# Does the cosmological constant affect gravitational lensing?

Lingyi Hu
Supervisor: Alan Heavens
Astrophysics group

### 1. Introduction and Aims

The Universe is expanding at an accelerating rate, parameterized by a cosmological constant  $\Lambda$ . An active dispute that has been the subject of previous papers is whether  $\Lambda$  alters the bending of light.

Most of the work done so far is analytical, but there have been disagreements on the approximations used and whether the effect of  $\Lambda$  is already accounted for in the standard lensing formula.

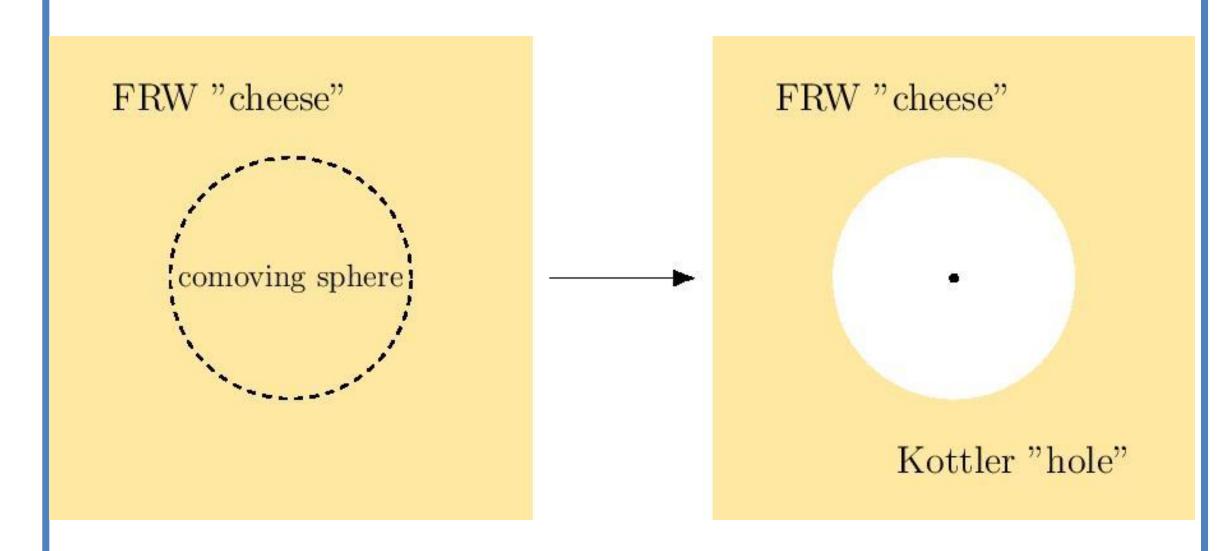
This project hopes to give an answer to this debate using numerical methods.

#### This project aims to answer:

- Does the cosmological constant affect our calculation of the light bending angle?
- How does our result compare with existing analytical analysis and predictions?

# 2. Method: The Swiss Cheese Model of the Universe

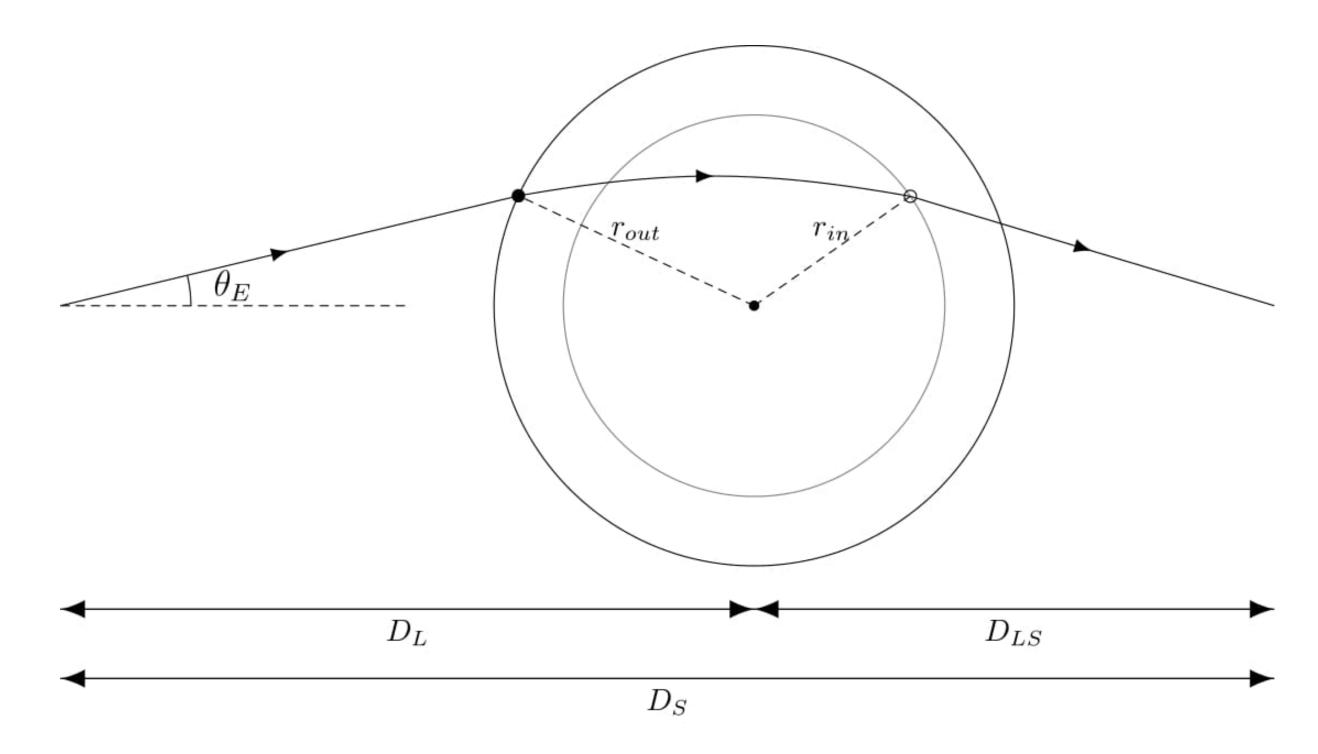
We use a Swiss Cheese method to model our Universe. This embeds a point mass within a homogeneous spacetime and is an exact solution to Einstein's equations. It consists of taking the mass from a spherical comoving region (a "hole") from a uniform Friedmann-Robert-Walker (FRW) spacetime (the "cheese") and collapsing it to a point mass in the centre of the sphere. This is shown below:



- The hole expands with the expansion of the Universe
- In the cheese (outside the hole), spacetime is homogeneous and expanding, described by the Friedmann-Robertson-Walker (FRW) metric.
- Inside the hole, spacetime is vacuum everywhere with a positive cosmological constant, except for the point mass at the centre. This is described by the Kottler metric, an extension of the Schwarzschild metric to include a cosmological constant.

## 3. Method: Tracing the light path

We propagate light backwards in this Swiss Cheese universe, starting from the observer back to the source. An example of such a ray is shown in the diagram below:



For lensing in a universe without Λ, the Einstein angle is

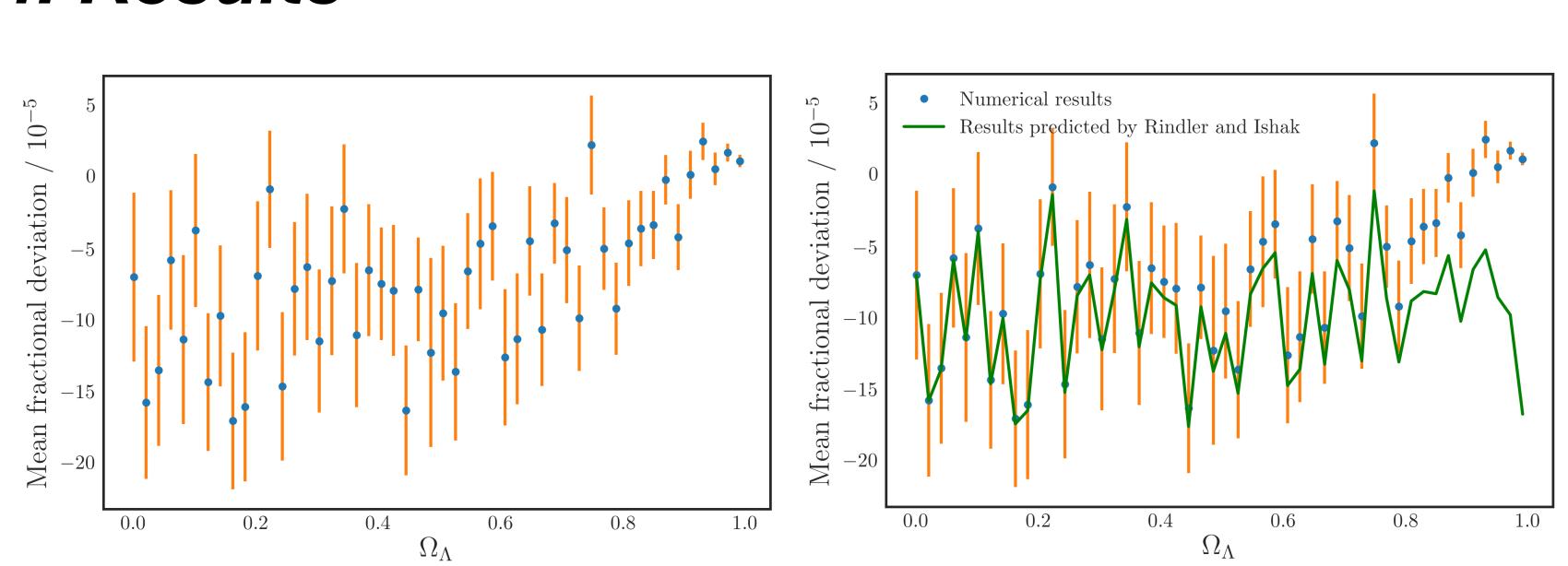
$$\Theta_E = \sqrt{\frac{4MD_{LS}}{D_L D_S}}$$

The aim of the project is to check if the same formula holds for a universe with a cosmological constant.

The light path is governed by two sets of differential equations:

- 1. Outside the hole: null geodesics for a homogeneous, expanding spacetime with a cosmological constant, outside the hole
- 2. Inside the hole: Null geodesics for a vacuum spacetime with a non-zero  $\Lambda$ , with all its mass collapsed at the centre.

## 4. Results



- Error bars are obtained from repeating the simulation for different lens distances but fixed  $\boldsymbol{\Lambda}$
- When comparing with the known Schwarschild case ( $\Lambda$ =0), numerical integration fractional errors are around the order of ~10<sup>-5</sup>.
- For our current universe,  $\Omega_{\Lambda} \simeq 0.7$ .
- Predictions by Rindler & Ishak [1, 2] (who believe Λ affects lensing)
  deviate from numerical results for high Λ

### 5. Conclusion

The results give a preliminary indication that the cosmological constant has a negligible effect on gravitational lensing, up to the precision of the numerical simulation. Further work is required to investigate the phenomenon using more realistic mass distributions.