

Special Relativity

- 1) Speed of light is constant in all inertial frames of reference
- 2) Physical laws must look the same in all inertial frames of reference - there is no experiment that can determine the "absolute" velocity of any inertial frame

⇒ If a flash of light goes off at the origin of some coord system, the outgoing wavefronts look spherical in all inertial frames.
Equation of wavefront is $r^2 - c^2 t^2 = 0$

⇒ (x, y, z, t) coords in one inertial frame K
 (x', y', z', t') coords in another inertial frame K' that moves with velocity $\vec{v} = v\hat{x}$ with respect to K .

What is the transformation that relates coords in K' to coords in K

$$y = y', \quad z = z'$$

(origins of K and K'
coincide when $t = t' = 0$)

$$\Rightarrow c^2 t^2 - x^2 = c^2 t'^2 - x'^2$$

$$\Rightarrow \frac{(ct+x)}{(ct'+x')} \frac{(ct-x)}{(ct'-x')} = 1$$

Expect transformation to be linear

$$\Rightarrow ct' + x' = (ct+x) f$$

$$ct' - x' = (ct-x) f^{-1}$$

for some constant f . Write $f = e^{-y}$ y is rapidity

Solve for ct' and x' in terms of ct and x

$$ct' = ct \left(\frac{e^y + e^{-y}}{2} \right) - x \left(\frac{e^y - e^{-y}}{2} \right)$$

$$x' = -ct \left(\frac{e^y - e^{-y}}{2} \right) + x \left(\frac{e^y + e^{-y}}{2} \right)$$

$$ct' = ct \cosh y - x \sinh y$$

$$x' = -ct \sinh y + x \cosh y$$

meaning of parameter y

(at $x=0$)

the origin of K has trajectory $x' = -vt'$ in K'

$$\Rightarrow \frac{x'}{t'} = -v$$

from transformation above, with $x=0$, we get

$$\frac{x'}{ct'} = \frac{-ct \sinh y}{ct \cosh y} = -\tanh y$$

$$\text{so } \frac{v}{c} = \tanh y$$

$$\Rightarrow \cosh y = \frac{1}{\sqrt{1 - \left(\frac{v}{c}\right)^2}} \equiv \gamma$$

$$\sinh y = \left(\frac{v}{c}\right)\gamma$$

Lorentz Transformation

$$\begin{cases} ct' = \gamma ct - \gamma \left(\frac{v}{c}\right) x \\ x' = -\gamma \left(\frac{v}{c}\right) ct + \gamma x \end{cases}$$

Reverse transform obtained by taking $v \rightarrow -v$ in above

$$\begin{cases} ct = \gamma ct' + \gamma \left(\frac{v}{c}\right) x' \\ x = \gamma \left(\frac{v}{c}\right) ct' + \gamma x' \end{cases}$$

4-vectors

4-position:

$$X_\mu = (x_1, x_2, x_3, ict)$$

$$x_4 \equiv ict$$

$$X_\mu X_\mu \equiv \sum_{\mu=1}^4 x_\mu^2 = r^2 - c^2 t^2$$

Lorentz invariant scalar
- has same value in all
inertial frames

Lorentz transf is

$$x_1' = \gamma \left(x_1 + i \left(\frac{v}{c}\right) x_4 \right)$$

$$x_2' = x_2$$

$$x_3' = x_3$$

$$x_4' = \gamma \left(x_4 - i \left(\frac{v}{c}\right) x_1 \right)$$

linear transf, can be
represented by a matrix

$$\text{or } x_\mu' = a_{\mu\nu}(L) x_\nu$$

\hat{L} matrix of Lorentz transformation L

$$a(L) = \begin{pmatrix} \gamma & 0 & 0 & i \frac{v}{c} \gamma \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -i \frac{v}{c} \gamma & 0 & 0 & \gamma \end{pmatrix}$$

