

Is there a Cosmic Map?

By Jayant Kapatker

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In the past decade, the Google Maps has become a part of our daily life. We use it while driving and for many other activities. The practical implication simply put is that you may be in any part of the world, but the map will show you the roads and other important landmarks. The incredible maps could be on your smartphone or on a dedicated GPS device. These devices have both software and hardware component. The software part drives the maps, and the hardware displays what the software tells it to do. The ingenuity and the heart of the GPS lie in designing and writing the software code. This software could be in the cloud and/or installed in the hardware device itself.

The way Google Maps is available do you think there is an equivalent Cosmic Map? This cosmic map will have the details of everything which is present in the universe out there. Every nook and corner is covered in this cosmic map. I am sure, you must be looking surprised and wondering. A cosmic map? Seriously? Is that even possible? Yes, there is a cosmic map. The software part is presently functioning within every individual mind. The hardware part of the map is the world we see out there.

To believe in the existence of the cosmic map, it is crucial that you are fully convinced that we are projecting the world 'out there'. You must be convinced that each one of us is projecting their own universe. This is drastic and contrary to our understanding. Our experience tells us that there is a universe with objects that exist as a part of it. We have been taught that light travels from these objects and hit the eye and an optical image is formed in the retina. This optical signal is transmitted to the brain. Something happens in the brain and we experience the world out there. In this process, there are many questions which have never been answered.

- How this optical signal is converted to the image we experience?
- What power within the brain converts this signal to an image?
- How does the witness view this image and fundamentally who is really witnessing this image?

Science has never explained these issues. Although, as far as scientific terminology is concerned, some things remain beyond the scope of scientific explanation. A proper understanding of these issues is a must. Otherwise we will always remain in the dark. Science is not very helpful; we therefore must look for a solution elsewhere. In this respect the teaching of Vedanta is helpful. Vedanta teaches just the opposite; it teaches that there are mental waves or 'vrittis' in the individual mind. When these mental waves come in the presence of 'Atma' or the Observer (which is our inner core), these mental waves are projected out as the world with

objects. This is very similar to the working of a projector that projects a movie on screen. In other words, the mental waves are the software code and this code is converted as the hardware, the objects we see out there.

I strongly believe the teaching of Vedanta is correct and it is the only truth.

I agree this is a strong statement. To justify this, in my post, '[Projection – The Only Truth](#)', I have given the following 5 different explanations, which supports the fact that we indeed project the external world with all its components. All these explanations are based on science and logic. You must read this post to be fully convinced.

1. By using Science
2. By using logic
3. By using Math's
4. By using Quantum Physics
5. By using Neuroscience

Also, in my post '[Are we Looking at the Same Objects](#)', I have clearly shown that each one of us sees a different version of the same objects. This is only possible if each one us project his or her universe.

For this projection to work successfully, there must be a software code for the cosmic map. This software code operates within the cosmic mind and a subset of this map operates within individual minds. This software code of the cosmic map is projected by the individual mind as the universe out there. The focus of this article is to understand the software code of the cosmic map.

In many ways, the Cosmic Map is like the Google Maps, but it is more extensive, complex, smarter and dynamic.

- The Cosmic Map covers the entire universe. It is extremely detailed and covers every inch of the universe. The cosmic map is ever active, and it encompasses every minute component of the earth and the universe. Every tree, every mountain, every planet, and every galaxy are covered by the cosmic map.
- Every perspective and view are covered in the cosmic map. If you are flying at 30,000 feet, that view from the window is covered. If you are underwater and look upwards, that view is covered. If you are moving on a train, that view is covered. If you go into space, that view is

covered. If you are underground inside a cave, the view is covered. There is nothing that is missing in this cosmic map. It is full and complete.

- The cosmic map is not static. It is dynamic. Everything in this universe ages; Every living and nonliving being in this universe ages. As time flows, every object in the universe grows and changes. Also, every object age differently and for a different duration. The cosmic map reflects this for every object in this ever-changing universe.
- The cosmic map is always up to date. If you cut a tree branch or move a stone or if anyone makes any change to any aspect anywhere in the universe, the cosmic map will reflect those changes instantaneously without delay. The cosmic map is never out of date. It is updated continuously and immediately.

