

AMOP Lecture 4.5
Thur 1.30.2014 -2.6.2014

Relativity of lightwaves and Lorentz-Minkowski coordinates IV.

(Ch. 0-3 of Unit 8)

More connections to conventional approach to relativity and old-fashioned formulas

Catching up to light (Coyote finally triumphs! Rest-frame at last.)

The most old-fashioned form(ula) of all: Thales & Euclid means

Galileo wins one! (...in gauge space) That “old-time” relativity (Circa 600BCE- 1905CE)

“Bouncing-photons” in smoke & mirrors

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 both are area!)

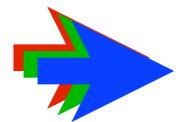
*Galilean velocity addition becomes **rapidity** addition*

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

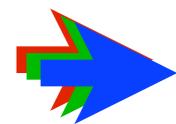
Group vs. phase velocity and tangent contacts



Catching up to light (Coyote finally triumphs! Rest-frame at last.)

The most old-fashioned form(ula) of all: Thales & Euclid means

Galileo wins one! (...in gauge space) That “old-time” relativity (Circa 600BCE- 1905CE)



*Catching up to light (Coyote finally triumphs! Rest-frame at last.)
The most old-fashioned form(ula) of all: Thales & Euclid means
Galileo wins one! (...in gauge space) That "old-time" relativity (Circa 600BCE- 1905CE)*

$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

*Q1: How fast do you go to “catch up” to see **both** as the same color (frequency ϖ)?*



$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

*Q₁: How fast do you go to “catch up” to see **both** as the same color (frequency ω_A)?*

Q₂: What is that color (frequency ω_A)?



$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

*Q₁: How fast do you go to “catch up” to see **both** as the same color (frequency ω_A)?*

Q₂: What is that color (frequency ω_A)?



“Jeopardy” answers:

A₁: How fast is the group velocity?

$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

*Q₁: How fast do you go to “catch up” to see **both** as the same color (frequency ω_A)?*

Q₂: What is that color (frequency ω_A)?



“Jeopardy” answers:

A₁: How fast is the group velocity?

$$\frac{V_{group}}{c} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{ck_{R\rightarrow} - ck_{L\leftarrow}} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{\omega_{R\rightarrow} + \omega_{L\leftarrow}} = \frac{4 - 1}{4 + 1} = \frac{3}{5}$$

$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

*Q1: How fast do you go to “catch up” to see **both** as the same color (frequency ω_A)?*

Q2: What is that color (frequency ω_A)?



“Jeopardy” answers:

A1: How fast is the group velocity?

$$\frac{V_{group}}{c} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{ck_{R\rightarrow} - ck_{L\leftarrow}} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{\omega_{R\rightarrow} + \omega_{L\leftarrow}} = \frac{4 - 1}{4 + 1} = \frac{3}{5}$$

A2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$?

$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

*Q1: How fast do you go to “catch up” to see **both** as the same color (frequency ω_A)?*

Q2: What is that color (frequency ω_A)?



“Jeopardy” answers:

A1: How fast is the group velocity?

$$\frac{V_{group}}{c} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{ck_{R\rightarrow} - ck_{L\leftarrow}} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{\omega_{R\rightarrow} + \omega_{L\leftarrow}} = \frac{4 - 1}{4 + 1} = \frac{3}{5}$$

A2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$? $\omega_A = \sqrt{\omega_{R\rightarrow} \cdot \omega_{L\leftarrow}} = \sqrt{4 \cdot 1} = 2$

$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad = (1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q1: How fast do you go to “catch up” to see both as the same color (frequency ω_A)?

Q2: What is that color (frequency ω_A)?

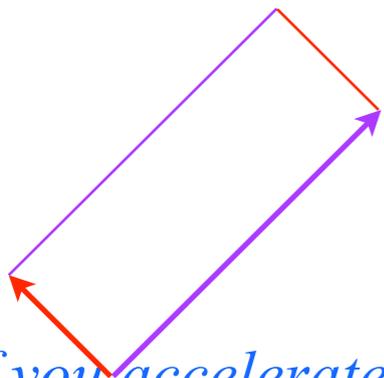


“Jeopardy” answers:

A1: How fast is the group velocity?

$$\frac{V_{group}}{c} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{ck_{R\rightarrow} - ck_{L\leftarrow}} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{\omega_{R\rightarrow} + \omega_{L\leftarrow}} = \frac{4 - 1}{4 + 1} = \frac{3}{5}$$

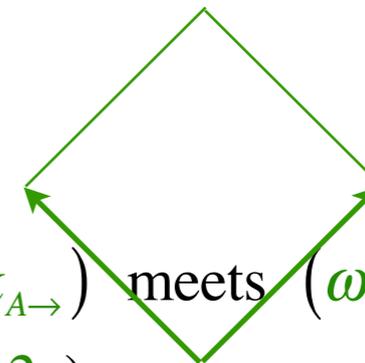
A2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$? $\omega_A = \sqrt{\omega_{R\rightarrow} \cdot \omega_{L\leftarrow}} = \sqrt{4 \cdot 1} = 2$



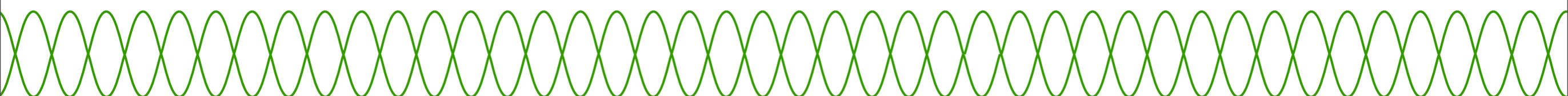
If you accelerate to $V_{group} = \frac{3}{5}c$ then you see...

$$(\omega_{A\rightarrow}, ck_{A\rightarrow}) \text{ meets } (\omega_{A\leftarrow}, -ck_{A\leftarrow})$$

$$=(2, +2c) \qquad \qquad \qquad = (2, -2c)$$



...a standing wave... (assuming equal amplitudes, coherence, etc.)



$$(\omega_{R\rightarrow}, ck_{R\rightarrow}) \text{ meets } (\omega_{L\leftarrow}, -ck_{L\leftarrow})$$

$$=(4, +4c) \qquad \qquad \qquad =(1, -1c)$$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q1: How fast do you go to “catch up” to see both as the same color (frequency ω_A)?

Q2: What is that color (frequency ω_A)?



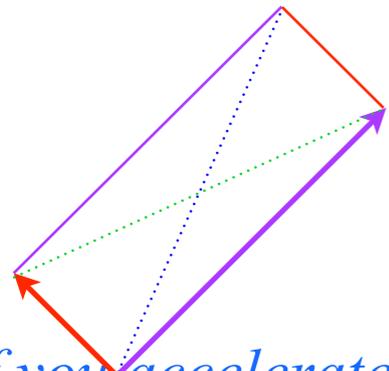
“Jeopardy” answers:

A1: How fast is the group velocity?

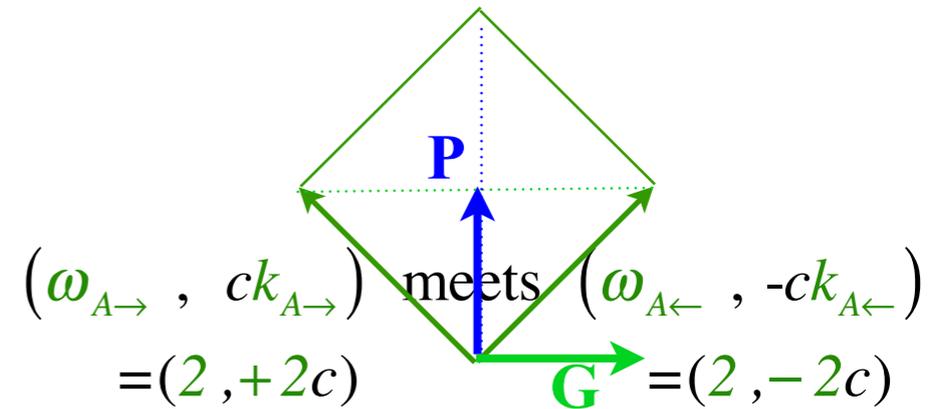
$$\frac{V_{group}}{c} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{ck_{R\rightarrow} - ck_{L\leftarrow}} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{\omega_{R\rightarrow} + \omega_{L\leftarrow}} = \frac{4 - 1}{4 + 1} = \frac{3}{5}$$

A2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$?

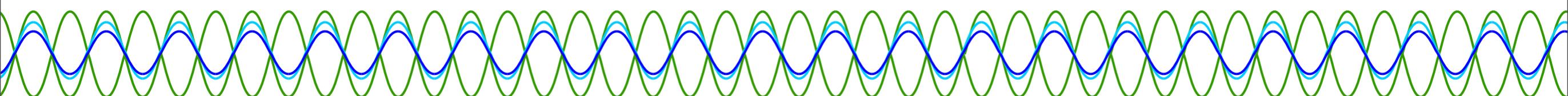
$$\omega_A = \sqrt{\omega_{R\rightarrow} \cdot \omega_{L\leftarrow}} = \sqrt{4 \cdot 1} = 2$$



If you accelerate to $V_{group} = \frac{3}{5}c$ then you see...



...a standing wave... (assuming equal amplitudes, coherence, etc.)



to become $(\omega_{phase}, ck_{phase})$ and $(\omega_{group}, ck_{group})$

$$=(2, 0c) \qquad \qquad \qquad =(0, 2c)$$

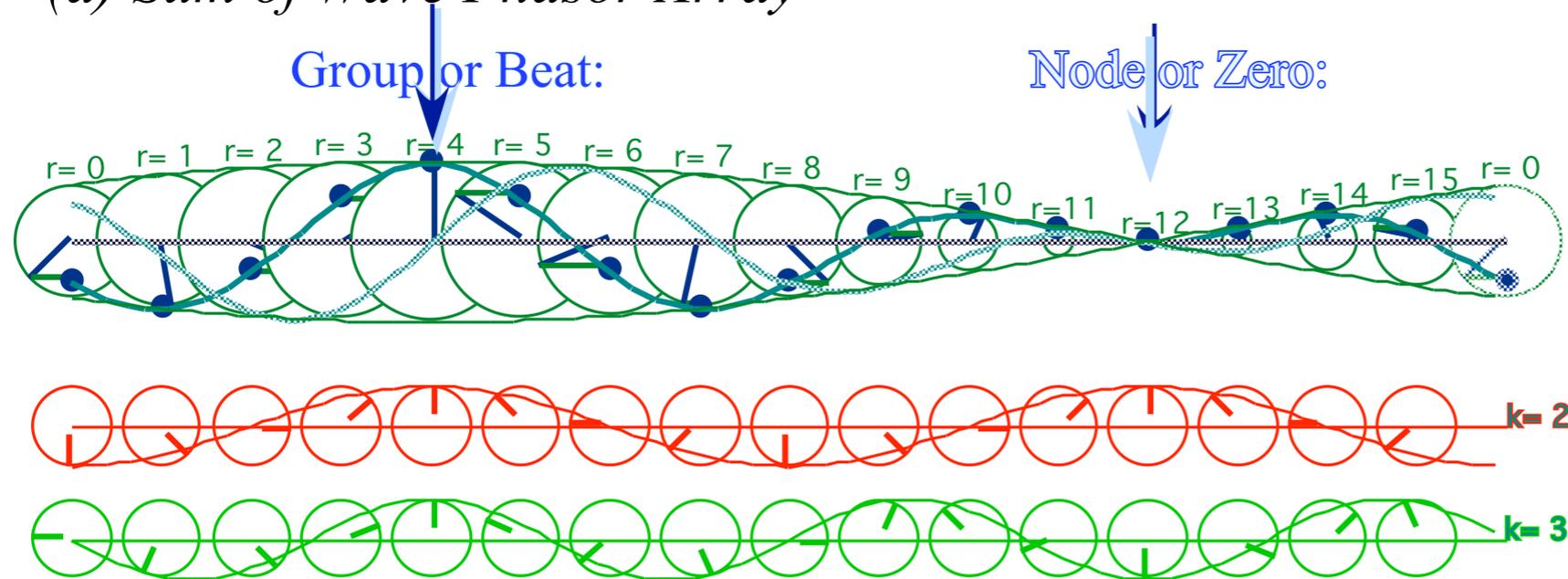






*Catching up to light (Coyote finally triumphs! Rest-frame at last.)
The most old-fashioned form(ula) of all: Thales & Euclid means
Galileo wins one! (...in gauge space) That “old-time” relativity (Circa 600BCE- 1905CE)*

(a) Sum of Wave Phasor Array

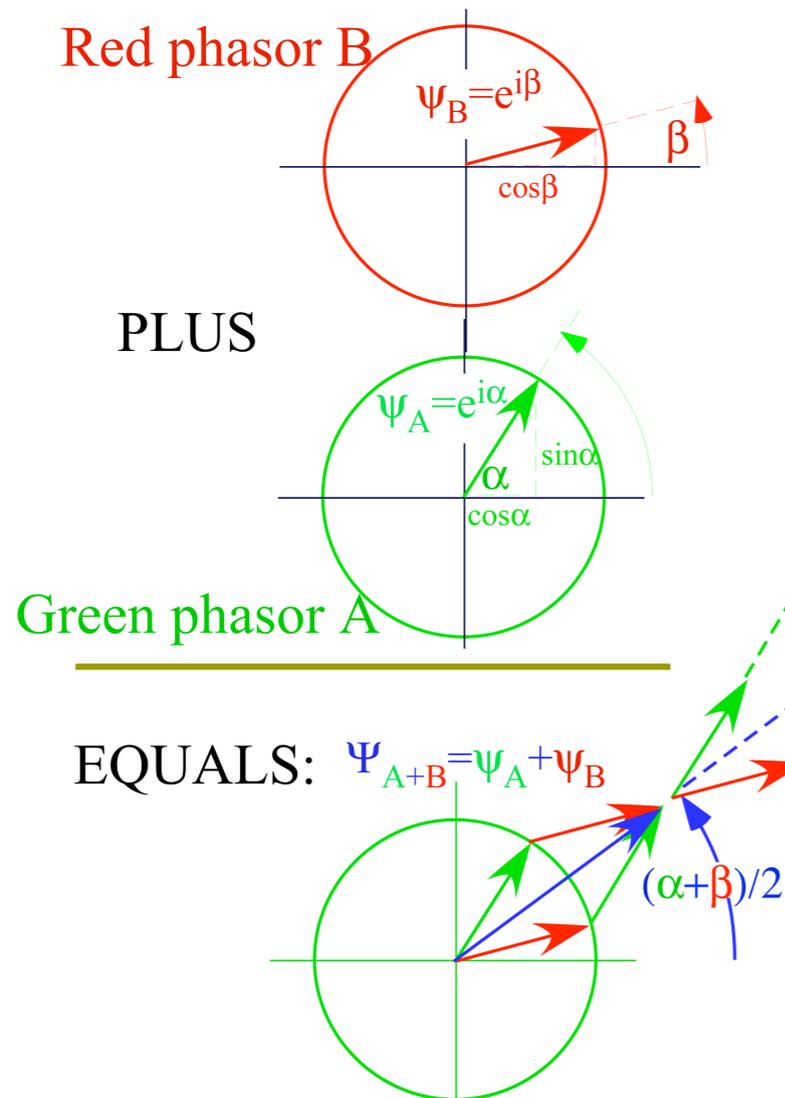


Sites for animations:

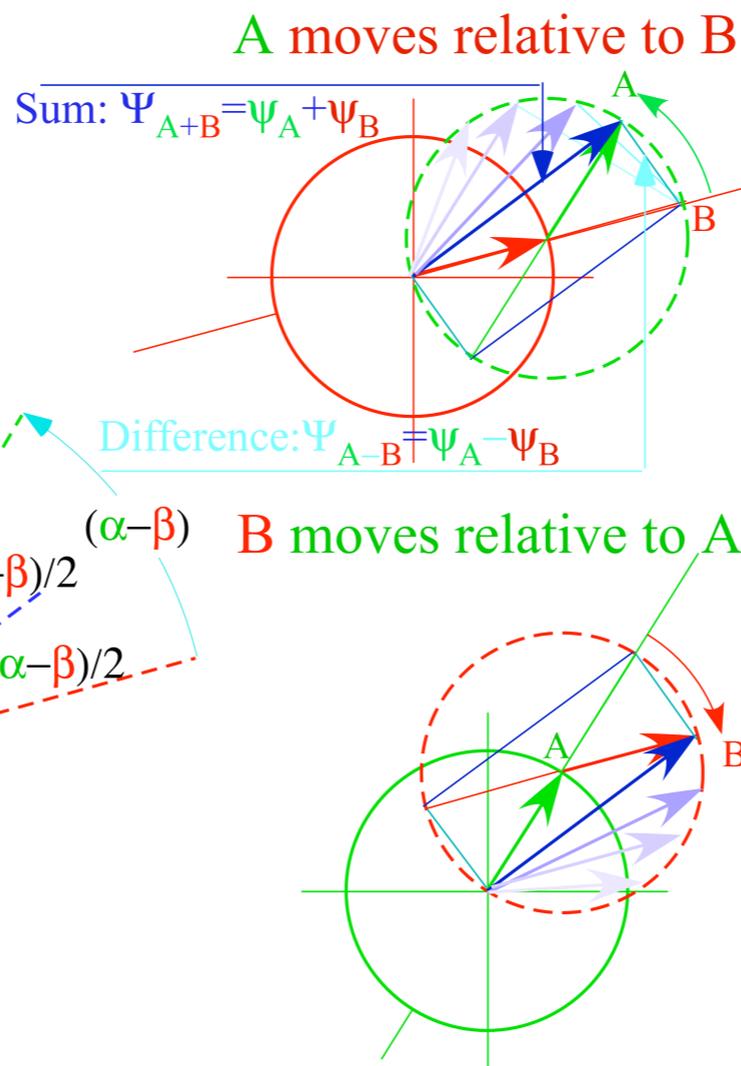
http://www.uark.edu/ua/pirelli/php/means_1.php

http://www.uark.edu/ua/pirelli/php/half_sum_5.php

(b) Typical Phasor Sum:



(c) Phasor-relative views



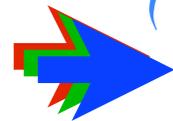
Galileo's revenge!

Galileo wins one (in gauge space)
Now we use Galilean relativity
to add angular velocity, that is
frequency ω_a and ω_b , in phasor or
"gauge" space. No "c-limit"
evident. (So far at 18-fig. precision.)

Fig. 3.1 Wave phasor addition. (a) Each phasor in a wave array is a sum (b) of two component phasors.

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*

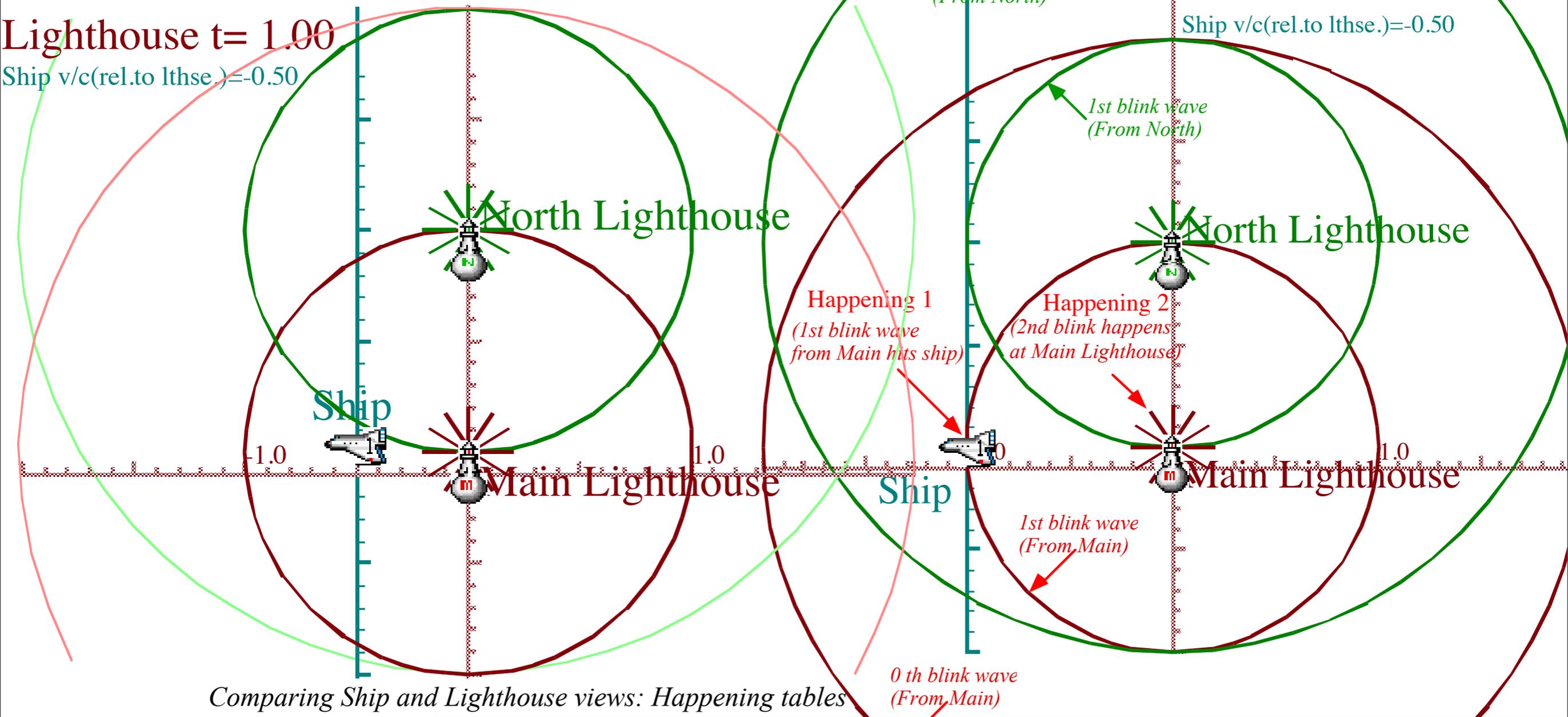
How Minkowski’s space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

Lighthouse $t = 1.00$

Ship $v/c(\text{rel. to lthse.}) = -0.50$

Ship $v/c(\text{rel. to lthse.}) = -0.50$



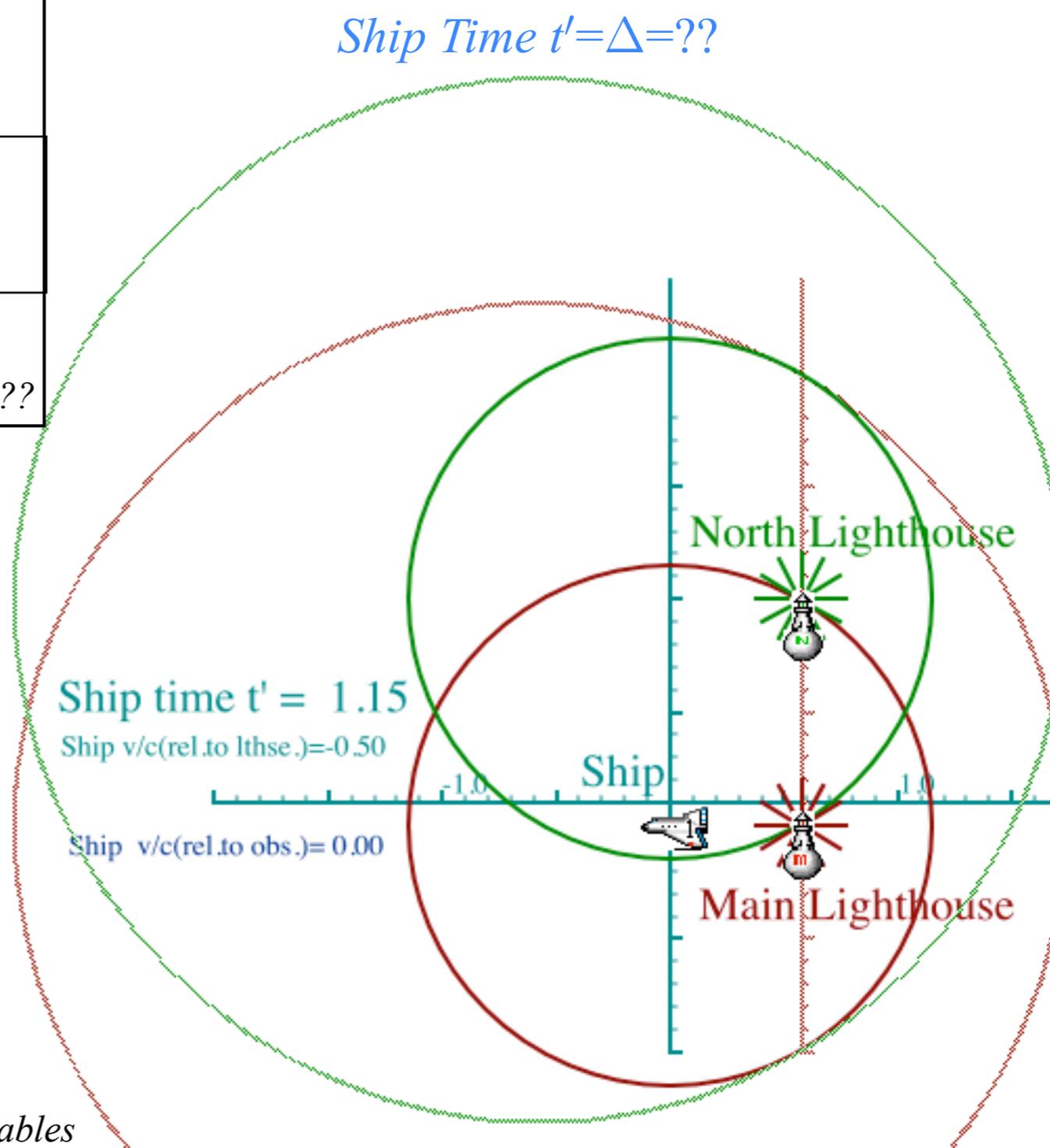
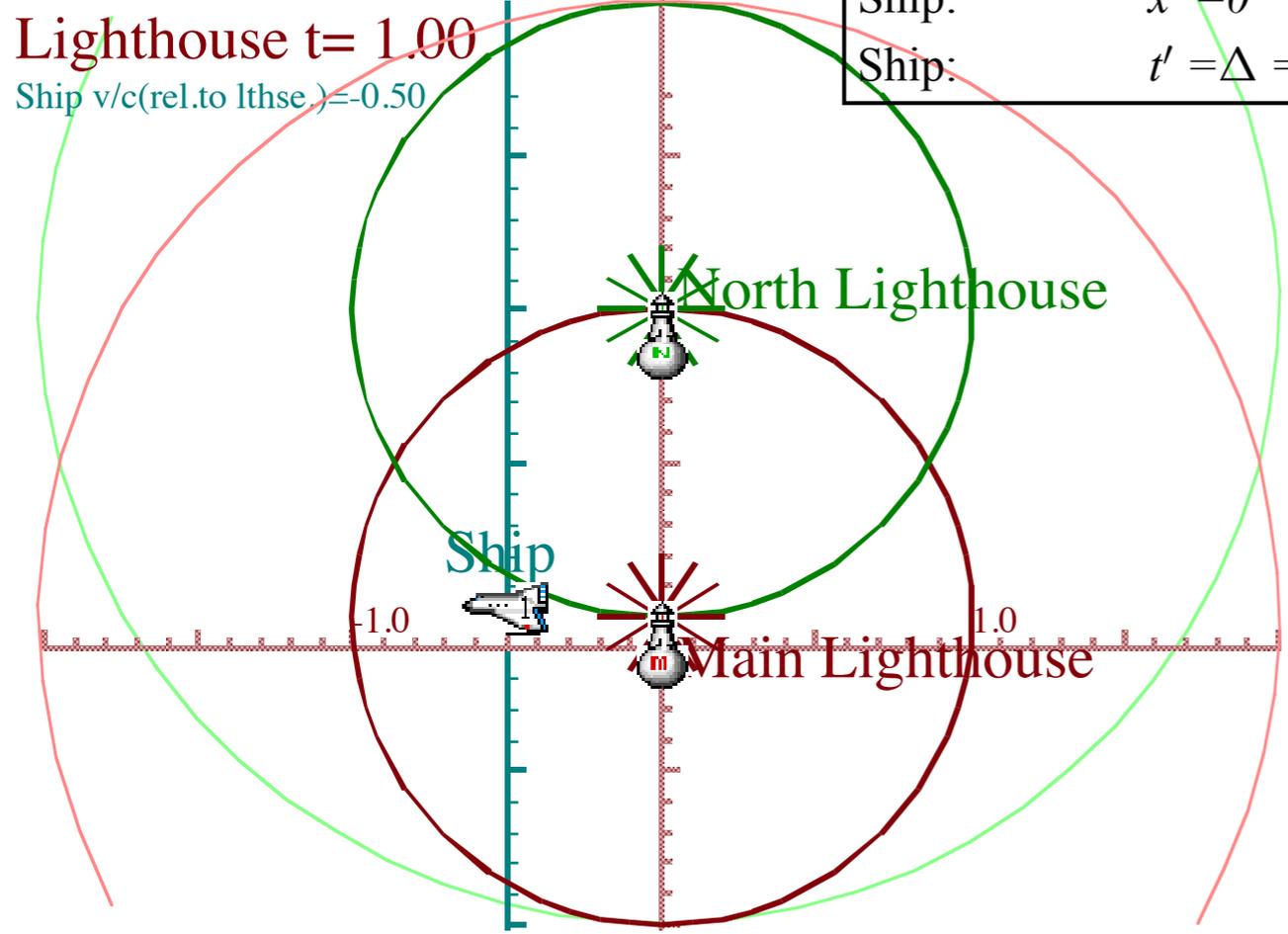
Comparing Ship and Lighthouse views: Happening tables

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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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:	$t' = \Delta = ???$



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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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

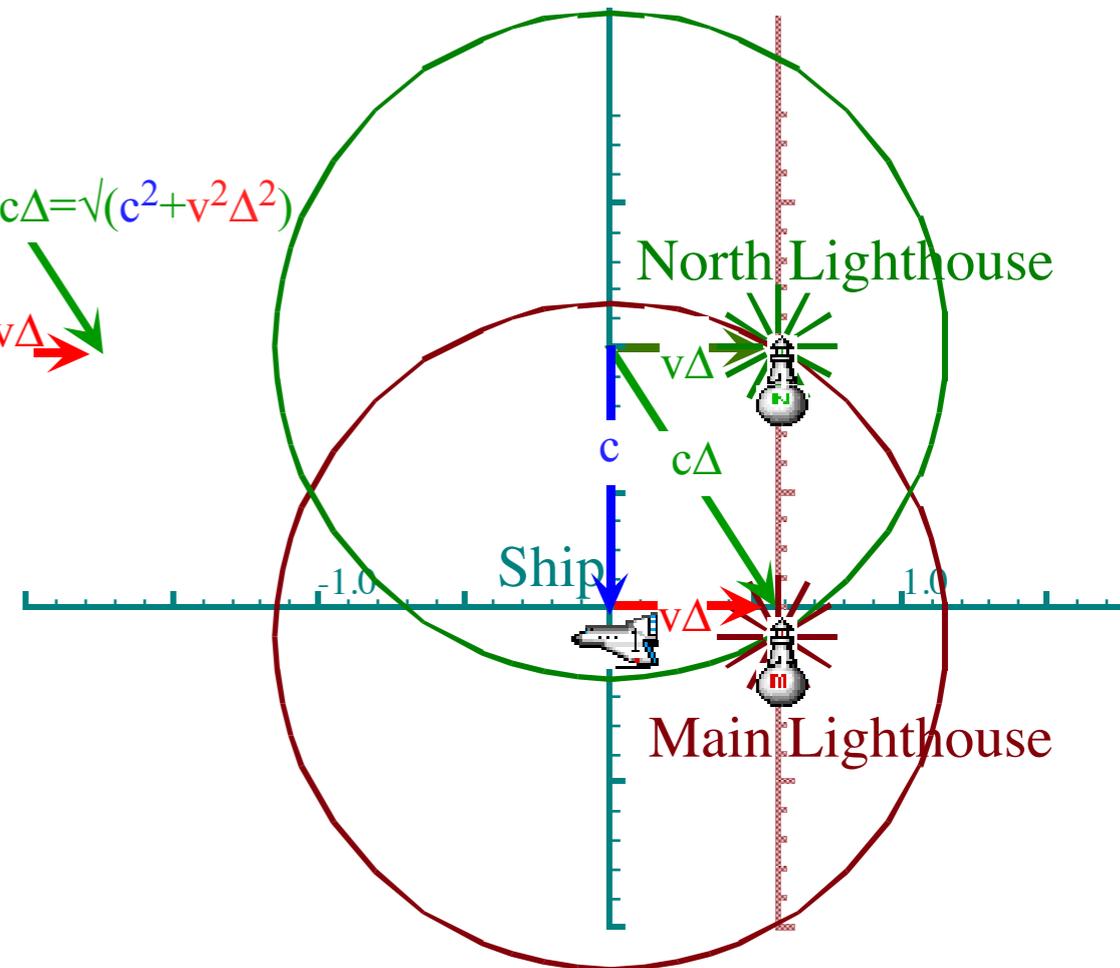
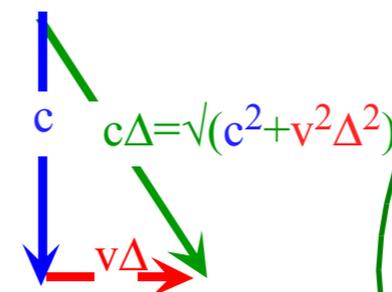
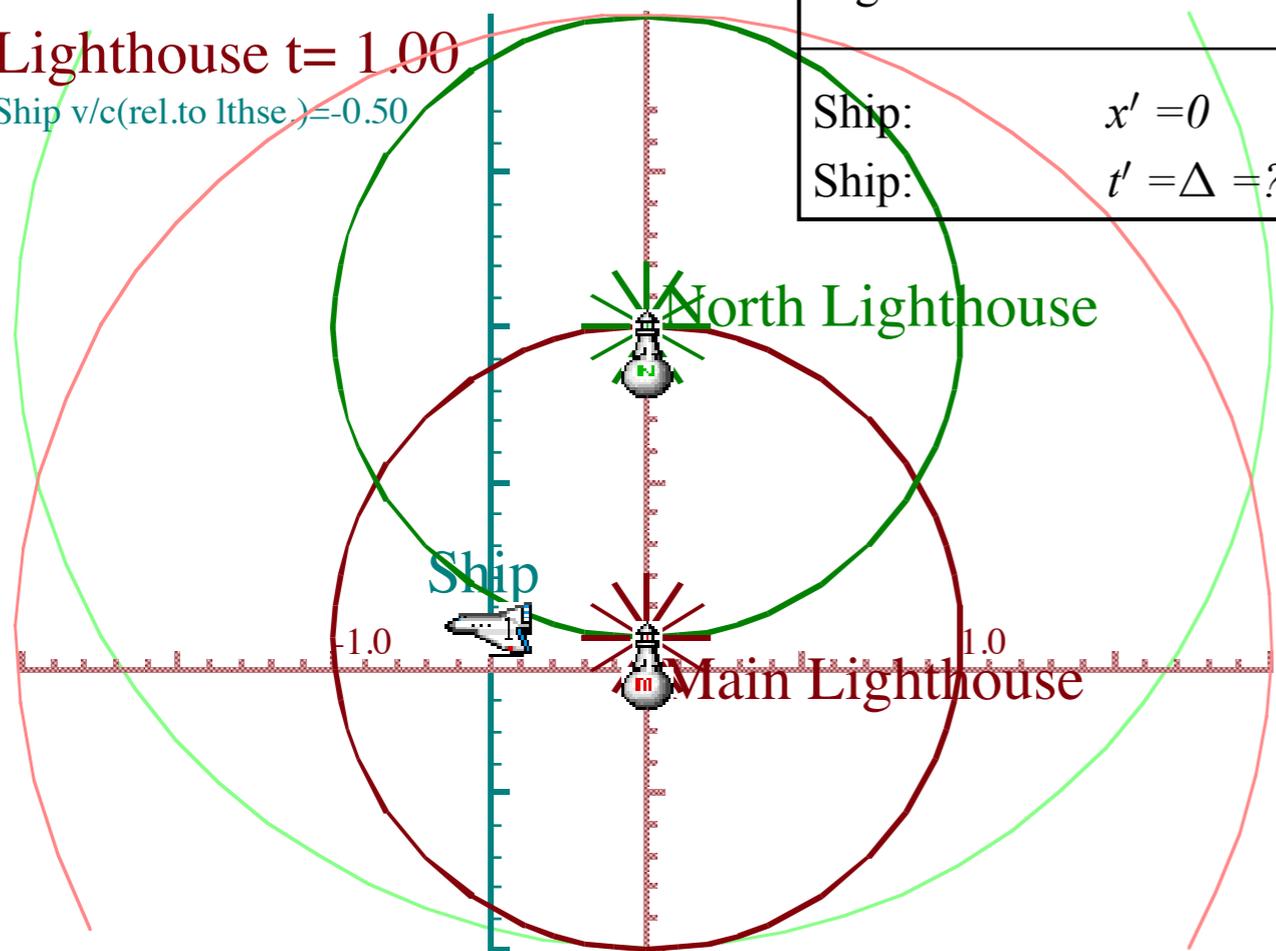
Happening 0.5:
Main Lite
blinks first time.

