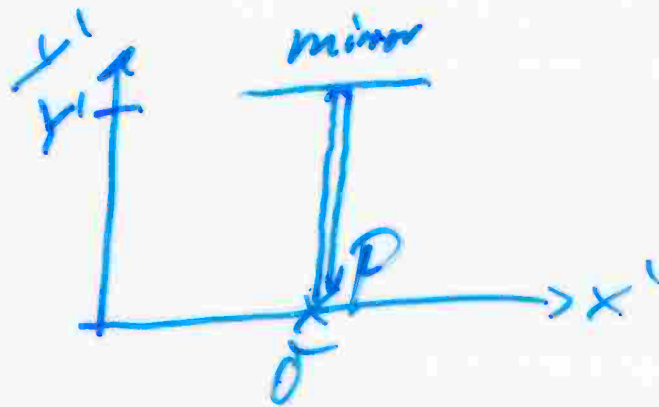


- 3 dimensions in space:

Assume again motion in x -direction
with origins synchronised $t=t'=0$

Observer stationary in S' holding a
mirror at Y' , start a flash at the
origin O

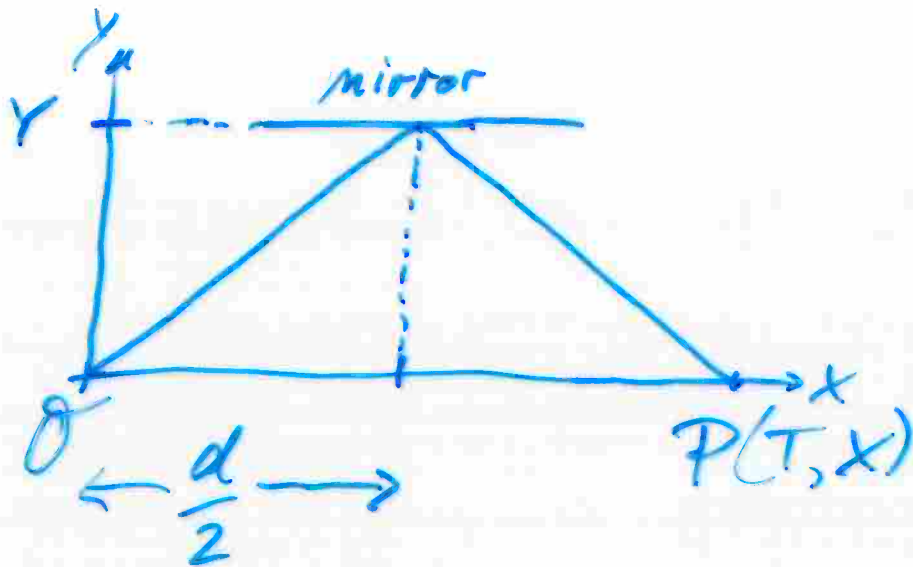


has event O at $t'=0$; $x'=0$

has event P at $t'=T'$; $x'=0$

in S' mirror is at $Y' = \frac{c}{2} T'$

Now S moving relative to S' with speed u



has event $O: t=0; x=0$ by construction

event $P: t=T = \gamma T'$ // LT2 and $x'=0$

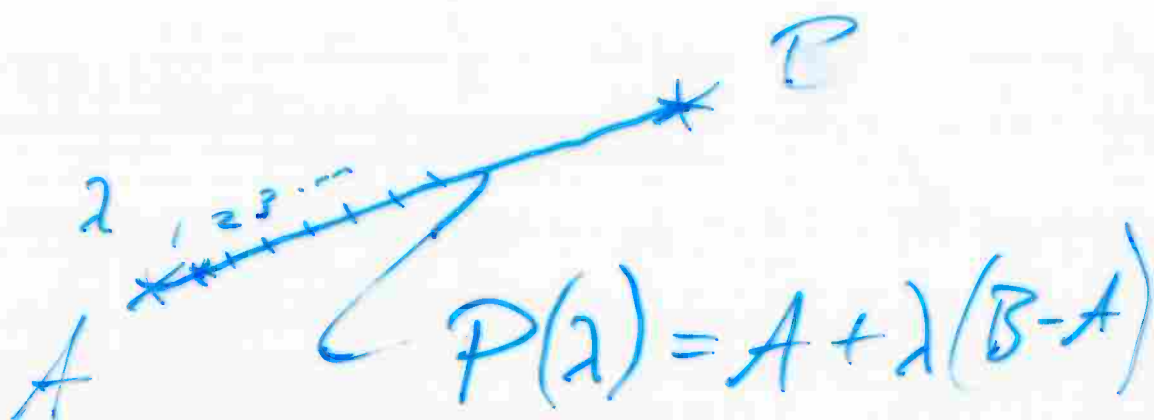
$x=X = \gamma u T'$ // LT2 and $x'=0$

Then $d = 2 \cdot \sqrt{y^2 + \left(\frac{x}{2}\right)^2}$

and $d = c \cdot T = c \cdot \gamma T'$

light flash

Connect two points A, B and
parametrise the line from A to B
using a parameter λ .



