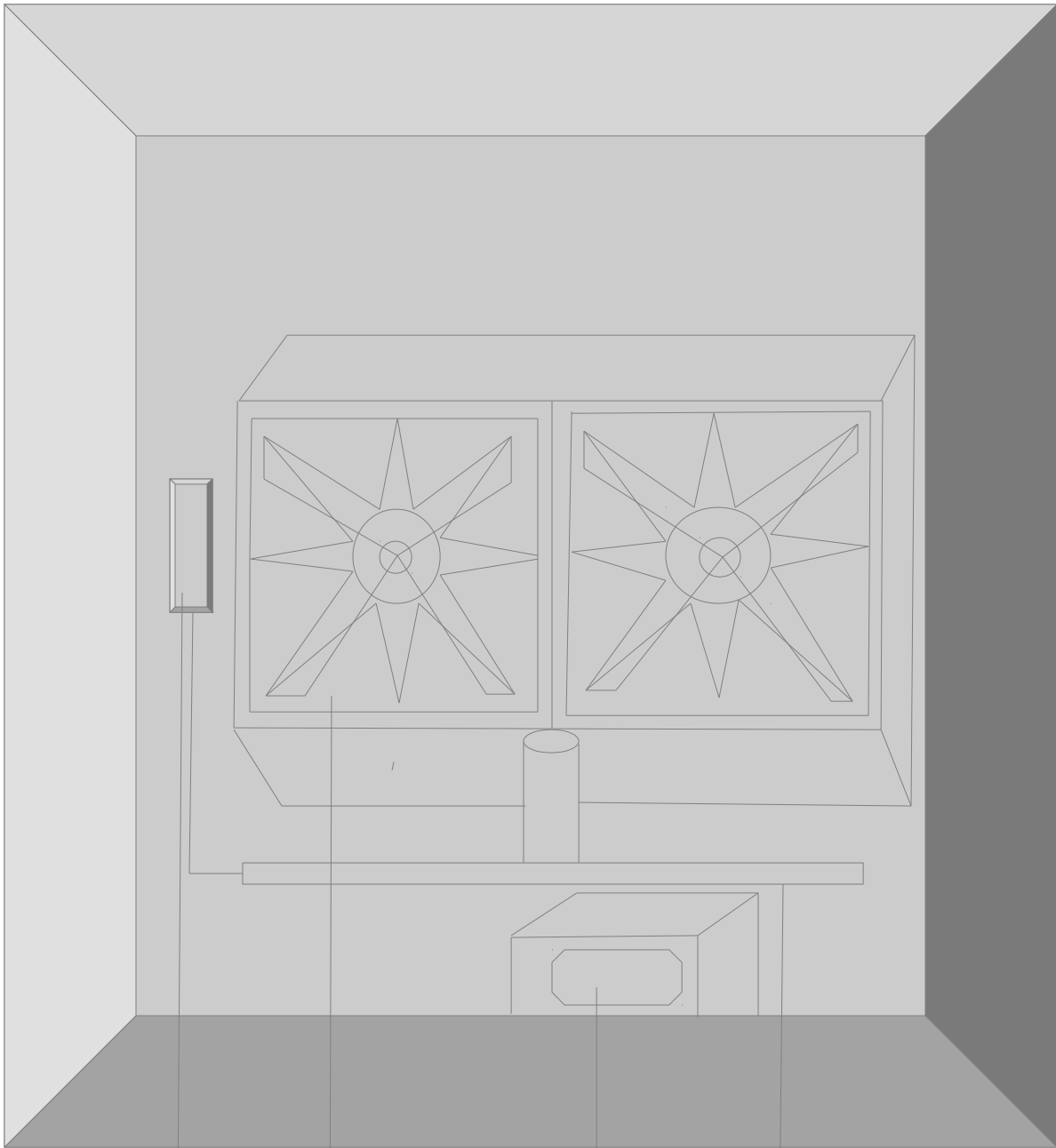
System 16384 Interface Design – Top View Figure 2-A



