



# Special and General Relativity

Boud Roukema

(c) CC-BY-SA-3.0





# SR+GR

- SR+GR: construct spacetime from set theory





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”
- add properties to  $X$  that satisfy theorems





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”
- add properties to  $X$  that satisfy theorems
- → differentiable 4-(pseudo-)manifold





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”
- add properties to  $X$  that satisfy theorems
- → differentiable 4-(pseudo-)manifold
- point particle in space → w:World line in spacetime





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”
- add properties to  $X$  that satisfy theorems
- → differentiable 4-(pseudo-)manifold
- point particle in space → w:World line in spacetime
- point in spacetime → spacetime “event”





# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”
- add properties to  $X$  that satisfy theorems
- → differentiable 4-(pseudo-)manifold
- point particle in space → w:World line in spacetime
- point in spacetime → spacetime “event”
- SR: spacetime = w:Minkowski space





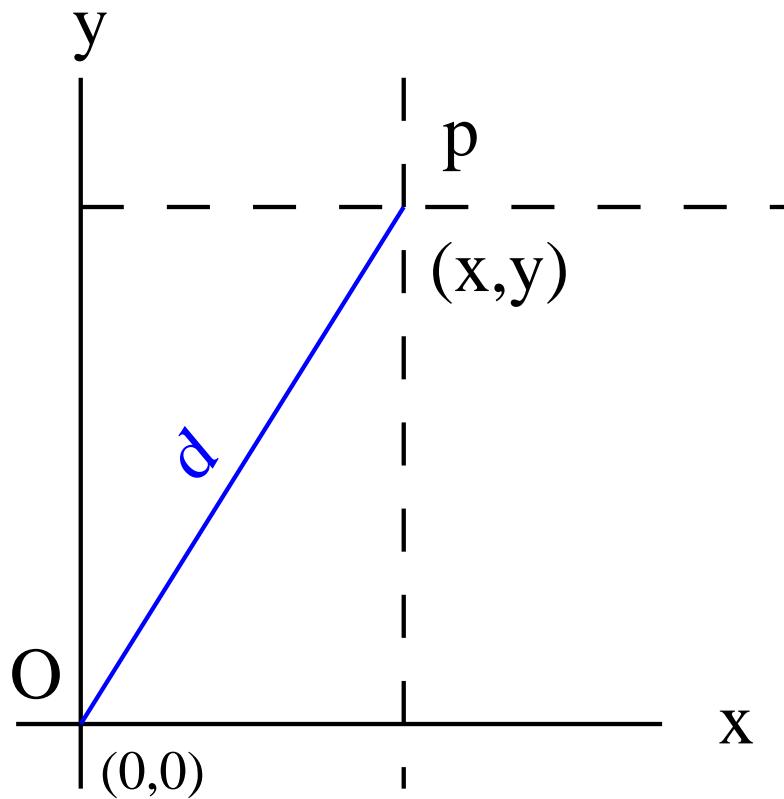
# SR+GR

- SR+GR: construct spacetime from set theory
- start with  $X$  = set of points, no distances between points, angles, etc. defined
- no absolute simultaneity = “time is not absolute”
- add properties to  $X$  that satisfy theorems
  - $\rightarrow$  differentiable 4-(pseudo-)manifold
  - point particle in space  $\rightarrow$  w:World line in spacetime
  - point in spacetime  $\rightarrow$  spacetime “event”
- SR: spacetime = w:Minkowski space
- GR: spacetime = a solution of the  
w:Einstein field equations





# SR: Minkowski spacetime

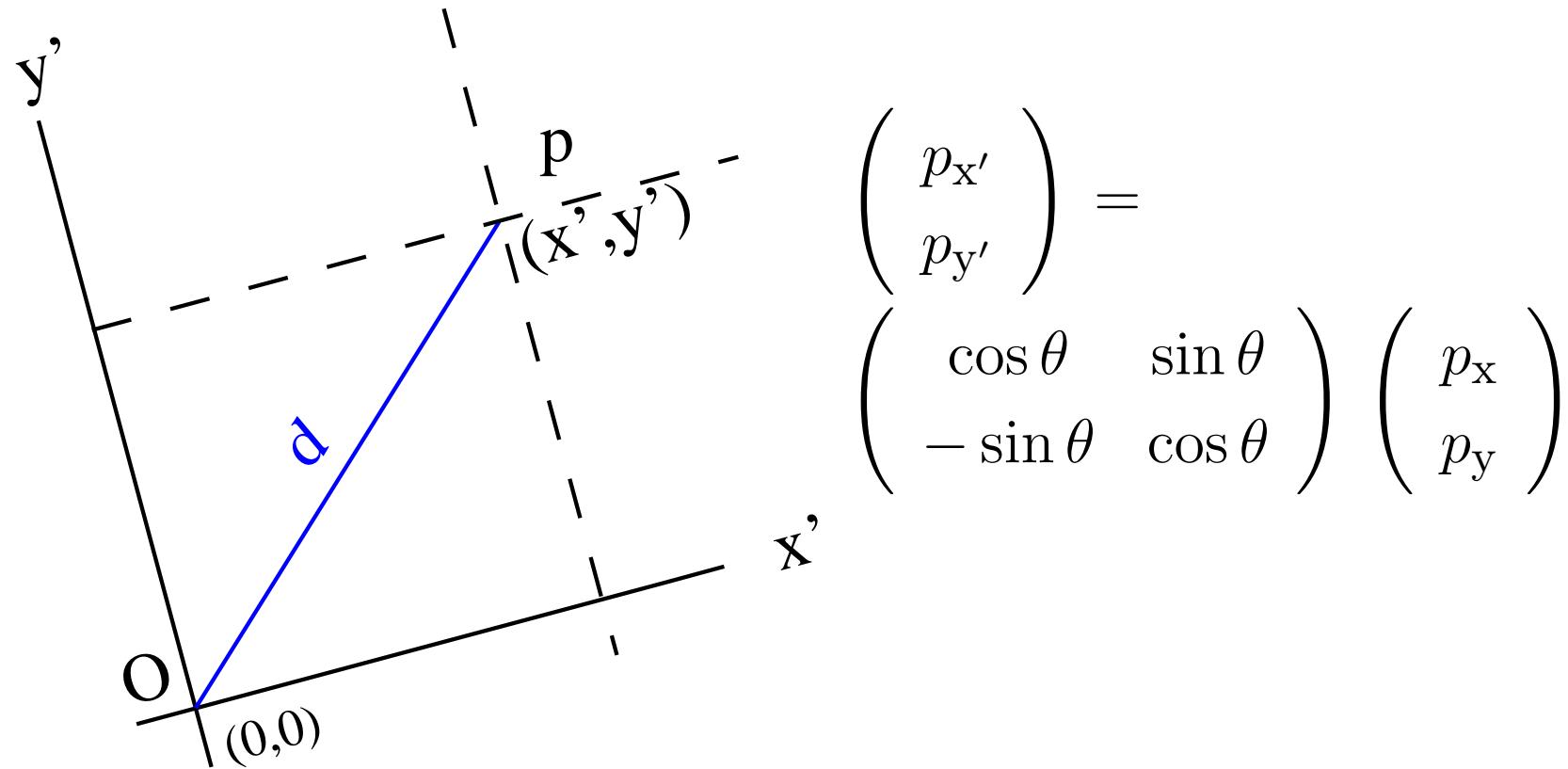


$p$  at  $(x, y)$ , distance from observer at  $O$  is  $d$





# SR: Minkowski spacetime

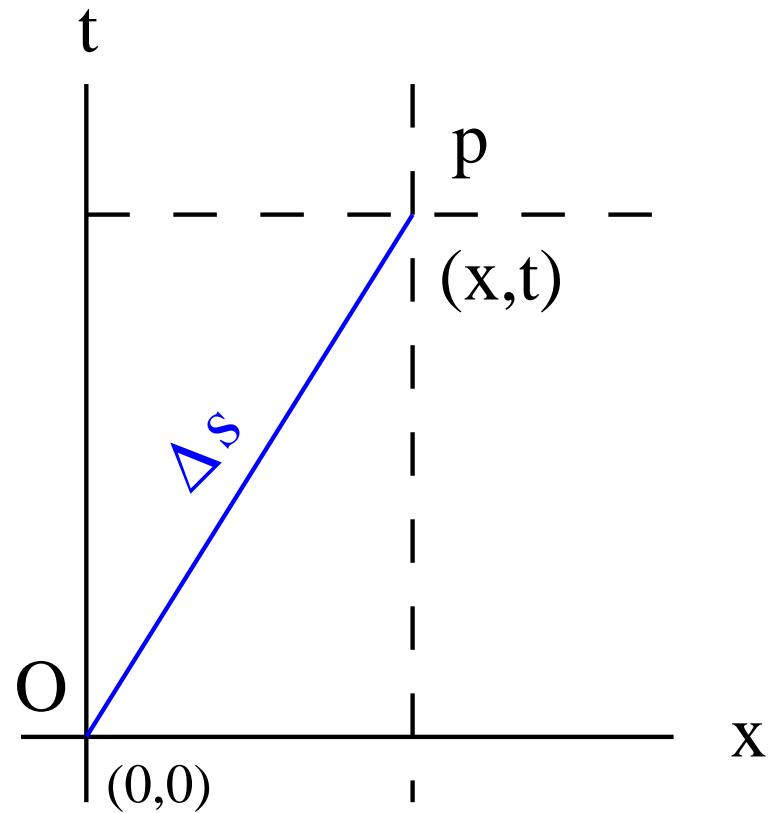


$p$  at  $(x', y')$ , distance from observer at  $O$  is  $d$  = unchanged





# SR: Minkowski spacetime

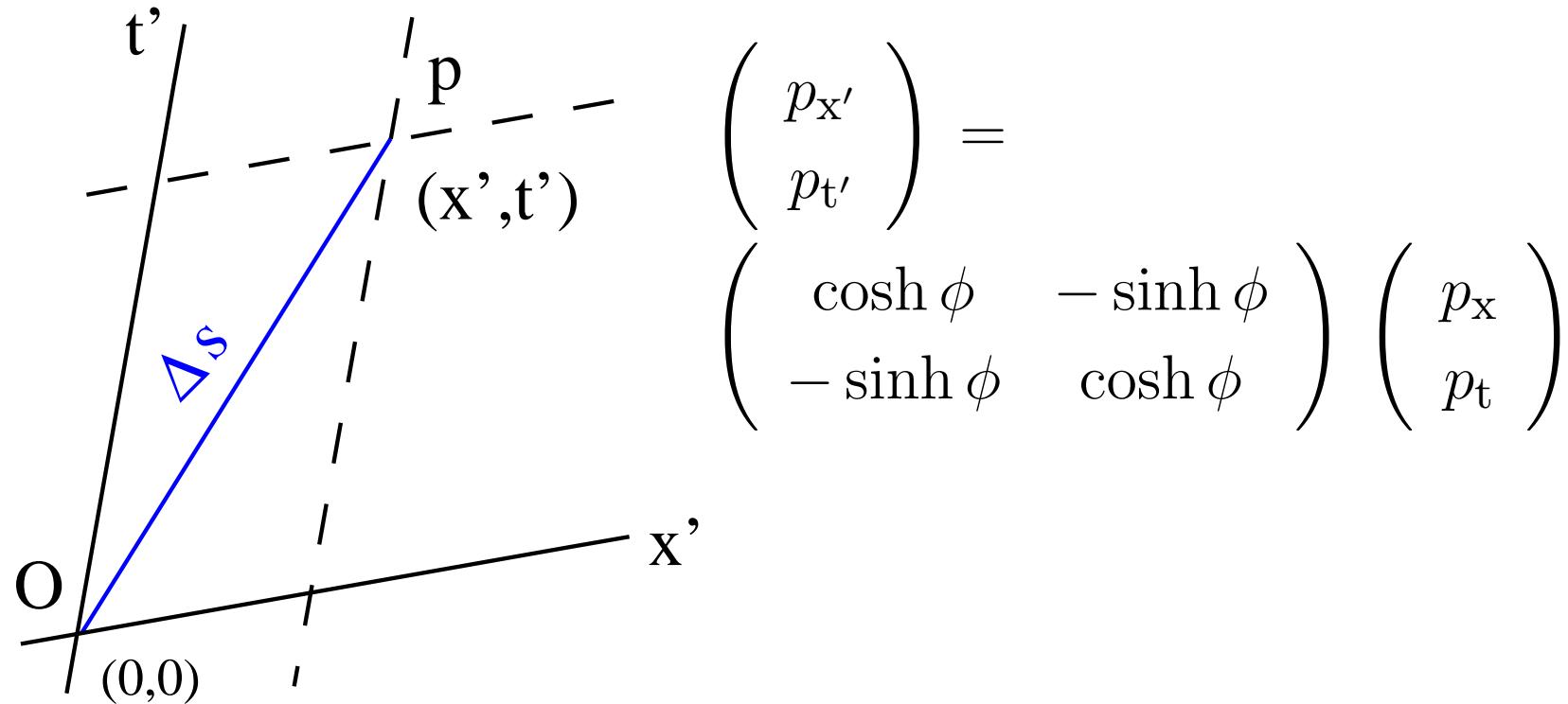


$p$  at  $(x, t)$ , w:invariant interval from observer at  $O$  is  $\Delta s$   
where  $(\Delta s)^2 = -(\Delta t)^2 + (\Delta x)^2$





# SR: Minkowski spacetime



$p$  at  $(x', t')$ , invariant interval from observer at  $O$  is  $\Delta s = (\Delta s)^2 = -(\Delta t')^2 + (\Delta x')^2 = \text{unchanged}$





# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:**hyperbolic function**





# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$





# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$

units:  $\Lambda$  only makes sense if same units for  $x, t, x', t'$





# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$

units:  $\Lambda$  only makes sense if same units for  $x, t, x', t'$

Definition:  $1 \text{ m} := (1/2.99792458 \times 10^8) \text{ s} \approx 10^{-8.5} \text{ s} \approx 3 \text{ ns}$





# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$

units:  $\Lambda$  only makes sense if same units for  $x, t, x', t'$

Definition:  $1 \text{ m} := (1/2.99792458 \times 10^8) \text{ s} \approx 10^{-8.5} \text{ s} \approx 3 \text{ ns}$

speed of light in a vacuum =  $c = \frac{2.99792458 \times 10^8 \text{ m}}{1 \text{ s}}$





# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$

units:  $\Lambda$  only makes sense if same units for  $x, t, x', t'$

Definition:  $1 \text{ m} := (1/2.99792458 \times 10^8) \text{ s} \approx 10^{-8.5} \text{ s} \approx 3 \text{ ns}$

speed of light in a vacuum =  $c = \frac{2.99792458 \times 10^8 \text{ m}}{1 \text{ s}}$

$$L = \frac{2.99792458 \times 10^8 \times (1/2.99792458 \times 10^8) \text{ s}}{1 \text{ s}}$$



# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$

units:  $\Lambda$  only makes sense if same units for  $x, t, x', t'$

Definition:  $1 \text{ m} := (1/2.99792458 \times 10^8) \text{ s} \approx 10^{-8.5} \text{ s} \approx 3 \text{ ns}$

speed of light in a vacuum =  $c = \frac{2.99792458 \times 10^8 \text{ m}}{1 \text{ s}}$

$$L = \frac{1 \text{ s}}{1 \text{ s}}$$



# SR: Lorentz transformation

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:hyperbolic function

$$\begin{pmatrix} p_{x'} \\ p_{t'} \end{pmatrix} = \Lambda \begin{pmatrix} p_x \\ p_t \end{pmatrix}$$

units:  $\Lambda$  only makes sense if same units for  $x, t, x', t'$

Definition:  $1 \text{ m} := (1/2.99792458 \times 10^8) \text{ s} \approx 10^{-8.5} \text{ s} \approx 3 \text{ ns}$

speed of light in a vacuum =  $c = \frac{2.99792458 \times 10^8 \text{ m}}{1 \text{ s}}$

**L** =  $\frac{1 \text{ s}}{1 \text{ s}} = 1$  (dimensionless)



# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer A has worldline  $(x, t) = (0, t)$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\begin{pmatrix} 0 \\ t' \end{pmatrix} = \Lambda \begin{pmatrix} x \\ t \end{pmatrix}$$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\Rightarrow \begin{pmatrix} x \\ t \end{pmatrix} = \Lambda^{-1} \begin{pmatrix} 0 \\ t' \end{pmatrix} = \begin{pmatrix} t' \sinh \phi \\ t' \cosh \phi \end{pmatrix}$$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\Rightarrow \begin{pmatrix} x \\ t \end{pmatrix} = \Lambda^{-1} \begin{pmatrix} 0 \\ t' \end{pmatrix} = \begin{pmatrix} t' \sinh \phi \\ t' \cosh \phi \end{pmatrix}$$

$$\Rightarrow x = t' \sinh \phi$$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\Rightarrow \begin{pmatrix} x \\ t \end{pmatrix} = \Lambda^{-1} \begin{pmatrix} 0 \\ t' \end{pmatrix} = \begin{pmatrix} t' \sinh \phi \\ t' \cosh \phi \end{pmatrix}$$

$$\Rightarrow x = t' \sinh \phi = t' \cosh \phi \frac{\sinh \phi}{\cosh \phi}$$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\Rightarrow \begin{pmatrix} x \\ t \end{pmatrix} = \Lambda^{-1} \begin{pmatrix} 0 \\ t' \end{pmatrix} = \begin{pmatrix} t' \sinh \phi \\ t' \cosh \phi \end{pmatrix}$$

$$\Rightarrow x = t' \sinh \phi = t' \cosh \phi \tanh \phi$$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\Rightarrow \begin{pmatrix} x \\ t \end{pmatrix} = \Lambda^{-1} \begin{pmatrix} 0 \\ t' \end{pmatrix} = \begin{pmatrix} t' \sinh \phi \\ t' \cosh \phi \end{pmatrix}$$

$$\Rightarrow x = t' \sinh \phi = t \tanh \phi$$





# SR: rapidity $\phi$ vs velocity $\beta$

What is  $\phi$  ?

observer B has worldline  $(x', t') = (0, t')$

in A's coordinate system, B's worldline is:

$$\Rightarrow \begin{pmatrix} x \\ t \end{pmatrix} = \Lambda^{-1} \begin{pmatrix} 0 \\ t' \end{pmatrix} = \begin{pmatrix} t' \sinh \phi \\ t' \cosh \phi \end{pmatrix}$$

$$\Rightarrow x = t' \sinh \phi = t \tanh \phi = \beta t$$

where velocity  $\beta := v/c \equiv v = \tanh \phi$





# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?





# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?

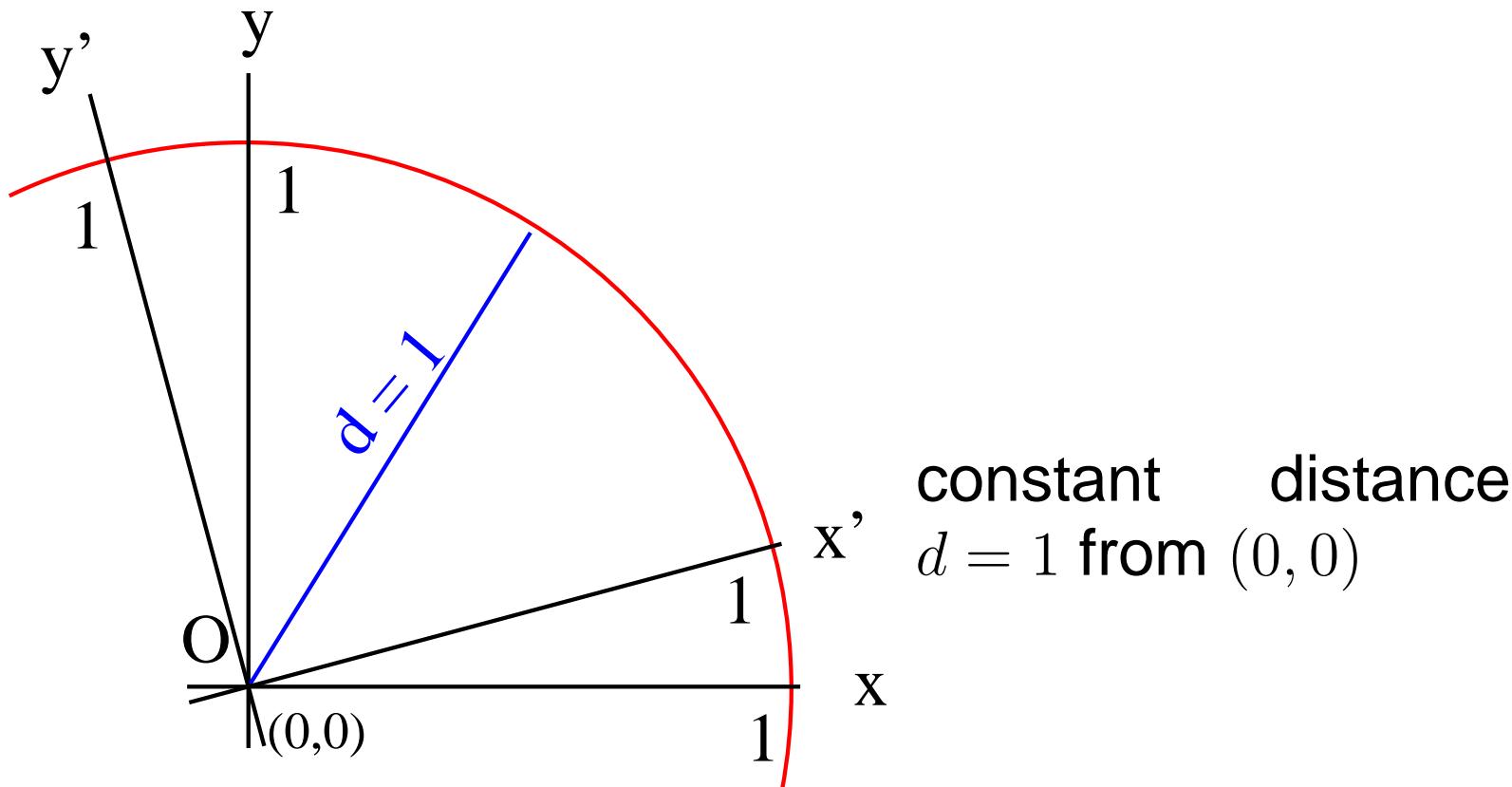




# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?

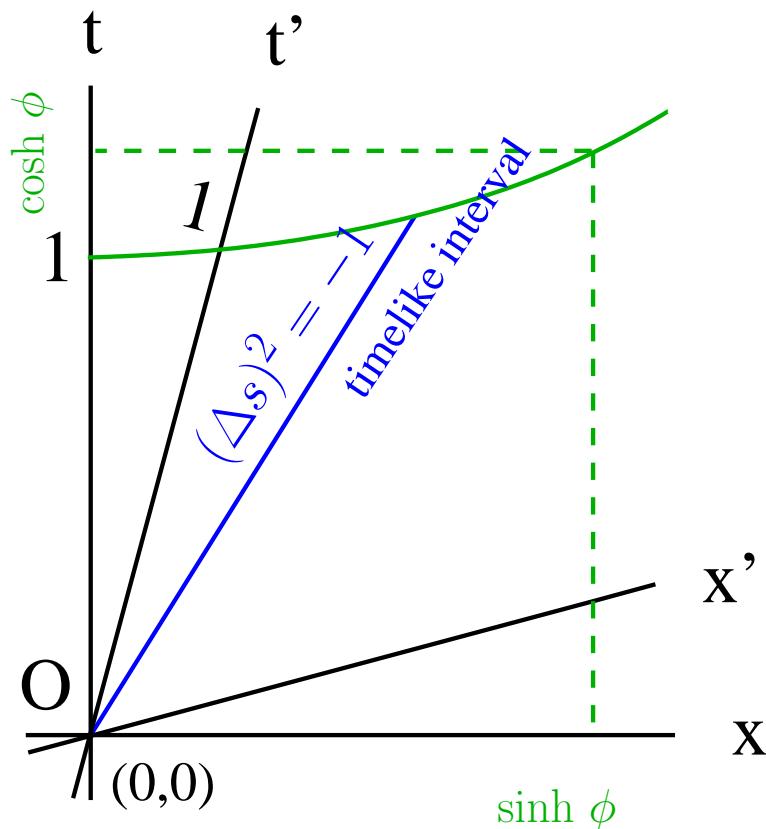




# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?



constant interval  
 $(\Delta s)^2 = -1$  from  $(0, 0)$

$$\Lambda^{-1} \begin{pmatrix} 0 \\ 1 \end{pmatrix} =$$
$$\begin{pmatrix} \sinh \phi \\ \cosh \phi \end{pmatrix}$$

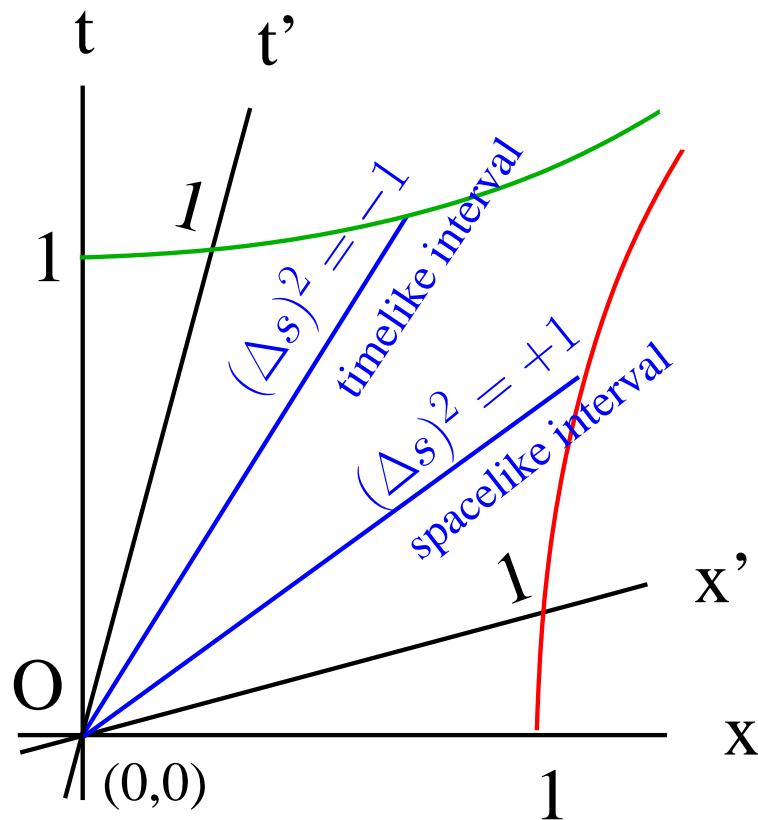




# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?



constant interval

$(\Delta s)^2 = +1$  from  $(0, 0)$

$$\Lambda^{-1} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} \cosh \phi \\ \sinh \phi \end{pmatrix}$$





# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?

Can high  $\phi$  push the  $t'$  axis close to the  $x$  axis?



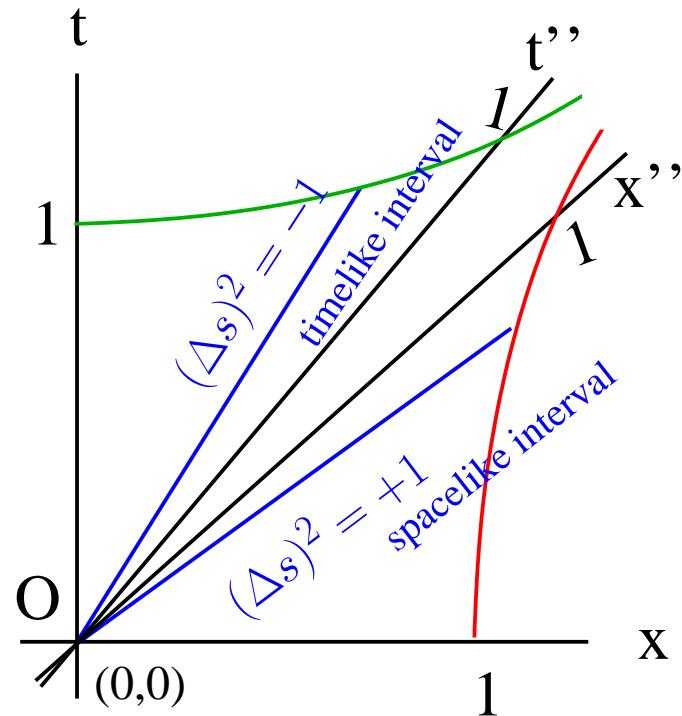


# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?

Can high  $\phi$  push the  $t'$  axis close to the  $x$  axis?



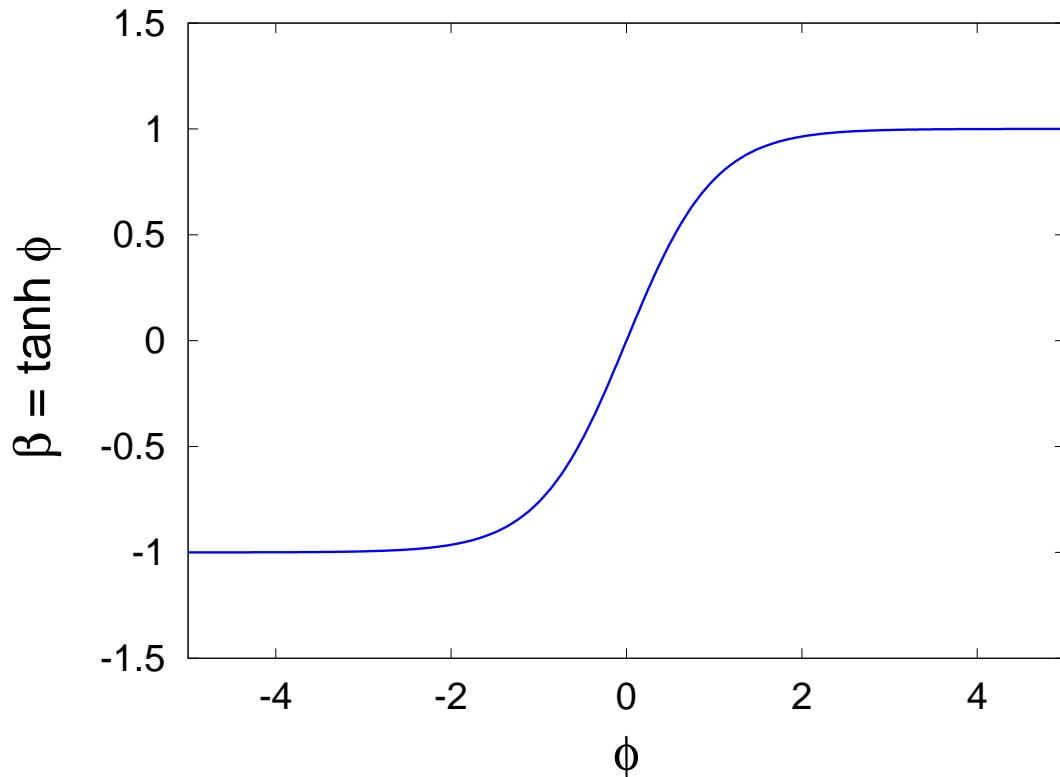


# SR: calibration

Where does  $(x', t') = (0, 1)$  lie for observer A?

Where does  $(x', t') = (1, 0)$  lie for observer A?

Can high  $\phi$  push the  $t'$  axis close to the  $x$  axis?



# SR: effect of $\Lambda$ on $x = t$ (photons)

What happens to a photon under Lorentz transformation?



# SR: effect of $\Lambda$ on $x = t$ (photons)

What happens to a photon under Lorentz transformation?



# SR: effect of $\Lambda$ on $x = t$ (photons)

What happens to a photon under Lorentz transformation?

Observer A: photon worldline is the set of spacetime events  $\{(t, t) \mid t_1 < t < t_2\}$  for some  $t_1, t_2$



# SR: effect of $\Lambda$ on $x = t$ (photons)



What happens to a photon under Lorentz transformation?

Observer A: photon worldline is the set of spacetime events  $\{(t, t) \mid t_1 < t < t_2\}$  for some  $t_1, t_2$

$$\begin{pmatrix} x' \\ t' \end{pmatrix} = \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix} \begin{pmatrix} t \\ t \end{pmatrix}$$



# SR: effect of $\Lambda$ on $x = t$ (photons)



What happens to a photon under Lorentz transformation?

Observer A: photon worldline is the set of spacetime events  $\{(t, t) \mid t_1 < t < t_2\}$  for some  $t_1, t_2$

$$\begin{pmatrix} x' \\ t' \end{pmatrix} = \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix} \begin{pmatrix} t \\ t \end{pmatrix}$$
$$= \begin{pmatrix} (\cosh \phi - \sinh \phi)t \\ (-\sinh \phi + \cosh \phi)t \end{pmatrix}$$



# SR: effect of $\Lambda$ on $x = t$ (photons)



What happens to a photon under Lorentz transformation?

Observer A: photon worldline is the set of spacetime events  $\{(t, t) \mid t_1 < t < t_2\}$  for some  $t_1, t_2$

$$\begin{pmatrix} x' \\ t' \end{pmatrix} = \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix} \begin{pmatrix} t \\ t \end{pmatrix}$$
$$= \begin{pmatrix} (\cosh \phi - \sinh \phi)t \\ (-\sinh \phi + \cosh \phi)t \end{pmatrix}$$

$\Rightarrow$  worldline is  $x' = (\cosh \phi - \sinh \phi)t = t'$  i.e. the set of spacetime events

$$\{(t', t') \mid (\cosh \phi - \sinh \phi)t_1 < t' < (\cosh \phi - \sinh \phi)t_2\}$$



# SR: effect of $\Lambda$ on $x = t$ (photons)



What happens to a photon under Lorentz transformation?

