Astro 404 Lecture 6 Sept. 3, 2021

Announcements:

- Problem Set 1 due today at 5pm upload pdf file on Canvas, check that it is legible
- Problem Set 2 will be posted today, due next Friday

Note on lecture notes:

- sometimes updated after class (errors fixes)
- sometimes include "Director's Cut Extras" like today

Last time:

 \vdash

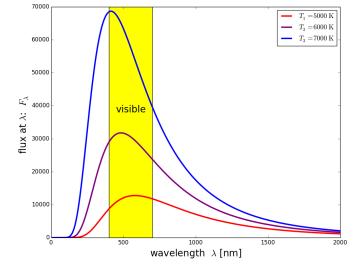
thermal/blackbody radiation: laws and stellar thermometry

- *Q*: Wien's law and color temperature?
- *Q: Stefan-Boltzmann law, luminosity, and T*_{eff}?

Blackbody Radiation Reminder

blackbody = perfect absorber of radiation re-emits according to temperature Talways measured in absolute units (Kelvin)

spectrum: nonzero emission at all λ peak position depends on T: hotter \rightarrow shorter $\lambda_{max} \rightarrow$ more blue $\lambda_{peak} = \frac{0.29 \text{ cm K}}{T} \propto \frac{1}{T}$ Wien's law



total flux (integral of spectrum):

 $F(T) = \sigma T^4$ Stefan-Boltzmann law

Ν

with Stefan-Boltzmann constant $\sigma=\pi^2k^4/60\hbar^3c^2=5.67\times10^{-8}$ Watt m^-2 K^-4

A Census of Stars: the Hertzsprung-Russell Diagram

- the "Rosetta Stone" of stellar astrophysics
- the central plot of this course-memorize, it's on exams!

plots star L vs T (theorist-friendly) or *absolute magnitude vs color* (observer-friendly) hence also known as *color-magnitude diagram = CMD*

unfortunate convention: color/temperature axis backwards left \rightarrow right goes from blue \rightarrow red, hot \rightarrow cold

for a "fair sample" of stars (i.e., not a specially picked cluster) trends emerge

www: Gaia HR diagram for 4+ million stars note: on *Gaia* plots, colormap gives number of stars Q: features?

Poll: Main Sequence Trend

For Main Sequence stars:

A hotter \leftrightarrow more luminous

 $\mathsf{B} \quad \mathsf{hotter} \leftrightarrow \mathsf{less} \mathsf{luminous}$



hotter \leftrightarrow redder



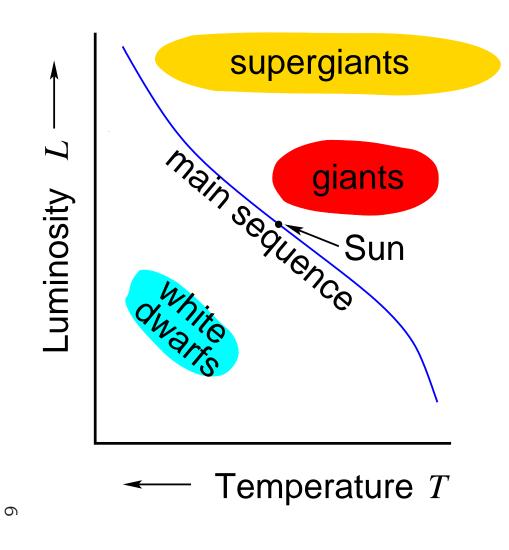
none of the above

H-R Diagram: Main Features

★ most stars (~ 90%) fall on curve: main sequence (including the Sun!); "dwarfs" MS trend/correlation: hotter ↔ more luminous
★ most of the rest: cooler but more luminous–giants Q: how do we know they are giant?
★ a rare few: hot but luminous–supergiants not rare but dim and hard to find:
★ very hot but very low-L objects: white dwarfs Q: how do we know they are teeny? WD trend/correlation: hotter ↔ more luminous

note huge range in luminosity – more than $10^{-4}L_{\odot} < L < 10^{4}L_{\odot}$ and in temperature: 3000 K < T < 30,000 K

HR Diagram Sketch for All Stars



Q: what does the HR diagram tell us about the Sun?

