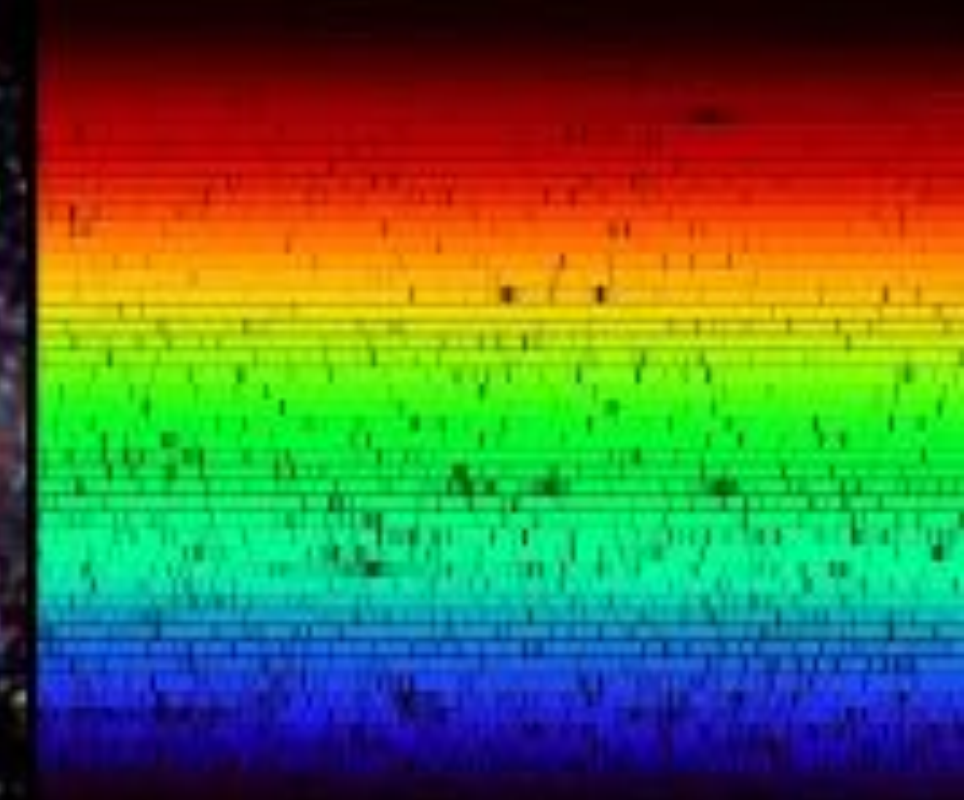




# ASTR/PHYS 2500: Foundations Astronomy



## Week 4: Light / Solar System

HW 2 past due (any submission before now is OK)

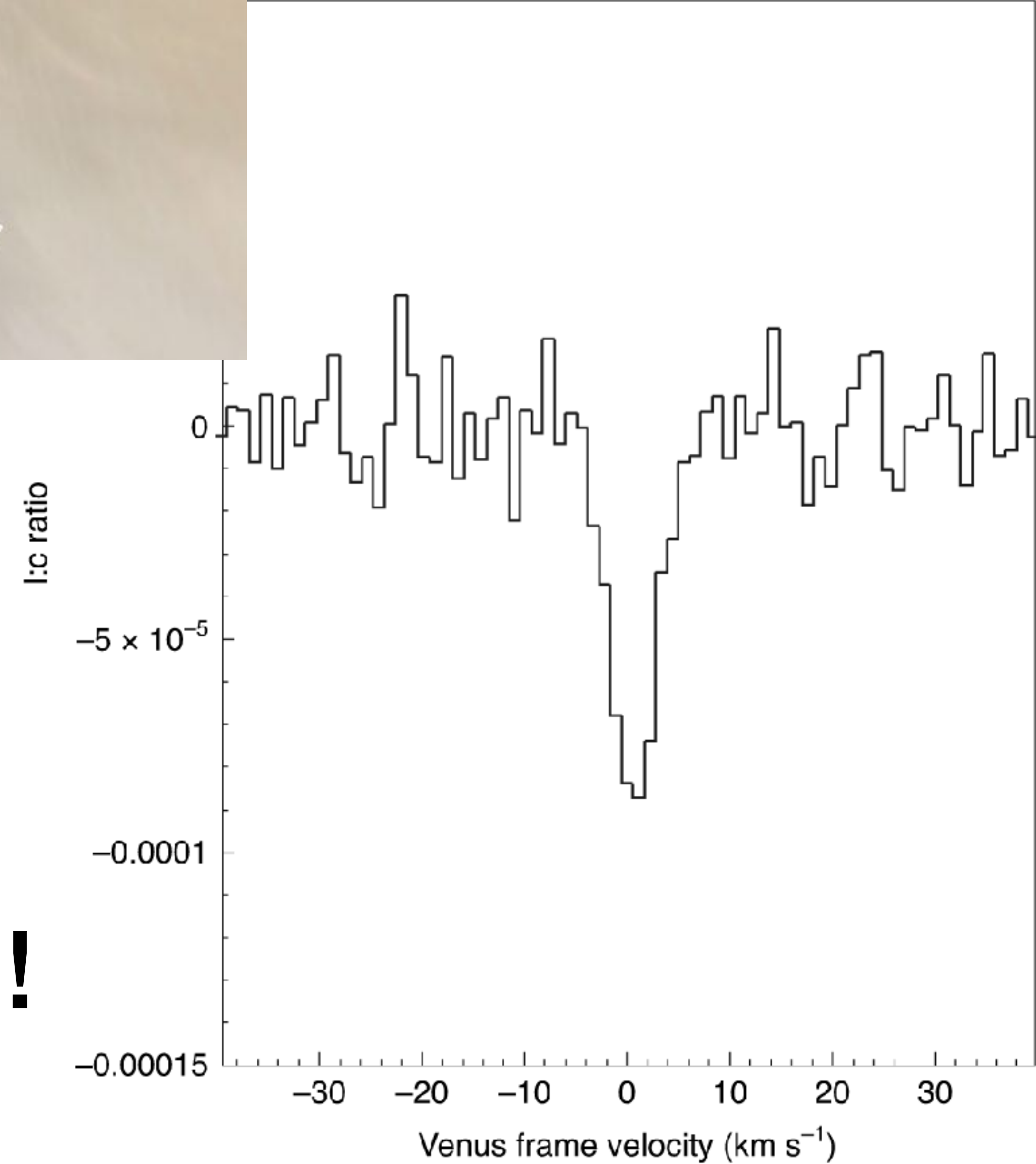
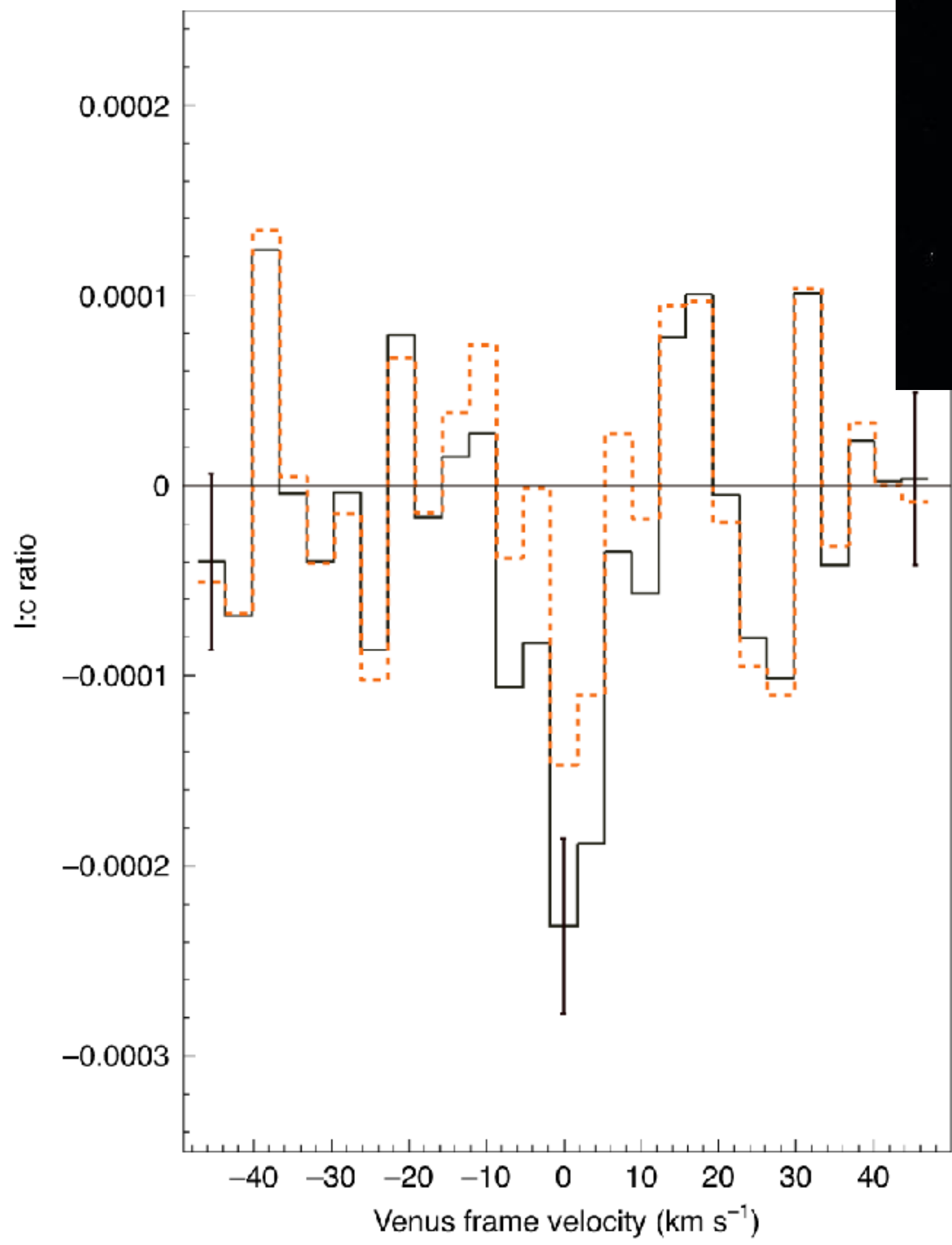
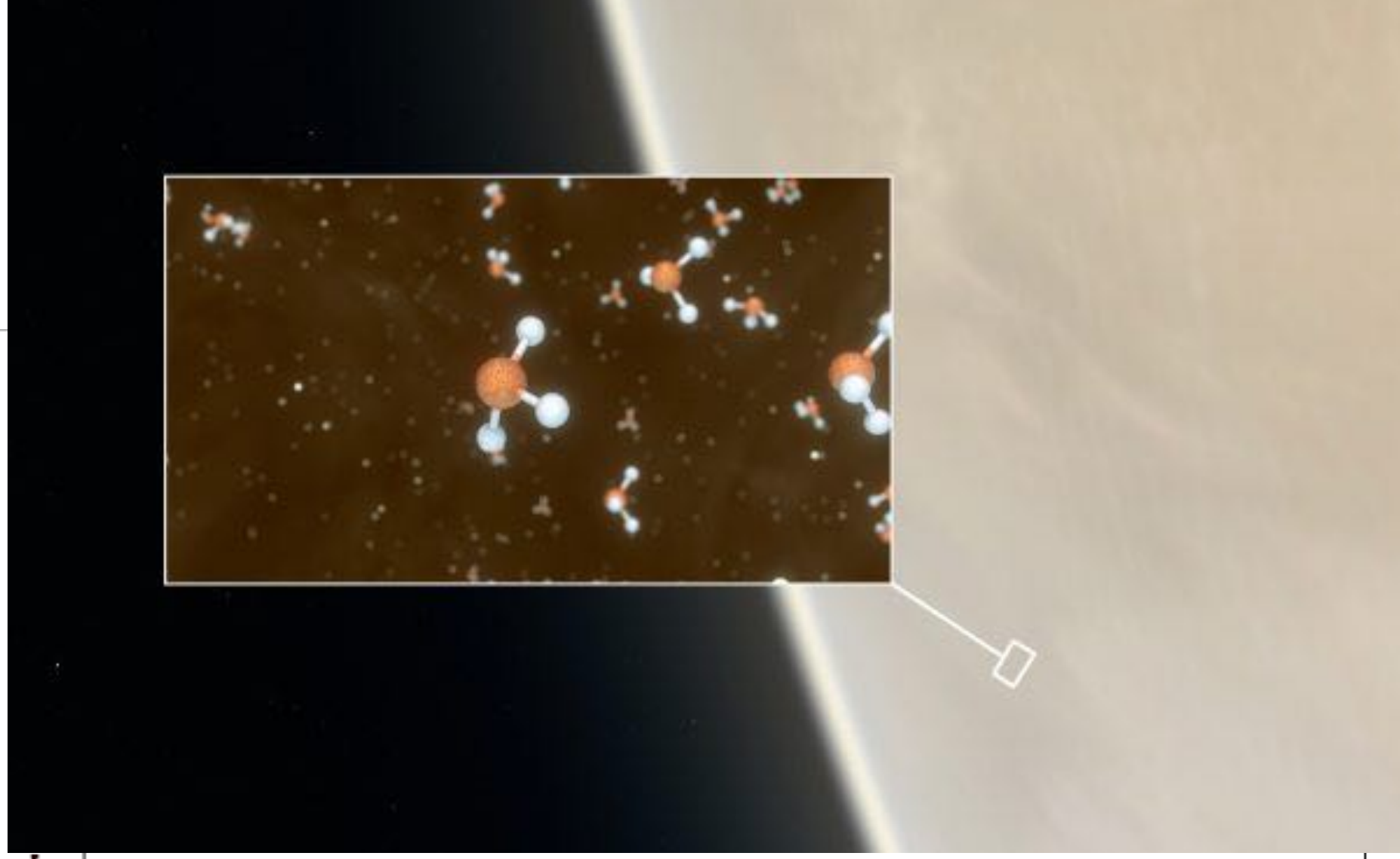
HW 3 due on Thursday @ 10:45am

