

On The Notion of Possibility in Relativity Theory

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Budapest

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Reminder

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

The summary of the 1st Tutorial of yesterday morning:

Special Relativity can be axiomatized in
a classical first order language.

Reminder

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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Reminder

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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Reminder

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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- ② We will present a **simple modal system** to solve some problems of its interpretation of possibility.
- ③ We will present a **complex modal system** to achieve goals what an extensional theory never could.

SpecRelKin

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

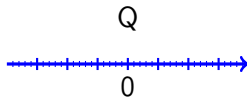
Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass

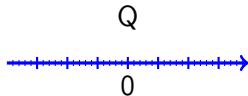
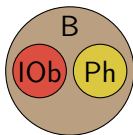


- One sort for Mathematics: $\langle Q, +, \cdot, \leq \rangle$
 - Q is euclidean. **like** \mathbb{R} .

SpecRelKin

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár



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- One sort for Physics: $\langle B, Ph, IOb \rangle$
 - B is the set of bodies (physical entities).
 - $Ph(p)$: „ p is a photon”
 - $IOb(k)$: „ k is an inertial observer”

SpecRelKin

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

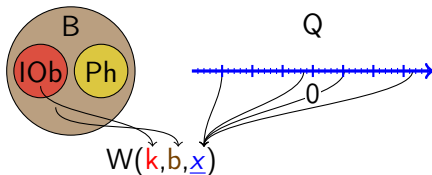
Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass



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 - $Ph(p)$: „ p is a photon”
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- Connection:
 - $W(k, b, x)$ is the world-view relation. „ k sees b at the coordinate point x . (k must be IOb).

SpecRelDyn

On The Notion of Possibility in Relativity Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

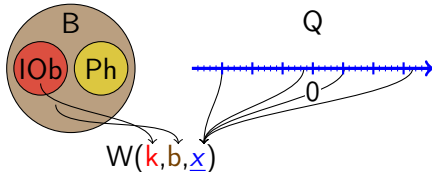
Outlines of

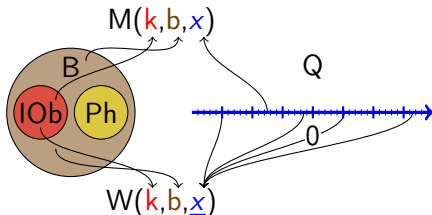
Formalism

Operational

definition of

Mass





- One more connection:
 - $M(k, b, x)$ is the mass relation. „The mass of b is x according to k “. ($k \in IOb$) and M is a function.

Axioms

Kinematics

Axiom of Photons

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

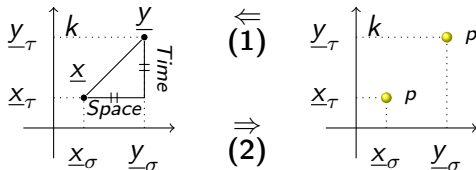
Operational

definition of

Mass

AxPh:

- (1) Every observer sees the world-lines of photons as of slope 1.
- (2) In every direction *it is possible to send out* a photon.



$$(\forall k \in IOb)(\forall \underline{x}, \underline{y} \in Q^d)$$

$$\left(\frac{\text{Space}(\underline{x}, \underline{y})}{\text{Time}(\underline{x}, \underline{y})} = 1 \leftrightarrow (\exists p \in Ph)(W(k, p, \underline{x}) \wedge W(k, p, \underline{y})) \right)$$

where $\text{Space}(\underline{x}, \underline{y})$ and $\text{Time}(\underline{x}, \underline{y})$ are spatial and temporal distance of the coordinate points.

Axiom of Photons

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

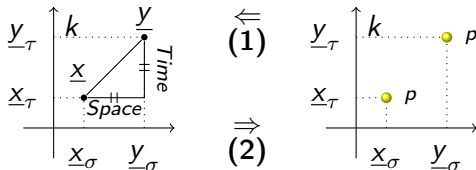
Operational

definition of

Mass

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\exists plays the role of possibility!

World-view relation

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass

An *event* in \underline{x} according to k :

The set of bodies occuring there.

$$\text{ev}_k(\underline{x}) \stackrel{\text{def.}}{=} \{b \in B : W(k, b, \underline{x})\}$$

World-view relation

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The *world-view relation* $w_{kh}(\underline{x}, \underline{y})$:
 \underline{y} is a coordinate point where h sees what k sees at \underline{x} .

$$w_{kh}(\underline{x}, \underline{y}) \iff_{\text{def.}} \text{ev}_k(\underline{x}) = \text{ev}_h(\underline{y})$$

World-view relation

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

Operational

definition of

Mass

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Assume AxPh. $w_{kh}(\underline{x}, \underline{y})$ is an *injective function*.

Axiom of Events

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass

AxEv: *Every inertial observer coordinatizes the same events,*
i.e. *World-view function is **total** and **bijective**.*

$$(\forall k, h \in IOb)(\forall \underline{x} \in Q^d)(\exists \underline{y} \in Q)[ev_k(\underline{x}) = ev_h(\underline{y})]$$

or

$$(\forall k, h \in IOb)(\forall \underline{x} \in Q^d)(\exists \underline{y} \in Q)w_{kh}(\underline{x}) = (\underline{y})$$

Axioms to Coordinatize

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

Operational

definition of

Mass

AxSelf: Every inertial observer sees itself at the origin.

AxSym: Every inertial observer uses the same measure system.

Thus Kinematics:

$$\text{SpecRelKin} = \{\text{AxPh}, \text{AxEv}, \text{AxSelf}, \text{AxSym}\}$$

Theorems

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

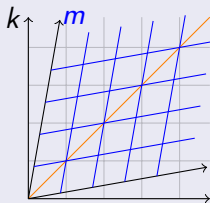
Operational

definition of

Mass

Theorem

w_{kh} is a Poincaré-transformation.