H-R and the Sun

The Sun on H-R diagram:

- found on the main sequence
- position is in the middle of the curve

but the main sequence is where most stars are found!

thus: the Sun is a typical star!

- lies in heart of main sequence L vs T trend
- neither most nor least luminous, not hottest or coolest

[¬] most stars are on Main Sequence Q: what is this trying to tell us?

The H-R Diagram and Stellar Evolution

counting stars on the HR diagram:
★ 90% of stars are on the Main Sequence
★ and most of the rest are giants

these population statistics are due to *stellar evolution!*

recall: stars have life cycles-birth, midlife, death these are ongoing-we see stars in all stages of life

analogy: hyperintelligent mosquito trying to understand humans but mosquito lifetime \ll human lifetime

- measures height h, weight w for people of all ages at Sox/Cubs/Cards/Bears game
- plots (w, h) for fair sample of people Q: trends? why?
 Q: which regions most populated? why?

Q: lessons for HR diagram detectives?

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The H-R Diagram Encodes Stellar Evolution!

stellar life stages that last the *longest time* are where *most stars* on HR will accumulate

lesson:

main sequence is the longest phase in a star's life good news, and Copernican, that Sun is in this phase

Other questions arise:

- *why* do stars lie on the main sequence?
- what controls their position on the diagram?
- what's up with the giants, supergiants, and white dwarfs?
- $_{\mbox{\scriptsize o}}$...most of the course is detective work to find answers

Weighing Stars

We saw that clever measurements give a stars

- luminosity
- surface temperature
- radius

What about mass?

For single stars: mass determination difficult, very indirect but we *can* find masses for stars in **binary** systems

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Q: how to measure dynamics if both star orbits resolved? Q: how to measure dynamics if only one orbit resolved? neither?

Binary Star Systems

almost half of all stellar objects are multiple systems gravitationally bound sets of 2 or more stars binary pairs are most common (1/3 of all stars) but \gtrsim 10% of stars are in triple systems or higher order!

observational classes:

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visual binaries both stars resolved can track orbit around each other
astrometric binaries only the brighter star resolved moves in orbit around unseen partner
spectroscopic binaries appear as single point in scope but spectrum shows lines that split into pairs due to different Doppler shifts along sightline
eclipsing binary stars orbit plane seen edge-on when aligned one blocks the other

Measuring Star Masses: Binary Systems

for single stars without companions: can't accurately find mass

But can find masses for **binary** systems: two stars orbiting common center of mass V_1 r_1 r_2 M_2 M_1 center of mass V_2

binary orbit info + gravity physics \rightarrow star masses!

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Q: what gravity force between point masses?

Universal Gravitation: Point Masses

consider point masses m_1 and m_2 at separation \vec{r} gravitational force of 2 on 1:

$$\vec{F}_1 = -\frac{Gm_1m_2}{r^2}\hat{r} \tag{1}$$

- *inverse square Q*: *why minus sign?*
- $\hat{r} = \vec{r}/r$: unit vector along \vec{r} force is along line between particle centers: *central force*
- Q: motion in center of mass system?
- *Q:* equation of motion?

Motion in Center of Mass System

PS2: for two interacting particles with no external forces

- center of mass feels no net force
- particles stay on opposite sides of center of mass
- relative motion: particle separation \vec{r} set by

$$u\frac{d^2\vec{r}}{dt^2} = \vec{F} \tag{2}$$

(4)

where

- $\mu = m_1 m_2 / (m_1 + m_2)$ is reduced mass
- \vec{F} is force between particles

so for 2-body gravitational interaction

$$\mu \frac{d^2 \vec{r}}{dt^2} = -\frac{Gm_1 m_2}{r^2} \hat{r}$$
(3)
$$\frac{d^2 \vec{r}}{dt^2} = -\frac{G(m_1 + m_2)}{r^2} \hat{r}$$
(4)

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Q: conditions for circular motion?

