Ch3_Boxes

3.1.1 - Invariant of dot product across frame

$$\begin{bmatrix} \tilde{A} \cdot \tilde{B} \end{bmatrix}_{s'} = \tilde{A} \cdot \tilde{B} = A^{T} \eta B$$

$$Aside: \tilde{C} \cdot \tilde{D} = \eta \tilde{C}^{T} D$$

$$= (\tilde{A}^{T} L^{T}) \eta L \tilde{B}$$

$$= \tilde{A}^{T} (L^{T} \eta L) \tilde{B}$$

$$= A^{T} \eta \tilde{B}$$

$$Aside: (\tilde{\beta}^{p} \tilde{\beta}^{p}) (-10) (\tilde{\beta}^{p} \tilde{\beta}^{p})$$

$$= (-11) (\tilde{\beta}^{p} \tilde{\beta}^{p})$$

3.2.1 - Invariant magnitude of 4-velocity

$$U \cdot U = \begin{pmatrix} \frac{dt}{dx} \\ \frac{dx}{dx} \end{pmatrix} \cdot \begin{pmatrix} \frac{dt}{dx} \\ \frac{dx}{dx} \end{pmatrix}$$

$$= -\left(\frac{\frac{dt}{dx}}{dx}\right)^2 + \left(\frac{\frac{dx}{dx}}{dx}\right)^2 + \cdots$$

$$= -\frac{\frac{dt}{dx}^2 + \frac{dx}{dx}^2 + \frac{dx}{dx}^2}{dx^2}$$

$$= \left(\frac{\frac{ds}{dx}}{dx}\right)^2 - 2n \cos^2 \alpha \sec \alpha dx^2 + \frac{dx}{dx}^2 + \frac{$$

3.3.1 - Taylor expansion

$$\left(\left(+ \left(-v^{2} \right) \right)^{-1/4} = \left(+ \left(-\frac{1}{2} \right) \left(-v^{2} \right) + \left(-\frac{1}{2} \right) \left(-\frac{3}{2} \right) \frac{1}{2} v^{4} + \cdots \right)$$

$$= \left(+ \frac{1}{2} v^{2} + \frac{3}{8} v^{4} + \cdots \right)$$

3.4.1 - Velocity addition example

Frame
$$S^1: \beta = V$$

$$V_1 = 0$$

$$V_2^1 = \frac{V_2 - \beta}{1 - \beta V_3} = \frac{V_2 - V}{1 - V V_3}$$

$$V_2^1 = \frac{-V - V}{1 + V^2} = \frac{-2V}{1 + V^2}$$

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$$V_3 = 0$$

$$V_3' = \frac{V_3 - \beta}{1 - \beta V_3} = \frac{-\beta}{l} = -V$$