

# Teilchenphysik:

## Lecture 3: Kinematics



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Kinematics: understanding what Relativity says about energy and momentum for particles and collisions

- ▶ Proper time, proper velocity
- ▶ Energy+momentum as a 4-vector
- ▶ Collisions: elastic vs inelastic
- ▶ Different frames: what's the same, what's different, and why do we collide beams instead of fixed-target?

## 2: Proper time

**Proper time** is the time YOU (or a particle, or...) observe to go by.  
If you are moving, the true time is  $t = \gamma\tau$  or

$$\frac{dt}{d\tau} = \gamma$$

Similarly, velocity is  $\vec{v} = \frac{d\vec{x}}{dt}$  but **proper velocity** is  $\vec{\eta} = \frac{d\vec{x}}{d\tau}$ .

The elapsed proper time is the same in all frames!

Since  $x^\mu$  transforms as a 4-vector, so does

$$\eta^\mu \equiv \frac{dx^\mu}{d\tau} = \begin{bmatrix} \gamma c \\ \gamma v_x \\ \gamma v_y \\ \gamma v_z \end{bmatrix} \quad \text{and} \quad \eta_\mu \eta^\mu = c^2 \quad (1)$$

or 1 in civilized units. Call  $\eta^\mu$  the **proper 4-velocity**

### 3: Energy and momentum

The book's approach is to claim that, for momentum to make sense within relativity, it has to transform in a way which is consistent relativistically, and this is

$$\vec{p} = m\vec{\eta}$$

We can name the 0 or time-element of  $\eta^\mu$  as  $E/c$  to write:

$$p^\mu = m\eta^\mu, \quad p^0 = E/c, \quad p^j = \vec{p}$$

One then finds that  $p_\mu p^\mu = E^2/c^2 - \vec{p}^2 = m^2 c^2$  is invariant.

## 4: Energy, momentum, and quantum mechanics



I think about things differently. What is the *definition* of energy and of momentum?

Given a particle with wave function  $\psi(t, \mathbf{x}) = e^{i(\vec{k}\cdot\vec{x}-\omega t)}$ ,

- ▶ energy is how fast the wave function varies in time:

$$E\psi = i\hbar\frac{\partial}{\partial t}\psi = +\hbar\omega\psi$$

- ▶ Momentum is how fast the wave function varies in space:

$$\vec{P}\psi = -i\hbar\frac{\partial}{\partial\vec{x}}\psi = +\hbar\vec{k}\psi$$

Note the relative - sign, which you learned in your QM class!

This sign is what makes sure that the wave is moving forward.

## 5: Wave functions and relativity



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How does a wave function change in relativity? *The value of the wave function at a spacetime event is the same for all observers*  $\psi(x^\mu) \rightarrow \psi(\Lambda^\mu{}_\nu x^\nu)$  under Lorentz transformation.

Frame: particle at rest

Frame: particle velocity  $v$

## 6: Wave function and relativity



Wave function of particle at rest, in the primed coordinates:

$$\psi(x'^{\mu}) = e^{-i(mc/\hbar)ct'} = e^{-i(mc/\hbar)x'^0}$$

Lorentz transformation to a frame where particle has  $\beta = v/c$ :

New frame  $x^0 = \gamma x'^0 + \beta \gamma x'^1$  and  $x^1 = \gamma x'^1 + \beta \gamma x'^0$  or  $x'^0 = \gamma(x^0 - \beta x^1)$

Wave function:  $\psi(x^{\mu}) = e^{-i(mc/\hbar)(\gamma ct - \beta \gamma x^1)}$

$$\text{Energy } E\psi = i\hbar \frac{\partial}{\partial t} e^{-i(mc/\hbar)(\gamma ct - \beta \gamma x^1)} = \gamma mc^2 \psi \quad \checkmark$$

$$\text{x-momentum } p^1 \psi = -i\hbar \frac{\partial}{\partial x^1} e^{-i(mc/\hbar)(\gamma ct - \beta \gamma x^1)} = \beta^1 \gamma mc \psi = \gamma mv_x \psi \quad \checkmark$$

Note: we can combine derivatives as *covariant* 4-vector:

$$\partial_{\mu} \equiv \frac{\partial}{\partial x^{\mu}}, \quad p^{\mu} \psi = i\hbar g^{\mu\nu} \partial_{\nu} \psi.$$

