Parallel Glossary of Space and Time for Classical Physics	
RA Gillmann, 2020-09-22	
kinematics is the set of ordered pairs of spatial and temporal position, called *location* and *chronation*. **event** is a physical occurrence with location and chronation. **body** is a physical entity with spatial and temporal extent and position. **observer** is a body capable of measurement. **motion of a body** is a continuous change of its position relative to an observer. **frame of reference** (frame) is a physical system that enables every event to be assigned a unique position. **elapsed** indicates a measure of independent uniform motion. **traversed** indicates a measure of dependent motion.	
Space Terms	*Time Terms*
space frame is a frame at rest relative to an observer. **space pointer** is the position of the time frame origin relative to the space frame. **space pointer device** is a device that indicates the space pointer position.	**time frame** is a frame in standard uniform motion relative to an observer. **time pointer** is the position of the space frame origin relative to the time frame. **time pointer device** is a device that indicates the time pointer position.
space (3D space) is the $\mathbf{R}^3$ geometry of a space frame. **place point** is a point in space. **location** of a place point is its coordinates relative to the space origin and axes; symbol **x**. **placepoint** events occur in a place point.	**trime** (3D time) is the $\mathbf{R}^3$ geometry of a time frame. **time point** is a point in trime. **chronation** of a time point is its coordinates relative to the time origin and axes; symbol **t**. **instantaneous** (timepoint) events occur in a time point.
length is the extent of motion of a body relative to a space frame. **odometer** device displays the current local length of motion. **angle** (θ, ϕ) is a proportion of a circle between two rays intersecting in a place point. **angle direction** is the angle from a reference ray.	**duration** is the extent of motion of a body relative to a time frame. **stopwatch** displays the current local duration of motion. **turn angle** (χ, ψ) is a proportion of a revolution between two rays intersecting in a time point. **turn direction** is the turn angle from a reference ray.
displacement is a space vector; or the distance and angle direction between two place points. **distance** is (1) the linear (or shortest) length between two place points; (2) the magnitude of a displacement vector.	**dischronment** is a *trime* vector; or the distime and turn direction between two trime points. **distime** (time interval) is (1) the distance between two points on a time frame; or (2) the magnitude of a dischronment vector.
scalar space (stance) is the interval of space marked by the space pointer. **placeline** is a series of scalar spaces. **simulstanceous** events occur at the same stance; n. *simulstanceity*. **synstanceous** events have the same stances; vb. *synstancize*, *make synstanceous*. **syntopic** events are in the same place at different times.	**scalar time** (time) is the interval of time marked by the time pointer. **timeline** is a series of scalar times. **simultaneous** events occur at the same timeline point; n. *simultaneity*. **synchronous**, have the same timeline points; vb. *synchronize*, make synchronous. **synchronic** events are at the same time in different places.
speed: *time speed* of a motion is the distance traversed per unit of distime elapsed (running time) without regard to direction; *space speed* (or spot speed) of a motion is the (short) distance traversed per unit of distime elapsed at a location; *instantaneous speed* is $d\mathit{x}/d\mathit{t} = \lvert d\mathbf{x}/d\mathit{t}\rvert$; symbol *v*; units of m/s, km/hr, etc.	**pace**: *space pace* of a motion is the distime traversed per unit of distance elapsed (running length) without regard to direction; *time pace* (moment pace) of a motion is the (short) distime traversed per unit of distance elapsed at a chronation; *placepoint pace* is $d\mathit{t}/d\mathit{x} = \lvert d\mathbf{t}/d\mathit{x}\rvert$; the term *pace* is from racing; symbol *u*; units of s/m, min/km, etc.
