

# ASTR 1040 Recitation: Relativity

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February 17 & 19, 2014

- **Fiske Planetarium:** Thurs Feb 20 (9:30 am)
- Observing Session: Thurs Feb 20 (7:30 pm)

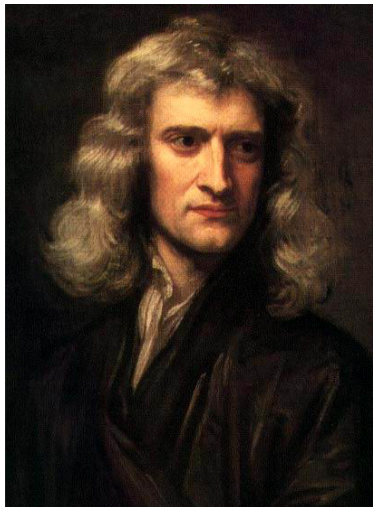
# Today's Schedule

- Special Relativity
- General Relativity
- Black Holes

# History of Relativity

## Newton's Relativity:

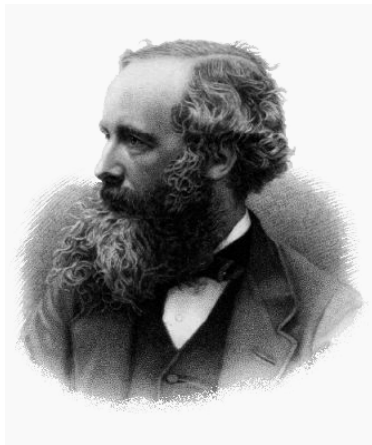
- Laws of physics are the same for all inertial frames
- Time is the same for everyone
- Apply a constant force to an object, it will accelerate forever



# History of Relativity

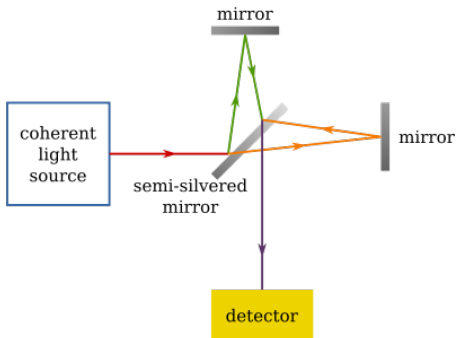
Maxwell's E & M:

- Laws of physics set speed of light at  $\sim 3 \times 10^8$  m/s
- How can all reference frames measure same light going same speed?
- Idea of a universal rest frame  $\Rightarrow$  "aether"



# History of Relativity

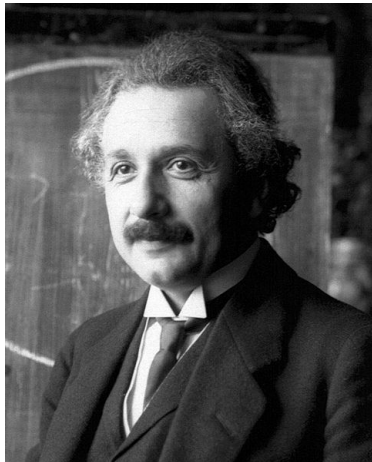
Michelson-Morley Experiment: Find the universal rest frame



# History of Relativity

## Einstein's Relativity:

- Laws of physics (including speed of light) are same for all inertial frames
- Measuring things like time, length and mass depends on your reference frame



# Special Relativity

As objects travel faster and faster ...

- Their relative time slows down (time dilation)
- The object becomes shorter (length contraction)



# Special Relativity

Time Dilation:  $t = \gamma \tau_p$

Length Contraction:  $L = \frac{L_p}{\gamma}$

Lorentz Gamma Factor:  $\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$

# Special Relativity

Rest Frame Coords:  $t, x, y, z$

Moving Frame Coords:  $t', x', y', z'$

- $ct' = \frac{ct - vx/c}{\sqrt{1 - v^2/c^2}}$

- $x' = \frac{x - vt}{\sqrt{1 - v^2/c^2}}$

- $y' = y$

- $z' = z$

# Special Relativity

How do velocities add? Is the speed of light held constant?  
Two frames moving at velocity  $v$  with respect to one another

$$u' = \frac{x'}{t'} = \frac{\frac{x-vt}{\sqrt{1-v^2/c^2}}}{\frac{t-vx/c^2}{\sqrt{1-v^2/c^2}}} \Rightarrow u' = \frac{x-vt}{t-vx/c^2}$$

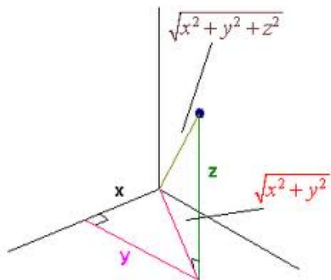
$$u' = \frac{x-vt}{t-vx/c^2} \Rightarrow u' = \frac{t(x/t-v)}{t(1-vx/(tc^2))} \Rightarrow u' = \frac{u-v}{1-vu/c^2}$$

If  $u = c$ :

