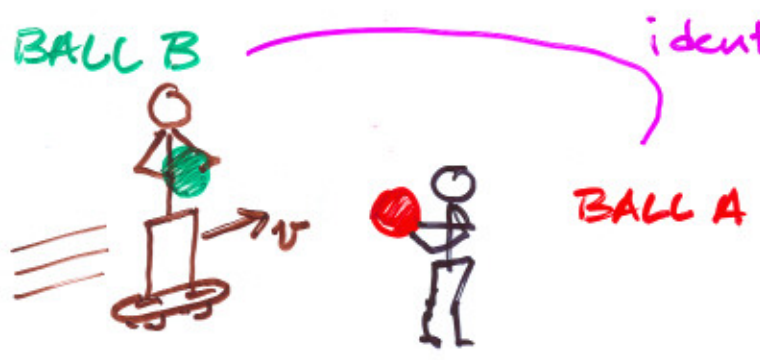
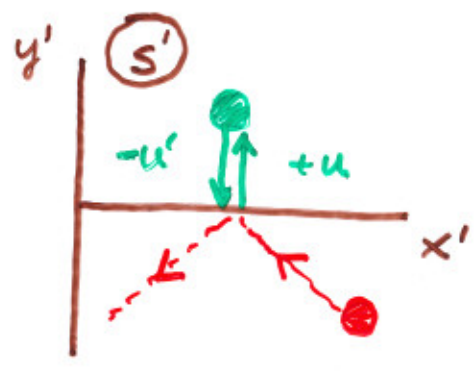
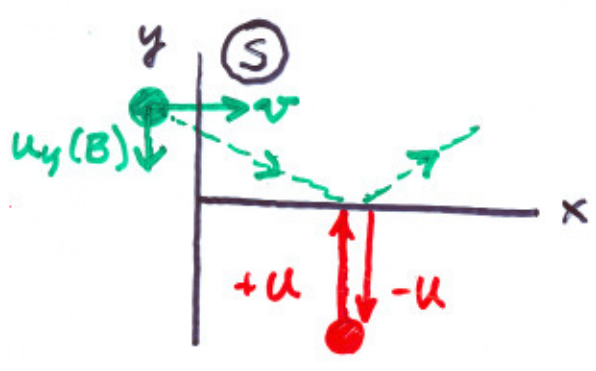


MASS

Very subtle points... standard derivation:



each throws their ball straight forward - collide & recoil elastically



They practice - so they can each push their balls at some speeds

$$u = u'$$

KEEP TRACK OF VELOCITIES!

v is frame speed of (S') wrt (S)
 (and x-component of B in (S))
 etc

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

in (S) calculate from (S') quantities:

$$u_y(B) = \frac{u'_y(B)}{\gamma(1 + v u'_x(B)/c^2)}$$

$$u'_x(B) = 0$$

$$u'_y(B) = u'$$

$$u_y(B) = \frac{u'}{\gamma}$$

INSIST ON MOMENTUM CONSERVATION IN EACH FRAME.

y component before = y component after

all objects in (S)

all objects in (S')

$$m_A u - m_B u_y(B) = -m_A u + m_B u_y(B)$$

$$m_A u - m_B \frac{u'}{\gamma} = -m_A u + m_B \frac{u'}{\gamma}$$

$$u = u' \Rightarrow m_B = \gamma m_A$$

NOT HOW THORNTON & REX DO THIS! subtle difference...

OKAY.

if u is very -- vanishingly small... take

$$m_A = m_0$$

↑
mass at rest in frame

"REST MASS" → INVARIANT...

THEN FOR ANY TWO FRAMES YOU CAN INTERPRET

$$m(v) = \frac{m_0}{\sqrt{1 - v^2/c^2}}$$

m_0 is an intrinsic property

which is called the Relativistic Mass. Not universally acknowledged as a useful concept.

ahem... continuing...

$$\vec{p} \equiv m \vec{v}$$

$$\vec{p} = m_0 \gamma \vec{v}$$

AN EVEN MORE SUBTLE POINT... FORCE

continuing to imagine $m(v)$...

$$\vec{F} = \frac{d}{dt} \vec{p} \quad \text{still}$$

$$= m \frac{d\vec{v}}{dt} + \vec{v} \frac{dm}{dv} \frac{dv}{dt}$$

$$= m\vec{a} + \vec{v} \frac{dm}{dt}$$

$$\vec{F} = m_0 \gamma \left(\frac{d\vec{v}}{dt} + \frac{v \, dv/dt}{c^2 - v^2} \vec{v} \right)$$

when \vec{v} is not in the same direction as \vec{F} , this gets messy and unpleasant.

THE ONLY SATISFACTORY TREATMENT IS TO USE
A TENSORIAL TREATMENT IN 4-DIMENSIONS
... "beyond the scope of this course..."

→ grad school

OKAY. THE TEE-SHIRT EQUATION...

CONTINUE TO RELY ON THE WORK-ENERGY THEOREM...

$$\text{Work done} = \Delta KE$$

$$\begin{aligned}
 K &= \int_{v=0}^{v=v} F ds \\
 &= \int_{v=0}^{v=v} \frac{d(mv)}{dt} \frac{ds}{dt} dt \\
 &= \int \frac{v}{dt} d(mv) \\
 &= \int v d(mv) \\
 &= \int v d\left[\frac{m_0 v}{(1 - v^2/c^2)^{1/2}} \right] \\
 &= m_0 \int v \left[\frac{1}{(1 - v^2/c^2)^{3/2}} + \frac{v^2/c^2}{(1 - v^2/c^2)^{3/2}} \right] dv \\
 &= m_0 \int_0^v \frac{v dv}{(1 - v^2/c^2)^{3/2}} \\
 &= m_0 c^2 \left. \frac{1}{(1 - v^2/c^2)^{1/2}} \right|_0^v \\
 K &= m_0 c^2 \left(\frac{1}{\sqrt{1 - v^2/c^2}} - 1 \right)
 \end{aligned}$$



repeat:
$$K = m_0 c^2 \left(\frac{1}{\sqrt{1 - v^2/c^2}} - 1 \right)$$

expand --
$$\frac{1}{\sqrt{1 - v^2/c^2}} = 1 + \frac{1}{2} \frac{v^2}{c^2} + \frac{3}{8} \frac{v^4}{c^4} + \dots$$

$$K = m_0 c^2 \left(1 + \frac{1}{2} \frac{v^2}{c^2} + \frac{3}{8} \frac{v^4}{c^4} + \dots - 1 \right)$$

if $v \ll c$ -- higher powers ignored --

$$\begin{aligned} K(v \ll c) &= m_0 c^2 \left(\frac{1}{2} \frac{v^2}{c^2} \right) \\ &= \frac{1}{2} m_0 v^2 \end{aligned}$$

nice.

go back --

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

$$= m_0 \gamma c^2 - m_0 c^2$$

$$K = m c^2 - m_0 c^2$$

New idea about the energy of an object:

$$m c^2 = K + m_0 c^2 = \text{energy of motion} + \text{"rest energy"}$$

|||

TOTAL ENERGY $E = m c^2$

SO: THESE TWO FUNDAMENTAL
RELATIONSHIPS EMERGE:

$$E = \gamma m_0 c^2$$

$$p = \gamma m_0 v$$

} they connect... like the interval

$$E^2 = \gamma^2 m_0^2 c^4 = \frac{m_0^2 c^4}{1 - v^2/c^2}$$

$$= \frac{m_0^2 v^2 c^2}{1 - v^2/c^2} + m_0^2 c^4$$

using p...

$$E^2 = p^2 c^2 + m_0^2 c^4$$

$$(m_0 c^2)^2 = (pc)^2 - E^2$$

← is an "interval" in
energy/momentum
space

$$(m_0 c^2)^2 = \underbrace{(p_x c)^2 + (p_y c)^2 + (p_z c)^2}_{\text{like coordinates space}} - \underbrace{E^2}_{\text{like time coordinate}}$$

↑
"rest energy"²

NOW, I'LL DROP THE m_0 DESIGNATIONS (unless necessary
to make a point) → the mass of an elementary
particle is an invariant - a defining characteristic.

$$E^2 = p^2 c^2 + m^2 c^4$$

$$E = \sqrt{p^2 c^2 + m^2 c^4}$$

← problematic later
± E??!!

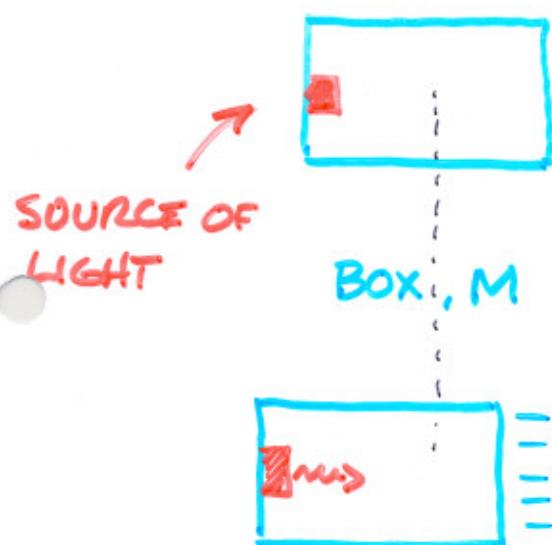
NON-CLASSICAL CONCEPT:

AN OBJECT OF NATURE WITHOUT MASS...

$$m = 0 \Rightarrow E = pc$$

Which, indeed, became a useful concept
a few years after 1905.

AN EXAMPLE OF EINSTEIN'S:



SOURCE EMITS LIGHT
OF ENERGY $E = pc$
(massless "photons")
BOX RECOILS

MOMENTUM CONSERVED:

(BOX, non relativistic)

$$|-Mv_B| = p = E/c \quad \Rightarrow \quad v_B = \frac{E}{Mc}$$

$$\text{BOX } \vec{p} = \text{photon } \vec{p}$$



WHEN RADIATION HITS OTHER SIDE, BOX STOPS

com doesn't change \rightarrow BOX, M moved LEFT, something had to compensate!

AS IF MASS IS TRANSPORTED TO THE RIGHT

BY THE LIGHT!

← L →



→ | x | ←

- Time for light to go

$$\text{LEFT to RIGHT: } t = L/c$$

(ignoring the fact that back moves towards light!)

So, distance block moves:

$$\begin{aligned} x &= v_B t = v_B (L/c) \\ &= \left(\frac{E}{Mc^2} \right) L \end{aligned}$$

That the center of mass is unchanged:

$$M(\text{displacement left}) = a(\text{displacement R})$$

$$Mx = M \left(\frac{E}{Mc^2} \right) L = aL$$

$$\text{so: } a = E/c^2 \quad \text{AS IF LIGHT TRANSPORTS}$$

$$\text{MASS: } m_L = E/c^2$$

E BEHAVES LIKE AN INERTIA

ENERGY CONSERVATION... RELATIVITY

STYLE!

kinetic E: T_A T_B 

BILLIARDS...

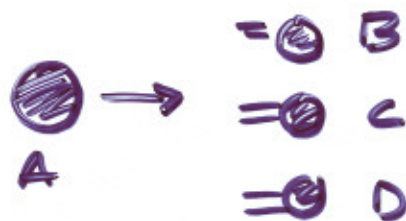
ENERGY BEFORE = ENERGY AFTER

$$T_A + m_A c^2 + T_B + m_B c^2 = T_A' + m_A c^2 + T_B' + m_B c^2$$



⇒ WOULD NOT DETECT IN SIMPLE COLLISIONS...

"DECAYS"



$$m_A c^2 = m_B c^2 + m_C c^2 + m_D c^2 + \underbrace{T_B + T_C + T_D}_{\text{HOW MUCH?}}$$

depends on

MASS DIFFERENCES

$$(m_A - m_B - m_C - m_D) c^2 \leftarrow \text{energy}$$

UNITS ARE A PAIN:

$$m(\text{proton}) \cong 10^{-27} \text{ kg}$$

Way too many zeros!

USE "electron volts" FOR ATOMIC, NUCLEAR, HIGH ENERGY, ASTROPHYSICS CALCULATIONS!



PROTON OF CHARGE

$$+e = +1.602 \times 10^{-19} \text{ C}$$

ACCELERATED OVER 1 VOLT:

$$\text{WORK DONE} = qV$$

$$= (1.602 \times 10^{-19} \text{ C})(1 \text{ V}) = 1.602 \times 10^{-19} \text{ J}$$

$$\cong 1 \text{ eV} \quad \text{one electron-volt}$$

MASSSES... "rest masses":

$$eV/c^2$$

ENERGIES... "rest energy":

$$eV$$

$$\text{electron: } m_e = 9.1 \times 10^{-31} \text{ kg}$$

$$E_0 = m_e c^2 = (9.1 \times 10^{-31} \text{ kg})(3.0 \times 10^8 \text{ m/s})^2 \left(\frac{1 \text{ eV}}{1.6 \times 10^{-19} \text{ J}} \right)$$

$$E_0 = 511,900 \text{ eV} = 0.51 \text{ MeV}$$

$$" m_e = 0.51 \text{ MeV}/c^2 "$$