

VERTICAL PARTICLE MOTION

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And now for a general relativistic look at the standard physics problem of throwing an object up in a gravitational field. Suppose we start at radius $r = r_0$ and throw up the object so that it comes to rest momentarily at $r = r_1$ before turning around and falling back to r_0 . What is the total proper time (as measured by the object) in this trip? We're working in the Schwarzschild metric.

We begin by working out the energy e . For an object at rest at $r = r_1$:

$$e = \left(1 - \frac{2GM}{r_1}\right) \frac{dt}{d\tau} \quad (1)$$

$$= \left(1 - \frac{2GM}{r_1}\right) u^t \quad (2)$$

$$= \left(1 - \frac{2GM}{r_1}\right) \left(1 - \frac{2GM}{r_1}\right)^{-1/2} \quad (3)$$

$$= \left(1 - \frac{2GM}{r_1}\right)^{1/2} \quad (4)$$

The radial equation of motion in the Schwarzschild metric is

$$\frac{1}{2} \left(\frac{dr}{d\tau}\right)^2 + \frac{1}{2} \frac{\ell^2}{r^2} - GM \left(\frac{1}{r} + \frac{\ell^2}{r^3}\right) = \frac{1}{2} (e^2 - 1) \quad (5)$$

For radial motion, $\ell = 0$ so we get

$$\frac{1}{2} \left(\frac{dr}{d\tau}\right)^2 = \frac{1}{2} (e^2 - 1) + \frac{GM}{r} \quad (6)$$

$$= GM \left(\frac{1}{r} - \frac{1}{r_1}\right) \quad (7)$$

$$= GM \frac{r_1 - r}{rr_1} \quad (8)$$

To find the time that elapses on the upward leg of the journey, we must evaluate

$$\Delta\tau = \sqrt{\frac{r_1}{2GM}} \int_{r_0}^{r_1} \sqrt{\frac{r}{r_1-r}} dr \quad (9)$$

This is a bit of a nasty integral. Using Maple, we get

$$\Delta\tau = \sqrt{\frac{r_1}{2GM}} \left[\frac{r_1}{2} \left(\frac{\pi}{2} - \arcsin\left(\frac{2r_0}{r_1} - 1\right) \right) + \sqrt{r_0(r_1-r_0)} \right] \quad (10)$$

A couple of quick checks on this result. First, since r_1 , r_0 and GM (in relativistic units) all have the dimensions of length (or time), the units check out. Second, if $r_1 = r_0$, the object doesn't move at all since the start and end points are the same, and we have

$$\Delta\tau = \sqrt{\frac{r_1}{2GM}} \left[\frac{r_1}{2} \left(\frac{\pi}{2} - \arcsin(1) \right) + 0 \right] = 0 \quad (11)$$

since $\arcsin(1) = \frac{\pi}{2}$. So this checks out as well.

As r_1 increases from r_0 , the argument $\frac{2r_0}{r_1} - 1$ of the arcsin in 10 decreases from 1 (at $r_1 = r_0$) to -1 (as $r_1 \rightarrow \infty$), so the arcsin starts at $\frac{\pi}{2}$ and moves to $-\frac{\pi}{2}$ as $r_1 \rightarrow \infty$.

We can write 10 as

$$\Delta\tau = \frac{r_0^{3/2}}{u^{3/2}\sqrt{2GM}} \left[\frac{1}{2} \left(\frac{\pi}{2} - \arcsin(2u-1) \right) + \sqrt{u(1-u)} \right] \quad (12)$$

where

$$u \equiv \frac{r_0}{r_1} \quad (13)$$

The total time for going up and then down again is twice this, so we have

$$2\Delta\tau = \frac{r_0^{3/2}}{u^{3/2}\sqrt{2GM}} \left[\left(\frac{\pi}{2} - \arcsin(2u-1) \right) + 2\sqrt{u(1-u)} \right] \quad (14)$$

Fig. 1 shows $\frac{\sqrt{2GM}}{r_0^{3/2}}\Delta\tau$ as a function of u as u varies from 1 (where the particle doesn't move at all) down to around 0.2, where $r_1 = 5r_0$.

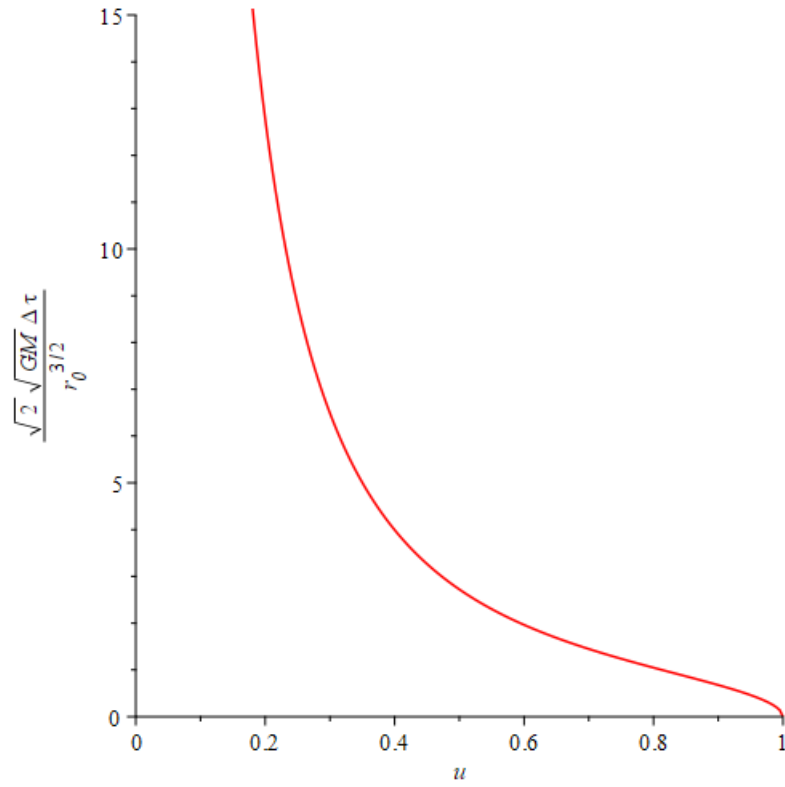


FIGURE 1. Plot of $\frac{\sqrt{2GM}}{r_0^{3/2}} \Delta \tau$ as a function of u for u varying between 1 and ≈ 0.2 .