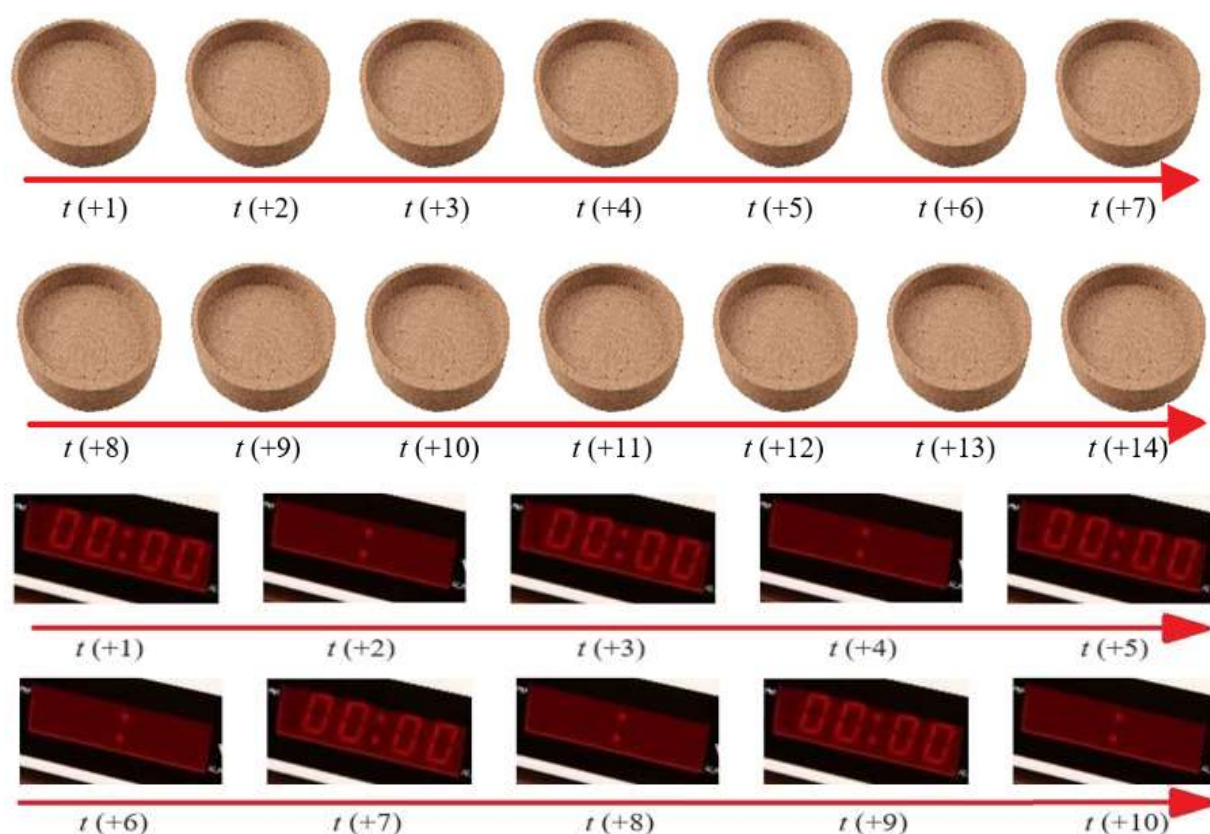


Einstein, the Stationary Coaster, and the Digital Clock: The Visual Perception Observes Stationary Coasters Moving in Time



Caught In A Line

The explanatory model of all motoric movement actions

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<https://www.researchgate.net/profile/Nj-Mol/research>

<https://www.explanatorymodel.nl/common-daily-actions/placing>

Introduction

In the dynamic world of visual perception and theoretical physics, seemingly simple objects like a stationary coaster and a digital clock reveal surprising insights. This article explores how our visual system always perceives all environmental objects moving in time but can interpret them as static objects. By examining examples such as the blinking zeros of a digital clock and the static edges of a coaster, we discover that our brains perform complex computations to understand stability and motion. The major ecological breakthrough encompasses the fact that stationary environmental objects are perceived in an identical manner to moving objects within the vista. These discoveries have profound implications, not only for visual cognition but also for our understanding of space and time, as outlined in Einstein's theory of relativity. This introduction invites you to explore the fascinating cross-pollination of psychology and physics, where the boundaries between perception and reality blur.

The Example of the Digital Clock

Consider the example of a digital clock where the zeros flash after a power outage. When the clock starts working again, the zeros blink on and off in exactly the same place. This example illustrates an important principle. The visual perception of the first set of zeros has no relationship with the later perception of the zeros, except for their identical position. This phenomenon illustrates how we perceive zero-movement in timeline segment shapes. Stillness can only be perceived through the active comparison of all observations over time, which allows us to deduce that stationary environmental objects within a vista are perceived as actively as moving environmental objects.