Lighthouse: $x = 0$
Lighthouse: $t = 1.00$

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

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

Lighthouse $t = 1.00$
Ship $v/c(\text{rel. to lthse}) = -0.50$



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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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: $t' = \Delta = ???$

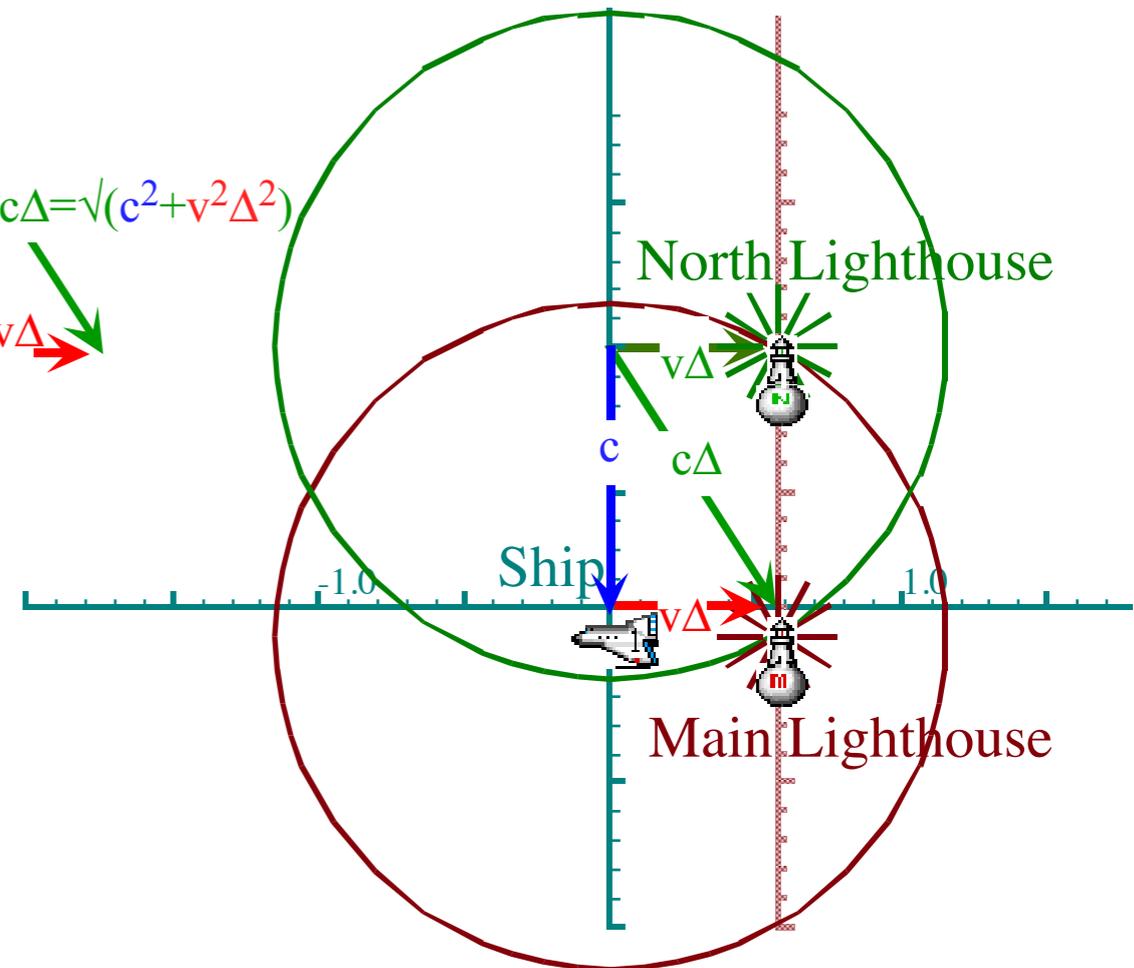
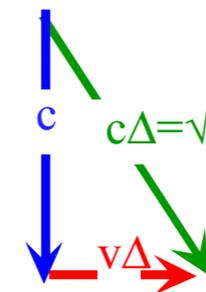
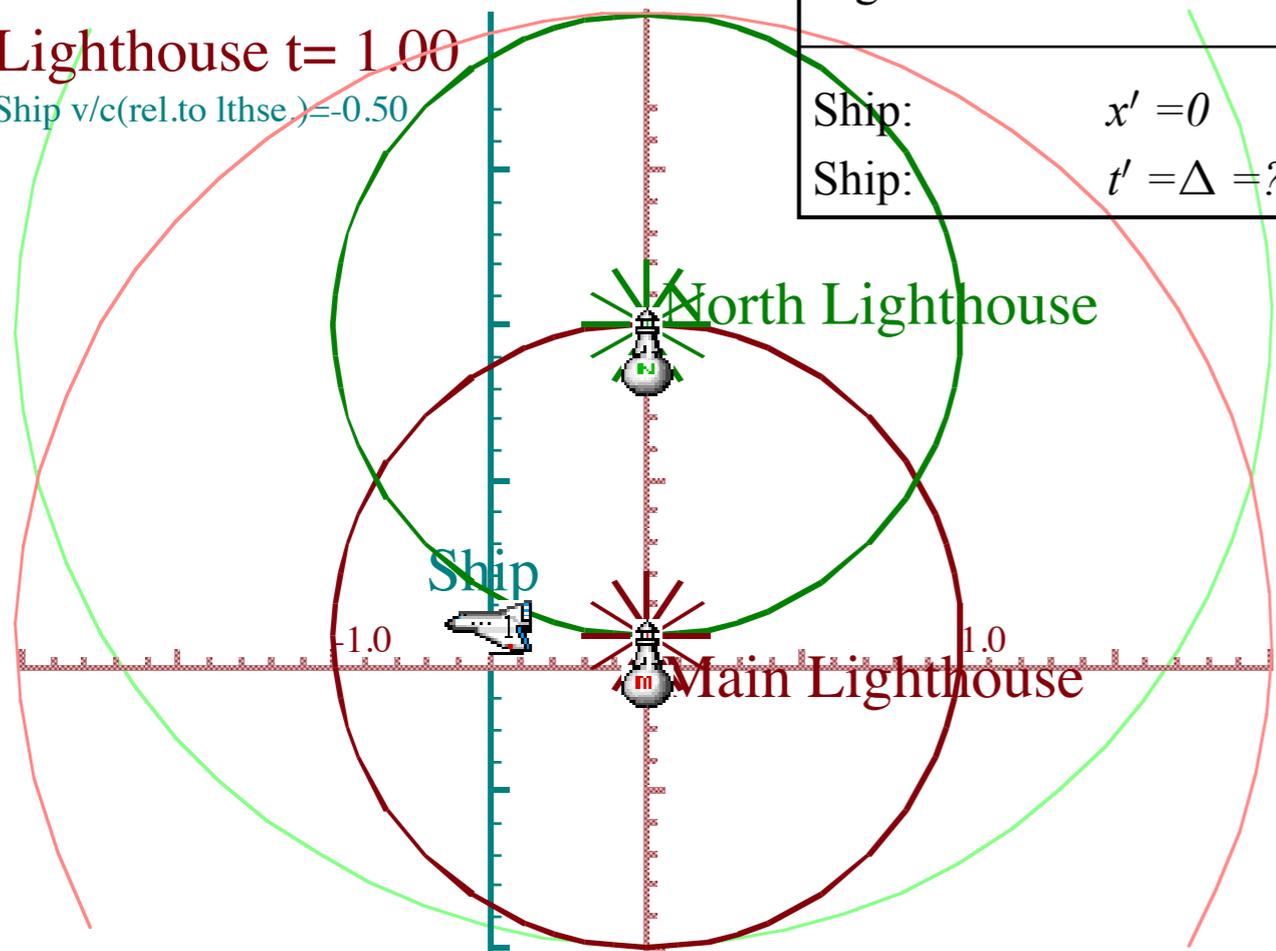
Ship Time $t' = \Delta = ???$

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

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

Lighthouse $t = 1.00$

Ship $v/c(\text{rel.to lthse}) = -0.50$



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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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

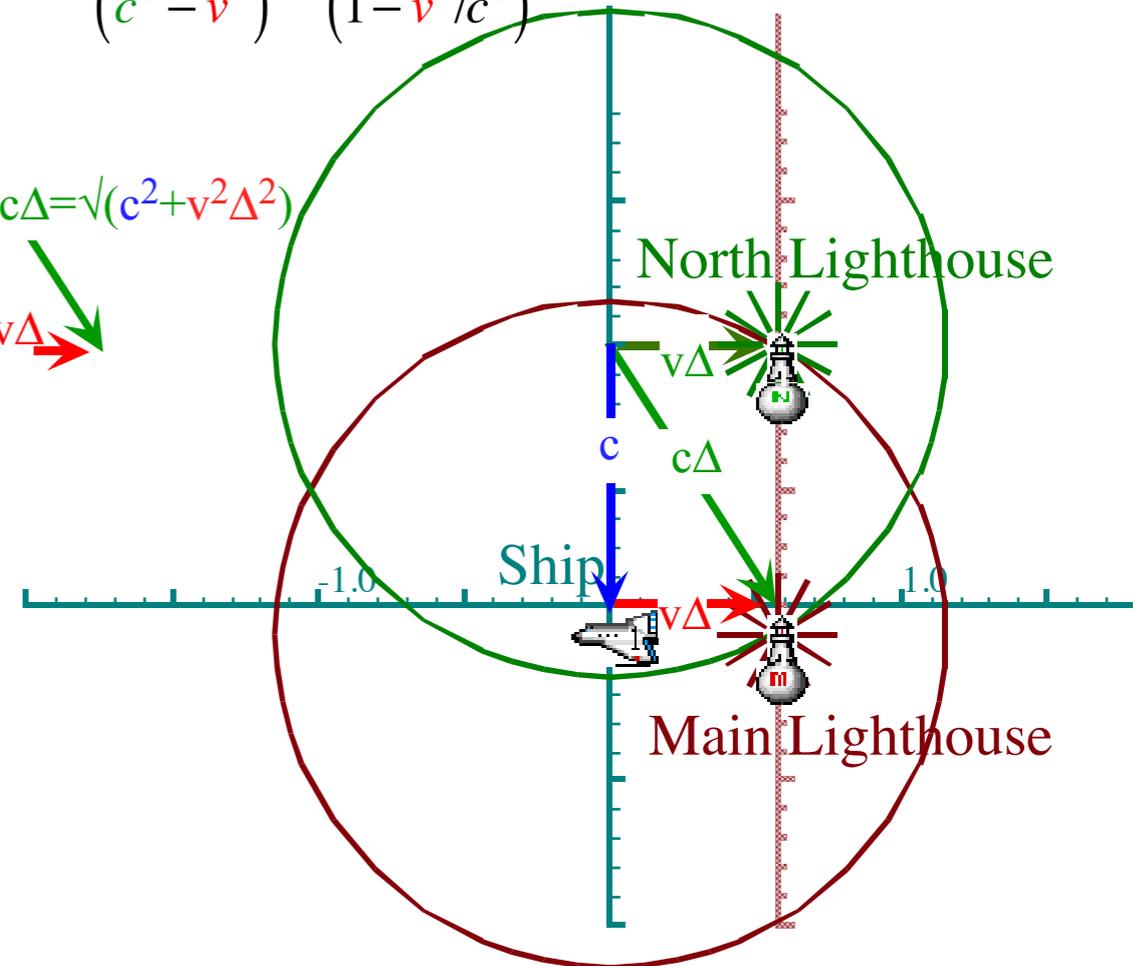
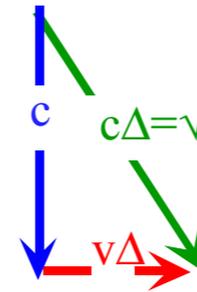
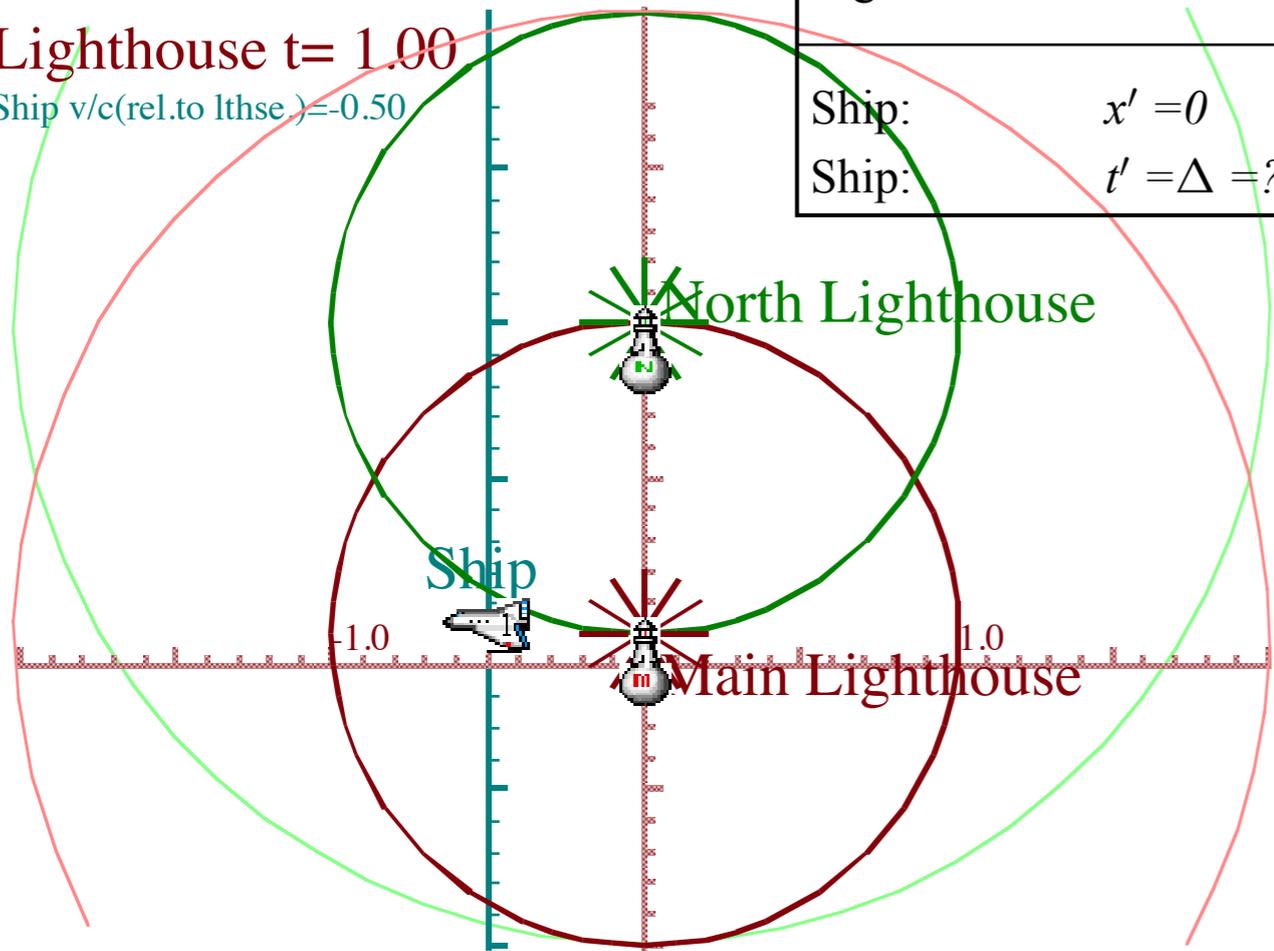
$$c^2 \Delta^2 = c^2 + v^2 \Delta^2$$

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

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

Lighthouse $t = 1.00$

Ship $v/c(\text{rel. to lthse}) = -0.50$



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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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

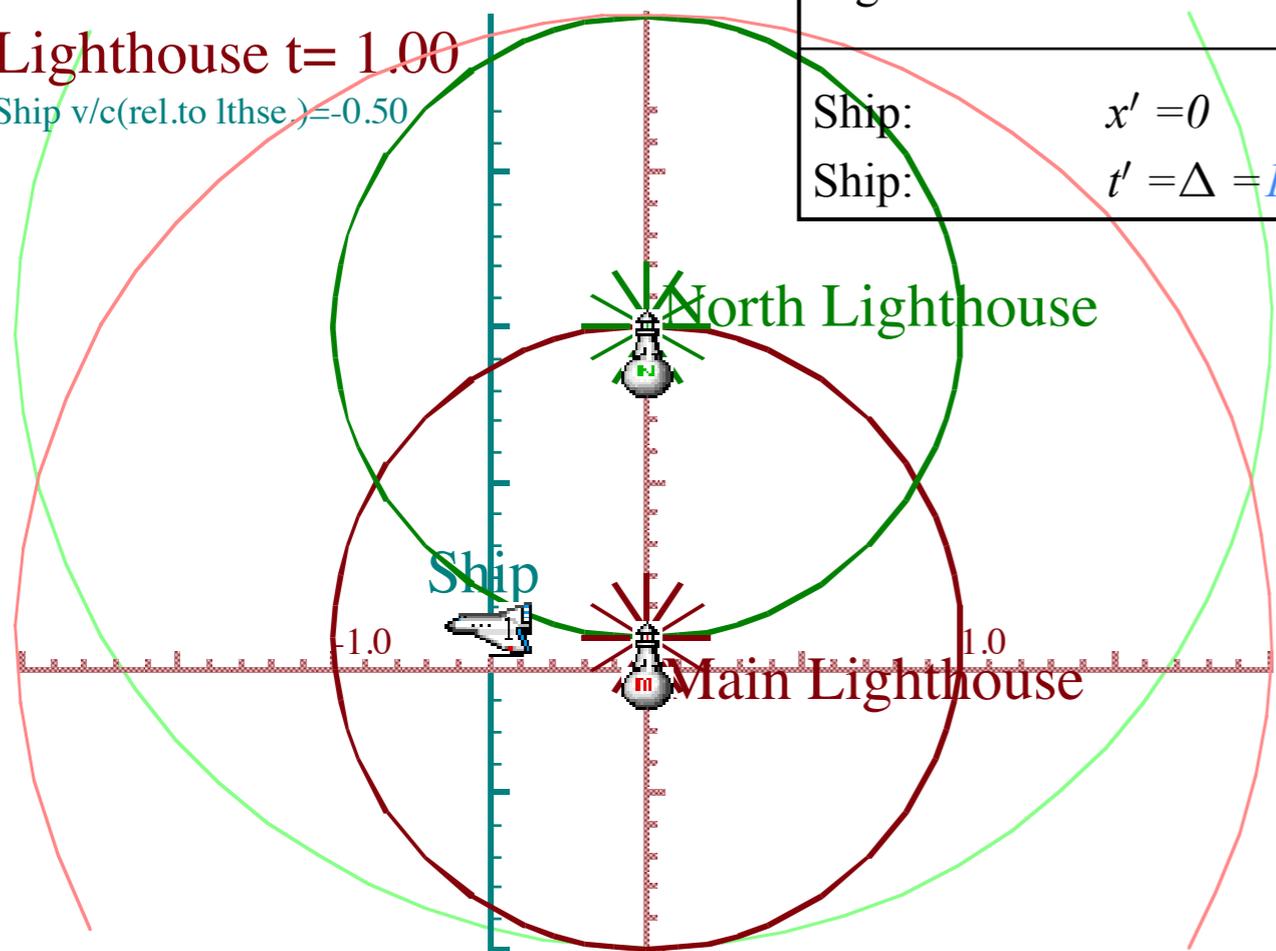
The ship and lighthouse saga

Happening 0.5:
Main Lite
blinks first time.

Lighthouse: $x = 0$
Lighthouse: $t = 1.00$

Ship: $x' = 0$
Ship: $t' = \Delta = 1.15$

Lighthouse $t = 1.00$
Ship $v/c(\text{rel. to lthse}) = -0.50$

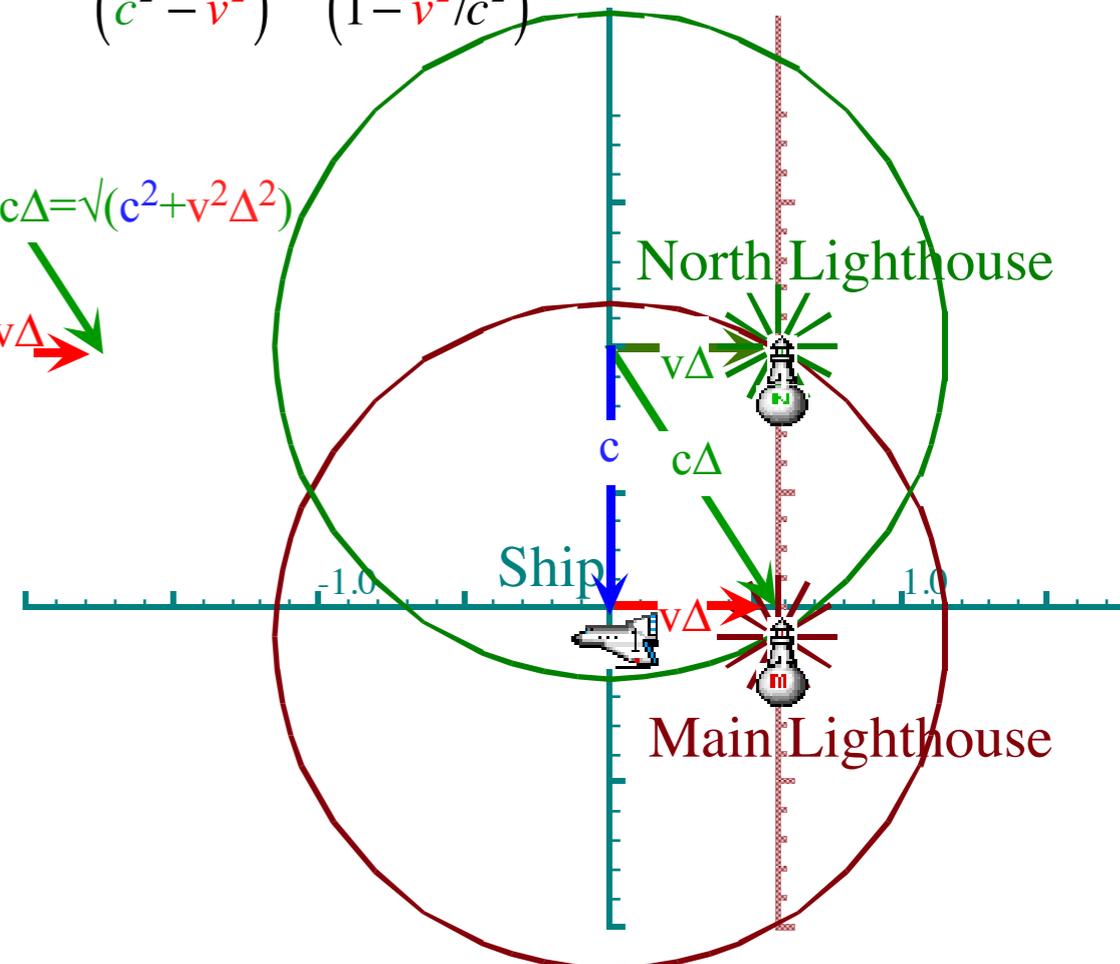
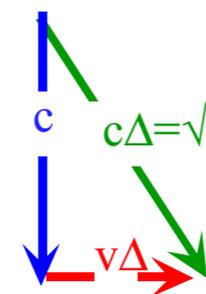


Ship Time $t' = \Delta = 1/\sqrt{1-v^2/c^2} = \cosh \rho = 1.15$

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

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

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



For $u/c = 1/2$

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

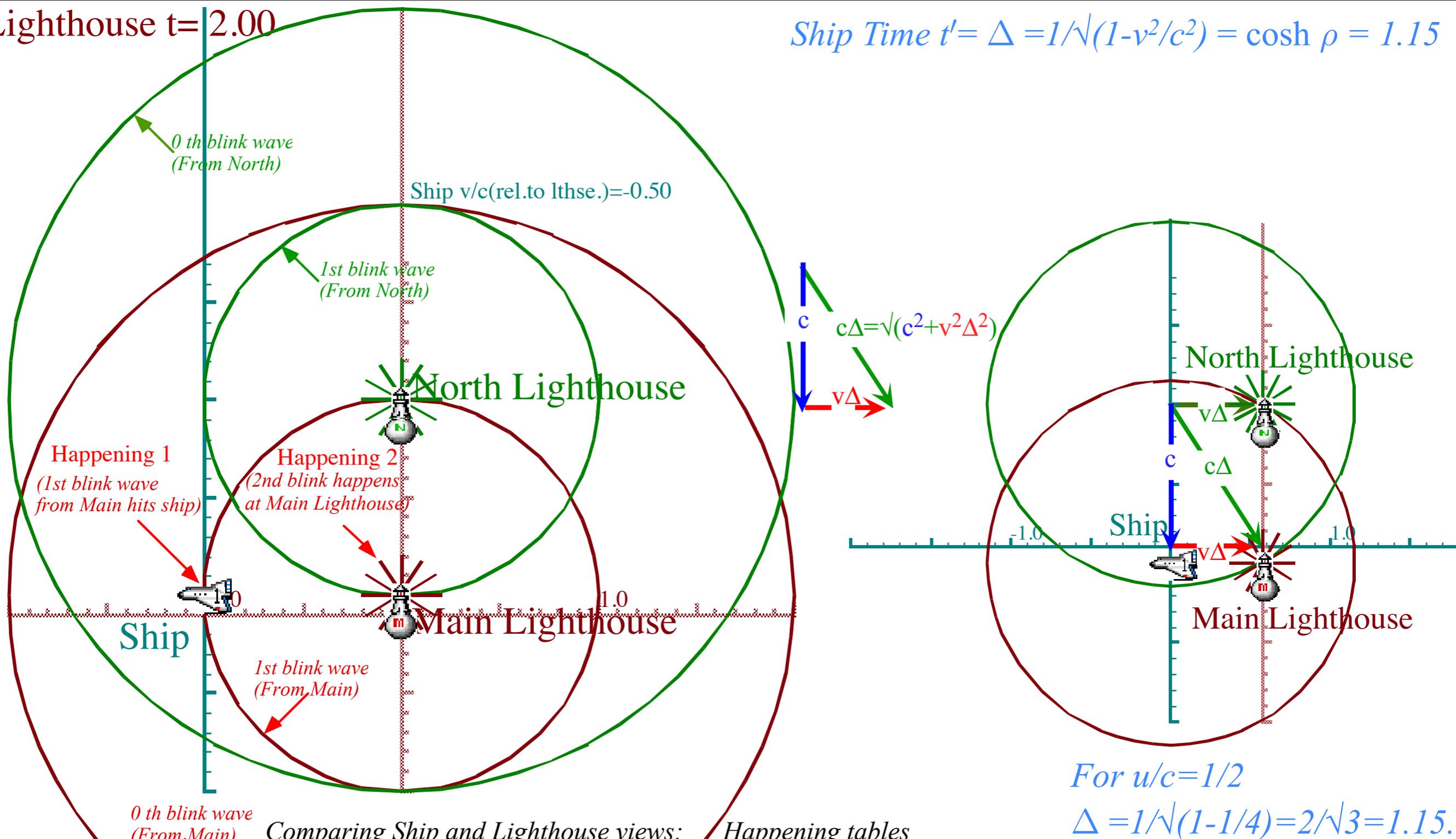
Comparing Ship and Lighthouse views: Happening tables

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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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

Lighthouse $t=2.00$

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



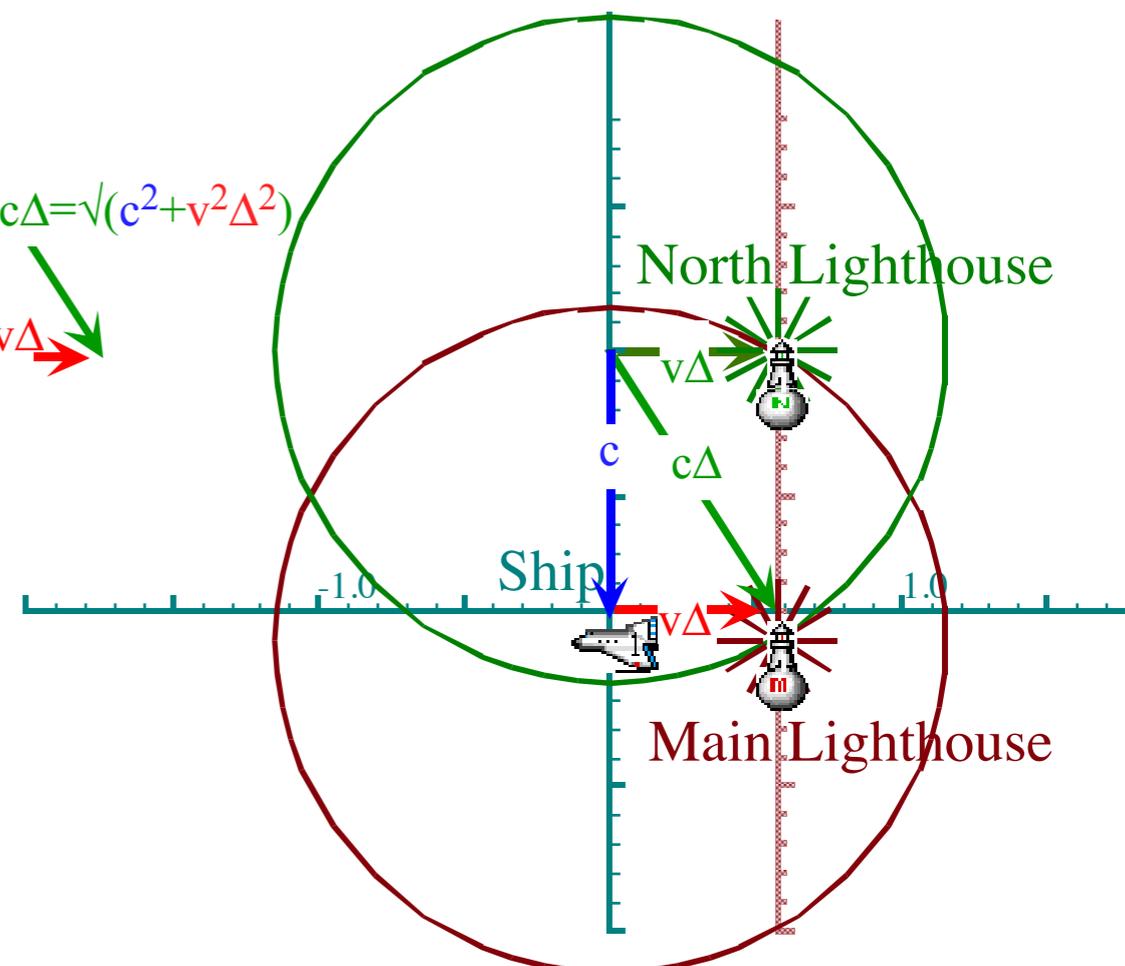
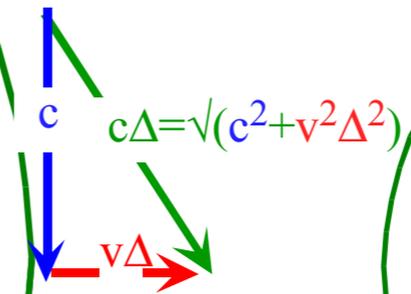
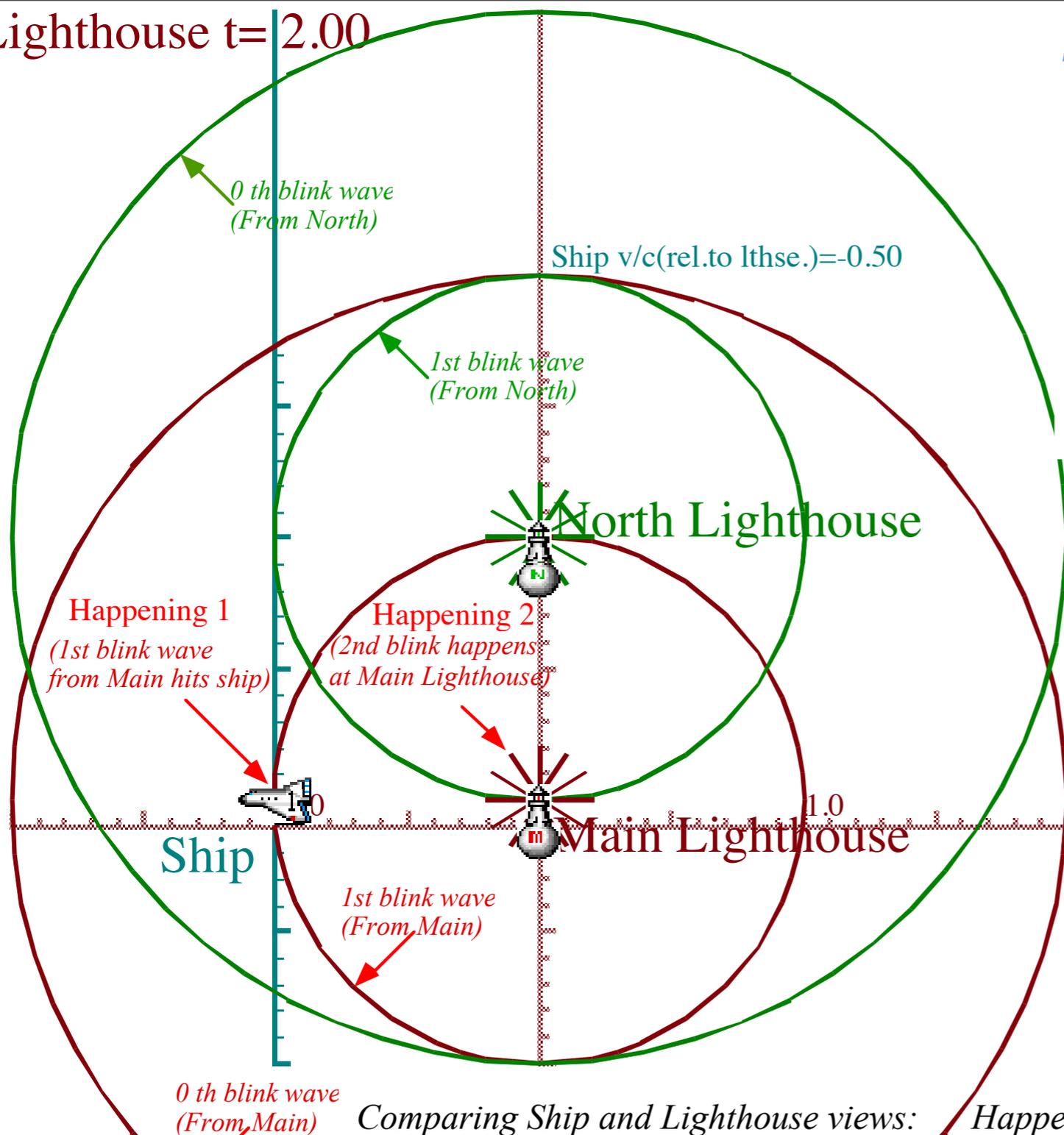
Comparing Ship and Lighthouse views: Happening tables

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) $x = 0$	$x = -1.00 c$	$x = 0$
(Lighthouse time) $t = 0$	$t = 2.00$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = c \Delta$
(Ship time) $t' = 0$	$t' = 1.75$	$t' = 2\Delta = 2.30$

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

Lighthouse $t=2.00$

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



For $u/c=1/2$
 $\Delta = 1/\sqrt{1-1/4} = 2/\sqrt{3} = 1.15..$

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) $x = 0$	$x = -vc/(c-v)$	$x = 0$
(Lighthouse time) $t = 0$	$t = c/(c-v)$	$t = 2.00$
(Ship space) $x' = 0$	$x' = 0$	$x' = 2v\Delta$
(Ship time) $t' = 0$	$t' = (v+c)\Delta/c$	$t' = 2\Delta$

