

ET Might Write Not Radiate

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10 Years of WINLAB Research (Infostations redux)

- **Infostations:**
 - Delay tolerant? \Rightarrow transmit when near base!
- **Channel Quality**
 - How good can that RF channel be? \Rightarrow really good!
- **Interference Avoidance, Pricing & Spectrum Management**
 - Interference hurts \Rightarrow deal with it!

Completely ridiculous right?

– Forget RF! Write message down! Toss it to recipient!

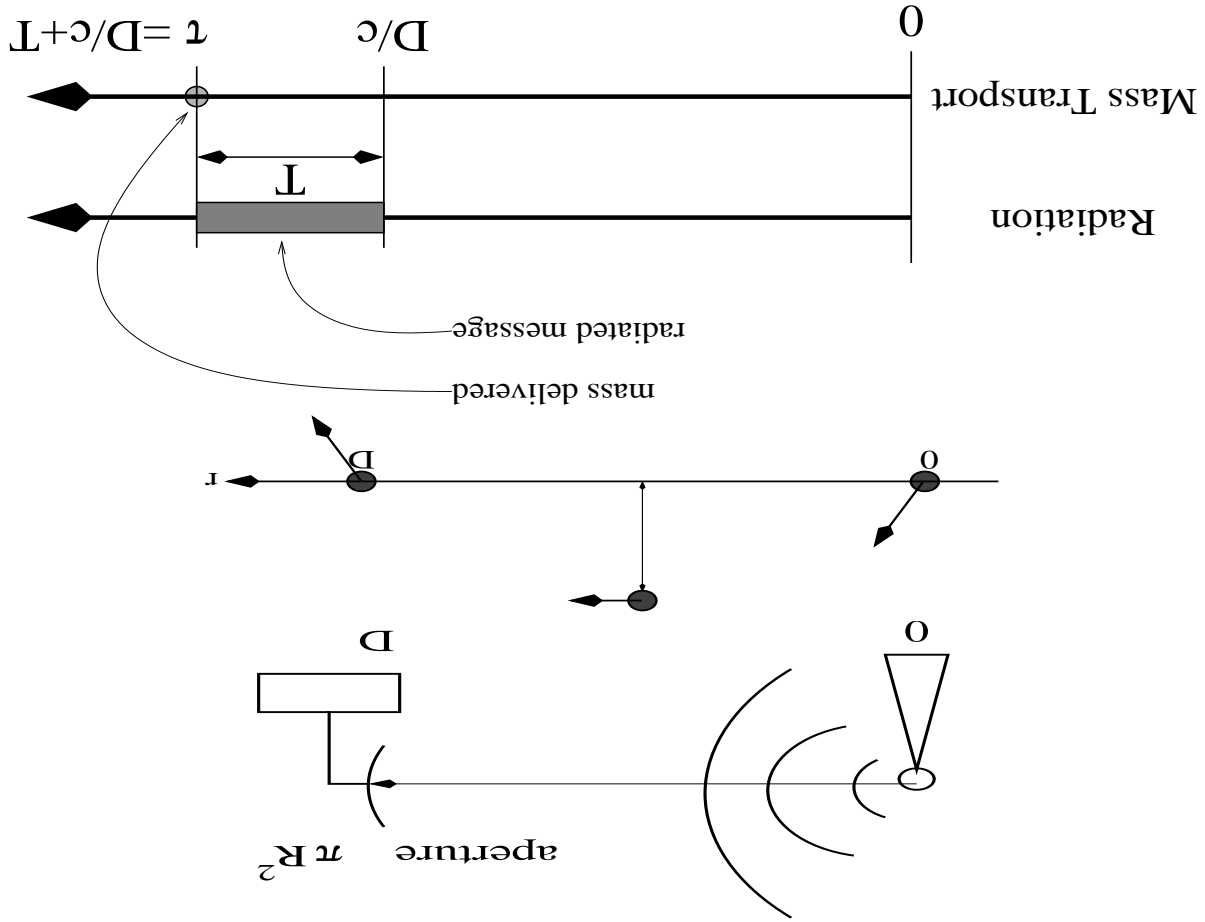
- **IMPLICATION:**
- Can tolerate delay
- Channel good when nearby
- Storage density is increasing
- RF Interference is bad

An Epiphany!

