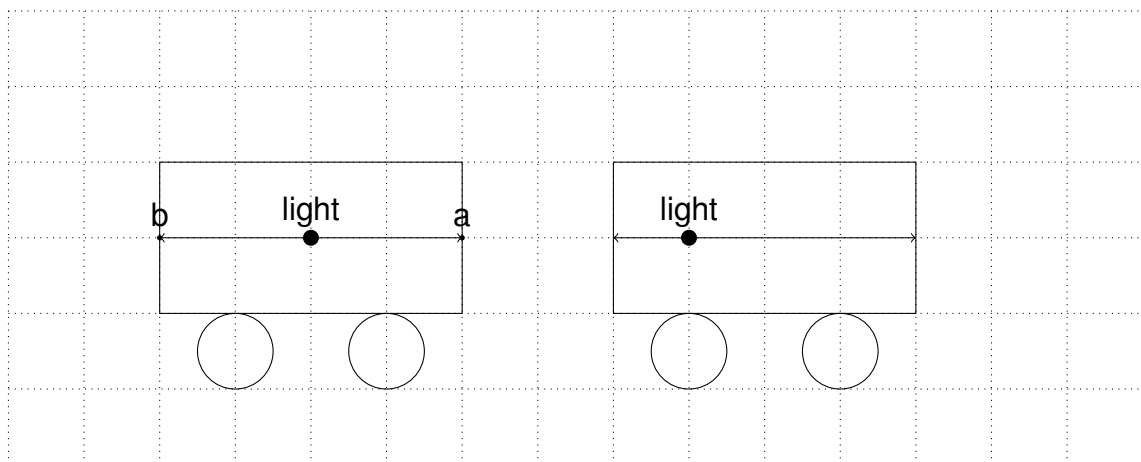


Galileo's velocity addition rule

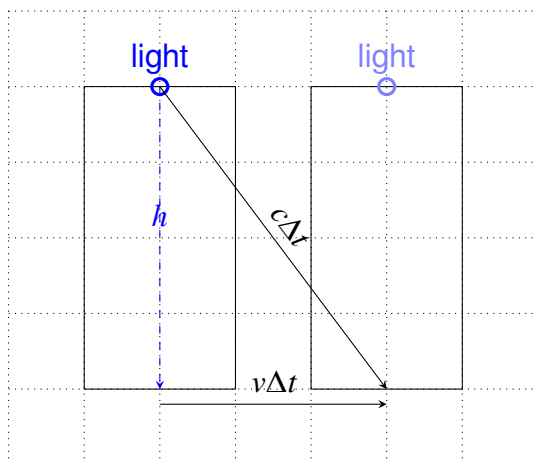
$$u = u' + v$$

Einstein's velocity addition rule

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



for people at stationary coordinates, b happens first  
for people on the car, a and b happens at the same time.



Moving clocks run slow

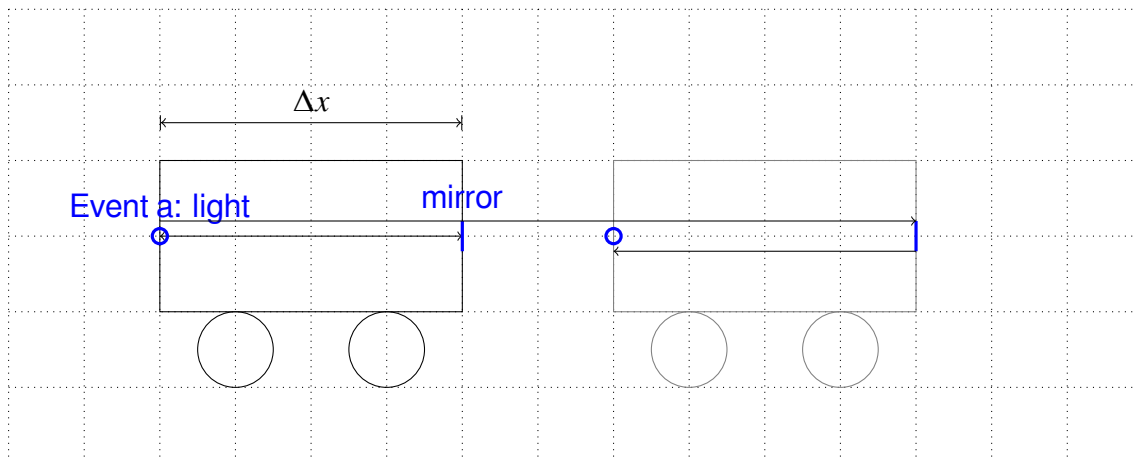
$$(c\Delta t')^2 = h^2 + (v\Delta t)^2$$

$$h^2 = (c^2 - v^2)\Delta t^2$$

$$c^2\Delta t'^2 = (c^2 - v^2)\Delta t^2$$

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

$$\Delta t' < \Delta t$$



$$\Delta t' = 2 \frac{\Delta x'}{c}$$

$$\Delta t_1 = \frac{\Delta x + v \Delta t_1}{c} \implies \Delta t_1 = \frac{\Delta x}{c - v}$$

