

To define a particle
(Energy Spectrum)

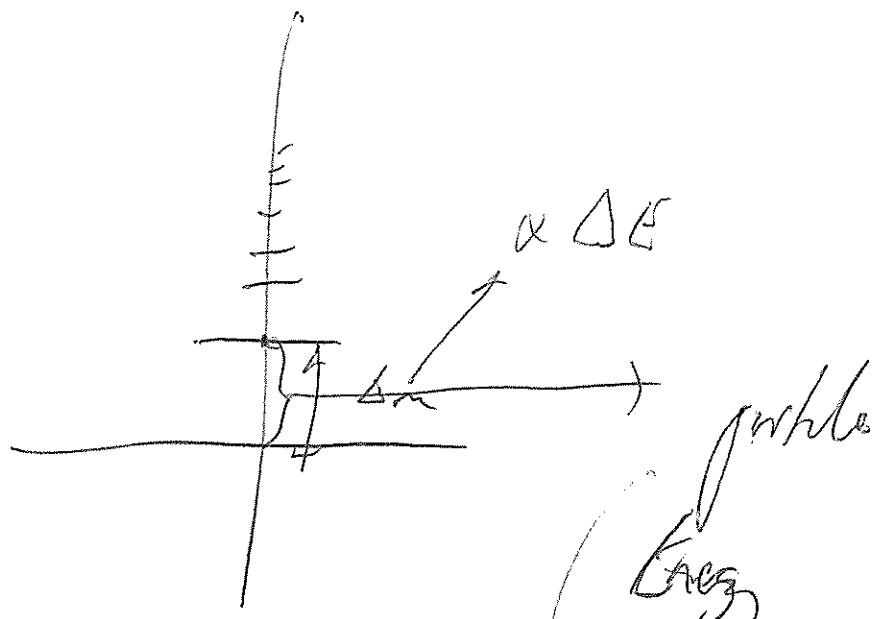
①

15/3/22

Defn particle

4:13pm

The paper



the why (see previous paper)

$$[E_i(t) - P_i(t)] \circ [E_c(t) - P_c(t)]$$

the by ground lap in
general operator

Uhr

$[E_{in} - p_{in}]^{ON}$ $[E_{in} - p_{in}]^{ON}$ defn problem.

Uhr

Accepting this defn gives the result

$[E_{in} - p_{in}]^{ON} \rightarrow$ th pth

$[E_{in} - p_{in}]^{ON} (EVf) \rightarrow$ defn problem

(to be shown later)

