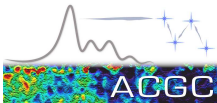


Observations in Inhomogeneous Models and the Szekeres Metric

Charles Hellaby and Anthony Walters
ACGC, University of Cape Town

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Purpose & Plan

- Lay out a general framework for calculating cosmological observables
- Integrate down the PNC of arbitrarily placed observer, in given arbitrary inhomogeneous spacetime
- Propagate observer's coordinates by Lie dragging
- Convert null geodesic eq & geodesic deviation eq to numerical form
- Calculate redshift, diameter distance, proper motions, image distortion
- Apply to Szekeres Metric and test.
- Explore various Szekeres models and their observational patterns.
- Problem of following moving sources
- How to find a later light ray that connects moving source and observer?
- A shooting problem - numerical trial & error?
- We show how to use geodesic deviation equation for instantaneous rates of change.

PNC & Observations in a General Model

- Calculating observations involves tracing light rays numerically.
- Possible sources observations:
 - ★ redshift
 - ★ proper motions (flow)
 - ★ luminosity/diameter distance
 - ★ image distortions (magnification, shear, twist)
 - ★ number density
- Initial time — send out a set of rays;
 - sources move;
 - which directions to send rays at later times?
 - seems like big numerical trial & error exercise.
- Use geodesic deviation eq to get rates of change at initial time; & each successive time.

Observer's Past Null Basis — Setup

- Observer uses angle on sky + time of observation
- Set up observer's coordinates in general inhomogeneous model
 - Metric coordinates;
 - Orthonormal basis (near observer);
 - spherical basis (near observer);
 - past-null spherical basis;
 - propagate down PNC.

Observer's Past Null Basis — Define

- Metric & coords (general): g_{ab} , x^c ,
- Observer position (arbitrary): $x^c|_o$,
- Orthonormal basis at obs: $\bar{\mathbf{e}}_i|_o = [\bar{e}_i^a \partial_a]|_o$,
- Spherical basis at obs:

$$\tilde{\mathbf{e}}_{\tilde{r}} = \bar{\mathbf{e}}_0$$

$$\tilde{\mathbf{e}}_{\tilde{r}} = \sin \tilde{\vartheta} \cos \tilde{\varphi} \bar{\mathbf{e}}_1 + \sin \tilde{\vartheta} \sin \tilde{\varphi} \bar{\mathbf{e}}_2 + \cos \tilde{\vartheta} \bar{\mathbf{e}}_3$$

$$\tilde{\mathbf{e}}_{\tilde{\vartheta}} = \tilde{r} \cos \tilde{\vartheta} \cos \tilde{\varphi} \bar{\mathbf{e}}_1 + \tilde{r} \cos \tilde{\vartheta} \sin \tilde{\varphi} \bar{\mathbf{e}}_2 - \tilde{r} \sin \tilde{\vartheta} \bar{\mathbf{e}}_3$$

$$\tilde{\mathbf{e}}_{\tilde{\varphi}} = -\tilde{r} \sin \tilde{\vartheta} \sin \tilde{\varphi} \bar{\mathbf{e}}_1 + \tilde{r} \sin \tilde{\vartheta} \cos \tilde{\varphi} \bar{\mathbf{e}}_2 ,$$

- Convert to past-null spherical basis at obs:

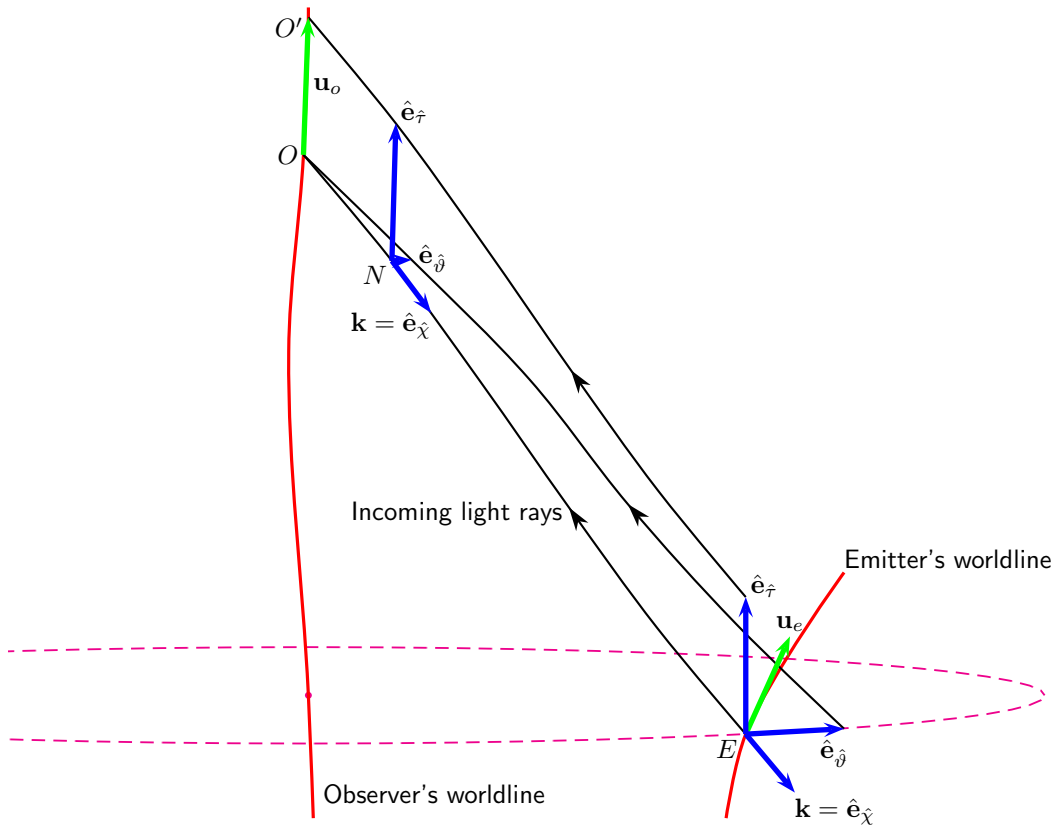
$$\hat{\tau} = \tilde{r} + \tilde{\tau} , \quad \hat{\chi} = \tilde{r} \quad \leftrightarrow \quad \tilde{\tau} = \hat{\tau} - \hat{\chi} , \quad \tilde{r} = \hat{\chi} ,$$

$$\begin{aligned} \rightarrow \quad \hat{\mathbf{e}}_{\tilde{\tau}} &= \tilde{\mathbf{e}}_{\tilde{\tau}} = \bar{\mathbf{e}}_0 \\ \hat{\mathbf{e}}_{\hat{\chi}} &= -\tilde{\mathbf{e}}_{\tilde{\tau}} + \tilde{\mathbf{e}}_{\tilde{r}} = -\bar{\mathbf{e}}_0 + \sin \hat{\vartheta} \cos \hat{\varphi} \bar{\mathbf{e}}_1 + \sin \hat{\vartheta} \sin \hat{\varphi} \bar{\mathbf{e}}_2 + \cos \hat{\vartheta} \bar{\mathbf{e}}_3 \\ \hat{\mathbf{e}}_{\hat{\vartheta}} &= \tilde{\mathbf{e}}_{\hat{\vartheta}} = \hat{\chi} \cos \hat{\vartheta} \cos \hat{\varphi} \bar{\mathbf{e}}_1 + \hat{\chi} \cos \hat{\vartheta} \sin \hat{\varphi} \bar{\mathbf{e}}_2 - \hat{\chi} \sin \hat{\vartheta} \bar{\mathbf{e}}_3 \\ \hat{\mathbf{e}}_{\hat{\varphi}} &= \tilde{\mathbf{e}}_{\hat{\varphi}} = -\hat{\chi} \sin \hat{\vartheta} \sin \hat{\varphi} \bar{\mathbf{e}}_1 + \hat{\chi} \sin \hat{\vartheta} \cos \hat{\varphi} \bar{\mathbf{e}}_2 , \end{aligned}$$

- Propagate these down the observer's PNC.