We have just given a good overview of the cosmic map. The cosmic map is multi-dimensional, and it has varied implications that are discussed under. In order to that, we will look the cosmic map in the following different ways:

- The fabric of the Cosmic Map
- Construction of Cosmic Map
- Design of Cosmic Map
- The functioning of the Cosmic Map
- Evolution of Cosmic map
- Updating of Cosmic Map

The Fabric of the Cosmic Map

The fabric of the cosmic map is time-based pixels. What are time-based pixels? Pixels = Picture Elements. We know the chip in a camera is made up of millions of pixels. In the same way the cosmic map is made-up of time pixels (for a lack of a better word). Each pixel in the cosmic map is a source of time. It is the generator of time. These time pixels have the special power and capacity to generate time.

The way we know space is by the distances of the different objects from us. This is a common approach to space. Another way to look at space is in terms of time light takes to reach us from different objects. All those objects which are far away will take more time to reach us and objects which are closer to us, light will take less time. Let us forget about distances and only focus on the time taken by light to reach us. Do this, and you will be able to visualize a fabric made up of time. On this time-based fabric different objects are placed. Objects which are nearby, it means it has a shorter time span and be placed closer to us on the fabric. Objects at a distance will be placed further away on this time-based fabric.

This time-based fabric is the underlying reality upon which the software code of the cosmic map is written. So, the objects like the tree, moon, sun for that matter any object is not the physical object, but the software version of the physical object. We shall be discussing this later to get a better understanding on the software code for the objects. Out here, it is okay to say the software code of every object is placed appropriately on the time-based fabric.

It must be understood that the time-based fabric is not something out there; it is a function of our mind. Time does not exist out there. Only thing present out there is space with gross objects. Time is subtle and it exists in the mind only. The time-based fabric and the code for each object are present as the software code only. If it is a software code, it must be a function of the mind only.

Although time looks and feels continuous, but it is not continuous. Based on the Plank Constant, it is proven that time is made of discrete elements. The shortest separation between two discrete elements is 10^{-44} seconds. These discrete time elements are the time pixels we mentioned earlier. Therefore, the time-based fabric is not continuous but is made up of time pixels. The first pixel will be at 10^{-44} sec away from the observer. The second pixel will be at 2×10^{-44} sec away, the third pixel will be 3×10^{-44} away. With these small increments of the time pixels the entire fabric for the cosmic map is built up. 10^{-44} is small value. The human mind can even comprehend this, but Mother Nature is built up with these time pixels. Can you imagine the number time pixels in the cosmic fabric to reach the sun which is 8 min away or to a faraway star which is 5 million light-years away?

It is now clear that the fabric of the cosmic map is made up of time pixels. We have mentioned, each time pixel is the generator of time. If you read the post '[Awareness –The Infinite Energy Source](#)', you will find out there is infinite energy available in the cosmic mind. A portion of this infinite energy combines with each time pixels to create electromagnetic (EM) waves. How does this happen? We just discussed that the cosmic fabric is made up of time pixels which are 10^{-44} seconds apart. This pure energy combines with each time pixel in the cosmic fabric to give time-based energy to the pixels. What is time-based energy? Time-based energy is nothing but the source of the electromagnetic waves. The moment energy combines with the time you get frequencies and wavelengths. In school we learned that EM energy is made up of waves. Frequency and wavelengths are the two key components of the EM wave. Also, frequency is directly related to time.

f (frequency) \times w (wavelength) = c (speed of light)

f (frequency) = $1/t$ (time)

A wide range of frequencies and wavelengths make up the spectrum of the EM energy. The known spectrum starts from Radio waves (300 KHz) to Gamma rays (3×10^{21}) Hz. Each time pixel in the fabric oscillates in such a manner that it is a combination of all the possible frequencies in the EM spectrum. Each time pixel is the source for the complete range of EM frequencies. Since time pixel is available in every part of the fabric, this means the spectrum of energy also covers the entire fabric. This EM energy provides the coating for the cosmic fabric.

