

# Dynamics

## Momentum:

Classical:  $\vec{p} = m\vec{u}$

Relativistic:  $\vec{p} = \frac{m\vec{u}}{\sqrt{1 - \frac{u^2}{c^2}}} = \gamma m\vec{u}$

## Notation:

→  $v$ : speed between the two reference frames  $K$  and  $K'$

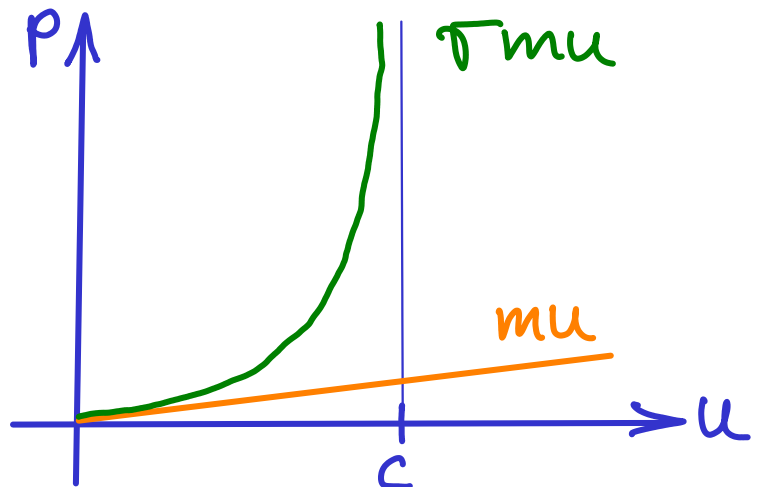
→ Lorentz gamma factor:

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

→  $u$ : speed } of the particle  
 $\vec{u}$ : velocity }

→ factor in the momentum equation

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



# Energy

Classical kinetic:  $K = \frac{1}{2} m u^2$

Relativistic kinetic:  $K = (\gamma - 1) m c^2$

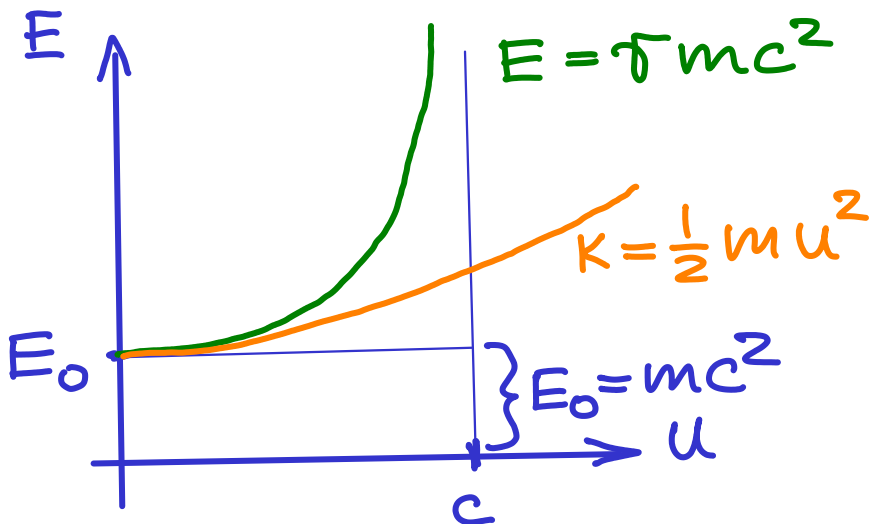
Relativistic total:  $E = \gamma m c^2$

$$\underbrace{E = \gamma m c^2}_{\text{total}} = m c^2 + (\gamma - 1) m c^2 = E_0 + \underbrace{K}_{\text{kinetic}}$$

$$\boxed{E_0 = m c^2} \text{ } \left. \vphantom{\boxed{E_0 = m c^2}} \right\} \text{ rest energy:}$$

$$1 \text{ kg} \leftrightarrow 9 \cdot 10^{16} \text{ J} = 90 \text{ PJ}$$

PJ: petajoule!