Read Ch. 5 (except 5.5),  
and 7.1, 8.1-2, 11.1-2 for Thursday



JCMT

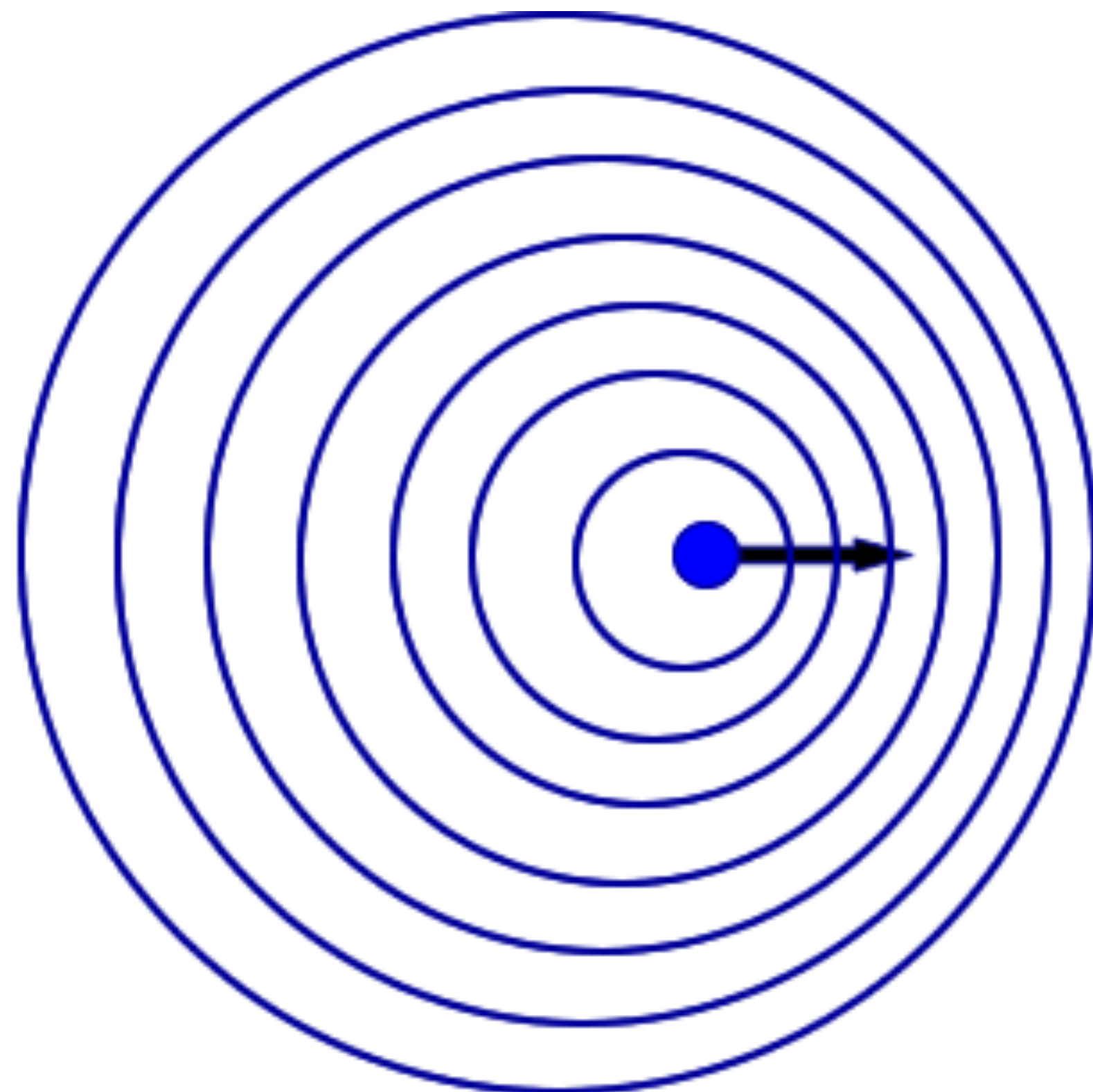
ALMA



~~Life on Mars~~  
***VENUS?!?!?!?***

# Doppler Shift

unshifted 



“blueshifted”

  
Shorter wavelength  
Higher frequency

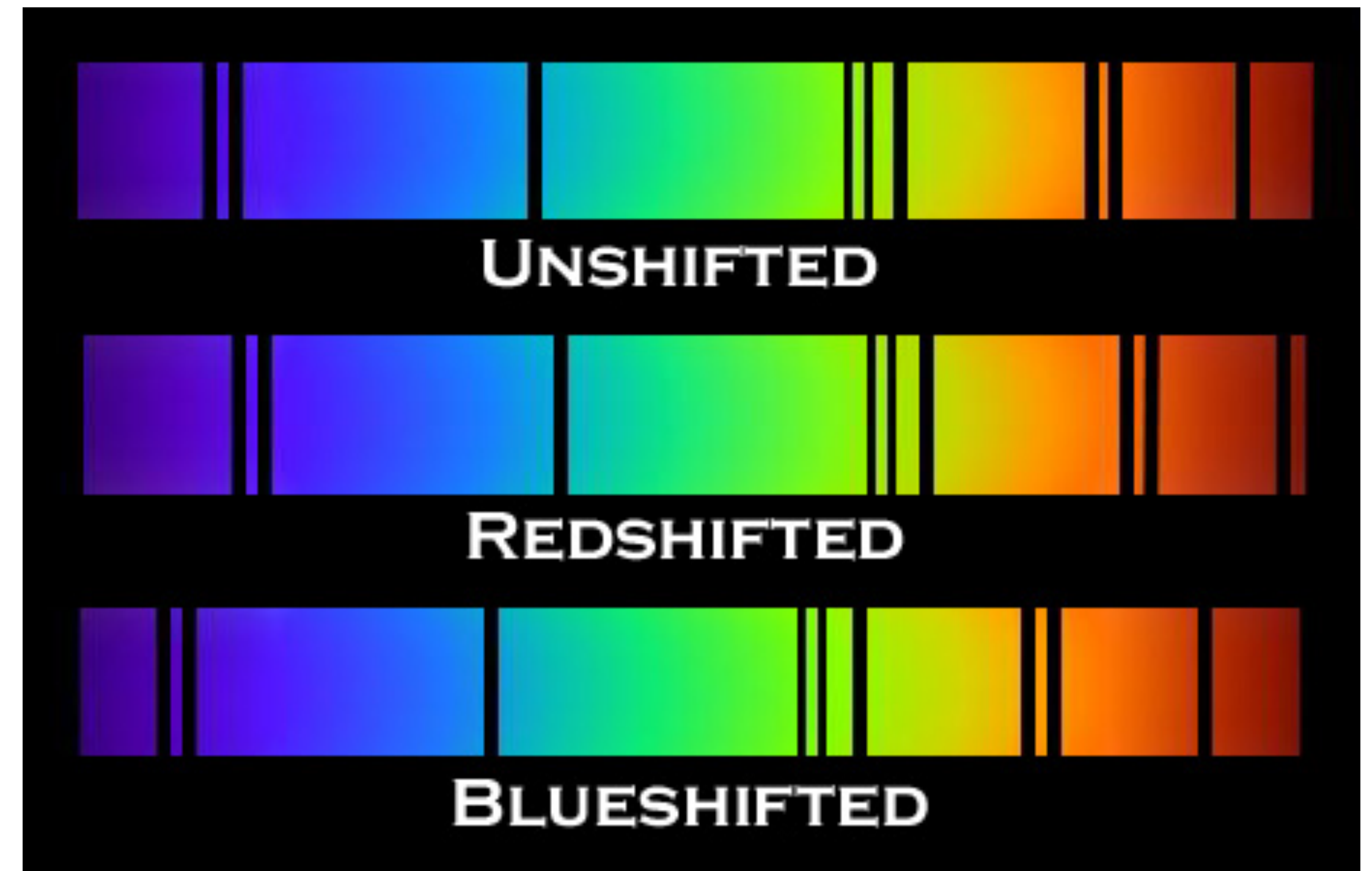
$$z = \frac{\Delta\lambda}{\lambda} = \frac{\Delta\nu}{\nu}$$

Longer wavelength  
Lower frequency

“redshifted”

unshifted 

Allows us to infer motions  
*along* the “line of sight”



# Lines are not delta functions!

i.e., the difference b/t energy levels is NOT exact

**Motion-induced Broadening**  
(small Doppler shifts cause lines to appear more broad)

- Thermal Broadening
- Rotational Broadening
- Turbulent Broadening

**Other Types of Broadening**

- Natural Broadening
- Pressure Broadening
- Zeeman Broadening



# Natural Broadening

$$\frac{dN_{\text{phot}}}{dt} = n_2 A_{21}$$

$$A_{21} \sim 10^8 \text{ s}^{-1} \quad (\text{permitted})$$

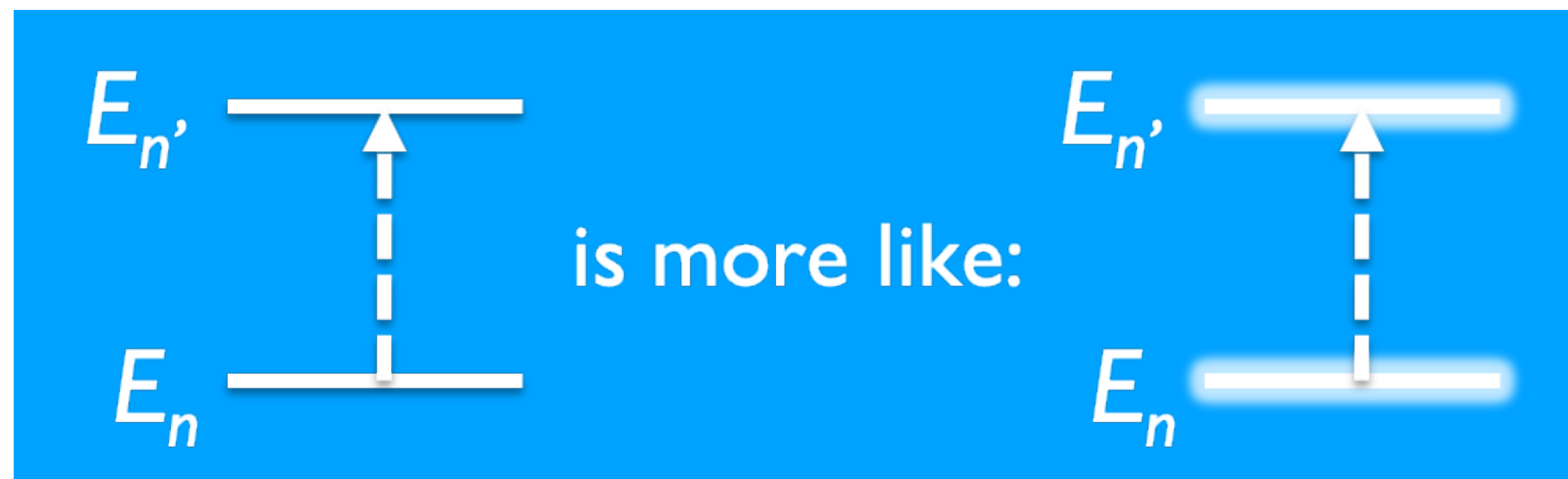
$$\sim 1 \text{ s}^{-1} \quad (\text{forbidden})$$

Heisenberg uncertainty principle

$$\Delta x \cdot \Delta p \gtrsim \hbar$$

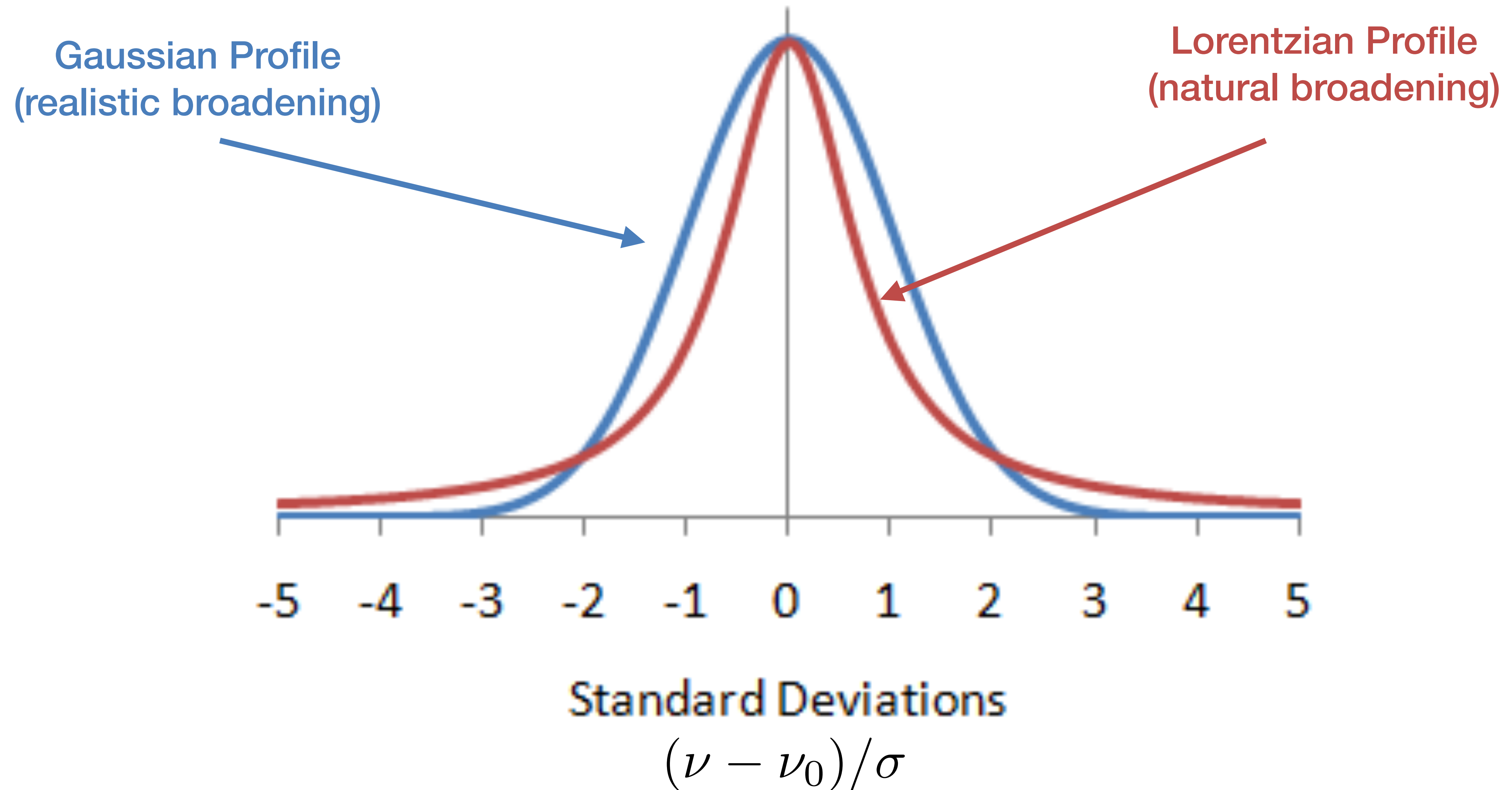
$$\left(\frac{\Delta x}{c}\right) (\Delta p \cdot c) \gtrsim \hbar$$