Science also has reached the same conclusion. They call this the vacuum energy. They have discovered this vacuum energy is just below the surface. It is present in every part of the universe.

Construction of Cosmic Map

We have just seen that the fabric of the cosmic map is made up of time pixels and each pixel is separated by 10^{-44} seconds of time. Also, each time pixel combines with energy and becomes the source for the full spectrum of energy. Time and energy are the basic ingredients which make up the fabric of the cosmic map. On this fabric, the objects are placed appropriately to build the cosmic map. In this section, we will try and understand what these objects are and what these objects are made off?

The universe out there is made up of an unlimited number of objects. Right from atoms (small) to planets and stars (large) - there is a wide range and variety of objects. What we see out there in space are physical objects. We did mention earlier that all physical objects are like the hardware. This means that there must be a software version of all objects. The software code of the objects must be available. How to understand this software version of the physical objects?

Vedanta Explanation: Vedanta explains that every object has a gross version and subtle version. The gross version are the objects we see out there in space. The subtle version of the object is present in the mind as 'vrittis'. These vrittis are mental waveforms. Also, each object has its own unique waveform. These waveforms are made up of intelligence or you can say they are made up of mind material. Since these vrittis are made up of intelligence, they know what they represent. They can be termed as self-knowing mental waveforms. It must be understood only the waveforms which are currently in your mind are made up of intelligence. What is not present in your mind is made up of ignorance. If you think about, you only know what is present in the mind. Anything outside your mind is unknown.

These intelligent mental waveforms of different objects are the software code which is placed appropriately on the fabric of the cosmic map.

Quantum Physics Explanation: de Broglie, a noble prize French scientist confirmed in 1929 that every object in the universe has a particle form and a wave form. Here object means every object, living being, and non-living being. Every object with no exception has a particle version and a wave version. That means there is a wave version of you, for the tree in front of you, the car, and the far away stars. Every object must have a wave version. Unfortunately, science does not discuss about the wave version of every object. There is no hunt to locate the wave version of each object.

You can see that both Vedanta and quantum physics teach the same thing. There are a particle version and a wave version of every object in the universe. In my article '[Quantum Physics and Vedanta](#)', I have shown that the wave version of the objects as taught by quantum physics is the same as the intelligent waveforms as taught by Vedanta. Waves are mental things and they originate and are sustained in the mind only. The space out there only has the particle version of the objects.

It would therefore seem that both Vedanta and quantum physics confirm that the software code which is placed on the fabric of the cosmic map are intelligent waveform, which represent different objects. Each object has its own unique waveform. These unique object waveforms combine or get superimposed to create complex waveforms which represent a scene with many objects.

Design of Cosmic Map

If you are in Delhi and your friend is in New York, objects in the cosmic map would be very different. This is exactly like google maps. If you open the Google maps in Delhi, you will see all the streets and buildings around you. In the same way, if you open the map in New York, you will see the streets in NYC only.

The Cosmic Map covers the entire universe. It is extremely detailed and covers every inch of the universe. There is no place which is left out. It cannot be more complete. Every tree, every mountain, every planet and every galaxy are covered by the cosmic map. Every perspective and view are covered in the cosmic map. If you are flying at 30,000 feet, that view from the window is covered. If you are underwater and look upwards, that view is covered. If you are moving in a train, that view is covered. If you go into space, that view is covered. If you are underground inside a cave, the view is covered. There is nothing which is missing in this cosmic map. It is full and complete.

Objects and Cosmic Map

The placement of the objects on the time pixels of the cosmic map will depend upon how much time light will take to travel from the object to you. We all know that light takes 8 minutes to travel from the sun. Therefore, when you want to look at the sun, then software code of the sun will be placed 8 min away on the time-based fabric of the cosmic map. Using this logic, all the objects you are going to see are placed appropriately on this fabric. The moon is placed 3 sec away on the fabric, the tree outside the window is placed 10^{-6} sec away, the computer in front of you, is placed 10^{-9} sec away on the cosmic fabric. This way all the objects are placed on the fabric. When you project, these objects are placed appropriately in space so that light will take 3 sec, 10^{-9} and 10^{-6} sec respectively to reach you from these objects. This way the software code of entire universe is written on the fabric of the cosmic. It must be understood that there is nothing in this universe which is not part of this cosmic map. If it is not part of the cosmic map, it means that it does not exist.

