Dipole Sea Series

DP Sea Polarization Model

Velocity-dependent response and Lorentz factor emergence

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Abstract

Models velocity- and distance-dependent polarization of the DP Sea. Slow-moving particles pass transparently; fast motion encounters viscous then rigid response. Produces velocity-dependent drag, inertial mass increase, and Lorentz gamma(v) emergence.

1. Polarization Response

Sea behaves like 'silly putty': soft when pushed slowly, rigid when hit fast. This velocity-dependent response is the microscopic mechanism behind inertial mass.

2. Lorentz Factor Emergence

As v -> c, sea rigidity diverges, producing gamma(v) = 1/sqrt(1 - v^2/c^2) naturally. Possible absolute-frame signatures at very high precision.

References

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