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Lecture notes (current status of lectures: see [www.piazza.com](http://www.piazza.com)) In order to orient yourself about the scope and level of this class, they will remain online from last year. The order may change as we go along, but it's unlikely we'll have time to add more themes, despite the desire to do so. For those who want the chapter numbers from the book, here are: all Chs. 1, 2, 3; Ch. 7, Cults. 40,42,49; Ch. 6, leave sects. 36,37,38, pp.1-13: An overview of the goals and scope of classical mechanics (1-4). Statement of the principle of a cross-border (least) measure (5-8). Functional, extremals, and Euler-Lagrange equations are the smallest principle of action (9-13). 13.1-27. Equivalence between Newton and Euler-Lagrange (14). The shortest route on the plane is the principle of warning of the principle of functional variation of length (14.1-14.2). Why does the different principle work? - Modern understanding through the classical boundary of the Feynman Road, which is an integral part of quantum mechanics (15-18). Short ode to the principle of usefulness of action (19). Where does lagrangian come from? - The Galilean principle of relativity and the Lagrangian form of the free particle as the first example of how symmetry principles define the form of Lagrangian (20-27). pp. 20.1-20.2. Space-time symmetries are classic nonrelativistic and relativistic mechanics. pp. 27.1-27.3. The curious - nonrelativistic free particle Lagrangian as the boundary of the relativistic one. 28-57. lagrangians' interaction' (29-32); non-closed systems (33); systems with limitations (34-36); time translation and energy saving (37-40); spatial translation invariance, momentum preservation, and applications (41-49); rotational invariance and angular moment (50-57). NOTE: A careful student pointed to a typo in 38th pp. d.1-86.3: Quantity preserved because of the invariance of the Galilean action. Note an important lesson from the example: Noether's theorem, which states that the preserved quantities exist, requires that the action (not necessarily the Lagrangian) be invariant during the symmetry transformation. Under Galilean symmetry transformations, Lagrangian is converted into a complete derivative expression. This affects the term quantity preserved (due to Galilean invariance) dynamic development, as shown in these comments (d.1-d.2; please note a couple of obvious typo on these pages; furthermore, ta will discuss the subject in friday, February 3 tutorial). Number of possible maximum integrations of movement (quantities preserved) (c.0); free particulate matter and canned quantities (c.1 to c.2); central potential, its integral part of movement, and reduction of one-dimensional problem (58-65 c.3-c.4. Kepler problem through the Rungle-Lenz vector (c.5, 86.1-86.3). p. 73-82: Euler's theory of homogeneous functions (73-74); homogeneous potentials and similar solutions (74-77); examples of use and virial theorem (77-80); use of the virial theorem (81-82). During the week of February 13 (while I'm away) Omar discusses the promised pages d.1-d.2, as well as topics (exact choice will be his!) to move central potentials, both 1/r or otherwise. Some of the old notes of mine in this topic can be found in p. 66-72 in these notes and p. 83-90 in these older notes. You'll notice that the scattering theory appears in these notes as well - however, given our limited time, we need to prioritize it, and I've decided that discussing Hamiltonian mechanics is more important (feel free to study scattering on your own, it's also important as it's a key concept applied to all kinds of physics, from solid state and astrophysics to particle physics). Let's start the study of Hamilton mechanics on Friday, February 10, and continue after the break. P. 157-169: Lagrangian and Hamiltonian mechanics - mathematical pre-selection on Legendre transformation (157-159); Hamiltonian as the Legendre conversion of the Lagrangian and Hamilton equations of movement, one and many variables (160-163); nature conservation laws hamiltonian mechanics (164); the involution properties of Legendre transform and Lagrangian (165); the concept of phase space and phase flow (165-166); phase flow, Poisson consoles, and their use in the transition to quantum mechanics (quantization) (167-169). Apparently, my definition of Poisson in parentheses is opposite sign to the Landau-Lifshitz, Goldstein and other classic books. But as long as I stay with him consistently, there is no problem. Note that there will be no note of adiabatic invariants, the Liouville theorem, and Poincare recurrence lot - they are only qualitatively described to emphasize the interesting links between statistical physics and quantum mechanics. If you are not familiar with these topics, do not worry, this is purely educational discussion, ie you will not be on the exam. A question posed by a student is a debate on the energy saving of external electromagnetic fields. 