

One Dimensional Gravitational Collapse

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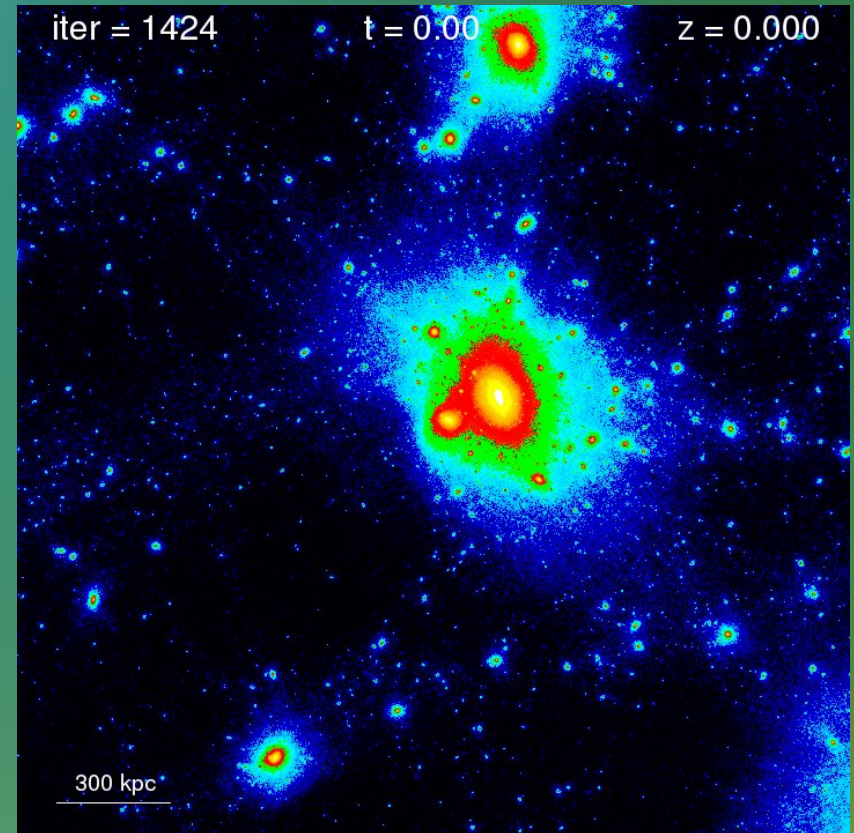
Jerry Jungman

Overview

- ◆ Background and context
- ◆ The dynamical system
- ◆ The algorithm
- ◆ Numerical results
 - ◆ Phase mixing
 - ◆ Violent relaxation
 - ◆ The density profile and phase space density
 - ◆ The evolution of the system
 - ◆ The origin of the density scaling relation
 - ◆ Changing the initial density profile
- ◆ Conclusions

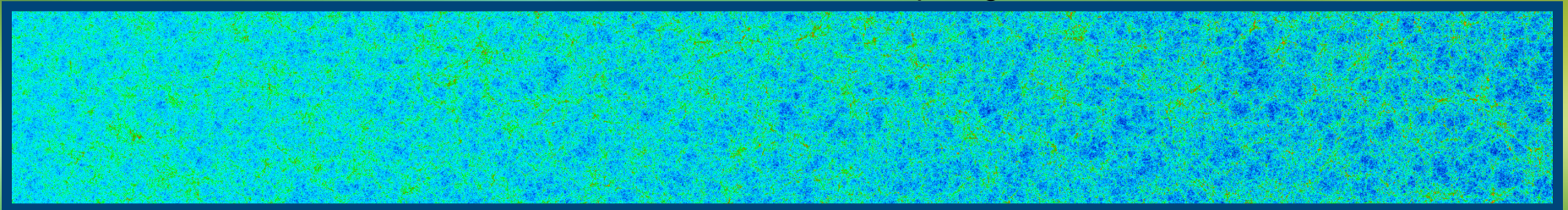
Background and Context

- ◆ Cosmologists rely on simulations to make predictions about
 - ◆ The clustering of dark matter
 - ◆ The mass functions of dark matter structures and substructures
 - ◆ The velocity structure of dark matter
 - ◆ Many (non-physics) factors influence how accurately the simulations represent dark matter properties
 - ◆ Particle masses
 - ◆ Particle number
 - ◆ Gravitational softening
 - ◆ Time step resolution
 - ◆ Number of modes used to generate the initial conditions
 - ◆ Redshift at which initial conditions are generated



Simulations by Mike Warren

4.4 Gpc Lightcone



Phase Space Density from Simulations

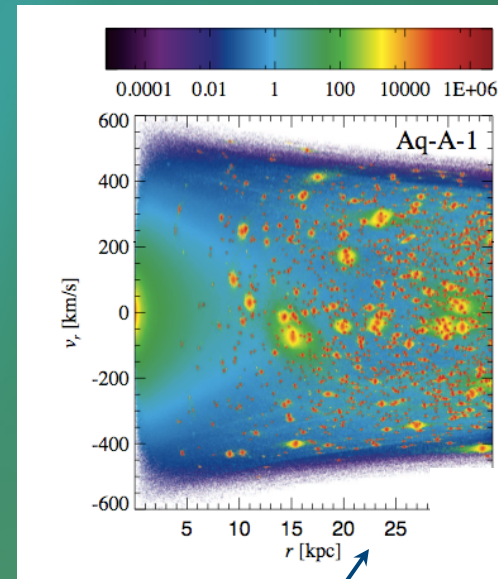
- ◆ Evolution of the phase space density influences observable properties of dark matter. Notably

- ◆ Halo profile shapes
- ◆ Velocity distributions
- ◆ Substructure
 - ◆ Number
 - ◆ Profiles
 - ◆ Velocities

- ◆ The peak phase space density in a simulation may significantly depart from that of a true system because of discreteness effects

- ◆ Discreteness effects can influence structure formation at any point in collapse (before and after virialization and relaxation)

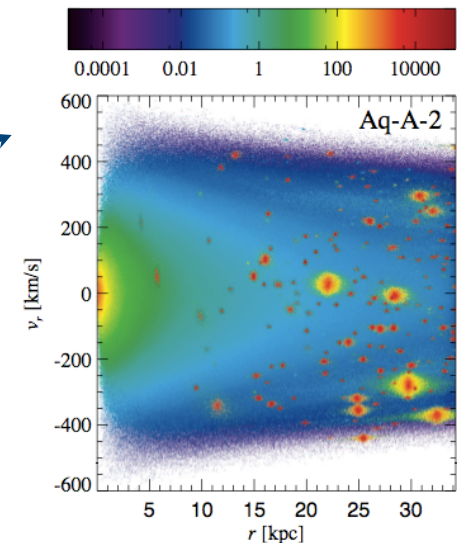
Peak Phase Space Density at 2 resolutions



Resimulations of
the SAME halo!