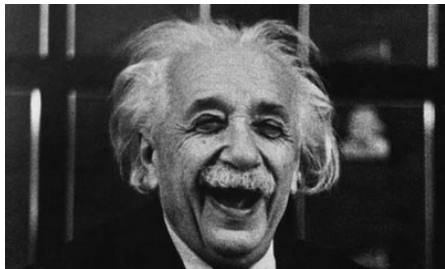
$$u' = \frac{c-v}{1-vc/c^2} \Rightarrow u' = \frac{c-v}{1-v/c} \Rightarrow u' = \frac{c(c-v)}{c-v} = c$$

# General Relativity

## Geometry you didn't learn in High School



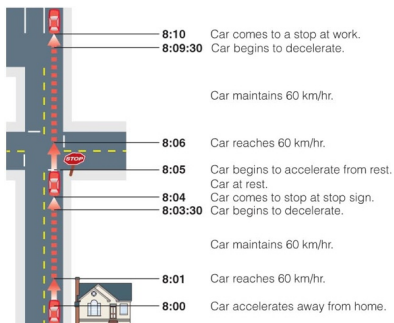
- Constant in any reference frame:  
 $ds^2 = dx^2 + dy^2 + dz^2$



- Constant in any reference frame:  
 $ds^2 = -c^2 dt^2 + dx^2 + dy^2 + dz^2$

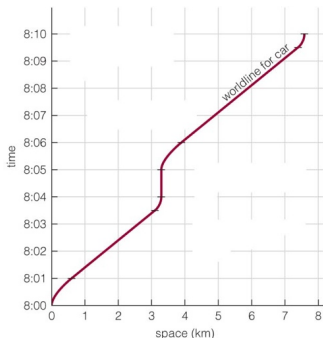
# General Relativity

## Thinking of Time as an Extra Dimension



**a** This diagram shows the events that occur during a 10-minute car trip from home to work on a straight road.

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**b** We make a spacetime diagram for the trip by putting space (in this case, the car's distance from home) on the horizontal axis and time on the vertical axis.

# General Relativity

## Special Relativity (1905)

- Laws of physics are same for all inertial reference frames
- Speed of light is constant in all inertial reference frames
- Does not explain how forces work

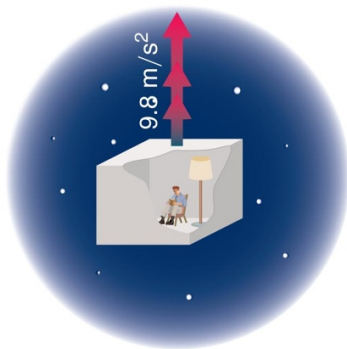
## General Relativity (1915)

- Laws of physics are same for ALL reference frames
- Gravity is caused by massive objects “bending” space-time
- No difference between gravity and an accelerating ref frame

# General Relativity

Equivalence Principle: stationary in gravity = accelerating w/o gravity

## The Equivalence Principle



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# General Relativity

Equivalence Principle: freefall in gravity = constant velocity w/o gravity

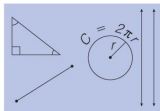
- Constant velocity  $v$ , if  $u = v$
- $u' = \frac{u-v}{1-vu/c^2}$
- Objects are not moving with respect to you  $\Rightarrow$  think astronauts floating in the Space Station (freefall)



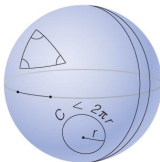
This leads to some strange results:

- Curved space-time
  
- Black holes

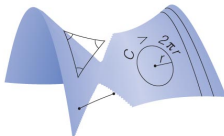
# Curvature



**a** Rules of flat geometry.



**b** Rules of spherical geometry.



**c** Rules of saddle-shaped geometry.

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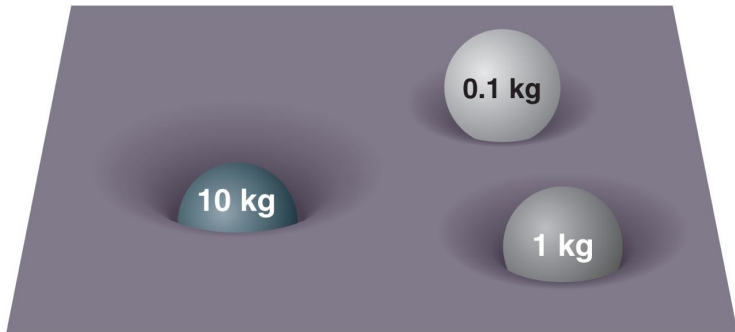
# Curvature



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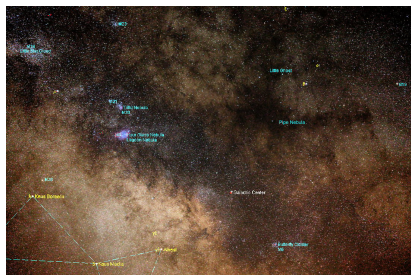
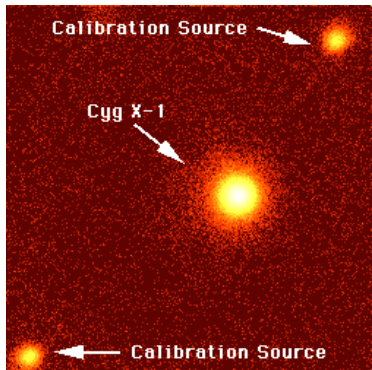
# Curvature

