PHYSICS 474: Introduction to Particle Physics

Homework 2

Due: noon Friday, Feb 2, 2018

1. Mandelstam variables: In a two-body scattering process $A + B \rightarrow C + D$, it is convenient to define the Lorentz invariants, called the *Mandelstam variables*,

$$s \equiv \frac{(p_A + p_B)^2}{c^2}, \qquad t \equiv \frac{(p_A - p_C)^2}{c^2}, \qquad u \equiv \frac{(p_A - p_D)^2}{c^2}.$$
 (1)

- (a) [5 points] Show that $s + t + u = m_A^2 + m_B^2 + m_C^2 + m_D^2$.
- (b) [5 points] Show that the total center-of-mass energy $E_{\text{tot}}^{\text{CM}} = \sqrt{s} c^2$.
- (c) [10 points] For elastic scattering of identical particles, $A + A \rightarrow A + A$, show that

$$s = \frac{4(\mathbf{p}^2 + m^2 c^2)}{c^2}, \qquad t = \frac{-2\mathbf{p}^2(1 - \cos\theta)}{c^2}, \qquad u = \frac{-2\mathbf{p}^2(1 + \cos\theta)}{c^2}, \qquad (2)$$

where **p** is the CM momentum and θ is the scattering angle.

2. Unitary and Hermitian matrices:

(a) [4 points] Prove the matrix identity: det $(e^A) = e^{\operatorname{Tr} A}$ for any matrix A.

(b) [4 points] Show that any $n \times n$ unitary matrix U can be written as $U = e^{iH}$, where H is a $n \times n$ Hermitian matrix.

(b) [2 points] Show that if $U \in SU(n)$, i.e. if det U = 1, then Tr H = 0.

3. Useful identities for Pauli matrices:

(a) [10 points] For any two vectors **a** and **b**, show that $(\boldsymbol{\sigma} \cdot \mathbf{a})(\boldsymbol{\sigma} \cdot \mathbf{b}) = \mathbf{a} \cdot \mathbf{b} + i\boldsymbol{\sigma} \cdot (\mathbf{a} \times \mathbf{b})$, where $\boldsymbol{\sigma} = (\sigma_1, \sigma_2, \sigma_3)$ and $\sigma_{1,2,3}$ are the usual 2×2 Pauli matrices.

(b) [10 points] An element of SU(2) can be written as $U(\theta) = e^{i(\theta \cdot \sigma)/2}$. Using the result of (a), show that

$$U = \cos\frac{\theta}{2} \mathbb{I} + i(\hat{\boldsymbol{\theta}} \cdot \boldsymbol{\sigma}) \sin\frac{\theta}{2}, \qquad (3)$$

where \mathbb{I} is the 2 × 2 identity matrix, θ is the magnitude of θ and $\hat{\theta} \equiv \theta/\theta$ is the unit vector in the θ -direction.