Kepler Motion: Circular Case

for circular motion

- particle separation unchanged: constant radius r = a
- all acceleration is radial and thus centripetal v^2/r
- circular speed $v = v_{circ} = 2\pi a/P = a\omega$ with orbit period P

$$\frac{d^{2}\vec{r}}{dt^{2}} = -\frac{G(m_{1} + m_{2})}{r^{2}}\hat{r}$$
(5)
$$\frac{v_{\text{circ}}^{2}}{a} = \frac{G(m_{1} + m_{2})}{a^{2}}$$
(6)

and motion has

- \bullet constant circular speed $v_{\rm circ}$ and angular speed ω
- $4\pi^2 a^3 = G(m_1 + m_2)P^2$

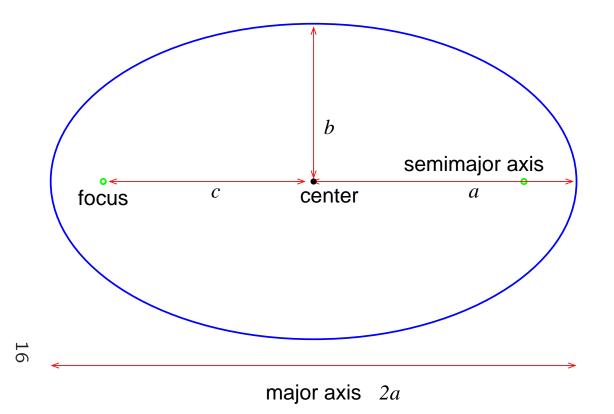
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Q: generalize to non-circular bound orbits?

General Bound Orbit

in general, for two gravitatational bound bodies

- orbits are ellipses
- with center of mass at one focus



Newtonian Orbits: Kepler's Laws

in general, orbits of gravitationally bound point masses

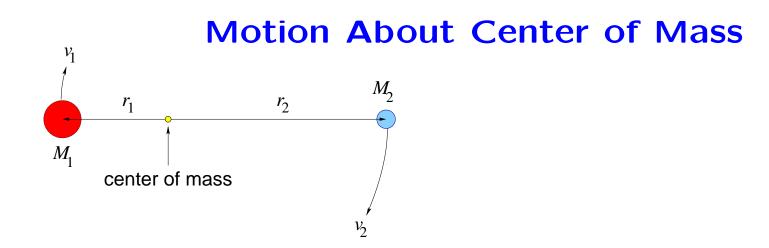
I. *in space:* **orbits are ellipses**, with *center of mass at one focus*

II. speed: orbits sweep equal areas in equal time

III. orbit period and orbit size related:

$$4\pi^2 a^3 = G(m_1 + m_2)P^2 \tag{7}$$

Q: how does the circular case fit in? $\overrightarrow{}$ Q: equal mass particle motions about COM? unequal masses?



COM positions: $r_1/r_2 = m_2/m_1$ (PS2) star separation: $r = r_1 + r_2$

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measure P, and r_1, r_2

\rightarrow find mass ratio
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problem: must measure r's
Q: how to do this for visual binaries? spectroscopic?
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Types of Binary Stars Revisited

visual binary

can see both stars! can measure each distance from COM www: visual binary orbit

eclipsing binary

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stars pass in front of each other can see this in flux vs time: *light curve* www: examples \rightarrow get orbit radius r from width of eclipse features Q: how?

spectroscopic binary

periodic Doppler shifts in spectrum see $\Delta \lambda_1$, $\Delta \lambda_2$ \rightarrow radial velocity $v_r/c = \Delta \lambda/\lambda_0$ then $v_1 = r_1 \omega = 2\pi r_1/P$ can solve for r!



