

# Monograph: Shape of the Universe

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3 April 2014

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  - ◆ standard model: density perturbations (anisotropy)
  - ◆ scalar (GR) averaging: statistically homogeneous spatial slices

## ■ within this model, what is the shape of the Universe?

# verbal averaging

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- practical meaning:

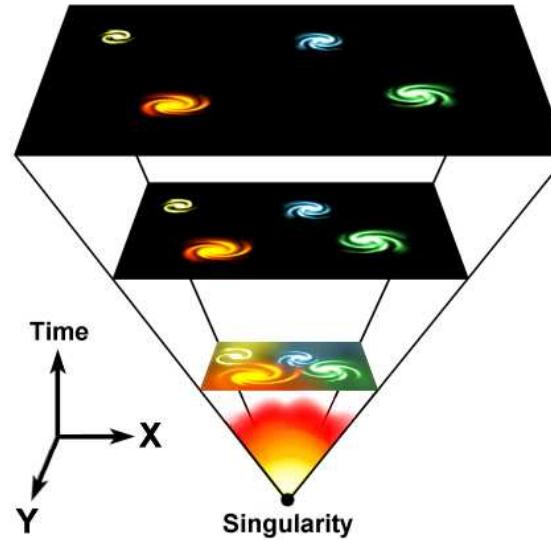
1. assume homogeneity and isotropy
2. find the (differential 4-pseudo-manifold, metric) pairs  $(M, g)$  that solve  $\mathbf{G} = 8\pi\mathbf{T}$
3. assume that  $(M, g)$  remains unchanged if we add density perturbations to an early time slice

# verbal averaging

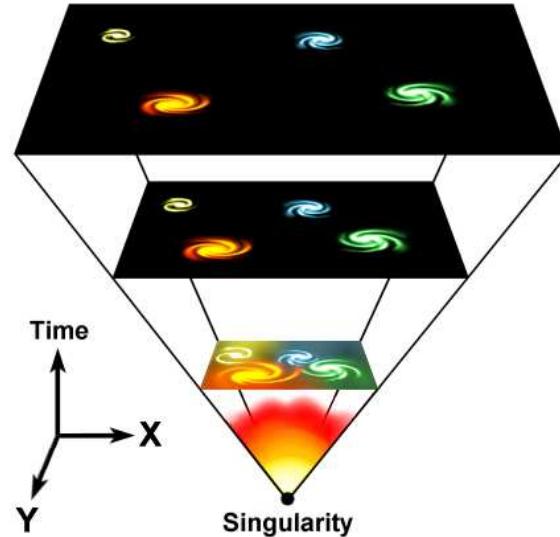
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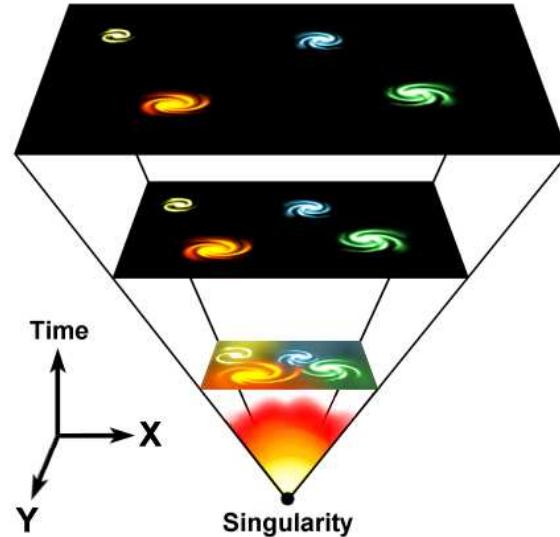
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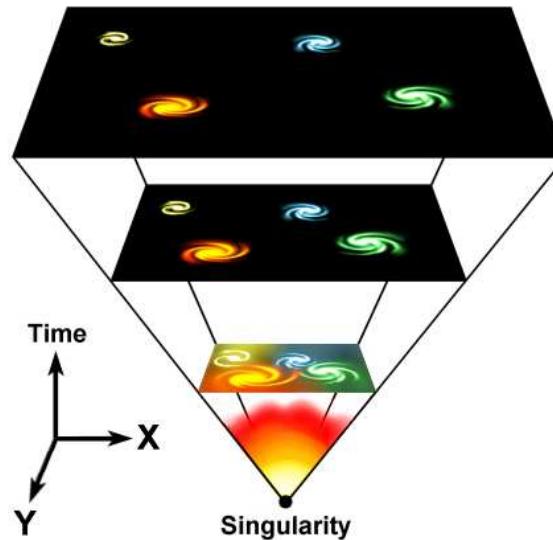
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- spherical coordinates for spatial slice

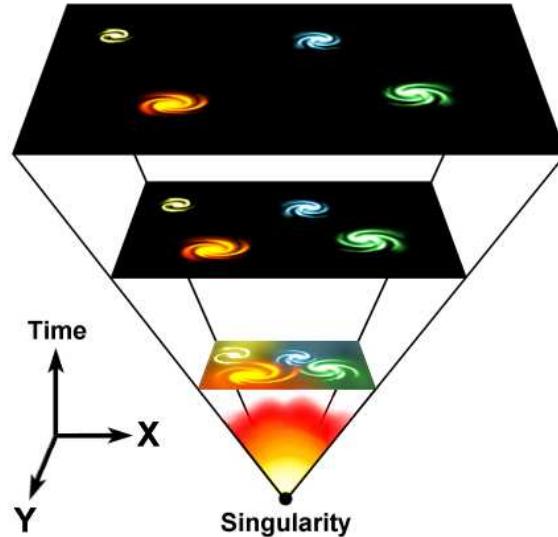
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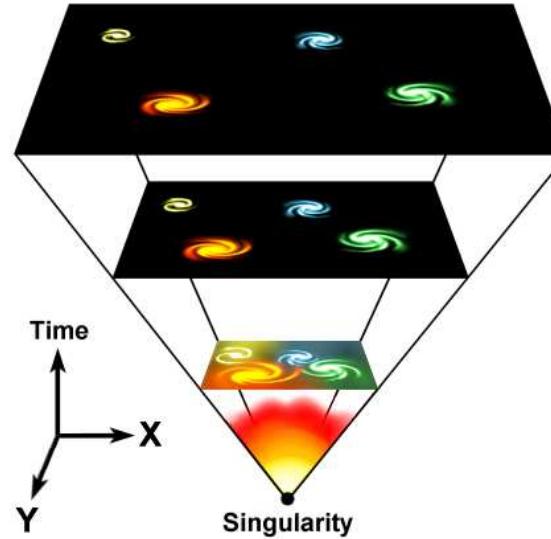


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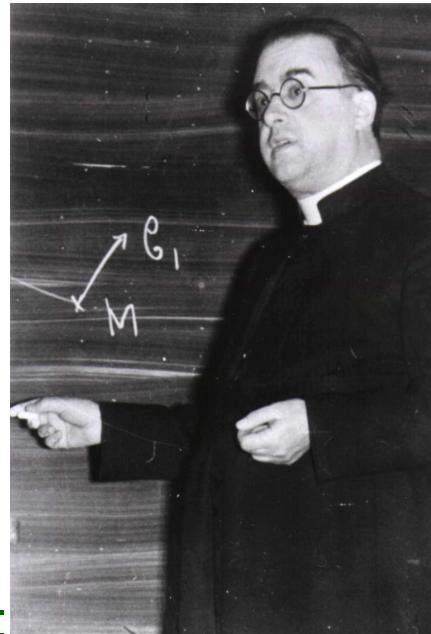
- universe is static in comoving coordinates  $(r, \theta, \phi)$

# FLRW metric

- [w:Friedmann–Lemaître–Robertson–Walker metric](#)

# FLRW metric

## ■ w:Friedmann–Lemaître–Robertson–Walker metric



■ w: *A. Friedmann*    w: *H. P. Robertson*  
w: *Howard Percy Robertson*  
w: *Arthur Geoffrey Walker*

# FLRW metric

$$ds^2 = -dt^2 + \dots$$

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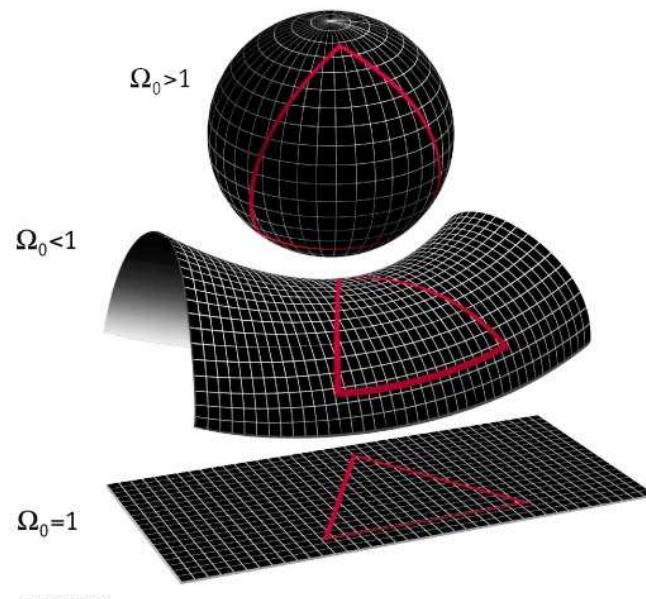
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where  $r_\perp := \begin{cases} R_C \sinh \frac{r}{R_C} & k < 0 \\ r & k = 0 \\ R_C \sin \frac{r}{R_C} & k > 0 \end{cases}$

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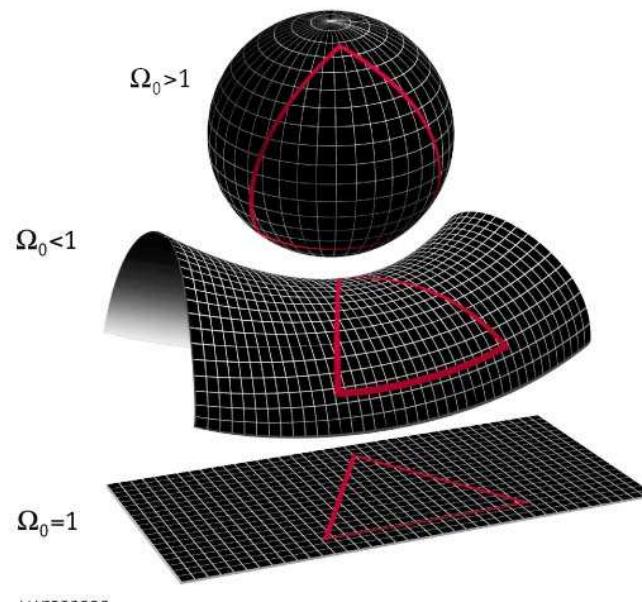
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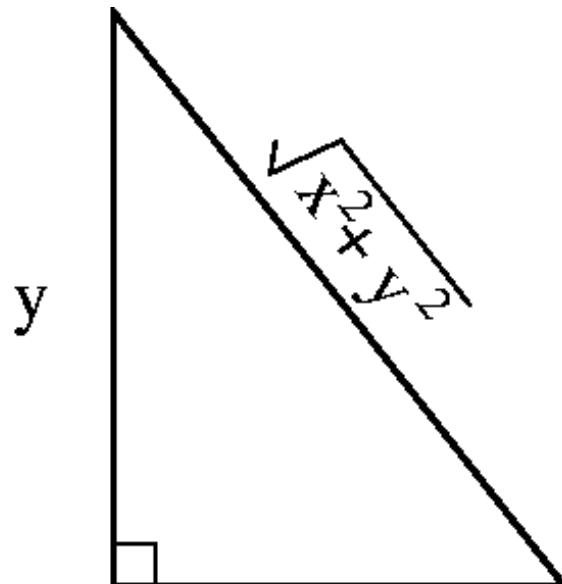


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for a comoving radius of curvature  $R_C$  and curvature of sign  $k$

# curvature

- on a spatial slice (fixed value of  $t$ ):

