

# Test 3 Mechanics & Relativity 2018-2019

Tuesday October 30, 2018, 9:00 – 11:00, Aletta Jacobshal

## Before you start, read the following:

There are 4 problems for a total of XX points

Write your name and student number on each sheet of paper

Do not separate the exam-stacks and try to fit all answers on them

Spare sheets are added at the back of the stack

Make clear arguments and derivations and use correct notation

Support your arguments by clear drawings where appropriate

Write in a readable manner, illegible handwriting will not be graded

Three-vectors are printed italic + bold-face:  $\mathbf{p}$

Four-vectors are printed italic:  $p$

Length of a vector is indicated by  $|\dots|$ :  $|\mathbf{p}|$

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Problem 1 : ..... points out of 10

Problem 2 : ..... points out of 15

Problem 3 : ..... points out of 15

Problem 4 : ..... points out of 14

Total : ..... points out of 54

GRADE =  $1 + \#points/6 =$

## Lorentz Transformation equations, with

$$t' = \gamma(t - \beta x), \quad t = \gamma(t' + \beta x'),$$

$$x' = \gamma(x - \beta t), \quad x = \gamma(x' + \beta t'),$$

$$y' = y,$$

$$z' = z.$$

## Einstein velocity transformations

$$v'_x = \frac{v_x - \beta}{1 - \beta v_x}, \quad v'_y = \frac{v_y \sqrt{1 - \beta^2}}{1 - \beta v_x}, \quad v'_z = \frac{v_z \sqrt{1 - \beta^2}}{1 - \beta v_x},$$

$$v_x = \frac{v'_x + \beta}{1 + \beta v'_x}, \quad v_y = \frac{v'_y \sqrt{1 - \beta^2}}{1 + \beta v'_x}, \quad v_z = \frac{v'_z \sqrt{1 - \beta^2}}{1 + \beta v'_x}.$$

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**Problem 1 – Basics (10 points)**

Indicate whether a statement is TRUE (T) or FALSE (F)  
by placing an **X** in the corresponding box: **X**.

You can make a correction by completely blacking out the wrong answer: ■

Score = #correct answers – 10 (minimum 0)

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- |  |  |
|--|--|
| a) Albert Einstein was the first to formulate the principle of relativity  | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| b) The ratio $ \mathbf{p} /E$ is frame-independent   | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| c) If $m=0$ , the ratio $ \mathbf{p} /E$ is frame-independent  | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| d) Four-momentum is frame-dependent  | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| e) Two events connected via a space-like interval cannot be causally connected   | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| f) The time-components of the four-momentum is defined as $E = d\tau/dt$   | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| g) $\beta^2 + 1/\gamma^2 = 1$  | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| h) Spacetime intervals may be frame-dependent  | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| i) Because light has no mass, its momentum is zero   | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| j) Total four-momentum is conserved in collisions  | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| k) $E^2 +  \mathbf{p} ^2 = m^2$  | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| l) Each of the components of the total four-momentum is conserved  | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| m) The mass of a system of particles is equal to the sum of the particle masses  | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| n) Relativistic momentum is defined as $\mathbf{p} = m \mathbf{v}$   | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| o) When measured along a straight worldline, $\Delta t = \Delta\tau$   | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| p) Events outside each other's light cones are causally un-connected   | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| q) Because the Lorentz transformation leaves the components <i>perpendicular</i> to the relative motion between two inertial frames unaffected, the corresponding velocity components are also the same in both frames | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |
| r) Length contraction is frame-symmetric   | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| s) From the perspective of one reference frame, clocks in another moving reference frame are running slower  | T: <input checked="" type="checkbox"/> F: <input type="checkbox"/> |
| t) Events on a line parallel to the $x'$ -axis share the same time $t$   | T: <input type="checkbox"/> F: <input checked="" type="checkbox"/> |

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**Problem 2 – Space Tragedy? (15 points)**

Two heroic space-explorers decide to travel to a recently discovered earth-like planet. They leave Earth in their spaceship which has a cruising speed of  $2/5c$ . After two years (according to the clock in their spaceship) they discover that their air supply system is malfunctioning, and that they have already consumed 50% of the available air. Via their radio set they send an SOS signal back to Earth, with the request to send help. Upon receiving this message, Earth responds by radio that help is underway. They also launch the newest Scintilla-90 (cruising speed  $0.9c$ ) rapid-response ship with extra air-supplies.