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

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

Light-conic-sections make invariants

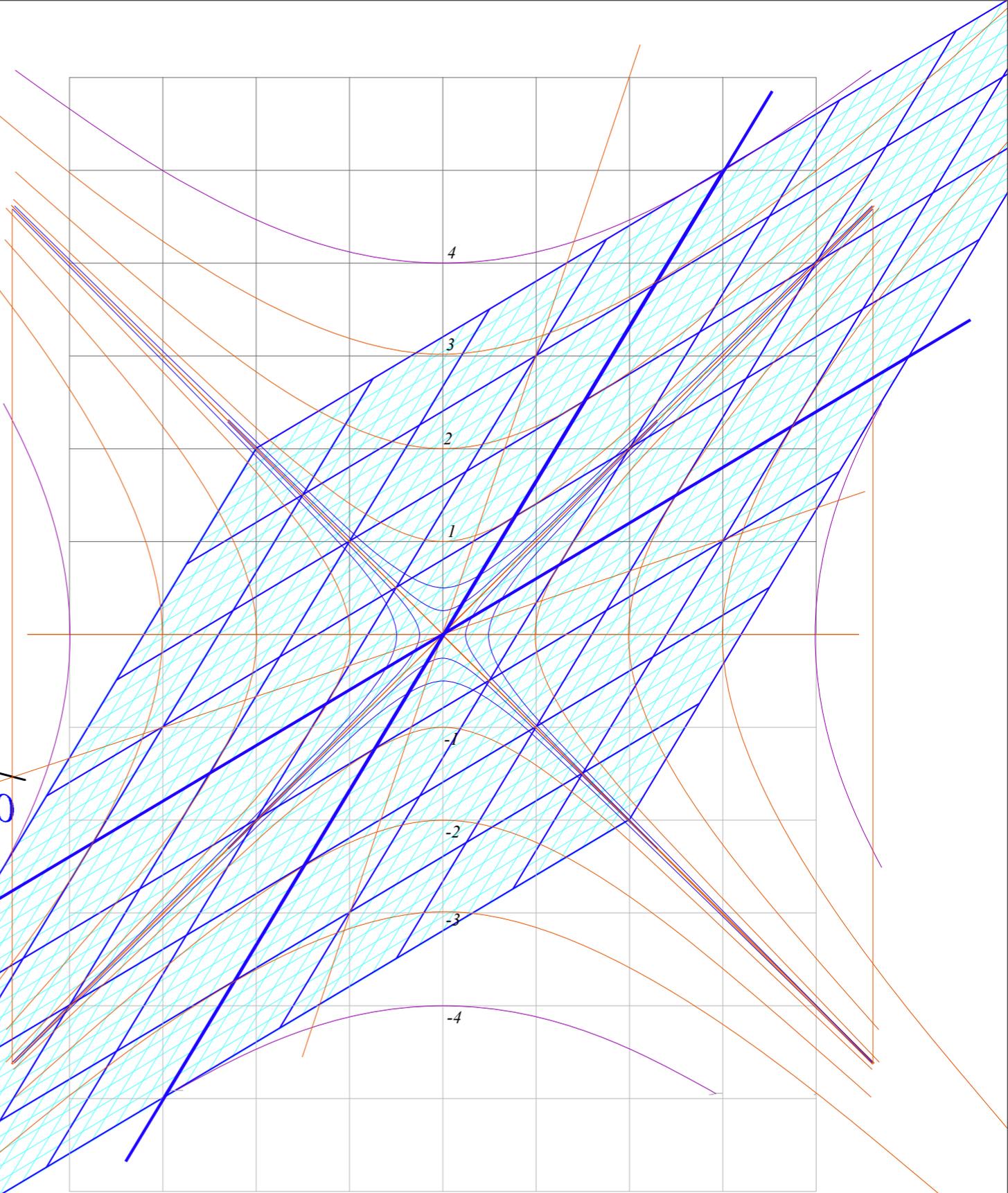
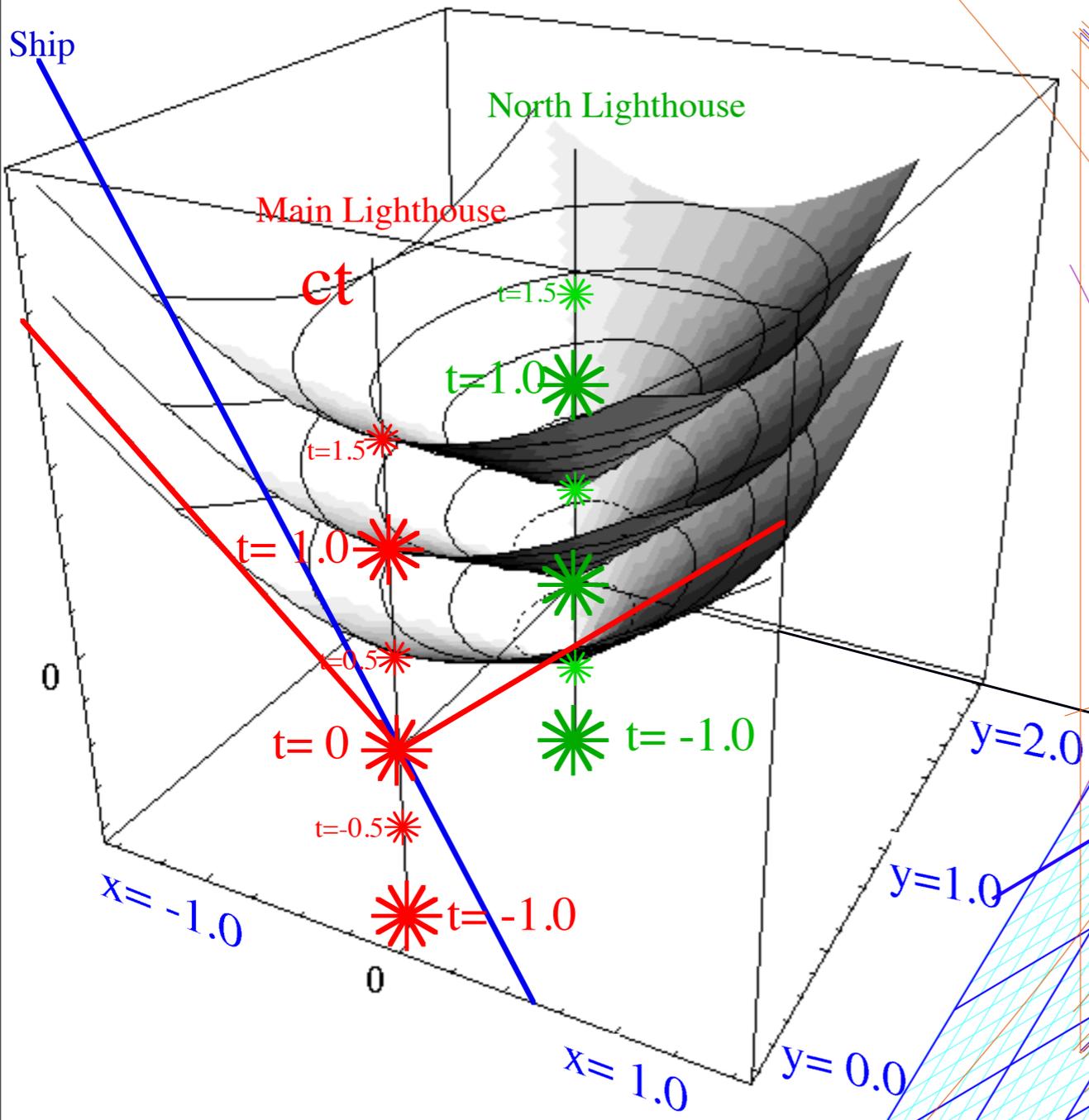


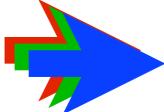
Fig. 2.B.5 Space-Space-Time plot of world lines for Lighthouses. North Lighthouse blink waves trace light cones.

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!)

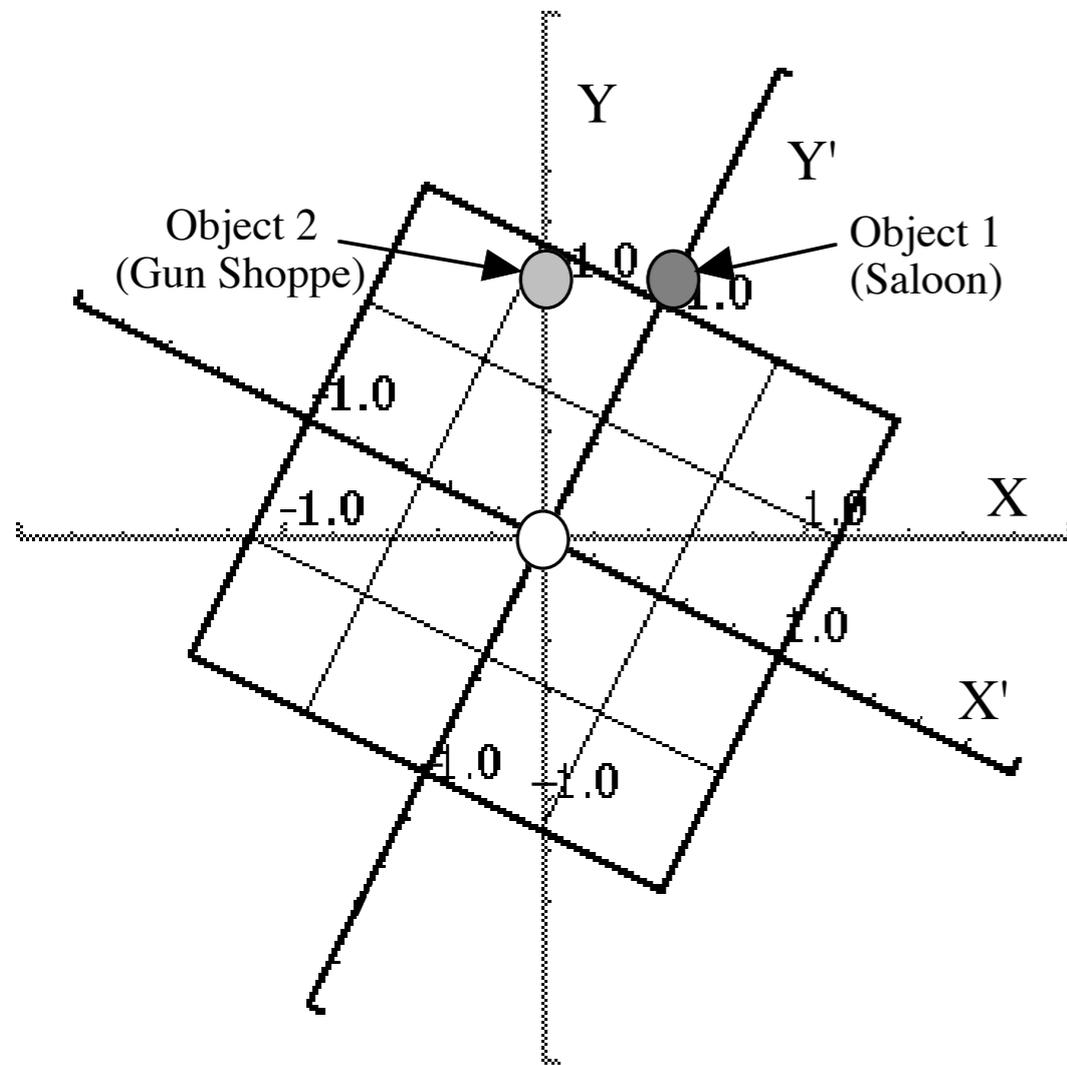
*Introducing the **stellar aberration angle** σ vs. **rapidity** ρ*

How Minkowski’s space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

A politically incorrect analogy of rotational transformation and Lorentz transformation

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

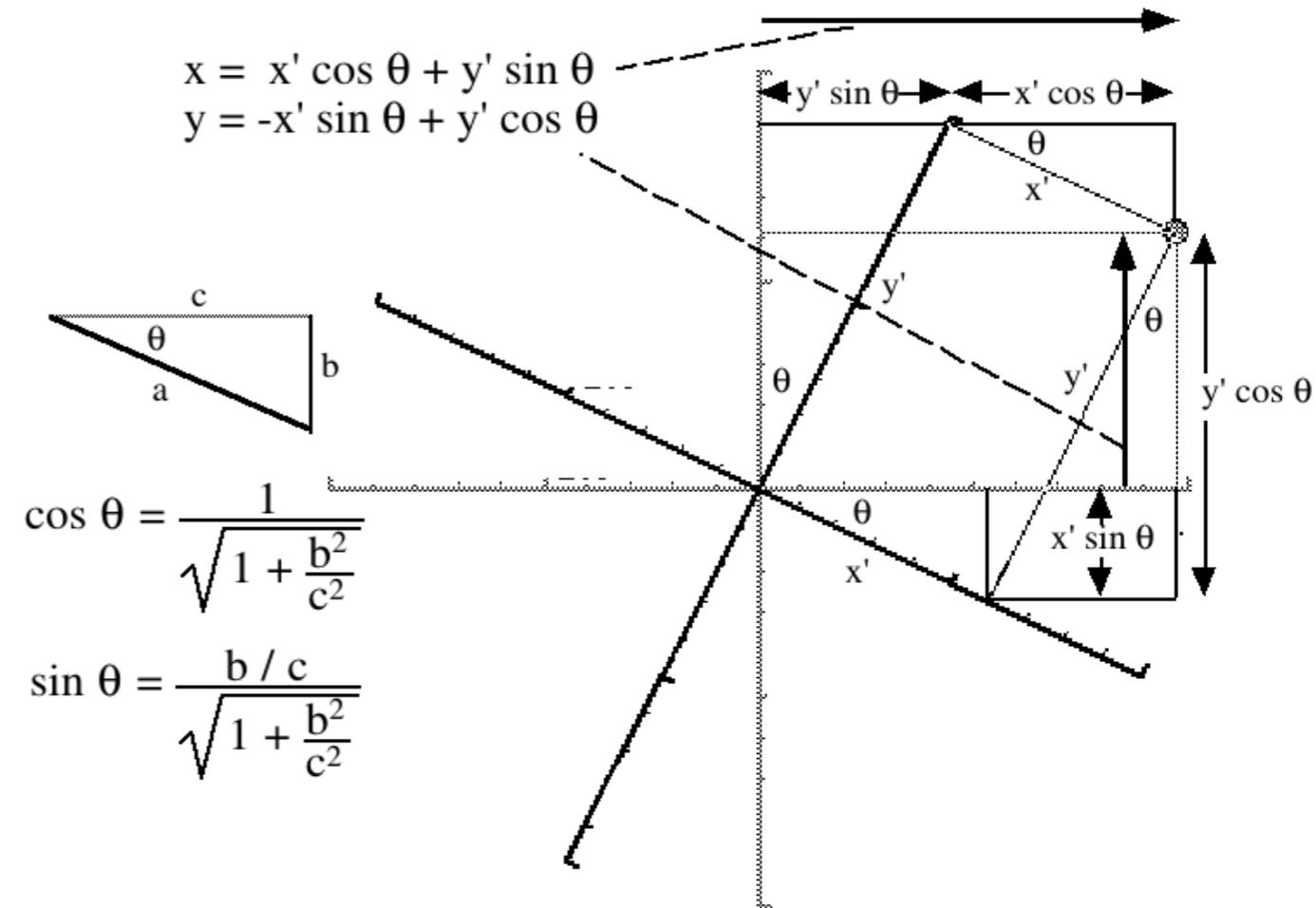
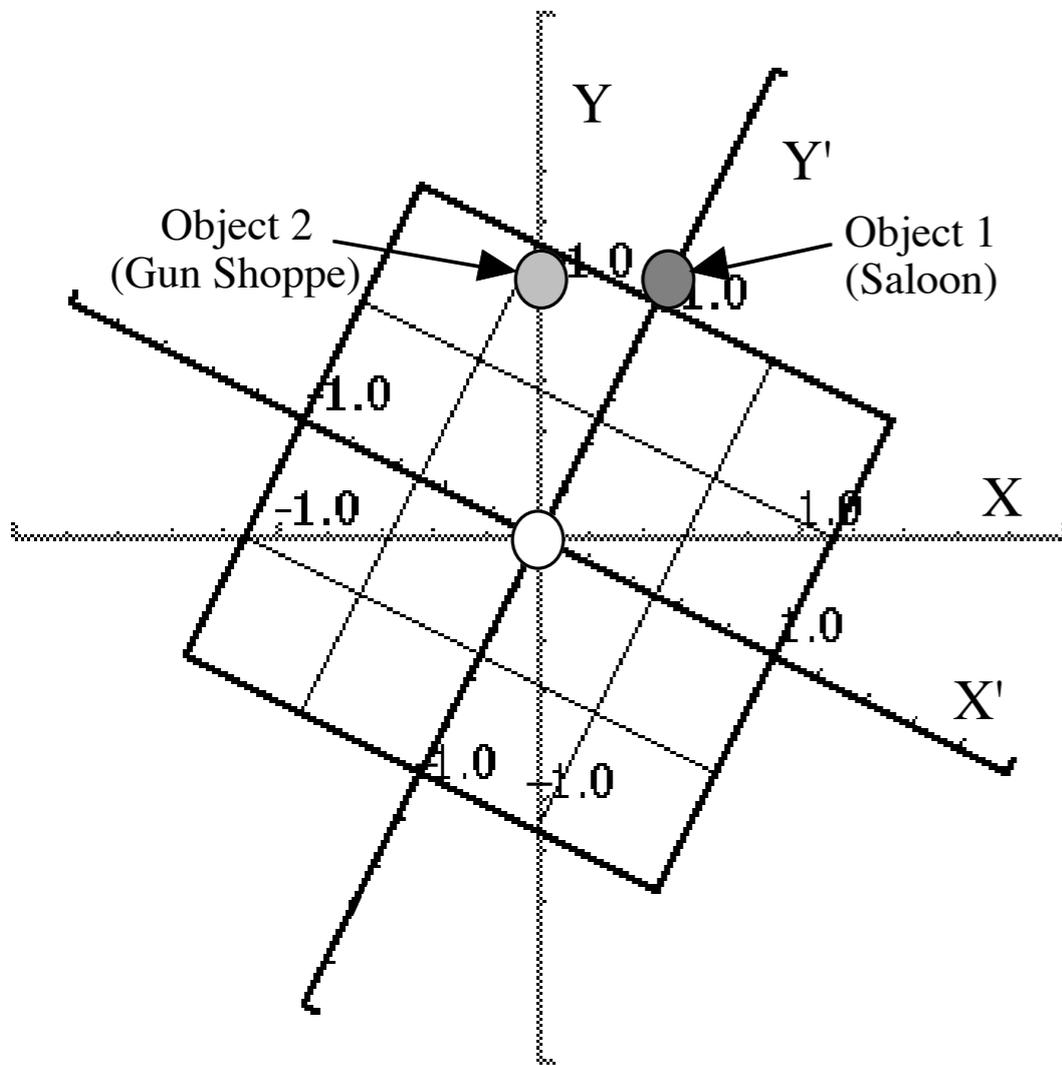


Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
<i>(US surveyor)</i> $x = 0$ $y = 0$	$x = 0.5$ $y = 1.0$	$x = 0$ $y = 1.0$
<i>(French surveyor)</i> $x' = 0$ $y' = 0$	$x' = 0$ $y' = 1.1$	$x' = -0.45$ $y' = 0.89$

A politically incorrect analogy of rotational transformation and Lorentz transformation

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.



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

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

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

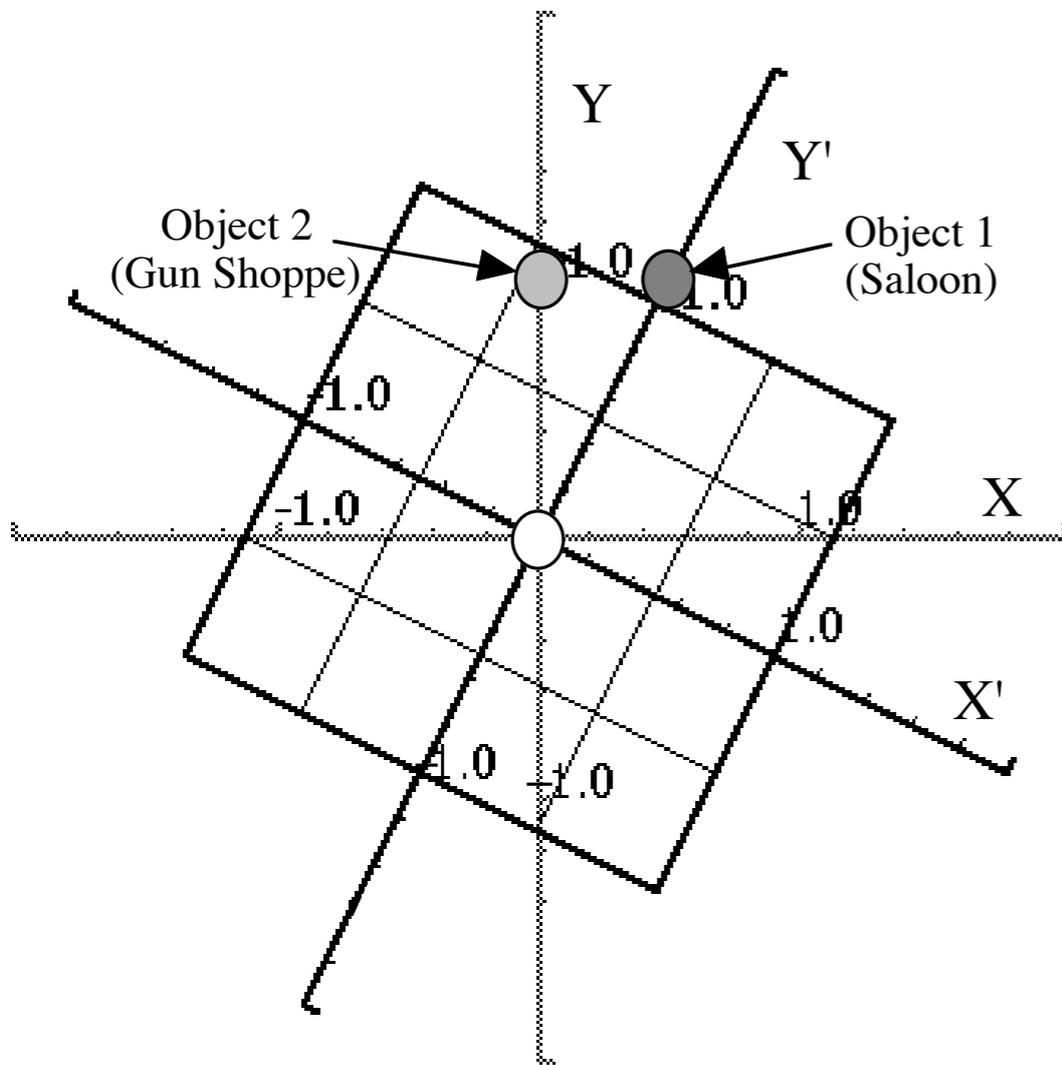
$$x' = x \cos \theta - y \sin \theta = \frac{x}{\sqrt{1 + \frac{b^2}{c^2}}} + \frac{-(b/c)y}{\sqrt{1 + \frac{b^2}{c^2}}}$$

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

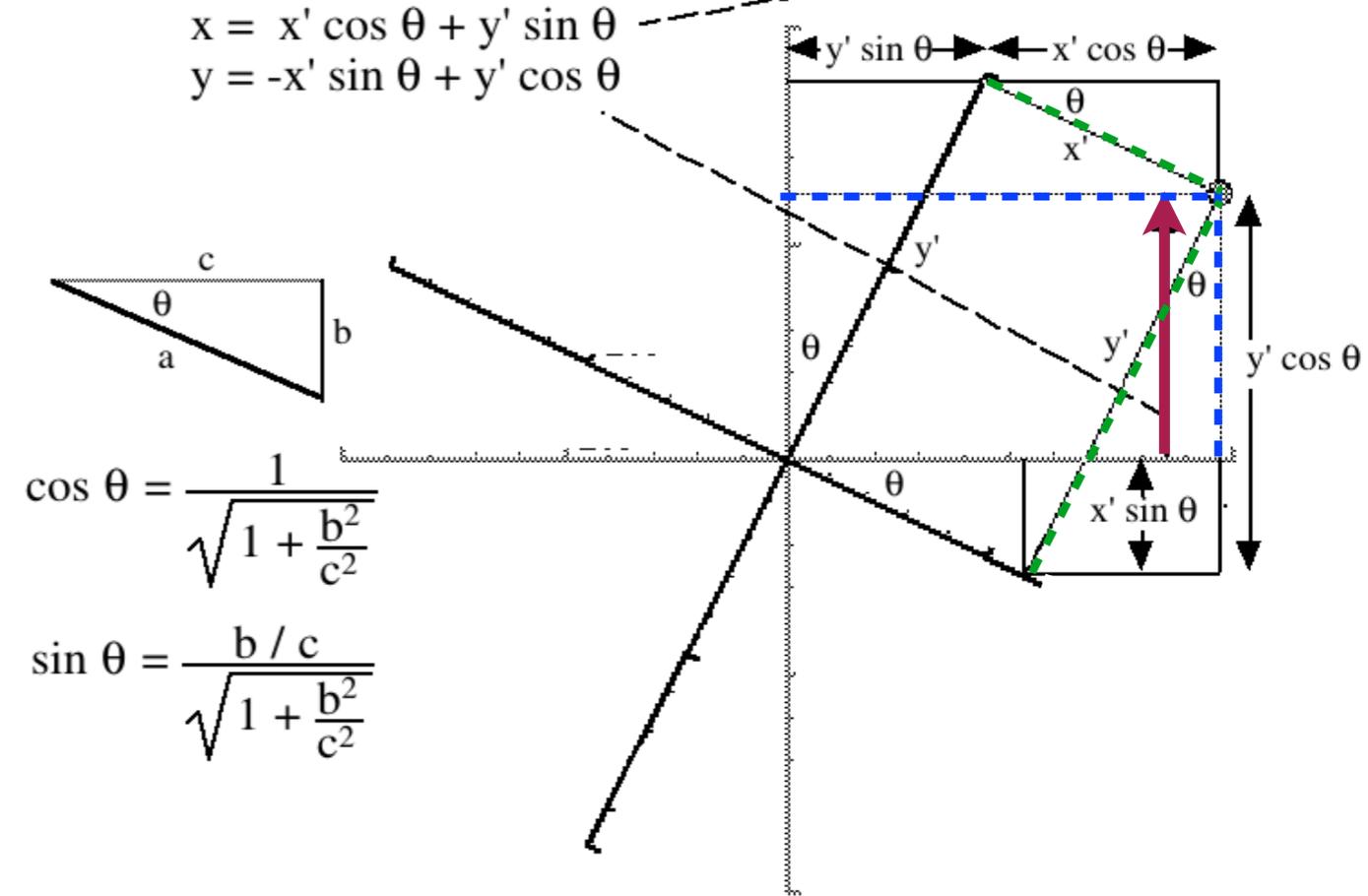
A politically incorrect analogy of rotational transformation and Lorentz transformation

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

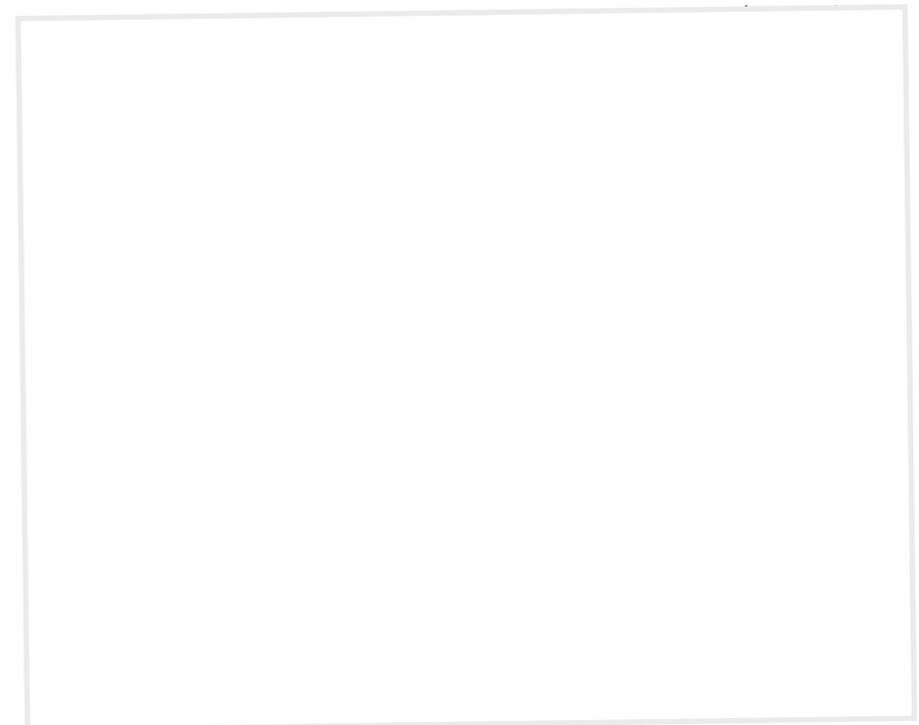
Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.



Reminder: Component-based derivation is clumsy!



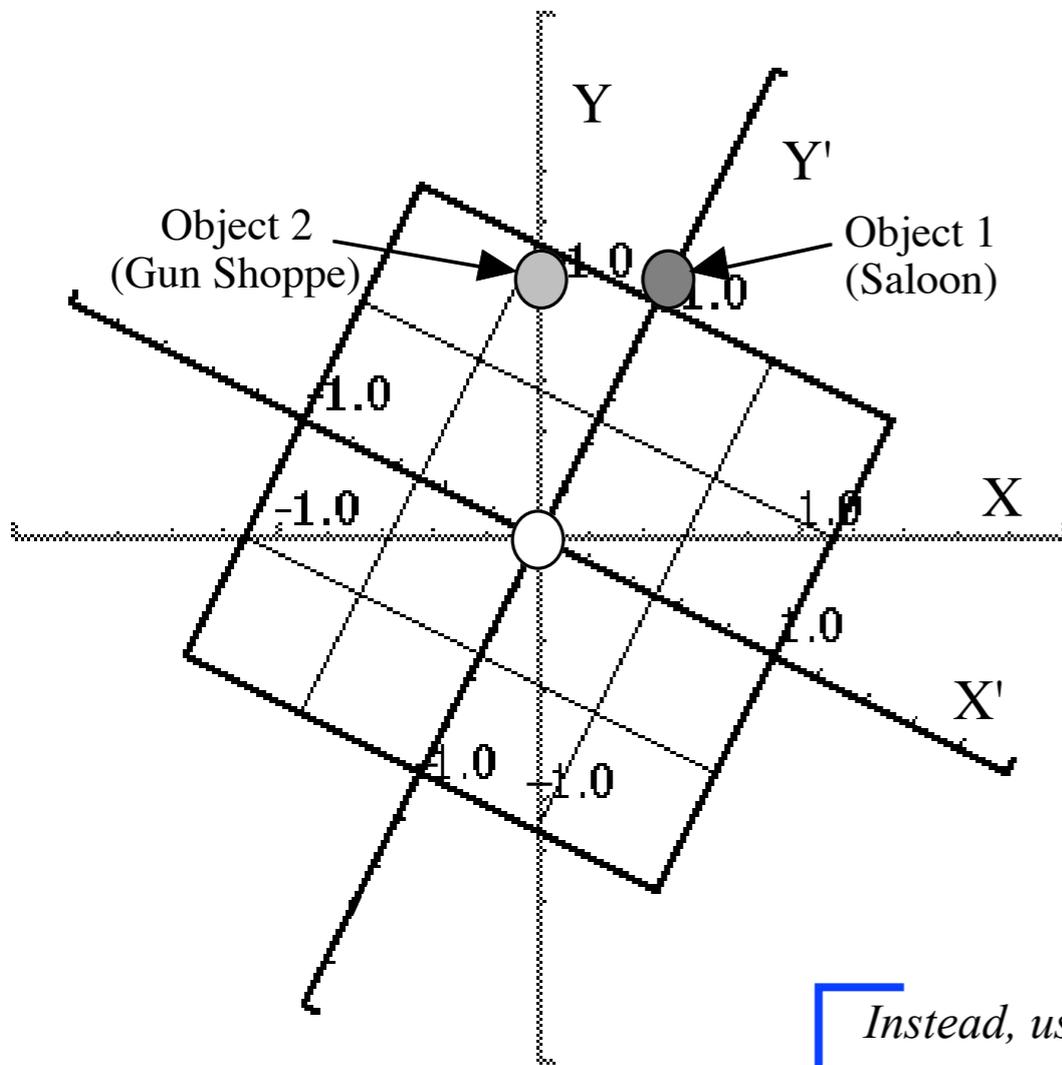
Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$	$x = 0.5$	$x = 0$
$y = 0$	$y = 1.0$	$y = 1.0$
(2nd surveyor) $x' = 0$	$x' = 0$	$x' = -0.45$
$y' = 0$	$y' = 1.1$	$y' = 0.89$



A politically incorrect analogy of rotational transformation and Lorentz transformation

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

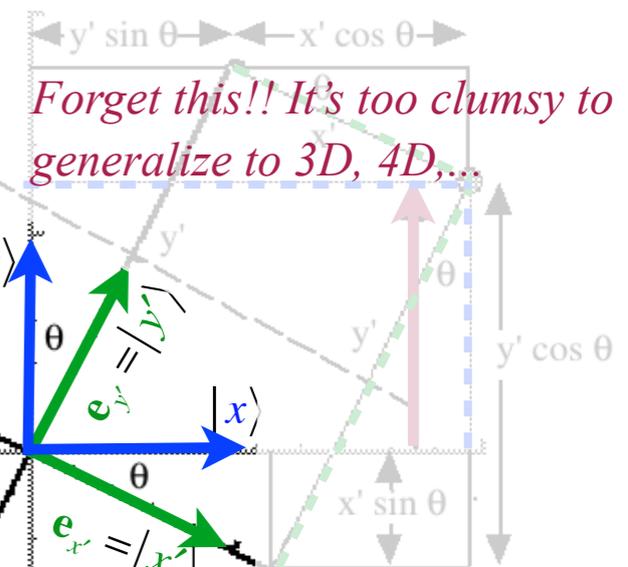
Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.



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,...

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

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

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

$$e_{x'} = |x'\rangle = \cos \theta |x\rangle - \sin \theta |y\rangle$$

$$e_{y'} = |y'\rangle = \sin \theta |x\rangle + \cos \theta |y\rangle$$

or the inverse relation:

$$e_x = |x\rangle = \cos \theta |x'\rangle + \sin \theta |y'\rangle$$

$$e_y = |y\rangle = -\sin \theta |x'\rangle + \cos \theta |y'\rangle$$

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

A politically incorrect analogy of rotational transformation and Lorentz transformation

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

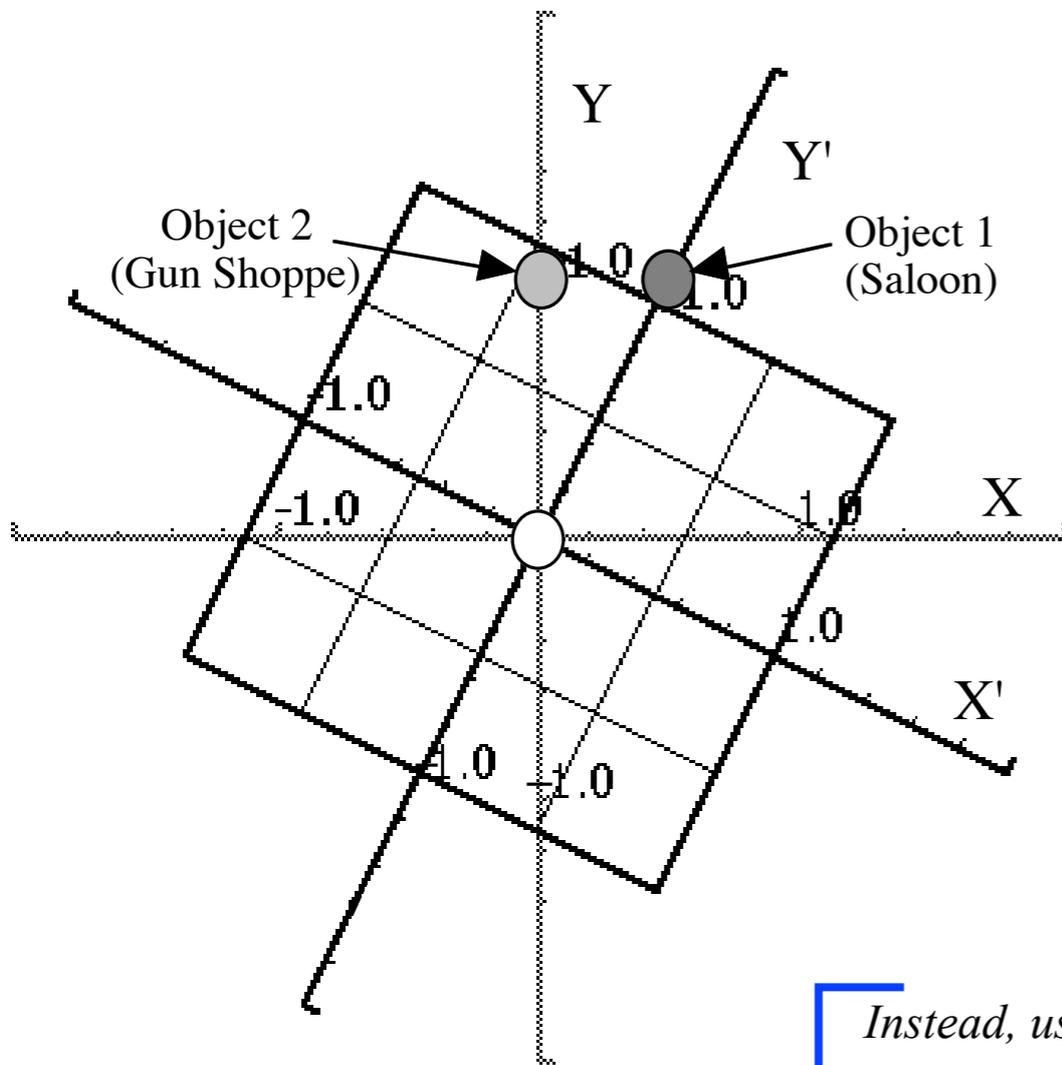
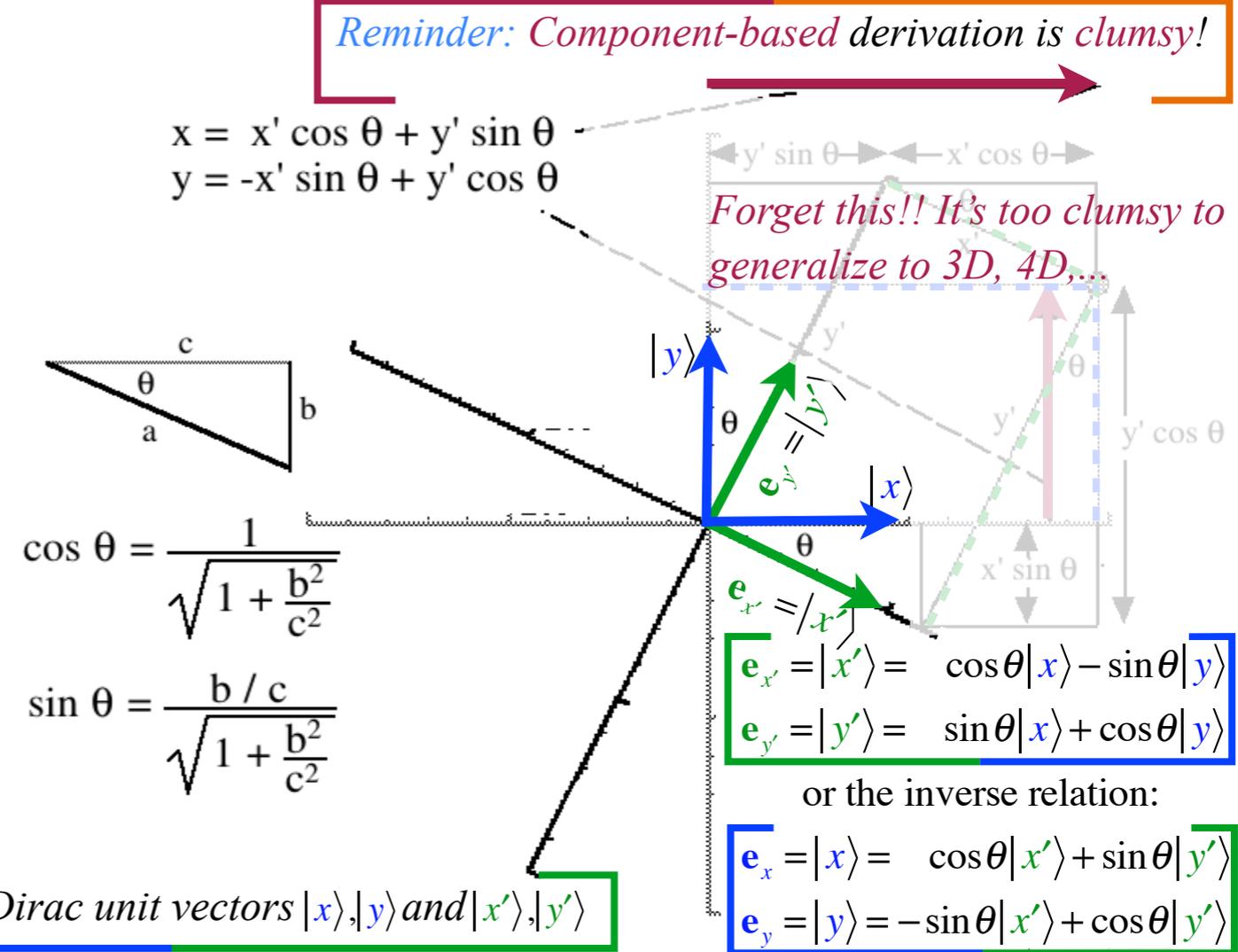


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.



