

r P(rud) an r+dr P(rud) r

Consider a volume element of gas.

Ideal gas law $P = \frac{R}{\mu} pT$

P pressure, T temperature I dersity, je molecular weight, R gas constant

· Downward force Fg = mass X accel "from gravity = dm × gr = pdrdA.gr

. Difference in pressure is

P(n+dn) - P(n)

· Force due to this is [P(r+dr) - P(r)] dA

Balance forces : grainty vs pressure

 $-pdrdA.g_r = (P(r+dr) - P(r))dA$

 $So - pg_n dr = P(r+dr) - P(r)$

 $\frac{P(r+dr)-P(r)}{dr} = -\beta gr$

 $\frac{dP}{dr} = - \mathcal{P} \mathcal{P} \qquad \text{egn of hydrostatic} \equiv^{m}.$

Equation of hydrostatic equilibrium

 $\frac{dP}{dr} = -p(r)g(r)$

Use this egn to estimate the central pressure of the San by considering whole Sun as one shell $\Delta P = P_c$ (P = 0 at edge) $\Delta R = R$ $\frac{\Delta P}{\Delta R} = -\frac{GM}{R^2} \cdot g$ p is average density $\simeq \frac{M}{p^3}$ $\Delta P = P_c = \frac{gm}{R^2} \cdot g \cdot R$ $\frac{g}{R} = \frac{g}{R^3} = \frac{g}{R^3} = \frac{g}{R^3}$ substituting for SM&R we get Pc a 10" dyn/cm2

Equation of state for ideal gas P.S.T. $P = \begin{pmatrix} P \\ m \end{pmatrix} kT$ m is man per particle

Use this & estimate of central pressure to get an estimate of the central Temp. of the Sun

H completely ionized $\Rightarrow m = \frac{1}{2} m_p$

 $T_c = \frac{mP_c}{pk}$

 $= \frac{1}{2} m_p \cdot l_c \cdot \frac{\frac{4}{3} \pi R^3}{M_0} \cdot \frac{1}{k}$

 $= 4.4 \times 10^7 K$



What are some everyday examples of hydrostatic equilibrium ?

Q Work out why the Sun doesn't explode, but just keeps burning at

a roughly constant rate for billions

of years

Energy flow from the Sun's core to its surface (Fig. 10-3)

Convection zone Sunspot pair Nuclear burning core Radiative

zone



How does the energy get out ?

Nuclear reactions give off energy in

core as y-rays.

The most of Sun's interior, these

are absorbed and re-emitted by

the atoms, and we degraded to lower

energy in the process.

This is a slow process, called a random

walk " because the emitted photon may

move in any direction

9.3 Radiative Transfer



Figure 9.11 Displacement d of a random-walking photon.

Optical depth

Transfer of radiation through an absorbing meduin (atmosphere of star, Earth's atmosphere)

Simple model : absorbers are spheres, radius r



Cross-section for absorption 3

In this case, we put 3 = cross-sectional area of sphere $o^2 = \pi n^2$

(3 is used in a more probabilistic sense in quantum mechanics, nuclear physics, etc.)

Consider a cylinder: length l

area A n spheres / wint volume

Volume of cylinder = CA Total no of spheres N = n (A

IF spheres dont shadow each other $(ie \ \partial_{tot} << A)$

Total cross-sectional area seen by incoming radiation of = N 3 =nlA2

Fraction of light absorbed is fraction

= 8400

= read

nl3

covered by spheres

Optical depth τ (dimensionless)

 $\tau = n \, l \, \sigma$

n is number density (1/cm³); *l* is length (cm) and σ is cross section (cm²)

Optical depth $\tau = n l \sigma$

Think of this from the point of view of the photon ... not only how far it travels but what it encounters

We can see down to about optical depth = 1 in the Sun, for example



Prof Mihos has this nice diagram in his 221 notes which shows that astronomers will use τ instead of length

 $I_{0} \qquad I_{1} \qquad I_{2} \qquad \cdots \qquad F_{n}$ $d\tau \qquad d\tau \qquad d\tau \qquad d\tau \qquad d\tau$ This was derived assuming few absorptions (3tot << A ie nCA3 << A nl3 << 1 2 << 1) In Iour What if you have many? dr Divide into small layers with 2 41 for each dI = Iout -Iin 2 is fraction absorbed = -IdzIF 2 <</ regative since intensity $\frac{dI}{T} = -d\chi$

Integrate this : 2' goes from 0 to 2 I' goes from Io to I

 $\frac{dI'}{I'} = -d\mathcal{E}'$



 $\left[\alpha I'\right]_{I_{o}}^{I} = -\left[\gamma'\right]_{o}^{2}$

h I/ = -2

 $I = I_0 e^{-2}$



praction absorbed - radiation coming

out goes exponentially with 2



Figure 6.5 e^{-τ} vs. τ, showing the falloff in transmitted radiation as the optical depth increases. Note that the curve looks almost linear for small τ. For large τ, it asymptotically approaches zero.

For 2 221 e-2 = 1-2 * So I = Io (1-2) and I is fraction absorbed Maximum absorbed has to be 1! $e^{x} = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \cdots$

· absorption coefficient X2 = n32 number, of absorptions per whit length, since it is $\frac{\pi}{2}$

. Mean free path = length between absorptions = Xa = <u>/</u>

In a typical gas a room temperature & pressure molecules are of size ~ 10⁻⁸ cm (1Å) mean free path (for collisions) ~ 10⁻⁵ cm ie 1000 x diameter of molecule

In the real case of radiative transfer

through the Sun, we need to consider

emission as well as absorption in

each layer.

In general

(most light gets the) * Optically thin 2 << /

2 >> 1 (most light absorbed) " Optically thick "

Examples of optically thick :

Earth's atmosphere in far-UV





Convection:



FIGURE 11.2 A schematic diagram of the Sun's interior.

Granulation shows convection:





G-band SST solar image (Lites et al. 1990)



3D RHD models necessary



Nordlund et al. (2009)





- Helioseismology

- Solar neutrinos

- lifetimes of Sun-like stans