Title: Enrichment Presentation on Special Relativity

Date: Jul 06, 2006 09:00 AM

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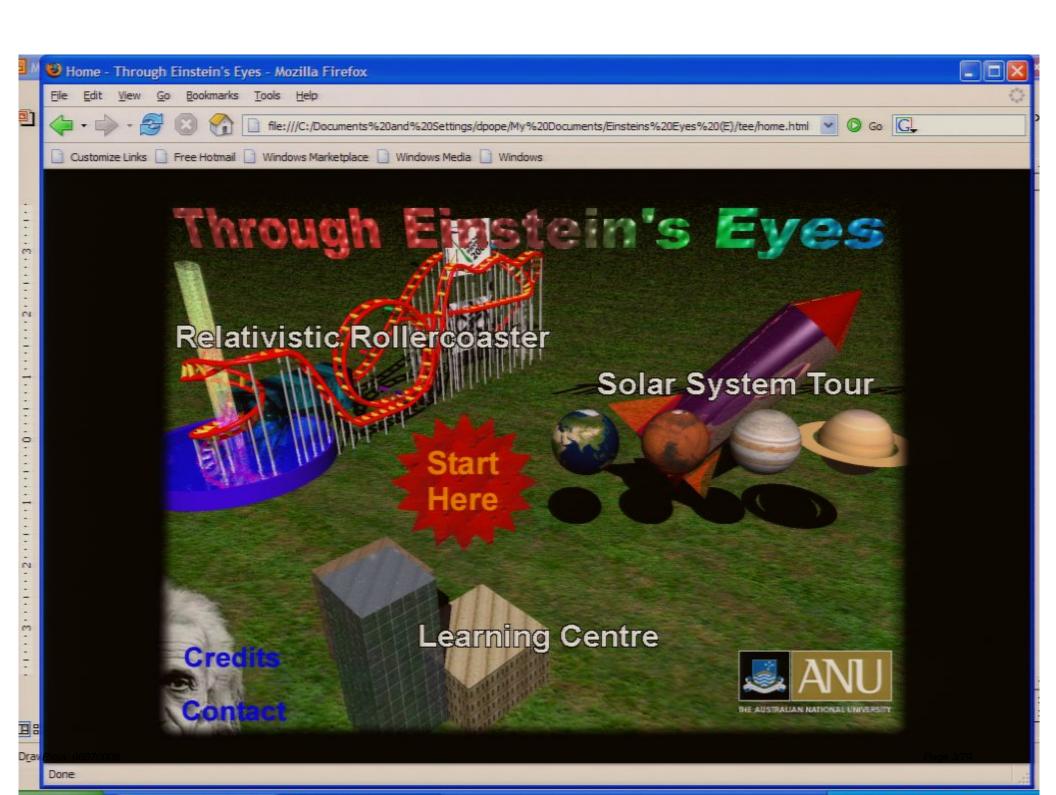
Abstract:

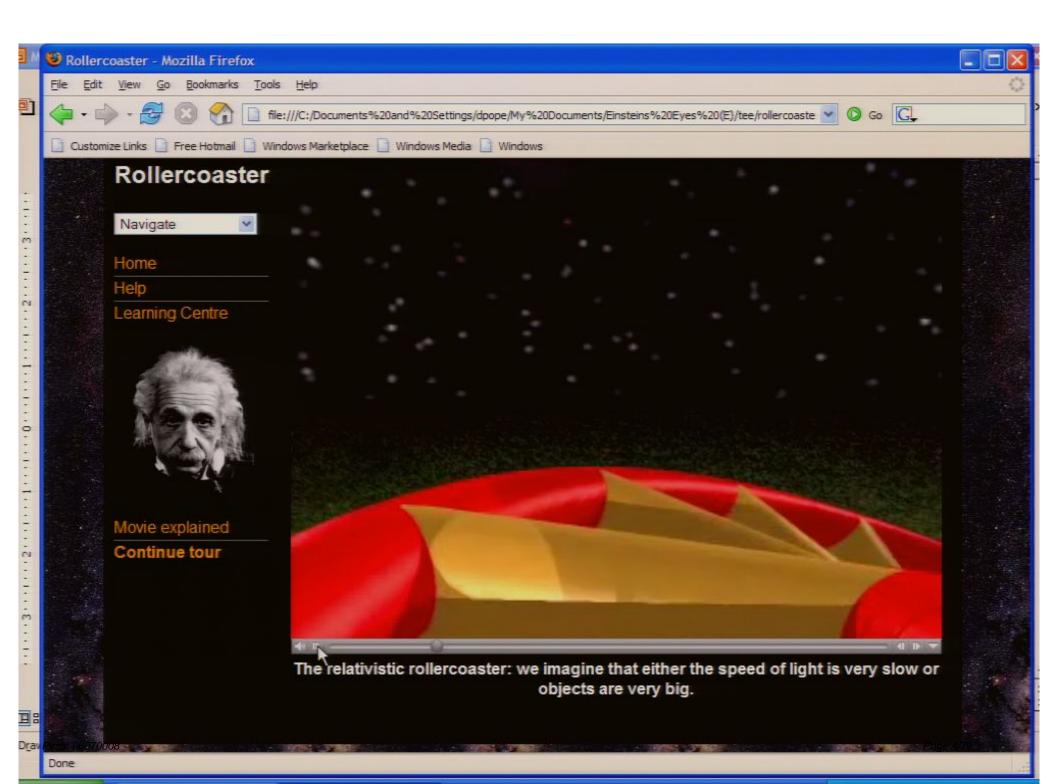
Core concepts of special relativity



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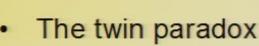




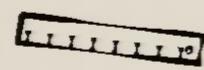
Summary

- Two postulates of special relativity
- Plotting happenings (events) in space and time: spacetime diagrams.
- Metric for spacetime
- Switching reference frames
- Time dilation and length contraction revisited



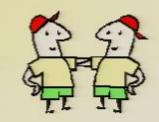






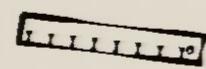
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The twin paradox





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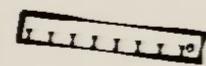
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Some background to special relativity

- Einstein at 16 years of age: daydream about riding alongside a beam of light
- Overturned more than 200 years of thinking about space and time.
- Cultural impact
- theory about space, time and motion
- What happens to these three things as relative velocities change.
- Only deals with constant velocities, no acceleration.

