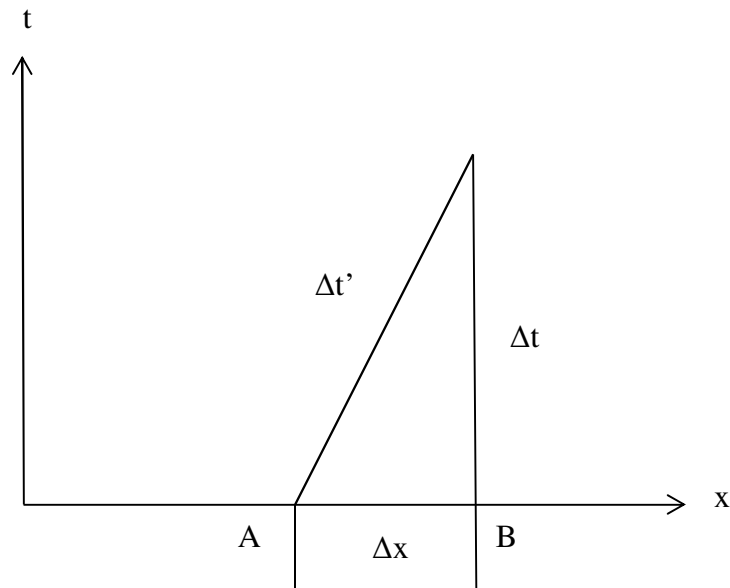


Einstein's clock example:

- Clocks A and B are synchronized in a stationary reference frame.
- Clock A is moved to the location of clock B.
- Clock A has lost some time.

Worldlines:



Lorentz Transform:

$$\begin{Bmatrix} \Delta x' (=0) \\ c\Delta t' \end{Bmatrix}_A = \gamma \begin{bmatrix} 1 & -\beta \\ -\beta & 1 \end{bmatrix} \begin{Bmatrix} \Delta x \\ c\Delta t \end{Bmatrix}_B$$

Solve by inverting the matrix:

$$\begin{Bmatrix} \Delta x \\ c\Delta t \end{Bmatrix}_B = \gamma \begin{bmatrix} 1 & +\beta \\ +\beta & 1 \end{bmatrix} \begin{Bmatrix} \Delta x' (=0) \\ c\Delta t' \end{Bmatrix}_A$$

$$\text{Thus: } \Delta t = \gamma \Delta t' \quad \text{Since: } 1 \leq \gamma \quad \text{Then: } \Delta t' \leq \Delta t$$

Clock A has lost some time. Or with the Minkowski metric:

$$\begin{aligned}
 (c\Delta t')^2 &= (c\Delta t)^2 - (\Delta x)^2 \\
 \left(\frac{c\Delta t'}{c\Delta t}\right)^2 &= 1 - \left(\frac{\Delta x}{c\Delta t}\right)^2 \\
 &= 1 - \beta^2 \\
 &= 1/\gamma^2
 \end{aligned}$$

So again: $\Delta t = \gamma \Delta t'$

And: $\Delta t' \leq \Delta t$