$$\text{inverse: } x_\mu = a_{\mu\nu}(L^{-1}) x_\nu'$$

$a_{\mu\nu}(L^{-1})$ is given by taking $v \rightarrow -v$ in $a_{\mu\nu}(L)$

$$\text{we see } a_{\mu\nu}(L^{-1}) = a_{\nu\mu}(L)$$

inverse = transpose

More generally

Since x_μ^2 is Lorentz invariant scalar,

$$x_\mu'^2 = a_{\mu\nu}(L) a_{\mu\lambda}(L) x_\nu x_\lambda = x_\lambda^2$$

$$\Rightarrow a_{\mu\nu}(L) a_{\mu\lambda}(L) = \delta_{\nu\lambda}$$

$$\Rightarrow a_{\nu\mu}^t(L) a_{\mu\lambda}(L) = \delta_{\nu\lambda}$$

$$\Rightarrow a_{\nu\mu}^t = a_{\mu\nu}^{-1}(L) \quad \text{transpose} = \text{inverse}$$

$a_{\mu\nu}$ is 4x4 orthogonal matrix

If L_1 is a Lorentz transf from K to K'

L_2 is a Lorentz transf from K' to K''

Then the Lorentz transf from K to K'' is given by the matrix

$$a(L_2 L_1) = a(L_2) a(L_1)$$

if $L_1 = L$ and $L_2 = L^{-1}$ so $L_2 L_1 = I$ identity

$$\Rightarrow a^{-1}(L) = a(L^{-1})$$

$$dx_\mu = (dx_1, dx_2, dx_3, icdt)$$

$$-(dx_\mu)^2 \equiv c^2 ds^2 = c^2 dt^2 - dr^2 \quad \text{Lorentz invariant scalar}$$

$$ds^2 = dt^2 \left[1 - \frac{1}{c^2} \left(\frac{dx_1}{dt} \right)^2 - \frac{1}{c^2} \left(\frac{dx_2}{dt} \right)^2 - \frac{1}{c^2} \left(\frac{dx_3}{dt} \right)^2 \right]$$

$$ds^2 = \frac{dt^2}{\gamma^2}$$

$$\boxed{ds = \frac{dt}{\gamma}} \quad \text{proper time interval}$$

A 4-vector is any 4 numbers that transform under a Lorentz transformation the same way as does x_μ

4-velocity $u_\mu \equiv \frac{dx_\mu}{ds} \equiv \dot{x}_\mu$

$$= \gamma \frac{dx_\mu}{dt}$$

space components $\vec{u} = \gamma \vec{v}$

$$u_4 = ic\gamma$$

$$\begin{aligned} u_\mu u_\mu &= \gamma^2 v^2 - c^2 \gamma^2 = \gamma^2 (v^2 - c^2) \\ &= \frac{v^2 - c^2}{1 - \frac{v^2}{c^2}} = -c^2 \end{aligned}$$

4-acceleration $a_\mu \equiv \frac{du_\mu}{ds} = \gamma \frac{du_\mu}{dt}$

4-gradient $\frac{\partial}{\partial x_\mu} \equiv \left(\vec{\nabla}, -\frac{i}{c} \frac{\partial}{\partial t} \right)$

proof $\frac{\partial}{\partial x_\mu}$ is a 4-vector

$$\frac{\partial}{\partial x'_\mu} = \frac{\partial x_\lambda}{\partial x'_\mu} \frac{\partial}{\partial x_\lambda}$$

but $\frac{\partial x_\lambda}{\partial x'_\mu} = a_{\mu\lambda}(L^{-1})$
 $= a_{\mu\lambda}(L)$

$$= a_{\mu\lambda}(L) \frac{\partial}{\partial x_\lambda}$$

so transforms same as x_μ

$$\left(\frac{\partial}{\partial x_\mu} \right)^2 = \nabla^2 - \frac{1}{c^2} \frac{\partial^2}{\partial t^2}$$

wave equation operator!

inner products

If u_μ and v_μ are 4-vectors, then $u_\mu v_\mu$ is Lorentz invariant scalar

Electromagnetism

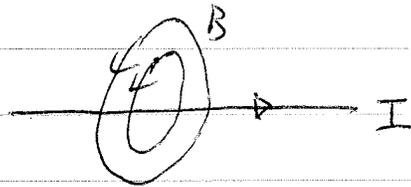
Clearly $\vec{E} + \vec{B}$ must transform into each other under Lorentz transf.

in merical frame K
stationary line charge λ



↓
cylindrical outward
electric field
no B-field

in frame K' moving with \vec{v} || to wire



moving line charge gives current
 \Rightarrow B circulating around wire
as well as outward radial E

Lorentz force

$$\vec{F} = q\vec{E} + q\frac{\vec{v}}{c} \times \vec{B}$$

what is the velocity \vec{v} here? velocity with respect to what merical frame? clearly \vec{E} and \vec{B} must change from one merical frame to another if this force law can make sense.

