

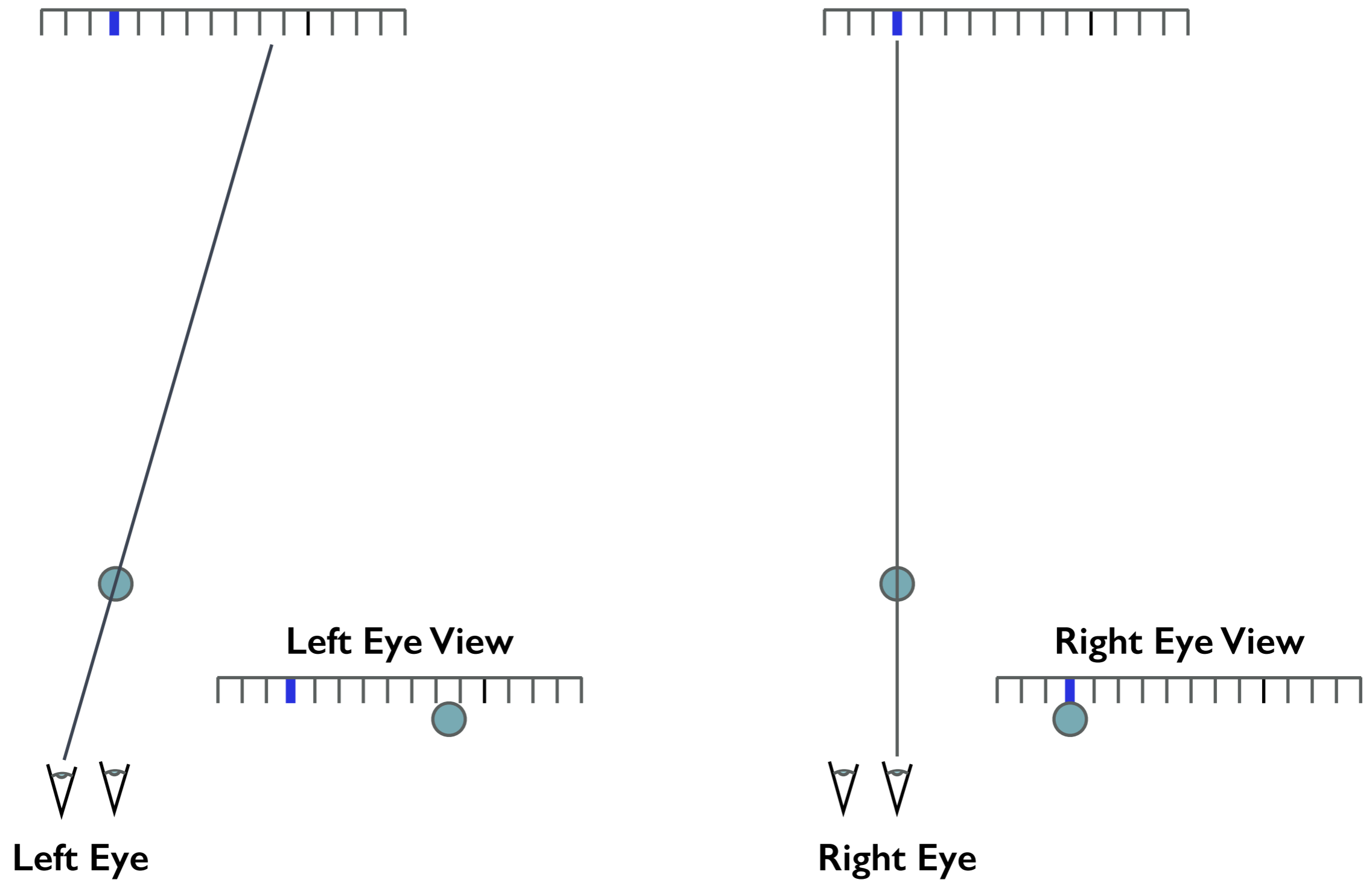
# COSMIC DISTANCES

