

80 mph

40 mph

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

3×10^8 m/s

1×10^8 m/s

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

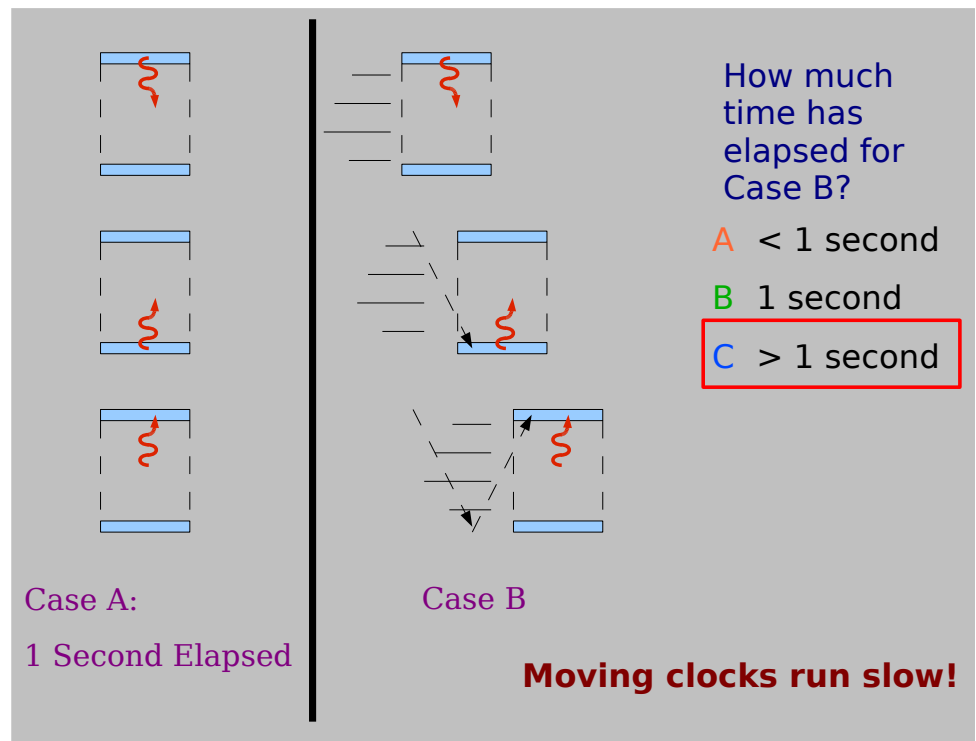
