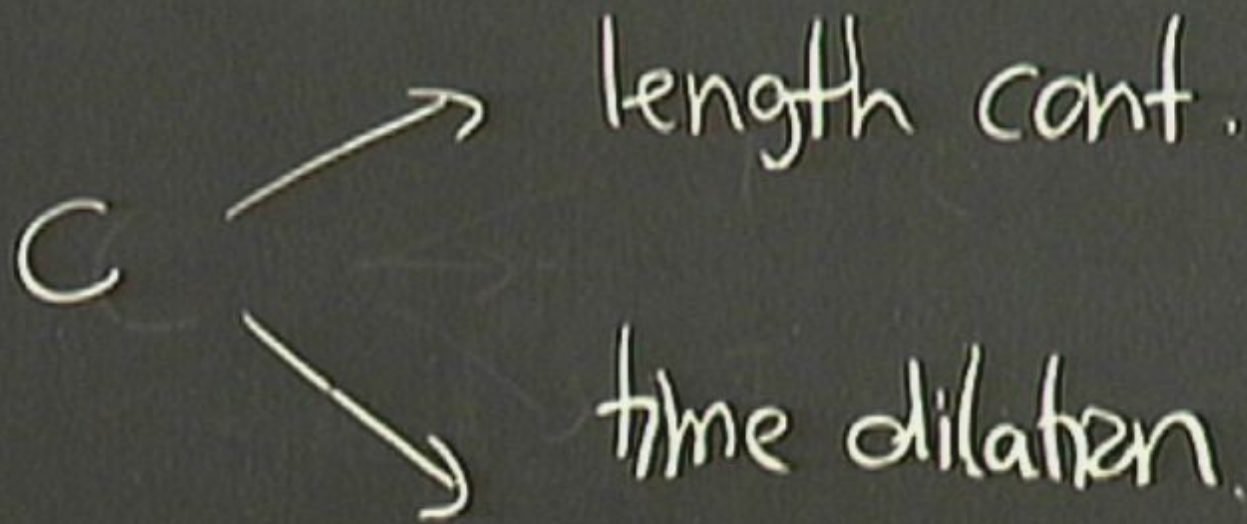


Title: Relativity 1

Date: Jul 24, 2008 09:00 AM

URL: <http://pirsa.org/08070034>

Abstract:



# Spacetime Diagrams.



# Spacetime Diagrams.

Newton:

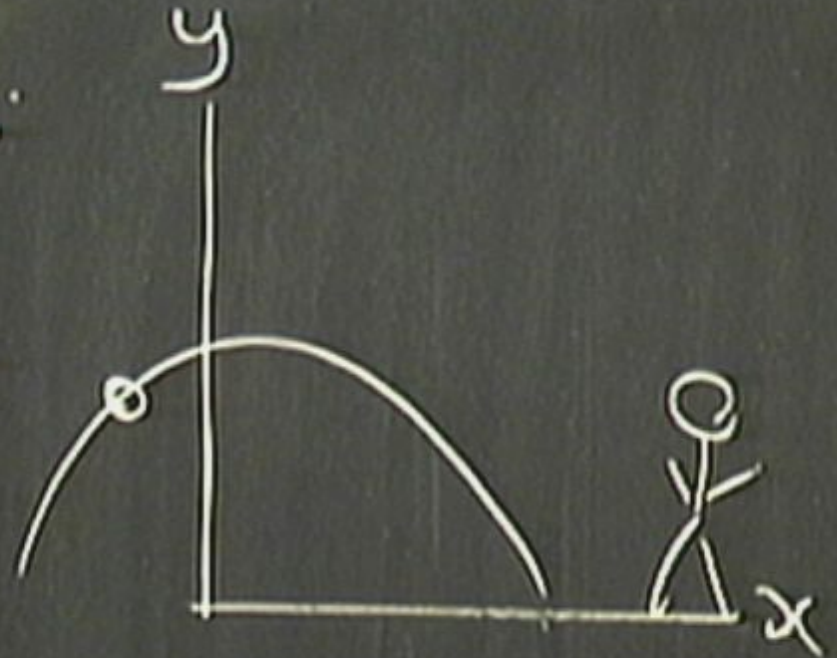


# Spacetime Diagrams.

Newton: Absolute Space  
Universal Time

# Spacetime Diagrams

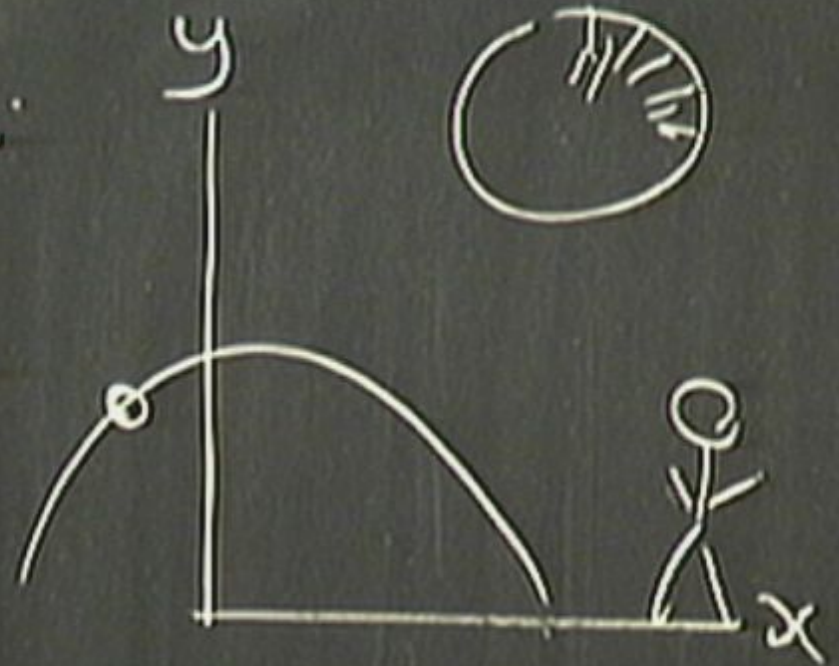
Newton: Absolute Space  
Universal Time





# Spacetime Diagrams

Newton Absolute Space  
Universal Time

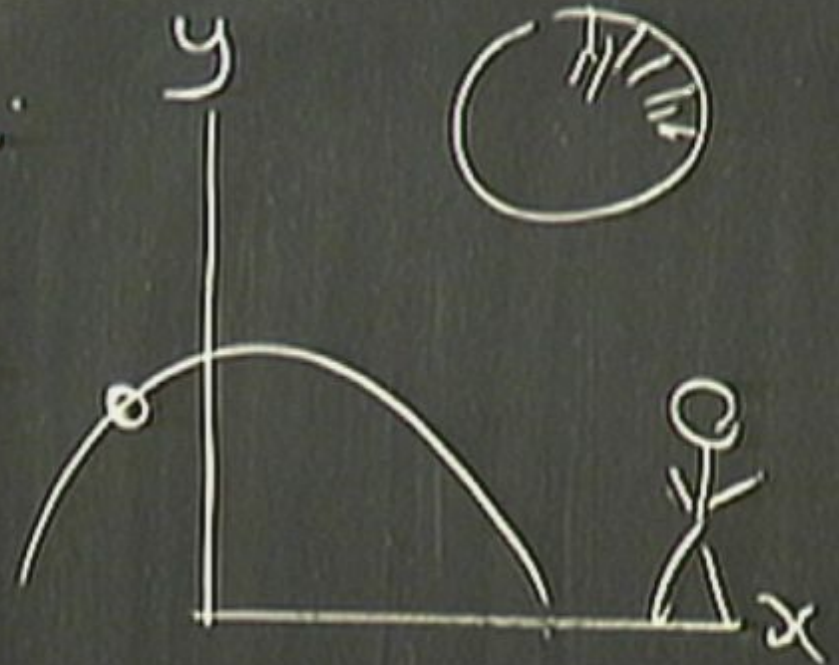




# Spacetime Diagrams

Newton: Absolute Space

Universal Time

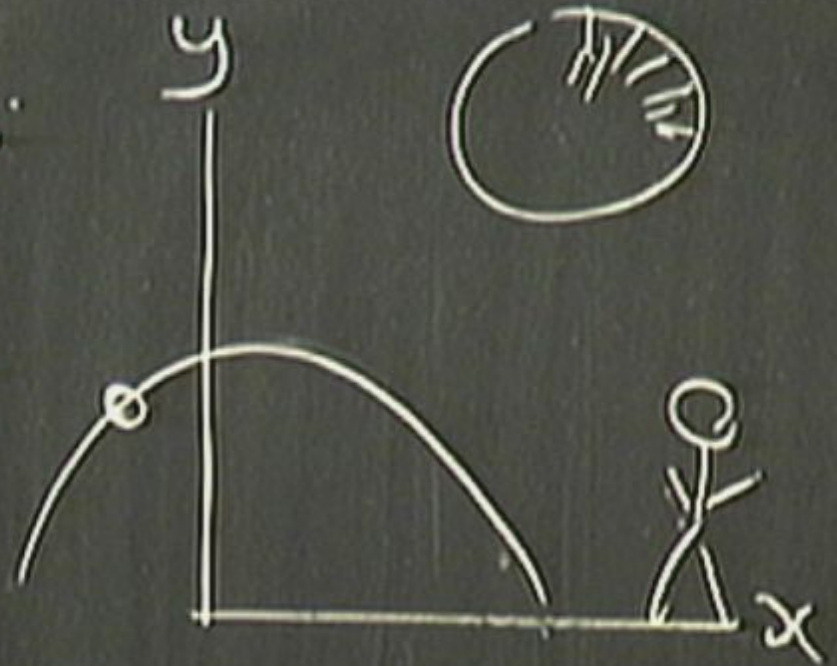


Einstein:

Time affected by motion

# Spacetime Diagrams

Newton: Absolute Space  
Universal Time

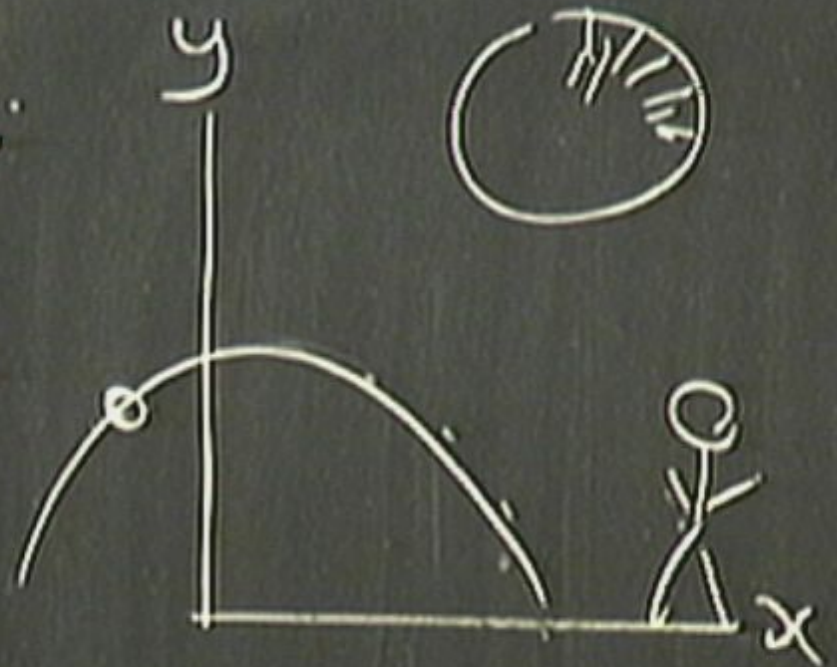


Space & Time affected by motion



# Spacetime Diagrams

Newton: Absolute Space  
Universal Time

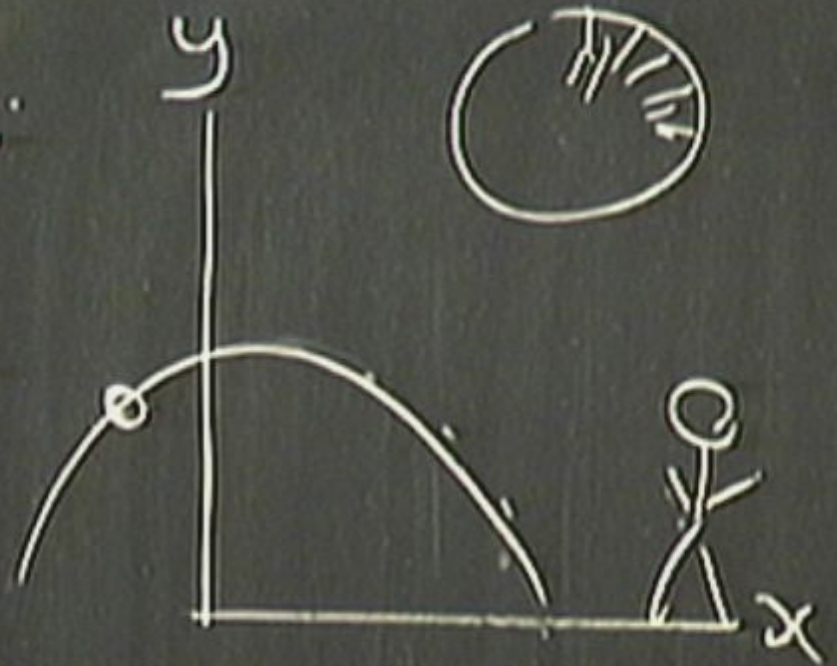


Einstein: Space & Time affected by motion

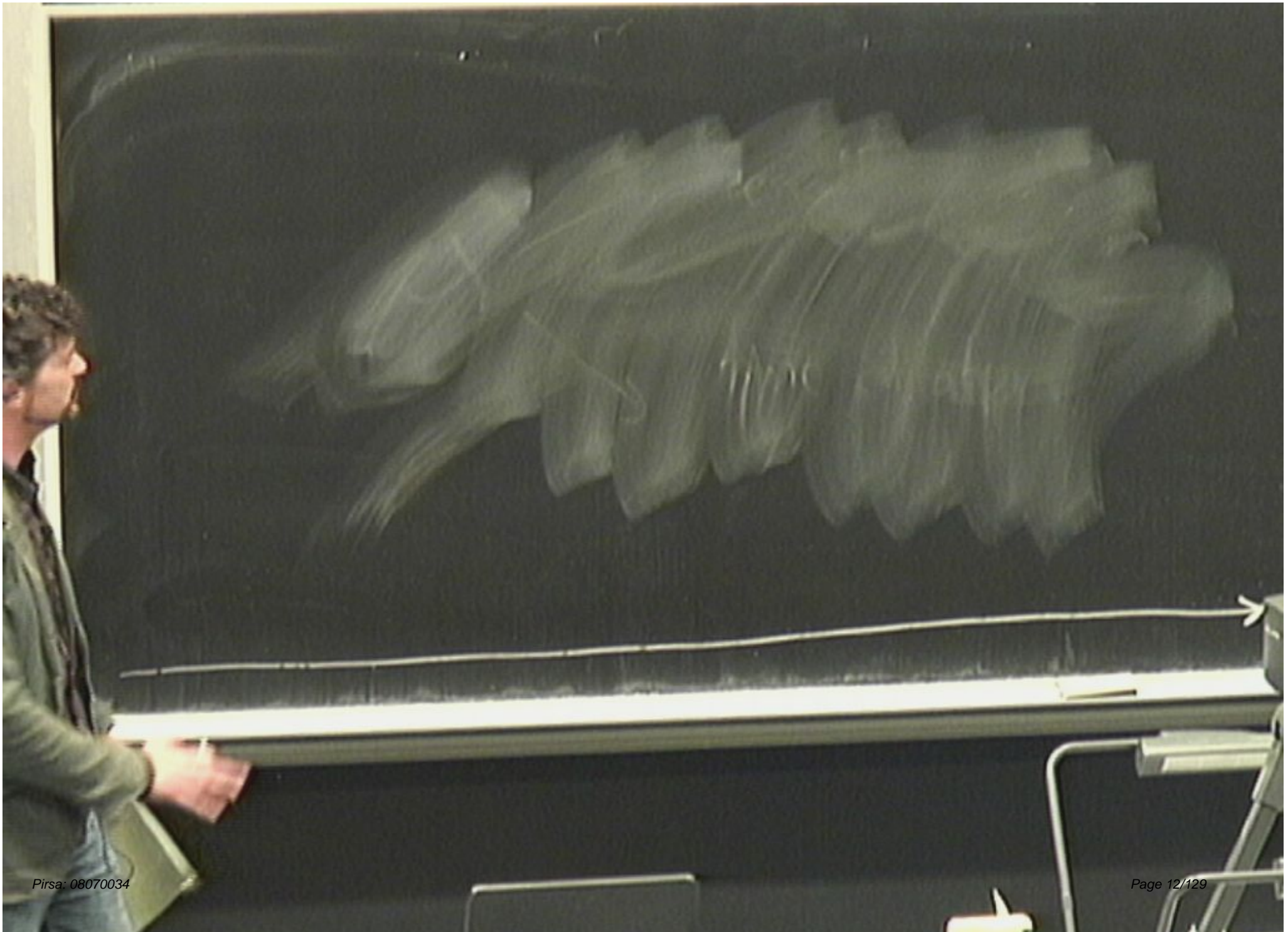


# Spacetime Diagrams

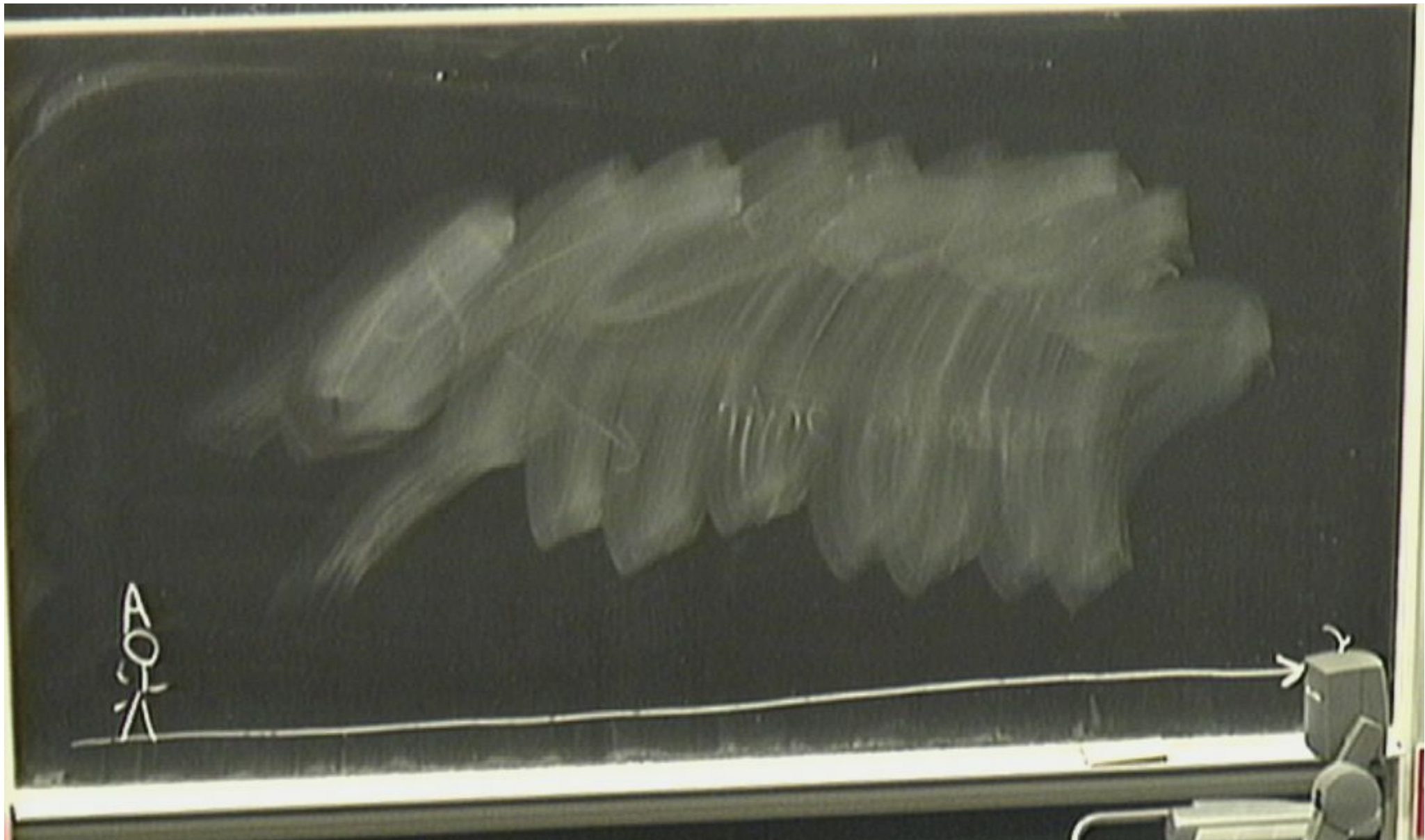
Newton: Absolute Space  
Universal Time



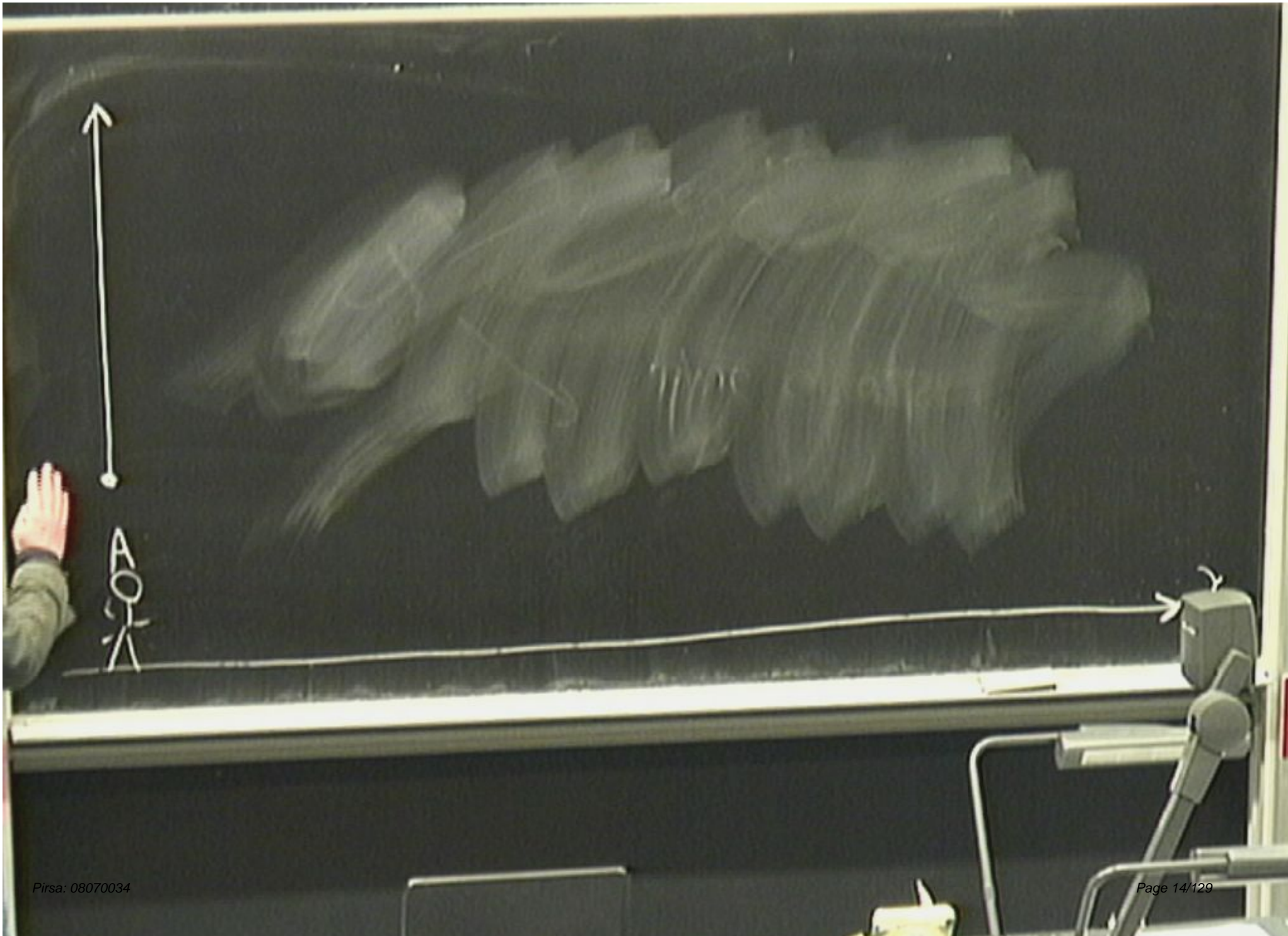
Einstein: Space & Time affected by motion  
↓  
spacetime

