Lecture 25.

Relativity of lightwaves and Lorentz-Minkowski coordinates IV.

(Ch. 0-3 of Unit 2   4.02.12)

5\. That "old-time" relativity (Circa 600BCE- 1905CE)   (Includes Lecture 24 review)

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga   Lecture 24 ended (about) here ←

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts   Lecture 25 ended here ←

5. That "old-time" relativity *(Circa 600BCE- 1905CE)*

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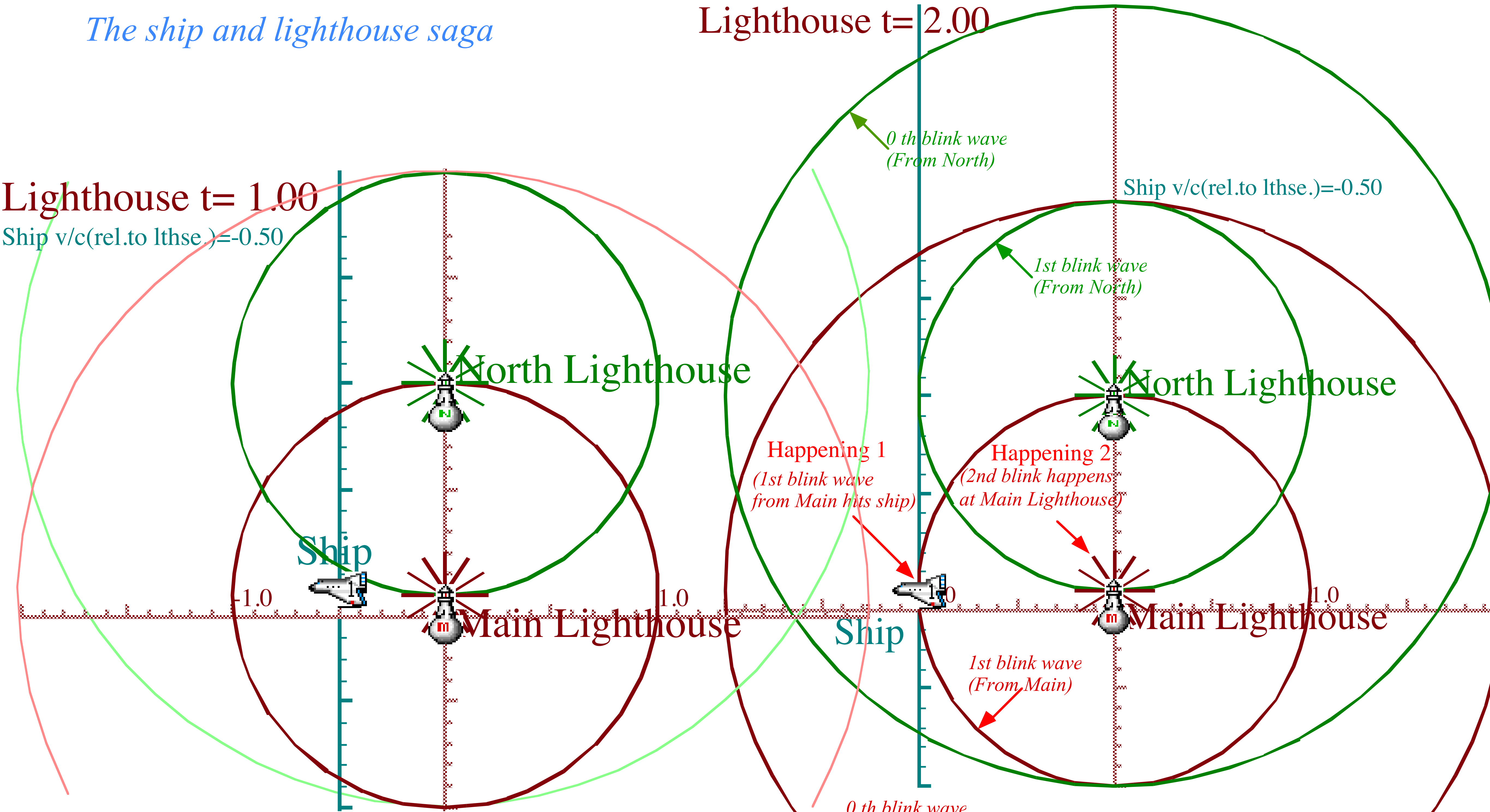
The ship and lighthouse saga



Comparing Ship and Lighthouse views: Happening tables

Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\,c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\,\Delta$ $t' = 2\Delta = 2.30$

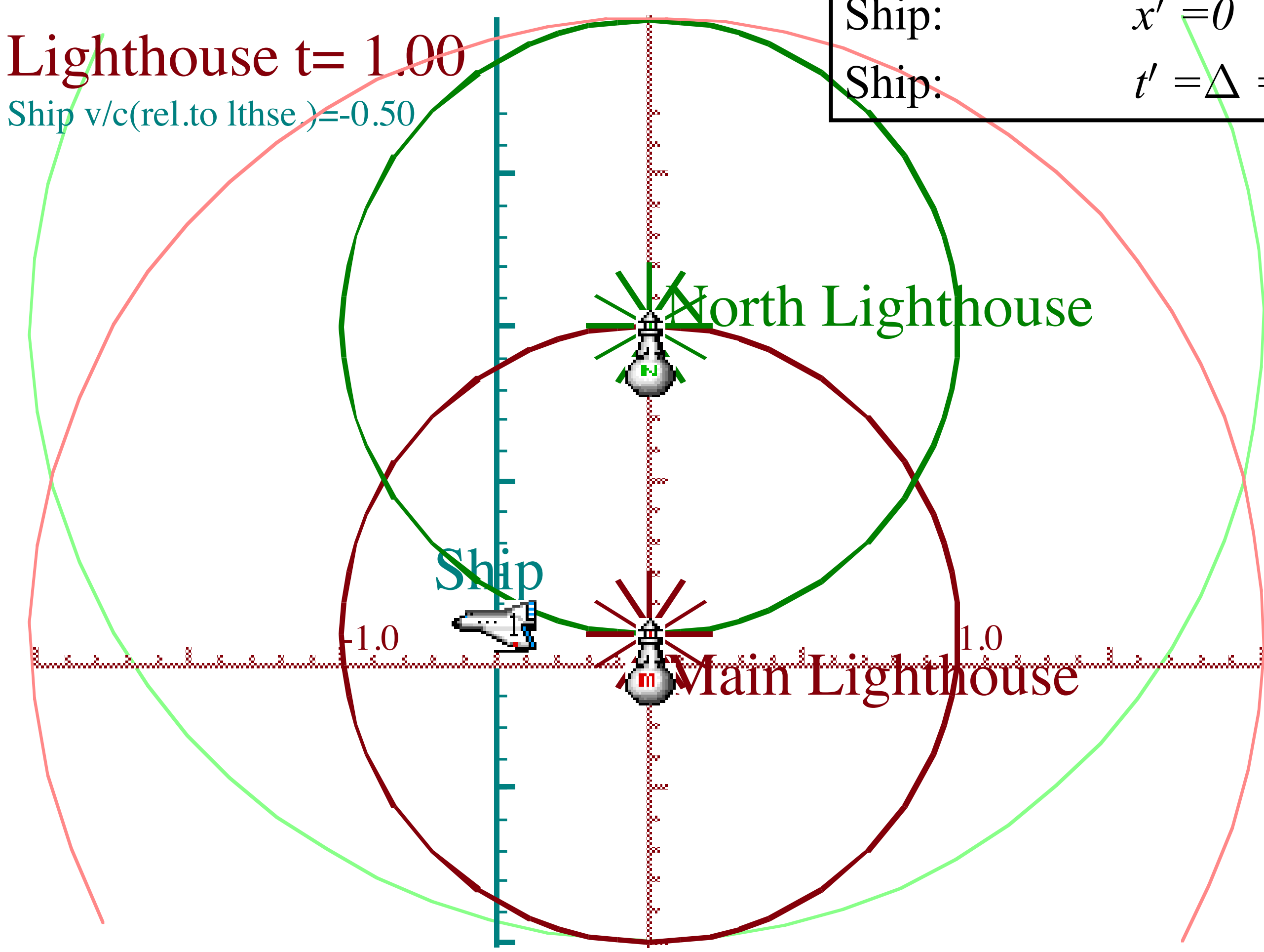
Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

Happening 0.5:
Main Lite
blinks first time.

Lighthouse:	$x = 0$
Lighthouse:	$t = 1.00$
Ship:	$x' = 0$
Ship:	$t' = \Delta = ???$

Ship Time $t' = \Delta = ??$



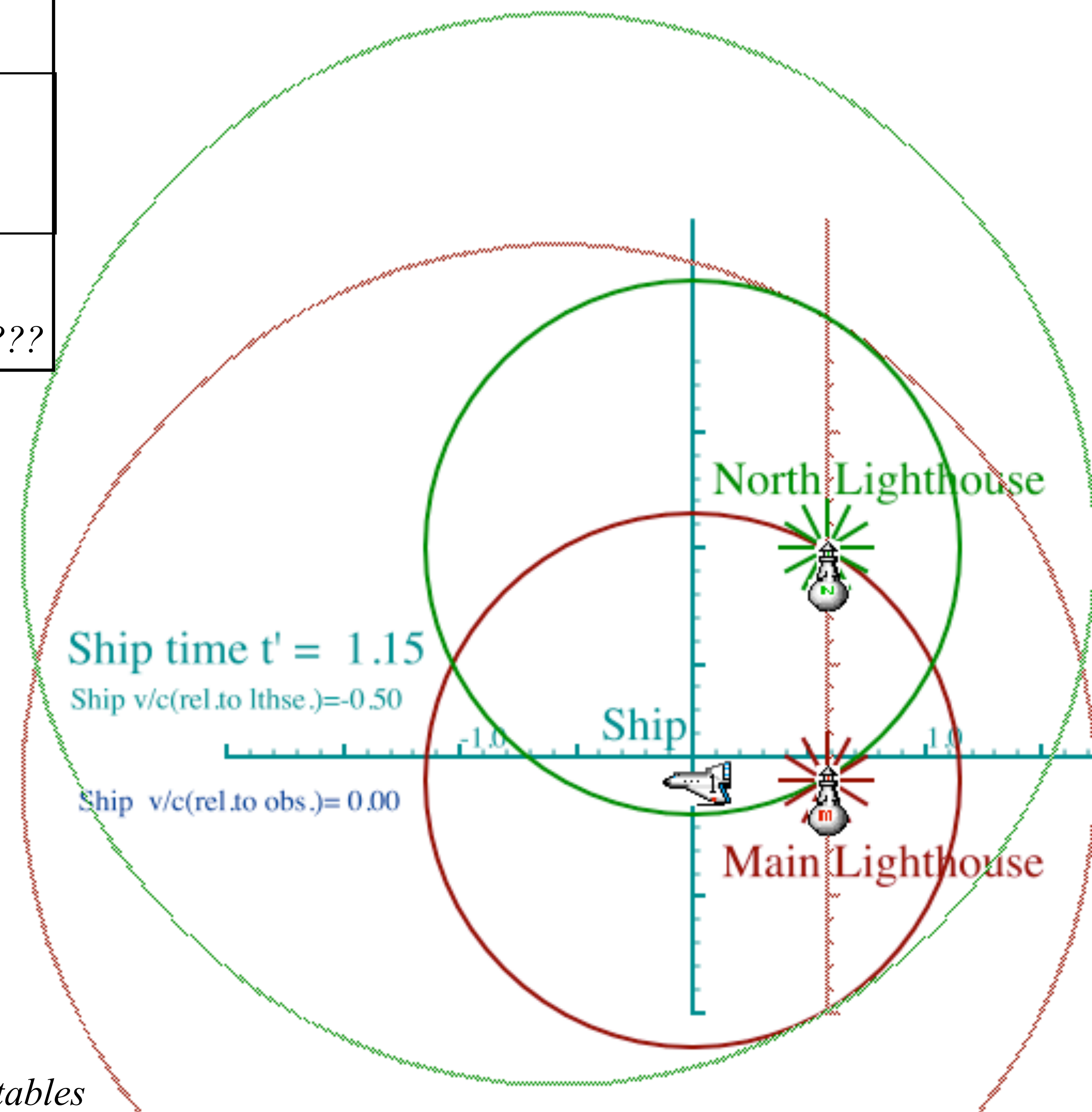


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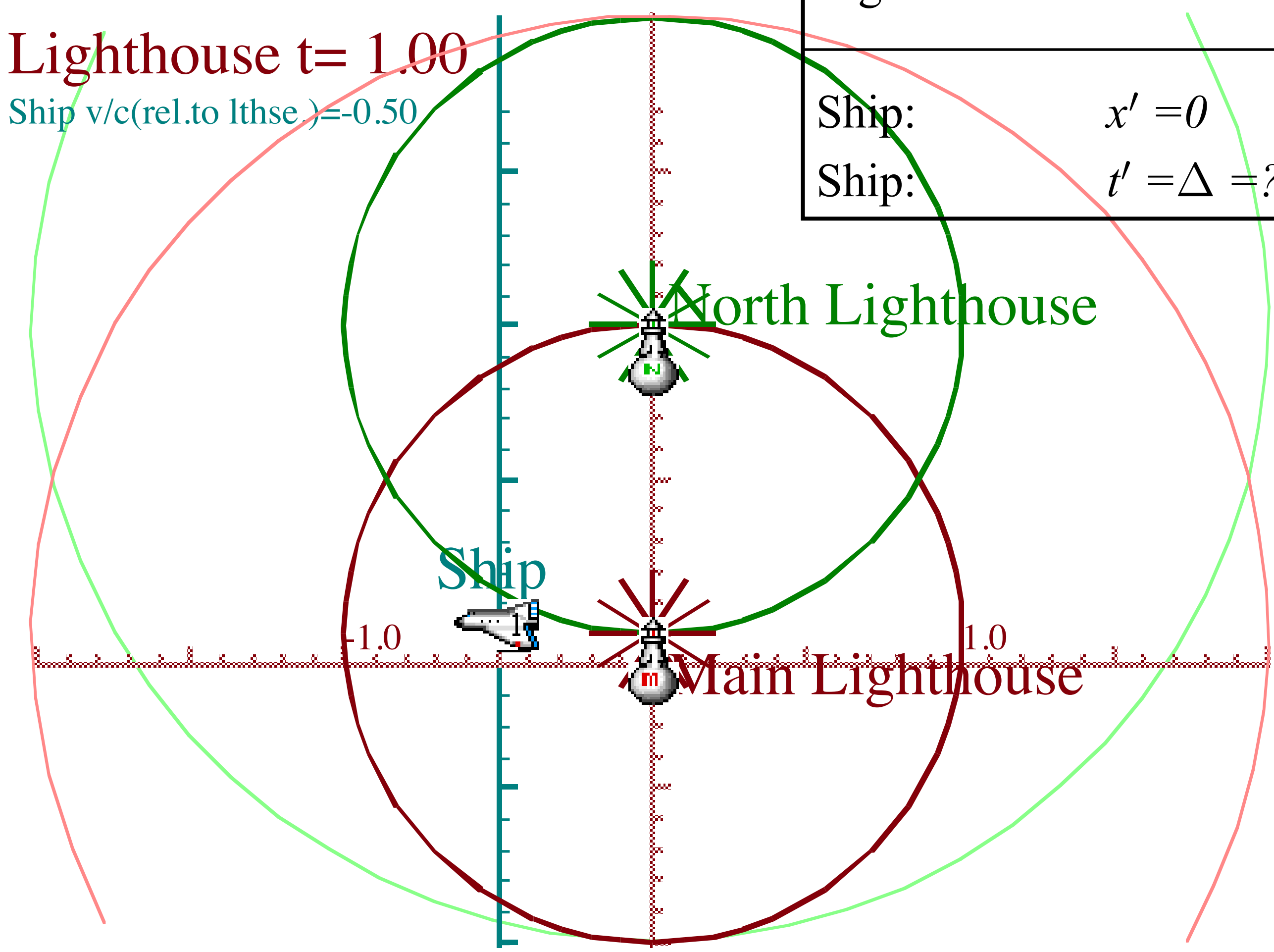
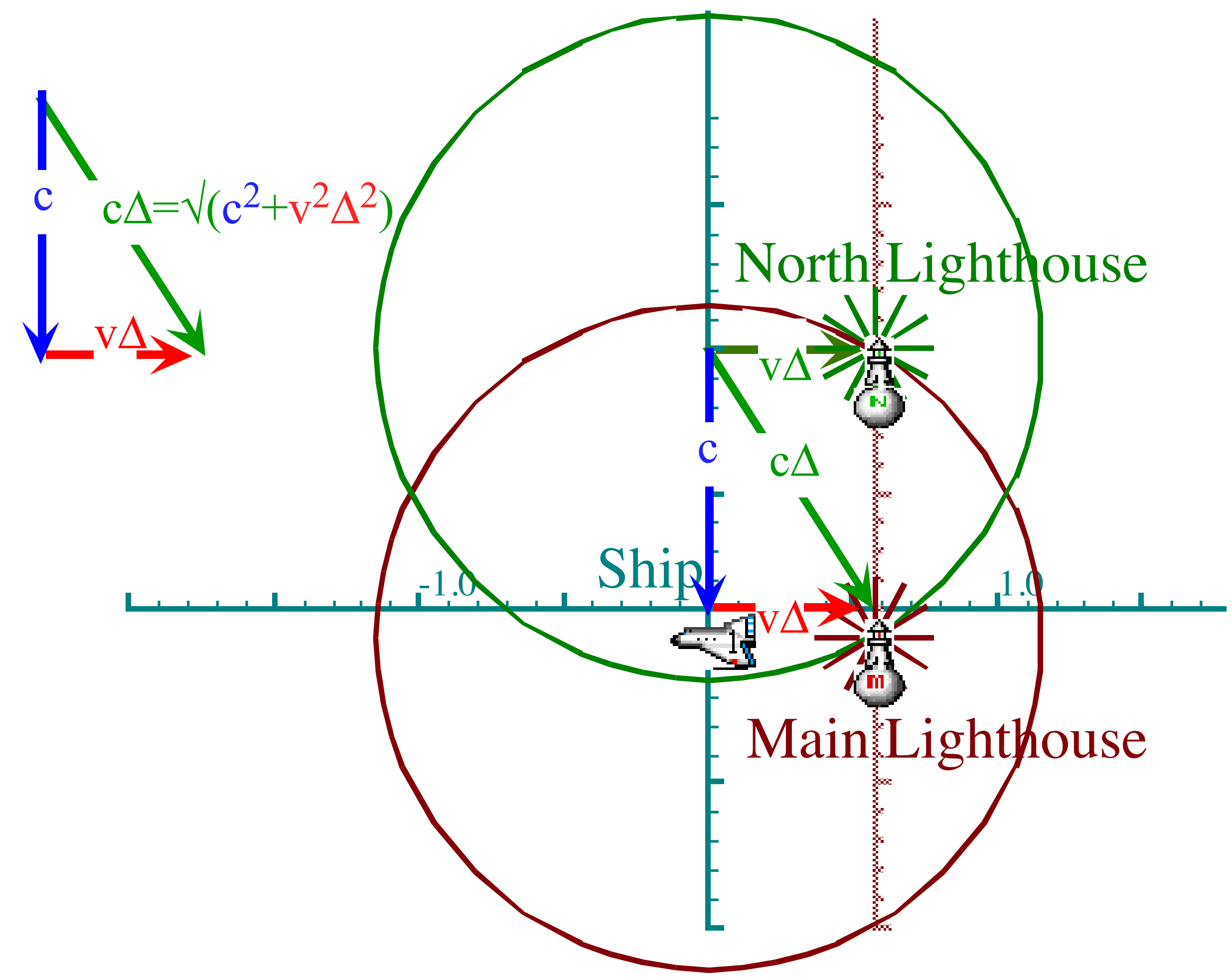
Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

Ship Time $t'= \Delta$ =???

Happening 0.5: Main Lite blinks first time.
Lighthouse: x =0 Lighthouse: t =1.00
Ship: x' =0 Ship: t' =Δ =???





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The ship and lighthouse saga

Happening 0.5:
Main Lite
blinks first time.

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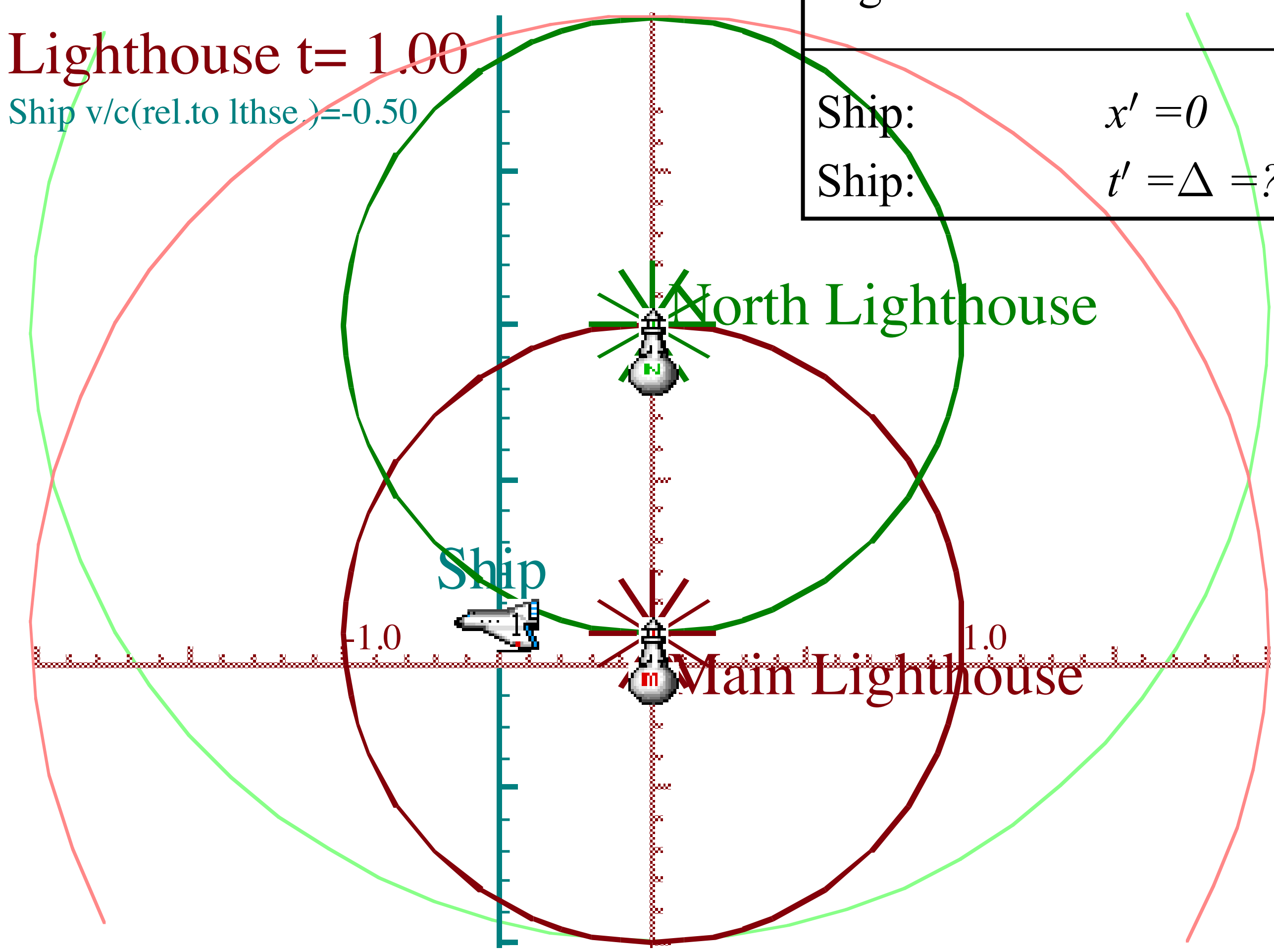
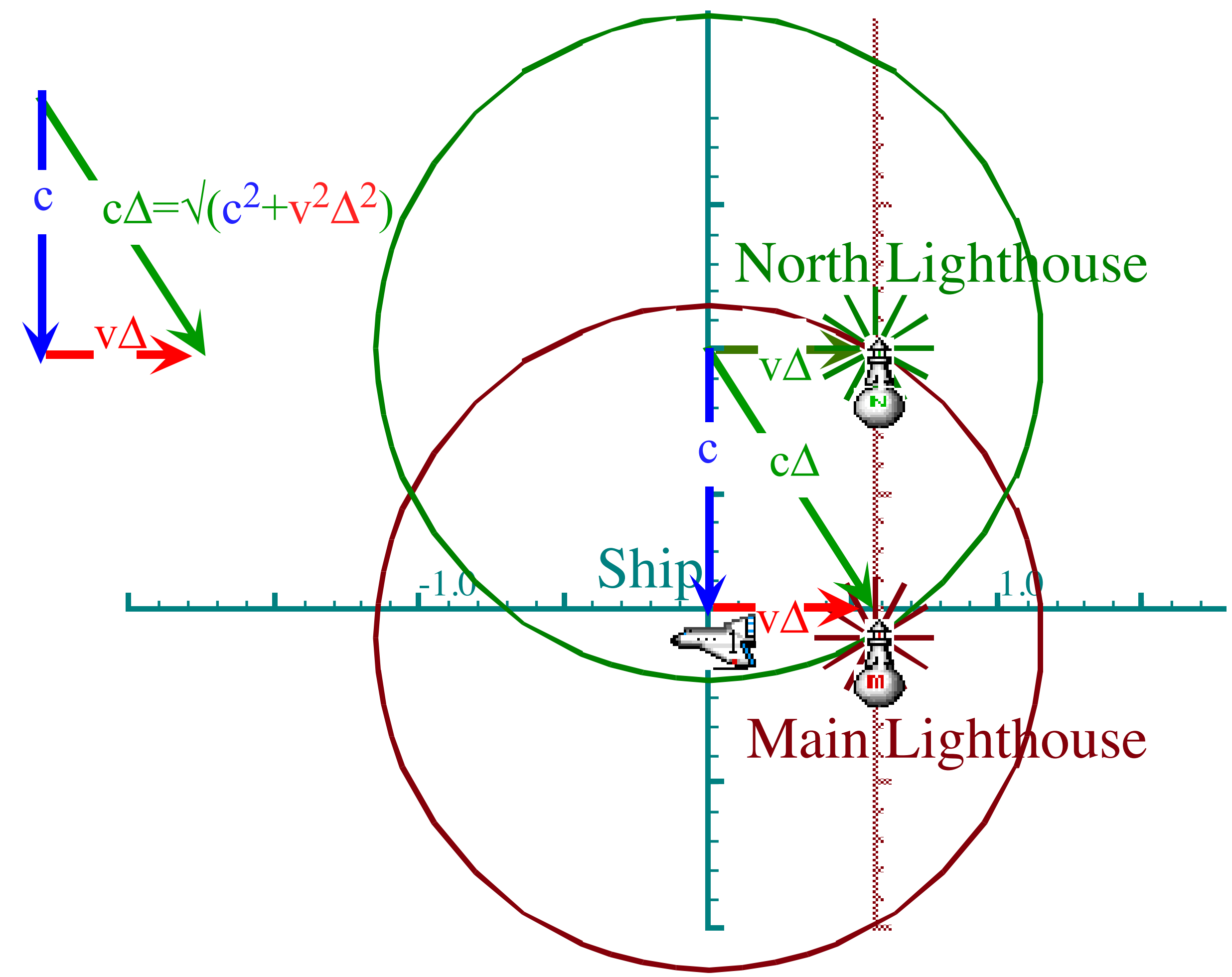
Lighthouse:	$t = 1.00$
Ship:	$x' = 0$
Ship:	$t' = \Delta = ???$

