# Year 1 – Relativity Lecture 6

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## Overview of lectures

- Lecture 1: Introduction, concepts and classical results
- Lecture 2: The postulates of Relativity
- Lecture 3: Length contraction and simultaneity
- Lecture 4: The Lorentz transformations
- Lecture 5: Space-time diagrams and world lines
- Lecture 6: Four-vectors and causality
- Lecture 7: Energy and momentum
- Lecture 8: Rest mass energy and particle decays
- Lecture 9: Particle reactions
- Lecture 10: The relativistic Doppler effect

# Previously on Relativity

- Looked at space-time diagrams
  - How events and axes move under Lorentz transformations
- Saw the concept of world lines
  - "History" of an object in space-time
- Saw how world lines change under Lorentz transformations
  - World lines change in position and gradient

# What we will do today

#### Introduce four-vectors

- Similar concept to "normal" vectors but with four components
- See that the (equivalent of) length-squared of all four-vectors is constant under Lorentz transformations

### Discuss the separation of two events

- Separation = the length-squared of the four-vector which gives the difference of the two events
- The sign of the separation is a critical value
- Discuss how this relates to causality

## Four-vector notations

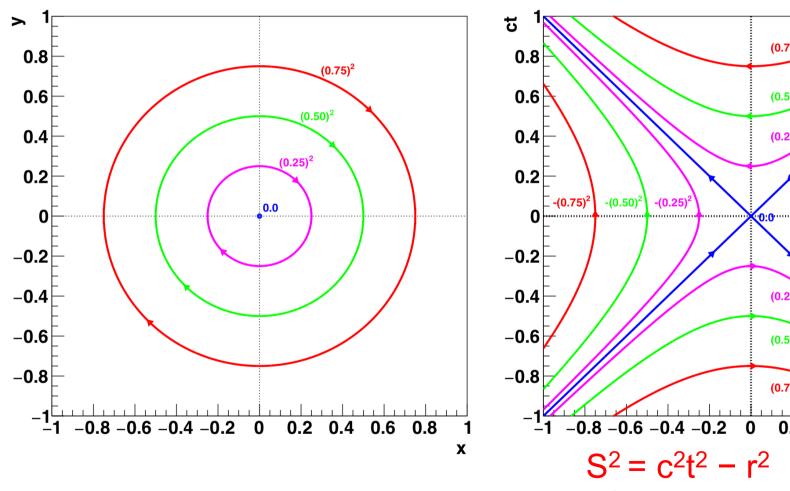
- The space-time four-vector ("four-position")
  - I will write as  $(ct,\underline{r}) = (ct,x,y,z)$
  - Similar to writing the three-vector  $\underline{r} = (x,y,z)$
  - Some books use uppercase bold/underlined but this is ambiguous with some three-vectors; e.g. <u>E</u>
- The components can also be numbered
  - For any three-vector  $\underline{a}$ , can write  $\underline{a} = (a_1, a_2, a_3)$
  - The "extra" component in four-vectors is numbered 0
  - Hence writing  $(ct,\underline{r}) = (x^0,x^1,x^2,x^3)$  is very standard notation but a bit confusing when you first see it, so not used in this course

# Full equation for LT

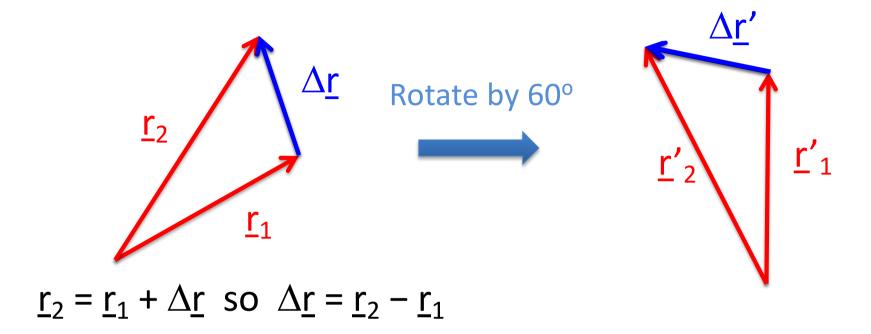
# Lines of constant length-squared

#### **Rotations**

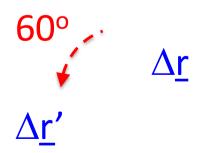
#### Lorentz transformations



# Distance between space points



Redefine origin to be at  $\underline{r}_1$ 



 $\Delta \underline{r}$  rotates like any other vector, so its length is invariant

