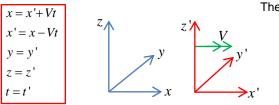
Special Relativity is a theory of dynamics proposed by Albert Einstein in 1905. The key mathematical element is the use of the Lorentz Transform. This extends the equations of Galilean Relativity, which relate the Cartesian x,y,z coordinates of an object to coordinates of the same object as viewed in a frame of reference moving at velocity V in the positive x direction relative to the x, y, z system. Let S denote the x, y, z coordinate system and S' denote the x', y', z' coordinates of the moving frame.

The Lorentz transform incorporates the strange (but seeming true!) fact that the speed of light is the same for both S and S' frames. In other words, if a torch is shone from frame S, the speed of the light observed by S would be the same speed as in S, and not the speed of light minus V.

The consequence of this effect is profound. It results in length contraction, time dilation and time synchronisation changes between the S and S' frames.

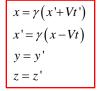
r

Galilean relativity



Consider the following candidates for the Lorentz transform of the spatial coordinates between the S and S'

frames:



 γ is a function of V. In order to be consistent with Galilean relativity, it must be *unity* when $V \ll c$

Hence:

$$x = \gamma \left(x' + Vt' \right) \qquad x' = \gamma \left(x - Vt \right)$$

$$\frac{x}{\gamma} = x' + Vt' \qquad \frac{x'}{\gamma} = x - Vt$$

$$t' = \frac{x}{\gamma V} - \frac{x'}{V} \qquad t = \frac{x}{V} - \frac{x'}{\gamma V}$$

$$t' = \frac{x}{\gamma V} - \frac{\gamma \left(x - Vt \right)}{V} \qquad t = \frac{\gamma \left(x' + Vt' \right)}{V} - \frac{x'}{\gamma V}$$

$$\therefore t' = \gamma \left(t - \frac{x}{V} \left(1 - \frac{1}{\gamma^2} \right) \right) \qquad \therefore t = \gamma \left(t' + \frac{x'}{V} \left(1 - \frac{1}{\gamma^2} \right) \right)$$

Galilean relativity appears to work just fine in normal scenarios on Earth, i.e. when $V \ll c$ where the speed of light $c = 2.998 \times 10^8 \, {\rm ms}^{-1}$ The effects of Special relativity are only significant when V is close to c.

> Now consider a spherical light pulse emitted when x' = x. Since it radiates out at speed c in **both** S and S from their (respective) origins, we can compare the radii r,r' of the pulse as observed from S and S'

$$r'^{2} = c^{2}t'^{2} = x'^{2} + y'^{2} + z'^{2}$$

$$r^{2} = c^{2}t^{2} = x^{2} + y^{2} + z^{2}$$

Since $y = y', z = z'$ this means $c^{2}t'^{2} - x'^{2} = c^{2}t^{2} - x^{2}$

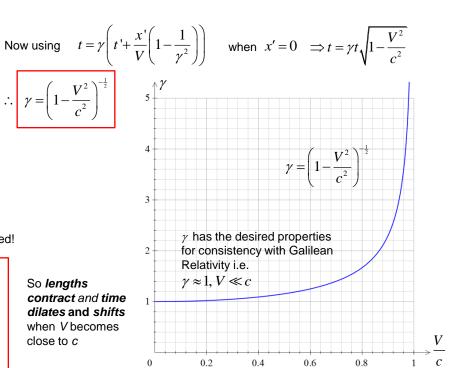
Hence
$$c^{2}t'^{2} = c^{2}t^{2} - V^{2}t^{2}$$

 $\Rightarrow t' = t\sqrt{1 - \frac{V^{2}}{c^{2}}}$
 $\therefore 1 - \frac{1}{\gamma^{2}} = 1 - 1 - \frac{V^{2}}{c^{2}} = \frac{V^{2}}{c^{2}}$
 $\therefore \frac{1}{V} \left(1 - \frac{1}{\gamma^{2}}\right) = \frac{V}{c^{2}}$

Now when x' = 0 x = Vt

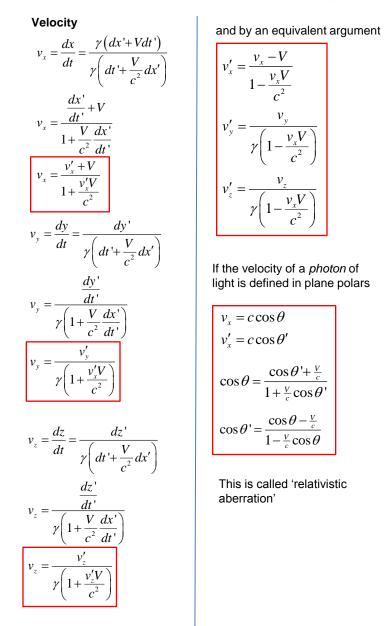
The Lorentz Transform is now revealed!

