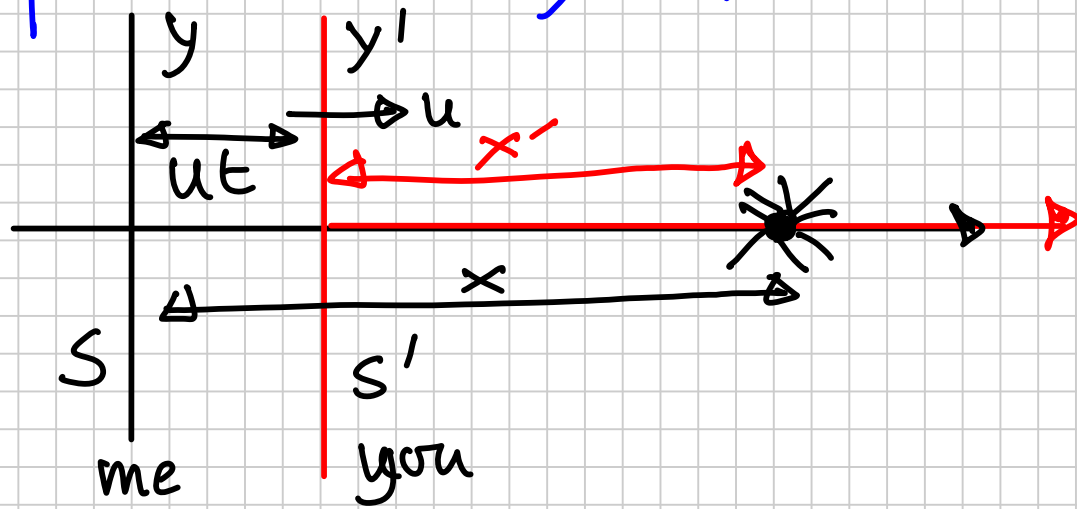


# Special Theory of relativity



$$\begin{cases} x=0 & t=0 & \text{--- me} \\ x'=0 & t'=0 & \text{--- you} \end{cases}$$

me —  $(x, t)$   
 you —  $(x', t')$

Then 
$$\left. \begin{aligned} x' &= x - ut \\ t' &= t \end{aligned} \right\}$$

Galilean transformation

or 
$$\left. \begin{aligned} x &= x' + ut \\ t &= t' \end{aligned} \right\}$$

$u$  goes to  $-u$

$$x' = x - ut$$

$$\frac{dx'}{dt} = \frac{dx}{dt} - u \quad \Rightarrow \quad W = v - u \quad \text{Relative velocity!}$$

$\parallel$                        $\parallel$

$W$                        $u$

$$\frac{d^2x'}{dt^2} = \frac{d^2x}{dt^2} \quad \rightarrow \quad \text{acceleration same!}$$

Force does not change!

Newton's laws valid!

$$x' = x - ut$$

$$x = x' + ut'$$

} Does not  
confirm velocity  
of light.

Speed of light  $c$   
'constant'

$$3 \times 10^8 \text{ m/s}$$

$$x' = (x - ut)\gamma$$

$$x = (x' + ut')\gamma$$

$$x' = ct'$$

$$x = ct$$

$$xx' = \gamma^2 [xx' + utt' - ux't - u^2 tt']$$

$$1 = \gamma^2 \left[ 1 + u \frac{t'}{x'} - u \frac{t}{x} - u^2 \frac{t}{x} \frac{t'}{x'} \right]$$

$$= \gamma^2 \left[ 1 - \frac{u^2}{c^2} \right]$$

$$\Rightarrow \gamma = \frac{1}{\left[ 1 - \frac{u^2}{c^2} \right]^{\frac{1}{2}}}$$

$$\Rightarrow x' = \frac{x - ut}{\sqrt{1 - u^2/c^2}}$$

Similarly

$$t' = \frac{t - ux/c^2}{\sqrt{1 - u^2/c^2}}$$

Lorentz transformation

Due to velocity of light behave strange way!