Ship Time $t' = \Delta = ???$

$$c^2\Delta^2 = c^2 + v^2\Delta^2$$

$$\left(c^2 - v^2\right)\Delta^2 = c^2$$





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The ship and lighthouse saga

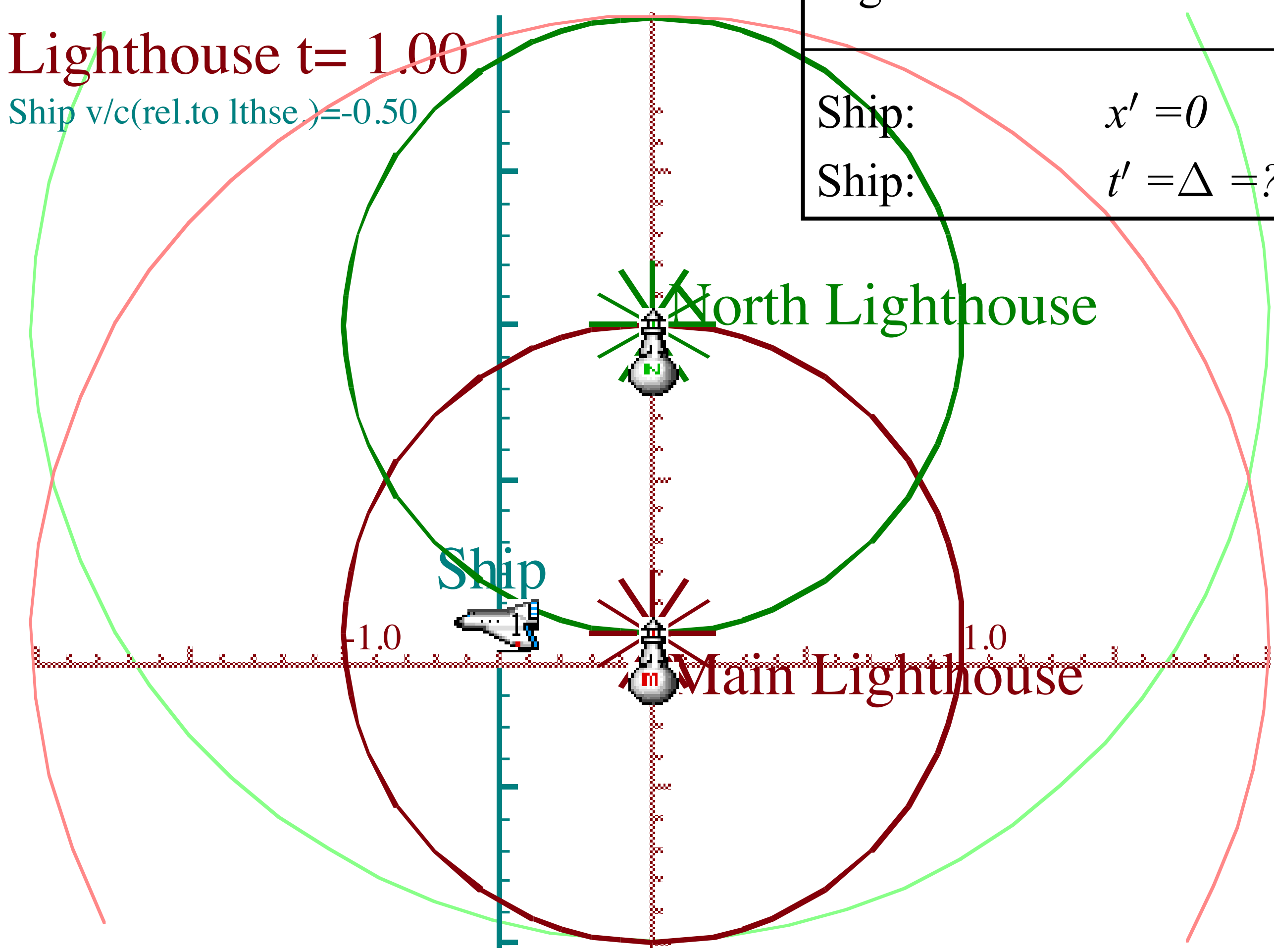
Happening 0.5: Main Lite blinks first time.	
Lighthouse:	$x = 0$
Lighthouse:	$t = 1.00$
Ship:	$x' = 0$
Ship:	$t' = \Delta = ???$

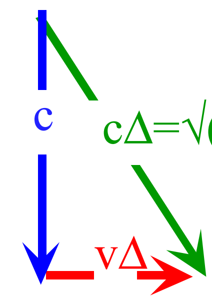
Ship Time $t' = \Delta = 1/\sqrt{(1-v^2/c^2)} = \cosh\rho$

$$c^2\Delta^2 = c^2 + v^2\Delta^2$$

$$\left(c^2 - v^2\right)\Delta^2 = c^2$$

$$\Delta^2 = \frac{c^2}{\left(c^2 - v^2\right)} = \frac{1}{\left(1 - v^2/c^2\right)}$$





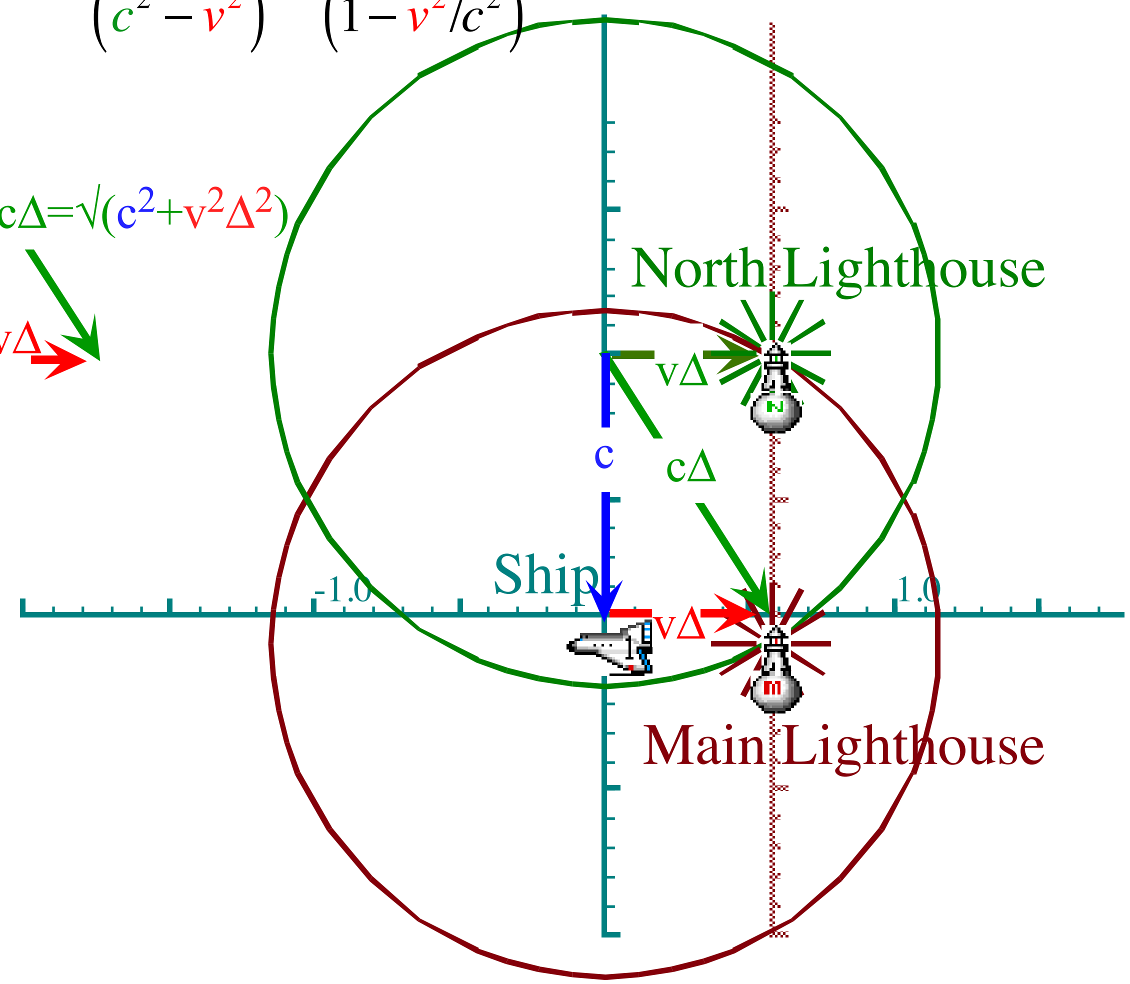


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Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

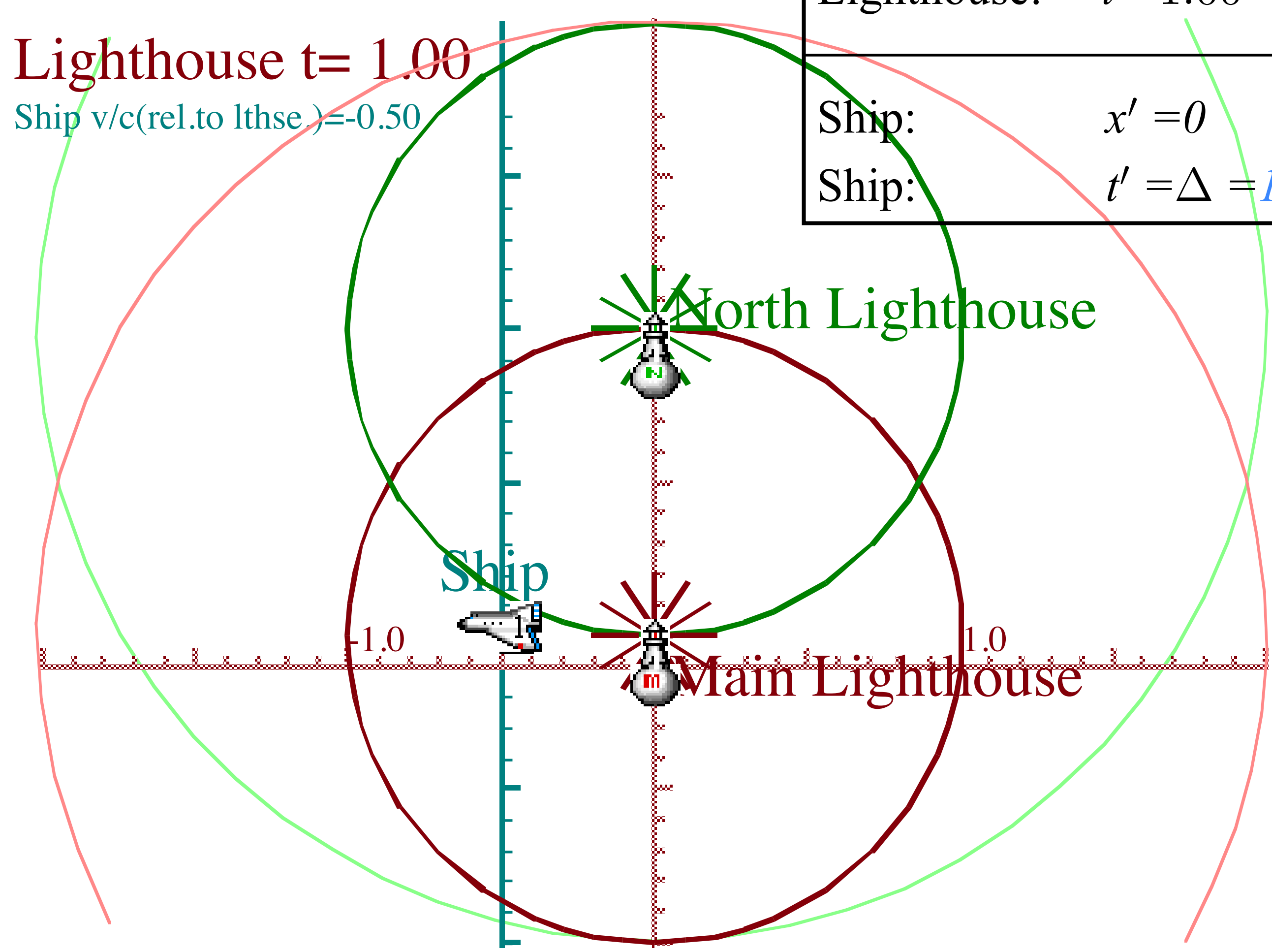
Happening 0.5: Main Lite blinks first time.	
Lighthouse:	$x=0$
Lighthouse:	$t=1.00$
Ship:	$x'=0$
Ship:	$t'=\Delta=1.15$

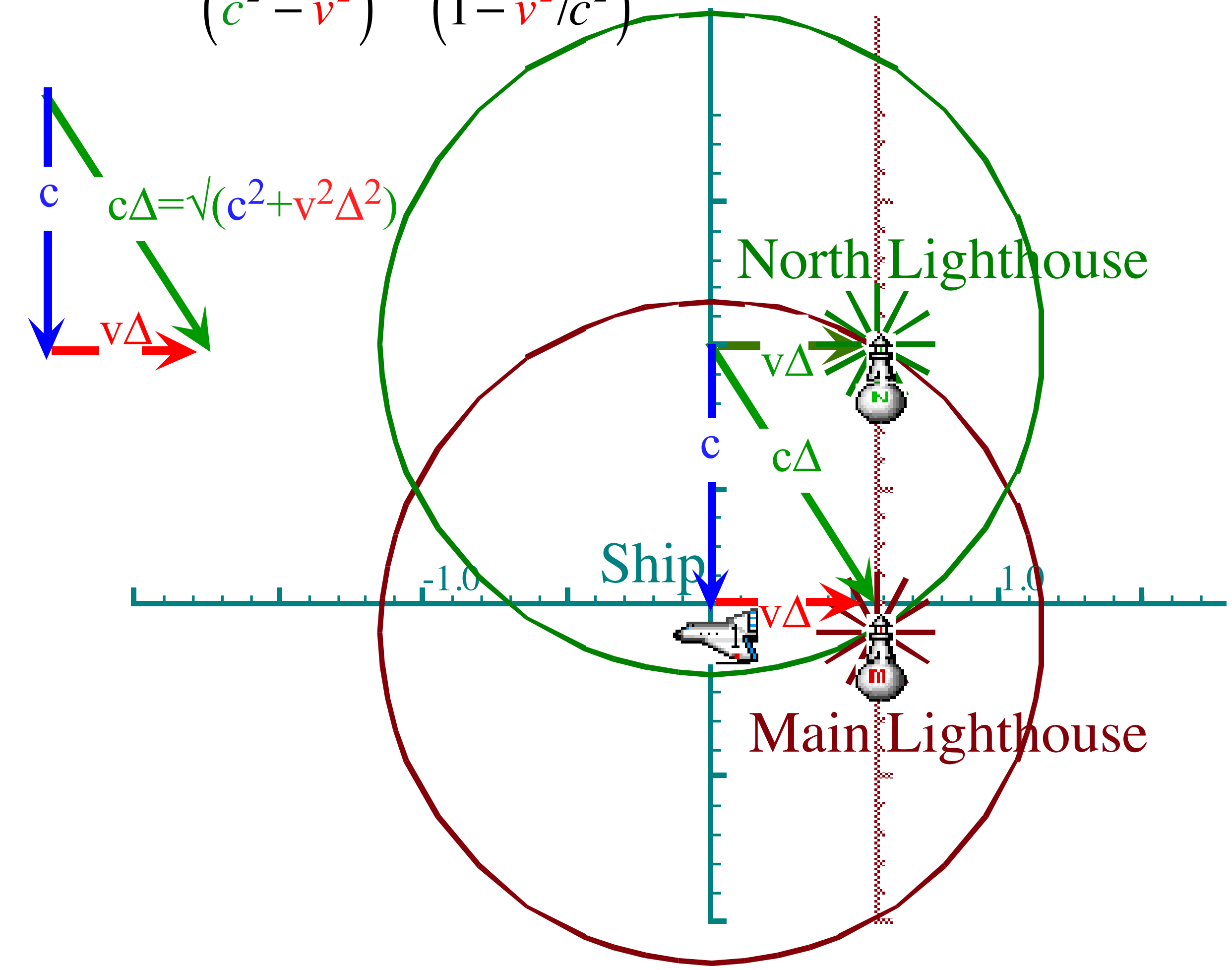
Ship Time $t' = \Delta = 1/\sqrt{(1-v^2/c^2)} = \cosh\rho = 1.15$

$$c^2\Delta^2 = c^2 + v^2\Delta^2$$

$$\left(c^2 - v^2\right)\Delta^2 = c^2$$

$$\Delta^2 = \frac{c^2}{\left(c^2 - v^2\right)} = \frac{1}{\left(1 - v^2/c^2\right)}$$





For $u/c=1/2$

$\Delta = 1/\sqrt{(1-1/4)} = 2/\sqrt{3} = 1.15..$

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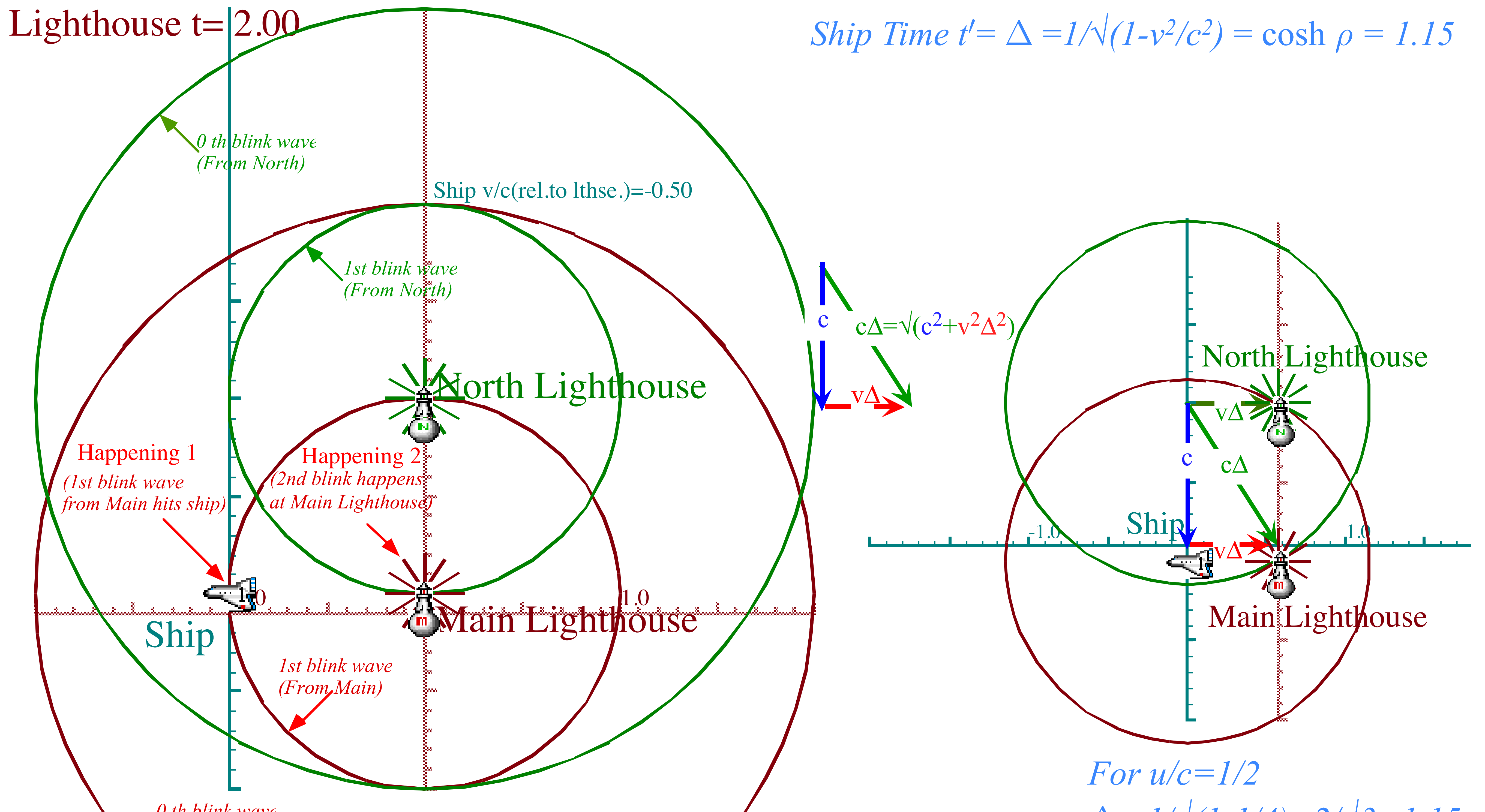

Comparing Ship and Lighthouse views: *Happening tables*

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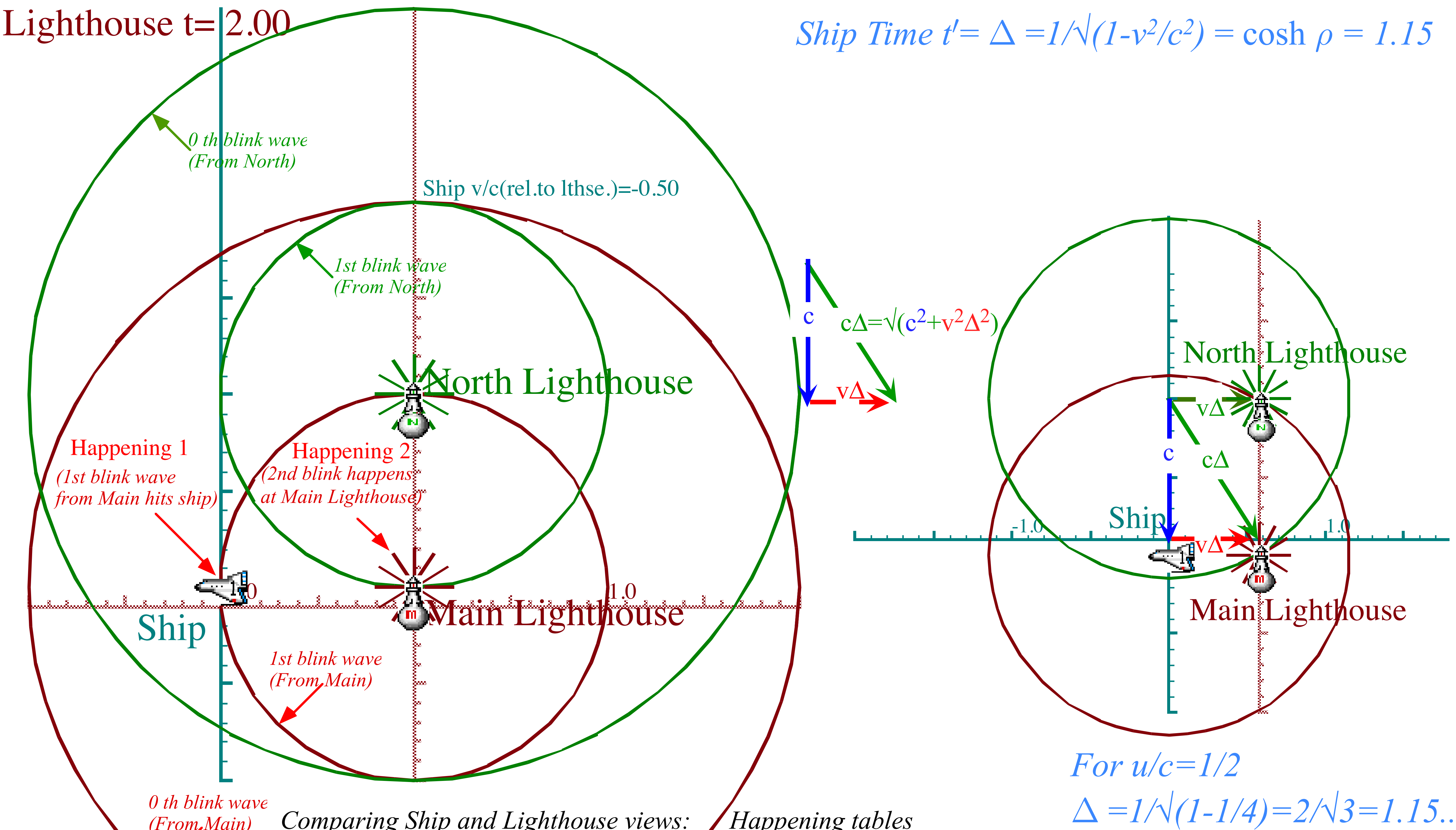

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Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -vc/(c-v)$ $t = c/(c-v)$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = (v+c)\Delta/c$	$x' = 2v\Delta$ $t' = 2\Delta$