A Little Empirical Rigor

- **Optical Lithography with SiO₂**: 3.85×10^{18} bits/kg
- **E-beam Lithography with SiO₂**: 1.54×10^{21} bits/kg
- **STM with Xe on Ni**: 1.74×10^{22} bits/kg
- **RNA**: 3.6×10^{24} bits/kg
- And maybe a LOT more room at the bottom

A Little Analytic Rigor



Write Not Radiate

Communications Theory IS Rocket Science

- Max bigger than mean:
- If V deterministic:
- If $h(\cdot)$ convex (Jensen):

$$\max_v h(v) = E[h(V)]$$

$$\max_v h(v) \geq E[h(V)]$$

$$E[h(V)] \geq h(\bar{v})$$

Rocket Science

- Average velocity

$$\frac{1}{D} \int_0^{\tau} v(t) dt = \bar{v} = \frac{D}{\tau} E[v(t)]$$

- Minimum imparted energy

$$E_* = \min_t h(v(t))$$

subject to $\bar{v} = \frac{D}{\tau}$.

- Jensen says

$$E_* = \min_t h(v(t)) \geq \min_v h(v) \geq h(\bar{v})$$

with equality iff $v(t)$ is constant

Minimum Transport Energy

- GIVEN: $h(\nu)$ and \bar{v}

$$E_* = h(\bar{v})$$

- $h(\nu) = mc^2 \left(\frac{1}{1 - \frac{v^2}{c^2}} - 1 \right)$:

$$E_* = mc^2 \left(\frac{1}{1 - \left(\frac{\bar{v}}{c}\right)^2} - 1 \right)$$

- $h(\nu) \approx \frac{1}{2}m\nu^2$:

$$E_* \approx \frac{1}{2}m\bar{v}^2$$

$$0 = \frac{d}{dt} \left(\frac{\partial \mathcal{F}}{\partial v} \right) - \frac{\partial \mathcal{F}}{\partial x}$$

$$0 = \dot{h}(x) - p(x)$$

- Calculus of variations:

$$E_* = \min_x \max_t \int_0^1 \mathcal{F}(t) dt \geq \min_x \int_0^1 \mathcal{F}(t) dt$$

- Energy minimization:

$$\mathcal{F}(t) = h(v(t)) + q(x(t))$$

- $q(x)$ potential energy:

Potential Fields Setup

Potential Field Results

- Non-relativistic:
- $m\ddot{x} = q'(x)$
- $q'(x)$ is force at position x : \rightarrow “free fall”
- Freefall? $\rightarrow \mathcal{E}(t) = \text{constant}$
- $\mathcal{E}(t)$ constant \rightarrow minimization satisfied with equality, so ...



- Low speed:
- $m\ddot{x} = q'(x)$
- $q'(x)$ is force at position x : \rightarrow “free fall”
- Freefall? $\rightarrow \mathcal{E}(t) = \text{constant}$
- $\mathcal{E}(t)$ constant \rightarrow minimization satisfied with equality, so ...

Potential Field Results

Artillery Problem

- Minimum energy:

$$E_* = \frac{1}{2}mgD$$

- Let $\delta = ct/D$

- $\delta \approx 1 \equiv$ near light speed

- $\delta \gg 1 \equiv$ low speed

- Delay at minimum energy

$$\delta_* = \underline{c\sqrt{2/gD}}$$

- Pay a factor of 2 over free space

Escape Problem

- Needs numerical calculation
- Boils down to: need initial velocity larger than escape.
- Some energy penalty (but not a lot)
- Escape examples (rough):
 - Earth: $\delta > 2.7 \times 10^4$
 - Solar: $\delta > 7.1 \times 10^3$
 - Milky Way: $\delta > 6 \times 10^2$

