

Lecture 9

The particle density-flux \exists form:

- I. Physical properties
 - II. Algebraic properties
 - III. Geometrical properties
- } Consigned
to
Lecture 10

In MTW know

- Box 4.4
- Box 5.1
- Fig 5.1
- Box 5.2

The particle density-flux 3-form

(9.1)

$${}^*S = \underbrace{N u^\mu}_{S^\mu} \underbrace{\epsilon_{\mu\alpha\beta\gamma}}_{\Sigma_\mu} \frac{dx^\alpha \wedge dx^\beta \wedge dx^\gamma}{3!} \quad (9.1)$$

mathematizes the physical spacetime properties of a continuous medium of particles. This included the types of media found in extremely relativistic astrophysical environments as well as those driven by ultra-intense laser radiation.

I. Physical Properties of the Particle

Density-flux 3-form

The 3-form *S is the result of the mental integration ("unification") of four physical attributes of particles in motion:

(i) their common 4-velocity

$$\boxed{u = u^\mu \frac{\partial}{\partial x^\mu} \equiv u^\mu e_\mu} \quad (9.2)$$

and their associated particle current

4-vector

(9.2)

$$\boxed{N u^\mu e_\mu = S^\mu \frac{\partial}{\partial x^\mu} \equiv S} \quad (9.3)$$

(ii) their numerical particle count (particle "number") in the 3-volume spanned by three freely chosen 4-d vectors $A, B,$ and $C,$ is

$$\# = N u^\mu \epsilon_{\mu\alpha\beta\gamma} dx^\alpha \wedge dx^\beta \wedge dx^\gamma / 3! (A, B, C)$$

$$= N u^\mu \Sigma_\mu (A, B, C).$$

Being a scalar, this is a frame invariant, i.e. independent of the inertial frame for evaluating the scalar.

Comment 9.1 (Calculation)

If all three vectors are space-like, the evaluation yields the particle density.

(a) Relative to the COMOVING instantaneous inertial frame, where $u^\mu \frac{\partial}{\partial x^\mu} = 1 \frac{\partial}{\partial x^0} + 0 \frac{\partial}{\partial x^1} + 0 \frac{\partial}{\partial x^2} + 0 \frac{\partial}{\partial x^3}$ the density is obtained from

$$\# = N u^\mu \epsilon_{\mu\alpha\beta\gamma} dx^\alpha \wedge dx^\beta \wedge dx^\gamma / 3! (A, B, C)$$

$$= N \det \begin{vmatrix} u^0 & 0 & 0 & 0 \\ 0 & A^1 & A^2 & A^3 \\ 0 & B^1 & B^2 & B^3 \\ 0 & C^1 & C^2 & C^3 \end{vmatrix}$$

$$= N u^0 (\vec{A} \cdot \vec{B} \times \vec{C}).$$

(9.3)

Thus,

$$S^0 = N = \frac{\#}{(\vec{A} \cdot \vec{B} \times \vec{C})} = \frac{\#}{(\text{COMOVING})_{\text{VOLUME}}} = \left(\begin{array}{l} \text{comoving density} \\ \text{of particles} \end{array} \right). \quad (9.4)$$

(b) Relative to the LAB frame, where

$$u^\mu \frac{\partial}{\partial x^\mu} = u^0 \frac{\partial}{\partial x^0} + u^1 \frac{\partial}{\partial x^1} + u^2 \frac{\partial}{\partial x^2} + u^3 \frac{\partial}{\partial x^3}$$

and the three chosen space-like vector are

\vec{A} , \vec{B} , and \vec{C} with their tips and tails simultaneous in the LAB, the evaluation yields

$$\# = N u^\mu \epsilon_{\bar{\mu}\bar{\alpha}\bar{\beta}\bar{\gamma}} d\bar{x}^{\bar{\alpha}} \wedge d\bar{x}^{\bar{\beta}} \wedge d\bar{x}^{\bar{\gamma}} / 3! (\vec{A}, \vec{B}, \vec{C})$$

$$= N \det \begin{vmatrix} u^0 & u^1 & u^2 & u^3 \\ 0 & \vec{A}^1 & \vec{A}^2 & \vec{A}^3 \\ 0 & \vec{B}^1 & \vec{B}^2 & \vec{B}^3 \\ 0 & \vec{C}^1 & \vec{C}^2 & \vec{C}^3 \end{vmatrix}$$

$$= N u^0 (\vec{A} \cdot \vec{B} \times \vec{C})$$

$$= N u^0 (\text{LAB volume}).$$

Thus,

$$S^0 = N u^0 = \frac{\#}{(\text{LAB volume})} \equiv \frac{\text{particle density}}{\text{in LAB frame}} \quad (9.5)$$

