

SPECIAL RELATIVITY

①

Ch-1 | ~~From Pythagoras to~~ spacetime geometry:

D -dimensional space;

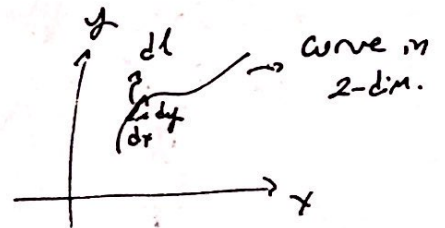
$$\vec{r} = \sum_{i=1}^D r^i \hat{e}_i, \quad \hat{e}_i \cdot \hat{e}_j = \delta_{ij} \rightarrow \text{Orthonormal basis}$$

Any vector \vec{v} ,

$$\vec{v} = \sum_{i=1}^D v^i \hat{e}_i, \quad v^i = \vec{v} \cdot \hat{e}_i$$

Infinitesimal line element; (metric)

metric in D -dim. $\rightarrow dl^2 = \delta_{ij} dx^i dx^j$

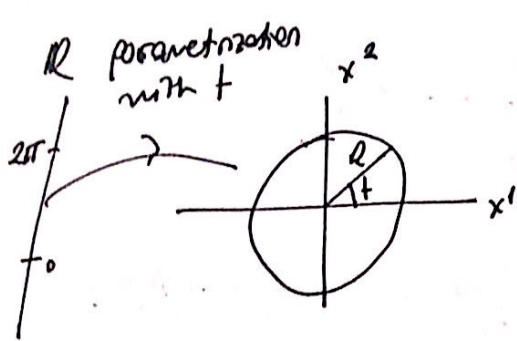


A curve in D -dimensional Euclidean space

$$\Delta L = \int_{P_1}^{P_2} dl, \quad P_1 = x(t_1), \quad P_2 = x(t_2)$$

$$dl = \sqrt{\delta_{ij} dx^i dx^j} = \sqrt{\delta_{ij} \frac{dx^i}{dt} \frac{dx^j}{dt}} dt, \quad \frac{dx^i}{dt} = \dot{x}^i$$

$$\Delta L = \int_{t_1}^{t_2} \sqrt{\delta_{ij} \dot{x}^i \dot{x}^j}$$



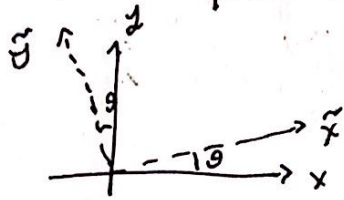
$$x^1 = R \cos t$$

$$x^2 = R \sin t$$

$$\begin{aligned} \int_{t_1}^{t_2} \frac{dx^i}{dt} \frac{dx^j}{dt} &= \left(\frac{dx^1}{dt} \right)^2 + \left(\frac{dx^2}{dt} \right)^2 = (-R \sin t)^2 + (R \cos t)^2 \\ &= R^2 (\sin^2 t + \cos^2 t) = R^2 \end{aligned}$$

$$\Delta L = \int_{t_1}^{t_2} \sqrt{g_{ij} \dot{x}^i \dot{x}^j} dt = \int_0^{2\pi} R dt = 2\pi R \rightarrow \text{Circumference of a circle of radius } R.$$

Rotations preserve the Euclidean metric:



$$R(\theta) = \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix}$$

$$\begin{pmatrix} \tilde{x} \\ \tilde{y} \end{pmatrix} = \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} \Rightarrow \begin{aligned} \tilde{x} &= x \cos \theta + y \sin \theta \\ \tilde{y} &= -x \sin \theta + y \cos \theta \end{aligned}$$

$$R \in SO(2) \rightarrow R^T R = I$$

$$\begin{aligned} \downarrow & \quad \downarrow \\ \det R &= 1 & R^T R &= I \\ \text{(special)} & & \text{(orthogonal)} & \end{aligned}$$

* Infinitesimal Rotations:

$$\tilde{x} = x \cos \theta + y \sin \theta$$

$$\tilde{y} = -x \sin \theta + y \cos \theta$$

A very small rotation with $\theta \sim 0$ can be written

$$\cos \theta \sim 1, \quad \sin \theta \sim \theta$$

$$\tilde{x} \approx x + \theta y + \mathcal{O}(\theta^2)$$

$$\tilde{y} \approx y - \theta x + \mathcal{O}(\theta^2)$$

$$\Rightarrow R(\theta) \approx \begin{pmatrix} 1 & \theta \\ -\theta & 1 \end{pmatrix}$$

$$\Rightarrow R(\theta) \approx I + \theta r + \dots, \quad r = \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix} \sim \text{generator of the rotation transformation}$$

Consider

$$e^{\alpha x} \approx 1 + \alpha x + \dots$$

A non-infinitesimal rotation $R(\theta)$ can be obtained from the exponential of the generator matrix r , $e^{\theta r} \approx I + \theta r + \dots$

⚠ An antisymmetric generator matrix will always lead to a rotation ~~matrix~~ when we take the exponential to get the full transformation.

