

# ET Might Write, Not Radiate

Christopher Rose<sup>1</sup> and Gregory Wright<sup>2</sup>

<sup>1</sup>WINLAB

Rutgers University

Piscataway, New Jersey 08854 USA

<sup>2</sup>Antiope Associates

18 Clay Street

Fair Haven, New Jersey 07704 USA

February 25, 2005

**A truck filled with storage media,  
driven across town, is a very reliable  
high bit rate channel.**

*—Comm. Theory Collective Subconscious*

## Ten Years of Wireless Research

- Spectrum Management
  - Interference hurts, so deal with it!
- Delay tolerance
  - Transmit when channel good!
- Mobility
  - Is not anathema  $\Rightarrow$  it helps!

(right?)

## Completely ridiculous!!

- Radio interference is bad
  - Mutual interference is a network killer
- Mobility is good
  - Can often tolerate delay
  - Channel especially good when nearby
- Storage density is increasing
  - Faster than Moore!
- Forget Radio! **Write** message down! **Toss** it to recipient!

**GO POSTAL!**

## But ad hoc comparisons are unsatisfying

- Terrestrial (320km,  $D^4$  propagation): MUCH lower efficiency
- ( $3.5 \times 10^4$ km uplink,  $D^2$  propagation,  $1m^2$  dish)
- Satellite: 5660 bits/joule

