

Cosmological models

- Cosmological distances
- Single component universes
 - ▶ radiation only
 - ▶ matter only
 - ▶ curvature only
 - ▶ Λ only
- Multi component universes

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Cosmological distances

- Proper distance between origin and object:
 - ▶ $ds^2 = -c^2 dt^2 + a^2(t)[dr^2 + x(r)^2 d\Omega^2]$ (R-W metric)
 - ▶ $d_p(t) = a(t) \int dr = a(t) r$ (d_p is not a comoving distance)
 - ▶ but we know $r = c \int_{t_e}^{t_0} \frac{dt}{a(t)}$ for light emitted at t_e and observed at t_0
 - ▶ therefore the proper distance to an object at time t_0 is
$$d_p(t_0) = c \int_{t_e}^{t_0} \frac{dt}{a(t)}$$
 - ▶ if $t_e = 0$ we call this the horizon distance – it's the furthest we can currently see

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Cosmological models

$$\dot{a}(t)^2 = \frac{8\pi G}{3c^2} \left(\frac{\varepsilon_{r0}}{a(t)^2} + \frac{\varepsilon_{m0}}{a(t)} \right) - \frac{kc^2}{R_0^2} + \frac{\Lambda}{3} a(t)^2$$

- **Different components of energy density just add:**
 - ▶ note different a dependence
 - ▶ at small a , radiation must dominate
 - ▶ matter takes over when $a > \varepsilon_{r0}/\varepsilon_{m0}$
 - ▶ at large a , cosmological constant dominates if it exists
- **Therefore sensible to consider single components**

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Radiation only

$$a da = \sqrt{\frac{8\pi G \varepsilon_{r0}}{3c^2}} dt$$

- $a = (t/t_0)^{1/2}$ and $\varepsilon_r \propto t^{-2}$
- **age of universe:** $\ln a = 1/2(\ln t - \ln t_0) \rightarrow H = 1/2t$
 - ▶ so $t_0 = 1/2H_0$
- **proper distance:**

$$d_p(t_0) = ct_0^{1/2} \int_{t_e}^{t_0} \frac{dt}{\sqrt{t}} = 2ct_0 \left(1 - \sqrt{\frac{t_e}{t_0}} \right) = \frac{c}{H_0} \left(\frac{z}{1+z} \right)$$

$$d_p(t_e) = d_p(t_0)/(1+z)$$

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Matter only

$$\sqrt{a} da = \sqrt{\frac{8\pi G \varepsilon_{m0}}{3c^2}} dt$$

- $a = (t/t_0)^{2/3}$ and $\varepsilon_m \propto t^{-2}$
- age of universe: $\ln a = 2/3(\ln t - \ln t_0) \rightarrow H = 2/3t$
 - ▶ so $t_0 = 2/3H_0$
- proper distance:

$$d_p(t_0) = ct_0^{2/3} \int_{t_e}^{t_0} \frac{dt}{t^{2/3}} = 3ct_0 \left(1 - \left(\frac{t_e}{t_0} \right)^{1/3} \right) = \frac{2c}{H_0} \left(1 - \frac{1}{\sqrt{1+z}} \right)$$

$$d_p(t_e) = d_p(t_0)/(1+z)$$

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Curvature only

$$da = \sqrt{-\frac{kc^2}{R_0^2}} dt$$

- if $k = 0$, $a = \text{constant}$: flat, static, empty universe
- if $k = -1$, $a \propto t$: universe expands at constant speed
 - ▶ Milne model
 - ▶ age = $1/H_0$
 - ▶ proper distance $d_p(t_0) = ct_0 \ln(1+z)$
- $k = +1$ does not produce a physically viable model

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Λ only

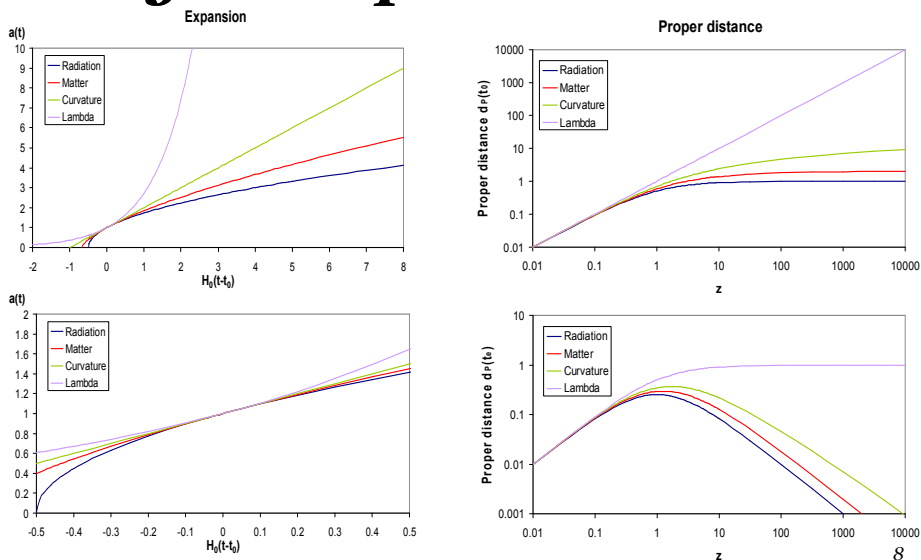
$$\frac{da}{a} = \sqrt{\frac{\Lambda}{3}} dt = H_0 dt$$

