

Products

```
> with(PauliAlgebra);
      [Paravector, e0, e1, e2, e3] (1.1)
```

```
> u := e0.<a,b,c>; #Convert Vector to Paravector during
multiplication...
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$$u := \left[0, \begin{bmatrix} a \\ b \\ c \end{bmatrix} \right] \quad (1.2)$$

```
> v := d*e1 + e*e2 + <0,0,f>; #...and addition
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$$v := \left[0, \begin{bmatrix} d \\ e \\ f \end{bmatrix} \right] \quad (1.3)$$

```
> u.v; #Geometric Product of Real Vectors = Dot Product +
Wedge Product
```

$$\left[ad+be+cf, \begin{bmatrix} Ifb-Ice \\ -Ifa+Icd \\ Iea-Ibd \end{bmatrix} \right] \quad (1.4)$$

```
> (u.v)[S]; #Dot product
```

$$\left[ad+be+cf, \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \right] \quad (1.5)$$

```
> (u.v)[V]/I; #Cross product
```

$$\left[0, \begin{bmatrix} bf-ce \\ -af+cd \\ ae-bd \end{bmatrix} \right] \quad (1.6)$$

Rotations

```
> R := exp(Pi/4*e1.e2[B]); #Define a Pi/2 Rotor in the e1.e2
plane
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$$R := \left[\frac{\sqrt{2}}{2}, \begin{bmatrix} 0 \\ 0 \\ -\frac{1}{2}\sqrt{2} \end{bmatrix} \right] \quad (2.1)$$

```
> e1; #Unit vector in the x-axis
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$$\left[0, \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \right] \quad (2.2)$$

```
> R.e1.R[D]; #Rotate e1 by Pi/2 in e1.e2 plane
```

$$\left[0, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \right] \quad (2.3)$$

> R.R.e1.R[D].R[D]; #Perform the rotation twice on e1

$$\left[0, \begin{bmatrix} -1 \\ 0 \\ 0 \end{bmatrix} \right] \quad (2.4)$$

> R.e3.R[D]; #Unit vector in z direction is invariant

$$\left[0, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right] \quad (2.5)$$

Boosts

> B := exp(Pi/6*e1.e0[B]); #Define a Pi/3 boost (spacetime rotation) in e1.e0 plane

$$B := \left[\frac{e^{\frac{\pi}{6}}}{2} + \frac{e^{-\frac{\pi}{6}}}{2}, \begin{bmatrix} \frac{e^{\frac{\pi}{6}}}{2} - \frac{e^{-\frac{\pi}{6}}}{2} \\ 0 \\ 0 \end{bmatrix} \right] \quad (3.1)$$

> B := convert(B, trig);

$$B := \left[\cosh\left(\frac{\pi}{6}\right), \begin{bmatrix} \sinh\left(\frac{\pi}{6}\right) \\ 0 \\ 0 \end{bmatrix} \right] \quad (3.2)$$

> p := 5*e0 + 2*e1 + 3*e2+sqrt(2)*e3;; #Define a four momentum

$$p := \left[5, \begin{bmatrix} 2 \\ 3 \\ \sqrt{2} \end{bmatrix} \right] \quad (3.3)$$

> p.p[B]; #Square length is 5^2-2^2-3^2-2(mass^2)

$$\left[10, \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \right] \quad (3.4)$$

> B.p.B[D]; #Perform Lorentz Transformation on four momentum p

$$\left[5 \cosh\left(\frac{\pi}{3}\right) + 2 \sinh\left(\frac{\pi}{3}\right), \begin{bmatrix} 2 \cosh\left(\frac{\pi}{3}\right) + 5 \sinh\left(\frac{\pi}{3}\right) \\ 3 \\ \sqrt{2} \end{bmatrix} \right] \quad (3.5)$$

Lorentz Transformations

> L := B.R; #Define a Lorentz rotor as a boost and rotation

$$L := \left[\frac{\cosh\left(\frac{\pi}{6}\right)\sqrt{2}}{2}, \begin{bmatrix} \frac{\sqrt{2}\sinh\left(\frac{\pi}{6}\right)}{2} \\ -\frac{\sqrt{2}\sinh\left(\frac{\pi}{6}\right)}{2} \\ -\frac{1}{2}\cosh\left(\frac{\pi}{6}\right)\sqrt{2} \end{bmatrix} \right] \quad (4.1)$$

> pnew := L.p.L[D]; #Perform a rotation and boost on four momentum

$$pnew := \left[5\cosh\left(\frac{\pi}{3}\right) - 3\sinh\left(\frac{\pi}{3}\right), \begin{bmatrix} -3\cosh\left(\frac{\pi}{3}\right) + 5\sinh\left(\frac{\pi}{3}\right) \\ 2 \\ \sqrt{2} \end{bmatrix} \right] \quad (4.2)$$

> evalf[4] (pnew);

$$\left[4.253, \begin{bmatrix} 1.445 \\ 2. \\ 1.414 \end{bmatrix} \right] \quad (4.3)$$

> p.p[B]; pnew.pnew[B]; #Square length is invariant

$$\left[10, \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \right] \quad (4.4)$$

$$\left[10, \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \right]$$