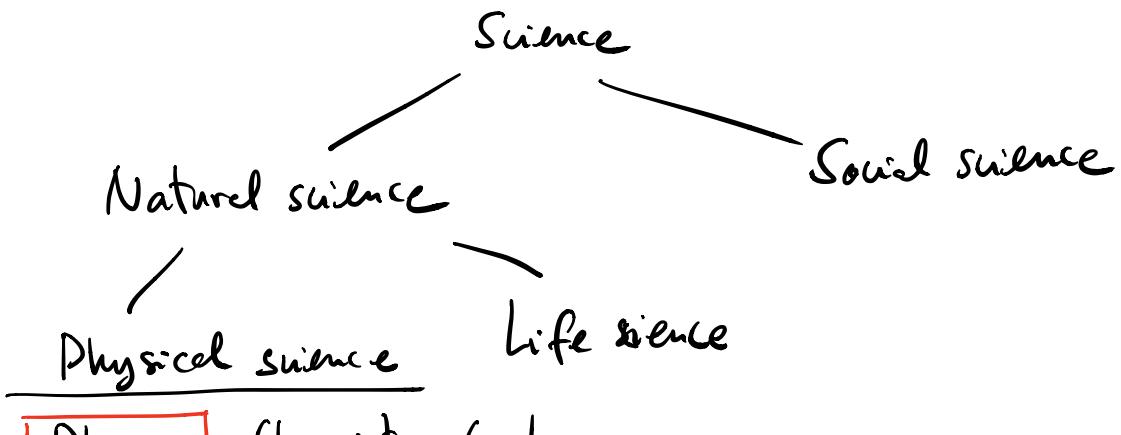


Lecture 3: Introduction to Newton's theory of classical mechanics.



Physics, Chemistry, Geology,
Astronomy, etc...

→ Examples of theories:

- Euclidean geometry

- System: static objects ("frozen in time")
- Describes geometry of physical objects
- Fundamental quantity: length.

- Newton's theory of classical mechanics.)

- System: every physical object in the world and
- Describes their motion
- Fundamental quantities: length, time, mass.

I - Einstein's theory of relativity) at the end of the course.

- Galileo Galilei 1564-1642.

Contribution: "Law of inertia". Introduced the measurement of time into a theory of motion.

- Isaac Newton 1642-1726

~ 1700 books: "Principia Mathematica"

Newton's theory of classical mechanics became a scientific paradigm. For the next 200 years physicists tried to explain everything using Newton's theory.

Comment: Newton's theory includes Euclidean geometry into it. In fact, he used this theory extensively when developing classical mechanics.

But Newton also needed to develop new mathematical tools: "Calculus"

(e.g derivatives, integrals, limits, ...)

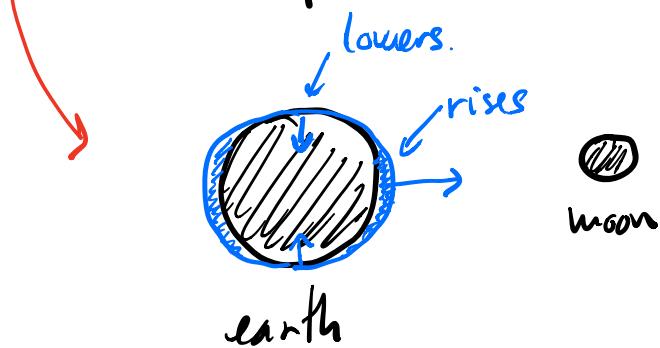
e.g Velocity is the derivative of the position
w.r.t. time.

Successful theory because it satisfied
the 2 criteria necessary to consider it
better than previous theories.

* It explains/predicts new phenomena

eg **tides**, return of a comet.

* Unifies older independent theories into
a simpler one.



