

# Units and Conversions

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## Setup

Autosave disabled

This next cell hides all the input cells.  
To get them back: Kernel -> Restart & Clear Output

## Time and Space

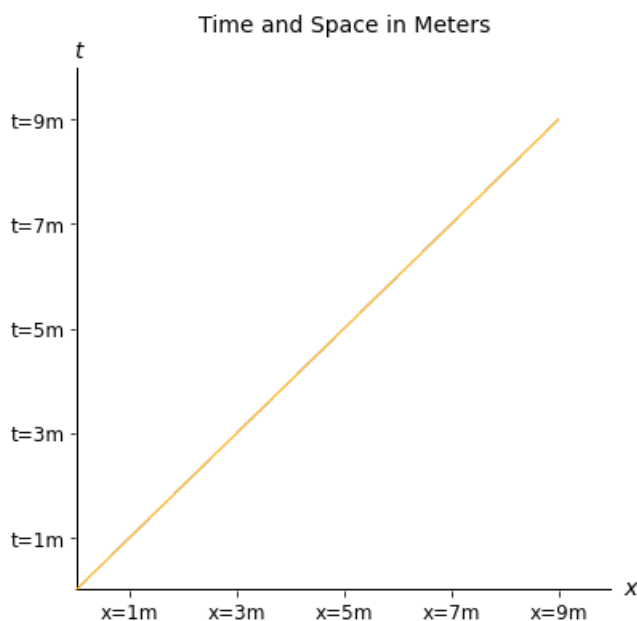
The basic Lorentz transforms are:

$$\gamma = \frac{1}{\sqrt{1 - v^2}}$$

$$x' = \gamma(x - vt)$$

$$t' = \gamma(t - vx)$$

These work (for the standard configuration on the x axis) if we have time and space in the same units. For example: meters and meters, or seconds and "light seconds."



If we have distance in meters and time in seconds, then we need to do some conversions before we depict them on a spacetime diagram.

Since we are taking it as a basic assumption that light "travels" the same distance in time and space, then we can use that to convert between seconds and meters.

Multiply 1 second times  $C$

$$1s \times 3 \times 10^8 \frac{m}{s}$$

The seconds cancel, so we have ...

$$1 \text{ second} = 3 \times 10^8 \text{ meters}$$

And therefore ...

$$1 \text{ meter} = 1 \text{ second} / 3 \times 10^8$$

$$1 \text{ meter} = 3.33 \times 10^{-9} \text{ seconds (just over 3 nanoseconds)}$$

But the key point is that:

$$\text{Seconds} \times C = \text{Meters}$$

$$\text{Meters} / C = \text{Seconds}$$

So to take the Lorentz transformations and adjust them for  $x$  given in meters and  $t$  given in seconds, we need to convert the  $t$  values to meters by multiplying them by  $C$ . Bearing in mind that  $v = x/t$ , we do the replacements:

We start with:

$$\gamma = \frac{1}{\sqrt{1 - v^2}}$$

$$x' = \gamma(x - vt)$$

$$t' = \gamma(t - vx)$$

Replacing  $t$  by  $ct$  gives ...

$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$$

$$x' = \gamma(x - \frac{v}{c}ct)$$

$$ct' = \gamma(ct - \frac{v}{c}x)$$

Canceling  $c$  in  $x'$  and dividing through by  $c$  in  $t'$  gives ...

$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$$

$$x' = \gamma(x - vt)$$

$$t' = \gamma(t - \frac{vx}{c^2})$$