velocity: $\Delta\mathbf{x}/\Delta\mathit{t}$ (1a) *time velocity* of a motion is the displacement traversed per unit of distime elapsed (running time); (1b) *space velocity* (spot velocity) of a motion is the displacement traversed per unit of distime elapsed at a place in space; (2) *instantaneous velocity* is $d\mathbf{x}/d\mathit{t}$; symbol **v**; Latin *velocitas*, swiftness, rapidity.	**lenticity** (len·tis′·i·ty): $\Delta\mathbf{t}/\Delta\mathit{s}$ (1a) *space lenticity* of a motion is the dischronment traversed per unit of distance elapsed (running length); (1b) *time lenticity* (moment velocity) of a motion is the dischronment traversed per unit of distance elapsed at a moment in time; (2) *placepoint lenticity* is $d\mathbf{t}/d\mathit{x}$; symbol **w**; Latin *lentus*, slow, sluggish.
acceleration is the change in the *displacement* per unit of distime; verb is *accelerate* with negative *decelerate*; zero acceleration is *unaccelerated*; *instantaneous acceleration* is $d\mathbf{v}/d\mathit{t} = d\mathbf{v}/\lvert d\mathbf{t}\rvert$; units of m/s²; symbol **a**.	**retardation** is the change in the *dischronment* per unit of distance; verb is *retard* with negative *de-retard* (or expedite); zero retardation is *unretarded*; *placepoint retardation* $d\mathbf{w}/d\mathit{x} = d\mathbf{w}/\lvert d\mathbf{x}\rvert$; units s/m²; symbol **b**.

circular motion: space circle S = wavelength $\lambda = v/f$; circular arc s; space radius R; (spatial) angle $\theta = s/\mathrm{R}$; frequency $f = 1/\mathrm{T} = v/\lambda$; angular velocity $v = \mathrm{S}/\mathrm{T} = \lambda f$; if S = 1, then $v = f$; if R = 1, then $v = \omega = 2\pi f = \theta/t$.	**cyclic motion:** time period T = wave duration $\mu = u/h$; rotation time t; time radius Q; turn angle $\phi = t/\mathrm{Q}$; periodicity $h = 1/\mathrm{S} = u/\mu$; angular lenticity $u = \mathrm{T}/\mathrm{S} = \mu h$; if T = 1, then $u = h$; if Q = 1, then $u = \kappa = 2\pi h = \theta/s$.
travel distance (arc length) is the length along a curve. **distance scale** is a ratio of map distance *vs* actual distance. **isodistance line** shows *equidistant* events.	**travel time** (arc duration) is the duration along a curve. **distime scale** is a ratio of map distime interval *vs* actual distime interval. **isochron line** shows *equidistimed* events.
time mean speed is the arithmetic mean of speeds with a common time unit. **space mean speed** is the harmonic mean of speeds with a common distance unit.	**space mean pace** is the arithmetic mean of paces with a common length unit. **time mean pace** is the harmonic mean of paces with a common distime unit.
inertia (linear) is the resistance of a body to any change in its state of motion. **inertial system** has bodies at rest or moving with uniform velocity.	**facilia** (linear) is the nonresistance of a body to a change in its state of movement; Latin for *easy*. **facilial system** has bodies at rest or moving with uniform lenticity.
mass is the resistance of a body to a change in its condition of motion as a net force is applied; inverse of *elaphrance*; units of kg; symbol m.	**elaphrance** is the nonresistance of a body to a change in its condition of movement as a net *release* is applied; inverse of mass; from *elaphr* + *ance*; units of kg^{-1}; symbol n.
matter (particle) is a body with *mass* that occupies a space; a measure of the energy content of a body.	**carrier** (wave) is a body with *elaphrance* that fills a *trime*; a measure of the lethargy content of a body.
moment is the product of a physical quantity such as mass or force and its distance from/to a place point/axis.	**fulment** is the product of a physical quantity such as *elaphrance* or *release* and its distime from/to a time point.
momentum (linear) is the *mass* times the *velocity*; the time rate of change of the mass-distance moment; Latin, movement; units in kg m s^{-1}; symbol $\mathbf{p} = m\mathbf{v}$.	**fulmentum** (ful·men′·tum) is the *elaphrance* times the *lenticity*; the space rate of change of the elaphrance-distime fulment; Latin, prop; units of kg^{-1} s m^{-1}; symbol $\mathbf{q} = n\mathbf{u}$.