$$\Delta t \cdot \Delta E \gtrsim \hbar$$





# Broadened Line Shapes



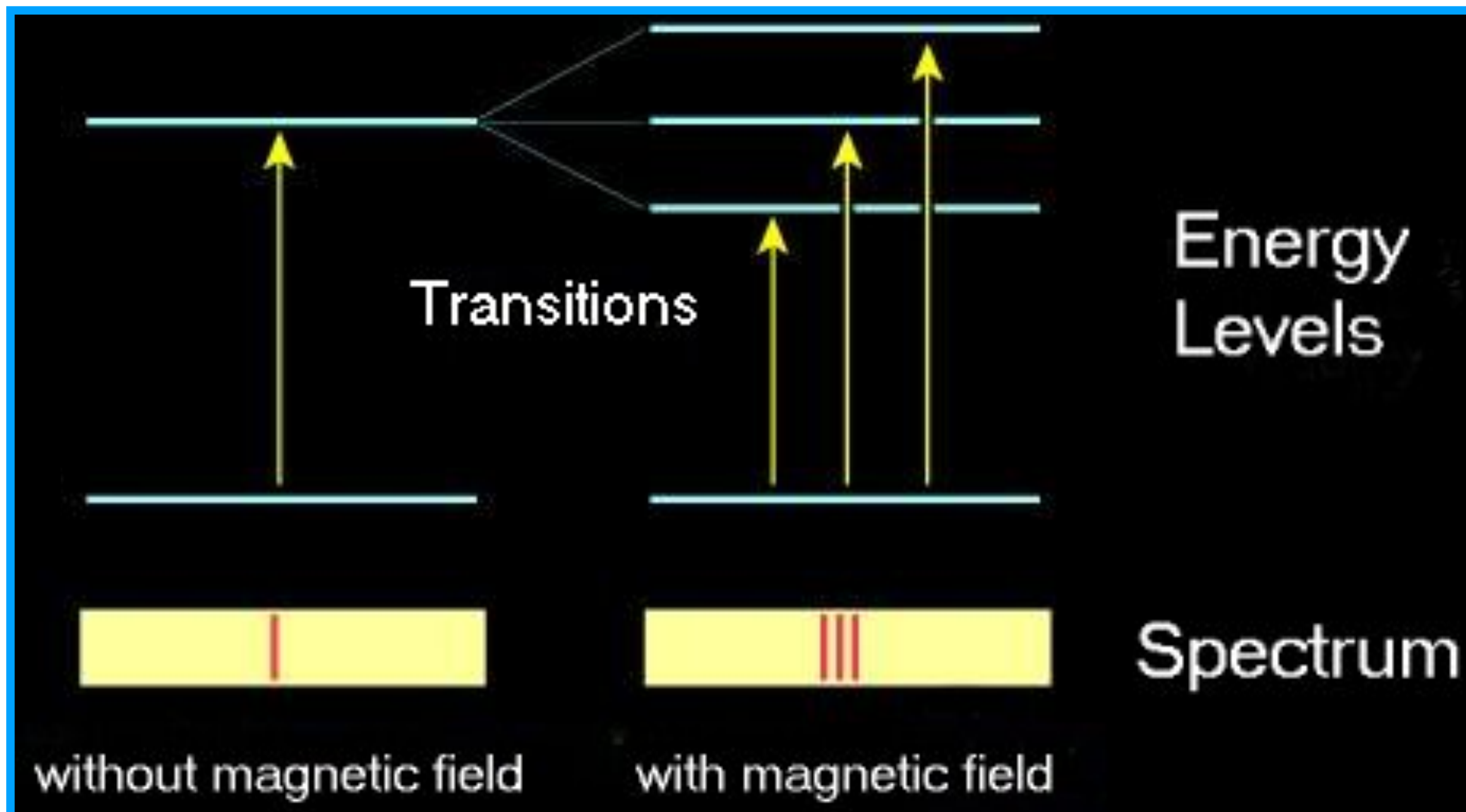
# Lines are not delta functions!

i.e., the difference b/t energy levels is NOT exact

Dense environments, frequent collisions induce electric fields that modify energy levels

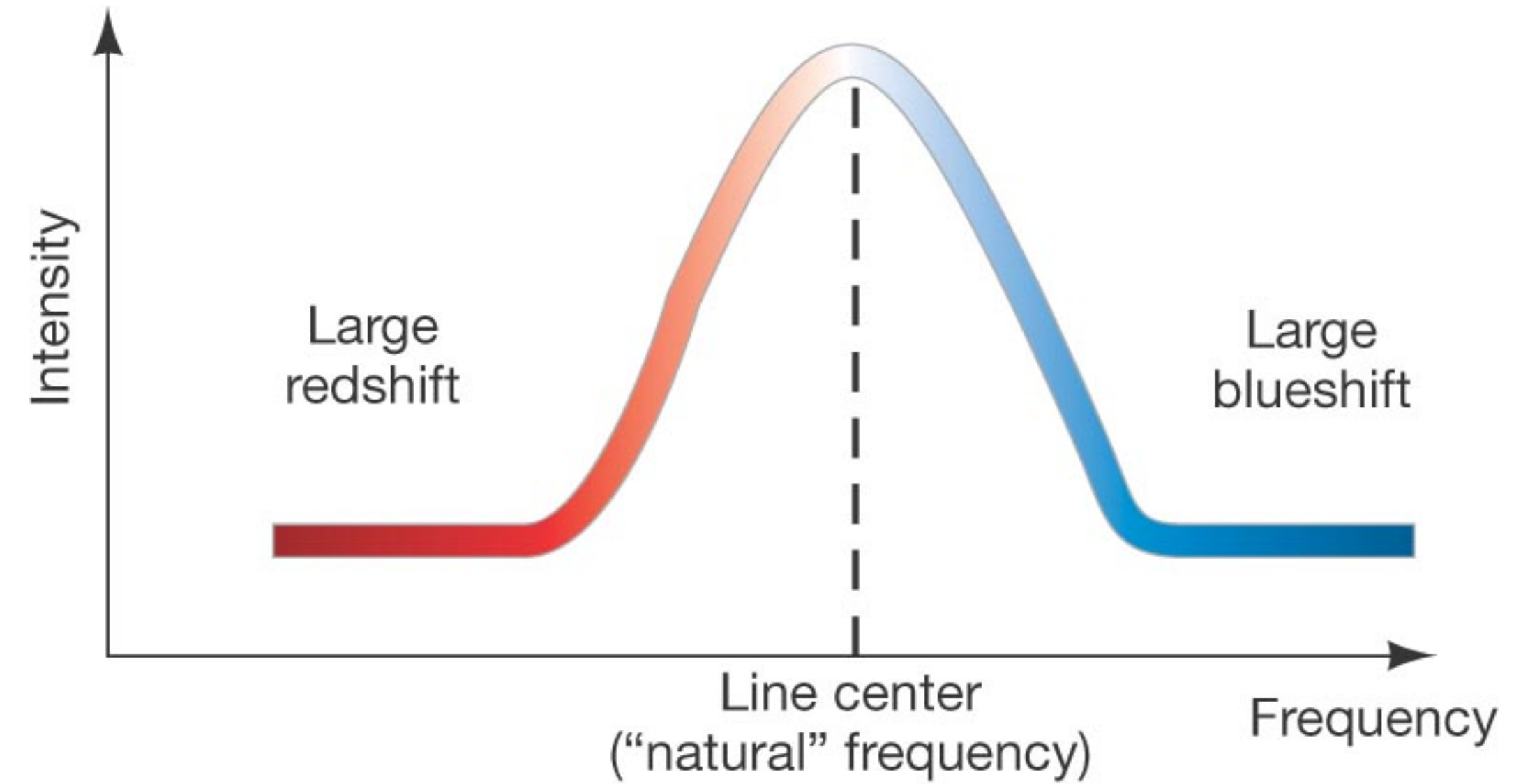
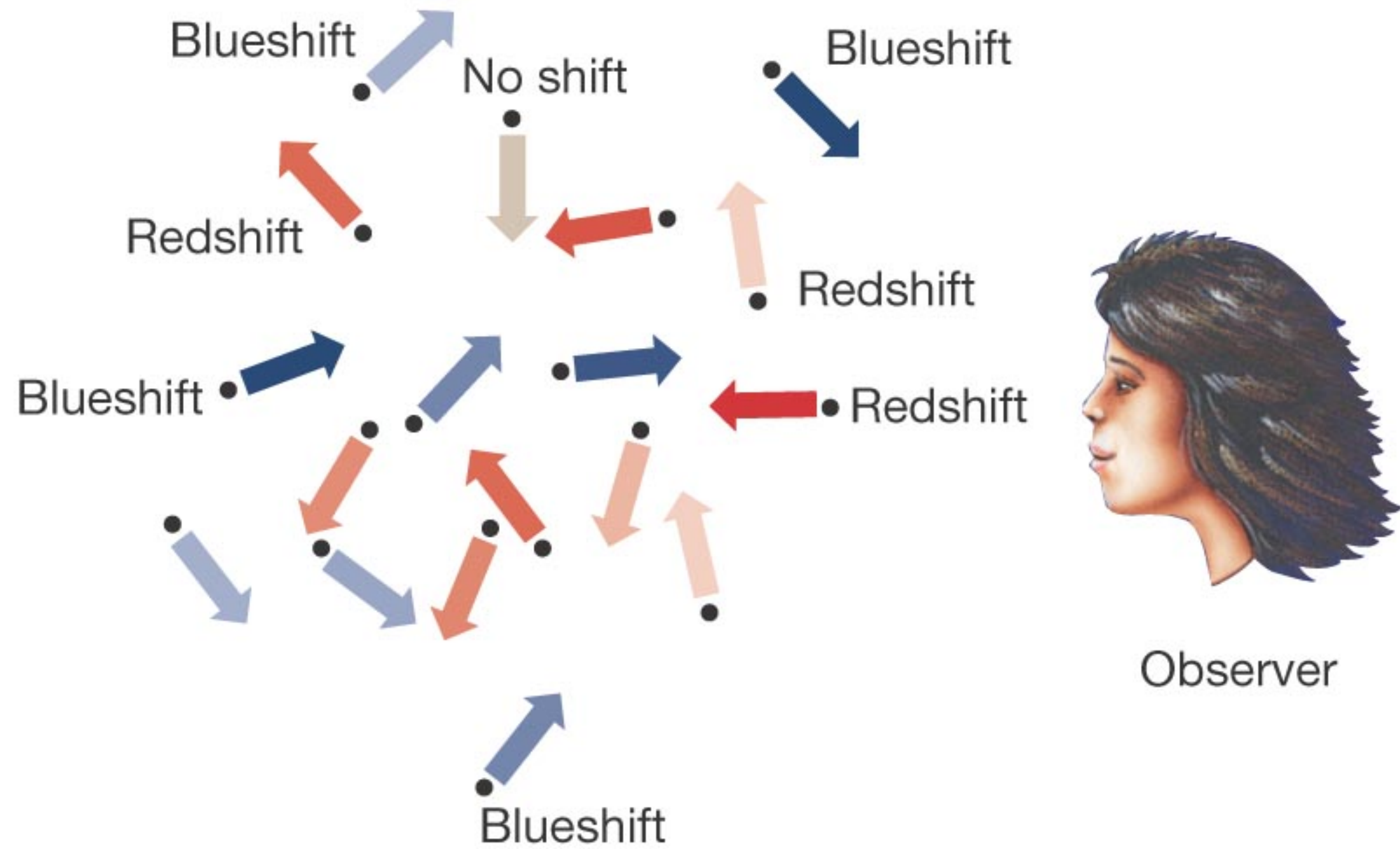
## Other Types of Broadening

- Natural Broadening
- Pressure Broadening
- Zeeman Broadening



broadened

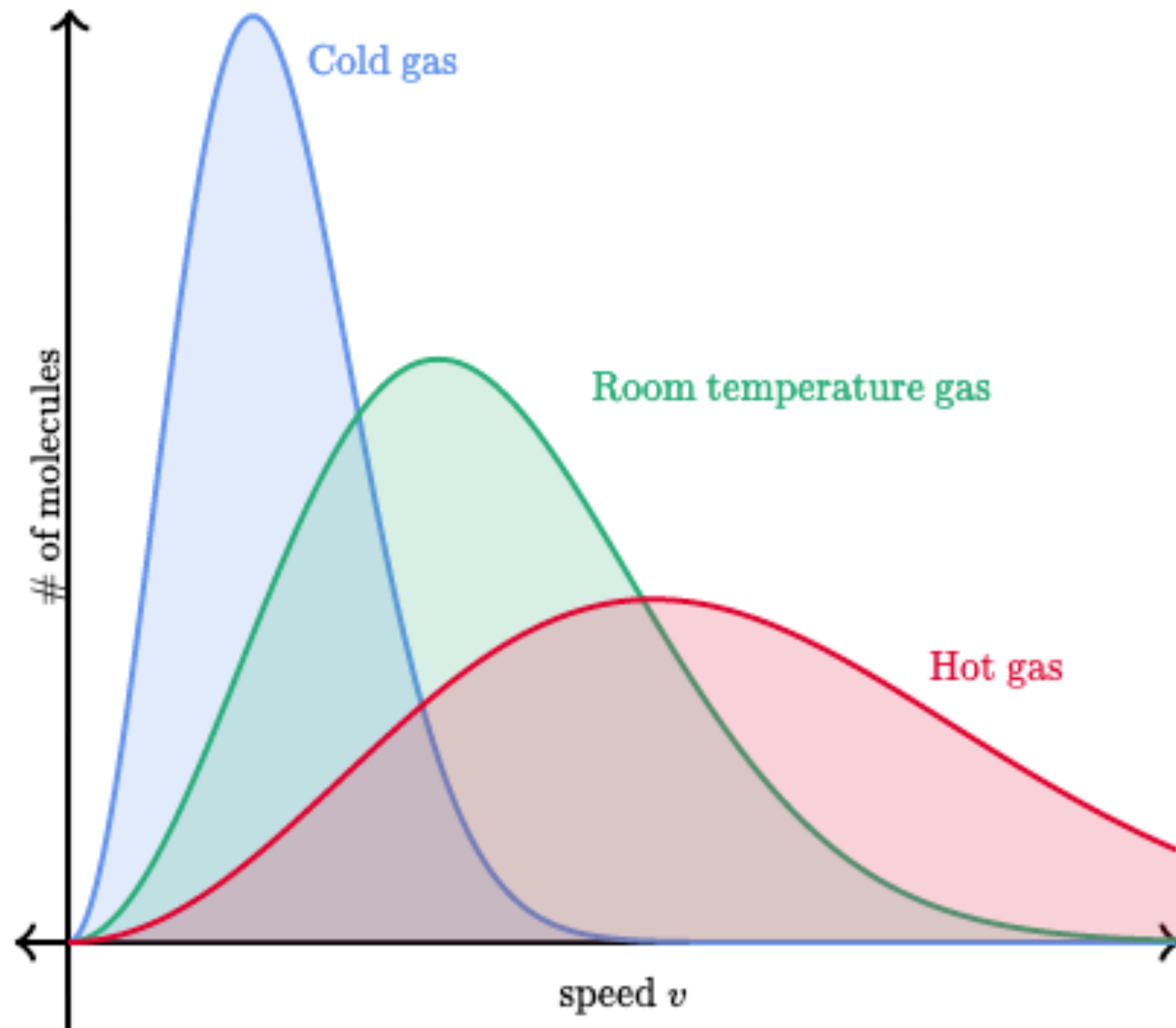
# Doppler Broadening



Thermal Broadening



# Velocity distribution of particles in thermal equilibrium have a Maxwell-Boltzmann distribution



$$F(v)dv = 4\pi \left( \frac{m}{2\pi kT} \right)^{3/2} v^2 \exp \left( -\frac{mv^2}{2kT} \right) dv$$

$$F(E)dE = F(v) \frac{dv}{dE} = \frac{2}{\sqrt{\pi kT}} \left( \frac{E}{kT} \right)^{1/2} \exp \left( -\frac{E}{kT} \right)$$

