Parallel Glossary for Classical Physics	
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kinecosm is the six-dimensional world of motion measured by length and duration. **position** is a reference to a point of the kinecosm, $\mathbb{R}^3 \times \mathbb{R}^3$; an ordered pair of the location and chronation of the same event. **motion** is a continuous change of a body's position. **direction** is a position toward which a body moves. **dynacosm** is the six-dimensional world of weighted motion measured by length with time and mass along with duration with elapsed distance and vass. **body** is a continuous set of point masses or vasses. **length-duration domain** is the domain with length and duration independent (time and elapsed distance can be secondary independent variables). **clock-rod** is a measuring device with two adjacent rods in relative uniform motion at the elapse rate; marks are at regular intervals on each rod. **event** (eventicle) is an occurrence; specifically, a point in a frame of reference. **event space** is length and duration space. **frame of reference** is a method to project every event onto a coordinate system.	
Inertial Frame	*Facilial Frame*
length frame is a 3D lattice of clock-rods as an $\mathbb{R}^3$ coordinate system with each length rod at rest relative to an observer relative to a duration rod position. **length** (traversal length) is the interval between two points on a length frame traversed by a point on its duration frame. **inertia** is the resistance of a body to any change in its state of motion. **inertial frame** is a length frame in which free particles have no acceleration.	**duration frame** is a 3D lattice of clock-rods as an $\mathbb{R}^3$ coordinate system with each duration rod at rest relative to an observer relative to a length rod position. **duration** (traversal duration) is the interval between two points on a duration frame traversed by a point on its length frame. **facilia** is the nonresistance of a body to a change in its state of motion; Latin for *easy*. **facilial frame** is a duration frame in which free particles have no relentation.
length space is the 3D vector space of a length frame. **displacement** is a vector between points in length space. **location vector** is the displacement from the length space origin; symbol **x**. **distance** is the magnitude of a displacement.	**duration space** is the 3D vector space of a duration frame. **dischronment** is a vector between points in duration space. **chronation vector** is the dischronment from the duration space origin; symbol **z** (cf German *Zeit*). **distime** is the magnitude of a dischronment.
elapsed distance is an independent length, e.g., the magnitude of an independent displacement; symbol *r*. **distance domain** is elapsed distance and duration space. **differential distance** $(dr)^2 = (dx_1)^2 + (dx_2)^2 + (dx_3)^2$. **arc length** is the length along a curve in length space.	**elapsed time** is an independent duration, e.g., the magnitude of an independent dischronment; symbol *t*. **time domain** is elapsed time and length space, $\mathbb{R}^3 \times \mathbb{R}$. **differential time** $(dt)^2 = (dz_1)^2 + (dz_2)^2 + (dz_3)^2$. **arc duration** is the duration along a curve in duration space.
punctaneous event occurs in a single elapsed distance point. **simuldistant** events occur at the same elapsed distance; n *simuldistanceity*. **diatopic** events occur through the elapsed distance domain. **diatopology** is the order of events over elapsed distance.	**instantaneous** event occurs in a single elapsed time point. **simultaneous** events occur at the same elapsed time; n *simultaneity*. **diachronic** events occur through the elapsed time domain. **chronology** is the order of events over elapsed time.
speed of a body is the elapsed time rate of displacement magnitude, $\Delta x/\Delta t$; *instantaneous speed* is the magnitude of the instantaneous velocity, $\lvert d\mathbf{x}/dt\rvert$; symbol *v*; units of m/s, etc. **harmonic speed** is the reciprocal of pace, which adds harmonically.	**pace** of a body is the elapsed distance rate of dischronment magnitude, $\Delta z/\Delta r$; *punctaneous pace* is the magnitude of the instantaneous lenticity, $\lvert d\mathbf{z}/dr\rvert$; symbol *w*; units of s/m; from racing (cf *ritmo*). **harmonic pace** is the reciprocal of speed, which adds harmonically.
velocity is the elapsed time rate of displacement, $\Delta\mathbf{x}/\Delta t$; *instantaneous velocity* is the derivative of the length trajectory with respect to elapsed time, $d\mathbf{x}/dt$; symbol **v**; from Latin *velocitas*, rapidity. **harmonic velocity** is the reciprocal of lenticity, which adds harmonically.	**lenticity** is the elapsed distance rate of dischronment, $\Delta\mathbf{z}/\Delta r$; *punctaneous lenticity* is the derivative of the duration trajectory with respect to elapsed distance, $d\mathbf{z}/dr$; symbol **w**; from Latin *lentus*, slow. **harmonic lenticity** is the reciprocal of velocity, which adds harmonically.