Theorem

NoFTL: There are no faster than light observers.

However „Kinematics is ready”, there is another kinematical axiom which is important for Dynamics.

Axiom of Thought Experiment

On The
Notion of
Possibility in
Relativity
Theory

Atila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

Operational

definition of

Mass

AxThExp:

*For each observer, in every direction, with any speed less than that of light, **it is possible to send out** an inertial observer. The time of this observer flows „forwards“.*

$$(\forall k \in IOb)(\forall \underline{x}, \underline{y} \in Q^d)$$

$$\left(\frac{\text{Space}(\underline{x}, \underline{y})}{\text{Time}(\underline{x}, \underline{y})} < 1 \right) \rightarrow (\exists h \in IOb) \left(\begin{array}{l} \underline{x}, \underline{y} \in \text{wl}_k(h) \\ w_{kh}(\underline{x})_\tau \leq w_{kh}(\underline{y})_\tau \end{array} \right)$$

Where the world-line of b : $\underline{y} \in \text{wl}_k(b) \iff_{\text{def.}} W(k, b, \underline{y})$

Axiom of Thought Experiment

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

Operational

definition of

Mass

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Again: \exists plays the role of possibility!

Dynamics

Definitions

Inelastic Collision

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

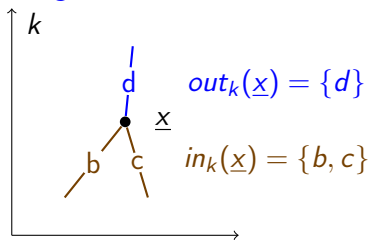
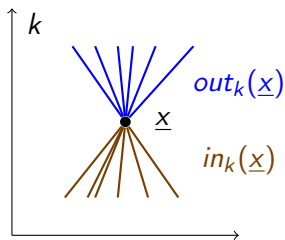
MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

There is an inelastic collision exactly where
two worldlines end and one begins.



$$in_k(\underline{x}) \stackrel{\text{def.}}{=} \{b \in B : b \in ev_k(\underline{x}) \wedge (\forall \underline{y} \in wl_k(b)) \underline{y}_\tau < \underline{x}_\tau \vee \underline{y} = \underline{x}\}$$

$$out_k(\underline{x}) \stackrel{\text{def.}}{=} \{b \in B : b \in ev_k(\underline{x}) \wedge (\forall \underline{y} \in wl_k(b)) \underline{y}_\tau > \underline{x}_\tau \vee \underline{y} = \underline{x}\}$$

Inelastic Collision

On The
Notion of
Possibility in
Relativity
Theory

Atila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass

$$\text{inecoll}_{k,\underline{x}}(b, c : d) \stackrel{\text{def.}}{\iff} \begin{pmatrix} b \neq c \\ \text{in}_k(\underline{x}) = \{b, c\} \\ \text{out}_k(\underline{x}) = \{d\} \end{pmatrix}$$

This definition can be expressed in mere **Kinematics**.

But note that if $\text{inecoll}_{k,\underline{x}}(b, c : d)$ holds, then \underline{x} is **reserved**.

Inelastic Collision

On The
Notion of
Possibility in
Relativity
Theory

Atila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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Two possible collisions should be able to share the same space.

Inelastic Collision

On The
Notion of
Possibility in
Relativity
Theory

Atila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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Two possible collisions should be able to share the same space.

⇒ this notion cannot be a notion of possible collision.

Inelastic Collision

On The
Notion of
Possibility in
Relativity
Theory

Atila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of

Formalism

Operational

definition of

Mass

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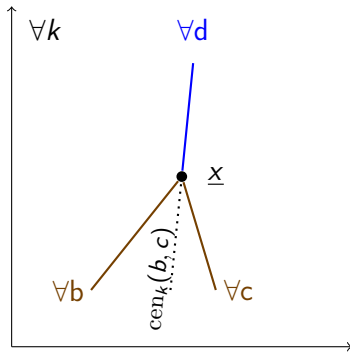
\Rightarrow this notion cannot be a notion of possible collision.

Anyway, it seems to work...

Axioms

Dynamics

AxCenter: *The world-line of inertial bodies involved in an inelastic collision is the continuation of the center of their mass.*



$$(\forall k \in IOb)(\forall b, c, d \in Ib)$$

$$[\text{inecoll}(b, c : d) \rightarrow \text{cen}_k(b, c) \cup \text{wl}_k(d) \subseteq \ell \text{ for some line } \ell]$$

Ib : inertial bodies, $\text{cen}_k(b, c)$: centerline of mass.

AxSpeed: *The rest mass and the speed determines the relativistic mass uniquely.*

$$(\forall k \in IOb)(\forall b, c \in Ib) \left(\begin{array}{l} m_0(b) = m_0(c) \\ v_k(b) = v_k(c) \end{array} \right) \rightarrow m_k(b) = m_k(c)$$

where $m_0(b)$ is the rest mass, i.e. relativistic mass according to the observers seeing b at rest.

Collision-placing Axiom

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Ax \forall inecoll: Every possible collision is realizable: Every observer can observe an inelastic collision (somewhere) which is realized by arbitrary inertial bodies having arbitrary rest mass:

$$(\forall k \in IOb)(\forall \underline{v}_1, \underline{v}_2 \in Q^{d-1})(\forall m_1, m_2 \in Q) \\ \left(\begin{array}{l} |\underline{v}_1| < 1 \\ |\underline{v}_2| < 1 \\ m_1 > 0 \\ m_2 > 0 \end{array} \right) \rightarrow (\exists b, c, d \in Ib) \left[\text{inecoll}_k(b, c : d) \wedge \left(\begin{array}{l} \underline{v}_k(b) = \underline{v}_1 \\ \underline{v}_k(c) = \underline{v}_2 \\ m_0(b) = m_1 \\ m_0(c) = m_2 \end{array} \right) \right]$$

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On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Ax_{inecoll}: Every possible collision is realizable: Every observer can observe an inelastic collision (somewhere) which is realized by arbitrary inertial bodies having arbitrary rest mass:

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We are not allowed to choose the location!