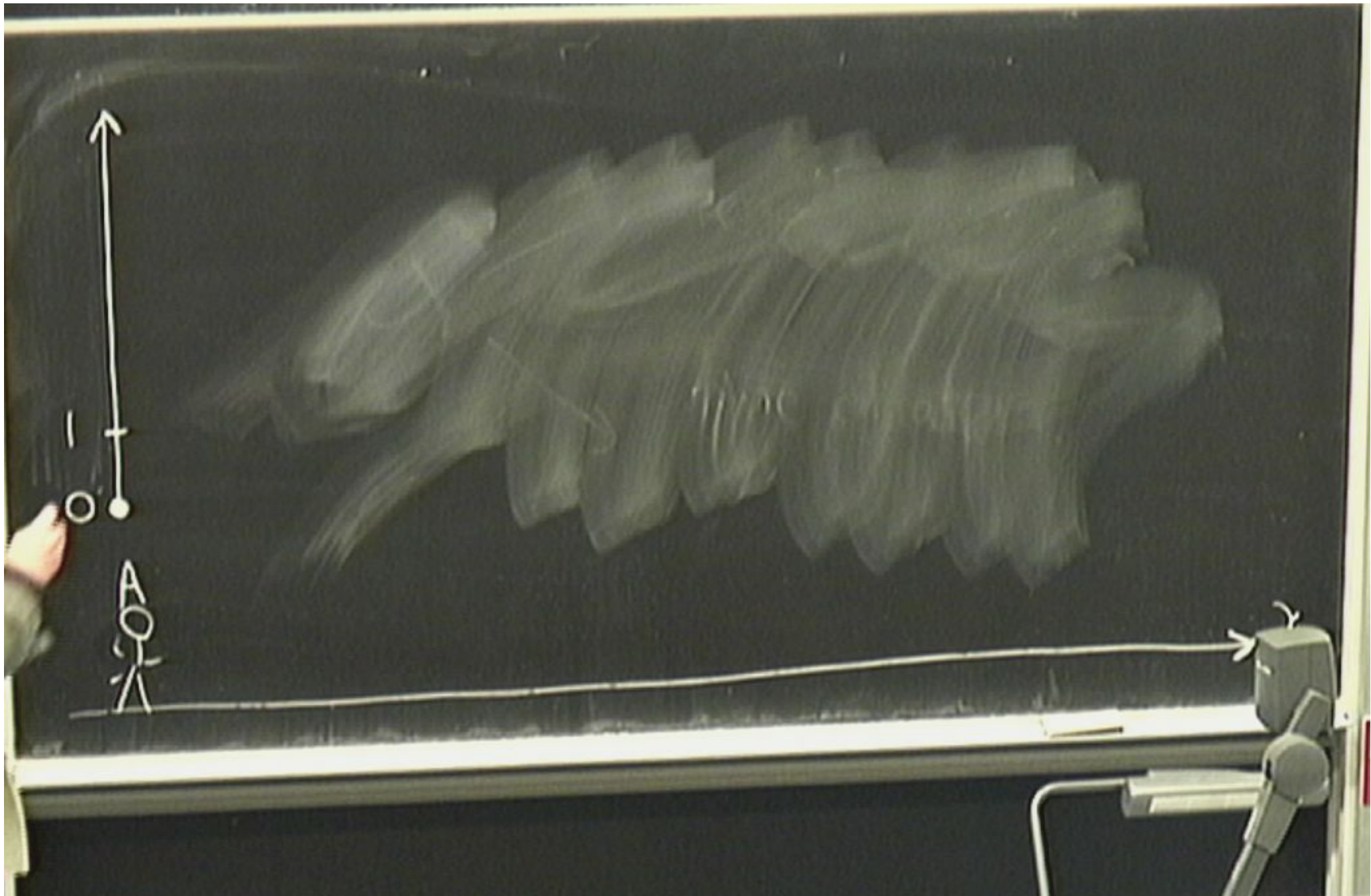




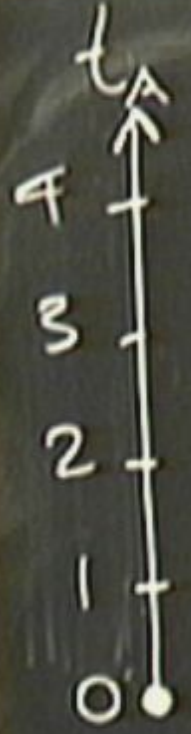


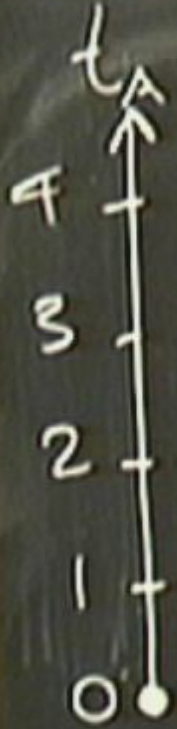










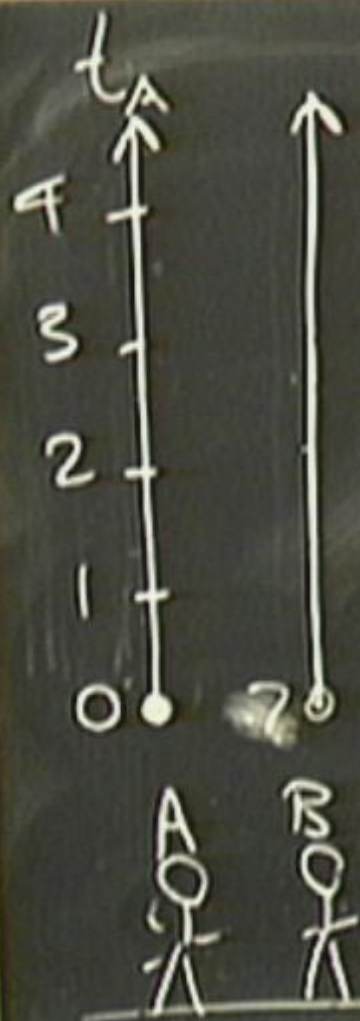


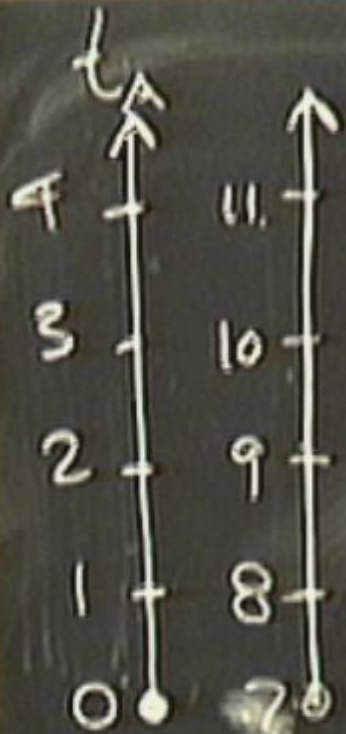
ROCK

ROCK





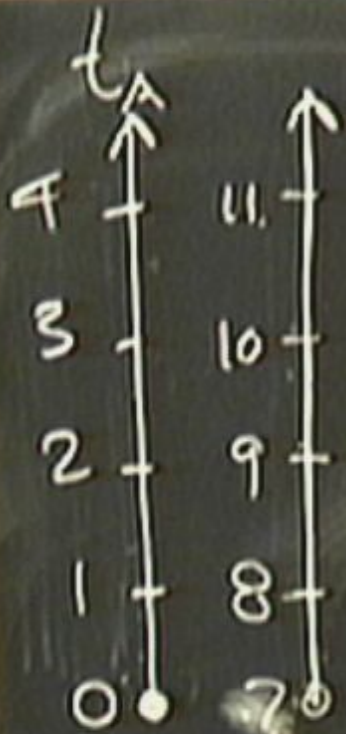




↑  
A  
K

↑  
B  
K

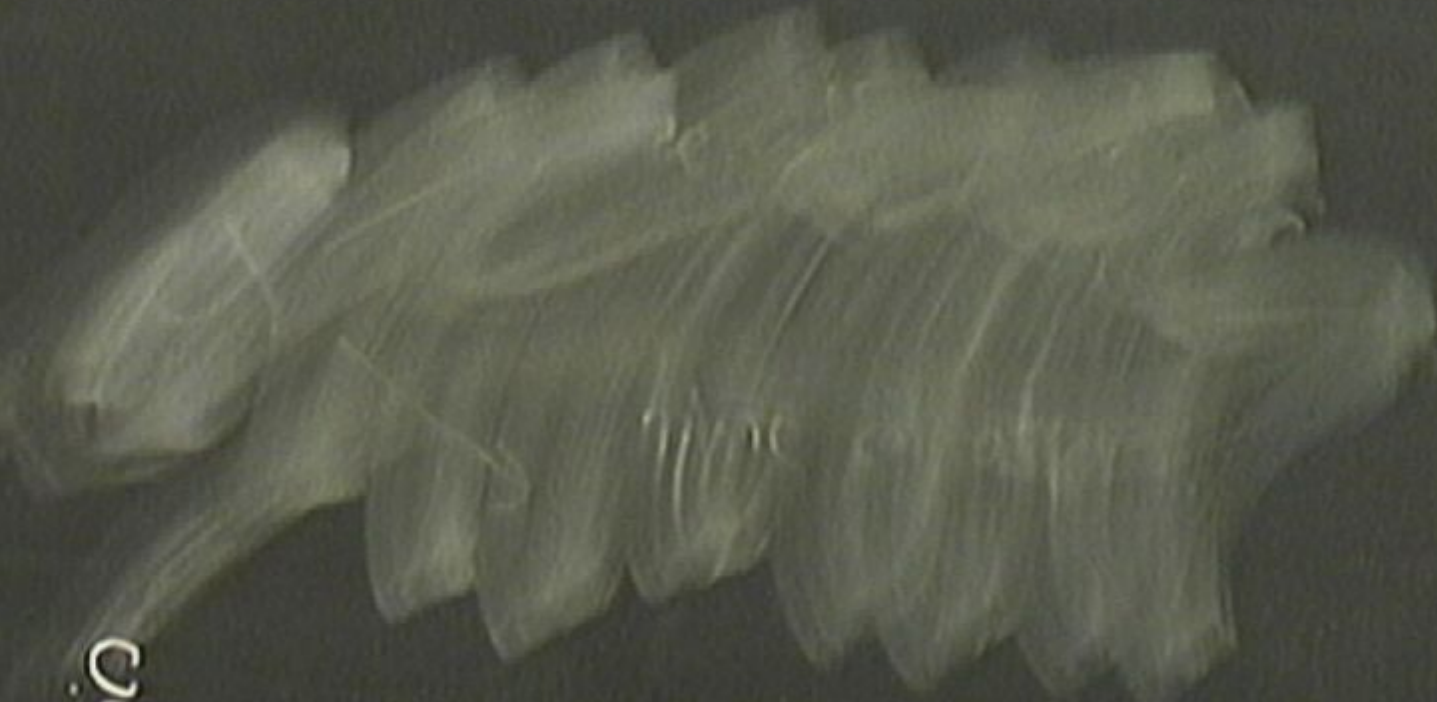


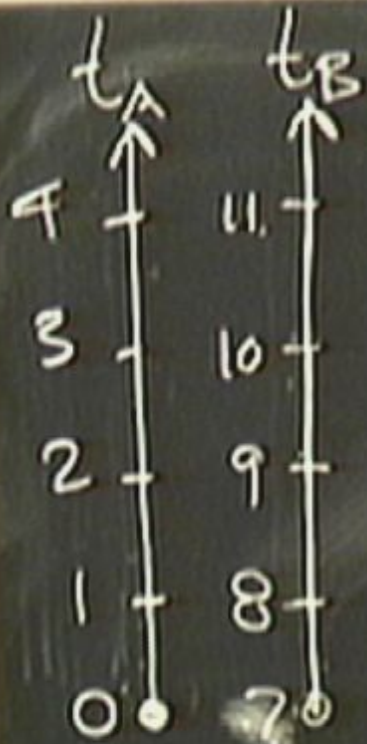


ROCK

ROCK

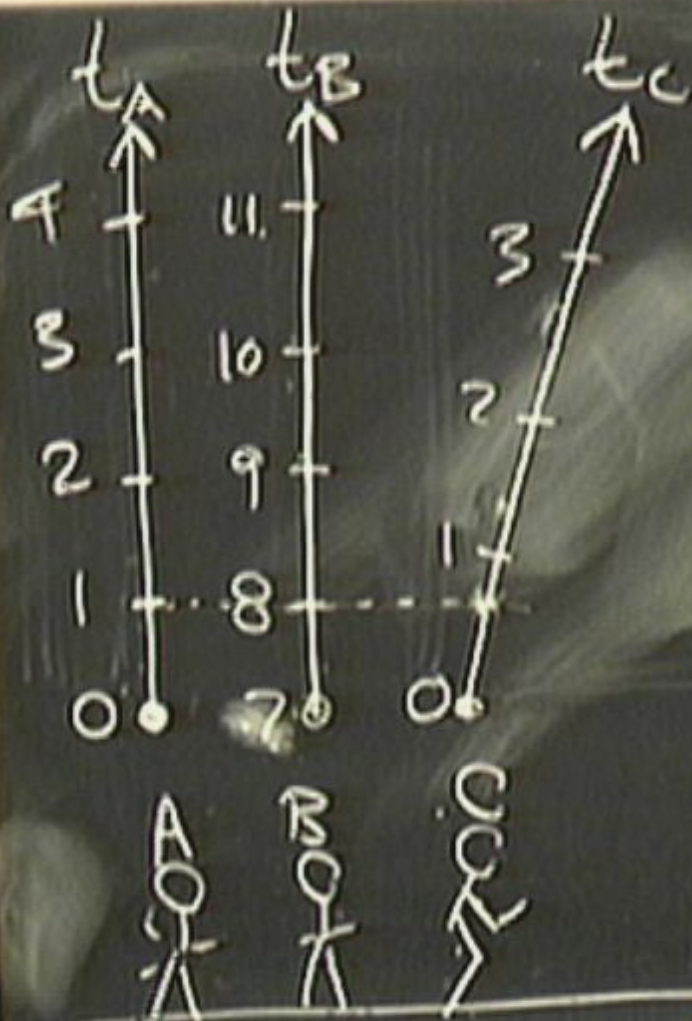
ROCK

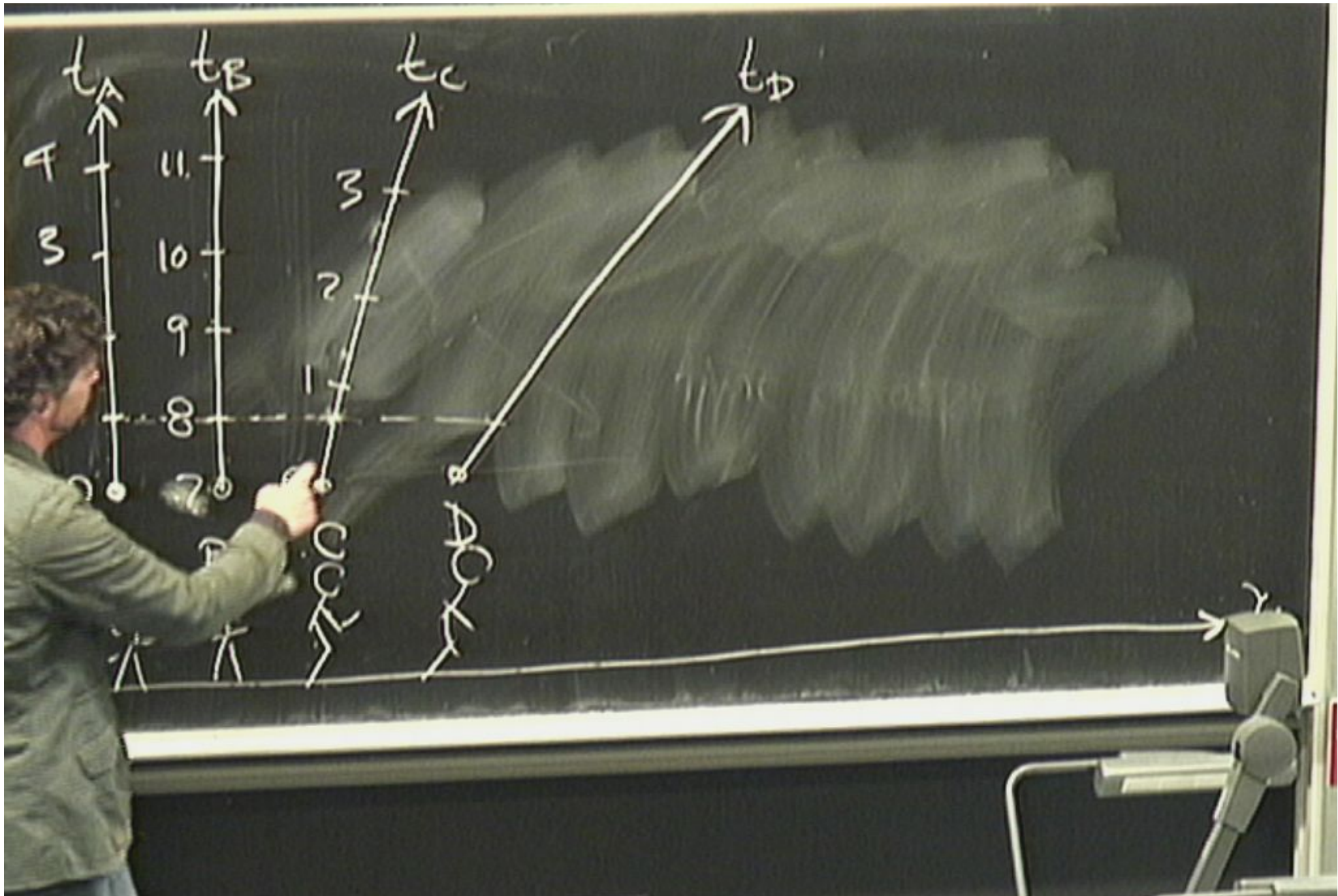




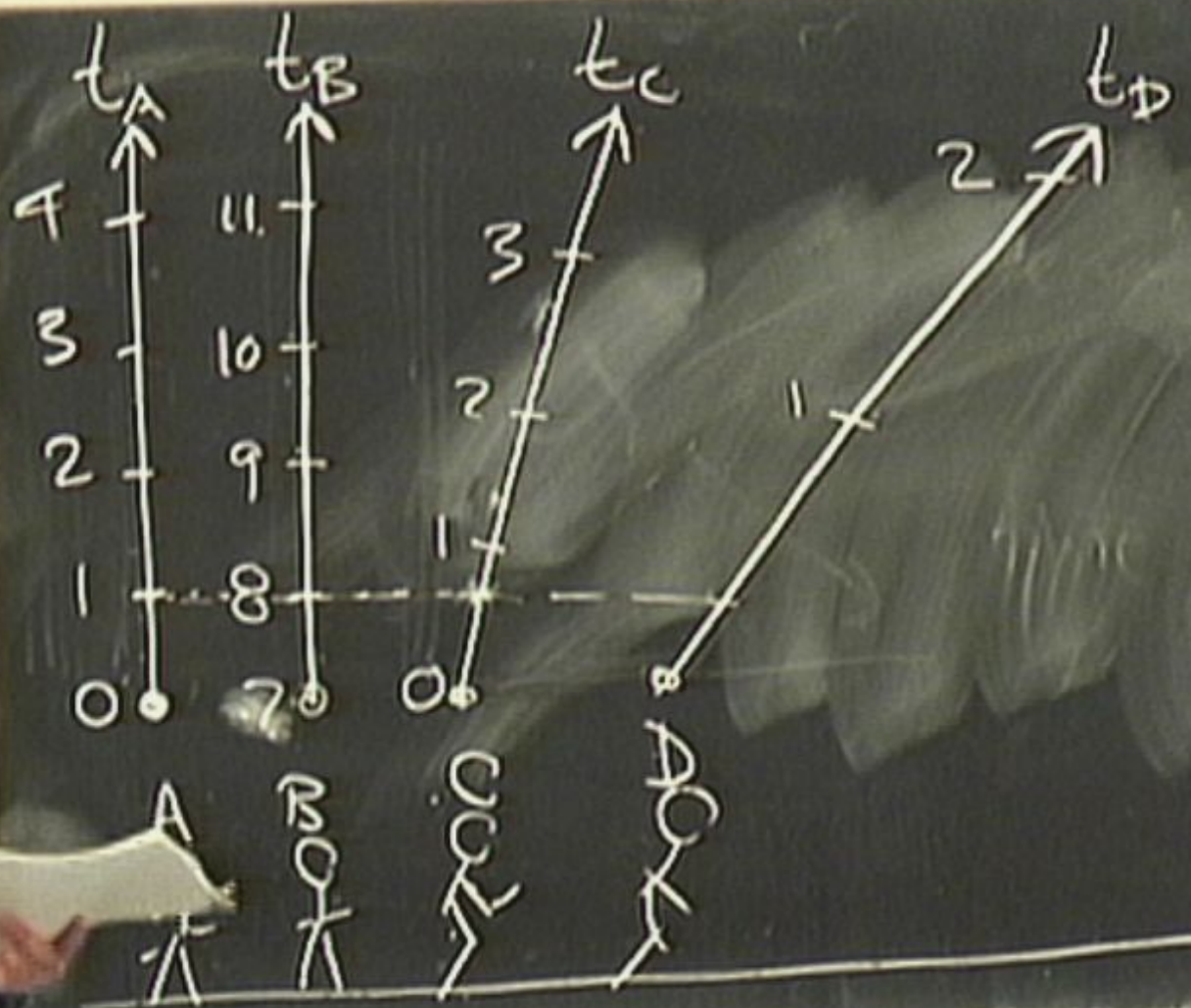
$t_A$   
 $t_B$   
 0  
 0

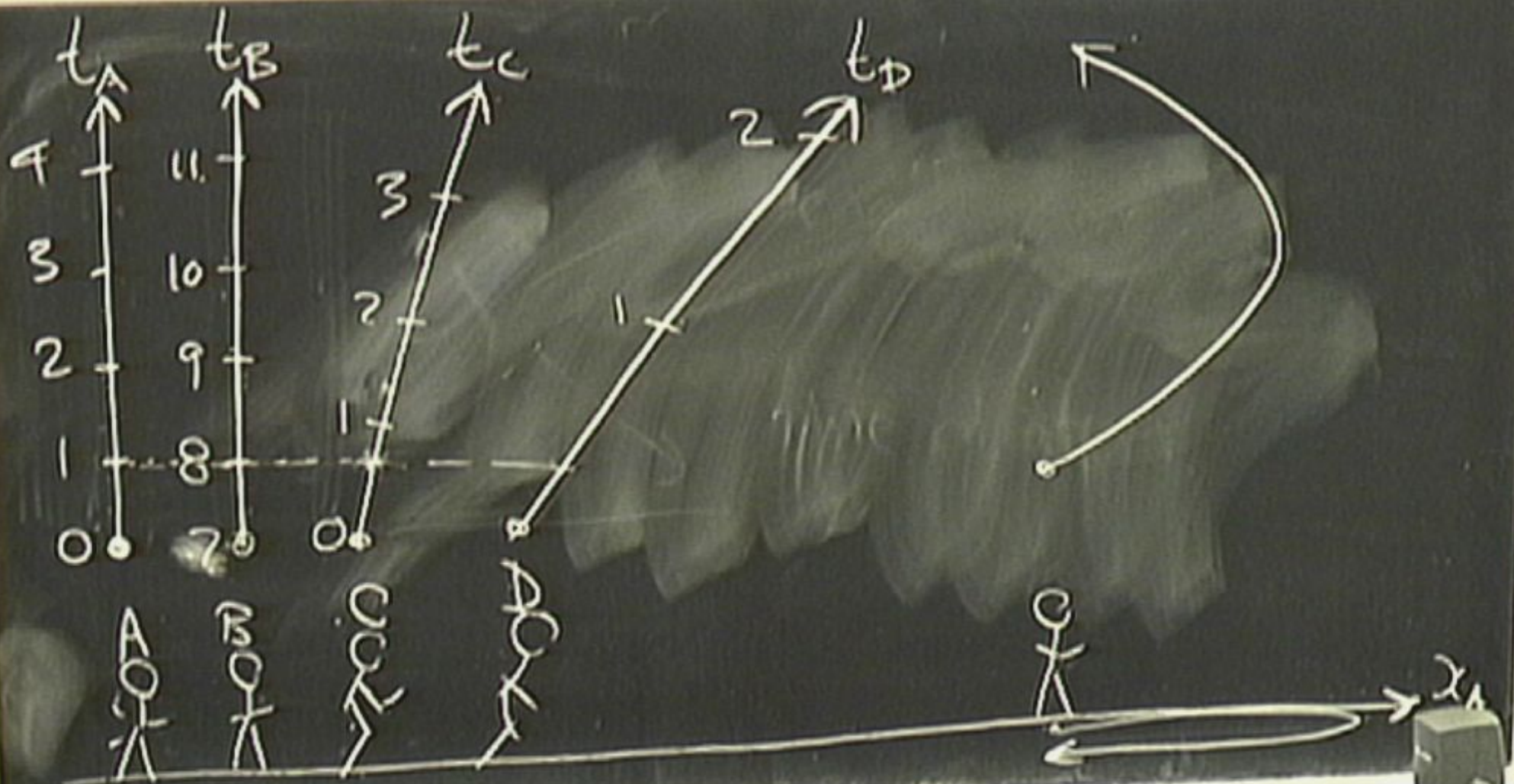