$$\Delta t_2 = \frac{\Delta x - v \Delta t_2}{c} \implies \Delta t_2 = \frac{\Delta x}{c + v}$$

$$\Delta t = \Delta t_1 + \Delta t_2 = \frac{2\Delta x}{c} \frac{1}{1 - \frac{v^2}{c^2}}$$

$$\Delta x' = \frac{c}{2} \Delta t'$$

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

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

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

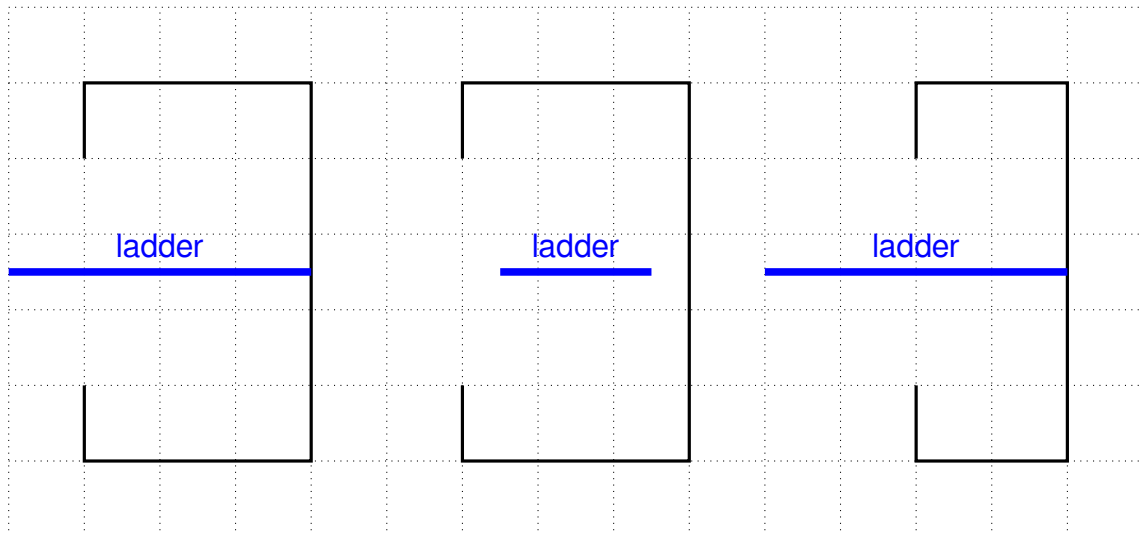
$$\implies \Delta x' > \Delta x$$

## 0.1 The barn and ladder paracby

- (A) Back end of the ladder makes it in the door
- (B) Front end of the ladder hits the wall of the born

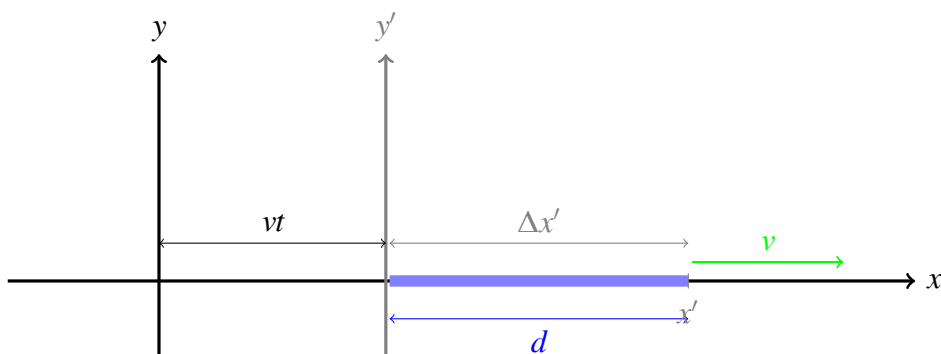
Farmer: (A) before (B)

Son: (B) before (A)



## 0.2 The Lorentz Transformations

- **Event:** Something that take place at a specific location at precise time.
- Knowing  $(x, y, z, t)$ , what is  $(x', y', z', t')$  of the same event
- Let  $x$  be the same position as  $x'$ .  
The stick's length measured in the stationary coordinate be  $d$ .

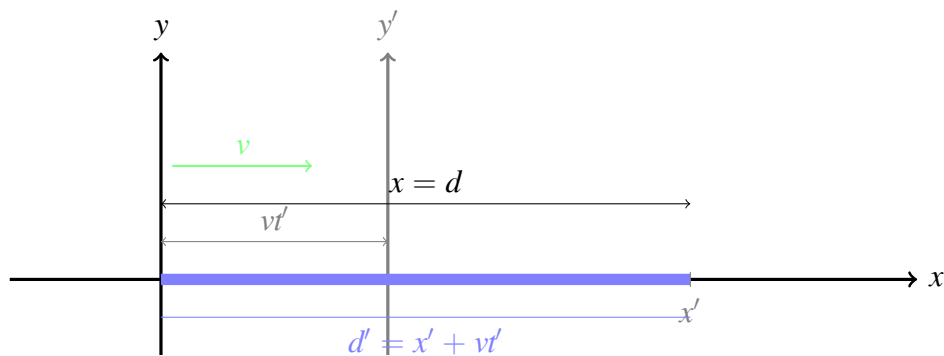


$$d = \sqrt{1 - \frac{v^2}{c^2}} \Delta x'$$

$$(x - vt) = \sqrt{1 - \frac{v^2}{c^2}} x'$$

$$x' = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} (x - vt)$$

- Let  $x$  be the same position as  $x'$ .  
The stick's length measured in the stationary coordinate be  $d$ .



