

# How to quantize gravity, space, and time

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Reference: “Absolute quantum gravity (AQG)”, preprint, 2026-03-07,  
[https://pgu.org/absolutequantumgravity\\_v1.pdf](https://pgu.org/absolutequantumgravity_v1.pdf)



You can quantize gravity, space, and time using undergraduate math, if you know one crucial fact: **general relativity is linear in the HIP time derivatives.**

This first slide describes the HIP time derivatives. In the following slides, we solve general relativity for the HIP time derivatives using simple linear algebra. Then, we use some calculus facts about derivatives to exactly embed general relativity into absolute space and time, which enables us to quantize gravity, space, and time.

The symmetric metric tensor  $g_{\alpha\beta}$  in 4x4 matrix format (showing the ten independent elements and omitting the redundant symmetric elements) is:

$$g_{\alpha\beta} = \begin{bmatrix} g_{00} & & & \\ g_{10} & g_{11} & & \\ g_{20} & g_{21} & g_{22} & \\ g_{30} & g_{31} & g_{32} & g_{33} \end{bmatrix}. \quad (1)$$

The four spacetime coordinates in general relativity are  $x^0$ ,  $x^1$ ,  $x^2$ , and  $x^3$ . Using  $x^0$  as the time coordinate, the **highest-order independent pure (HIP) time derivatives** are:

$$D_{\alpha\beta} = \begin{bmatrix} \partial_0 g_{00} & & & \\ \partial_0 g_{10} & \partial_{00}^2 g_{11} & & \\ \partial_0 g_{20} & \partial_{00}^2 g_{21} & \partial_{00}^2 g_{22} & \\ \partial_0 g_{30} & \partial_{00}^2 g_{31} & \partial_{00}^2 g_{32} & \partial_{00}^2 g_{33} \end{bmatrix}, \quad \text{where } \partial_0 g_{00} = \frac{\partial g_{00}}{\partial x^0}, \text{ etc.} \quad (2)$$

The highest-order derivatives of  $g_{00}$ ,  $g_{10}$ ,  $g_{20}$ ,  $g_{30}$  are only 1<sup>st</sup> order because general relativity is free of the 2<sup>nd</sup> order pure time derivatives of  $g_{00}$ ,  $g_{10}$ ,  $g_{20}$ , and  $g_{30}$ .

To solve general relativity for the HIP time derivatives, start from Einstein's equation:

$$R_{\alpha\beta} - \frac{1}{2} g_{\alpha\beta} R = (8\pi K/c^4) T_{\alpha\beta}. \quad (3)$$

$R_{\alpha\beta}$  is the Ricci tensor,  $g_{\alpha\beta}$  is the symmetric metric tensor,  $R$  is the Ricci scalar,  $K$  is the gravitational constant,  $c$  is the speed of light, and  $T_{\alpha\beta}$  is the energy-momentum-stress tensor.  $T_{\alpha\beta}$  is where electromagnetism lives.

To simplify notation, define  $G_{\alpha\beta}$  to be the left hand side of Einstein's equation, and define  $U_{\alpha\beta}$  to be the right hand side:

$$G_{\alpha\beta} = R_{\alpha\beta} - \frac{1}{2} g_{\alpha\beta} R, \quad U_{\alpha\beta} = (8\pi K/c^4) T_{\alpha\beta}. \quad (4)$$

Substituting into Equation (3) gives the simplified Einstein equation:

$$G_{\alpha\beta} = U_{\alpha\beta}. \quad (5)$$

We can give labels to each element of  $G_{\alpha\beta}$  and  $U_{\alpha\beta}$ , then display them in 4x4 matrix format as:

$$G_{\alpha\beta} = \begin{bmatrix} G_{00} & & & \\ G_{10} & G_{11} & & \\ G_{20} & G_{21} & G_{22} & \\ G_{30} & G_{31} & G_{32} & G_{33} \end{bmatrix}, \quad U_{\alpha\beta} = \begin{bmatrix} U_{00} & & & \\ U_{10} & U_{11} & & \\ U_{20} & U_{21} & U_{22} & \\ U_{30} & U_{31} & U_{32} & U_{33} \end{bmatrix}. \quad (6)$$

