

First
* Twin paradox
or inertial ref. frames

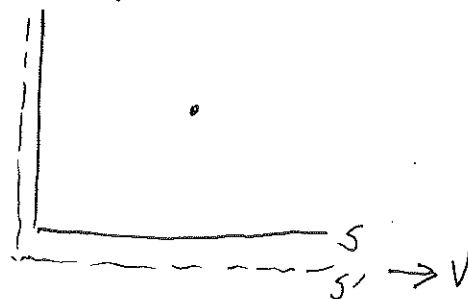
L2 - Special Relativity II

Velocity Transformation

In Newtonian physics, $V_{x'} = V_x \pm V$ This can no longer be true, because c is the ultimate speed.

Consider events $(in S')$ that have two slightly different coordinates. These are:

x and $x + \Delta x$, y and $y + \Delta y$, z and $z + \Delta z$, t and $t + \Delta t$ in S , and $x' + \Delta x'$ etc in S'



If these two events represent flashes on a material object, then its velocity, as measured in S , is $v_x = \frac{\Delta x}{\Delta t}$ etc, and, as measured in S' is $v_{x'} = \frac{\Delta x'}{\Delta t'}$.

To derive the transformation: $x' = \gamma(x - \beta ct)$ $t' = \gamma(t - \frac{\beta x}{c})$
 $y' = y$ $z' = z$

Differentiating:

$$\begin{aligned} \Delta x' &= \gamma(\Delta x - \beta c \Delta t) = \gamma \Delta x - \gamma \beta c \Delta t \\ \Delta t' &= \gamma(\Delta t - \frac{\beta}{c} \Delta x) = \gamma \Delta t - \frac{\gamma \beta}{c} \Delta x \end{aligned} \quad \left\| \quad \begin{aligned} \Delta y' &= \Delta y \\ \Delta z' &= \Delta z \end{aligned} \right.$$

$$v_{x'} = \frac{\Delta x'}{\Delta t'} = \frac{\gamma \Delta x - \gamma \beta c \Delta t}{\gamma \Delta t - \frac{\gamma \beta}{c} \Delta x} \quad \text{dividing by } \Delta t \rightarrow \frac{\Delta x / \Delta t - \beta c}{1 - \frac{\beta}{c} \frac{\Delta x}{\Delta t}}$$

$$v_{x'} = \frac{v_x - V}{1 - \frac{V}{c^2} v_x}$$

$$v_{y'} = \frac{\Delta y'}{\Delta t'} = \frac{\Delta y}{\gamma \Delta t - \frac{\gamma \beta}{c} \Delta x} \quad \text{dividing by } \Delta t \rightarrow \frac{\Delta y / \Delta t}{\gamma (1 - \frac{\beta}{c} \frac{\Delta x}{\Delta t})}$$

$$v_{y'} = \frac{v_y}{\gamma (1 - \frac{V}{c^2} v_x)}$$

$$v_{z'} = \frac{v_z}{\gamma (1 - \frac{V}{c^2} v_x)}$$

The inverse transforms are:

$$v_x = \frac{v_{x'} + V}{1 + \frac{V}{c^2} v_{x'}} \quad v_y = \frac{v_{y'}}{\gamma (1 + \frac{V}{c^2} v_{x'})} \quad v_z = \frac{v_{z'}}{\gamma (1 + \frac{V}{c^2} v_{x'})}$$

(7)

Example: A Photon *

Suppose the particle has $V_x' = c$, $V_y' = 0$, $V_z' = 0$. What is V_x , etc?

$$V_x = \frac{V_x' + V}{1 + \frac{V}{c} V_x'} = \frac{c + V}{1 + \frac{V}{c}} = \frac{c + V}{1 + \frac{V}{c}} = c \quad \checkmark \quad V_y = V_z = 0$$

Doppler Shift: Acoustic

This is a familiar situation: The fall in pitch of a car's siren as it passes by. Quantitatively, the fall depends on whether (a) the source S is moving with respect to the medium (air), & the receiver R is stationary, OR (b) the source S is stationary and R is moving away. You find:

NB:
problem for
HW1

$$(a) \quad V' = \frac{V_0}{1 + \beta}$$

$V' =$ observed frequency $\beta \equiv \frac{V}{c} \leftarrow$ sound speed
 $V_0 =$ rest frequency
"redshift" S and R are receding

$$(b) \quad V' = V_0 (1 - \beta)$$

Doppler Shift: Light

This is much simpler, since there is no medium. There is only one formula, depending on the relative velocity of S and R .



