

Disclaimer

Discussions taken from Barbara Ryden [1], Daniel Baumann [2] and Kolb & Turner [3] books

1 Successes and drawbacks of the Hot Big Bang Model

	z	t
Distant quasars	< 10	> 0.5 Gyr
LSS	1090	0.37 Gyr
Nuc	3×10^8	3 min
Neutron decoupling	4×10^9	1 s

Table 1: Successes of the Hot Big Bang Model

The universe is nearly flat today, and was even flatter in the past
The universe is nearly isotropic and homogeneous today, and was even more so in the past
The universe is apparently free of magnetic monopoles

Table 2: Drawbacks of the Hot Big Bang Model

2 The flatness problem

From the Friedmann equation

$$\frac{H^2}{H_0^2} = \Omega - \frac{k c^2}{R_0^2 H_0^2 a^2}, \quad (1)$$

we have that

$$1 - \Omega_0 = -\frac{k c^2}{R_0^2 H_0^2 a_0^2}. \quad (2)$$

Hence

$$1 - \Omega = \frac{H_0^2(1 - \Omega_0)}{H(t)^2 a(t)^2} \propto \begin{cases} a \propto t, & \text{RD;} \\ a \propto t^{2/3}, & \text{MD.} \end{cases} \quad (3)$$

Experimentally

$$|1 - \Omega_0| \leq 0.005. \quad (4)$$

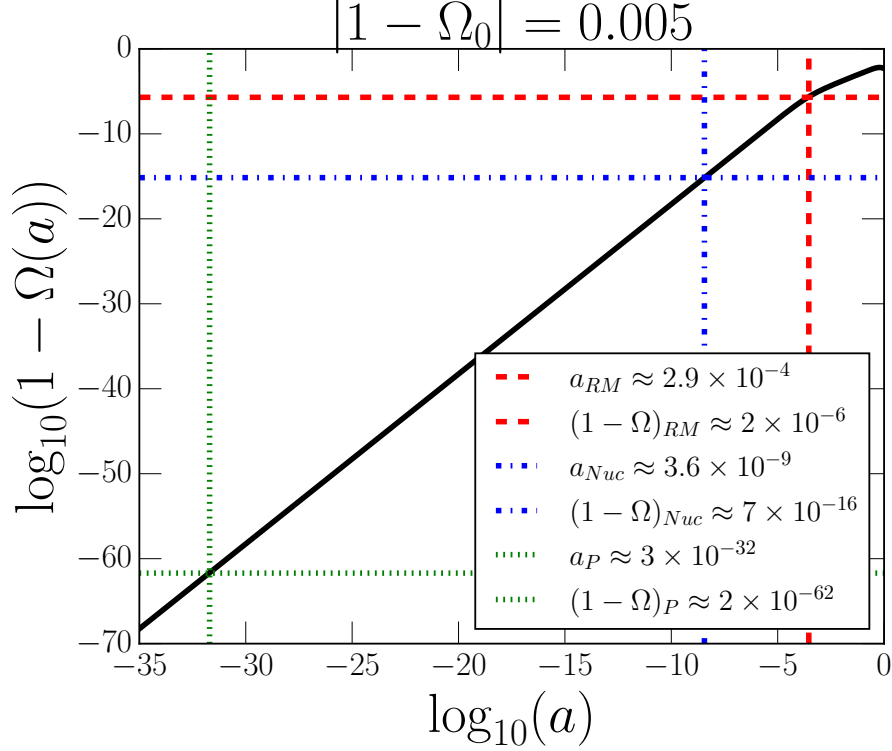


Figure 1: $1 - \Omega(a)$ as a function of a .

3 The horizon problem

3.1 Current proper distances

The horizon distance is given by

$$d_{\text{hor}}(t_0) = c a(t_0) \int_0^{t_0} \frac{dt}{a(t)} = c \int_0^1 \frac{da}{a^2 H(a)} \quad (5)$$

$$= c \int_0^{a_0} \frac{da}{a^2 H_0 \sqrt{\Omega_{R,0}/a^4 + \Omega_{M,0}/a^3 + \Omega_{\Lambda,0}}} \approx 14118 \text{ Mpc}. \quad (6)$$

The current proper distance to the last scattering surface is

$$d_p(t_0) = c a(t_0) \int_{t_{ls}}^{t_0} \frac{dt}{a(t)} = c \int_{a_{ls}}^{a_0} \frac{da}{a^2 H(a)} \approx 0.98 d_{\text{hor}} \quad (7)$$

Next let's consider two points in opposite sites of the last scattering surface. They are separated by a proper distance of

$$d_p \approx 1.96 d_{\text{hor}}(t_0), \quad (8)$$

as seen by an observer on Earth.

