

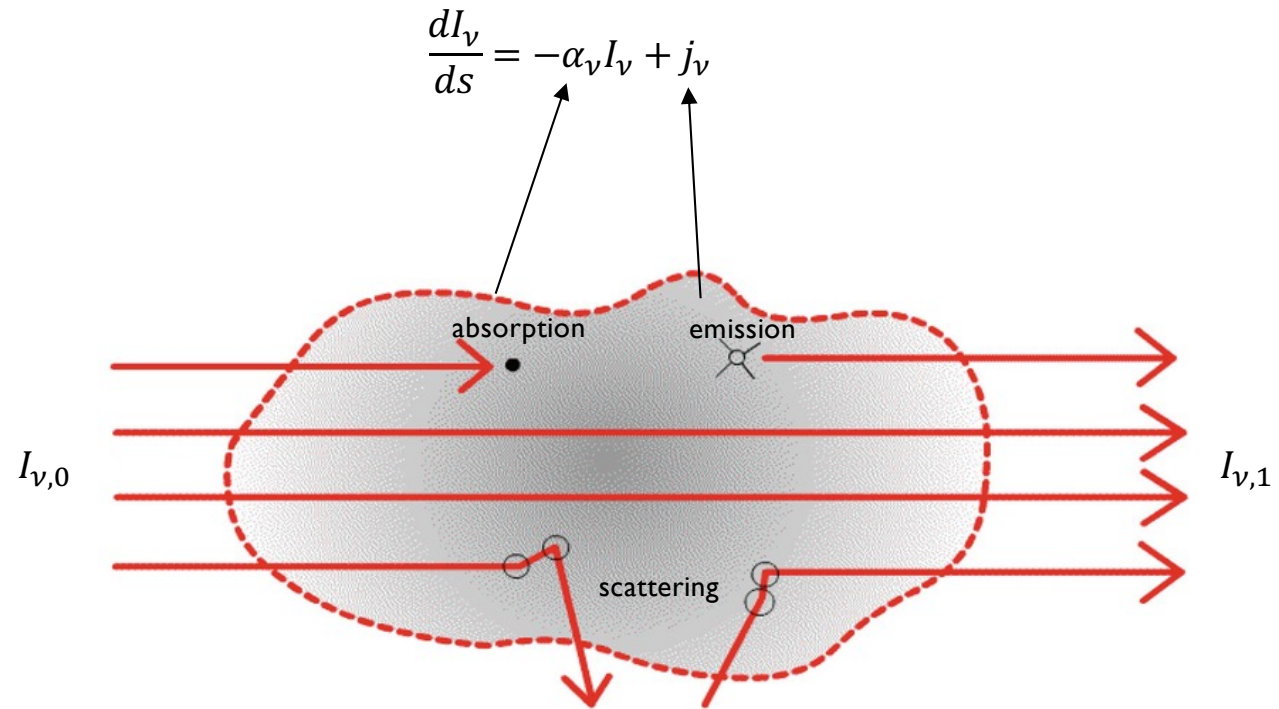
# Scattering Effects

Alexander Knebe (Universidad Autonoma de Madrid)



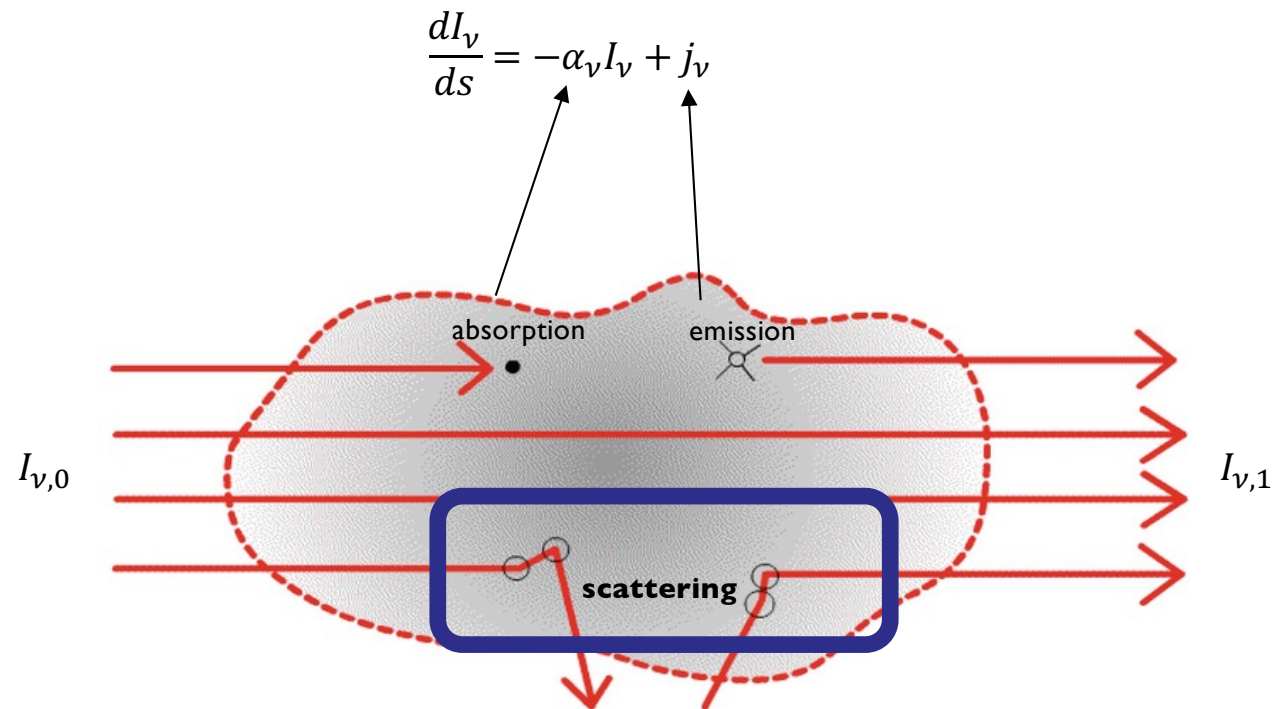
# Scattering Effects

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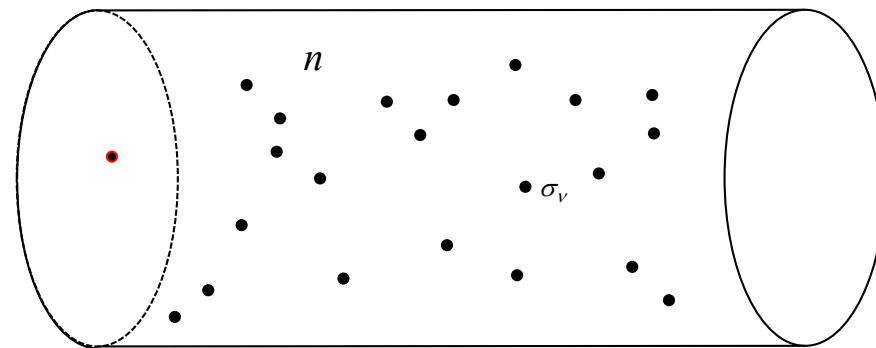


- emission/absorption contributions
- random walk
- photon-electron interactions
- radiative diffusion

- **emission/absorption contributions**
- random walk
- photon-electron interactions
- radiative diffusion

- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -\alpha_\nu I_\nu + j_\nu$$

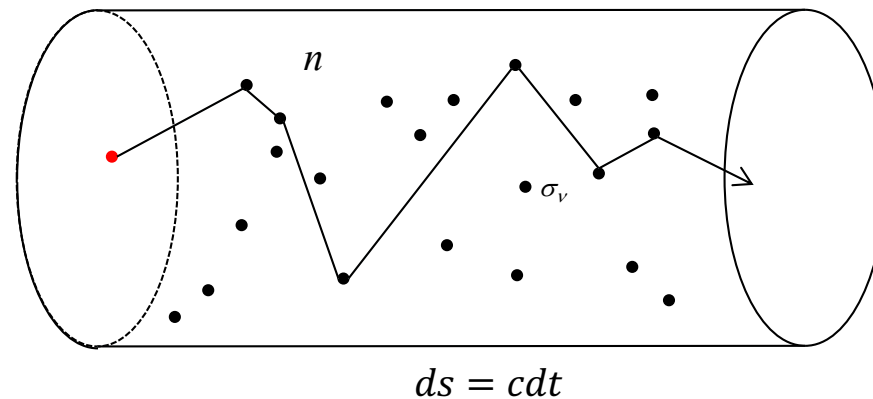


$$ds = c dt$$

- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -\alpha_\nu I_\nu + j_\nu$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

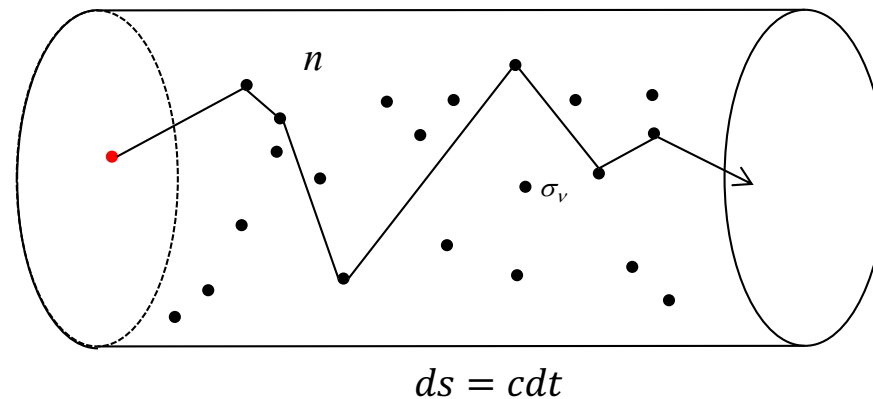


- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -\alpha_\nu I_\nu + j_\nu$$

- scattering = dispersion of a *beam of particles* by collisions (or similar interactions)

*can be photons or other particles...*

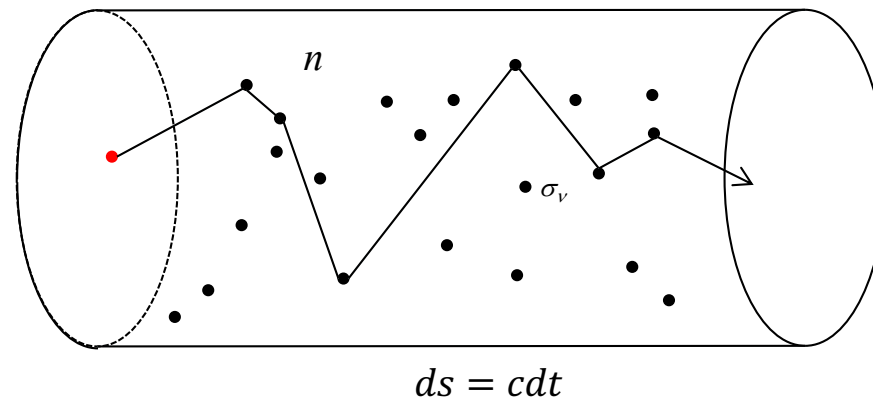




- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -\alpha_\nu I_\nu + j_\nu$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)
- scattering contributes to...
  - emission: dispersion from random directions into the beam
  - absorption: dispersion in random directions away from the beam



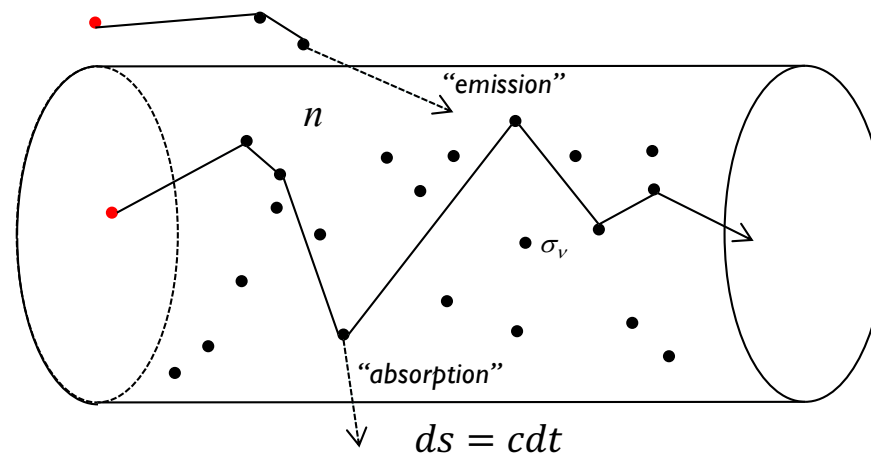
- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + j_\nu^s$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

- scattering contributes to...

- emission:  $j_\nu^s$
- absorption:  $\alpha_\nu^s$



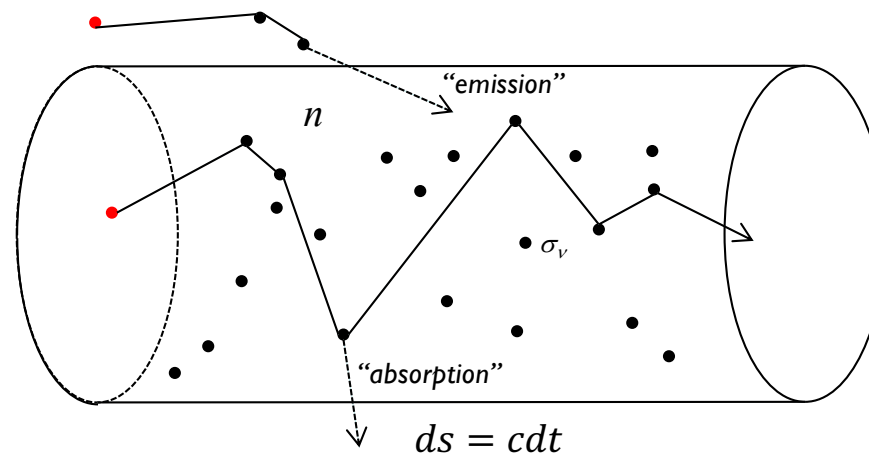
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$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + j_\nu^s$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

- scattering contributes to...

- emission:  $j_\nu^s = \int_{\Omega} \alpha_\nu^s I_\nu \psi_\nu d\Omega$  photons added to the beam by scattering from other directions
- absorption:  $\alpha_\nu^s$



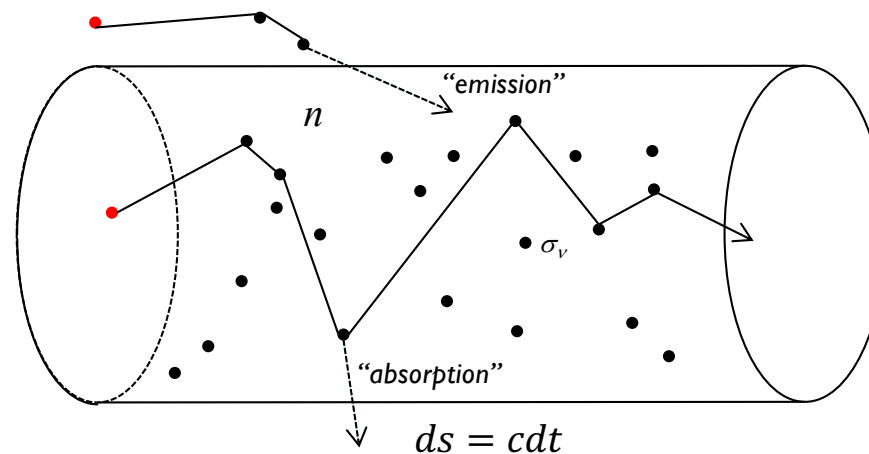
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- scattering contributes to...

