AMOP Lecture 4
Thur 1.30.2014

Relativity of lightwaves and Lorentz-Minkowski coordinates IV.

(Ch. 0-3 of Unit 8)

More connections to conventional approach to relativity and old-fashioned formulas

Catching up to light (Coyote finally triumphs! Rest-frame at last.)

The most old-fashioned form(ula) of all: Thales & Euclid means

Galileo wins one! (...in gauge space) That "old-time" relativity (Circa 600BCE- 1905CE)

"Bouncing-photons" in smoke & mirrors

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They both are area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

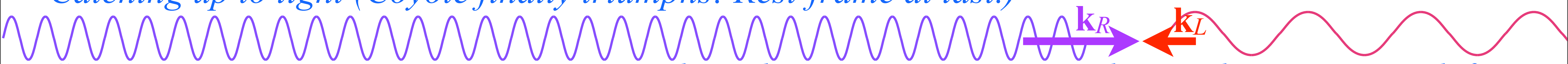
Catching up to light (Coyote finally triumphs! Rest-frame at last.)
The most old-fashioned form(ula) of all: Thales & Euclid means
Galileo wins one! (...in gauge space) That "old-time" relativity (Circa 600BCE- 1905CE)

Catching up to light (Coyote finally triumphs! Rest-frame at last.)
The most old-fashioned form(ula) of all: Thales & Euclid means
Galileo wins one! (...in gauge space) That "old-time" relativity (Circa 600BCE- 1905CE)

$\left(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow}\right)$ meets $\left(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow}\right)$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)

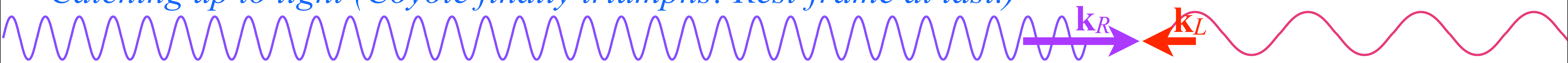


Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ *going right and* $\omega_{L\leftarrow}$ *going left.*

$\left(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow}\right)$ meets $\left(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow}\right)$

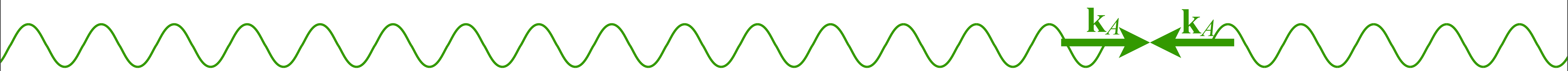
$=(4\ ,+4c)$ $\qquad$ $=(1\ ,-1c)$

Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ *going right and* $\omega_{L\leftarrow}$ *going left.*

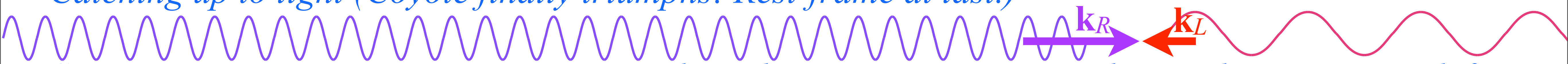
Q_1: How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ϖ)?



$\left(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow}\right)$ meets $\left(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow}\right)$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

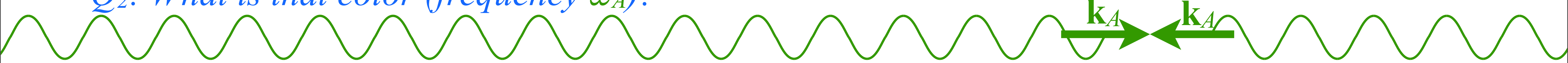
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ *going right and* $\omega_{L\leftarrow}$ *going left.*

Q_1: How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ω_A*)?*

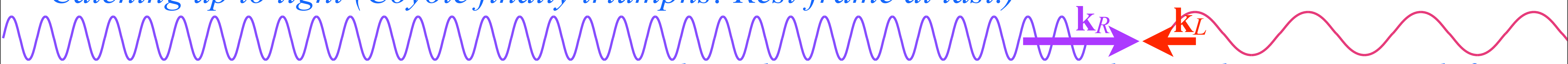
Q_2: What is that color (frequency ω_A*)?*



$(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow})$ meets $(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow})$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

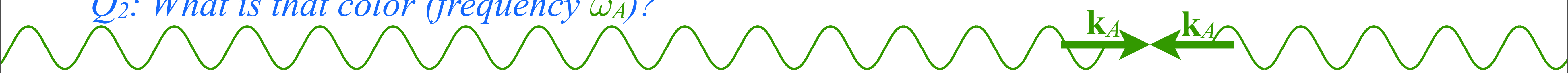
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ *going right and* $\omega_{L\leftarrow}$ *going left.*

Q_1:How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ω_A)?

Q_2: What is that color (frequency ω_A)?



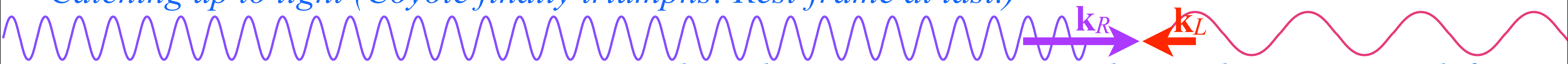
"Jeopardy" answers:

A_1:How fast is the group velocity?

$(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow})$ meets $(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow})$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

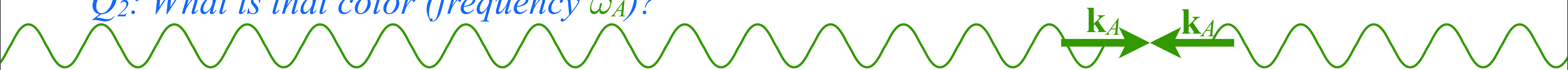
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q_1:How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ω_A)?

Q_2: What is that color (frequency ω_A)?



"Jeopardy" answers:

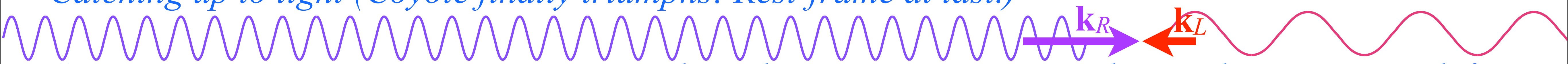
A_1:How fast is the group velocity?

$$\frac{V_{group}}{c}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{ck_{R\rightarrow}-ck_{L\leftarrow}}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{\omega_{R\rightarrow}+\omega_{L\leftarrow}}=\frac{4-1}{4+1}=\frac{3}{5}$$

$(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow})$ meets $(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow})$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

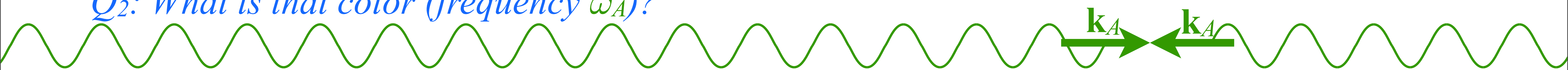
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q_1: How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ω_A)?

Q_2: What is that color (frequency ω_A)?



"Jeopardy" answers:

A_1: How fast is the group velocity?

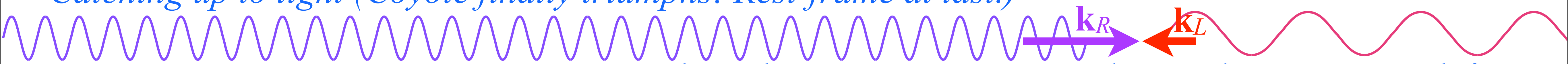
$$\frac{V_{group}}{c} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{ck_{R\rightarrow} - ck_{L\leftarrow}} = \frac{\omega_{R\rightarrow} - \omega_{L\leftarrow}}{\omega_{R\rightarrow} + \omega_{L\leftarrow}} = \frac{4-1}{4+1} = \frac{3}{5}$$

A_2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$?

$\left(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow}\right)$ meets $\left(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow}\right)$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

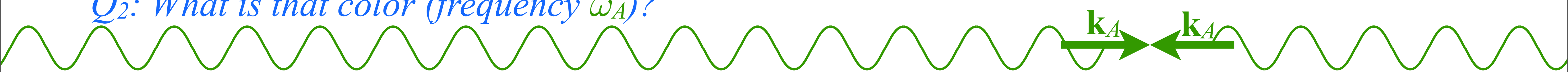
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q_1: How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ω_A)?

Q_2: What is that color (frequency ω_A)?



"Jeopardy" answers:

A_1: How fast is the group velocity?

$$\frac{V_{group}}{c}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{ck_{R\rightarrow}-ck_{L\leftarrow}}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{\omega_{R\rightarrow}+\omega_{L\leftarrow}}=\frac{4-1}{4+1}=\frac{3}{5}$$

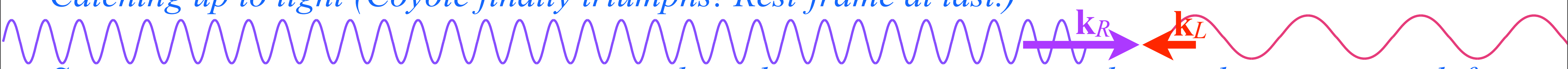
A_2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$?

$$\omega_A=\sqrt{\omega_{R\rightarrow}\cdot\omega_{L\leftarrow}}=\sqrt{4\cdot 1}=2$$

$(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow})$ meets $(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow})$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

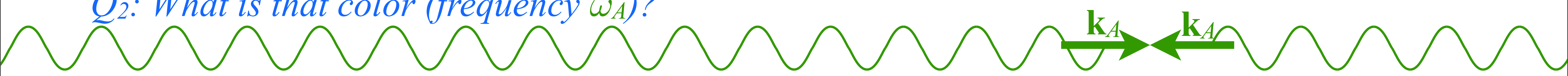
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q_1: How fast do you go to "catch up" to see both as the <u>same</u> color (frequency ω_A)?

Q_2: What is that color (frequency ω_A)?



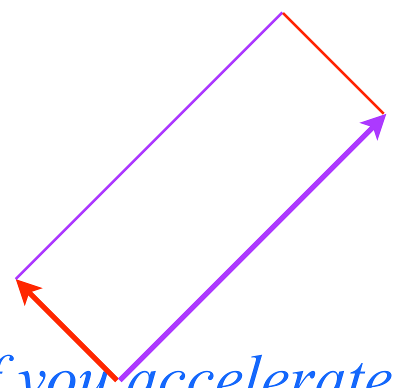
"Jeopardy" answers:

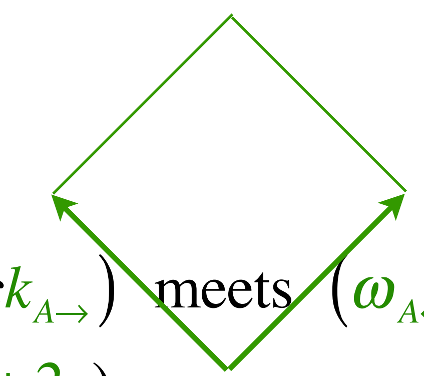
A_1: How fast is the group velocity?

$$\frac{V_{group}}{c}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{ck_{R\rightarrow}-ck_{L\leftarrow}}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{\omega_{R\rightarrow}+\omega_{L\leftarrow}}=\frac{4-1}{4+1}=\frac{3}{5}$$

A_2: What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$?

$$\omega_A=\sqrt{\omega_{R\rightarrow}\cdot\omega_{L\leftarrow}}=\sqrt{4\cdot 1}=2$$



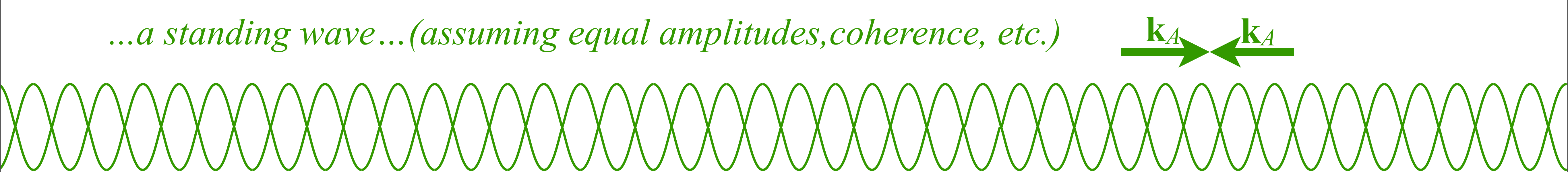


If you accelerate to $V_{group}=\frac{3}{5}c$ *then you see...*

$(\omega_{A\rightarrow}\ ,\ ck_{A\rightarrow})$ meets $(\omega_{A\leftarrow}\ ,\ -ck_{A\leftarrow})$

$=(2\ ,+2c)$ $=(2\ ,-2c)$

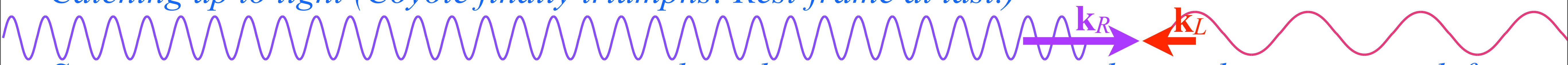
...a standing wave...(assuming equal amplitudes,coherence, etc.)



$\left(\omega_{R\rightarrow}\ ,\ ck_{R\rightarrow}\right)$ meets $\left(\omega_{L\leftarrow}\ ,\ -ck_{L\leftarrow}\right)$

$=(4\ ,+4c)$ $=(1\ ,-1c)$

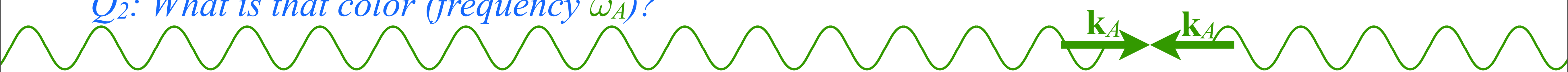
Catching up to light (Coyote finally triumphs! Rest-frame at last.)



Suppose you see two counter-propagating laser beams $\omega_{R\rightarrow}$ going right and $\omega_{L\leftarrow}$ going left.

Q_1:How fast do you go to "catch up" to see both as the same color (frequency ω_A)?

Q_2: What is that color (frequency ω_A)?



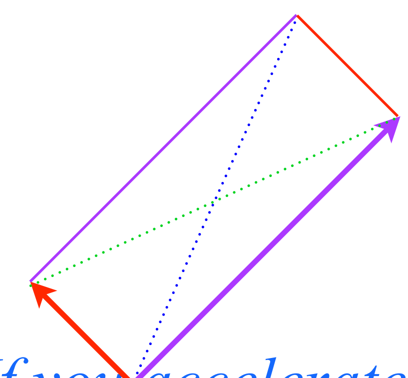
"Jeopardy" answers:

A_1:How fast is the group velocity?

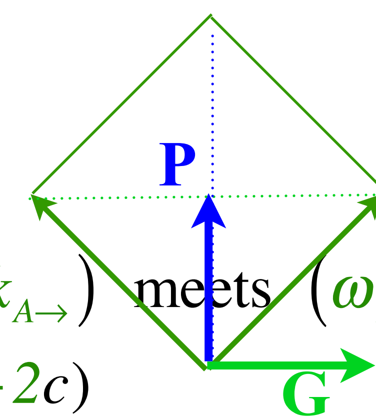
$$\frac{V_{group}}{c}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{ck_{R\rightarrow}-ck_{L\leftarrow}}=\frac{\omega_{R\rightarrow}-\omega_{L\leftarrow}}{\omega_{R\rightarrow}+\omega_{L\leftarrow}}=\frac{4-1}{4+1}=\frac{3}{5}$$

A_2:What is the geometric mean of $\omega_{R\rightarrow}$ and $\omega_{L\leftarrow}$?

$$\omega_A=\sqrt{\omega_{R\rightarrow}\cdot\omega_{L\leftarrow}}=\sqrt{4\cdot 1}=2$$



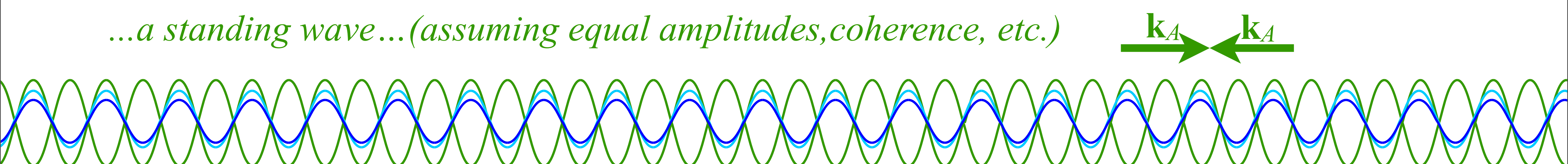
If you accelerate to $V_{group}=\frac{3}{5}c$ *then you see...*



$\left(\omega_{A\rightarrow}\ ,\ ck_{A\rightarrow}\right)$ meets $\left(\omega_{A\leftarrow}\ ,\ -ck_{A\leftarrow}\right)$

$=(2\ ,+2c)$ $=(2\ ,-2c)$

...a standing wave...(assuming equal amplitudes,coherence, etc.)



to become $\left(\omega_{phase}\ ,\ ck_{phase}\right)$ and $\left(\omega_{group}\ ,\ ck_{group}\right)$

$=(2\ ,\ 0c)$ $=(0\ ,\ 2c)$

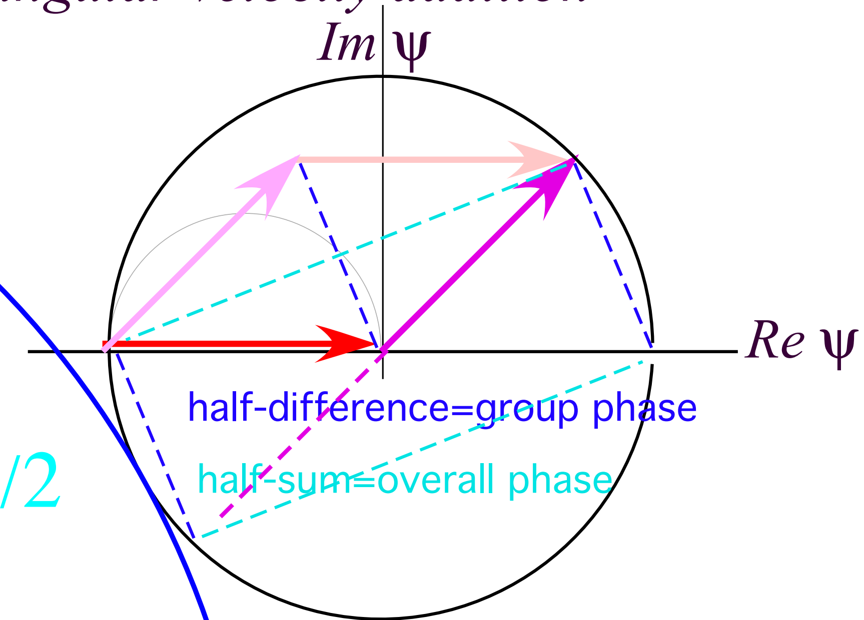
Catching up to light (Coyote finally triumphs! Rest-frame at last.)
The most old-fashioned form(ula) of all: Thales & Euclid means
Galileo wins one! (...in gauge space) That "old-time" relativity (Circa 600BCE- 1905CE)

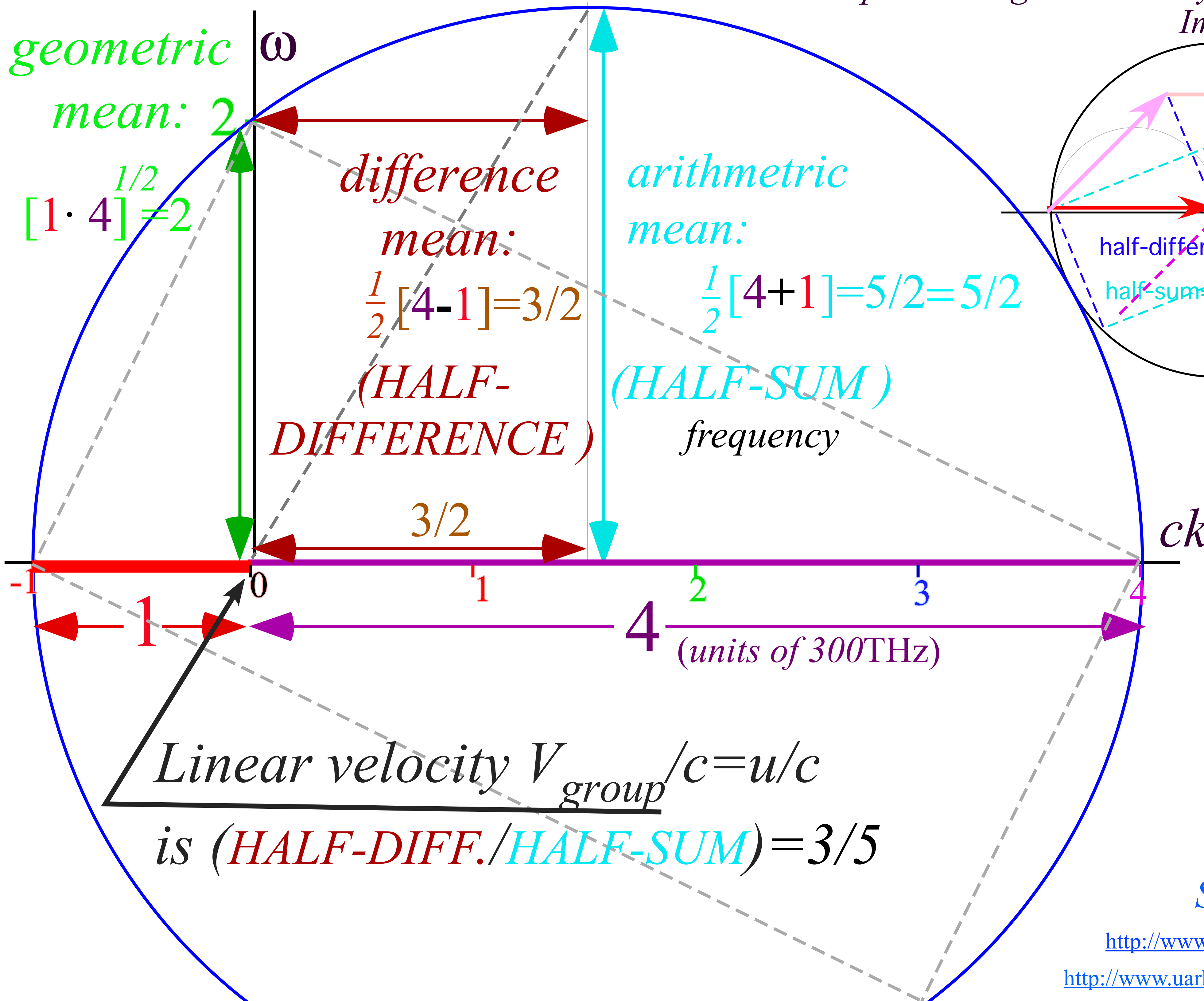
Euclid's 3-means (300 BC)

Geometric "heart" of wave mechanics

Thales (580BC) rectangle-in-circle

Relates to wave interference by (Galilean) phasor angular velocity addition



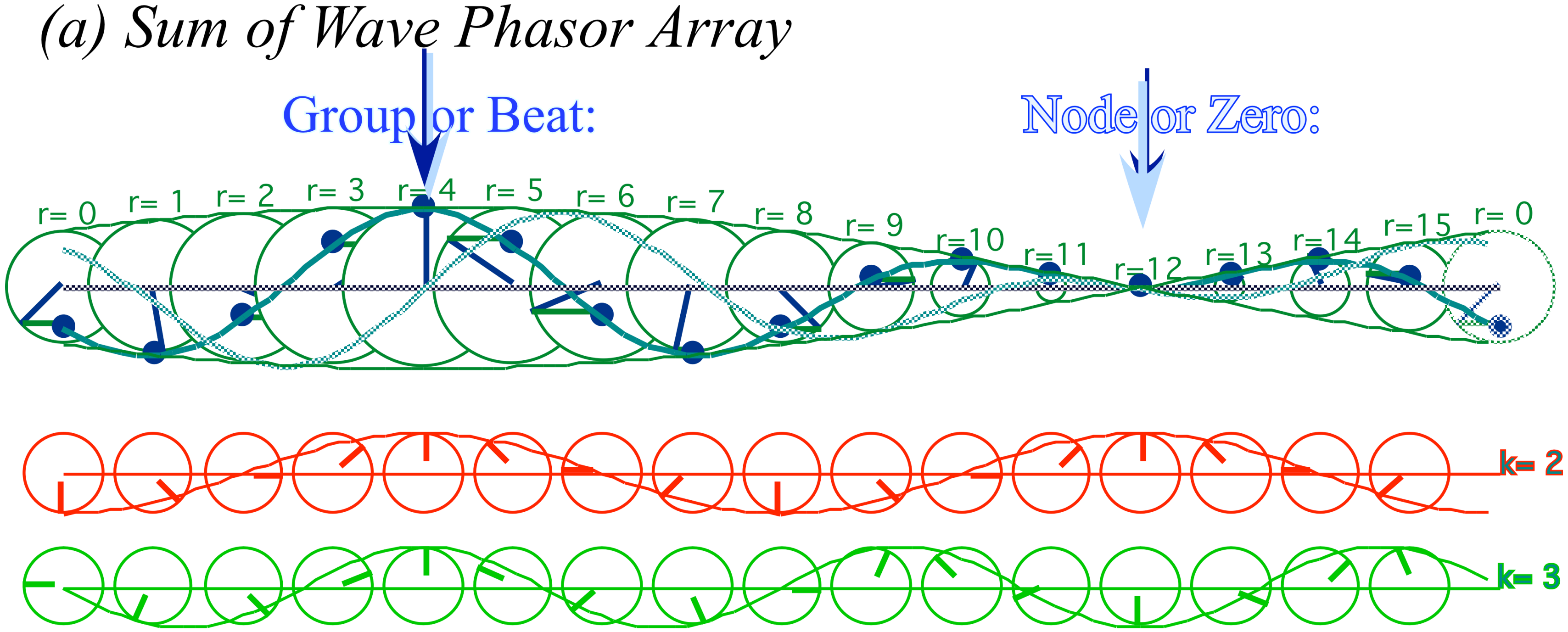


Sites for animation:

http://www.uark.edu/ua/pirelli/php/means_1.php

http://www.uark.edu/ua/pirelli/php/half_sum_2.php

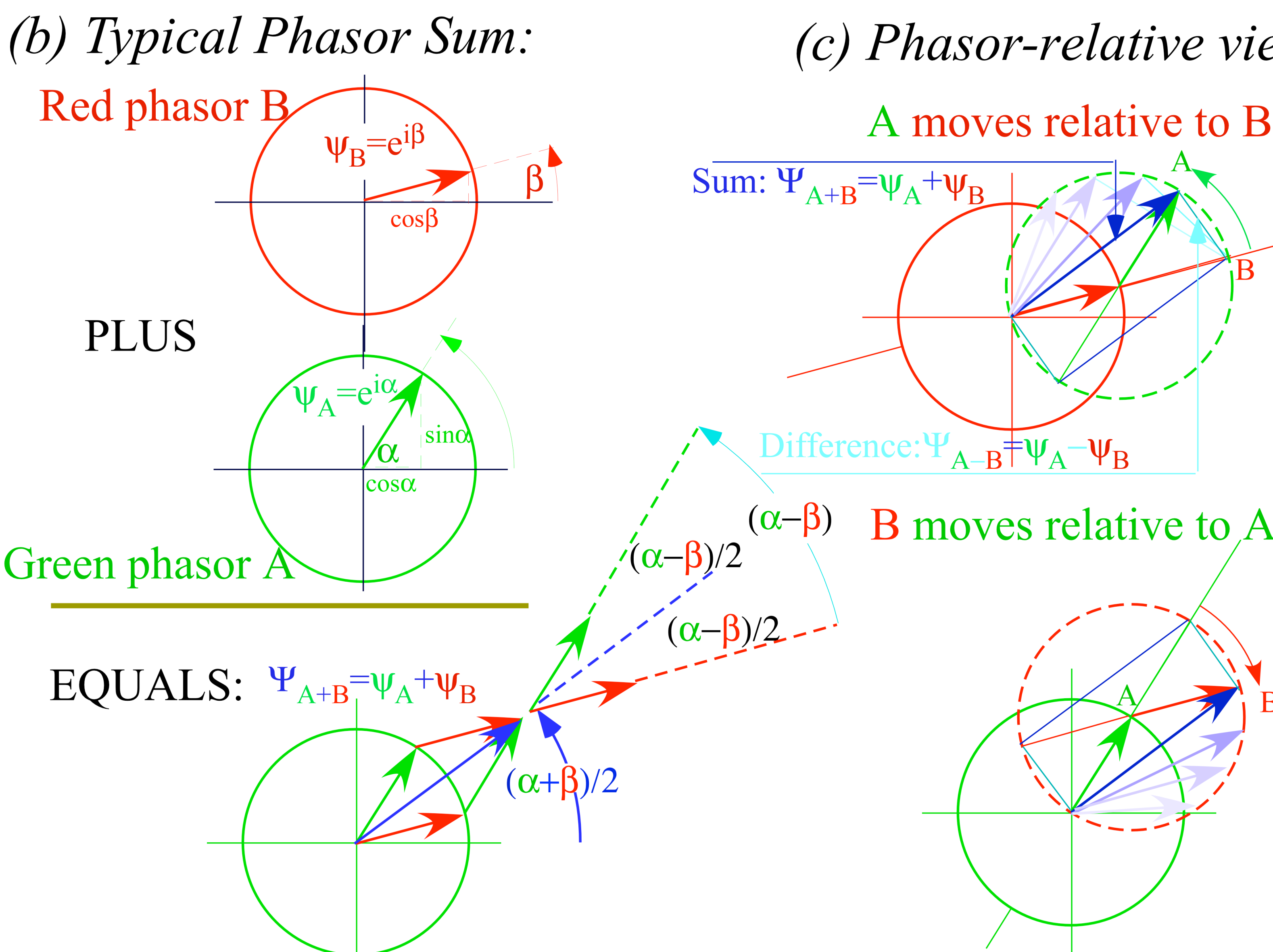
Fig. 3.3a Euclidian mean geometry for counter-moving waves of frequency 1 and 4. (300THz units).



Sites for animations:

http://www.uark.edu/ua/pirelli/php/means_1.php

http://www.uark.edu/ua/pirelli/php/half_sum_5.php



Galileo's revenge!

Galileo wins one (in gauge space) Now we use Galilean relativity to add angular velocity, that is frequency ω_a and ω_b, in phasor or "gauge" space. No "c-limit" evident. (So far at 18-fig. precision.)

Fig. 3.1 Wave phasor addition. (a) Each phasor in a wave array is a sum (b) of two component phasors.

