

Space time warping

- In Special relativity

$$ds^2 = -c^2 dt^2 + dx^2 + dy^2 + dz^2$$

- Gravitational redshift

$$dt^2 \rightarrow \left(1 + \frac{\phi}{c^2}\right)^2 dt^2$$

$$\approx \left(1 + \frac{2\phi}{c^2}\right) dt^2 \quad \text{-time is "warped"}$$

- By general covariance (i.e. relativity unifies space & time)

⇒ space is warped as well

- In GR

$$ds^2 = -\left(1 + \frac{2\phi}{c^2}\right) c^2 dt^2 + \frac{dr^2}{1 + \frac{2\phi}{c^2}} + r^2(d\theta^2 + \sin^2\theta d\phi^2)$$

for problem with spherical symmetry

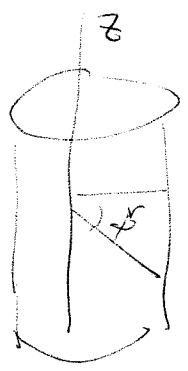
Aside (can skip if you accept spacetime warping)

Consider the analogy of a rotating ref. frame discussed before

Convenient to work in cylindrical coordinates

$$ds^2 = -c^2 dt^2 + dr^2 + r^2 d\phi^2 + dz^2$$

redundant here



Let $\phi' = \phi - \omega t$ in rotating coordinate system

$$d\phi' = d\phi - \omega dt$$

$$\Rightarrow ds^2 = -c^2 dt^2 + dr^2 + r^2 (d\phi' + \omega dt)^2 + dz^2$$

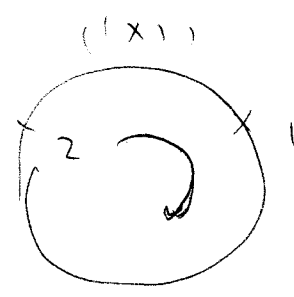
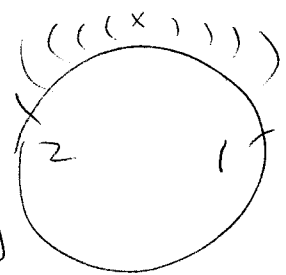
$$= -c^2 dt^2 + dr^2 + r^2 (d\phi'^2 + 2\omega d\phi' dt + \omega^2 dt^2) + dz^2$$

$$= -(c^2 - \omega^2 r^2) dt^2 + dr^2 + r^2 d\phi'^2 + 2\omega r^2 d\phi' dt + dz^2$$

Space also affected

To appreciate what's going on, recall that clocks synchronized in original ref frame are not synchronized in rotating ref frame

clock 1 & 2 receives signal simultaneously



clock 2 receives signal first

$$dt' = \gamma \left(dt - \frac{v dx}{c^2} \right)$$

$$\approx dt - \frac{\gamma v}{c^2} (\gamma r d\phi')$$

$$= dt - \frac{\gamma^2 v r d\phi'}{c^2} \quad v = \omega r$$

$$= dt - \frac{\omega r^2 d\phi'}{c^2 - \omega^2 r^2}$$

Hence

$$ds^2 = -(c^2 - \omega^2 r^2) \left[dt' + \frac{\omega r^2 d\phi'}{c^2 - \omega^2 r^2} \right]^2$$

$$+ dr^2 + r^2 d\phi'^2$$

$$+ 2\omega r^2 \left[dt' + \frac{\omega r^2 d\phi'}{c^2 - \omega^2 r^2} \right] d\phi' + dz^2$$

$$= -(c^2 - \omega^2 r^2) dt'^2 + dr^2 + \frac{c^2 r^2 d\phi'^2}{c^2 - \omega^2 r^2} + dz^2$$



Space time is warped.

$$\omega^2 r^2 = 2 \times \frac{\frac{1}{2} L \omega^2}{m} = 2 \Phi$$

End of
Aside!

In our discussion of gravitational redshift, the gravitational acceleration is pointing towards z direction, analogously expect

$$ds^2 = - \left(1 + \frac{2gh}{c^2} \right) c^2 dt^2 + \frac{dz^2}{1 + \frac{2gh}{c^2}} + dx^2 + dy^2$$

For spacetime outside a spherical source

$$ds^2 = - \left(1 + \frac{2\phi}{c^2} \right) c^2 dt^2 + \frac{dr^2}{1 + \frac{2\phi}{c^2}} + r^2 (d\theta^2 + \sin^2\theta d\phi^2)$$

spherical coordinates

$$\phi(r) = - \frac{GM}{r}$$

This metric is called Schwarzschild metric

which solves the equations of General relativity

called Einstein eqns

General Relativity - Geometric Theory of Gravity

Spacetime is warped in the presence of gravity

$$ds^2 = \int_{u,v} g_{uv} dx^u dx^v$$

$$= g_{tt} dt^2 + 2g_{tx} dt dx + g_{xx} dx^2 + \dots$$

g_{uv} \equiv metric = fundamental physical quantities

As seen, $g_{tt} \approx 1 + \frac{2\phi}{c^2}$ ← gravitational potential

Newton's law $\phi = -\frac{GM}{r}$
Einstein EQNS

$$R_{uv} - \frac{1}{2} g_{uv} R = -8\pi G T_{uv}$$

is what replace Newton's law of gravitation.