Observer A: photon worldline is the set of spacetime events  $\{(t, t) \mid t_1 < t < t_2\}$  for some  $t_1, t_2$

$$\begin{pmatrix} x' \\ t' \end{pmatrix} = \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix} \begin{pmatrix} t \\ t \end{pmatrix}$$
$$= \begin{pmatrix} (\cosh \phi - \sinh \phi)t \\ (-\sinh \phi + \cosh \phi)t \end{pmatrix}$$

$\Rightarrow$  worldline is  $x' = (\cosh \phi - \sinh \phi)t = t'$  i.e. the set of spacetime events

$$\{(t', t') \mid (\cosh \phi - \sinh \phi)t_1 < t' < (\cosh \phi - \sinh \phi)t_2\}$$

- photon speed same in both reference frames



# SR: effect of $\Lambda$ on $x = t$ (photons)



What happens to a photon under Lorentz transformation?

Observer A: photon worldline is the set of spacetime events  $\{(t, t) \mid t_1 < t < t_2\}$  for some  $t_1, t_2$

$$\begin{pmatrix} x' \\ t' \end{pmatrix} = \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix} \begin{pmatrix} t \\ t \end{pmatrix}$$
$$= \begin{pmatrix} (\cosh \phi - \sinh \phi)t \\ (-\sinh \phi + \cosh \phi)t \end{pmatrix}$$

$\Rightarrow$  worldline is  $x' = (\cosh \phi - \sinh \phi)t = t'$  i.e. the set of spacetime events

$$\{(t', t') \mid (\cosh \phi - \sinh \phi)t_1 < t' < (\cosh \phi - \sinh \phi)t_2\}$$

- photon speed same in both reference frames
- w:[Michelson-Morley experiment \(1887\)](#)





# SR: adding velocities

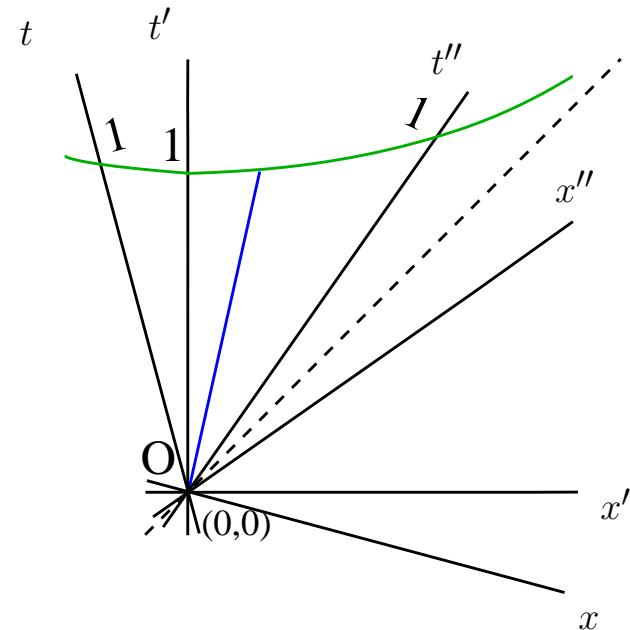
interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



$$\begin{pmatrix} x' \\ t' \end{pmatrix} = \begin{pmatrix} \cosh \phi_1 & -\sinh \phi_1 \\ -\sinh \phi_1 & \cosh \phi_1 \end{pmatrix} \begin{pmatrix} x \\ t \end{pmatrix}$$

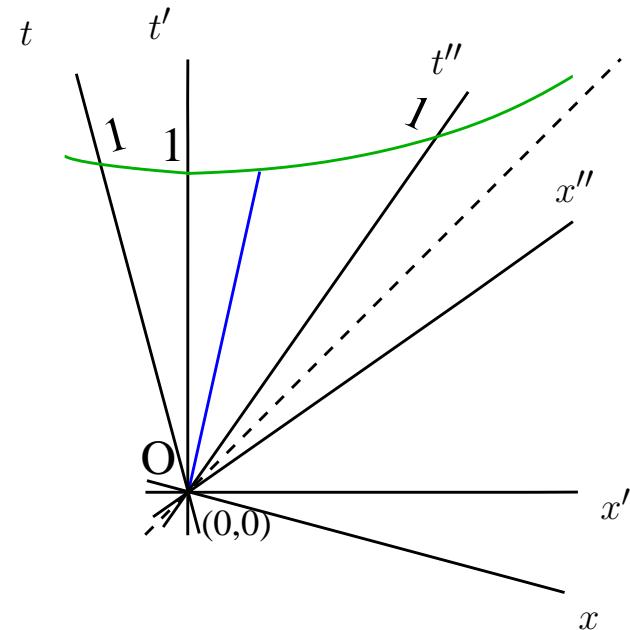
where  $\tanh \phi_1 = \beta_1 = 0.1$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



$$\begin{pmatrix} x'' \\ t'' \end{pmatrix} = \begin{pmatrix} \cosh \phi_2 & -\sinh \phi_2 \\ -\sinh \phi_2 & \cosh \phi_2 \end{pmatrix} \begin{pmatrix} x' \\ t' \end{pmatrix}$$

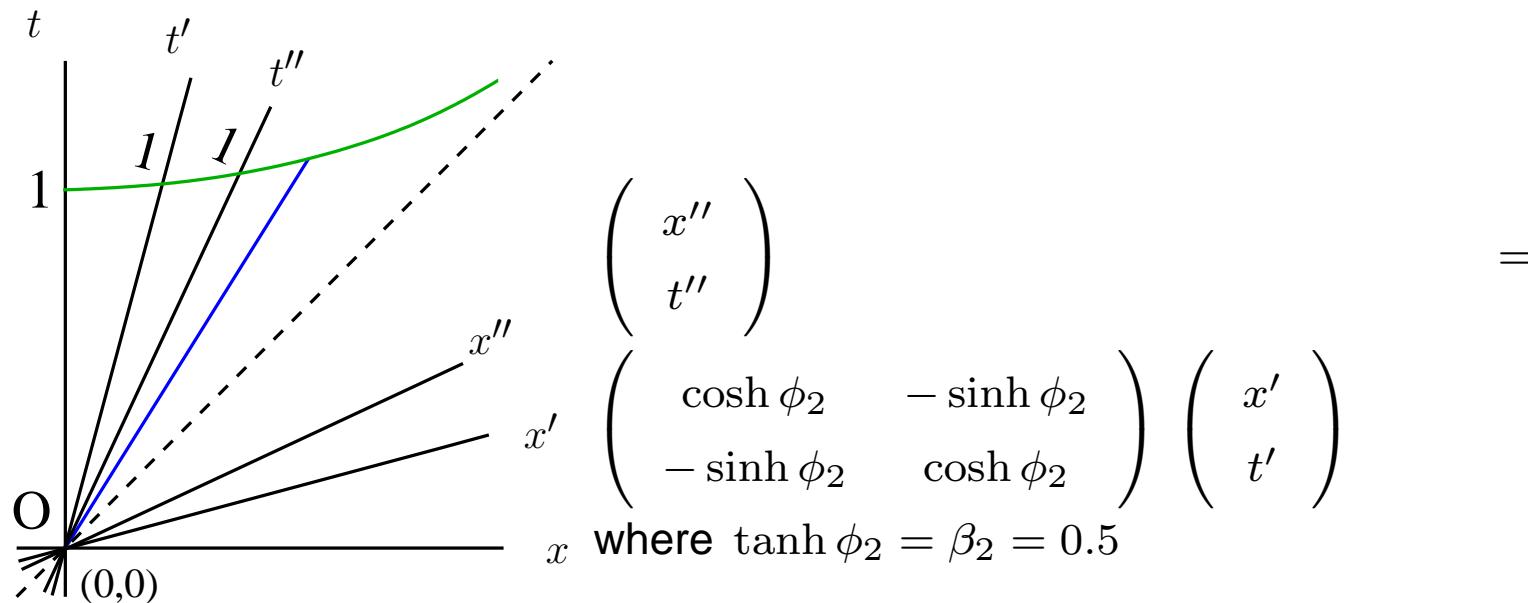
where  $\tanh \phi_2 = \beta_2 = 0.5$





# SR: adding velocities

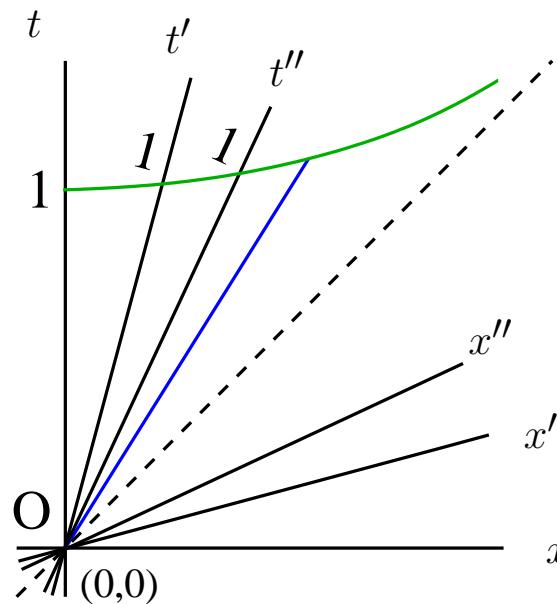
interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



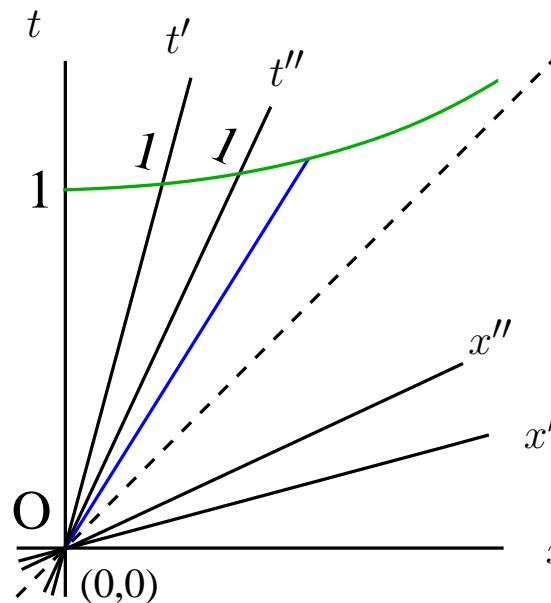
$$\begin{pmatrix} x'' \\ t'' \end{pmatrix} = \Lambda(\phi_2)\Lambda(\phi_1) \begin{pmatrix} x \\ t \end{pmatrix}$$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



$$\begin{pmatrix} x'' \\ t'' \end{pmatrix} = \Lambda(\phi_2)\Lambda(\phi_1) \begin{pmatrix} x \\ t \end{pmatrix}$$

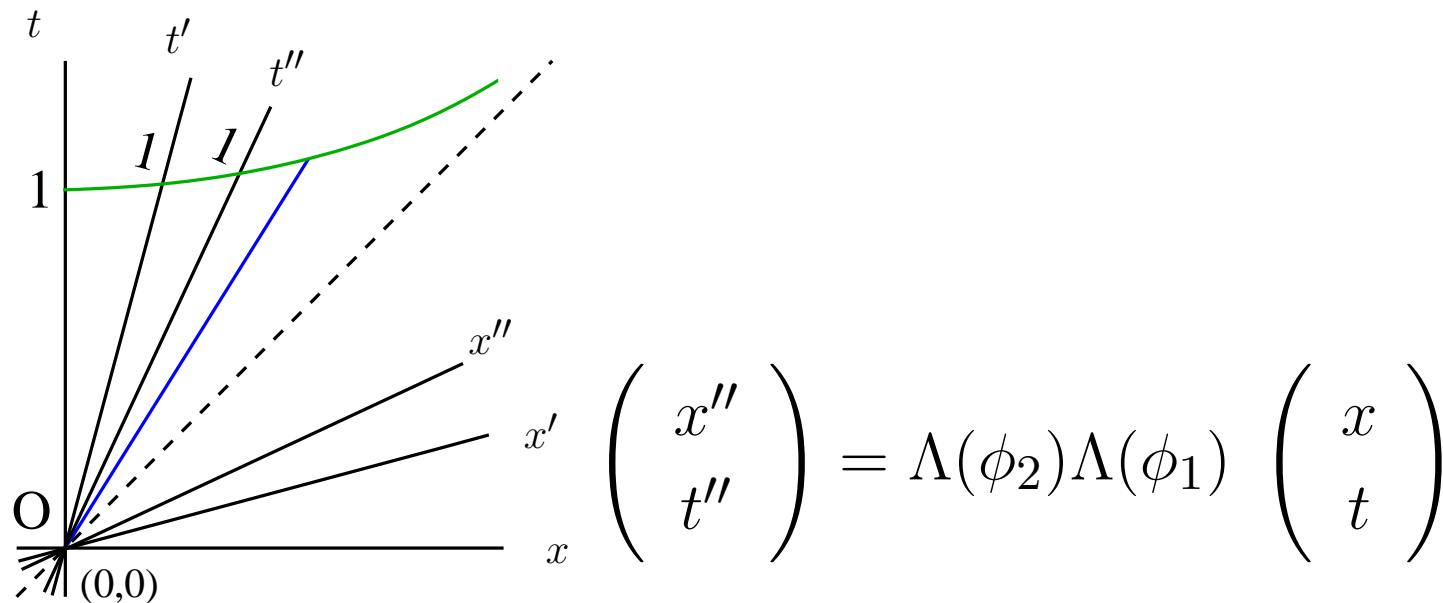
but  $\Lambda(\phi_2)\Lambda(\phi_1) = \Lambda(\phi_1 + \phi_2)$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



but  $\Lambda(\phi_2)\Lambda(\phi_1) = \Lambda(\phi_1 + \phi_2)$

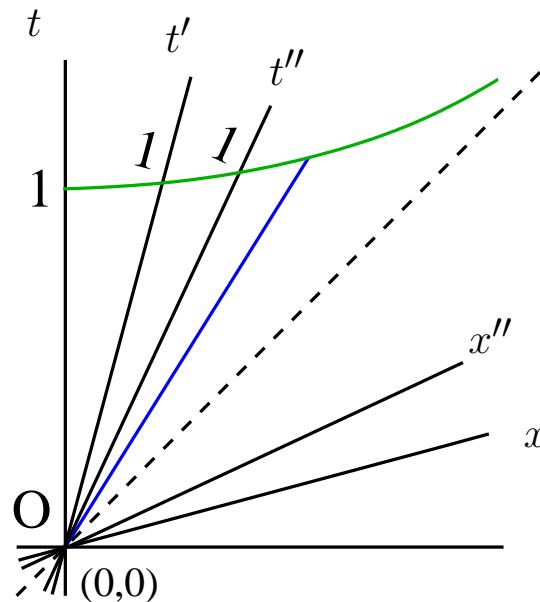
cf. rotation  $\theta_1$  “plus” rotation  $\theta_2$  = rotation  $\theta_1 + \theta_2$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



$$\begin{pmatrix} x'' \\ t'' \end{pmatrix} = \Lambda(\phi_2)\Lambda(\phi_1) \begin{pmatrix} x \\ t \end{pmatrix}$$

but  $\Lambda(\phi_2)\Lambda(\phi_1) = \Lambda(\phi_1 + \phi_2)$

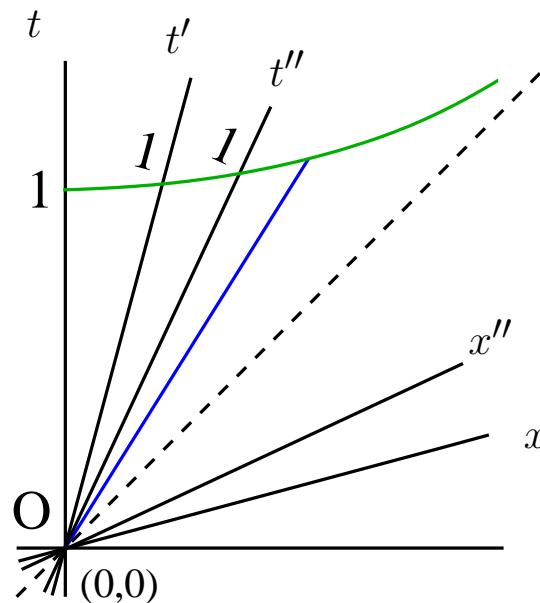
so  $\beta_3 = \tanh(\phi_1 + \phi_2)$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



$$\begin{pmatrix} x'' \\ t'' \end{pmatrix} = \Lambda(\phi_2)\Lambda(\phi_1) \begin{pmatrix} x \\ t \end{pmatrix}$$

but  $\Lambda(\phi_2)\Lambda(\phi_1) = \Lambda(\phi_1 + \phi_2)$

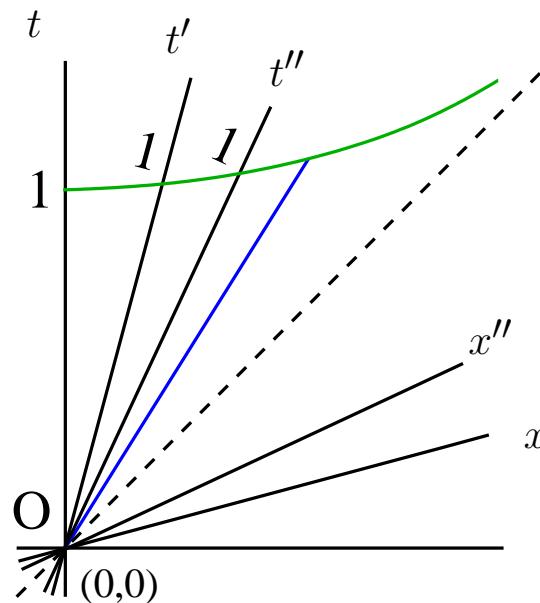
$$\text{so } \beta_3 = \tanh(\phi_1 + \phi_2) = \frac{\tanh \phi_1 + \tanh \phi_2}{1 + \tanh \phi_1 \tanh \phi_2}$$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