- a) In the spacetime diagram on the next page add the world lines and events depicting the story described above. Clearly label all events and worldlines. (4 points)
- b) Calculate how long after departure Earth receives the SOS call *and* how far from Earth the explorers are at that time (from Earth’s perspective). Give the full calculation. (3 points)

**First: time + location SOS**  
 $\Delta T[\text{earth}] = \gamma \Delta T[\text{ship}] = \gamma \cdot 2\text{yrs}; \gamma = 1/(1-\beta^2)^{1/2} = 1/(1-2/5^2)^{1/2} = 1.09 \rightarrow \Delta T[\text{earth}] = 2.18\text{yr}$   
 Distance traveled from Earth  $D = \Delta T[\text{earth}] \cdot \beta = 0.873\text{yr}$   
**Then:** time of receiving SOS on Earth:  $T[\text{SOS}] = \Delta T[\text{earth}] + D = 3.06\text{yr}$   
**Last:** Distance from Earth when receiving SOS:  $D' = D + \beta \cdot D = 1.222\text{yr}$

*1 1/2 correct formula, but wrong nr: 1 pt*  
*1 1/2 only correct nr: 1/2 pt*

- c) Calculate the speed of the explorer’s ship from the perspective of the rapid-response ship. Give the full calculation. (2 points)

Use Einstein’s formula:  $v_x' = (v_x - \beta) / (1 - v_x \cdot \beta) = (2/5 - 0.9) / (1 - 2/5 \cdot 0.9) = -0.781$

*only correct nr, or only formula; 1 pt*      *wrong sign  $\beta$ : 1 pt max*

- d) Use *causality* to find out whether the new air-supplies can lead to the survival of the space explorers. *Motivate* your answer through the space-time diagram. Will the explorers survive? Yes:  No:  (2 points)
- e) Right after sending the SOS signal, one of the two explorers suspects help will not come in time and decides to abandon ship so that the other explorer has twice as much air left and can thus survive twice as long. Will the second explorer survive? *Motivate* your answer with a calculation or a drawing in the space-time diagram with a brief explanation. (4 points)

