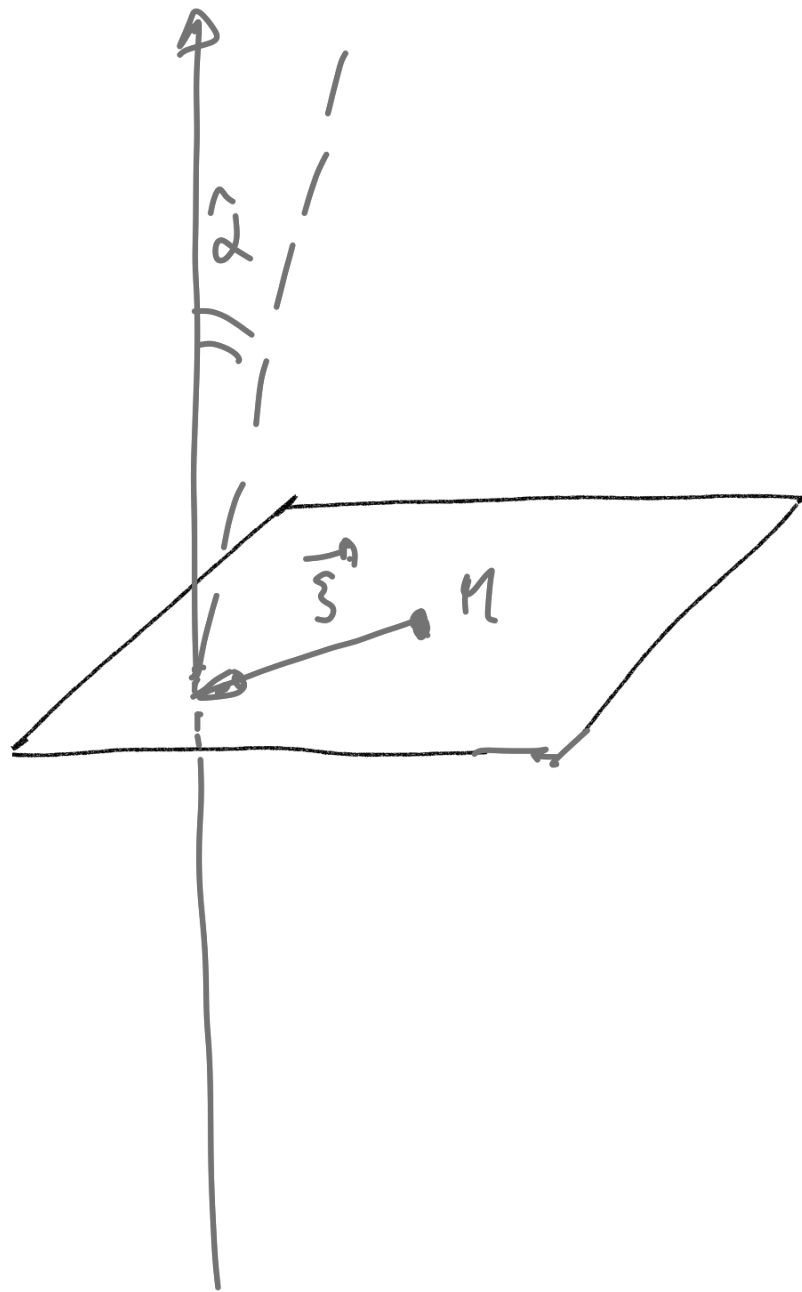


GRAVITATIONAL LENSING

3 – DEFLECTION OF LIGHT AND LENS EQUATION

Massimo Meneghetti
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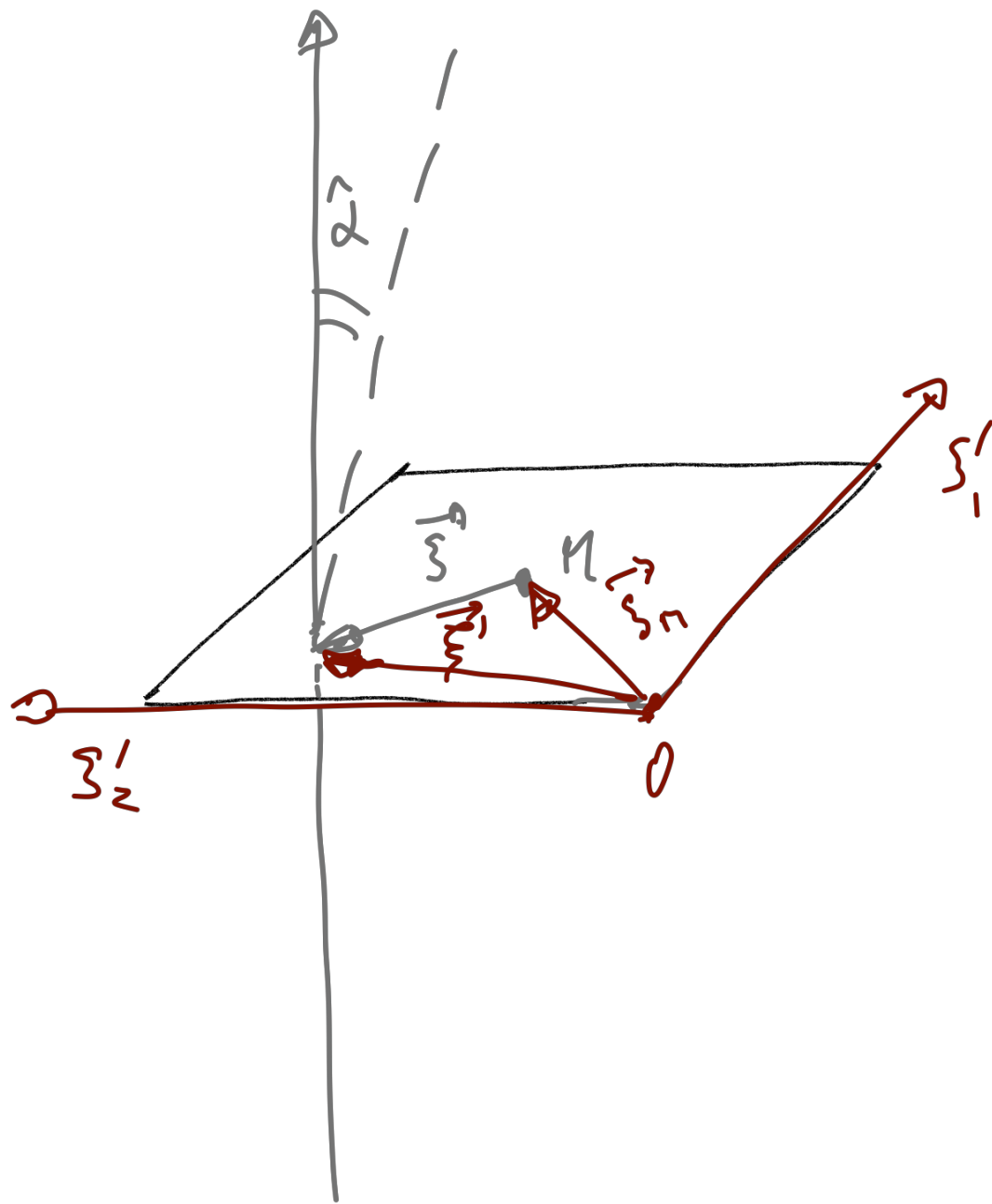
DEFLECTION BY A POINT MASS