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Twin postulates of special relativity

- 1. Relativity Postulate: The laws of physics are the same in all inertial reference frames.
- 2. Speed of light postulate: Light travels at the constant speed of c (3x10⁸ ms⁻¹) through empty space relative to all inertial observers.
- What is an inertial reference frame?
 No acceleration.
 Newton's first law holds.
- Consider the relativity postulate: Physics should be universal, democratic

In 1905, it was both revolutionary and pre-dated.

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- Galileo in the 17th century: The laws of mechanics are the same in all inertial reference frames.
- Revolutionary aspect of the relativity postulate was that Einstein broadened 'mechanics' to 'physics'.
- Part of Einstein's genius was to boldly believe that that the laws of electromagnetism (Maxwell's equations) applied to all inertial observers, even though he knew that this had radical implications. (Eg. he knew that this implied that the speed of light was independent of an observer's velocity relative to the light's source).





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- One view of the relativity postulate:
- One morning, you wake up and find yourself in an unfamiliar room.
- A strange man and a women walk up to you and say 'You have been kidnapped. But, we will let you go if you can tell us if the room is i) fixed to the ground and stationary with respect to it or ii) inside a a plane flying at very low altitude at a constant velocity with respect to Earth.
- The relativity postulates says that there is no way to reliably distinguish between the two possibilities, no matter what equipment you have (provided you cannot get information from outside of the room. Eg. calling an outside friend).

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- Crudely speaking, 'Everyone measures light to travel at c'.
- Counter-intuitive



30 kmh-1

- What speed will you see the snowball moving towards you at?
 - a) 45 kmh-1
 - b) 15 kmh⁻¹
- c) 2 kmh⁻¹
 - d) 30 kmh-1

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- a) c
- b) c + 30 kmh⁻¹
- c) c 30 kmh⁻¹
- d) c/(30 kmh⁻¹)

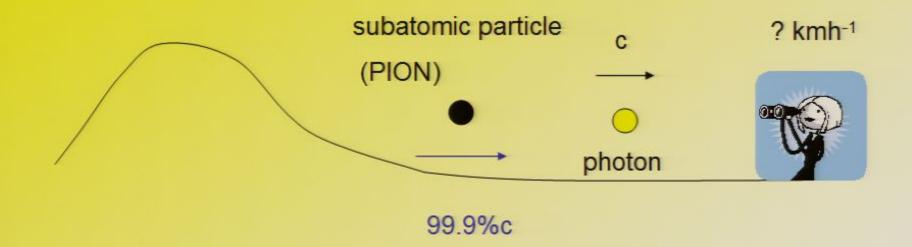


100,000 kms⁻¹

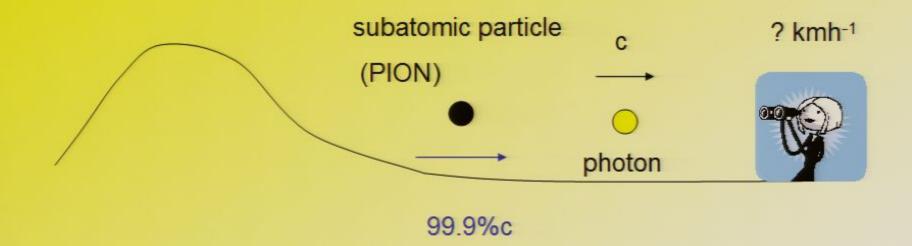
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- What speed will you see the light moving towards you at?
- a) c
- b) 199.9% c
- c) 99.9% c
- d) 50% c



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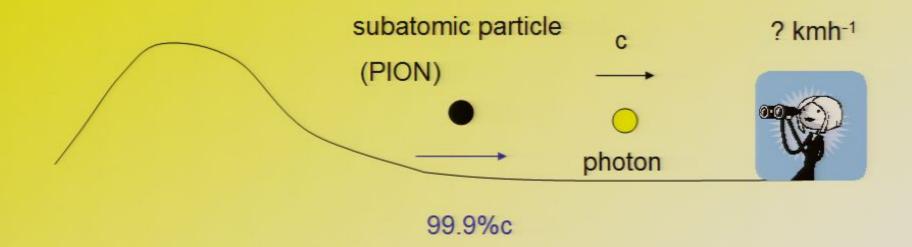
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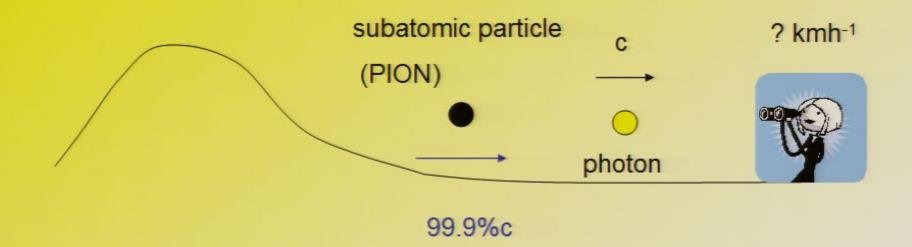
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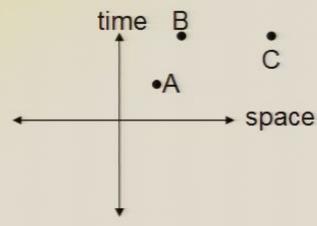
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Spacetime diagrams

