Astrophysical Sources of Gravitational Waves

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Gravity (a review)

Newton says

- Objects that are in motion stay in motion unless acted upon by an external force
 - Newton's First Law
- All objects fall at the same rate, regardless of their mass
 - Principle of Equivalence
- There is an universal attractive Force of Gravity between all objects that is proportional to their mass.

Einstein says

- Objects that are in motion stay in motion unless acted upon by an external force
 - Geodesic Motion
- All objects follow the same geodesics
 - Principle of Equivalence
- Gravity is described by the Geometry of Space-time, which is determined by the distribution of mass and energy in the universe
- No information can travel faster than the speed of light

In General Relativity,

Space tells matter how to move and matter tells space how to curve

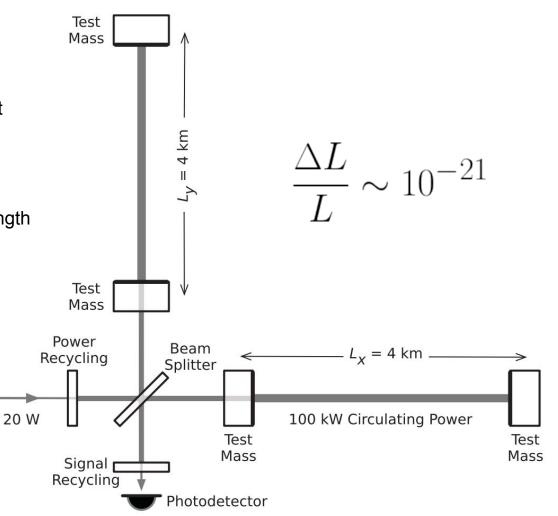
Gravitational waves (wiggles in space-time) are caused by changes in the motion of matter (accelerations)

Fundamentally, *Gravitational*Waves are traveling wiggles in
the Gravitational potential just
like Electromagnetic Waves (light)
are traveling wiggles in the
Electromagnetic potential.

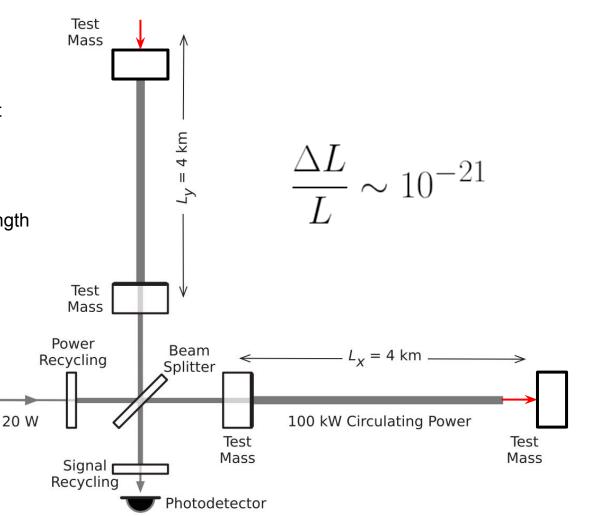


- Radiation carrying information about gravitating systems
- Travel at the speed of light
- Create extremely tiny changes in length between objects

