Stern-Gerlach Shutters

— The Problem —

1. The Stern-Gerlach Scientific Contraption Company makes a device called a Stern-Gerlach Shutter. One of these is depicted in Figure 1.

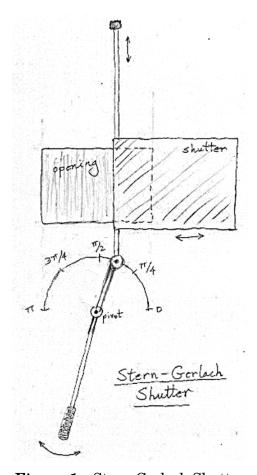


Figure 1 Stern-Gerlach Shutter

2. The settings gauge at the bottom of the device is set at a desired angle between zero and π . The shutter sheet slides horizontally, guided by a long bar that is connected to the rotating gauge, and which can slide vertically through a tube at the left edge of the shutter sheet.

- 3. The shutter sheet is used to cover a rectangular opening that is centered over the settings gauge's pivot. The width of the opening is equal to the diameter of the semicircle swept out by the settings gauge.
- 4. We have two of these Stern-Gerlach Shutters, and for each one a corresponding Stern-Gerlach Shutter Shooter. A Stern-Gerlach Shutter Shooter fires a pellet at a random point inside the boundaries of the opening of a Stern-Gerlach Shutter. The pellet may either pass through the opening or bounce off the shutter sheet. The Shutter Shooter may fire either a black pellet or a white pellet, at the discretion of the experimenter.
- 5. Shutter 1 is set to ϕ_1 and Shutter 2 is set to ϕ_2 .
- 6. According to the flip of a fair coin, we shoot either a black pellet at Shutter 1 and a white pellet at Shutter 2, or the other way around.
- 7. Let +1 represent either a black pellet passing through an opening or a white pellet bouncing off a shutter sheet. Let -1 represent pellets doing it the other way around.
- 8. Compute, for the two Stern-Gerlach shutters, the correlation coefficient ρ as a function of $\phi_1 \phi_2$.

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— The Solution —

1. Figure 2 depicts important dimensions of a Stern-Gerlach Shutter.

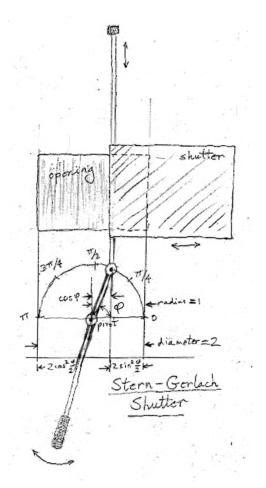


Figure 2 Dimensions of a Stern-Gerlach Shutter

- 2. For convenience, let the radius of the settings gauge equal one. Therefore the diameter equals two and the width of the opening is also two.
- 3. Refer to the settings gauge's setting as ϕ . The projection of the gauge onto horizontal is $\cos \phi$.
- 4. By double-angle identities in the CRC Handbook of Mathematical Sciences,

$$\cos\phi = \cos^2(\phi/2) - \sin^2(\phi/2) = 2\cos^2(\phi/2) - 1 = 1 - 2\sin^2(\phi/2)$$

- 5. As shown in Figure 2, these identities imply the shutter sheet divides the width of the opening into $2\cos^2(\phi/2)$ and $2\sin^2(\phi/2)$.
- 6. Thus the shutter sheet divides the area of the opening into proportions $\cos^2(\phi/2)$ and $\sin^2(\phi/2)$.
- 7. The probability of a pellet passing through the opening is therefore $\cos^2(\phi/2)$, and the probability of it bouncing off the shutter sheet is $\sin^2(\phi/2)$.
- 8. Let us solve for the case $\phi_1 = \phi_{01} \in [0, \pi]$, $\phi_2 = \phi_{02} = 0$. Shutter 2 is fully open, so one merely counts black pellets as +1 and white pellets as -1. It is as if there were no shutter sheet at all, and in fact one need not bother shooting at Shutter 2.
- 9. For this special case,

$$\rho = \rho^{++} + \rho^{+-} + \rho^{-+} + \rho^{--}$$

where

$$\begin{split} \rho^{++} &= \frac{1}{2} \; (+1) \; (+1) \sin^2(\phi_{01}/2) \\ \rho^{+-} &= \frac{1}{2} \; (+1) \; (-1) \cos^2(\phi_{01}/2) \\ \rho^{-+} &= \frac{1}{2} \; (-1) \; (+1) \cos^2(\phi_{01}/2) \\ \rho^{--} &= \frac{1}{2} \; (-1) \; (-1) \sin^2(\phi_{01}/2) \end{split}$$

10. Using the double-angle identities again, this simplifies to

$$\rho = -(\cos^2 \frac{\phi_{01}}{2} - \sin^2 \frac{\phi_{01}}{2}) = -\cos \phi_{01} = -\cos(\phi_{01} - \phi_{02})$$

11. Suppose one is given ϕ_1 and ϕ_2 as the respective settings. Assume $\phi_1 \geq \phi_2$. (Otherwise you can simply reverse their roles, because the cosine is symmetric around the origin.) Then let $\phi_{01} = \phi_1 - \phi_2$ and $\phi_{02} = \phi_2 - \phi_2 = 0$, and add ϕ_2 to both sides of the minus sign in $\phi_{01} - \phi_{02}$.

$$\rho = -\cos(\phi_{01} - \phi_{02})$$

$$= -\cos\{(\phi_1 - \phi_2) - (\phi_2 - \phi_2)\}$$

$$= -\cos(\phi_1 - \phi_2)$$

12. And there we have it, the general solution: $\rho = -\cos(\phi_1 - \phi_2)$. It is invariant under in-unison rotations of the settings. \square