

ASTR100: INTRODUCTION TO ASTRONOMY

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Stefan-Boltzmann law for thermal radiation at temperature T (in Kelvin):

$$E = \sigma T^4$$

Where,

E = Emitted Power (per square meter of surface)

T = temperature in Kelvin and

σ = Stefan – Boltzmann Constant = $5.7 \times 10^{-8} \frac{\text{watt}}{\text{m}^2 \times \text{K}^4}$

Stefan-Boltzmann law that shows the relation between luminosity, temperature and radius:

$$L = 4\pi r^2 \sigma T^4$$

Where,

L = Luminosity

$4\pi r^2$ = Star's surface area (r is the radius of the star)

σ = Stefan – Boltzmann Constant

T = surface temperature of the star (in Kelvin)

Almost all stars are too distant for us to measure their radii. This relation is mostly used to calculate the radius of the star from its luminosity and surface temperature, that is,

$$r = \sqrt{\frac{L}{4\pi\sigma T^4}}$$

Wien's law for peak wavelength (λ_{max}) thermal radiation at temperature T (in Kelvin):

$$\lambda_{max} = \frac{b}{T} = \frac{2,900,000}{T}$$

Where,

λ_{max} = wavelength of maximum intensity (nm)

b = Wien's constant = 2,900,000 nm.K

T = temperature in Kelvin

Doppler shift (radial velocity is positive if the object is moving away from us and negative if it is moving towards us):

$$\frac{v_{rad}}{c} = \frac{\lambda_{shift} - \lambda_{rest}}{\lambda_{rest}}$$

Where,

v_{rad} = object's radial velocity

λ_{shift} = rest wavelength of a particular spectral line (nm)

λ_{rest} = shifted wavelength of the same line (nm)

c = speed of light = 3×10^5 km/s

Inverse square law for light:

$$b = \frac{L}{4\pi d^2}$$

Where,

b = Apparent brightness

L = Luminosity

d = distance to the object

Newton's version of Kepler's third law:

$$P^2 = \frac{4\pi^2}{G(M_1 + M_2)} \cdot a^3$$

Where,

P = orbital period (in seconds)

a = orbital distance (in meters)

M_1 and M_2 = mass of first and second object respectively (in kg)

G = gravitational constant ($6.673 \times 10^{-11} \text{ m}^3 \text{ kg}^{-1} \text{ s}^{-2}$)

If the period, distance and masses are in years, AU and solar masses respectively, then,

$$P^2 = \frac{a^3}{M_1 + M_2}$$

Universal law of gravitation:

$$F_{grav} = \frac{G M_1 M_2}{d^2}$$

Where,

F_{grav} = Magnitude of the gravitational force between the two point masses

M_1 and M_2 = Mass of the first and second object respectively (in kg)

G = Gravitational Constant ($6.673 \times 10^{-11} \text{ m}^3 \text{ kg}^{-1} \text{ s}^{-2}$)

d = distance between the two point masses

Other important formulae:

$$\text{Density} = \frac{\text{Mass}}{\text{Volume}} \text{ or } \rho = \frac{m}{V}$$

$$\text{Volume of Sphere, } V = \frac{4}{3} \pi r^3$$

Speed of light = wavelength \times frequency

$$\text{That is, } c = \lambda \times f$$