

16.09.2008

Relativity and Cosmology

CMI 100

15¹⁵ - 17⁰⁰ (c)

17¹⁵ - 18⁰⁰ (e)

①

Lecture # 1.

Semester I:

Special and general relativity

Semester II:

General relativity and cosmology

Why special relativity?

- Basis for particle physics, electrodynamics, accelerator physics, etc

Why general relativity?

- Basis for cosmology and astrophysics

Plan for the 1st semester

2

Chapter I: Special relativity

- Reminder of results from electrodynamics
 - (i) Lorentz transformations
 - (ii) 4-vectors, tensors
 - (iii) energy, momentum
- Special relativity in arbitrary coordinate systems
- Acceleration and SR

Chapter II: Formulation of GR

- Newton's gravity
- equivalence principle
- Gravitational forces
- Newton approximation
- tensorial analysis
- Curvature
- flat versus curved space-time

Chapter IV:

Tests and predictions of GR

- Schwarzschild solution
- light bending in GR
- Perihelium of Mercury
- gravitational waves
- binary systems
- black holes

Chapter III

- Action principle for GR
- Einstein equations
- Energy-momentum tensor

Books:

- Gravitation and Cosmology

S. Weinberg, 1972

- Landau, Lifshits, vol II
Field Theory

- B. Schutz

A first course in general relativity

Cambridge U press, 2007

(first published 1985)

Assistants: PhD students at LPPC

Claude Becker

Daniel Zenhäusern

Part II

- Cosmological Solutions of GR
- Hubble expansion, accelerating universe
- Physics of the early universe
 - relic radiation
 - Big-Bang nucleosynthesis
 - Banggenesis
- Inflationary universe

Note about system of units

- in General Physics one normally use SI meter, kilo, sec, Amper our choice:

High energy physics (HEP)

forget about ϵ_0 , μ_0 , c , etc!

① Units of HEP

We have 4 main physical units :

- length : cm, m
- time : s
- mass : g, kg
- temperature : $^{\circ}\text{K}$

and 4 fundamental constants of nature

- speed of light: $c = 299\,792\,458\,00\text{ cm/s}$
- Planck constant: $\hbar = 1.054 \cdot 10^{-27}\text{ erg}\cdot\text{s}$
- Newton constant: $G = 6.67 \cdot 10^{-8} \frac{\text{cm}^3}{\text{g s}^2}$
- Boltzmann constant: $k_B = 1.38 \cdot 10^{-16}\text{ erg/K}$

(5)

to simplify equations (we do not want to write $c, \hbar, G, k_B$ all the time!)

We can choose system of units in which one or many fundamental constants are equal to 1.

- The extreme choice : $c = \hbar = G = k_B = 1$

Every quantity is dimensionless

This system is used in quantum gravity, string theory

- Our (HEP) choice : $c = \hbar = k_B = 1$,

since we will not consider gravity

We are free to choose only one physical unit. In HEP, the unit of energy is selected:

$$1 \text{ GeV} = 10^3 \text{ MeV} = 10^9 \text{ eV}$$

1 eV : energy, which electron gets after passing a difference of potentials = 1V

Conversion factors:

- length : $[\text{GeV}]^{-1} = 1.97 \cdot 10^{-14} \text{ cm}$

- time : $[\text{GeV}]^{-1} = 6.58 \cdot 10^{-25} \text{ s}$

- mass : $[\text{GeV}] = 1.78 \cdot 10^{-24} \text{ g}$

- temperature:
 $\text{GeV} = 1.16 \cdot 10^{13} \text{ K}$

Chapter I: Special relativity

Summary of what we have learned
from ED, 6th semester of EPFL

- Look at lecture notes at the web.

— Summary from ED lectures, Newtonian dyn. (7)
Important fact: Dynamical equations can be used to establish symmetries of space and time.

Example 1: Newtonian dynamics of particles interacting with central potential

N -particles, $\vec{x}_i$

Kinetic energy: $\sum_{i=1}^N m_i \frac{\dot{\vec{x}}_i^2}{2}$

Potential energy: $V = \frac{1}{2} \sum_{i \neq j} u(|\vec{x}_i - \vec{x}_j|)$

Newton's equations:

$$m_i \ddot{\vec{x}}_i = - \frac{\partial V}{\partial \vec{x}_i}$$

Equations do not change if

we:

(i) $\vec{x}_i \rightarrow \vec{x}_i + \vec{x}_0$ - translation $\Rightarrow$
Space is translationally invariant

(ii) $(\vec{x}_i)^\alpha = D^\alpha_\beta (\vec{x}_i)^\beta$ $DD^T = 1 \Rightarrow$
Space is isotropic

(iii) $\vec{x}_i \rightarrow \vec{x}_i + \vec{v}t$ $\Leftarrow$ Galileo transformation
 $t \rightarrow t$

Physics is the same in all inertial coordinate systems, time is absolute

Example II: most important to us - electrodynamics

$$\begin{aligned} \operatorname{div} \vec{E} &= \rho & -\frac{\partial \vec{E}}{\partial t} + \operatorname{rot} \vec{B} &= \vec{j} \\ \operatorname{div} \vec{B} &= 0 & \frac{\partial \vec{B}}{\partial t} + \operatorname{rot} \vec{E} &= 0 \end{aligned}$$

$\vec{E}$ - electric field, $\vec{B}$ - magnetic field,
 ρ - density of electric charge,
 $\vec{j}$ - density of electric current

These equations are not invariant under Galileo transformations, but invariant under new transformation, called Lorentz transformation:

v // axe x :

$$\begin{pmatrix} t' \\ x' \end{pmatrix} = \begin{pmatrix} \gamma - \gamma v \\ -\gamma v & \gamma \end{pmatrix} \begin{pmatrix} t \\ x \end{pmatrix}$$

remember: $c = 1!$

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

$$y' = y$$

$$z' = z$$

$$\begin{pmatrix} p'_x \\ j'_x \end{pmatrix} = \begin{pmatrix} \gamma - \gamma v \\ -\gamma v & \gamma \end{pmatrix} \begin{pmatrix} p_x \\ j_x \end{pmatrix}$$

$$j'_y = j_y$$

$$j'_z = j_z$$

Electric and magnetic field have

somewhat more complicated expressions

Conclusions: Physics is the same in all inertial systems, but the transition from one reference frame to another

is given by Λ transformation rather than G transformation. Time is not absolute
Speed of light (radio-waves) is the same
(1) in all coordinate systems.

We developed 4-dimensional formalism to deal with Lorentz transformations

Definitions:

- 4-vector (contravariant) is a set of 4 quantities which transform as

$x^\mu \rightarrow x'^\mu = \Lambda^\mu_\nu x^\nu$ if we go from one coordinate system to another, $\mu=0,1,2,3$
0 - time

- metric tensor $\eta_{\mu\nu} = \text{diag}(1, -1, -1, -1)$

- Definition of Λ^μ_ν : any matrix with property $\eta_{\mu\nu} = \Lambda^\alpha_\mu \Lambda^\beta_\nu \eta_{\alpha\beta}$

- 4-vector (covariant) can be constructed with the help of $\eta_{\mu\nu}$ as:

$$\tau_\mu = \eta_{\mu\nu} x^\nu$$

- 2 other metric tensors: $\eta^{\mu\nu} = (1, -1, -1, -1)$

$$\delta^\mu_\nu = \eta_{\mu\alpha} \eta^{\alpha\nu} = \text{diag}(1, 1, 1, 1)$$