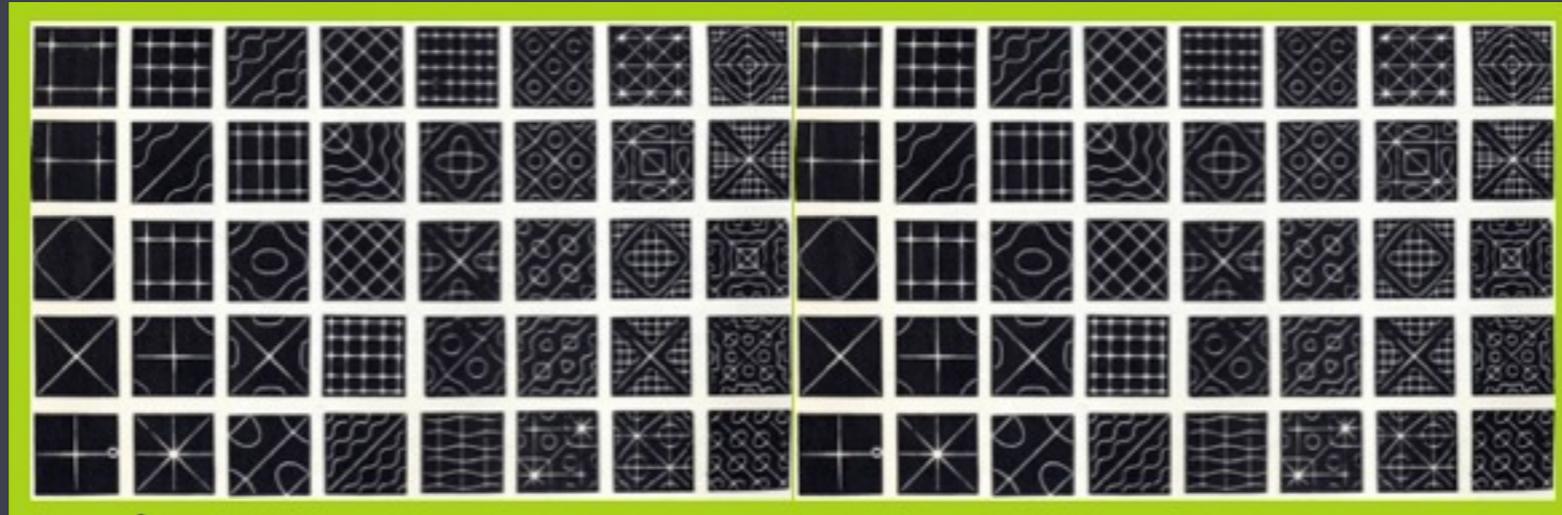


Cosmic Sounds

Thursday, October 16, 2014



Sound: Physics and Perception

Please bring baked goods to class.

Columbia - Visual Arts R6020

Cosmic Sounds

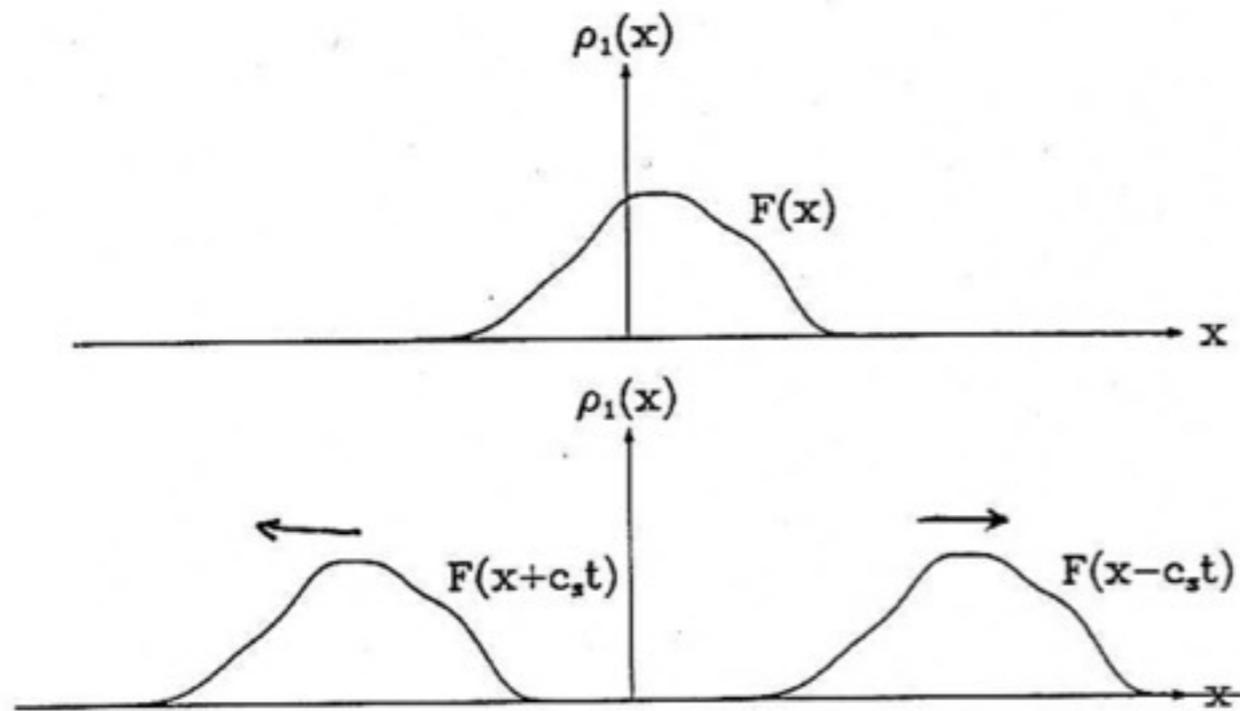
Thursday, October 16, 2014



with David Cohen and Carl Grossman
Swarthmore College

David's contact info (please feel free to get in touch): dcohen1@swarthmore.edu

sound wave
propagating, due
to a pressure
disturbance



If the gas is adiabatic,

$$P \propto \rho^\gamma,$$

and so

$$\left(\frac{dP}{d\rho}\right)_0 = \frac{\gamma P_0}{\rho_0}.$$

Hence,

$$c_s = \left(\frac{\gamma P_0}{\rho_0}\right)^{1/2},$$

or, using the ideal gas law,

$$P_0 = \frac{\rho_0 k T_0}{m},$$

so that

$$c_s = \left(\frac{\gamma k T_0}{m}\right)^{1/2},$$

where m is the mass of the fluid particle. c_s is not only the wave speed, but close to the mean speed of the fluid particles.