Then define the vector

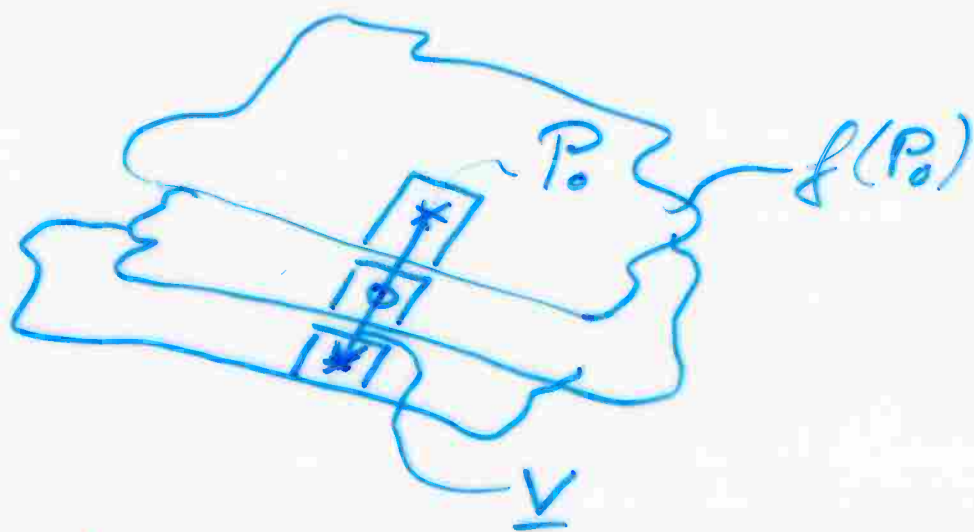
$$\underline{v}_{AB} = \left. \frac{dP(\lambda)}{d\lambda} \right|_{\lambda=0}$$

$$\Leftrightarrow \frac{d}{d\lambda} (A + \lambda(B - A)) = B - A = \text{"Tip-Tail"}$$

\Rightarrow local definition at a point \dagger
 \Rightarrow very general

- ~~Assume~~ Now take any vector \underline{v} and construct the curve $P(\lambda)$

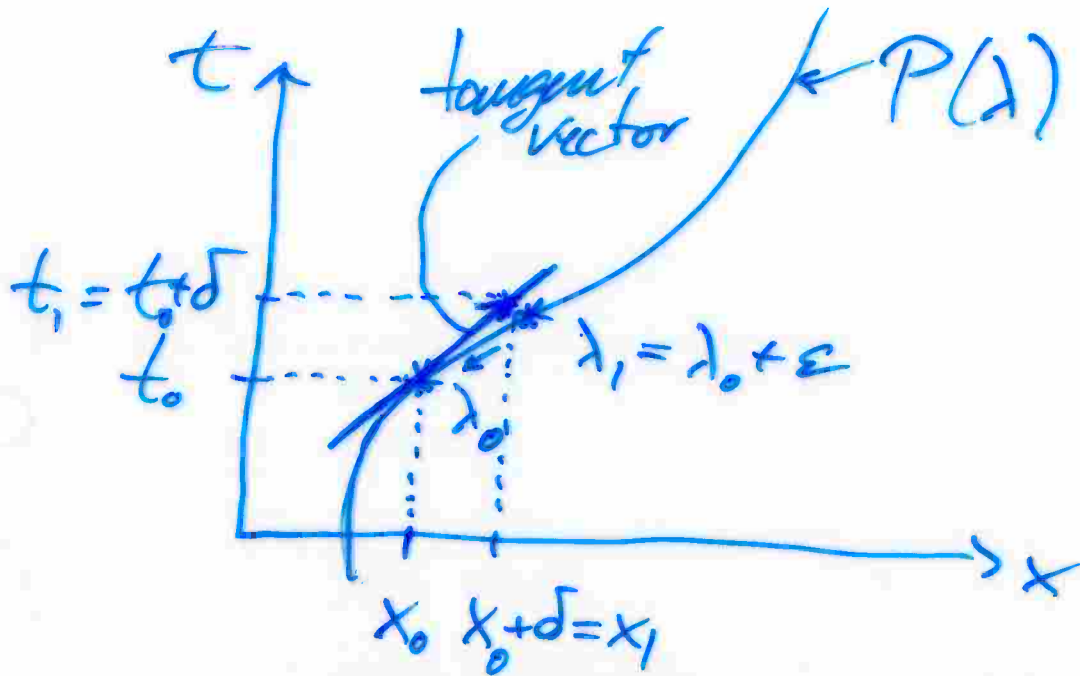
- Assume a function f of points and take a fixed point P_0 and consider all planes (3-D) of constant f in the vicinity of P_0 and $f(P_0)$:



Write to first order

$$f(P(\lambda)) = f(P_0) + \underbrace{(P(\lambda) - P_0)}_{\text{direction vector}} \cdot \underbrace{\tilde{d} \cdot f}_{\text{direction vector}}$$

Local vector definition as tangent vector



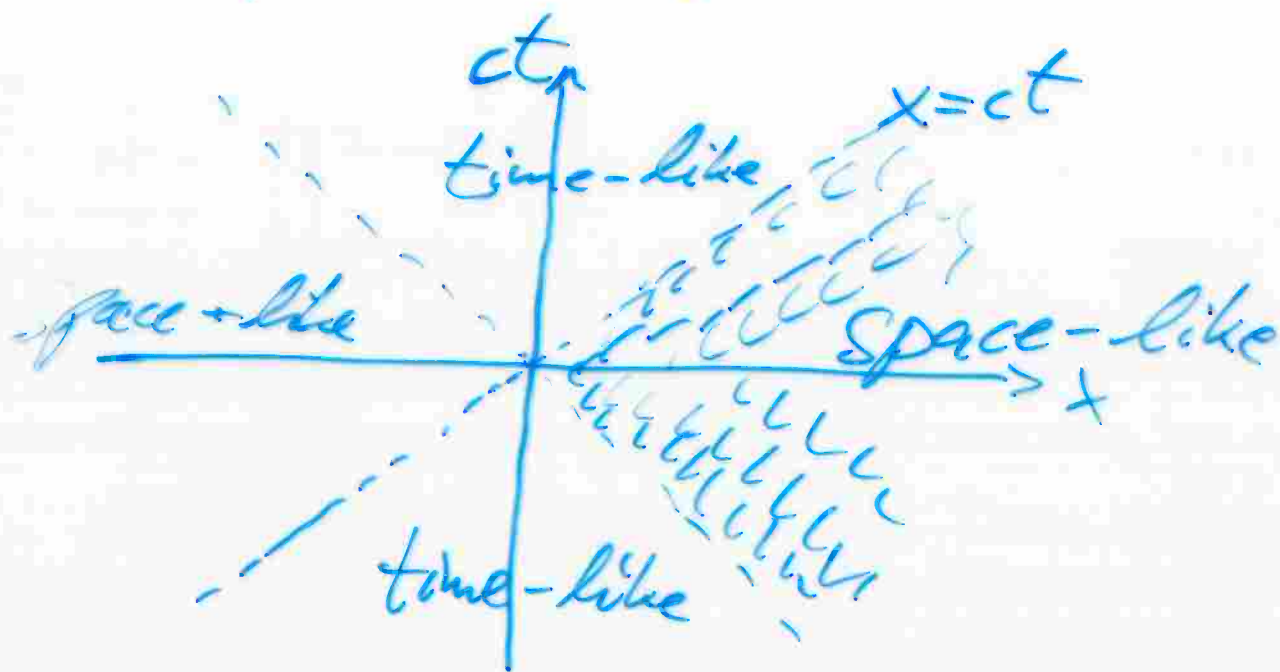
$$\text{vector slope} = \frac{\frac{t_1 - t_0}{x_1 - x_0}}{\frac{x_1 - x_0}{t_1 - t_0}} = \lim_{\epsilon \rightarrow 0} \frac{P(\lambda_1) - P(\lambda_0)}{\lambda_1 - \lambda_0}$$

in reference frame

$$= \left. \frac{dP(\lambda)}{d\lambda} \right|_{\lambda_0}$$

curve only,
no reference frame

so the length is semi-definite, i.e. can be positive, negative or zero



$\Delta^2 > 0$ time-like

$\Delta^2 = 0$ null (light-like)

