PH253 Lecture 2: relativity Time and length in different reference frames

P. LeClair

Department of Physics & Astronomy The University of Alabama

Spring 2020



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Outline



- Observers in relative motion
- 2 No absolute frame of reference
- Consequences of Relativity
- Quick problems 4

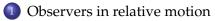




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Outline



No absolute frame of reference

Consequences of Relativity

4 Quick problems



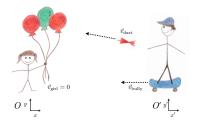


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O frame: girl on ground, O' frame: bully on skateboard *relative* velocity between the two is v_{bully}



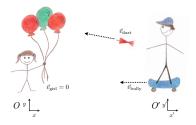
• What is the velocity of the dart according to each observer?



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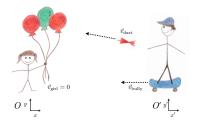
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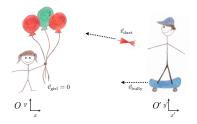


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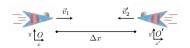
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• Neither rocket accelerating, both think *they* are at rest and other one is moving



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- Only agree that they have a displacement Δx





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"Who is moving" is a relative notion!

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Outline





2 No absolute frame of reference

Consequences of Relativity

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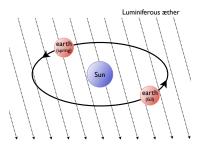
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Principle of relativity:

All laws of nature are the same in all uniformly moving (non-accelerating) frames of reference. No frame is preferred or special.

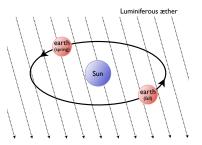


If there were some preferred frame in space, the speed of light should vary seasonally.





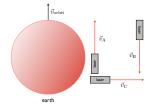
If there were some preferred frame in space, the speed of light should vary seasonally.



It doesn't.



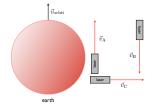
More to the point: if the speed of light was relative to some background medium, what happens when we change direction?



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Experiments: same velocity in all directions - there is no medium, and no preferred frame.



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The speed of light in free space c is *independent* of the motion of the source or observer. It is an invariant constant.

 $c\equiv$ 299, 792, 458 m/s \approx 3 \times 10 8 m/s (fixed value in the SI system).



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Why?



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Why? It is experimentally so.



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Why? It is experimentally so.

If it *weren't*, causality would be violated. More on this later.



Summary: Principles of Special Relativity

Principles of Special Relativity:

• **Special principle of relativity:** Laws of physics look the same in all inertial (non-accelerating) reference frames. There are no preferred inertial frames of reference.



Summary: Principles of Special Relativity

Principles of Special Relativity:

- **Special principle of relativity:** Laws of physics look the same in all inertial (non-accelerating) reference frames. There are no preferred inertial frames of reference.
- **Invariance of** c: The speed of light in a vacuum is a universal constant, *c*, independent of the motion of the source or observer.



Outline



- 2 No absolute frame of reference
- Onsequences of Relativity
 - Quick problems







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Failure to agree on simultaneity

• Speed of light is *finite* and *constant*



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- Speed of light is *finite* and *constant*
- Will prove later: it is a cosmic *speed limit* nothing faster



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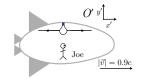
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Everyday analogy (inexact): see lightening before thunder due to propagation delay

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• Moe on ground (reference frame O)



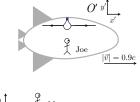
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 $O \stackrel{y}{\underset{x}{\stackrel{\longrightarrow}{\vdash}}} \stackrel{\varphi}{\underset{x}{\stackrel{\longrightarrow}{\vdash}}} \operatorname{Moe}$

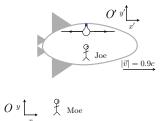
- Moe on ground (reference frame O)
- Joe in ship at v = 0.9c relative to Moe (frame O')

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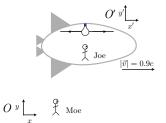
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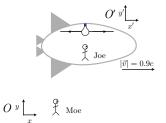
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Joe sees light rays hit back & front of the ship simultaneously.





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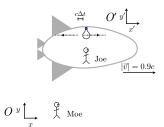
Joe sees light rays hit back & front of the ship simultaneously. What does Moe see?



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• Moe: ship moved forward after light was created!

