## **Cosmological Parameters**

- Recall the cosmological equations
  - $-H^2 = (8\pi G/3)\rho + C/L^2 + \Lambda/3$  : Friedmann-Lemaitre eq.
  - $-a = -(4\pi G/3)\rho L + \Lambda L/3$
- : Acceleration eq.

- L=Rl

- : Expansion of length
- These equations can be re-written as  $- H^2 = (8\pi G/3)\rho - k/R^2 + \Lambda/3$ 
  - $-a/R = (4\pi G/3)\rho \Lambda/3$
- Dividing both sides by  $H^2$ , we get
  - $1 = (8\pi G/3H^2)\rho k/(R^2H^2) + \Lambda/(3H^2)$ - q = -a/(RH^2) = (4\pi G/3)(\rho H^2) - \Lambda/(3H^2)
- "Cosmological Parameters" are related by  $-1 = \Omega_m + \Omega_k + \Omega_A$ 
  - $-1 \Omega_{\rm m} + \Omega_{\rm k} + \Omega_{\rm k}$  $q = \Omega_{\rm m}/2 \Omega_{\rm k}$

## Many Universes (Fig 18.13 on pp.367)

- Friedmann universes (No dark energy)
  - $-\Omega_{\Lambda}=0$
  - $-1 = \Omega_m + \Omega_k$ 
    - $\Omega_k > 0$ : "Open" universe
    - $\Omega_k = 0$ : "Flat" universe (a.k.a. Einstein-de Sitter universe:  $\Omega_m = 1$ )
    - $\Omega_k < 0$ : "Closed" universe
  - $-q = \Omega_{\rm m}/2$ 
    - q > 0: Expansion always decelerates in Friedmann universes
    - q=1/2 for the Einstein-de Sitter universe
- Friedmann-Lemaitre universes
  - $\Omega_{\Lambda} > 0$
  - $-1 = \Omega_m + \Omega_k + \Omega_\Lambda$ 
    - Fate of the universe depends on  $\Omega_\Lambda$  as well as  $\Omega_k$
  - $-q = \Omega_{\rm m}/2 \Omega_{\Lambda}$ 
    - q can be negative: acceleration is possible

## Expansion History

- Cosmological parameters evolve with time.
  - Different terms are dominant at different times.
  - $-H^2 = (8\pi G/3)\rho k/R^2 + \Lambda/3$ 
    - Matter density,  $\rho$ , decreases as  $1/R^3$
    - $k/R^2$  decreases as  $1/R^2$
    - $\Lambda$  is constant
  - Therefore, all universes look like the Einstein-de Sitter universe in the past.
    - But, the present and future behavior can be very different depending on cosmological parameters.
    - Values of the present-day cosmological parameters:
      - $-\Omega_{\rm m}=0.3$
      - $-\Omega_{\Lambda}=0.7$
      - $-\Omega_{k}=0$