

E.g.  $\alpha(t) = \begin{bmatrix} ct \\ x(t) \end{bmatrix}$ , parameterized by  
coordinate time.

$$\begin{aligned} |\alpha'|^2 = g(\alpha', \alpha') &= c^2 - |\dot{x}'|^2 \\ &= c^2 - v^2 \\ &= c^2 \left(1 - \left(\frac{v}{c}\right)^2\right) \\ &= c^2 \gamma^{-2} \end{aligned}$$

$$\begin{aligned} \frac{c \alpha'}{|\alpha'|} &= \frac{c \alpha'}{c \gamma^{-1}} = \gamma \alpha' = \gamma \begin{bmatrix} c \\ x'(t) \end{bmatrix} \\ &= \gamma \begin{bmatrix} c \\ \vec{v} \end{bmatrix}. \end{aligned}$$

Your text uses notation  $V$  for  $\alpha(s)$ 's 4-velocity.

The 4 is old-fashioned.

And although reparameterizing is hard,

computing  $\frac{d\tau}{ds}$  is easy.

$$\beta(\tau) = \alpha(s(\tau))$$

$$c = |\beta'(\tau)| = |\alpha'(s(\tau))| \frac{ds}{d\tau}$$

$$\frac{d\tau}{ds} = \frac{|\alpha'(s)|}{c}$$

$$\frac{ds}{d\tau} = \frac{c}{|\alpha'|}$$

If the curve is parameterized by coordinate time  $t$

$$\alpha' = \begin{bmatrix} c \\ \vec{v} \end{bmatrix} \quad \text{and} \quad |\alpha'|^2 = c^2 \left(1 - \frac{v^2}{c^2}\right)$$

$$|\alpha'| = \frac{c}{\gamma(v)}$$

$$\frac{d\tau}{dt} = \gamma^{-1}(\vec{v})$$

$$\frac{dt}{d\tau} = \gamma(|v|) \quad \text{expresses time dilation.}$$

E.g. Radial motion

$$\alpha(t) = \begin{bmatrix} ct \\ R \cos(\omega t) \\ R \sin(\omega t) \\ 0 \end{bmatrix}$$

$$\omega \leq \frac{c}{R}$$

for otherwise you travel  $2\pi R$

in time  $\frac{2\pi}{\omega}$  with speed  $R\omega$ .

$$\begin{aligned} \frac{dZ}{dt} &= \frac{1}{c} \left| \frac{d\alpha}{dt} \right| = \frac{1}{c} \sqrt{c^2 - R^2 \omega^2} \\ &= \sqrt{1 - \left(\frac{R\omega}{c}\right)^2} \end{aligned}$$

Or:  $|v|^2 = (R\omega)^2$  so  $\frac{dZ}{dt} = \gamma(|v|) =$

How much proper time elapses in a single rotation?

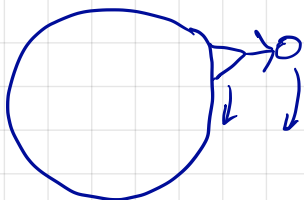
Time for a rotation:  $\frac{2\pi}{\omega}$

$$\frac{2\pi}{\omega} \sqrt{1 - \left(\frac{R\omega}{c}\right)^2} \approx \frac{2\pi}{\omega} \text{ if } |R\omega| \ll c.$$

Consequence:

Orbiting at light speed, time does not pass

Consequence



Head travels faster.

Your head is younger than your feet

Next HW: how much younger?

---

Curvature of a curve in the plane

$\alpha''$  mixes up what the curve is doing with how you parameterize it.

How curvy is it?

a) Reparam by arclength

b)  $|\alpha''|$  tells you curvature.

e.g.  $\alpha(s) = (R \cos(\omega s), R \sin(\omega s))$



$$\alpha'' = -\omega^2 (R \cos(\omega s), R \sin(\omega s))$$

$$|\alpha''| = \omega^2 R$$

part for the curve's radius

part for the parametrization.

We can eliminate the parametrization dependence by looking at curves parametrized by arclength.