$$\begin{pmatrix} x'' \\ t'' \end{pmatrix} = \Lambda(\phi_2)\Lambda(\phi_1) \begin{pmatrix} x \\ t \end{pmatrix}$$

but  $\Lambda(\phi_2)\Lambda(\phi_1) = \Lambda(\phi_1 + \phi_2)$

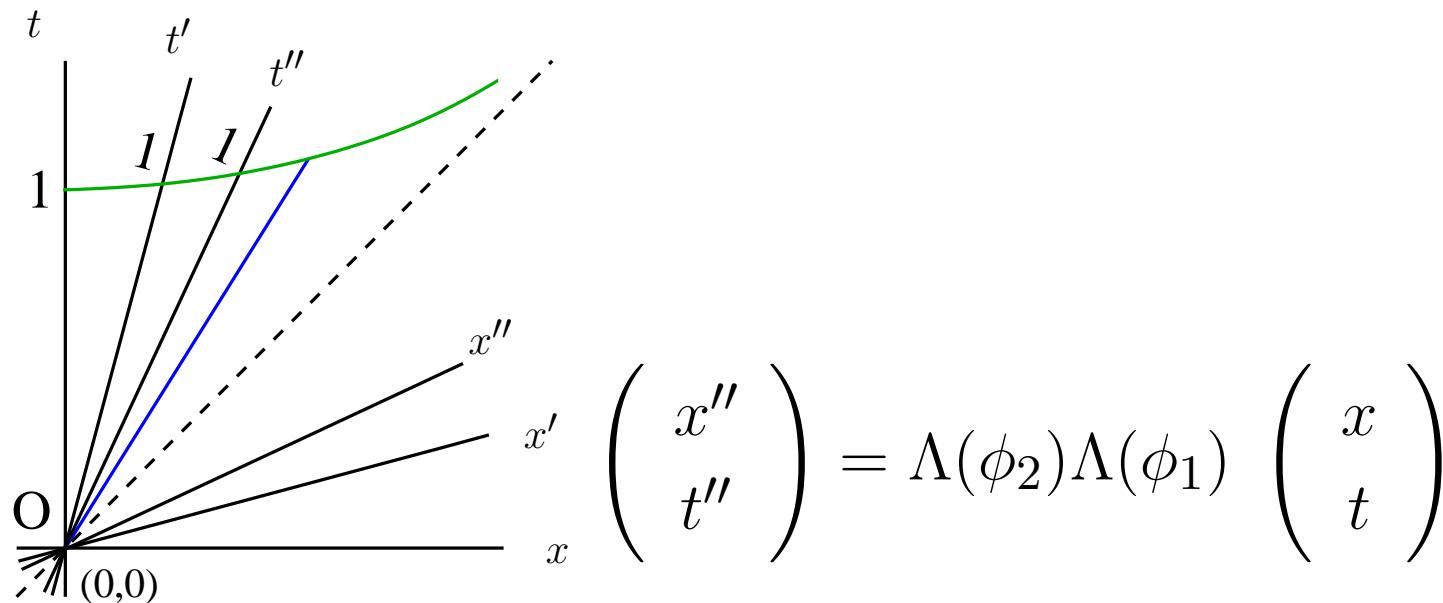
$$\text{so } \beta_3 = \tanh(\phi_1 + \phi_2) = \frac{\beta_1 + \beta_2}{1 + \beta_1 \beta_2}$$





# SR: adding velocities

interstellar ark travels at  $\beta_1 = 0.1$  from Sun, sends out rocket at  $\beta_2 = 0.5$ ; rocket's speed  $\beta_3$  in Sun frame =?



but  $\Lambda(\phi_2)\Lambda(\phi_1) = \Lambda(\phi_1 + \phi_2)$

$$\text{so } \beta_3 = \tanh(\phi_1 + \phi_2) = \frac{\beta_1 + \beta_2}{1 + \beta_1 \beta_2} = \frac{0.1 + 0.5}{1 + 0.1 \times 0.5} \approx 0.57$$





# SR: Lorentz factor

$\Lambda$ : alternative to hyperbolic trig functions





# SR: Lorentz factor

$\Lambda$ : alternative to hyperbolic trig functions

$$\Lambda(\phi) := \begin{pmatrix} \cosh \phi & -\sinh \phi \\ -\sinh \phi & \cosh \phi \end{pmatrix}$$

$$\cosh \phi := \frac{e^\phi + e^{-\phi}}{2}$$

$$\sinh \phi := \frac{e^\phi - e^{-\phi}}{2}$$

w:**hyperbolic function**





# SR: Lorentz factor

$\Lambda$ : alternative to hyperbolic trig functions

$$\Lambda(\beta) := \begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix}$$

$$\begin{aligned}\beta &= \tanh \phi \\ \gamma &:= (1 - \beta^2)^{-1/2} = \\ &\text{Lorentz factor}\end{aligned}$$

$$\begin{aligned}\gamma &= \cosh \phi \\ \beta\gamma &= \sinh \phi\end{aligned}$$





# SR: model summary

Minkowski spacetime: draw a correct diagram





# SR: model summary

Minkowski spacetime: draw a correct diagram

Lorentz transformation (boost)  $\Lambda(\phi)$  or  $\Lambda(\beta)$





# SR: model summary

Minkowski spacetime: draw a correct diagram

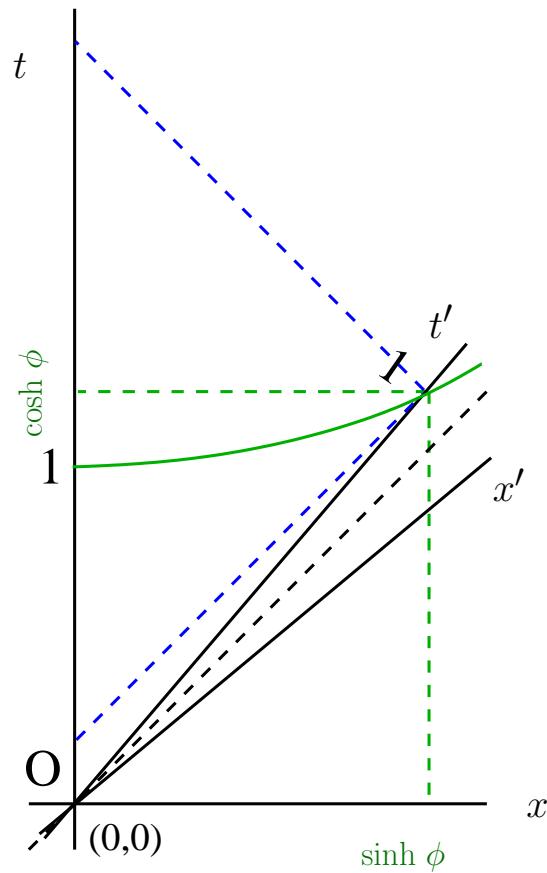
Lorentz transformation (boost)  $\Lambda(\phi)$  or  $\Lambda(\beta)$

refuse the assumption of absolute simultaneity (time)