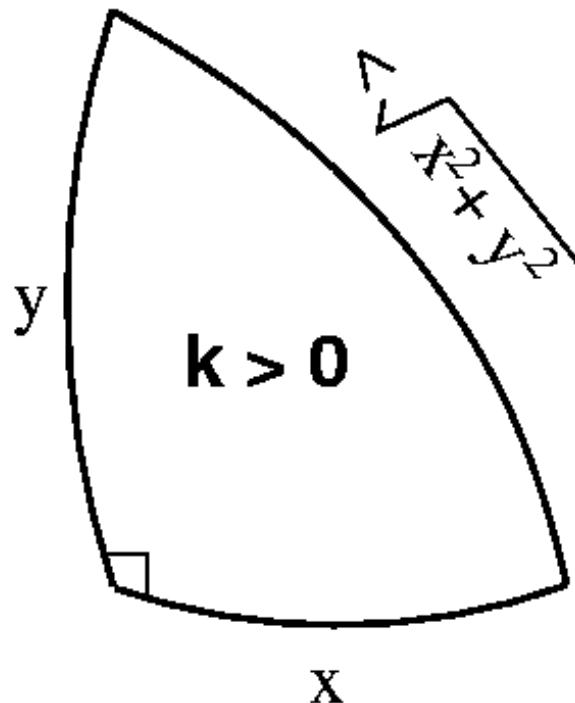


X

$$k = 0$$

# curvature

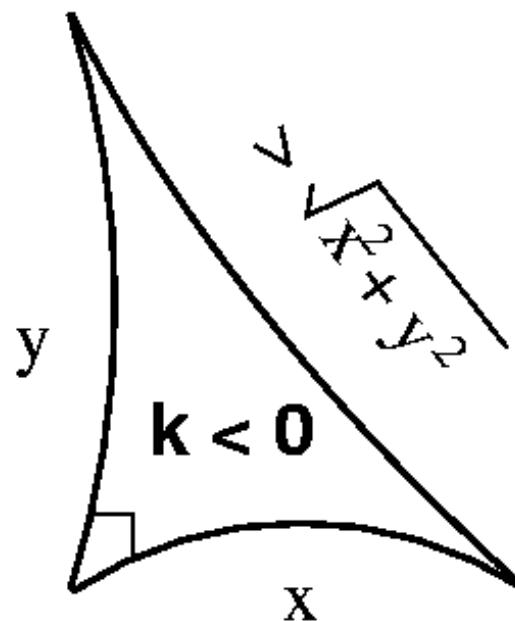
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$$k < 0$$

# 2D curvature intuition: $k > 0$

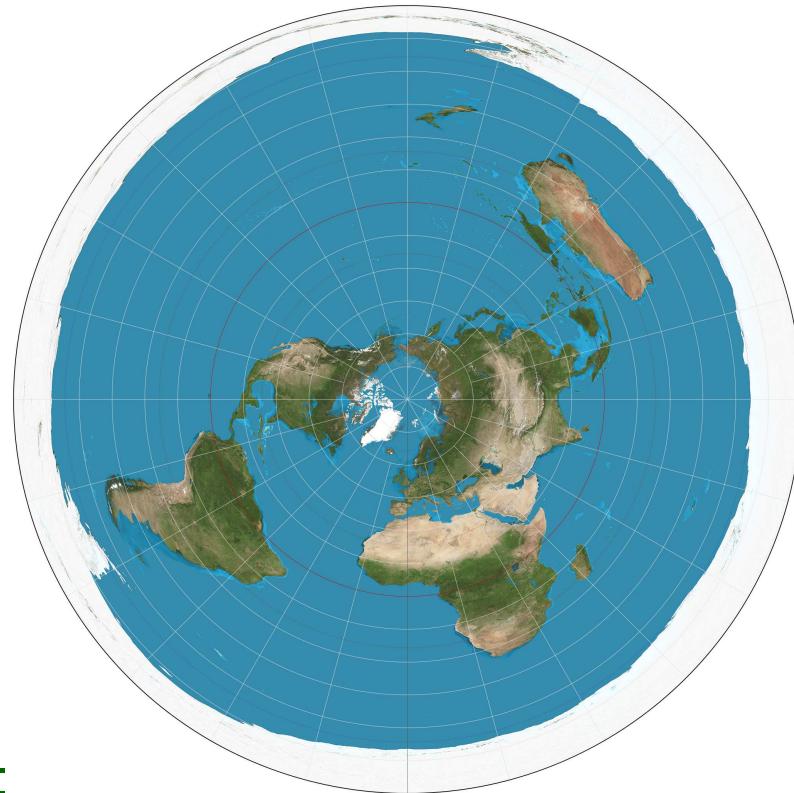
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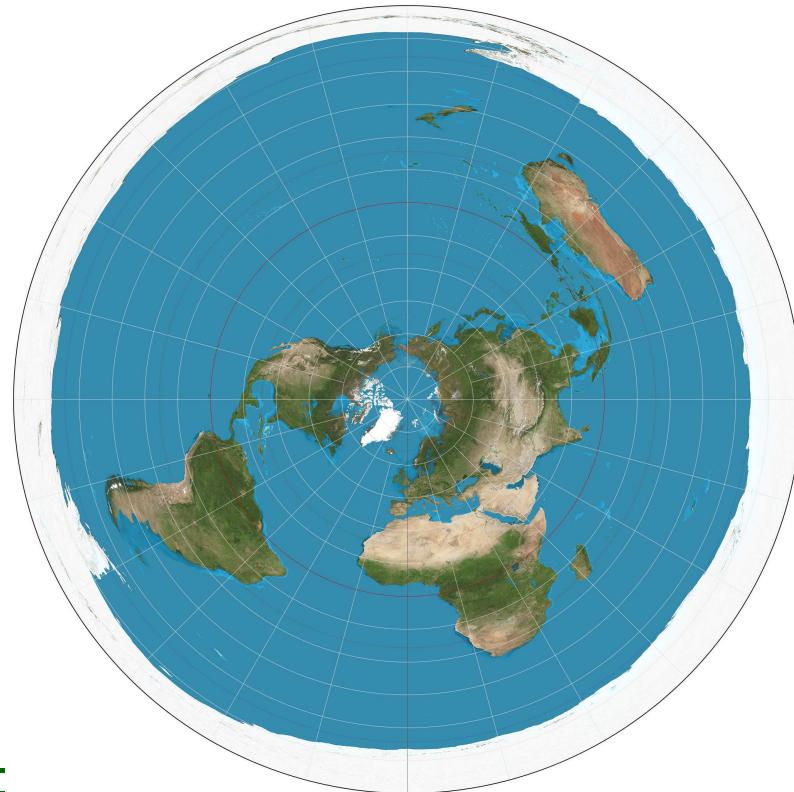


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- intuition switch:  $S^2$  easier vs  $S^3$  more physical

# 2D topology intuition ( $k = 0$ )



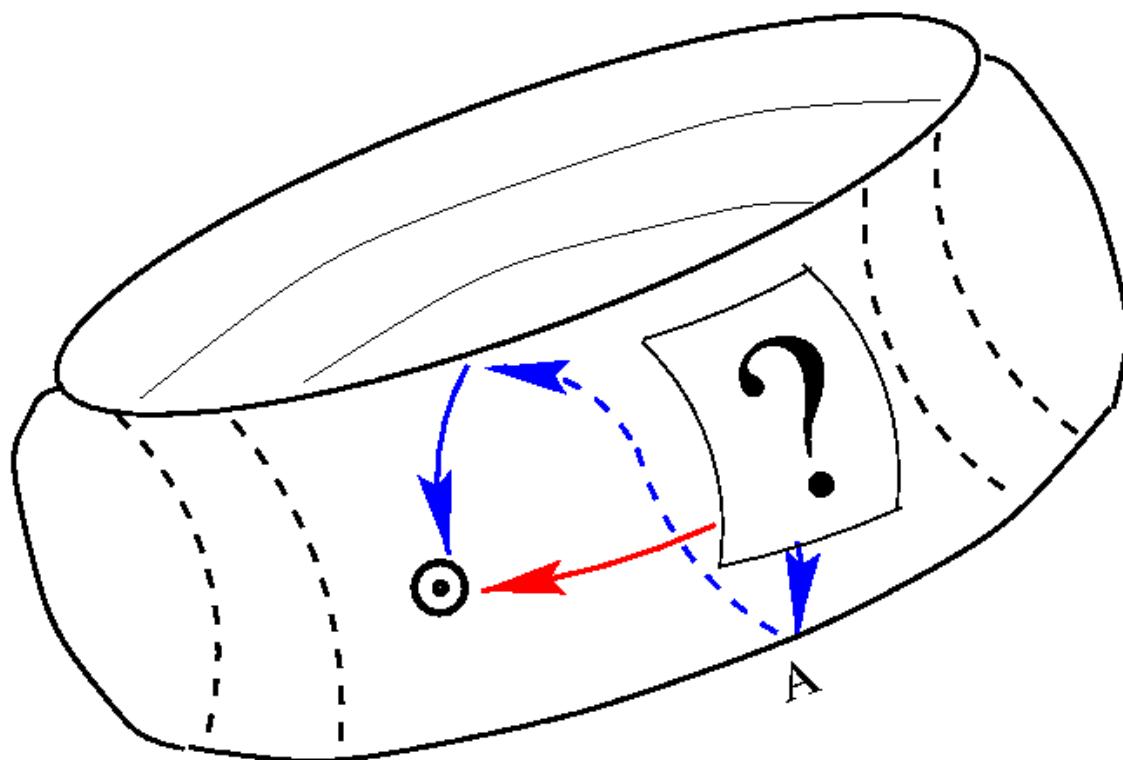
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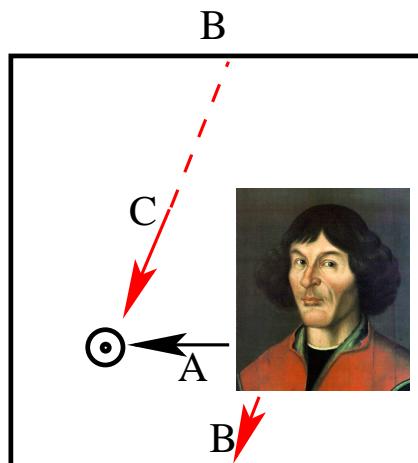


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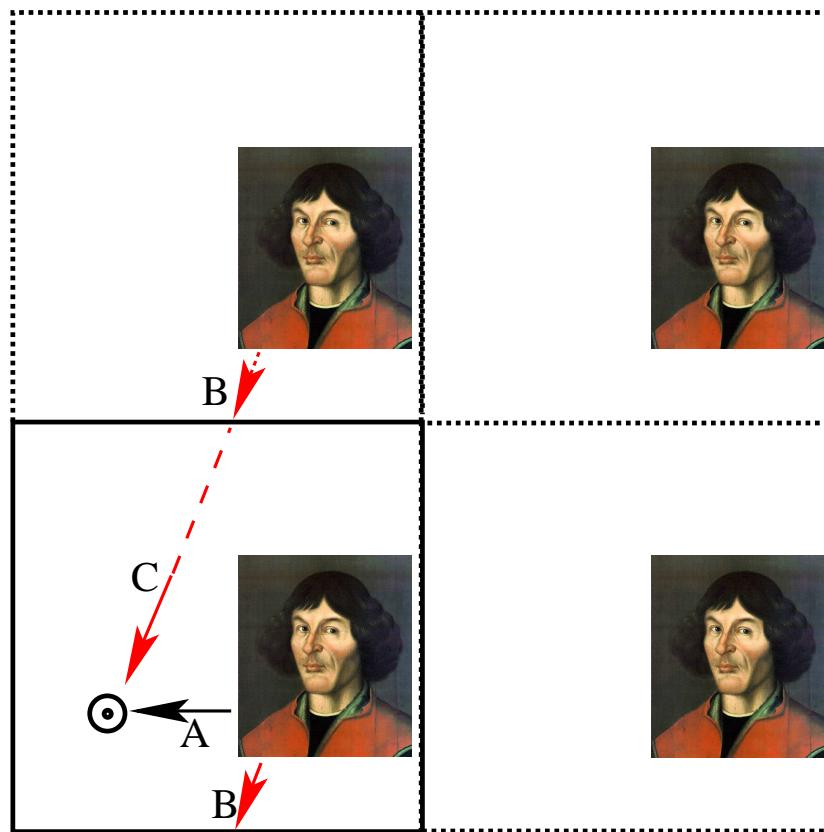


