

<u>Reply</u>	Recommend	Message 2 of 6 in Discussion	
From: 😎 <u>Source</u>	CodeOf_HumanGenome	Sent: 7/15/2008 4:10 PM	
To expla	n the notion of coordinate-system, I cite	my old sentences below.	
I use the word 'coordinate system' in a little broader meaning than the ordinary meaning. The coordinate system which I say is a general mapping which maps a mathematical notion to a physical notion. Specifically, as the coordinate system of a physical theory, I think of a mapping which maps a mathematical notion to a history of the physical system.			

For example, a physical unit is a coordinate system in my broad meaning. It is because the unit of length cm can be thought of as the mapping which maps each real number x to a length x centimeters and the unit of time s can be thought of as the mapping which maps each real number t to the time t seconds. By using the units cm and s, I define the Cartesian coordinate system D and the time coordinate system 'clock'. D is the mapping which maps each real row vector (x,y,z)to a spatial point whose Cartesian coordinate is (x,y,z), and 'clock' is the mapping which maps each real number t to the time later by t seconds than the arbitrarily given original time. Therefore, Both D and clock are coordinate systems in my broad meaning. As the coordinate systems of the physical theories, I can mention the coordinate system of the classical mechanics for a particle and the coordinate system of the quantum mechanics for it. The coordinate system Mc of the classical mechanics for a particle is defined as the mapping which maps each function χ from R to R^3 to a history $Mc(\chi)$ of the position of the particle where Mc(x) is the following proposition. "For any real number t, the position of the particle is D(x(t)) at the time clock(t)." The coordinate system Mq of the quantum mechanics for a particle is the mapping which maps each function Ψ from R⁴ to C to a history Mq(Ψ) of the quantum state of the particle where $Mq(\Psi)$ is the following proposition. "For any real number t, the quantum state of the particle is state($\Psi(\Box,t)$) at the time clock(t)." Please notice that in this statement $\Psi(\Box,t)$ is a mapping of R³ to C and is defined by the equation $[\Psi(\Box,t)](x,y,z)=\Psi$ (x,y,z,t)and 'state' is a mapping which maps each function from R³ to C to a quantum state and is a coordinate system in my broad meaning. Reply Recommend Message 3 of 6 in Discussion From: Prom: SourceCodeOf_HumanGenome Sent: 7/15/2008 4:27 PM

As jargons, I propose three words grammar, theory, story. 'Grammar' means coordinate-systems. 'Theory' means equations representing physical laws. 'Story' means solutions representing history of the world.

Reply Recommend
From: SourceCodeOf_HumanGenome

Message 4 of 6 in Discussion Sent: 7/15/2008 4:40 PM

Grammatical physics mainly concerns coordinate-systems. Theoretical physics mainly concerns equations.

<u>Reply</u>	Recommend	Message 5 of 6 in Discussion		
From: SourceCodeOf_HumanGenome Sent: 7/18/2008 6:31 PM				
A physical unit is a coordinate-system in my meaning, because it maps a mathematical notion onto a physical notion.				
For example, the unit of length cm maps a positive real number onto a length, and so it is a coordinate-system. A positive real number is a mathematical notion and a length is a physical notion.				
The number onto which a function f maps a number x is written as f(x). Imitating this notation, let us represent x centimeters by cm(x).				
Similarly, x seconds can be written as $s(x)$, and x kilograms can be written as $kg(x)$, etc.				



Feedback | Help

Note that the coordinate-system cm works as a part of the coordinate-system D.

First Previous 2-6 of 6 Next Last

 Return to Definition of GP
 Prev Discussion
 Next Discussion
 Send Replies to My Inbox

 Notice: Microsoft has no responsibility for the content featured in this group. Click here for more info.
 Click here for more info.

Try MSN Internet Software for FREE! MSN Home | My MSN | Hotmail | Search

©2005 Microsoft Corporation. All rights reserved. Legal Advertise MSN Privacy