$x$  and  $t$  are coupled!

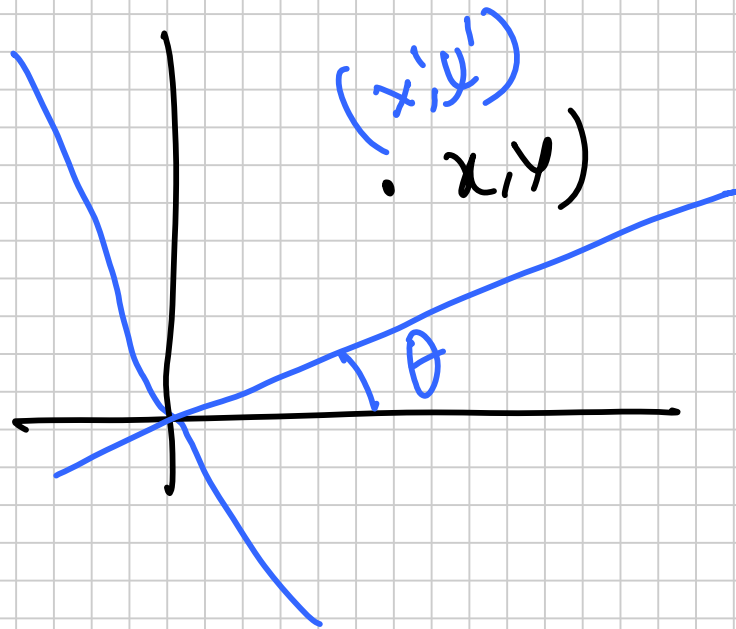
$\Rightarrow$  space-time  $(x, t)$

$$x' = \frac{u \ll c}{x - ut}$$

&  $t = t' \rightarrow$  Galilean transformation

What are  $(x, t)$  &  $(x', t')$   
 $\rightarrow$  two events

Relates two events!



$$x' = x \cos \theta + y \sin \theta$$

$$y' = -x \sin \theta + y \cos \theta$$

$$\theta = \frac{\pi}{4} \rightarrow \begin{aligned} x' &= \frac{x}{\sqrt{2}} + \frac{y}{\sqrt{2}} \\ y' &= -\frac{x}{\sqrt{2}} + \frac{y}{\sqrt{2}} \end{aligned}$$

$$(b) \rightarrow \begin{aligned} x' &= \sqrt{2} \\ y' &= 0 \end{aligned}$$

$$\Rightarrow x' = \frac{x}{\sqrt{1-v^2/c^2}} + \frac{vt}{\sqrt{1-v^2/c^2}}$$

$\leftarrow$  not ordinary transformation!

$$x = \frac{x' + ut}{\sqrt{1 - u^2/c^2}},$$

$$t = \frac{t' + ux'/c^2}{\sqrt{1 - u^2/c^2}}$$

Reverse transformation.

Take a pair of events:



$$x_1' = \frac{x_1 - ut_1}{\sqrt{1 - u^2/c^2}}$$

$$x_2' = \frac{x_2 - ut_2}{\sqrt{1 - u^2/c^2}}$$

$$t_1' = \frac{t_1 - ux_1/c^2}{\sqrt{1 - u^2/c^2}}$$

$$t_2' = \frac{t_2 - ux_2/c^2}{\sqrt{1 - u^2/c^2}}$$

$\Delta x' = x'_2 - x'_1 = \frac{\Delta x - u \Delta t}{\sqrt{1 - u^2/c^2}}$

Separation of events.

Similarly

$\Delta t' = \frac{\Delta t - \frac{u \Delta x}{c^2}}{\sqrt{1 - u^2/c^2}}$

not minimal

$\Delta x = 10 \text{ m}$        $\Delta x' = \text{not } 10 \text{ m}.$

- Event 1 — fire gun
- Event 2 — bullet hits wall.