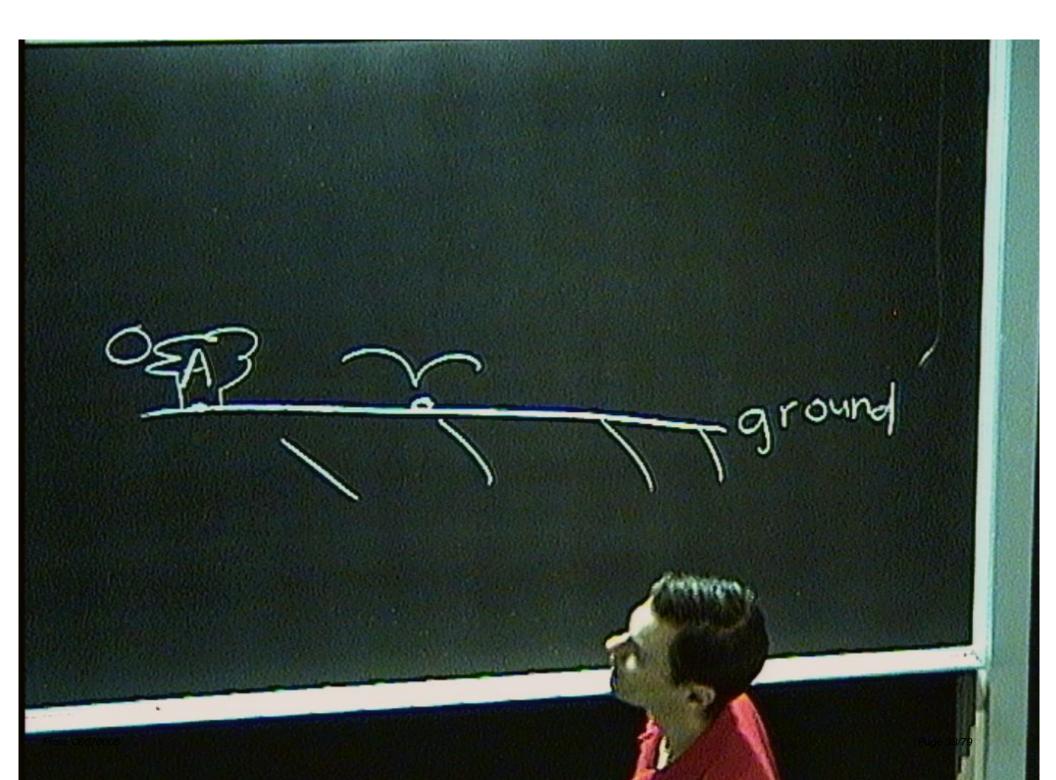
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 An apple falling from a tree, (A)
 A bird taking flight from a tree, (B)
 A car coming to a stop at a set of traffic lights, (C)

They all occur at a particular location and time

- Natural to plot or represent them graphically on a graph with space and time axes.
- By convention, we put time on the vertical axis.



ground



ground

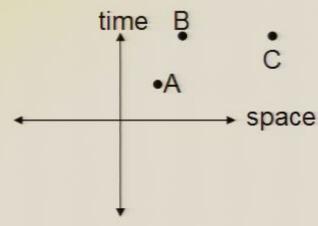
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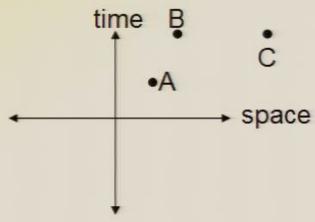


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 Such a graph is called a spacetime diagram. Incredibly useful tool for understanding special relativity.

"Henceforth space by itself, and time by itself, are doomed to fade away into mere shadows, and only a kind of union of the two will preserve an independent reality."— Hermann Minkowski

What do a series of events look like on a spacetime diagram? Eg. a car driving at 60kmh⁻¹ in one direction on a highway.

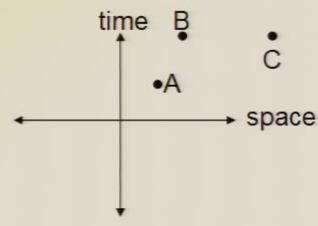
time worldline space

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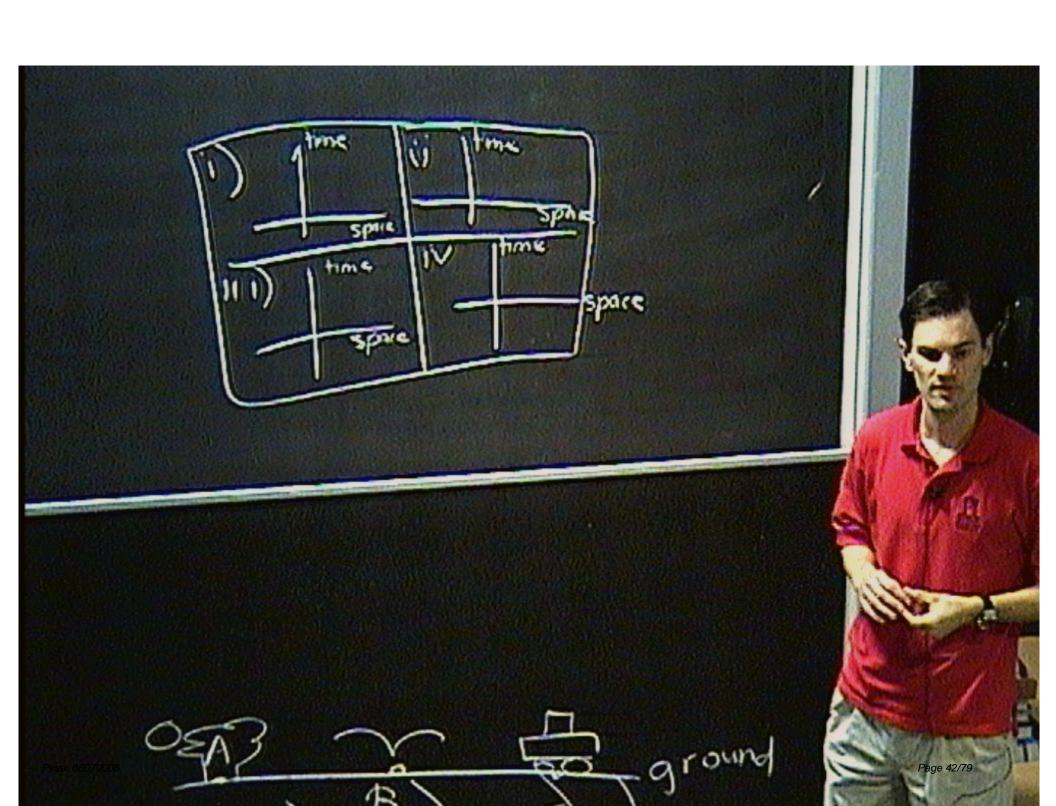
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Activity

Draw spacetime diagrams that show the worldlines for:

- i) A car that drives for one hour at 100 kmh⁻¹ in one direction, turns around, and then drives for an hour in the opposite direction
- ii) A Grade 12 physics student standing still waiting for a bus
- iii) An Olympic athlete running at a constant velocity in a 100 metres race.
- iv) A car driving around in circles (n.b. this requires a 3D spacetime diagram).