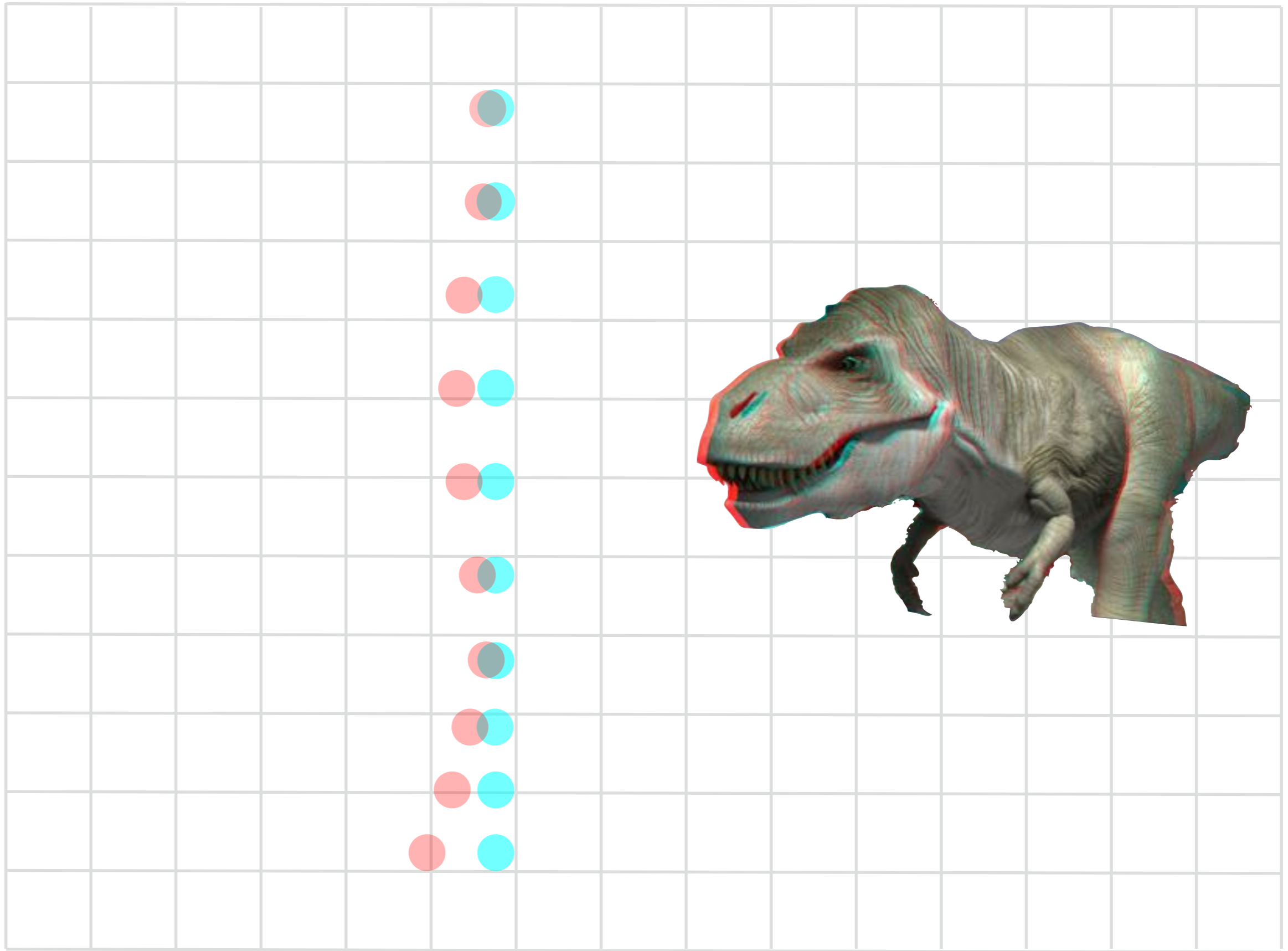
or, 'how far away is that thing anyway?'

