

A night sky photograph showing the Milky Way galaxy arching across the frame. The galaxy is visible as a dense band of stars and dust, with a prominent white and blue glow. The background is a deep blue night sky filled with numerous individual stars. At the bottom of the image, a dark horizon line shows a body of water reflecting the lights of a distant city or town. The lights are small, bright yellow and white points, with their reflections visible in the water. The overall scene is a serene and awe-inspiring view of the night sky.

# Integrated Stellar Populations

# What is a stellar population?

Simple cases: star clusters

Single age, single metallicity

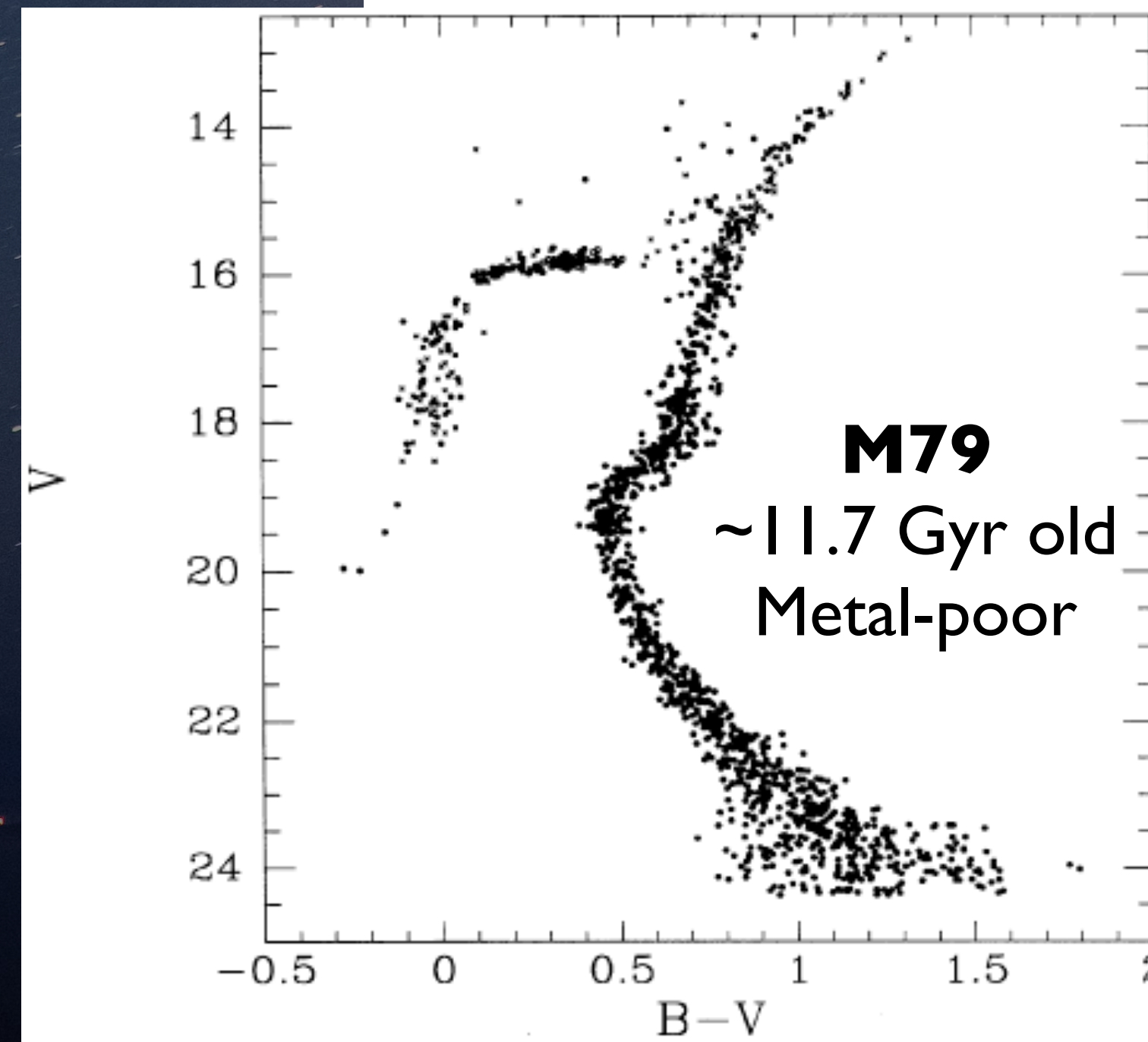
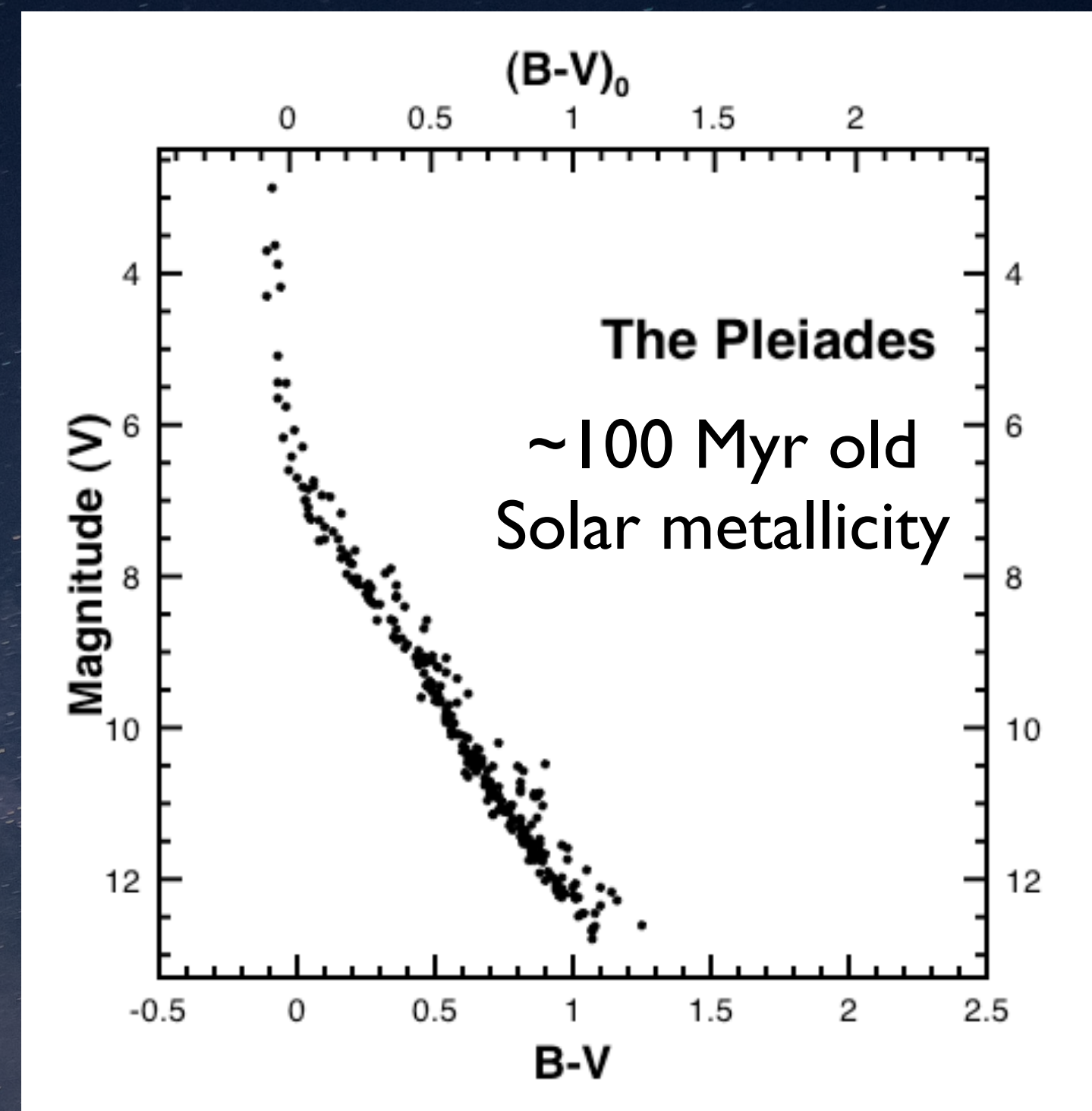
Open Clusters

Young, main sequence  
fully populated

Globular Clusters

Old, upper main  
sequence missing

Red giant branch and  
horizontal branch stars  
present

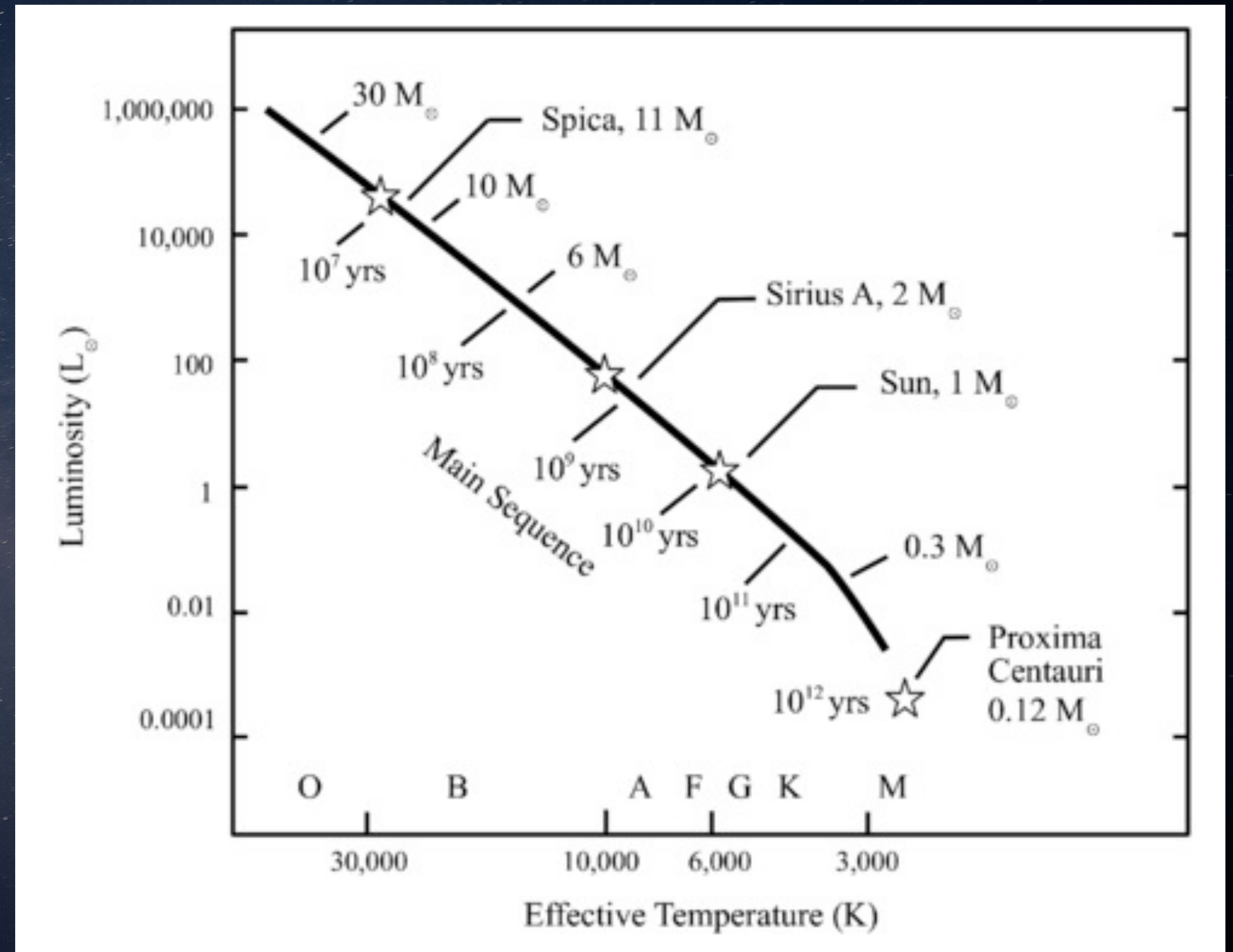


# Stellar Evolution Review: Main-Sequence Lifetime

Stars are burning  $H \rightarrow He$  in their core

Fusion rate is higher for more massive stars:

$$L \sim M^{3.5}$$



# Stellar Evolution Review: Stellar Evolution

Theoretical  
evolutionary tracks

Tick marks on plot  
show ages in table

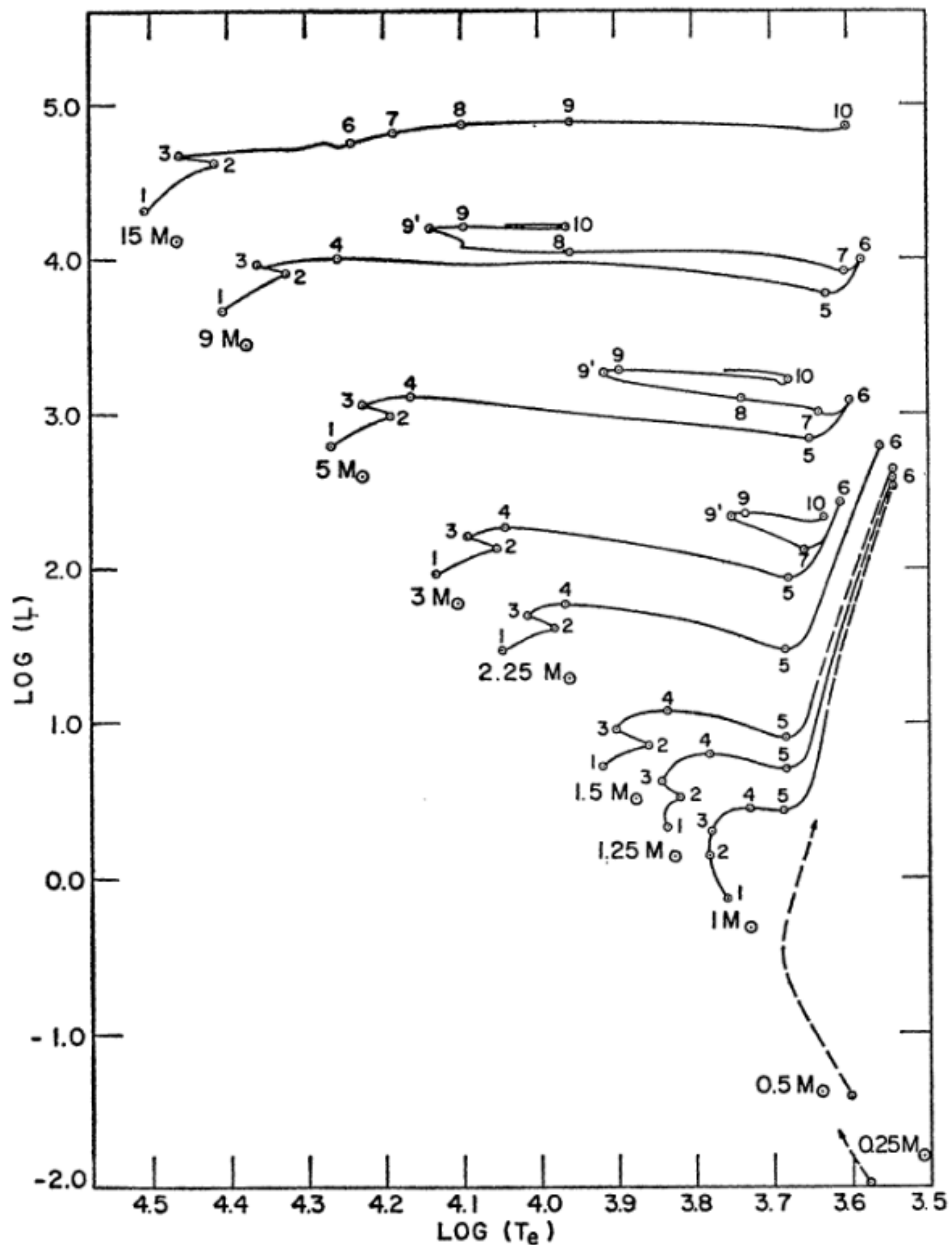


FIG. 3. Paths in the H-R diagram for metal-rich stars of mass ( $M/M_{\odot}$ ) = 15, 9, 5, 3, 2.25, 1.5, 1.25, 1, 0.5, 0.25. Units of luminosity and surface temperature are the same as in Figure 1. Traversal times between labeled points are given in Tables III and IV. Dashed portions of evolutionary paths are estimates.

TABLE III  
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Interval ( $i-j$ )	(1-2)	(2-3)	(3-4)	(4-5)	(5-6)
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3	2.212 (8)	1.042 (7)	1.033 (7)	4.505 (6)	4.238 (6)
2.25	4.802 (8)	1.647 (7)	3.696 (7)	1.310 (7)	3.829 (7)
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1.0	7 (9)	2 (9)	1.20 (9)	1.57 (8)	$\geq 1$ (9)

<sup>a</sup> Numbers in parentheses beside each entry give the power of ten to which that entry is to be raised.

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9  $M_{\odot}$  star evolves off  
of MS in  $\sim 20$  Myr

Evolves back and  
forth on the CMD:  
“blue loop stars”

Dies only a few Myr  
after it evolves off MS

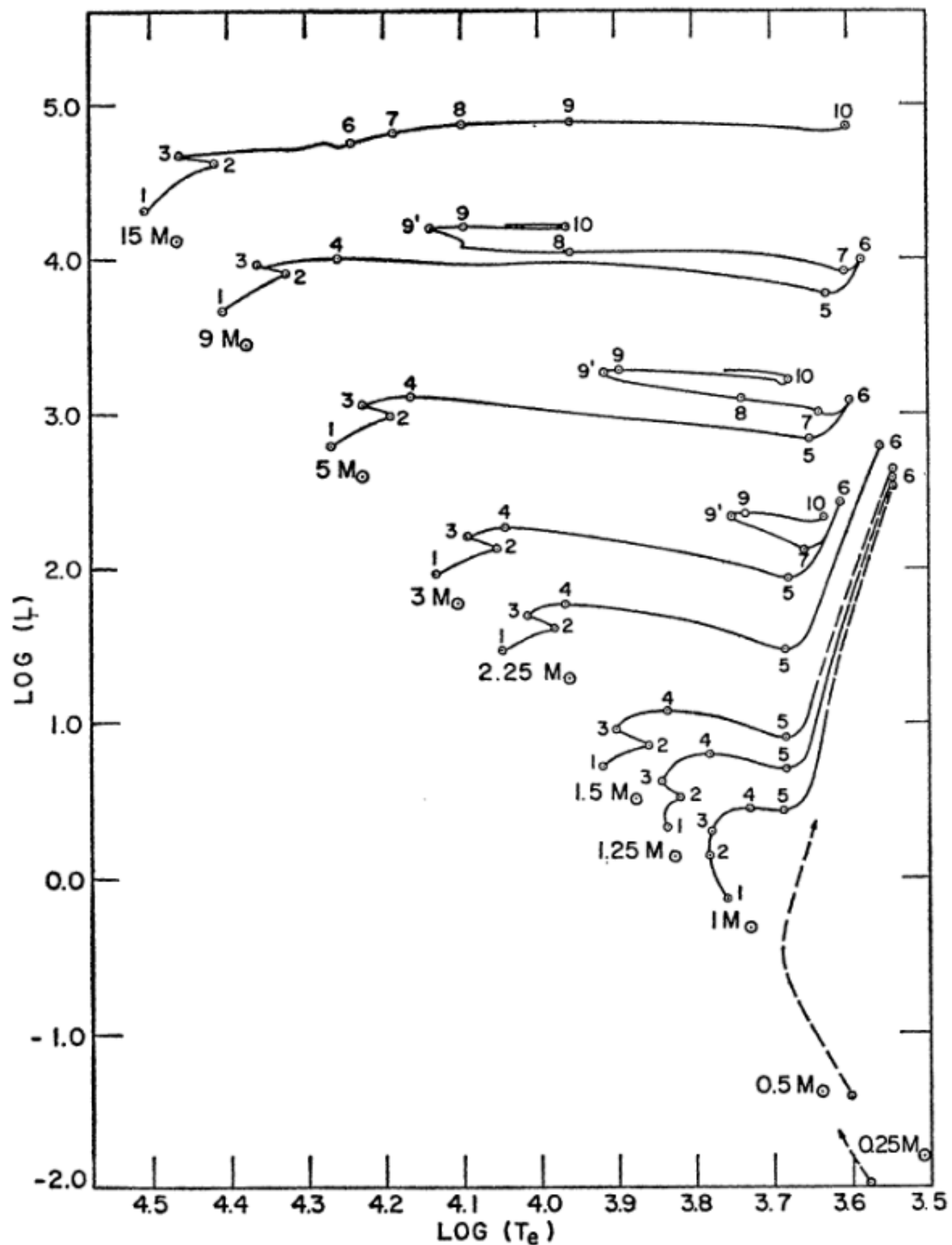


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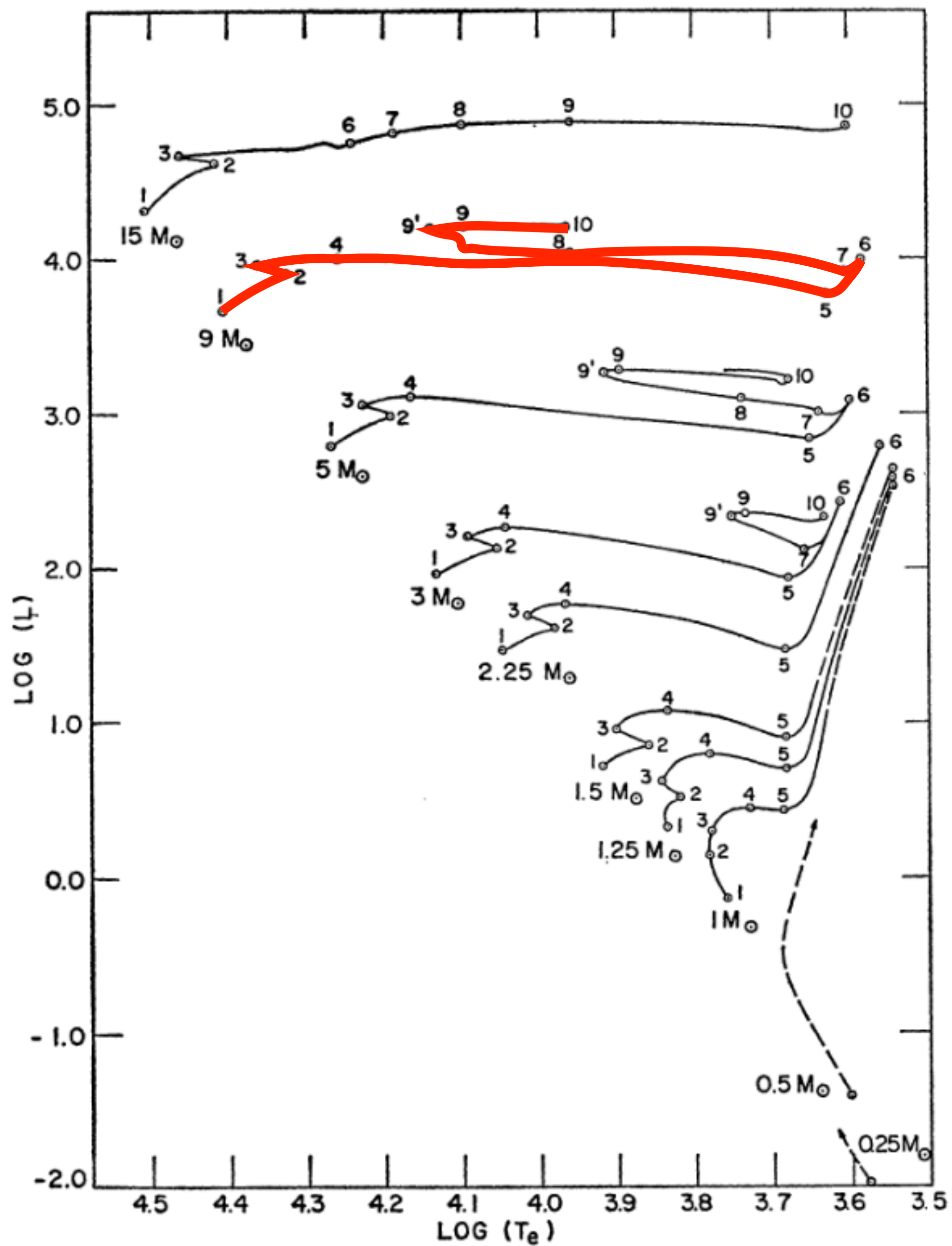


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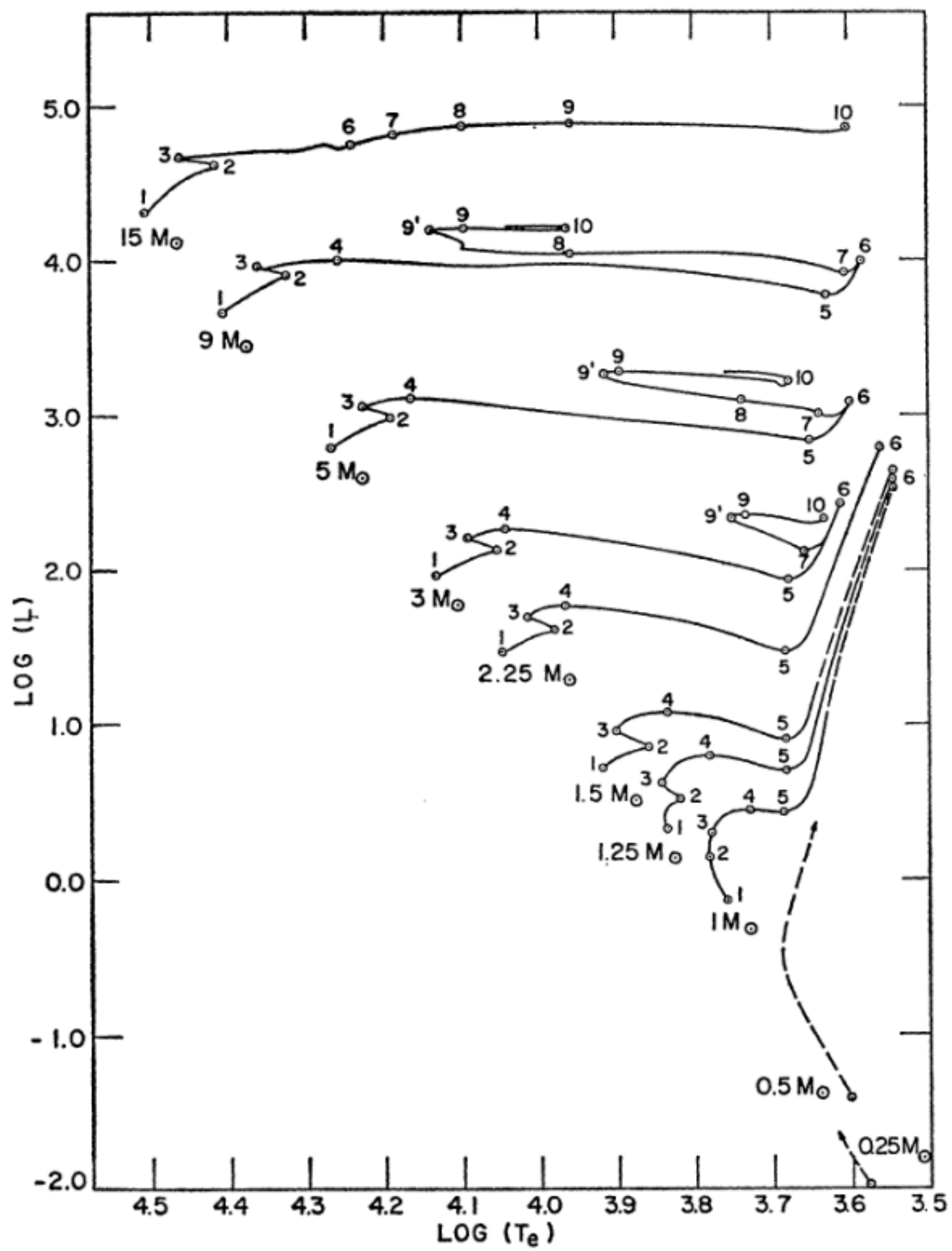


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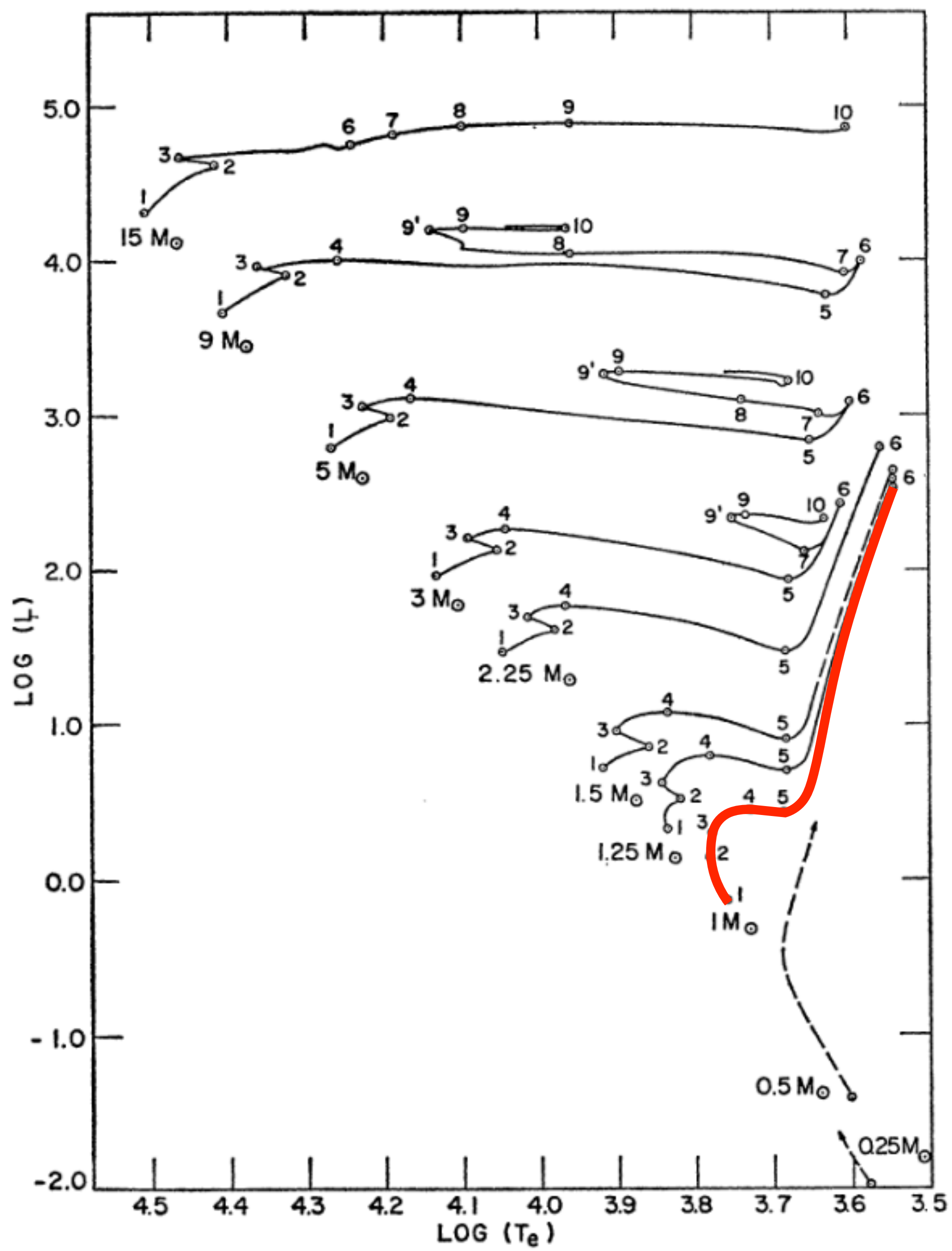


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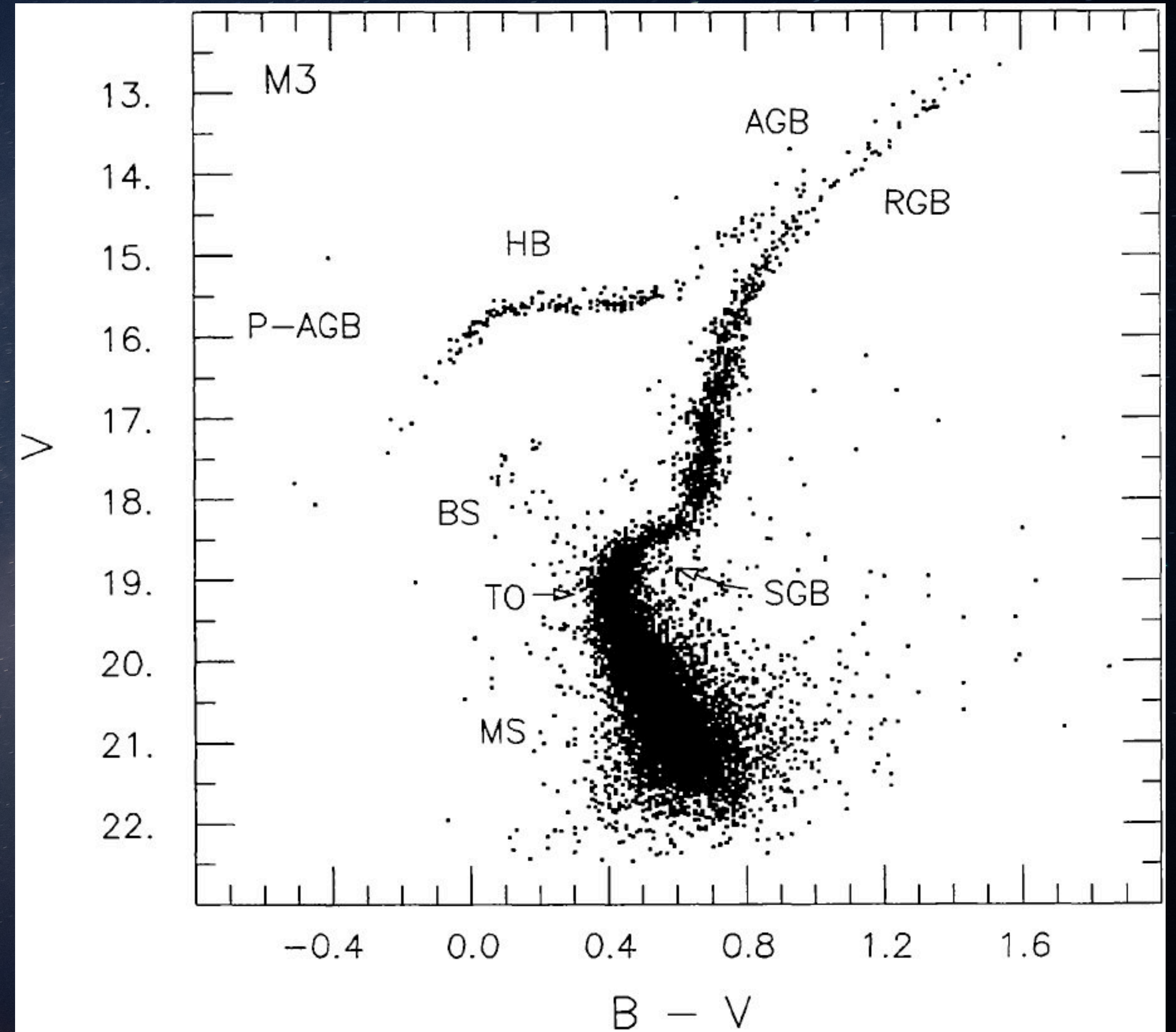


# Globular Cluster M3

In old stellar populations, we see all these phases of evolution

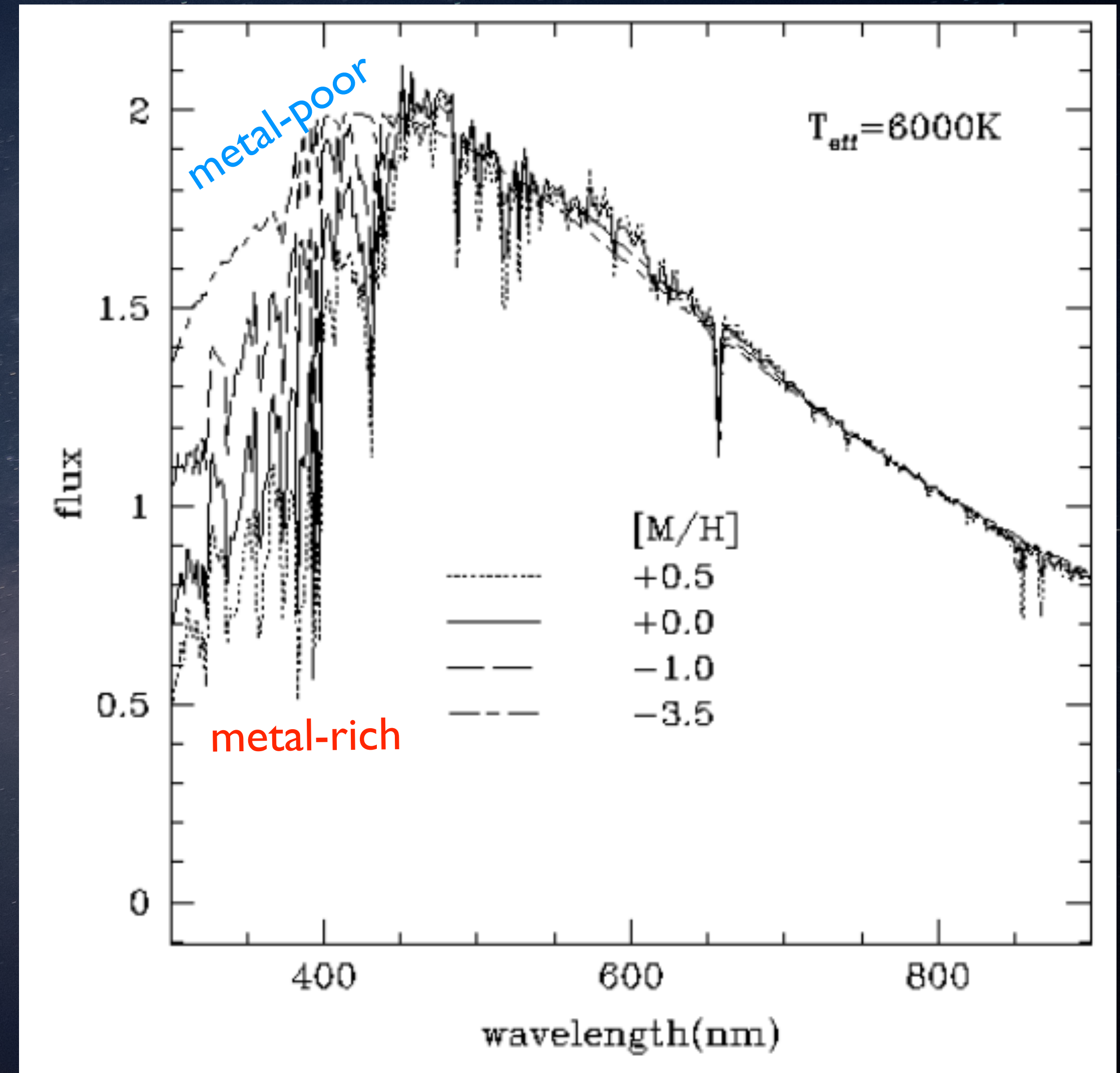
Age affects color: old stars are red and young stars are blue

*But that's not the only thing!*



# The Effects of Metallicity

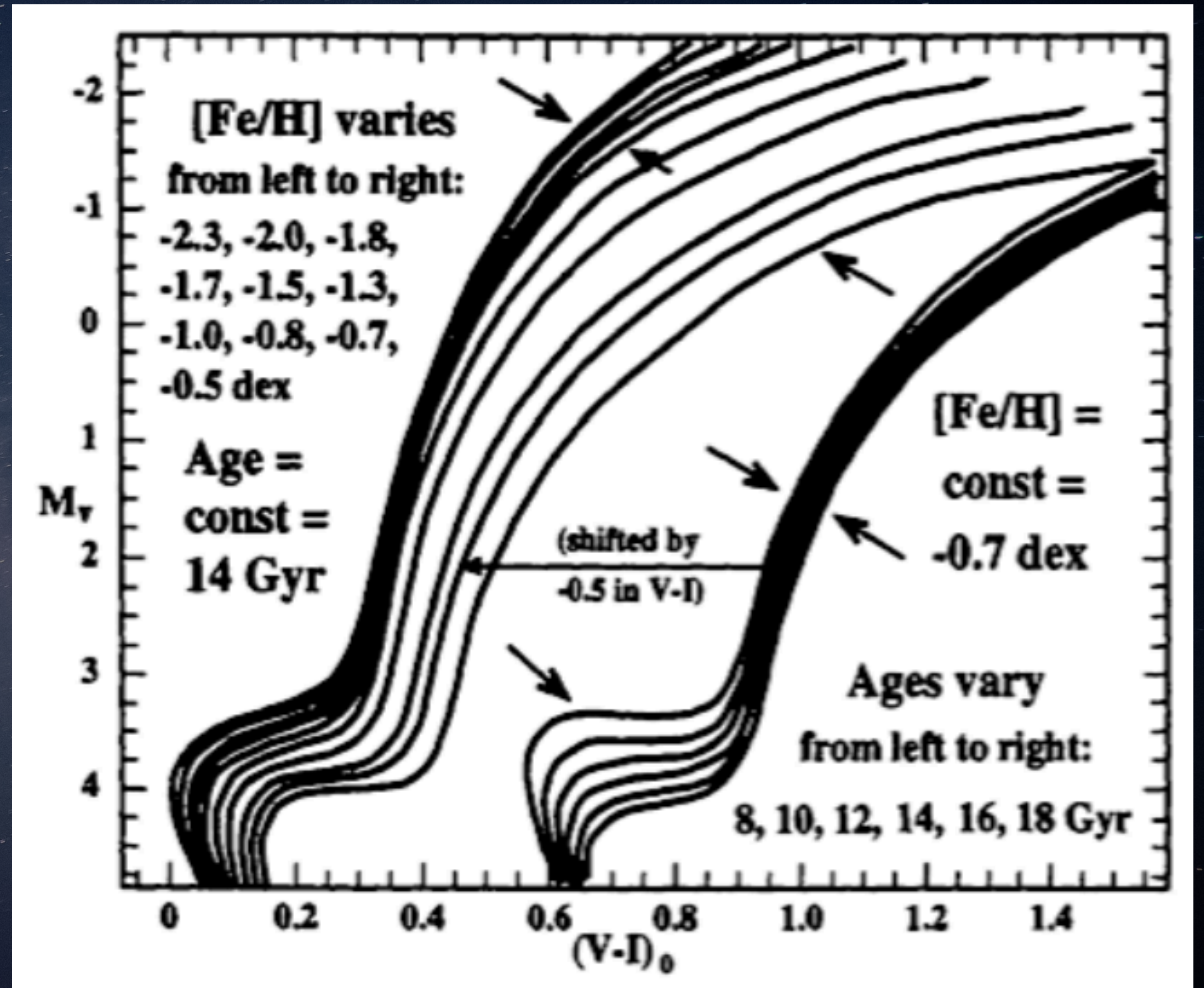
Line blanketing: Metals absorb strongly in the blue spectrum → metal-rich stars appear redder



# The Effects of Metallicity

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Opacity: More metals → greater absorption in stellar atmospheres → red giants expand more → cooler & redder

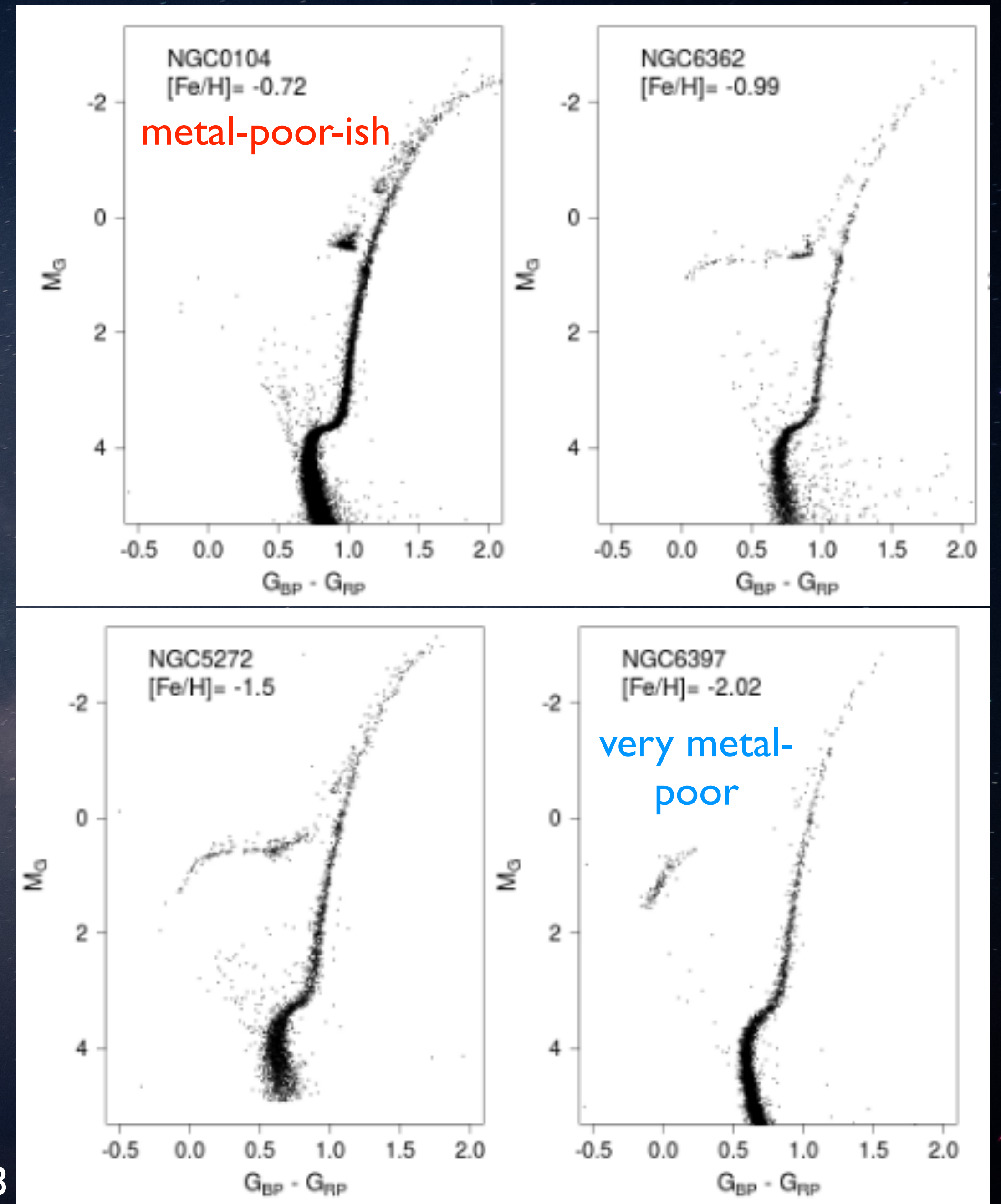


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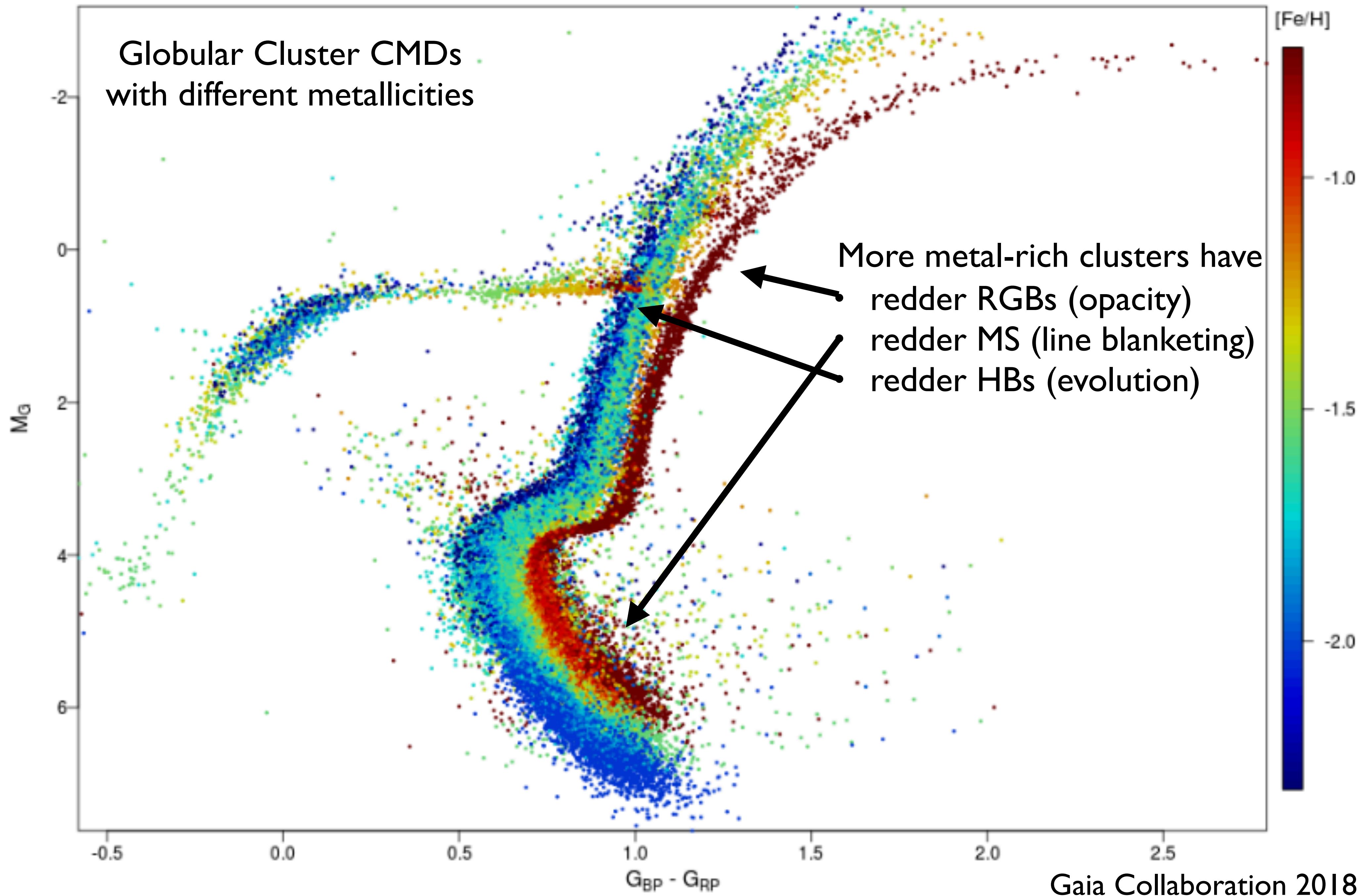
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Horizontal Branch morphology: stellar evolution & atmosphere effects combine to make HB stars bluer in metal-poor populations



# Globular Cluster CMDs with different metallicities



More metal-rich clusters have  
redder RGBs (opacity)  
redder MS (line blanketing)  
redder HBs (evolution)

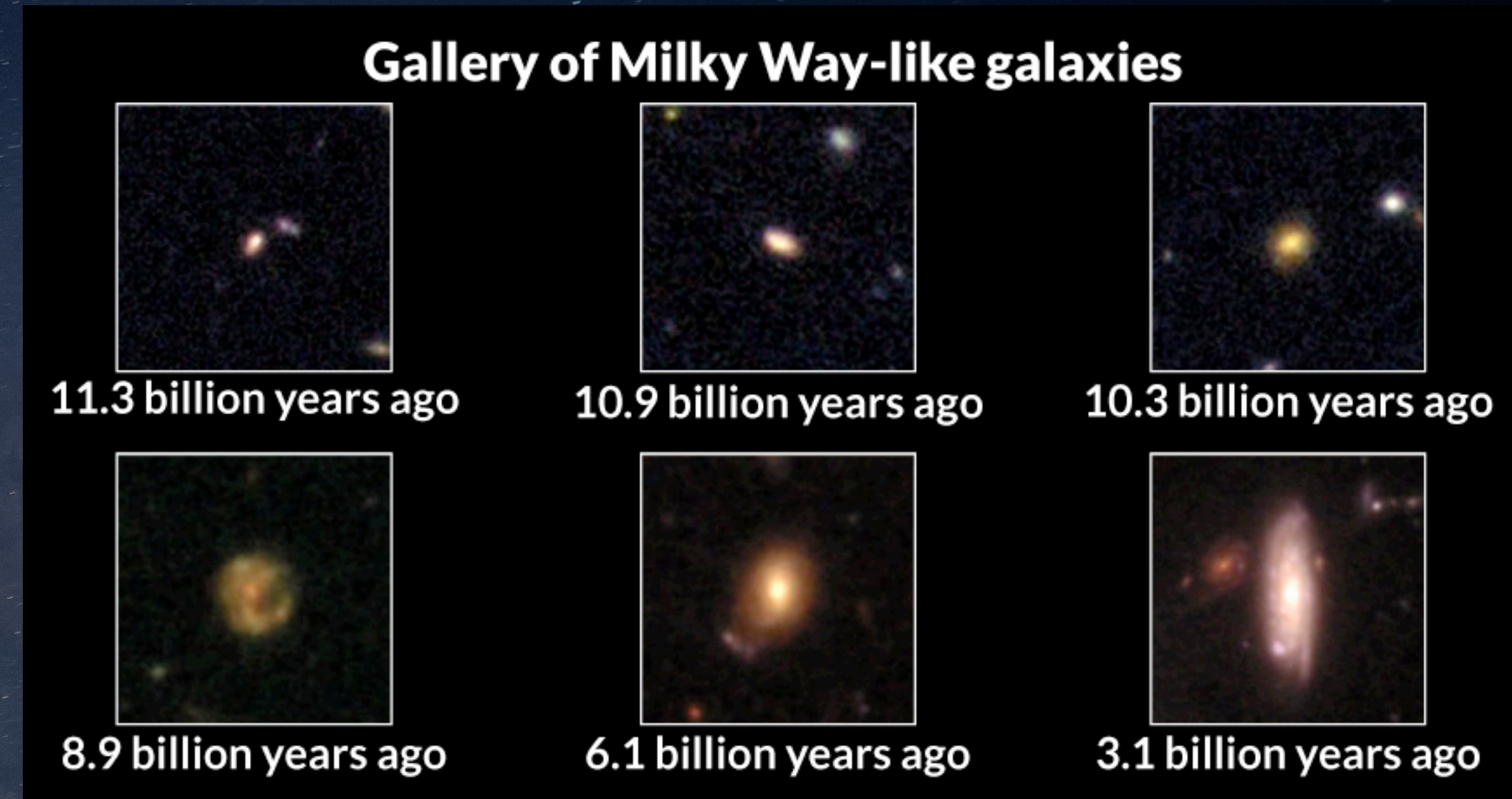
# Why are we talking about stars?

Galaxies are stars!!!

Two primary ways of studying galaxies:

Lookback studies, observing progenitors at high redshifts when the Universe was young

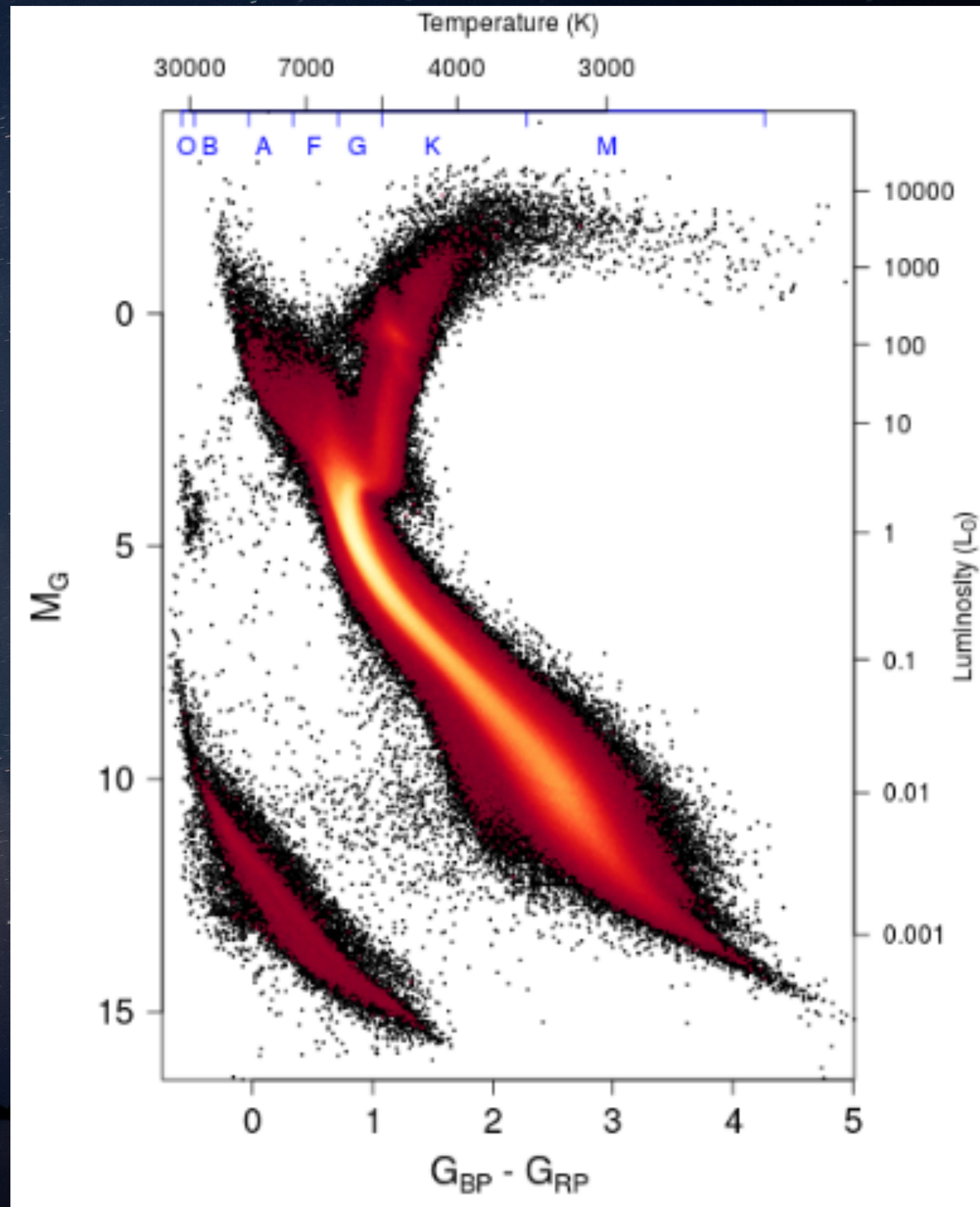
Studying present-day properties, such as stellar populations, structure, and kinematics



# Studying Stellar Populations in Other Galaxies

Gaia Collaboration 2018

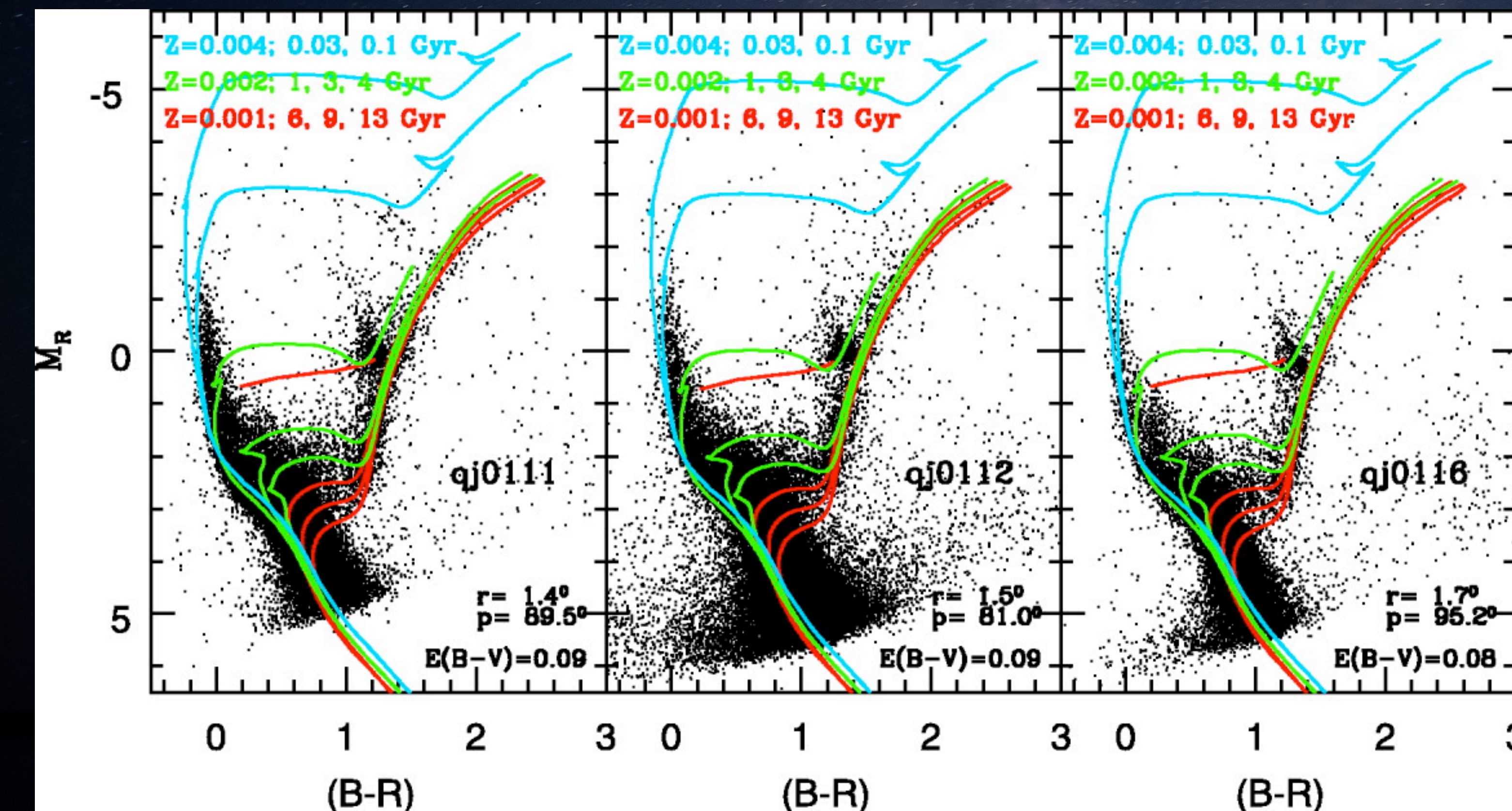
In the Milky Way, we can see stars down to very low mass. Can construct precise CMDs



# Studying Stellar Populations in Other Galaxies

In the Milky Way, we can see stars down to very low mass. Can construct precise CMDs

In other galaxies, this is difficult. For MW satellites, we can resolve stars down to the MS turnoff

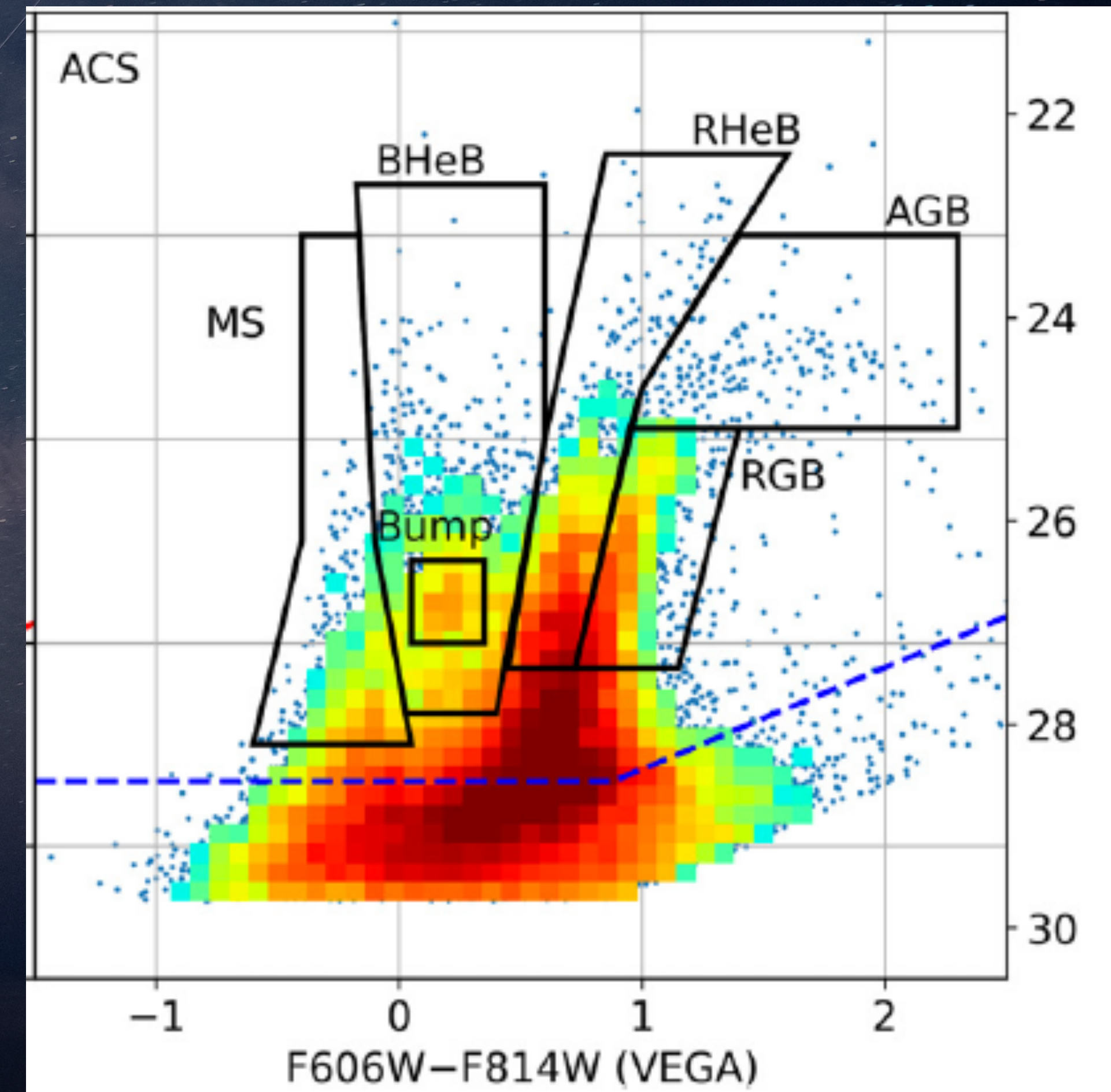
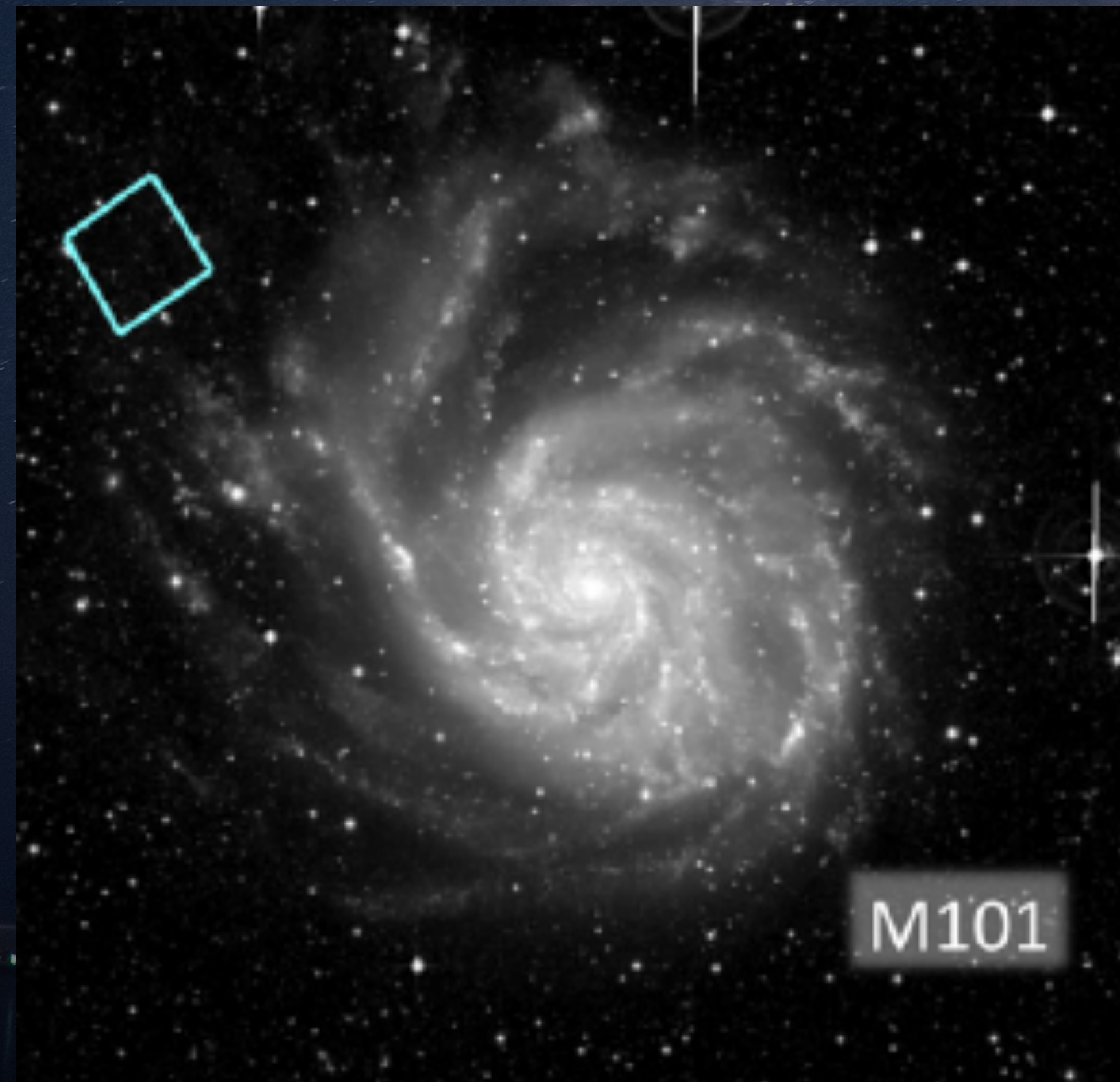




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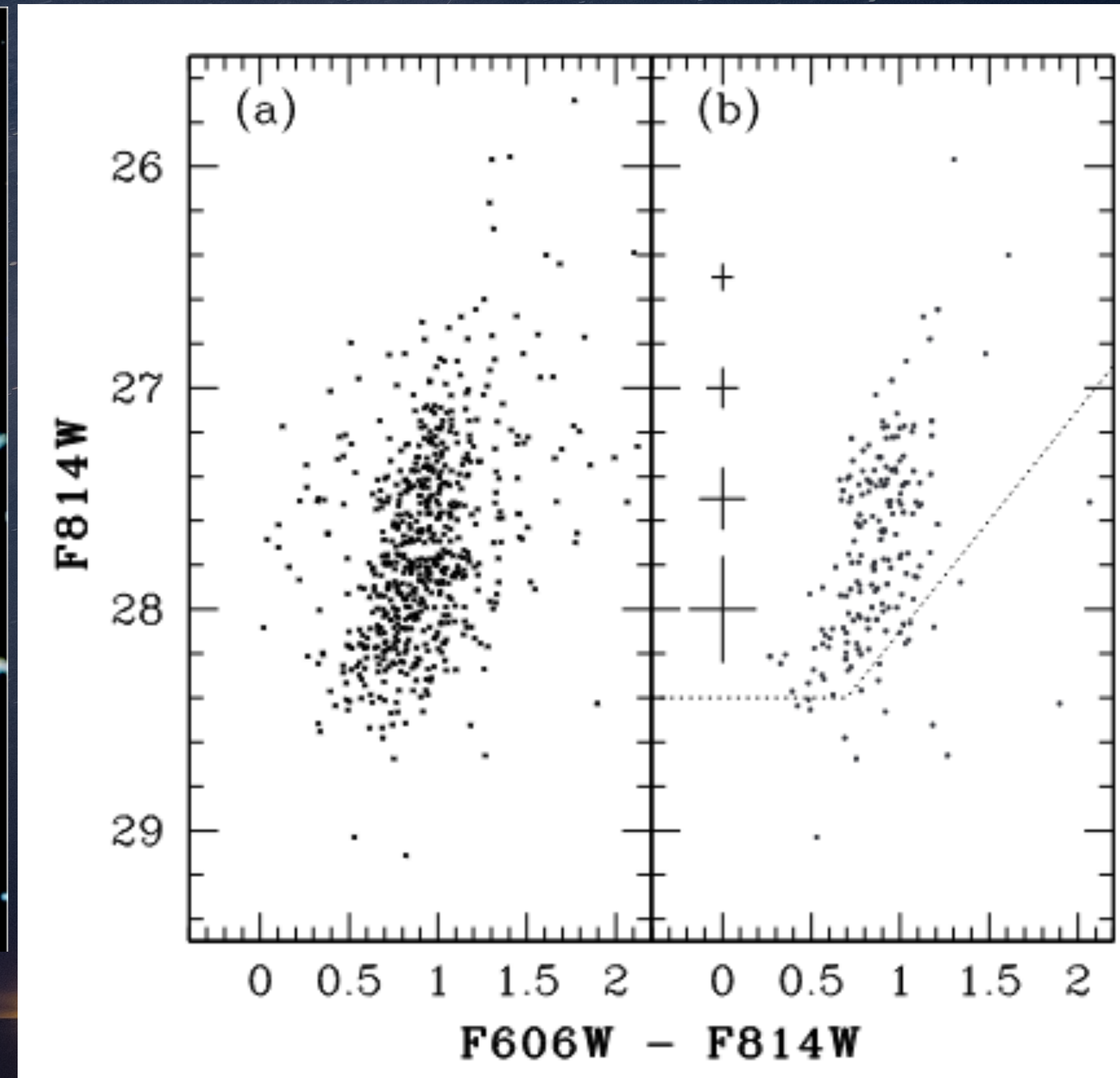
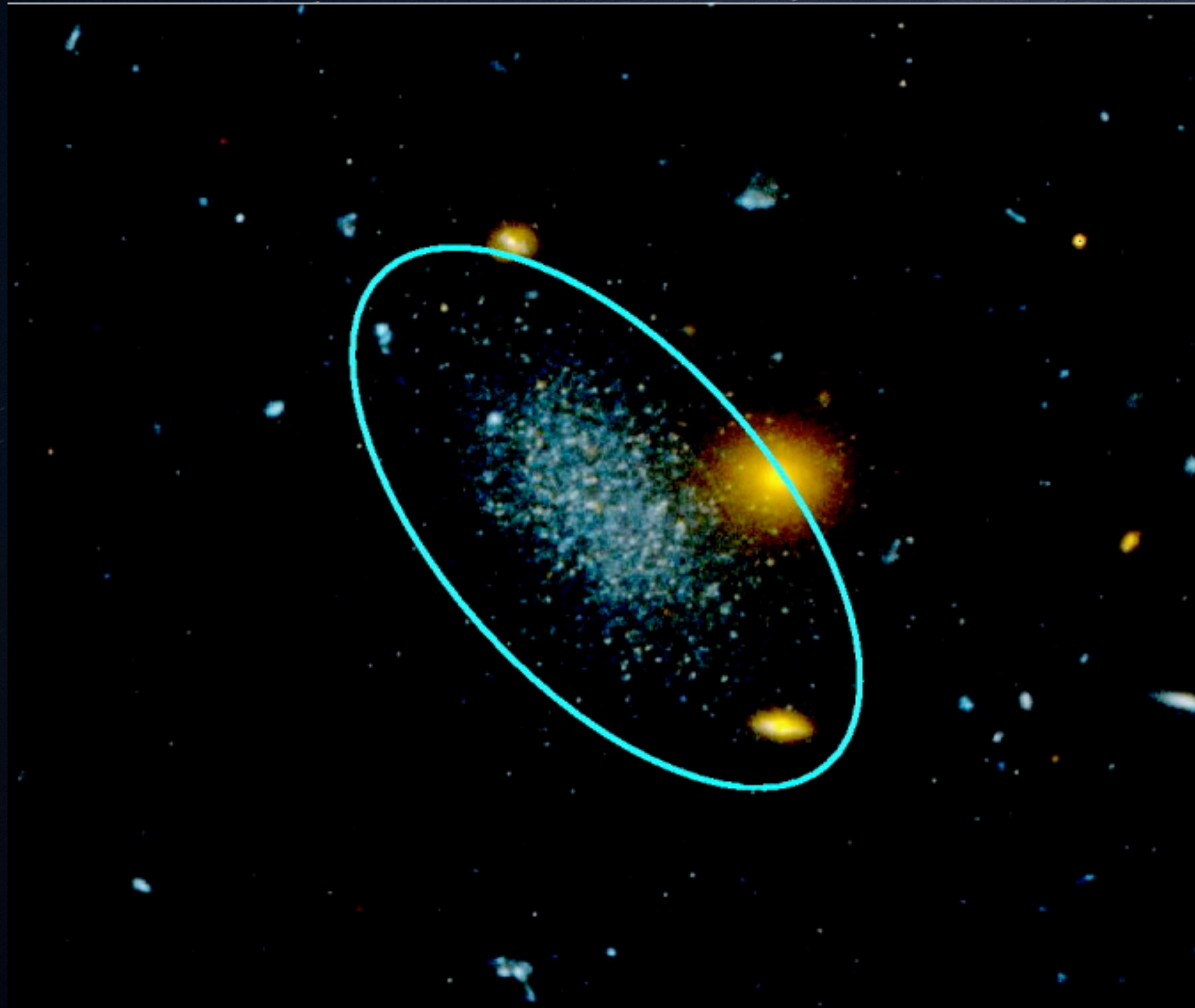
For galaxies in the Local Volume ( $D < 10$  Mpc), we can see only down to the brightest MS turnoffs of a few hundred Myr:

M101 outer disk stars,  $D = 6.9$  Mpc  
Mihos+18



# Studying Stellar Populations in Other Galaxies

And out to the distance of the Virgo Cluster of galaxies ( $D = 16.5$  Mpc), painstaking work only gets us the RGB/AGB



# What about galaxies far away?

For galaxies far away, we only have integrated light:  
the summed light of all the stars put together!

This depends on:

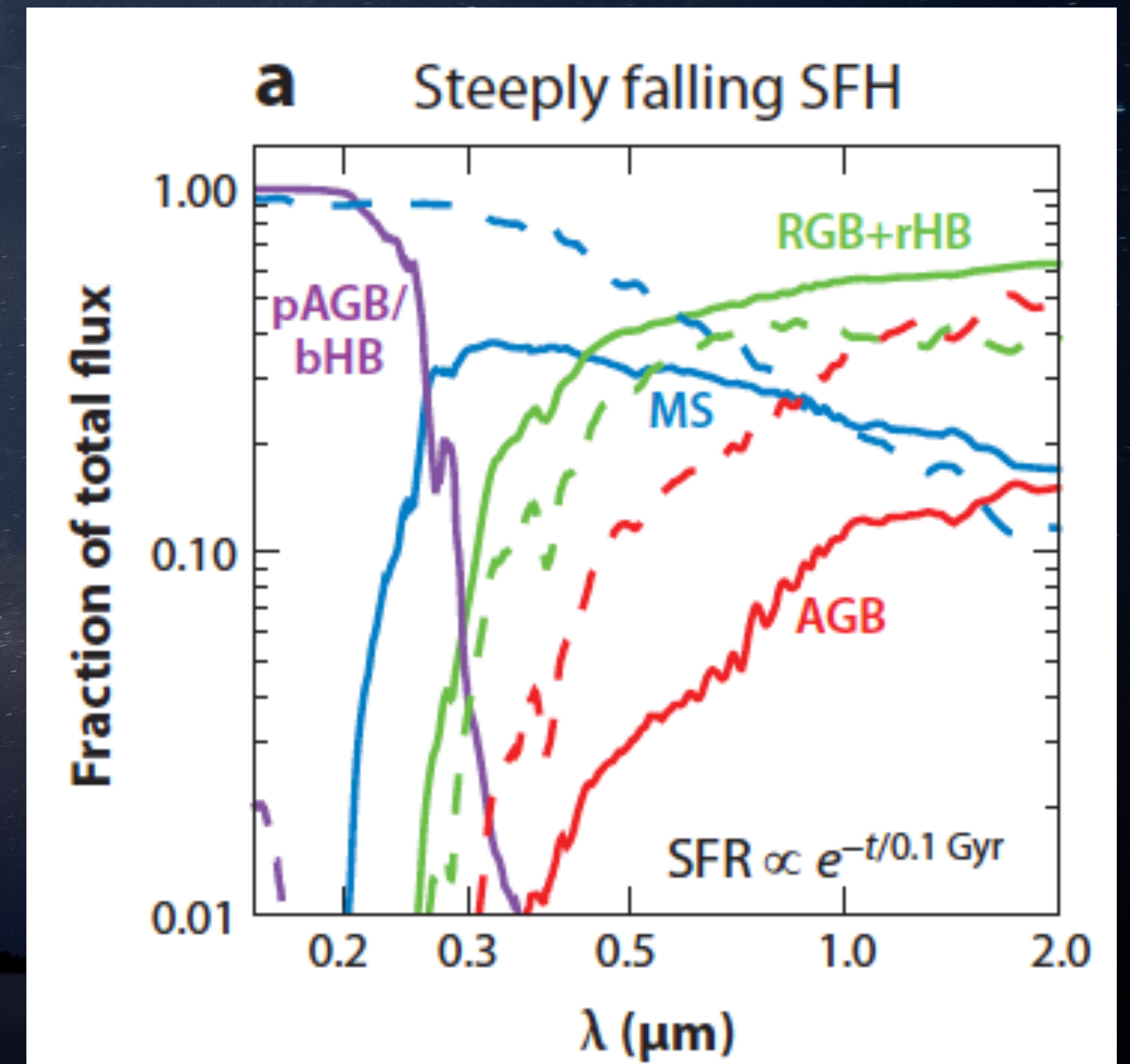
- I. How stars are formed
- II. What kind of light is output by stars
- III. How stars evolve with time

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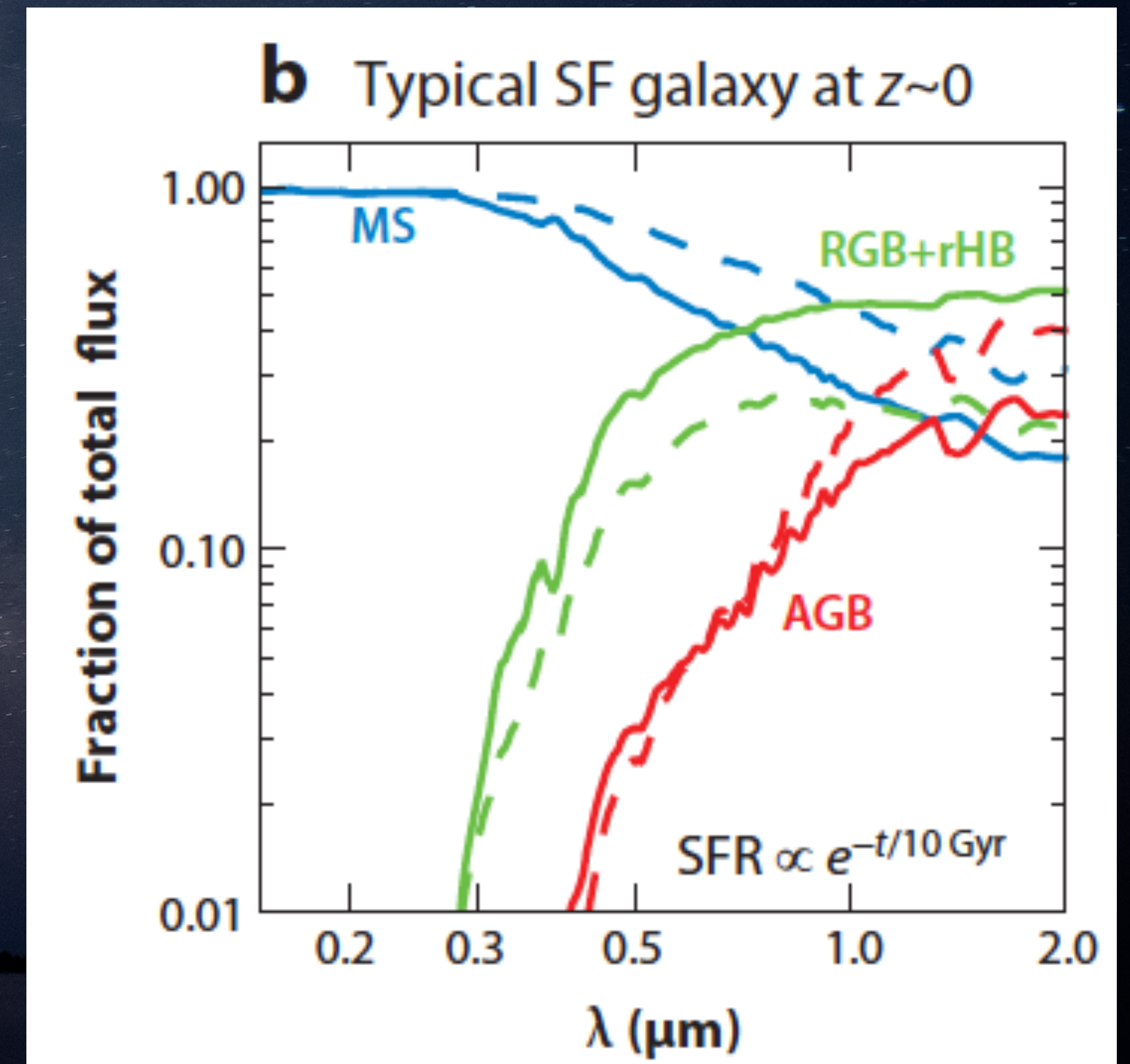


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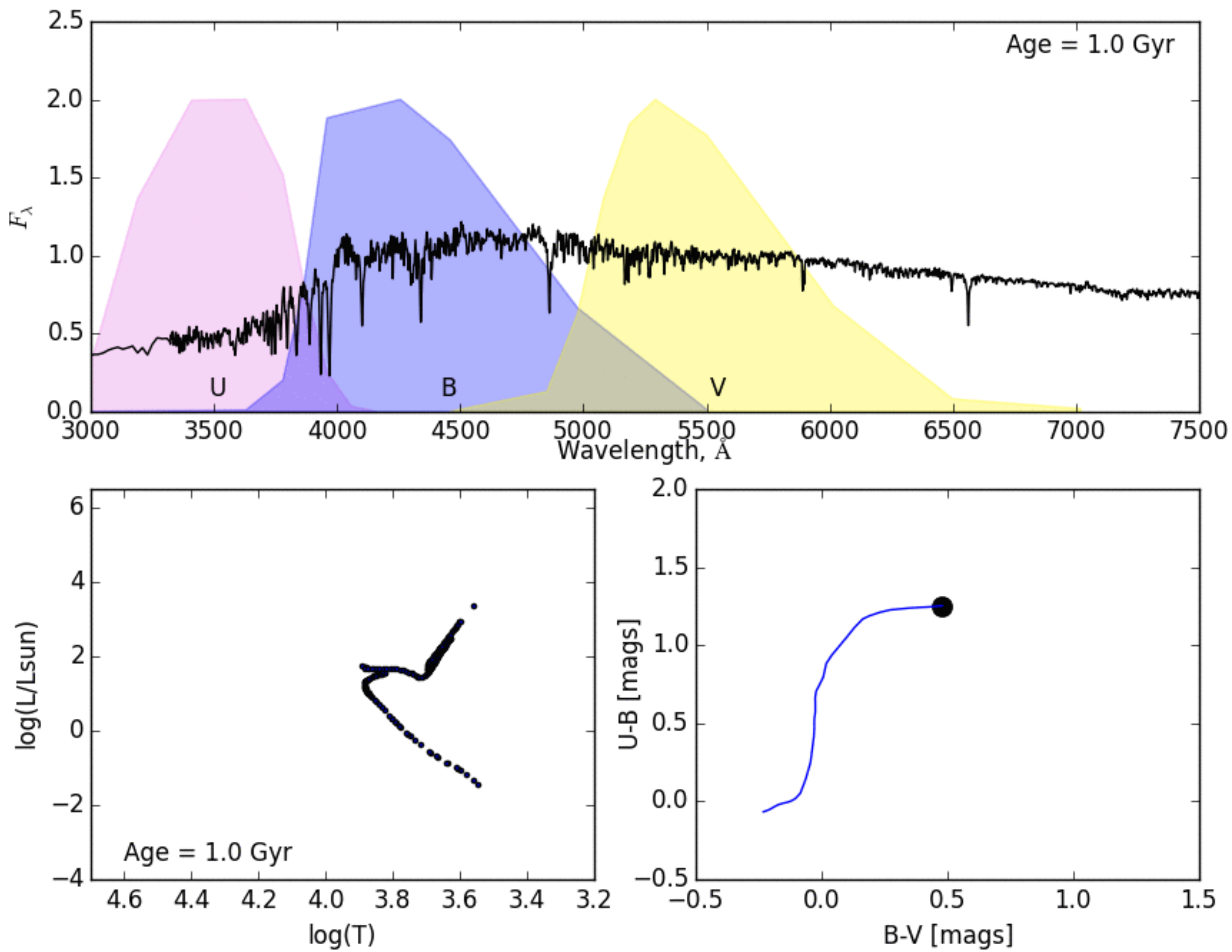
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# Observables: Colors

Imaging and photometry is “quick and easy”



## Evolution of a single burst population

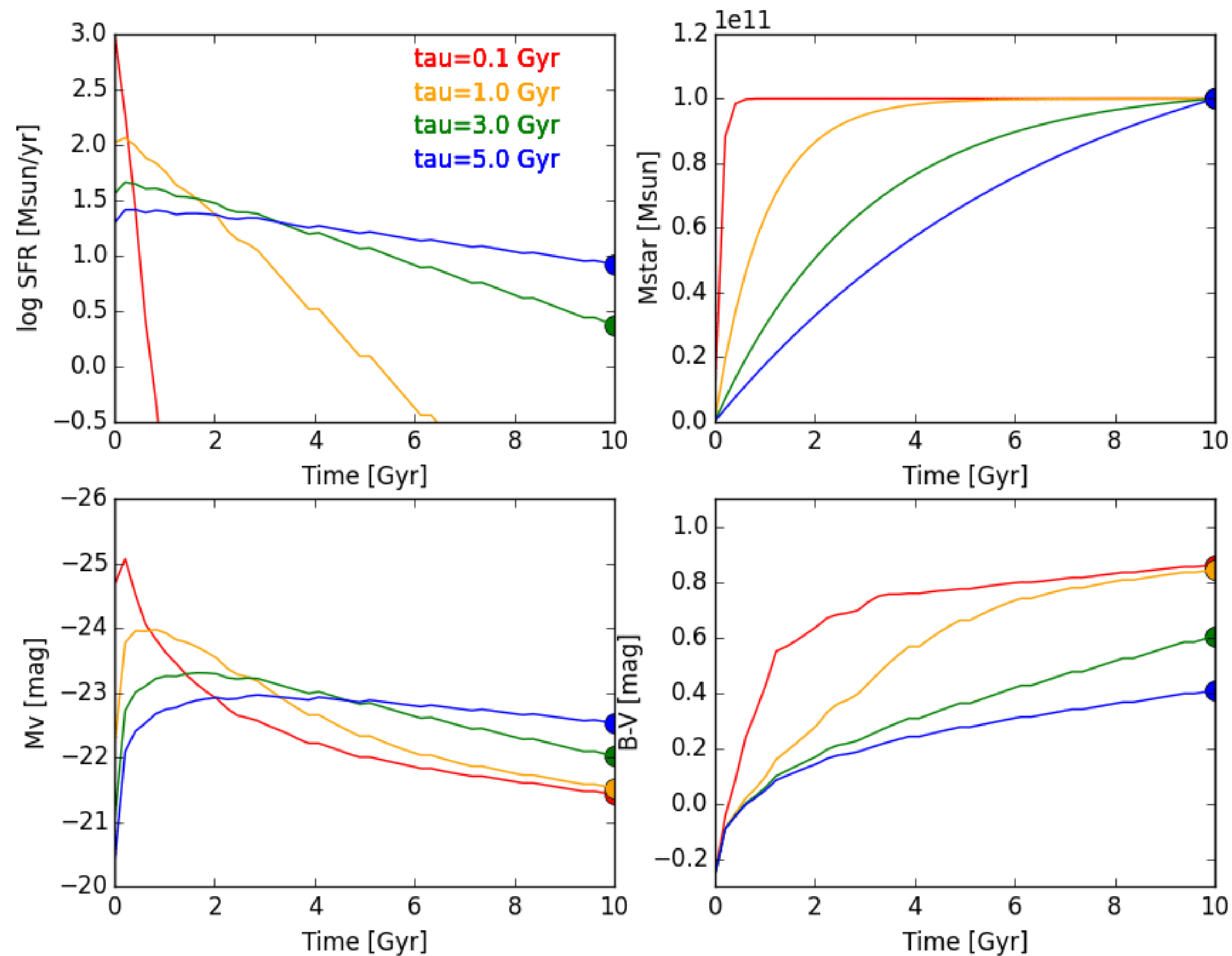
Top: Integrated light spectrum

Bottom left: evolving CMD

Bottom right: evolving integrated colors

# Observables: Colors

Imaging and photometry is “quick and easy”



Evolution of different star-formation histories

$$\text{SFR}(t) = C e^{-t/\tau}$$

Small  $\tau$ : fast burst

Large  $\tau$ : slowly declining SFR

Fast burst: As massive stars quickly die out, they fade rapidly and turn red

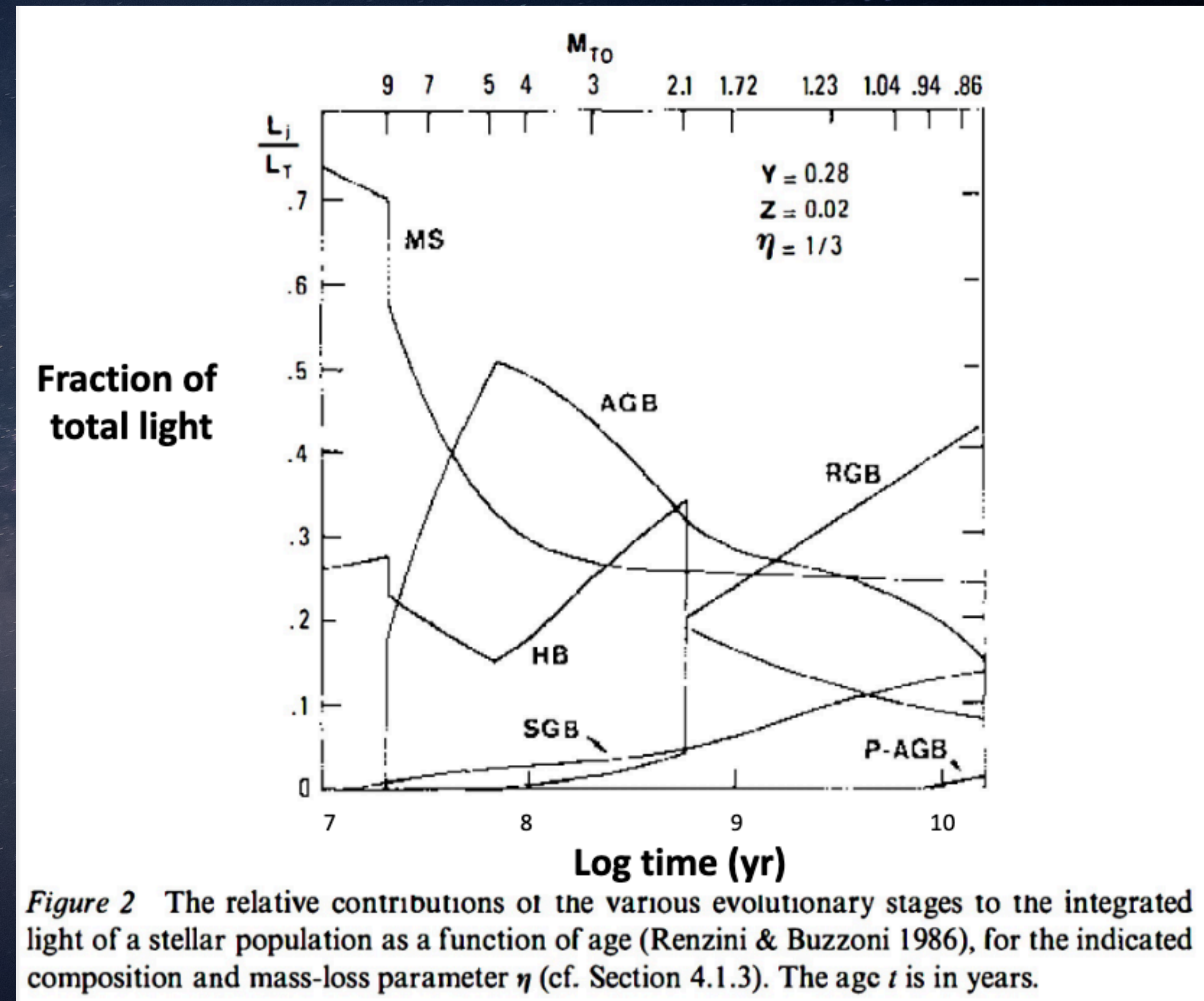
Slow decline: Constantly replenishing stars of all types, fade slowly or not at all, don't get as red

# Contributions from Different Evolutionary Stages

Integrated light is always dominated by the brightest stars, even though they are not always the most common stars

Colors and spectra of galaxies, measuring the integrated light, are “*luminosity-weighted sums*”

When we study dynamics, we do “*mass-weighted sums*”





# Mass-to-Light Ratios

If we can understand the stellar pops we are observing, we can use their total luminosity to infer their stellar mass by invoking the mass-to-light ratio,  $(M/L)_*$ .

Star	Spec. Type	Mass	Luminosity	$(M/L)_*$
Sun	G2V	$1 M_{\odot}$	$1 L_{\odot}$	$1 M_{\odot}/L_{\odot}$
Polaris	F7Ib	$5.4 M_{\odot}$	$1260 L_{\odot}$	$0.004 M_{\odot}/L_{\odot}$
Betelgeuse	M1Ia	$17 M_{\odot}$	$126000 L_{\odot}$	$0.0001 M_{\odot}/L_{\odot}$
Proxima Centauri	M5.5V	$0.1 M_{\odot}$	$0.002 L_{\odot}$	$50 M_{\odot}/L_{\odot}$
Sirius B	wd	$1 M_{\odot}$	$0.06 L_{\odot}$	$17 M_{\odot}/L_{\odot}$

# Mass-to-Light Ratios

To get the ratio for a population of stars, sum up the light to get the luminosity, sum up the mass to get total mass, and divide!

But we usually don't resolve stars, so we have to infer the population by modeling the integrated colors of the galaxy

Galaxy	Mass	Luminosity	$(M/L)_*$
Spirals	$10^9 - 10^{12} M_{\odot}$	$10^8 - 10^{11} L_{\odot}$	$2 - 10 M_{\odot}/L_{\odot}$
Ellipticals	$10^5 - 10^{13} M_{\odot}$	$10^6 - 10^{11} L_{\odot}$	$10 - 20 M_{\odot}/L_{\odot}$
Irregulars	$10^8 - 10^{11} M_{\odot}$	$10^7 - 2 \times 10^9 L_{\odot}$	$1 - 10 M_{\odot}/L_{\odot}$