bang on a drum or a metal plate and it vibrates

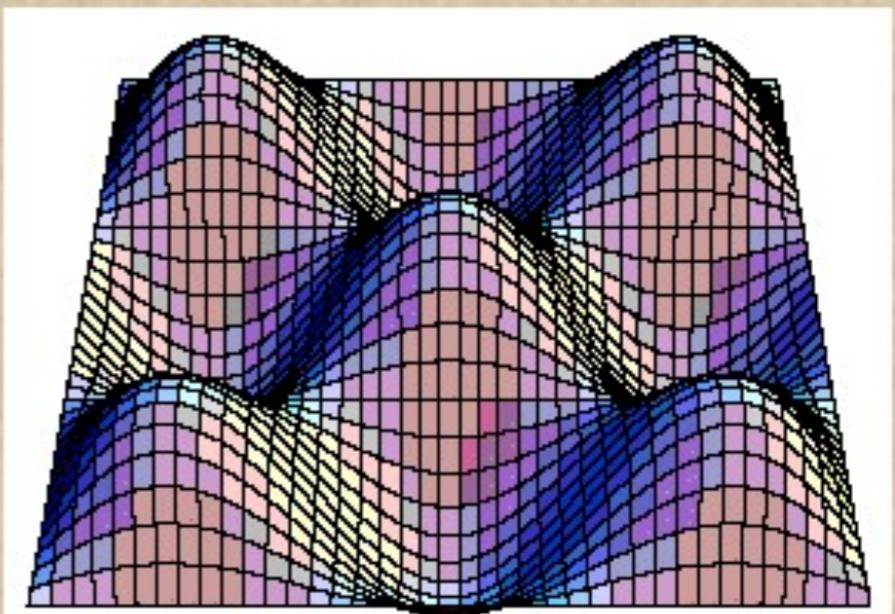


<http://www.physicsclassroom.com/class/sound/Lesson-4/Standing-Wave-Patterns>



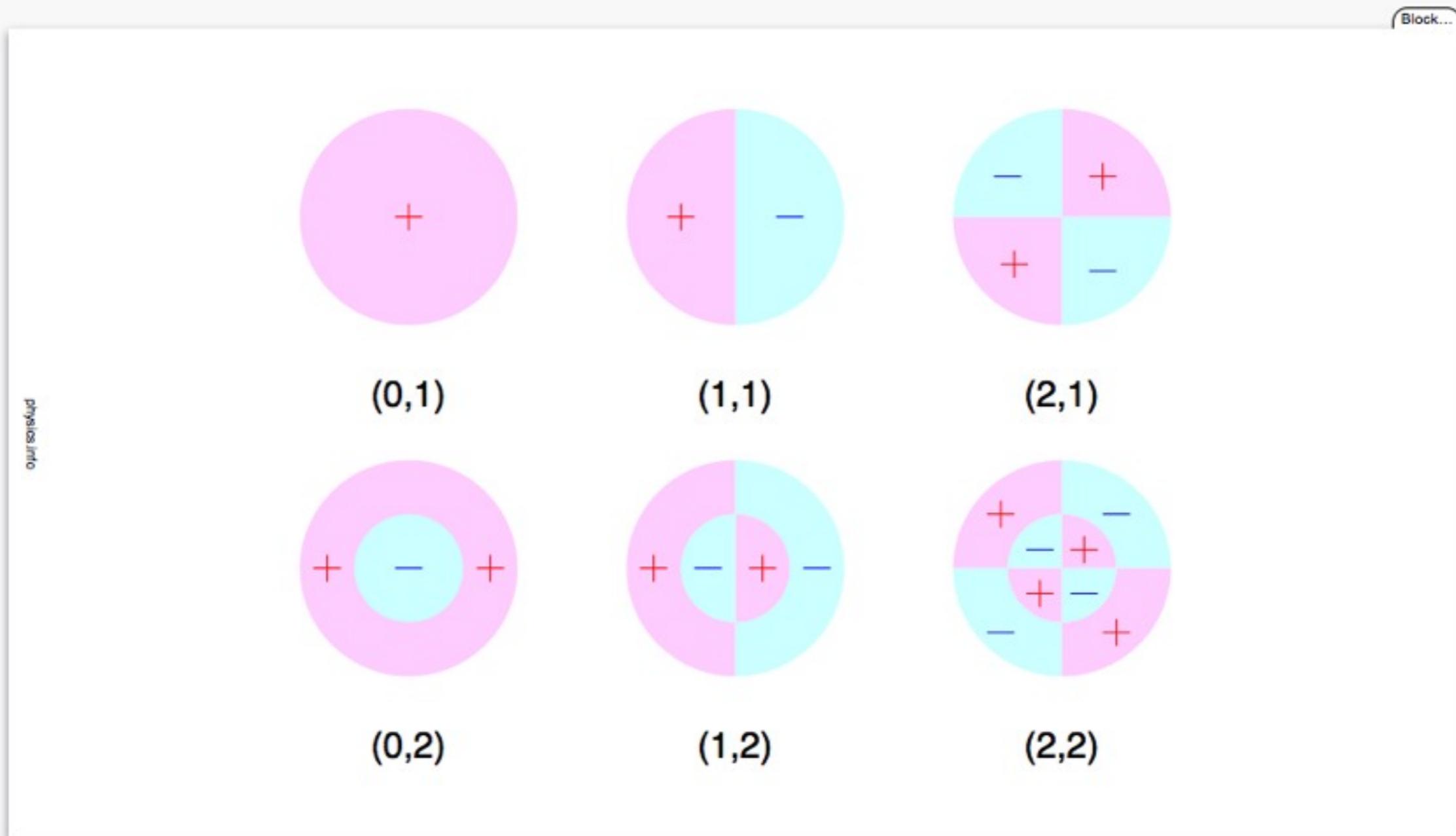
<http://snarescience.com/forums/viewtopic.php?f=6&t=9256>

Oscillations and Resonance in the Experiment:



<http://www.phy.davidson.edu/stuhome/derekk/resonance/pages/plates.htm>

drum head vibration modes



The diagram above shows six simple modes of vibration in a circular drum head. The plus and minus

<http://physics.info/waves-standing/>

Barnard 68: solar-system-sized gas cloud



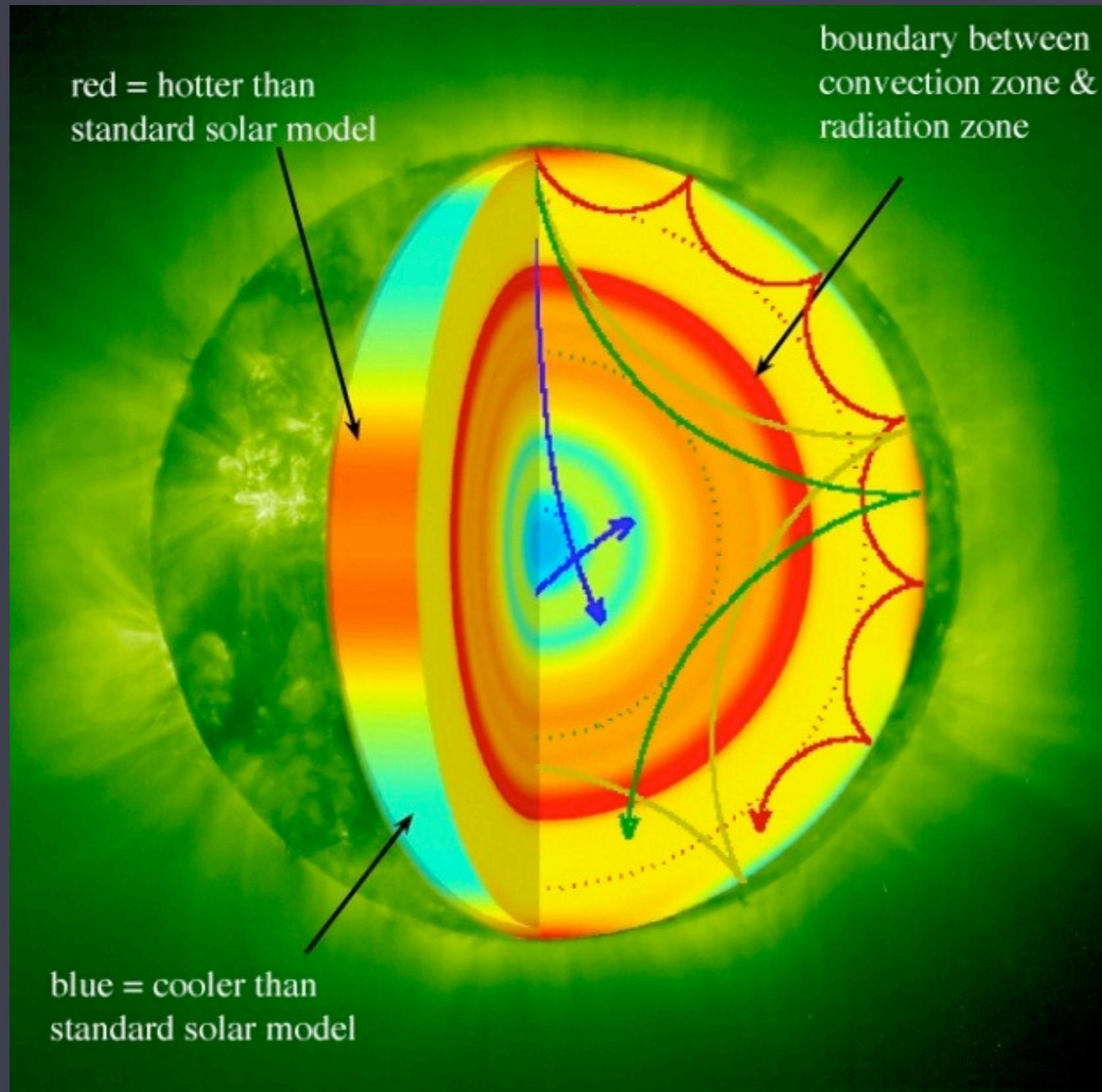
<http://apod.nasa.gov/apod/ap120129.html>

solar oscillations



<http://apod.nasa.gov/apod/ap990615.html>

solar oscillations



hot things give off light: *blackbody* radiation



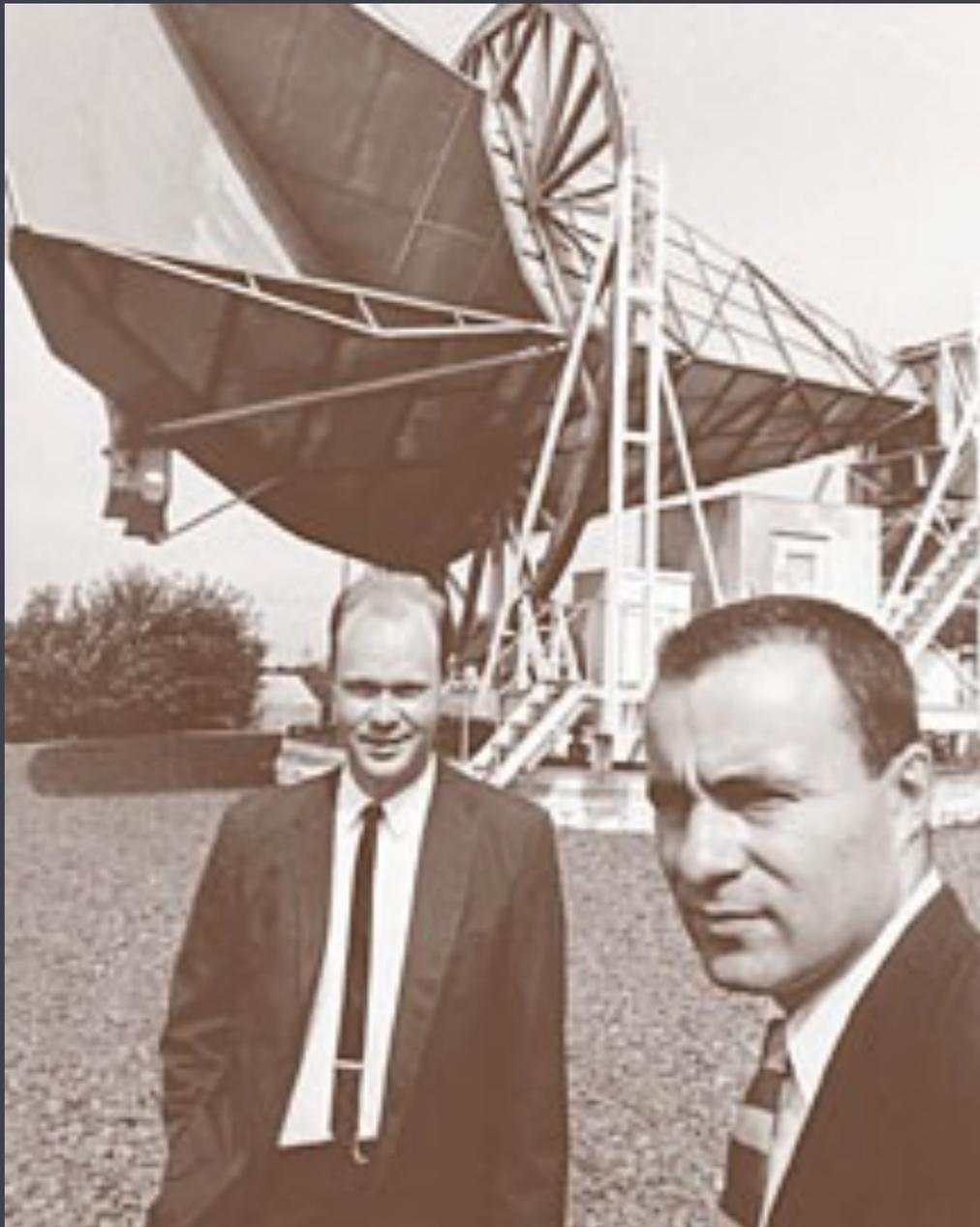
Look at the sky...with a radio telescope

early 1960s - Penzias and Wilson (Princeton)