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

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:

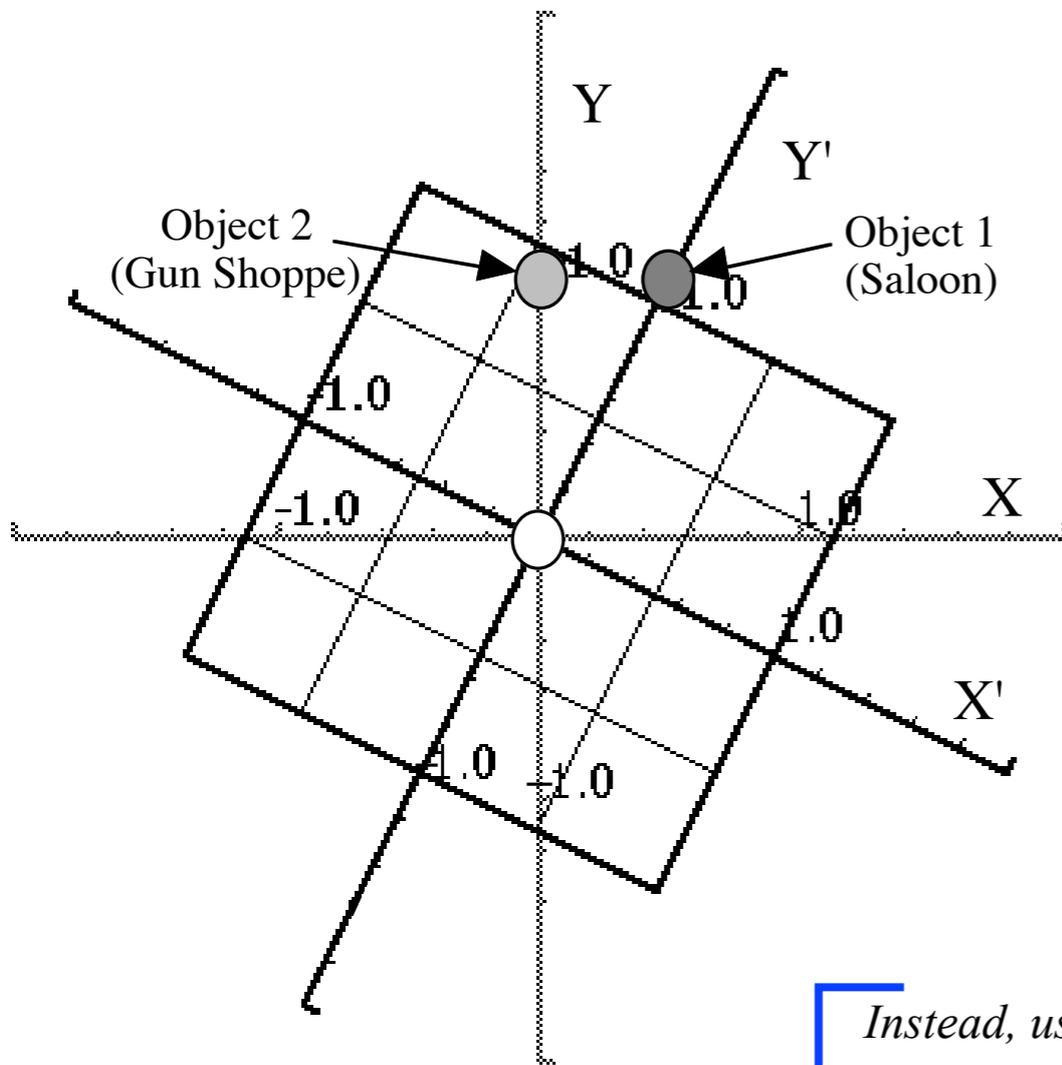
$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

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.

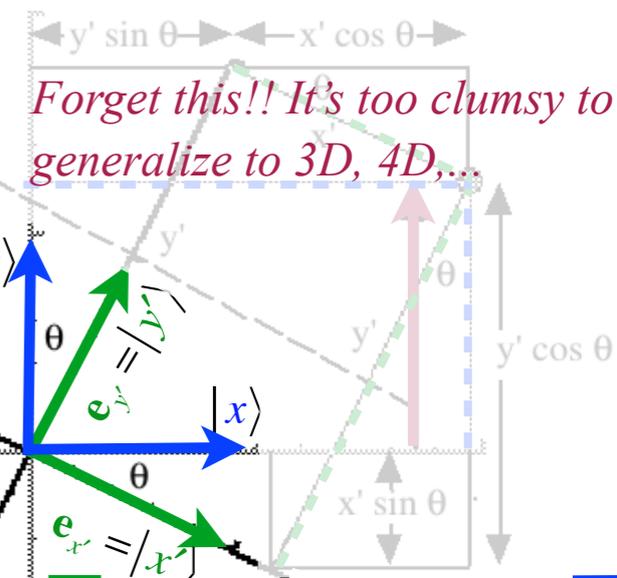
Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.



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,...

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

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

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

$$e_{x'} = |x'\rangle = \cos \theta |x\rangle - \sin \theta |y\rangle$$

$$e_{y'} = |y'\rangle = \sin \theta |x\rangle + \cos \theta |y\rangle$$

or the inverse relation:

$$e_x = |x\rangle = \cos \theta |x'\rangle + \sin \theta |y'\rangle$$

$$e_y = |y\rangle = -\sin \theta |x'\rangle + \cos \theta |y'\rangle$$

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

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 $\mathbf{V} = |V\rangle = |x\rangle \langle x|V\rangle + |y\rangle \langle y|V\rangle$
 $= |x'\rangle \langle x'|V\rangle + |y'\rangle \langle y'|V\rangle$

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

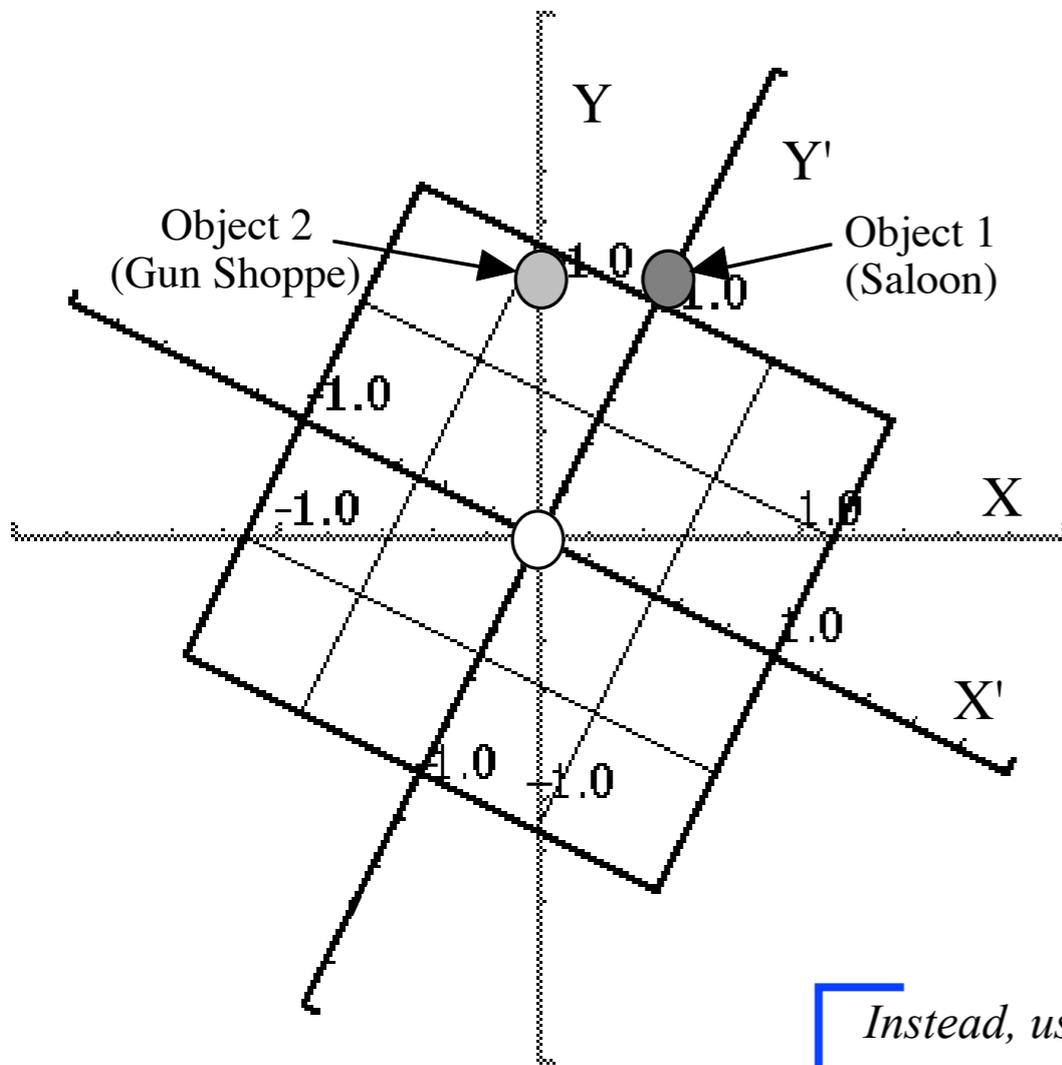
$$V_x = \langle x|V\rangle = \langle x|1|V\rangle = \langle x|x'\rangle \langle x'|V\rangle + \langle x|y'\rangle \langle y'|V\rangle$$

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

A politically incorrect analogy of rotational transformation and Lorentz transformation

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

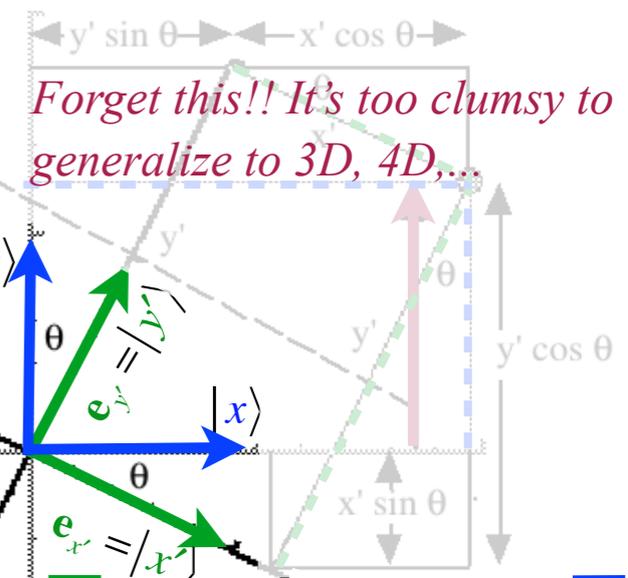
Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.



Reminder: Component-based derivation is clumsy!

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

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



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

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

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

$$e_{x'} = |x'\rangle = \cos \theta |x\rangle - \sin \theta |y\rangle$$

$$e_{y'} = |y'\rangle = \sin \theta |x\rangle + \cos \theta |y\rangle$$

or the inverse relation:

$$e_x = |x\rangle = \cos \theta |x'\rangle + \sin \theta |y'\rangle$$

$$e_y = |y\rangle = -\sin \theta |x'\rangle + \cos \theta |y'\rangle$$

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

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 $\mathbf{V} = |V\rangle = |x\rangle \langle x|V\rangle + |y\rangle \langle y|V\rangle$
 $= |x'\rangle \langle x'|V\rangle + |y'\rangle \langle y'|V\rangle$

(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:

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

PLEASE!

Do *NOT* ever write

this:

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

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:

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

(This is a useful abstract definition.)

like this:

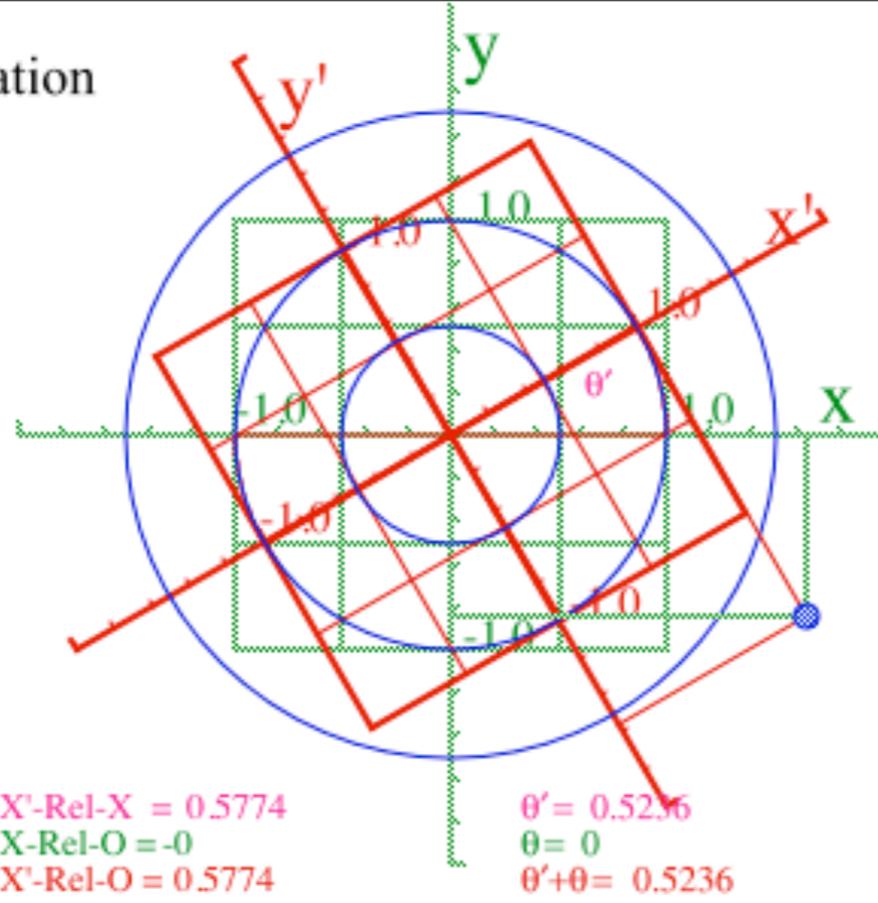
$$\begin{pmatrix} \mathbf{e}_{x'} \\ \mathbf{e}_{y'} \end{pmatrix} = \begin{pmatrix} |x'\rangle \\ |y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} |x\rangle \\ |y\rangle \end{pmatrix}$$

(Not helpful)

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



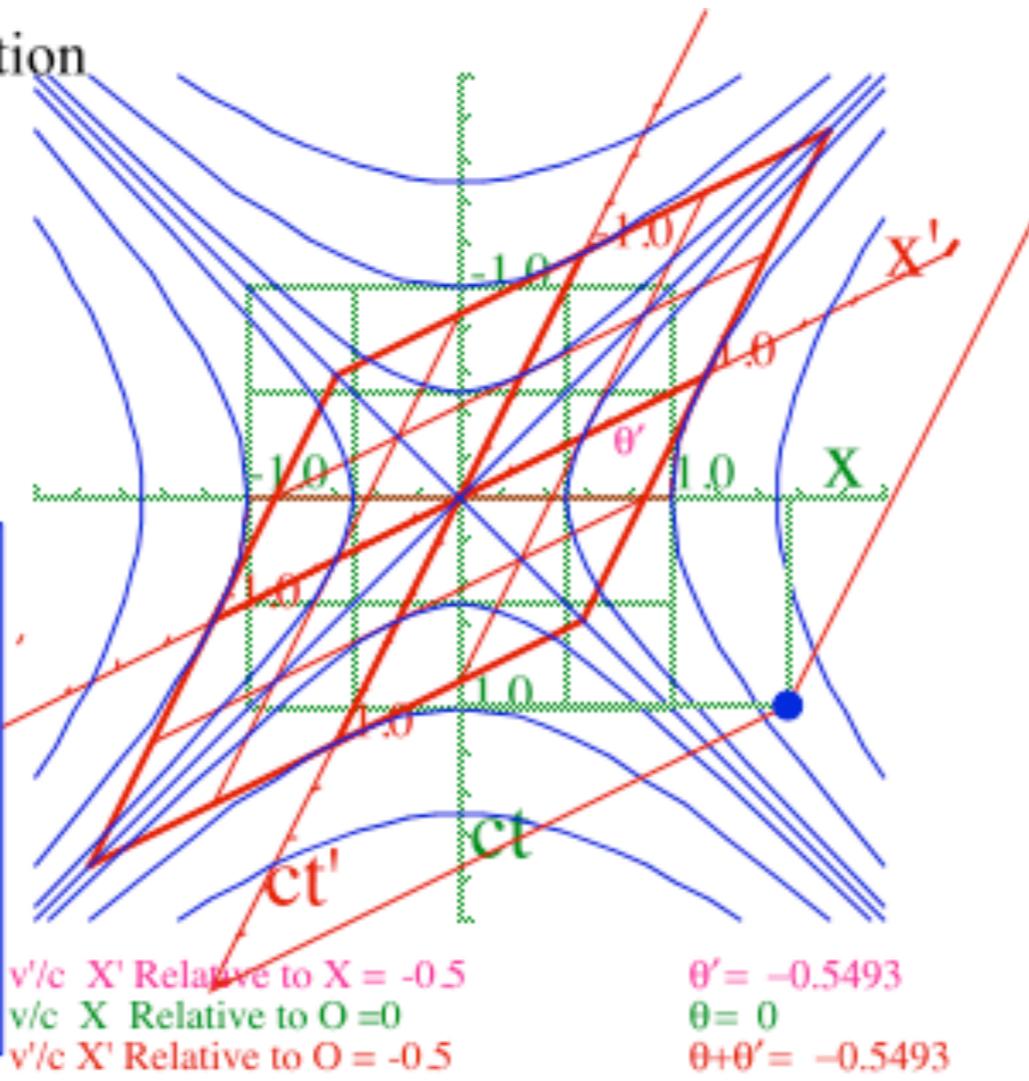
$$\begin{aligned}
 x &= 1.65 \\
 y &= -0.85 \\
 x^2 + y^2 &= 3.43 \\
 x' &= 1.00 \\
 y' &= -1.56 \\
 x'^2 + y'^2 &= 3.43
 \end{aligned}$$

SlopeX'-Rel-X = 0.5774
 SlopeX-Rel-O = 0
 SlopeX'-Rel-O = 0.5774

$\theta' = 0.5236$
 $\theta = 0$
 $\theta' + \theta = 0.5236$

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

(b) Lorentz Transformation and Invariants



$$\begin{aligned}
 x &= 1.5453 \\
 ct &= 0.9819 \\
 x^2 - (ct)^2 &= 1.42 \\
 x' &= 2.3512 \\
 ct' &= 2.0260 \\
 x'^2 - (ct')^2 &= 1.42
 \end{aligned}$$

v/c X' Relative to X = -0.5
 v/c X Relative to O = 0
 v/c X' Relative to O = -0.5

$\theta' = -0.5493$
 $\theta = 0$
 $\theta + \theta' = -0.5493$

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

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*

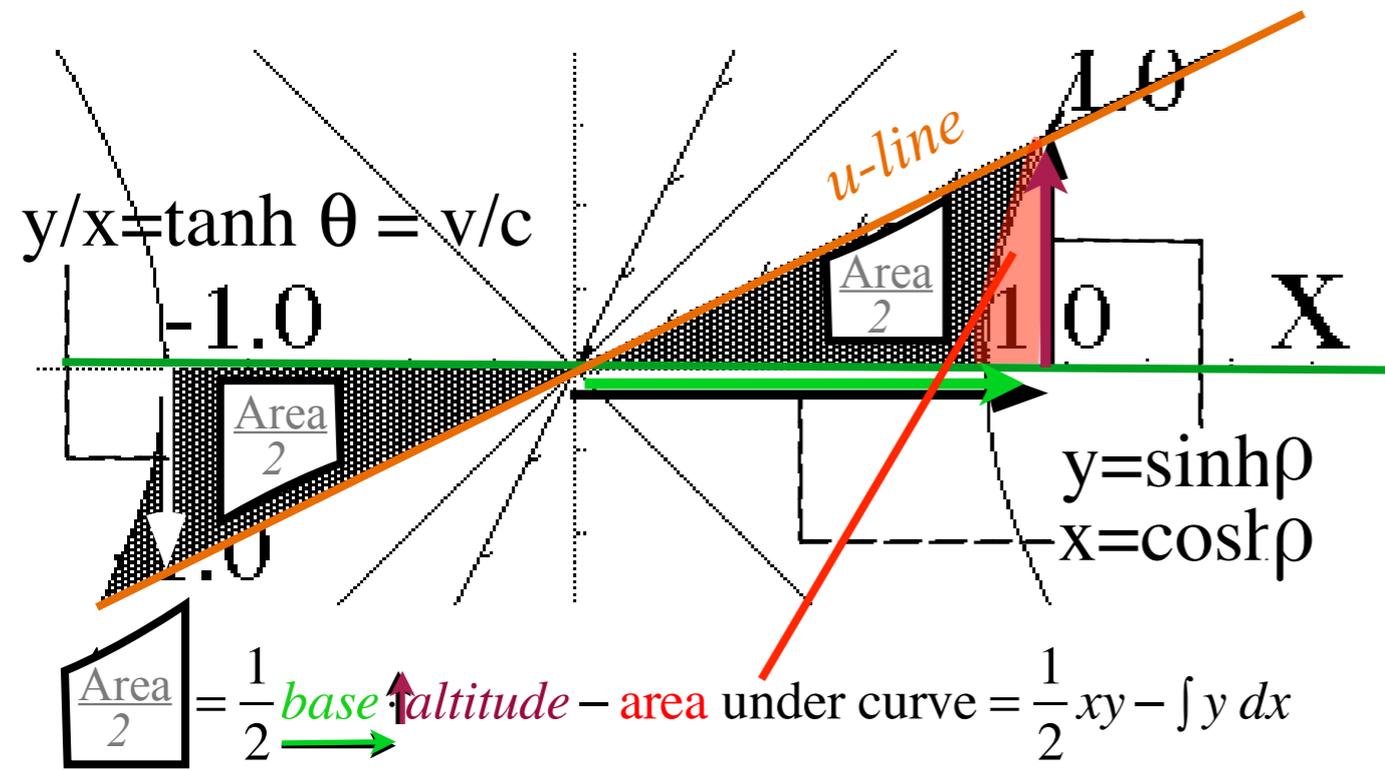
Introducing the “Sin-Tan Rosetta Stone” (Thanks, Thales!)

*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

The straight scoop on “angle” and “rapidity” (They both are area!)

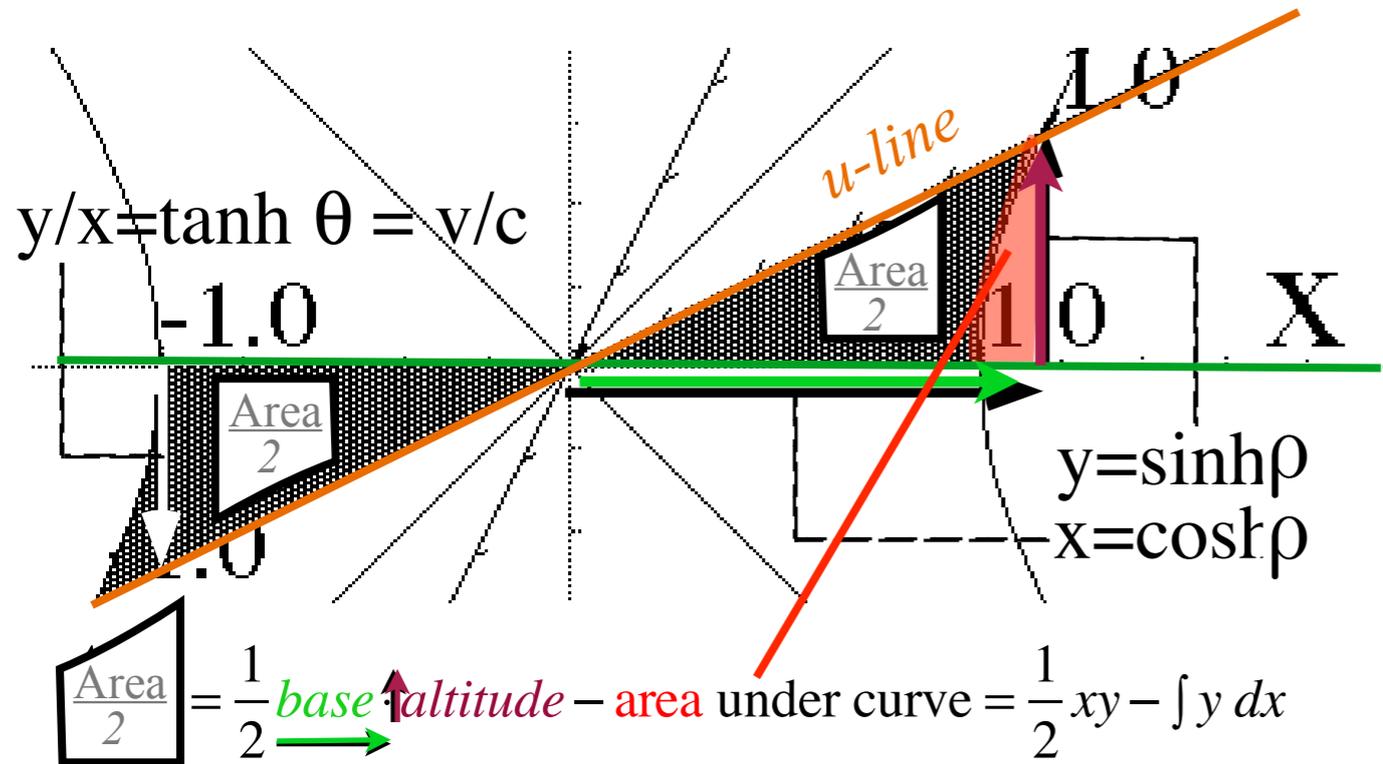


The “Area” being calculated is the total Gray Area between hyperbola pairs, X axis, and sloping u-line

2005 Web version:

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

The straight scoop on “angle” and “rapidity” (They both are area!)



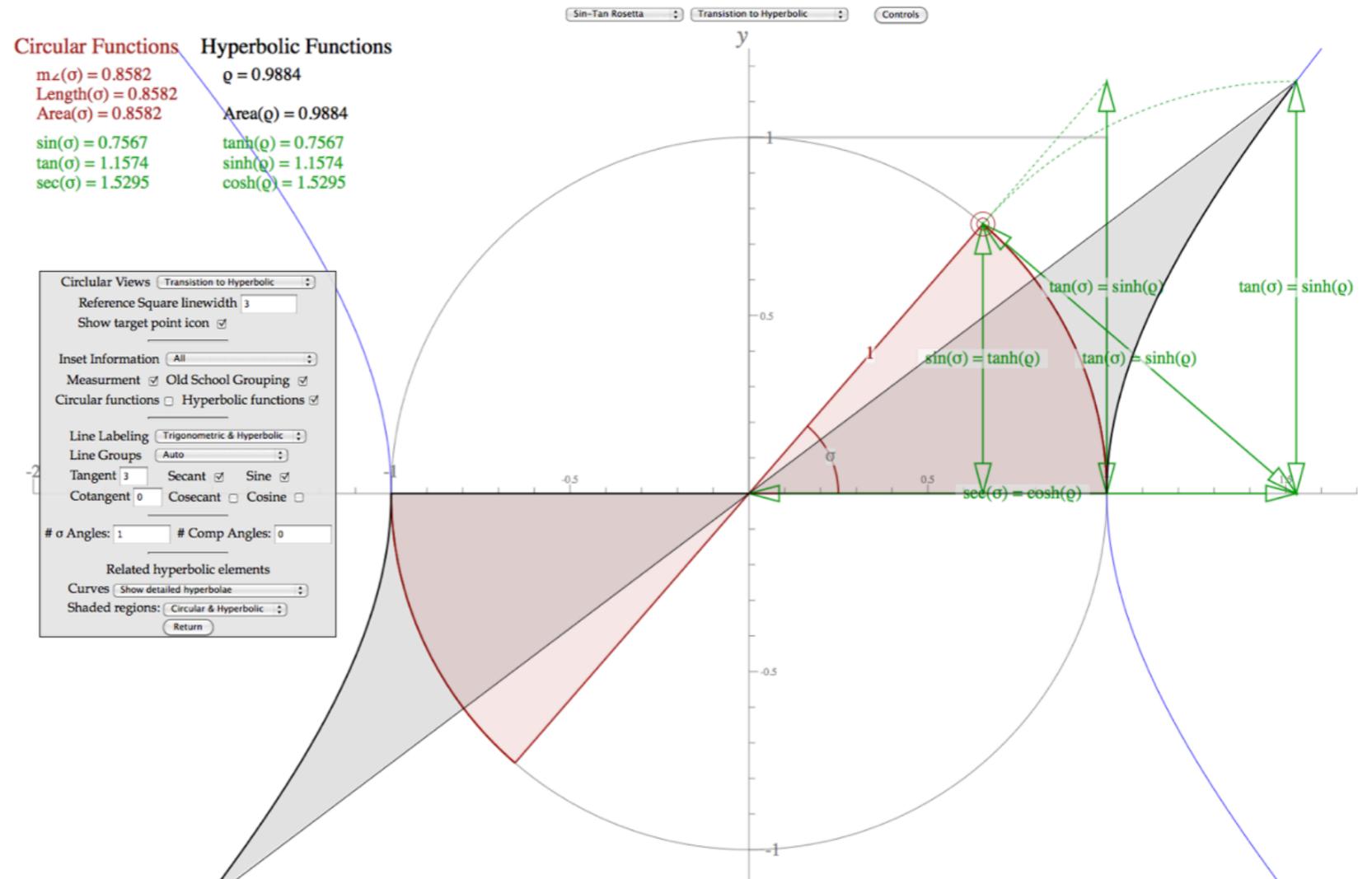
The “Area” being calculated is the total Gray Area between hyperbola pairs, X axis, and sloping u-line

2005 Web version:

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

2014...Web-app versions:

<http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html>



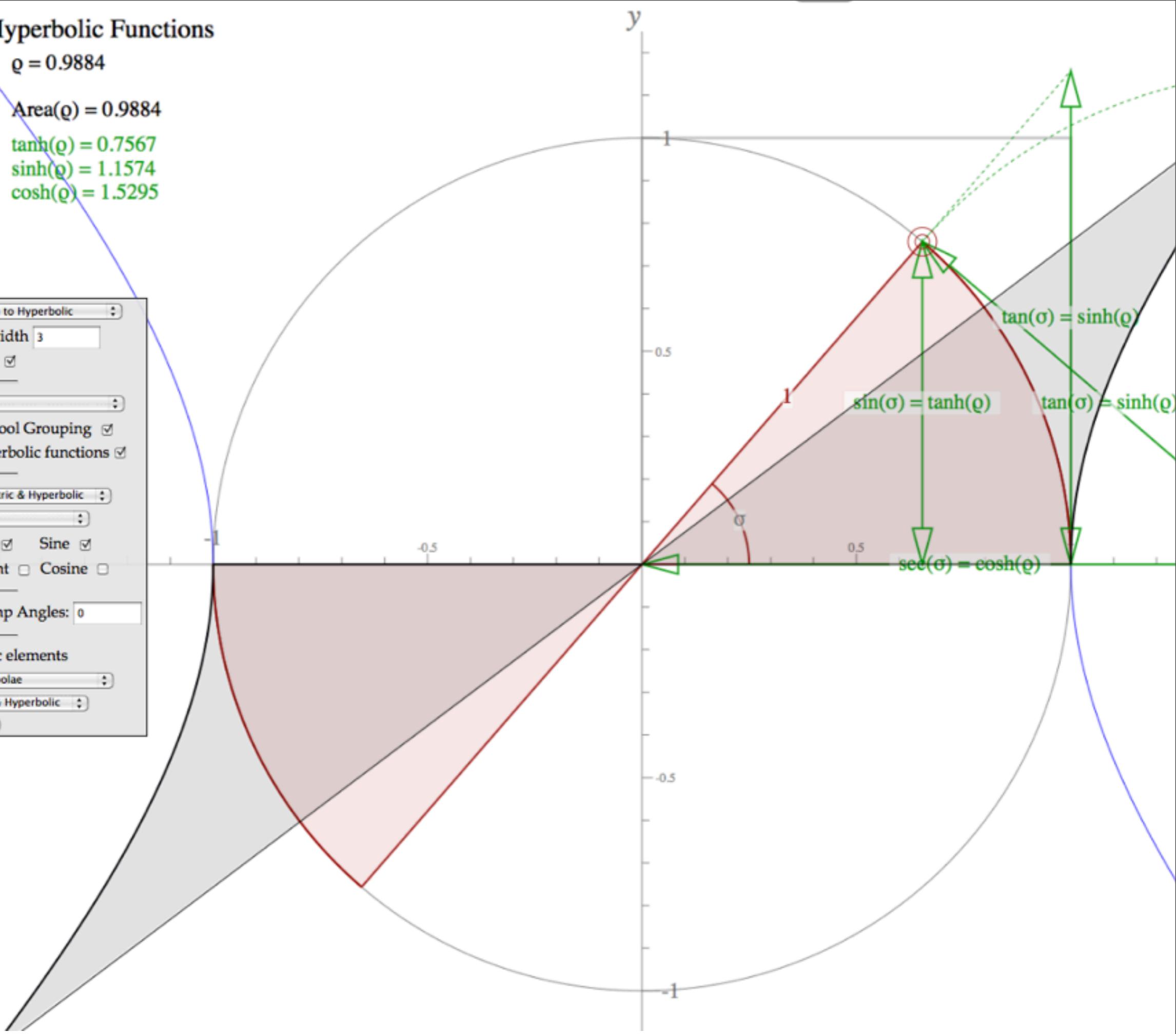
Circular Functions

Hyperbolic Functions

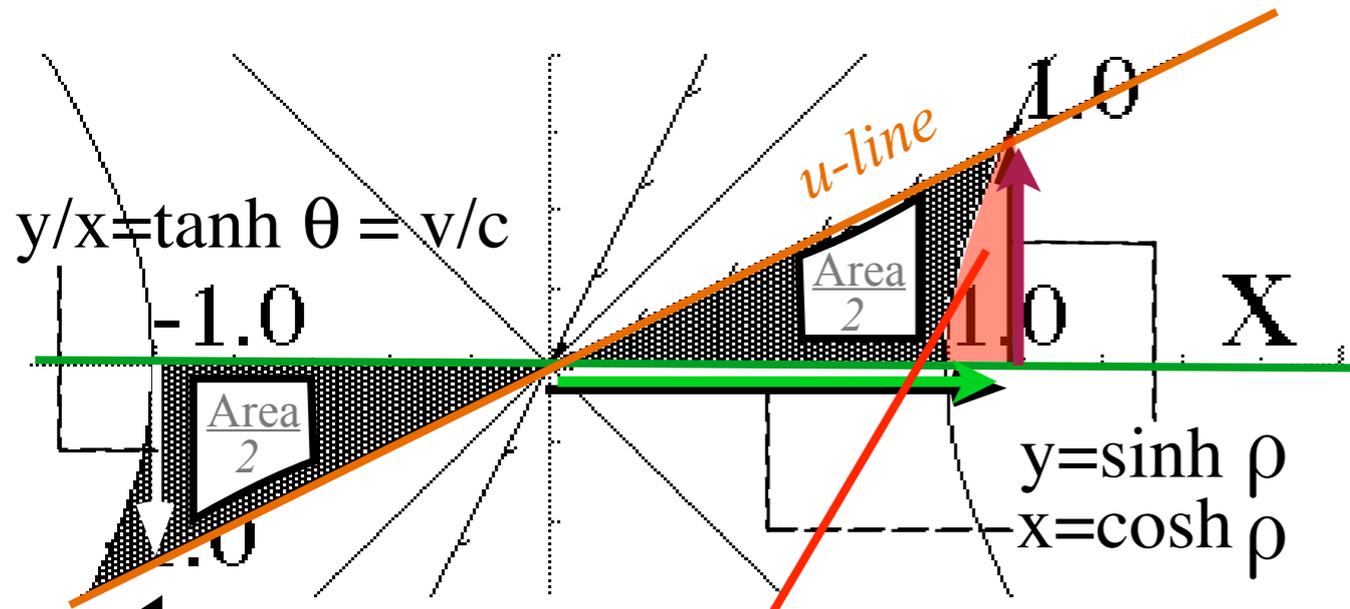
$m_{\angle}(\sigma) = 0.8582$
 $\text{Length}(\sigma) = 0.8582$
 $\text{Area}(\sigma) = 0.8582$
 $\sin(\sigma) = 0.7567$
 $\tan(\sigma) = 1.1574$
 $\sec(\sigma) = 1.5295$