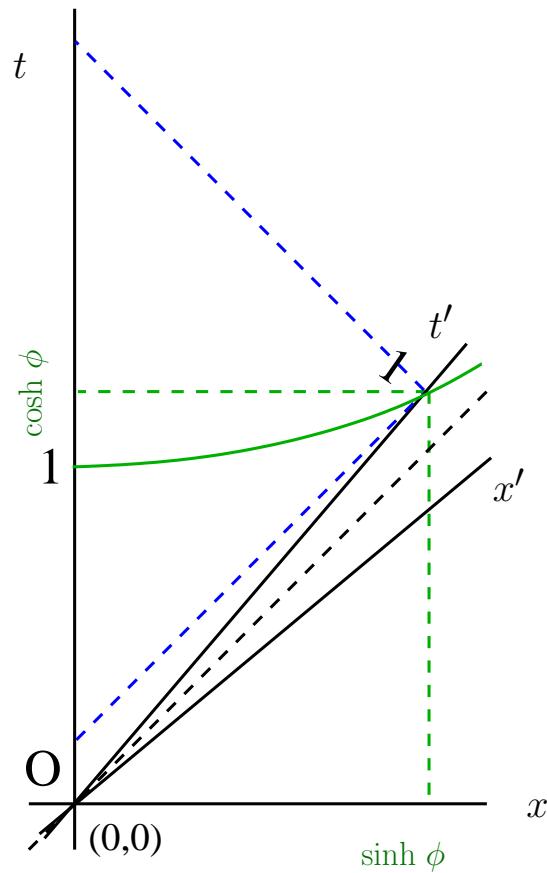


# SR: worldline time dilation





# SR: worldline time dilation

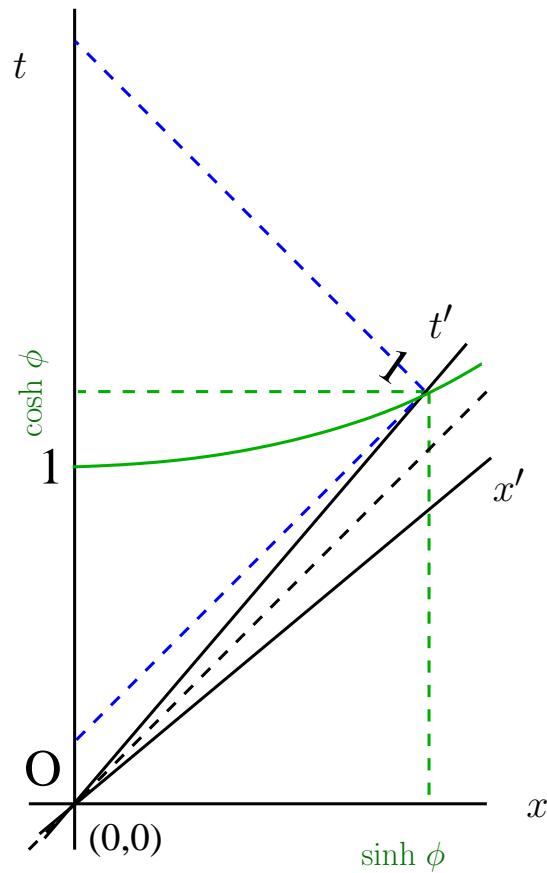


$$\cosh \phi \equiv \gamma$$





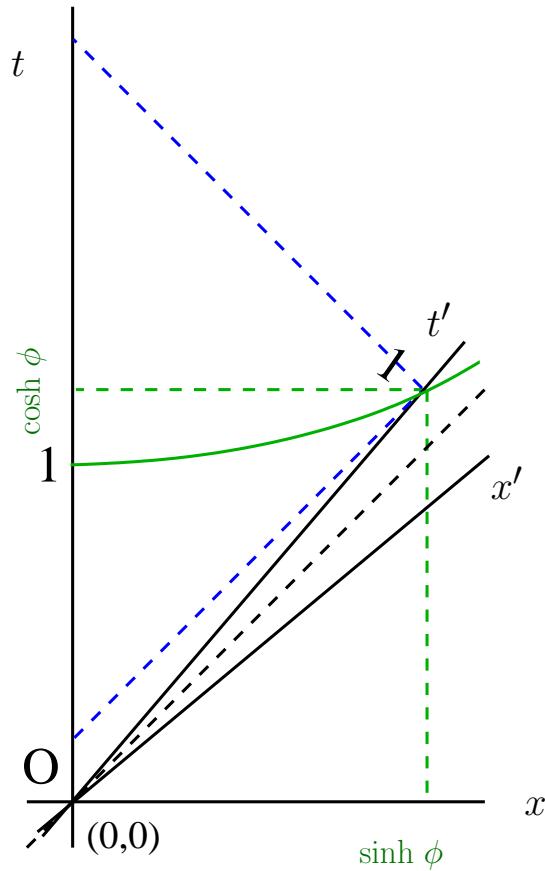
# SR: worldline time dilation



$$\cosh \phi \equiv \gamma \equiv \frac{1}{\sqrt{1-\beta^2}}$$



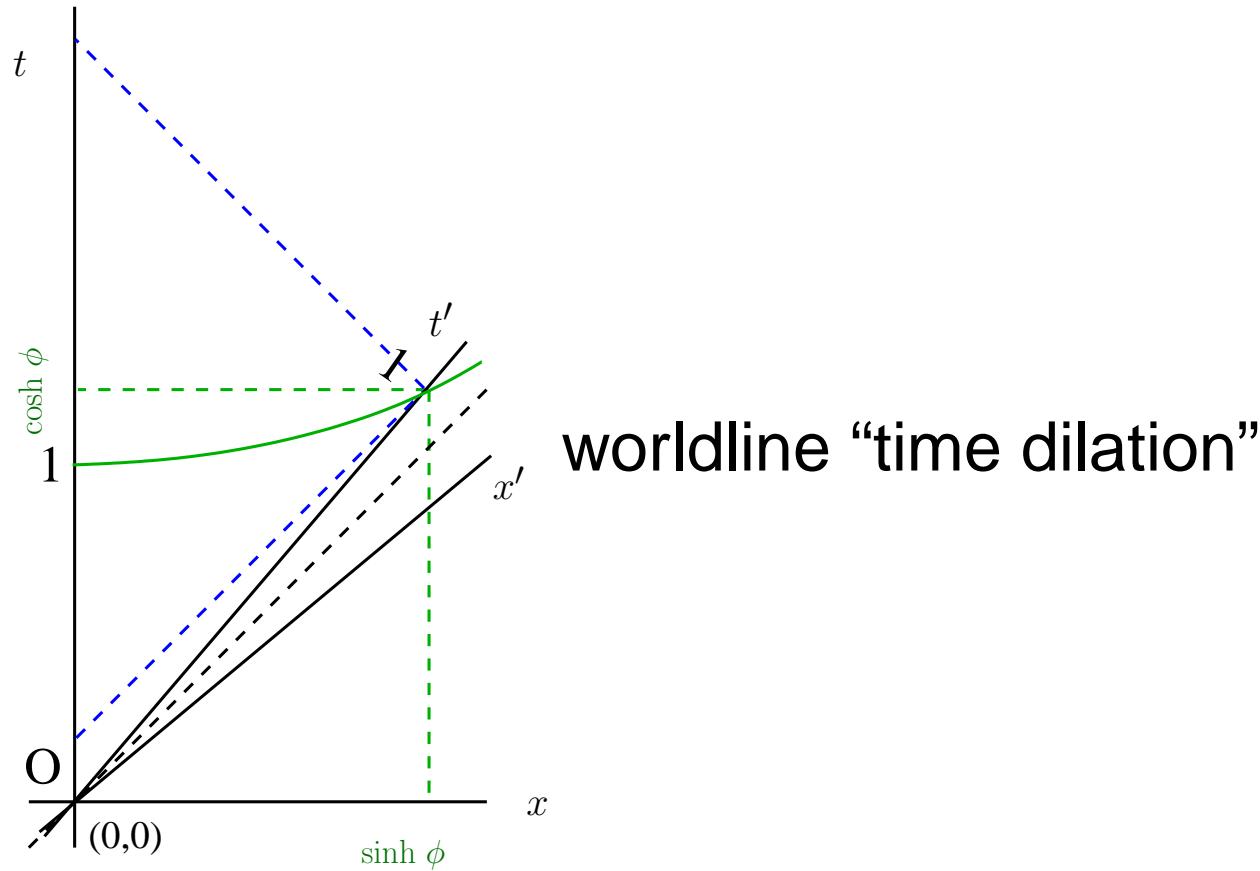
# SR: worldline time dilation



$$\cosh \phi \equiv \gamma \equiv \frac{1}{\sqrt{1-\beta^2}} > 1$$



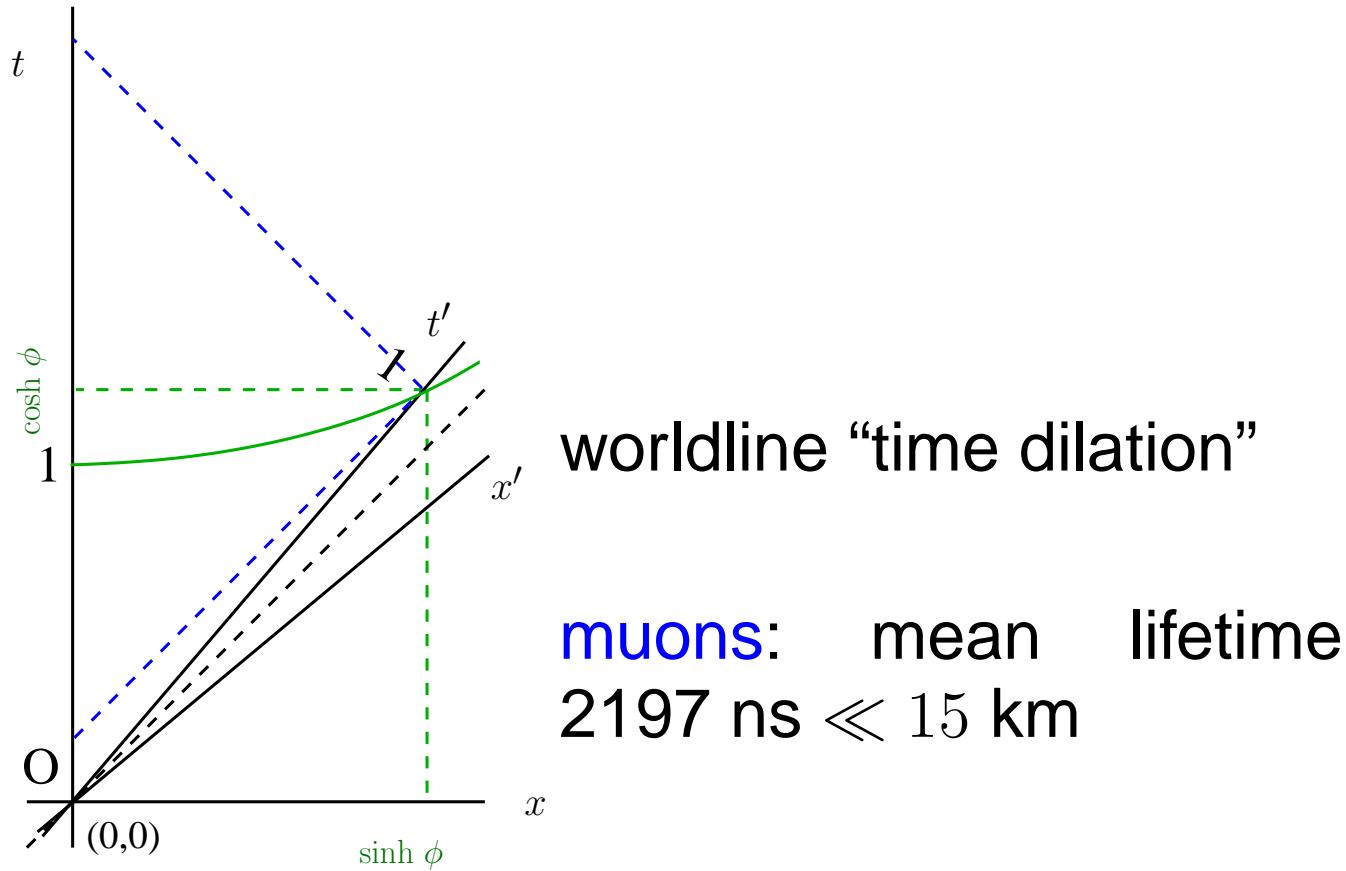
# SR: worldline time dilation



$$\cosh \phi \equiv \gamma \equiv \frac{1}{\sqrt{1-\beta^2}} > 1$$

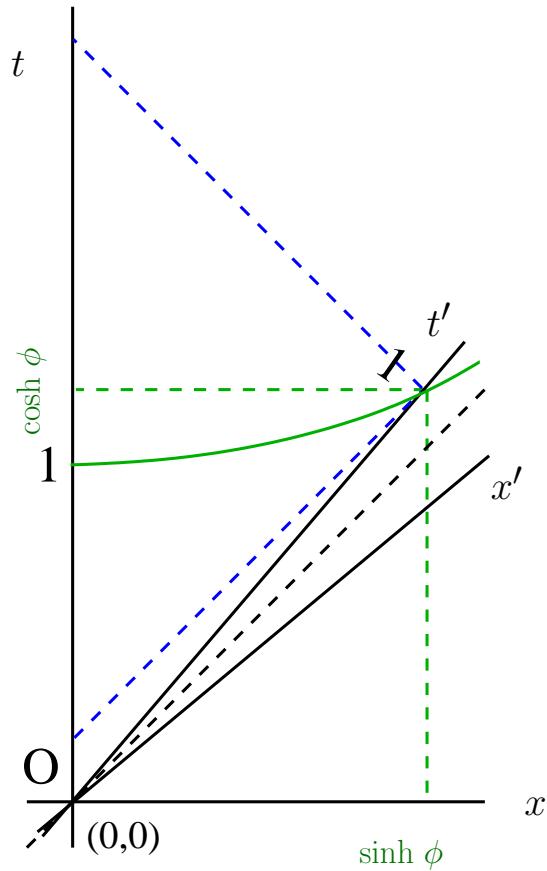


# SR: worldline time dilation



$$\cosh \phi \equiv \gamma \equiv \frac{1}{\sqrt{1-\beta^2}} > 1$$

# SR: worldline time dilation



worldline “time dilation”

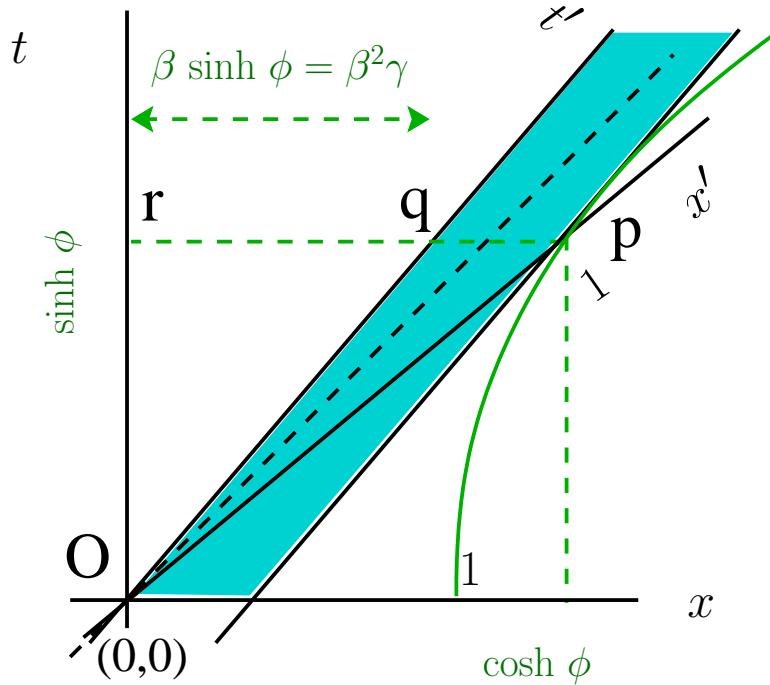
**muons:** mean lifetime  
 $2197 \text{ ns} \ll 15 \text{ km}$

time dilation  $\Rightarrow$  muons  
 can hit the ground

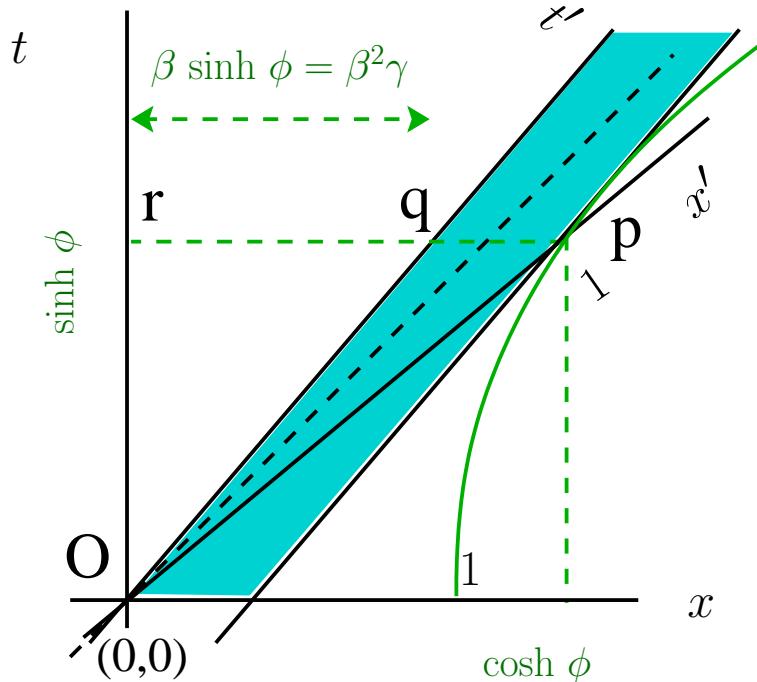
$$\cosh \phi \equiv \gamma \equiv \frac{1}{\sqrt{1-\beta^2}} > 1$$



# SR: worldsheet space contraction



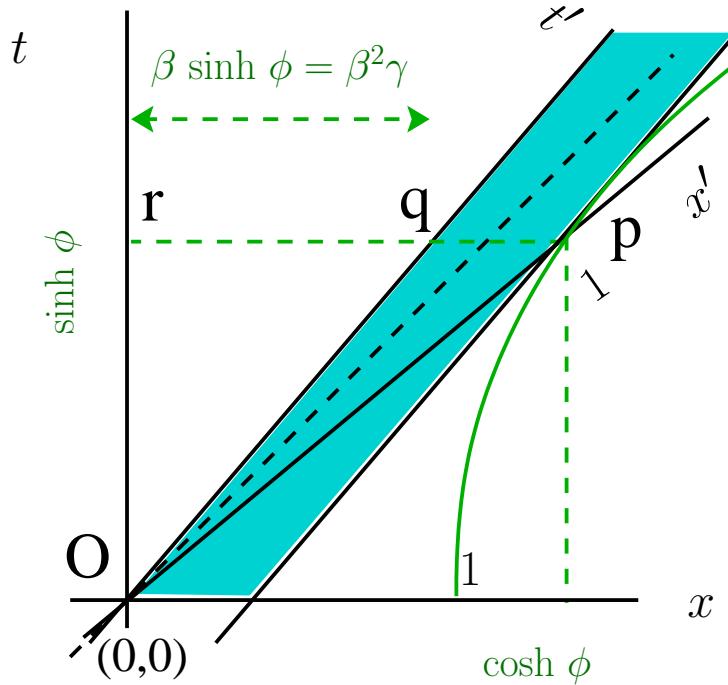
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} =$$



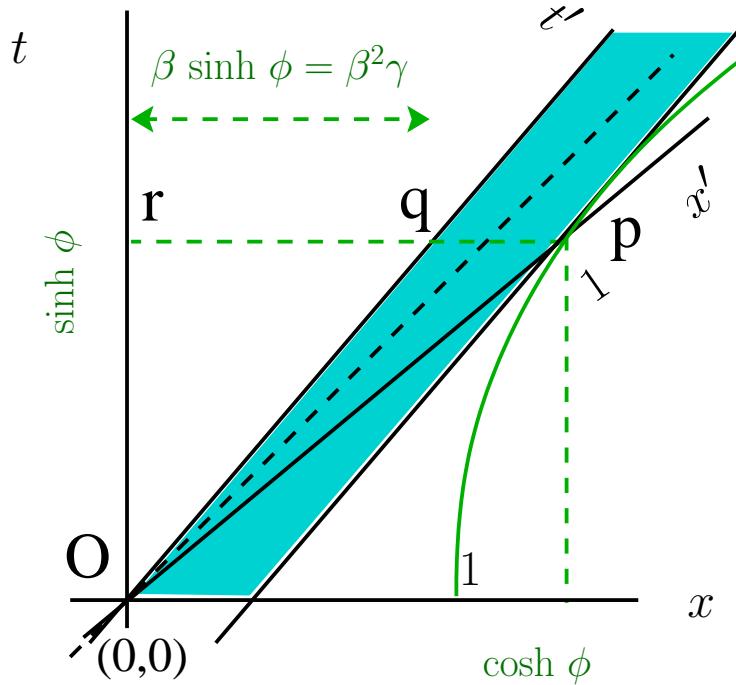
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = \cosh \phi - \beta \sinh \phi$$



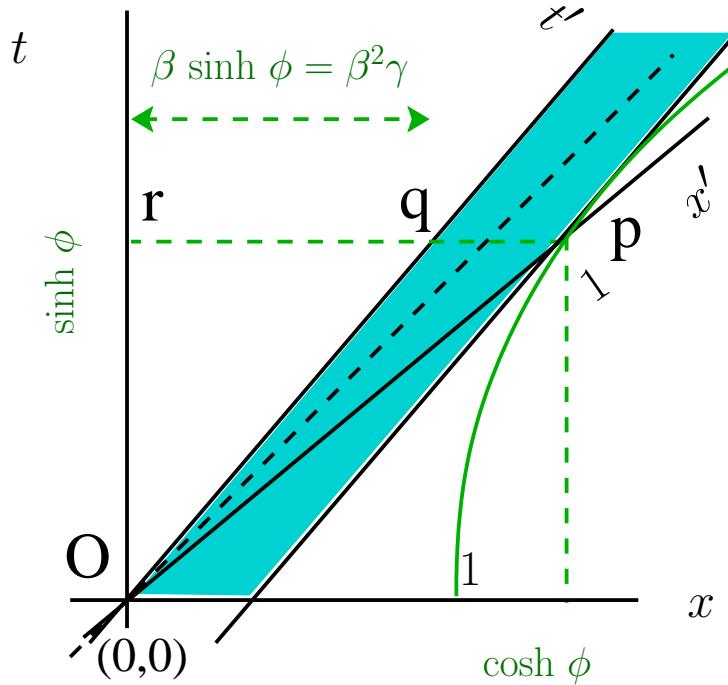
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = \gamma - \beta\beta\gamma$$



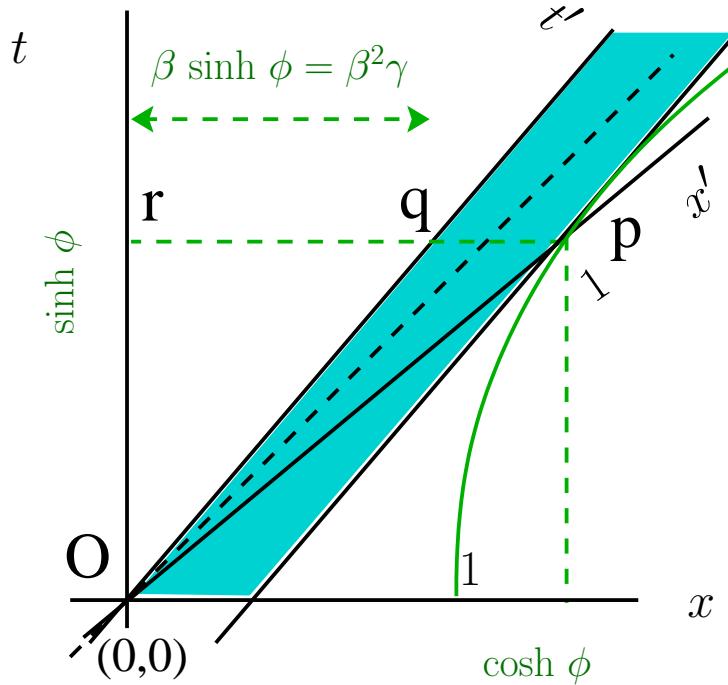
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = (1 - \beta^2)\gamma$$



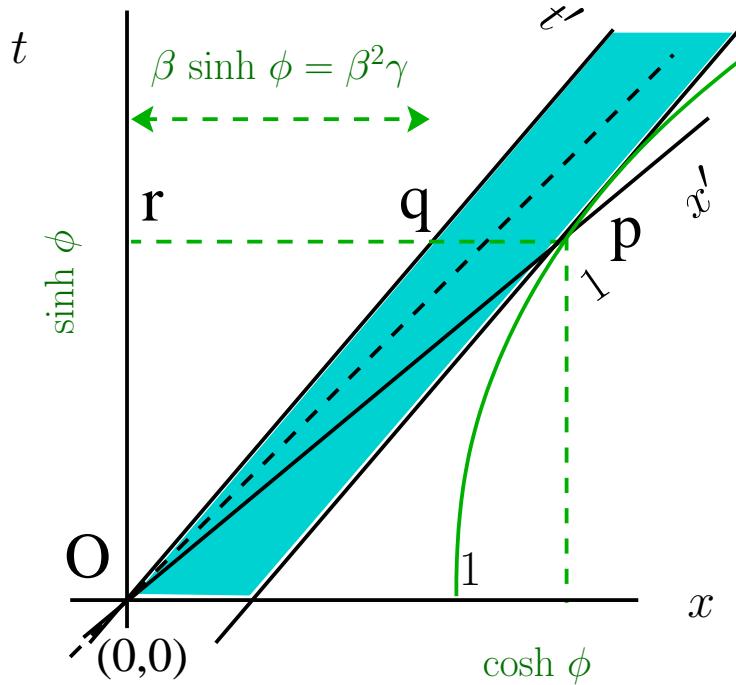
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = (1 - \beta^2)^{1+(-1/2)}$$