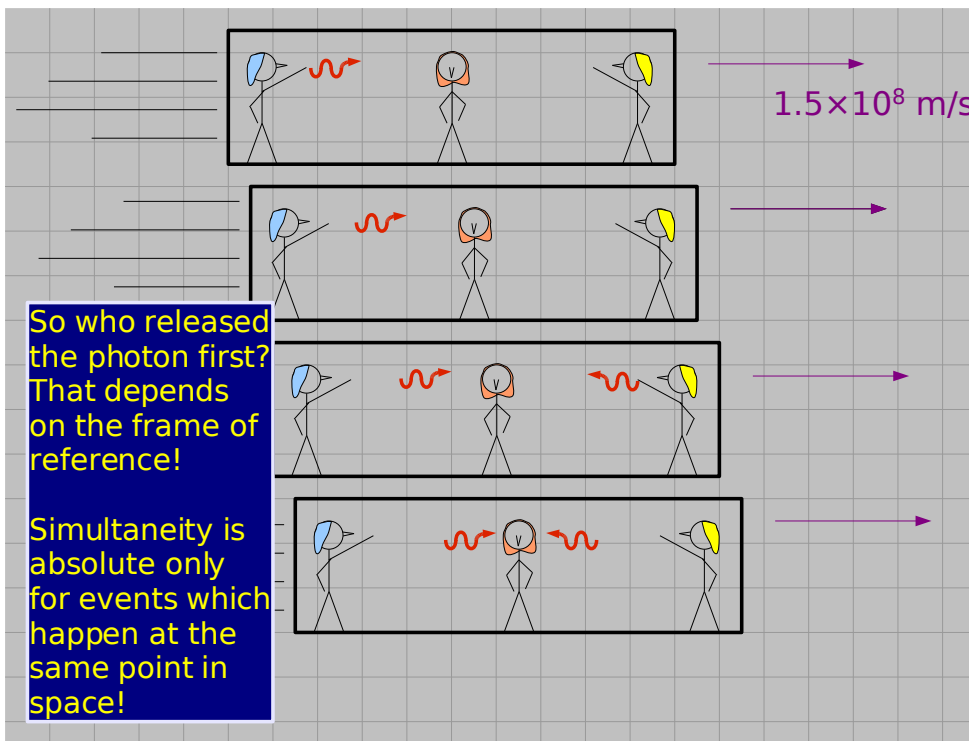
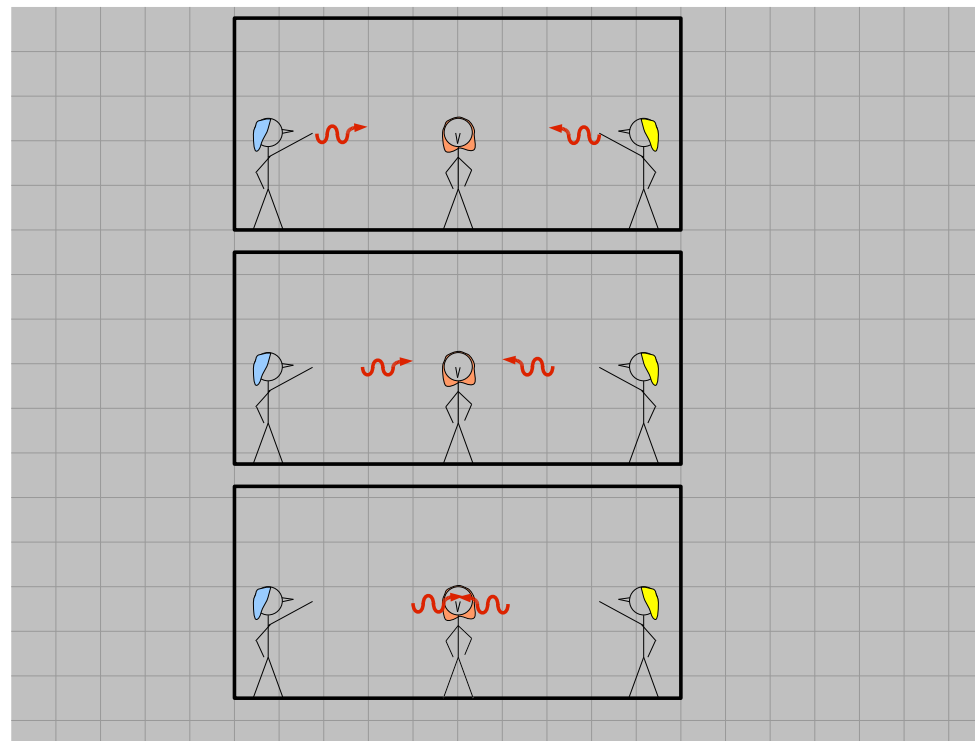
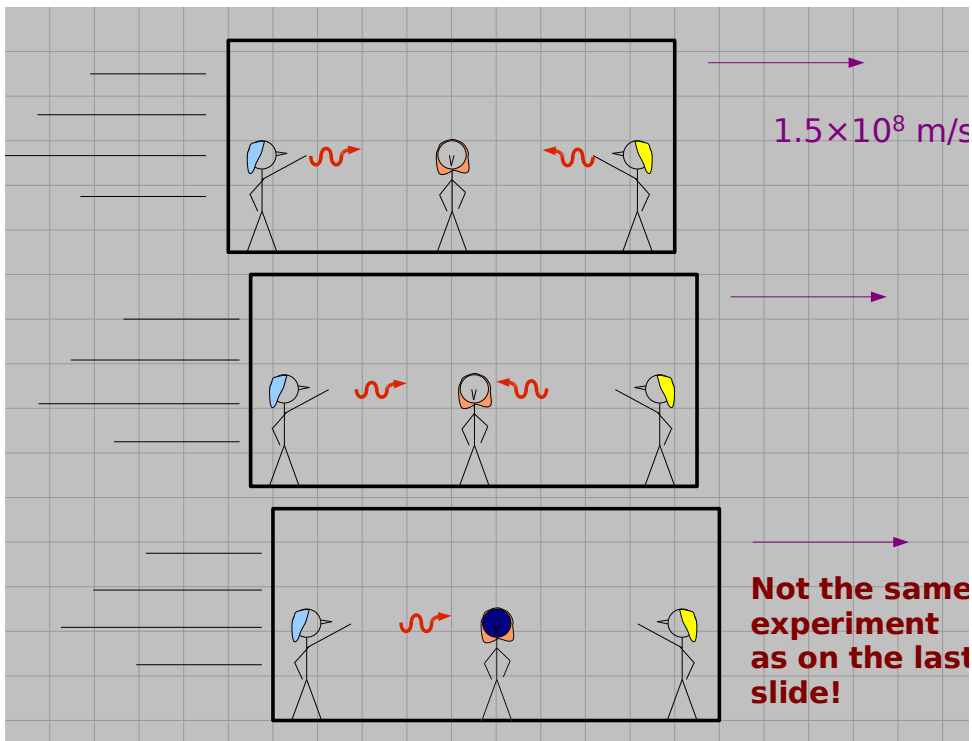
- A 2 m/s
- B 1×10^8 m/s
- C 2×10^8 m/s
- D 3×10^8 m/s
- E 4×10^8 m/s