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

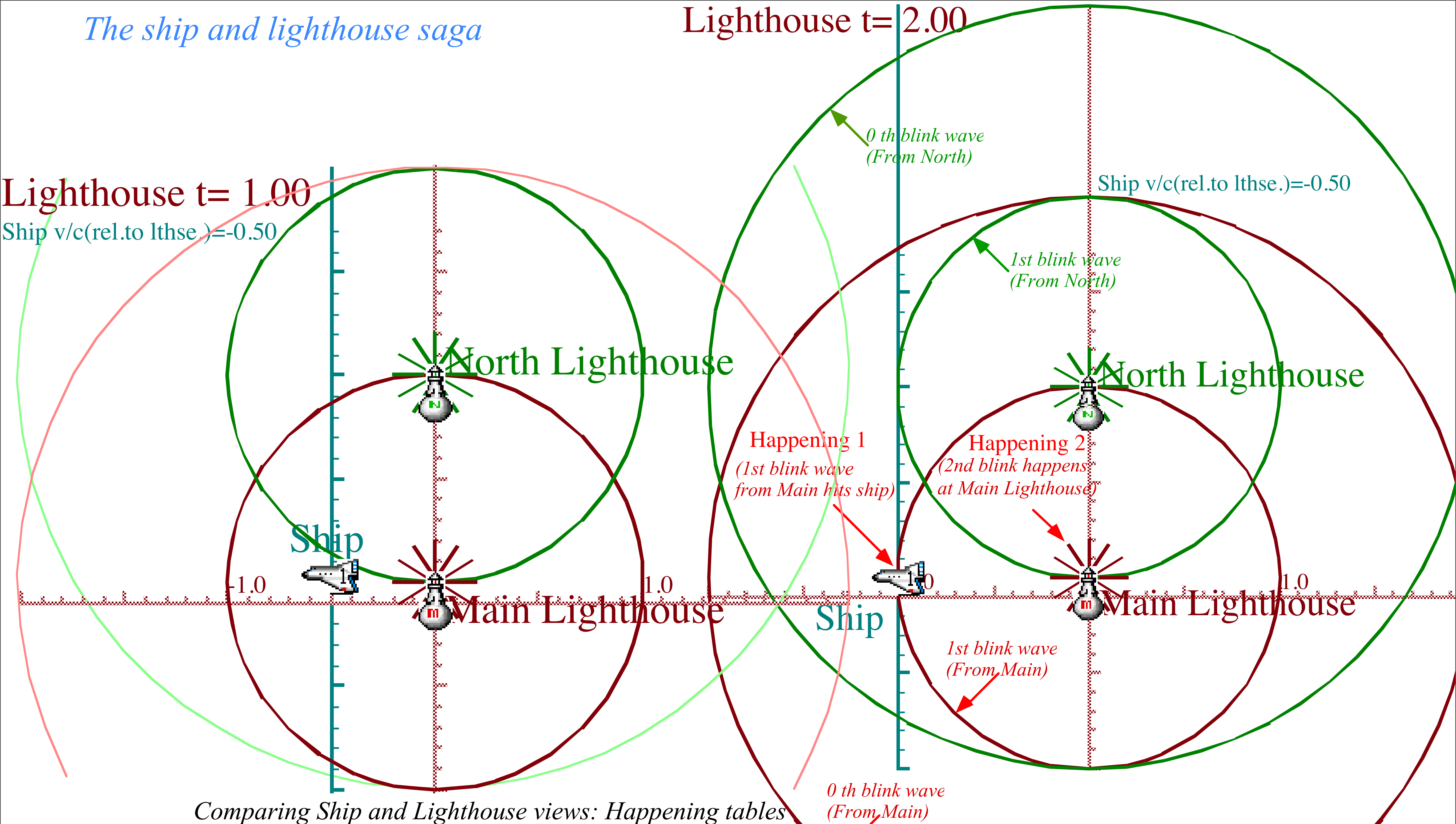
Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

The ship and lighthouse saga



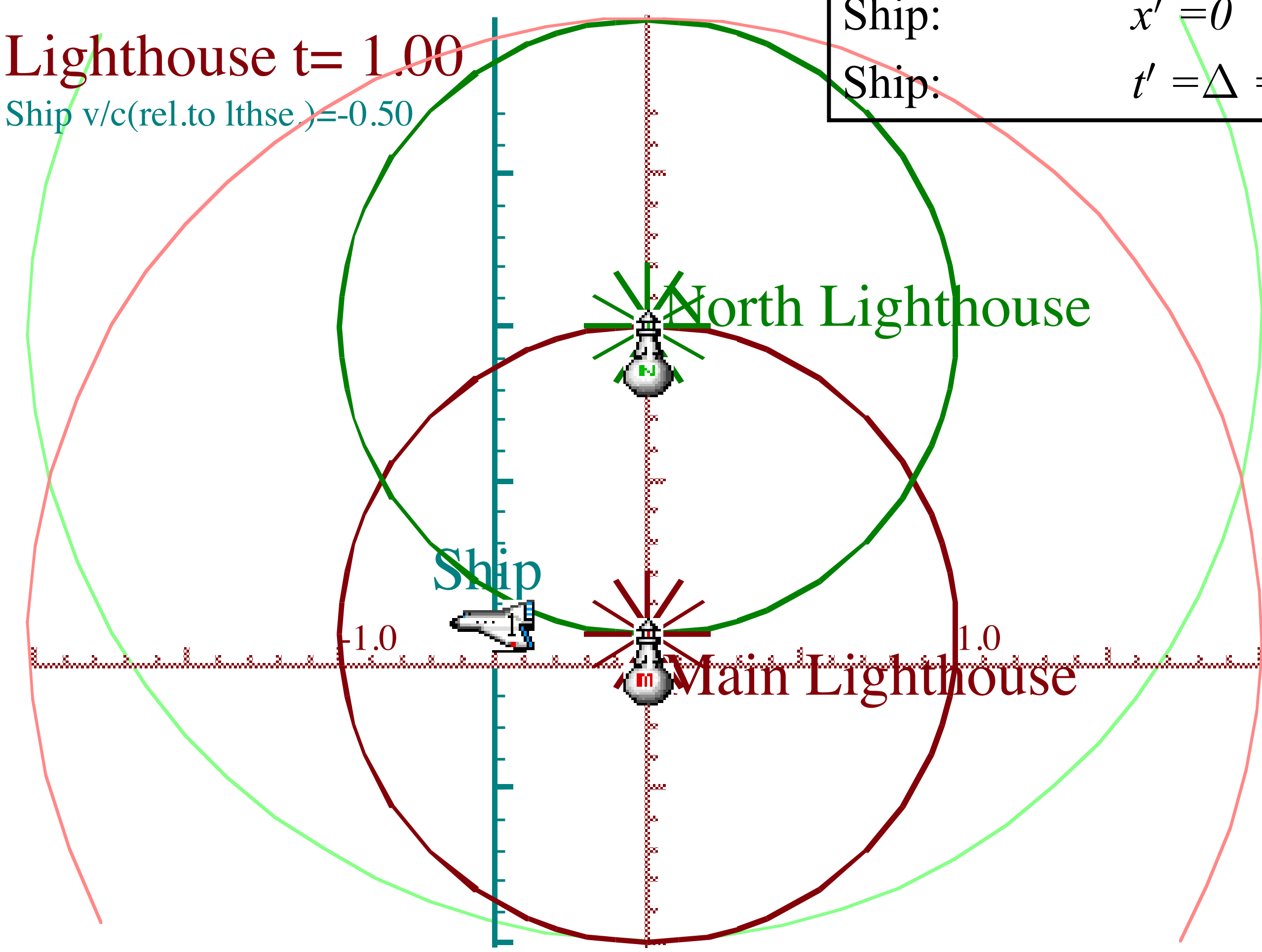
Comparing Ship and Lighthouse views: Happening tables

Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\,c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\,\Delta$ $t' = 2\Delta = 2.30$

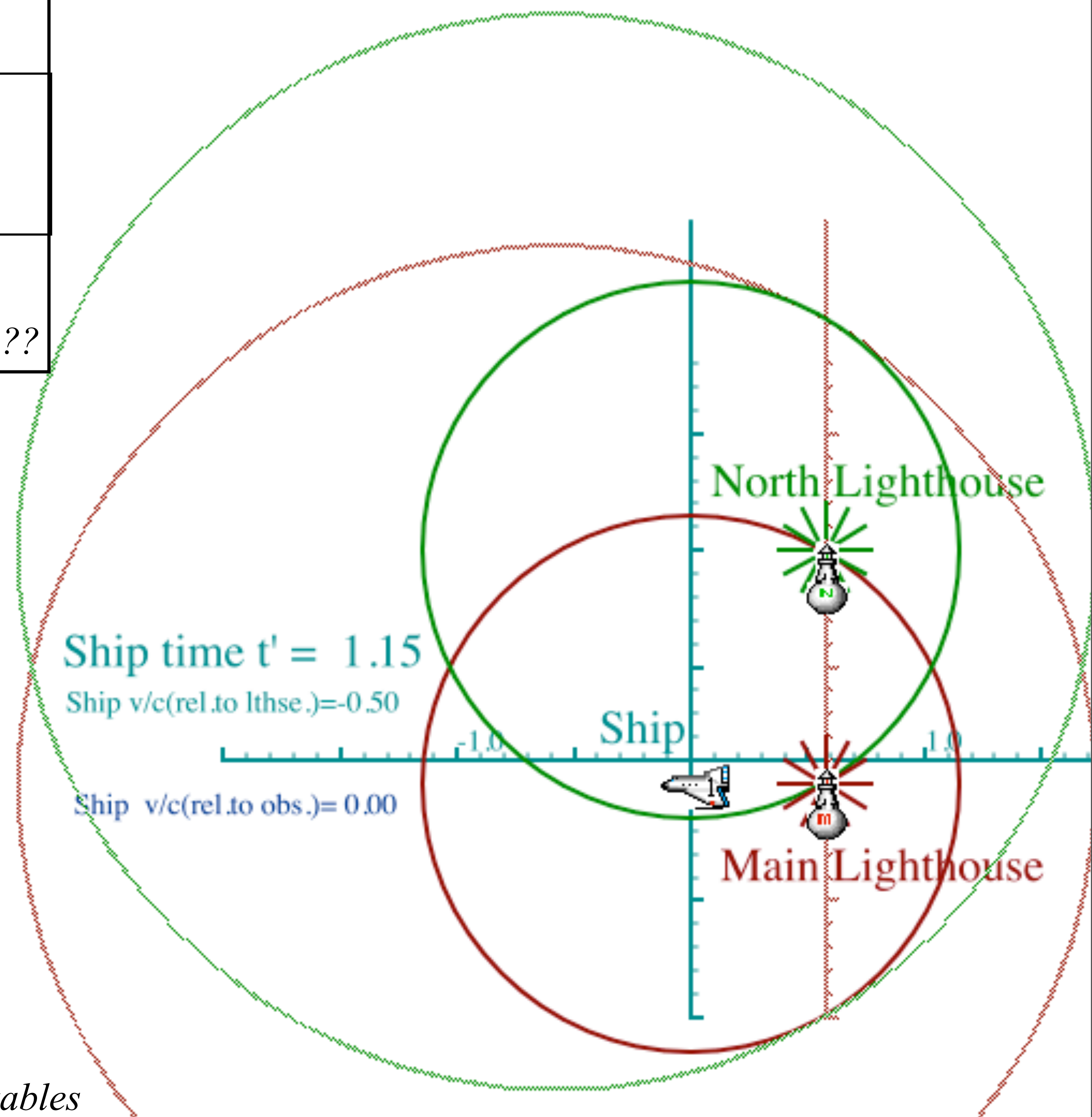
Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

Happening 0.5: Main Lite blinks first time.	
Lighthouse:	$x = 0$
Lighthouse:	$t = 1.00$
Ship:	$x' = 0$
Ship:	$t' = \Delta = ???$



Ship Time $t' = \Delta = ??$



Comparing Ship and Lighthouse views: Happening tables

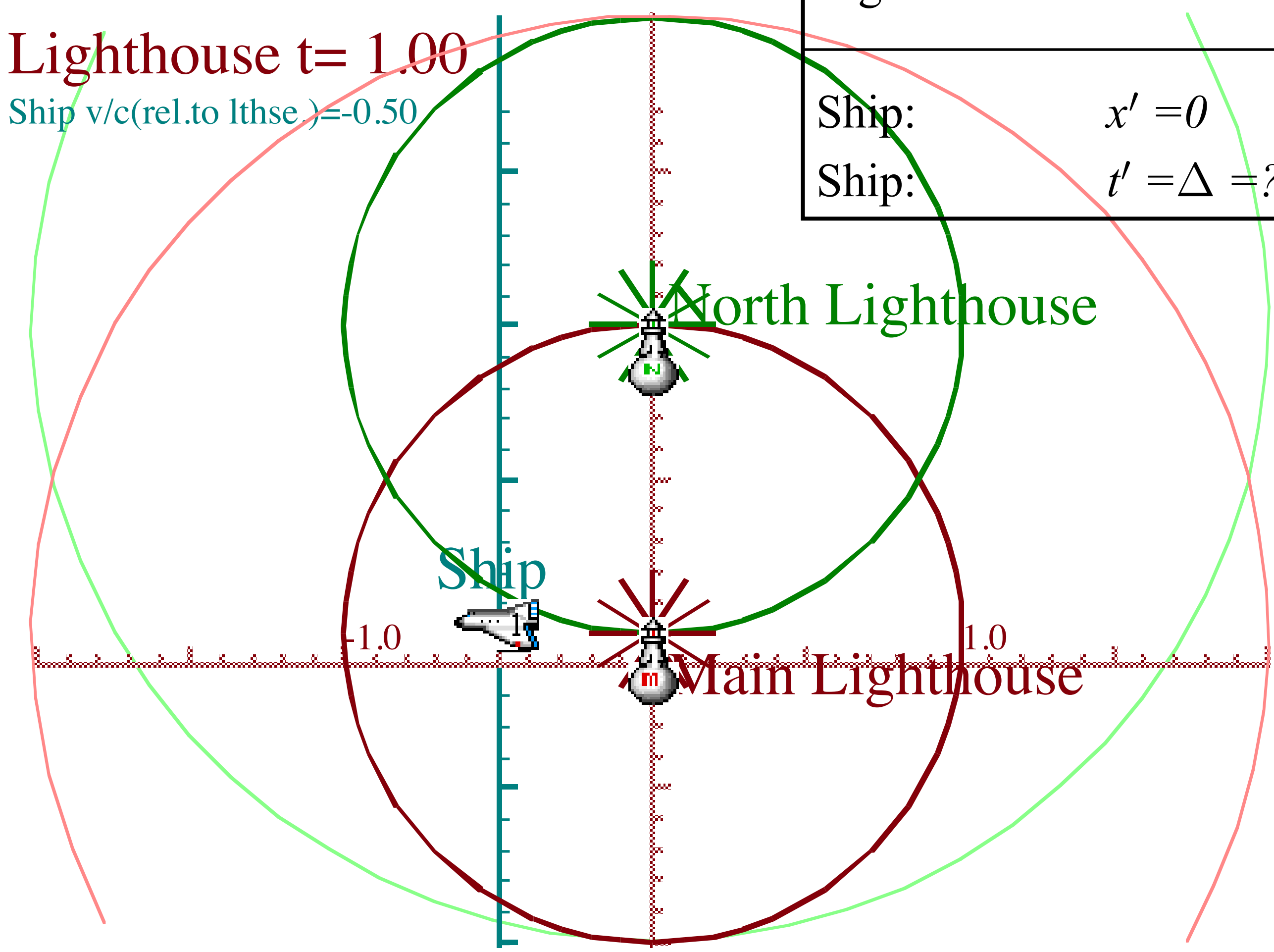
Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\ c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\ \Delta$ $t' = 2\Delta = 2.30$

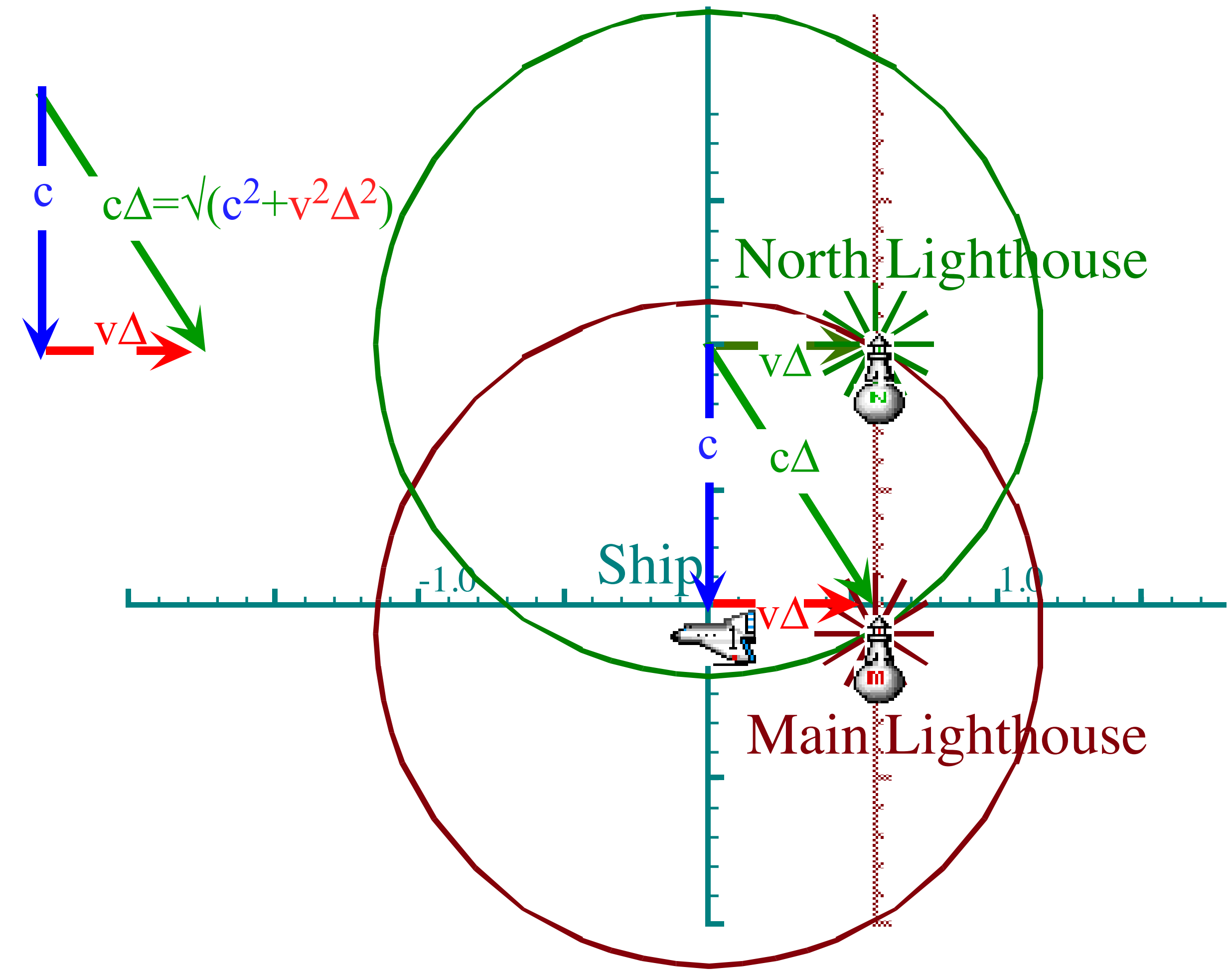
Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

Happening 0.5: Main Lite blinks first time.	
Lighthouse:	$x = 0$
Lighthouse:	$t = 1.00$
Ship:	$x' = 0$
Ship:	$t' = \Delta = ???$

Ship Time $t' = \Delta = ???$





Comparing Ship and Lighthouse views: Happening tables

Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\,c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\,\Delta$ $t' = 2\Delta = 2.30$

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

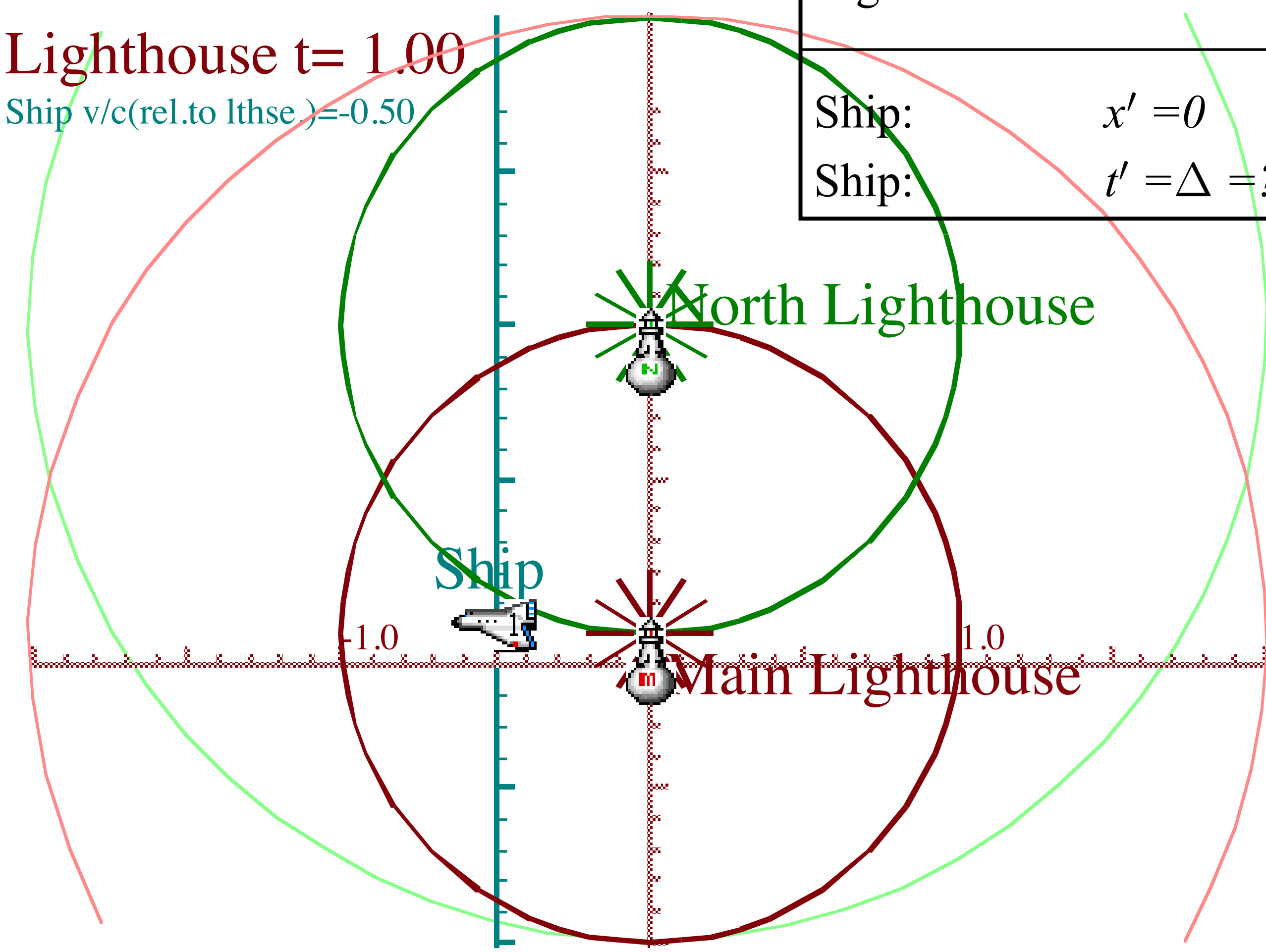
Happening 0.5:
Main Lite
blinks first time.

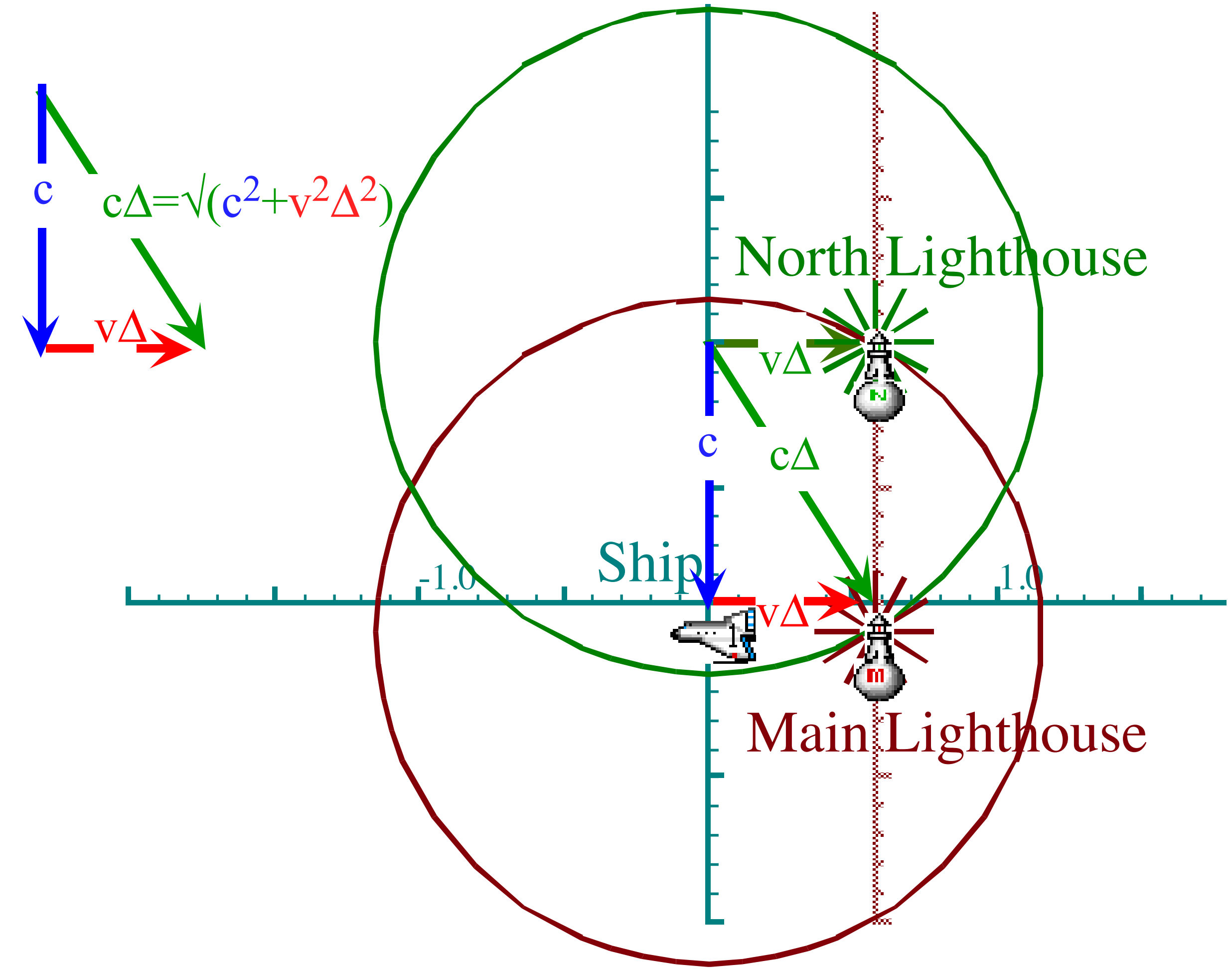
Lighthouse:	$x=0$
Lighthouse:	$t=1.00$
Ship:	$x'=0$
Ship:	$t'=\Delta=???$

Ship Time $t' = \Delta = ???$

$$c^2\Delta^2 = c^2 + v^2\Delta^2$$

$$\left(c^2 - v^2\right)\Delta^2 = c^2$$





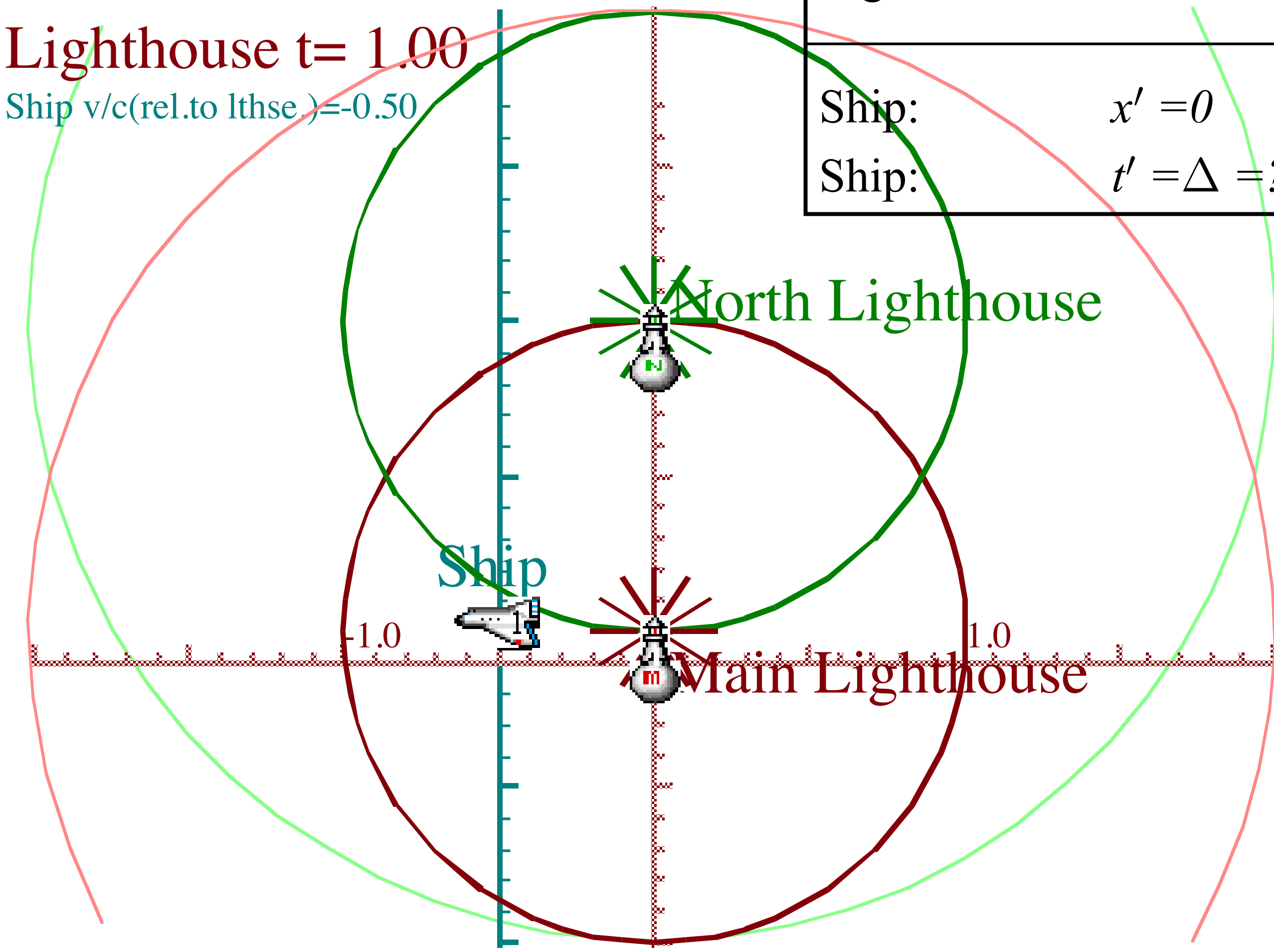
Comparing Ship and Lighthouse views: Happening tables

Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\ c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\ \Delta$ $t' = 2\Delta = 2.30$

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

Happening 0.5: Main Lite blinks first time.	
Lighthouse:	$x = 0$
Lighthouse:	$t = 1.00$
Ship:	$x' = 0$
Ship:	$t' = \Delta = ???$

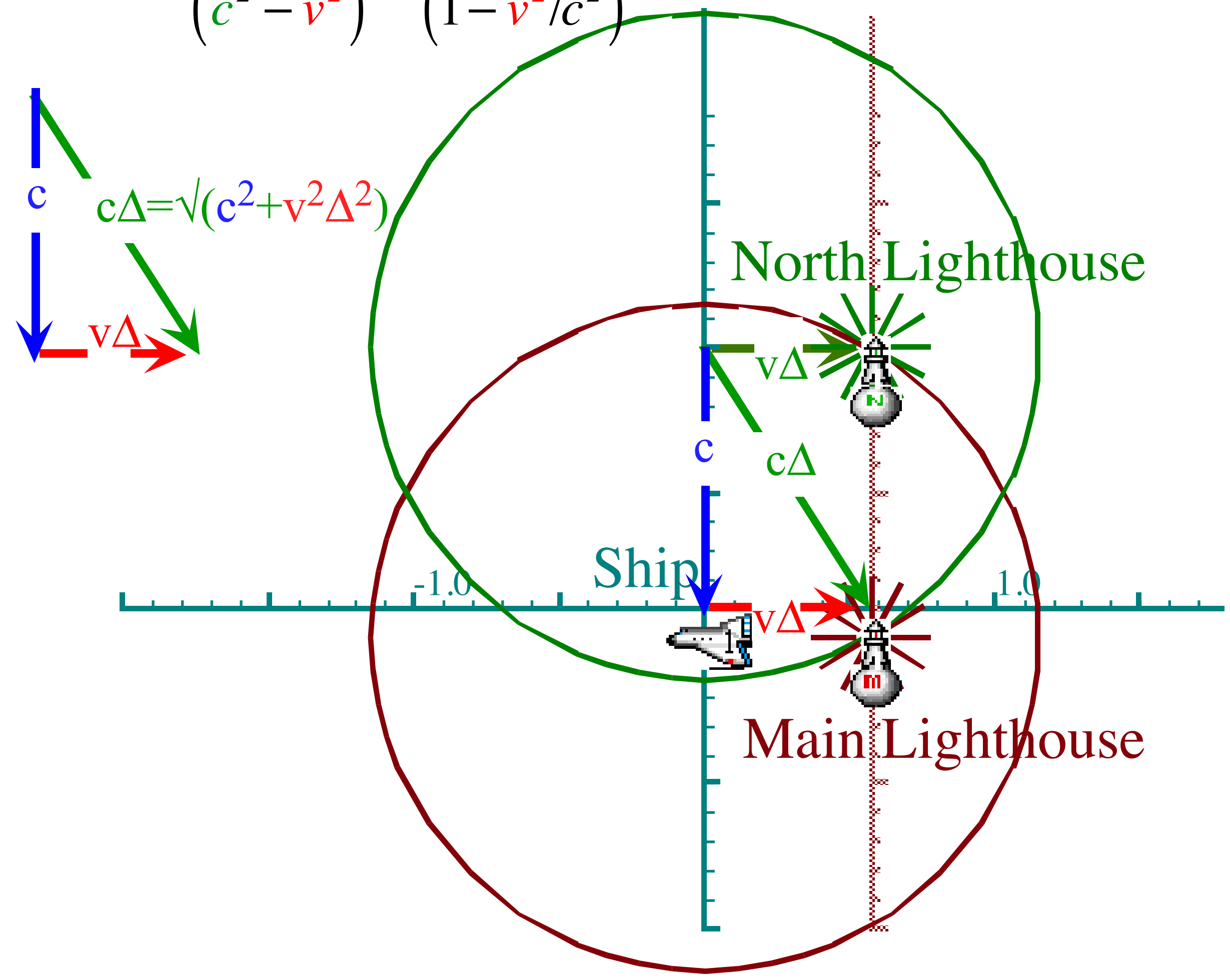


Ship Time $t' = \Delta = 1/\sqrt{(1-v^2/c^2)} = \cosh\rho$

$$c^2\Delta^2 = c^2 + v^2\Delta^2$$

$$\left(c^2 - v^2\right)\Delta^2 = c^2$$

$$\Delta^2 = \frac{c^2}{\left(c^2 - v^2\right)} = \frac{1}{\left(1 - v^2/c^2\right)}$$



Comparing Ship and Lighthouse views: Happening tables

Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\,c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\,\Delta$ $t' = 2\Delta = 2.30$

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

The ship and lighthouse saga

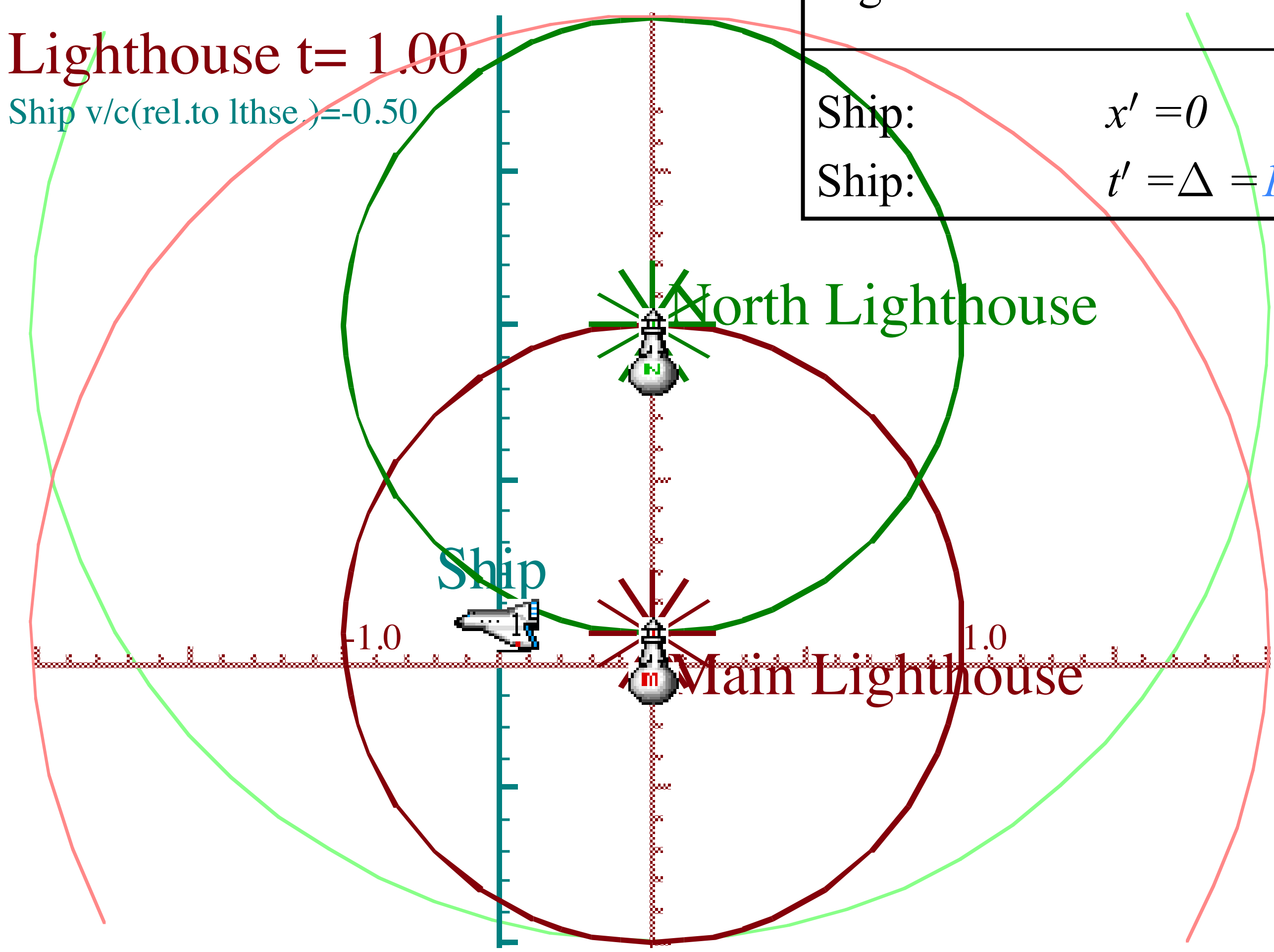
Happening 0.5: Main Lite blinks first time.	
Lighthouse:	*x* =*0*
Lighthouse:	*t* =1.00
Ship:	*x′* =*0*
Ship:	*t′* =Δ =*1.15*