Comment 9.2

The particle 4-velocity

$$u = u^\mu \frac{\partial}{\partial x^\mu} = u^\mu \frac{\partial}{\partial x^\mu}$$

is one and the same in both frames. However, in

the LAB frame one has

$$\{u^{\bar{\mu}}\} = \left\{ \frac{1}{\sqrt{1-\beta^2}}, \frac{\vec{\beta}}{\sqrt{1-\beta^2}} \right\}.$$

(9.4)

Thus, in the LAB frame

$$S^{\bar{0}} = N u^{\bar{0}} \geq N = N u^0 = S^0.$$

This means that the observed density of moving matter is larger than the comoving density.

Comment 9.3

If one of the three chosen 4-vectors \bar{A} , \bar{B} , and \bar{C} is time like, while the other two are space-like with tip and tail events simultaneous in the LAB frame, then

$$\# = N u^{\bar{\mu}} \epsilon_{\bar{\mu}\bar{\alpha}\bar{\beta}\bar{\gamma}} dx^{\bar{\alpha}} \wedge dx^{\bar{\beta}} \wedge dx^{\bar{\gamma}} / 3! (\bar{A}, \bar{B}, \bar{C})$$

$$= N \det \begin{vmatrix} u^{\bar{0}} & u^{\bar{1}} & u^{\bar{2}} & u^{\bar{3}} \\ -\Delta \bar{t} & 0 & 0 & 0 \\ 0 & \bar{B}^{\bar{1}} & \bar{B}^{\bar{2}} & \bar{B}^{\bar{3}} \\ 0 & \bar{C}^{\bar{1}} & \bar{C}^{\bar{2}} & \bar{C}^{\bar{3}} \end{vmatrix}$$

$$= N \Delta \bar{t} \left[u^{\bar{1}} (\bar{B} \times \bar{C})^{\bar{1}} + u^{\bar{2}} (\bar{B} \times \bar{C})^{\bar{2}} + u^{\bar{3}} (\bar{B} \times \bar{C})^{\bar{3}} \right]$$

$$= N \Delta \bar{t} [\vec{u} \cdot \vec{B} \times \vec{C}]$$

This # is the number of particles passing through the area $\vec{B} \times \vec{C}$ during the LAB time $\Delta \bar{t}$. On a per unit time basis one has

$$\boxed{\frac{\#}{\Delta \bar{t}} = N u^{\bar{1}} (\bar{B} \times \bar{C})^{\bar{1}} + N u^{\bar{2}} (\bar{B} \times \bar{C})^{\bar{2}} + N u^{\bar{3}} (\bar{B} \times \bar{C})^{\bar{3}} = \frac{\text{(particle current)}}{\text{(through area } \vec{B} \times \vec{C})}}$$

The three parts contributing to this current are due to the three flux components: (9.5)

$$S^{\bar{i}} = Nu^{\bar{i}} = \frac{\#}{\Delta T (\vec{B} \times \vec{C})^{\bar{i}}} = \frac{\text{number of particles}}{\text{(LAB time)} \left(\begin{array}{l} \text{area whose} \\ \text{normal points into} \\ \text{the } \bar{i}^{\text{th}} \text{ direction} \end{array} \right)} \quad (9.6)$$

$$= \left(\begin{array}{l} \bar{i}^{\text{th}} \text{ component} \\ \text{of the particle flux} \end{array} \right) \quad \bar{i} = 1, 2, 3$$

Flaring identifies the four physical attributes via the boxed Eqs. (9.1)-(9.6), integrate the LAB particle density, Eq. (9.5) and the LAB flux components, Eq. (9.6) into the spacetime framework of the single concept, the particle current 4-vector

$$S = Nu = Nu^{\mu} \frac{\partial}{\partial x^{\mu}}:$$

$$Nu^{\bar{0}} = \frac{\text{particles}}{\text{volume}}$$

$$Nu^{\bar{1}} = \frac{\text{particles}}{(\text{time})(\text{area})^{\bar{1}}}$$

$$Nu^{\bar{2}} = \frac{\text{particles}}{(\text{time})(\text{area})^{\bar{2}}}$$

$$Nu^{\bar{3}} = \frac{\text{particles}}{(\text{time})(\text{area})^{\bar{3}}}$$