Inscribed Matter Energy Requirements

- Message size B , mass information density $\tilde{\rho}$
- General
- $\delta \gg 1$:
- $$E_w = \frac{B}{\tilde{\rho}} c^2 \left(\frac{\sqrt{\delta^2 - 1}}{\delta} - 1 \right)$$
- $$E_w \approx \frac{1}{2} \frac{B}{\tilde{\rho}} \left(\frac{\delta}{c} \right)^2$$
- Off by only $\approx 10\%$ at $0.4c$ and $\approx 50\%$ at $0.75c$
- Low speed ain't so low!
- We'll ignore relativity

Radiation Energy Requirements

- Energy capture

$$v(D) = \frac{AG}{4\pi D^2}$$

- Bits a la Shannon:

$$B = TC = TW \log_2 \left(\frac{PGA}{4\pi D^2 N_0 W} + 1 \right)$$

- $E_r = PT$,

$$E_r = BN_0 \frac{4\pi D^2 TW}{B} \left[2 \frac{TW}{B} - 1 \right]$$

- Large TW :

$$E_r \geq BN_0 \frac{4\pi D^2}{AG} \ln 2$$

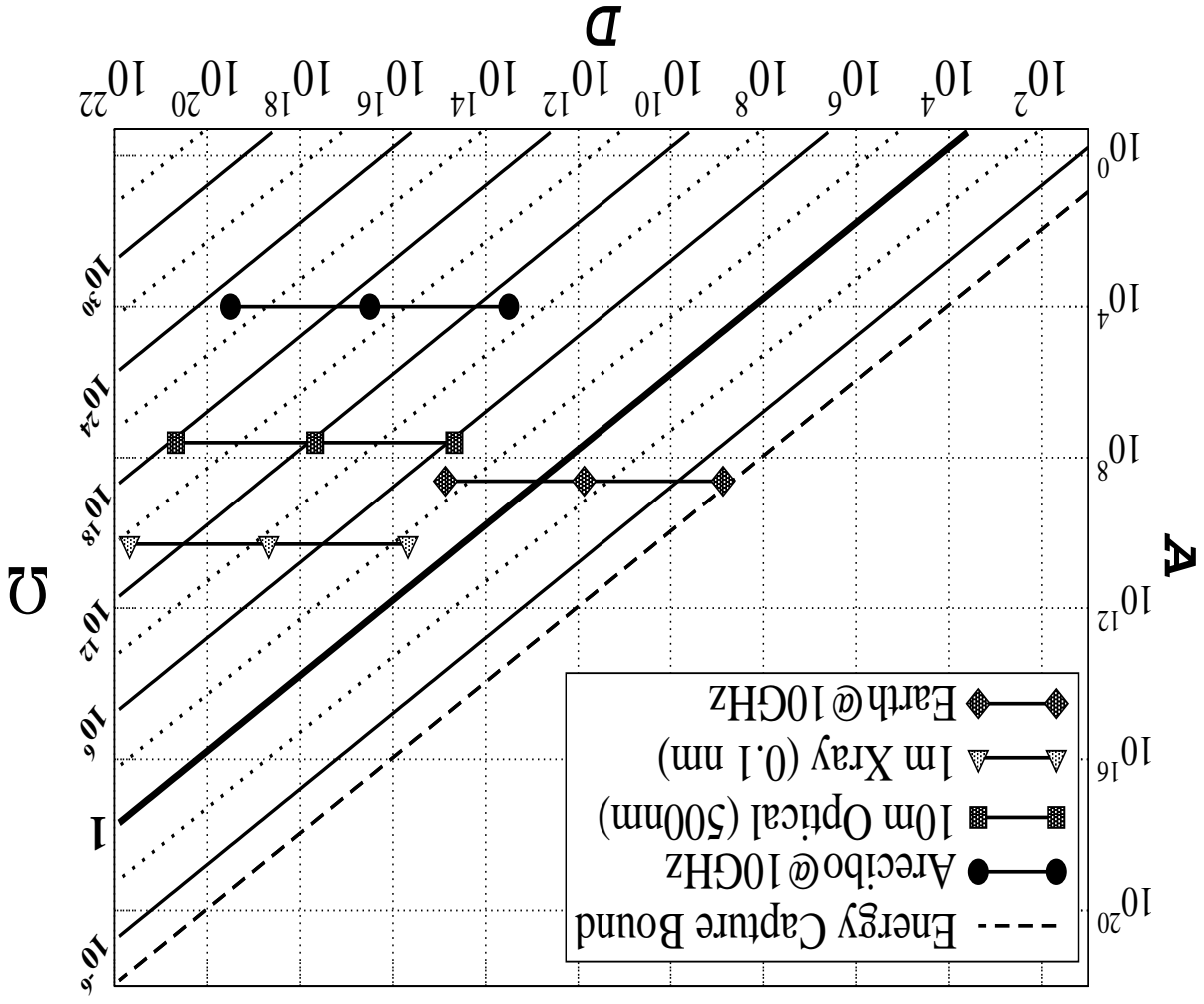
$$\Omega \geq \left[\frac{\tilde{\rho}_{N_0}}{c^2} \right] \left[\frac{4\pi D^2}{AG} \right] (2 \ln 2) \delta^2$$

