

Fundamental Definitions

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Luminosity

[1] By luminosity we mean the quantity of energy irradiated per second [erg s⁻¹]. The luminosity is not defined per unit of solid angle. The monochromatic luminosity $L(\nu)$ is the luminosity per unit of frequency ν (i.e. per Hz). The bolometric luminosity is integrated over frequency:

$$L = \int_0^\infty L(\nu) d\nu . \quad (1)$$

Often we can define a luminosity integrated in a given energy (or frequency) range,

$$L_{[\nu_1-\nu_2]} = \int_{\nu_1}^{\nu_2} L(\nu) d\nu . \quad (2)$$

Sun Luminosity: $L_\odot = 4 \times 10^{33} \text{ erg s}^{-1}$

Luminosity of a typical galaxy: $L_{\text{gal}} \sim 10^{11} L_\odot$

Luminosity of the human body, assuming that we emit as a black-body at a temperature of $(273 + 36) \text{ K}$ and that our skin has a surface of approximately $S = 2 \text{ m}^2$:

$$L_{\text{body}} = S\sigma T^4 \sim 10^{10} \text{ erg/s} \sim 10^3 \text{ W} \quad (3)$$

This is not what we loose, since we absorb from the ambient a power $L = S\sigma T_{\text{amb}}^4 \sim 8.3 \times 10^9 \text{ erg/s}$ if the ambient temperature is 20 C ($= 273 + 20 \text{ K}$).

Flux

The flux $[\text{erg cm}^{-2} \text{ s}^{-1}]$ is the energy passing a surface of 1 cm^2 in one second. If a body emits a luminosity L and is located at a distance R , the flux is

$$F = \frac{L}{4\pi R^2} \quad (4)$$

$$F(\nu) = \frac{L(\nu)}{4\pi R^2} \quad (5)$$

$$F = \int_0^\infty F(\nu) d\nu \quad (6)$$

Intensity

The **intensity** I is the **energy per unit time passing through a unit surface located perpendicularly to the arrival direction of photons, per unit of solid angle**. The solid angle appears: $[\text{erg cm}^{-2} \text{ s}^{-1} \text{ sterad}^{-1}]$. The monochromatic intensity $I(\nu)$ has units $[\text{erg cm}^{-2} \text{ s}^{-1} \text{ Hz}^{-1} \text{ sterad}^{-1}]$. It always obeys the Lorentz transformation:

$$\frac{I(\nu)}{\nu^3} = \frac{I'(\nu')}{\nu'^3} = \text{invariant} . \quad (7)$$

Emissivity

The emissivity j is the quantity of energy emitted by a unit volume, in one unit of time, for a unit solid angle

$$j = \frac{\text{erg}}{\text{dV dtd}\Omega} \quad (8)$$

If the source is transparent, there is a simple relation between j and I :

$$I = jR \text{ (optically thin source)} \quad (9)$$

Radiative Energy Density

We can define it as the energy per unit volume produced by a luminous source, but we have to specify if it is per unit solid angle or not. Consider the **bolometric intensity** I .

Along the light ray, construct the volume $dV = cdt dA$ where dA (i.e. one cm^2) is the base of the little cylinder of height cdt . The energy contained in this cylinder is

$$dE = I cdt dA d\Omega . \quad (10)$$

In that cylinder I find the light coming from a given direction,

$$dE = u(\Omega) cdt dA d\Omega . \quad (11)$$

$$u(\Omega) = \frac{I}{c} \quad (12)$$

If I want the total u (i.e. summing the light coming from all directions) I must integrate over the entire solid angle.

RADIATIVE FLUX

[2] When the scale of a system greatly exceeds the wavelength of radiation (e.g., light shining through a keyhole), we can consider radiation to travel in straight lines (called rays) in free space or homogeneous media.

The energy flux: consider an element of area dA exposed to radiation for a time dt . The amount of energy passing through the element should be proportional to $dA dz$, and we write it as $F dA dt$. The energy flux F is usually measured in $\text{erg s}^{-1} \text{ cm}^{-2}$.

References

- [1] G. Ghisellini, editor. *Radiative Processes in High Energy Astrophysics*, volume 873 of *Lecture Notes in Physics*, Berlin Springer Verlag, 2013.
- [2] G. B. Rybicki and A. P. Lightman. *Radiative processes in astrophysics*. 1979.