

Galilean Transformations:

Where \mathcal{V} is the relative speed between frames.

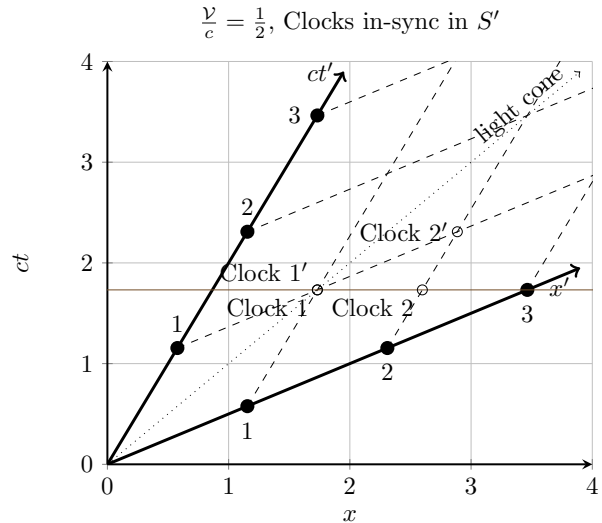
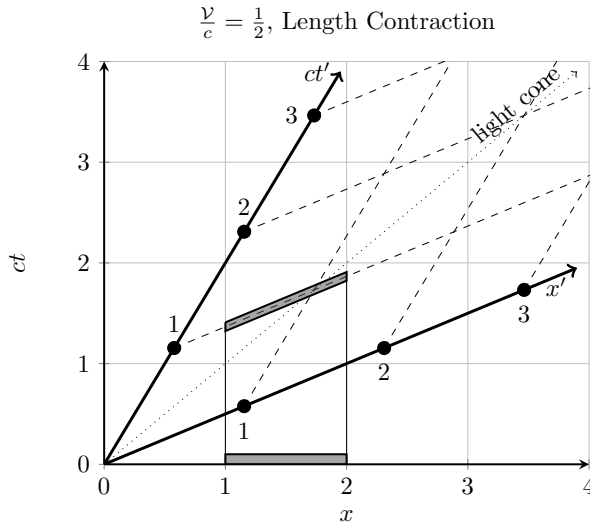
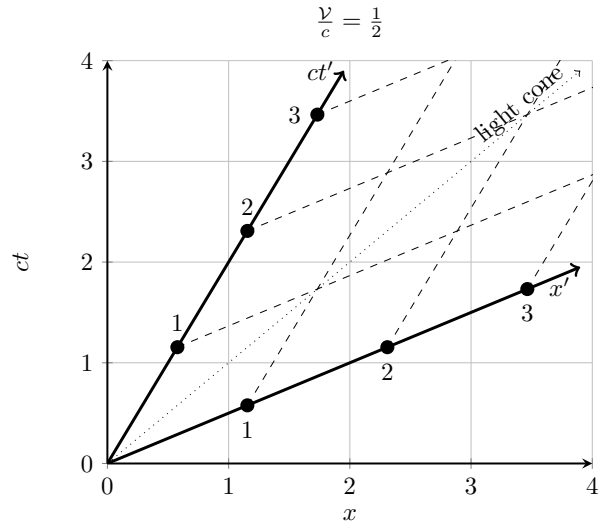
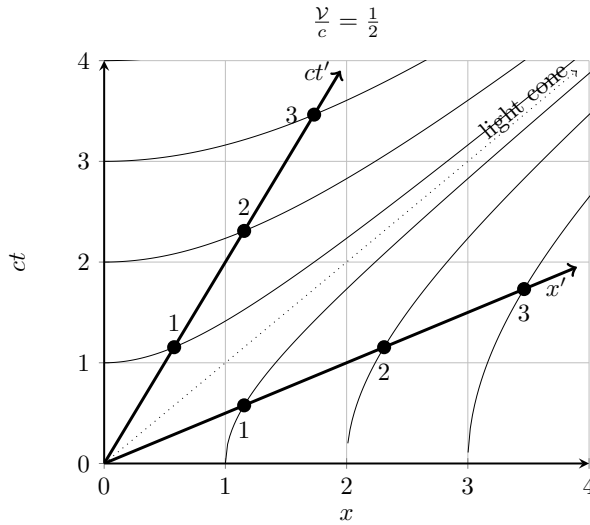
$$\begin{aligned} x' &= x - \mathcal{V}t & v'_x &= \frac{dx'}{dt'} = \frac{d(x - \mathcal{V}t)}{dt} = v_x - \mathcal{V} \\ y' &= y & v'_y &= \frac{dy'}{dt'} = v_y \\ z' &= z & v'_z &= \frac{dz'}{dt'} = v_z \\ t' &= t \end{aligned}$$

