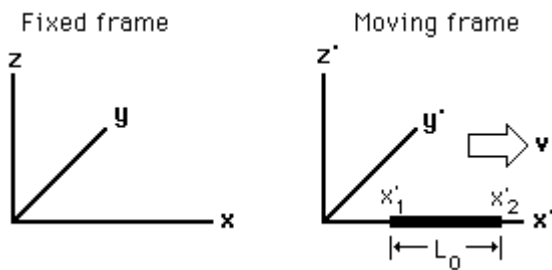


# Length Contraction



The length of any object in a moving frame will appear foreshortened in the direction of motion, or contracted. The amount of contraction can be calculated from the [Lorentz transformation](#). The length is maximum in the frame in which the object is at rest.

If the length  $L_0 = x'_2 - x'_1$  is measured in the moving reference frame, then  $L = x_2 - x_1$  can be calculated using the Lorentz transformation.

$$L_0 = x'_2 - x'_1 = \frac{x_2 - vt_2 - x_1 + vt_1}{\sqrt{1 - \frac{v^2}{c^2}}}$$

But since the two measurements made in the fixed frame are made simultaneously in that frame,  $t_2 = t_1$ , and

$$L = L_0 \sqrt{1 - \frac{v^2}{c^2}} = \frac{L_0}{\gamma}$$

*Length contraction*

For  $v = \boxed{\phantom{000}} c$ ,  $L = \boxed{\phantom{000}} L_0$

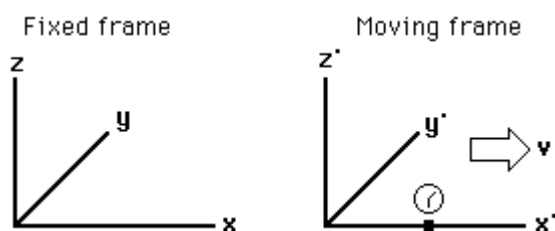
[Lorentz transformation](#)

[Application in muon decay experiment](#)

[Index](#)

[Relativity concepts](#)

# Time Dilation



A clock in a moving frame will be seen to be running slow, or "dilated" according to the [Lorentz transformation](#). The time will always be shortest as measured in its rest frame. The time measured in the frame in which the clock is at rest is called the "proper time".

If the time interval  $T_0 = t_2' - t_1'$  is measured in the moving reference frame, then  $T = t_2 - t_1$  can be calculated using the Lorentz transformation.

$$T = t_2 - t_1 = \frac{t_2' + \frac{vx_2'}{c^2} - t_1' + \frac{vx_1'}{c^2}}{\sqrt{1 - \frac{v^2}{c^2}}}$$

The time measurements made in the moving frame are made at the same location, so the expression reduces to:

$$T = \frac{T_0}{\sqrt{1 - \frac{v^2}{c^2}}} = T_0 \gamma$$

For  $v = \boxed{\phantom{000}}c$ ,  $T = \boxed{\phantom{000}}T_0$

For small velocities at which the relativity factor is very close to 1, then the time dilation can be expanded in a [binomial expansion](#) to get the approximate expression:

$$T \approx T_0 \left[ 1 + \frac{v^2}{2c^2} \right]$$

See also [Gravitational time dilation](#)

[Time dilation experiments](#)

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# Relativistic Mass

The increase in effective [mass](#) with speed is given by the expression

$$m = \frac{m_0}{\sqrt{1 - \frac{v^2}{c^2}}} = \gamma m_0 \quad m_0 = \text{"rest mass"}$$

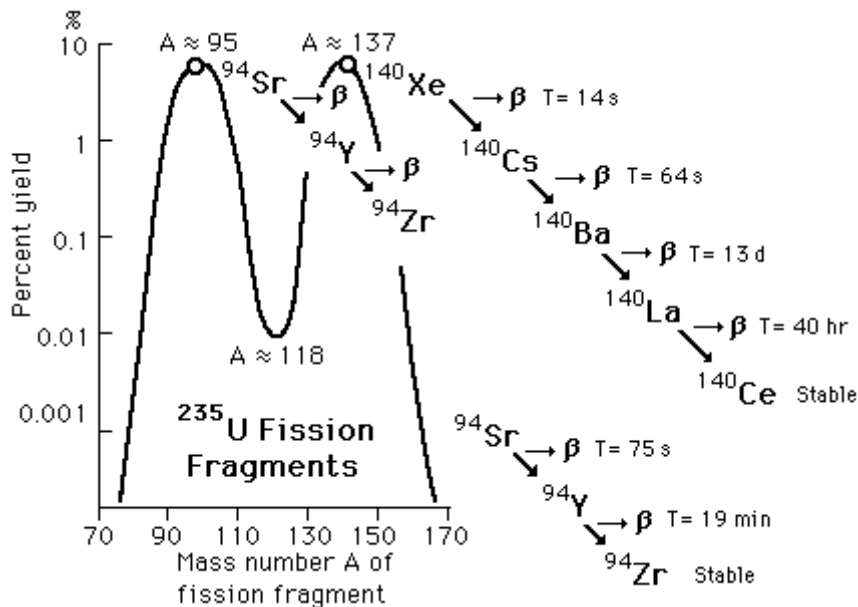
It follows from the [Lorentz transformation](#) when collisions are described from a fixed and moving reference frame, where it arises as a result of conservation of momentum.

For  $v = \boxed{\phantom{00}} c$ ,  $m = \boxed{\phantom{00}} m_0$

The increase in relativistic effective mass makes the [speed of light](#)  $c$  the [speed limit of the universe](#). This increased effective mass is evident in cyclotrons and other accelerators where the speed approaches  $c$ . Exploring the calculation above will show that you have to reach 14% of the speed of light, or about 42 million m/s before you change the mass by 1%.

# Fission Fragment Decay

This particular set of [fragments](#) from [uranium-235 fission](#) undergoes a series of [beta decays](#) to form stable end products.

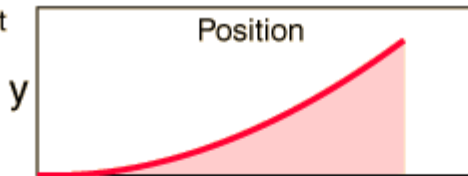


# Constant Acceleration Motion

Constant acceleration motion can be characterized by formulæ and by [motion graphs](#).

Starting from rest  
at position zero

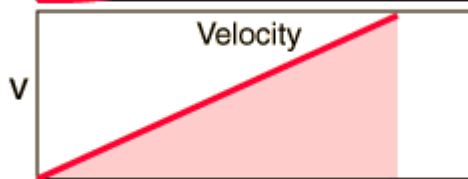
$$y = \frac{1}{2} at^2$$



More generally

$$y = y_0 + v_0t + \frac{1}{2} at^2$$

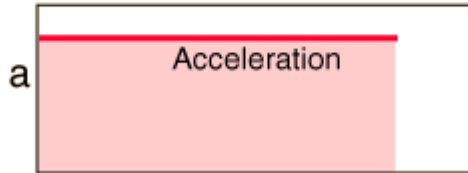
$$v = at$$



$$v = v_0 + at$$

Velocity is equal to  
the slope of the  
position curve.

$a = \text{constant}$   
accelerating at  
 $9.8 \text{ m/s}^2$



Acceleration is  
equal to the slope  
of the velocity curve.

time →