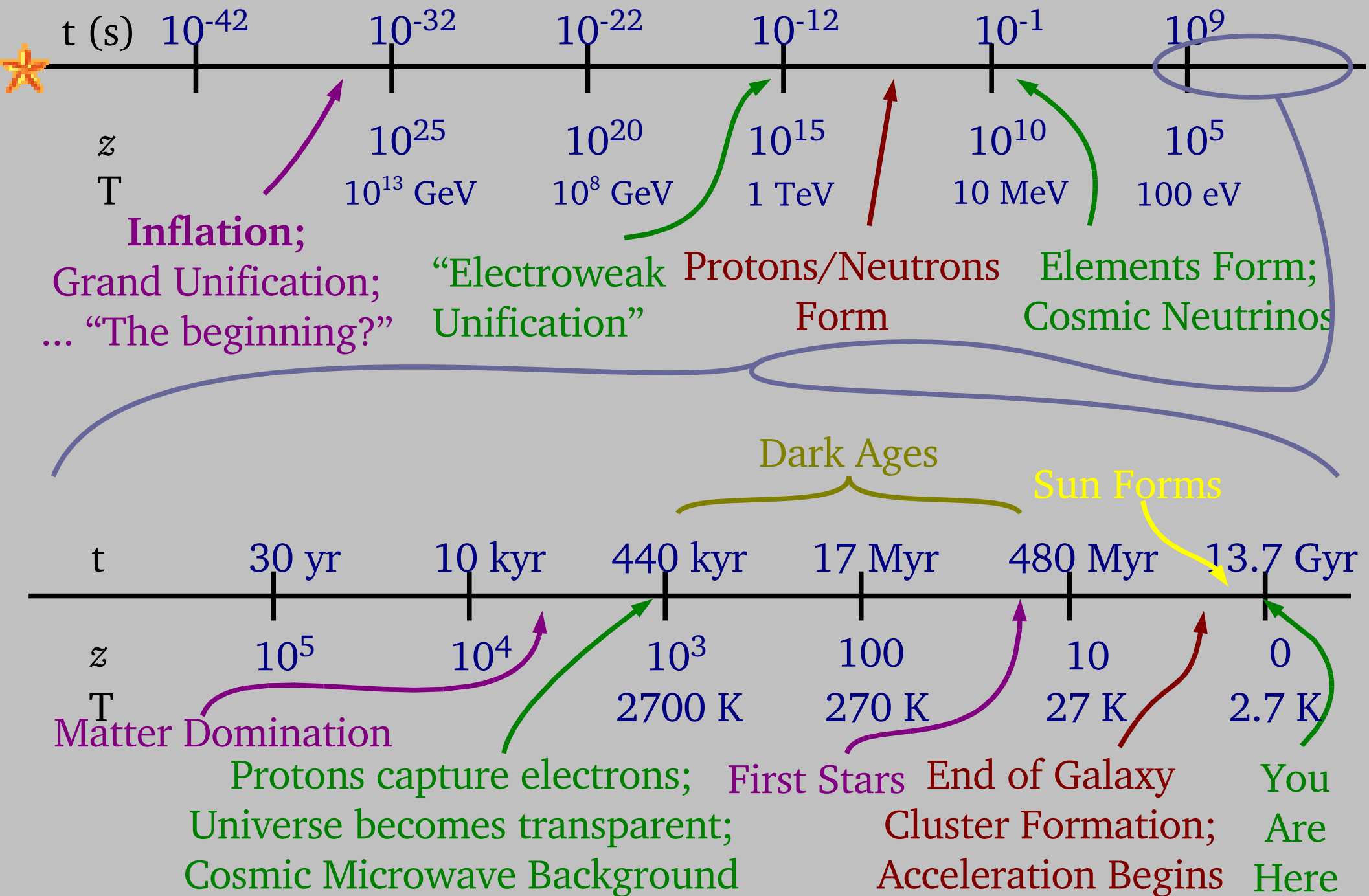
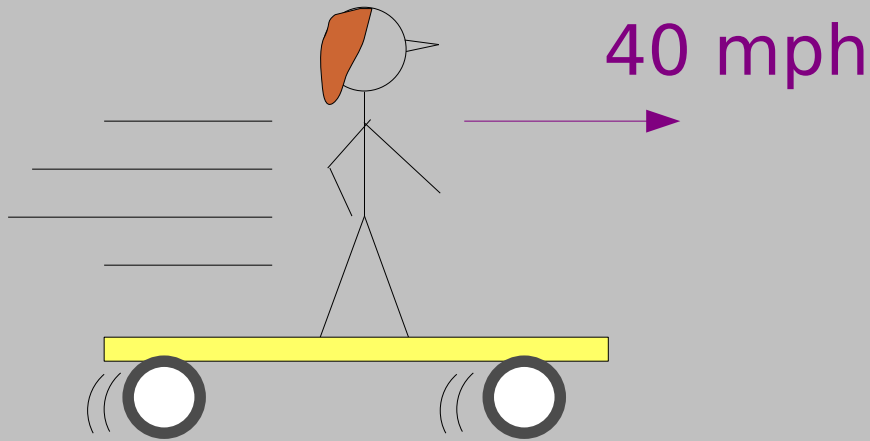
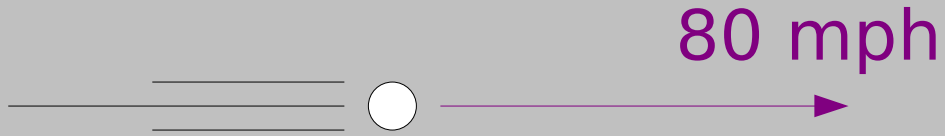
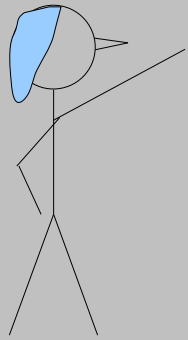


Here be
Dragons

A History of the Universe





What is the speed of the baseball relative to the skateboard dude?