Propagation Scheme

- Keep \hat{v} , $\hat{\varphi}$ const along each light ray
i.e. Lie drag coords & basis down incoming null geodesics.
- Exactly the set-up for geodesic deviation eq to hold.



Propagation Equations

- Geodesic Eq — light ray paths

$$\frac{\delta k^a}{\delta \hat{\chi}} = 0 \quad \text{(good for tensor calcs)}$$

$$\frac{dk^a}{d\hat{\chi}} = -k^b \Gamma^a_{bc} k^c, \quad k^a k_a = 0, \quad \frac{dx^a}{d\chi} = k^a \quad \text{(good for numerics)}$$

- Geodesic Deviation Eq — past-null-obs basis propagation

$$\frac{\delta^2 \hat{e}_\alpha^a}{\delta \hat{\chi}^2} = -R^a_{bcd} k^b \hat{e}_\alpha^c k^d \quad \text{(good for tensor calcs)}$$

$$\frac{d^2 \hat{e}_\alpha^a}{d\hat{\chi}^2} = -k^b \left(2\Gamma^a_{bc} \frac{d\hat{e}_\alpha^c}{d\hat{\chi}} + \hat{e}_\alpha^c k^d \Gamma^a_{db,c} \right) \quad \text{(good for numerics)}$$

$$\hat{e}_\alpha \equiv \{ \hat{e}_\tau, \hat{e}_\chi = \mathbf{k}, \hat{e}_{\hat{y}}, \hat{e}_{\hat{\varphi}} \}$$

- Propagated $(\hat{\tau}, \hat{\chi}, \hat{\vartheta}, \hat{\varphi})$ is a coord system
- Propagated \hat{e}_α is coord basis — provide transformation between metric and observer's coordinates,

$$\hat{e}^\alpha{}_c = e_c{}^\alpha = \frac{\partial \hat{x}^\alpha}{\partial x^c}, \quad e^c{}_\alpha = \hat{e}_\alpha{}^c = \frac{\partial x^c}{\partial \hat{x}^\alpha}.$$

- What we actually need (later) is not $\hat{e}_\alpha{}^a$ but its inverse $\hat{e}^\alpha{}_a$.

Propagation — Initial Conditions

Geodesic Eq

- In orthonormal frame, initial $k^\alpha = (-1, 1, 0, 0)$, i.e.

$$|k^b u_b u^a|_o = 1 = |k^a (\delta_a^c + u^c u_a)|_o$$

Geodesic Deviation Eq

- $\hat{e}_{\hat{\tau}}|_o = \mathbf{u}_o$
- Take $\hat{\chi} \rightarrow 0$ limits of \hat{e}_α near-observer expressions
- Fermi-propagate \mathbf{k} along $\mathbf{u}|_o$

$$\left. \frac{\delta k^a}{\delta \tau} \right|_{\hat{\chi}=0} = \left[u_o^b \nabla_b k^a - k_b a_o^b u_o^a + k_b u_o^b a_o^a \right]_{\hat{\chi}=0} = 0$$

and use
$$\left. \frac{\delta k^a}{\delta \hat{\tau}} \right|_{\hat{\chi}=0} = \left. \frac{\delta \hat{e}_{\hat{\tau}}^a}{\delta \hat{\chi}} \right|_{\hat{\chi}=0} \rightarrow \left. \frac{d\hat{e}_{\hat{\tau}}^a}{d\hat{\chi}} \right|_o$$

- Take $\hat{\vartheta}$ & $\hat{\varphi}$ derivatives of near-observer $\hat{e}_{\hat{\chi}} = \mathbf{k}$ and use e.g.

