

# Stars that actually twinkle

and some that go BOOM!

# Measuring brightness: a primer

- We see light coming from stars. ☒
- We see light originating from stars, which has travelled through space, a lot of interstellar dust, gas and finally the atmosphere. ☑
- We will conveniently ignore all of this.
- So we have light coming from a star.
  - What do we measure?
  - Whatever we do measure, is it the same regardless of distance of the star, or in other words,
  - How do we relate the intrinsic brightness of a star with the brightness we see from Earth.

# Magnitudes

$$m_1 - m_2 = -2.5 \log_{10} \left( \frac{F_1}{F_2} \right)$$

m = apparent magnitude (what we see)

F = Flux from the star. Measured in W m<sup>-2</sup>

This logarithmic rescaling is a relic of old conventions, but is convenient.

Magnitudes (there are more)

$$M = m - 5 \log_{10} d_{pc} + 5$$

M = absolute magnitude, if the star were 10 pc away from us.

$d_{pc}$  = distance in parsec

# Filters (yay, more magnitudes)

- Looking at light in bands of wavelengths, accomplished by using filters.
- Common filters : UBV(RI)<sup>†</sup>, grizy<sup>‡</sup>, HJK<sup>\*</sup>. Each mission has their own version, based on the kind of astronomy they want to do.
- Multi-wavelength studies give colour

<sup>†</sup>Johnson-Cousins Photometric System, <sup>‡</sup>PanSTARRS, <sup>\*</sup>2MASS

Colour index : difference between magnitudes in two filters

Colour index: a proxy for temperature.

See also:

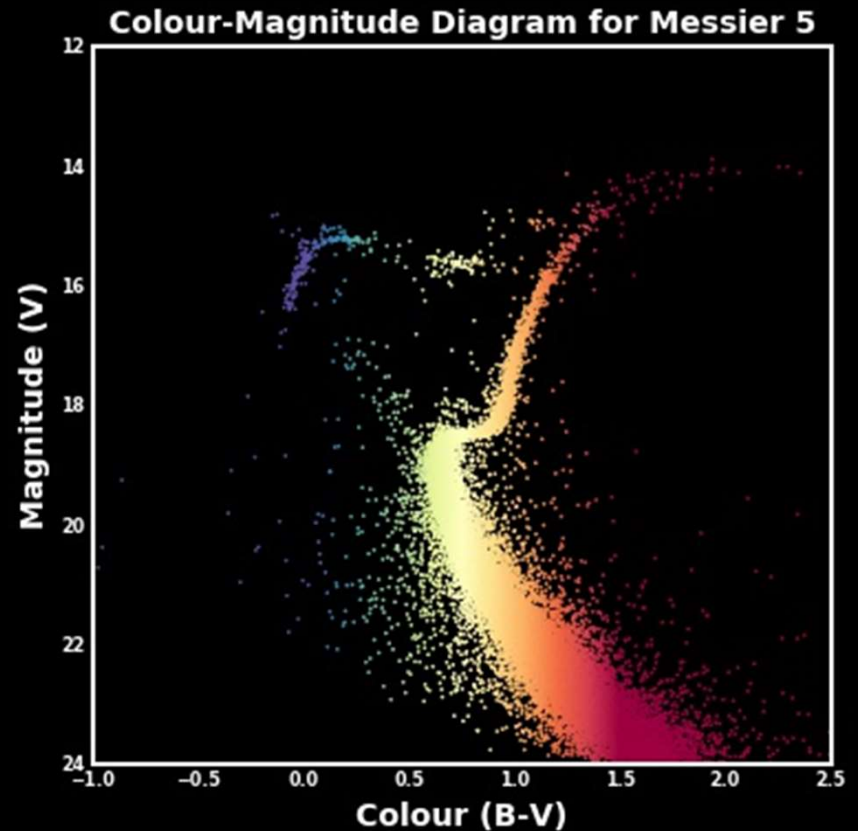
[https://en.wikipedia.org/wiki/Photometric\\_system#Filters\\_used](https://en.wikipedia.org/wiki/Photometric_system#Filters_used)

## Well, what if we combine them?

- Hertzsprung-Russell diagrams (took me three tries to get the spelling right) or HR diagrams plot Luminosity vs Temperature of the star.
- We know now that Luminosity  $\sim$  Magnitude and Temperature  $\sim$  Colour, so if we plot those, we get a Colour Magnitude Diagram
- If we plot an HR diagram of a lot of stars, we are going to see something extraordinary.

This has been plotted using Hubble data for a globular cluster.