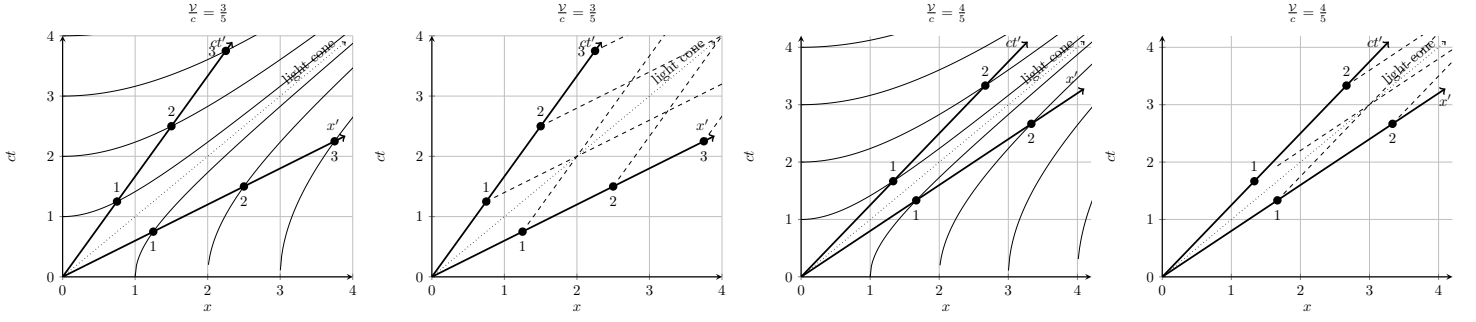
Lorentz Transformations:

Where $\gamma = \frac{1}{\sqrt{1 - \frac{\mathcal{V}^2}{c^2}}}$ and \mathcal{V} is the relative speed between frames.

$\begin{aligned} x' &= \gamma(x - \mathcal{V}t) & v'_x &= \frac{dx'}{dt'} = \frac{dx - \mathcal{V}dt}{dt - \frac{\mathcal{V}}{c^2}dx} = \frac{v_x - \mathcal{V}}{1 - \frac{v_x \mathcal{V}}{c^2}} \\ y' &= y & v'_y &= \frac{dy'}{dt'} = \frac{dy}{dt - \frac{\mathcal{V}}{c^2}dx} = \frac{v_y \sqrt{1 - \frac{\mathcal{V}^2}{c^2}}}{1 - \frac{v_x \mathcal{V}}{c^2}} \\ z' &= z & v'_z &= \frac{dz'}{dt'} = \frac{dz}{dt - \frac{\mathcal{V}}{c^2}dx} = \frac{v_z \sqrt{1 - \frac{\mathcal{V}^2}{c^2}}}{1 - \frac{v_x \mathcal{V}}{c^2}} \\ t' &= \gamma\left(t - \frac{\mathcal{V}D}{c^2}\right) & ct' &= \gamma\left(ct - \frac{\mathcal{V}D}{c}\right) \end{aligned}$	$\begin{aligned} x &= \gamma(x' + \mathcal{V}t') & v_x &= \frac{v'_x + \mathcal{V}}{1 + \frac{v'_x \mathcal{V}}{c^2}} \\ y &= y' & v_y &= \frac{v'_y \sqrt{1 - \frac{\mathcal{V}^2}{c^2}}}{1 + \frac{v'_x \mathcal{V}}{c^2}} \\ z &= z' & v_z &= \frac{v'_z \sqrt{1 - \frac{\mathcal{V}^2}{c^2}}}{1 + \frac{v'_x \mathcal{V}}{c^2}} \\ t &= \gamma\left(t' + \frac{\mathcal{V}D'}{c^2}\right) & ct &= \gamma\left(ct' + \frac{\mathcal{V}D'}{c}\right) \end{aligned}$
$t_{\text{moving}} = t_{\text{stationary}} \sqrt{1 - \frac{\mathcal{V}^2}{c^2}}$	$d_{\text{moving}} = D_{\text{rest frame}} \sqrt{1 - \frac{\mathcal{V}^2}{c^2}}$

