

Phys 8501 Lecture 1

General Relativity

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Text.

"An Intro to GR Spacetime & Geometry" by Sean Carroll

Also "General Relativity" R. Wald

"Gravitation & Cosmology" S. Weinberg

Outline (see Carroll's book too)

Introduction ; Special Relativity 1 week

Manifolds 2 wks

Parallel transport, Curvature 3 wks

Gravity, GR 3 wks

Black holes, The Schwarzschild solution 2 wks

More general black holes; Kerr solution 2 wks

Gravitational radiation 2 wks

General relativity

A theory of the structure of space and time is a space and time relationships between events; also a theory of gravity!

Remarkably the math tools needed to describe spacetime structure in GR is essentially the same as that needed in ordinary geometry (of curved spaces)

Basic question

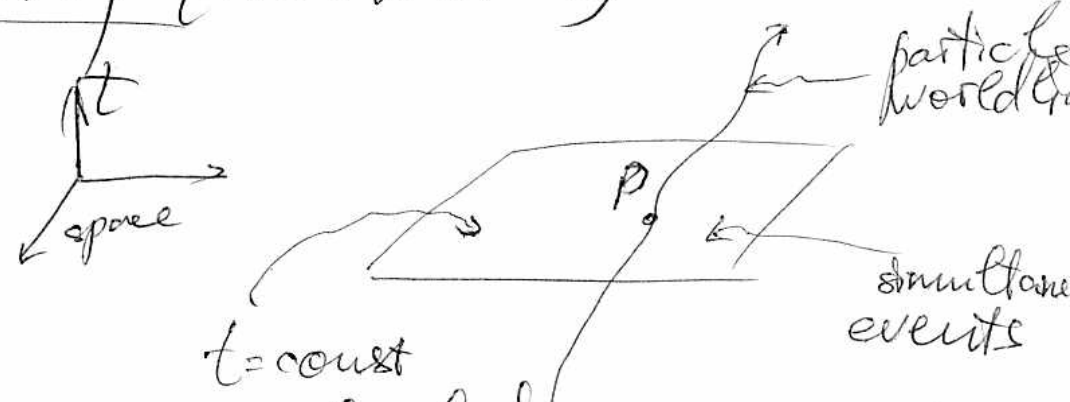
Given clocks and meter sticks determine space and time relationships between events.

→ characterize fundamental intrinsic structure of spacetime \equiv set of events.

Space and Time notions

Pre Relativity (Newtonian)

Causal structure



- There is an absolute slicing in spacetime of 3d surfaces defined by $t = \text{const}$
 → absolute simultaneity

- Any curve in spacetime which is non-tangential to $t = \text{const}$ surface is a possible motion for a particle.

- Invariant spacetime structure

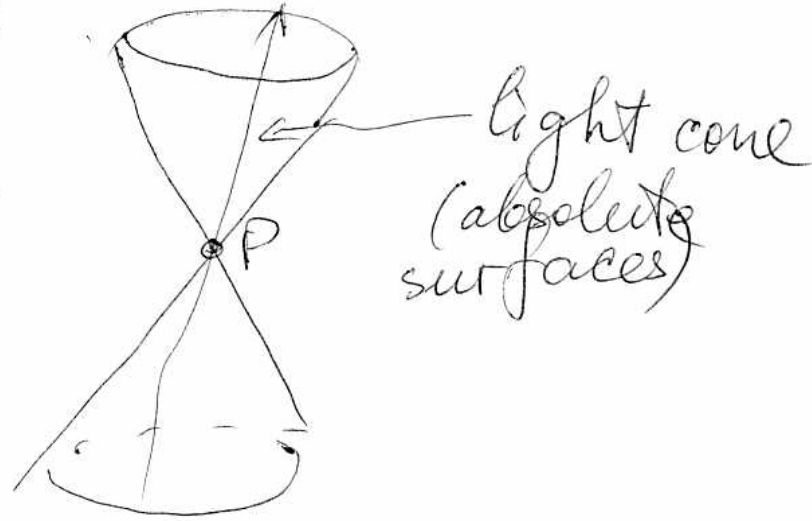
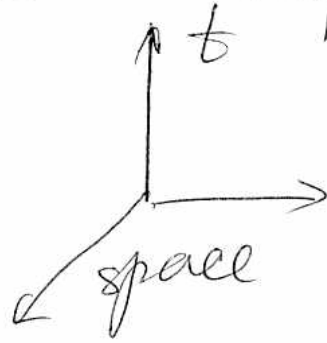
(i) Δt

(ii) spatial (interval)² $(\Delta x)^2 + (\Delta y)^2 + (\Delta z)^2$
 between simultaneous events

This picture is NOT correct ($\Delta t = 0$)

Special relativity

Causal structure



Januaire beam splitter $\rightarrow \infty$ can create
 beams conf. clock

- No absolute simultaneity
 i.e. there is no well defined notion of
 where in spacetime $t = \text{const}$ surfaces
 lie.

