

We have demonstrated that

$$\begin{cases} y' = y \\ z' = -z \end{cases}$$

Similar arguments about the reciprocal nature of the coordinate systems in \underline{S} and \underline{S}' permit us to write

$$\begin{cases} X' = AX + Bt & t' = CX + Dt \\ X = AX' + Bt' & t = CX' + Dt' \end{cases}$$

Thus, we have

$$\begin{cases} X = A(AX + Bt) + B(CX + Dt) \\ \quad = (A^2 + BC)X + (A + D)Bt \\ \\ t = C(AX + Bt) + D(CX + Dt) \\ \quad = (D^2 + BC)t + (A + D)CX \end{cases}$$

Hence, we must have

$$\begin{cases} A^2 + BC = 1 & (A + D)B = 0 \\ D^2 + BC = 1 & (A + D)C = 0 \end{cases}$$

We solve these equations to obtain

$$\begin{aligned} A &= \pm \sqrt{1-BC} \\ D &= -A \end{aligned}$$

For $u=0$, and origins O and O' coincident, we must have $x' = -x$, $t' = t$. This fixes the sign outside the square root above. We have now

$$\begin{aligned} A &= -\sqrt{1-BC} \\ D &= +\sqrt{1-BC} \end{aligned},$$

and only B and C remain to be determined.

We can write
$$\begin{cases} \Delta x' = A \Delta x + B \Delta t \\ \Delta t' = C \Delta x + D \Delta t \end{cases}$$

$$\Rightarrow \frac{\Delta x'}{\Delta t'} = \frac{A \frac{\Delta x}{\Delta t} + B}{C \frac{\Delta x}{\Delta t} + D}$$

In the limit $\Delta t \rightarrow 0$, we have

$$v' = \frac{Av + B}{Cv - A}$$

where $v = \frac{dx}{dt}$ and $v' = \frac{dx'}{dt'}$.

Let the moving point be O' , so that $v = u$ and $v' = 0$, then we obtain

$$0 = \frac{Au + B}{cu - A},$$

which requires that $Au + B = 0$.

$$\therefore B = -Au = +u\sqrt{1 - BC}.$$

If we solve this equation for C , we find

$$C = \frac{1}{B} - \frac{B}{u^2}.$$

Our remaining task is to determine B ,

We define the function $a = a(u)$ by

$$B \equiv au.$$

Then $C = \frac{1 - a^2}{au}$

$$BC = 1 - a^2$$

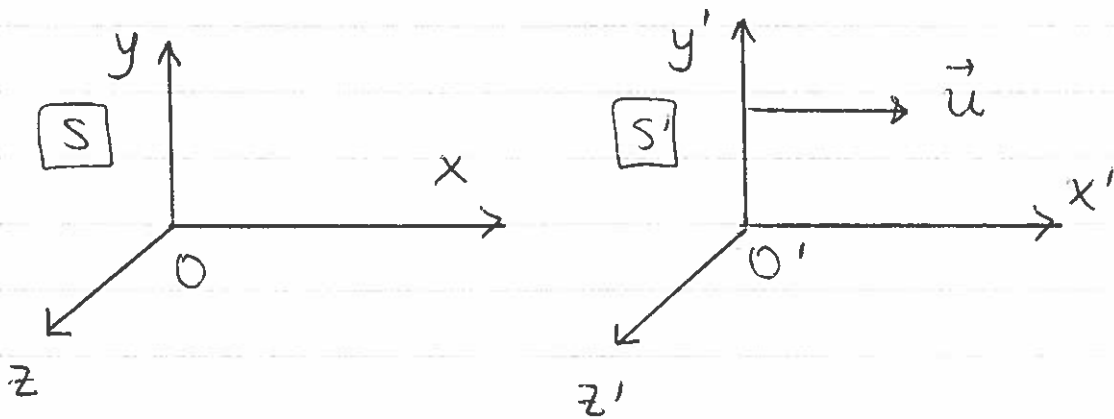
$$D = \sqrt{1 - BC} = \sqrt{a^2} \Rightarrow D = a$$

where $a(0) \equiv 1$. $A = -a$

Thus, we have

$$\begin{aligned}x' &= -ax + aut \\t' &= at + \left(\frac{1-a^2}{au}\right)x\end{aligned}$$

For the remainder of the discussion, it will be convenient to rotate \underline{x}' by 180° about the y' -axis, so that \underline{x}' is parallel to \underline{x} , as shown below:



The transformation equations become^{*}:

$$\begin{aligned}x' &= ax - aut \\t' &= at + \left(\frac{1-a^2}{au}\right)x \\y' &= y \\z' &= z\end{aligned}$$

* We replace \underline{x}' by $-\underline{x}'$.