We see the main sequence, a turn off point, and then the so called Red Giant/Supergiant stage, and other stages in the life cycle of a star



Data taken from HST (MAST):  
<https://archive.stsci.edu/prepds/hugs/>

# Henrietta Leavitt, the mother of modern transient astronomy

(I called her that)

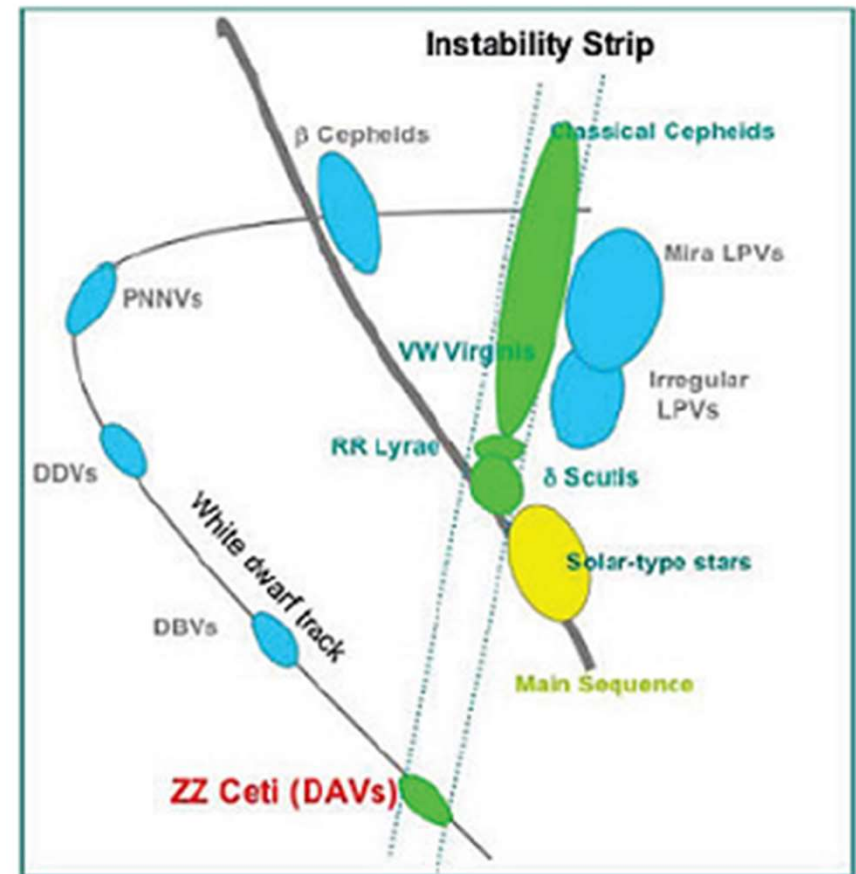
- Discovered a bunch of variables in the Large Magellanic Cloud, and discovered a correlation between the Period of variability and their relative magnitude (which corresponds roughly to Absolute magnitude because they are approximately at the same distance)
- Several years later, we still use Cepheids, although we now have different categories, as well as other types of variables to determine distances



# Where are these Cepheids?

Variable stars fall on the instability strip.

Note that the Classical Cepheids lie in an almost vertical region, i.e. almost the same temperature.



*The Instability strip in relation to various types of stars. Cepheids, RR Lyrae, W Virginis, and ZZ Ceti stars can all be found in this region, as well as other, less common variable stars. Image is used for education purpose only. Credit: <http://astronomy.swin.edu.au> (Swinburne University of Technology)*

## But why? A theoretical ‘justification’

\begin{equations}

A star is essentially a ball of gas particles. So we can use the gravitational virial theorem to say:

$$\frac{GM^2}{R} = 2N \frac{3}{2} kT$$

We also know that the luminosity of a star can be approximated by Stefan’s Law:

$$L = \sigma AT^4$$

For a more detailed analysis, see:  
<https://www.astro.princeton.edu/~gk/A403/pulse.pdf>

The fundamental mode of oscillations would correspond to a period of :

$$\Pi = \frac{4R}{v_s}$$

Velocity of sound in a medium:

$$v_s = \frac{(\text{Bulk Modulus})}{(\text{Density})}$$

And assuming adiabatic expansion/contraction

$$v_s = \frac{\gamma P}{\rho}$$

If anyone is still awake,

A controversial move

$$PV = NkT$$

Results in a very satisfying looking answer:

$$\Pi = (\text{constant}) * L^{3/4} T^{-3} M^{-1/2}$$

Making this a bit more Astronomy-y

$$\log_{10} \Pi = -0.3M + (\text{constant})$$

royally ignoring the terms for Mass and Temperature.

# Why is this useful?

We can find  $M$ !

We can also measure  $m$

So we can find distance to the star.

We can also use this to calibrate the Cosmic Distance Ladder.  
(sounds awesome. Is awesome!)

# How do we calibrate?

Find the distance to a number of Cepheids, so that we know the absolute magnitude. Find the coefficients in the PLR. Use as required.

# Wait...something's missing: Systematic Errors

Go back into the calculation, and carefully look at all the things we did. Where can systematic errors creep in?



# Wait...something's missing: Systematic Errors

- Non-black body radiation
- Vibrations in overtones
- Effect of temperature, i.e. Colour
- Mass
- Metallicity

# Finding Periods

Given a time series, how do you find periodicity?

Fourier transforms?

Fourier Power Spectrums?

Periodograms?

Least-Squares fit?

# Lomb-Scargle Periodogram

For a very thorough and accessible review, see:  
<https://arxiv.org/abs/1703.09824>