

# PHYS 480/581: General Relativity

## A Metric for the Universe

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### I. THE VERY LARGE, EXPANDING UNIVERSE

For a very long time, most astronomers thought that the whole Universe was simply our own galaxy. From there, some of the main steps towards establishing the very large, expanding Universe that we know today are:

- In 1924, when Hubble made a convincing argument that “nebulae” (fuzzy objects in the night sky, see right panel of Fig. 1) were not part of the Milky Way, but distinct galaxies. This was initially published in the New York Times on November 23rd, 1924 (see left panel of Fig. 1).



FIG. 1. **Left Panel:** New York Times article announcing Hubble’s discovery that nebulae are “island universes” (galaxies) similar to our own. **Right panel:** Photographic plate image of the Andromeda galaxy taken with the 100-inch Hooker telescope on Mount Wilson in 1923. Note the two stars labeled with  $N$ , marking them as variable stars (cepheids), which Hubble used to measure the distance to Andromeda.

- Then, Lemaître (in 1927) and Hubble (in 1929) established that there is a linear relationship between the distance  $d$  to a galaxies and its recession speed  $v$

$$v \approx H_0 d, \quad (1)$$

where  $H_0$  is called the Hubble constant. This is now known as the Hubble-Lemaître law. This linear relationship is illustrated in Fig. 2. This discovery showed that the Universe is expanding, a prediction of General Relativity initially rejected by Einstein, but then quickly accepted by the whole astronomical community. Note that Eq. (1) is only valid for relatively short distances, and need to be generalized for more distant galaxies.

### II. THE COSMOLOGICAL PRINCIPLE

In the early days of General Relativity, Einstein postulated that a most natural universe would be both *homogeneous* and *isotropic*. This is now known as the cosmological principle.

- **Isotropy:** On average, the Universe looks the same in every direction; there is no special direction.
- **Homogeneity:** On average, every large-enough region looks the same; there is no preferred center or point in the Universe.

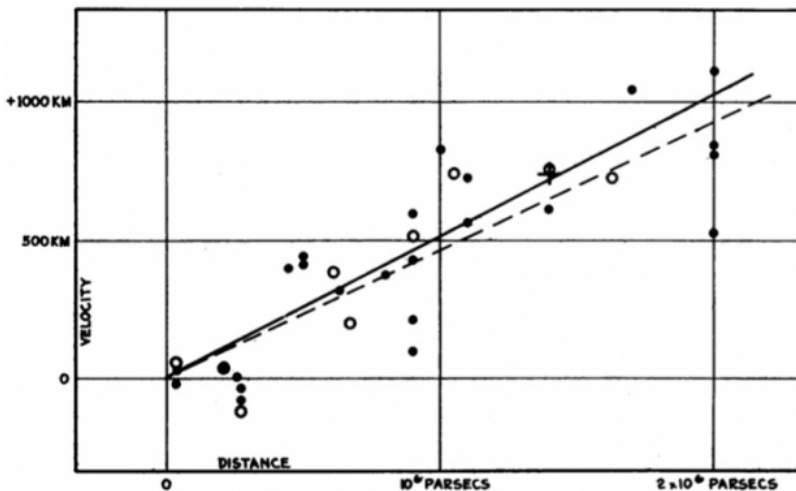


FIG. 2. First measurement of the Hubble-Lemaître law by Hubble in 1929. Note that errors in the measurement of distance lead Hubble to infer a value of  $H_0$  that is nearly 10 times larger than the actual value known today.

Detailed observations of the cosmic microwave background (CMB) and of the distribution of galaxies on large scales validate the Cosmological Principle to a high degree of accuracy. The Cosmological Principle coupled with the expansion of the Universe means that the expansion has no preferred center. That is, just like we see every galaxy in the sky moving away from us, any observer in any of these other galaxies will also see every galaxies moving away from them. This is illustrated in Fig. 3 below, where you can think of galaxies on a regular cartesian grid. In an homogeneous isotropic expanding Universe, the grid itself is expanding uniformly: every galaxy see its nearest neighbors receding away.

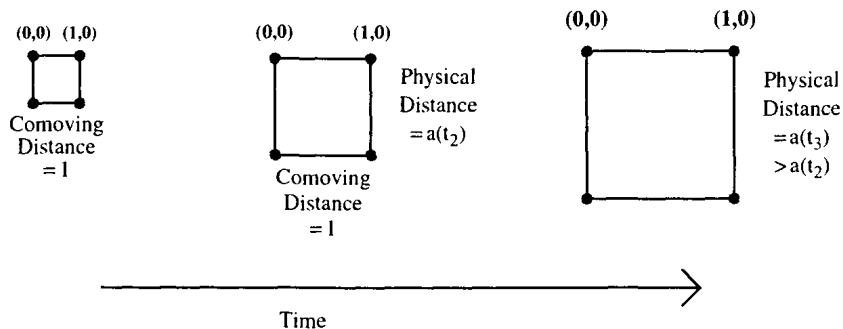


FIG. 3. Homogeneous and isotropic expansion. In comoving coordinates, the coordinates of the points are fixed, but the physical distance between them expands with the scale factor  $a(t)$ . Figure from Dodelson (2003).