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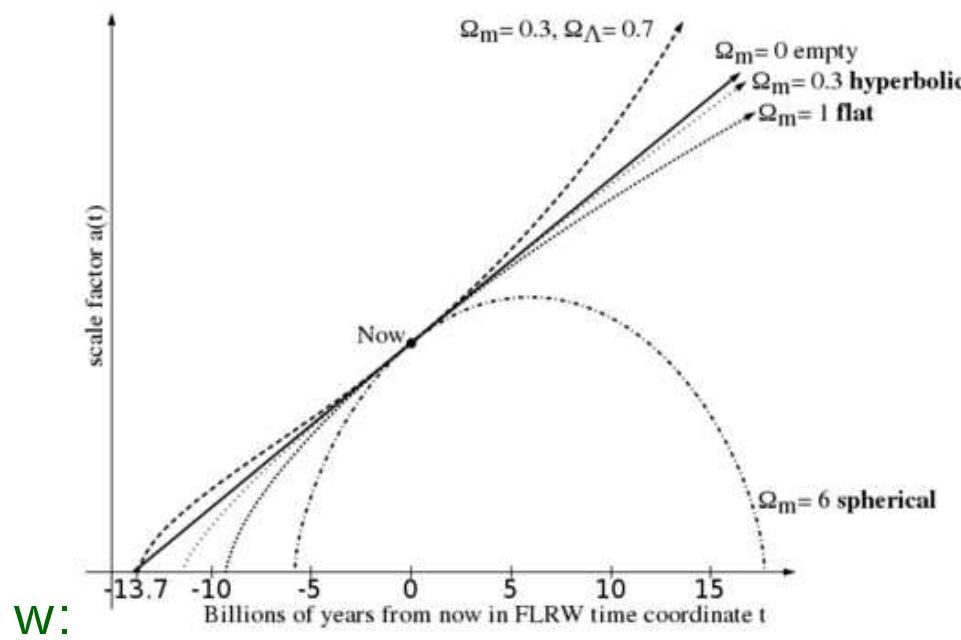
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(Defn:  $a_0 := 1$ )

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$$1 + z = \frac{1}{a_{\text{em}}}$$

(Defn of redshift  $z$ )

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- radiation density:  $E = h\nu \Rightarrow \rho_r \propto a^{-4} = (1 + z)^4$

# Black body: COBE ( $\sim 1992$ )

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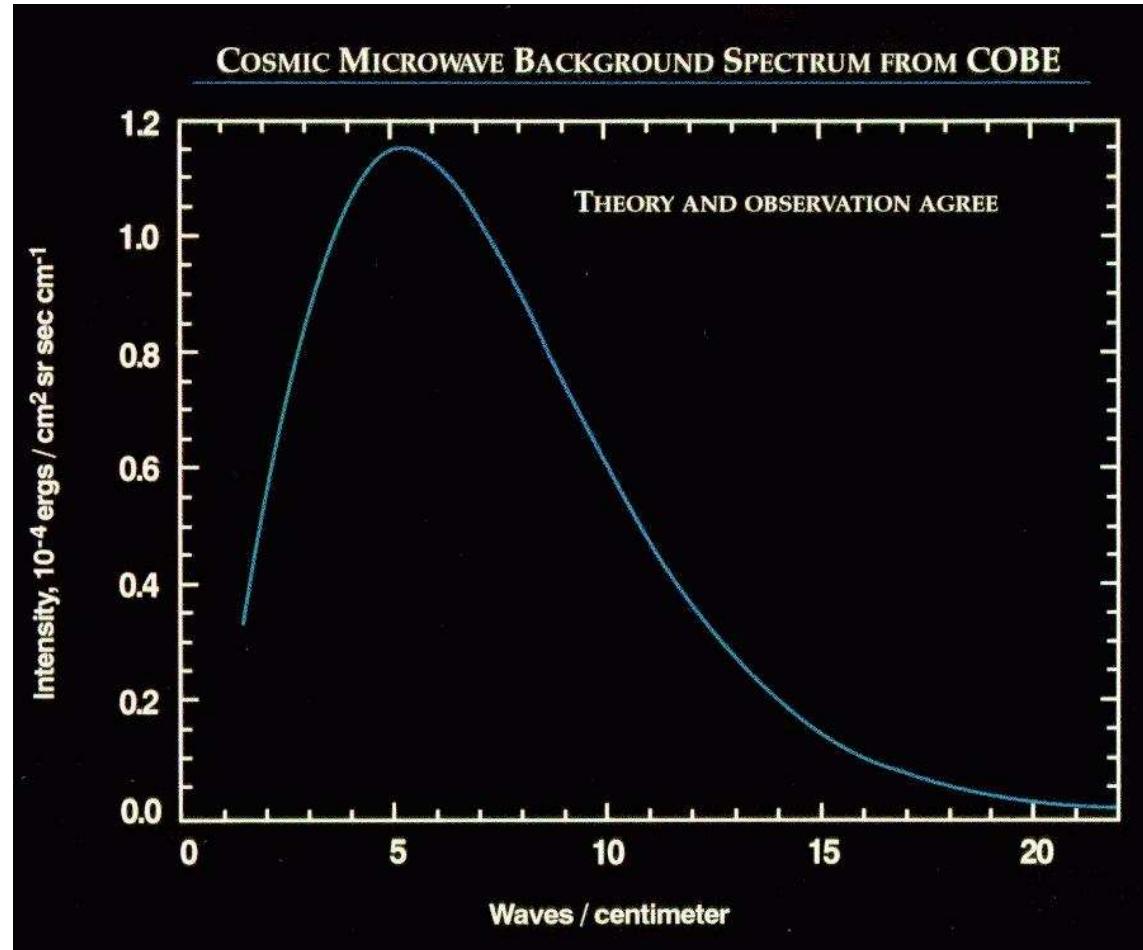
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- $\Rightarrow$  black body + primordial nucleosynthesis

# Black body: COBE ( $\sim 1992$ )

- COBE /FIRAS (Far Infrared Absolute Spectrophotometer)

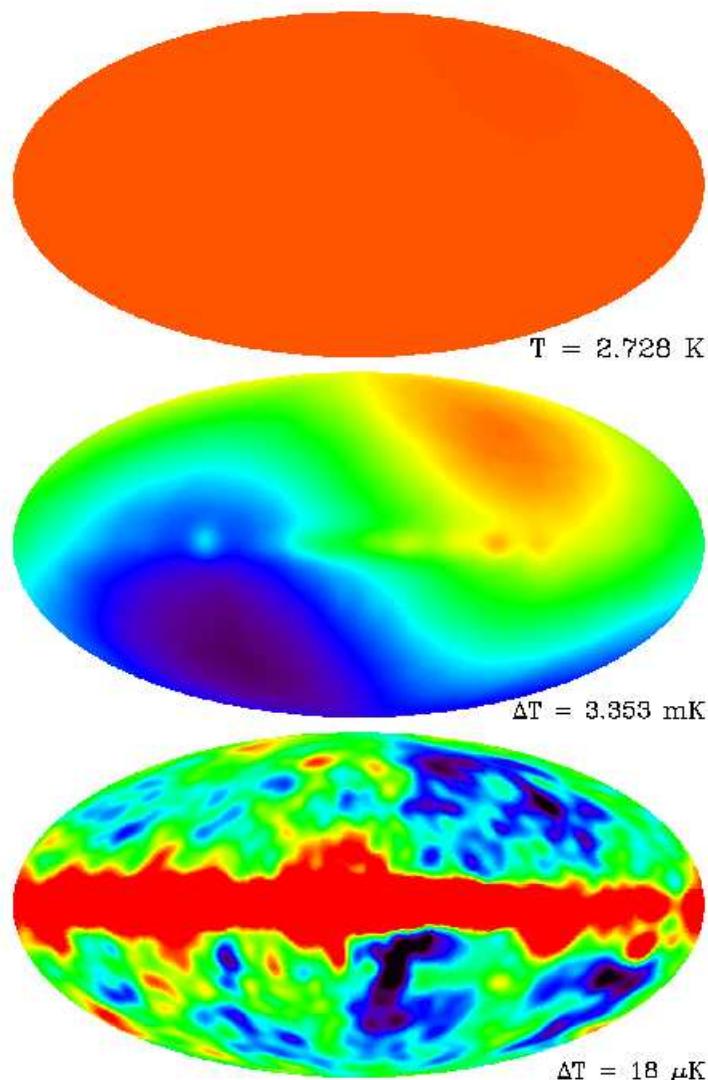
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- COBE /DMR (Differential Microwave Radiometer)

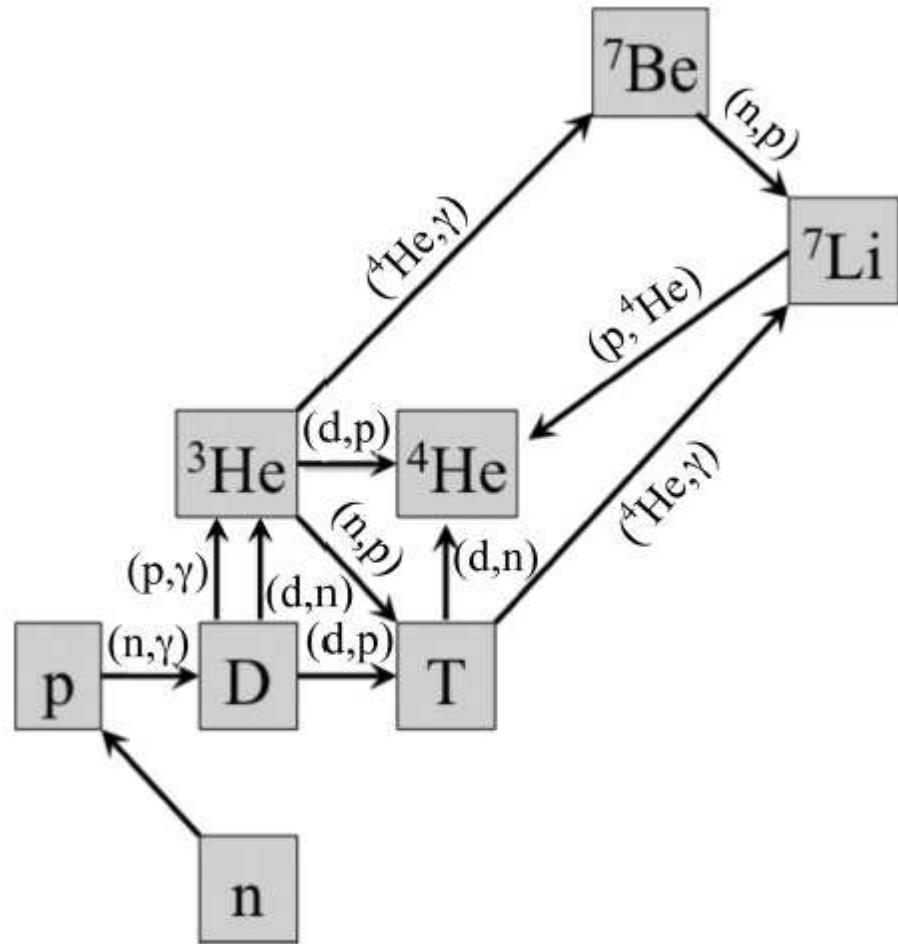


# BBN: Big bang nucleosynthesis

- Alpher, Bethe, & Gamow (1948; ADS:1948PhRv...73..803A)

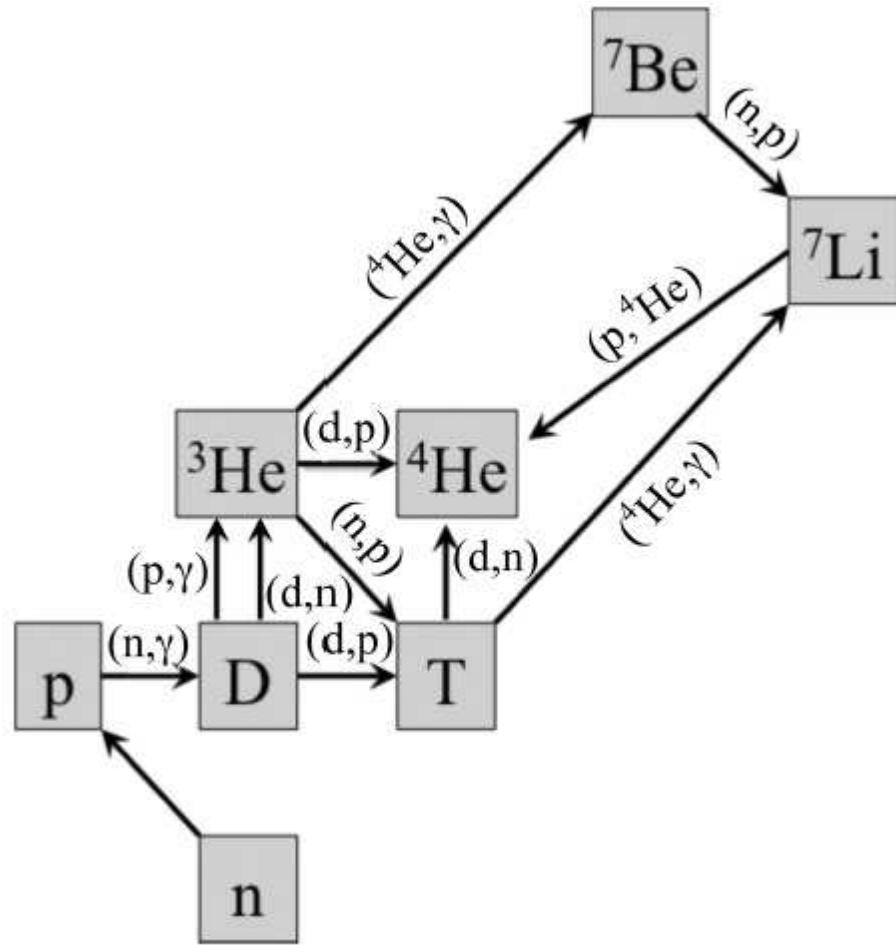
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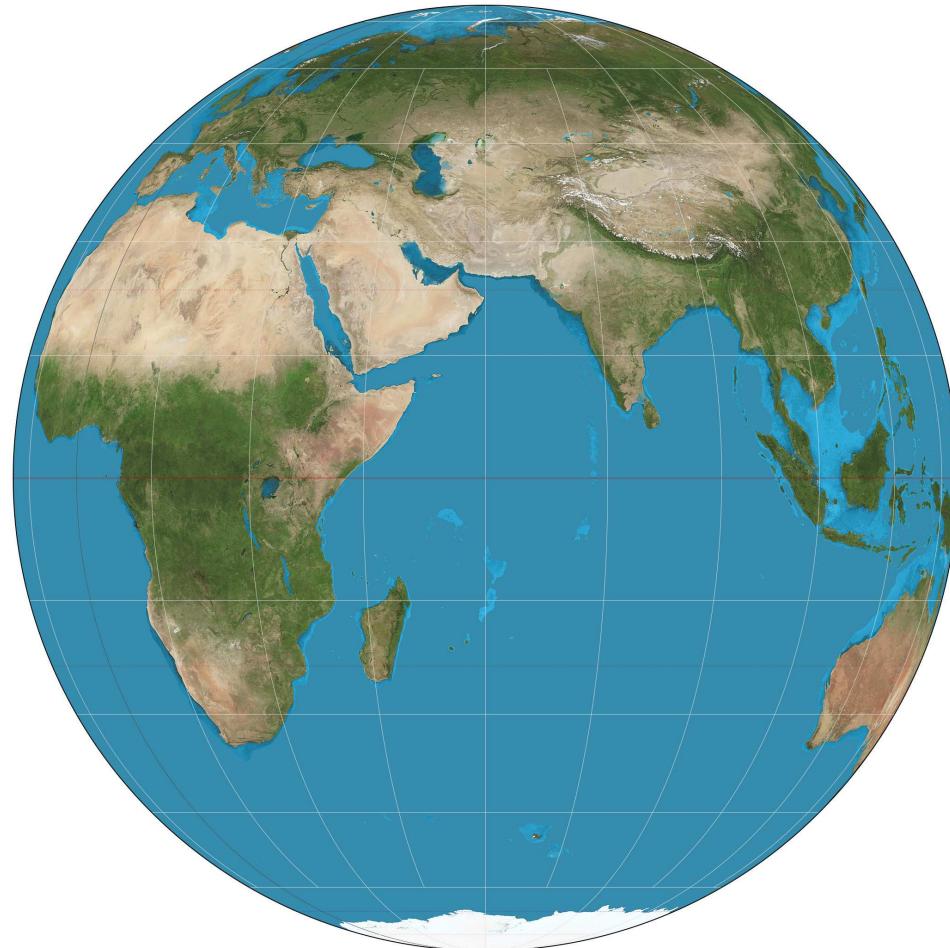
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<http://cosmo.torun.pl/Cosmo/FLRWEquationsGR>

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acceleration Eqn:

$$\frac{\ddot{a}}{a} = -\frac{4\pi G (\rho + 3p/c^2)}{3}$$

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Einstein–de Sitter model (EdS)

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$\Rightarrow H(t) = \frac{2}{3t};$

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- convenient conversion:  $1 \text{ km/s} \approx 1.04 \text{ kpc/Gyr} \approx 1 \text{ kpc/Gyr}$

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- 1980's:  $H_0 \approx 0.05$  or  $0.1 \text{ Gyr}^{-1} \Rightarrow t_0(\text{EdS}) \approx 13.0$  or  $6.5 \text{ Gyr}$ , resp.

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 critical density

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 curvature density parameter (sign reversal!)

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- consider a fixed observation, e.g.  $H_0 = 100$  km/s/Mpc

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Defn:  $\rho_{\text{crit}} := \frac{3H^2}{8\pi G}$  critical density

Defn:  $\Omega_m := \frac{\rho}{\rho_{\text{crit}}}$  matter density parameter

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■ consider a fixed observation, e.g.  $H_0 = 100 \text{ km/s/Mpc}$

◆  $\Omega_{m0} = 1 \Leftrightarrow k = 0$

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$$1 = \Omega_{\text{tot}} + \Omega_k$$

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# FLRW curvature constant

- metric in
  - ◆ azimuthal equidistant coords:  $R_C$

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- $\Rightarrow kR_C^2 = 1$

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- $\Omega_{\text{tot0}} > 1$  spherical  $R_C$  real

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- $\Omega_{\text{tot}0} > 1$  *spherical*  $R_C$  real

- $\Omega_{\text{tot}0} = 1$  *flat*

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- $\Omega_{\text{tot0}} < 1$  *hyperbolic*

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- $\Omega_{\text{tot}0} = 1$  *flat*  $R_C$  undefined

- $\Omega_{\text{tot}0} < 1$  *hyperbolic*  $R_C$  imaginary (or use  $|R_C|$ )

# Einstein's free parameter: $\Lambda$

- Einstein: prevent expansion/contraction via  $\Lambda$

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- MAXIMA: calculate  $G$  and  $G - g\Lambda = 8\pi T$  and simplify:  
<http://cosmo.torun.pl/Cosmo/FLRWEquationsGR>

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- MAXIMA: calculate  $G$  and  $G - g\Lambda = 8\pi T$  and simplify:  
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- *hint:* mixed index form of  $g$  is easy

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Friedmann Eqn ( $\Lambda \neq 0$ ):

$$\frac{c^2 k}{a^2} + \frac{\dot{a}^2}{a^2} = \frac{8\pi G \rho}{3} + \frac{c^2 \Lambda}{3}$$

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$$\frac{\ddot{a}}{a} = -\frac{4\pi G (\rho + 3p/c^2)}{3} + \frac{c^2 \Lambda}{3}$$

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$$\frac{\ddot{a}}{a} = -\frac{H^2}{2} \frac{\rho}{\rho_{\text{crit}}} + \Omega_\Lambda H^2$$

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Defn:  $q := -\frac{\ddot{a}a}{\dot{a}^2}$

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Defn:  $\Omega_\Lambda := \frac{c^2 \Lambda}{3 H^2}$

Defn:  $q := -\frac{\ddot{a}a}{\dot{a}^2}$  “deceleration parameter”

acceleration Eqn ( $\Lambda \neq 0$ ):

$$q = \frac{\Omega_m}{2} - \Omega_\Lambda$$



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ADS:1917SPAW.....142E

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# distsances in FLRW cosmology

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- static fortran or C library: link to `libcosmdist.a`

# distsances in FLRW cosmology

- $r = \int_{1/(1+z)}^1 \frac{c}{H_0} \frac{da}{a \sqrt{\Omega_{m0}a^{-1} + \Omega_{k0} + \Omega_{\Lambda0}a^2}}$
- GPL numerical package: cosmdist  
<http://cosmo.torun.pl/GPLdownload/cosmdist/>
- standard install to /usr/local:  
`./configure && make && make install`
- command line pipe:  
`cat myredshifts.lis | cosmdist`
- command line options: `cosmdist --help`
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- high-level frontends (e.g. python) should be easy to write

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- $$d_A = \frac{r_{\perp}}{1 + z}$$

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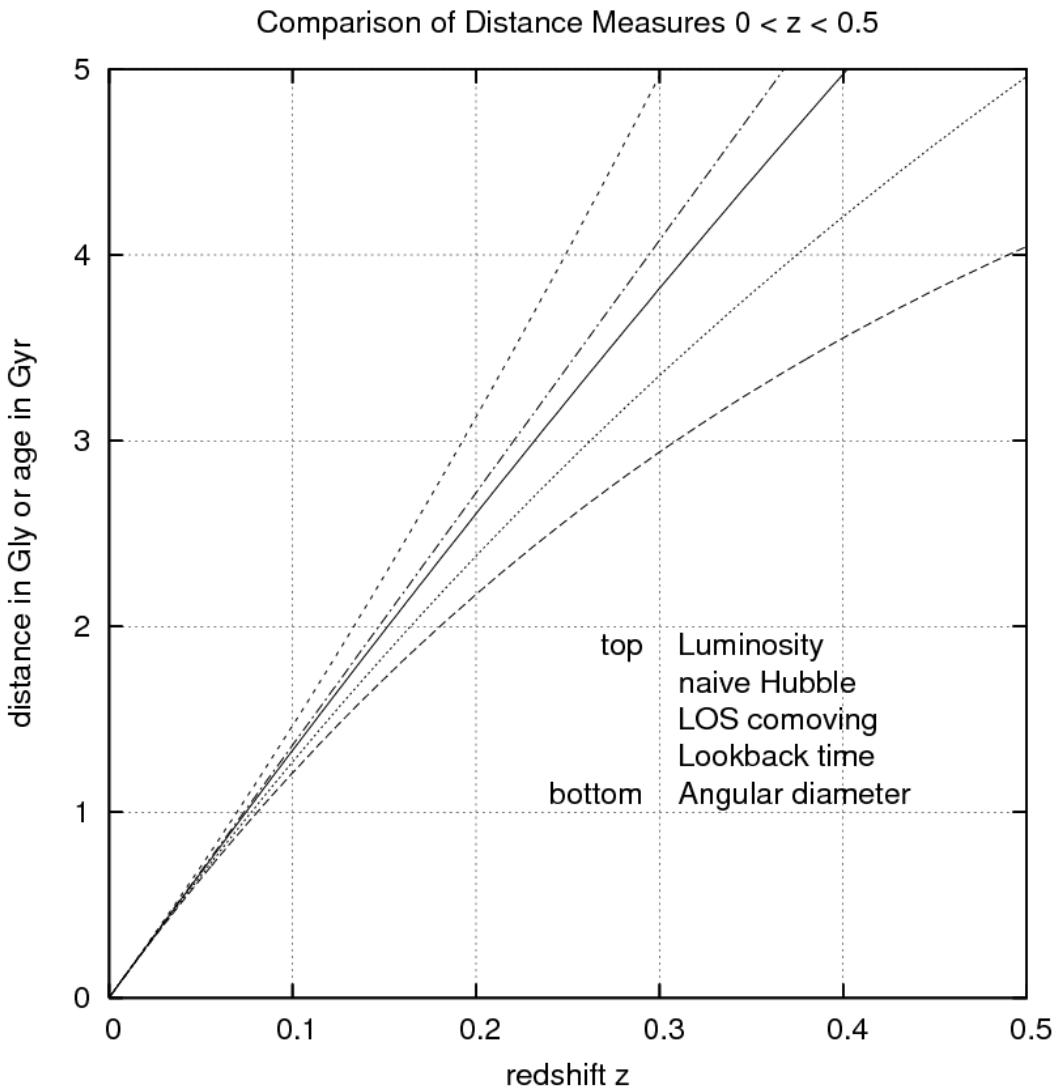
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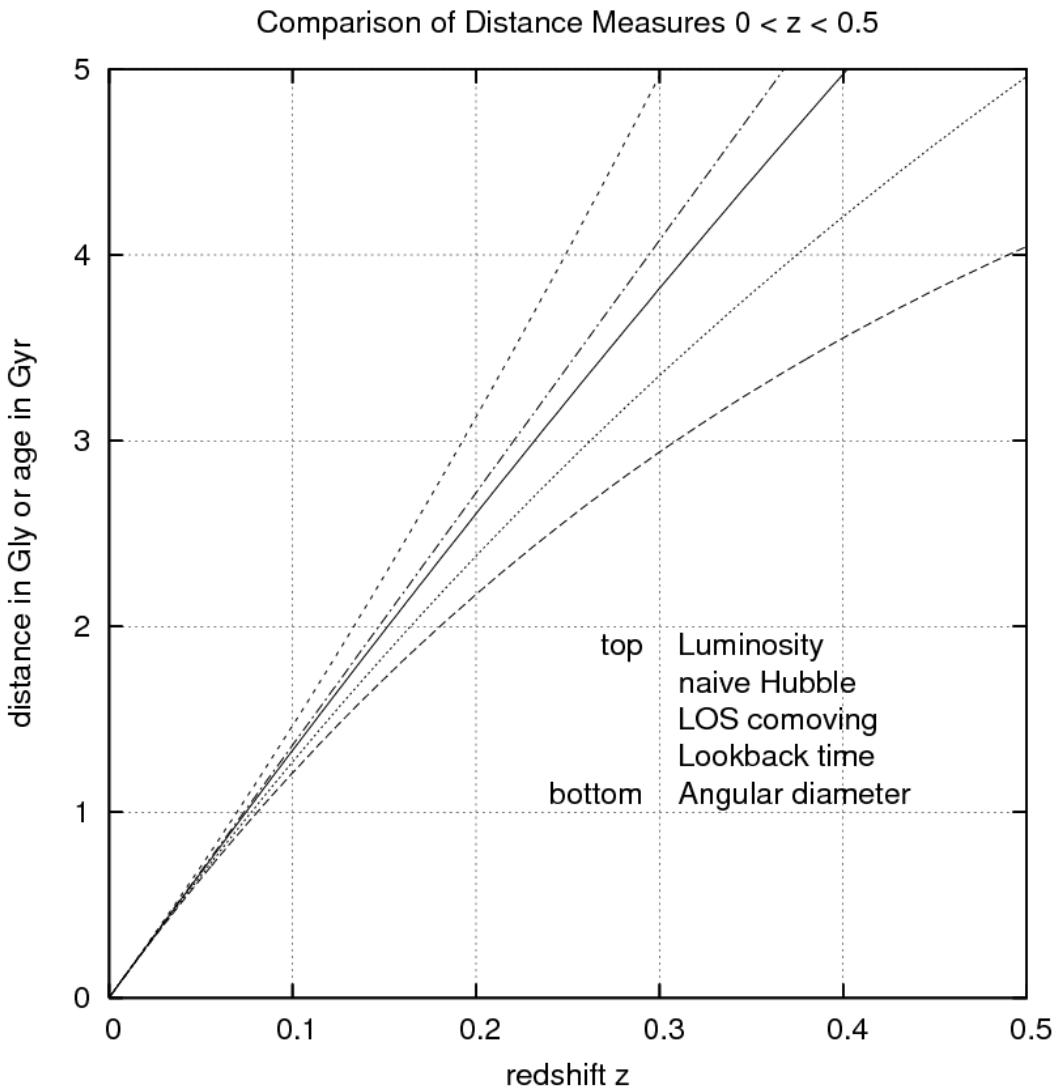
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- w:Distance measures (cosmology)

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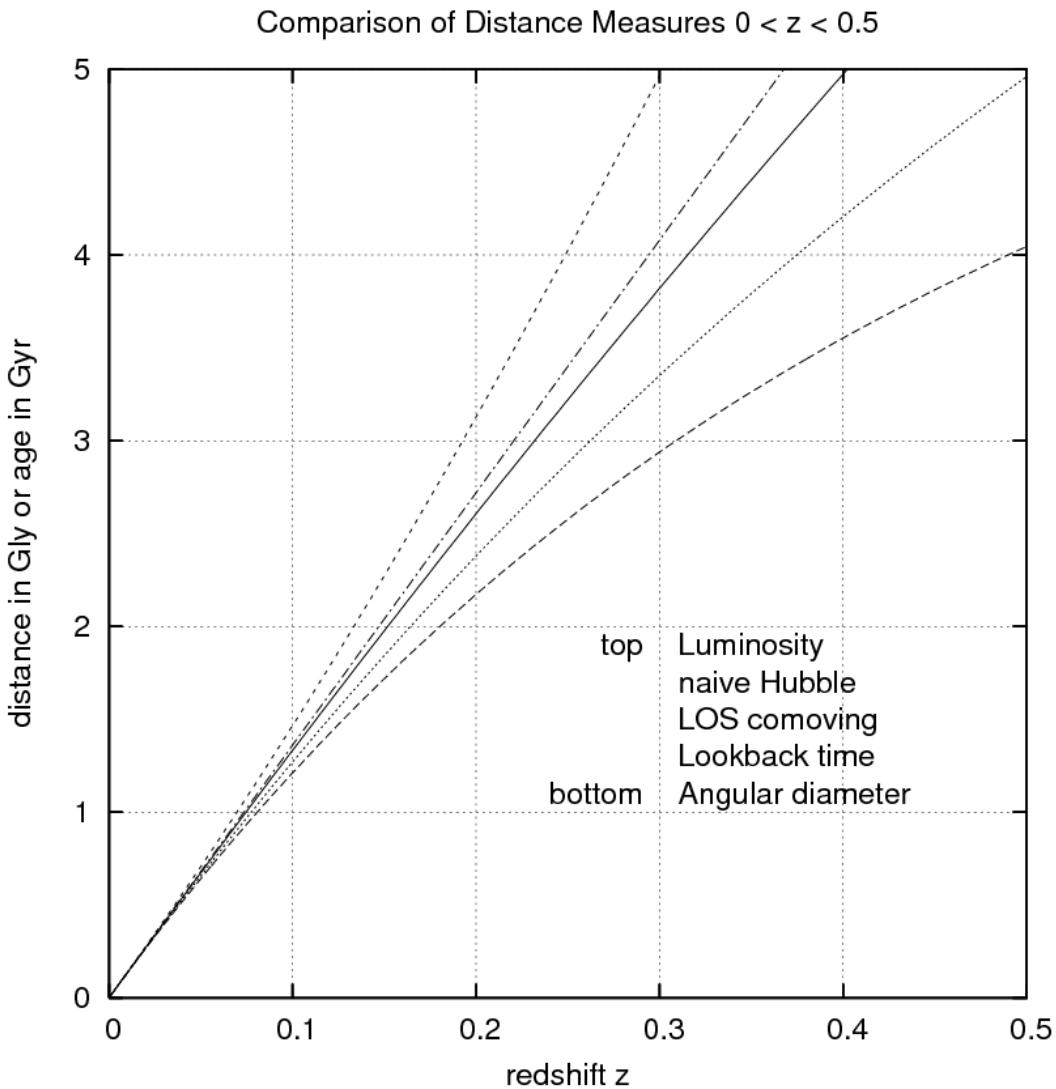


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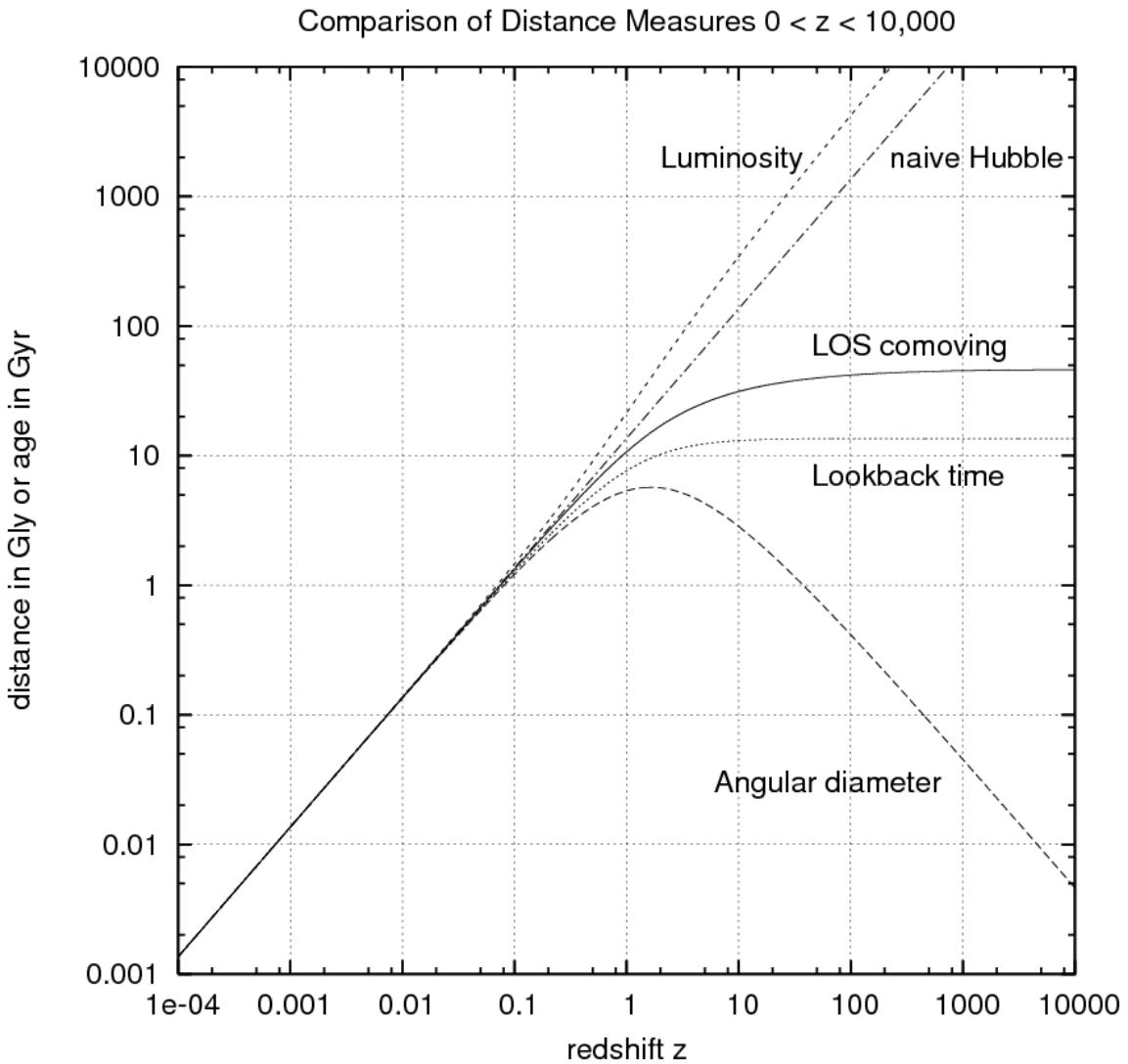
Defn:  $h := H_0/100 \text{ km/s/Mpc}$  (without a “0” subscript on  $h$ )

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# Non-radial spatial geodesics

- What is the comoving distance between two objects at different celestial positions and different redshifts, for an arbitrary curvature (+, 0, -)?

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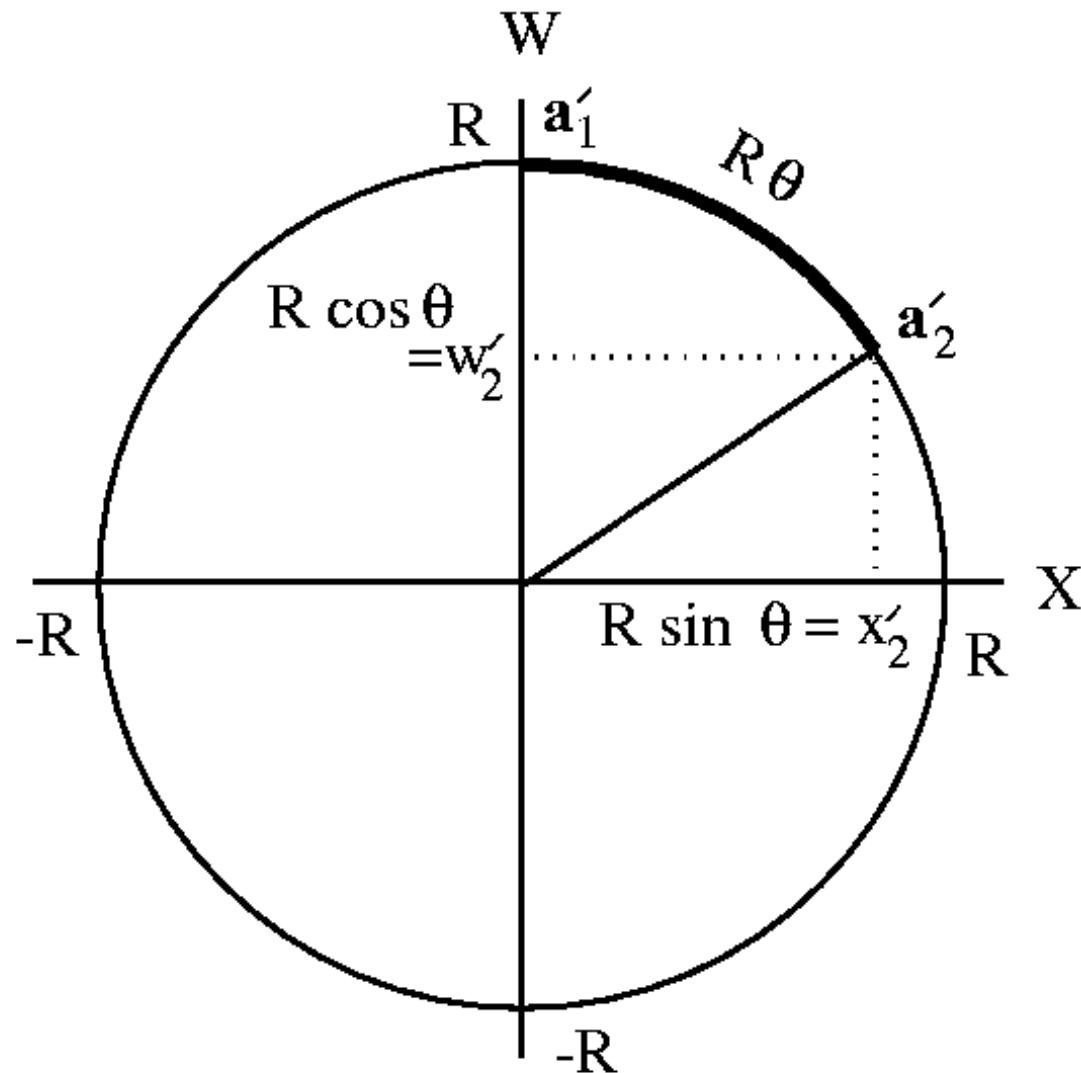
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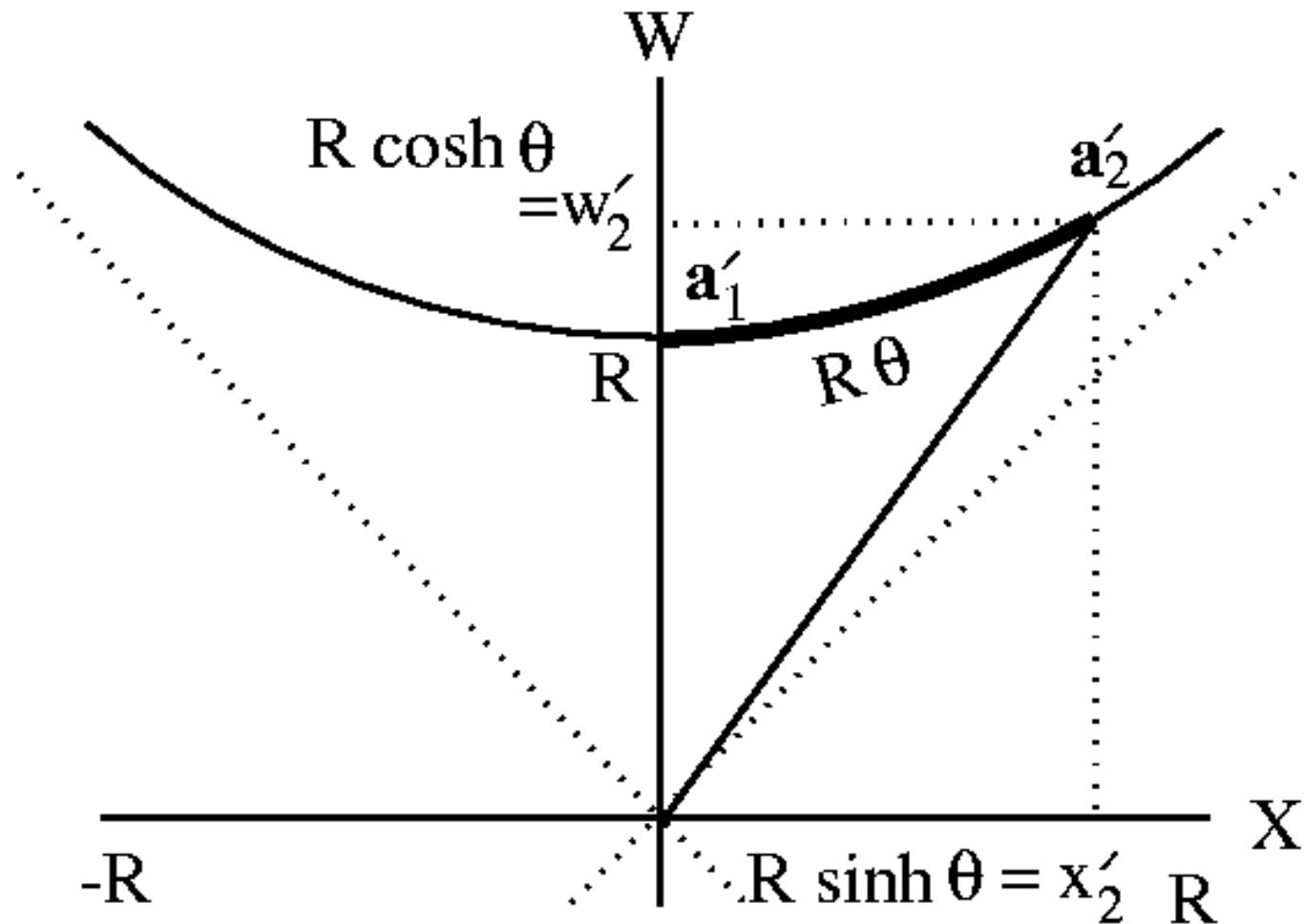


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■ metric on  $S^3$  (or  $\mathbb{R}^3$  or  $H^3$ ):

$$ds^2 = \begin{cases} (k/|k|) (dx^2 + dy^2 + dz^2) + dw^2 & k \neq 0 \\ dx^2 + dy^2 + dz^2 & k = 0 \end{cases}$$

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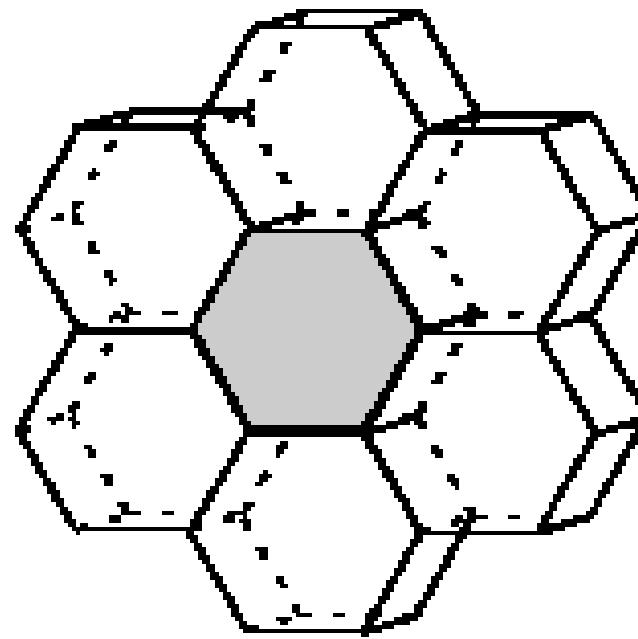
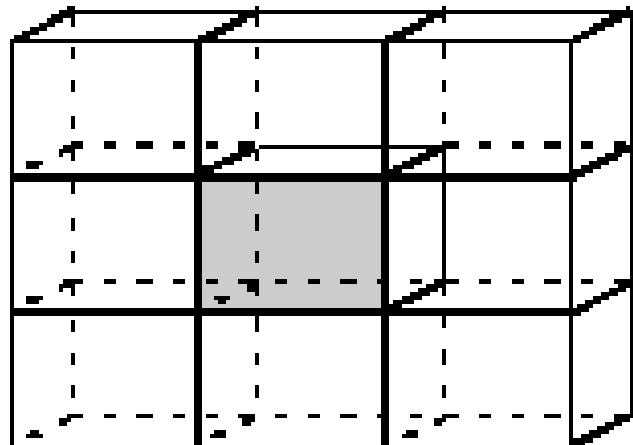
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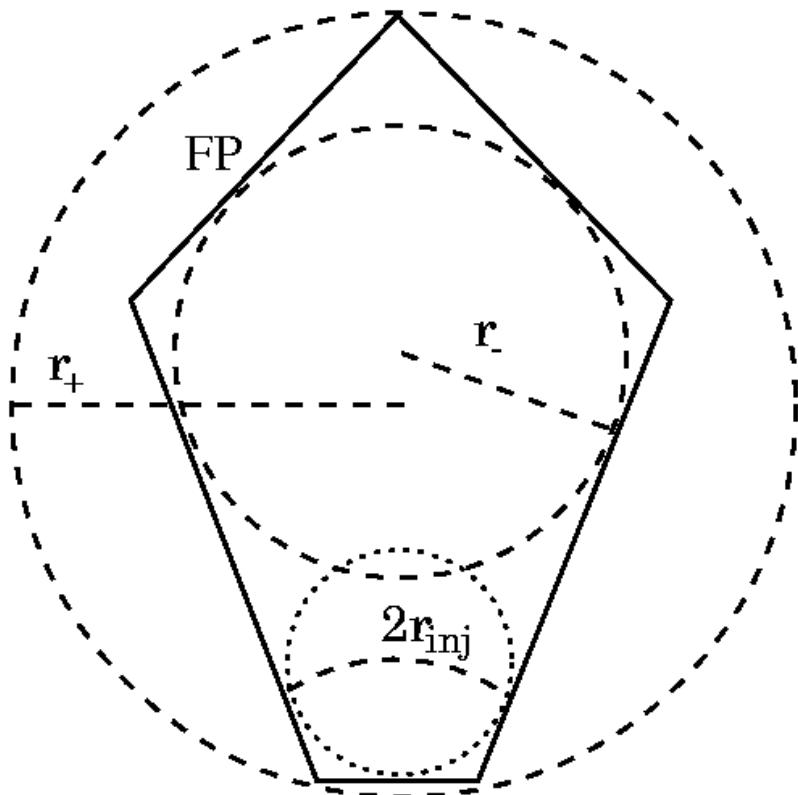
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3D flat examples arXiv:astro-ph/9901364