$$\left. \frac{\delta k^a}{\delta \hat{\vartheta}} \right|_{\hat{\chi}=0} = \left. \frac{\delta \hat{e}_{\hat{\vartheta}}^a}{\delta \hat{\chi}} \right|_{\hat{\chi}=0} \rightarrow \left. \frac{d\hat{e}_{\hat{\vartheta}}^a}{d\hat{\chi}} \right|_o$$

Observables - Redshift & Proper Motion

- Rate of change of observed angle with respect to observer time

$$\frac{d\tilde{x}^m}{d\tilde{\tau}} \Big|_o = \left[\frac{\partial \tilde{x}^m}{\partial \hat{x}^\beta} \frac{d\hat{x}^\beta}{d\hat{\tau}} \frac{d\hat{\tau}}{d\tilde{\tau}} \right]_o = \left[\hat{e}_\beta{}^m \frac{d\hat{x}^\beta}{d\hat{\tau}} \right]_o$$

where

$$\left[\frac{d\hat{x}^\beta}{d\hat{\tau}} \right]_o = \left[\frac{d\hat{x}^\beta}{d\hat{\tau}} \right]_e = \left[\frac{\partial \hat{x}^\beta}{\partial x^a} \frac{dx^a}{d\tau_e} \frac{d\tau_e}{d\hat{\tau}} \right]_e = \frac{[\hat{e}^\beta{}_a u^a]_e}{(1+z)}$$

τ_e = the source proper time,

$\tilde{\tau}_o$ = observer's proper time,

$\hat{\tau}$ = its extension down the PNC.

- Hence

$$1 = \left. \frac{d\hat{\tau}}{d\hat{\tau}} \right|_o = \frac{[\hat{e}^{\hat{\tau}}_a u^a]_e}{(1+z)} \quad \rightarrow \quad 1+z = [\hat{e}^{\hat{\tau}}_a u^a]_e$$
$$\left. \frac{d\tilde{\vartheta}}{d\tilde{\tau}} \right|_o = \frac{[\hat{e}^{\tilde{\vartheta}}_a u^a]_e}{(1+z)}$$
$$\left. \frac{d\tilde{\varphi}}{d\tilde{\tau}} \right|_o = \frac{[\hat{e}^{\tilde{\varphi}}_a u^a]_e}{(1+z)} .$$

- Note dual basis vectors \hat{e}^α actually what's needed.

Observables - Diameter Distance

- Take a small displacement at the emitter, dx^a
- Measured angular size is

$$\delta^2 = d\hat{\vartheta}^2 + \sin^2 \hat{\vartheta} d\hat{\varphi}^2$$
$$\delta = \sqrt{[(\hat{e}^{\hat{\vartheta}}_a dx^a)^2 + \sin^2 \hat{\vartheta} (\hat{e}^{\hat{\varphi}}_b dx^b)^2]}_e$$

- Physical size — projected orthog to line of sight (2-space $\perp \mathbf{k}$ & \mathbf{u}_e)

$$D^a = [h_b^a j_c^b dx^c]_e$$

- Diameter distance is

$$d_D = \frac{D}{\delta}, \quad D = \sqrt{D^a D_a}$$

Observables - Image distortion

- Optical tensors no good — can't integrate tensors
- Magnification, shear, twist, encoded in size of basis vectors
- Still working on this
- Probably need one more vector propagated

Szekeres Metric

$$ds^2 = -dt^2 + \frac{\left(R' - \frac{RE'}{E}\right)^2}{\epsilon + f} dr^2 + \frac{R^2}{E^2} (dp^2 + dq^2)$$

- $E = E(r, p, q)$
- $\epsilon = +1, 0, -1$
- Evolution function $R(t, r)$ same as for LT.
- 6 arbitrary functions of r (f, M, a, S, P, Q)
- No Killing vectors
- V Interesting, not well explored

Numerics

- Major work by Tony Walters
- Γ^a_{bc} and $\Gamma^a_{bc,d}$ not small!
- Extensively tested
- Still to be improved