acceleration is the elapsed time rate of velocity variation; verb *accelerate*; negative is *decelerate*; zero is *unaccelerated*; *instantaneous acceleration* is the derivative of velocity with respect to elapsed time, $d\mathbf{v}/dt$; symbol **a**; units of m/s^2.	**relentation** is the elapsed distance rate of lenticity variation; verb *relentate*; negative is *derelentate*; zero is *unrelentated*; *punctaneous relentation* is the derivative of lenticity with respect to elapsed distance, $d\mathbf{w}/dr$; symbol **b**; units s/m^2; Sp.

arithmetic addition is scalar or vector addition; symbol +, for adding rates with a common denominator. **equidistant** events are an equal distance apart or an equal distance from a common point; vb. *equidistancise*, to make *equidistant*.	**harmonic addition** (or reciprocal or parallel addition) is the reciprocal of the addend reciprocals; symbol ⊞, for adding rates with a common numerator. **synchronous** events are an equal time apart or an equal time from a common event; vb. *synchronise*, to make synchronous.
isodistance (contour) line links *equidistant* events. **length scale** (or distance scale) is a ratio of map length *vs* actual length. **synchronic** is a wide-angle snapshot.	**isochron (contour) line** links *simultaneous* events. **time scale** (or duration scale) is a ratio of map duration *vs* actual duration. **diachronic** is a bit of length space through time.
circular motion: circumference S = wavelength $\lambda = 1/h = v/f$; circular arc s; length radius R; length angle $\theta = x/\mathrm{R}$; frequency $f = 1/\mathrm{T} = v/\lambda$; angular velocity $v = \mathrm{S/T} = \lambda f$; if S = 1, then $v = f$; if R = 1, then $v = \omega = 2\pi f = \theta/t$. **phase** ϕ is displacement at an initial or elapsed time.	**cyclic motion:** period T = wavetime $\mu = 1/\mathrm{f} = w/h$; rotation duration t; duration radius Q; duration (turn) angle $\psi = z/\mathrm{Q}$; periodicity $h = 1/\mathrm{S} = w/\mu$; angular lenticity $w = \mathrm{T/S} = \mu h$; if T = 1, then $w = h$; if Q = 1, then $w = \kappa = 2\pi h = \theta/s$. **posture** χ is dischronment at an initial or elapsed distance.
mass is a measure of a body's inertia; the resistance of a body to a change in its condition of motion as a net force is applied; inverse of *vass*; units of kg; symbol *m*. **matter** is a body with mass and 3D length; a measure of the energy content of a body. **point mass** (or particle) is a weighted length with elapsed time point.	**vass** measures a body's facilia; nonresistance of a body to a change in its condition of motion as a net *release* is applied; inverse of mass; from in*v*erse m*ass*; units of kg^{-1}; symbol *n*. **patter** is a body with *vass* and 3D duration; a measure of the lethargy content of a body. **point vass** (or tempicle) is a weighted duration with elapsed distance point.
moment is the product of a physical quantity such as mass or force and its distance from/to a space point/axis. **momentum** (linear) is the *mass* times the *velocity*; the time rate of change of the mass-distance moment; plural, *momenta*; units in kg m s^{-1}; symbol $\mathbf{p} = m\mathbf{v}$.	**punctum** is the product of a physical quantity such as *vass* or *release* and its time from/to a time point. **levamentum** is the inverse momentum, *vass* times the *lenticity*; the distance rate of change of the vass-time punctum; plural, *puncta*; Latin, point; units of kg^{-1} s m^{-1}; symbol $\mathbf{q} = n\mathbf{w}$.
force is the agency that tends to change the momentum of a body; elapsed time rate of change of *momentum*; units in newtons, N = kg m s^{-2}; symbol $\mathbf{F} \equiv \mathrm{d}\mathbf{p}/\mathrm{d}t$.	**release** is the agency that tends to change the levamentum of a body; elapsed distance rate of change of *levamentum*; units in *oldtons*, O = kg^{-1} s m^{-2}; symbol $\mathbf{R} \equiv \mathrm{d}\mathbf{q}/\mathrm{d}s$.
