

Title: Redefining light density inverse squared law

Abstract: This article aims to invalidate light density inverse squared law , and solve the problem of light density for distance values beyond its range.

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Article:

In light density equation , light density is inversely proportional to squared distance d , But this is wrong, even though light beyond its range equals zero, according to this inverse squared law light density shouldn't ever be zero.

This contradiction refers to the equation as being merely mathematical. mathematically we have infinite numbers . physically we don't. Beyond light density range, not all values of distance r are acceptable

For the equation to be physically as well as mathematically we have to consider that light didn't yet reach places in the universe, $1/d^2$ can't express this , the graph of $1/d^2$ gives options to all possible values of d to infinity which is wrong.

The graph of the equation $1/d^2$ can't be infinite , infinity is unreachable. It should have a real number length increases and continues forever.

The idea is we have a graph let say $y=x^2$ it starts at $y=0$ and $x=0$, this graphs moves “ let say we are drawing it” at particular speed, in away that we always have start “ the origin”an end or edge point for it.

Let's use Lorentz transformation to derive the true equation of light density .We will then have another co-ordinate system , we put its origin at the end or edge of the graph $1/d^2$, the graph $1/d^2$ edge won't exceed the another co-ordinate system , i.e we won't have any graph at the other co-ordinate system. The new co-ordinate system has certain speed at which the new co-ordinate origin will always be at the end of the graph.

In fact light density exist within its range , but beyond its range, density equals zero regardless of the value of x^2 , since that graph doesn't actually exist and $x^2=0, y^2=0, z^2=0, t^2=0$, there is not time elapsed nor stance traveled, the events for light beyond its range are in the future they didn't happen yet

The new co-ordinate system starts at the event of light emission , within light range are past event, beyond its range are future events that didn't happen.

We could use the transformation for speed of objects speed of an object at distance it traveled equals a certain value, speed of this object at places it didn't reach equals zero ,because the time elapsed in the future equals zero “ it didn't spend any time “ and the distance it raveled is also zero”it didn't travel any distance. At any time we measure this future time and distance , speed is always zero since the object will be at stationary “ speed zero” ,at each moment its graph will be at the origin , it just started to elapse its future time.