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Aristotle

Some concepts involved in Aristotle's physics are:

- 1. <u>Teleology</u>: Aristotle observes that natural things tend toward definite goals or ends insofar as they are natural. Regularities manifest a rudimentary kind of teleology.
- 2. Natural motion: Terrestrial objects tend toward a different part of the universe according to their composition of the four elements. For example, earth, the heaviest element, tends toward the center of the universe—hence the reason for the Earth being at the center. At the opposite extreme the lightest element, fire, tends upward, away from the center.

Galileo & Newton

Lex I: Corpus omne perseverare in statu suo quiescendi vel movendi uniformiter in directum, nisi quatenus a viribus impressis cogitur statum illum mutare.

Translated to English, this reads:

Law I: Every body persists in its state of being at rest or of moving uniformly straight forward, except insofar as it is compelled to change its state by force impressed.

A force does not create a *velocity*, but only an *acceleration* (a change in velocity)

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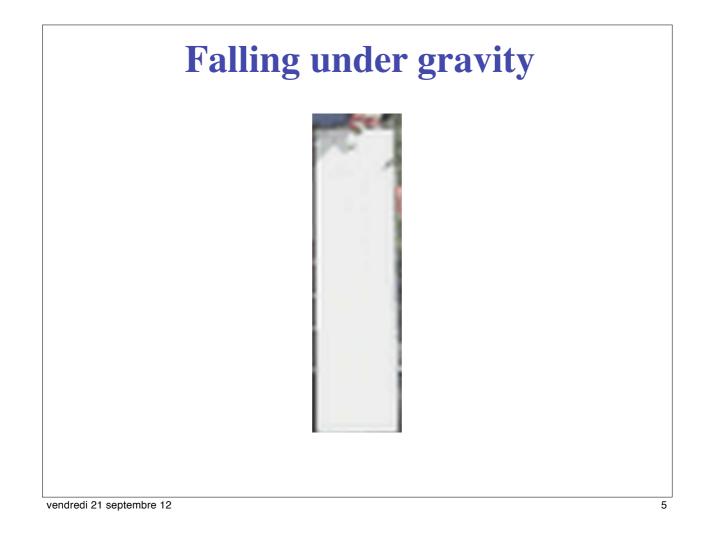
Velocity and acceleration

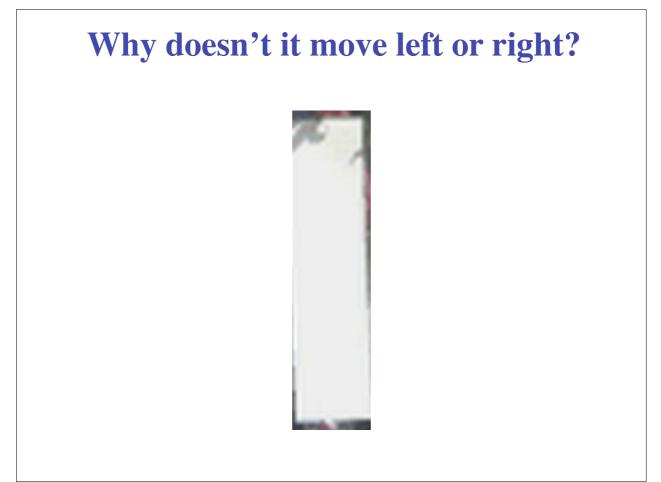
Velocity is the rate of change of position:

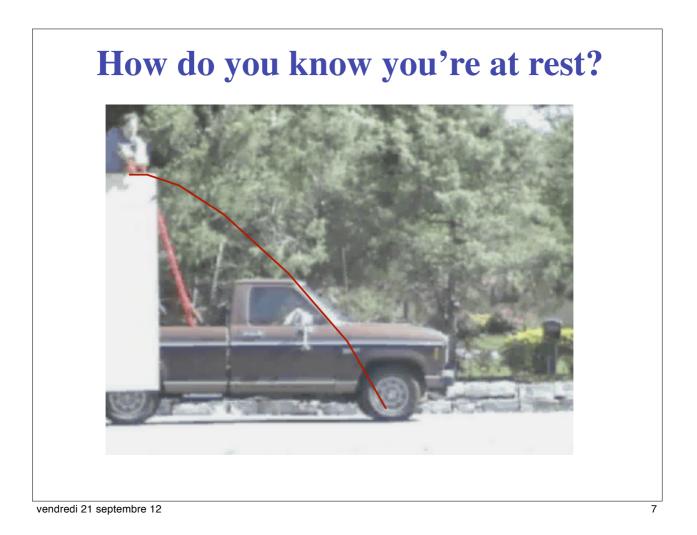
100 km/hour means your position changes by 100km every hour