impulse is a force **F** applied over an elapsed time d*t*, or the change in momentum; units N·s; symbol $\mathbf{J} \equiv \mathbf{F}\cdot\mathrm{d}t = \mathrm{d}\mathbf{p}$. **work** is a force **F** applied over a displacement **x**: $W \equiv \mathbf{F}\cdot\mathbf{x}$; constant force: $W = F\,\mathrm{d}x = P\,\mathrm{d}t$; units: J = N·m.	**remove** is a *release* **G** applied over an elapsed distance d*x* or change in *levamentum*; units O·m; symbol $\mathbf{K} \equiv \mathbf{R}\cdot\mathrm{d}r = \mathrm{d}\mathbf{h}$. **repose** is a release $\mathbf{R} = \mathbf{F}^{-1}$ applied over a *dischronment* **z**: $Z \equiv \mathbf{R}\cdot\mathbf{z}$; constant *release*: $Y = R\,\mathrm{d}w = Q\,\mathrm{d}s$; units O·s.
power is the elapsed time rate of work done: $P \equiv \mathrm{d}W/\mathrm{d}t = \mathbf{F}\cdot\mathbf{v}$; units: Watt, W = J/s = N·m/s. **energy**: the capacity for doing work; units, J ≡ N·m = W·s; symbol *E*; energy is conserved over elapsed time. **kinetic energy** KE = $\frac{1}{2}m\mathbf{v}^2$.	**placidity** is the elapsed distance rate of repose effected: $Q \equiv \mathrm{d}V/\mathrm{d}r = \mathbf{R}\cdot\mathbf{u}$; units: 1/J·m = O·s/m. **lethargy** is the capacity for repose; units, 1/J ≡ O·s; symbol $D = 1/E$; lethargy is conserved over elapsed distance. **kinetic lethargy** KL = $\frac{1}{2}n\mathbf{w}^2$.
centre of mass (or *barycentre*) is the normalized moment of mass; $\mathbf{M} = \Sigma_\mathrm{i}\,\mathbf{x}_\mathrm{i}\,m_\mathrm{i}/\Sigma_\mathrm{i}\,m_\mathrm{i}$. **moment of inertia** is the second moment of mass; $I \equiv \Sigma_\mathrm{i}\,x_\mathrm{i}^2 m_\mathrm{i}$.	**centre of vass** (or *elaphrocentre*) is the normalized punctum of vass; $\mathbf{N} = \Sigma_\mathrm{i}\,\mathbf{z}_\mathrm{i}\,n_\mathrm{i}/\Sigma_\mathrm{i}\,n_\mathrm{i}$. **punctum of facilia** is the second punctum of vass; $J \equiv \Sigma_\mathrm{i}\,z_\mathrm{i}^2 n_\mathrm{i}$.
gravitation is the mutual force that all bodies have, which is directed toward their mutual centre of mass. **weight** is the force exerted on a body by gravity.	**levitation** is the mutual *release* that all bodies have, which is directed toward their mutual centre of *vass*. **levage** is the *release* exerted on a body by *levity* (from French).
angular momentum for a length space particle is the moment of momentum, $\mathbf{L} \equiv \mathbf{x} \times \mathbf{p}$, the cross product of the particle's location vector, **x**, and its momentum vector, $\mathbf{p} = m\mathbf{v}$. **torque** is the moment of force; the rate of change of angular momentum, $\boldsymbol{\tau} = \mathrm{I}\boldsymbol{\alpha} = \mathbf{x} \wedge \mathbf{F}$; units: N·m.	**angular levamentum** for a duration space tempicle is the punctum of levamentum, $\boldsymbol{\Gamma} \equiv \mathbf{t} \times \mathbf{h}$, the cross product of the tempicle's *chronation* vector, **z**, and its *levamentum* vector, $\mathbf{h} = n\mathbf{w}$. **strophence** is the punctum of release; the rate of change of angular *levamentum*, $\boldsymbol{\sigma} = \mathrm{I}\boldsymbol{\beta} = \mathbf{z} \wedge \mathbf{R}$; from Greek *strophe*, turn + (e)*nce*.