

Astro 350
Lecture 24
Oct. 24, 2012

Announcements:

- **HW 7** due at start of class Friday
- **Discussion 7** due today

Guest Cosmologist today: Prof. Athol Kembball
Return of the Relativity Jedi!

Last time: explaining Hubble—an expanding universe

Q: what is the cosmic scale factor?

Q: what does it measure?

Q: what is its value today? in the past? the future?

at *any time* t , distance ℓ between A and B is

$$\ell(t) = a(t) \times \vec{\ell}_0$$

AB distance at t **scale factor** present AB distance
time varying *time varying* *fixed once and for all*

cosmic time *today* $t = t_0$: scale factor $a(t_0) = 1$

in cosmic *past* $t < t_0$: scale factor $a(t) < 1$

in cosmic *future* $t > t_0$: scale factor $a(t) > 1$

Expansion: Einstein → Hubble

Somewhat technical derivation:

for two arbitrary observers (e.g., “galaxies”)

scale factor gives distances $\vec{r}(t) = \vec{r}_0 a(t)$

so velocity is

$$\vec{v}(t) = \Delta\vec{r}/\Delta t = d\vec{r}/dt \equiv \dot{\vec{r}} = \vec{r}_0 \dot{a} \quad (1)$$

with shorthand notation: time rate of change $\dot{a} = da/dt$

but we can rewrite this as

$$\vec{v}(t) = \frac{\dot{a}}{a} a\vec{r}_0 = H(t)\vec{r} \quad (2)$$

ω Q: which means?

We have proven that at time t
observers at distance r recede at speed

$$v(t) = \frac{\dot{a}}{a} a r_0 = H(t) r(t) \quad (3)$$

which means...

⇒ In expanding U, everyone observes Hubble law!

- now interpret “Hubble parameter” $H(t)$ as

$$H(t) = \dot{a}/a \quad (4)$$

expansion rate at time t

- $H(t_0) = H_0 =$ expansion rate **today**
- but expansion rate need not be (and usually isn't) constant!

Life in an Expanding Universe

much of a cosmologist's job: imagining life in an expanding, homogeneous, isotropic universe

starting today: consider effects of expansion on contents of universe

- light (“radiation”)
- ordinary matter
- dark matter
- ...and anything else

First stop: light

every photon has its own wavelength λ

⁵¹ *Q: would expansion affect λ ? if so, how?*

Q: and thus how would this affect light from galaxies?

Redshifts

wavelengths are *lengths*!

...it's right there in the name!

expansion stretches photon λ

and thus: wavelengths become *longer* over time!

consider light emitted with λ_{em} from distant galaxy

- Universe expands while light en route to us
- and thus the wavelength stretches too
- so we observe longer $\lambda_{obs} > \lambda_{em}$

⇒ we see light as *redshifted!*

- cosmic expansion is true origin of galaxy redshifts!
not really Doppler effect!

Redshifts: with Math

all lengths grow in proportion to cosmic scale factor
including wavelengths: $\lambda \propto a$
so that $\lambda(t) \propto a(t)$

if emit at t_{em} , then
 $\lambda(t) = \lambda_{emit} a(t) / a(t_{em})$

if observe later,
 $\lambda_{obs} = \lambda_{em} a_{obs} / a_{em}$
measure redshift today:

$$z = \frac{\lambda_{obs} - \lambda_{em}}{\lambda_{em}} = \frac{1 - a_{em}}{a_{em}} \Rightarrow a_{em} = \frac{1}{1 + z}$$

Scale factor \leftrightarrow redshift correspondence

- light seen with redshift z was born when the cosmic scale factor was $a = 1/(1+z)$
- light born at cosmic scale factor a will be seen with redshift $z = 1/a - 1$

www: Sloan Digital Sky Survey spectra

www: quasar recordholder

Example: most distant quasar has $z = 6.4$

→ scale factor $a = 1/(1+6.4) = 0.135$

interparticle (intergalactic) distances 13.5% of today!

→ galaxies $1+6.4=7.4$ times closer

squeezed into volumes $(7.4)^3 = 400$ times smaller!

∞ Recall from General Relativity, black hole discussions
gravitational redshifting often accompanied by...

Q: what? and how might you observe this?

Cosmic Time Dilation

GR: gravitational redshifting goes hand-in-hand with gravitational time dilation

→ i.e., redshifted objects also appear to have slow clocks
and blueshifted objects appear to have fast clocks

Cosmic time dilation observed! And only recently!

Challenge: need “standard clock” in order to know
that it’s running slow

Tool: exploding stars (supernovae) – know timing of brightness
observe high- z supernovae, see lengthening of
duration in explosion and aftermath!

