

THE 3- PLANE AND THE LIGHT CONE

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ABSTRACT

In this paper we show that the 3-plane passing through the origin in a space-time will intersect the light cone in two perpendicular 2-planes.

1- The Principal Planes:

In this section we will give a sketch of how the principal planes can be obtained in order to be able to discuss the way in which a 3- plane intersect the light cone in space time.

A principal plane is a diametral plane which is at right angles to the chords which it bisects. Now if the axes are rectangular, the diametral plane (whose equation is

$$l \frac{\partial F}{\partial x} + m \frac{\partial F}{\partial y} + n \frac{\partial F}{\partial z} = 0, \text{ where}$$

$$F(x,y,z) \equiv ax^2 + by^2 + cz^2 + 2fyz + 2gzx + 2hxy + d = 0$$

or $x(at + hm + gn) + y(ht + bm + fn) + z(gt + fm + cn) = 0$

is at right angles to the line $\frac{x}{l} = \frac{y}{m} = \frac{z}{n}$, if

$$\frac{at + hm + gn}{l} = \frac{ht + bm + fn}{m} = \frac{gt + fm + cn}{n}$$

If each of these ratios is equal to λ , then

$$\begin{aligned} (a - \lambda) l + hm + gn &= 0, \\ h l + (b - \lambda) m + f n &= 0, \\ g l + fm + (c - \lambda) n &= 0 \end{aligned} \tag{i}$$

Therefore, λ is a root of the equation:

$$\begin{vmatrix} a - \lambda & h & g \\ h & b - \lambda & f \\ g & f & c - \lambda \end{vmatrix} = 0$$

or equivalently,

$$\lambda^3 - \lambda^2(a+b+c) + \lambda(bc+ca+ab-h^2-g^2-f^2) - D = 0 \quad (ii)$$

where

$$D \equiv \begin{vmatrix} a & h & g \\ h & b & f \\ g & f & c \end{vmatrix}$$

Equation (ii) is called the discriminating cubic. It gives three values of λ , to each of which corresponds a set of values for (l, m, n) and by substituting these sets in the equation

$$l \frac{\partial F}{\partial x} + m \frac{\partial F}{\partial y} + n \frac{\partial F}{\partial z} = 0, \text{ which}$$

by means of the relations (i) reduces to $\lambda(lx + my + nz) = 0$, we obtain the equations of three principal planes [1].

2- The Main Result:

A 3-plane in space time has the equation $\sum A_r x_r + B = 0$, $r = 1, 2, 3, 4$. This equation will reduce to

$$\sum A_r x_r = 0, \quad r = 1, 2, 3, 4, \quad (1)$$

if the 3-plane is passing through the origin. In this case it will have a unique orthogonal line through the origin with equations $x_r = A_r u$, where u is a parameter.

Now consider the equation of the light cone:

$$\sum_{i=1}^3 x_i^2 - x_4^2 = 0 = \langle x, x \rangle = 0 \quad (2)$$

and rewrite equation (1) as follows:

$$\sum_{i=1}^3 B_i x_i + x_4 = 0, \quad B_i = A_i / A_4 \quad (1)'$$

From (1)' and (2) we have

$$\left(\sum_{i=1}^3 B_i x_i \right)^2 = (-x_4)^2 = x_4^2 = \sum_{i=1}^3 x_i^2$$

$$\therefore \sum_{i=1}^3 B_i^2 x_i^2 + 2 \sum_{\substack{i,j=1 \\ i \neq j}}^3 B_i B_j x_i x_j = \sum_{i=1}^3 x_i^2$$

or

$$\sum_{i=1}^3 C_i^2 x_i^2 + 2 \sum_{\substack{i,j=1 \\ i \neq j}}^3 B_i B_j x_i x_j = 0, \quad C_i^2 = B_i^2 - 1 \quad (3)$$

The discriminating cubic for equation (3) is:

$$\lambda^3 - \lambda^2 (C_1^2 + C_2^2 + C_3^2) + \lambda (C_2^2 C_3^2 + C_1^2 C_3^2 + C_1^2 C_2^2 - B_2^2 B_3^2 - B_1^2 B_3^2 - B_1^2 B_2^2) - D = 0,$$

where

$$D \equiv \begin{vmatrix} C_1^2 & B_1 B_2 & B_1 B_3 \\ B_2 B_1 & C_2^2 & B_2 B_3 \\ B_1 B_3 & B_2 B_3 & C_3^2 \end{vmatrix} = C_1^2 + C_2^2 + C_3^2 + 2 \neq 0$$

Thus: $\lambda^3 - A \lambda^2 - (2A + 3) \lambda - (A + 2) = 0$, $A = C_1^2 + C_2^2 + C_3^2$, and so, $(\lambda + 1)^2 [\lambda - (A + 2)] = 0$. It follows that $\lambda = -1, -1, A + 2$.

Consider first $\lambda = -1$. In this case the set of equations (i) may reduce to the single equation:

$$B_1 t_1 + B_2 m_1 + B_3 n_1 = 0, \quad i = 1, 2, 3, \quad (4)$$

If we consider $\lambda = A + 2$, the set of equations (i) may take the form:

$$\begin{aligned} (B_2^2 + B_3^2) t_3 + B_1 B_2 m_3 + B_1 B_3 n_3 &= 0, \\ B_1 B_2 t_3 - (B_1^2 + B_2^2) m_3 + B_2 B_3 n_3 &= 0, \\ B_1 B_3 t_3 + B_2 B_3 m_3 - (B_1^2 + B_2^2) n_3 &= 0 \end{aligned} \quad (5)$$

Dividing the first equation of (5) by B_1 and the second by B_2 then subtracting, we have:

$$\frac{t_3}{B_1} = \frac{m_3}{B_2}$$

Again from the second and third equations of (5), we get

$$\frac{m_3}{B_2} = \frac{n_3}{B_3}$$

Thus,

$$\frac{l_3}{B_1} = \frac{m_3}{B_2} + \frac{n_3}{B_3} \quad (6)$$

From the above results we find that the single equation (4) corresponding to $\lambda_1 = \lambda_2 = -1$, is the condition that the directions given by (l_1, m_1, n_1) and (l_3, m_3, n_3) should be at right angles. The principal planes corresponding to the directions (l_1, m_1, n_1) and (l_3, m_3, n_3) are respectively: $l_1x_1 + m_1x_2 + n_1x_3 = 0$ and $l_3x_1 + m_3x_2 + n_3x_3 = 0$, or equivalently: $l_1x_1 + m_1x_2 + n_1x_3 = 0$ and $B_1x_1 + B_2x_2 + B_3x_3 = 0$, where $B_1l_1 + B_2m_1 + B_3n_1 = 0$. It follows that the 3-plane which pass through the origin will intersect the light cone in two perpendicular planes.

REFERENCE

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