# IN ASTRONOMY...

- Angles are easy.
- Distances are hard.
  - Parallax
  - Standard Candle
  - Red Shift

# PARALLAX





# PARALLAX

far away  
stars

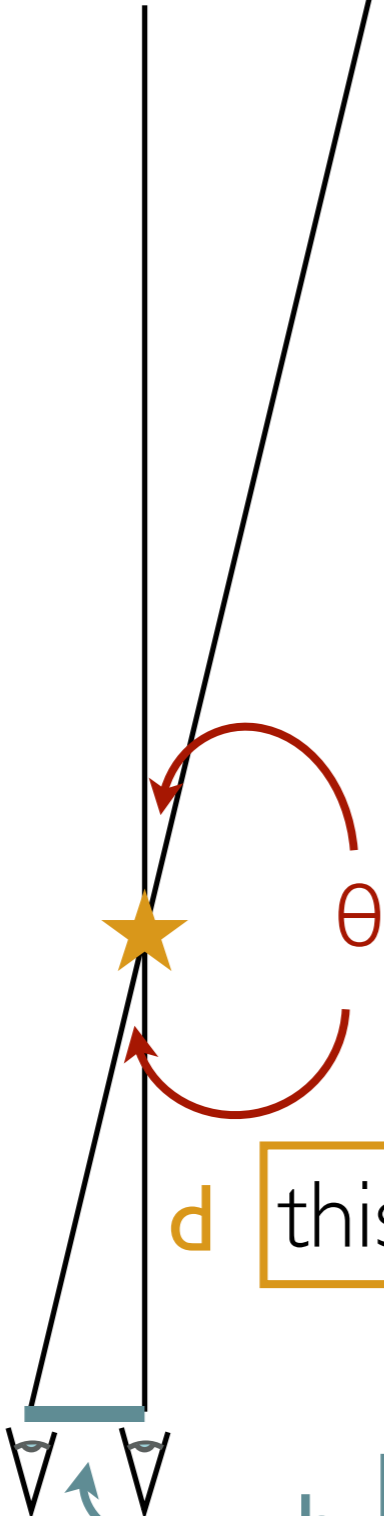


$$d = b / \tan \theta$$

$$d \sim b / \theta \text{ (theta in radians)}$$

The bigger the baseline, the bigger the measured parallax angle  $\theta$ .

We want a big baseline and we want to resolve very small angles.