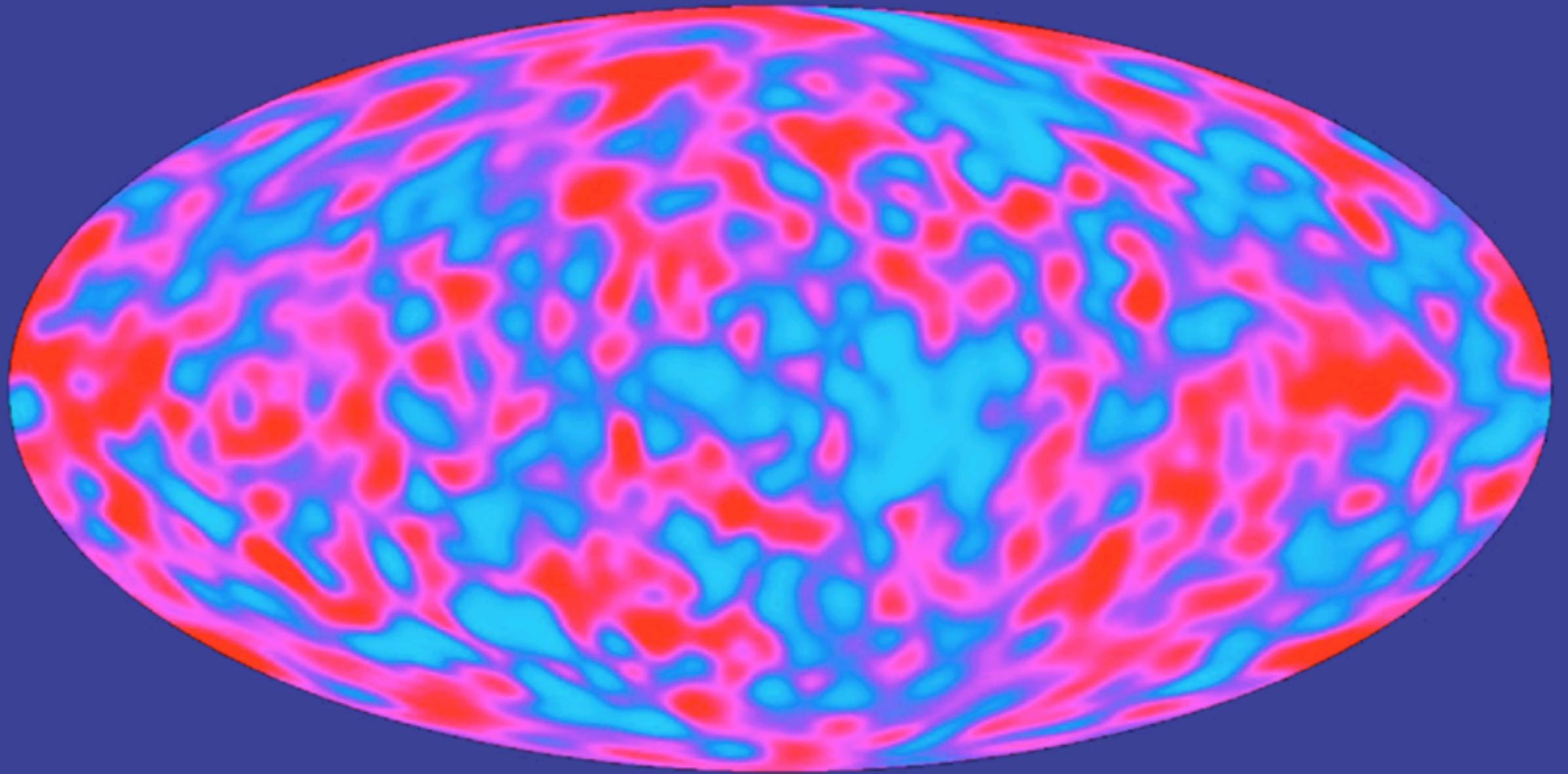
they see a quite uniform brightness at ~ 1 mm
(freq ~ 300 GHz) - glow from the early
universe, when it was hot and dense

early 1990s - Mather & Smoot (NASA/GSFC)

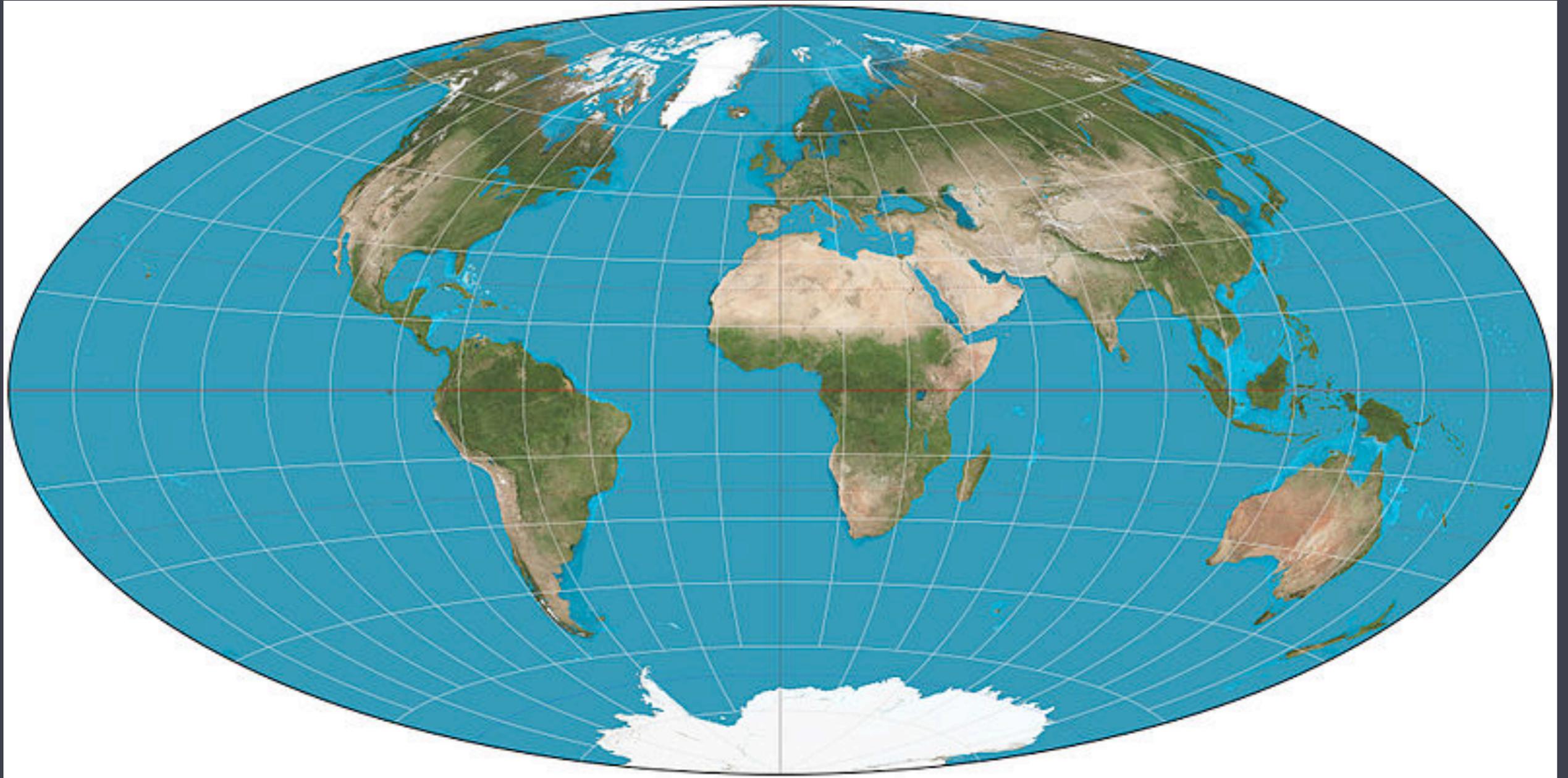
Map the sky (can think of the measurement as a
temperature)



