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Relativity for Accelerator Physicists

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Overview

- The principle of special relativity
- Lorentz transformation and its consequences
- 4-vectors: position, velocity, momentum, invariants. Derivation of $E=mc^2$
- Examples of the use of 4-vectors
- Inter-relation between β and γ , momentum and energy
- An accelerator problem in relativity

Reading

- ❑ W. Rindler: Introduction to Special Relativity (OUP 1991)
- ❑ D. Lawden: An Introduction to Tensor Calculus and Relativity
- ❑ N.M.J. Woodhouse: Special Relativity (Springer 2002)
- ❑ A.P. French: Special Relativity, MIT Introductory Physics Series (Nelson Thomes)

Historical background

- Groundwork by Lorentz in studies of electrodynamics, with crucial concepts contributed by Einstein to place the theory on a consistent basis.
- Maxwell's equations (1863) attempted to explain electromagnetism and optics through wave theory
 - light propagates with speed $c = 3 \times 10^8$ m/s in “ether” but with different speeds in other frames
 - the ether exists solely for the transport of e/m waves
 - Maxwell's equations not invariant under Galilean transformations
 - To avoid setting e/m apart from classical mechanics, assume light has speed c only in frames where source is at rest
 - And the ether has a small interaction with matter and is carried along with astronomical objects

Nonsense! Contradicted by:

- ❑ Aberration of star light (small shift in apparent positions of distant stars)
- ❑ Fizeau's 1859 experiments on velocity of light in liquids
- ❑ Michelson-Morley 1907 experiment to detect motion of the earth through ether
- ❑ Suggestion: perhaps material objects contract in the direction of their motion

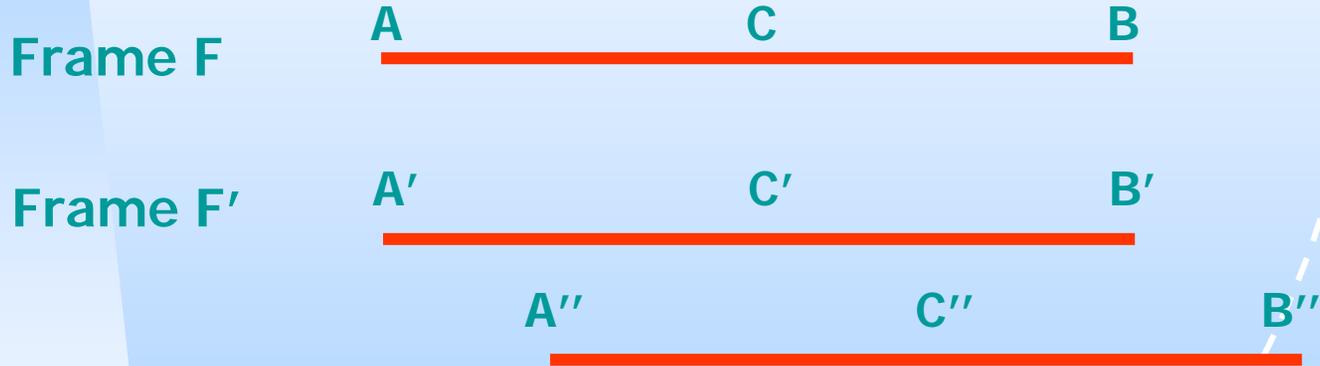
$$L(v) = L_0 \left(1 - \frac{v^2}{c^2} \right)^{1/2}$$

This was the last gasp of ether advocates and the germ of Special Relativity led by Lorentz, Minkowski and Einstein.



Simultaneity

- Two clocks A and B are synchronised if light rays emitted at the same time from A and B meet at the mid-point of AB



- Frame F' moving with respect to F. Events simultaneous in F cannot be simultaneous in F'.
- Simultaneity is not absolute but frame dependent.



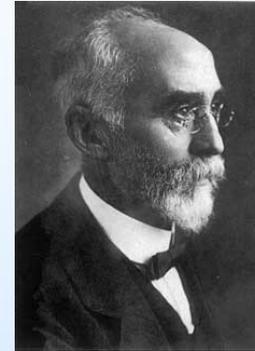
The Principle of Special Relativity

- A frame in which particles under no forces move with constant velocity is “inertial”
- Consider relations between inertial frames where measuring apparatus (rulers, clocks) can be transferred from one to another.
- Behaviour of apparatus transferred from F to F' is independent of mode of transfer
- Apparatus transferred from F to F' , then from F' to F'' , agrees with apparatus transferred directly from F to F'' .
- *The Principle of Special Relativity states that all physical laws take equivalent forms in related inertial frames, so that we cannot distinguish between the frames.*