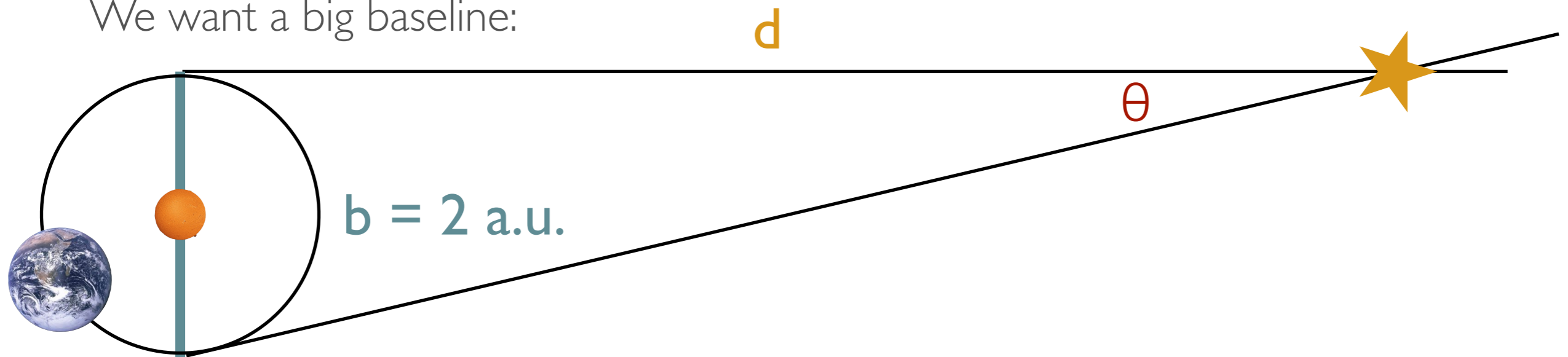
we measure this angle

d this is what we want to know

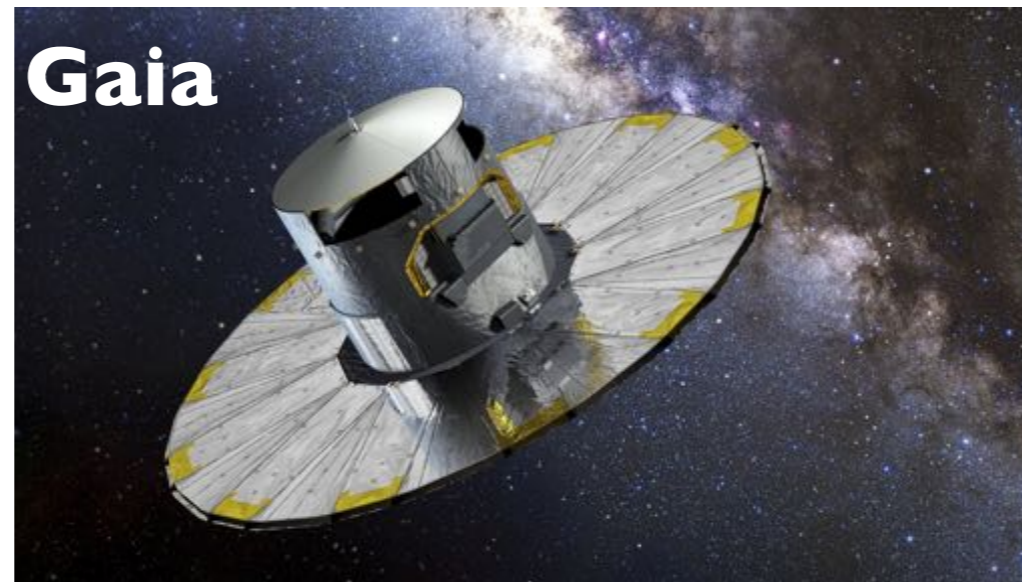
b baseline

# PARALLAX

We want a big baseline:



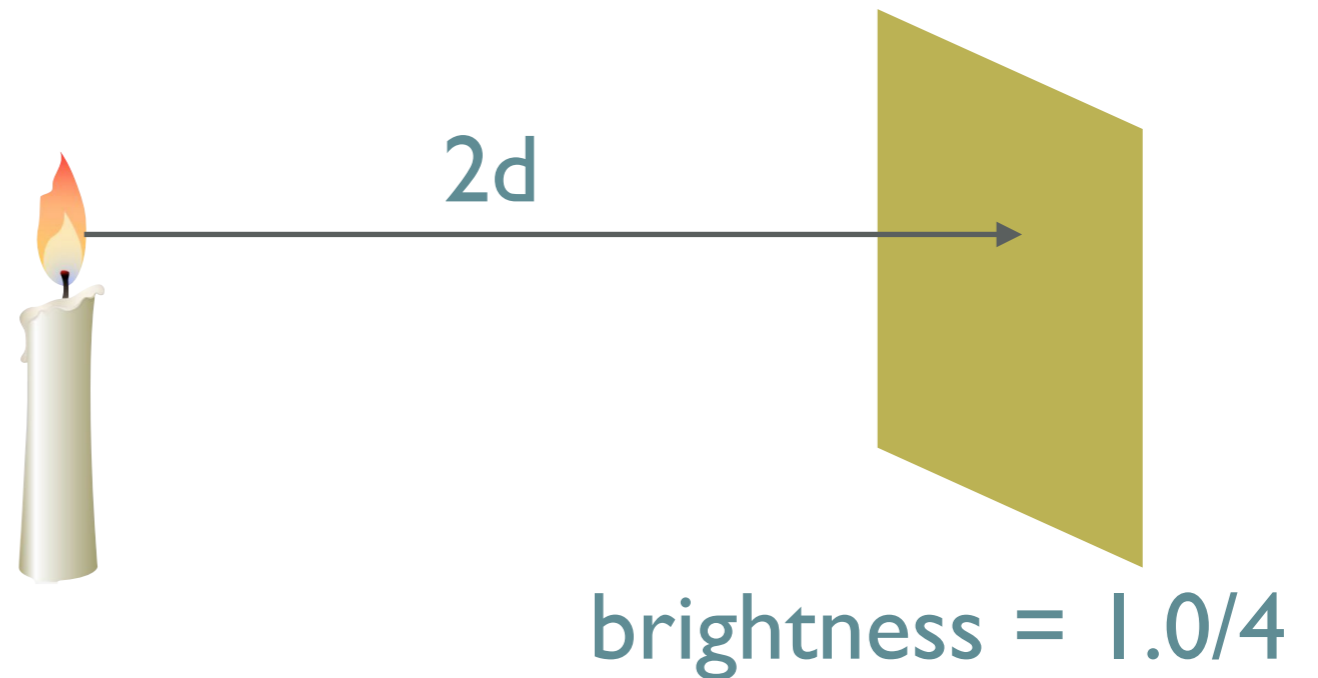
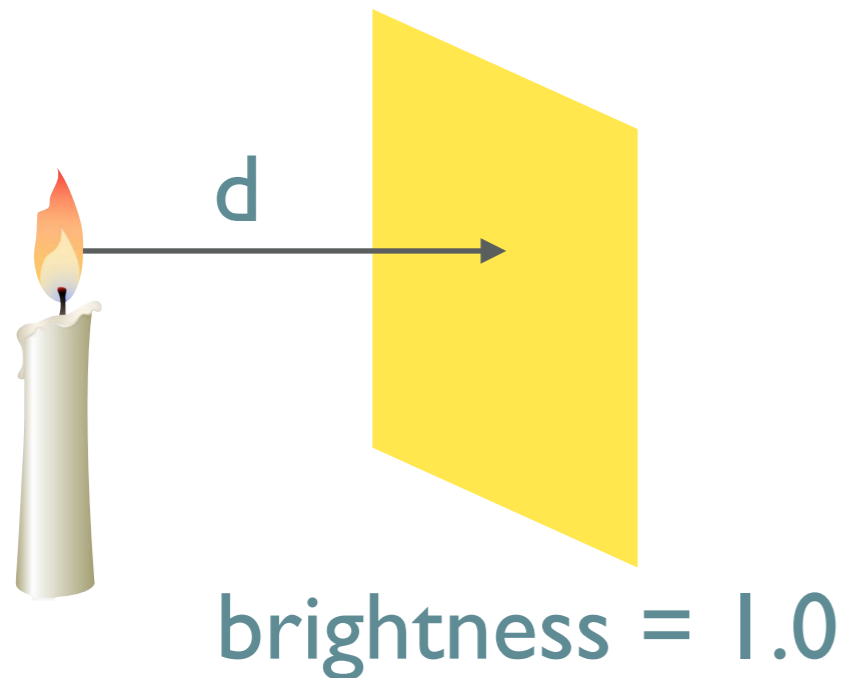
We want to resolve very small angles:



Resolution  $20\mu\text{AS}$  (!)

# STANDARD CANDLES

- They were a real thing for a while.
- The idea is simple (and that usually means good):