- emission:  $j_\nu^s = \int_{\Omega} \alpha_\nu^s I_\nu \psi_\nu d\Omega$  photons added to the beam by scattering from other directions  
 $\psi_\nu$ : scattering probability
- absorption:  $\alpha_\nu^s$



- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + j_\nu^s$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

- scattering contributes to...

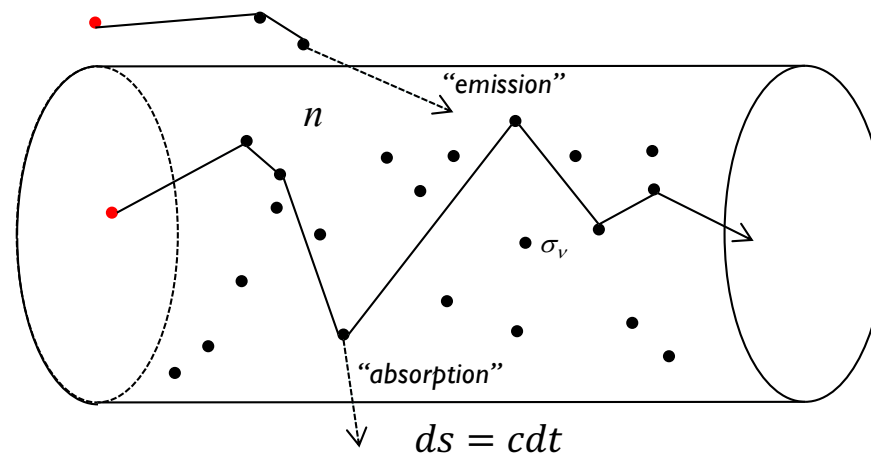
- emission:

$$j_\nu^s = \int_{\Omega} \alpha_\nu^s I_\nu \psi_\nu d\Omega = \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$$

- absorption:

$$\alpha_\nu$$

isotropic scattering



- equation of radiative transfer

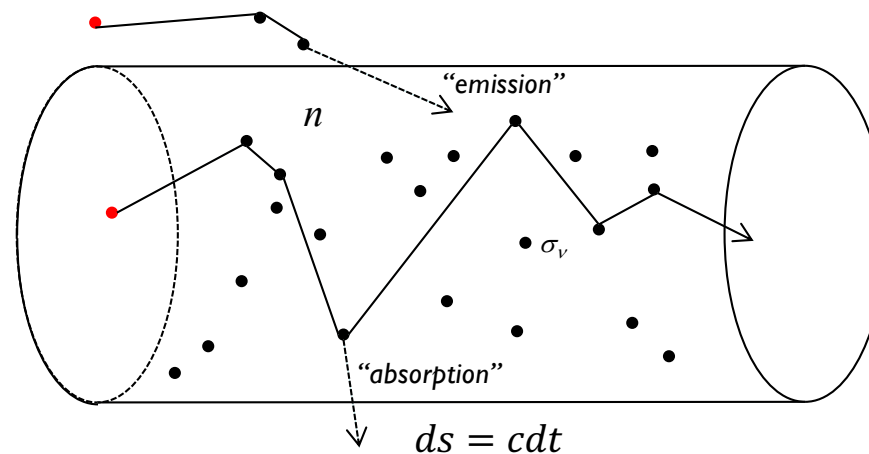
$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

- scattering contributes to...

- emission:  $j_\nu^s = \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$

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- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$$

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Material	Sound absorption coefficient								Ref.	Scatt. Coeff. (707 Hz)	Ref.
	Frequency [Hz]										
	63 Hz	125Hz	250Hz	500Hz	1 kHz	2 kHz	4 kHz	8 kHz			
cars	0.1	0.1	0.06	0.04	0.03	0.02	0.02	0.02	(16)	0.1	(15) <sup>2</sup>
roofs	0.03	0.03	0.03	0.03	0.04	0.05	0.07	0.07	(17)	0.5	(20)
asphalt	0.36	0.36	0.44	0.31	0.29	0.39	0.25	0.25	(17)	0.2	(20)
window shutters	0.35	0.35	0.2	0.1	0.05	0.02	0.02	0.02	(18) <sup>1</sup>	0.1	(15) <sup>2</sup>
sidewalks	0.36	0.36	0.44	0.31	0.29	0.39	0.25	0.25	(17)	0.2	(20)
balconies	0.02	0.02	0.03	0.03	0.03	0.04	0.07	0.07	(17)	0.2	(20)
facades	0.05	0.05	0.04	0.04	0.04	0.05	0.05	0.05	(17)	0.1	(15) <sup>2</sup>
tree trunks	0.05	0.05	0.05	0.05	0.1	0.15	0.15	0.15	(18)	0.4	(15) <sup>3</sup>
tree foliage	0.21	0.21	0.44	0.52	0.59	0.62	0.54	0.54	(19)	0.16	(21)

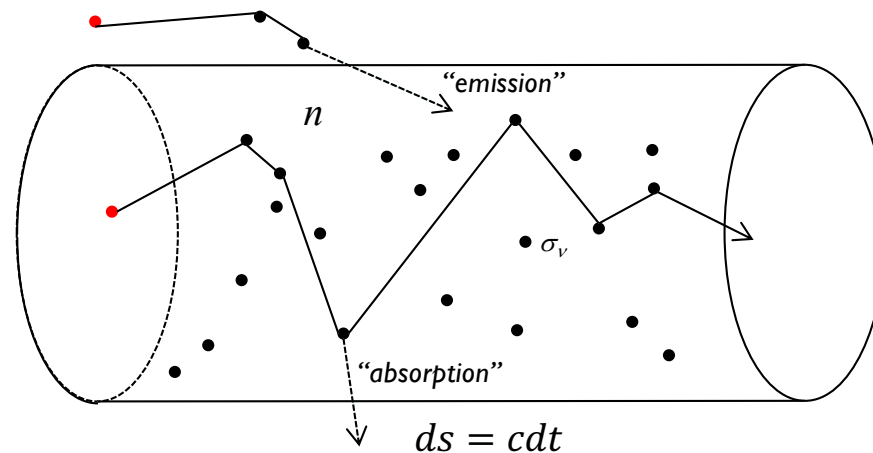
- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

- integro-differential equation

- is difficult to solve, usually requires numerical integration and iteration





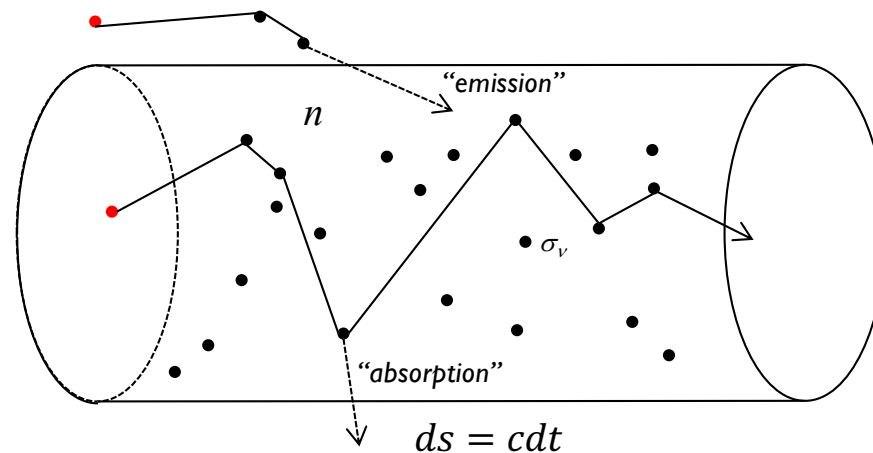
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- approximate methods of scattering have been developed!



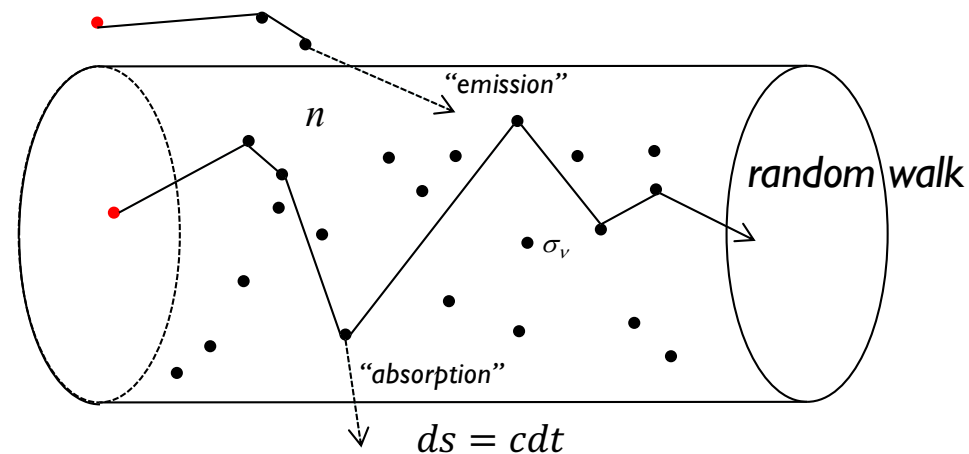
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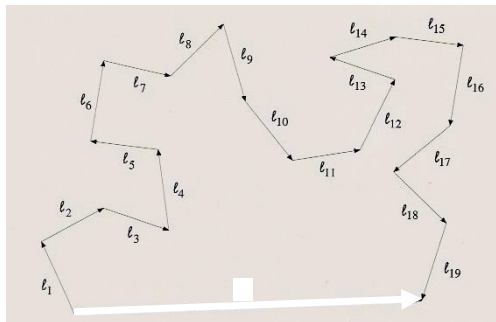


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- **random walk**
- photon-electron interactions
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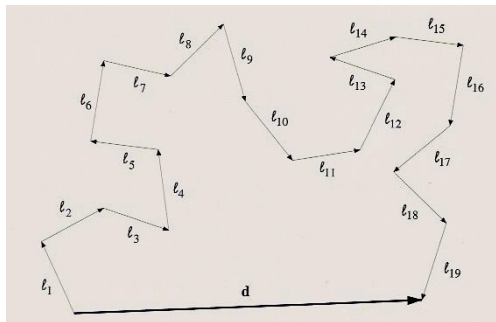
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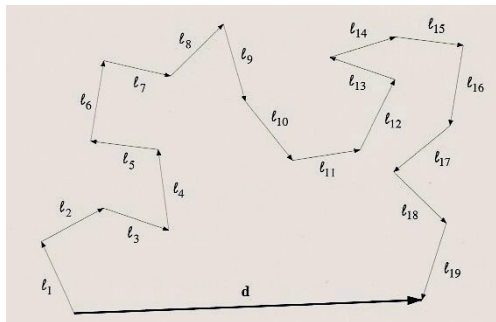


$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \dots + \vec{l}_N$$

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$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \dots + \vec{l}_N$$

$$\vec{l}^f = \frac{1}{N} \sum_i^N \vec{l}_i \approx \text{mean free path}$$

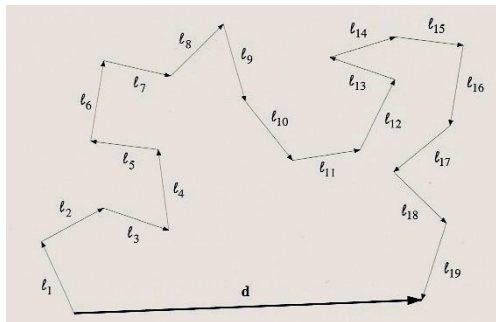
$N$ : number of random steps

- equation of radiative transfer

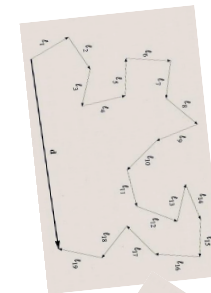
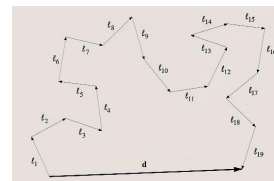
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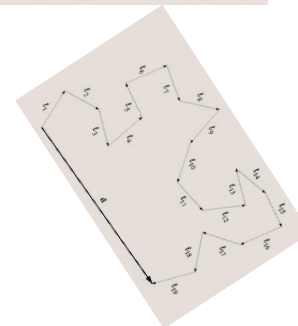
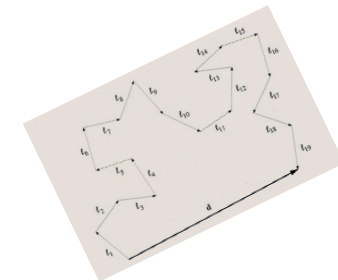
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$$\langle \vec{d} \rangle_M$$



$M$ : number of sample paths



$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \dots + \vec{l}_N$$

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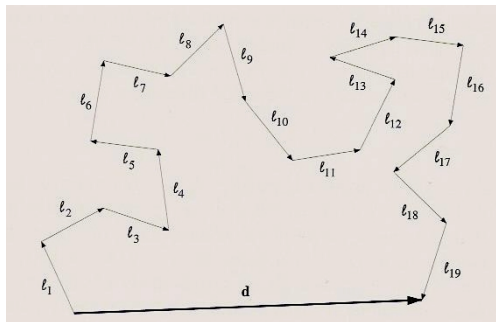
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$$\langle \vec{d} \rangle_M = \left\langle \sum_{i=1}^N \vec{l}_i \right\rangle_M$$

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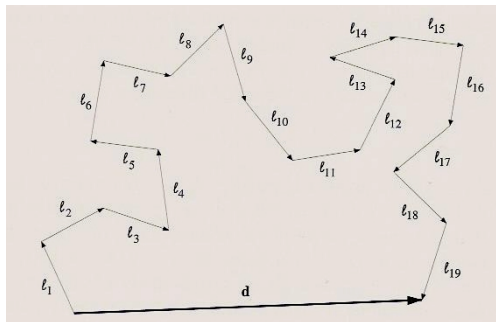


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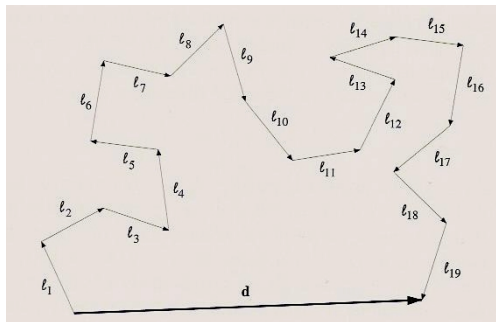
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$$\langle \vec{d} \rangle_M = \sum_{i=1}^N \langle \vec{l}_i \rangle_M = ?$$