### III. THE METRIC OF THE UNIVERSE

We would like to write down a trial metric that respects the Cosmological Principle and can describe an expanding universe. In homework 9, we've already introduced the metric

$$ds^2 = -dt^2 + a^2(t)[dx^2 + dy^2 + dz^2], \quad (2)$$

where  $a(t)$  is a dimensionless function of coordinate time called the *scale factor*. Note that this metric satisfies the Cosmological Principle: the coordinate  $x$ ,  $y$ , and  $z$  are all treated equally so the metric is spatially isotropic, and none of the metric component depends explicitly on the coordinates  $(x, y, z)$  so the metric is the same at every point in space (that is, it is spatially homogeneous). Further, if  $a(t)$  is an increasing function of time than it could describe the

expansion of the Universe. Thus, the metric above is a good first guess. The coordinates used to write it down are called *comoving* coordinates. In this coordinate system, the spatial coordinates of events are fixed, but the coordinate grid itself is expanding (see Fig. 3).

### A. Distances and Ages

On the coordinate grid, the comoving distance  $d_c$  between coordinate points is always fixed. To compute the *physical* distance  $d_p$  between two grid points, one simply needs to multiply the comoving distance by the value of the scale factor at the time of interest, that is,

$$d_p(t) = a(t)d_c. \quad (3)$$

Note that we usually normalize  $a(t)$  such that  $a(t_0) = 1$  today, where  $t_0$  is the age of the Universe. So, *today* the physical and comoving distance between two spacetime events coincide, but this wasn't true in the past and won't be true in the future. It is also usually assumed that at the Big Bang ( $t = 0$ ), we have  $a(0) = 0$ .

An example of this is the comoving distance travelled by a streaming photon moving along the  $x$ -axis since the Big Bang ( $t = 0$ ). Since photons travel on null (lightlike) trajectories, we have  $ds^2 = 0$ . The comoving distance is then

$$\begin{aligned} dx &= \frac{dt}{a(t)} \\ \int_0^{d_c} dx &= \int_0^t \frac{dt'}{a(t')} \\ d_c(t) &= \int_0^t \frac{dt'}{a(t')}. \end{aligned} \quad (4)$$

The *physical* distance travelled by the photon is then

$$d_p(t) = a(t) \int_0^t \frac{dt'}{a(t')}. \quad (5)$$

Note that to solve these integrals, we need to know the behavior of  $a(t)$ , which is gotten by solving the Einstein equation. At this point, it is important to introduce the *Hubble rate*

$$H \equiv \frac{\dot{a}}{a}, \quad (6)$$

where a dot represents a derivative with respect to coordinate time  $t$ . In general, the Hubble rate  $H$  is a function of time. Again, this time dependence will be specified via the Einstein equation. The Hubble rate provides us a way to compute the age of the Universe (and more generally, the amount of coordinate time between any two spacetime events). Using the fact that

$$\begin{aligned} \frac{da}{dt} &= aH \\ \frac{da}{aH} &= dt, \end{aligned} \quad (7)$$

the age of the Universe is

$$\begin{aligned} t_0 &= \int_0^{t_0} dt \\ &= \int_0^1 \frac{da}{aH}. \end{aligned} \quad (8)$$

### B. Spatial Curvature

However, Eq. (2) is not the only metric respecting all the symmetries required by the Cosmological Principle and the expansion. In the above metric, two lines that are initially parallel will stay parallel forever. But note that none of the requirements for the symmetries of the cosmological metric enforces that. So we are free to consider spatial metrics for which two initially parallel lines either converge or diverge. Thus, in addition to the *spatially flat* case given in Eq. (2), there are two other spatial geometries that we can have

- A spatial geometry where two initially parallel lines converge looks like a sphere. This is referred to as a *closed* universe.
- A spatial geometry where two initially parallel lines diverge looks like a saddle. This is referred to as a *open* universe.

Again, whether the Universe is flat, open, or closed is not an arbitrary choice; it is dictated by the Einstein equation depending on the energy-momentum content of the Universe.

For non-flat spatial slices, it is easiest to write down the metric in terms of spherical-like comoving coordinates

$$ds^2 = -dt^2 + a^2(t)[r^2 + q^2(r)(d\theta^2 + \sin^2\theta d\phi^2)], \quad (9)$$

where  $r$  is the comoving radial distance from the origin. The function  $q(r)$  enforces the spatial geometry; for a spatially flat universe we must have  $q(r) = r$ . Determining the behavior of  $a(t)$  and  $q(r)$  requires us to write down the Einstein equation. These steps are outlined in Moore and we won't reproduce them here:

$$q(r) = \begin{cases} R \sin(r/R) & \text{if } \kappa > 0, \text{ (closed)} \\ r & \text{if } \kappa = 0, \text{ (flat)} \\ R \sinh(r/R) & \text{if } \kappa < 0, \text{ (open)} \end{cases} \quad (10)$$

where  $\kappa = \pm 1/R^2$ , where  $R$  is the radius of curvature of spatial slices. These expressions make clear that only for  $r \sim R$  will we start being sensitive to the presence of spatial curvature, since for  $r/R \ll 1$ ,  $R \sin(r/R) \sim R \sinh(r/R) \sim r$ . The sign and value of  $\kappa$  will be dictated by the Einstein equation. We will look at this next, but before doing so let me note that observations indicate that our Universe is *spatially flat* to very good accuracy. Thus, while the discussion of spatial curvature is interesting at the physical level, it doesn't seem to be very relevant for the structure of our Universe.