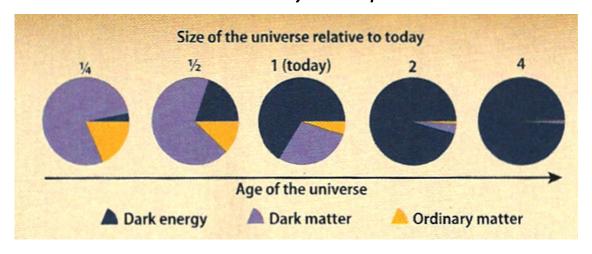


Long-term Cosmic Outcomes

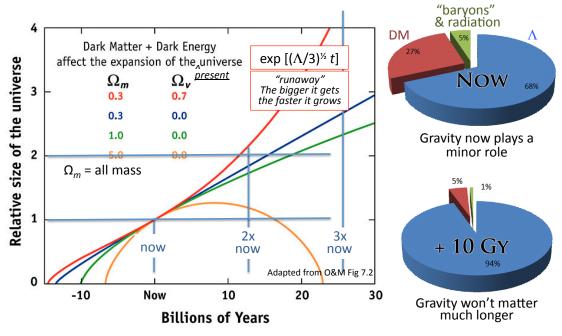
What do you expect?



Dark Energy Will Rule!

Before long mass will play an insignificant role in restraining the acceleration of space.

Long-term Cosmic Outcomes

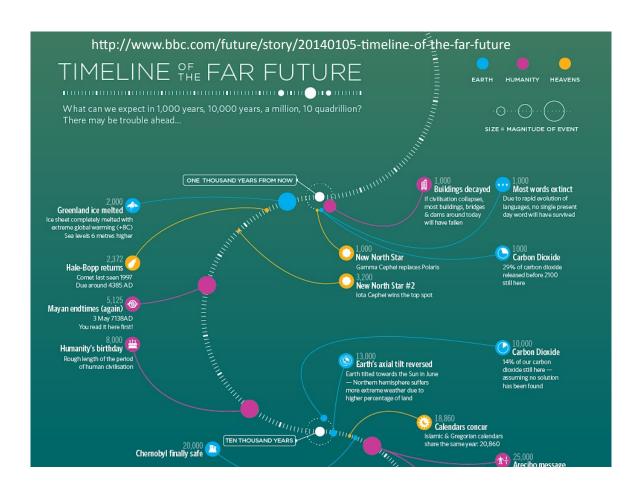


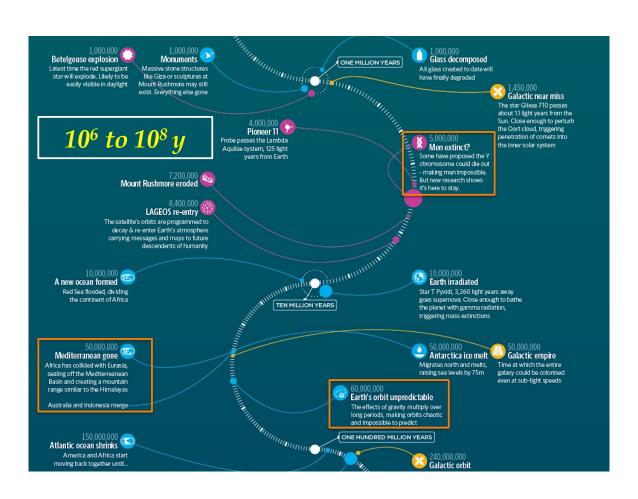
The Universe doubles in size every 12 billion yrs