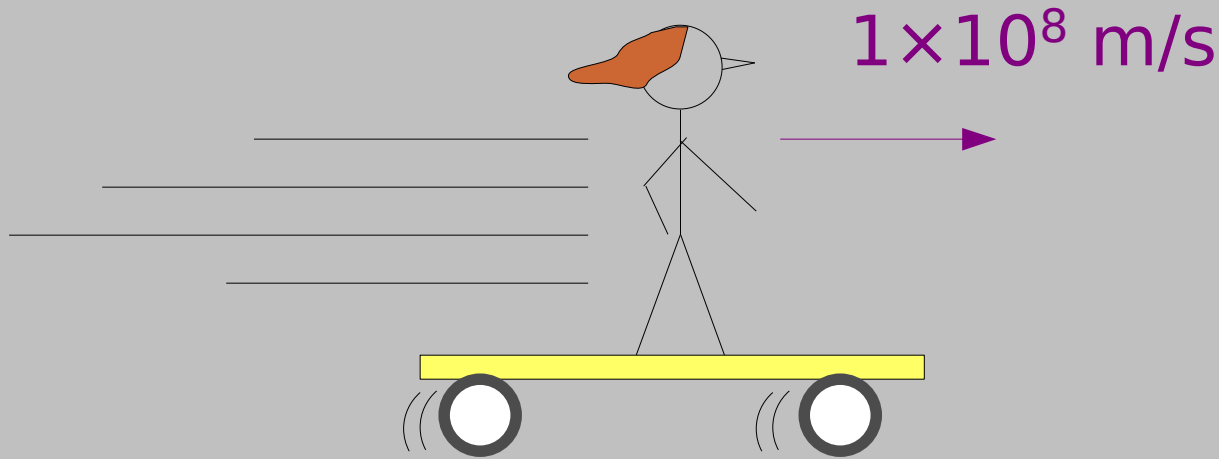
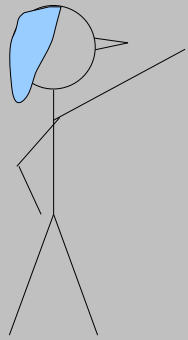
A 2 mph

B 20 mph

C 40 mph

D 80 mph

E 120 mph

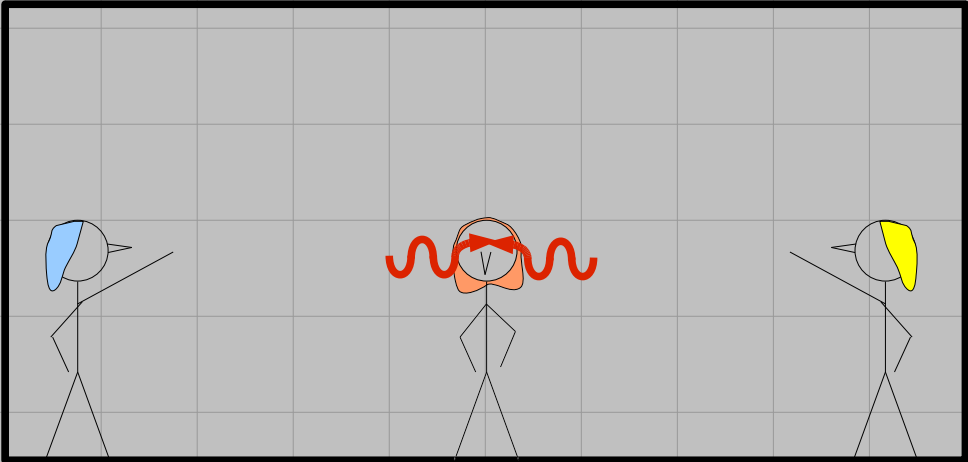
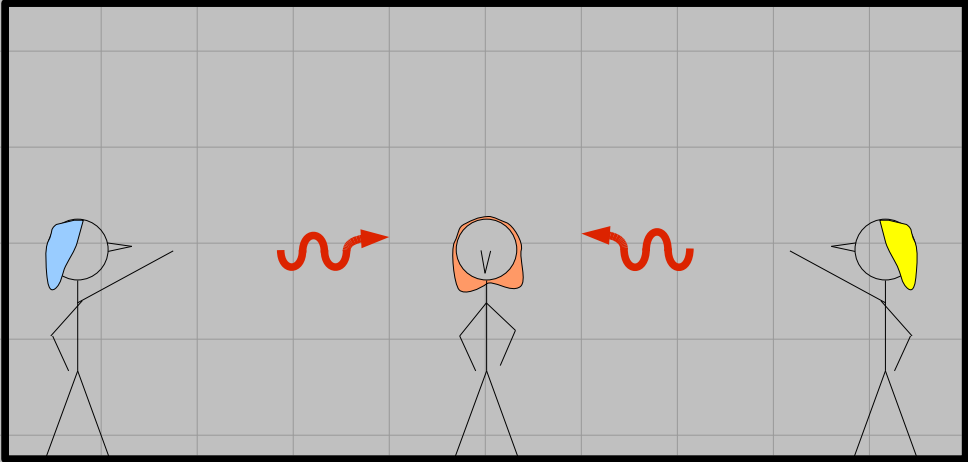
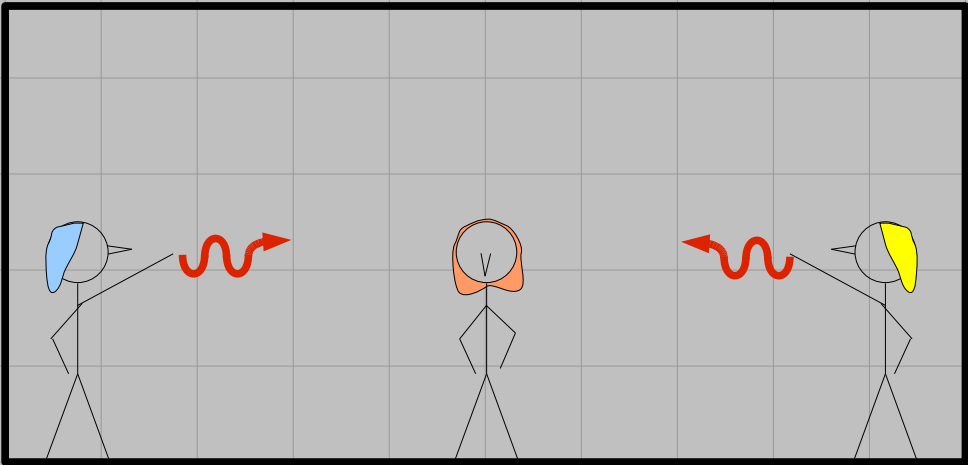