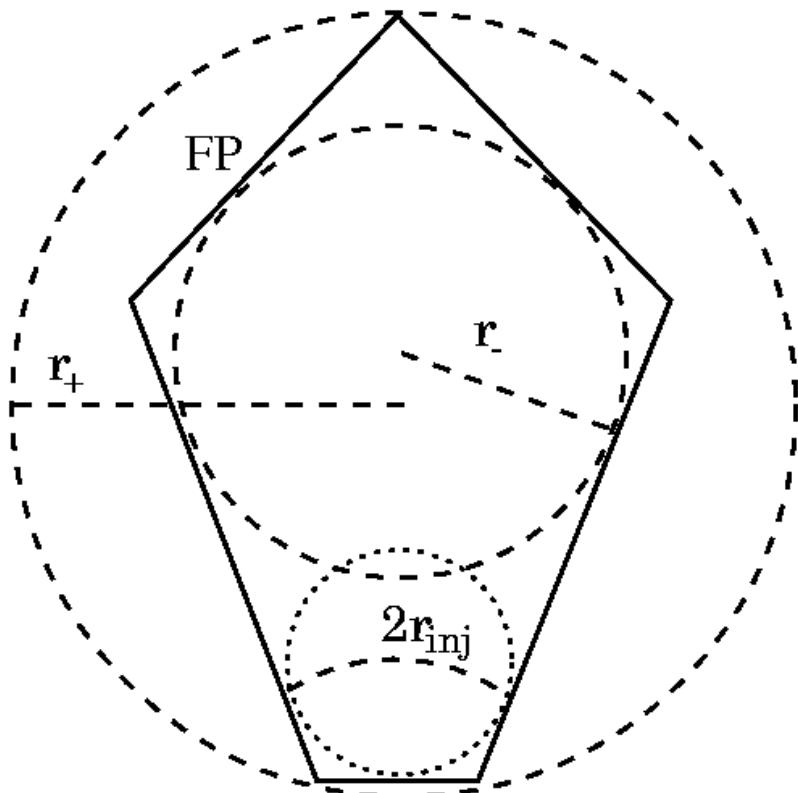
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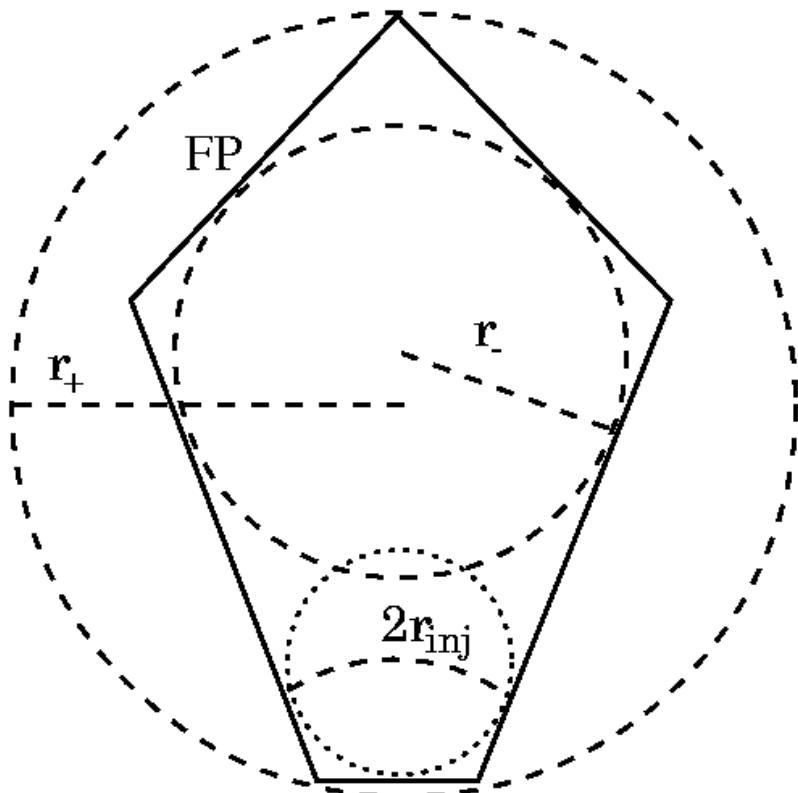
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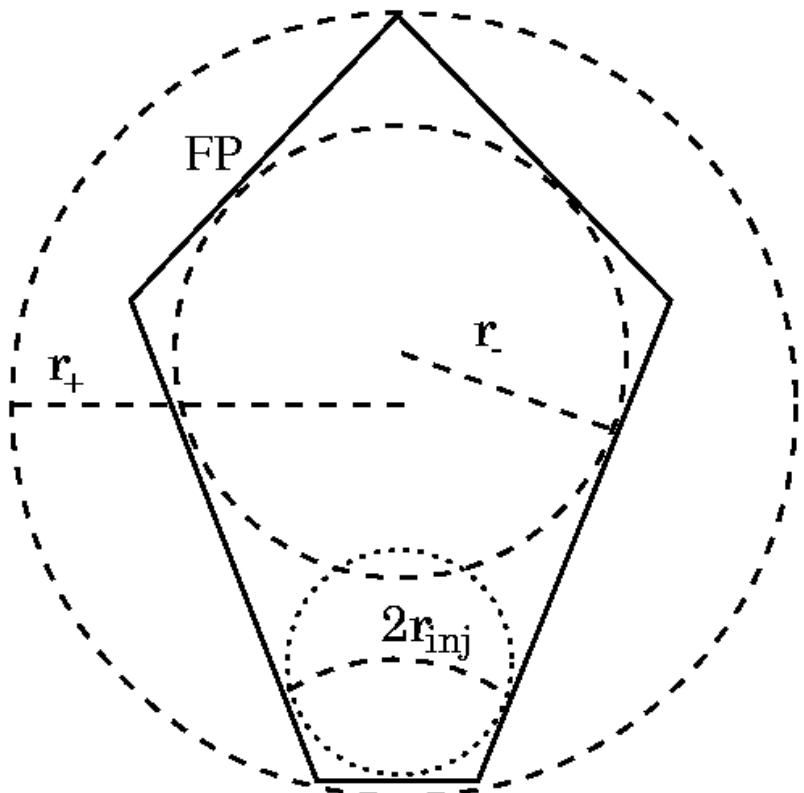
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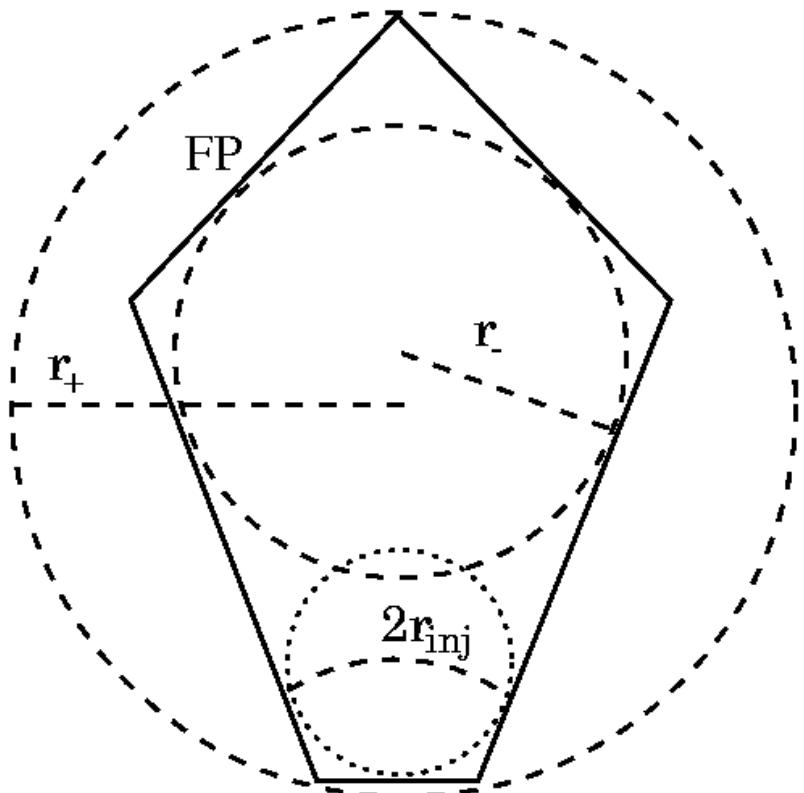
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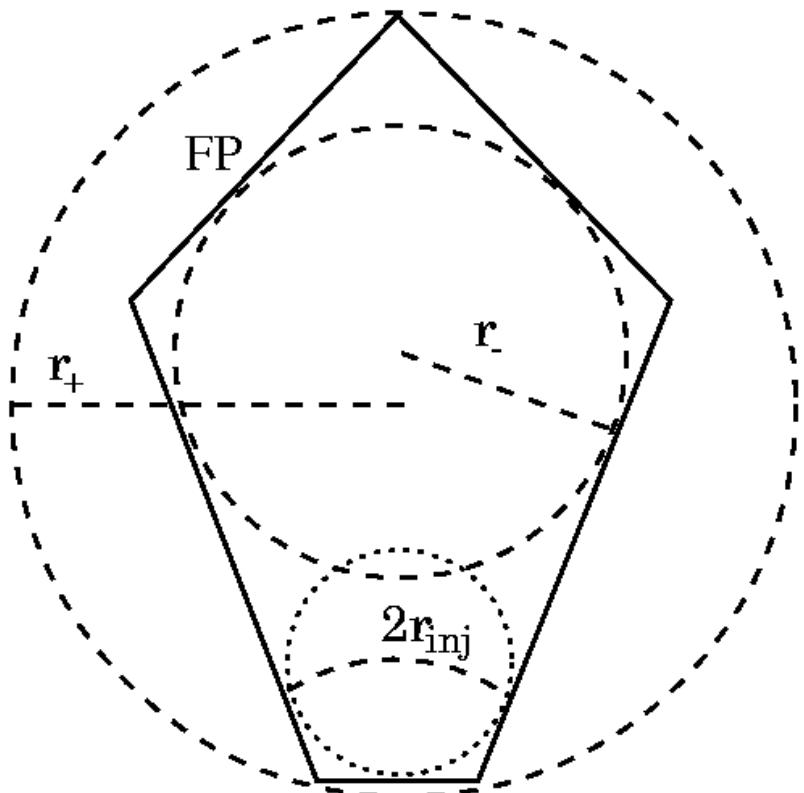
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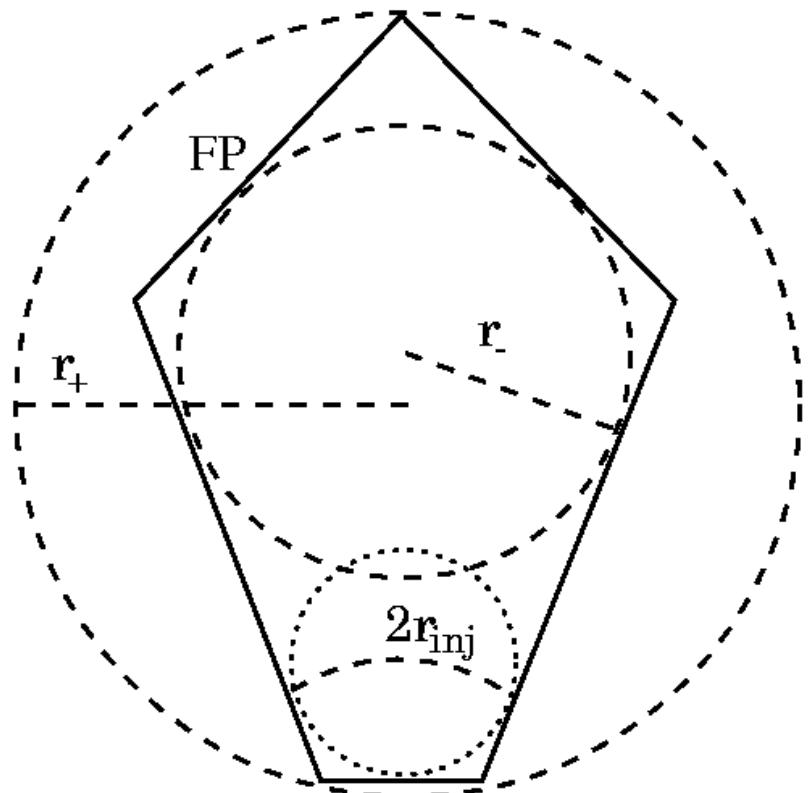
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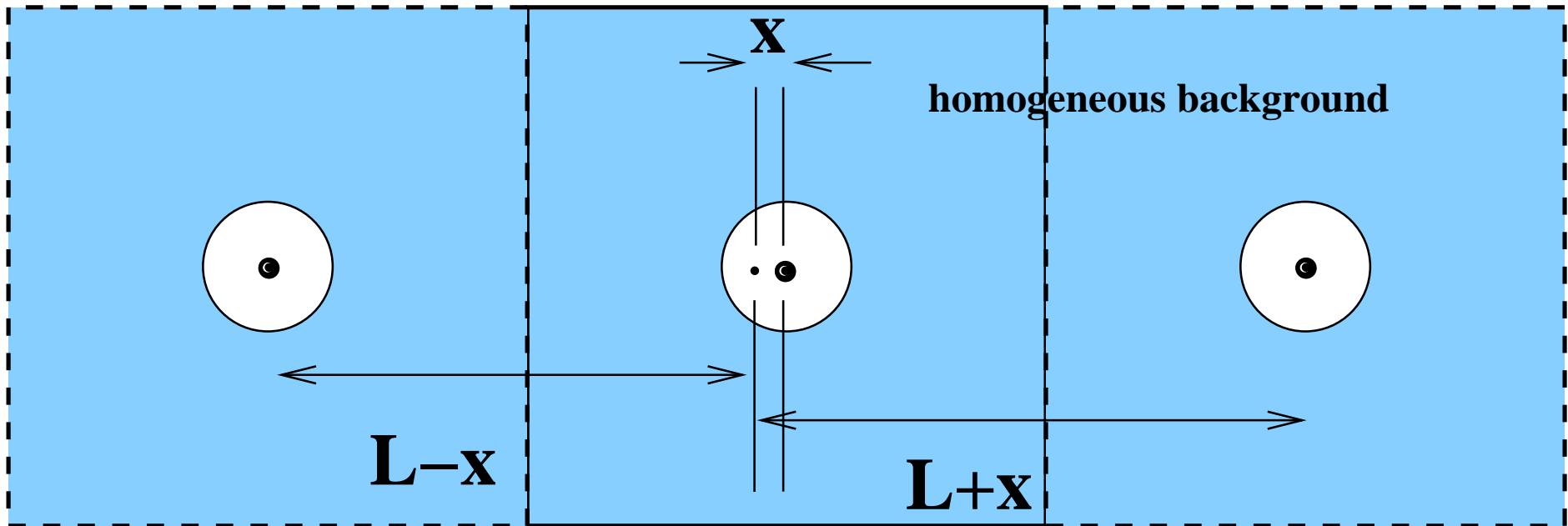
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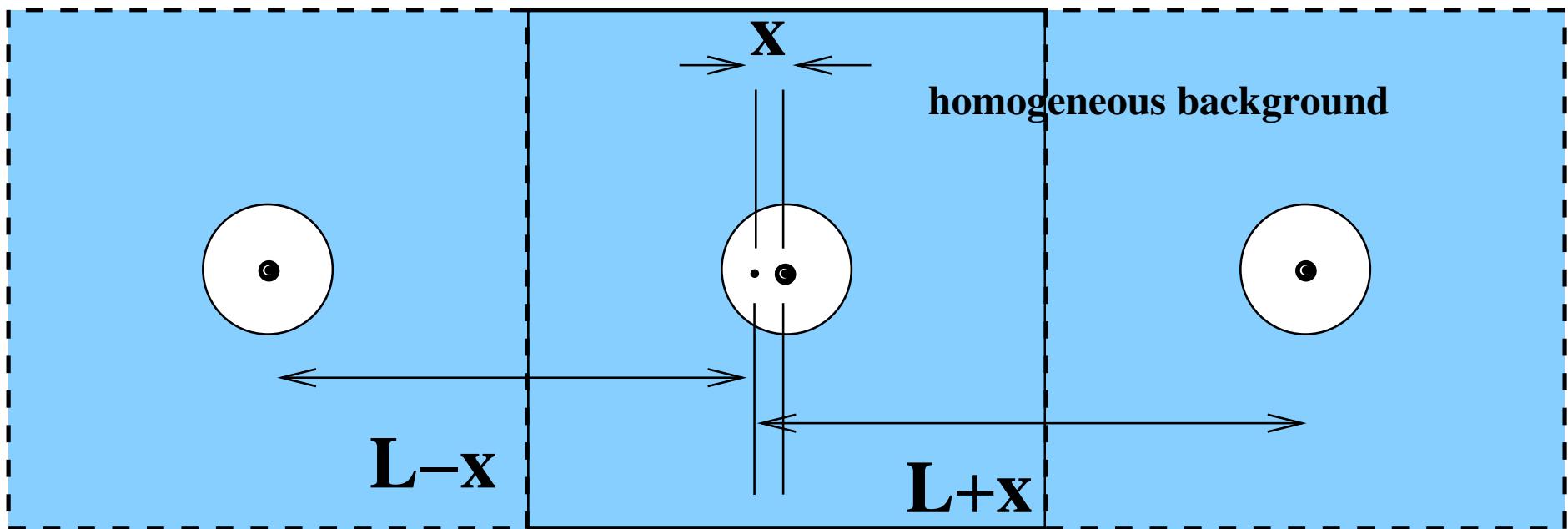
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- ◆ active research area, e.g. [arXiv:0705.4325](https://arxiv.org/abs/0705.4325) min. vol.

