Special relativity: brief overview Physical axioms: 1) The laws of physics are independent of all inertial frames of reference 2) Speed of light has the same value in all inertial frames Mathematical reformulation 2) Spacetime is a preadoriemannian manifold (M,9) of signature (1,3) Metric g is given by Minkowski wetric in the chart corresponding to inertial frame. 1) Laws ed physics are invariant when represented in any chart for which gis in Minkowski Minkowski  $g = \frac{1}{2} \eta_{\mu\nu} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$ 

Interval, Losent group, proper time: (1 (x,y,z,t)France (x',y',z',t')  $|\overline{x}_2-\overline{x}_1|=c(t_2-t_1)$   $|\overline{x}_2'-\overline{x}_1|=c(t_2-t_1)$  $0 = 2^{75} = 2^{75} = (c_5(+^5-+^7)_5 - (x^7-x^7)_5 - (\lambda^5-\lambda^7)_5 -$ ds = ds' - invariance under linear transformations / N/2 N = 4 O(1)3) - Lorent group components: No 125 NS N = 4 13 O(1,3) has 4 connected components: SO(1,3) - proper Lorenz group (preserves time direction) 0(1,3) = 50 (1,3)U 50 (1,3) PU 50 (1,3) PT  $P = \begin{pmatrix} 1 & 0 \\ 0 & -\frac{1}{2} \end{pmatrix} T = \begin{pmatrix} 1 & 0 \\ 0 & 2 \end{pmatrix}$ 

SO'(1,3) generated by rotations + boosts Boosts: (ct) = (chu shu) (ct) Take x'=0 => x=thp=2 bolonge to the incide

| x2 of the lightcone:
| x2 = (x3)+(x2)+(x3)=
| light raye travelouthe
| houndary ds= c2d+2-dx2-dy2-d2= c3d=2  $d\tau = \frac{dc}{c} = dt \sqrt{1 - \frac{v^2}{c^2}} \Rightarrow (in chart)$   $\Rightarrow \frac{dt}{\sqrt{1 - v^2}} = d\tau + \frac{v^2}{c} \Rightarrow (in chart)$   $\Rightarrow \frac{dt}{\sqrt{1 - v^2}} = d\tau + \frac{v^2}{c} \Rightarrow (in chart)$ 

Relativistic particle Unit Langent vector to the worldline ds = cd+ \square \frac{1}{c^2}  $U = \left(\frac{1}{\sqrt{1-\frac{n_2}{n_2}}}\right) \frac{1}{\sqrt{1-\frac{n_2}{n_2}}}$ Lu, w/2=-1

Action:  $S = \int_{-\infty}^{\infty} \lambda dt = -\lambda \int_{-\infty}^{\infty} ds$   $\lambda = -mc \quad \text{why?} \quad c \rightarrow 0$   $\lambda = -\lambda c \quad \sqrt{1 - \frac{\sqrt{2}}{2}} \approx -\lambda c + \frac{\sqrt{2}}{2} - \frac{\sqrt{2}}{2} = mc$ S = -mc \\ \1 - \frac{\frac{1}{2}}{2} d+

 $\vec{p} = \frac{\partial \lambda}{\partial \vec{v}} = \frac{\vec{v}}{\sqrt{1 - \frac{|\vec{v}|^2}{C^2}}} - momenta$ E = p. V - L = mc2 V > 0 [E=m2] V <<< E = m2 + mv2

E = c2 p2 + m2 c4

fl = c (pp²+m²c²

Pecme le = me² + pp²

zm

Also,  $\vec{p} = \frac{E\vec{\nabla}}{c^2}$   $|\vec{\nabla}| = c \Rightarrow \vec{E}, \vec{p} \Rightarrow \infty$   $m \neq 0 - no \text{ speed}$ of light for you!  $m = 0 \Rightarrow |\vec{p}| = \frac{E}{c}$ 

Nodice: Pr=mcu=(%,P) (p,p)=-m22 momentum

Relativistic particle in

S(8) = St (-mcds - e 8 A) Here A = i w, where w-U(1) connection

index  $A = (\varphi, \overline{A})$  $\lambda = \frac{mv^2}{2} + \frac{e}{c} \vec{A} \cdot \vec{V} - e \varphi$ in c -> 00 limit 2 non-relativistic

1) Il = \( \text{m^2} c^4 + c^2 \( \text{P} - \frac{e}{c} \text{A} \)^2 + e q

() Hamiltonian

P = MV 1-22 + CA=P+CA

non-relativistic limit: 1 = 1 (P - EA) + eq

2) Euler-dagrange equations: mdv = df = -e dA - e Te + e [tix culA]

DF = eF + E[VxB]

Crauge invariance A > A + d 1 naturally gauge-invariant Maxwell equations: ( C=1 from ) U(1) connection  $\omega$ :  $A = i\omega$ on  $\mathbb{R}^{4,3}$ F = dA dF = 0  $d \times F = 0$   $d \times F = 0$ Maxwell equations in vacuum  $div \vec{E} = 0$   $A' = (e, \vec{A})$ div B = 0

curl E = DB manifestly cur) B= OF Lorenz-Enu. Action: S = -if F x F = = - of Fiv Frudy = hagranjian deneity = / Z (Am, OvAm) volm locally diff polynomial in A

Classical Field Theory.

trip from classical mechanics (17 Paths: [to, 1, ] = M 49'(1)' Fields: 2) sections of vector bundles (matter fields) 2) connections on vector bundles (interaction mediators) More elementary example:  $(\Delta - m^2) \Phi(x) = 0$  Klein-Grordon  $\Delta = (-\frac{3}{34} + \frac{3}{0x^2})$  equation "N" OF V = - 1 ( (ddaedd + m² b² voln) = = - = [ voln (on \$000 + m2 \$2) E-2 equations: (for simplicity in 121,8) S = Sdx J (4,0,4) 02 - or 02 = 0 /24 24 Frechet derivative: F[0+80]=F[0]+F0[80]+.