Testing

- Analytic results for simple RW special case:

$$M = M_0 r^3, f = -kr^2, a = 0, \epsilon = +1, S = 1, P = 0, Q = 0$$

- Analytic results for simple RW special case
- Full agreement for all scalars, observables, basis vector magnitudes, affine param $\hat{\chi}$, some coord values.
- Not a strong test

- Szekeres-RW special case:

$$M = M_0 r^3, f = -kr^2, a = 0, \epsilon = +1, S, P, Q \text{ not constant}$$

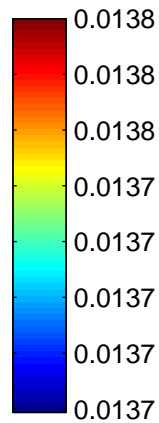
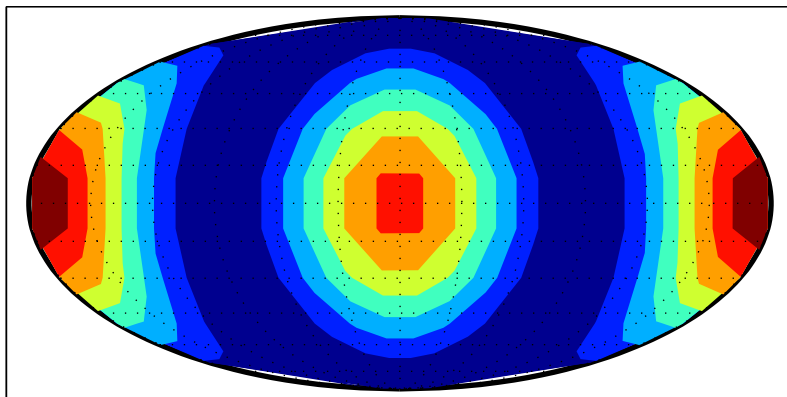
RW in distorted coordinates

- Light paths not constant p, q .
- Still full agreement for all scalars, observables, basis vector magnitudes, affine param $\hat{\chi}$.
- Significant test

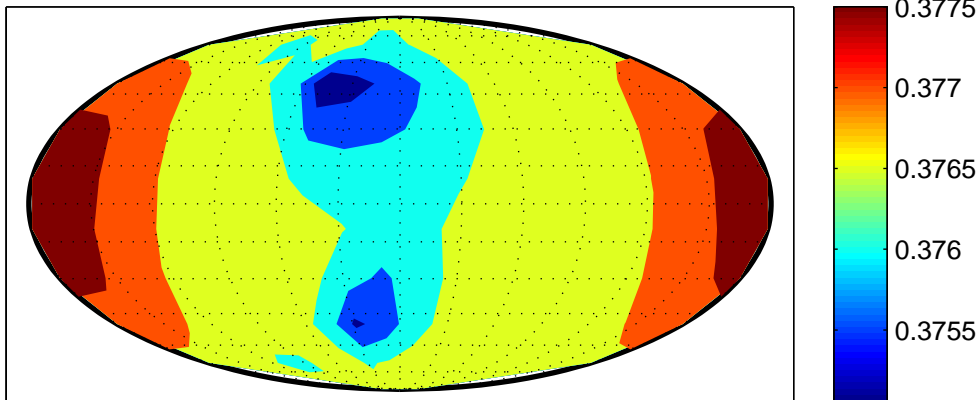
Results

- VERY preliminary
- Not fully checked
- Rather crude:
 - Model selection not yet well planned
 - Scales not yet properly set
 - Points on sky: 10×20 (run time)
- Run 2: $k = -1$, $f = -kr^2$, $M = M_0 r^3(1 + r)$, $a = 0$,
 $S = 1$, $P = 0$, $Q = r$, $\chi_{end} = 0.54$.
- Following plots show
 - set of d_D skymaps at a sequence of z values,
 - then set of source proper motions at same z sequence.

