

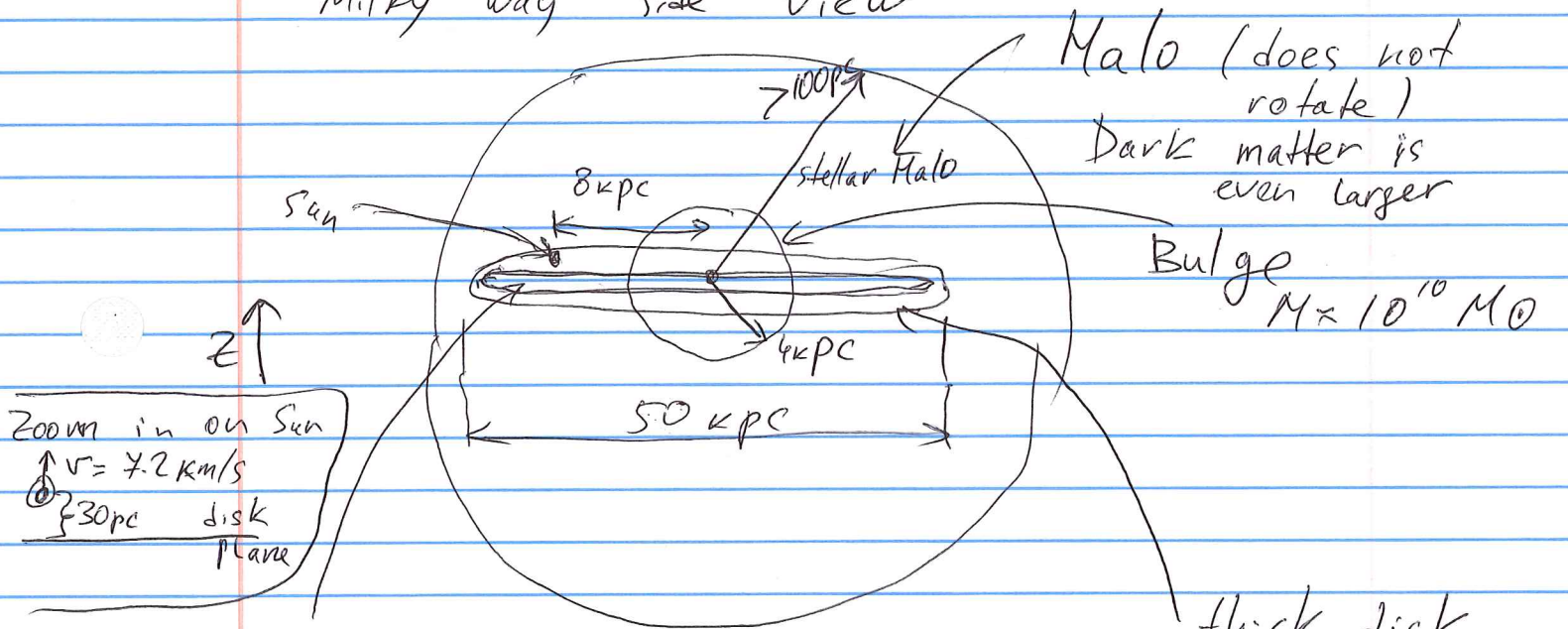
Lecture 35.

- * Milky Way Galaxy
- * Oscillations around disk
- * Rotation curves and Dark matter requirement

Milky way Galaxy (Our home)

Note: all stars we can see with naked eye (or even telescopes) are ~~from~~ our galaxy. Other galaxies appear as "nebular" i.e. stars are not resolved.

Milky way side view



thin disk $\Rightarrow M \approx 6 \cdot 10^{10} M_{\odot}$

$\approx 100 \text{ pc in } z$

~~total mass~~ = $8 \cdot 10^{10} M_{\odot}$ luminous mass (disks, bulge, halo)

young stars

thick disk $M \approx (0.2 \text{--} 0.4) \cdot 10^{10} M_{\odot}$

$z \approx 1 \text{ kpc}$, older stars

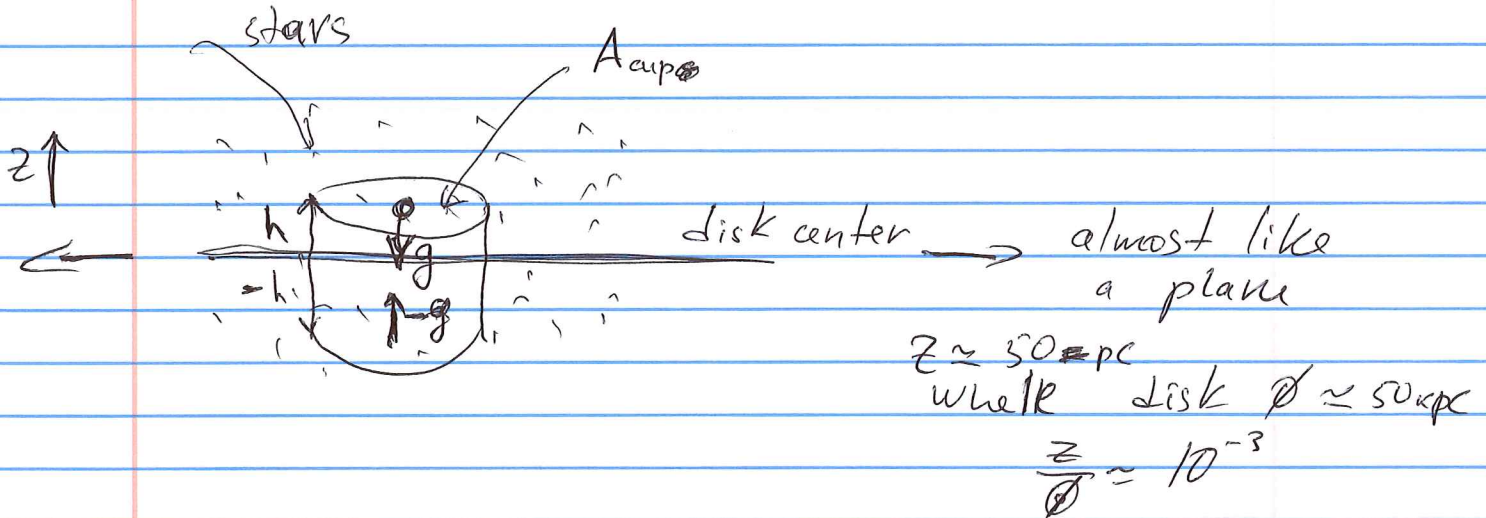
Total mass $\approx 190 \cdot 10^{10} M_{\odot}$ ← huge error bars see table
 i.e. most of the mass is Dark Matter 24.1

some could be white/red dwarf which are not very luminous

→ WIMP - weakly interacting massive particles

→ MACHO - massive compact halo object
 ↳ observed transient due to G. lensing

Sun oscillations around disk ^{and within}
 ↑ for any other star



Gauss law for charges

$$\oint \vec{E} \cdot d\vec{A} = k_e 4\pi \sum_i q_i$$

closed area

Enclosed charge

same charges repel

Similarly for mass (since Gravity and Coulomb force $\sim 1/r^2$)

$$\oint \vec{g} \cdot d\vec{A} = -4\pi G \cdot M_{\text{inside}}$$

gravity attractive \Rightarrow masses attract each other

no flux through sides due to symmetry

$$-2g \cdot A_{\text{top}} = -4\pi G M$$

$$z = -4\pi G \cdot 2h \cdot A_{\text{top}} \cdot \rho$$

$$g = |\vec{g}| = 4\pi G h \rho$$

$$\vec{h} = \vec{g}$$

$$\ddot{h} = - (4\pi G \rho h) \Rightarrow$$

$$h = A \cdot e^{i\omega t}$$

$$\omega = \sqrt{4\pi G \rho}$$

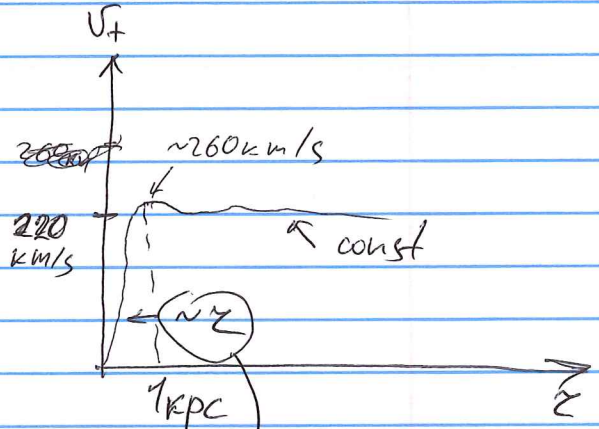
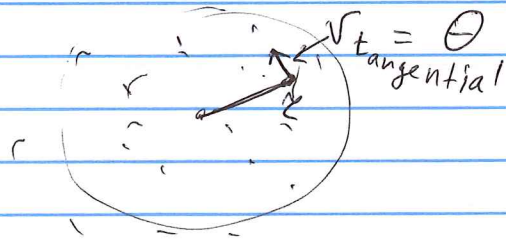
$$\rho = 0.15 M_{\odot}/\text{pc}^3 \Rightarrow$$

$$P_{\text{osc}} \approx 7 \cdot 10^7 \text{ years}$$

Rotation curve

Top view

in the book



recall that circular orbital speed

$$\frac{mv^2}{r} = G \frac{Mm}{r^2}$$

$$M_r = \frac{v^2 r}{G}$$

outside central region

$$\frac{dM_r}{dr} = \left(\frac{v^2}{G} \right)_{\text{const}} = 4\pi r^2 \rho$$

$$\rho = \frac{1}{4\pi r^2} \frac{v^2}{G} \sim \frac{1}{r^2}$$

rigid body like

$$v_r = \omega r$$

$$M_r = \frac{(\omega r)^2 r}{G}$$

$$\frac{dM_r}{dr} = \underbrace{4\pi \rho(r)}_{\text{spherical shell}} r^2 = \frac{3\omega^2 r^2}{G}$$

$$\Rightarrow \rho(r) = \frac{3}{4\pi} \frac{\omega^2}{G} = \text{const}$$

at center region

but luminous Mass

have density which scales as $\sim 1/\rho^{3.5} \Rightarrow$

Dark Matter is needed to compensate