

What kind of trajectory does it describe in 3d subspace?

→ Forget about time. The geodesic in 4d is also a ~~trajectory~~ geodesic in 3d.

That geodesic is a curve/line for which  $\theta=0, \phi=0$  at every pt.

→ The light travels along the spacetime curve

$$-dt^2 + \lambda(t)^2 \frac{dr^2}{1-kr^2} = 0$$

$$\Rightarrow \int_{t_1}^{t_0} \frac{dt}{\lambda(t)} = \int_0^{r_0} \frac{dr}{\sqrt{1-kr^2}}$$

$t_1 \Rightarrow$  initial time  
(when the light was emitted from the source)

$$= \begin{cases} r_0 & \text{for } k=0 \\ \sin^{-1} r_0 & \text{for } k=1 \\ \sinh^{-1} r_0 & \text{for } k=-1 \end{cases}$$

①  $t_1$  can be found in terms of  $r_0, H_0, \Omega_m, \Omega_\Lambda, \Omega_r$ .

Suppose the source emits a total energy  $E$  per unit time.

per unit cosmic time

Energy/unit area measured by the

observer:  $F = \frac{E}{4\pi r_0^2 \lambda_0^2} \frac{\lambda(t)}{\lambda_0}$

②  $F$  is observed.

The energy of each photon decreases by  $\frac{\lambda(t)}{\lambda_0}$

$F$  is known for a Standard Candle

$\Rightarrow$  relation between  $r_0, t_1,$

$H_0, \Omega_m, \Omega_\Lambda, \Omega_r$

We do integral over  $\theta$   
&  $\phi$  for a fixed  $r (= r_0)$   
& so we get  $4\pi$   
for  $k=0, 1, -1$   
 $r_0^2 \int \sin^2 \theta d\theta d\phi = 4\pi r_0^2$

Using this, we can determine  $t_1$  for a given source as a fr. of the cosmological parameters.

using  $F_1 = \frac{F}{4\pi r_0^2 \lambda_0^2 \lambda_0}$   
 $\leftarrow$  (1) .....

$$\frac{\lambda(t_1)}{\lambda(t_0)} = 1 - H_0(t_1 - t_0) - \frac{1}{2} q_0^2 H_0^2 (t_0 - t_1)^2 + \dots$$

observed for a given source

known as a fr. of the cosmological parameters & luminosity observation.

[But we don't know the cosmological parameters.

But every obsn. is some ~~eqn.~~ eqn. of cosmological parameters

$\rightarrow$  can be det. from these obsn.]

For  $H_0$  the analysis can be simplified

$$\frac{\lambda(t_0)}{\lambda_0} = 1 - H_0(t_0 - t_1) + O\{(t_0 - t_1)^2\}$$

To calculate  $H_0$ , we need to study the relations for small  $(t_0 - t_1)$ .