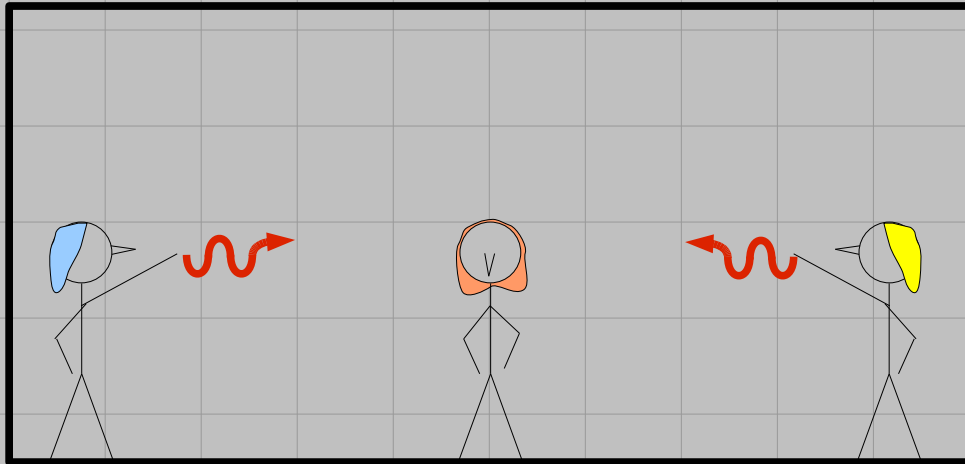
What is the speed of the photon relative to the skateboard dude?

- A 2 m/s
- B $1 \times 10^8 \text{ m/s}$
- C $2 \times 10^8 \text{ m/s}$
- D $3 \times 10^8 \text{ m/s}$**
- E $4 \times 10^8 \text{ m/s}$

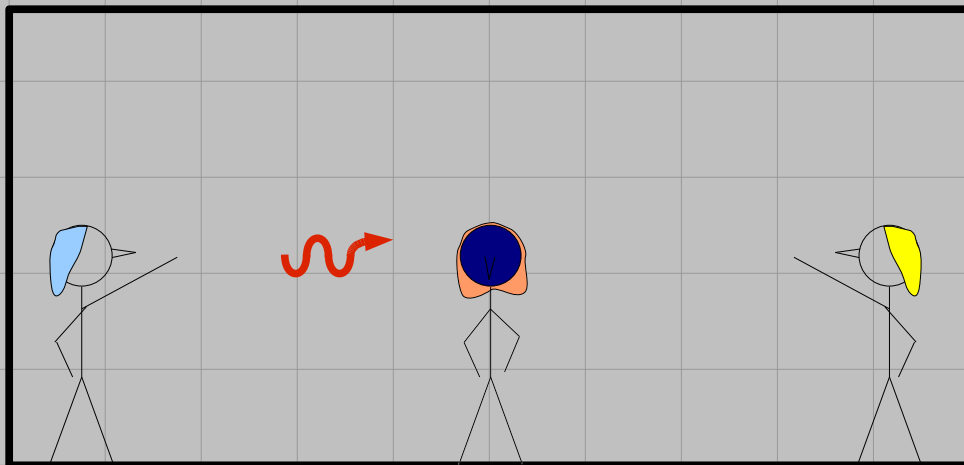
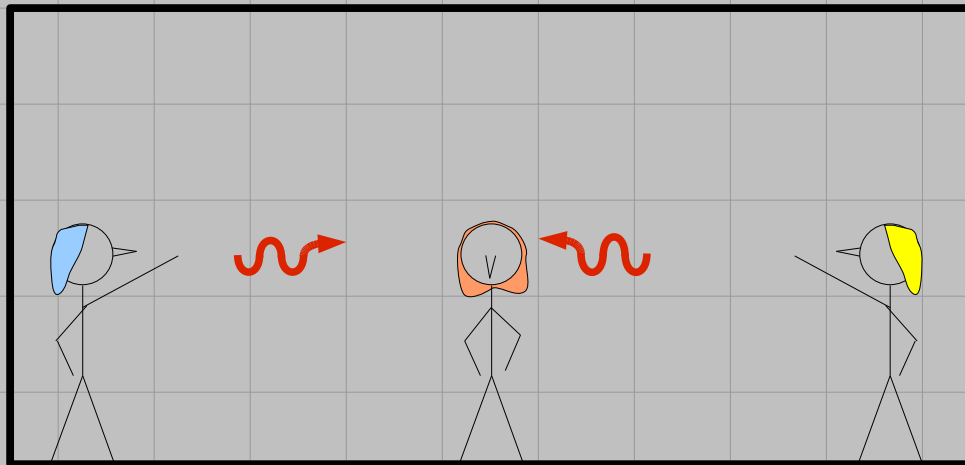
Postulate of Special Relativity:

The laws of Physics – including the speed of light – are the same for every observer.

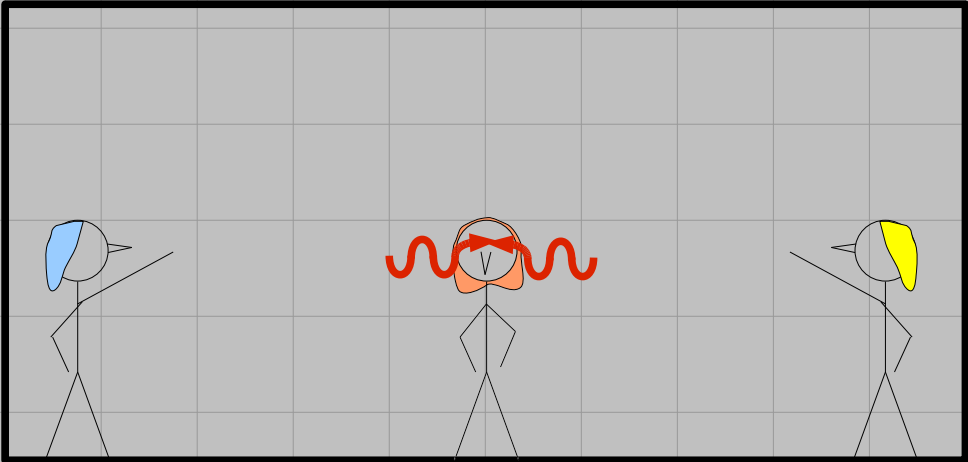
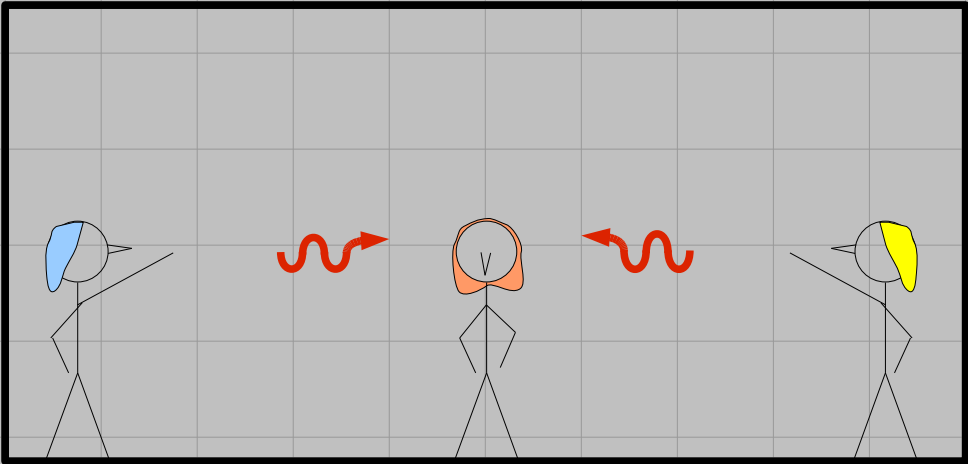
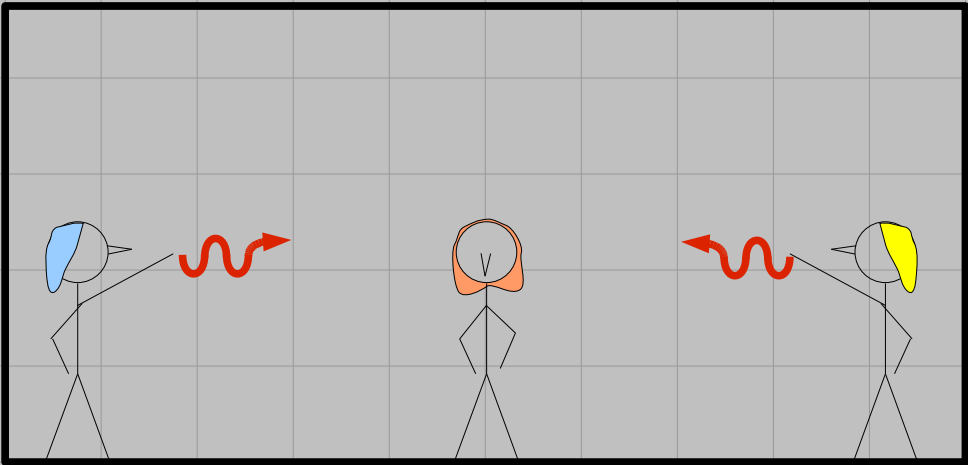