Depending on your location in the universe, the appropriate subset of the cosmic map will be available in your mind. It is this subset of the cosmic map which is projected by you and this is the universe you will experience out there. In same way, my location in the cosmic map will be different and the appropriate subset of the map will be in my mind. I will project that part of the cosmic map. This is the explanation of how every living being projects its own portion of the cosmic map.

There is one single cosmic map covering the entire universe. Each living being will use a subset of this cosmic map depending upon their location and this subset is projected by each living being.

The functioning of the Cosmic Map

When you drive using Google maps, you can see your current location on the map. As the car moves, the map keeps changing to provide the new surroundings. Do you think, the cosmic map will also function in the same fashion? If you walk, run, drive or fly in a plane, will the cosmic map keep changing as you move forward in your journey? This does seem logical and reasonable that the cosmic map will function in the same manner as the Google map.

Unfortunately, no, the cosmic does not function in the same way as the Google map. Why? To explain this, let us see how the projector and the cinema screen works. There is a projector with the software code for the movie; this projector then projects the movie on the screen. A question – is the projector a part of the movie? Does it show up on the screen? Of course, – the projector is never seen on the movie screen. It is outside the movie and not part of the screen. Since we project the world out there, the projection of space and hardware objects out there is very similar to the example of the projector and screen. In this case the individual mind is the projector and this mind projects the software code of the cosmic map, which is present in the

mind. If this is the case, the mind can never be part of the cosmic map. It must be outside the cosmic map. So, the mind is not part of the cosmic map.

Like the projector, the mind being outside the cosmic map is understandable. What about the body of the living being? What about your body, my body etc.? The body must be part of the cosmic map. We can see our own body; therefore, it must be part of the cosmic map. The issue which arises is that our mind is within our body. We know this for a fact. We never experience our body to be here and the mind is somewhere. We never have an out of body experience. The body and mind are always together, and they are never separated.

See the contradiction – the mind is outside the cosmic map, but the body which contains the mind is always within the cosmic map. In fact, the body is all over the cosmic map. Today it is here, tomorrow it is flying to India, going to a restaurant and always moving within the cosmic map. How to understand this issue? If the mind is outside the cosmic map, then the only logical way to understand this issue is that the body is always at the starting point of the cosmic map. The start of the cosmic map is always your body. This must be true because you are projecting the universe. Since you are doing the projecting, the body is always the (0,0) coordinates of the cosmic map. The first object you project is your body and then all other objects you see out there.

Let us look at this from the standpoint of the time pixels and fabric of the cosmic map. We have discussed earlier that objects closer to you are placed first on the fabric because light takes the least time to reach you from these objects that are situated close by. If you think about it, your body is closest to you then you will find that there is nothing which is closer to you than your body. Therefore, the body is always the first item which is placed on the time pixels of the cosmic fabric. So, when this is projected, your body is always the starting point of the cosmic map.

If this logic and reasoning is understood, it becomes clear that the body and mind complex is always fixed at the starting point of the cosmic map. Isn't this interesting? You think, you are moving around in space out there, but you are always fixed at the starting point of the cosmic map. You cannot enter and move around within the confines of the cosmic map, because you are always fixed at the starting point.

If we are fixed at the starting point of the cosmic map, how do we move around within cosmic map? How do we move within the cosmic map? To be frank, the body/mind complex does not move, it is always fixed at the starting point. It is always the (0,0) of the cosmic map. If the body/mind is fixed, then what moves? What moves is the cosmic map. The movement of the

cosmic map gives an illusion that the body/mind is moving, and the cosmic map is fixed. We have seen and experienced is that type of illusion many times.