The Lorentz Transformation

- ❑ Must be linear to agree with standard Galilean transformation in low velocity limit
- ❑ Preserves wave fronts of pulses of light,
- ❑ Solution is the **Lorentz transformation** from frame $F(t, x, y, z)$ to frame $F'(t', x', y', z')$ moving with velocity v along the x -axis:



i.e. $P \equiv x^2 + y^2 + z^2 - c^2 t^2 = 0$

whenever $Q \equiv x'^2 + y'^2 + z'^2 - c^2 t'^2 = 0$

$$\left. \begin{aligned} t' &= \gamma \left(t - \frac{vx}{c^2} \right) \\ x' &= \gamma (x - vt) \\ y' &= y \\ z' &= z \end{aligned} \right\} \text{ where } \gamma = \left(1 - \frac{v^2}{c^2} \right)^{-1/2}$$



Outline of Derivation

Set $t' = \alpha t + \beta x$

$$x' = \gamma x + \delta t$$

$$y' = \varepsilon y$$

$$z' = \zeta z$$

Then $P = kQ$

$$\Leftrightarrow c^2 t'^2 - x'^2 - y'^2 - z'^2 = k(c^2 t^2 - x^2 - y^2 - z^2)$$

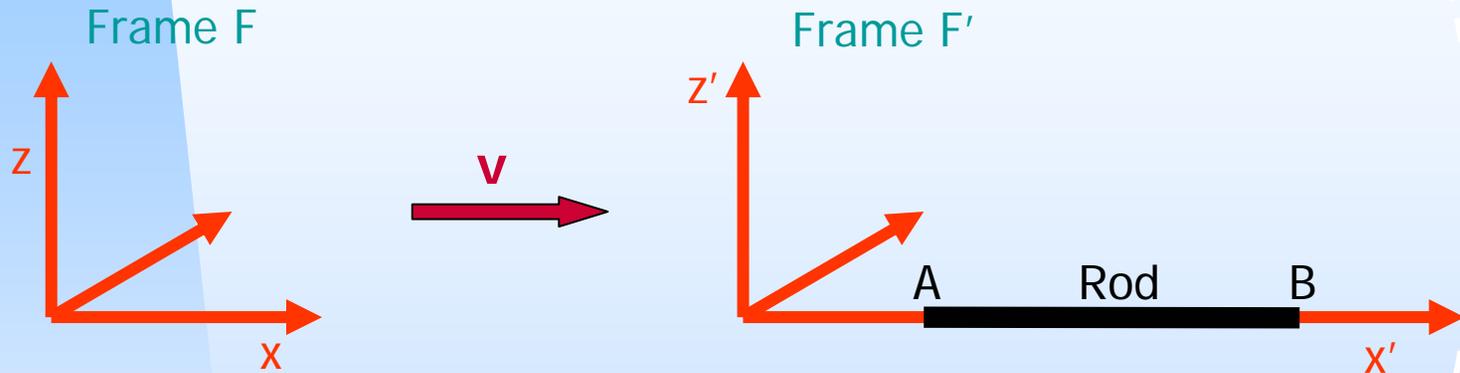
$$\Rightarrow c^2(\alpha t + \beta x)^2 - (\gamma x + \delta t)^2 - \varepsilon^2 y^2 - \zeta^2 z^2 = k(c^2 t^2 - x^2 - y^2 - z^2)$$

Equate coefficients of x, y, z, t .

Isotropy of space $\Rightarrow k = k(\vec{v}) = k(|\vec{v}|) = \pm 1$

Apply some common sense (e.g. $\varepsilon, \zeta, k = +1$ and not -1)

Consequences: length contraction



Rod AB of length L' fixed in F' at x'_A, x'_B . What is its length measured in F ?

Must measure positions of ends in F at the same time, so events in F are (t, x_A) and (t, x_B) . From Lorentz:

$$x'_A = \gamma(x_A - vt) \quad x'_B = \gamma(x_B - vt)$$

$$L' = x'_B - x'_A = \gamma(x_B - x_A) = \gamma L > L$$

Moving objects appear contracted in the direction of the motion

Consequences: time dilatation

- Clock in frame F at point with coordinates (x, y, z) at different times t_A and t_B
- In frame F' moving with speed v , Lorentz transformation gives

$$t'_A = \gamma \left(t_A - \frac{vx}{c^2} \right) \quad t'_B = \gamma \left(t_B - \frac{vx}{c^2} \right)$$