$\rho = 0.9884$
 $\text{Area}(\rho) = 0.9884$
 $\tanh(\rho) = 0.7567$
 $\sinh(\rho) = 1.1574$
 $\cosh(\rho) = 1.5295$

Circular Views Transistion to Hyperbolic
 Reference Square linewidth
 Show target point icon
 Inset Information All
 Measurement Old School Grouping
 Circular functions Hyperbolic functions
 Line Labeling Trigonometric & Hyperbolic
 Line Groups Auto
 Tangent Secant Sine
 Cotangent Cosecant Cosine
 # σ Angles: # Comp Angles:
 Related hyperbolic elements
 Curves Show detailed hyperbolae
 Shaded regions: Circular & Hyperbolic



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

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

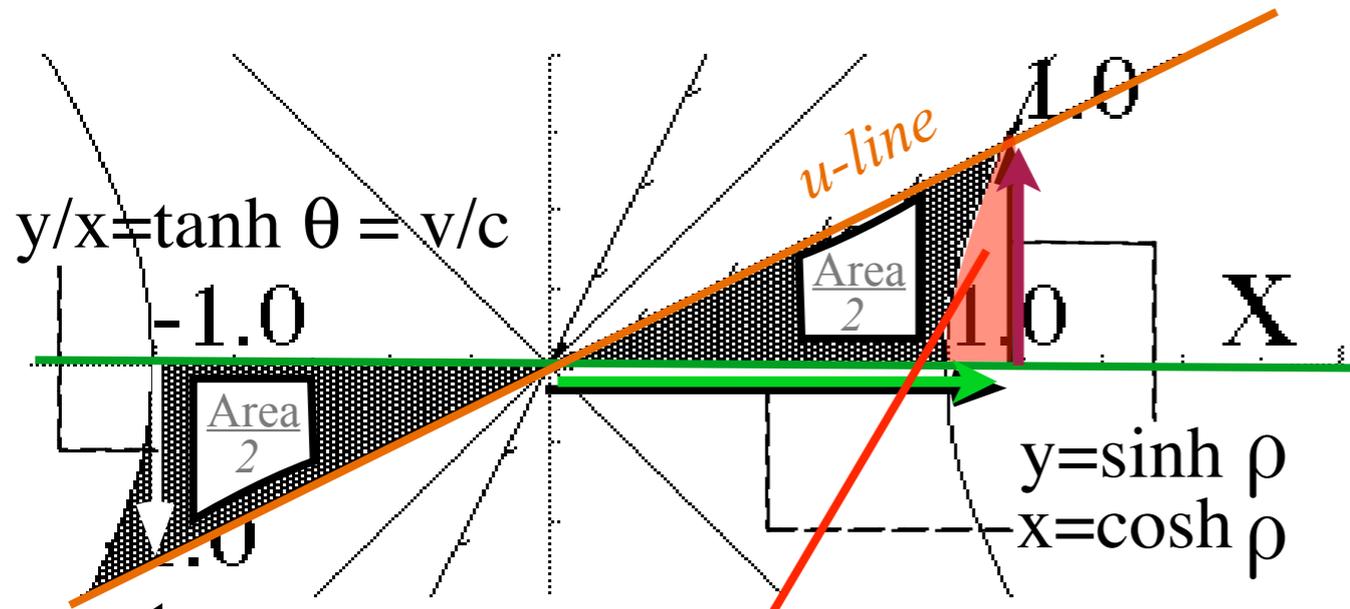
$$\frac{\text{Area}}{2} = \frac{1}{2} \sinh \rho \cosh \rho - \int \sinh \rho d(\cosh \rho)$$

Useful hyperbolic identities

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

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

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

Useful hyperbolic identities

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

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

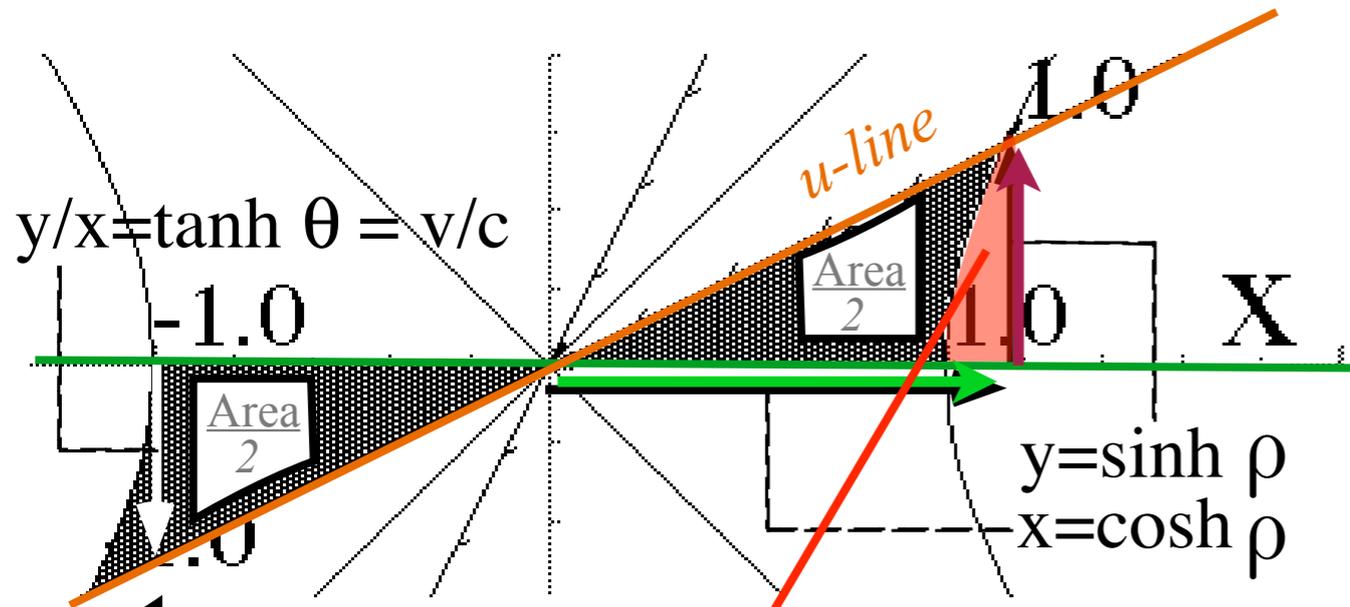
$$\frac{\text{Area}}{2} = \frac{1}{2} \sinh \rho \cosh \rho - \int \sinh^2 \rho d\rho = \frac{1}{4} \sinh 2\rho - \int \frac{\cosh 2\rho - 1}{2} d\rho$$

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

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

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

The straight scoop on “angle” and “rapidity” (They’re area!)



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

Useful hyperbolic identities

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

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

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

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

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

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

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

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

Amazing result: Area = ρ is rapidity

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

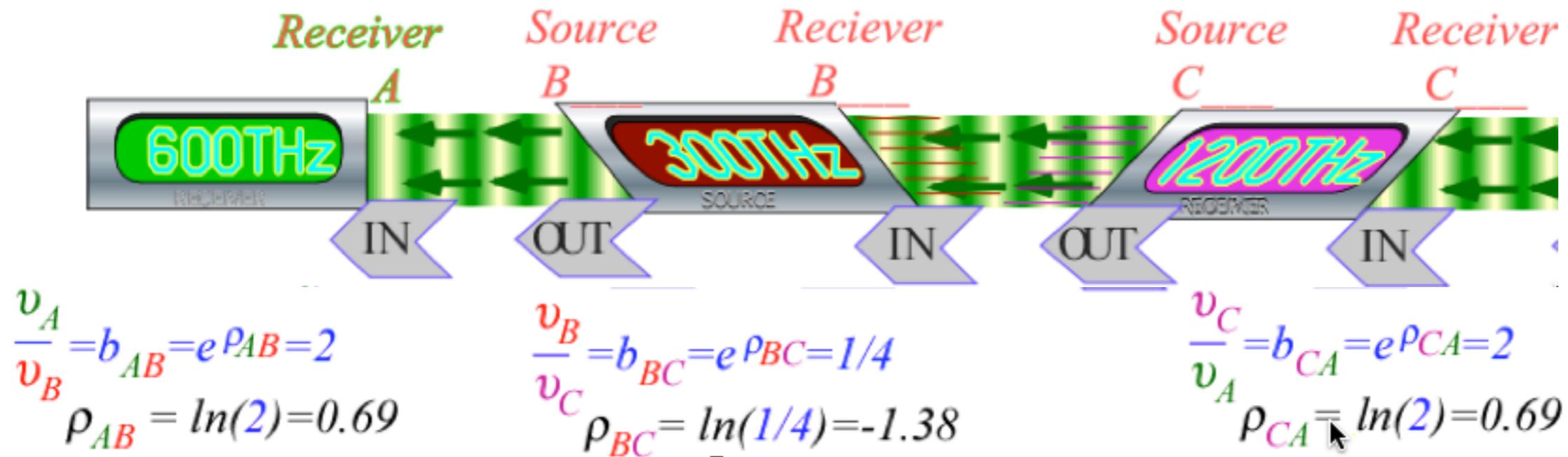
Group vs. phase velocity and tangent contacts

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*: $\rho_{u+v} = \rho_u + \rho_v$



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

$$0.69 - 1.38 = -0.69$$

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

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

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*:

$$\rho_{u+v} = \rho_u + \rho_v$$

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

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

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

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, $(1/2 + 1)c$ does equal $(1)c$...

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

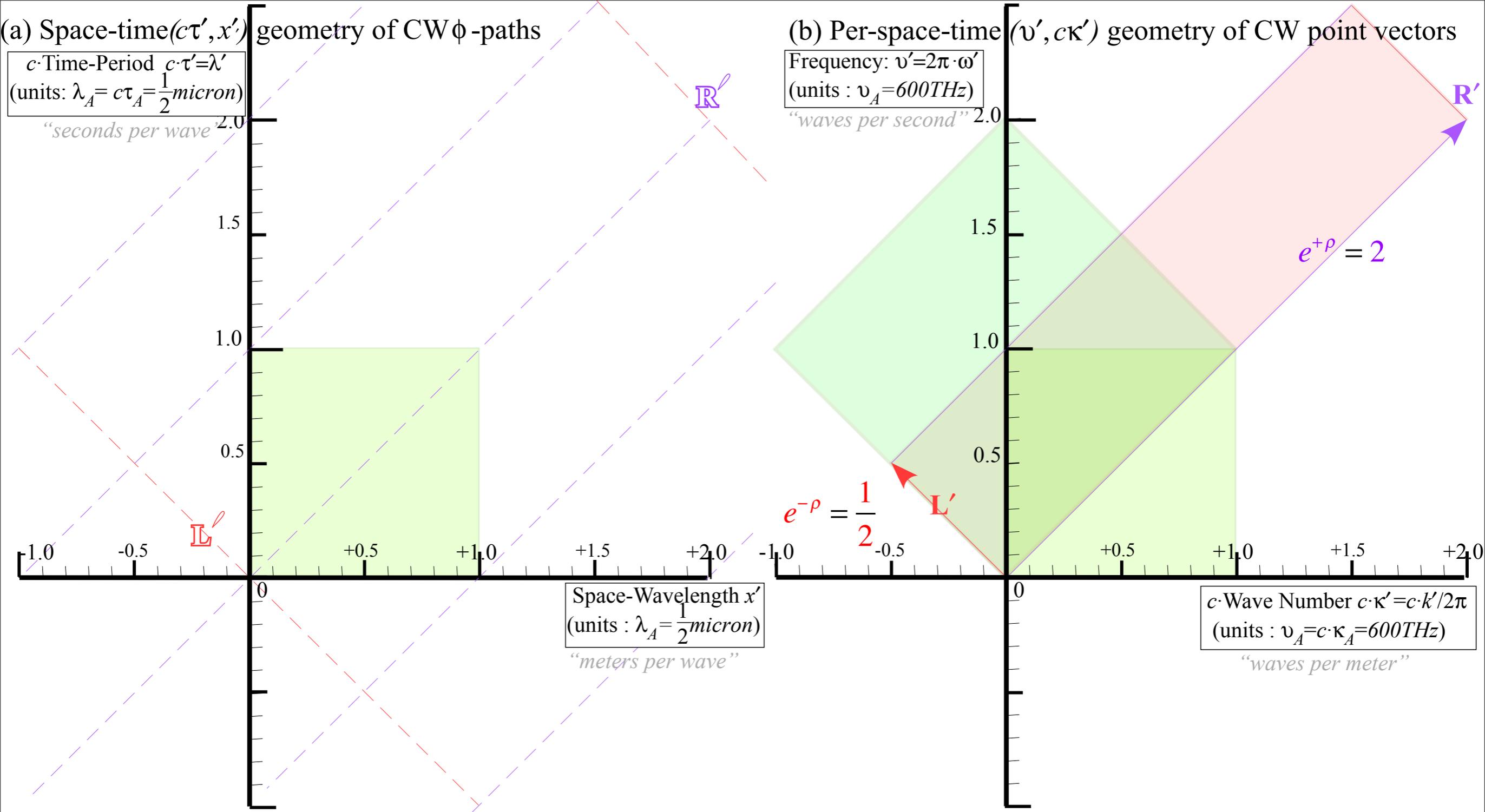
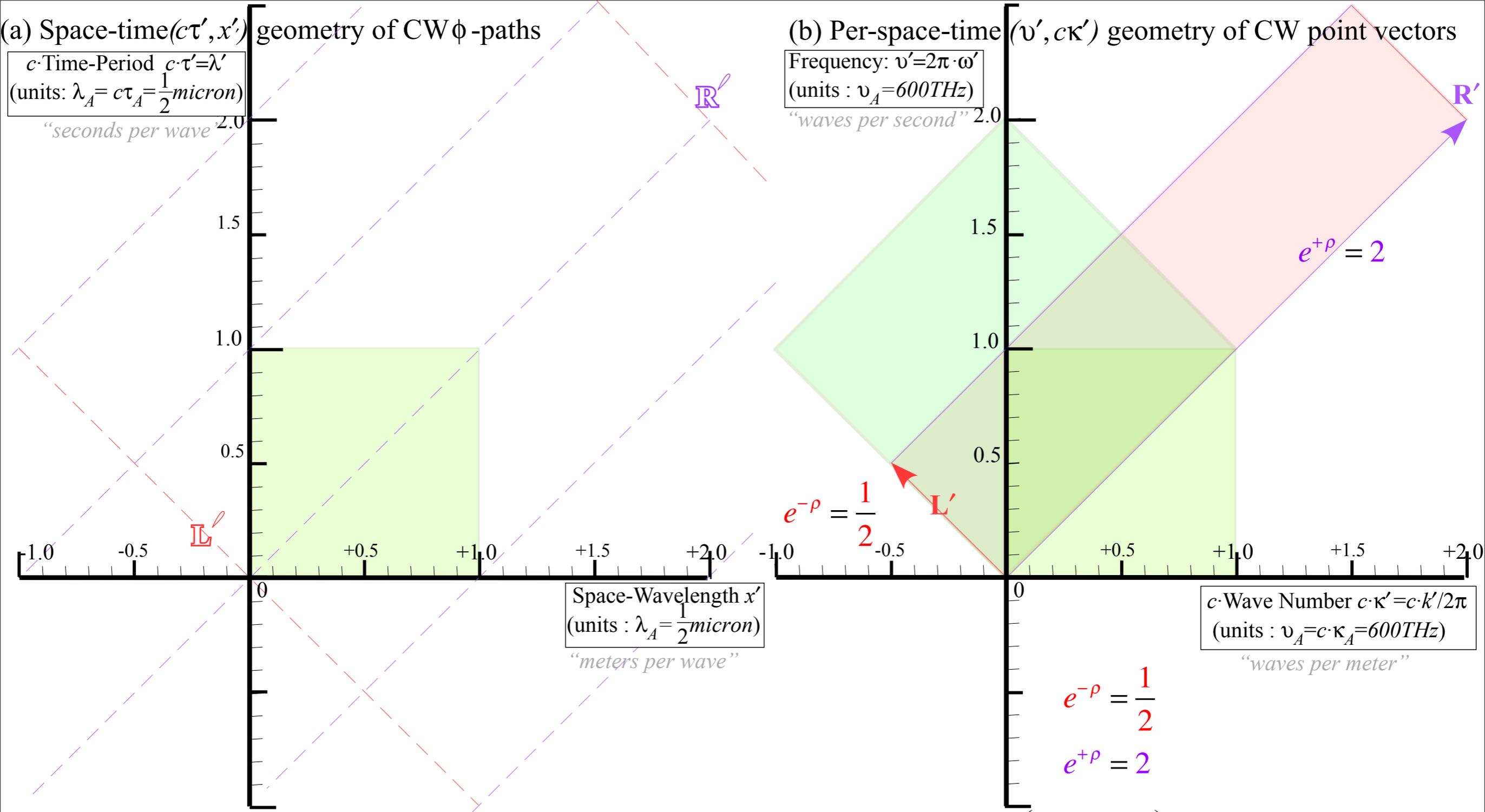


Fig. 7 SRQMbyR&C



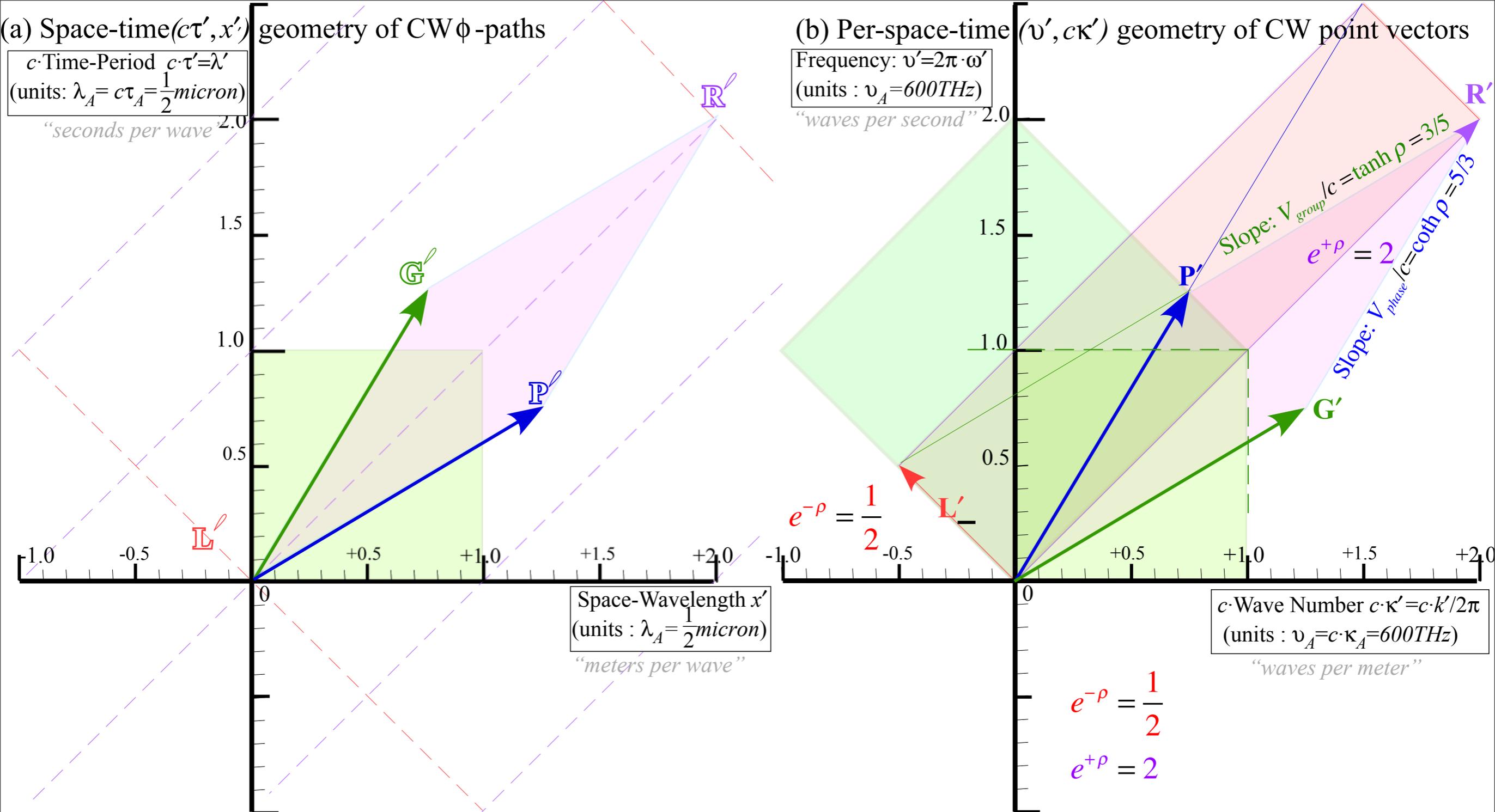
Space-Wavelength x'
(units : $\lambda_A = \frac{1}{2}$ micron)
"meters per wave"

c -Wave Number $c \cdot \kappa' = c \cdot k' / 2\pi$
(units : $\nu_A = c \cdot \kappa_A = 600$ THz)
"waves per meter"

$$\begin{pmatrix} v'_{phase} \\ c\kappa'_{phase} \end{pmatrix} = \mathbf{P}' = \frac{\mathbf{R}' + \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} + e^{-\rho}}{2} \\ \frac{e^{+\rho} - e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{5}{4} \\ \frac{3}{4} \end{pmatrix}$$

$$\begin{pmatrix} v'_{group} \\ c\kappa'_{group} \end{pmatrix} = \mathbf{G}' = \frac{\mathbf{R}' - \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} - e^{-\rho}}{2} \\ \frac{e^{+\rho} + e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{3}{4} \\ \frac{5}{4} \end{pmatrix}$$

Fig. 7 SRQMbyR&C



Space-Wavelength x'
(units : $\lambda_A = \frac{1}{2}$ micron)
"meters per wave"

$c \cdot$ Wave Number $c \cdot \kappa' = c \cdot k' / 2\pi$
(units : $\nu_A = c \cdot \kappa_A = 600$ THz)
"waves per meter"

$$\begin{aligned}
 \begin{pmatrix} v'_{phase} \\ c\kappa'_{phase} \end{pmatrix} &= \mathbf{P}' = \frac{\mathbf{R}' + \mathbf{L}'}{2} = \nu_A \begin{pmatrix} \frac{e^{+\rho} + e^{-\rho}}{2} \\ \frac{e^{+\rho} - e^{-\rho}}{2} \end{pmatrix} = \nu_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = \nu_A \begin{pmatrix} \frac{5}{4} \\ \frac{3}{4} \end{pmatrix} \\
 \begin{pmatrix} v'_{group} \\ c\kappa'_{group} \end{pmatrix} &= \mathbf{G}' = \frac{\mathbf{R}' - \mathbf{L}'}{2} = \nu_A \begin{pmatrix} \frac{e^{+\rho} - e^{-\rho}}{2} \\ \frac{e^{+\rho} + e^{-\rho}}{2} \end{pmatrix} = \nu_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = \nu_A \begin{pmatrix} \frac{3}{4} \\ \frac{5}{4} \end{pmatrix}
 \end{aligned}$$

Fig. 7 SRQMbyR&C

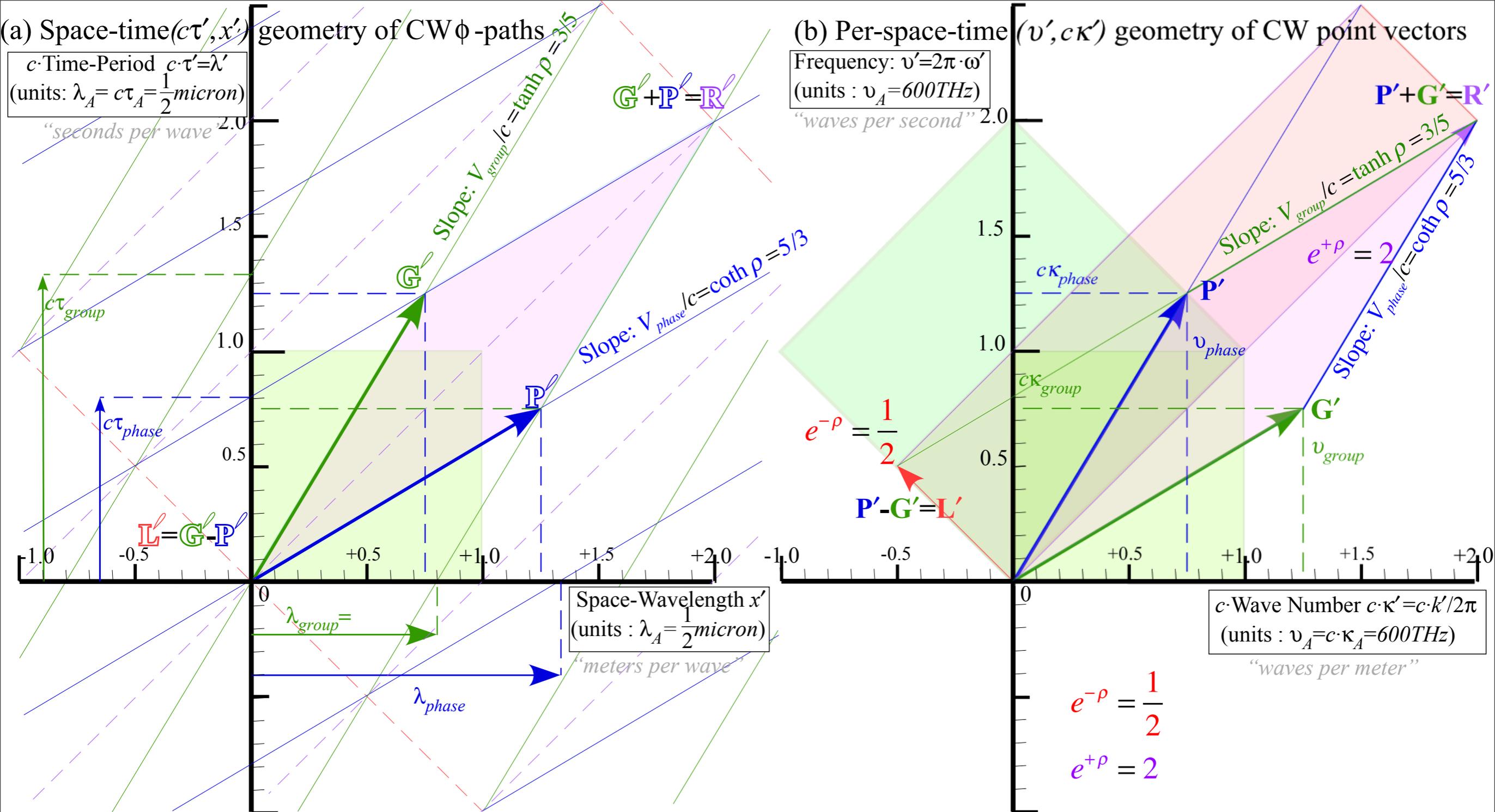


Fig. 7 SRQMbyR&C

$$\begin{pmatrix} v'_{phase} \\ c\kappa'_{phase} \end{pmatrix} = \mathbf{P}' = \frac{\mathbf{R}' + \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} + e^{-\rho}}{2} \\ \frac{e^{+\rho} - e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{5}{4} \\ \frac{3}{4} \end{pmatrix}$$

$$\begin{pmatrix} v'_{group} \\ c\kappa'_{group} \end{pmatrix} = \mathbf{G}' = \frac{\mathbf{R}' - \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} - e^{-\rho}}{2} \\ \frac{e^{+\rho} + e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{3}{4} \\ \frac{5}{4} \end{pmatrix}$$

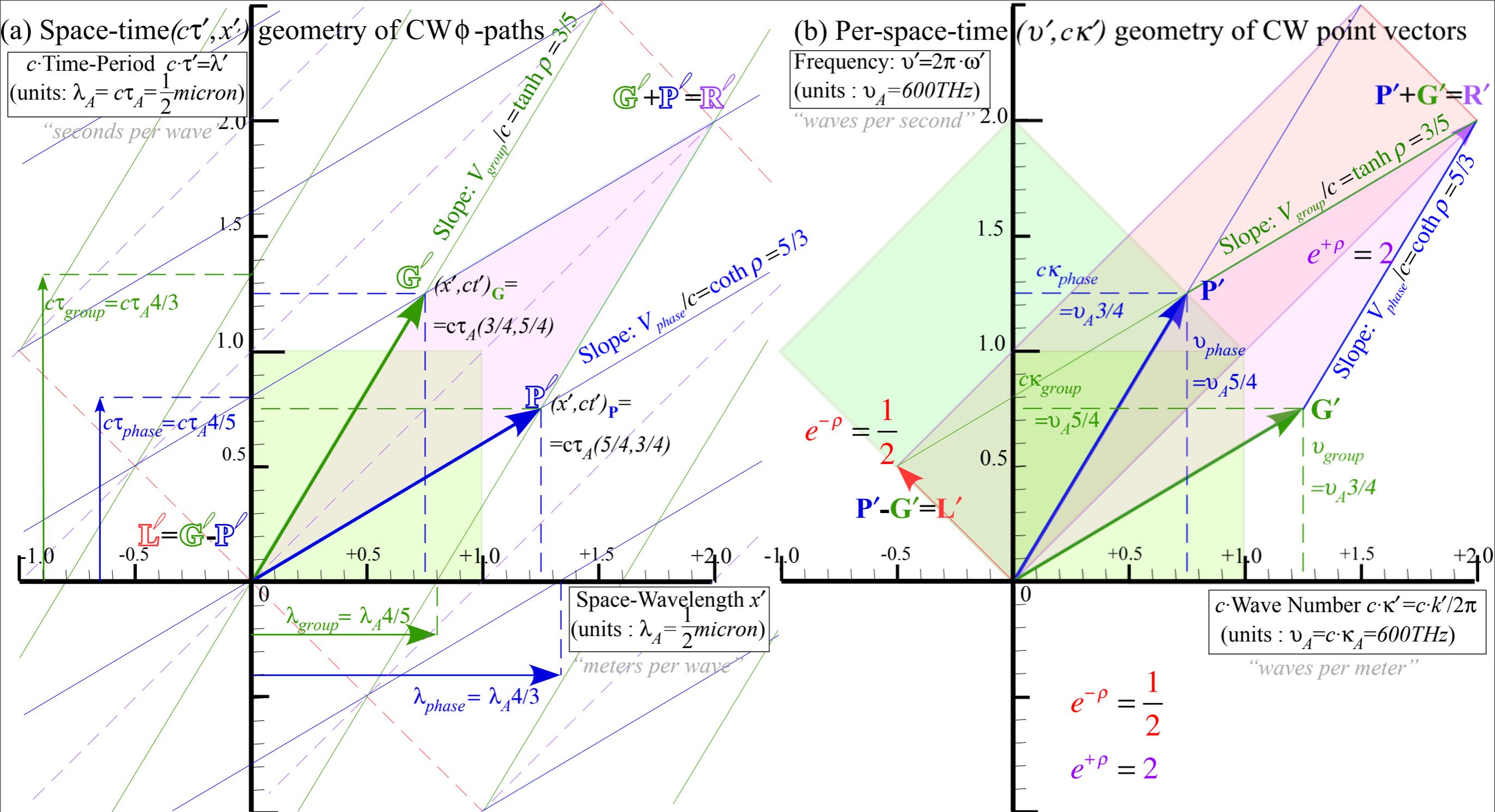


Fig. 7 SRQMbyR&C

$$\begin{pmatrix} v'_{phase} \\ c\kappa'_{phase} \end{pmatrix} = \mathbf{P}' = \frac{\mathbf{R}' + \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} + e^{-\rho}}{2} \\ \frac{e^{+\rho} - e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{5}{4} \\ \frac{3}{4} \end{pmatrix}$$

$$\begin{pmatrix} v'_{group} \\ c\kappa'_{group} \end{pmatrix} = \mathbf{G}' = \frac{\mathbf{R}' - \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} - e^{-\rho}}{2} \\ \frac{e^{+\rho} + e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{3}{4} \\ \frac{5}{4} \end{pmatrix}$$