Since the two points are farther apart than the horizon distance, they are causally disconnected. That is, they haven't had time to send messages to each other, and in particular, haven't had time to come into thermal equilibrium with each other. Nevertheless, the two points have the same temperature to within one part in 10^5 . Why? How can two points that haven't had time to swap information be so nearly identical in their properties?

3.2 Proper distances at the time of last scattering

The horizon distance at the time of last scattering was

$$d_{\text{hor}}(t_{ls}) = c a(t_{ls}) \int_0^{t_{ls}} \frac{dt}{a(t)} = c a(t_{ls}) \int_0^{a_{ls}} \frac{da}{a^2 H(a)} \approx 0.257 \text{ Mpc}. \quad (9)$$

3.3 How many patches?

In a spatially flat Universe the angular-diameter distance is

$$d_A = \frac{d_p(t_0)}{1+z} \stackrel{z \rightarrow \infty}{\approx} \frac{d_{\text{hor}}(t_0)}{z}. \quad (10)$$

Hence the angular-diameter distance to the last scattering surface is

$$d_A = \frac{14118 \text{ Mpc}}{1090} \approx 12.952 \text{ Mpc}. \quad (11)$$

Thus, points on the last scattering surface that were separated by a horizon distance will have an angular separation equal to

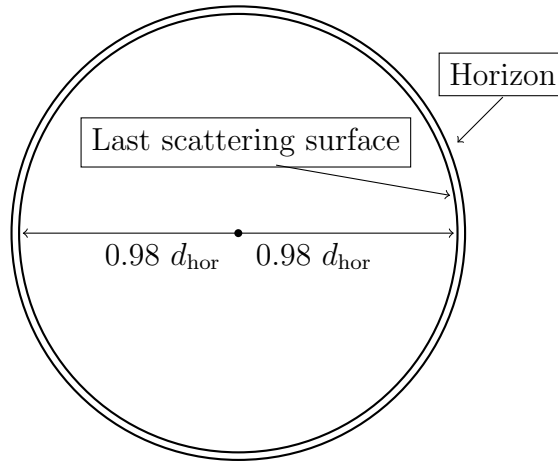
$$\theta_{\text{hor}} = \frac{d_{\text{hor}}(t_{ls})}{d_A} = \frac{0.257 \text{ Mpc}}{12.95 \text{ Mpc}} \approx 0.02 \text{ rad} \approx 1.1^\circ \quad (12)$$

as seen from the Earth today.

Points that are separated by more than 2° on the sky seem never to have been in causal contact, since their past light cones don't overlap. Notice that 2 degrees in the sky are about four times the angular size of the Moon, seen from Earth

The size of a causally-connected patch of space is determined by the maximal distance from which light can be received. The surface of last scattering can be divided into some 40 000 patches, each 1.1° across:

$$\# \text{ of patches} \sim \frac{4\pi}{0.02^2} \approx 40000. \quad (13)$$



In the standard Hot Big Bang scenario, the current proper distance to the last scattering surface is 98% of the current horizon distance.

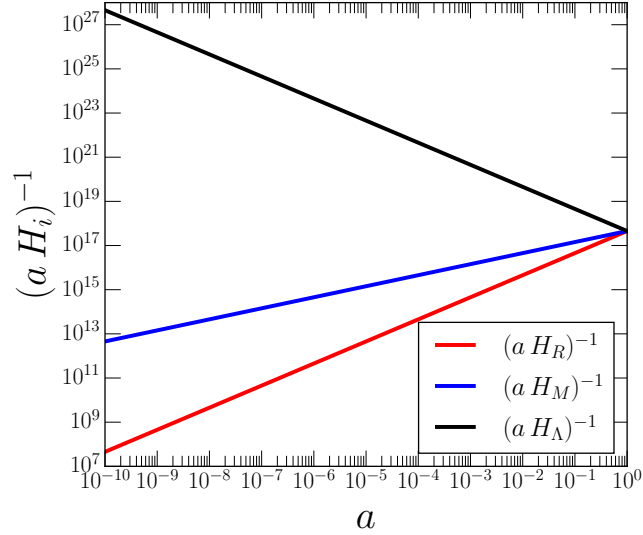


Figure 2: $(aH)^{-1}$ as a function of a .