Define inertial frame or coordinates

Motion of grid is unaccelerated.

Synchronize each pair of ~~the~~ clocks by
 sending signals back and forth via
 symmetrical way.

- Particles always travel at less than
 or equal to the speed of light

• Invariant structure

spacetime interval

$$(ds)^2 = -(c\Delta t)^2 + (\Delta x^2 + \Delta y^2 + \Delta z^2)$$

Invariant under changes of inertial coords.

Minkowski's space

= a four-dimensional spacetime.
labelled by coordinates

Greek superscript

$$x^\mu = (x^0, x^1, x^2, x^3) = (ct, \underbrace{x, y, z}_{x^i})$$

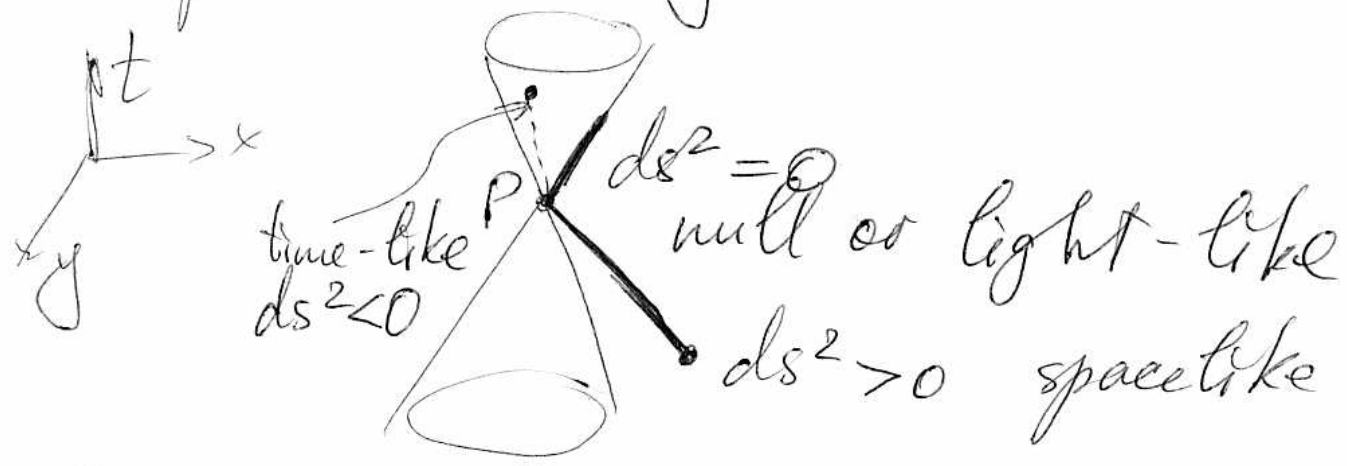
Define metric $\eta_{\mu\nu} = \begin{pmatrix} -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$

Then for infinitesimal displacement dx^μ

$$ds^2 = \eta_{\mu\nu} dx^\mu dx^\nu$$

Note: summation convention over repeated upper and lower indices.

Spacetime diagram



Proper-time

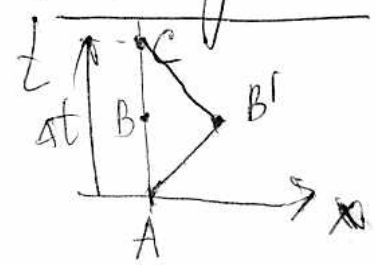
$$(d\tau)^2 = -ds^2 =$$

$$= - \eta_{\mu\nu} dx^\mu dx^\nu$$

→ measures the time elapsed between two events as seen by an observer moving on the straight path between the events

Note: The proper time τ and coordinate time t are different

eg: Twin paradox



$$\Delta \tau_{ABC} = \sqrt{1-v^2} \Delta t < \Delta t = \Delta \tau_{ABC}$$

1

Nonstraight path has the shorter proper time.

Lorentz transformations

What are the transformations that leave $(\Delta s)^2$ invariant?

Translations $x^\mu \rightarrow x^{\mu'} = \delta_{\mu}^{\mu'} (x^\mu + a^{\mu'})$

$$\delta_{\mu}^{\mu'} = \begin{pmatrix} 1 & \mu' = \mu \\ 0 & \mu' \neq \mu \end{pmatrix}, \text{ where } a^{\mu'} = \text{const.}$$

$$\Rightarrow \Delta x = 0.$$

Spatial rotations & boosts

$$x^{\mu'} = \underbrace{\Lambda^{\mu'}_{\nu}}_{4 \times 4 \text{ matrix}} x^{\nu}$$

What are the matrices Λ ?