- Large TW , $\delta \gg 1$

$$\Omega = \frac{E_r}{E_w}$$

- Definition:

Radiation to Transport Energy Ratio



No, inscribed matter still wins!

- Radiation illuminates many → matter penalty
- Milky Way stellar density 6.4×10^{-3} stars (LY)⁻³
- Spherical galaxy, isotropic radiation, Arecibo-Arecibo
- $R = 10^4$ LY: 2.7×10^{10} stars (but $\Omega = 10^{28}$)
- $R = 10^6$ LY: 2.7×10^{16} stars (but $\Omega = 10^{32}$)

Is Radiation Better for Broadcast?

- **Matter Inscription/Readout Energy and Time**
 - Landauer said it can be reversible and arbitrarily fast
- **Empirical energy calc:**
 - 60000 ATP/second for 20 minutes: 4639 Kbase of E-coli
 - 8×10^{-20} J per ATP molecule
 - 6.2×10^{-19} J bit⁻¹.
 - E^* at earth escape: 1.68×10^{-17} J bit⁻¹.
- **Construction energy not a problem**

Does Inscription Energy/Speed Eat Budget?

Radiation Needs Repetition

- Civilization Birth Rate: $\alpha = 1/10^9$ per year
- Civilization Extinction Rate: $\beta = 1/10^8$ per year
- Success criterion $0 \leq \Phi \leq 1$
- Now many repetitions N (optimally placed)?
- $\Phi = 0.99 \rightarrow N = 2000$
- $\Phi = 0.9999 \rightarrow N = 200,000$,

Delivery Methods

- Big rock?
- Dust?
- Embedded dust & rock (comet)?
- Probe (Bracewell)
- Onward toward lunar fringe

Delivery Methods (more detail)

- Need exhaust braking
- Energy penalty (excess mass): $e \frac{\delta g I_{sp}}{c}$
- $I_{sp} \equiv$ Specific Impulse
 - Chemical: 10^2
 - Nuclear Electric: 10^4
 - Fusion: 10^6
- $I_{sp} = 20,000$, $\delta = 1000 \rightarrow$ penalty 4.6
- $\delta = 100$ or $I_{sp} = 2000 \rightarrow$ penalty 4.4×10^6

Cosmic Insults

- **Insults:**
 - High energy particle bombardment
 - Heating (diffusion)
 - Ion tracks, dislocations, subatomic cascades
- **Shielding:**
 - 10 million years at 10% bacteria viability: 3 m radius rock
 - (3g cm^{-3} density)
 - 3.4×10^6 penalty
- **Clever Composition, Coding and Correction:**
 - ????????

PUNCHLINES

- Incribed matter messaging is NOT ridiculous
- Incribed matter messaging might often be PREFERRED
- **Questions for storage types:**
 - General theory of inscribed matter storage?
 - Composition and Coding for survivability?
 - Ease of decoding (obviousness)?
- Learn more:
 - <http://www.winlab.rutgers.edu/~crose/cgi-bin/cosmic4.html>