

e.g. A rocket accelerates for 10 years at 10 m/s.
(proper!)

How much rest time elapses?

How far does it travel w.r.t. the rest frame.

$$K = 10 \text{ m/s}$$

$$\alpha = \frac{c^2}{K} \begin{bmatrix} \sinh\left(\frac{K}{c}\tau\right) \\ \cosh\left(\frac{K}{c}\tau\right) \end{bmatrix}$$

$$1 \text{ year} \approx 3 \times 10^7 \text{ seconds} \quad c \approx 3 \times 10^8 \text{ m/s} =$$

$$\tau = 10 \text{ years} \approx 3 \times 10^8 \text{ seconds}$$

$$\frac{c}{10 \text{ m/s}} = 3 \times 10^7 \text{ s} \\ = 1 \text{ year}$$

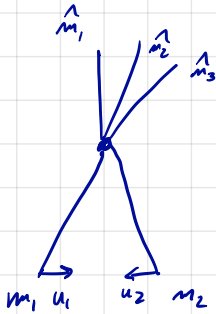
$$\frac{K\tau}{c} = \frac{10}{c} \cdot 3 \times 10^8 = \frac{3 \times 10^9}{3 \times 10^8} = 10$$

rest frame time elapsed $\frac{c}{10} \sinh(10) = 11000 \text{ years}$

distance $c \cdot \frac{c}{10} [\cosh(10) - 1] \approx \frac{c^2}{10} \sinh(10) = 11000$
l.y.
|| kly

MY center 27K ly, edge 100K ly, armada 2500 k ly

Recall from Phys 101



Rules 1) conservation of mass

$$\sum_{i=1}^n m_i = \sum_{j=1}^k \hat{m}_j$$

2) Linear momentum: $m_i \cdot u_i$

Conservation of linear momentum

$$\underbrace{\sum_{i=1}^n m_i \cdot u_i}_{\text{total momentum prior}} = \underbrace{\sum_{j=1}^k \hat{m}_j \cdot \hat{u}_j}_{\text{and after}}$$

3)
$$\sum_{i=1}^n \frac{1}{2} m_i |u_i|^2 = \sum_{j=1}^k \hat{m}_j |\hat{u}_j|^2$$

Conservation of energy.

(it may be there is other energy involved; thermal, chemical)

$$E_I + \sum \frac{m_i}{2} |u_i|^2 = \hat{E}_I + \sum \frac{\hat{m}_j}{2} |\hat{u}_j|^2$$

2) is a consequence of Newton 2, 3

$$\frac{d}{dt} p_1 = F_{21} \quad \frac{d}{dt} p_2 = F_{12} = -F_{21}$$

$$\frac{d}{dt} (p_1 + p_2) = 0$$

We'll assume other observers agree on m_i, \hat{u}_i and E_I, \hat{E}_I .

1), 2), 3) in one Galilean frame \Rightarrow in all:

$u_i \rightarrow u_i - v$ in a frame boosted by vel v .

$$\begin{aligned} \sum m_i (u_i - v) &= \sum m_i u_i - (\sum m_i) v \\ &= \sum_j \hat{m}_j \hat{u}_j - (\sum \hat{m}_j) v \\ &= \sum_j m_j (\hat{u}_j - v) \end{aligned}$$

$$\begin{aligned} \sum \frac{1}{2} m_i |u_i - v|^2 &= \sum \frac{m_i}{2} |u_i|^2 - \sum m_i u_i \cdot v + \sum_{i=2}^n \frac{1}{2} m_i |v|^2 \\ &= \sum \frac{\hat{m}_j}{2} |\hat{u}_j|^2 - (\sum \hat{m}_j \hat{u}_j) \cdot v + \left(\sum_j \frac{1}{2} \hat{m}_j \right) |v|^2 \end{aligned}$$

$$= \sum \frac{1}{2} m_j \dot{u}_j - v |^2$$

Exercise: If 3) holds in every galileum frame
then so do 1) and 2)

Conservation of energy is broken.

These laws are not compatible with SR.

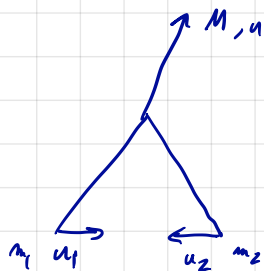
Recall, for a boosted observer velocity u becomes

$$\frac{u-v}{1 - \frac{uv}{c^2}}$$

$$\begin{bmatrix} c & -S \\ -S & c \end{bmatrix} \begin{bmatrix} c \\ u \end{bmatrix} = \begin{bmatrix} c_c - S u \\ -S c + C u \end{bmatrix}$$