System 16384 Interface Design Left Right Side View Figure 3-A



System 16384 Interface Design Rear View Figure 4-A



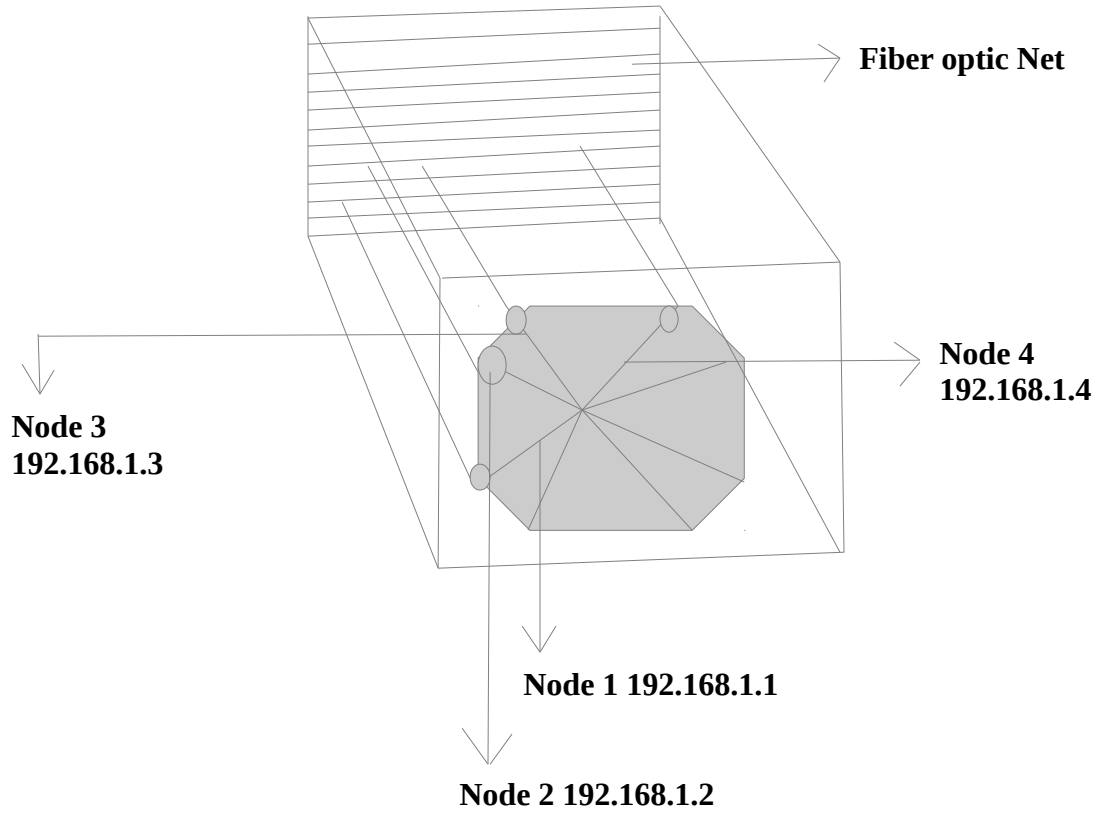
Internal Fan Interface BIOS

Dual Titanium Interface Fan

Private Raid Adapter

Encapsulated Fiber Optic

System 16384 Interface Design View Figure 5-A



Review of Features

I would now like to present some features of this work. The 1st is I created a 24 side polygon to interface with the System 16384 Interface Design by implementing a Network Topology Design.

The diagram labeled Network Topology 1-A has the following features:

- 4 External Networks
- 2 Internal Networks
- 8 external Node points outside the 24 point polygon
- 4 Internal Node Points
- 1 Titanium Shell inside 5 wires
- 2 Cooper Wires
- 2 Thin Fiber Optic
- 1 Thick Fiber Optic
- 2 External Light Energy System
- 2 Internal Mechanical Energy System
- 2 Address spaces

As you can see this is a complex Design, The External Node Points collects the Light Energy and sends it to the External Light Energy System. The next step is to convert to Bits-Mechanical Energy vi Internal Mechanical Energy System. The 24 point polygon takes the Mechanical Bits and sends it to the Internal Node points where it is processed to the System 16384 Interface Design.

I would like to call your attention to the Titanium shell with 5 wires and the configuration.

Physical medium	bits per wire	total number of bits-mechanical
Cooper	1024	2048
Thin Fiber optic	4096	8192
Thick Fiber optic	16384	16384

The outer shell consist of the two cooper wires producing 2048 bits the inner shell produces with Thin Fiber optic wire 8192 bits and the Thick Fiber Optic produces 16384 bits for the maximum amount that will interface with this particular Design and or specifications.

The 2 address spaces depending on the Metric either allow for fast or slow processing if System Bottlenecks appear which leads us to a new Mathematical Equation in the next chapter. Please take the time to view the Address space configuration below.