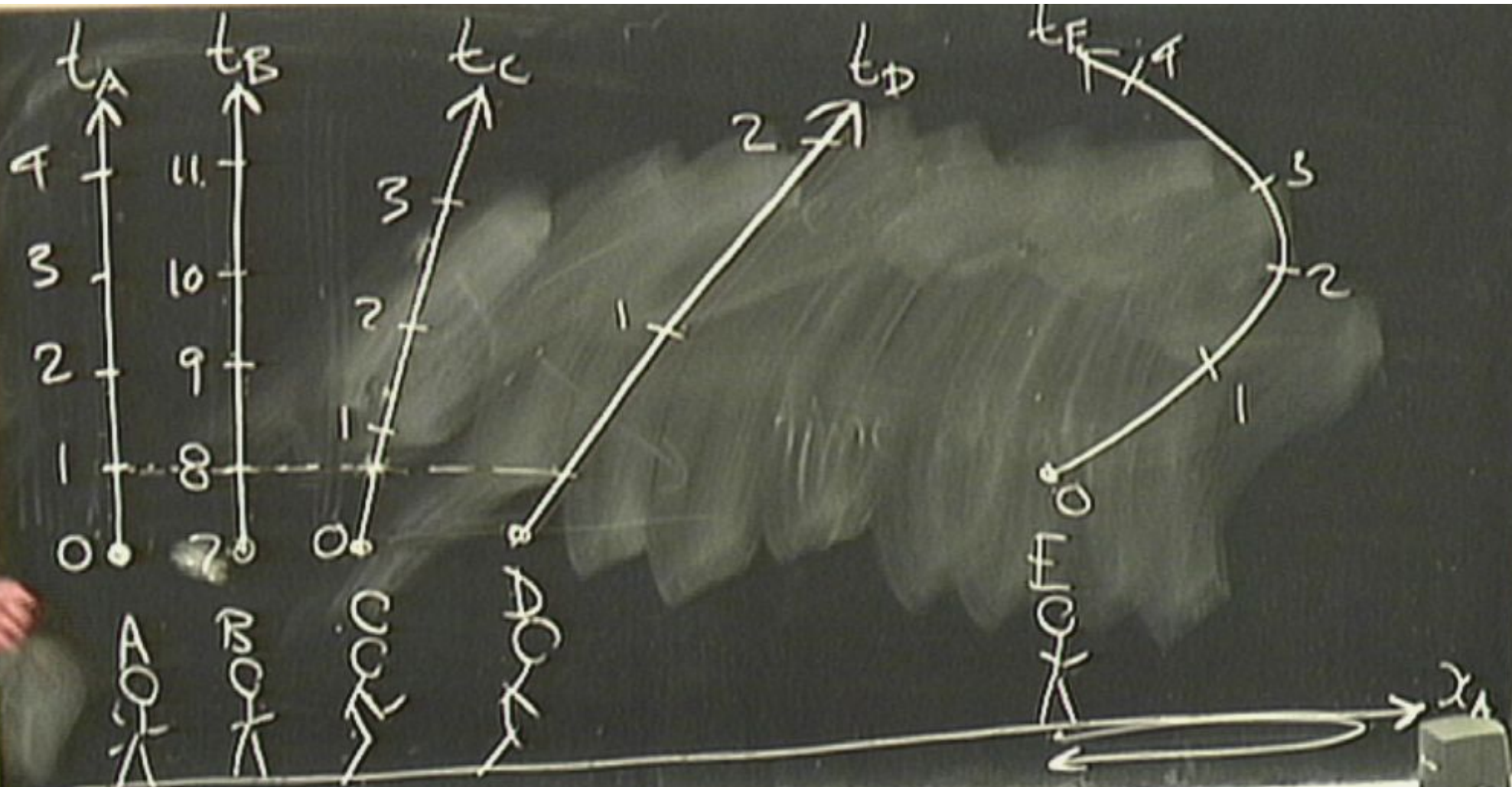


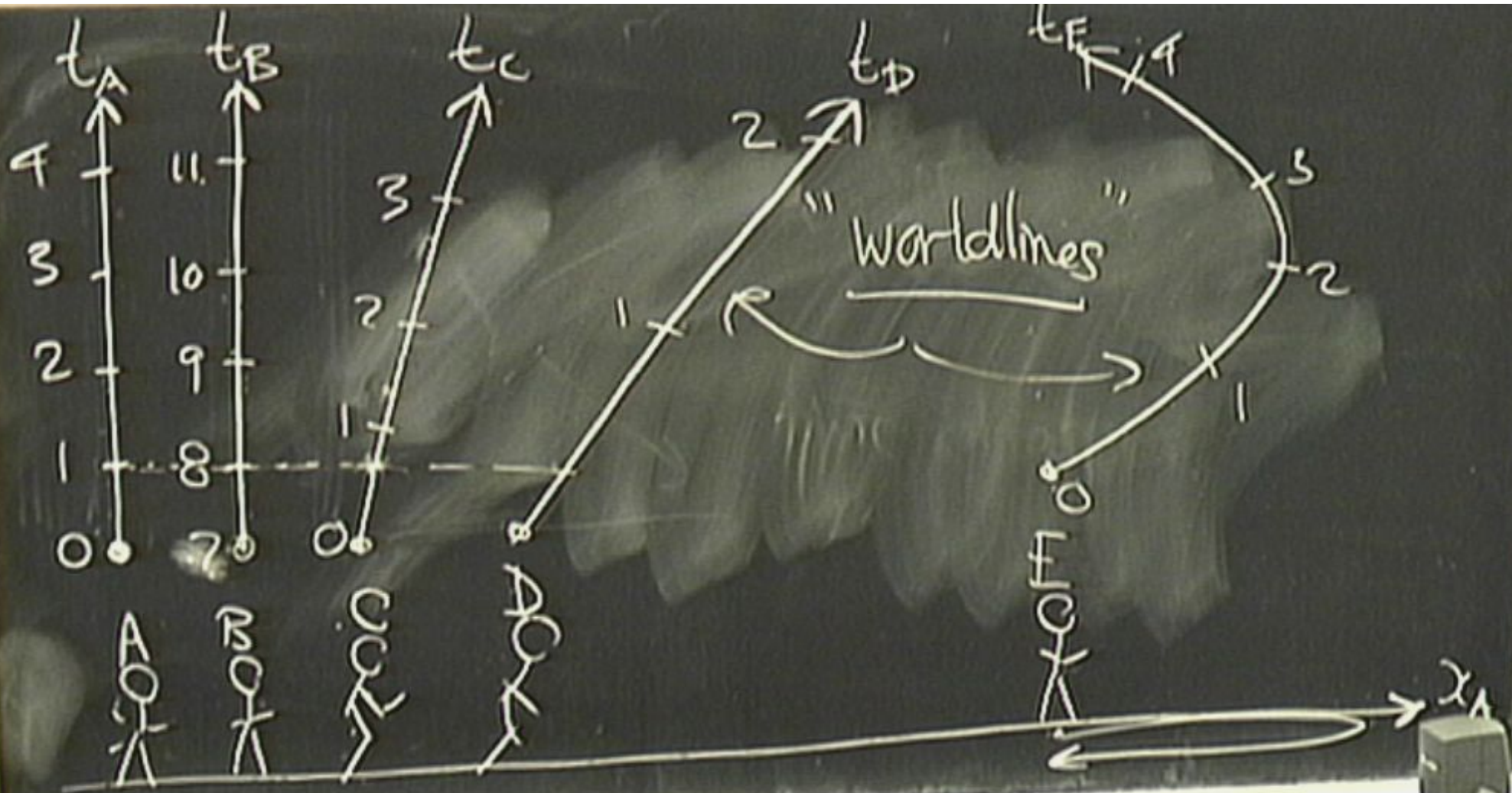














# Sound in Air



OK

OK





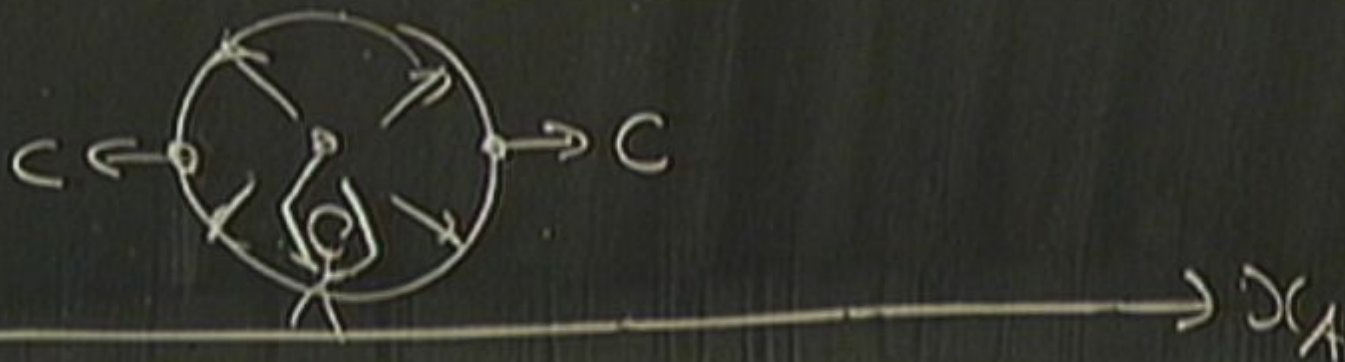


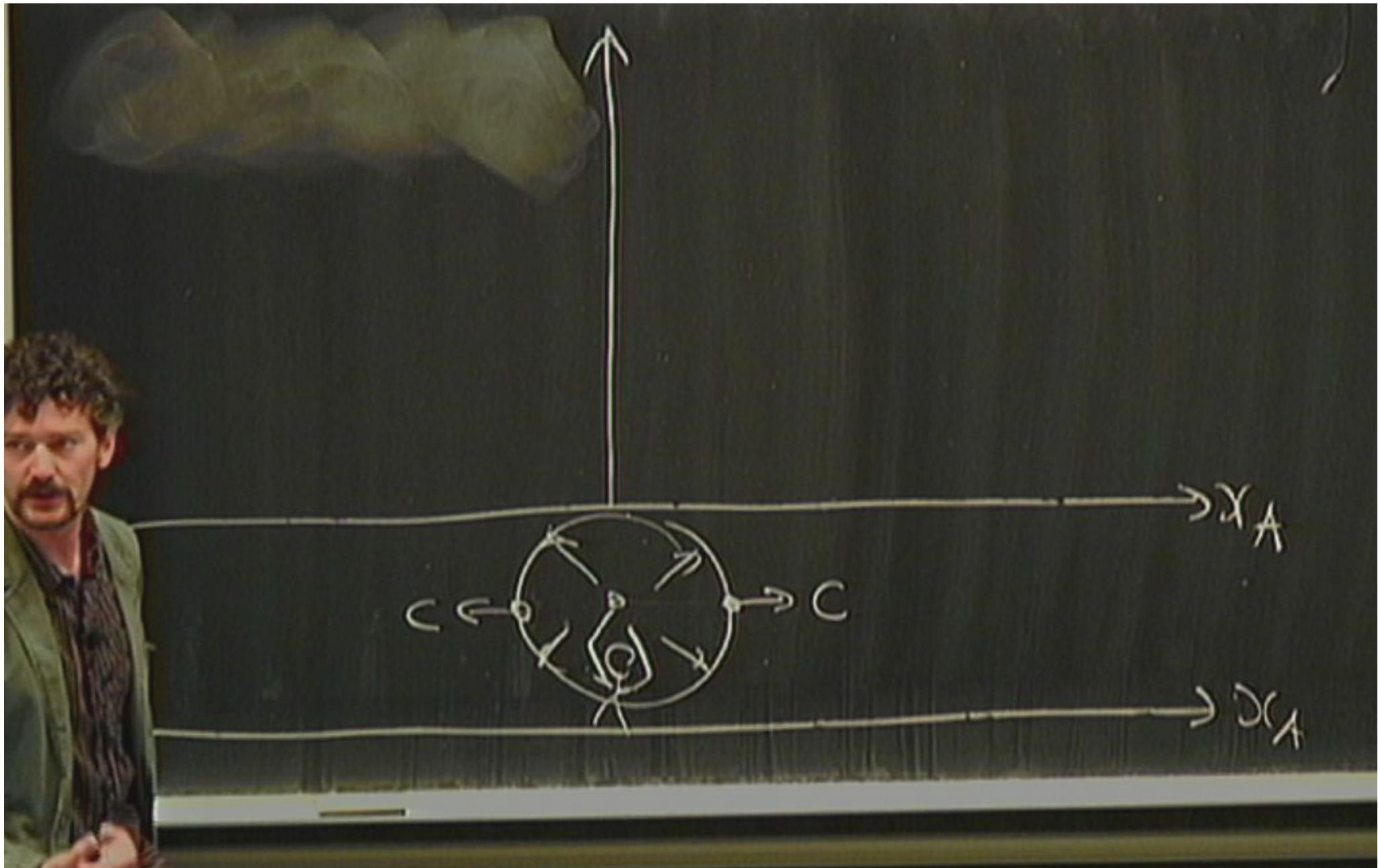


→  $\frac{dC}{dt}$

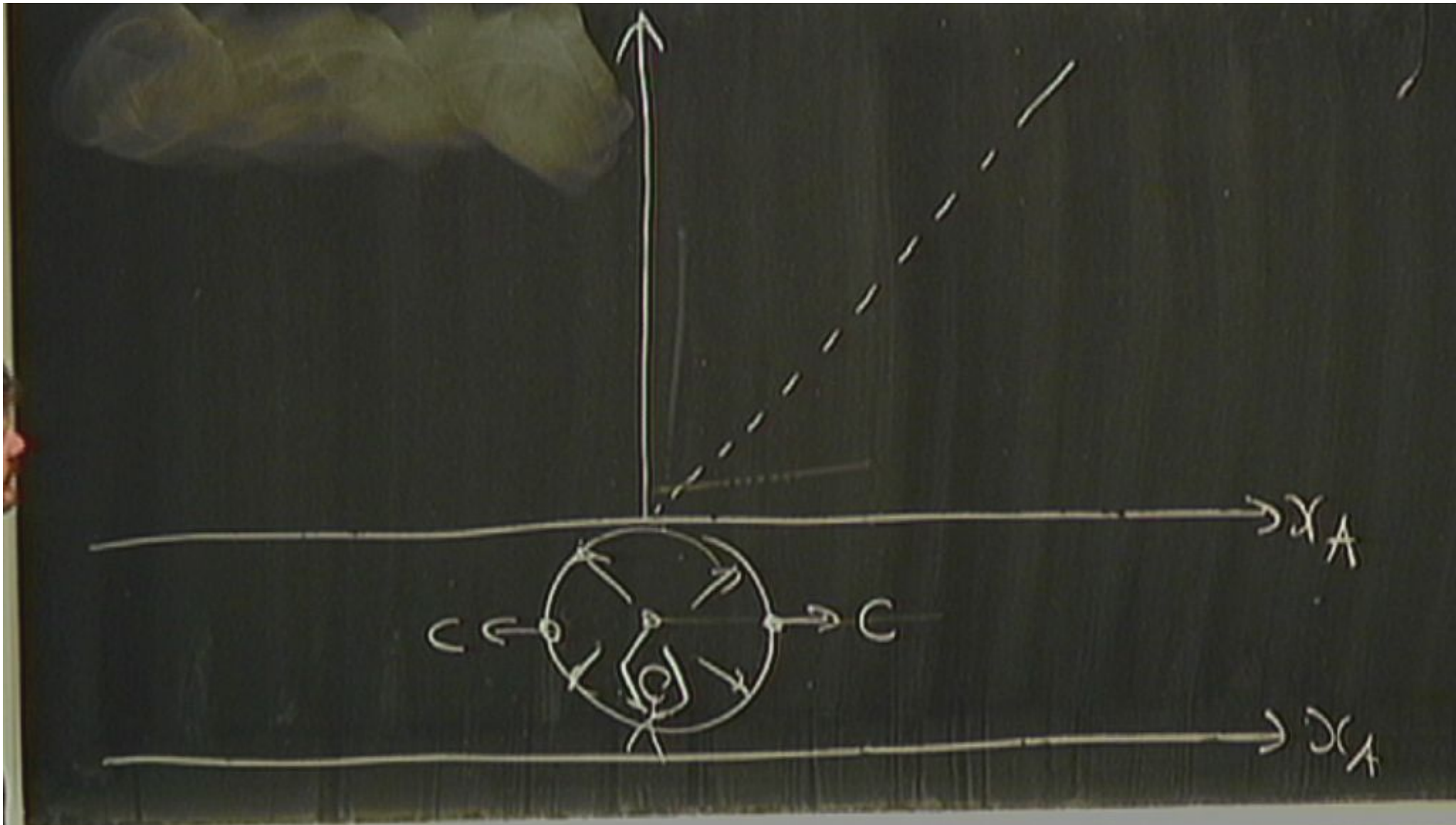


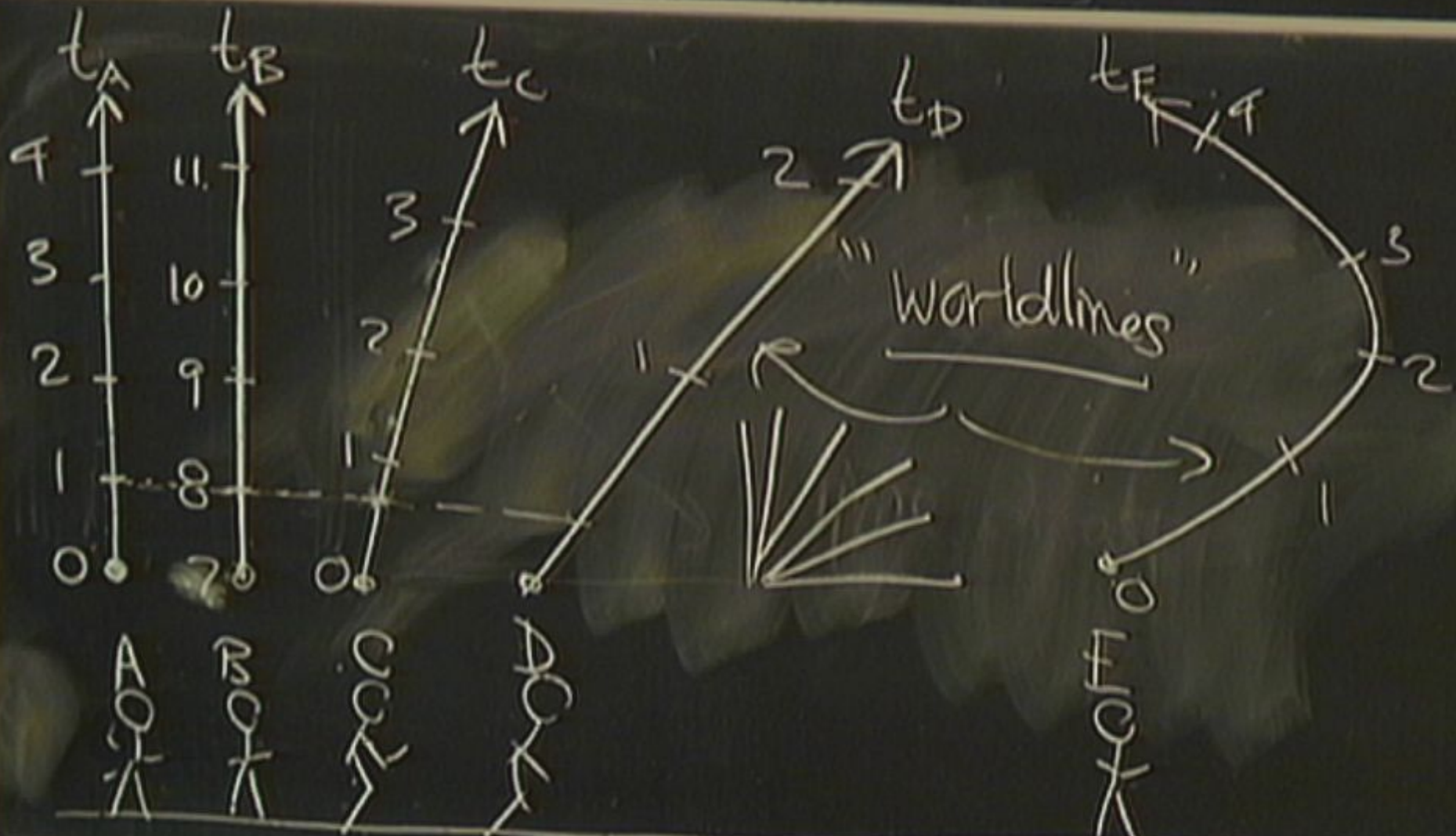
# Sound in Air



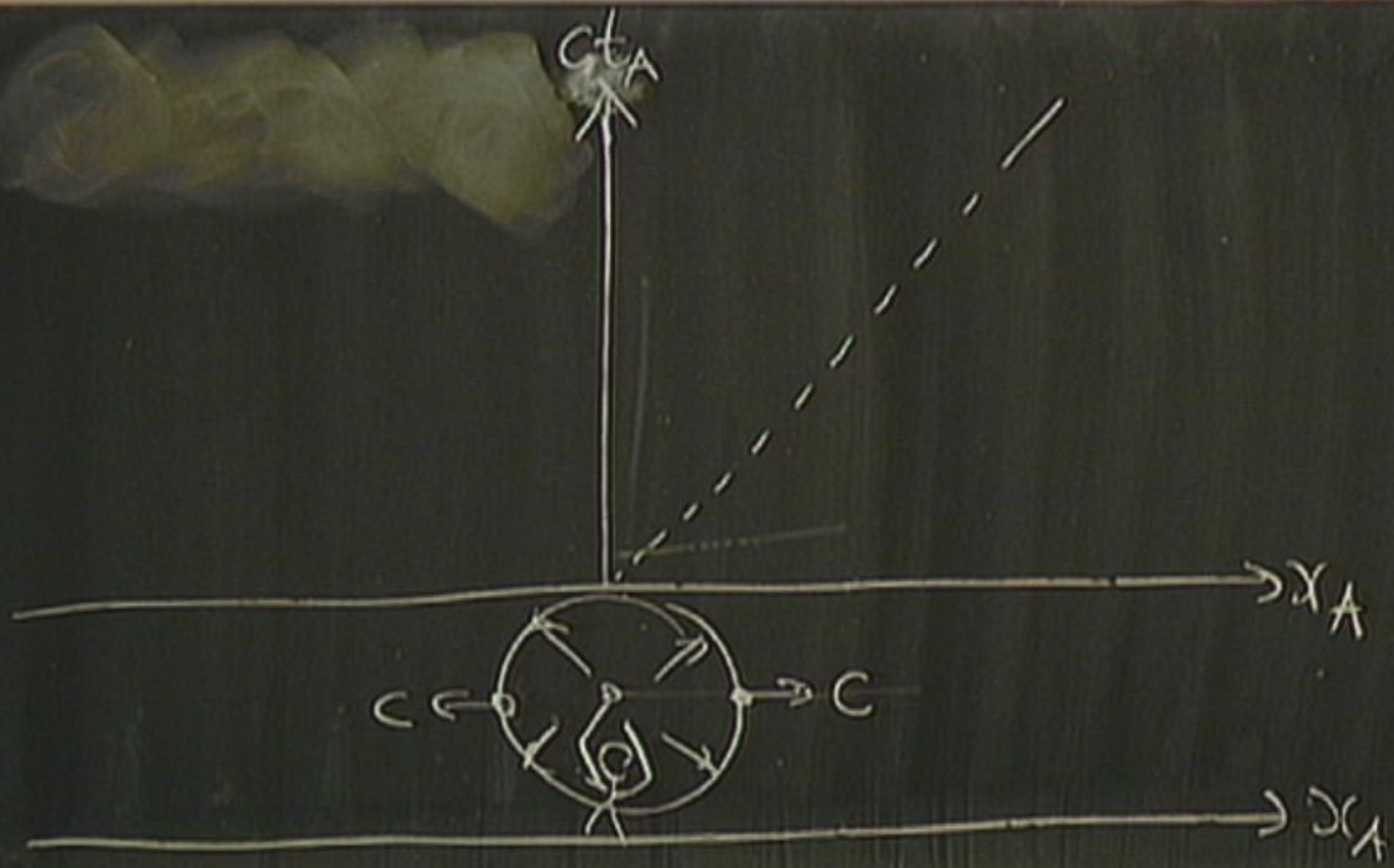


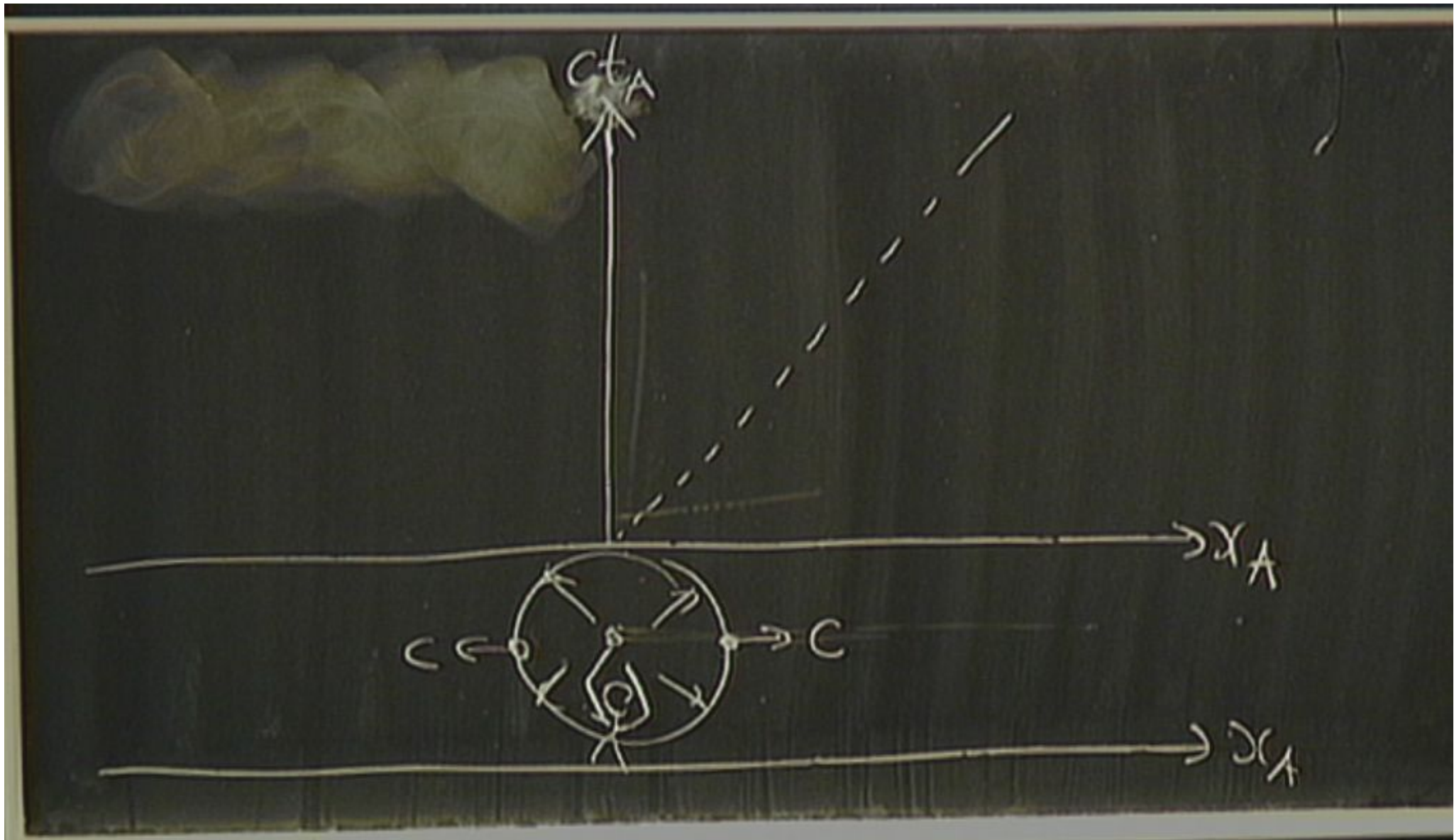




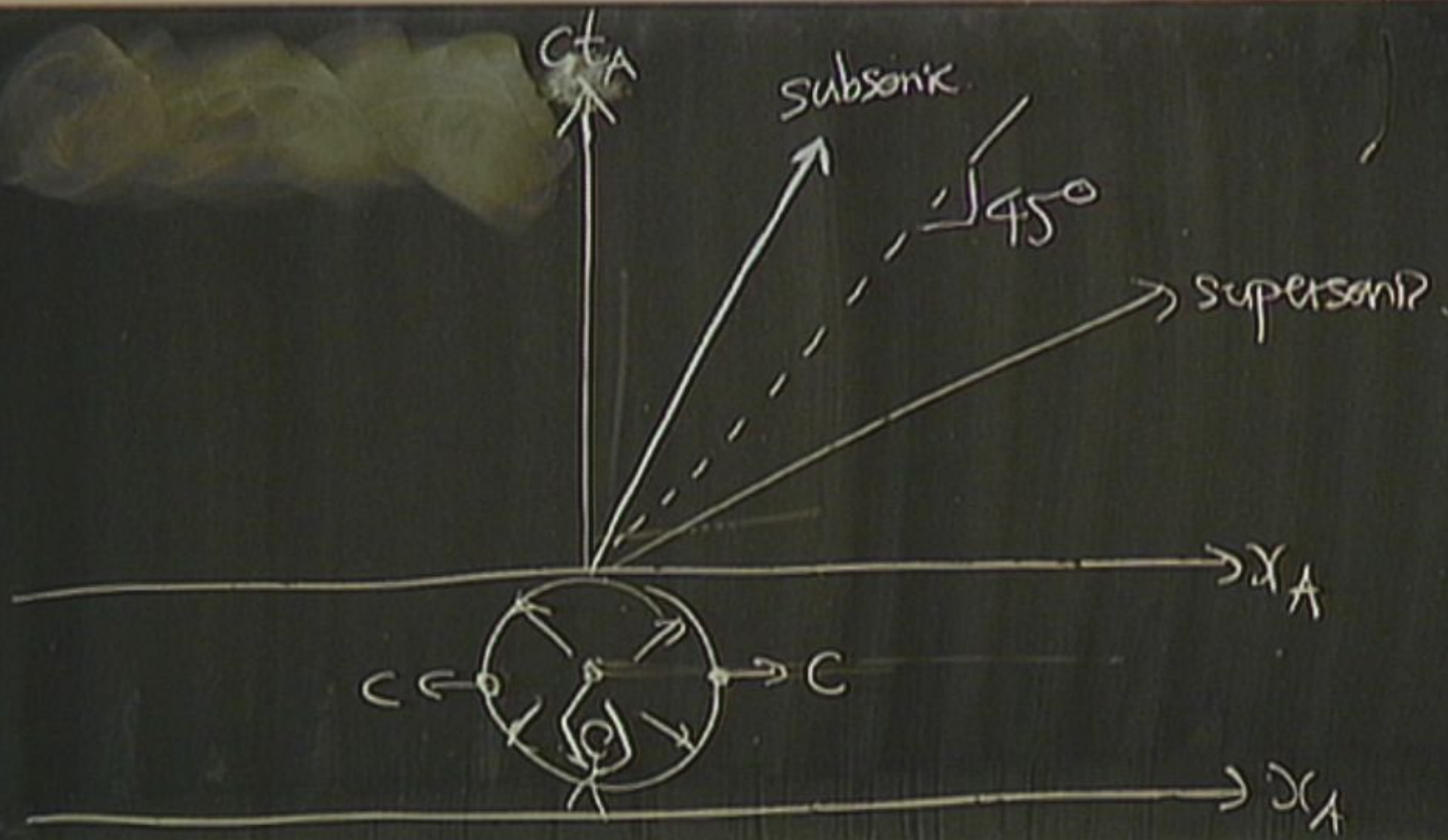












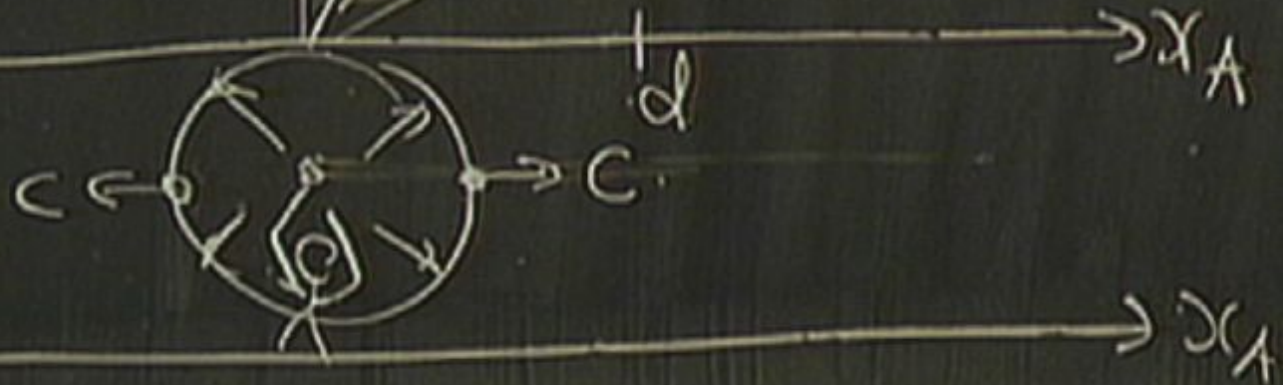
$$t_A = \frac{\text{dist}}{\text{vel}}$$

$c t_A$

subsonic

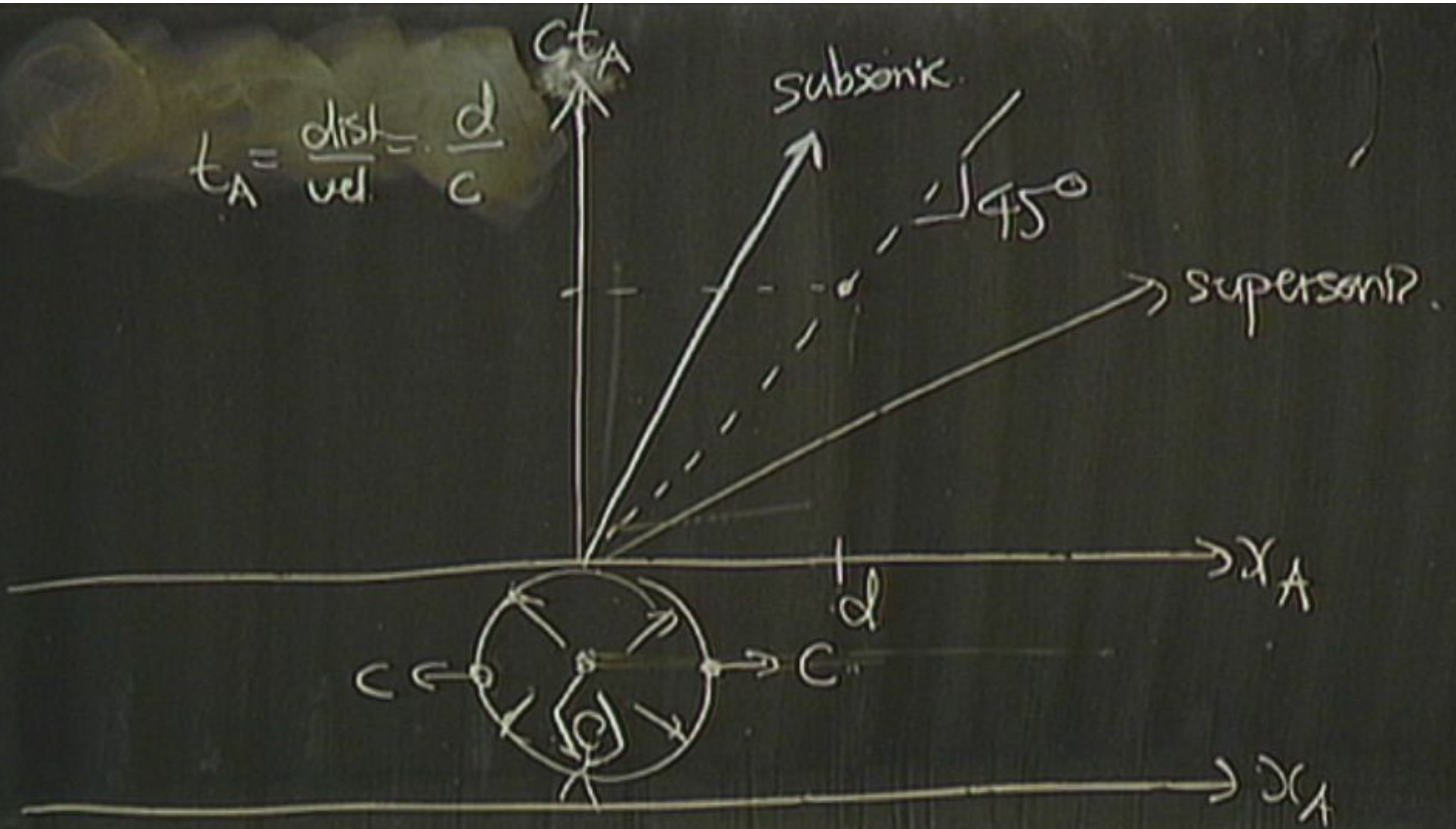
45°

supersonic?



