Astrophysics of gravitational wave sources Lecture 6: Single star evolution

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Why do stars shine?

(wrong answers only)

Two-point boundary value problem

$$\frac{dP}{dM_r} = -\frac{GM_r}{4\pi r^4},$$

$$\frac{dr}{dM_r} = \frac{1}{4\pi r^2 \rho},$$

$$\frac{dT}{dM_r} = -\frac{3\kappa L_r}{64\pi^2 a c T^3 r^4},$$

$$\frac{dL_r}{dM_r} = \epsilon.$$

but convection!

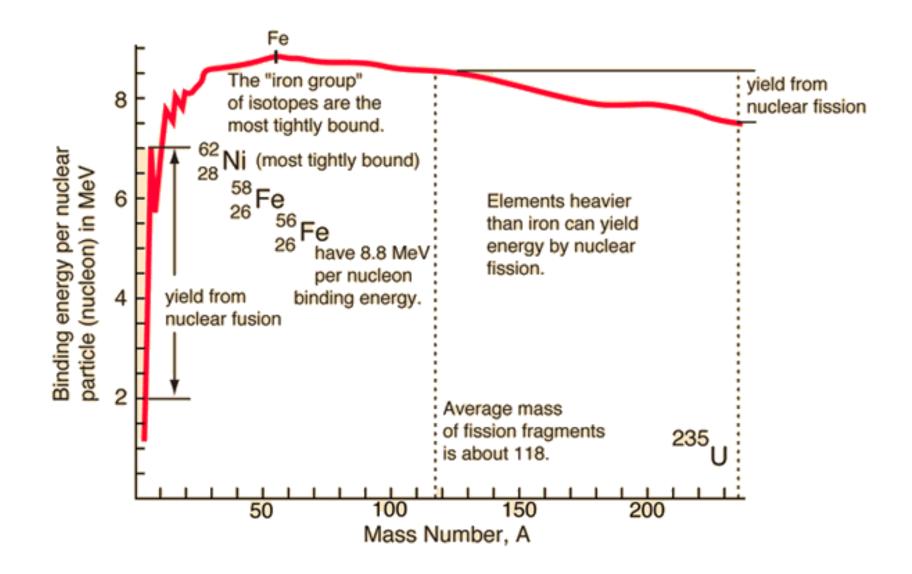
Separation of stellar timescales

- Dynamical (free-fall, sound-crossing) timescale
- (Viscous timescale)
- Thermal (Kelvin-Helmholtz) timescale
- Nuclear timescale

Transport of energy in stars

- Diffusion
- Convection
- Advection

Why do stars evolve?



Nuclear reaction rates

$$\begin{array}{ccc} pp & & & \\ p+p & \rightarrow {}^{2}\mathrm{H}+e^{+}+\nu_{e} & & \\ {}^{2}\mathrm{H}+p & \rightarrow {}^{3}\mathrm{He} & & \\ {}^{3}\mathrm{He}+{}^{3}\mathrm{He}\rightarrow {}^{4}\mathrm{He}+2p & & \\ \epsilon_{pp}\approx 10^{6}X_{1}^{2}\rho T_{6}^{-2/3}e^{-33.81T_{6}^{-1/3}} & & \\ \end{array}$$

 $\epsilon_{\scriptscriptstyle CNO} \approx 10^{28} \rho X_1 X_{14} \rho T_6^{-2/3} e^{-152.313 T_6^{-1/3}}$

Minor reaction channels:

 $2p + e^{-} \rightarrow {}^{2}\text{H} + \nu_{e}$ ${}^{3}\text{He} + {}^{4}\text{He} \rightarrow {}^{7}\text{Be} + \gamma$ ${}^{7}\text{Be} + e^{-} \rightarrow {}^{7}\text{Li} + \nu_{e}$ ${}^{7}\text{Li} + p \rightarrow {}^{4}\text{He} + {}^{4}\text{He}$ ${}^{7}\text{Be} + p \rightarrow {}^{8}\text{B} + \gamma$ ${}^{8}\text{B} + p \rightarrow {}^{8}\text{Be}^{*} + e^{+} + \nu_{e}$ ${}^{8}\text{Be}^{*} \rightarrow {}^{4}\text{He} + {}^{4}\text{He}$