DMR's Two Year CMB Anisotropy Result

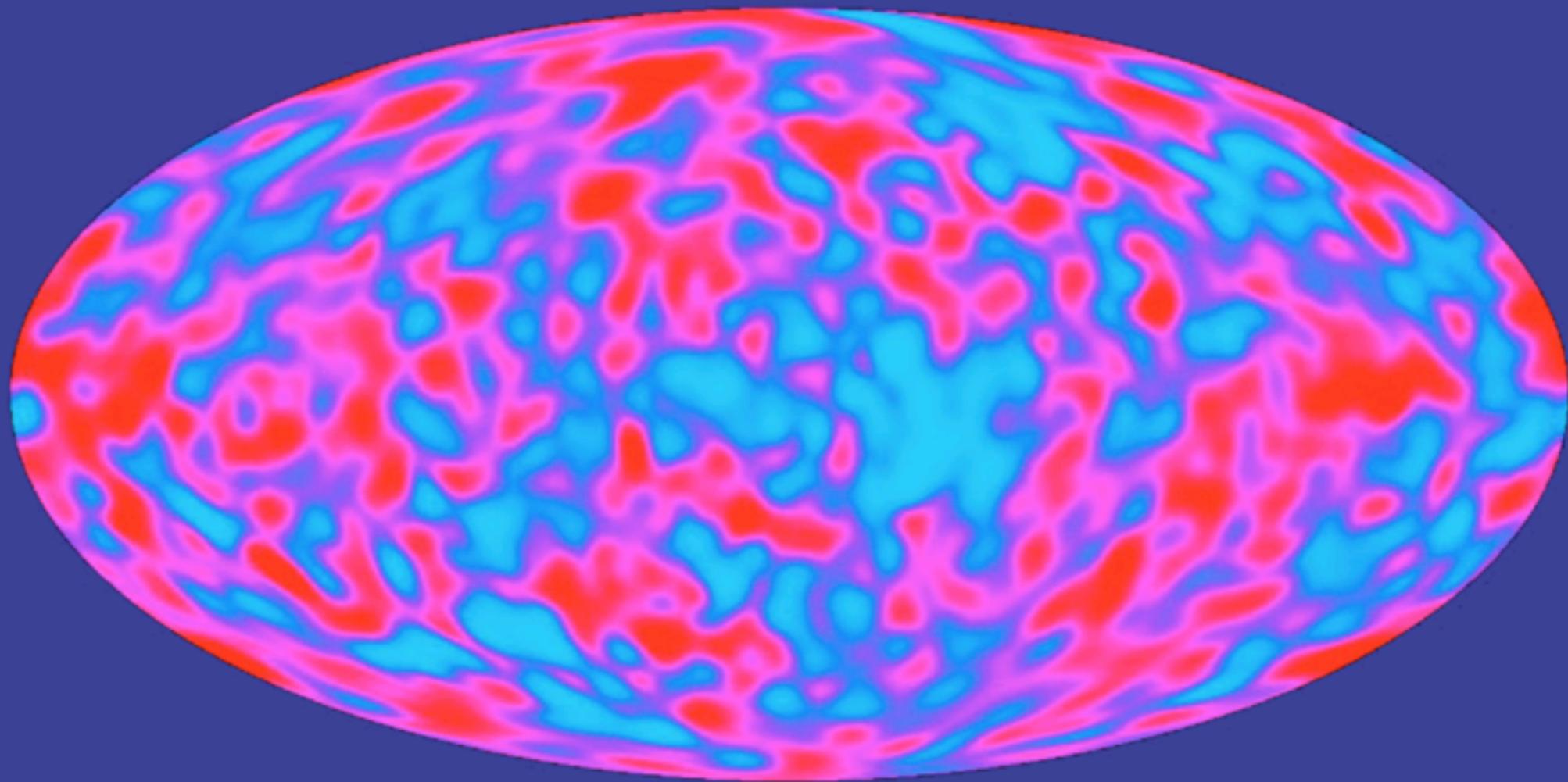


“Aitoff projection” - this is the sphere of the sky, as seen from the Earth’s surface.



COBE (early 1990s) - first detailed map of the CMB
this is the residual CMB signal (after all the foreground subtractions)

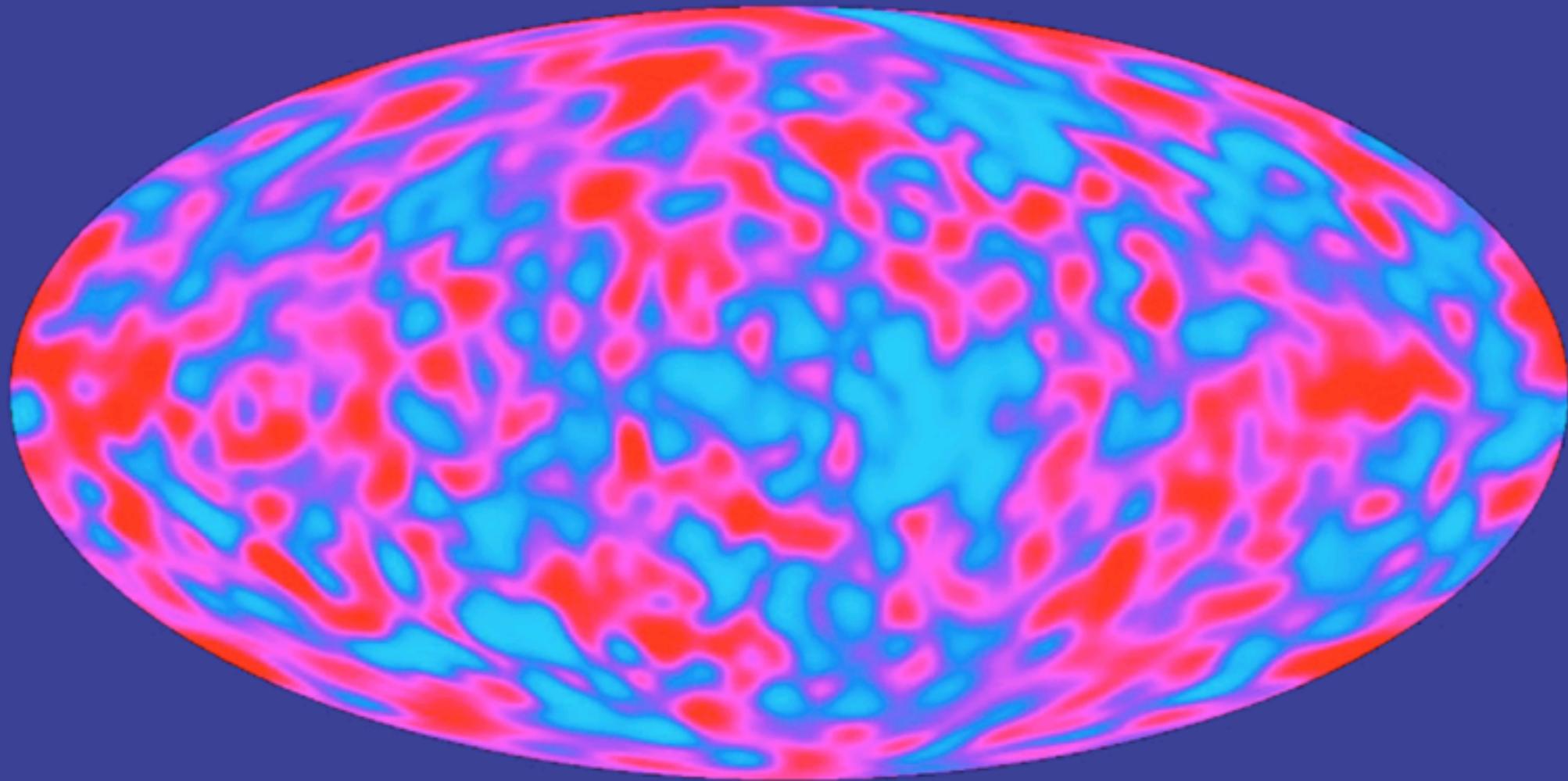
DMR's Two Year CMB Anisotropy Result



COBE (early 1990s) - first detailed map of the CMB

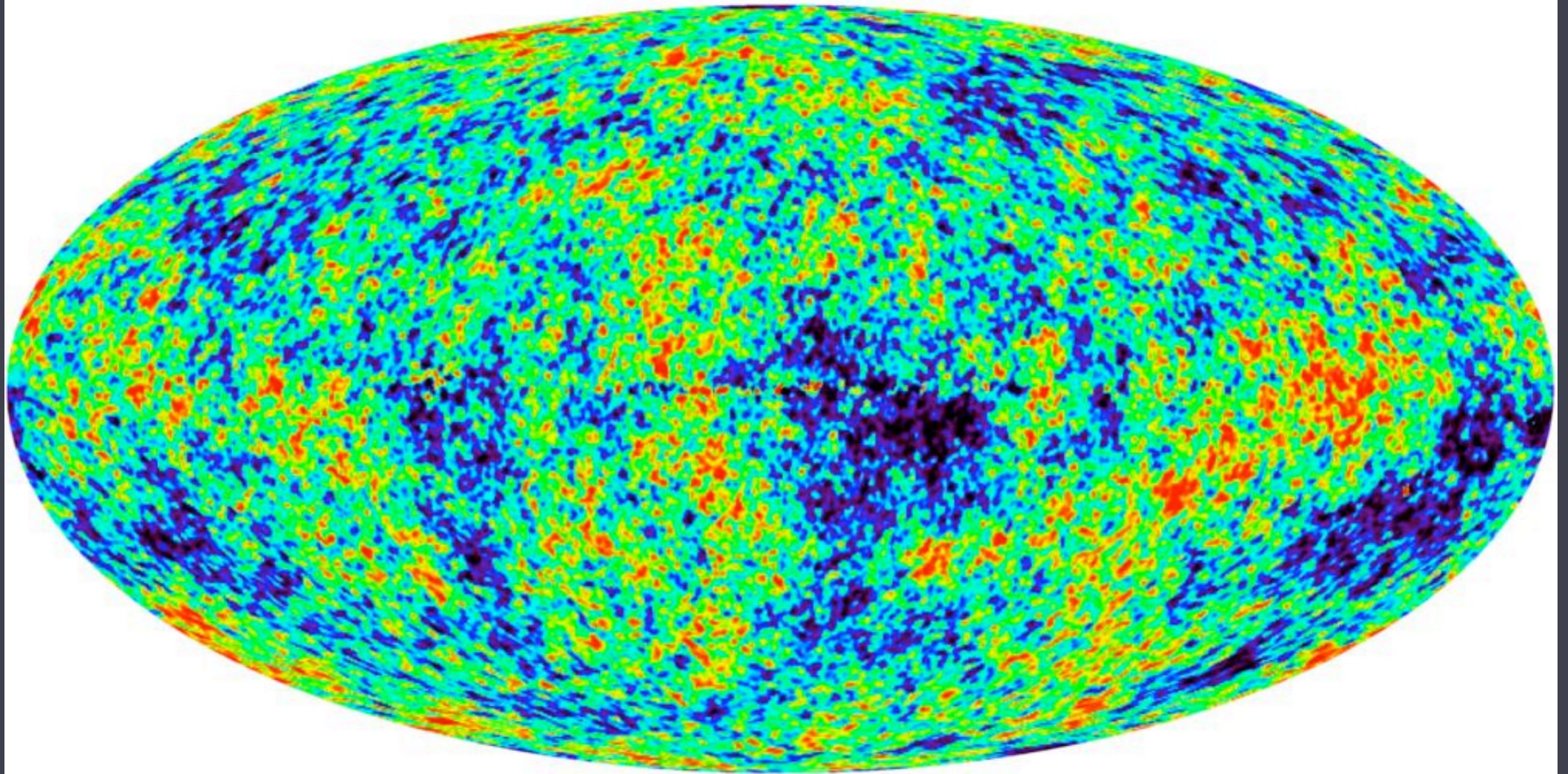
these fluctuations in brightness are at the 1 part in 100,000 level