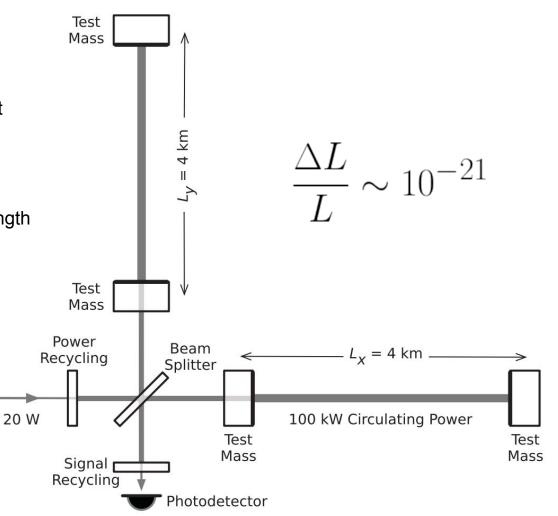
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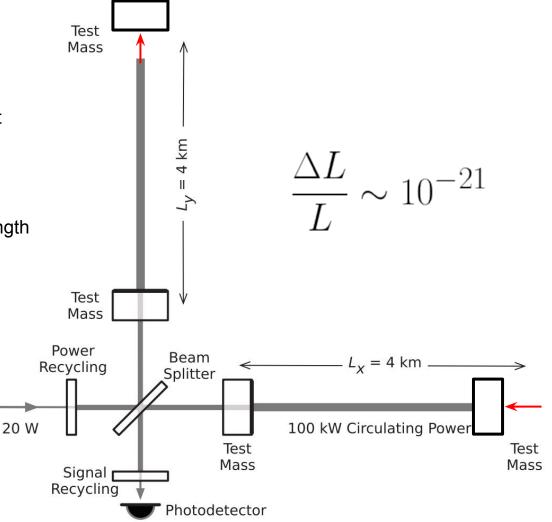
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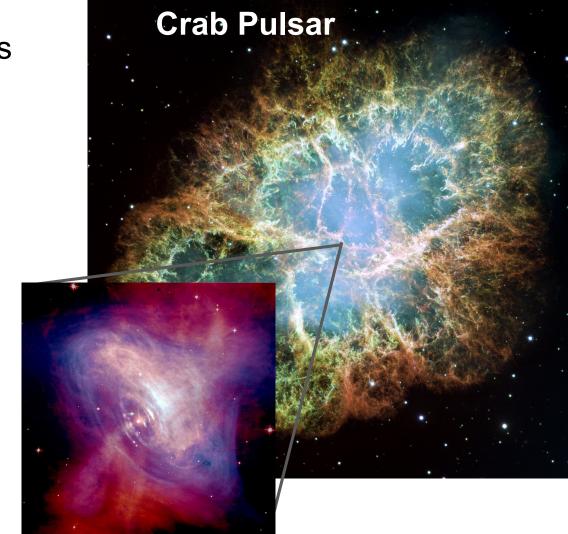


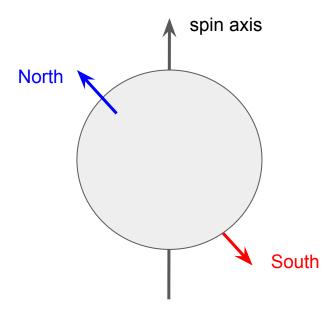
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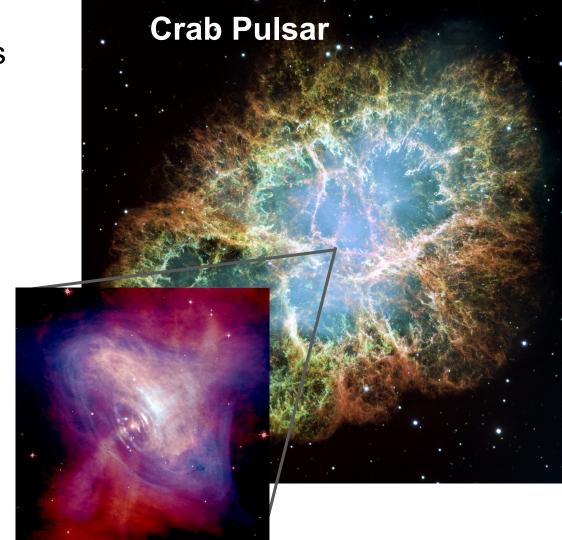
Accelerating mass or energy create gravitational waves

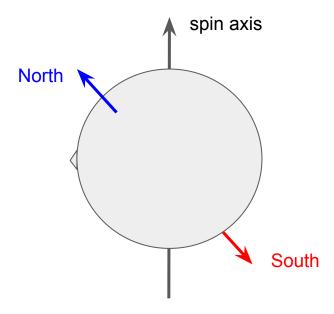
- Accelerating mass or energy create gravitational waves
- Symmetries limit the type of radiation
 - Mass/Energy is conserved → no monopole radiation
 - Momentum is conserved → no dipole radiation
 - Quadrupolar radiation is the leading-order term



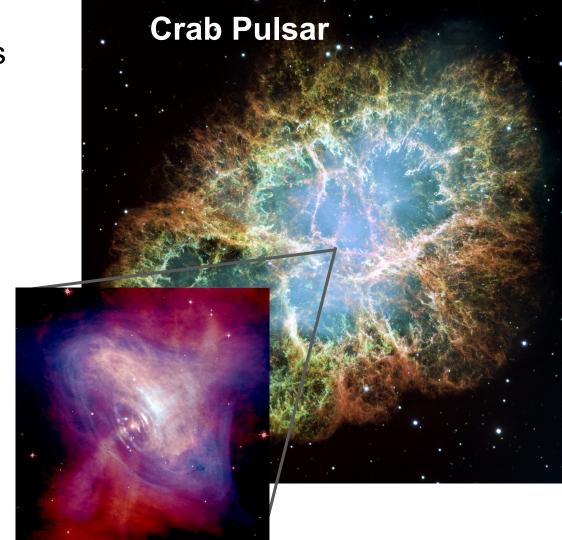


spin period of 33ms slowing down by 38ns/day





must be a perfect sphere to ~ 1 part in 10,000



Why are Astrophysical Objects Needed?

