



Gravitational Waves

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Outline

- 1 Motivation for Gravitational Waves
- 2 Conceptual Introduction to General Relativity
- 3 Gravitational Waves on a Flat Background
- 4 Gravitational Wave Detection



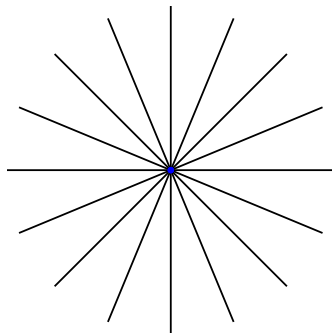
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Action at a Distance

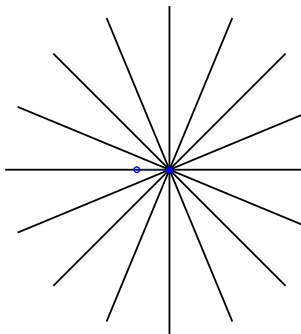
- Newtonian gravity:
mass generates
gravitational field
- Lines of force point
towards object





Issues with Causality

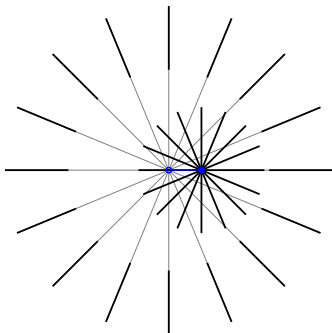
- Move object; Newton says:
lines point to new location
- Relativity says:
can't communicate
faster than light
to avoid paradoxes
- You could send me
supraluminal messages
via grav field





Gravitational Speed Limit

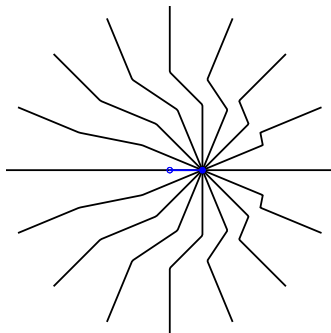
- If I'm 10 light years away, I can't know you moved the object 6 years ago
- Far away, gravitational field lines have to point to old location of the object





Gravitational Shock Wave

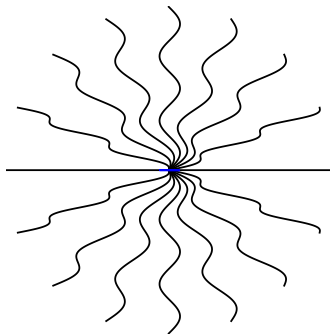
- Sudden motion (acceleration) of object generates gravitational shock wave expanding at speed of light





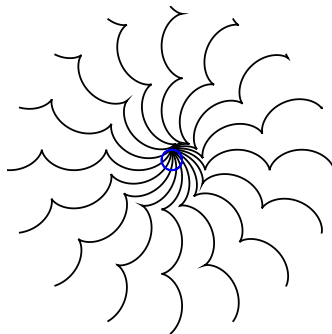
Ripples in the Gravitational Field

- Move object back & forth
→ gravitational wave
- Same argument applies to electricity:
 - can derive magnetism as relativistic effect
 - accelerating charges generate electromagnetic waves propagating @ speed of light



Gravitational Wave from Orbiting Mass?

- Move around in a circle
- Still get grav wave pattern, but looks a bit funny
- Time to move beyond simple pseudo-Newtonian picture





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The Equivalence Principle

- Funny thing about (Newtonian) gravitational forces: always proportional to an object's mass, something in a gravitational field undergoes the same acceleration, no matter what it is
- Fictitious forces (e.g., centrifugal force) in non-inertial (accelerating, rotating, etc) reference frames behave the same way
- In Einstein's general relativity, gravity is something like a fictitious force which only manifests itself because the reference frame is non-inertial
- The catch: **NO** (globally) inertial reference frames!



