Motion of light rays in the neighborhood of a spherical mass

Review

The Schwarzschild metric $c^{2}(d\tau)^{2} = \Sigma(r) c^{2}(dt)^{2} - (dr)^{2} / \Sigma(r)$ $- r^{2} (d\theta)^{2} - r^{2} \sin^{2}\theta (d\phi)^{2}$; $\Sigma(r) = 1 - 2GM / c^{2}r = 1 - r_{s} r$; $r_{s} = Schwarzschild radius = 2GM/c^{2}$

Geodesic equations for coordinates { t, r, θ , φ } $\Sigma(r) dt /d\tau = \alpha$ (1) $r^2 d\phi /d\tau = \lambda$ (2) $\theta = \pi /2$ (3) $(dr /d\tau)^2 = [\alpha^2 - \Sigma(r)] c^2 - \lambda^2 \Sigma(r) /r^2$ (4) Now, light rays (wave packets or photons) travel on **null** geodesics. A null geodesic is a geodesic curve for which $d\tau = 0$. Light travels on the light cone; in a locally inertial frame,

 $\begin{aligned} c^{2}(d\tau)^{2} &= c^{2}(dt')^{2} - (d\mathbf{x'})^{2} \\ &= c^{2}(dt')^{2} - c^{2}(dt')^{2} \\ &\text{because for light, } |d\mathbf{x'}| = c \ dt' \\ &= 0 \end{aligned}$

Se we want to start with equations (1) -- (4), and then take the limit $d\tau \rightarrow 0$. But the limit is delicate because some quantities are singular.

<u>φ and τ</u>

$\Sigma(\mathbf{r}) dt / d\tau = \alpha$	$\rightarrow \ \infty \ \text{as } d\tau \rightarrow 0$	(1)
$r^2 d\phi / d\tau = \lambda$	$\rightarrow \ \infty \ \text{as } d\tau \rightarrow 0$	(2)
but		

$$\frac{r^2 d\phi / d\tau}{\Sigma(r) dt / d\tau} = \frac{r^2 d\phi}{\Sigma(r) dt} = \frac{\lambda}{\alpha}$$

so λ /a remains finite as $d\tau \to 0$.

Units: a is dimensionless; $\lambda \sim m^2/s$ Define $\frac{b = \lambda /(ca)}{\{ \text{ units: } m \}}$. Then the equations for t(ϕ) is

$$\frac{dt}{d\phi} = \frac{\alpha r^2}{\lambda \Sigma(r)} = \frac{r^2}{bc \Sigma(r)}$$

and that equation would be used to analyze the <u>time dependence.</u>

<u>φ and r</u> $(dr / d\tau)^2 = [\alpha^2 - \Sigma(r)] c^2 - \lambda^2 \Sigma(r) / r^2$ (4) $\frac{(\mathrm{dr}/\mathrm{d\tau})^2}{(\mathrm{d}\varphi/\mathrm{d}\tau)^2} = \frac{|\mathrm{dr}|^2}{|\mathrm{d}\varphi|} = \frac{[\frac{\alpha^2 - \Sigma(r)}{(\lambda/r^2)^2}] c^2 - \lambda^2 \Sigma(r)/r^2}{(\lambda/r^2)^2}$ $(\mathrm{dr}/\mathrm{d}\varphi)^2 = \mathrm{r}^4 \left\{ \frac{\alpha^2 \, \mathrm{c}^2}{\lambda^2} - \frac{\Sigma \, \mathrm{c}^2}{\lambda^2} - \frac{\Sigma}{\mathrm{r}^2} \right\}$ Now take the limit $d\tau \rightarrow 0$; $a^2 c^2 / \lambda^2 = 1 / b^2$ and $\lambda^2 \rightarrow \infty$; $\Sigma = 1 - 2GM/c^2r = 1 - r_o/r$ thus $(dr/d\phi)^2 = r^4/b^2 - r^2 + r_s r$ where $r_s = 2GM/c^2$. That equation would be used to analyze the trajectory, $r(\varphi)$ or $\varphi(r)$.