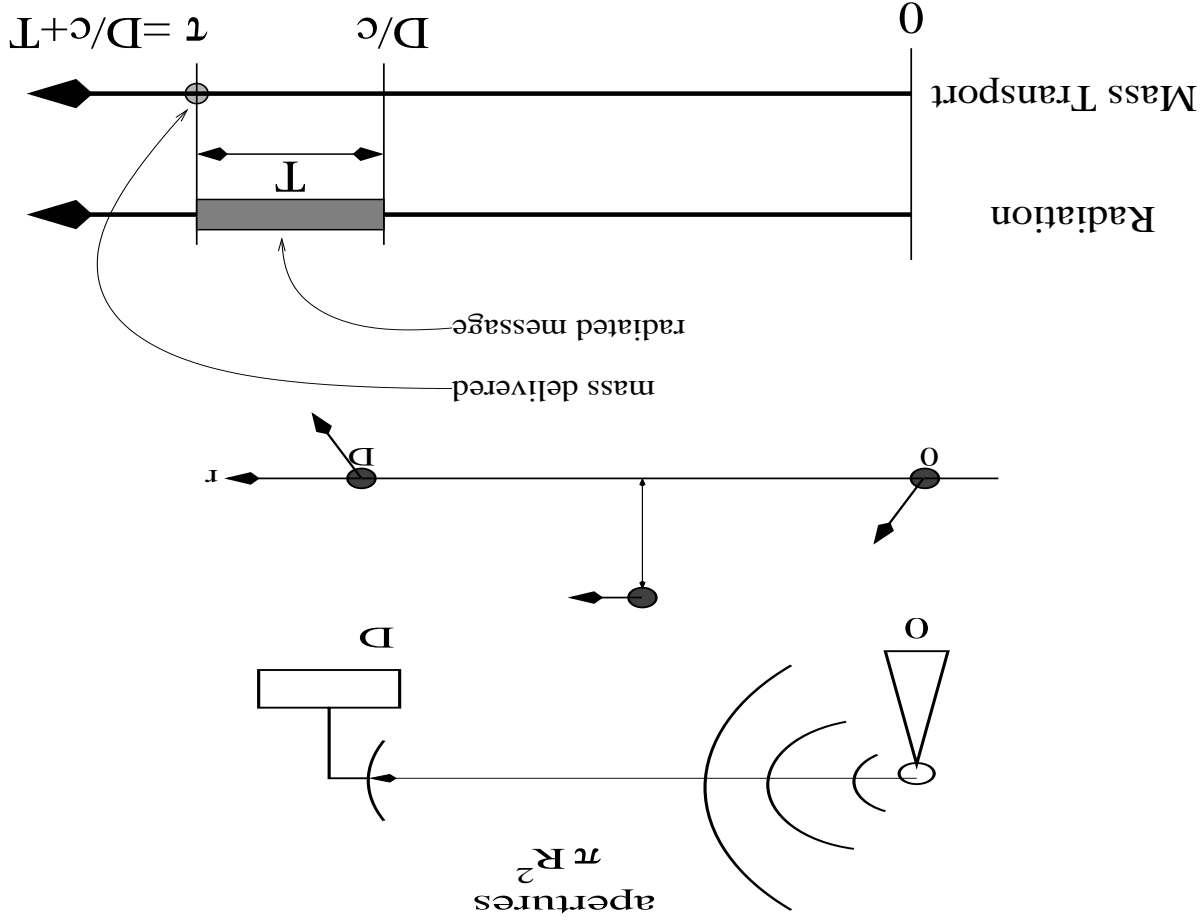
### • Equivalent Radiation Energy

- 200 miles at 20 miles per gallon
- $1.2 \times 10^8$  Joules per gallon
- 100kg DVDs:  $\approx 2.5 \times 10^5$  bits/joule

### • NYC/Boston Matter Transport Energy

**Nope, Not Ridiculous**

# A Little Analytic Rigor



## A wee bit impractical (and antisocial)

- Schwarzschild Radius:  $r = 2GM/c^2 = 1.5 \times 10^{-27} M$
- Info content goes as event horizon *surface area*:  $10^{72} r^2$  bits
- $\tilde{\rho} = 1.5 \times 10^{45} r$  bits/kg
- Microhole (1 $\mu$ m radius):  $1.5 \times 10^{39}$  bits/kg
- Donut-hole sized hole (1cm radius):  $1.5 \times 10^{43}$  bits/kg

How About Black Holes?

Information Density,  $\tilde{\rho}$

# Empirical Mass Information Densities I

Voyager spacecraft:  $10^6$  bits/kg





## Empirical Mass Information Densities II

- **20 lb paper @ 1000dpi:**  $2 \times 10^{10}$  bits/kg
- **DVD:**  $3 \times 10^{12}$  bits/kg
- **Magnetic Storage with FeO<sub>2</sub>:**  $2 \times 10^{17}$  bits/kg
- **Optical Lithography with SiO<sub>2</sub>:**  $3.85 \times 10^{18}$  bits/kg
- **E-beam Lithography with SiO<sub>2</sub>:**  $1.54 \times 10^{21}$  bits/kg
- **STM with Xe on Ni:**  $1.74 \times 10^{22}$  bits/kg
- **RNA:**  $3.6 \times 10^{24}$  bits/kg
- **LiBe:**  $7.5 \times 10^{25}$  bits/kg

**Minimum Transport Energy,  $E_*$**

Minimization:

$$E_* = \min_{x(t)} \max_t E(t)$$



$$E^* = \frac{1}{2}mv^2$$

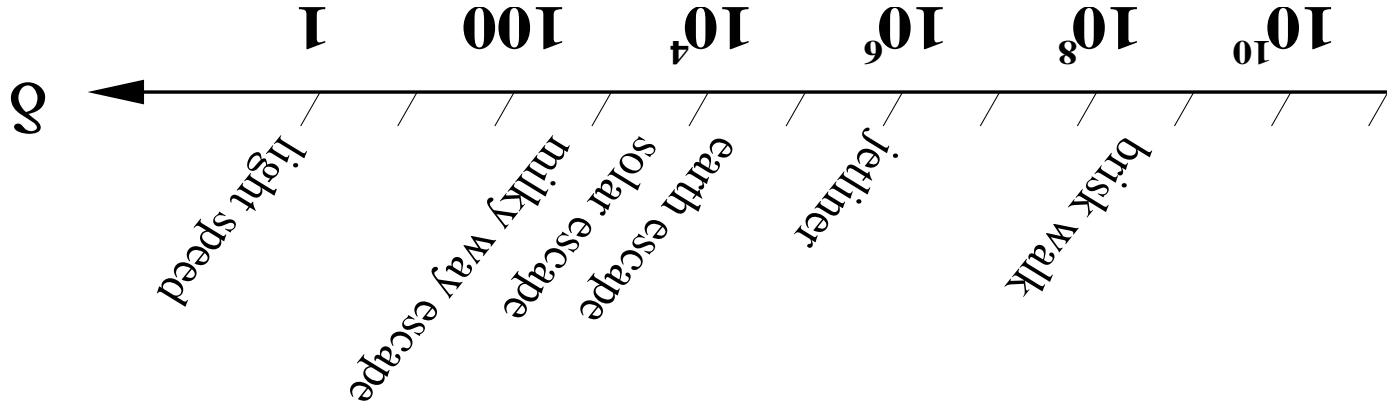
Just the initial kinetic energy:

**Minimum Transport Energy,  $E^*$**

## Inscribed Matter Energy Requirements

- Message size  $B$ , mass information density  $\rho$

$$E_w = \frac{1}{2} B \tilde{\rho} v^2 = \frac{1}{2} \frac{B}{\rho} \left( \frac{\rho}{c} \right)^2$$



- **Artillery:** adds a factor of 2 to energy

- **Escape:** small penalty if  $v > 2 \times$  escape velocity

## Radiation Energy Requirements

- Energy capture

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

- Bits a la Shannon:

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

- $E_r = PT$ ,

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

- Large  $TW$ :

$$E_r \geq BN_0 \left( \frac{4\pi D^2}{AG} \right) \ln 2$$

## Radiation to Transport Energy Ratio

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

$$\begin{aligned} \text{Normalized Aperture} \equiv \mathcal{A} &= \frac{\lambda}{2R} \\ \text{Normalized Distance} \equiv \mathcal{D} &= \frac{D}{2R} \end{aligned}$$

$$\Omega \geq \left[ \frac{\tilde{p}_{N_0}}{c^2} \right] \left[ \frac{\pi^2}{8} \left( \frac{\mathcal{A}}{\mathcal{D}} \right)^2 \right] (2 \ln 2) \delta^2$$

Equal Receiver/Transmitter Apertures

## Isotropic Radiation vs. Terrestrial Artillery

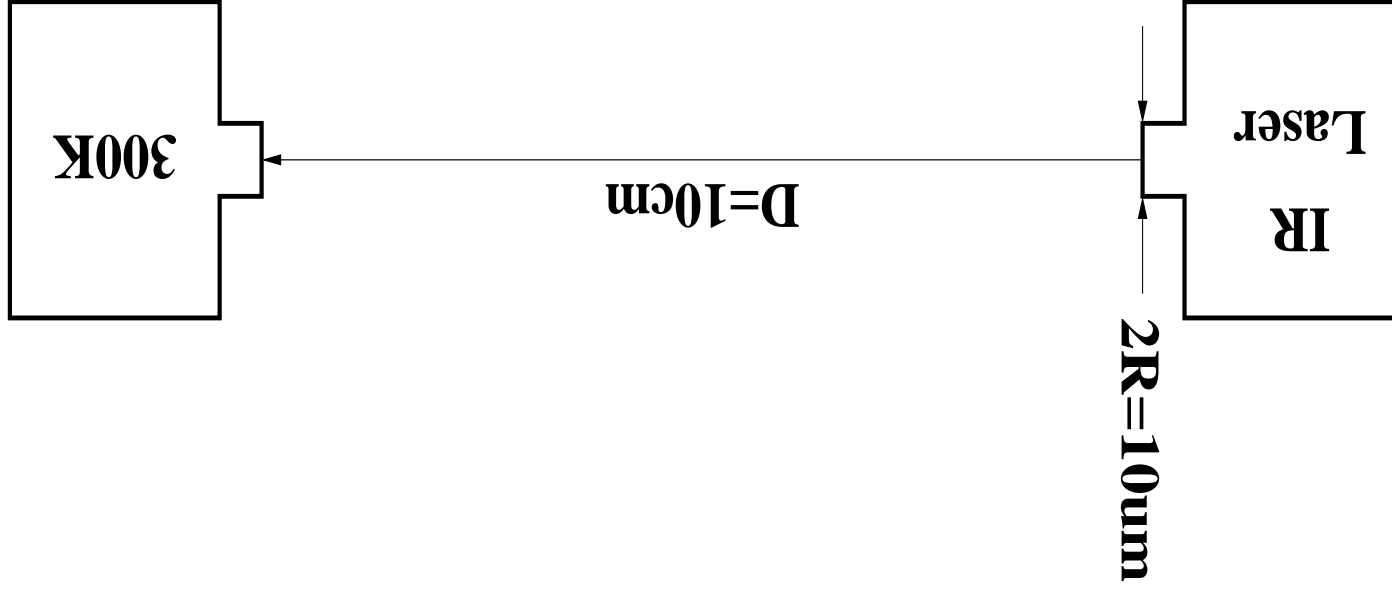
$\bar{p} = 3 \times 10^{24}$ , 1 GHz Carrier,  $R = 5\text{cm}$ , Temperature 300K

Range (meters)	Transit Time	$\Omega$
10	1.67 sec	$5 \times 10^6$
100	5 sec	$5 \times 10^7$
$10^3$	16.7 sec	$5 \times 10^8$
$10^4$	50 sec	$5 \times 10^9$

Aside:  $\approx 4$  minutes between NYC and Boston ballistically (320km).

## Chip to Chip Laser Links

$$\delta = 10^9, \lambda = 1\mu\text{m}$$

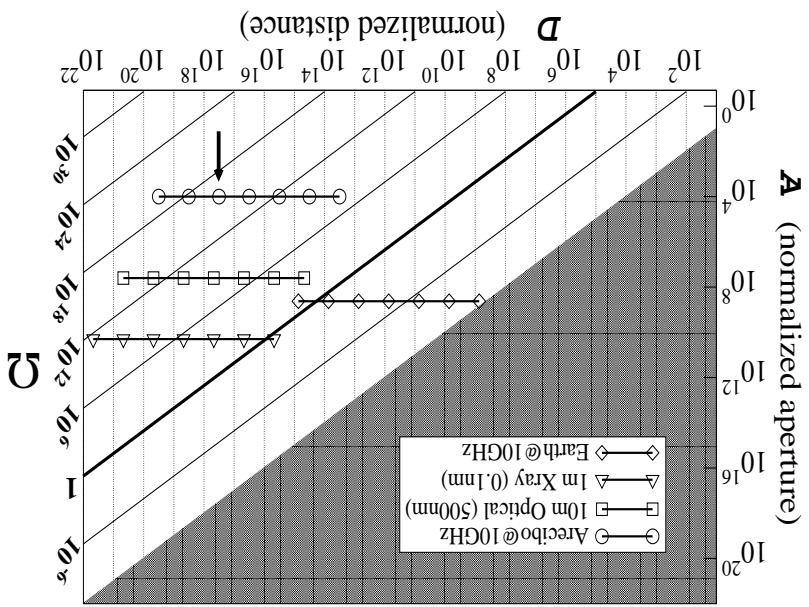


Magnetic chits:  $\Omega \geq 10^4$

STM inscribed chits:  $\Omega \geq 5 \times 10^8$



- 10k LY, Arecibo-Arecibo:  $\Omega \geq 5 \times 10^{15}$
- Radiation/Matter: (2 megaton blast) / (Shelve 5 lb sugar bag)



( $\beta = 10^{22}$ ,  $\delta = 10^3$ , Temperature 3K)



- $10^9$  bit payload
  - 900 kg mass
  - Catapult launch: about 800 joules/bit
- Breakeven Distance: 2000 light years**
- Asides:
    - Rocket Launch: distance up  $\times 9$ .
    - Use 3 DVDs (instead of gold disc): distance down  $\times 10$


 The logo for the Voyager mission, featuring the word "Voyager" in a blue, serif font, enclosed in a white rectangular box with a black border. The box is slightly offset to the right and bottom.