DMR's Two Year CMB Anisotropy Result



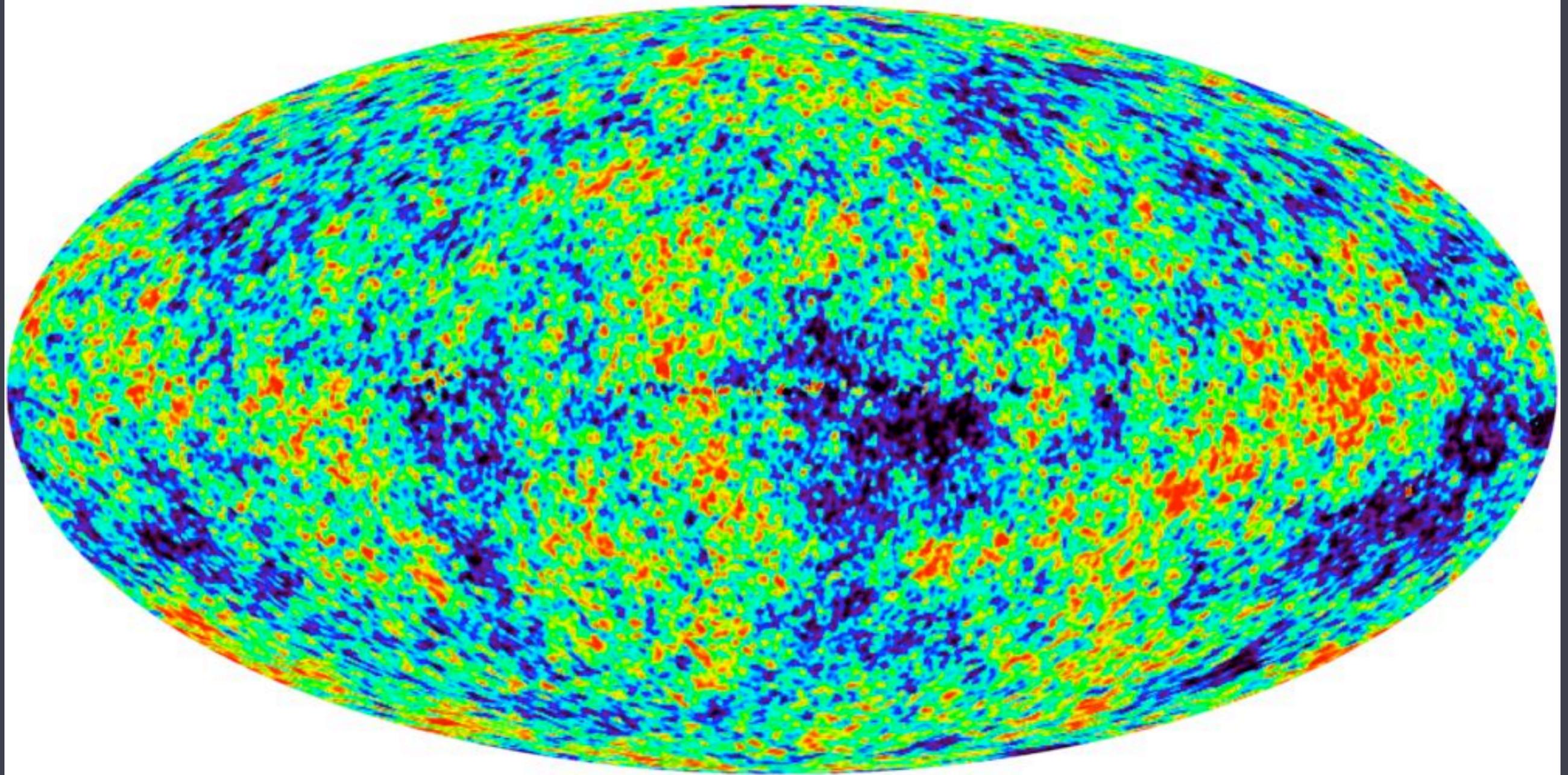
a later mission (early 2000s), WMAP, measured variation,
on a smaller spatial scale

WMAP 5 year ILC



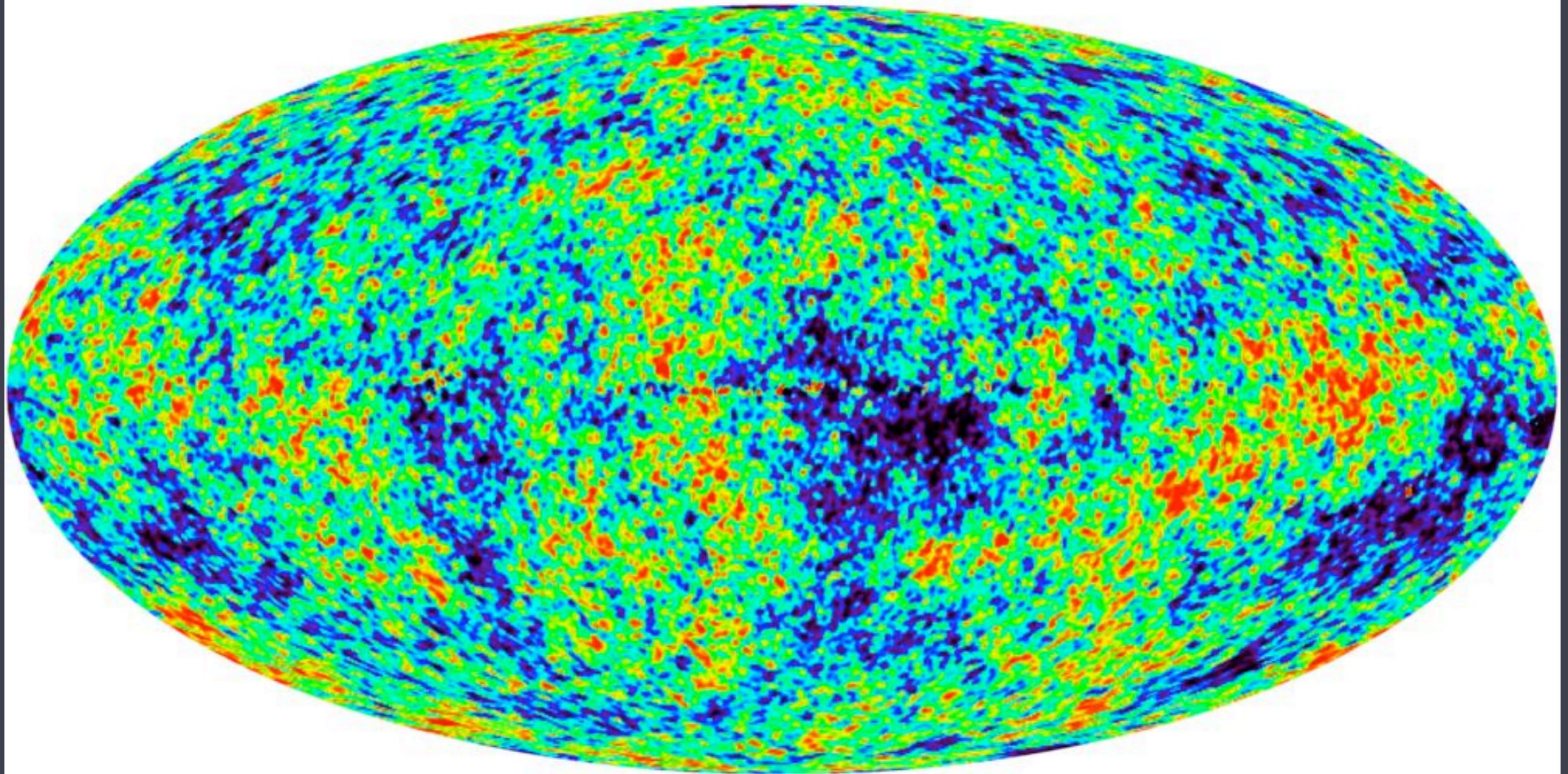
think of this as a snapshot of density or pressure in the universe at the time these photons were emitted

