

Physics Markup Language PhysML: the Concept

Editors for the respective chapters in brackets.

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1 Introduction

(E.R.Hilf)

2 Physics Description, General Part

(E.R.Hilf)

2.1 Definitions

[?].

2.1.1 Physical Observable

2.1.2 Physics Objects

2.1.3 Physics Experiment

2.1.4 Physics Laws

3 An alternative strategy: a physical *Type* for MML

(Joe Collins)

4 Encoding Physics

(M. Kohlhase)

4.1 STeX encoding

(H. Stamerjohanns) [?]

4.2 OmDoc

5 Appendices

5.1 Appendix I: Observable Dictionary Prototype

(E.R.Hilf)

5.2 Appendix II: Physics law knowledge data base (Prototype)

(E.R. Hilf and J. Collins)

5.3 Appendix 1: Example of Classical Physics: gravitation between two particles

5.4 The knowledge base: first step

6 Appendix III: Physics Objects knowledge data base (Prototype)

7 Example

8 References