

Week 7

microteaching: SR & Kinematics in particle physics

1. \* SR - Transforms & notation.

2. \* Natural units

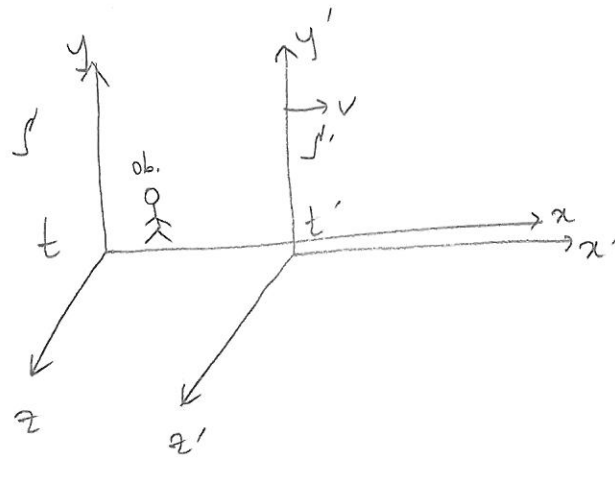
#1, #2, #3

HW 7: 3. \* #4: Kinematics equations

4. \* #5: Fixed Target vs. colliders

1. A. SR - Transforms of coordinates

4 Vectors:  $\begin{bmatrix} ct \\ x \\ y \\ z \end{bmatrix}$



SR

Galile

In  $S$ : coordinates:  $\langle ct, x, y, z \rangle$

$\langle ct, x, y, z \rangle$

in  $S'$ :  $t' = \gamma (t - \frac{vx}{c^2})$   
 $x' = \gamma (x - vt)$   
 $y' = y$   
 $z' = z$

$t' = t$   
 $x' = x - vt$   
 $y' = y$   
 $z' = z$

$$X' = \begin{bmatrix} ct' \\ x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} \gamma & -\beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} ct \\ x \\ y \\ z \end{bmatrix}$$

$\Lambda^\mu_\nu$  ← row  
 $\Lambda^\mu_\nu$  ← column

$$X'^\mu = \Lambda^\mu_\nu X^\nu \quad \{\text{Einstein notation}\}$$

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

Galile

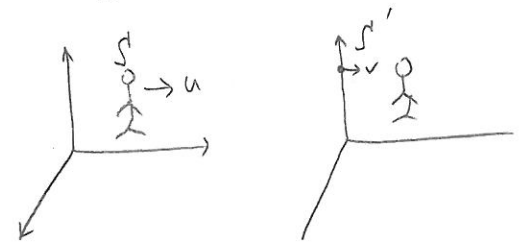
$$\begin{bmatrix} t' \\ x' \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 1 & -v \end{bmatrix} \begin{bmatrix} t \\ x \end{bmatrix}$$

Task: Calc.  $X'^\mu$

$$= \Lambda^\mu_\nu \Lambda^\nu_\alpha ?$$

if  $v = \langle v_x, v_y, 0 \rangle$

### B. Adding Velocities



To  $S'$ :  $u' = \frac{u - v}{1 - \frac{uv}{c^2}}$

Galile

$$u' = u - v$$

Task: 1. does  $u' > c$  ever? ; does  $u' > c$  ever

2. calc  $u'(c)$ ? for 2 photons  $\xrightarrow{c} \xleftarrow{c}$ ?  $u' = \frac{c+c}{1+1} = c$

for all moving bodies & Obj. in stationary frame

I: Length contraction

$$l' = \frac{l}{\gamma}$$

II: Time dilation

$$t' = \gamma t$$

Mass:  $m' = \gamma m$

## 2. Natural Units:

- So far you used SI system:  $\{s, kg, m, \dots\}$
- what if I told you a unit system could be developed by setting  $\hbar = c = k = 1$  ???
- write everything in terms of energy units ( $GeV = e \times 10^9 J$ )

$$g = 5.62 \times 10^{23} \text{ GeV}$$

$$K = 8.62 \times 10^{-14} \text{ GeV}$$

$$cm^{-1} = 1.98 \times 10^{-14} \text{ GeV}$$

$$s^{-1} = 6.58 \times 10^{19} \text{ GeV}$$

$$m_p = 1 \text{ GeV}$$

Task:  $1 m = ?$

$1 \hbar = ?$

$$E = mc^2 = m \quad !!!$$

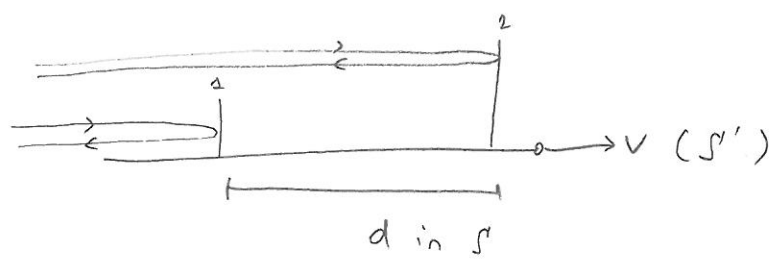
1. b. Use coordinate Transform.

a. length contraction: 
$$l' = \frac{l}{\gamma} = \frac{200\text{m}}{2} \sim 100\text{m}$$

$$\gamma = \frac{1}{\sqrt{1 - (\frac{v}{c})^2}} = 2 = \frac{1}{0.5}$$

c. use adding velocities.

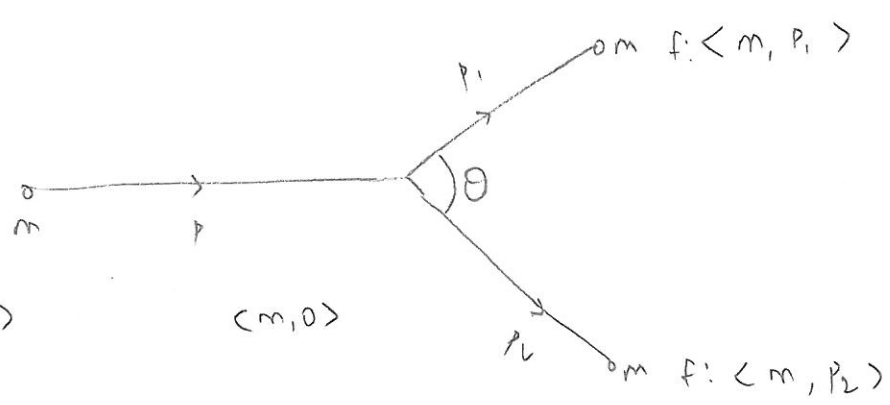
2.



$$\Delta t = \frac{2d_{\text{eff}}}{v_{\text{eff}}} = \frac{2d/\gamma}{c-v} = \frac{2d}{\gamma(c-v)}$$

3. Think about it, google if need be.

4.



$i: \langle E_0, p \rangle$

$\langle m, 0 \rangle$

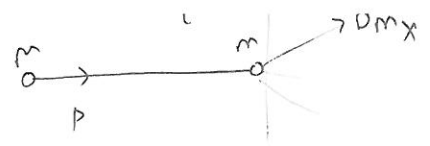
$m f_1: \langle m, p_1 \rangle$

$m f_2: \langle m, p_2 \rangle$

Only use:

1.  $P = p_1 + p_2$   
 $P^2 = p_1^2 + p_2^2 + 2p_1 p_2 \cos \theta$
2.  $E^2 = m^2 + P^2$

> c.



☆  $P \cdot P = m^2$

i	f
$P_1 = \langle E_p, p \rangle$	$P_X = \langle E_X, p_X \rangle$
$P_2 = \langle m, 0 \rangle$	

$$P_X = P_1 + P_2 \Rightarrow P_X^2 = P_1^2 + P_2^2 + P_1 \cdot P_2 + P_2 \cdot P_1$$

$$P_X^2 = m^2 + m^2 + E_p m + m E_p = 2m^2 + 2mE_p$$

$$m_X^2 = 2m^2 + 2mE_p = 2m^2 + 2m^2 \gamma$$

$$E_p = \gamma m$$

$$m_X = m \sqrt{2(1+\gamma)}$$

d.

i	f
$P_1 = \langle E_p, p \rangle$	$P_X = \langle E_X, p_X \rangle$
$P_2 = \langle E_p, -p \rangle$	

$$P_X^2 = (P_1 + P_2)^2 = (2E_p)^2 = 4E_p^2$$

$$m_X^2 = 4E_p^2 \Rightarrow m_X = 2E_p = 2\gamma m > m \sqrt{2(1+\gamma)}$$