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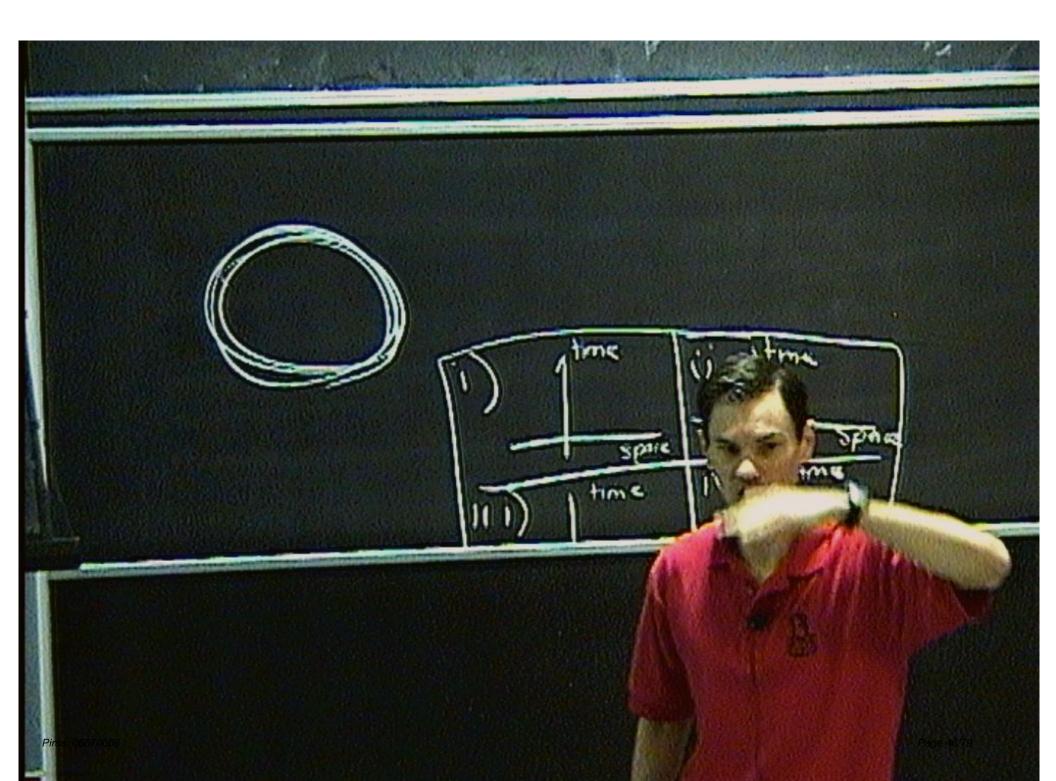
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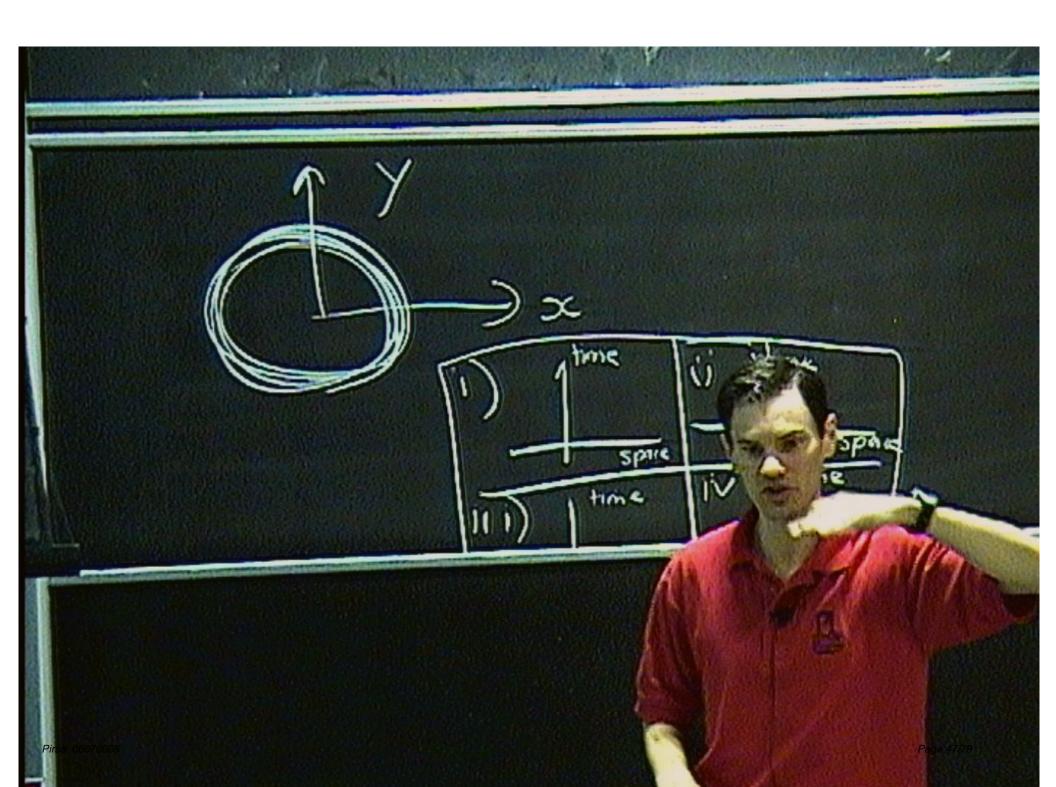
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