



$$\begin{aligned}x_1' &= x_1 \\x_2' &= x_2 \\x_3' &= x_3 - vt \\t' &= t\end{aligned}$$

$$\partial_x^2 \psi = \frac{1}{c^2} \partial_t^2 \psi$$

$$\partial_x \psi = \partial_{x_1'} \psi$$

$$\partial_t \psi = -v \partial_{x_1'} \psi + \partial_{t'} \psi$$

$$(c^2 - v^2) \partial_{x_1'}^2 \psi = \partial_{t'}^2 \psi - 2v \partial_{x_1'} \partial_{t'} \psi$$

$$\psi(x, x') = \psi_0 e^{iK'(x - ut')}$$

$$(u')^2 = (v \mp c)^2 + 2v(\pm c - v + u')$$

$$u' = v \mp c$$

Galileo Transf.

Lorentz Transformation

$$t' = \gamma \left(t - \frac{\beta}{c} x_3 \right)$$

$$\begin{aligned}x_1' &= x_1 \\x_2' &= x_2\end{aligned}$$

$$x_3' = \gamma (x_3 - \beta ct)$$

$$\beta = v/c$$

$$\gamma^2 = (1 - \beta^2)^{-1}$$

A vector: $x^\mu = (ct, x_1, x_2, x_3) = (ct, x^1, x^2, x^3) = (x^0, x^1, x^2, x^3)$

$$x^{\mu'} = (ct', x^{1'}, x^{2'}, x^{3'})$$

new rules!

how do x^μ transform?

$$x^{\mu'} = \Lambda_{\nu}^{\mu'} x^\nu$$

ν - generic index

2 indices contract (up & down)
contra & co variant

how indices ν of x^ν transform
to $x^{\mu'}$

$$\Lambda_{\nu}^{\mu'} = \begin{pmatrix} \gamma & 0 & 0 & -\gamma\beta \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -\gamma\beta & 0 & 0 & \gamma \end{pmatrix}$$

generalized vector

$$a^{0'} = \gamma(a^0 - \beta a^3)$$

$$a^{1'} = a^1$$

$$a^{2'} = a^2$$

$$a^{3'} = \gamma(a^3 - \beta a^0)$$

doesn't have to describe a position

$$a^{\mu'} = \Lambda_{\nu}^{\mu'} a^{\nu}$$

$$B_{\epsilon} = \frac{1}{c} \epsilon_{ijk} E_j$$

define dot product

$$A^2 = A^{\mu} A_{\mu} = -A^0 A^0 + A^1 A^1 + A^2 A^2 + A^3 A^3$$

the metric: how big space is

metric tensor: $\eta_{\mu,\nu}$

$$\eta_{\mu,\nu} = \begin{pmatrix} -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$A^2 = A^{\mu} \cdot \eta_{\mu\nu} \cdot A^{\nu}$$