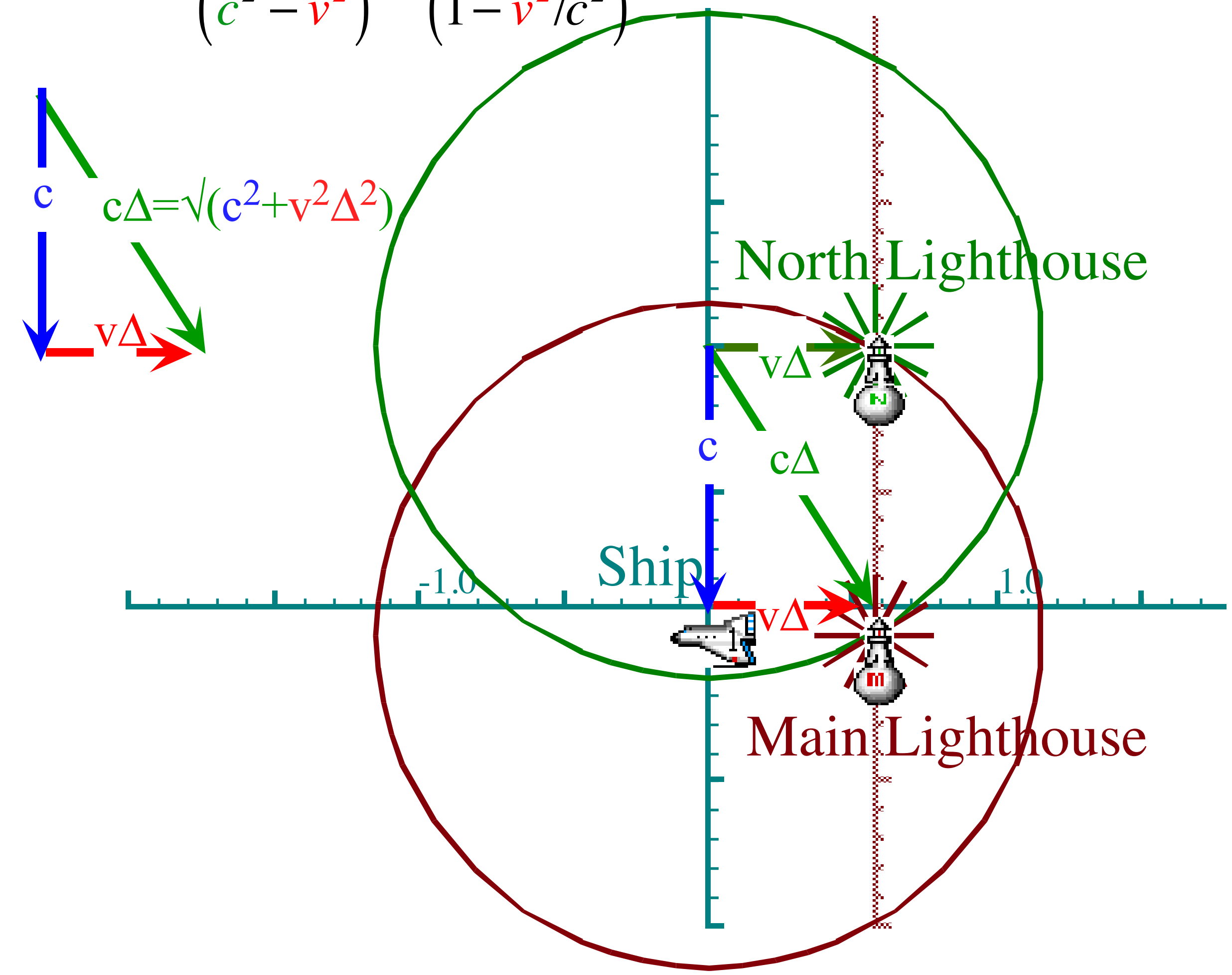
Ship Time $t' = \Delta = 1/\sqrt{(1-v^2/c^2)} = \cosh\rho = 1.15$

$$c^2\Delta^2 = c^2 + v^2\Delta^2$$

$$\left(c^2 - v^2\right)\Delta^2 = c^2$$

$$\Delta^2 = \frac{c^2}{\left(c^2 - v^2\right)} = \frac{1}{\left(1 - v^2/c^2\right)}$$





For u/c=1/2

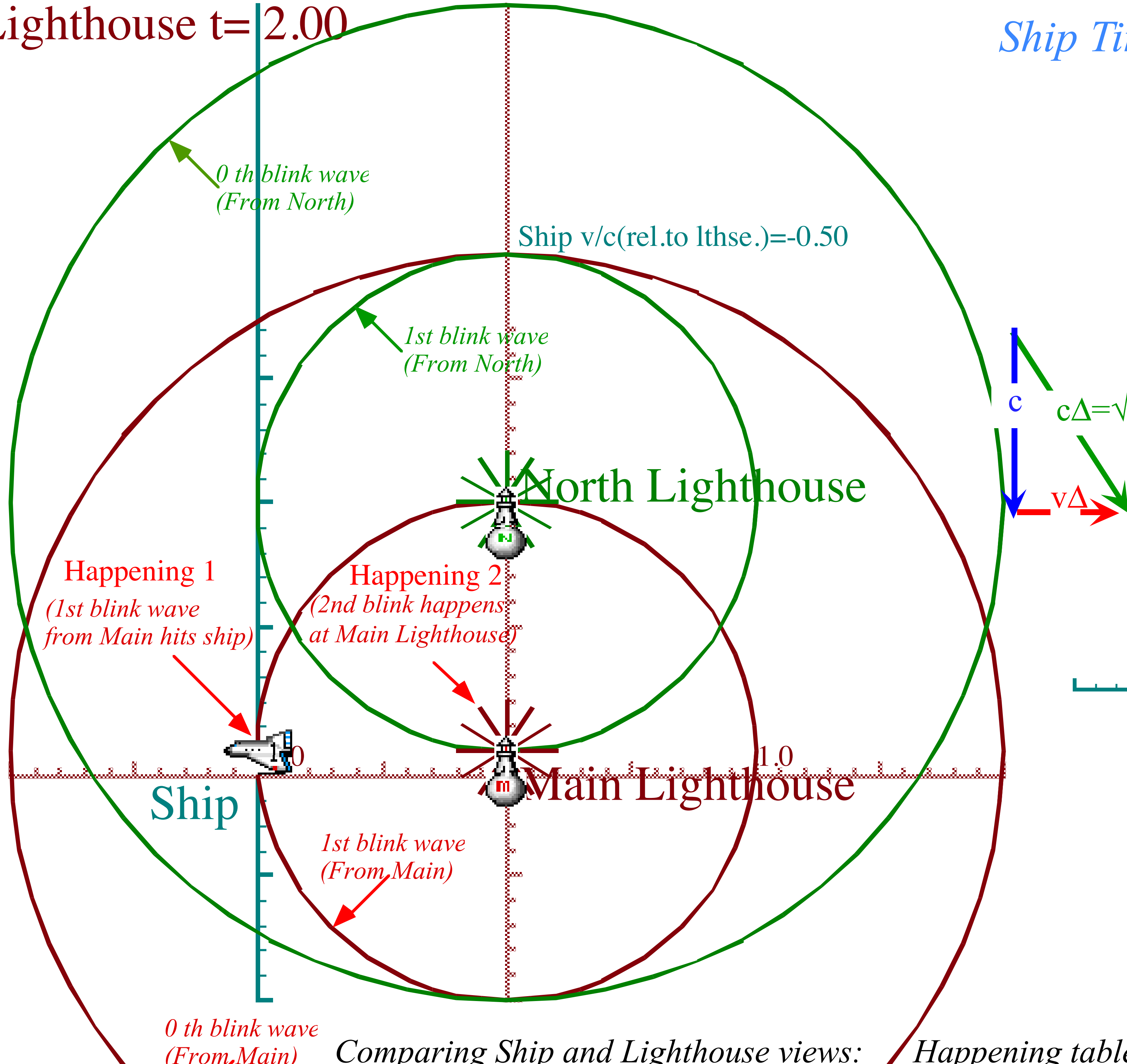
$\Delta = 1/\sqrt{(1-1/4)} = 2/\sqrt{3} = 1.15..$

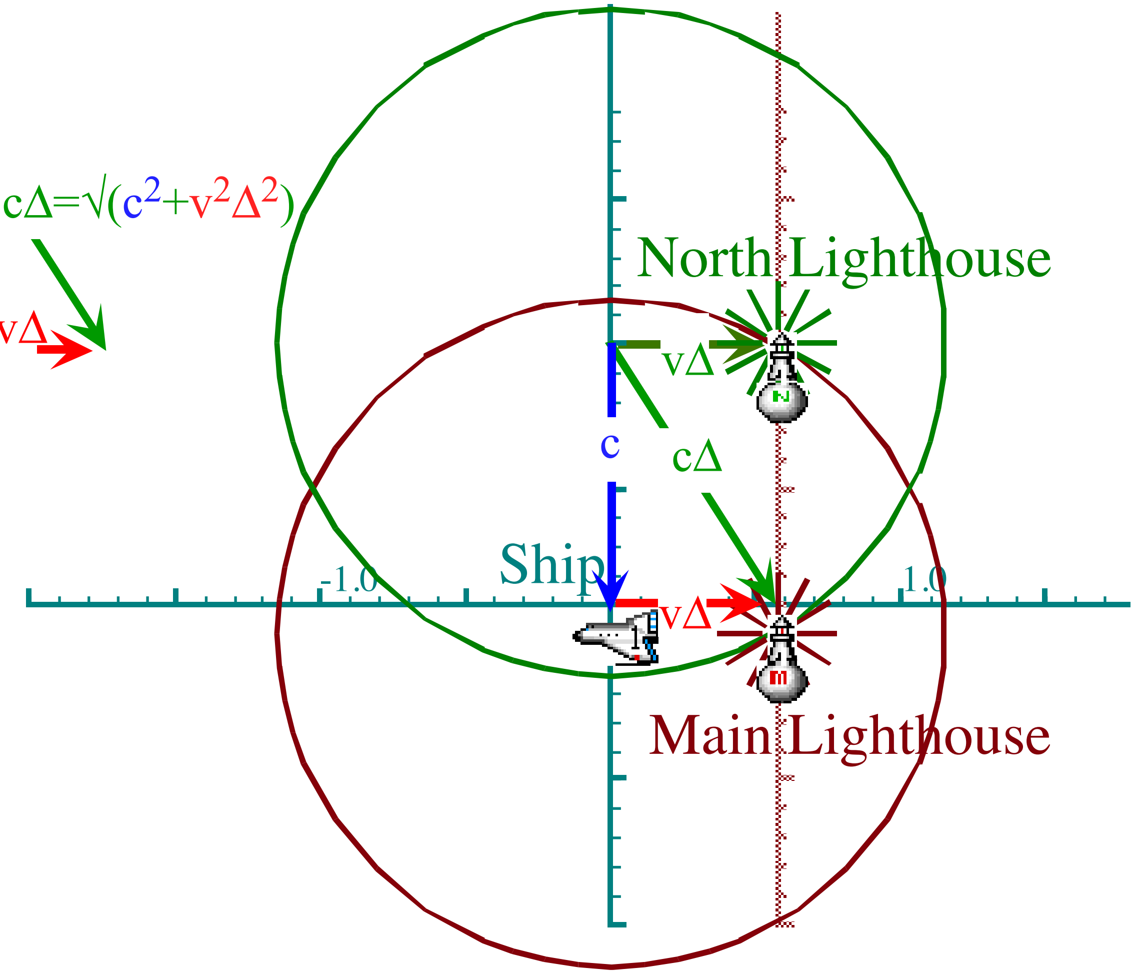
Comparing Ship and Lighthouse views: Happening tables

	Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space)	*x = 0*	*x = - 1.00 c*	*x = 0*
(Lighthouse time)	*t = 0*	*t = 2.00*	*t = 2.00*
(Ship space)	*x′= 0*	*x′= 0*	*x′= c Δ*
(Ship time)	*t′= 0*	*t′= 1.75*	*t′= 2Δ = 2.30*

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

Ship Time $t' = \Delta = 1/\sqrt{(1-v^2/c^2)} = \cosh\rho = 1.15$





For u/c=1/2

$\Delta = 1/\sqrt{(1-1/4)} = 2/\sqrt{3} = 1.15..$

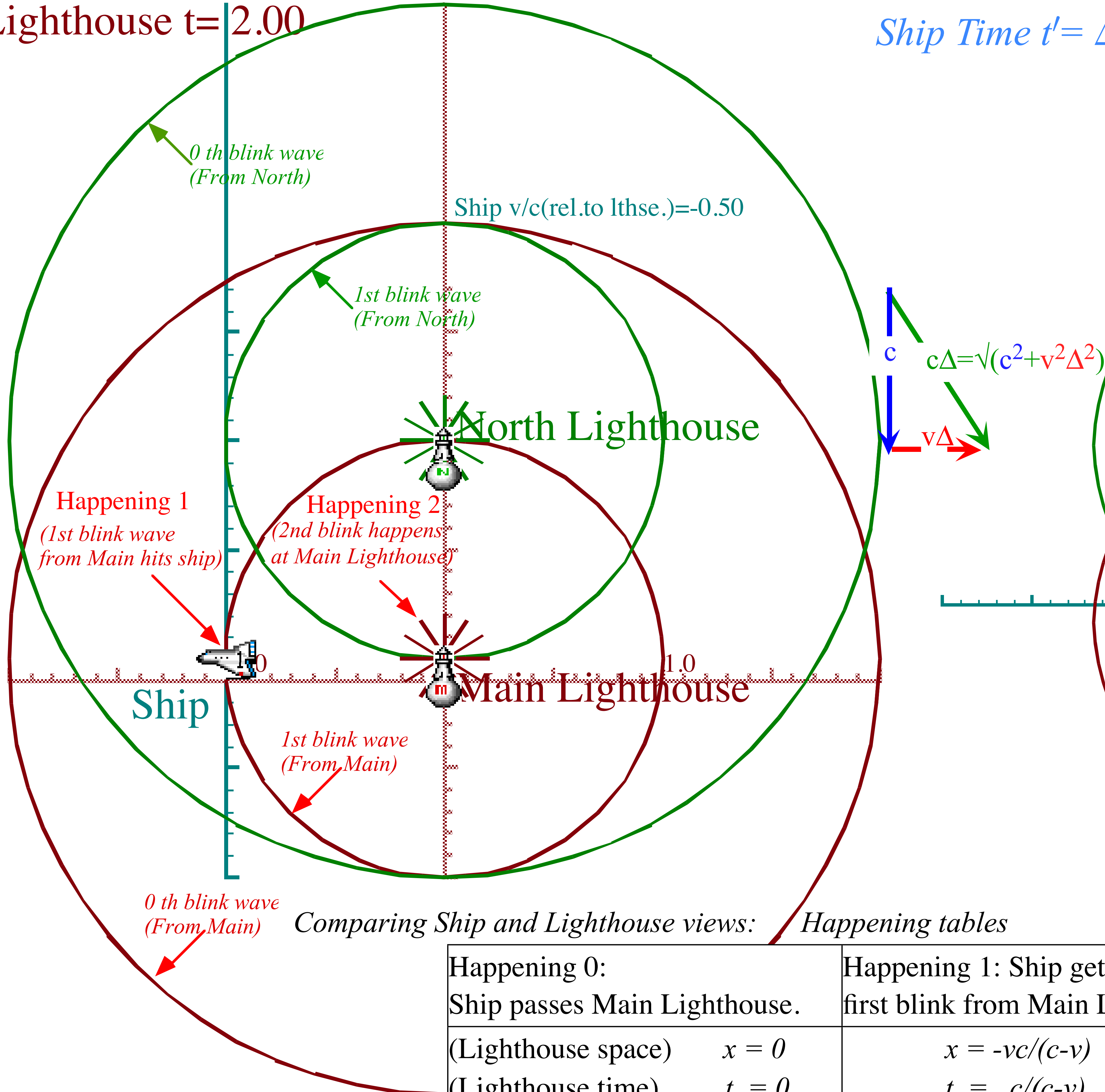
Comparing Ship and Lighthouse views: Happening tables

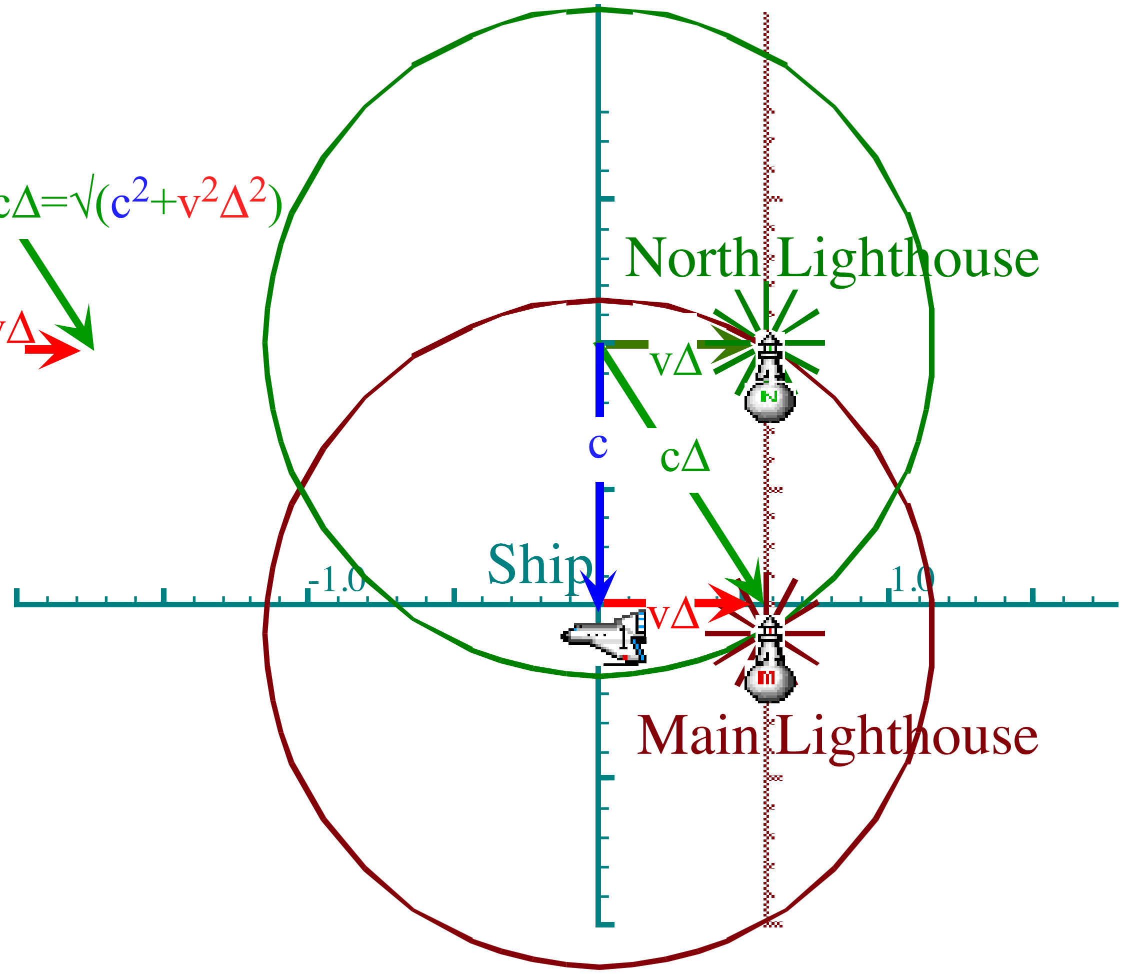
Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -1.00\ c$ $t = 2.00$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = 1.75$	$x' = c\,\Delta$ $t' = 2\Delta = 2.30$

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

Lighthouse t= 2.00

Ship Time t′= Δ =1/√(1-v²/c²) = cosh ρ = 1.15





For u/c=1/2

Δ =1/√(1-1/4)=2/√3=1.15..

Comparing Ship and Lighthouse views: Happening tables

Happening 0: Ship passes Main Lighthouse.	Happening 1: Ship gets hit by first blink from Main Lighthouse.	Happening 2: Main Lighthouse blinks second time.
(Lighthouse space) $x = 0$ (Lighthouse time) $t = 0$	$x = -vc/(c-v)$ $t = c/(c-v)$	$x = 0$ $t = 2.00$
(Ship space) $x' = 0$ (Ship time) $t' = 0$	$x' = 0$ $t' = (v+c)\Delta/c$	$x' = 2v\Delta$ $t' = 2\Delta$

Fig. 2.A.3 Happening 1 (1st blink hits ship) and 2 (2nd blink at Main) both happen at t=2.

Lecture 24 ended here

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

Light-conic-sections make invariants

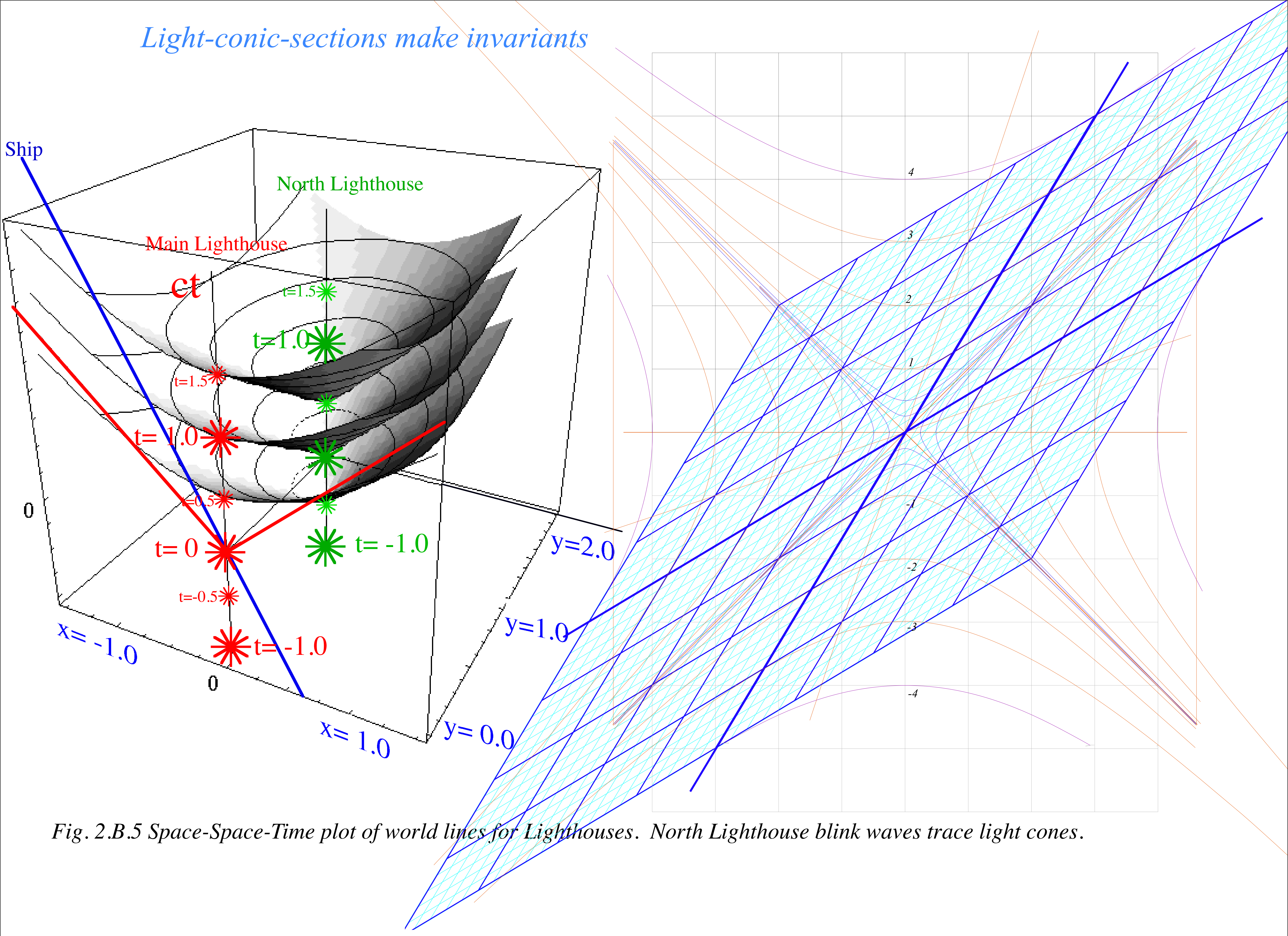


Fig. 2.B.5 Space-Space-Time plot of world lines for Lighthouses. North Lighthouse blink waves trace light cones.

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

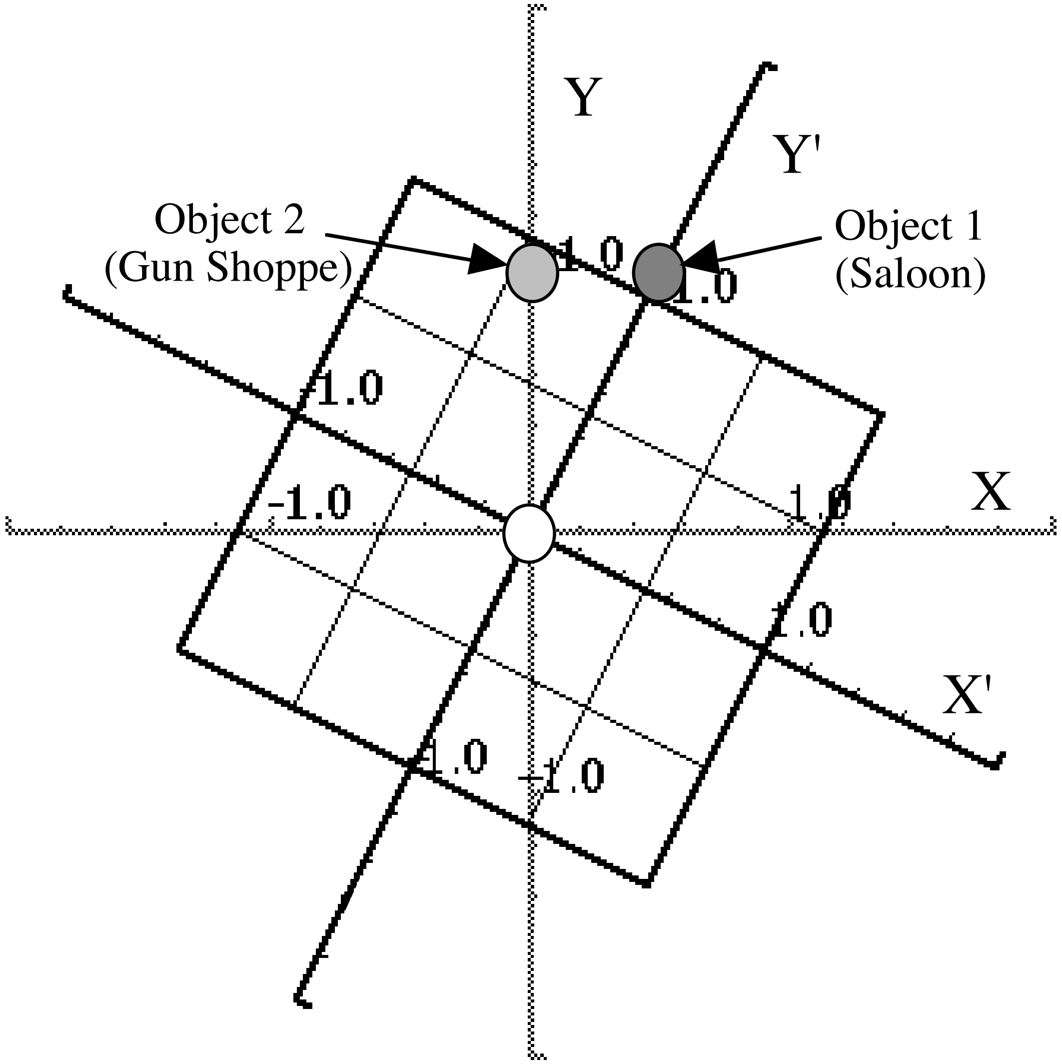
Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.



Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$ $y = 0$	$x = 0.5$ $y = 1.0$	$x = 0$ $y = 1.0$
(French surveyor) $x' = 0$ $y' = 0$	$x' = 0$ $y' = 1.1$	$x' = -0.45$ $y' = 0.89$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.

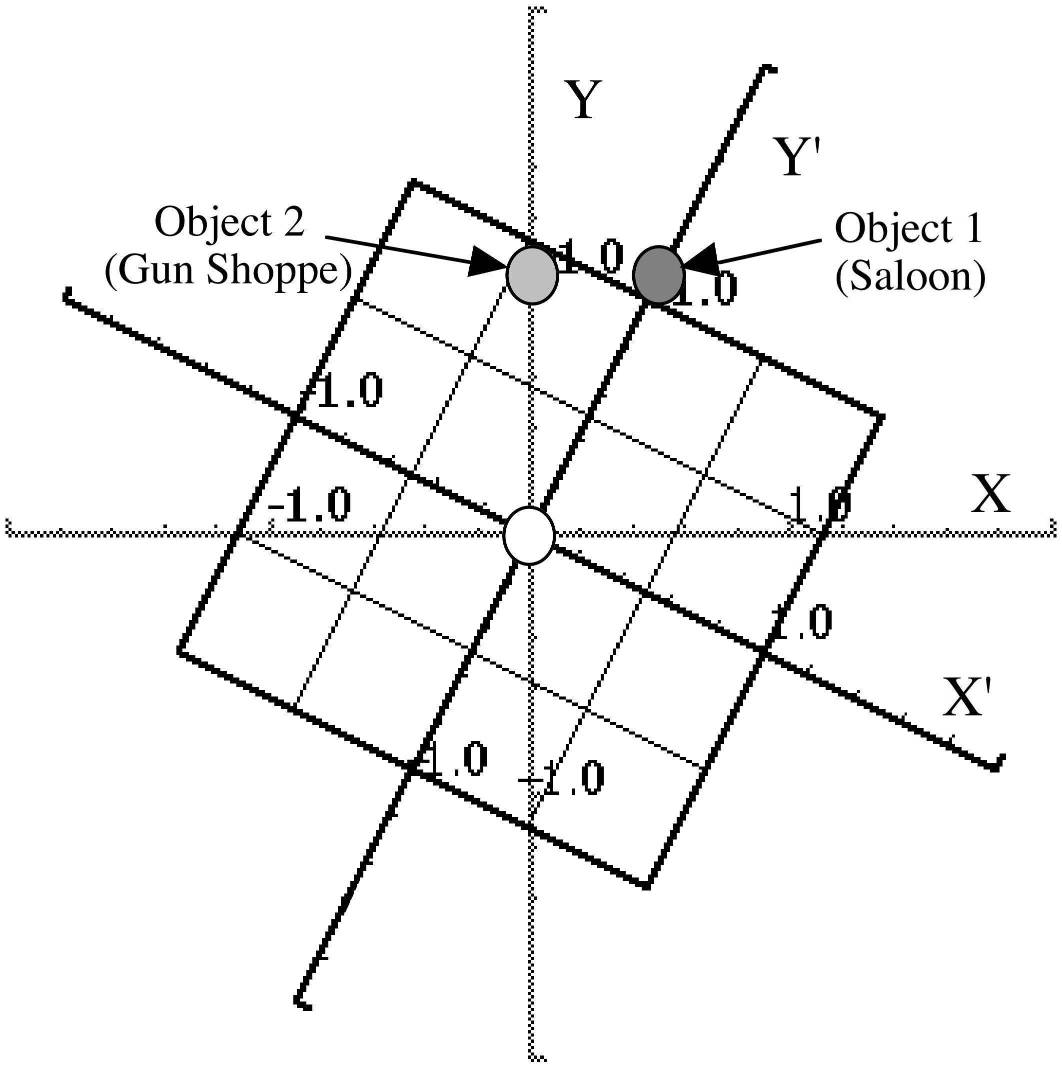
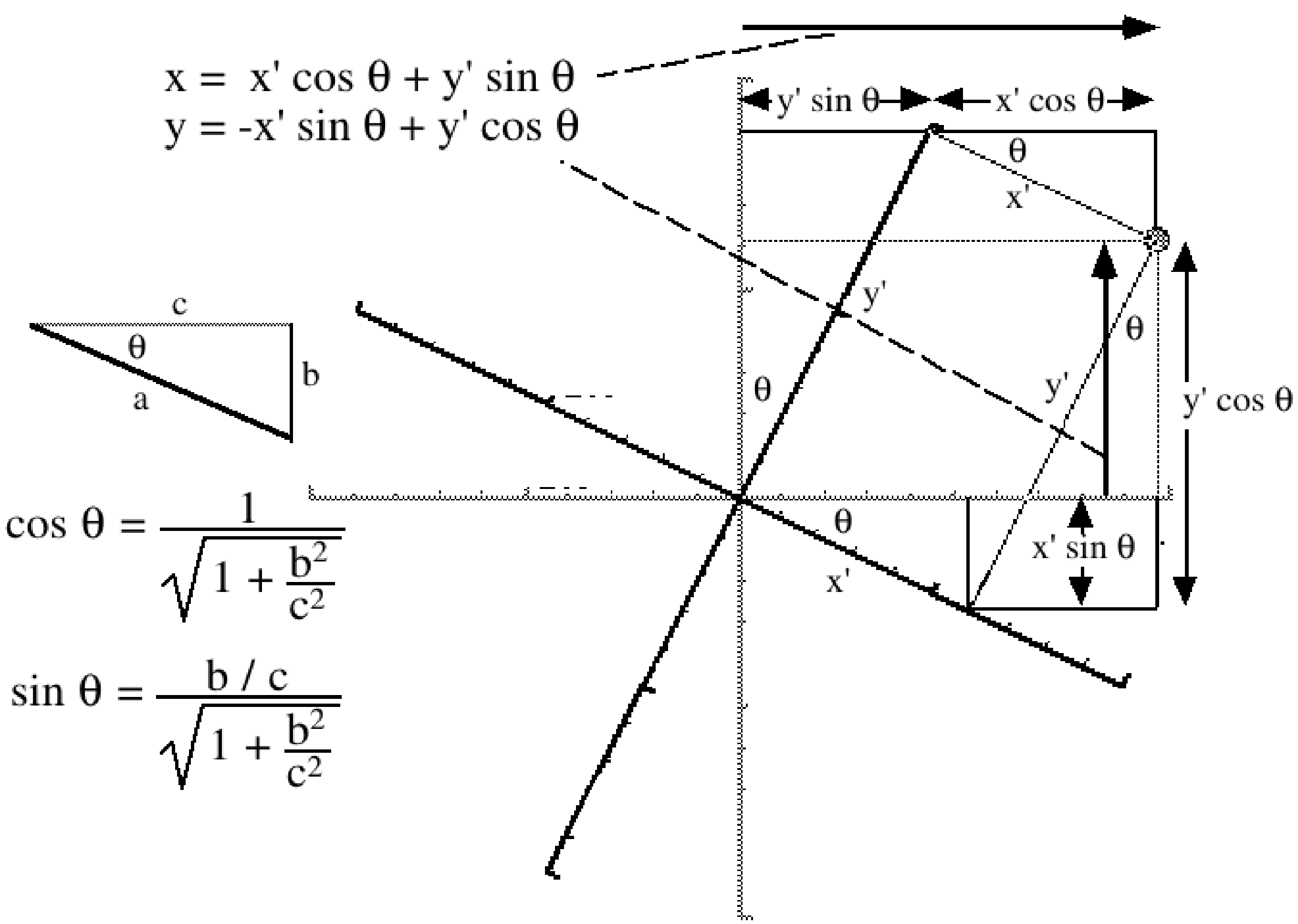