$x = \gamma \left(x' + Vt' \right)$	$x' = \gamma \left(x - Vt \right)$
<i>y</i> = <i>y</i> '	y = y'
z = z'	z = z'
$t = \gamma \left(t' + \frac{Vx'}{c^2} \right)$	$t' = \gamma \left(t - \frac{Vx}{c^2} \right)$



The Lorentz Transform can be applied to relate other dynamical parameters between the S and S' frames

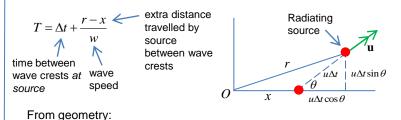
The Lorentz Transform



Doppler shift

Consider a receding wave source of frequency f' in the S' frame. It crosses the *x* axis of the S frame at angle θ . and speed *u*. The velocity of waves emitted is *w*, in *S*.

The period T of waves received by an observer (in the x direction) at the origin O of the S frame is:



 $r = \sqrt{\left(x + u\Delta t\cos\theta\right)^2 + u^2\Delta t^2\sin^2\theta}$ $r = \sqrt{x^2 + u^2\Delta t^2\cos^2\theta + 2ux\Delta t\cos\theta + u^2\Delta t^2\sin^2\theta}$ $r = \sqrt{x^2 + u^2\Delta t^2 + 2ux\Delta t\cos\theta}$ $r = x\sqrt{1 + 2\cos\theta\frac{u\Delta t}{x} + \left(\frac{u\Delta t}{x}\right)^2}$ If $u\Delta t \ll x$ $r \approx x\sqrt{1 + 2\cos\theta\frac{u\Delta t}{x}} \approx x\left(1 + \cos\theta\frac{u\Delta t}{x}\right) = x + u\Delta t\cos\theta$ $\therefore [r - x \approx u\Delta t\cos\theta]$

Hence frequency of radiation received at O is f = 1/T where:

$$\frac{1}{f} = \Delta t + \frac{u\Delta t\cos\theta}{w} = \Delta t \left(1 + \frac{u\cos\theta}{w}\right)$$

Using the generalized Lorentz Transform $\Delta t = \gamma \left(\Delta t' + \frac{\mathbf{u} \cdot \Delta \mathbf{r}'}{c^2} \right)$

Now since the source is stationary in the S' frame $\Delta r' = 0$

Therefore
$$\Delta t = \gamma \Delta t' = \frac{\gamma}{f'}$$

 $\frac{1}{f} = \frac{\gamma}{f'} \left(1 + \frac{u \cos \theta}{w} \right) \Rightarrow$

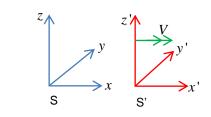
Hence:
$$f = \frac{f'}{\gamma \left(1 + \frac{u \cos \theta}{w}\right)}$$

$$x = \gamma (x'+Vt') \qquad x' = \gamma (x-Vt)$$

$$y = y' \qquad y = y'$$

$$z = z' \qquad z = z'$$

$$t = \gamma \left(t'+\frac{Vx'}{c^2}\right) \qquad t' = \gamma \left(t-\frac{Vx}{c^2}\right)$$

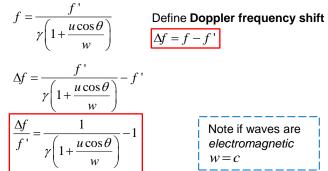


We can generalize to an S' velocity which is not parallel to the x axis of the S frame

$$\mathbf{r} = (x, y, z), \quad \mathbf{r}' = (x', y', z')$$
$$\mathbf{r} = \mathbf{r}' + \left(\frac{\gamma - 1}{V^2} (\mathbf{V} \cdot \mathbf{r}') + \gamma t'\right) \mathbf{V}$$
$$t = \gamma \left(t' + \frac{\mathbf{V} \cdot \mathbf{r}'}{c^2}\right)$$
$$\mathbf{r}' = \mathbf{r} + \left(\frac{\gamma - 1}{V^2} (\mathbf{V} \cdot \mathbf{r}) - \gamma t'\right) \mathbf{V}$$
$$t' = \gamma \left(t - \frac{\mathbf{V} \cdot \mathbf{r}}{c^2}\right)$$
$$V = |\mathbf{V}|$$
$$\gamma = \left(1 - \frac{V^2}{c^2}\right)^{-\frac{1}{2}}$$

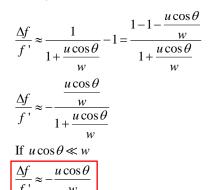
 $\gamma = \left(1 - \frac{u^2}{c^2}\right)$

Relativistic Doppler shift cont



Note if waves are electromagnetic

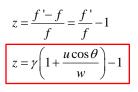
The *classical* formula can easily be recovered by setting $\gamma = 1$



Unlike the classical formula, we get a transverse Doppler effect when $\theta = 90^{\circ}$ in the relativistic version

$$\frac{\Delta f}{f'} = \frac{1}{\gamma} - 1$$

The Doppler shift is also related to the 'redshift' z of a moving, radiating source