Because two different inecolls cannot happen in the same space-time location...

Theorems

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

$$\text{SpecRelDyn} = \text{SpecRelKin} \cup \left\{ \begin{array}{l} \text{AxThExp} \\ \text{AxCenter} \\ \text{AxSpeed} \\ \text{Ax}\forall\text{inecoll} \end{array} \right\}$$

Theorems

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

$$\text{SpecRelDyn} = \text{SpecRelKin} \cup \left\{ \begin{array}{l} \text{AxThExp} \\ \text{AxCenter} \\ \text{AxSpeed} \\ \text{Ax}\forall\text{inecoll} \end{array} \right\}$$

Theorem

$$m_0(b) = \sqrt{1 - v_k(b)^2} \cdot m_k(b)$$

Summary of the Problems

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Problems

Why should we switch to intensional logic?

On The Notion of Possibility in Relativity Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass

Why should we switch to intensional logic?

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- **Possible bodies:** We could explain, that a possible body is possible because it does not exist, **but** there exists a specific way to make it exist. For different possible bodies, different ways. In a extensional framework such distinctions of ways are merged.

Why should we switch to intensional logic?

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}
Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- **Possible bodies:** We could explain, that a possible body is possible because it does not exist, **but** there exists a specific way to make it exist. For different possible bodies, different ways. In a extensional framework such distinctions of ways are merged.
- **Inelastic Collisions:** This merging became a real problem, because this is the reason why are we incapable to define the possible inelastic collisions.

Why should we switch to intensional logic?

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}
Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- **Possible bodies:** We could explain, that a possible body is possible because it does not exist, **but** there exists a specific way to make it exist. For different possible bodies, different ways. In a extensional framework such distinctions of ways are merged.
- **Inelastic Collisions:** This merging became a real problem, because this is the reason why are we incapable to define the possible inelastic collisions.
- There are notions unavailable in the extensional setting: **the operational definition of mass.**

Why should we switch to intensional logic?

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Operational definition of mass: We can define the atomic relation M with W and a relation E for etalons.

Why should we switch to intensional logic?

On The Notion of Possibility in Relativity Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}
Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Operational definition of mass: We can define the atomic relation M with W and a relation E for etalons.

So (with the very little help of E) we could use the language of Kinematics to describe Dynamics.

Idea

The concept of \diamond

On The Notion of Possibility in Relativity Theory

Atila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}
Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

The informal description of axioms of SpecRel contained the word „possibility” were:

- „it is possible to send out a photon” ($AxPh$)
- „it is possible to send out an inertial observer” ($AxThExp$)
- „every possible collision is realizable” ($Ax\forall inecoll$)

These are expressions of experimentation.

The concept of \Diamond

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

The intended meaning of the modal operators:

- $\Diamond\varphi$: *There is a situation accessible with an experiment such that φ .*
- $\Box\varphi$: *It does not matter, what experiment we make, the state will be that φ .*

The intended meanings of the elements of modal semantics:

- Possible worlds: Space-times.
- Alternative relation: Experimentation.

Plan

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

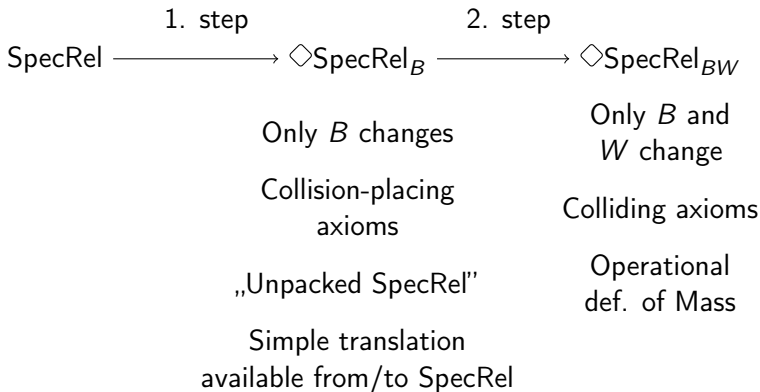
MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass



◇SpecRel_B

On The Notion of Possibility in Relativity Theory

Attila Molnár

Reminder

- Basics
- Kinematics
- Dynamics
- Summary

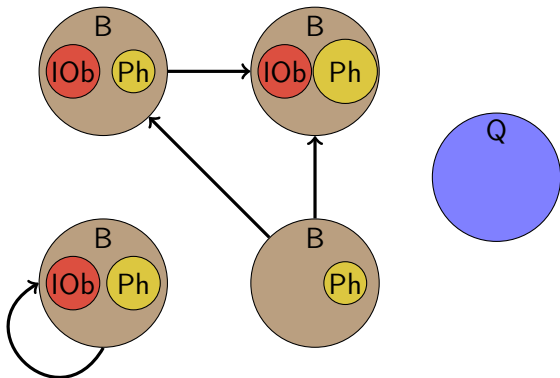
MSpecRel

MSpecRel_B

- Restrictions
- Modal Logic
- Physics
- Theorems
- Translations

MSpecRel_{BW}

- Colliding
- Modal Operator
- Outlines of Formalism
- Operational definition of Mass



◇SpecRel_B

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

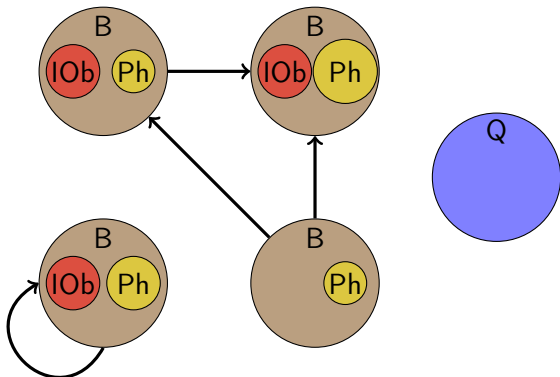
MSpecRel

MSpecRel_B

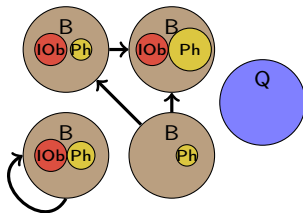
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass



- One **classic** sort for Mathematics: $\langle Q, +, \cdot, \leq \rangle$
 - Q is euclidean. **like** \mathbb{R} .