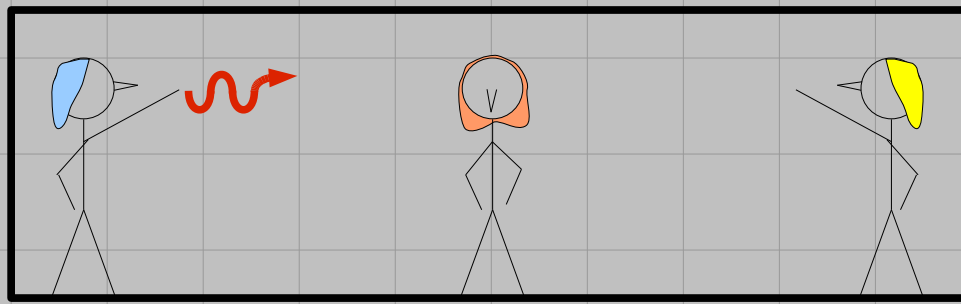


$1.5 \times 10^8 \text{ m/s}$

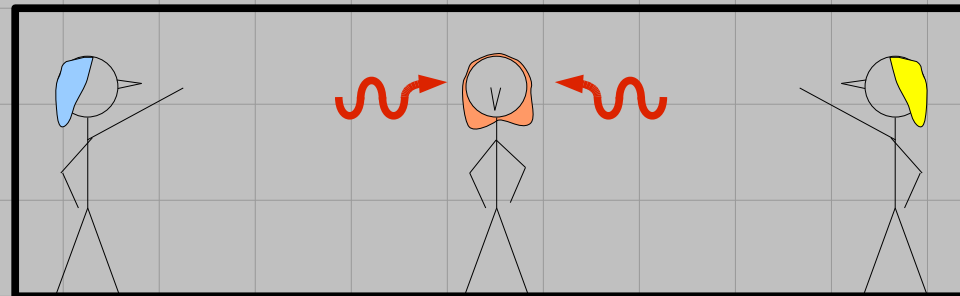
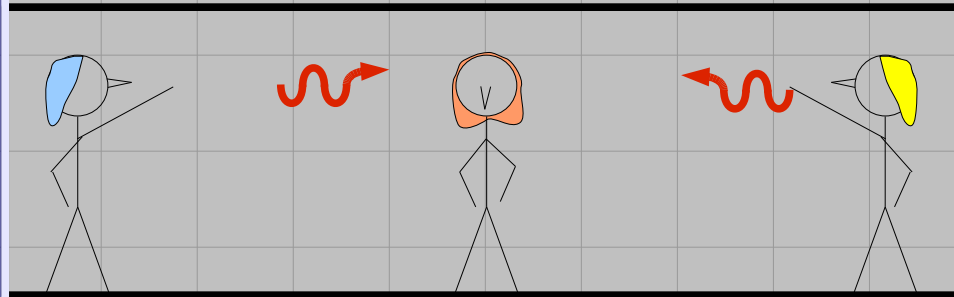
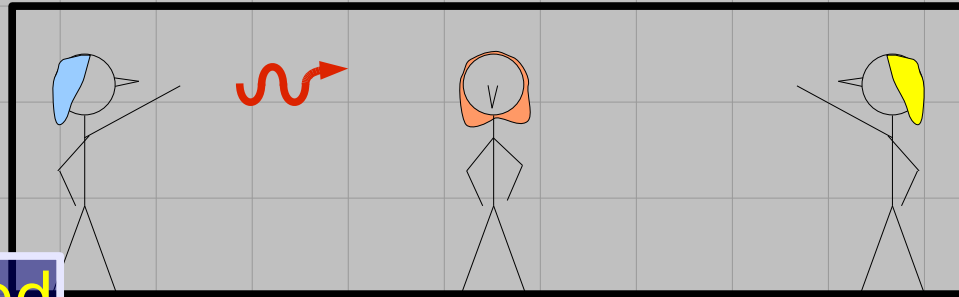


**Not the same
experiment
as on the last
slide!**



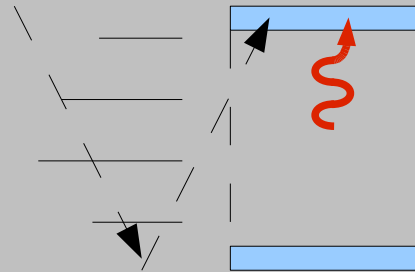
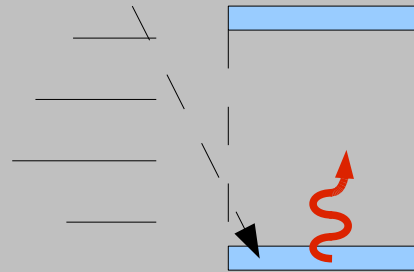
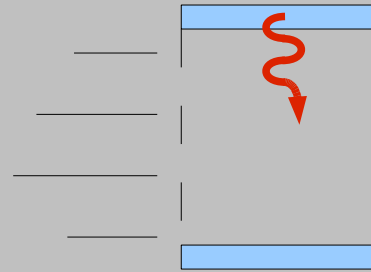
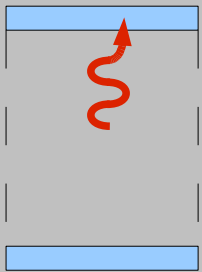
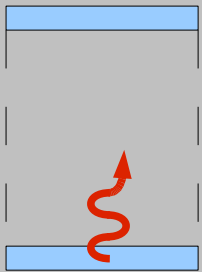
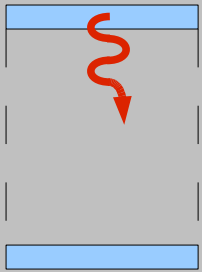


$1.5 \times 10^8 \text{ m/s}$



So who released the photon first? That depends on the frame of reference!

