

# Physics Cup 2023, Problem 4

Luka Passek-Kumerički

If we are observing an object moving with constant proper acceleration of magnitude  $g$  which is initially at rest, we observe it to obtain some velocity  $v$  as proper time  $\tau$  passes in the rest frame of the object. Since this is simple (1+1)D accelerated motion, this velocity is in the same direction as the acceleration.

The direction of proper acceleration is in the  $x$  direction as observed from the rest frame of the spaceship during the first interval of duration  $\tau$ . Let's call the Earth frame  $S_0$ . During the first interval of acceleration the spaceship obtains a velocity  $\vec{v}(\tau)$ , whose magnitude is  $v$ , in the  $S_0$  frame.

At  $t = \tau$  the acceleration changes direction to point in the  $y$  direction in the spaceship frame. From the frame  $S_1$ , in which the spaceship is at rest in the instant the acceleration changes direction, the motion proceeds analogously to the motion during the first interval in the  $S_0$  frame. Before the acceleration direction changes again the spaceship attains velocity of magnitude  $v$  in  $S_1$  but in the  $y_1$  direction, the  $y_1$  axis of the  $S_1$  frame corresponding to the  $y$  axis of the spaceship frame at the end of the first interval when the two systems had zero relative velocity and when we pick them to coincide. The  $S_1$  frame is moving with velocity  $v$  with respect to the  $S_0$  system in its  $x_0$  direction, the axis along which the motion was taking place during the first interval.

Similarly we pick the  $S_2$  frame as the one which moves in the  $y_0$  direction with velocity  $v$  with respect to  $S_1$  and in which the spaceship is at rest at the end of the second interval of acceleration. The  $S_3$  frame shall move in the  $-x_2$  direction with speed  $v$  with respect to  $S_2$  and  $S_4$  shall move in the  $-y_3$  direction with the same speed with respect to  $S_3$ , where we assign to the  $S_i$  system the axes  $x_i$  and  $y_i$  ( $i = 0, 1, 2, 3, 4$ ) such that in the instant the spaceship is at rest in  $S_i$  (at the end of the  $i$ -th interval) the spaceship frame and  $S_i$  coincide.

The velocity of the spaceship at  $t = \tau$  in the  $S_1$  frame is zero by construction as well as at  $t = 4\tau$  in  $S_4$ . What remains is to find the corresponding velocities in  $S_0$ , or, in other words, to apply the relevant Lorentz boosts which connect the systems to find how the velocity transforms.

Lorentz boosts can be interpreted as rotations in Minkowski spacetime in which the time component of some generic position 4-vector  $\vec{r} = (ict, x, y, z)$  has an added factor of the imaginary unit. Thus a Lorentz boost in the  $x$  direction is represented as a rotation of the 4-vector in the  $ict$ - $x$  plane by an imaginary angle  $\alpha$ , where the relations between the relativistic parameters  $\gamma$  and  $\beta$  and  $\alpha$  are

$$\cos(\alpha) = \gamma \tag{1}$$

$$\sin(\alpha) = i\gamma\beta \tag{2}$$

In matrix form the Lorentz boost in the  $x$  direction is then given by (where we ignore the third spacial component because motion is confined to 2+1 dimensions)

$$R_x(\alpha) = \begin{pmatrix} \cos(\alpha) & -\sin(\alpha) & 0 \\ \sin(\alpha) & \cos(\alpha) & 0 \\ 0 & 0 & 1 \end{pmatrix} \tag{3}$$

(where we ignore the third spacial component because motion is confined to 2+1 dimensions). The boost in the  $y$  direction is, analogously, a rotation in the  $ict$ - $y$  plane.

$$R_y(\alpha) = \begin{pmatrix} \cos(\alpha) & 0 & -\sin(\alpha) \\ 0 & 1 & 0 \\ \sin(\alpha) & 0 & \cos(\alpha) \end{pmatrix} \tag{4}$$

In order to find the 3-velocity transformations we first introduce the 4-velocity which is defined as

$$\vec{\xi} = \frac{d\vec{r}}{d\tau} \tag{5}$$

and which transforms like any 4-vector. Because  $dt = \gamma d\tau$ , it is easy to see that  $\vec{\xi} = \gamma(ic, v_x, v_y, v_z)$  (where we will henceforth drop the third spacial component because it is always zero).