1. You are sitting on a stationary train and the train in the next platform starts moving and you have the illusion that you are moving, and the other train is fixed.
2. In a movie there is scene of a person driving a car. The car is fixed, but the moving the scene outside gives an illusion that the car is really moving. We have experienced this as a part of our daily experience.

It is the same illusion. The body/mind complex is fixed at the starting point of the cosmic map, the cosmic map moves, and you have the illusion that body/mind is moving, and the cosmic map is fixed.

This does seem incredible. Is this possible? This is how the cosmic map functions. We are so used to thinking, we are moving, and all the other objects are fixed. This is all an illusion. You may say, I know, I am walking or running. I get tired. A counter example is that when you go to the gym and run on the treadmill. You think you have run 5 km, but you are exactly at the same spot. The experience the body/mind is fixed and the cosmic map moving is like this gymming experience.

In my post '[Mind does not move. What moves?](#)', I have given a detailed explanation of how the body/mind complex functions.

The best way to understand the functioning of the cosmic map is to understand the Einstein theory of Special Relativity. Without going into details, the main conclusion of this theory is that motion and time are connected. As motion happens, the time slows down. The faster you go; time slows down much more. When you reach the speed of light, time comes to a standstill. This is a proven theory. The issue with this theory is that it assumes that motion happen first and then times slows down. There is error in this reasoning. Time slows down first, and motion happens after that. This is the correct way to look at reality. How to understand this. We have seen that time is part of the fabric of the cosmic and this present in the mind. Motion is what is projected and therefore it must be a subsequent event. So, time comes first, and motion is an subsequent action.

When time slows down in the mind, it modifies the fabric of the cosmic map. How? The time slowing down, means that the time pixels are much closer to each other. The spacing between the pixels is reduced. The number of time pixels remains the same, but the pixels are much more compressed. The objects on these time pixels are much closer to each other. All the time

pixels come closer to the fixed body/mind complex which is (0,0) of the fabric. So, what happens when you project the compressed time pixels with objects on them? After projection, it would only mean that the objects are much closer to the fixed mind/body complex. This means that when time slows down, the object moves closer to the body/mind complex. The objects from its original position moves to position closer to the body/mind complex. There is motion of the objects closer to you. This is the reality. But this illusion is that we feel is that the body/mind is moving and the objects out there are fixed.

I agree this is not easy to digest, but the truth is that body/mind is fixed and the objects on the cosmic move closer to give an illusion of motion. As time slows down much more, once again the time pixels are more compressed, meaning that upon projection, the objects are much closer to the body/mind, giving an illusion of higher speed of motion.

To conclude, the body/mind complex is fixed at the beginning of the cosmic map and the cosmic map moves closer to the body/mind to give a sense of motion. This how the cosmic map functions.

Evolution of Cosmic map

The cosmic map is not static, it is always evolving. The cosmic map is made up of an unlimited number of objects. Each of these objects is evolving. We see these evolving objects everywhere. Each one of us was born, and since then we have evolved from a baby, child to the current age. There is nothing in this universe which is not changing. Even this universe has a birthday and it is has been changing and evolving for the past 13.7 billion years. In fact, there is nothing static in this universe. Everything keeps on changing.

Time and Objects: How to understand this change and evolution in terms of the cosmic map? We have seen earlier that every object in the universe has a subtle form or a unique waveform. This waveform is woven on the fabric of the cosmic map. We have seen that the fabric of the cosmic map is made up of time pixels. So, what happens? When any object in the universe germinates (or is born), the object waveform combines with the time pixels. The time pixels superimpose themselves on the object wave. When a new object wave is born, it is the $t = 0$ or the birthday for the object wave. Right from the $t = 0$ moment, the time wave is the driving force for the object wave to modify itself, grow itself to play out the blueprint of its life. If there was no time wave, all the object waves would remain static and remain in the same state and would evince no significant growth. The time wave is the underlying force which moves this universe and object waves forward.