WMAP 5 year ILC



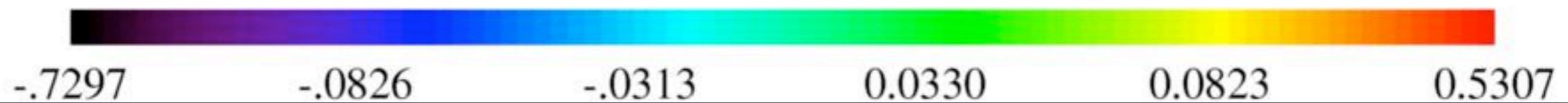
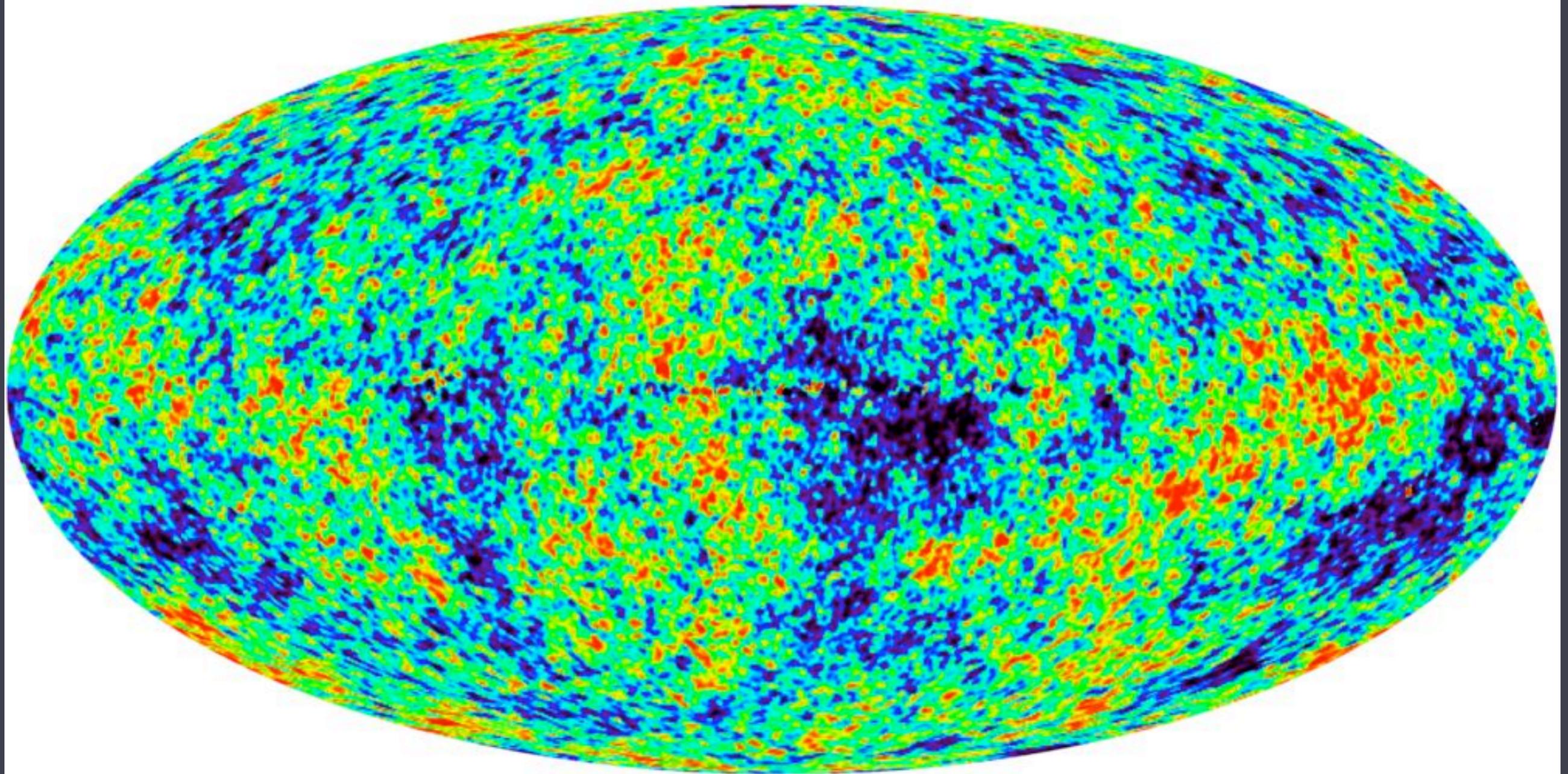
these are peaks and valleys of sound waves propagating
in the universe...

WMAP 5 year ILC



really, they're more like the pattern formed on a drum-
head covered in powder when the head vibrates

WMAP 5 year ILC



bang a drum or a metal plate and it vibrates

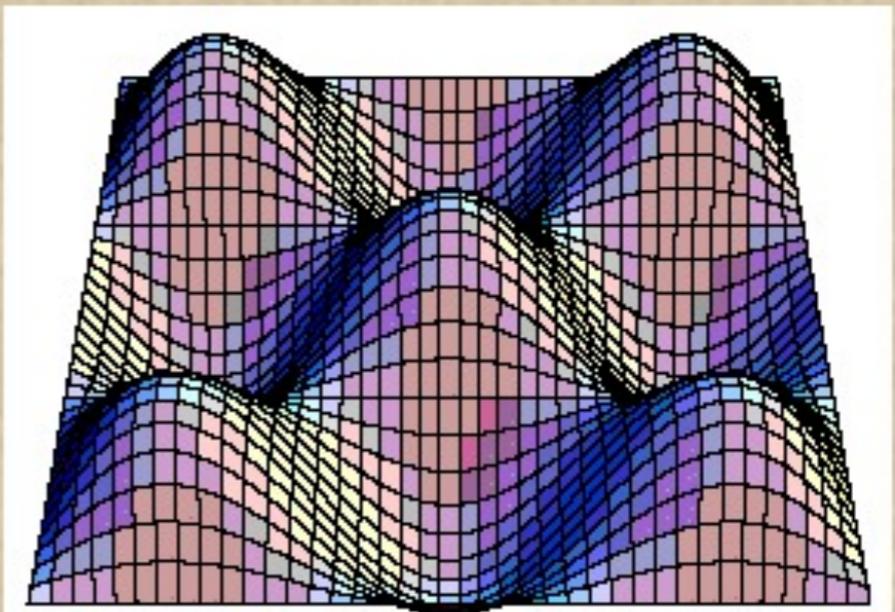


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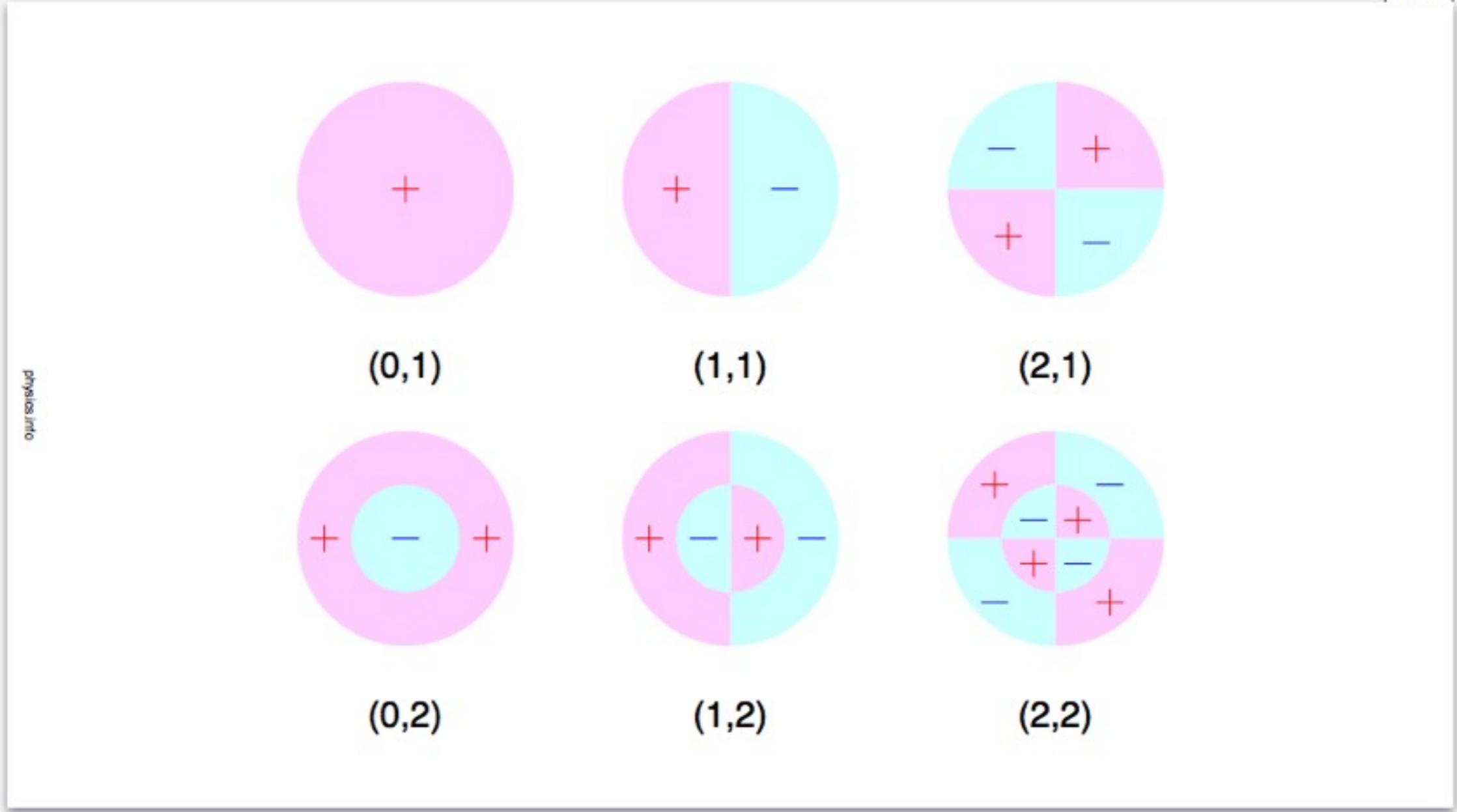
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drum head vibration modes

Block...