$[E_{in} - p_{in}(k)]^{ON} (EVf)$ see above

defn problem

Again with
 constraints

$$\left[E_{in}^{(k)} - P_{out}^{(k)} \right] (m)$$

Particles are separated by mass spectrum

The k is an order
under J denominator

$$D E_{in}^{(k)}$$

$$\text{Contrast } \left(\frac{1-p}{1+p} \right)$$

$$D E_{in}^{(k)} - D P_{out}^{(k)}$$

$$E_{in}^{(k)} - P_{out}^{(k)}$$

At
def
) particle

f.e

$$D E_{in}^{(k)} - D P_{out}^{(k)}$$

$$E_{in}^{(k)} - P_{out}^{(k)}$$

s pi

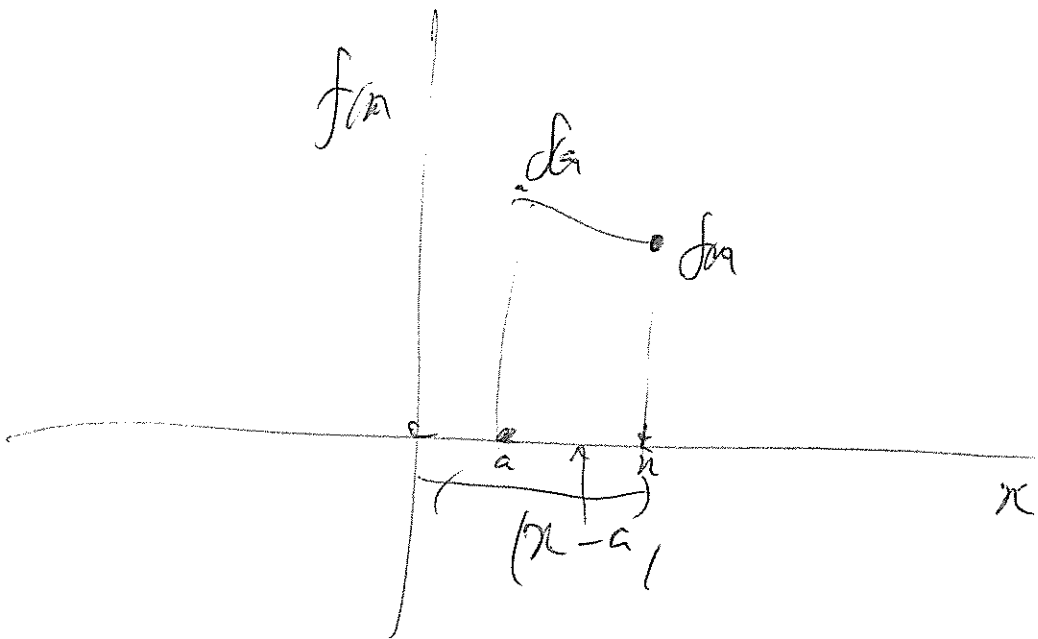
s contrast

Grenzwert Lagrange $E_{CH}^{(n)}(a) - f_{CH}^{(n)}(a) = \delta$ (4)

~~mit~~ $D(E_{CH}^{(n)}(a)) - D(f_{CH}^{(n)}(a)) = \epsilon$

$$|x - a| < \delta$$

$$|f(x) - f(a)| < \epsilon$$



this we can see
 a problem by defining a
 problem as its language?

2 { equation (1)

$$\{ [E_{i1}^{(k)} - \beta_{i1}^{(k)}] \vec{p} = \text{Reddy}$$

$$\vec{p} \in \{m, l, r, \dots\}$$

{ eqn (2)