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

Lecture 24 ended here

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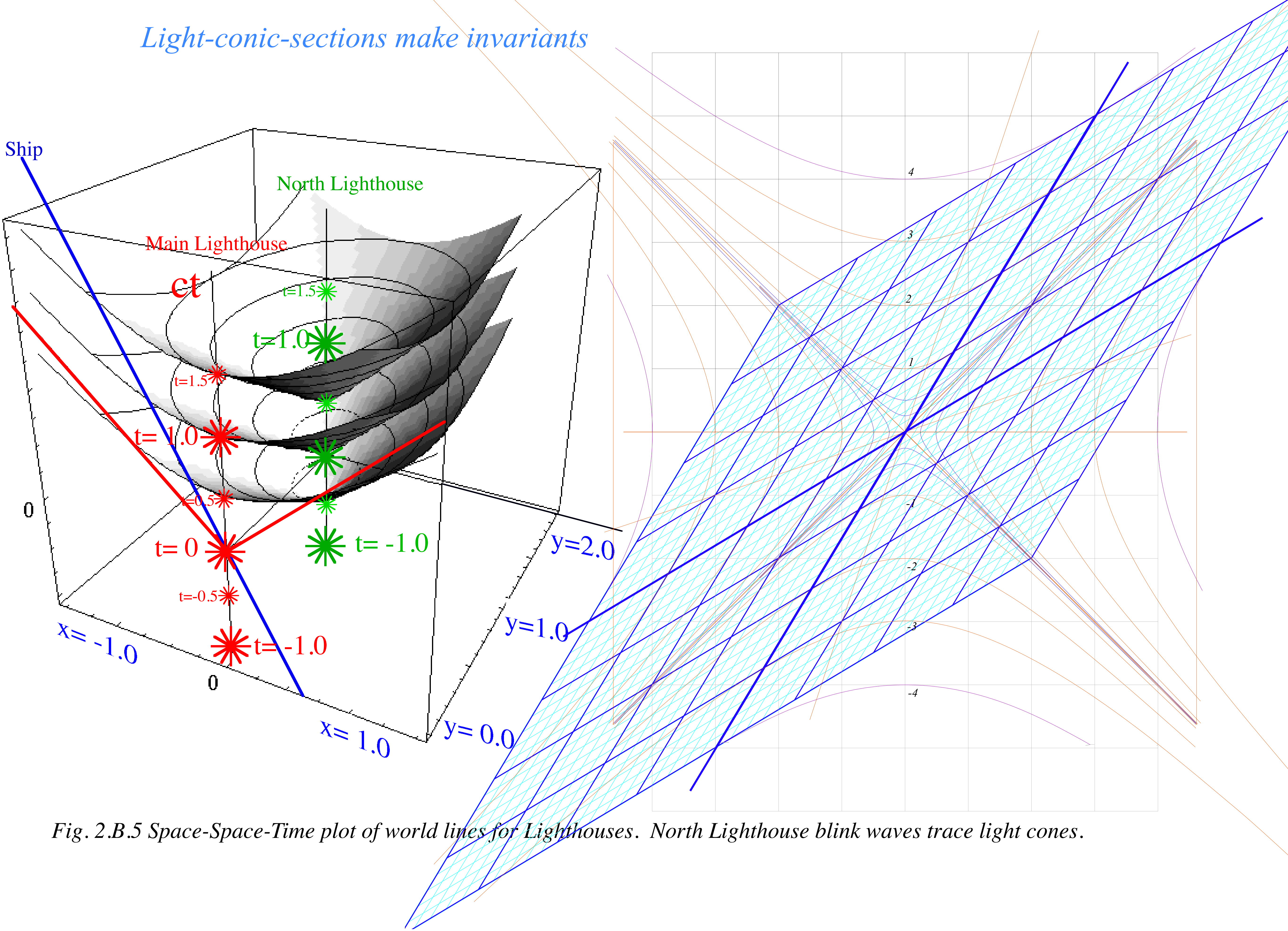

Fig. 2.B.5 Space-Space-Time plot of world lines for Lighthouses. North Lighthouse blink waves trace light cones.

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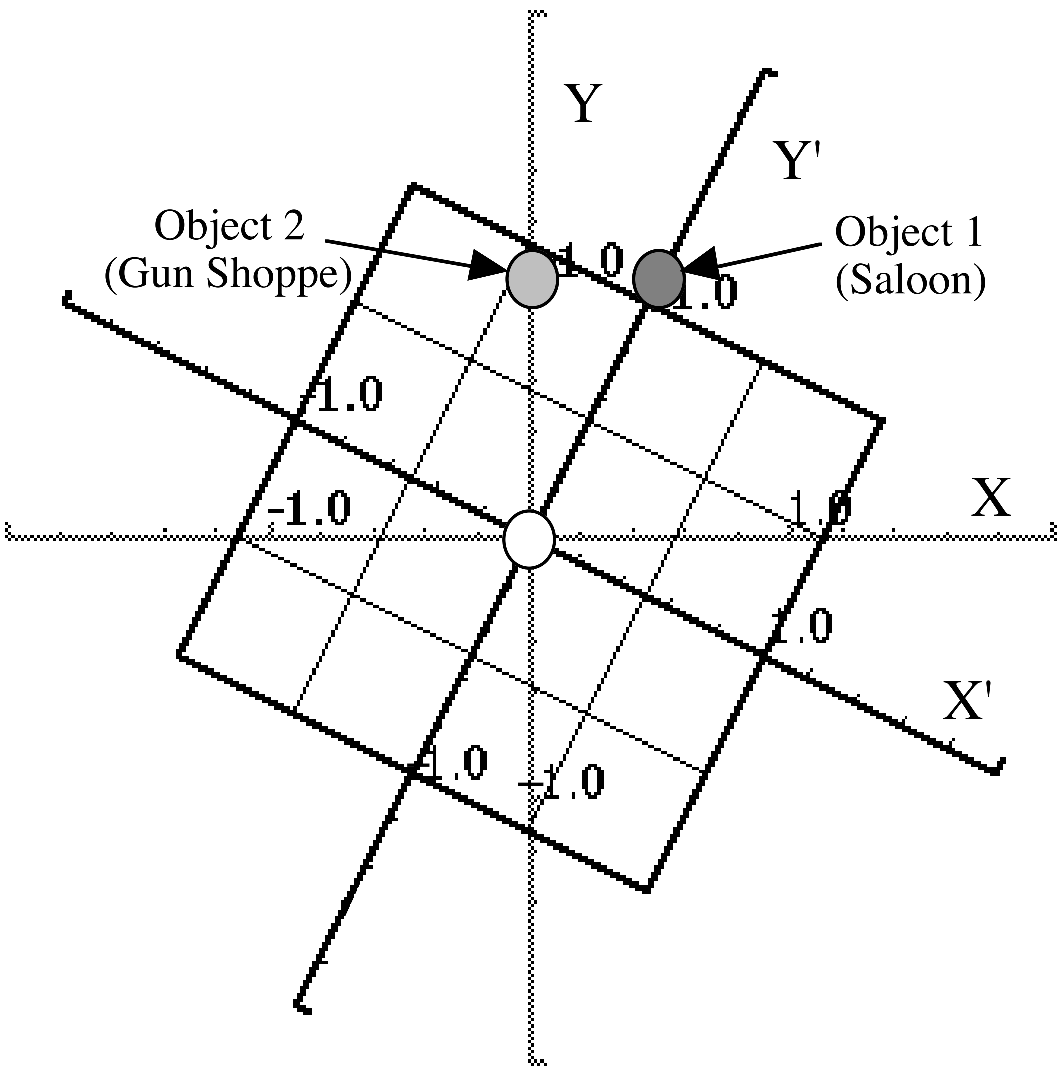
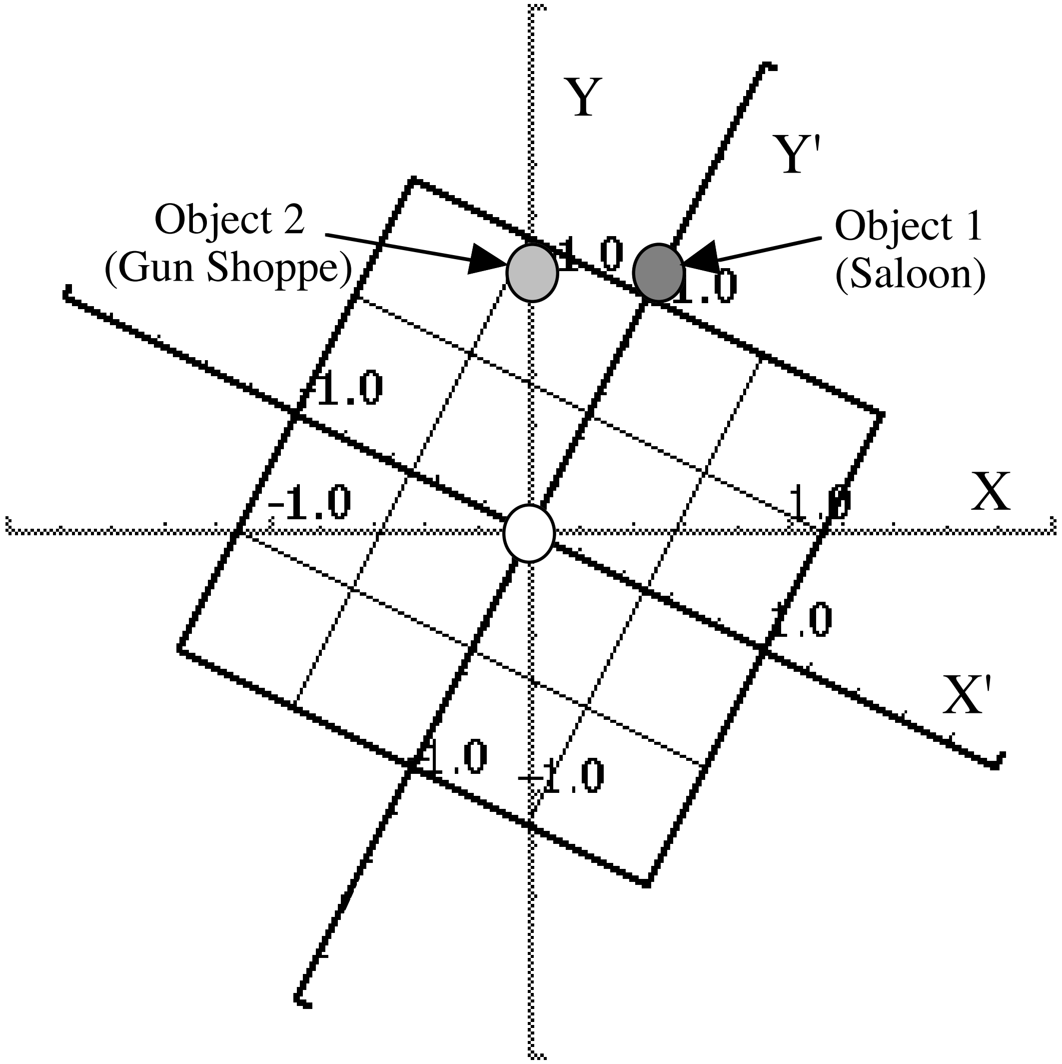


Fig. 2.B.1 Town map according to a "tipsy" surveyor.

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(French surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

A politically incorrect analogy of rotational transformation and Lorentz transformation



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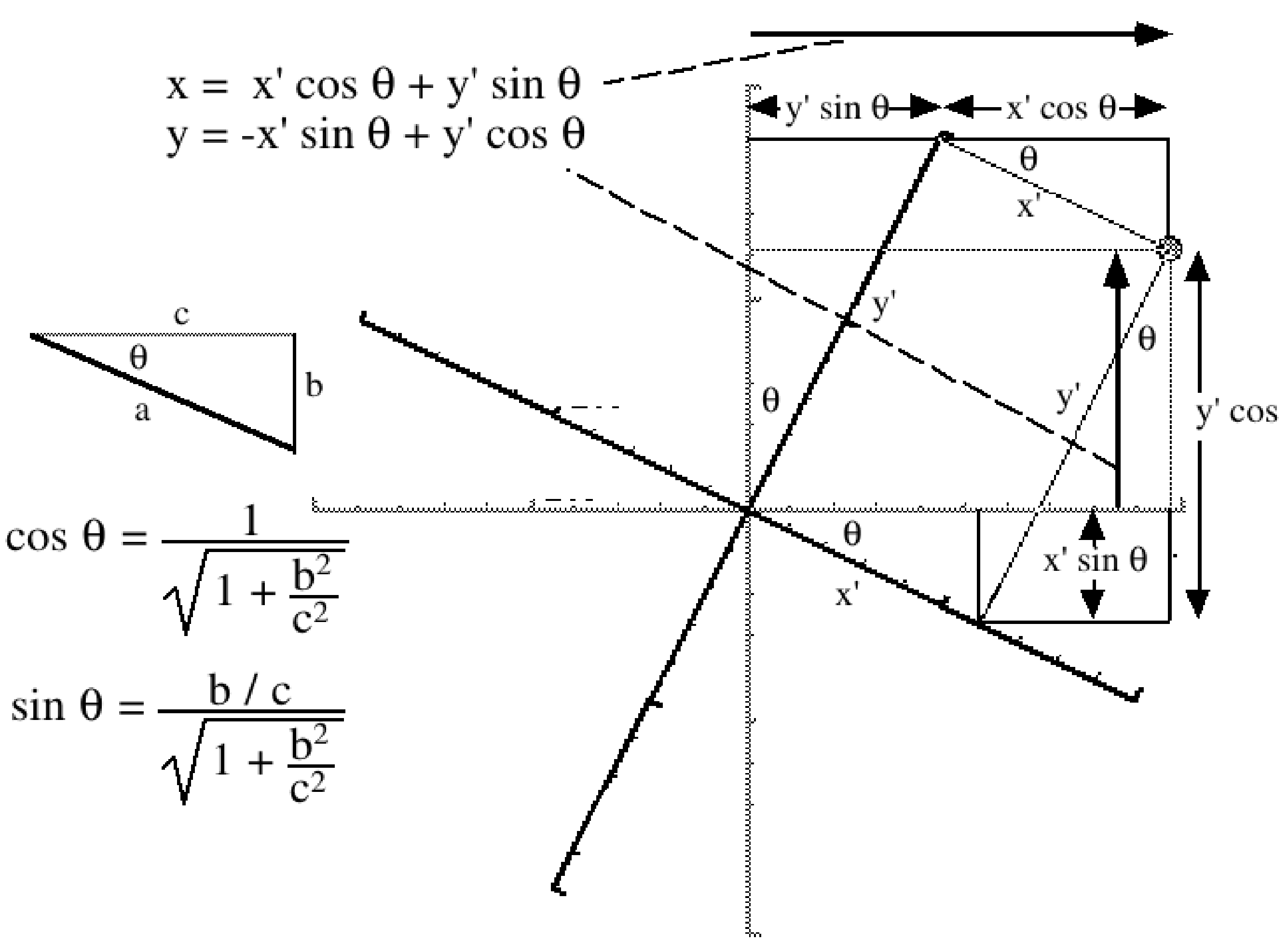

Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

$$x = x' \cos\theta + y' \sin\theta$$
$$y = -x' \sin\theta + y' \cos\theta$$

$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$

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(2nd surveyor) $x' = 0$ $y' = 0$	$x' = 0$ $y' = 1.1$	$x' = -0.45$ $y' = 0.89$

$$x' = x\cos\theta - y\sin\theta = \frac{x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{-(b/c)y}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$y' = x\sin\theta + y\cos\theta = \frac{(b/c)x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{y}{\sqrt{1+\frac{b^2}{c^2}}}$$

A politically incorrect analogy of rotational transformation and Lorentz transformation

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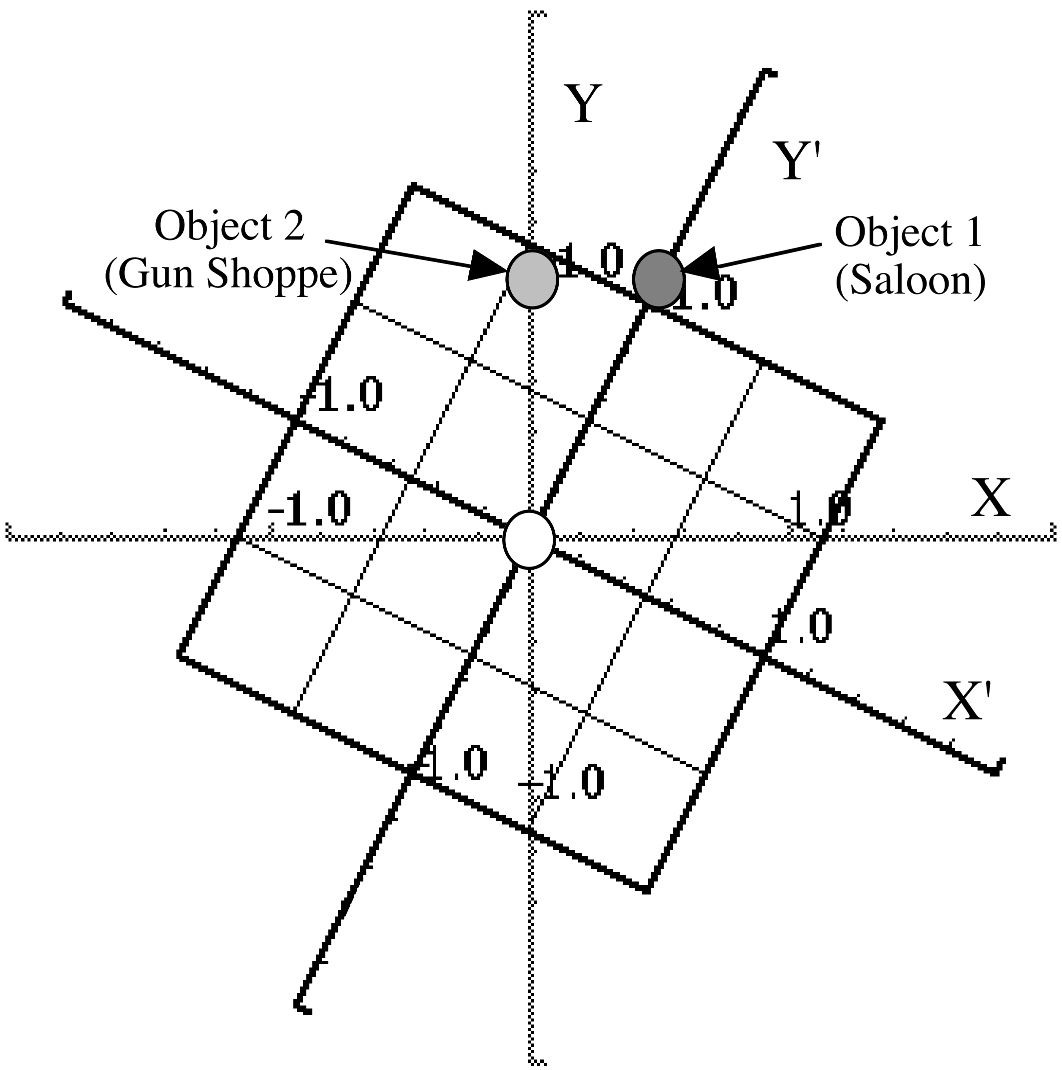

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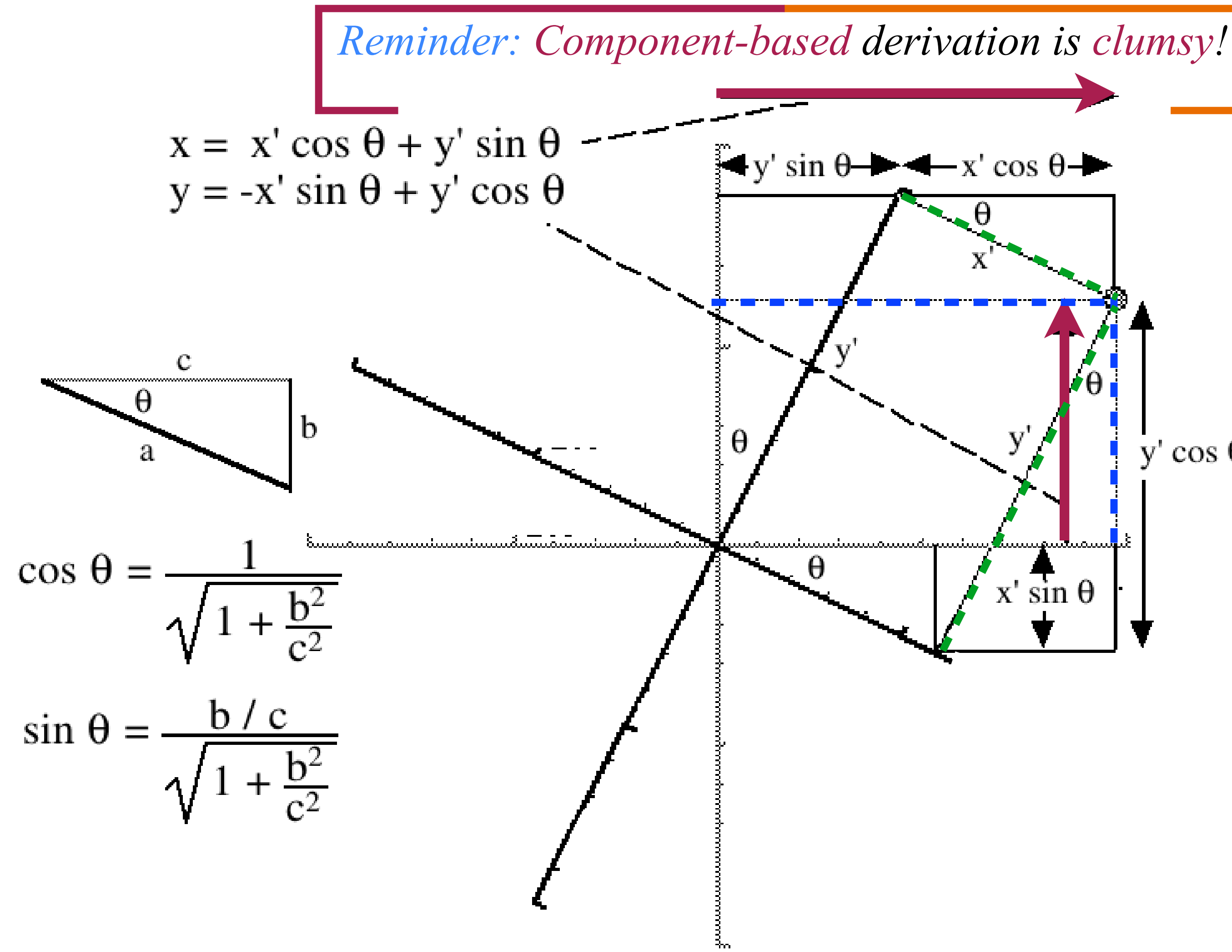

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A politically incorrect analogy of rotational transformation and Lorentz transformation

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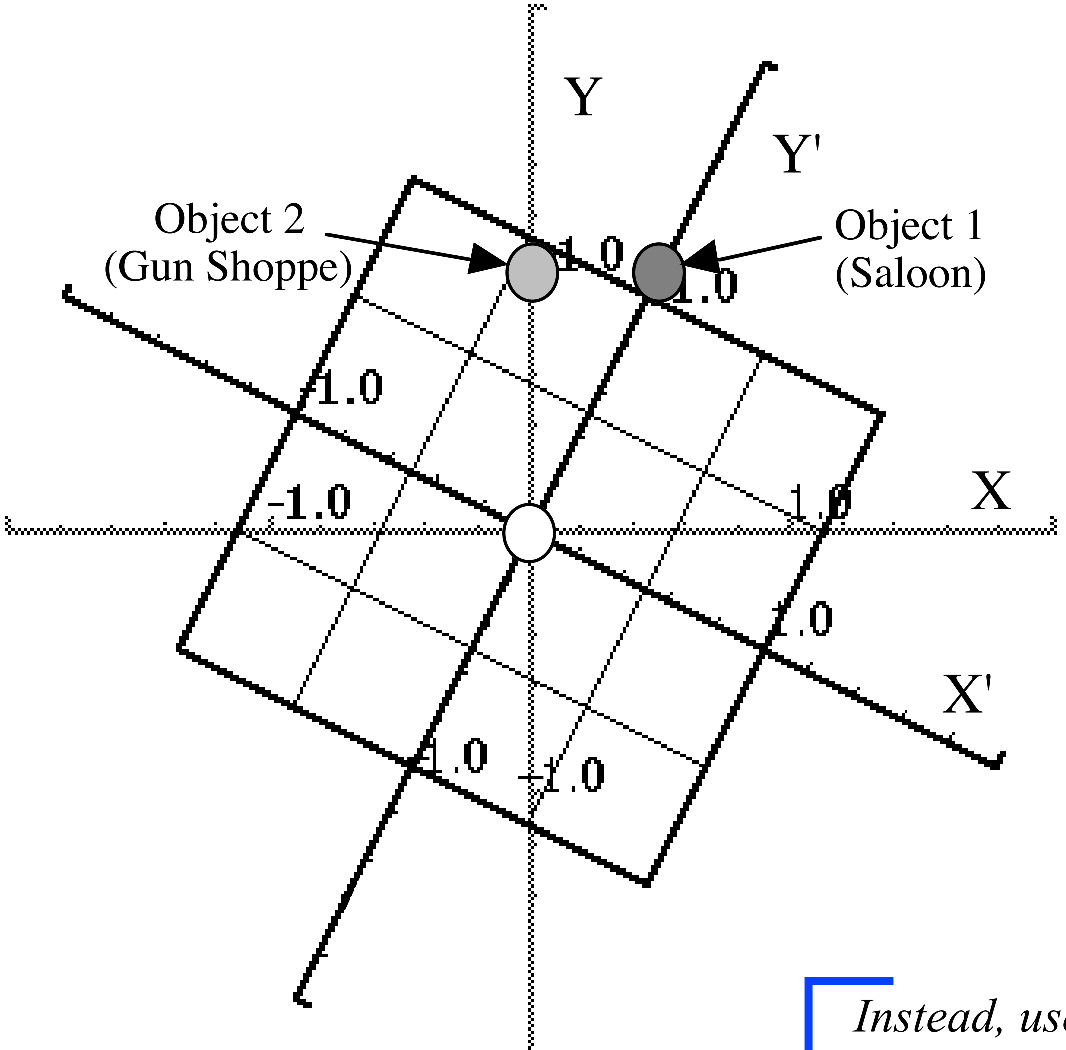
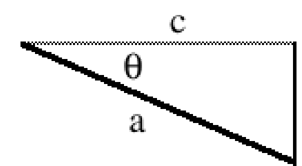


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

Reminder: Component-based derivation is *clumsy!*

$$x = x' \cos\theta + y' \sin\theta$$
$$y = -x' \sin\theta + y' \cos\theta$$

Forget this!! It's too clumsy to generalize to 3D, 4D,...