Minkowski Spacetime:





Invariant:

$$(x')^2 - (ct')^2 = (x)^2 - (ct)^2 = \pm a^2$$

$$(E')^2 - (p'c)^2 = (E)^2 - (pc)^2 = m^2 c^4$$

Einstein's Postulates:

1. Absolute uniform motion cannot be detected.
2. The velocity of light does not depend upon the velocity of its source.

Momentum and Energy:

Where v in $\frac{1}{\sqrt{1-\frac{v^2}{c^2}}}$ is given by $v = |\mathbf{v}| = \sqrt{v_x^2 + v_y^2 + v_z^2}$ the speed of the particle in that particular frame of reference and is different between two frames.

$$P_\mu = (P_0, P_x, P_y, P_z) \quad \left| \quad \begin{aligned} P'_0 &= \frac{P_0 - \frac{v P_x}{c}}{\sqrt{1 - \frac{v^2}{c^2}}} \\ P'_x &= \frac{P_x - \frac{v P_0}{c}}{\sqrt{1 - \frac{v^2}{c^2}}} \\ P'_y &= P_y \quad P'_z = P_z \end{aligned} \right.$$

$$(P_\mu)_{\text{initial}} = (P_\mu)_{\text{final}}$$

$$E_{\text{photon}} = hf = p_{\text{photon}} c$$

$$E = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} mc^2 \quad \left| \quad E = mc^2 + KE \right.$$

$$KE = \left(\frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} - 1 \right) mc^2 \quad \left| \quad E^2 = m^2 c^4 + p^2 c^2 \right.$$

Relativistic Doppler Effect:

$$\cos(\theta) = \frac{\cos(\theta') + \frac{v}{c}}{1 + \frac{v}{c} \cos(\theta')} \quad \left| \quad \cos(\theta') = \frac{\cos(\theta) - \frac{v}{c}}{1 - \frac{v}{c} \cos(\theta)} \right.$$

$$f_{\text{observed}} = f_{\text{emit}} \frac{\sqrt{1 - \frac{v^2}{c^2}}}{1 - \frac{v}{c} \cos(\theta)} = f_{\text{emit}} \sqrt{\frac{1 + \frac{v}{c}}{1 - \frac{v}{c}}} \quad \Delta\lambda = \frac{h}{m_e c} (1 - \cos(\theta)) \rightarrow \text{"Compton Scattering"}$$

Fixed Target Collisions:

If Particle 2 is a stationary target and Particle 1 strikes it in order to achieve energy E'_T in the center of momentum frame then

$$E_1 = \frac{E'_T{}^2 - (m_1^2 + m_2^2) c^4}{2m_2 c^2}$$

$$(E_1)_{\text{threshold}} = \frac{\left(\sum_{\text{final particles}} m c^2 \right)^2 - (m_1^2 + m_2^2) c^4}{2m_2 c^2}$$