# Cosmology — Term 4 Exam — Solution

#### 1. John Tries to Graffiti Mary's Ship

(a) Length contraction by  $\gamma \equiv \frac{1}{\sqrt{1-v_{\rm rel}^2}}$  says that Mary's ship is shortened by a factor of  $\gamma$ . So,

$$MF = \left(0, \frac{L}{2\gamma}\right)$$

$$MB = \left(0, -\frac{L}{2\gamma}\right)$$

(b) Plugging in the coordinates of GF, which are t = 0 and  $x = \frac{L}{2}$ , into

The y and z components are respectively equal in both frames, as before. Then the inverse Lorentz transformation equations become

$$\begin{array}{l} t' = -v_{\rm rel} \gamma x + \gamma t \\ x' = \gamma x - v_{\rm rel} \gamma t \\ y' = y \\ z' = z \end{array} \tag{L-11a}$$

we find

$$\mathsf{GF} = \left(-v_{\mathsf{rel}} \ \gamma \ \frac{L}{2}, \ \gamma \ \frac{L}{2}\right)$$

in Mary's coordinates.

(c) And we find

$$GB = \left(v_{\text{rel}} \ \gamma \ \frac{L}{2}, \ -\gamma \ \frac{L}{2}\right)$$

in Mary's coordinates.

- (d) (i) Mary forgot about the Relativity of Simultaneity. (ii) The paint bomb ahead of her ship went off  $v_{\rm rel} \ \gamma \ \frac{L}{2}$  too early, and the paint bomb at the back of her ship went off  $v_{\rm rel} \ \gamma \ \frac{L}{2}$  too late.
- (e)  $\frac{L}{2} = 20 \text{ m}$ ,  $v_{\text{rel}} = \frac{3}{5}$ ,  $\gamma = \frac{5}{4}$ , so MF =  $\left(0, \frac{L}{2\gamma}\right) = \left(0, 20 \text{ m} \cdot \frac{4}{5}\right) = (0, 16 \text{ m})$  and MB = (0, -16 m), which is well within the ends of his lab.
- (f) GF = (-15 m, 25 m) and GB = (15 m, -25 m) in Mary's coordinates.

### Problem 2 — The Famous Equation, $E = mc^2$

- (a) Because wristwatch time and coordinate time are the same for a particle at rest in a coordinate system, in that system  $E = m \frac{\Delta t}{\Delta \tau} = m$ .
- (b)  $\Delta x = v \Delta t$

(c) 
$$\Delta \tau = \sqrt{(\Delta t)^2 - (\Delta x)^2}$$
.

(d) 
$$\Delta \tau = \sqrt{(\Delta t)^2 - (\Delta x)^2} = \sqrt{(\Delta t)^2 - (v\Delta t)^2} = \sqrt{1 - v^2} \Delta t = \Delta t / \gamma$$
. So,  $m \frac{\Delta t}{\Delta \tau} = m \gamma$ .

(e) 
$$\frac{\Delta t}{\Delta \tau} = \gamma$$

(f) 
$$p = m \frac{\Delta x}{\Delta \tau} = m \frac{\Delta t}{\Delta \tau} \frac{\Delta x}{\Delta t} = m \gamma \frac{\Delta x}{\Delta t} = m \gamma v.$$

(g) 
$$E = m\gamma = m \frac{1}{\sqrt{1 - 0.995^2}} = m \frac{1}{\sqrt{1 - 0.99}} m \frac{1}{\sqrt{0.01}} = 10 m$$

(h) 
$$E = m\gamma = m \frac{1}{\sqrt{1 - 0.99995^2}} = m \frac{1}{\sqrt{1 - 0.9999}} m \frac{1}{\sqrt{0.0001}} = 100 m$$

## Problem 3 — Inward-Going Photons on the [t, r]-Slice Outside the Event Horizon

We start with the metric in Eq. (5) of TWB Chapter 3:  $(\Delta \tau)^2 = (1 - 2M/r)(\Delta t)^2 - \frac{(\Delta r)^2}{1 - 2M/r} - r^2(\Delta \phi)^2$ .

(a) 
$$(\Delta \tau)^2 = (1 - 2M/r)(\Delta t)^2 - \frac{(\Delta r)^2}{1 - 2M/r}$$

(b) 
$$0 = (1 - 2M/r)(\Delta t)^2 - \frac{(\Delta r)^2}{1 - 2M/r}$$
 or  $(1 - 2M/r)(\Delta t)^2 = \frac{(\Delta r)^2}{1 - 2M/r}$  or  $(\Delta t)^2 = \frac{(\Delta r)^2}{(1 - 2M/r)^2}$ .

So, 
$$|\Delta t| = \frac{|\Delta r|}{1-2M/r}$$
.

