

**Phys 410**  
**Fall 2014**  
**Lecture #29 Summary**  
**11 December, 2014**

We concluded our discussion of Special Relativity. Einstein made two postulates:

- 1) If S is an inertial reference frame and if a second frame S' moves with constant velocity relative to S, then S' is also an inertial reference frame.
- 2) The speed of light (in vacuum) has the same value  $c$  in every direction in all inertial reference frames.

By comparing two forms of the four-momentum, namely  $p^{(4)} = m\gamma(v)(\vec{v}, c)$  and  $p^{(4)} = (\vec{p}, E/c)$ , and taking the ratio of the 3-vector part to the fourth component, we derive an expression for the velocity in terms of the relativistic momentum and energy:  $\vec{\beta} = \frac{\vec{v}}{c} = \vec{p}c/E$ , or  $\vec{v} = \vec{p}c^2/E$ . Using the definition of relativistic energy  $E = \gamma(v)mc^2$ , we can also write  $\vec{v} = \vec{p}/(\gamma(v)m)$ , which clearly reduces to the classical expression in the limit  $\frac{v}{c} \ll 1$ .

Next, consider the four-momentum of a particle of mass  $m$  at rest in your reference frame. In this case  $p^{(4)} = (0,0,0, mc)$ . The invariant length of this four-vector is  $p^{(4)} \cdot p^{(4)} = -(mc)^2$ . Now boost into another reference frame moving at speed  $-v$ . In that frame the particle is moving by at speed  $v$  and has a four-momentum given by  $p^{(4)} = (\vec{p}, E/c)$ . It's invariant length has the same value as that for the observer in the particle's rest frame. Using this equality we can find the useful relation:  $E^2 = (\vec{p}c)^2 + (mc^2)^2$ . The total relativistic energy is not simply a sum of rest energy and kinetic energy, but these quantities are related like the sides of a right triangle!

We then considered Compton scattering as an application of the conservation of four-momentum. One fires x-rays of a given frequency (or wavelength) at stationary electrons. The x-rays scatter off at an angle  $\theta$  with respect to the incident direction and change their frequency, and the electron is kicked away as well. We equated the total four-momentum before and after the collision. The photon (now treated as a particle rather than a wave) four-momentum can be constructed using two relations from quantum mechanics ( $E = \hbar\omega$ , and  $\vec{p} = \hbar\vec{k}$ ). With this one can say for a photon  $p_{\gamma}^{(4)} = \hbar \left( \vec{k}, \frac{\omega}{c} \right) = \frac{\hbar\omega}{c} (\hat{k}, 1)$ . One then writes the sum of the photon and stationary electron four-momentum before the collision and equates it to the sum after the collision. Square both sides and take advantage of two scalar invariant results, namely that  $p_{\gamma}^{(4)} \cdot p_{\gamma}^{(4)} = 0$ , and for the electron  $p_{initial}^{(4)} \cdot p_{initial}^{(4)} = p_{final}^{(4)} \cdot p_{final}^{(4)}$ . With this one can derive the famous Compton scattering formula:  $\lambda - \lambda_0 = \frac{h}{mc} (1 - \cos \theta)$ .

Finally we considered the definition of a four-force as the derivative of the four-momentum with respect to the differential proper time interval:  $K^{(4)} = \frac{dp^{(4)}}{dt_0} = \gamma \left( \frac{d\vec{p}}{dt}, \frac{1}{c} \frac{dE}{dt} \right)$ . Define the relativistic three-force as  $\vec{F} = d\vec{p}/dt$ , where  $\vec{p}$  is the relativistic three-momentum. By exploiting the useful expression derived above, the four-force can be written as:  $K^{(4)} = \gamma \left( \vec{F}, \frac{1}{c} \vec{v} \cdot \vec{F} \right)$ . We considered a massive particle subjected to a constant force (for all time), starting from rest at the origin. The relativistic momentum is easy to calculate:  $\vec{p} = \vec{F}t$ , and it would appear from this that the particle velocity should eventually equal and exceed the speed of light. However, if we calculate the velocity itself as  $\vec{v} = \vec{p}/(\gamma(v)m)$ , we find that it never reaches the speed of light (in finite time)! We find  $\vec{v} = \left( \frac{\vec{F}t}{m} \right) / \sqrt{1 + (Ft/mc)^2}$ . Thus the speed of light is the ultimate speed limit of the universe.