# Cosmic topol: almost no theory

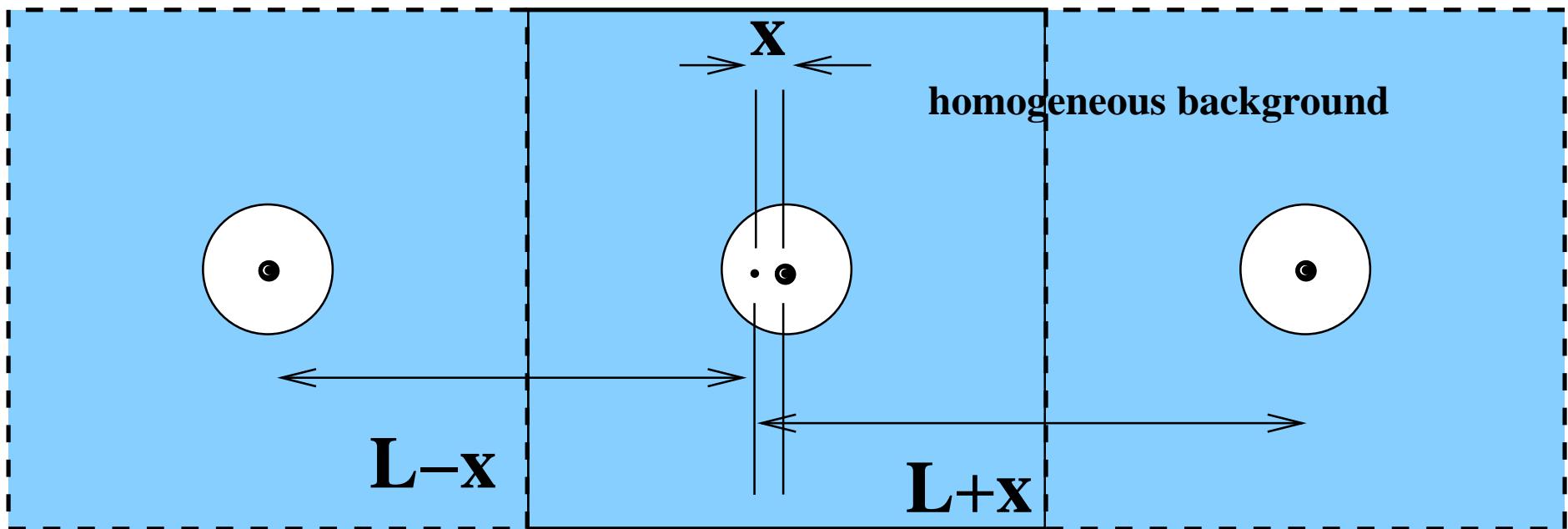


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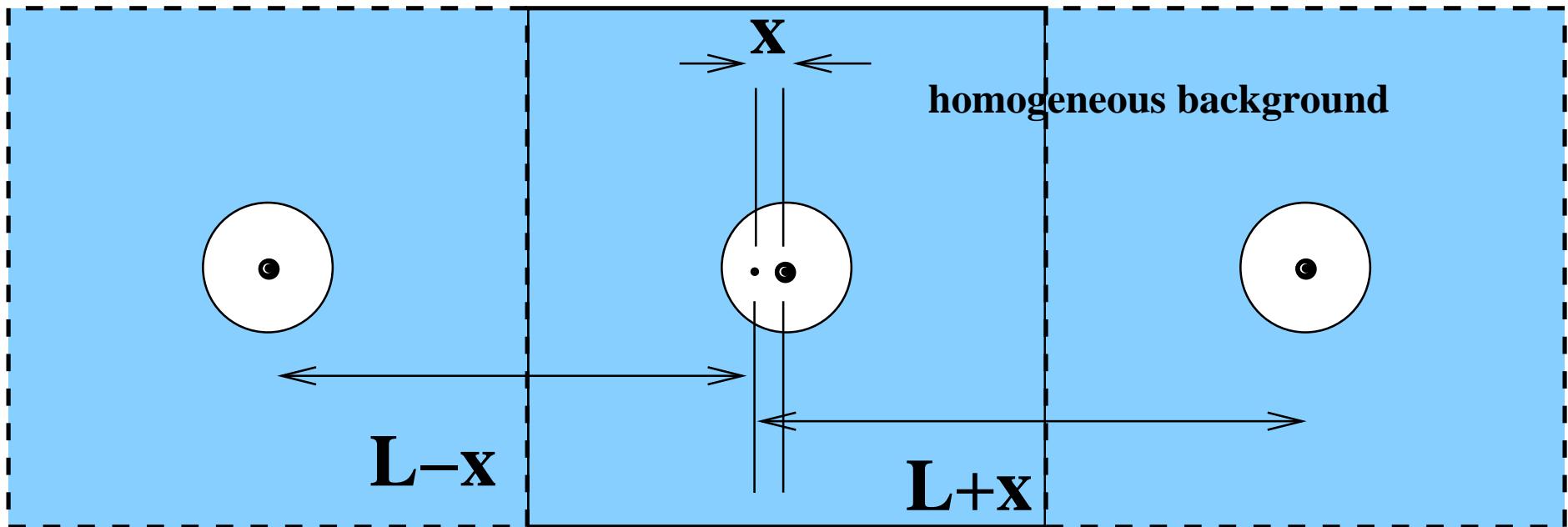
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# Cosmic topol: almost no theory



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$$\ddot{x}_{\text{resid}} \propto (x/L)^1 + \dots$$

# Cosmic topol: obs. strategies

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# 3D strategies

■ TODO...

# 2D strategies

■ TODO...