Classical kinetic energy:

$$\left(1 - \frac{u^2}{c^2}\right)^{-\frac{1}{2}} \cong 1 + \frac{1}{2} \frac{u^2}{c^2} \quad \text{when } u \ll c$$

$$K = (\gamma - 1) m c^2 = \left(1 + \frac{1}{2} \frac{u^2}{c^2} - 1\right) m c^2 =$$

$$= \frac{1}{2} m u^2 \quad : \text{ as we learned it before in classical mechanics.}$$

# Energy - momentum relations

$$\left. \begin{array}{l} \vec{p} = \gamma m \vec{u} \\ E = \gamma m c^2 \end{array} \right\} \Rightarrow \boxed{E^2 = p^2 c^2 + m^2 c^4}$$

$$\frac{p}{E} = \frac{\gamma m u}{\gamma m c^2} = \frac{u}{c^2} = \frac{\beta}{c} \Rightarrow \boxed{\frac{p}{E} = \frac{\beta}{c}}$$

Photon:  $m=0$  : no rest mass

$$\Rightarrow E = pc \Rightarrow \frac{p}{E} = \frac{1}{c} \Rightarrow \beta = 1$$

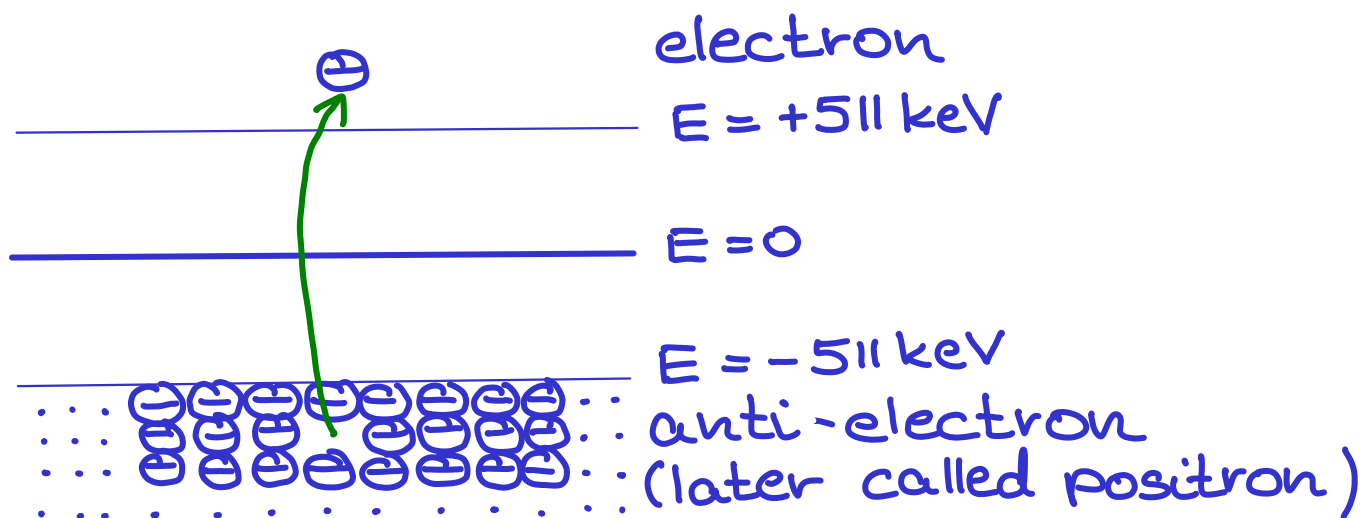
The idea of anti-matter by Dirac:

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

+ : matter

- : anti-matter

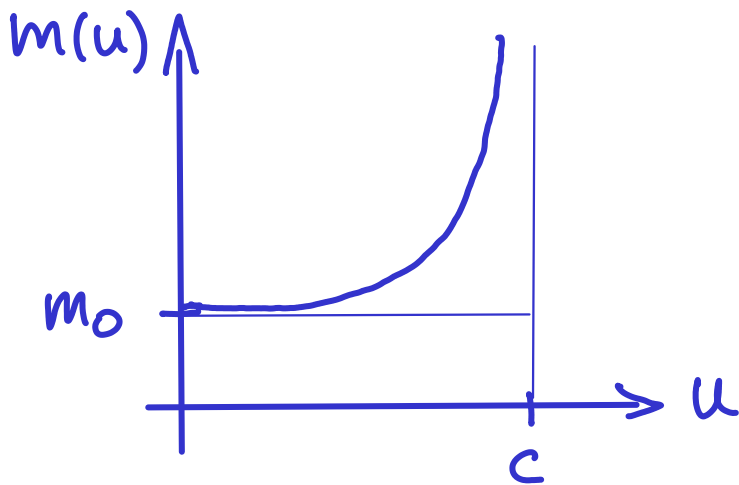
Vacuum by Dirac:



# Relativistic mass

$m_0$  : rest mass

$$m(u) = \frac{1}{\sqrt{1 - \frac{u^2}{c^2}}} \cdot m_0 = \gamma m_0 : \text{moving mass}$$



Einstein's formula properly:

$$E_0 = m_0 c^2$$

↑ rest mass

↑ rest energy