

## **Our Universe**

Inspired by chapters 1 and 2 of Matter & Interactions, by Chabay & Sherwood  
Sung to the rhythm of "Siempre Soñé"  
Music: círculo de sol (G,Em,Am,D7)

**Our universe  
is made of particles  
atoms, nuclei,  
and many molecules  
solids, liquids, gases  
and so much more that doesn't  
shine**

**All this groovy stuff  
cruising round the 'verse  
travels near and far  
But let's not be too terse  
three spatial dimensions  
mean we need vectors to say  
which way**

**Vectors do the job  
to systematically  
tell you both which way  
and the magnitude  
 $\hat{i}$ - $\hat{j}$ - $\hat{k}$ -  
unit vectors pointing down the  
x-  
and y  
and z- axes.**

**By Pythagoras  
you get the magnitude  
from the components  
squaring and summing  
Don't forget to square root.  
Check your units and you've  
got it nailed.**

**Let's use calculus.  
Define some quantities.  
Start with position  
and take  $d$  by  $dt$ .  
Tells you both which way you  
go  
and has the speed for  
magnitude my dear...**

**That's velocity.  
Its instantaneous.  
Its derivative  
is acceleration.  
That's just kinematics.  
You need something more to  
know its course,  
Of course!**

**Consider momentum  
mass times velocity  
times Lorentz' gamma  
if speeds are close to  $c$ .  
Change it and you must say  
interactions are at play today  
Hey hey...**

**Momentum principle  
Change in the momentum  
We call it  $\Delta p$   
Requires interaction  
 $\Delta p$  equals net force times  
duration  
That's the principle.  
Simple...**

**You can go so far  
with this one principle  
Like a recipe  
Follow the steps with me  
First choose the system  
on which the surroundings  
cause the net force  
(and add 'em as vectors)**

**Update momentum  
Find average velocity  
Update the position  
Your nearly done you see  
Repeat these steps as needed  
Vpython, with loops makes it  
so fun!**

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