

2.1 Distances and Scales



Some Commonly Used Units

• Distance:

- Astronomical unit: the distance from the Earth to the Sun, 1 au = 1.496×10^{13} cm ~ 1.5×10^{13} cm
- Light year: c ×1 yr, 1 ly = 9.463×10^{17} cm ~ 10^{18} cm
- Parsec: the distance from which 1 au subtends an angle of 1 arcsec,
 1 pc = 3.086 × 10¹⁸ cm ~ 3 × 10¹⁸ cm
 1 pc = 3.26 ly ~ 3 ly
 1 pc = 206,264.8 au ~ 2×10⁵ au
- Mass and Luminosity:
 - Solar mass: $1 M_{\odot} = 1.989 \times 10^{33} \text{ g} \sim 2 \times 10^{33} \text{ g}$
 - Solar luminosity: 1 L_{\odot} = 3.826×10³³ erg/s ~ 4×10³³ erg/s

The Scale of the Solar System



Stellar Distances



Cygnus Arm

Distances in the Galaxy

Carina-Sagittarius Arm

Milky Way diameter ~ 50 - 100 kpc

Norma Arm

Crux-Scutum Arm

Perseus Arm

<- Our Solar System

20 000

30 000

Local or Orion Arm

Our Extragalactic Neighborhood

Magellanic Clouds ~ 50 kpc

Andromeda galaxy (M31) ~ 700 kpc

Virgo cluster ~ 16 Mpc



Distances and Parallaxes

- Distances are necessary in order to convert apparent, measured quantities into absolute, physical ones (e.g., luminosity, size, mass...)
- Stellar parallax is *the only* direct way of measuring distances in astronomy! Nearly everything else provides relative distances and requires a basic calibration
- Small-angle formula applies: $D [pc] = 1 / \pi [arcsec]$
- Limited by the available astrometric accuracy (~ 1 mas, i.e., D < 1 kpc or so, now)



Parallax

How Far Can We Measure Parallaxes?

Since nearest stars are > 1 pc away, and ground-based telescopes have a seeing-limited resolution of ~ 1 arcsec, measuring parallaxes is hard.



1838: Bessel measured $\pi = 0.316$ arcsec for star 61 Cyg (modern value $\pi = 0.29$ arcsec)



Current ground-based: best errors of ~ 0.001 arcsec

How Far Can We Measure Parallaxes?

Hipparcos satellite: measured ~10⁵ bright stars with errors also of ~0.001 arcsec
GAIA satellite: will measure positions of ~10⁹ stars with an accuracy of micro-arcsecs - this is a reasonable fraction of *all* the stars in the Milky Way!



Currently: measure D accurately to \sim a few $\times 100$ pc

A parsec is...

- A. Radius of the Earth's orbit
- B. About 10²⁷ cm
- C. Angle corresponding to the size of the Earth's orbit from 1 light year away
- D. About 3 $\times 10^{18}$ cm
- E. About 200,000 astronomical units

Distances to stars in our Galaxy range

- A. From ~ 0.001 to ~ 50 kpc
- B. From ~ 10^{18} cm to ~ 10^{23} cm
- C. From ~ 1 to ~ 700 kpc
- D. From ~ 1,000 to ~ 50,000 astronomical units

2.2 Kepler's Laws, Newton's Laws, and Dynamics of the Solar System



Kepler's Laws:



- 1. The orbits of planets are elliptical, with the Sun at a focus
- 2. Radius vectors of planets sweep out equal areas per unit time
- 3. Squares of orbital periods are proportional to cubes of semimajor axes:

 $P^{2}[yr] = a_{pl}^{3}[au]$

- Derived empirically from Tycho de Brahe's data
- Explained by the Newton's theory of gravity

Newton's Laws

- 1. Inertia... 1. Inertia... 2. Force: F = m a \longrightarrow Conservation laws (E, p, L)3. $F_{action} = F_{reaction}$ e.g., for a circular motion in grav. field: centifugal force = centripetal force $\frac{m V^2}{D} = G \frac{m M}{R^2}$ • The law of gravity: $F = G \frac{m_1 m_2}{r^2}$ • Energy: $E_{total} = E_{kinetic} + E_{potential}$ $\frac{m V^2}{2} \checkmark \frac{G m M}{P} \checkmark$ (gravitational)
- Angular momentum: L = m V R (point mass)



Motions in a Gravitational Field

• Motions of two particles interacting according to the inverse square law are conic sections:



Why Ellipses?