Maciejewski et al.
arXiv:1010.2491

Aquarius
Simulations



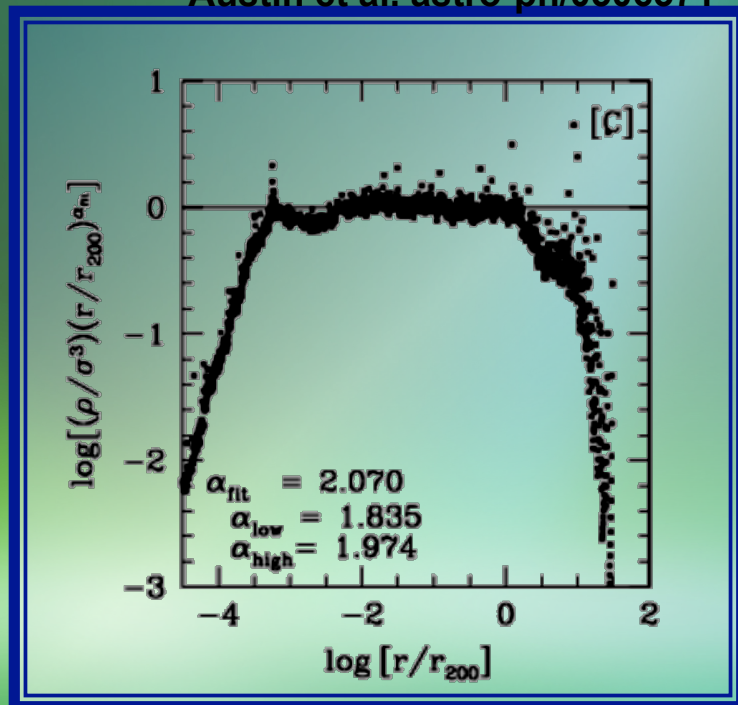
Phase Space Density from Simulations

- ◆ Numerical studies show a power law scaling in the phase space density indicator (or pseudo-phase space density)

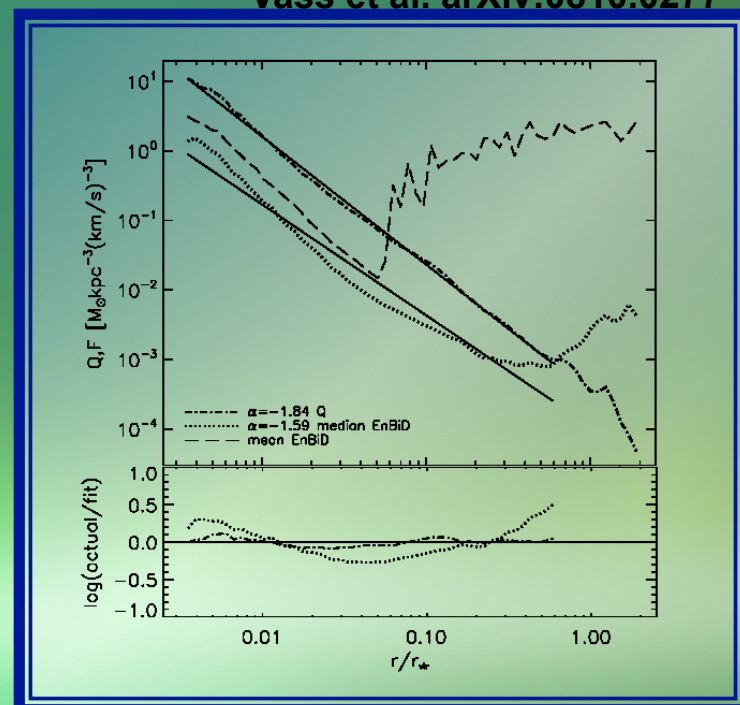
$$Q = \frac{\rho}{\sigma^3}$$

- ◆ Q is not actually phase space density since density and velocity averages are computed separately in each volume (hard to interpret)
- ◆ The origin of this scaling is unknown

Austin et al. astro-ph/0506571

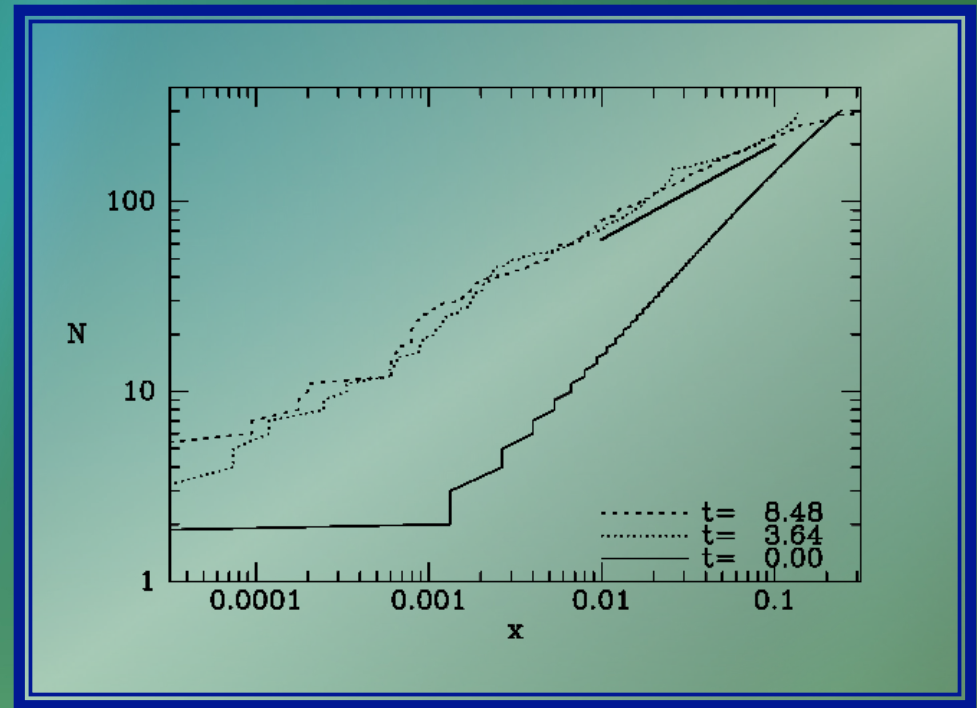


Vass et al. arXiv:0810.0277



Phase Space Density from Simulations

- ◆ Binney [MNRAS 350 (2004) 939] used one dimensional gravitating systems to suggest
 - ◆ Resolution effects during sheet collapse influence the final phase space density of a halo
 - ◆ The early stage discreteness may limit central halo densities more than late time processes such as two body relaxation
- ◆ In one dimension, the profile of the central density scales as a power law
- ◆ This implies that sheet collapse in the early universe will have singular central densities

