Picture-Stories of Events in Spacetime

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The Slides

- 1. Events in spacetime.
- 2. Physics is complicated.
- 3. The minimalist movie.
- 4. Picture-stories of events.
- 5. Multiplying events???
- 6. The interval: a distance using both space AND time.
- 7. A rope: the spacetime path between two events.
- 8. Adding motion to the observer of the picture-story.
- 9. Adding events to the picture-story.
- 10. Same pair of events, different picture-stories.
- 11. Programming animations with quaternions.

Events in Spacetime

What is spacetime?

A stage for events: Time, X, Y, and Z.

Method: use a genuinely obscure math called quaternions.

- Rebuild physics laws using quaternions exclusively.
- Quaternions.com website for technical math stuff.
- Movies of events to see what it means.
- Open source animation programming to see new physics.

The goal is a collection of animations with precisely the same information content as a graduate level physics textbook.

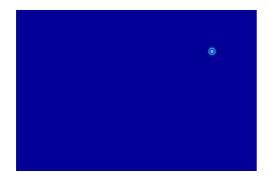
Physics is Complicated!

Physics is changes of changes of a potential.

Changes Create	Changes Create	Changes Create	
The Potential	Fields	Field Equations	Conservation Laws
4 numbers	16 numbers	64 numbers	256 numbers
Cannot see :-(Where everything is	$How\ things\ work$	What stays the same
	Gravity (mass)	Newton for gravity	Mass
	Electricity (charge)	Maxwell for light	Charge

The Minimalist Movie

Only 1 event.



• An event as a dot at a Time, X, Y, and Z.

- An event broadcast as an expanding circle.
- No one hears the event's story. : (

Picture-Stories of Events

With more than one event, there is a picture-story.

- The simplest story is between two events.
- The difference between the two is dt, dx, dy, dz.

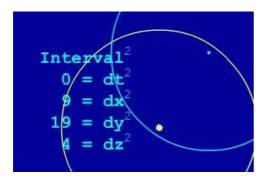
Working with events in four dimensions (t, x, y, and z), using simple math (+, -, *, /), quickly leads to very deep issues in physics.

Multiplying Events???

A profound question.

Two parts: An interval and a rope.

An interval is the distance between two events.



- Pythagoras said the distance is: $A^2 + B^2 = C^2$.
- Einstein said the interval is: $Time^2 Distance^2 = Interval^2$.
- For simultaneous events shown here, $dt^2 = 0$.

The minus sign is why special relativity is tricky!

The Interval: A Distance Using Both Space AND Time

How far apart are events that happen at different times?

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Interval<sup>2</sup>
4 = dt<sup>2</sup>
9 = dx<sup>2</sup>
19 = dy<sup>2</sup>
4 = dz<sup>2</sup>
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- Time² is positive.
- Subtract distance².
- The difference is the interval squared.

A Rope: The Spacetime Path Between Two Events

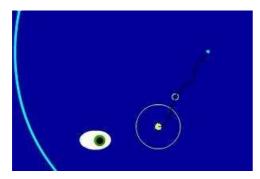
A changes in time multiplied by a change in space!



- A rope has 3 numbers.
- A rope has direction temporarily.

Adding Motion to the Observer of the Picture-Story

If motion is added to the observer (the eye) of a pair of events...

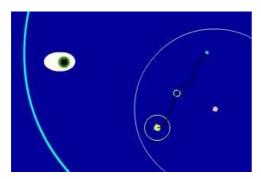


• The interval **is not** changed.

• The rope **is** changed.

Adding Events to the Picture-Story

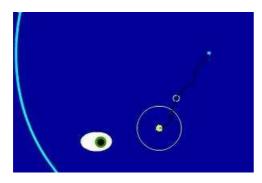
This time an event are added to the picture-story of a pair of events, making three total events.

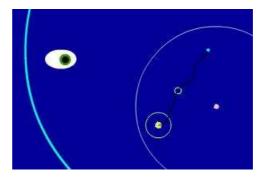


- The interval is changed.
- The rope is not changed.

Same Pair of Events, Different Picture-Stories

Add motion to an observer, or add an event.





- Einstein's special relativity is about the right-hand side.
- Einstein's general relativity is about the left-hand side.

Programming Animations with Quaternions

How does Nature really deal with numbers?

What are appropriate data structures?

• Use math to generate thousands of events.

- Make an animation.
- Use math to study the original set of events.
- Make a new animation.

The goal is a collection of animations with precisely the same information content as a graduate-level physics book. Have written parts of a library in C for speed, and can translate into Javascript for web presentations.