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

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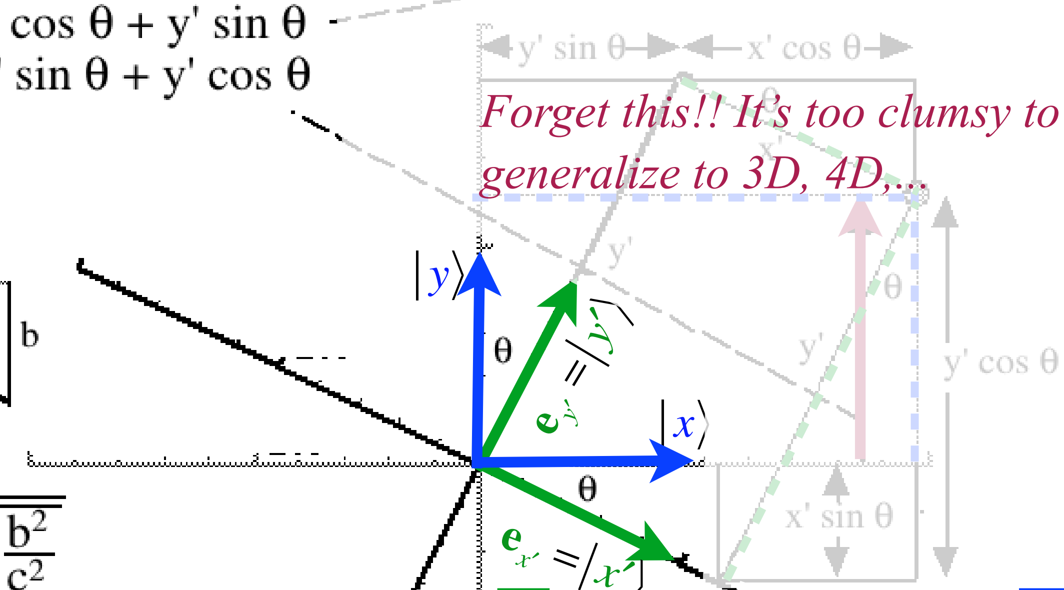

$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

or the inverse relation:

$$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$$
$$\mathbf{e}_{y} = |y\rangle = -\sin\theta|x'\rangle + \cos\theta|y'\rangle$$

Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

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A politically incorrect analogy of rotational transformation and Lorentz transformation

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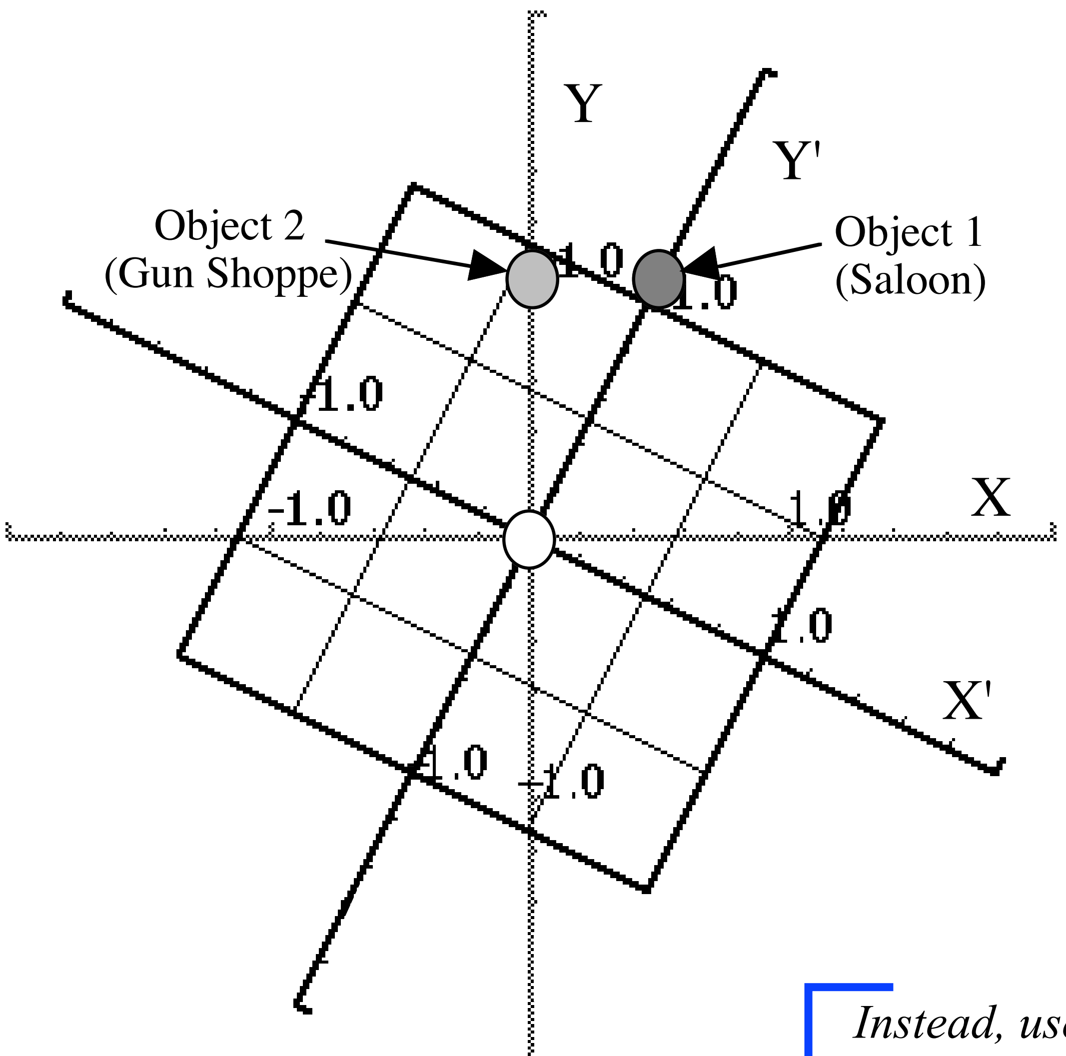

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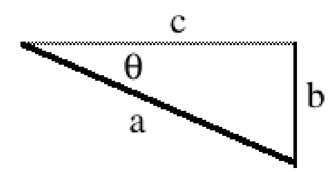

$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

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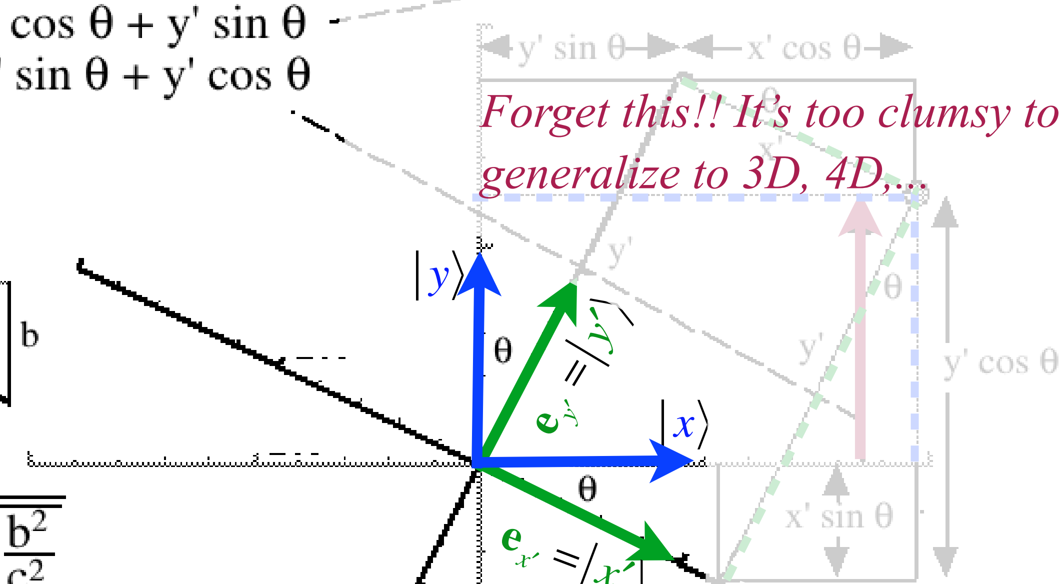

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(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

You may apply (Jacobian) transform matrix:

$$\begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$$

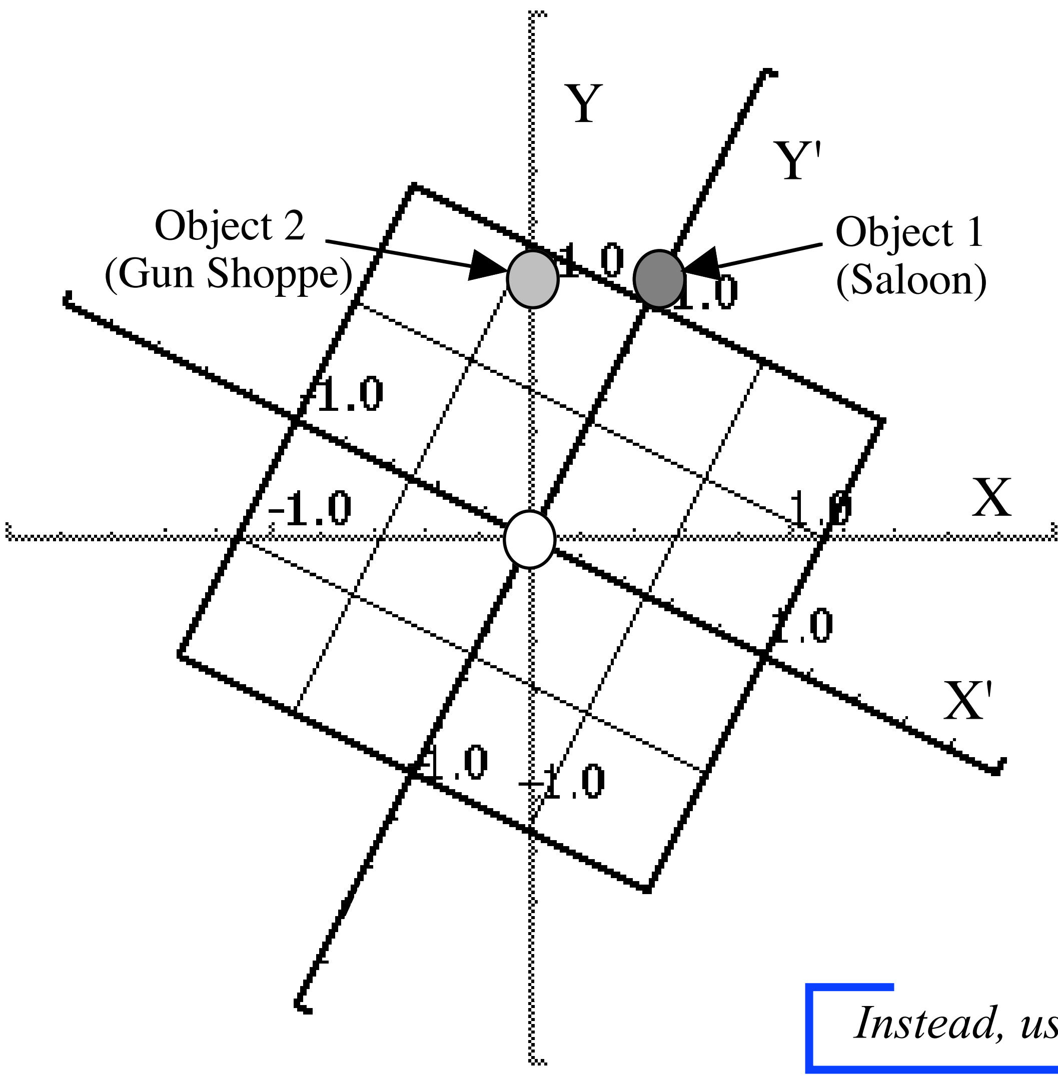
or the inverse (Kajobian) transformation:

$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

to *any* vector $\mathbf{V} = |V\rangle = |x\rangle\langle x|V\rangle + |y\rangle\langle y|V\rangle$
$$= |x'\rangle\langle x'|V\rangle + |y'\rangle\langle y'|V\rangle$$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.



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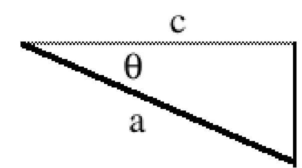
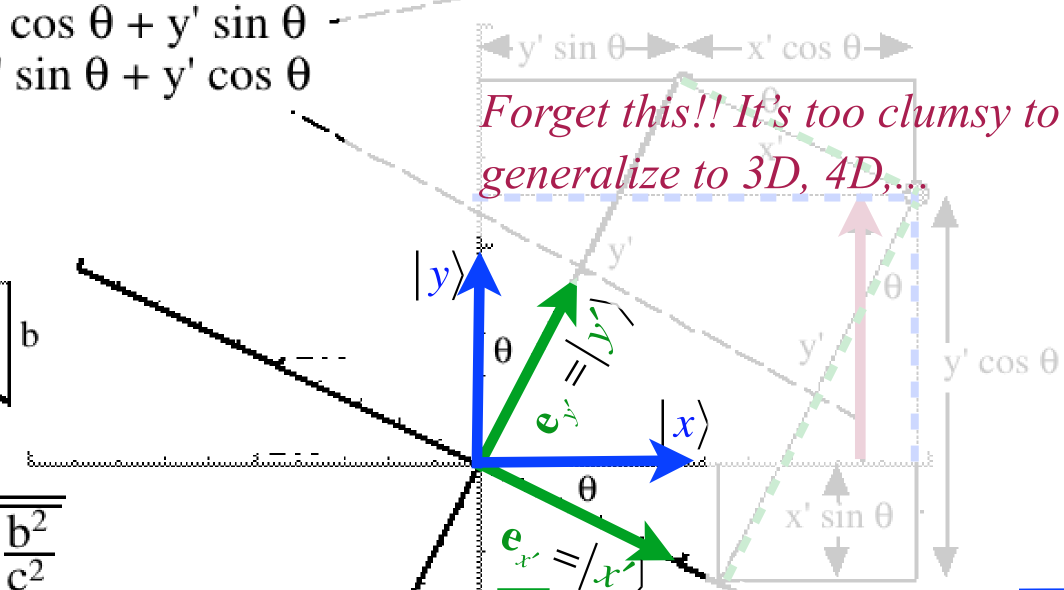


$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$



$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

or the inverse relation:

$$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$$
$$\mathbf{e}_{y} = |y\rangle = -\sin\theta|x'\rangle + \cos\theta|y'\rangle$$

Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

(Jacobian) transformation $\{V_x V_y\}$ from $\{V_{x'} V_{y'}\}$:

$$V_x = \langle x|V\rangle = \langle x|1|V\rangle = \langle x|x'\rangle\langle x'|V\rangle + \langle x|y'\rangle\langle y'|V\rangle$$
$$V_y = \langle y|V\rangle = \langle y|1|V\rangle = \langle y|x'\rangle\langle x'|V\rangle + \langle y|y'\rangle\langle y'|V\rangle$$

You may apply (Jacobian) transform matrix:

$$\begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$$

or the inverse (Kajobian) transformation:

$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

to *any* vector $\mathbf{V} = |V\rangle = |x\rangle\langle x|V\rangle + |y\rangle\langle y|V\rangle$
$= |x'\rangle\langle x'|V\rangle + |y'\rangle\langle y'|V\rangle$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.

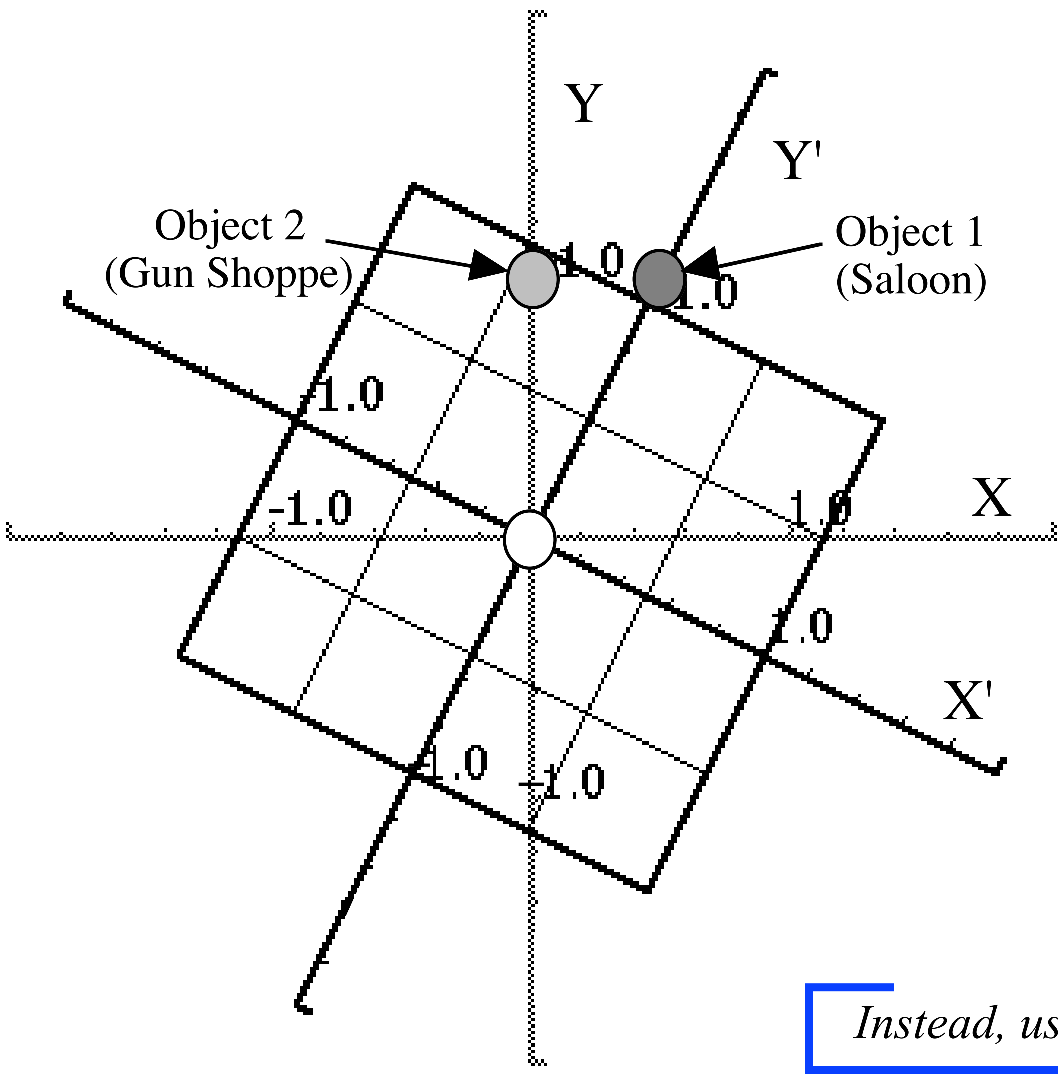
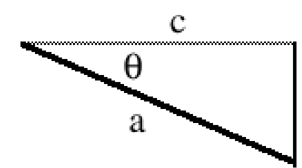


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

Reminder: Component-based derivation is clumsy!

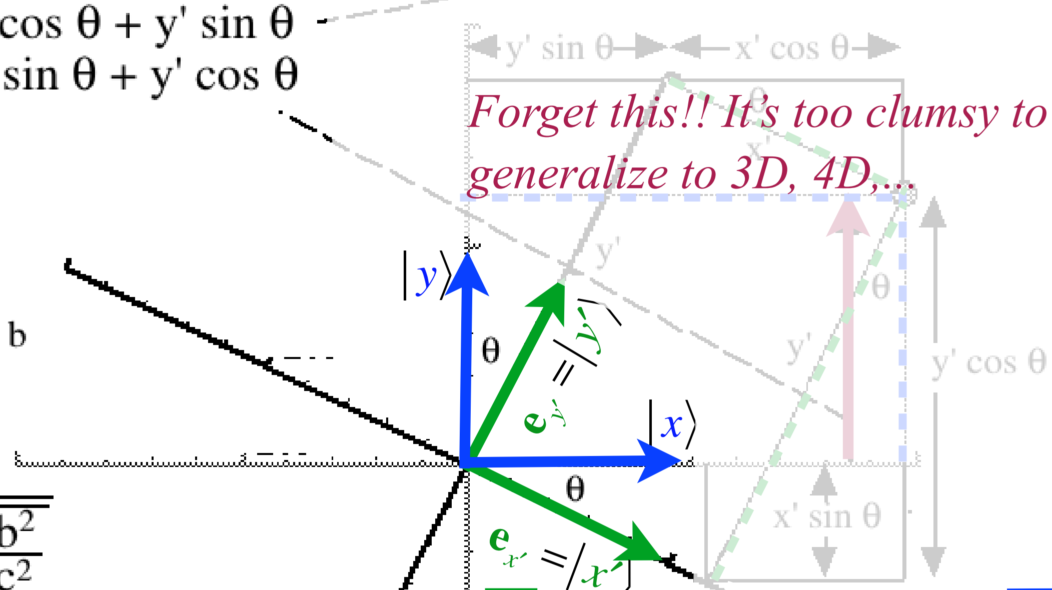
$$x = x' \cos\theta + y' \sin\theta$$
$$y = -x' \sin\theta + y' \cos\theta$$

Forget this!! It's too clumsy to generalize to 3D, 4D,...



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$



$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

or the inverse relation:

$$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$$
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Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
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(Jacobian) transformation $\{V_x V_y\}$ from $\{V_{x'} V_{y'}\}$:

$$V_x = \langle x|V\rangle = \langle x|1|V\rangle = \langle x|x'\rangle\langle x'|V\rangle + \langle x|y'\rangle\langle y'|V\rangle$$
$$V_y = \langle y|V\rangle = \langle y|1|V\rangle = \langle y|x'\rangle\langle x'|V\rangle + \langle y|y'\rangle\langle y'|V\rangle$$

in matrix form:

$$\begin{pmatrix} V_x \\ V_y \end{pmatrix} = \begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix}$$

You may apply (Jacobian) transform matrix:

$$\begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$$

or the inverse (Kajobian) transformation:

$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

to *any* vector $\mathbf{V} = |V\rangle = |x\rangle\langle x|V\rangle + |y\rangle\langle y|V\rangle$
$= |x'\rangle\langle x'|V\rangle + |y'\rangle\langle y'|V\rangle$

PLEASE!

Do NOT ever write

this:

$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

like this:

$$\begin{pmatrix} \mathbf{e}_{x'} \\ \mathbf{e}_{y'} \end{pmatrix} = \begin{pmatrix} |x'\rangle \\ |y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} |x\rangle \\ |y\rangle \end{pmatrix}$$

PLEASE!

Do NOT <u>ever</u> write

this:

$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

(This is an abstract definition.)

This is GARBAGE!

like this:

$$\begin{pmatrix} \mathbf{e}_{x'} \\ \mathbf{e}_{y'} \end{pmatrix} = \begin{pmatrix} |x'\rangle \\ |y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} |x\rangle \\ |y\rangle \end{pmatrix}$$

PLEASE!

Do NOT ever write this:

$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle \equiv \mathbf{R}|x\rangle$$

$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle \equiv \mathbf{R}|y\rangle$$

(This is an abstract definition.)

like this:

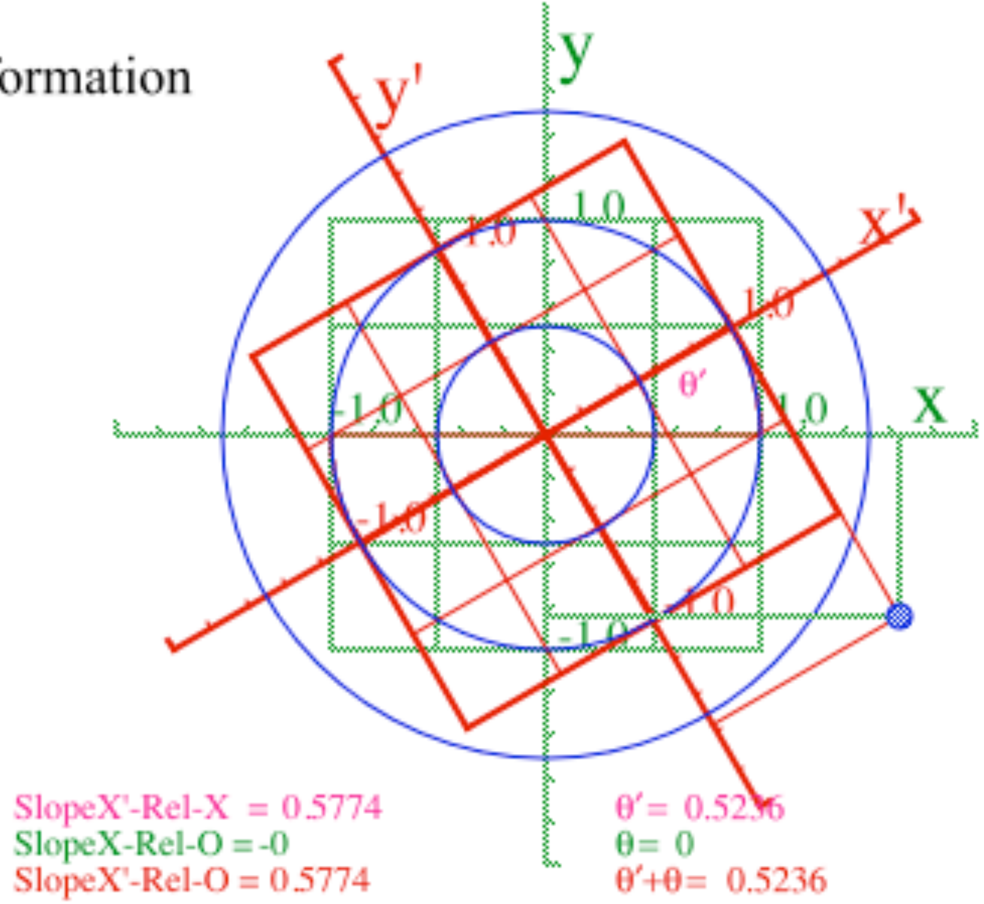
$$\begin{pmatrix} \mathbf{e}_{x'} \\ \mathbf{e}_{y'} \end{pmatrix} = \begin{pmatrix} |x'\rangle \\ |y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} |x\rangle \\ |y\rangle \end{pmatrix}$$

(This is GARBAGE!)