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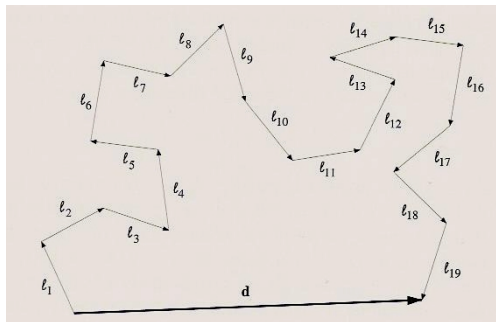
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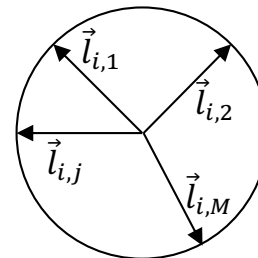
- scattering = dispersion of a beam of particles by collisions (or similar interactions)

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$$\langle \vec{d} \rangle_M = \sum_{i=1}^N \langle \vec{l}_i \rangle_M = 0$$

$M$ : number of sample paths



$$\sum_{j=1}^M \vec{l}_{i,j} = 0$$

$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \dots + \vec{l}_N$$

$$\vec{l}^f = \frac{1}{N} \sum_i^N \vec{l}_i \approx \text{mean free path}$$

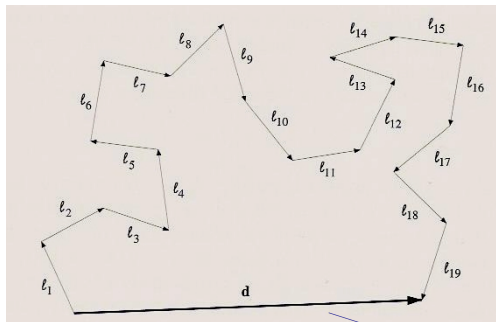
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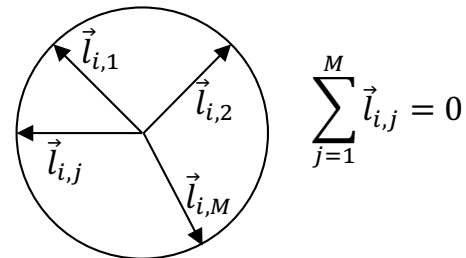
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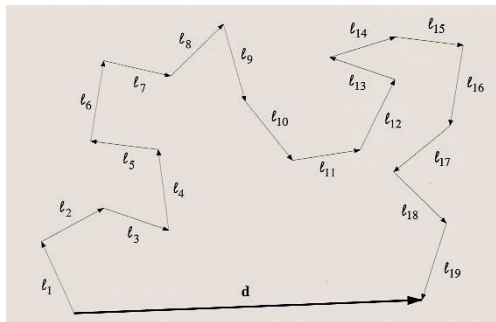
...but the photon will nevertheless have travelled some net distance  $d = |\vec{d}|!$

- equation of radiative transfer

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$$\langle \vec{d} \rangle_M = 0$$

$M$ : number of sample paths

$$\langle d^2 \rangle_M \neq 0$$

$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \cdots + \vec{l}_N$$

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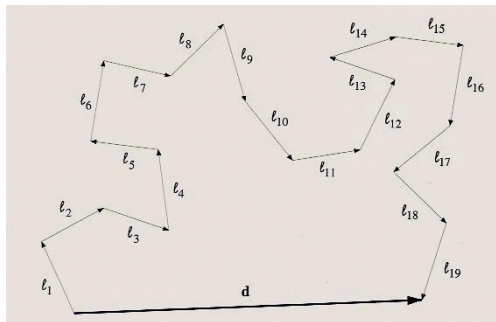
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$$\langle d^2 \rangle_M \neq 0$$

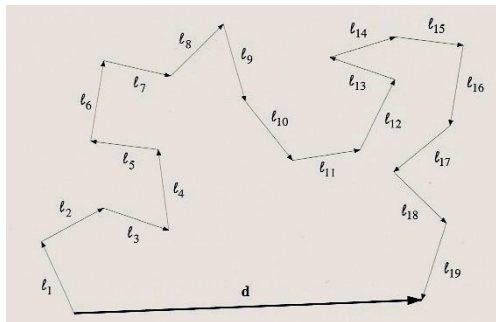
$$\langle d^2 \rangle_M = \langle l_1^2 \rangle_M + 2\langle \vec{l}_1 \cdot \vec{l}_2 \rangle_M + \langle l_2^2 \rangle_M + \dots$$

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$$\langle \vec{d} \rangle_M = 0$$

$M$ : number of sample paths

$$\langle d^2 \rangle_M \neq 0$$

$$\langle d^2 \rangle_M = \langle l_1^2 \rangle_M + 2 \underbrace{\langle \vec{l}_1 \cdot \vec{l}_2 \rangle_M}_{\text{all } \vec{l}_n \cdot \vec{l}_m \text{ terms vanish, if they are uncorrelated}} + \langle l_2^2 \rangle_M + \dots$$

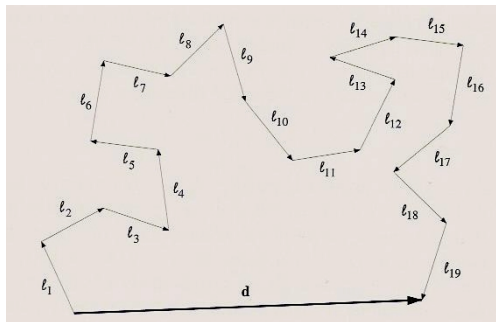
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$M$ : number of sample paths

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$$\langle d^2 \rangle_M = \langle l_1^2 \rangle_M + \langle l_2^2 \rangle_M + \dots$$

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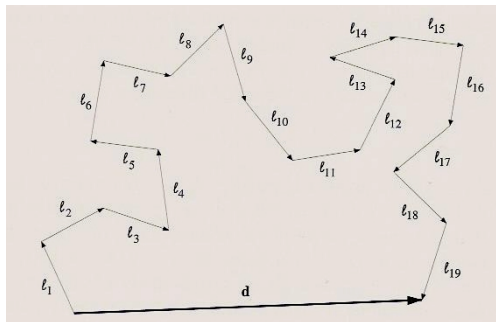


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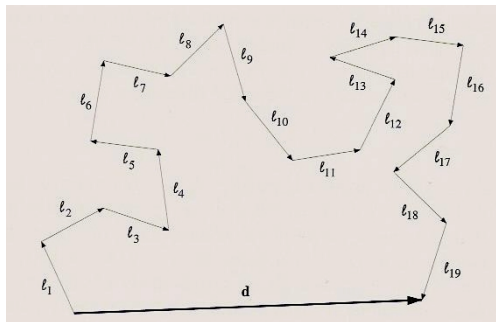
$$\langle d^2 \rangle_M = \sum_{i=1}^N \langle l_i^2 \rangle_M$$

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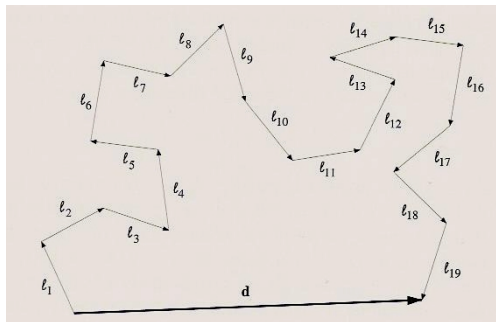
$$\langle d^2 \rangle_M = \sum_{i=1}^N \langle l_i^2 \rangle_M = \left\langle \sum_{i=1}^N l_i^2 \right\rangle_M$$

- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$$

- scattering = dispersion of a beam of particles by collisions (or similar interactions)

- random walk



$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \dots + \vec{l}_N$$

$$\vec{l} = \frac{1}{N} \sum_i^N \vec{l}_i \approx \text{mean free path}$$

$N$ : number of random steps

$$\langle \vec{d} \rangle_M = 0$$

$M$ : number of sample paths

$$\langle d^2 \rangle_M \neq 0$$

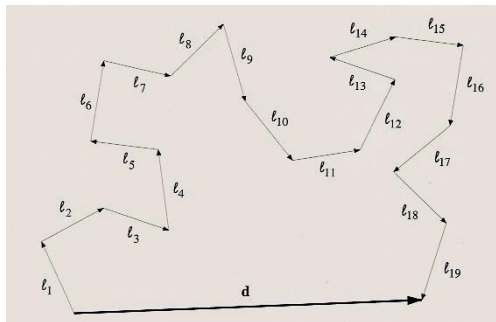
$$\langle d^2 \rangle_M = \sum_{i=1}^N \langle l_i^2 \rangle_M = \underbrace{\left\langle \sum_{i=1}^N l_i^2 \right\rangle_M}_{N(l^f)^2}$$

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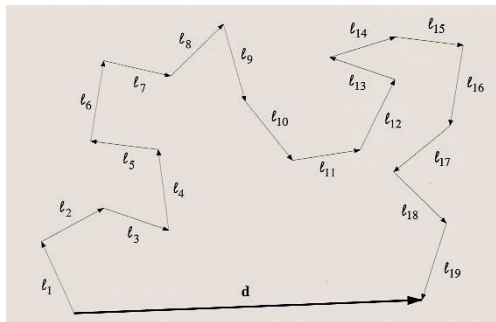
**let's rename  $l^f$  to simply  $l$**

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$$\langle d^2 \rangle_M = N \langle l^2 \rangle_M$$

$$\vec{d} = \vec{l}_1 + \vec{l}_2 + \cdots + \vec{l}_N$$

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- increases with number of scattering events  $N$

- proportional to mean free path  $l$

- equation of radiative transfer

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} *can be used to calculate  $N$  in finite medium!*

- equation of radiative transfer

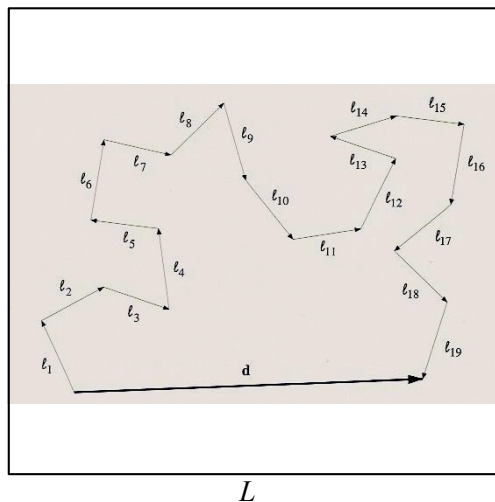
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photon escapes for  $d \geq L$



- equation of radiative transfer

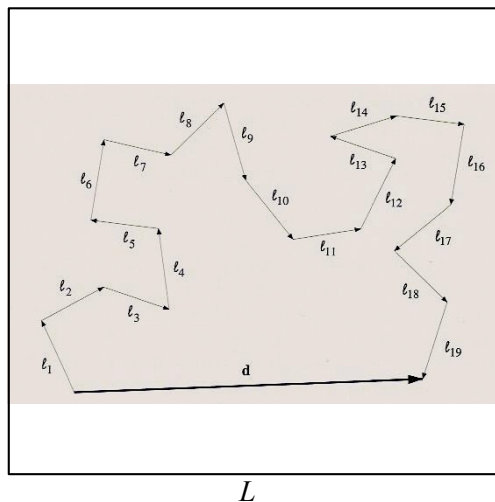
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photon escapes for  $d \geq L \rightarrow \sqrt{N}l \geq L$

- equation of radiative transfer

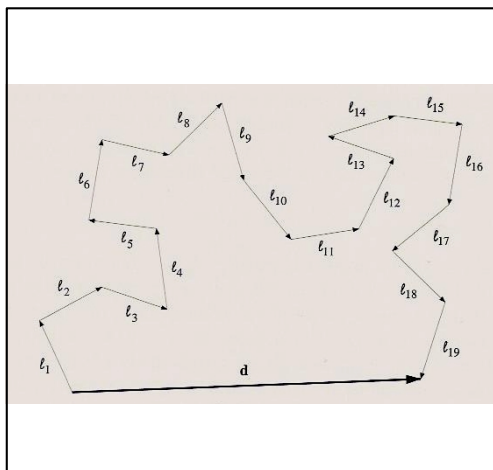
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photon escapes for  $d \geq L \rightarrow \sqrt{N}l \geq L \rightarrow N \approx \left(\frac{L}{l}\right)^2$  number of collisions

- equation of radiative transfer

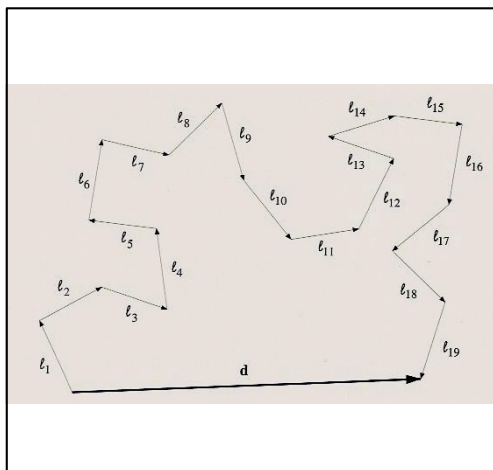
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$L$

relation to something?

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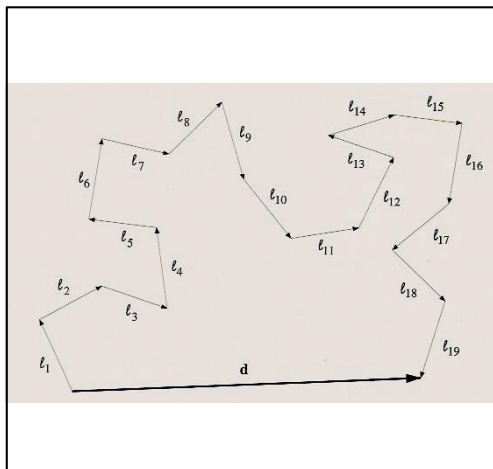
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$L$

$$l = \frac{1}{\alpha}$$

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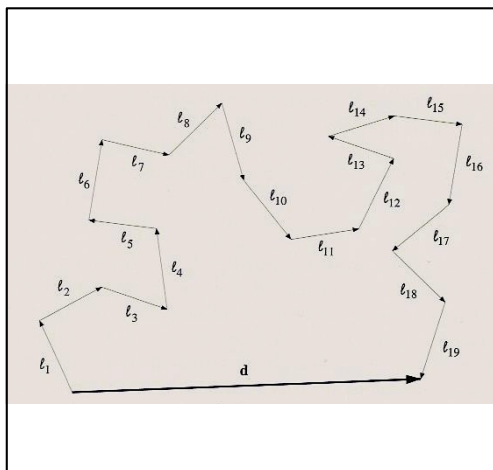
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$$l = \frac{1}{\alpha} \quad \tau = \int_{s_0}^s \alpha(s') ds'$$

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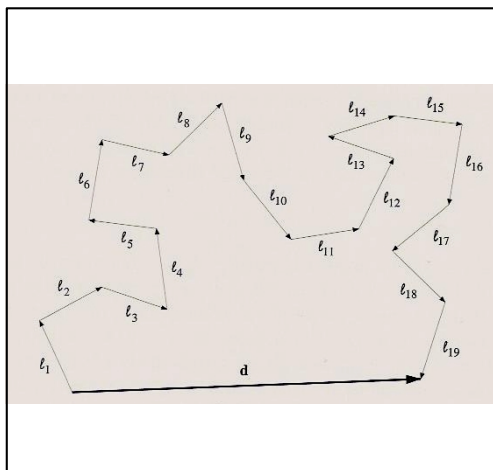
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$$\tau = \int_{s_0}^s \frac{1}{l} ds' = \frac{s - s_0}{l} = \frac{L}{l} > 1$$

