

The Physics Of Interstellar

By Hannah Wakeling

Murphy's Law

- "Whatever can happen, does happen."
- Unsure of where Murphy's Law originates;
 - Possibly first coined due to mathematician Augustus De Morgan in 1866.
 - Referenced to by Alfred Holt at an 1877 engineer's meeting.

Gravity

Gravity in the film.

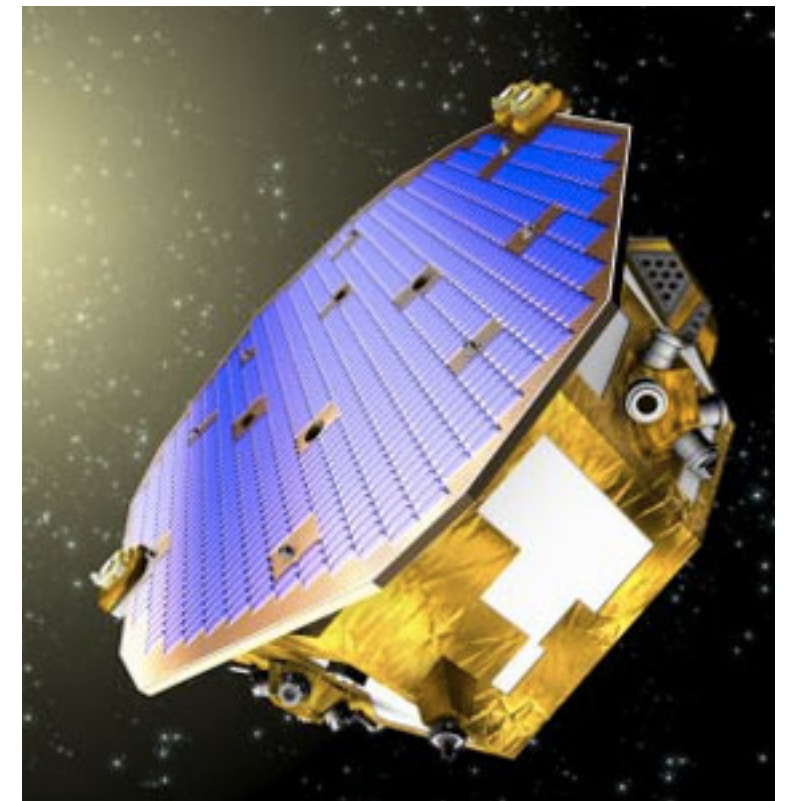
- Principle concept.
- Distortions in spacetime.
- Gravity transcends all dimensions, including time. Messages can be sent.
- Artificial gravity.



