Knowledge Domains for the Compleat Physicist



Foundational Disciplines

Physics Subdisciplines

- 01 Mechanics & Nonlinear Dynamics 02 Electromagnetism
- 03 Thermal & Statistical Physics
- 04 Fundamental Quantum Phenomena

- 05 Nuclear & Elementary Particle Physics
- 06 Atomic & Molecular Physics
- 07 Optics & Photonics
- 08 Condensed Matter Physics
- 09 Fluid Dynamics
- 10 Acoustics & Ultrasonics
- 11 Plasma Physics
- 12 Astronomy, Astrophysics, Cosmology & Gravitation

- 13 Biophysics & Medical Physics
- 14 Chemical Physics & Physical Chemistry
- 15 Polymer & Soft Matter Physics
- 16 Mesoscopic Physics & Nanoscience
- 17 Complex Systems & Networks
- 18 Physics and Information
- 19 Geophysics, Ocean Physics & Atmospheric Physics
- 20 Environmental Physics
- 21 Physics in Archeology & Anthropology
- 22 Sociophysics & Econophysics
- 23 Art & Physics
- 24 Physics Education Research
- 25 History of Physics

Math & the Other Sciences

Mathematics Chemistry Biology **Earth Sciences Environmental Science** Geography

Mechanical Engineering

Engineering

Electrical Engineering Computer Engineering Civil Engineering **Industrial Engineering Architectural Engineering Chemical Engineering** Bioengineering **Automotive Engineering** Aerospace Engineering **Naval Engineering** Ocean Engineering **Geotechnical Engineering Environmental Engineering**

Art, Humanities, Psychology & Social Sciences

Writing & Rhetoric Languages & Cultures Classics

Philosophy & Religious Studies Value & Aesthetics

Ethics

Poetry Literature **Creative Writing** Visual Art & Photography **Architecture & Design** Sculpture Crafts

Music Dance

Theater & Film History

Anthropology & Archeology **Ethnic & Gender Studies** Psychology Sociology **Political Science Economics**

Education and Human Development (many fields corresponding to topics of learning and stages of development)

Technologies, Methods, and Skills

29 Mechatronics, robotics &

30 Computers, clusters & servers

31 Memory, data storage & input-

32 High data throughput, neural

networks & artificial intelligence

34 Networks & communication system

40 Magnetic fields & superconductors

42 Nuclear & elementary particle

43 Microscopy & micromanipulation

44 Thin films, microfabrication &

45 Nanoscale microscopy &

46 Nanotechnology & atom

47 Molecular biology methods

51 Field work & outdoor skills

48 Cell & microbiology methods

49 Plant & animal biology methods

52 Extreme environments & space

50 Biomedical devices, instrumentation

35 Geospatial systems & internet of

36 Optics & optical systems

38 Imaging & remote sensing

39 Electric fields & plasmas

41 Charged particle optics &

37 Lasers & photonics

instruments

microdevices

measurement

manipulation

& imaging

systems

methods

33 Signal processing

things

Technical Repertoire

01 Design & early prototyping

02 Safety & hazardous materials 03 Hand tools & handheld power tools automation

04 Materials

05 Fabrication 06 Chemical methods

07 Energy systems 08 Measurement & sensors 09 Spectroscopic & analytical

instrumentation 10 Structural systems

11 Buildings, labs & work areas 12 Geotechnics, hydraulics & land engineering

13 Machines & mechanisms 14 Actuators

15 Vehicles 16 Rigging & materials handling 17 Rotating, vibrating & chaotic

systems 18 Sound & ultrasound

19 Fluid systems

20 Thermal systems 21 Vacuum & high pressure

22 Electronic test & measurement 23 Analog electronics & electronics construction

24 Radio frequency & microwave systems

25 Digital logic, FPGAs, microprocesso & microcontrollers

26 Computer-integrated data acquisition & control

27 Human interfaces 28 Control systems

Analytical Repertoire Special functions

Coordinate systems & trigonometry Integral transforms Geometry Fourier analysis Vector analysis Orthogonal function expansions Tensors Partial differential equations Linear algebra Group theory Integral equations Complex variables & analysis Calculus of variations Ordinary differential equations Topology

Statistical Repertoire

Discrete probability & combinatorics Probability distributions Bayesian statistics Regression analysis Experiment design & quality control

Stochastic processes Stochastic differential equations Time series analysis & prediction Game theory & agent-based models Evolutionary methods & annealing

Computational Repertoire

Computational Environments CAD including stress computation

Numerical Methods

Root finding Linear algebra Matrix inversion Eigenvalues **Optimization** ntegration

Mathematica

Matlab / Simulink

Comsol Multiphysics

Ordinary Differential Equations Partial Differential Equations Finite Difference

Finite Element Spectral **Stochastic Methods** Image processing

Operating systems

Linux / Android / MacOS / IOS Windows

Code & Website Development Version control

Github Programming languages C/C++ Python / Julia Java

05 Tools that support theoretical work 06 Code management 07 Managing apparatus / prototype design

& construction 08 Protocol development & automation

Workflow Repertoire

Tools For Managing Research & Innovation

01 Finding ideas, needs & opportunities

02 Literature and preparatory learning

- 09 Performing & documenting
- lab/shop/studio work & observations 10 Data management, analysis & display
- 11 Tools for assessing results
- 12 Dissemination

03 Project planning

04 Project management

13 Planning further iterations, pivots, spinoffs & new directions

Physics Teaching Repertoire

Identifying learning outcomes Designing hierarchical instruction Exhibiting methods of thought Creating examples & problems Using classroom presentation platforms Using computer tools for learning Performing demonstrations Identifying student misconceptions Developing active learning modules Recognizing student individual learning Fostering group interaction Supporting diversity and inclusion Assessing student knowledge and skills

Business & Entrepreneurship Repertoire Need finding & customer discovery Fostering creativity and innovation

Curriculum evaluation and assessment

Intellectual property Product definition and pricing Market segments and revenue estimation Business planning

Pitches & business communication Teamwork & leadership Work definition & management Marketing

Creating & managing organizations Human resources & supervision Finance, accounting & insurance Global partners & markets Production planning & management Supply chain management **Customer relations** Business law Regulatory compliance Business history & biography

Legal and Civics Repertoire

(many fields that are aligned with the areas

R/IDL/SQL

LabVIEW

HTML / CSS

Django /Rails

Data Science

Data visualization

Data assimilation

Squarespace

Parallel computing CUDA

Mobile device development

mySQL

Web Development

Javascript / PHP/Perl/Ruby

Drupal / Joomla / Wordpress /

Machine learning & artificial intelligence

of human application and general aspects of citizenship & government)

Human Applications

Impact

- 01 Energy
- 02 Air & water
- 03 Food
- 04 Ecosystems, weather & environment
- 05 Dwellings & the built environment
- 06 Things for daily living
- 07 Maintenance, recycling & disposal
- 08 Transportation
- 09 Family, friends & community
- 10 Health
- 11 Education
- 12 Safety & security
- 13 Information & communication
- 14 Art, craft, hobbies & entertainment
- 15 Sports & recreation
- 16 Hospitality & personal services
- 17 Materials production
- 18 Manufacturing
- 19 Technical supplies, equipment & services
- 20 Marketing, distribution, sales & rental
- 21 Finance, insurance, & real estate
- 22 Management, legal services & government
- 23 Exploration
- 24 Future humans
- **∞** Creating knowledge

Randall Tagg Latest revision 26 July 2021 randall.tagg@ucdenver.edu