Here is a matrix representation of abstract definitions: $|x'\rangle \equiv \mathbf{R}|x\rangle$, $|y'\rangle \equiv \mathbf{R}|y\rangle$

$$\begin{pmatrix} V_x \\ V_y \end{pmatrix} = \begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix} = \begin{pmatrix} \langle x|\mathbf{R}|x\rangle & \langle x|\mathbf{R}|y\rangle \\ \langle y|\mathbf{R}|x\rangle & \langle y|\mathbf{R}|y\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix} = \begin{pmatrix} \langle x'|\mathbf{R}|x'\rangle & \langle x'|\mathbf{R}|y'\rangle \\ \langle y'|\mathbf{R}|x'\rangle & \langle y'|\mathbf{R}|y'\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix}$$

(a) Rotation Transformation and Invariants

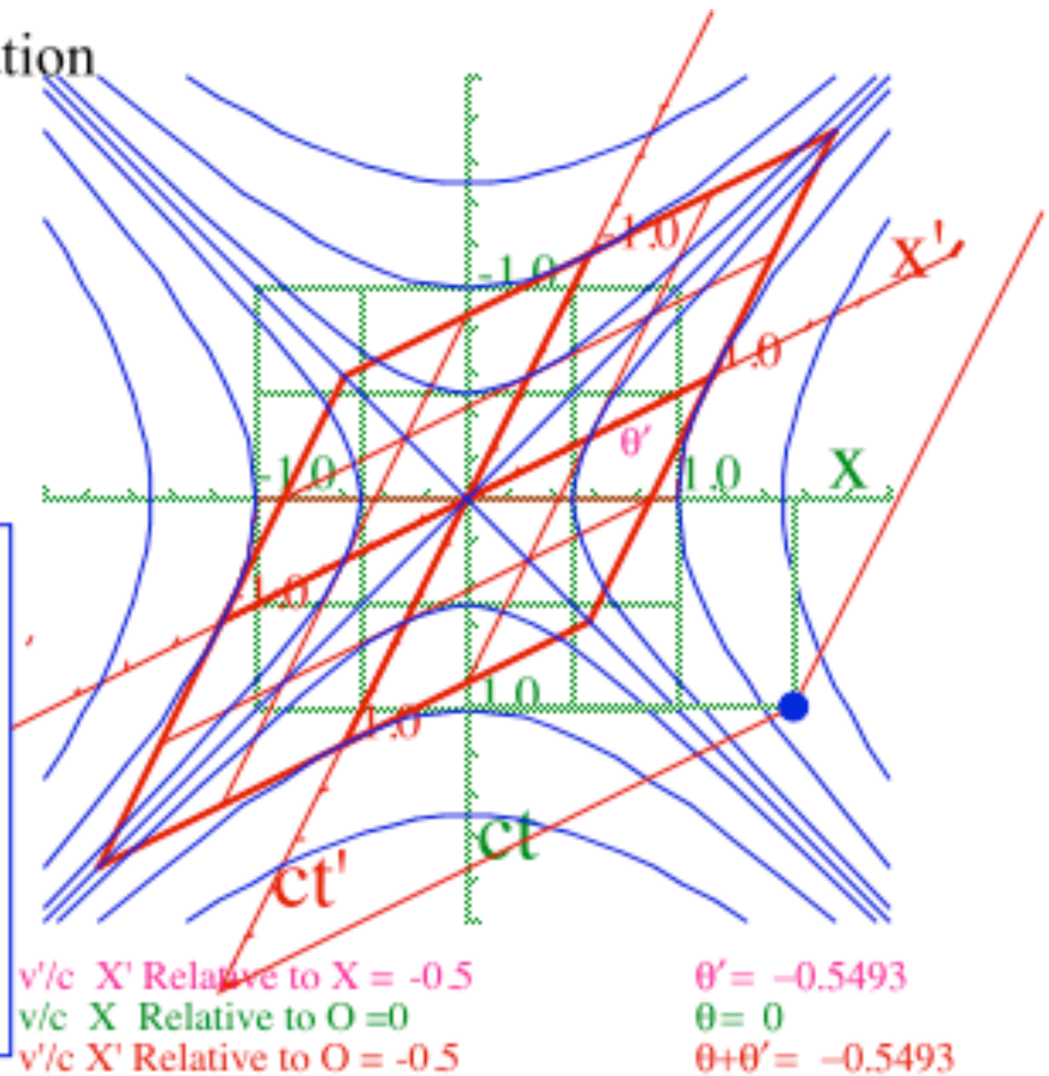


$x = 1.65$
$y = -0.85$
$x^2+y^2 = 3.43$
$x' = 1.00$
$y' = -1.56$
$x'^2+y'^2 = 3.43$

$$x' = x\cos\theta - y\sin\theta = \frac{x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{-(b/c)y}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$y' = x\sin\theta + y\cos\theta = \frac{(b/c)x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{y}{\sqrt{1+\frac{b^2}{c^2}}}$$

(b) Lorentz Transformation and Invariants



$x = 1.5453$
$ct = 0.9819$
$x^2-(ct)^2 = 1.42$
$x' = 2.3512$
$ct' = 2.0260$
$x'^2-(ct')^2 = 1.42$

$$x' = \frac{x}{\sqrt{1-\frac{v^2}{c^2}}} + \frac{\frac{v}{c}ct}{\sqrt{1-\frac{v^2}{c^2}}} = x\cosh\rho + y\sinh\rho$$

$$ct' = \frac{\frac{v}{c}x}{\sqrt{1-\frac{v^2}{c^2}}} + \frac{ct}{\sqrt{1-\frac{v^2}{c^2}}} = x\sinh\rho + y\cosh\rho$$

5. That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

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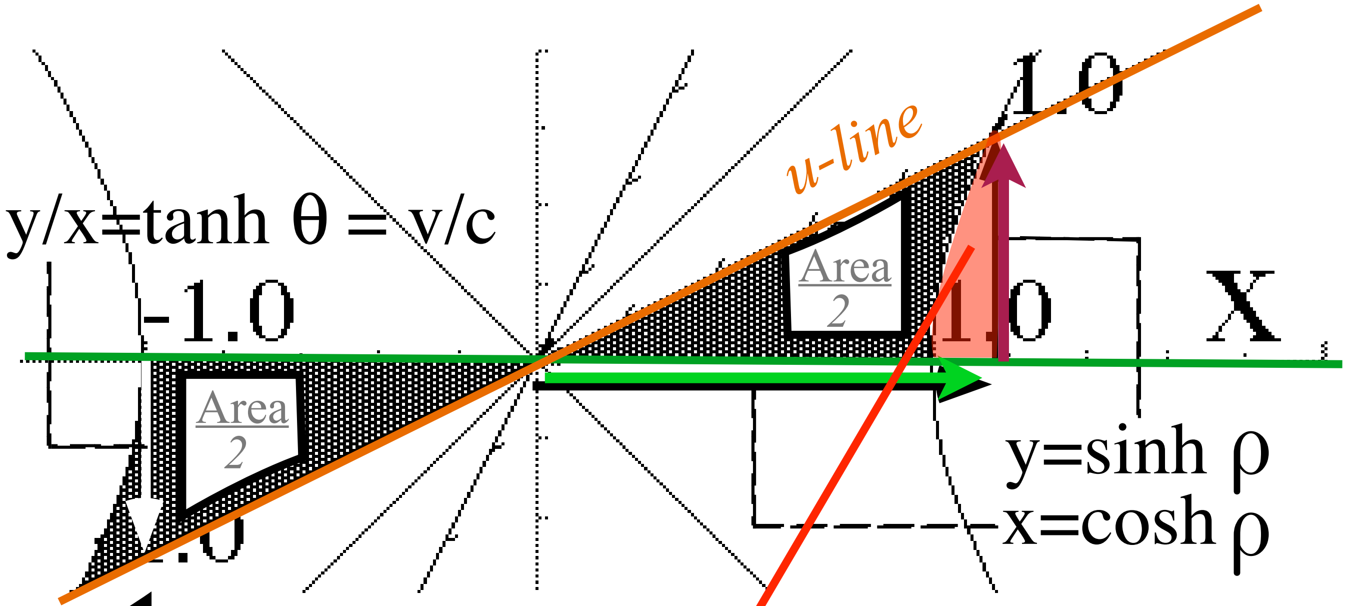
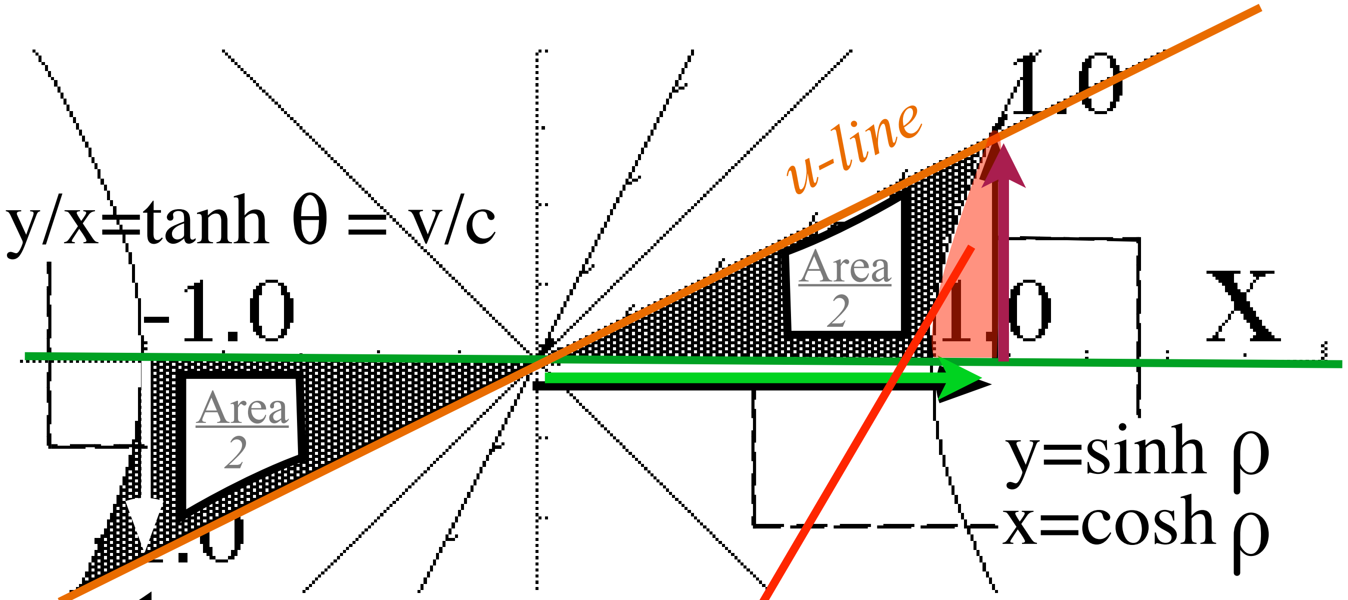


$\frac{Area}{2} = \frac{1}{2}$ *base* · *altitude* − area under curve $= \frac{1}{2} xy - \int y\, dx$

The "Area" being calculated is the *total* **Gray Area** *between hyperbola pairs, X axis, and sloping u-line*

The straight scoop on "angle" and "rapidity" (They're area!)



The "Area" being calculated is the *total* **Gray Area** *between hyperbola pairs, X axis, and sloping u-line*

$$\frac{Area}{2} = \frac{1}{2} base \cdot altitude - \text{area under curve} = \frac{1}{2} xy - \int y\,dx$$

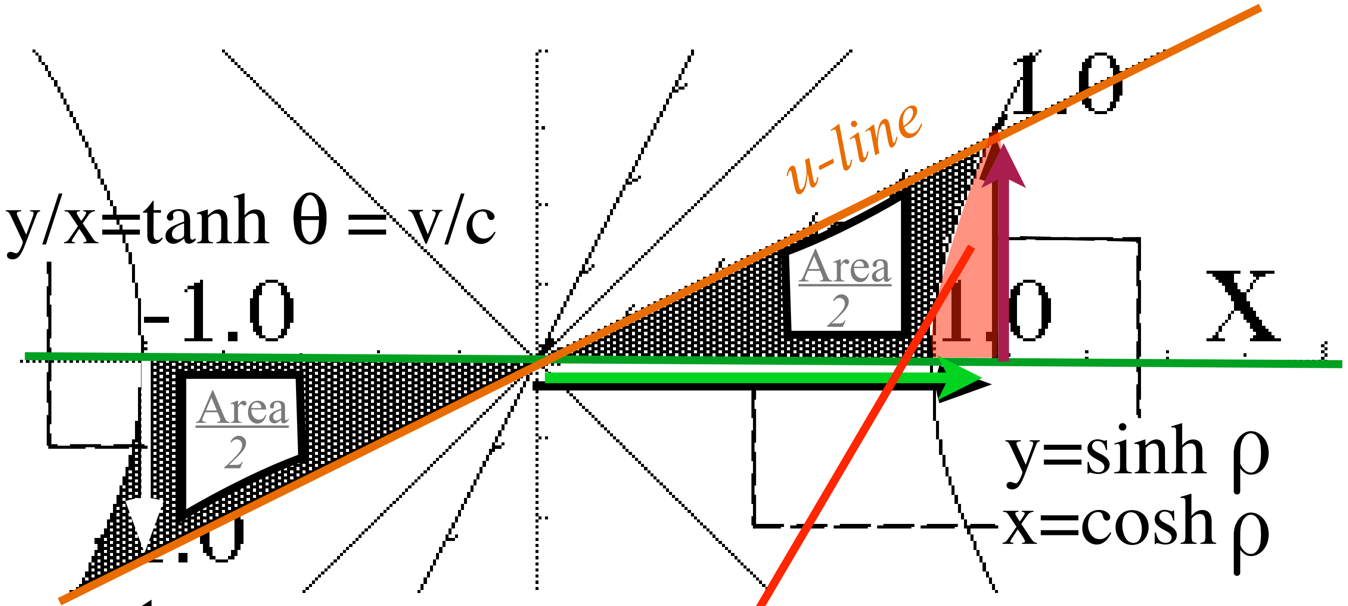
$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh\rho\, d(\cosh\rho)$$

Useful hyperbolic identities

$$\sinh^2\rho = \left(\frac{e^{\rho}-e^{-\rho}}{2}\right)^2 = \frac{1}{4}\left(e^{2\rho}+e^{-2\rho}-2\right) = \frac{\cosh 2\rho - 1}{2}$$

$$\sinh\rho\cosh\rho = \left(\frac{e^{\rho}-e^{-\rho}}{2}\right)\left(\frac{e^{\rho}+e^{-\rho}}{2}\right) = \frac{1}{4}\left(e^{2\rho}-e^{-2\rho}\right) = \frac{1}{2}\sinh 2\rho$$

The straight scoop on "angle" and "rapidity" (They're area!)



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$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh\rho\, d(\cosh\rho)$$

$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh^2\rho\, d\rho = \frac{1}{4}\sinh 2\rho - \int \frac{\cosh 2\rho - 1}{2} d\rho$$

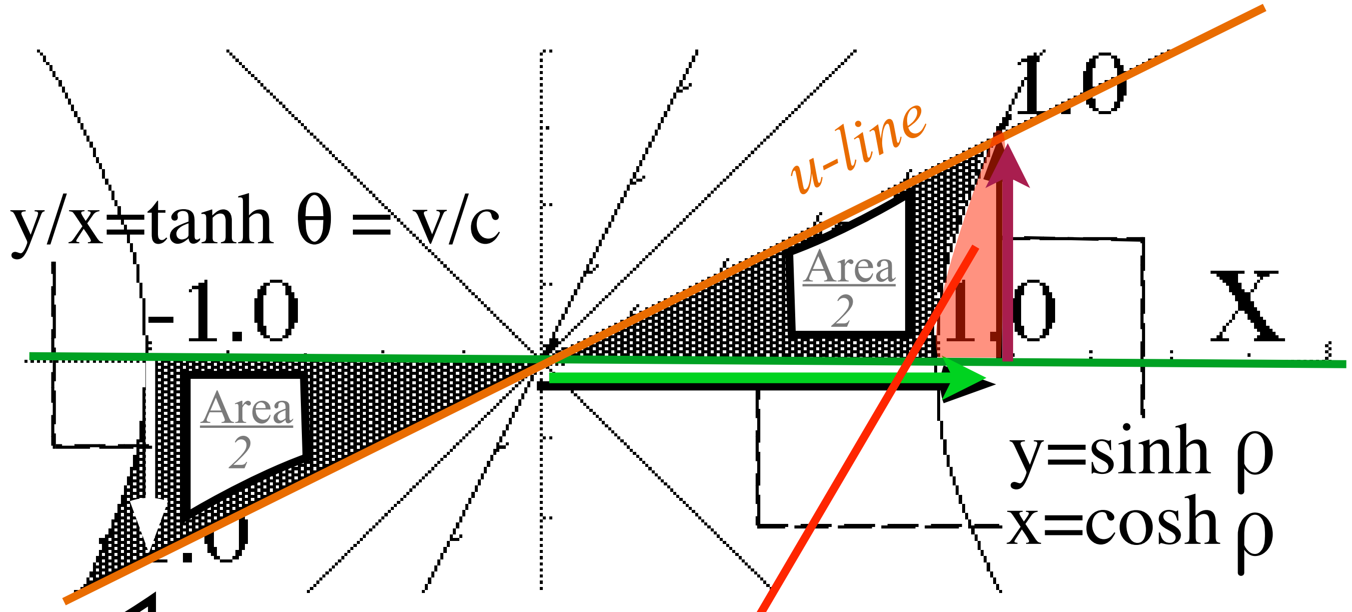
Useful hyperbolic identities

$$\sinh^2\rho = \left(\frac{e^{\rho} - e^{-\rho}}{2}\right)^2 = \frac{1}{4}\left(e^{2\rho} + e^{-2\rho} - 2\right) = \frac{\cosh 2\rho - 1}{2}$$

$$\sinh\theta\cosh\theta = \left(\frac{e^{\theta} - e^{-\theta}}{2}\right)\left(\frac{e^{\theta} + e^{-\theta}}{2}\right) = \frac{1}{4}\left(e^{2\theta} - e^{-2\theta}\right) = \frac{1}{2}\sinh 2\theta$$

$$\int \cosh a\rho\, d\rho = \frac{1}{a}\sinh a\rho$$

The straight scoop on "angle" and "rapidity" (They're area!)



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$$\int \cosh a\theta\, d\theta = \frac{1}{a}\sinh a\theta$$

$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh^2\rho\, d\rho = \frac{1}{4}\sinh 2\rho - \int \frac{\cosh 2\rho - 1}{2}\, d\rho$$

$$= \frac{1}{4}\sinh 2\rho - \frac{1}{4}\sinh 2\rho + \int \frac{1}{2}\, d\rho$$

$$= \frac{\rho}{2}$$

Amazing result: ***Area*** $= \rho$ *is rapidity*

5. That "old-time" relativity *(Circa 600BCE- 1905CE)*

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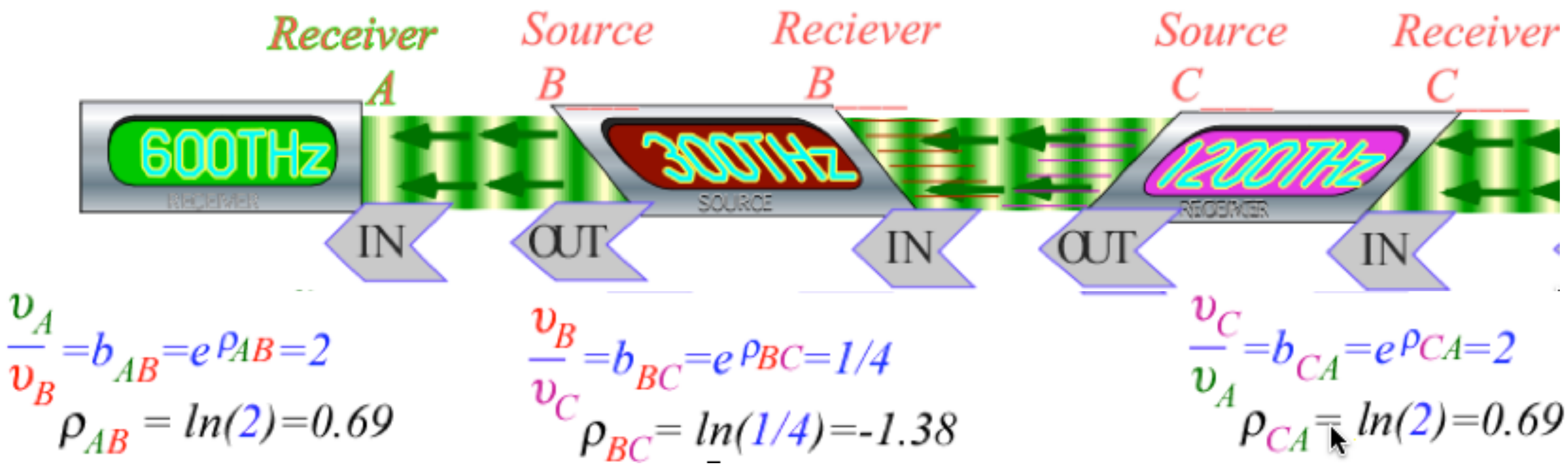
From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$



$$\rho_{AB} + \rho_{BC} = \rho_{AC} = -\rho_{CA}$$

$$0.69 - 1.38 = -0.69$$

Galilean velocity addition becomes rapidity addition

From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$

$$\frac{u'}{c} = \tanh(\rho_u + \rho_v) = \frac{\tanh\rho_u + \tanh\rho_v}{1+\tanh\rho_u \tanh\rho_v} = \frac{\frac{u}{c}+\frac{v}{c}}{1+\frac{u}{c}\frac{v}{c}}$$

$$\tanh(x+y) = \frac{\tanh x + \tanh y}{1+\tanh x \tanh y}$$

or: $$u' = \frac{u+v}{1+\frac{u\cdot v}{c^2}}$$

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$$\tanh(x+y) = \frac{\tanh x + \tanh y}{1 + \tanh x \tanh y}$$

or: $$u' = \frac{u+v}{1 + \frac{u \cdot v}{c^2}}$$

No longer does *(1/2+1/2)c* equal *(1)c…*

Relativistic result is: $$\frac{\frac{1}{2}+\frac{1}{2}}{1+\frac{1}{2}\frac{1}{2}}c = \frac{1}{1+\frac{1}{4}}c = \frac{1}{\frac{5}{4}}c = \frac{4}{5}c$$

Galilean velocity addition becomes rapidity addition

From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$

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$$\tanh(x+y) = \frac{\tanh x + \tanh y}{1 + \tanh x \tanh y}$$

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No longer does *(1/2+1/2)c* equal *(1)c*…

Relativistic result is: $$\frac{\frac{1}{2} + \frac{1}{2}}{1 + \frac{1}{2}\frac{1}{2}} c = \frac{1}{1 + \frac{1}{4}} c = \frac{1}{\frac{5}{4}} c = \frac{4}{5} c$$

...but, *(1/2+1)c* <u>does</u> equal *(1)c*…

$$\frac{\frac{1}{2} + 1}{1 + \frac{1}{2}1} c = c$$

5. That "old-time" relativity *(Circa 600BCE- 1905CE)*

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(a) Circlular Functions
(plane geometry)

www.uark.edu/ua/pirelli/php/complex_phasors_1.php

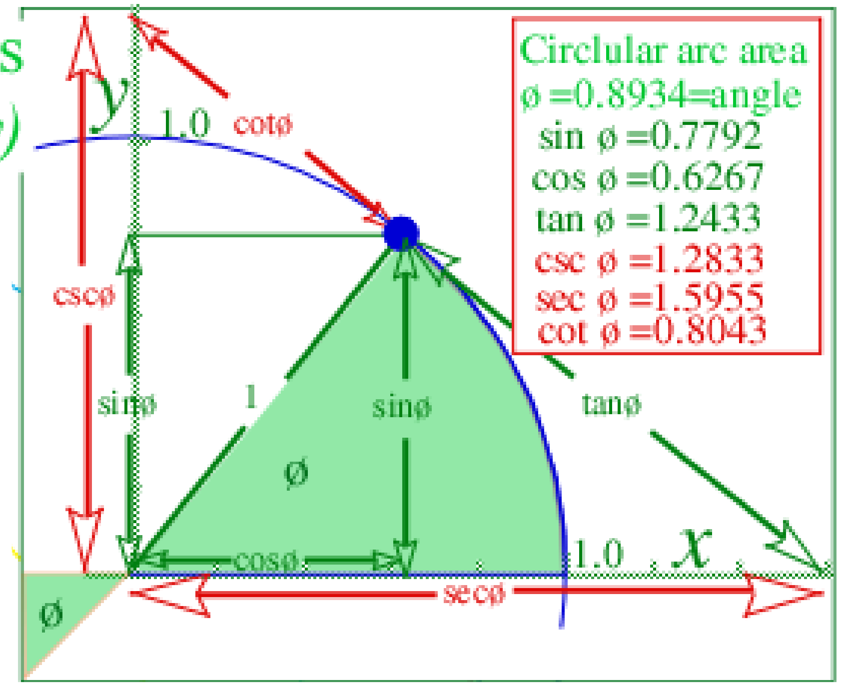


Fig. C.2-3
and
Fig. 5.4
in Unit 2

Introducing the "Sin-Tan Rosetta Stone" *NOTE: Angle ϕ is now called stellar aberration angle σ*