- $a = \exp[H_0(t - t_0)]$: universe expands exponentially
 - ▶ de Sitter model
 - ▶ infinitely old: $a \rightarrow 0$ only as $t \rightarrow -\infty$
 - ▶ proper distance $d_p(t_0) = cz/H_0$
- this is a “Steady State” universe which always looks the same

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Single component universes



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Multi-component universes

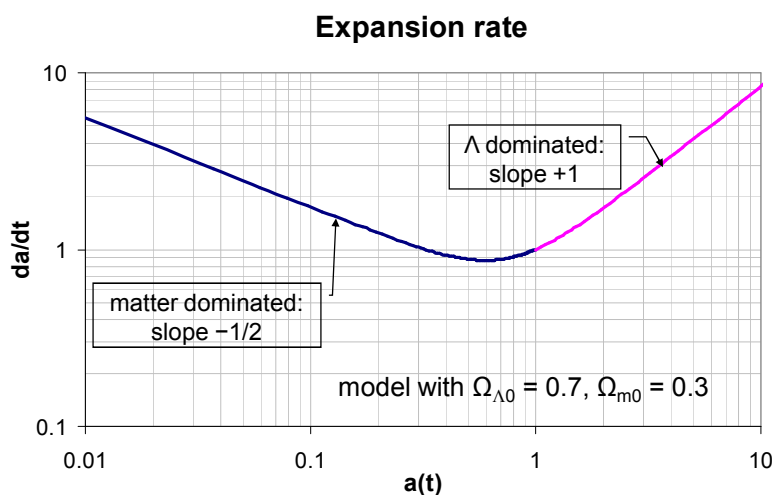
$$\dot{a}(t)^2 = H_0^2 \left(\frac{\Omega_{r0}}{a(t)^2} + \frac{\Omega_{m0}}{a(t)} + (1 - \Omega_{r0} - \Omega_{m0} - \Omega_{\Lambda 0}) + \Omega_{\Lambda 0} a(t)^2 \right)$$

- “This is not a user-friendly integral” (Ryden)
 - ▶ fortunately at different times different components will dominate
 - ▶ best current values: $\Omega_{m0} = 0.27$, $\Omega_{\Lambda 0} = 0.73$, $\Omega_{r0} = 8.4 \times 10^{-5}$
 - ▶ matter-radiation equality at $a = \Omega_{r0}/\Omega_{m0} = 0.0003$
 - ▶ matter- Λ equality at $a = (\Omega_{m0}/\Omega_{\Lambda 0})^{1/3} = 0.72$
 - ▶ at any given time can usually use single-component model

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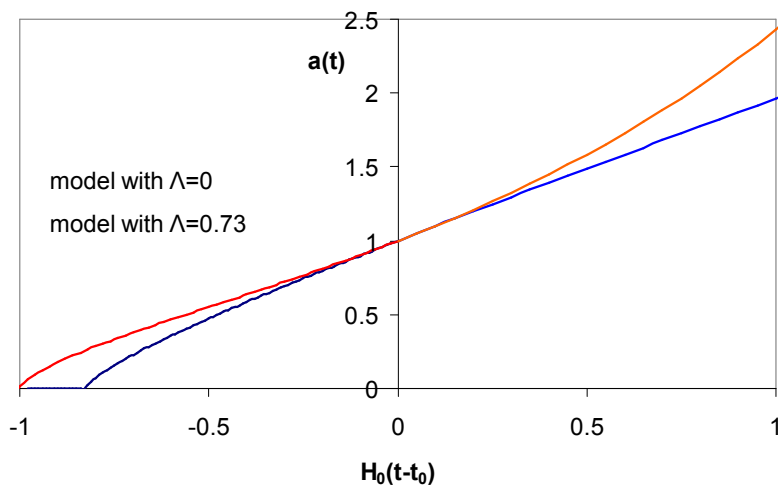
Example: matter + Λ



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Example: matter + Λ



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State of Play: theory

- **Friedmann model plus cosmological constant can describe wide variety of behaviour**
 - ▶ expanding, recollapsing or static
 - ▶ also “bouncing” and “loitering” models
 - ▶ this technology all available in 1920s
- **However, models have free parameters**
 - ▶ $H_0, \Omega_{m0}, \Omega_{r0}, \Omega_{\Lambda 0}$
 - ▶ need to determine these to see what model predicts for our universe

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