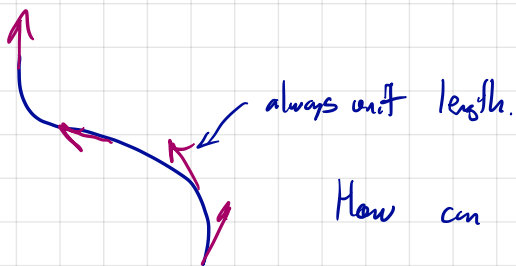
$$\omega = \frac{1}{R}$$

$$\text{Now } \alpha'' = -\frac{1}{R^2} \alpha \quad \text{and } |\alpha''| = \frac{1}{R}$$

Tiny circle, huge  $\frac{1}{R}$ . Big circle, tiny  $\frac{1}{R}$ .

We call this quantity  $|\alpha''|$  when  $\alpha$  is parametrized by arclength, the curvature of the curve.

Units:  $1/L$ .



How can  $\alpha'$  change?

$$\alpha' \cdot \alpha' = 1$$

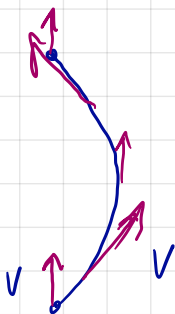
$$\text{so } \frac{d}{ds} \alpha' \cdot \alpha' = 0$$

$$\hookrightarrow = 2\alpha' \cdot \alpha''$$

So  $\alpha''$  is always perp to  $\alpha'$ . All  $\alpha'$  can do is rotate.

---

Space like vectors



$$|V| = c$$

Analogously,

$$4\text{-velocity: } \frac{d\alpha}{d\tau} = V$$

$$4\text{-acceleration: } \frac{d^2\alpha}{d\tau^2}$$

$$V(s) = c \frac{\alpha'}{|\alpha'|}$$

$$\frac{d\tau}{ds} = \frac{1}{c} |\alpha'|$$

$$\frac{dV}{d\tau} = \frac{dV}{ds} \cdot \frac{ds}{d\tau} = \frac{dV}{ds} \cdot \frac{c}{|\alpha'|}$$



Typically a mess.

In fact

$$V(s) = \frac{c \alpha'}{(|\alpha'|^2)^{1/2}}$$

$$\frac{dV}{ds} = \frac{c \alpha''}{|\alpha'|} + c \alpha' \left(-\frac{1}{2}\right) \frac{1}{|\alpha'|^3} 2 \alpha' \cdot \alpha''$$

$$= \frac{c \alpha''}{|\alpha'|} - c \frac{(\alpha' \cdot \alpha'')}{|\alpha'|^3} \alpha'$$

$$= \frac{c}{|\alpha'|} \left[ |\alpha'|^2 \alpha'' - (\alpha' \cdot \alpha'') \alpha' \right]$$

$$\frac{dV}{d\tau} = \left(\frac{c^2}{|\alpha'|^4}\right) \left[ |\alpha'|^2 \alpha'' - \alpha' \cdot \alpha'' \alpha' \right]$$

e.g. curves parameterized by coord. time

$$\alpha' = \begin{bmatrix} c \\ \vec{v} \end{bmatrix}$$

$$|\alpha'| = c\gamma(|v|)^{-1}$$

$$\begin{aligned} \frac{dV}{d\tau} &= \frac{\gamma^4}{c^2} \left[ c^2 \gamma^{-2} \alpha'' - g(\alpha', \alpha') \alpha' \right] \\ &= \gamma^2 \begin{bmatrix} 0 \\ \vec{v}' \end{bmatrix} - \frac{\gamma^4}{c^2} g \left[ \begin{bmatrix} c \\ \vec{v} \end{bmatrix}, \begin{bmatrix} c \\ \vec{v}' \end{bmatrix} \right] \alpha' \\ &= \gamma^2 \begin{bmatrix} 0 \\ \vec{v}' \end{bmatrix} + \frac{\gamma^4}{c^2} (\vec{v} \cdot \vec{v}') \begin{bmatrix} c \\ \vec{v} \end{bmatrix} \end{aligned}$$

