

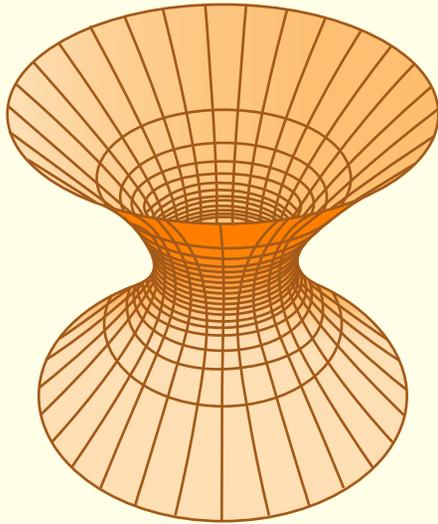
Welcome
back
to 8.033!

Summary of last lecture:

- Space/time unification
- More 4-vectors: **U**, **K**
- Doppler effect, aberration
- Proper time, rest length, timelike, spacelike, null

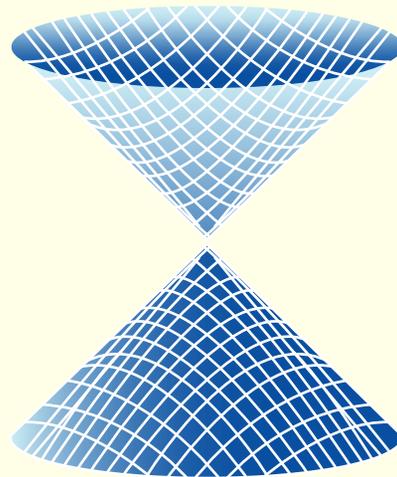
The Three Types of 4-Vectors:

SPACELIKE



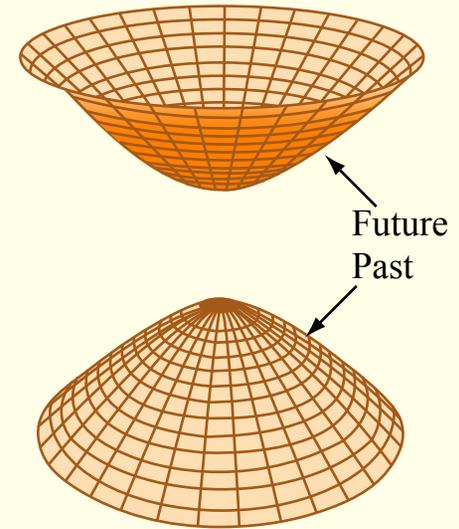
$$\Delta X^t \eta \quad \Delta x > 0$$
$$|\Delta \mathbf{x}| > c\Delta t$$

NULL



$$\Delta X^t \eta \quad \Delta x = 0$$
$$|\Delta \mathbf{x}| = c\Delta t$$

TIMELIKE



$$\Delta X^t \eta \quad \Delta x > 0$$
$$|\Delta \mathbf{x}| < c\Delta t$$

MIT Course 8.033, Fall 2006, Lecture 7

Max Tegmark

Today: Relativistic Kinematics Wrapup

- Doppler effect: intuition & applications
- Aberration: intuition & applications
- Superluminal travel?
- Twin paradox

$$\begin{aligned}\phi' &= \phi \\ \cos \theta' &= \frac{\cos \theta - \beta}{1 - \beta \cos \theta} \\ k' &= k\gamma(1 - \beta \cos \theta)\end{aligned}$$