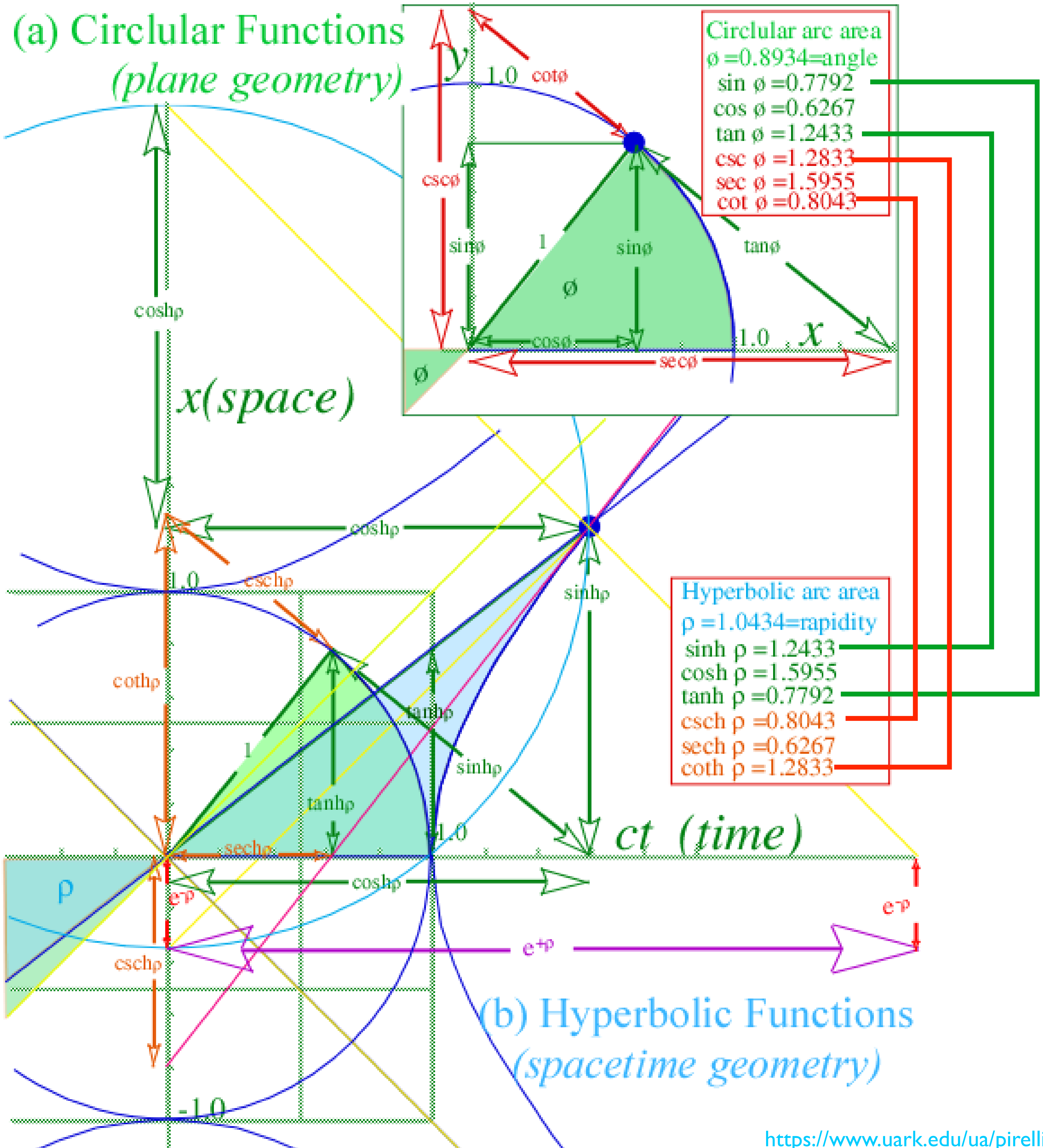
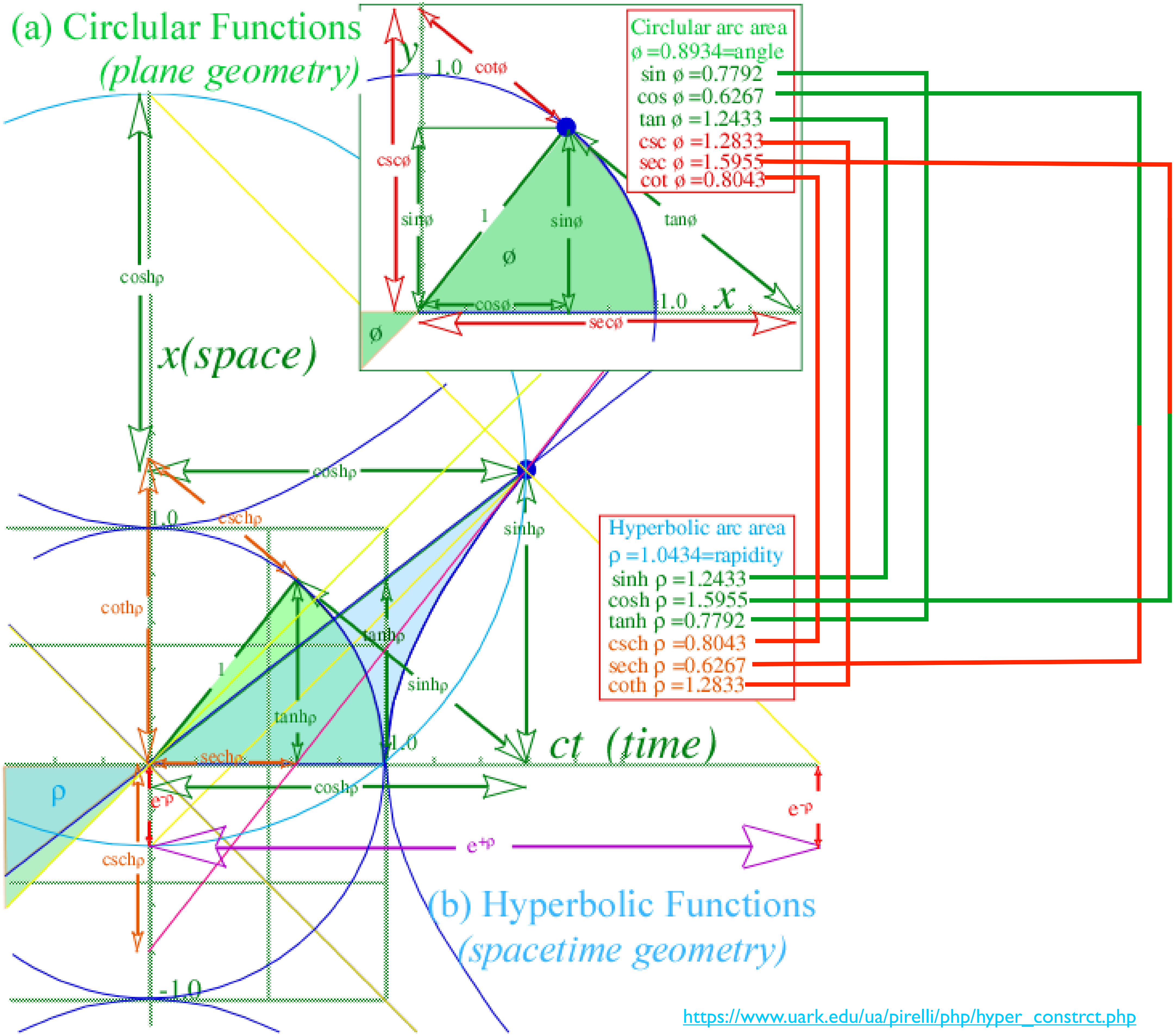


Fig. C.2-3 and Fig. 5.4 in Unit 2

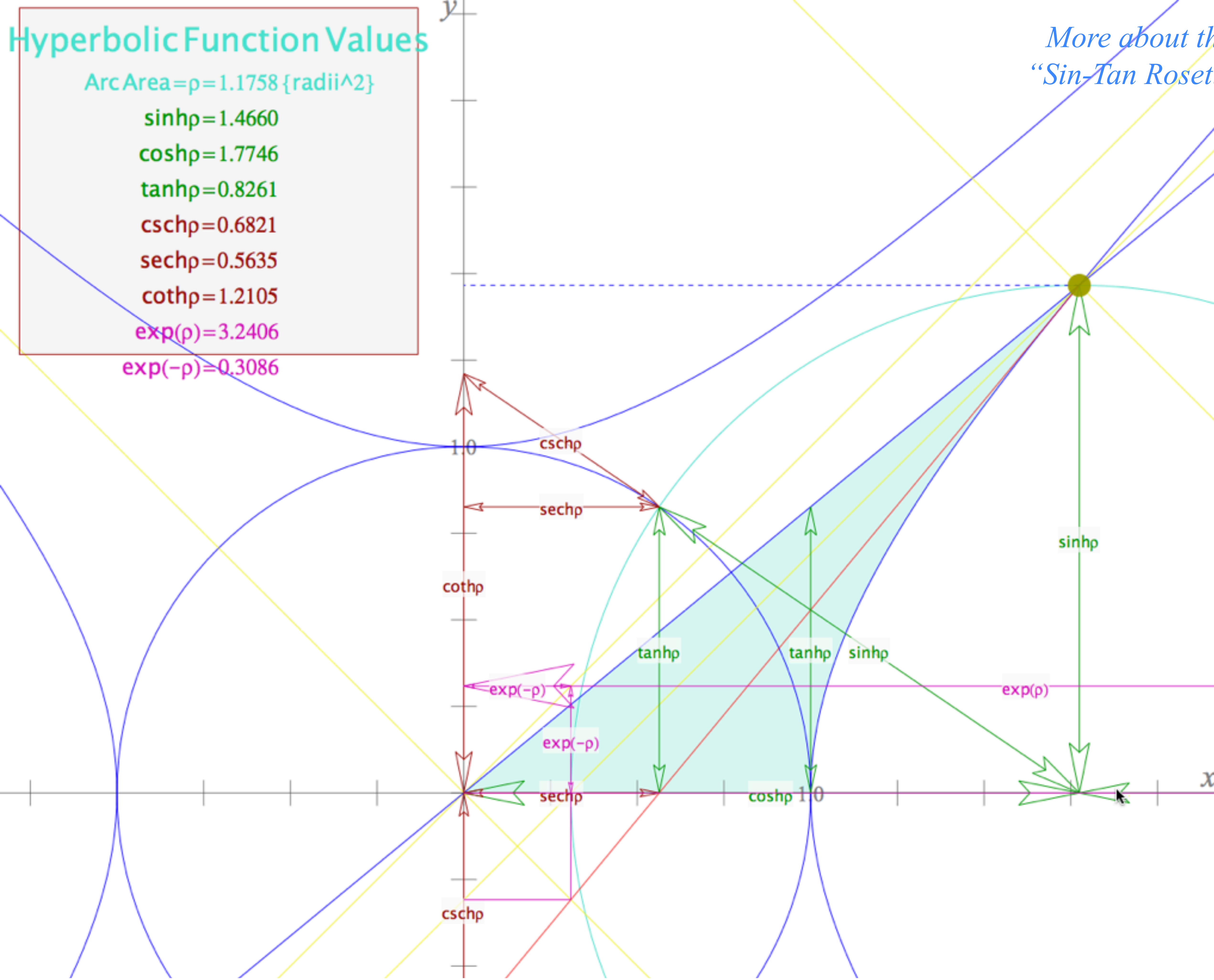
https://www.uark.edu/ua/pirelli/php/hyper_constrct.php

Introducing the "Sin-Tan Rosetta Stone" *NOTE: Angle ϕ is now called stellar aberration angle σ*

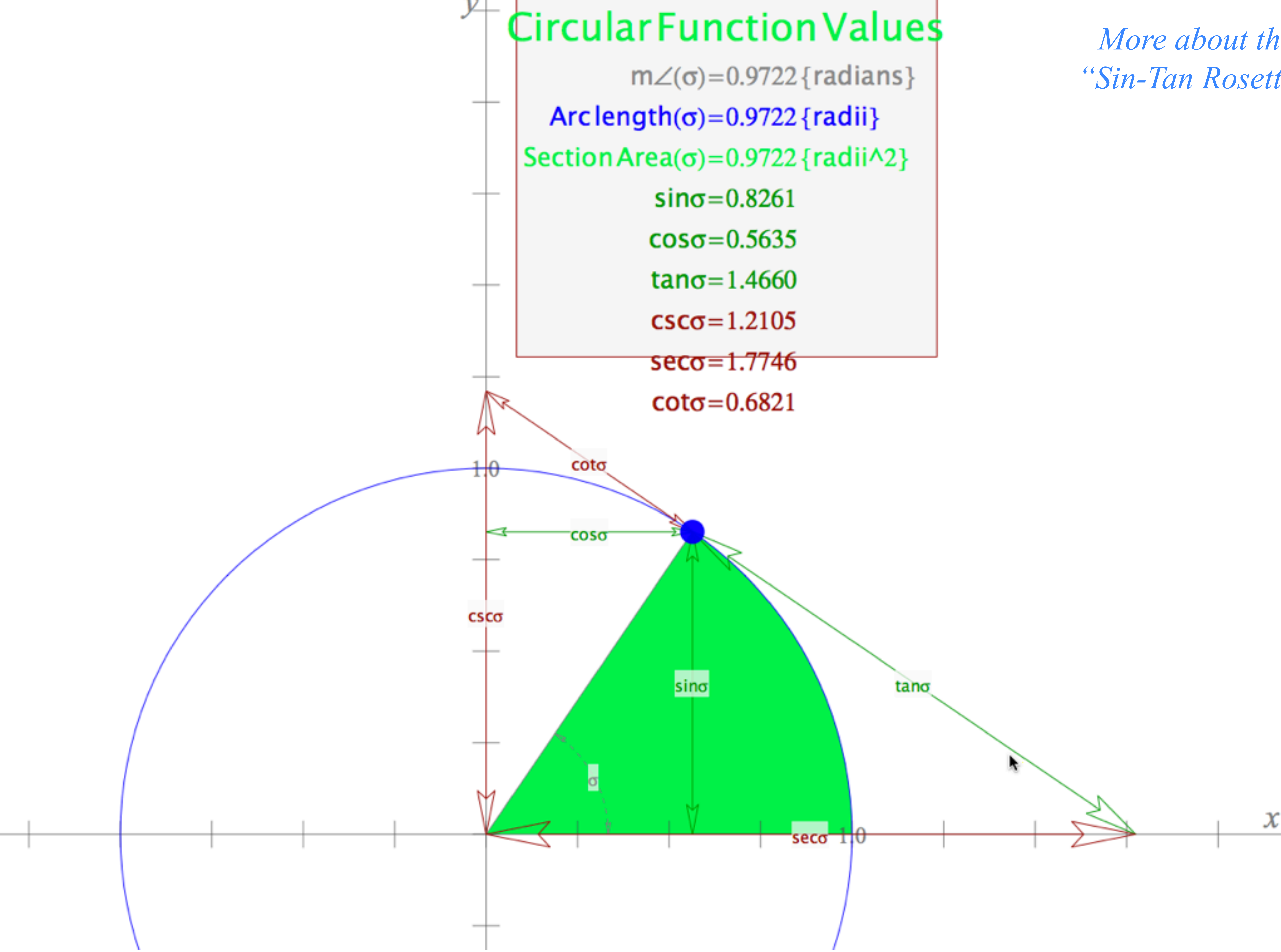


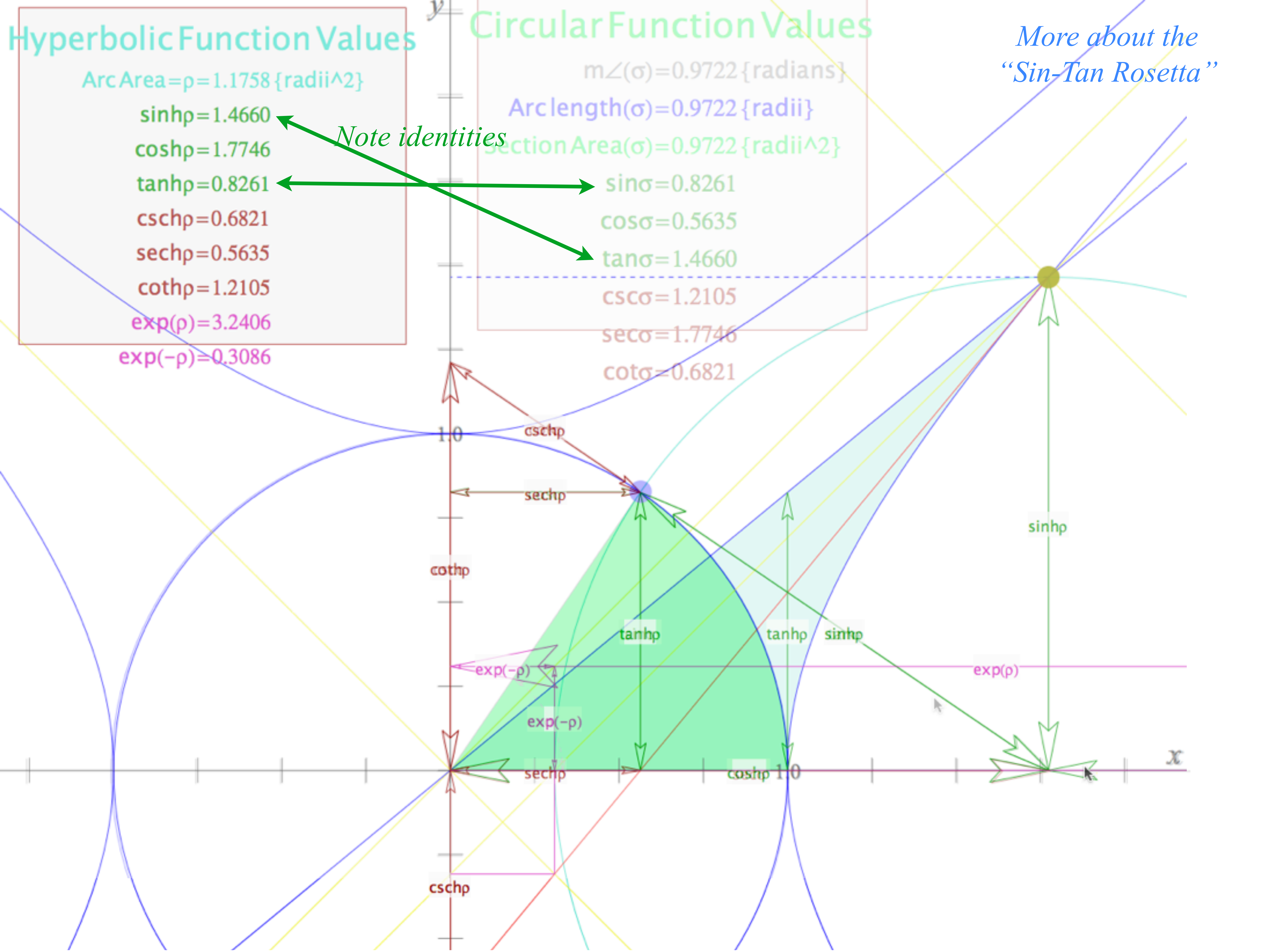
https://www.uark.edu/ua/pirelli/php/hyper_constrct.php

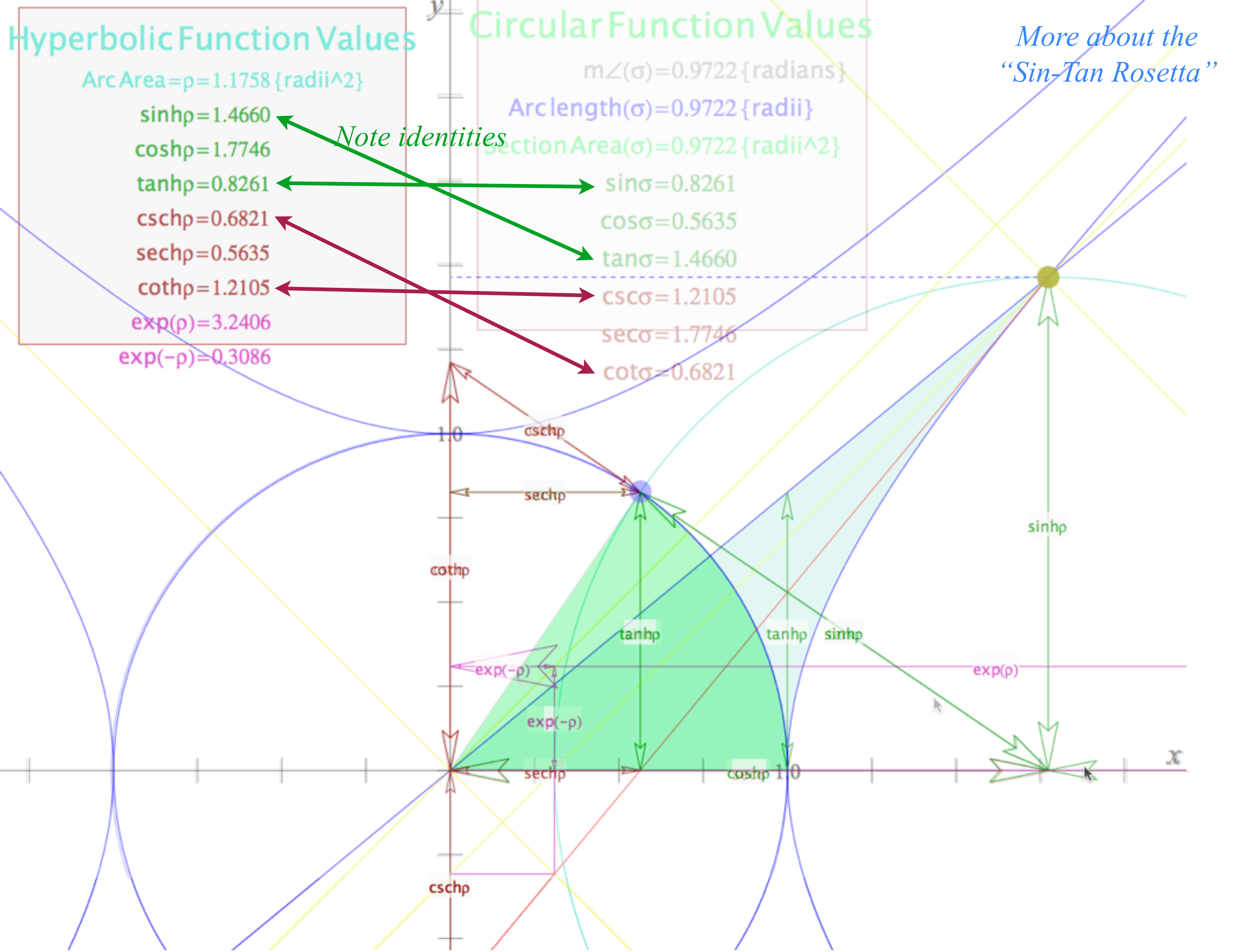
More about the "Sin-Tan Rosetta"



More about the “Sin-Tan Rosetta”




More about the "Sin-Tan Rosetta"
Hyperbolic Function Values
Arc Area=ρ=1.1758{radii^2}
sinhρ=1.4660
coshρ=1.7746
tanhρ=0.8261
cschρ=0.6821
sechρ=0.5635
cothρ=1.2105
exp(ρ)=3.2406
exp(−ρ)=0.3086
Note identities
Circular Function Values
m∠(σ)=0.9722{radians}
Arc length(σ)=0.9722{radii}
Section Area(σ)=0.9722{radii^2}
sinσ=0.8261
cosσ=0.5635
tanσ=1.4660
cscσ=1.2105
secσ=1.7746
cotσ=0.6821
y
x
1.0
cschρ
sechρ
cothρ
tanhρ
tanhρ
sinhρ
sinhρ
exp(−ρ)
exp(−ρ)
exp(ρ)
sechρ
coshρ
cschρ


More about the
"Sin-Tan Rosetta"
Hyperbolic Function Values
Arc Area=ρ=1.1758{radii^2}
sinhρ=1.4660
coshρ=1.7746
tanhρ=0.8261
cschρ=0.6821
sechρ=0.5635
cothρ=1.2105
exp(ρ)=3.2406
exp(−ρ)=0.3086
Note identities
Circular Function Values
m∠(σ)=0.9722{radians}
Arc length(σ)=0.9722{radii}
Section Area(σ)=0.9722{radii^2}
sinσ=0.8261
cosσ=0.5635
tanσ=1.4660
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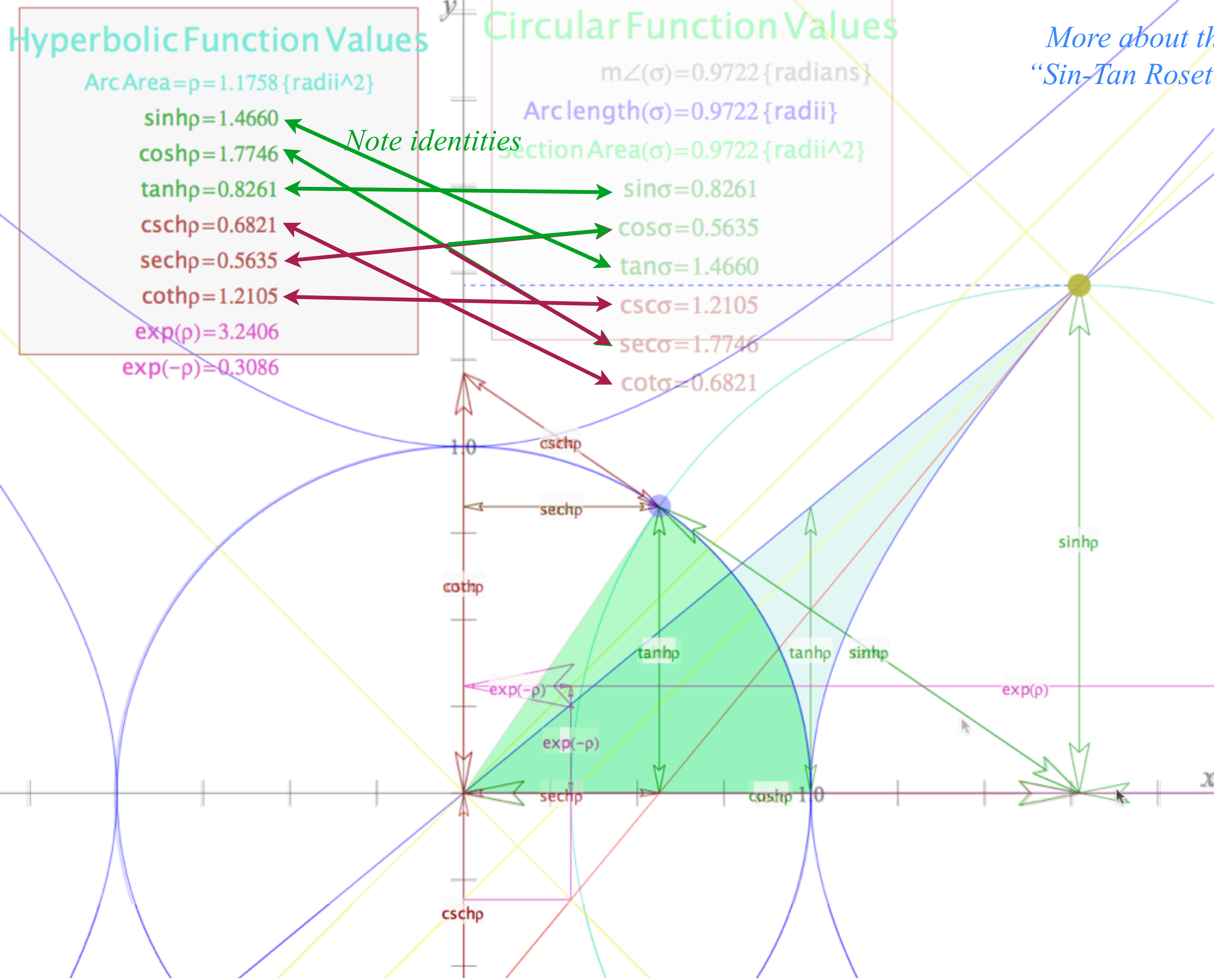
secσ=1.7746
cotσ=0.6821
y
x
1.0
1.0
cschρ
sechρ
cothρ
tanhρ
tanhρ
sinhρ
sinhρ
exp(−ρ)
exp(ρ)
exp(−ρ)
sechρ
coshρ
cschρ

More about the "Sin-Tan Rosetta"



5. That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

- *The Ship and Lighthouse saga*
  - *Light-conic-sections make invariants*
- *A politically incorrect analogy of rotational transformation and Lorentz transformation*
  - *The straight scoop on "angle" and "rapidity" (They're area!)*
    - *Galilean velocity addition becomes rapidity addition*
  - *Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)*
    - ➡ *Introducing the stellar aberration angle σ vs. rapidity ρ*
- *How Minkowski's space-time graphs help visualize relativity*
- *Group vs. phase velocity and tangent contacts*

Introducing the stellar aberration angle σ vs. rapidity ρ

Together, rapidity ρ=ln b and stellar aberration angle σ are parameters of relative velocity

The rapidity ρ=ln b is based on longitudinal wave Doppler shift $b=e^{\rho}$ defined by u/c=tanh(ρ).
At low speed: u/c~ρ.