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$ $y = 0$	$x = 0.5$ $y = 1.0$	$x = 0$ $y = 1.0$
(2nd surveyor) $x' = 0$ $y' = 0$	$x' = 0$ $y' = 1.1$	$x' = -0.45$ $y' = 0.89$

$$x' = x\cos\theta - y\sin\theta = \frac{x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{-(b/c)y}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$y' = x\sin\theta + y\cos\theta = \frac{(b/c)x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{y}{\sqrt{1+\frac{b^2}{c^2}}}$$

A politically incorrect analogy of rotational transformation and Lorentz transformation

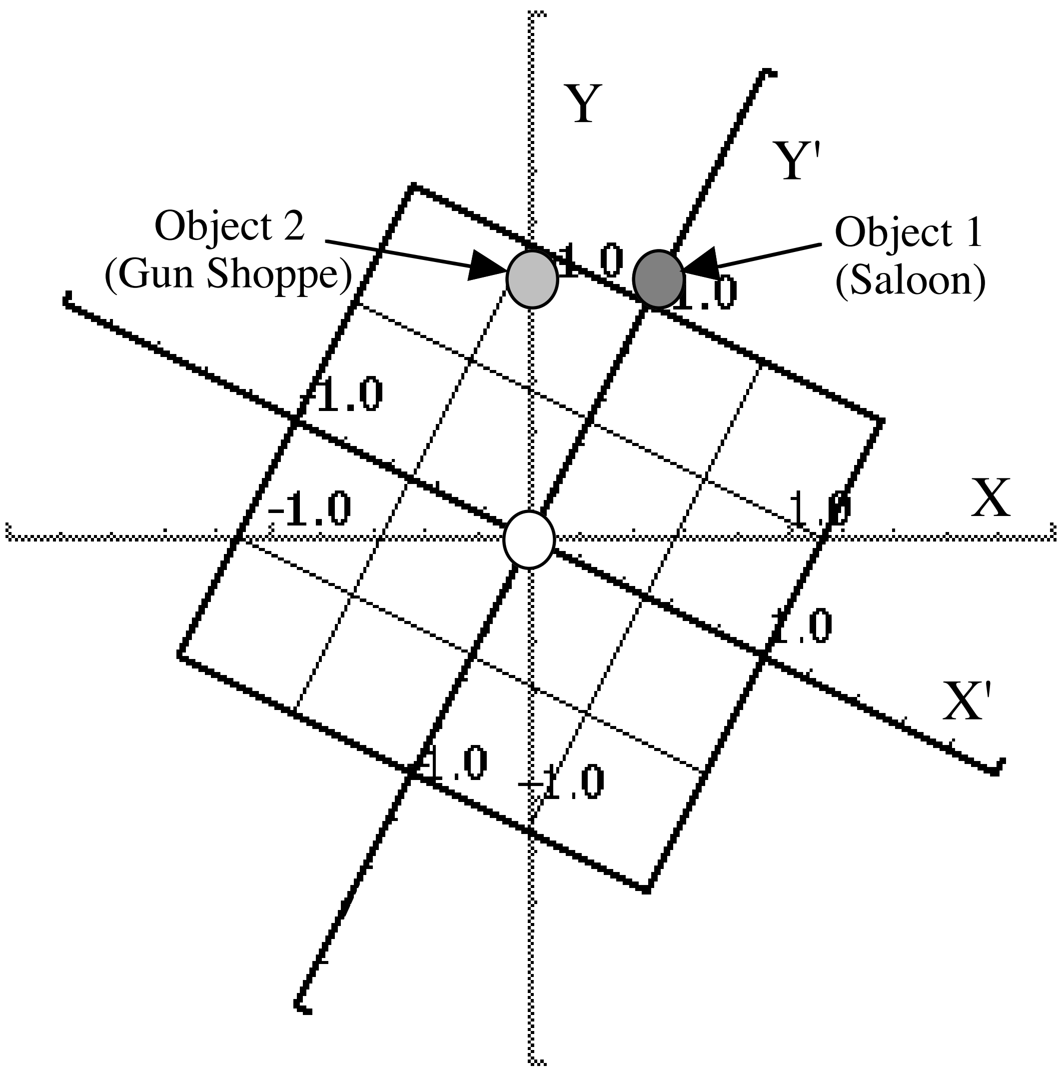


Fig. 2.B.1 Town map according to a "tipsy" surveyor.

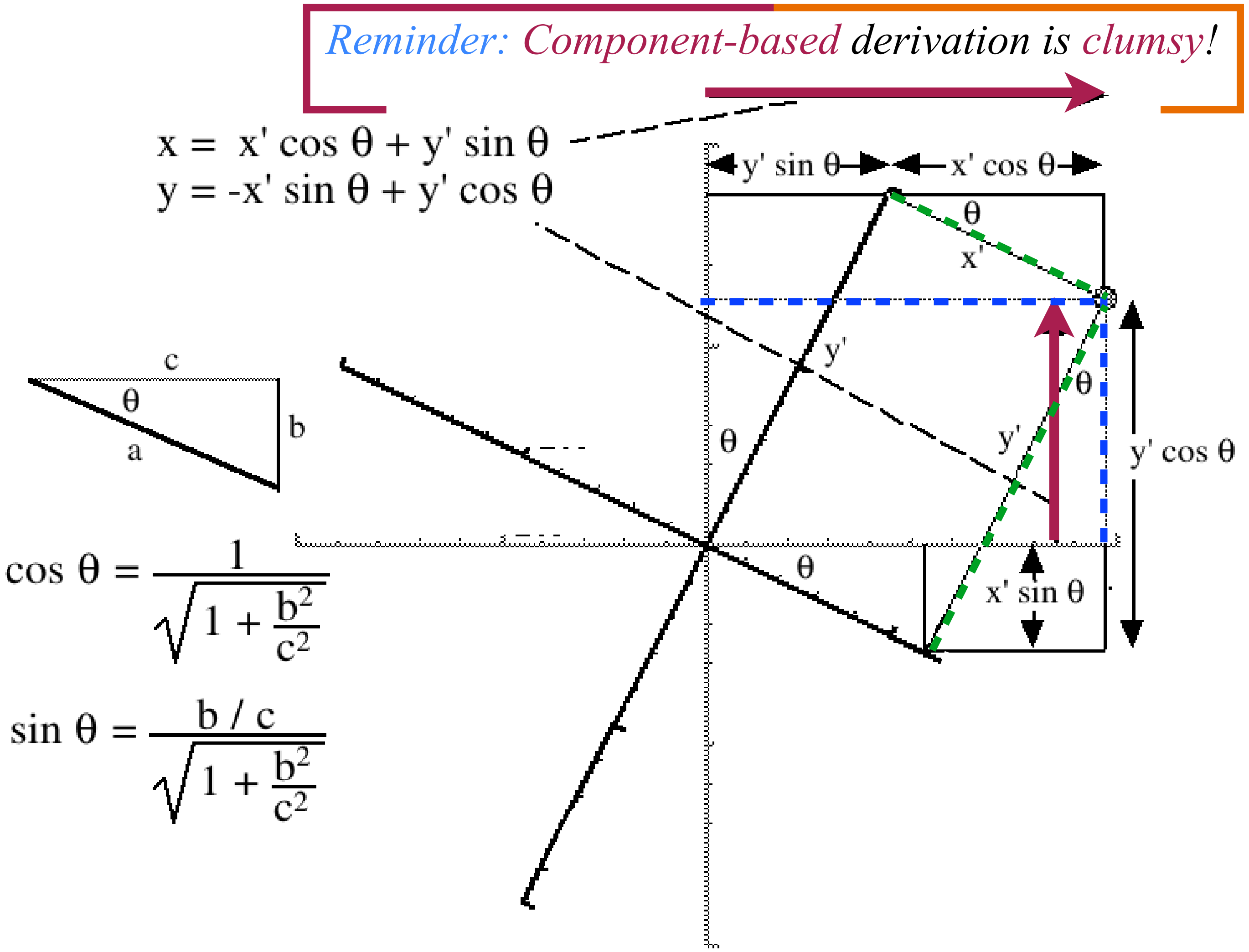


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

$$x = x' \cos\theta + y' \sin\theta$$
$$y = -x' \sin\theta + y' \cos\theta$$

$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.

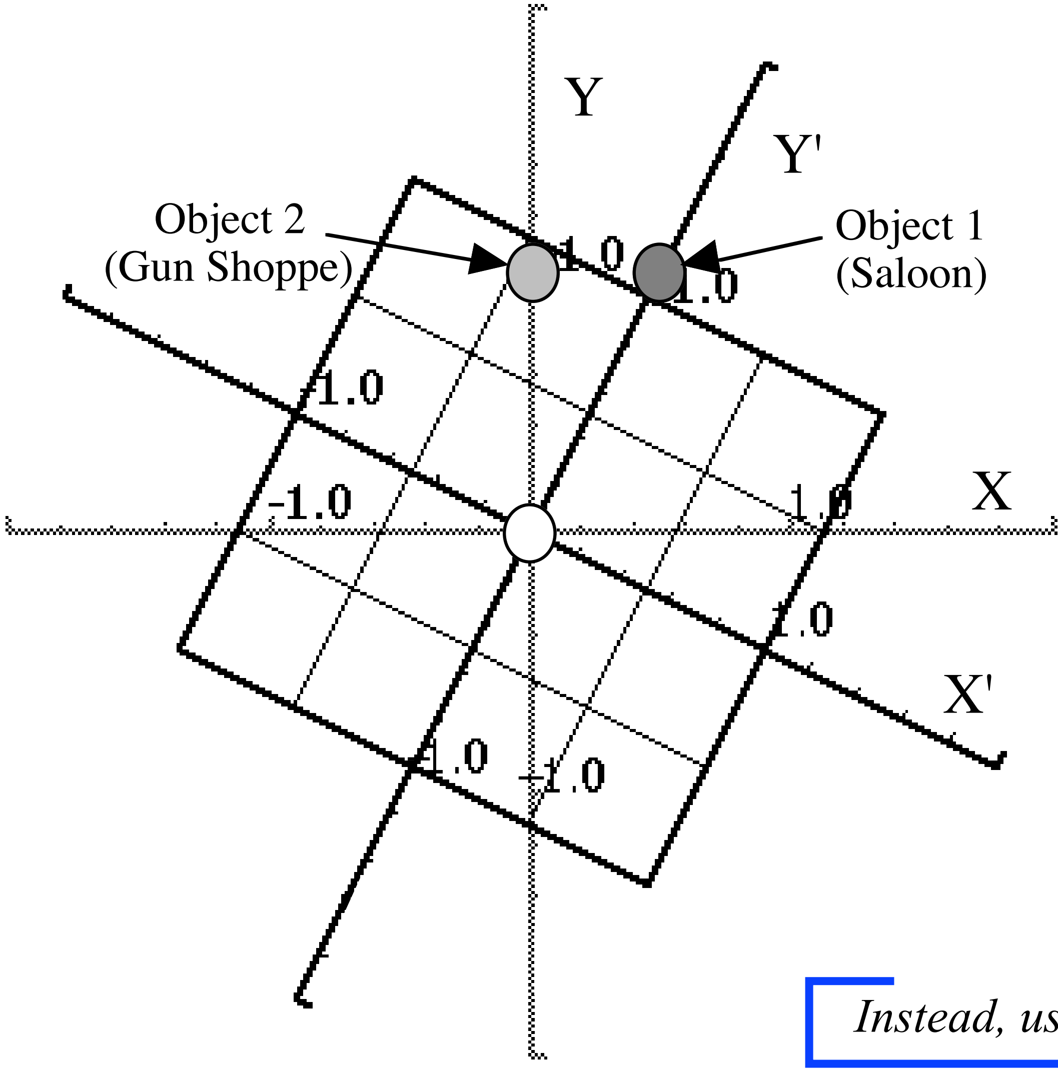
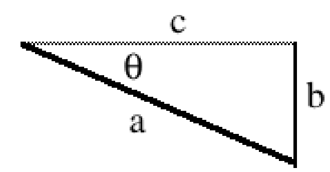


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

Reminder: Component-based derivation is clumsy!

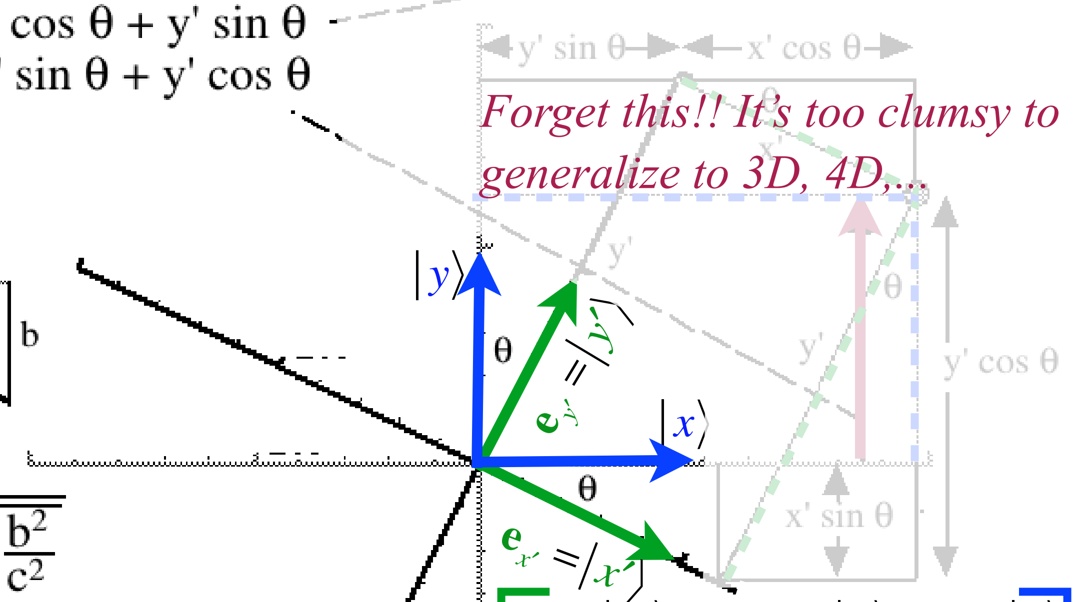
$$x = x' \cos\theta + y' \sin\theta$$
$$y = -x' \sin\theta + y' \cos\theta$$

Forget this!! It's too clumsy to generalize to 3D, 4D,...



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$



$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

or the inverse relation:

$$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$$
$$\mathbf{e}_{y} = |y\rangle = -\sin\theta|x'\rangle + \cos\theta|y'\rangle$$

Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.

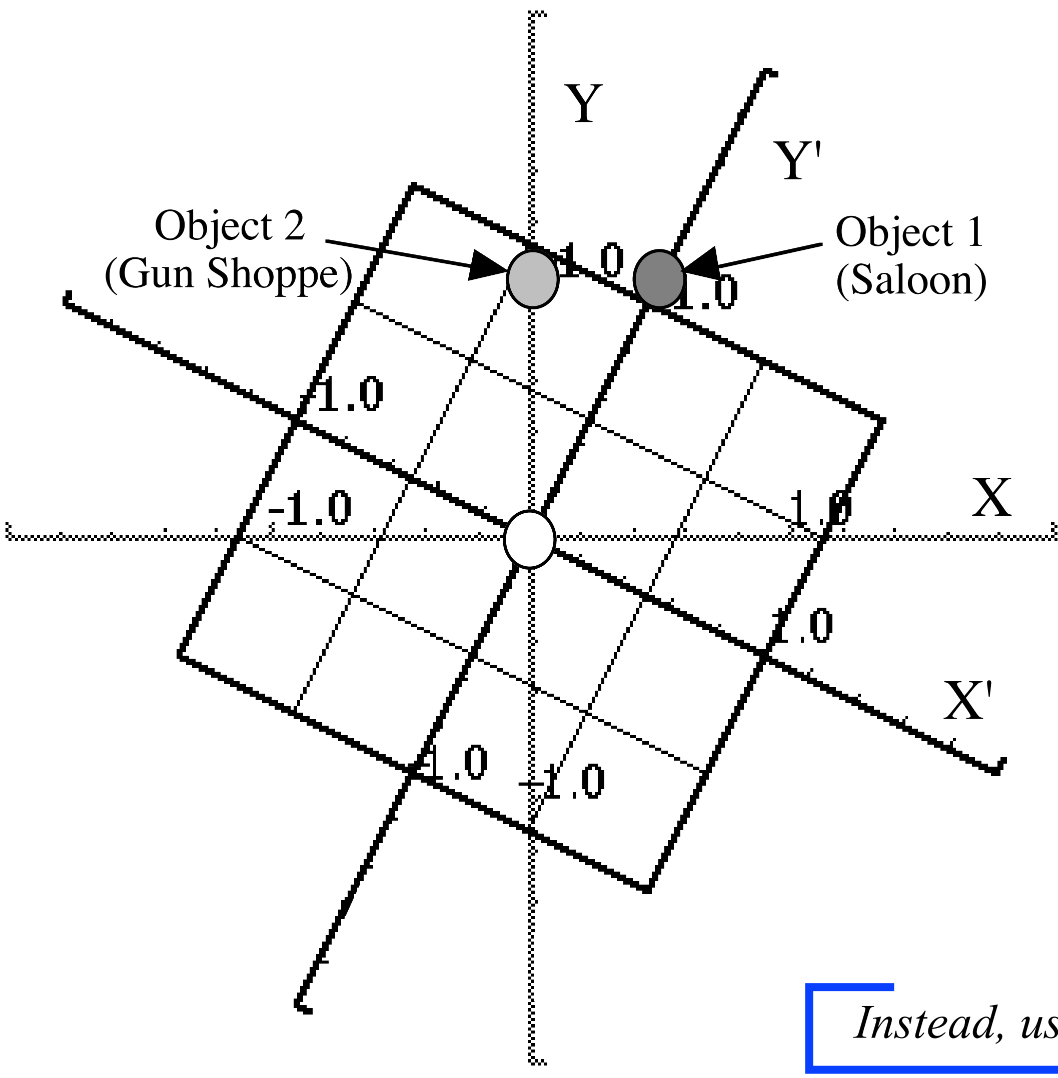
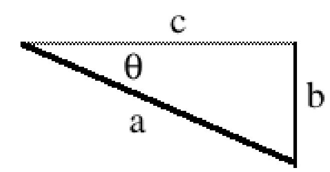


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

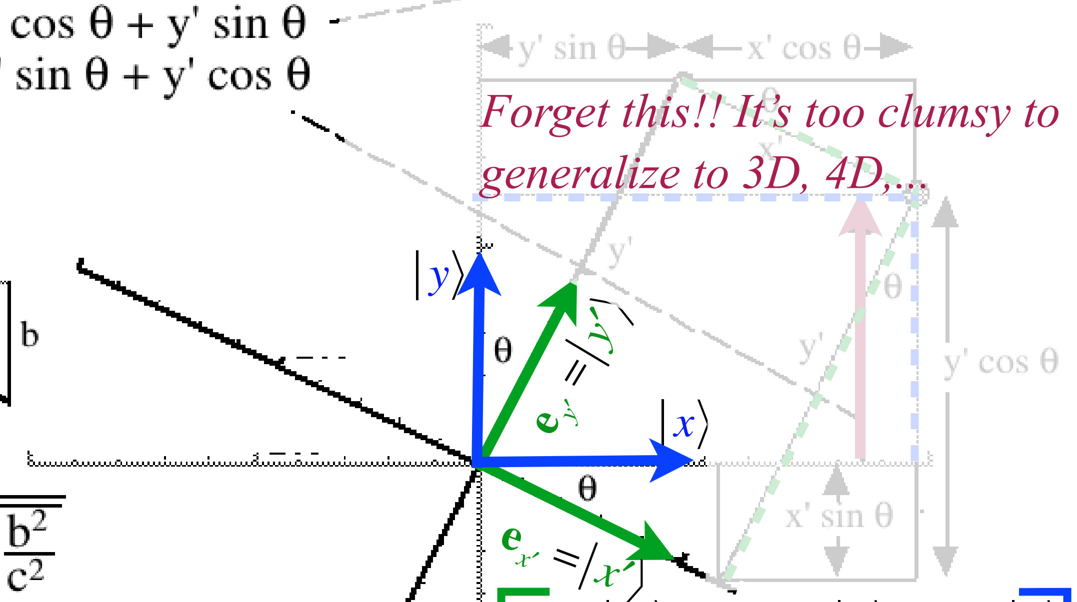
Reminder: Component-based derivation is clumsy!

$x = x' \cos\theta + y' \sin\theta$
$y = -x' \sin\theta + y' \cos\theta$



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$



$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$
$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$

or the inverse relation:

$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$
$\mathbf{e}_{y} = |y\rangle = -\sin\theta|x'\rangle + \cos\theta|y'\rangle$

Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

You may apply (Jacobian) transform matrix:

$$\begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$$

or the inverse (Kajobian) transformation:

$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

to *any* vector $\mathbf{V} = |V\rangle = |x\rangle\langle x|V\rangle + |y\rangle\langle y|V\rangle$
$= |x'\rangle\langle x'|V\rangle + |y'\rangle\langle y'|V\rangle$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.

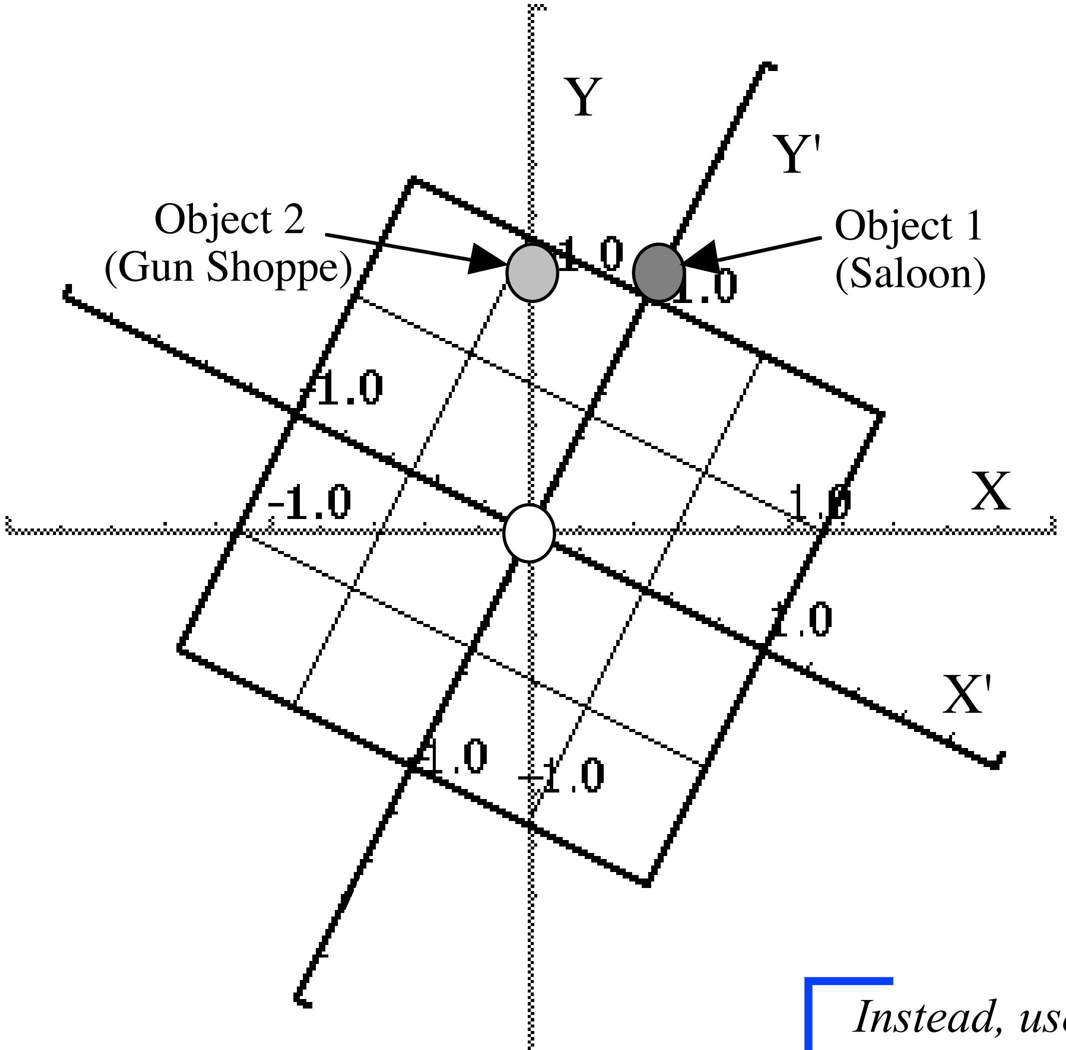


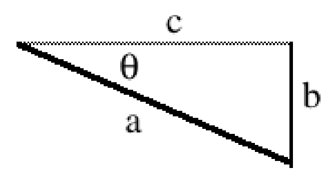
Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

Reminder: Component-based derivation is clumsy!

x = x' cos θ + y' sin θ

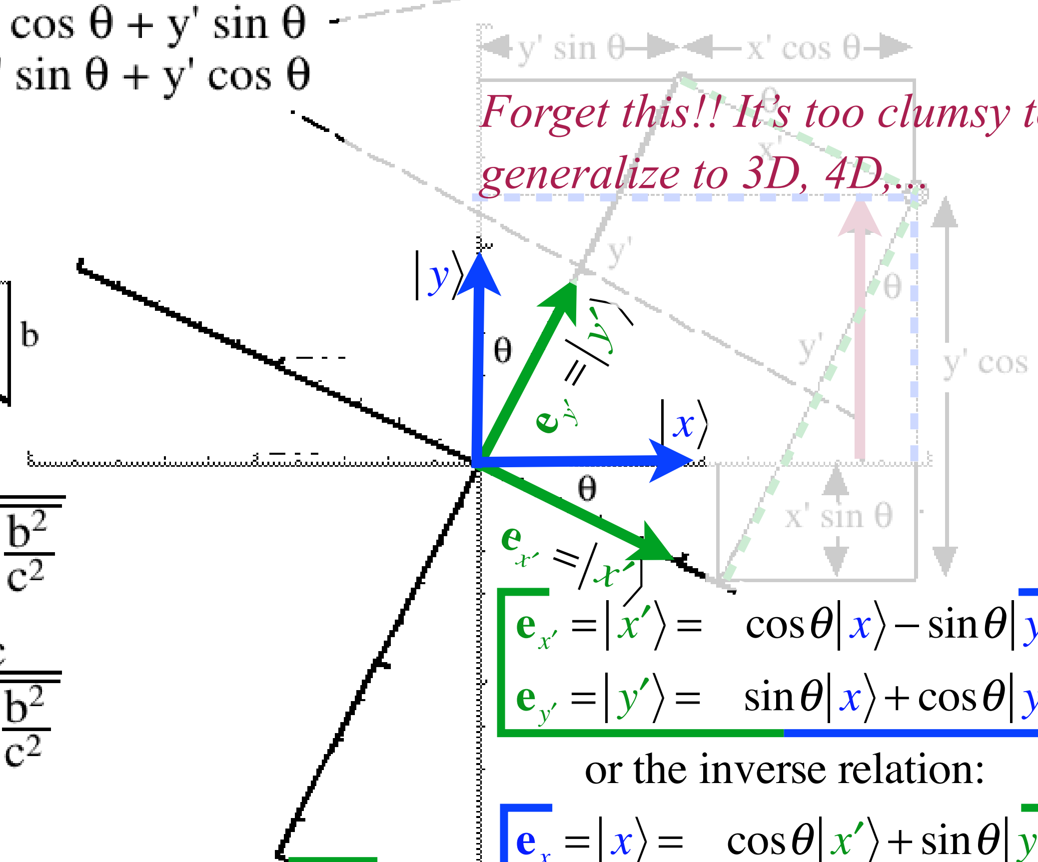
y = -x' sin θ + y' cos θ

Forget this!! It's too clumsy to generalize to 3D, 4D,...



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$



$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

or the inverse relation:

$$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$$
$$\mathbf{e}_{y} = |y\rangle = -\sin\theta|x'\rangle + \cos\theta|y'\rangle$$

Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

(Jacobian) transformation $\{V_x V_y\}$ from $\{V_{x'} V_{y'}\}$:

$$V_x = \langle x|V\rangle = \langle x|1|V\rangle = \langle x|x'\rangle\langle x'|V\rangle + \langle x|y'\rangle\langle y'|V\rangle$$
$$V_y = \langle y|V\rangle = \langle y|1|V\rangle = \langle y|x'\rangle\langle x'|V\rangle + \langle y|y'\rangle\langle y'|V\rangle$$

You may apply (Jacobian) transform matrix:

$$\begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$$

or the inverse (Kajobian) transformation:

$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

to *any* vector $\mathbf{V} = |V\rangle = |x\rangle\langle x|V\rangle + |y\rangle\langle y|V\rangle$

$$= |x'\rangle\langle x'|V\rangle + |y'\rangle\langle y'|V\rangle$$

A politically incorrect analogy of rotational transformation and Lorentz transformation

Fig. 2.B.1 Town map according to a "tipsy" surveyor.

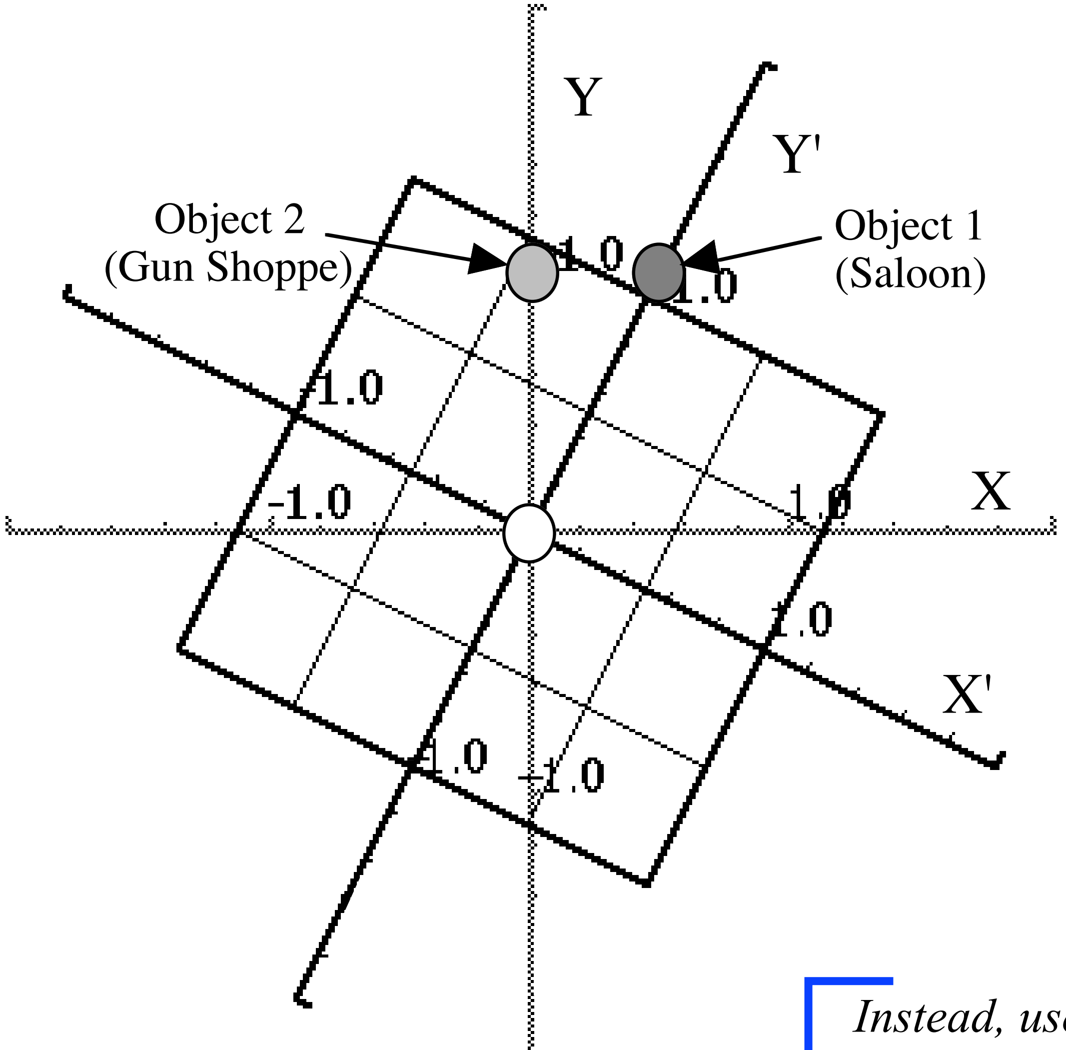
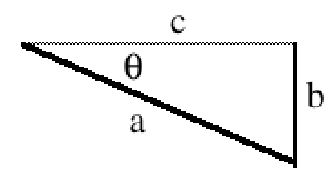


Fig. 2.B.2 Diagram and formulas for reconciliation of the two surveyor's data.

Reminder: Component-based derivation is clumsy!