Matter tells space how to curve



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# Black Holes

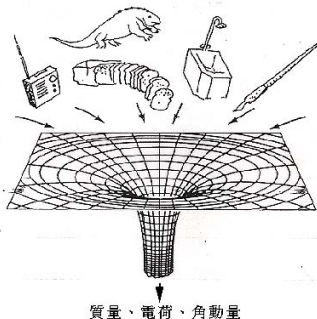


# Black Holes

No Hair Theorem:

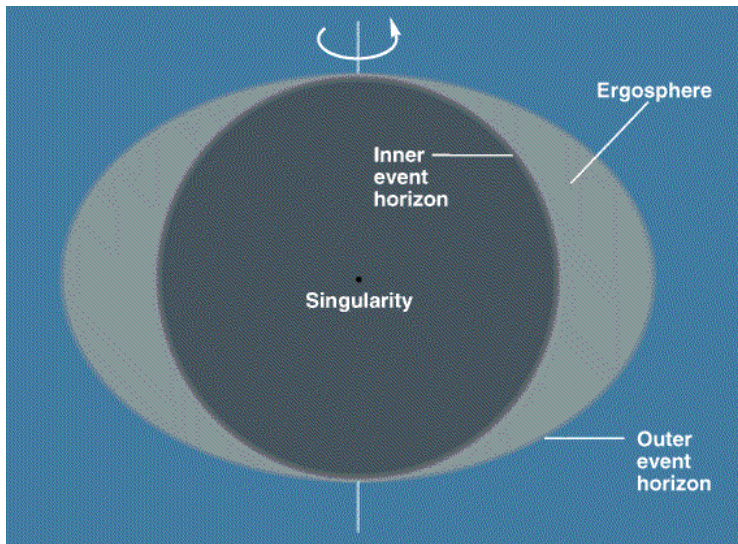
To an external observer, the black hole is completely described by 3 parameters

- Mass
- Electric Charge
- Spin/Angular Momentum



# Black Holes

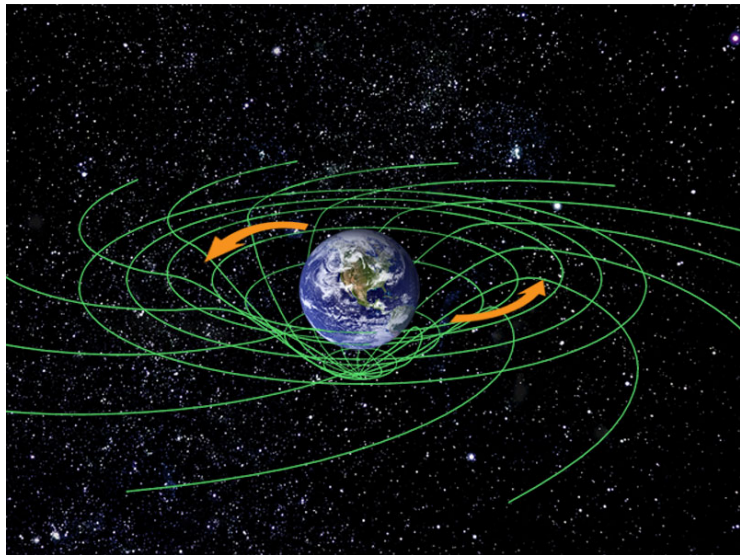
## Spinning Black Holes



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# Black Holes

## Frame Dragging





# Black Holes

How do we find Black Holes?

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- Gravitational Lensing

# Black Holes

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- Gravitational Lensing
- Gravitational Radiation

# Black Holes

How do we find Black Holes?

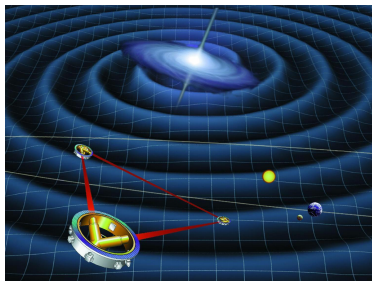
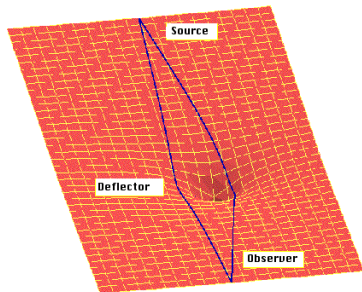
- Gravitational Lensing
- Gravitational Radiation
- Look for lots of mass in a little space

# Black Holes

How do we find Black Holes?

- Gravitational Lensing
- Gravitational Radiation
- Look for lots of mass in a little space
- Look for its disk

# Black Holes



# Black Holes