Exercise:  $|\vec{v}| \frac{d|\vec{v}|}{dt} = \vec{v} \cdot \vec{v}'$  to get text's description

$$\frac{dV}{d\tau} = A, \quad g(A, A) = a^2$$

In a frame where  $\vec{v} = 0$

$$A = \begin{bmatrix} 0 \\ \vec{v}' \end{bmatrix}, \quad a = |\vec{v}'|.$$



e.g. radial motion

$$\alpha(t) = \begin{bmatrix} ct \\ R \cos(\omega t) \\ R \sin(\omega t) \\ 0 \end{bmatrix} \quad |R\omega| < c$$

$$\alpha' = \begin{bmatrix} c \\ -R\omega \sin(\omega t) \\ R\omega \cos(\omega t) \\ 0 \end{bmatrix}$$

$$|\alpha'|^2 = c^2 - R^2\omega^2 \\ = c^2 \left(1 - \left(\frac{R\omega}{c}\right)^2\right)$$

$$V = \frac{1}{\left(1 - \left(\frac{R\omega}{c}\right)^2\right)^{1/2}} \begin{bmatrix} c \\ -R\omega \sin(\omega t) \\ R\omega \cos(\omega t) \\ 0 \end{bmatrix}$$

$$\frac{dt}{d\tau} = \frac{c}{|\alpha'|} \quad (\text{unitless!}) = \frac{1}{\left(1 - \left(\frac{R\omega}{c}\right)^2\right)^{1/2}}$$

$$A = \frac{dV}{d\tau} = \frac{dV}{dt} \frac{dt}{d\tau} = \frac{-\omega^2}{\left(1 - \left(\frac{R\omega}{c}\right)^2\right)} \begin{bmatrix} 0 \\ R \cos(\omega t) \\ R \sin(\omega t) \\ 0 \end{bmatrix}$$

In the plane

$$\alpha'(s) = \begin{bmatrix} \cos(\theta(s)) \\ \sin(\theta(s)) \end{bmatrix} \text{ for a unit speed curve.}$$

$$\alpha''(s) = \underbrace{\begin{bmatrix} -\sin(\theta) \\ \cos(\theta) \end{bmatrix}}_{(\alpha')^\perp} \theta'(s)$$



$$|\alpha''(s)| = |\theta'(s)|$$

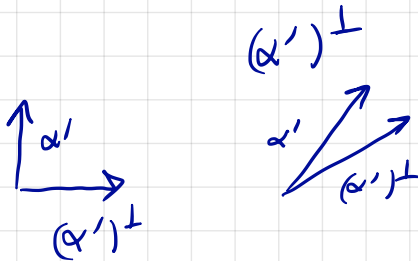
and  $\theta' > 0 \Rightarrow$  turn left  
 $< 0 \Rightarrow$  turn right

$|\theta'(s)|$  is the curvature of the curve.

Ditto: in 1+1 Lorenzian case

$$\alpha'(\tau) = c \begin{bmatrix} \cosh(\gamma(\tau)) \\ \sinh(\gamma(\tau)) \end{bmatrix} \text{ for some } \tau.$$

$$\alpha''(\tau) = c \begin{bmatrix} \sinh(\gamma(\tau)) \\ \cosh(\gamma(\tau)) \end{bmatrix} \gamma'(\tau)$$



$$|\alpha''(\tau)| = c |\gamma'(\tau)|$$

I'll still call  $\frac{1}{c} |\alpha''|$  the curvature of the curve.

What does constant acceleration look like?

Plane

$$|\alpha''| = k$$

$$\hookrightarrow |\theta'| = |\alpha''| \text{ so } \theta' = k \text{ or } \theta' = -k$$

$$\theta = ks + s_0$$

$$\alpha' = \begin{bmatrix} -\sin(ks + s_0) \\ \cos(ks + s_0) \end{bmatrix}$$

$$\alpha = \frac{1}{k} \begin{bmatrix} \cos(ks + s_0) \\ \sin(ks + s_0) \end{bmatrix} + \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}$$

$\hookrightarrow$  trace a circle of radius  $\frac{1}{k}$ .

Spacetime:

$$\alpha''(\tau) = c \begin{bmatrix} \sinh(\psi(\tau)) \\ \cosh(\psi(\tau)) \end{bmatrix} \psi'(\tau)$$