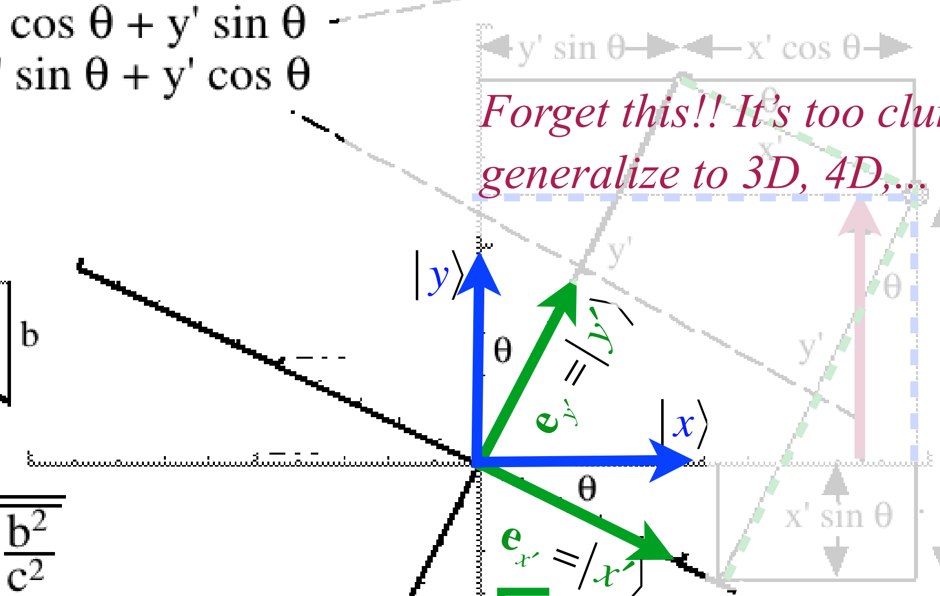
x = x' cos θ + y' sin θ

y = -x' sin θ + y' cos θ



$$\cos\theta = \frac{1}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$\sin\theta = \frac{b/c}{\sqrt{1+\frac{b^2}{c^2}}}$$



$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

or the inverse relation:

$$\mathbf{e}_{x} = |x\rangle = \cos\theta|x'\rangle + \sin\theta|y'\rangle$$
$$\mathbf{e}_{y} = |y\rangle = -\sin\theta|x'\rangle + \cos\theta|y'\rangle$$

Instead, use Dirac unit vectors $|x\rangle, |y\rangle$ *and* $|x'\rangle, |y'\rangle$

Object 0: Town Square.	Object 1: Saloon.	Object 2: Gun Shoppe.
(US surveyor) $x = 0$, $y = 0$	$x = 0.5$, $y = 1.0$	$x = 0$, $y = 1.0$
(2nd surveyor) $x' = 0$, $y' = 0$	$x' = 0$, $y' = 1.1$	$x' = -0.45$, $y' = 0.89$

(Jacobian) transformation $\{V_x V_y\}$ from $\{V_{x'} V_{y'}\}$:

$$V_x = \langle x|V\rangle = \langle x|1|V\rangle = \langle x|x'\rangle\langle x'|V\rangle + \langle x|y'\rangle\langle y'|V\rangle$$
$$V_y = \langle y|V\rangle = \langle y|1|V\rangle = \langle y|x'\rangle\langle x'|V\rangle + \langle y|y'\rangle\langle y'|V\rangle$$

in matrix form:

$$\begin{pmatrix} V_x \\ V_y \end{pmatrix} = \begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix}$$

You may apply (Jacobian) transform matrix:

$$\begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$$

or the inverse (Kajobian) transformation:

$$\begin{pmatrix} \langle x'|x\rangle & \langle x'|y\rangle \\ \langle y'|x\rangle & \langle y'|y\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

to *any* vector $\mathbf{V} = |V\rangle = |x\rangle\langle x|V\rangle + |y\rangle\langle y|V\rangle$
$= |x'\rangle\langle x'|V\rangle + |y'\rangle\langle y'|V\rangle$

PLEASE!

Do NOT ever write

this:

$$\mathbf{e}_{x'} = |x'\rangle = \cos\theta|x\rangle - \sin\theta|y\rangle$$
$$\mathbf{e}_{y'} = |y'\rangle = \sin\theta|x\rangle + \cos\theta|y\rangle$$

like this:

$$\begin{pmatrix} \mathbf{e}_{x'} \\ \mathbf{e}_{y'} \end{pmatrix} = \begin{pmatrix} |x'\rangle \\ |y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} |x\rangle \\ |y\rangle \end{pmatrix}$$

PLEASE!

Do NOT <u>ever</u> write

this:

$$\mathbf{e}_{x'} = |x'\rangle = \quad \cos\theta|x\rangle - \sin\theta|y\rangle \equiv \mathbf{R}|x\rangle$$

$$\mathbf{e}_{y'} = |y'\rangle = \quad \sin\theta|x\rangle + \cos\theta|y\rangle \equiv \mathbf{R}|y\rangle$$

(This is a useful abstract definition.)

like this:

$$\begin{pmatrix} \mathbf{e}_{x'} \\ \mathbf{e}_{y'} \end{pmatrix} = \begin{pmatrix} |x'\rangle \\ |y'\rangle \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} |x\rangle \\ |y\rangle \end{pmatrix}$$

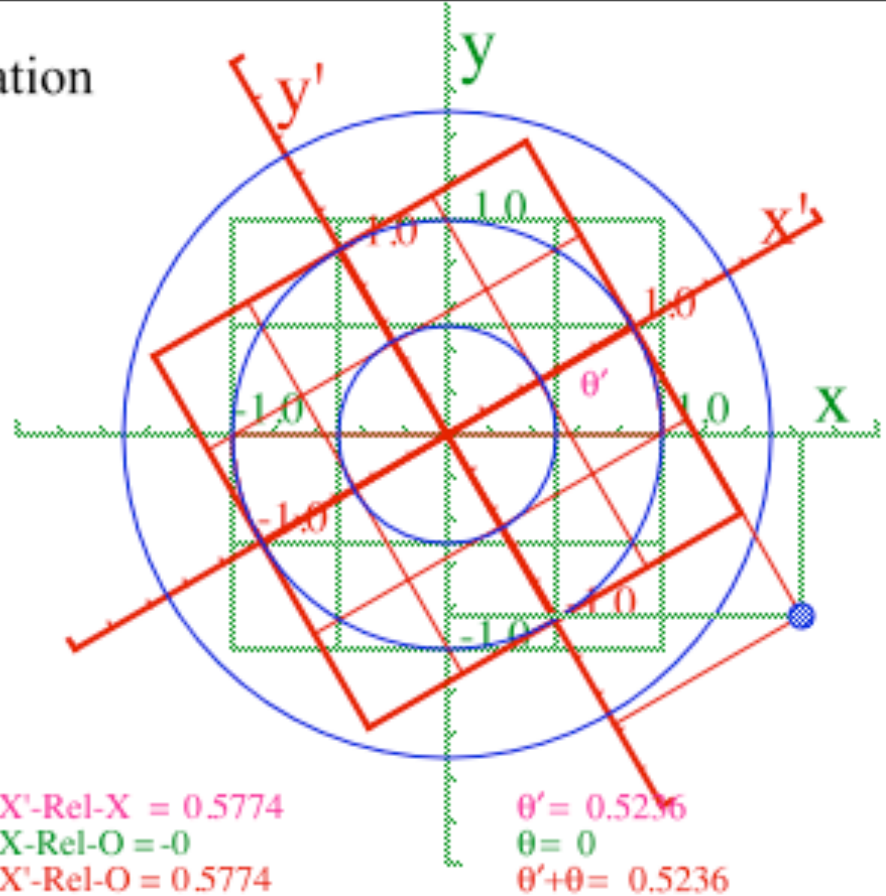
(Not helpful)

Here is a matrix <u>representation</u> of abstract definitions: $|x'\rangle \equiv \mathbf{R}|x\rangle$, $|y'\rangle \equiv \mathbf{R}|y\rangle$

$$\begin{pmatrix} V_x \\ V_y \end{pmatrix} = \begin{pmatrix} \langle x|x'\rangle & \langle x|y'\rangle \\ \langle y|x'\rangle & \langle y|y'\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix} = \begin{pmatrix} \langle x|\mathbf{R}|x\rangle & \langle x|\mathbf{R}|y\rangle \\ \langle y|\mathbf{R}|x\rangle & \langle y|\mathbf{R}|y\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix} = \begin{pmatrix} \langle x'|\mathbf{R}|x'\rangle & \langle x'|\mathbf{R}|y'\rangle \\ \langle y'|\mathbf{R}|x'\rangle & \langle y'|\mathbf{R}|y'\rangle \end{pmatrix} \begin{pmatrix} V_{x'} \\ V_{y'} \end{pmatrix}$$

(a) Rotation Transformation and Invariants

$x = 1.65$
$y = -0.85$
$x^2 + y^2 = 3.43$
$x' = 1.00$
$y' = -1.56$
$x'^2 + y'^2 = 3.43$

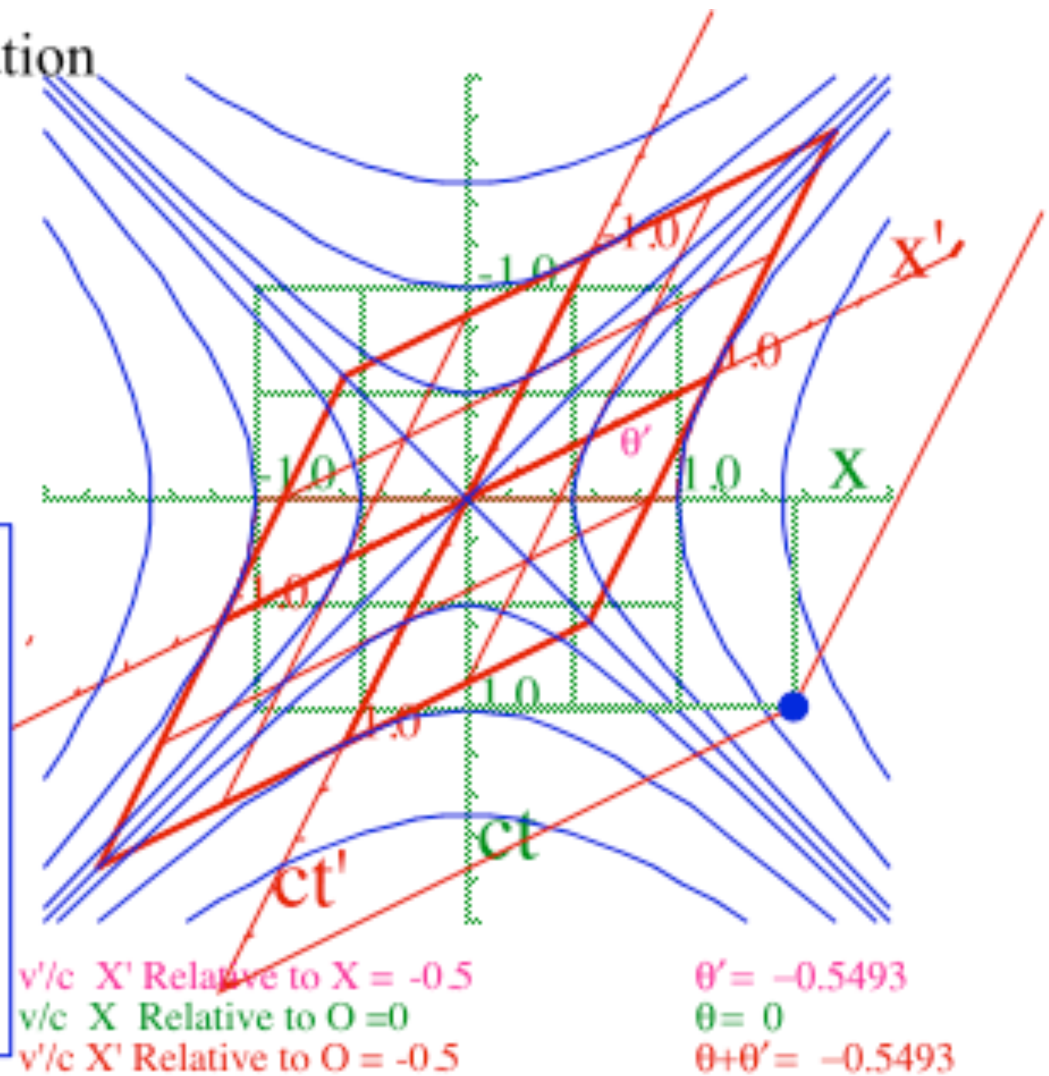


$$x' = x\cos\theta - y\sin\theta = \frac{x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{-(b/c)y}{\sqrt{1+\frac{b^2}{c^2}}}$$

$$y' = x\sin\theta + y\cos\theta = \frac{(b/c)x}{\sqrt{1+\frac{b^2}{c^2}}} + \frac{y}{\sqrt{1+\frac{b^2}{c^2}}}$$

(b) Lorentz Transformation and Invariants

$x = 1.5453$
$ct = 0.9819$
$x^2 - (ct)^2 = 1.42$
$x' = 2.3512$
$ct' = 2.0260$
$x'^2 - (ct')^2 = 1.42$



$$x' = \frac{x}{\sqrt{1-\frac{v^2}{c^2}}} + \frac{\frac{v}{c}ct}{\sqrt{1-\frac{v^2}{c^2}}} = x\cosh\rho + y\sinh\rho$$

$$ct' = \frac{\frac{v}{c}x}{\sqrt{1-\frac{v^2}{c^2}}} + \frac{ct}{\sqrt{1-\frac{v^2}{c^2}}} = x\sinh\rho + y\cosh\rho$$

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

➡ *The straight scoop on "angle" and "rapidity" (They're area!)*

Galilean velocity addition becomes rapidity addition

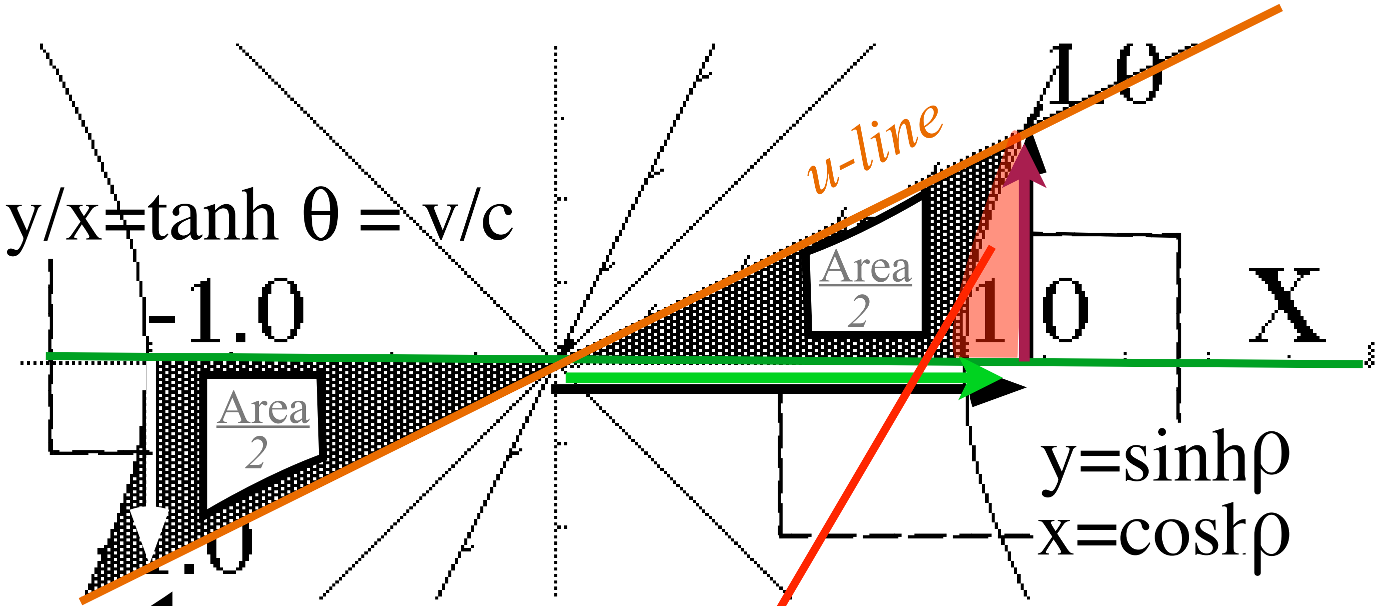
Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

The straight scoop on "angle" and "rapidity" (They both are area!)



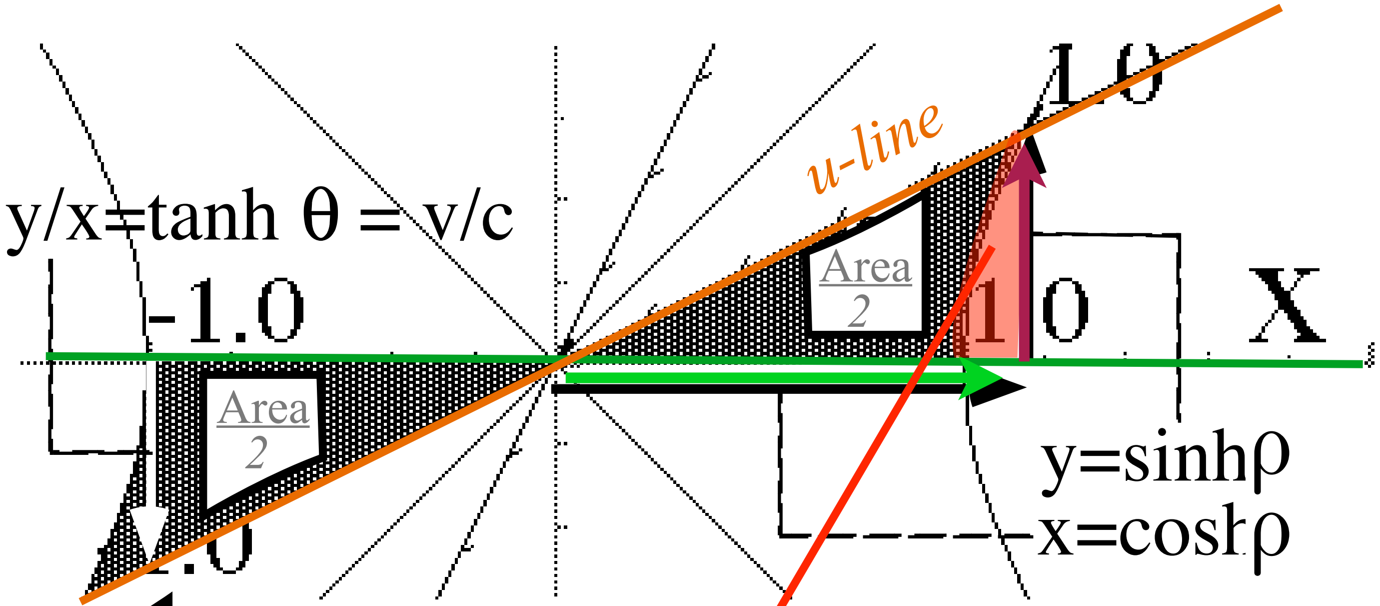
$$\frac{\text{Area}}{2} = \frac{1}{2}\,\textit{base}\cdot\textit{altitude} - \text{area under curve} = \frac{1}{2}xy - \int y\,dx$$

The "Area" being calculated is the total **Gray Area** *between hyperbola pairs, X axis, and sloping u-line*

2005 Web version:

www.uark.edu/ua/pirelli/php/complex_phasors_1.php

The straight scoop on "angle" and "rapidity" (They both are area!)



$$\frac{Area}{2} = \frac{1}{2}\, base \cdot altitude - \text{area under curve} = \frac{1}{2}xy - \int y\,dx$$

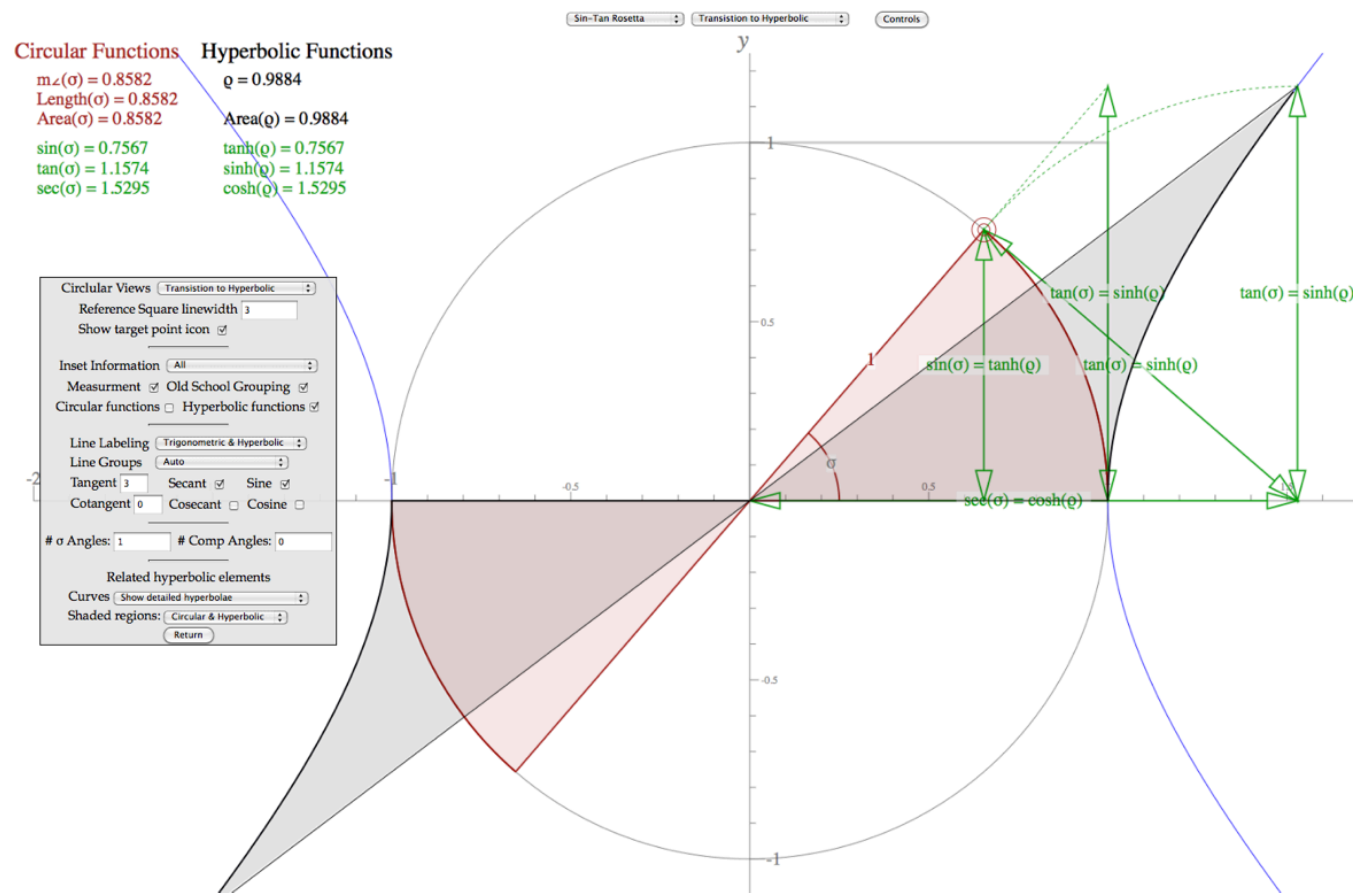
The "Area" being calculated is the total **Gray Area** *between hyperbola pairs, X axis, and sloping u-line*

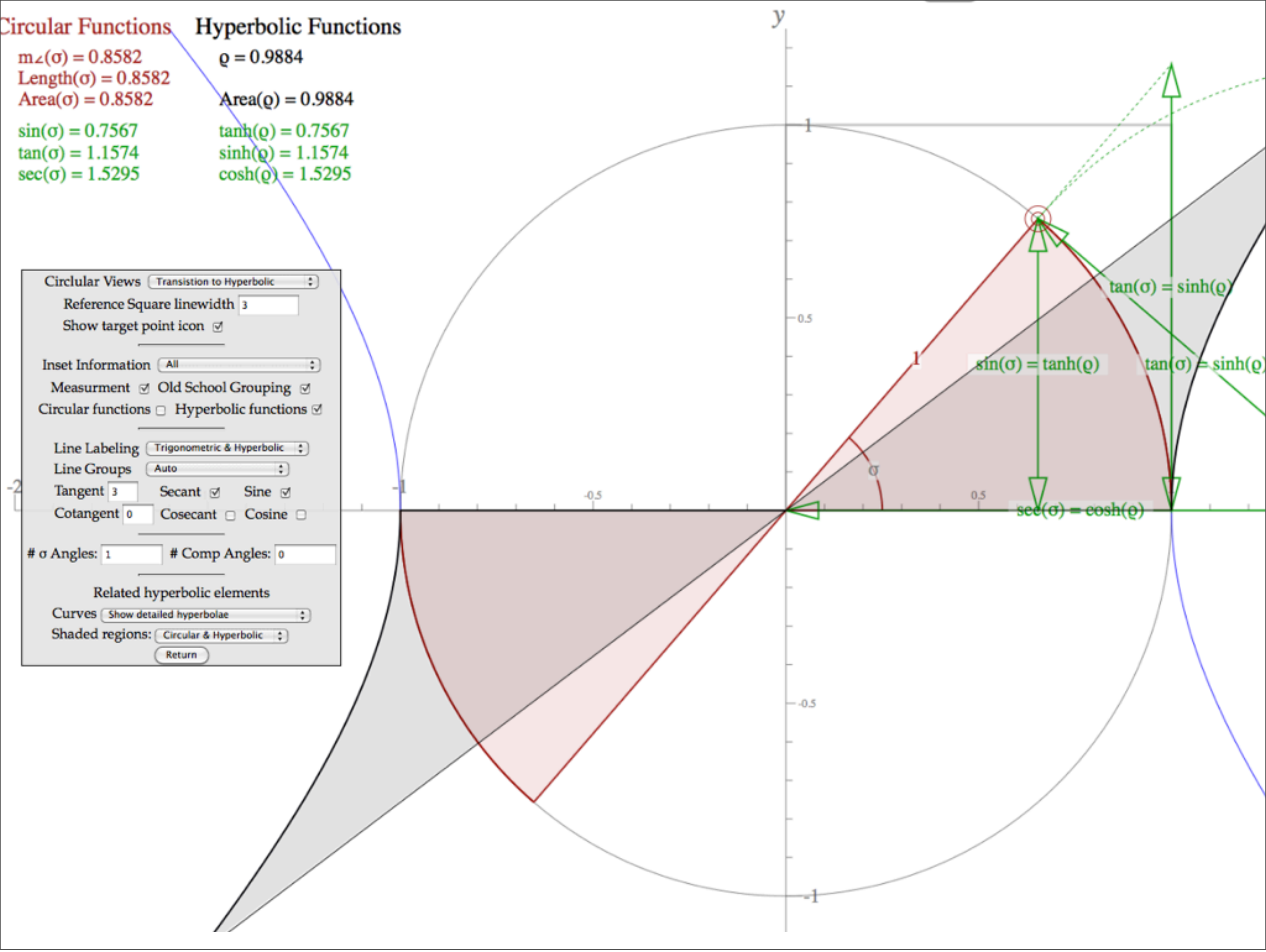
2005 Web version:

www.uark.edu/ua/pirelli/php/complex_phasors_1.php

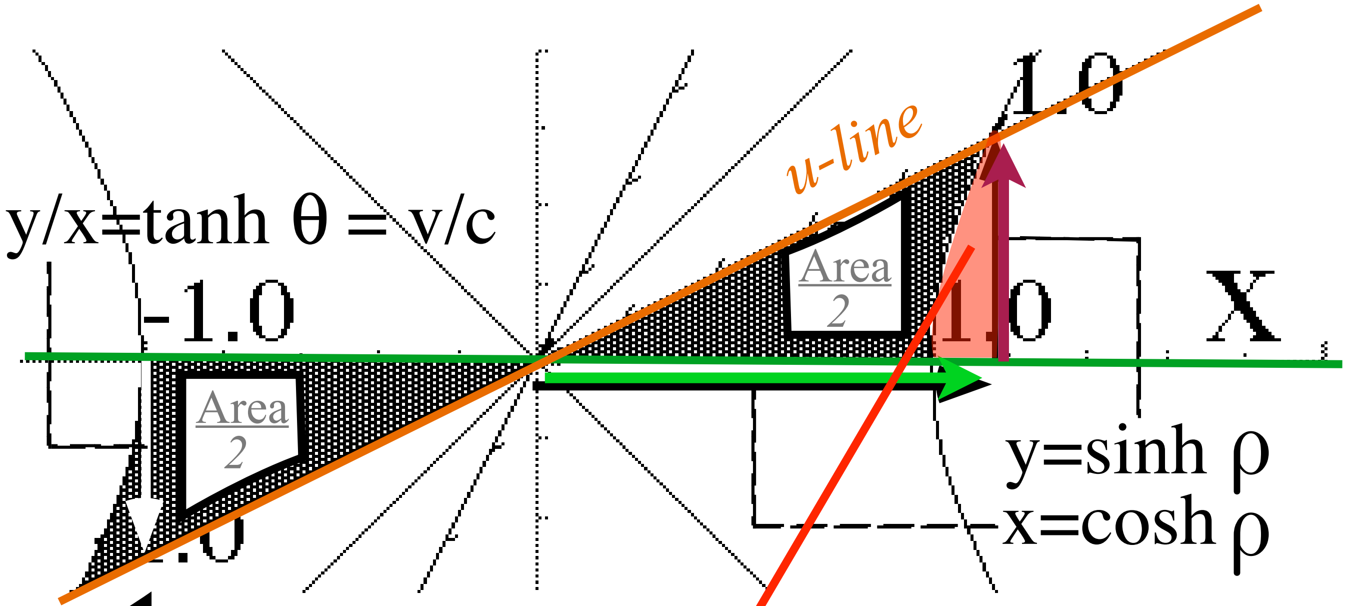
2014...Web-app versions:

http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html




Circular Functions
Hyperbolic Functions
m∠(σ) = 0.8582
Length(σ) = 0.8582
Area(σ) = 0.8582
sin(σ) = 0.7567
tan(σ) = 1.1574
sec(σ) = 1.5295
ϱ = 0.9884
Area(ϱ) = 0.9884
tanh(ϱ) = 0.7567
sinh(ϱ) = 1.1574
cosh(ϱ) = 1.5295
Circular Views
Transistion to Hyperbolic
Reference Square linewidth
3
Show target point icon
Inset Information
All
Measurment
Old School Grouping
Circular functions
Hyperbolic functions
Line Labeling
Trigonometric & Hyperbolic
Line Groups
Auto
Tangent
3
Secant
Sine
Cotangent
0
Cosecant
Cosine
σ Angles:
1
Comp Angles:
0
Related hyperbolic elements
Curves
Show detailed hyperbolae
Shaded regions:
Circular & Hyperbolic
Return
y
tan(σ) = sinh(ϱ)
sin(σ) = tanh(ϱ)
tan(σ) = sinh(ϱ)
sec(σ) = cosh(ϱ)
σ
1
-0.5
0.5
-1
-2
0.5
-0.5
1
-1

The straight scoop on "angle" and "rapidity" (They're area!)



The "Area" being calculated is the total **Gray Area** *between hyperbola pairs, X axis, and sloping u-line*

$$\frac{Area}{2} = \frac{1}{2} base \cdot altitude - \text{area under curve} = \frac{1}{2} xy - \int y\, dx$$

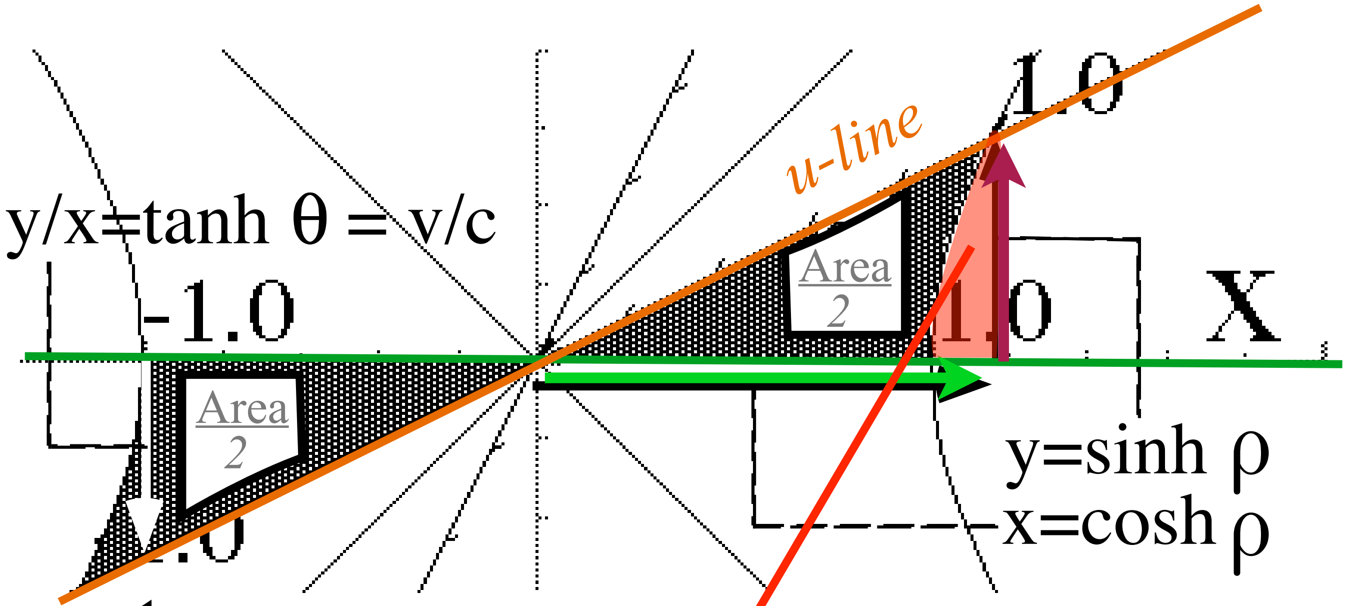
$$\frac{Area}{2} = \frac{1}{2} \sinh\rho \cosh\rho - \int \sinh\rho \, d(\cosh\rho)$$

Useful hyperbolic identities

$$\sinh^2\rho = \left(\frac{e^{\rho} - e^{-\rho}}{2}\right)^2 = \frac{1}{4}\left(e^{2\rho} + e^{-2\rho} - 2\right) = \frac{\cosh 2\rho - 1}{2}$$

$$\sinh\rho \cosh\rho = \left(\frac{e^{\rho} - e^{-\rho}}{2}\right)\left(\frac{e^{\rho} + e^{-\rho}}{2}\right) = \frac{1}{4}\left(e^{2\rho} - e^{-2\rho}\right) = \frac{1}{2}\sinh 2\rho$$

The straight scoop on "angle" and "rapidity" (They're area!)