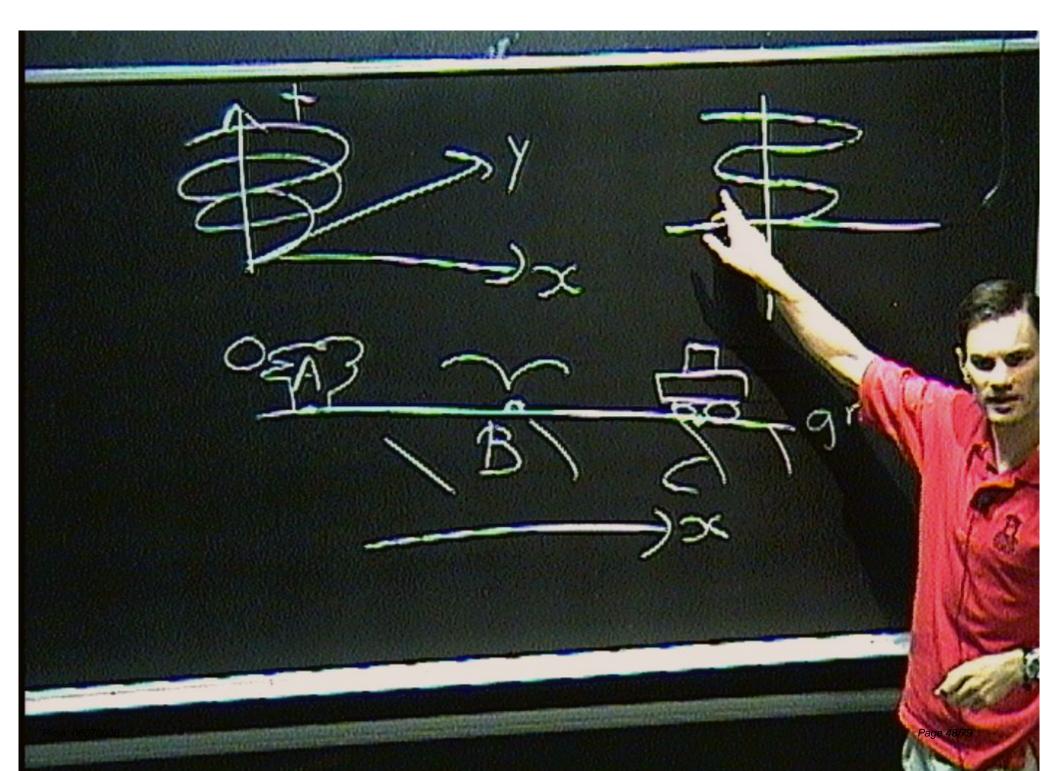
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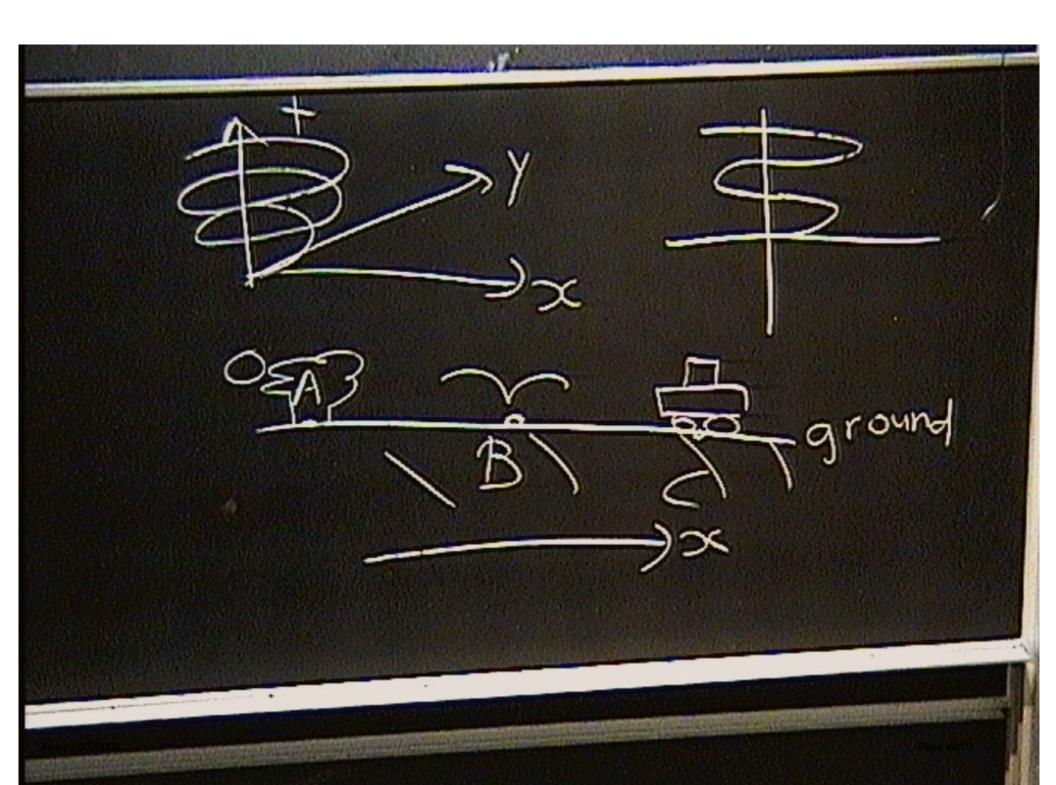
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The metric of space and time