Woo hoo!

- *Q: how does expansion affect photon energy?*
- *Q: for blackbody, how does expansion affect T ?*
hint: $T \leftrightarrow \lambda$ connection?

Expansion and Radiation Energy & Temperature

since $E_\gamma = hc/\lambda \propto 1/\lambda$, then

$E_\gamma \propto 1/a \rightarrow$ photon energy redshifts, i.e., decreases with time

for thermal radiation, Wien's law: $T \propto 1/\lambda_{\max}$ so $T \propto 1/a \Rightarrow T$ decreases \rightarrow U cools!

the universe cools as it expands

today: cosmic thermal radiation peaks at $\lambda \sim 1$ mm

“cosmic microwave background” radiation (CMB)

CMB temperature today: $T_0 = 2.725 \pm 0.001$ K

≈ 3 degrees above absolute zero

in past \rightarrow CMB, universe hotter:

¹⁰ distant but still “garden variety” quasar: $z = 3$

“feels” $T = 8$ K (effect observed!)

iClicker Poll: A Pop Fly

A ball is launched upwards from the Earth's surface

What will happen later?

- A** it will eventually fall back down
- B** it will leave earth and never return
- C** either (a) or (b), depending on launch speed

Cosmodynamics II

$a(t)$ gives expansion history of the Universe

but: *How does scale factor $a(t)$ grow with time?*

Cosmic Evolution: Intuition

Ballpark analogy: a pop fly

Q: what are possible fates?

Q: what factors influence which occurs?

Q: how would we predict which will occur?

The Universe is a pop fly!

Given current expansion of the Universe

Q: what are possible future outcomes?

↳ *Q: what factors influence which occurs?*

Q: how would we predict which will occur?

Gravity & Fate: Baseball vs Cosmology

Pop fly: upgoing ball in Earth's gravity field; possible fates:

(1) fall back

(2a) leave Earth; $v \neq 0$ at infinity

(2b) leave Earth; $v = 0 \rightarrow$ "barely escape"

Factors:

gravity (downward)

vs inertia (upward)

How predict? Pop Fly

gravity \rightarrow escape speed $v_{\text{esc}} = \sqrt{2GM/R}$

inertia \rightarrow launch speed v_0

\rightarrow fate set by ratio v_{esc}/v_0

What about the Universe?

same ideas! Gravity vs inertia!

will find similar key: gravity/inertia ratio

Cosmic Gravity and Expansion

consider two objects today, say two galaxies presently at some distance r_0 , say 100 Mpc



right now moving apart due to cosmic expansion at speed $v_0 = H_0 r_0$

imagine “turning off” gravity—then:

Q: what are speeds at earlier times? later times?

Q: what sort of Universe (not necessarily ours!)

would actually have no gravity? Hint—what’s the source of gravity?

Matter-Free “Empty” Universe

Gravity source is *mass*

so a universe without mass has *no gravity*

⇒ this corresponds to an *empty universe*

with density $\rho = 0$

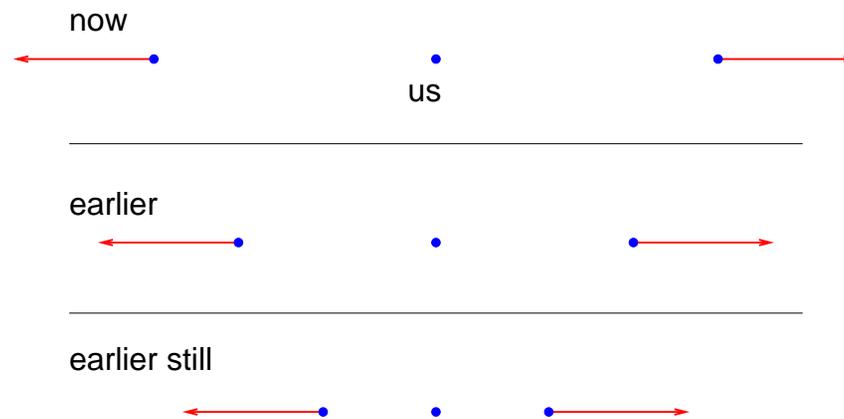
Obviously, this cannot be our Universe! *Q: why not?*

But: this case still useful:

- same as the “egoist” universe discussed earlier
- corresponds to a universe in which expansion (inertia) is much more important than gravity

- No matter → no attraction between galaxies
- nothing to change galaxy speeds
- galaxies “coast” keeping constant velocity
- ⇒ same speeds in past

Empty Universe: "Coasting"



expansion rate:

neither accelerated **nor** decelerated

Q: what is the final fate of such a Universe?