---


$$\langle x \rangle = \int x f(x) dx$$

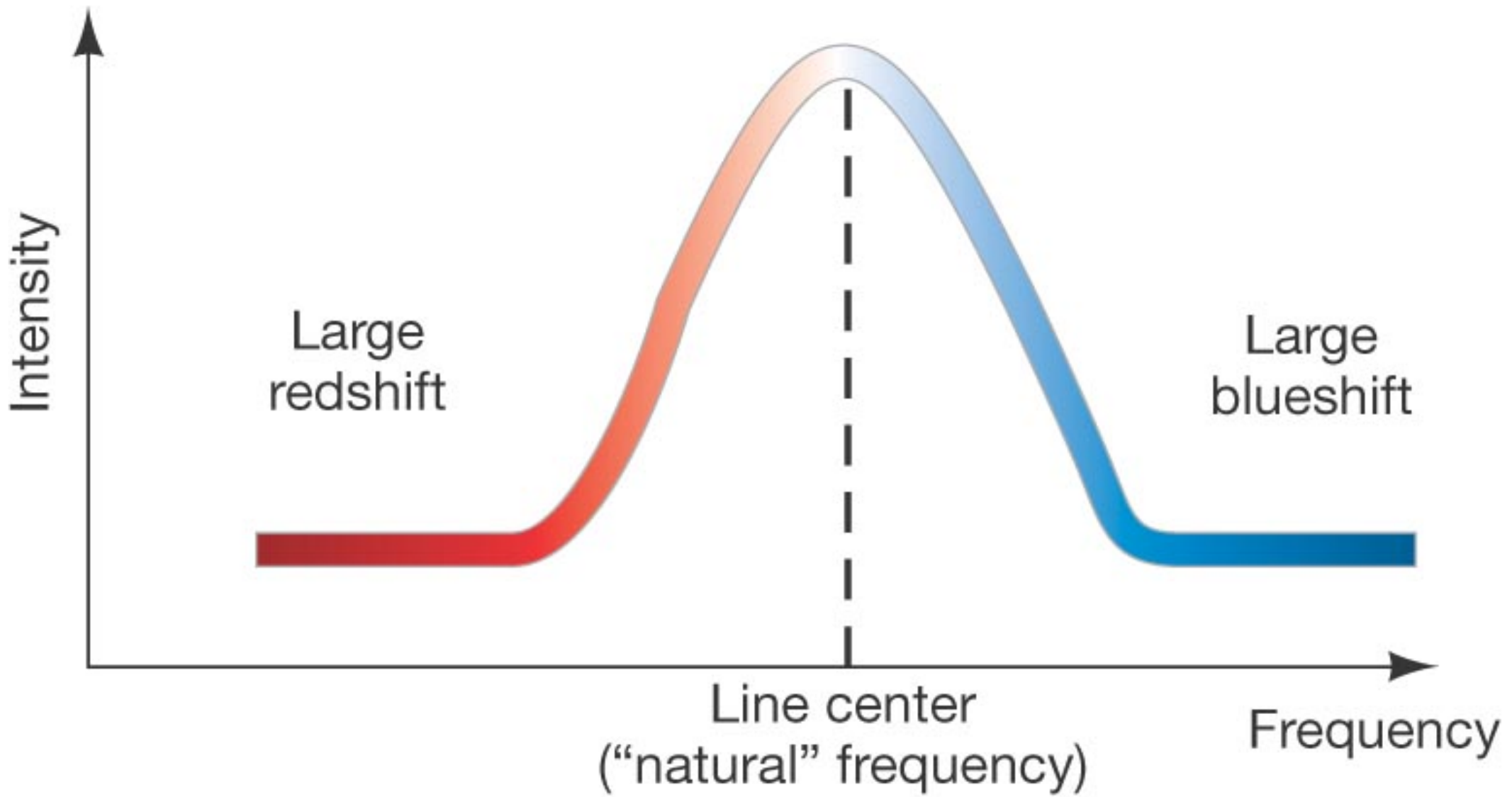
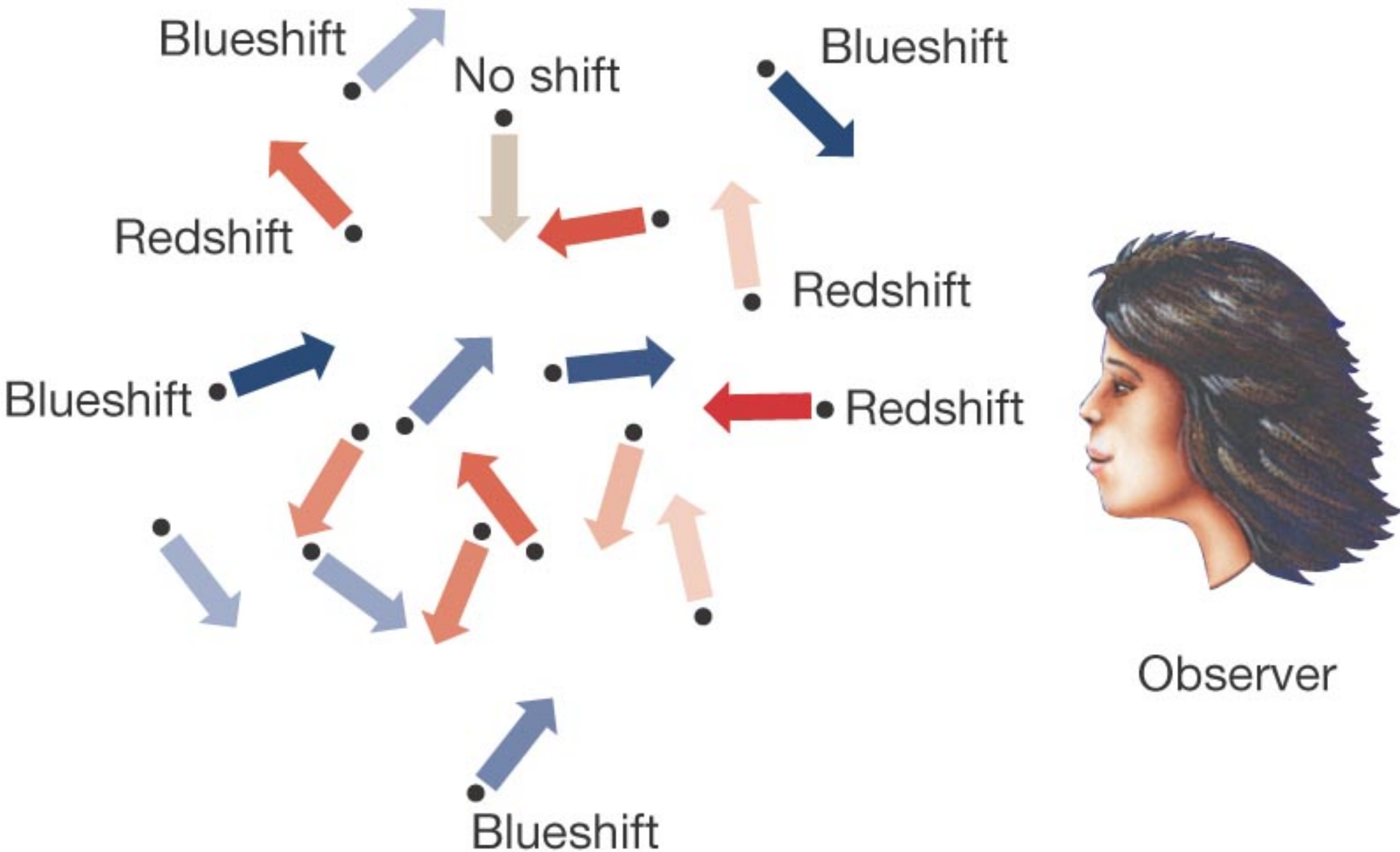
$$\langle v \rangle = \sqrt{\frac{8kT}{\pi m}}$$

$$\langle E \rangle = \frac{3}{2} kT$$

Avg. particle speed

Avg. particle kinetic energy

# Doppler Broadening



line-of-sight "velocity dispersion"  
(width of a Gaussian distribution)

$$\sigma_{\text{los}} = \left( \frac{kT}{\mu m_p} \right)^{1/2} \approx 100 \text{ m s}^{-1} \left( \frac{T}{1 \text{ K}} \right)^{1/2} \mu^{-1/2}$$

## Thermal Broadening

$$\longrightarrow \frac{\Delta \lambda}{\lambda} \approx \frac{\sigma_{\text{los}}}{c}$$

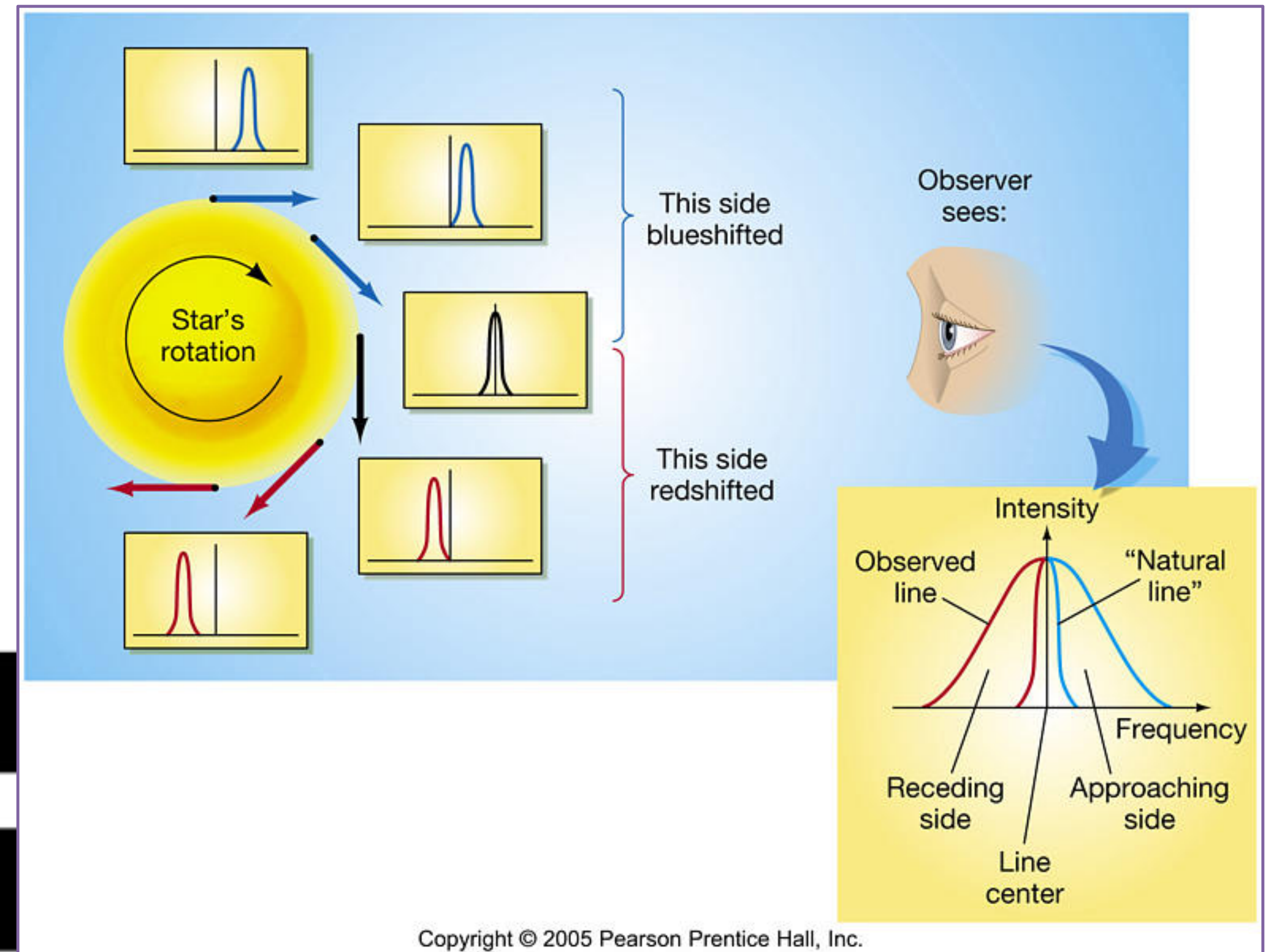
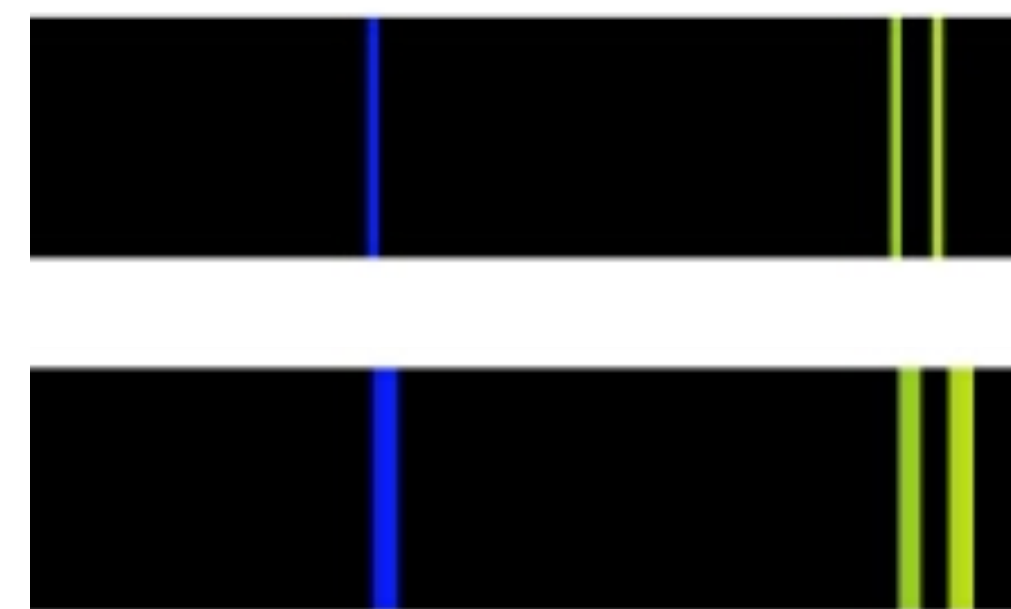
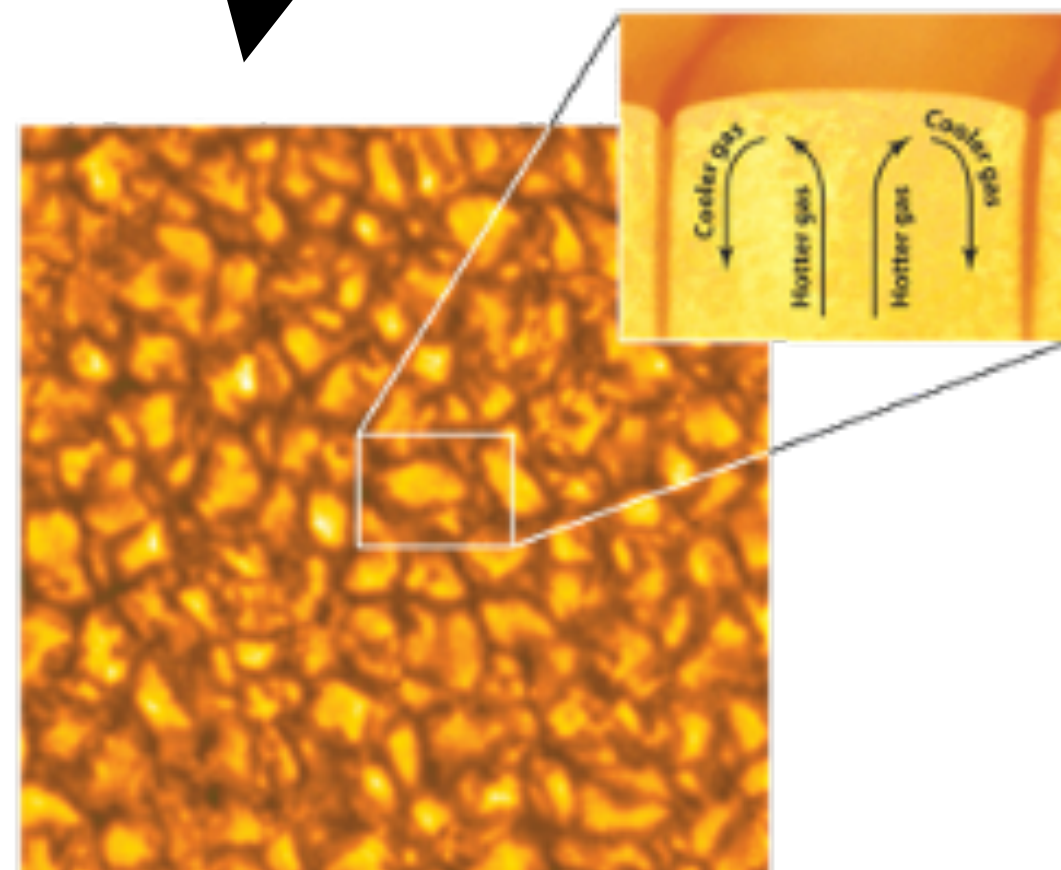


