5.1 "Converting mass into energy"

The easiest way to interpret these new properties is to transform into a reference frame in which the system's total momentum is zero. In this so-called zero-momentum frame,

$$E^{\text{total}} = M^{\text{total}} c^2, \tag{5.1}$$

so increasing the *energy* of the system results in increasing the *mass* of the system.

Think again about the bubble gum collision of section 4.1: The initial wads had masses 16 kg and 9 kg, the final wad has mass 35 kg. Although we didn't mention it at the time, it also has high temperature: We know from classical experience that in an inelastic collision kinetic energy isn't conserved, it's converted into thermal energy. The increased thermal energy of the wad is reflected in E^{total}, which in turn is reflected in M^{total} through equation (5.1). We could have gotten to this final condition through a different route: We could have stuck the two wads together to form a 25 kg wad, then heated that wad with a blowtorch to give it enough thermal energy, and the increase in thermal energy would have then increased the wad's mass to 35 kg.

The fact that the mass of the system in any frame is proportion to the energy of the system in the zero-momentum frame convinces us that *any* increase in energy has to result in an increase in mass.

A bottle of gas has more mass when hot than when cold.
A spring has more mass when compressed (or when stretched) than when relaxed.
A capacitor has more mass when charged than when discharged.
A battery has more mass when fresh than when drained.
An atom has more mass when excited than when in the ground state.
A nucleus has more mass when excited than when in the ground state.

Presumably all of these statements are true. But c^2 is so large that the change in mass is very small, and as a consequence experiment has directly verified only the last of these statements.[1]

You might object that this was just a definition of M^{total}, with no experimental consequences. No. The mass of a system is experimentally accessible in two ways: (1) Exert a force on the system (when it's at rest) and measure its acceleration. . . the mass of the system is F/a. (2) Put the system on a balance and measure its gravitational attraction. . . in principle a charged capacitor will be attracted to the earth more strongly than the same capacitor discharged. We will explore these phenomena in more detail in chapter 7, "Force", and in chapter 8, "Globs".

Given that the mass of a system is *not* the sum of the masses of its constituents, how *are* these two quantities related? There's no simple general result, but in the zero-momentum frame (for situations with

[1] For the most recent and most accurate of many tests, see S. Rainville, J.K. Thompson, E.G. Myers, J.M. Brown, M.S. Dewey, E.G. Kessler, R.D. Deslattes, H.G. Börner, M. Jentschel, P. Mutti, and D.E. Pritchard, "A direct test of $E = mc^2$," *Nature*, 438 (22 December 2005) 1096–1097.

Notes on

Relativistic Dynamics

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Contents

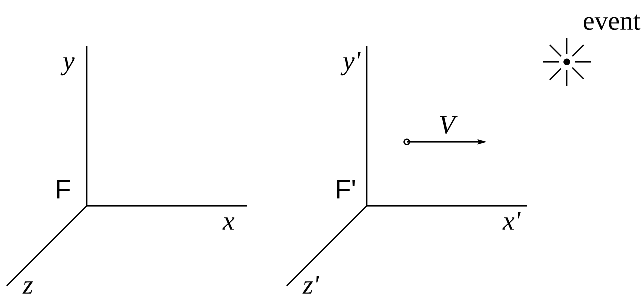
Preface

These notes assume that you have a knowledge of space and time in special relativity, and of force, energy, and momentum in classical mechanics (both at the college freshman level). They build on that knowledge to describe force, energy, and momentum in special relativity. These notes also use a few ideas from freshman-level electricity and magnetism, but not in an essential way.

Chapter 1

Space and Time

What do we know about space and time in special relativity?



Suppose an event happens. That event has space-time coordinates (x, y, z, t) in inertial frame F and space-time coordinates (x', y', z', t') in inertial frame F'. If frame F' moves at constant speed V relative to frame F, and the two frames coincide at time $t = t' = 0$, then we know that the two sets of coordinates are related through the Lorentz transformation:

$$\begin{aligned} x' &= \frac{x - Vt}{\sqrt{1-(V/c)^2}} \\ y' &= y \\ z' &= z \\ t' &= \frac{t - Vx/c^2}{\sqrt{1-(V/c)^2}} \end{aligned} \tag{1.1}$$

Some consequences of the Lorentz transformation are:

- *Classical limit.* If $V \ll c$, the Lorentz transformation is approximated by the common-sense Galilean transformation:

$$\begin{aligned} x' &= x - Vt \\ y' &= y \\ z' &= z \\ t' &= t \end{aligned} \tag{1.2}$$

- *The invariant interval.* Although the coordinates of an event are different in the two frames, the combination

$$(ct)^2 - (x^2 + y^2 + z^2) \tag{1.3}$$

  is the same in all frames. This combination is called "the invariant interval".

- *Lorentz transformation for differences.* If we consider the difference between two events, the coordinates are related through

$$\begin{aligned} \Delta x' &= \frac{\Delta x - V\Delta t}{\sqrt{1-(V/c)^2}} \\ \Delta y' &= \Delta y \\ \Delta z' &= \Delta z \\ \Delta t' &= \frac{\Delta t - V\Delta x/c^2}{\sqrt{1-(V/c)^2}} \end{aligned} \tag{1.4}$$

- *Relativity of simultaneity.* Two events simultaneous in one reference frame ($\Delta t = 0$) are not simultaneous in another ($\Delta t' = -(V\Delta x/c^2)/\sqrt{1-(V/c)^2}$).

- *Time dilation.* A moving clock ticks slowly.

- *Length contraction.* A moving rod is short.

- *Speed limit.* No message can travel faster than light (in an inertial frame).

- *Speed addition.* If a bird travels in the x-direction with speed v_b in frame F, then its speed in frame F' is

$$v_b' = \frac{v_b - V}{1 - v_b V/c^2}. \tag{1.5}$$

- *The speed of light* is the same in all inertial frames.

- *No material is completely rigid.*

Some people look at these consequences and make an additional conclusion: "Space and time are all fucked up." That's wrong. The proper conclusions are that "Space and time don't adhere to common sense" and that "Common sense is all fucked up." It is our duty as scientists to change our minds to fit nature, not to change nature to fit the preconceptions in our minds.

Problems

1.1. *He says, she says.* Veronica speeds past Ivan. He says her clocks tick slowly, she says his clocks tick slowly. This is not a logical contradiction because

a. Ivan sees the hands of Veronica's clocks as length contracted.

b. Veronica compares her clock to two of Ivan's clocks, and those two clocks aren't synchronized.

c. two events simultaneous in Ivan's frame are always simultaneous in Veronica's frame as well.

d. a moving rod is short.

⟦*Note:* There is nothing logically inconsistent about both clocks ticking slowly. You know that a person standing in Los Angeles thinks (correctly!) that Tokyo is below his feet, while a person standing in Tokyo thinks (correctly!) that Los Angeles is below his feet. This is not a logical contradiction and you are familiar with it. It is just as true that Ivan thinks (correctly!) that Veronica's clock ticks slowly, while Veronica thinks (correctly!) that Ivan's clock ticks slowly. This is not a logical contradiction but you are not familiar with it. Through these notes, you are becoming familiar with "this strange and beautiful Universe, our home."[1]⟧

1.2. *Length contraction.* Ivan says Veronica's rods are short, Veronica says Ivan's rods are short. This is not a logical contradiction because

a. a moving clock ticks slowly.

b. Ivan's clocks tick slowly, so by distance = speed × time, the distance must be smaller too.

c. it takes some time for light to travel the length of the meter stick.

d. two events simultaneous in Ivan's frame may not be simultaneous in Veronica's.

1.3. *Time dilation.* A moving clock ticks slowly because

a. time passes slowly in the moving frame.

b. the clock was damaged during acceleration.

c. the observer is looking at "old light" which required a finite time to get from the clock to the observer.

1.4. *How do two moving clocks fall out of sync?* A pair of clocks is initially synchronized. Each clock undergoes an identical acceleration program until both clocks are moving at constant speed $0.9c$. The two clocks fall out of synchronization because

[1] C.W. Misner, K.S. Thorne, and J.A. Wheeler, *Gravitation* (Freeman, 1973), page v.

a. the rear clock has been moving for longer, so its reading falls behind that of the front clock.

b. the front clock has been moving for longer, so its reading falls behind that of the rear clock.

c. during the acceleration process, the phenomena of general relativity are in play ("gravitational time dilation").

1.5. *Interval.* Starting from the Lorentz transformation equations, show that the quantity defined in equation (1.3) is, as claimed, the same in all reference frames, i.e. that

$$(ct)^2 - [(x)^2 + (y)^2 + (z)^2] = (ct')^2 - [(x')^2 + (y')^2 + (z')^2]. \tag{1.6}$$

Thus for the common sense Galilean transformation, t is the same in all reference frames, while interval is not. For the correct Lorentz transformation, the opposite holds. ⟦*Clue:* This problem is nothing more than algebra, but algebra goes more smoothly when it's informed by physical insight. The variables t, V, and c fall naturally in two packets: V/c (dimensionless velocity as a fraction of light speed) and ct (time measured in meters). Don't rend these packets apart. (Some people find it convenient to work with the symbols $\beta = V/c$ and $T = ct$ in place of t, V, and c, so that it's impossible to rend the packets apart!)⟧

1.6. *Time dilation derivation.* Let T_0 represent the time ticked off by a clock. In frame F, that clock moves at speed V. Starting from the Lorentz transformation equations, show that the time elapsed in frame F while the moving clock ticks off time T_0 is

$$T = \frac{T_0}{\sqrt{1-(V/c)^2}}. \tag{1.7}$$

Chapter 2

A Collision

2.1 Why we need relativistic dynamics

The first chapter dealt with the consequences of relativity for ideas about space and time. Are there consequences for things like force, momentum, and energy? Of course!

1. How does force affect motion?

Newton: A body subject to constant force F will have velocity $v = (F/m)t$, which increases without bound when t increases.

Einstein: But v can't exceed c! Newton's formula, although an excellent approximation for small velocities, must be wrong.

Newton:

$$\vec{F}^{\text{net}} = m\vec{a} = \frac{d\vec{p}}{dt}.$$

Einstein: So you claim, but which t do you mean? Time as ticked off in the Earth's frame, in Mars's frame, in the space shuttle's frame, in the particle's frame?

2. What is the origin of force?

Newton: The gravitational force on the Earth due to the Sun is

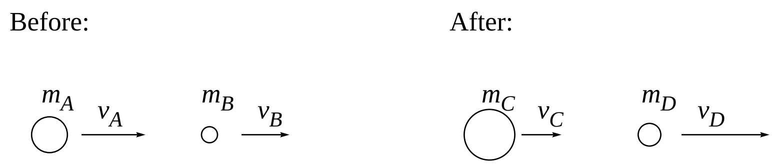
$$G\frac{m_E m_S}{r^2}.$$

Einstein: This formula says that if you move the Sun, the gravitational force on the Earth changes instantly! Relativity demands a time delay of about eight minutes. Newton's formula must be wrong.

These notes treat the "How does force affect motion?" question. The "What is the origin of force?" question is the subject of much of field theory for the last century.

We begin our exploration of relativistic dynamics by seeking the proper — that is, the most useful — definition of momentum in relativity, and we do this by investigating a simple collision in one dimension.