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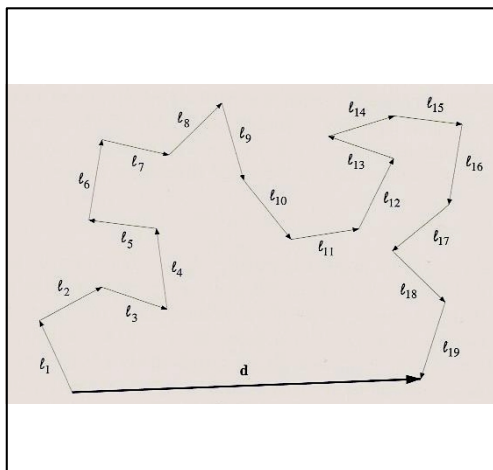
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$$\tau = \int_{s_0}^s \frac{1}{l} ds' = \frac{s - s_0}{l} = \left\lfloor \frac{L}{l} \right\rfloor > 1$$

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- $N = \tau$  (for  $\tau < 1$ )

- equation of radiative transfer

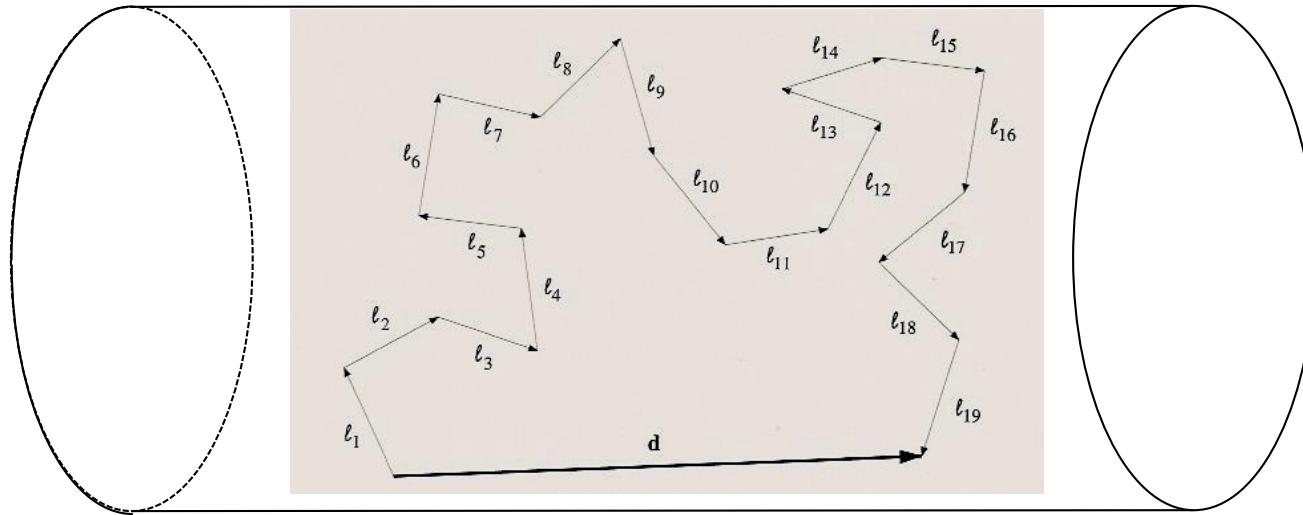
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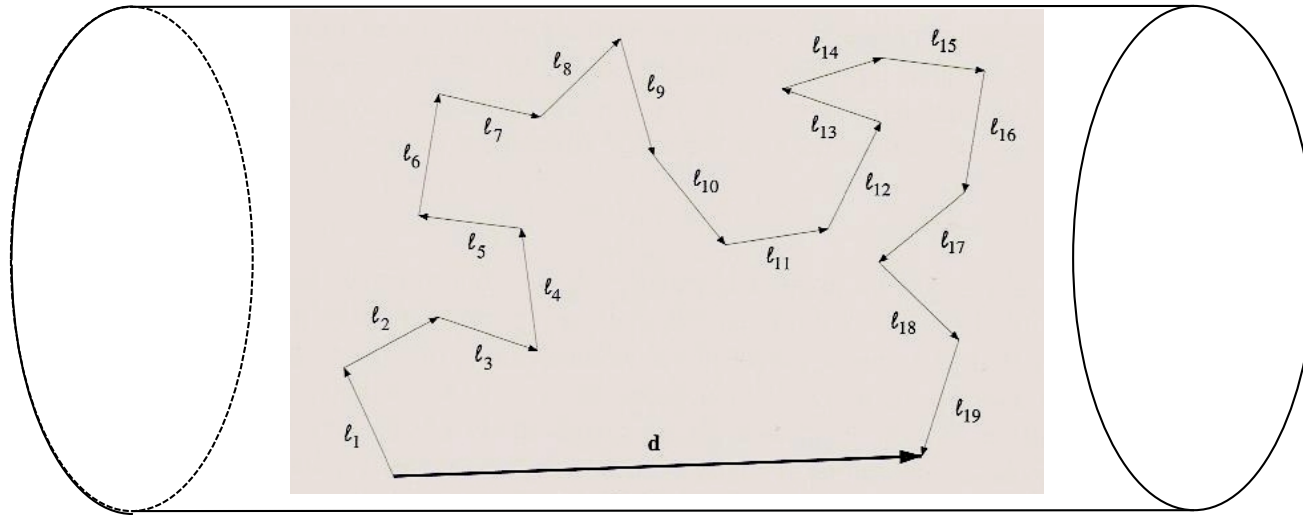
- random walk

- net displacement of photons  $d = \sqrt{N} l$
- number of scattering events  $N = \max(\tau^2, \tau)$

- emission/absorption contributions
- random walk
- **photon-electron interactions**
- radiative diffusion

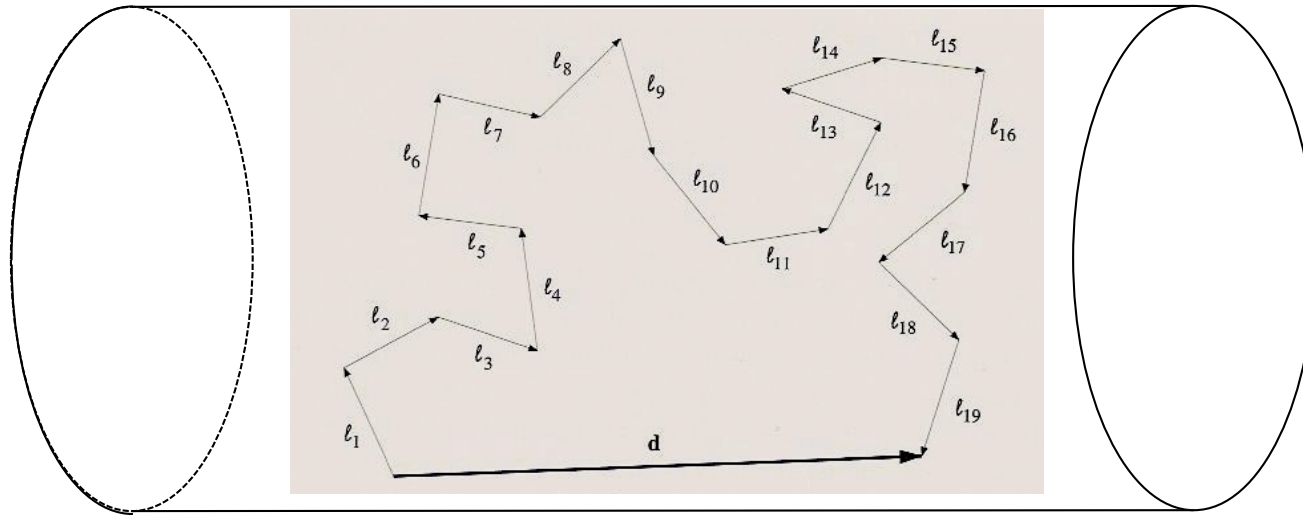


no assumption about photons, particles, etc.



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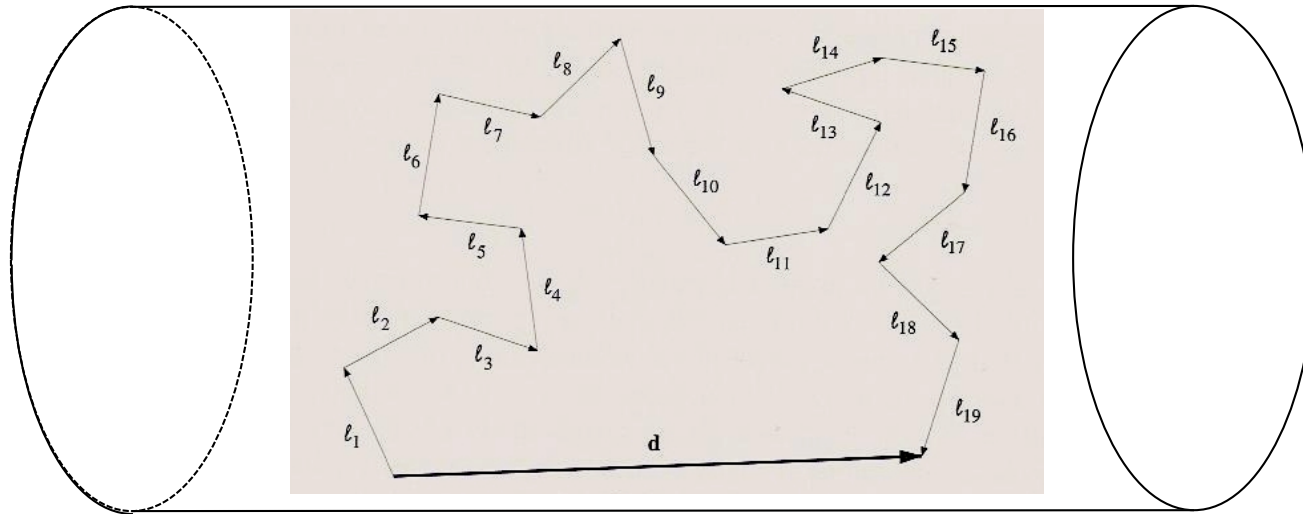
*but we are primarily interested in photons!*



no assumption about **photons**, particles, etc.

*but we are primarily interested in photons!*

what effects lead to scattering of photons?

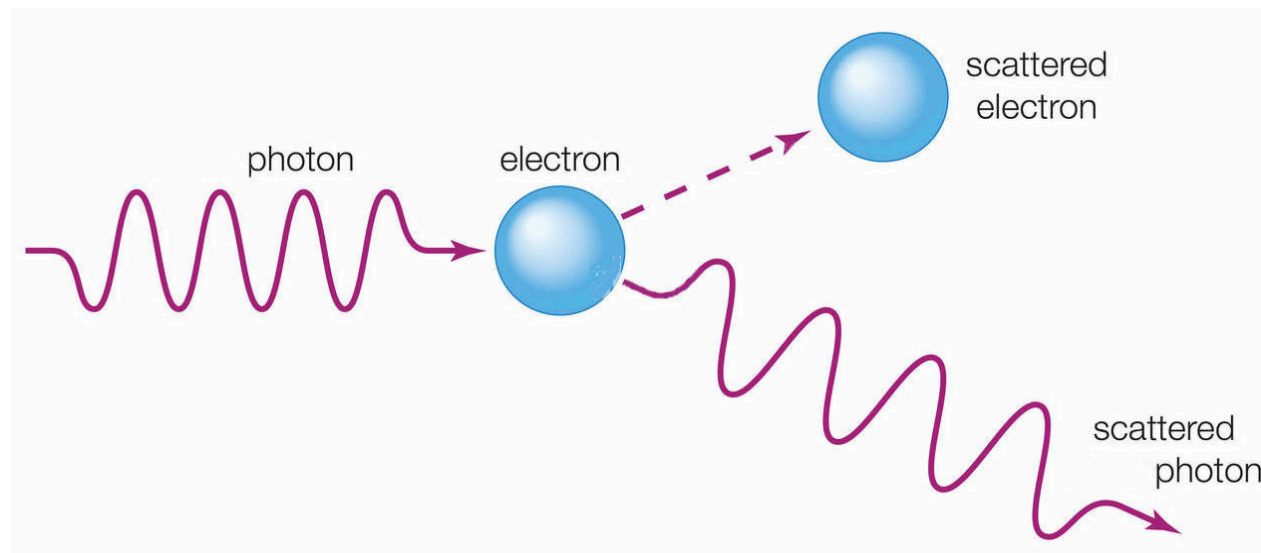


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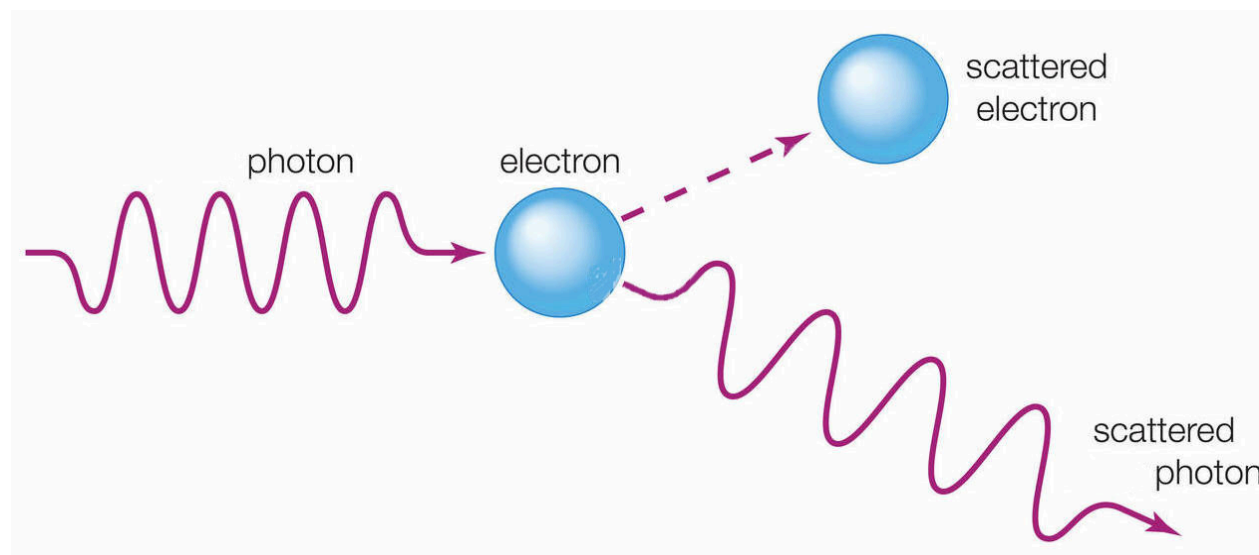
what effects lead to scattering of photons?