Empty Universe: Final Fate

in “empty” universe, galaxies coast forever
i.e., expansion continues without slowing or stopping
⇒ the **universe expands forever!**

everything ever more spread out
Universe becomes ever more empty and cold
→ known as “**the Big Chill**”

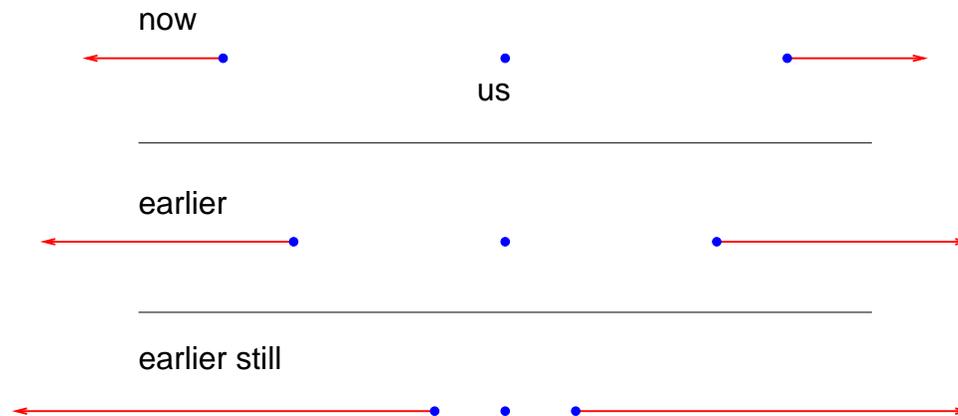
Q: so what do we expect in the real Universe?

Q: would galaxy speed be different in past?

Ordinary Gravity and Matter

- The real universe has galaxies with mass → attract each other
- inward gravity slows expansion
- speeds constantly *decreasing*, galaxies *decelerating*
- ⇒ to achieve observed speed today, had to be *faster* in past!

Normal Gravity and Matter: Decelerating Universe



expansion rate: **decelerated**

A Denser Universe

now imagine we cram *more galaxies & mass* in the every bit of cosmic volume today

this corresponds to a universe with *larger density ρ*

Q: will this change what we infer about the cosmic past? if so, how?

A High-Density Universe: the Past

higher density \rightarrow more galaxies closer together
but every galaxy exerts gravity force on all others
so higher $\rho \rightarrow$ closer \rightarrow stronger gravity

and for matter: stronger gravity = stronger attraction
and thus more drastic slowdown of expansion

so: for a *high-density* Universe, in the past
galaxies must have moved *even faster*
than in a low-density Universe

20 Q: *what about the future in a low- ρ universe? what is it's fate?*

A Low-Density Universe: the Future

We have seen: in a real universe with matter
(and thus nonzero density $\rho > 0$)
the attraction of gravity *slows* expansion

and thus:

- in the *past*, galaxies moved *faster* than now, and so
- in the *future*, galaxies will move *slower* than now

in a *low*-density universe:

- expansion slows, but never stops
- low-density \rightarrow weak gravity
too weak to overcome inertia!
- fate: expand forever, but speeds slower than now
Big Chill strikes again

Q: how will the future and the fate be different in a very high- ρ universe?

A High-Density Universe: the Future

in a *high*-density universe:

- high density → strong gravity
strong enough to overcome inertia!
- expansion slows until *stopping* momentarily
- but gravity will not stop! galaxies still attract each other!
- galaxies now move *toward* each other
- Universe begins to *contract*
as they get closer, gravity stronger → galaxies faster
- continues until Universe *collapses* on itself!
fate known as the **Big Crunch**

Q: what lessons do we draw about cosmic history and evolution?

Density and Destiny

We have seen:

- a high-density universe has a different expansion history than a low-density universe
- namely: a normal-matter high- ρ universe decelerates & slows more rapidly than a low- ρ universe and expanded *even faster* in the past
- the future fate of the cosmos is very different depending on the cosmic density

Lessons:

- different cosmic fates are possible!
- the evolution and fate of the Universe depends on what's in the Universe
- namely: cosmic fate depends on cosmic density
- weight is fate! density is destiny!