# **Event separation**

- Same holds for four-vectors and events
  - 'separation' between two events is defined to be the length-squared of the four-vector resulting from subtracting the four-vectors of the two events
  - Sometimes written,

$$(c\Delta t, \Delta \underline{r}) = (ct_2 - ct_1, \underline{r}_2 - \underline{r}_1)$$

- This difference is also a four-vector and obeys the LT
- Separation given,

$$\Delta S^2 = c^2 \Delta t^2 - |\Delta \underline{r}|^2$$

– As we will see, events with different signs of  $\Delta S^2$  have very different properties wrt each other

# Length-squared of a four-vector

# Length-squared notations

- Four-position length-squared  $S^2 = c^2t^2 r^2$ 
  - We will treat the negative sign as simply something we have to remember
  - Some (usually older) books define it as  $r^2 c^2t^2$
  - Some define four-vectors to include an imaginary time component (ict, $\underline{r}$ ); squaring and adding all four components gives  $r^2 c^2t^2$  automatically
- General Relativity generalises this
  - Components multiplied by a "metric" (+1,-1,-1,-1)
  - These values change in gravitation fields so the ict idea is less used now

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- Question 1: A proper time between two events can be defined for
  - A. Any two events
  - B. Only two events with  $\Delta S^2 > 0$
  - C. Only two events with  $\Delta S^2 = 0$
  - D. Only two events with  $\Delta S^2 < 0$

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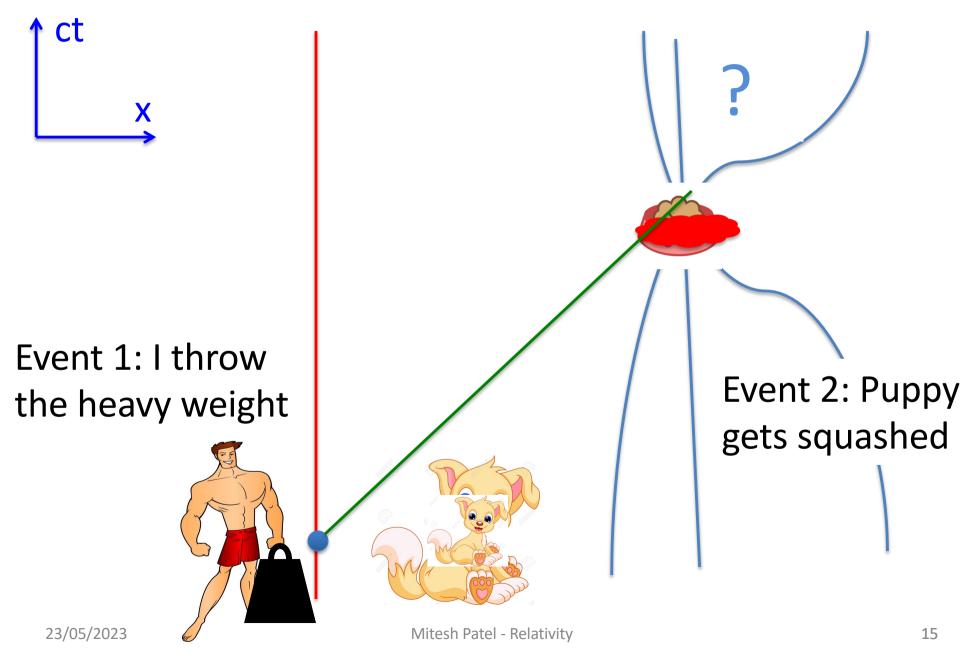
- Question 1: A proper time between two events can be defined for
  - A. Any two events
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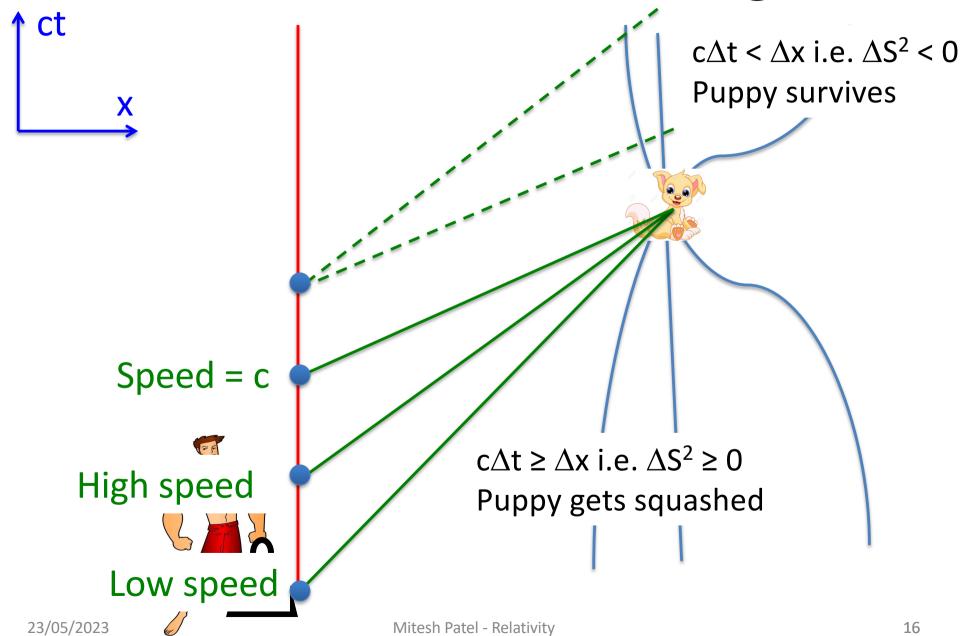
- C. Only two events with  $\Delta S^2 = 0$
- D. Only two events with  $\Delta S^2 < 0$