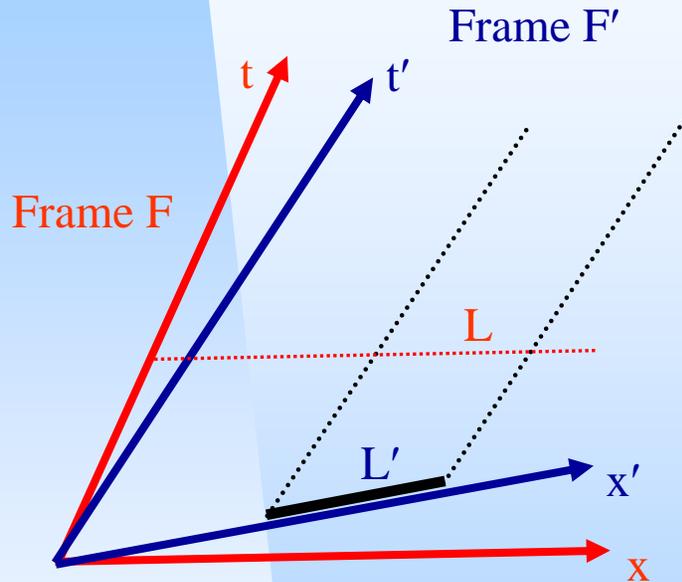
□ So:

$$\Delta t' = t'_B - t'_A = \gamma (t_B - t_A) = \gamma \Delta t > \Delta t$$

Moving clocks appear to run slow

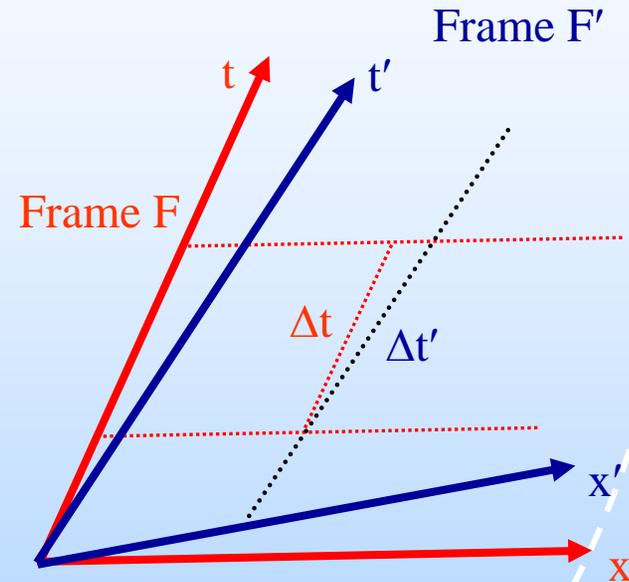


Schematic Representation of the Lorentz Transformation



Length contraction $L < L'$

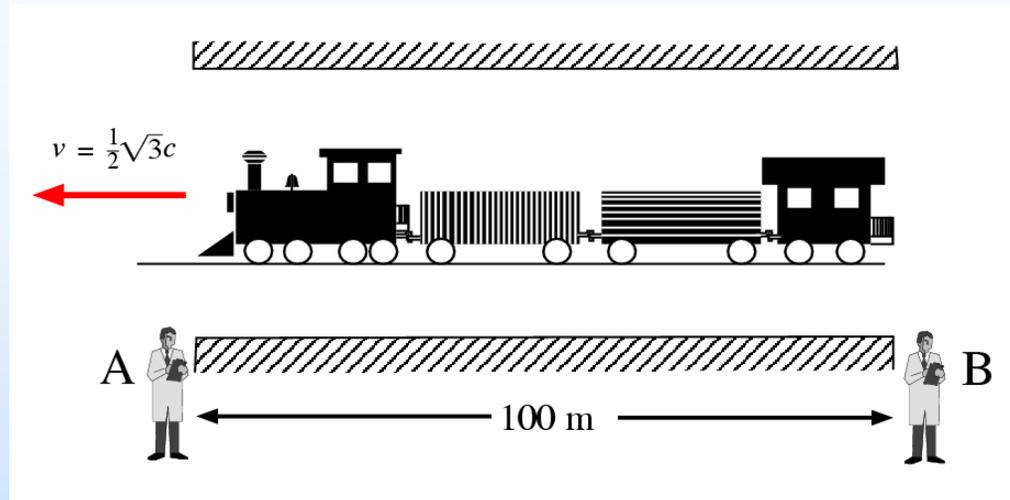
Rod at rest in F'. Measurement in F at fixed time t , along a line parallel to x -axis



