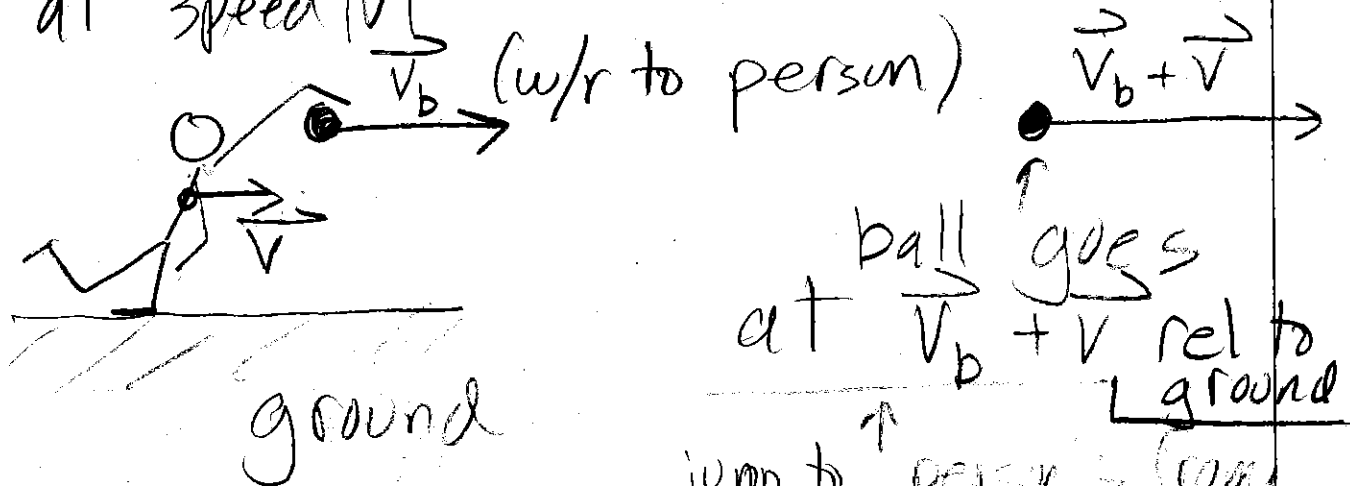


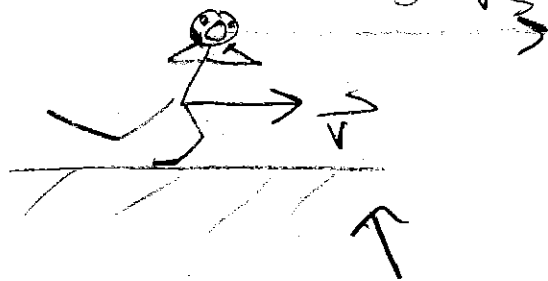
Three ideas to help understand relativity:

- ① Throw a ball at speed $|\vec{v}_b|$ relative to you while running at speed $|\vec{v}|$



jump to person's frame, subtract \vec{v}

- ② Call at speed of sound while running \vec{v}



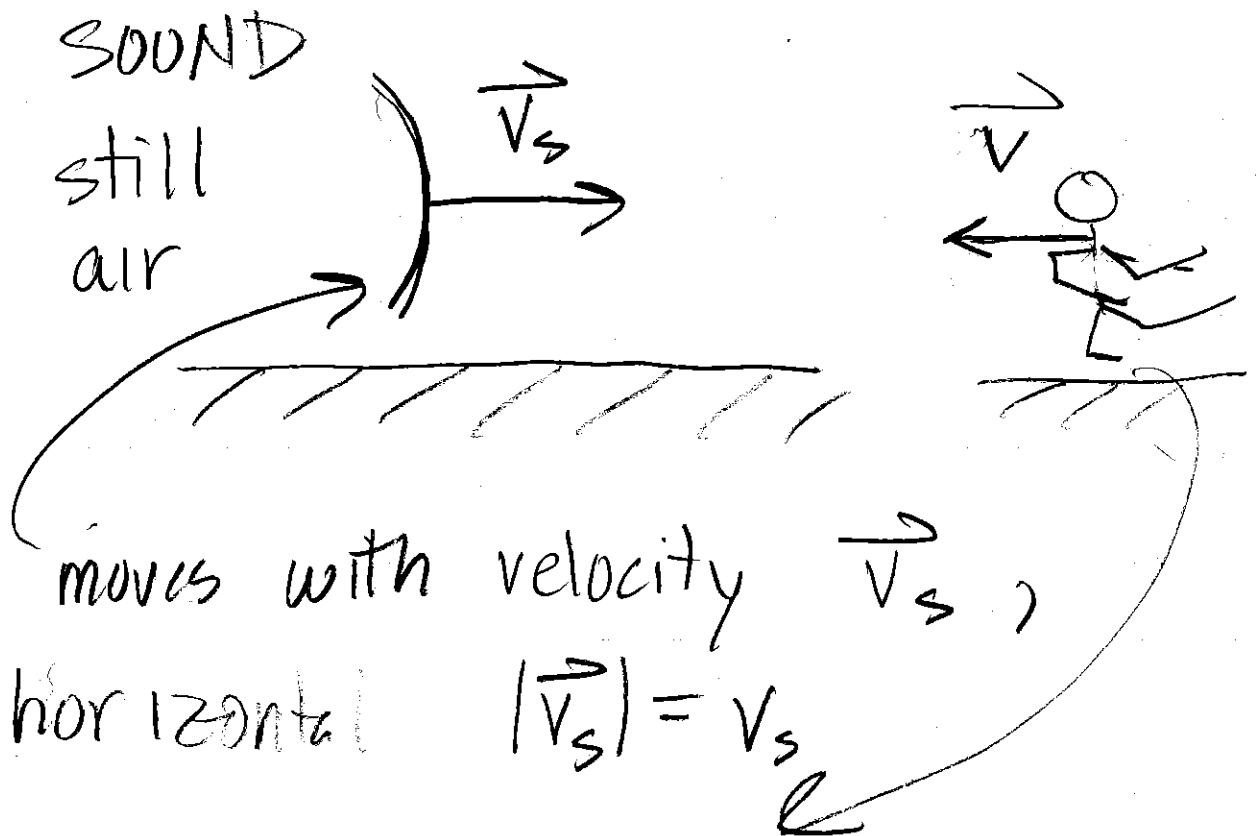
← determined by still air relative to ground