Dimensional analysis: $h \sim \frac{G}{c^2} \left(\frac{m}{D}\right) \left(\frac{v}{c}\right)^n$

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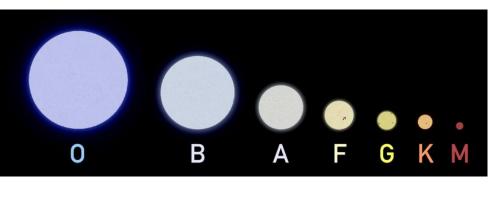
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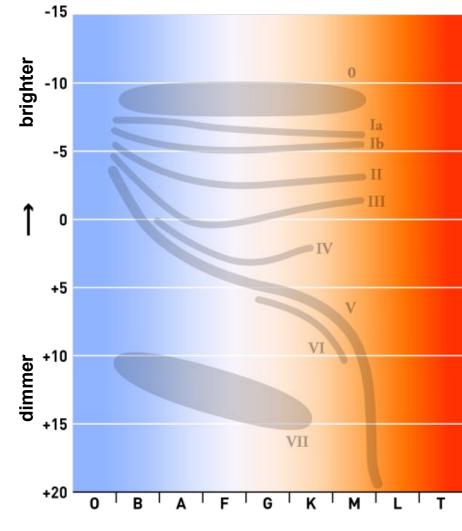
Why do they need to be compact?

Most stars and stellar remnants touch before they are moving at interesting speeds!

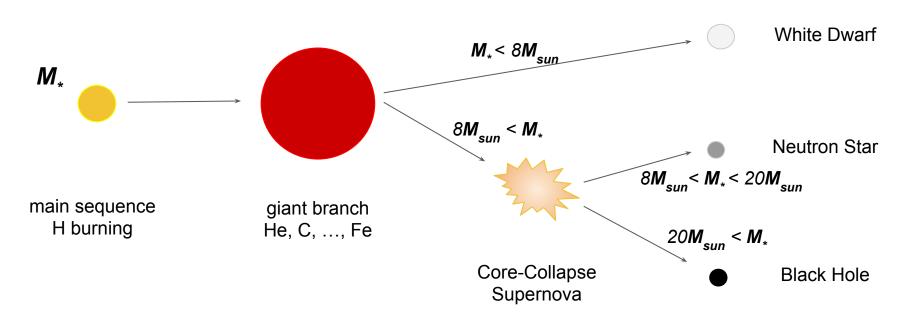
$$\left(\frac{v}{c}\right)^2 \sim \frac{Gm}{c^2R}$$