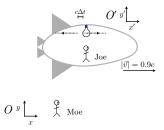


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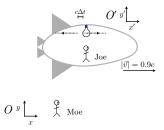
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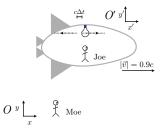
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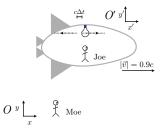
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Simultaneous events for Joe but not Moe - relative!





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- Ship runs away from beams, so they hit the back first!

Simultaneous events for Joe but not Moe - relative! Spatially separated events + relative motion key.



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Consequence of an invariant speed of light

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Events that are simultaneous in one reference frame are **not** simultaneous in another reference frame moving relative to it – and no particular frame is preferred. Simultaneity is not an absolute concept.



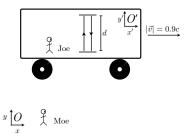
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Consequence of an invariant speed of light:

Events that are simultaneous in one reference frame are **not** simultaneous in another reference frame moving relative to it – and no particular frame is preferred. Simultaneity is not an absolute concept.

If the events are happing in your frame, stationary relative to you, there is no problem. Spatial separation and relative motion are crucial.





Next thought experiment: passage of time is also relative!

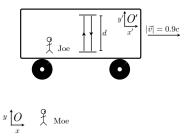


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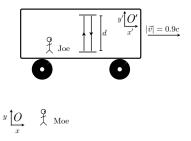
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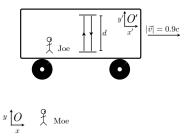
• Const. speed of light is all we can rely on - use it to make a clock.

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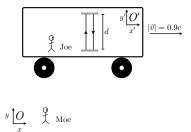
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- Bounce light beam between mirrors separated by d.



Next thought experiment: *passage of time* is also relative!

- Const. speed of light is all we can rely on use it to make a clock.
- Bounce light beam between mirrors separated by d.
- One round trip is one 'tick' of our clock.





• Joe is stationary with respect to clock (frame O')



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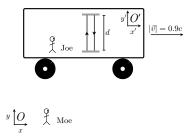
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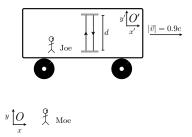
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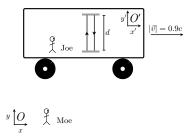
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What's the difference?

For Joe in the car, light travels 2d in one round trip at speed c.



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He is stationary with respect to the clock, nothing strange happens.



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Thus, the time he measures is:



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$$\Delta t'_{\rm Joe} = \frac{2d}{c} \tag{1}$$

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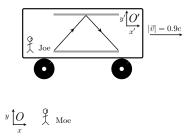
$$\Delta t'_{\text{Joe}} = \frac{2d}{c} \tag{1}$$

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No problem. How about Moe?



• Moe's view: also horizontal motion, but must preserve causality.



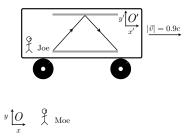
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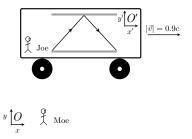
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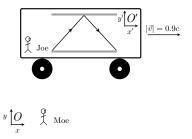
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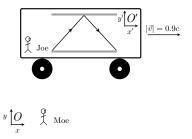
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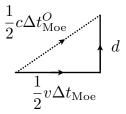


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- He must see light hit both mirrors as Joe does.
- Light has to zig-zag, but *speed is the same*.
- He sees light travel farther at same speed, implying longer time!
- Moe is the *moving observer* since he moves with respect to clock.



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Consider half a round trip, time $\frac{1}{2}\Delta t_{Moe}$ (since it is Moe's measurement we worry about here).

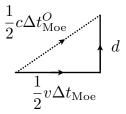


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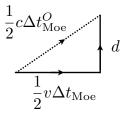
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• Same vertical distance, but car travels $v(\frac{1}{2}\Delta t_{Moe})$ forward



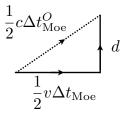


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- In half a round trip, the pulse travels $c(\frac{1}{2}\Delta t_{Moe})$



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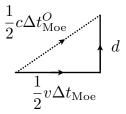


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(light beam distance observed by Moe)² = $d^2 + (\frac{1}{2}\nu\Delta t_{Moe})^2$





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(light beam distance observed by Moe)² = $d^2 + (\frac{1}{2}\nu\Delta t_{Moe})^2$ But we know from Joe that $d = \frac{1}{2}c\Delta t'_{Ioe}$.