The $t = 0$ for each object would be different. The $t = 0$ for the universe was 13.7 billion years ago. The $t = 0$ for the sun was about 4 billion years ago. In the same way every object in the universe will have its own $t = 0$ when it came into existence. From $t = 0$ to 'now', each of the object has gone through a history of events. From one moment to another, each of the objects modifies itself. As the time moves forward, the object waveform keeps changing, playing out the blueprint of its life cycle. It is like a small tree shoot coming out from the seed and then over time it becomes a fully-grown tree with branches and leaves and finally it decays and dies. The tree waveform plays out its blueprint as time moves forward. This life cycle applies to everything in the universe.

History of Objects: If you are looking at the sun, the sun will also be present in your mind as a waveform. Let us try and visualize how the waveform of the sun combines with the time waveform. It will generate a superimposed waveform in the mind. The time factor is now added to the sun. It is like a mathematical waveform with time as a variable. If you think about it, this superimposed waveform will now provide a history of the sun. Since time has been superimposed on the sun waveform, the new (time + sun) waveform will have the 'potential' to show the sun in all its stages of growth from its birth 4.6 billion years to right now. All the different Suns in the historical timeline is present in the waveform in its 'potential' form. For example, you are on earth and you want to see the sun. Your mind will have a superimposed waveform of (Sun and Time). The entire history of the different versions of the sun is available to the mind. Since light takes 8 min to reach us from the sun, the software code will not choose a now or current version of the sun, but it will choose a (now - 8 min) version of the sun and place it 8 min away on the fabric of the cosmic map. When this sun is projected out there, light will take 8 minutes to reach us from the sun. This reasoning and logic are used for the placement all the objects on the cosmic map.

Updating of the Cosmic Map

If a new road or new landmark is added to the Google, some programmers will have to add these changes to the software code. Any changes or update to the map will need an external programmer. How does it work for the cosmic map? Is there is an external programmer who updates the changes to the software code of the cosmic map? Interesting question? The only logical entity who could be the programmer is God. Is God looking at the universe and looking for the changes and sitting and updating code for these changes? This does sound ridiculous.

The only logical answer is that the software code for the cosmic map is self-updating, self-changing and self-evolving. The software code has all the intelligence to make the required changes and updates as and when required. It is self-sufficient to make all the required update.

- If you cut a branch of a tree, it is logical to expect the software code for the tree has changed. Who is updating this code in the cosmic map? It may sound strange, but what is really happening is that the act of the cutting the branch is first happening within the software code and not in the physical world outside there. In fact, any action taken by you or any living being first happens in the world of the software code or mental waveforms. In my article '[Life is a Living Wave](#)', I have shown that there is a fully functioning universe made-up of mental waves. Both quantum physics and Vedanta teach us that that every object in the universe has a particle and wave property. We have discussed earlier that waves function of all objects is functioning within the mind. Therefore, everything happens first in the mental world, only then those mental waves are projected out there as the physical world made up of particles. It may be difficult to believe this, but it is the only truth.

So, each one of us with our daily actions are continuously changing and updating the software code of the universe. In a way we all are contributing to the programming of the software code of the cosmic map.

- Since each one of us keeps on updating and making changes to the software code, the latest version of the software code is always available. If you cut the branch of the tree, the software code of the tree has been updated. If I look at that tree, I will see the tree without that branch. There is no delay, and any change made to the software code by anyone, the updated code is available instantaneously to everyone.
- Many changes are made by nature and not by living being. Leaves falling off during the autumnal fall season and coming back during the spring season. This change is a function of nature and not any individual living being. How to understand this? We have mentioned in the earlier section that time interacts with each object. With passing time, each object plays out the blueprint of its role. The role of the tree is to shed its leaves in fall and come back with the new set of leaves in spring. That is the role of the tree. In same way, each one of us has a role in this universe and we are playing out that role in this universe. In the process of playing this role, the software code of the universe is being updated and changed on the continuous basis. This changing software is than projected out there as the universe we experience.

So, it is not incorrect to say nature is the chief programmer of the software code. Nature has assigned a role to each one of us, both living and non-living beings. Each one of us is also part of the nature. We are therefore also responsible in contributing to the updating the software code of the comic map.