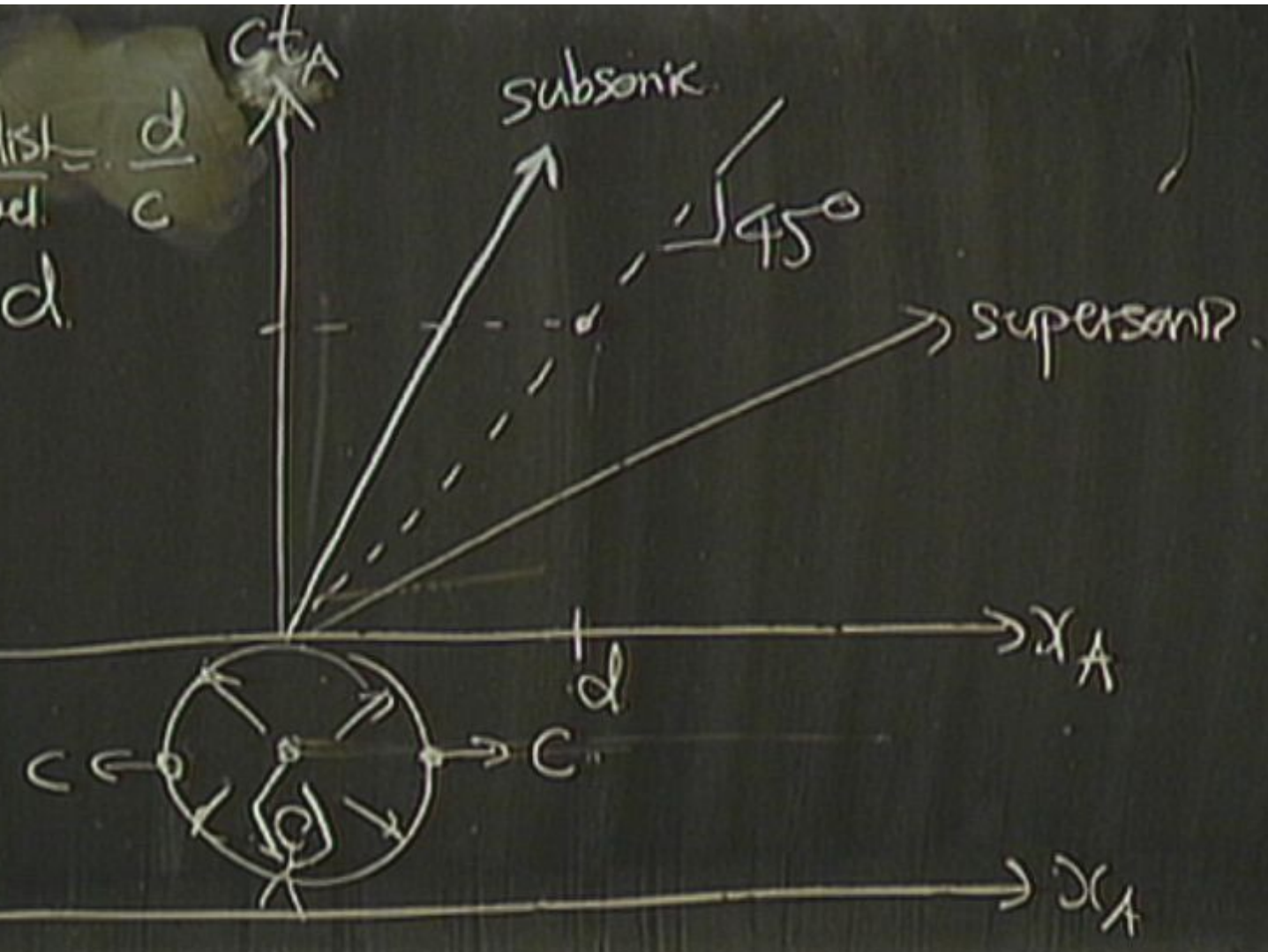


$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$



$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$

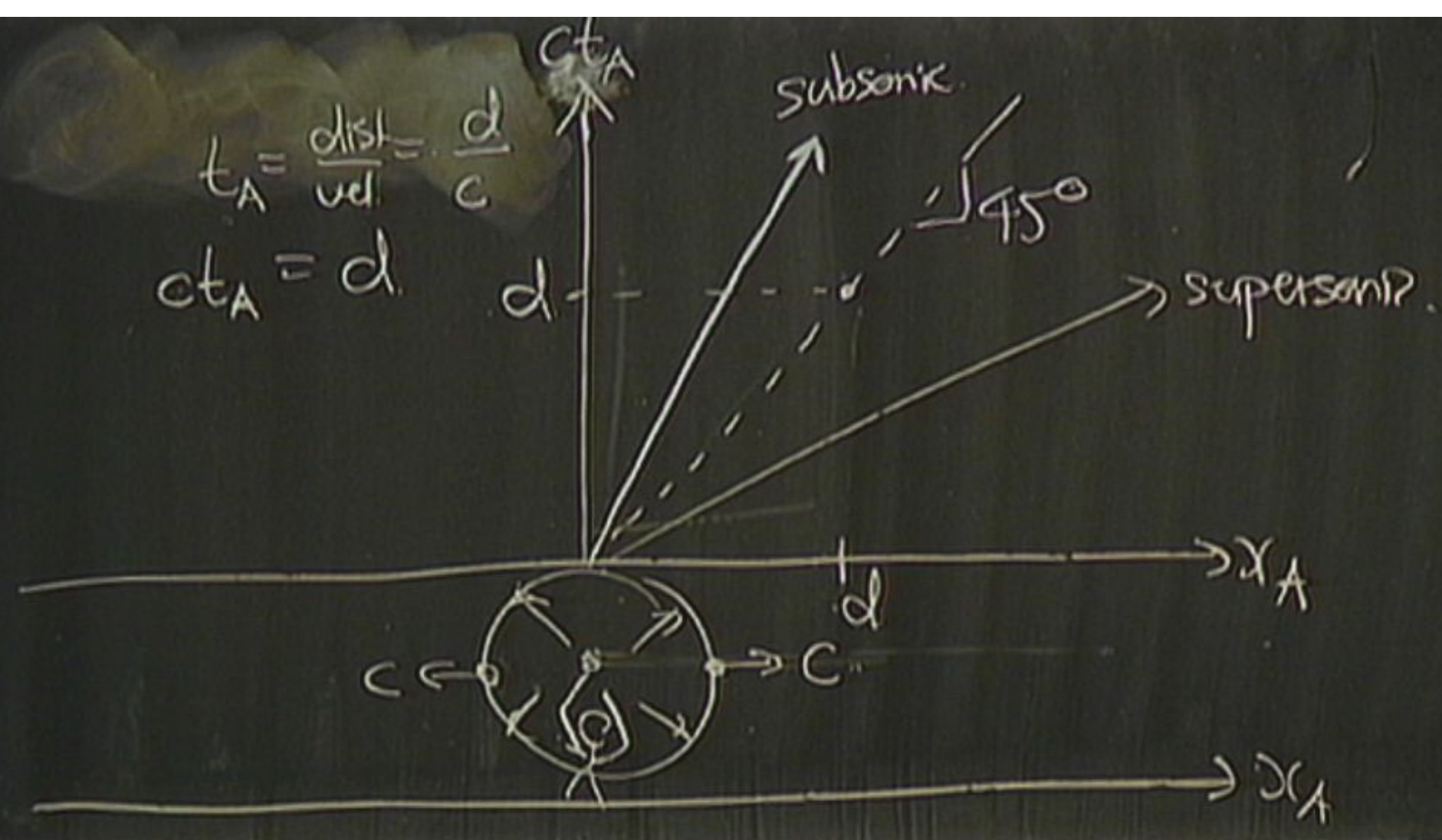
$$ct_A = d$$





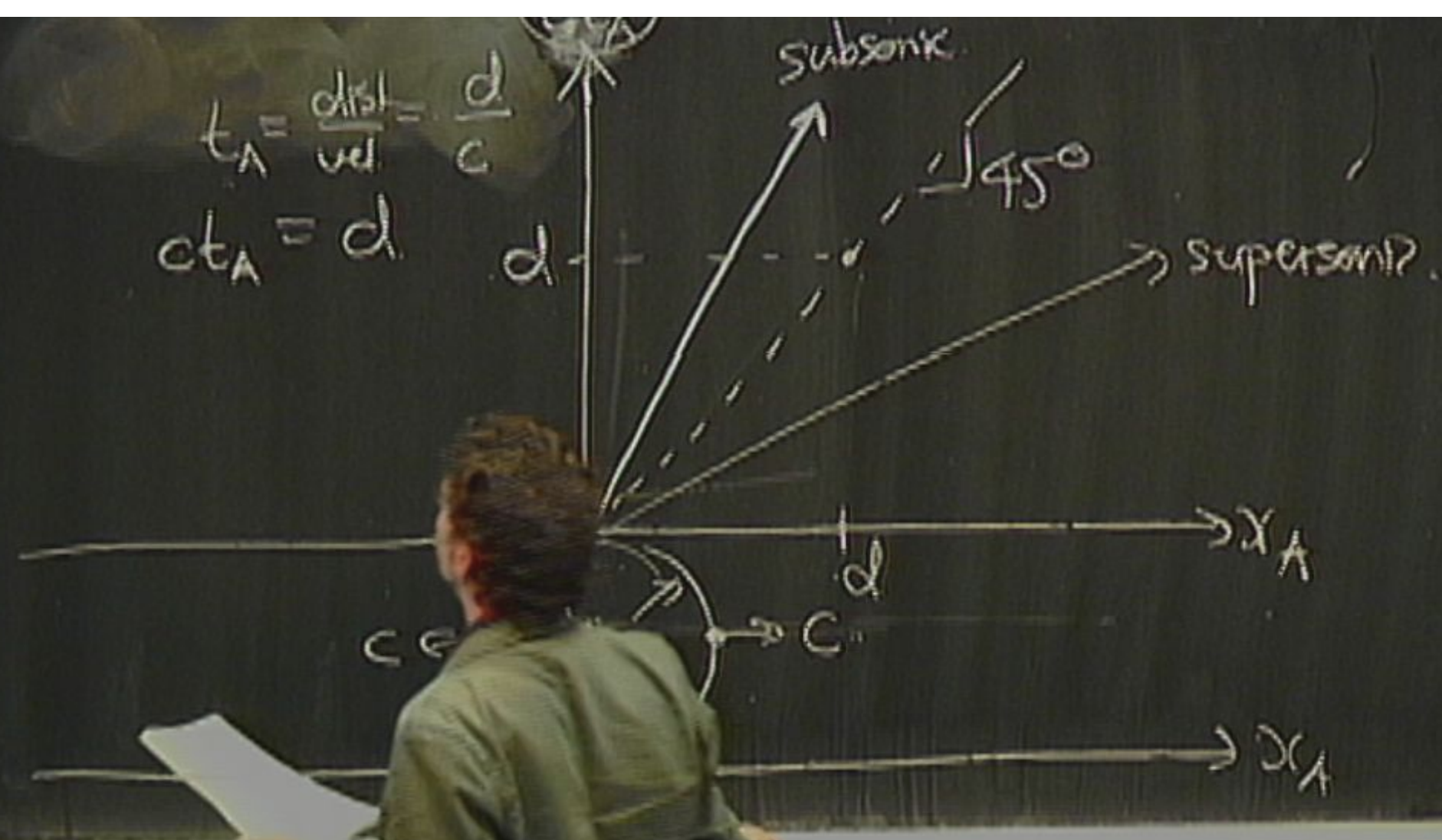
$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$

$$ct_A = d$$



$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$

$$ct_A = d$$





$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$

$$ct_A = d$$

$$ct_A = \underline{\underline{\text{length}}}$$

$(ct_A)$

subsonic

45°

supersonic?

d

d

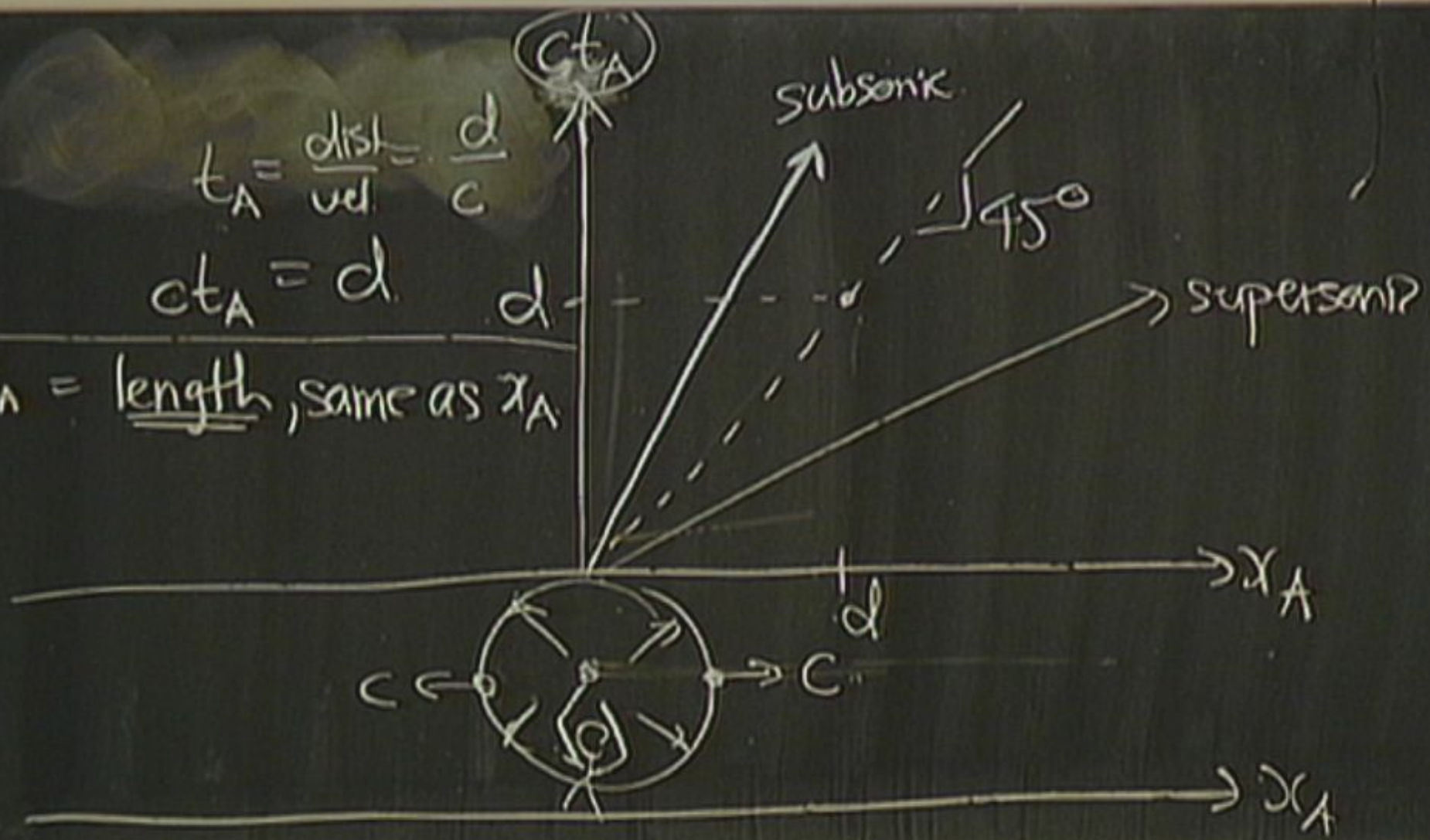
$x_A$



$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$

$$ct_A = d$$

$ct_A = \text{length}$ , same as  $\lambda_A$



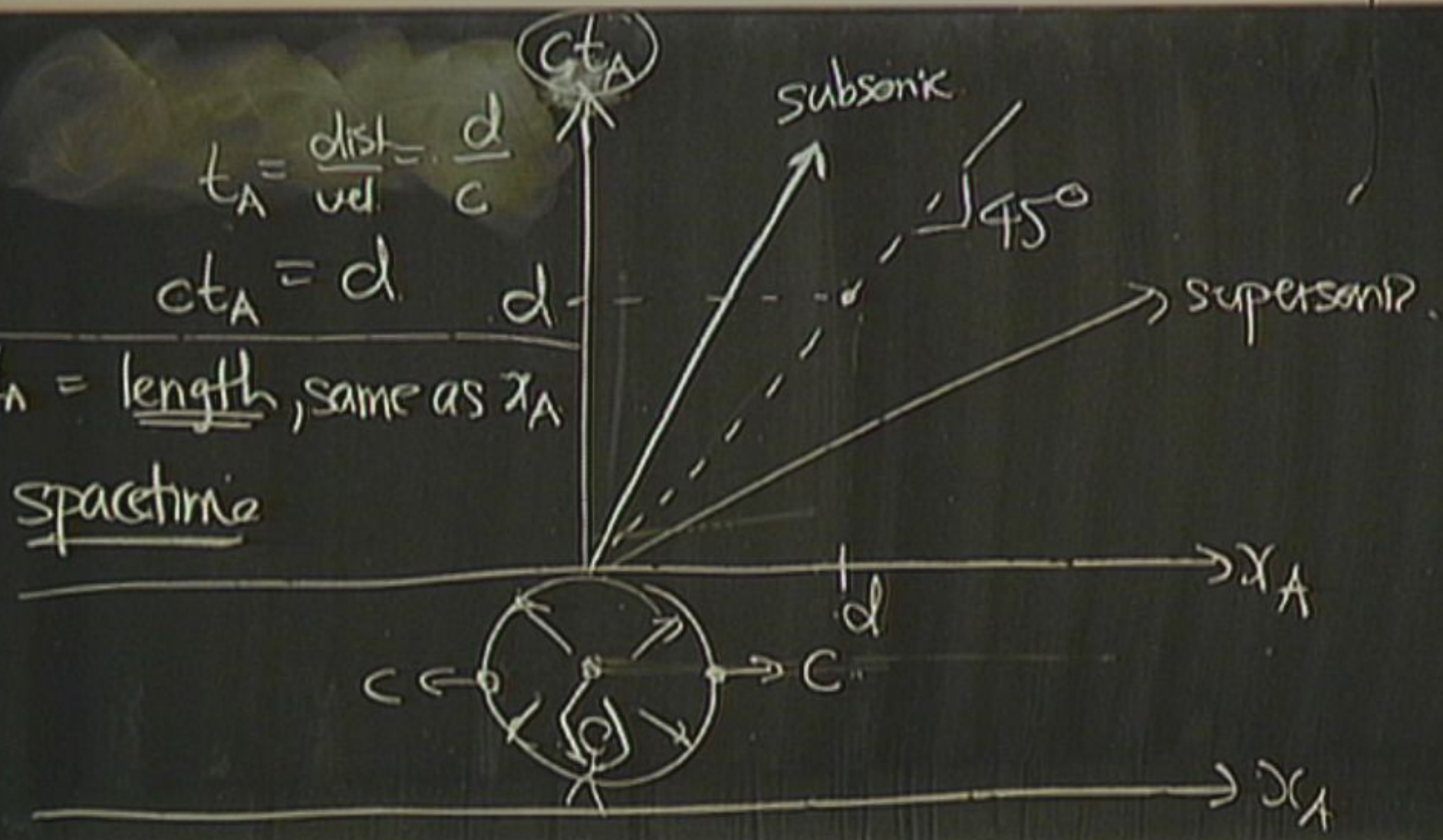


$$t_A = \frac{\text{dist}}{\text{vel}} = \frac{d}{c}$$

$$ct_A = d$$

$ct_A = \text{length}$ , same as  $x_A$

spacetime



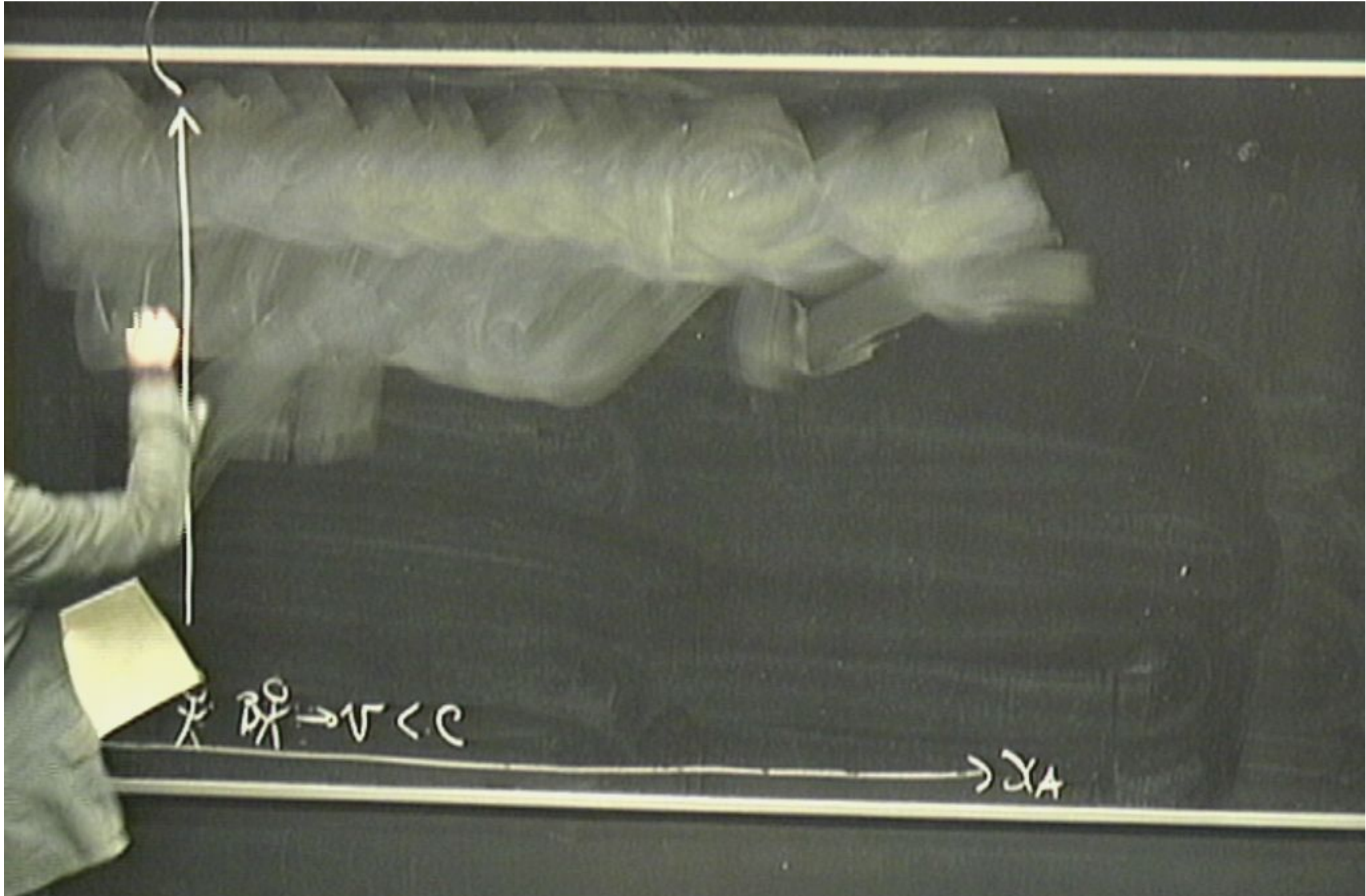
Key Thought Expt.



Key Thought Expt.

