## 1 Lots of stars

A thermal emitter of temperature *T* obeys the law:

$$L = A\sigma T^4 \tag{1}$$

where *L* is the star's luminosity,  $\sigma$  is a constant of proportionality and *A* is the surface area of the emitter. Stars are spherical thermal emitters. The area of a sphere is  $A = 4\pi R^2$ , which we can combine with the first equation to give  $L_{\text{star}} = 4\pi R^2 \sigma T^4$ .

Furthermore, the emitter's spectrum will *peak* at a wavelength  $\lambda_{max}$  given by:

$$\lambda_{\max} = \frac{.002898m}{T}.$$
 (2)

Hint: remember to look at ratios.

- 1. Star Alex is *hotter* and *brighter* than Star Nathan. Can we say which star is larger? No, we cannot determine which star is larger. The luminosity depends on the radius *and* the temperature. We know star 1 is brighter and hotter. *Maybe* star 1 is also larger, in which case both its radius and temperature contribute to making it brighter than star 2. *Or*, maybe star 1 is smaller than star 2, but its so hot that it makes up for being smaller by a large increase in its temperature. So, in this case you can't be sure which star is larger until I give you specific values.
- 2. At their respective peak wavelengths, which star (1 or 2) has shorter wavelength photons? Which star has higher frequency photons (again, at their respective peak wavelengths)? The peak wavelength is given by Eq. ??. From this equation, we can see that as you *increase* the temperature of the star, the peak wavelength *decreases* (if this isn't clear, try plugging in a random number for T, then plug in a *bigger* random number; you should see that  $\lambda_{max}$  gets smaller). Since Star 1 is hotter, it has a larger T and a smaller  $\lambda_{max}$ . From the wave equation of light,  $c = \lambda f$ , we see that the larger the wavelength ( $\lambda$ ), the smaller the frequency. Since Star 1 has a smaller  $\lambda_{max}$ , it must then have the *larger* frequency at the peak wavelength. Always remember the larger the wavelength, the smaller the frequency and vice-versa.
- 3. Which star has higher energy photons at their peak wavelength? From the equation E = hf, we can see that the energy of a photon is directly proportional to the frequency of the photon. Since Star 1 has higher frequency photons at its peak, it will also have higher energy photons.
- 4. Draw the spectrum of both stars. Think about where they should peak and the relative heights of the two curves. I will show this in class.
- 5. Describe what would you see if you looked at Star Alex through a diffraction grating. Also explain what causes the different parts of what you see. You will see a rainbow (the "continuum" spectrum), with a few dark lines. The dark lines are absorption lines, and are caused by atoms and molecules in the cool, outer layers of the star absorbing some of the continuum light.
- 6. Star Ben is twice as hot as Star Jamie but three times fainter. What is the ratio of the radii of the two stars? From Eq. 1 we have  $L = 4\pi R^2 \sigma T^4$ . So Star 3 has  $L_3 = 4\pi R_3^2 \sigma T_3^4$ . Similarly, Star 4 has  $L_4 = 4\pi R_4^2 \sigma T_4^4$ . Now, let's divide these two equations:

$$\frac{L_3}{L_4} = \frac{4\pi R_3^2 \sigma T_3^4}{4\pi R_4^2 \sigma T_4^4}$$
(3)

There's a factor of  $4\pi$  and  $\sigma$  on the top and bottom, so we can cancel these. The equation simplifies to:

$$\frac{L_3}{L_4} = \frac{R_3^2 T_3^4}{R_4^2 T_4^4} \tag{4}$$

Now we have a neat expression relating the brightnesses, radii, and temperature! We don't have actual values for any of these variables, but we do have their values *in relation to on another*! I gave you that star

3 is twice as hot as star 4. Mathematically, this is simply  $T_3 = 2T_4$ . Likewise, I gave you that star 3 is three times fainter than star 4. Again, this is simply  $L_3 = \frac{1}{3}L_4$ . Let's plug these two expressions in:

$$\frac{\frac{1}{3}L_4}{L_4} = \frac{R_3^2(2T_4)^4}{R_4^2 T_4^4} = \frac{R_3^2}{R_4^2} \frac{16T_4^4}{T_4^4}$$
(5)

