

# Introduction to Special Relativity

Sunday, November 8th, 2015

10:00 - 10:45 AM

3:00 - 3:45 PM

Room 160-317

## Class Goals

- What is special relativity, anyway?
  - Time Dilation: “moving clocks tick slower”  
Derive Formula
  - Length Contraction: “moving objects appear shorter”
- 

## What is Special Relativity?

Use **special relativity** when you're dealing with speeds close to the speed of light. As a result of Einstein's postulates, weird stuff starts to happen then...

Einstein's Postulates form the basis of special relativity:

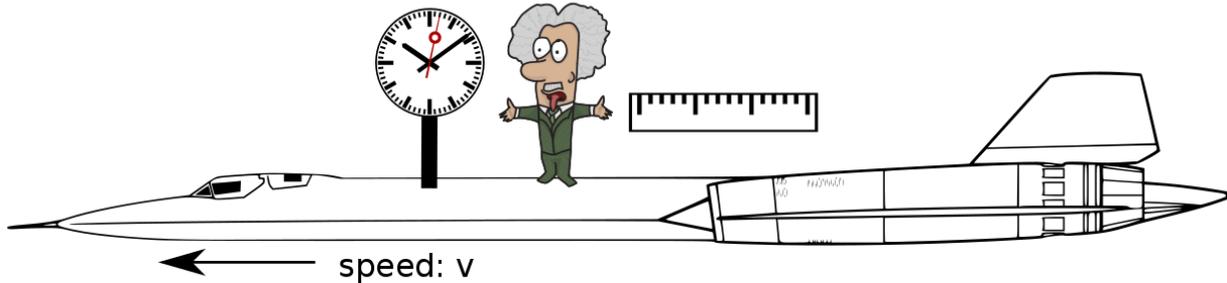
1. The laws of physics are the same in all non-accelerating reference frames
2. The speed of light is the same in all reference frames

**Reference Frame** - Set of coordinate axes you use to measure distances. If you're in a train, your reference frame is different than someone on the ground. Other reference frames are: the moon, the sun, a spaceship, etc.

The **special** part of special relativity is that it only works for non-accelerating reference frames. If you want to find out what happens to a spaceship that's speeding up or slowing down, you need to consider **general** relativity, which is much harder.

# Time Dilation & Length Contraction Cheat Sheet

## Albert's Clock and Ruler



## Stephen's Clock and Ruler

**Stephen Says:** Albert, your clock is ticking slower than mine by a factor of  $\gamma$ . Your ruler is also shorter than mine by a factor of  $\gamma$ .

**Albert Says:** No, Stephen, *your* clock is ticking slower by a factor of  $\gamma$ . And *your* ruler is shorter by a factor of  $\gamma$ .

## Time Dilation

$$\Delta t' = \gamma \Delta t_0$$

### Moving clocks tick slower

$\Delta t_0$  = time in clock's reference frame

$\Delta t'$  = time in observer's reference frame

## Length Contraction

$$L' = \frac{L_0}{\gamma}$$

### Moving Objects Appear Shorter

$L_0$  = object's length in its own frame

$L'$  = object's length in observer's frame

## Lorentz Factor

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

$v$  = speed of observer relative to clock or object

$c$  = speed of light = 186,000 miles per second