 Imagine that we would like to calculate the distance between points A and B on the map below.

 Use the Pythagorean theorem d² = Δx² + Δy² (nelgecting the earth's curvature)

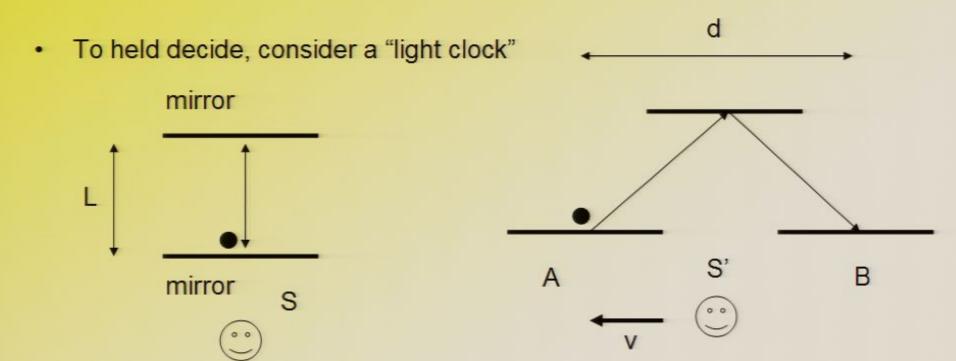
This is called a metric equation

metric = technical term for distance



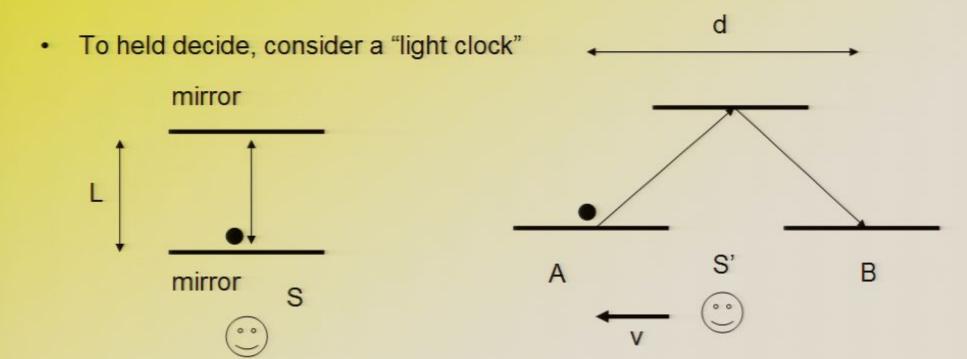
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- As the two axes are x and t is it just d² = Δx² + (cΔt)²?
- Or perhaps, according to Einstein, there is something different about space and time.



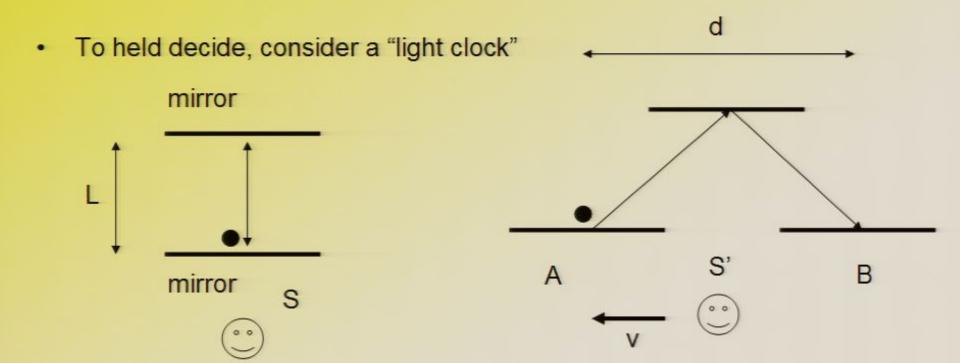
Pirsa: 0607000A and B are the events corresponding to a photon hitting the bottom missions on two successive occasions.

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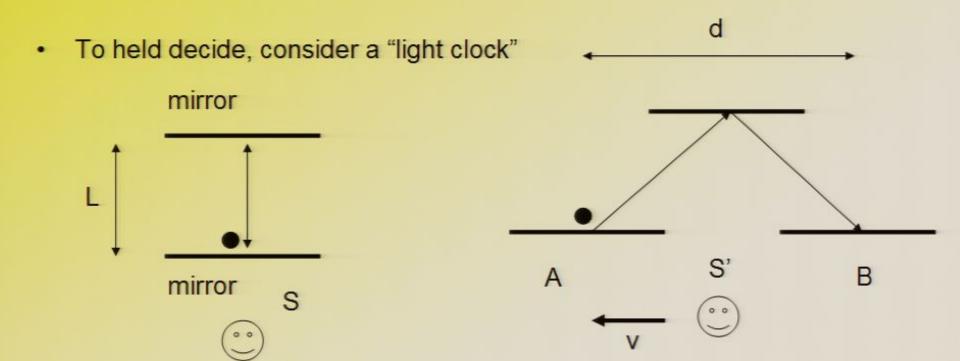
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- In frame S, this interval is made up from just time and so s=2L (Using 'light time' where we measure time by the distance light travels in the time under consideration.)
- In frame S', the time t' between A and B is given by $t' = \frac{\text{distance}}{\text{speed}} = \frac{2\sqrt{L^2 + \left(\frac{d}{2}\right)^2}}{c}$
- Plugging L=s/2 into the above equation and squaring both sides yields

