## Imperial College London

# **Relativity – Lecture 9**

#### **Dr Caroline Clewley**

Page 1

## Key concepts of lecture 8 - 1

- A physical vector quantity is represented by a four-vector in Special Relativity.
- A four-vector transforms between inertial frames under the Lorentz transformations.
- The norm of a four-vector is invariant.
- The four-velocity is  $\mathbf{U} = \gamma_{\mathsf{u}}(\mathbf{c}, \mathbf{u})$ .

## Key concepts of lecture 8 - 2

- The energy-momentum four-vector is
   P = (E/c, p).
- Here  $\mathbf{p} = \gamma_u mu$ , and  $E = \gamma_u mc^2$  is the total energy of the particle.
- The norm of **P** is  $m^2c^2$ . So  $(mc^2)^2 = E^2 (pc)^2$ .
- The (rest-) mass is therefore invariant.
- The kinetic energy is  $T = E mc^2$ .

Page 3

Example: rest energy of an electron

Example: radioactive decay

Energy difference is 175 MeV. Nuclear binding energy is large compared to particle masses!

All forms of energy contribute to the rest mass: electrostatic, nuclear, thermal, etc.

Page 5

### Energy & momentum conservation

It has been shown experimentally that energymomentum is conserved.

Therefore, in a particular frame E and p are separately conserved (e.g. in a collision), just as in classical mechanics.

Example: energy & momentum conservation

Two protons ( $m = 1 \text{GeV/c}^2$ ) collide to form a pion ( $m = 140 \text{ MeV/c}^2$ ).

If all particles are at rest after collision, what was the initial velocity?

Page 7

Example: pion decay

## **Useful relations**

We know:  $p = \gamma_u mu$ ,  $E = \gamma_u mc^2$ 

Solve for u,  $\gamma_u$ :

Example: particle collision



Particle 1 moves with speed  $u_1 = 15/17 c$  along the x-axis, and collides with stationary particle 2 to produce particle 3.

Particles 1 and 2 have masses  $m_1 = m_2 = 8/c^2$  units.

Page 10

## Example: particle collision

Particle	$P_i = (E_i/c, p_i)$	$eta_{i}$	$m_{ m i}$
1			
2			
3			

## Points to note from particle collision example

- The two incoming particles have the same energy-momentum vector length.
- The mass of particle 3 is not  $m_3 = m_1 + m_2$ . (*m* is frame-invariant, but not conserved!)

Page 12

## Lorentz transform for E, p

$$\frac{E'}{c} = \gamma \left( \frac{E}{c} - \beta p_x \right)$$

$$p_x' = \gamma \left( p_x - \beta \frac{E}{c} \right)$$

Remember that E, p have  $\gamma_u$  factor in their definitions. The  $\gamma$  in the transformation is  $\gamma_v$ .

#### The centre-of-momentum frame

It is often easier to solve problems in the "centre-of-momentum" frame, where total momentum is zero. In other words,  $p_{\text{before}} = p_{\text{after}} = 0$ .



Page 14

#### The centre-of-momentum frame

Particle	$P'_i = (E'_i/c, p'_i)$	$oldsymbol{eta'_{i}}$	m' <sub>i</sub>
1			
2			
3			

### Transforming frames: conclusion

Note that energy and momentum are conserved separately in any one frame.

However, when transforming frames, the energy and momentum change.

In other words, a Lorentz transformation changes energy into momentum, and vice versa.

However, the norm of the four-vector is invariant, so  $E^2 = p^2c^2 + (mc^2)^2$  is always true.

Page 16

### Reminder: get the terminology right.

- Conserved: a quantity which is not changed by a physical process. This refers to one frame at a time, and a conserved quantity will typically have different numerical values in different frames.
- Invariant: a quantity which is not changed by a coordinate transformation. The term refers to more than one reference frame; an invariant quantity will not necessarily be conserved in a particular process.
- Constant: refers to a quantity which does not change in time, such as the mass of the Universe.
- The speed of light is conserved, invariant, and constant!

#### Tip: solving problems

Try to solve problems first by using energy conservation alone. Some problems require you to use both energy and momentum conservation.

You can eliminate one variable using

$$E^2 = p^2c^2 + \left(mc^2\right)^2$$

for example

$$p = \sqrt{\left(E/c\right)^2 - \left(mc\right)^2}$$

For a massless particle, E = pc.

You can also leave out all of the c's and put them in at the end using dimensional analysis.