Time dilatation: $\Delta t < \Delta t'$

Clock at rest in F. Time difference in F' from line parallel to x' -axis

Example: High Speed Train



- All clocks synchronised.
- Observers A and B at entrance and exit of tunnel say the train is moving, has contracted and has length

$$\frac{100}{\gamma} = 100 \times \left(1 - \frac{v^2}{c^2}\right)^{\frac{1}{2}} = 100 \times \left(1 - \frac{3}{4}\right)^{\frac{1}{2}} = 50\text{m}$$

- But the tunnel is moving relative to the driver and guard on the train and they say the train is 100 m in length but the tunnel has contracted to 50 m

A Simple Problem



- F=frame of tunnel (and A,B)
- F'=frame of train (and driver D and guard G)

$$x_A = 0 \quad x_B = 100$$

$$x'_D = 0 \quad x'_G = 100$$

- What does B's clock read when the guard goes into the tunnel?

$$\begin{aligned} t' &= \gamma \left(t + \frac{vx}{c^2} \right) & t &= \gamma \left(t' - \frac{vx'}{c^2} \right) \\ x' &= \gamma (x + vt) & x &= \gamma (x' - vt') \end{aligned}$$

$$\begin{aligned} &\text{Coincident events } (t_B, x_B) \text{ and } (t'_G, x'_G) \\ x'_G &= \gamma(x_B + vt_B) \Rightarrow 100 = 2(100 + vt_B) \\ \Rightarrow t_B &= -\frac{100}{c\sqrt{3}} \end{aligned}$$

Simple Problem (continued)



- What does the guard's clock read as he goes in?

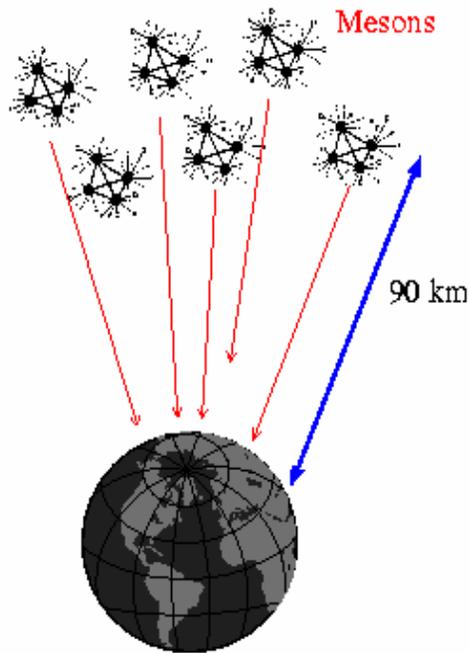
$$x_B = \gamma(x'_G - vt'_G) \Rightarrow 100 = 2(100 - vt'_G)$$
$$\Rightarrow t'_G = +\frac{100}{\sqrt{3}c}$$

- Where is the guard when his clock reads 0?

$$\text{Put } t'_G = 0 \text{ in } x = \gamma(x'_G - vt'_G)$$
$$\Rightarrow x = 2x'_G = 200 \text{ m}$$

So the guard is still 100m from the tunnel entrance when his clock reads zero.

Example: π -mesons



Half-life = 2×10^{-6} sec

so required velocity = $90 / 2 \times 10^{-6} = 4.5 \times 10^7$ km/sec
 = $150 c$

- Mesons are created in the upper atmosphere, 90km from earth. Their half life is $\tau = 2 \mu\text{s}$, so they can travel at most $2 \times 10^{-6}c = 600\text{m}$ before decaying. So how do more than 50% reach the earth's surface undecayed?

- Mesons see distance contracted by γ , so

$$v\tau \approx \left(\frac{90}{\gamma}\right)\text{km}$$

- Earthlings say mesons' clocks run slow so their half-life is $\gamma\tau$ and

$$v(\gamma\tau) \approx 90\text{km}$$

- Both give

$$\beta\gamma = \frac{90\text{ km}}{c\tau} = 150, \quad \beta \approx 1, \quad \gamma \approx 150$$

Invariants

- An invariant is a quantity that has the same value in all inertial frames.
- Lorentz transformation is based on invariance of

$$c^2 t^2 - (x^2 + y^2 + z^2) = (ct)^2 - \vec{x}^2$$

- Write in terms of the 4-position vector $X = (ct, \vec{x})$ as $X \bullet X$

If $X = (x_0, \vec{x})$, $Y = (y_0, \vec{y})$, define the invariant product

$$X \bullet Y = x_0 y_0 - \vec{x} \cdot \vec{y}$$

- Fundamental invariant (preservation of speed of light):

$$\begin{aligned} c^2 \Delta t^2 - \Delta x^2 - \Delta y^2 - \Delta z^2 &= c^2 \Delta t^2 \left(1 - \frac{\Delta x^2 + \Delta y^2 + \Delta z^2}{c^2 \Delta t^2} \right) \\ &= c^2 \Delta t^2 \left(1 - \frac{v^2}{c^2} \right) = c^2 \left(\frac{\Delta t}{\gamma} \right)^2 \end{aligned}$$