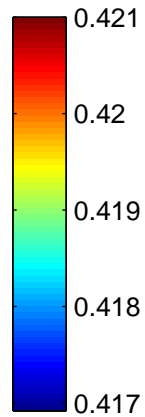
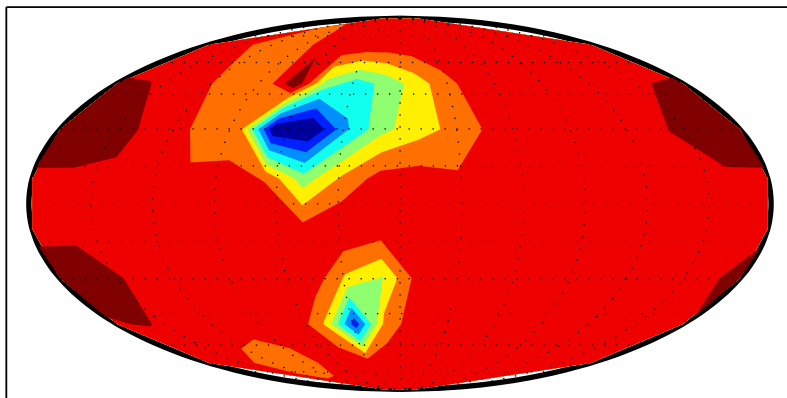
Diameter Distance at $z = 0.010000$