~~Done~~

Now let's call the new generator matrix which is symmetric ($L^T = L$) and the new transformation parameter ζ .

$$L(\zeta) \simeq \underline{I} + \zeta l + \dots \quad , \quad l = \begin{pmatrix} 0 & -1 \\ -1 & 0 \end{pmatrix}$$

$$L(\zeta) = e^{\zeta l} = \begin{pmatrix} \cosh \zeta & -\sinh \zeta \\ -\sinh \zeta & \cosh \zeta \end{pmatrix}$$

△ The action of $L(\zeta)$ on a set of rectangular coordinates axes is not to rotate them but to skew them like scissors.

$$\theta: 0 \rightarrow 2\pi \quad \text{BUT} \quad \zeta: -\infty \rightarrow \infty$$

$$L^{-1}(\zeta) = L(-\zeta) = \begin{pmatrix} \cosh \zeta & \sinh \zeta \\ \sinh \zeta & \cosh \zeta \end{pmatrix} \rightarrow \text{Transformation in the opposite direction.}$$

$$\det L = 1 \quad \text{same as} \quad \det R = 1.$$

$$\text{Let } L^T \eta L = \eta \quad , \quad \eta = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix} \quad , \quad \text{Recall: } R^T I R = I$$

$$L \in SO(1, 1)$$

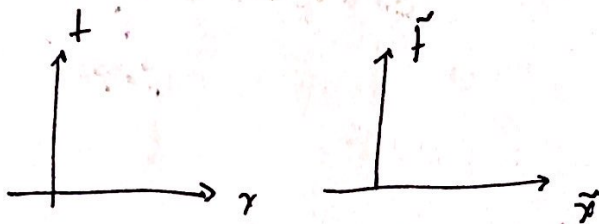
* Could a line element include time?

$$\vec{r} = \vec{r}(t) = x^i(t) \hat{e}_i$$

In 1-dim: free particle $\rightarrow \frac{d^2 x(t)}{dt^2} = 0$

This equation is invariant under the transformation

$$\begin{aligned} \tilde{t} &= t \\ \tilde{x} &= x + vt \end{aligned} \Rightarrow \frac{d^2 \tilde{x}(t)}{d\tilde{t}^2} = 0$$



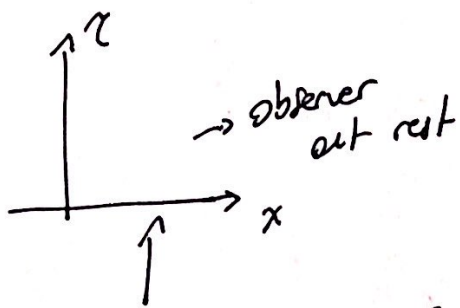
Let's say $x = ct$, $[x] = \frac{\text{length}}{\text{time}} = [\text{length}]$

The line element

$$ds^2 = -d\tau^2 + dx^2$$

is invariant under the coordinate transformation given by $L(\vec{v})$.

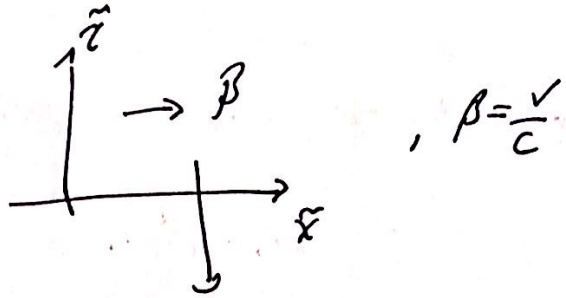
$$ds^2 = \eta_{\mu\nu} dx^\mu dx^\nu, \quad \eta_{\mu\nu} = \begin{pmatrix} -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$



metric: $ds^2 = -dz^2 + dx^2$

$dx=0$

$ds^2 = -dz^2 = -c^2 dt^2$



For the observer in this frame

$\frac{dx\tilde{}}{dz\tilde{}} = -\beta$

$ds^2 = -dz\tilde{ }^2 + dx\tilde{ }^2 = -dz\tilde{ }^2 + \beta^2 dz\tilde{ }^2$
 $dx\tilde{ } = \beta dz\tilde{ }$