- One **modal** sort for Physics: $\langle S, R, B, IOb, Ph \rangle$
 - S is the set of (the names for) possible worlds (Space-times)
 - R is the relation connecting the **accessible** possible worlds.
 - B_w is the existing bodies in w .
And the domain of quantification as well.
 - Ph_w is the set of photons in w .
 - IOb_w is the set of inertial observer in w .

- And the connecting relations: $\langle W, M \rangle$
 - $W(k, b, \underline{x})_w$ is the world-view relation in w . $k \in IOb$.
 - $M(k, b, \underline{x})_w$ is the mass relation in w . $k \in IOb$ and M is a function.

Restrictions of the Atomic Predicates

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics

Kinematics

Dynamics

Summary

MSpecRel

MSpecRel_B

Restrictions

Modal Logic

Physics

Theorems

Translations

MSpecRel_{BW}

Colliding

Modal

Operator

Outlines of
Formalism

Operational
definition of
Mass

$$\begin{aligned}\forall k \quad IOb(k) &\rightarrow \Box IOb(k) \\ \forall p \quad Ph(p) &\rightarrow \Box Ph(p) \\ \forall b \quad B(b) &\rightarrow \Box B(b) \\ \forall kb\underline{x} \quad W(k, b, \underline{x}) &\rightarrow \Box W(k, b, \underline{x}) \\ \forall kb\underline{x} \quad \neg W(k, b, \underline{x}) &\rightarrow \Box \neg W(k, b, \underline{x}) \\ \forall kbx \quad M(k, b, x) &\rightarrow \Box M(k, b, x) \\ &\mu \leftrightarrow \Box \mu \\ t \neq s &\rightarrow \Box(t \neq s) \\ (t = s &\rightarrow \Box(t = s))\end{aligned}$$

where μ is a pure mathematical formula

Modal Logic

Propositional Axioms

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Notes on the changes of Logic:

- Classical Tautologies
- The weakest modal logic (**K**) axioms:

$$\Box(\varphi \rightarrow \psi) \rightarrow (\Box\varphi \rightarrow \Box\psi)$$

$$\frac{\varphi}{\Box\varphi}$$

Modal Logic

Propositional Axioms

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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$$\Box(\varphi \rightarrow \psi) \rightarrow (\Box\varphi \rightarrow \Box\psi) \qquad \frac{\varphi}{\Box\varphi}$$

This is strong enough, but we could make this stronger:

- $A \rightarrow \Diamond A$ defines **reflexivity**:
We could call it an experiment when we do nothing.
(„Empty experiment”)

Modal Logic

Propositional Axioms

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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This is strong enough, but we could make this stronger:

- $A \rightarrow \Diamond A$ defines **reflexivity**:
We could call it an experiment when we do nothing.
(„Empty experiment”)
- $\Diamond\Diamond A \rightarrow \Diamond A$ defines **transitivity**:
We could call the composition of experiments an experiment too.

But these are not necessary.

Modal Logic

First-Order Axioms

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Mathematics: Classic First Order Logic
- Physics: Classic First Order Logic **except Substitution**, which we replace with:

$$(\forall b \in B)((\forall c \in B)\varphi(c) \rightarrow \varphi(b/c))$$

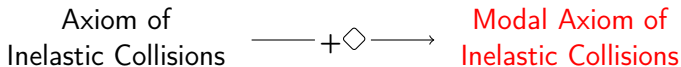
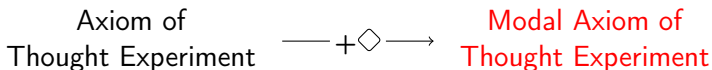
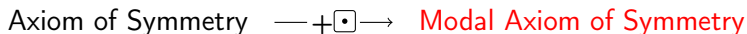
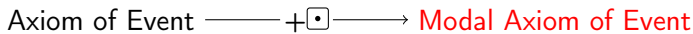
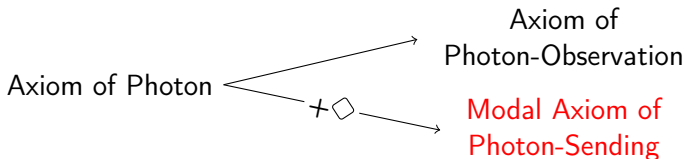
i.e. we are able to substitute only the actually existing entities

$$B(t) \rightarrow (\forall b \in B)(\varphi(t) \rightarrow \varphi(t/b))$$

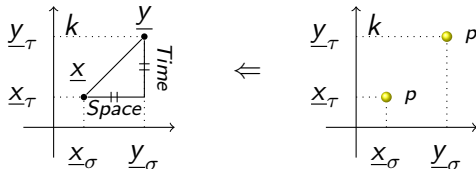
$$B(t) \rightarrow (\varphi(t/b) \rightarrow (\exists b \in B)\varphi(b))$$