A Thought Experiment

- In a freely falling elevator: Can you tell you're not in space?
- You, the elevator, and anything you drop are accelerating downwards at 9.8 m/s^2 \rightarrow no relative acceleration



A Thought Experiment

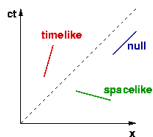
- In a freely falling elevator: Can you tell you're not in space?
- You, the elevator, and anything you drop are accelerating downwards at 9.8 m/s^2 \rightarrow no relative acceleration
- Actually, you can tell if the elevator is big enough:
 - Top of elevator farther from Earth \rightarrow grav field weaker \rightarrow stuff accelerates less \implies accelerates up in elevator frame
 - Bottom of elevator closer to Earth \rightarrow grav field stronger \rightarrow stuff accelerates more \implies down in elevator frame
 - stuff @ sides accel inward bc lines to ctr of \oplus converge
- This relative acceleration is measurable manifestation of gravity: **tidal force**



Spacetime Geometry

- Recall in special relativity, speed of light c same for all inertial observers
- Given pair of events, different observers measure different Δx , Δy , Δz & even Δt , but all agree on

$$(\Delta s)^2 = -c^2(\Delta t)^2 + (\Delta x)^2 + (\Delta y)^2 + (\Delta z)^2$$



- If $(\Delta s)^2 = 0$, have **lightlike** or **null**-sep events
- If $(\Delta s)^2 > 0$, have **spacelike**-separated events
- If $(\Delta s)^2 < 0$, have **timelike**-separated events



Notational Simplifications

- Work in **units** where $c = 1$ (defines what we mean by measuring **time** in **meters** and **distance** in (light-)seconds)
- Four-vector $\{x^\alpha\} = \{x^0, x^1, x^2, x^3\} = \{t, x, y, z\}$
- **Einstein summation convention**: implied sum over **repeated** indices so for example
 $g_{\alpha\beta} V^\alpha V^\beta$ means $\sum_{\alpha=0}^3 \sum_{\beta=0}^3 g_{\alpha\beta} V^\alpha V^\beta$
& $g_{ij} V^i V^j$ means $\sum_{i=1}^3 \sum_{j=1}^3 g_{ij} V^i V^j$

- So $(\Delta s)^2 = \eta_{\alpha\beta} \Delta x^\alpha \Delta x^\beta$ where $\{\eta_{\alpha\beta}\} = \begin{pmatrix} -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$



General Relativity in a Nutshell

- In GR, talk about infinitesimal separations $\Delta \rightarrow d$
- Geometry described by

$$(ds)^2 = g_{\alpha\beta} dx^\alpha dx^\beta$$

$g_{\alpha\beta}(\{x^\gamma\})$ in general is not the flat Minkowski metric $\eta_{\alpha\beta}$

- You can always choose coordinates so that
at one point $g_{\alpha\beta} = 0$ & $\frac{\partial g_{\alpha\beta}}{\partial x^\gamma} = 0$
(equivalence principle)
- Cannot get rid of $\frac{\partial^2 g_{\alpha\beta}}{\partial x^\gamma \partial x^\delta}$, even at a point (tidal effects)
- Einstein's equations describe how $\frac{\partial^2 g_{\alpha\beta}}{\partial x^\gamma \partial x^\delta}$ determined by density of matter and energy



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Gravitational Wave as Metric Perturbation

- Full GR complicated (choice of coörds, global struct, etc)
- Far from source, much simpler:
 - \approx a plane wave
 - GW $h_{\alpha\beta}$ is a small perturbation on top of flat metric $\eta_{\alpha\beta}$
 $g_{\alpha\beta} = \eta_{\alpha\beta} + h_{\alpha\beta}$
 - Can choose coörds to leave only two polarization states;
E.g. Plane wave propagating in z direction

$$\{h_{\alpha\beta}\} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & h_+ & h_\times & 0 \\ 0 & h_\times & -h_+ & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix} e^{i2\pi f(z-t)}$$

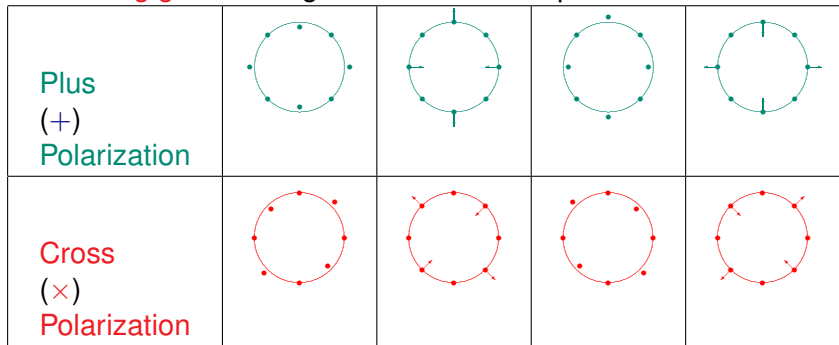
h_+ and h_\times are amplitudes of “plus” and “cross” pol states.

