

## Disproof of Gravity

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The standard particle model has yet to find any evidence of Gravity. This is most concerning since gravity is used by most modern equations. Great particle accelerators have hunted for any signs of gravity. None found!

There are several ways to disprove gravity.

1) Experimentally

One simple experiment shows there is no gravity. The Helium Balloon. It rises. How is this possible? Classical Mechanics shows that Force equals the Constant of Gravity multiplied by the Mass of Object 1 multiplied by the Mass of Object 2 divided by the Distance between the two masses raised to the second power.

$$F=GM_1M_2/r^2$$

With this logic, the mass of the Earth is so great that the helium balloon would have no choice but to be attracted to the Earth. We have mass 1 pulling on mass 2 and mass 2 pulling on mass 1.  $F_1 = F_2$ . This is just wrong. The force of the balloon that pulls the Earth is not equal to the force that the Earth pulls on the balloon. It would not rise. What we see in the experiment that the helium is rising to meet its level of density.

2) Commutative

The mathematics of gravity is a concept called Zero Point Mass. This is a mass without a volume. This is not found in the universe. The main problem here is the reduction of 3 dimensional densities to 0 dimensional masses. Once a density is reduced to a mass, the mass cannot be returned to the original shape of the density. So we cannot cube a zero and get anything but another zero. This breaks the commutative properties of addition.

Let's look at some of the equations and how gravity fails at a fundamental level.

$F=ma$  : Force equals mass times acceleration.

We have a zero dimensional mass \* a 2 dimensional vector and that does not equal a 3 dimensional field. So the main axiom of gravity fails the commutative test.

This alone should disprove gravity.

$F = G(M_1*M_2)/r^2$  : Force = The constant of Gravity \* (The zero dimensional mass 1 \* The zero dimensional mass 2) / The 3 dimensional length between them squared. So every object pulls every other object. The dimensional problem occurs again.

A constant is what is used to fill in the gaps. When things do not work the way we want them to, we just add a constant to fix the problem. When the equation no longer works, we change the constant's value.

Physicists know about this problem. They created gravity waves and shell modeling to compensate for the dimensionless mass. But gravity is still dimensionless. The dimensionless mass cannot create a 3 dimensional shape.

We all know that gravity collapses under the scrutiny of the tiny. Quantum level objects do not show any signs of gravity. The particle accelerators prove this. They have yet to find any force that works as gravity is described.

### 3) Gravity fails the multi-body test.

Gravity can only compute the force between 2 objects. Any equation that uses a sum of objects fails in this way. First the two objects force is computed then the third body is computed with the resultant of the first two bodies. Then that resultant is computed with the 4 body... That is how summation works. The problem is that the distance between object 1 and 2 is not evaluated in the next iteration.

### 4) Gravity and Complex Systems.

Let's look at a hurricane that is traveling over the ocean. The spinning winds cause rotation in the ocean. The low pressure of the storm causes a bulge upward in the ocean. Heat and pressure are two of the main variables in this system. As the temp increases it decreases the pressure of the storm, causing an increase in intensity in the storm. The heated air is forced up the eye wall. This is an example of a temperature/pressure force on density. It is not possible for gravity to describe this system, with or without spheres.

### 5) Questions posed by others:

- the rain fall because of gravity.
- the rain occurs because of water vapor cooling (temperature going closer to the dew point).
- the rain formation in itself is a very complex phenomena.
- the dynamics of rain formation depends on the presence of aerosols and fine particles.
- the dynamics of rain formation also depends on complex collision and coalescence phenomena.
- the ascending motion of air is driven by gravity on all parts of the atmosphere.
- this ascending motion is also affected by the Coriolis force.
- this motion is affected also by the drag of rain.
- this motion is also affected by the detailed geometry of the hurricane.
- the fluid dynamics itself exhibits an incredible complexity, like turbulence and instabilities.
- the term "T" in the Navier-Stokes equation above hides a lot of complexities that often still need to be understood.
- heat exchange plays an important role, yet it is not simpler than the fluid dynamics.

- the rain fall because of gravity

Rain falls because as cold water it is more dense or less buoyant then the surrounding air.

- the rain occurs because of water vapor cooling (temperature going closer to the dew point).  
Yes, that is one way of looking at density and Buoyancy

- the rain formation in itself is a very complex phenomena.

Yes

- the dynamics of rain formation depends on the presence of aerosols and fine particles  
Yes, the mixture of dirty water causes it to be a more dense mixture.

- the dynamics of rain formation also depends on complex collision and coalescence phenomena.

Yes again, as the less dense gas collides with other gases, their temperature reduces and the

gas becomes liquid. This process occurs until the liquid water is heavier than the force of the updraft.

- the ascending motion of air is driven by gravity on all parts of the atmosphere .

No. The ascending motion of air is due to the changes in temperature. The air heats at the ground and rises. As it rises it cools and becomes liquid again. The liquid water is more dense than the surrounding air.

- this ascending motion is also affected by the Coriolis force .

There are only 4 forces, Gluon - nuclear, W Boson - magnetism, Z Boson - electricity, and the Photon - heat. Those are the only forces that have been experimentally shown.

- this motion is affected also by the drag of rain

Of course, As rain falls it drags against the updraft. This is the friction that removes the heat from the air. Heat radiates to cold.

- this motion is also affected by the detailed geometry of the hurricane

The motion is the geometry of the cyclone. Geometry is a snapshot in time of an object.

- the fluid dynamics itself exhibits an incredible complexity, like turbulence and instabilities

The whole system is buoyancy. Buoyancy is only fluid dynamics. As a matter of opinion, everything is fluid dynamics.

- the term "T" in the Navier-Stokes equation above hides a lot of complexities that often still need to be understood

Like G, they change T frequently. These changes of G try to mimic the evidence. Just change the constant and you will get what you want to see.

- heat exchange plays an important role, yet it is not simpler than the fluid dynamics

Heat exchange is intrinsic to fluid dynamics. You cannot remove heat from the fluid dynamics problem.

- yet, suppress gravity and there are no hurricanes anymore

One cannot suppress gravity. Gravity is not real. It's an old model of how objects move. Evidence has forced major changes in gravity. There is no supporting evidence of a graviton. It is like the Higg's boson. Something that was built to try to explain interactions, but it does not.

6) Silly paradoxes created by gravity.

- a. Black Holes are easily disproven by Crothers at [sjcrothers.plasmareources.com](http://sjcrothers.plasmareources.com)
- b. Worm holes/Time travel
- c. Parallel Universes
- d. Relativity
- e. Flat universe
- f. Graviton decay
- g. Higg's Boson

Kepler's 3 laws are more in line with how planets orbit the sun. This is because of the Sun's motion around the galaxy. This causes the elliptical shape of the orbit. Not gravity. Gravity cannot explain 3 body interactions. If the equation has a G in it then it is a Zero Point Mass system and that does not exist in the universe.

The rules of the universe are simple. An atoms position in a system is based upon its density in relation to the surrounding densities and the changes in magnetism, electricity and temperature. Density is the most important function in determining the position of an object. Density is the vibration intensity within a volume in relation to the density of the surrounding medium.