

0.1 Event

$$\underline{x}_i = \begin{pmatrix} \underline{x}_0 \\ \underline{x}_1 \\ \underline{x}_2 \\ \underline{x}_3 \end{pmatrix} = \begin{pmatrix} x_0 + i c t_0 \\ x_1 + i c t_1 \\ x_2 + i c t_2 \\ x_3 + i c t_3 \end{pmatrix} \quad (1)$$

If we have to give the event a name, we exchange x with the name or (if it's important to indicate the nature of the value) add the name in scriptstyle:

$$\underline{x}a_i = \begin{pmatrix} \underline{x}a_0 \\ \underline{x}a_1 \\ \underline{x}a_2 \\ \underline{x}a_3 \end{pmatrix} = \begin{pmatrix} xa_0 + i c ta_0 \\ xa_1 + i c ta_1 \\ xa_2 + i c ta_2 \\ xa_3 + i c ta_3 \end{pmatrix} \quad (2)$$

0.2 Distance between Event a and Event b

$$\underline{\Delta x}_{a,b_i} = \begin{pmatrix} \underline{\Delta x}_{a,b_0} \\ \underline{\Delta x}_{a,b_1} \\ \underline{\Delta x}_{a,b_2} \\ \underline{\Delta x}_{a,b_3} \end{pmatrix} = \begin{pmatrix} \Delta x_{a,b_0} + i c \Delta t_{a,b_0} \\ \Delta x_{a,b_1} + i c \Delta t_{a,b_1} \\ \Delta x_{a,b_2} + i c \Delta t_{a,b_2} \\ \Delta x_{a,b_3} + i c \Delta t_{a,b_3} \end{pmatrix} = \begin{pmatrix} (xb_0 - xa_0) + i c (tb_0 - ta_0) \\ (xb_1 - xa_1) + i c (tb_1 - ta_1) \\ (xb_2 - xa_2) + i c (tb_2 - ta_2) \\ (xb_3 - xa_3) + i c (tb_3 - ta_3) \end{pmatrix} \quad (3)$$

This value is oriented (has a sign ...) and dependent on the observer (coordinate system).

0.3 Squared distance between two Events

$$\begin{aligned} (\underline{\Delta x}_i)^2 &= \underline{\Delta x}_i \underline{\Delta x}_i = (\Delta x_0)^2 + (\Delta x_1)^2 + (\Delta x_2)^2 + (\Delta x_3)^2 \\ &= (\Delta x_0^2 + \Delta x_1^2 + \Delta x_2^2 + \Delta x_3^2) - c^2 (\Delta t_0^2 + \Delta t_1^2 + \Delta t_2^2 + \Delta t_3^2) \\ &\quad + i 2 c (\Delta x_0 \Delta t_0 + \Delta x_1 \Delta t_1 + \Delta x_2 \Delta t_2 + \Delta x_3 \Delta t_3) \end{aligned} \quad (4)$$

This value is not oriented and independent of the observer.

0.4 Velocity

The quotients of distance between two closely neighbored events are the components of the velocity tensor:

$$\underline{v}_{ij} = \frac{\underline{\Delta x}_i}{\underline{\Delta x}_j} = \frac{x_i + i c t_i}{x_j + i c t_j} = \begin{pmatrix} v_{00} & v_{01} & v_{02} & v_{03} \\ v_{10} & v_{11} & v_{12} & v_{13} \\ v_{20} & v_{21} & v_{22} & v_{23} \\ v_{30} & v_{31} & v_{32} & v_{33} \end{pmatrix} \quad (5)$$

As the distances are observer-dependent this tensor is dependent on the observer as well.