20 20

→ 2A





$c_A$

$c_B$

O

A

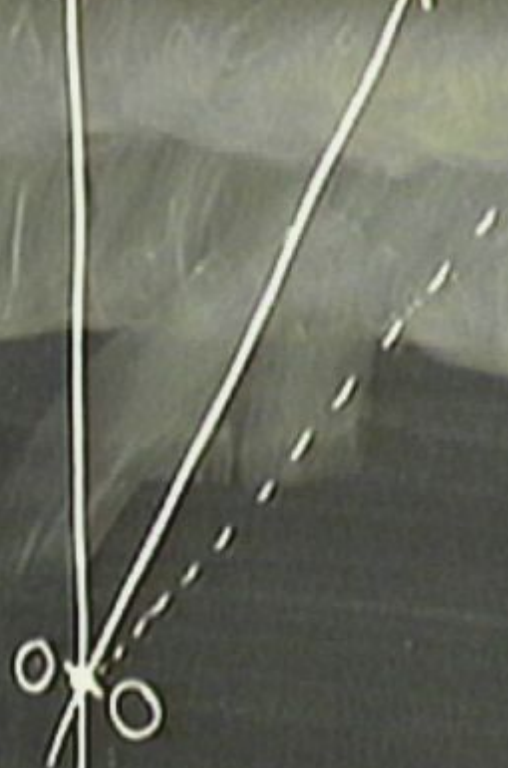
C

B

$v < c$

$x_A$

$C_A$   $C_B$



A B  $\rightarrow$  C

$\rightarrow \lambda_A$



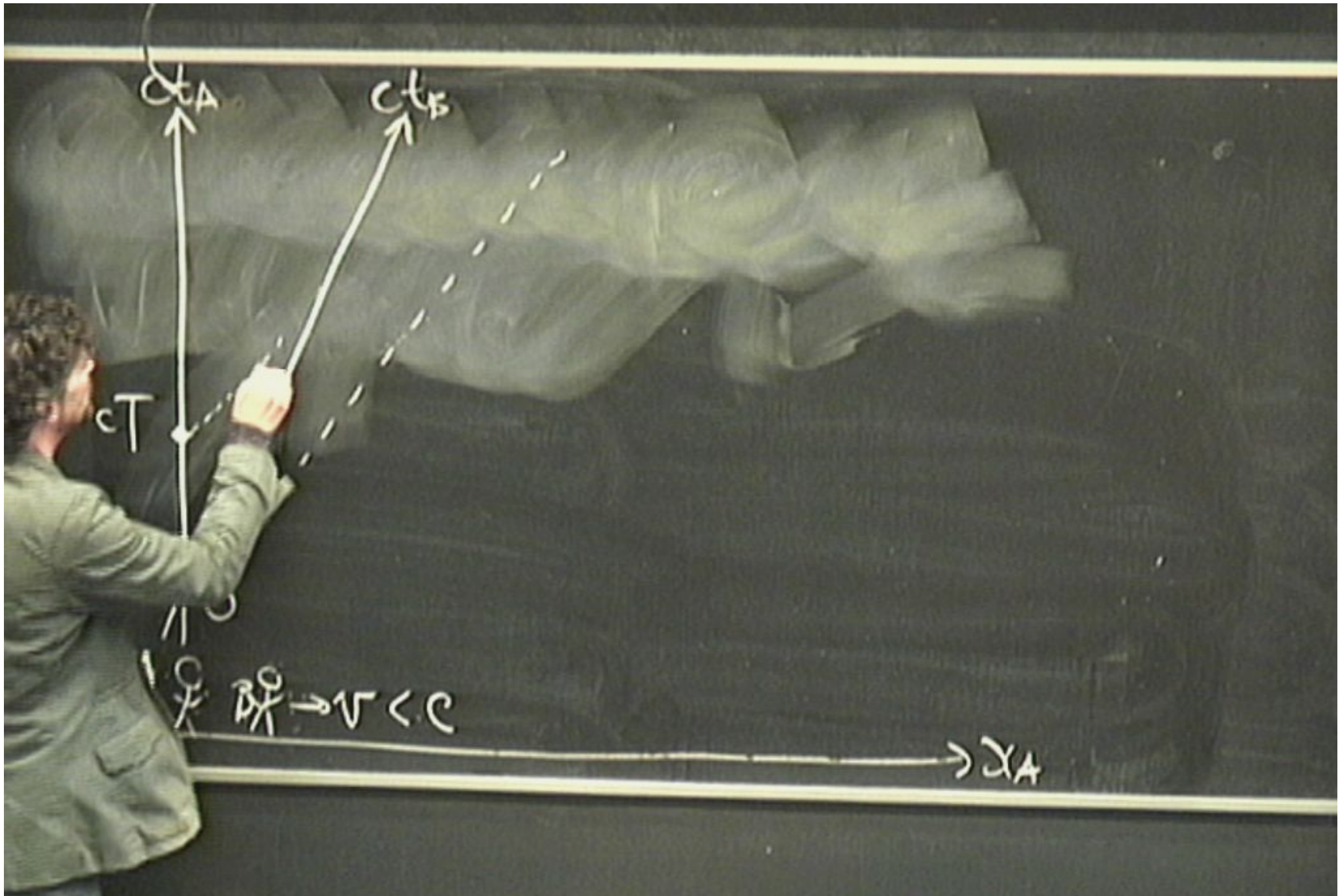
$C_A$

$C_B$

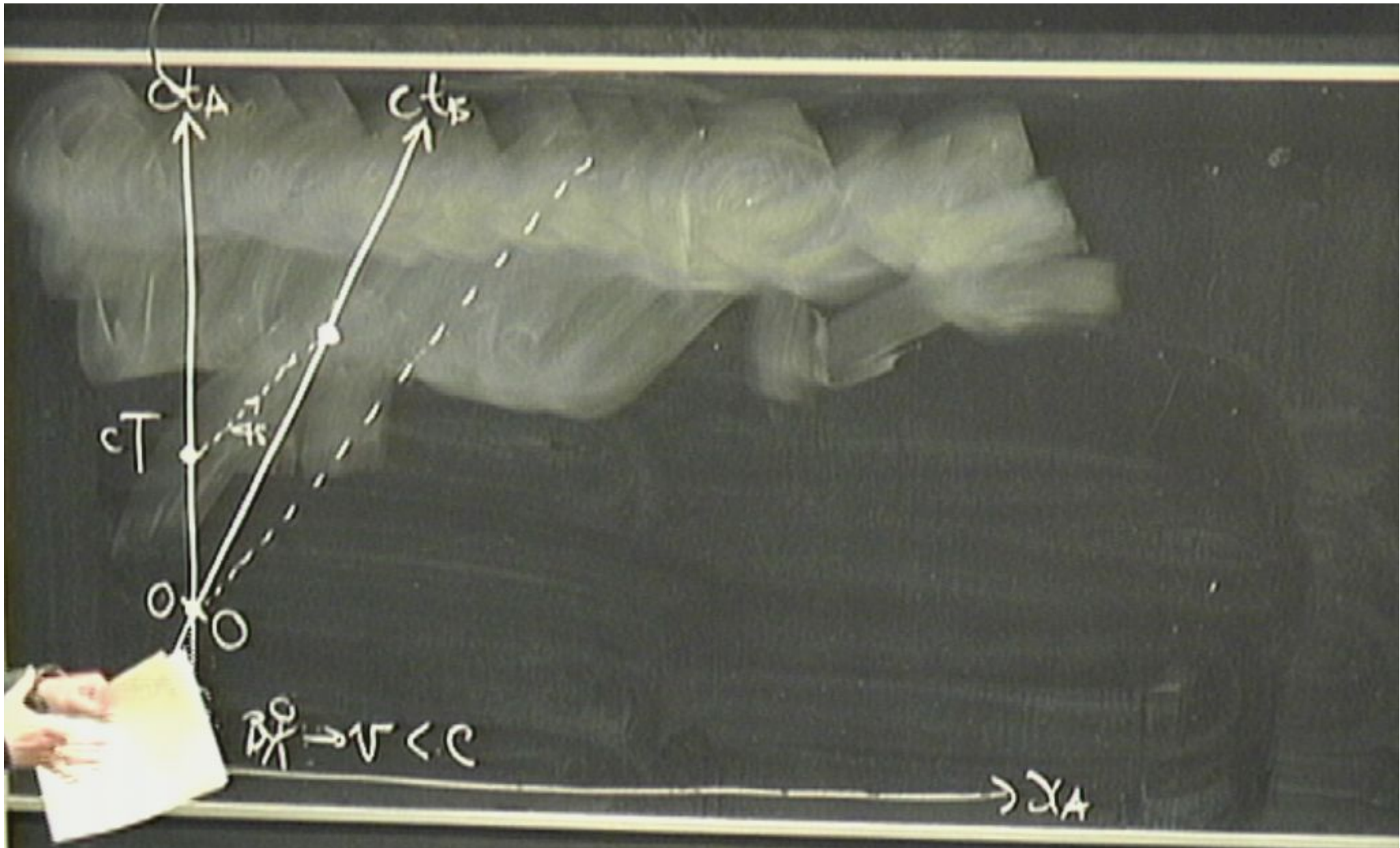
$O$

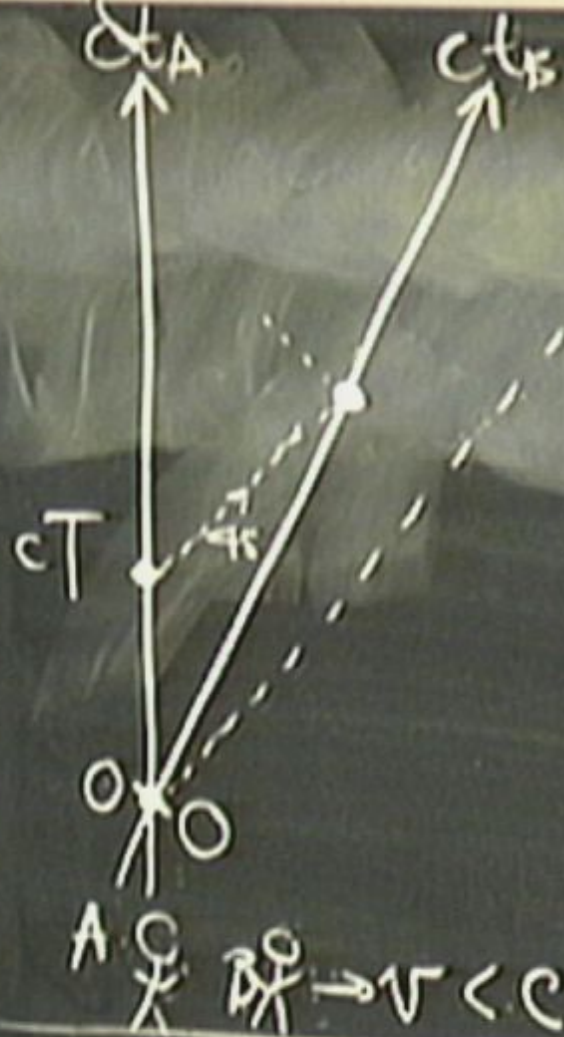
$A \quad O \quad B \rightarrow v < c$

$\rightarrow C_A$



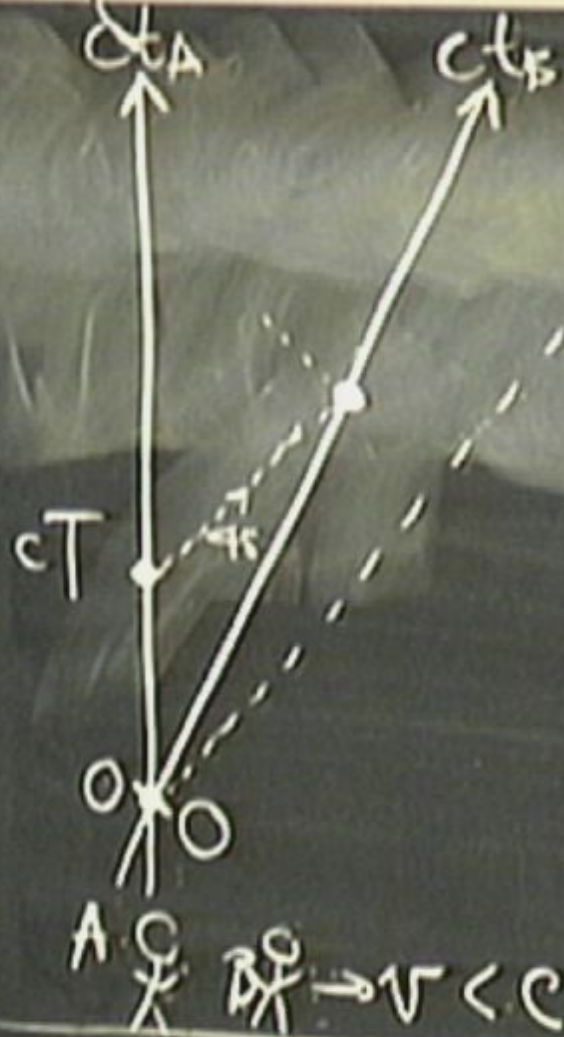






$\rightarrow c_A$





$\rightarrow c_A$

\* For observer at rest with air,  
speed of sound is independent of  
the motion of the source.



## An Example of Doppler Effect

An emergency ambulance with switched on siren passes a person who is standing at the street.



The applet displays a 2D street scene with a cyan sky, a yellow sun, and a grey ground. Two houses are shown: one with a red roof and one with a pink roof. A small black silhouette of a person stands between them. To the right, a green control panel contains a cyan button labeled 'Start again', a pink button labeled 'Pause / Resume', and a white text box with black text. Below the text box is a copyright notice: '© W. Fendt 1998'.

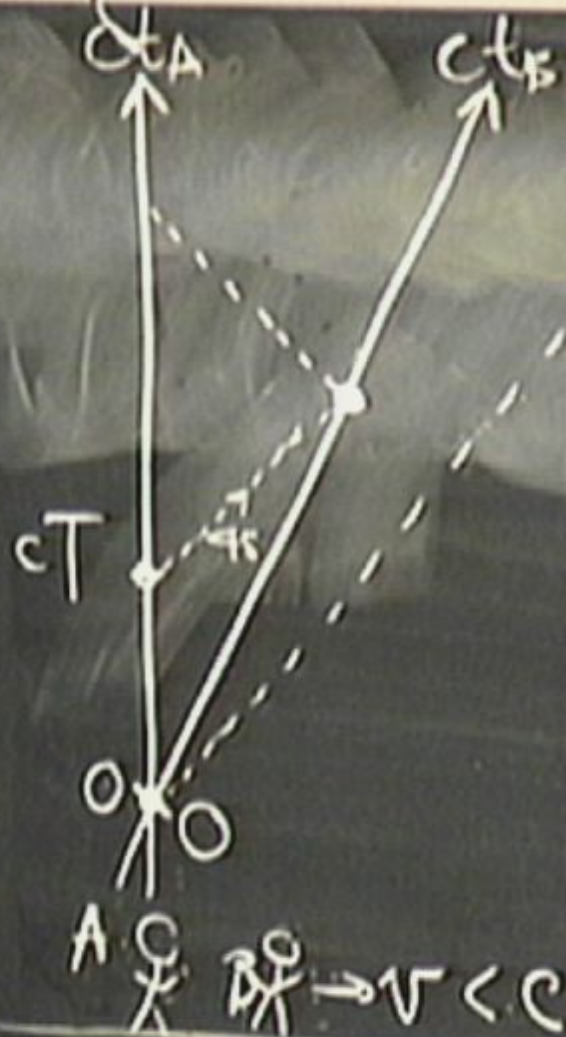
Start again

Pause / Resume

As long as the emergency ambulance approaches the person, the intervals between the arriving wavefronts are shortened.

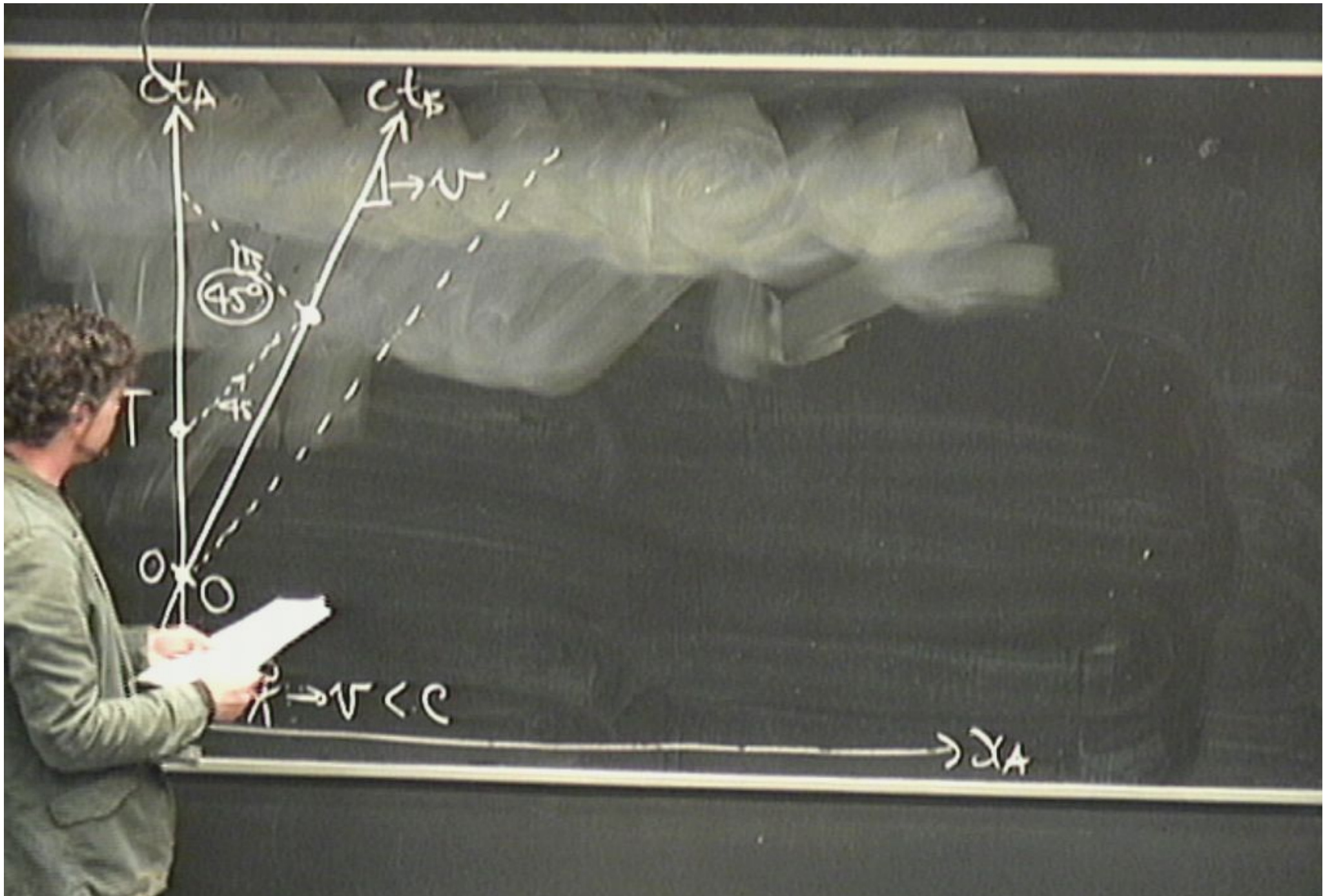
© W. Fendt 1998

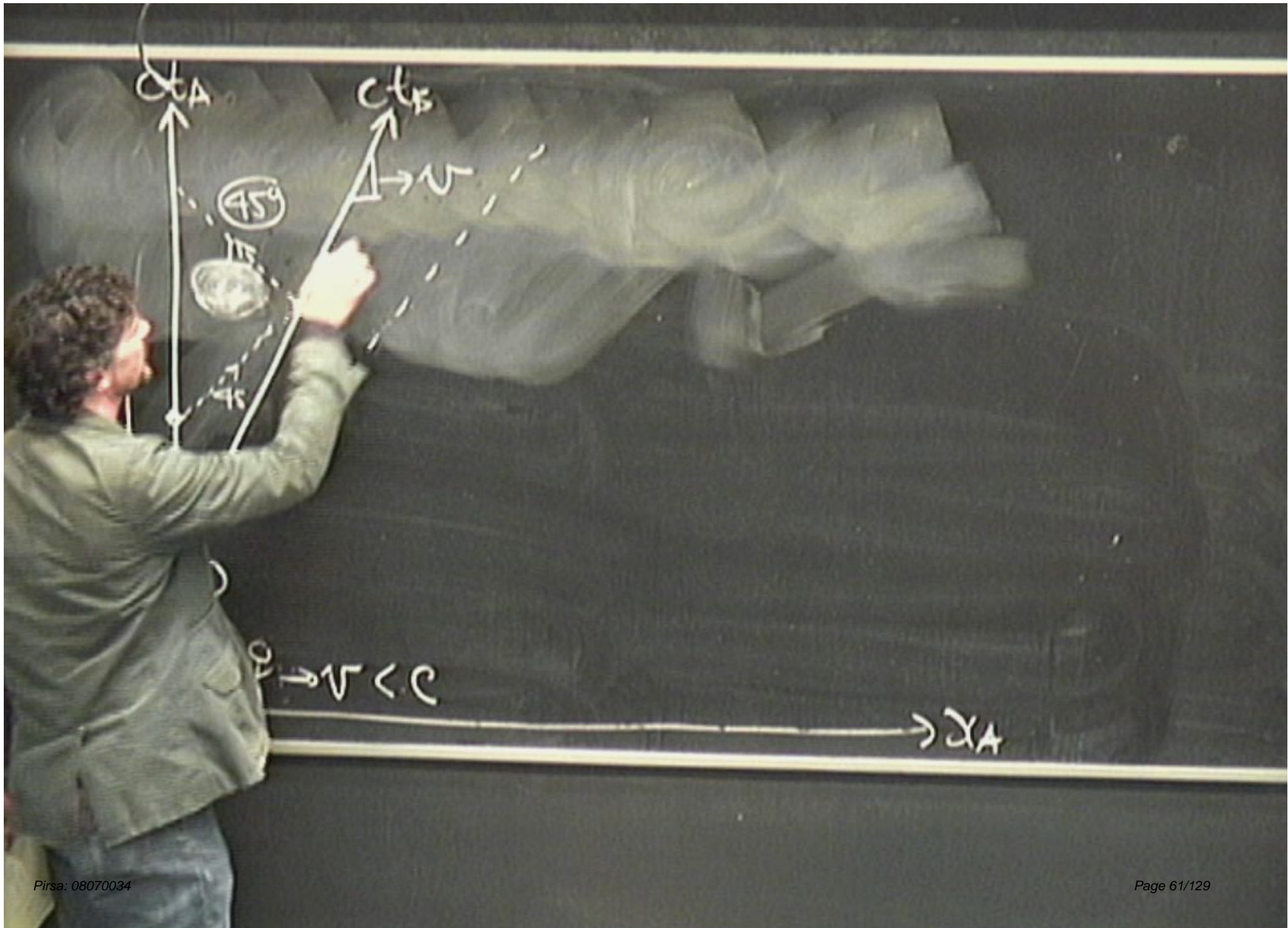
Note: This applet is not very realistic in one respect: As the Doppler effect should be seen as clearly as possible, the sound waves have a smaller velocity than in reality.