*Light cone does not include receipt of SOS on Earth*

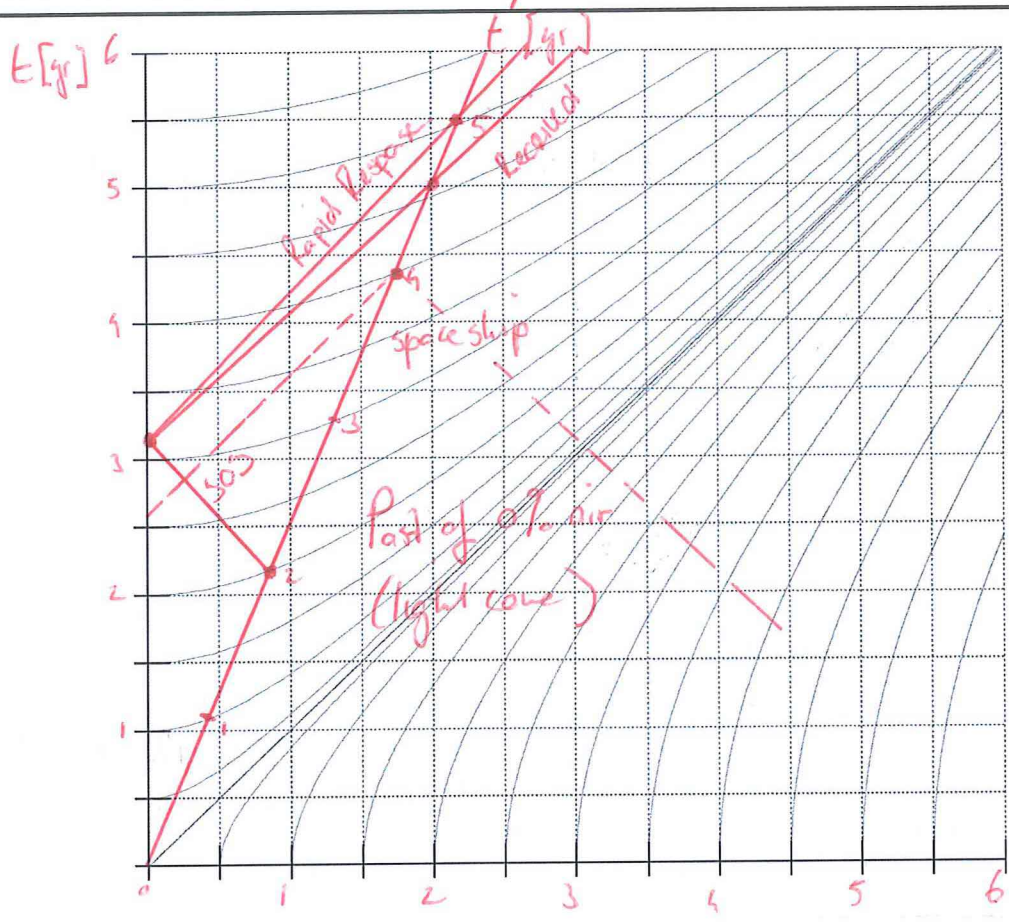
From Earth, the space ship is 1.222 yrs away and relative speed is  $(0.9 - 2/5) = 0.5$ . Distance = 1.222yr, so to get there requires  $1.222\text{yr} / 0.5 = 2.444\text{yr}$  after receiving the SOS. New air reaches the spaceship  $3.06 + 2.44 = 5.50\text{yr}$  after it left Earth =  $5.5\text{yr} / \gamma = 5.04\text{yr}$  in the (dilated) spaceship frame. This is too late for two explorers, but still in time for a single one.

*arrives at*

*Motivation: 3pt*  
*Correct answer [yes] 1pt*



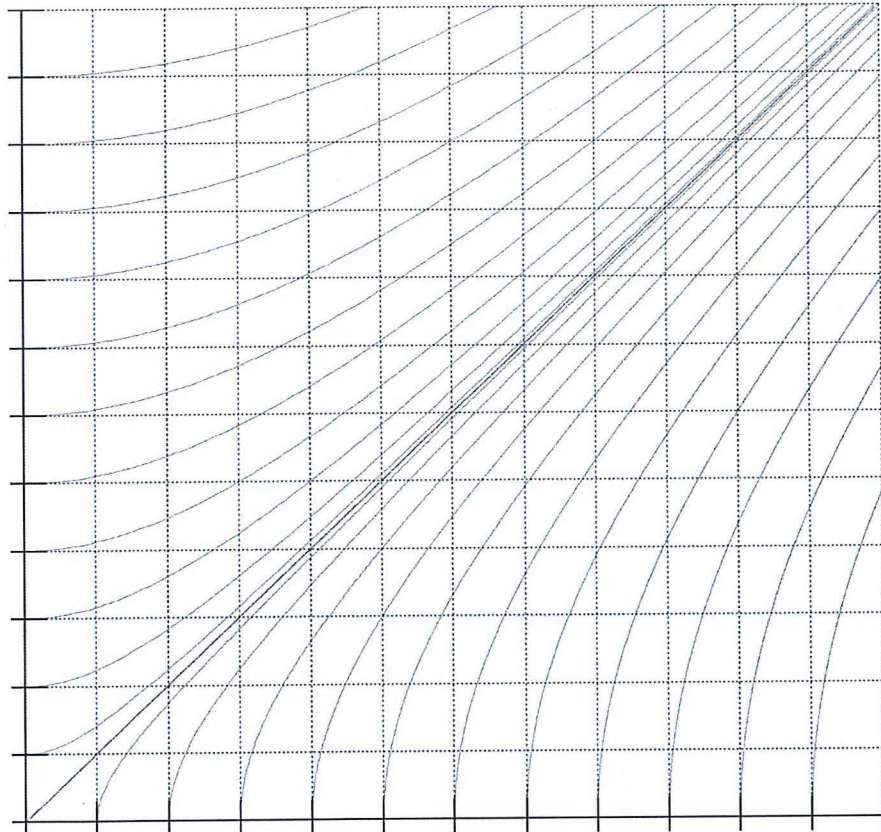
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- labels : 1
- space ship : 1  
@  $\beta=0.75$
- SOS (+ response)  
@  $\beta=1$  : 1
- Rapid response  
@  $\beta=0.9$  : 1

x [yr]