$-dz^2 = -dz\tilde{ }^2 (1 - \beta^2) \Rightarrow dz\tilde{ }^2 = \frac{dz^2}{(1 - \beta^2)}$

$\Rightarrow dz\tilde{ } = \frac{dz}{\sqrt{1 - \beta^2}} \Leftrightarrow dz\tilde{ } = \gamma dz, \gamma = \frac{1}{\sqrt{1 - \beta^2}}$

Recall that $z\tilde{ } = z \cosh \tau - x \sinh \tau$

$x\tilde{ } = -z \sinh \tau + x \cosh \tau$

$dz\tilde{ } = dz \cosh \tau - dx \sinh \tau, dx=0 \Rightarrow dz\tilde{ } = dz \cosh \tau$

$\therefore \cosh \tau = \gamma = \frac{1}{\sqrt{1 - \beta^2}}$

$$d\tilde{x} = dx \cosh T - dz \sinh T, \quad dx = 0$$

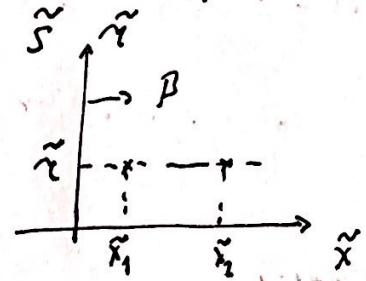
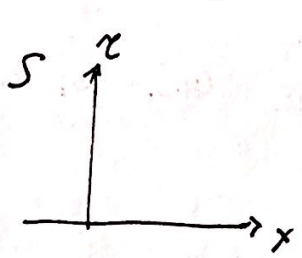
$$\Rightarrow d\tilde{x} = -dz \sinh T \rightarrow d\tilde{x} = -\frac{d\tilde{z}}{\gamma} \sinh T$$

\downarrow
 $d\tilde{z} = \gamma dz$

$$\Rightarrow \gamma \frac{d\tilde{x}}{d\tilde{z}} = -\sinh T \Rightarrow \sinh T = \gamma \beta$$

$$\Rightarrow L(\beta) = \begin{pmatrix} \gamma & -\gamma\beta \\ -\gamma\beta & \gamma \end{pmatrix} \Rightarrow \text{Lorentz Transformation.}$$

* Relativity of simultaneity:



$$\Delta \tilde{z} = 0 \rightarrow \Delta \tilde{x} = \tilde{x}_2 - \tilde{x}_1 \neq 0$$

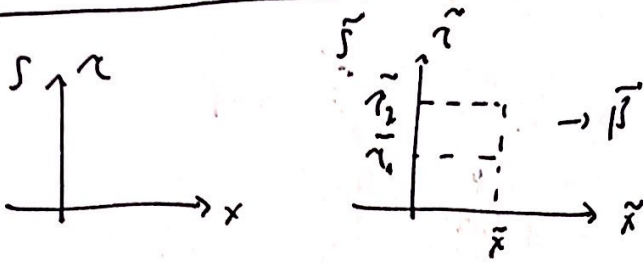
$$\begin{pmatrix} z \\ x \end{pmatrix} = \begin{pmatrix} \gamma & \gamma\beta \\ \gamma\beta & \gamma \end{pmatrix} \begin{pmatrix} \tilde{z} \\ \tilde{x} \end{pmatrix} \Leftrightarrow \begin{aligned} z &= \gamma \tilde{z} + \gamma\beta \tilde{x} \\ x &= \gamma\beta \tilde{z} + \gamma \tilde{x} \end{aligned}$$

$$\begin{aligned} z_1 &= \gamma \tilde{z}_1 + \gamma\beta \tilde{x}_1 \\ z_2 &= \gamma \tilde{z}_2 + \gamma\beta \tilde{x}_2 \end{aligned} \Rightarrow z_2 - z_1 = \gamma (\tilde{z}_2 - \tilde{z}_1) + \gamma\beta (\tilde{x}_2 - \tilde{x}_1)$$

$\Delta \tilde{z} = 0$

$$\Rightarrow \Delta z = z_2 - z_1 = \gamma\beta (\tilde{x}_2 - \tilde{x}_1) = \gamma\beta \Delta \tilde{x} \checkmark$$

