

# IA Special Relativity

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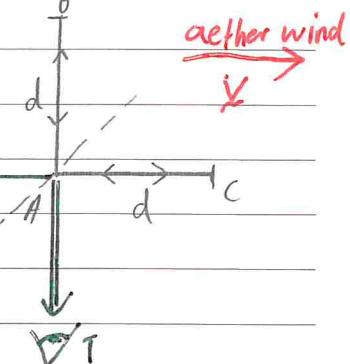
- Classical physics proposed that light travelled through the aether.

- The Michelson-Morley experiment tested this using an interferometer.

↳ if there was aether:

$$t_{ACA} = \frac{d}{c+v} + \frac{d}{c-v}, t_{ABA} = \frac{2d}{\sqrt{c^2-v^2}}$$

$$\Rightarrow \Delta t = \frac{dv^2}{c^3}$$



↳ but there was no shift in observed  $\Rightarrow$  no aether.

- Maxwell knew that  $c = \sqrt{\epsilon_0 \mu_0}$ , i.e. depends on constants unrelated to the motion of the observer.

- Einstein's postulates:

- Speed of light (in vacuum) is the same for all observers

- Principle of relativity:** laws of physics are the same in all inertial frames

- An important consequence is the **loss of simultaneity**: events that are simultaneous in one frame may not be in another frame.

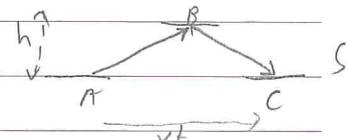
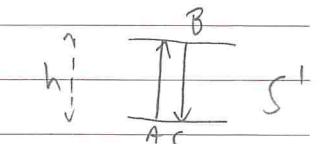
## Time dilation

- Consider a light clock on a train.

- in the clock's rest frame,  $\Delta t'_{AC} = \frac{2h}{c}$

- in the lab frame,  $\Delta t_{AC} = \frac{2h}{\sqrt{c^2-v^2}}$

$$\Rightarrow \Delta t = \gamma \Delta t', \quad \gamma = \frac{1}{\sqrt{1-v^2/c^2}}$$



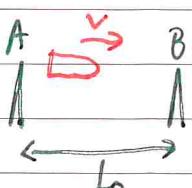
- Because  $\gamma > 1$ , the time interval in the moving clock is longer when viewed from a stationary frame: 'moving clocks run slow'.

- The **proper time interval** is the shortest time interval between two events, measured by a clock present at both events

- Consider two beacons separated by  $L_0$  in their rest frame, and a space ship travelling between them.

- ship captain measures proper time  $\Delta t'_{AB}$

- observer at rest measures  $\Delta t_{AB}$



- The observer sees  $\Delta t_{AB} = L_0/v$
- The captain sees  $\Delta t'_{AB} = L/v$
- $\Rightarrow L = \frac{L_0}{\gamma}$  i.e. objects are longest in their rest frame (proper length). Length contraction otherwise
- There is no length contraction perpendicular to motion.

### Evidence for SR

- Time-dilation in the decay of muons: Earth-based clocks measure sufficiently long time intervals for the muon to reach the surface before decaying
- Michelson-Morley:  $c$  invariant
- GPS satellites require a correction

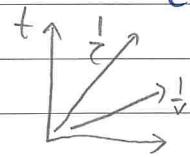
## Relativistic kinematics

- Lorentz transformation:

$$\Delta x' = \gamma (\Delta x - v \Delta t) \quad \text{flip primes} \quad \Delta x = \gamma (\Delta x' + v \Delta t')$$

$$\Delta t' = \gamma (\Delta t - \frac{v \Delta x}{c^2}) \quad \text{flip signs} \quad \Delta t = \gamma (\Delta t' + \frac{v \Delta x'}{c^2})$$

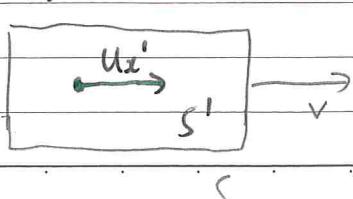
- It is often helpful to draw spacetime diagrams (one for each frame).



- While the Lorentz transforms have  $c$  as an upper bound, this does not apply to virtual objects (e.g. shadows).