$v \rightarrow$  velocity of bullet for me =  $\frac{\Delta x}{\Delta t}$

W — " " " you =  $\frac{\Delta x}{\Delta t'}$

$$w = \frac{3}{4}c$$



You  $\rightarrow \frac{3}{4}c$

me  $\leftarrow ?$

$$V = 2 \cdot \frac{3}{4}c = 1.5c$$

$$v = \frac{\frac{3}{4}c + \frac{3}{4}c}{1 + \frac{9}{16}} = \frac{24}{25}c$$

Light pulse!

$$w = \frac{c - u}{1 - \frac{uc}{c^2}} = c$$

$$w = \frac{\Delta x'}{\Delta t'} = \frac{\Delta x - u \Delta t}{\Delta t - u \frac{\Delta x}{c^2}} = \frac{\frac{\Delta x}{\Delta t} - u}{1 - \frac{u}{c} \frac{\Delta x}{\Delta t}}$$

$$w = \frac{v - u}{1 - \frac{uv}{c^2}}$$

$$v = \frac{w + u}{1 + \frac{uw}{c^2}}$$

Not like before!

$$\frac{u}{c} \cdot \frac{w}{c} \ll 1$$
$$v = w + u$$



Consider two events!

$$\Delta t' = \frac{\Delta t - \frac{u \Delta x}{c^2}}{\sqrt{1 - \frac{u^2}{c^2}}}$$

→  $\left. \begin{array}{l} \text{if } \Delta t = 0 \\ \Delta t' \neq 0 \end{array} \right\} \text{How??}$

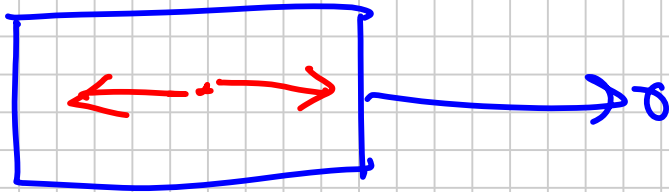
Simultaneity lost!

If  $c \rightarrow \infty$

! Two events occur same time and same plane →  $\Delta t' = \Delta t$



light pulse split  
Simultaneous!



velocity same for every one!

$\Delta t = 0$  but  $\Delta t' = -ve!$

clock!

will not run with the same rate  
think about pairs of events!

$(0, 0)$  — tick  
 $(0, \tau_0)$  — tick } me

$$\Delta x = 0, \quad \Delta t = \tau_0$$

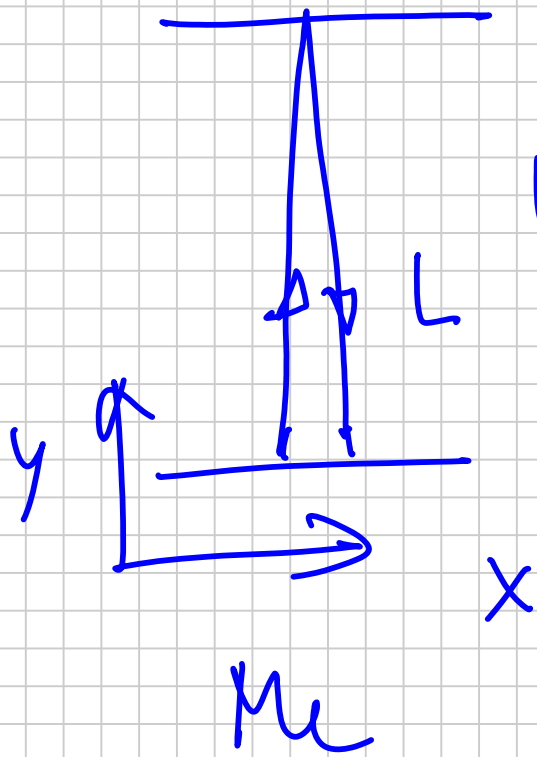
you

$$\Delta t' = \frac{\tau_0 - 0}{\sqrt{1 - v^2/c^2}} = \frac{\tau_0}{\sqrt{1 - v^2/c^2}}$$

— your clock is slow

$$\Delta t = \frac{\Delta t' + v \Delta x'}{\sqrt{1 - v^2/c^2}} \rightarrow$$

your clock is slow!



light pulse!