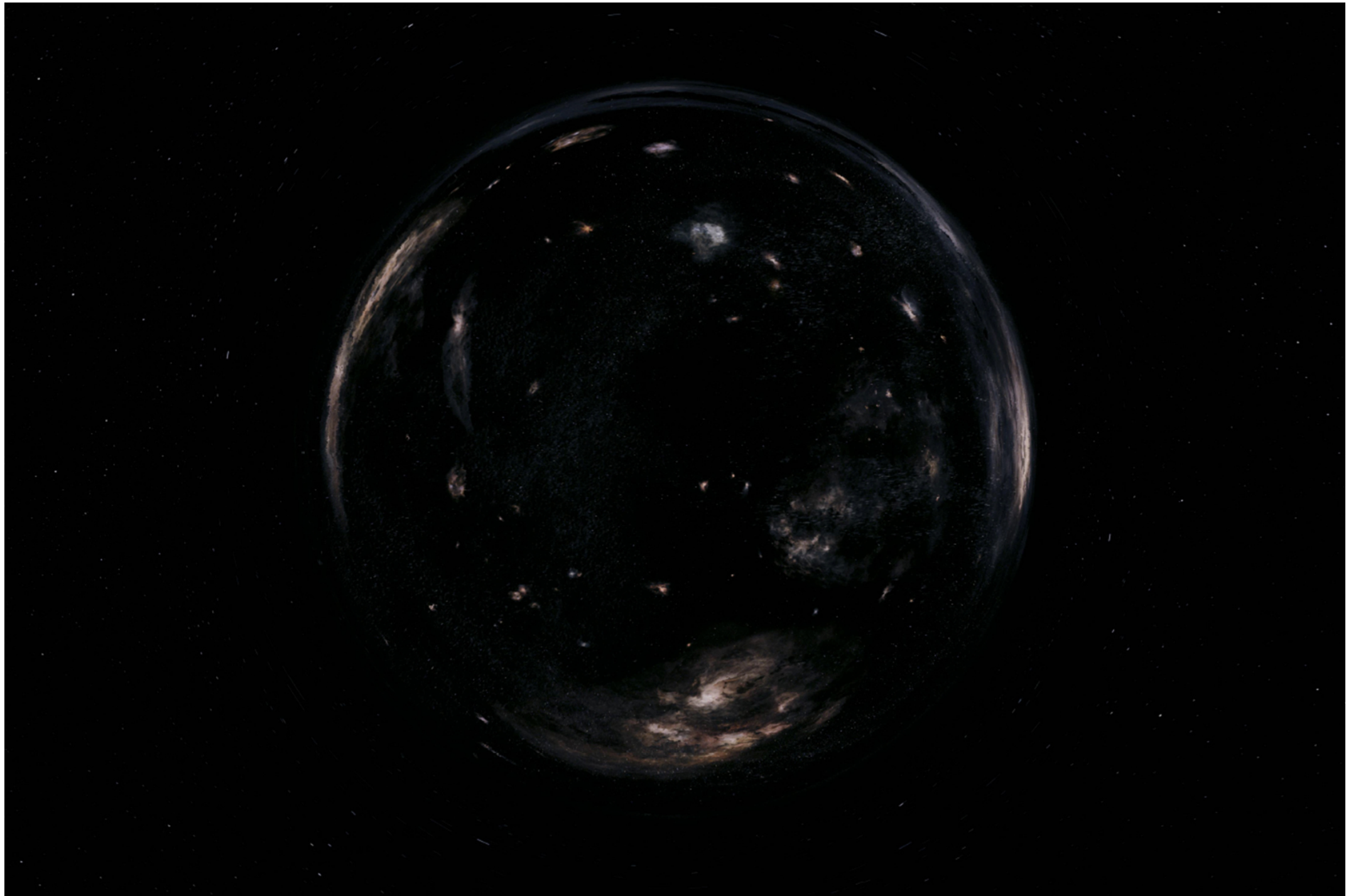
Gravity

Gravitational anomalies in reality.

- 1850 - Not much luck so far.
 - Anomalous precession of Mercury, galaxies around each other and acceleration of the expansion of the universe can all be explained
- LISA Pathfinder
 - Low-frequency gravitational wave detection: it will put two test masses in a near-perfect gravitational free-fall, and control and measure their motion with unprecedented accuracy.



Wormhole



Wormhole

Film:

- Is set up by future human beings.
- Can be explained by the 'bulk'.
- Is large enough to travel through.
- Is stable for hundreds of Earth years.

Wormhole

Reality:

- Highly unstable.
- Minuscule - Einstein claimed quantum foam, 10^{-35}m
- Fabric of spacetime needs to be flexible.
- Therefore HIGHLY IMPROBABLE.

Planets visited

Planet 1 - Miller's Planet

- General Relativity warps spacetime drastically. 1 hour becomes 7 years!
- HUGE waves caused by the gravitational pull of the nearby black hole.



Planet 2 - Dr. Mann's planet

- Ice clouds present in the atmosphere.