Put it together:

$$\left(\frac{1}{2}c\Delta t_{Moe}\right)^2 = d^2 + \left(\frac{1}{2}\nu\Delta t_{Moe}\right)^2 = \left(\frac{1}{2}c\Delta t_{Joe}'\right)^2 + \left(\frac{1}{2}\nu\Delta t_{Moe}\right)^2$$

Solve for Δt_{Moe} , we can relate the two times:



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$$\Delta t_{\text{Moe}} = \Delta t'_{\text{Joe}} \frac{1}{\sqrt{1 - \frac{\nu^2}{c^2}}} \equiv \Delta t'_{\text{Joe}} \gamma$$

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$$\Delta t_{Moe} = \Delta t'_{Joe} \frac{1}{\sqrt{1 - \frac{\nu^2}{c^2}}} \equiv \Delta t'_{Joe} \gamma$$

Here $\gamma = 1/\sqrt{1-v^2/c^2} \ge 1$, so Moe always measures a longer time than *Joe for the same events!*

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Put it together:

$$\left(\frac{1}{2}c\Delta t_{Moe}\right)^2 = d^2 + \left(\frac{1}{2}\nu\Delta t_{Moe}\right)^2 = \left(\frac{1}{2}c\Delta t'_{Joe}\right)^2 + \left(\frac{1}{2}\nu\Delta t_{Moe}\right)^2$$

Solve for Δt_{Moe} , we can relate the two times:

$$\Delta t_{Moe} = \Delta t'_{Joe} \frac{1}{\sqrt{1 - \frac{\nu^2}{c^2}}} \equiv \Delta t'_{Joe} \gamma$$

Here $\gamma = 1/\sqrt{1-v^2/c^2} \ge 1$, so Moe always measures a longer time than *Joe for the same events!*

Time is *dilated* (stretched out) for moving observers! Only agree if v = 0.

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Time dilation:

Two events take place at the same location. The time interval Δt between the events as measured by an observer moving with respect to the events is always *larger* than that measured by an observer who is stationary with respect to the events. The 'proper' time Δt_p is that measured by the stationary observer.

$$\Delta t'_{\text{moving}} = \gamma \Delta t_{\text{stationary}} = \gamma \Delta t_p \quad \text{where} \quad \gamma = \frac{1}{\sqrt{1 - \frac{\nu^2}{c^2}}}$$
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In other words, time is stretched out for a moving observer compared to one at rest.



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In other words, time is stretched out for a moving observer compared to one at rest.

The times agree *only* if v = 0, i.e., no relative motion of observers.



Caveat for time dilation

The analysis above used to derive the time dilation formula relies on both observers measuring the same events taking place at the same physical location at the same time, such as two observers measuring the same light pulses. When timing between spatially separated events or dealing with questions of simultaneity, we must follow the formulas developed



Time dilation

Caveat for time dilation

The analysis above used to derive the time dilation formula relies on both observers measuring the same events taking place at the same physical location at the same time, such as two observers measuring the same light pulses. When timing between spatially separated events or dealing with questions of simultaneity, we must follow the formulas developed

General caveat

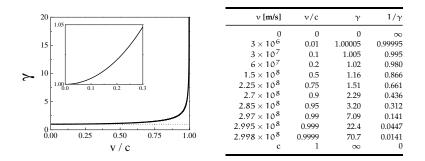
The principles of special relativity we have been discussing are only valid in *inertial* or non-accelerating reference frames. When accelerated motion occurs, a more complex analysis must be used (general relativity).



Lorentz factor γ

Degree of time dilation - strong function of speed: $\Delta t'_{moving} = \gamma \Delta t_{stationary}$ with $\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \ge 1$.

For $v \ll c$ (all everyday stuff), $\gamma \approx 1$ and the difference is negligible, but it is *measurable*. Key for GPS!





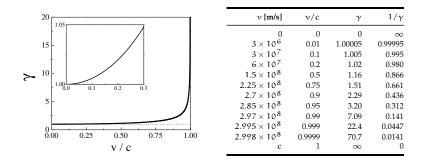
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(Note 1 m/s \sim 2 mph for the SI-impaired. Even $\nu = 0.01c$ is stupid fast.)



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- We can only rely on the speed of light being constant
- This means elapsed time is observer dependent.