Simultaneity is absolute only for events which happen at the same point in space!

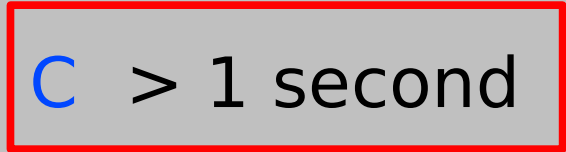


How much time has elapsed for Case B?

A < 1 second

B 1 second

C > 1 second



Case A:

1 Second Elapsed

Case B

Moving clocks run slow!

Special Relativity tells us that space and time are mixed up with each other.

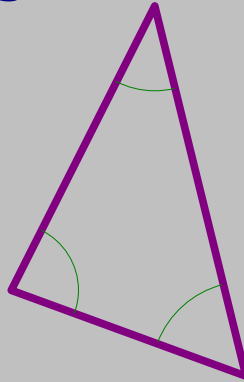
General Relativity

Our modern theory of gravity, originally developed by Einstein.

- Gravity is not a “force,” it is the *curvature of spacetime*.
- Particles move in as straight of lines as possible through spacetime.
- The presence and distribution of mass, energy, and pressure determines the curvature of spacetime.
- Yields identical results to Newton's gravity when “far” from something very massive.

How do you determine if spacetime is curved???

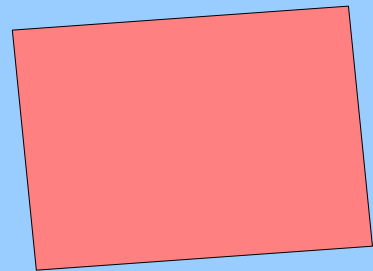
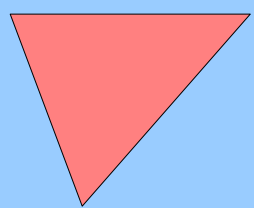
Flat (Euclidean) Space:
Any triangle, three interior
angles add to 180°



- 0 Curvature : angles sum to 180°
- Positive Curvature : angles sum to $> 180^\circ$
- Negative Curvature : angles sum to $< 180^\circ$

Flatland

This is the Universe

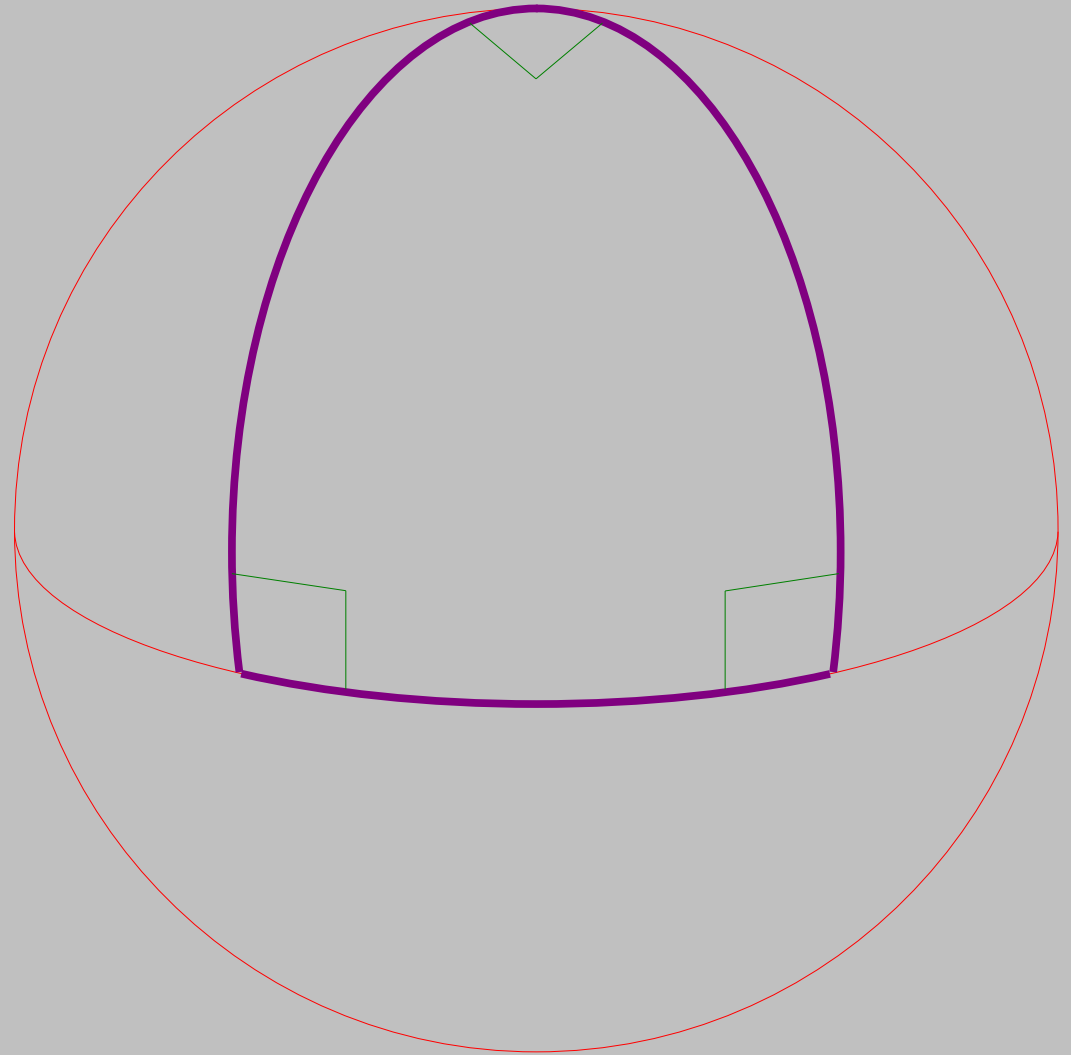


This dimension doesn't exist
(or is something we can't measure, and thus is meaningless)

