Kinematics of $2 \longrightarrow 2$ Scattering

Arturo de Giorgi

Last Update: January 18, 2021

Introduction

Here is a list of the relevant kinematics parameters for a $2 \longrightarrow 2$ scattering process in the reference system of the centre of mass. As variables we consider the masses of the particles $\{m_i\}_{i=1}^4$, the centre of mass energy \sqrt{s} and the angle of scattering θ .

Kinematics

We consider a process of the type $1+2 \longrightarrow 3+4$; θ is the angle between \vec{p}_1 and \vec{p}_3 . The centre of mass energy \sqrt{s} and the other Mandelstam variables are defined as

$$s = (p_1^{\mu} + p_2^{\mu})^2 = (p_3^{\mu} + p_4^{\mu})^2 ,$$

$$t = (p_1^{\mu} - p_3^{\mu})^2 = (p_2^{\mu} - p_4^{\mu})^2 ,$$

$$u = (p_1^{\mu} - p_4^{\mu})^2 = (p_2^{\mu} - p_3^{\mu})^2 .$$
(1)

Recall they satisfy the property

$$s + t + u = m_1^2 + m_2^2 + m_3^2 + m_4^2 . (2)$$

Energy and Momentum The momenta of the initial or final pair (i, j) of particles are given by

$$|\vec{p_i}| = |\vec{p_j}| = \frac{1}{2} \sqrt{\frac{(s - (m_i - m_j)^2)(s - (m_i + m_j)^2)}{s}}.$$
 (3)

The energies of the particles are obtained through the Einstein relation $E^2 = m^2 + |\vec{p}|^2$; this amounts to:

$$E_i = \frac{1}{2} \sqrt{\frac{(m_i^2 - m_j^2 + s)^2}{s}}$$
 , $E_j = \frac{1}{2} \sqrt{\frac{(m_j^2 - m_i^2 + s)^2}{s}}$ (4)

Scalar products We use the convention $p \cdot k \equiv p^{\mu}k_{\mu}$.

$$p_1 \cdot p_2 = \frac{1}{2} \left(s - m_1^2 - m_2^2 \right)$$

$$p_3 \cdot p_4 = \frac{1}{2} \left(s - m_3^2 - m_4^2 \right)$$
(5)

The other cases can be obtained by using Equations 3 and 4 through

$$p_{1} \cdot p_{3} = E_{1}E_{3} - \cos\theta |\vec{p}_{1}||\vec{p}_{3}|,$$

$$p_{1} \cdot p_{4} = E_{1}E_{4} + \cos\theta |\vec{p}_{1}||\vec{p}_{4}|,$$

$$p_{2} \cdot p_{3} = E_{2}E_{3} + \cos\theta |\vec{p}_{2}||\vec{p}_{3}|,$$

$$p_{2} \cdot p_{4} = E_{2}E_{4} - \cos\theta |\vec{p}_{2}||\vec{p}_{4}|.$$

$$(6)$$

The expressions for the Mandelstam variables can be obtained using these results and expanding the definitions of Equation 1.