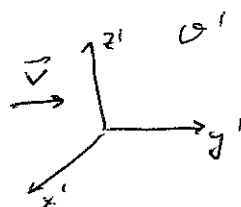
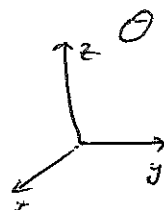


Previous lecture:



Change indices
up $\leftrightarrow$ down

①

Lorentz boost

$$\vec{x}' = \gamma (\vec{x} - \vec{\beta} (ct)) \quad ; \quad \vec{\beta} = \frac{\vec{V}}{c}$$

$$ct' = \gamma (ct - \vec{\beta} \cdot \vec{x}) \quad \gamma = \frac{1}{\sqrt{1 - \beta^2}}$$

Usually we consider only boost in x-direction:

$$\vec{V} = \{V, 0, 0\}$$

$$\begin{pmatrix} ct' \\ x' \end{pmatrix} = \begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix} \begin{pmatrix} ct \\ x \end{pmatrix}$$

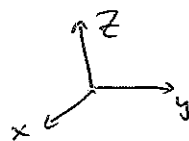
$$y' = y$$

$$z' = z$$

Last time we discussed about how quantities change. Today we discuss the quantities that do not change

Analogy:

Consider 3-d space:



• Arbitrary linear transformation:

$$x'_i = G_{ij} x_j \quad ; \quad G = 3 \times 3 \text{ matrix} \\ \det G \neq 1$$

[~~analogy~~ of changing reference frame]

Subclass of transformations:

Orthogonal transformations

• Transformations that preserve distances $\leftrightarrow$ scalar product.

$$\vec{u} \cdot \vec{w} = \delta^{ij} u_i w_j = \underbrace{\delta^{ij}}_{\substack{\text{Euclidean metric} \\ u_1, w_1 \\ u_2, w_2 \\ u_3, w_3}} u_i w_j$$

$$\vec{u}' \cdot \vec{w}' = \delta^{ij} u'_i w'_j$$

$$\delta^{ij} u_i w_j$$

$\|\vec{u}\|$ - if you know norm, you can define scalar product

$$\begin{aligned} \langle \vec{u}, \vec{w} \rangle &= \frac{1}{2} (\langle \vec{u} + \vec{w}, \vec{u} + \vec{w} \rangle - \langle \vec{u}, \vec{u} \rangle - \langle \vec{w}, \vec{w} \rangle) = \\ &= \frac{1}{2} \|\vec{u} + \vec{w}\|^2 - \|\vec{u}\|^2 - \|\vec{w}\|^2 \end{aligned}$$

$$\vec{u}' \cdot \vec{w}' = \delta^{ij} u'_i w'_j = \delta^{ij} G_i^{i'} G_j^{j'} \underbrace{u_{i'} w_{j'}}_{\text{for arbitrary } \vec{u}, \vec{w}} = \delta^{i'j'} u_{i'} w_{j'}$$

$$\boxed{\delta^{ij} G_i^{i'} G_j^{j'} = \delta^{i'j'}}$$

$$G G^T = \mathbb{I}$$

usually denoted by O : (G - for general)
(O - for orthogonal)

$$(a) \quad \boxed{O O^T = \mathbb{I}}$$

Property if O_1, O_2 are orthogonal then $O_1 O_2$ is orthogonal also.

$$(O_1 O_2) (O_1 O_2)^T = O_1 O_2 O_2^T O_1^T = O_1 O_1^T = \mathbb{I}$$

$\Rightarrow$ the orthogonal transformations form a group: $O(3)$
 $\left. \begin{array}{l} O(n) \text{ for} \\ n\text{-dimensional} \\ \text{case} \end{array} \right\}$

Geometric interpretation:

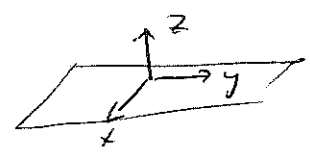
$$(a) \Rightarrow 1 = \det(O O^T) = (\det O)^2 \Rightarrow \det O = \pm 1$$

$\det O = 1 \Rightarrow$ rotations

$$\underline{SO(3)}$$

$\det O = -1$

$$\begin{pmatrix} 1 & & \\ & 1 & \\ & & -1 \end{pmatrix}$$



↑
reflection

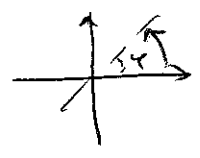
$$O = \underbrace{\left(O \cdot \begin{pmatrix} 1 & & \\ & 1 & \\ & & -1 \end{pmatrix} \right)}_{\det = 1} \begin{pmatrix} 1 & & \\ & 1 & \\ & & -1 \end{pmatrix}$$