$\Delta^2 < 0$ space-like

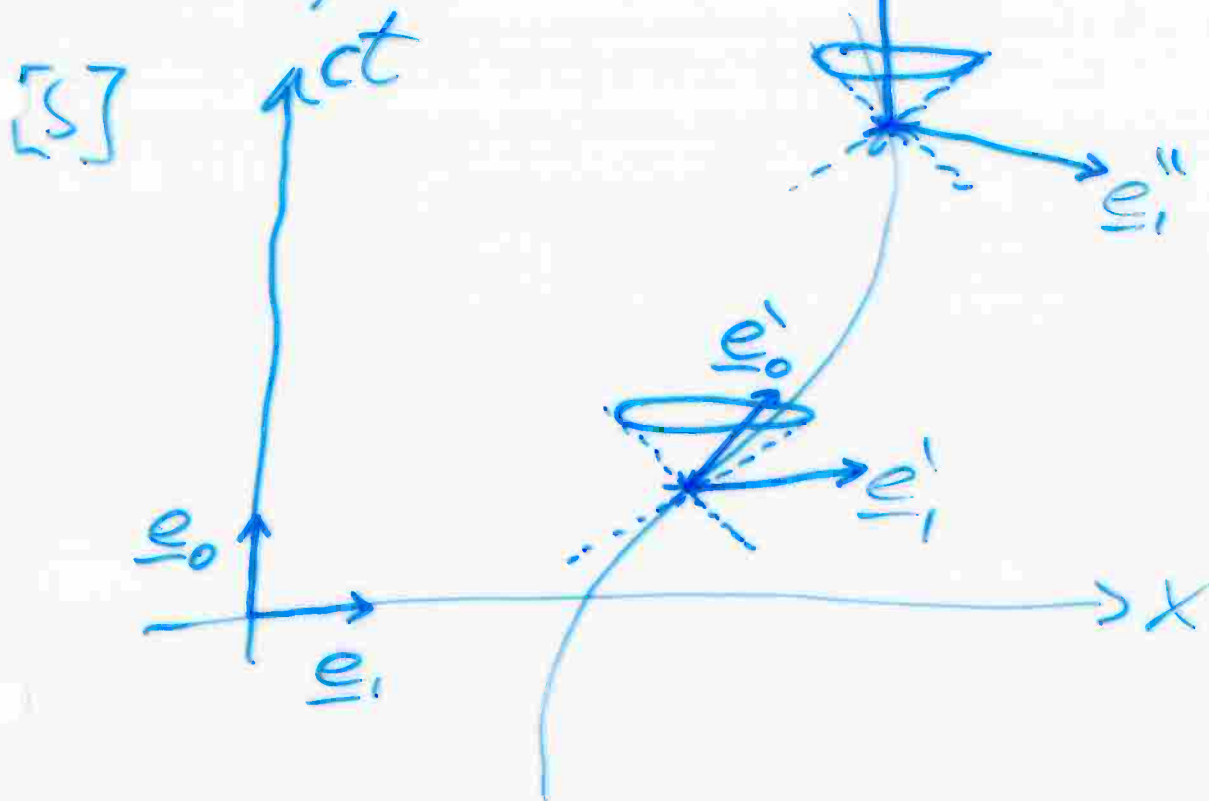
(! depends on the sign convention in textbooks)

[Exercises]

In particular:

$$u^2 = u_\mu u^\mu = \frac{dx_\mu dx^\mu}{d\tau^2} = c^2 \frac{ds^2}{ds^2} = \underline{c^2}$$

Geometry:



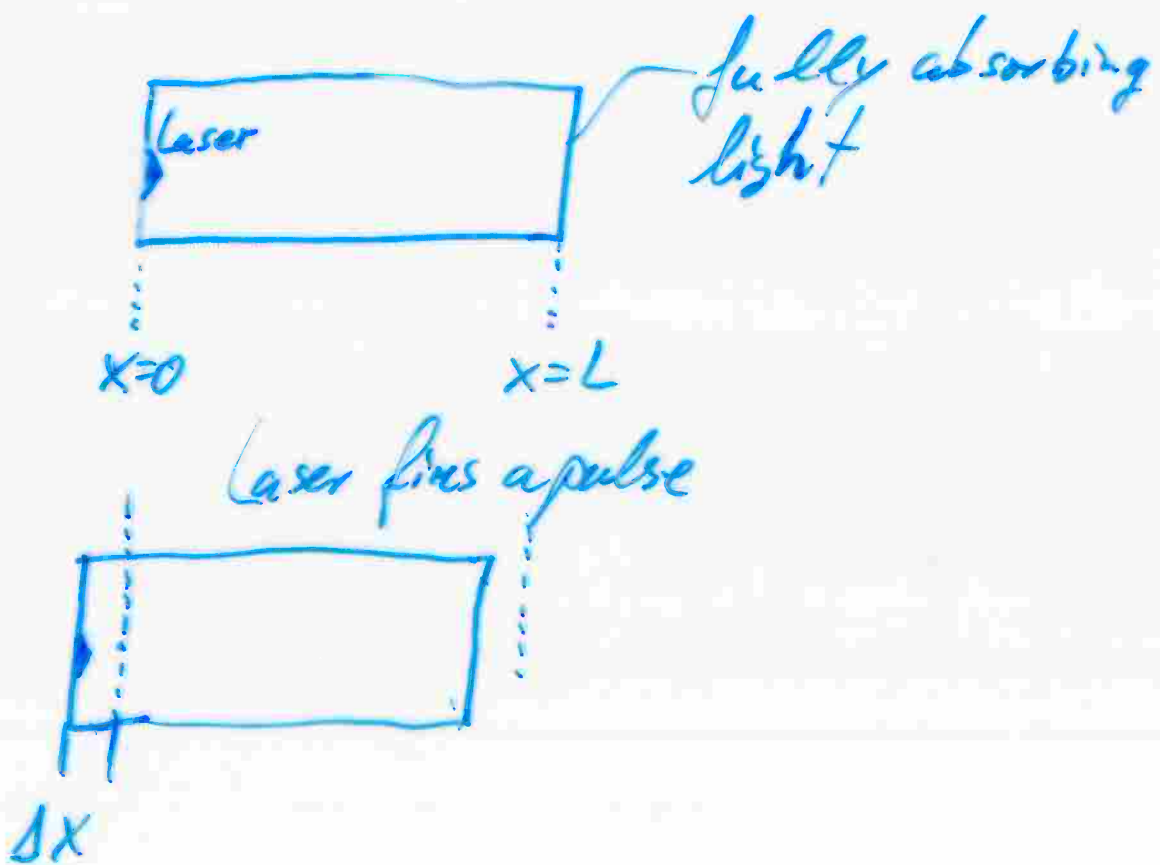
$$\frac{u^\mu}{c} = (e_0)^\mu \quad \text{the time-like unit vector}$$

e_0 is tangent on the world-line at a point.

⇒ get fundamental relation for relativistic particle kinematics

$$E^2 - |\mathbf{p}|^2 \cdot c^2 = m_0^2 \cdot c^4$$

$E = mc^2$?

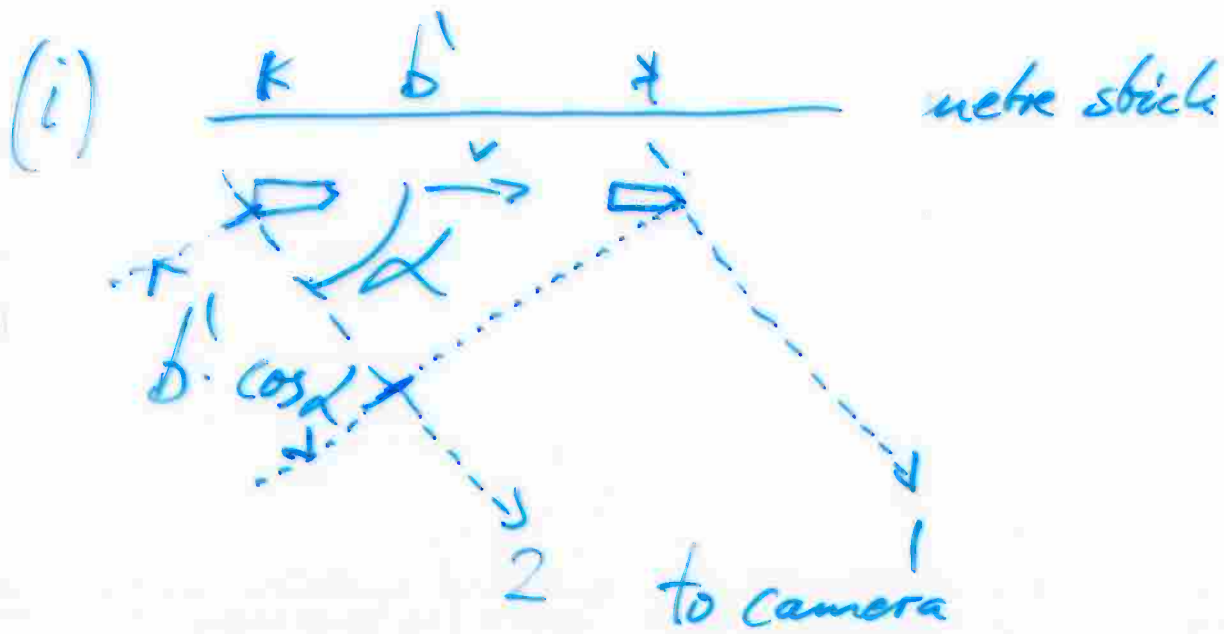


Momentum conservation: $P_{\text{light pulse}} = P_{\text{box}}$

Mini tutorial

2010

Exam 2 (1)



- For Lorentz contraction the measurement must be made simultaneously. In this case, photons from start and end of the bullet would have to be emitted simultaneously in the lab-frame.