$$\begin{aligned}\hat{\vec{\alpha}}(\vec{\xi}) &= \frac{2}{c^2} \int_{-\infty}^{\infty} \vec{\nabla}_{\perp} \Phi(\vec{\xi}, z) dz \\ &= \frac{4GM}{c^2 \xi^2} \vec{\xi}\end{aligned}$$

$$\Phi(\xi, z) = -\frac{GM}{\sqrt{\xi^2 + z^2}}$$

DEFLECTION BY A POINT MASS



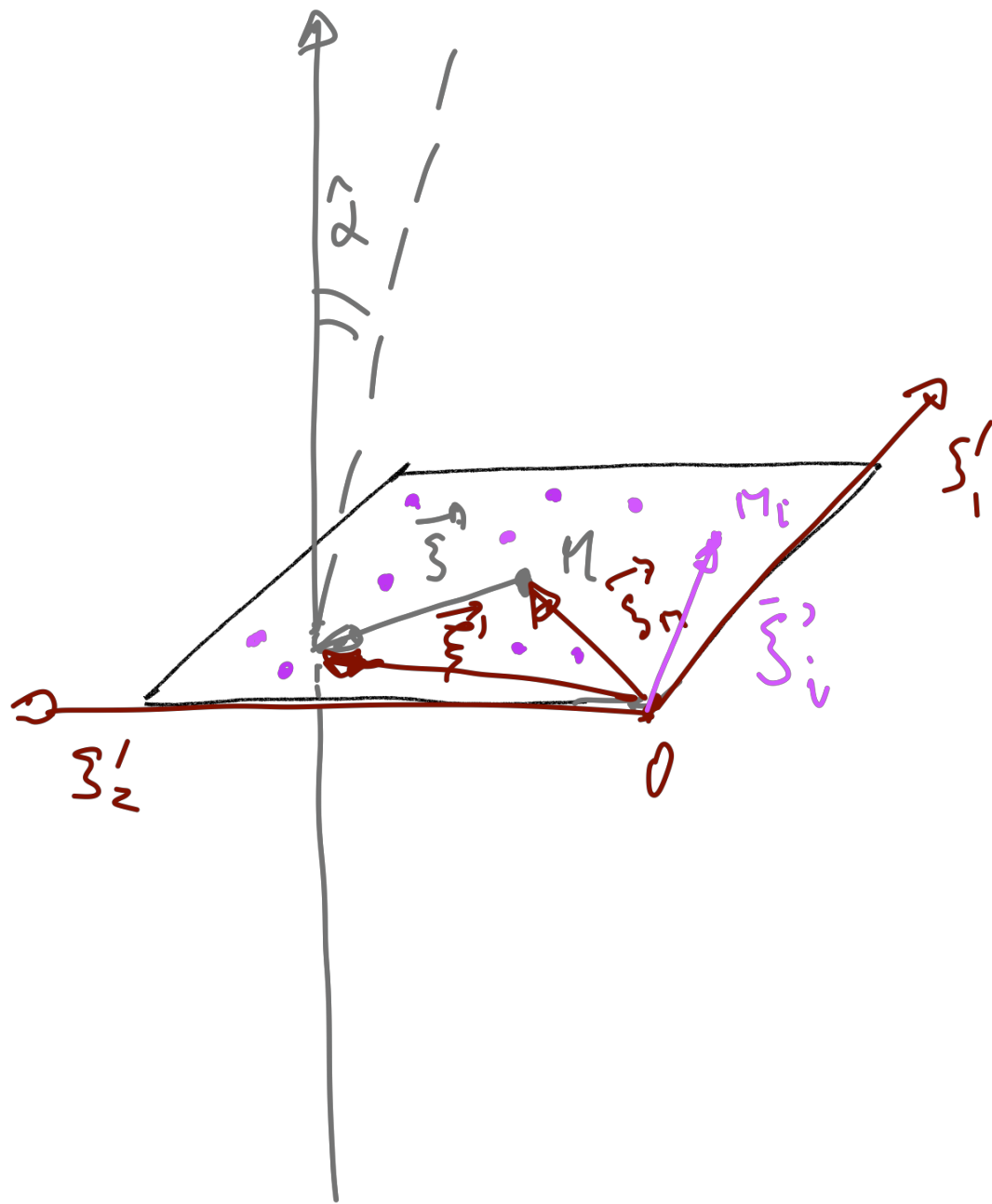
$$\hat{\alpha}(\vec{\xi}) = \frac{2}{c^2} \int_{-\infty}^{\infty} \vec{\nabla}_{\perp} \Phi(\vec{\xi}, z) dz$$

$$\frac{1}{\alpha}(\vec{\xi}') = \frac{4GM}{c^2 \xi^2} \vec{\xi} = \frac{4GM}{c^2} \frac{\vec{\xi}' - \vec{\xi}_n}{|\vec{\xi}' - \vec{\xi}_n|^2}$$

$$\Phi(\xi, z) = - \frac{GM}{\sqrt{\xi^2 + z^2}}$$

$$\vec{\xi} = \vec{\xi}' - \vec{\xi}_n$$

DEFLECTION BY AN ENSEMBLE OF POINT MASSES



$$\hat{\vec{\alpha}}(\vec{\xi}) = \frac{2}{c^2} \int_{-\infty}^{\infty} \vec{\nabla}_{\perp} \Phi(\vec{\xi}, z) dz$$

$$\frac{a}{\alpha}(\bar{\zeta}') = \frac{4GM}{c^2 \xi^2} \frac{\bar{\zeta}' - \bar{\zeta}'_n}{|\bar{\zeta}' - \bar{\zeta}'_n|^2}$$