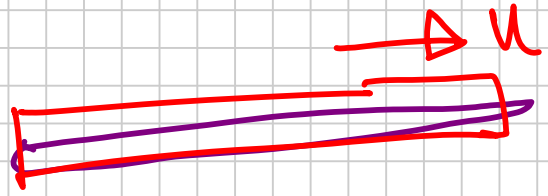
$$\frac{2L}{c} = \tau_0$$



$you$  (light travel longer length)

# Twin paradox

Length contraction:



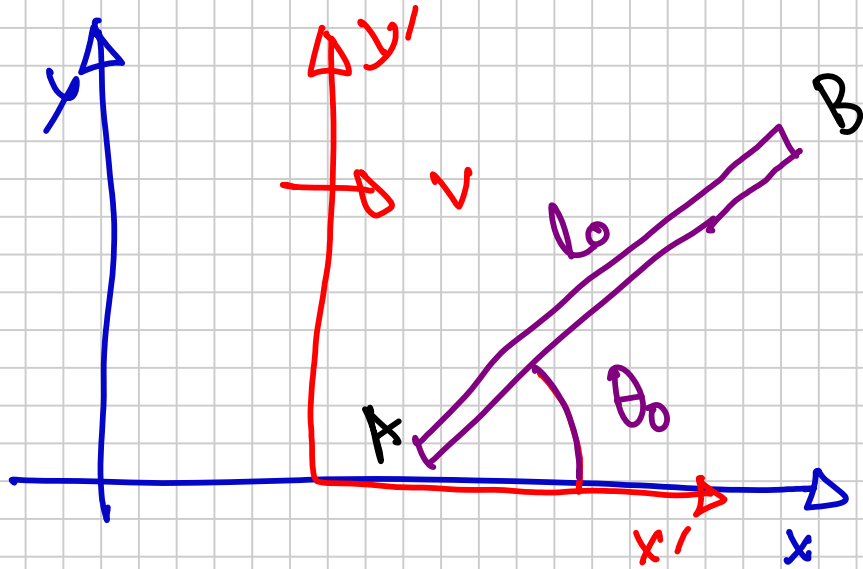
$$\Delta x' = \frac{\Delta x - u \Delta t}{\sqrt{1 - v^2/c^2}}$$

Same time  $\Delta t = 0$   
measure two ends of the rod

$$\Rightarrow L_0 = \frac{L}{\sqrt{1 - v^2/c^2}}$$

$$\Rightarrow L = L_0 \sqrt{1 - v^2/c^2}$$

The orientation of a moving rod!



What is the length and orientation of the rod in  $S$  frame!

End of the rod  $A$  &  $B$

$$A: \quad x'_A = 0 \quad y'_A = 0$$

$$x'_B = l_0 \cos \theta \quad y'_B = l_0 \sin \theta$$

$$x' = \gamma (x - vt) \quad \Delta \quad y' = y$$

$$A: \quad x'_A = 0 = (x_A - vt) \gamma \quad y'_A = 0 = y_A$$

$$B: \quad x'_B = l_0 \cos \theta = \gamma (x_B - vt) \quad y'_B = l_0 \sin \theta \\ = y_B$$

$$\text{Here} \quad x_B - x_A = \frac{l_0 \cos \theta}{\gamma}$$

$$y_B - y_A = l_0 \sin \theta$$

Length

$$L = \left[ (x_B - x_A)^2 + (y_B - y_A)^2 \right]^{\frac{1}{2}} \\ = l_0 \left[ \left(1 - \frac{v^2}{c^2}\right) \cos^2 \theta + \sin^2 \theta \right]^{\frac{1}{2}} \\ = l_0 \left[ 1 - \frac{v^2}{c^2} \cos^2 \theta \right]^{\frac{1}{2}}$$

$$\theta_c = \arctan \left( \frac{y_B - y_A}{x_B - x_A} \right) = \arctan \left( \gamma \frac{\sin \theta}{\cos \theta} \right) \\ = \arctan (\gamma \tan \theta)$$

Moving rod is contracted and rotated!