Suppose the source S emits two brief pulses. In its rest frame, they are separated

in time by T_0 . So the observed time separation, to R , is γT_0 (proper time)

The first pulse is received at R at time: $t_1 + \frac{x_1}{c}$

The 2nd pulse " " " " " $t_2 + \frac{x_2}{c}$

So the observed time separation at R is $t_2 - t_1 + \frac{1}{c}(x_2 - x_1) \equiv \tau'$

$$\text{Thus, } \tau' = \gamma T_0 + \frac{V \gamma T_0}{c} = \gamma T_0 \left(1 + \frac{V}{c}\right) = \frac{T_0 (1 + \beta)}{\sqrt{1 - \beta^2}} = \frac{T_0 (1 + \beta)}{\sqrt{1 - \beta} \sqrt{1 + \beta}} = T_0 \sqrt{\frac{1 + \beta}{1 - \beta}}$$

To find the observed frequency, use $v = 1/\lambda \rightarrow$

$$\boxed{v' = v_0 \frac{1-\beta}{\sqrt{1+\beta}}}$$

Finally, the observed wavelength ($\lambda = c/v$) is

$$\boxed{\lambda' = \lambda_0 \frac{1+\beta}{\sqrt{1-\beta}}}$$

Definition of "redshift"

$$z \equiv \frac{\lambda' - \lambda_0}{\lambda_0} = \frac{\delta \lambda_0}{\lambda_0}$$

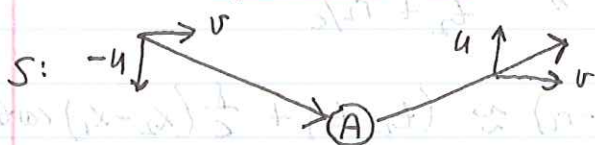
$$= \sqrt{\frac{1+\beta}{1-\beta}} - 1$$

In this case*

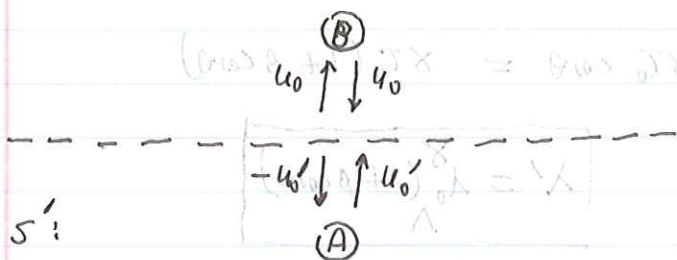
Momentum

This will not be $\vec{p} = m\vec{v}$, but a generalization: $\vec{p} = m(v)\vec{v}$.

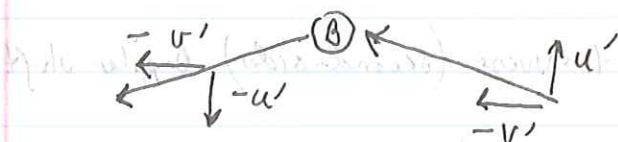
Consider a glancing collision of particles (A) & (B) with identical mass:



In S, (B) goes up & down w/ slow speed, $u_0 \ll c$, but v is big.



Transform to S' , where (A) goes up & down. This frame must move at speed V with respect to S .



Consider x-velocity of (B) before the collision. Applying the velocity transformation, and noting that the x-velocity is 0 in S ,

$$-v' = \frac{0 - v}{1 - \frac{v}{c^2} \cdot 0} \rightarrow \boxed{v' = v}$$

Clearly, the picture in S' is just a 180° flip of that in S . Erase all primes.

Now consider the y-velocity of (B) before the collision.

$$u = \frac{u_0}{\gamma(1 - \frac{v}{c^2} \cdot 0)} \rightarrow \boxed{u = u_0/\gamma}$$

Since $u_0 \ll c$, it is also true that $u \ll c$. So the speed of (A) in S is very close to v .

Now invoke conservation of y-momentum in frame S:

$$\begin{array}{ccccccc}
 -m(v)u & + & \overset{\text{rest mass}}{m_0}u_0 & = & +m(v)u & - & m_0u_0 \\
 \text{(A)} & & \text{(B)} & & \text{(A)} & & \text{(B)} \\
 \text{before collision} & & & & \text{after collision} & &
 \end{array}$$

$$2m(v)u = 2m_0u_0 \rightarrow \frac{m(v)}{m_0} = \frac{u_0}{u} = \gamma \rightarrow \boxed{m(v) = \gamma m_0}$$

$$\boxed{\vec{p} = m\gamma \vec{v} = \frac{m\vec{v}}{\sqrt{1-v^2/c^2}}} \quad \text{relativistic momentum}$$

Note that the "relativistic mass" increases with speed, explaining why objects cannot be accelerated indefinitely.