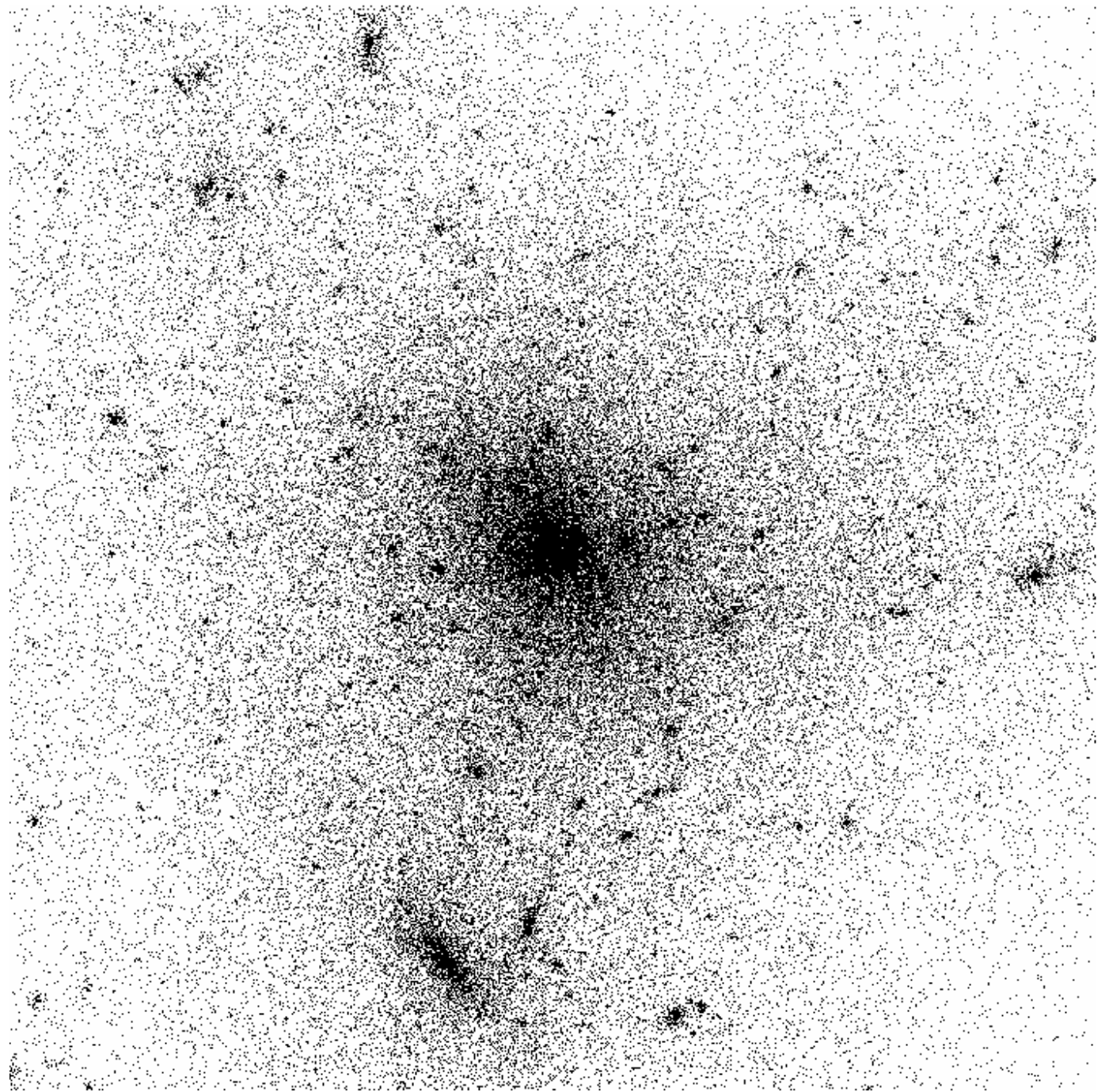
$$\Phi(\xi, z) = - \frac{GM}{\sqrt{\xi^2 + z^2}}$$

$$\overline{\xi} = \overline{\xi}' - \overline{\xi}'_{\perp}$$

What is the total deflection angle?

DEFLECTION BY AN ENSEMBLE OF POINT MASSES

- Structure formation is often studied using numerical simulations
- Galaxies, galaxy clusters, etc. are described by ensembles of particles
- The calculation of the deflection angle by direct summation of all contributions from each particle has a computational cost $O(N^2)$