106-122. independence of the angular speed of choice (110-111.1); kinetic energy of the rigid body (112-114); the amplified tensioning vault and the main moments of inertia (115-119); parallel axles lot (120-121); Lagrangian stiff body (121); inercial tenzore of a continuously mass-distributed body (122). 123-131. momenta conjugate with angular velocity and a Hamiltonian with a rigid body angular swing and twitch verb (127-129); euler angles (130-131). 131.1-.9 and 131.14: mathematics of rotations and Euler angles and their use to find the angular speed of the body (see also 6th century, where the missing pages 131.10-13.13 are filled in!) Equations 132-139. movement of a rigid body (136-139) [the heavy upper will be involved in the last tutorial!] For those who study the development of exact science, the common rotating-top is a symbol of people's work and confusion. James Clerk Maxwell p. 144-150: the idea of inercial forces and movement in non-inercial frames (144); lagrangian as a change in coordinates in a non-inercial framework (145-148); euler-lagrange equations are not inercial framework and interpretation of different forces (149); simple examples (150). Article 151-164 rigid exercise + inercial forces = quality discussion of the gyroscope (157-158); the concept of similarities between waterless forces and gravity and the principle of equivalence (153-156); on the creation of the principle of the smallest action : the principle of Fermat (159-163); attempts to formulate the main lesson of this course (164). 邂逅。 Goldstein's 赏试 但 还与他 吧,吧吧,吧,吧, 寻寻,---寻寻,---也写dging,另, Marion and Thornton也a错a考 The Elemental Evil Spell Transmutation Level: 5 Casting Time: 1 Action Range: 120 feet Components: V, S, M (clay and water) Duration: Momentary You choose an area of stone or mud that you can see that can fit a 40-meter cube and be within range and choose one of the following effects. Transmute Rock into mud. Nonmagical rock in any area will have equal amounts of thick, flowing mud that will continue the spell duration. In the field of magic, the ground will be muddy enough for the creatures to fall into. Each leg that a creature moves through the mud costs 4 feet of movement, and every creature on earth when cast the spell must do force saving throws. The creature can make a saving throw when moving around the field for the first time in a turn or ending the line there. In a failed rescue, the creature sinks into the mud and is subdued, though it can be used as a measure to end the subdued state itself by dragging itself free of the mud. If you cast the spell on the ceiling, the mud will fall. Every creature under the mud when it falls should make a Dexterity saving throw. A creature takes 4d8 beating damage to a failed save or half as much a successful one. Transmute Mud is the Rock. Nonmagical mud or quicks and quicks and feet in the area no more than 10 meters deep is transformed into soft stone for the duration of the spell. Every creature in the mud when it transforms needs to throw a Dexterity saving. In a successful rescue, the creature shunted safely to the surface in an empty space. In a failed rescue, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock with a DC 20 Force check or damage. The rock ac has 15 and 25 hit points and is immune to poison and psychological damage. Page: From 22 EE Players Companion to Druid, Wizard, create magic and save your own spellbooks, sign up now! Looking for another spell? Visit the spelling list &lt;&lt; Back To NecromancyAbjurationConjurationEvocationAjurationAbjurationDivinationConjurationAbjurationConjurationNecromancyAbjurationAbjurationEvocationEnchantmentAbjurationTransmutationAbjurationDivinationInationEvocationEvocationEvocationEvocationAbjurationEnchantmentEvocationNecromancyEvocationTransmutationMürcênciaBjurationEvocationEnchantmentEvocationNecromancyAbjurationConjurationConjurationConjurationTransmutationTransmutationTransmutationTransmutationNecromancyDisillationEvocationEvocationNecromancyTransvocationEvocationEvocationEvocationDivinationDivinationAbjurationEnchantmentDivinationEvocationTransmutationConjurationAbjurationationTransmutationConjurationEnchantmentTransmutationTransmutationTransmutationTransmutationTransmutationTransmutationNecromancyConjurationTransmutationTransmutationHivéVromancyConjurationTransmutationNecromancyConjurationTransmutationNecromancyConjurationConjurationNecromancyEvocationAbjurationAbjurationDivinationDivinationEvocationEvocationAbjurationEnchantmentEvocationNecromancyTransmutationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationTransmutationNecromancyAbjurationEvocationConjurationEvocationTransmutationTransmutationTransmutationTransmutationsTransmutationsTransmutationNecromancyEvocationEvocationEvocationEvocationEvocationEvocationEvocationEvocationDivinationAbjurationEnchantmentDivinationEvocationTransmutationConjurationEhivEvocationTransmutationTransmutationMutationTransmutationTransmutationTransmutationNecromancyConjurationTransmutationNecromancyConjurationConjurationNecromancyConjurationNecromancyConjurationNecromancyConjurationNecromancyConjurationNecromancyEvocationTransmutation

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