We have: $p = \gamma m v = m \gamma \beta c$

Also: $\gamma^2 = \frac{1}{1-\beta^2} \rightarrow \gamma^2 - \beta^2 \gamma^2 = 1$

Now multiply through by $m^2 c^4$

$$\gamma^2 m^2 c^4 - \underbrace{m^2 \gamma^2 \beta^2 c^4}_{p^2 c^2} = m^2 c^4$$

Now pc has the units of energy. We define the total relativistic energy as

$$\boxed{E = \gamma m c^2}$$

Then, $\boxed{E^2 = p^2 c^2 + m^2 c^4}$

The last term on the RHS is defined as the square of the "rest energy" E_0

$$\boxed{E_0 = m c^2}$$

The relativistic kinetic energy is then $k \equiv E - mc^2$:

$$k = mc^2(\gamma - 1) = mc^2 \left(\frac{1}{\sqrt{1-\beta^2}} - 1 \right)$$

Then, $v^2 =$

$$\frac{2k}{m} + \frac{k^2}{m^2 c^2}$$

$$\left(1 + \frac{k}{mc^2} \right)^2$$

giving the v^2 curve in L1

In the non-relativistic ($\beta \ll 1$) limit, $\frac{1}{\sqrt{1-\beta^2}} \approx \frac{1}{1-\beta^2/2} \approx 1 + \beta^2/2$

so, $k \rightarrow mc^2 \left(\frac{\beta^2}{2} \right) = \frac{1}{2} m v^2$ ✓

Finally, we can recover v from E and p :

$$v = \frac{pc}{E} = \frac{pc^2}{E}$$

Application: Photon

A photon has zero rest mass, so $E = pc$ as before

It follows that $v = \frac{pc^2}{E} = c \rightarrow$ Any particle with $m=0$ must move with $v=c$ in any reference frame.

Application: Absorption of Photon by Atom

A stationary atom of (rest) mass m_0 is struck by a photon of energy ϕ which is absorbed. What is new mass m and velocity v of the atom?

Energy conservation

$$m_0 c^2 + \phi = m \gamma c^2 \rightarrow m \gamma = m_0 + \frac{\phi}{c^2}$$

Momentum conservation

$$\frac{\phi}{c} = m \gamma v \rightarrow v = \frac{\phi}{c(m \gamma)} = \frac{\phi/c}{m_0 + \phi/c^2}$$

or $\beta \equiv \frac{v}{c} = \frac{\phi}{m_0 c^2 + \phi}$

Can show* that the mass is now increased to

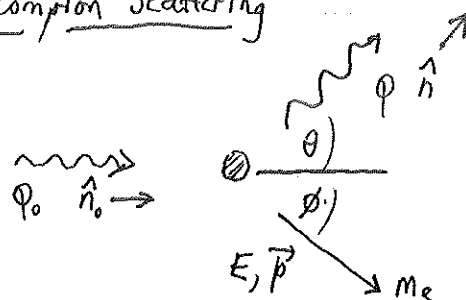
$$\frac{m}{m_0} = \sqrt{1 + \frac{2\phi}{m_0 c^2}}$$

~~not~~

Addendum: Compton Scattering

A photon strikes a stationary electron. The electron recoils at an angle ϕ . The photon recoils at an angle θ . Because the photon gives up some energy to

the electron, its final energy is less. But photons have $E = h\nu$. So the photon λ increases after scattering. We will find $\Delta\lambda$.



NB:
 $\hat{n} \cdot \hat{n}_0 = \cos\theta$

This process and its inverse (moving electron adding energy to a photon) are important in astrophysics

Energy conservation: $\phi_0 + m_e c^2 = \phi + E$

Mom. conservation: $\frac{\phi_0}{c} \hat{n}_0 = \frac{\phi}{c} \hat{n} + \vec{p}$

Thus $(\phi_0 - \phi) + m_e c^2 = E$
 $(\phi_0 \hat{n}_0 - \phi \hat{n}) = \vec{p} c$

Now square both equations.

$$\phi_0^2 - 2\phi_0\phi + \phi^2 + 2(\phi_0 - \phi)m_e c^2 + m_e^2 c^4 = E^2 = \vec{p}^2 c^2 + m_e^2 c^4$$

$$\phi_0^2 - 2\phi_0\phi \cos\theta + \phi^2 = \vec{p}^2 c^2$$

where I have used
 $\hat{n}_0 \cdot \hat{n} = \cos\theta$

Subtract:

$$-2\phi_0\phi(1 - \cos\theta) + 2(\phi_0 - \phi)m_e c^2 = 0 \quad \text{multiply by } \frac{1}{2\phi_0\phi m_e c^2}$$

$$-\frac{(1 - \cos\theta)}{m_e c^2} + \frac{(\phi_0 - \phi)}{\phi_0\phi} = 0$$

$$\frac{1}{\phi} - \frac{1}{\phi_0} = \frac{(1 - \cos\theta)}{m_e c^2}$$

But $\phi = h\nu = \frac{hc}{\lambda} \rightarrow \frac{1}{\phi} = \frac{\lambda}{hc}$

$$\frac{\lambda}{hc} - \frac{\lambda_0}{hc} = \frac{(1 - \cos\theta)}{m_e c^2}$$

$$\rightarrow \boxed{\Delta\lambda = \lambda - \lambda_0 = \frac{h}{m_e c} (1 - \cos\theta)}$$

$\frac{h}{m_e c}$ ($= 0.024 \text{ \AA}$) is the electron's "Compton wavelength"