Stellar Evolution



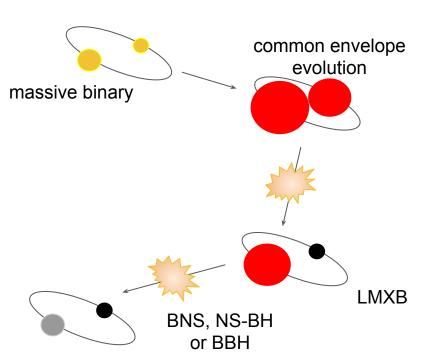


Neutron Stars and **Black Holes** are the end states of massive stars

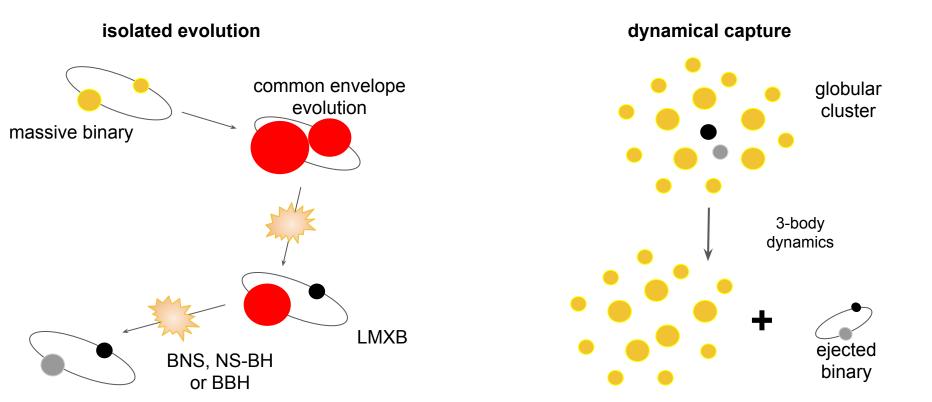


Binaries containing Compact Objects form through

isolated evolution

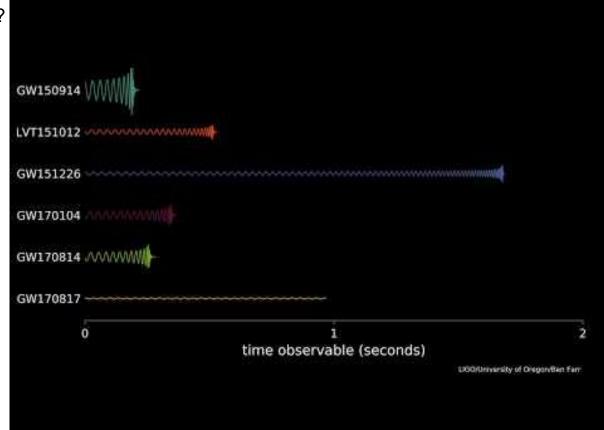


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Why are CBCs such good sources?

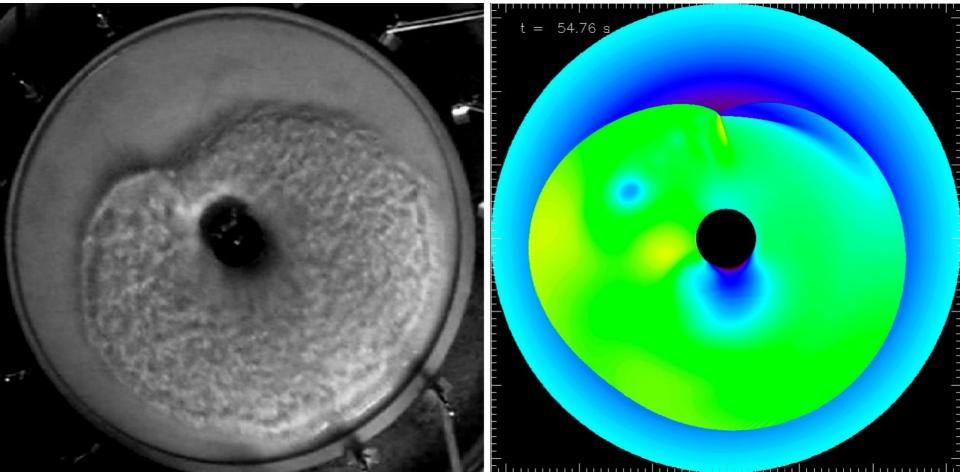
- Why are CBCs such good sources?
- What do CBC signals "sound like"?



Bursts

• Core-Collapse SuperNova (CCSN)





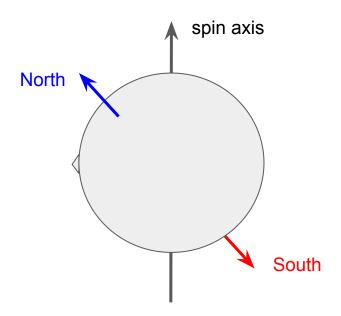
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- General "other stuff"
 - Accretion disk instabilities
 - Pulsar glitches
 - Cosmic strings
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Continuous Sources



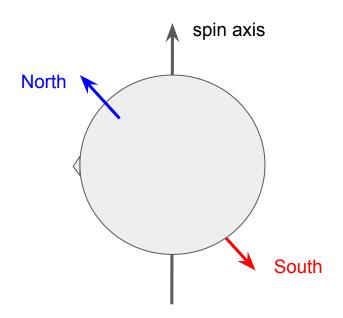
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Continuous Sources

Stochastic Sources



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Next time

Detecting Gravitational Waves on Earth

- Laser interferometers
- Noise Sources
- Other detection techniques

Suggested Reading

- Shallow Water Analogue of the Standing Accretion Shock Instability. PRL 108, 051103 (2012).
- A Carillon of Black Holes. arXiv:1803.08090 (2018).