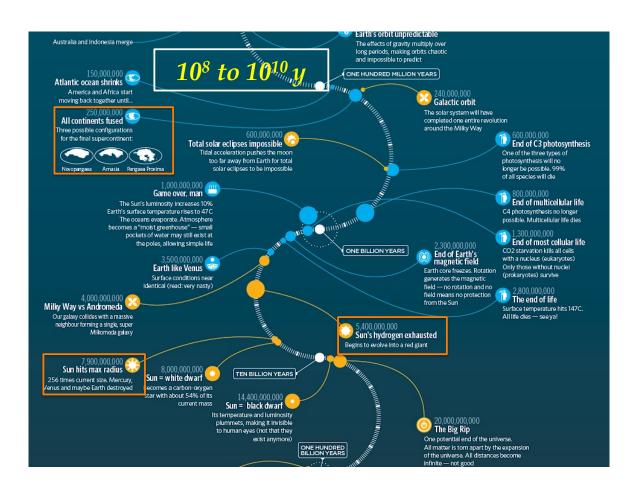
The Cosmic Future

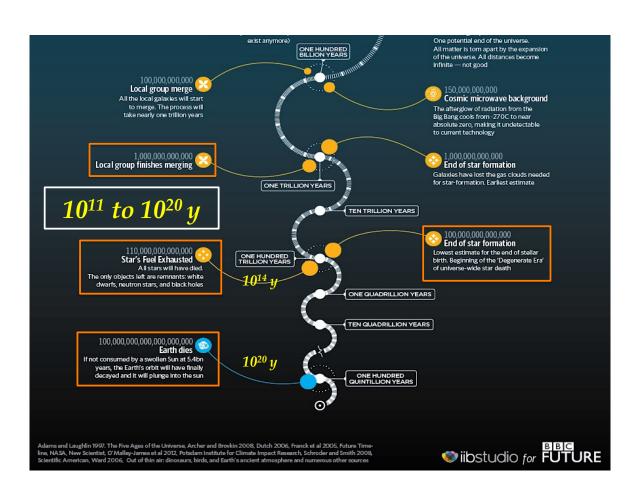
Short-Term Cosmic Forecast (< 100× present time)

- ♦ Darker, colder, and less dense
- ★ Existing gravitationally bound systems will persist (and slowly become even denser)
- High-mass star production will drop off. Supernova rate will go down, as will the production of most heavy elements.
- ♦ All star formation ends once the ISM is depleted
- White dwarfs and neutron stars will eventually deplete the reservoir of interstellar dust and gas.
- ♦ Friction results in the Earth's orbital death spiral









BEYOND THE HORIZON

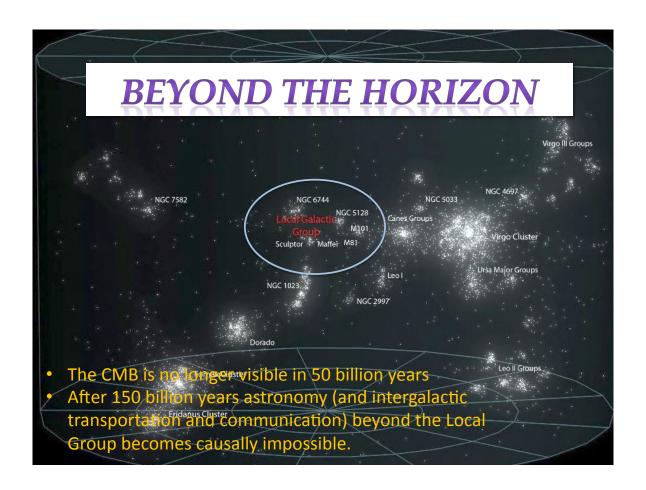


BEYOND THE HORIZON

The Universe doubles in size every 12 billion yrs

- Suppose that the exponential expansion (runaway inflation) of space and time continues.
- Our horizon grows at the speed of light.
- But space-time expands even faster!

The speed of distant objects increases until, eventually, their apparent speed exceeds c. These objects disappear over the horizon and are never observable again.



The Cosmic Future Medium-Term Cosmic Forecast (10⁴ × present time) The "Cosmic Sprawl": Acceleration of the Cosmic Expansion (if it continues) makes everyplace lonely 100 trillion (10⁴) y: All ISM depleted

- ♦ Star formation ends
- ♦ The last red giant becomes a white dwarf
- ♦ Occasional flares as brown dwarfs collide
- ♦ Galaxies fade as their white dwarfs cool
- ♦ All chemical and nuclear energy depleted

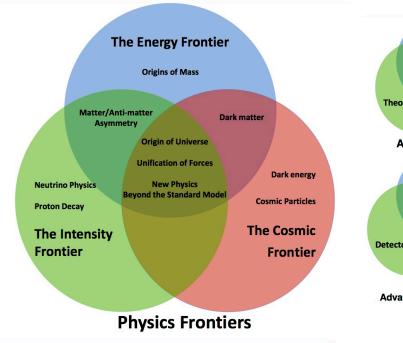
The Cosmic Future Ultimate Cosmic Forecast (>10¹⁰ × present time)