Director's Cut Extras

Math Alert!

the next few slides are more math-y than usual
and are aimed students with more technical backgrounds

see how much of the math you can follow
but don't worry about parts you *don't* follow

but *do* understand the basic ideas that
go into the analysis, and what we get out

strategy: **Newton says:** $F = ma$

apply this to a Universe that is

- homogeneous
- expanding

Cosmic Evolution: Quantitative Analysis

full description: comes from General Relativity

quick 'n dirty: Non-relativistic (Newtonian) cosmology

at time t , pick arbitrary point as origin $\vec{R} = 0$,

enclose in arbitrary sphere of radius $R(t)$:

diagram: sphere, R

enclosed mass $M(R) = 4\pi/3 R^3 \rho = \text{const}$

consider a small “test” mass m on edge of sphere

“feels” gravity due to sphere mass

Q: what is Newtonian acceleration of test mass?

Newtonian Cosmodynamics

a mass m accelerates due to force: $m \times \text{accel} = F$

if force due to gravity—free fall—then $F = GM(R)m/R^2$

and so acceleration is

$$m\ddot{R} = -\frac{G M(R)m}{R^2} \quad (5)$$

where $-$ sign reminds us gravity is *attractive* Q: *how?*

but note—“test” mass cancels (equivalence principle), so

$$\ddot{R} = -\frac{G M(R)m}{R^2} = -\frac{4\pi}{3}G\rho R \quad (6)$$

Newton sez:

$$\ddot{R} = -\frac{4\pi}{3}G\rho R \quad (7)$$

Hubble & Einstein say:

Universe is expanding, so sphere radius

moves according to scale factor: $R(t) = a(t) R_0$

$$\ddot{a}R_0 = -\frac{4\pi}{3}G \left(\rho + 3\frac{P}{c^2} \right) aR_0 \quad (8)$$

$$\ddot{a} = -\frac{4\pi}{3}G \left(\rho + 3\frac{P}{c^2} \right) a \quad (9)$$

- R_0 cancels! scale factor accel indep of sphere size!
had to be this way \rightarrow cosmo principle
- Einstein adds term with pressure P

Q: what is Newtonian energy of test mass?

Newtonian Cosmodynamics II: Energy

test mass m at edge of gravitating sphere has energy

$$\text{kinetic} + \text{potential} = \text{total} \quad (10)$$

$$\frac{1}{2}mv^2 - \frac{GMm}{R} = E \quad (11)$$

solve for speed v :

$$v^2 = 2\frac{GM}{R} + 2\frac{E}{m} \quad (12)$$

$$= \frac{8\pi}{3}G\rho R^2 + 2\frac{E}{m} \quad (13)$$

Q: what do Hubble and Einstein say about v ?

Newton says:

$$v^2 = \frac{8\pi}{3}G\rho R^2 + \frac{2E}{m} \quad (14)$$

Hubble and Einstein say:

speed $v = HR = \frac{\dot{a}}{a}R$, so

$$H^2R^2 = \dot{R}^2 = \frac{4\pi}{3}G\rho R^2 + \frac{2E}{m} \quad (15)$$

expansion technology: $R(t) = a(t)R_0$

$$H^2a^2 = \dot{a}^2 = \frac{4\pi}{3}G\rho a^2 - K \quad (16)$$

The Friedmann Equations

Friedmann Acceleration Equation

$$\text{cosmic acceleration} = \frac{\ddot{a}}{a} = -\frac{4\pi G}{3} \left(\rho + \frac{3P}{c^2} \right) \quad (17)$$

important features:

- *Q: significance of – sign?*

Friedmann Equation (“Energy Eq.”)

$$(\text{cosmic expansion rate})^2 = H^2 = \left(\frac{\dot{a}}{a} \right)^2 = \frac{8\pi}{3} G \rho - \frac{K}{a^2} \quad (18)$$

where K is a constant

- *Q: how does expansion rate depend on contents of U?*

$$\frac{\ddot{a}}{a} = -\frac{4\pi G}{3} \left(\rho + \frac{3P}{c^2} \right) \quad (19)$$

note – sign:

- due to attractive nature of gravity
- galaxy gravity on each other slows expansion

$$H^2 = \left(\frac{\dot{a}}{a} \right)^2 = \frac{8\pi}{3} G \rho - \frac{K}{a^2} \quad (20)$$

- for any time t , relates expansion rate $H(t) =$ change in a to constant K and values of $\rho(t), a(t)$ at t
- cosmic contents (density) influences expansion
- K term can be important – or zero!
value, sign of constant K has to be measured

Q: so what's the big picture—what just happened?

Post-Math Aftermath

What just happened?

- Inputs:**
- Newton's laws
 - homogeneous, isotropic Universe, that is
 - expanding

- Outputs:** Friedmann equations
expressions for how scale factor a changes with time
- expansion rate: time change of a
 - acceleration rate: time change of expansion

These give a precise mathematical statement
of what we already found: