

# Radiative processes, stellar atmospheres and winds (WS 2017)

## Problem set 2

### Problem 1 [5 points] *Color indices*

[To understand the physical background of this problem, please study p. 60/61 of the script by yourself.]

Apparent magnitudes from stars might be approximated by the relation

$$m_\lambda \approx -2.5 \log_{10}(\pi B_\lambda(T) \Delta_\lambda (R_*/d)^2) + C_\lambda,$$

if one (i) neglects interstellar absorption (“reddening”), (ii) assumes that the star is a black-body radiator, and (iii) approximates the sensitivity function of the photometer by a rectangular shape with amplitude ‘1’ around ‘effective wavelength’  $\lambda$  within the ‘effective bandwidth’  $\Delta_\lambda$ , and ‘0’ elsewhere.  $m_\lambda$  is the magnitude at band  $\lambda$ ,  $B_\lambda$  is the Planck-function at effective wavelength  $\lambda$ ,  $R_*$  is the stellar radius, and  $d$  is the distance to the star.  $C_\lambda$  is a constant for the considered band, set from certain conditions (roughly: all magnitudes of the A0V star Vega shall be zero).

In the above approximation for  $m_\lambda$ , the following issues were considered:

- Since the star has been approximated by a black-body radiator, its (outward directed) flux is given by  $F_\lambda = \pi B_\lambda(T)$  (p. 61, right).
- The integral over the response function  $S(\lambda)$ ,  $\int F(\lambda)S(\lambda)d\lambda$ , collapses to  $F_\lambda \Delta_\lambda$  in the above approximation.
- the factor  $(R_*/d)^2$  arises because of the quadratic dilution of the radiation field. Since, in the absence of interstellar absorption, the total energy/time remains conserved, i.e.,  $L = F_* \cdot 4\pi R_*^2 = F_{\text{earth}} \cdot 4\pi d^2$ , we find  $F_{\text{earth}} = F_*(R_*/d)^2$ .

Now to the actual problem. For the blue supergiant  $\zeta$  Pup (Naos, O4If, surface temperature  $\approx 40,000$  K), the brightest O-star on the southern sky,  $U = 0.88$ ,  $B = 1.97$ , and  $V = 2.25$ .

Table 1: Effective wavelengths and bandwidths (in Å) for the UBV system

Magnitude	effective wavelength	bandwidth
U	3640	680
B	4420	980
V	5400	890

- a) Approximate, from these numbers, the constants  $C_{U-B} = C_U - C_B$  and  $C_{B-V} = C_B - C_V$  for the color indices  $U - B$  and  $B - V$  (for effective wavelengths and bandwidths, see Table 1).
- b) Using the constants derived in a), approximate the color indices  $U - B$  and  $B - V$  for stars with surface temperatures between 10,000 K and 60,000 K, with stepsize 10,000 K.
- c) Plot a color-color diagram ( $U - B$  vs.  $B - V$ , with x-axis  $B - V$ ) for these ‘stars’. Draw your axes in such a way that the bluest stars appear in the upper left corner. What do you conclude? (Compare Problem 1.3).
- d) What could be the reason that the approximate  $U - B$  color index at 10,000 K is significantly different from zero as it should be because of the above normalization convention (Vega)? (Hint: consider the actual flux distribution of an A0 star, see lecture script).

**Problem 2** [4 points] *Number density of blackbody photons*

- a) Show that the number density of blackbody photons,  $n_\lambda d\lambda$ , is given by

$$n_\lambda d\lambda = \frac{8\pi}{\lambda^4} \frac{1}{\exp(hc/(\lambda kT)) - 1}$$

- b) Calculate the total number of (blackbody) photons inside a kitchen oven at 250°C, assuming a volume of 0.5 m<sup>3</sup>.  
Hint:  $\int_0^\infty x^2/(\exp(x) - 1)dx = 2\text{Zeta}(3) = 2.40411$ , with Zeta(x) the Zeta-function.

**Problem 3** [3 points] *Average blackbody photon energy*

- a) Use the results from Problem 2b) and the relations from the script to show that the average energy per blackbody photon,  $u/n$ , is given by

$$\frac{u}{n} = 2.70kT,$$

where  $u$  is the total energy density and  $n$  the total number density of black body photons of all wavelengths.

- b) Calculate the average energy per blackbody photon at the center of the Sun ( $T \approx 1.57 \cdot 10^7$  K) and in the solar photosphere ( $T = 5777$  K). Express your results in units of electron Volt (eV).

Have fun, and much success!