

TASI: Cosmology IV

Definitions

1. Temperature anisotropy, Θ , varies with incoming direction, \hat{n} . This can be expanded in terms of spherical harmonics

$$\Theta(\hat{n}) = \sum_{lm} \Theta_{lm} Y_{lm}(\hat{n}).$$

2. Using orthogonality of the spherical harmonics, the moments can be expressed as

$$\Theta_{lm} = \int d^2n Y_{lm}^*(\hat{n}) \Theta(\hat{n}).$$

The monopole is Y_{00} and the three components of the dipole Y_{1m} , etc. Before recombination, the monopole and dipole are significantly larger than the higher moments. This is a characteristic feature of a fluid.

3. Theories do not make predictions for particular moments Θ_{lm} . Rather they predict the distribution from which these moments are drawn; in particular they predict the variance

$$\langle \Theta_{lm} \Theta_{l'm'}^* \rangle = \delta_{ll'} \delta_{mm'} C_l.$$

Think of the C_l 's as the variance in the CMB fluctuations on an angular scale of order l^{-1} . Note that the variance is identical for all m 's corresponding to a given l . Therefore, for each l we can measure $2l + 1$ numbers to try to estimate the variance from which the numbers are drawn. So for low l it is hard to accurately estimate C_l . Quantitatively, there is a *cosmic variance* of $\sqrt{2/(2l + 1)C_l}$ associated with each C_l . no matter how accurately you measure the Θ_{lm} 's you can't extract a more accurate measurement of C_l than the floor set by cosmic variance.

Exercises

1. The speed of sound of the coupled electron-proton-photon fluid is

$$c_s^2 \equiv \frac{1}{3(1 + 3\rho_b/4\rho_\gamma)}.$$

Plot the sound speed as a function of redshift before decoupling at $z = 1089$.

2. The comoving sound horizon is the total comoving distance travelled by a sound wave. It sets the fundamental scale physical size of hot and cold spots in the CMB. Using the result from the first problem, compute the sound horizon at recombination:

$$r_s(\eta_*) \equiv \int_0^{\eta_*} d\eta' c_s(\eta').$$

3. Plot the sound horizon at recombination as a function of baryon density.
4. Compute the power spectrum of anisotropies today from the inhomogeneities on the last scattering surface.

(a) Assume that the photons we see today from direction \hat{n} come from the surface of last scattering: $\Theta(\vec{x}_0, \hat{n}, \eta_0) = (\Theta_0 + \Psi)(\vec{x} = \chi_* \hat{n}, \eta_*)$ where x_0 is our position, χ_* is the comoving distance to the last scattering surface, and η_* is the conformal time at last scattering. Fourier transform the right-hand side and expand the left in terms of spherical harmonics to get

$$\sum_{lm} \Theta_{lm} Y_{lm}(\hat{n}) = \int \frac{d^3k}{(2\pi)^3} e^{i\vec{k}\cdot\hat{n}\chi_*} (\tilde{\Theta} + \tilde{\Psi})(\vec{k}, \eta_*).$$

Now expand the exponential using

$$e^{i\vec{k}\cdot\vec{x}} = \sum_{l=0}^{\infty} i^l (2l+1) j_l(kx) P_l(\hat{k}\cdot\hat{x})$$

where j_l is the spherical Bessel function and P_l the Legendre polynomial. Expand P_l as a sum over products of spherical harmonics. Then, equate the coefficients of $Y_{lm}(\hat{n})$ to get an expression for Θ_{lm} .

(b) Square the Θ_{lm} you got in (a) and take the expectation value to get an expression for C_l . You should find

$$C_l = \frac{2}{\pi} \int_0^{\infty} dk k^2 P(k) j_l^2(k\chi_*) \left(\frac{\tilde{\Theta}_0(k, \eta_*) + \tilde{\Psi}(k, \eta_*)}{\tilde{\delta}(k, \eta_0)} \right)^2.$$

Here $P(k)$ is the power spectrum of the matter overdensity, δ , today.

5. On large scales, the ratio in brackets in the previous problem is

$$\frac{\tilde{\Theta}_0(k, \eta_*) + \tilde{\Psi}(k, \eta_*)}{\tilde{\delta}(k, \eta_0)} = -\frac{c}{k^2}$$

where c is a constant. [You can think of this as following from Poisson's equation which relates potentials (in the numerator) to overdensities (in the denominator).] Compute the large angle anisotropy spectrum, the so-called Sachs-Wolfe effect. Equation 6.574.2 from Gradshteyn and Ryzhik will be useful. Take the power spectrum to scale as k^n , and set $n = 1$ which corresponds to a scale invariant spectrum. An analytic form also exists for $n \neq 1$.