

Today

General Relativity

Feb 12th, 2016

P1/3

Day 6

I best time

I. We agreed to:

II What are Lorentz transformations?

seek a distance all observers agree upon; an invariant distance

and arrived at

$$ds^2 = -c^2 dt^2 + dx^2 + dy^2 + dz^2$$

the "spacetime" or "invariant" interval.

• characterized various

spacetime intervals:

(Δs)² > 0 Spacelike separated events

(Δs)² = 0 Lightlike or null "

(Δs)² < 0 Timelike "

• SR Effects

(i) $L = L_0 / \gamma$; $\gamma = \frac{1}{\sqrt{1 - v^2/c^2}}$

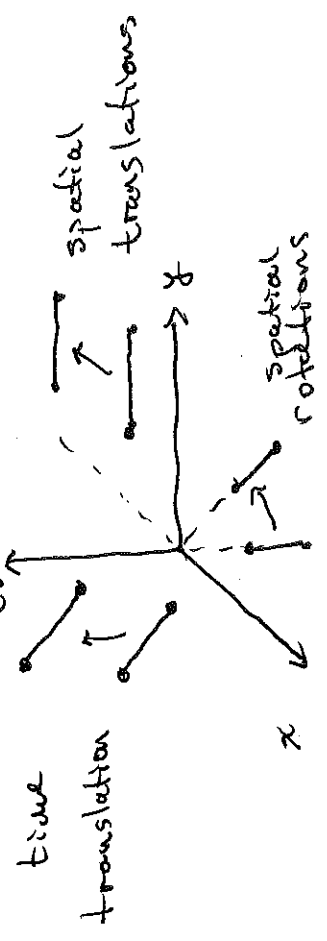
(ii) $dt = \gamma d\tau$

(iii) $v_{AC} = \frac{v_{AB} + v_{BC}}{1 + \frac{v_{AB} v_{BC}}{c^2}}$

II What are Lorentz transformations?

They are the set of all transformations that leave the spacetime interval ds^2 invariant.

Some geometrically clear examples



Then,

$$\begin{aligned}
 ds'^2 &= -c^2 dt'^2 + dx'^2 + dy'^2 + dz'^2 \\
 &= -c^2 dt^2 + (c^2 \theta dx^2 - 2s\theta c \theta dx dy \\
 &\quad + s^2 \theta dy^2) + (s^2 \theta dx^2 + 2s\theta c \theta dx dy \\
 &\quad + c^2 \theta dy^2) + dz^2 \\
 &= -c^2 dt^2 + dx^2 + dy^2 + dz^2. \quad \checkmark
 \end{aligned}$$

Can we characterize a transformation that mixes x and t

Let's also demonstrate some of these analytically, say rotation:

$$\begin{pmatrix} c dt' \\ dx' \\ dy' \\ dz' \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & c\theta & -s\theta & 0 \\ 0 & s\theta & c\theta & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} c dt \\ dx \\ dy \\ dz \end{pmatrix},$$

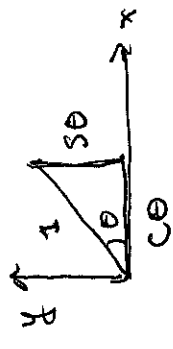
where $c\theta \equiv \cos\theta$ and $s\theta \equiv \sin\theta$. Then

$$\begin{aligned}
 c dt' &= c dt, \quad dx' = c\theta dx - s\theta dy \\
 dy' &= s\theta dx + c\theta dy, \quad dz' = dz
 \end{aligned}$$

t but leaves $-c^2 dt^2 + dx^2$ invariant?

For rotations we needed

$$\cos^2\theta + \sin^2\theta = 1$$



We also have hyperbolic versions

$$\cosh^2\theta - \sinh^2\theta = 1$$

where

$$\cosh\theta = \frac{e^\theta + e^{-\theta}}{2}; \quad \sinh\theta = \frac{e^\theta - e^{-\theta}}{2}$$

So, we can consider

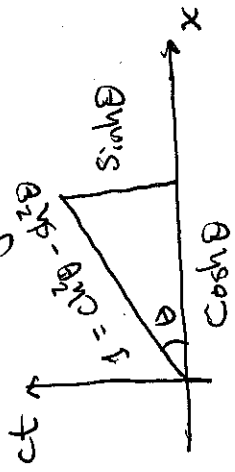
$$\begin{pmatrix} c dt' \\ dx' \\ dy' \\ dz' \end{pmatrix} = \begin{pmatrix} c\theta & -s\theta & 0 & 0 \\ -s\theta & c\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} c dt \\ dx \\ dy \\ dz \end{pmatrix}$$

with $c\theta \equiv \cosh\theta$ and $s\theta \equiv \sinh\theta$. Now,

$$\begin{aligned}
 ds'^2 &= -(c\theta c dt - s\theta dx)^2 + (-s\theta c dt + c\theta dx)^2 \\
 &\quad + dy^2 + dz^2 \\
 &= -(c^2 \theta^2 - s^2 \theta^2) c^2 dt^2 + (c^2 \theta^2 - s^2 \theta^2) dx^2 \\
 &\quad + dy^2 + dz^2 = -c^2 dt^2 + dx^2 + dy^2 + dz^2 = ds^2
 \end{aligned}$$

These additional transformations are called boosts, or Lorentz boosts.

We start to see what our new geometry is! It's the geometry of hyperbolic triangles



Recall,

$$\begin{aligned} \text{ch}^2 \theta - \text{sh}^2 \theta &= 1 \\ \Rightarrow 1 - \tanh^2 \theta &= \frac{1}{\text{ch}^2 \theta} \end{aligned}$$

So,

$$\beta = \frac{v}{c} = \tanh \theta$$

and

$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} = \frac{1}{\sqrt{1 - \tanh^2 \theta}}$$

In fact, we can translate the expressions for the

boost in terms of $\text{ch} \theta$ and $\text{sh} \theta$ into expressions in terms of v , the boost speed and $\beta \equiv v/c$ and $\gamma = \frac{1}{\sqrt{1 - v^2/c^2}}$.

The relationship is

$$v = c \tanh \theta$$

But then,

$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} = \sqrt{\text{ch}^2 \theta} = \text{ch} \theta$$

$$\text{and } \beta \cdot \gamma = \tanh \theta \cdot \text{ch} \theta = \text{sh} \theta$$

Putting these transformations into the boost we find

$$\begin{pmatrix} c dt' \\ dx' \\ dy' \\ dz' \end{pmatrix} = \begin{pmatrix} \gamma & -\beta \gamma & 0 & 0 \\ -\beta \gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} c dt \\ dx \\ dy \\ dz \end{pmatrix}$$

exactly as we claimed before.