

$$A_\mu = g_{\mu\nu} A^\nu, \quad A^\mu = g^{\mu\nu} A_\nu$$

(e.g.  $x_\mu = g_{\mu\nu} x^\nu, \dots$ )

$$g^{\mu\nu} = g^{\mu\alpha} \cdot g_{\alpha\nu} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} = \delta^{\mu\nu}$$

indeed, as  $A_\mu B^\mu = \delta^{\mu\nu} A_\mu B^\nu = g^{\mu\nu} A_\mu B_\nu$ .

Define an abbreviated notation:  $\partial_\mu \equiv \frac{\partial}{\partial x^\mu}$

$$\partial^\mu \equiv \frac{\partial}{\partial x_\mu}$$

$\Rightarrow \partial_\mu \varphi$  is a covariant vector

$\partial^\mu \varphi$  is a contravariant vector (check!)

$\partial_\mu A^\mu$  is Lorentz - invariant

Laplace operator  $\frac{\partial^2}{c^2 \partial t^2} - \vec{\nabla}^2 = \partial_\mu \partial^\mu$  is

also Lorentz - invariant.

### 4 - velocity

Let's define a 4-vector for velocity:

$$dx^\mu = (dx^0, dx^1, dx^2, dx^3) \Rightarrow v^\mu \stackrel{?}{=} \frac{dx^\mu}{dt} ?$$

But: time is not a scalar!

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$$\frac{dx^\mu}{dt} \sim \frac{dx^\mu}{dx^0} \sim \text{not a Lorentz-vector.}$$

$$\Rightarrow \text{try proper time } d\tau = \frac{ds}{c} \Rightarrow u^\mu \equiv \frac{dx^\mu}{d\tau} \quad \text{4-velocity.}$$

$$\text{as } d\tau = \frac{dt}{\gamma} \Rightarrow u^0 = \frac{cdt}{dt/\gamma} = c\gamma$$

$$\vec{u} = \frac{d\vec{x}}{dt} \cdot \gamma = \gamma \cdot \vec{v} \Rightarrow u^\mu = \gamma (c, \vec{v})$$

Note  $u_\mu u^\mu = c^2$ .

Boost in terms of rapidity.

$$\begin{pmatrix} A'^0 \\ A'^1 \\ A'^2 \\ A'^3 \end{pmatrix} = \begin{pmatrix} \gamma & -\beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} A^0 \\ A^1 \\ A^2 \\ A^3 \end{pmatrix}$$

$\Rightarrow$  Define rapidity  $\eta$

$$\text{by } \beta \equiv \tanh \eta = \frac{e^\eta - e^{-\eta}}{e^\eta + e^{-\eta}}$$

Define light-cone coordinates  $A^+ = \frac{A^0 + A^1}{\sqrt{2}}$

$$A^- = \frac{A^0 - A^1}{\sqrt{2}}$$

$\Rightarrow$  then

$$A_\mu A^\mu = 2A^+A^- - (A^2)^2 - (A^3)^2$$

$$A'^+ = \frac{1}{\sqrt{2}} (A'^0 + A'^1) = \frac{1}{\sqrt{2}} \gamma (A^0 - \beta A^1 - \beta A^0 + A^1) =$$

$$= \frac{1}{\sqrt{2}} \gamma (1 - \beta) (A^0 + A^1) = \gamma (1 - \beta) A^+$$

$$A'^- = \frac{1}{\sqrt{2}} (A'^0 - A'^1) = \gamma (1 + \beta) A^-$$

$$\gamma (1 - \beta) \cdot \gamma (1 + \beta) = 1 \Rightarrow \text{define } \gamma (1 - \beta) = e^{-\eta} \Rightarrow$$

$$\gamma (1 + \beta) = e^{+\eta} \Rightarrow \frac{1 - \beta}{1 + \beta} = e^{-2\eta} \Rightarrow \frac{1 - e^{-2\eta}}{1 + e^{-2\eta}} = \beta \Rightarrow$$

$$\Rightarrow \beta = \tanh \eta.$$

$\Rightarrow$  Rapidity makes boosts easy!