For a photo, they have to be received simultaneously, not emitted.

could look a bit cleaner if we choose

$$\tau = 0; \quad x = \frac{c^2}{g}$$

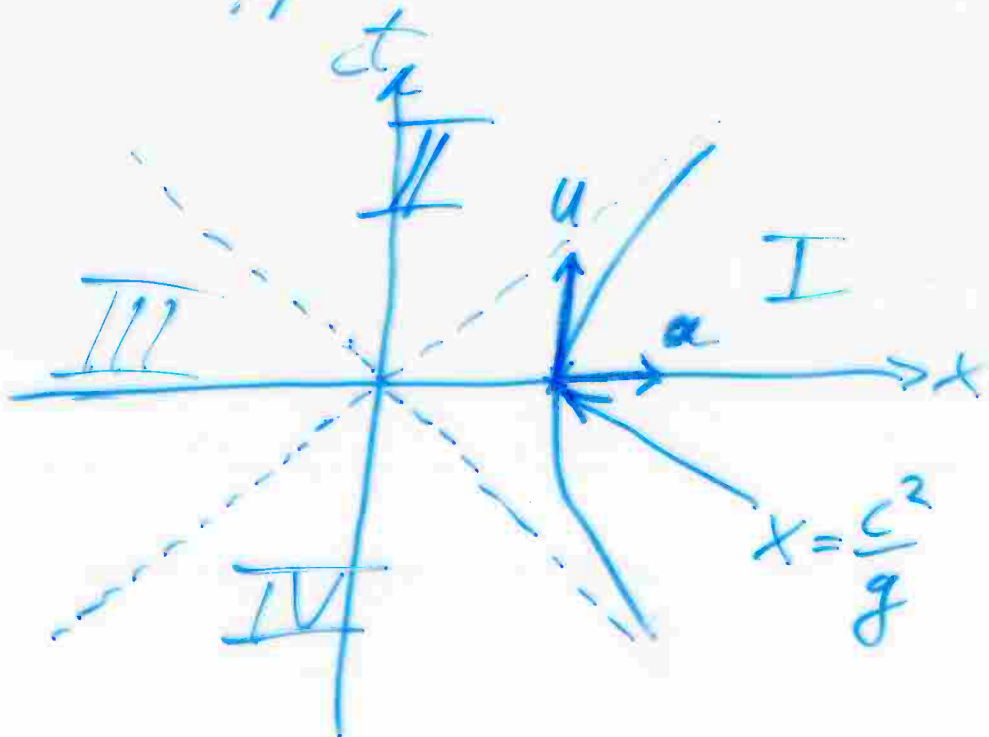
$$\Rightarrow x = \frac{c^2}{g} \cosh\left(\frac{g\tau}{c}\right)$$

