

At speeds much less than the speed of light, the relativistic formulas reduce to the old classical ones, as we have discussed. We would, of course, hope—or rather, insist—that this be true since Newtonian mechanics works so well for objects moving with speeds $v \ll c$. This insistence that a more general theory (such as relativity) give the same results as a more restricted theory (such as classical mechanics which works for $v \ll c$) is called the **correspondence principle**. The two theories must correspond where their realms of validity overlap. Relativity thus does not contradict classical mechanics. Rather, it is a more general theory, of which classical mechanics is now considered to be a limiting case.

Correspondence principle

The importance of relativity is not simply that it gives more accurate results, especially at very high speeds. Much more than that, it has changed the way we view the world. The concepts of space and time are now seen to be relative, and intertwined with one another, whereas before they were considered absolute and separate. Even our concepts of matter and energy have changed: either can be converted to the other. The impact of relativity extends far beyond physics. It has influenced the other sciences, and even the world of art and literature; it has, indeed, entered the general culture.

From a practical point of view, we do not have much opportunity in our daily lives to use the mathematics of relativity. For example, the γ factor $1/\sqrt{1 - v^2/c^2}$, which appears in relativistic formulas, has a value of only 1.005 even for a speed as high as $0.10c = 3.0 \times 10^7$ m/s, giving a correction of less than 1%. For speeds less than $0.10c$, or unless mass and energy are interchanged, we don't usually need to use the more complicated relativistic formulas, and can use the simpler classical formulas.

The special theory of relativity we have studied in this Chapter deals with inertial (nonaccelerating) reference frames. In Chapter 33 we will discuss briefly the more complicated “general theory of relativity” which can deal with noninertial reference frames.

Summary

An **inertial reference frame** is one in which Newton's law of inertia holds. Inertial reference frames can move at constant velocity relative to one another; accelerating reference frames are **noninertial**.

The **special theory of relativity** is based on two principles: the **relativity principle**, which states that the laws of physics are the same in all inertial reference frames, and the principle of the **constancy of the speed of light**, which states that the speed of light in empty space has the same value in all inertial reference frames.

One consequence of relativity theory is that two events that are simultaneous in one reference frame may not be simultaneous in another. Other effects are **time dilation**: moving clocks are measured to run slow; and **length contraction**: the length of a moving object is measured to be shorter (in its direction of motion) than when it is at rest. Quantitatively,

$$\Delta t = \frac{\Delta t_0}{\sqrt{1 - v^2/c^2}} = \gamma \Delta t_0 \quad (26-1)$$

$$L = L_0 \sqrt{1 - v^2/c^2} = \frac{L_0}{\gamma} \quad (26-3)$$

where L and Δt are the length and time interval of objects

(or events) observed as they move by at the speed v ; L_0 and Δt_0 are the **proper length** and **proper time**—that is, the same quantities as measured in the rest frame of the objects or events. The quantity γ is shorthand for

$$\gamma = \frac{1}{\sqrt{1 - v^2/c^2}}. \quad (26-2)$$

The theory of relativity has changed our notions of space and time, and of momentum, energy, and mass. Space and time are seen to be intimately connected, with time being the fourth dimension in addition to the three dimensions of space.

The **momentum** of an object is given by

$$p = \gamma m_0 v = \frac{m_0 v}{\sqrt{1 - v^2/c^2}}. \quad (26-4)$$

This formula can be interpreted as a **mass increase**, where the relativistic mass is

$$m_{\text{rel}} = \gamma m_0 = \frac{m_0}{\sqrt{1 - v^2/c^2}}, \quad (26-5)$$

and m_0 is the **rest mass** of the object ($v = 0$).