The null geodesics have

 $(dr/d\phi)^2 = r^4/b^2 - r^2 + r_s r$ where $r_s = 2GM/c^2$. Solution for M = 0; i.e., if there is no gravity, no curvature

 $(dr / d\phi)^2 = r^4 / b^2 - r^2$

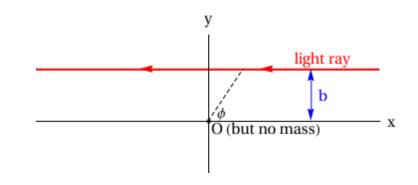
Let u = b/r; or, r = b/u. Then $\frac{dr}{d\phi} = \frac{-b}{u^2} \frac{du}{d\phi}$ $\frac{b^2}{u^4} \left(\frac{du}{d\phi}\right)^2 = \frac{b^2}{u^4} \frac{b^2}{u^2}$ $\frac{(du)^2}{(d\phi)^2} = 1 - u^2$ $\frac{du}{d\phi}^2 = 1 - u^2$

The solution is $u = \sin \varphi$; that is, b = r sin φ . The result is a straight line with y = b. When there is no gravity, no curvature, a light ray travels on a straight line.

From the diagram, note that b = the *impact parameter.*

Also,

 r_c = the distance of closest approach to O = b.



Deflection of light by the sun To solve: $(dr / d\phi)^2 = r^4 / b^2 - r^2 + r_s r$ where $r_s = 2GM/c^2$ --- one of the three tests of general relativity proposed by Einstein. This term is very small. We could solve the equation approximately by perturbation theory; Light from a distant star approaches the sun, but we'll just solve it numerically with a with impact parameter $b > R_{sol}$. computer program. What will happen? **Various parameters** b = impact parameter /input/ r_c = distance of closest approach /calculate/ δ = the deflection angle /output/ Note from the diagram, the angle (φ) at r = r_c is $\pi/2 + \delta/2$. At closest approach, $dr / d\phi = 0$; light ray so r_c is the solution of this equation closest b = impac $r^{4}/b^{2} - r^{2} + r_{s}r = 0.$ approach 'paramoter Because r is small, $r \approx b - r /2$. We'll need $r_c \leq R_{\odot}$; $r_c = R_{\odot}$ is called "grazing incidence.

SOLAR PARAMETERS

```
In[277]:= Clear[Um, Us, Ukg]
Rsol = (6955 * 10^-3) * 10^8 * Um
G = (667384 * 10^-5) * 10^-11 * Um^3 * Us^-2 * Ukg^-1
c = (299792 * 10^-5) * 10^8 * Um / Us
Ms = (19891 * 10^-4) * 10^30 * Ukg
r0 = 2 * G * Ms / c^2
Rsol / r0
```

Out[278]= 695 500 000 Um

83 423 Um³

 $1\,250\,000\,000\,000\,000\,Ukg\,Us^2$

```
299 792 000 Um
Us
```

Out[280]=

1037104308125Um

Out[282]=

Out[279]=

351 075 169 390 676 448 063 200

Out[283]

1 659 366 893



DEFLECTION OF A GRAZING LIGHT RAY

CLOSEST APPROACH

```
In[366]-- (* impact parameter for a grazing light ray *)
b = Rsol * (1 + 10 ^ -5)
f[x_] := ((x * Um) ^4 / b^2 - (x * Um) ^2 + r0 * x * Um) / Um^2
fr = FindRoot[f[x], {x, b / Um},
MaxIterations → 10, WorkingPrecision → 32]
rc = fr [[1]][[2]]
rc * Um / Rsol
Out[368]= {x → 6.9550547795504858999831875867787 × 10<sup>8</sup>}
Out[369]= 6.9550547795504858999831875867787 × 10<sup>8</sup>
```

Out[370]= 1.0000078762833193242247573812766

integral

```
ln[377]:= Um = 1
```

intgl = NIntegrate[1 / Sqrt[r^4 / b^2 - r^2 + r0 * r], {r, rc, Infinity}, AccuracyGoal → 16, PrecisionGoal → 16, WorkingPrecision → 24]

```
Out[377]= 1
```

 $\mathsf{Out}[\mathsf{378}]=\ 1.57080057419882043743099$

deflection δ

```
\ln[379] = \delta = -Pi + 2 \times intgl
secondsofarc = \delta \times (360 / (2 \times Pi)) \times 3600
```

```
\text{Out} \text{[379]=} 8.49480784763639934 \times 10^{-6}
```

Out[380]= 1.752179894799035525

For grazing incidence, the deflection of light by the sun is 1.75 seconds of arc.

Predicted by Einstein in 1917.

A famous expedition to observe stars behind the sun during a solar eclipse was supervised by Arthur Eddington, in 1919. He found that the observed positions of the stars were deflected toward the sun, just as predicted by Einstein's theory.

Arthur Eddington's photograph of 29 May, 1919, taken of a full solar eclipse. The apparent displacement of a known star just behind the sun had been attributed by Newton to the bending of light rays by the sun. Einstein's prediction of a visual displacement twice that of Newton's was attributed by Einstein to the sun's warping of space. This photograph proved Einstein's prediction more accurate, and his theory correct:

