

The space-time 'distance' Δs

- There is a relativistic generalization of the distance Δx (in space) and Δt (in time).

This is the **space-time distance** Δs :

$$\Delta s = \sqrt{(\Delta x)^2 - (c \Delta t)^2} \quad \text{for } \Delta x > c \Delta t \text{ (space-like)}$$

$$\Delta s = \sqrt{(c \Delta t)^2 - (\Delta x)^2} \quad \text{for } \Delta x < c \Delta t \text{ (time-like)}$$

$$\Delta s = 0 \quad \text{for } \Delta x = c \Delta t \text{ (light-like)}$$

- The combination of Δx and Δt is chosen such that length contraction compensates time dilation.
- The distance Δs is **independent of the observer**, like the velocity of light.

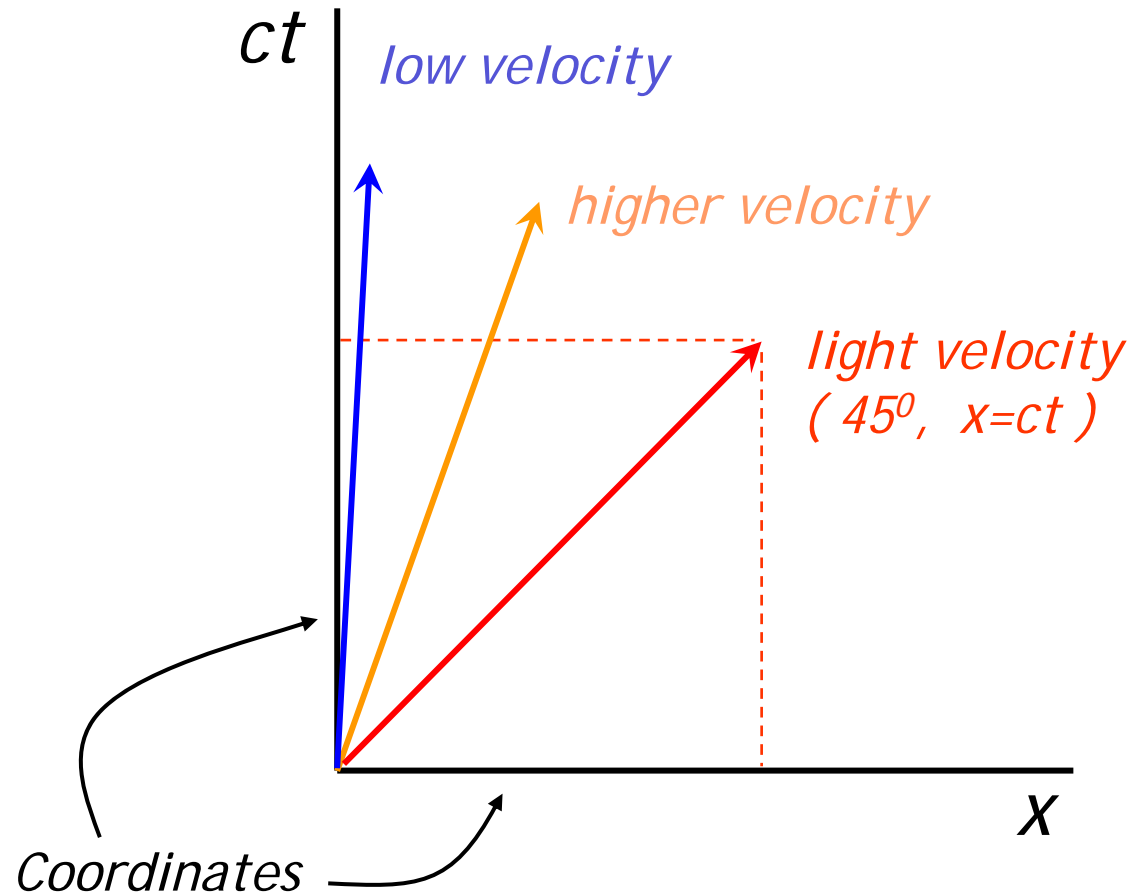
Space-time diagrams

- Minkowski developed space-time diagrams:
A geometrical way to understand relativistic motion.
- Think of an event, such as a lightning strike, in terms of position x and time t .
- Use (x, ct) as 'coordinates' (both in meters).

Constant velocity motion

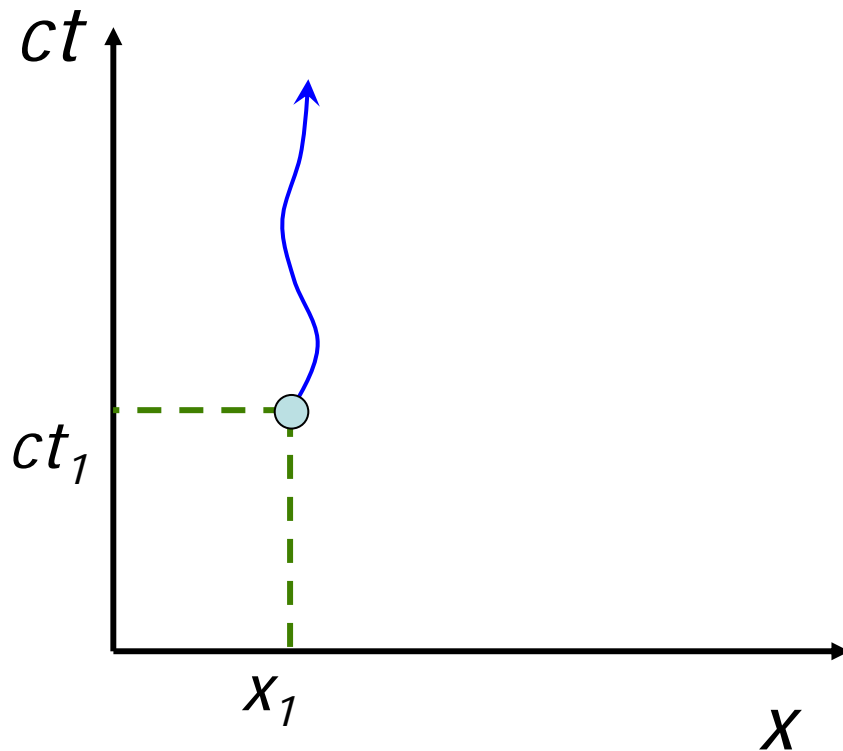
World line of an object moving at constant velocity:

$$x = v \cdot t$$



The world line of a particle

The motion of a particle becomes a line in space-time, the **world line** of the particle.

