My 482 Minkowski Diag. 1 We've done alot with equations including Leveloping a matrix formalism for the Loventz transformentours X = 1 x Our usual graphical representation of ID motion is x where position is on the y-axis (vertical) and time is on the "A"-axis (horizontal) othis gives us: $V_x = \frac{dx}{dt} = \frac{\Delta x}{\Delta t}$ and $\alpha_x = \frac{d^2x}{dt^2} = \frac{\Delta V_x}{\Delta t}$ In special relativity, we use space time diagrams or "Minkowski" diagrams, which Aip the axis and also use the 4-vector Components as the coordinate axis. In "ID" this consists of xo = ct and x'= x,

this is a "world line", the

trajectory of an object

through space of time. An object at nest would look like this Minkowski Regular

You can never reverse the time order of the events.

Cause precedes effect in all