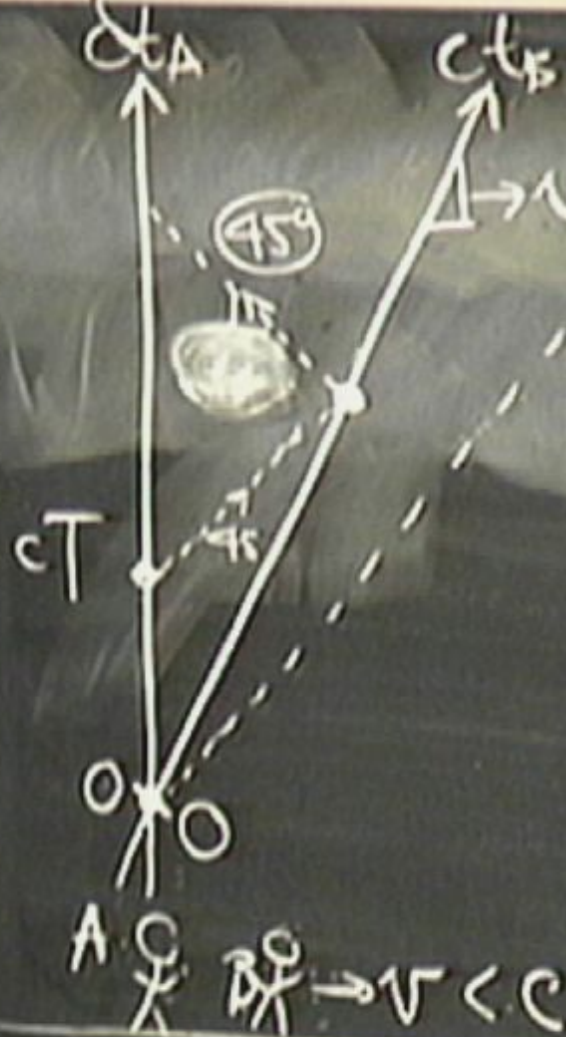
$\rightarrow x_A$



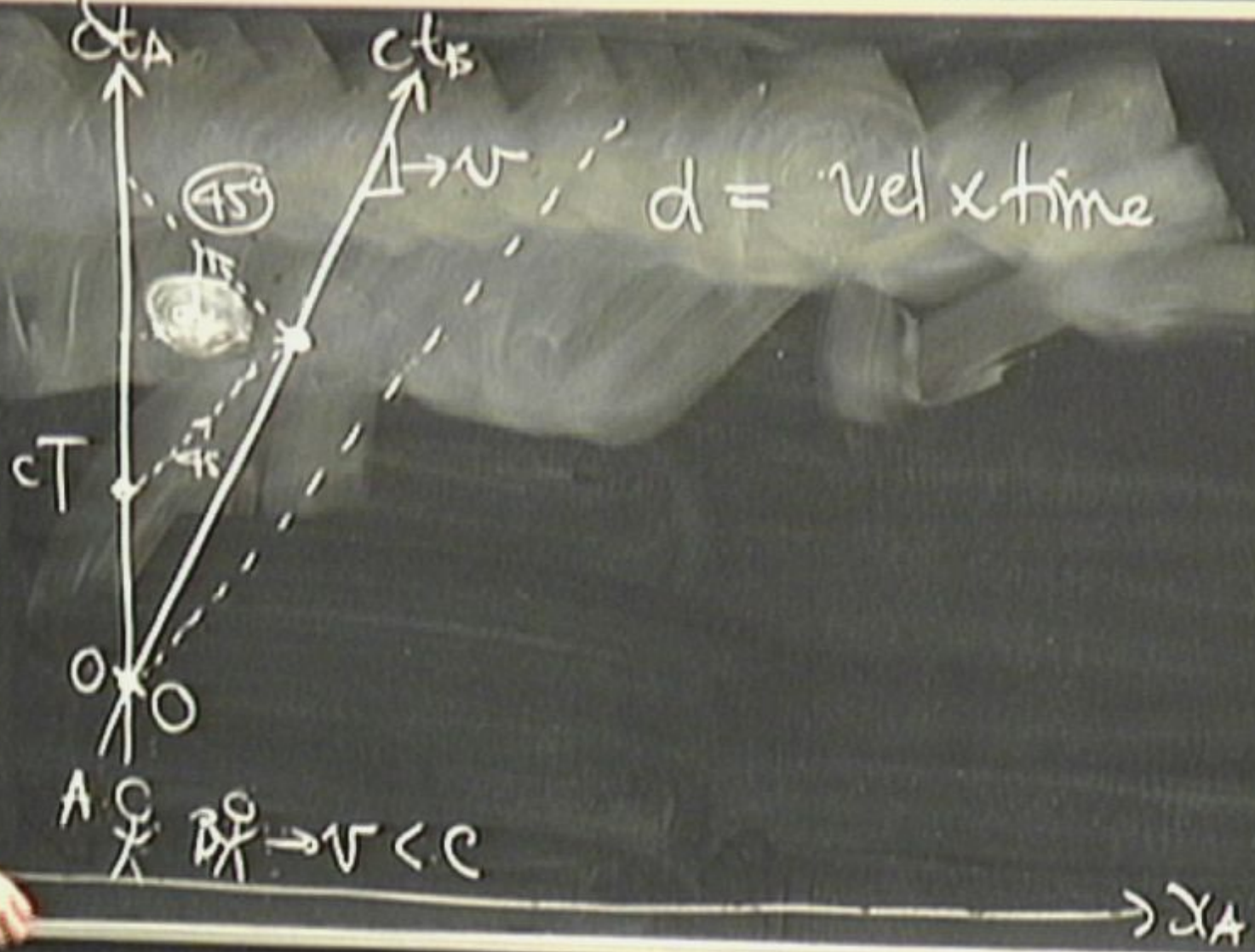




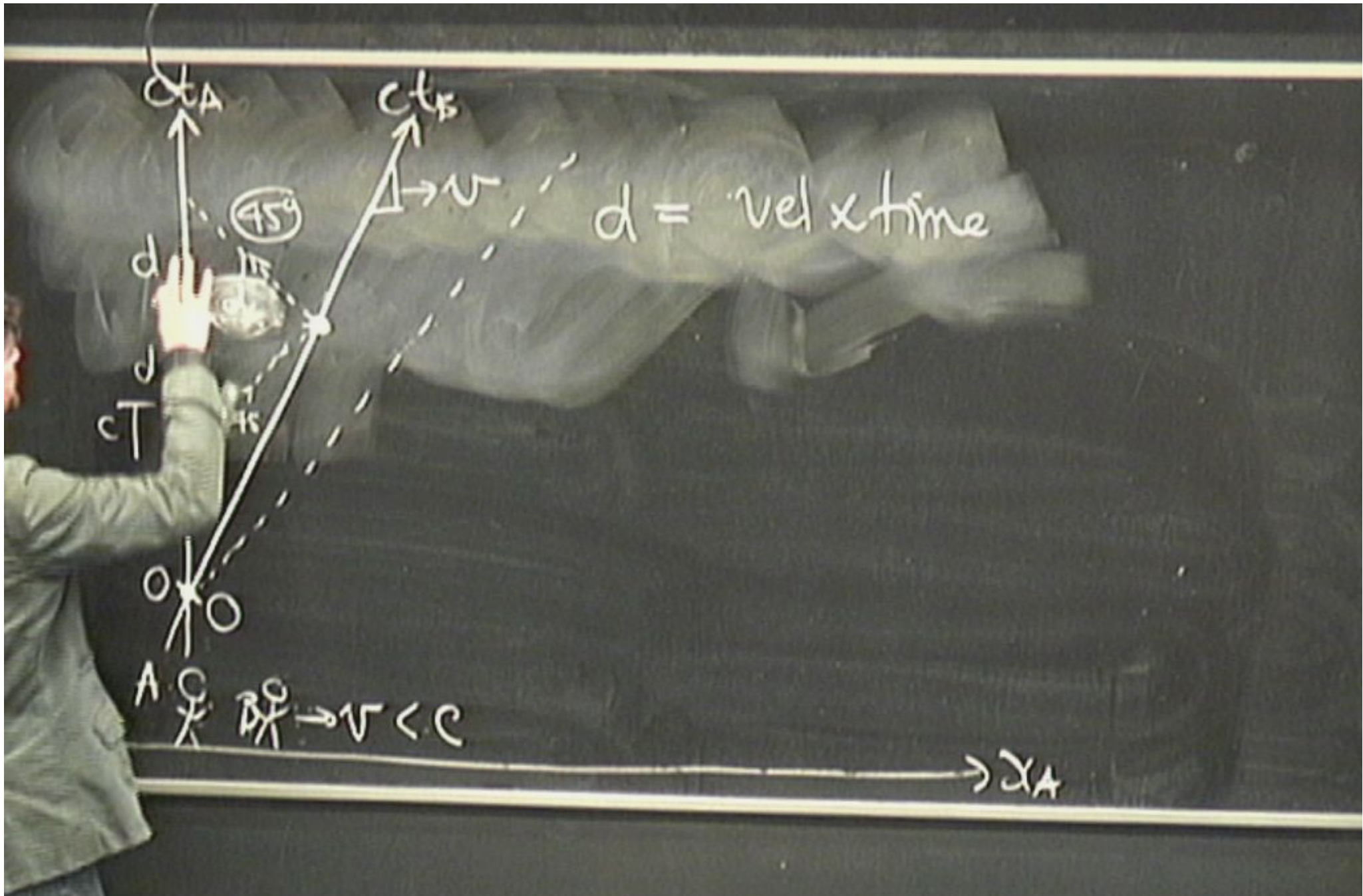


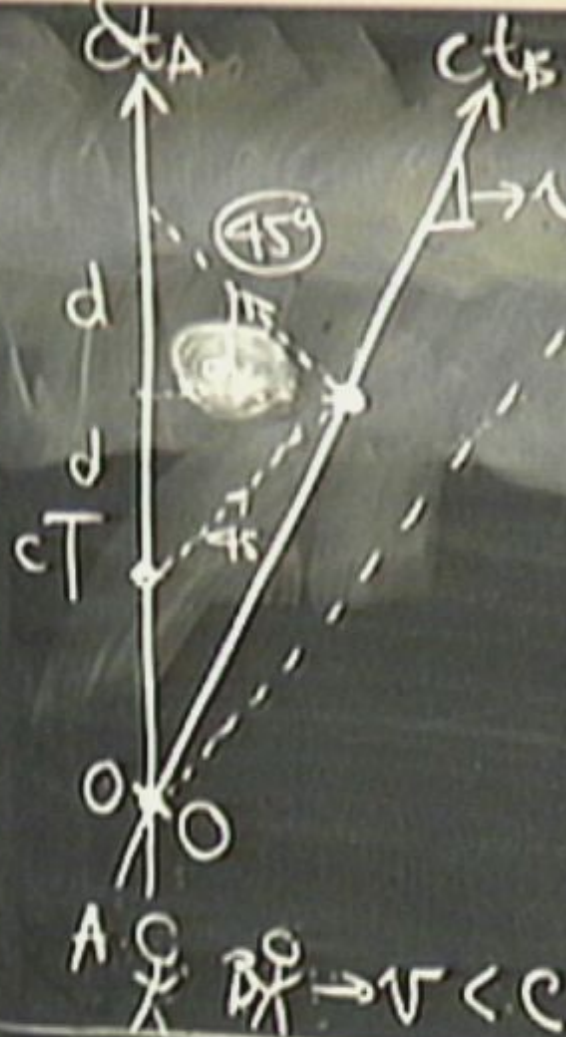


$\rightarrow y_A$





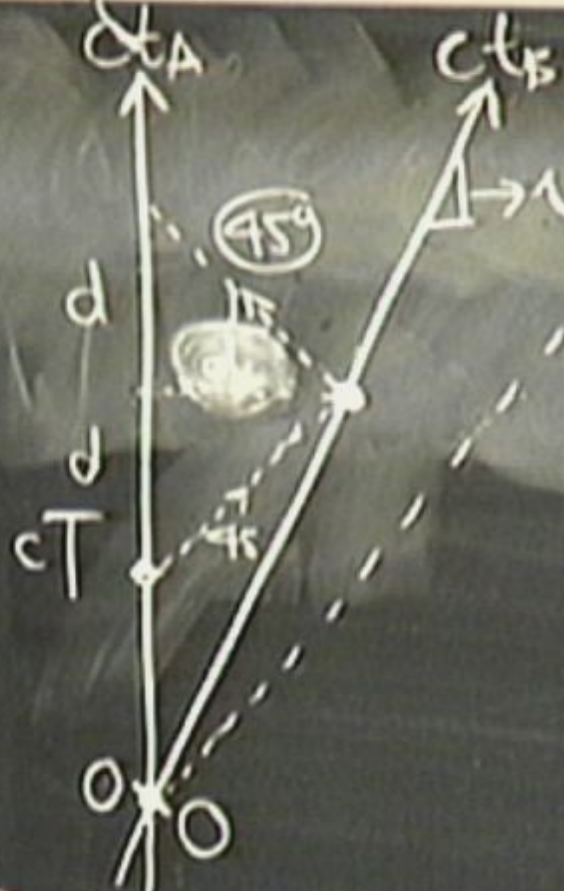




$$d = \text{vel} \times \text{time}$$

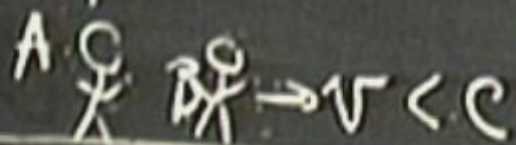
$\rightarrow x_A$





$$d = \text{vel} \times \text{time}$$

$$= \sim$$



$\rightarrow x_A$

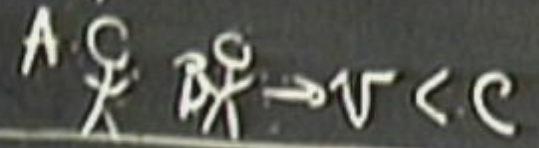


$$d = \text{vel} \times \text{time}$$

$$= \sim$$

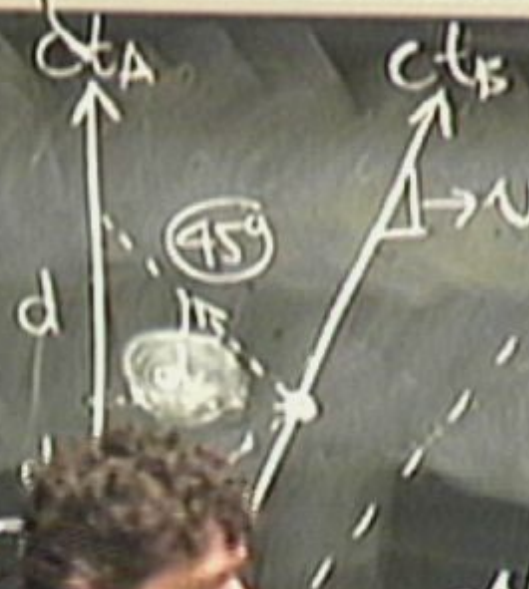
$$c\Delta t_A = cT + d$$

$$\Delta t_A = T + \frac{d}{c}$$



$\rightarrow x_A$





$$d = \text{vel} \times \text{time}$$

$$= v \left( T + \frac{d}{c} \right)$$

$$c\Delta t_A = cT + d$$

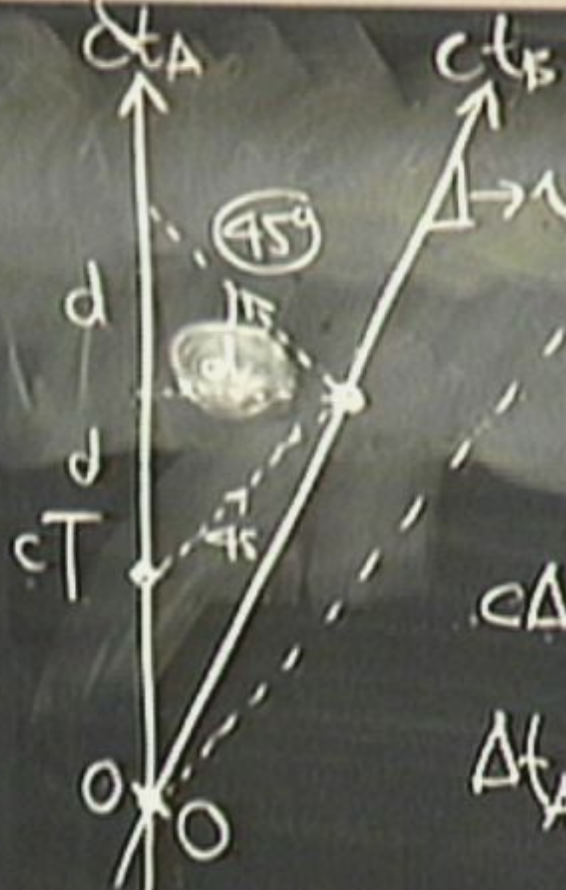
$$\Delta t_A = T + \frac{d}{c}$$

$$v < c$$

$$\Delta x_A$$







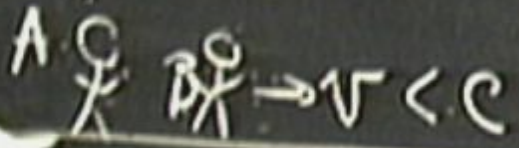
$$d = \text{vel} \times \text{time}$$

$$= v \left( T + \frac{d}{c} \right)$$

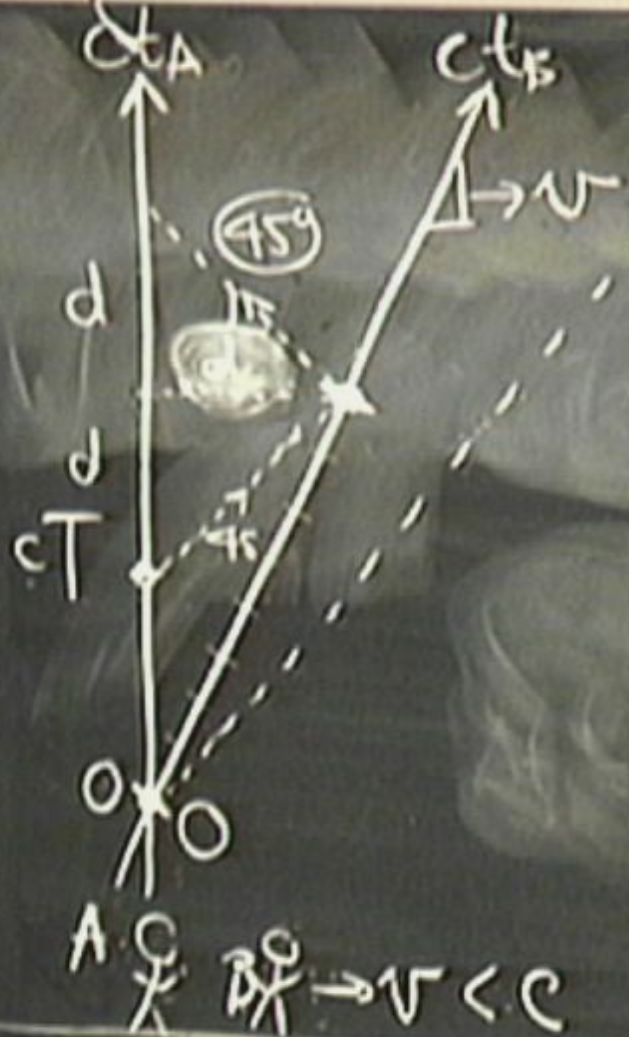
$$c \Delta t_A = cT + d$$

$$\Delta t_A = T + \frac{d}{c}$$

$$\boxed{\frac{d}{cT} = \frac{v/c}{1 - v/c}} \quad (1)$$



$\rightarrow x_A$



$$d = \text{vel} \times \text{time}$$

$$= v \left( T + \frac{d}{c} \right)$$

$$\boxed{\frac{d}{ct} = \frac{v/c}{1 - v/c}} \quad (1)$$

$\rightarrow x_A$



\* For observer at rest with air,  
speed of sound is independent of  
the motion of the source.



\* For observer at rest with air, speed of sound is independent of the motion of the source.





$ct_A$

$ct_B$

45°

$d = \text{vel} \times \text{time}$

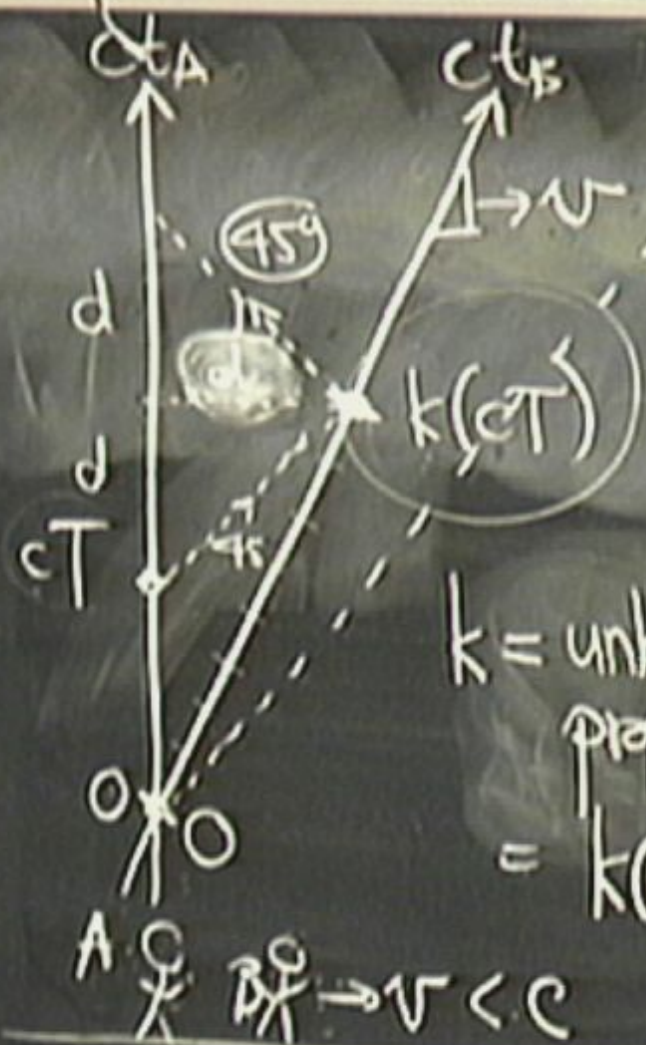
$k(ct)$

$= \gamma (T + \frac{d}{c})$

$$\frac{d}{ct} = \frac{\gamma c}{1 - v/c} \quad (1)$$

$A \quad C \quad B \rightarrow v < c$

$\rightarrow x_A$



$d = \text{vel} \times \text{time}$

$$= \gamma \left( T + \frac{d}{c} \right)$$

$k = \text{unknown proportionality const.} = k(v)$

$$\frac{d}{ct} = \frac{v/c}{1 - v/c} \quad (1)$$

$\rightarrow x_A$



# Determining k

Determining  $k$

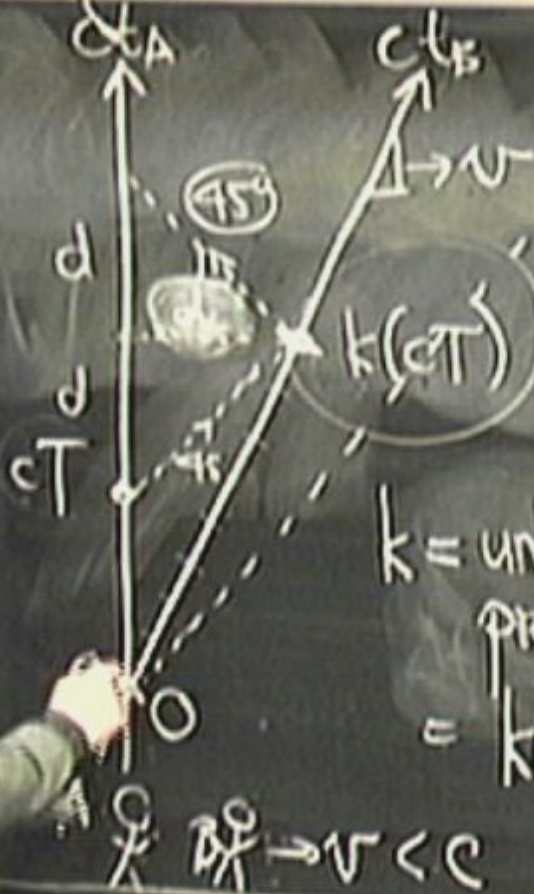
ASSUMPTION: Universal Time



Determining k

ASSUMPTION: Universal Time

1 sec for A  $\leftrightarrow$  1 sec for B

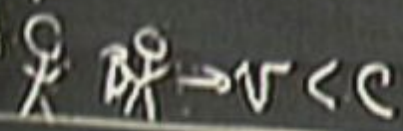


$d = \text{vel} \times \text{time}$

$$= \gamma (T + \frac{d}{c})$$

$k = \text{unknown proportionality const.} = k(v)$

$$\frac{d}{ct} = \frac{v/c}{1 - v/c} \quad (1)$$



$x$



## Determining k

ASSUMPTION: Universal Time

1 sec for A  $\leftrightarrow$  1 sec for B

$$qT + d =$$

## Determining k

ASSUMPTION: Universal Time

1 sec for A  $\leftrightarrow$  1 sec for B

$$qT + d = k \cdot cT$$



## Determining k

ASSUMPTION: Universal Time

1 sec for A  $\leftrightarrow$  1 sec for B

$$qT + d = k \cdot cT$$

$$\boxed{T + \frac{d}{c} = kT}$$

## Determining k

ASSUMPTION: Universal Time

1 sec for A  $\leftrightarrow$  1 sec for B

$$qT + d = k \cdot cT$$

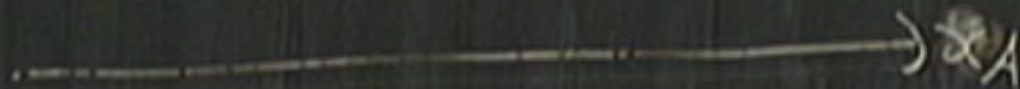
$$\boxed{T + \frac{d}{c} = kT}$$



$$(1) + (2) \Rightarrow \boxed{k = \frac{1}{1 - v/c}} = k(\frac{v}{c})$$

$$(1) + (2) \Rightarrow \boxed{k = \frac{1}{1 - v/c}} = k(\frac{v}{c})$$

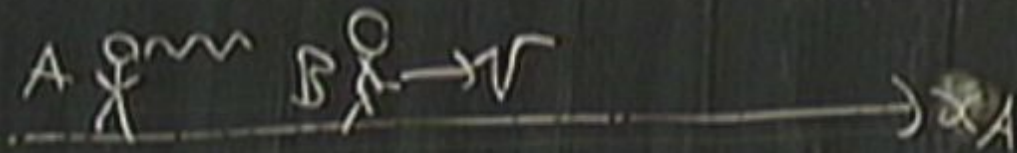
$k$  as Doppler.





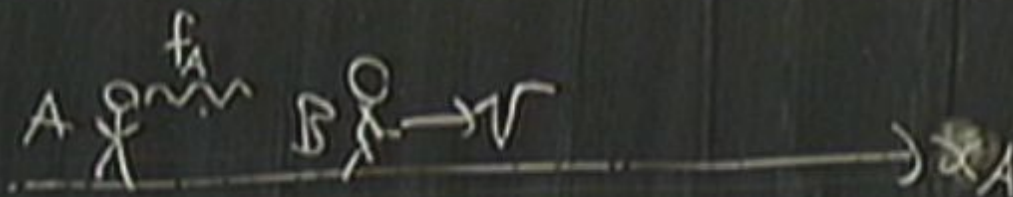
$$(1) + (2) \Rightarrow \boxed{k = \frac{1}{1 - v/c}} = k\left(\frac{v}{c}\right)$$

$k$  as Doppler.



$$(1) + (2) \Rightarrow \boxed{k = \frac{1}{1 - v/c}} = k \left( \frac{v}{c} \right)$$

$k$  as Doppler.

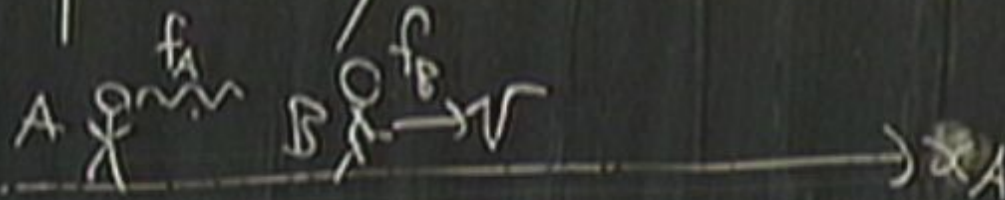




(1) + (2)  $\Rightarrow$

$$k = \frac{1}{1 - v/c} = k\left(\frac{v}{c}\right)$$

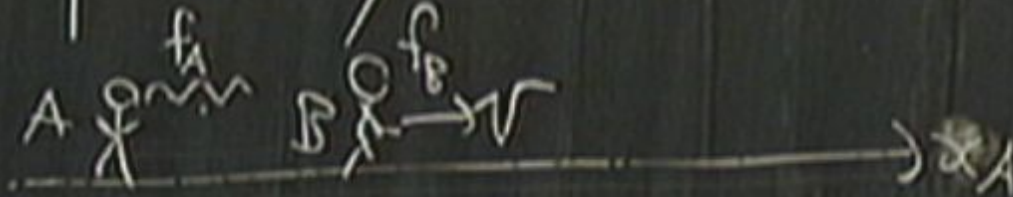
$k$  as Doppler.



$$(1) + (2) \Rightarrow$$

$k$  as Doppler.

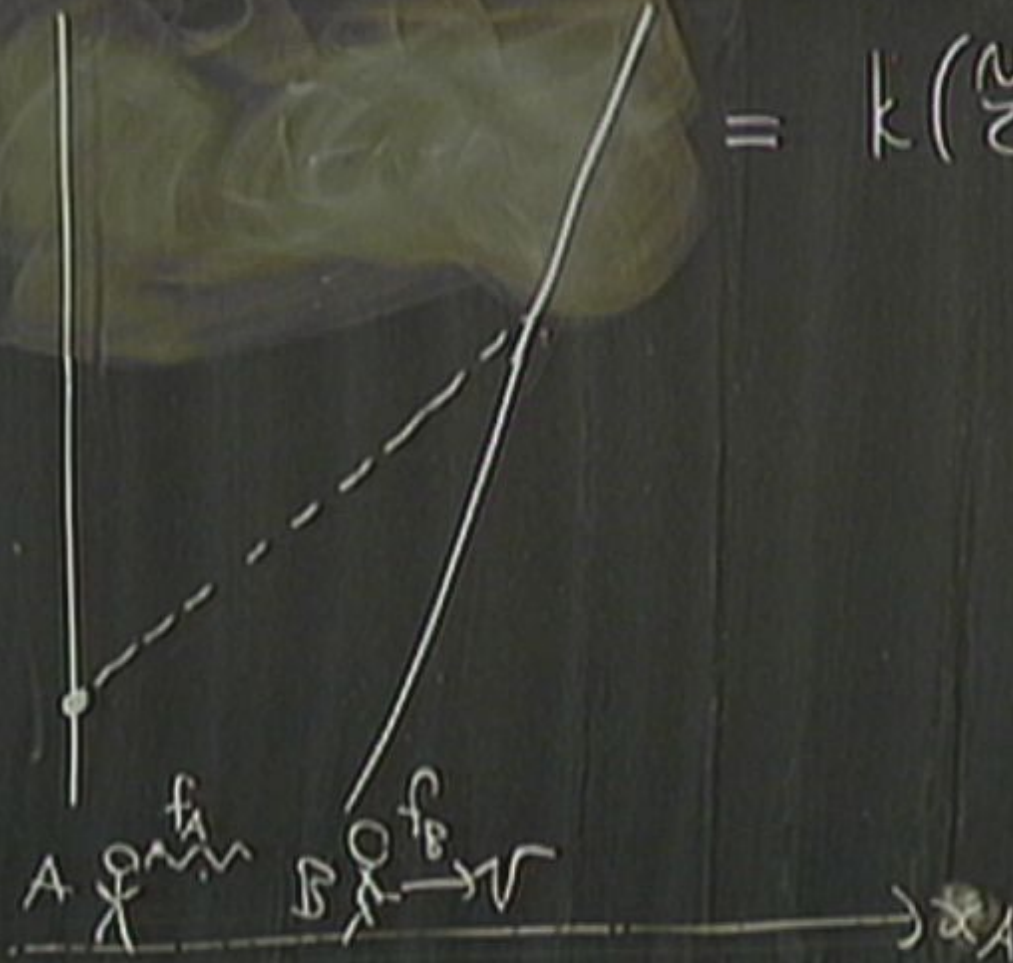
$$= k \left( \frac{c}{c - v} \right)$$





(1) + (2)  $\Rightarrow$

$k$  as Doppler.