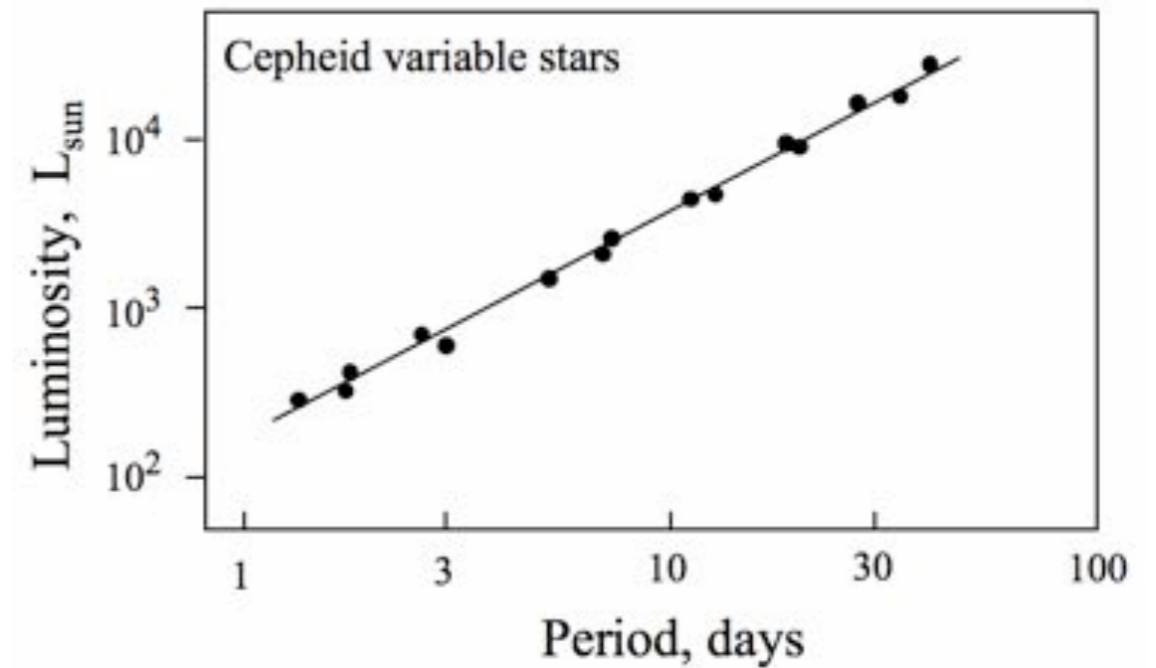
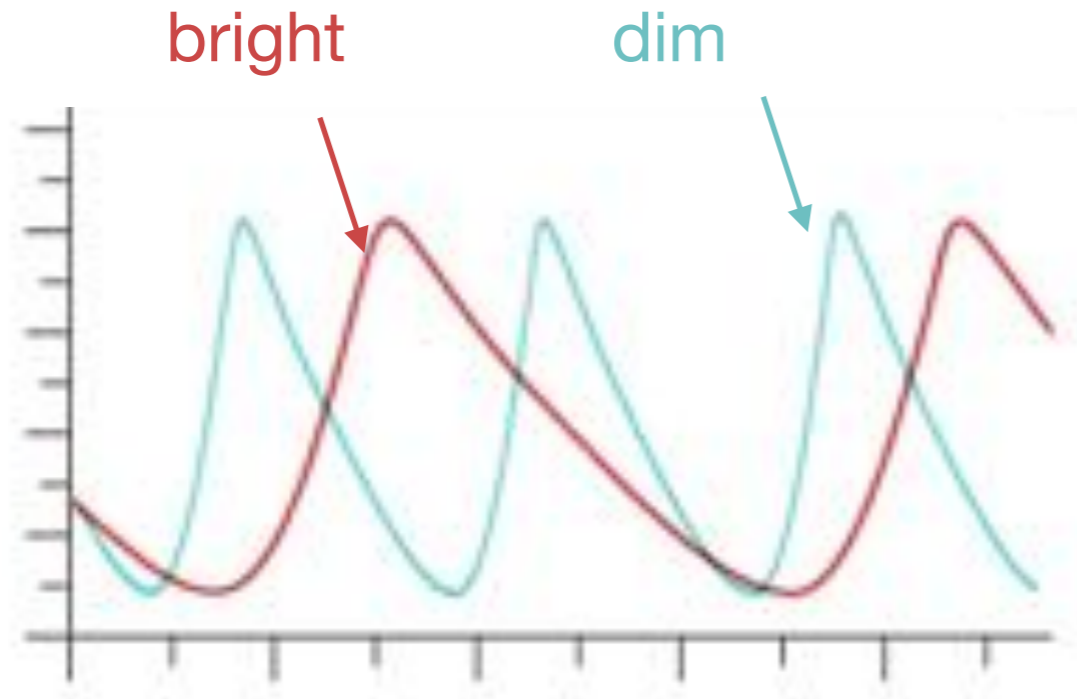
# STANDARD CANDLES

- Standard Candles in space.
  - Must be standard.
  - Must be (very) bright.