The stellar aberration angle σ is based on the transverse wave rotation $R=e^{i\sigma}$ defined by u/c=sin(σ).
At low speed: u/c~ σ.

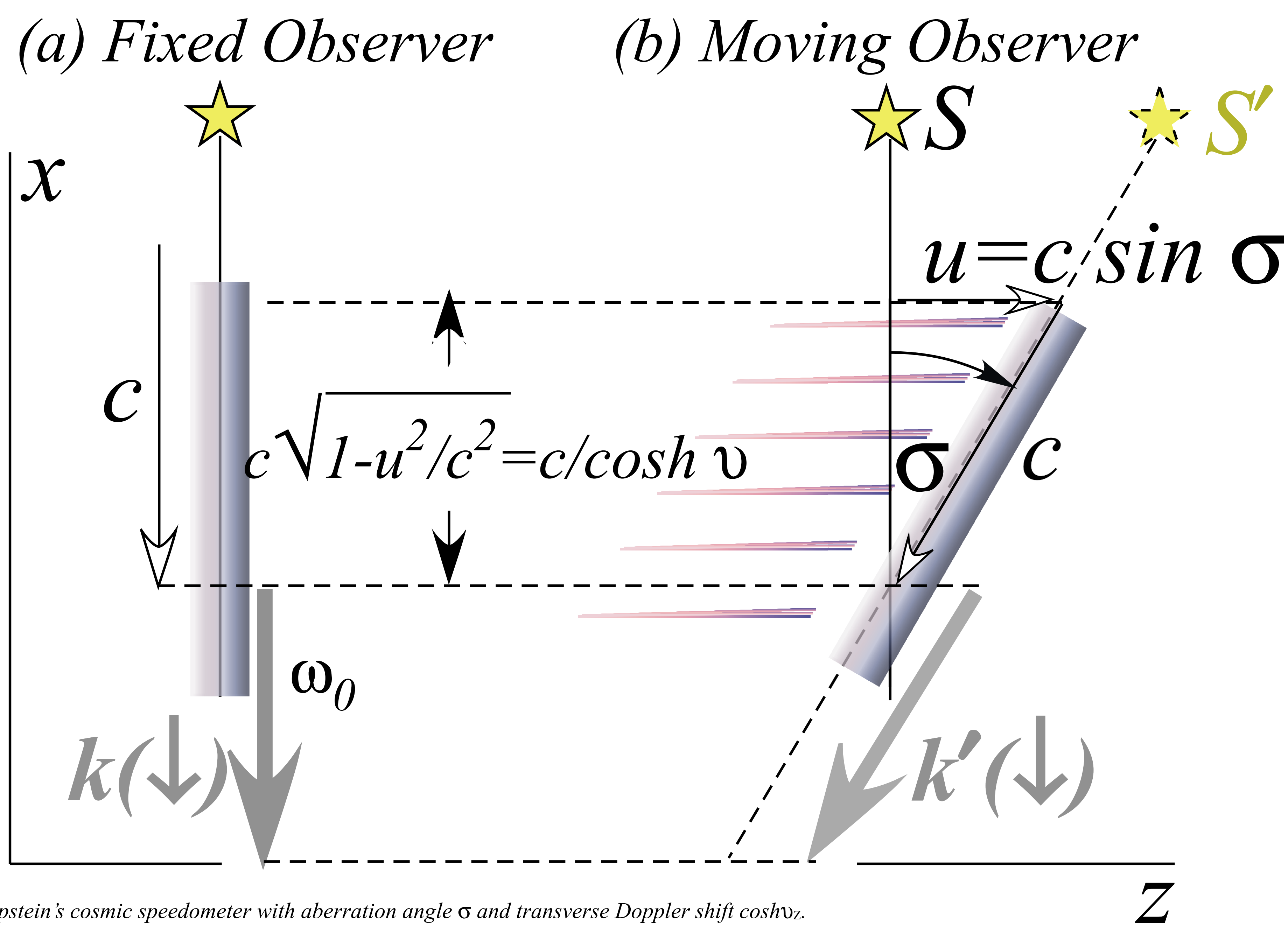


Fig. 5.6 Epstein's cosmic speedometer with aberration angle σ and transverse Doppler shift $\cosh \upsilon_Z$.

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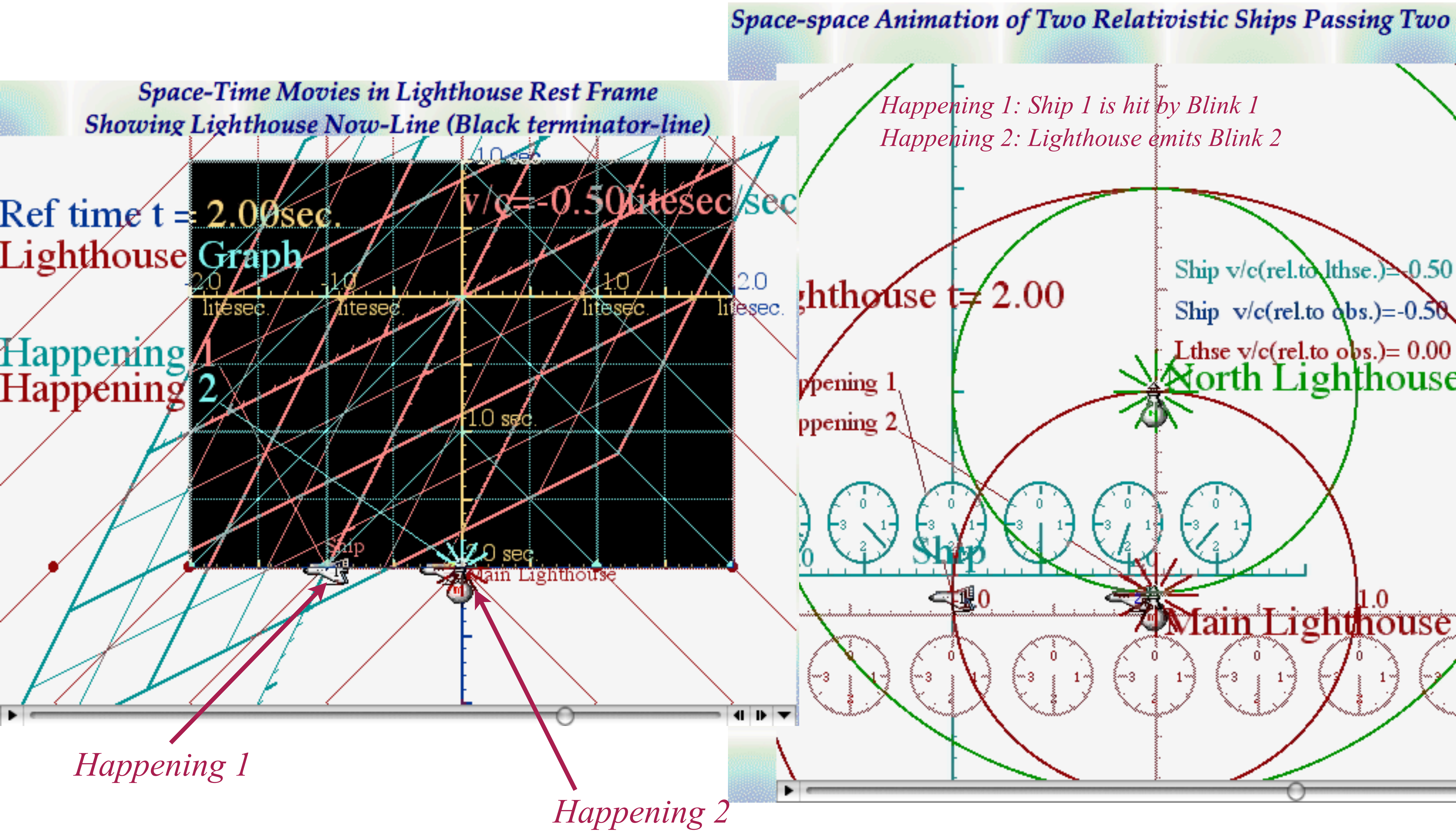
Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

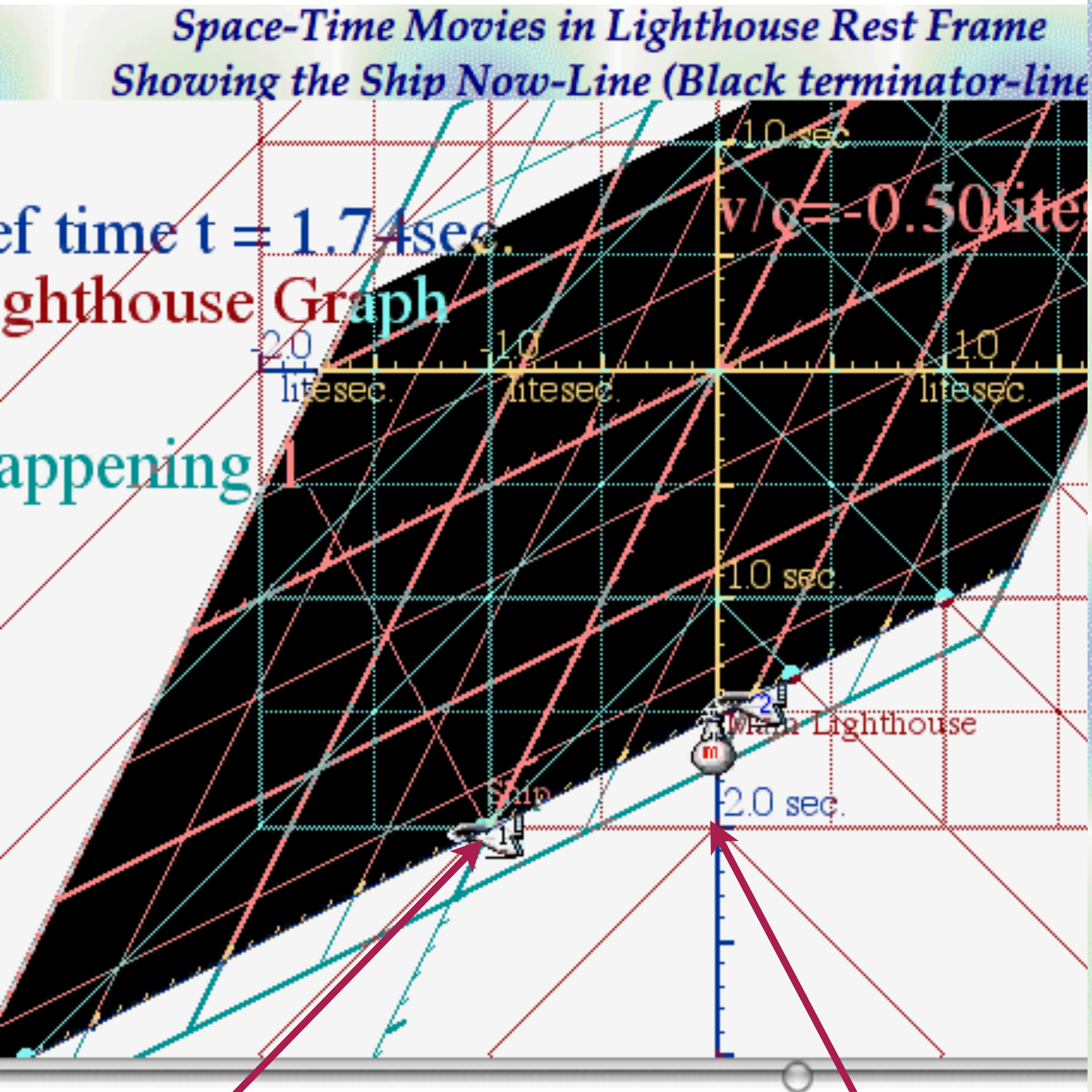
Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at t=2.00sec.



www.uark.edu/ua/pirelli/php/lighthouse_scenarios.php

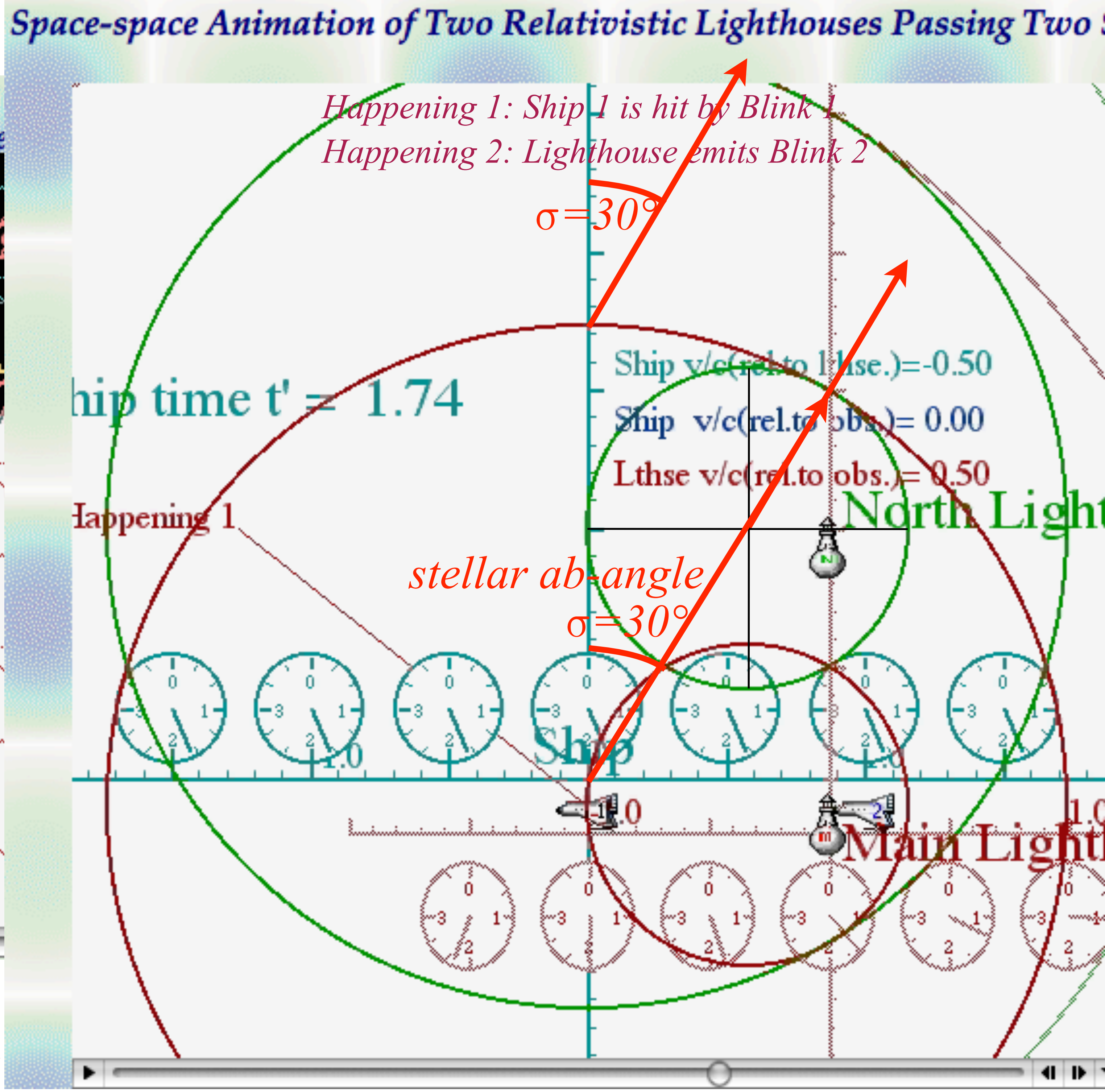
How Minkowski's space-time graphs help visualize relativity (Here:r=atanh(1/2)=0.549,

Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at t=2.00sec.
...but, in Ship frame Happening 1 is at t′=1.74 and Happening 2 is at t′=2.30sec.



Happening 1

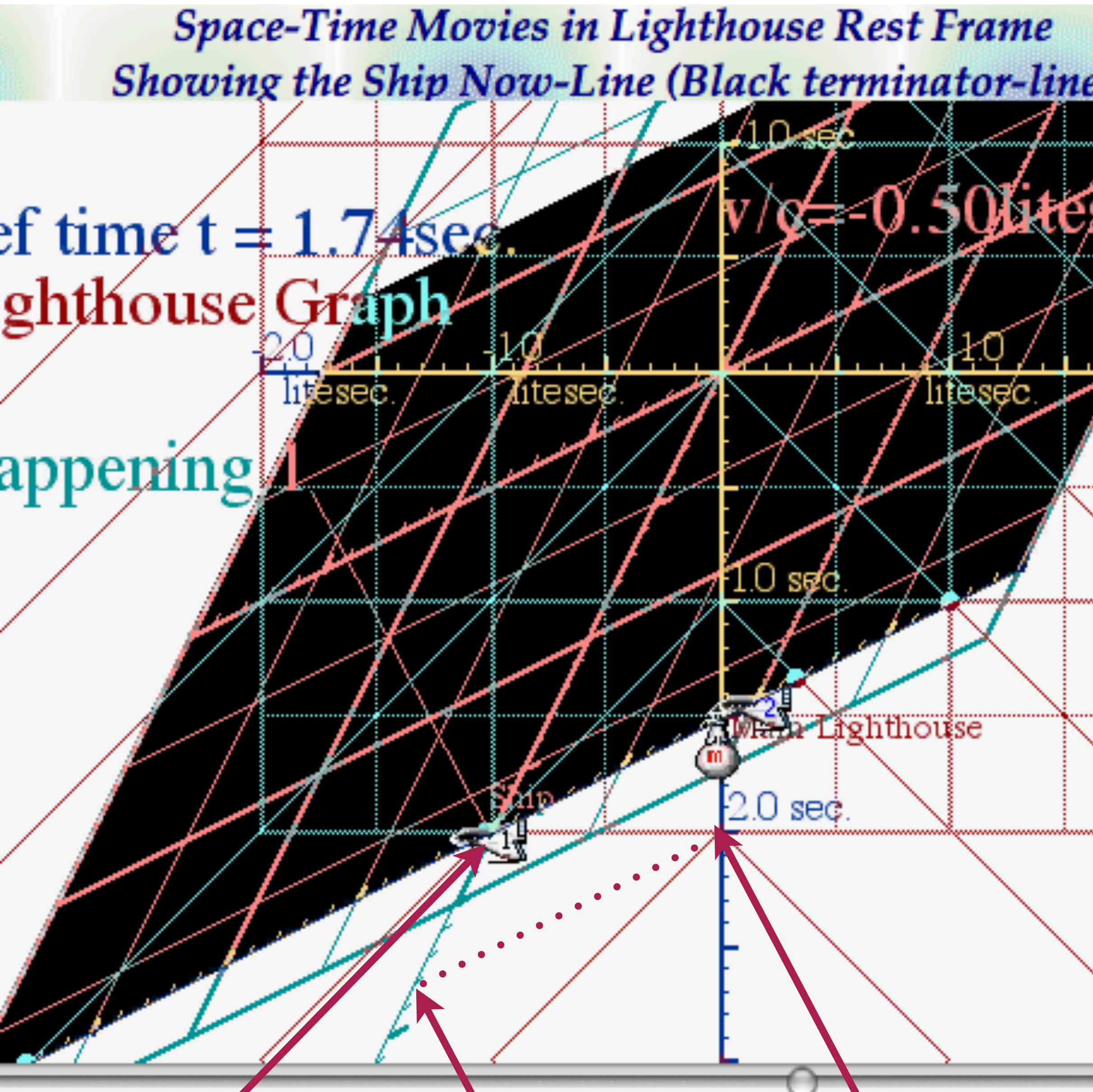
Happening 2 won't happen 'til t=2.00



(Here: ρ=Atanh(1/2)=0.55,
and: σ=Asin(1/2)=0.52 or 30°)

www.uark.edu/ua/pirelli/php/lighthouse_scenarios.php

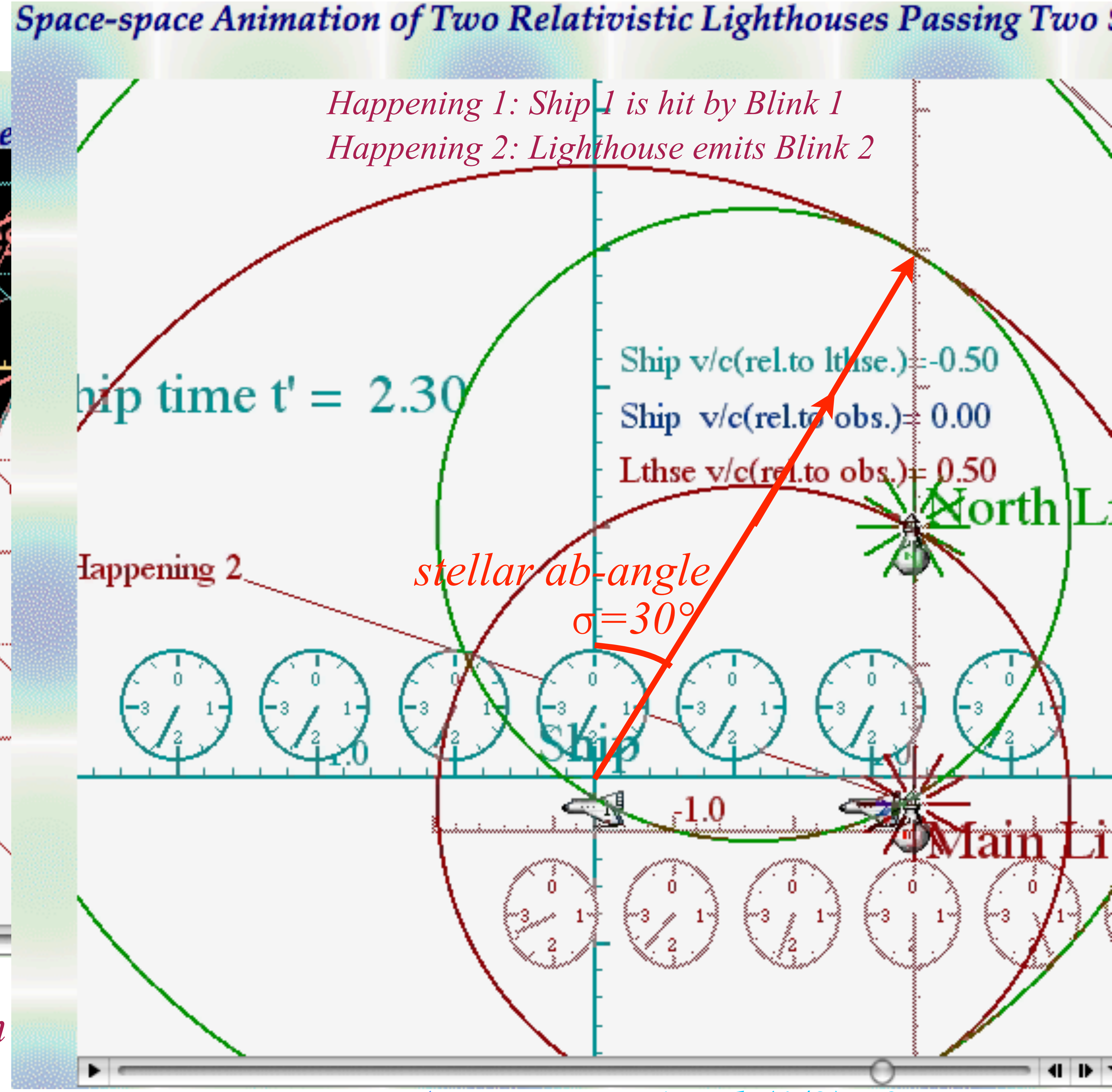
Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at t=2.00sec.
...but, in Ship frame Happening 1 is at t′=1.74 and Happening 2 is at t′=2.30sec.