→ **photon-electron interactions**



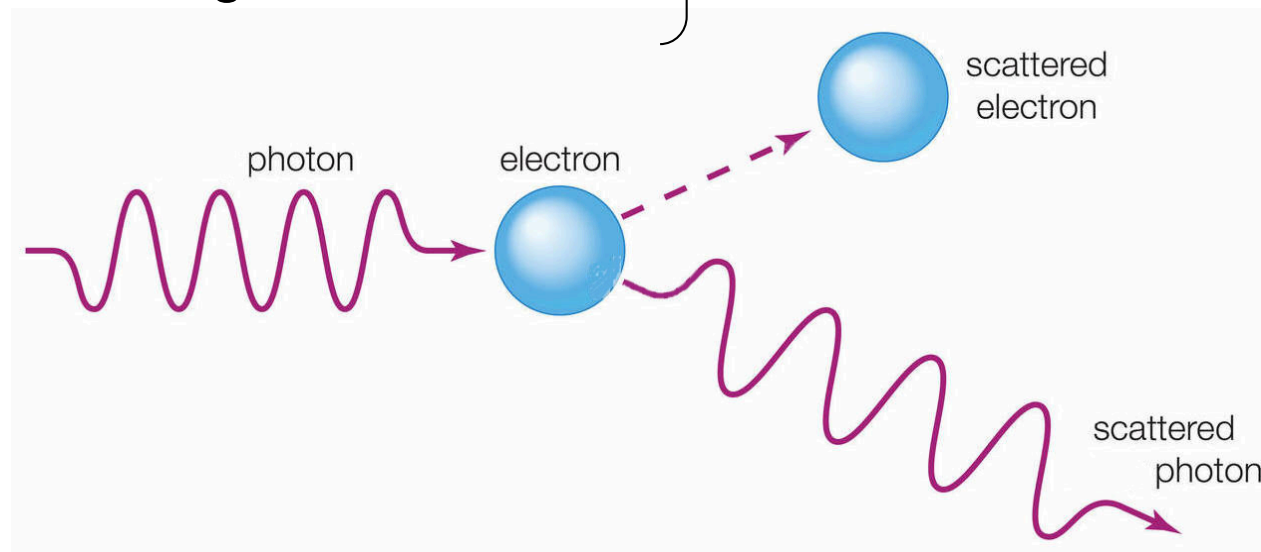


**collision between  
charged particle and photon**



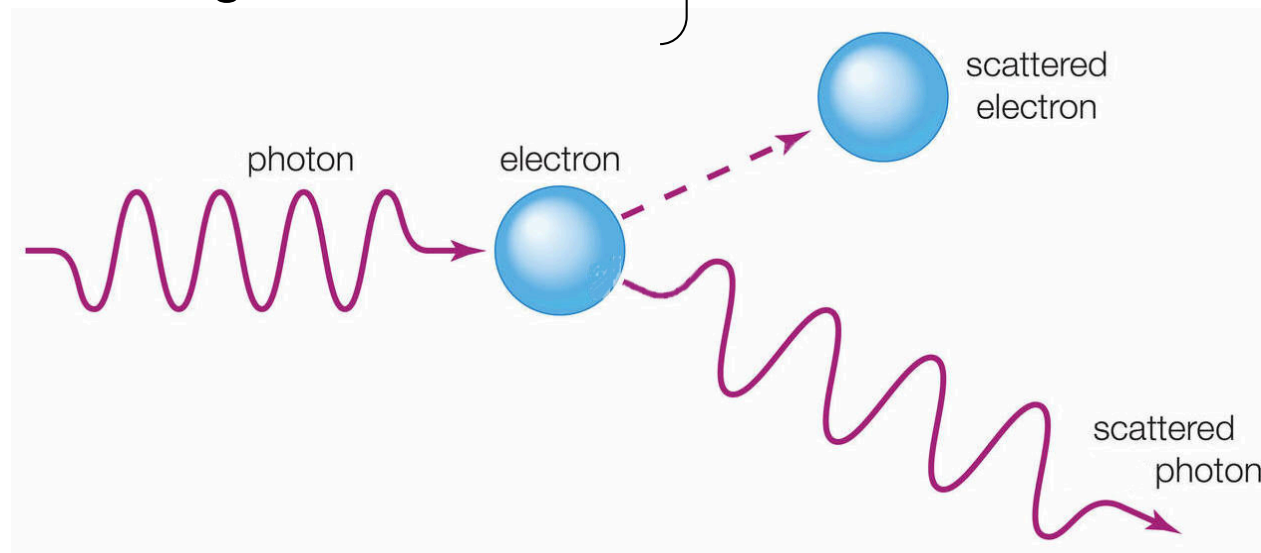
- Compton scattering
- inverse Compton scattering
- Thomson scattering

**collision between  
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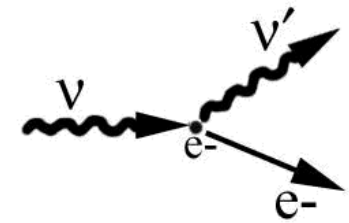


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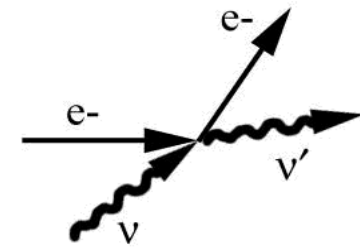
***difference?***



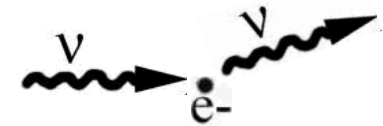
- Compton scattering



- inverse Compton scattering



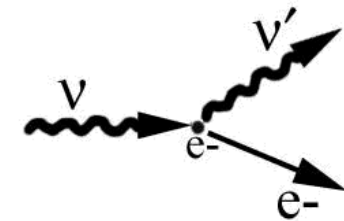
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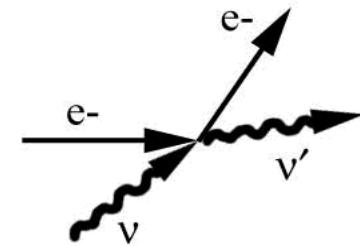
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- Compton scattering

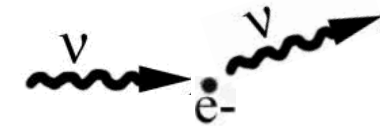
- no energy transfer from electron to photon
- photon loses energy to kick electron



- inverse Compton scattering



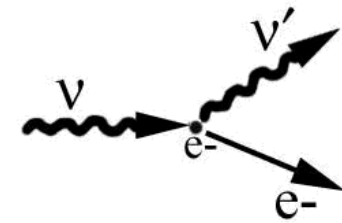
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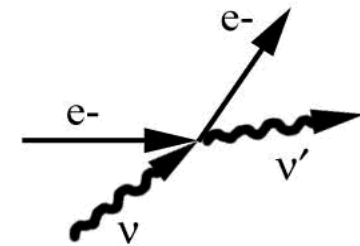
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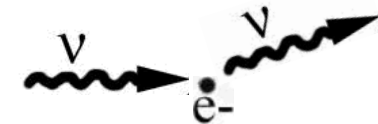
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- electron loses kinetic energy
- photon gains energy from electron kick



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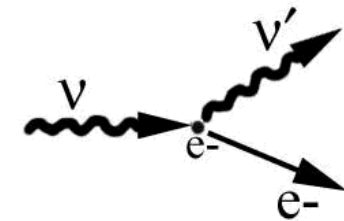
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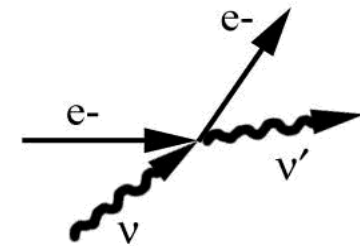
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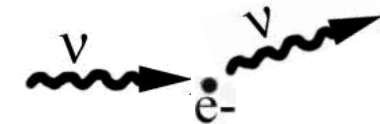
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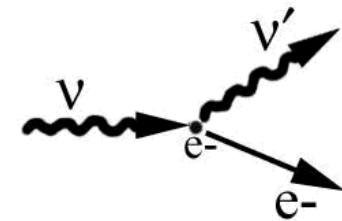
- photon just changes direction
- no energy gain or loss
- pure classical (wave) treatment



necessary conditions?

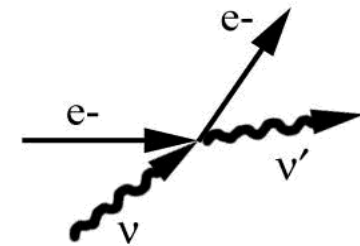
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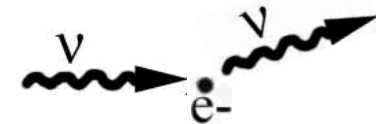
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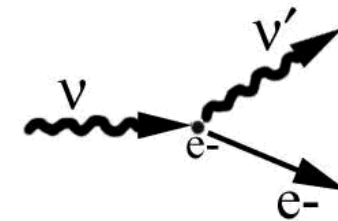


## ■ Compton scattering

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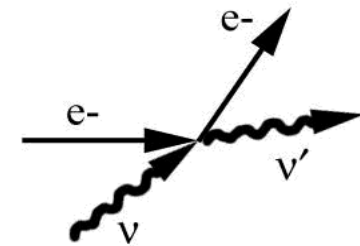
- ✓ high-energy photons
- ✓ low-velocity electrons



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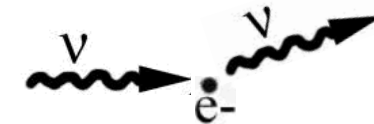
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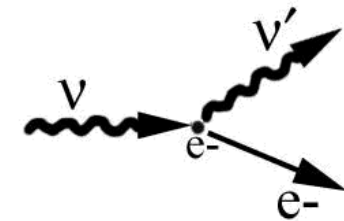


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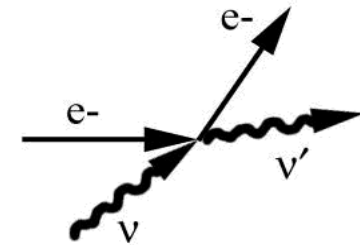
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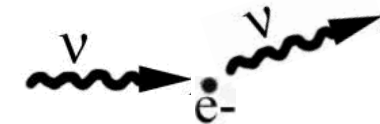
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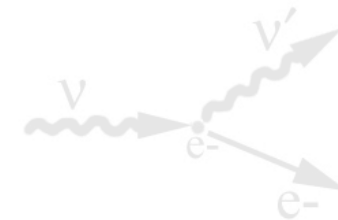
***highly relevant in astrophysics...***

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## Compton scattering

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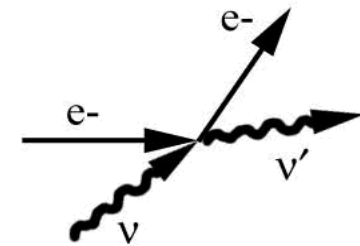
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## inverse Compton scattering takes place in...

- stellar interiors
- active galactic nuclei
- galaxy clusters

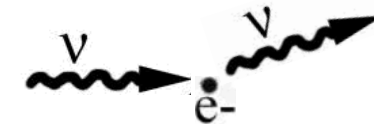
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## Thomson scattering takes places during...

- decoupling of CMB photons

- ✓ low-energy photons
- ✓ low-velocity electrons



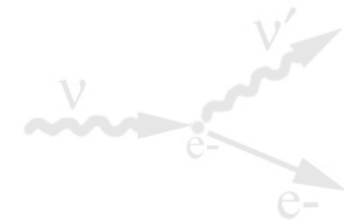
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## Compton scattering

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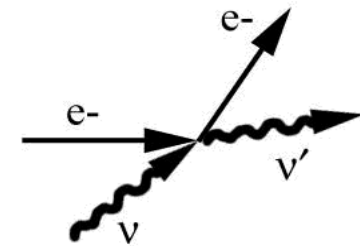
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## Thomson scattering takes places during...

- **decoupling of CMB photons**

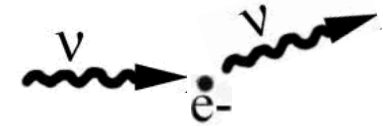
**examples**

- ✓ low-energy photons
- ✓ low-velocity electrons



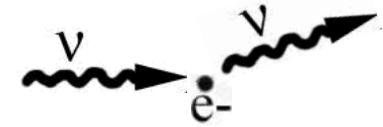
***highly relevant in astrophysics...***

- Thomson scattering
  - decoupling of CMB photons

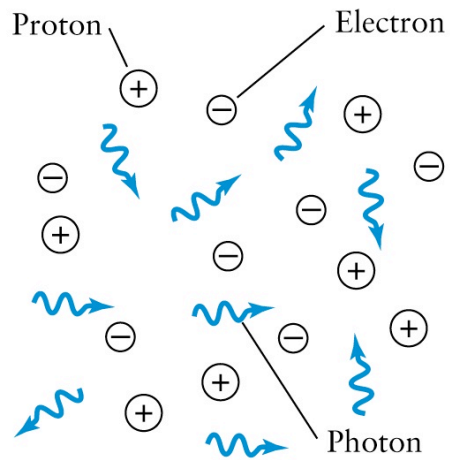


- Thomson scattering

- decoupling of CMB photons



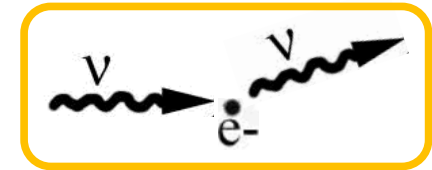
early Universe plasma



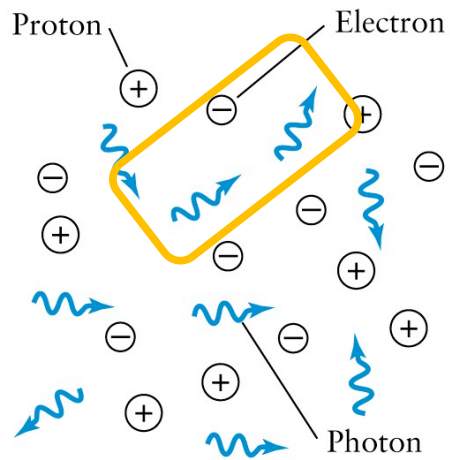
a Before recombination

- Thomson scattering

- decoupling of CMB photons



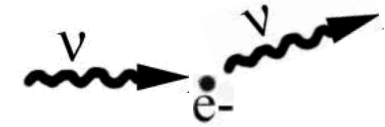
early Universe plasma



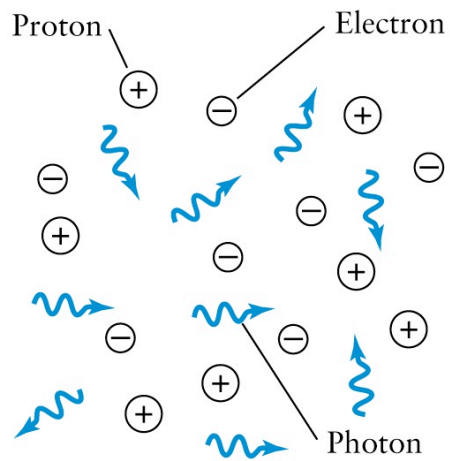
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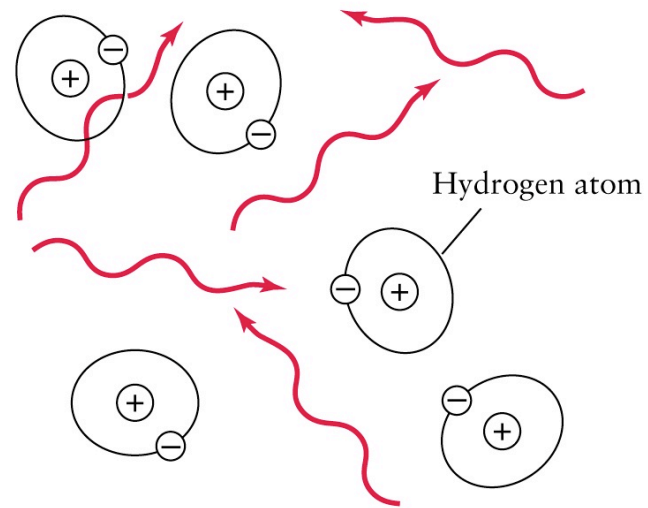