3.4 Comoving Hubble radius

The Big Bang “started” with the singularity at $t_i = 0$, then the greatest comoving distance from which an observer at time t will be able to receive signals traveling at the speed of light is the (comoving) particle horizon:

$$d_h(a) = \frac{d_{\text{hor}}}{a(t)} = \int_{t_i}^t \frac{dt}{a(t)} = \int_{a_i}^a \frac{da}{a\dot{a}} = \int_{\ln a_i}^{\ln a} (aH)^{-1} d(\ln a). \quad (14)$$

The causal structure of the spacetime is hence related to the evolution of the comoving Hubble radius, $((aH)^{-1})$. For ordinary matter sources, the comoving Hubble radius is a monotonically increasing function of time (or scale factor), and the integral is dominated by the contributions from late times. This implies that in the standard cosmology $d_h \sim (aH)^{-1}$, which has led to the confusing practice of referring to both the particle horizon and the Hubble radius as the “horizon”.

3.5 Conformal time

$$d\eta = \frac{dt}{a(t)}. \quad (15)$$

Hence

$$a(\eta) \propto \begin{cases} \eta^{\frac{2}{3(1+\omega_i)}}, & \omega_i \neq 0 \rightarrow \eta^2 (\eta^1), \text{ for MD (RD).} \\ (-\eta)^{-1}, & w_i = -1. \end{cases} \quad (16)$$

The comoving distance to a source is simply equal to the difference in conformal time between the moments when the light was emitted and when it was received:

$$d_h(\eta) = \int_{t_i}^t \frac{dt}{a(t)} = \eta - \eta_i. \quad (17)$$

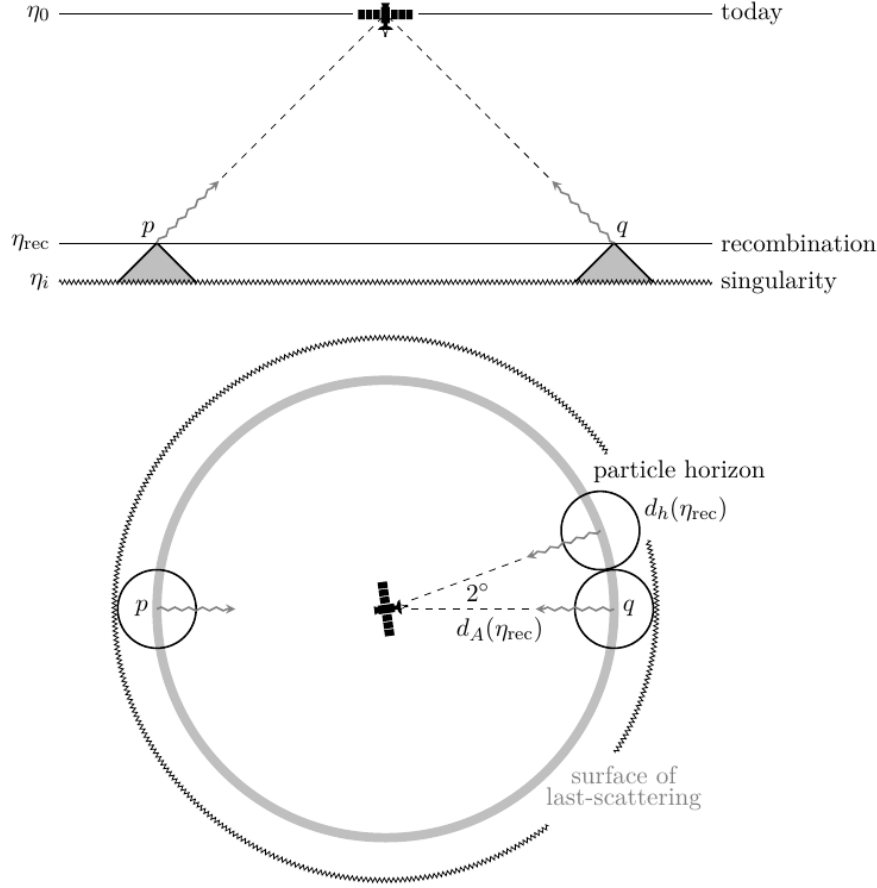


Illustration of the horizon problem in the conventional Big Bang model. All events that we currently observe are on our past light cone. The intersection of our past light cone with the spacelike slice at the time of recombination is the surface of last-scattering. Points that are separated by more than 2° on the sky seem never to have been in causal contact, since their past light cones don't overlap.

Figure 3: Caption

It follows that the amount of conformal time between the initial singularity and the formation of the CMB (or, equivalently, the comoving horizon at the time of recombination) was much smaller than the conformal age of the universe today (or, equivalently, the comoving distance to the last-scattering surface), $\eta_{\text{rec}} \ll \eta_0$.

This implies a serious problem: it means that most parts of the CMB have non-overlapping past light cones and hence never were in causal contact.

3.6 Superhorizon and subhorizon

Let us consider the fluctuations that we observe in the cosmic microwave background and in the large-scale structure of the universe. Any fluctuation that is inside the Hubble radius today was outside the Hubble radius at sufficiently early times. For the standard hot Big Bang, the Hubble radius is approximately equal to the particle horizon, so we call these regimes “subhorizon” and “superhorizon.” Above we showed that the particle horizon at recombination was about 265 Mpc.

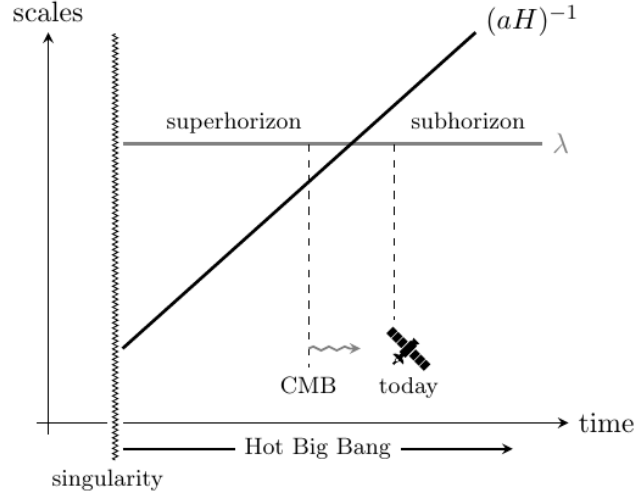


Figure 4: Evolution of a representative fluctuation of fixed (comoving) wavelength λ relative to the Hubble radius $(aH)^{-1}$.

Scales larger than this would not have been inside the horizon before the CMB was created. Yet, we find the CMB fluctuations to be correlated on scales that are larger than this apparent horizon. This is the modern version of the horizon problem. Not only is the CMB homogeneous on apparently acausal scales, it also has correlated fluctuations on these scales.

4 The Monopole problem

Monopoles may be originated in the early universe within so called grand unified theories (GUTs). The typical mass-energy of these particles is

$$M_M = E_{\text{GUT}} \sim 10^{15} \text{ GeV}. \quad (18)$$

Since one monopole per horizon volume, the monopole number density at their formation time, $t_{\text{GUT}} \sim 10^{-36}$ s, is

$$n_M(t_{\text{GUT}}) = \frac{1}{(2ct_{\text{GUT}})^3} \sim 10^{82} \text{ m}^{-3}. \quad (19)$$

The corresponding energy density is

$$\epsilon_M(t_{\text{GUT}}) = M_M n_M(t_{\text{GUT}}) \sim 10^{97} \text{ GeV/m}^3. \quad (20)$$