## The Physics Has Spoken

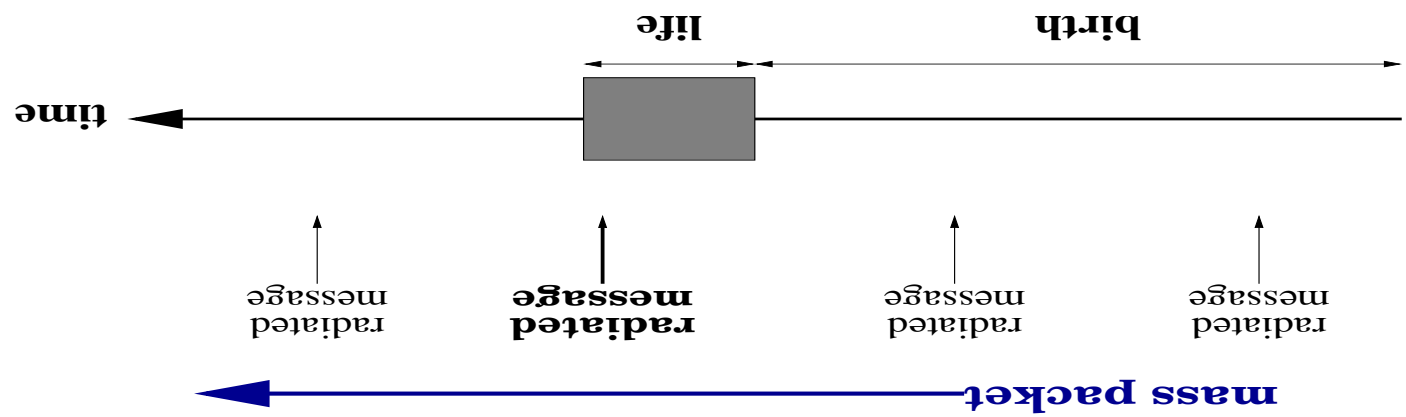
**Matter is *stunningly* more efficient for a wide range of distances and methods of radiated communications.**

But what about ...

## Matter and Radiation Penalties

- **Radiation**
  - Impermanence and Repetition
- **Matter**
  - Broadcast
  - Inscription Energy
  - Deceleration At Target
  - Navigation
  - Preservation
  - Advertisement

**Matter Persists – Radiation Vanishes**



- Civilization Birth Rate:  $\alpha = 1/10^9$  per year
- Civilization Extinction Rate:  $\beta = 1/10^6$  per year
- Success criterion  $0 \leq \Phi \leq 1$
- How many radiated repetitions?

-  $\Phi = 0.99 \rightarrow 2 \times 10^5$

-  $\Phi = 0.9999 \rightarrow 2 \times 10^7$

## No, inscribed matter still wins!

- Radiation illuminates many  $\rightarrow$  matter penalty
- Milky Way stellar density  $2.8 \times 10^{-2}$  stars (LY) $^{-3}$
- Spherical galaxy, isotropic radiation, Aricibo-Arecibo
  - $R = 10^4$  LY:  $1.13 \times 10^{11}$  stars (but  $\Omega \gtrsim 10^{28}$ )
  - $R = 10^6$  LY:  $1.13 \times 10^{17}$  stars (but  $\Omega \gtrsim 10^{32}$ )

**Is Radiation Better for Broadcast?**

## Inscription Energy/Speed

- Matter Inscription/Readout Energy and Time
    - Can be reversible and arbitrarily fast (R. Landauer)
  - Empirical energy calc:
    - 60000 ATP/second for 20 minutes: 4639 Kbase of E-coli
    - $8 \times 10^{-20}$  J per ATP molecule
    - $6.2 \times 10^{-19}$  J bit<sup>-1</sup>.
    - $E^*$  at earth escape:  $1.68 \times 10^{-17}$  J bit<sup>-1</sup>.
- Construction energy probably not a problem**

## Parking the Package

- Assume 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  $4.4 \times 10^6$