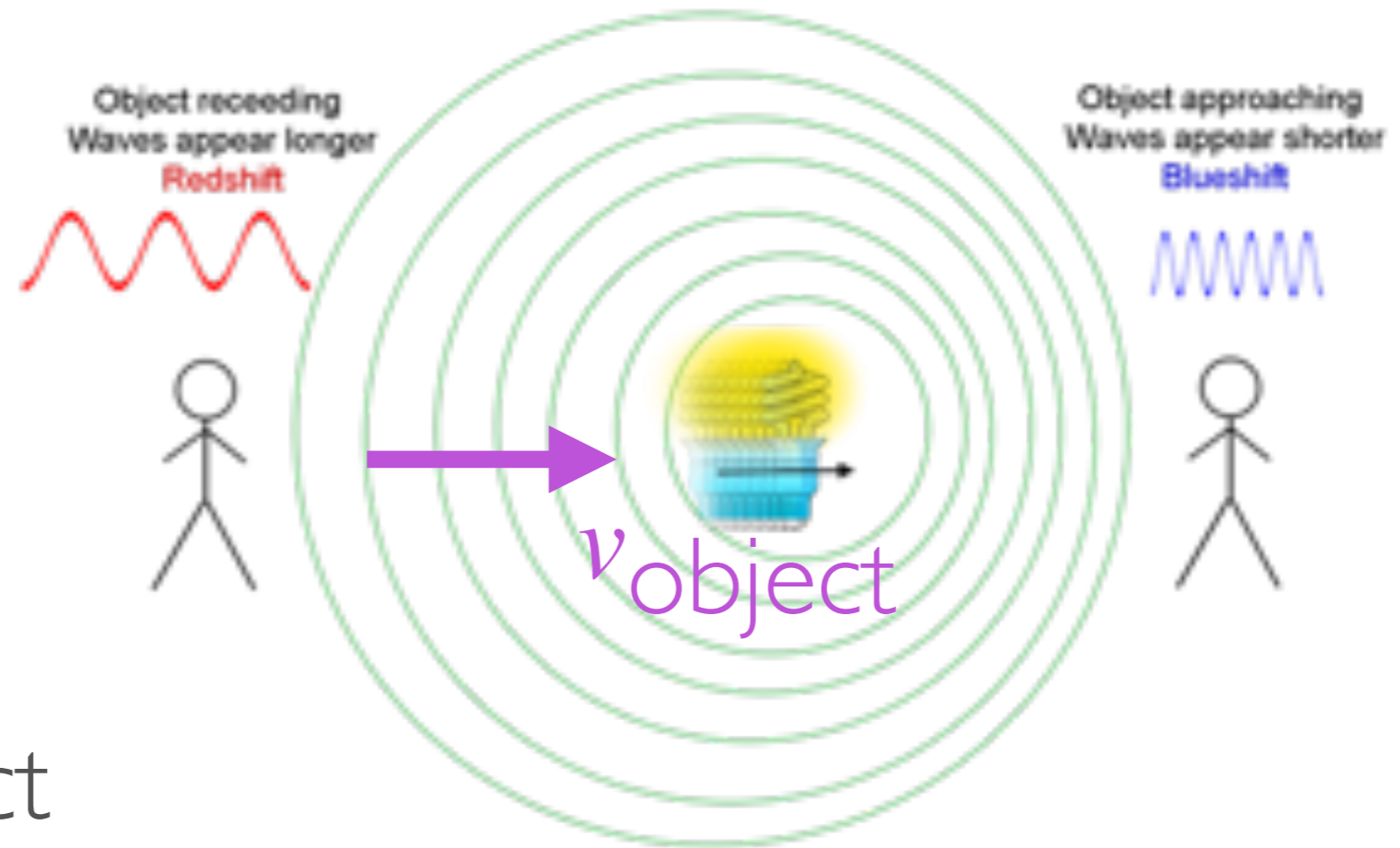
# STANDARD CANDLES



Also: Type Ia supernovae and others.