# Order of events and causality:

Cause

Event 1

event

Event 2

Lorentz transformation!

$$\Delta t' = \frac{\Delta t - \frac{u}{c^2} \Delta x}{\sqrt{1 - \frac{u^2}{c^2}}}$$

$\Delta t'$  can be +ve or -ve  
depends on  $\frac{u}{c} \frac{\Delta x}{c}$

$\Delta t = t_2 - t_1 > 0$  — 2 occurs after 1

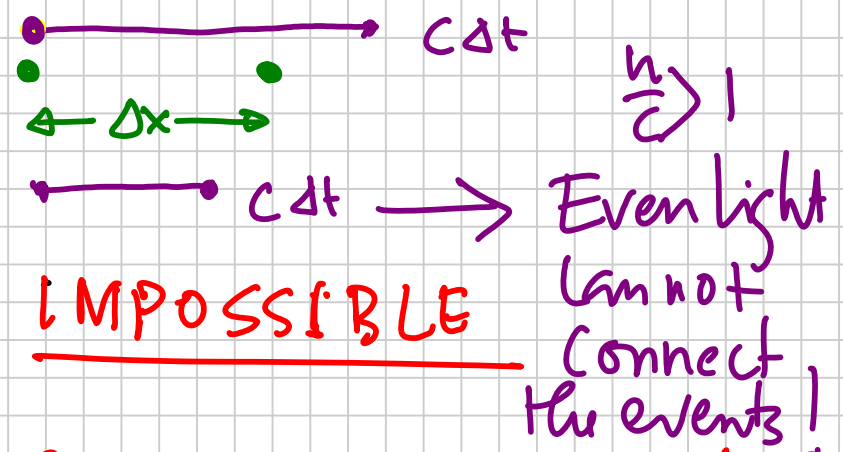
If  $\frac{u}{c^2} \Delta x > \Delta t \rightarrow \Delta t' < 0$  — 2 before 1