runner perceives sound moving at $\vec{v}_s - \vec{v}$

- ③ Light
- (a) moves at c w/r to ground



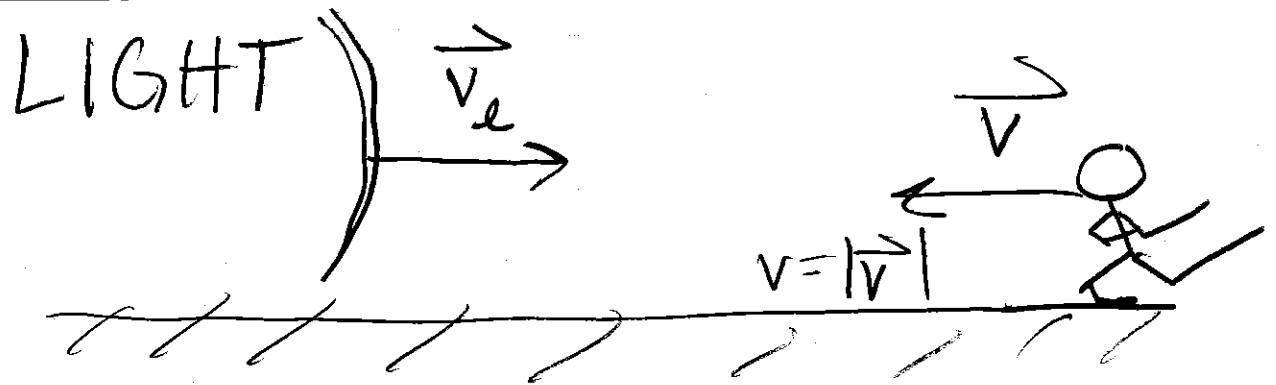
- (b) moves at c w/r to person



runs horizontal velocity
 \vec{v} , right to left $|\vec{v}| = v$

Speed of sound perceived
by runner:

- (A) $v_s + v$
- (B) v_s
- (C) $v_s - v$



$$|\vec{v}_l| = c = 3 \cdot 10^8 \text{ m/s}$$

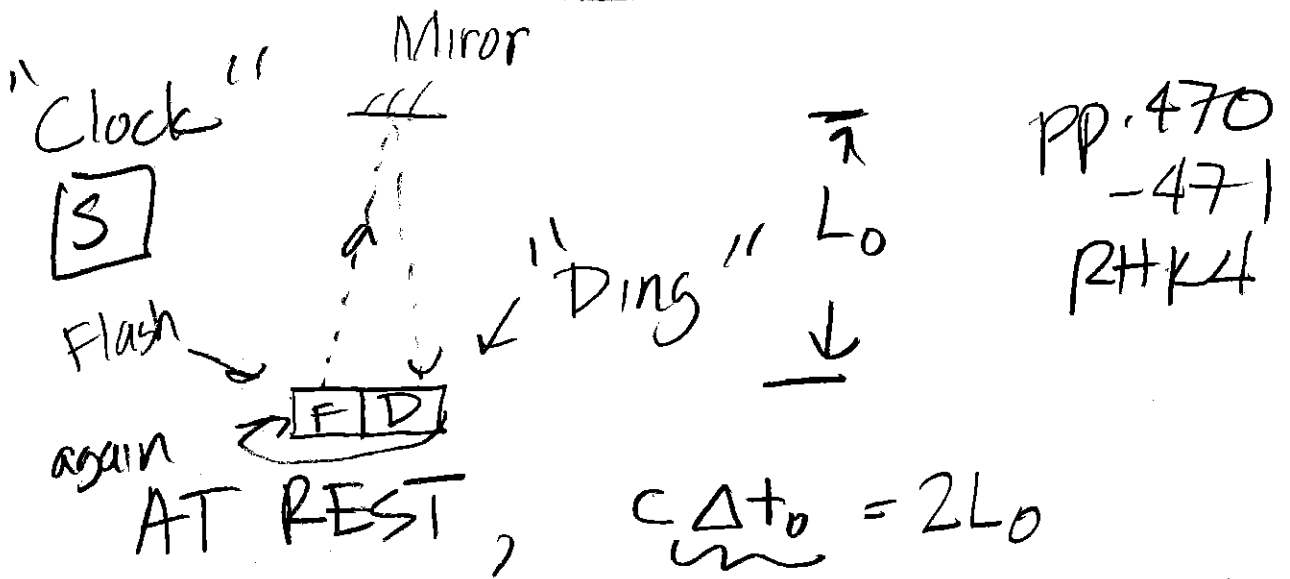
relative to ground

Speed of light perceived
by runner:

- (A) $c + v$
- (B) c
- (C) $c - v$

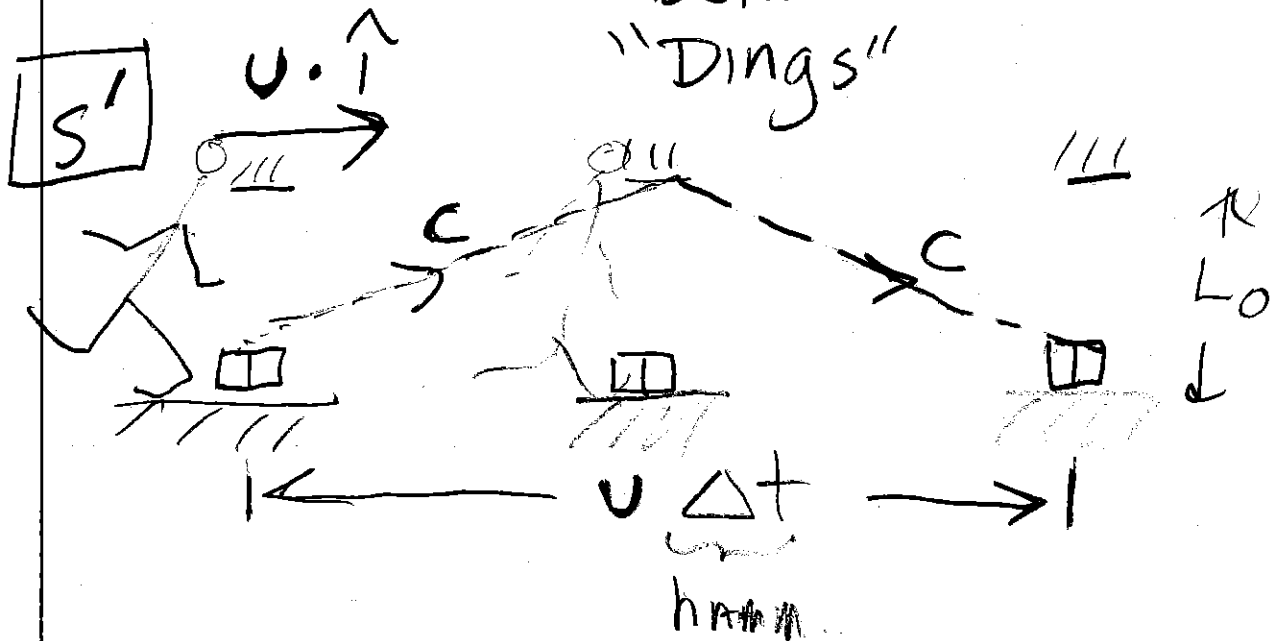
How this is resolved

Time Dilation



time between "Dings"

$$\Delta t_0 = \frac{2L_0}{c}$$



$$L^2 = L_0^2 + \left(\frac{u \Delta t}{2}\right)^2$$

Pythag

$$\Delta t = \frac{2L}{c} = \frac{2}{c} \sqrt{L_0^2 + \left(\frac{u \Delta t}{2}\right)^2}$$

SOLVE!

$$\left(\frac{c\Delta t}{2}\right)^2 = L_0^2 + \left(\frac{v}{2}\Delta t\right)^2$$

$$\frac{1}{4} \left[(c\Delta t)^2 - (v\Delta t)^2 \right] = \left(\frac{c\Delta t_0}{2}\right)^2$$

$$(\Delta t)^2 (c^2 - v^2) = c^2 (\Delta t_0)^2$$

$$\Delta t = \frac{c\Delta t_0}{\sqrt{c^2 - v^2}} = \frac{\Delta t_0}{\sqrt{1 - \left(\frac{v}{c}\right)^2}}$$

$$\beta = \frac{v}{c} \quad \gamma = \frac{1}{\sqrt{1 - \left(\frac{v}{c}\right)^2}}$$

$$= \frac{1}{\sqrt{1 - \beta^2}} > 1$$

$$\Delta t = \gamma \Delta t_0$$

Longer time interval in the rest frame

μ^\pm particles: $\Delta t \approx 2.2 \cdot 10^{-6}$ s
 ($c\Delta t \approx 2200$ ft)
 but: they travel 30,000 ft from top of atmosphere