Black Hole



Black Hole

Before the event horizon

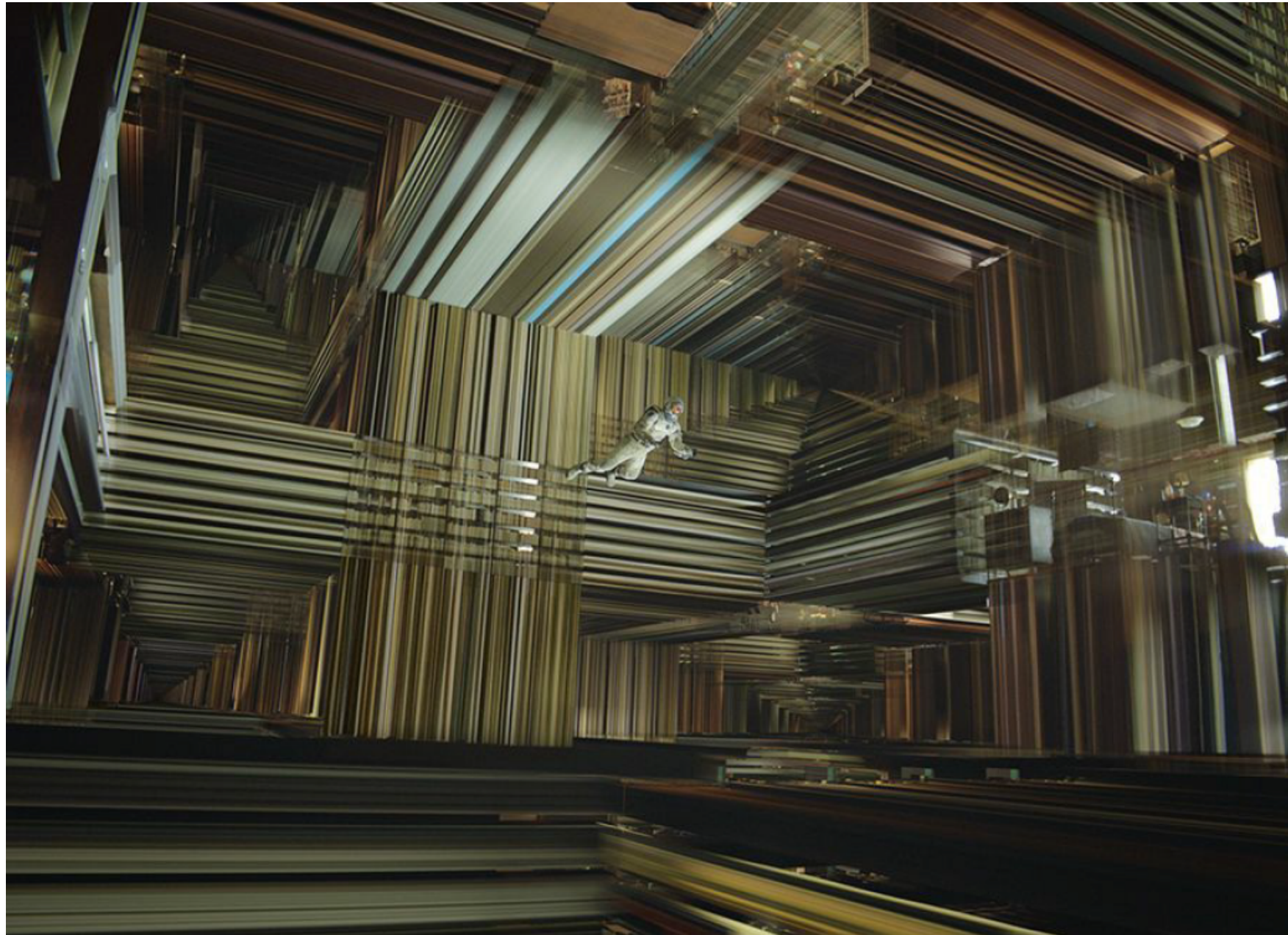
- Appears to slow, freeze then wavelength gets longer until it is unobservable.
- Signals sent from ranger arrive up to an hour late, but signals sent to ranger arrive normally.

Past the event horizon.

- Gravitational forces tear the ranger apart after Cooper ejects himself.
- Rescued by the 'Tesseract'.

Higher Dimensions

- 1D - Line
- 2D - Square
- 3D - Space
- 4D - Time
- 5D - 'Out-back'



INTERSTELLAR

by Eph Raim
a.k.a. Captain
INFOGRAPH



Thank you!