$\det = 1$
(rotation) $\times$ reflection

$$O(3) = SO(3) \times \mathbb{Z}_2$$

2d example:
(of a rotation)

$$O = \begin{pmatrix} \cos \varphi & \sin \varphi \\ -\sin \varphi & \cos \varphi \end{pmatrix}$$



Orthogonal transformations preserve $\Delta x^2 + \Delta y^2 + \Delta z^2 = \Delta L^2$
 (Length in Euclidean space between two points)

Define Minkowski space: 4-dim space with "length" between two events
 1+3 dim space $\{ct, x, y, z\}$

$$\Delta s^2 = (ct)^2 - \Delta \vec{r}^2$$

Options: $\Delta s^2 > 0$

$\Delta s^2 = 0$: Length $\rightarrow$ Interval.

$\Delta s^2 < 0$

Lorentz group: Group of all linear transformations that preserve interval.

$$\vec{u} \cdot \vec{w} = \eta^{ij} u_i w_j = u_0 w_0 - u_1 w_1 - u_2 w_2 - u_3 w_3$$

Minkowski metric

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & -1 \end{pmatrix}$$

$$\vec{u}' \cdot \vec{w}' = \eta^{ij} u'_i w'_j = \eta^{ij} u_i w_j \Rightarrow$$

$\Rightarrow$ (full analogy with (B) case)

$$\eta^{ij} L_i{}^{i'} L_j{}^{j'} = \eta^{i'j'}$$

$$\boxed{L \eta L^T = \eta} ; L - \text{Lorentz transformation}$$

L_1, L_2 - also Lorentz transform

$\mathcal{O}(1,3)$

Different types of transformations:

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & & & \\ 0 & & \sigma & \\ 0 & & \uparrow & \end{pmatrix} \begin{pmatrix} ct \\ x \\ y \\ z \end{pmatrix} = \begin{pmatrix} ct' \\ x' \\ y' \\ z' \end{pmatrix}$$

$$\Delta s^2 = (ct)^2 - \Delta \vec{r}^2 \rightarrow$$

$$\rightarrow (ct)^2 - |\sigma \Delta \vec{r}|^2$$

3-d rotations & space reflection (P)

are included.

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & \gamma & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{pmatrix}$$

→ Lorentz boost in x-direction

$$\begin{pmatrix} \gamma & -\beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

Enough to consider 1+1 case. Minkowski space

$$\begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix} \uparrow \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix}^T = \eta$$

$$\begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix} = \begin{pmatrix} \gamma & \beta\gamma \\ -\beta\gamma & -\gamma \end{pmatrix} \begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix} = \begin{pmatrix} \gamma^2(1-\beta^2) & 0 \\ 0 & (\beta^2-1)\gamma^2 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

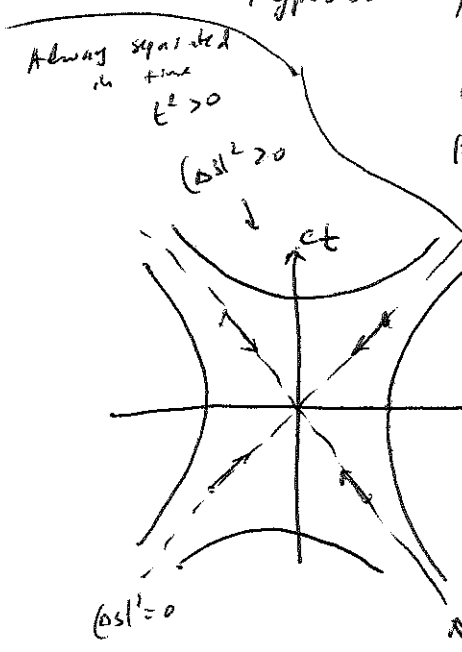
In reality we used $\gamma^2 - (\beta\gamma)^2 = 1$

analogy
 $(\cos\varphi)^2 + (\sin\varphi)^2 = 1$

Hyperbolic parametrisation:

$$\gamma = \cosh(\theta)$$

$$\beta = \sinh(\theta) \quad ; \quad \theta - \text{rapidity}$$



$$c^2t^2 - x^2 = (\Delta s)^2 \text{ (Hyperbola)}$$

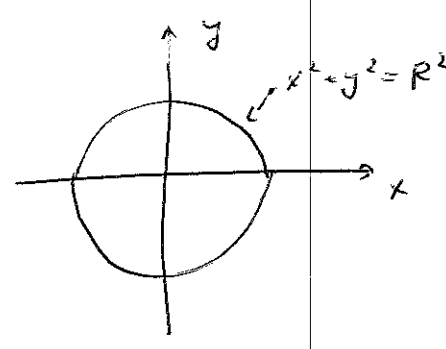
$$c^2t^2 - x^2 < 0; \quad x^2 > 0$$

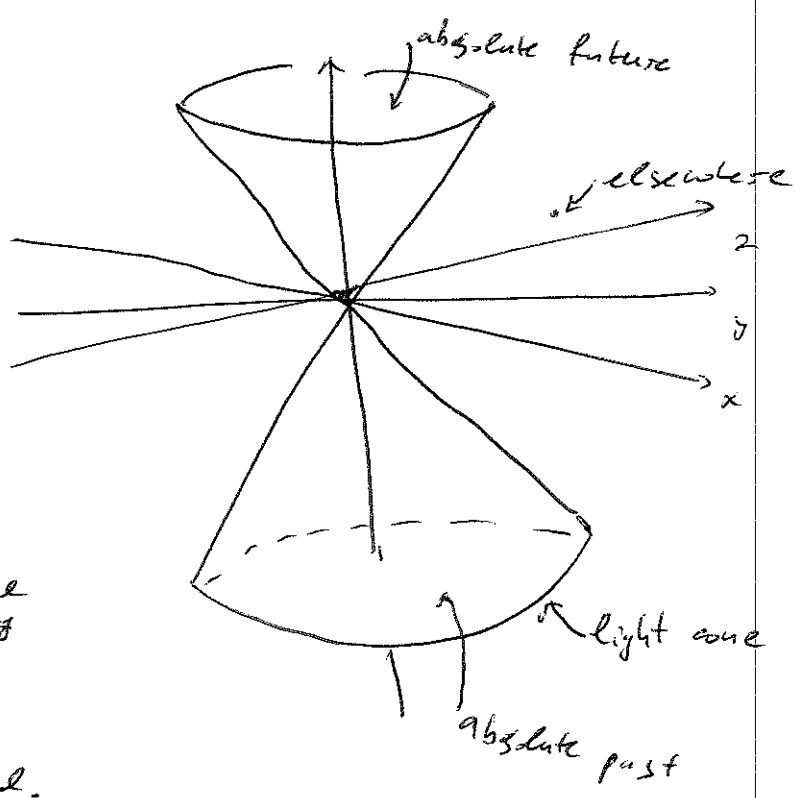
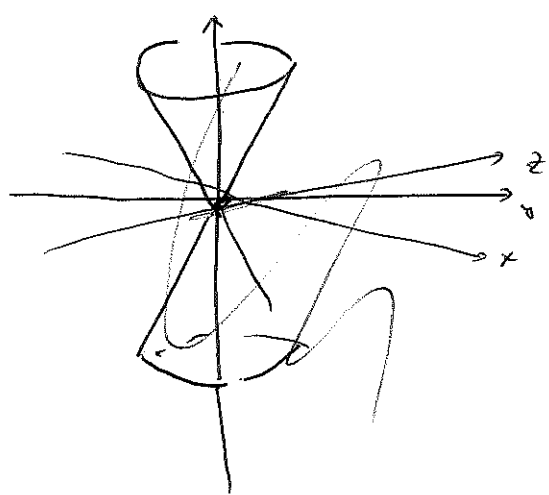
Two particles are always separated in space

$$(\Delta s)^2 = 0 \leftarrow \text{light-like interval}$$

$$c^2t^2 - x^2 = 0$$

$$\boxed{x = \pm ct} \leftarrow \text{particle moving with the speed of light}$$

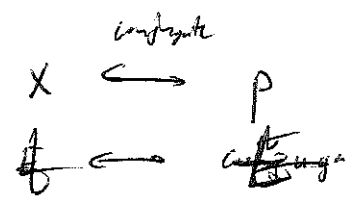




- $\Delta s^2 = 0$ - light like ~~trajectory~~ ^{interval}
- $\Delta s^2 > 0$ - time-like interval
- $\Delta s^2 < 0$ - space-like interval.

Lorentz transform does not mix these regions.

$$O(1,3) \cong SO(1,3) \times \mathbb{Z}_2 \times \mathbb{Z}_2$$



$$\text{const. } (ct)^2 - \vec{x}^2 \quad ; \quad (E/c)^2 - p^2 = \text{const} = m^2 c^2$$

$$E = \sqrt{(mc^2)^2 + (cp)^2}$$

$p=0$ (particle at rest)

$$E = mc^2$$