## Can one event affect another?

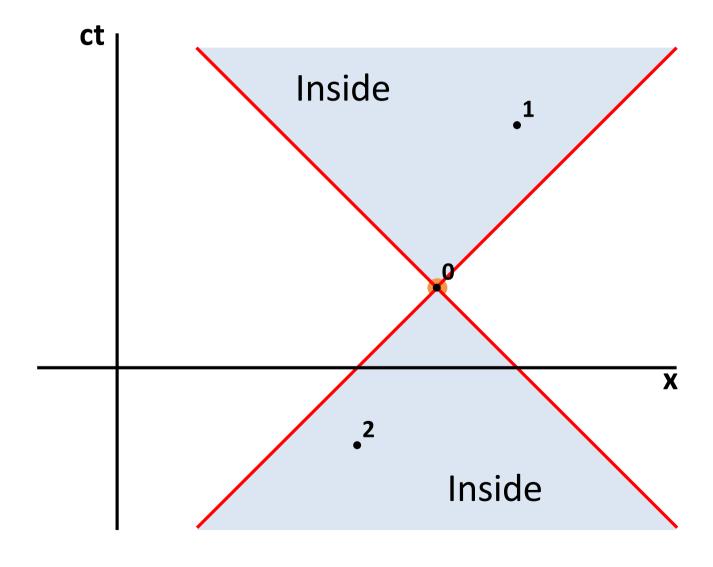
## Can one event affect another?