early Universe plasma



a Before recombination

'late' Universe atoms + free CMB photons

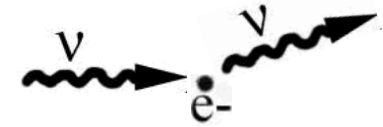


b After recombination

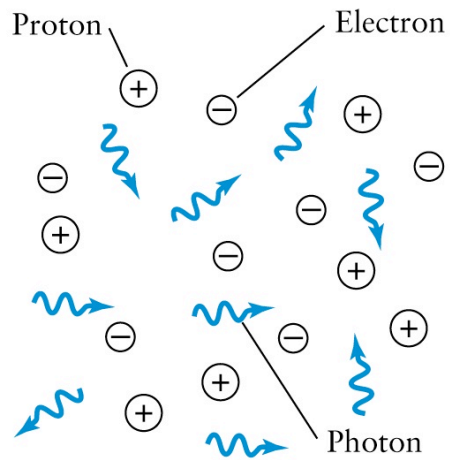


- Thomson scattering

- decoupling of CMB photons

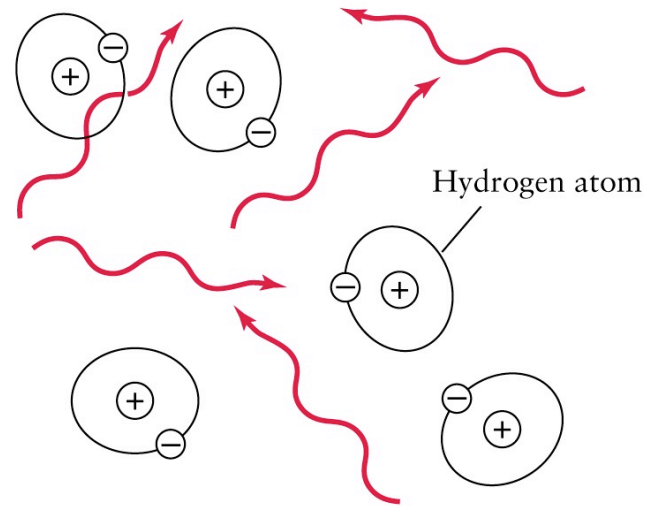


early Universe plasma



a Before recombination

'late' Universe atoms + free CMB photons



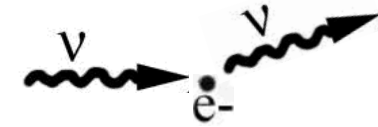
b After recombination

decoupling condition:  $\Gamma < H$

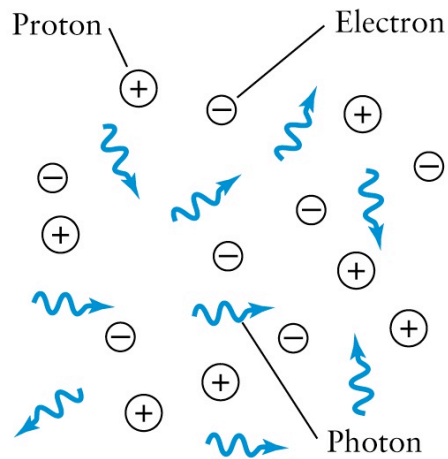
$\Gamma$ : Thomson interaction rate  
 $H$ : cosmic expansion rate

- Thomson scattering

- decoupling of CMB photons

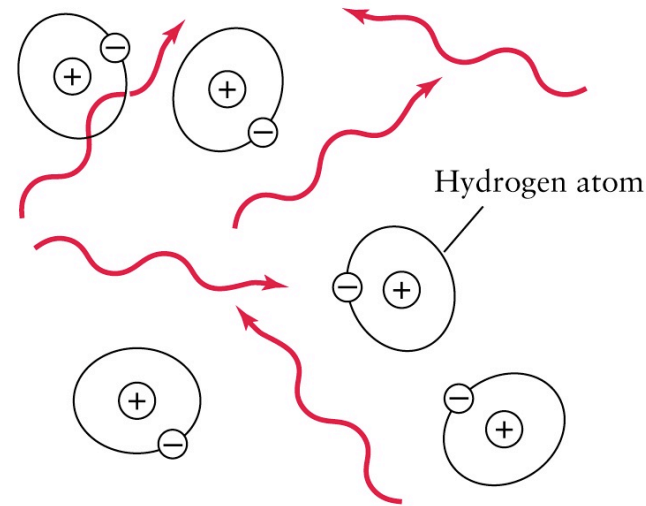


early Universe plasma



a Before recombination

'late' Universe atoms + free CMB photons



b After recombination

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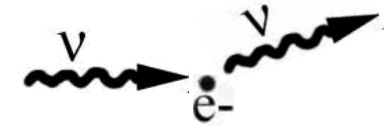
$\Gamma$ : Thomson interaction rate  
 $H$ : cosmic expansion rate

$$\Gamma_{\gamma} \approx n_e \sigma_T c$$

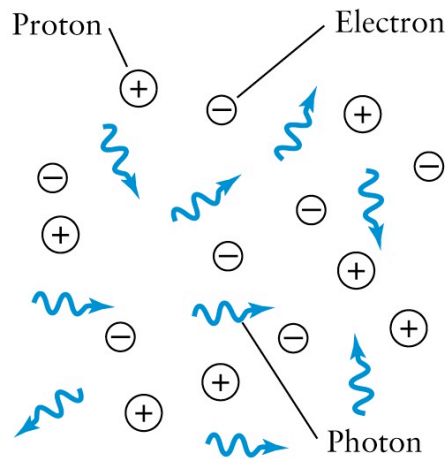
$$H = H_0 \sqrt{\Omega_{m,0}} \left( \frac{T}{T_0} \right)^{3/2}$$

■ Thomson scattering

- decoupling of CMB photons

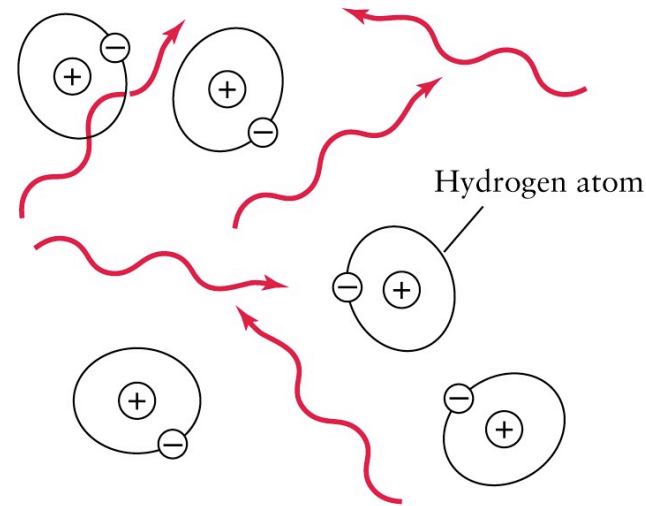


early Universe plasma



a Before recombination

'late' Universe atoms + free CMB photons



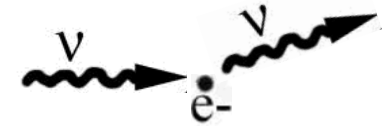
b After recombination

decoupling condition:

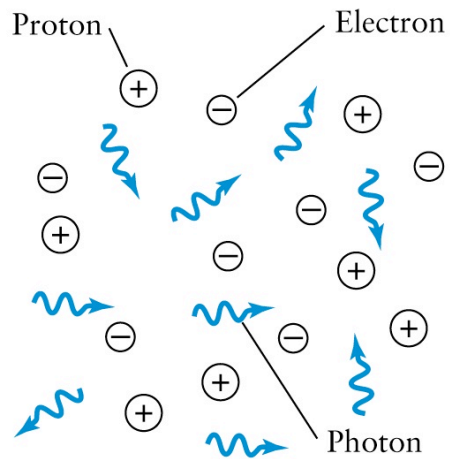
$$\eta \frac{2\xi(3)}{\pi^2} \left(\frac{k}{\hbar c}\right)^3 T_{dec}^3 X_e \sigma_T c \approx H_0 \sqrt{\Omega_{m,0}} \left(\frac{T_{dec}}{T_0}\right)^{3/2}$$

■ Thomson scattering

- decoupling of CMB photons

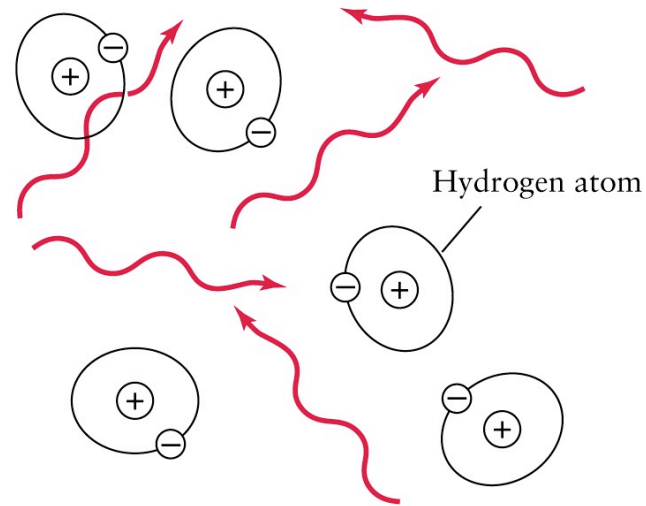


early Universe plasma



a Before recombination

'late' Universe atoms + free CMB photons



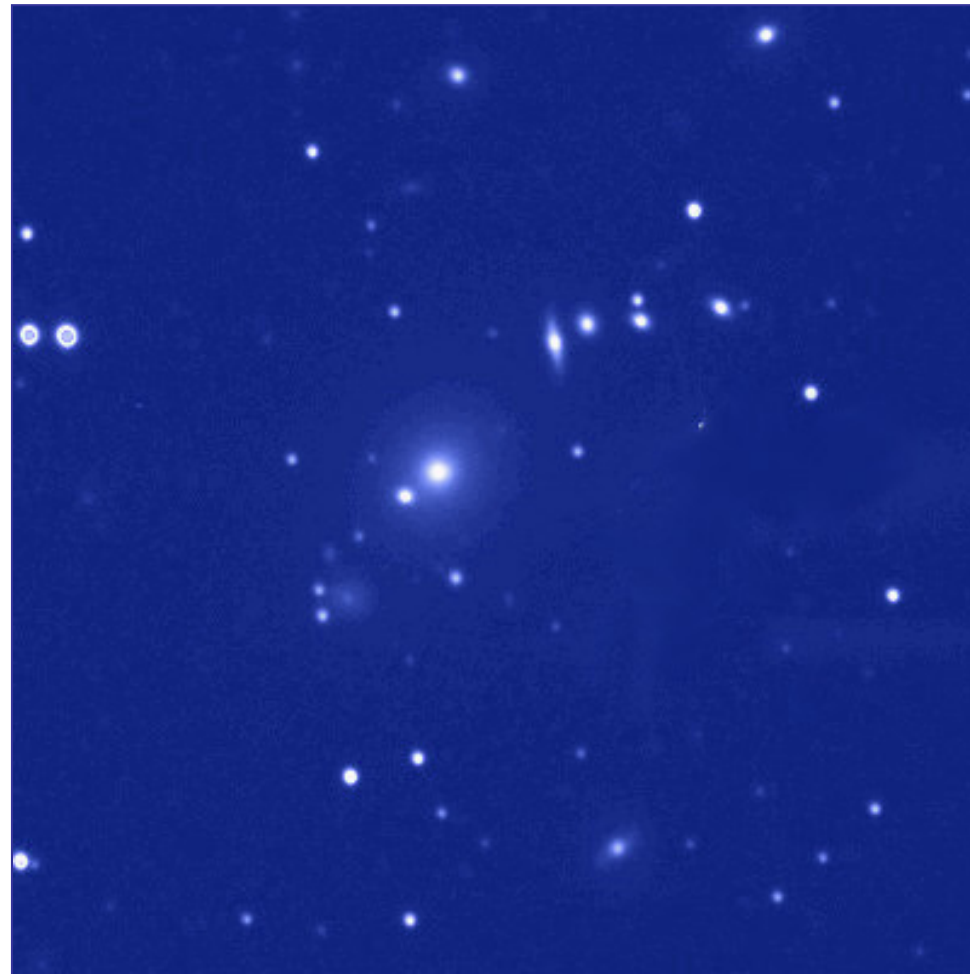
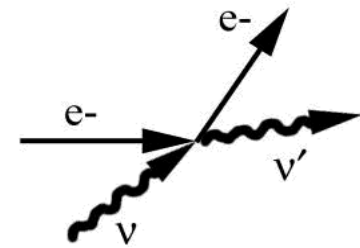
b After recombination

decoupling condition fulfilled for

$$T_{\text{dec}} = 0.27\text{eV}$$

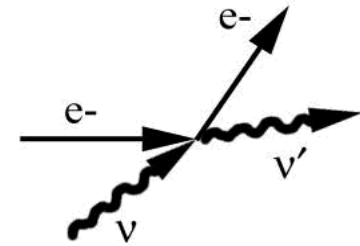
$$z_{\text{dec}} = 1090$$

- inverse Compton scattering
  - galaxy clusters



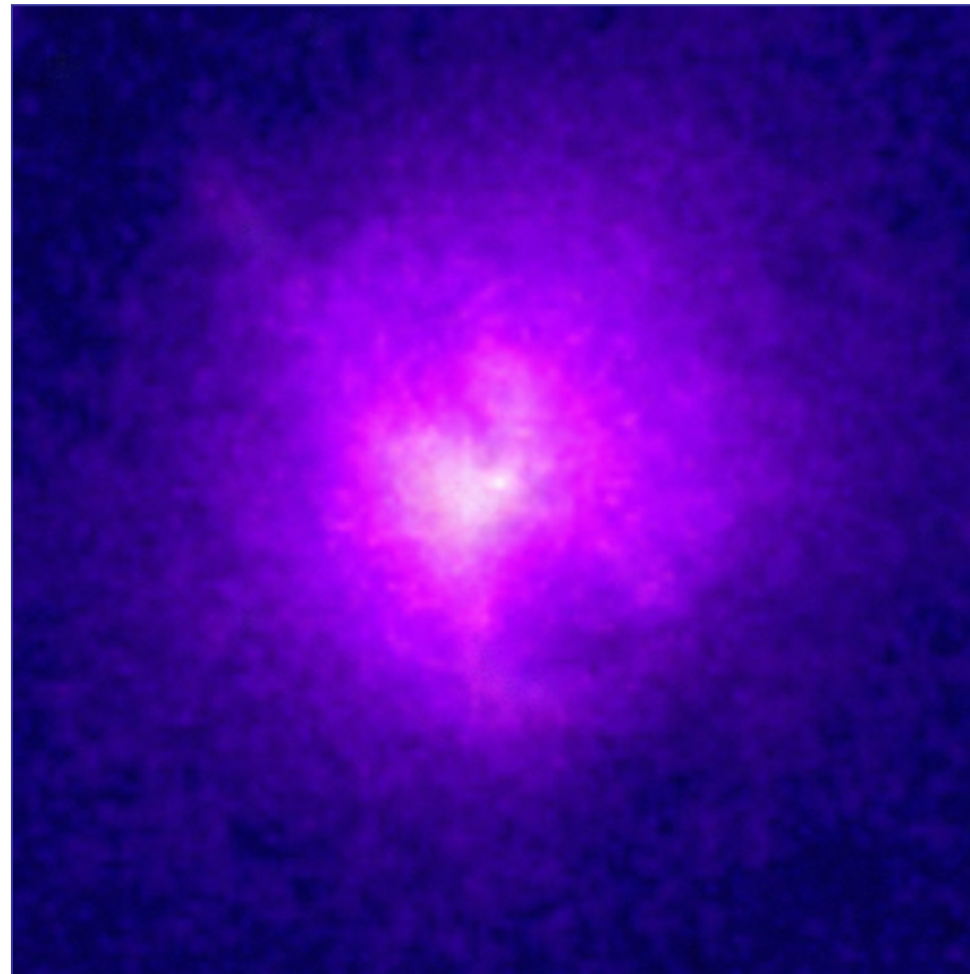
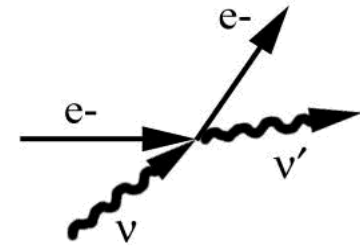
Hydra A – optical

