## THE MANGA GUIDE TO

COMICS INSIDE!

# RELATIVITY

HIDEO NITTA MASAFUMI YAMAMOTO KEITA TAKATSU TREND-PRO CO., LTD.

Ohmsha



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THE MANGA GUIDE" TO RELATIVITY



# THE MANGA GUIDE" TO RELATIVITY

HIDEO NITTA MASAFUMI YAMAMOTO KEITA TAKATSU TREND-PRO CO., LTD.





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### PREFACE

Welcome to the world of relativity!

Everyone wonders what relativity is all about. Because the theory of relativity predicts phenomena that seem unbelievable in our everyday lives (such as the slowing of time and the contraction of the length of an object), it can seem like mysterious magic.

Despite its surprising, counterintuitive predictions, Einstein's theory of relativity has been confirmed many times over with countless experiments by modern physicists. Relativity and the equally unintuitive quantum mechanics are indispensable tools for understanding the physical world.

In Newton's time, when physicists considered velocities much smaller than the speed of light, it was not a problem to think that the measurement of motion, that is, space and time, were independent, permanent, and indestructible absolutes. However, by the end of the 19th century, precise measurements of the speed of light combined with developments in the study of electromagnetism had set the stage for the discovery of relativity. As a result, time and space, which had always been considered to be independent and absolute, had to be reconsidered.

That's when Einstein arrived on the scene. Einstein proposed that time and space were in fact relative. He discarded the idea that space and time were absolute and considered that they vary together, so that the speed of light is always constant.

This radical insight created a controversy just as Galileo's claim that Earth orbited the Sun (and not vice versa) shocked his peers. However, once we ventured into space, it was obvious that Earth was indeed moving.

In a similar way, relativity has given us a more accurate understanding of concepts regarding the space-time in which we are living. In other words, relativity is the result of asking what is *actually* happening in our world rather than saying our world *should be* a particular way.

Although this preface may seem a little difficult, I hope you will enjoy the mysteries of relativity in a manga world together with Minagi and his teacher, Miss Uraga. Finally, I'd like to express my deep gratitude to everyone in the development bureau at Ohmsha; re\_akino, who toiled over the scenario; and Mr. Keita Takatsu, who converted it into such an interesting manga.

Well, then. Let's jump into the world of relativity.

#### MASAFUMI YAMAMOTO JUNE 2009



## OUTRAGEOUS CLOSING CEREMONY

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6 PROLOGUE

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# WHAT IS RELATIVITY?

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#### WHAT IS LIGHT?

Maxwell's equations tell us that light is an electromagnetic wave. The color of light is determined by the wavelength of the electromagnetic wave. Red light has a wavelength of 630 nm, and blue light has a shorter wavelength of approximately 400 nm, where one nanometer (1 nm) = one billionth of a meter ( $10^{-9}$  m). Electromagnetic radiation at different wavelengths takes many forms, such as radio waves, X-rays, and gamma ( $\gamma$ ) rays (see Figure 1-1).



#### Figure 1-1: Light is an electromagnetic wave.

Although light may seem common enough—it is all around us, after all—it is fundamental to both relativity and quantum theory, the cornerstones of modern physics.

But before we delve into light's true nature, let's introduce the properties of light that have been known for a long time.

First, you know that light is *reflected* by a mirror or the surface of water. You also know about the *refraction* of light—you only need to look at your feet the next time you take a bath or see how your straw "bends" when you put it in a glass of water. Any change in medium changes a wave's direction, due to a change in the wave's speed through that medium.

Some mediums refract light of different wavelengths different amounts. In other words, light of different colors is bent to different degrees, a property known as *dispersion*. This causes white light, which consists of light of all colors, to be spread out into a spectrum of light from red to violet. We can see the seven colors of a rainbow because of dispersion.

These properties of reflection, refraction, and dispersion have been used to create precision camera lenses and telescopes. Figure 1–2 shows what happens to light when it is reflected, refracted, or dispersed.



Figure 1-2: Dispersion, reflection, and refraction

Next, more subtle phenomena called *interference* and *diffraction* can be observed. These phenomena stem from the fact that light is a wave. Interference describes what happens when two light waves come together. When the two waves come together, the result is either *constructive interference*, where the waves' amplitudes are added together, or *destructive interference*, where one wave's amplitude is subtracted from the other's. Figure 1-3 shows the different kinds of interference.



Figure 1-3: Interference can make waves stronger or weaker.

Diffraction can be observed when light passes through a tiny hole about the same size as the wavelength of the light. Due to the constructive and destructive interference of different parts of the light wave with itself, passing through a tiny aperture can cause the light to spread out or bend, as shown in Figure 1-4. Diffraction is often what limits the resolution of microscopes.