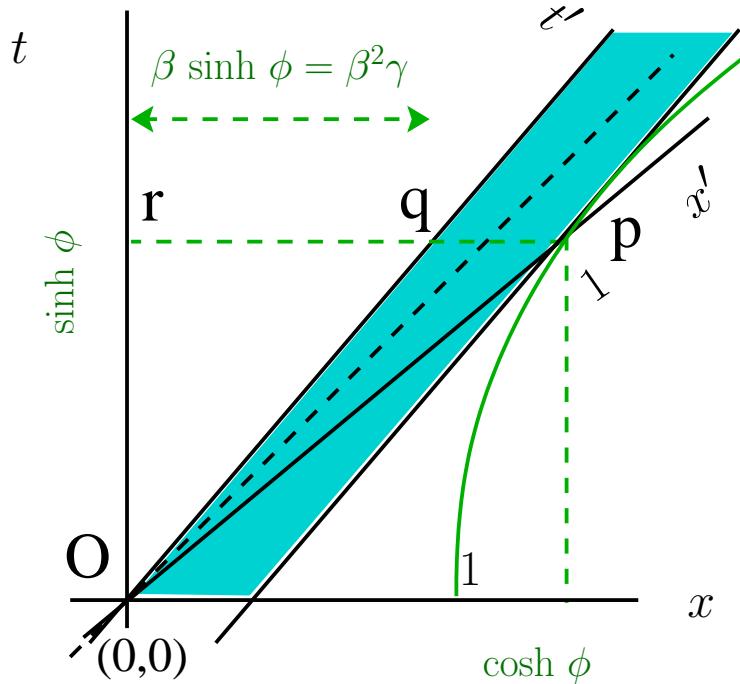
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = (1 - \beta^2)^{1/2}$$



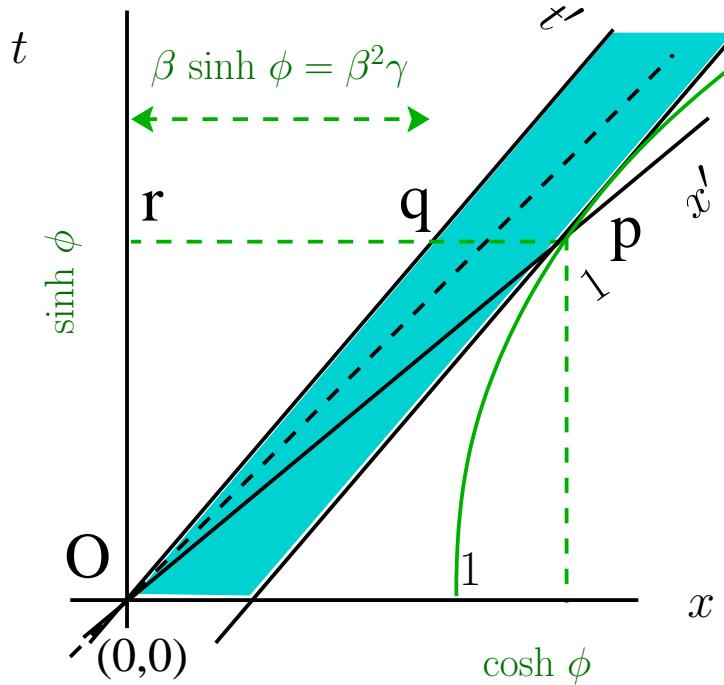
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = \gamma^{-1} < 1$$

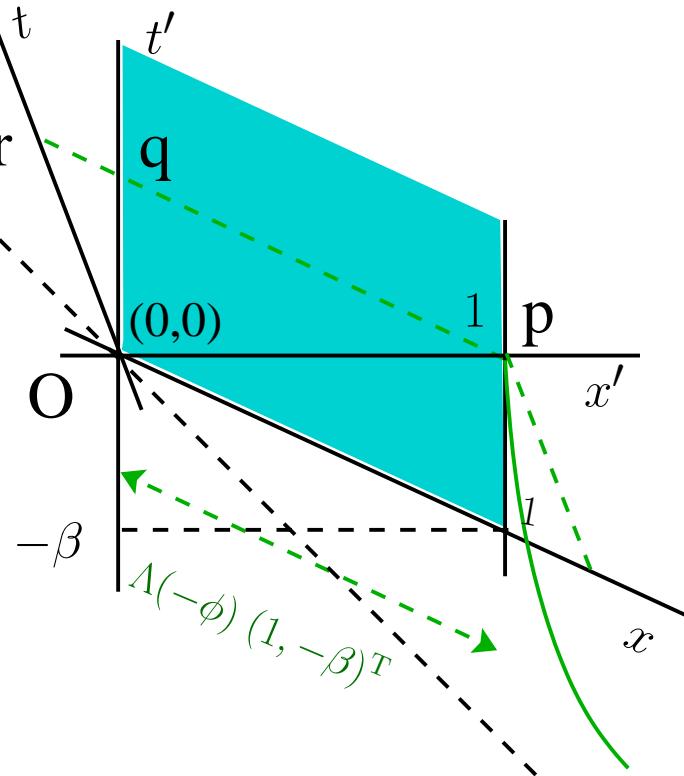


# SR: worldsheet space contraction

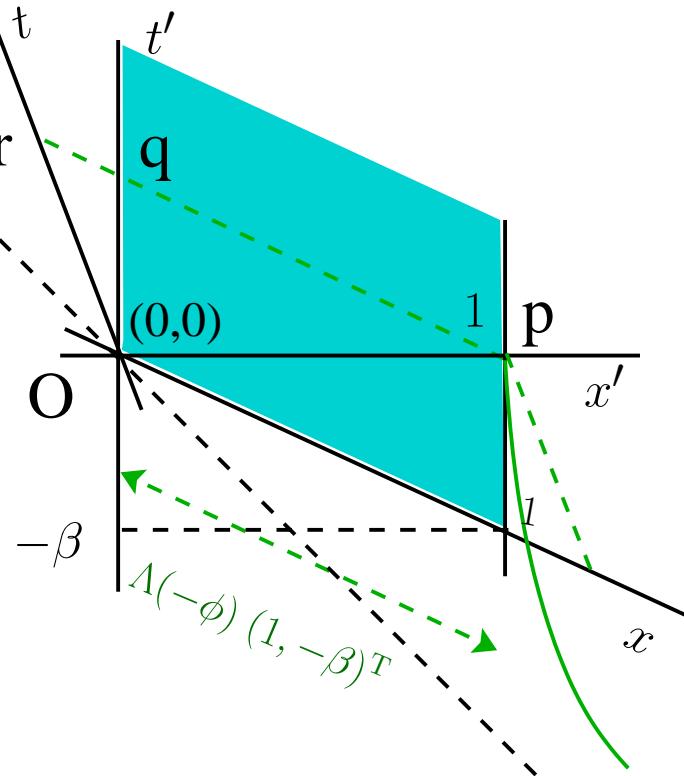


$$\sqrt{\Delta s^2(q, p)} = \gamma^{-1} < 1 \quad \text{worldsheet “space contraction”}$$

# SR: worldsheet space contraction

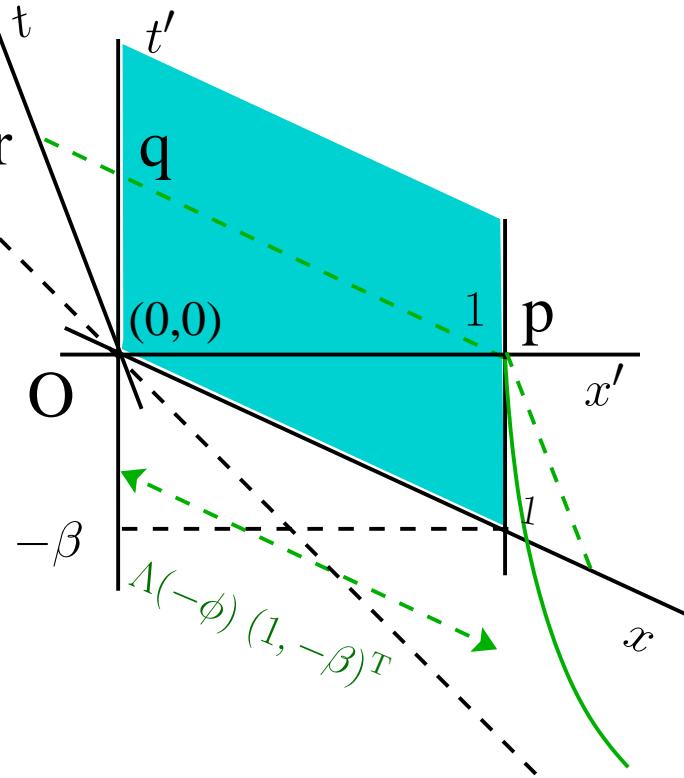


# SR: worldsheet space contraction



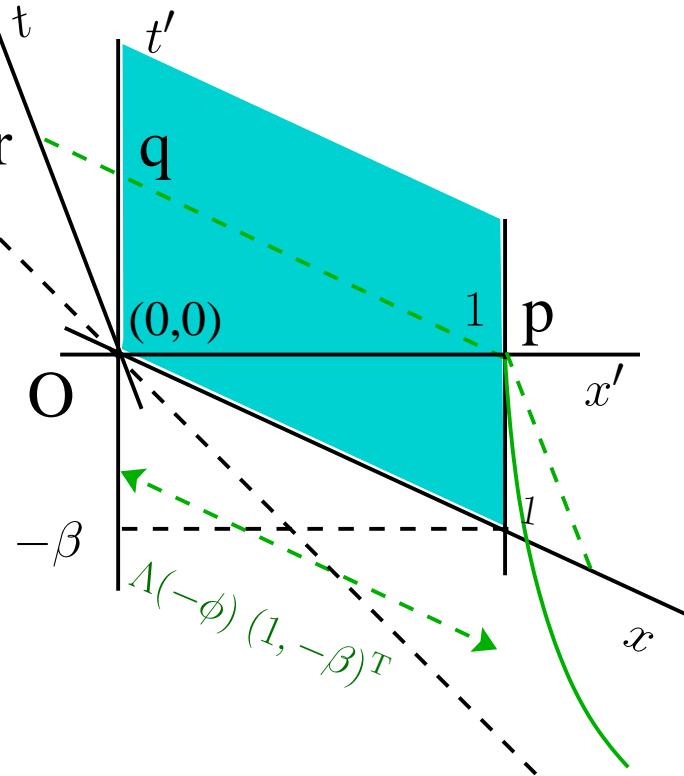
$$\Lambda^{-1} \begin{pmatrix} 1 \\ -\beta \end{pmatrix} = \begin{pmatrix} \cosh \phi - \beta \sinh \phi \\ \sinh \phi - \beta \cosh \phi \end{pmatrix}$$

# SR: worldsheet space contraction



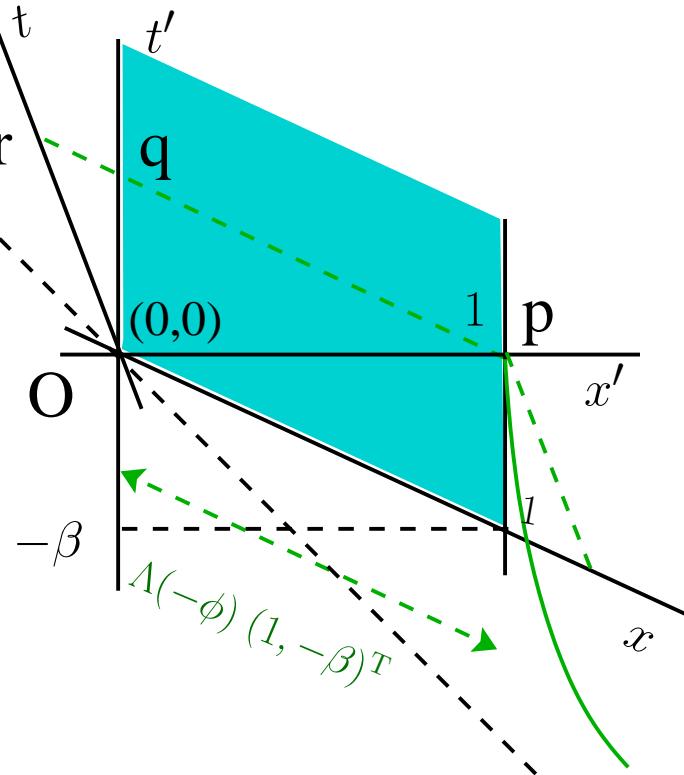
$$\Lambda^{-1} \begin{pmatrix} 1 \\ -\beta \end{pmatrix} = \begin{pmatrix} \cosh \phi (1 - \beta^2) \\ \cosh \phi (\tanh \phi - \tanh \phi) \end{pmatrix}$$

# SR: worldsheet space contraction



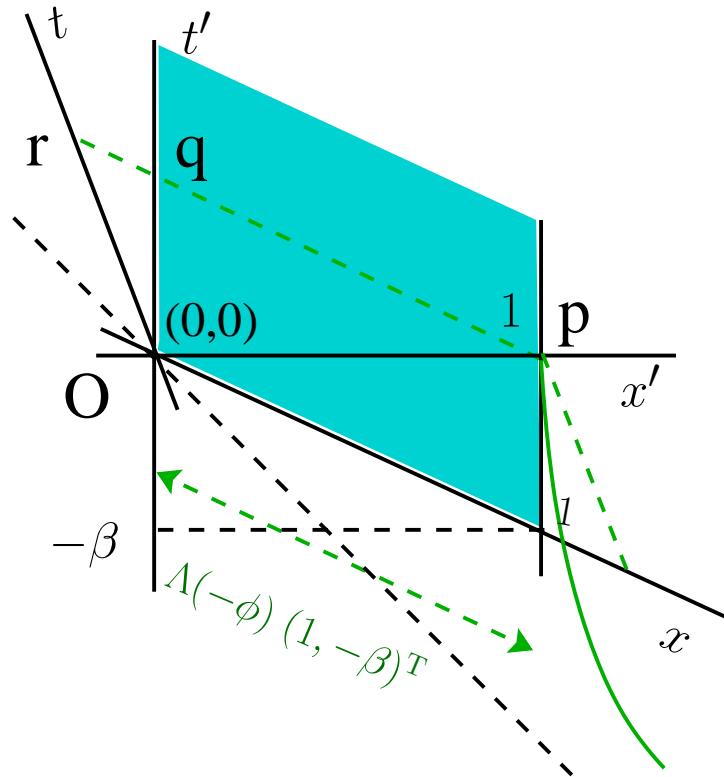
$$\Lambda^{-1} \begin{pmatrix} 1 \\ -\beta \end{pmatrix} = \begin{pmatrix} \gamma(1 - \beta^2) \\ 0 \end{pmatrix}$$

# SR: worldsheet space contraction



$$\Lambda^{-1} \begin{pmatrix} 1 \\ -\beta \end{pmatrix} = \begin{pmatrix} \gamma^{-1} \\ 0 \end{pmatrix}$$

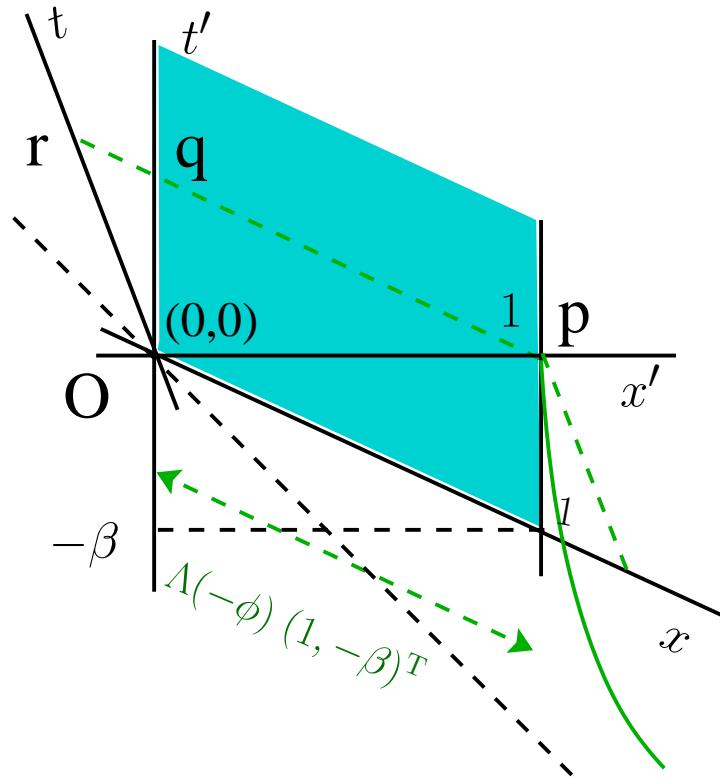
# SR: worldsheet space contraction



$$\sqrt{\Delta s^2(q, p)} = \gamma^{-1} < 1$$



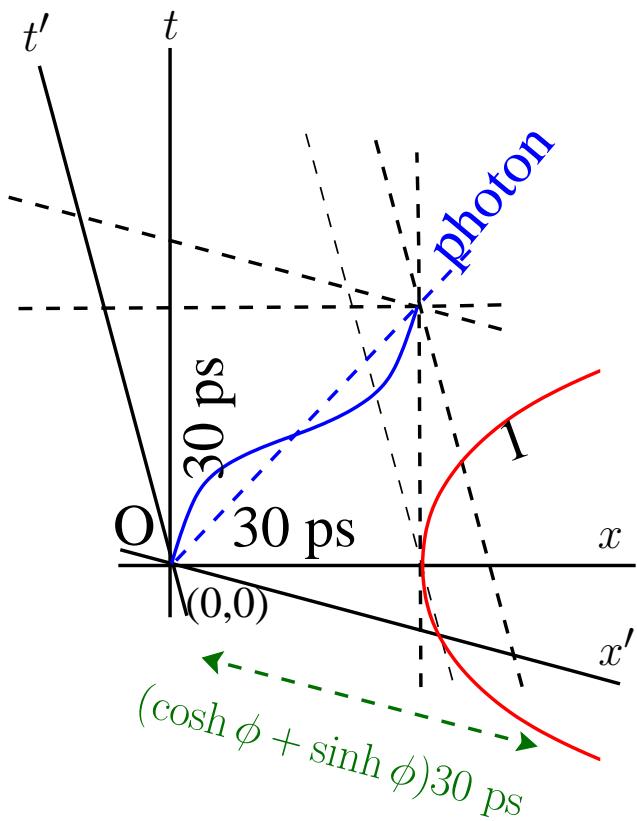
# SR: worldsheet space contraction



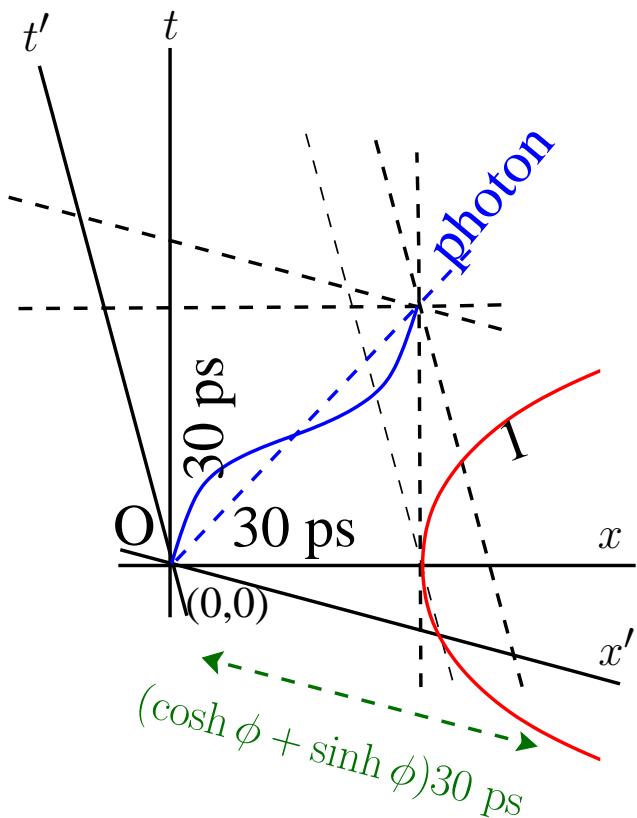
$$\sqrt{\Delta s^2(q, p)} = \gamma^{-1} < 1 \quad \text{worldsheet "space contraction"}$$