Example curved 2d space :
The *surface* of a sphere

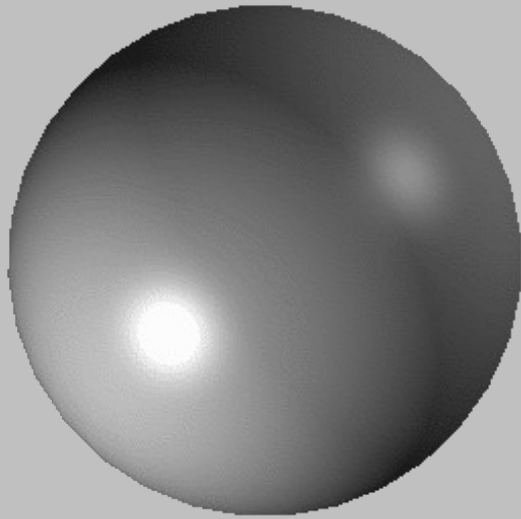
(positive curvature)

Flatland (2-dimensional) creatures could measure this curvature without reference to the third dimension we use to describe this here!

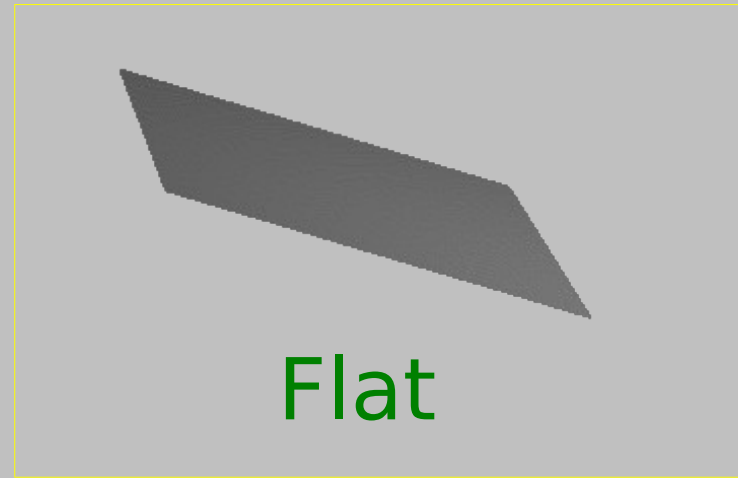


Angles sum to 270° ...!