## Aim not a big problem

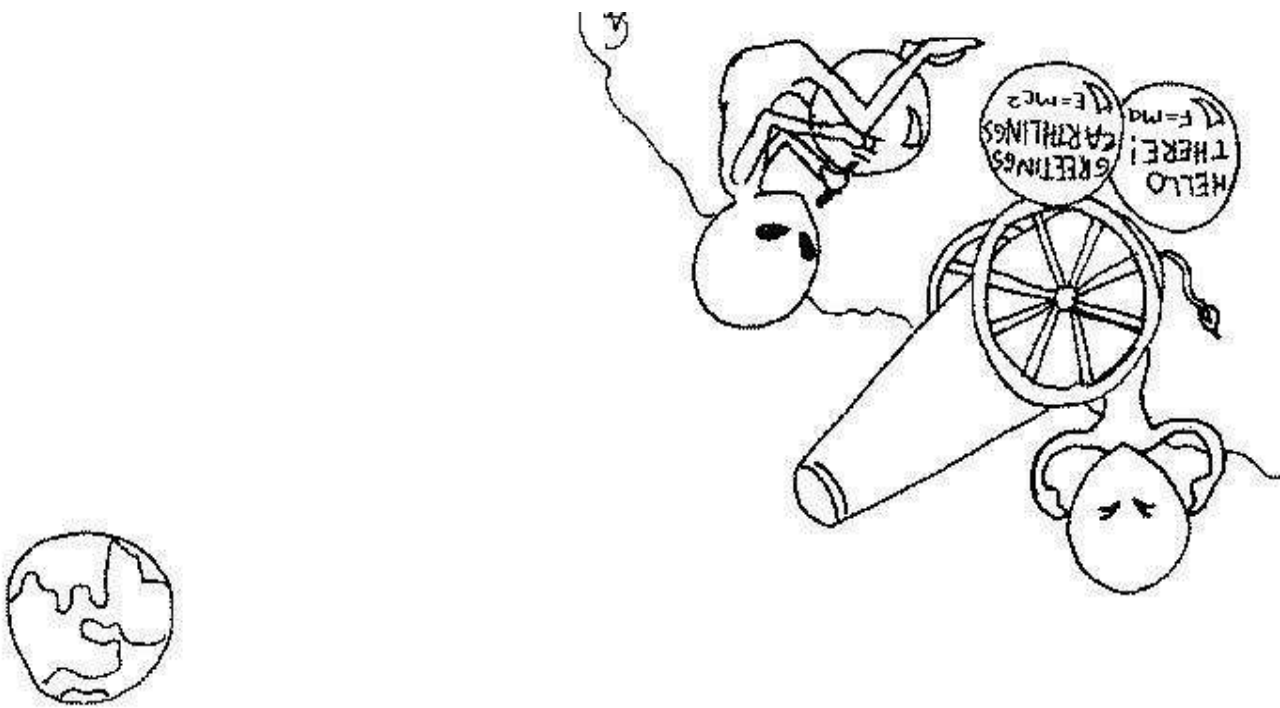
- $M = 2 \times 10^{30} \text{kg}$  (solar)
  - $v_0 = c/1000$
  - Stellar Density:  $2.8 \times 10^{-2}$  stars (LY) $^{-3}$
  - 10kLY trip mean miss distance:  $\approx 0.14 \text{LY}$
- Angular Deflection:  $\theta \approx \frac{2MG}{v_0^2 y_0}$  (radians)

