

Numerical Simulations of Galaxy Formation & Evolution

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with special thanks to S. Colombi (IAP)

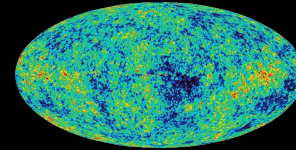
Outline

I : What we mean by numerical simulations of galaxy formation & evolution:
the physics at play and its numerical implementation

II : Some of the most important results & limitations

Content of the expanding Universe (Dunkley et al 2009)

- Collisionless dark matter : $\Omega_{\text{DM}}=0.216$
- Baryons (gas & stars) : $\Omega_{\text{b}}=0.044$
- Dark energy : $\Omega_{\Lambda}=0.74$



Basic equations ruling the dynamics (plus expansion)

$$\frac{\partial f}{\partial t} + \mathbf{u} \cdot \nabla f - \nabla \Phi \cdot \nabla_{\mathbf{u}} f = 0$$

Vlasov : dark matter, stars

$$\frac{\partial \rho_{\text{b}}}{\partial t} + \nabla \cdot (\rho_{\text{b}} \mathbf{u}) = 0$$

Continuity : gas

$$\frac{\partial \mathbf{u}}{\partial t} + (\mathbf{u} \cdot \nabla) \cdot \mathbf{u} = -\nabla \Phi - \frac{\nabla p}{\rho_{\text{b}}}$$

Euler : gas

$$\frac{\partial \varepsilon}{\partial t} + \mathbf{u} \cdot \nabla \varepsilon = -\frac{p}{\rho_{\text{b}}} \nabla \cdot \mathbf{u}$$

Energy : gas

$$p = (\gamma - 1) \varepsilon \rho_{\text{b}}$$

Equation of state : gas

$$\nabla^2 \Phi = 4\pi G \left[\int f d^3 u + \rho_{\text{b}} \right]$$

Poisson : everything

But in fact the Universe is NOT quite that simple :

- Initial conditions:

→ WMAP observations make it a well def. pb. in CDM context

- Collisionless fluid: Cold Dark Matter & star particles

→ Vlassov-Poisson (very well understood)

- Collisional fluid: gas heated & cooled radiatively (atomic, molecular)

→ Euler-Poisson + homogeneous cooling & heating + chemistry: with light elements (well understood)

- Additional physics: star formation and feedback on the surrounding gas

→ Supernovae, turbulence, black hole growth, jets, MHD, accurate of radiative transfer, chemistry of heavy elements, dust...

NOT well understood at all.

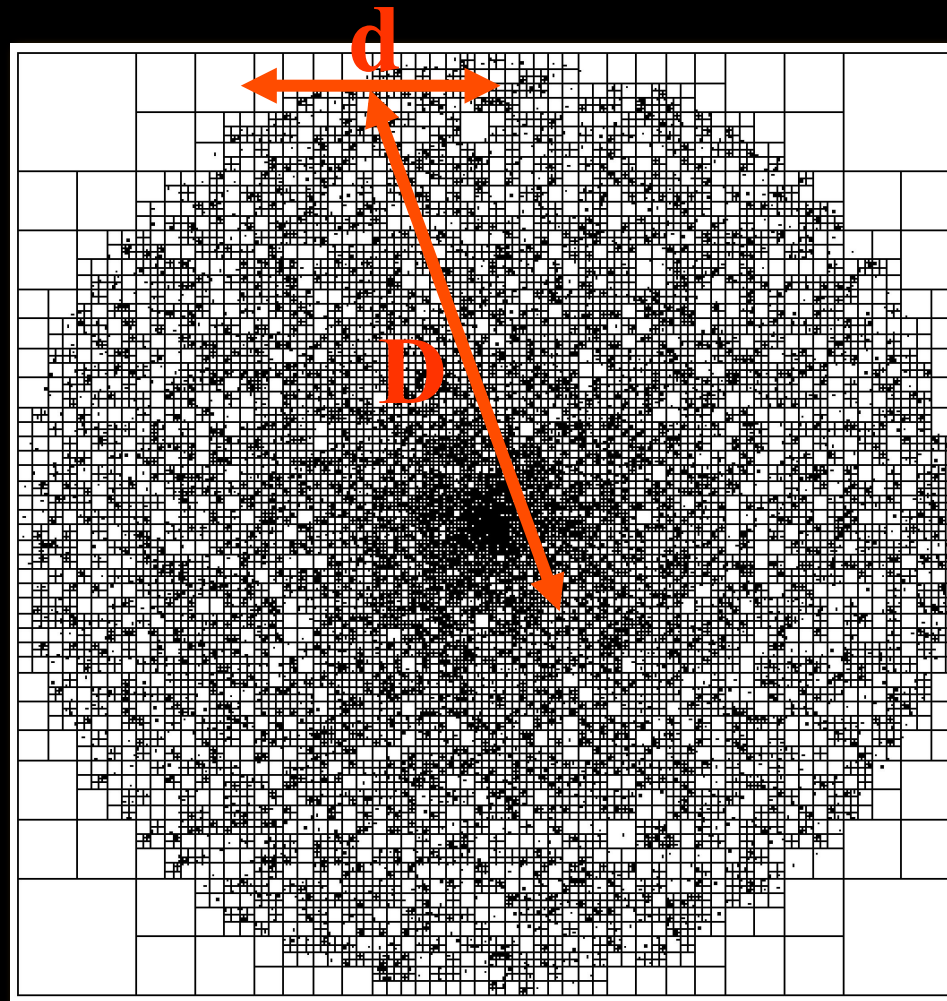
Collisionless part: facts

- The fluid is represented by particles : concept of **mass** resolution
- Need to soften gravitational force on small scales : concept of **spatial** resolution, or softening length ϵ
- Given these 2 concepts, the codes differ only by the way Poisson equation is solved

$$\begin{aligned}\frac{d\mathbf{x}_p}{dt} &= \mathbf{u}_p \\ \frac{d\mathbf{u}_p}{dt} &= -\nabla\Phi\end{aligned}$$

Collisionless part: methods

- Brute force (**PP**) : fixed ϵ
- Particle mesh (**PM**) : (large) fixed ϵ
- **Treecode** : fixed ϵ
- Hybrid methods: **P3M** : **PM**+local **PP** : fixed ϵ
 - AMR** : **PM** with adaptive grid (tree) : varying ϵ
 - treePM** : **PM**+local tree : fixed ϵ
 - Metric** methods (grid shape follows dynamics) : varying ϵ



A “quad tree” (Salmon & Zurek 1994) to explain the classic treecode implementation of Barnes and Hut (1986)

AMR simulations: effects of mass resolution

Teyssier et al. 2002

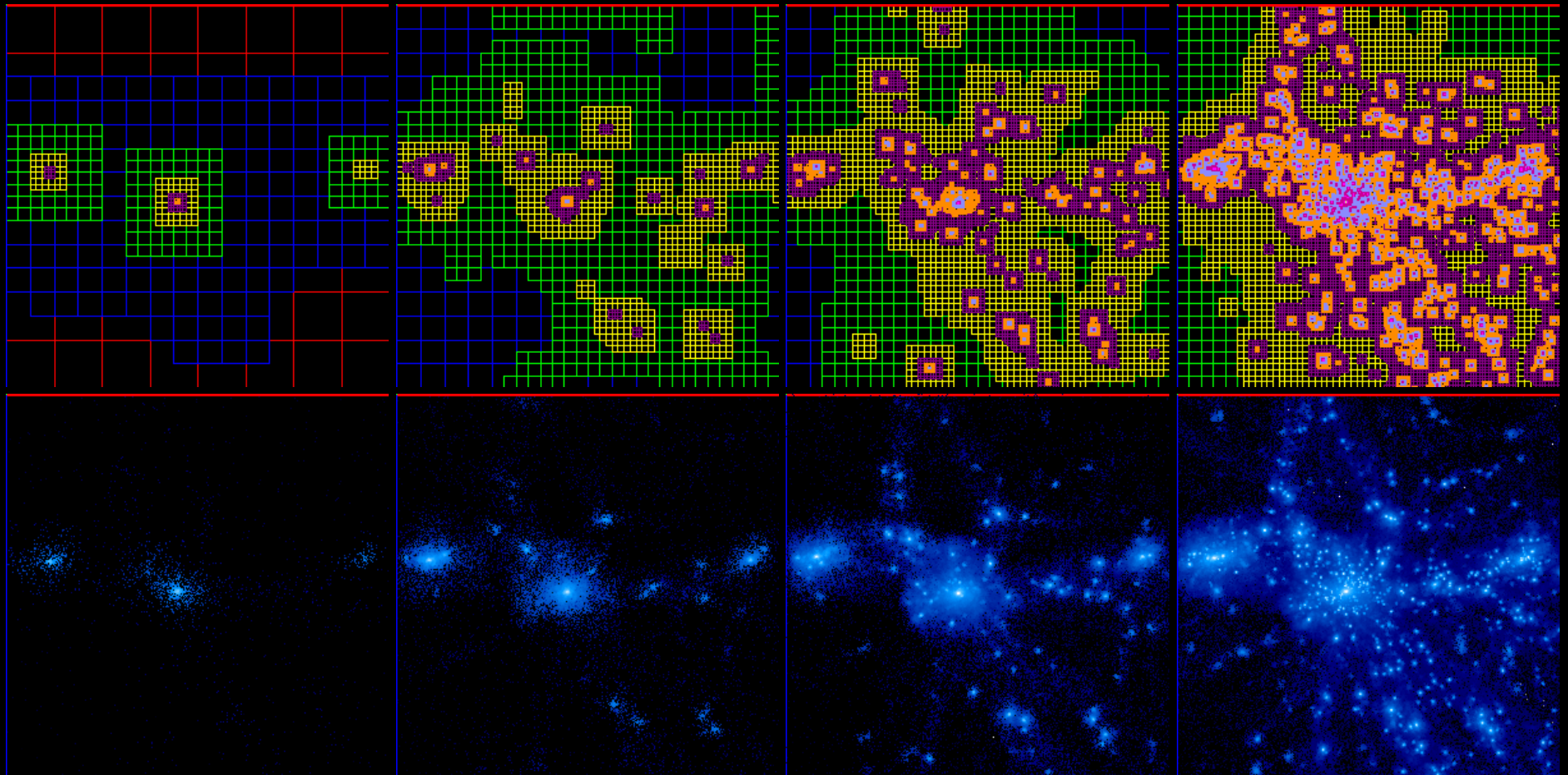
Number of particles in the virial radius

600

5000

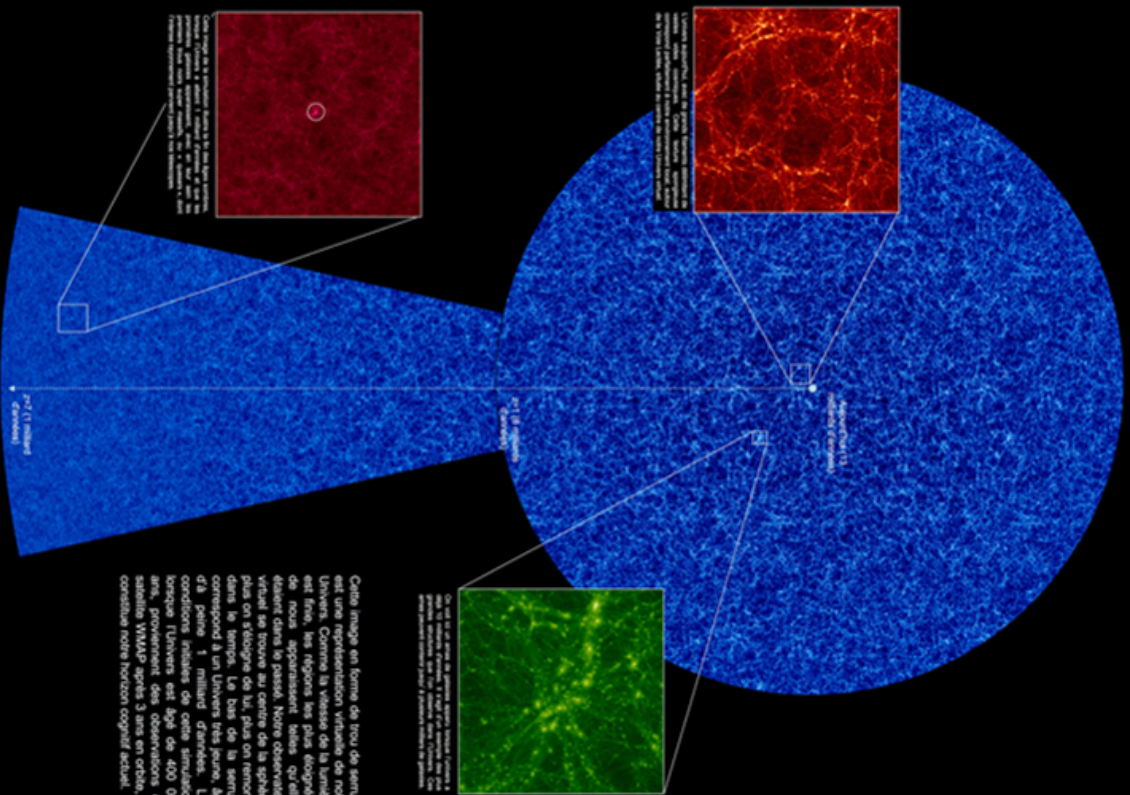
40000

300000



An example of large scale DM simulations: HORIZON 4 Π : 4096³ particles in 2000h⁻¹ Mpc box

La Simulation Horizon
Un challenge numérique pour découvrir les clés de l'Univers



4096³ particules pour simuler la matière noire dans une boîte cubique de 2000 Mpc/h, se situe à l'échelle du super-constellateur L14, de 614 projections simulées au COBT. Le centre de calcul du CEA, la simulation à deux pétaoctets, mais est l'ordinateur le plus gros existant jamais réalisé à ce jour à l'échelle d'un code à N-corps. Développé au CEA, l'application RAMSES permet de résoudre la dynamique des 70 milliards de particules à l'échelle d'un pas de temps de 20271447 (plus d'infos sur <http://horizon-2000t.cesr.fr/>).

Copyright Horvath, Mamon et CEA Saclay 2007

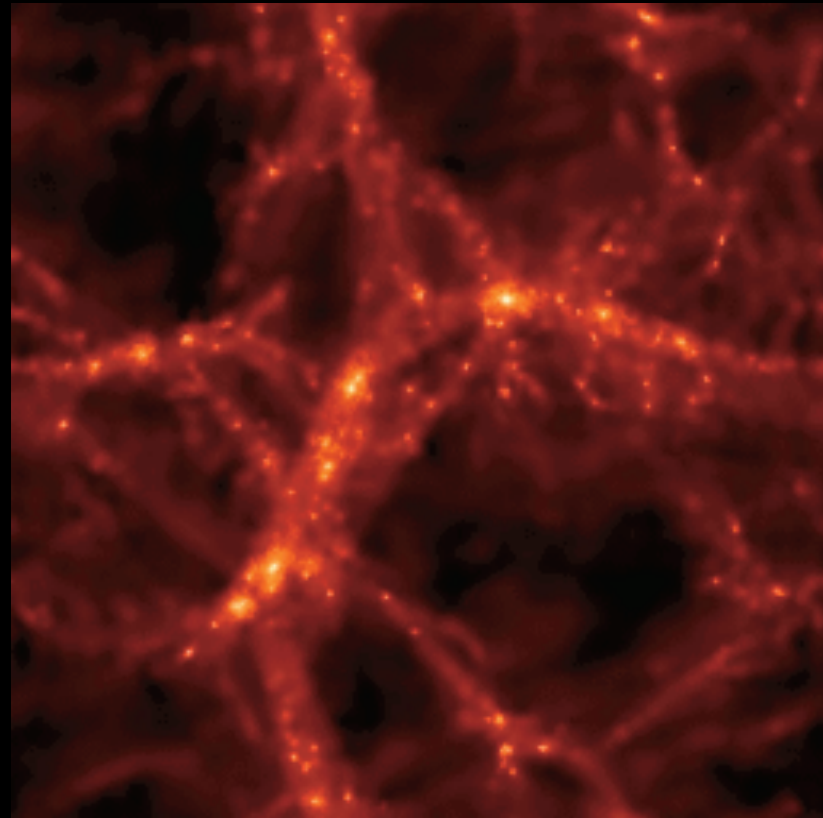
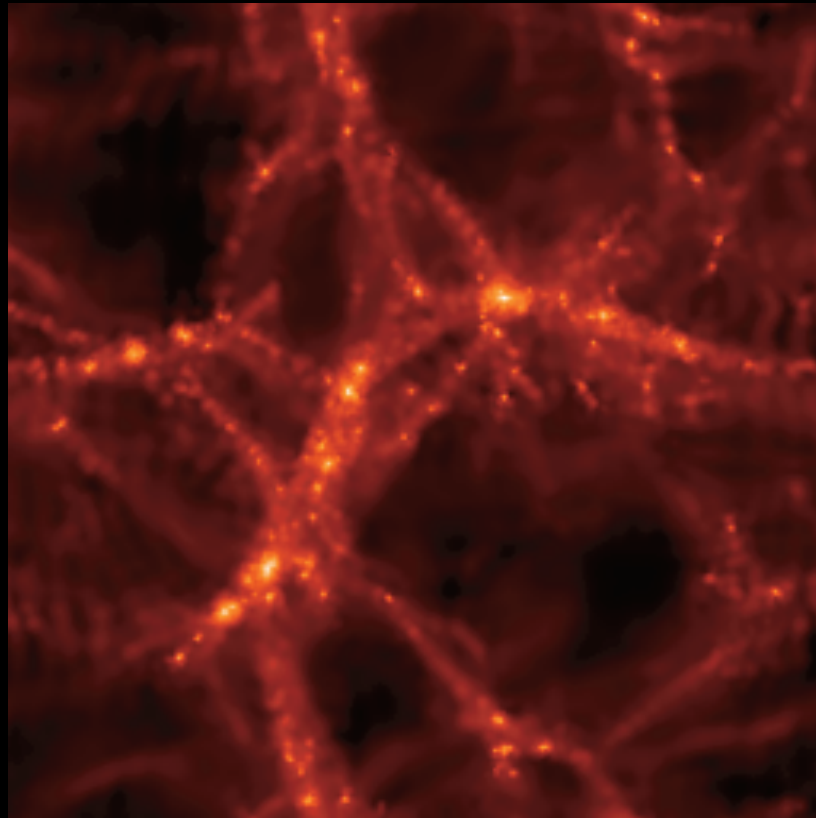
INRAE

Teyssier et al. 2008

Comparison of Methods

TreeCode : GADGET

AMR : ENZO



Minor differences, especially on large scales
but even on small scales

O'Shea et al 2005

Collisional gas : facts

- The gas is collisional: the macroscopic velocity field is single valued at each each point in space: fluid can be represented by **particles** (concept of **mass resolution**) or sampled on a (adaptive) **grid** (concept of **spatial resolution**)

Collisional gas : methods

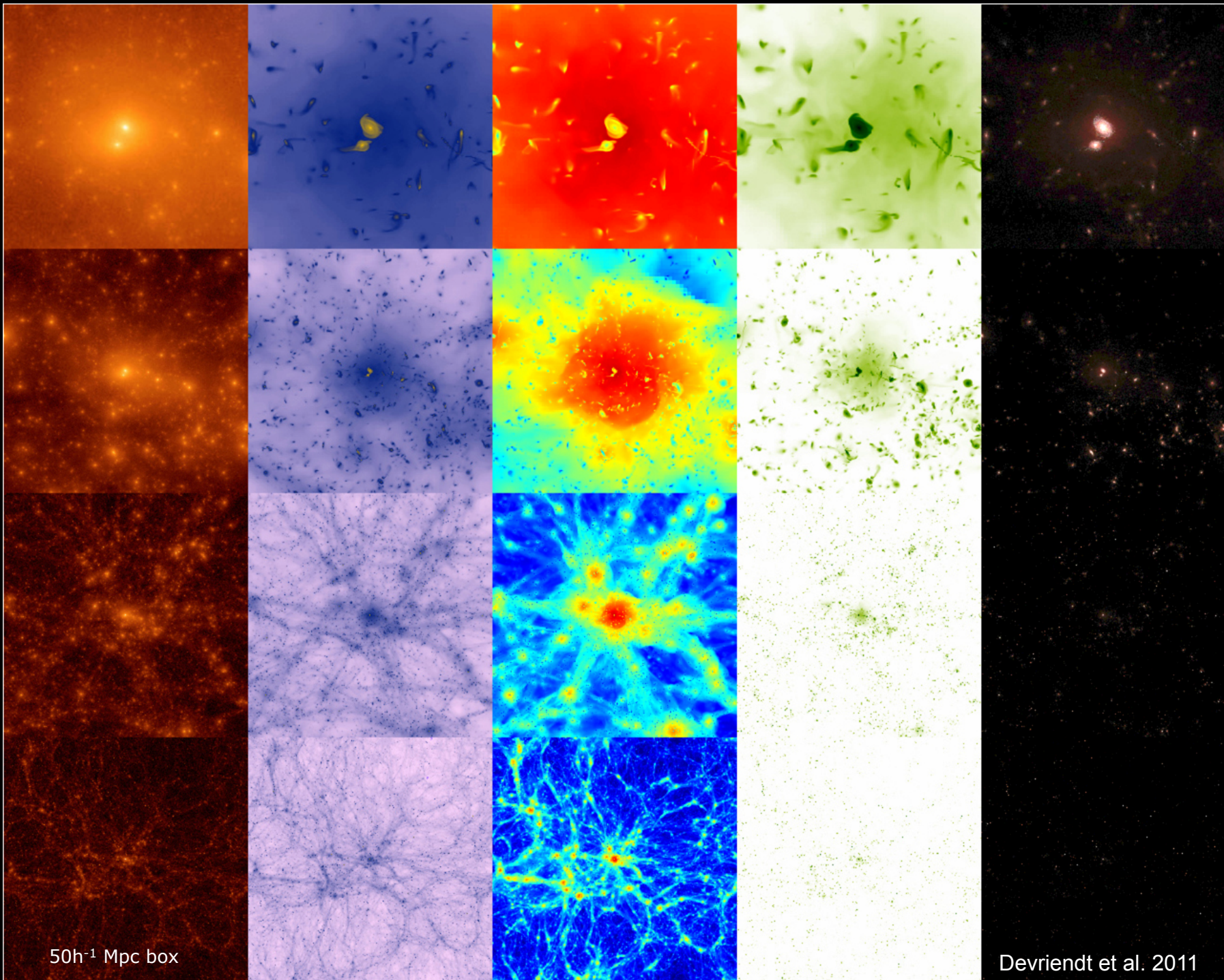
- **Particle representation**: Smoothed Particle Hydrodynamics (**SPH**) : each particle is a smooth (Lagrangian) cloud carrying the hydrodynamical informations (density, pressure, temperature, velocity)

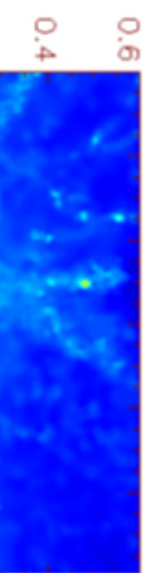
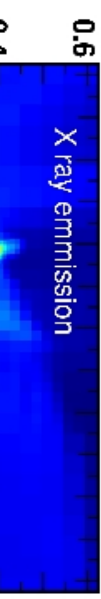
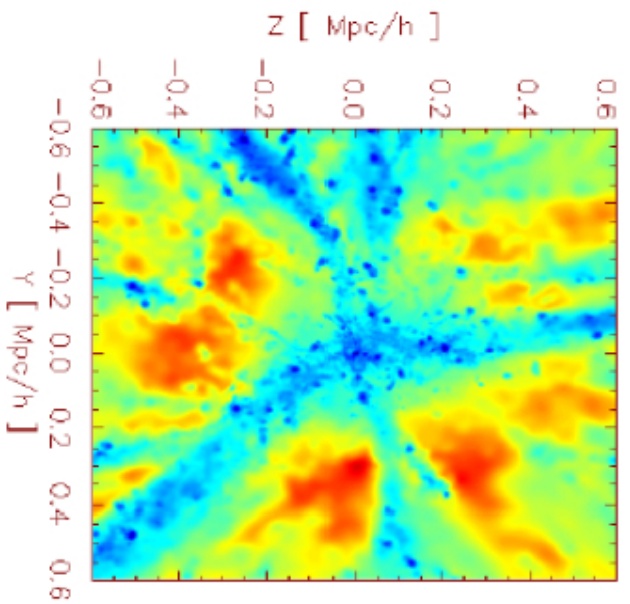
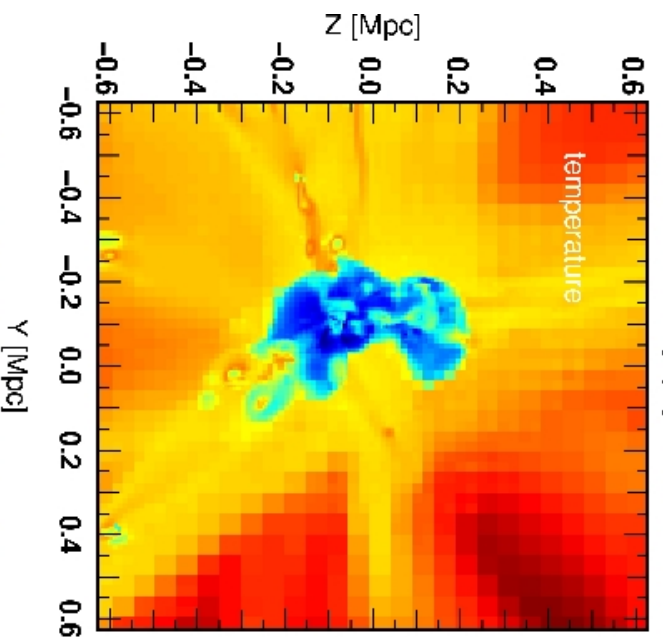
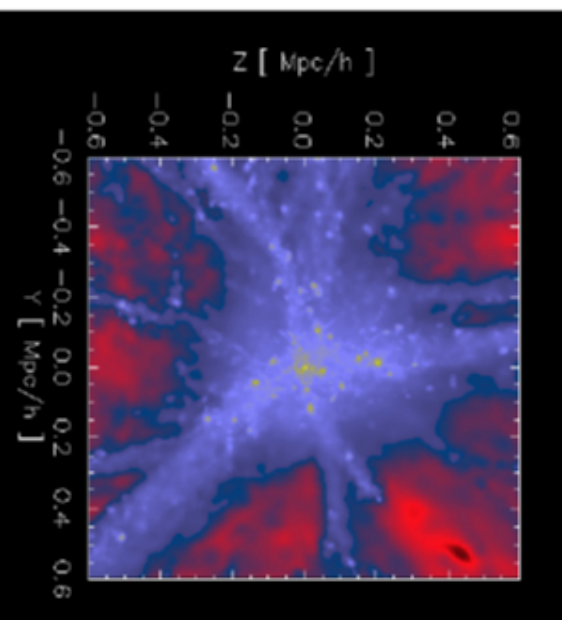
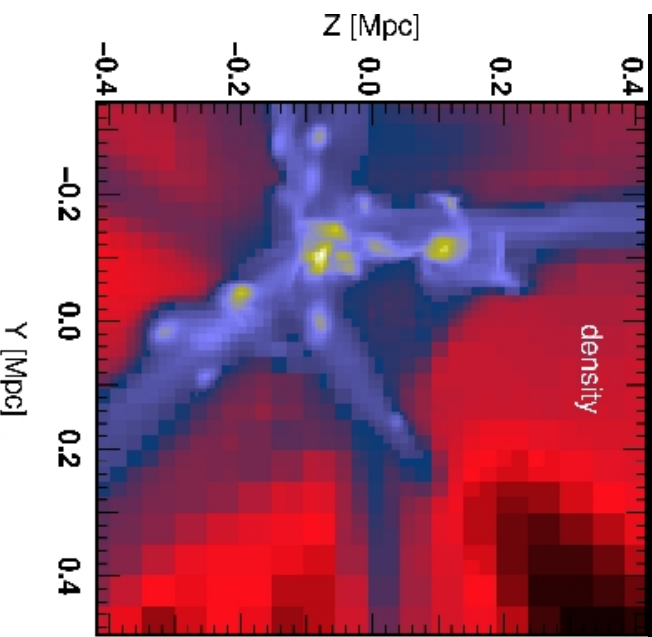
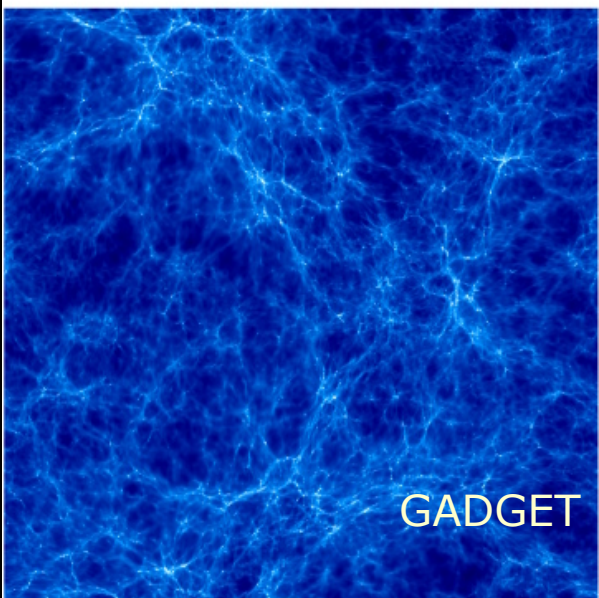
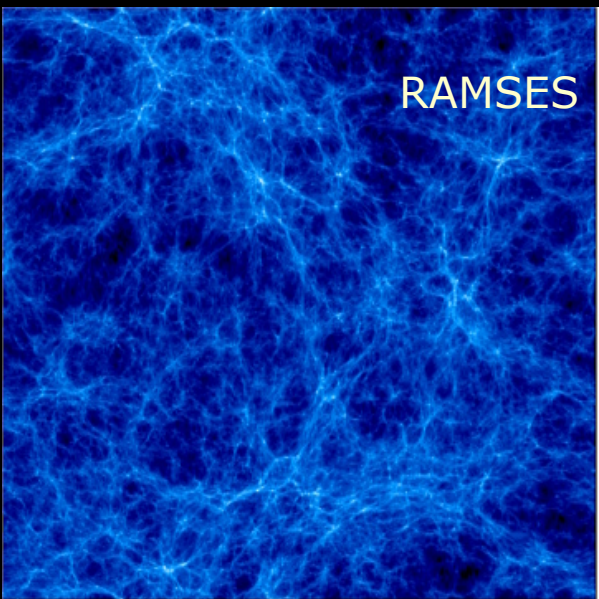
➔ **TreeSPH** (e.g. **GADGET**)

- **Grid sampling** : finite difference (basic discretisation of Euler equations) or finite volume methods (conservation laws)
Modern approach : Riemann solvers

➔ **AMR hydro codes** (e.g. **RAMSES**)

The Mare Nostrum 1024^3 AMR hydro simulation





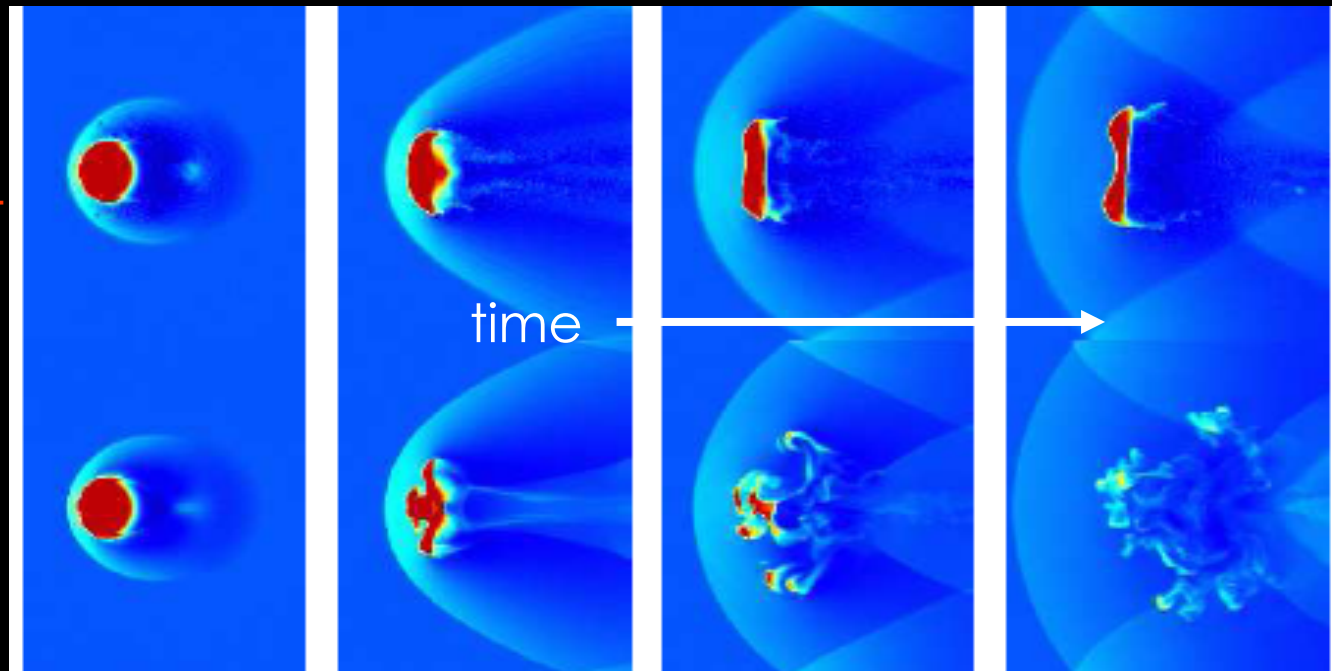
Note : contrary to DM, hydro discrepancies between SPH and AMR are marked: “vanilla” SPH technique has pb with instabilities

E.g. destruction of a cloud by Kelvin Helmholtz instability

Agertz et al. 2007

GADGET:
INCORRECT

ENZO:
CORRECT



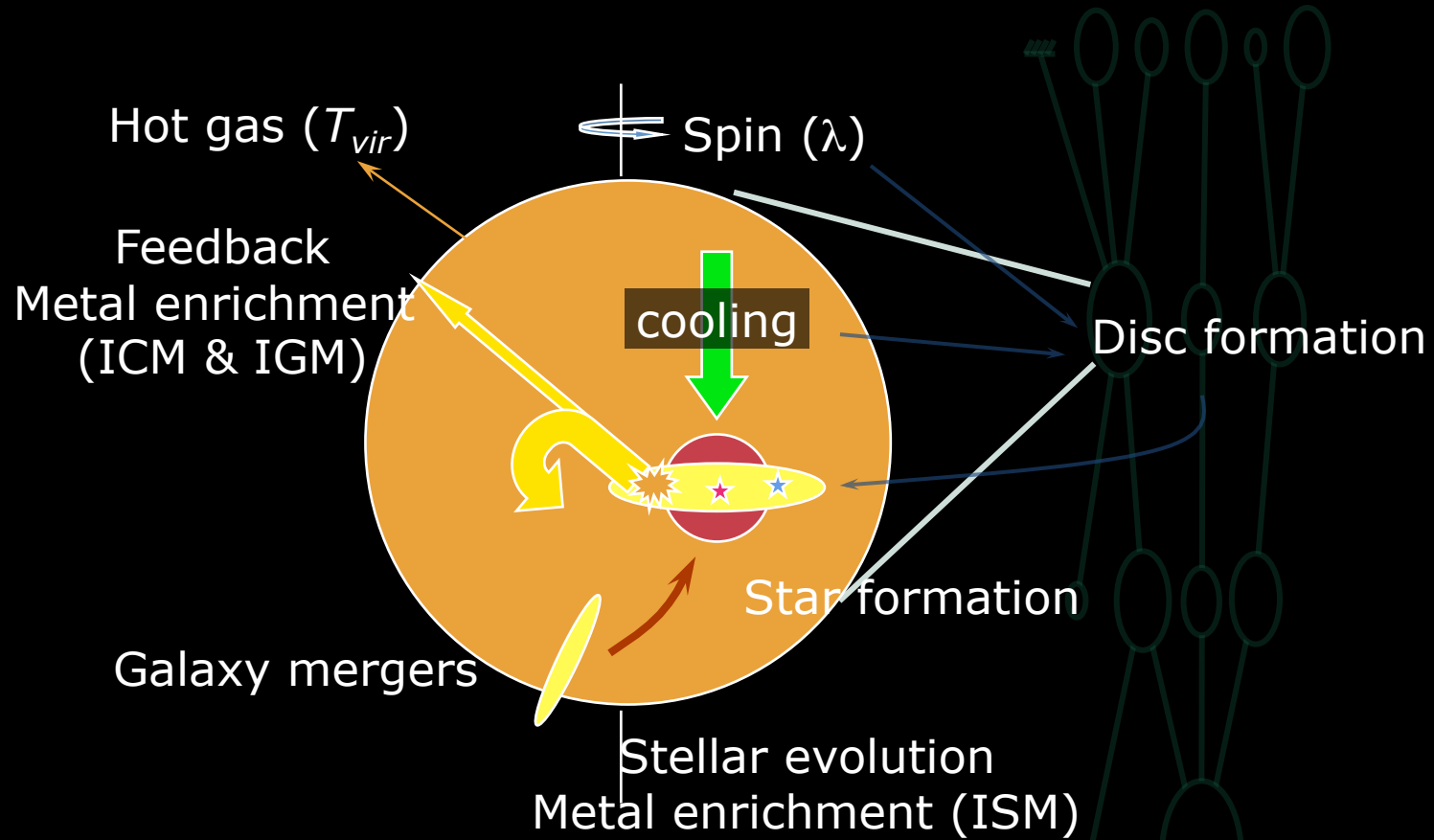
Additional physics : facts

- Stars form and supernovae explode in galaxies, supermassive blackholes are born, grow and release energy and momentum in the interstellar and intergalactic medium
- Simulations are always going to **lack resolution** at some point to model these phenomena.

Additional physics : methods

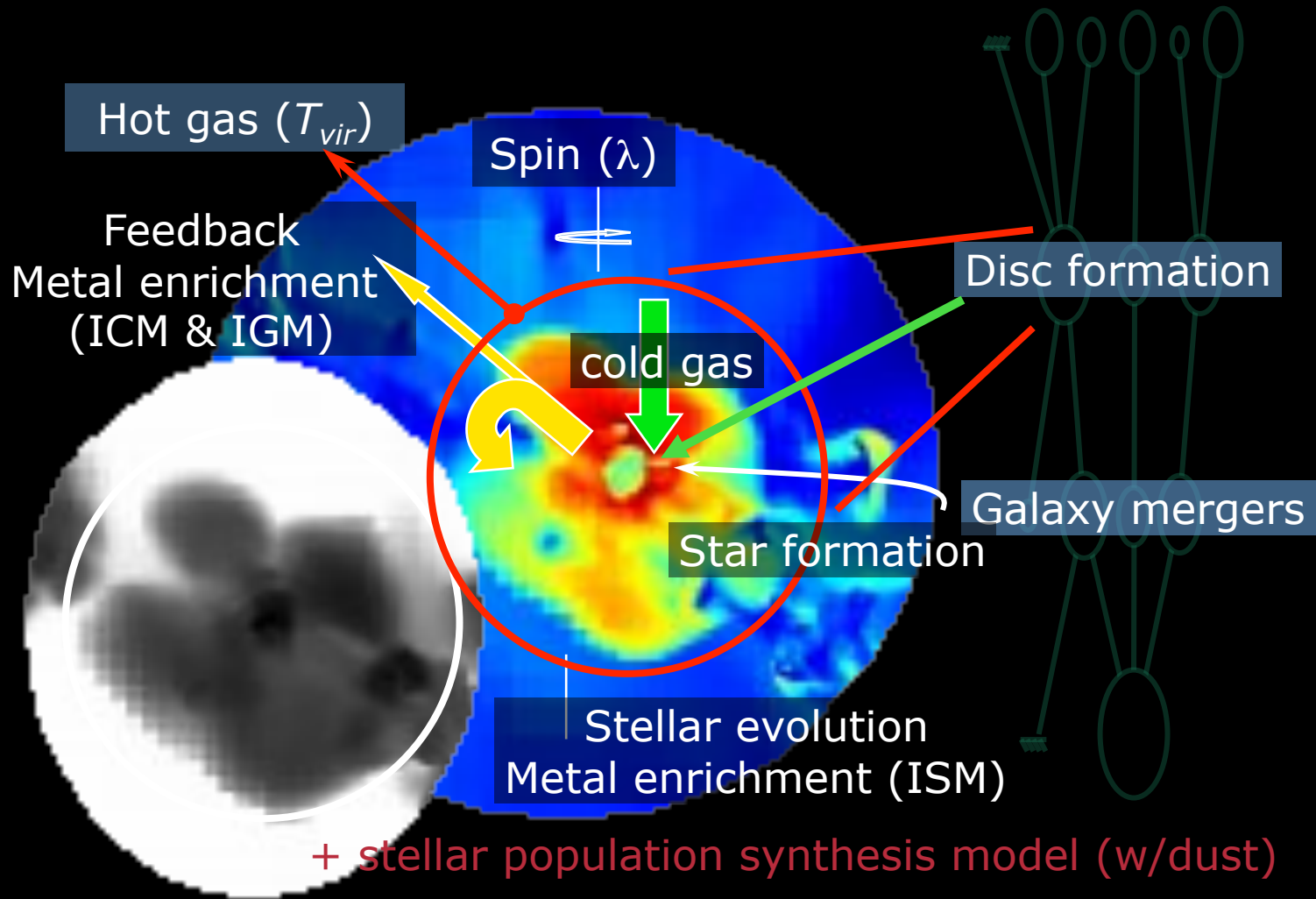
- “**subgrid**” modelisation of the above phenomena in hydro simulations: its actual implementation depends on the hydrodynamic method used
- full **semi-analytic modelisation** of baryonic physics in pure **dark matter simulations**: as many models as modelers although a lot of common features

Physics of baryons : a cartoon

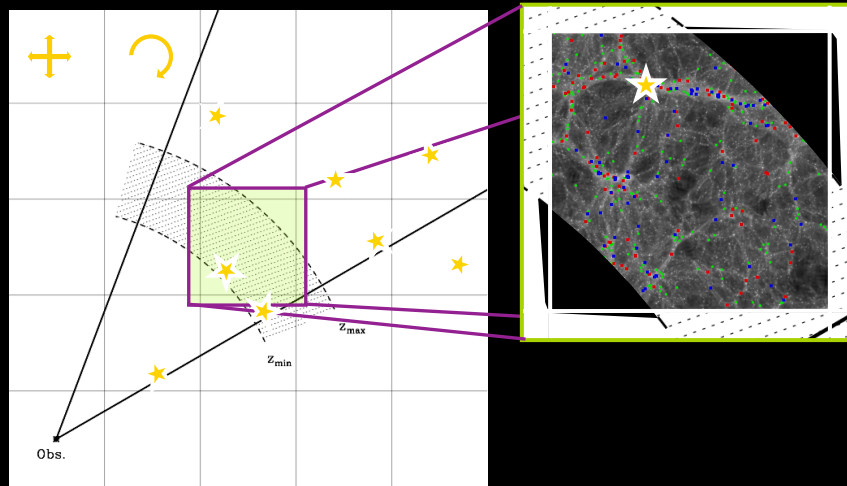


+ stellar population synthesis model (w/dust)

Subgrid physics of baryons

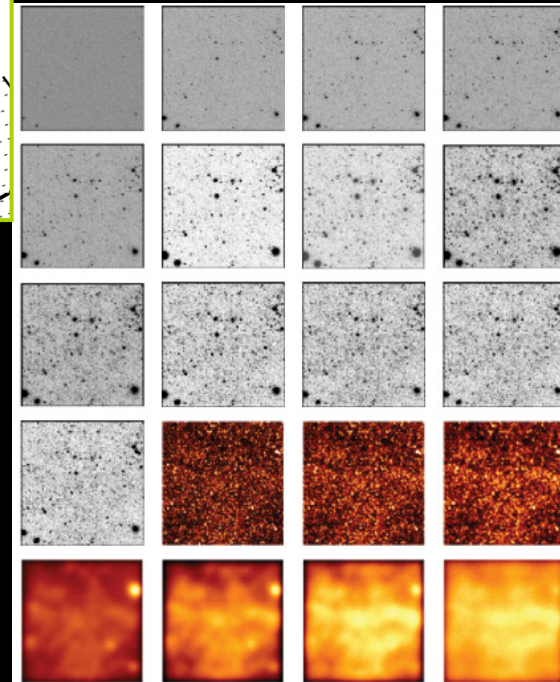


Note : from simulations to mock observations

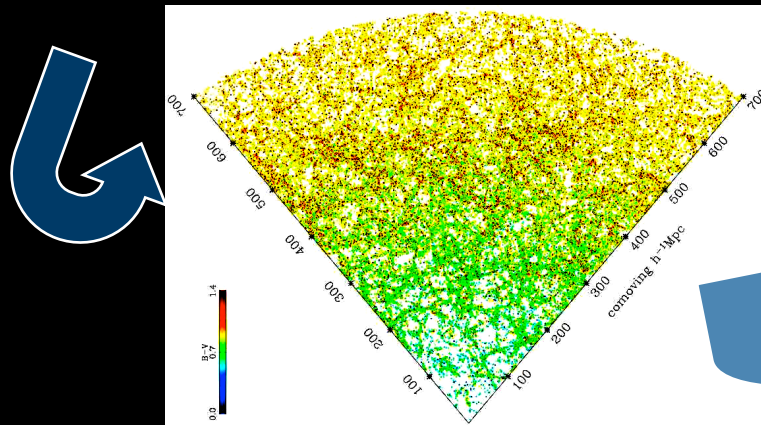


MoMaF : the Mock Map Facility
Blaizot et al. 2005

SDSS



Planck



A word on the CDM paradigm at this stage

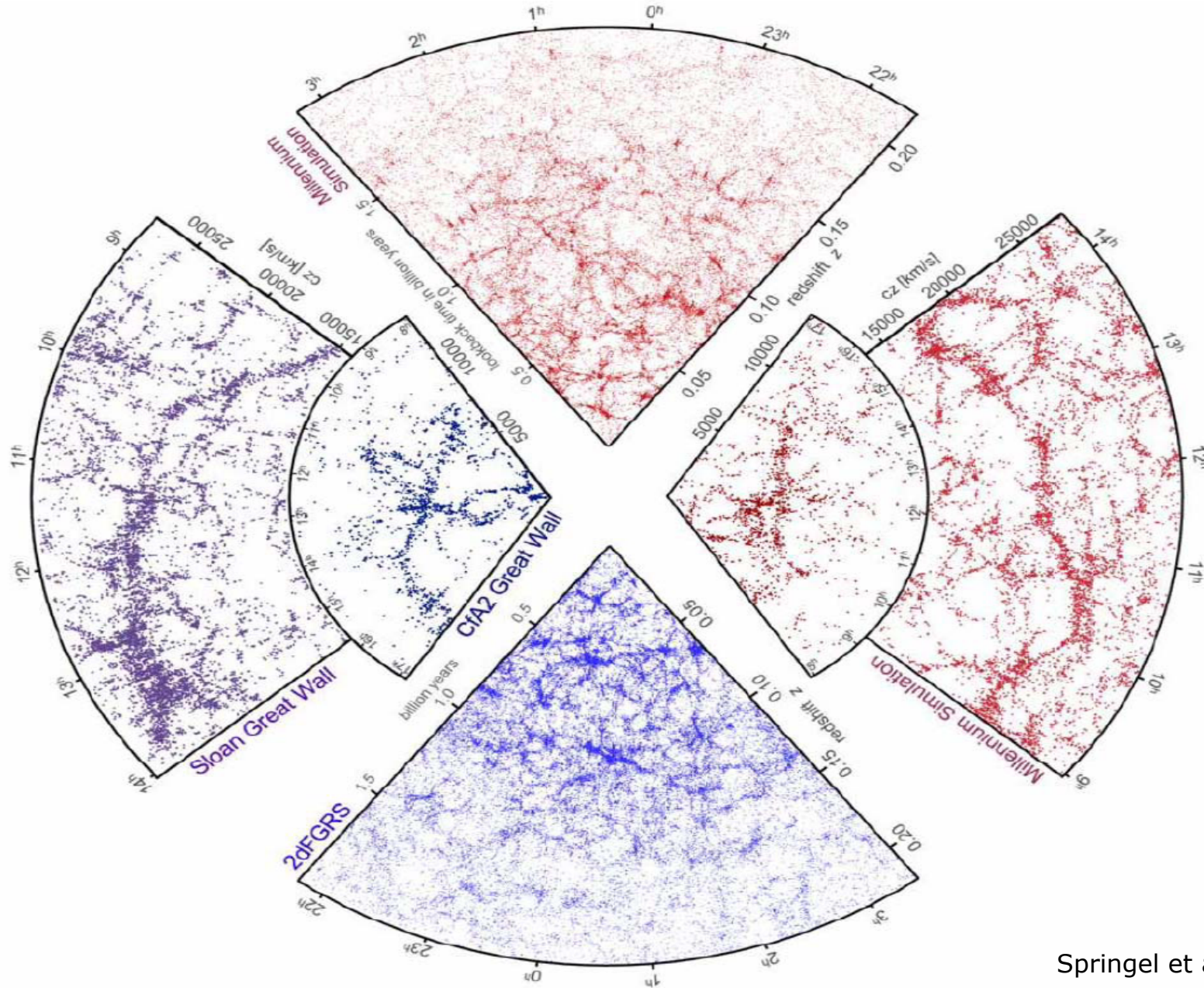
Most of the alternatives of CDM imply *small modifications* on small (sub-galactic, dwarf galaxy) scales which are quite insignificant on larger scales (e.g. WDM is still quite cold) and rather easy to simulate properly.

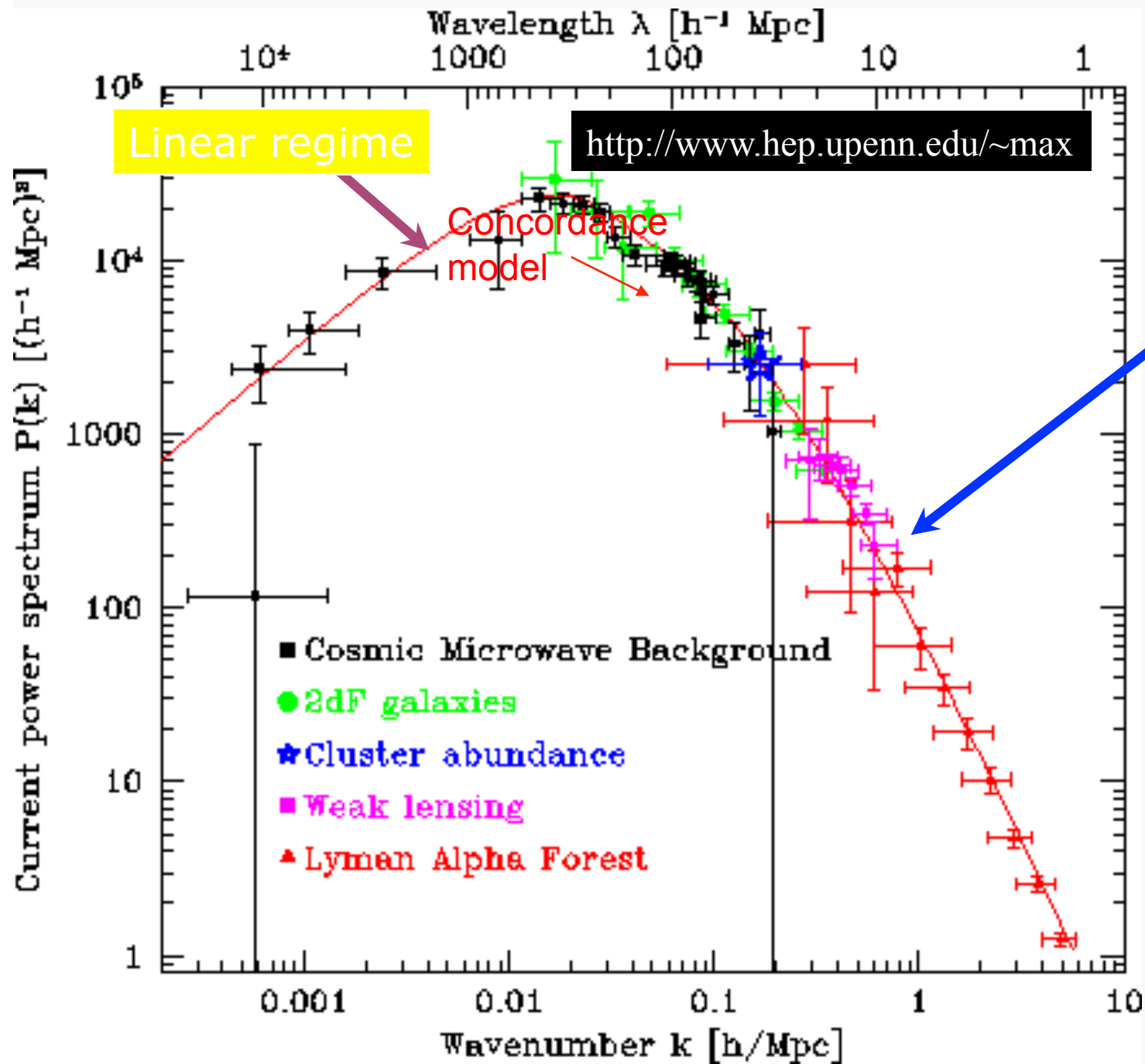
What really needs to be understood is the *impact of baryons on the dark matter*.

NB: this is all the more true when considering alternative to GR (e.g. MOND) where DM can be superfluous ...

**Major simulation
success stories
(mainly large scales)
and
limitations
(mainly small scales)**

Reproducing large scale structures





Successes of CDM

Physics of the intergalactic medium (hydrodynamics): Lyman alpha forest

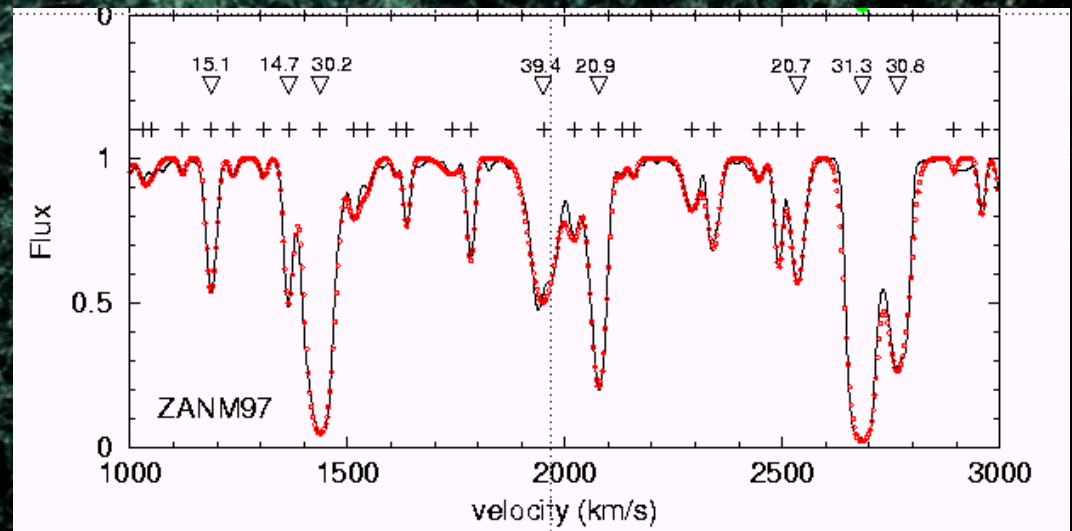
$N=1024^3$

$L=54 \text{ Mpc}/h$

quasar

Earth

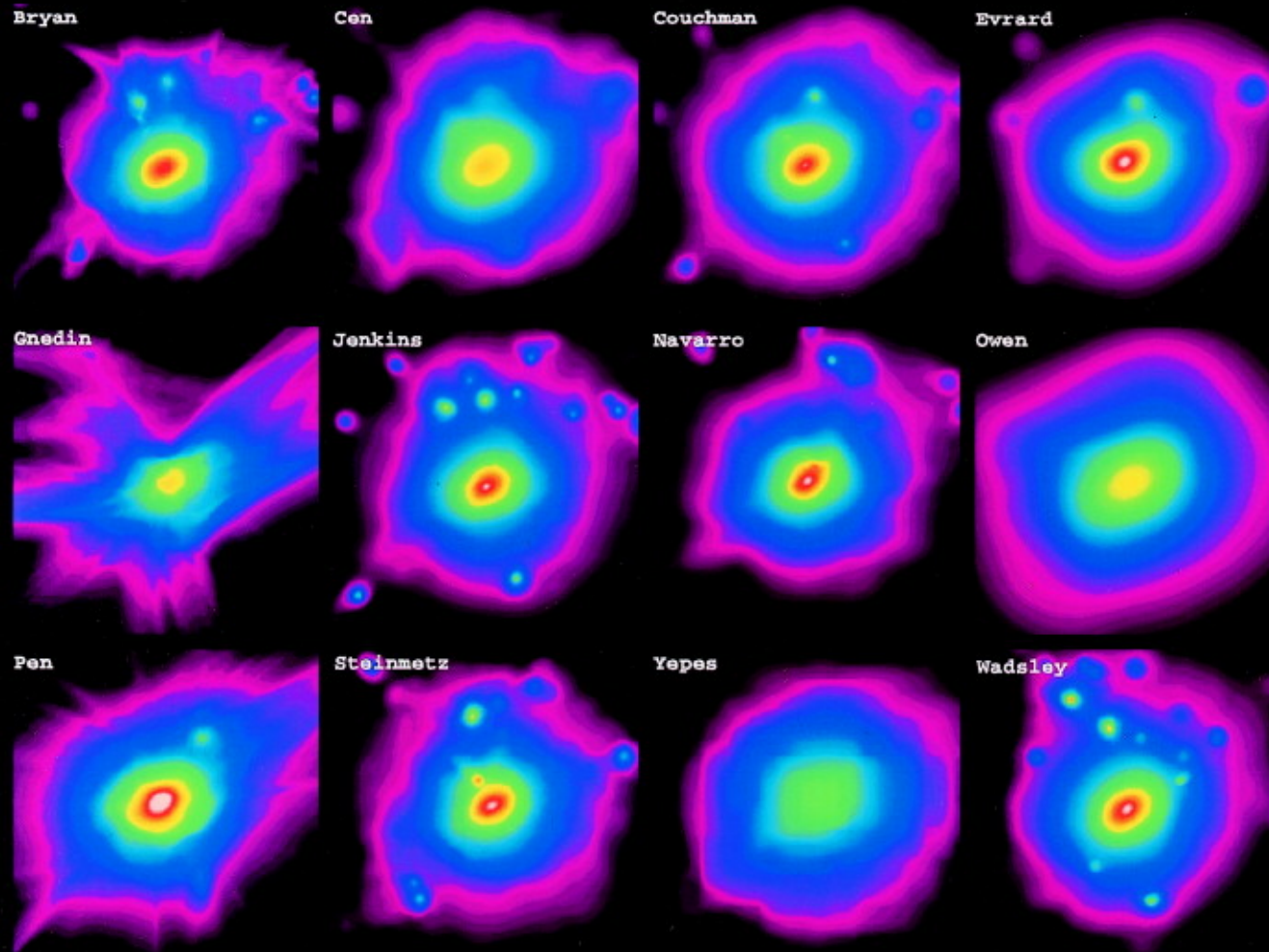
Simulated HI absorption spectrum



“Adiabatic” hydrodynamics of galaxy clusters :

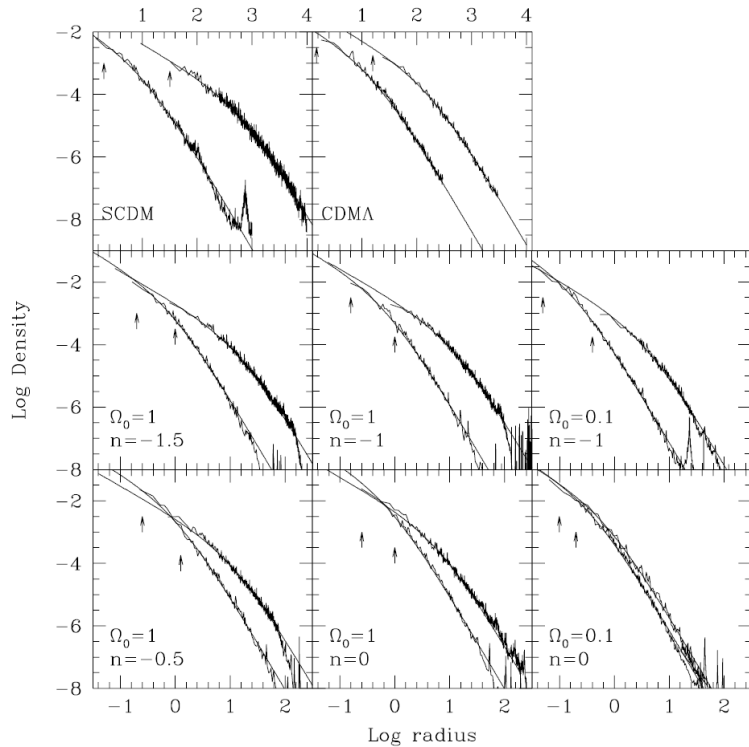
e.g. Frenk et al. 1999

X-ray (variable) $z=0$

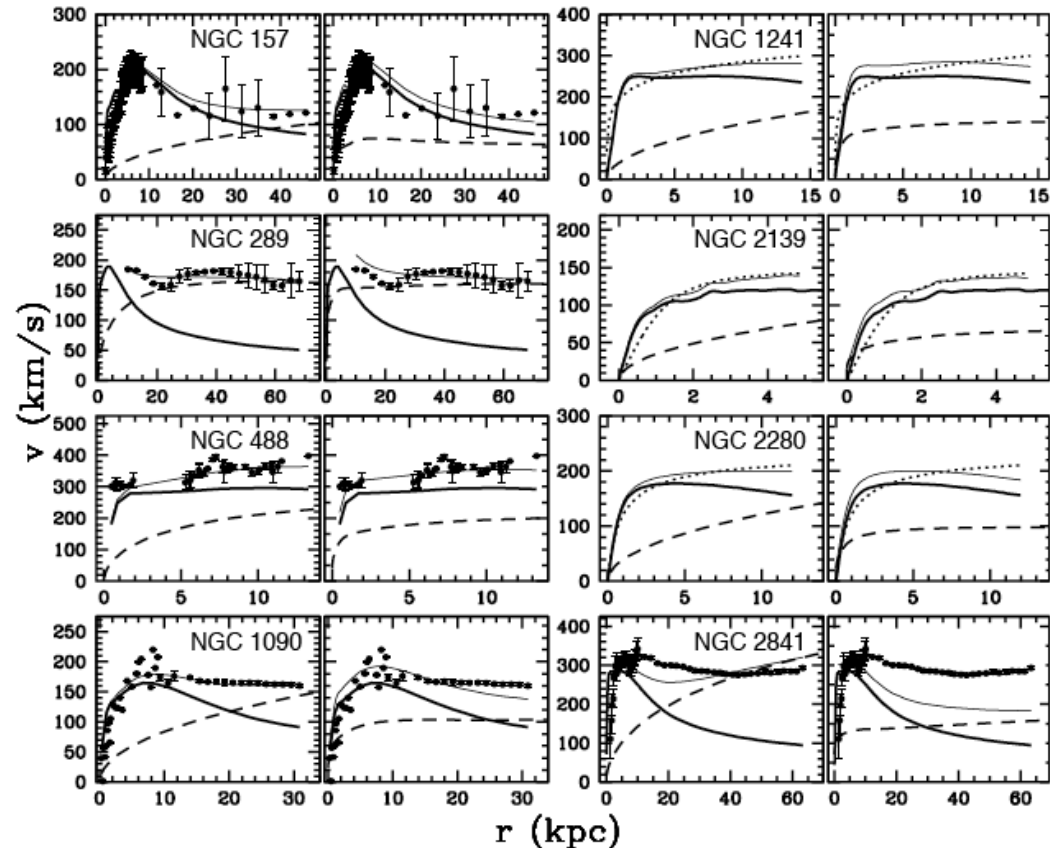


Cusp of host halo: clusters OK but galaxies? Why does scale matter?

NFW / Einasto halo profiles
(Navarro et al. 1996)



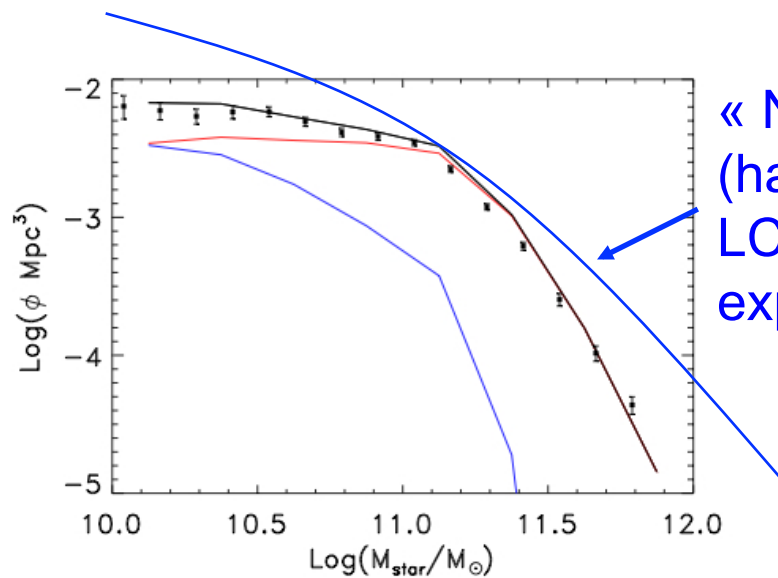
the rotational velocity curves of galaxies: Kassin et al 2006 →



Observations show inner regions of galaxies with lower concentrations than predicted by **pure** N-body simulations and adiabatic contraction due to baryons makes things worse except if strong feedback.

Another galaxy problem: stellar mass functions at high and low z

Bell et al 03 K-band determination



« Naïve »
(halo based)
LCDM
expectation

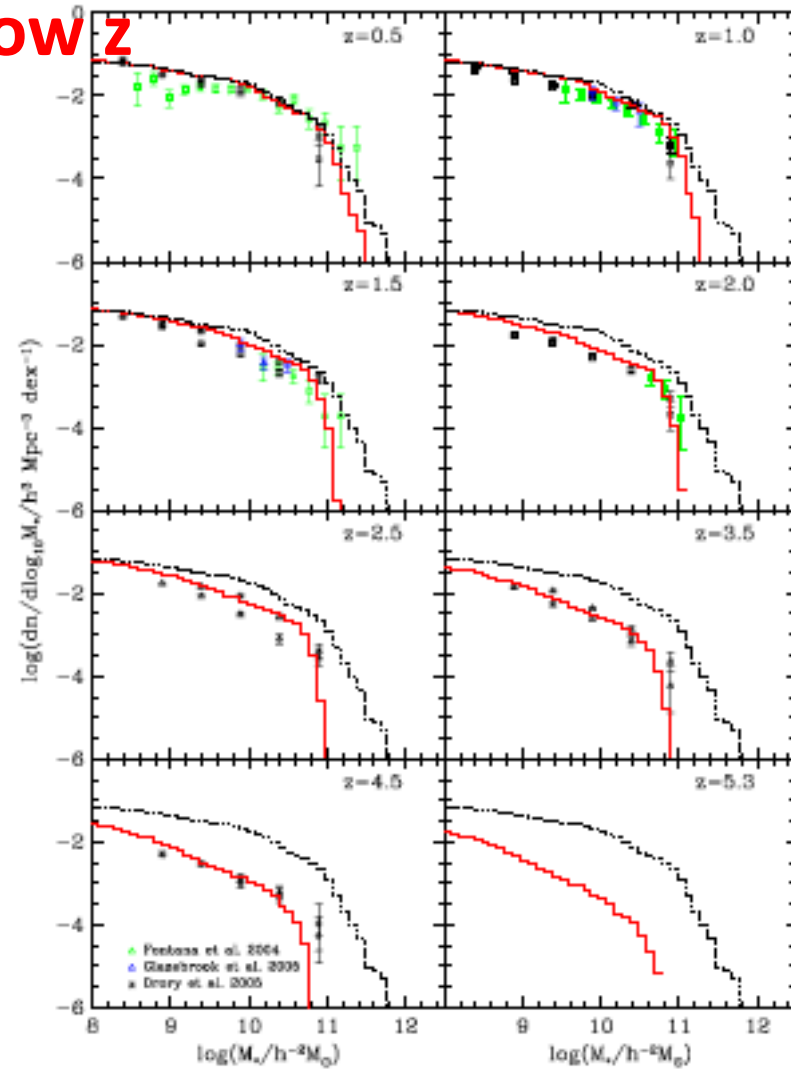
« Breaking the hierarchy »

Bower et al 2006

Data: Drory et al 2005,

Fontana et al 2004

Glazebrook et al 2004



also De Lucia et al 2006 and
Hopkins et al 2006

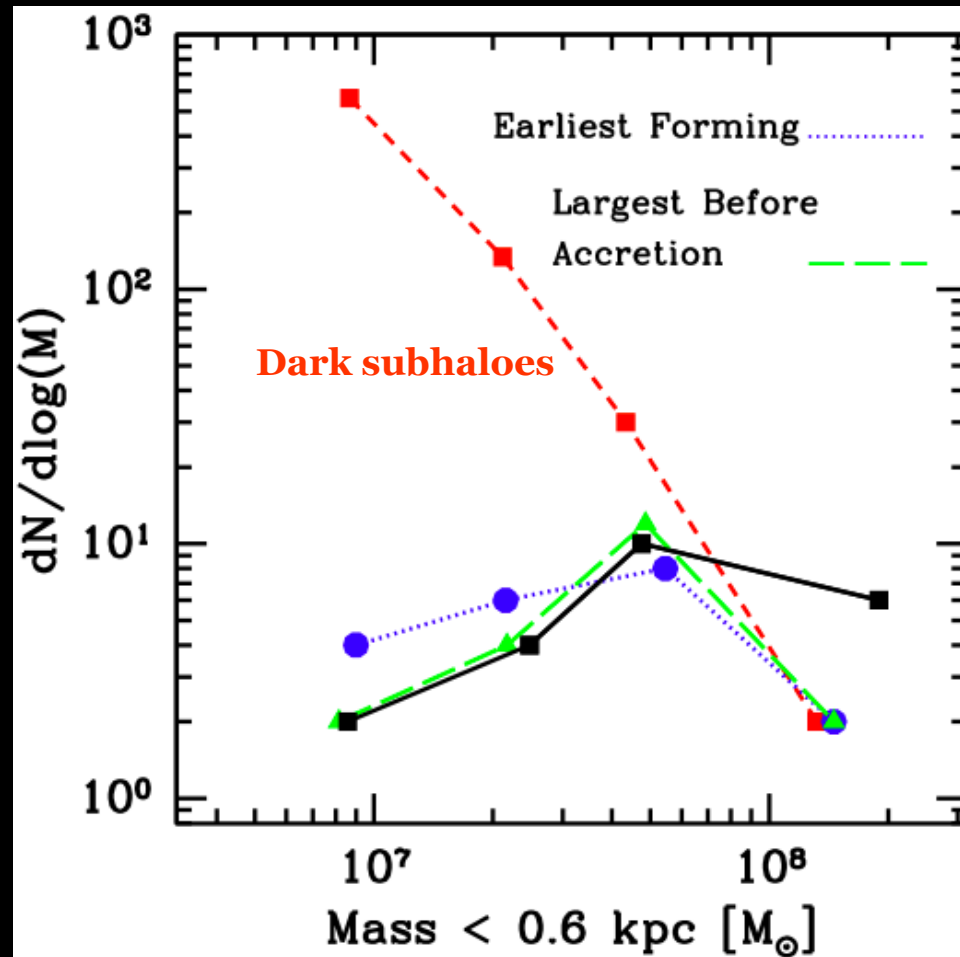
Further down in scale: substructure in CDM haloes: the N-body prediction



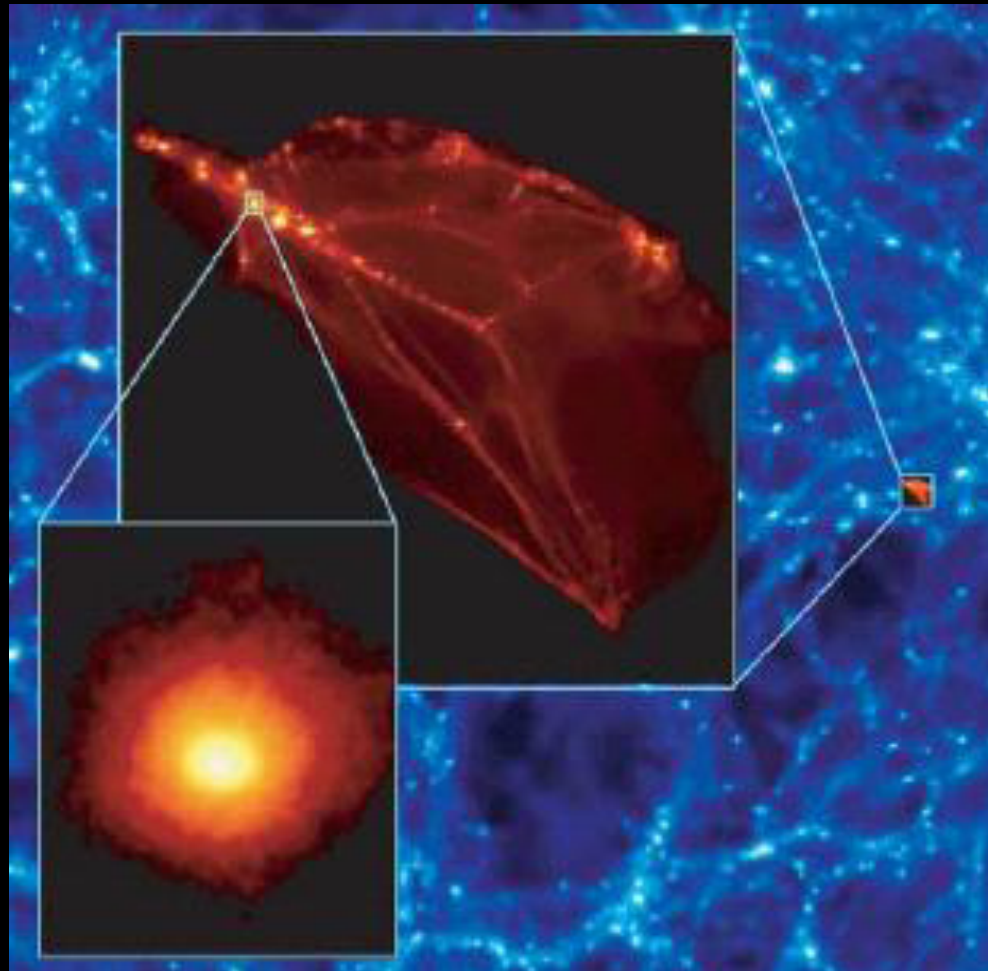
Via Lactea simulation (J. Diemand & al, 2006)

The magnitude of the problem

Strigari et al. 2007



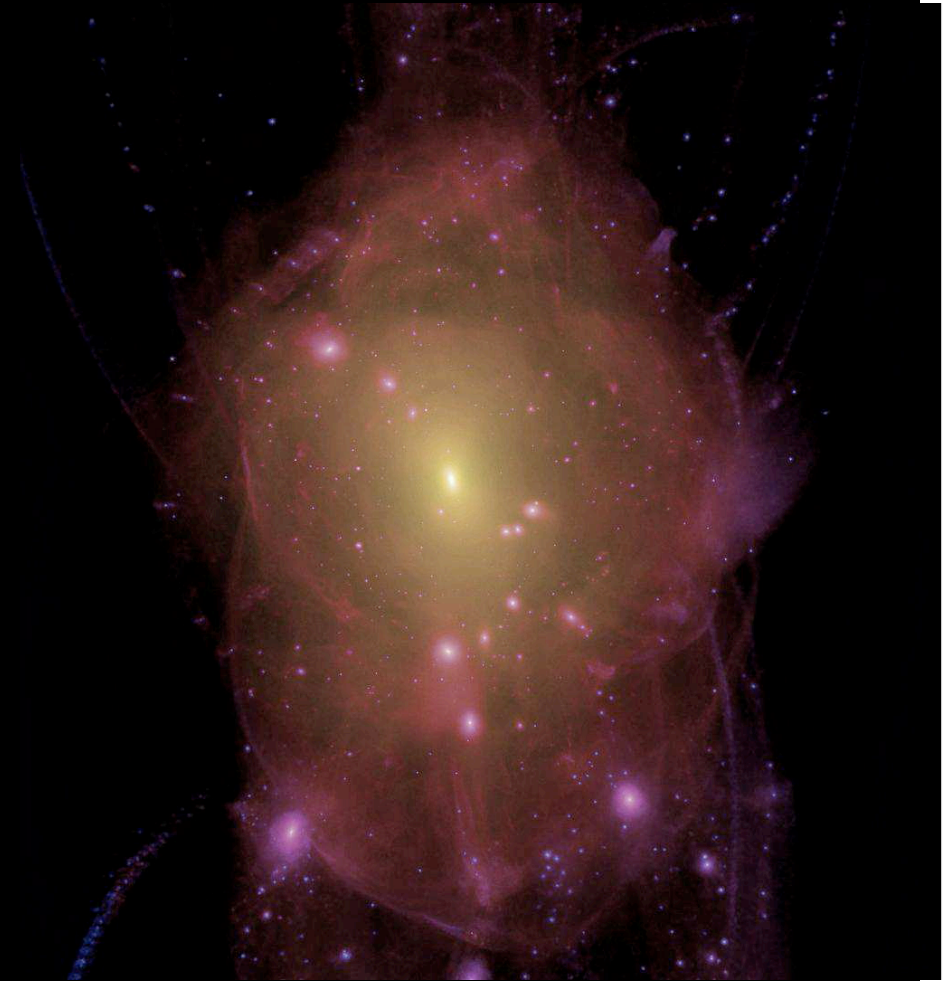
The ultimate CDM substructures :
earth mass minihaloes
specific assumptions about nature of CDM



Clue about nature of DM?

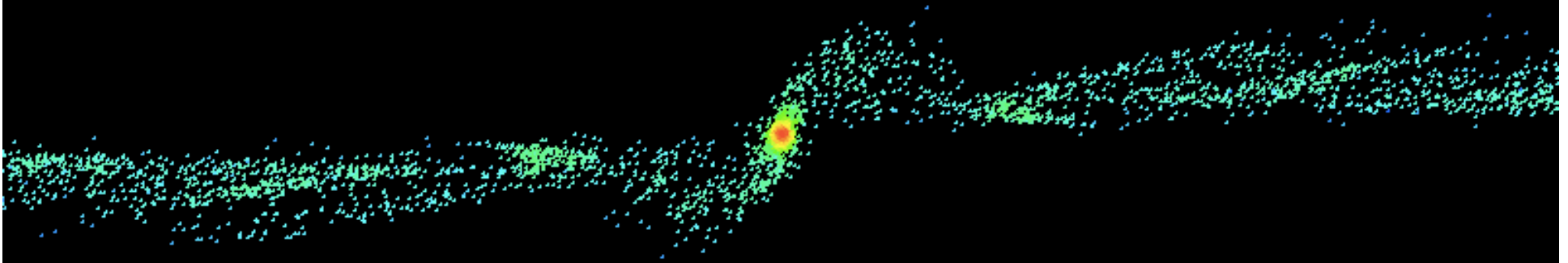


Lovell et al 2012



CDM vs WDM

However even micro-halos ($< 10^{-3} M_{\text{sun}}$)
can be destroyed by disk (baryons) potential !



e.g. Schneider et al 2011

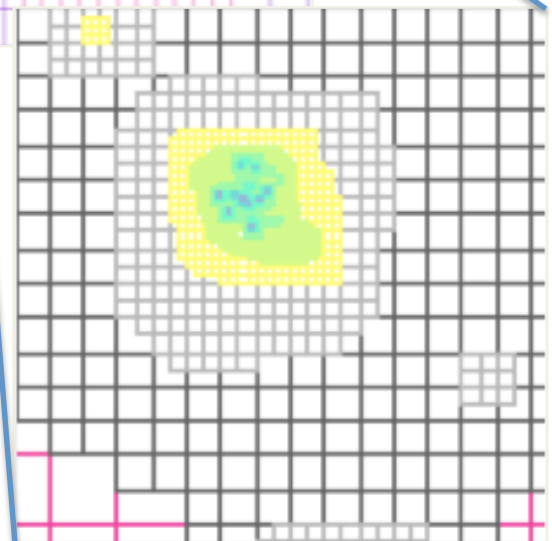
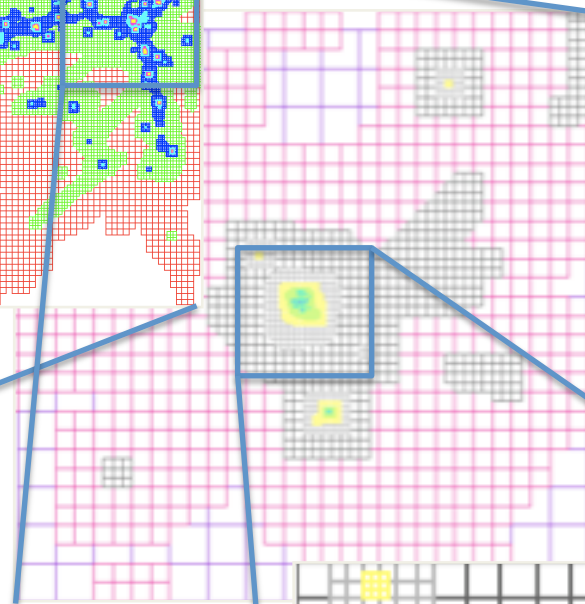
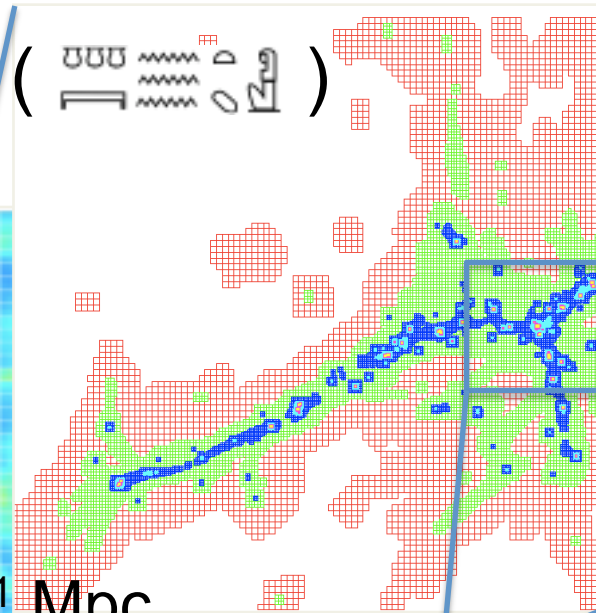
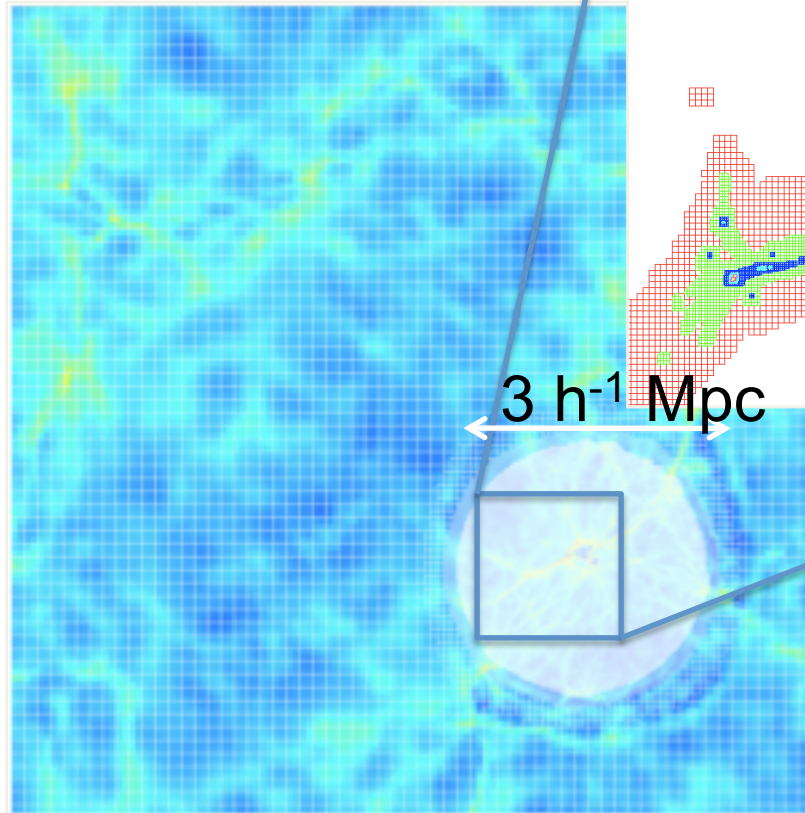
Moreover, quid of the cusp of inner halo profile?

Indeed it is still present in WDM N-body simulations!

AMR **NUT** ()

« re-simulations »

spatial resolution
~ 0.5-48 pc (physical)
on finest level



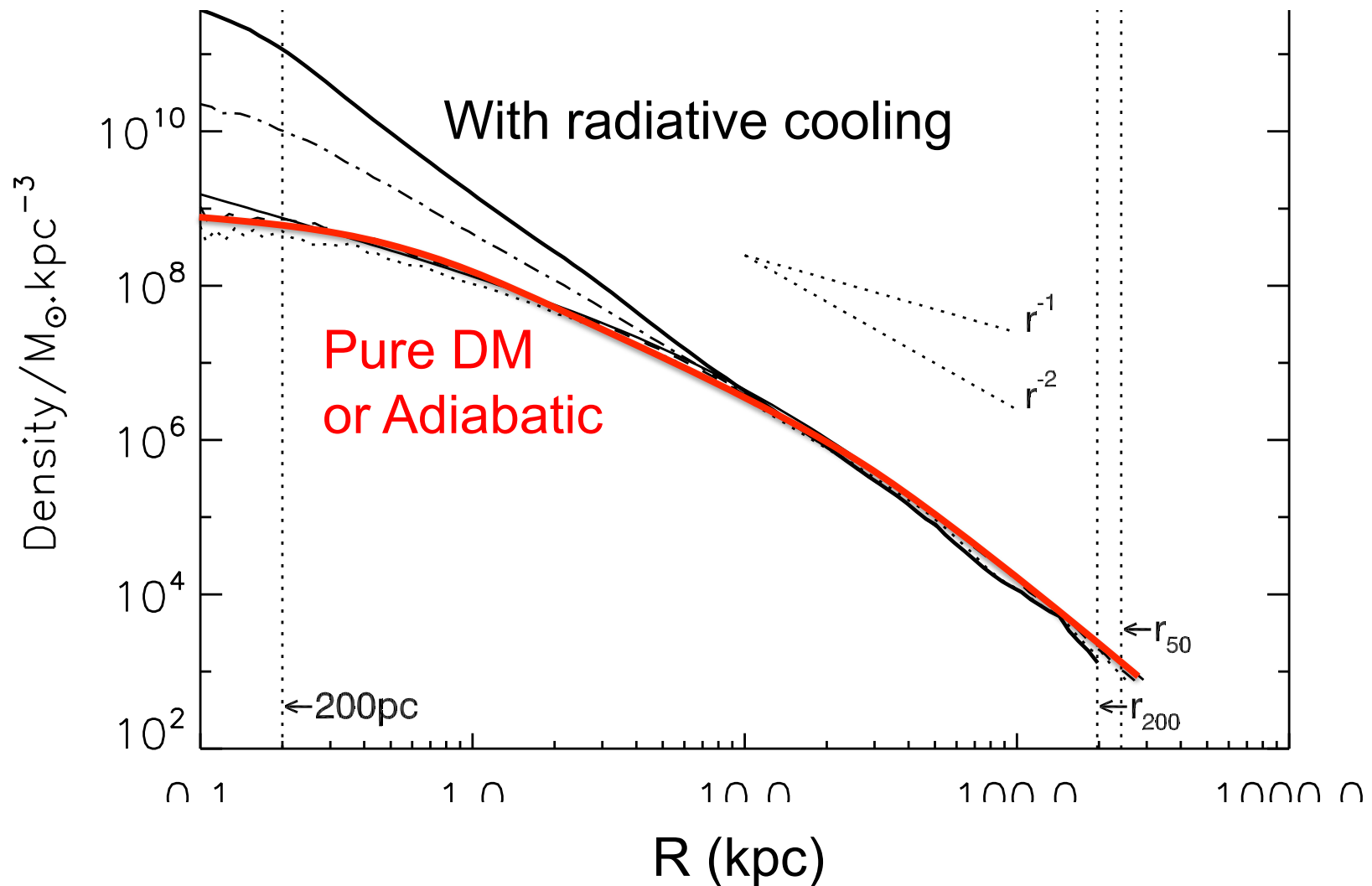
9 h⁻¹ Mpc

128 root grid,
3 nested grids

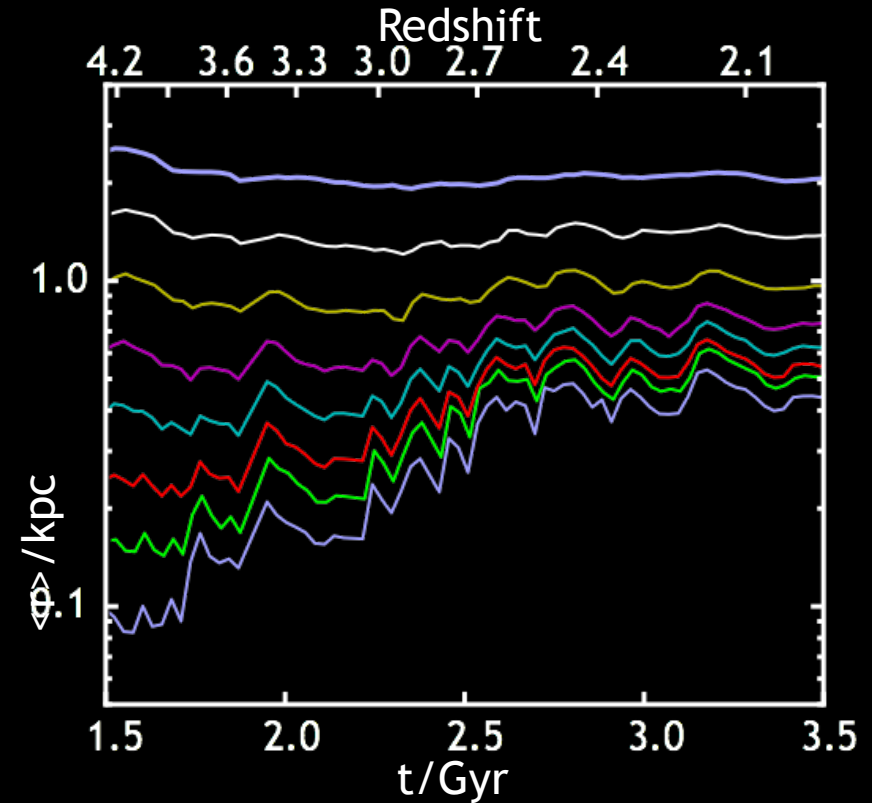
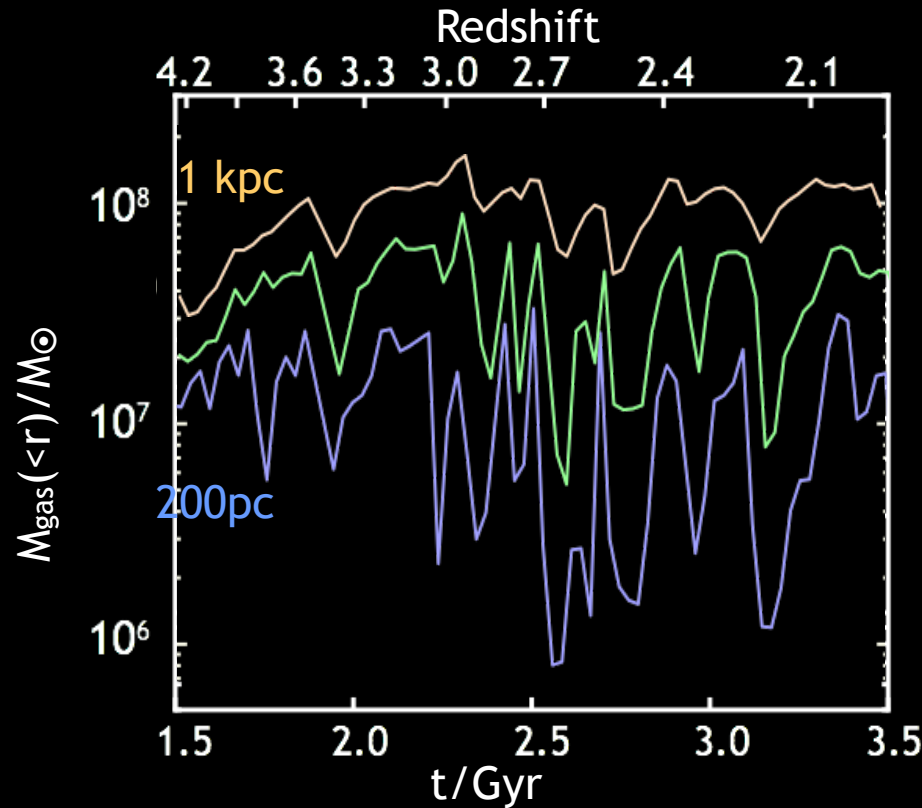
8-15 AMR refinement levels

Identical simulations (IC / DM particle mass res → 5 × 10⁴ M_⊙)
with different physics implemented (adiabatic, cooling, star
formation, SN feedback, RT, stellar winds, MHD ...)

Baryon cooling impact on density profile of a MW like halo



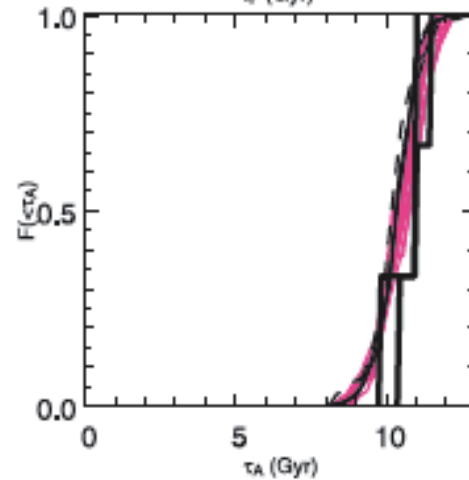
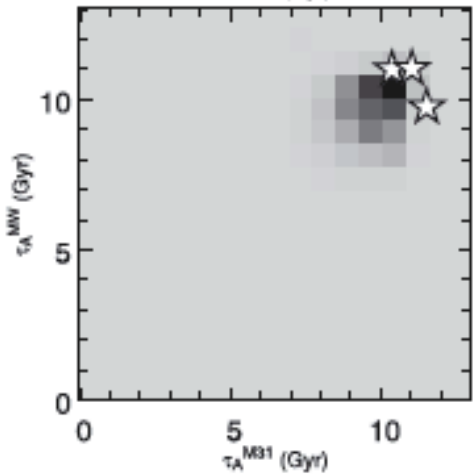
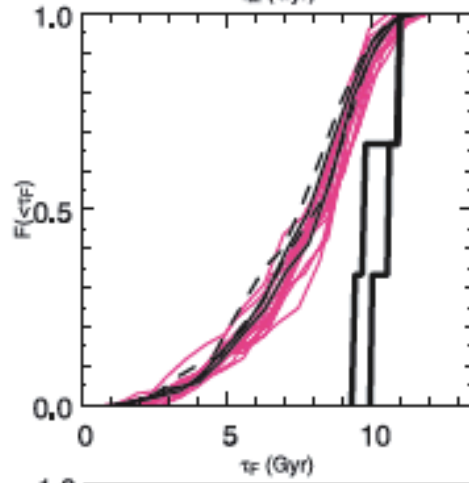
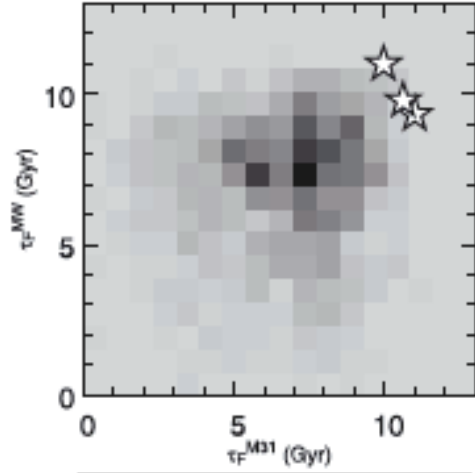
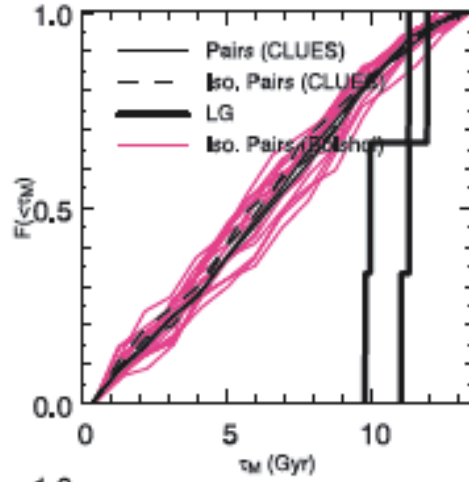
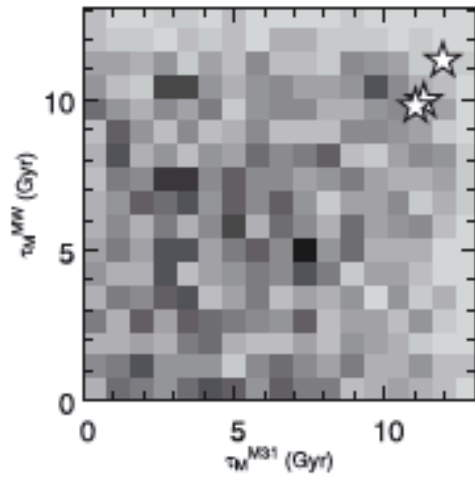
But ... SN feedback?



Rapid (<dynamical time)
gas expansion/contraction



Outward migration
of DM particle orbits



Direct & indirect DM
detection: how typical
is the MW halo?
a.k.a. an initial condition
problem

Forero-Romero et al 2011
(CLUES project)

LG (MW + Andromeda): 12-17
% of halos of same mass have
same MAH, 1-3% same
formation properties!

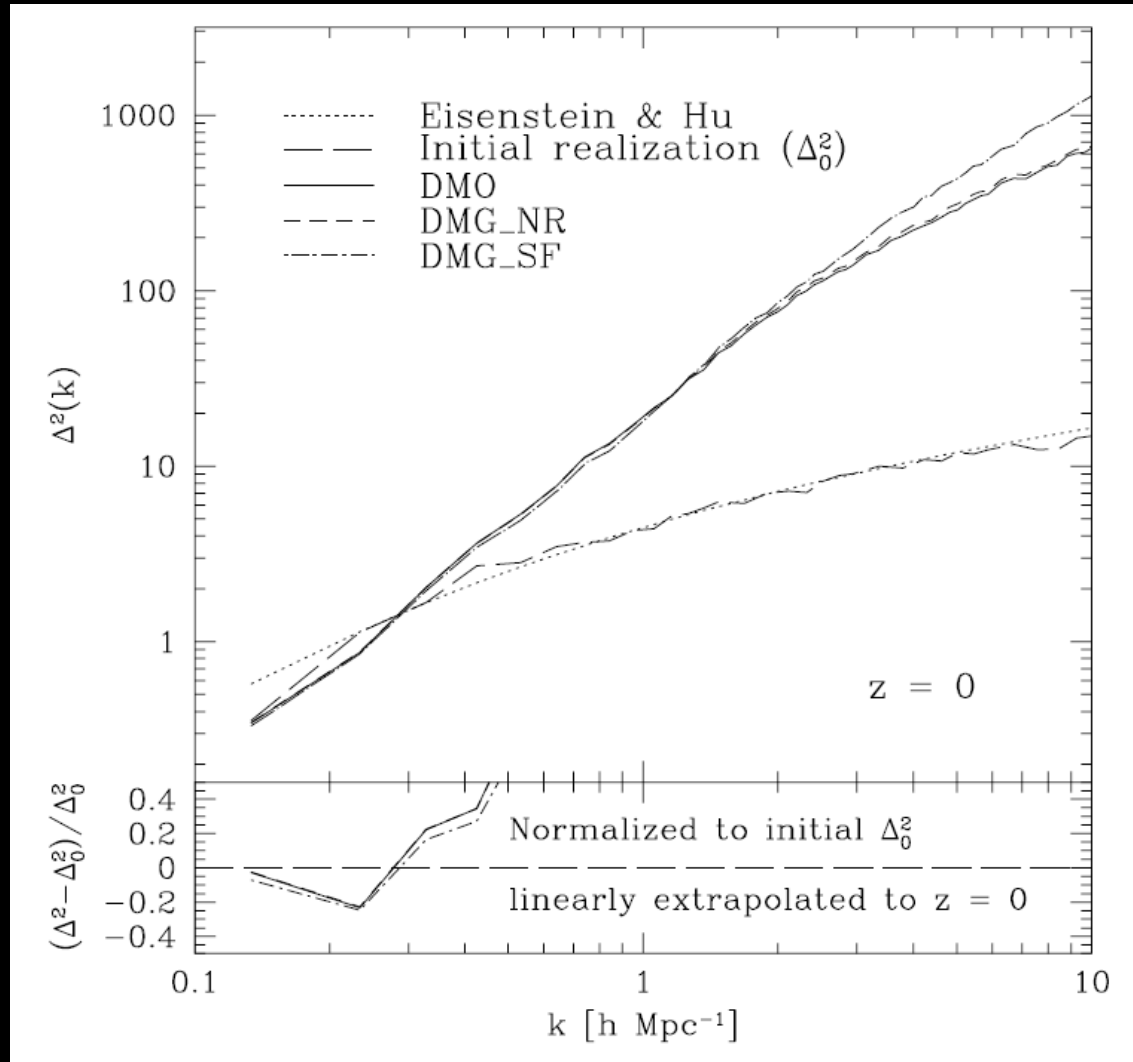
Main conclusions

- Collisionless DM dynamics quite well understood
- Baryon dynamics well understood in the simplest cases where the additional (subgrid) physics does not play a major role (first stars, Lyman alpha forest, clusters)
- Every result involving semi-analytic (subgrid) modelling is **questionable**

Unfortunately, to understand the fine details of (cold) dark matter dynamics, ***we need to address the issue of the physics of the baryons.***

The importance of baryons in precision CDM cosmology

Rudd et al. 2008



Formation of the first stars:

