

3 a and b time-like

$$0 > (a-b)^2 = (\Delta x')^2 - c^2(\Delta t)^2$$

$$|\Delta t| > \frac{1}{c} |\Delta x|$$

enough time for a signal slower than light to reach b from a

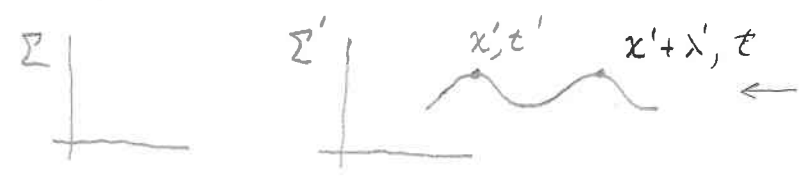
$$c\Delta t = \gamma(c\Delta t' + \beta|\Delta x'|)$$

$\beta|\Delta x'|$ term cannot change time order, a & b can be causally connected



- ① ACME acausal alarm company sees robbery underway at 1 AM
- ② send superluminal signal which reaches Police before 1 AM
- ③ quick acting police send super-luminal signal to patrol car.
- ④ robber arrested before crime

10. Doppler effect for light



Σ' labels these two events

$$x_1 = \gamma(x' + vt') \quad t_1 = \gamma(t' + \frac{v}{c^2}x')$$

$$x_2 = \gamma(x' + \lambda' + vt') \quad t_2 = \gamma(t' + \frac{v}{c^2}(x' + \lambda'))$$

$$\lambda = x_2 - x_1 + c(t_2 - t_1)$$

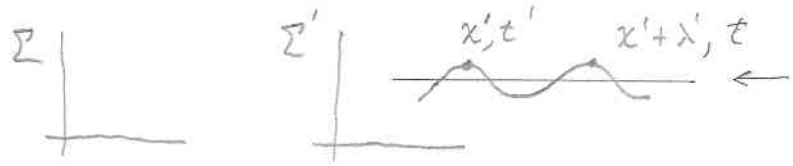
since wave moved to the left by this amount between two measurements

$$= \gamma\lambda' + c\gamma\frac{v}{c^2}\lambda' = \frac{1}{\sqrt{1-v^2/c^2}} \lambda' (1 + \frac{v}{c})$$

$$= \sqrt{\frac{1+v/c}{1-v/c}} \lambda'$$

wave length of light from receding star is longer, $\lambda v = c \Rightarrow v$ smaller explains "red shift"

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C Dynamics

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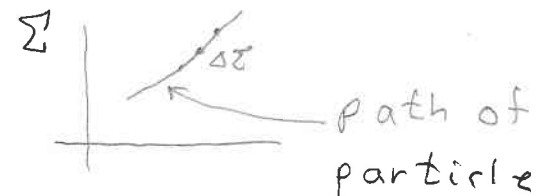
the denominator. Use the

"proper time" the time read on a clock moving with the particle

If particle is moving with velocity v in Σ and a proper time interval of elapsed time $\Delta \tau$ has passed, Σ

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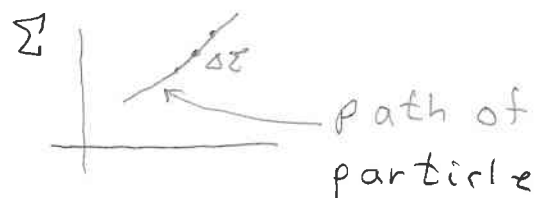
1. Define momenta

$$\vec{p} = \lim_{\Delta t \rightarrow 0} m \frac{\Delta \vec{r}}{\Delta t} \quad \left. \begin{array}{l} \text{complicated} \\ \text{unnatural} \\ \text{ratio of} \\ \text{four-vector} \\ \text{components} \end{array} \right\}$$

Better to use a "universal" scalar time in the denominator. Use the "proper time" the time read on a clock moving with the particle

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(131)

$$\therefore \frac{\Delta \tau}{\Delta t} = \frac{1}{\gamma_v} \quad \text{or} \quad \frac{d\tau}{dt} = \sqrt{1 - \frac{v(t)^2}{c^2}}$$

$$\text{or} \quad \tau_2 - \tau_1 = \int_{t_1}^{t_2} \sqrt{1 - \frac{v^2(t)}{c^2}} dt$$

Note τ is a scalar quantity, the same in all systems.

$$\begin{aligned} \text{Try} \quad \vec{p} &= \lim_{\Delta t \rightarrow 0} m \frac{\vec{r}(t+\Delta t) - \vec{r}(t)}{\Delta t} \\ &= \lim_{\Delta t \rightarrow 0} m \frac{\vec{r}(t+\Delta t) - \vec{r}(t)}{\Delta t} \gamma_v = m \gamma_v \vec{v} \end{aligned}$$

Just old Newtonian momentum $\times \gamma_v$

Boring? No! $\vec{r}(t+\Delta t) - \vec{r}(t)$ are 3 components of a four-vector.

What is the fourth component?

$$\vec{p} = m \gamma \vec{v} \quad p_4 = \lim_{\Delta t \rightarrow 0} \frac{c(t_2 - t_1)}{\Delta t} m \gamma_v$$

$$= m c \gamma_v = m c \frac{1}{\sqrt{1 - v^2/c^2}}$$

$$\text{for } \frac{v}{c} \ll 1 \quad \approx m c \left[1 + \frac{1}{2} \frac{v^2}{c^2} \right] = \frac{m c^2 + \frac{1}{2} m v^2}{c} = \frac{E}{c}$$

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This does describe relativistic motion correctly. Energy E and momentum \vec{p} combine into a single four-vector

$$p = (p_1, p_2, p_3, \frac{E}{c})$$

$$\vec{p} = m \gamma_v \frac{d\vec{r}}{dt} \quad E = m c^2 \gamma_v$$

Now if momentum is conserved in all inertial systems energy must be too

$$\text{for } v \ll c \quad E \approx m c^2 + \frac{1}{2} m v^2$$

If usual K, E , is not conserved $m c^2$ must change to compensate!

Example: Two particles each of mass 1 kg moving at $10^4 \frac{m}{se}$ collide and stick together how much does their mass increase?

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$$2 [Mc^2 + \frac{1}{2}Mv^2] = M'c^2$$

$$M' - 2M = M \frac{v^2}{c^2} = 1KG \times \left[\frac{10^4}{3 \times 10^8} \right]^2 \approx 10^{-9} KG \approx 1 \mu g$$

Useful relations:

If $\vec{p} = m\vec{v}\gamma_v$ & $E/c = mc\gamma_v$ are the components of a four-vector what is its invariant length?

$$\vec{p}^2 - \left(\frac{E}{c}\right)^2 = m^2\vec{v}^2\gamma_v^2 - m^2c^2\gamma_v^2 = m^2c^2 \left[\frac{v^2}{c^2} - 1 \right] \frac{1}{1-v^2/c^2} = -m^2c^2$$

Thus $p^2 = -m^2c^2$ and m is a scalar which was our starting hypothesis