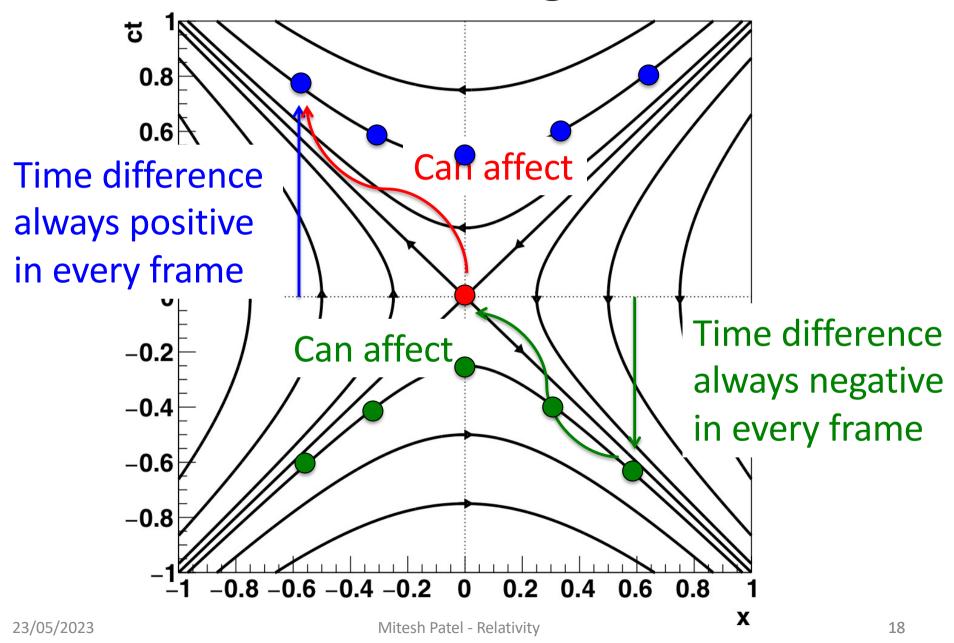
# When can I throw the weight?



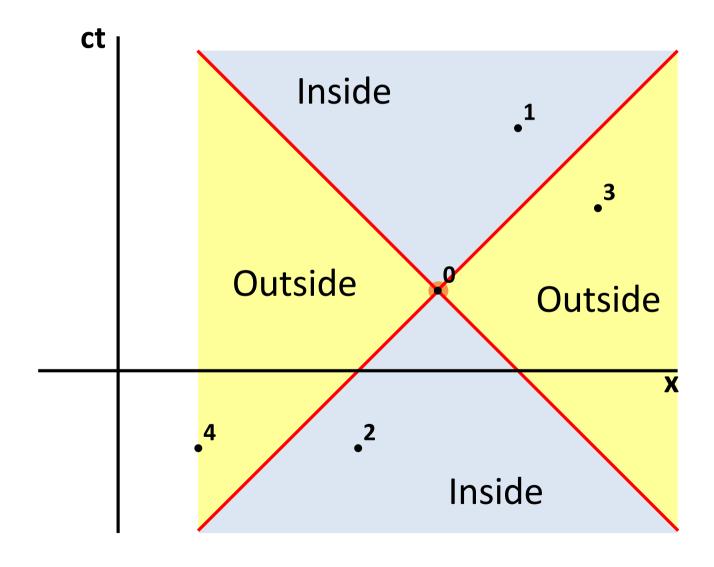
# The light-cone



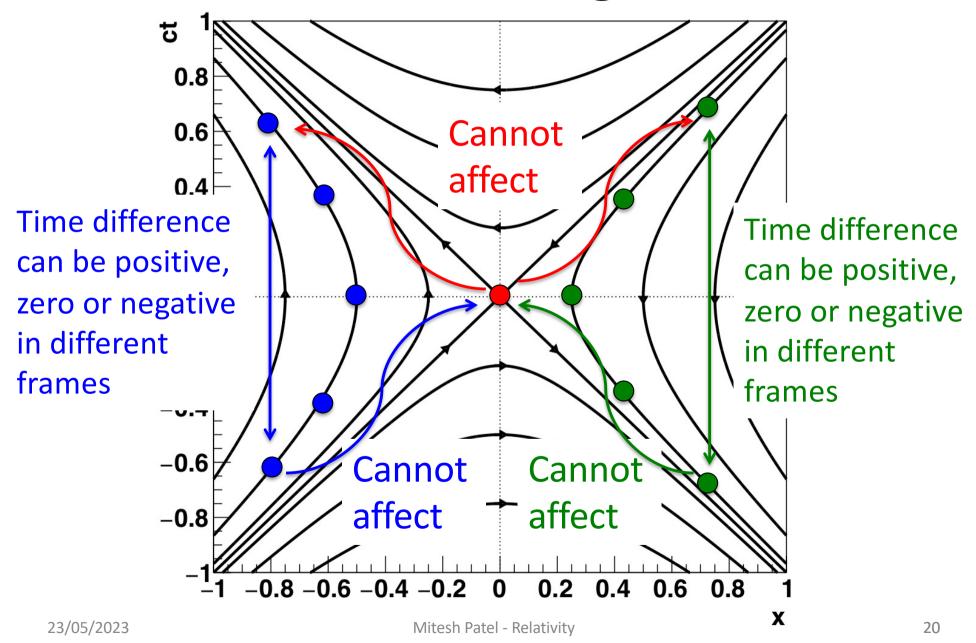
# Events within light-cone



# The light-cone



# Events outside light-cone



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- Question 2: Two events with exactly  $\Delta S^2 = 0$  are causally connected
  - A. True
  - B. False