# Lines are not delta functions!

i.e., the difference b/t energy levels is NOT exact

## Motion-induced Broadening (small Doppler shifts cause lines to appear more broad)

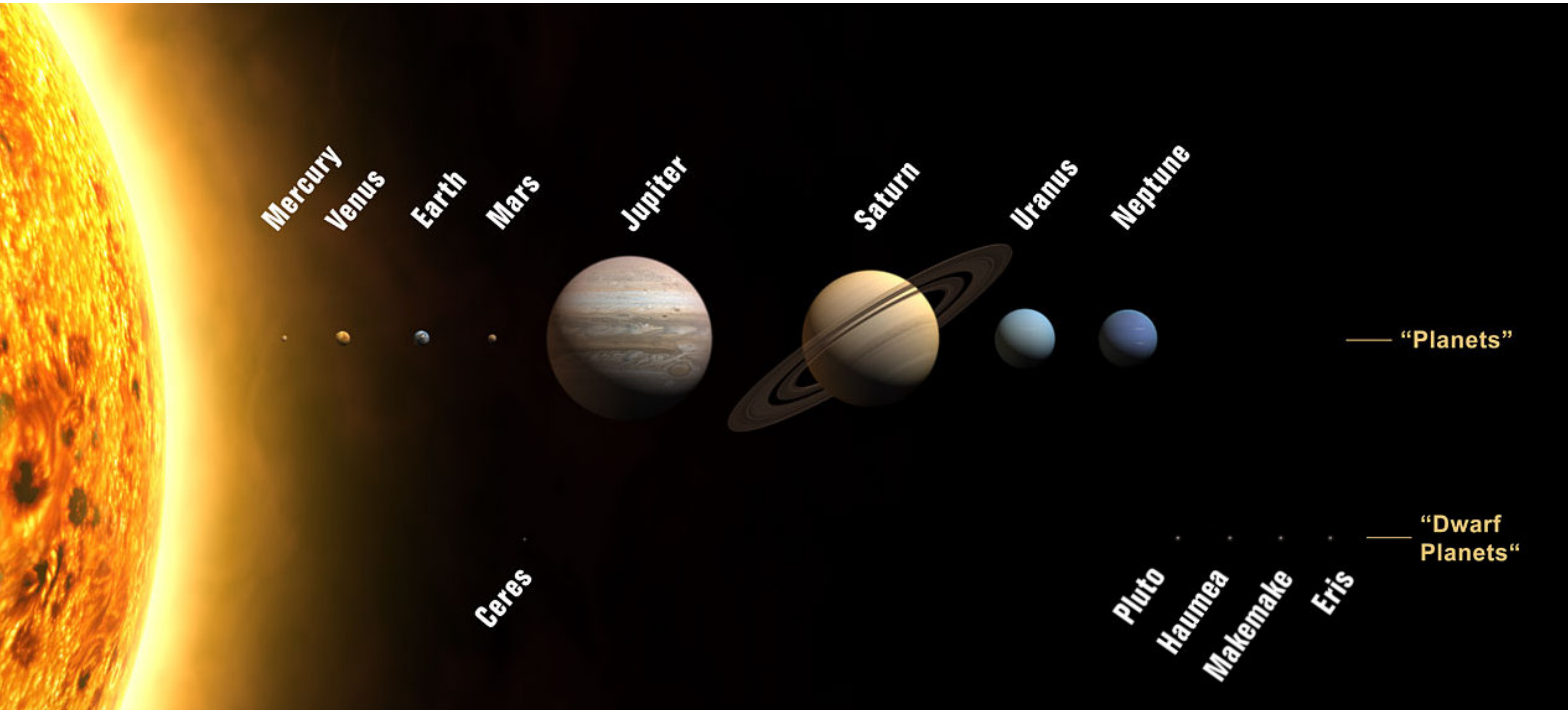
- Thermal Broadening
- Rotational Broadening
- Turbulent Broadening





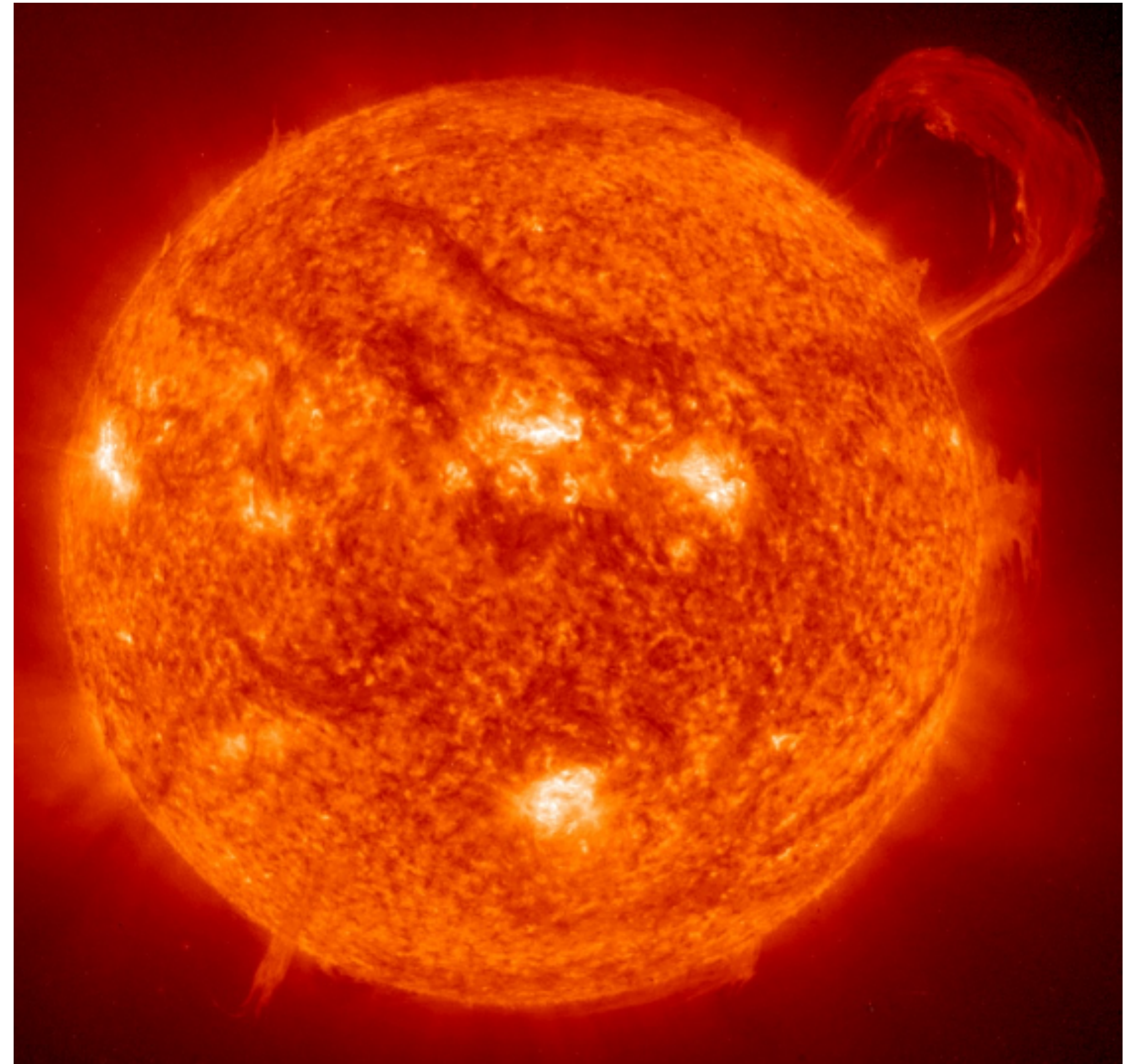
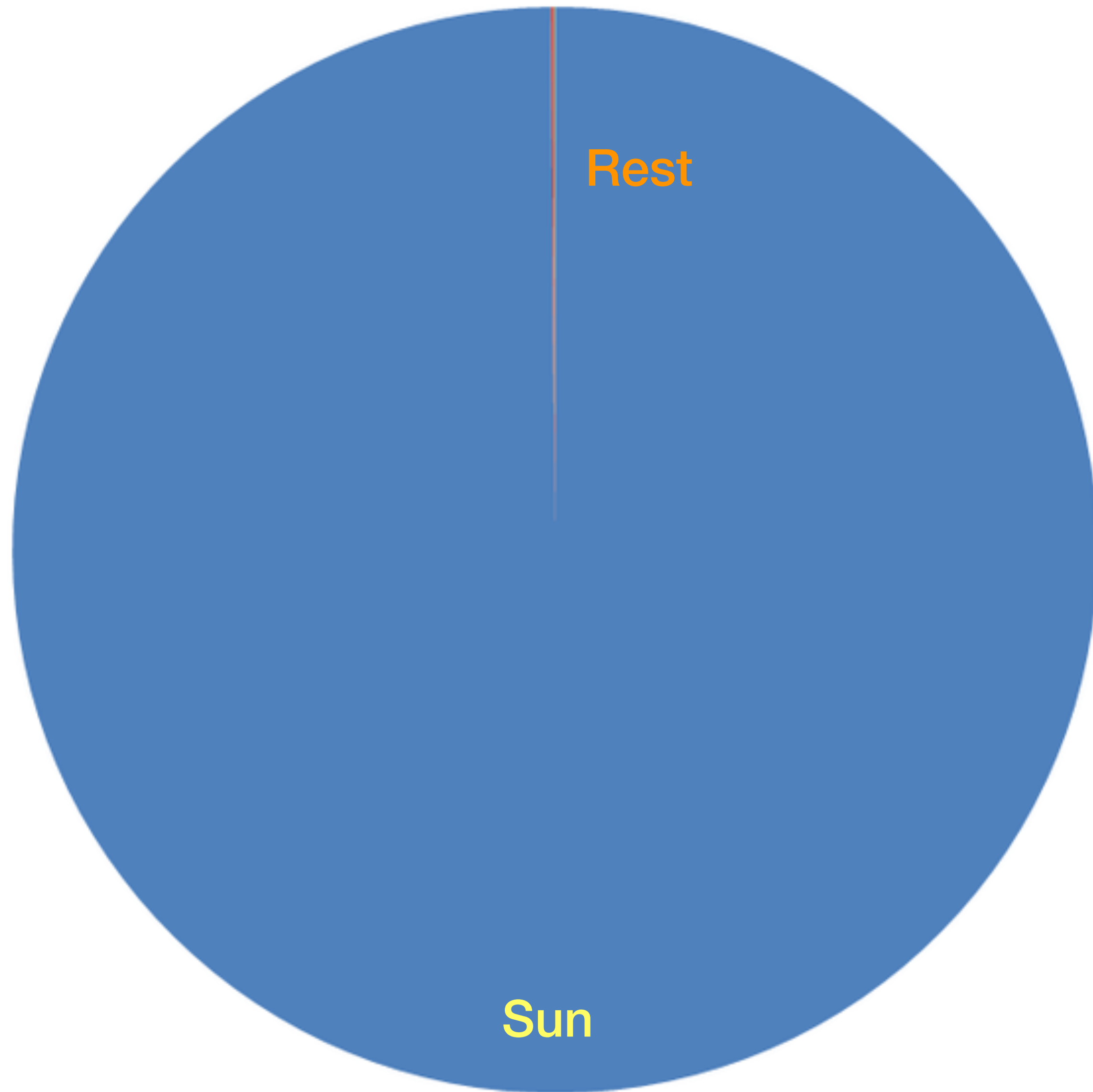
# Radiative Transfer / mfp / optical depth / Blackbody Spectra