$$A'^+ = e^{-\eta} A^+ ; \quad A'^- = e^{\eta} A^- ; \quad A'^{2,3} = A^{2,3}.$$

$$-\infty < \eta < +\infty.$$

Two boosts:  $A''^+ = e^{-\eta_2} A'^+ = e^{-\eta_1 - \eta_2} A^+$

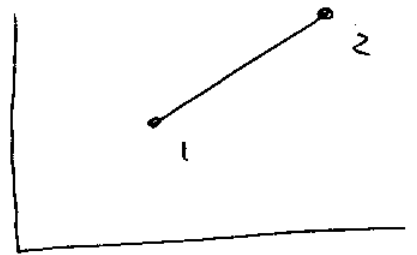
$$A''^- = e^{\eta_1 + \eta_2} A^-$$

$\sim$  a simple addition!

# Relativistic Mechanics.

Consider a free particle (moving along a straight line). We need to construct a

Lorentz-invariant action for such particle. It's characterized



by a 4-vector  $x^M \Rightarrow$  the

only Lorentz-invariant is the interval  $\Rightarrow$

$\Rightarrow \int_1^2 ds$  (can't have  $\int_1^2 (ds)^2 \sim$  still infinitesimal)

action  $\mathcal{S}$  as  $\Rightarrow$  write  $\mathcal{S} = -A \cdot \int_1^2 ds$

As  $ds^2 = c^2 dt^2 - (d\vec{x})^2 = dt^2 (1 - \beta^2(t)) \Rightarrow$

$\Rightarrow ds = c dt \sqrt{1 - \beta^2(t)} \Rightarrow \mathcal{S} = -Ac \int_{t_1}^{t_2} dt \sqrt{1 - \beta^2(t)}$

$\Rightarrow$  as  $\mathcal{S} = \int_{t_1}^{t_2} dt \cdot L$ , where  $L$  is the

lagrangian.

$$\Rightarrow L = -Ac \sqrt{1 - \beta^2(t)}$$

Now, in classical non-relativistic mechanics

we know that  $L = T - V$   
↑ kinetic energy      ↑ potential energy

$$\Rightarrow \text{for a free } \overset{NR}{\text{particle}} \quad V=0 \Rightarrow L = T = \frac{1}{2} m v^2$$

(We know that in non-relativistic (NR)

limit:  $T = \frac{1}{2} m v^2$ )  $\Rightarrow$  as  $\beta \rightarrow 0 \Rightarrow$

$$\Rightarrow L = \underbrace{-Ac}_{\text{constant}} + Ac \frac{1}{2} \beta^2 + \dots$$

constant  $\sim$  drop, not important for dynamics

$$\Rightarrow A c \frac{1}{2} \frac{v^2}{c^2} = \frac{1}{2} m v^2 \Rightarrow A = mc$$

$$\Rightarrow S' = -mc \int ds = -mc^2 \int_{t_1}^{t_2} dt \sqrt{1 - \beta^2(t)}$$

$$L = -mc^2 \sqrt{1 - \beta^2(t)}$$

The particle's Energy & Momentum.

The <sup>free</sup> particle's degrees of freedom are coordinates  $\vec{x}$  &  $t$ . Momentum is defined

by:  $p^i = \frac{\partial L}{\partial \dot{x}_i}$ , where  $i=1,2,3$  and  $\dot{x}^i = \frac{dx^i}{dt}$ .

(know from classical mechanics).

$$\Rightarrow p^i = \frac{\partial L}{\partial v_i} = -mc^2 \frac{-2v^i/c^2}{2\sqrt{1-v^2/c^2}}$$

$$\Rightarrow \vec{p} = \frac{m\vec{v}}{\sqrt{1-v^2/c^2}} = \gamma m \vec{v}$$

Energy is defined by  $E = \vec{p} \cdot \dot{\vec{x}} - L =$

$$= \vec{p} \cdot \vec{v} - L = \gamma m v^2 + mc^2 \sqrt{1-v^2/c^2} =$$

$$= \gamma \left[ mv^2 + mc^2 \left(1 - \frac{v^2}{c^2}\right) \right] = mc^2 \gamma$$

$$\Rightarrow E = mc^2 \gamma = \frac{mc^2}{\sqrt{1-v^2/c^2}}$$