DOPPLER EFFECT

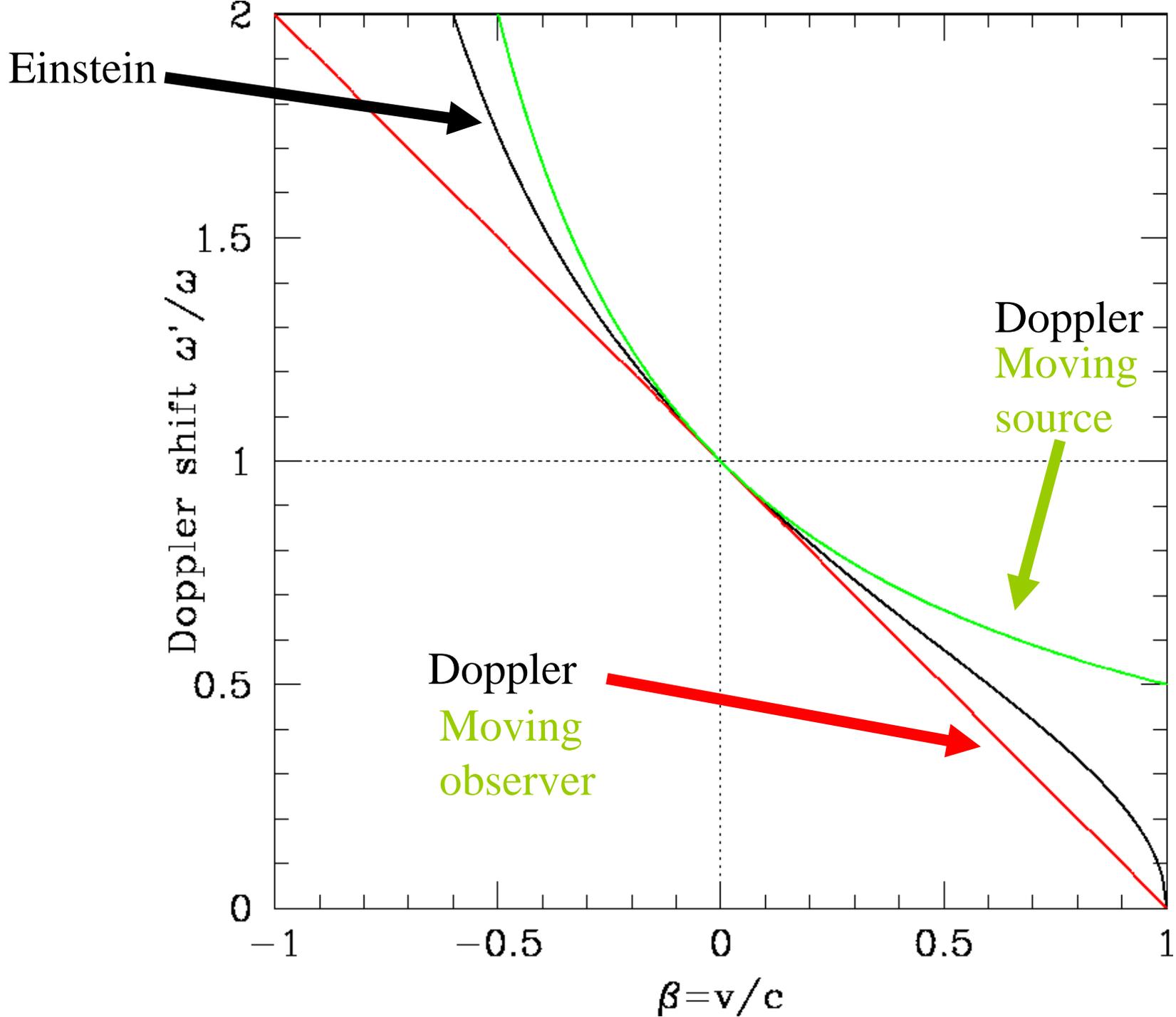
- This matches equations (1)-(4) in the Weiskopf et al ray tracing handout
- The change in the angle θ is known as *aberration*
- The change in frequency ck is known as the Doppler shift — note that since $k = 2\pi/\lambda$, we have $\lambda'/\lambda = k/k'$.
- If we instead take the ratio $\sqrt{k'_x{}^2 + k'_y{}^2}/k'_z$ above, we obtain the mathematically equivalent form of the aberration formula given by Resnick (2-27b):