Axioms

Rearrangement of Axioms



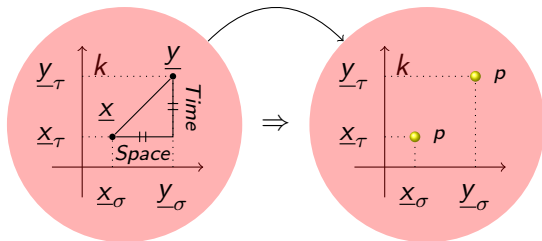
Every observer sees the world-lines of photons as of slope 1.



$$(\forall k \in IOb)(\forall \underline{x}, \underline{y} \in Q^d)$$

$$\left(\frac{\text{Space}(\underline{x}, \underline{y})}{\text{Time}(\underline{x}, \underline{y})} = 1 \leftarrow (\exists p \in Ph)(\underline{x}, \underline{y} \in wl_k(p)) \right)$$

In every direction it is possible to send out a photon.



$$(\forall k \in IOb)(\forall \underline{x}, \underline{y} \in Q^d)$$

$$\left(\frac{\text{Space}(\underline{x}, \underline{y})}{\text{Time}(\underline{x}, \underline{y})} = 1 \rightarrow \Diamond (\exists p \in Ph)(\underline{x}, \underline{y} \in wl_k(p)) \right)$$

AxPh and the Notion of Event

In a modal setting, the formula

$$w_{kh}(\underline{x}, \underline{y}) \stackrel{?}{\iff} \text{ev}_k(\underline{x}) = \text{ev}_h(\underline{y})$$

no longer defines a function.

Possible bodies made this definition to an **injective function**, so if we want to keep it, we have to go for them for the accessible possible worlds too...

$$w_{kh}(\underline{x}, \underline{y}) \stackrel{\text{def.}}{\iff} \Box \text{ev}_k(\underline{x}) = \text{ev}_h(\underline{y})$$

where \Box is the reflexive closure of \square :

$$\Box \varphi \stackrel{\text{def.}}{\iff} \square \varphi \wedge \varphi$$

Ax□Ev: *The world-view function is total and bijective.*

$$(\forall k, h \in IOb)(\forall \underline{x} \in Q^d)(\exists \underline{y} \in Q^d)[\Box ev_k(\underline{x}) = ev_h(\underline{y})]$$

or

$$(\forall k, h \in IOb)(\forall \underline{x} \in Q^d)(\exists \underline{y} \in Q^d)w_{kh}(\underline{x}) = (\underline{y})$$

Axiom of Thought experiment

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

AxThExp: *For each observer, in every direction, with any speed less than that of light, **it is possible to send out** an inertial observer. The time of this observer flows „forwards”*

$$(\forall k \in IOb)(\forall \underline{x}, \underline{y} \in Q^d) \\ \left(\frac{\text{Space}(\underline{x}, \underline{y})}{\text{Time}(\underline{x}, \underline{y})} < 1 \right) \rightarrow \Diamond (\exists h \in IOb) \left(\begin{array}{l} \underline{x}, \underline{y} \in wl_k(h) \\ w_{kh}(\underline{x})_\tau \leq w_{kh}(\underline{y})_\tau \end{array} \right)$$

Collision-placing Axiom

Dynamics

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Ax \forall inecoll: Every possible collision is realizable: Every observer can observe an inelastic collision (somewhere) which is realized by arbitrary inertial bodies having arbitrary rest mass:

$$(\forall k \in IOb)(\forall \underline{v}_1, \underline{v}_2 \in Q^{d-1})(\forall m_1, m_2 \in Q)(\forall \underline{x} \in Q^d)$$

$$\left(\begin{array}{l} |\underline{v}_1| < 1 \\ |\underline{v}_2| < 1 \\ m_1 > 0 \\ m_2 > 0 \\ \neg \text{inecoll}_{k, \underline{x}} \end{array} \right) \rightarrow \Diamond (\exists b, c, d \in Ib) \left[\text{inecoll}_{k, \underline{x}}(b, c : d) \wedge \left(\begin{array}{l} \underline{v}_k(b) = \underline{v}_1 \\ \underline{v}_k(c) = \underline{v}_2 \\ m_0(b) = m_1 \\ m_0(c) = m_2 \end{array} \right) \right]$$

Theorems

Axiom system

On The Notion of Possibility in Relativity Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

$$\underbrace{\left\{ \begin{array}{l} \text{AxPhObs} \\ \text{Ax}\Diamond\text{PhExp} \\ \text{Ax}\Box\text{Ev} \\ \text{AxSelf} \\ \text{Ax}\Box\text{Sym} \end{array} \right\} \cup \left\{ \begin{array}{l} \text{Ax}\Diamond\text{ThExp} \\ \text{AxCenter} \\ \text{AxSpeed} \\ \text{Ax}\forall\Diamond\text{inecoll} \end{array} \right\}}_{\Diamond\text{SpecRelKin}_B} \\ \underbrace{\hspace{15em}}_{\Diamond\text{SpecRelDyn}_B}$$

Theorems

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Theorem (NoFTL)

There is no faster than light observer.

Theorem (Poincaré)

w_{kh} is a Poincaré transformation.

Theorem

$$m_0(b) = \sqrt{1 - v_k(b)^2} \cdot m_k(b)$$

Theorems

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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These proofs are so straightforward that the question arises:
How could we systematize proving?

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

The idea behind this axiom system is the following „unpacking” translation:

$$\begin{aligned}m(A) &= A \\m(\neg\varphi) &= \neg m(\varphi) \\m(\varphi \supset \psi) &= m(\varphi) \supset m(\psi) \\m(\exists x\varphi) &= \exists x m(\varphi) \\m(\exists b\varphi) &= \blacklozenge \exists b m(\varphi) \\&= \lozenge \exists b m(\varphi) \vee \exists b m(\varphi)\end{aligned}$$

Where A is an atomic formula.

$$\left(\begin{aligned}m(\forall b\varphi) &= \blacksquare \forall b m(\varphi) \\&= \square \forall b m(\varphi) \wedge \forall b m(\varphi)\end{aligned} \right)$$

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems

Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

m preserves propositional logic, **but not predicate logic.**

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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The modal weakening of Substitution is not strong enough.