A rigorous derivation (in polar coordinates) is a bit tedious, but we can have a simple intuitive hint:

Decompose the total velocity v into the radial (v_r) and tangential (v_t) components

Consider the total motion as a synchronous combination of a radial and circular harmonic oscillator (recall that the period does not depend on the amplitude)



Orbit Sizes and Shapes

• For bound (elliptical) orbits, the *size* (semimajor axis) depends on the total energy:

$$E_{kin} = 0, R = 0 \qquad E_{kin} = |E_{pot}|, R \to \infty$$

$$\boxed{m_2}^{m_1} \qquad E_{kin} \to |E_{pot}| \qquad \boxed{m_1} \dots \dots \underbrace{m_2}^{V} \to$$

• The *shape* (eccentricity) of the orbit depends on the angular momentum:



Kepler's 2nd Law: A quick and simple derivation

Angular momentum, at any time: $L = M_{pl} V r = const.$ Thus: Vr = const. (this is also an "adiabatic invariant") Element of area swept: dA = Vr dtSectorial velocity: dA/dt = Vr = const. Independent of M_{pl} ! It is a consequence of the conservation of r angular momentum.

Planets move slower at the aphelion and faster at the perihelion



Kepler's 3rd Law: A quick and simple derivation Pluto . $F_{cp} = G M_{pl} M_{\odot} / (a_{pl} + a_{\odot})^2$ Neptune. Uranus. $\approx G M_{pl} M_{\odot} / a_{pl}^2$ Semimajor axis (AU) 0 Saturn Jupiter (since $M_{pl} \ll M_{\odot}, a_{pl} \gg a_{\odot}$) $F_{cf} = M_{pl} V_{pl}^2 / a_{pl}$ Mars Venus $= 4 \pi^2 M_{\rm pl} a_{\rm pl} / P^2$ Mercury 1 10 0.1 100 (since $V_{\rm pl} = 2 \pi a_{\rm pl} / P$) Period (yr) $F_{cp} = F_{cf} \rightarrow 4 \pi^2 a_{pl}^3 = G M_{\odot} P^2$ (independent of M_{pl} !) Another way: $E_{kin} = M_{pl}V_{pl}^2 / 2 = E_{pot} \approx G M_{pl}M_{\odot}/a_{pl}$ Substitute for $V_{\rm pl}$: $4 \pi^2 a_{\rm pl}^3 = G M_{\odot} P^2$

→ It is a consequence of the conservation of energy

It Is Actually A Bit More Complex ...

- Kepler's laws are just an approximation: we are treating the whole system as a collection of isolated 2-body problems
- There are *no analytical solutions* for a general problem with > 2 bodies! But there is a good *perturbation theory,* which can produce very precise, but always approximate solutions
 - Discovery of Neptune (1846)
 - Comet impacts on Jupiter
- Relativistic effects can be used to test theory of relativity (e.g., precession of Mercury's orbit





It Is Actually A Bit More Complex ...

• Dynamical resonances can develop (rotation/revolution periods, asteroids; Kirkwood gaps; etc.)



 If you wait long enough, more complex dynamics can occur, including dynamical chaos
 (Is Solar System stable?)



Kepler's 3rd law is...

- A. Cubes of orbit sizes ~ squares of orbital periods
- B. Squares of orbit sizes ~ cubes of orbital periods
- C. A consequence of the conservation of energy
- D. A consequence of the conservation of angular momentum

The shape of a closed orbit depends on

- A. Total energy
- B. Total angular momentum
- C. Angular momentum for a given energy
- D. None of the above

2.3 Celestial Coordinate Systems Time Systems, and Earth's Rotation







The Seasonal Change of the Solar Declination



Annual Solar Path



The Alt-Az Coordinate System



Other Common Cellestial Coordinate Systems

Ecliptic: projection of the Earth's orbit plane defines the Ecliptic Equator. Sun defines the longitude = 0.



Galactic: projection of the mean Galactic plane is close to the agreed-upon Galactic Equator; longitude = 0 close, but not quite at the Galactic center. $(\alpha, \delta) \rightarrow (l, b)$

Ecliptic (Blue) and Galactic Plane (Red)

InfraRed Sky IRAS





The Precession of the Equinoxes

- The Earth's rotation axis precesses with a period of ~ 26,000 yrs, caused by the tidal attraction of the Moon and Sun on the the Earth's equatorial bulge
- There is also *nutation* (wobbling of the Earth's rotation axis), with a period of ~ 19 yrs
- Coordinates are specified for a given equinox (e.g., B1950, J2000) and sometimes epoch



Earth's Orbit, Rotation, and the Ice Ages

- **Milankovich Theory:** cyclical variations in Earth-Sun geometry combine to produce variations in the amount of solar energy that reaches Earth, in particular the iceforming regions:
 - 1. Changes in obliquity (rotation axis tilt)
 - 2. Orbit eccentricity
 - 3. Precession

These variations correlate well with the ice ages!



The change of seasons is due to...

- A. The tilt of the Earth's rotation axis relative to the celestial equator
- B. The tilt of the Earth's rotation axis relative to the plane of the ecliptic
- C. Eccentricity of the Earth's orbit
- D. Precession of the equinoxes
- E. Human sacrifices

