

space_time_para_4.1.3.wxm
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An application document for Geometric Algebra using wxMaxima
Ref: The Survey, para.4.1.3
investigate the use of the fourth axis, e4, as a possible imitation of G(1,3)
Initialization
<div>(%i38) ext:["wxm"]\$ file_type_maxima:append(ext,file_type_maxima)\$ batchload("initialize_fns")\$</div>
the pseudoscalar and its inverse the lowest useable dimension pseudoscalar should be {e1,e2} i.e. Plen = 2 e.g. for four dimensions edit Pseudos:{e1,e2,e3}\$ to Pseudos:{e1,e2,e3,e4}\$
<div>(%i1) Pseudos:{e1,e2,e3,e4}\$ Pvar:listofvars(Pseudos)\$ Plen:length(Pvar)\$ l:Pseudos\$ ni:(Plen-1)*Plen/2\$ li:(-1)^ni*I\$ kill(ni)\$ ldisplay(Pvar)\$</div> <div>(%t8) Pvar=[e1,e2,e3,e4]</div> <div>(%i9) batchload("initialize_lsts")\$</div> <div>(%t9) lstblds=[[{e1},{e2},{e3},{e4}],[{e1,e2},{e1,e3},{e1,e4},{e2,e3},{e2,e4},{e3,e4}],[{e1,e2,e3},{e1,e2,e4},{e1,e3,e4},{e2,e3,e4}],[{e1,e2,e3,e4}]] (%t10) allblds=[{e1},{e2},{e3},{e4},{e1,e2},{e1,e3},{e1,e4},{e2,e3},{e2,e4},{e3,e4},{e1,e2,e3},{e1,e2,e4},{e1,e3,e4},{e2,e3,e4},{e1,e2,e3,e4}] (%t11) invblds=[{e1},{e2},{e3},{e4},-{e1,e2},-{e1,e3},-{e1,e4},-{e2,e3},-{e2,e4},-{e3,e4},-{e1,e2,e3},-{e1,e2,e4},-{e1,e3,e4},-{e2,e3,e4},{e1,e2,e3,e4}]</div>
end of Initialization
set derivabbrev:false\$
<div>(%i12) derivabbrev:false\$</div> <div>(%i13) ratprint:false\$</div>
The Survey, para.4.1.3
show the spacetime gammas required for the imitation of G(1,3)
<div>(%i14) g1:%i*{e1}\$ g2:%i*{e2}\$ g3:%i*{e3}\$ g4:{e4}\$</div> <div>(%i18) g1&.g1; g2&.g2; g3&.g3; g4&.g4;</div> <div>(%o18)/R/ - 1 (%o19)/R/ - 1 (%o20)/R/ - 1 (%o21)/R/ 1</div>
the spacetime coordinate vector using the gammas
<div>(%i22) x:x1*g1+x2*g2+x3*g3+t*g4;</div> <div>(%o22) %i*{e3}*x3+%i*{e2}*x2+%i*{e1}*x1+{e4}*t</div>
choose a simple rotation angle for partial verification of the hyperbolic identity
<div>(%i23) alpha:%pi/3\$ ahalf:alpha/2;</div> <div>(%o24)$\frac{\pi}{6}$</div>
the velocity magnitude as a fraction of the speed of light
<div>(%i25) tanh(alpha)\$ vel:ev(% ,numer);</div> <div>(%o26) 0.78071443535927</div>
choose a simple (imaginary ugh!) unit vector, vhat for the unit velocity
<div>(%i27) vhat:g2\$ vhat&.*vhat;</div> <div>(%o28)/R/ - 1</div>
show the rotation plane and the rotation bivector
<div>(%i29) Plane:vhat&.*g4\$ B:Plane*ahalf\$ ldisplay(Plane,B)\$</div> <div>(%t31)/R/ Plane={e2,e4}*%i (%t32)/R/ B=$\frac{\%i*\pi*\{e2,e4\}}{6}$</div>
form a rotation exponential, with accuracy limited using mvexp(,13)
<div>(%i33) mvexp(B,13)\$ ev(% ,numer,expand);</div> <div>(%o34) 0.54785347388804*%i*{e2,e4}+1.140238321076428</div>
verify that the intrinsic hyperbolic functions are consistent with function mvexp() while imitating G(1,3) with the intrinsic imaginary, %i
<div>(%i35) cosh(ahalf)+Plane*sinh(ahalf)\$ trigsimp(%)\$ Rv:ev(% ,numer,expand);</div> <div>(%o37) 0.54785347388804*%i*{e2,e4}+1.140238321076429</div>
numerical comparison of spacetime vector rotation with the Lorentz transformation e.g. for a simple velocity, vel*vhat (= vel*g1)
<div>(%i38) vel:0.8\$ alpha:atanh(vel)\$ ahalf:alpha/2;</div> <div>(%o40) 0.54930614433406</div>
form the rotation bivector
<div>(%i41) vhat:g1\$ B:vhat&.*g4*ahalf\$ ev(% ,numer,expand);</div> <div>(%o43) 0.54930614433405*%i*{e1,e4}</div>
form the left and right exponential multipliers
<div>(%i44) mvexp(-B,13)\$ lexp:ev(% ,numer,expand);</div> <div>(%o45) 1.154700538379249-0.57735026918963*%i*{e1,e4}</div> <div>(%i46) mvexp(+B,13)\$ rexp:ev(% ,numer,expand);</div> <div>(%o47) 0.57735026918963*%i*{e1,e4}+1.154700538379249</div>
apply the rotation to a spacetime coordinate vector "parallel" to the velocity
<div>(%i48) x:x1*g1+t*g4;</div> <div>(%o48) %i*{e1}*x1+{e4}*t</div>
find the rotated spacetime vector
<div>(%i49) xbar:lexp&.*x&.*rexp\$ ev(% ,numer,expand)\$ collectterms(% ,%i,e1,e4);</div> <div>(%o51) %i*{e1}**(1.6666666666666659*x1-1.33333333333333*t)+{e4}* (1.6666666666666659*t-1.33333333333333*x1)</div>
compare the spacetime rotation result with the Lorentz transformation factors
<div>(%i52) L:1/sqrt(1-vel^2);</div> <div>(%o52) 1.666666666666667</div> <div>(%i53) Lv:vel*1/sqrt(1-vel^2);</div> <div>(%o53) 1.333333333333334</div>
the Lorentz space and time
<div>(%i54) x1bar:(-Lv*t+L*x1)\$</div> <div>(%i55) tbar:(+L*t-Lv*x1)\$</div>
the Lorentz spacetime vector
<div>(%i56) x1bar*g1+tbar*g4;</div> <div>(%o56) %i*{e1}**(1.666666666666667*x1-1.333333333333334*t)+{e4}* (1.666666666666667*t-1.333333333333334*x1)</div>