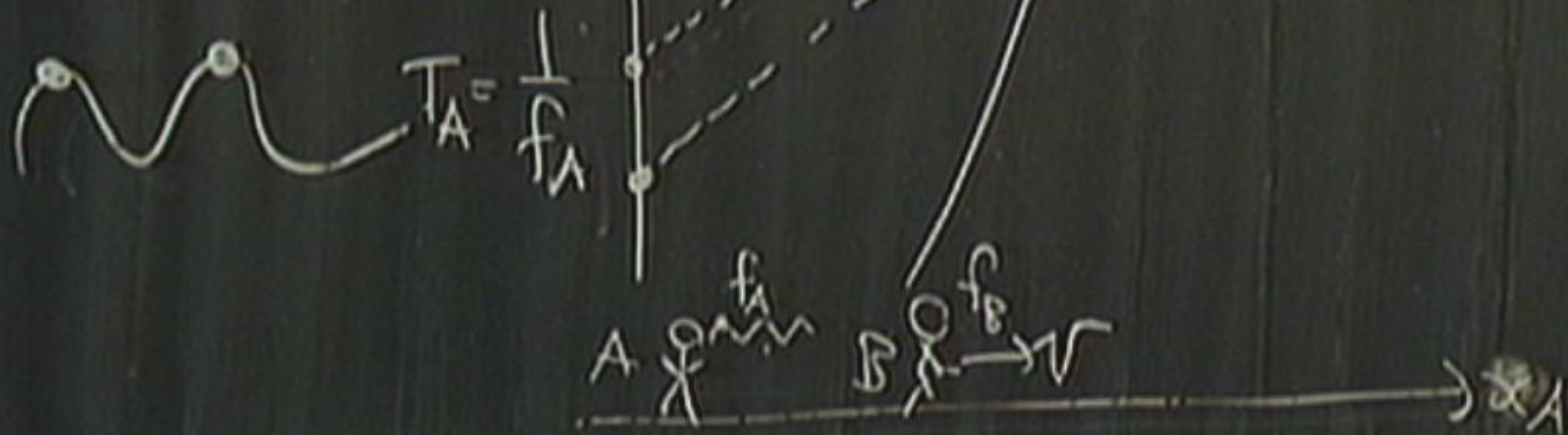


$$= k \left( \frac{c}{v} \right)$$

(1) + (2)  $\Rightarrow$

$$= k \left( \frac{v}{c} \right)$$

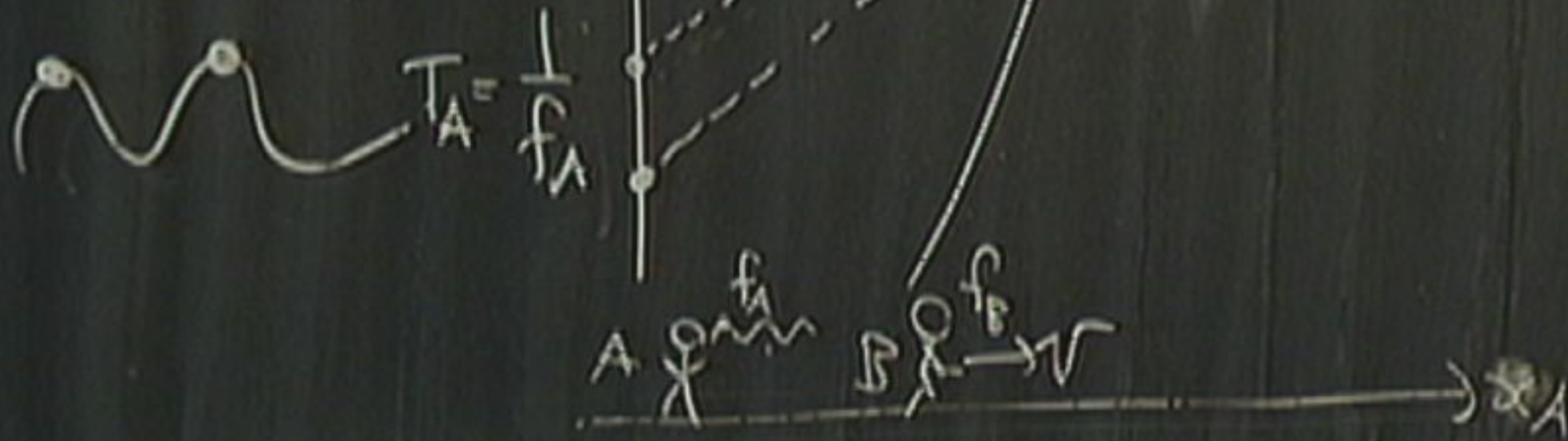
$k$  as Doppler.





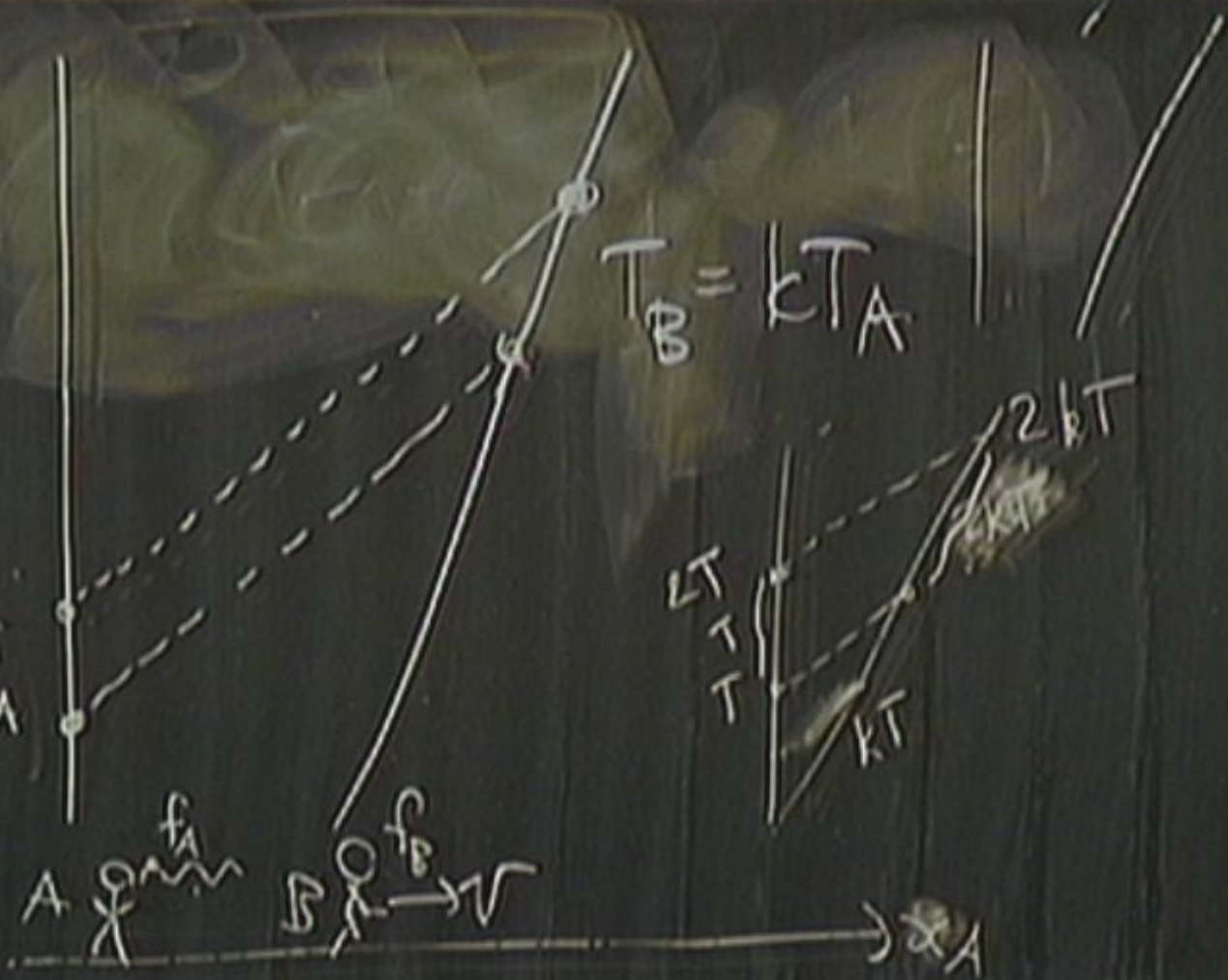
(1) + (2)  $\Rightarrow$

$k$  as Doppler.



(1) + (2)  $\Rightarrow$

$k$  as Doppler.





(1) + (2)  $\Rightarrow$

$k$  as Doppler.



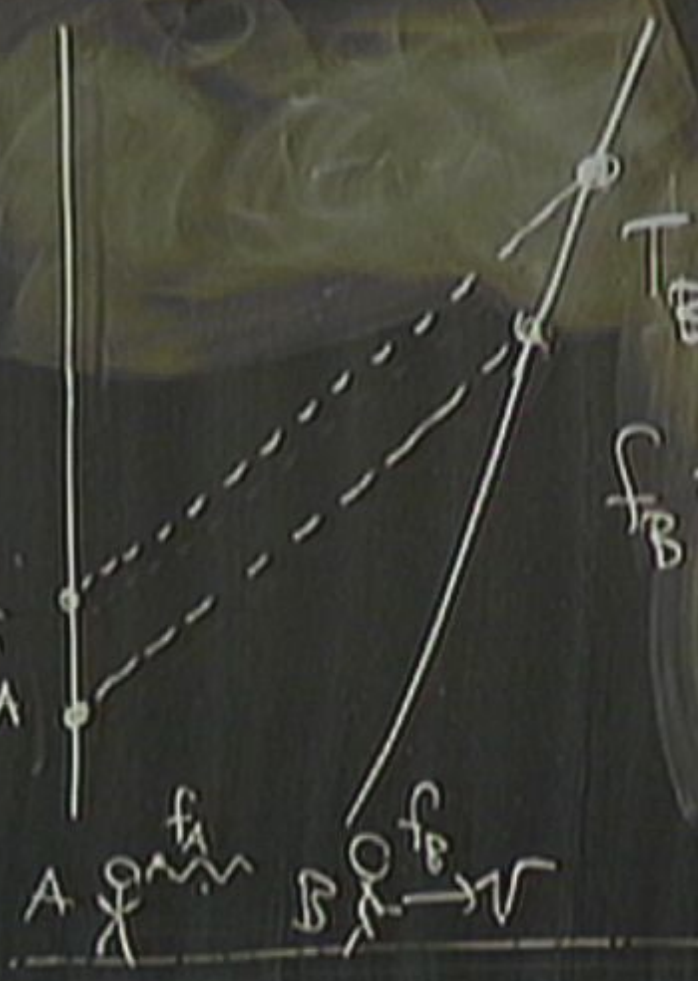
$$T_A = \frac{1}{f_A}$$



$$T_B = k T_A$$

(1) + (2)  $\Rightarrow$

$k$  as Doppler.



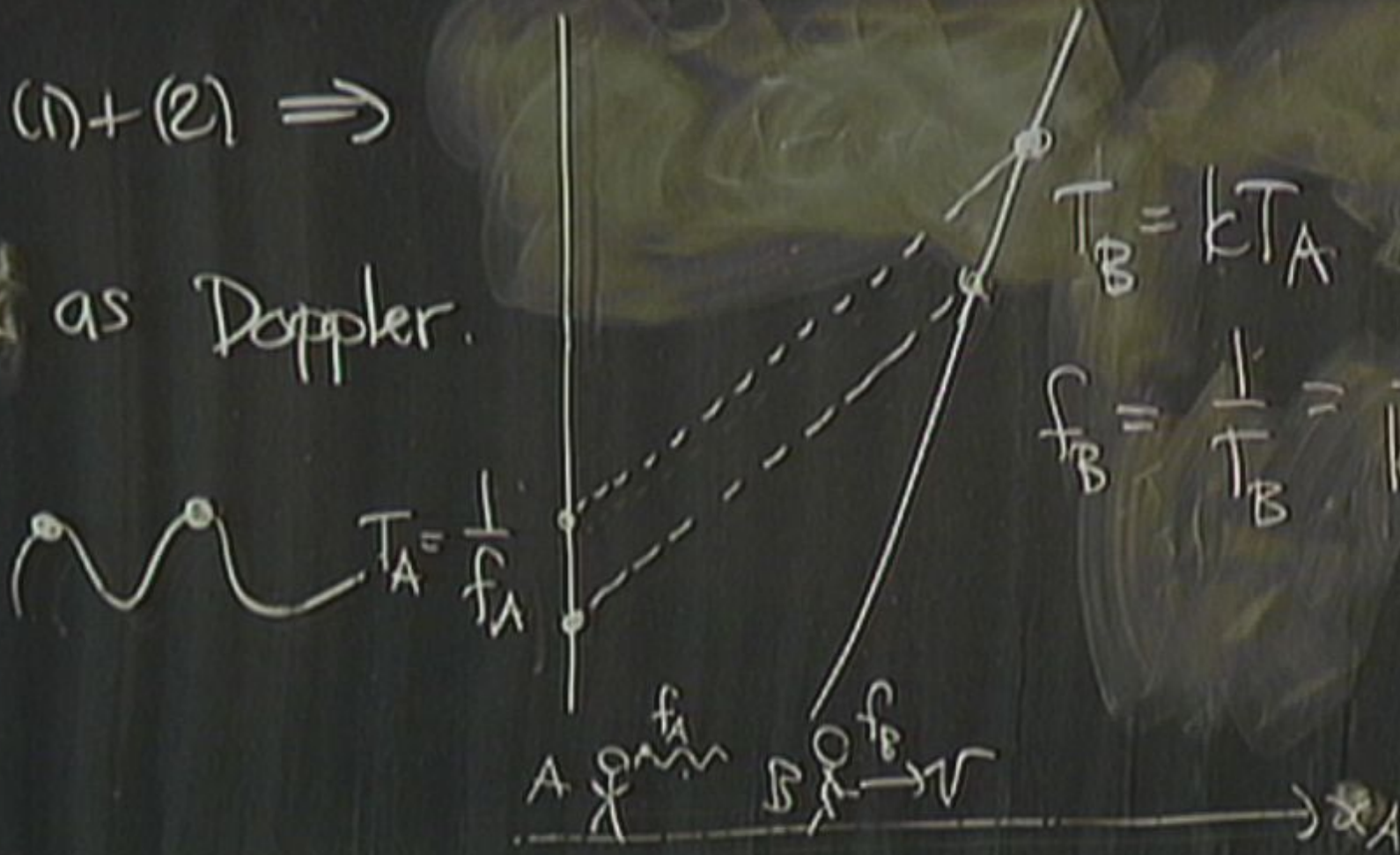
$$T_B = k T_A$$

$$f_B = \frac{1}{k} f_A$$



(1) + (2)  $\Rightarrow$

$k$  as Doppler.

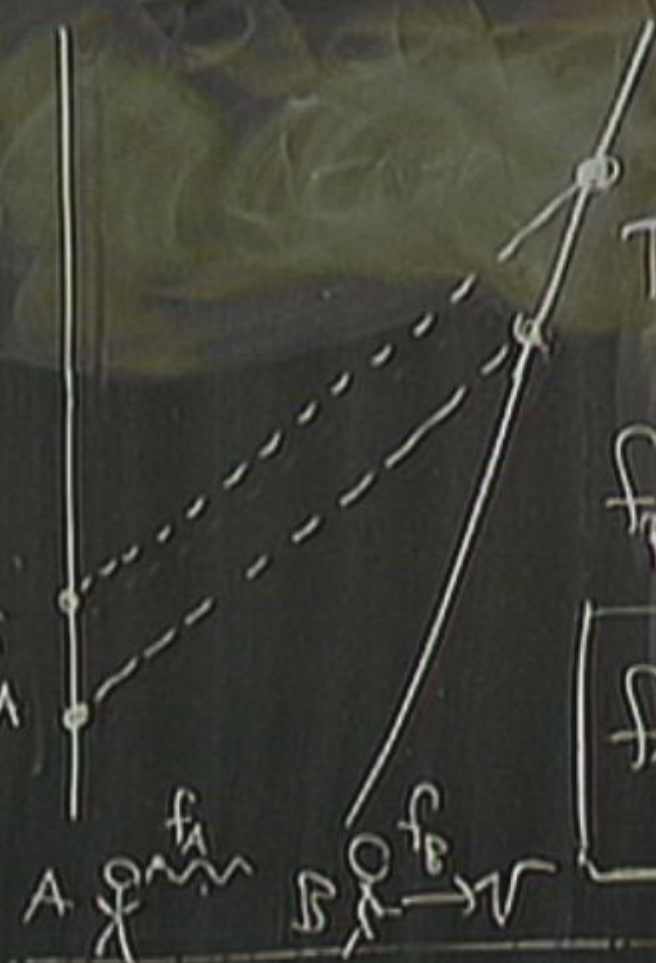


$$T_B = k T_A$$

$$f_B = \frac{1}{T_B} = \frac{1}{k T_A} = \frac{1}{k} f_A$$

(1) + (2)  $\Rightarrow$

$k$  as Doppler.



$$T_B = k T_A$$

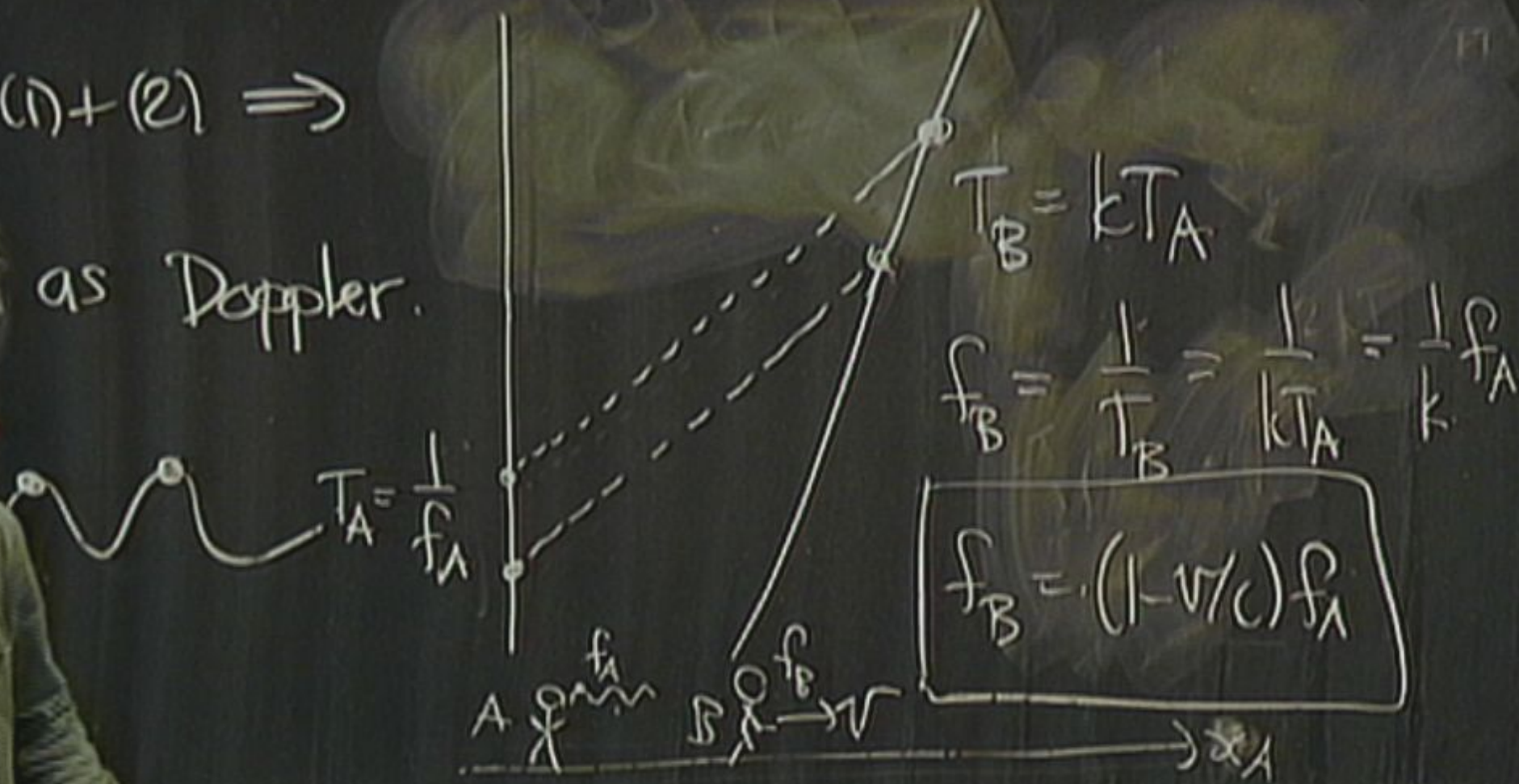
$$f_B = \frac{1}{T_B} = k f_A$$


$$f_B = (1 - v/c) f_A$$



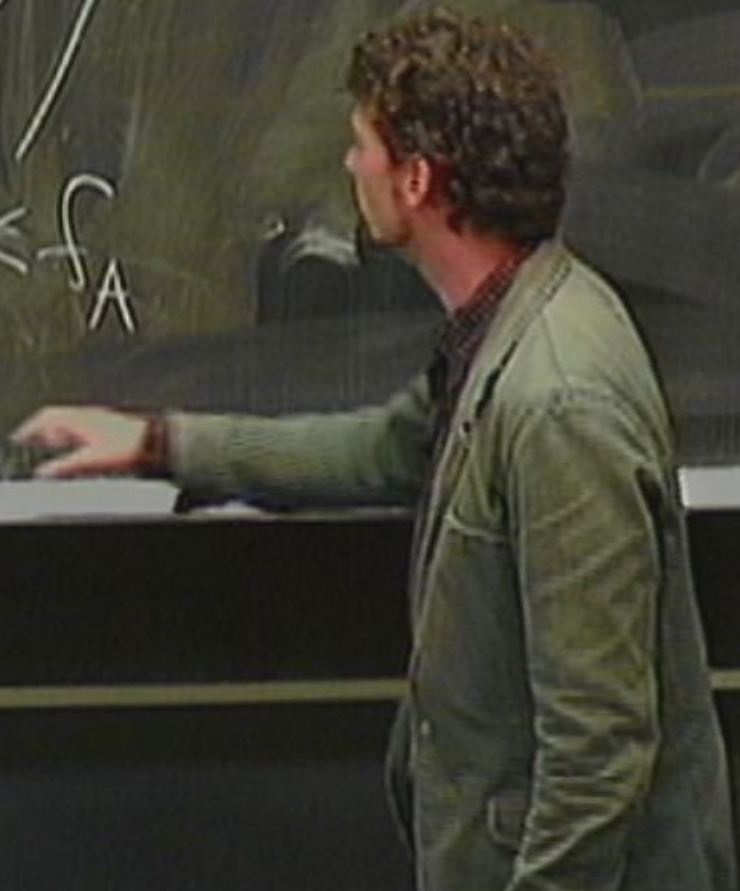
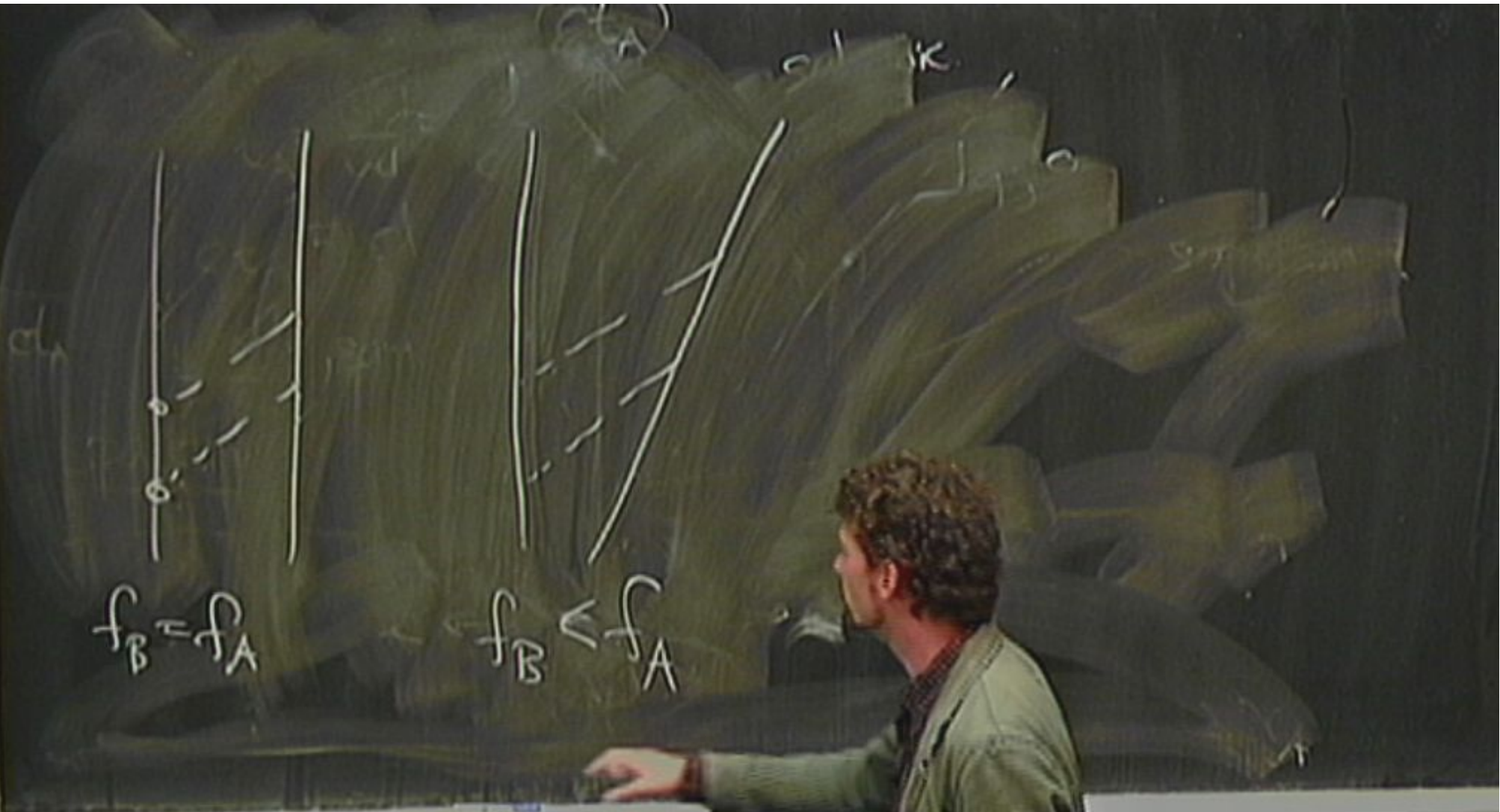
(1) + (2)  $\Rightarrow$


$k$  as Doppler.




$$f_B = f_A$$








A vertical white line is drawn on a chalkboard. A small dot is marked on the line. A dashed line extends from the dot to the right, ending at a second vertical white line.


$$f_B = f_A$$





A vertical white line is drawn on a chalkboard. It has a sharp kink or bend towards the right. A dashed line extends from the kink to the right, ending at a second vertical white line.

$$f_B < f_A$$




$$f_B = f_A$$


$$f_B < f_A$$


$$f_B > f_A$$

Sound → Light

---

\*





Sound  $\rightarrow$  Light.

\* If light is a wave-in-ether

Sound  $\rightarrow$  Light.

