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 γ . 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) Just cancel the m:

$$\frac{\Delta t}{\Delta \tau} = \gamma$$

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

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

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

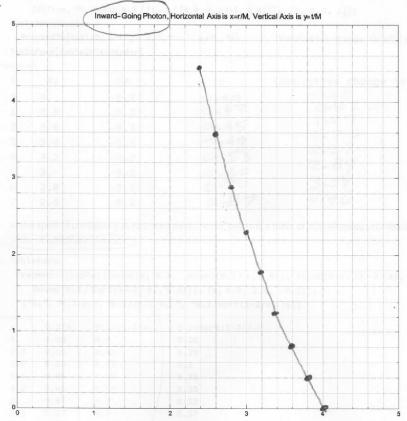
(d)
$$\Delta y = \frac{-\Delta x}{1-2/x}$$

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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).
 in[*]:= table2 = Table[
          {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
                                                                 Cumulative change in y
              Xi
                             \Delta x
                                                   \Delta y_i
                                                0.40
       0
             4.
                            -0.2
                                              0.42
                            -0.2
                                             0.45
       2
            3.6
                           -0.2
                                                0.49
       3
           3.4
                             -0.2
                                                 0.53
       4
             3.2
                             -0.2
       5
                             -0.2
             3.
                             -0.2
       6
             2.8
                             -0.2
                                                  0.87
             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[
        \label{eq:prependToTable} PrependTo[Table[{Round[x, 0.1], Round[0.2 \, / \, x, 0.01], Round[0.2 \, / \, (1 \, - \, 2 \, / \, x), 0.01],} \\
            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>)"}]]
Out[ = ]//TableForm=
              0.2/x_i
                         0.2/(1-2/x_1)
                                            0.2/sqrt(1-2/x_i)
       Xi
       4.
              0.05
                         0.4
                                            0.28
       3.8
              0.05
                         0.42
                                            0.29
       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
       2.6
              0.08
                          0.87
```

(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.

 $ln[*] = Plot[\{\}, \{x, 0, 5\}, PlotRange \rightarrow \{\{0, 5\}, \{0, 5\}\}, AspectRatio \rightarrow 1, GridLines \rightarrow \{Range[0, 5, 0.2], Range[0, 5, 0.2]\}, Range[0, 5, 0.2], Range[0, 5,$ Frame → True, PlotLabel → "Inward-Going Photon, Horizontal Axis is x=r/M, Vertical Axis is y=t/M"]





This is a numerical solution to a graph that you make on Problem 3(4)). Set 5 (see Problem 3(4)).

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:

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

(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 $\Delta t_L = T / \sqrt{1 2 \, M / r_L}$ is larger than Δt_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.)