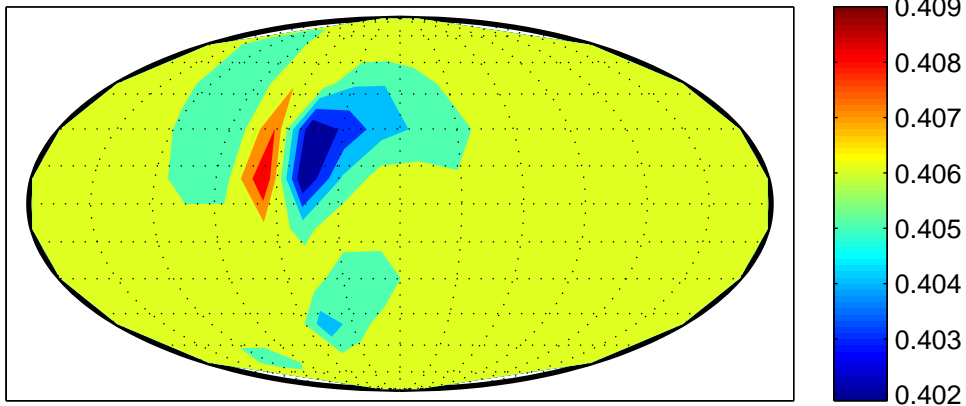
Diameter Distance at $z = 0.638691$



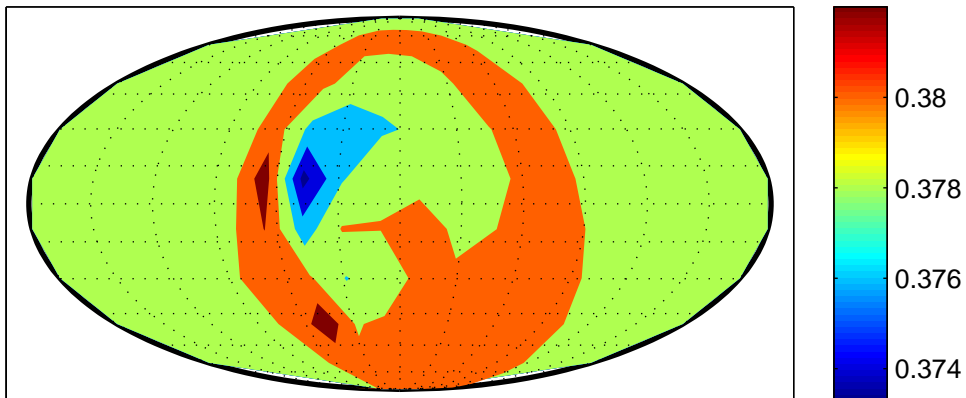
Diameter Distance at $z = 1.267383$



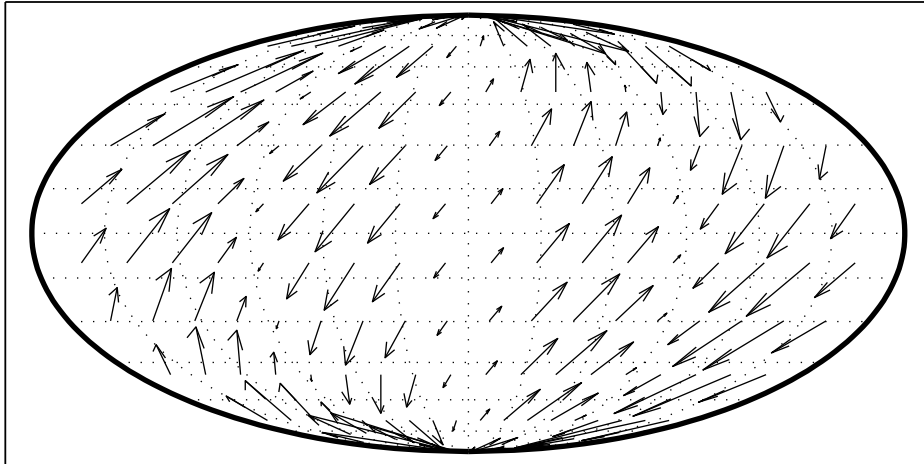
Diameter Distance at $z = 1.896074$



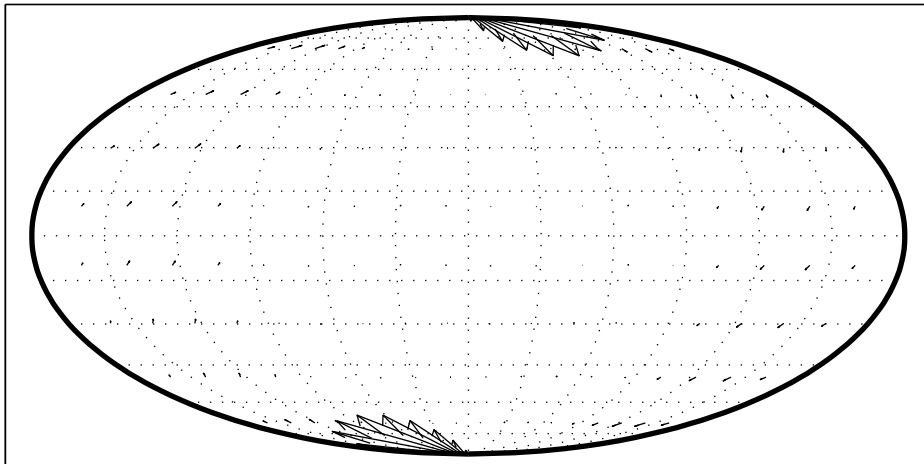
Diameter Distance at $z = 2.524765$



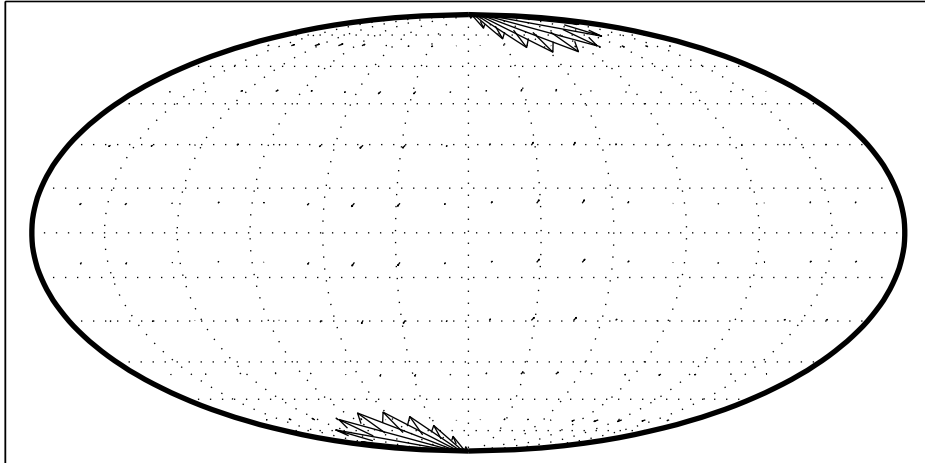
Apparent Motion at $z = 0.010000$



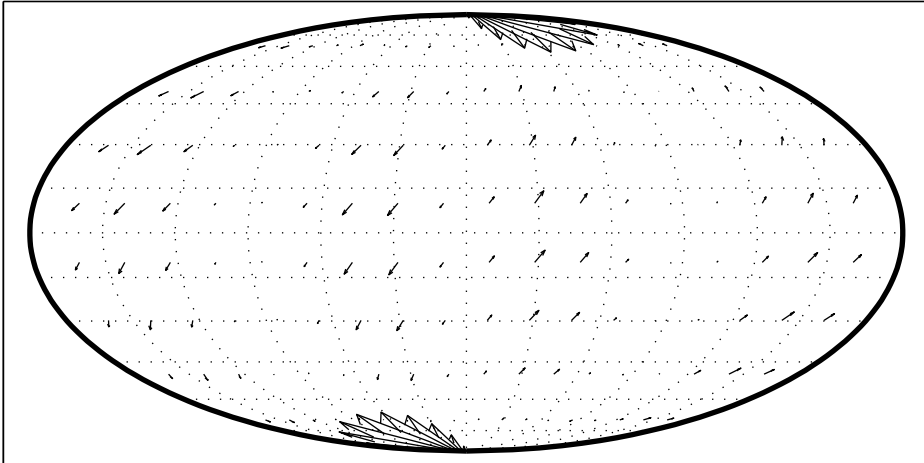
Apparent Motion at $z = 0.638691$



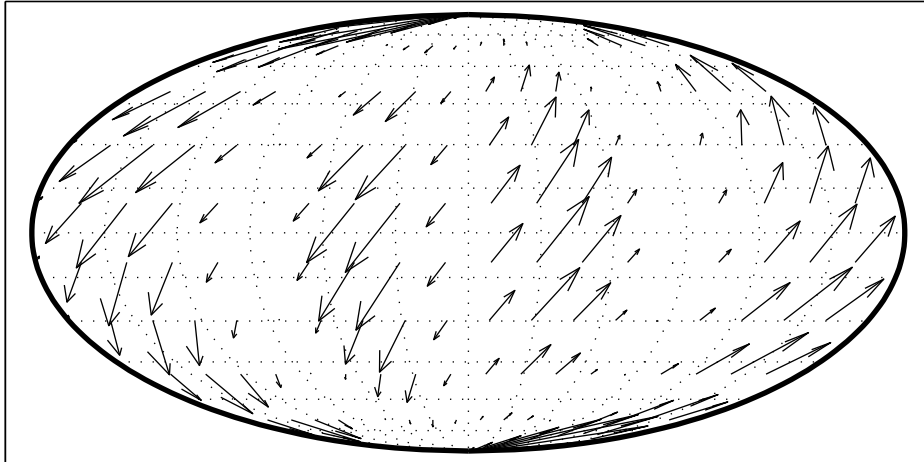
Apparent Motion at $z = 1.267383$



Apparent Motion at $z = 1.896074$



Apparent Motion at $z = -2.524765$



Discussion

- Method allows calc of observational features for a given observer in a given model
- Method shows source movements, and greatly assists locating correct ray directions to same sources at later times
- Szekeres provides a lot of freedom to tinker, many interesting possibilities
- Important complement to the Metric of the Cosmos Project
- Enables generation of very realistic fake data for testing latter
- Allows checking of results of latter
- Still refining probably a few more little bugs to be removed

Thankyou!