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Prologue  
 3 D & I Supercomputer

To me, it was a more intuitive approach because our universe is 13.7 billion years old while mathematics is about 13.7 thousand years old, or a million times younger than our universe. And the <sup>digital</sup> computer is not even 137 years old, or a hundred times younger than mathematics. And I was 37 years old when I figured this time line.

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 3 D & I

In 1974, when I programmed my first digital computer, the technology was 28 years old. Since I programmed a computer in Corvallis, Oregon ~~is~~ from Monmouth, Oregon, I was in a sense using a network of one computer, which is in mathematical <sup>zero-dimensional</sup> ~~language~~ <sup>lingo</sup>, a hypercubic internet. of ~~dimension~~ <sup>set</sup> So my focus was to push the frontiers of the computer by entering the terra incognita of computation ~~set~~ that redefines the computer as a supercomputer as well as that of communication that redefines a ~~network~~ of sixteen network deep computer as a superinternet.

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I theorized that my two-to-power sixteen computer could be 65,536 times faster than one. And that my sixteen times two-to-power sixteen communication <sup>sys</sup> ~~wires~~ could be 1,048,576 times faster than one. This network of computers and communication <sup>sys</sup> ~~wires~~ — metaphorically shaped like a cube in my imaginary sixteen dimensional universe — was my primordial <sup>super</sup> internet.

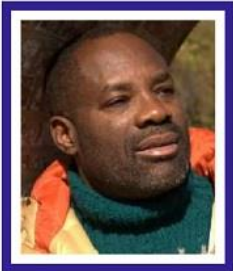
Leap from a computer to a supercomputer and then to a superinternet or a theorized superfast computations and communications

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