Meeting date : 9/30 Student: Yu-Xing Cheng Professor: Yousuke Miznuo

### TEXTBOOK CIRCLE: BLACK HOLE ASTROPHYSCS

### Ch6

# Geometry and Physics without Gravity: Special Relativity

# CH6.1 WHY GEOMETRY?

- Since Albert Einstein published his theories of special and general relativity, in 1905 and 1915, it has been recognized that geometry is important not only to mathematics, but also to physics as well.
- **×** Two Major reason for this.

# CH6.1 WHY GEOMETRY?

- First, it has become very apparent that the fundamental number of dimensions that describe our(macroscopic) world is four, not three.
- Second, Geometry is important to physics is the discovery that gravity is the result of matter bending the geometry of space and time, so that it is no longer the "flat" geometry of special relativity.



### CH6.2 TWO-DIMENSIONAL PYTHAGOREAN GEOMETRY

× Line Element:

The most fundamental equation of plane geometry is the Pythagorean theorem for a right triangle  $h \uparrow 2 = x \uparrow 2 + y \uparrow 2$  x and y are two sides of the triangle and h is the hypotenuse.

The distance  $\Delta h$  between two points on a graph

 $(\Delta h) \hat{1}^2 = (\Delta x) \hat{1}^2 + (\Delta y) \hat{1}^2 = (x \hat{1}^2 - x \hat{1}^2) \hat{1}^2 + (y \hat{1}^2 - y \hat{1}^2) \hat{1}^2$ 

The very small coordinate distance

 $dh^{\uparrow}2 = dx^{\uparrow}2 + dy^{\uparrow}2$ 

This equation is called line element

### CH6.2.2 LINE ELEMENT HAS THE SAME LENGTH IN ANY COORDINATES

#### × Example

A translation of the origin to a new location  $(x \downarrow 0, y \downarrow 0)$ produces the coordinate transformation  $x \uparrow' = x - x \downarrow 0, y \uparrow' = y - y \downarrow 0$ , the dh still given by  $(dh \uparrow') \uparrow 2 = (dx \uparrow') \uparrow 2 + (dy \uparrow') \uparrow 2 = (dx) \uparrow 2 + (dy) \uparrow 2 = (dh) \uparrow 2$  $dx \downarrow 0$  and  $dy \downarrow 0$  are be zero

### CH6.2.2 LINE ELEMENT HAS THE SAME LENGTH IN ANY COORDINATES

× A rotation of the axes by a constant angle  $\alpha$ 



$$\begin{array}{l} (dh'')^2 = (dx'')^2 + (dy'')^2 \\ = (dx)^2 \cos^2 \alpha + 2 \, dx \, dy \sin \alpha \cos \alpha + (dy)^2 \sin^2 \alpha + \\ (dx)^2 \sin^2 \alpha - 2 \, dx \, dy \sin \alpha \cos \alpha + (dy)^2 \cos^2 \alpha \\ = dx^2 + dy^2 = dh^2 \end{array}$$

### CH6.2.2 LINE ELEMENT HAS THE SAME LENGTH IN ANY COORDINATES

#### × From Cartesian(x,y) to Polar (R,Ø)

#### *x=Rcos*Ø *y*=RsinØ

 $\begin{array}{l} dx = \cos \phi \; dR - R \sin \phi \; d\phi \\ dy = \sin \phi \; dR + R \cos \phi \; d\phi \end{array}$ 

Combine equation to  $(dh) \uparrow 2 = (dx) \uparrow 2 + (dy) \uparrow 2$ 

Get follow

$$\begin{split} dh^2 &= \cos^2\phi \; dR^2 - 2R\sin\phi\cos\phi\; dRd\phi + R^2\sin^2\phi\; d\phi^2 + \\ &\sin^2\phi\; dR^2 + 2R\sin\phi\cos\phi\; dRd\phi + R^2\cos^2\phi\; d\phi^2 \\ &= dR^2 + R^2\; d\phi^2 \end{split}$$

Therefore, Geometry remains unchanged during any coordinate transformation.

### MATRM FORM FOR THE GEOMETRY EQUATIONS

#### × The Metric

It will help our to illustrate the concept of matrics, vectors, 1form, and tensors.

Equation (dh)  $\uparrow 2 = (dx)$   $\uparrow 2 + (dy)$   $\uparrow 2$  can be written (dh)  $\uparrow 2 = dx$   $\uparrow T g dx$ 

Where  $dx = (\square dx @ dy)$ ,  $dx \uparrow T = (\square dx \& dy)$ ,

 $g = (\blacksquare 1\&0@0\&1)$  is metric of a flat two-dimensional plane in Cartesian coordinates.

### MATRM FORM FOR THE GEOMETRY EQUATIONS

Similarly equation  $dh f 2 = dR f 2 + R f 2 d\phi f 2$  can be written in matrix form as dh f 2 = dx f''' f T g f''' dx f'''Where  $dx f''' = (\blacksquare dR @ d\phi), g f''' = (\blacksquare 1 \& 0 @ 0 \& R f 2)$ 

 $g \uparrow'''$  is the matric of a flat plane but expressed in polar coordinate.