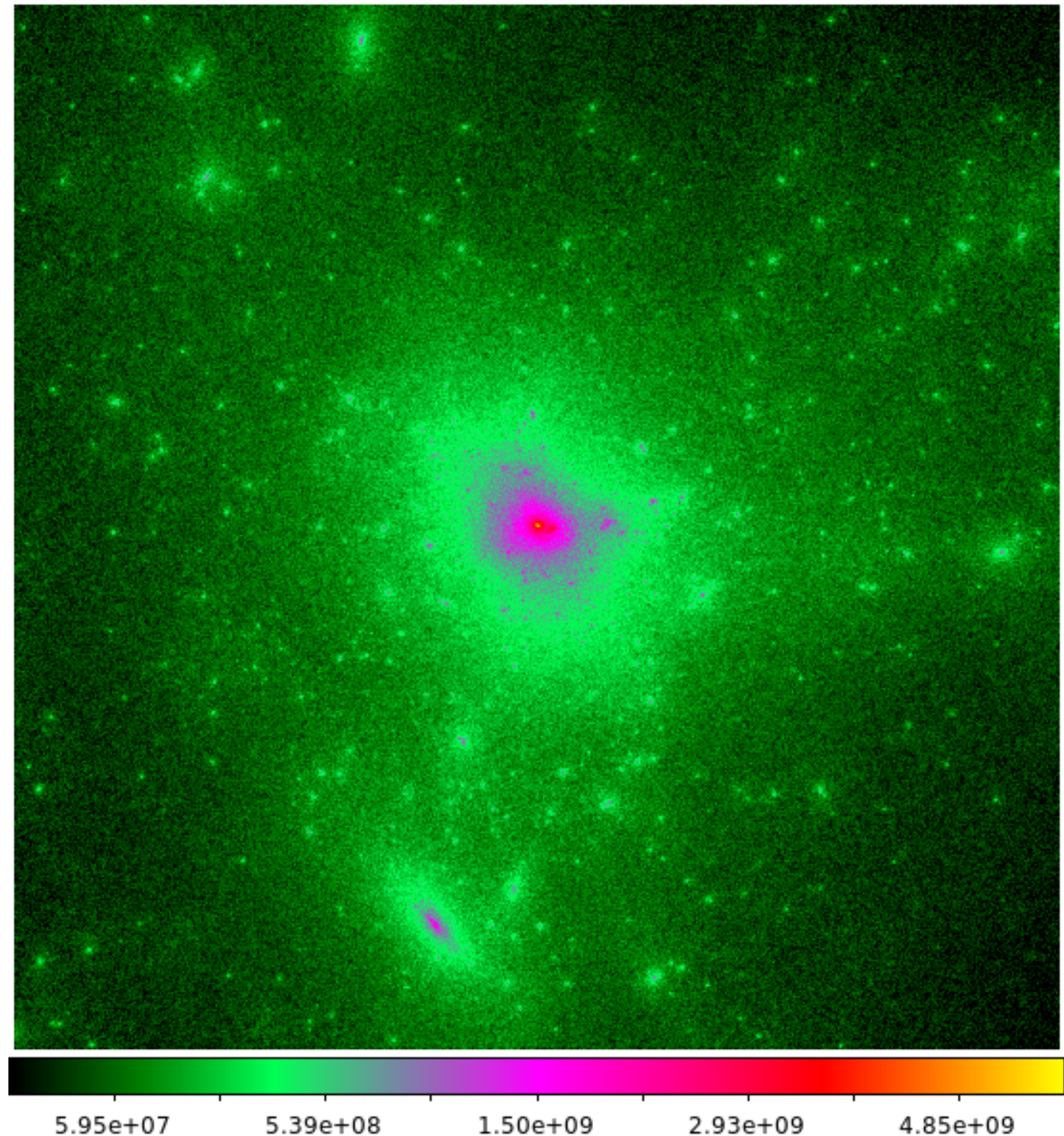


DEFLECTION BY AN EXTENDED MASS DISTRIBUTION

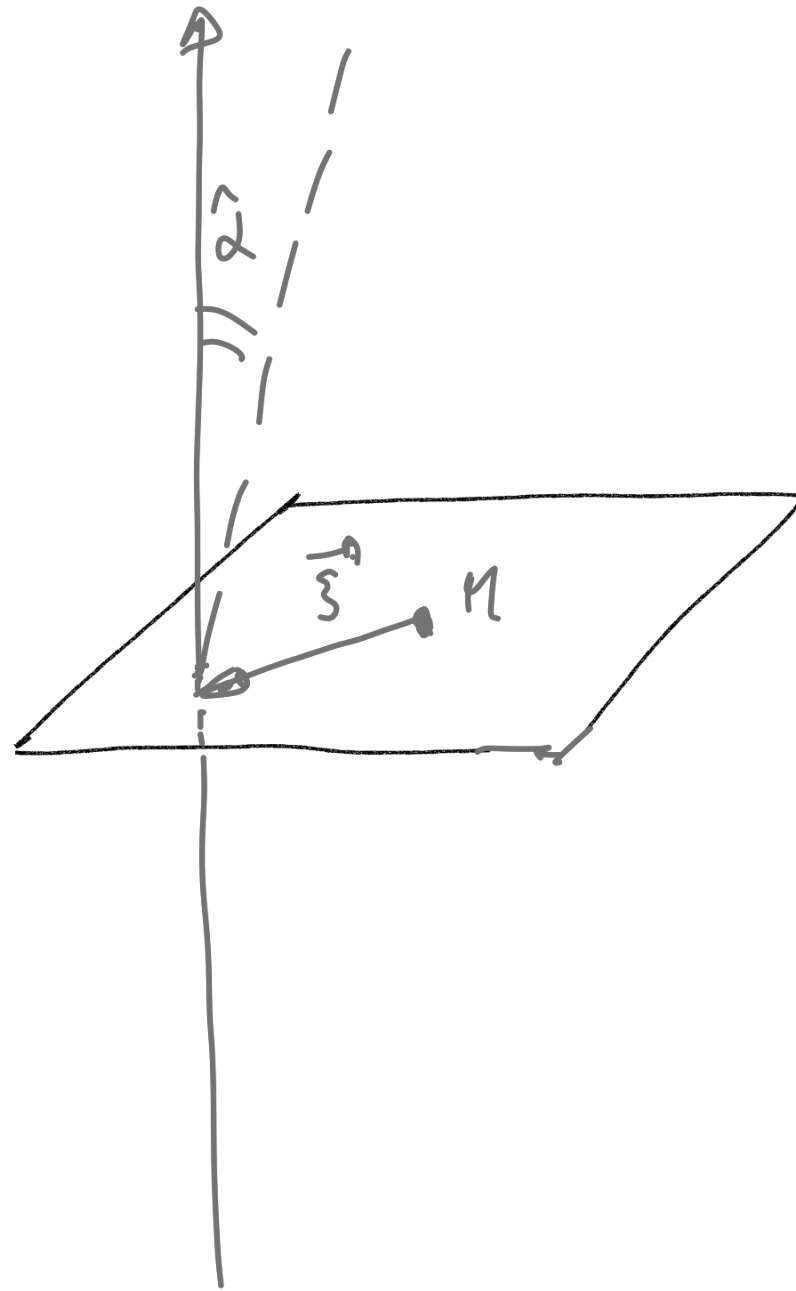
- This can be easily generalized to the case of a continuum distribution of mass