$$|\alpha''| = c \underbrace{|\psi'(\tau)|}_K$$

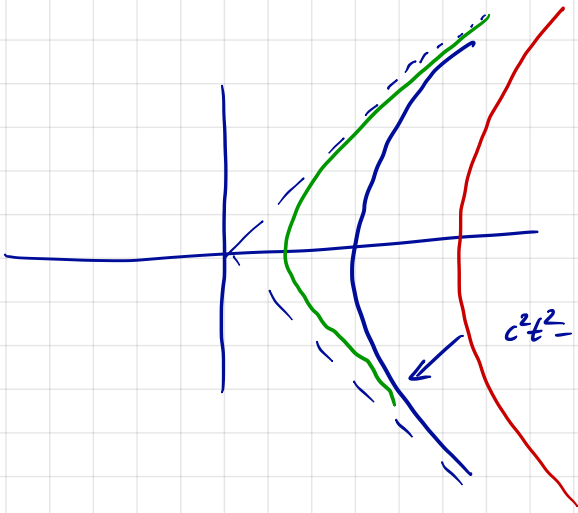
$$\psi(\tau) = K\tau + \psi_0$$

$$\alpha'(\tau) = c \begin{bmatrix} \cosh(K\tau + \psi_0) \\ \sinh(K\tau + \psi_0) \end{bmatrix}$$

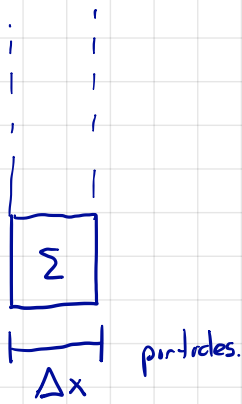
$$\alpha(\tau) = \frac{c}{K} \begin{bmatrix} \sinh(K\tau + \psi_0) \\ \cosh(K\tau + \psi_0) \end{bmatrix} + \begin{bmatrix} ct_0 \\ x_0 \end{bmatrix}$$

$$\begin{aligned} c^2 t^2 - x^2 &= \frac{c^2}{K^2} [s^2 - c^2] \\ &= -\frac{c^2}{K^2} \end{aligned}$$

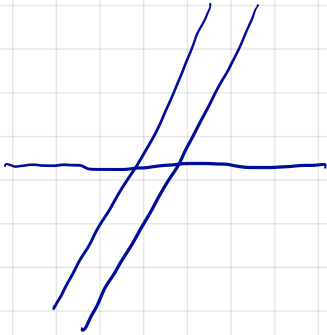
↓  
0 WLOG



$$c^2/t^2 - x^2 = -\frac{c^2}{K^2}$$



density:  $\frac{\Sigma}{\Delta x} = \sigma_0$



Chunk has width  $\frac{1}{\gamma} \Delta x$

and new density  $\gamma \frac{\Sigma}{\Delta x}$

I.e. New density =  $\gamma \sigma_0$

Let me make a vector in the rest frame  $\begin{bmatrix} \sigma_0 \\ 0 \end{bmatrix}$

In a frame traveling in which the particles are traveling with velocity  $v$ ,  $\gamma(v) = \gamma$

$$\begin{bmatrix} \gamma & \gamma v \\ \gamma v & \gamma \end{bmatrix} \begin{bmatrix} \sigma_0 \\ 0 \end{bmatrix} = \begin{bmatrix} \gamma \sigma_0 \\ \gamma v \sigma_0 \end{bmatrix}$$

In the time position we have the observed density.

A couple of ways to think about this:

$$\frac{\sigma_0}{c} \underbrace{c \begin{bmatrix} C \\ S \end{bmatrix}}_{\text{4-velocity of the particles.}}$$

Let's multiply by  $c$

$$\begin{array}{c} \sigma_0 \\ \nearrow \\ \text{rest density} \end{array} \underbrace{c \begin{bmatrix} C \\ S \end{bmatrix}}_{\text{4-velocity}}$$

components:  $c \sigma_0 C \rightarrow \overset{c \cdot}{\text{observed density}}$

$$c \sigma_0 S = c \sigma_0 C \left( \frac{S}{C} \right)$$

$$= c \sigma_0 C \frac{v}{c}$$

$$= \sigma_0 C v$$

components are  $\begin{bmatrix} c\sigma \\ \sigma v \end{bmatrix}$   $\left. \begin{array}{l} \text{observed} \\ \text{density} \\ \text{particle flux} \end{array} \right\}$



So this is a density-flux vector,  $N$ .

If I am an observer with 4-velocity  $V$

then in my rest frame

$$g(V, N) = [c, 0] G \begin{bmatrix} c\sigma \\ \sigma v \end{bmatrix}$$

$$= c^2 \sigma$$

But this is true in any frame

$$g(\underline{\tilde{V}}, \underline{\tilde{N}}) = c^2 \sigma$$