Figure 1-4: Diffraction comes about from interference.

Another property of light is called *polarization*, a property that describes the orientation of the transverse electric and magnetic components of the electromagnetic wave. This property is very useful; it allows special filters to be made (called *polarizing filters*) that allow only light with a specific polarization to pass (see Figure 1–5).



Figure 1-5: Polarization

In *scattering*, light collides with dust and other particles in the air, thereby changing direction (see Figure 1–6). Since blue light (with shorter wavelengths) is scattered by water molecules in the air more than red light (with longer wavelengths), the sky appears blue.



Figure 1-6: Scattering

# LIGHT IS CONSTANT (AND THEY PROVE IT EVERY DAY IN A LAB CALLED SPRING-8)

Various tests have been conducted to verify that the speed of light is truly constant. This is important because it is one of the fundamental premises of relativity.

One way that we can test this property is to measure the speed of light coming from an object that is moving very fast. If the speed of light is not constant, the Newtonian notion of "adding" relative velocities predicts that light coming from an object moving towards the observer will be the speed of light plus the speed of the moving object; for example, if the object is moving near the speed of light, then the light from the object should be moving nearly twice the speed of light. If the speed of light is constant, on the other hand, than the light coming from the fast-moving object will just be the speed of light. Measurements confirm that the speed of light is always the same, regardless of the speed of the object from which it comes (see Figure 1–7).



Figure 1-7: Verification that the speed of light is constant at SPring-8

Moving objects near the speed of light for these experiments is extremely difficult, and these experiments are performed at very specialized scientific facilities. SPring-8 is a synchotron radiation facility in Japan's Hyogo Prefecture that performs experiments by smashing together electrons traveling at extremely fast speeds (99.9999998 percent of the speed of light). Besides verifying that the speed of light is constant, these experiments help scientists uncover the basic building blocks of matter.

## WHAT'S SIMULTANEOUS DEPENDS ON WHOM YOU ASK! (SIMULTANEITY MISMATCH)

If we consider the principle that "the speed of light is constant," various phenomena appear strange. One of these is the phenomenon called the *simultaneity mismatch*, which means that what is simultaneous for me is not the same as what is simultaneous for you.

I can imagine that you are thinking, "What in the world are you saying?" So let's consider the concept of "simultaneous" again. We will compare the case of Newtonian velocity addition (nonrelativistic addition of velocity) with the case in which the speed of light is constant (relativistic addition of velocity).

Consider Mr. A, who is riding on a rocket flying at a constant velocity, and Mr. B, who is observing Mr. A from a stationary space station. Assume that Mr. A is in the middle of the rocket. Sensors have been placed at the front and back of the rocket. Mr. A throws balls (or emits light) toward the front and back of the rocket. We will observe how those balls (or light beams) hit the sensors at the front and back of the rocket.

## CASE OF NEWTONIAN VELOCITY ADDITION (NONRELATIVISTIC ADDITION)

First, we will use the motion of the balls to consider the case in which velocities are added in a Newtonian mechanical manner (before considering relativity).

First, let's look at Mr. A as shown in Figure 1-8. Since from Mr. A's perspective the rocket is not moving, the balls, which are moving at the same velocity from the center toward the sensors at the front and back of the rocket, arrive at the sensors "simultaneously."

Next, when observed by Mr. B from the space station, the rocket advances in the direction of travel. In other words, using the point of departure of the balls (dotted line) as a reference, the front of the ship moves away from the dotted line, and the back of the ship approaches the dotted line. However, since the velocity of the rocket is added to the velocity of the ball in the forward direction, according to normal addition, the ball's velocity increases and it catches up with the front of the ship. On the other hand, the velocity of the ball toward the back of the ship is reduced by the velocity of the rocket (indicated by the short arrow in the figure), and the back of the ship catches up to the ball. Therefore, Mr. B also observes that the balls arrive at the front and back of the ship "simultaneously."



Figure 1-8: Newtonian velocity addition

## CASE IN WHICH THE SPEED OF LIGHT IS CONSTANT (RELATIVISTIC ADDITION OF VELOCITY)

Now let's consider the case in which the speed of light is constant. Instead of throwing balls, Mr. A will emit light while traveling at nearly the speed of light (see Figure 1-9).



Figure 1-9: Case in which the speed of light is constant (relativistic addition of velocity)

You may have already realized what is at issue: Mr. B's observation will differ from that of Mr. A.

For Mr. A, even when the speed of light is constant, the light will arrive "simultaneously" at the front and back of the rocket.

However, when observed by Mr. B, the light moving towards the front of the ship does not arrive for a long time. It has to overtake the ship, which is moving away at nearly the speed of the light. Therefore, the light arrives at the back of the ship before it reaches the front of the ship.

That's right; when observed by Mr. B, the light does not arrive "simultaneously" at the front and back of the ship.

The simultaneity property of light differs in this way depending on the standpoint of the observer. This is called *simultaneity mismatch*.

## GALILEAN PRINCIPLE OF RELATIVITY AND GALILEAN TRANSFORMATION

The Galilean principle of relativity says that "the laws of physics are the same regardless of whether the coordinate system from which the observation is made is at rest or moving at a constant velocity." In other words, Newtonian mechanics (the physical laws that govern motion) are always the same, regardless of whether observations are made in a reference frame that is at rest or one that is moving at a constant velocity. This principle was derived from an experiment in which an iron ball was dropped from the mast of a ship, as shown in Figure 1-10. The iron ball fell directly under the mast whether the ship was moving or at rest.



Figure 1-10: Galilean principle of relativity

Since the laws of physics are the same in any reference frame, Galileo arrived at a straightforward way to describe how observations look different depending on which reference frame you are in. Today we use algebraic equations called the *Galilean transformation* to help understand the notion of "adding" relative velocities.

Let's take two coordinate systems, one with the coordinates (x, t) and the other with coordinates (x', t'), where x and x' describe position and t and t' describe time. One can go from one coordinate system to the other, by considering the relative velocity between the two coordinate systems v.

$$x' = x - vt$$
$$t' = t$$

The above equations show the relationship between coordinates from a coordinate system at rest and a coordinate system moving at a constant velocity *v* relative to the coordinate system at rest. Inertial frames are mutually linked in this way by the Galilean transformation. If we compare them using Newton's equation of motion, we can prove that Newton's equation of motion takes the same form in each inertial frame. In other words, when the Galilean principle of relativity holds, Newtonian mechanics will hold.

#### DIFFERENCES BETWEEN THE GALILEAN PRINCIPLE OF RELATIVITY AND EINSTEIN'S SPECIAL PRINCIPLE OF RELATIVITY

As just described, the Galilean principle of relativity indicates that Newtonian mechanics apply across inertial frames when linked with the Galilean transformation.

On the other hand, the assumption that the speed of light is constant in any reference frame forced scientists to reformulate the Galilean transformation to be consistent with relativity. This new transformation is called the *Lorentz transformation*.

The Lorentz transformation is shown by the equations below, which show the relationship between coordinates from a coordinate system at rest and a coordinate system moving at a constant velocity v relative to the coordinate system at rest. The variables with the prime symbol (') attached represent coordinates observed from the coordinate system at rest; the variables without the prime symbol represent coordinates observed from the system in motion. Note that the speed of light c appears in the equations here. Another point to notice is that time t is transformed in a manner similar to that of length; time does not exist independently but must be considered to be unified with space.

$$x' = \frac{x - vt}{\sqrt{1 - \left(\frac{v}{c}\right)^2}}$$
$$t' = \frac{t - \frac{v}{c^2}x}{\sqrt{1 - \left(\frac{v}{c}\right)^2}}$$

## WAIT A SECOND-WHAT HAPPENS WITH THE ADDITION OF VELOCITIES?

When we assume that the speed of light is constant, what happens when velocities are added to the mix?

According to the principle of relativity, when calculated based on the Lorentz transformation, the addition of velocities is indicated by the following equation.

$$w = \frac{u+v}{1+\frac{vu}{c^2}}$$

This equation describes the resulting addition of velocities of a missile w when the velocity of a rocket is v and the velocity (observed from the rocket) of the missile shot from the rocket is u, as shown in Figure 1-11. The difference is apparent when this equation is compared with the normal addition (nonrelativistic) equation w = u + v.

If we enter specific velocities in the above equations, we'll obtain some interesting results.



Figure 1-11: Addition of velocities

For example, when the rocket velocity v is 50 percent of the speed of light (0.5c) and the missile velocity u observed from the rocket is 50 percent of the speed of light (also 0.5c), then the missile velocity w observed by Mr. B will be 80 percent of the speed of light (0.8c).

$$w = \frac{\left(0.5c + 0.5c\right)}{\left(1 + \frac{\left(0.5c\right)^2}{c^2}\right)} = \frac{c}{1.25} = 0.8c$$

This equation also yields an interesting result when v and u are their maximum values. If the rocket velocity v is 100 percent of the speed of light (practically speaking, v = c is impossible for an object with mass, like a rocket) and the missile velocity u observed from the rocket is 100 percent of the speed of light, then the missile velocity w observed by Mr. B will be the speed of light.

$$w = \frac{\left(c+c\right)}{\left(1+\frac{c^2}{c^2}\right)} = \frac{2c}{2} = c$$

The speed of light cannot be exceeded under any circumstances!