# **GR Light Deflection**

### Question

Using the small-angle approximation, compare the trajectory of a light ray passing near a massive body under Newtonian mechanics and General Relativity. Assume the closest approach distance is R and define the ratio  $R_8/R$ , where  $R_8$  is the Schwarzschild radius of the body is. Derive approximate expressions for the light path in both cases and sketch/plot the resulting trajectories for different values of  $R_8/R$  (e.g., 0, 0.01, 0.02, 0.03, 0.05). Explain how the deflection changes as  $R_8/R$  increases.

#### **Solution**

#### 1. Core Formulas (with R = 1)

Known,

- $sp = \sin \varphi$
- $cp = \cos \varphi = \sqrt{1 sp^2}$

#### Newtonian (no deflection)

- $r_{new} = \frac{1}{sn}$
- $x_{new} = r_{new} \cdot cp = \frac{cp}{sp}$
- $y_{new} = r_{new} \cdot sp = 1 \rightarrow \text{Newtonian gives a horizontal line } y = 1.$

#### Approximate GR

- u = sp + MR
- $\bullet \ r_{GR} = \frac{1}{u} = \frac{1}{sp + MR}$
- $y_{GR} = r_{GR} \cdot sp = \frac{sp}{sp + MR}$
- $x_{GR} = r_{GR} \cdot cp = \frac{cp}{sp + MR}$

So, the GR point  $(x_{GR}, y_{GR})$  is just the Newtonian  $(c_p, s_p)$  scaled by  $1/(s_p + MR)$ .

### 2. Full Step-by-Step Example

Take sp = 1 and MR = 0.01.

1. Compute cp

$$cp = \sqrt{1 - sp^2} = \sqrt{1 - 0.1^2} = \sqrt{0.99} \approx 0.994987$$

2. Newtonian

• 
$$r_{new} = \frac{1}{0.1} = 10$$

• 
$$x_{new} = r_{new} \cdot cp = 10 \times 0.994987 = 9.949874$$

• 
$$y_{new} = 1$$
. (Because  $r_{new} \cdot sp = \left(\frac{1}{sp}\right) \cdot sp = 1$ )

3. GR (
$$MR = 0.01$$
)

• 
$$u = sp + MR = 0.1 + 0.01 = 0.11$$

• 
$$r_{GR} = \frac{1}{0.11} = \frac{100}{11} \approx 9.090909$$

• 
$$y_{GR} = \frac{sp}{sp+MR} = \frac{0.1}{0.11} = \frac{10}{11} \approx 0.909091$$

• 
$$x_{GR} = \frac{cp}{sp+MR} = \frac{0.994987}{0.11} \approx 9.045340$$

# 3. Quick Results (Rounded) for the Chosen Sample Points

$$sp = 0.1 (cp = 0.994987)$$

• Newtonian: 
$$x = 9.949874$$
,  $y = 1.000000$ 

• 
$$MR = 0.01$$
:  $x \approx 9.045340$ ,  $y \approx 0.909091$ 

• 
$$MR = 0.02$$
:  $x \approx 8.291562$ ,  $y \approx 0.833333$ 

• 
$$MR = 0.05$$
:  $x \approx 6.633250$ ,  $y \approx 0.666667$ 

$$sp = 0.5 (cp = 0.866025)$$

• Newtonian: 
$$x = 1.732051$$
,  $y = 1.000000$ 

• 
$$MR = 0.01$$
:  $x \approx 1.698089$ ,  $y \approx 0.980392$ 

• 
$$MR = 0.02$$
:  $x \approx 1.665433$ ,  $y \approx 0.961538$ 

• 
$$MR = 0.05$$
:  $x \approx 1.574592$ ,  $y \approx 0.909091$ 

$$sp = 0.9 (cp = 0.435890)$$

• Newtonian: 
$$x = 0.484322$$
,  $y = 1.000000$ 

• 
$$MR = 0.01$$
:  $x \approx 0.478999$ ,  $y \approx 0.989011$ 

• 
$$MR = 0.02$$
:  $x \approx 0.473793$ ,  $y \approx 0.978261$ 

• 
$$MR = 0.05$$
:  $x \approx 0.458831$ ,  $y \approx 0.947368$ 

### 4. Short Interpretation

- Newtonian always sits at y = 1 (the horizontal top line in the plot).
- GR points have  $y_{GR} = \frac{sp}{sp+MR} < 1$ . So for fixed angle  $sp: larger MR \rightarrow smaller y_{GR}$  (more downward deflection).
- For small sp (e.g. 0.1) the differences between Newtonian and GR are large → that's why the curve looks "sharper" at the peak. For sp near 1 the GR and Newtonian values are close → the curves meet near the top.

### 5. A Short Recipe

- Pick sp (e.g. 0.3). Compute  $cp = \sqrt{1 sp^2}$ .
- Newtonian:  $x_{new} = cp/sp$ ,  $y_{new} = 1$ .
- For each: compute u = sp + MR. Then,  $x_{GR} = cp/u$ ,  $y_{GR} = sp/u$ .
- Plot symmetric points  $(\pm x, y)$ .

# Result

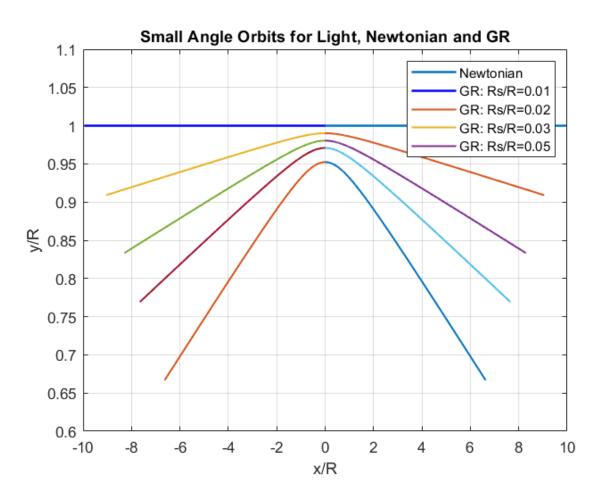


Figure 1 Schematic view of an orbital trajectory for light in GR.