Postulate of Special Relativity:

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

Three panels illustrating the Doppler effect of light:

- Top panel: Source (blue) and observer (yellow) moving towards each other. Light waves are compressed (blue shift).
- Middle panel: Source and observer at rest. Light waves are normal.
- Bottom panel: Source and observer moving away from each other. Light waves are stretched (red shift).



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.

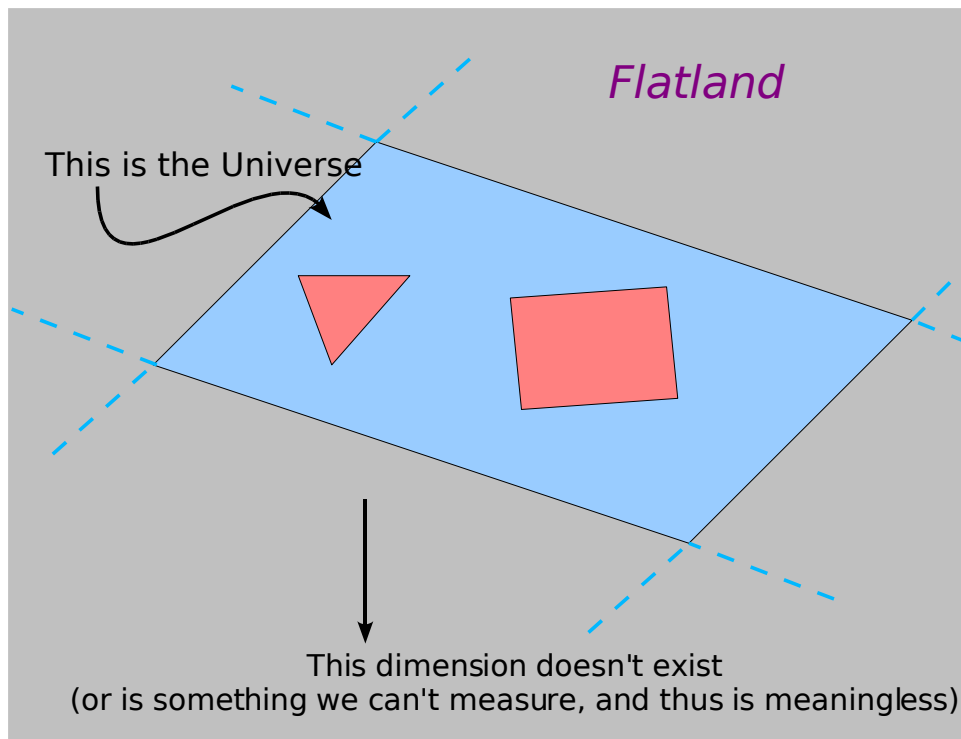
- Gravity is not a “force,” it is the *curvature of spacetime*.
- Particles move in as straight of lines as possible through spacetime.
- The presence and distribution of mass, energy, and pressure determines the curvature of spacetime.
- Yields identical results to Newton's gravity when “far” from something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

How do you determine if spacetime is curved???