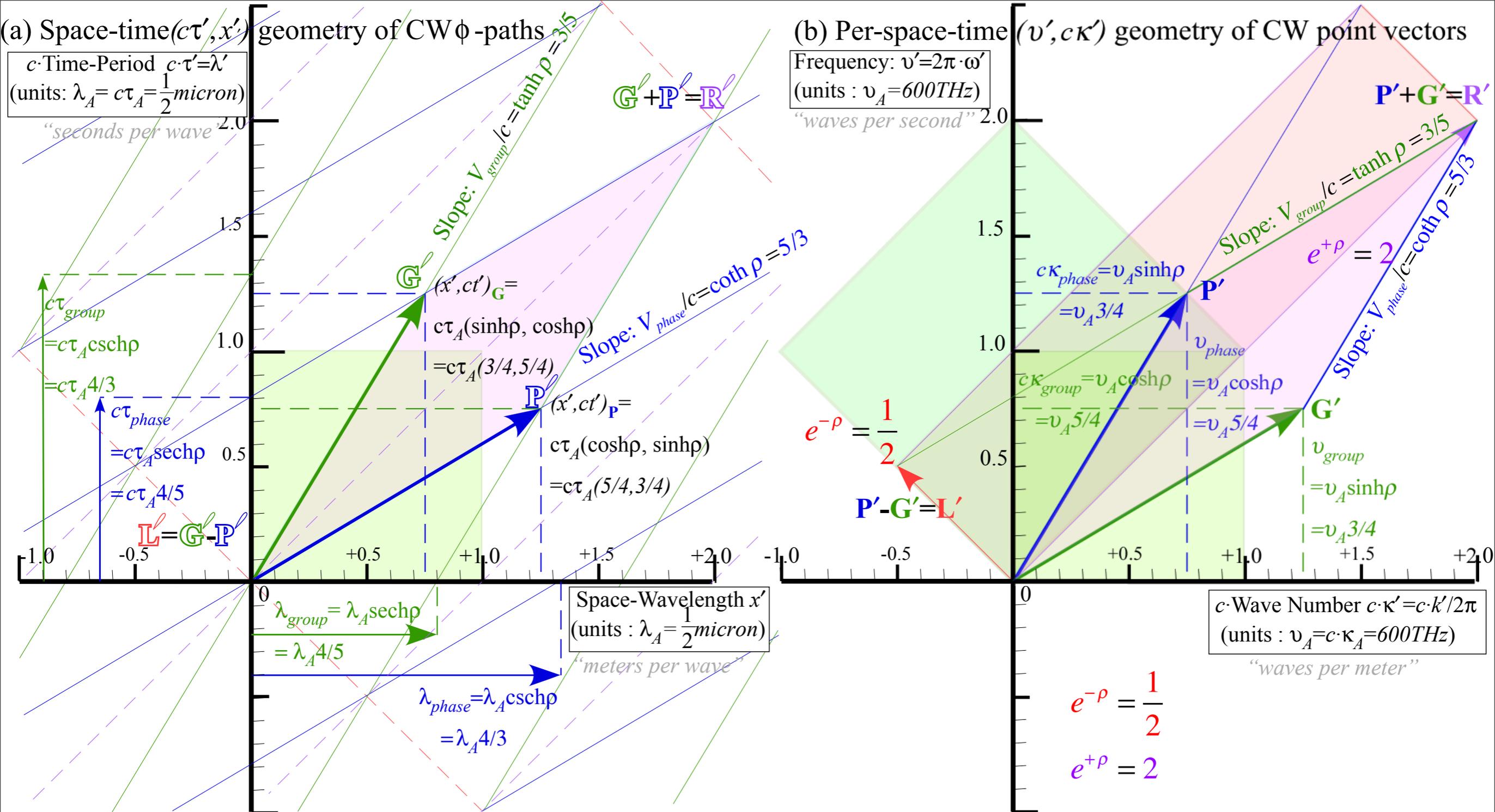
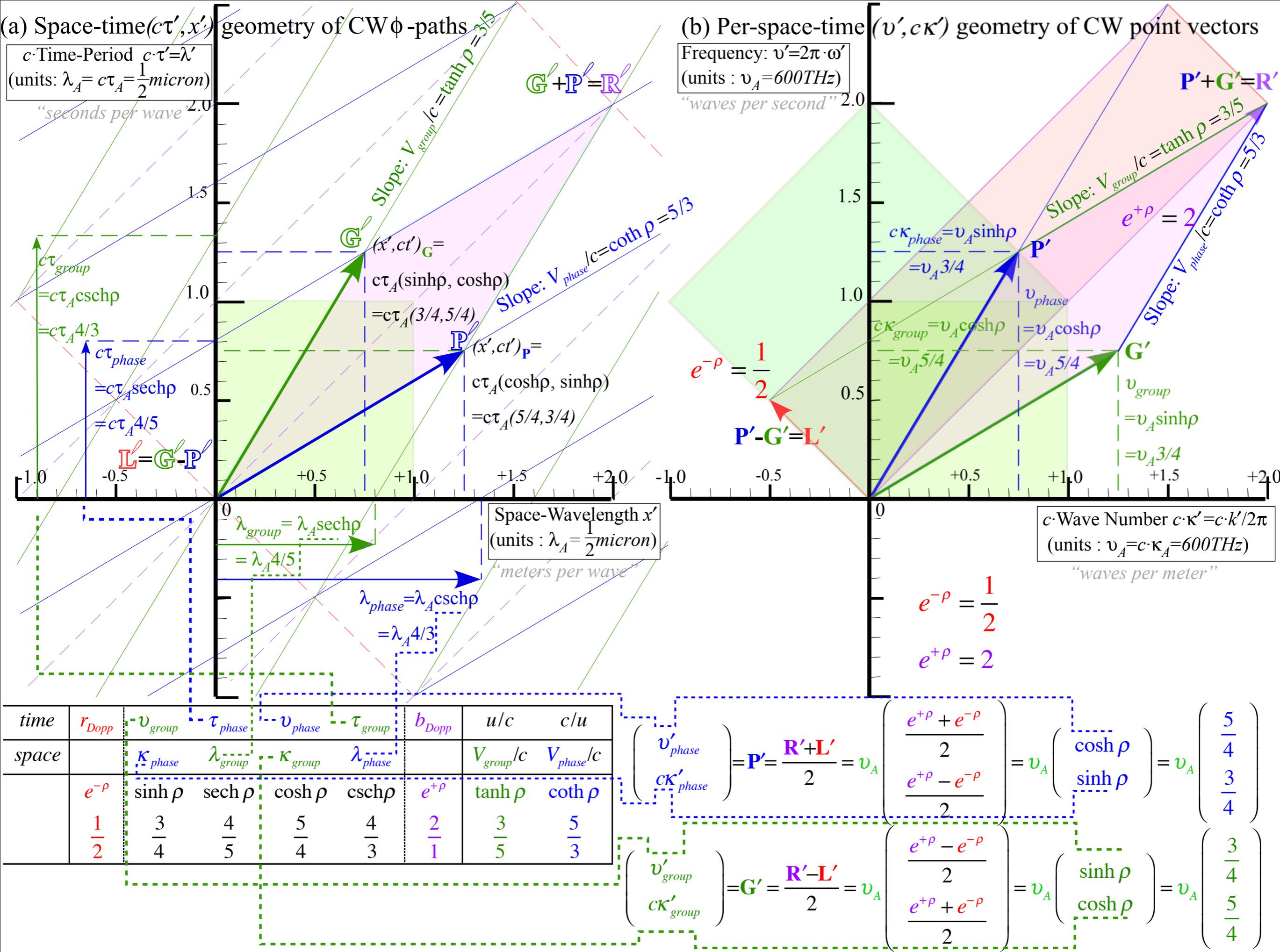
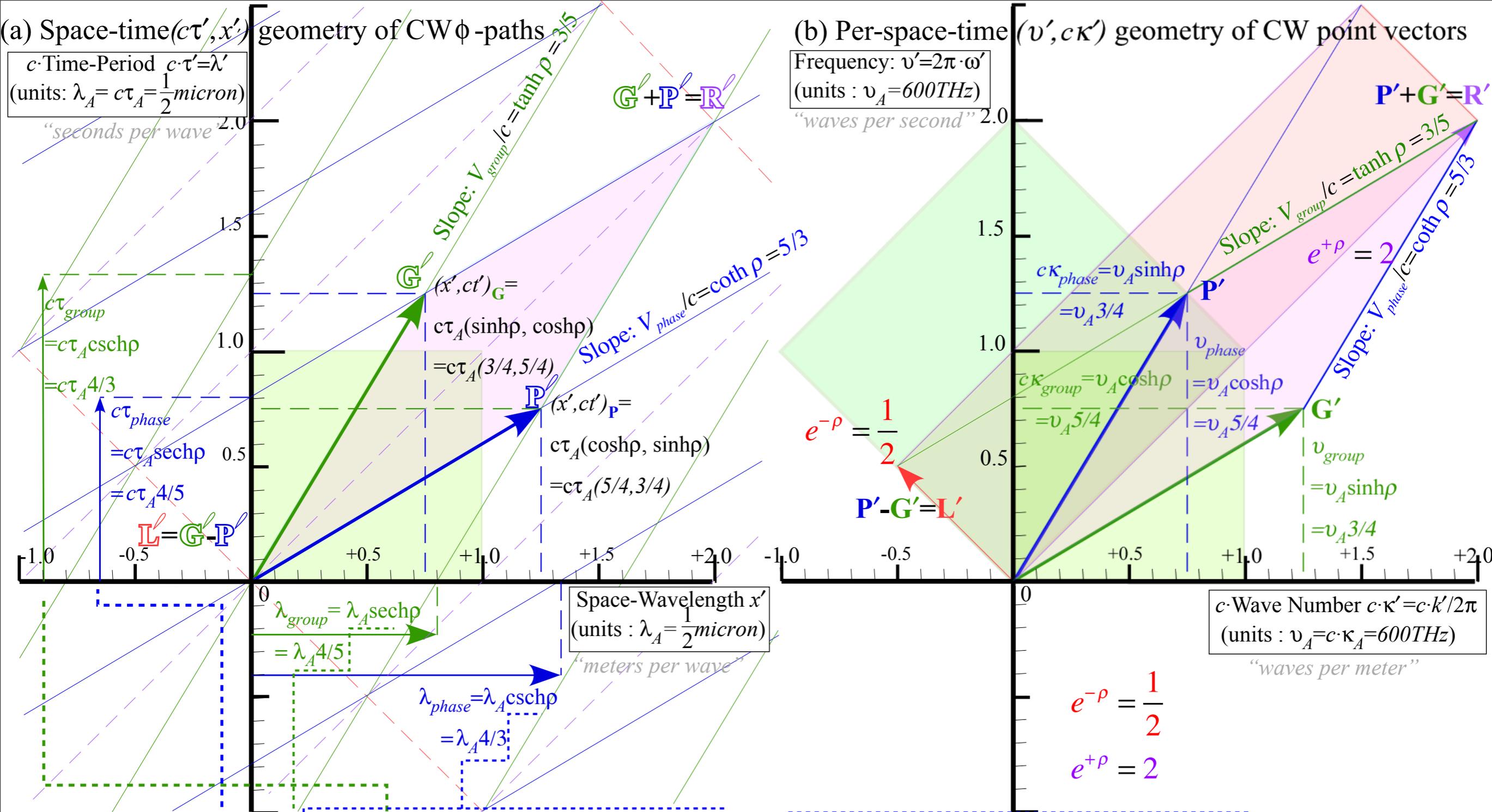


Fig. 7 SRQMbyR&C

$$\begin{pmatrix} v'_{phase} \\ c\kappa'_{phase} \end{pmatrix} = \mathbf{P}' = \frac{\mathbf{R}' + \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} + e^{-\rho}}{2} \\ \frac{e^{+\rho} - e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{5}{4} \\ \frac{3}{4} \end{pmatrix}$$

$$\begin{pmatrix} v'_{group} \\ c\kappa'_{group} \end{pmatrix} = \mathbf{G}' = \frac{\mathbf{R}' - \mathbf{L}'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} - e^{-\rho}}{2} \\ \frac{e^{+\rho} + e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = v_A \begin{pmatrix} \frac{3}{4} \\ \frac{5}{4} \end{pmatrix}$$

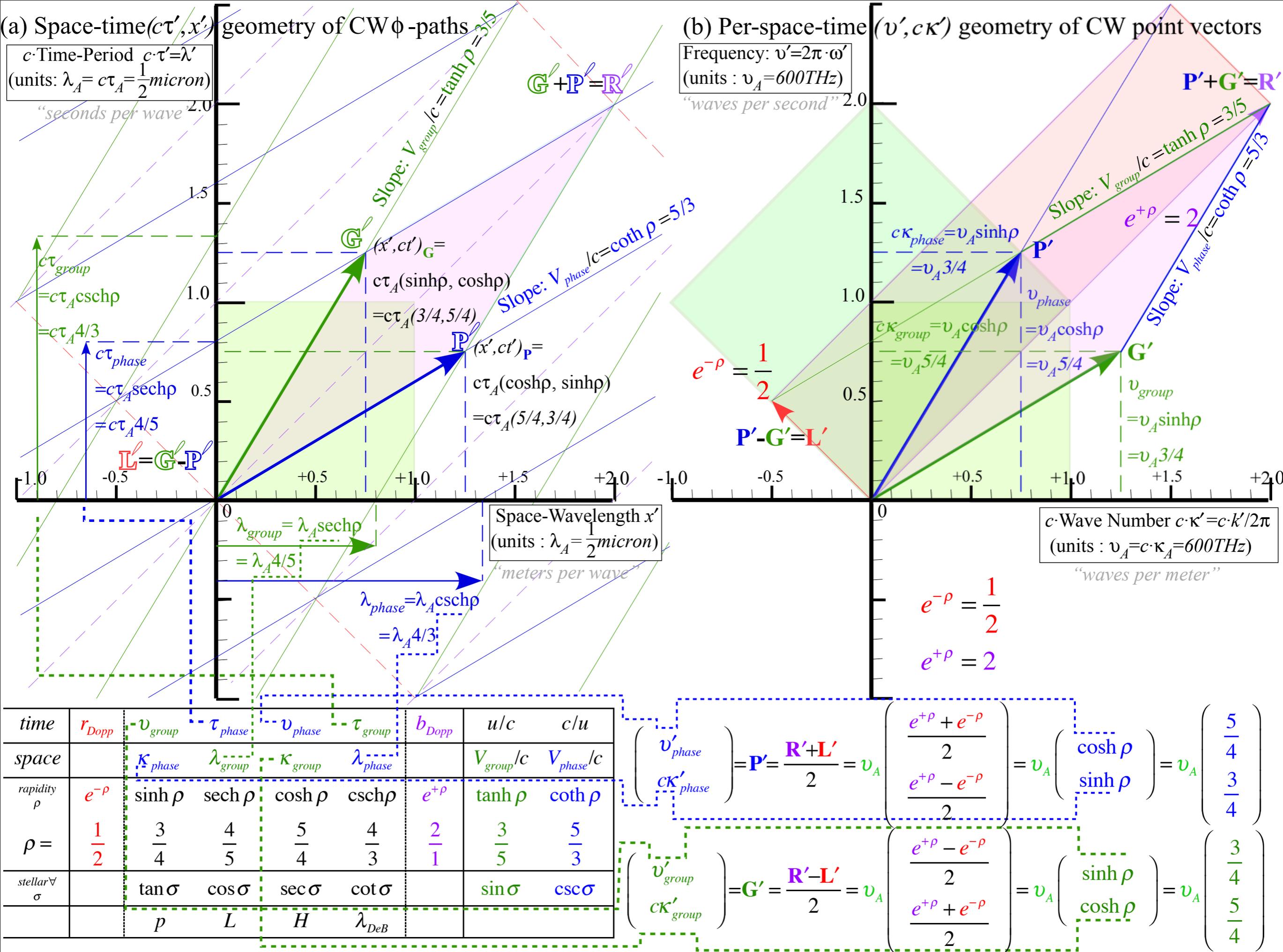




time	r_{Dopp}	v_{group}	τ_{phase}	v_{phase}	τ_{group}	b_{Dopp}	u/c	c/u
space		κ_{phase}	λ_{group}	κ_{group}	λ_{phase}		V_{group}/c	V_{phase}/c
rapidity ρ	$e^{-\rho}$	$\sinh \rho$	$\text{sech } \rho$	$\cosh \rho$	$\text{csch } \rho$	$e^{+\rho}$	$\tanh \rho$	$\text{coth } \rho$
$\rho =$	$\frac{1}{2}$	$\frac{3}{4}$	$\frac{4}{5}$	$\frac{5}{4}$	$\frac{4}{3}$	$\frac{2}{1}$	$\frac{3}{5}$	$\frac{5}{3}$
stellar \forall σ		$\tan \sigma$	$\cos \sigma$	$\sec \sigma$	$\cot \sigma$		$\sin \sigma$	$\csc \sigma$

$$\begin{pmatrix} v'_{\text{phase}} \\ c\kappa'_{\text{phase}} \end{pmatrix} = P' = \frac{R' + L'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} + e^{-\rho}}{2} \\ \frac{e^{+\rho} - e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = v_A \begin{pmatrix} 5/4 \\ 3/4 \end{pmatrix}$$

$$\begin{pmatrix} v'_{\text{group}} \\ c\kappa'_{\text{group}} \end{pmatrix} = G' = \frac{R' - L'}{2} = v_A \begin{pmatrix} \frac{e^{+\rho} - e^{-\rho}}{2} \\ \frac{e^{+\rho} + e^{-\rho}}{2} \end{pmatrix} = v_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = v_A \begin{pmatrix} 3/4 \\ 5/4 \end{pmatrix}$$



A. Transformations and phase invariance

A laser phasor sketched in Fig.4 should be taken seriously as a gauge of time (clock) and of space (metric ruler) by giving time (wave period τ) and distance (wavelength λ) in Fig.7a. A time-stamp reading of phase ϕ at a particular space-time point should be equal for Alice and Bob in spite of having unequal readings (x, t) and (x', t') for that point and unequal frequency-wavevector readings (ω, k) and (ω', k') for a laser group-wave or its phase-wave.

$$\begin{aligned}\phi'_{phase} &\equiv k'_{phase}x' - \omega'_{phase} t' = k_{phase}x - \omega_{phase} t \equiv \phi_{phase} \\ \phi'_{group} &\equiv k'_{group}x' - \omega'_{group} t' = k_{group}x - \omega_{group} t \equiv \phi_{group}\end{aligned}\tag{20}$$

A. Transformations and phase invariance

A laser phasor sketched in Fig.4 should be taken seriously as a gauge of time (clock) and of space (metric ruler) by giving time (wave period τ) and distance (wavelength λ) in Fig.7a. A time-stamp reading of phase ϕ at a particular space-time point should be equal for Alice and Bob in spite of having unequal readings (x, t) and (x', t') for that point and unequal frequency-wavevector readings (ω, k) and (ω', k') for a laser group-wave or its phase-wave.

$$\begin{aligned}\phi'_{phase} &\equiv k'_{phase}x' - \omega'_{phase}t' = k_{phase}x - \omega_{phase}t \equiv \phi_{phase} \\ \phi'_{group} &\equiv k'_{group}x' - \omega'_{group}t' = k_{group}x - \omega_{group}t \equiv \phi_{group}\end{aligned}\tag{20}$$

Bob's (ω', k') components are in (14) and (15). Alice's (ω, k) are the same with $\rho=0$.

An Einstein-Lorentz Transformation (ELT) of Bob's (x', t') to Alice's (x, t) follows.

$$\begin{aligned}\phi_{phase} &\equiv x' \frac{\omega_A}{c} \cosh \rho - t' \omega_A \sinh \rho = 0 \cdot x - \omega_A t \Rightarrow ct = ct' \cosh \rho - x' \sinh \rho \\ \phi_{group} &\equiv x' \frac{\omega_A}{c} \sinh \rho - t' \omega_A \cosh \rho = \frac{\omega_A}{c} x - 0 \cdot t \Rightarrow x = -ct' \sinh \rho + x' \cosh \rho\end{aligned}\tag{21}$$

A. Transformations and phase invariance

A laser phasor sketched in Fig.4 should be taken seriously as a gauge of time (clock) and of space (metric ruler) by giving time (wave period τ) and distance (wavelength λ) in Fig.7a. A time-stamp reading of phase ϕ at a particular space-time point should be equal for Alice and Bob in spite of having unequal readings (x, t) and (x', t') for that point and unequal frequency-wavevector readings (ω, k) and (ω', k') for a laser group-wave or its phase-wave.

$$\begin{aligned}\phi'_{phase} &\equiv k'_{phase}x' - \omega'_{phase}t' = k_{phase}x - \omega_{phase}t \equiv \phi_{phase} \\ \phi'_{group} &\equiv k'_{group}x' - \omega'_{group}t' = k_{group}x - \omega_{group}t \equiv \phi_{group}\end{aligned}\quad (20)$$

Bob's (ω', k') components are in (14) and (15). Alice's (ω, k) are the same with $\rho=0$. An Einstein-Lorentz Transformation (ELT) of Bob's (x', t') to Alice's (x, t) follows.

$$\begin{aligned}\phi_{phase} &\equiv x' \frac{\omega_A}{c} \cosh \rho - t' \omega_A \sinh \rho = 0 \cdot x - \omega_A t \quad \Rightarrow \quad ct = ct' \cosh \rho - x' \sinh \rho \\ \phi_{group} &\equiv x' \frac{\omega_A}{c} \sinh \rho - t' \omega_A \cosh \rho = \frac{\omega_A}{c} x - 0 \cdot t \quad \Rightarrow \quad x = -ct' \sinh \rho + x' \cosh \rho\end{aligned}\quad (21)$$

The ELT matrix form and its inverse complete the space-time side of Fig.7.

$$\begin{pmatrix} ct \\ x \end{pmatrix} = \begin{pmatrix} \cosh \rho & -\sinh \rho \\ -\sinh \rho & \cosh \rho \end{pmatrix} \begin{pmatrix} ct' \\ x' \end{pmatrix} \Rightarrow \begin{pmatrix} ct' \\ x' \end{pmatrix} = \begin{pmatrix} \cosh \rho & +\sinh \rho \\ +\sinh \rho & \cosh \rho \end{pmatrix} \begin{pmatrix} ct \\ x \end{pmatrix}\quad (22)$$

A. Transformations and phase invariance

A laser phasor sketched in Fig.4 should be taken seriously as a gauge of time (clock) and of space (metric ruler) by giving time (wave period τ) and distance (wavelength λ) in Fig.7a. A time-stamp reading of phase ϕ at a particular space-time point should be equal for Alice and Bob in spite of having unequal readings (x, t) and (x', t') for that point and unequal frequency-wavevector readings (ω, k) and (ω', k') for a laser group-wave or its phase-wave.

$$\begin{aligned}\phi'_{phase} &\equiv k'_{phase}x' - \omega'_{phase} t' = k_{phase}x - \omega_{phase} t \equiv \phi_{phase} \\ \phi'_{group} &\equiv k'_{group}x' - \omega'_{group} t' = k_{group}x - \omega_{group} t \equiv \phi_{group}\end{aligned}\tag{20}$$

Direct derivation of ELT uses base vectors \mathbb{P}' and \mathbb{G}' or \mathbf{P}' and \mathbf{G}' in (14) and (15).

$$\mathbf{P}' = \begin{pmatrix} \omega'_{phase} \\ ck'_{phase} \end{pmatrix} = \omega_A \begin{pmatrix} \cosh \rho \\ \sinh \rho \end{pmatrix} = \begin{pmatrix} \omega_A \\ 0 \end{pmatrix} \cosh \rho + \begin{pmatrix} 0 \\ \omega_A \end{pmatrix} \sinh \rho = \mathbf{P} \cosh \rho + \mathbf{G} \sinh \rho \tag{23}$$

$$\mathbf{G}' = \begin{pmatrix} \omega'_{group} \\ ck'_{group} \end{pmatrix} = \omega_A \begin{pmatrix} \sinh \rho \\ \cosh \rho \end{pmatrix} = \begin{pmatrix} \omega_A \\ 0 \end{pmatrix} \sinh \rho + \begin{pmatrix} 0 \\ \omega_A \end{pmatrix} \cosh \rho = \mathbf{P} \sinh \rho + \mathbf{G} \cosh \rho \tag{24}$$

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

(a) Circular Functions
(plane geometry)

2005 Web version:

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

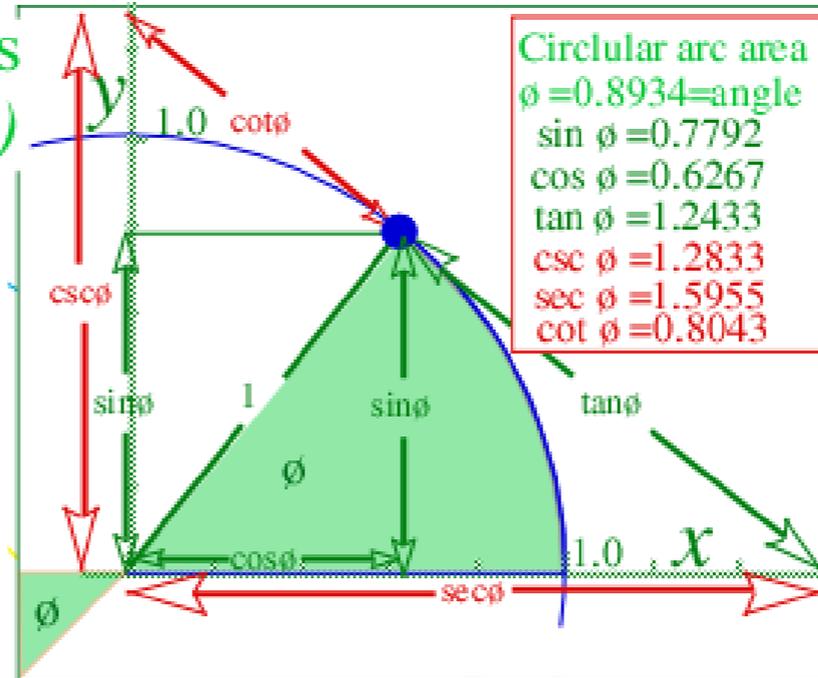


Fig. 5.4
in Unit 8

2014...Web-app versions:

<http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html>

Circular Functions

$m\angle(\sigma) = 0.8582$
 Length(σ) = 0.8582
 Area(σ) = 0.8582
 $\sin(\sigma) = 0.7567$
 $\tan(\sigma) = 1.1574$
 $\sec(\sigma) = 1.5295$
 $\cos(\sigma) = 0.6538$
 $\cot(\sigma) = 0.8640$
 $\csc(\sigma) = 1.3216$

Circular Views: Sine, Secant & Tangent

Reference Square linewidth: 0

Show target point icon:

Inset Information: None

Measurement: Old School Grouping

Circular functions: Hyperbolic functions

Line Labeling: Trigonometric

Line Groups: Trigonometric

Tangent: Secant: Sine:

Cotangent: Cosecant: Cosine:

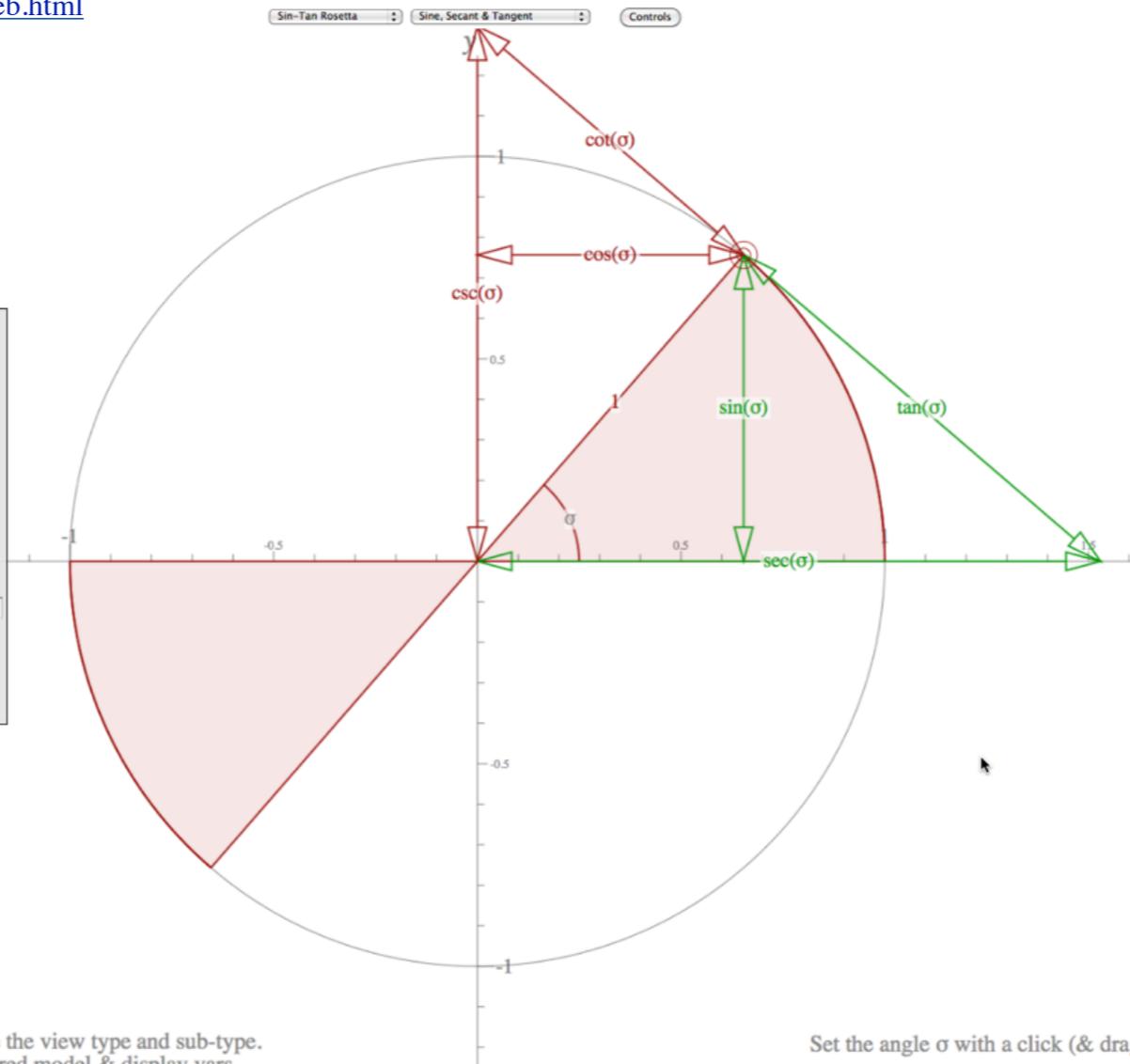
σ Angles: 1 # Comp Angles: 0

Related hyperbolic elements

Curves: None

Shaded regions: Circular

Return



Select from the top menus to choose the view type and sub-type.
Click the 'Controls' button to set shared model & display vars.

Set the angle σ with a click (& drag)

Circular Functions

$$m_{\angle}(\sigma) = 0.8582$$

$$\text{Length}(\sigma) = 0.8582$$

$$\text{Area}(\sigma) = 0.8582$$

$$\sin(\sigma) = 0.7567$$

$$\tan(\sigma) = 1.1574$$

$$\sec(\sigma) = 1.5295$$

$$\cos(\sigma) = 0.6538$$

$$\cot(\sigma) = 0.8640$$

$$\csc(\sigma) = 1.3216$$

Circular Views Sine, Secant & Tangent

Reference Square linewidth

Show target point icon

Inset Information None

Measurement Old School Grouping

Circular functions Hyperbolic functions

Line Labeling Trigonometric

Line Groups Trigonometric

Tangent Secant Sine

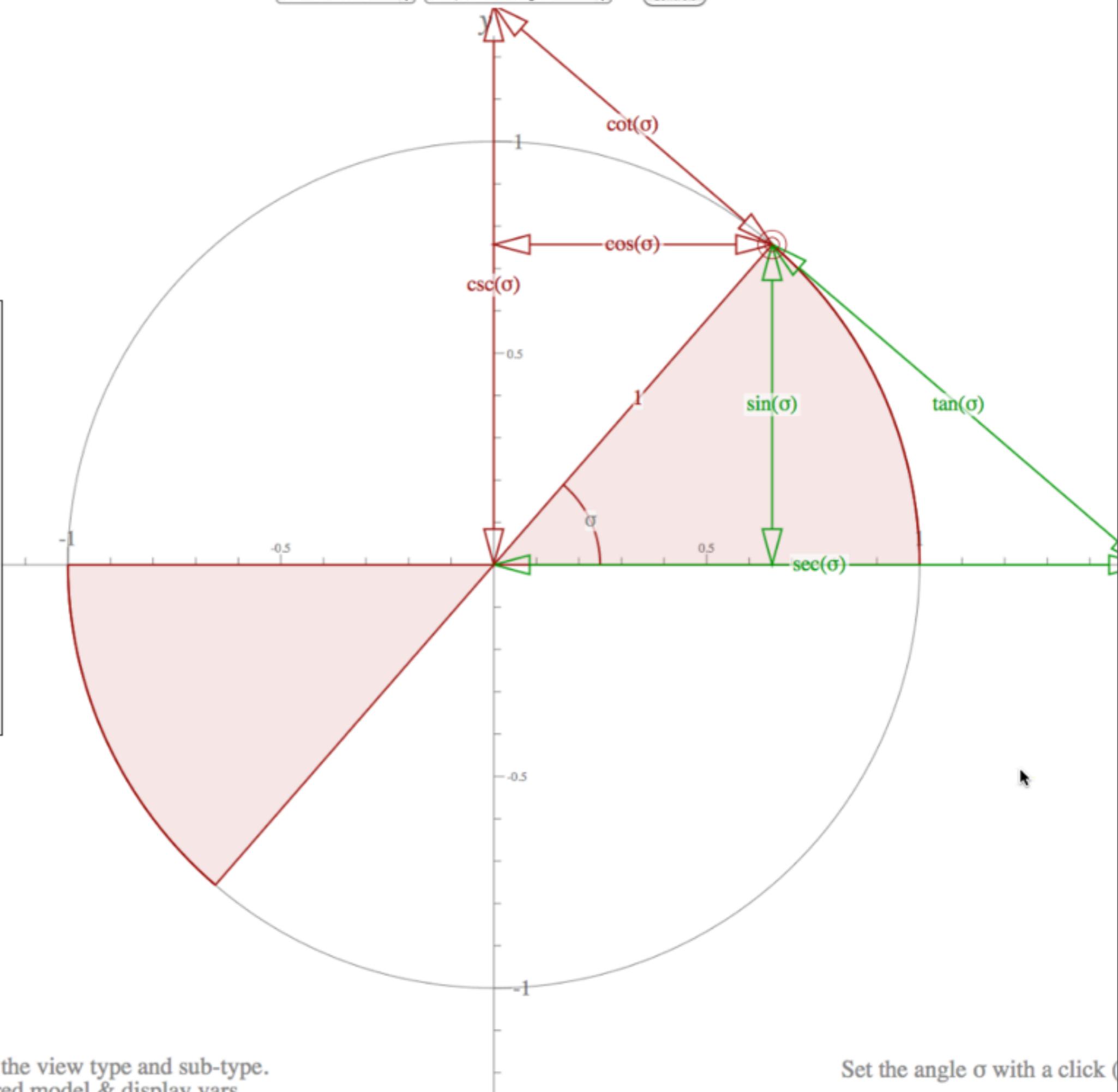
Cotangent Cosecant Cosine

σ Angles: # Comp Angles:

Related hyperbolic elements

Curves None

Shaded regions: Circular



Select from the top menus to choose the view type and sub-type.
Click the 'Controls' button to set shared model & display vars.

Set the angle σ with a click

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 $\rho = \ln b$ and stellar aberration angle σ are parameters of relative velocity

The rapidity $\rho = \ln b$ is based on longitudinal wave Doppler shift $b = e^\rho$ defined by $u/c = \tanh(\rho)$.

At low speed: $u/c \sim \rho$.

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

At low speed: $u/c \sim \sigma$.

(a) Fixed Observer

(b) Moving Observer

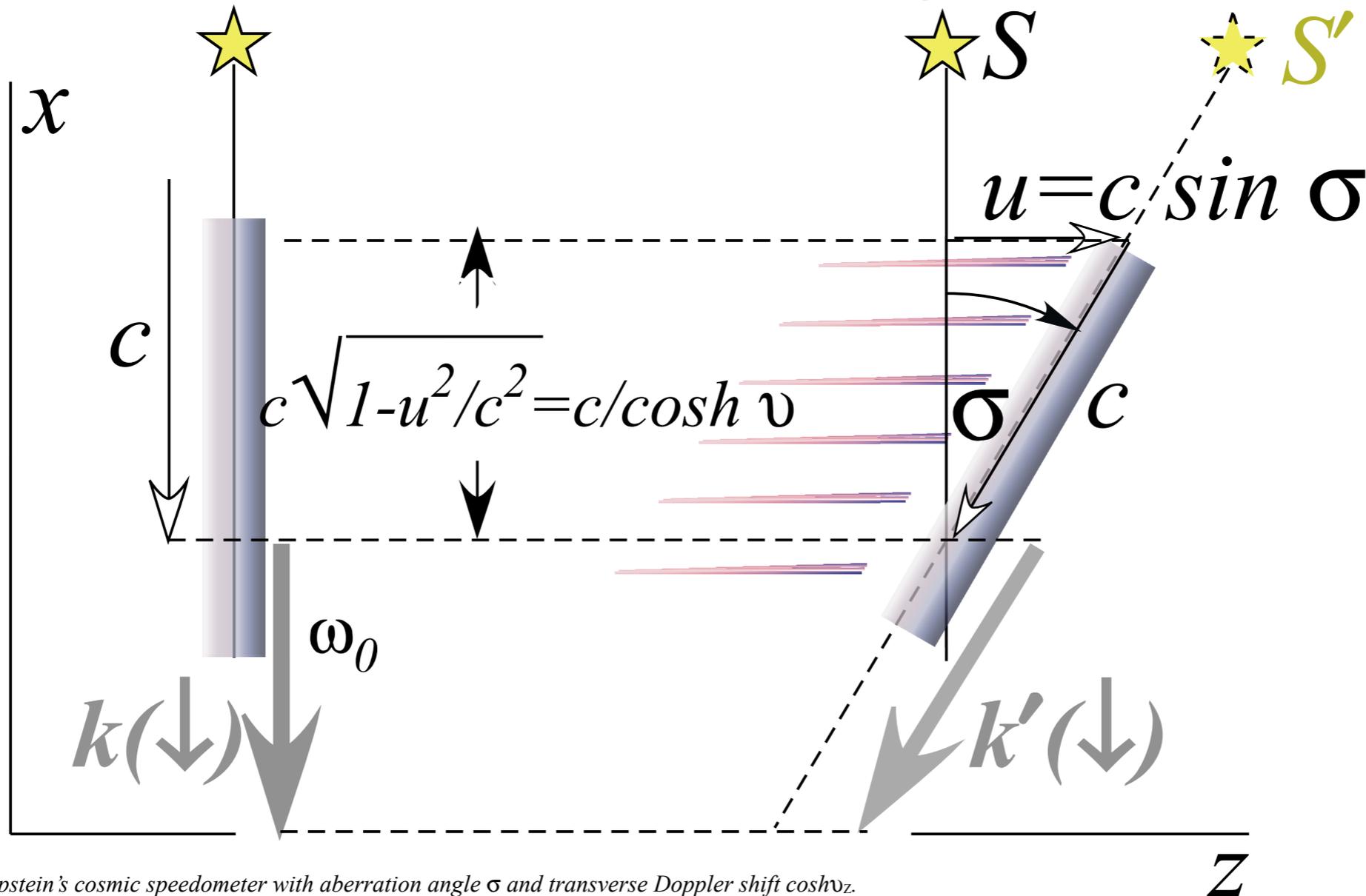


Fig. 5.6 Epstein's cosmic speedometer with aberration angle σ and transverse Doppler shift $\cosh v_z$.