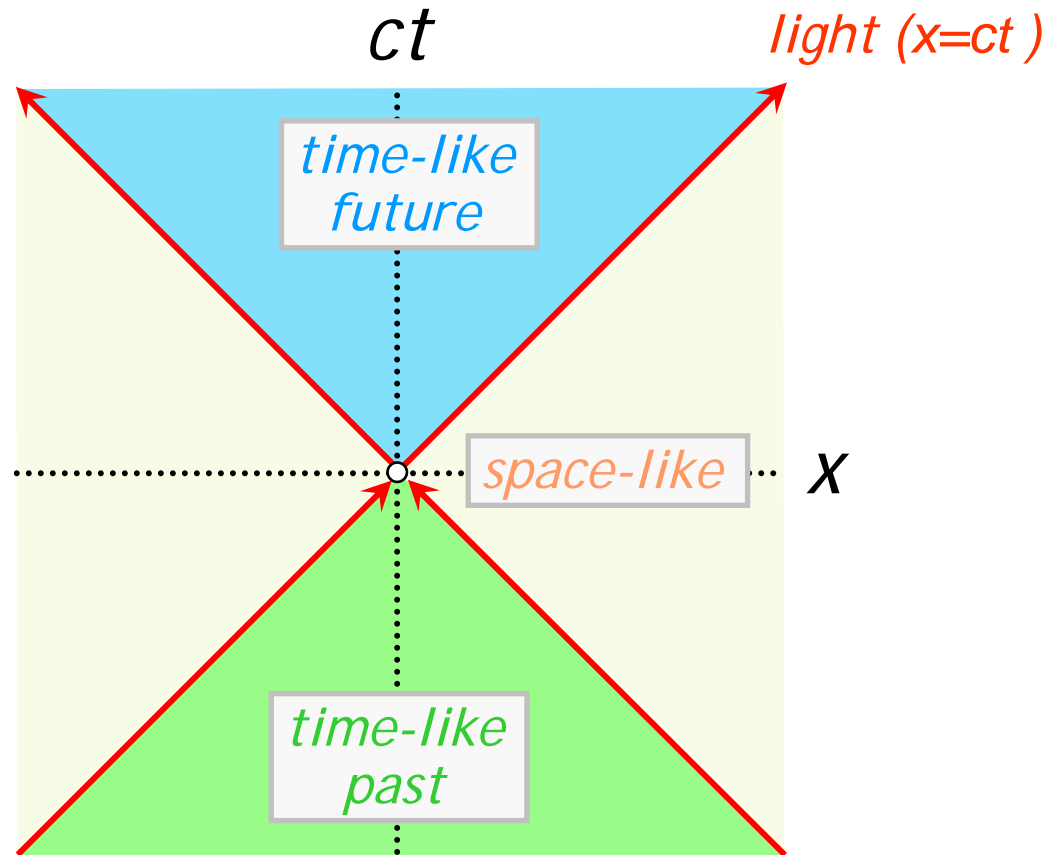


- World lines appear in Feynman diagrams of particle reactions.
- They become pipes or sheets in string theory.

Space-time and causality

Space-time consists of three regions separated by light lines (red).

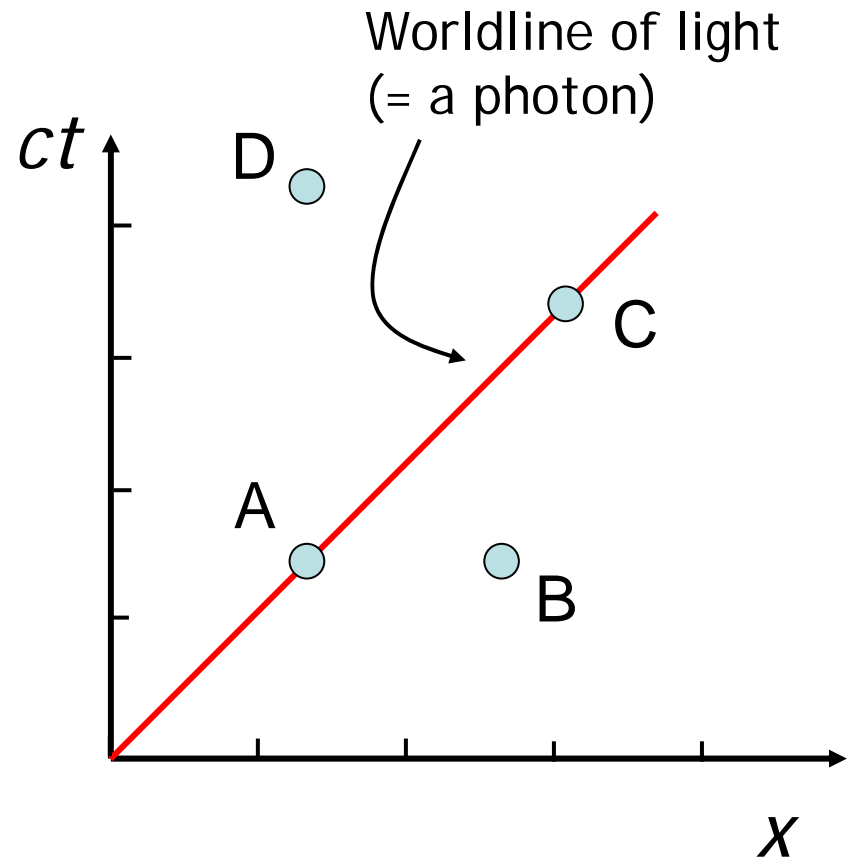
An observer (white dot at the center) cannot communicate with other observers in the space-like region, because that would require signals faster than light. Signals can be received from the past or sent into the future.