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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We need one more assumption:

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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If a body does not exist now, it will in an accessible spacetime.

There is two way to make this assumption be plausible

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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Strengthening the Logic

Strengthening to K4

i.e.

make R transitive

$$\Diamond\Diamond\varphi \rightarrow \Diamond\varphi$$

$$\neg B(x) \rightarrow \Diamond B(x)$$

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

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$$\neg B(x) \rightarrow \Diamond B(x)$$

Weakening the Translation

Introduce a transitive closure \Diamond^*

$$\Diamond\varphi \rightarrow \Diamond^*\varphi$$

$$\Diamond\Diamond^*\varphi \rightarrow \Diamond^*\varphi$$

$$(\Box\varphi \wedge \Box^*(\varphi \rightarrow \Box\varphi)) \rightarrow \Box^*\varphi ?$$

$$\neg B(x) \rightarrow \Diamond^*B(x)$$

replace the modality of m .

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Either way we choose:

Theorem

$$\text{SpecRelKin} \vdash \varphi \implies \Diamond \text{SpecRelKin}_B^* \vdash m(\varphi)$$

Systematize Proving

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

But we don't have

$$\text{SpecRelDyn} \vdash \varphi \implies \Diamond \text{SpecRelDyn}_B^* \vdash m(\varphi)$$

because $\text{Ax}\forall\Diamond\text{inecoll}$ needs **free space** to place the collision.

So if we accept the assumption that there is a Free Coordinate for Collision

$$\mathbf{FCC}:(\exists k \in \text{IO}b)(\exists \underline{x} \in Q^d) \neg (\exists b, c, d \in \text{I}b) \text{inecoll}_{k,\underline{x}}(b, c : d)$$

then we have

Theorem

$$\text{SpecRelDyn} \vdash \varphi \implies \Diamond \text{SpecRelDyn}_B^* \cup \{\mathbf{FCC}\} \vdash m(\varphi)$$

The other way – Consistency

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

The „merging”/„collapting”/„packing” translation:

$$\begin{aligned}m^-(A) &= A \\m^-(\neg\varphi) &= \neg m^-(\varphi) \\m^-(\varphi \supset \psi) &= m^-(\varphi) \supset m^-(\psi) \\m^-(\exists x\varphi) &= \exists x m^-(\varphi) \\m^-(\exists b\varphi) &= \exists b m^-(\varphi) \\m^-(\Diamond\varphi) &= m^-(\varphi) \\m^-(\Box\varphi) &= m^-(\varphi)\end{aligned}$$

Where A is an atomic formula.

$$(m^-(\Box\varphi) = m^-(\varphi))$$

The other way – Consistency

Theorem

$$\Diamond \text{SpecRelKin}_B \vdash \varphi \implies \text{SpecRelKin} \vdash m^-(\varphi)$$

But again, we do not have

$$\Diamond \text{SpecRelDyn}_B \vdash \varphi \implies \text{SpecRelDyn} \vdash m^-(\varphi)$$

because $\text{Ax}\forall\Diamond\text{inecoll}$ again. It fills an empty universe with „starting bodies”. It ensures that in every space-time location there is at least two body starting there.

The other way – Consistency

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}
Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

But with the old $Ax\forall inecoll$ we can get

Theorem

$$\Diamond SpecRelDyn_B \cup \{Ax\forall inecoll\} \vdash \varphi \implies SpecRelDyn \vdash m^-(\varphi)$$

This means that we have two more theorem too:

Theorem

$$\Diamond SpecRelDyn_B \cup \{Ax\forall inecoll\} \text{ is consistent.}$$

Theorem

$$\Diamond SpecRelDyn_B \text{ is consistent.}$$

Modal System for Dealing with Collision

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Colliding

How do we collide?

i.e.

How do we postulate a new body and a new world where the all necessary inelastic collision caused by it **happened already**?

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Start with:

- Delete

$$W(k, b, \underline{x}) \rightarrow \Box W(k, b, \underline{x})$$

We will replace this with the Colliding axioms.

Colliding

Start with:

- Delete

$$W(k, b, \underline{x}) \rightarrow \Box W(k, b, \underline{x})$$

We will replace this with the Colliding axioms.

- Replace $Ax\forall\Diamond\text{inecoll}$, with $AxB\text{Send}$:

*For each observer, in every direction, with any mass according to that observer, with any speed less than that of light, **it is possible to send out** a body.*

Colliding

Start with:

- Delete

$$W(k, b, \underline{x}) \rightarrow \Box W(k, b, \underline{x})$$

We will replace this with the Colliding axioms.

- Replace $Ax\forall\Diamond\text{inecoll}$, with $AxB\text{Send}$:
*For each observer, in every direction, with any mass according to that observer, with any speed less than that of light, **it is possible to send out** a body.*
- Restrict $Ax\Diamond\text{PhExp}$, $Ax\Diamond\text{ThExp}$ and $AxB\text{Exp}^-$ for space-times free from **anomalies**:
Two bodies do not share the same space-time location without colliding.