$$\Rightarrow \frac{u}{c} > c \frac{\Delta t}{\Delta x}$$

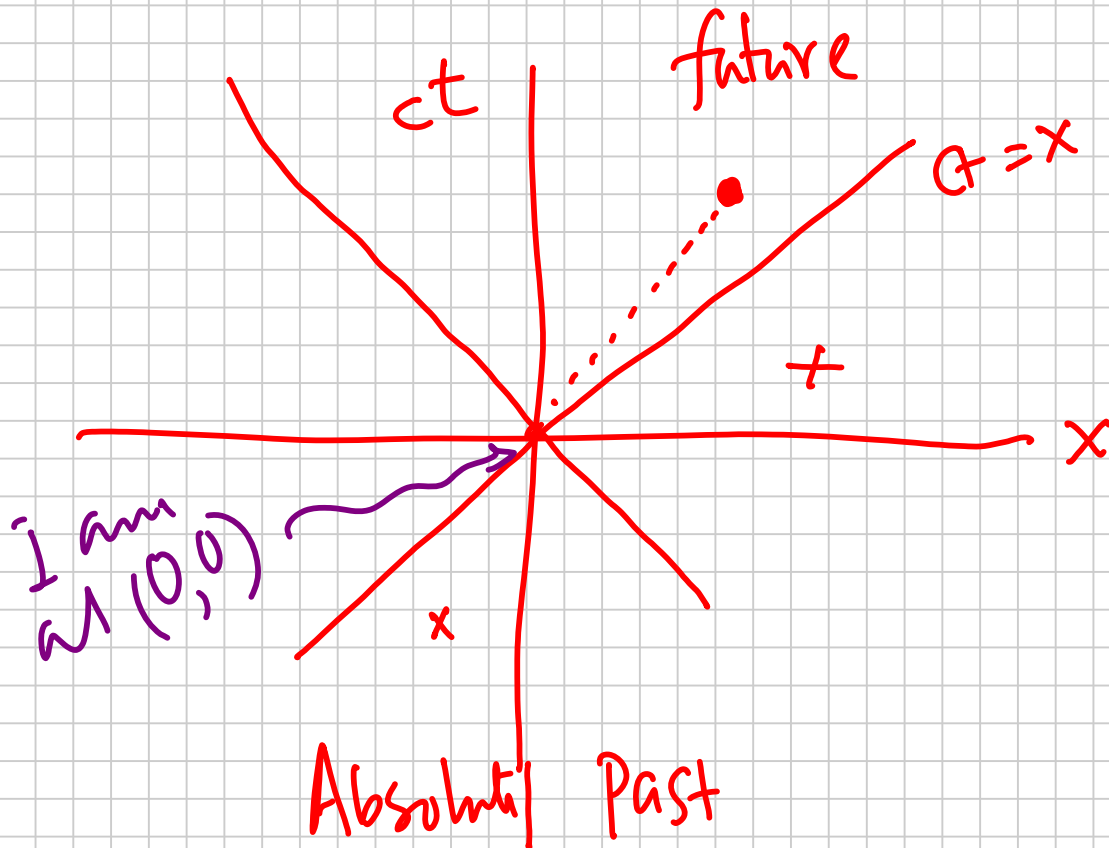


$$c \Delta t > \Delta x$$

Then  $\frac{u}{c} > 1$  ———



No signal travel faster than light!



Four vectors!

Space time  $(x, t)$

$x^2 + t^2 = ?$  Can we write

$$x = (x_0, x_1)$$

$ct \swarrow \quad \searrow x$

$$x' = x \cos \theta + y \sin \theta$$

$$y' = -x \sin \theta + y \cos \theta$$

$$x'^2 + y'^2 = x^2 + y^2$$

invariant!

$$(x_0, x_1, x_2, x_3) \equiv (ct, x, y, z) \equiv (x_0, \vec{r})$$

$$x' = \frac{x - ut}{\sqrt{1 - u^2/c^2}} = \frac{x - \frac{u}{c} ct}{\sqrt{1 - u^2/c^2}} = \frac{x - \beta x_0}{\sqrt{1 - \beta^2}}$$

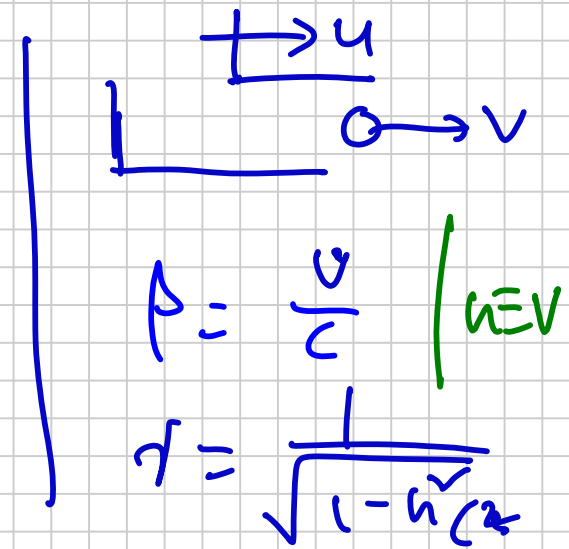
$$t' = \frac{t - \frac{u}{c} \frac{x}{c}}{\sqrt{1 - u^2/c^2}} \Rightarrow ct' = \frac{x_0 - \beta x}{\gamma}$$

$$x'_1 = \frac{(x_1 - \beta x_0)}{\sqrt{1 - \beta^2}}$$

$$x'_0 = \frac{(x_0 - \beta x_1)}{\sqrt{1 - \beta^2}}$$

$$x'_2 = x_2$$

$$x'_3 = x_3$$



$$x'_1 = x \frac{1}{\sqrt{1 - \beta^2}} - x_0 \frac{\beta}{\sqrt{1 - \beta^2}}$$

$$x'_0 = x_0 \frac{1}{\sqrt{1 - \beta^2}} - x_1 \frac{\beta}{\sqrt{1 - \beta^2}}$$