So, the proper velocity of the spaceship at  $t = \tau$  in  $S_1$  is  $\vec{\xi}_1(\tau) = (ic, 0, 0)$  and at  $t = 4\tau$  in  $S_4$  is  $\vec{\xi}_4(4\tau) = (ic, 0, 0)$ . By construction, the boost  $R_x(\alpha)$  transforms 4-vectors in  $S_0$  to 4-vectors in  $S_1$ ,  $R_x(-\alpha)$  is the inverse and  $\alpha$  is the angle of rotation corresponding to a boost of speed  $v$ . Similarly,  $R_y(-\alpha)$  brings vectors from  $S_2$  to  $S_1$ ,  $R_x(\alpha)$  from  $S_3$  to  $S_2$  and  $R_y(\alpha)$  from  $S_4$  to  $S_3$ . Therefore, the 4-velocity as seen from  $S_0$  at times  $t = \tau$  and  $t = 4\tau$  is

$$\vec{\xi}_0(\tau) = R_x(-\alpha)\vec{\xi}_1(\tau) \quad (6)$$

$$\vec{\xi}_0(4\tau) = R_x(-\alpha)R_y(-\alpha)R_x(\alpha)R_y(\alpha)\vec{\xi}_4(4\tau) \quad (7)$$

Once the matrix multiplication is carried out, one gets

$$\vec{\xi}_0(\tau) = \begin{pmatrix} \cos(\alpha) & \sin(\alpha) & 0 \\ -\sin(\alpha) & \cos(\alpha) & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} ic \\ 0 \\ 0 \end{pmatrix} \quad (8)$$

$$\vec{\xi}_0(4\tau) = \begin{pmatrix} \cos(\alpha)^4 - 2\cos(\alpha)^3 + 2\cos(\alpha) & \dots & \dots \\ -(\cos(\alpha)^3 - 2\cos(\alpha)^2 + 1)\sin(\alpha) & \dots & \dots \\ -(\cos(\alpha)^2 - \cos(\alpha))\sin(\alpha) & \dots & \dots \end{pmatrix} \begin{pmatrix} ic \\ 0 \\ 0 \end{pmatrix} \quad (9)$$

where we have disregarded the second and third columns of the second matrix because they multiply with zero to give the relevant vector. Moreover, we can even disregard any matrix elements other than the first element of the first row in both of the matrices because we are interested in the magnitudes of the corresponding 3-vectors which are completely "encoded" in the gamma factors, and the time component of the 4-vector is precisely  $\gamma ic$ . Therefore, the time components of  $\vec{\xi}_0(4\tau)$  and  $\vec{\xi}_0(\tau)$  have to be equal as their corresponding speeds are given to be equal, which means their gamma factors are as well, so the elements in the first row and column of the above matrices have to be equal:

$$\Rightarrow \cos(\alpha)^4 - 2\cos(\alpha)^3 + 2\cos(\alpha) = \cos(\alpha) \quad (10)$$

$$\Rightarrow \gamma^4 - 2\gamma^3 + 2\gamma = \gamma \quad (11)$$

$$\Leftrightarrow \gamma(\gamma - 1)(\gamma^2 - \gamma - 1) = 0 \quad (12)$$

$$\Rightarrow \gamma \in \left\{ 0, 1, \frac{1 + \sqrt{5}}{2}, \frac{1 - \sqrt{5}}{2} \right\} \quad (13)$$

where in eq.10 the relation eq.1 was used. Since  $\gamma \geq 1$ , the first and fourth solution are impossible and  $\gamma = 1$  is the trivial solution which corresponds to zero acceleration.

$$\gamma = \varphi = \frac{1 + \sqrt{5}}{2} \quad (14)$$

$$\Rightarrow v = c\varphi^{-1/2} \quad (15)$$