

General algorithm for embedding 4D geometries in 5D braneworld models

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We develop a general algorithm that enables the consistent embedding of any four-dimensional static and spherically symmetric geometry into any five-dimensional single-brane braneworld model, characterized by an injective and nonsingular warp factor. Furthermore, we supplement the algorithm by introducing a method that allows one to, in principle, reconstruct 5D field theories that support the aforementioned geometries.

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