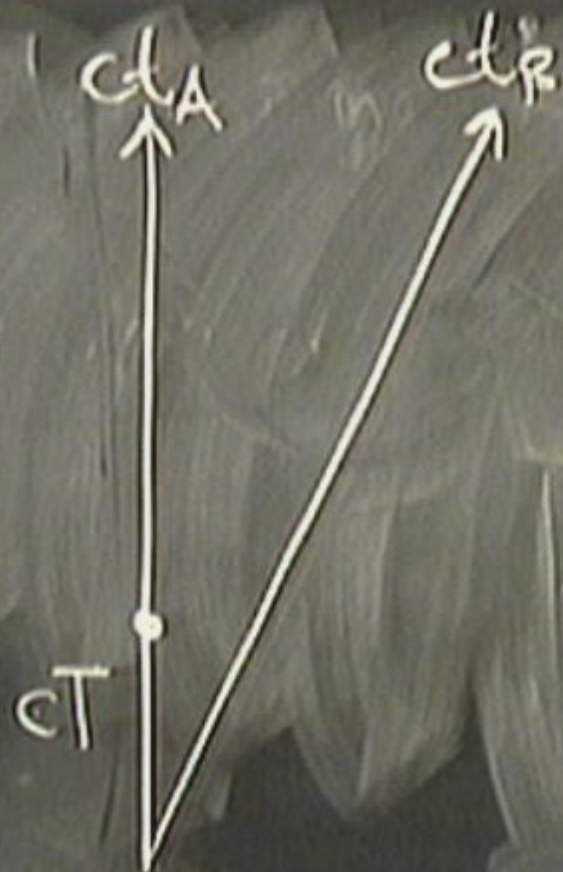
\* If light is a wave-in-ether



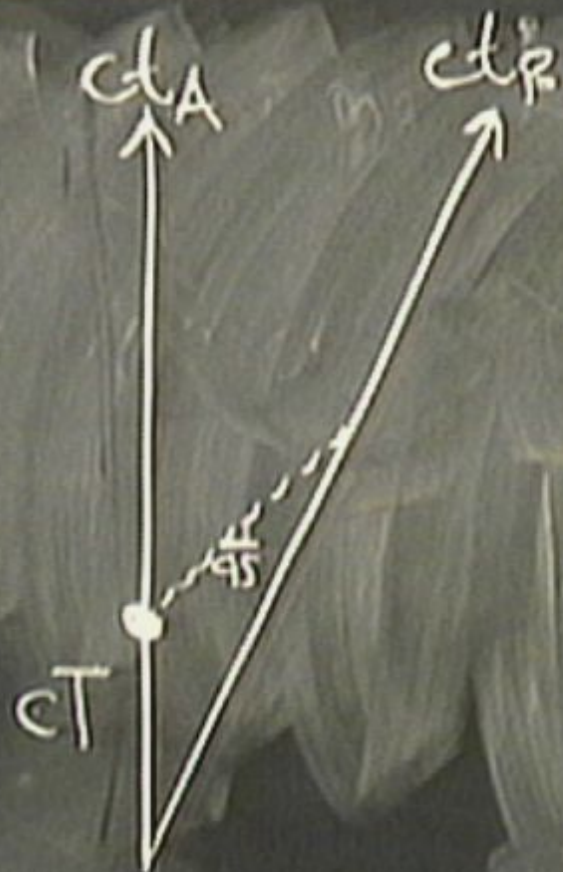
Sound  $\rightarrow$  Light

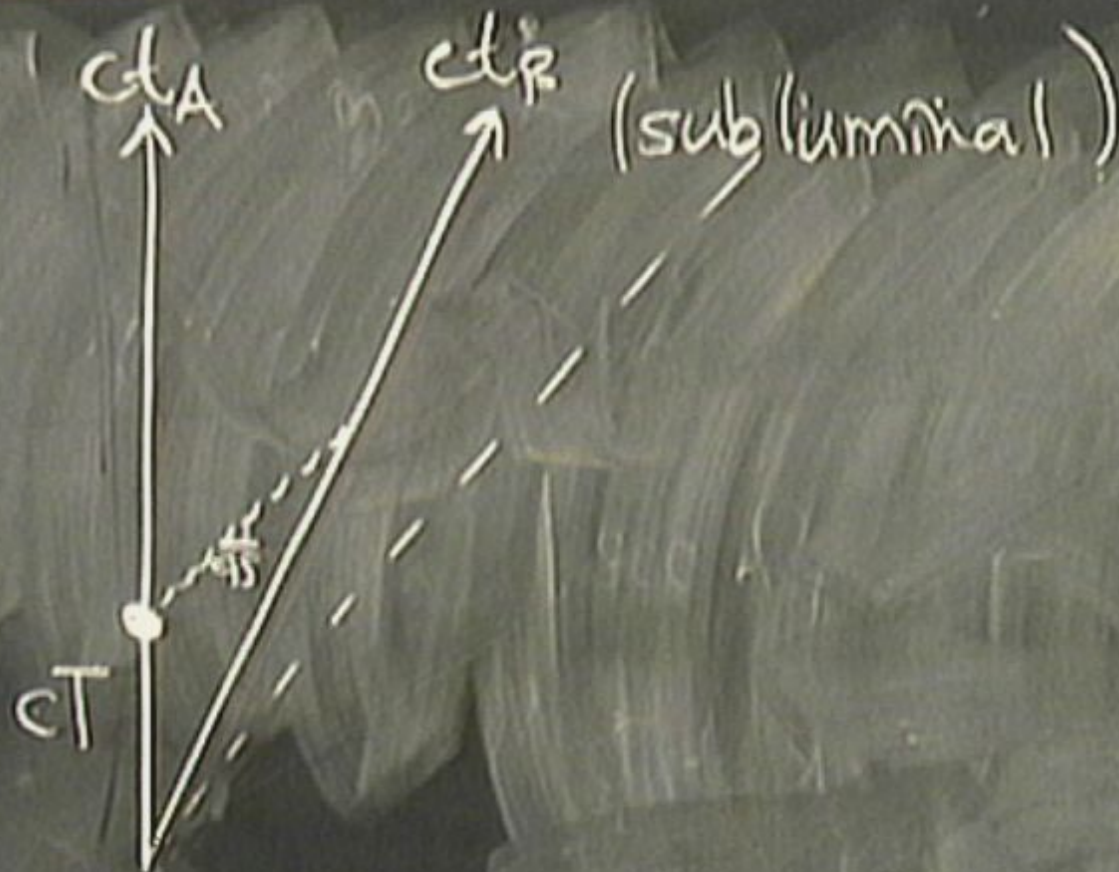
\* If light is a wave-in-ether  
(analogous to sound-in-air)

exactly same

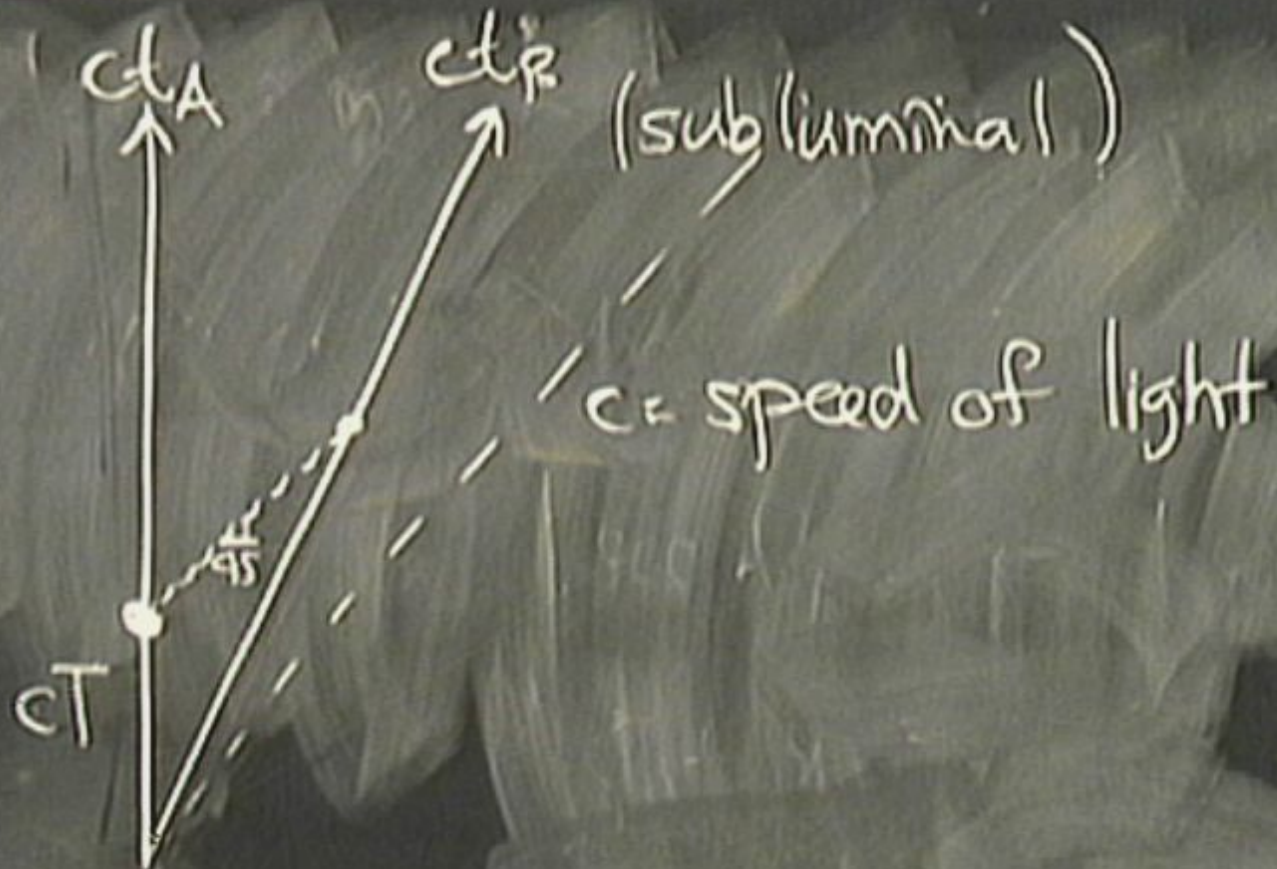


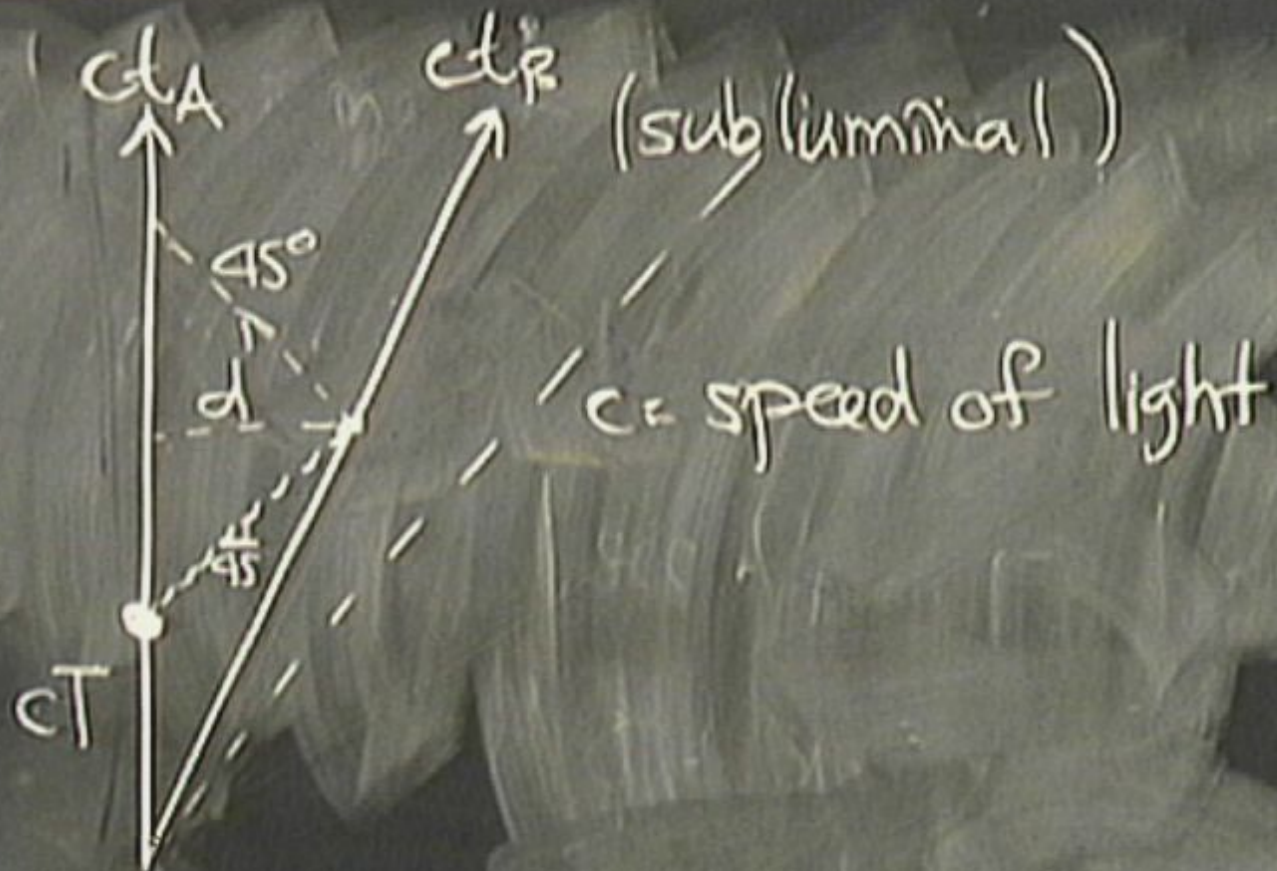




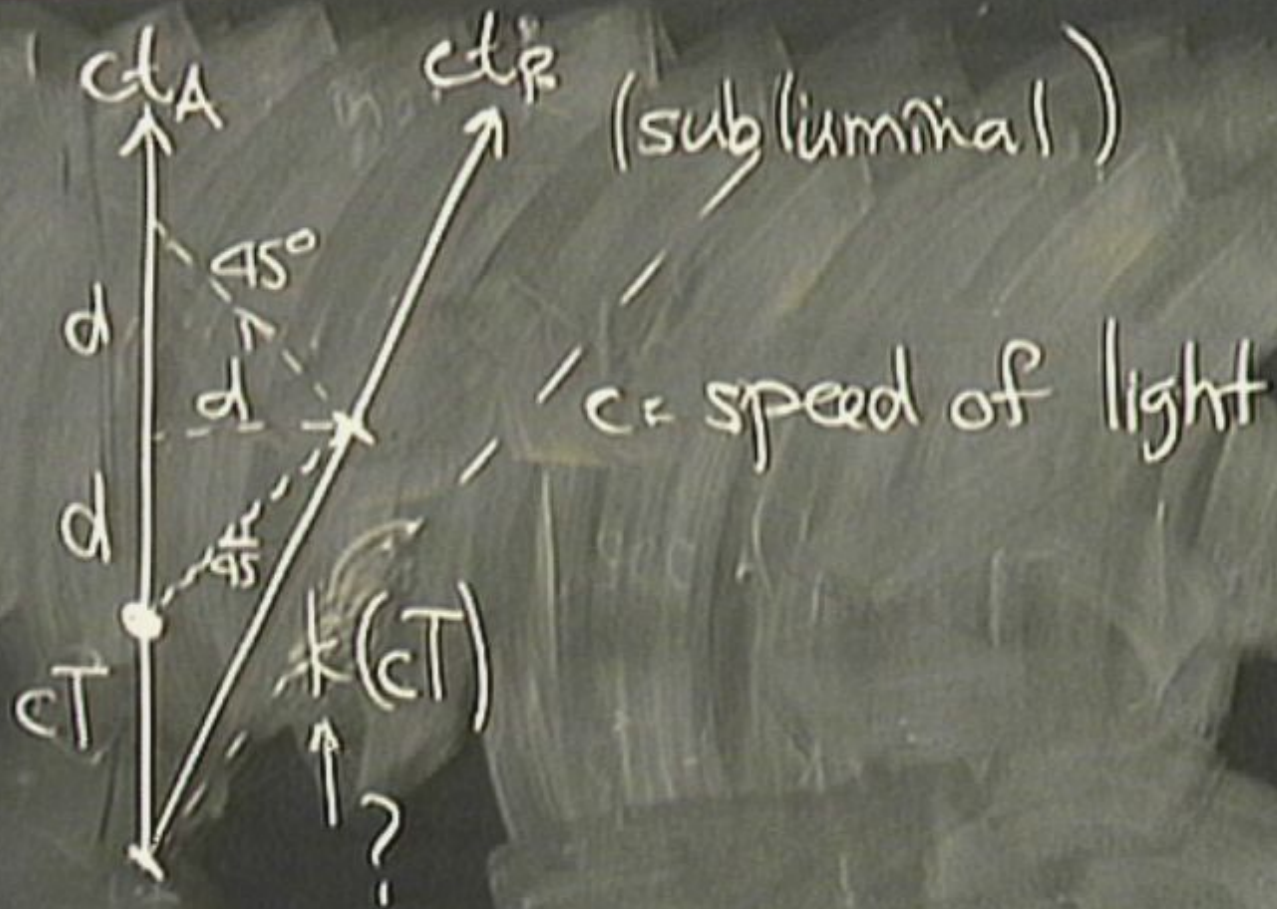












P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source.



P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source.

P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source.

there exist at least one frame.



there exist at least one frame  
P2: For an observer "at rest", the speed of  
light is  $c$ , independent of motion of source.

obvious: (1)

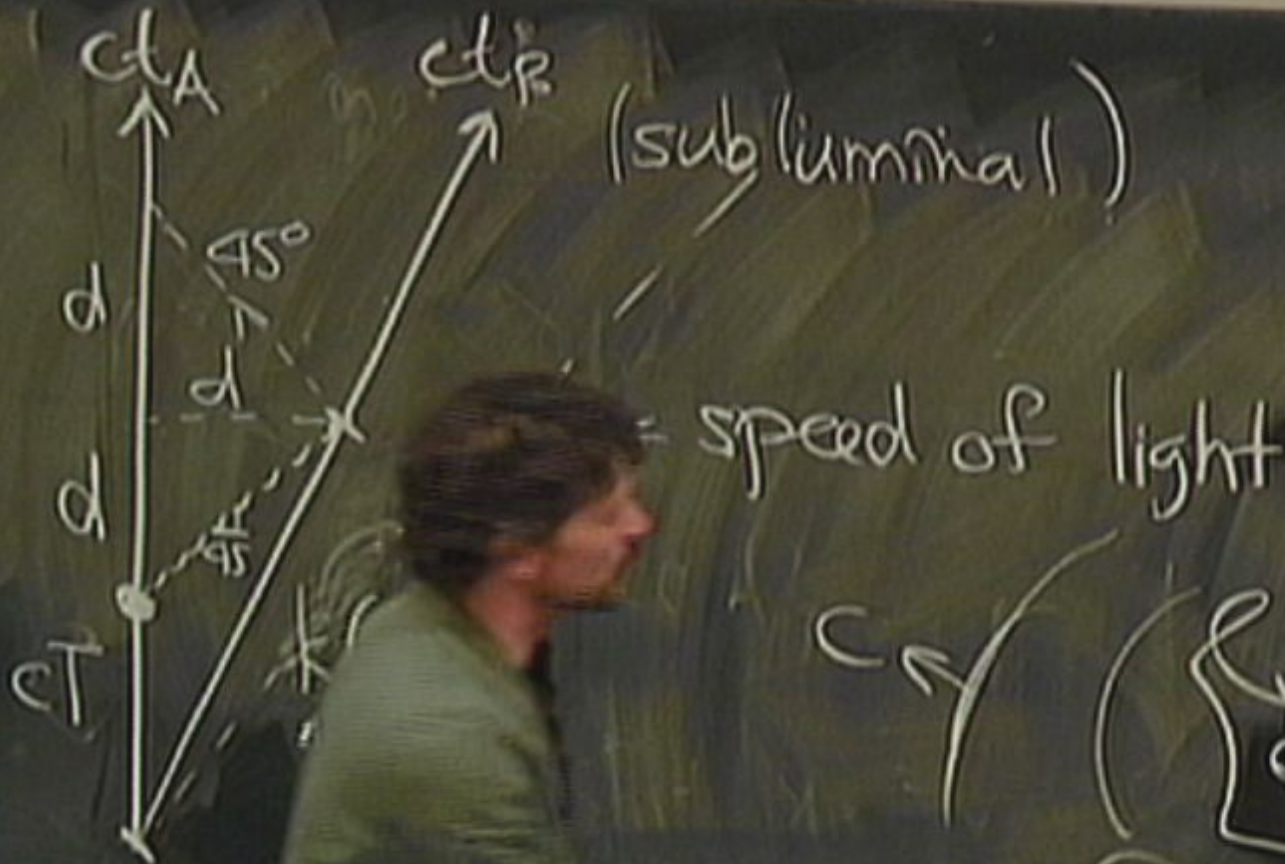
there exist at least one frame.  
P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source.

obvious: (i) Mechanical wave-in-ether model.

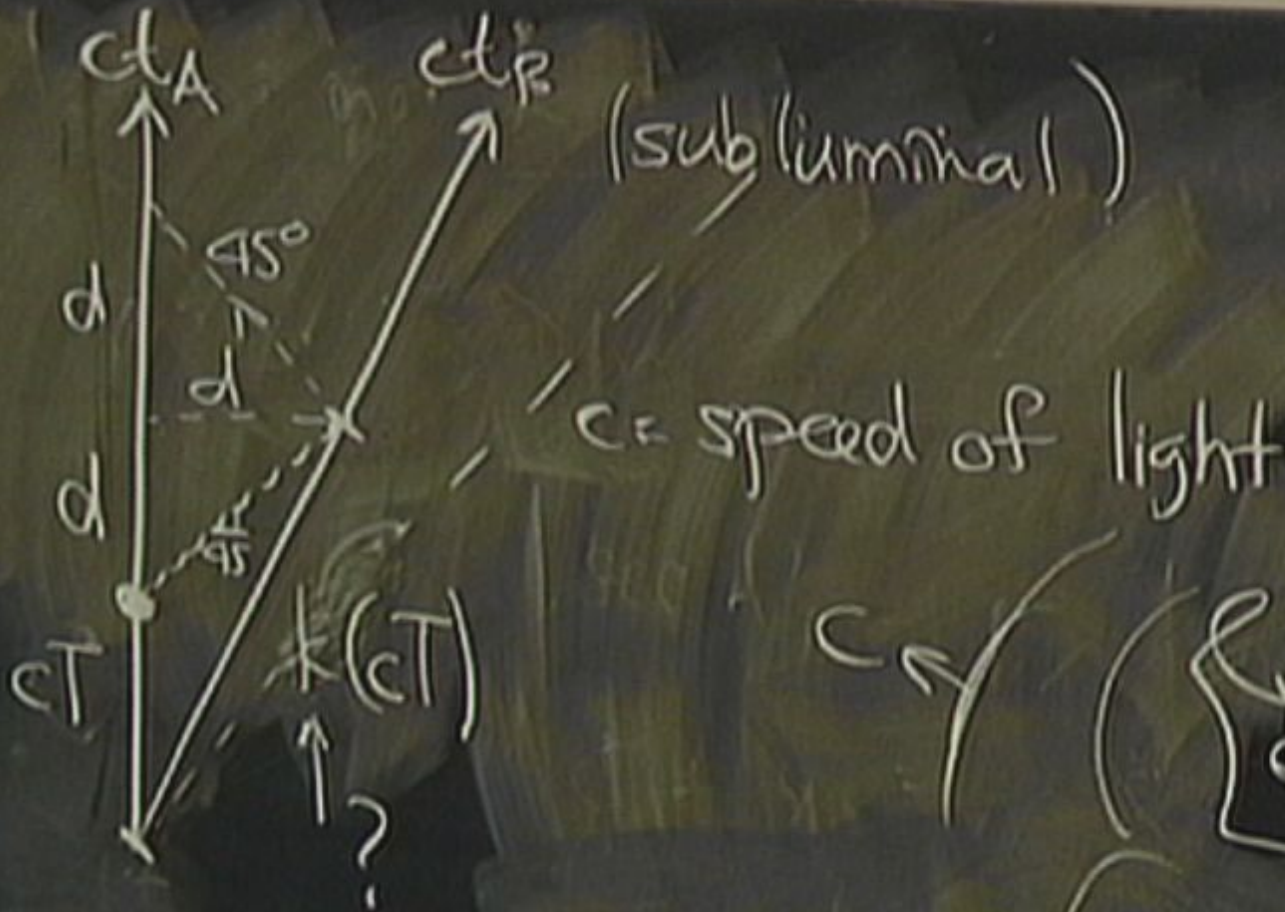


P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source. there exist at least one frame

obvious: (1) Mechanical wave-in-ether model.  
(2) Maxwell's equations.







2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source. ↙ there exist at least one frame

- obvious:
- (1) Mechanical wave-in-ether model.
  - (2) Maxwell's equations.
  - (3) Astral observations.



P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source.

obvious: (1) Mechanical wave-in-ether model.  
(2) Maxwell's equations.  
(3) Astral observations.

there exist at least one frame.  
P2: For an observer "at rest", the speed of light is  $c$ , independent of motion of source.

obvious: (1) Mechanical. weather model.

(2) Maxwell's eqs.

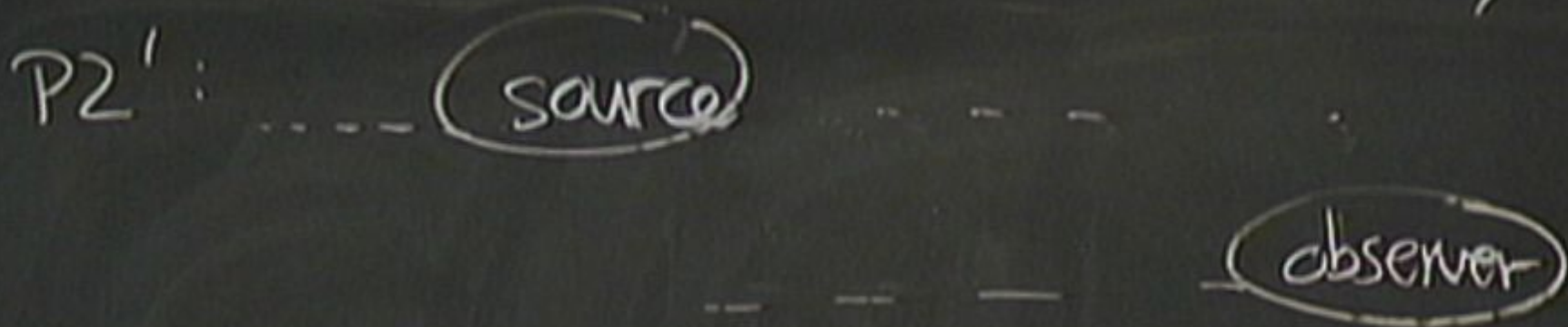
(3) Astr...



P2':

source

observer



Totally bizarre



ISSYP 2008

### Relativity Exercise: Spacetime Diagrams (I)

- 1) Sketch the spacetime diagram of a car, starting from rest, accelerating to a maximum speed, coasting at a constant speed for some time, and then decelerating to rest again.
- 2) Sketch the spacetime diagram of a planet orbiting the Sun. (Show both the planet and the Sun.)
- 3) Sketch the spacetime diagram of Bob, who walks around the block at constant speed, pausing for a few moments at each corner.

ISSYP 2008

### Relativity Exercise: Spacetime Diagrams (I)

- 1) Sketch the spacetime diagram of a car: starting from rest, accelerating to a maximum speed, coasting at a constant speed for some time, and then decelerating to rest again.
- 2) Sketch the spacetime diagram of a planet orbiting the Sun. (Show both the planet and the Sun.)
- 3) Sketch the spacetime diagram of Bob, who walks around the block at constant speed, pausing for a few moments at each corner.



ISSYP 2008

### Relativity Exercise: Spacetime Diagrams (I)

- 1) Sketch the spacetime diagram of a car starting from rest, accelerating to a maximum speed, coasting at a constant speed for some time, and then decelerating to rest again.
- 2) Sketch the spacetime diagram of a planet orbiting the Sun. (Show both the planet and the Sun.)
- 3) Sketch the spacetime diagram of Bob, who walks around the block at constant speed, pausing for a few moments at each corner.

ISSYP 2008

## Relativity Exercise: Spacetime Diagrams (I)

- 1) Sketch the spacetime diagram of a car starting from rest, accelerating to a maximum speed, coasting at a constant speed for some time, and then decelerating to rest again.
- 2) Sketch the spacetime diagram of a planet orbiting the Sun. (Show both the planet and the Sun.)
- 3) Sketch the spacetime diagram of Bob, who walks around the block at constant speed, pausing for a few moments at each corner.