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

- Examine classical limits
- Transverse Doppler effect: $\cos \theta = 0$ gives $\omega' = \omega\gamma$, *i.e.*, simple time dilation

Doppler demos

[Doppler applet](#)



Three interpretations of Doppler effect: In terms of

1. Momentum
2. Energy
3. Pulses

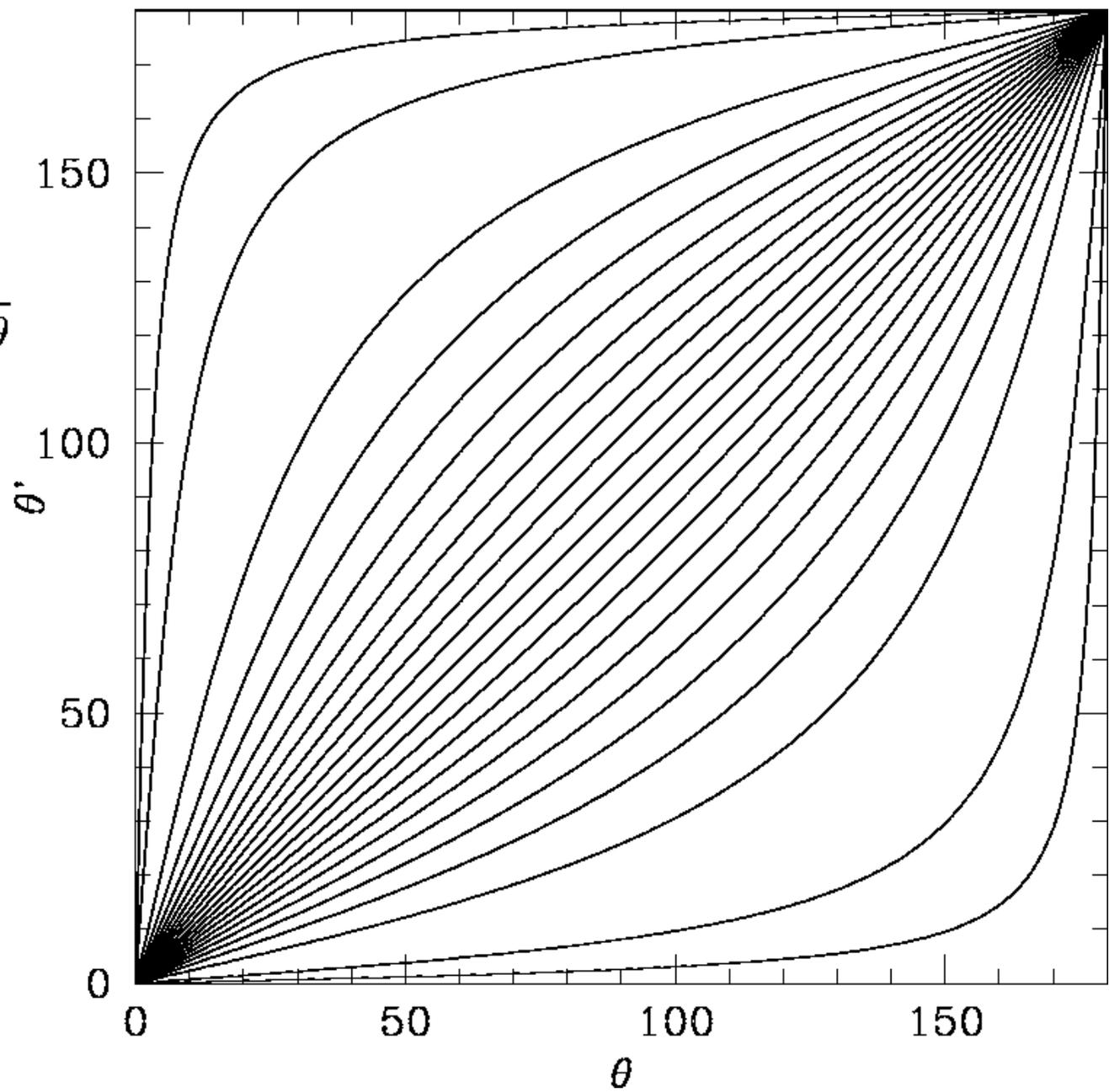
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ABERRATION

$$\cos \theta' = \frac{\cos \theta - \beta}{1 - \beta \cos \theta}$$



Production of particles in the first CERN liquid hydrogen bubble chamber

Image removed due to copyright restrictions.