## 7: Nonrelativistic, ultrarelativistic limits



For small  $\beta \ll 1$  we can expand:

$$E = \gamma mc^2 = \frac{mc^2}{\sqrt{1 - v^2/c^2}} = mc^2 + \frac{mv^2}{2} + \frac{3mv^4}{8c^2} + \dots$$

$$\vec{p} = \gamma m\vec{v} = m\vec{v} + m\vec{v} \frac{v^2}{2c^2} + \dots$$

For  $\beta \rightarrow 1$  we can treat  $\gamma$  as large and expand  $\beta$  about 1:

$$\gamma^2 = \frac{1}{1 - \beta^2} \quad \Rightarrow \quad \beta = \sqrt{1 - \gamma^{-2}} \simeq 1 - \frac{1}{2\gamma^2} + \dots$$

Energy is  $E = \gamma mc^2$ , momentum is  $pc \simeq E(1 - 1/2\gamma^2) = E - m^2/2E$

Energy and momentum are almost equal.

This is a *common limit* in particle physics!

## 8: Massless particle



We can get to “massless particle” by taking  $m \rightarrow 0$  limit.

Careful:

- ▶ Limit  $m \rightarrow 0$  at *fixed*  $v$  means that  $E = \gamma mc^2 \rightarrow 0$  and  $p = \gamma mv \rightarrow 0$
- ▶ Limit  $m \rightarrow 0$  at *fixed*  $E$  makes more sense, corresponds to a physical state with finite energy but no mass.

Limit  $m \rightarrow 0$  at fixed  $E$ :  $|\vec{p}| = E$ , and  $|\vec{v}| = 1$ .

Proper time and  $\eta^\mu$  no longer make sense.

But I can define  $\eta^\mu / m$  and its limit makes sense.

A massless particle has no rest frame.



## 9: Two particles?

What if I have two particles?

Particle 1: energy  $E_1$ ,  
momentum  $\vec{p}_1$

Particle 2: energy  $E_2$ ,  
momentum  $\vec{p}_2$

They get close to each other:  
No idea what happens.

What are properties of the *combined system*?

## 10: Collision possibilities



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Particles, far apart, have  $E = E_1 + E_2$  and  $\vec{p} = \vec{p}_1 + \vec{p}_2$ .

When particles get close, they interact. Interaction energies, momenta.

When “fragments” or “daughters” escape, we again have the sum of the parts.

- ▶ Two particles can fuse into one.
- ▶ They can scatter into two of the same sort of particle
- ▶ They can scatter into two different particles
- ▶ They can turn into 3 or more particles

What are available energies and momenta in each case?

We know final  $E = E_1 + E_2$  and  $\vec{p} = \vec{p}_1 + \vec{p}_2$  by energy & momentum conservation.

## 11: Rest mass of the system



Consider first that the particles merge into one particle.  
What is its mass?

$$M^2 c^4 = E^2 - p^2 c^2 = c^2 p^\mu p_\mu$$

But  $p^\mu = p_1^\mu + p_2^\mu$ . So

$$\begin{aligned} M^2 c^2 &= (p_1 + p_2)^\mu (p_1 + p_2)_\mu = (E_1 + E_2)^2 / c^2 - (\vec{p}_1 + \vec{p}_2)^2 \\ &= p_1^\mu p_{1\mu} + p_2^\mu p_{2\mu} + 2p_1^\mu p_{2\mu} = m_1^2 c^2 + m_2^2 c^2 + 2(E_1 E_2 - \vec{p}_1 \cdot \vec{p}_2) \end{aligned}$$

This is an invariant, called the system mass-squared.

There is a unique frame, the **center-of-mass frame**, where  $\vec{p}_1 = -\vec{p}_2$ .

In this frame the final particle is at rest, and  $Mc^2 = E_1 + E_2$ .

In all other frames,  $Mc^2 < E_1 + E_2$ .

## 12: Fixed target vs beam-on-beam

Suppose an accelerator can bring a proton, mass  $m \simeq 1$  GeV, to 100 GeV energy. How heavy is the heaviest particle I can make if I collide it with a proton at rest?

$$p^\mu = mc \left[ (100 + 1) \quad (99.995 + 0) \quad 0 \quad 0 \right]$$
$$p^\mu p_\mu = m^2 c^2 (10201 - 9999) = 202 m^2 c^2 = M^2 c^2$$
$$M = m_p \sqrt{202} = 14.2 \text{ GeV}$$

What if I collide two protons with that energy, flying head-to-head?

$$p^\mu = mc \left[ (100 + 100) \quad (99.995 - 99.995) \quad 0 \quad 0 \right]$$
$$p^\mu p_\mu = m^2 c^2 (40000 - 0)$$
$$M = 200 \text{ GeV}$$

## 13: 2 body scattering

What if 2 particles come out?