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

So start with the physical axioms

$$\underbrace{\left\{ \begin{array}{l} \text{AxPhObs} \\ \text{Ax} \diamond \text{PhExp}^- \\ \text{Ax} \square \text{Ev} \\ \text{AxSelf} \\ \text{Ax} \square \text{Sym} \end{array} \right\} \cup \left\{ \begin{array}{l} \text{AxThExp}^- \\ \text{AxCenter} \\ \text{AxSpeed} \\ \text{AxBExp}^- \end{array} \right\}}_{\diamond \text{SpecRelKin}_B} = \diamond \text{SpecRelDyn}_B$$

Plan

The Big Picture

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

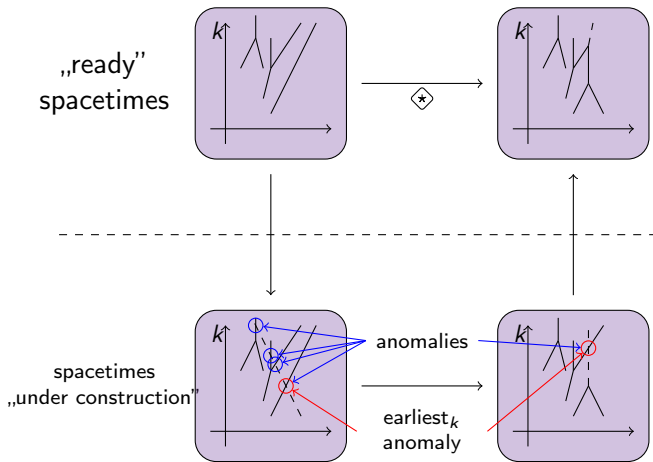
MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass



Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Manual for colliding:

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Manual for colliding:

- 1 We pin an observer, from whose perspective we will do the colliding.

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Manual for colliding:

- 1 We pin an observer, from whose perspective we will do the colliding.
- 2 We place the new body's worldline somewhere in his worldview.

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Manual for colliding:

- 1 We pin an observer, from whose perspective we will do the colliding.
- 2 We place the new body's worldline somewhere in his worldview.
This may cross through bodies without colliding.

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Manual for colliding:

- 1 We pin an observer, from whose perspective we will do the colliding.
- 2 We place the new body's worldline somewhere in his worldview.

This may cross through bodies without colliding.

We will use the word **anomaly** for the phenomenon when two bodies share the same space-time location without collision

Colliding

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Manual for colliding:

- 1 We pin an observer, from whose perspective we will do the colliding.
- 2 We place the new body's worldline somewhere in his worldview.

This may cross through bodies without colliding.

We will use the word **anomaly** for the phenomenon when two bodies share the same space-time location without collision.

- 3 For erasing/solving such anomalies, we use a While-do algorithm:
While there is an anomaly, postulate a world, where:

Colliding

While-do

On The Notion of Possibility in Relativity Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where
 - ① the world-lines of bodies NOT involved in the anomaly are preserved, and where

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where
 - 1 the world-lines of bodies NOT involved in the anomaly are preserved, and where
 - 2 the world-lines of bodies involved in the anomaly are

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where
 - 1 the world-lines of bodies NOT involved in the anomaly are preserved, and where
 - 2 the world-lines of bodies involved in the anomaly are
 - 1 deleted if it is coordinatized later than the observer measures the anomaly.

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where
 - 1 the world-lines of bodies NOT involved in the anomaly are preserved, and where
 - 2 the world-lines of bodies involved in the anomaly are
 - 1 deleted if it is coordinatized later than the observer measures the anomaly.
 - 2 preserved if it is coordinatized sooner than or it is at the same when the observer measures the anomaly.

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where
 - ① the world-lines of bodies NOT involved in the anomaly are preserved, and where
 - ② the world-lines of bodies involved in the anomaly are
 - ① deleted if it is coordinatized later than the observer measures the anomaly.
 - ② preserved if it is coordinatized sooner than or it is at the same when the observer measures the anomaly.
 - ③ there exists a body whose worldline begins at the coordinates of the anomaly (of the previous world).
(AxCenter still works)

Colliding

While-do

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding

Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

- Postulate a world, where
 - ① the world-lines of bodies NOT involved in the anomaly are preserved, and where
 - ② the world-lines of bodies involved in the anomaly are
 - ① deleted if it is coordinatized later than the observer measures the anomaly.
 - ② preserved if it is coordinatized sooner than or it is at the same when the observer measures the anomaly.
 - ③ there exists a body whose worldline begins at the coordinates of the anomaly (of the previous world).
(AxCenter still works)
 - ④ there are no other new body.

The real \diamond of $\diamond\text{SpecRel}_{BW}$

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
**Modal
Operator**
Outlines of
Formalism
Operational
definition of
Mass

With this solution, we will have two type of worlds:

The real \diamond of $\diamond\text{SpecRel}_{BW}$

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
**Modal
Operator**
Outlines of
Formalism
Operational
definition of
Mass

With this solution, we will have two type of worlds:

- The type we want: Space-times without anomalies

The real \diamond of $\diamond\text{SpecRel}_{BW}$

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
**Modal
Operator**
Outlines of
Formalism
Operational
definition of
Mass

With this solution, we will have two type of worlds:

- The type we want: Space-times without anomalies
- The type we have to use: Space-times with anomalies.

The real \Diamond of $\Diamond\text{SpecRel}_{BW}$

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
**Modal
Operator**
Outlines of
Formalism
Operational
definition of
Mass

With this solution, we will have two type of worlds:

- The type we want: Space-times without anomalies
- The type we have to use: Space-times with anomalies.

We could take the transitive closure of the accessibility relation:

$$\begin{aligned}\Diamond\varphi &\rightarrow \Diamond*\varphi \\ \Diamond\Diamond*\varphi &\rightarrow \Diamond*\varphi\end{aligned}$$

$$\blacklozenge A \stackrel{\text{def.}}{\iff} \text{NoAnomaly} \wedge \Diamond(A \wedge \text{NoAnomaly})$$

\blacklozenge will be the the **main modal operator** in this system.

