# Lecture 3 Special Relativity (2)

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## **Invariance of the Laws of Nature**

Laws take the same form in every reference frame. Definition of a straight line for example is the « shortest distance between two points » does not reference a coordinate system. Apply the Pythagorean Theorem at the infinitesimal level.

$$ds = \sqrt{dx^2 + dy^2}$$

The distance between two points is

$$s = \int ds = \int dx \sqrt{1 + \left(\frac{dy}{dx}\right)^2}$$

find the curve that minimizes the distance s. Find quantities which are invariant under coordinate transformations. The vector (dx, dy) for example is not invariant under a rotation, but  $ds^2$  is invariant. For example, a vector (tensor) rotation (transformation):

$$A_s = A_x \cos \theta - A_y \sin \theta$$

$$A_{v} = A_{x} \sin \theta + A_{v} \cos \theta$$

Compare to a Lorentz transformation:

$$x' = x \cosh \omega - T \sinh \omega$$

$$T' = -x \sinh \omega + T \cosh \omega$$

$$y' = y$$

$$z' = z$$

The invariant combination is

$$d\tau^2 = T^2 - x^2 - y^2 - z^2$$

Time T does not change under a spatial rotation. All 4-vectors transform as indicated under a Lorentz transformation. How to construct quantities which are scalar invariants with respect to a Lorentz transformation? Consider the contravariant 4-vector

$$dx^{\mu} = (dT, dx, dy, dz)$$

Construct the covariant vector by reversing the sign of the time coordinate.

$$dx_u = (-dT, dx, dy, dz)$$

Note that the product between these two vectors is invariant. Use the summation convention.

$$d\tau^2 = dx^4 dx_u = -dT^2 + dx^2 + dy^2 + dz^2$$

In general, given the contravariant vector  $A^{\mu}$  and the covariant vector  $B_{\mu}$ , then  $A^{\mu}B_{\mu}$  is invariant by construction under the Lorentz Transformation.

$$A^{\mu}B_{\mu} = -A_TB_T + A_xB_x + A_yB_y + A_zB_z$$

The inertial reference frame implies Cartesian coordinates and that Newton's Laws are satisfied.

### **Transformation rule**

If  $A^{\mu}$  is a 4-vector and  $B_{\mu}$  has unknown transformation properties, then if  $A^{\mu}B_{\mu}$  is a scalar then  $B_{\mu}$  is a 4-vector.

## **Field Theory**

Fields in nature: \* Higgs field is a scalar. \* 4-vector electromagnetic field is a 4-vector. \* Energy and momentum are parts of a 4-vector. \* Temperature field in a room is a scalar field. Lagrangians must be scalars. The partial derivative of a scalar is a covariant 4 -vector.

$$\frac{\partial \phi}{\partial x^{2x}} = \phi$$

The quantity  $dx^{\mu}$  is a contravariant vector, so then

$$\frac{\partial \phi}{\partial x^{\alpha}} dx^{\alpha}$$

should be a scalar. Identify this expression as the total derivative.

$$\frac{\partial \phi}{\partial x^{\mu}} dx^{\mu} = d\phi$$

The right hand side is scalar, therefore the left hand side is a scalar, therefore

$$\frac{\partial \phi}{\partial x^x}$$

is a covariant 4 -vector. Invent  $\phi^{\mu}$  by changing the sign of the time component.

$$\phi_{\mu\mu} = \left(\frac{\partial \phi}{\partial t}, \frac{\partial \phi}{\partial x}, \frac{\partial \phi}{\partial y}, \frac{\partial \phi}{\partial z}\right)$$

$$\phi_{\mu\mu} = \left( -\frac{\partial \phi}{\partial t}, \frac{\partial \phi}{\partial x}, \frac{\partial \phi}{\partial y}, \frac{\partial \phi}{\partial z} \right)$$

then  $\phi_{\mu\mu}\phi^{\mu}$  is a scalar.

$$\phi_{\mu\mu}\phi^{\mu}\left(-\left(\frac{\partial\phi}{\partial t}\right)^{2},\left(\frac{\partial\phi}{\partial x}\right)^{2},\left(\frac{\partial\phi}{\partial y}\right)^{2},\left(\frac{\partial\phi}{\partial z}\right)^{2}\right)$$

### The four-dimensional Lagrangian

Generalize the action from

Action = 
$$\int dt \mathcal{L}$$

to a four-dimensional integration.

Action = 
$$\int dx dt L$$
 Integrate over spacetime.

Return to the vibrating string problem.

$$L = \frac{\phi^2}{2} - \frac{c^2(\partial_x \phi)^2}{2}$$

The Lagrangian L is a scalar which implies Lorentz invariant equations of motion.

Action = 
$$\int dx^{4} \left[ \phi_{i}^{2} - \phi_{x}^{2} - \phi_{y}^{2} - \phi_{z}^{2} \right]$$

or

Action = 
$$\int dx^4 \left[ \phi^{\mu} \phi_{j\mu} \right]$$

Minimize the action. Start with minimizing a little region... to be continued.