Time dilation:



$$\Delta \tilde{x} = 0$$

$$\Delta \tilde{t} = \tilde{t}_2 - \tilde{t}_1 \neq 0$$

$$\begin{pmatrix} t \\ x \end{pmatrix} = \begin{pmatrix} \gamma & \gamma\beta \\ \gamma\beta & \gamma \end{pmatrix} \begin{pmatrix} \tilde{t} \\ \tilde{x} \end{pmatrix}$$

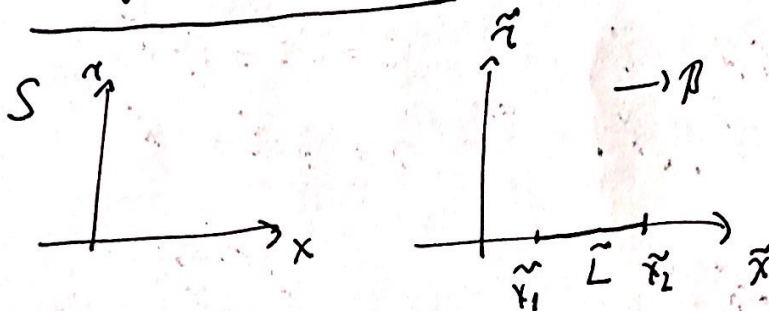
$$t = \gamma \tilde{t} + \gamma\beta \tilde{x} \rightarrow \begin{aligned} t_2 &= \gamma \tilde{t}_2 + \gamma\beta \tilde{x}_2 \\ t_1 &= \gamma \tilde{t}_1 + \gamma\beta \tilde{x}_1 \end{aligned}$$

$$\Delta t = t_2 - t_1 = \gamma (\tilde{t}_2 - \tilde{t}_1) + \gamma\beta (\tilde{x}_2 - \tilde{x}_1) = \gamma \Delta \tilde{t}$$

$$\Delta t = \gamma \Delta \tilde{t}, \quad \gamma > 1$$

$\Delta t > \Delta \tilde{t} \rightarrow$ moving clocks run slowly.

Length contraction:



$$\Delta \tilde{t} = 0$$

$$\begin{pmatrix} \tilde{t} \\ \tilde{x} \end{pmatrix} = \begin{pmatrix} \gamma & -\gamma\beta \\ \gamma\beta & \gamma \end{pmatrix} \begin{pmatrix} t \\ x \end{pmatrix}$$

$$\begin{aligned} \tilde{x}_2 &= \gamma x_2 - \gamma \beta x_1 & \tilde{t}_2 &= -\gamma \beta x_2 + \gamma x_1 \\ \tilde{x}_1 &= -\gamma \beta x_2 + \gamma x_1 & \tilde{t}_1 &= -\gamma \beta x_1 + \gamma x_2 \end{aligned} \Rightarrow$$

$$\tilde{x}_2 - \tilde{x}_1 = -\gamma \beta (x_2 - x_1) + \gamma (x_2 - x_1) \dots \dots \textcircled{1}$$

$$\begin{aligned} \tilde{x}_2 &= \gamma x_2 - \gamma \beta x_1 & \tilde{t}_2 - \tilde{t}_1 &= 0 = \gamma (x_2 - x_1) - \gamma \beta (x_2 - x_1) \\ \tilde{x}_1 &= -\gamma \beta x_2 + \gamma x_1 \end{aligned} \Rightarrow$$

$$\Rightarrow \gamma (x_2 - x_1) = \gamma \beta (x_2 - x_1) \dots \dots \textcircled{2}$$

Let's put $\textcircled{2}$ in $\textcircled{1}$;

$$\underbrace{\tilde{x}_2 - \tilde{x}_1}_{\tilde{L}} = -\beta \left(\underbrace{\gamma \beta (x_2 - x_1)}_L \right) + \underbrace{\gamma (x_2 - x_1)}_L$$

$$\begin{aligned} \tilde{L} &= -\gamma \beta^2 L + \gamma L = \gamma L (1 - \beta^2) = L \frac{1}{\sqrt{1 - \beta^2}} (1 - \beta^2) \\ &= L \sqrt{1 - \beta^2} = \frac{L}{\gamma} \end{aligned}$$

$$\Rightarrow \tilde{L} = \frac{L}{\gamma} \rightarrow L = \gamma \tilde{L} \quad , \quad \gamma > 1$$

$\Rightarrow L > \tilde{L} \rightarrow$ length contraction.