Acceleration is the rate of change ("derivative") of velocity: From 0 to 100 km/hour in 10s means (100km/hr)/10s = 10 (km/h/s)

9.8 m/s² means (9.8 m/s) / s: from 0 to 9.8 m/s in 1 s; from 0 to 19.6 m/s in 2 s; ... 3







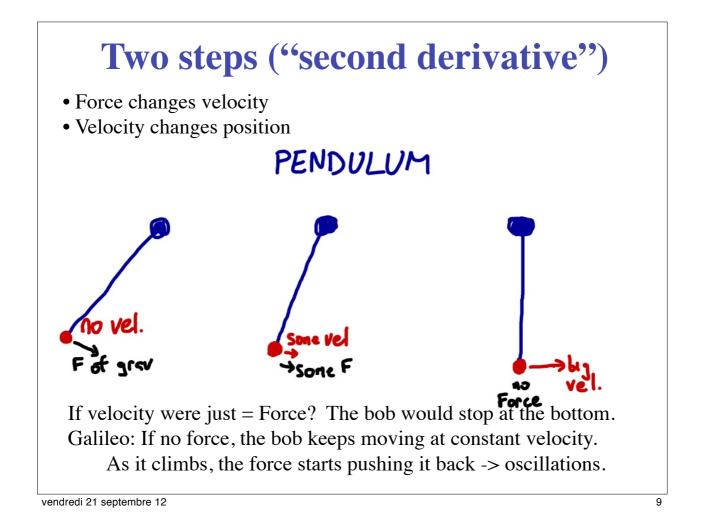
Who discovered the principle of relativity?

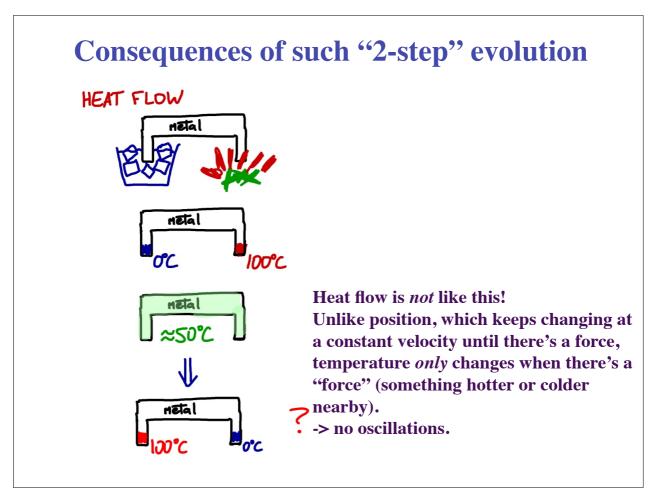
Galileo in 1632, thinking about objects falling on a ship.

(Arguing against the argument that "the earth can't be rotating, or when we dropped things, we'd see them fly to the West.")

"Absolutely at rest" or "absolutely in motion" means nothing; only your velocity *relative* to other objects matters to the laws of physics.

(If you test all the laws of physics and are on a spaceship moving half the speed of light, you will see no difference from what someone sitting still observes -> if there is no *observable* difference, then there is no real difference.)





What are waves?

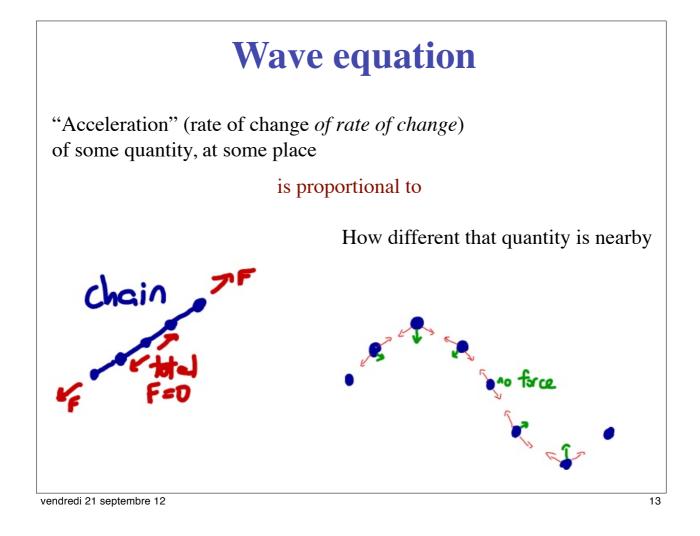
"Waves are things which obey a wave equation"