**Gravitational Perturbations**

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

**Cosmic Insults**

ET might write not radiate



**Overall Implication**

# Message Advertisement?

**Solar Space is BIG**

Somewhat antisocial



**Big Rock?**

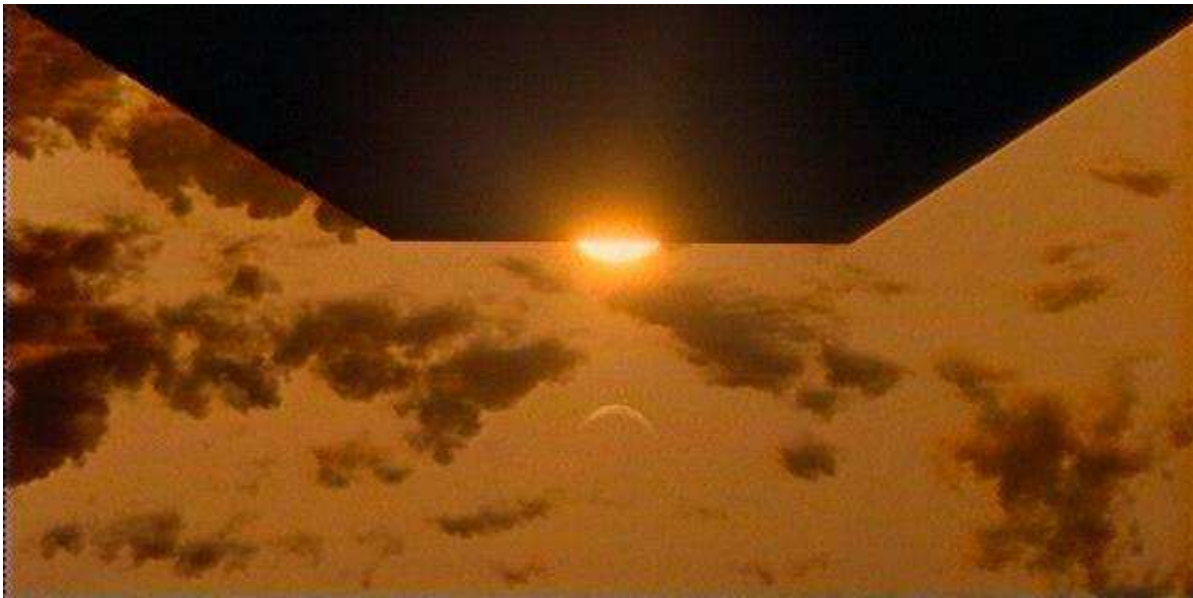


**Odd Rock?**

Write Not Radiate



**Seeded Comet?**



**Active Probe?**

Write Not Radiate





**Life Boat?**

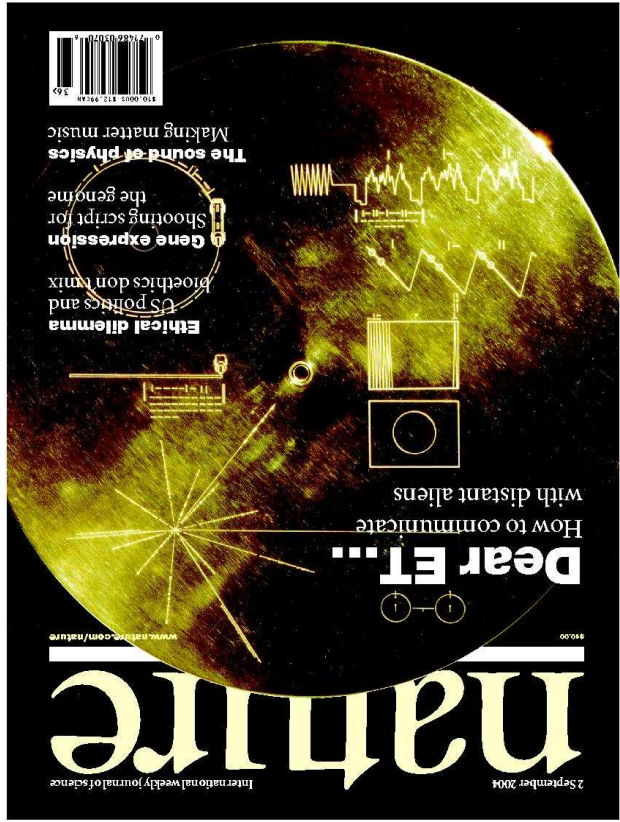
Write Not Radiate

## CONCLUSIONS

### If Delay Acceptable

- Inscribed matter messaging is efficient
  - FedEx and Netfix
- Might even finesse Gupta-Kumar *ad hoc* nets  $\sqrt{N}$  problem
  - little data missiles
- Chip-to-chip or mote-to-mote communication
  - smart dust tossing inscribed dust
- **Should start looking for extraterrestrial artifacts**

**Nature** 431, pp.47-49, September 2, 2004  
**Web Site:** <http://www.winlab.rutgers.edu/~crose/cgi-bin/cosmic17.html>



**Learn More**