The "Area" being calculated is the <u>total</u> **Gray Area** between hyperbola pairs, X axis, and sloping u-line

$$\frac{Area}{2} = \frac{1}{2} base \cdot altitude - \text{area under curve} = \frac{1}{2} xy - \int y\, dx$$

$$\frac{Area}{2} = \frac{1}{2} \sinh\rho \cosh\rho - \int \sinh\rho\, d(\cosh\rho)$$

Useful hyperbolic identities

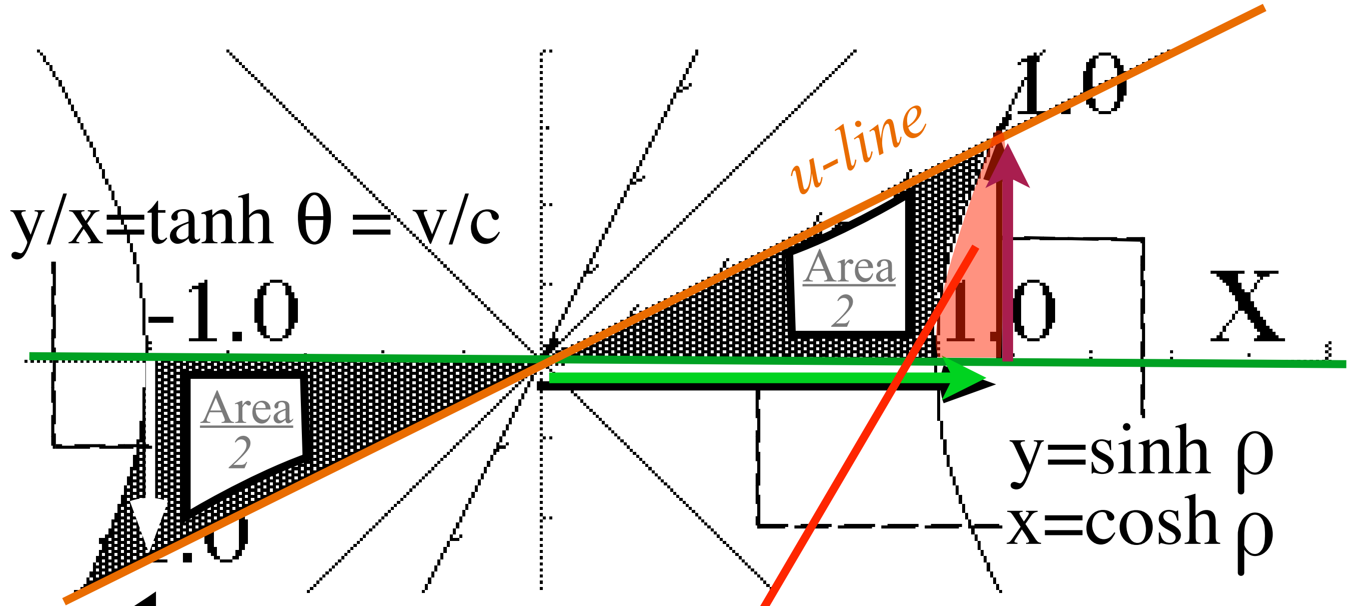
$$\sinh^2\rho = \left(\frac{e^{\rho} - e^{-\rho}}{2}\right)^2 = \frac{1}{4}\left(e^{2\rho} + e^{-2\rho} - 2\right) = \frac{\cosh 2\rho - 1}{2}$$

$$\sinh\theta \cosh\theta = \left(\frac{e^{\theta} - e^{-\theta}}{2}\right)\left(\frac{e^{\theta} + e^{-\theta}}{2}\right) = \frac{1}{4}\left(e^{2\theta} - e^{-2\theta}\right) = \frac{1}{2}\sinh 2\theta$$

$$\int \cosh a\rho\, d\rho = \frac{1}{a}\sinh a\rho$$

$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh^2\rho\, d\rho = \frac{1}{4}\sinh 2\rho - \int \frac{\cosh 2\rho - 1}{2}\, d\rho$$

The straight scoop on "angle" and "rapidity" (They're area!)



The "Area" being calculated is the *total* **Gray Area** *between hyperbola pairs, X axis, and sloping u-line*

$$\frac{Area}{2} = \frac{1}{2}\, base \cdot altitude - \text{area under curve} = \frac{1}{2}xy - \int y\,dx$$

$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh\rho\, d(\cosh\rho)$$

Useful hyperbolic identities

$$\sinh^2\rho = \left(\frac{e^{\rho}-e^{-\rho}}{2}\right)^2 = \frac{1}{4}\left(e^{2\rho}+e^{-2\rho}-2\right) = \frac{\cosh 2\rho - 1}{2}$$

$$\sinh\rho\cosh\rho = \left(\frac{e^{\rho}-e^{-\rho}}{2}\right)\left(\frac{e^{\rho}+e^{-\rho}}{2}\right) = \frac{1}{4}\left(e^{2\rho}-e^{-2\rho}\right) = \frac{1}{2}\sinh 2\rho$$

$$\int \cosh a\theta\, d\theta = \frac{1}{a}\sinh a\theta$$

$$\frac{Area}{2} = \frac{1}{2}\sinh\rho\cosh\rho - \int \sinh^2\rho\, d\rho = \frac{1}{4}\sinh 2\rho - \int \frac{\cosh 2\rho - 1}{2}\, d\rho$$

$$= \frac{1}{4}\sinh 2\rho - \frac{1}{4}\sinh 2\rho + \int \frac{1}{2}\, d\rho$$

$$= \frac{\rho}{2}$$

Amazing result: ***Area*** $=$ *ρ is rapidity*

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

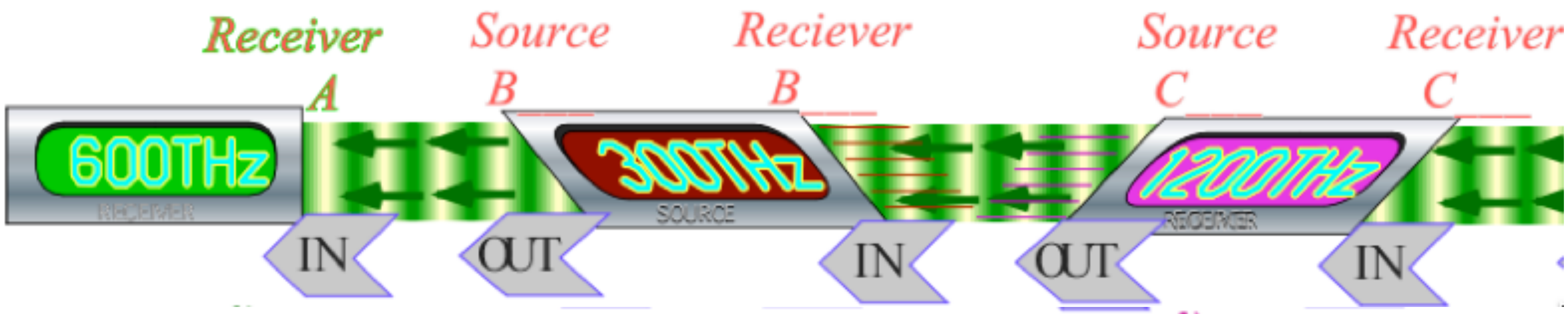
Group vs. phase velocity and tangent contacts

Galilean velocity addition becomes rapidity addition

From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$



$\frac{\upsilon_A}{\upsilon_B} = b_{AB} = e^{\rho_{AB}} = 2$ $\quad \rho_{AB} = ln(2) = 0.69$

$\frac{\upsilon_B}{\upsilon_C} = b_{BC} = e^{\rho_{BC}} = 1/4$ $\quad \rho_{BC} = ln(1/4) = -1.38$

$\frac{\upsilon_C}{\upsilon_A} = b_{CA} = e^{\rho_{CA}} = 2$ $\quad \rho_{CA} = ln(2) = 0.69$

$$\rho_{AB} + \rho_{BC} = \rho_{AC} = -\rho_{CA}$$

$$0.69 - 1.38 = -0.69$$

Galilean velocity addition becomes rapidity addition

From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$

$$\frac{u'}{c} = \tanh(\rho_u + \rho_v) = \frac{\tanh\rho_u + \tanh\rho_v}{1+\tanh\rho_u \tanh\rho_v} = \frac{\frac{u}{c}+\frac{v}{c}}{1+\frac{u}{c}\frac{v}{c}}$$

$$\tanh(x+y) = \frac{\tanh x + \tanh y}{1+\tanh x \tanh y}$$

or: $$u' = \frac{u+v}{1+\frac{u\cdot v}{c^2}}$$

Galilean velocity addition becomes rapidity addition

From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$

$$\frac{u'}{c} = \tanh(\rho_u + \rho_v) = \frac{\tanh\rho_u + \tanh\rho_v}{1+\tanh\rho_u \tanh\rho_v} = \frac{\frac{u}{c}+\frac{v}{c}}{1+\frac{u}{c}\frac{v}{c}}$$

$$\tanh(x+y) = \frac{\tanh x + \tanh y}{1+\tanh x \tanh y}$$

or: $$u' = \frac{u+v}{1+\frac{u\cdot v}{c^2}}$$

No longer does *(1/2+1/2)c* equal *(1)c…*

Relativistic result is: $$\frac{\frac{1}{2}+\frac{1}{2}}{1+\frac{1}{2}\frac{1}{2}}c = \frac{1}{1+\frac{1}{4}}c = \frac{1}{\frac{5}{4}}c = \frac{4}{5}c$$

Galilean velocity addition becomes rapidity addition

From Lect. 22 p. 27 or eq. (3.6) in Ch. 3 of Unit 2:

Evenson axiom requires *geometric* Doppler transform: $e^{\rho_{AB}} \cdot e^{\rho_{BC}} = e^{\rho_{AC}} = e^{\rho_{AB}+\rho_{BC}}$

Easy to combine frame velocities using *rapidity addition:* $\rho_{u+v} = \rho_u + \rho_v$

$$\frac{u'}{c} = \tanh(\rho_u + \rho_v) = \frac{\tanh\rho_u + \tanh\rho_v}{1+\tanh\rho_u \tanh\rho_v} = \frac{\frac{u}{c}+\frac{v}{c}}{1+\frac{u}{c}\frac{v}{c}}$$

$$\tanh(x+y) = \frac{\tanh x + \tanh y}{1+\tanh x \tanh y}$$

or: $$u' = \frac{u+v}{1+\frac{u \cdot v}{c^2}}$$

No longer does *(1/2+1/2)c* equal *(1)c*…

Relativistic result is: $$\frac{\frac{1}{2}+\frac{1}{2}}{1+\frac{1}{2}\frac{1}{2}}c = \frac{1}{1+\frac{1}{4}}c = \frac{1}{\frac{5}{4}}c = \frac{4}{5}c$$

...but, *(1/2+1)c* <u>does</u> equal *(1)c*…

$$\frac{\frac{1}{2}+1}{1+\frac{1}{2}1}c = c$$

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

Introducing the "Sin-Tan Rosetta Stone" *NOTE: Angle ϕ is now called stellar aberration angle σ*

(a) Circlular Functions
(plane geometry)

www.uark.edu/ua/pirelli/php/complex_phasors_1.php

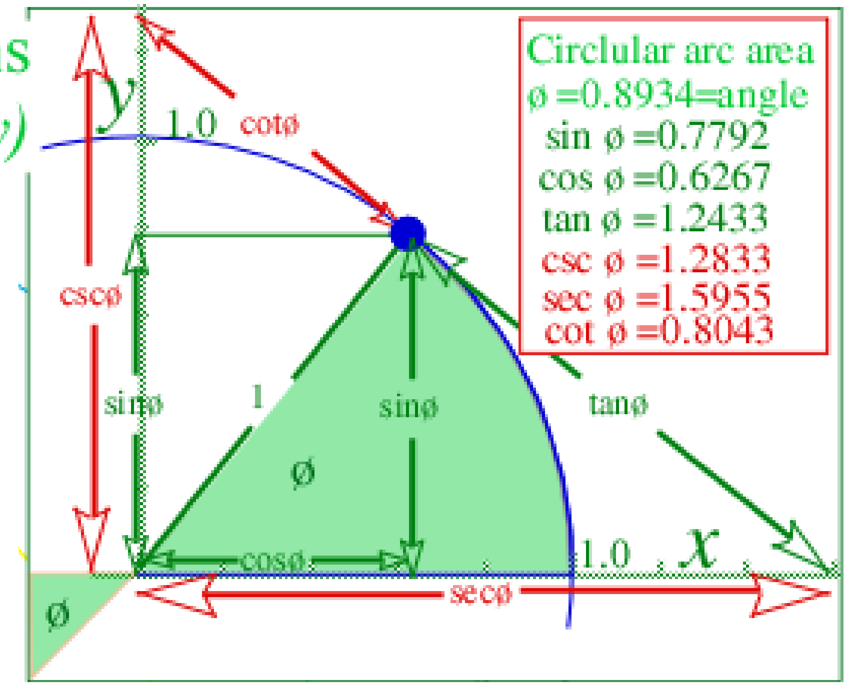


Fig. 5.4 in Unit 8

Introducing the "Sin-Tan Rosetta Stone" *NOTE: Angle ϕ is now called stellar aberration angle σ*

(a) Circlular Functions
(plane geometry)

2005 Web version:

www.uark.edu/ua/pirelli/php/complex_phasors_1.php

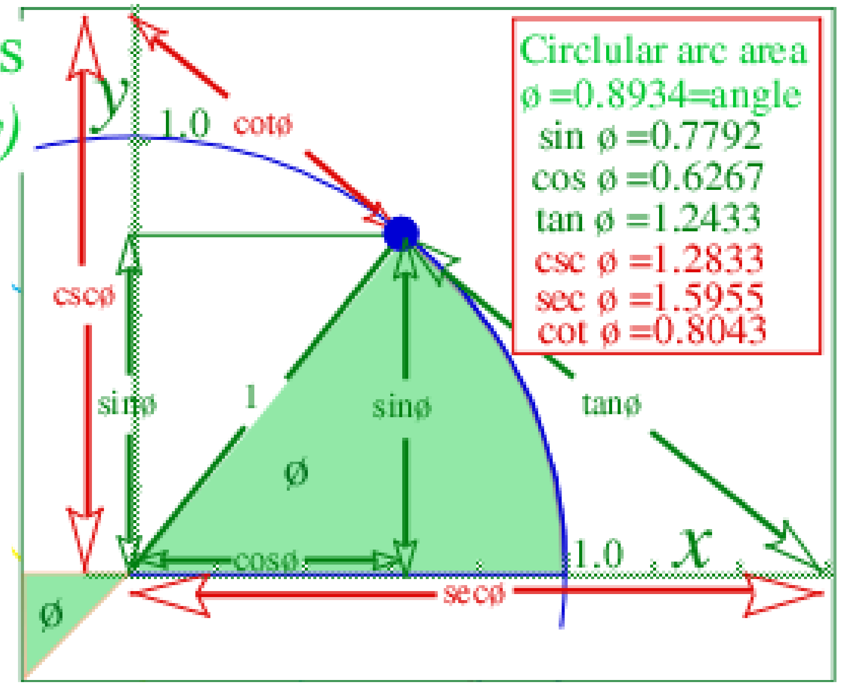
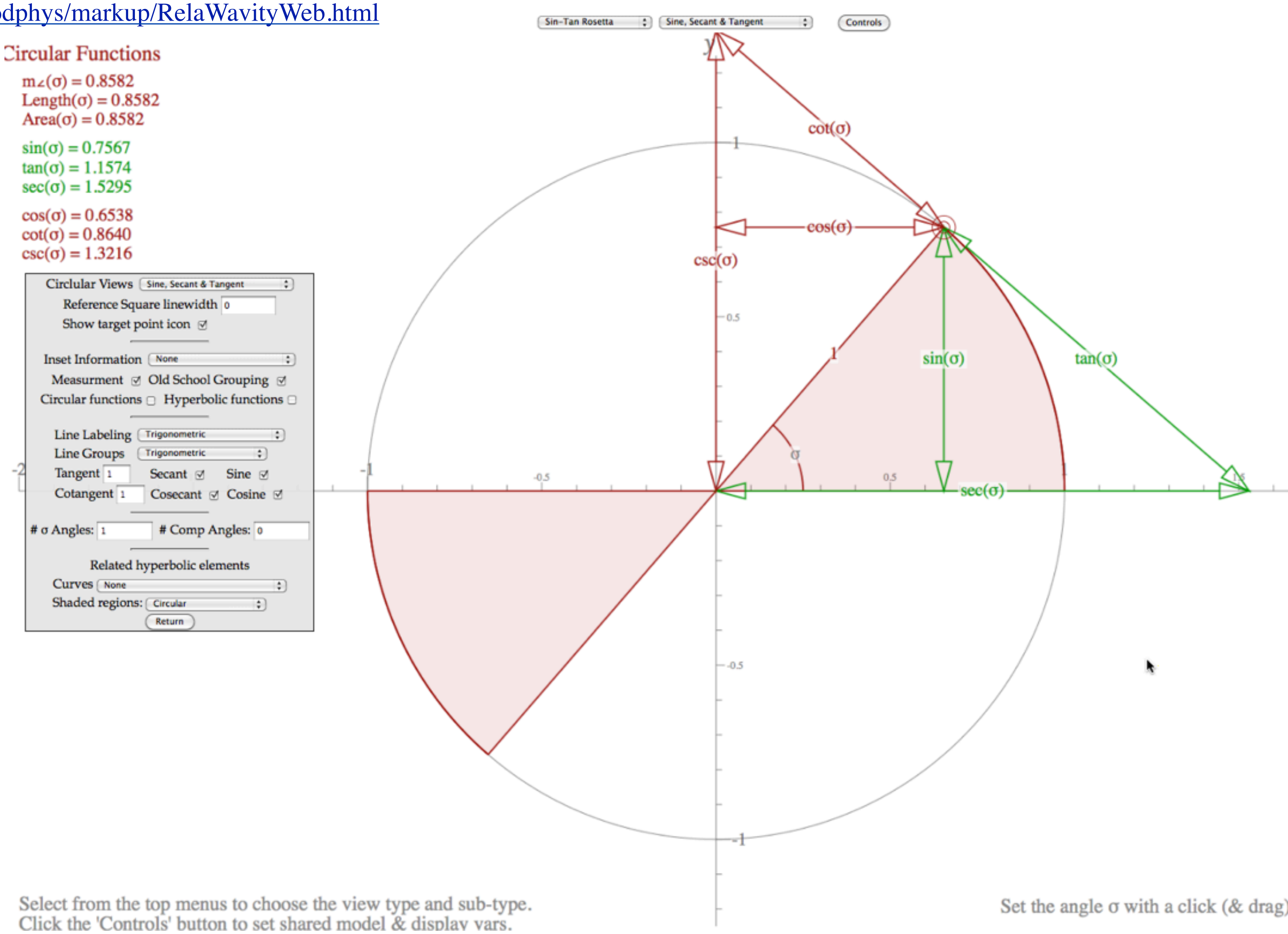
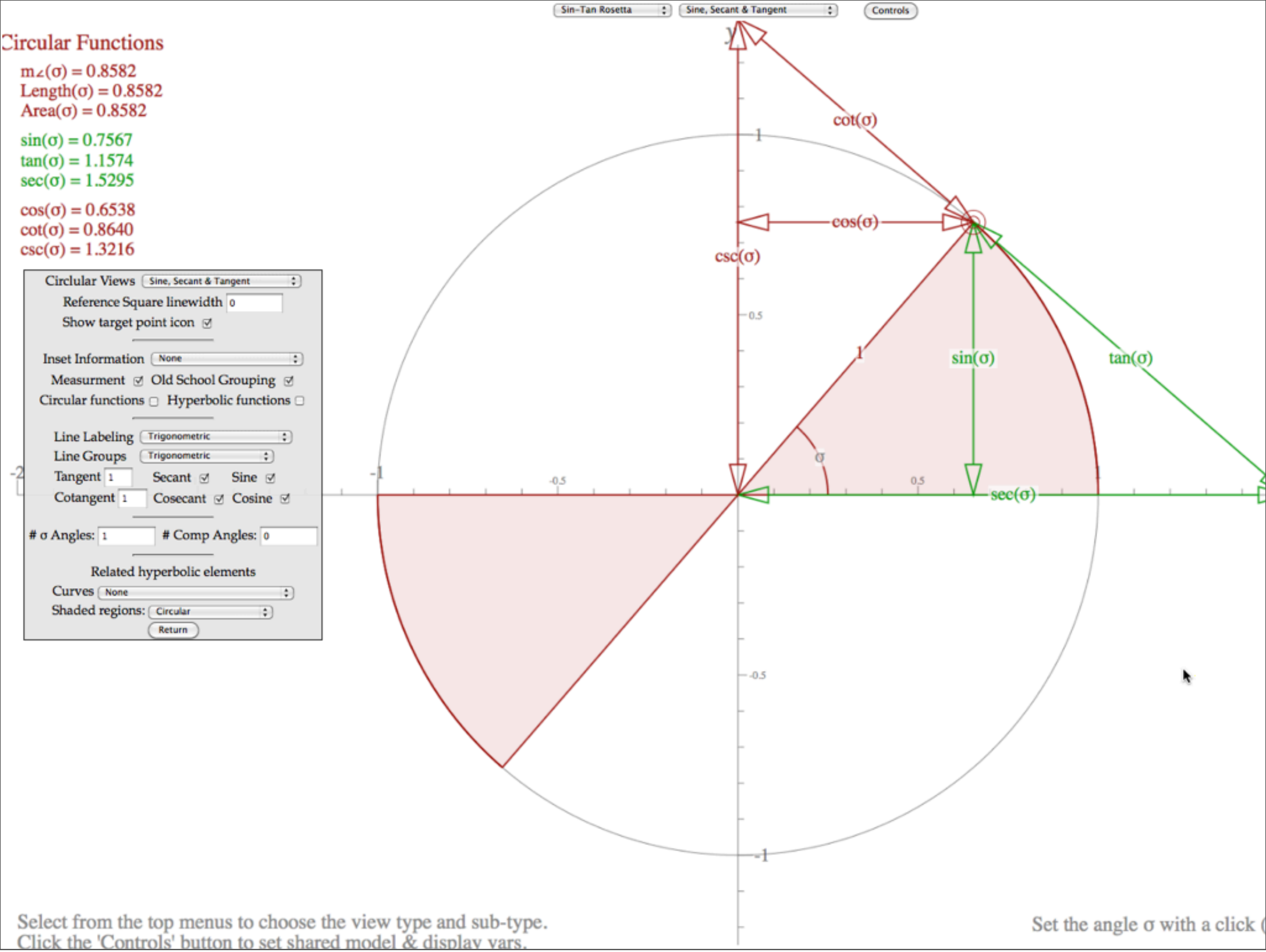


Fig. 5.4 in Unit 8

2014...Web-app versions:

http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html




Sin-Tan Rosetta
Sine, Secant & Tangent
Controls
Circular Functions
m∠(σ) = 0.8582
Length(σ) = 0.8582
Area(σ) = 0.8582
sin(σ) = 0.7567
tan(σ) = 1.1574
sec(σ) = 1.5295
cos(σ) = 0.6538
cot(σ) = 0.8640
csc(σ) = 1.3216
Circlular Views
Sine, Secant & Tangent
Reference Square linewidth
0
Show target point icon
Inset Information
None
Measurment
Old School Grouping
Circular functions
Hyperbolic functions
Line Labeling
Trigonometric
Line Groups
Trigonometric
Tangent
1
Secant
Sine
Cotangent
1
Cosecant
Cosine
σ Angles:
1
Comp Angles:
0
Related hyperbolic elements
Curves
None
Shaded regions:
Circular
Return
cot(σ)
cos(σ)
csc(σ)
sin(σ)
tan(σ)
sec(σ)
σ
1
Select from the top menus to choose the view type and sub-type.
Click the 'Controls' button to set shared model & display vars.
Set the angle σ with a click

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

Group vs. phase velocity and tangent contacts

Introducing the stellar aberration angle σ vs. rapidity ρ

Together, rapidity $\rho=\ln b$ and stellar aberration angle σ are parameters of relative velocity

The rapidity $\rho=\ln b$ is based on longitudinal wave Doppler shift $b=e^{\rho}$ defined by $u/c=\tanh(\rho)$.

At low speed: $u/c\sim\rho$.

The stellar aberration angle σ is based on the transverse wave rotation $R=e^{i\sigma}$ defined by $u/c=\sin(\sigma)$.

At low speed: $u/c\sim\sigma$.

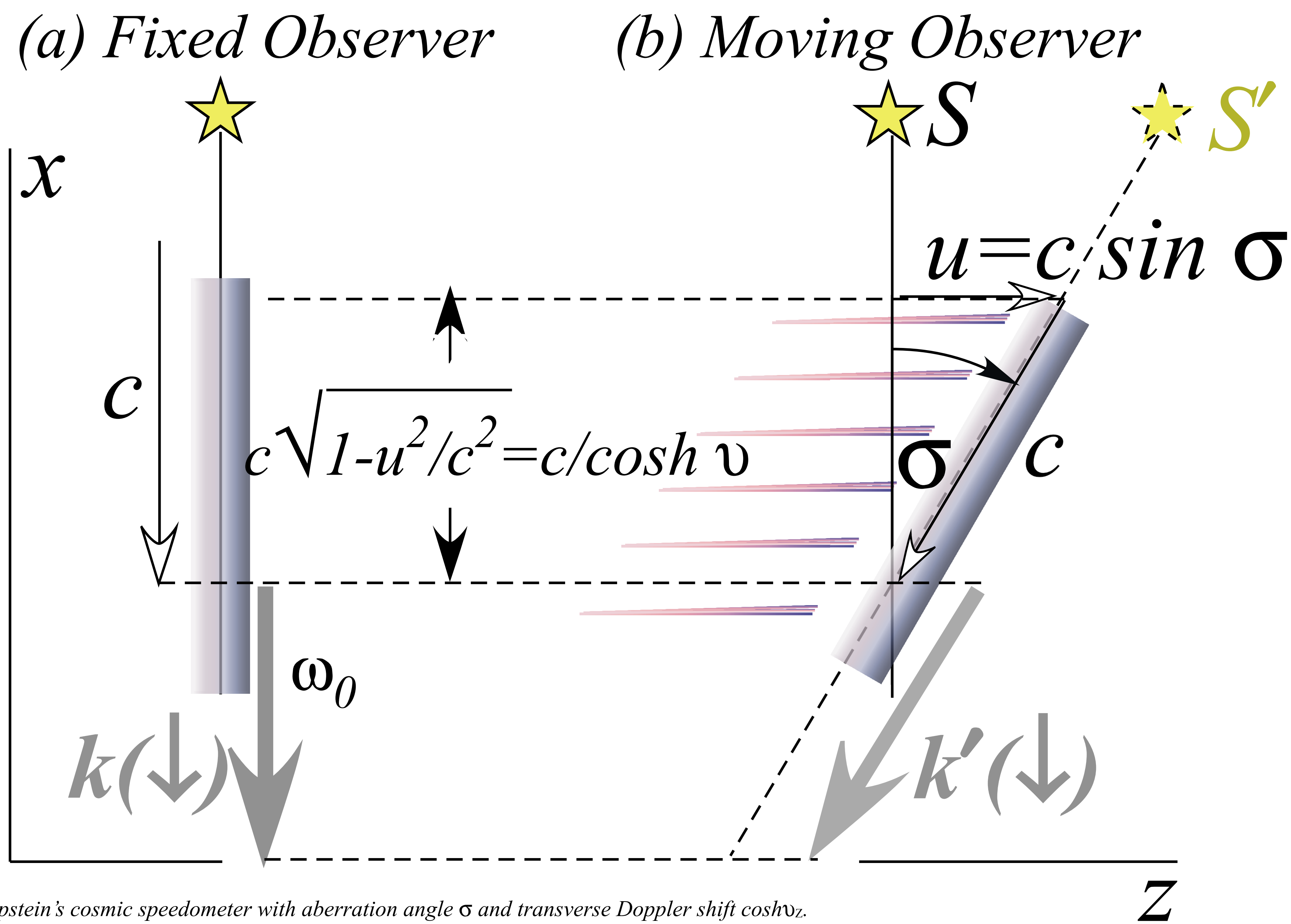


Fig. 5.6 Epstein's cosmic speedometer with aberration angle σ and transverse Doppler shift $\cosh\upsilon_Z$.

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

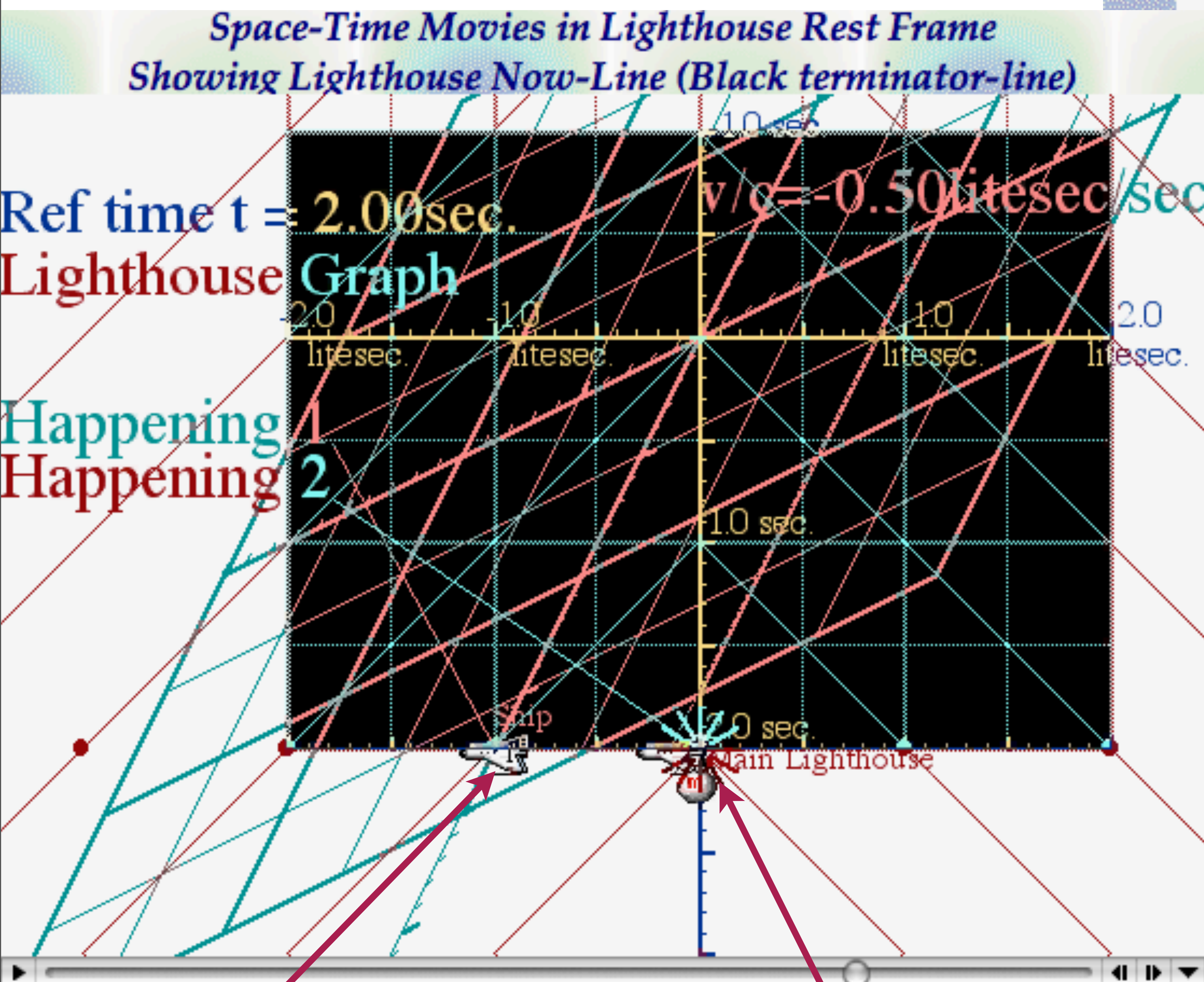
Introducing the stellar aberration angle σ vs. rapidity ρ

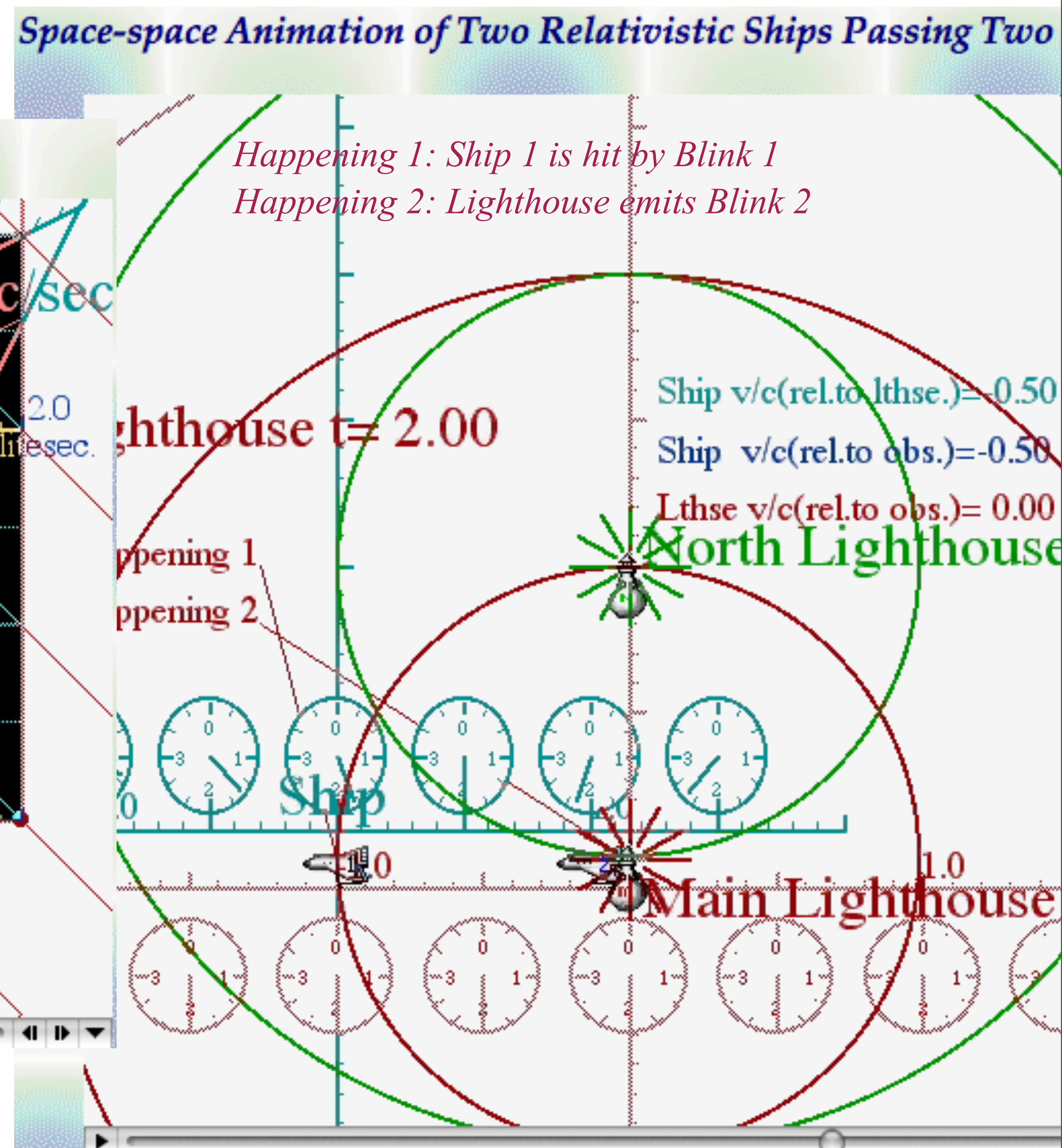
➡ *How Minkowski's space-time graphs help visualize relativity*

Group vs. phase velocity and tangent contacts

How Minkowski's space-time graphs help visualize relativity

Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at t=2.00sec.