A photograph of production of particles in the first CERN liquid hydrogen bubble chamber.

CHANDRA OBSERVES COSMIC TRAFFIC PILE-UP IN ENERGETIC QUASAR JET

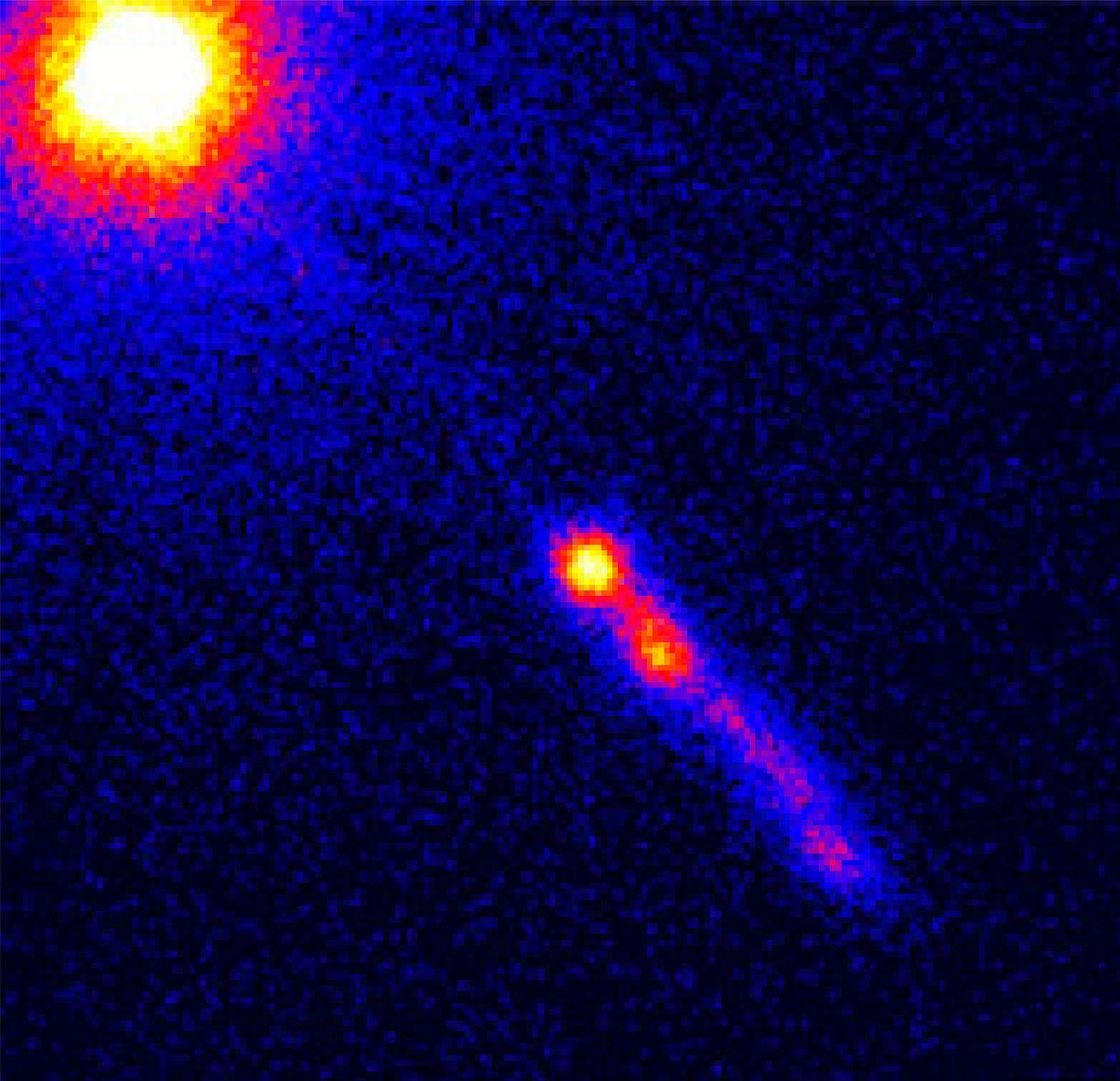
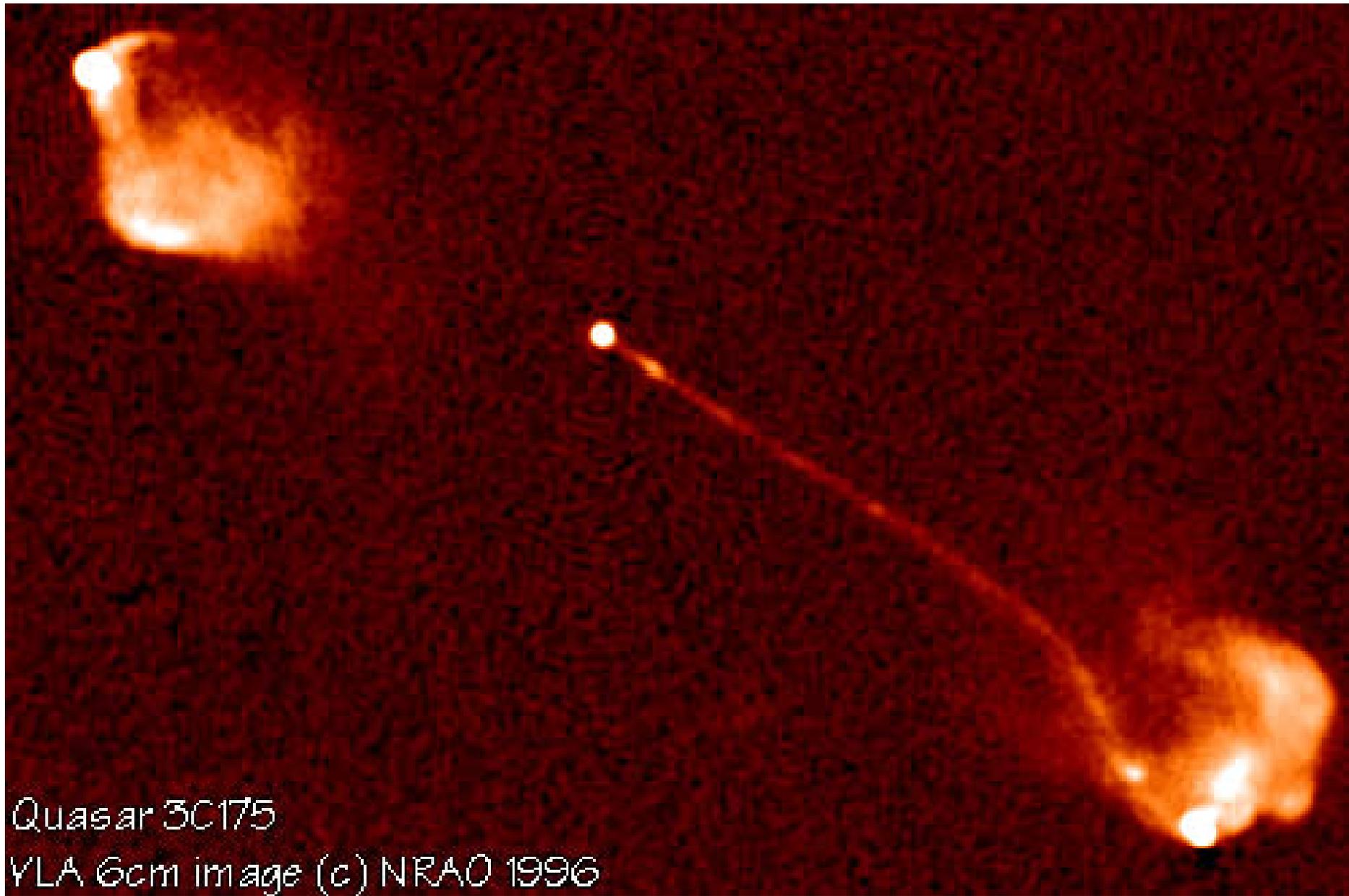


