

HW #7

- 11.6 a) K - lab frame (ignore Earth motion)
 K' - instantaneous rest frame of the ship

u - ship velocity in K
 u' - ship velocity in K'
 v - velocity of K' wrt K

Parallel velocities (ship is moving along the z -axis):

$$u = \frac{u' + v}{1 + \frac{vu'}{c^2}} \quad (*)$$

inertial frames

Then
$$\frac{du}{dt} = \frac{\left(1 + \frac{u'v}{c^2}\right) \left(\frac{du'}{dt} + \frac{dv}{dt}\right) - \frac{u'+v}{c^2} \left(\frac{du'}{dt}v + \frac{dv}{dt}u'\right)}{\left(1 + \frac{u'v}{c^2}\right)^2}$$

$$= \frac{1 - \frac{v^2}{c^2}}{\left(1 + \frac{u'v}{c^2}\right)^2} \frac{du'}{dt}$$

But $u' = 0$ instantaneously, and

$$\frac{du'}{dt} = \frac{du'}{dt'} \underbrace{\frac{dt'}{dt}}_{1/\gamma}$$

since t' is proper time

Finally,
$$\frac{du}{dt} = \left(1 - \frac{v^2}{c^2}\right)^{3/2} \frac{du'}{dt'}$$

Note that $u = v$ if $u' = 0 \iff$ follows from $(*)$

Then $\int \frac{u}{(1 - \frac{u^2}{c^2})^{3/2}} du = \int g dt$, or

$$\frac{u}{\sqrt{1 - \frac{u^2}{c^2}}} = gt \Rightarrow u = \frac{gt}{\sqrt{1 + (\frac{gt}{c})^2}}$$

Now,

$$\int dt' = \int \frac{dt}{\gamma} = \int \sqrt{1 - \frac{u^2}{c^2}} dt, \text{ or}$$

$$t' = \int dt \sqrt{1 - \frac{g^2 t^2}{c^2 (1 + \frac{g^2 t^2}{c^2})^2}} =$$

$$= \int dt \frac{1}{\sqrt{1 + (\frac{gt}{c})^2}} = \frac{c}{g} \sinh^{-1} \left(\frac{gt}{c} \right).$$

Finally,

$$t = \frac{c}{g} \sinh \left(\frac{gt'}{c} \right)$$

$$t' = 5 \text{ yr} \Rightarrow t \approx 86 \text{ yr}$$

$$g = 9.86 \frac{\text{m}}{\text{s}^2}$$

$$c = 3 \times 10^8 \frac{\text{m}}{\text{s}}$$

The total journey is $gt = 344 \text{ yr}$.
Thus the year on Earth is

2444

b) In the first leg, the rocket ship traveled:

$$L = \int_0^{t=86\text{yr} \equiv T} u dt = \int_0^T \frac{gt}{\sqrt{1 + \left(\frac{gt}{c}\right)^2}} dt =$$

$$= \frac{c^2}{g} \left[\sqrt{1 + \underbrace{\frac{g^2 T^2}{c^2}}_{\gg 1}} - 1 \right] \approx CT - \frac{c^2}{g} \approx 85 \text{ light-years}$$

The total distance in one dir'n

is $2L = 170 \text{ lyr.}$

Note that a beam of light would travel 172 lyr in 172 yr, not much further!

11.1 a) $y' = y$ (motion in x direction)
 $z' = z$

Homogeneity of space-time \Rightarrow linear

transform:
$$\begin{cases} x' = f_1 x + f_2 t \\ t' = g_1 x + g_2 t \end{cases}$$

f_1, f_2, g_1, g_2 do not depend on x & t but are otherwise arbitrary functions of v .

Inspired by Galilean relativity, we take v out as follows:

$$\begin{cases} x' = f_1 x - v \tilde{f}_2 t \\ t' = g_2 t - v \underbrace{\tilde{g}_1}_{g_1} x \end{cases} \Leftarrow \text{expect} \quad \begin{matrix} x' = x - vt \\ \text{as } \frac{v}{c} \rightarrow 0 \end{matrix}$$

But due to homogeneity the points along x cannot spread out as time increases $\Rightarrow f_1 = \tilde{f}_2$.

Moreover, due to isotropy expect

f_1, g_2, \tilde{g}_1 to be functions of v^2 (no dependence on sign of v)

Finally,
$$\begin{cases} x' = f_1(v^2)x - f_1(v^2)v t, & y' = y, \\ t' = g_2(v^2)t - \tilde{g}_1(v^2)v x, & z' = z \end{cases}$$

The inverse can be obtained by

$v \rightarrow -v$:

$$\begin{cases} x = f_1(v^2) x' + f_1(v^2) v t', & y = y', \\ t = g_2(v^2) t' + \tilde{g}_1(v^2) v x', & z = z'. \end{cases}$$

b) Transform $K \rightarrow K'$ & then $K' \rightarrow K$,
should recover original coordinates:

$$\begin{aligned} x &= f_1 x' + f_1 v t' = f_1 (f_1 x - f_1 v t) + \\ &\quad + f_1 v (g_2 t - \tilde{g}_1 v x) = \\ &= \underbrace{(f_1^2 - f_1 \tilde{g}_1 v^2)}_{\substack{\Downarrow \\ f_1(f_1 - v^2 \tilde{g}_1) = 1}} x + \underbrace{(f_1 v g_2 - f_1^2 v)}_{\substack{= 0 \\ \Downarrow \\ f_1 = g_2}} t \end{aligned}$$