Main parameters of stars

Surface temperature (K) 30000 7000 5000 4000 3000 0 B F G Stellar type ٨ K M 10000 1000 0 **Giant branch** 100 - 10 - 1 5 Luminosity (L_{sun} Main sequence 0.1 10 0.01 White dwarfs 0.001

Gaia G absolute magnitude

15

0

bluer

1

2

Gaia BP-RP colour

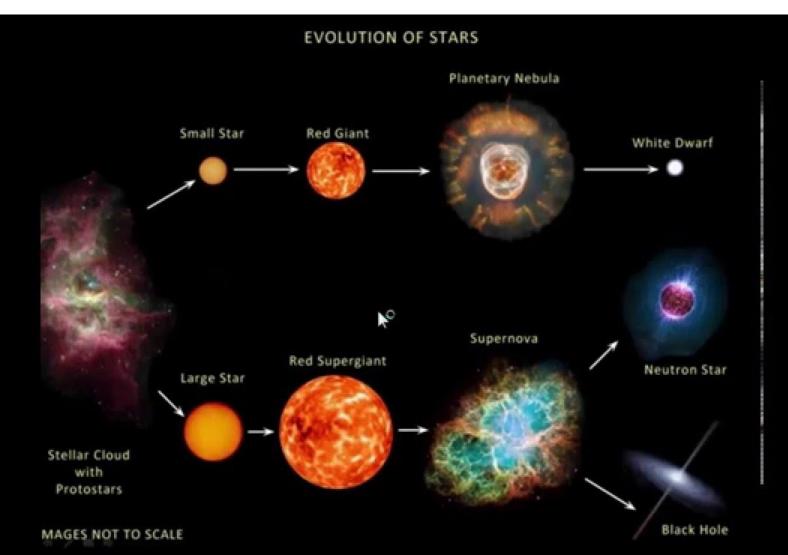
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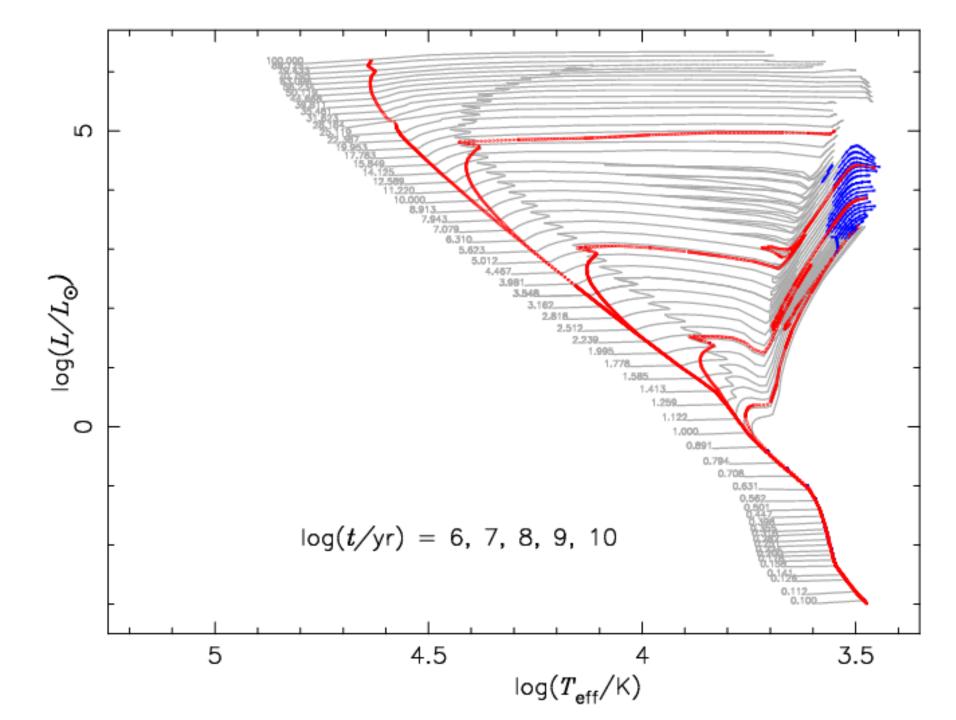
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redder ----

→ GAIA'S HERTZSPRUNG-RUSSELL DIAGRAM

Stellar evolution





Homework

- Make plots of HR diagram and stellar isochrones
- Label major phases of evolution (ZAMS, subgiant, RGB, red clump, AGB, red supergiant, Wolf-Rayet, WD, ...)
- Violate as many figure-making rules as possible