- τ is the invariant **proper time** where $\Delta\tau = \Delta t / \gamma$
- τ is time in the rest frame

4-Vectors

- The Lorentz transformation can be written in matrix form

$$\begin{array}{l} t' = \gamma \left(t - \frac{vx}{c^2} \right) \\ x' = \gamma (x - vt) \\ y' = y \\ z' = z \end{array} \Rightarrow \begin{pmatrix} ct' \\ x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} \gamma & -\frac{\gamma v}{c} & 0 & 0 \\ -\frac{\gamma v}{c} & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} ct \\ x \\ y \\ z \end{pmatrix}$$

An object made up of 4 elements which transforms like X is called a 4-vector

(analogous to the 3-vector of classical mechanics)

Position 4-vector $X = (ct, \vec{x})$

4-Vectors in S.R. Mechanics

□ Velocity:
$$V = \frac{dX}{d\tau} = \gamma \frac{dX}{dt} = \gamma \frac{d}{dt}(ct, \vec{x}) = \gamma (c, \vec{v})$$

□ Note invariant
$$V \bullet V = \gamma^2 (c^2 - \vec{v}^2) = c^2$$

□ Momentum
$$P = m_0 V = m_0 \gamma (c, \vec{v}) = (mc, \vec{p})$$

$m = m_0 \gamma$ is relativistic mass

$\vec{p} = m_0 \gamma \vec{v} = m \vec{v}$ is the 3-momentum

Example of Transformation: Addition of Velocities

- A particle moves with velocity $\vec{u} = (u_x, u_y, u_z)$ in frame F, so has 4-velocity $V = \gamma_u (c, \vec{u})$
- Add velocity $\vec{v} = (v, 0, 0)$ by transforming to frame F' to get new velocity \vec{w} .
- Lorentz transformation gives $(t \leftrightarrow \gamma, \quad \vec{x} \leftrightarrow \gamma \vec{u})$

$$\gamma_w = \gamma_v \left(\gamma_u + \frac{v \gamma_u u_x}{c^2} \right)$$

$$w_x = \frac{u_x + v}{1 + \frac{v u_x}{c^2}}$$

$$\gamma_w w_x = \gamma_v (\gamma_u u_x + v \gamma_u) \Rightarrow$$

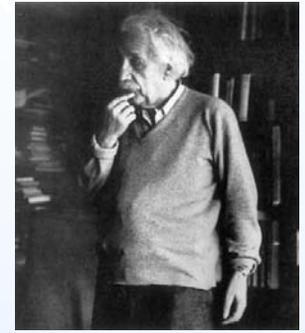
$$\gamma_w w_y = \gamma_u u_y$$

$$w_y = \frac{u_y}{\gamma_v \left(1 + \frac{v u_x}{c^2} \right)}$$

$$\gamma_w w_z = \gamma_u u_z$$

$$w_z = \frac{u_z}{\gamma_v \left(1 + \frac{v u_x}{c^2} \right)}$$

Einstein's relation



□ Momentum invariant $P \bullet P = m_0^2 (V \bullet V) = m_0^2 c^2$

□ Differentiate $P \bullet \frac{dP}{d\tau} = 0 \Rightarrow V \bullet \frac{dP}{d\tau} = 0$

□ From Newton's 2nd Law expect 4-Force given by

$$F = \frac{dP}{d\tau} = \gamma \frac{dP}{dt} = \gamma \frac{d}{dt}(mc, \vec{p}) = \gamma \left(c \frac{dm}{dt}, \frac{d\vec{p}}{dt} \right) = \gamma \left(c \frac{dm}{dt}, \vec{f} \right)$$

