

Getting to know the "island universes" out there.

## Galaxies I

ASTR 555 Dr. Jon Holtzman

## Outline for Today

- Building Blocks Stars and Stellar Populations:
  - Star FormationHistories (SFH)
    - UnresolvedPopulations



- What affects the integrated light of an unresolved stellar population?
  - Which stars contribute the most light?
  - How does the integrated luminosity and color change in time?
- How do you go from luminosity to estimating stellar mass: the stellar mass-to-light ratio



Thought Questions

- \* How does the luminosity of a star scale with a star's mass on the Main Sequence?
- \* How does the number of stars scale with stellar mass?
- How does the contribution to integrated luminosity scale with star mass along the Main Sequence — in other words, which stars contribute the most light?

$$\begin{array}{l} L_{\pm}(M) \propto M_{\pm}^{3.5} \quad \text{along MS} \\ N_{\pm}(M) \propto M_{\pm}^{-2.35} \quad f_{\pi} \quad a \; Salpeter \; IMF \\ L_{\pm 0}(M) \sim M_{\pm}^{-(M)} \; N_{\pm}(M) \sim M_{\pm}^{3.5} \; M_{\pm}^{-2.35} \\ L_{\pm 0}(M) \sim L_{\pm}(M) \; N_{\pm}(M) \sim M_{\pm}^{3.5} \; M_{\pm}^{-2.35} \\ L_{\pm 0}(M) \sim M_{\pm}^{-1.15} \\ So \; high \; mass \; stars \; contribute more light \end{array}$$

x

N 1 1

200

 $\tilde{z}$ 

Thought Questions

- How about the contribution to total stellar mass?
- Which stars contribute the most mass?

$$M_{tot}(M) \sim N_{\star}(M) M_{\star} \sim M_{\star}^{-2.35} M_{\star}$$
  
 $M_{tot}(M) \sim M_{\star}^{-1.35}$   
 $M_{tot}(M) \sim M_{\star}^{-1.35}$   
 $S_{D}$  low mass stars contribute the most mass.

- Integrated light from unresolved simple/single stellar population (SSP) — which stars contribute the most light?
  - On the Main Sequence, much more mass in low mass stars
     — M<sub>tot</sub> α M<sup>-1.35</sup>
  - \* However, more
     luminosity from high mass
     stars L<sub>tot</sub> α M<sup>1.15</sup>

Massive (young) stars dominate light if they exist



- What about older populations>
- After Main Sequence Turn-Off (MSTO):
  - Initially, massive stars "peel off" MS and change color
  - However, still very luminous (supergiants!)



- After Main Sequence Turn-Off (MSTO):
  - All lower mass stars reach comparable luminosity (TRGB)
  - Post-MS evolution is fast luminosity of evolved stars at a given time from (nearly) a single mass
  - RGB stars have nearly same mass as MSTO stars, but significantly more luminous



10

t/Gyr

5

15

20

- After Main Sequence Turn-Off (MSTO):
  - All lower mass stars reach comparable luminosity (TRGB)

Luminosity (L<sub>sun</sub>)

- Post-MS evolution is fast luminosity of evolved stars at a given time from (nearly) a single mass
- **RGB** stars have nearly same mass as **MSTO** stars, but significantly more luminous

#### Later on, evolved stars dominate light



# Thought Question

- The luminosity of an evolved SSP will depend primarily on the number of red giant stars.
  - \* How will the number of red giant stars change with time?
    - Note that there are two factors that will enter into this!



M15 (Krauss 2000)

### Stars and Stellar Population<sup>2</sup> 0.10

- \* How does the **integrated luminosity** of an SSP evolve over time?
  - Depends on the number of red giants, (roughly the same as the number of stars evolving off the MS):
    - how many stars of a given mass formed (IMF)
    - how quickly stars of a given mass turn off the MS
  - Competing effects lower mass stars are more numerous but peel off MS more slowly



- \* How does the **integrated luminosity** of an SSP evolve over time?
  - Depends on the number of red giants, (roughly the same as the number of stars evolving off the MS):
    - how many stars of a given mass formed (IMF)
    - how quickly stars of a given mass turn off the MS
  - Competing effects lower mass stars are more numerous but peel off MS more slowly



#### Given a typical IMF, SSP will fade slowly over time

- \* How does the integrated color of an SSP evolve over time?
  - \* Over time, larger fraction of stars have evolved off the Main Sequence
    - Less evolution at long wavelengths





Due to changing stellar population mix, SSP will slowly redden over time Thought Question

- Suppose we want to estimate the stellar mass of a galaxy based on its observed magnitude and integrated light spectrum:
  - \* What do you need to consider to do this?

- \* How can we estimate the stellar mass from integrated light?
  - \* Consider the stellar mass-to-light ratio:
- $M/L \equiv \frac{(M/M_{sun})}{(L/L_{sun})}$

- For individual stars, the M/L decreases as mass increases L α M<sup>3.5</sup> on MS so M/L α M<sup>-2.5</sup>
- For a population, M/L
   depends strongly on IMF



- Estimate stellar M/L from broadband color or from spectrum
- Luminosity + stellar M/L gives stellar mass
- Stellar M/L depends on bandpass and SFH
  - Less variation in near-IR (less sensitive to younger stars)
  - K-band luminosity often used as a rough proxy for stellar mass
- Absolute value of M/L of a population depends strongly on IMF. Relative values characterize different stellar pops for fixed IMF.