# RED SHIFT

## DOPPLER EFFECT

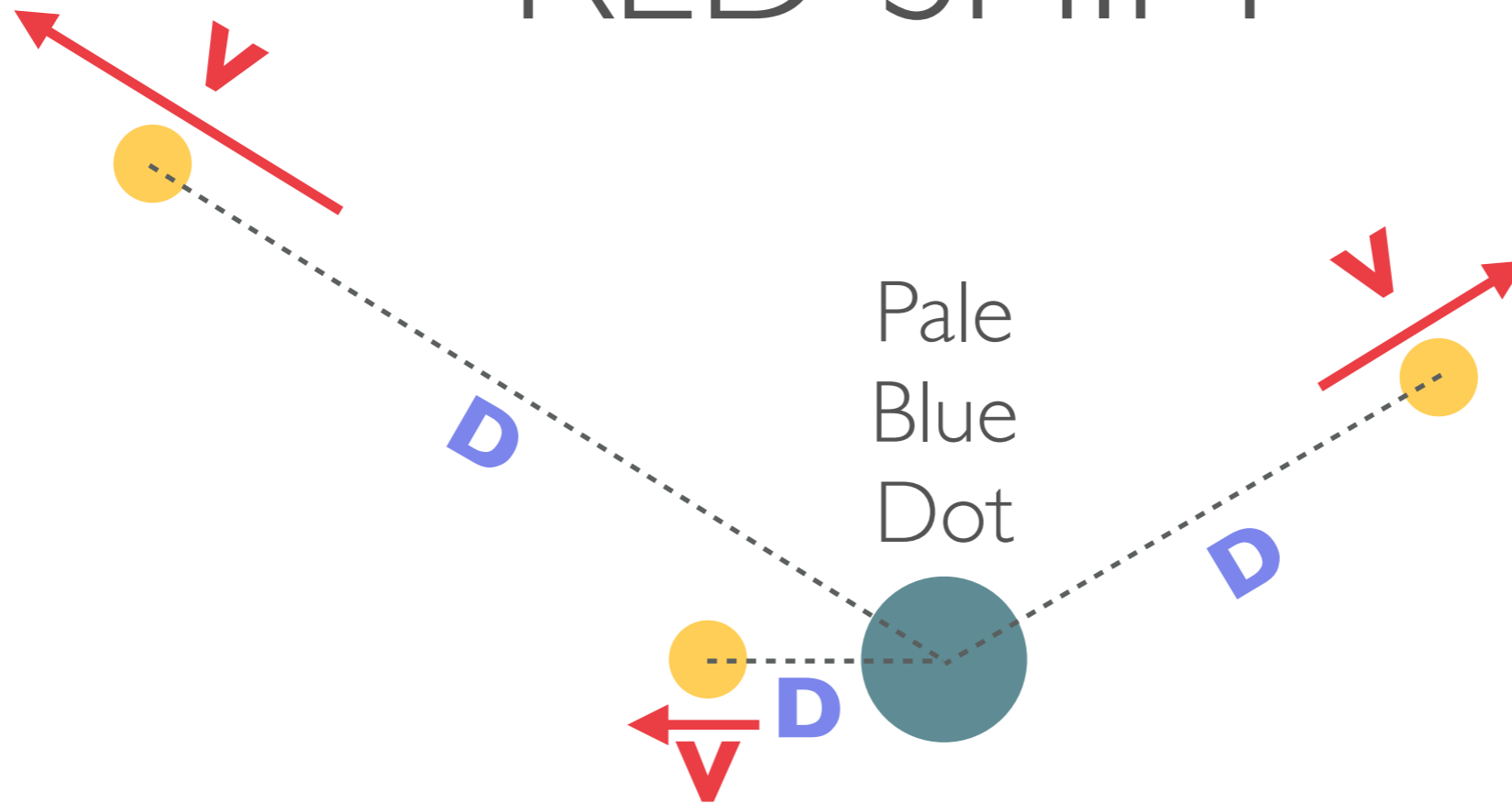


$$\frac{\Delta\lambda}{\lambda} = \frac{v_{\text{object}}}{v_{\text{wave}}}$$

$$v_{\text{object}} = v_{\text{wave}} \frac{\Delta\lambda}{\lambda}$$

$$v_{\text{object}} = c \frac{\Delta\lambda}{\lambda}$$

# RED SHIFT



- Big Bang Recessional velocity is proportional to distance (**V=constant X D**). Let's call the constant '**H**'.
- **D = V/H**
- Measure  $\Delta\lambda$ , use Doppler equation to get **V**.
- Solve for **D!**