$$\Sigma(\vec{\xi}) = \int \rho(\vec{\xi}, z) dz$$

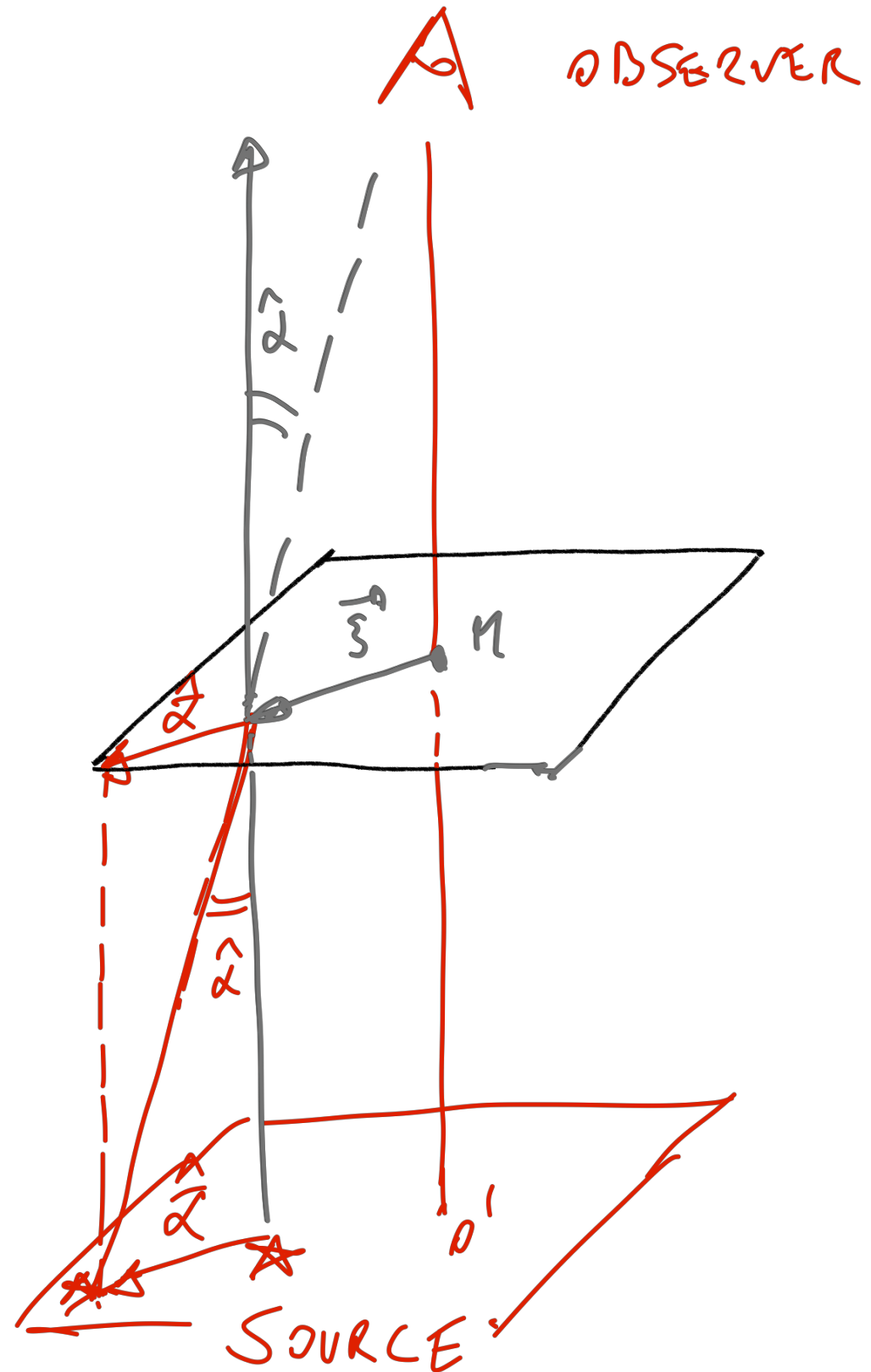
$$\vec{\alpha}(\vec{\xi}) = \frac{4G}{c^2} \int \frac{(\vec{\xi} - \vec{\xi}') \Sigma(\vec{\xi}')}{|\vec{\xi} - \vec{\xi}'|^2} d^2\xi'$$