### COORDINATE TRANSFORMATIONS: VECTORS AND 1-FORM

For the conversion from Cartesian to polar coordinates, we have  $dx \uparrow'' = L \cdot dx$ 

The coordinate transformation matrix L is

 $L=1/R(\blacksquare Rcos \emptyset \& Rsin \emptyset @-sin \emptyset \& cos \emptyset)$ 

The invrse coordinate transformation also can be expressed in matrix form

$$dx = L \hat{1} - 1 dx \hat{1}''$$

Where

 $L^{\uparrow}-1 = (\square cos \emptyset \& -Rsin \emptyset @ -sin \emptyset \& cos \emptyset), L^{\uparrow}-1$ ·L=I

L is a differential transformation that operates on local vectors and 1-forms

### COORDINATE TRANSFORMATIONS: VECTORS AND 1-FORM

In equation  $dx \mathcal{N}'' = L dx$ , dx is called a contravariant vector or vector

In the transformation equation for the components of any vector V, the matrix of the vector's V1''

 $V \uparrow'' = L \cdot V$ 

V1''': the new coordinate system V: the old system V=(I1x @V1y)Where V is contravariant vector (superscripts)

### COORDINATE TRANSFORMATIONS: VECTORS AND 1-FORM

The contravariant vector whoes components transform in the opposite manner to those of a contravariant vector

 $\nu \mathcal{T}'' = \nu \mathcal{L} \mathcal{T} - 1$ ,  $\nu \mathcal{T}''$  is new coordinate system

 $\boldsymbol{\mathcal{V}}$  and V are different geometric quantities that transform in different ways.

#### DOT PRODUCTS AND MAGNITUDES OF VECTORS

**\*** How to compute the magnitude of all vectors V?  $V12 = V1T \cdot g \cdot V$  and  $v \equiv V1T \cdot g$ 

Transforms according to equation  $\nu \hat{l}''' = \nu \cdot L \hat{l} - 1$ Rewrite  $V \hat{l} 2 = \nu \cdot V$ Use  $(AB) \hat{l} T = B \hat{l} T A \hat{l} T$  to  $\nu = V \hat{l} T \cdot g$ , get  $V = g \hat{l} - 1 \cdot v \hat{l} T$ 

 $V \uparrow 2 = v g \uparrow -1 v \uparrow T$ 

# TENSORS

× Discussion of two-dimensional geometry by looking at how the metric itself transforms. Combine equation  $dh \uparrow 2 = dx \uparrow T g dx$ ,  $dh \uparrow 2 = dx \uparrow'' \uparrow 2$ gdx f'', dx f'' = L dx to solve for gf''' in term of g to get  $q \uparrow''' = (L \uparrow -1) \uparrow T \cdot q \cdot L \uparrow -1$ g is called covariant tensor of rank 2  $q = (\prod_{q \neq 11} \& q \downarrow 12 @ q \downarrow 21 \& q \downarrow 22)$ , it has a special property that is always symmetric  $q \uparrow T = q$ g is not called a 2-form, because true 2-forms must possess another property-antisymmetry



Matrix can be converted to a contravariant form by taking its inverse

$$(g \uparrow''') \uparrow -1 = ((L \uparrow -1) \uparrow T \cdot g \cdot L \uparrow -1) \uparrow -1$$
, use  
 $(ABC) \uparrow -1 = C \uparrow -1 B \uparrow -1 A \uparrow -1$   
Get  $(g \uparrow''') \uparrow -1 = L \cdot g \uparrow -1 \cdot L \uparrow T$ 

In general we can get covariant tensor t into contrvariant T vector form is  $T = g\hat{\tau} - 1 \cdot t \cdot g\hat{\tau} - 1$ 

 $g\hat{\tau}-1$  is also the corresponding 2-tensor for g by  $G = g\hat{\tau}-1 \cdot g \cdot g\hat{\tau}-1 = g\hat{\tau}-1 = (\blacksquare g\hat{\tau}11 \& g\hat{\tau}12 @$ 

### A WORD OF WARNING: GLOBAL VS LOCAL TRANSFORMATIONS

- Global coordinate transformation is one can express the new coordinates as complete and independent functions of the old coordinates.
- × Example

$$x \uparrow = f(x, y) \quad y \uparrow = g(x, y)$$

f and g being independent function of the old coordinates.

A global transform can be written in a differential or matrix manner

$$dx \uparrow = a(x,y)dx + b(x,y)dy, dy \uparrow = c(x,y)dx + d(x,y)dy$$

These expressions must be total differentials, expressible in the form  $dx \uparrow = d[f(x,y)], dy \uparrow = d[g(x,y)]$ 

Global transformations allow the points in an entire space to be re-label

### A WORD OF WARNING: GLOBAL VS LOCAL TRANSFORMATIONS

 Local transformation is one that may be expressed in differential or matrix form, but cannot be integrated into the global form.

A simple example would be following transformation from polar coordinates (R,Ø) local to a local orthonormal system ( $x^{\uparrow}, y^{\uparrow}$ ) at a single point  $dx^{\uparrow} = dR$ ,  $dy^{\uparrow} = Rd\emptyset$ 

### THREE-DIMENSIONAL EUCLIDEAN GEOMETRY

- \* According to previous inference , we can get more general result at following:
- × In this plane the Pythagorean theorem(Fig6.4)
- $\Delta l \hat{l} 2 = \Delta h \hat{l} 2 + \Delta z \hat{l} 2$  combine this with  $\Delta h \hat{l} 2 = \Delta x \hat{l} 2 + \Delta y \hat{l} 2$
- We get  $\Delta l \hat{l} = \Delta x \hat{l} + \Delta y \hat{l} + \Delta z$



#### THREE-DIMENSIONAL EUCLIDEAN GEOMETRY

× cylindrical coordinate system:  $dl^2 = dR^2 + R^2 d\phi^2 + dz^2$ × spherical-polar coordinate system:  $dl^2 = dr^2 + r^2 d\theta^2 + r^2 sin^2 \theta d\phi^2$ × The magnitude:  $V \uparrow 2 = V \uparrow T \cdot g \cdot V = v \cdot g \uparrow -1 v \uparrow T$  $g = (\blacksquare 1 \& 0 \& 0 @ 0 \& 1 \& 0 @ 0 \& 0 \& 1)$ 

# Thank you for listening