Spare diagram:



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**Problem 3 – Accelerators (14 points)**

Particle accelerators increase the kinetic energy of a particle. Two basic approaches are used to study particle properties. In the first approach **(A)**, one of two particles is accelerated and then it collides with the second one that is at rest. In the second approach **(B)**, both particles are accelerated and then collide head-on.

- a) Give the expressions for the total energy  $E$ , relativistic momentum  $|\mathbf{p}|$ , speed  $|v|$ , and four-momentum  $p$  of a particle with mass  $m$  and kinetic energy  $K$ . (4 points)

Expressions should only depend on  $m$  &  $K$

1  $E = m + K$   
1  $|\mathbf{p}| = (E^2 - m^2)^{1/2} = [(m+K)^2 - m^2]^{1/2} = [m^2 + 2mK + K^2 - m^2]^{1/2} = [2mK + K^2]^{1/2}$   
1  $|v| = |\mathbf{p}|/E = [2mK + K^2]^{1/2}/(m+K)$   
1  $p = (E, \mathbf{p}) = (m+K, |\mathbf{p}| \hat{\mathbf{p}})$  ← or form with  $\beta_1, \gamma_1, \beta_2$  or with  $|\mathbf{p}|$  and angles  
(no preferred form)

- b) Give the expression for the mass of a system of two particles, respectively with masses  $m_1$  and  $m_2$  and relativistic three-momenta  $\mathbf{p}_1$ , and  $\mathbf{p}_2$ . (only simplify if practical) (2 points)

vector sum: 1 pt

$$M^2 = (E_1 + E_2)^2 - (\mathbf{p}_1 + \mathbf{p}_2)^2 = (\sqrt{m_1^2 + p_1^2} + \sqrt{m_2^2 + p_2^2})^2 - (\mathbf{p}_1 + \mathbf{p}_2)^2$$

1/2 pt.                      1/2 pt

- c) Two colliding particles can create a single new particle,  $1+2 \rightarrow 3$ . Compare the following two setups: in method **(A)** described above the accelerated particle has kinetic energy  $2K$ , whereas in method **(B)** both particles have kinetic energy  $K$ . In the  $E$ - $p$  diagram on the next page draw the four-momenta of both particles for both methods (clearly label them), indicate below which of the two approaches, **(A)** or **(B)**, produces the largest mass for particle 3 and very briefly explain why. Use  $m_1 = m_2 = 100$  MeV, and  $K = 150$  MeV. (4 points)

1 pt

In both cases the total energy is the same. In case **(B)** the total momentum is zero, so all energy is available to create mass. In case **(A)** part of the energy is used for kinetic energy since the total momentum is not zero

- d) For both setups described above, calculate  $m_3$  for the case that  $m_1 = m_2 = 500$  MeV and  $K = 250$  MeV. (4 points)