- inverse Compton scattering
  - galaxy clusters



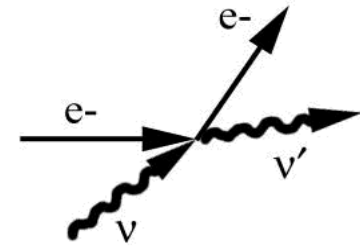
Hydra A – X-rays

- inverse Compton scattering
  - galaxy clusters

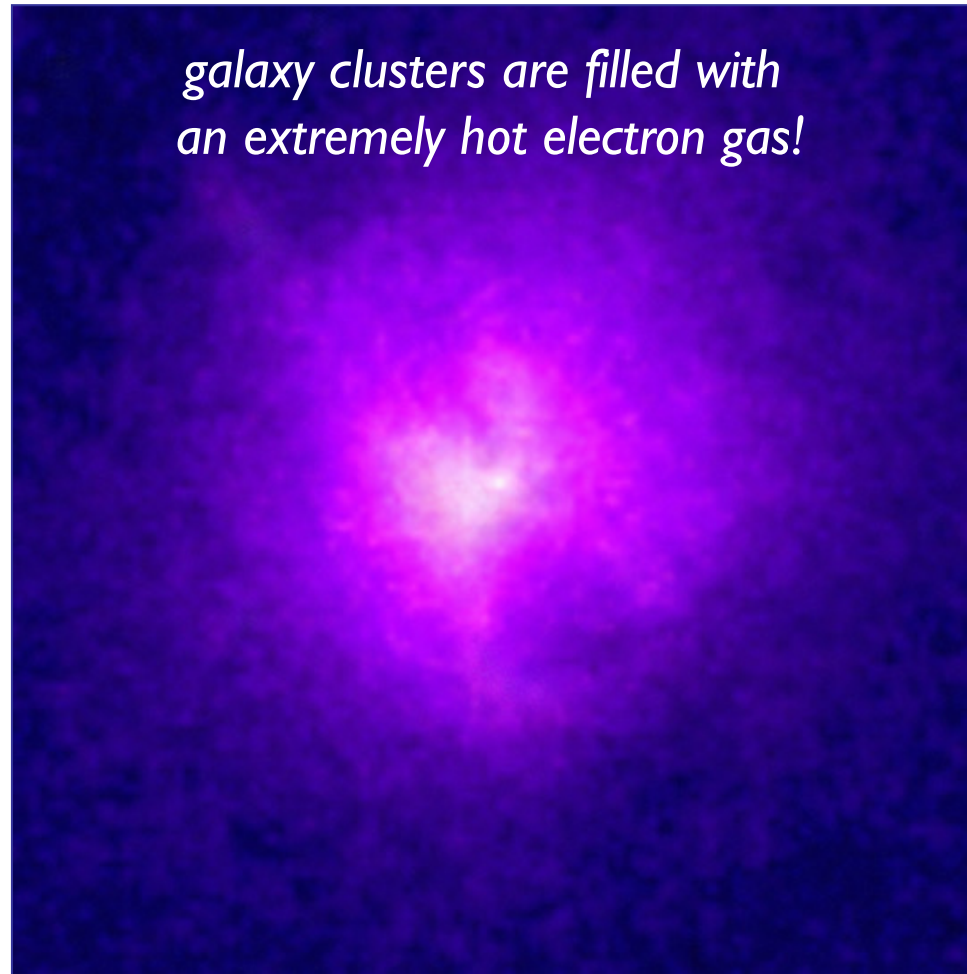


Hydra A – X-rays

- inverse Compton scattering
  - galaxy clusters



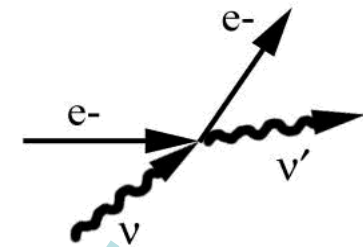
*galaxy clusters are filled with  
an extremely hot electron gas!*



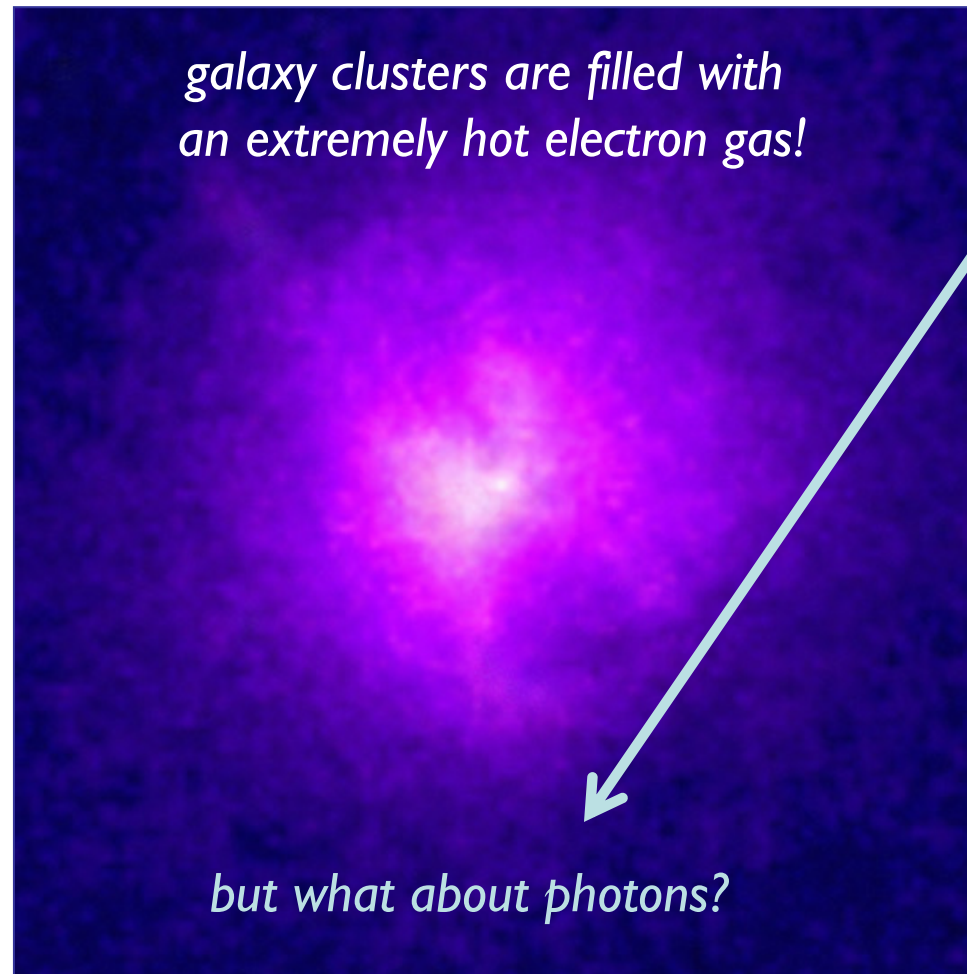
Hydra A – X-rays



- inverse Compton scattering
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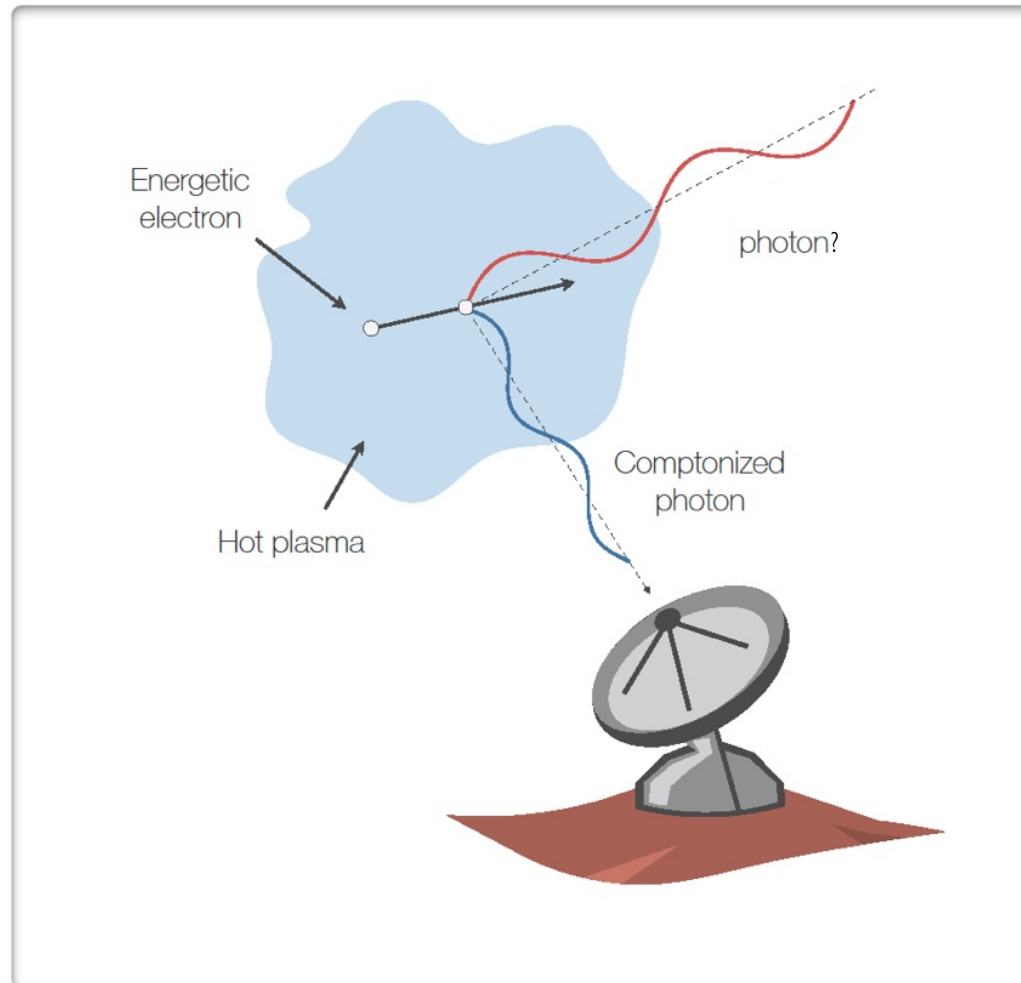
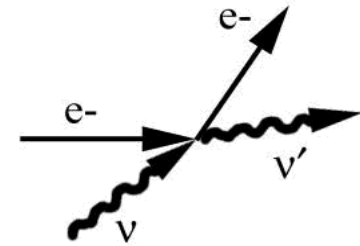


*but what about photons?*

Hydra A – X-rays

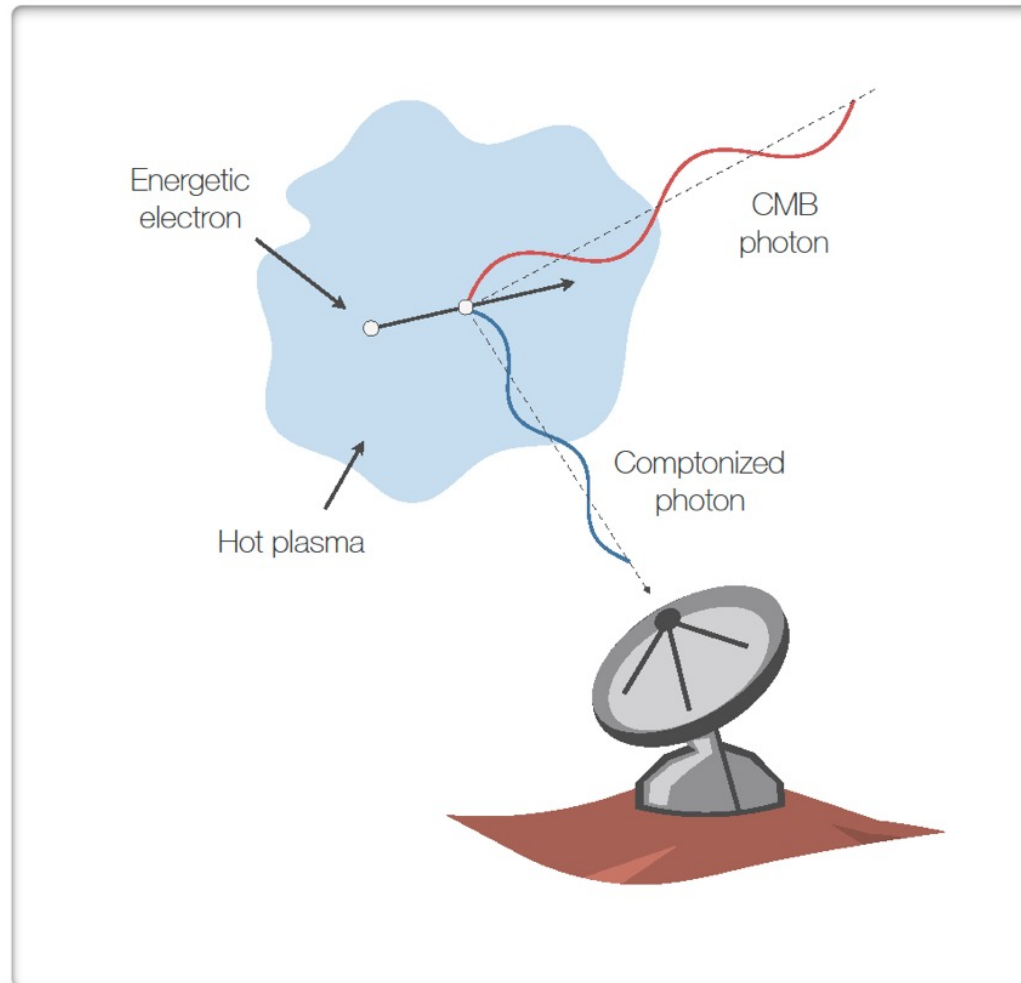
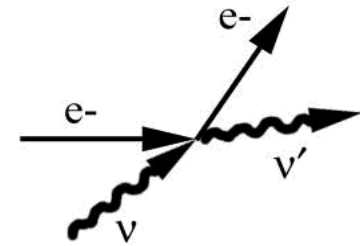
- inverse Compton scattering