Question

Which events have zero space-time separation Δs ?

1. A and B
2. A and C
3. C and D
4. None of them



Forces and energy in relativity: What about Newton's laws?

- Relativity dramatically alters our perspective of space and time
 - But clearly objects still move, spaceships are accelerated by thrust, work is done, energy is converted.
- How do these things work in relativity?

Applying a constant force

- Particle initially at rest ($t=0$), then accelerated by a constant force F .

Newton predicts: $F = ma \Rightarrow a = F/m$

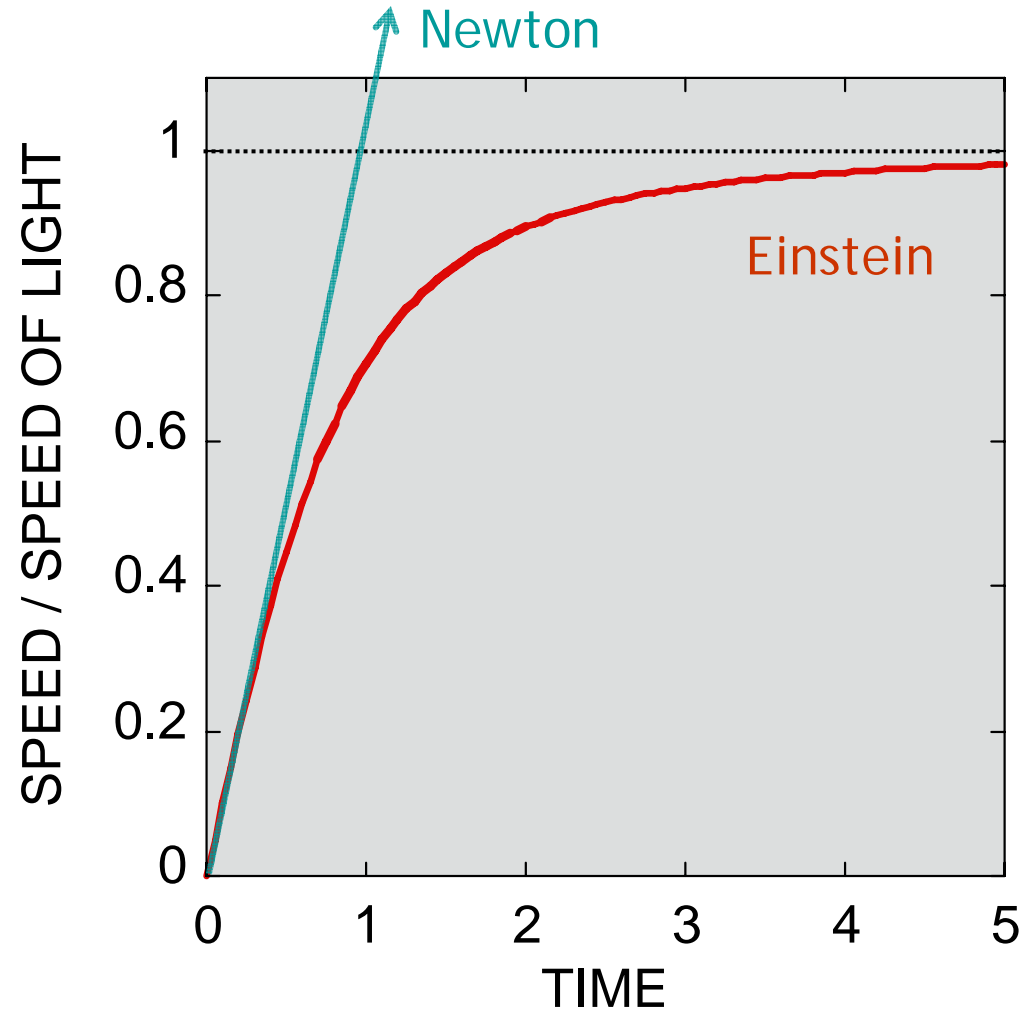
$$\begin{aligned} \text{velocity} &= \text{acceleration} \cdot \text{time} \\ &= (\text{force/mass}) \cdot \text{time} \end{aligned}$$