Image courtesy of NASA.

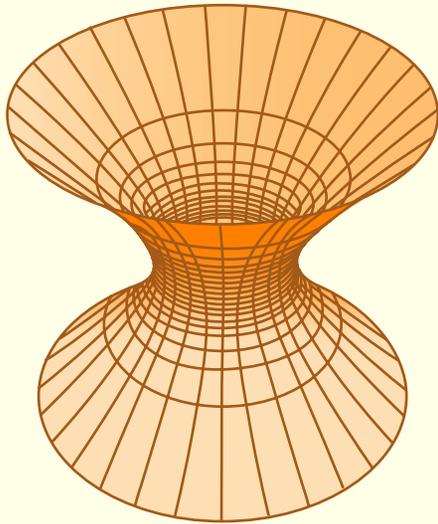


Quasar 3C175

VLA 6cm image (c) NRAO 1996

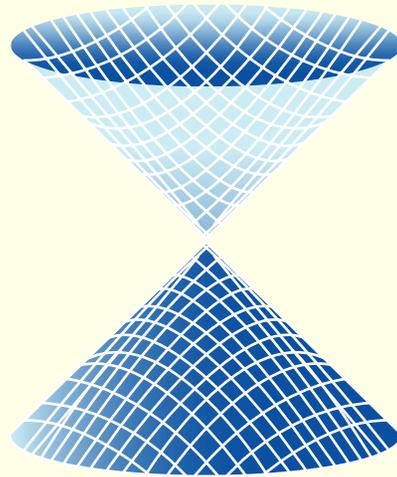
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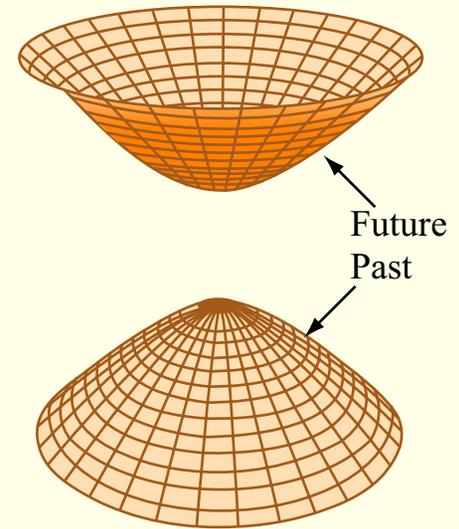
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TIMELIKE

