

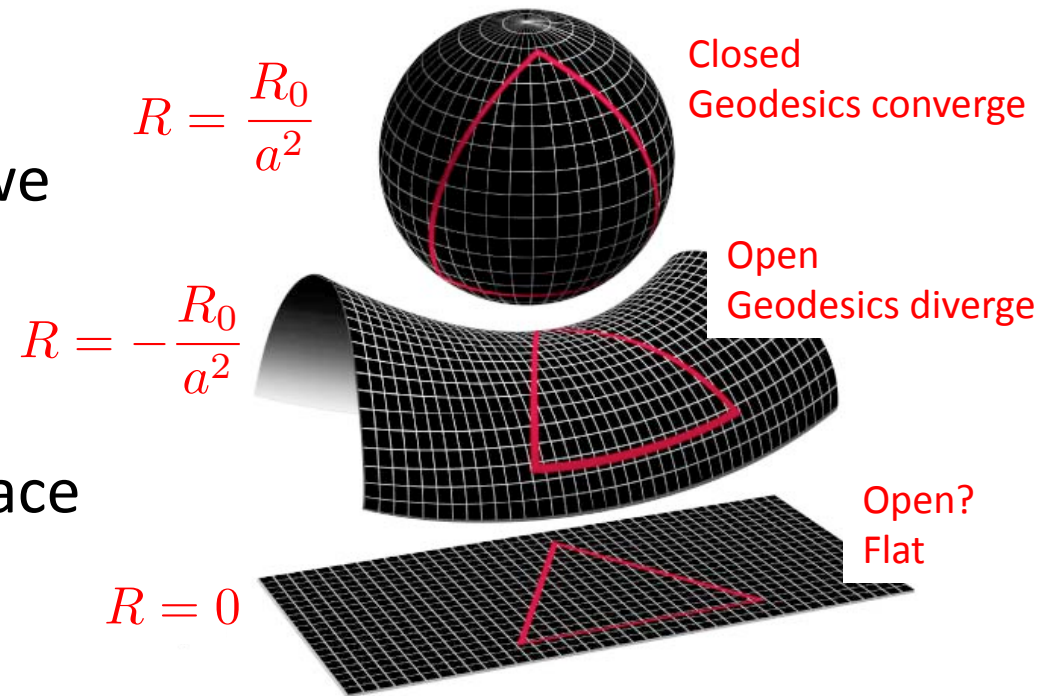
Introductory Astronomy

Week 8: Cosmology

Clip 2: Homogeneous Isotropic
Relativity

Isotropic Homogeneous Space

- In **General Relativity** isotropic and homogeneous means we can find **coordinates** in which **curvature** is **constant**
- This need not mean space is **flat**
- **Three** solutions



MAP990006

Robertson-Walker Geometry

- Space is homogeneous
- Scale factor $a(t)$ gives distance between comoving observers $D(t) = a(t)D_0$ where we choose $a(t_0) = 1$
- Light moves along geodesics of space at c as measured by any observer
- Cosmological redshift: light emitted at t_{em} at λ_{em} observed at t_{obs} at
$$\lambda_{obs} = \frac{a(t_{obs})}{a(t_{em})} \lambda_{em}$$
- Not Doppler. Both comoving
- Unlike gravitational: symmetric

Hubble and RW

- Approximate $a(t) \sim 1 + H_0(t - t_0)$ for $H_0|t - t_0| \ll 1$
- To this order $1 + z = \frac{\lambda_{obs}}{\lambda_{em}} = \frac{1}{a(t_{em})} \sim 1 + H_0(t_0 - t)$
- To this order $D \sim c(t_0 - t_{em})$
- So $z \sim (H_0/c)D$
- **Hubble Constant:** $a(t) \sim a(t^*) (1 + H(t^*)(t - t^*))$
- **Constant expansion** means decreasing $H(t)$

Distances ($k=0$)

- Coordinate distance D_0 “now”
- Luminosity distance

$$b = \frac{L}{4\pi D_0^2(1+z)^2} = \frac{L}{4\pi D_L^2}$$

$$D_L = D_0(1+z) = D_A(1+z)^2$$

- Angular size distance for small angle formula

$$\frac{\alpha}{206265''} = \frac{d(1+z)}{D_0} = \frac{d}{D_A}$$

$$D_A = \frac{D_0}{1+z}$$

- Redshifted blackbody spectrum is blackbody with

$$T_{obs} = \frac{T_{em}}{1+z}$$

More Robertson-Walker

- Like **gravitational** redshift means clocks in past **observed** to run slow
- **Massive** freely falling objects move along **geodesics** of space with **peculiar velocity**
$$v(t)a(t) = v_0a(t_0)$$
- **Coordinate** velocity of light $c/a(t)$

Curvature of space, **density** of matter and **evolution** of $a(t)$ determined by **Einstein's equation**
All solutions have **singularity** at early or late times