

Throwing Light on Black Holes

S.R. Manikandasriram
Tanmay Shankar

Sri Sankara Sen. Sec. School
Bala Vidya Mandir

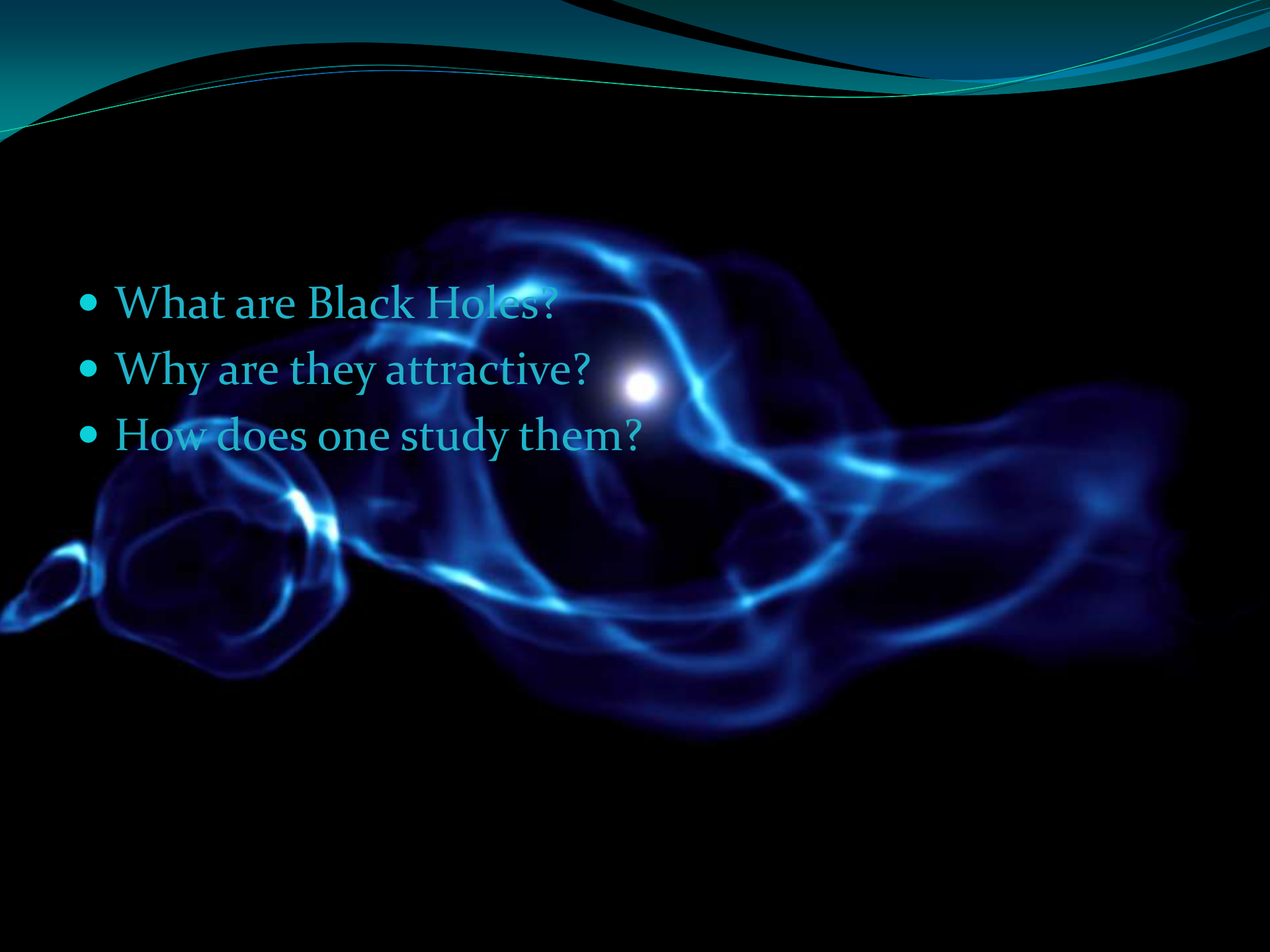
Our Guru: Prof. Prasanta Kumar Tripathy

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Abstract

- In this project, we study Black Holes and their properties, by interpreting the solutions of the equations that govern them.



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- The background of the slide features a series of abstract, flowing, and swirling lines in shades of blue and white against a solid black background. These lines create a sense of motion and depth, resembling a nebula or a complex fluid flow. The lines are most concentrated in the center and right side of the image, with some extending towards the top and bottom edges.
- What are Black Holes?
 - Why are they attractive?
 - How does one study them?

Coordinate Transformations

- Under coordinate transformations the line element remains unchanged.

- $F = \frac{d\vec{p}}{dt}$ (Valid for $v \ll c$)

- This is invariant under Galilean transformations.
- When v is comparable to c , this breaks down, and Special relativity steps in.

- $F = \frac{d\vec{p}}{dt}$ where $\vec{p} = \frac{m\vec{v}}{\sqrt{1 - \frac{v^2}{c^2}}}$

- This is invariant under Lorentz transformation.

Lorentz Transformation

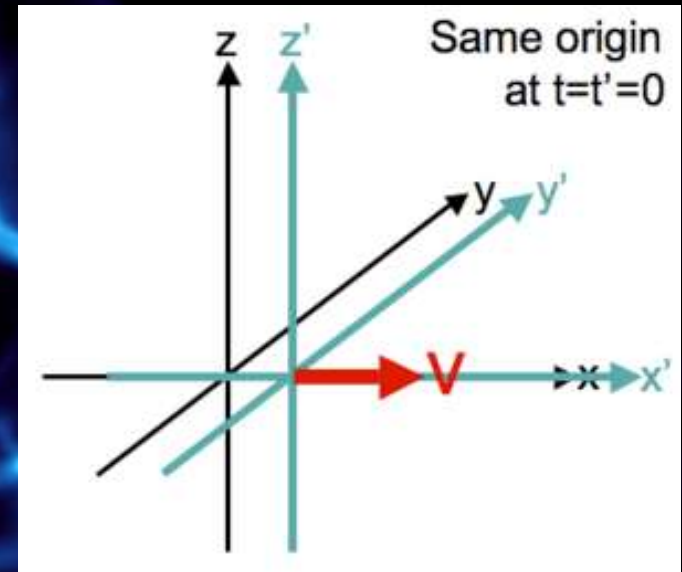
- The Line Element is:

$$s^2 = -c^2(\Delta t)^2 + (\Delta x)^2 + (\Delta y)^2 + (\Delta z)^2.$$

- Standard Linear Transformation:

$$\begin{bmatrix} ct' \\ x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} \gamma & -\beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} ct \\ x \\ y \\ z \end{bmatrix}.$$

- General Linear Transformations can also be performed.



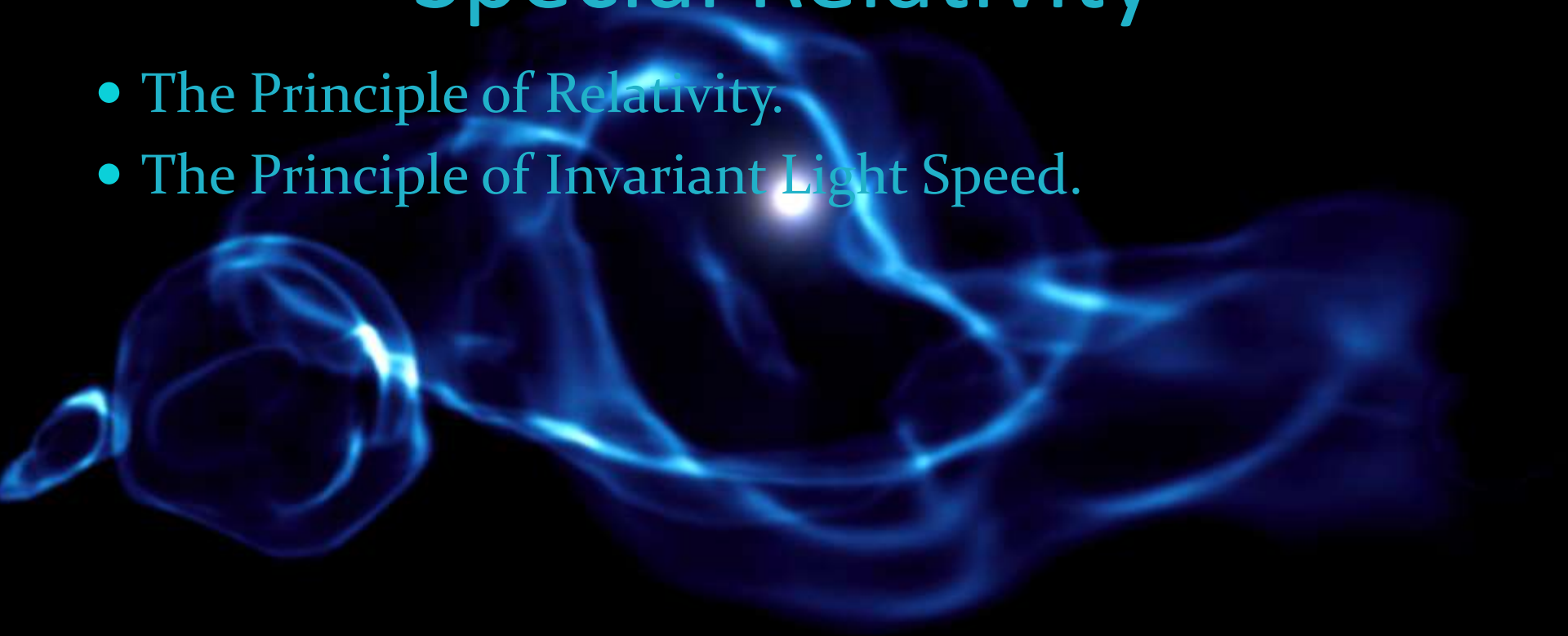
Matrix Representation

- The necessary condition for a Lorentz Transformation is: $\eta_{\alpha\beta} = \Lambda_{\alpha}^{\mu} \Lambda_{\beta}^{\nu} \eta_{\mu\nu}$
- It has a 6 parameter family of solutions.
- $\eta \rightarrow$ Flat Metric. $\Lambda \rightarrow$ Transformation Matrix

$$\eta_{\mu\nu} = \begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Special Relativity

- The Principle of Relativity.
- The Principle of Invariant Light Speed.



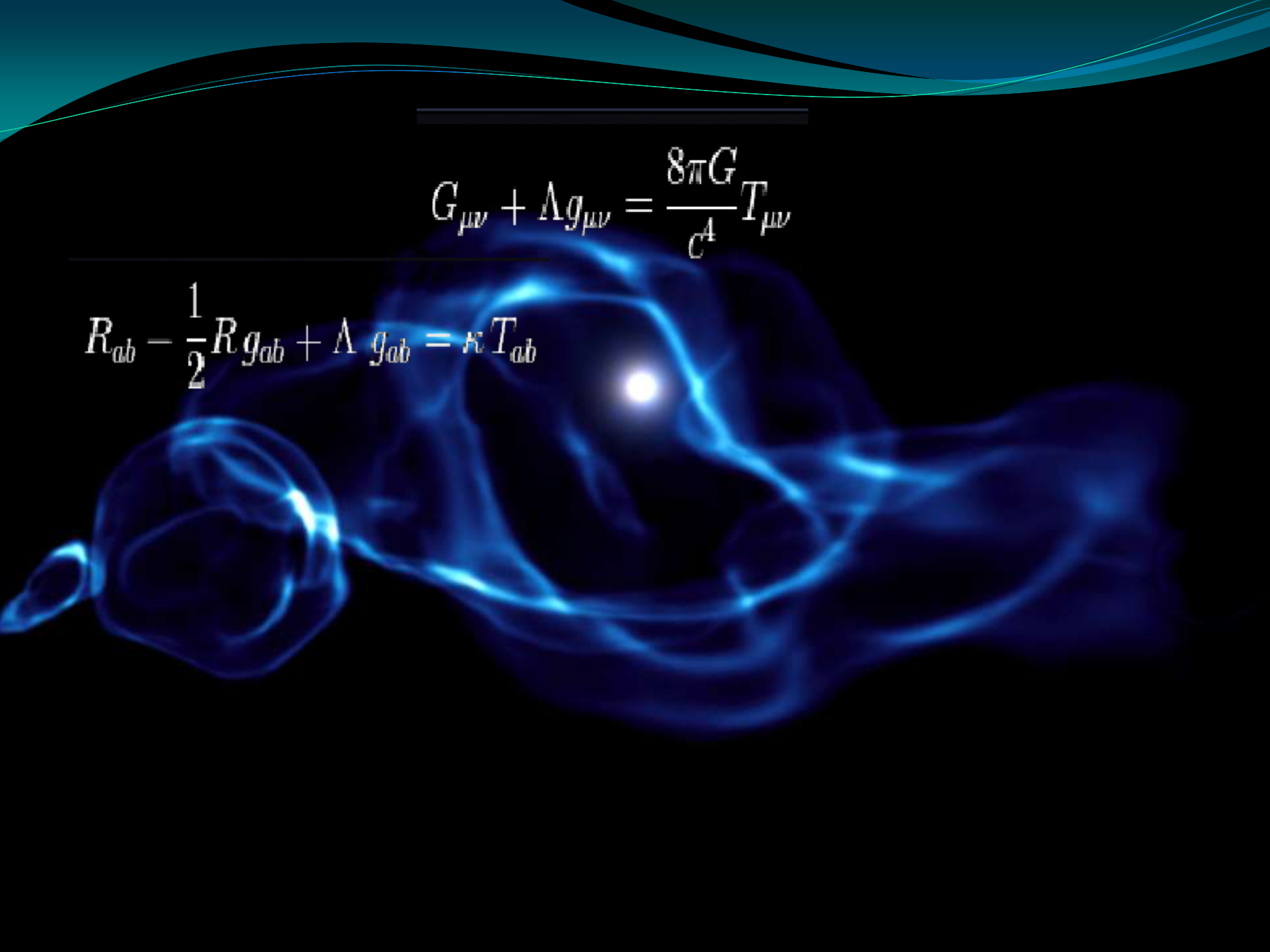
General Relativity

- Incorporating gravity into Special Relativity, we get General Relativity.
- Equivalence Principle.
- Einstein's Field Equations.

Einstein's Field Equations

- Requires:
 - Second order derivatives of the dynamic variable.
 - Invariant under general coordinate transformation.
- A Tensor of rank-2 is the perfect object that satisfies these conditions.
- This is an object that transforms as:
$$T'_{ij} = \frac{\partial X_k}{\partial X'_i} \frac{\partial X_l}{\partial X'_j} T_{kl}$$
- It is invariant under linear coordinate transformations.

$$G_{\mu\nu} + \Lambda g_{\mu\nu} = \frac{8\pi G}{c^4} T_{\mu\nu}$$

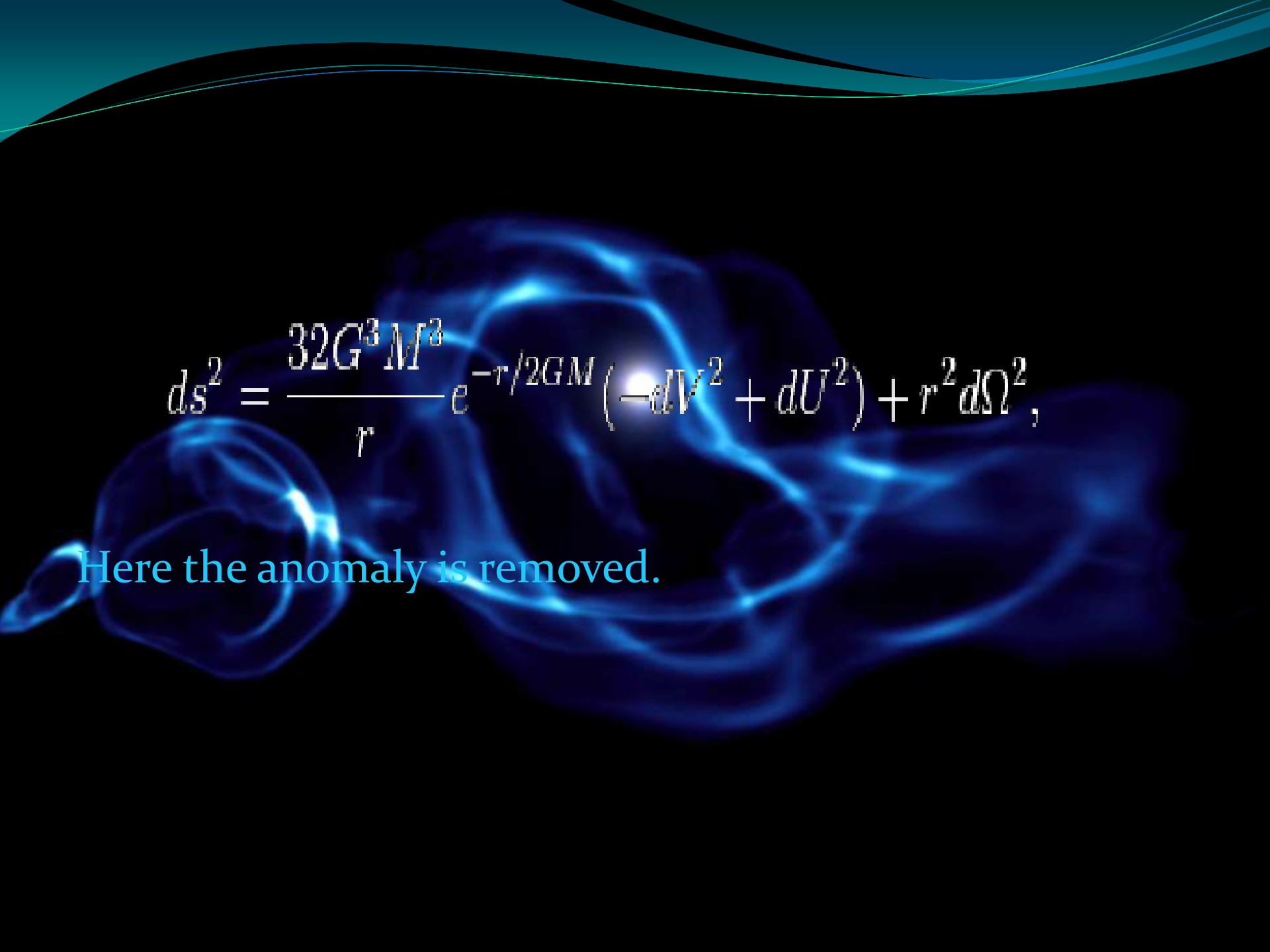
$$R_{ab} - \frac{1}{2} R g_{ab} + \Lambda g_{ab} = \kappa T_{ab}$$


Schwarzschild matrix

- This is the first non trivial solution of Einstein's field equation, and represents the space-time of a black hole.

$$ds^2 = -\left(1 - \frac{2GM}{r}\right) dt^2 + \left(1 - \frac{2GM}{r}\right)^{-1} dr^2 + r^2 d\Omega^2$$

- Suggests apparent singularity, at $r=2GM$, but this can be resolved with proper coordinate system.


$$ds^2 = \frac{32G^3 M^3}{r} e^{-r/2GM} (-dV^2 + dU^2) + r^2 d\Omega^2,$$

Here the anomaly is removed.

$$ds^2 = - \left(1 - \frac{2GM}{r} \right) dv^2 + 2dvdr + r^2 d\Omega^2.$$

- $v = t + r^*$

$$r^* = r + 2GM \ln \left| \frac{r}{2GM} - 1 \right|.$$