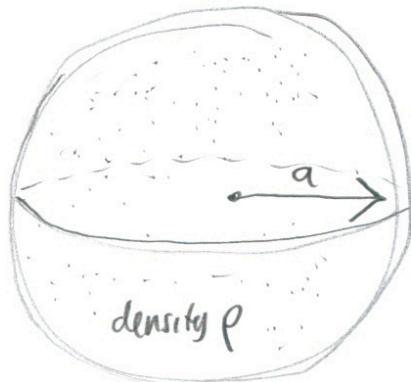


Newtonian cosmology

Dynamics of a sphere of matter of radius a , uniform density ρ



Motion of point on surface

$$\ddot{a} = -\frac{4\pi G \rho a^3}{3} \cdot \frac{1}{a^2} = -\frac{4\pi G \rho \cdot a}{3}$$

$\underbrace{\frac{d^2a}{dt^2}}$ constant mass M of sphere

Integrate with respect to t . But first multiply both sides by \dot{a} ... make integration easier

$$\ddot{a} \ddot{a} = -\frac{4\pi G \rho a \dot{a}}{3} = -\frac{4\pi G \rho a^3}{3} \cdot a^{-2} \cdot \dot{a}$$

$\underbrace{\frac{1}{3}}$ constant w.r.t. t

$$\int \ddot{a} \ddot{a} dt = \int \frac{1}{2} \frac{d}{dt} (\dot{a})^2 dt = \frac{1}{2} \dot{a}^2 + \text{constant}$$

$$\int a^{-2} \dot{a} dt = \int a^{-2} \frac{da}{dt} dt = \int a^{-2} da = -a^{-1} + \text{constant}$$

$$\frac{1}{2} \dot{a}^2 + \text{constant} = \frac{4\pi G \rho a^3}{3} \cdot a^{-1} - \frac{4\pi G \rho a^3}{3} \cdot \text{constant}$$

$\underbrace{\frac{1}{3}}$ constant

$$\therefore \ddot{a}^2 = \frac{8\pi G \rho a^2}{3} \text{ or } \left(\frac{\ddot{a}}{a}\right)^2 = \frac{8\pi G \rho}{3}$$

constants $\rightarrow 0$
since we stipulate
 $\dot{a}=0$, when $a=0$