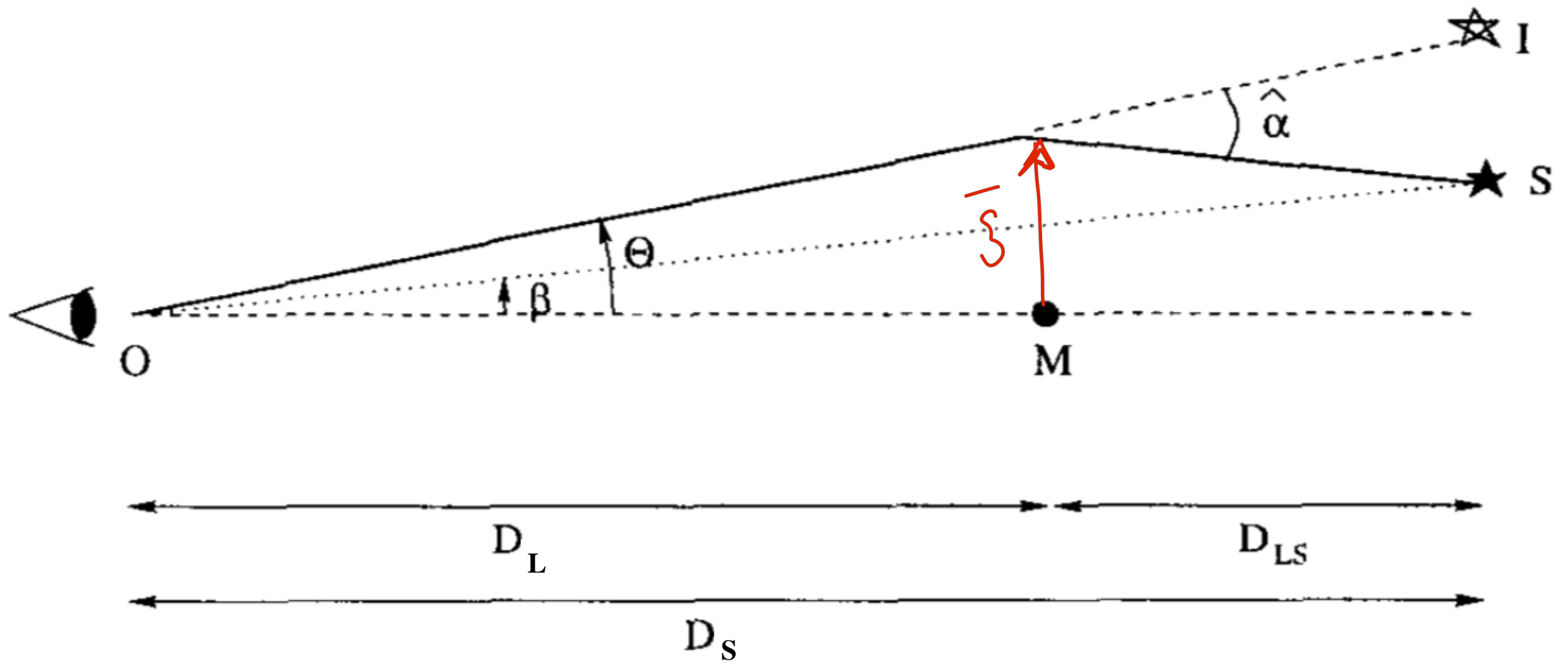
DEFLECTION BY A POINT MASS



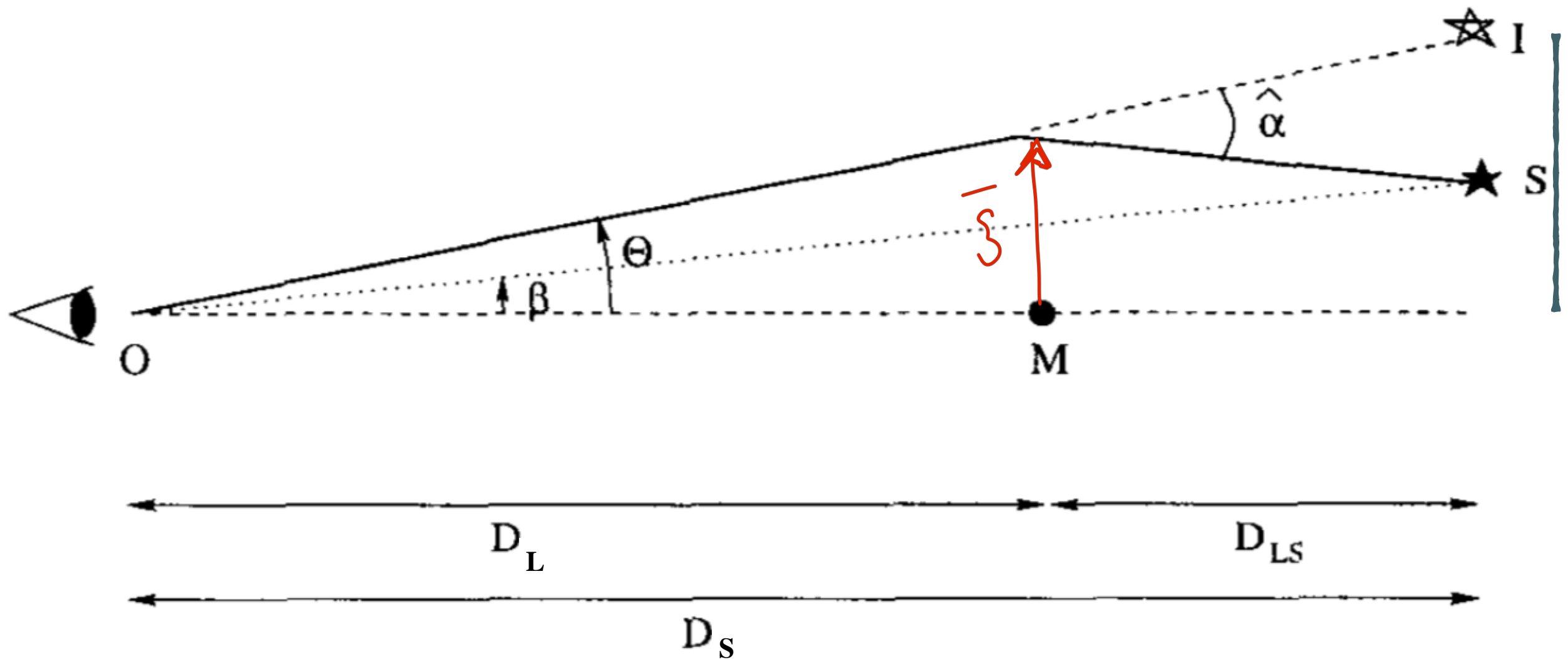
DEFLECTION BY A POINT MASS



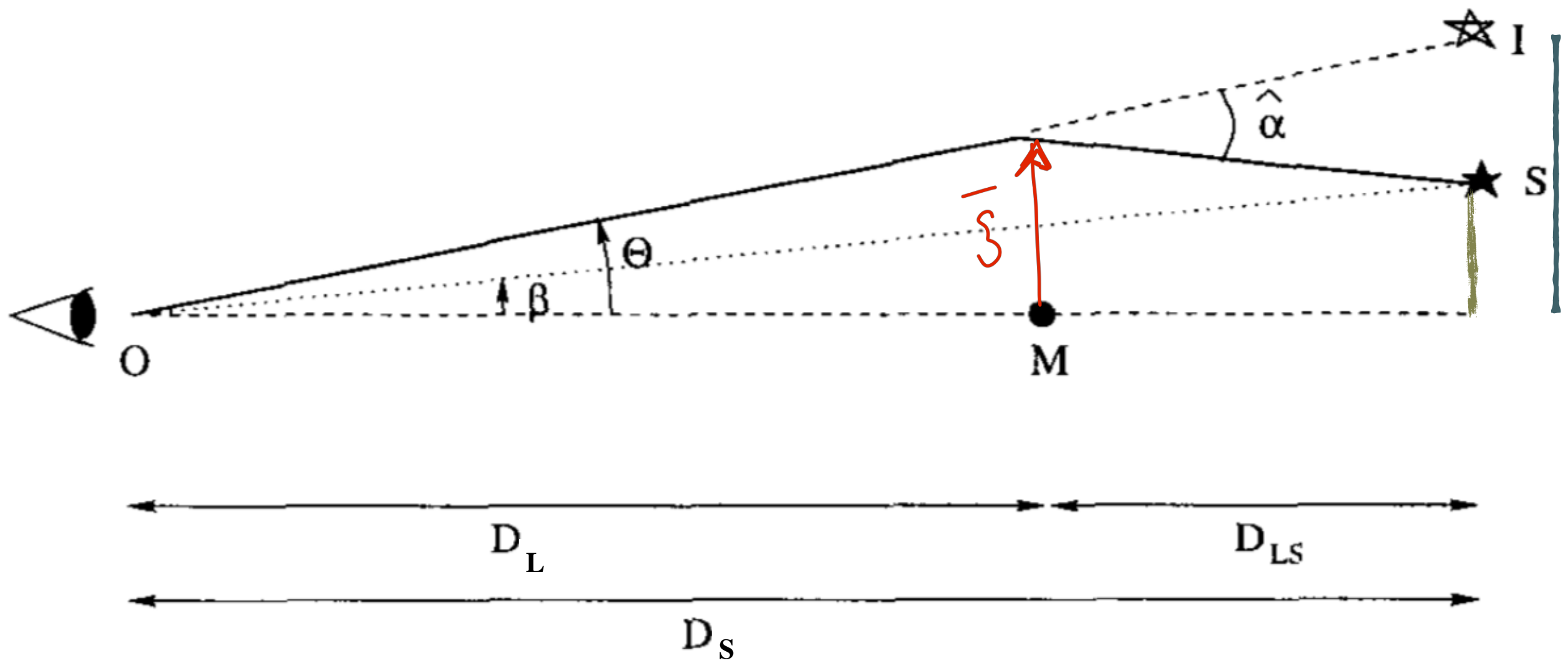
LENS EQUATION



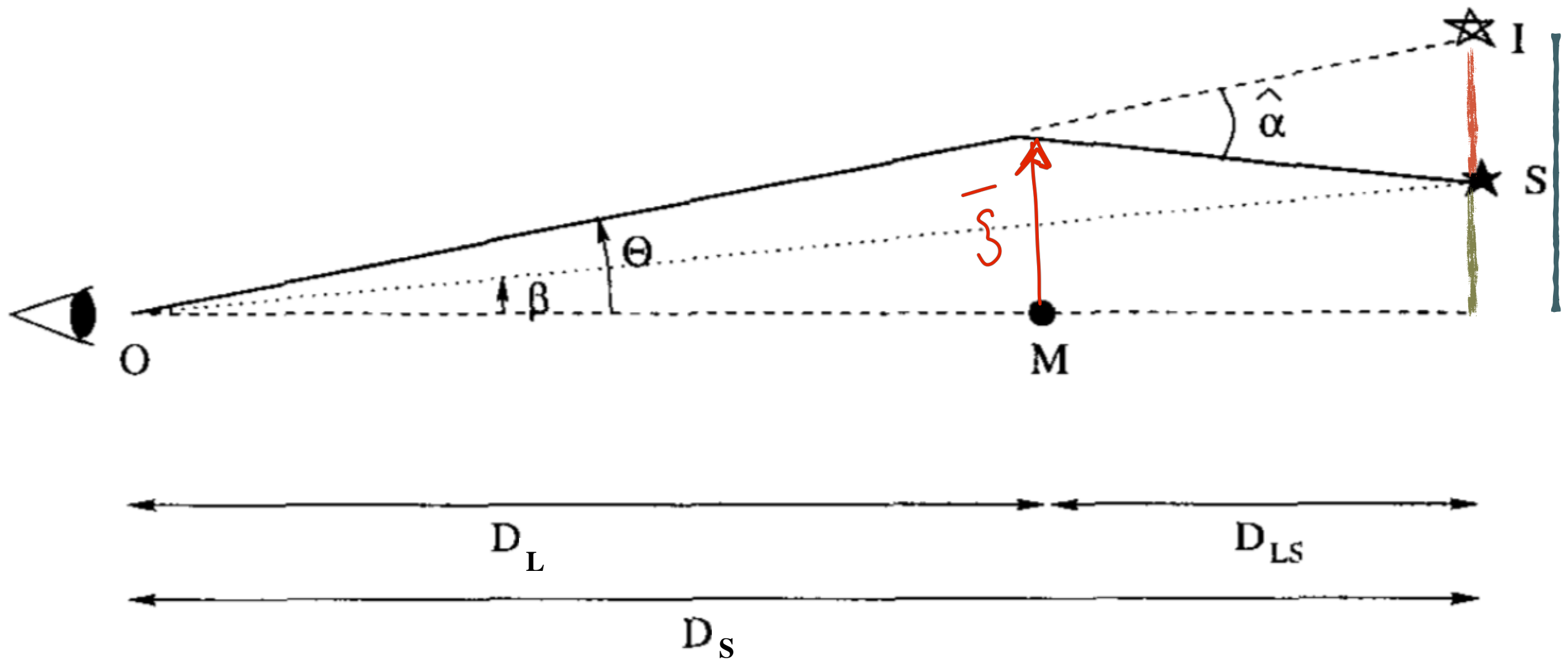
LENS EQUATION



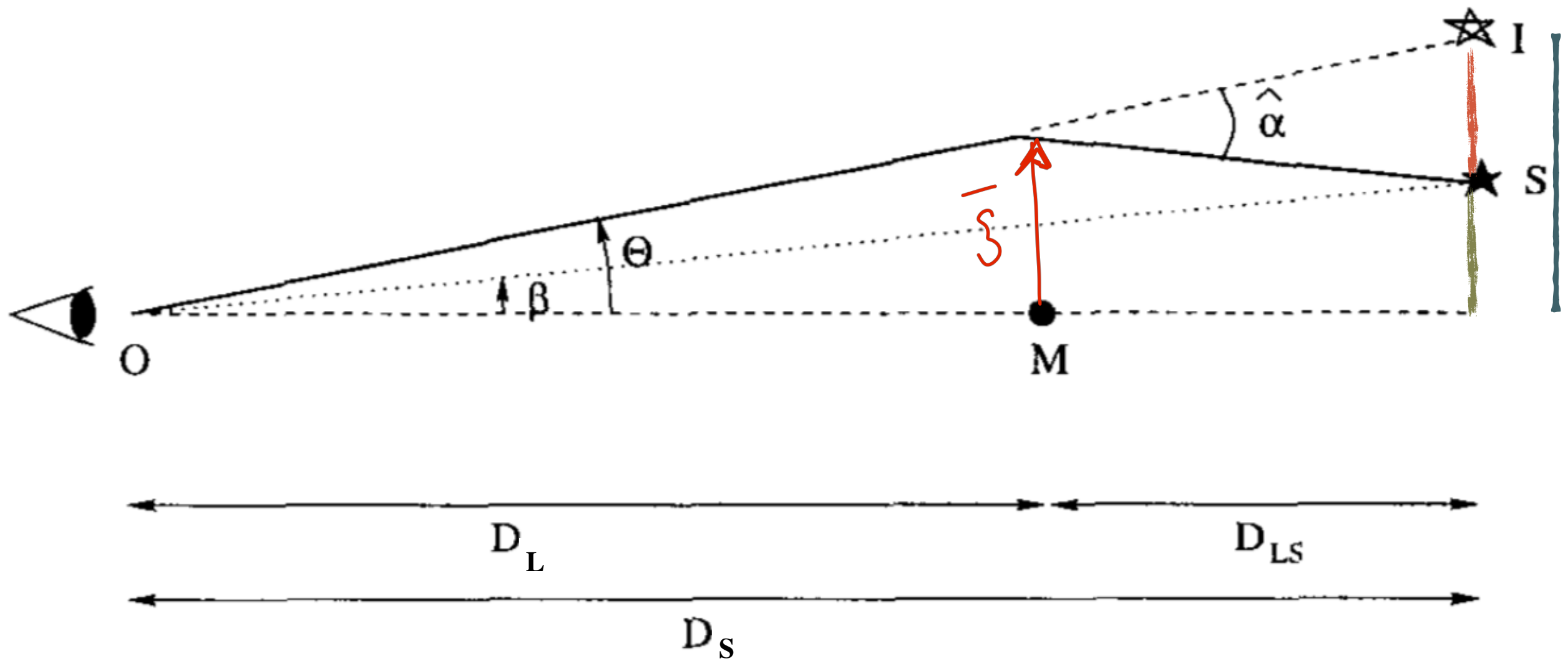
LENS EQUATION



LENS EQUATION

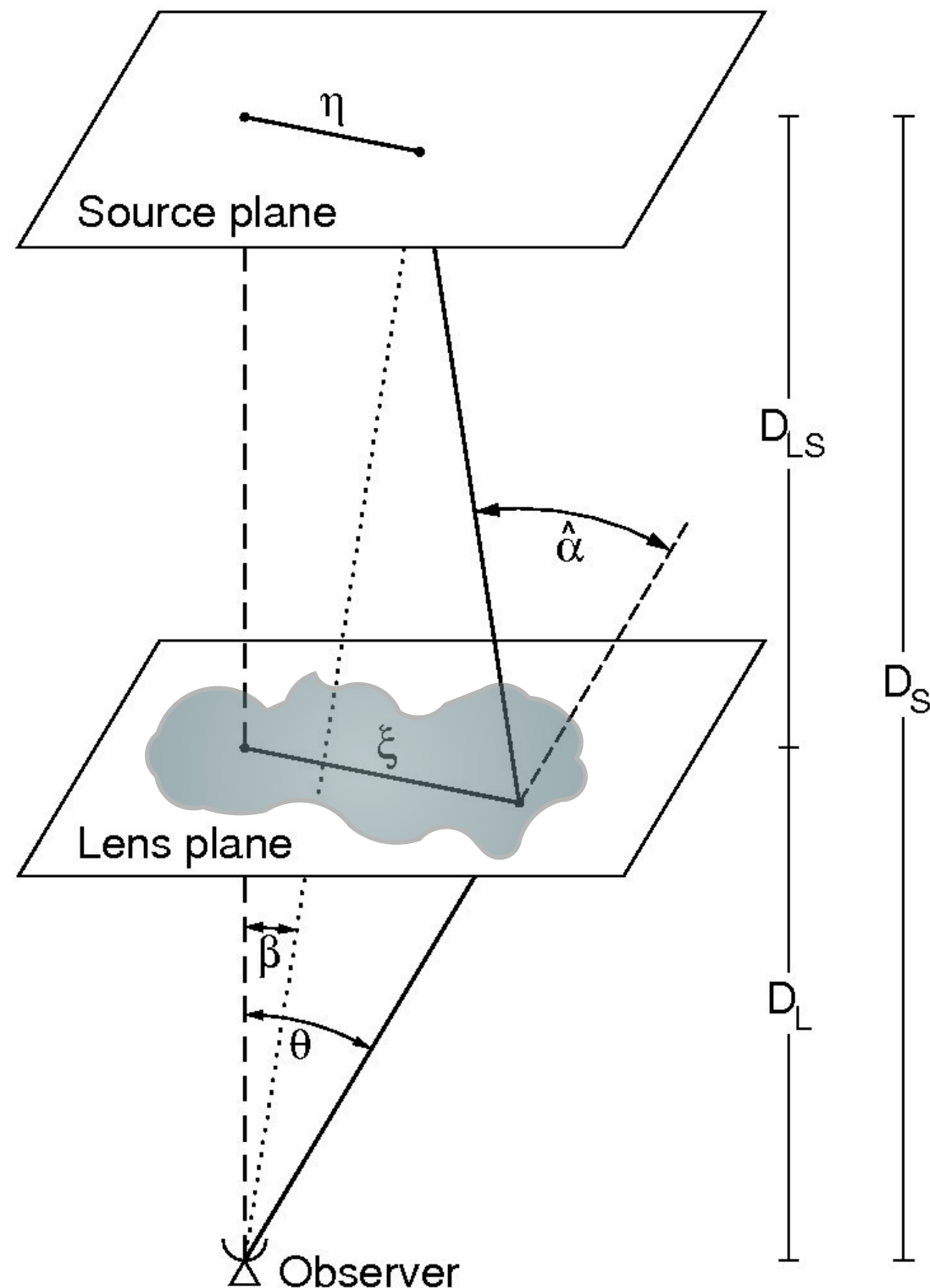


LENS EQUATION



$$D_S \theta = D_S \beta + D_{LS} \hat{\alpha} \Rightarrow \beta = \theta - \frac{D_{LS}}{D_S} \hat{\alpha}(\theta)$$

LENS EQUATION



Remember that:

- 1) we are using the “Thin Screen Approximation”
- 2) positions on the lens and source planes are defined by vectors