$$\{ [D E_{i1}^{(k)} - \beta_{i1}^{(k)}] \vec{I} = \text{logice}$$

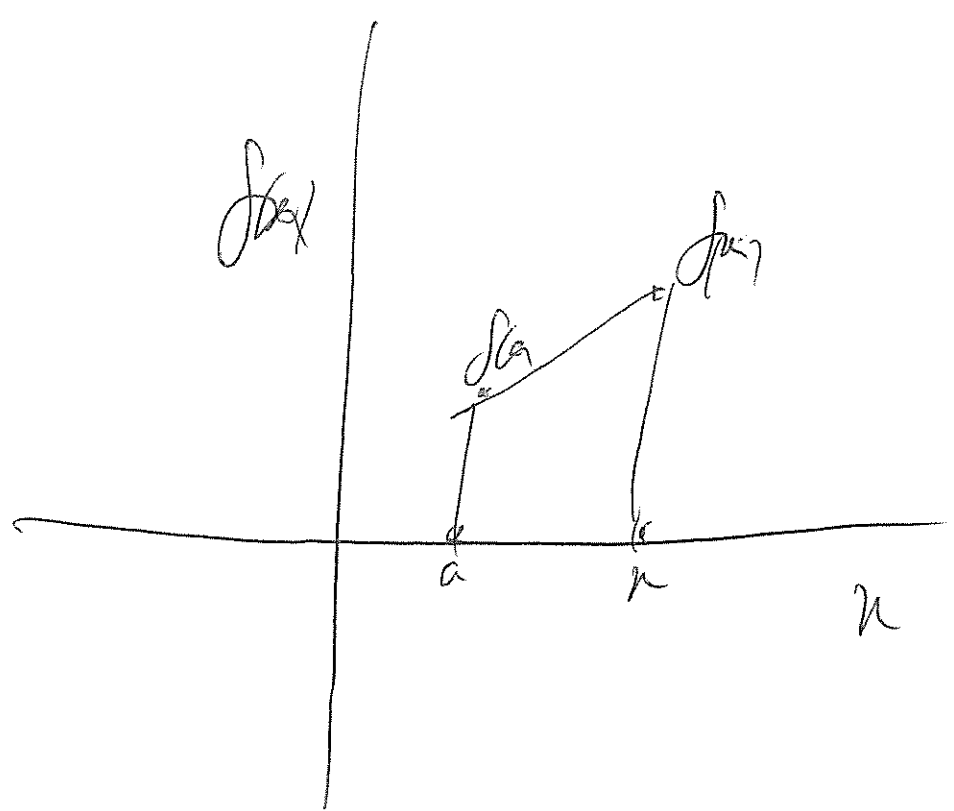
Chr

~~Reddy~~

Chr

$$\frac{\text{logice}}{\text{Reddy}} = \mu_i$$

= Constant



$\frac{\delta}{\epsilon}$ $\frac{\epsilon}{\delta}$
 gamma/macroscopy
 ↓
 $\epsilon \frac{\log x}{\text{val}} \Rightarrow \frac{\text{val}}{\log x}$

[open sets a gamma
 that is we can see
 reality by defining

$$|x - a| < \delta$$

$$|f(x) - f(a)| < \epsilon$$

and making a sketch ⑦

$$(E_{\text{kin}} - p_{\text{rel}} c) (\text{Energy})$$



E Relativistic or logic
↑
Mass \rightarrow \vec{p} \rightarrow Energy at
Space are unified.

also known as

$$f(mv) \approx mv^2$$

$$(mv - p_{\text{rel}}) / c \delta$$

$$mv^2 - p_{\text{rel}}^2 / c^2 \approx E$$

$\delta = \epsilon$

(1)

$$m = \beta^k m \quad \text{and} \quad m' = \beta^k m'$$

$$1 = \beta^k \quad \text{and} \quad v = \beta^k v$$

$$v = \frac{x}{\epsilon}$$

$$1 = \beta^k \quad \text{and} \quad \frac{x}{\epsilon} = \beta^k \frac{x}{\epsilon}$$

$$k = \frac{x - \beta^k x}{1 - \beta^k}$$

and this include:

Game in the defn. this

a game is constituted by
 $[M, C, T, \dots]$ which can be 'seen'

MP

9

$$\left\{ \frac{1}{\cos \theta} - \frac{1}{\sin \theta} \right\} \left(\frac{1}{\rho} \right) \approx \frac{d \theta}{d \rho} - \dots$$

a sediment

$\theta = \text{angle}$

(more eqn?)

Remember:

Curve & rule & curve & rule ...

↓	st	↓	↓
lay	&	eqn	&
eqn	&	lay	&

$$\left(\frac{1}{\cos \theta} - \frac{1}{\sin \theta} \right) \left(\frac{1}{\rho} \right) \approx \frac{d \theta}{d \rho} \rightarrow \frac{d \theta}{d \rho} = \frac{1}{\rho} \dots$$

$$= \frac{1}{\rho} (1 - \rho \theta) \quad \text{etc}$$

Apply to test equally
for James's

(10)

$$(x - \beta_0 x)(p - \beta_0 p) = \frac{h}{2}$$

$$p = \frac{mx}{\epsilon}$$

$$\left(x - \beta_0 x \right) \left(\frac{mx}{\epsilon} - \beta_0 \frac{mx}{\epsilon} \right) = \frac{h}{2}$$

$$\left(\tilde{L}_0^a - \tilde{p}_0^a \right) x \left(\tilde{L}_0^a - \tilde{p}_0^a \right) p = \frac{h}{2}$$

result; with choosing

or analyzing β_0^a, \tilde{L}_0^a .

another β_0^a is a solution

finds eq. is, it is or a
then finds and

Calculus $\frac{d}{ds} = \frac{g^a g - \beta_0^a g}{g^i}$ is a copy
 $f - \beta_0^a f = p - \beta_0^a p$ anti
 (opposite of usual)

Redut

- Leonard Susskind 2nd
 thing and the theory
 lecture. The fact that physics
 is hard

NB on consumers.

If we define consumers,
 or a successor of the
 2) Define stage as
 an absolute (self evident)
 this
 3) consumer is
 self evident
 this defining
 self evident or

Curve & rate & Curve & rate ...
 then we go some way
 to the hard problem. NB logic