force is the time rate of change of *momentum*; units in newtons, N = kg m s^{-2}; symbol $\mathbf{F} \equiv \mathrm{d}\mathbf{p}/\mathrm{d}t$, e.g., $m\mathbf{a}$.	**release** is the space rate of change of *fulmentum*; units in *oldtons*, O = kg^{-1} s m^{-2}; symbol $\mathbf{R} \equiv \mathrm{d}\mathbf{q}/\mathrm{d}x$, e,g., $n\mathbf{b}$.
impulse is a force **F** applied over a distime dt, 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**: $W \equiv \mathbf{F}\cdot\mathbf{x}$; for a constant force: $W = F\ \mathrm{d}x = P\ \mathrm{d}t$; units: J = N·m.	**drawing** is a *release* **G** applied over a distance dx or change in *fulmentum*; units O·m; symbol $\mathbf{K} \equiv \mathbf{R}\cdot\mathrm{d}x = \mathrm{d}\mathbf{q}$. **repose** (inverse of work) is a release **R** applied over a *dischronment* **t**: $X \equiv \mathbf{R}\cdot\mathbf{t}$; for a constant *release*: $Y = R\ \mathrm{d}t = Z\ \mathrm{d}x$; units O·s.
power is the ratio of work per unit of distime: $P \equiv \mathrm{d}W/\mathrm{d}t = \mathbf{F}\cdot\mathbf{v}$; units: Watt, W = J/s = N·m/s.	**placidity** is the ratio of repose per unit of distance: $Z \equiv \mathrm{d}V/\mathrm{d}x = \mathbf{R}\cdot\mathbf{u}$; units: 1/J·m = O·s/m.
energy is the capacity for doing work; units, J ≡ N·m = W·s; symbol E. **kinetic energy** KE = ½ $m\mathbf{v}^2$.	**lethargy** is the capacity for repose; units, 1/J ≡ O·s; symbol $D = 1/E$. **kinetic lethargy** KL = ½ $n\mathbf{u}^2$.
center of mass (or *bathycenter*) is the normalized moment of mass; $\mathbf{R} = (1/M)\ \Sigma_\mathrm{i}\ \mathbf{r}_\mathrm{i}\ m_\mathrm{i}$. **moment of inertia** is the second moment of mass; $I \equiv \Sigma_\mathrm{i}\ r_\mathrm{i}^2\ m_\mathrm{i}$.	**center of elaphrance** (or *elaphrocenter*) is the normalized fulment of elaphrance; $\mathbf{T} = (1/N)\ \Sigma_\mathrm{i}\ \mathbf{t}_\mathrm{i}\ n_\mathrm{i}$. **fulment of facilia** is the second fulment of elaphrance; $J \equiv \Sigma_\mathrm{i}\ t_\mathrm{i}^2\ n_\mathrm{i}$.
gravitation is the mutual force that all bodies have, which is directed toward the mutual center 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 the mutual center of *elaphrance*. **elaphra** is the *release* exerted on a body by *levity*.
angular momentum for a particle place point is the moment of momentum, $\mathbf{L} \equiv \mathbf{r} \times \mathbf{p}$, the cross product of the particle's location vector, **r**, and its momentum vector, $\mathbf{p} = \mathrm{m}\mathbf{v}$.	**angular fulmentum** for a particle time point is the fulment of fulmentum, $\mathbf{\Gamma} \equiv \mathbf{t} \times \mathbf{q}$, the cross product of the particle's *chronation* vector, **t**, and its *fulmentum* vector, $\mathbf{q} = \mathrm{n}\mathbf{u}$.
torque is the moment of force; the rate of change of angular momentum of a body, $\boldsymbol{\tau} = \mathrm{I}\boldsymbol{\alpha}$; units: N·m.	**strophence** is the fulment of release; the rate of change of angular *fulmentum* of a body, $\boldsymbol{\sigma} = \mathrm{I}\boldsymbol{\beta}$; from Greek *strophe*, turn + (e)*nce*.