Momentum

We might expect 'force = rate of change of momentum' to be true in a relativistic sense as well as in the classical. However, the speed limit of *c* would imply an *upper limit on the amount of momentum* a given mass could have, if we use the classical momentum formula

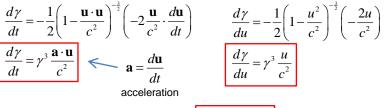
 $\mathbf{p} = m\mathbf{u}$

This would be counter to reality - we could easily devise a theoretical system which does a finite amount of work, indefinitely, upon fixed mass system. e.g. a ball rolling down a infinitely long slope! To get around this problem, let us redefine momentum such that it can

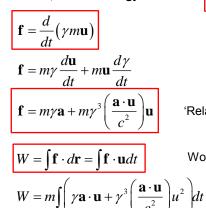
become infinite as velocity tends towards c. i.e. multiply by γ

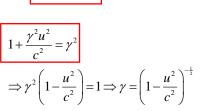
$$\mathbf{p} = \gamma m \mathbf{u}$$
$$\gamma = \left(1 - \frac{\mathbf{u} \cdot \mathbf{u}}{c^2}\right)^{-\frac{1}{2}} = \left(1 - \frac{u^2}{c^2}\right)^{-\frac{1}{2}}$$

Some useful derivatives involving γ



Force, work & energy





'Relativistic Newton's Second Law'

Work done

$$W = m \int \gamma (\mathbf{a} \cdot \mathbf{u}) \left(1 + \frac{\gamma^2 u^2}{c^2} \right) dt$$

$$W = m \int \gamma^3 (\mathbf{a} \cdot \mathbf{u}) dt$$

$$W = mc^2 \int \gamma^3 \frac{(\mathbf{a} \cdot \mathbf{u})}{c^2} dt$$

$$W = mc^2 \int \frac{d\gamma}{dt} dt$$

$$W = mc^2 \int_{\gamma_0}^{\gamma_1} d\gamma$$

$$W = (\gamma_1 - \gamma_0) mc^2$$

So the **total energy** of a mass *m* is

$$E = \gamma mc^2$$

and when the mass is at rest



Hence **kinetic energy** is

$$E_k = (\gamma - 1)mc^2$$

Now in classical limit

 $u \ll u$ $\gamma \approx 1 + \frac{1}{2} \frac{u^2}{c^2}$ $\therefore (\gamma - 1)mc^2 = \boxed{\frac{1}{2}mu^2}$

Energy, momentum invariant

Consider the following quantity:

$$k = E^{2} - |\mathbf{p}|^{2} c^{2}$$

$$k = (\gamma mc^{2})^{2} - (\gamma m\mathbf{u}) \cdot (\gamma m\mathbf{u})c^{2}$$

$$k = \gamma^{2}m^{2}c^{4} - \gamma^{2}m^{2}u^{2}c^{2}$$

$$k = m^{2}c^{4}\gamma^{2}\left(1 - \frac{u^{2}}{c^{2}}\right)$$

$$k = m^{2}c^{4}\left(1 - \frac{u^{2}}{c^{2}}\right)^{-1}\left(1 - \frac{u^{2}}{c^{2}}\right)$$

$$k = m^{2}c^{4}$$

This is clearly an invariant, *regardless* of the frame of reference.

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

Application: "A particle with rest mass 2m strikes a stationary particle with rest mass 3m. The 2m particle had kinetic energy mc^2 , and the result was an inelastic collision. Find the rest mass *M* of the resulting particle in terms of *m*"

$$(\gamma - 1)mc^{2} = mc^{2}$$

$$\therefore \gamma = 2$$

$$\therefore 2 = \left(1 - \frac{u^{2}}{c^{2}}\right)^{-\frac{1}{2}}$$

$$\Rightarrow \frac{1}{4} = 1 - \frac{u^{2}}{c^{2}}$$

$$\Rightarrow \frac{u^{2}}{c^{2}} = \frac{3}{4}$$

$$\Rightarrow u = \frac{\sqrt{3}}{2}c \approx 0.866c$$

$$\therefore E = 2 \times 2mc^{2} + 3mc^{2} = 7mc^{2}$$

$$|\mathbf{p}|^{2} = \gamma^{2}(2m)^{2}u^{2} = 16m^{2} \times \frac{3}{4}c^{2} = 12m^{2}c^{2}$$

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

$$\therefore 49m^{2}c^{4} - 12m^{2}c^{4} = M^{2}c^{4}$$

$$M^{2} = 37m^{2}$$

$$M = m\sqrt{37}$$

Using **conservation of energy**, we can also find the *velocity* of the resulting particle

$$\left(1 - \frac{v^2}{c^2}\right)^{-\frac{1}{2}} mc^2 \sqrt{37} = 7mc^2$$
$$1 - \frac{v^2}{c^2} = \frac{37}{49}$$
$$\therefore \frac{v^2}{c^2} = \frac{12}{49}$$
$$v = \frac{\sqrt{12}}{7}c$$
$$v \approx 0.495c$$