Many equations = many gravitational potentials g_{uv}

↳ all coupled difficult to solve

Only half of the story for mechanics

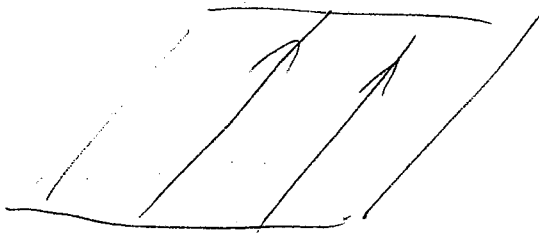
Newton's law: $\vec{F} = m\vec{a}$

According to GR: spacetime is curved

⇒ particles move in the straightest & shortest possible path

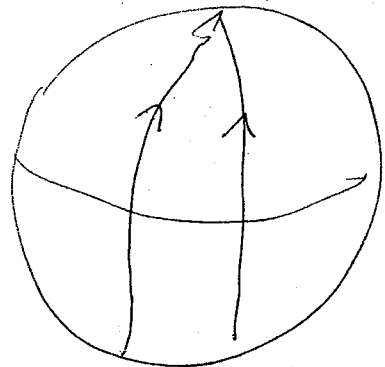
known as geodesic.

Flatspace



straight lines

Curved space



great circles
(international flights!)

Moreover, non-Euclidean

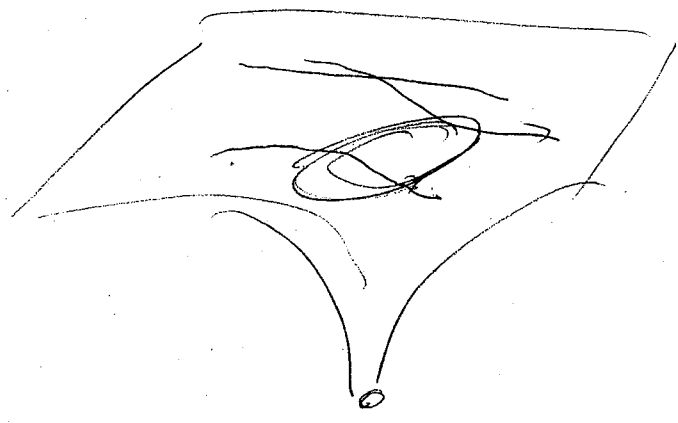


$\theta_1 + \theta_2 + \theta_3 > \pi$

positive curvature

Instead of the action-at-a-distance view of Newton:

: Massive objects (like, sun) warp spacetime



Particles follow geodesics and fall towards the massive object (e.g. sun)

Bending of light revisited

$ds^2 = 0$ light

$$\left(\frac{dr}{dt}\right)^2 = \left(1 + \frac{2\phi}{c^2}\right)^2 \approx 1 + \frac{4\phi}{c^2}$$

as compared with previous answer simply
from EP

$$\left(\frac{dr}{dt}\right)^2 = 1 + \frac{2\phi}{c^2} \quad \text{without space warp}$$

A factor of 2 !

$$\Rightarrow \delta = 2 \times \left(\frac{2GM}{c^2 r_{min}}\right) \quad \begin{array}{l} \text{correct} \\ \text{answer} \\ \text{confirmed} \\ \text{by expt} \end{array}$$

Black holes

$$ds^2 = - \left(1 + \frac{2\phi}{c^2} \right) dt^2 + \frac{dr^2}{1 + \frac{2\phi}{c^2}} + r^2 (d\theta^2 + \sin^2\theta d\phi^2)$$

$$= - \left(1 - \frac{r^*}{r} \right) dt^2 + \left(1 - \frac{r^*}{r} \right)^{-1} dr^2 + r^2 (d\theta^2 + \sin^2\theta d\phi^2)$$

where $r^* = \frac{2GM}{c^2}$ = Schwarzschild radius

An object with its mass so compressed that its radius $< r^*$ is called a black hole because it is impossible to transmit any signal (light) from $r < r^*$ region!

From an observer far away from the source pt of view, gravitational time dilation is infinite

$$dt = \frac{d\tau}{\sqrt{1 - \frac{r^*}{r}}} \rightarrow \infty \text{ as } r \rightarrow r^*$$

↑
Coordinate time

Alternatively

$$\frac{\omega_{rec}}{\omega_{em}} = \sqrt{\frac{1 + \frac{2\phi(r_{em})}{c^2}}{1 + \frac{2\phi(r_{rec})}{c^2}}} \rightarrow 0 \text{ as } r_{em} \rightarrow r^*$$

infinite time to receive next photon

Other fascinating consequences of GR :

- correct precession of mercury's perihelion
- Gravitational waves : accelerating objects emit gravitational waves
- Cosmology