Phyx 320 Modern Physics

January 29, 2021

Reading: 36.5 - 36.8

Homework #2 and Reading Reflection Due Next Tuesday 11:59 pm

Time Dilation

Time depends on reference frame

Simultaneous events in one frame are not necessarily simultaneous in other frames

Proper time = time measured in reference frame of clock

Moving clocks run slow

$$\Delta t = \frac{\Delta \tau}{\sqrt{1 - \beta^2}}$$

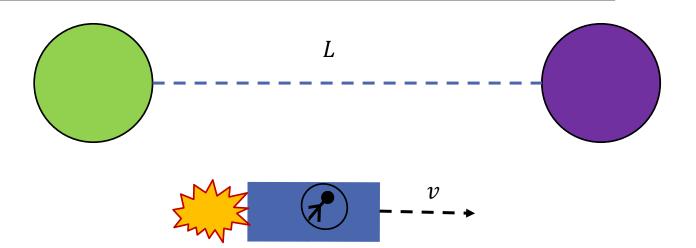
$$\beta = \frac{v}{c}$$

$$\Delta t \geq \Delta \tau$$

Length Contraction

What about distances?

Let's say we have a spaceship that travels from one planet to another at constant velocity

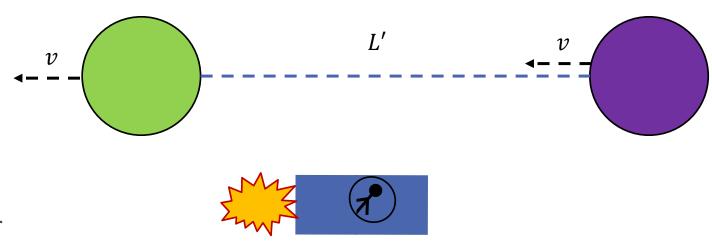


Length Contraction

In astronauts frame the planets are moving at constant velocity

Passing each planet takes place at same location in astronaut frame

Time measured between two events that happen at same location = proper time



Length Contraction

Distances between two objects are frame dependent

Length measured in rest frame of objects = proper length

Moving lengths "shrink"

$$L' = \sqrt{1 - \beta^2} l$$

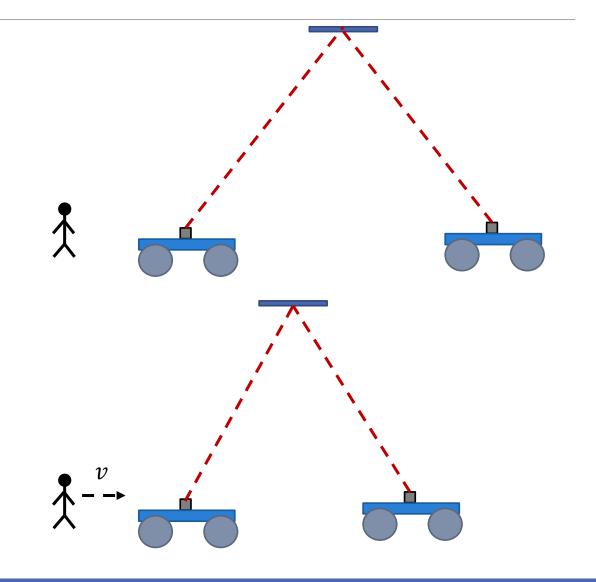
In space and time depend on reference frame, is there any spacetime quantity which all frames agree?

Invariant quantity = quantity that is independent of frame

In Galilean relativity, distance is invariant

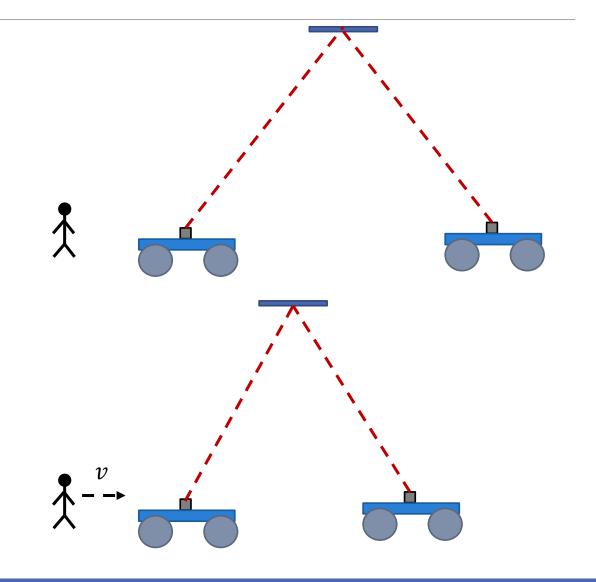
Return to light clock but now two different observers

One standing on the ground, the other running at constant velocity



Return to light clock but now two different observers

One standing on the ground, the other running at constant velocity



Space-time interval is independent of reference frame = invariant

Useful since every observer agrees on it, we can use it to define "distances" between events

$$s^2 = c^2 \Delta t^2 - \Delta x^2$$

Can we make a general transformation that captures special relativity?

We want it to look like Galilean relativity at low velocity

Keep speed of light constant

Transform both space and time

Relativistic Velocity

Now that we have our transformation what do velocities look like?

Relativistic Velocity

Relativistic Velocity