□ But $V \bullet \frac{dP}{d\tau} = 0 \Rightarrow V \bullet F = 0$

□ So $\frac{d}{dt}(mc^2) - \vec{v} \cdot \vec{f} = 0$

Rate of doing work, $\vec{v} \cdot \vec{f} =$ rate of change of kinetic energy

Therefore kinetic energy

$$T = mc^2 + \text{constant} = m_0 c^2 (\gamma - 1)$$

$E = mc^2$ is total energy

Basic quantities used in Accelerator calculations

Relative velocity $\beta = v/c$

Velocity $v = \beta c$

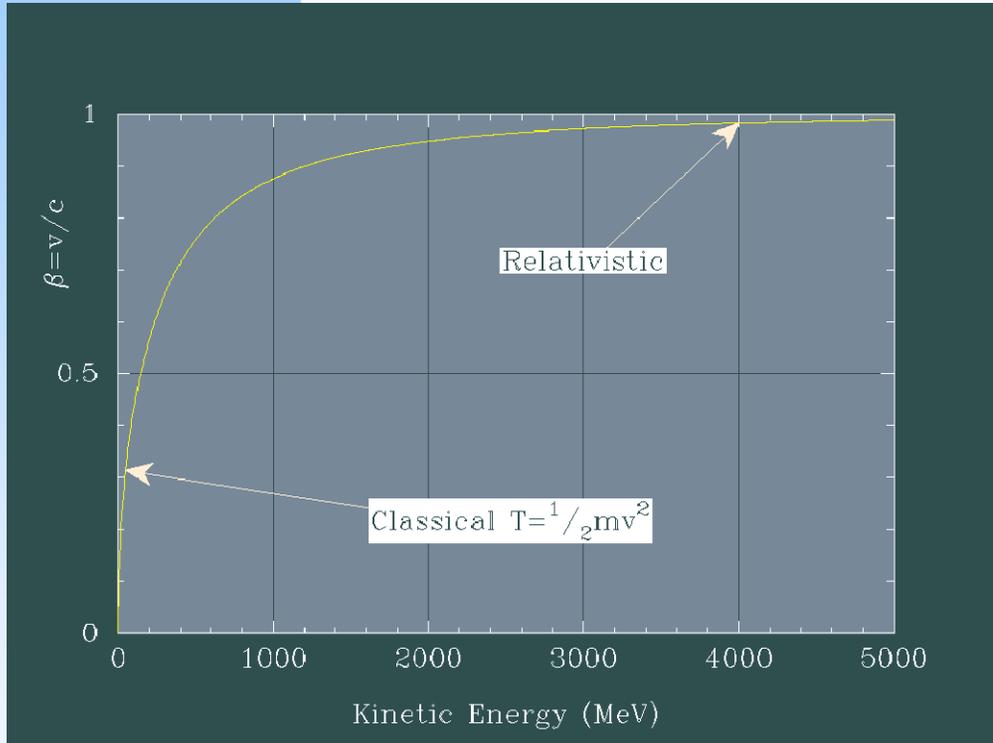
Momentum $p = mv = m_0 \gamma \beta c$

Kinetic energy $T = (m - m_0)c^2 = m_0 c^2 (\gamma - 1)$

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

$$\Rightarrow (\beta\gamma)^2 = \frac{\gamma^2 v^2}{c^2} = \gamma^2 - 1 \Rightarrow \beta^2 = \frac{v^2}{c^2} = 1 - \frac{1}{\gamma^2}$$

Velocity as a function of energy



$$T = m_0(\gamma - 1)c^2$$

$$\gamma = 1 + \frac{T}{m_0c^2}$$

$$\beta = \sqrt{1 - \frac{1}{\gamma^2}}$$

$$p = m_0c\beta\gamma$$

For small v/c , $\gamma = \left(1 - \frac{v^2}{c^2}\right)^{-1/2} \approx 1 + \frac{1}{2} \frac{v^2}{c^2}$

so $T = m_0c^2(\gamma - 1) \approx \frac{1}{2}m_0v^2$

CERN Accelerator School, Baden

Relationships between small variations in parameters ΔE , ΔT , Δp , $\Delta\beta$, $\Delta\gamma$

$$(\beta\gamma)^2 = \gamma^2 - 1$$

$$\Rightarrow \beta\gamma \Delta(\beta\gamma) = \gamma \Delta\gamma$$

$$\Rightarrow \beta \Delta(\beta\gamma) = \Delta\gamma \quad (1)$$

$$\frac{1}{\gamma^2} = 1 - \beta^2$$

$$\Rightarrow \frac{1}{\gamma^3} \Delta\gamma = \beta \Delta\beta \quad (2)$$

$$\frac{\Delta p}{p} = \frac{\Delta(m_0\gamma\beta c)}{m_0\gamma\beta c} = \frac{\Delta(\beta\gamma)}{\beta\gamma}$$

$$= \frac{1}{\beta^2} \frac{\Delta\gamma}{\gamma} = \frac{1}{\beta^2} \frac{\Delta E}{E}$$

$$= \gamma^2 \frac{\Delta\beta}{\beta}$$

$$= \frac{\gamma}{\gamma+1} \frac{\Delta T}{T}$$

(exercise)

