2024-03-20

Warning: These notes have not been 1/3

smooth solutions of the SAVE.

Fact of life: SKE on Galilei-invariant: Lf h, r solve it, so do S h(xx)=h(x-st, E) (skip the proof)

Take a stakonary shock (S=0):

Then [hv]=0, so hv=q is constant across the shock.  $\begin{bmatrix} Q \end{bmatrix} = \begin{bmatrix} \frac{1}{2} h v^3 + h^2 v \end{bmatrix} = q \begin{bmatrix} \frac{1}{2} v^2 + h \end{bmatrix}$  $=q(\langle v \rangle [v] + [h])$ Use [[v]=±((h')[h], (v)==(h)((h') (see the th-sur note - this I because s=0)  $[0]=q(-\langle h\rangle\langle h'\rangle+i)[h]$ <0 ~ (if [[h]=0) Nert PACE [a]>0 weans every is created [0]<0 means energy is last - so we must have g[h] >0 in a stationary shock \_

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