Z

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

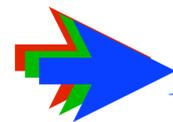
A politically incorrect analogy of rotational transformation and Lorentz transformation

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*

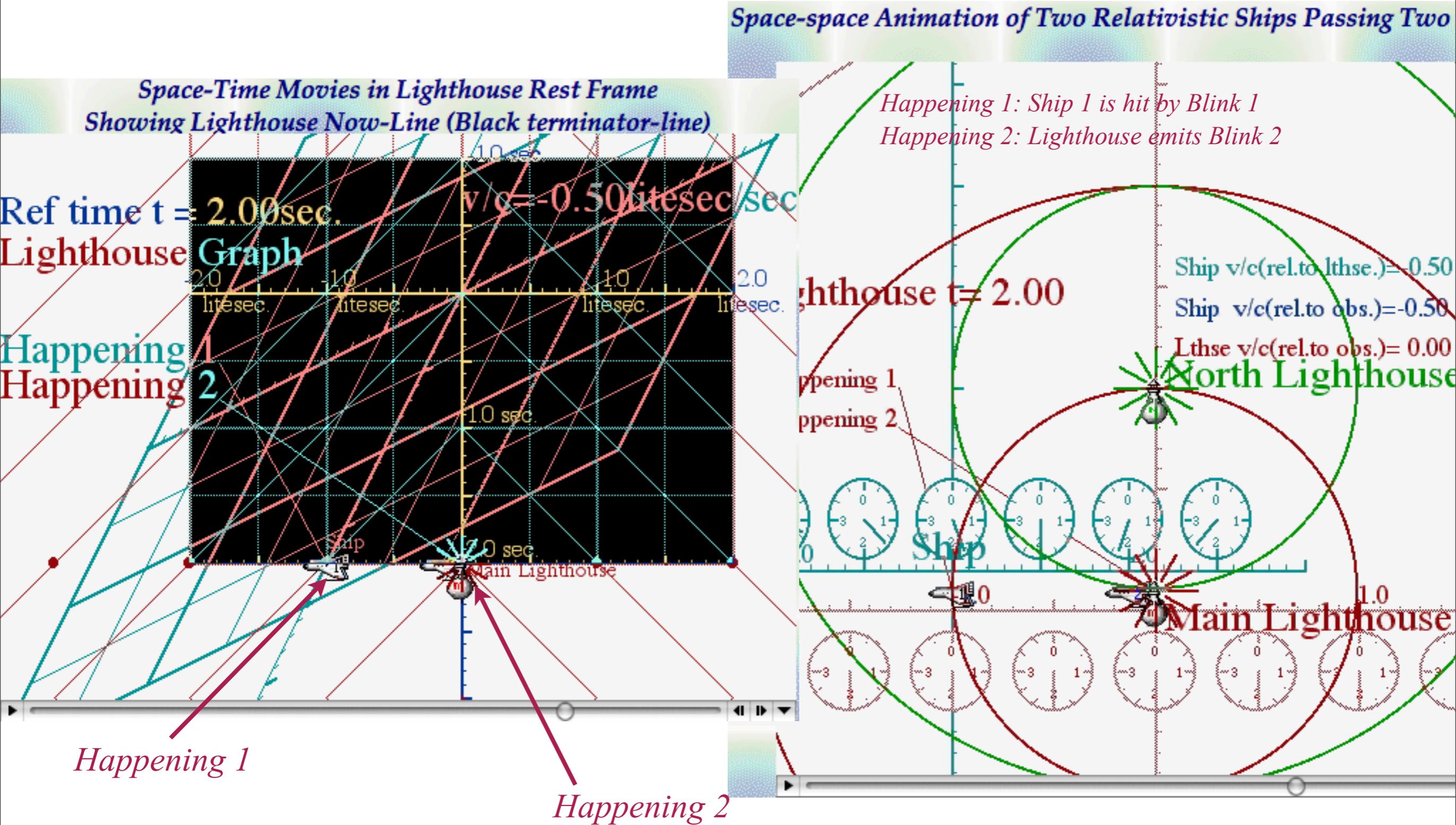


How Minkowski’s space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

How Minkowski's space-time graphs help visualize relativity

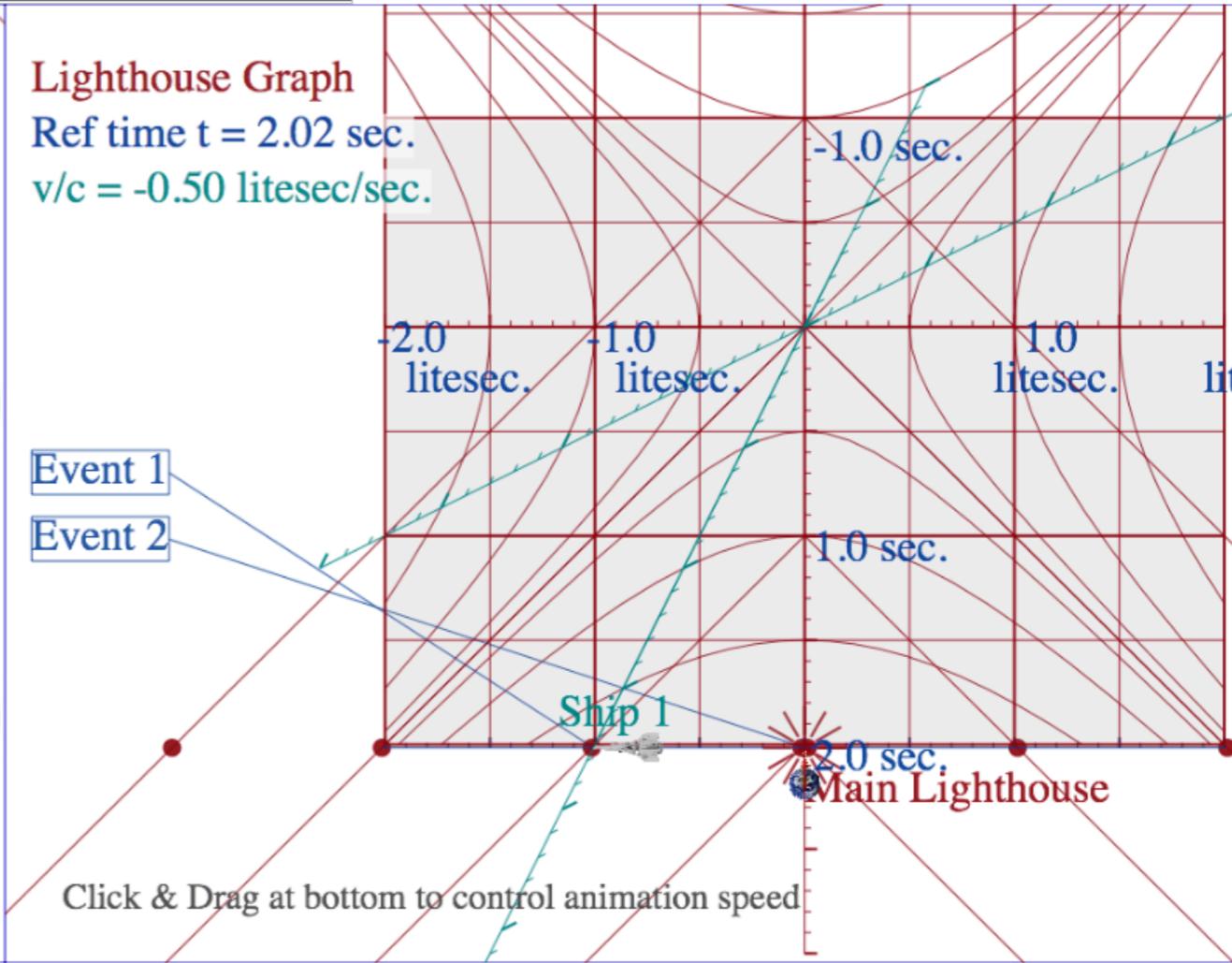
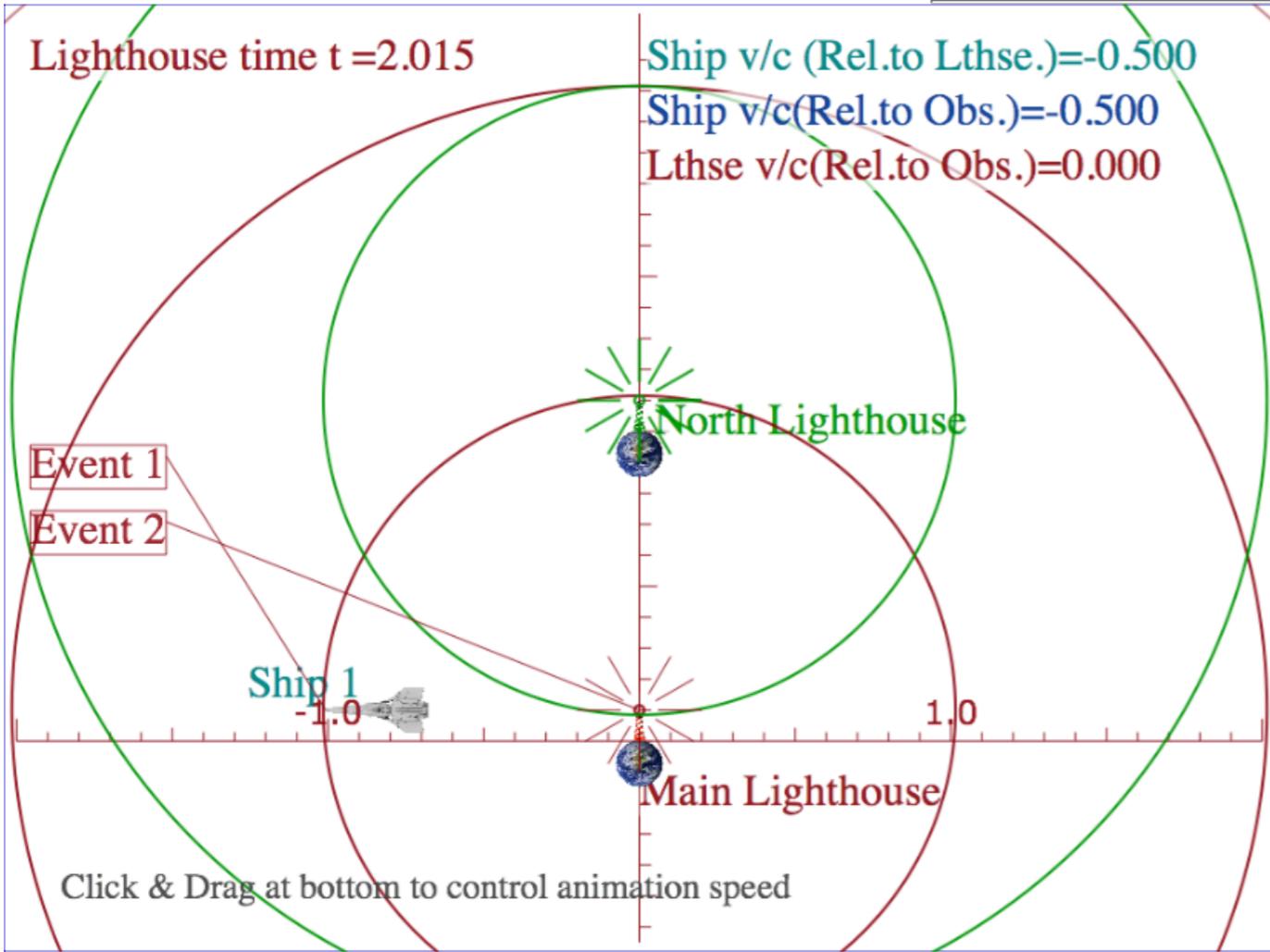
Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at $t=2.00\text{sec}$.



2005 Web versions:

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

Controls Resume Reset T=0 Erase Paths Animation Speed Δt x10[^]



2014...Web-app versions:

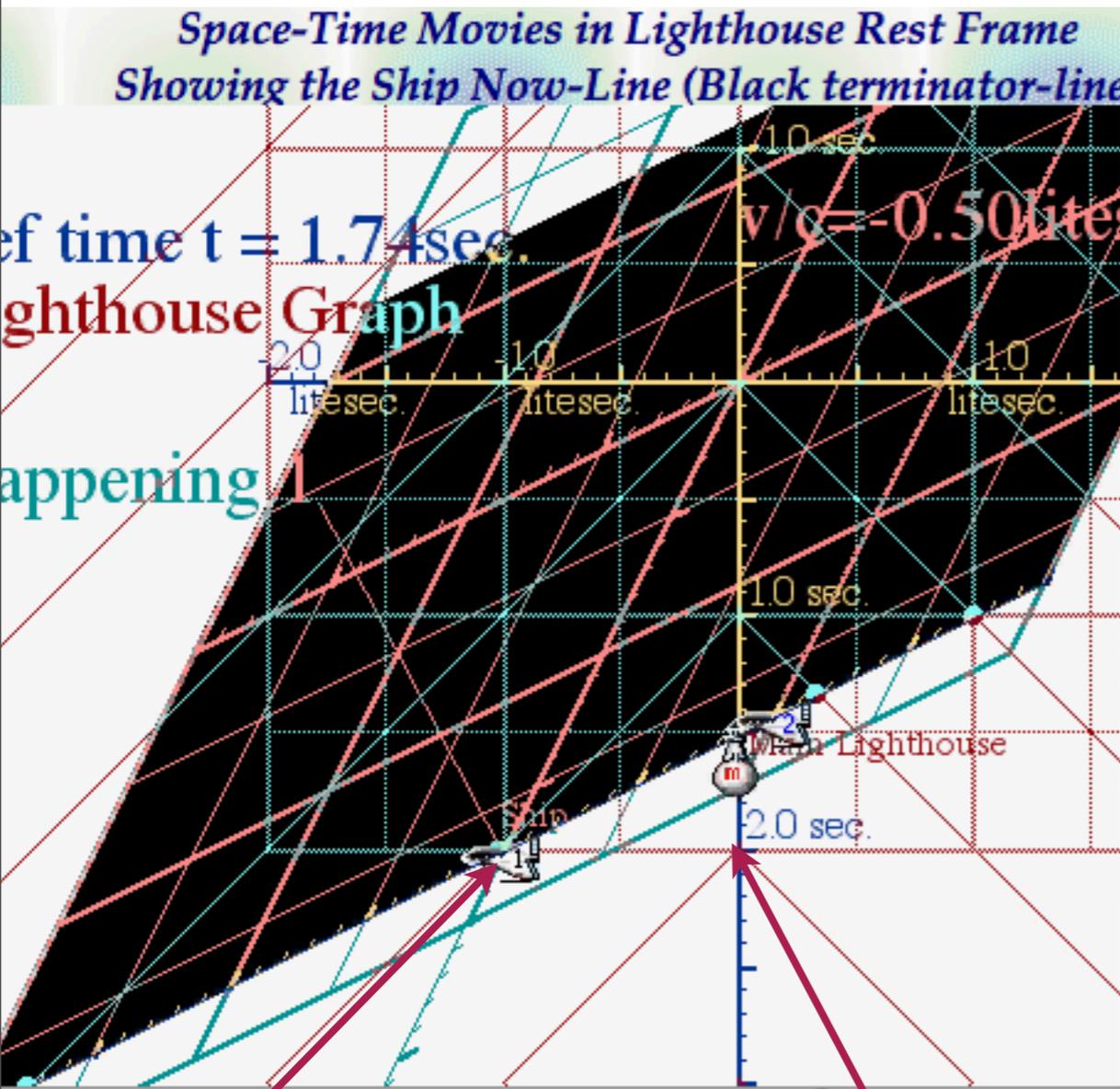
<http://www.uark.edu/ua/modphys/markup/RelativItWeb.html>

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

Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at $t = 2.00 \text{ sec}$.

...but, in Ship frame Happening 1 is at $t' = 1.74$ and Happening 2 is at $t' = 2.30 \text{ sec}$.

Space-space Animation of Two Relativistic Lighthouses Passing Two



Ship time $t = 1.74 \text{ sec}$.

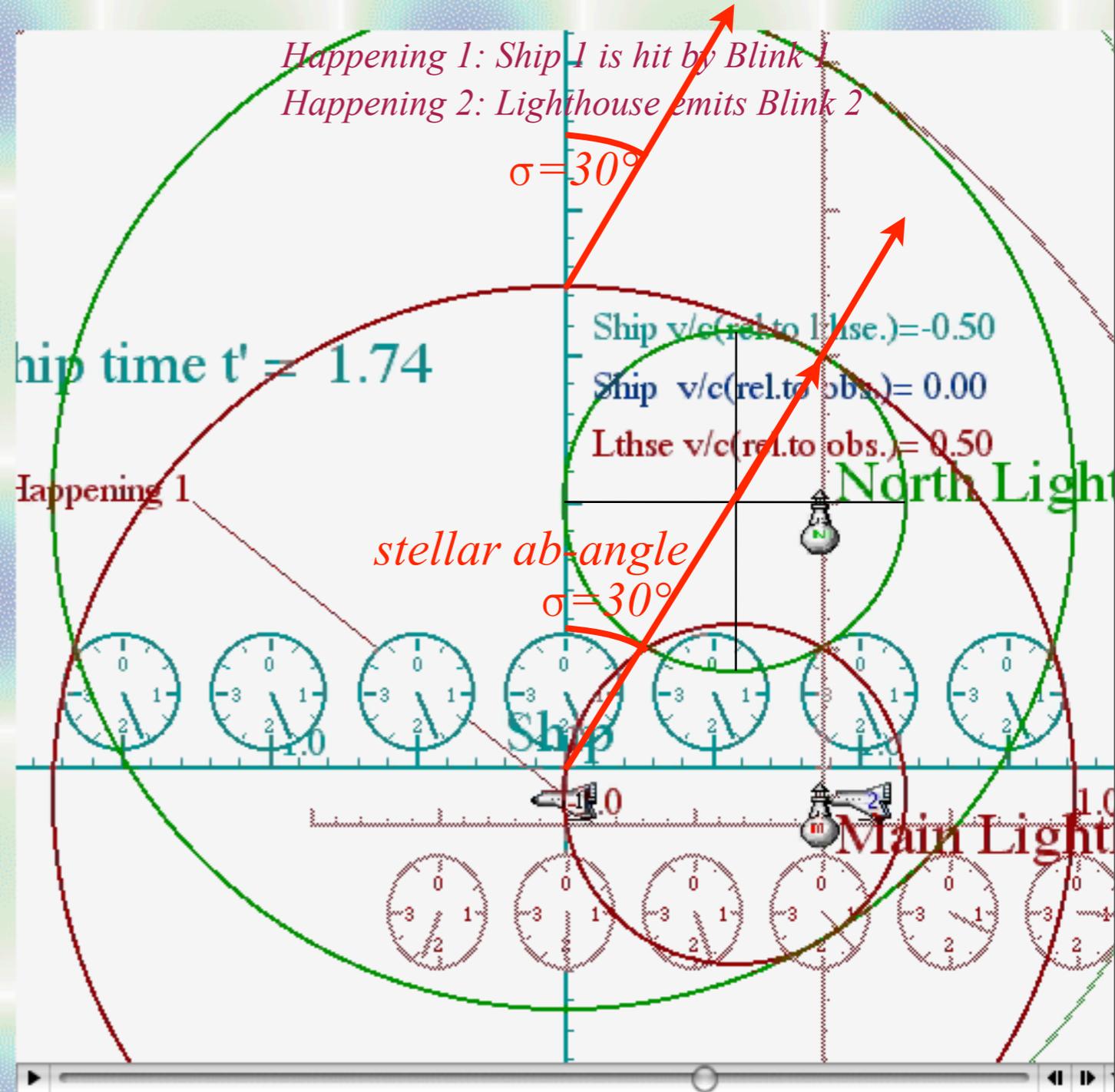
Lighthouse Graph

Happening 1

Happening 1

Happening 2
won't happen
'til $t = 2.00$

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



Happening 1: Ship 1 is hit by Blink 1
Happening 2: Lighthouse emits Blink 2

$\sigma = 30^\circ$

Ship time $t' = 1.74$

Happening 1

stellar aberration angle

$\sigma = 30^\circ$

Ship $v/c(\text{rel. to Lthse.}) = -0.50$
Ship $v/c(\text{rel. to obs.}) = 0.00$
Lthse $v/c(\text{rel. to obs.}) = 0.50$

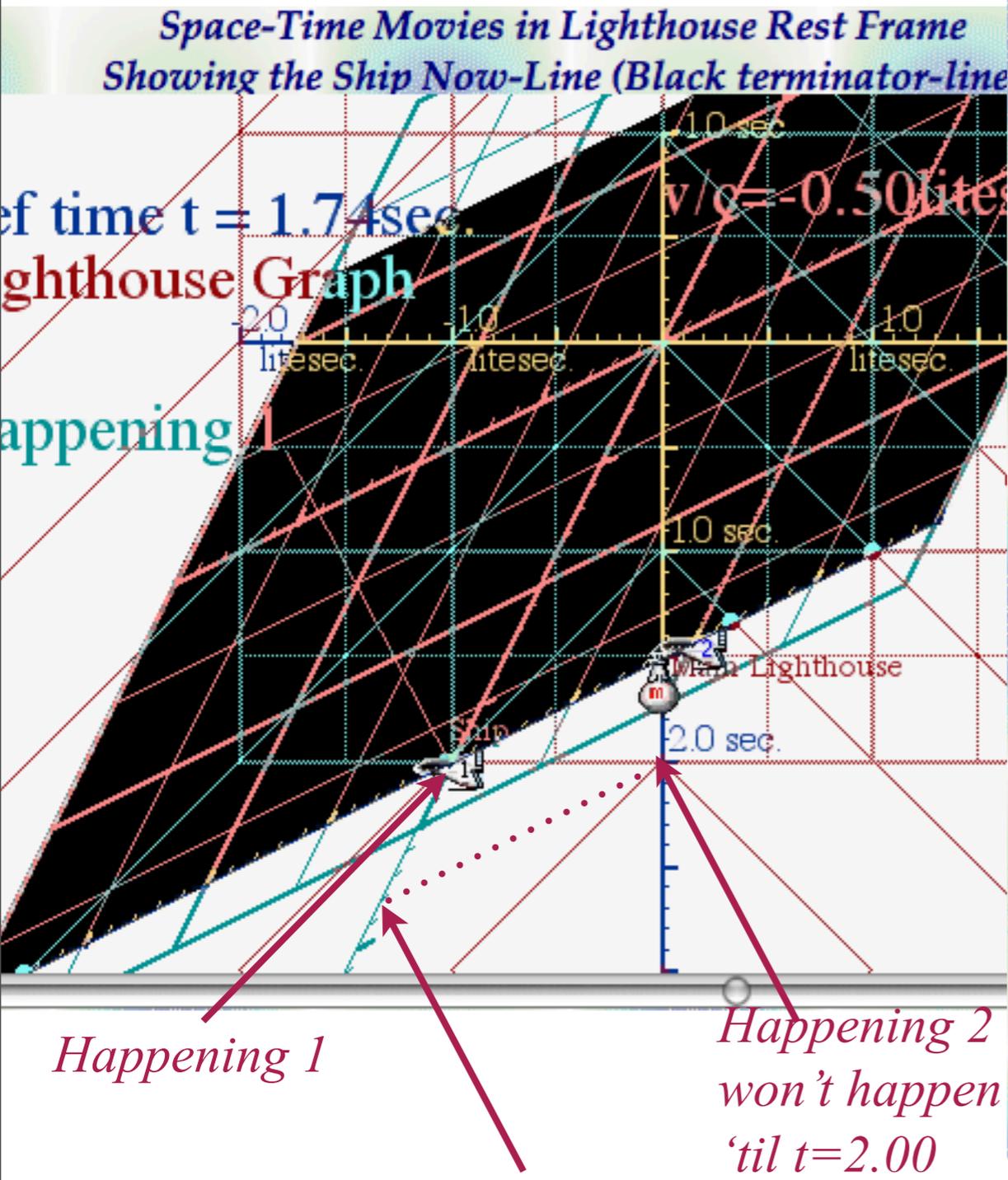
North Light

Main Light

(Here: $\rho = \text{Atanh}(1/2) = 0.55$,
and: $\sigma = \text{Asin}(1/2) = 0.52$ or 30°)

How Minkowski's space-time graphs help visualize relativity

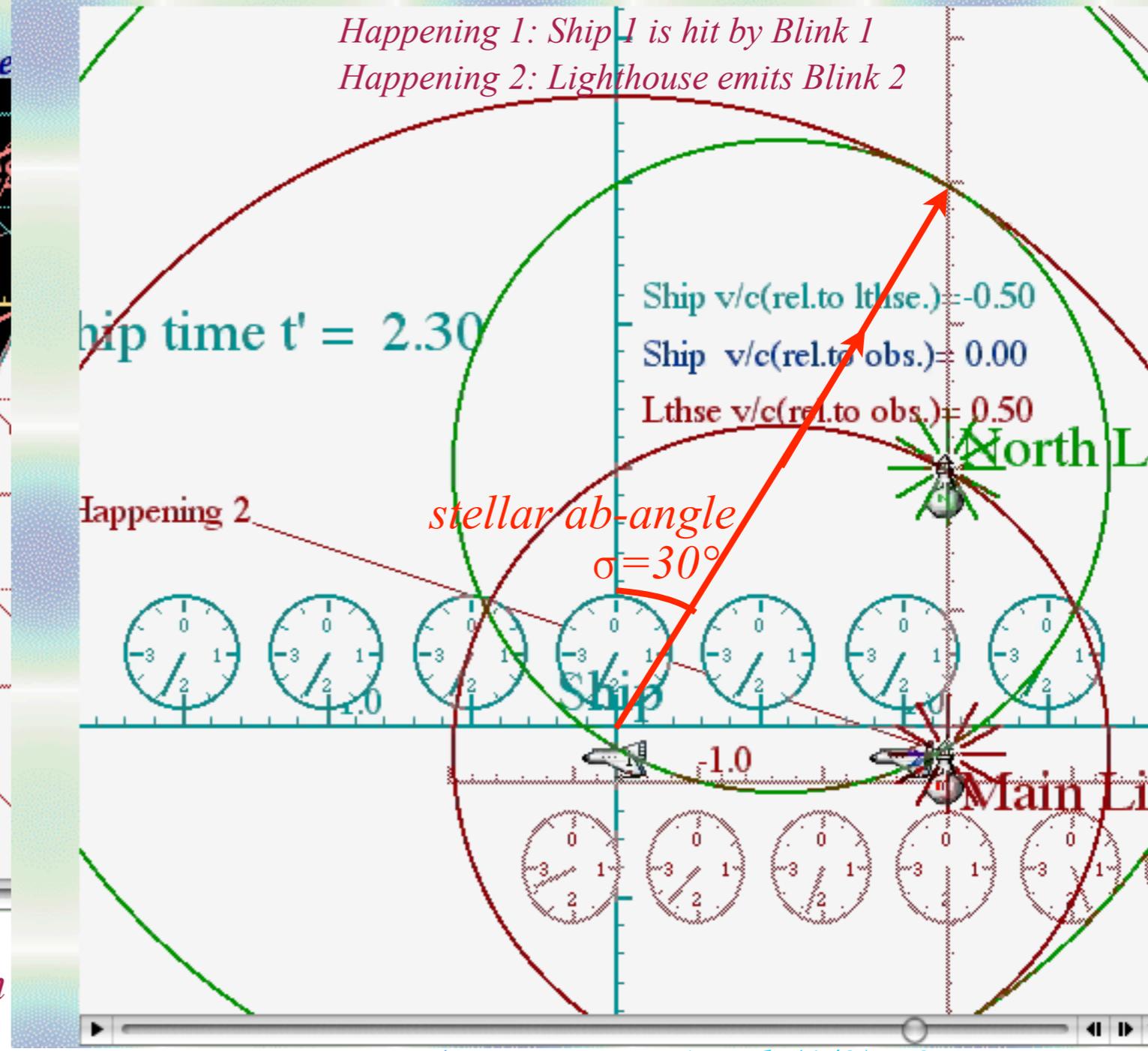
Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at $t=2.00\text{sec}$.
 ...but, in Ship frame Happening 1 is at $t'=1.74$ and Happening 2 is at $t'=2.30\text{sec}$.



That is $t'=2.30$ ship time

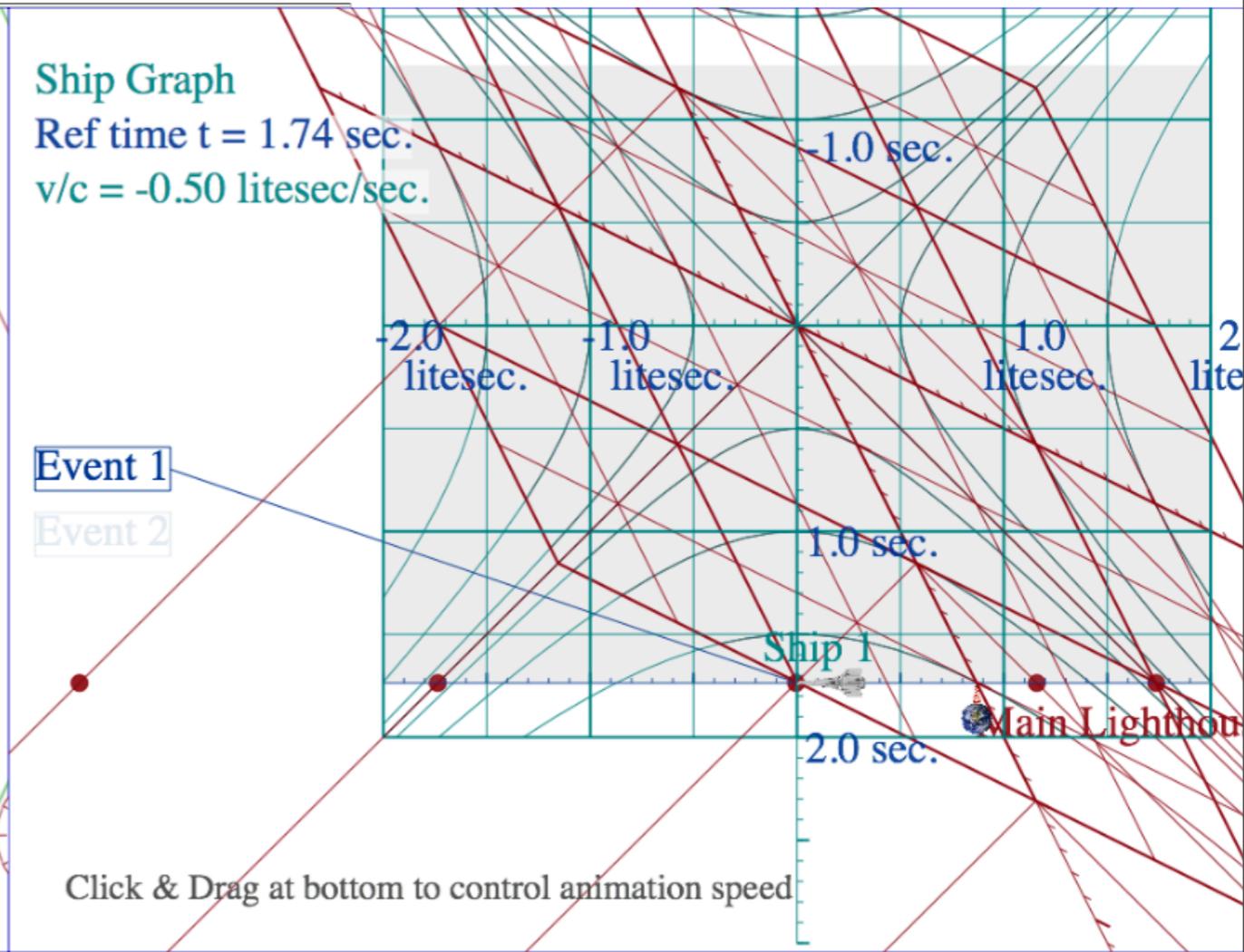
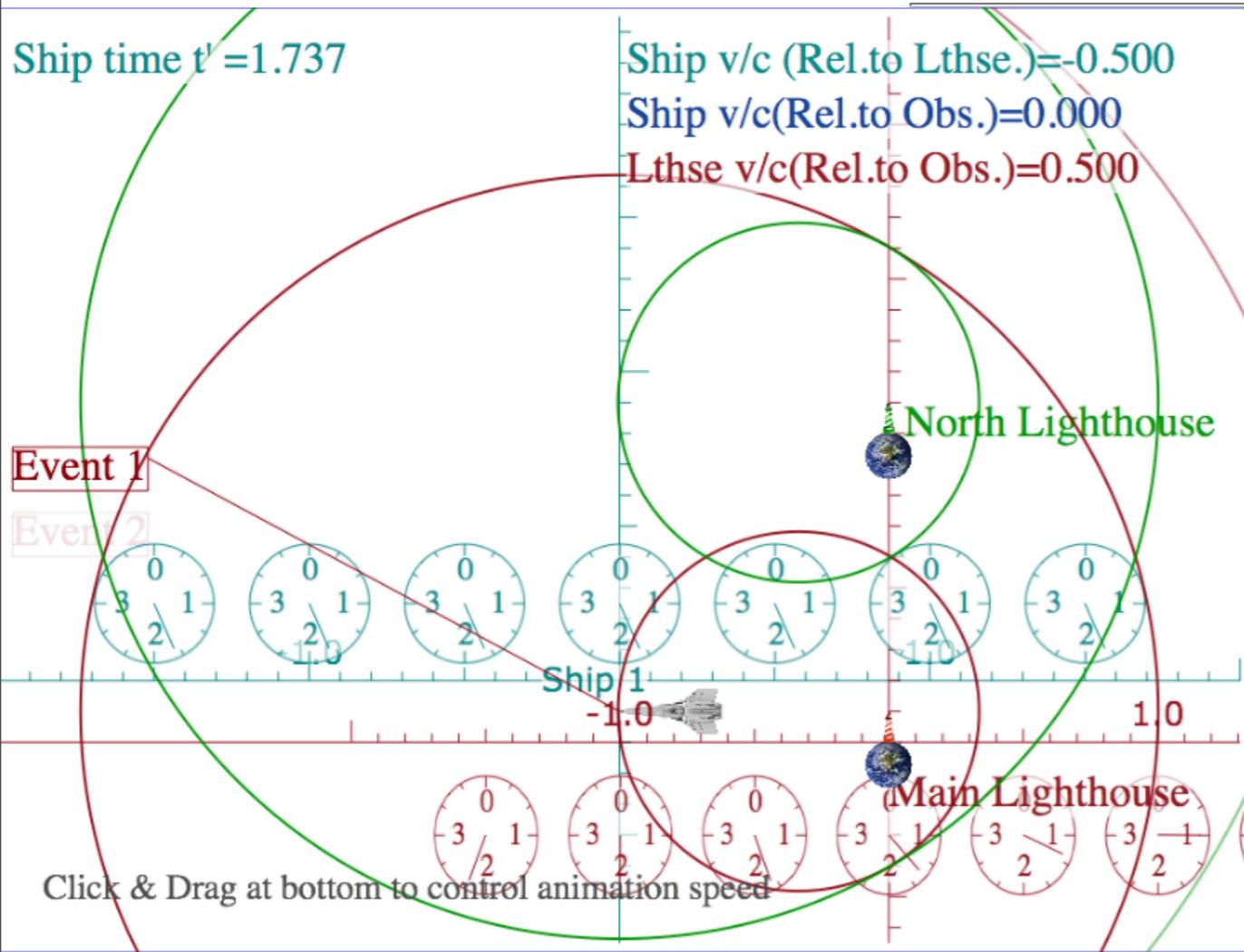
www.uark.edu/ua/pirelli/php/lighthouse_scenarios.php

Space-space Animation of Two Relativistic Lighthouses Passing Two



(Here: $\rho = A \tanh(1/2) = 0.55$,
 and: $\sigma = A \sin(1/2) = 0.52$ or 30°)