(c) 
$$\Delta t = \frac{-\Delta r}{1-2M/r}$$

(d) 
$$\Delta y = \frac{-\Delta x}{1-2/x}$$

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(e) We will start at x = 4.0 and finish at x = 2.4 and do that in 8 steps of \Delta x = -0.2 each. Fill in the final two
columns of the table below using the formula you found in (d).
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```
{i, 4.0 - 0.2 i, " -0.2
         If [True, "", Round [0.2/(1-2/(4.0-0.2i)), 0.01]], {i, 0, 7, 1}];
       PrependTo[table2, {"i", " x_i", " \Delta x", "\Delta y_i", "Cumulative change in y"}];
      TableForm[table2WithHeader]
Out[ = ]//TableForm=
     i
                                           \Delta y_i
                                                      Cumulative change in y
            Xi
                                         0.40
      0
                        -0.2
                        -0.2
      2
          3.6
                        -0.2
      3
           3.4
                        -0.2
                                         0.53
           3.2
                        -0.2
           3.
                        -0.2
           2.8
                        -0.2
      6
                                          0.87
                        -0.2
           2.6
```

In the spirit of continuing to not need a calculator, below is a table of miscellaneous combinations, some of which are relevant.

#### In[+]:= TableForm[

in[\*]: table2 = Table[

Round [0.2 / Sqrt[1-2 / x], 0.01],  $\{x, 4.0, 2.6, -0.2\}$ ],

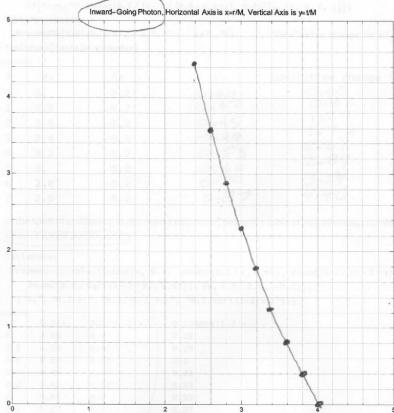
{"x<sub>i</sub>", "0.2/x<sub>i</sub>", "0.2/(1-2/x<sub>i</sub>)", "0.2/sqrt(1-2/x<sub>i</sub>)"}]]

4. 0.05 3.8 0.05 3.6 0.06 3.4 0.06 3.2 0.06 3.2 0.06 3. 0.07 2.8 0.07 2.6 0.08 0.87 0.42	Xi	$0.2/x_i$	$/ 0.2/(1-2/x_1)$	0.2/sqrt(1-2/x <sub>i</sub> )
3.6 0.06 0.45 0.3 3.4 0.06 0.49 0.31 3.2 0.06 0.53 0.33 3. 0.07 0.6 0.35 2.8 0.07 0.7 0.37	4.	0.05	0.4	0.28
3.4 0.06 0.49 0.31 3.2 0.06 0.53 0.33 3. 0.07 0.6 0.35 2.8 0.07 0.7 0.37	3.8	0.05	0.42	0.29
3.2 0.06 0.53 0.33 3. 0.07 0.6 0.35 2.8 0.07 0.7 0.37	3.6	0.06	0.45	0.3
3. 0.07 0.6 0.35 2.8 0.07 0.7 0.37	3.4	0.06	0.49	0.31
2.8 0.07 0.7 0.37	3.2	0.06	0.53	0.33
	3.	0.07	0.6	0.35
2.6 0.08 0.87 / 0.42	2.8	0.07	0.7	0.37
	2.6	0.08	0.87	0.42
		1	4	
1			1	

(g) Graph y vs. x starting with x = 4.0, y = 0.0, and working your way inward. The last row of the table is the row that goes from x = 2.6 to x = 2.4.

$$\begin{split} & & \textit{In}[*\,] := & \textit{Plot}[\,]\,, \, \{x,\,\,\theta,\,\,5\}\,, \,\,\textit{PlotRange} \rightarrow \{\{\theta,\,\,5\}\,, \,\,\{\theta,\,\,5\}\}\,, \,\,\textit{AspectRatio} \rightarrow 1, \,\,\textit{GridLines} \rightarrow \{\textit{Range}[\,\theta,\,\,5,\,\,\theta.\,\,2]\,, \,\,\textit{Range}[\,\theta,\,\,5,\,\,\theta.\,\,2]\,, \,\,\textit{Range}[\,\theta,\,\,5,\,\,\theta.\,\,2]\,, \,\,\textit{Frame} \rightarrow \textit{True}, \,\,\textit{PlotLabel} \rightarrow \textit{"Inward-Going Photon, Horizontal Axis is $x=r/M$, Vertical Axis is $y=t/M"]} \end{split}$$





This is a numerical solution to a graph that you made on Problem
Set 5 (see Problem 314).

## 4. Hanging Out Near Gargantuan

(Gargantuan is the black hole in Interstellar.)

(a) Again, we start with the metric in Eq. (5) of TWB Chapter 3,

$$(\Delta \tau)^2 = (1 - 2M/r)(\Delta t)^2 - \frac{(\Delta r)^2}{1 - 2M/r} - r^2(\Delta \phi)^2$$
, and put in  $\Delta r = \Delta \phi = 0$  to get:

$$(\Delta \tau)^2 = (1 - 2M/r)(\Delta t)^2$$

(b) Take the square root and make the assumptions suggested:

$$\Delta \tau = \sqrt{1 - 2\,M/r}\,\,\Delta t$$

(c) For the clocks at either of the two positions, we use the Part (b) equation:

$$T = \Delta \tau_L = \sqrt{1 - 2M/r_L} \ \Delta t_L$$

or

$$\Delta t_L = T / \sqrt{1 - 2 M/r_L}.$$

$$T = \Delta \tau_H = \sqrt{1 - 2M/r_H} \Delta t_H$$

or

$$\Delta t_H = T / \sqrt{1 - 2 M/r_H}.$$

- (d) With  $r_H = \infty$ ,  $\Delta t_H = T$ , and  $\Delta t_L = T / \sqrt{1 2M/r_L}$  is larger than  $\Delta t_H$ , because it has a number less than 1 in the square root of the denominator.
- (e) Per part (d), for a given amount of coordinate time, the person at  $r_L$  is aging less. Put in  $r_L = \frac{200 \, M}{99}$ .

$$\Delta t_L = T \left/ \sqrt{1 - 2\,M/(200\,M/99)} \right. = T \left/ \sqrt{1 - 99/100} \right. = T \left/ \sqrt{0.01} \right. = T/0.1 = 10\,T.$$

If a person hangs out for 7 years of wristwatch time at  $r_L$ , 70 years of coordinate time and proper time will have elapsed for the person at  $r_H = \infty$ !

("This little maneuver is going to cost us 63 years." Apologies to Cooper. It was 51 years in the movie.)