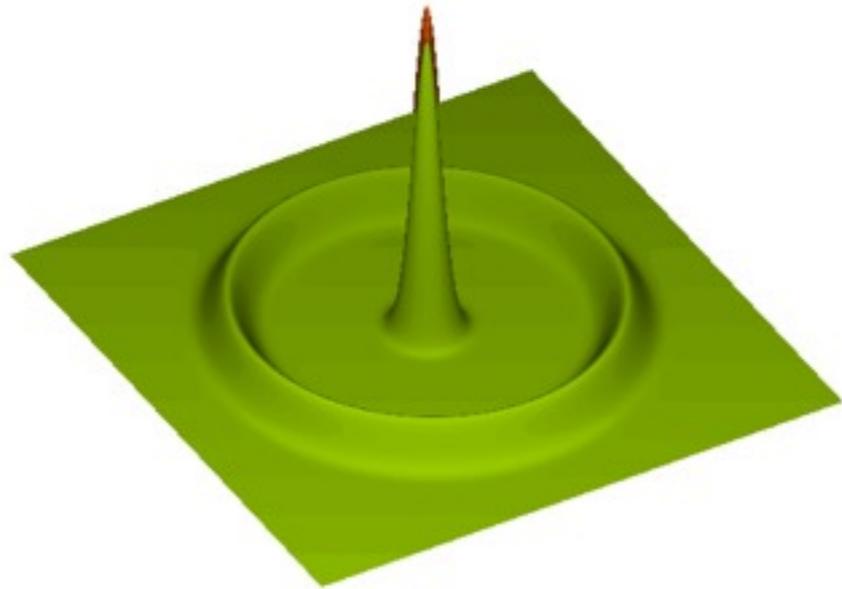


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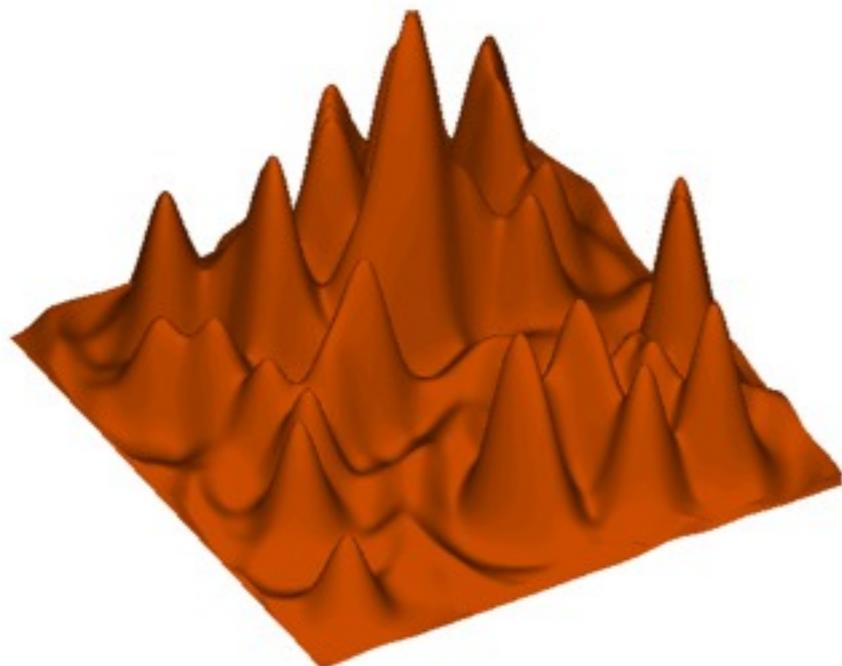
<http://physics.info/waves-standing/>

cosmic sound waves

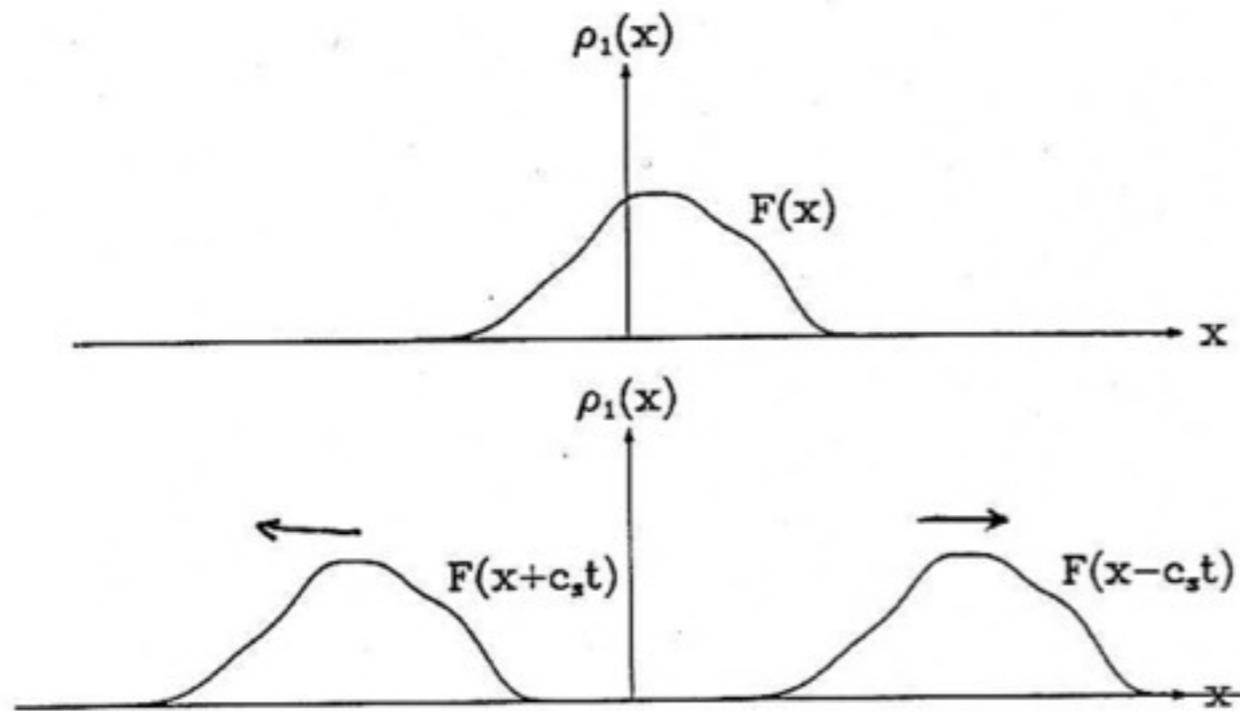
<http://scienceblogs.com/startswithabang/2008/04/25/cosmic-sound-waves-rule/>



Now in the real Universe, the radiation stops pushing that peak outwards, and there are many peaks all atop one another. So the Universe really winds up having the normal matter distributed like this:



sound wave
propagating, due
to a pressure
disturbance



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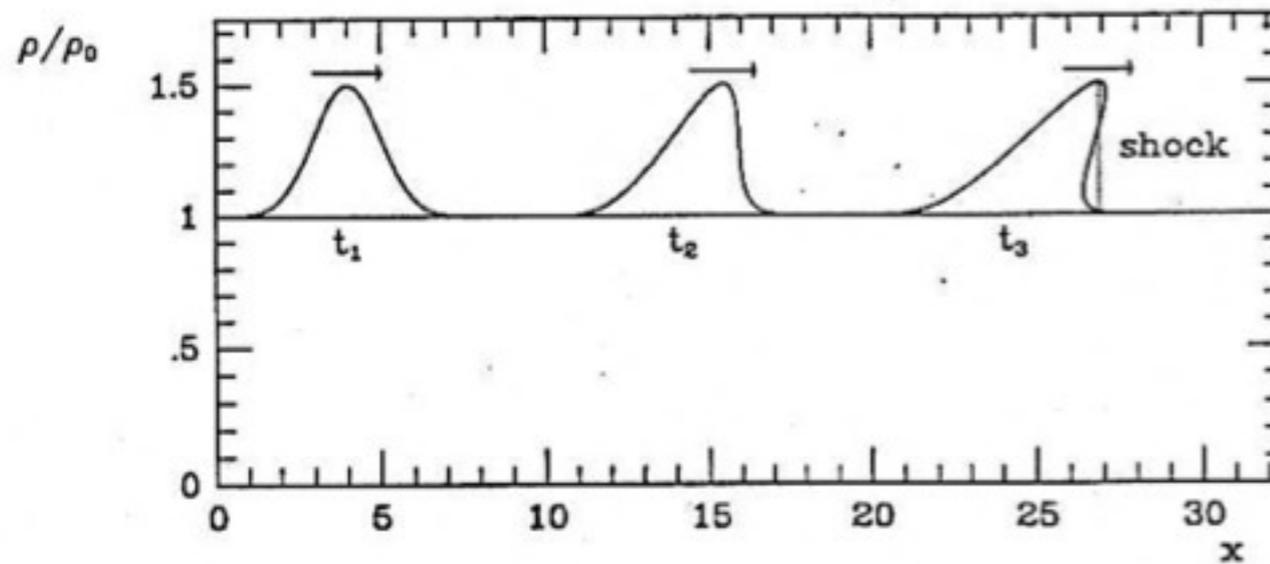
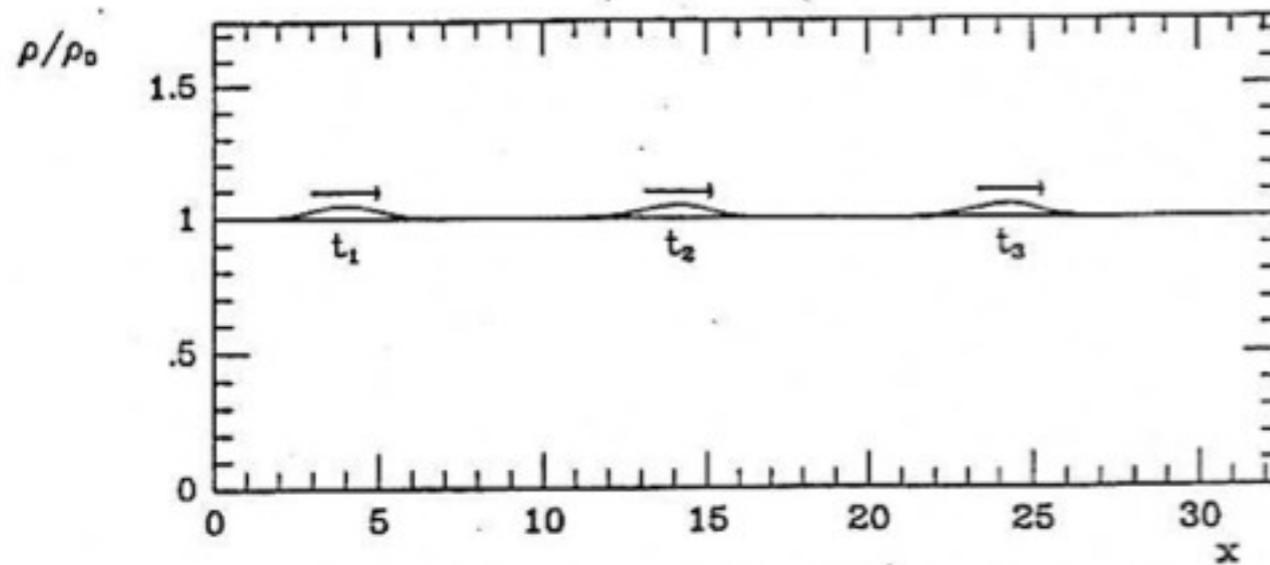
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sound wave
steepens into a
shock wave; it
breaks

Because large waves tend to “break,” a region develops where at a given x the density $\rho(x)$ attempts to become multivalued. But the density (or pressure, or temperature) cannot become multivalued. So something strange must happen when the gradient of ρ_1 (or P_1 , or T_1 , or u_1) becomes infinite.