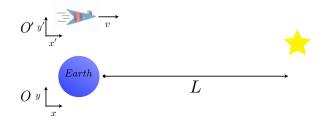


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- We measure distance using velocity and time



- We can only rely on the speed of light being constant
- This means elapsed time is observer dependent.
- We measure distance using velocity and time ...
- Longer time for moving observer ⇒ shorter distance!



• Basic setup: Ship travels between earth and a star stationary relative to earth



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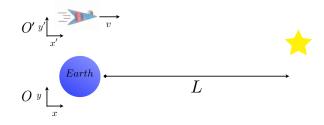
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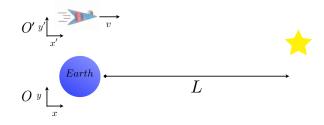
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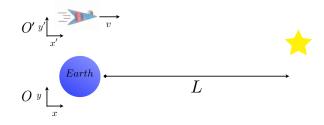
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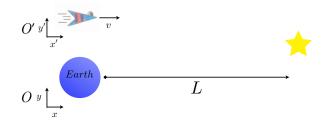
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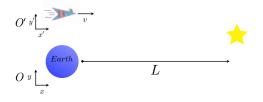
By now the answer is probably clear: it depends on who you ask!

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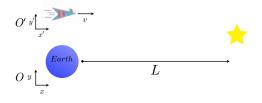


• In O frame, distance is L and speed is v



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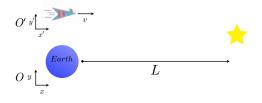


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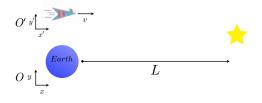


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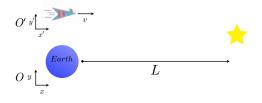


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- In O frame, distance is L and speed is v
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- This is how long the journey takes according to earth-bound observers
- Earth-bound observers are *stationary* with respect to the star.
- But, earth-bound observers are in motion relative to the ship!



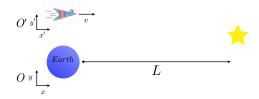
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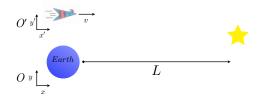


• Who keeps the "proper" time for the journey? The ship occupants! They are the ones traveling.

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- Who keeps the "proper" time for the journey? The ship occupants! They are the ones traveling.
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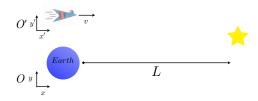


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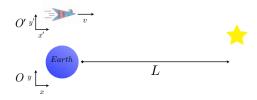
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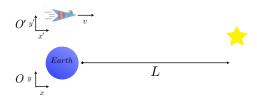


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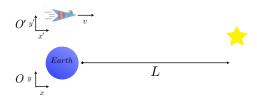
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• "Proper" time? Kept by those stationary to events (ship's journey)



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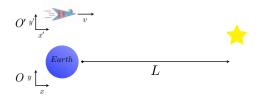
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• Thus, time passes more slowly on earth

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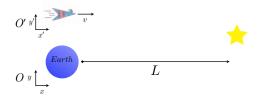
• Since
$$\Delta t_{E} = \frac{L}{\nu}$$
, $\Delta t'_{ship} = \frac{L}{\nu\gamma}$.

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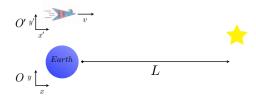


- Since $\Delta t_{E} = \frac{L}{\nu}$, $\Delta t'_{ship} = \frac{L}{\nu \gamma}$.
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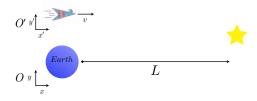
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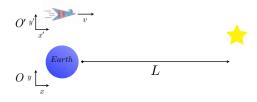


- Since $\Delta t_{E} = \frac{L}{\nu}$, $\Delta t'_{ship} = \frac{L}{\nu\gamma}$.
- Ship measures $d = v\Delta t$, but using quantities from their frame.
- According to them, the distance is $L' = \nu \Delta t'_{ship} = \frac{\nu \Delta t_E}{\gamma} = \frac{L}{\gamma} \neq L$

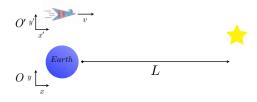




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- Shorter distance *because their time interval is shorter* at same v.



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Again: who is the moving observer? The one in motion relative to events of interest.