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- Question 2: Two events with exactly  $\Delta S^2 = 0$  are causally connected
  - A. True
  - B. False
- Answer: True, but only connected by something travelling at speed c

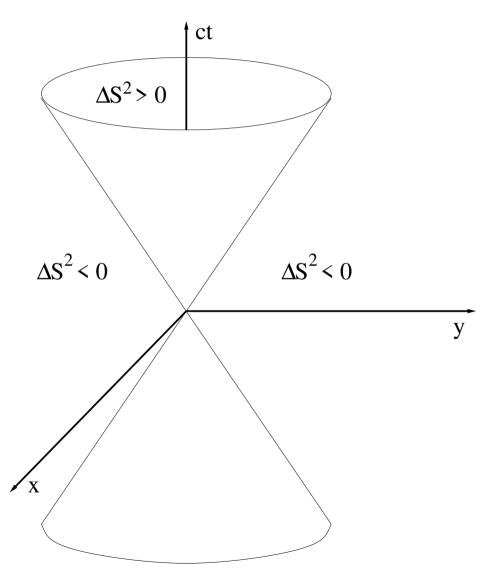
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 Question 3: For any event, the space-time "volumes" inside and outside its light-cone are equal

- A. True
- B. False

## Menti answer

 This is false; it looks like this in 1D but space is 3D so there is a lot more "volume" outside the light-cone than inside it

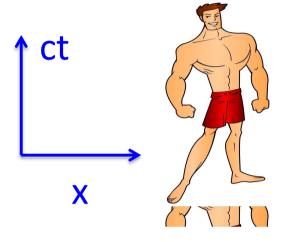


# Summary of $\Delta S^2$

- $\Delta S^2 > 0 = \text{`Time-like'}$ 
  - Time order always the same in all frames
  - Space order can change between frames
  - One frame has  $\Delta x = 0$
  - $\Delta S^2 = c^2 \tau^2$  where  $\tau$  is the proper time
  - Causally connected
- $\Delta S^2 < 0 = `Space-like'$ 
  - Space order always the same in all frames
  - Time order can change between frames
  - One frame has  $\Delta t = 0$
  - Causally unconnected
- $\Delta S^2 = 0 = \text{`Light-like'}$ 
  - Time and space order always the same in all frames
  - No frame has  $\Delta x = 0$  or  $\Delta t = 0$
  - Causally connected (by light-speed signal only)

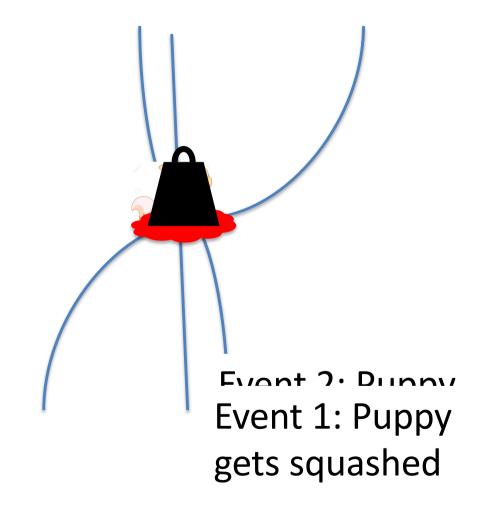
# **Tachyons**

#### In a different frame



Event 2: I catch the tachyon weight

Event 1: I throw the tachyon weight with speed > c



# What we did today

- Introduced four-vectors
  - Four components and a lot of similarities to threevectors
  - Saw that the length squared of all four-vectors is constant under Lorentz transformations
- Discussed the separation of two events
  - The length squared of the four-vector which is the difference of the two events
  - The sign of the separation tells us if events are causally connected or not
  - Works in all frames if nothing goes faster than c