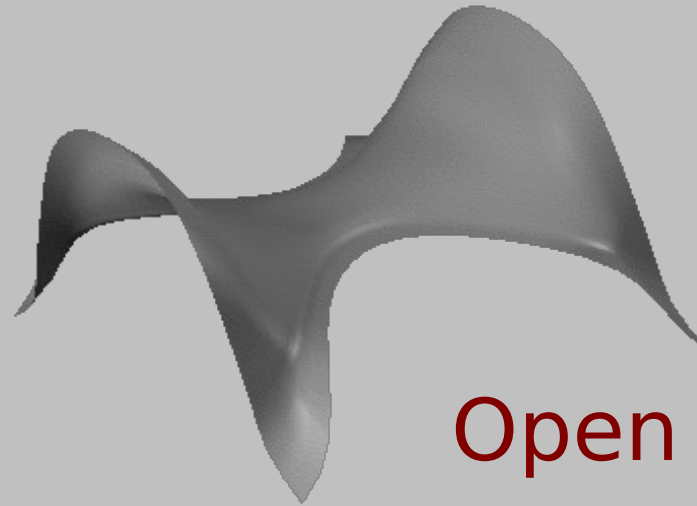
Possible Shapes of the Universe



Closed



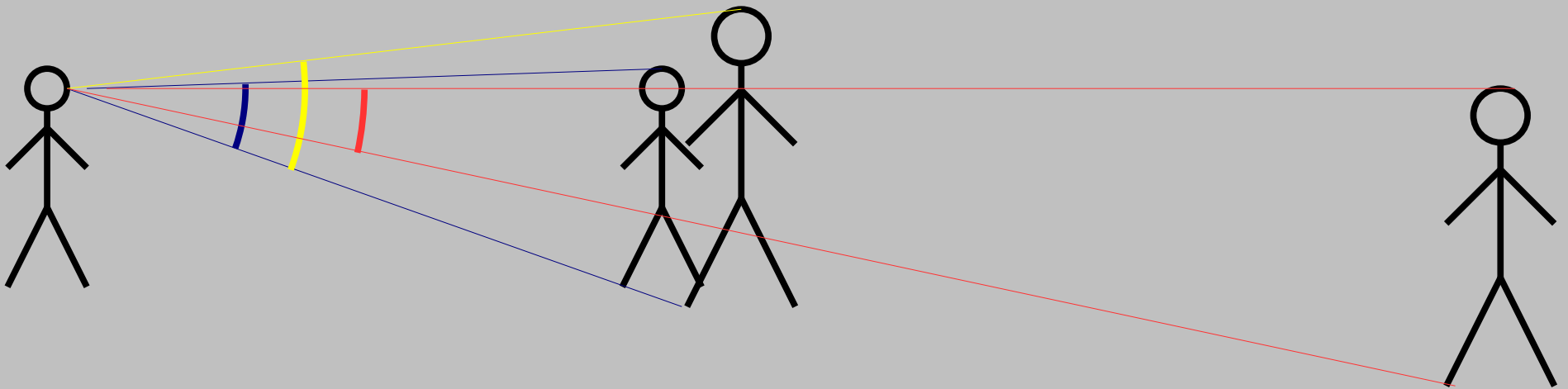
Flat

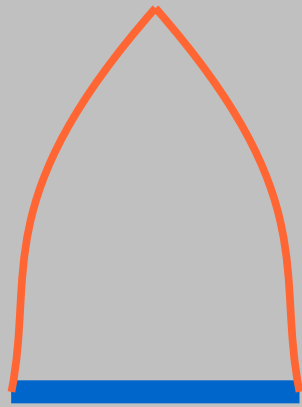


Open

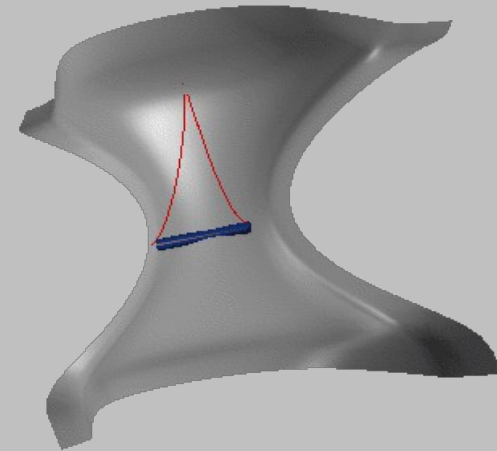
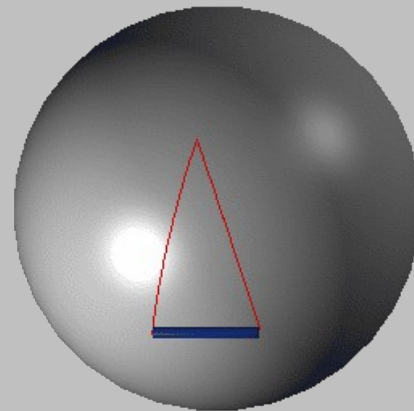
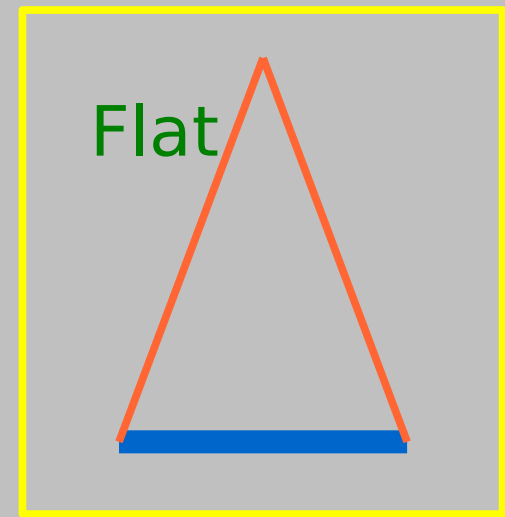
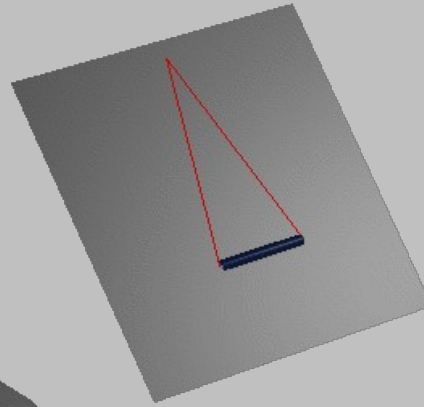
What do we mean when we say how big something looks?

The angle that it *subtends*.

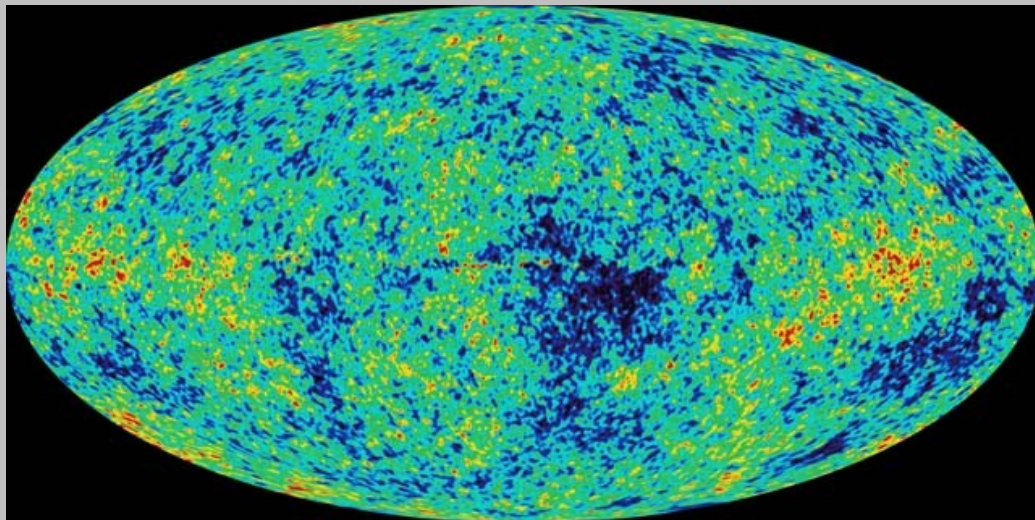




Closed:
Looks Bigger



Open:
Looks Smaller



Here be
Dragons

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