### Velocity addition

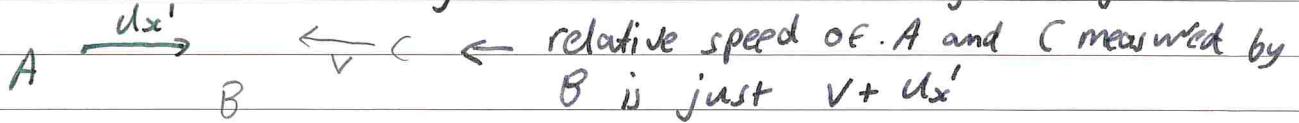
- Object moving at  $u_x'$  relative to  $S'$ , but  $S'$  moving at  $v$  relative to  $S$



$$u_x = \frac{\Delta x}{\Delta t} = \frac{\Delta x' + v \Delta t'}{\Delta t' + v \Delta x'/c^2}$$

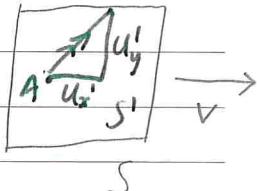
$$u_x = \frac{u'_x + v}{1 + \frac{u'_x v}{c^2}}$$

- This formula only applies when finding the velocity of the object relative to the stationary frame as measured by the object or S



- If the motion has a transverse component, that will be affected because of time dilation

$$u_y = \frac{\Delta y}{\Delta t} = \frac{\Delta y'}{\gamma(\Delta t' + v \Delta x' / c^2)} \Rightarrow u_y' = \frac{u_y}{\gamma(1 + u_x' v / c^2)}$$



### Aberration of light

- It is observed that light from distant stars appears to come in at a slight angle  $\rightarrow$  originally used as evidence for aether.
- Consider a star stationary w.r.t  $S'$ , but  $S'$  moving at speed  $v$  w.r.t  $S$ . We can apply velocity addition to the photon's components:

$$\xi = (c_x, c_y) = \left( \frac{c \cos \theta' + v}{1 + v \cos \theta' / c}, \frac{c \sin \theta'}{\gamma(1 + v \cos \theta' / c)} \right)$$

But in frame  $S$ ,  $c_x = c \cos \theta$  and  $c_y = c \sin \theta$

$$\therefore \cos \theta' = \left( \frac{\cos \theta - \frac{v}{c}}{1 - \frac{v}{c} \cos \theta} \right)$$
 and similar for  $\sin \theta'$

- Thus the stellar aberration can be explained by SR.

### Doppler effect

- Consider a signal with freq  $f'$  emitted by an object moving towards you at speed  $v$ .  $\Delta t' = 1/f'$
- In your frame, the photons have travelled  $c \gamma \Delta t'$  and the source has travelled  $v \gamma \Delta t'$  by the next flash.
- $\therefore$  photons reach your eye with  $\Delta T = \frac{1}{c} ((-v) \gamma \Delta t')$

$$\Rightarrow f = f' \sqrt{\frac{1 + v/c}{1 - v/c}}$$

- Because of time dilation, there will also be a transverse Doppler shift even when the signal is perpendicular to motion.

# Relativistic mechanics

- The relativistic momentum of a particle with velocity  $\mathbf{v}$  is given by  $\mathbf{p} = \gamma_v m\mathbf{v}$
- The total energy of a relativistic particle is  $E = \gamma mc^2$
- The KE of a particle is the total  $E$  - rest mass  $E_0$ :  $K = (\gamma - 1)mc^2$
- $\mathbf{p}$  and  $E$  are conserved, but  $K$  is not.
- For a single particle:

$$\hookrightarrow E^2 - p^2 c^2 = m^2 c^4$$

$$\hookrightarrow K^2 + 2Kmc^2 = p^2 c^2$$

- The  $E$ - $p$  invariant states that the quantity  $E^2 - p^2 c^2$  is constant in all inertial frames.  $E$  and  $\mathbf{p}$  are the totals for the system, including sign in the case of  $\mathbf{p}$ .
- Energy and momentum transform in the same way as spacetime, substituting  $(ct, x, y, z) \rightarrow (E/c, p_x, p_y, p_z)$ .
  - ∴  $E'/c = \gamma(E/c - v p_z/c)$
  - ∴  $p_x' = \gamma(p_x - v E/c^2)$