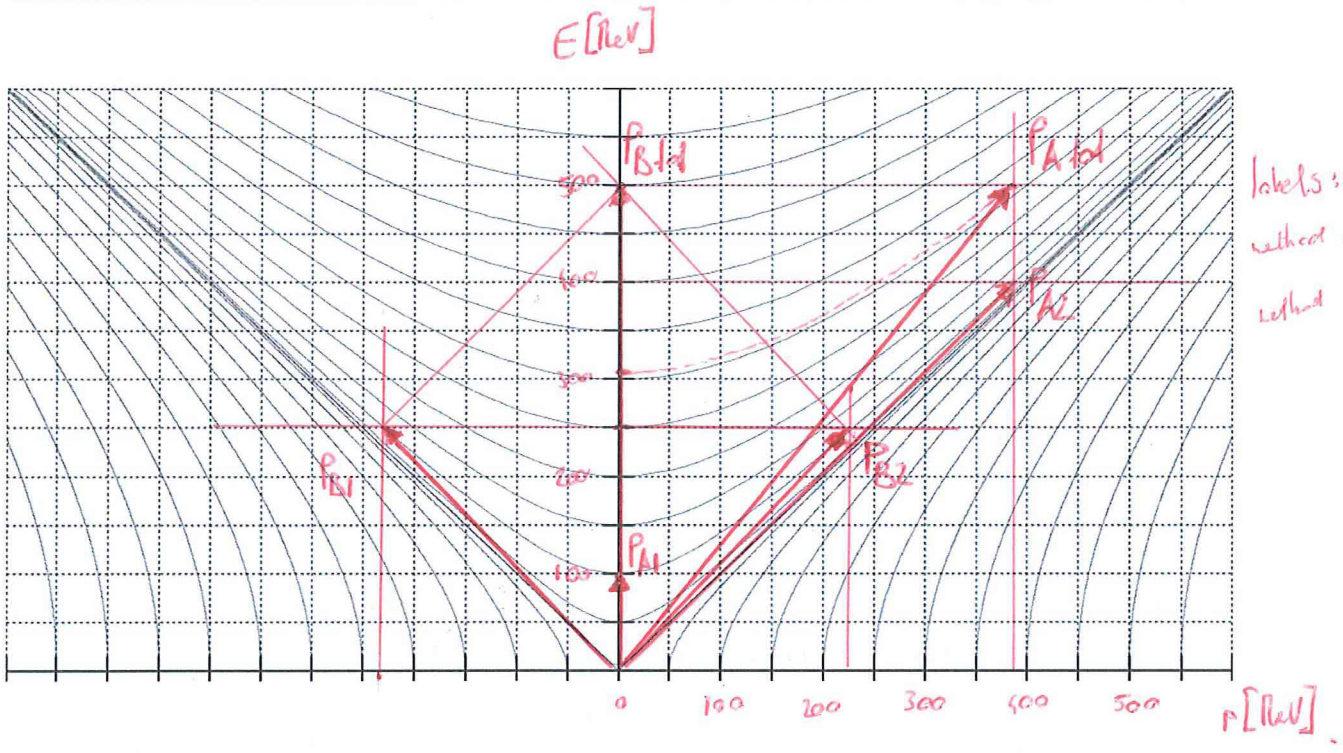
$E_{tot}, p_{tot}$   
 $M_3$

(A):  $E_1 = m_1 + 2K = 1000$  MeV;  $E_2 = m_2 = 500$  MeV;  $p_1 = \sqrt{E_1^2 - m_1^2} = 866$  MeV;  $p_2 = 0$   
 $E_{tot} = E_1 + E_2 = 1500$  MeV;  $p_{tot} = p_1 + p_2 = 866$  MeV;  $M_3 = \sqrt{E_{tot}^2 - p_{tot}^2} = 1224$  MeV  
(B):  $E_1 = E_2 = m + K = 750$  MeV;  $p_1 = p_2$  (no need to calculate)  
 $E_{tot} = E_1 + E_2 = 2m + 2K = 1500$  MeV;  $p_{tot} = 0$ ;  $M_3 = E_{tot} = 1500$  MeV