$$x' = d' - vt'$$

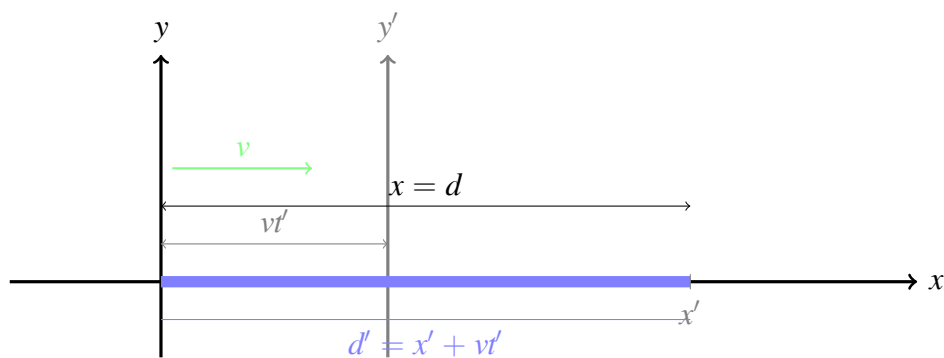
$$d' = \sqrt{1 - \frac{v^2}{c^2}} x$$

$$x' = \sqrt{1 - \frac{v^2}{c^2}} x - vt' = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} (x - vt)$$

$$vt' = \left( \sqrt{1 - \frac{v^2}{c^2}} - \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \right) x - \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} vt$$

$$= \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \left( \frac{v}{c^2} x - vt \right) - vt'$$

- Let  $x$  be the same position as  $x'$ .  
The stick's length measured in the stationary coordinate be  $d$ .



$$x' = d' - vt'$$

$$d' = \sqrt{1 - \frac{v^2}{c^2}} x$$

$$x' = \sqrt{1 - \frac{v^2}{c^2}} x - vt' = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} (x - vt)$$

$$vt' = \left( \sqrt{1 - \frac{v^2}{c^2}} - \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \right) x - \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} vt$$

$$= \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \left( vt - \frac{v^2}{c^2} x \right)$$

$$t' = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \left( t - \frac{v}{c^2} x \right)$$

- **Check Simultaneously:**

$S$ :

Event A ( $x = 0, t = 0$ )

Event B ( $x = a, t = 0$ )

$S'$ :

Event A ( $x' = 0, t' = 0$ )

Event B ( $x' = \gamma a, t' = -\gamma(\frac{v}{c^2})a$ )

- **Time Dimention:**

$$\Delta x' = 0 = \gamma(\Delta x - v\Delta t) \implies \Delta x = v\Delta t$$

$$\Delta t' = \gamma \left( \Delta t - \frac{v}{c^2} \Delta x \right)$$

$$= \gamma \left( \Delta t - \frac{v^2}{c^2} \Delta t \right)$$

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

•

$$\begin{aligned}
 u_x' &= \frac{\Delta x'}{\Delta t'} \\
 &= \frac{\gamma(\Delta x - v\Delta t)}{\gamma(\Delta t - \frac{v}{c^2}\Delta x)} \\
 &= \frac{u_x - v}{1 - \frac{v}{c^2}V_x} \\
 u_y' &= \frac{\Delta y'}{\Delta t'} \\
 &= \frac{\Delta y}{\gamma(\Delta t - \frac{v}{c^2}\Delta x)} \\
 &= \frac{u_y}{\gamma(1 - \frac{v}{c^2})}
 \end{aligned}$$

• **Structure of Spacetime:**

– **Four vectors:**

(Time is the 0th-dimension.)

$$x^0 = ct$$

$$x^1 = x$$

$$x^2 = y$$

$$x^3 = z$$

Loranz transformation:

$$x^{0'} = \gamma(x^0 - \beta x^1)$$

$$x^{1'} = \gamma(x^1 - \beta x^0)$$

$$x^{2'} = x^2$$

$$x^{3'} = x^3$$

$$\begin{pmatrix} x^0 \\ x^1 \\ x^2 \\ x^3 \end{pmatrix} = \begin{pmatrix} \gamma & -\gamma\beta & 0 & 0 \\ -\gamma\beta & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\begin{aligned}
 (x^\mu)' &= \sum_{\beta=0}^{\delta} (\Lambda_{\beta}^{\mu} x^{\beta}) \\
 \implies (x^\mu)' &= \Lambda_{\nu}^{\mu} X^{\nu}
 \end{aligned}$$

### 0.3 HW note

- 

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

- 

$$v = \frac{\Delta\lambda}{\lambda} c$$