Doppler Effect

consider a moving light source

- \bullet moves at constant speed v
- emits light of wavelength λ_{em} as measured in emitter's rest frame

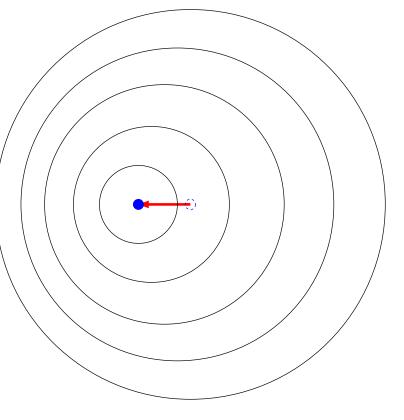
Each wave crest propagates spherically from emission point but emission points move, so...

Q: how does this affect observed wavelength λ_{obs} ?

Q: does the effect depend on viewing angle? how or why not?

Wave Crests from Moving Emitter





in front of emitter: wave crests "bunch up"

 \rightarrow approaching objects observed at smaller wavelength

 \rightarrow shorter λ : "blue shift"

behind emitter: wave crests "stretched out"

- \rightarrow receding objects observed at longer wavelength
- \rightarrow longer λ : "red shift"

shift depends only on **relative** motion in **radial** direction ("line of sight")

$$\frac{\lambda_{\rm obs} - \lambda_{\rm em}}{\lambda_{\rm em}} = \frac{\Delta\lambda}{\lambda} = \frac{v_r}{c} \tag{8}$$

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where $v_r > 0$ means moving away

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Observer's Scorecard

Doppler effect: speed $\leftrightarrow \lambda$ shift

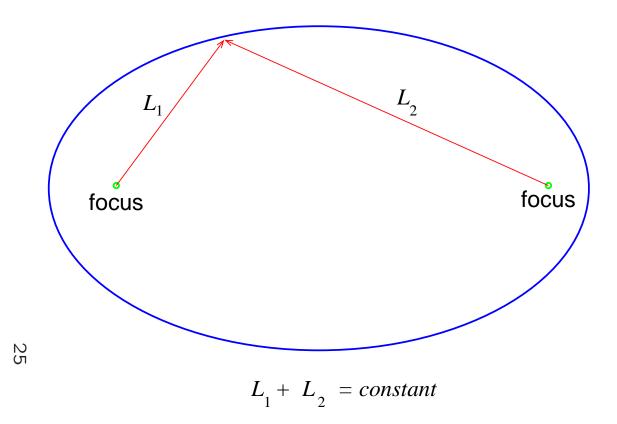
$redshifts/blueshifts \rightarrow speedometer$

namely: measure λ_{obs} , know $\lambda_{em} \rightarrow find v_r = \frac{\Delta \lambda}{\lambda} c$

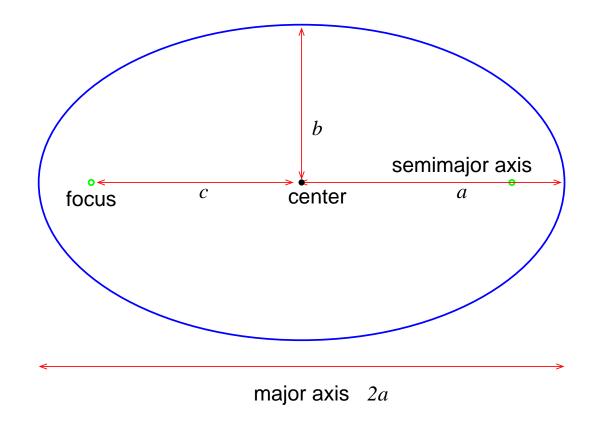
Q: but how does it work in practice? how do you know a line is shifted?

Kepler I Generalized: Law of Ellipses

for a two-body gravitating system each body's orbit is an **ellipse** with the **center of mass at one focus**



Ellipse Anatomy



- two foci
- semi-major axis a
- \bullet focal length c

• semi-minor axis
$$b = \sqrt{a^2 - c^2}$$

any ellipse fully characterized by: a and eccentricity e = c/a*Q: what do we get for* e = 0? e = 1?