

Eddington Luminosity

$$\vec{g} = -\frac{GM_v}{r^2} \frac{\vec{r}}{r}, \quad \vec{g}_{\text{rad}} = -\frac{1}{s} \frac{dP_{\text{rad}}}{dr} \frac{\vec{r}}{r}$$

with $\frac{dP_{\text{rad}}}{dr} < 0$

Here we assume that the only pressure present is radiation, which approximates the surface of the star.

$$\text{Using } \frac{dP_{\text{rad}}}{dr} = -\frac{KBF}{c} = -\frac{K\beta}{c} \frac{L_v}{4\pi r^2}$$

$$\Rightarrow \vec{g} + \vec{g}_{\text{rad}} = -\left(\frac{GM_v}{r^2} - \frac{1}{s} \frac{K\beta}{c} \frac{L_v}{4\pi r^2} \right)$$

$$= -\frac{GM}{R^2} \left(1 - \frac{KL}{4\pi c GM} \right) \quad \text{for } v=R$$

We define the Eddington Luminosity:

$$L_{\text{EDD}} = \frac{4\pi c GM}{K}$$

$$\text{Numerically: } \frac{L}{L_{\odot}} = 1.3 \cdot 10^4 \frac{1}{K} \frac{M}{M_{\odot}}$$