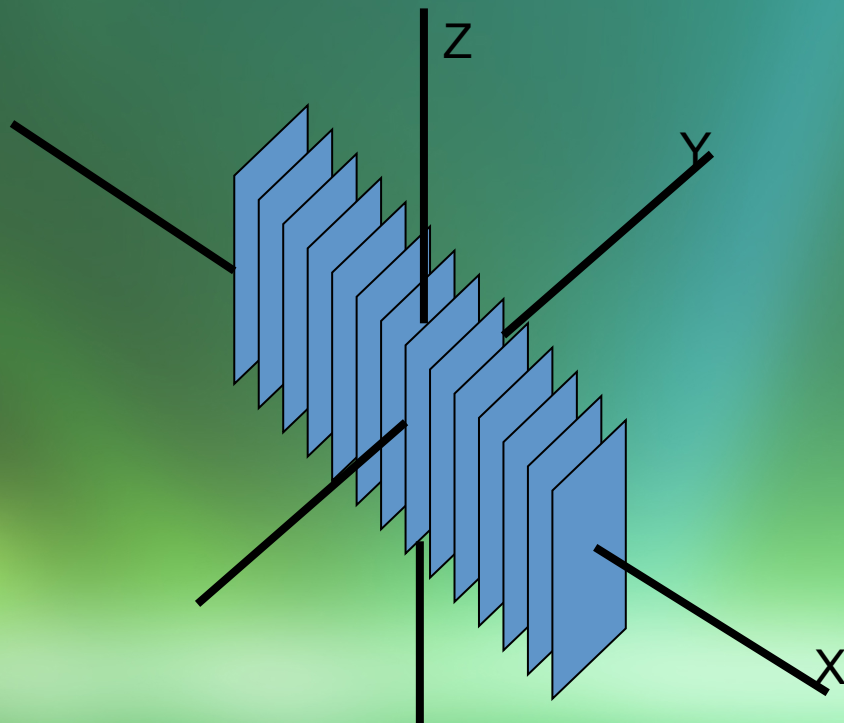


Binney astro-ph/0311155

$$\rho \propto x^{-1/2}$$

Defining the system

- ◆ A finite number of sheets collapsing along the x axis
- ◆ Sheets are infinite in the y and z directions
- ◆ Force on any sheet does not depend on separation



- Let the surface density be (Σ/N) so that the total “mass” is independent of N
- Index each “particle” by a rank k , indicating its order from the central sheet

$$F_k = -4\pi G \Sigma (k/N)$$

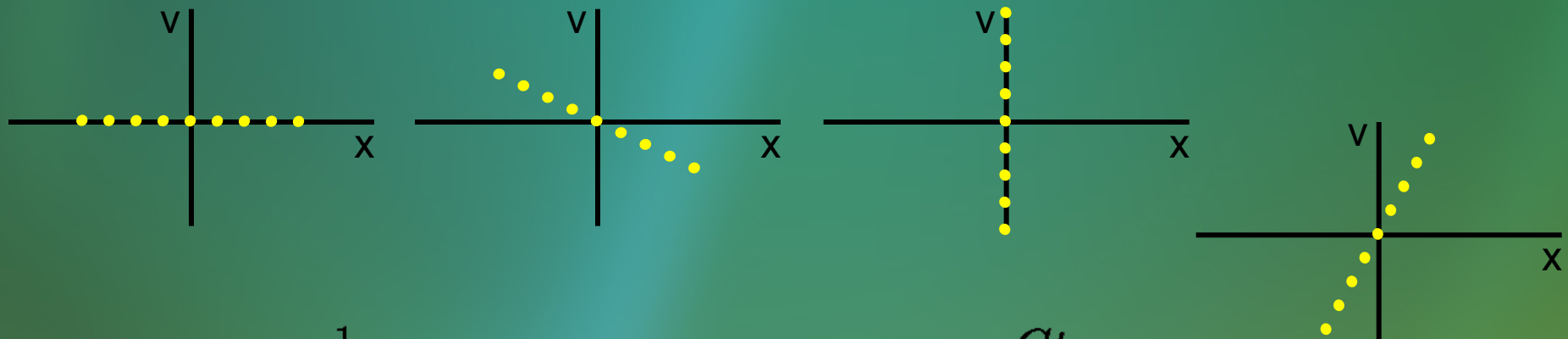
- This force changes only when the **collisionless** particles pass one another, exchanging ranks
- Between crossing the particle orbits are quadratic in time

The Algorithm

- ◆ Particle positions are analytically computed between particle crossings
- ◆ The “obvious” approach
 - ◆ Compute crossing times between each particle and its nearest neighbors
 - ◆ Sort through and find the earliest crossing time
 - ◆ Update all the particle positions to that time
 - ◆ Exchange the forces (and trajectories) on active particles
 - ◆ Go to step one and recurse
- ◆ An improved method (Implemented by Walter Dehnen)
 - ◆ The non-active particles’ ranks are unchanged at crossing
 - ◆ Therefore their forces and trajectories are unchanged
 - ◆ It is only necessary to update the active particles’ positions
 - ◆ Only the active particles crossing times need be recomputed
 - ◆ Particles in the simulation exist at different times, in the correct rank order
 - ◆ Periodically, all particles are updated to the same time and dumped
- ◆ The improved algorithm significantly improves the scaling

The zero velocity case

- ◆ If the system begins with equally spaced particles and zero initial velocity, the orbits remain in phase



$$x = x_0 + \frac{1}{2}at^2$$

$$v = at$$

$$a = Cx_0$$



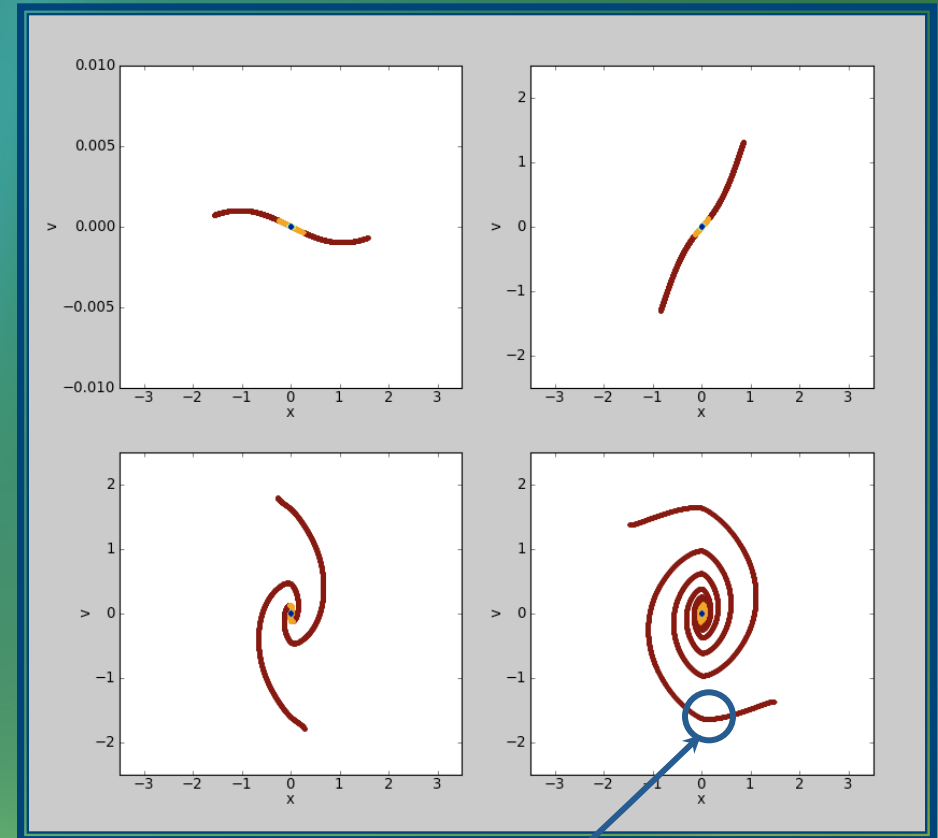
$$\left(\frac{v}{x}\right) = \frac{Ct}{1 + Ct^2}$$

Independent of
initial position

- ◆ All particles have the same period, and they all cross only at $x=0$

Initial velocity causes phase mixing

- ◆ Example: A small amplitude sinusoid for initial velocities
 - ◆ If $v_0(x_0)$ is not proportional to x_0 , particles at different initial positions have different periods
 - ◆ The period is shorter if the mean density interior to the particle is higher
 - ◆ Since the structure is collapsing the particles closer to the center undergo faster oscillations through the center.
 - ◆ Points in phase space wind into an ever tighter spiral



Whence the kink?

The kink and the phase space orbits

- ◆ Parametric form of orbit in phase space

- ◆ Solve velocity eqn for t

- ◆ Plug into position equation

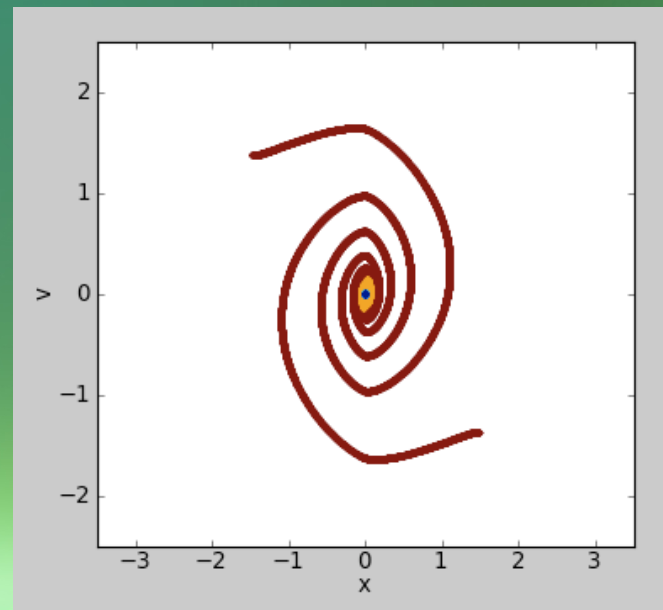
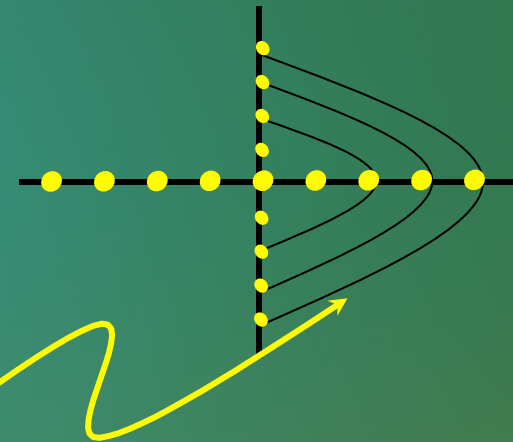
$$t = \frac{v - v_0}{Cx_0}$$

$$x = (\text{Const.}) + \frac{v^2}{2Cx_0}$$

- ◆ If no particles cross, orbits are parabolic in phase space

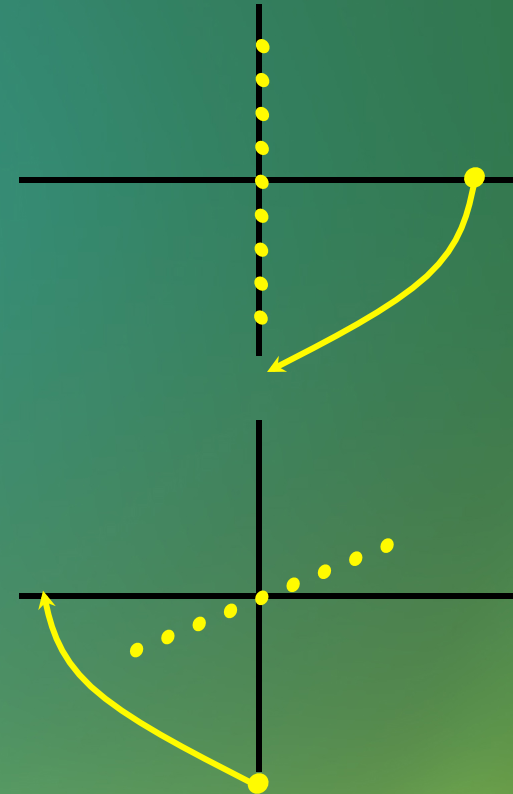
- ◆ Since the system is symmetric, at $x=0$ a particle crosses with its partner -- the kink is a meeting of two parabolic shapes

- ◆ Other particle crossings prior to $x=0$ modify this picture quantitatively



The outward transfer of energy

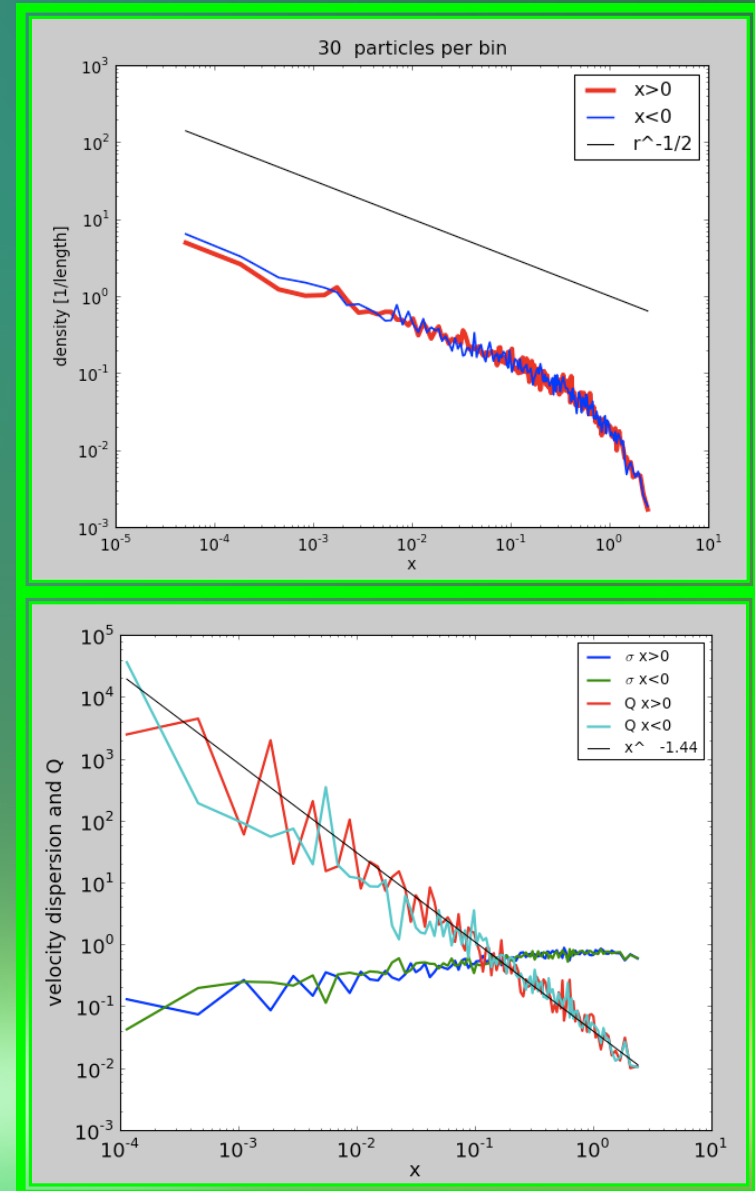
- ◆ Phase mixing generates a process “violent relaxation”
 - ◆ Evolving gravitational potential create an effect similar to the ISW effect
 - ◆ able to transfer energy from the inner to the outer particles
- ◆ The innermost particles behave much like the “rod”
- ◆ The acceleration of outer particles on the way toward the center far exceeds the deceleration on their way back out
- ◆ The outer particles get a “kick” and the inner particles lose energy and their orbits contract inward
- ◆ When the phase lag is close to $\pi/4$ the energy transfer is most efficient
- ◆ There is a scale that separates inward from outward moving orbits



The density profile

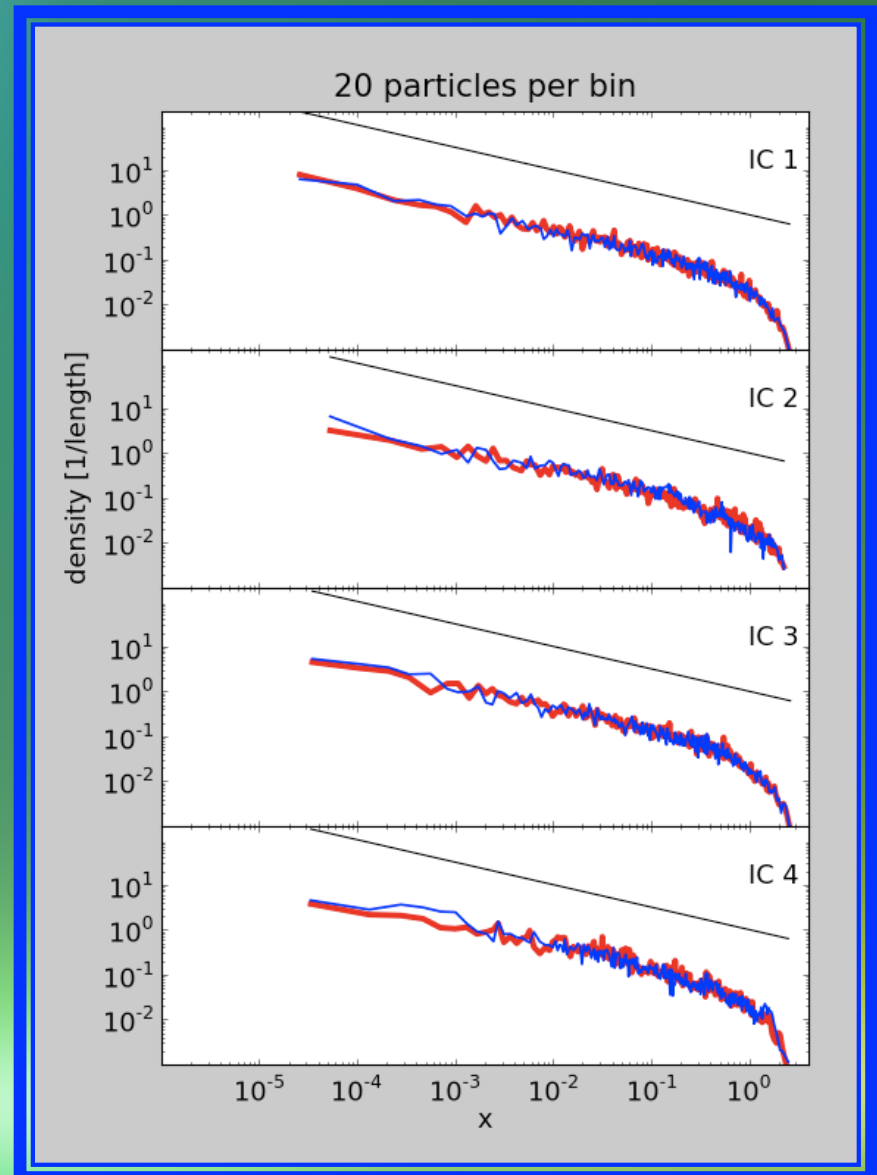
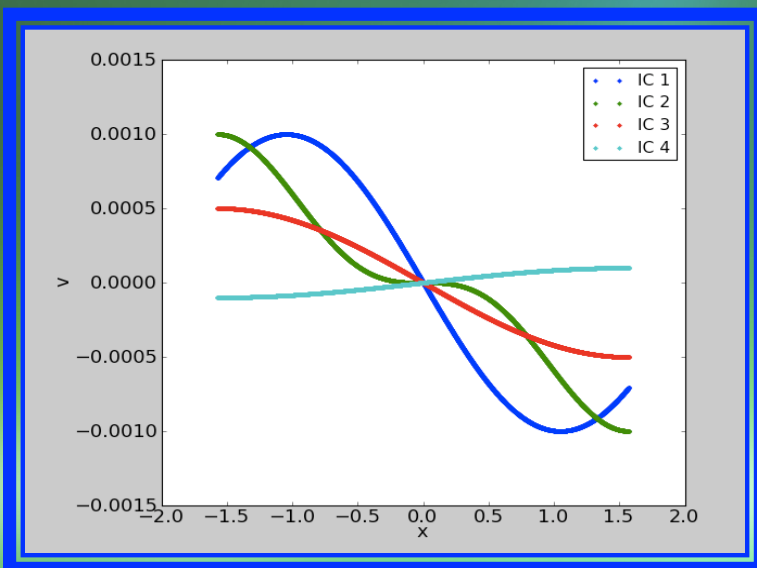
- ◆ The system eventually reaches an equilibrium state, that satisfies the virial condition
- ◆ In this state, the winds in phase space have been wound so tightly that visually there is no longer a coherent phase structure
- ◆ The density profile obeys a power law scaling behavior over many decades in x
- ◆ The velocity dispersion σ also displays a power law behavior
- ◆ Thus, in agreement with previous findings, the phase space density indicator Q also scales as a power law

$$Q = \frac{\rho}{\sigma^3}$$



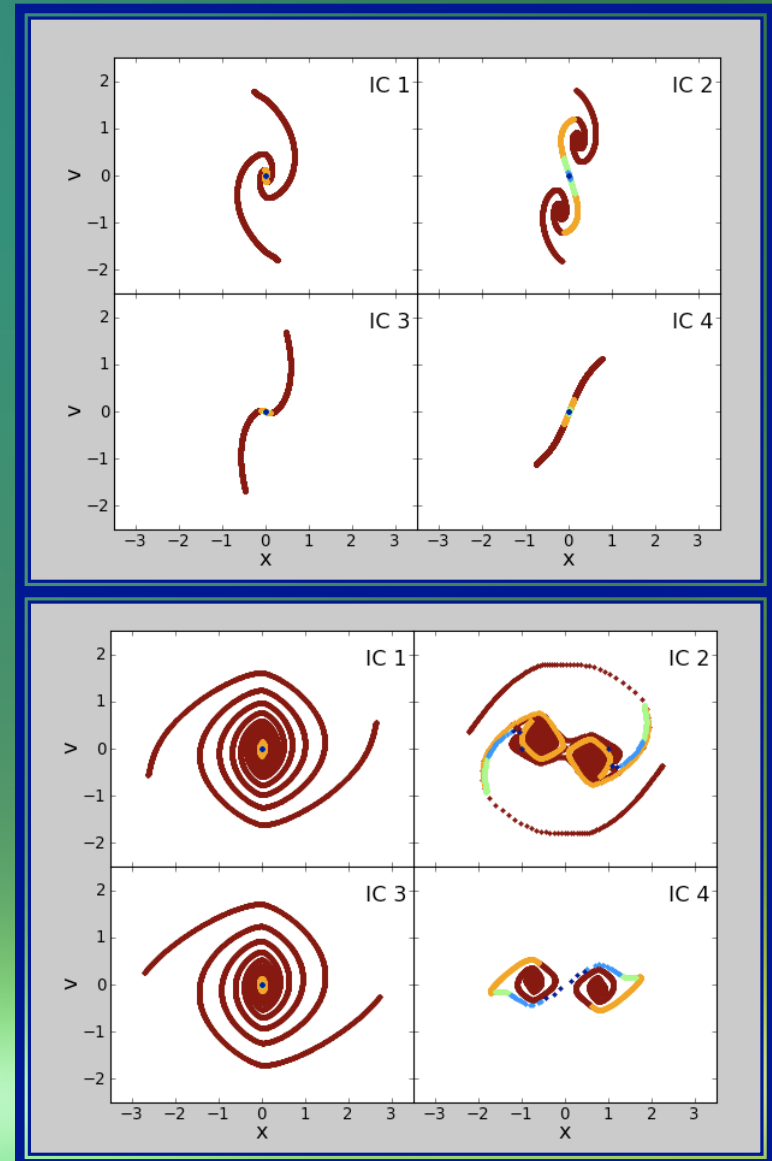
Changing the initial conditions

- ◆ The scaling law of the density profile is robust to changes in the initial conditions
- ◆ Four variations:
 - ◆ Slower tail in outer particles
 - ◆ Central inflection
 - ◆ Smaller amplitude
 - ◆ Coherently Expanding



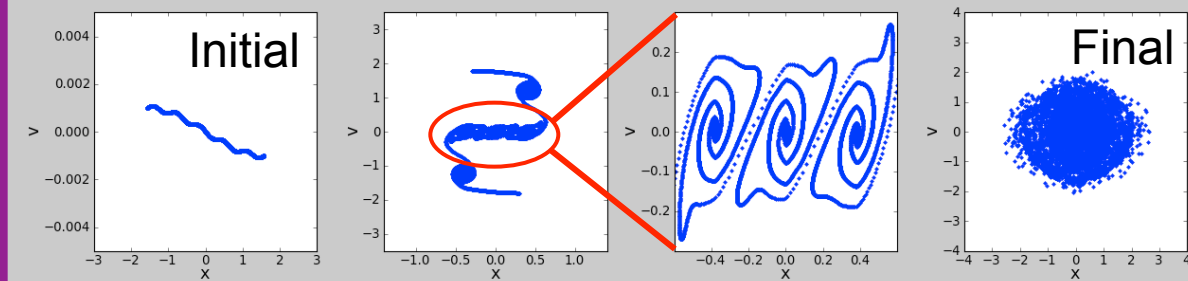
Different paths to the same destination

- ◆ Intermediate snapshots show very different formation mechanisms for the final object
- ◆ Color coding indicates initial particle position (binned logarithmically)
- ◆ IC 1 and IC 3 proceed similarly in a monolithic collapse
- ◆ IC 1 proceeds faster because it had a larger velocity amplitude
- ◆ IC 2 and IC 4 each collapse into two distinct objects, that later merge to form the final product.
- ◆ The cores of IC 2 and IC 4 are both composed of particles that started in the exterior
- ◆ The history of the inner particles is different in these two cases, but they ultimately wind up on the outer layer of the final product