$$\frac{-S c + C u}{c - S u/c}$$

$$\frac{u-v}{1 - \frac{v u}{c^2}}$$



$$M = m_1 + m_2$$

$$m_1 u_1 + m_2 u_2 = M u$$

$$u = \left(\frac{m_1}{M}\right) u_1 + \left(\frac{m_2}{M}\right) u_2$$

$$m_1 = m_2 = m$$

$$u = \frac{1}{2} (u_1 + u_2)$$

E.g. $u_2 = -u_1$

$$u_1 \quad u_2 = -u_1$$

Now boost to frame with vel u_1

$$\hat{u}_1 = 0 \quad \hat{u}_2 = \frac{u_2 - u_1}{1 - \frac{u_1 u_2}{c^2}} = \frac{-2u_1}{1 + \frac{u_1^2}{c^2}}$$

$$\hat{u} = \frac{(u_1 + u_2)/2 - u_1}{1 - \frac{u_1 (u_1 + u_2)}{2c^2}} = \frac{-u_1}{1 - 0} = -u_1$$

$$\frac{\hat{u}_1 + \hat{u}_2}{2} = \frac{-u_1}{1 + \frac{u_1^2}{c^2}} \neq -u_1 = \hat{u} \quad \text{unless } u_1 = 0.$$

Instead: $P_i = m_i V_i$

4-velocity of particle i

mass of particle i .

4-momentum of particle i .

Note: two masses in physics:

1) Inertial

$$\frac{d}{dt}(mv) = F$$

2) Gravitational $F = -\frac{GmM}{r^2}$

The mass here is (almost) inertial, not gravitational.

We call it the rest mass of the particle, and it is an intrinsic quantity agreed upon by all observers

$$P_i = m_i \gamma(v_i) \begin{bmatrix} c \\ v_i \end{bmatrix}$$

New law: 4 momentum is preserved

$$\sum_i P_i = \sum_j \hat{P}_j$$

a) time component $c \sum m_i \gamma(v_i) = c \sum \hat{m}_j \gamma(\hat{v}_j)$

b) space $\sum m_i \gamma(v_i) v_i = \sum \hat{m}_j \gamma(\hat{v}_j) \hat{v}_j$

interpretation 1) $m_i \gamma(v_i)$ is the observed mass of particle i .

This is a) conservation of mass

b) conservation of momentum

$$m \gamma(v) = m_I$$

$m_I v \rightarrow$ 3-momentum.

Interpretation 2)

$$\gamma(v) = \frac{1}{\sqrt{1 - \left(\frac{v}{c}\right)^2}} = 1 + \frac{1}{2} \left(\frac{v}{c}\right)^2 + \mathcal{O}\left(\left(\frac{v}{c}\right)^4\right)$$

$$c m \gamma(v) = c m + \frac{1}{2} \frac{m}{c} v^2 + \mathcal{O}\left(\left(\frac{v}{c}\right)^4\right) c$$

Multiply by $m c$

$$\underbrace{m c^2}_{\text{rest energy of the particle, proportional to rest mass}} + \underbrace{\frac{1}{2} m v^2}_{\text{classical kinetic energy}} + \mathcal{O}\left(\left(\frac{v}{c}\right)^4\right) m c^2$$

rest energy of the particle, proportional to rest mass

$$p = \begin{bmatrix} p^0 \\ p^1 \\ p^2 \\ p^3 \end{bmatrix}$$

$c p^0$ is interpreted as the observed energy of the particle

(rest + kinetic) in this frame.

$$c p^0 = \gamma(v) m c^2, \text{ minimized at } m c^2 \text{ at } v=0.$$

justifies the name 'rest energy'

We will start representing observers in spacetime by timelike vectors of length c .



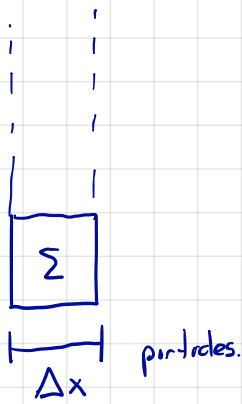
What is the energy measured by \vec{U} ?

In a frame where $U = \begin{bmatrix} c \\ 0 \end{bmatrix}$ it is $c p^0 = c g(p, U)$.

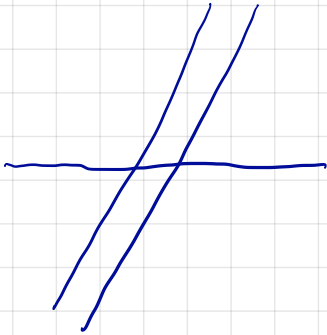
In another frame $g(p, U) = g(\hat{p}, \hat{U})$.

So energy is $g(\vec{p}, \vec{U})$.

Taking measurements by dot products is common.
Here's another:



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



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

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

$$\text{I.e. New density} = \gamma \sigma_0$$

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

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