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The Graphical Presentation of 4-Dimensiona Spacetime Worldline and the Existence of Objects Inferred from the Worldline

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Since we do not know how to draw a 4-dimensional graph, Minkowski compressed his (x,y,z,t) model to (x,y,t), and using spacetime light cone to represent 4-dimensional space graph. But such light cone brings lots of problems and errors. We showed some in the paper. To overcome that, we developed a new method to draw a real 4-dimensional spacetime graph. From the application of such method to draw multi-world lines in one graph, we were hinted to develop the Law of Existence of Objects: an object only exists at the "present" moment.

Author: Dr WU, Yuxiang (retired)

Presenter: Dr WU, Yuxiang (retired)

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