$$\vec{h} = [h_+ \vec{e}_+ + h_\times \vec{e}_\times] e^{i2\pi f(\hat{k}\cdot\vec{r}-t)}$$



Effects of Gravitational Wave

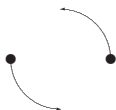
Fluctuating geom changes distances btwn particles in free-fall:





Gravitational Wave Generation

- Generated by **moving/oscillating mass** distribution
- Classic example: orbiting **binary** system



- (e.g., **Binary Pulsar 1913+16**
– **Observed** energy loss agrees w/**GW prediction**)



The Polarization Basis

- wave propagating along \hat{k} ;
construct $\vec{e}_{+,x}$ from \perp unit vectors $\hat{\ell}$ & \hat{m} :

$$\vec{e}_+ = \hat{\ell} \otimes \hat{\ell} - \hat{m} \otimes \hat{m} \quad \vec{e}_x = \hat{\ell} \otimes \hat{m} + \hat{m} \otimes \hat{\ell}$$

- arbitrary choice of $\hat{\ell}$ within plane $\perp \hat{k}$ (fixes $\hat{m} = \hat{k} \times \hat{\ell}$)
Free to choose polarization basis convenient to situation



Example: Linear polarization

- Consider binary system seen edge on:
masses seen going back & forth in one direction; call that $\hat{\ell}$
- In that pol basis, $h_x = 0$ and only h_+
linear polarization

$$h_+ = A \cos \Phi(t)$$

$$h_x = 0$$

with $|A_+| > |A_x|$



Example: Circular polarization

- Consider binary system seen face on:
masses seen going in circle
- In any pol basis, h_+ & h_\times have same amp; out of phase
circular polarization

$$h_+ = A \cos \Phi(t)$$

$$h_\times = A \sin \Phi(t)$$



Example: Elliptical polarization

- General case: binary system seen at an angle: masses seen going around an ellipse; long axis of that ellipse picks preferred direction $\hat{\ell}$ for pol basis
- In that pol basis, h_+ & h_\times out of phase; h_+ has greater amp
elliptical polarization

$$h_+ = A_+ \cos \Phi(t)$$

$$h_\times = A_\times \sin \Phi(t)$$

with $|A_+| > |A_\times|$



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Measuring GWs w/Laser Interferometry

Interferometry: Measure GW-induced distance changes

- Measure small change in

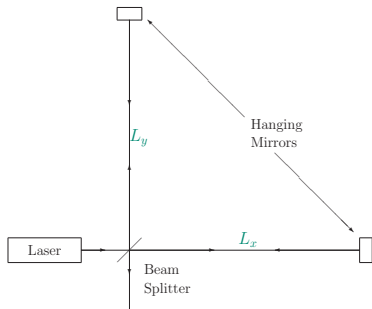
$$\begin{aligned}
 L_x - L_y &= \sqrt{g_{11}} L_0^2 - \sqrt{g_{22}} L_0^2 \\
 &= \sqrt{(1 + h_{11})} L_0^2 - \sqrt{(1 + h_{22})} L_0^2 \\
 &\approx L_0 \frac{h_{11} - h_{22}}{2} \sim L_0 h_+
 \end{aligned}$$

- More gen,

$$(L_1 - L_2)/L_0 = \vec{h} : \vec{d}$$

with “response tensor”

$$\vec{d} = \frac{\hat{n}_1 \otimes \hat{n}_1 - \hat{n}_2 \otimes \hat{n}_2}{2}$$





Rogues' Gallery of Ground-Based Interferometers



LIGO Hanford (Wash.)



LIGO Livingston (La.)



GEO-600 (Germany)



Virgo (Italy)



Summary

- Relativistic causality implies gravitational waves
- General Relativity describes gravity as geometry
- Far from source, GWs are plane waves w/2 pol states
- GW detectors measure fluctuations in distances