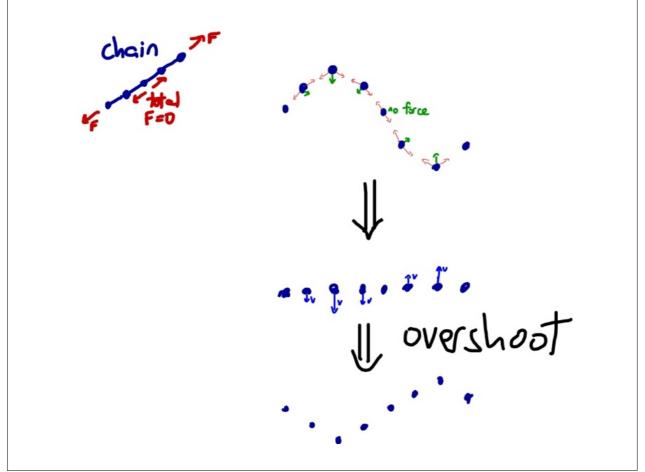
Anything (height of water surface, pressure of air, displacement of guitar string, ... "field") which oscillates both in space & time.

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They occur because of this oscillatory tendency to overshoot like a pendulum, but specifically when the force is due to interaction with the "neighborhood."

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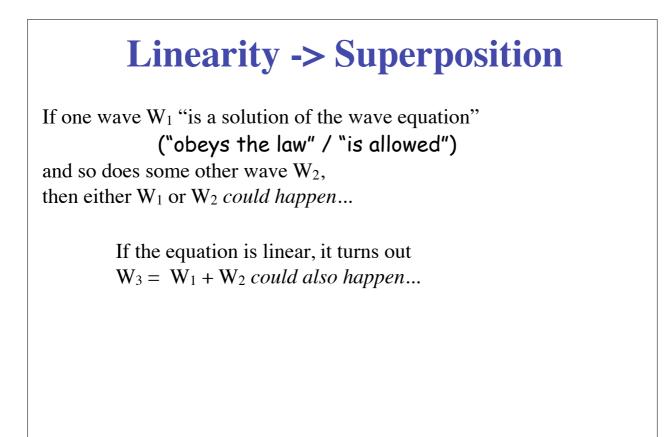


Linearity

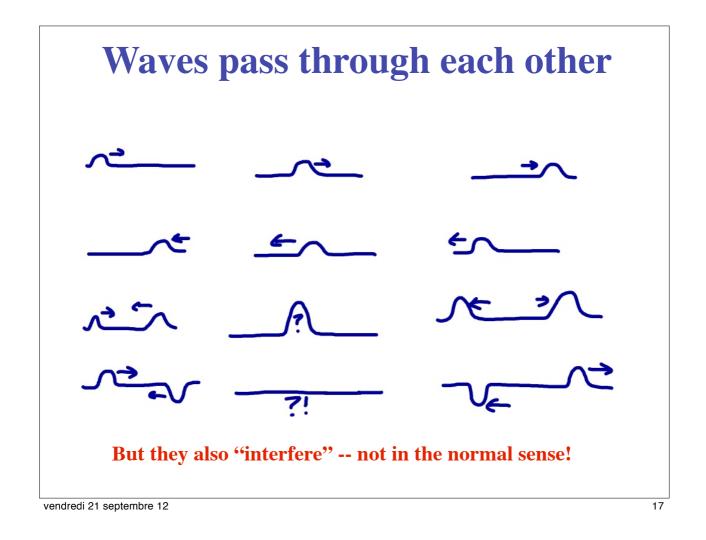
Approximation: if I pull something twice as hard, it moves twice as far (turns out to be a *good approximation* if I don't pull "too hard," but bad otherwise – like most of physics, never exact.)

Nonlinearity: equations get much more complicated; life gets much more interesting; but most of us don't know how to solve the problems! (will come back to this later in the term.)

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Interference is the signature property of waves

When you "combine" ("superpose") two waves, they get bigger in some places, but smaller in others....

(But once they pass through each other, they keep going -neither one "interferes" with the other's propagation in the normal English sense)