

April 13th:

$$\begin{pmatrix} ct' \\ \vec{r}' \end{pmatrix} = (L_0) \begin{pmatrix} ct \\ \vec{r} \end{pmatrix} \leftarrow 3 \text{ parameters: } \beta_x, \beta_y, \beta_z$$

boost

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & \boxed{R} & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

rotational matrix

$S \xrightarrow{\vec{\beta} = \frac{\vec{v}}{c}} S'$, no rotation; symmetric

General Lorentz transformation:

$$\Rightarrow (L) = (R)(L_0) \leftarrow 6 \text{ parameters}$$

$$L_{0,x} = \begin{pmatrix} \gamma & -\gamma\beta & 0 & 0 \\ -\gamma\beta & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

L_0 boosts are always symmetric

L ~~boosts~~ ^{transf.} are generally not symmetric

Poincaré transformation: $\begin{pmatrix} \text{Boost} \\ \text{Rotation} \\ \text{Offset} \end{pmatrix} \rightarrow \begin{pmatrix} ct' \\ \vec{r}' \end{pmatrix} = (L) \begin{pmatrix} ct \\ \vec{r} \end{pmatrix} + \begin{pmatrix} ct_0 \\ \vec{r}_0 \end{pmatrix} \leftarrow 10 \text{ parameters}$

$\Rightarrow 10$ ~~invariants~~ (conserved) quantities: $\vec{p}, \vec{E}, \vec{L}, \vec{R}_{CM} - \frac{\vec{p}}{M}$

Lorentz transformations

$(L_3) = (L_2)(L_1)$ form a group! Multiplication, unit = $\mathbb{1}$, inverse ($\vec{\beta} \rightarrow -\vec{\beta}$, $R \rightarrow R^T$)

$(L_{0_3}) \neq (L_{0_2})(L_{0_1})$ because product is not symmetric

$(R)(L_{0_3}) = (L_{0_2})(L_{0_1})$ two consecutive boosts = 1 boost + 1 rotation

\searrow Thomas precession

How do you determine if a matrix is a Lorentz transformation?

$$\underbrace{(dct)^2 - (d\vec{r})^2}_{\text{metric}} = (ds)^2 \quad \text{introduce Metric in Minkowsky space}$$

metric =

2-form $\rightarrow g(v_1, v_2) = v_1 \cdot v_2 = \text{Lorentz scalar}$

$\uparrow \quad \uparrow$
4-vector

$$\begin{pmatrix} V^0 \\ V^1 \\ V^2 \\ V^3 \end{pmatrix} = V^\mu, \mu=0,1,2,3 \text{ ; or } v^i, i=1,2,3 \quad \text{vector}$$

greek latin

$$V_1^0 V_2^0 - V_1^1 V_2^1 - V_1^2 V_2^2 - V_1^3 V_2^3 = g(V_1, V_2) \quad \text{two-form}$$

scalar; S invariant under Lorentz transformation.

$$g_{\mu\nu} V_1^\mu V_2^\nu = (V_1)_T(g)(V_2)$$

uses einstein summation convention

always sum over greek or latin indices (1 up, 1 down), keep remaining indices

$$g_{\mu\nu} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & -1 \end{pmatrix}$$

n -form takes n vectors, and converts them into a scalar

$$g(V,) = 1\text{-form}$$

$$= g_{\mu\nu} V^\mu = V_\nu, \quad \text{, } g_{\mu\nu} \text{ converts them.}$$

\uparrow 1-vector \uparrow 1-form

$$\text{Ex: } x^N = \begin{pmatrix} ct \\ \vec{r} \end{pmatrix} \rightarrow x_\nu = (ct, -\vec{r})$$

$$\text{2-tensor} \rightarrow g^{\mu\nu} x_\nu = x^\mu$$

$$(g^{\mu\nu}) = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & -1 \end{pmatrix} \text{ also}$$

So what is g_{ν}^{μ} ? A 1-form, 1-tensor

$$g_{\nu}^{\mu} x^{\nu} = x^{\mu}, \text{ so } g_{\nu}^{\mu} = \mathbb{1}$$

$$g_{\nu}^{\mu} = g^{\mu\alpha} g_{\alpha\nu}$$

$$\therefore (L^{\nu}_{\mu})(x^{\mu}) = (x'^{\nu})$$

$$\Rightarrow x'^{\nu} = L^{\nu}_{\mu} x^{\mu}$$

$$y'^{\beta} = L^{\beta}_{\alpha} y^{\alpha}$$

~~$$g_{\mu\nu} x'^{\nu} y'^{\mu} = g_{\alpha\beta} x^{\mu} y^{\beta}$$~~

↙ want this to be true

$$g_{\nu\beta} x'^{\nu} y'^{\beta} = g_{\nu\beta} L^{\nu}_{\mu} x^{\mu} L^{\beta}_{\alpha} y^{\alpha} \stackrel{!}{=} g_{\mu\alpha} x^{\mu} y^{\alpha}$$

$$\Rightarrow g_{\nu\beta} L^{\nu}_{\mu} L^{\beta}_{\alpha} = g_{\mu\alpha}$$

10 independent equations
($\nu > \alpha$ gives nothing new)

matrix equation: $(L^T)(g)(L) = (g)$

\Rightarrow 6 free parameters

$(\vec{\beta}, \Theta, \varphi, \psi)$

Ex. 1-form

$f(x^{\mu})$ Lorentz scalar

$$\frac{\partial f}{\partial x^{\mu}} = ?$$

$$= \left(\frac{\partial f}{\partial t}, \frac{\partial f}{\partial x^1}, \frac{\partial f}{\partial x^2}, \frac{\partial f}{\partial x^3} \right) = \nabla_{\mu} f = \partial_{\mu} f$$

$$\sum_{\mu} \partial x^{\mu} \frac{\partial f}{\partial x^{\mu}} = df(x^{\mu} \rightarrow x^{\mu} + dx^{\mu}) \Rightarrow \partial_{\mu} f = \text{1-form}$$

because it takes a vector, and makes it a scalar.