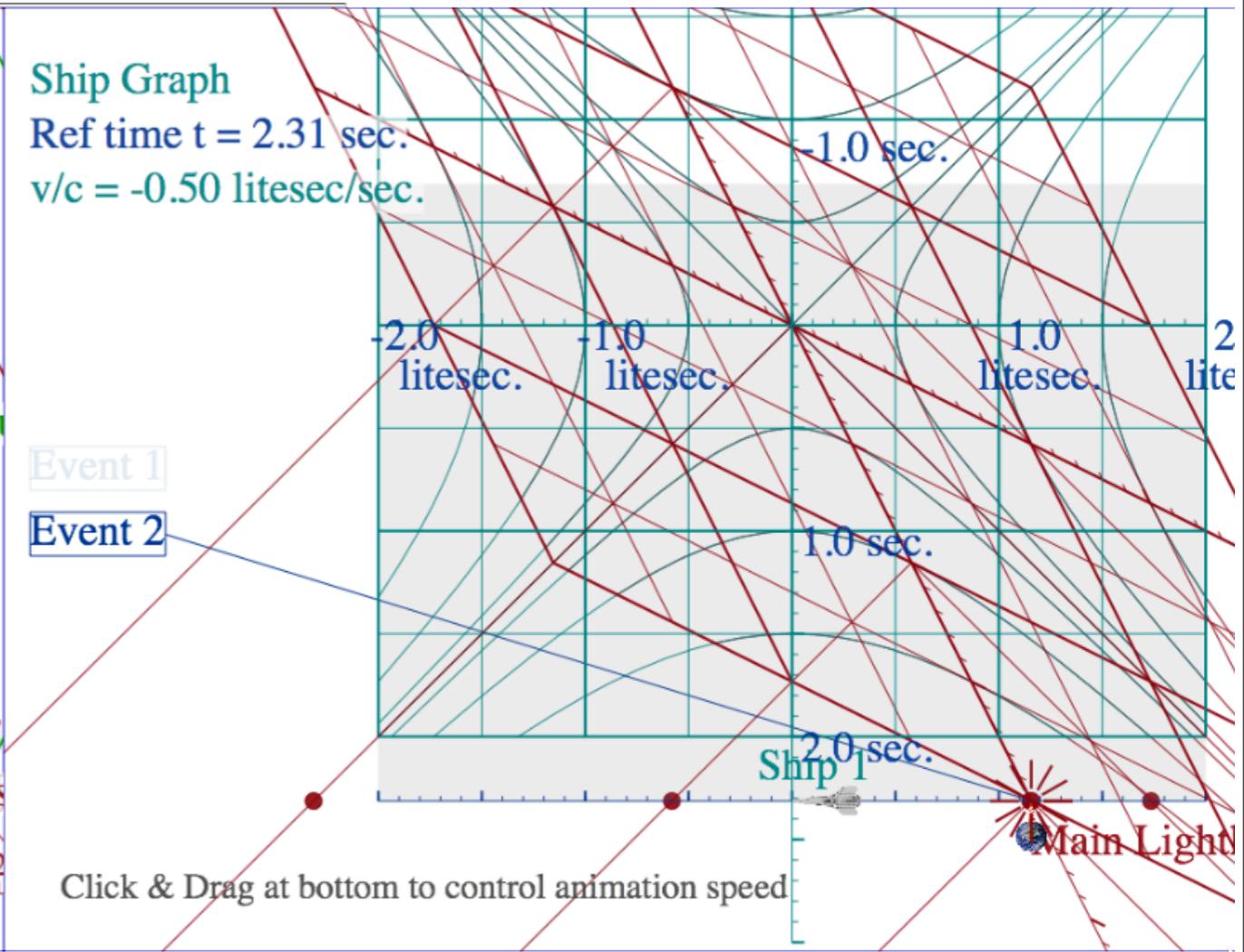
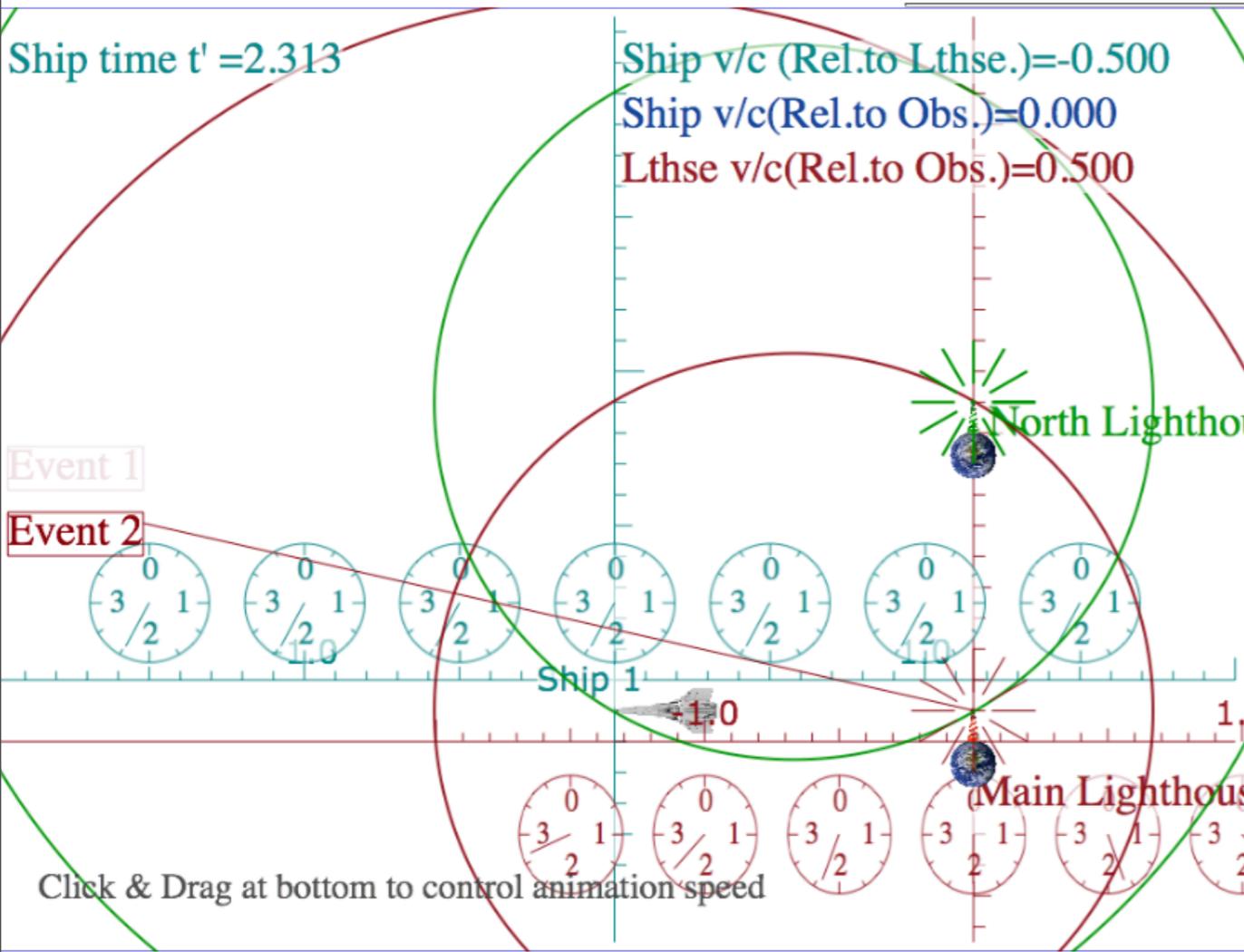
Controls Resume Reset T=0 Erase Paths Animation Speed Δt x10[^]



2014...Web-app versions:

<http://www.uark.edu/ua/modphys/markup/RelativItWeb.html>

Controls Resume Reset T=0 Erase Paths Animation Speed {Δt} 1 x10^-3



2014...Web-app versions:

<http://www.uark.edu/ua/modphys/markup/RelativItWeb.html>

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!)

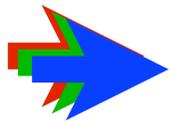
*Galilean velocity addition becomes **rapidity** addition*

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



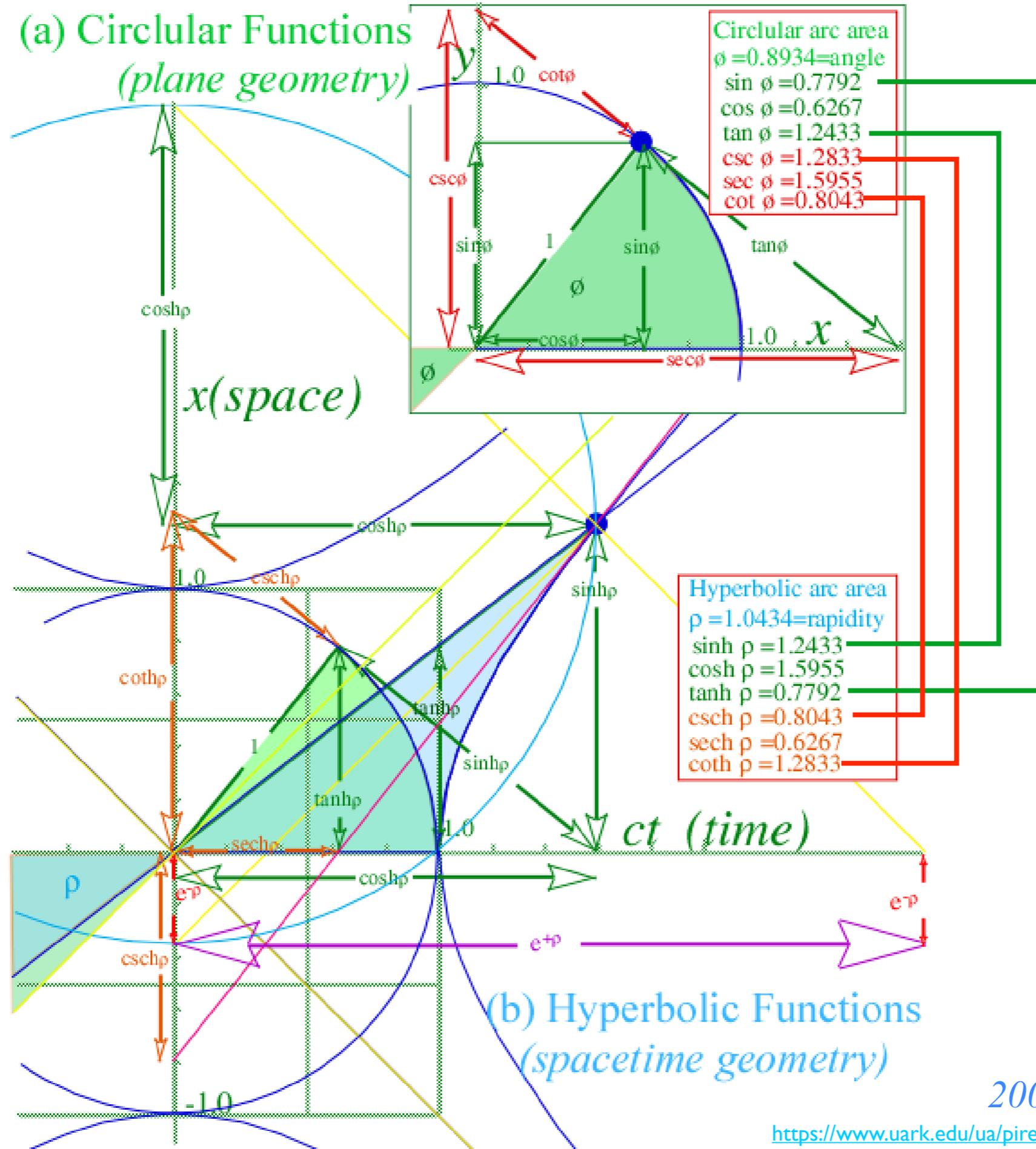
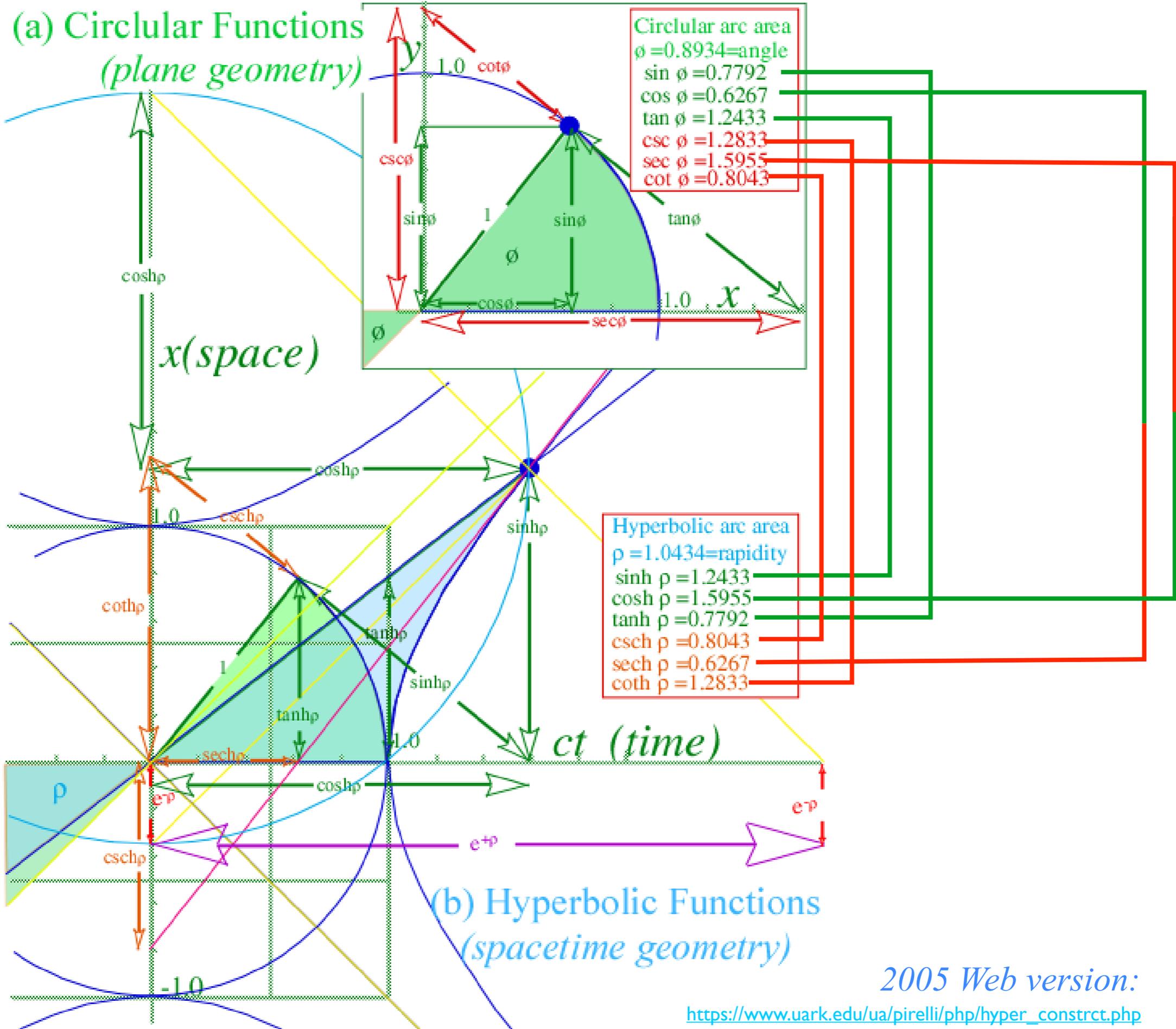


Fig. 5.4
in Unit 8

2005 Web version:

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



2005 Web version:

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

Hyperbolic Functions

Circular Functions

$q = 1.1714$
 $\text{Area}(q) = 1.1714$
 $\sinh(q) = 1.4582$
 $\cosh(q) = 1.7682$
 $\tanh(q) = 0.8247$
 $\text{csch}(q) = 0.6858$
 $\text{sech}(q) = 0.5656$
 $\text{coth}(q) = 1.2125$

$m\angle(\sigma) = 0.9697$
 $\text{Length}(\sigma) = 0.9697$
 $\text{Area}(\sigma) = 0.9697$
 $\sin(\sigma) = 0.8247$
 $\cos(\sigma) = 0.5656$
 $\tan(\sigma) = 1.4582$
 $\csc(\sigma) = 1.2125$
 $\sec(\sigma) = 1.7682$
 $\cot(\sigma) = 0.6858$

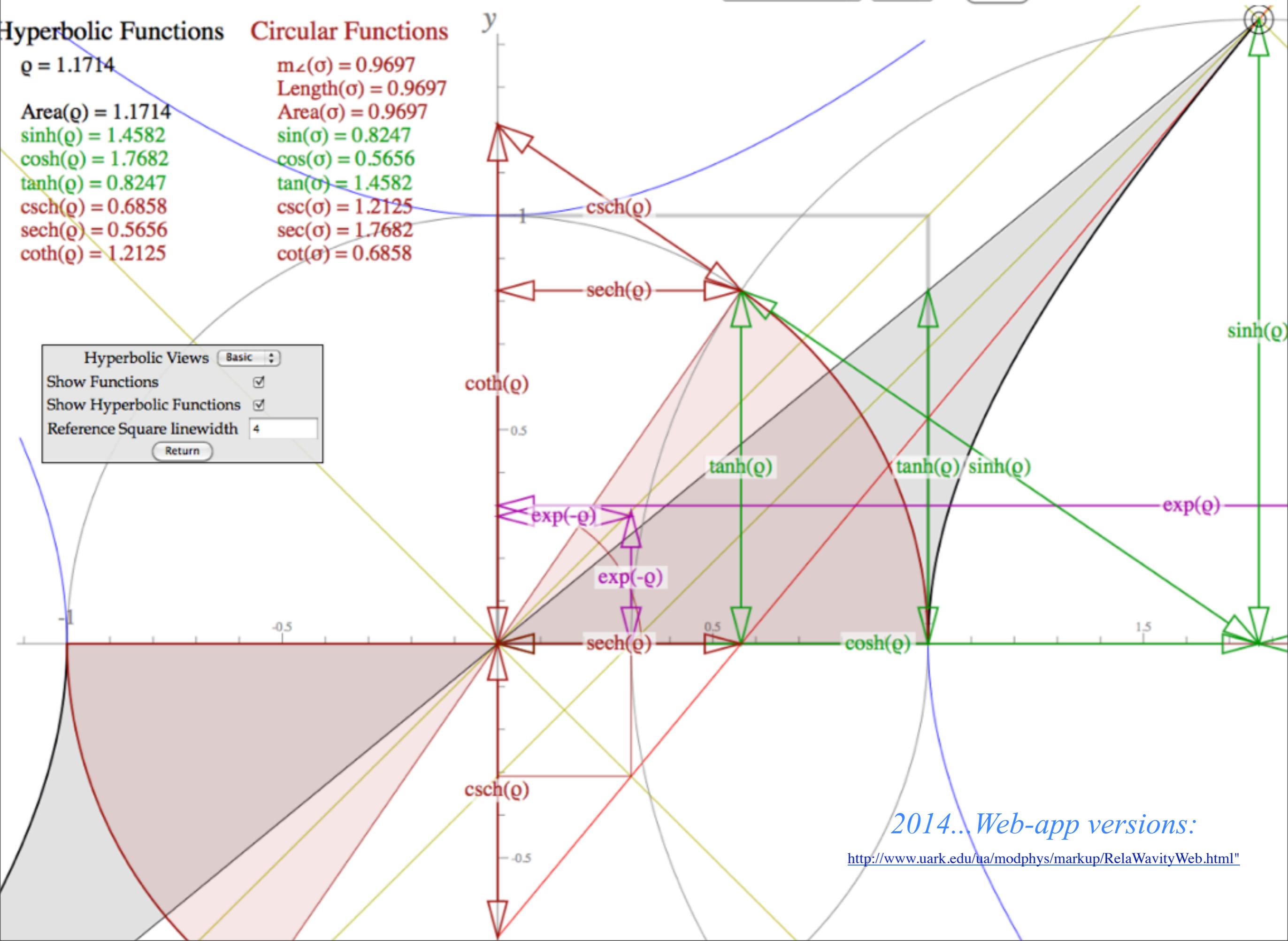
Hyperbolic Views Basic

Show Functions

Show Hyperbolic Functions

Reference Square linewidth 4

Return



2014... Web-app versions:

<http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html>

Per-Time (ω)

Laser frequency = $B = 2 = 600\text{THz}$
 Doppler blue shift factor = $b = 2.005$
 Doppler red shift factor = $r = 0.499$
 $\varrho = 0.696$

CW Light Axioms
 All colors go c : $\omega/k = c$ or L&R on diagonals
 Time Reversal ($r \leftrightarrow b$): $r = 1/b$

Per-Space/Time Views Shifted $u=3c/5$

Rest Frequency At left

Group & Phase Vectors Both

Shaded Regions Show Both

Visible Light Strip Don't show

Minkowski Cells (+) = 0

Hyperbola Branches - ck: None ω : None

Reference Circles Auto

B-Circle p-Circle g-Circle

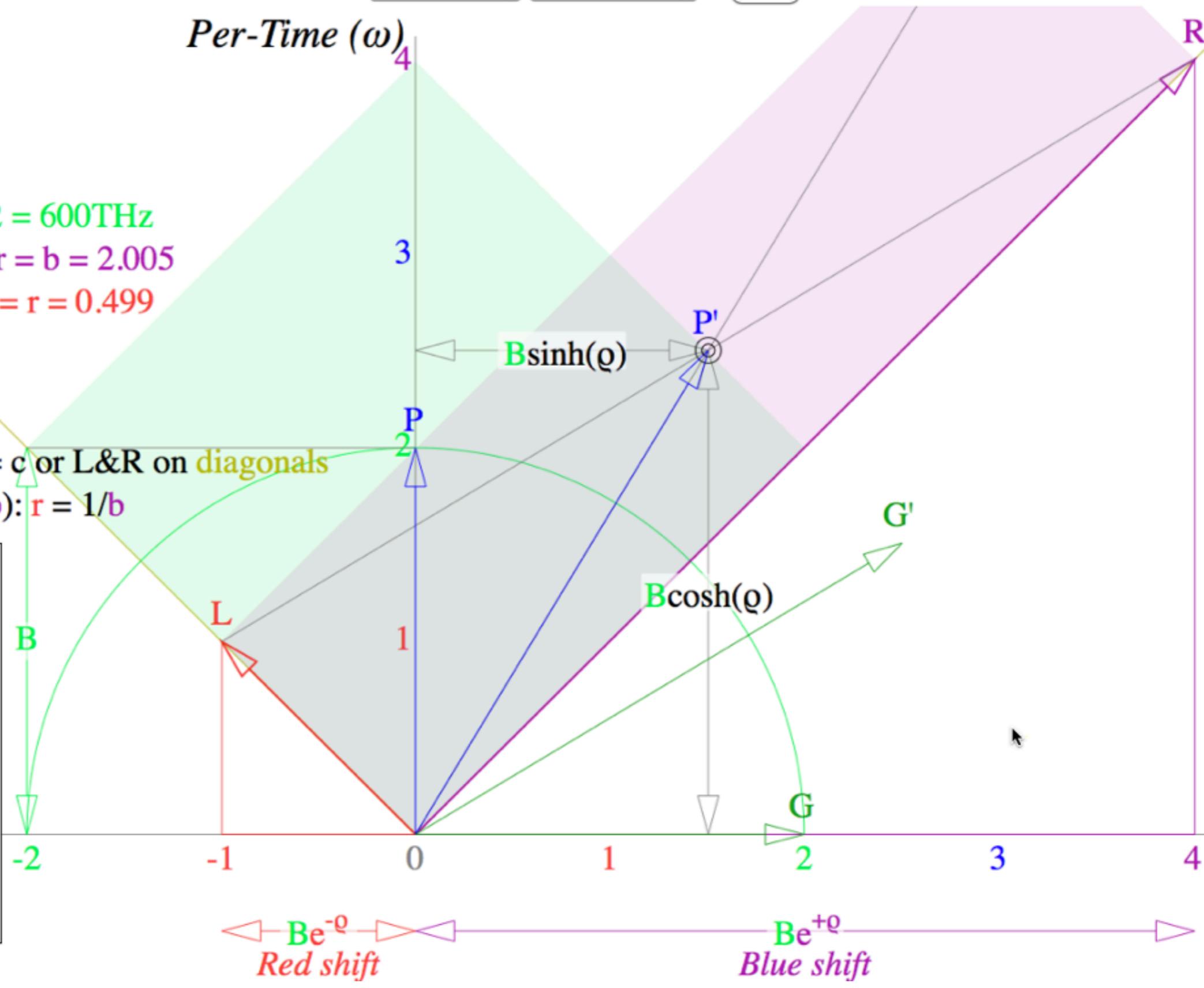
Red Shift-Circle Blue Shift-Circle

Labels Rapidity & Components

Information Auto

Axioms Numerical Relations

Return



2014...Web-app versions:

<http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html>

$v/c = \beta = 0.600$
 Doppler blue shift factor = $b = 2.000$
 Doppler red shift factor = $r = 0.500$
 $\nu = 0.540 = 30.964^\circ$
 $\varrho = 0.693$
 $\sigma = 0.644 = 36.870^\circ$

Physical Terms Hamiltonian +

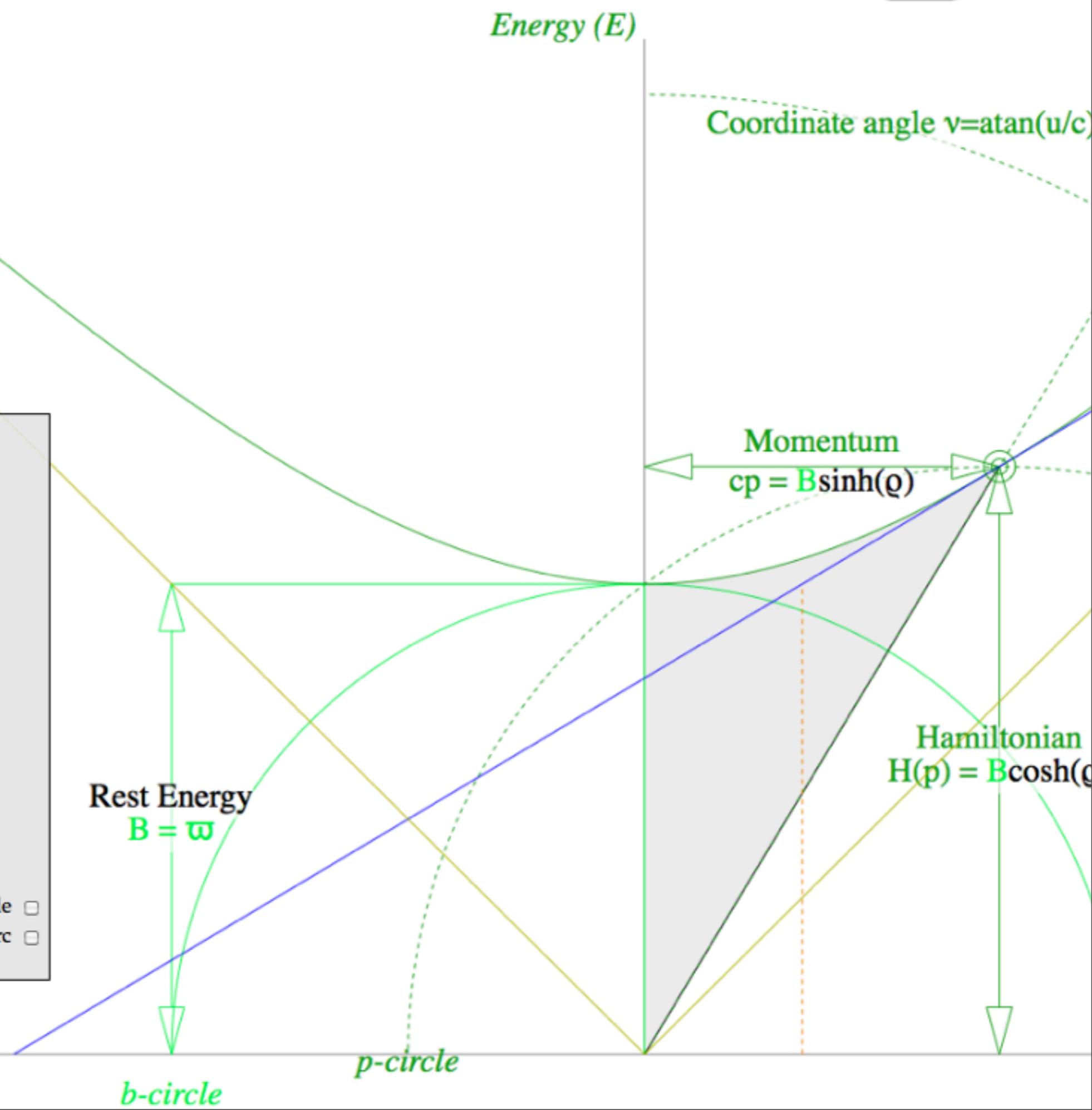
Hamiltonian
 Momentum
 Lagrangian
 Group velocity
 Rest Energy
 Phase velocity
 Wavelength λ
 Minkowski Cells (+) =
 Sword line width =

Shaded regions:

Tangent Lines

Reference Circles & Angles

b-Circle g-Circle p-Circle L-Circle
 r-Circle λ -Circle β -Arc σ -Arc



$v/c = \beta = 0.600$
 Doppler blue shift factor = $b = 2.000$
 Doppler red shift factor = $r = 0.500$
 $\nu = 0.540 = 30.964^\circ$
 $\varrho = 0.693$
 $\sigma = 0.644 = 36.870^\circ$

Physical Terms Hamiltonian +

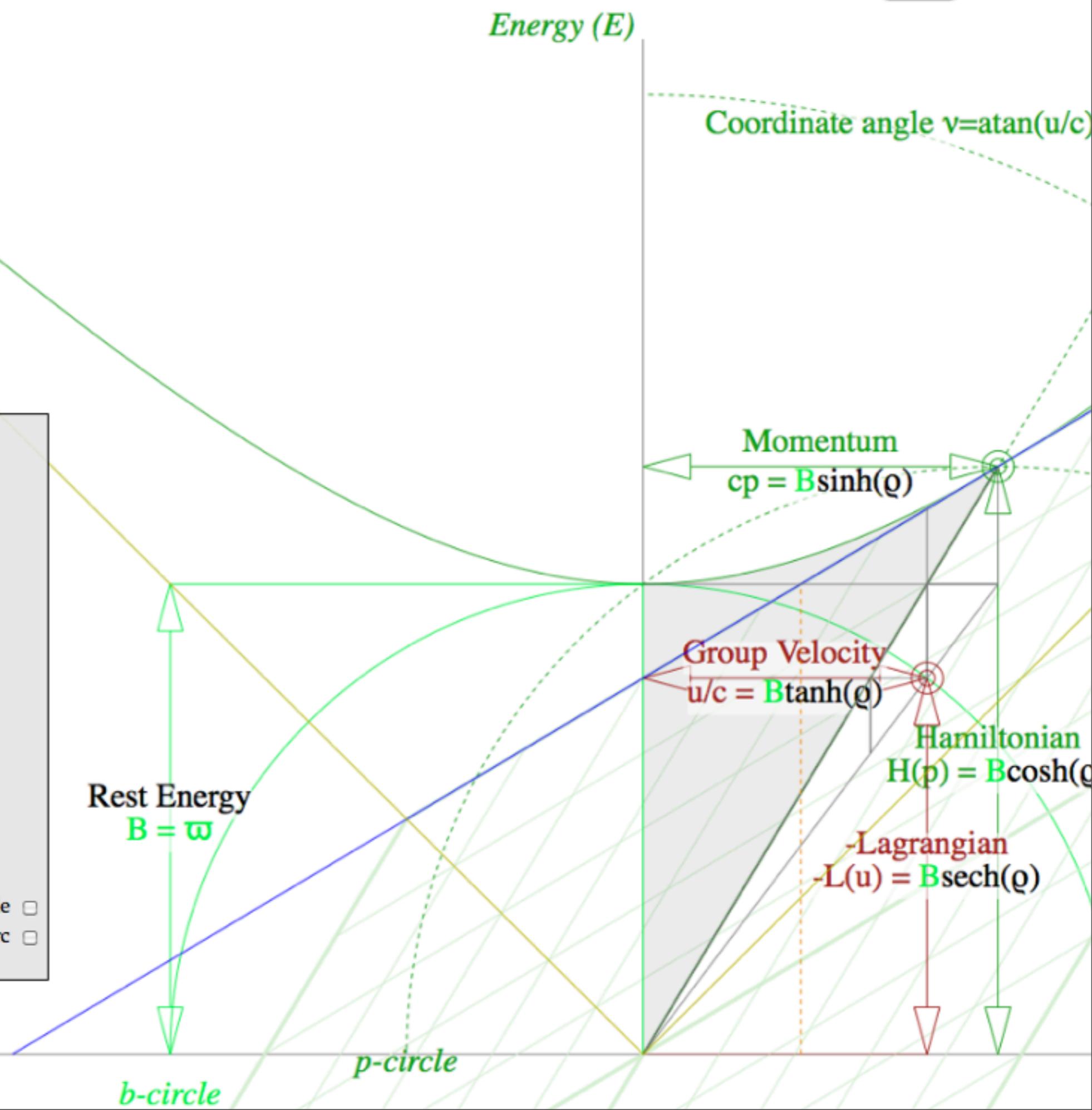
Hamiltonian
 Momentum
 Lagrangian
 Group velocity
 Rest Energy
 Phase velocity
 Wavelength λ
 Minkowski Cells (+) =
 Sword line width =

Shaded regions:

Tangent Lines

Reference Circles & Angles

Circle g-Circle p-Circle L-Circle
 Circle λ -Circle β -Arc σ -Arc



$v/c = \beta = 0.600$
 Doppler blue shift factor = $b = 2.000$
 Doppler red shift factor = $r = 0.500$
 $\nu = 0.540 = 30.964^\circ$
 $\rho = 0.693$
 $\sigma = 0.644 = 36.870^\circ$

Physical Terms Hamiltonian +

Hamiltonian Show
 Momentum Show
 Lagrangian Show
 Group velocity Show
 Rest Energy Auto
 Phase velocity Don't show
 Wavelength λ Don't show
 Minkowski Cells (+) = 1
 Sword line width = 1

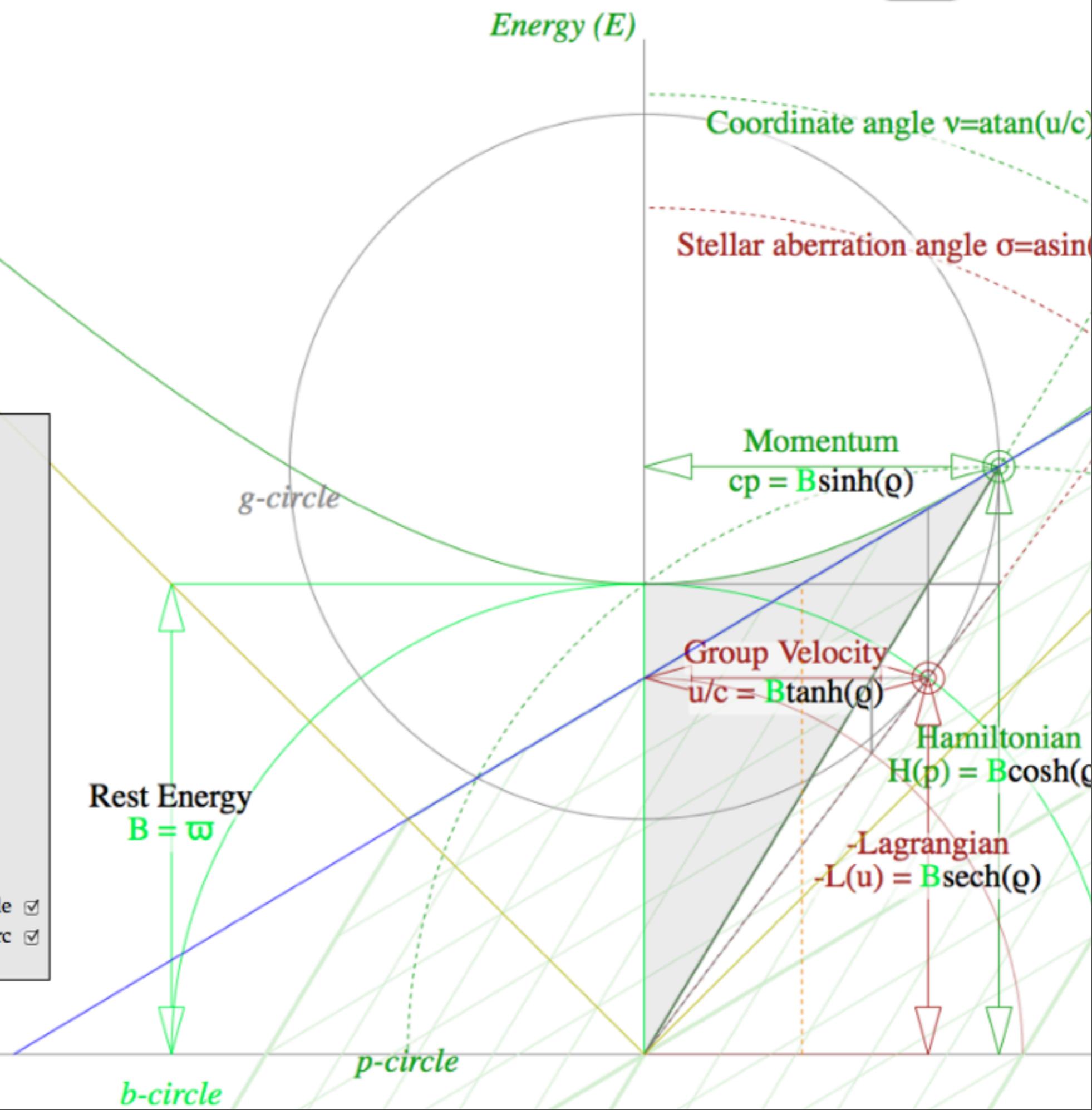
Shaded regions: Rapidity & Sigma

Tangent Lines Auto

Reference Circles & Angles Auto

b-Circle g-Circle p-Circle L-Circle
 λ -Circle β -Arc σ -Arc

Return



Shift factor = $b = 2.000$

Refraction factor = $r = 0.500$

964°

870°

Energy (E)

Coordinate angle $\nu = \text{atan}(u/c)$

Stellar aberration angle $\sigma = \text{asin}(u/c)$

Momentum

$cp = B \sinh(\rho)$

g-circle

Hamiltonian

$H(p) = B \cosh(\rho)$

Rest Energy

$B = \omega$

-Lagrangian

$-L(u) = B \text{sech}(\rho)$

Group Velocity

$u/c = B \tanh(\rho)$

b-circle

p-circle

DeBroglie Wavelength

$\lambda/c = B \text{csch}(\rho)$

Phase Velocity

$c/u = B \text{coth}(\rho)$

All

Show

Show

Show

On axis

Auto

Below axis

On axis

Cells (+) = 1

Width = 2

Options: Rapidity & Sigma

Auto

Angles: All

Circle p-Circle L-Circle

Circle β -Arc σ -Arc

Return