- galaxy clusters



- inverse Compton scattering

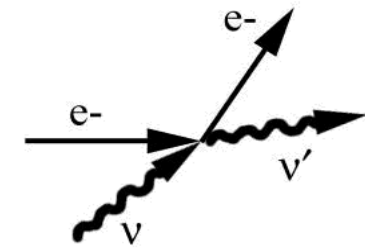
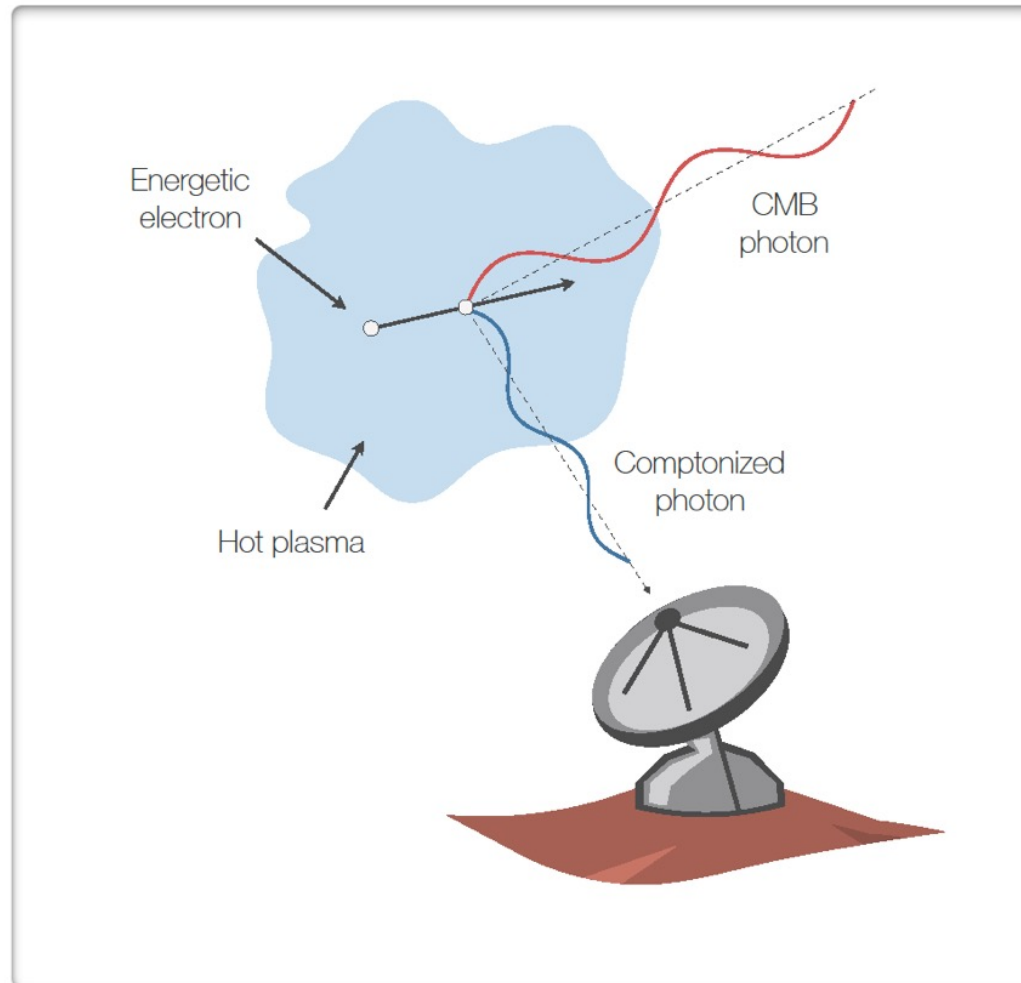
- galaxy clusters



- inverse Compton scattering

- galaxy clusters:

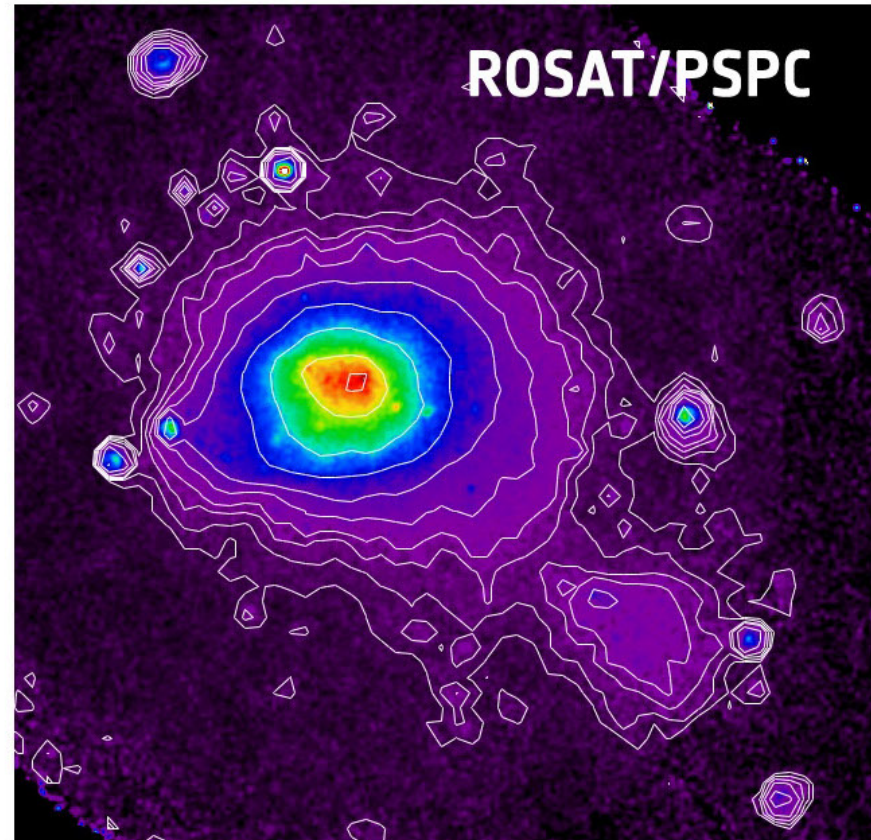
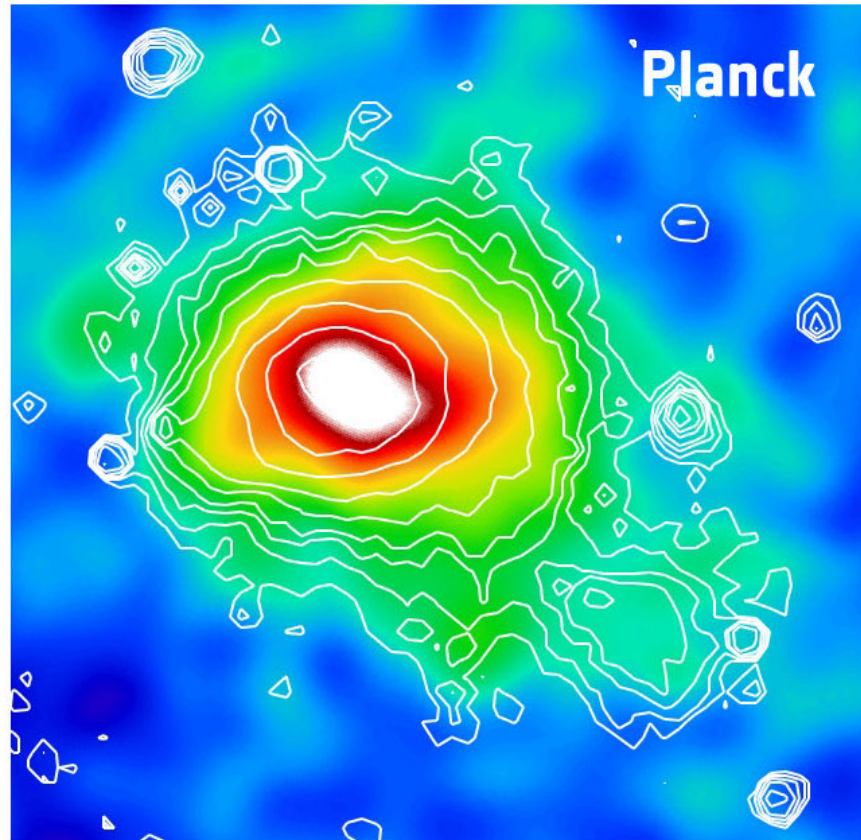
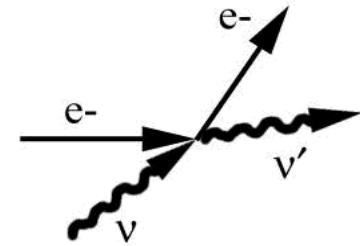
### Sunyaev-Zel'dovich effect



- inverse Compton scattering

- galaxy clusters:

**Sunyaev-Zel'dovich effect**



Coma cluster of galaxies: SZ map (left, incl. X-ray contours) vs. X-ray map (right), ESA

- emission/absorption contributions
- random walk
- photon-electron interactions
- **radiative diffusion**

- Rosseland approximation
- Eddington approximation

- Rosseland approximation

expression for the energy flux, relating it to the local temperature gradient



- Rosseland approximation

expression for the energy flux, relating it to the local temperature gradient

$$F(z) = -\frac{16\sigma_B T^3}{3\alpha_R} \frac{\partial T}{\partial z}$$

$$\frac{1}{\alpha_R} = \frac{\int \frac{1}{\alpha_\nu} \frac{dI_\nu}{dT} d\nu}{\int \frac{dI_\nu}{dT} d\nu}$$

*Rosseland mean opacity*

- Rosseland approximation

expression for the energy flux, relating it to the local temperature gradient

$$F(z) = -\frac{16\sigma_B T^3}{3\alpha_R} \frac{\partial T}{\partial z}$$

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*Rosseland mean opacity*

- Eddington approximation

approximations developed to make the modelling of stars practical...

- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

general solution: 
$$I_\nu(\tau_\nu) = I_\nu(0)e^{-\tau_\nu} + \int_0^{\tau_\nu} e^{-(\tau_\nu - \tau'_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

star\*: 
$$I_\nu(\tau_\nu) = \int_0^\infty e^{-(\tau'_\nu - \tau_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

\*going all the way from the centre ( $\tau = \infty$ ) to the surface ( $\tau = 0$ )

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$$S_\nu = \text{const.}$$

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exercise #3



- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

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star: 
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Taylor expanding  $S_\nu^*$ : 
$$S_\nu = a_\nu + b_\nu \tau_\nu$$

\*assumption:  $S$  increases (linearly) with optical depth

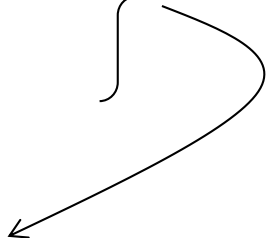
E.g. isotropy would fail to realistically transfer energy toward the surface where the photons are emitted.  
The Eddington approximation assumes there is a general transfer of energy away from the middle of the star ("up")

- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

general solution: 
$$I_\nu(\tau_\nu) = I_\nu(0)e^{-\tau_\nu} + \int_0^{\tau_\nu} e^{-(\tau_\nu - \tau'_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

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Taylor expanding  $S_\nu$ : 
$$S_\nu = a_\nu + b_\nu \tau'_\nu$$



$$I_\nu(\tau_\nu) = \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} (a_\nu + b_\nu \tau'_\nu) d\tau'_\nu$$

$$= \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} a_\nu d\tau'_\nu + \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} b_\nu \tau'_\nu d\tau'_\nu$$

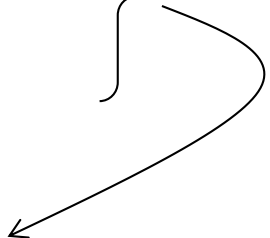
$$= a_\nu + b_\nu \tau_\nu$$

- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

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$$= a_\nu + b_\nu \tau_\nu$$

$$I_\nu(\tau_\nu) = S_\nu \quad \text{Eddington-Barbier relation}$$

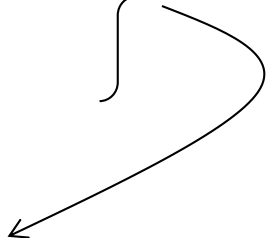


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$$= a_\nu + b_\nu \tau_\nu$$

$$I_\nu(\tau_\nu) = S_\nu \quad \text{Eddington-Barbier relation}$$

same solution as for an optical thick medium (cf. Fundamentals)

- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

general solution: 
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frequency-independent: 
$$S_\nu(\tau_\nu) = S(\tau)$$

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frequency-independent:  $S_\nu(\tau_\nu) = S(\tau)$

“grey atmosphere” approximation

- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

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star: 
$$I_\nu(\tau_\nu) = \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

frequency-independent:  $S_\nu(\tau_\nu) = S(\tau) = ?$

what is a reasonable relation?

- **Eddington approximation** (approximations developed to make the modelling of stars practical...)

general solution: 
$$I_\nu(\tau_\nu) = I_\nu(0)e^{-\tau_\nu} + \int_0^{\tau_\nu} e^{-(\tau_\nu - \tau'_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

star: 
$$I_\nu(\tau_\nu) = \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

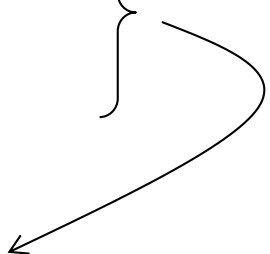
frequency-independent: 
$$S_\nu(\tau_\nu) = S(\tau) = a + b\tau$$

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star: 
$$I_\nu(\tau_\nu) = \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} S_\nu(\tau'_\nu) d\tau'_\nu$$

frequency-independent: 
$$S_\nu(\tau_\nu) = S(\tau) = a + b\tau$$



$$I_\nu(\tau_\nu) = \int_0^\infty e^{-(\tau_\nu - \tau'_\nu)} S(\tau') d\tau'_\nu$$

...

- equation of radiative transfer

$$\frac{dI_\nu}{ds} = -(\alpha_\nu + \alpha_\nu^s)I_\nu + j_\nu + \int_{\Omega} \alpha_\nu^s I_\nu \frac{d\Omega}{4\pi}$$

- scattering (in Astrophysics) = dispersion of a beam of photons by...

- inverse Compton scattering
- Thomson scattering

- random walk

- net displacement of photons  $d = \sqrt{N} l$
- number of scattering events  $N = \max(\tau^2, \tau)$