Solutions to Thompson's Lamp Paradox by Physical Planck Limitations

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Abstract—In order to solve Thompson's lamp paradox, I impose physical Planck-scale limitations on the experiment.

I. INTRODUCTION

IN 1954, British philosopher Jame F. Thompson created a variation of a classic Zeno paradox. His goal? Understanding the supertask, i.e. completing an infinite number of tasks in a finite amount of time

The paradox can be stated as follows: Consider a lamp with an on an off switch. Turn the lamp on. After one minute, turn it off. Then after 1/2min, turn it on, and after 1/4ming, turn it off again. Continue toggling the lamp on and off, each time waiting half the time you had previously. At the end of 2 minutes, is the lamp on or off?

We we go about seeking a solution by imposing two physical limitations on the system:

1) Nothing can travel faster than the speed of light
2) Space ceases to have meaning below the Planck length.

II. PLANCK LIMITATIONS

By combining the fundamental constant (insert here*****) in a particular way, Max Planck was able to create a length and a time involving only fundamental constants - things we can measure, not create like "meters." These are interpreted as such: physical space ceases to have meaning at scales below the Planck length. In this regime, quantum fluctuations dominate. The Planck time, is the time it takes a photon (traveling at velocity c) to traverse the Planck length.

III. HOW TO SOLVE

To solve, I posed the question: *After how many toggles would the time waited to the next toggle be less than the Planck time?* This led me to the inequality:

$$\frac{time}{2^n} \leq planckTime$$

Which can be solved for n and rewritten as

$$n = \log_2\left(\frac{time}{planckTime}\right)$$

I decided to solve this by writing by writing a function in MATLAB.

IV. MATLAB SCRIPT

```
function [lampState] = lampState (time)
planckTime= 5.3911613 * 10^( - 44);
n=log2(time/planckTime);
nRounded=ceil(n); %rounds n up to nearest integer;

% 1=true="on";
% 0=false="off";
if mod(nRounded,2)==0 %if even number then lamp is on
    lampState="on";
else
    lampState="off";
end
```

V. DATA

TABLE I
FINAL LAMP STATES

Time (sec)	Final State
120	off
100	off
80	off
60	on
40	on
20	off

VI. RESULTS

By imposing Planck scale limitations to the Thompson lamp paradox, we can see that after two minutes the lamp will on. Remember that this is in the condition where a $t = 0sec$ the lamp is on, and at $t = 60sec$ the lamp is off. We can also see from the data that the final state of the lamp depends on you time constraint (obviously). It would be interesting to determine that lamp state as a function of starting time and plot this.

VII. FURTHERMORE

Using the Planck scale restrictions, we find the lamp is on at the end of 2 minutes. This restriction if of course highly impractical. It would be modeled by two perfectly-reflective mirrors bouncing a single photon back and forth, if the mirrors started at xxxxx meters apart and halved in distance every time. An interesting follow up would be to take into account electricity flow, the distance a switch must travel.

REFERENCES

[1] I first learned about this paradox while taking Philosophy of Paradoxes with Professor Keith McPartland