$$c^2$$

$$\therefore s^2 = (ct')^2 - d^2$$

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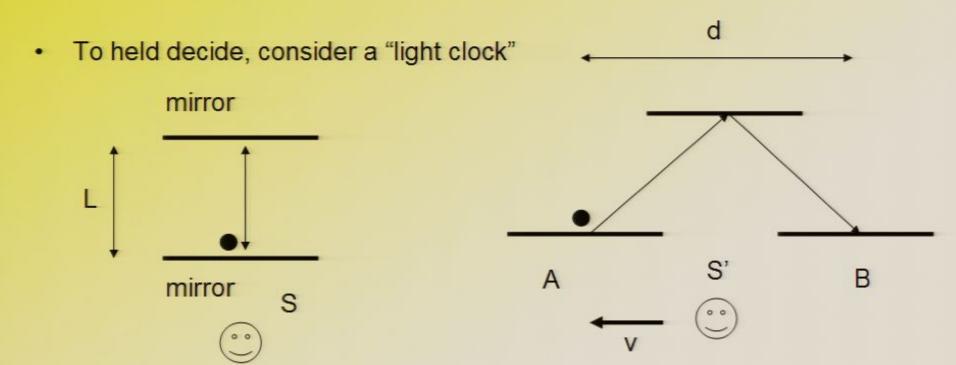
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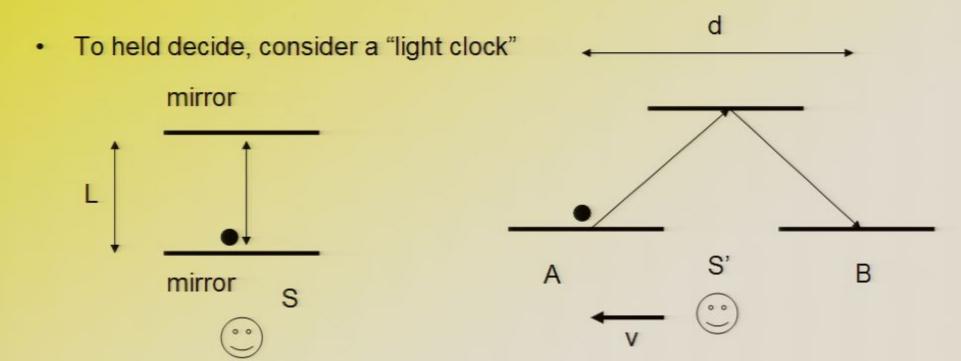
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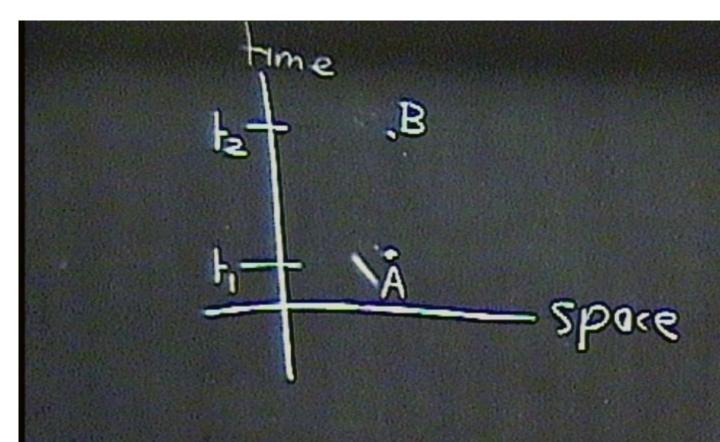
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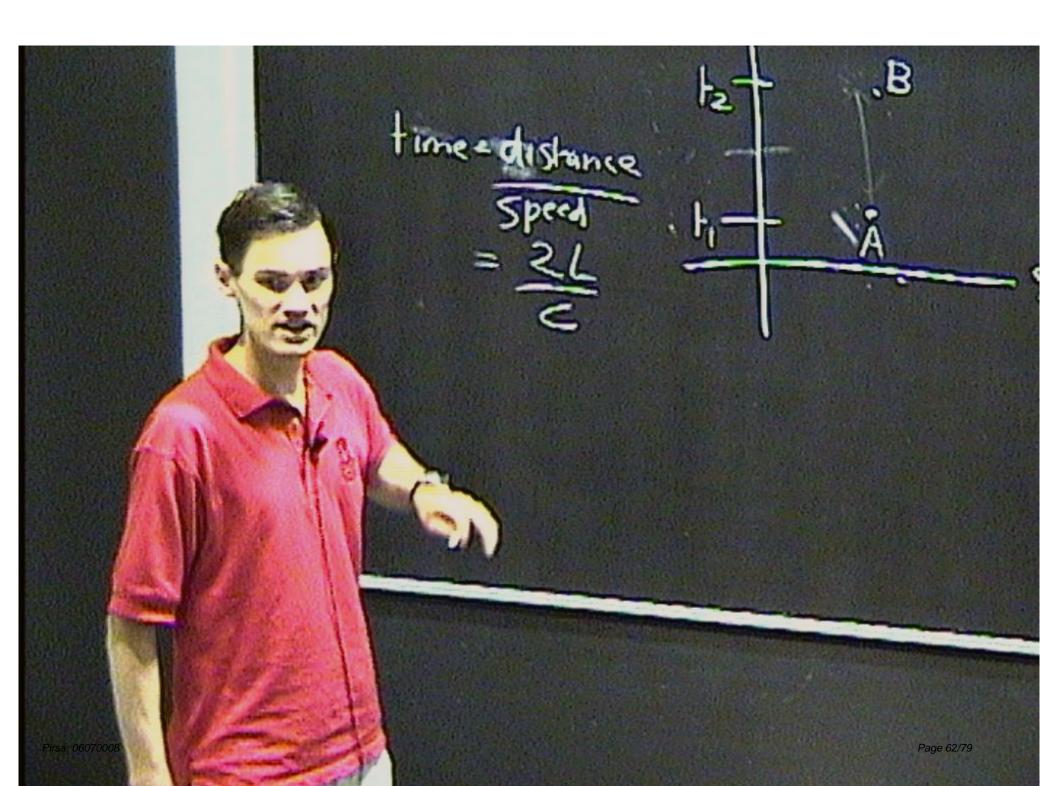
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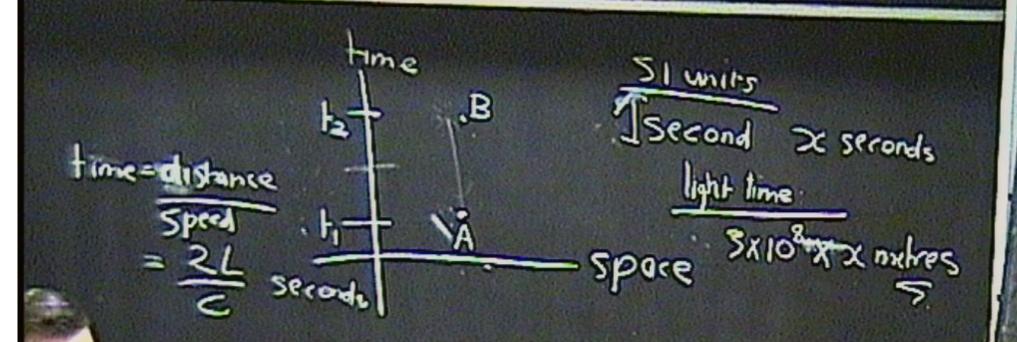


