

Feb. 19, 2008

Intro. to General Relativity (cont'd)

Q: How can we connect gravity and spacetime geometry?

$\Delta\tau \equiv \Delta\tau_{em} \hat{=}$ proper time measured by clock/observer at radius r where we emit photons

$\Delta\tau_{\infty} \equiv \Delta t \hat{=}$ co-ordinate time
→ time measured by clock/observer at large distance

$$\Delta\tau = \left(1 - \frac{GM}{rc^2}\right) \Delta t$$

→ connect to spacetime interval

$$ds^2 = -c^2 d\tau^2 = -c^2 \left(1 - \frac{GM}{rc^2}\right)^2 dt^2$$

$$(dx = dy = dz = 0 \text{ for clock at rest})$$

→ We have considered weak fields:

$$\frac{GM}{rc^2} \ll 1; \text{ e.g., in Solar System}$$

$$\left(1 - \frac{GM}{rc^2}\right)^2 \approx 1 - \frac{2GM}{rc^2}$$

↑
Taylor expand

⇒ spacetime interval for Newtonian gravity

$$ds^2 = -c^2 \left(1 - \frac{2GM}{rc^2}\right) dt^2 + \underbrace{dx^2 + dy^2 + dz^2}_{\text{Usual Euclidean space}}$$

→ Recall Newtonian potential: $\phi = \frac{-GM}{r}$

gravity $\longleftrightarrow$ geometry (metric coefficients)

~~gravity~~
 ϕ

$$\longleftrightarrow 1 + \frac{2\phi}{c^2}$$

→ In general, $ds^2 = g_{\mu\nu} dx^\mu dx^\nu$

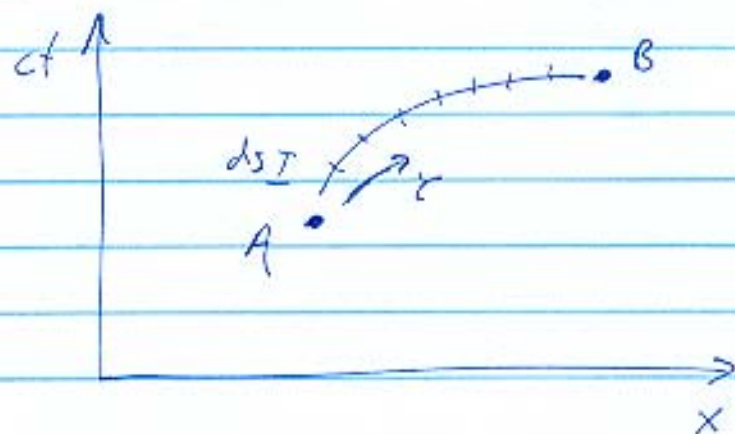
$g_{\mu\nu} \hat{=}$ "metric tensor" $\rightarrow 4 \times 4$ matrix

e.g., for weak field

$$\rightarrow g_{00} = -\left(1 + \frac{2\phi}{c^2}\right)$$

• Motion of particles in GR

- Rule: particles move along "straightest" lines ("geodesics") through spacetime
 $\rightarrow$ applies only to freely-falling particles



- Find worldline

$$x^\mu(\tau) = \begin{pmatrix} t(\tau) \\ x(\tau) \\ y(\tau) \\ z(\tau) \end{pmatrix}$$

that extremizes path

$$\int_A^B ds = \text{extremum} \quad (\text{min. or max.})$$

Solve by calculus of variations!

(4)

$$\Rightarrow \frac{d^2 x^\mu}{d\tau^2} + \left(\begin{array}{c} \text{terms with 1st} \\ \text{derivatives of } g_{\mu\nu} \end{array} \right) = 0$$

→ equation of motion in GR

("Curved space tells matter how to move")

• Motion of photons

→ consider photons moving along x-direction in SR
($dy = dz = 0$)

$$dx = c dt$$

$$\Rightarrow ds^2 = -c^2 dt^2 + dx^2 = 0$$

$$\Rightarrow -c^2 d\tau^2 = 0 \quad \rightarrow \text{Photons move along 'null geodesics'}$$