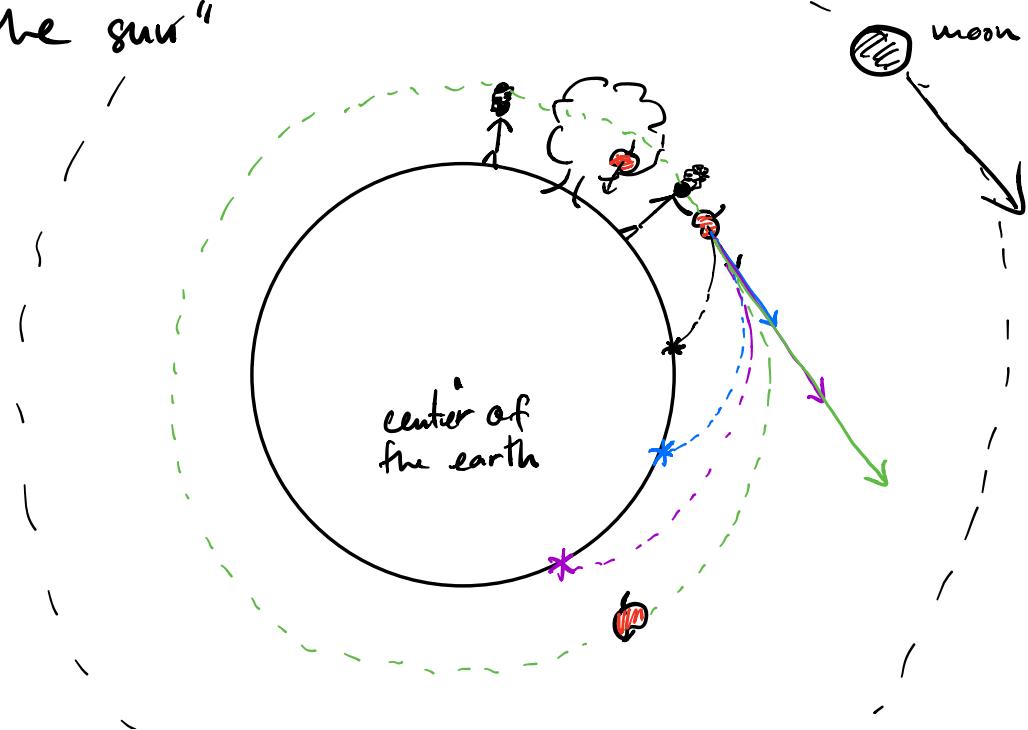
- Newton's unification:

Before Newton {

- . Theory for the motion of the objects in sky (planets, stars, ...)
- . Theory for the motion of objects on earth. (falling)

With Newton these two phenomena are explained by the same theory (his theory)

"What causes an apple to fall from a branch into the ground is the same as what causes the moon to orbit around the sun"



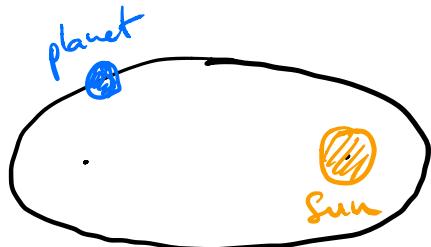
"falling apple" = "apple orbiting the earth"
(like the moon does)

Unification : • free fall ; planetary motion
 ↘ ↗
 Newton's theory.

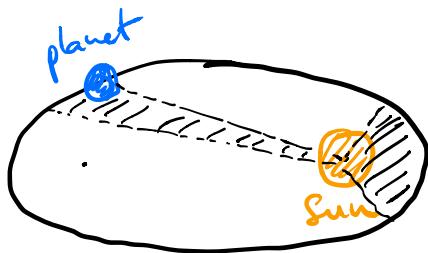
Another example of unification by Newton:

Before Newton, german astronomer Johannes Kepler, developed a theory to explain the motion of the planets in the solar system.

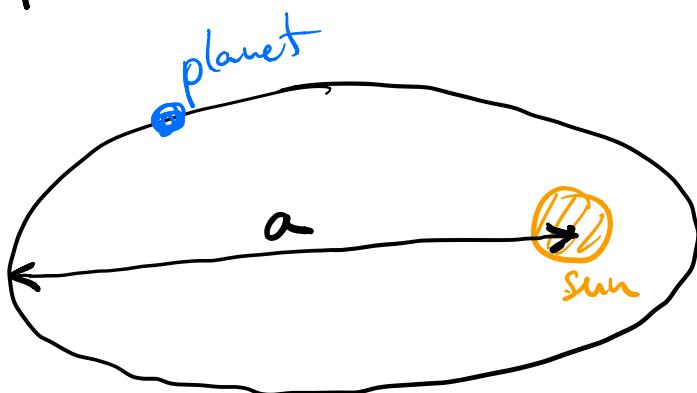
- 1) Orbit of a planet is an ellipse where the sun is at one of its foci.



2) A line joining a planet and the sun sweeps out equal areas in equal time intervals.



3) The square of the orbital period T of a planet is directly proportional to the cube of the semi-major axis a of the ellipse.



$$T^2 \propto a^3 \quad \text{which is equivalent to write}$$

$$T^2 = K a^3$$

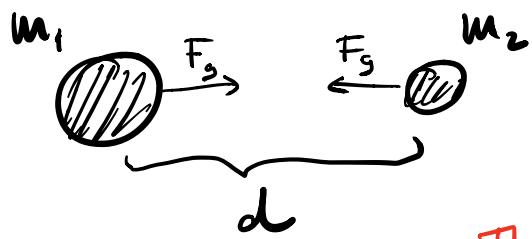
↑
directly proportional

/
 constant of proportionality
 (doesn't change in time &
 is the same for all planets)
 in the solar system

Newton is able to derive this

3 postulates from just one: the law of gravitation.

"the force between two massive bodies is proportional to the inverse of the distance between the two squared"



$$F_g = G \frac{m_1 \cdot m_2}{d^2}$$

force of gravity

This formula also applies to the objects on earth.