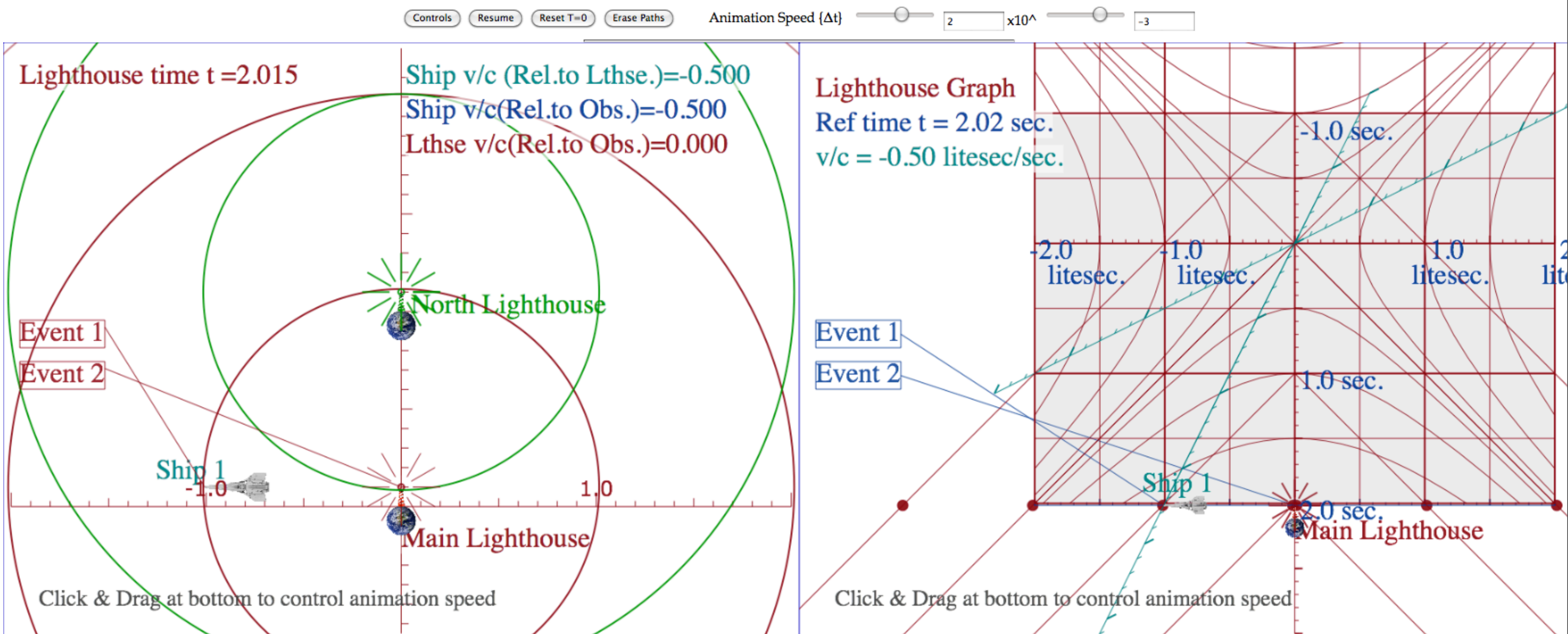


Happening 1

Happening 2

2005 Web versions:

www.uark.edu/ua/pirelli/php/lighthouse_scenarios.php

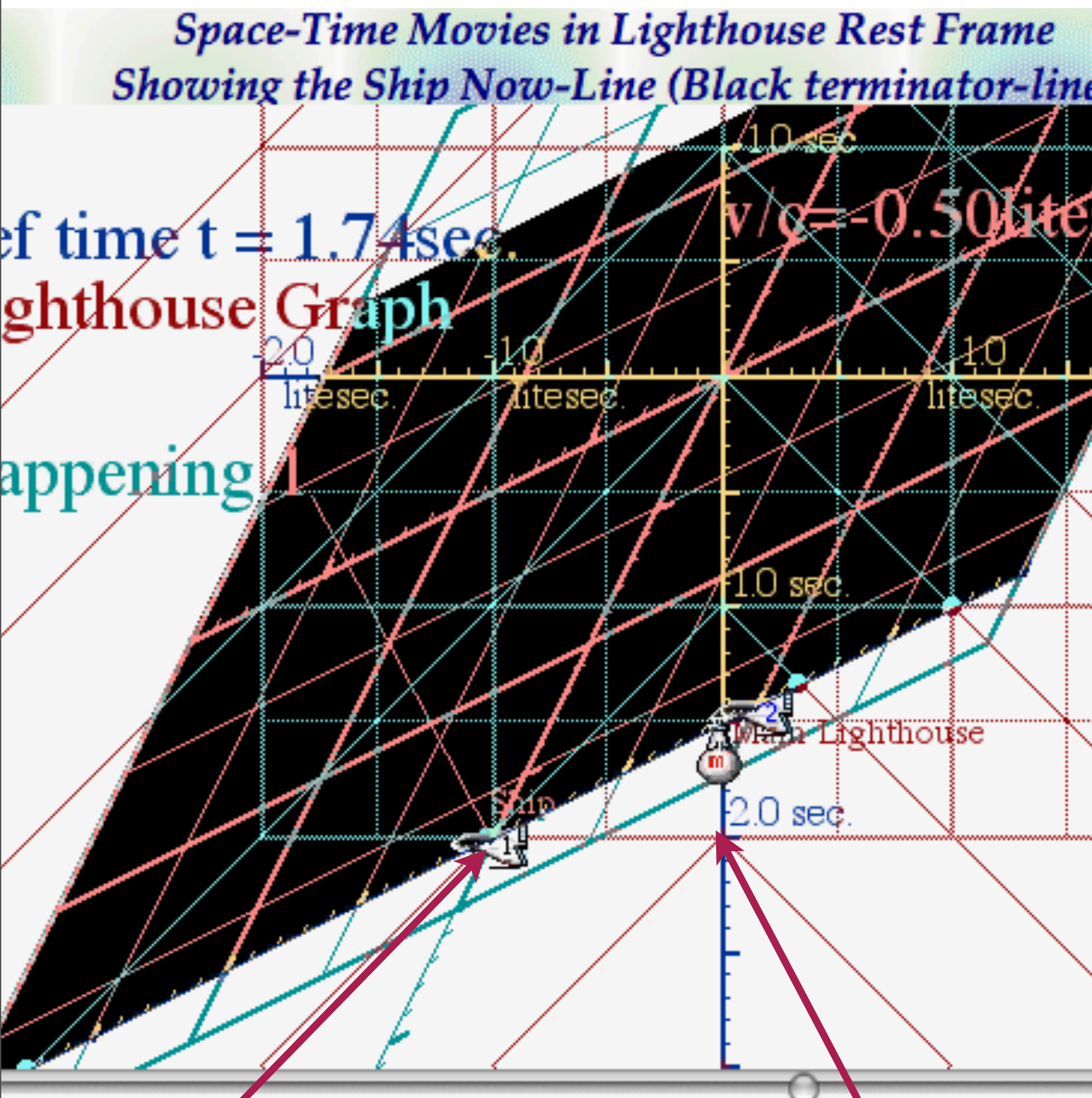


2014...Web-app versions:

http://www.uark.edu/ua/modphys/markup/RelativItWeb.html

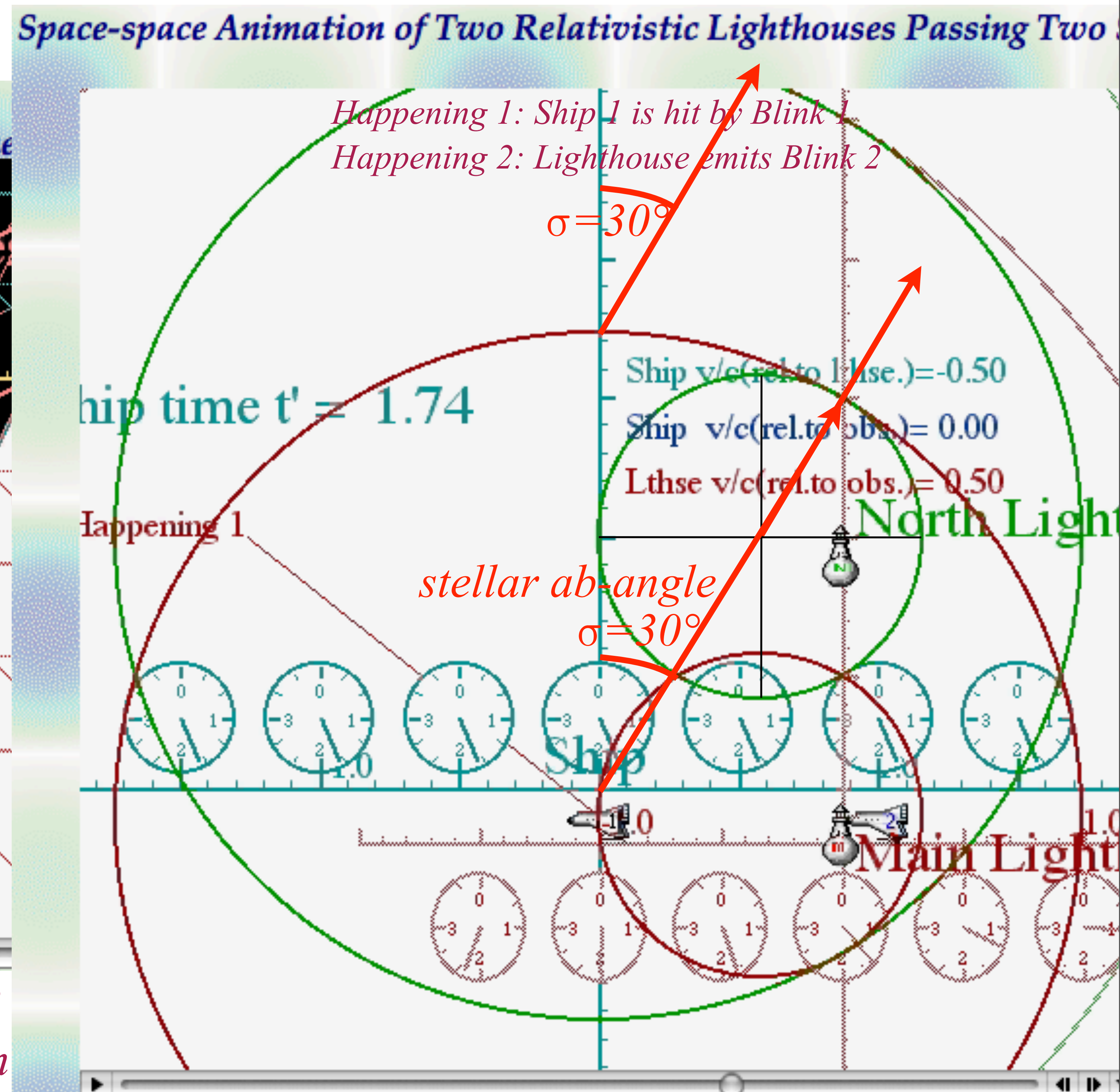
How Minkowski's space-time graphs help visualize relativity (Here: r=atanh(1/2)=0.549,

Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at t=2.00sec.
...but, in Ship frame Happening 1 is at t′=1.74 and Happening 2 is at t′=2.30sec.



Happening 1

Happening 2 won't happen 'til t=2.00

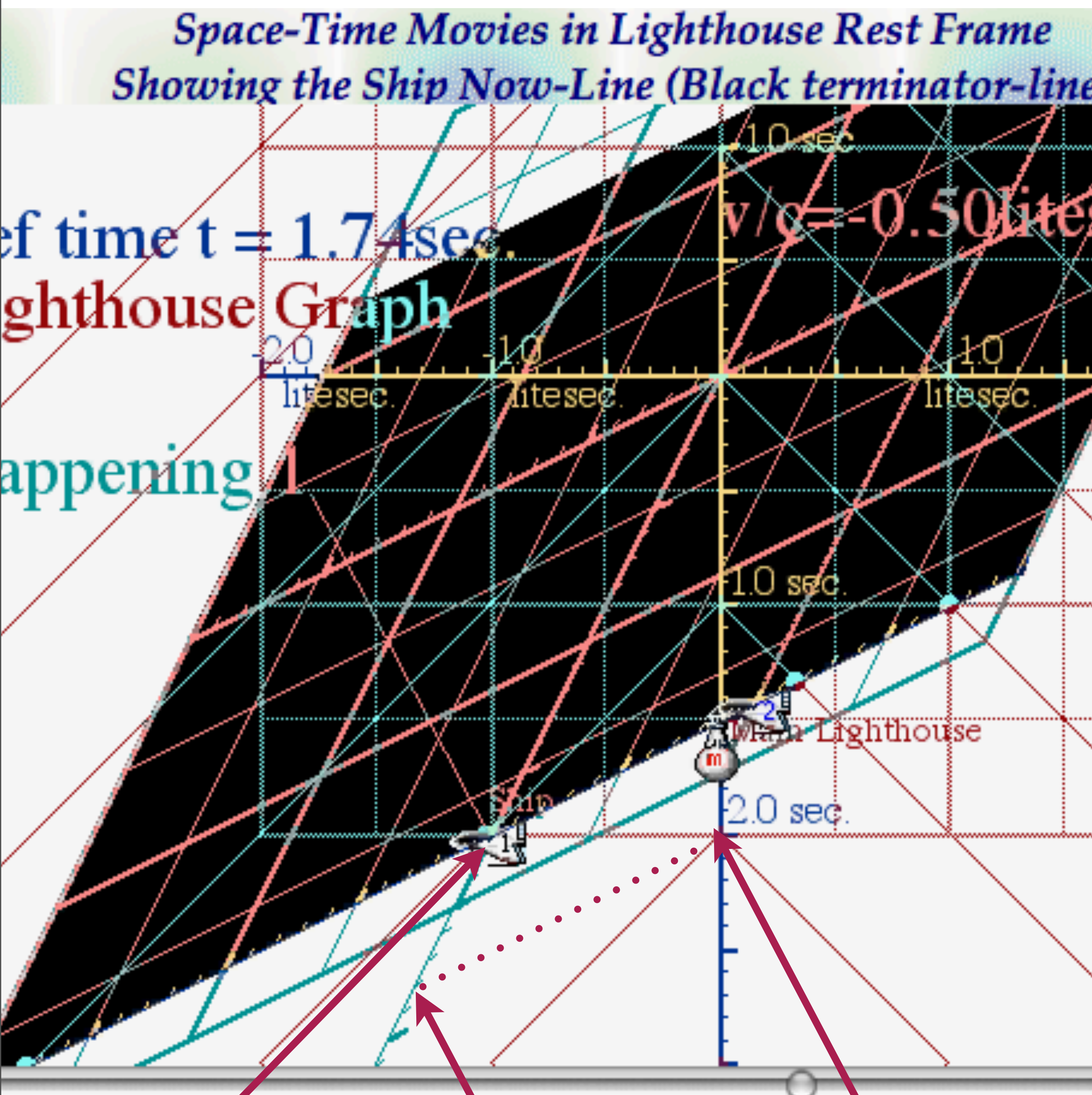


(Here: ρ=Atanh(1/2)=0.55,
and: σ=Asin(1/2)=0.52 or 30°)

www.uark.edu/ua/pirelli/php/lighthouse_scenarios.php

Note that in Lighthouse frame Happening 1 is simultaneous with Happening 2 at t=2.00sec.

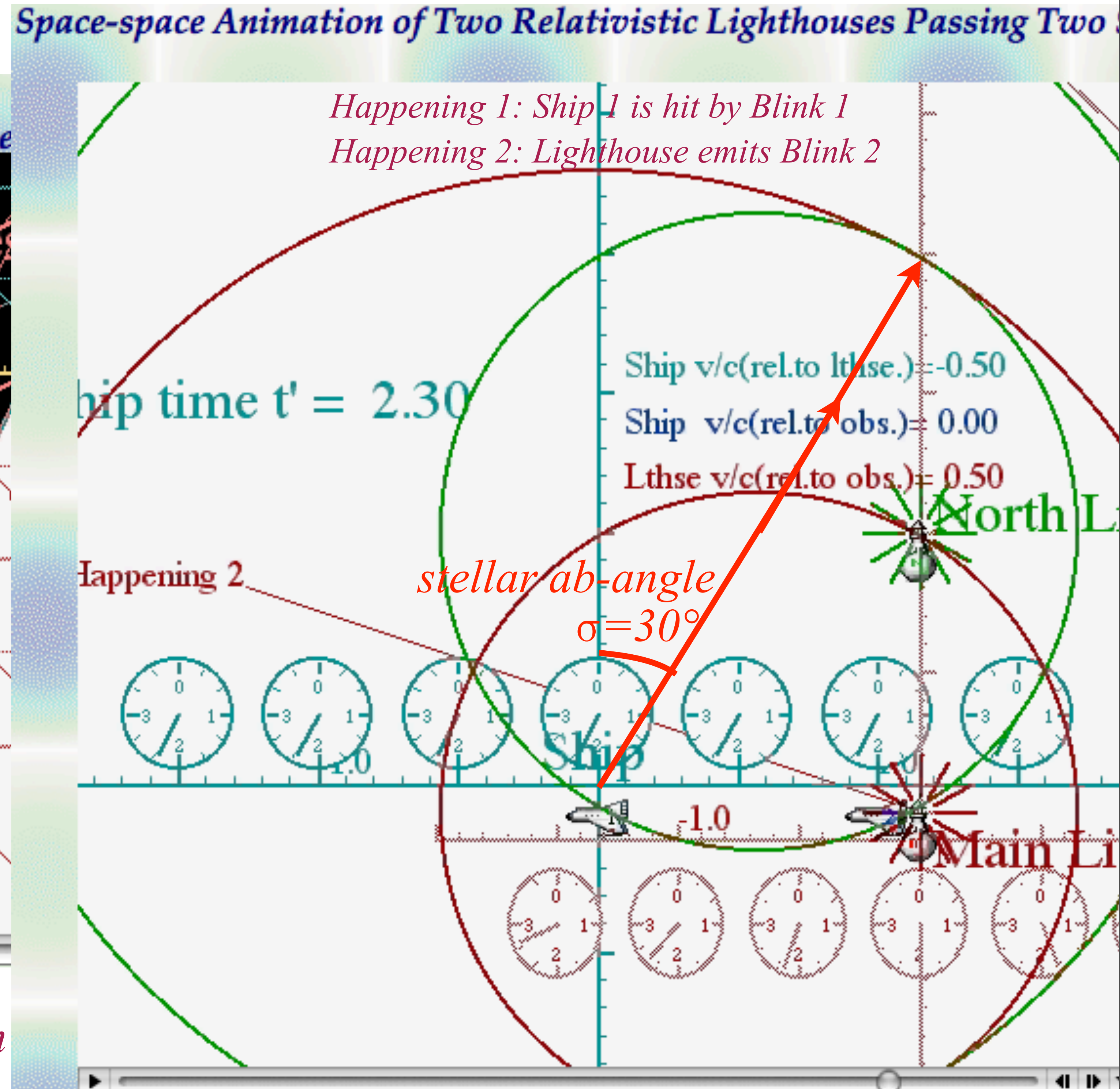
...but, in Ship frame Happening 1 is at t′=1.74 and Happening 2 is at t′=2.30sec.



Happening 1

Happening 2 won't happen 'til t=2.00

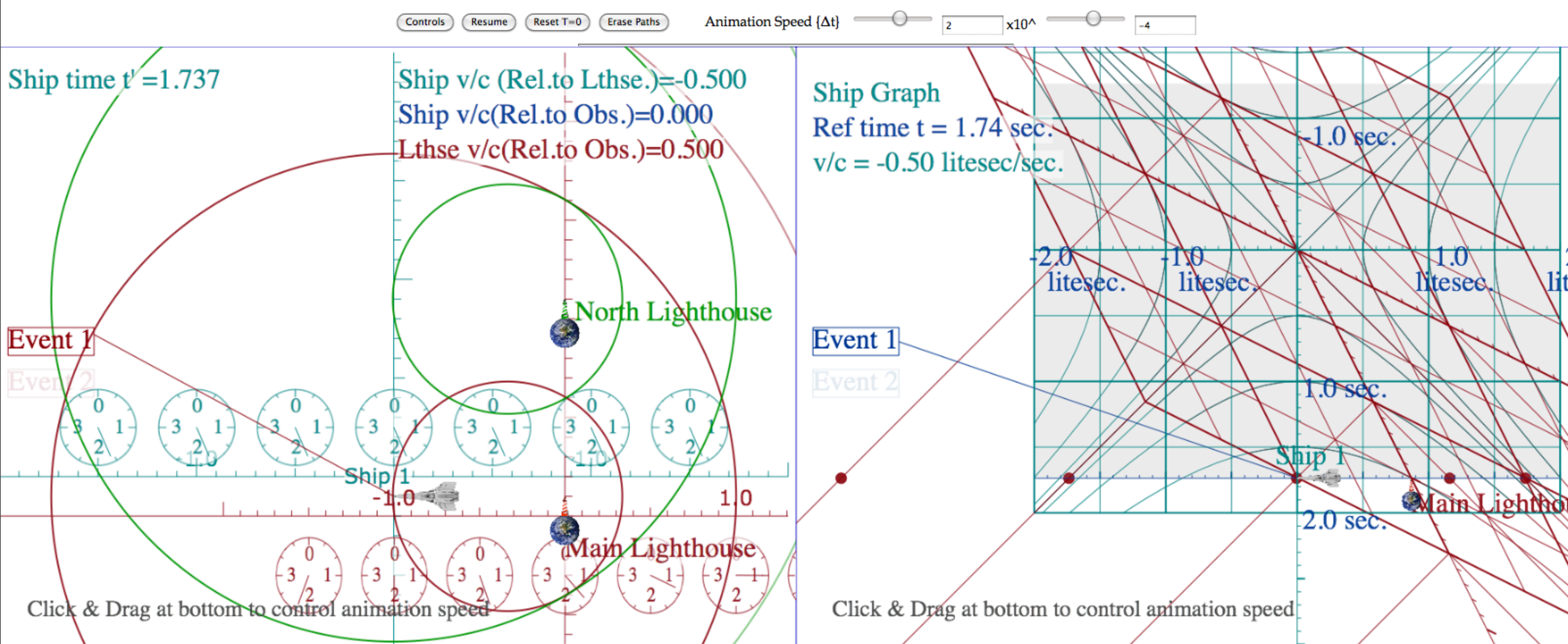
That is t′=2.30 ship time



(Here: ρ=Atanh(1/2)=0.55,

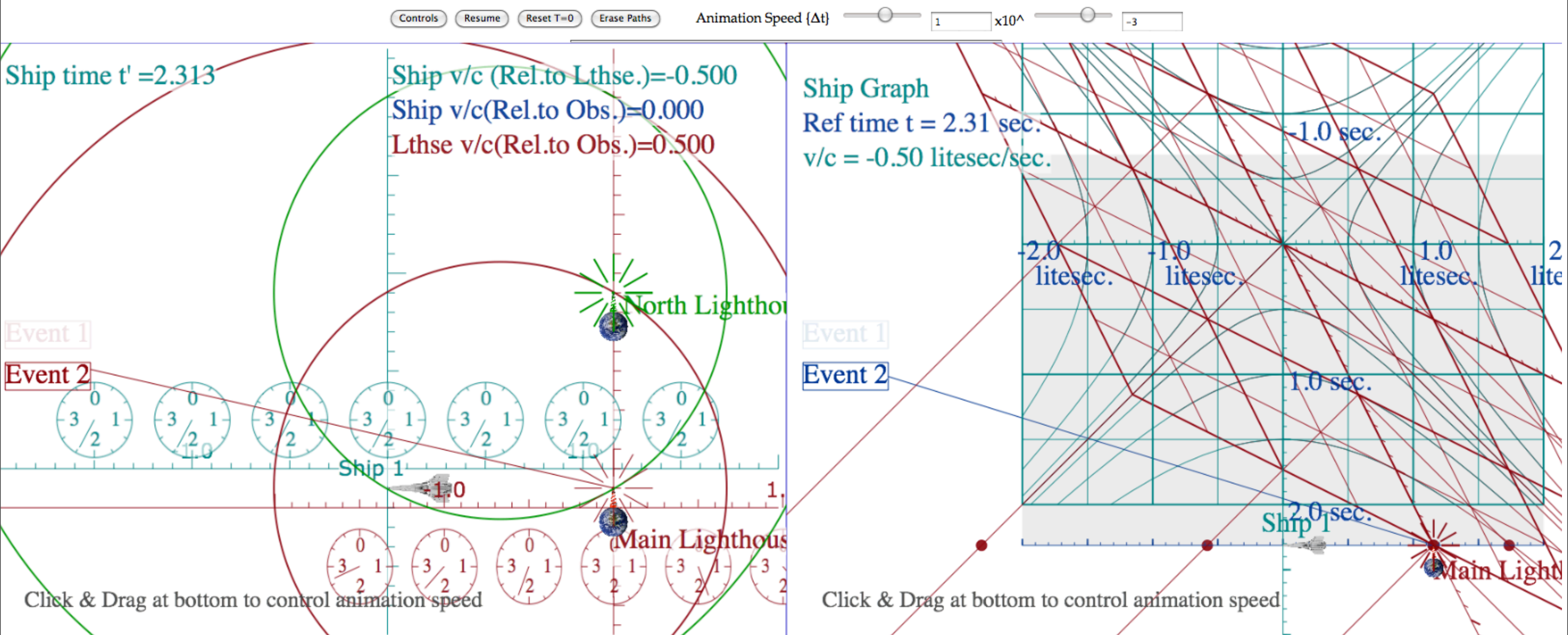
and: σ=Asin(1/2)=0.52 or 30°)

www.uark.edu/ua/pirelli/php/lighthouse_scenarios.php



2014...Web-app versions:

http://www.uark.edu/ua/modphys/markup/RelativItWeb.html



2014...Web-app versions:

http://www.uark.edu/ua/modphys/markup/RelativItWeb.html

That "old-time" relativity *(Circa 600BCE- 1905CE)*

("Bouncing-photons" in smoke & mirrors and Thales, again)

The Ship and Lighthouse saga

Light-conic-sections make invariants

A politically incorrect analogy of rotational transformation and Lorentz transformation

The straight scoop on "angle" and "rapidity" (They're area!)

Galilean velocity addition becomes rapidity addition

Introducing the "Sin-Tan Rosetta Stone" (Thanks, Thales!)

Introducing the stellar aberration angle σ vs. rapidity ρ

How Minkowski's space-time graphs help visualize relativity

➡ *Group vs. phase velocity and tangent contacts*

Introducing the "Sin-Tan Rosetta Stone" *NOTE: Angle ϕ is now called stellar aberration angle σ*

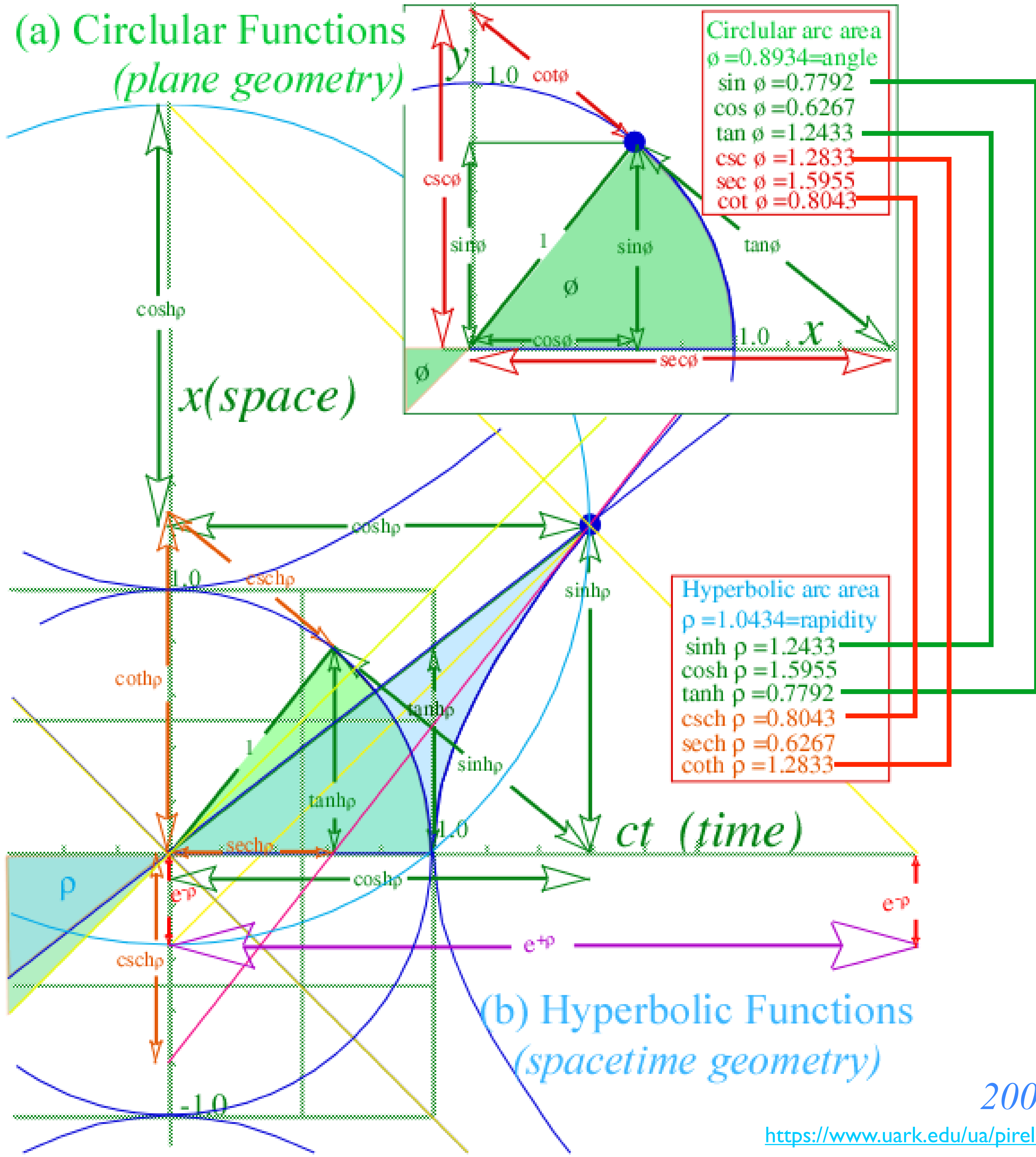
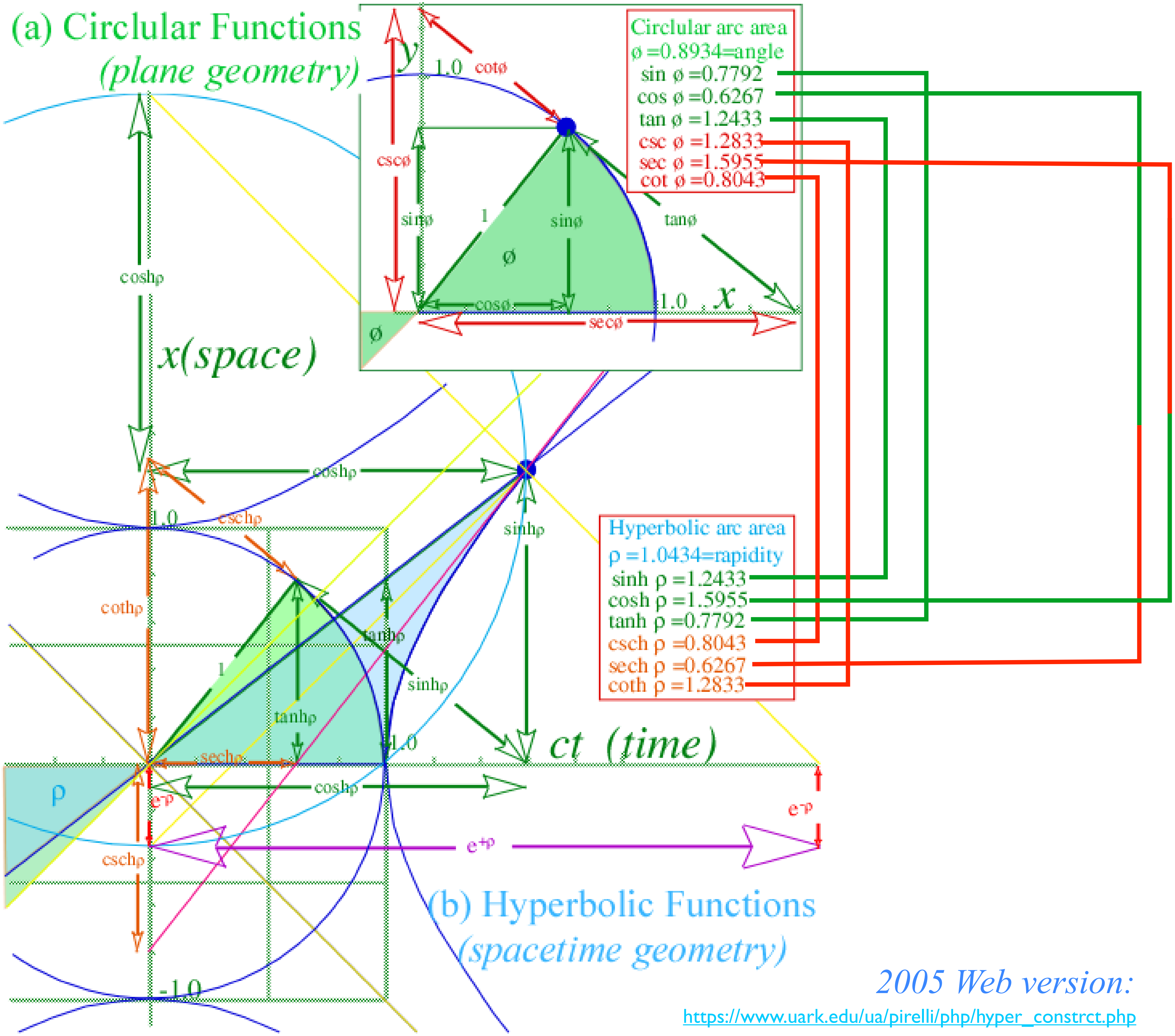