Outlines of the Formalism

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
**Outlines of
Formalism**
Operational
definition of
Mass

$$\text{AnomalyPos}_k(\underline{x}) \iff_{\text{def.}} (\exists b, c \in CB) \begin{pmatrix} b \neq c \\ b, c \in \text{in}_k(\underline{x}) \\ b, c \in \text{out}_k(\underline{x}) \end{pmatrix}$$

$$\text{MinAnomalyPos}_k =_{\text{def.}} \min(\text{AnomalyPos}_k)$$

$$\text{MinAnomalyPart}_k(b) \iff_{\text{def.}} \begin{pmatrix} b \in \text{in}_k(\min(\text{Anomaly}_k)) \\ b \in \text{out}_k(\min_k(\text{Anomaly}_k)) \end{pmatrix}$$

$$\text{NoAnomaly} \iff_{\text{def.}} \neg(\exists k \in IOB)(\exists \underline{x} \in Q^d) \text{AnomalyPos}_k(\underline{x})$$

Axioms:

$$\begin{aligned} \text{AxPhExp}^- &\iff \text{noanomaly} \rightarrow \text{AxPhExp} \\ \text{AxThExp}^- &\iff \text{noanomaly} \rightarrow \text{AxThExp} \\ \text{AxSendBody}^- &\iff \text{noanomaly} \rightarrow \text{AxThExp} \end{aligned}$$

Outlines of the Formalism

Modifications of W and B

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

MSpecRel_B
Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism
Operational
definition of
Mass

Space-time locations preserved:

$$(\forall b \in B)(\forall k \in IOb)(\forall \underline{x} \in Q^d) \\ \left(\begin{array}{c} \text{owner}(b) = k \\ (\underline{x}_t < \text{MinAnomalyPos}_{kt} \vee \neg \text{MinAnomalyPart}_k(b)) \\ W(k, b, \underline{x}) \end{array} \right) \rightarrow \Box W(k, b, \underline{x})$$

Space-time locations replaced:

$$(\forall b \in B)(\forall k \in IOb)(\forall \underline{x} \in Q^d)(\forall \underline{y} \in Q^d) \\ \left(\begin{array}{c} \text{owner}(b) = k \\ y = \text{MinAnomalyPos}_k \\ \underline{x}_t > \text{MinAnomalyPos}_{kt} \\ \text{MinAnomalyPart}_k(b) \\ W(k, b, \underline{x}) \end{array} \right) \rightarrow \left(\begin{array}{c} \Box \neg W(k, b, \underline{x}) \\ \Diamond (\exists c \in B) \min(wl_k(c)) = \underline{y} \end{array} \right)$$

Upper bound for the growing of Domain:

$$BF^{-1} : (\exists b \in B)(\forall c \in B)[b \neq c \wedge \Diamond E(c)] \rightarrow E(c))$$

Operational definition of mass

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

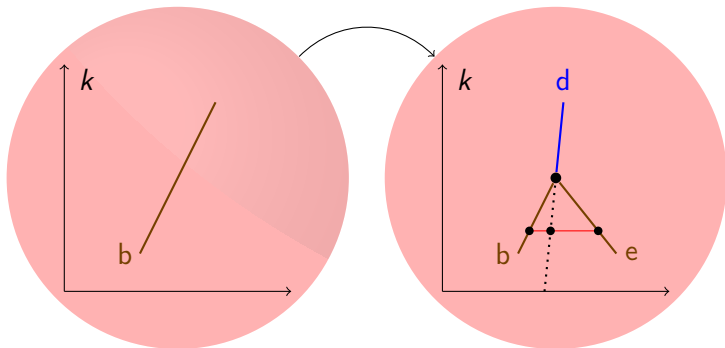
MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism

**Operational
definition of
Mass**



$$m_k(b) \stackrel{\text{def.}}{=} \begin{cases} 1, & \text{if } b \in E_k \\ m, & \text{if } \blacklozenge (\exists e \in E_k)(\exists d \in B)[\text{inecoll}_k(b, e : d) \wedge \\ & (\exists t < \text{inecoll}_k(b, e : d)_\tau) \ m = \frac{|wl_k(e, t) - \overline{wl_k(d, t)}|}{|wl_k(b, t) - \overline{wl_k(d, t)}|} \end{cases}$$

Where $E(k, b)$: b is an etalon body of the observer k .

Operational definition of mass

On The
Notion of
Possibility in
Relativity
Theory

Attila Molnár

Reminder

Basics
Kinematics
Dynamics
Summary

MSpecRel

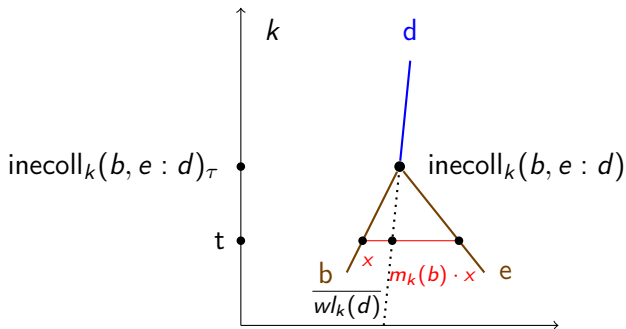
MSpecRel_B

Restrictions
Modal Logic
Physics
Theorems
Translations

MSpecRel_{BW}

Colliding
Modal
Operator
Outlines of
Formalism

Operational
definition of
Mass



$$m_k(b) \stackrel{\text{def.}}{=} \begin{cases} 1, & \text{if } b \in E_k \\ m, & \text{if } \Diamond(\exists e \in E_k)(\exists d \in B)[\text{inecoll}_k(b, e : d) \wedge \\ & (\exists t < \text{inecoll}_k(b, e : d)_\tau) \ m = \frac{|wl_k(e, t) - \overline{wl_k(d, t)}|}{|wl_k(b, t) - \overline{wl_k(d, t)}|} \end{cases}$$

Where $E(k, b)$: b is an etalon body of the observer k .

Thank you for your attention.