We must determine the function $a(u)$. To do this, we apply the principle of relativity in a manner that may be surprising, at first. We transform coordinates from S to a frame S_1 moving with velocity \vec{u}_1 with respect to S , and then from S_1 to a frame S_2 moving with velocity \vec{u}_2 with respect to S_1 (\vec{u}_1 and \vec{u}_2 are parallel to \underline{x}). All coordinate transformations from one inertial frame to another must have the same form.

$$\text{Let } a_i \equiv a(u_i), \quad (i=1,2,3)$$

where \vec{u}_3 denotes the velocity of S_2 with respect to S ,

$$\text{Let } K(u) \equiv \frac{1-a^2}{ua} \quad \text{and } K_i \equiv K(u_i).$$

$$\text{Trf. from } \begin{cases} S \text{ to } S_1: \\ \end{cases} \begin{cases} x_1 = a_1 x - a_1 u_1 t \\ t_1 = a_1 t + K_1 x \end{cases}$$

$$\text{Trf. from } \begin{cases} S_1 \text{ to } S_2: \\ \end{cases} \begin{cases} x_2 = a_2 x_1 - a_2 u_2 t_1 \\ t_2 = a_2 t_1 + K_2 x_1 \end{cases}$$

$$\text{Trf. from } \begin{cases} S \text{ to } S_2: \\ \end{cases} \begin{cases} x_2 = a_3 x - a_3 u_3 t \\ t_2 = a_3 t + K_3 x \end{cases}$$

We have

$$x_2 = a_2 (a_1 x - a_1 u_1 t) - a_2 u_2 (a_1 t + k_1 x)$$

$$t_2 = a_2 (a_1 t + k_1 x) + k_2 (a_1 x - a_1 u_1 t)$$

or, $x_2 = a_2 (a_1 - u_2 k_1) x - a_1 a_2 (u_1 + u_2) t$

$$t_2 = a_1 (a_2 - u_1 k_2) t + (a_1 k_2 + a_2 k_1) x$$

Hence, we must have

$$a_3 = a_2 (a_1 - u_2 k_1) = a_1 (a_2 - u_1 k_2)$$

$$\therefore a_2 u_2 k_1 = a_1 u_1 k_2$$

Since $k_i = \frac{1 - a_i^2}{a_i u_i}$, we find

$$\frac{1 - a_1^2}{(a_1 u_1)^2} = \frac{1 - a_2^2}{(a_2 u_2)^2}$$

$$\Rightarrow \boxed{\frac{1 - a^2}{(au)^2} = \text{const.} \equiv -\frac{1}{c_0^2}}$$

If we solve this equation for $a(u)$, we obtain [with $a(0) = 1$]:

$$\boxed{a(u) = \left(1 - \frac{u^2}{c_0^2}\right)^{-1/2}}$$

Once we have found the numerical value of the universal constant c_0 , our task of determining the transformation equations will have been completed. Experimentally, it turns out that

$$c_0 = c \approx 3.00 \times 10^8 \text{ m/s.}$$

Then we have

$$\gamma(u) = \left(1 - \frac{u^2}{c^2}\right)^{-\frac{1}{2}} \equiv \gamma.$$

The resulting transformation equations are

$$\begin{aligned} x' &= \gamma (x - ut) \\ y' &= y \\ z' &= z \\ t' &= \gamma \left(t - \frac{ux}{c^2}\right) \end{aligned}$$

These equations, known as the Lorentz transformation, form the basis of the special theory of relativity. Einstein derived these equations in a totally different manner (he used the principle of relativity plus the postulate that the speed of light has the same value in all inertial frames.)

Note that γ must be real, which requires that $u < c$, which in turn implies that $\gamma \geq 1$.

The inverse transformation equations are obtained most easily by interchanging the roles of S and S' ; i.e., we interchange primed and unprimed coordinates and replace u by $-u$. Then we obtain

$$\begin{aligned}
 X &= \gamma (X' + ut') \\
 Y &= Y' \\
 Z &= Z' \\
 t &= \gamma \left(t' + \frac{uX'}{c^2} \right)
 \end{aligned}$$

Let $\begin{cases} X_0 \equiv ct \\ X_0' \equiv ct' \end{cases}$ $\beta \equiv \frac{u}{c}$

Then

$$\begin{aligned}
 X_0' &= \gamma (X_0 - \beta X_1) \\
 X_1' &= \gamma (X_1 - \beta X_0) \\
 X_2' &= X_2 \\
 X_3' &= X_3
 \end{aligned}$$

where now, $\gamma = (1 - \beta^2)^{-1/2}$