Compare with  
(x, y)  
rotation!


$$x^2 + y^2 = x'^2 + y'^2$$

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y = A'_x B'_x + A'_y B'_y$$

$$\cos \theta = \frac{1}{\sqrt{1-\beta^2}}, \quad \sin \theta = \frac{\beta}{\sqrt{1-\beta^2}}$$

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

$$x_0'^2 - x_1'^2 = \frac{x_0^2 + \beta^2 x_1^2 - 2\beta x_0 x_1 - x_1^2 - \beta^2 x_0^2 + 2\beta x_0 x_1}{1-\beta^2}$$

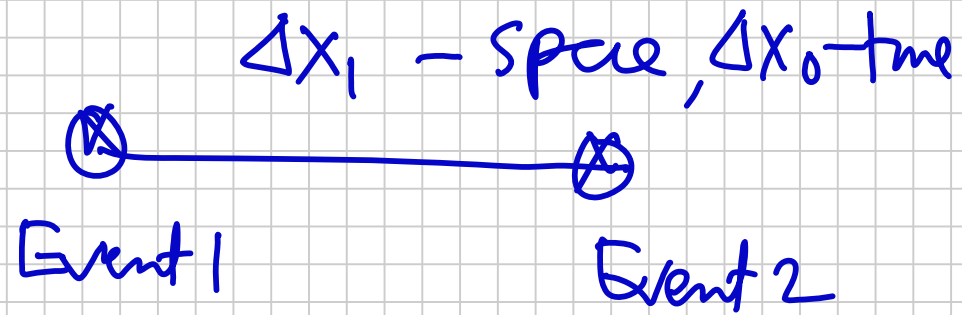
$$= \frac{(x_0^2 - x_1^2)(1-\beta^2)}{(1-\beta^2)} = x_0^2 - x_1^2$$


Space time interval

$$s^2 = x_0^2 - x_1^2 - x_2^2 - x_3^2$$

$$= x_0'^2 - x_1'^2 - x_2'^2 - x_3'^2$$

More generally!