# SR: Doppler shift

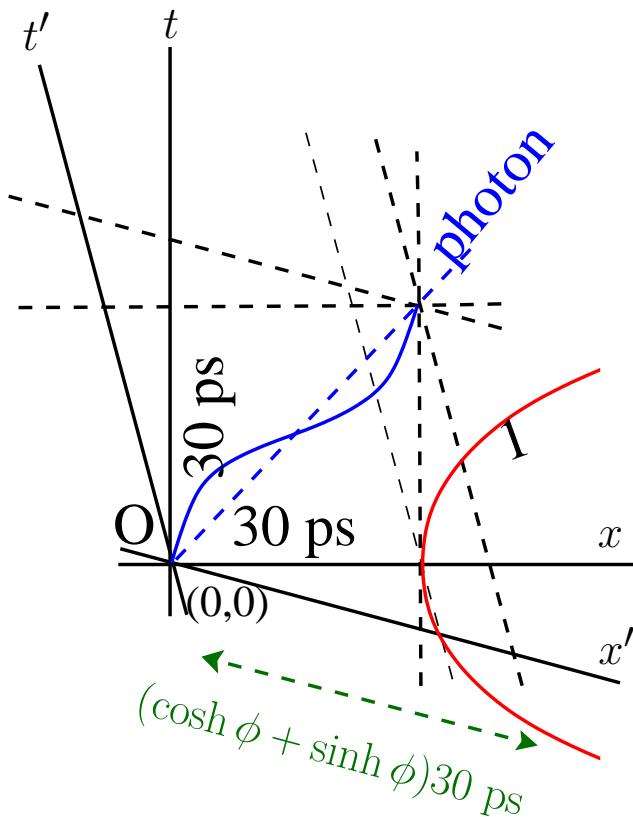


# SR: Doppler shift



see photon worldline calculation

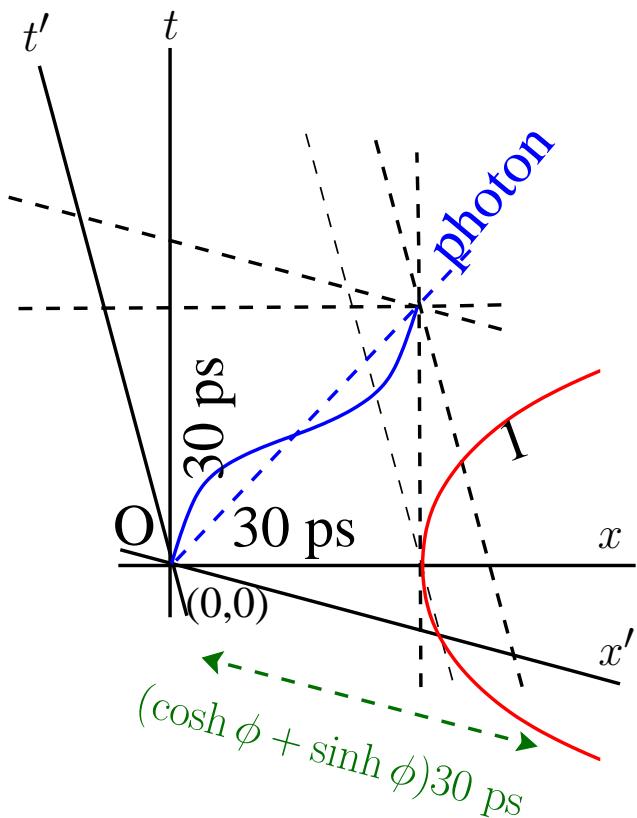
# SR: Doppler shift



see photon worldline calculation

$$x' = (\cosh \phi + \sinh \phi)t$$

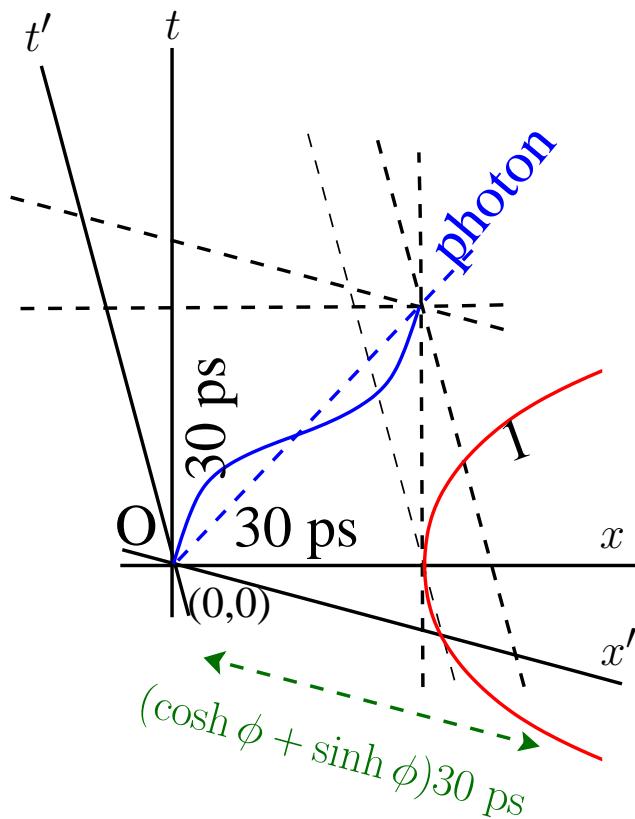
# SR: Doppler shift



see photon worldline calculation

$$x' = (\cosh \phi + \sinh \phi)x$$

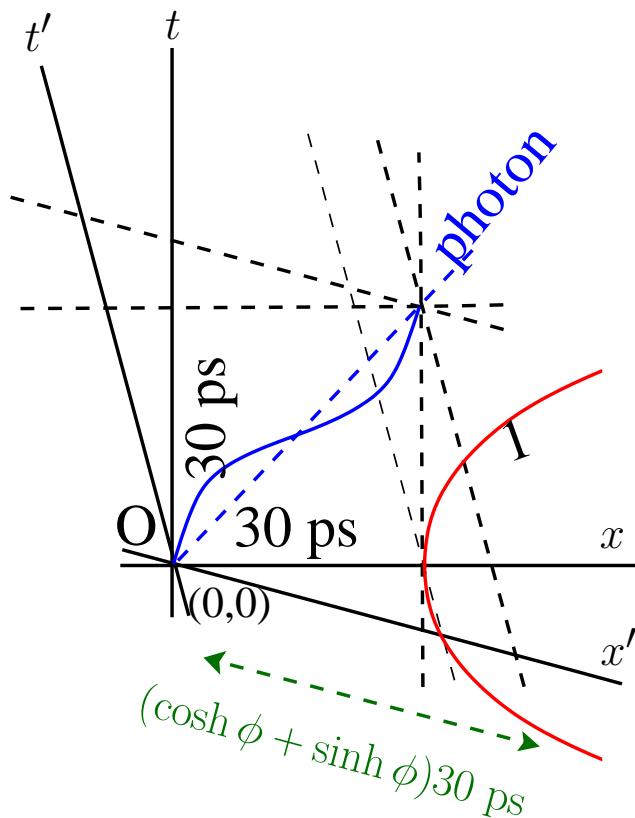
# SR: Doppler shift



see photon worldline calculation

$$x'/x = \cosh \phi + \sinh \phi$$

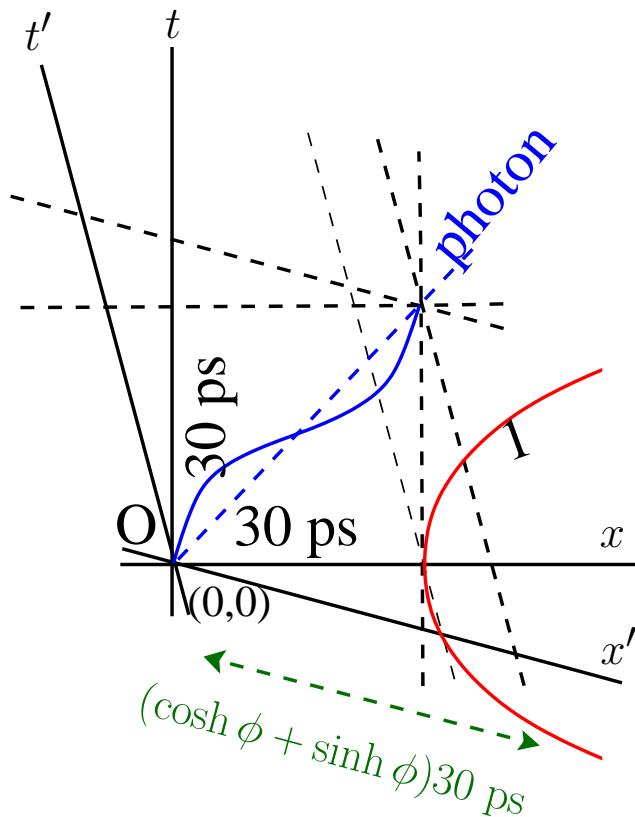
# SR: Doppler shift



see photon worldline calculation

$$x'/x = \gamma + \beta\gamma$$

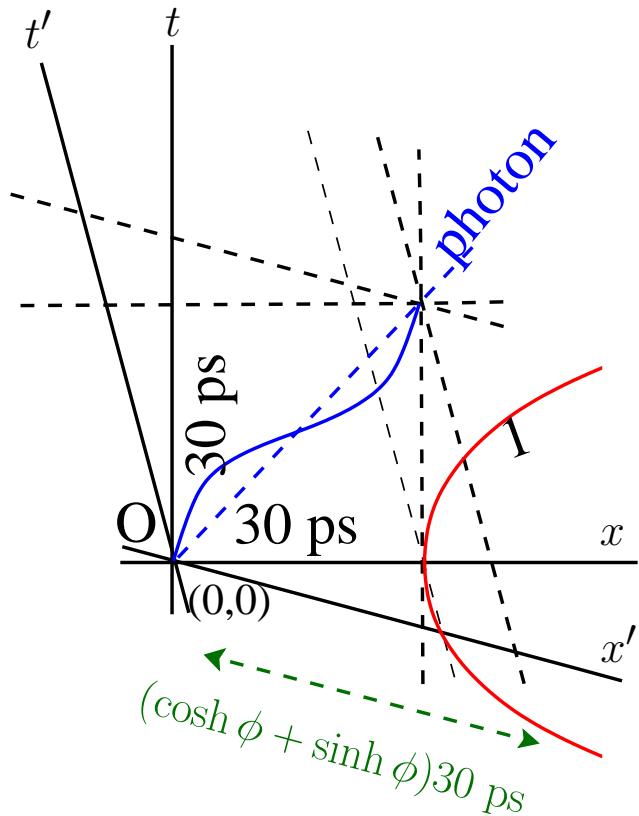
# SR: Doppler shift



see photon worldline calculation

$$x'/x = \gamma(1 + \beta)$$

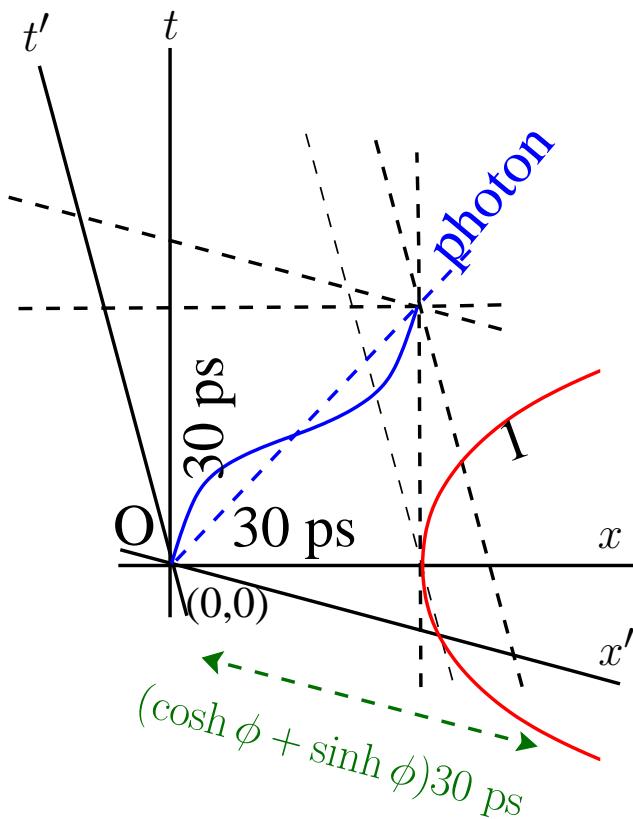
# SR: Doppler shift



see photon worldline calculation

$$x'/x = \gamma(1 + \beta) = \frac{1+\beta}{\sqrt{1-\beta^2}}$$

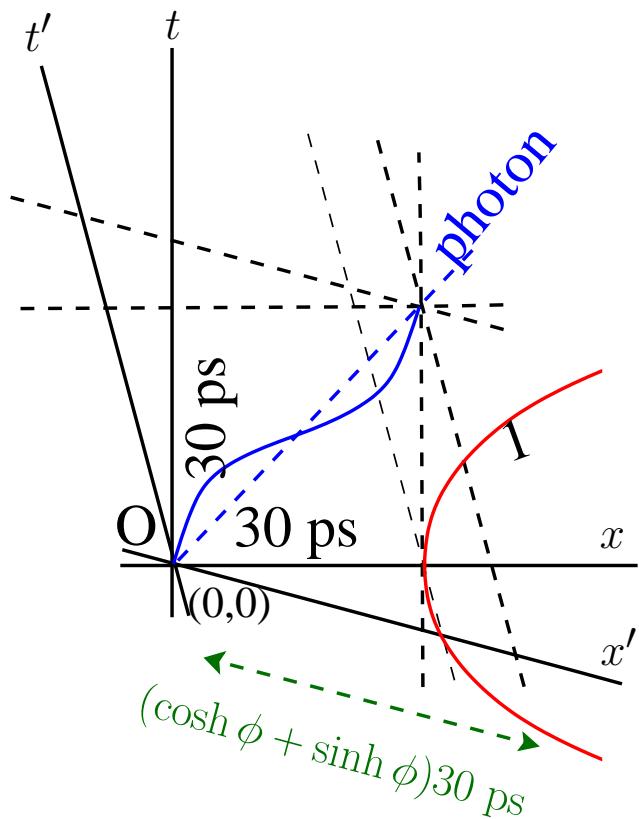
# SR: Doppler shift



see photon worldline calculation

$$x'/x = \gamma(1 + \beta) = \frac{\sqrt{(1+\beta)^2}}{\sqrt{(1-\beta)(1+\beta)}}$$

