

# Metaphysics & Epistemology 形而上学 & 认识论

1. Matter = physical stuff 组成事物的成分

Form = property of sth. 事物的性质 (property 不能相加)

\* "Form" defines "matter".

比如人的性质是独特的而非各组分之和。

Form + Matter = Objects 成分 + 性质 = 具体事物本身

## 2. Knowledge

① 来源于 True real things

② 方式 Sense experience  $\xrightarrow{\text{repeated}}$  memory  $\longrightarrow$  intuition  $\longrightarrow$  application.

deductive phase 演绎

inductive phase 归纳

## 3. Change

① Change = from potentiality to actuality

② 4类change: A. generation & corruption (产生和毁灭) existence

B. alteration (性质的变化) quality

C. augmentation & diminution (变大变小) quantity

D. local motion (局部运动) place

③ 引起change的原因:

四因说: Formal cause / material cause / efficient cause / final cause

形式因 质料因 动力因 目的因

天空为什么下雨?

云层中湿气冷却凝结变成雨滴

动力因

Aristotle's world is ordered & organized with purpose.

受重力吸引 (受重力吸引) 降落在地面上  
滋润了地面上的植物和动物  
目的因

万事万物存在皆有其目的

## Cosmology 宇宙学

1. vacuum 不存在:

void  $\Rightarrow$  人会有 infinite speed  $\Rightarrow$  矛盾  $\Rightarrow$  vacuum 不存在 (空)

2. 宇宙分布及元素:

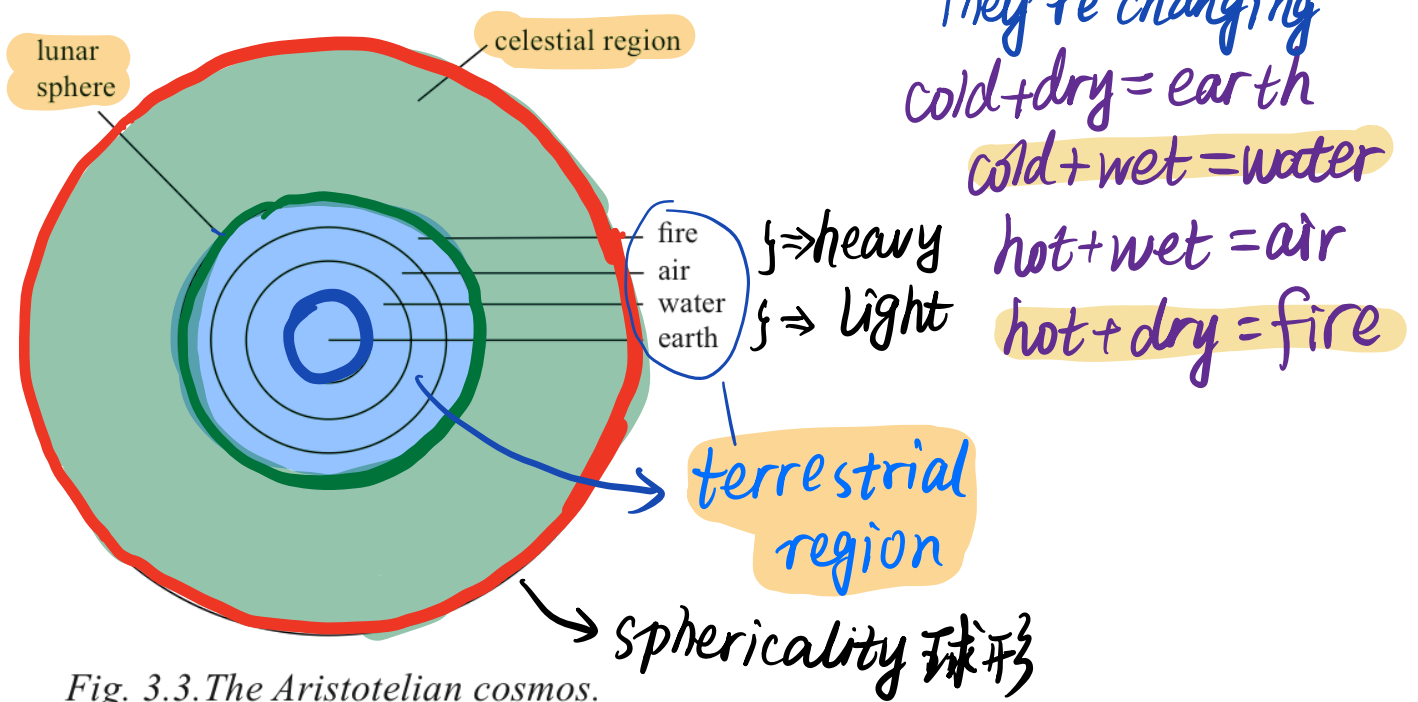


Fig. 3.3. The Aristotelian cosmos.

3. 宇宙的性质: 所有物体因其 nature 靠近宇宙中心

celestial region  $\rightarrow$  由 aether (以太) 组成  
eternal 永恒

由 fire, air, water, earth 基本元素构成  $\rightarrow$  terrestrial region  
changable 可变

# Motion

1. There is no motion without **Movers**. <sup>→ nature of body</sup>
2. projectile motion 炮弹发射后 Medium (air) → Mover
3.  $v \propto F/R$  (后人总结)

规律: 在其它条件相同时, 质量越大速度越大.

4. 三类运动: Natural motion / Violent motion / Celestial motion  
<sup>be pushed or pulled</sup>  
<sup>To its natural place</sup> <sup>prime mover</sup>

Aristotle	4-element theory
Avicenna and Averroes	Refusing Aristotle's idea of "motion by nature"
John Philoponus	Idea of "impressed motive force"
Mertonians <sup>Conceptual framework</sup>	Definitions of velocity, acceleration and the mean-speed theorem of <u>uniformly</u>
	<sup>technical vocabulary</sup> → <u>accelerated motion</u>
Oresme	Geometrical proof of mean-speed theorem
John Buridan	Idea of "impetus" to explain motion

↓  
惯性

\* 区分 impetus 惯性 ( $\vec{v} \times \text{quantity of matter}$ ) Cause  
 momentum 动量 ( $\vec{v} \times \text{mass}$ ) Measure

区分 intensity: degree 和 quantity: how much  
 强度 数量.