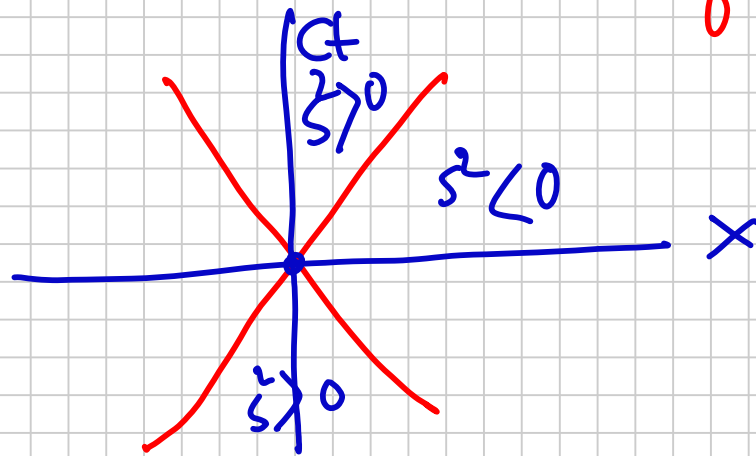


$$(\Delta s)^2 = (\Delta x_0)^2 - (\Delta x_1)^2$$

$$= +ve \rightarrow \text{time-like} \quad \Delta x_0 > \Delta x_1$$

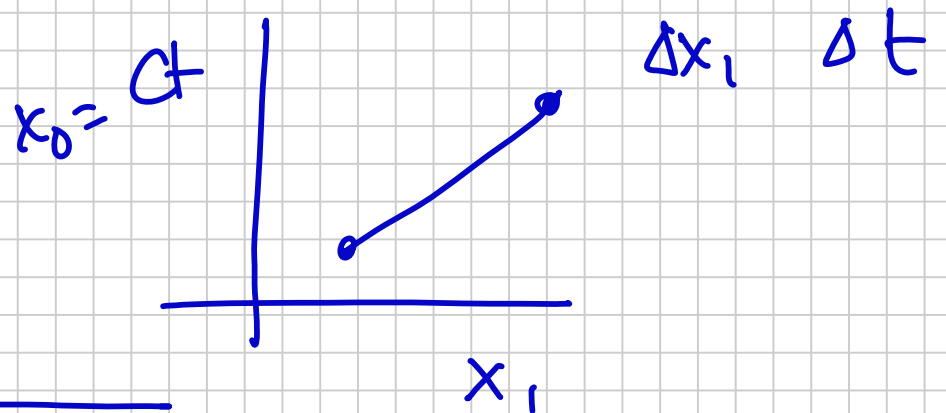
$$= -ve \rightarrow \text{space-like} \quad \Delta x_0 < \Delta x_1$$

$$= 0 \rightarrow \text{light-like} \quad \Delta x_0 = \Delta x_1$$



Momentum

$$\vec{p} = m \frac{\Delta \vec{r}}{\Delta t} = m \vec{v}$$



$$\Delta S = \sqrt{(c\Delta t)^2 - (\Delta x)^2}$$

$$= c\Delta t \sqrt{1 - \left(\frac{\Delta x}{\Delta t}\right)^2 \frac{1}{c^2}} = c \underline{\underline{\Delta \tau}}$$

$$d\tau = dt \sqrt{1 - \left(\frac{dx}{dt}\right)^2 \frac{1}{c^2}}$$

$$= dt \sqrt{1 - \frac{v^2}{c^2}}$$

$$d\tau = \sqrt{dt^2 - dx^2/c^2}$$

Four momentum

$$\vec{p} = m \left( \frac{dx_0}{d\tau}, \frac{dx_1}{dt}, \frac{dx_2}{dt}, \frac{dx_3}{d\tau} \right)$$

$$= m \left( c \frac{dt}{d\tau}, \frac{d\vec{r}}{d\tau} \right)$$

$$\frac{df}{d\tau} = \frac{df}{dt} \frac{dt}{d\tau} = \frac{df}{dt} \frac{1}{\sqrt{1-v^2/c^2}}$$

$$\vec{p} = \left( \frac{mc}{\sqrt{1 - v^2/c^2}}, \frac{m\vec{v}}{\sqrt{1 - v^2/c^2}} \right)$$

$$= \left( \frac{E}{c}, \vec{p} \right)$$

$$p_0 = mc \left( 1 + \frac{v^2}{2c^2} + \dots \right)$$

$$= mc + \frac{1}{2} m v^2 \frac{1}{c} + \dots$$

$$\underbrace{c p_0}_{\text{Energy}} = mc^2 + \underbrace{\frac{1}{2} m v^2}_{\text{K.E.}} + \dots = E$$

$p_0 = E/c$



$$X = (ct, \vec{r}) \longrightarrow \text{one four vector}$$

We got

$$P = \left( \frac{E}{c}, \vec{p} \right) = (p_0, p_1, p_2, -)$$

Energy, momentum four vector!

Conservation of energy & momentum.

$$E = \frac{mc^2}{\sqrt{1 - v^2/c^2}}, \quad p = \frac{mv}{\sqrt{1 - v^2/c^2}}$$

$$P \cdot P = P_0^2 - p^2 = \left( \frac{mc}{\sqrt{1-v^2/c^2}} \right)^2 - \left( \frac{mv}{\sqrt{1-v^2/c^2}} \right)^2$$

$$= m^2 c^4$$

$$\left( \frac{E}{c} \right)^2 - p^2 = m^2 c^4$$

$$E^2 = p^2 c^2 + m^2 c^4$$

$$p=0$$

$$\Rightarrow$$

$$E = mc^2$$

for photon

$$E^2 = p^2 c^2$$