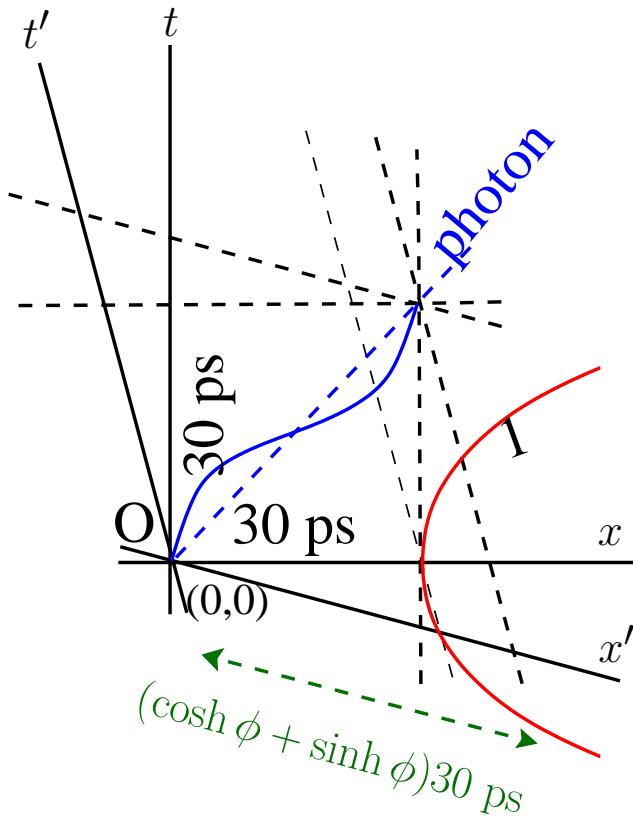
# SR: Doppler shift



see photon worldline calculation

$$x'/x = \gamma(1 + \beta) = \sqrt{\frac{1+\beta}{1-\beta}}$$

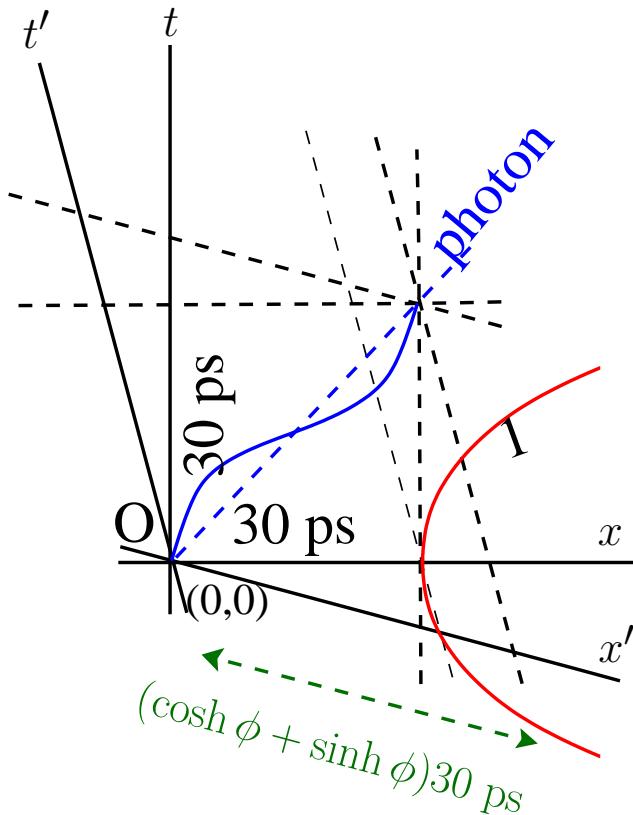
# SR: Doppler shift



see photon worldline calculation

$$1 + z := \lambda'/\lambda = \gamma(1 + \beta) \equiv \sqrt{\frac{1+\beta}{1-\beta}}$$
redshift

# SR: Doppler shift



see photon worldline calculation

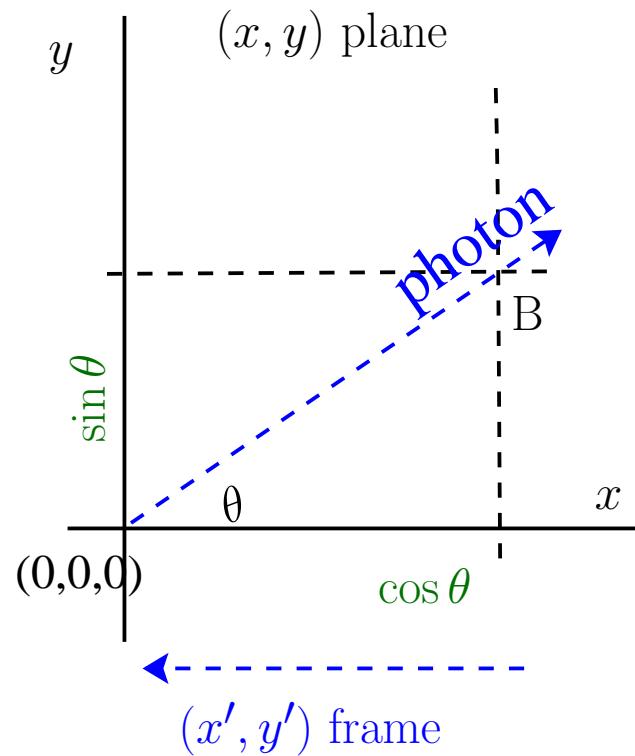
$$1 + z := \lambda'/\lambda = \gamma(1 + \beta) \equiv \sqrt{\frac{1+\beta}{1-\beta}}$$

redshift

$$\Rightarrow \text{when } \beta \ll 1, z \approx \beta$$

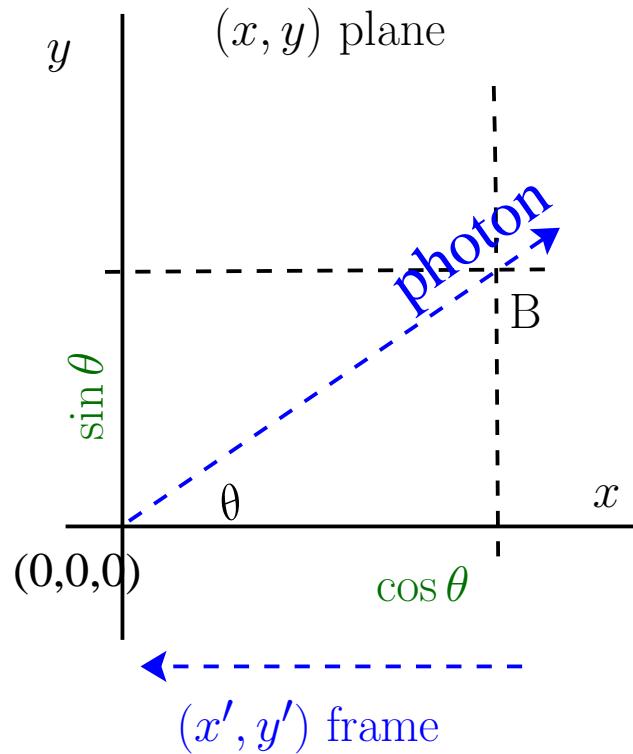


# SR: relativistic aberration





# SR: relativistic aberration



event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$





# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$





# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$

$$\Lambda^{-1} \begin{pmatrix} \cos \theta \\ \sin \theta \\ 1 \end{pmatrix}$$





# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$

$$\Lambda^{-1} \begin{pmatrix} \cos \theta \\ \sin \theta \\ 1 \end{pmatrix} = \begin{pmatrix} \gamma & 0 & \beta\gamma \\ 0 & 1 & 0 \\ \beta\gamma & 0 & \gamma \end{pmatrix} \begin{pmatrix} \cos \theta \\ \sin \theta \\ 1 \end{pmatrix}$$





# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$

$$\Lambda^{-1} \begin{pmatrix} \cos \theta \\ \sin \theta \\ 1 \end{pmatrix} = \begin{pmatrix} \gamma \cos \theta + \beta \gamma \\ \sin \theta \\ \beta \gamma \cos \theta + \gamma \end{pmatrix}$$





# SR: relativistic aberration

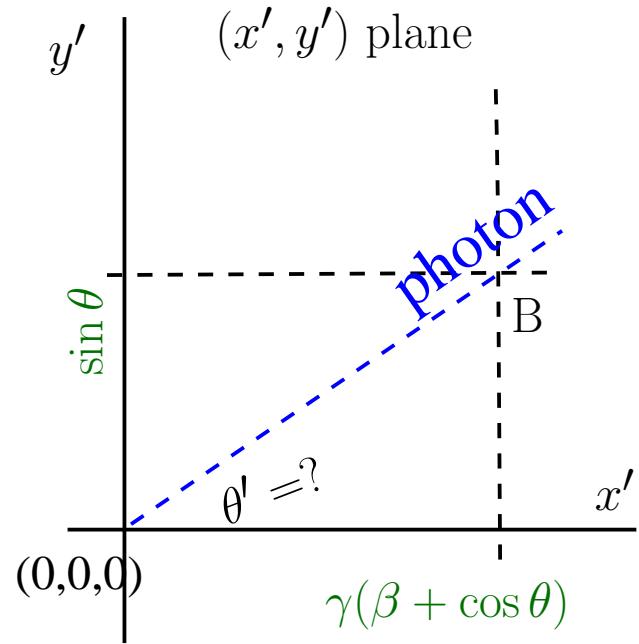
event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$

$$\Lambda^{-1} \begin{pmatrix} \cos \theta \\ \sin \theta \\ 1 \end{pmatrix} = \begin{pmatrix} \gamma(\cos \theta + \beta) \\ \sin \theta \\ \gamma(1 + \beta \cos \theta) \end{pmatrix}$$



# SR: relativistic aberration

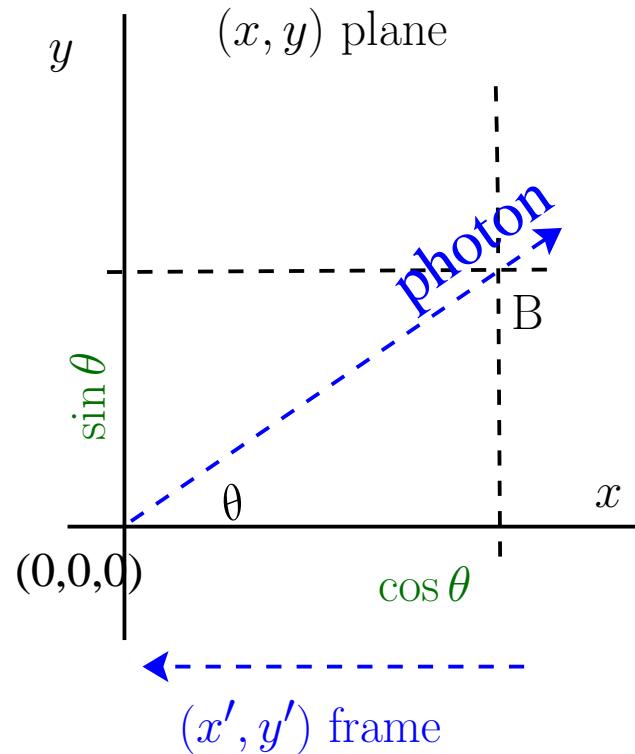
event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$





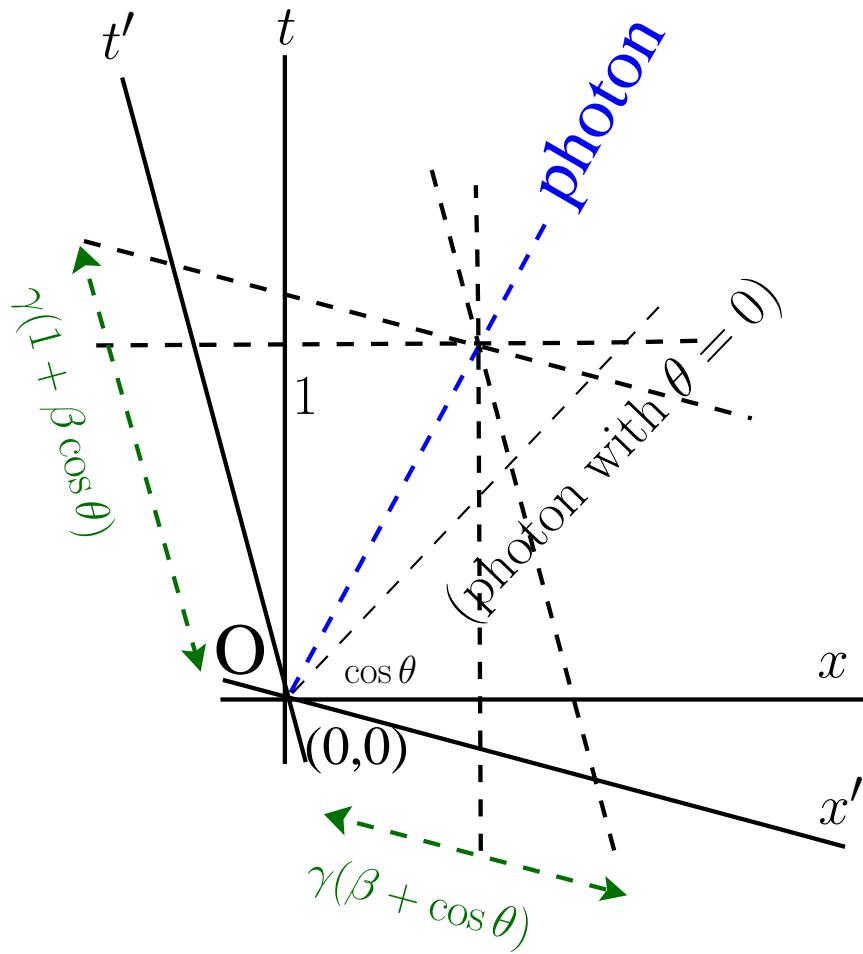
# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$



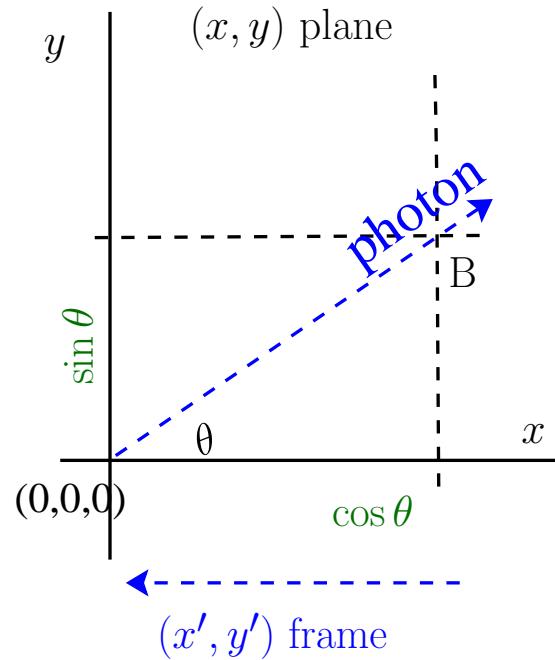
# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$



# SR: relativistic aberration

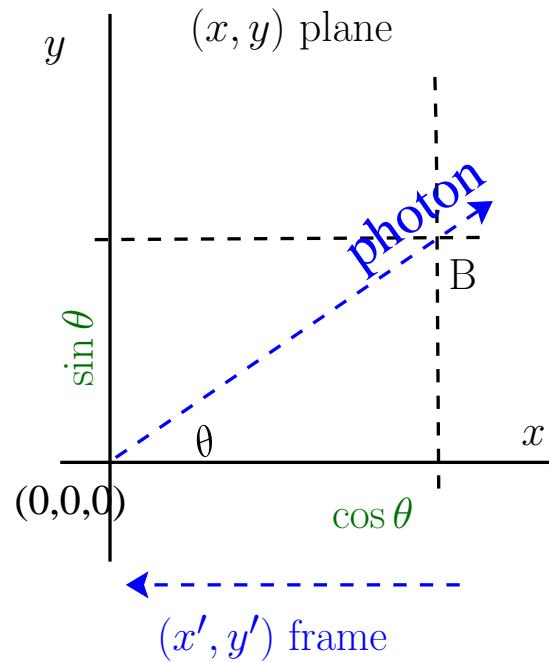
event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$



$$\tan \theta' = \frac{\sin \theta}{\gamma(\beta + \cos \theta)}$$

# SR: relativistic aberration

event B:  $(x, y, t) = (\cos \theta, \sin \theta, 1)$



$$\tan \theta' = \frac{\sin \theta}{\gamma(\beta + \cos \theta)}$$

$\Rightarrow$  relativistic beaming, e.g. AGN jets



# SR: four-velocity, ...





# SR: four-velocity, ...





# SR: four-velocity, ...





# SR: four-velocity, ...





# SR: four-velocity, ...





# SR: four-velocity, ...





# SR: four-velocity, ...





# SR: four-velocity, ...





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Riemannian geometry (and pseudo-Riemannian geometry)





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR:

+ w:Intermediate treatment of tensors





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR: maxima

+ maxima - component tensor packet ctensor





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Einstein field equations





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Equivalence principle





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

+ w:Schwarzschild metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric





# GR:

w:Friedmann-Lemaître-Robertson-Walker metric



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism



# GR: an approximation method: ADM

+ w:ADM formalism





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>





# GR: a numerical method: cactus

+ Cactus - <http://cactuscode.org>