A collision as observed from frame F



Two bodies approach each other and interact, then two bodies draw away from each other. While the two bodies are close and interacting, they might be doing anything: There might be friction between them, in which case the classical kinetic energy would not be conserved. They might exchange atoms in which case the final mass m_C would not be the same as the initial mass m_A. There might even be chemical reactions in which case the two final bodies would have different compositions from the two initial bodies. None of this matters: if there are no external forces, momentum ought to be conserved. We investigate this collision classically using the classical definition of momentum, and then with two different candidate definitions for relativistic momentum.

2.2 Classical analysis

First analyze this collision in frame F, the frame used in the sketch. The classical definition of momentum is $\vec{p} = m\vec{v}$, so momentum conservation says that

$$m_A v_A + m_B v_B = m_C v_C + m_D v_D. \tag{2.1}$$

What about an analysis in frame F'? Frames F and F' are equally good, so presumably momentum is conserved in both. In frame F' momentum conservation says that

$$m_A v'_A + m_B v'_B = m_C v'_C + m_D v'_D, \tag{2.2}$$

but we also know that

$$v'_A = v_A - V \tag{2.3}$$

so

$$m_A v_A + m_B v_B - (m_A + m_B)V = m_C v_C + m_D v_D - (m_C + m_D)V. \tag{2.4}$$

Subtracting the two momentum conservation equations (2.1) and (2.4) tells us that

$$(m_A + m_B)V = (m_C + m_D)V \tag{2.5}$$

and, because this applies to any frame velocity V, we find the frame-independent result

$$m_A + m_B = m_C + m_D, \tag{2.6}$$

the conservation of mass!

If momentum is conserved in all inertial reference frames, then mass must also be conserved. The conservation of mass is not an independent principle: it follows from the conservation of momentum plus the idea that any inertial reference frame is as good as any other inertial reference frame (the "principle of relativity").

2.3 Relativistic analysis, first candidate definition

The obvious idea for relativistic momentum is to use the same definition that worked so well for classical momentum, namely

$$\vec{p} = m\vec{v}. \tag{2.7}$$

We analyze the collision in first frame F, where momentum conservation says that

$$m_A v_A + m_B v_B = m_C v_C + m_D v_D. \tag{2.8}$$

A momentum conservation analysis in frame F' says that

$$m_A v'_A + m_B v'_B = m_C v'_C + m_D v'_D, \tag{2.9}$$

but we also know that

$$v'_A = \frac{v_A - V}{1 - v_A V/c^2} \tag{2.10}$$

so

$$m_A \frac{v_A - V}{1 - v_A V/c^2} + m_B \frac{v_B - V}{1 - v_B V/c^2} = m_C \frac{v_C - V}{1 - v_C V/c^2} + m_D \frac{v_D - V}{1 - v_D V/c^2}. \tag{2.11}$$

And now we're stuck. In this equation the quantities V *don't* just cancel out, so using this candidate definition conservation of momentum *does* depend on reference frame. The momentum given by this definition isn't conserved in all reference frames. We must either abandon momentum conservation or else find a different definition.

2.4 Relativistic analysis, second candidate definition

Let's look again at the definition (2.7):

$$\vec{p} = m\vec{v} = m\frac{d\vec{x}}{dt}. \tag{2.12}$$

Is this really so obvious? When we take a derivative with respect to time, why is time in frame F so important? We're looking for a property associated with the particle as well as the frame, so why should we necessarily use the frame's time? Let's use the particle's time, the so called *proper time* τ. Our new candidate definition of momentum is

$$\vec{p} = m\frac{d\vec{x}}{d\tau}. \tag{2.13}$$

A change in proper time τ is related to a change in frame F time t through the time dilation result (see equation 1.7)

$$dt = \frac{d\tau}{\sqrt{1-(v/c)^2}} \tag{2.14}$$

where v is the velocity of the particle in frame F. Hence our new candidate definition is that in frame F, where the particle moves with velocity $\vec{v}$, the momentum is

$$\vec{p} = \frac{m\vec{v}}{\sqrt{1-(v/c)^2}}. \tag{2.15}$$

How does this candidate definition apply to the collision we've already looked at? The momentum of particle A in frame F is

$$\frac{m_A v_A}{\sqrt{1-(v_A/c)^2}}. \tag{2.16}$$

The momentum of particle A in frame F' is

$$\frac{m_A v'_A}{\sqrt{1-(v'_A/c)^2}}, \tag{2.17}$$

which, after some algebra (see problem 2.3, *Necessary algebra*), is found to equal

$$\frac{m_A v_A}{\sqrt{1-(v_A/c)^2}}\frac{1}{\sqrt{1-(V/c)^2}} - \frac{m_A}{\sqrt{1-(v_A/c)^2}}\frac{V}{\sqrt{1-(V/c)^2}}. \tag{2.18}$$

The reasoning now is familiar from the classical case: Multiply the momentum conservation equation in frame F by $1/\sqrt{1-(V/c)^2}$ and subtract the momentum conservation equation in frame F'. The result is a new conserved quantity: namely

$$\frac{m_A}{\sqrt{1-(v_A/c)^2}} + \frac{m_B}{\sqrt{1-(v_B/c)^2}} = \frac{m_C}{\sqrt{1-(v_C/c)^2}} + \frac{m_D}{\sqrt{1-(v_D/c)^2}}. \tag{2.19}$$

If this second candidate for momentum is conserved in all inertial reference frames, then the sum over all particles of $m/\sqrt{1-(v/c)^2}$ must also be conserved. The conservation of this quantity is not an independent principle: it follows from the conservation of momentum plus the idea that any inertial reference frame is as good as any other inertial reference frame (the "principle of relativity").

2.5 Another conserved quantity

What we have presented so far is motivation. It asks us to focus our experiments on the quantity

$$\frac{m\vec{v}}{\sqrt{1-(v/c)^2}}, \tag{2.20}$$

summed over all particles, and the quantity

$$\frac{m}{\sqrt{1-(v/c)^2}}, \tag{2.21}$$

summed over all particles. Our motivation suggests that both of these quantities will be conserved. Do experiments agree?

As you can imagine, experiments with relativistic particles are not easy to do, and it took a lot of effort to perform and interpret them. Many blind alleys were explored, and many graduate students were harried. I'll summarize a long history: These quantities are indeed conserved.

The question now is: How should we interpret the quantity $m/\sqrt{1-(v/c)^2}$ which is conserved and thus important? The relativistic momentum

$$\vec{p} = \frac{m\vec{v}}{\sqrt{1-(v/c)^2}} \tag{2.22}$$

is only a little different from the classical momentum $\vec{p} = m\vec{v}$. But this new quantity seems unlike anything we've ever seen before.

When $v = 0$ our new quantity is just the mass, which we expect to be conserved. But what is this quantity in the limit where v is much smaller than c, but not so small as to be considered zero? We approach this limit through a Taylor series. Perhaps you remember that the Taylor series for $(1+\epsilon)^n$ is

$$(1+\epsilon)^n = 1 + n\epsilon + \tfrac{1}{2}n(n-1)\epsilon^2 + \cdots. \tag{2.23}$$

(If you don't remember this, you should derive it and memorize it now. It's one of the most useful formulas you'll ever encounter.) Applied to the small quantity $\epsilon = -(v/c)^2$ with $n = -\frac{1}{2}$, it tells us that

$$\frac{1}{\sqrt{1-(v/c)^2}} \approx 1 + \tfrac{1}{2}(v/c)^2. \tag{2.24}$$

For historical reasons we focus on c^2 times our new quantity, namely

$$\frac{mc^2}{\sqrt{1-(v/c)^2}} \approx mc^2(1 + \tfrac{1}{2}(v/c)^2) = mc^2 + \tfrac{1}{2}mv^2. \tag{2.25}$$

Well, $\frac{1}{2}mv^2$! That's an old friend! The quantity we've come across is a relativistic generalization of kinetic energy! (Remember that in classical mechanics only *changes* in energy are physically significant: We can alter all the energies of a problem by any given sea-level shift, and the changes will be unaffected. The term mc^2 represents such a shift…for typical velocities, a shift very large compared to $\frac{1}{2}mv^2$, but nevertheless merely a classical shift.)

In short, we define the relativistic momentum of a particle by

$$\vec{p} = \frac{m\vec{v}}{\sqrt{1-(v/c)^2}} \tag{2.26}$$

and the relativistic energy of a particle by

$$E = \frac{mc^2}{\sqrt{1-(v/c)^2}}. \tag{2.27}$$

Experiment shows that these quantities, summed over all interacting particles, are conserved in all reference frames.

⟦*Warning:* You remember from your study of electromagnetism that fields as well as particles carry energy and momentum. If you want to find the total energy and momentum at all instants, you'll need to integrate over the field energy and momentum as well as sum over the particle energy and momentum. We'll consider situations where the particles start off so far apart that they aren't interacting, then come together (during a "collision"), then scatter so far apart that they aren't interacting any longer. Only when the particles are close and interacting will you have to consider the field energy and momentum as well as the particle energy and momentum. In these notes we'll only look at the beginning and ending states, so all the energy and momentum are carried in the particles. This is why we'll never treat potential energy: relativistically, potential energy is energy carried in fields.⟧

Problems

2.1. *A third candidate definition.* Before equation (2.13) we argued that in equation (2.12) we might use the particle's time τ instead of the frame's time t. Of course, we could continue in this vein and argue that for $\vec{x}$ we should use the particle's position in the particle's frame instead of the particle's position in the frame F. Show that this choice generates a sterile result.

2.2. *Logical inversion.* We reasoned that momentum was conserved in all inertial frames, and concluded (classically) that mass was conserved or (relativistically) that energy was conserved. Turn this reasoning around: Assume that momentum is conserved in frame F, and show that momentum is conserved in all frames provided (classically) that mass is conserved or (relativistically) that energy is conserved.

2.3. *Necessary algebra.* Show that if

$$v' = \frac{v - V}{1 - vV/c^2}, \tag{2.28}$$

then

$$\frac{v'}{\sqrt{1-(v'/c)^2}} = \frac{v - V}{\sqrt{1-(v/c)^2}\,\sqrt{1-(V/c)^2}}. \tag{2.29}$$

2.4. *Relativistic energy and momentum, I.* A particle of mass m is given so much energy that its total relativistic energy is equal to three times its rest energy. Find its resulting speed (as an expression involving c) and momentum (as an expression involving mc). How do these results change if the total energy is six times its rest energy?

2.5. *Relativistic energy and momentum, II.* A particle of mass m has relativistic energy equal to γ times its rest energy (that is, $E = \gamma mc^2$). What is its speed? Its momentum?

2.6. *Relativistic energy: a new proposal.*
A friend tells you: "I have a new idea about relativistic energy. That old fogey Einstein got it all wrong! In fact, relativistic energy should be defined not as

$$E = \frac{mc^2}{\sqrt{1-(v/c)^2}} \qquad \text{but as} \qquad E = \frac{mc^2}{\sqrt{1-(v/c)^4}}."$$

Prove your friend wrong. (*Clue:* Examine the classical limit $v \ll c$ of this formula using the result that, when $|\epsilon| \ll 1$, $(1+\epsilon)^n \approx 1 + n\epsilon$.)

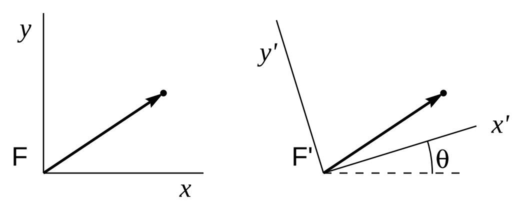
Chapter 3

Another Momentum Motivation

This chapter presents another way to motivate the definition of relativistic momentum presented in the previous chapter.

3.1 What is a vector?

Think of a vector pointing from the origin to a specific point in two-dimensional space.



Frequently you'll hear people say that the vector is the same as the ordered pair (x, y), or that

$$\vec{r} = \begin{pmatrix} x \\ y \end{pmatrix}. \tag{3.1}$$

That's not exactly correct. What people should say is

$$\text{The vector } \vec{r} \text{ is represented by the column matrix } \begin{pmatrix} x \\ y \end{pmatrix} \text{ in the frame } \mathsf{F} \tag{3.2}$$

or

$$\text{The vector } \vec{r} \text{ has the coordinates } \begin{pmatrix} x \\ y \end{pmatrix} \text{ in frame } \mathsf{F}. \tag{3.3}$$

That's because in a different reference frame F', the same vector is represented by a different column matrix:

$$\text{The vector } \vec{r} \text{ is represented by the column matrix } \begin{pmatrix} x' \\ y' \end{pmatrix} \text{ in the frame } \mathsf{F}'. \tag{3.4}$$

The sketch above shows the same vector, drawn once with the axes of frame F and then again in with the axes of frame F'. That one vector is represented by two different column matrices, which happen to be related through

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}, \tag{3.5}$$

that is

$$\begin{aligned} x' &= +(\cos\theta)x + (\sin\theta)y \\ y' &= -(\sin\theta)x + (\cos\theta)y. \end{aligned} \tag{3.6}$$

For example, if $\theta = 45°$ then the vector represented by $(1,1)$ in frame F is represented by $(\sqrt{2}, 0)$ in frame F'. If you said $\vec{r} = (1,1)$ and $\vec{r} = (\sqrt{2}, 0)$, then it would follow that $(1,1) = (\sqrt{2}, 0)$, which is obviously false! On the other hand the more accurate expressions like relation (3.2) are cumbersome, and difficult to pronounce. The new symbol $\doteq$ is used to mean the phrase "is represented by" so, in place of (3.1) or (3.2), we write

$$\vec{r} \doteq \begin{pmatrix} x \\ y \end{pmatrix}. \tag{3.7}$$

One way to express this idea is to say that the vector $\vec{r}$ has the name (x, y) in frame F and the different name (x', y') in frame F'. The vector is one thing but it has two different names, depending on which frame you use. In the same way a tree has the name "tree" in English and the different name "baum" in German. The tree is one thing but it has two different names, depending on which language you use.

While the coordinates of a vector depend on the frame, the *length* of a vector is *invariant*, that is, the same in all frames:

$$r^2 = (x)^2 + (y)^2 = (x')^2 + (y')^2. \tag{3.8}$$

Similar results hold for three-dimensional vectors, except that if height z is measured in feet, while horizontal distances x and y are measured in miles, then the invariant length of the vector is

$$r^2 = [x]^2 + [y]^2 + [z/(5280 \text{ ft/mi})]^2. \tag{3.9}$$

3.2 What is a four-vector?

Just as the coordinates of an ordinary vector have a given transformation property (3.5) when transforming between two frames with relative axis rotation, so the coordinates of a *four-vector* have the Lorentz transformation property (1.1) when transforming between two frames in relative motion. For the case of ordinary vectors it made sense to covert from heights measured in feet to heights measured in miles, and for the case of four-vectors it makes sense to convert from times t measured in seconds to times ct measured in meters. (Make sure you understand that the quantity ct has the dimensions of length.) Using these quantities, the Lorentz transformations for the coordinates of an event are

$$\begin{aligned} ct' &= \frac{ct - (V/c)x}{\sqrt{1-(V/c)^2}} \\ x' &= \frac{x - (V/c)ct}{\sqrt{1-(V/c)^2}} \\ y' &= y \\ z' &= z \end{aligned} \tag{3.10}$$

We say

The four-vector r for an event is represented by the row matrix $[ct, x, y, z]$ in frame F (3.11)

or

$$\mathsf{r} \doteq [ct, x, y, z]. \tag{3.12}$$

The "invariance of interval" result (1.3) is that the combination of coordinates

$$(ct)^2 - (x^2 + y^2 + z^2) \tag{3.13}$$

is the same in all reference frames.

3.3 Four-momentum

There are many different ordinary vectors: position $\vec{r}$, velocity $\vec{v}$, momentum $\vec{p}$, and so forth. They have in common that the coordinates of any vector transform under a rotation of axes in exactly the same way (3.5) that the coordinates representing the position of a point transform.

Similarly, there are many different four-vectors. They have in common that the coordinates of any four-vector transform under a Lorentz transformation in exactly the same way (3.10) that the coordinates representing the time and position of an event transform.

In Newtonian mechanics momentum is defined as

$$\vec{p} = m\frac{d\vec{r}}{dt}. \tag{3.14}$$

This is a vector because m is a scalar (the same regardless of rotation of axes) and t is a scalar.

How shall we define four-momentum in relativistic mechanics? We want something like

$$\mathsf{p} = m\frac{d\mathsf{r}}{dt_?}. \tag{3.15}$$

The quantity m is a four-scalar (the same regardless of Lorentz transformation). So far so good. But which time should we use for "$t_?$"? If we use time in, say, the Earth's frame, that time is *not* a four-scalar, because time *is* different from one frame to another. Before moving on, think about how you could select a time that is the same regardless of Lorentz transformation, i.e. a time that is a four-scalar.

If you use time in the Earth's frame, that's not a four-scalar, because there's nothing special about the Earth's frame. If you use time in a frame moving at $\frac{1}{2}c$ relative to the Earth, that's not a four-scalar, because there's nothing special about this frame, either. There's only one time that's special, and that's the time elapsed in the particle's own frame. . . the time ticked off by a wrist watch attached to the particle. This is called the *proper time* τ. Different frames disagree about what time it is, but all frames agree upon the time elapsed on the particle. The correct definition of four-momentum is

$$\mathsf{p} = m\frac{d\mathsf{r}}{d\tau}. \tag{3.16}$$

Thinking about proper time leads to the correct definition, but it's not the easiest way to conduct experiments. The particle in your laboratory probably isn't wearing a wristwatch! So while the above definition is the simplest conceptually, if you want to do experiments you'll want to write down a result using the coordinates that you measure in your lab frame. The lab frame time t and proper time τ are related through (see equation 1.7)

$$dt = \frac{d\tau}{\sqrt{1-(v/c)^2}} \tag{3.17}$$

where $d\tau$ is the time elapsed on the particle, dt is the time elapsed in the laboratory, and v is the speed of the particle in the laboratory.

So, in some particular inertial frame

$$\mathsf{r} \doteq [ct, x, y, z] \tag{3.18}$$

and

$$\mathsf{p} = m\frac{d\mathsf{r}}{d\tau} = m\frac{dt}{d\tau}\frac{d\mathsf{r}}{dt} \doteq \frac{m}{\sqrt{1-(v/c)^2}}[c, v_x, v_y, v_z]. \tag{3.19}$$

The last three components of this four-vector are easy to interpret: They say that the relativistic momentum in a particular frame is defined as

$$\vec{p} = \frac{m\vec{v}}{\sqrt{1-(v/c)^2}}. \tag{3.20}$$

The initial component

$$\frac{mc}{\sqrt{1-(v/c)^2}} \tag{3.21}$$

is the tough one. But we've already interpreted it back at equation (2.27): this is proportional to relativistic energy. The four-momentum is

$$\mathsf{p} \doteq \frac{m}{\sqrt{1-(v/c)^2}}[c, v_x, v_y, v_z] = [E/c, p_x, p_y, p_z]. \tag{3.22}$$

If the total momentum is to be conserved in all inertial frames, then it's not enough for p_x, p_y, and p_z to be conserved. Because E/c mixes up with p_x through the Lorentz transformation, if p_x is conserved in all frames then E must be conserved in all frames, too.

The same argument that proves the interval of an event

$$(ct)^2 - (x^2 + y^2 + z^2) \tag{3.23}$$

to be invariant — the same in all reference frames — also proves the quantity

$$(E/c)^2 - (p_x^2 + p_y^2 + p_z^2) = (E/c)^2 - p^2 \tag{3.24}$$

to be invariant. Because it's the same in all frames, it's the same in the particle's own frame, where $p = 0$ and $E = mc^2$. This is more conveniently written after multiplying through by c^2. The quantity

$$E^2 - (pc)^2 = (mc^2)^2 \tag{3.25}$$

is the same in all reference frames.

3.4 Old style

It used to be popular to define the "relativistic mass"

$$m_R = \frac{m}{\sqrt{1 - (v/c)^2}}$$

so that

$$\vec{p} = m_R \vec{v} \quad \text{and} \quad E = m_R c^2.$$

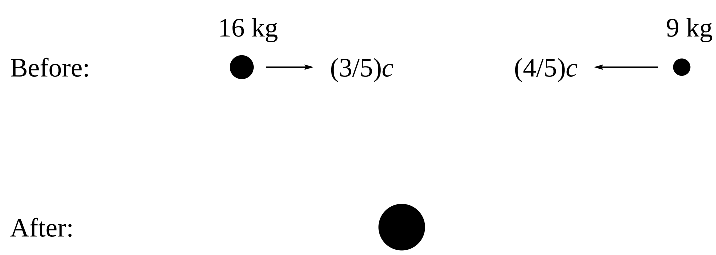
(You may have see that last equation before.) This made some equations easier to remember, but others harder to remember. It had the disadvantages that (1) relativistic mass was not a four-scalar and (2) this mass was not the mass that enters into $\vec{F}^{\text{net}} = m\vec{a}$. In fact, in this old style one had to define not only a "relativistic mass" related to momentum, but also a "longitudinal mass" and a "transverse mass" related to force. The regular old ordinary mass was called "rest mass" or "proper mass". This scheme has a lot of disadvantages and is no longer used. I mention it only because you might look into some old book that used this old style.

Chapter 4

A Sticky Collision

4.1 A completely inelastic collision

Let's apply the conservation of energy and momentum to a specific case. A ball of bubble gum with mass 16 kg, and another ball of bubble gum with mass 9 kg, speed toward each other as shown:



The two balls stick together.

Before the collision, the total (horizontal) momentum and the total energy are given through

$$p^{\text{ total}} = \sum_i \frac{m_i v_i}{\sqrt{1-(v_i/c)^2}} = \frac{(16\text{ kg})(\frac{3}{5}c)}{\frac{4}{5}} + \frac{(9\text{ kg})(-\frac{4}{5}c)}{\frac{3}{5}} = (12\text{ kg})c - (12\text{ kg})c = 0 \tag{4.1}$$

and

$$E^{\text{total}} = \sum_i \frac{m_i c^2}{\sqrt{1-(v_i/c)^2}} = \frac{(16\text{ kg})c^2}{\frac{4}{5}} + \frac{(9\text{ kg})c^2}{\frac{3}{5}} = (35\text{ kg})c^2. \tag{4.2}$$

After the collision, the single ball has momentum zero — it's at rest — and energy $(35\text{ kg})c^2$. Thus the mass of the single ball is 35 kg.

What? Two balls, of mass 16 kg and mass 9 kg, stick together and form a ball, not of mass 25 kg, but of mass 35 kg? Can that really be?

Yes. In relativity:

total momentum is the sum of the momenta of the constituents
and
total energy is the sum of the energies of the constituents
but
total mass is *not* the sum of the masses of the constituents.

4.2 Mass in relativity

Is the mass of a composite object equal to the sum of the masses of its constituents? The answer "yes" seems so natural and obvious that the question hardly needs asking. Yet relativity claims that the correct answer is "no"! (Instead, the energy of the composite is equal to the sum of the energies of its constituents.) As always, the test of correctness is experiment, not obviousness.

The masses of atoms and subatomic particles have been measured to very high accuracy (primarily through the technique of "mass spectroscopy"). For example, the mass of the proton is known to 11 significant digits. In these notes, I'll present only a handful of the many measurements available, and I'll round them down to seven decimal places, which is more than enough accuracy to prove my point. The masses here are given not in terms of the kilogram (abbreviated as "kg") but in terms of the "atomic mass unit" (abbreviated as "u"), which is 1/12 the mass of a carbon-12 atom ($^{12}_{6}$C). (These data come from the National Institute of Standards and Technology through < http://physics.nist.gov/cuu/Constants/index.html > and from the Atomic Mass Data Center in Orsay through < http://www-nds.iaea.org/amdc/ >.) These sources give the mass values:

mass of electron	0.000 548 6 u
mass of proton	1.007 276 4 u
mass of $^{1}_{1}$H	1.007 825 0 u
mass of neutron	1.008 664 9 u
mass of $^{4}_{2}$He	4.002 603 2 u
mass of $^{8}_{4}$Be	8.005 305 1 u
mass of $^{26}_{14}$Si	25.992 329 9 u

So, does the mass of an atom equal the sum of the masses of its constituents? A $^{4}_{2}$He atom consists of two electrons, two protons, and two neutrons:

sum of masses of constituents	4.032 979 8 u
mass of $^{4}_{2}$He	4.002 603 2 u

No! The atom is less massive than the sum of its constituents!

Problem: Compare the masses of the following systems, each of which has the same constituents: (a) four electrons, four protons, and four neutrons (b) two ${}^{4}_{2}$He atoms, and (c) one ${}^{8}_{4}$Be atom.

four times mass of (electron plus proton plus neutron)	8.065 959 5 u
mass of ${}^{8}_{4}$Be	8.005 305 1 u
twice mass of ${}^{4}_{2}$He	8.005 206 4 u

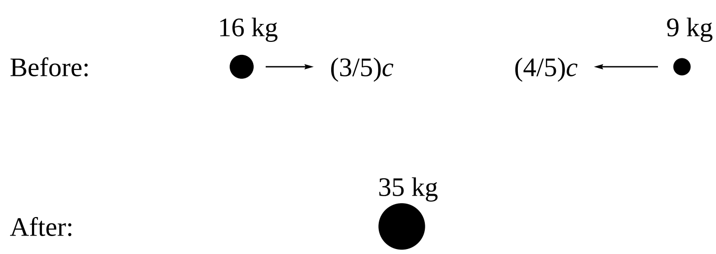
Problem: The molecule acetylene, H − C ≡ C − H, consists of 14 electrons, 14 protons, and 12 neutrons. (Assuming that it's made from the most abundant isotopes of carbon and hydrogen, namely ${}^{12}_{6}$C and ${}^{1}_{1}$H.) The atom silicon-26 (${}^{26}_{14}$Si) has exactly the same constituents.

sum of masses of 14 electrons, 14 protons, and 12 neutrons	26.213 528 8 u
mass of acetylene molecule	26.015 650 0 u
mass of ${}^{26}_{14}$Si	25.992 329 9 u

Problems

4.1. *Sticky particles.* A putty ball of mass 5 kg is hurled at $v = \frac{12}{13}c$ toward a stationary putty ball of mass 2 kg. The two balls stick together. What is the mass and speed of the resulting lump of putty? (*Clue:* $\sqrt{1 - (\frac{12}{13})^2} = \frac{5}{13}$.)

4.2. *A sticky situation, reanalyzed.* Section 4.1 analyzed the following collision, in which two balls of bubble gum stick together:



This problem analyzes the same collision from the frame in which the 16 kg ball is at rest.

a. What is the velocity of the 9 kg ball in this frame?

b. What is the total momentum of the system in this frame?

c. What is the total energy of the system in this frame?

d. What is the velocity of the resulting glob in this frame?

e. What is the mass of the resulting glob (in any frame)?

4.3. *Sticky particles and the classical limit.* A putty ball moving at speed v collides with an identical stationary putty ball. The two balls stick together.

a. In classical mechanics, what is the speed of the resulting composite?

b. In relativistic mechanics, what is the speed of the resulting composite?

c. Does your result in part (b) have the proper limit when $v \ll c$?

d. Is the relativistic resulting speed greater than or less than the classical resulting speed?

e. Each of the two initial putty balls have mass m. What is the mass of the resulting composite?

f. Does your result in part (e) have the proper limit when $v \ll c$?

g. Is the relativistic resulting mass greater than or less than the classical resulting mass?

4.4. *Two-particle system.* Two particles move on the x-axis. Particle A has mass m_A and velocity (relative to frame F) v_A, particle B has mass m_B and velocity (relative to frame F) v_B.

a. Show that the two-particle system has mass M where

$$M^2 = m_A^2 + m_B^2 + 2m_A m_B \frac{1 - v_A v_B/c^2}{\sqrt{(1-(v_A/c)^2)(1-(v_B/c)^2)}}. \tag{4.3}$$

Frame F' moves relative to frame F at velocity V, so in this frame the two particles have velocities

$$v'_A = \frac{v_A - V}{1 - v_A V/c^2} \quad \text{and} \quad v'_B = \frac{v_B - V}{1 - v_B V/c^2}. \tag{4.4}$$

b. Show that in frame F', the system has the same mass M given above.

Chapter 5

Momentum, Energy, and Mass

Momentum in relativity differs a little from momentum in classical mechanics:

$$
\begin{aligned}
\text{for a particle,} \quad & \vec{p} = \frac{m\vec{v}}{\sqrt{1-(v/c)^2}} \\
\text{for a system,} \quad & \vec{p}^{\ \text{total}} = \sum_i \vec{p}_i \\
\text{if system has no external forces,} \quad & \vec{p}^{\ \text{total}} \text{ is conserved}
\end{aligned}
$$

Energy differs quite a bit:

$$
\begin{aligned}
\text{for a particle,} \quad & E = \frac{mc^2}{\sqrt{1-(v/c)^2}} \\
\text{for a system,} \quad & E^{\text{total}} = \sum_i E_i \\
\text{if system has no external forces,} \quad & E^{\text{total}} \text{ is conserved}
\end{aligned}
$$

(In particular, that last line is *not* true in classical mechanics.) But mass differs most of all:

$$
\begin{aligned}
\text{for a particle,} \quad & E^2 - (\vec{p}c)^2 = (mc^2)^2 \\
\text{for a system, we } \textit{define} \quad & (E^{\text{total}})^2 - (\vec{p}^{\ \text{total}}c)^2 \equiv (M^{\text{total}}c^2)^2 \\
\text{if system has no external forces,} \quad & M^{\text{total}} \text{ is conserved} \\
\text{and with this definition,} \quad & M^{\text{total}} \neq \sum_i m_i
\end{aligned}
$$

This is the only reasonable definition of M^{total} (for example, it is the only sensible way to make M^{total} a four-scalar, the same in all reference frames) but it certainly results in new and unexpected properties for mass.

5.1 "Converting mass into energy"

The easiest way to interpret these new properties is to transform into a reference frame in which the system's total momentum is zero. In this so-called zero-momentum frame,

$$E^{\text{total}} = M^{\text{total}}c^2, \tag{5.1}$$

so increasing the *energy* of the system results in increasing the *mass* of the system.

Think again about the bubble gum collision of section 4.1: The initial wads had masses 16 kg and 9 kg, the final wad has mass 35 kg. Although we didn't mention it at the time, it also has high temperature: We know from classical experience that in an inelastic collision kinetic energy isn't conserved, it's converted into thermal energy. The increased thermal energy of the wad is reflected in E^{total}, which in turn is reflected in M^{total} through equation (5.1). We could have gotten to this final condition through a different route: We could have stuck the two wads together to form a 25 kg wad, then heated that wad with a blowtorch to give it enough thermal energy, and the increase in thermal energy would have then increased the wad's mass to 35 kg.

The fact that the mass of the system in any frame is proportion to the energy of the system in the zero-momentum frame convinces us that *any* increase in energy has to result in an increase in mass.

A bottle of gas has more mass when hot than when cold.
A spring has more mass when compressed (or when stretched) than when relaxed.
A capacitor has more mass when charged than when discharged.
A battery has more mass when fresh than when drained.
An atom has more mass when excited than when in the ground state.
A nucleus has more mass when excited than when in the ground state.

Presumably all of these statements are true. But c^2 is so large that the change in mass is very small, and as a consequence experiment has directly verified only the last of these statements.[1]

You might object that this was just a definition of M^{total}, with no experimental consequences. No. The mass of a system is experimentally accessible in two ways: (1) Exert a force on the system (when it's at rest) and measure its acceleration. . . the mass of the system is F/a. (2) Put the system on a balance and measure its gravitational attraction. . . in principle a charged capacitor will be attracted to the earth more strongly than the same capacitor discharged. We will explore these phenomena in more detail in chapter 7, "Force", and in chapter 8, "Globs".

Given that the mass of a system is *not* the sum of the masses of its constituents, how *are* these two quantities related? There's no simple general result, but in the zero-momentum frame (for situations with

[1] For the most recent and most accurate of many tests, see S. Rainville, J.K. Thompson, E.G. Myers, J.M. Brown, M.S. Dewey, E.G. Kessler, R.D. Deslattes, H.G. Börner, M. Jentschel, P. Mutti, and D.E. Pritchard, "A direct test of $E = mc^2$," *Nature*, 438 (22 December 2005) 1096–1097.

no field energy) there's a straightforward one. Define the kinetic energy of a particle as its energy above and beyond the rest energy:

$$E = mc^2 + \mathrm{KE}. \tag{5.2}$$

Then, in the zero-momentum frame,

$$M^{\mathrm{total}} = \sum_i m_i + \frac{1}{c^2}\sum_i \mathrm{KE}_i. \tag{5.3}$$

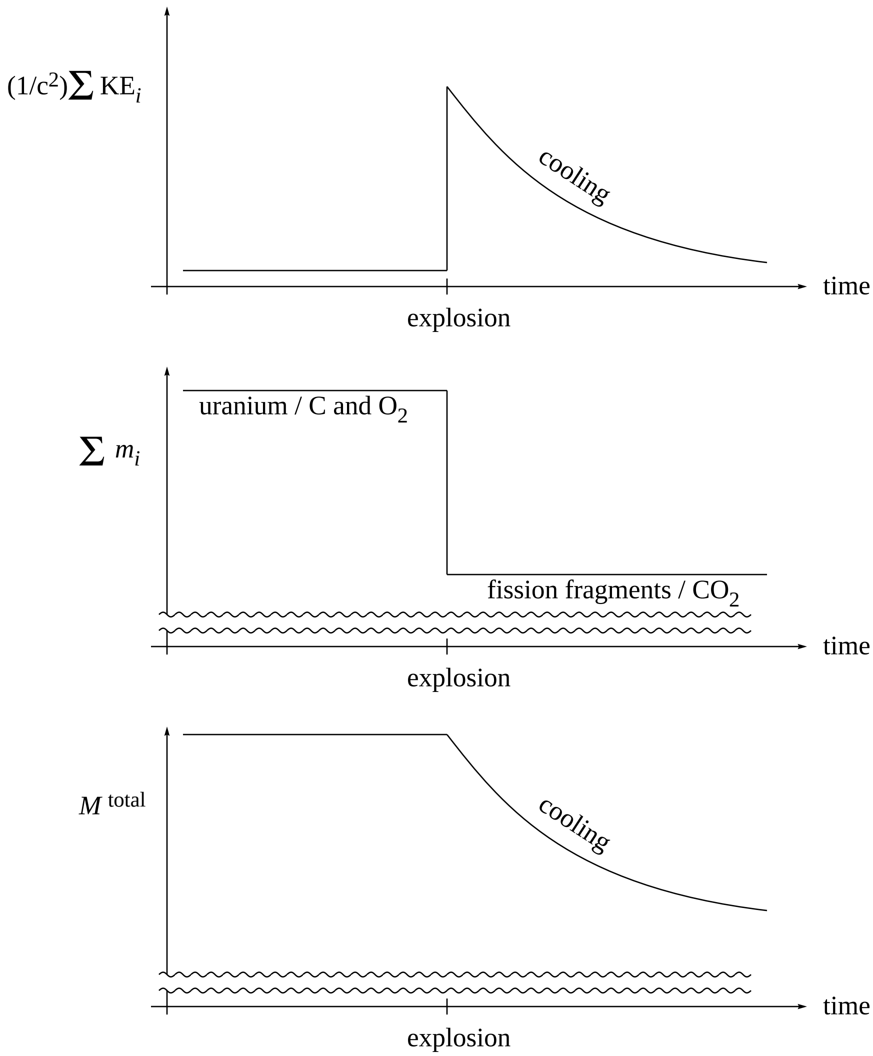
(Note that M^{total} is the same in all frames, and $\sum_i m_i$ is the same in all frames, but $\sum_i \mathrm{KE}_i$ is different in different frames. This equation holds only if the kinetic energies are taken in the zero-momentum frame.)

Sometimes you hear people say "a nuclear bomb converts mass into energy". What could this possibly mean? The quantities E^{total} and M^{total} are conserved (for an isolated system), so there's no question of changing either of them. Furthermore, mass is a four-scalar (the same in all reference frames), whereas E is the time component of a four-vector (different from one reference frame to another). So these people can't be talking about something frame-independent. Instead, they're talking equation (5.3). When the nuclear bomb goes off, uranium nuclei fission into fragments. If you add up the mass of each fragment, you'll find a result *less* than the mass of the uranium nucleus. When the bomb explodes, $\sum_i m_i$ decreases but M^{total} does not change at all! This can happen only through an increase in $(1/c^2)\sum_i \mathrm{KE}_i$.

After the bomb goes off, the thermal energy represented by $\sum_i \mathrm{KE}_i$ seeps off into the environment, so M^{total} decreases as well. This does not violate any conservation law because the system is no longer isolated.

Finally, I emphasize that there's nothing qualitatively different between what a nuclear bomb does and what a chemical bomb does and what a match does. In a burning match carbon combines with oxygen to produce carbon dioxide. The mass of a CO_2 molecule is very slightly less than the mass of a C atom plus the mass of an O_2 molecule. Thus the product CO_2 must have increased kinetic energy. The nuclear bomb and the match both "convert mass into energy" in exactly the same sense. They differ only in the scale of conversion from $\sum_i m_i$ to $\sum_i KE_i$.

⟦Aside: Equation (5.3) shows that M^{total} is greater than (or equal to) $\sum_i m_i$. But the examples in section 4.2 often had M^{total} less than $\sum_i m_i$. What's going on? These are cases where field energy (potential energy) as well as kinetic energy is important.⟧



$(1/c^2)\sum KE_i$
cooling
time
explosion
uranium / C and O_2
$\sum m_i$
fission fragments / CO_2
time
explosion
M^{total}
cooling
time
explosion

5.2 Massless particles

The formulas for $\vec{p}$ and E in terms of m and v are of course different from the familiar classical formulas. It's tempting to immediately rush in and use those new formulas. Tempting but a bad idea. As a fact of experimental life, it's hard to measure the velocity of a proton, but relatively easy to measure its energy or momentum. So instead of using results relating to velocity, its better to use expressions in terms energy and momentum. These are related through

$$E^2 - (pc)^2 = (mc^2)^2. \tag{5.4}$$

If you do need to know the velocity, and have mostly expressions involving energy and momentum, you can find it through

$$\frac{\vec{v}}{c} = \frac{\vec{p}c}{E}. \tag{5.5}$$

In fact, these two expressions are logically equivalent to

$$\vec{p} = \frac{m\vec{v}}{\sqrt{1-(v/c)^2}} \tag{5.6}$$

and

$$E = \frac{mc^2}{\sqrt{1-(v/c)^2}}. \tag{5.7}$$

That is, from equations (5.4) and (5.5) you can derive equations (5.6) and (5.7), or you can go in the other direction.

But the energy/momentum relations (5.4) and (5.5) are not just easier to use than the mass/velocity relations (5.6) and (5.7), they also open the door to a new possibility, a possibility undreamed of in classical mechanics, the possibility of particles with zero mass.

In classical physics, if a particle has $m = 0$, then it has $p = mv = 0$. And if a particle has no momentum (also no energy) then it doesn't exist at all. In relativistic physics, equation (5.6) says *almost* the same thing: if $m = 0$, then in most cases $p = 0$. But there's one out: if $m = 0$ and $v = c$, then equation (5.6) gives $0/0$. To interpret this indeterminate form, turn to equation (5.4). We can indeed have a particle with $m = 0$, in which case $E = pc$. Equation (5.5) confirms that such a particle must have $v = c$.

Massless particles can exist, they can have energy, they can have momentum, but they can't travel at any speed except c.

A photon, a "particle of light", is a massless particle. It's been postulated that the "graviton" is a massless particle, but they've never been detected. It used to be thought that neutrinos were massless, but it's now thought that they have a mass with mc^2 less than 2 eV. (In contrast, an electron has $mc^2 = 511,000$ eV.)

5.3 Summary of energy, momentum, and mass in relativity

For a massive particle, the four-momentum p is

$$\mathsf{p} = m\frac{d\mathsf{r}}{d\tau} \doteq \frac{m}{\sqrt{1-(v/c)^2}}[c, v_x, v_y, v_z] \equiv [E/c, p_x, p_y, p_z]. \tag{5.8}$$

Consequences are:

$$\begin{aligned}
E &= \frac{mc^2}{\sqrt{1-(v/c)^2}} && (5.9)\\
\vec{p} &= \frac{m\vec{v}}{\sqrt{1-(v/c)^2}} && (5.10)\\
E^2 - (pc)^2 &= (mc^2)^2 && (5.11)\\
\frac{\vec{v}}{c} &= \frac{\vec{p}c}{E} && (5.12)
\end{aligned}$$

The last two equations hold for massless as well as massive particles.

For a system of particles (no external interactions, no energy or momentum in fields):

$$\begin{aligned}
E^{\text{total}} &= \sum_i E_i && (5.13)\\
\vec{p}^{\,\text{total}} &= \sum_i \vec{p}_i && (5.14)\\
E^{\text{total}} \text{ and } \vec{p}^{\,\text{total}} & \quad \text{are conserved} && (5.15)\\
(E^{\text{total}})^2 - (\vec{p}^{\,\text{total}}c)^2 &\equiv (M^{\text{total}}c^2)^2 && (5.16)\\
M^{\text{total}} & \quad \text{is also conserved but} &&\\
M^{\text{total}} &\neq \sum_i m_i && (5.17)
\end{aligned}$$

For an isolated system, the quantity in equation (5.16) is called "the conserved invariant".

Problems

5.1. *What is total mass?* In the bubble gum collision of section 4.1, what was the total mass of the system *before* the collision?

5.2. *"Converting energy into mass."* We've talked about the true meaning of the phrase "convert mass into energy". Is there ever a situation through which, in the same sense, "energy is converted into mass"? (*Clue:* See section 4.1.)

5.3. *Sticky particles, II.* Problem 4.1, *Sticky particles*, was:

> A putty ball of mass 5 kg is hurled at $v = \frac{12}{13}c$ toward a stationary putty ball of mass 2 kg. The two balls stick together. What is the mass and speed of the resulting lump of putty?

Solve this problem using the conserved invariant.

5.4. *X-rays.* In the lab frame, an X-ray photon travels right with energy 4.68 KeV. In a frame traveling right at speed $V = \frac{3}{5}c$ relative to the lab, what is that photon's energy?

5.5. *Photon energy.* A photon has energy E_γ in the laboratory frame. What is its energy in a frame that runs after that photon with speed V (relative to the laboratory)? (*Moral of the story:* If you run after an electron — at speed V less than the electron's speed — then in your frame the electron has less speed and less energy than it has in the lab frame. But if you run after a photon, then in your frame the photon has the same speed and less energy than it has in the lab frame.)

5.6. *Two photons.* A photon of energy E_1 travels east, and a photon of energy E_2 travels west. Each photon, of course, has zero mass.

a. What is the total mass of the two-photon system?

b. The second photon reflects from a mirror so that both photons travel east. Now what is the total mass of the two-photon system?

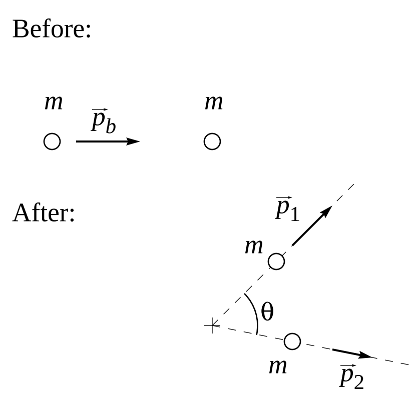
Chapter 6

Colliding Protons

To grow familiar with these ideas concerning momentum, energy, and mass, we apply them to a specific situation, namely the collision of two protons.

6.1 Classical colliding protons

We begin with the non-relativistic, elastic collision of two particles with equal mass. Remember that in the non-relativistic context, “elastic” means that kinetic energy is conserved.



According to conservation of momentum

$$\vec{p}_b = \vec{p}_1 + \vec{p}_2 \tag{6.1}$$

while according to conservation of kinetic energy

$$\frac{p_b^2}{2m} = \frac{p_1^2}{2m} + \frac{p_2^2}{2m}. \tag{6.2}$$

From the momentum conservation equation we conclude that

$$p_b^2 = \vec{p}_b \cdot \vec{p}_b = (\vec{p}_1 + \vec{p}_2) \cdot (\vec{p}_1 + \vec{p}_2) = p_1^2 + 2\vec{p}_1 \cdot \vec{p}_2 + p_2^2, \tag{6.3}$$

while from the energy conservation equation we conclude that

$$p_b^2 = p_1^2 + p_2^2. \tag{6.4}$$

Comparing these two shows that

$$\vec{p}_1 \cdot \vec{p}_2 = |\vec{p}_1||\vec{p}_2| \cos\theta = 0. \tag{6.5}$$

There are three possible ways for this result to hold:

Either $\vec{p}_2 = 0$ (the projectile particle misses the target particle)
or $\vec{p}_1 = 0$ (dead center collision... projectile stops dead and target moves off with same velocity as the projectile had)
or $\theta = 90°$.

It is quite characteristic that conservation of energy and momentum doesn't tell us exactly what happens, but instead leaves us with several possibilities. To describe the outcome of a two-dimensional collision we need four numbers ($p_{x,1}$, $p_{y,1}$, $p_{x,2}$, $p_{y,2}$). The conservation laws give us only three equations (x-momentum, y-momentum, energy). There are not enough equations to determine all four unknowns. The conservation laws do, however, rule out some possibilities.

If you have access to a billiard table or an air hockey table, you should test this result experimentally. Remember that billiards and pucks are not perfectly elastic, and that there is kinetic energy in rotation as well as translation, so the 90° rule will not be obeyed *perfectly.*

6.2 Relativistic colliding protons

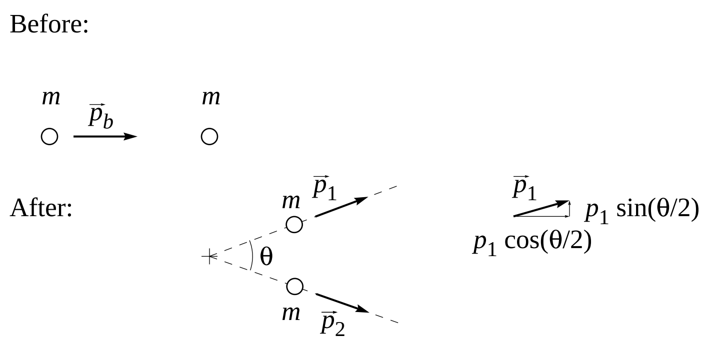
In a classical context, "elastic" means that kinetic energy is conserved. In a relativistic context, energy is always conserved. So what does "elastic" mean in relativity? In a relativistic collision a particle might change its mass, or particles might be created, or destroyed. If these things *don't* happen, then the collision is called elastic.

Experimentally, we can realize such a collision by accelerating a proton to high speed, then aiming it at a stationary hydrogen atom. You might object that the hydrogen atom is not just a proton... it has an electron attached. Or you might object that no hydrogen atom is stationary... because of finite temperature the target atom will be jiggling around. Both objections are legitimate. But if the projectile proton is moving relativistically it has kinetic energy about equal to its rest energy, namely

$$m_{\mathrm{p}}c^2 = 0.938 \text{ GeV} = 0.938 \times 10^9 \text{ eV}. \tag{6.6}$$

In contrast, the electron is bound to the proton by an energy of about 13 eV, and thermal energies at room temperature are about 1/40 eV. These energies are so small compared to the kinetic energy of the projectile that the associated effects can be safely ignored. So, as a matter of fact, the result of the collision will be two protons and one electron flying apart, but we ignore the electron. (We also ignore the energies due to electrostatic repulsion of the protons. This is because we are, as always, thinking of initial and final states with protons so far apart that the electrostatic interaction is not significant.)

To keep the algebra from growing too complicated, we consider here only the case in which the two protons fly off symmetrically:



According to conservation of momentum

$$\vec{p}_b = \vec{p}_1 + \vec{p}_2 \tag{6.7}$$

while according to conservation of energy

$$E_b + m_{\rm p}c^2 = E_1 + E_2. \tag{6.8}$$

The momentum conservation equation bundles two equations: Conservation of horizontal momentum

$$p_b = p_1 \cos(\theta/2) + p_2 \cos(\theta/2) \tag{6.9}$$

and conservation of vertical momentum

$$0 = p_1 \sin(\theta/2) - p_2 \sin(\theta/2). \tag{6.10}$$

This second equation implies that $p_1 = p_2$ whence $E_1 = E_2$.

As a result of this, we can write conservation of horizontal momentum as

$$p_b = 2p_1 \cos(\theta/2) \tag{6.11}$$

and conservation of energy as

$$E_b + m_{\rm p}c^2 = 2E_1. \tag{6.12}$$

We desire to

find θ in terms of p_b and E_b
by eliminating E_1 and p_1 from these equations
keeping in mind that we don't want to introduce initial or final velocity.

Now we've done the physics, and we have our objectives clearly in mind. It's time to turn on the math. Since we want to solve for θ, let's do that:

$$\cos(\theta/2) = \frac{p_b}{2p_1}. \tag{6.13}$$

In order to avoid introducing velocities we'll use

$$\begin{aligned} E_b^2 - (p_b c)^2 &= (m_\mathrm{p} c^2)^2 \\ E_1^2 - (p_1 c)^2 &= (m_\mathrm{p} c^2)^2 \end{aligned}$$

and this suggests that we should square both sides of equation (6.13):

$$\begin{aligned} \cos^2(\theta/2) &= \frac{p_b^2}{4p_1^2} \\ &= \frac{E_b^2 - (m_\mathrm{p}c^2)^2}{4[E_1^2 - (m_\mathrm{p}c^2)^2]} \\ &= \frac{E_b^2 - (m_\mathrm{p}c^2)^2}{(E_b + m_\mathrm{p}c^2)^2 - 4(m_\mathrm{p}c^2)^2}. \end{aligned} \tag{6.14}$$

We have achieved our objective of finding θ in terms of initial quantities!

We could stop here, but doing some algebraic cleanup will make our result a lot easier to understand and to work with. First, it gets tedious to write, over and over again, the expressions E_b and $m_\mathrm{p}c^2$. Since we no longer have E_1 around to confuse things, I'll use E and M as shorthand for these quantities. Second, do you remember your half-angle formulas? Neither do I. But I know where to look them up, and one of them says that $\cos^2(\theta/2) = \frac{1}{2}(\cos\theta + 1)$. Thus our last equation becomes

$$\begin{aligned} \tfrac{1}{2}(\cos\theta + 1) &= \frac{E^2 - M^2}{E^2 + 2EM - 3M^2} \\ \cos\theta &= \frac{2E^2 - 2M^2 - (E^2 + 2EM - 3M^2)}{E^2 + 2EM - 3M^2} \\ &= \frac{E^2 - 2EM + M^2}{E^2 + 2EM - 3M^2} \\ &= \frac{(E - M)^2}{(E - M)(E + 3M)} \\ &= \frac{E - M}{E + 3M}. \end{aligned}$$

Removing the shorthand, our final result is

$$\cos\theta = \frac{E_b - m_\mathrm{p}c^2}{E_b + 3m_\mathrm{p}c^2}. \tag{6.15}$$

Mathematicians stop at the last equation and say “This is it!” Physicists never do. Instead, we try to see what the last equation is trying to tell us about nature. Consider the classical case where the total energy E_b is just a bit more than the rest energy $m_{\mathrm{p}}c^2$, i.e. when $E_b = m_{\mathrm{p}}c^2 + \epsilon$ and $\epsilon \ll m_{\mathrm{p}}c^2$. In this case

$$\cos\theta \approx \frac{\epsilon}{4m_{\mathrm{p}}c^2} \approx 0 \tag{6.16}$$

or $\theta \approx 90^\circ$. We have recovered the classical result!

What about the “ultrarelativistic” case $E_b \gg m_{\mathrm{p}}c^2$? In this case

$$\cos\theta \approx \frac{E_b}{E_b} = 1 \tag{6.17}$$

or $\theta \approx 0^\circ$. When the projectile energy grows very large, the separation angle becomes very small.

6.3 Particle creation

The fact that the sum over particle masses of a system is *not* always conserved results in dramatic consequences. One is that the mass of a glob includes contributions from the thermal, rotational, and oscillational energy of the glob and its components. Another is that new particles can be created. For example, if a projectile proton collides with a target proton with sufficient energy, the outgoing particles might be the two initial protons plus some additional particles created in the collision! This kind of collision is called “inelastic” in a relativistic context.

You might think, for example, that the reaction could be

$$\mathrm{p} + \mathrm{p} \to \mathrm{p} + \mathrm{p} + \mathrm{p}.$$

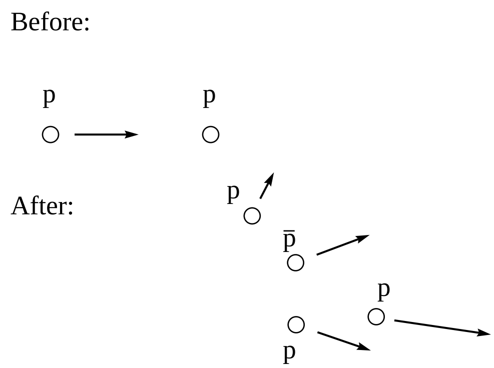
As far as conservation of energy and momentum goes, this is a perfectly feasible reaction (if the projectile proton has energy high enough). But in fact it is never observed: it would violate conservation of charge. Well then, perhaps this reaction

$$\mathrm{p} + \mathrm{p} \to \mathrm{p} + \mathrm{p} + \mathrm{p} + \mathrm{e}.$$

could happen? In fact, this reaction doesn’t happen either: it violates a different law called “conservation of lepton number”. However the reaction

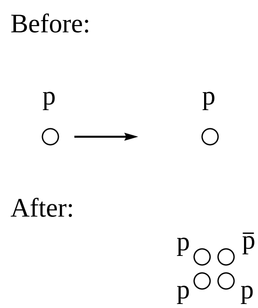
$$\mathrm{p} + \mathrm{p} \to \mathrm{p} + \mathrm{p} + \mathrm{p} + \bar{\mathrm{p}},$$

does occur. In this expression $\bar{\mathrm{p}}$ represents the so-called antiproton: a particle with exactly the same mass as a proton, but with the opposite charge and all other properties. Other reactions might result through this collision (for example, at sufficiently high projectile energies, a collision can result in the formation of a neutron-antineutron pair, or of two proton-antiproton pairs) but the reaction producing one proton and one antiproton is the one we’ll investigate.



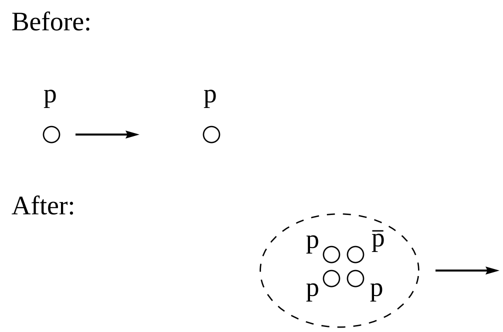
There are a lot of questions we could ask about this reaction: What is the probability of this reaction (as opposed to elastic scattering) happening? If we know the exit angle of three particles, what is the exit angle of the remaining particle? But the question we'll ask is: What is the smallest incoming projectile energy for which this reaction will occur? To find this, the so-called threshold energy, we look for the final situation in which the four particles exit with the minimum possible energies.

Because any particle's minimum possible energy is its rest energy, your first thought might be that threshold would occur when the four product particles are all stationary:



In this scenario the kinetic energy of the incoming projectile is completely converted into the rest energy of the created proton and antiproton. Hence at threshold the incoming projectile would need kinetic energy $2m_{\mathrm{p}}c^2$ or total energy $3m_{\mathrm{p}}c^2$.

This scenario, however, is not correct. While energy is conserved, momentum is not: the initial situation has some momentum, the final situation has zero momentum. In truth, at threshold the four product particles are not stationary: instead they have the smallest possible velocities consistent with momentum conservation. A moment's consideration will convince you that in this case the four exit particles will have no velocity relative to each other. That is, at threshold the four product particles will move together as a glob.



We could analyze this situation by writing down energy conservation and momentum conservation in the laboratory frame (the one shown here). However the conserved invariant provides a shortcut that is not only mathematically easier but physically more insightful. Here are the energies and momenta tabulated in two different frames:

	Before: lab frame	After: glob's frame
E^{total}	$E_b + m_{\text{p}}c^2$	$4m_{\text{p}}c^2$
p^{total}	p_b	0

Now, energy and momentum are conserved over time in any single frame, but not across frames. However the conserved invariant $(E^{\text{total}})^2 - (p^{\text{total}}c)^2$ is constant not only over time but also across frames.

Evaluating the conserved invariant in the lab frame before the collision and in the glob's frame after the collision, we find

$$\begin{aligned}
(E_b + m_{\text{p}}c^2)^2 - (p_b c)^2 &= (4m_{\text{p}}c^2)^2 \\
E_b^2 + 2E_b m_{\text{p}}c^2 + (m_{\text{p}}c^2)^2 - (p_b c)^2 &= (4m_{\text{p}}c^2)^2 \\
(m_{\text{p}}c^2)^2 + 2E_b m_{\text{p}}c^2 + (m_{\text{p}}c^2)^2 &= (4m_{\text{p}}c^2)^2 \\
2E_b m_{\text{p}}c^2 + 2(m_{\text{p}}c^2)^2 &= 16(m_{\text{p}}c^2)^2 \\
E_b &= 7(m_{\text{p}}c^2). \qquad (6.18)
\end{aligned}$$

That's the threshold energy. The initial projectile proton must have total energy seven times its rest energy (i.e. kinetic energy six times its rest energy) in order to strike a stationary target proton an produce a proton-antiproton pair. If the projectile proton enters with energy greater than threshold, then the four exiting particles will not be at rest in their glob frame, but instead will fly away from each other.

Problems

6.1. *Angle squeeze.* We analyzed equation (6.15) to show that when E_b is very small $\theta \to 90°$ and that when E_b is very large $\theta \to 0°$. Deduce in addition that as E_b increases, θ decreases *monotonically.*

6.2. *Particle creation, I.* The Fermilab accelerator in Batavia, Illinois, gives a proton an energy (i.e. rest energy plus kinetic energy) of 300 GeV. That high-speed proton is then directed toward a stationary proton. The resulting collision can produce a new particle X through the reaction

$$\mathrm{p} + \mathrm{p} \longrightarrow \mathrm{p} + \mathrm{p} + \mathrm{X}$$

What is the largest possible rest mass M_{X} of a particle created in this way?

6.3. *Particle creation, II.* We have discussed the creation of a proton-antiproton pair by shooting a fast proton at a stationary proton. The same creation can be accomplished by shooting a fast electron at a stationary proton. What is the energy of the lowest energy electron that can perform this feat? (A proton has almost 2000 times the mass of an electron, so the mass of an electron can be neglected relative to the mass of a proton: e.g. use $m_{\mathrm{e}} + 3m_{\mathrm{p}} \approx 3m_{\mathrm{p}}$.)

6.4. *Can it be?* Show that the following processes are impossible:

a. A free electron absorbs a photon. (Note: An electron always has rest mass m_e ... there is no "excited state" of an electron with larger mass.)

b. A single photon in empty space transforms into an electron and a positron.

c. A fast positron and a stationary electron annihilate, producing a single photon.

6.5. *Photon absorption.* A stationary, ground state atom of mass m_g absorbs a photon of energy E_γ. What is the mass of the resulting excited atom?

6.6. *Nuclear decay.* A stationary excited nucleus decays to its ground state by emitting a gamma-ray photon of energy E_γ. The ground state nucleus recoils in the opposite direction at speed v. Show that when $v \ll c$ the change of mass of the nucleus is approximately

$$m_e - m_g \approx \frac{E_\gamma}{c^2}\left[1 + \tfrac{1}{2}(v/c)\right].$$

(The exact same phenomena occurs when an excited atom emits a light photon, but in this case the change of mass is usually so small that it's not measurable.) Note that the mass change is *more* than E/c^2 ... another example showing that the naive idea of "mass is converted into energy through $E = mc^2$" is useful for a general impression but not precisely correct.

6.7. *Decay of a π^0 meson.* A neutral π^0 meson (mass $m_\pi c^2 = 135$ MeV) decays into two photons and nothing else. A π^0 meson of total energy 973 MeV decays and the resulting photons move in opposite directions along the π^0 meson's original line of motion.

a. (8 points) What is the energy of the more energetic photon? (*Clue:* First prove that if the resulting photons have energy E_1 and E_2, then $4E_1E_2 = (m_\pi c^2)^2$.)

b. (2 points) Does the more energetic photon move in the direction that the π^0 meson was heading, or in the opposite direction? (*Clue:* See problem 5.5, *Photon energy.*)

6.8. *Cosmic ray cutoff.* The universe is filled with protons traveling in random directions ... these are called cosmic rays. It is also filled with the "3 K background radiation," i.e. photons of temperature 3 K (corresponding to $E_\gamma = 2.5 \times 10^{-10}$ MeV). A cosmic ray of high energy can interact with such a photon to produce a neutral π-meson through $\gamma + \mathrm{p} \to \mathrm{p} + \pi$. Assume that this collision is head on, and show that the reaction can occur only if the incoming proton has an energy of E_p^X or more, where

$$E_p^X + \sqrt{(E_p^X)^2 - M_p^2} = \frac{M_\pi^2 + 2M_p M_\pi}{2E_\gamma}.$$

(The symbols M_p and M_π stand for $m_p c^2 = 983$ MeV and $m_\pi c^2 = 140$ MeV.) Evaluate E_p^X numerically by noting that $E_p^X \gg M_p$. (This effect probably accounts for the so-called Greisen-Zatsepin-Kuzmin cut-off in the observed cosmic ray energy spectrum near this energy.)

Chapter 7

Force

We've been talking a lot about energy and momentum, and not so much about force. Let's do that now.

7.1 The effect of a force

There are several ways that the familiar Newtonian laws, such as the second law

$$\vec{F}^{\text{net}} = m\frac{d\vec{r}}{dt} = \frac{d\vec{p}}{dt}. \tag{7.1}$$

could extend to relativity. The obvious candidates are

$$\vec{F}^{\text{net}} = m\frac{d\vec{r}}{dt} \quad \text{or} \quad \vec{F}^{\text{net}} = m\frac{d\vec{r}}{d\tau} \quad \text{or} \quad \vec{F}^{\text{net}} = \frac{d\vec{p}}{dt} \quad \text{or} \quad \vec{F}^{\text{net}} = \frac{d\vec{p}}{d\tau}. \tag{7.2}$$

As always, the question of which one works is a question for experiment to answer. Here's the way that works.

In any given inertial frame, the net force on a particle is related to the momentum through

$$\vec{F}^{\text{net}} = \frac{d\vec{p}}{dt}. \tag{7.3}$$

(Each inertial frame will have different values for $\vec{p}$, for t, and for $\vec{F}^{\text{net}}$, but in every frame they are related through this equality.) For example, if the particle has charge q and is subject to electric field $\vec{E}$ and magnetic field $\vec{B}$, and to no other forces, then

$$q\left[\vec{E} + \vec{v} \times \vec{B}\right] = \frac{d\vec{p}}{dt}. \tag{7.4}$$

(Having reminded you that $\vec{F}^{\text{net}}$ stands for the sum of all forces acting on the particle, the net force, I'm going to drop the annoying superscript "net". Every $\vec{F}$ in this chapter means "net force".)

Our job now is to find how velocity (not momentum) responds to net force. We do so using only the relations

$$\frac{\vec{v}}{c} = \frac{\vec{p}c}{E} \tag{7.5}$$

and

$$E^2 - (\vec{p}c)^2 = \text{conserved}. \tag{7.6}$$

(That is, we don't use any relation that mentions mass m.) This second relation requires a bit of explanation: There *is* an external force, so in any particular frame energy and momentum are *not* conserved. However an increase in E is balanced by the increase in pc, in such a way that the combination $E^2 - (\vec{p}c)^2$ is conserved. Because this combination is invariant, it is equal to its value in the particle's rest frame, namely $(mc^2)^2$, which doesn't change with time.

The time derivative of equation (7.5) is

$$\frac{d\vec{v}/c}{dt} = \frac{(d\vec{p}/dt)c}{E} - \frac{\vec{p}c}{E^2}\frac{dE}{dt}.$$

But the time derivative of equation (7.6) is

$$2E\frac{dE}{dt} - 2\vec{p}c \cdot \frac{d\vec{p}c}{dt} = 0$$

so

$$E\frac{dE}{dt} = \vec{p}c \cdot \frac{d\vec{p}c}{dt} = \vec{p}c^2 \cdot \vec{F}.$$

Thus

$$\frac{d\vec{v}/c}{dt} = \frac{\vec{F}c}{E} - \frac{\vec{p}c}{E^2}\frac{\vec{p}c^2 \cdot \vec{F}}{E}$$

and

$$\frac{E}{c^2}\frac{d\vec{v}}{dt} = \vec{F} - \frac{\vec{p}c}{E}\frac{\vec{p}c}{E} \cdot \vec{F}.$$

In other words

$$\frac{E}{c^2}\frac{d\vec{v}}{dt} = \vec{F} - \frac{\vec{v}}{c}\left(\frac{\vec{v}}{c} \cdot \vec{F}\right) \tag{7.7}$$

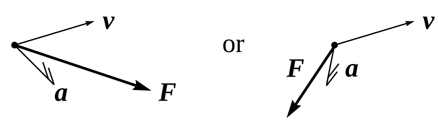
$$= (1 - (v/c)^2)\vec{F}_{\parallel} + \vec{F}_{\perp}, \tag{7.8}$$

where $\vec{F}_{\parallel}$ is the component of $\vec{F}$ parallel to $\vec{v}$ and $\vec{F}_{\perp}$ is the component perpendicular.

What does this result tell us?

- If the net force is applied parallel to the particle's velocity, then the resulting acceleration is parallel to that force, but the inertia isn't m ... instead it's the "parallel inertia" $(E/c^2)/(1 - (v/c)^2)$.
- If the net force is applied perpendicular to the particle's velocity, then the resulting acceleration is parallel to that force, but the inertia isn't m ... instead it's the "perpendicular inertia" (E/c^2).
- The inertia to parallel forces is *larger* than the inertia to perpendicular forces. In other words, a particle shows less response to a parallel force than to a perpendicular force.

- If the net force is applied neither parallel nor perpendicular to the particle's velocity, then the resulting acceleration is *not* parallel to that force ... the resulting acceleration splays *away* from the particle's velocity axis.



7.2 Transformation of a force

In frame F a particle with velocity $\vec{v} \doteq (v_x, v_y, v_z)$ is acted upon by a force $\vec{F} \doteq (F_x, F_y, F_z)$. What are the velocity $\vec{v}'$ and force $\vec{F}'$ in frame F'? The answer comes from

$$\vec{v} = \frac{d\vec{x}}{dt} \quad \text{and} \quad \vec{F} = \frac{d\vec{p}}{dt}. \tag{7.9}$$

We know how to transform $\vec{x}$, t, and $\vec{p}$, so we can figure out how to transform $\vec{v}$ and $\vec{p}$. The calculations are wicked, but the answers are straightforward:

$$v'_x = \frac{v_x - V}{1 - v_x V/c^2} \tag{7.10}$$

$$v'_y = \sqrt{1-(V/c)^2}\,\frac{v_y}{1 - v_x V/c^2} \tag{7.11}$$

$$v'_z = \sqrt{1-(V/c)^2}\,\frac{v_z}{1 - v_x V/c^2} \tag{7.12}$$

$$F'_x = F_x - \frac{V/c}{1 - v_x V/c^2}\left(\frac{v_y}{c}F_y + \frac{v_z}{c}F_z\right) = \frac{F_x - (V\vec{v}/c^2)\cdot\vec{F}}{1 - v_x V/c^2} \tag{7.13}$$

$$F'_y = \sqrt{1-(V/c)^2}\,\frac{F_y}{1 - v_x V/c^2} \tag{7.14}$$

$$F'_z = \sqrt{1-(V/c)^2}\,\frac{F_z}{1 - v_x V/c^2} \tag{7.15}$$

Notice that to find $\vec{F}'$, you must know both $\vec{F}$ and $\vec{v}$. Notice also the special case: If force is applied in only the x-direction, then the force is identical in all frames.

Problems

7.1. *$F = ma$.* I have written the relation between acceleration in the form "acceleration = stuff involving force". To cast it in the form "force = stuff involving acceleration" go back to equation (7.3) (for a particle with mass m) and find

$$\vec{F} = \frac{m}{\sqrt{1-(v/c)^2}}\frac{d\vec{v}}{dt} + \frac{m}{\sqrt{(1-(v/c)^2)^3}}\frac{\vec{v}}{c}\left(\frac{\vec{v}}{c}\cdot\frac{d\vec{v}}{dt}\right). \tag{7.16}$$

Write this in a form involving the component of acceleration parallel to $\vec{v}$ and the component of acceleration perpendicular to $\vec{v}$.

7.2. *Qualitative sequence.* Establish the qualitative sequence:

The "parallel inertia" $m/(1-(v/c)^2)^{3/2}$
is greater than the "perpendicular inertia" $m/(1-(v/c)^2)^{1/2}$
which is that same as the "relativistic mass" $m/(1-(v/c)^2)^{1/2}$
which is greater than the "rest mass" m.

In the limit $v \to c$, what happens to the parallel and perpendicular inertias? Does this suggest a mechanism to enforce the law that "no particle can travel at the speed of light or faster"?

7.3. *Starting from rest with a single constant force.* In this case in nonrelativistic mechanics, $v = (F/m)t$. What about in relativity? Show that

$$F = \frac{m}{[1-(v/c)^2]^{3/2}} \frac{dv}{dt}. \tag{7.17}$$

Integrate both sides with respect to t to find

$$\frac{F}{mc}t = \int_0^{v/c} \frac{d\beta}{[1-\beta^2]^{3/2}} = \frac{v/c}{\sqrt{1-(v/c)^2}}. \tag{7.18}$$

Now solve for v finding

$$v = \frac{Ft/m}{\sqrt{1+(Ft/mc)^2}}. \tag{7.19}$$

Show that this formula has the expected limits for small values of t and for very large values of t.

7.4. *Force and energy.* Show that for a particle subject to a force,

$$\frac{dE}{dt} = \vec{F} \cdot \vec{v}. \tag{7.20}$$

7.5. *Relativistic origin of magnetic force.* Two electrons are stationary in reference frame F. One is located at the origin, and the second is located at $(x = L, y = L, z = 0)$.

a. Show that the electrostatic force on the second electron is $(F_x, F_y, 0)$ where

$$F_x = F_y = \frac{1}{4\pi\epsilon_0} \frac{e^2}{2\sqrt{2}\,L^2}. \tag{7.21}$$

Thus the force on the second electron points radially away from the first electron.

In reference frame F', the two electrons are moving left, so there are two currents to the right. Thus the forces between them are not only electric, but also magnetic.

b. Use the right-hand rule to show that the magnetic force on the second electron points straight downward. (You can't calculate this force from the Biot-Savart Law, because the Biot-Savart Law applies only to steady currents. But the right-hand rule gives the correct direction.)

c. Use length contraction to show that in frame F', the "radial" direction from the first electron to the second is *closer* to the y-axis than to a diagonal.

d. Given the force and velocity in frame F, transform to find the force in frame F'. Show that the force in frame F' corresponds in direction to a radial electric force plus a downward magnetic force.

From the relativistic point-of-view, the magnetic force is just the transformation of an electrostatic force into a frame in which the source moves.

Chapter 8

Globs

Suppose we have a system of particles. (Maybe fields, too.) You remember that in classical mechanics the center of mass of this glob moves exactly like a single particle, subject to the sum of external forces. This is why we can treat a baseball, consisting of billions of billions of atoms, as a single point particle. Can we find a similar "glob like a particle" result in relativity? In general, the answer is no. But searching for an answer provides us with situations in which we can find such results.

To start off, the center of mass cannot provide this service in relativistic mechanics. Problem 8.1, *Reciprocating cannon balls*, provides an example where there is no external force, yet the center of mass (in some reference frames) accelerates.

A more promising concept is the velocity of the zero-momentum frame. The total momentum of the system (sum over relativistic momentum of each particle and integral over momentum density of each field point) is called $\vec{p}^{\,\text{total}}$ and the total (relativistic) energy is called E^{total}. Using the Lorentz transformation for energy-momentum, you can easily see that the velocity of the zero-momentum frame is

$$\frac{\vec{V}_{ZM}}{c} = \frac{\vec{p}^{\,\text{total}}c}{E^{\text{total}}}. \tag{8.1}$$

Since this is exactly the relation between the velocity of a particle and its momentum and energy, it's a promising candidate for the effective velocity of a glob.

How does this quantity change with time? Consider a system of two particles, 1 and 2, with velocities $\vec{v}_1$ and $\vec{v}_2$, subject to forces $\vec{F}_1$ and $\vec{F}_2$. Then

$$\vec{V}_{ZM} = \frac{\vec{p}_1 + \vec{p}_2}{(E_1 + E_2)/c^2} \tag{8.2}$$

so

$$\begin{aligned} \frac{d\vec{V}_{ZM}}{dt} &= \frac{\vec{F}_1 + \vec{F}_2}{(E_1 + E_2)/c^2} - \frac{\vec{p}_1 + \vec{p}_2}{(E_1 + E_2)^2/c^2}\left(\frac{dE_1}{dt} + \frac{dE_2}{dt}\right) \\ &= \frac{\vec{F}_1 + \vec{F}_2}{(E_1 + E_2)/c^2} - \vec{V}_{ZM}\frac{1}{E_1 + E_2}\left(\frac{dE_1}{dt} + \frac{dE_2}{dt}\right). \end{aligned}$$

Now, applying equation (7.20),

$$\frac{E^{\text{total}}}{c^2}\frac{d\vec{V}_{ZM}}{dt} = \vec{F}_1 + \vec{F}_2 - \frac{\vec{V}_{ZM}}{c^2}\left(\vec{v}_1 \cdot \vec{F}_1 + \vec{v}_2 \cdot \vec{F}_2\right). \tag{8.3}$$

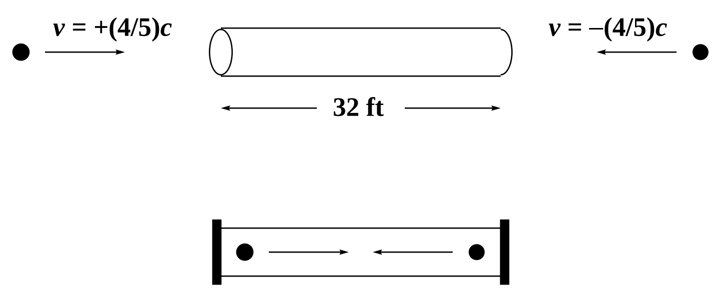
Comparing this equation to (7.8) shows that $\vec{V}_{ZM}$ does not move *exactly* as a single particle does. In particular, you need to know the velocity of each constituent particle in order to find the acceleration of the zero-momentum frame. However, there are two situations in which the glob acts like a particle:

- In the zero-momentum frame itself, where $\vec{V}_{ZM} = 0$.
- If all the constituent velocities are equal. (In which case $\vec{V}_{ZM} = \vec{v}_1 = \vec{v}_2$.)

I still wonder whether I can get a more physical handle on why a box of hot gas is harder to accelerate than a box of cold gas, and why it pulls a balance lower down. Same for a charged capacitor versus an uncharged capacitor.

Problems

8.1. *Reciprocating cannon balls.* [Based on E.F. Taylor and J.A. Wheeler, *Spacetime Physics*, first edition (Freeman, San Francisco, 1963), problem 59.] The following experiment is performed in outer space, far from any stars or planets, so that cannon balls fly in straight lines rather than in gravitationally-inspired parabolas.



Two identical cannon balls are simultaneously launched at speed $v = \frac{4}{5}c$ toward the center of a 32-foot segment of pipe. After they enter the pipe, the two pipe ends are capped. The cannon balls collide elastically at the center of the pipe, bounce back toward the caps, bounce elastically off the caps back toward the center, and so forth, reciprocating without friction.

a. Depict on a space-time diagram the position of each cannon ball as a function of time while reciprocating. (Measure time in terms of the unit "nan", which is the amount of time it takes light to travel one foot. In these units the speed of light is exactly $c = 1$ foot/nan.)

b. This reciprocation is observed from a reference frame moving right at speed $V = \frac{3}{5}c$. Depict the position of each cannon ball as a function of time on a space-time diagram in this frame.

c. Add to both your diagrams the position of the center of mass (midway between the two balls) as a function of time.

Notice that in the pipe's reference frame (part a) the center of mass moves with constant velocity (namely zero). But in the reference frame of part b it regularly changes its velocity even though the system experiences no external force. The "center of mass" velocity doesn't have any simple relation to net external force.

8.2. *Center of mass versus zero momentum frame.* A 2 kg ball travels east at $\frac{4}{5}c$, and a 3 kg ball travels west at $\frac{3}{5}c$. What is the velocity of the center of mass? The velocity of the zero-momentum frame? Notice that these velocities are in opposite directions!

8.3. *Total mass not conserved.* The total mass of a system is defined through $(E^{\text{total}})^2 - (\vec{p}^{\,\text{total}}c)^2 = (M^{\text{total}}c^2)^2$. Consider a system of two particles, one stationary and the other acted upon by a force. (For example, a neutron and a proton in an electric field.) Show that M is not constant in time.

8.4. *Electromagnetic energy and momentum.* The electromagnetic field (in vacuum) carries energy density

$$\frac{\epsilon_0}{2}\vec{E}^2(\vec{r},t) + \frac{1}{2\mu_0}\vec{B}^2(\vec{r},t) \tag{8.4}$$

and momentum density

$$\epsilon_0\vec{E}(\vec{r},t) \times \vec{B}(\vec{r},t). \tag{8.5}$$

Consider a region of volume ΔV which is small enough that $\vec{E}$ and $\vec{B}$ can be taken as constants over the region.

Show that in that region, the invariant combination

$$E^2 - (pc)^2$$

is

$$\left(\frac{\epsilon_0^2}{4}E^4 + \frac{\epsilon_0^2}{2\mu_0}E^2B^2 + \frac{1}{4\mu_0}B^4 - \frac{\epsilon_0}{\mu_0}E^2B^2\sin^2\theta\right)\Delta V^2 \tag{8.6}$$

where θ is the angle between $\vec{E}$ and $\vec{B}$. You'll note that this is not equal to zero. But if the electromagnetic field is due to a free-space wave moving in a single direction, and uniform perpendicular to that direction, then

$$B = \frac{1}{c}E = \sqrt{\epsilon_0\mu_0}\,E \quad \text{and} \quad \theta = 90°. \tag{8.7}$$

Show that in this case, the invariant combination vanishes.

Yakov P. Terletskii, *Paradoxes in the Theory of Relativity* (Plenum Press, New York, 1968) pages 63–64: "Any real light beam has a nonzero proper mass. Only an infinite-plane light wave, i.e., a beam of strictly collinear photons, has a total proper mass zero. But this case of a light beam is almost never realized in practice, because any real light beam is spatially restricted, i.e., it is not an infinite-plane wave."