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

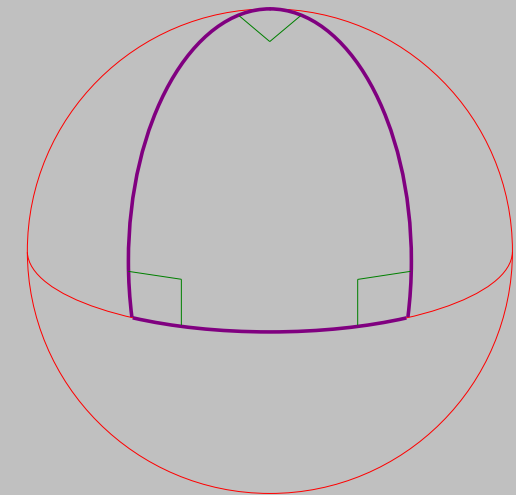


- 0 Curvature : angles sum to 180°
- Positive Curvature : angles sum to $> 180^\circ$
- Negative Curvature : angles sum to $< 180^\circ$



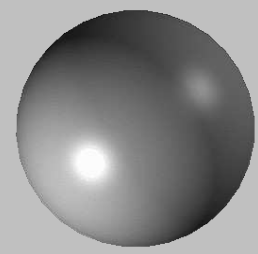
Example curved 2d space :
The *surface* of a sphere
(positive curvature)

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

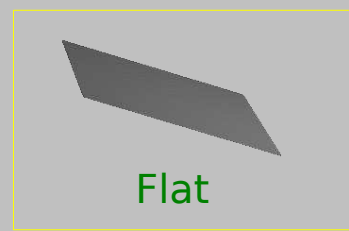


Angles sum to 270° ...!

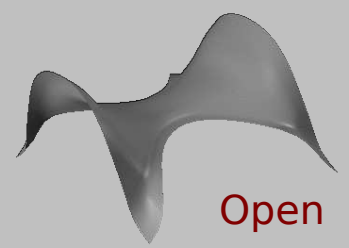
Possible Shapes of the Universe



Closed



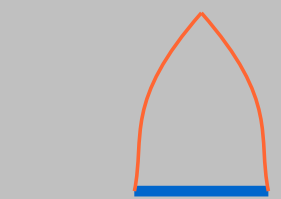
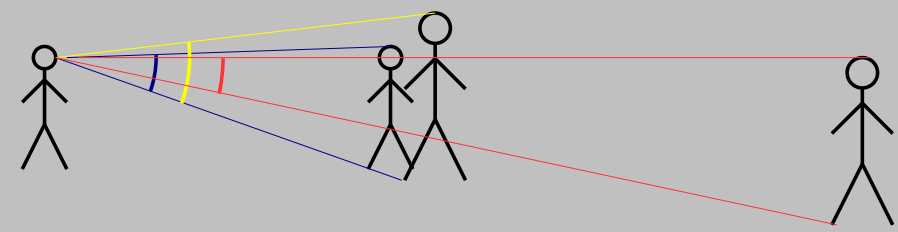
Flat



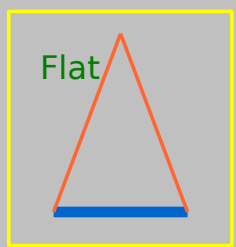
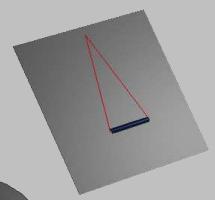
Open

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

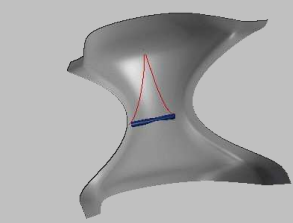
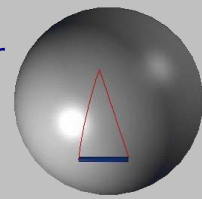
The angle that it *subtends*.



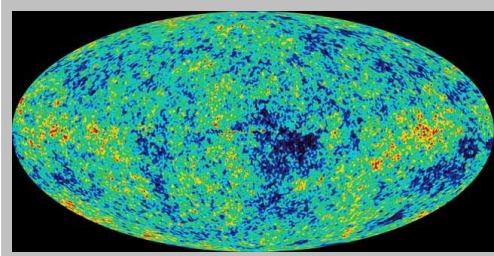
Closed: Looks Bigger



Flat



Open: Looks Smaller



A History of the Universe