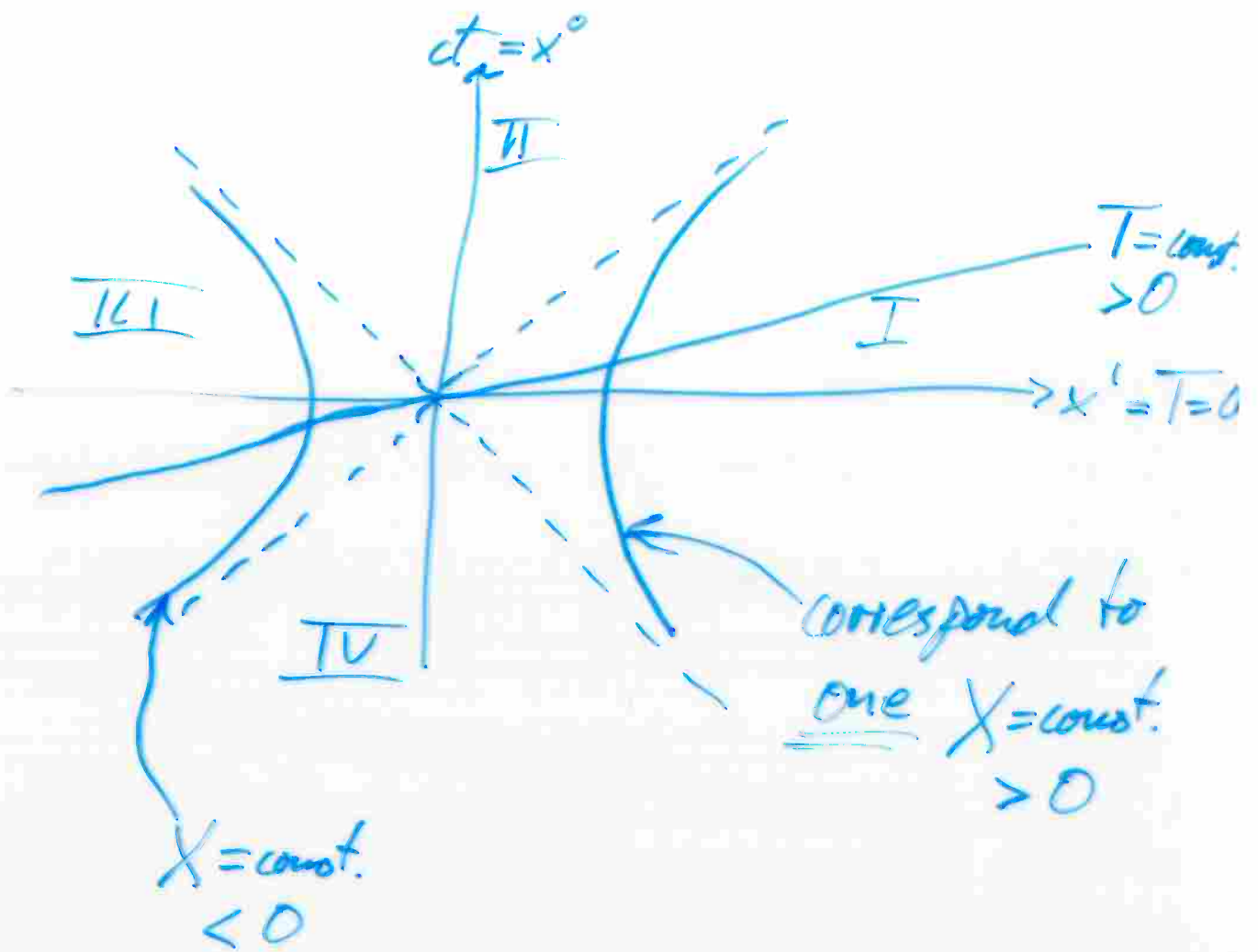
See that

$$x^2 - c^2 t^2 = \frac{c^4}{g^2} = \text{constant}$$



Hyperbola





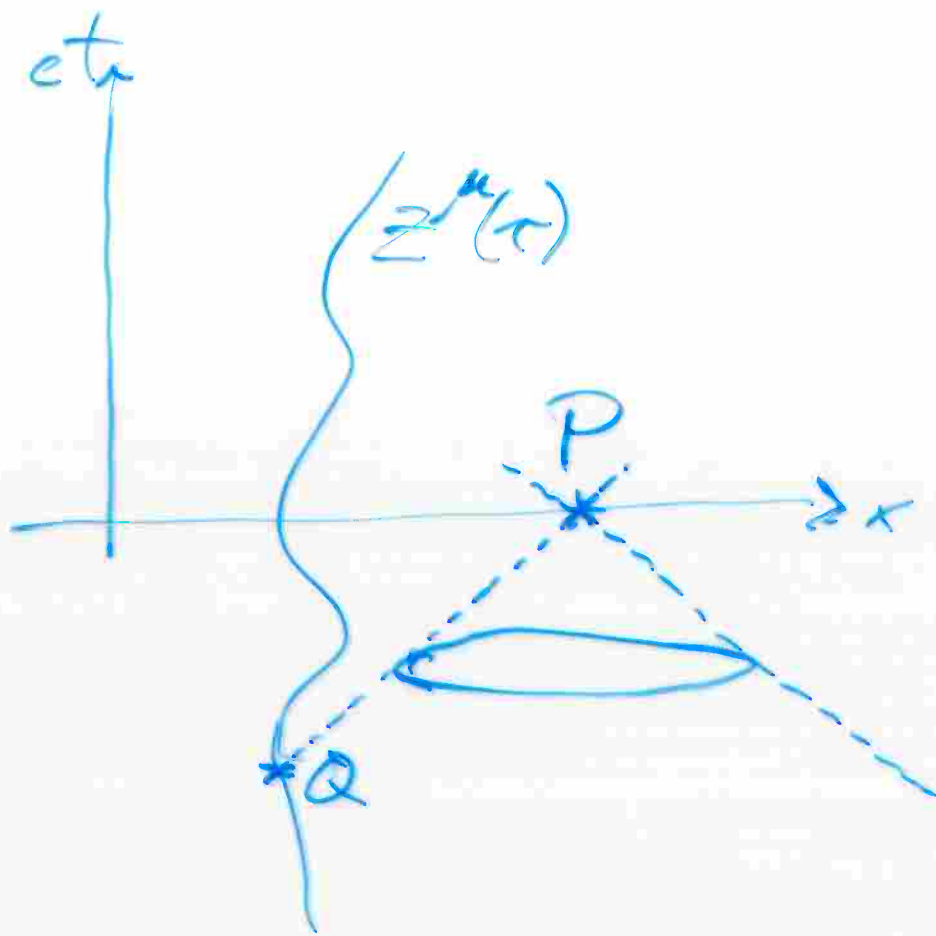
Now to the instantaneous rest frame for one object in sector I