# Solar System



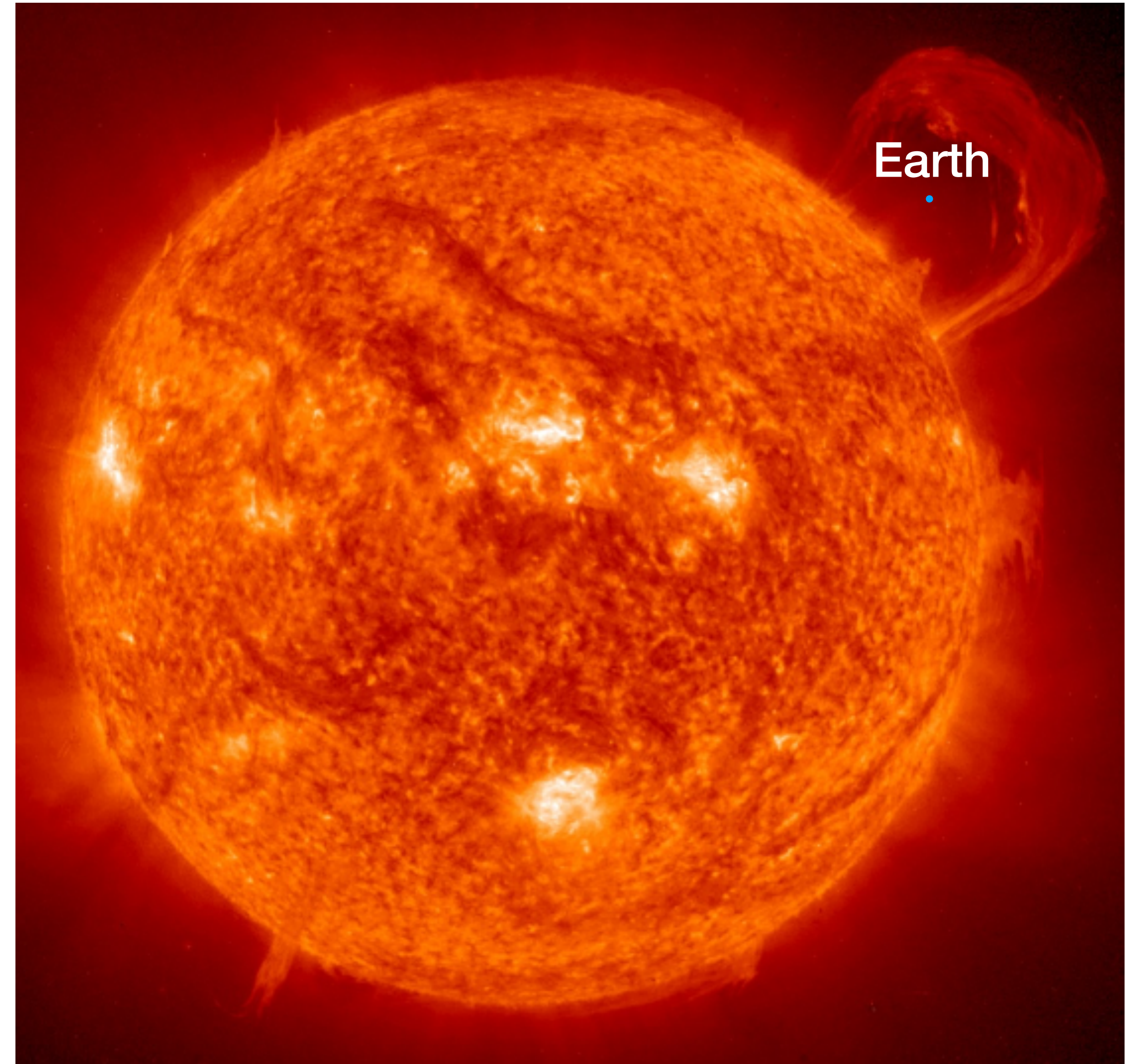
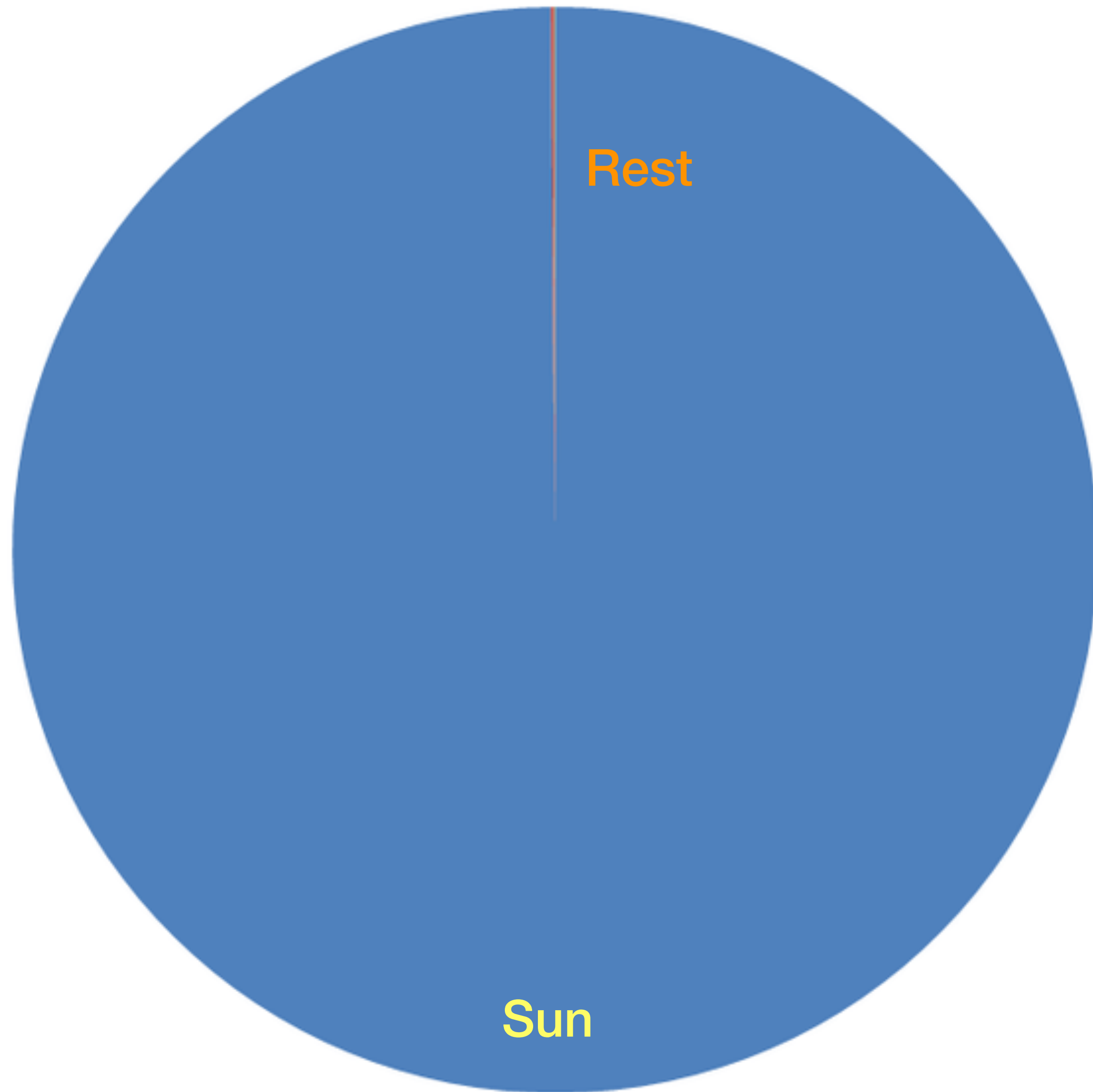


# Mass Fractions





# Mass Fractions





# Structure of the Sun

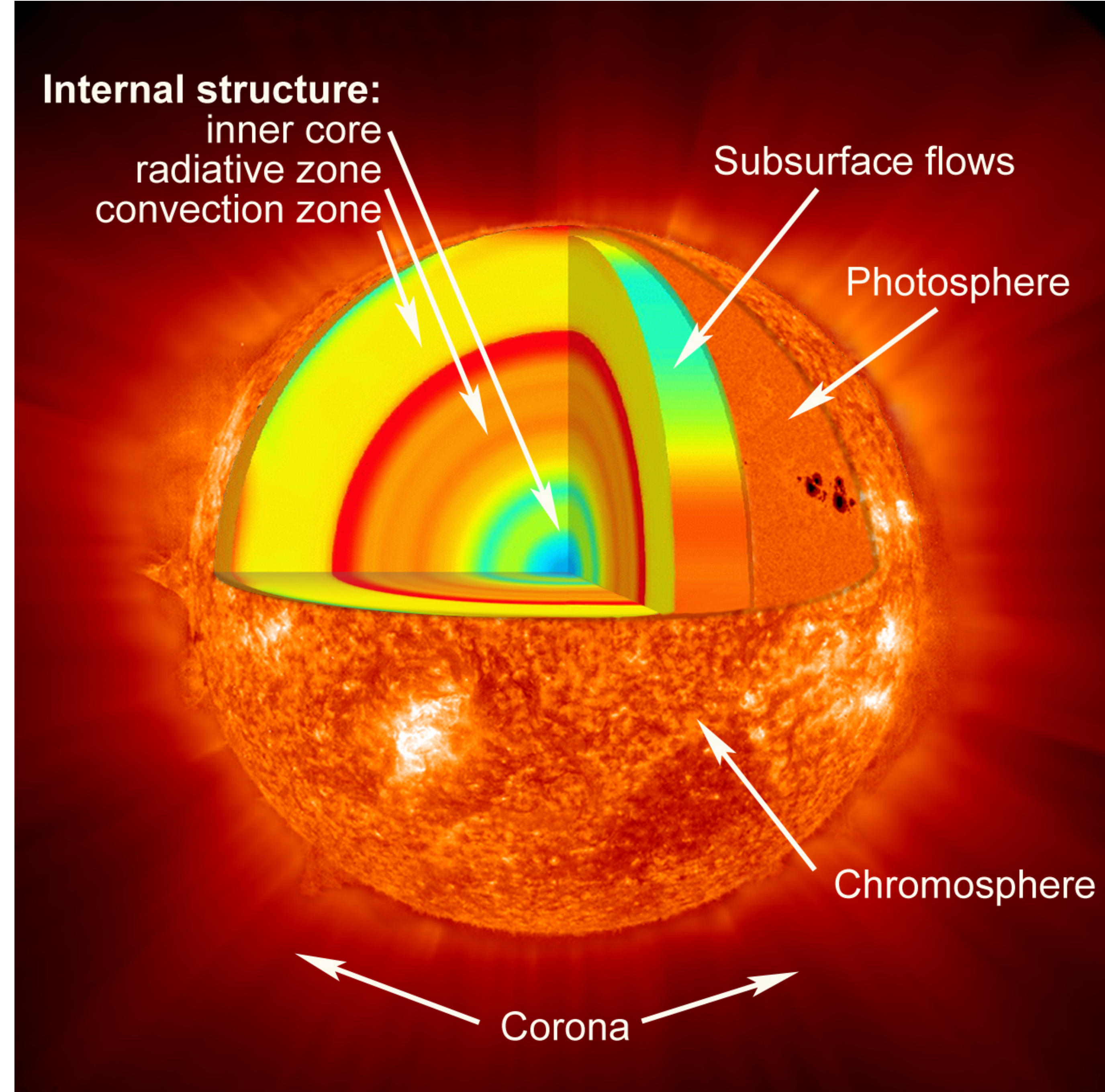
**Core:**

**~15 million K**

**H  $\rightarrow$  He fusion produces Sun's photons**

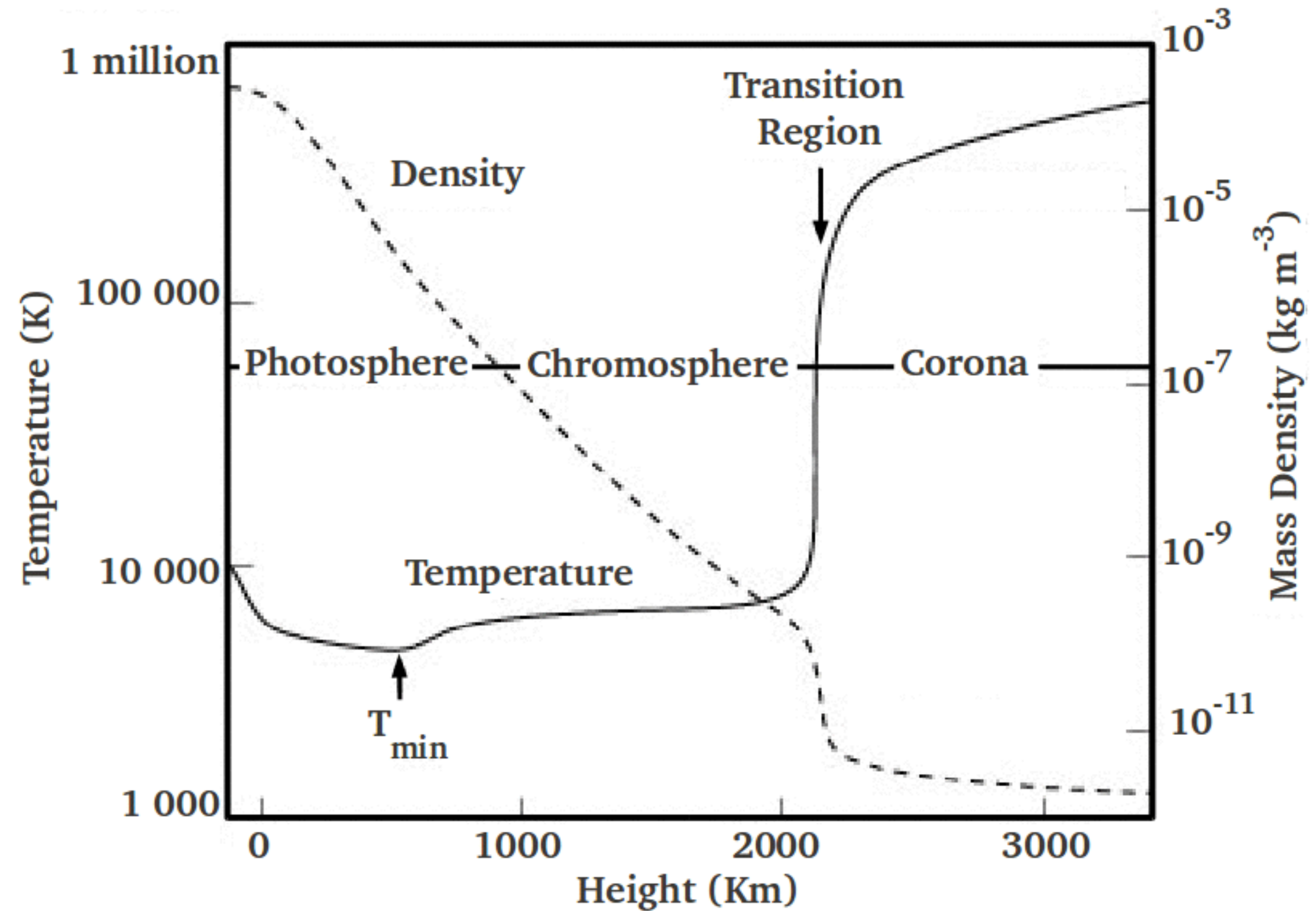
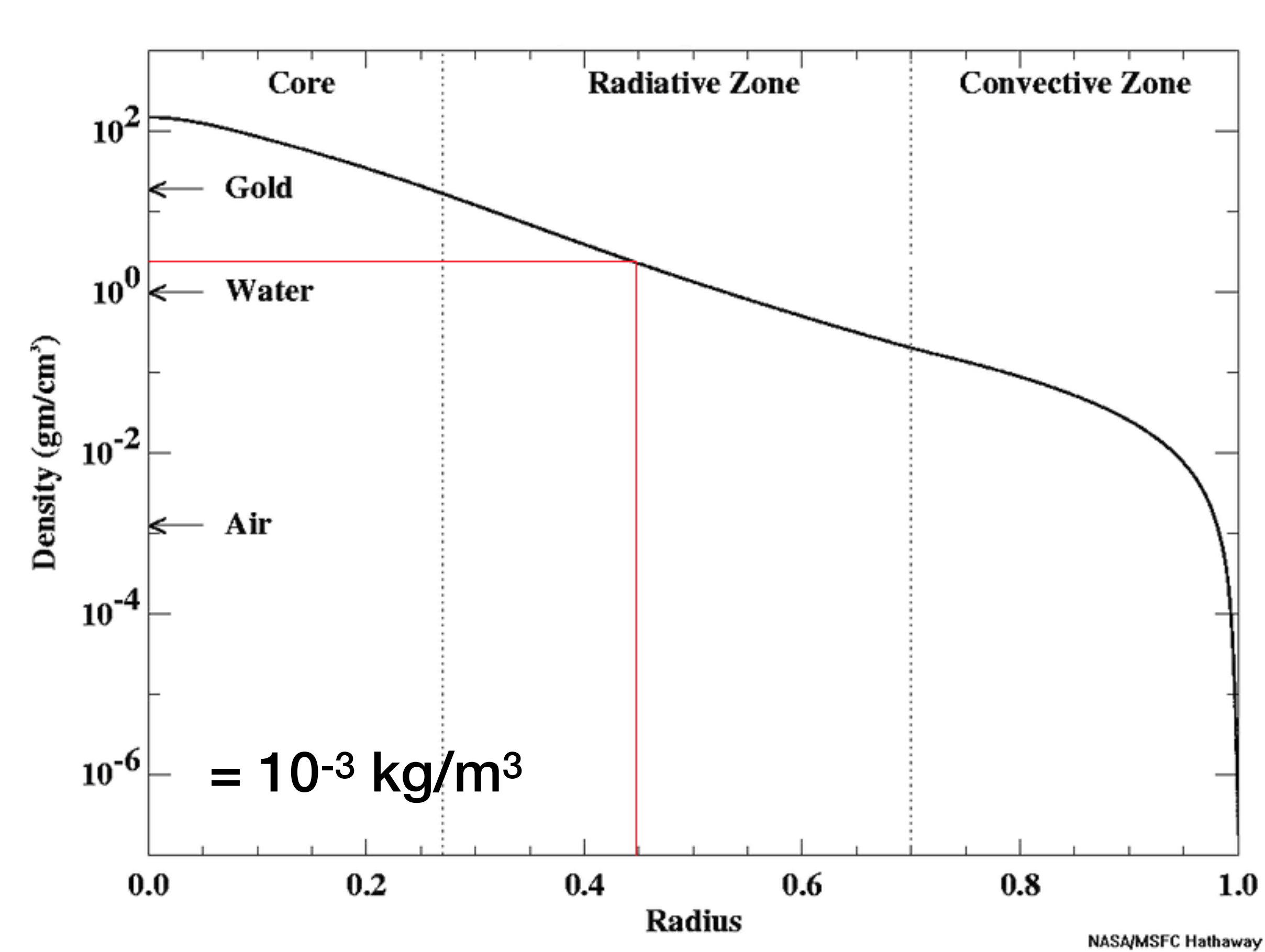
**Photons take ~100,000 years to travel through the Sun, then take 8 min to reach the Earth**