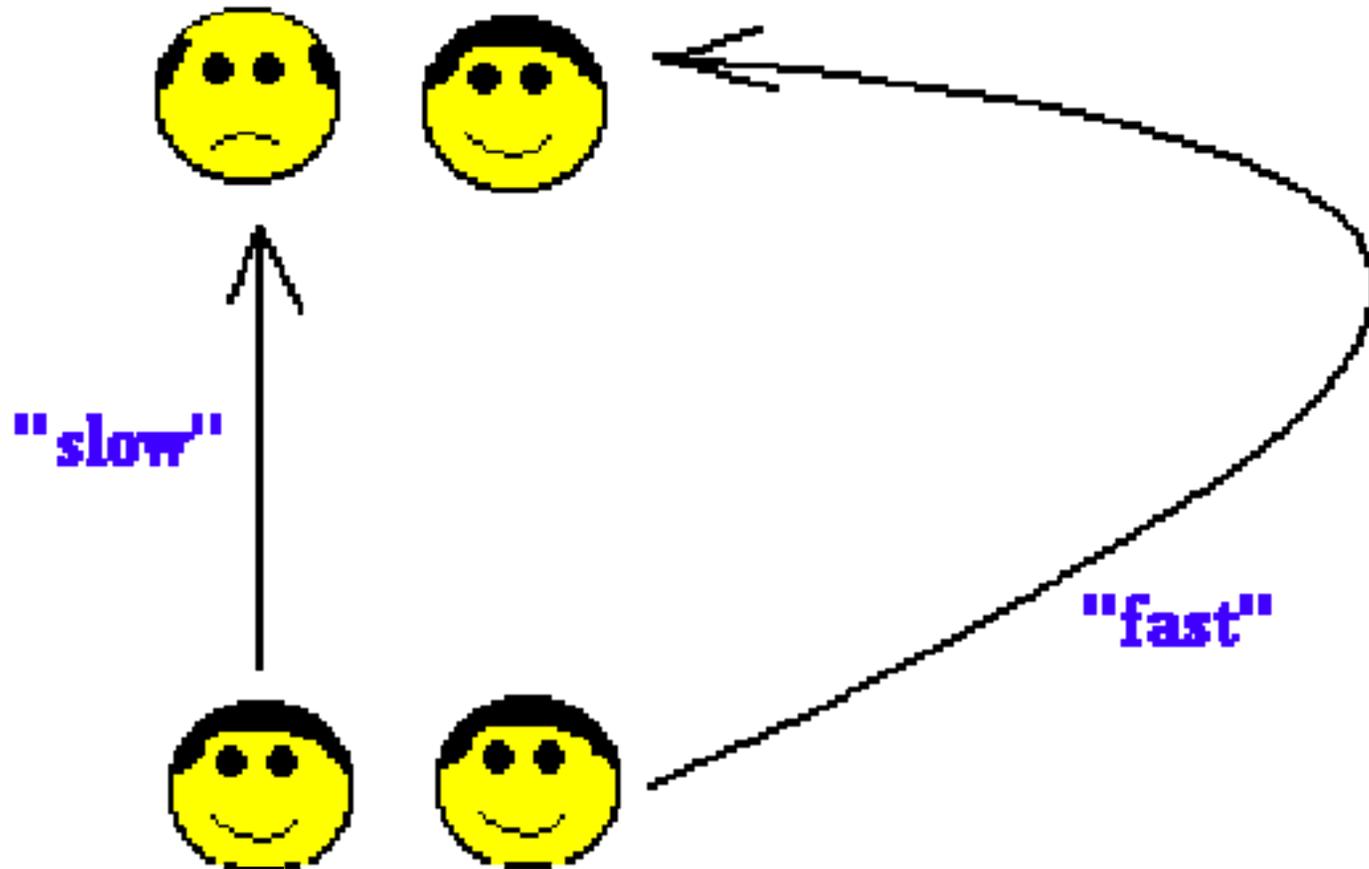


$$\Delta X^t \eta \quad \Delta x > 0$$
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Superluminal communication?

- Velocity addition formula shows that it's impossible to accelerate something past the speed of light
- But could there be another way, say a type of radiation that moves faster than light?
- Can an event A influence another event B at spacelike separation (hence transmitting information faster than the speed of light)?
- There is another frame where B happened before A! (PS3)
- Draw Minkowski diagram of this
- By inertial frame invariance, B can then send a signal that arrives back to A before she sent her initial signal, telling her not to send it.
- Implication: c isn't merely the speed of light, but the limiting speed for *anything*

THE TWIN PARADOX



IS IT RIGHT?

Time dilaton examples:

GRB's

SUPERNOVAE

CLOCKS ON PLANES

GPS

GPS uses a constellation of 24 “NAVSTAR” satellites that are 11,000 miles above the earth's surface.