We call a region where something changes very fast a *shock front*. In such regions, the continuum approximation about the gas breaks down – things are changing a lot on a scale of one mean free path – so the fluid equations are not valid.

Shocks are a tracer of *supersonic motion*. In the example above, the top of the strong wave is traveling faster than the speed of sound in the undisturbed medium. This is why a shock develops.

Sonic boom: plane traveling faster than the speed of sound



shock waves in outer space

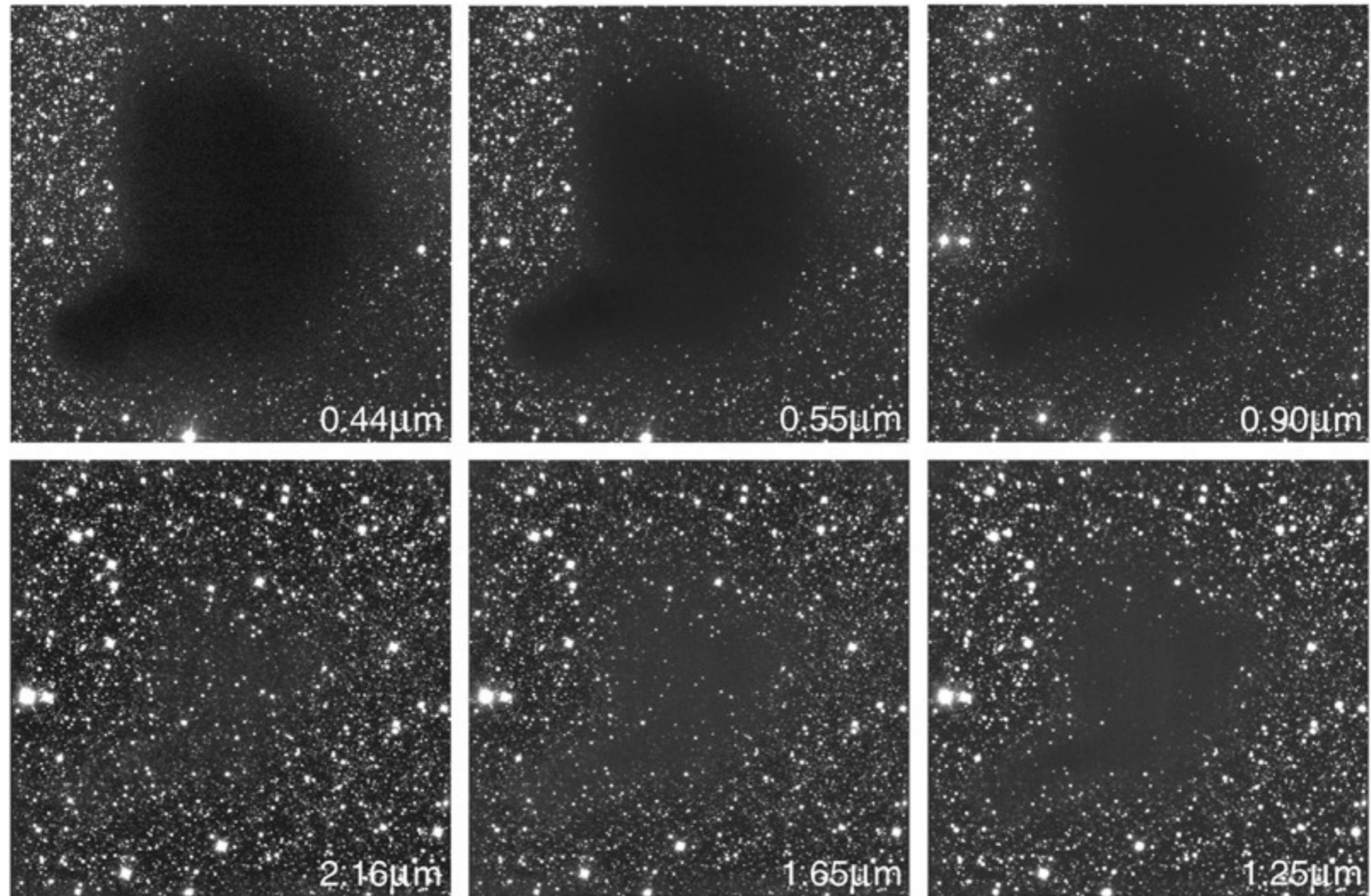


<http://apod.nasa.gov/apod/ap130529.html>

additional, follow-up, information/elaboration

Here's Barnard 68 in various wavelengths, including some infrared wavelengths where the cloud is much less opaque

note that the wavelengths are indicated in microns; visible light spans 0.4 microns (blue) to 0.7 microns (red)

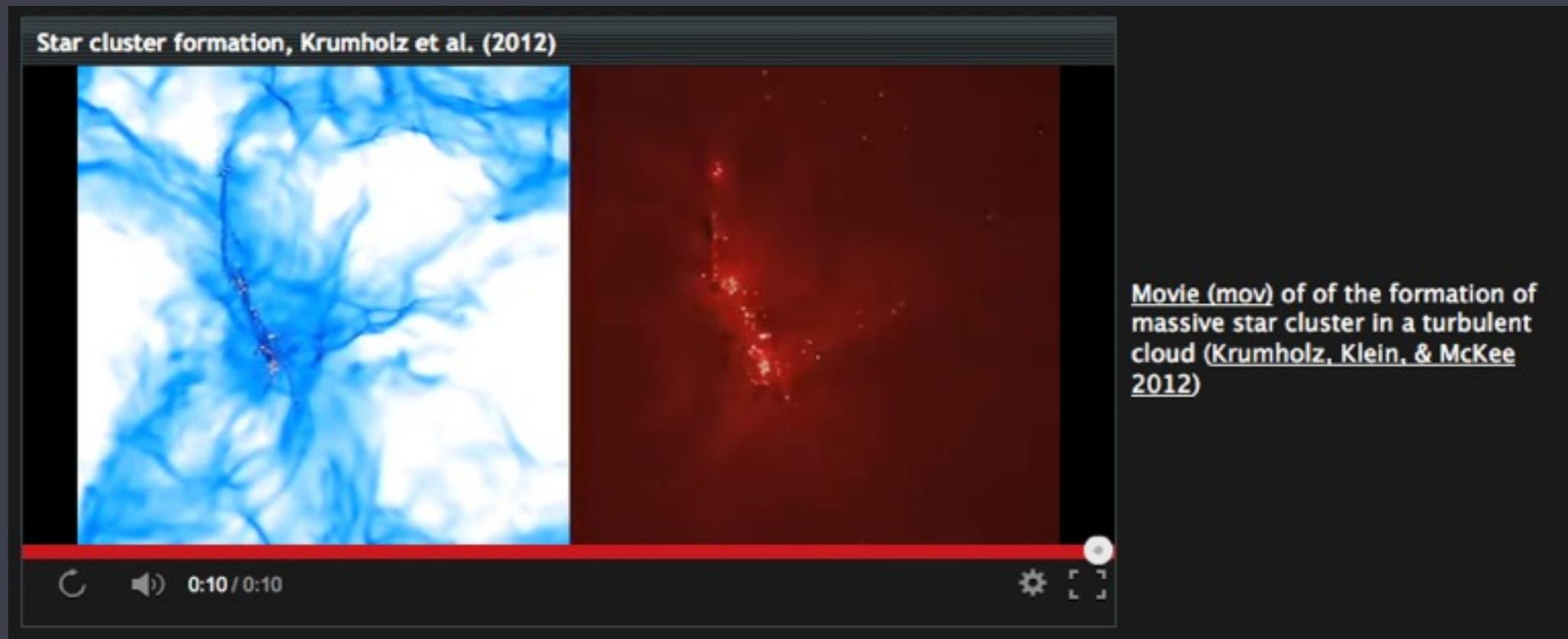


The Dark Cloud B68 at Different Wavelengths (NTT + SOFI)

also, following up on the concept of star formation and cloud collapse

check out some of the movies of numerical simulations of the process made by Mark Krumholz at U.C. Santa Cruz:

<https://sites.google.com/a/ucsc.edu/krumholz/movies>



finally, the phenomenon of the sound waves in the early universe producing the hot and cold spots in the CMB is called - I forgot to mention - baryon acoustic oscillations

here are some resources for you to investigate

<http://scholar.harvard.edu/deisenstein/book/baryon-acoustic-oscillations>

<http://astro.berkeley.edu/~mwhite/bao/>

<http://background.uchicago.edu/~whu/power/bao.html>