Perception of a Stationary Coaster

We perceive a stationary coaster in an identical manner to the flashing zeros on a digital clock. The coaster's edges and contours do not change position over time. This lack of movement signals to our brain that the coaster is stationary. Just as with the zeros on the clock, the perception of the coaster at any given moment $t(x)$ in time has no direct relationship with the perception of the coaster at subsequent moments $t(x+n)$ in time. Each moment is perceived independently, yet the consistency of the cup's position reinforces the perception of stillness.

1. Static Line Segments:
 - The static nature of the edges and contours of the coaster creates a visual perception of stillness. These features remain in the same position, indicating zero movement.
2. Positional Data Consistency:
 - Each point on the coaster's surface is linked to its previous and subsequent positions in time. This consistent positional data ensures that the coaster appears stationary, as there is no disruption in its positional continuity.

3. Perceptual Continuity:

- Our visual system continuously processes these stable elements, reinforcing the perception of the coaster as stationary. This perpetual perception is key to understanding how we interpret zero-movement within zero-movement line segment shapes.

Ecological and Visual Perception

According to Gibson's theory of affordances, the physical properties of our environment provide opportunities for action and perception. Our visual system has evolved to take advantage of these affordances. Light and moving space are intrinsic parts of our surroundings, and organisms have ecologically and organically developed mechanisms to interact according to these elements. The premise of the explanatory model encompasses the key idea that every environmental object's actual position $P(0)$ at time $t(0)$ within a vista is connected to its manifest positions $P(-x)$ at time $t(-x)$ and future (latent) positions $P(+x)$ at time $t(+x)$, and thus is always confined within a line segment shape c.q. always is confined within a timeline. This continuity helps us perceive objects as stable and unchanging when they are at rest.

The Visual System as a Comparing Organ

Our perception system functions as a comparing organ, utilizing logic to interpret and understand our environment. Here's how this works:

1. Comparison Over Time:

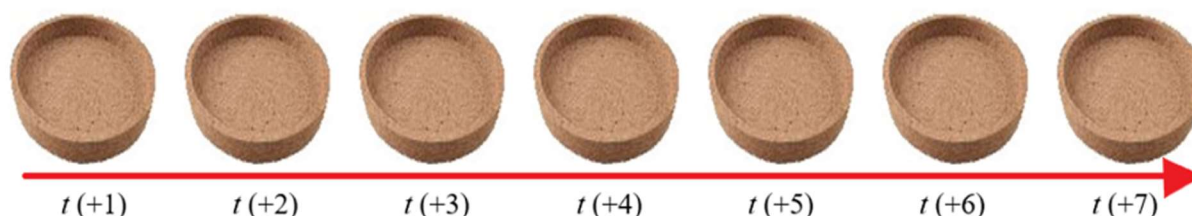
- Our visual system compares the positions of objects at different moments in time. For example, when looking at a stationary coaster or the zeros on a digital clock, our brain continuously compares their positions at $t(0)$, $t(+1)$, $t(+2)$ etc., in time. Despite perceiving each moment independently, the consistent positional data across these moments leads to the interpretation of stability and zero movement.

2. Logical Consistency:

- The brain uses logic to make sense of the visual information. If an object appears in the same place repeatedly without any perceived movement between these instances, the brain logically concludes that the object is stationary. This logical processing allows us to understand and navigate a complex environment.

3. Pattern Recognition:

- Our visual system is adept at recognizing patterns and regularities. By comparing the spatial and temporal patterns of objects, it can determine whether something is moving or still. This pattern recognition relies on logical assessment of the consistency and changes in the visual input.



Zero-Movement within Action Trajectory Shapes

The concept of zero-movement within action trajectory shapes can be further illustrated through the perception of a stationary coaster. Similar to the flashing zeros on a digital clock, the coaster is perceived as being at rest because each point on its surface is linked to its previous and subsequent

positions in time. This creates a continuous action trajectory shape that indicates no movement. However, it's essential to note that while the coaster appears motionless in space, the entire explanation hinges on its movement in time.

Relationship with Relativity Theory

In the context of relativity theory, particularly as articulated by Einstein, the distinction between space and time becomes crucial. Objects can remain spatially stationary (zero-movement) while still undergoing temporal changes. This concept aligns with our perception of the coaster: although it occupies a fixed spatial position, its temporal trajectory is dynamic. The coaster's state evolves through time, even though it remains static in its spatial coordinates.

This interpretation resonates with Einstein's insight that space and time are interwoven into a single continuum, where objects move through both dimensions simultaneously. The perception of the coaster's zero-movement line segment shapes reflects our visual system's ability to discern spatial stability amidst temporal progression. This dual perspective underscores the intricacies of perception and the deeper philosophical implications of how we understand movement and stillness in the universe.

Summary

The perception of a stationary coaster and the zero-movement within a timeline illustrates a fundamental aspect of both visual perception and theoretical physics. While the coaster appears static, acknowledging its temporal evolution highlights the complexity of our continuous active perception processes. This duality not only enhances our understanding of visual cognition but also deepens our appreciation for the interconnected nature of space and time, as explained by the theory of relativity.