- The velocity increases forever as time increases.

Relativity says *no*. Cannot exceed c .
The effect of the force must get smaller as the velocity approaches c , the speed of light.

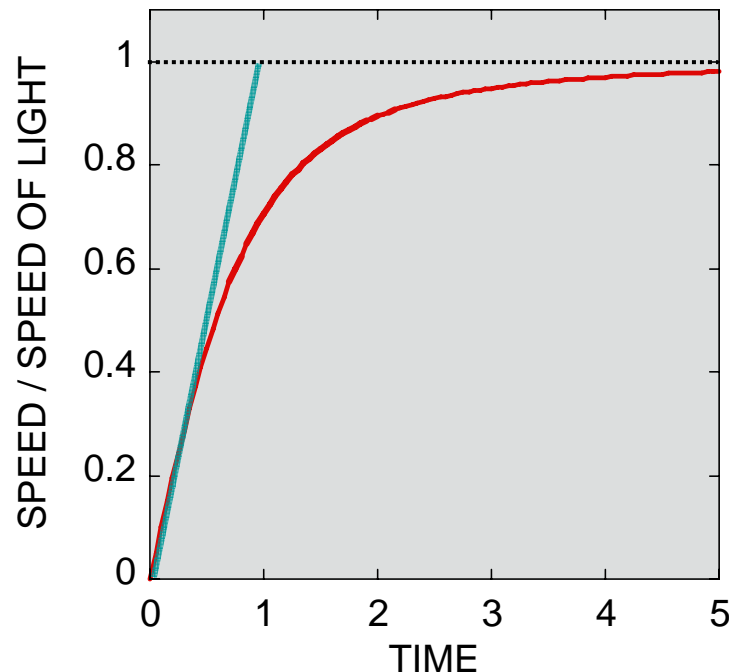
Relativistic velocity of a particle accelerated by a constant force

- At small velocity the motion is described by Newton's $F=ma$.
- At higher velocities, big deviations!
- The velocity never reaches the speed of light in relativity.



Time traveler revisited

- A time traveler tries to avoid the lethal forces of **constant acceleration** by using **constant force** instead.
- His **acceleration decreases** just as time dilation begins.
- This is due to the onset of the **relativistic mass increase**.
A larger mass is accelerated less by a given force.



The relativistic version of $F = ma$

Newton's law $F = ma$ is replaced in relativity by a relationship between **force** and **momentum**:

$$F = \frac{\Delta p}{\Delta t}$$

The relativistic momentum is:

$$p = mv$$

v = velocity

m = relativistic mass (see Fig.10.13)

Similarity between the force laws

Newton's force law and its relativistic analog can be written in similar form:

Newton:

$$F = m_0 \cdot \frac{\Delta v}{\Delta t}$$

Einstein:

$$F = \frac{\Delta(m \cdot v)}{\Delta t}$$

m_0 is the rest mass, m the relativistic mass (Fig. 10.13).

Relativistic speed limit

- Energy (or mass) can *never* move *faster* than the speed of light c .
- If one tries to accelerate an object (such as an electron) towards the speed of light, its mass and momentum become infinitely large. To accelerate it beyond c requires an infinite force $F = dp/dt$.
- Particles with zero rest mass (such as the photon) move at the velocity of light, but not faster. They cannot sit still either, since their energy would be zero.