Happening 1

Happening 2 won't happen 'til t=2.00

That is t′=2.30 ship time



(Here: ρ=Atanh(1/2)=0.55,
and: σ=Asin(1/2)=0.52 or 30°)

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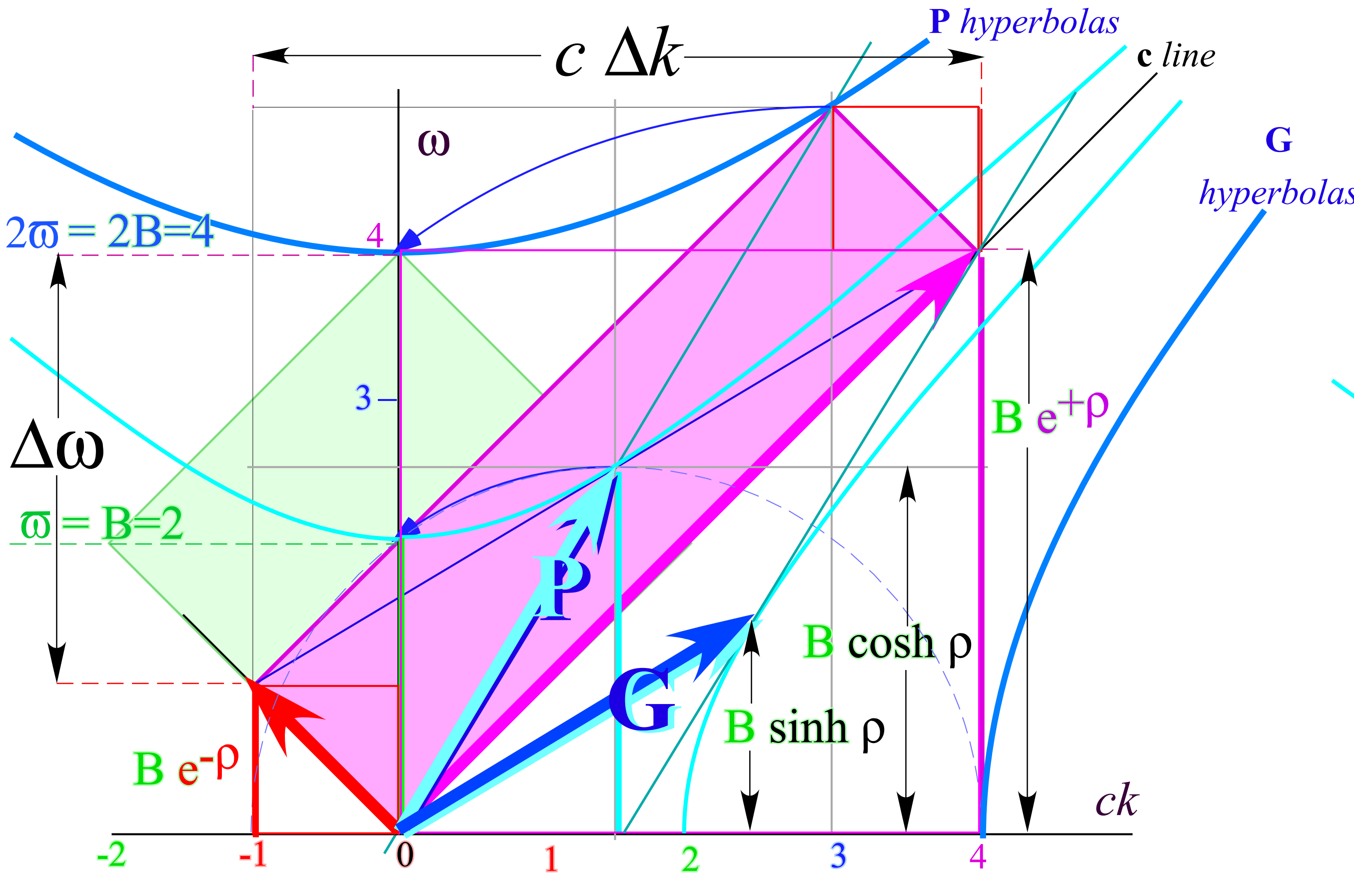
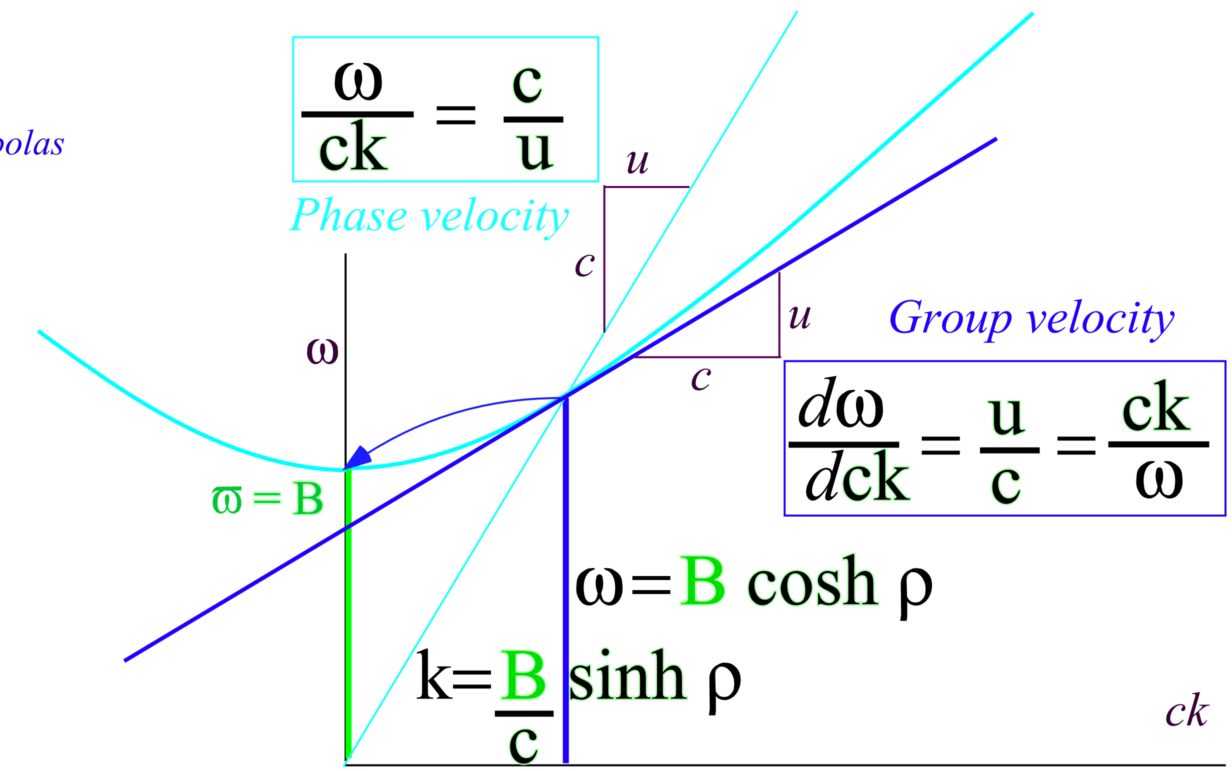
How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

Group velocity u *and phase velocity* c^2/u *are hyperbolic tangent slopes*

(From Fig. 2.3.4)



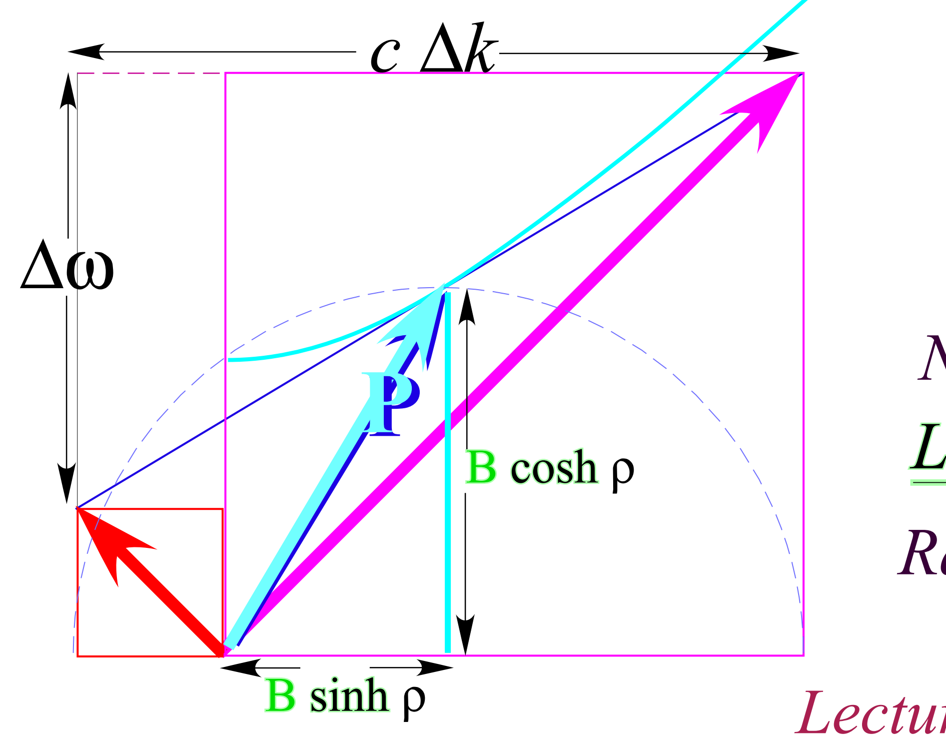


Rare but important case where

$$\frac{d\omega}{dk} = \frac{\Delta\omega}{\Delta k}$$

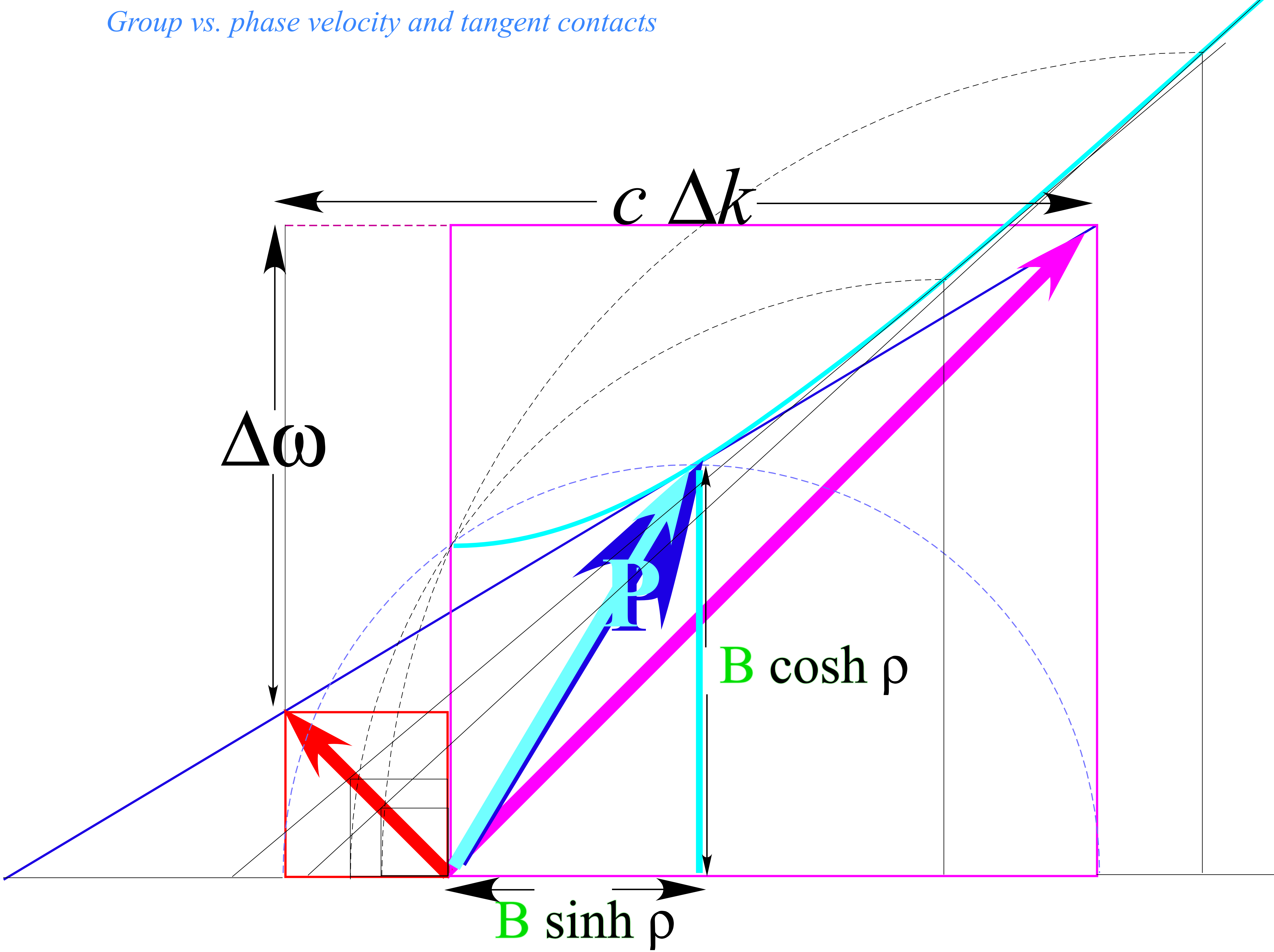
with LARGE Δk
(<u>not</u> infinitesimal)

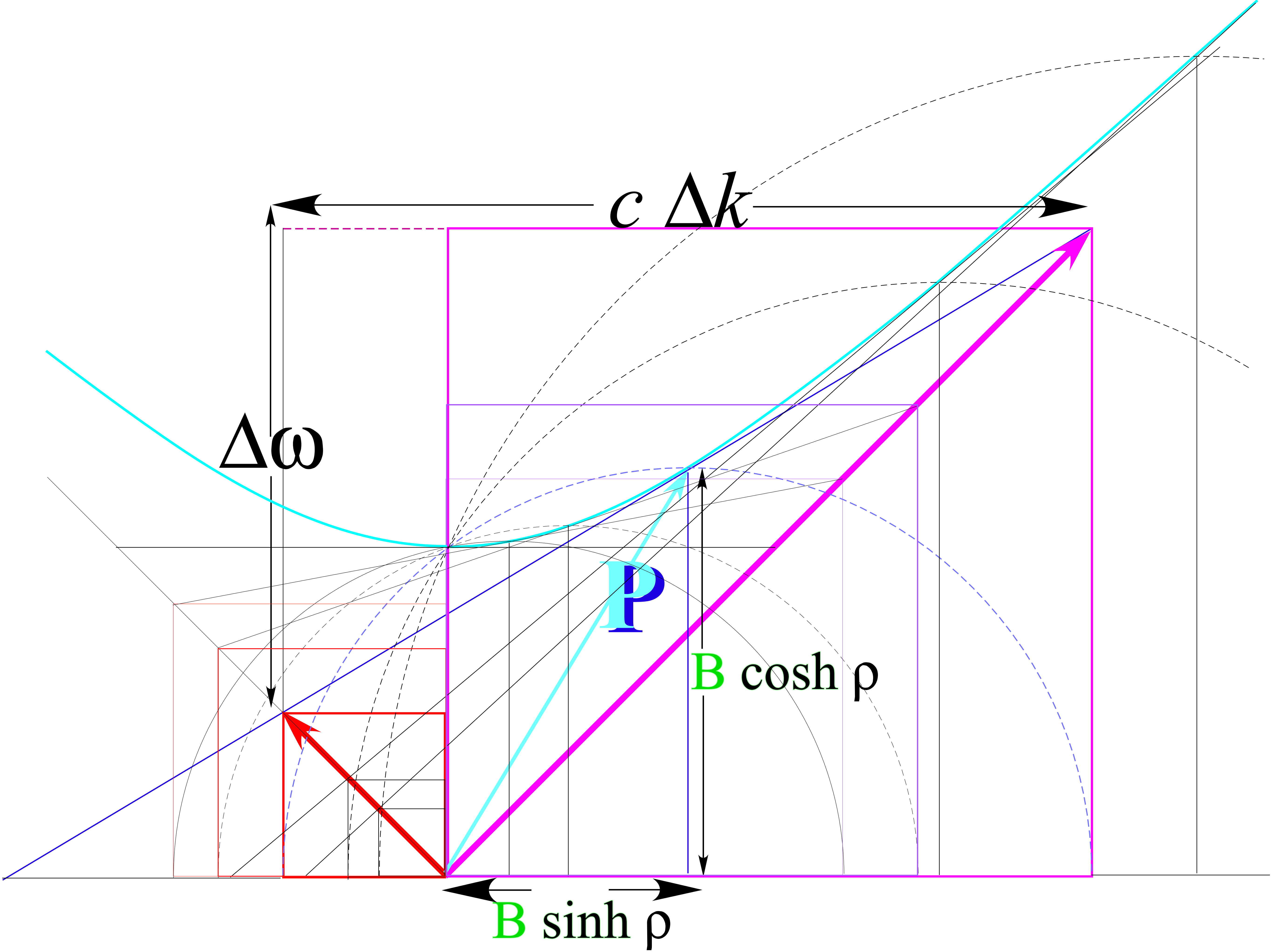
Relativistic
group wave
speed $u = c \tanh \rho$



Newtonian speed $u \sim c\rho$
<u>Low speed approximation</u>
Rapidity ρ *approaches* u/c

Lecture 25 ended here


c Δk
Δω
ρ
B cosh ρ
B sinh ρ


c Δk
Δω
P
B cosh ρ
B sinh ρ

CW Axioms ("All colors go c." and "r=1/b") imply hyperbolic dispersion then mechanics of matter

These follow from CW axioms

$$\omega = B\cosh\rho \cong B + \frac{1}{2}\frac{B}{c^2}u^2 \qquad k = \frac{B}{c}\sinh\rho \cong \frac{B}{c^2}u$$

$$E = \text{constant} + \frac{1}{2}Mu^2 \qquad p = Mu$$

(Newton's energy) (Galileo's momentum)

So 2-CW-light *frequency* ω is like *energy* *E* while *k-number* is like *momentum p*, implies *Planck's* $E=s\cdot\omega$ scaling with factors: $s=\hbar=s$ *equal* to *DeBroglie's* $p=s\cdot k$.

$$E = s\omega = sB\cosh\rho \cong sB + \frac{1}{2}\frac{sB}{c^2}u^2 \qquad p = sk = \frac{sB}{c}\sinh\rho \cong \frac{sB}{c^2}u$$

Both relations imply: $M = \frac{sB}{c^2}$ giving a (famous) *rest energy constant.* : $sB = Mc^2$

This then gives the famous *Einstein energy E* and also the *Einstein momentum p*

$$E = s\omega = Mc^2\cosh\rho \cong Mc^2 + \frac{1}{2}Mu^2 = \frac{Mc^2}{\sqrt{1-u^2/c^2}}$$

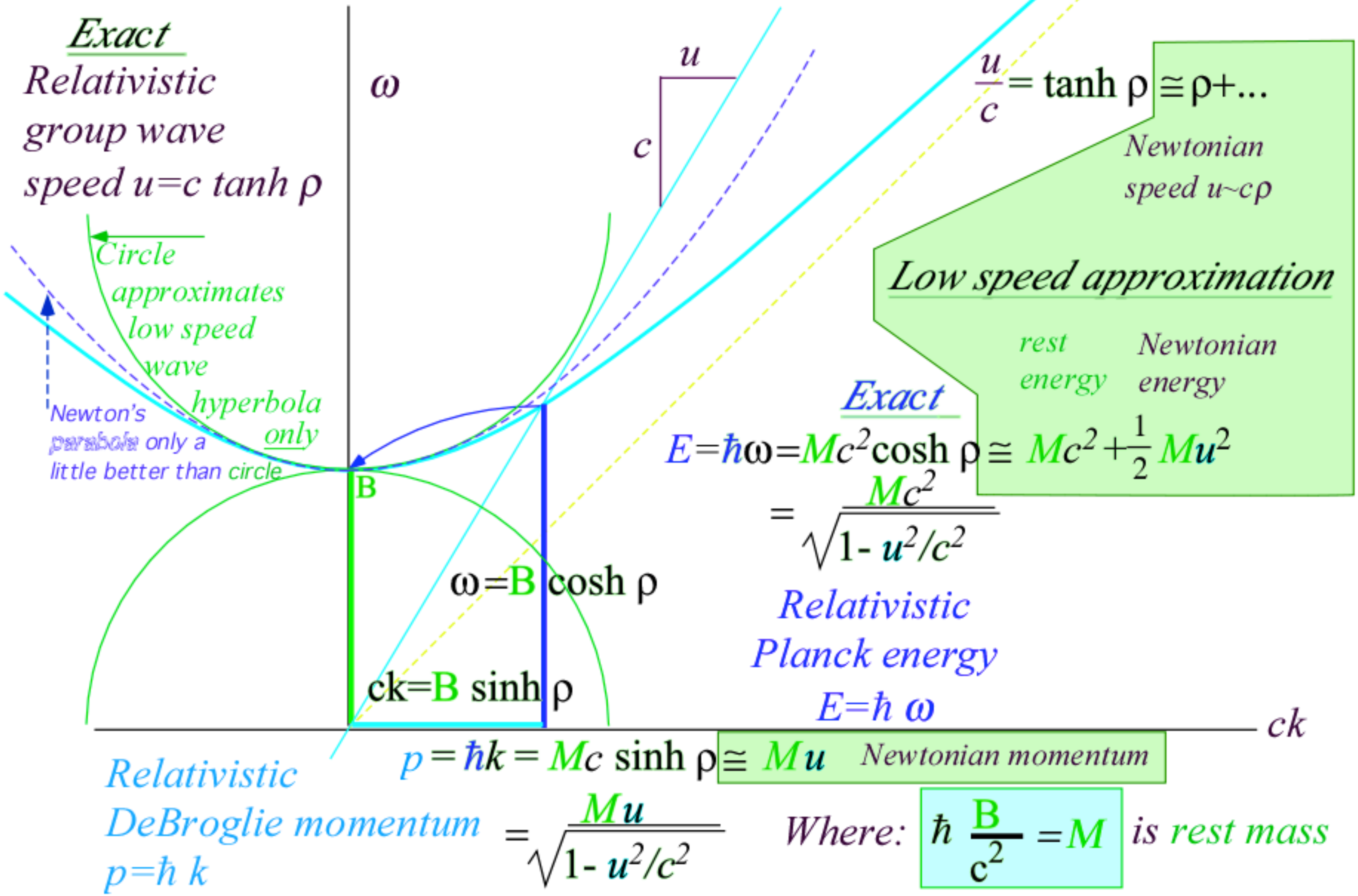
$$p = sk = Mc\sinh\rho \cong Mu = \frac{Mu}{\sqrt{1-u^2/c^2}}$$

Rest energy(u=0): $\hbar B = Mc^2$

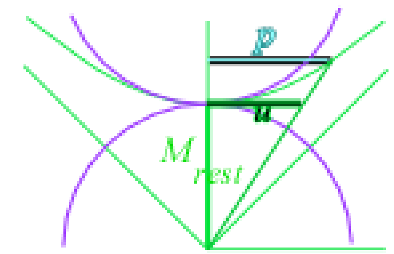
Scale factors determined by experiment
Planck's constant
$s=\hbar=1.054572\cdot 10^{-34}$ *Joule·s*
$h=6.626069\cdot 10^{-34}$ *J·s* $=2\pi\hbar$

Rest momentum(u=0): $p=0$

Summary of geometry ω-vs-ck or E-vs-cp relations with velocity u or rapidity ρ



What's the Matter With Light? *Three definitions of optical mass*



1. *Rest mass* $M_N = h\upsilon_N / c^2$ based on Planck's law $E = h\upsilon_N = Nh\upsilon_1$

Rest mass: $M_{rest} = E/c^2 = h\upsilon_N / c^2$	*(Is invariant)*

2. *Momentum mass* is defined by Galileo's old formula $p=Mu$ with newer forms for momentum $p = M_{rest} u \cdot \cosh\rho = M_{rest} u \cdot / (1-u^2/c^2)^{1/2}$ and group velocity $u = d\omega/dk$. It is the ratio p/u of *momentum* to *velocity*.

$$\text{Momentum mass: } M_{momentum} = p/u = M_{rest} \cosh\rho = M_{rest} / (1-u^2/c^2)^{1/2}$$

(Not invariant)

3. *Effective mass* is defined by Newton's old formula $F=Ma$ with newer forms for $F = dp/dt = \hbar dk/dt$ *and* $a = du/dt =$ to give $F/a = (\hbar dk/dt)(dt/du) = \hbar dk/du = \hbar/(du/dk)$. It is the ratio F/a of *change of momentum* to the *change of velocity*,

$$\text{Effective mass: } M_{effective} = \hbar/(du/dk) = \hbar/(d^2\omega/dk^2) = M_{rest} \cosh^3\rho = M_{rest} / (1-u^2/c^2)^{3/2}$$

(Not invariant)