4/24/06

Exam 4, THIS FRIDAY

Chapter 9 Sections 6 - 8, Book Chapter 10, Book Chapter 11 (Revised, posted Chapters 11, 12).

Review sheet posted today

Review session Thursday, April 27, 5 PM, RLM 4.102

News:

Pic of the day; Earth clouds, Galactic clouds



Our Expanding Universe

Expanding *surface* of a balloon as an example

2D embedding diagram of 3D expanding Universe

No 2D center, no 2D edge, no 2D outside to the *surface* of an expanding balloon.

There is a 3D center, a 3D edge, a 3D outside, in 3D hyperspace

All 3D space expands - carrying essentially motionless matter (galaxies)

No 3D center, no 3D edge, no 3D outside

- As 3D astronomers, we don't have to ask what the Universe is expanding into, but if anything it is a 4 (or more) D hyperspace, just as a 2D balloon expands into 3D hyperspace.
- Infinite flat rubber sheet could expand without expanding into any hyperspace (2D embedding diagram example).

Einstein's theory says that for a Universe that is the same, on average, everywhere, there are only three basic shapes it can have

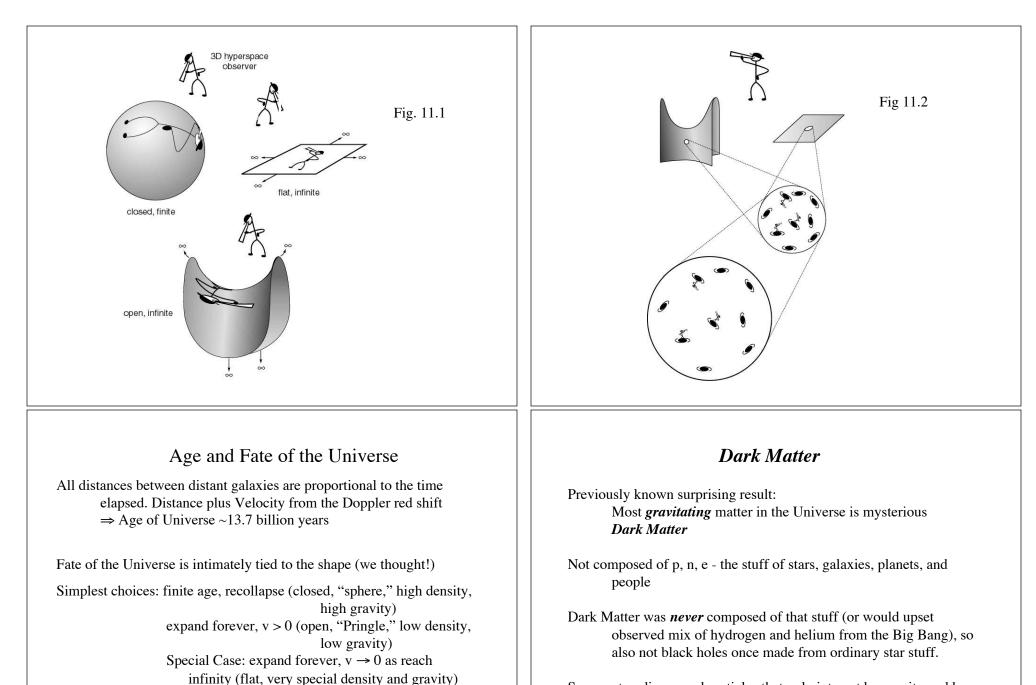
The 3D analog of a spherical surface - Closed Universe

The 3D analog of a "saddle" or "Pringle" shape - Open Universe

The 3D analog of a flat plane - Flat Universe

The 2D embedding diagrams of these 3D Universes are, respectively, a sphere, an infinite saddle or Pringle, and an infinite flat plane.

A closed universe is finite in space and time, the other two are infinite in space and time, but all must have started 13.7 billion years ago in the Big Bang.



Some yet undiscovered particles that only interact by gravity and by the weak nuclear force, no electrical force, no strong nuclear force:100 × more total mass than normal stuff stars, gas, etc.

In principle, we can figure out the shape and fate of our Universe by doing 3-D geometry in our 3-D Universe, in practice we often try to measure the density of the matter.

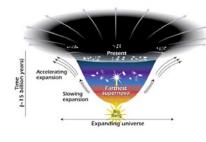
Dark MatterImage: Dark MatterImage: Dark MatterImage: Dark Matter is not enough to close the Universe <th>Marcelo movie</th>	Marcelo movie
Nature recently threw us a curve ball	Nature recently threw us a curve ball
SN were the key!	SN were the key!
Use Type Ia supernovae (brightest, ~ uniform behavior)	Use Type Ia supernovae (brightest, ~ uniform behavior)
Carefully map <i>distances</i> (dimmer appearance means further	Carefully map <i>distances</i> (dimmer appearance means further
away), <i>velocities</i> (Doppler red shifts) in all directions	away), <i>velocities</i> (Doppler red shifts) in all directions
Do geometry - measure curvature - "sphere", "Pringle", "flat"	Do geometry - measure curvature - "sphere", "Pringle", "flat"
closed, open, flat	closed, open, flat
More subtle techniques than making parallel lines or drawing	More subtle techniques than making parallel lines or drawing
triangles, but still amounts to "doing 3D geometry."	triangles, but still amounts to "doing 3D geometry."

Type Ia supernovae are generally the brightest and can be seen at cosmological distances.

They were used as cosmological probes...



to discover the *acceleration* of the Universe...



the Science Magazine scientific Breakthrough of the Year in 1998



The supernovae were found to be a little too dim at given expansion velocity (red shift)

 \Rightarrow Further away than expected for a "normal" gravitating Universe

How do you get further away in a given time?

 \Rightarrow Universe has been *accelerating*!!

Throw ball