Drifting Clock and Lunar Cycle

Henry Gu Cao¹, Zhiliang Cao^{2,3,*}

¹Deerfield High School, Deerfield ²Wayne State University, 42 W Warren Ave, Detroit ³Shanghai Jiaotong University, Shanghai, China *Corresponding author: williamcao12252000@yahoo.com

Received September 13, 2013; Revised October 16, 2013; Accepted October 18, 2013

Abstract An experiment is proposed, consisting of a Java UDP program that performs simple tests using two different servers connect by the internet. These tests can be repeated using the source code provided in the paper. The test results conclude that the two clocks, in different geographical locations, are drifting throughout the twenty four hour day.

Keywords: atomic clock, GPS, gravity, Unified Field Theory, Relativity

Cite This Article: Henry Gu Cao, and Zhiliang Cao, "Drifting Clock and Lunar Cycle." *International Journal of Physics* 1, no. 5 (2013): 121-127. doi: 10.12691/ijp-1-5-5.

1. Introduction

The Unified Field Theory [1,2] proposes that spacetime distortion due to the existence of celestial bodies causes gravity. The General Theory of Relativity [3-13] predicts that the clocks can be changed when the gravity field varies; this explanation is the opposite, with the cause and effect reversed. A simple repeatable test was conducted for a few months in order to prove the Unified Field Theory. The complex clock drifting patterns that emerged mainly coincide with Lunar cycles.

The GPS [14-53] system needs clocks accurate to the nanosecond. The existing network infrastructure can be used to study the behavior of computer clocks in two different locations. Since communication between the two locations takes time, clock drifting can be measured based on data collected over a twenty four hour period. This paper uses UDP as its data collection mechanism. The collected data is processed to remove linear clock drifting and faulty data. Instead of raw data, maximums, minimums, and arithmetic means of the collected data are used to prevent data overload on drawing software. The clock drifting can be explained with Unified Field Theory's time-space distortion compounding during the lunar cycle and complication of tide interferences.

2. UDP Experiment

2.1. UDP Program

In this experiment, there are two servers, one in New York, the other in Chicago. They are 1145 kilometers apart. The long distance introduced a delay of at least 3.3ms when going in one direction. The loop back delay will be 6.6ms.

A UDP program is implemented in Java to collect data. There is a server component and a client component. The

client sends its time in nanoseconds to server. The server simply sends back its time in nanoseconds upon receiving the request.

For the main tests, the client ran in Chicago while the server ran in New York. Many tests were completed over a period of one month. One of the tests ran for 36 hours between July 2 and July 3, 2013. The following chart (Figure 1) displays the test result.

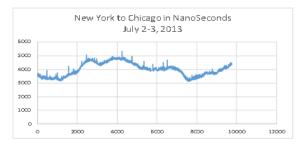


Figure 1. One Day Clock Drifting Chart (10⁻⁷ ns)

There is noticeable clock drifting in the Figure 1 chart. Coincidently, the drifting cycle mostly follow the phases (Figure 2) of the Moon and hours.

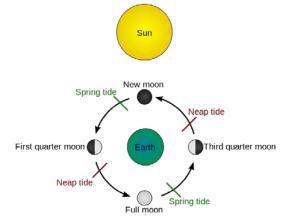


Figure 2. Sun / Moon Cycle and Tide

A simple clock drifting distortion scenario would be a day with a New Moon. During a New Moon, the Sun and Moon are almost aligned. The layout in this scenario will be less complicated. It has a simple wave.

In the day of New Moon, the wave reaches to its top at 6PM and falls back to the bottom at 6AM. During the first quarter Moon phase, the clock drifting has no clear pattern. Even though the Sun only has 3% of Moon's tidal force, it can alter the clock drifting cycle due to the dissonance between Sun and Moon cycles.

3. Spacetime Distortion

3.1. Laplace's Tidal Equations

In 1776, Pierre-Simon Laplace formulated a single set of linear partial differential equations for a tidal flow described as a barotropic two-dimensional sheet flow. Coriolis effects are introduced as well as lateral forcing by gravity. Laplace obtained these equations by simplifying the fluid dynamic equations [54-76].

3.2. Time Based Sea Level Prediction

Unified Field Theory [1] provides a simple explanation on the relationship between space time and energy. In this case, the Moon introduces compound distortions on Earth's gravity and rotational kinetic energy. If we know the relative clock speed of each location and Sun/Moon cycles, then, we can make Tidal Phases' (Figure 2) Prediction.

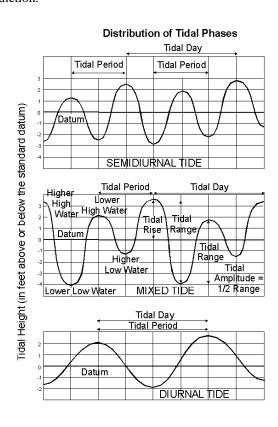


Figure 3. One Day Tide Chart

Based on the Unified Field Theory, the energy E, force F (ma) and clock speed D are related.

 $F = ma = dE/ds = mc^2 dD/ds$

s: Distance of two points on the earth

a: Gravitational acceleration by Sun, Moon and Tide For a unit mass, m=1:

 $a = c^2 dD/ds$

The above force is along the earth surface. For a given time, the clock rate difference between New York and Chicago is:

$$\int_{s1}^{s2} ads = c^2 \Delta D$$

Over the time, the clock will have observable drifting τ (t):

$$\tau(t) = \frac{1}{c^2} \int_0^t \int_{s1}^{s2} a ds dt = \int_0^t \Delta D dt$$
 (1)

Given that the Moon is at the East horizon and only the Moon gravity is considered:

$$a = 1.1 \times 10^{-7} g$$

The distance between Chicago and New York is 1145km. The clock drifting after one hour is:

$$\tau(t) = \frac{1.1*10^{-7}*9.8*1145000*3600}{299752458^2} = 0.0000495ns$$

The result above and the test result match very closely.

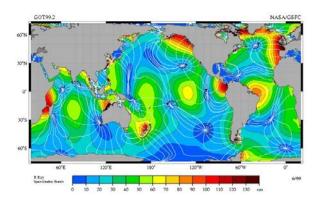


Figure 4. M2 tidal constituent

The gravity change due to the tide cycle can be calculated based on the M_2 tidal constituent (Figure 4), which is well studied [77-133] and largely determined by ocean currents and the shape of the continents.

The clock drifting data are collected over a period of time (Figure 1). The removal of the average photon loop back time from chart provides clock drifting (1) chart for two cities. The gravitational acceleration a is:

$$a = a_{moom} + a_{sum} + a_{tide}$$

Or,

$$a_{tide} = a - a_{moom} - a_{sum} \tag{2}$$

The Sun and Moon cycles are consistent and predictable. If we know the time drifting function τ (t) for unit distance, (1) can be simplified to:

$$\frac{d\tau(t)}{dt} = \frac{a}{c^2} \tag{3}$$

The tide level M is related to the gravity acceleration introduced by tide:

$$M = k * a_{tide} (4)$$

Or,

$$a_{tide} = c^2 d\tau(t) / dt - a_{moom} - a_{sum}$$
 (5)

3.3. Earthquake Gauging

Before a major Earthquake, abnormal changes of clock speed can be detected due to the gravity changes introduced by gradual deep earth mass movements close to the epicenter. The gradual gravity changes are related to the damages on the Crust and potential energy to be released during the Earthquake.

The continental drifting (Figure 5) helps to balance the mass distribution on the sphere by providing evenly distributed bodies of water for tide. We consider tide cycles to be main reason [133] behind continental drifting which is the source of Earthquake.

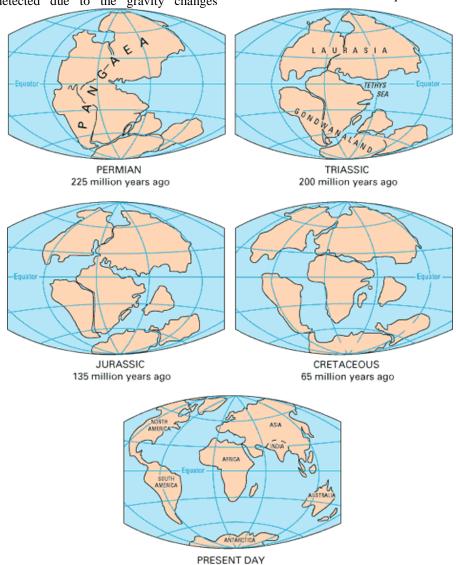


Figure 5. Continental Drifting

4. Source Code for Data Collection

To collect data for this paper, the server was running at New York with the following command:

java DataGramLoop 9999

The client at Chicago was started after the server as follow:

java DataGramLoop <hostname> 9999 0 0 > result

The collected data will be saved to file result. Ideally, if there are two dedicated server with dedicated net work, the data can be cleaner.

Following is a Java class DataGramLoop used to collect our test data (please note that nanoTime is not good enough to perform data collection, you need have proper atomic clock interface to get time):

```
import java.net.DatagramPacket;
import java.net.DatagramSocket;
import java.net.InetAddress;
import java.util.Date;
public class DataGramLoop {
    static final long K = 1000L;
    static final long B = 1000000000L;
    static long drift = 30L;
    static long lAdjust = 0L;
    public static void main
    (String args[]) throws Exception {
      if (args.length == 1) {
            server(args[0]);
      }
      else if (args.length == 2) {
```

```
client(args[0], args[1]);
                                                                   DatagramPacket sendPacket =
                                                                              new DatagramPacket(sendData,
 else if (args.length == 3) {
                                                                      sendData.length,
  lAdjust = Integer.parseInt(args[2]);
                                                                                      IPAddress.
                                                                                      Integer.parseInt(port_in));
  client(args[0], args[1]);
                                                                   clientSocket.send(sendPacket);
 else if (args.length == 4) {
                                                                   DatagramPacket receivePacket =
  lAdjust = Integer.parseInt(args[2]);
                                                                              new DatagramPacket(receiveData,
  drift = Integer.parseInt(args[3]);
                                                                      receiveData.length);
  client(args[0], args[1]);
                                                                   clientSocket.receive(receivePacket);
                                                                   long lReceived = now(count_out);
 else {
                                                                   long lServerReceived =
  System.out.println(
                                                                              b2l(receivePacket.getData());
   "Command line format for server: " +
                                                                   long c2c = lReceived - lNow;
              "java DataGramLoop port");
                                                                   long c2s = lServerReceived - lNow;
  System.out.println(
                                                                   c2c = normalize(c2c);
    "Command line format for client: " +
                                                                   c2s = normalize(c2s);
              "java DataGramLoop IP port " +
                                                                   long s2c = c2c - c2s;
              "<adjust micro seconds> " +
              "<drift micro seconds per second>");
                                                                   Date now = new Date();
                                                                   System.out.println(now + ", " + 1 +
                                                                               "," + c2s + "," + s2c + "," + c2c);
private static void server
                                                                   Thread.sleep(2);
 (String port_in)
     throws Exception {
                                                                  Thread.sleep(K);
 DatagramSocket serverSocket =
                                                                  count_out ++;
      new DatagramSocket(Integer.parseInt(port_in));
 byte[] receiveData = new byte[20];
 byte[] sendData = new byte[20];
                                                               catch (Exception e) {
 while (true) {
                                                                 e.printStackTrace();
  DatagramPacket receivePacket =
       new DatagramPacket(receiveData,
                                                               clientSocket.close();
     receiveData.length);
  serverSocket.receive(receivePacket);
                                                              private static long now(long seconds) {
  InetAddress IPAddress =
                                                               return (System.nanoTime()/K +
       receivePacket.getAddress();
                                                                    lAdjust + seconds * drift) % M;
  int port = receivePacket.getPort();
  long lNow = (long)(System.nanoTime() % B)/K;
                                                              private static long normalize(long v) {
  sendData = 12b(1Now);
                                                               if (v > M) {
  DatagramPacket sendPacket =
                                                                 v = v - M;
       new DatagramPacket(sendData,
     sendData.length, IPAddress, port);
                                                               else if (v < 0) {
  serverSocket.send(sendPacket);
                                                                 v = M + v;
  long lServerReceived =
                                                                }
       b2l(receivePacket.getData());
                                                               return v;
                                                              private static byte[] 12b(long 1) {
                                                               String b = "" + 1;
private static void client
 (String IP_in, String port_in)
                                                               return b.getBytes();
     throws Exception {
                                                              private static long b2l(byte[] b) {
 DatagramSocket clientSocket =
      new DatagramSocket();
                                                               String string = "";
 InetAddress IPAddress =
                                                                 for(int i = 0; i < b.length; i++) {
      InetAddress.getByName(IP in);
                                                                   string += (char)b[i];
 byte[] sendData = null;
 byte[] receiveData = new byte[20];
                                                                 return Long.parseLong(string.trim());
 long lNow = System.nanoTime();
                                                             }
 try {
  long count_out = 0L;
  while (true) {
                                                          5. Conclusion
   int count_in = 5;
   while (count in -->0) {
     lNow = now(count out);
```

sendData = 12b(1Now);

Two clocks, in different geographical locations, are drifting throughout the twenty four hour day. The drifting

is mainly determined by day and month cycles. The clock drifting data can be collected using a simple loopback UDP program with a dedicated communication line connecting two geographical locations with same latitude and different longitude.

The clock drifting data can be used to calculate sea level without expansive tide gauges.

Global time and drifted time can be used to provide better reference points for:

- 1. Sea level calculation and prediction;
- 2. Earthquake Gauging.

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