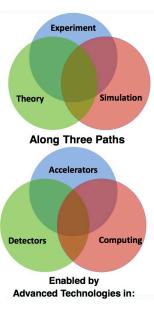
- ♦ 10³⁹ y: white dwarfs die from proton decay and neutron stars decay from neutron beta decay
- → > 10¹⁰⁰ y: frigid and orderless 'ULTRA-LOW-density sea'
 of photons (sub radio energy) electrons, positrons.

The 2nd Law and local quantum effects rule!



Frontiers of Cosmology Research



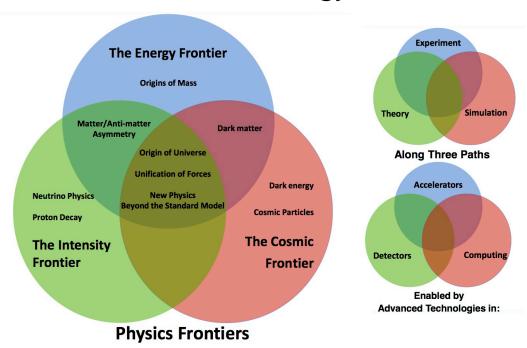


The Cosmic Future Ultimate Cosmic Forecast (>10¹⁰ × present time)

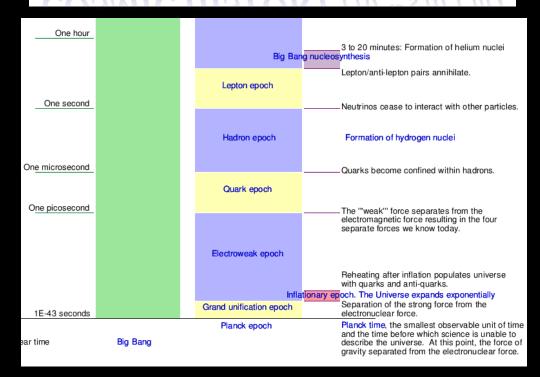
- → 10³⁹ y: white dwarfs die from proton decay and neutron stars decay from neutron beta decay
- → > 10¹⁰⁰ y: frigid and orderless (but lumpy) 'sea' of sparse photons (sub radio energy) electrons, positrons.

The 2nd Law and local quantum effects rule!

Frontiers of Cosmology Research



COSMIC HISTORY (10-43 s to 1 hr)



COSMIC HISTORY (1 hr – 10⁶ yr) Capture electrons to form stable atoms. Probons are no longer able to interact strongly with atoms. Recombination Cosmic microwave background radiation streams freely. 70,000 years: Matter domination Photon epoch The Primordial Era One hour

COSMIC HISTORY (10⁶ yr - 10¹⁰⁰ yr)

1E100 years			A supermassive black hole with mass billion solar masses has evaporated.
	The Black Hole Era		A black hole with the mass of the Sun has evaporated.
			All protons decay. The matter that stars and life ——were built of no longer exists. ——Half of all protons have decayed.
	The Degenerate Era		Galaxies no longer exist. Stars flung out of orbit
One quadrillion years			or consumed by black holes. Solar systems no longer exist. Planets flung out of orbit or consumed by larger bodies. Sun has become a Black Dwarf.
One trillion years			Formation of new stars ceases. Stars cease to fuse.
One billion years	The Stelliferous Era ZOOM IN	Life on Earth ZOOM IN MORE Reionization	13.8 billion years: this present day 9.1 billion years. Formation of the Sun600 million years. Formation of the first galaxy100 million years. First star began to shine.
One million years		Dark Ages	100 million years. First star began to shine. 10-17 million years - Habitable epoch begins 379,000 years: Hydrogen and helium nuclei capture electrons to form stable atoms. Photons are no longer able to interact strongly with atoms.
		Recon	hbination freely. 70,000 years: Matter domination

COSMIC HISTORY (10¹⁰⁰ yr - 10¹⁰⁰⁰ yr)