$D_{\alpha\beta}$ ,  $G_{\alpha\beta}$ , and  $U_{\alpha\beta}$  are symmetric, so instead of 16 independent elements, each has only ten independent elements. Put the ten independent elements into 10-vectors  $\mathbf{d}$ ,  $\mathbf{g}$ , and  $\mathbf{u}$ :

$$D_{\alpha\beta} \rightarrow \mathbf{d} = \begin{bmatrix} \partial_0 g_{00} \\ \partial_0 g_{10} \\ \partial_0 g_{20} \\ \partial_0 g_{30} \\ \partial_{00}^2 g_{11} \\ \partial_{00}^2 g_{22} \\ \partial_{00}^2 g_{33} \\ \partial_{00}^2 g_{21} \\ \partial_{00}^2 g_{31} \\ \partial_{00}^2 g_{32} \end{bmatrix}, \quad G_{\alpha\beta} \rightarrow \mathbf{g} = \begin{bmatrix} G_{00} \\ G_{10} \\ G_{20} \\ G_{30} \\ G_{11} \\ G_{22} \\ G_{33} \\ G_{21} \\ G_{31} \\ G_{32} \end{bmatrix}, \quad U_{\alpha\beta} \rightarrow \mathbf{u} = \begin{bmatrix} U_{00} \\ U_{10} \\ U_{20} \\ U_{30} \\ U_{11} \\ U_{22} \\ U_{33} \\ U_{21} \\ U_{31} \\ U_{32} \end{bmatrix}. \quad (7)$$

Substitute  $\mathbf{g}$  and  $\mathbf{u}$  into the simplified Einstein equation  $G_{\alpha\beta} = U_{\alpha\beta}$  to get the vector Einstein equation:

$$\mathbf{g} = \mathbf{u}. \quad (8)$$

The linearity of general relativity in the HIP time derivatives  $\mathbf{d}$  means that  $\mathbf{g}$  and  $\mathbf{u}$  can be written as linear equations in  $\mathbf{d}$ :

$$\mathbf{g} = \mathbf{M}\mathbf{d} + \mathbf{m}, \quad \mathbf{u} = \mathbf{N}\mathbf{d} + \mathbf{n}, \quad (9)$$

where  $\mathbf{M}$  and  $\mathbf{N}$  are  $10 \times 10$  matrices, and  $\mathbf{m}$  and  $\mathbf{n}$  are 10-vectors. Plug these expressions for  $\mathbf{g}$  and  $\mathbf{u}$  into the vector Einstein equation  $\mathbf{g} = \mathbf{u}$ :

$$\mathbf{M}\mathbf{d} + \mathbf{m} = \mathbf{N}\mathbf{d} + \mathbf{n}. \quad (10)$$

Use linear algebra to solve for the HIP time derivatives  $\mathbf{d}$ :

$$\mathbf{d} = (\mathbf{M} - \mathbf{N})^{-1}(\mathbf{n} - \mathbf{m}) \quad (11)$$

The 10-vector of interaction terms on the right hand side is extremely complicated, but all that matters at this point is that it is free of the HIP time derivatives. So, let  $\mathbf{i}$  be the 10-vector of interaction terms:

$$\mathbf{i} = (\mathbf{M} - \mathbf{N})^{-1}(\mathbf{n} - \mathbf{m}). \quad (12)$$

Substitute  $\mathbf{i}$  into (11) to get the solved Einstein's equation:

$$\mathbf{d} = \mathbf{i}. \quad (13)$$

Unpack the 10-vectors of HIP time derivatives  $\mathbf{d}$  and interaction terms  $\mathbf{i}$  into symmetric 4x4 matrices  $\mathbf{D}$  and  $\mathbf{I}$ , then relabel the elements and write them in block matrix form:

$$\mathbf{D} = \begin{bmatrix} \partial_0 g_{00} & & & \\ \partial_0 g_{10} & \partial_{00}^2 g_{11} & & \\ \partial_0 g_{20} & \partial_{00}^2 g_{21} & \partial_{00}^2 g_{22} & \\ \partial_0 g_{30} & \partial_{00}^2 g_{31} & \partial_{00}^2 g_{32} & \partial_{00}^2 g_{33} \end{bmatrix} = \begin{bmatrix} \partial_0 g & & & \\ \partial_0 w_1 & \partial_{00}^2 S_{11} & & \\ \partial_0 w_2 & \partial_{00}^2 S_{21} & \partial_{00}^2 S_{22} & \\ \partial_0 w_3 & \partial_{00}^2 S_{31} & \partial_{00}^2 S_{32} & \partial_{00}^2 S_{33} \end{bmatrix} = \begin{bmatrix} \partial_0 g & \\ \partial_0 \mathbf{w} & \partial_{00}^2 \mathbf{S} \end{bmatrix}, \quad (14)$$

$$\mathbf{I} = \begin{bmatrix} \mathbf{i}_0 & & & \\ \mathbf{i}_1 & \mathbf{i}_4 & & \\ \mathbf{i}_2 & \mathbf{i}_7 & \mathbf{i}_5 & \\ \mathbf{i}_3 & \mathbf{i}_8 & \mathbf{i}_9 & \mathbf{i}_6 \end{bmatrix} = \begin{bmatrix} g_i & & & \\ w_{i1} & S_{i11} & & \\ w_{i2} & S_{i21} & S_{i22} & \\ w_{i3} & S_{i31} & S_{i32} & S_{i33} \end{bmatrix} = \begin{bmatrix} g_i & \\ \mathbf{w}_i & \mathbf{S}_i \end{bmatrix}. \quad (15)$$

Equate corresponding blocks in  $\mathbf{D}$  and  $\mathbf{I}$  to get the unpacked Einstein equations:

$$\partial_0 g = g_i, \quad \partial_0 \mathbf{w} = \mathbf{w}_i, \quad \partial_{00}^2 \mathbf{S} = \mathbf{S}_i. \quad (16)$$

Einstein's equation is valid in any coordinate system, so set the coordinate system to absolute space and time:

$$x^\delta = [ct, x, y, z]^T. \quad (17)$$

In absolute space and time the coordinates do not vary with respect to each other:

$$\frac{dx^\gamma}{dx^\delta} = \begin{cases} 1, & \text{if } \gamma = \delta, \\ 0, & \text{if } \gamma \neq \delta. \end{cases} \quad (18)$$

All 1<sup>st</sup> partial derivatives become 1<sup>st</sup> total derivatives. To see this, use the standard formula for total derivatives and apply (18):

$$\frac{dg_{\mu\nu}}{dx^\alpha} = \frac{\partial g_{\mu\nu}}{\partial x^0} \frac{dx^0}{dx^\alpha} + \frac{\partial g_{\mu\nu}}{\partial x^1} \frac{dx^1}{dx^\alpha} + \frac{\partial g_{\mu\nu}}{\partial x^2} \frac{dx^2}{dx^\alpha} + \frac{\partial g_{\mu\nu}}{\partial x^3} \frac{dx^3}{dx^\alpha} = \frac{\partial g_{\mu\nu}}{\partial x^\alpha}. \quad (19)$$

Similarly for all 2<sup>nd</sup> derivatives. Substitute total derivatives for all of the partial derivatives in the unpacked Einstein equations (16) (including those inside the interaction terms  $g_i$ ,  $\mathbf{w}_i$ , and  $\mathbf{S}_i$ ), and substitute  $x^0 = ct$  from (17), to convert the unpacked Einstein equations into ordinary three-dimensional differential field equations, with time  $t$  as the independent variable:

$$\frac{1}{c} \frac{dg}{dt} = g_i, \quad \frac{1}{c} \frac{d\mathbf{w}}{dt} = \mathbf{w}_i, \quad \frac{1}{c^2} \frac{d^2 \mathbf{S}}{dt^2} = \mathbf{S}_i. \quad (20)$$

We have reached our goal; these equations exactly embed general relativity into absolute space and time. We get exactly back to Einstein's equation if we exactly reverse the steps we took to get here.

The field equations (20) are the fundamental equations of absolute quantum gravity (AQG). They reduce general relativity from the tensor mathematics of curved spacetime to the scalar/vector/matrix mathematics of classical mechanics. They unite Maxwell's electromagnetism with Einstein's general relativity in Newton's absolute space and time.

The field equations (20) generate three new kinds of gravitons: scalar  $g$  gravitons, vector  $\mathbf{w}$  gravitons, and matrix  $\mathbf{S}$  gravitons.  $g$ ,  $\mathbf{w}$ , and  $\mathbf{S}$  stand for *g*ravitational, *w*eak, and *S*trong. The equations for the  $g$  and  $\mathbf{w}$  gravitons go as  $d/dt$ , so they are diffusive or Schrödinger like. The equation for the  $\mathbf{S}$  gravitons goes as  $d^2/dt^2$ , so they are wavelike or Klein-Gordon like.

The three new kinds of gravitons appear as a natural consequence of exactly embedding general relativity into absolute space and time. Unconstrained general relativity uses curved spacetime to transmit gravity. Constrained to absolute space and time, the three new kinds of gravitons mathematically pop into existence to transmit gravity.

Exactly embedding general relativity into absolute space and time also makes it straightforward to quantize space and time. Both can be quantized by using fixed step sizes. Natural choices for the space and time steps would be the Planck distance and the Planck time. Quantized space and time make it possible to simulate our universe.

For further discussion, including experimental evidence, see "Absolute quantum gravity (AQG)", preprint, 2026-03-07,  
[https://pgu.org/absolutequantumgravity\\_v1.pdf](https://pgu.org/absolutequantumgravity_v1.pdf)



I can think of at least three possible reasons why the HIP time derivatives may have been overlooked until now. For convenience, here are the HIP time derivatives again:

$$D_{\alpha\beta} = \begin{bmatrix} \partial_0 g_{00} & & & & \\ \partial_0 g_{10} & \partial_{00}^2 g_{11} & & & \\ \partial_0 g_{20} & \partial_{00}^2 g_{21} & \partial_{00}^2 g_{22} & & \\ \partial_0 g_{30} & \partial_{00}^2 g_{31} & \partial_{00}^2 g_{32} & \partial_{00}^2 g_{33} & \end{bmatrix}, \quad \text{where } \partial_0 g_{00} = \frac{\partial g_{00}}{\partial x^0}, \text{ etc.} \quad (21)$$

**The HIP time derivatives  $D_{\alpha\beta}$  are obscure.** It is not obvious that general relativity is free of the 2<sup>nd</sup> order derivatives  $\partial_{00}^2 g_{00}$ ,  $\partial_{00}^2 g_{10}$ ,  $\partial_{00}^2 g_{20}$ , and  $\partial_{00}^2 g_{30}$ .

**The linearity of general relativity in the HIP time derivatives  $D_{\alpha\beta}$  is obscure.** It is not obvious that general relativity is free of all of the quadratic products of  $\partial_0 g_{00}$ ,  $\partial_0 g_{10}$ ,  $\partial_0 g_{20}$ , and  $\partial_0 g_{30}$ , such as  $\partial_0 g_{00} \partial_0 g_{10}$ ,  $\partial_0 g_{20} \partial_0 g_{30}$ , etc.

**The HIP time derivatives  $D_{\alpha\beta}$  are irrepresentable in the standard physics formalisms.** Tensor math is the standard formalism for general relativity, and  $D_{\alpha\beta}$  is not a valid tensor because the mixture of 1<sup>st</sup> and 2<sup>nd</sup> order derivatives means that  $D_{\alpha\beta}$  does not transform like a tensor. Scalar/vector/matrix math is the standard formalism for classical mechanics, and  $D_{\alpha\beta}$  is not a valid matrix because the mixture of different units ( $1/x^0$  and  $1/(x^0)^2$ ) means that the units don't stay constant when you rotate the matrix.

As part of quantizing gravity, space, and time, we solve the representation problem by breaking  $D_{\alpha\beta}$  into a scalar  $g$  for  $g_{00}$ , a 3-vector  $\mathbf{w}$  for  $g_{10}$ ,  $g_{20}$ , and  $g_{30}$ , and a symmetric 3x3 matrix  $\mathbf{S}$  for the elements with 2<sup>nd</sup> derivatives.