Likewise,

$$\begin{aligned} t &= g_2 t' + \tilde{g}_1 v x' = g_2 (g_2 t - \tilde{g}_1 v x) + \\ &\quad + \tilde{g}_1 v (f_1 x - f_1 v t) = \\ &= \underbrace{(\tilde{g}_1 v f_1 - \tilde{g}_1 v g_2)}_{\substack{= 0 \\ \Downarrow \\ f_1 = g_2}} x + \underbrace{(g_2^2 - \tilde{g}_1 f_1 v^2)}_{\substack{= 1 \\ \Downarrow \\ g_2^2 = 1 + \tilde{g}_1 f_1 v^2}} t \end{aligned}$$

$f_1^2 - \tilde{g}_1 f_1 v^2 = 1$, same as above

So now

$$\begin{cases} \tilde{g}_1 = \frac{f_1^2 - 1}{f_1 v^2}, \\ g_2 = f_1 \end{cases}$$

The transform only depends on $f_1(v^2)$.

c) $u = \frac{dx}{dt} = \frac{f(dx' + v dt')}{f dt' + v dx' \frac{f^2 - 1}{f v^2}} \quad (\equiv)$

↗
rename $f_1 \rightarrow f$ for simplicity

$$u' = \frac{dx'}{dt'}$$

$$(\equiv) \frac{u' + v}{1 + v u' \underbrace{\frac{f^{-1} f}{f v^2}}_{\tilde{g}_1 / f}}$$

Universal limiting speed C :

$$C = \frac{C + v}{1 + v C \frac{f^{-1} f}{f v^2}} \Rightarrow f = \frac{1}{\sqrt{1 - \frac{v^2}{C^2}}} = \gamma$$

Finally,

$$\begin{cases} x' = \gamma(x - vt) & y' = y, \\ t' = \gamma\left(t - \frac{vx}{C^2}\right) & z' = z. \end{cases}$$

$$\frac{f^2 - 1}{f v} = \frac{\gamma^2 - 1}{\gamma v} = \frac{\gamma v}{C^2} \left(\frac{\gamma - 1/\gamma}{\gamma \left(\frac{v}{C}\right)^2} \right) = \frac{C}{\gamma v} \frac{\gamma^2 - 1}{\gamma^2 \left(\frac{v}{C}\right)^2} = \frac{\gamma v}{C^2}$$

Likewise,

$$\begin{cases} x = \gamma(x' + vt'), & y = y', \\ t = \gamma\left(t' + \frac{vx'}{c^2}\right), & z = z'. \end{cases}$$

$$v \rightarrow -v$$

$c = c$ (speed of light)
by experiments

11.3 Consider two Lorentz boosts along x -axis:

$$A_1 = \begin{pmatrix} \gamma_1 & -\beta_1 \gamma_1 & 0 & 0 \\ -\beta_1 \gamma_1 & \gamma_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \quad \beta_1 = \frac{v_1}{c}$$

$$\gamma_1 = \frac{1}{\sqrt{1-\beta_1^2}}$$

and same for A_2 (with β_2, γ_2).

Then

$$A_2 A_1 = \begin{pmatrix} \gamma_1 \gamma_2 (1 + \beta_1 \beta_2) & -\gamma_1 \gamma_2 (\beta_1 + \beta_2) & 0 & 0 \\ -\gamma_1 \gamma_2 (\beta_1 + \beta_2) & \gamma_1 \gamma_2 (1 + \beta_1 \beta_2) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

Note that

$$\begin{aligned} \gamma_1 \gamma_2 (1 + \beta_1 \beta_2) &= \frac{1}{\sqrt{\frac{(1-\beta_1^2)(1-\beta_2^2)}{(1+\beta_1 \beta_2)^2}}} = \\ &= \frac{1}{\sqrt{1 - \left(\frac{\beta_1 + \beta_2}{1 + \beta_1 \beta_2}\right)^2}} = \frac{1}{\sqrt{1 - \frac{1}{c^2} \left(\frac{v_1 + v_2}{1 + \frac{v_1 v_2}{c^2}}\right)^2}} = \\ &= \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \equiv \gamma \quad \beta = \frac{v}{c} \end{aligned}$$

Likewise,

$$\begin{aligned} -\gamma_1 \gamma_2 (\beta_1 + \beta_2) &= -\frac{\beta_1 + \beta_2}{1 + \beta_1 \beta_2} \overbrace{\gamma_1 \gamma_2 (1 + \beta_1 \beta_2)}^{\gamma} = \\ &= -\frac{v}{c} \gamma = -\beta \gamma \end{aligned}$$

Finally,

$$A_2 A_1 = \begin{pmatrix} \gamma & -\beta \gamma & 0 & 0 \\ -\beta \gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}.$$

This is a Lorentz boost with

$$v = \frac{v_1 + v_2}{1 + \frac{v_1 v_2}{c^2}}.$$

Note that $v \neq v_1 + v_2$ at relativistic speeds