One possibility – **elastic scattering** – is that they have the same masses as the incoming particles. Indeed, they are often *the same species* as the incoming particles.

In the Center of Mass frame, this looks like

$$p_1^\mu = \begin{bmatrix} \gamma_1 m_1 c \\ \beta_1 \gamma_1 m_1 c \\ 0 \\ 0 \end{bmatrix}$$

$$k_1^\mu = \begin{bmatrix} \gamma_1 m_1 c \\ \beta_1 \gamma_1 m_1 c \cos \theta \\ \beta_1 \gamma_1 m_1 c \sin \theta \\ 0 \end{bmatrix}$$

$$p_2^\mu = \begin{bmatrix} \gamma_2 m_2 c \\ -\beta_2 \gamma_2 m_2 c \\ 0 \\ 0 \end{bmatrix}$$

$$k_2^\mu = \begin{bmatrix} \gamma_2 m_2 c \\ -\beta_2 \gamma_2 m_2 c \cos \theta \\ -\beta_2 \gamma_2 m_2 c \sin \theta \\ 0 \end{bmatrix}$$

where  $\beta_1 \gamma_1 m_1 = \beta_2 \gamma_2 m_2$  and  $\theta$  is the **scattering angle**.

Here  $k_1, k_2$  are the final momenta.

## 14: Inelastic scattering



Can the final masses be different than the initial masses?

You bet!

- ▶ The final masses are required to obey
$$m_1 c + m_2 c \leq \sqrt{(p_1^\mu + p_2^\mu)(p_{1\mu} + p_{2\mu})} = Mc$$
so there is enough *available* energy to create the particles
- ▶ Same as saying that  $m_1 c^2 + m_2 c^2 < E_{\text{tot}}$  in the CM frame
- ▶ Any smaller final masses are allowed.
- ▶  $m_{1,\text{init}} + m_{2,\text{init}} > m_{1,\text{fin}} + m_{2,\text{fin}}$ : “explosive”
- ▶  $m_{1,\text{init}} + m_{2,\text{init}} = m_{1,\text{fin}} + m_{2,\text{fin}}$ : “elastic”
- ▶  $m_{1,\text{init}} + m_{2,\text{init}} < m_{1,\text{fin}} + m_{2,\text{fin}}$ : “sticky” or lossy

Nobody ever said that mass is conserved. In fact, it generally isn't.

## 15: Example: equal mass

Two particles collide. The system rest mass is  $M$ .

Two particles, mass  $m$ , emerge. What are their velocities?

In the center of mass frame, each will carry away half the energy.

we have 
$$E = \frac{Mc^2}{2} = \frac{mc^2}{\sqrt{1 - \beta^2}}$$

Therefore 
$$1 - \beta^2 = \frac{4m^2}{M^2}$$

$$\beta = \sqrt{1 - \frac{4m^2}{M^2}}$$

Only possible if  $m \leq M/2$ . For  $m/M \ll 1$ ,  $\beta \rightarrow 1$ .

## 16: Example: betatron

The betatron performed  $p + p \rightarrow p + p + p + \bar{p}$  where  $p$  is a proton and  $\bar{p}$  is the antiproton, which has the same mass.

One  $p$  is moving, the other is at rest.

What energy must the moving  $p$  have?

To produce the desired final state we need  $M \geq 4m_p$ .

$$16m_p^2 = (p_1 + p_2)^\mu (p_1 + p_2)_\mu = p_1^2 + p_2^2 + 2p_1^\mu p_{2\mu} = 2m_p^2 + 2E_1 m_p / c^2$$

Therefore  $2E_1 m_p / c^2 = 14m_p^2$  or  $E_1 = 7m_p c^2$ .

The proton needs a  $\gamma$ -factor of 7, that is, we need to *add* 6 times its rest-mass in energy.

If we do this in a beam-on-beam experiment, each  $p$  needs only have its energy doubled, that is,  $m_p c^2$  energy added to each.