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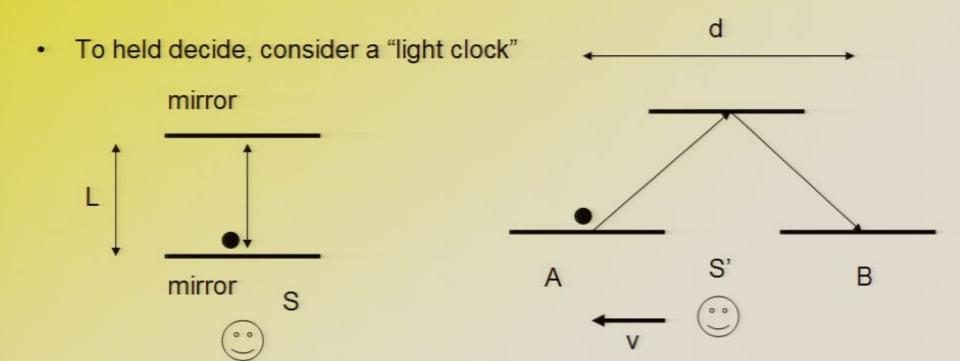
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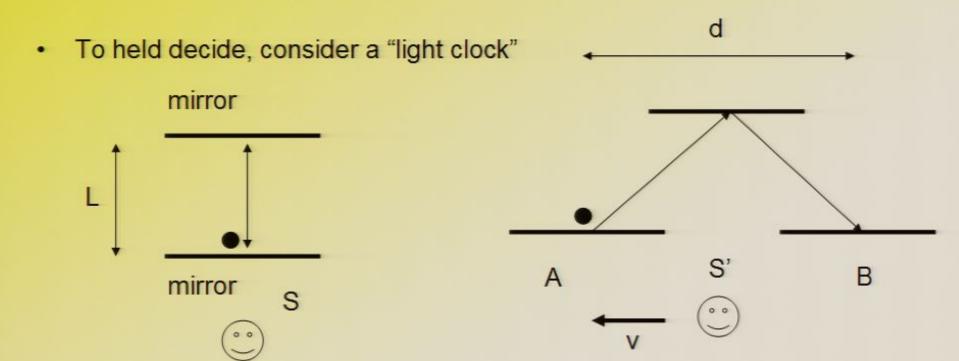
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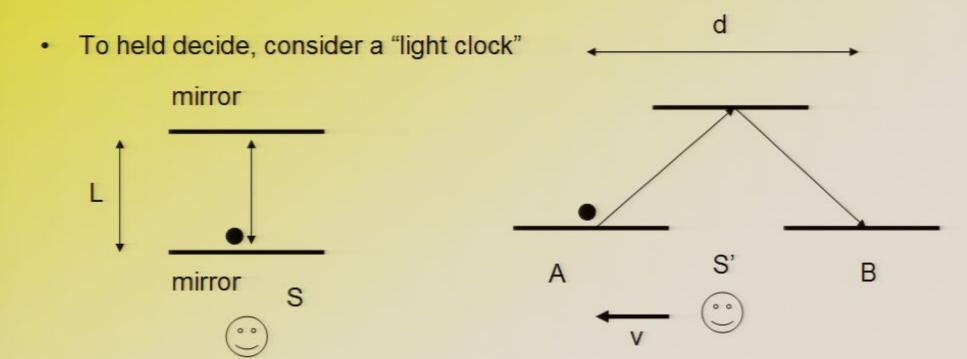
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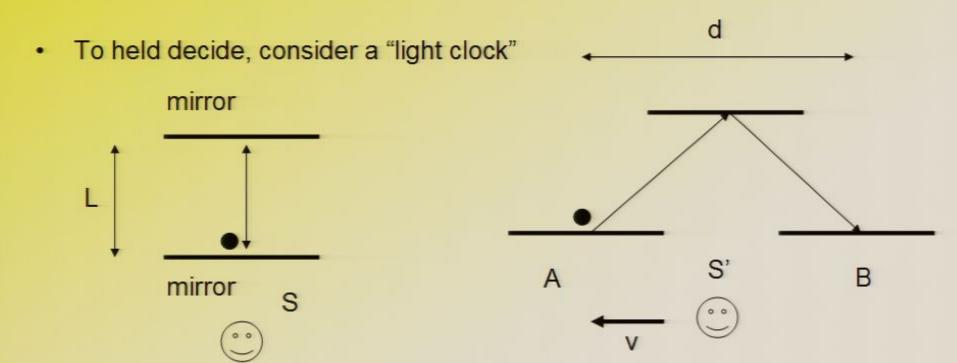
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- As the two axes are x and t is it just d² = Δx² + (cΔt)²?
- Or perhaps, according to Einstein, there is something different about space and time.



Pirsa: 0607000 and B are the events corresponding to a photon hitting the bottom missours on two successive occasions.

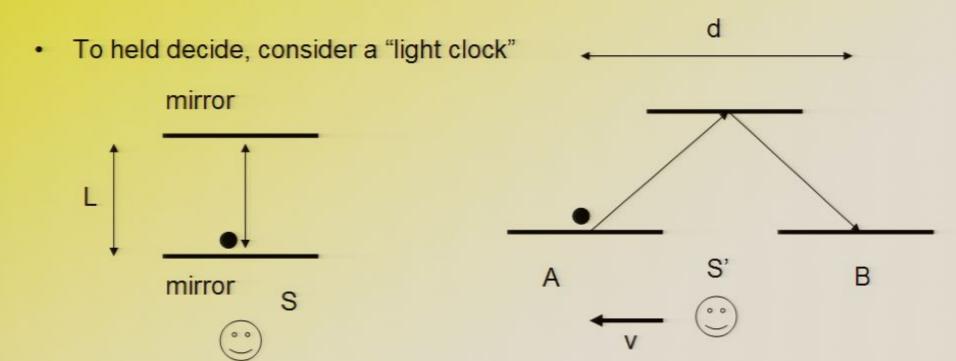
- Let us denote the spacetime 'distance' or interval between A and B by s
- In frame S, this interval is made up from just time and so s=2L (Using 'light time' where we measure time by the distance light travels in the time under consideration.)
- In frame S', the time t' between A and B is given by $t' = \frac{\text{distance}}{\text{speed}} = \frac{2\sqrt{L^2 + \left(\frac{d}{2}\right)^2}}{c}$
- Plugging L=s/2 into the above equation and squaring both sides yields $s^2 + d^2$

$$c^2$$

$$\therefore s^2 = (ct')^2 - d^2$$

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The metric of space and time

 Imagine that we would like to calculate the distance between points A and B on the map below.

 Use the Pythagorean theorem d² = Δx² + Δy² (nelgecting the earth's curvature)

This is called a metric equation

metric = technical term for distance



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