leading to Fermi-Walker transport

Define an orthonormal tetrad, i.e.

a set of basis vectors:

At a fixed proper time τ_0 , a tetrad can always be built as



Geometry to algebra: world line $z^\mu(\tau)$

in a fixed Lorentz frame. Then have

$$v^\mu(\tau) = \frac{d}{d\tau} z^\mu(\tau) \quad \text{four velocity}$$

$$a^\mu(\tau) = \frac{d}{d\tau} v^\mu(\tau) \quad \text{four acceleration}$$

Put coordinates for P at x^μ

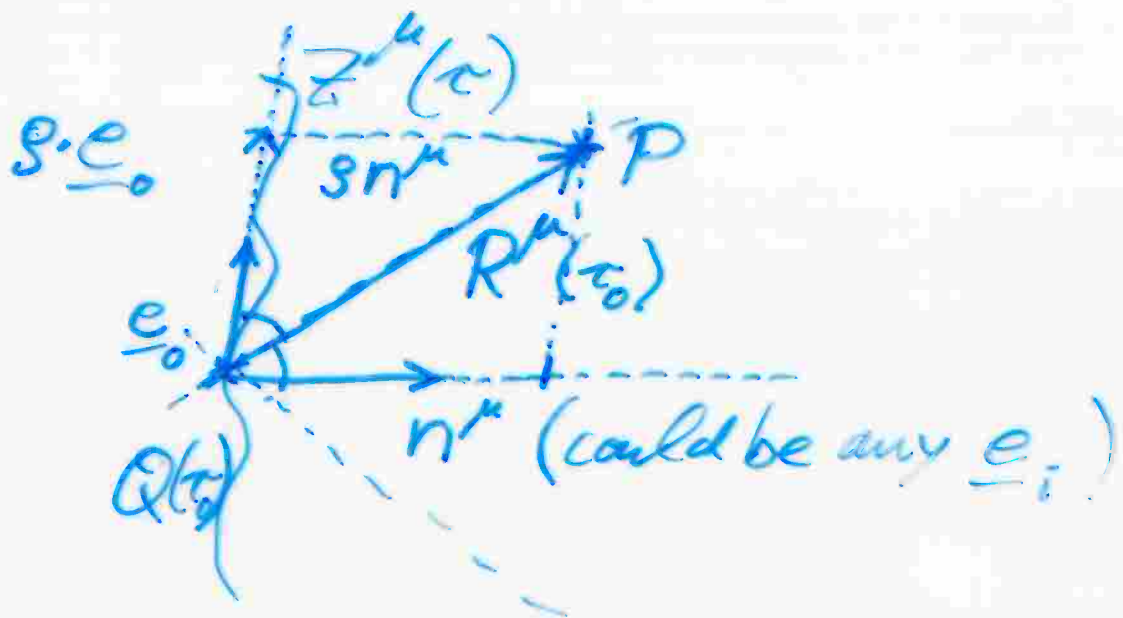
Then connect Q and P by

$$R^\mu := x^\mu - z^\mu(\tau_0)$$

or for any Q : $R^\mu = X^\mu - Z^\mu(\tau)$

$$\text{with } R^\mu R_\mu = 0$$

Now identify an invariant distance measure between P and Q :



$$s \cdot \underline{e}_0 = s \cdot \frac{1}{c} v^\mu$$

$$n^\mu n_\mu = -1 \quad ; \quad n^\mu v_\mu = 0$$

$$R^\mu = s \left(n^\mu(\tau_0) + \frac{1}{c} v^\mu(\tau_0) \right)$$

$$\text{or } s = -n_\mu R^\mu = \frac{1}{c} v_\mu R^\mu > 0$$

invariant retardation condition