For comparison purposes, the energy density of radiation at t_{GUT} is

$$\epsilon_R(t_{\text{GUT}}) = \frac{\pi^2}{30} g_* T_{\text{GUT}}^4 \approx 10^{57} \text{ GeV}^4 \quad (21)$$

$$\sim 10^{108} \text{ GeV/cm}^3, \quad (22)$$

where

$$T_{\text{GUT}} \approx 1.31 \times 10^{10} \text{ K} \left(\frac{1 \text{ s}}{t_{\text{GUT}}} \right)^{1/2} = 1.1341 \text{ MeV} \left(\frac{1 \text{ s}}{t_{\text{GUT}}} \right)^{1/2} \quad (23)$$

$$\approx 10^{15} \text{ GeV}. \quad (24)$$

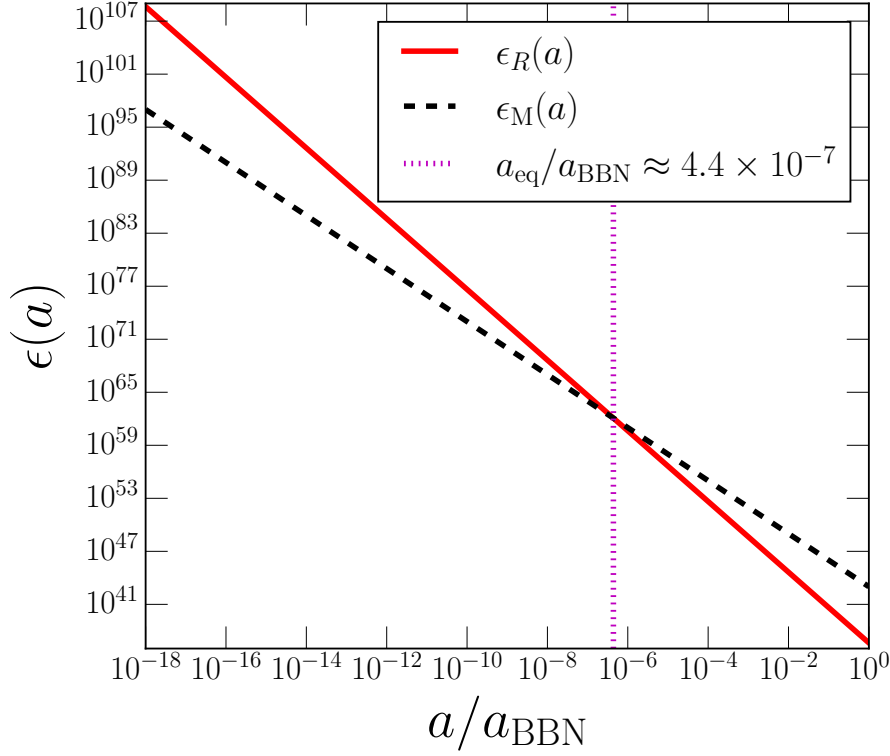


Figure 5: Energy density of radiation and monopole as a function of a/a_{BBN} .

4.1 Phase transitions

When the Universe is cooling, there could have been a whole series of phase transitions in the plasma. Hence some ‘defects’ may form during phase transitions such as

- Monopoles.
- Domain walls.
- Cosmic strings.
- Textures.

They could have had striking effects on structure formation, and have been searched for in balloon-borne and satellite experiments on the microwave background. No signal has been found so far, which means that if cosmic defects exist, they must play a subdominant role. Anyway, the study of cosmological phase transitions is a fascinating branch of cosmology which has strong ties both to particle and condensed matter physics.

The formation of strings has been experimentally verified in superfluid ^3He (the subject of the 1996 Nobel prize in physics) where the microscopic description is more complicated (pairs of ^3He atoms bind together similar to Cooper pairs in superconductivity) but the effective Hamiltonian contains a vacuum manifold with the same $U(1)$ structure as discussed above. It is reassuring that the experimental results verify the existence of string-like defects and the formation mechanism we have just presented. This research produces very interesting analogies between condensed matter physics and cosmology.

5 Inflation to rescue

6 Field theory of inflation

References

- [1] B. Ryden, *Introduction to cosmology*. Cambridge University Press, 1970.
- [2] D. Baumann, *Cosmology*. Cambridge University Press, 7, 2022.
- [3] E. W. Kolb, *The Early Universe*, vol. 69. Taylor and Francis, 5, 2019.