We see that  $L_4$  cancels on the left, and  $T_4^4$  cancels on the right. So, simplifying:

$$\frac{1}{3} = \frac{16R_3^2}{R_4^2} \tag{6}$$

Remember, we're looking for the ratio,  $\frac{R_3}{R_4}$ . So, we divide by 16 on both sides to isolate the terms involving the radius, and then take a square root:

$$\frac{1}{3 \times 16} = \frac{R_3}{R_4} = \frac{1}{\sqrt{48}} \tag{7}$$

You can leave your answer like that, or compute  $1/\sqrt{48} \approx 1/6.9$ . So, star 3 has a radius about one-seventh that of star 4. That was a lot of math! This is a pretty tricky ratio problem, but if you can solve this problem you should be able to handle almost any problem involving ratios.

## 2 Cop chase

Not many people came to my office hours so I wandered and pulled off an armored car heist. Unfortunately, the guards called the cops who started driving in my direction. During this high-speed chase, I was plagued by a few questions, listed below. One equation you may find useful:

$$\frac{f_{\text{receiver}} - f_0}{f_0} = \frac{v_{\text{source}} - v_{\text{receiver}}}{v_{\text{wave}}}$$
(8)

1. As I drove off with my money, the cops close on my tail and bridging the gap between us, their sirens began to sound different. Why did I hear such a change? Give an *intuitive* explanation. Try not to use any math; draw a picture if you can.



Figure 1: The cop car (or in this picture, the ambulance) is sending out (sound) waves in my direction (I'm the observer on the right). But, since the car is moving *towards* me, these waves get pressed together. So, I'll receive one part of the wave after another *faster* than normal, which means I'll perceive a *higher* frequency. Alternatively, you can look at the space between the circles – for the observer on the right, the circles are pressed together and the wavelength is shorter. So, as the cops chase after me, I will hear a *higher* pitch (pitch is equivalent to the frequency of the sound wave) siren.

2. I was driving at 47 m/s, and the cops at 50 m/s. How much did the frequency of the siren change? The speed of sound is 300m/s and the frequency of a police siren is 750 Hz.
Here, we can simply plug into the formula I gave you. v<sub>source</sub> = 50m/s is the speed of the cop car, which is emitting the sound. v<sub>receiver</sub> = 47m/s is my speed. v<sub>wave</sub> = 300m/s is the speed of the sound wave. f<sub>0</sub> is the "rest," or original frequency of the siren. Solving for f<sub>receiver</sub> - f<sub>0</sub> by multiplying both sides by f<sub>0</sub>:

$$f_{\text{receiver}} - f_0 = f_0 \times \frac{v_{\text{source}} - v_{\text{receiver}}}{v_{\text{wave}}} = 750 H_Z \times \frac{47 - 50 m/s}{300 m/s} = 7.5 H_Z$$
 (9)

So the frequency *increases* – the math agrees with our intuitive explanation from part 1!

3. Is this case analogous to a "redshift" or a "blueshift"?

When dealing with light (which is also subject to the doppler effect, since it is a wave), we call it a "blueshift" when the light wave is shifted to *smaller* wavelengths due to the doppler effect (blue light has a shorter wavelength than red light). This occurs when the source is moving *towards* the receiver (as we have here!). Likewise, in this problem we found the police siren sound wave to be doppler-shifted to higher frequencies. So, this case is analogous to a blueshift. Of course, it's not an actual blueshift since we're dealing with sound, not light.

## **3** For the go-getters

These are listed in order of *decreasing* relevance.

- 1. Do you think I was lying about my police story? Why or why not? *hint:* think about the magnitude of the frequency change.
- 2. Estimate the wavelength at which your body's thermal spectrum peaks. Is this in the visible range? Estimate your luminosity.
- 3. Consider a star moving in a circular orbit, such that at some times the star is moving directly away from us, and at others it is moving directly towards us<sup>1</sup>. We use the doppler shift of the star's spectrum to infer the velocity at many different times. *Sketch* what the velocity-time graph looks like.

<sup>&</sup>lt;sup>1</sup>in technical terms, the orbit of the star is *edge on* relative to the observer