**Temperature decreases outside the core until it falls to 5780 K at the "surface"**



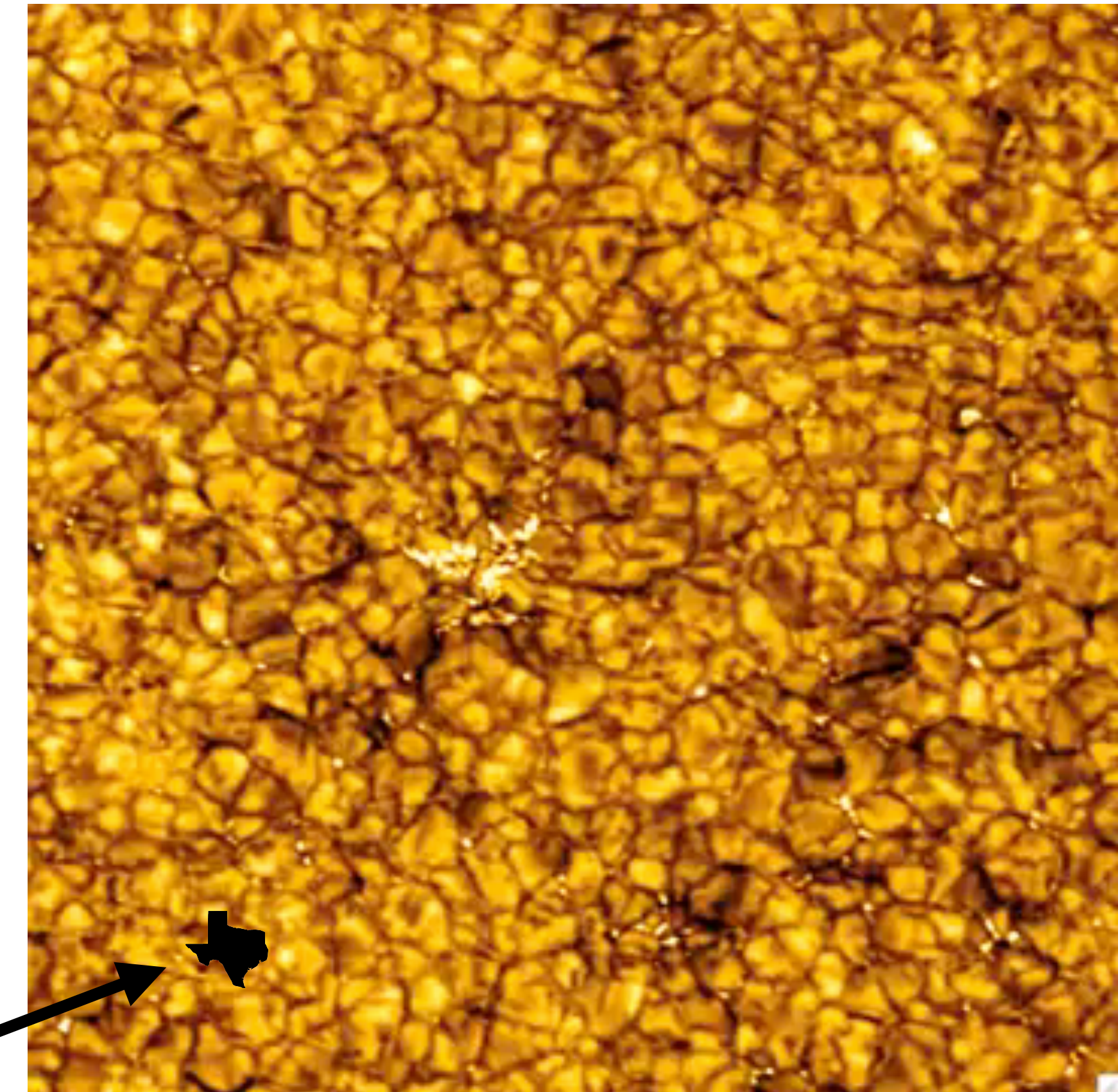
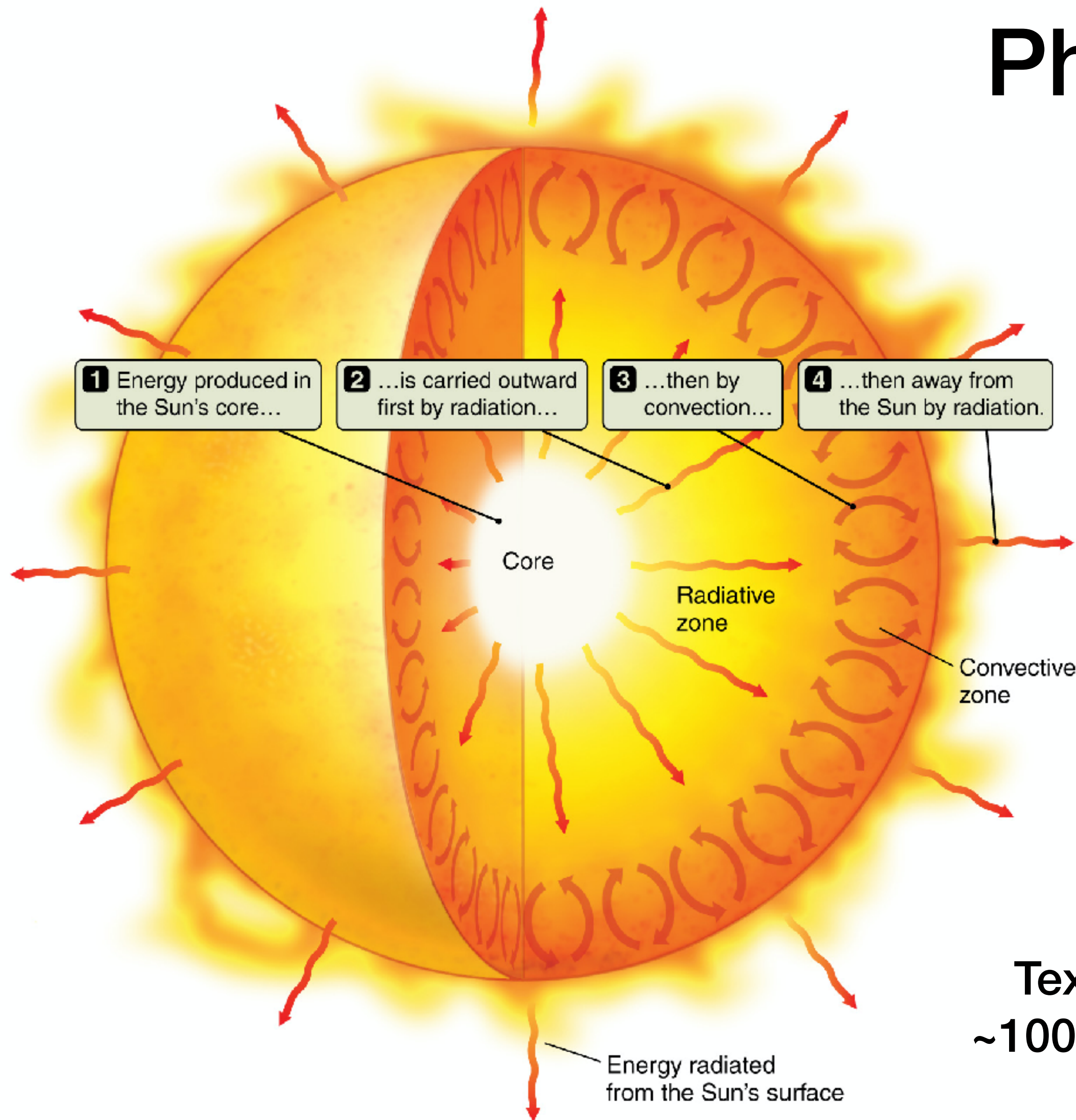


# Temperature & Density Profiles of the Sun





# Photons ultimately brought by convection cells



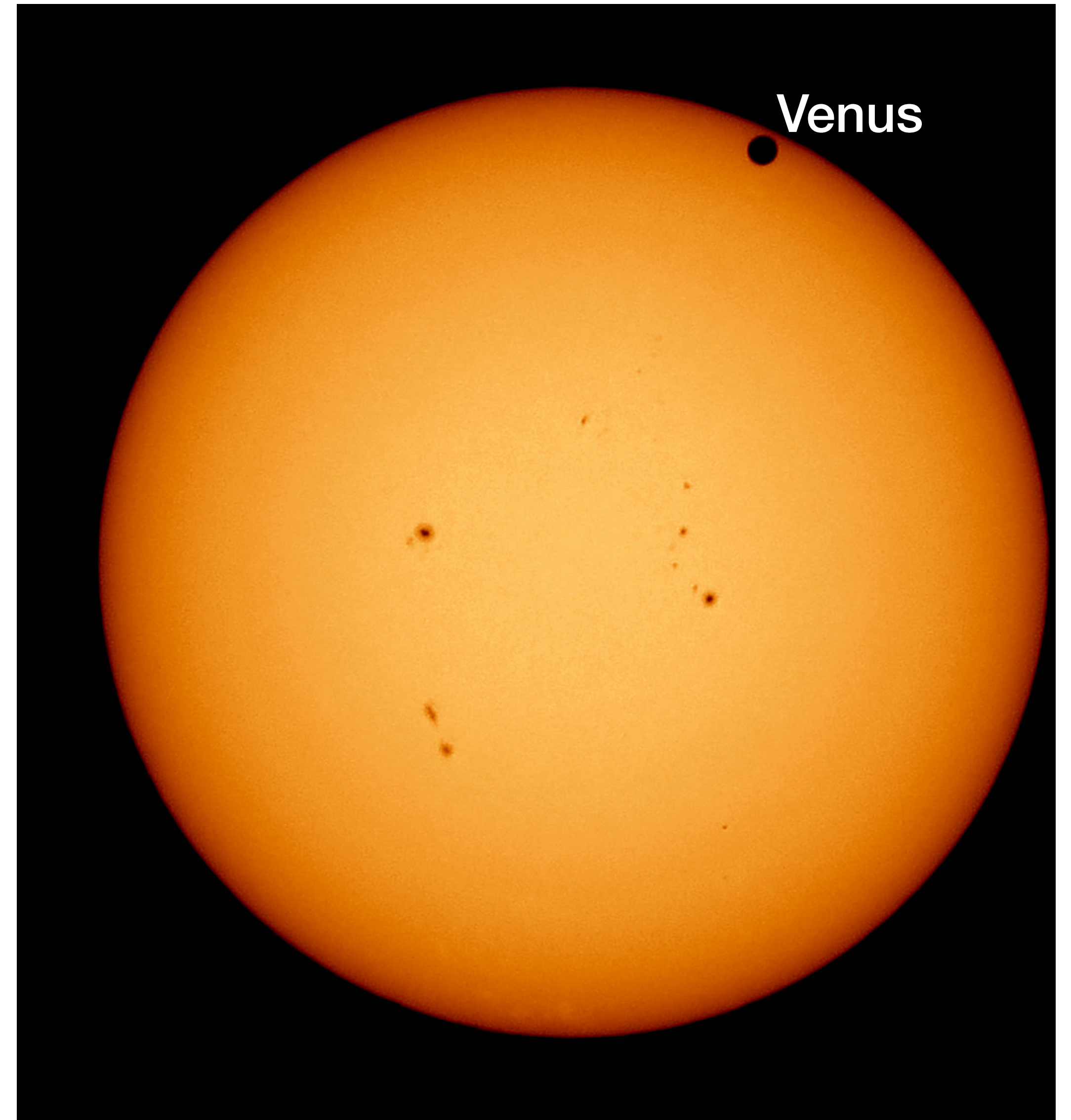
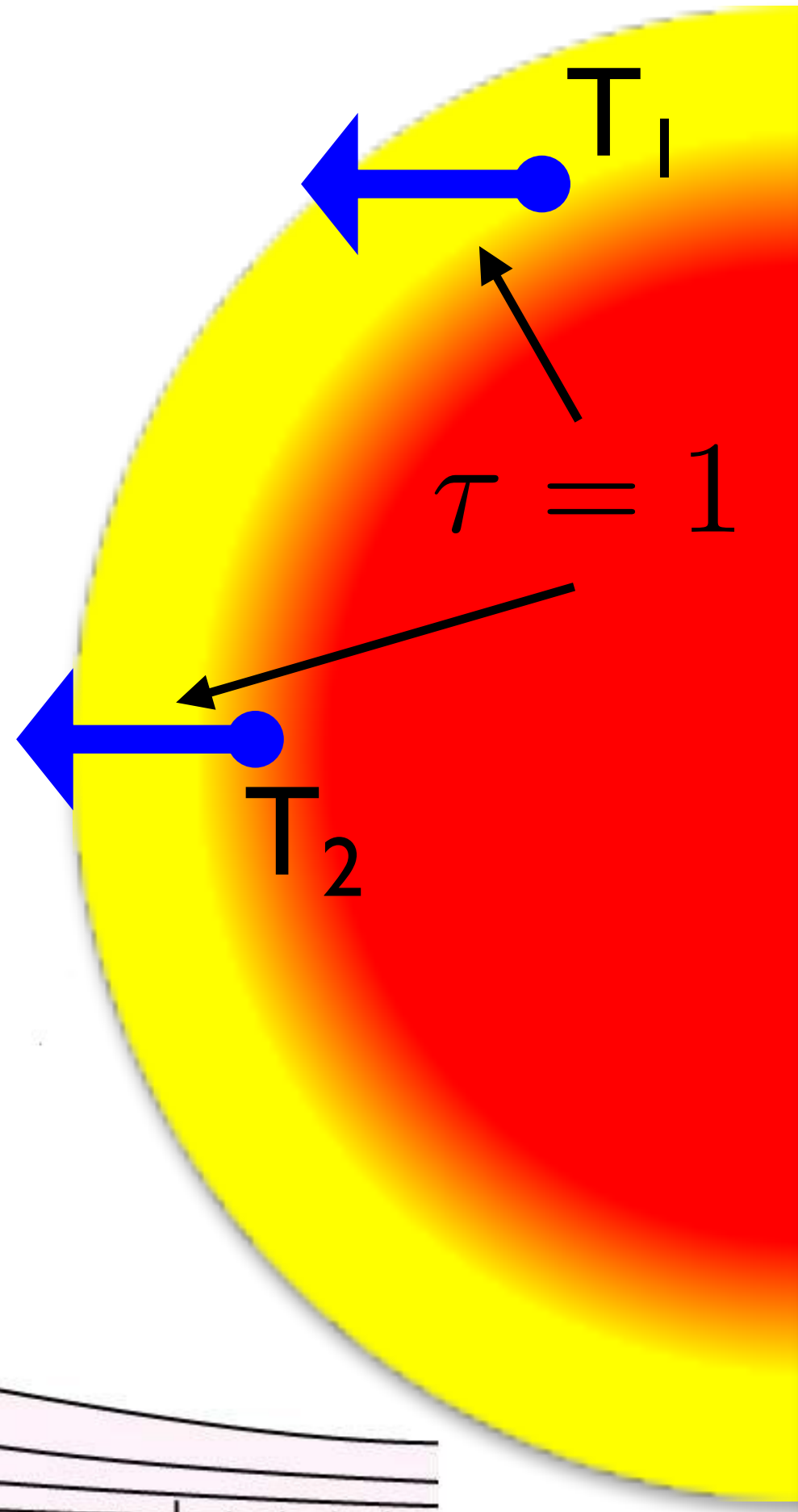
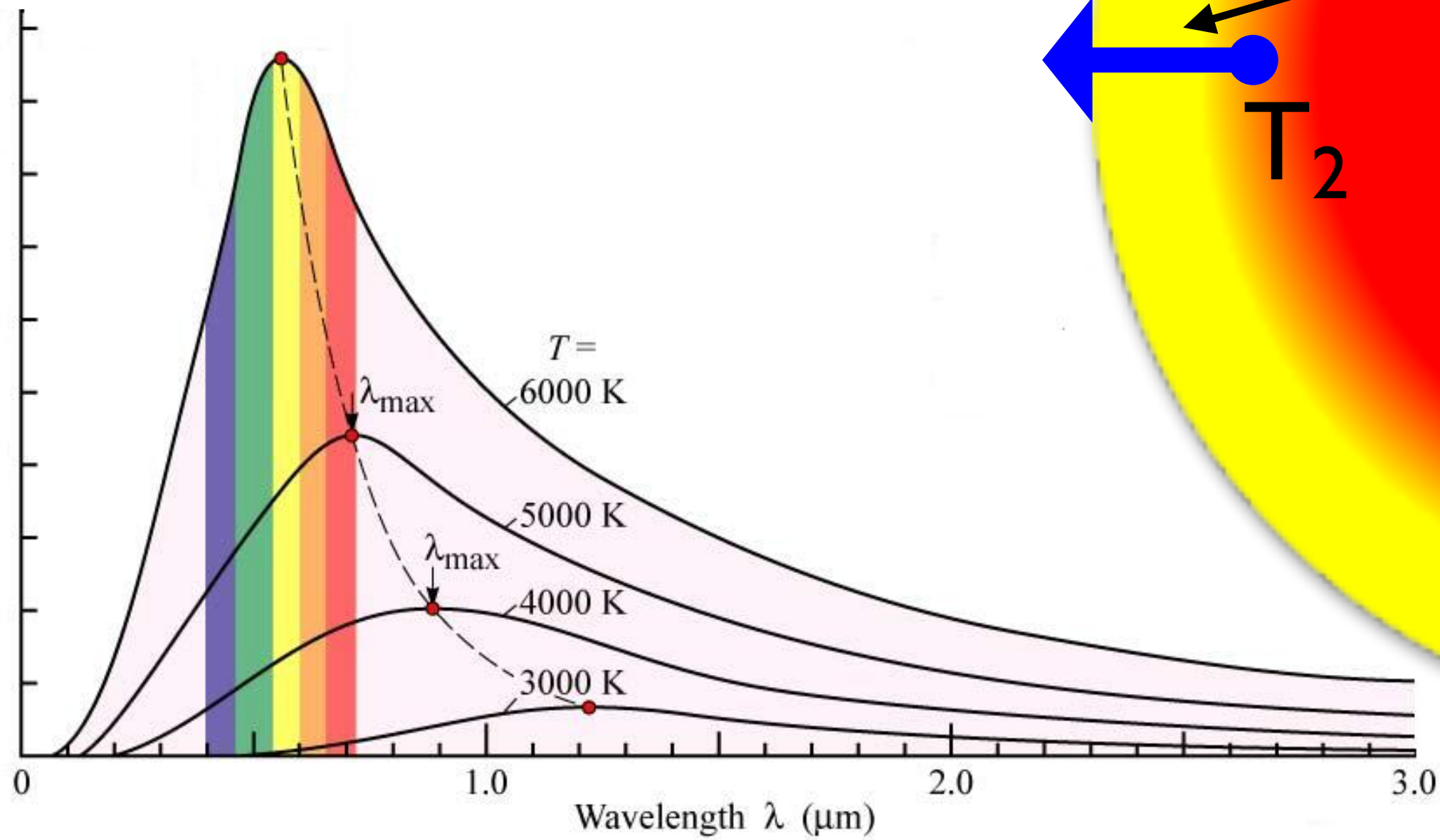
Texas  
~1000 km

[https://www.youtube.com/watch?v=W\\_Scoj4HqCQ](https://www.youtube.com/watch?v=W_Scoj4HqCQ)



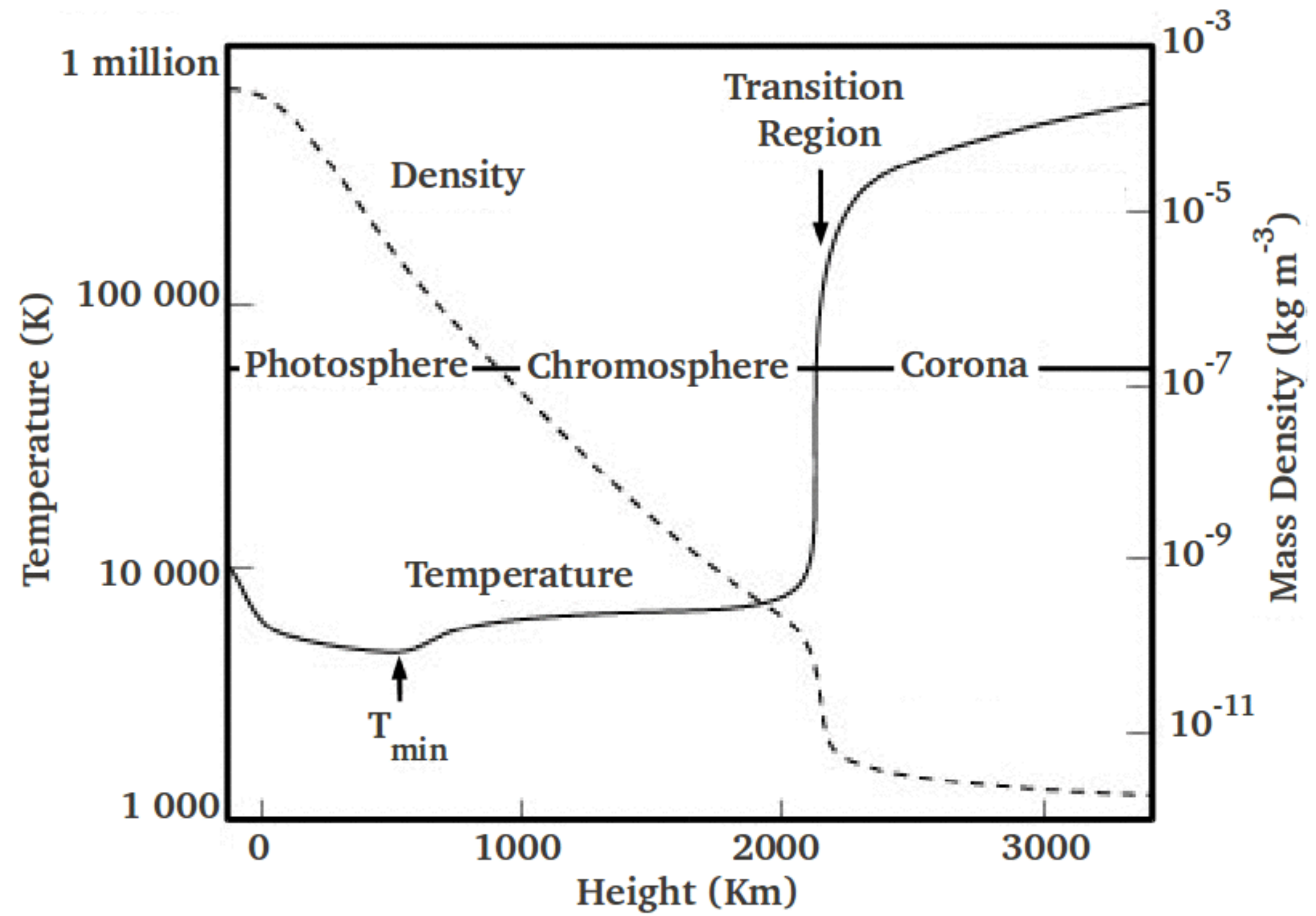
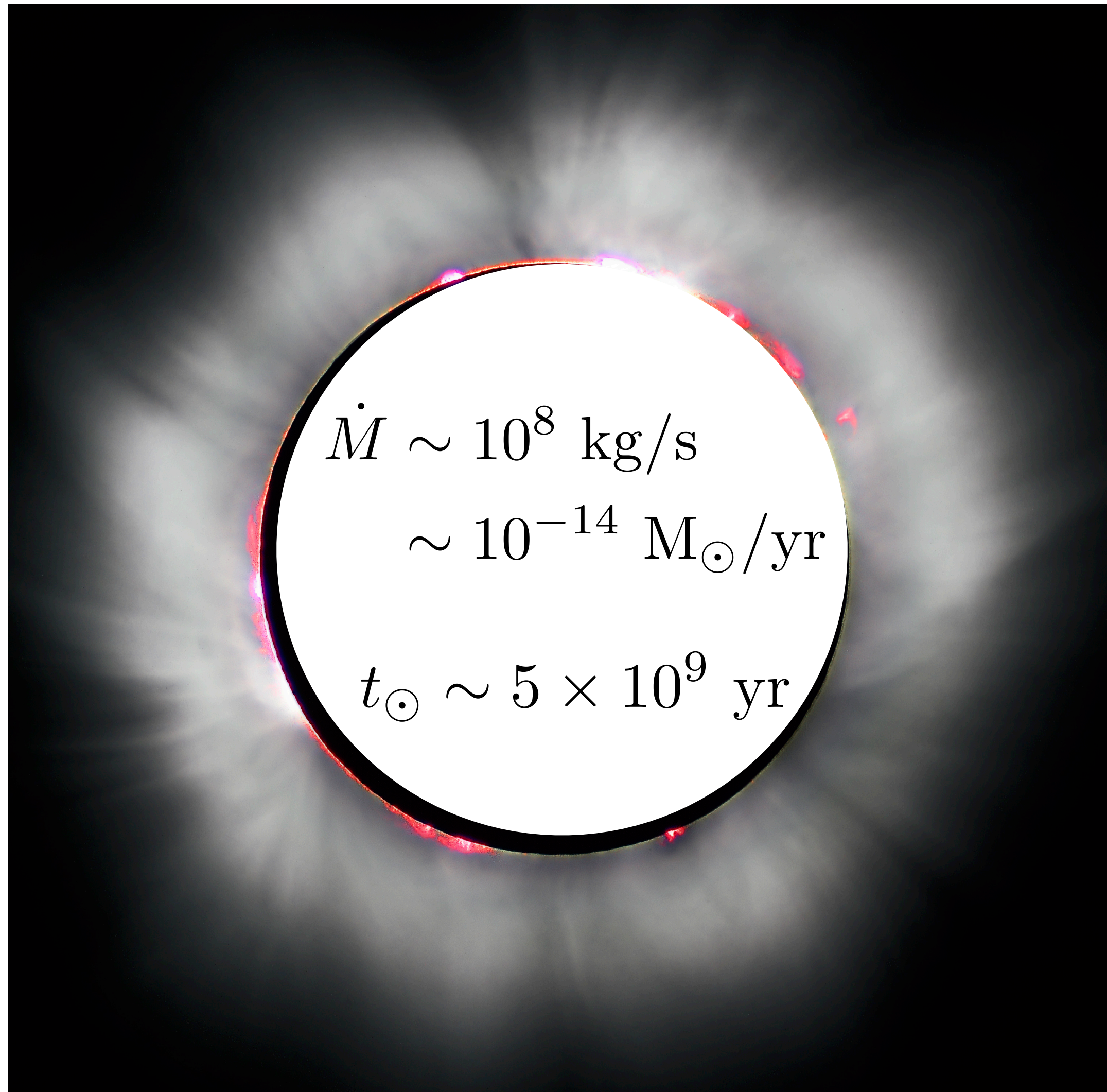
# Photosphere: Limb Darkening

$$T_2 > T_1$$
$$I_\lambda(T_2) > I_\lambda(T_1)$$





# Corona: high T allows particles to reach $v_{\text{esc}}$





# Mass Fractions