How GPS receivers calculate your location:

The positioning process:

1. Satellite 1 transmits a signal that contains data on its location in space and the exact time the signal left the satellite.
2. The GPS Receiver collects and interprets this signal and is able to determine the distance from the satellite to the receiver. This creates a circle of possible locations of the receiver.
3. The process is repeated for satellites 2 & 3.
4. Your position is where the three circles meet. This process is called trilateration.
5. A fourth satellite is required to obtain the elevation of your current position. Coordinates are displayed on the GPS receiver.
6. More satellites may be used to create a more accurate position.

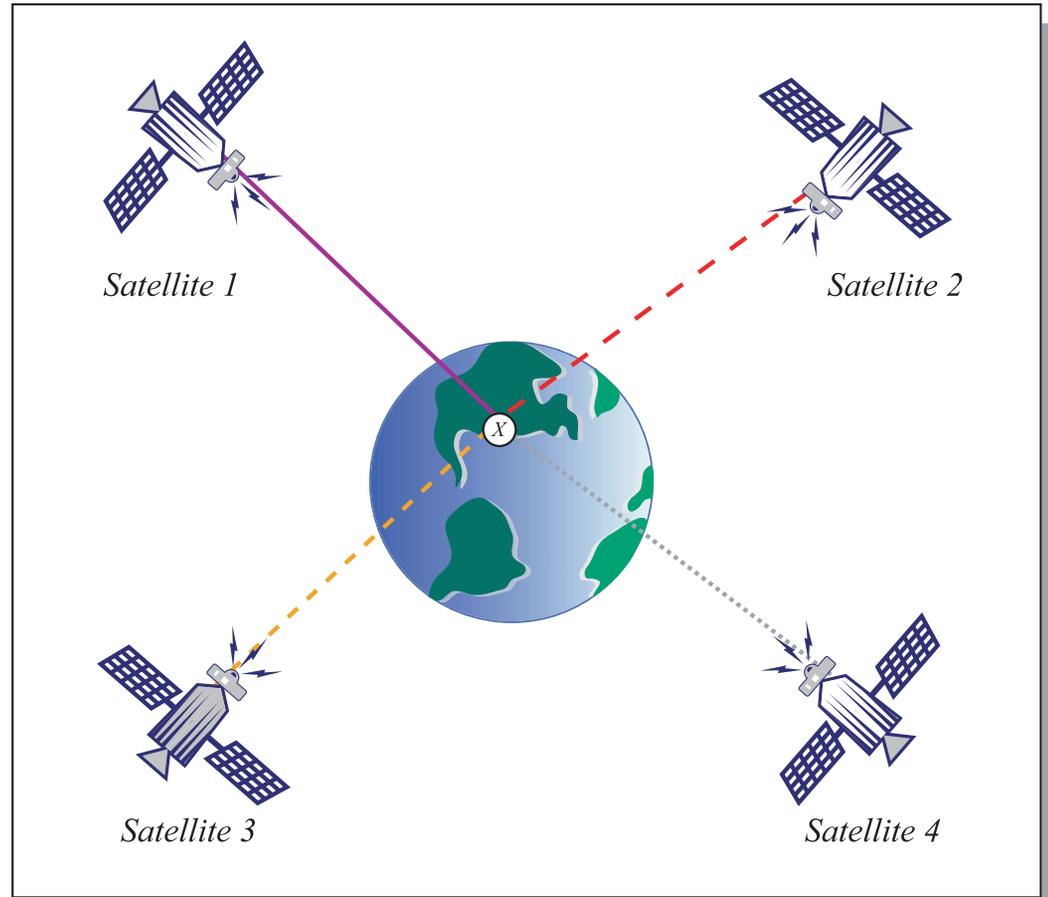


Figure by MIT OCW.

The Distance Calculation

Rate = Speed of Radio Waves (~ Speed of Light) 299,792,459 m/s

Time = amount of time for signal to reach the GPS receiver

Rate * Time = Distance Traveled