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Length Contraction

The length of an object (or the distance to an object) as measured by an observer in motion is *shorter* than that measured by an observer at rest by a factor $1/\gamma$. The proper length, L_p, is measured at rest with respect to the object.

$$L'_{moving} = \frac{L_{stationary}}{\gamma} = \frac{L_p}{\gamma}$$
(3)

That is, objects and distances appear shorter by $1/\gamma$ if you are moving relative to them.



Length Contraction

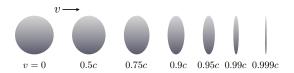
The length of an object (or the distance to an object) as measured by an observer in motion is *shorter* than that measured by an observer at rest by a factor $1/\gamma$. The proper length, L_p, is measured at rest with respect to the object.

$$L'_{moving} = \frac{L_{stationary}}{\gamma} = \frac{L_p}{\gamma}$$
(3)

That is, objects and distances appear shorter by $1/\gamma$ if you are moving relative to them.

Do I divide or multiply by γ ?

Note $\gamma \ge 1$. Think qualitatively about which quantity should be larger or smaller. In this example, we know the spaceship's time interval should be smaller than that measured on earth, so we know we have to *divide* the earth's time interval by γ .



• Not just distances, but spatial dimensions as well!



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- Not just distances, but spatial dimensions as well!
- Only happens along the direction of motion!



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- Not just distances, but spatial dimensions as well!
- Only happens along the direction of motion!
- Sphere moving toward you flattens along the direction of motion

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Outline



2 No absolute frame of reference

Consequences of Relativity

Quick problems





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The period of a pendulum is measured to be 3.00 s in its own reference frame. What is the period as measured by an observer moving at a speed of 0.950c with respect to the pendulum?



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Problem

9.61 sec. The proper time is that measured by in the reference frame of the pendulum itself, $\Delta t_p = 3.00$ sec.

The moving observer has to observe a *longer* period for the pendulum, since from the observer's point of view, the pendulum is moving relative to it.

Observers always perceive clocks moving relative to them as running slow. The factor between the two times is just γ :

$$\Delta t'_{\text{moving}} = \gamma \Delta t_{\text{p}} = \frac{3.0 \,\text{sec}}{\sqrt{1 - \frac{0.95^2 c^2}{c^2}}} = \frac{3.0 \,\text{sec}}{\sqrt{1 - 0.95^2}} \approx 9.61 \,\text{sec}$$
(4)

If you are moving in a spaceship at high speed relative to the earth, would you notice a difference in your pulse rate? In the pulse rate of the people back on earth? Explain, briefly.



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no; yes. There is no relative speed between you and your own pulse, since you are in the same reference frame, so there is no difference in your pulse rate (possible space-travel-related anxieties aside).

There is a relative velocity between you and the people back on earth, however, so you would find their pulse rate *slower* than normal. Similarly, they would find *your* pulse rate slower than normal, since you are moving relative to them.

Relativistic effects are always attributed to the other party – you are always at rest in your own reference frame.

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A stick of length L=1 m is at rest on one system and is oriented with its length along the x axis. What is the apparent length of this stick as viewed by an observer moving at a speed v with respect to the first system?



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Along the direction of motion, the moving observer will see contracted lengths. If the relative motion is along the x axis, then the meter stick appears shorter by a factor γ for the moving observer:

$$L'_{obs} = \frac{1 m}{\gamma} = 1 m \sqrt{1 - \frac{v^2}{c^2}}$$

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Outline



No absolute frame of reference

3 Consequences of Relativity

Quick problems





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• Simultaneity, the passage of time, and lengths are all relative when observers are in motion.



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- The differences between "moving" and "stationary" observers increases with speed, but is negligible for "everyday" phenomena.



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- Simultaneity, the passage of time, and lengths are all relative when observers are in motion.
- The differences between "moving" and "stationary" observers increases with speed, but is negligible for "everyday" phenomena.
- Who is 'moving" vs. "stationary" depends on what they're looking at
- The speed of light is the same for *all* observers, we rely on it.







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• lengths/distances in relative motion shorter by a factor $1/\gamma$



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- lengths/distances in relative motion shorter by a factor $1/\gamma$
- the length contraction is only along the direction of motion
- time measured by an observer in motion longer by a factor $\gamma \dots$
- ... compared to an observer stationary to the events of interest

Next time: we'll learn how to connect different observers' measurements of time, distance, and velocity in a more general sense. Also: do an illustrative problem or two.

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