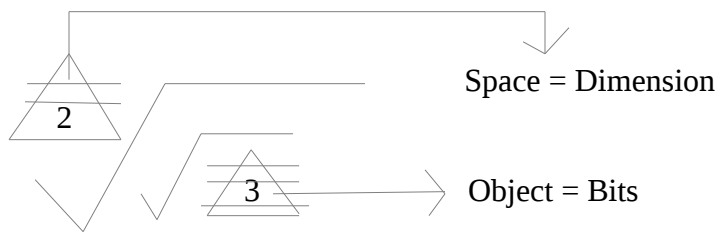
Address Space	Shell	Physical Medium	Total Bits
1	Outer	Copper	2048
2	Inner	Thin Fiber Optic	8192
2	Inner	Thick Fiber Optic	16384

Chapter 2

Mathematical Equation

Practical Application

I would now like to present a application and a theory to my proposed Math Equation. I always believed that in order to create a math Equation a application must be presented along with Theory to make a solid foundation.



I will take the total number of bits and compress it 3 times and than take the address space and compress it twice.

The Equation is written as follows

$$\text{Barrys Mechanical Space} = \left\{ \sqrt{\triangle 2} \text{ Space} \right\} * \left\{ \sqrt{\triangle 3} \text{ Object} \right\}$$

$$\text{Object} = 8192$$

$$\text{Space} = 8192$$

$$\text{Barrys Mechanical Space} = \left\{ \sqrt{\triangle 2} 8192 \right\} * \left\{ \sqrt{\triangle 3} 8192 \right\}$$

I made the space = bits so that fans of the Big Bang Theory can see where this is going. This Equation can be applied to Physics as well and will be demonstrated in the next chapter.

$$\text{Barrys Mechanical Space} = \{ 9.51365692 \} * \{ 3.084421651 \}$$

$$\text{Barrys mechanical Space} = 29.344129384$$

The Compressed Energy showed Dynamic and Asymmetrical Energy from Constant to Dynamic in this Event or Example. If this was applied to different Universes and or Dimensions this Equation would refute the Big Bang Theory. I have created a practical solution for using IP Packets using a shell within a shell {Address space} and how bits {objects} can be compressed to access the tunnel.

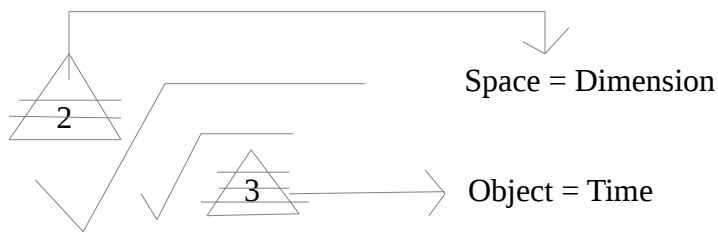
In the next chapter, I will apply Light Energy.

Chapter 3

Mathematical Equation

Theory Application

I would now like to present a application and a theory to my proposed Math Equation. I always believed that in order to create a math Equation a application must be presented along with Theory to make a solid foundation.



I will take the total number of bits and compress it 3 times and than take the address space and compress it twice.

The Equation is written as follows

$$\text{Barrys Mechanical Space} = \left\{ \sqrt{\triangle 2} \text{ Space} \right\} * \left\{ \sqrt{\triangle 3} \text{ Object} \right\}$$

$$\text{Object} = \text{Time} = 186000$$

$$\text{Space} = \text{Dimension} = 186000$$

$$\text{Barrys Mechanical Space} = \left\{ \sqrt{\triangle 2} 186000 \right\} * \left\{ \sqrt{\triangle 3} 186000 \right\}$$

$$\text{Barrys Mechanical Space} = \{20.767213897\} * \{4.557105869\}$$

$$\text{Barrys Mechanical Space} = 94.638392333$$

This shows space is compressed to represent two dimensions and time is compressed three times so Energy within different dimensions as Asymmetrical not Equal to the 1st Dimension 'therefore, to state the Universe suddenly appeared without a serious discussion about different dimensions with different levels of Energy is illogical and not consistent with Science.

I will now present my final thoughts on this paper.

Final Thoughts

Chapter 4

I have taken a rejected Design Patent and created a Network Topology Design to interface with the 16384 Interface Design also I created a practical and theoretical Mathematical Equation that can be used and applied to Physics and Computer Sciences IP packets.

The next item is briefly going over the process by taking External Node points Light Energy collecting Data and using a External System to interface with Internal System Electro-Mechanical Bits. The Internal System uses the 24 point polygon to find the best metric to interface with the Internal Networks this in turns access the 16384 bit interface design.

In conclusion, A lot of opportunity and possibilities are available in this design because it incorporates and opens doors to many ideas and demonstrating practical and theoretical applications that meet the 21st Century demands for Complex System Designs and Interfaces.

Thank you for taking the time in Reading this Science based work.

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