	$\frac{\Delta\beta}{\beta}$	$\frac{\Delta p}{p}$	$\frac{\Delta T}{T}$	$\frac{\Delta E}{E} = \frac{\Delta\gamma}{\gamma}$
$\frac{\Delta\beta}{\beta} =$	$\frac{\Delta\beta}{\beta}$	$\frac{1}{\gamma^2} \frac{\Delta p}{p}$	$\frac{1}{\gamma(\gamma+1)} \frac{\Delta T}{T}$	$\frac{1}{\beta^2 \gamma^2} \frac{\Delta\gamma}{\gamma}$
		$\frac{\Delta p}{p} - \frac{\Delta\gamma}{\gamma}$		$\frac{1}{\gamma^2 - 1} \frac{\Delta\gamma}{\gamma}$
$\frac{\Delta p}{p} =$	$\gamma^2 \frac{\Delta\beta}{\beta}$	$\frac{\Delta p}{p}$	$\frac{\gamma}{\gamma+1} \frac{\Delta T}{T}$	$\frac{1}{\beta^2} \frac{\Delta\gamma}{\gamma}$
$\frac{\Delta T}{T} =$	$\gamma(\gamma+1) \frac{\Delta\beta}{\beta}$	$\left(1 + \frac{1}{\gamma}\right) \frac{\Delta p}{p}$	$\frac{\Delta T}{T}$	$\frac{\gamma}{\gamma-1} \frac{\Delta\gamma}{\gamma}$
$\frac{\Delta E}{E} =$	$(\beta\gamma)^2 \frac{\Delta\beta}{\beta}$	$\beta^2 \frac{\Delta p}{p}$	$\left(1 - \frac{1}{\gamma}\right) \frac{\Delta T}{T}$	$\frac{\Delta\gamma}{\gamma}$
	$(\gamma^2 - 1) \frac{\Delta\beta}{\beta}$	$\frac{\Delta p}{p} - \frac{\Delta\beta}{\beta}$		

4-Momentum Conservation

- Equivalent expression for

4-momentum $P = m_0 \gamma(c, \vec{v}) = (mc, \vec{p}) = \left(\frac{E}{c}, \vec{p} \right)$

- Invariant $m_0^2 c^2 = P \bullet P = \frac{E^2}{c^2} - \vec{p}^2$

$$\frac{E^2}{c^2} = m_0^2 c^2 + \vec{p}^2$$

- Classical momentum conservation laws \rightarrow conservation of 4-momentum. Total 3-momentum and total energy are conserved.

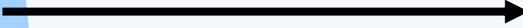
$$\sum_{\text{particles, } i} P_i = \text{constant}$$

$$\Rightarrow \sum_{\text{particles, } i} E_i \text{ and } \sum_{\text{particles, } i} \vec{p}_i \text{ constant}$$

Example of use of invariants

- Two particles have equal rest mass m_0 .
 - Frame 1: one particle at rest, total energy is E_1 .
 - Frame 2: centre of mass frame where velocities are equal and opposite, total energy is E_2 .

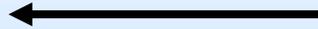
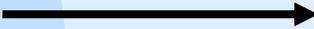
Problem: Relate E_1 to E_2



Total energy E_1
(Fixed target experiment)

$$P_1 = \left(\frac{E_1 - m_0 c^2}{c}, \vec{p} \right)$$

$$P_2 = (m_0 c, 0)$$



Total energy E_2
(Colliding beams expt)

$$P_1 = \left(\frac{E_2}{2c}, \vec{p}' \right)$$

$$P_2 = \left(\frac{E_2}{2c}, -\vec{p}' \right)$$

Invariant: $P_2 \cdot (P_1 + P_2)$

$$m_0 c \times \frac{E_1}{c} - 0 \times p = \frac{E_2}{2c} \times \frac{E_2}{c} + p' \times 0$$