Charge density

Consider charge ΔQ contained in a vol ΔV .
 ΔQ is a Lorentz invariant scalar.

Consider the reference frame in which the charge is instantaneously at rest. In this frame

$$\Delta Q = \rho^0 \Delta V$$

ρ^0 is charge density in the rest frame
 ΔV is volume in the rest frame

ρ^0 is Lorentz invariant by definition

Now transform to another frame moving with \vec{v} with respect to rest frame

ΔQ remains the same

$$\Delta V = \frac{\Delta V^0}{\gamma} \quad \text{volume contracts in direction || to } \vec{v}$$

$$\rho = \frac{\Delta Q}{\Delta V} = \frac{\Delta Q}{\Delta V^0} \gamma = \rho^0 \gamma$$

Current density is $\vec{j} = \rho \vec{v} = \gamma \vec{v} \cdot \rho = \rho^0 \vec{u}$

Define 4-current
$$j_\mu = (\vec{j}, ic\rho) = \rho^0 (\vec{u}, ic\gamma)$$

$$= \rho^0 u_\mu$$

It is 4-vector since u_μ is 4-vector and ρ^0 is Lorentz invariant scalar.

charge conservation

$$\vec{\nabla} \cdot \vec{j} + \frac{\partial \rho}{\partial t} = \boxed{\frac{\partial j_\mu}{\partial x_\mu} = 0}$$

Equation for potentials in Lorentz gauge

$$\left(\nabla^2 - \frac{1}{c^2} \frac{\partial^2}{\partial t^2}\right) \vec{A} = -\frac{4\pi}{c} \vec{j}$$

$$\left(\nabla^2 - \frac{1}{c^2} \frac{\partial^2}{\partial t^2}\right) \phi = -4\pi \rho$$

$$\frac{\partial^2}{\partial x_\mu^2} = \left(\nabla^2 - \frac{1}{c^2} \frac{\partial^2}{\partial t^2}\right) \text{ is Lorentz invariant operator}$$

4-potential $A_\mu = (\vec{A}, i\phi)$

$$\left(\nabla^2 - \frac{1}{c^2} \frac{\partial^2}{\partial t^2}\right) A_\mu = -\frac{4\pi}{c} j_\mu = \frac{\partial^2 A_\mu}{\partial x_\mu^2}$$

Lorentz gauge condition is

$$\vec{\nabla} \cdot \vec{A} + \frac{\partial \phi}{c \partial t} = \frac{\partial A_\mu}{\partial x_\mu} = 0$$

Electric and magnetic fields

$$B_i = \frac{\partial A_k}{\partial x_j} - \frac{\partial A_j}{\partial x_k} \quad i, j, k \text{ cyclic permutation of } 1, 2, 3$$

$$E_i = -\frac{\partial \phi}{\partial x_i} - \frac{\partial A_i}{c \partial t} = c \left(\frac{\partial A_4}{\partial x_i} - \frac{\partial A_i}{\partial x_4} \right)$$

Define field stress tensor

$$F_{\mu\nu} = \frac{\partial A_\nu}{\partial x_\mu} - \frac{\partial A_\mu}{\partial x_\nu} = -F_{\nu\mu}$$

$$= \begin{pmatrix} 0 & B_3 & -B_2 & -iE_1 \\ -B_3 & 0 & B_1 & -iE_2 \\ B_2 & -B_1 & 0 & -iE_3 \\ iE_1 & iE_2 & iE_3 & 0 \end{pmatrix}$$

"curl" of a 4-vector
is a 4x4 anti
symmetric 2nd rank tensor