Fig. 5.4 in Unit 8

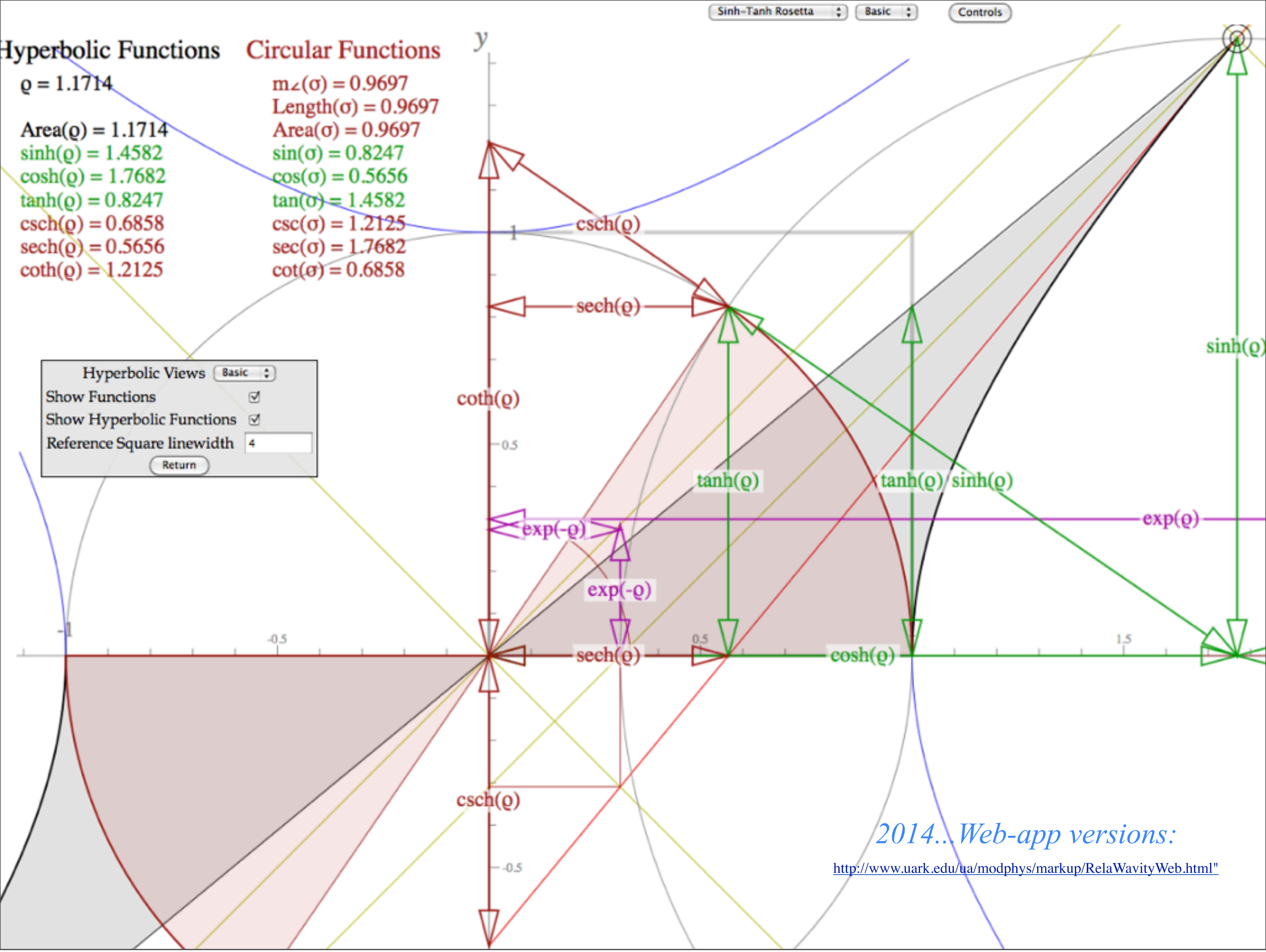
2005 Web version:

https://www.uark.edu/ua/pirelli/php/hyper_constrct.php

Introducing the "Sin-Tan Rosetta Stone" *NOTE: Angle ϕ is now called stellar aberration angle σ*

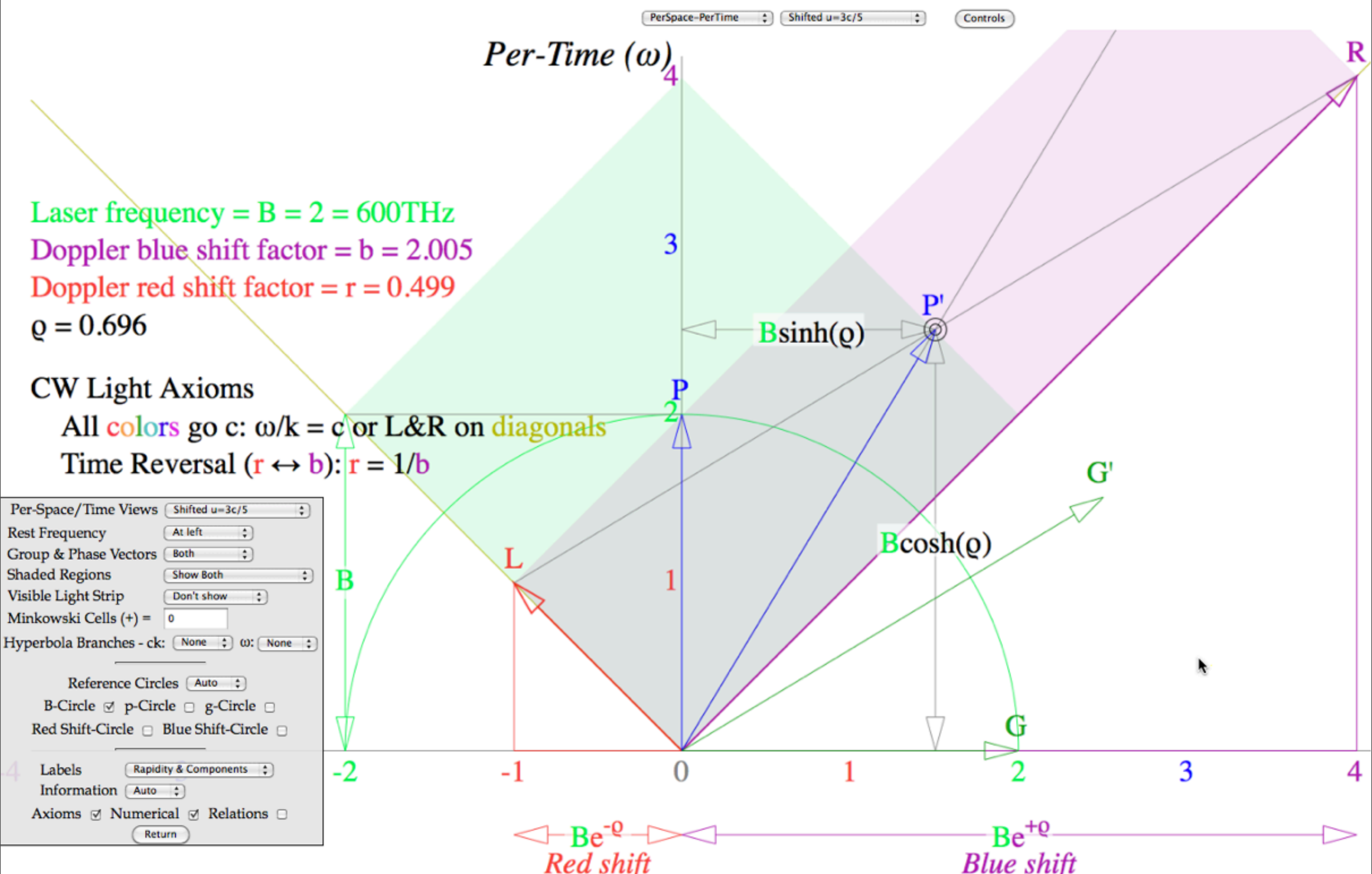


2005 Web version:
https://www.uark.edu/ua/pirelli/php/hyper_constrct.php



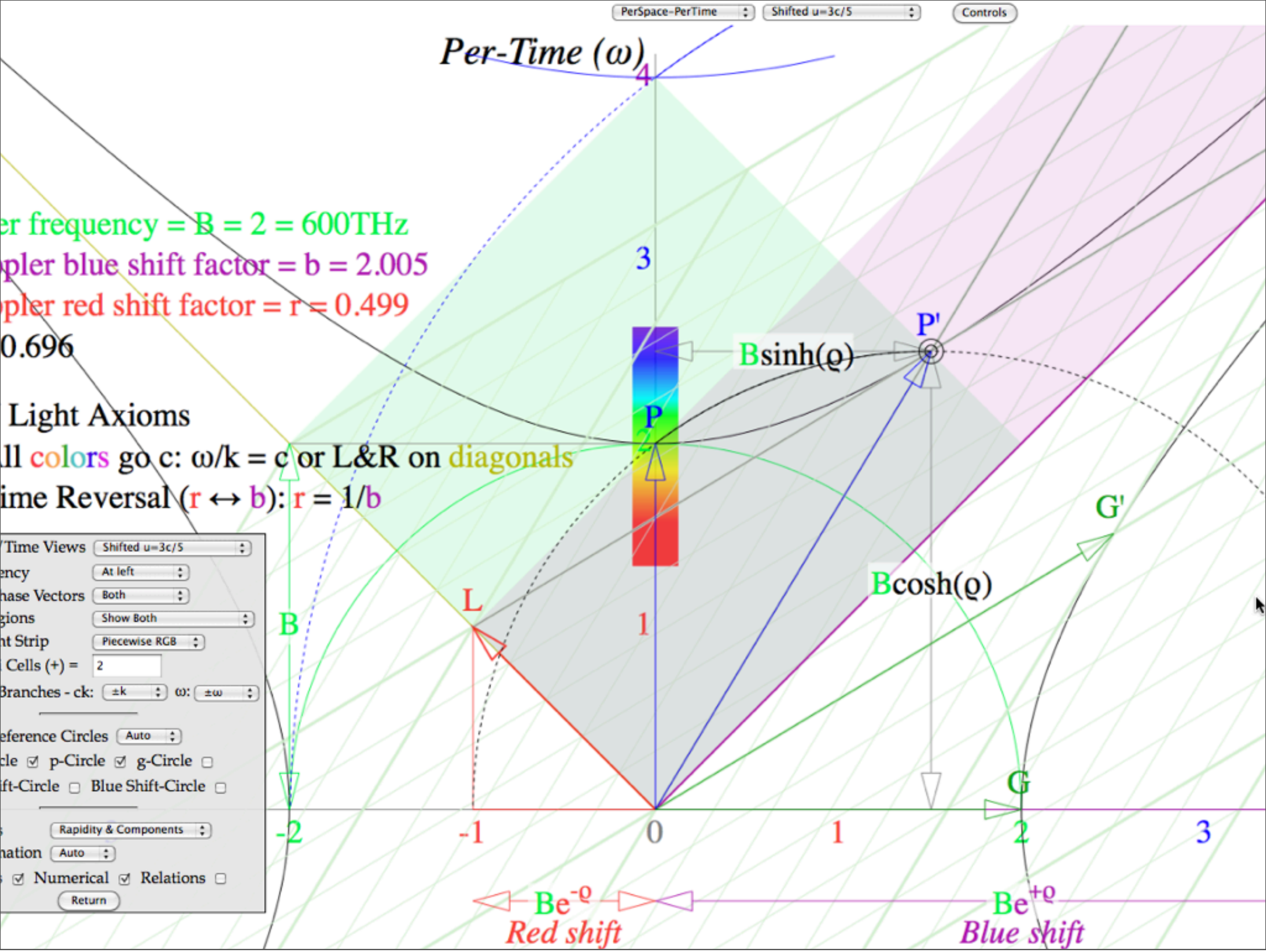
2014...Web-app versions:

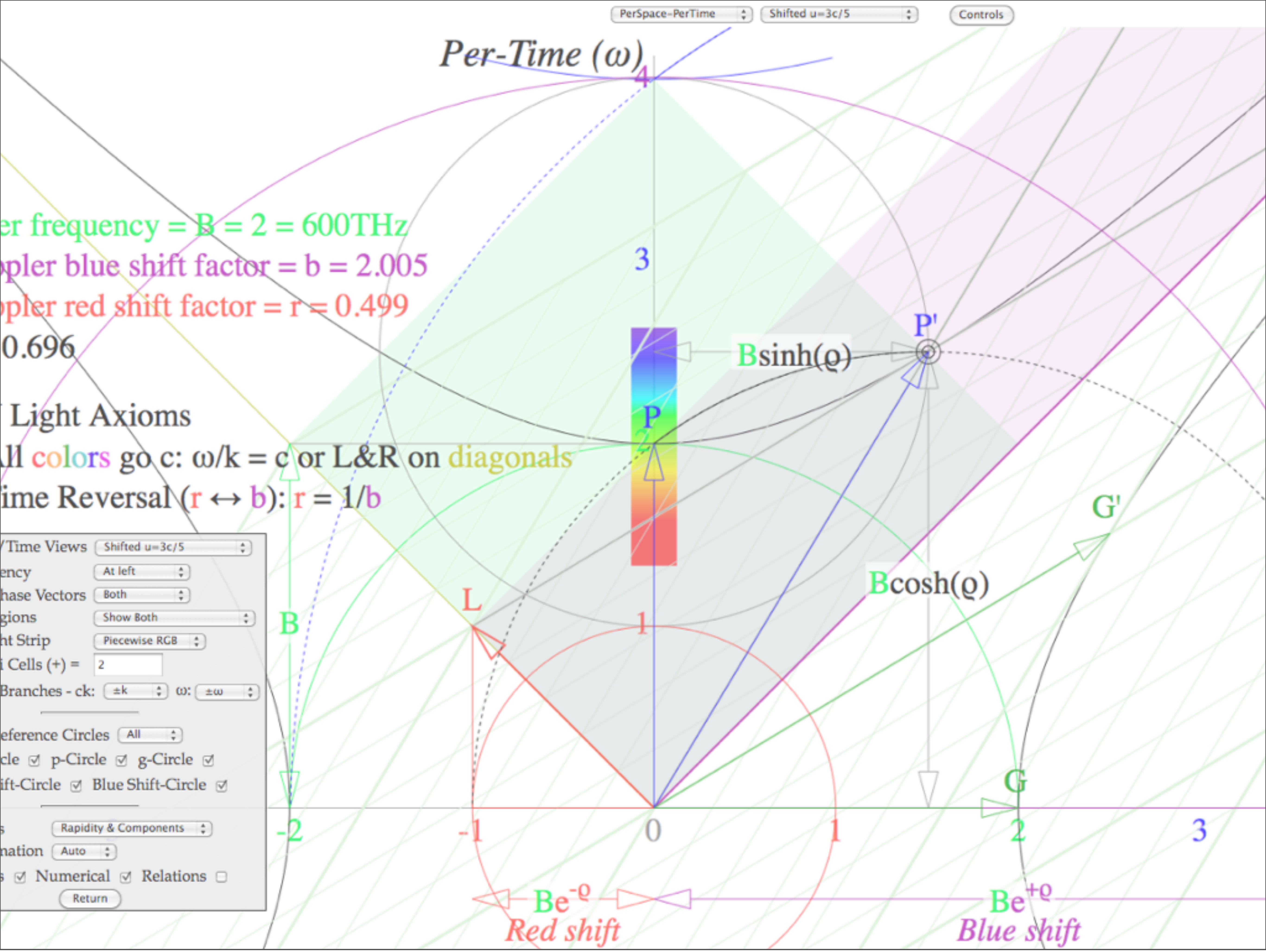
http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html"



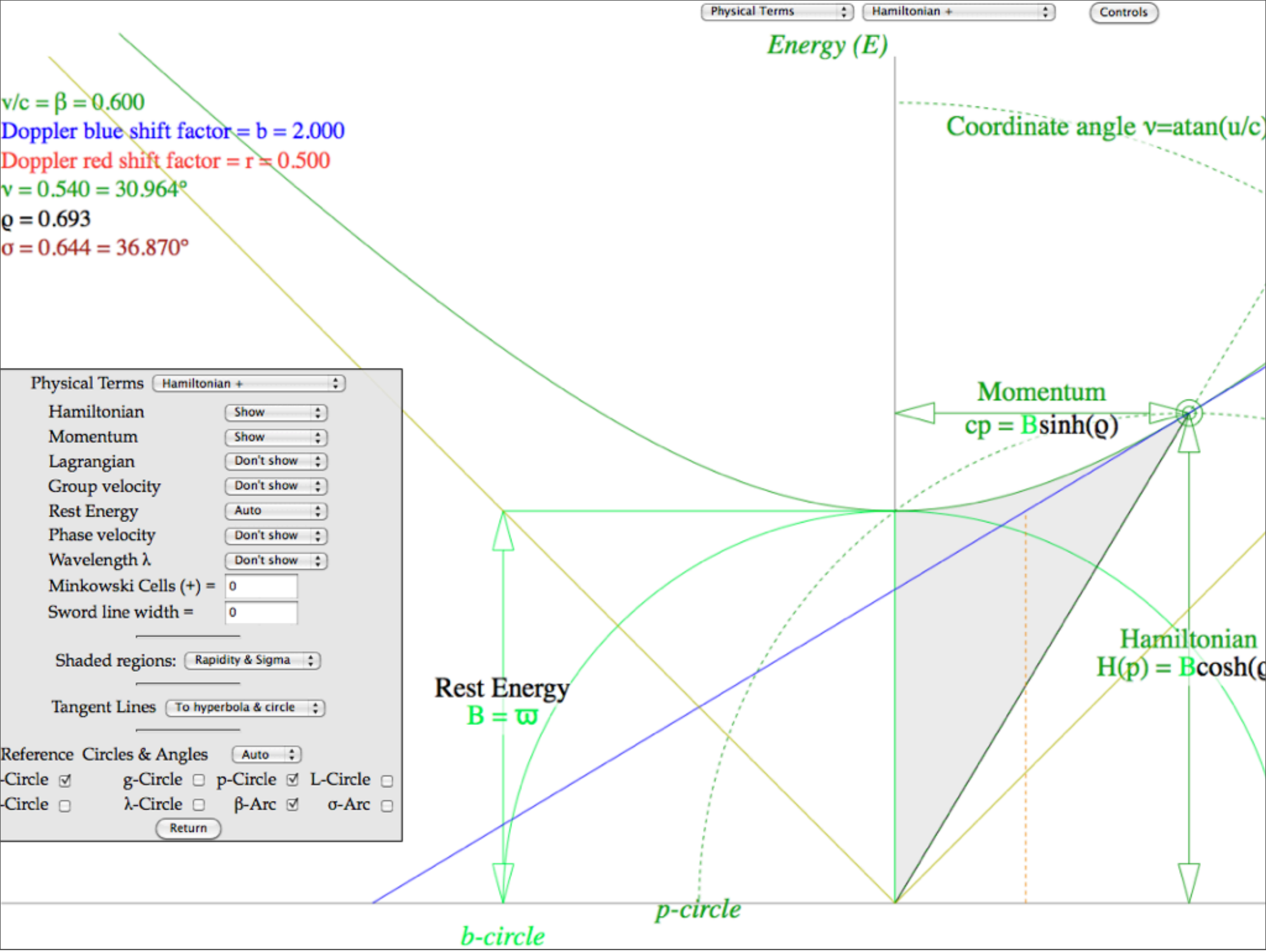
2014...Web-app versions:

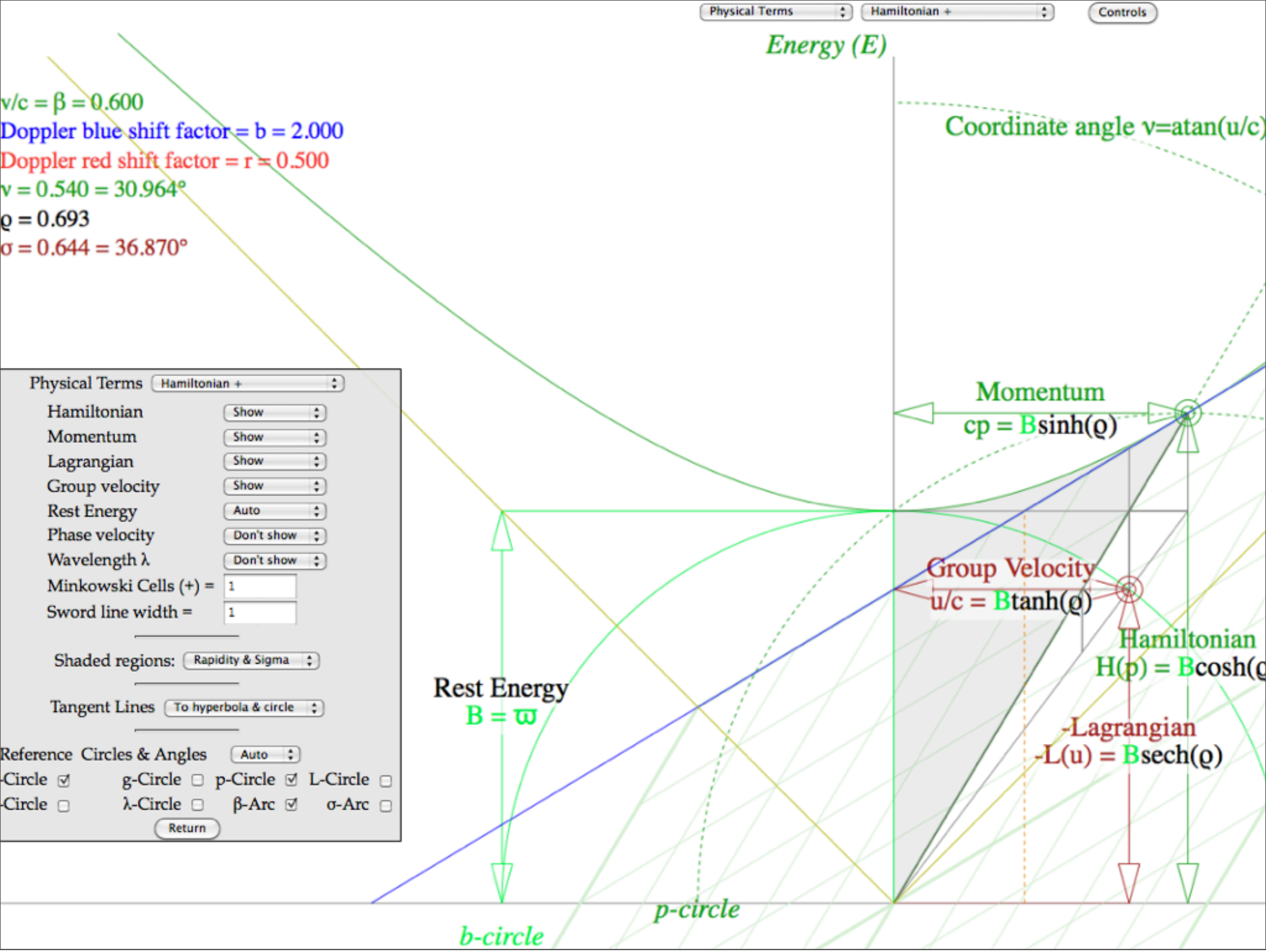
http://www.uark.edu/ua/modphys/markup/RelaWavityWeb.html"


PerSpace-PerTime
Shifted u=3c/5
Controls
Per-Time (ω)
er frequency = B = 2 = 600THz
pler blue shift factor = b = 2.005
pler red shift factor = r = 0.499
0.696
Light Axioms
ll colors go c: ω/k = c or L&R on diagonals
ime Reversal (r ↔ b): r = 1/b
/Time Views
Shifted u=3c/5
ency
At left
hase Vectors
Both
gions
Show Both
nt Strip
Piecewise RGB
Cells (+) =
2
Branches - ck:
±k
ω:
±ω
eference Circles
Auto
cle
p-Circle
g-Circle
ft-Circle
Blue Shift-Circle
Rapidity & Components
nation
Auto
Numerical
Relations
Return
4
3
P'
P
Bsinh(ρ)
Bcosh(ρ)
L
B
1
G'
G
-2
-1
0
1
2
3
Be-ρ
Red shift
Be+ρ
Blue shift

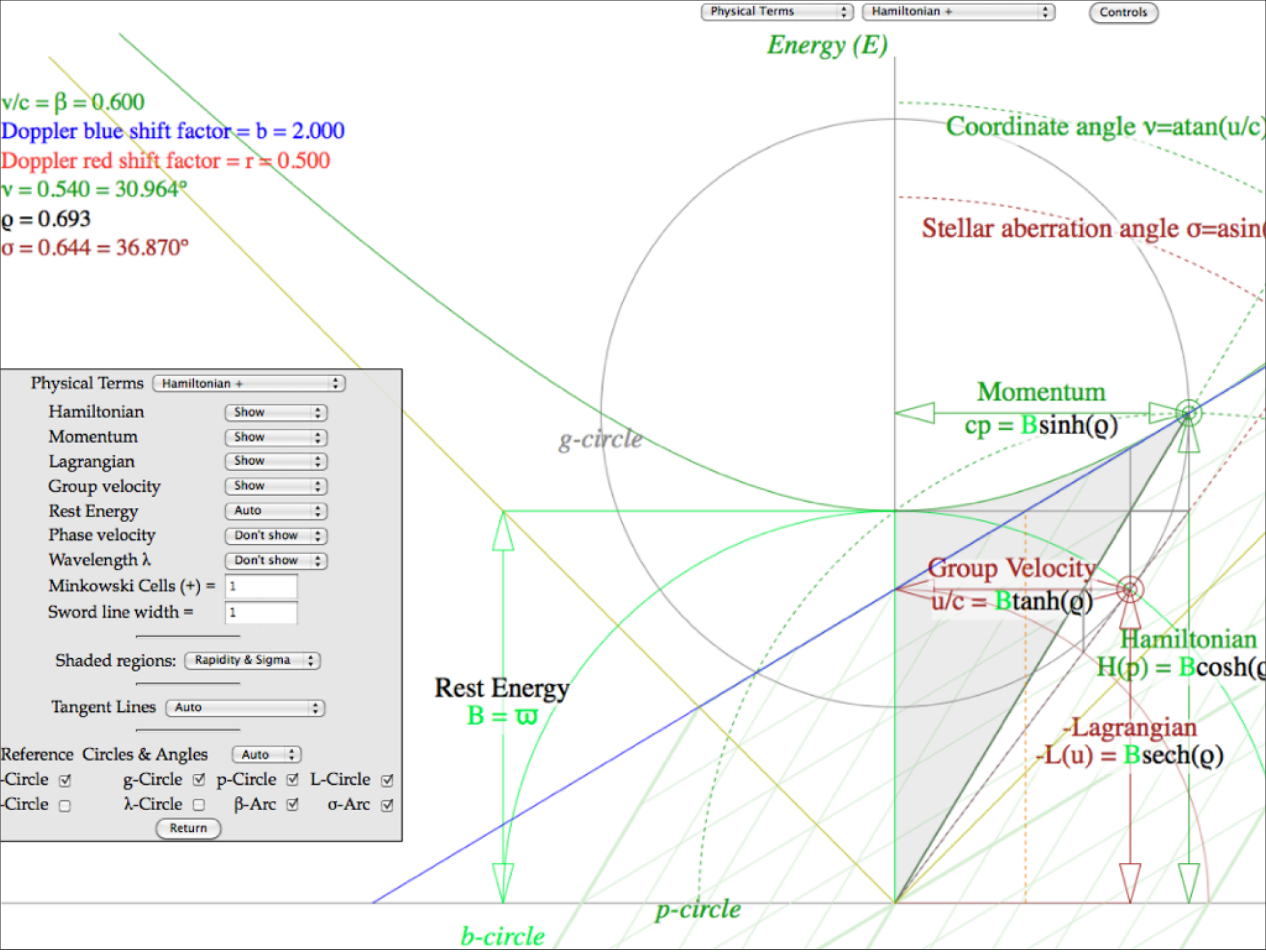


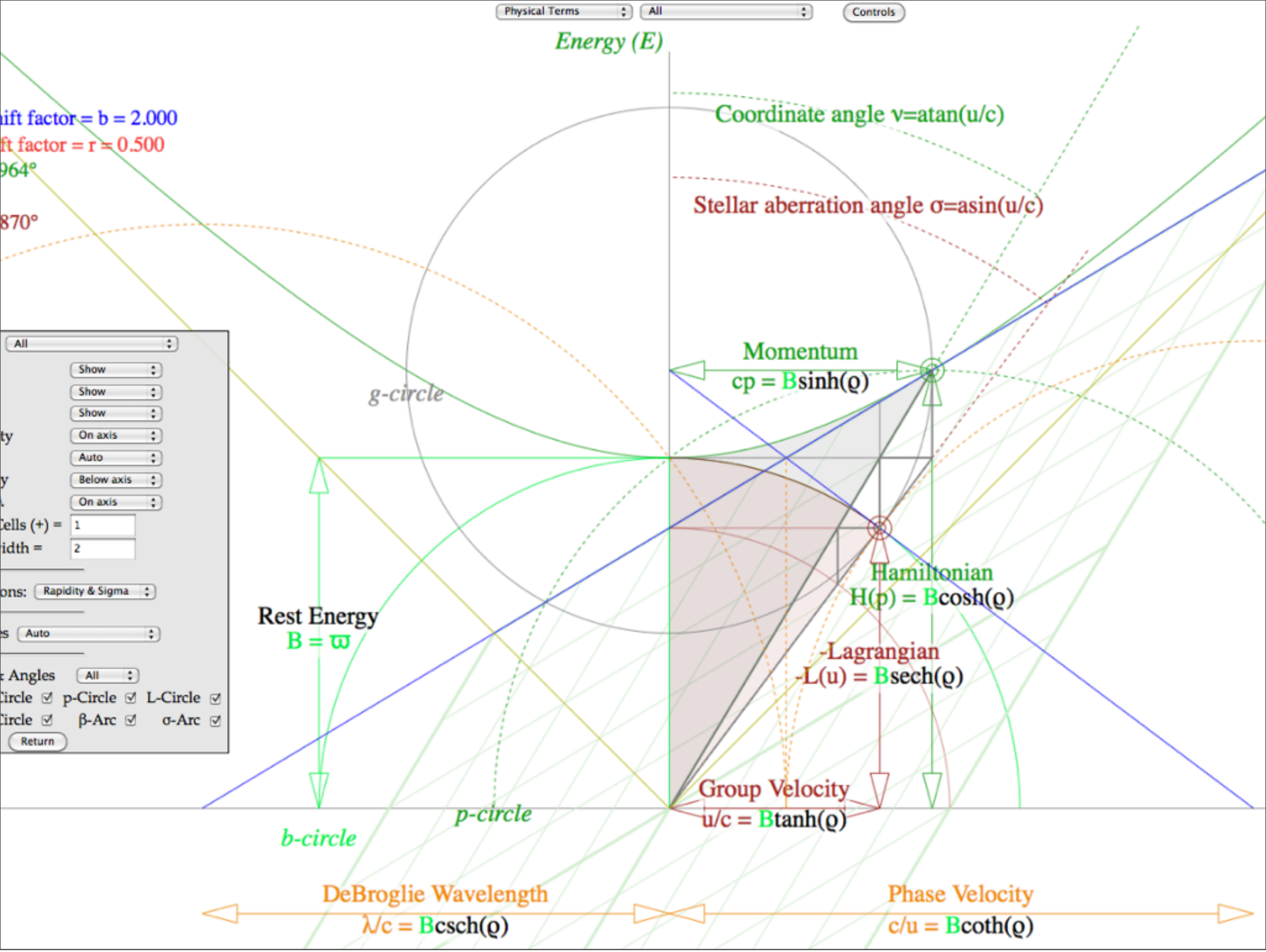
PerSpace-PerTime
Shifted u=3c/5
Controls
Per-Time (ω)
er frequency = B = 2 = 600THz
ppler blue shift factor = b = 2.005
ppler red shift factor = r = 0.499
0.696
Light Axioms
ll colors go c: ω/k = c or L&R on diagonals
ime Reversal (r ↔ b): r = 1/b
/Time Views
Shifted u=3c/5
ency
At left
hase Vectors
Both
gions
Show Both
ht Strip
Piecewise RGB
i Cells (+) =
2
Branches - ck:
±k
ω:
±ω
eference Circles
All
cle
p-Circle
g-Circle
ift-Circle
Blue Shift-Circle
s
Rapidity & Components
nation
Auto
s
Numerical
Relations
Return
P'
Bsinh(ρ)
P
Bcosh(ρ)
G'
L
B
G
4
3
2
1
-2
-1
0
1
2
3
Be^-ρ
Be^+ρ
Red shift
Blue shift


Physical Terms
Hamiltonian +
Controls
Energy (E)
v/c = β = 0.600
Doppler blue shift factor = b = 2.000
Doppler red shift factor = r = 0.500
ν = 0.540 = 30.964°
ϱ = 0.693
σ = 0.644 = 36.870°
Coordinate angle ν=atan(u/c)
Momentum
cp = Bsinh(ϱ)
Physical Terms Hamiltonian +
Hamiltonian Show
Momentum Show
Lagrangian Don't show
Group velocity Don't show
Rest Energy Auto
Phase velocity Don't show
Wavelength λ Don't show
Minkowski Cells (+) = 0
Sword line width = 0
Shaded regions: Rapidity & Sigma
Tangent Lines To hyperbola & circle
Reference Circles & Angles Auto
-Circle g-Circle p-Circle L-Circle
-Circle λ-Circle β-Arc σ-Arc
Return
Rest Energy
B = ϖ
Hamiltonian
H(p) = Bcosh(ϱ
p-circle
b-circle



Physical Terms
Hamiltonian +
Controls
Energy (E)
v/c = β = 0.600
Doppler blue shift factor = b = 2.000
Doppler red shift factor = r = 0.500
ν = 0.540 = 30.964°
ϱ = 0.693
σ = 0.644 = 36.870°
Coordinate angle ν=atan(u/c)
Physical Terms
Hamiltonian +
Hamiltonian
Show
Momentum
Show
Lagrangian
Show
Group velocity
Show
Rest Energy
Auto
Phase velocity
Don't show
Wavelength λ
Don't show
Minkowski Cells (+) =
1
Sword line width =
1
Shaded regions:
Rapidity & Sigma
Tangent Lines
To hyperbola & circle
Reference Circles & Angles
Auto
-Circle
g-Circle
p-Circle
L-Circle
-Circle
λ-Circle
β-Arc
σ-Arc
Return
Momentum
cp = Bsinh(ϱ)
Group Velocity
u/c = Btanh(ϱ)
Hamiltonian
H(p) = Bcosh(
Rest Energy
B = ϖ
-Lagrangian
-L(u) = Bsech(ϱ)
p-circle
b-circle


Physical Terms
Hamiltonian +
Controls
Energy (E)
v/c = β = 0.600
Doppler blue shift factor = b = 2.000
Doppler red shift factor = r = 0.500
ν = 0.540 = 30.964°
ϱ = 0.693
σ = 0.644 = 36.870°
Coordinate angle ν=atan(u/c)
Stellar aberration angle σ=asin
Physical Terms
Hamiltonian +
Hamiltonian
Show
Momentum
Show
Lagrangian
Show
Group velocity
Show
Rest Energy
Auto
Phase velocity
Don't show
Wavelength λ
Don't show
Minkowski Cells (+) =
1
Sword line width =
1
Shaded regions:
Rapidity & Sigma
Tangent Lines
Auto
Reference Circles & Angles
Auto
-Circle
g-Circle
p-Circle
L-Circle
-Circle
λ-Circle
β-Arc
σ-Arc
Return
g-circle
Momentum
cp = Bsinh(ϱ)
Group Velocity
u/c = Btanh(ϱ)
Hamiltonian
H(p) = Bcosh(
Rest Energy
B = ϖ
-Lagrangian
-L(u) = Bsech(ϱ)
p-circle
b-circle


Physical Terms
All
Controls
Energy (E)
ift factor = b = 2.000
ft factor = r = 0.500
964°
870°
Coordinate angle ν=atan(u/c)
Stellar aberration angle σ=asin(u/c)
Momentum
cp = Bsinh(ϱ)
g-circle
All
Show
Show
Show
ty
On axis
Auto
y
Below axis
On axis
Cells (+) =
1
idth =
2
ons:
Rapidity & Sigma
s
Auto
Angles
All
Circle
p-Circle
L-Circle
Circle
β-Arc
σ-Arc
Return
Rest Energy
B = ϖ
Hamiltonian
H(p) = Bcosh(ϱ)
-Lagrangian
-L(u) = Bsech(ϱ)
Group Velocity
u/c = Btanh(ϱ)
p-circle
b-circle
DeBroglie Wavelength
λ/c = Bcsch(ϱ)
Phase Velocity
c/u = Bcoth(ϱ)