

Introduction to general relativity: homogeneity and isotropy cont.

14 June 2021 09:32

Suppose our manifold M (modelling spacetime) is homogeneous & isotropic. Consequences for metric g_{ab} ?

First note g_{ab} induces a metric $h_{ab}(t)$ on Σ_t via restriction

Homogeneity: \exists isometry of $h_{ab}(t)$ which takes any $p \in \Sigma_t$ to $q \in \Sigma_t$

Isotropy: implies it is impossible to construct geometrically preferred vector in Σ_t

This second constraint (isotropy) implies following:
Build Riemann tensor for Σ_t from $h_{ab}(t)$.

$${}^{(3)}R_{abc}{}^d$$

Raise index c w.r.t $h_{ab}(t)$:

$${}^{(3)}R_{ab}{}^{cd} = {}^{(3)}R_{abc'}{}^d h^{c'c}$$

\rightarrow Now interpreted as a linear map from $T(0,2) \rightarrow T(0,2)$ (at point $p \in M$). (EX: argue that ${}^{(3)}R_{ab}{}^{cd}$ annihilates symmetric tensors in $T(0,2)$). We induce a linear map (from ${}^{(3)}R_{ab}{}^{cd}$)

$$L: W \rightarrow W$$

where $W \equiv$ space of 2-forms (at p). The symmetric property $R_{abcd} = R_{cdab}$ implies that L is a symmetric matrix, on inner product space (inner product given by h_{ab}).
Therefore L has real eigenvalues and eigenvectors.

$$\dim W = \binom{3}{2} = 3$$

Claim: all eigenvalues of L are equal.
(otherwise we could construct preferred vector at p)

$$L \propto \mathbb{I} \quad \text{The constant of proportionality}$$

\Rightarrow (ex)

$${}^{(3)}R_{ab}{}^{cd} = K \delta_{[a}^c \delta_{b]}^d$$

K is constant due to homogeneity. Argue this independently: lower cd:

$$(*) \quad {}^{(3)}R_{abcd} = K h_{c[a} h_{b]d}$$

Bianchi identity:

$$0 = \underset{\downarrow}{D_{[c}} {}^{(3)}R_{ab]cd} = (D_{[c} K) h_{c]a} h_{b]d}$$

(covariant derivative associated to h_{ab})

If $\dim(n) \geq 3$ then RHS vanishes $\Rightarrow D_c K = 0$

Definition: a spacetime manifold where ${}^{(3)}R_{abcd} = K h_{c[a} h_{b]d}$ (with K constant) is called a space of constant curvature

Now describe representative spacetimes for $K > 0$, $K = 0$, $K < 0$:

$K > 0$: is achieved by $\Sigma_+ \equiv 3$ -spheres (described as embedded manifold in \mathbb{R}^4)

$$x^2 + y^2 + z^2 + w^2 = R^2$$

The corresponding metric (in spherical coordinates):

$ds^2 = d\psi^2 + \sin^2\psi (d\theta^2 + \sin^2\theta d\phi^2)$
 \rightarrow called a "closed" universe

$K=0$: flat 3D space;

$ds^2 = dx^2 + dy^2 + dz^2$
 \rightarrow called an "open" universe

$K < 0$: is obtained from 3D hyperboloids (defined in \mathbb{R}^4 by

$t^2 - x^2 - y^2 - z^2 = R^2$)
 metric (in hyperbolic coordinates):

$ds^2 = d\psi^2 + \sinh^2\psi (d\theta^2 + \sin^2\theta d\phi^2)$
 \rightarrow also an "open" universe

As isotropic observers move on worldlines orthogonal to Σ_t , we can express full 4D metric g_{ab} as

$$g_{ab} = -u_a u_b + h_{ab}(t)$$

Here $u_a \equiv$ tangent vector for isotropic observer(s) & $h_{ab}(t)$ is one of the metrics above. All isotropic observers attach same proper time τ to Σ_t . In these coordinates we have

$$ds^2 = -d\tau^2 + a^2(\tau) \begin{cases} d\psi^2 + \sin^2\psi (d\theta^2 + \sin^2\theta d\phi^2) \\ dx^2 + dy^2 + dz^2 \\ d\psi^2 + \sinh^2\psi (d\theta^2 + \sin^2\theta d\phi^2) \end{cases}$$

Friedman - Lemaitre - Robertson - Walker (FLRW)
metric

→ Just need to solve for $a(\tau)$.