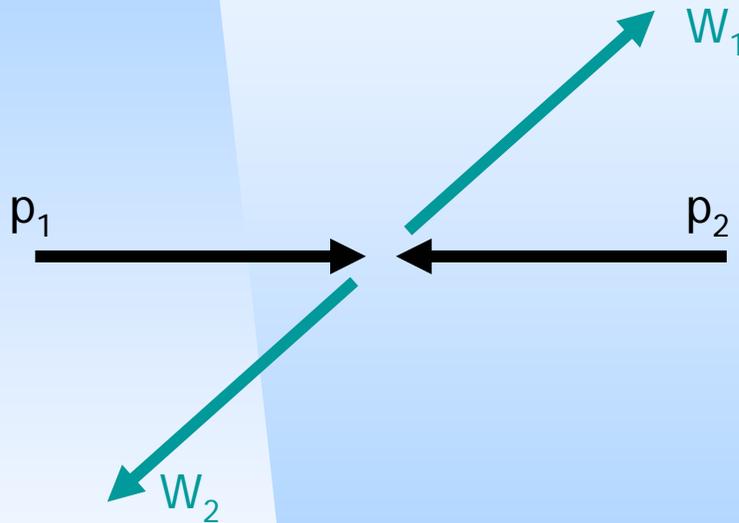
$$\Rightarrow 2m_0 c^2 E_1 = E_2^2$$

Accelerator Problem

- In an accelerator, a proton p_1 with rest mass m_0 collides with an anti-proton p_2 (with the same rest mass), producing two particles W_1 and W_2 with equal mass $M_0=100m_0$
 - Expt 1: p_1 and p_2 have equal and opposite velocities in the lab frame. Find the minimum energy of p_2 in order for W_1 and W_2 to be produced.
 - Expt 2: in the rest frame of p_1 , find the minimum energy E' of p_2 in order for W_1 and W_2 to be produced

Note: $\frac{E^2}{c^2} = \vec{p}^2 + m_0^2 c^2 \Rightarrow$ same m_0 , same p mean same E .

Experiment 1



Total 3-momentum is zero before collision and so is zero after impact

4-momenta before collision:

$$P_1 = \left(\frac{E}{c}, \vec{p} \right) \quad P_2 = \left(\frac{E}{c}, -\vec{p} \right)$$

4-momenta after collision:

$$P_1 = \left(\frac{E'}{c}, \vec{q} \right) \quad P_2 = \left(\frac{E'}{c}, -\vec{q} \right)$$

Energy conservation $\Rightarrow E = E' >$ rest energy $= M_0 c^2 = 100 m_0 c^2$

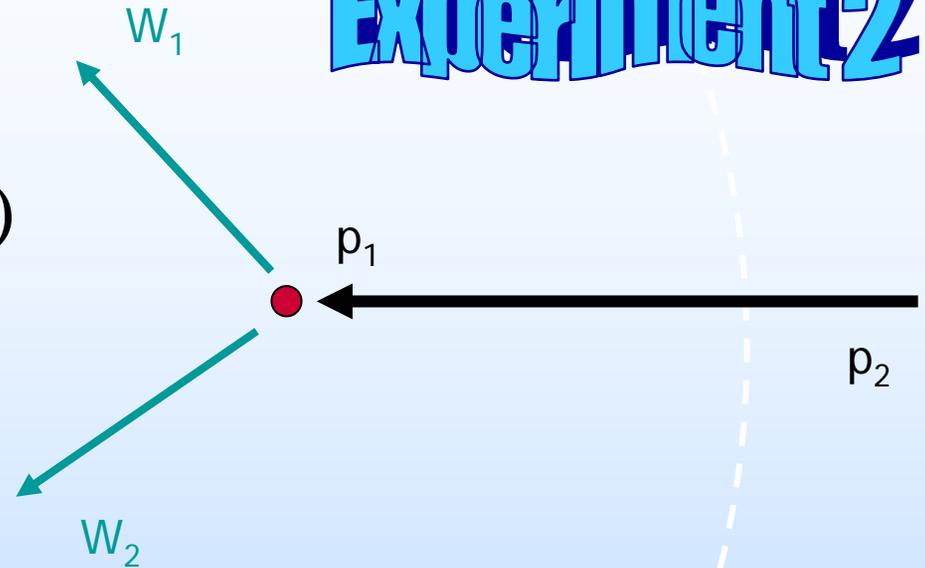
Experiment 2

Before collision:

$$P_1 = (m_0 c, \vec{0}) \quad P_2 = (E'/c, \vec{p})$$

Total energy is

$$E_1 = E' + m_0 c^2$$



Use previous result $2m_0 c^2 E_1 = E_2^2$ to relate E_1 to total energy E_2 in C.O.M frame

$$2m_0 c^2 E_1 = E_2^2$$

$$\Rightarrow 2m_0 c^2 (E' + m_0 c^2) = (2E)^2 > (200 m_0 c^2)^2$$

$$\Rightarrow E' > (2 \times 10^4 - 1) m_0 c^2 \approx 20,000 m_0 c^2$$