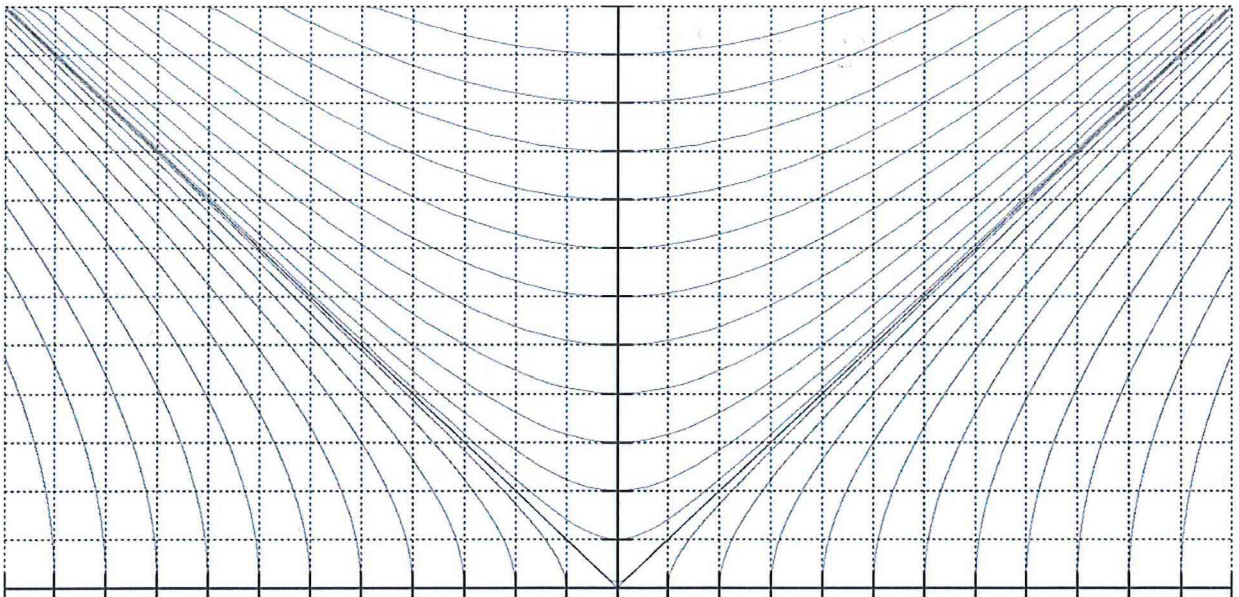
1/2 pt each  
1/2 pt for formula  
1/2 pt for number



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Spare diagram:



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**Problem 4 – Encyclopædia Britannica (15 points)**

The Encyclopædia Britannica is a general-knowledge English-language encyclopaedia. The printed version requires about 3.5 m (11½ ft) of bookshelf. Guesstimate how many times the letter “e” appears in it.

1/2 - 1 2  
 1 - 3 3  
 3 - 10 4  
 10 - 100 5  
 100 - 300 4  
 300 - 1000 3  
 1000 - 3000 2  
 3000 - 10000 1

Final answer:  $N[e] = 30M$  5 pt - 1 per / extra 3

(Briefly) explain the variables used, including their input values (if not calculated from others):  
 $L = 3.5m$  : total length (thickness) of books  
 $d = 0.1mm$  : thickness of a sheet of paper  
 $NP$  : number of pages (32,640 in reality) 5 pt  
 $NL = 100$  : lines per page  
 $NWL = 15$  : words per line  
 $NWP$  : words per page  
 $NW$  : total nr words (40M in reality)  
 $NCW = 5$  : characters per word (4.5 in reality)  
 $NC$  : total nr characters  
 $FE = 0.1$  : fraction “e” in words (0.127 in reality)  
-1 per unexplained variable

5 pt.

Calculation:  
 $NP = L/d = 3.5m / 0.1mm = 35,000 = 3.5 \times 10^4$  pages  
 $NWP = NL * NWL = 100 * 15 = 1500 = 1.5 \times 10^3$  words per page  
 $NW = NP * NWP = 3.5 \times 10^4 * 1.5 \times 10^3 = 5 \times 10^7$  words (in reality: 44M)  
 $NC = NW * NCW = 5 \times 10^7 * 6 = 3 \times 10^8$  characters  
 $NE = NC * FE = 3 \times 10^8 * 0.1 = 3 \times 10^7$  “e”s  
-1 if unnecessary digits (1 & 2 is reasonable)  
-1 if not scientific notation but many 0's. (23 or so)  
-1/2 for calculation errors (each)

(see for example [https://en.wikipedia.org/wiki/Wikipedia:Size\\_in\\_volumes](https://en.wikipedia.org/wiki/Wikipedia:Size_in_volumes))

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(spare page)