- 3) the deflection angle itself is a vector

$$\vec{\beta} = \vec{\theta} - \frac{D_{LS}}{D_S} \hat{\vec{\alpha}}(\vec{\theta})$$

$$\vec{\theta} = \frac{\vec{\xi}}{D_L} \quad \vec{\beta} = \frac{\vec{\eta}}{D_S}$$

$$\vec{\beta} = \vec{\theta} - \vec{\alpha} \quad \vec{\alpha}(\vec{\theta}) = \frac{D_{LS}}{D_S} \hat{\vec{\alpha}}(\vec{\theta})$$

OTHER NOTATIONS

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Quite often, an alternative way is chosen to write the lens equation: the so called “dimension-less” notation.

This implies the choice of a reference angle (or length) to scale the source and image positions and the deflection angle:

$$\vec{\theta} = \frac{\vec{\xi}}{D_L} \quad \vec{\beta} = \frac{\vec{\eta}}{D_S} \quad \vec{\alpha}(\vec{\theta}) = \frac{D_{LS}}{D_S} \hat{\vec{\alpha}}(\vec{\theta}) \quad \vec{\beta} = \vec{\theta} - \vec{\alpha}$$

$$\theta_0 = \frac{\xi_0}{D_L} = \frac{\eta_0}{D_S} \quad \text{the reference angle subtends the reference scales on the lens and on the source planes}$$



dividing both members of the lens equation by the reference angle...

$$\vec{y} = \vec{x} - \vec{\alpha}(\vec{x}) \quad \vec{\alpha}(\vec{x}) = \frac{\vec{\alpha}(\theta)}{\theta_0} = \frac{D_L}{\xi_0} \frac{D_{LS}}{D_S} \hat{\vec{\alpha}}(\vec{\theta})$$