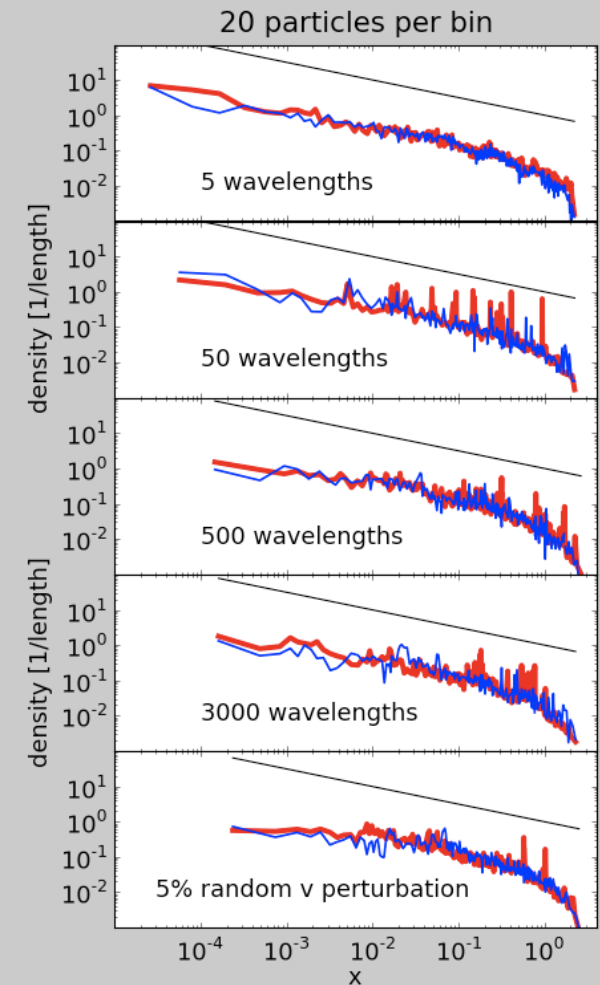


What will break the scaling?

- ◆ The maximum phase space density depends on the resolution (number of particles) forming the object
- ◆ A high frequency component in the initial velocities results in a large number of small objects forming initially
- ◆ If sufficiently numerous, these larger objects undergo their own violent relaxation
- ◆ The product of the mergers cannot have a higher phase space density than the progenitors
- ◆ Final maximum phase space density depends both on number of particles and on resolving small scale power in the initial conditions

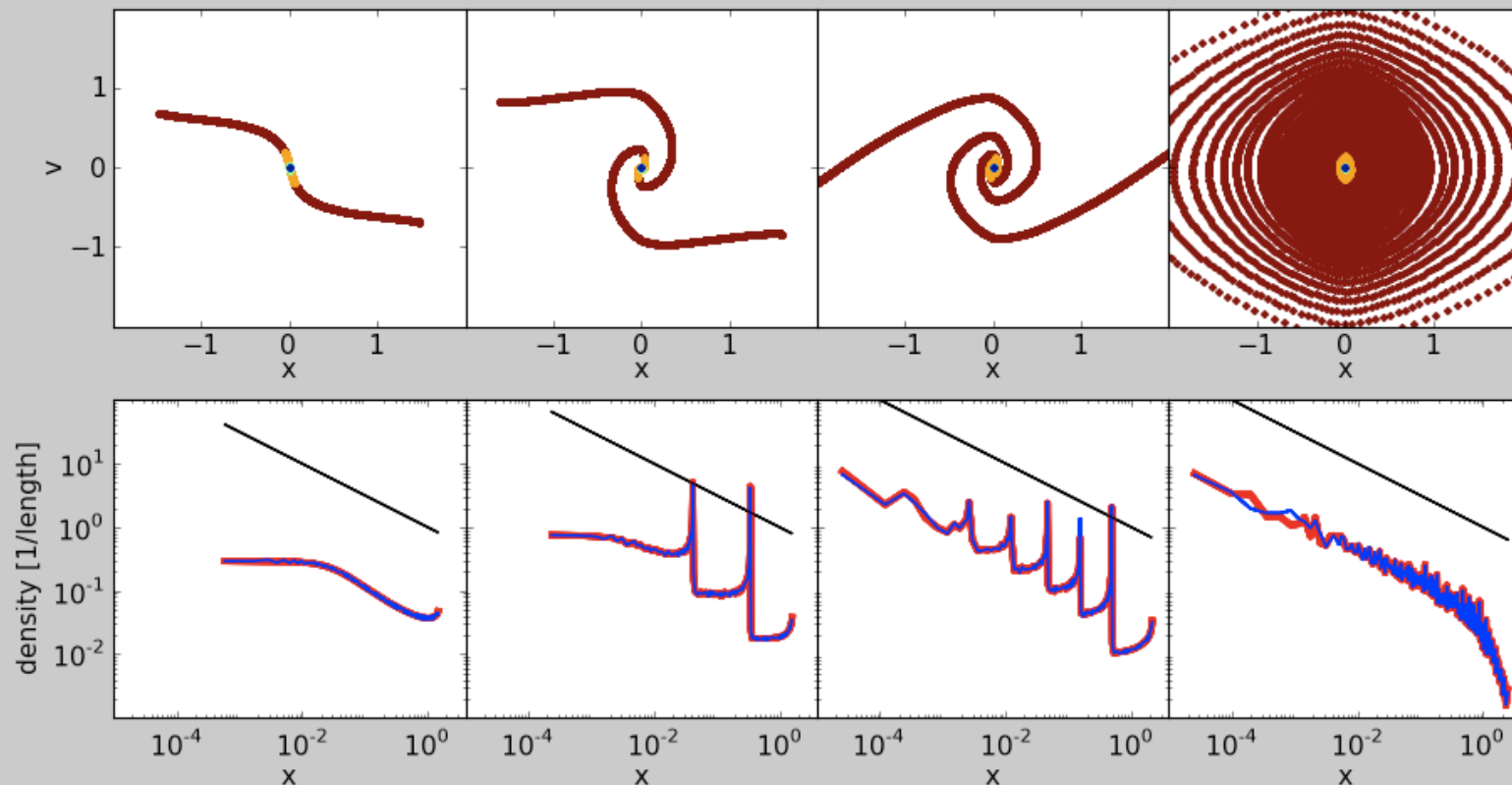


10000 particles



The build-up of the density profile

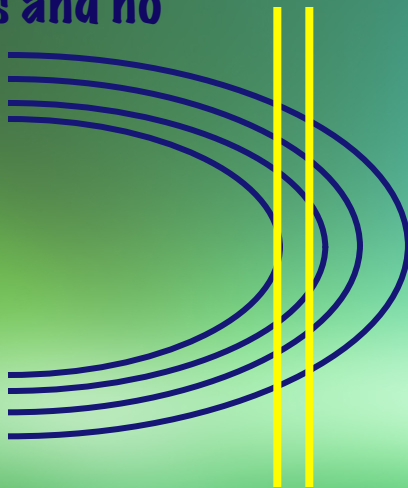
- ◆ The $r^{-1/2}$ scaling behavior is **not** a mean field effect once the coherence of the winds has been lost due to finite sampling



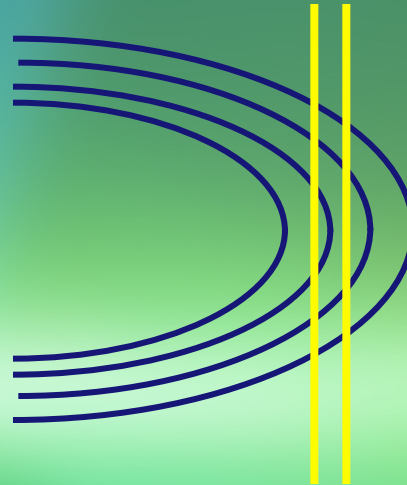
The build up of the density profile

- ◆ The formation of the power law density profile is a consequence of the phase mixing and violent relaxation
- ◆ Density is a projection through the phase space
- ◆ Two properties influence the density at any given radius
 - ◆ Geometric effects
 - ◆ The “slope” of the winds as they pass through the bin
 - ◆ The number of winds contributing to a bin
 - ◆ Sampling effects
 - ◆ how many particles are sampling a particular segment of the wind

3 winds and no caustic



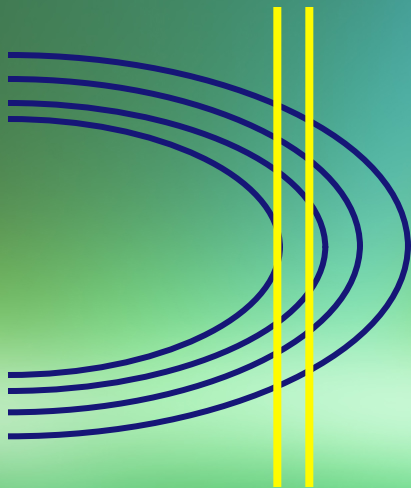
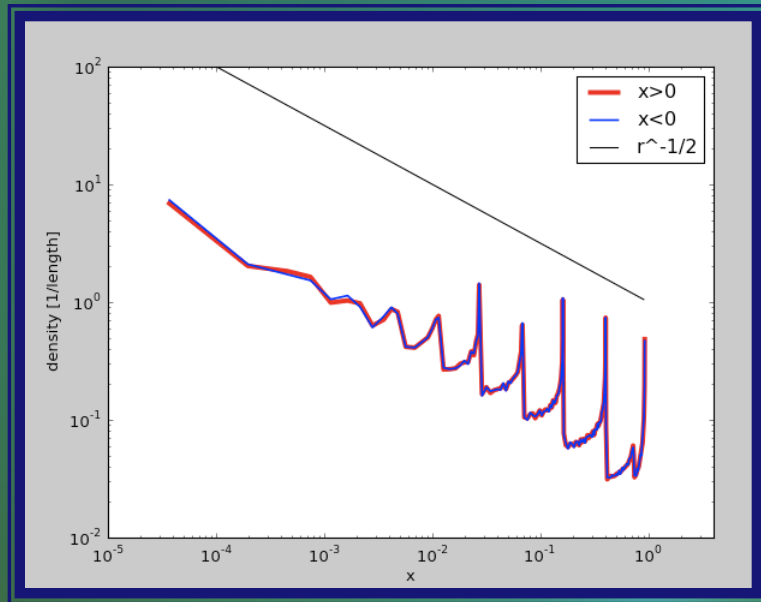
Caustic + 2 winds



1 wind and no caustic



The build up of the density profile



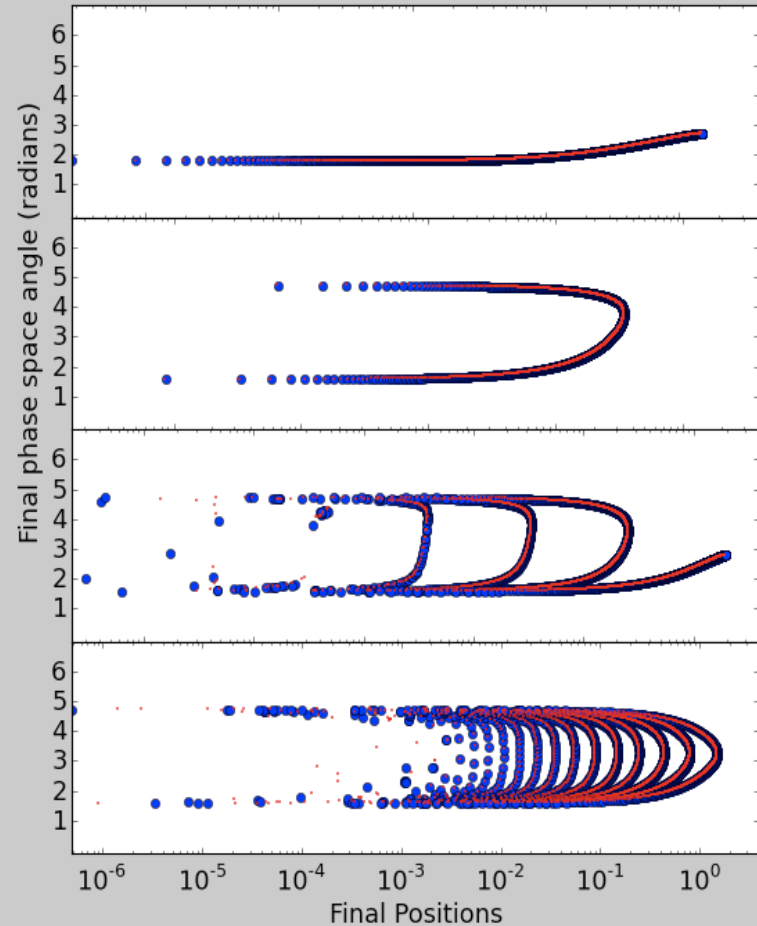
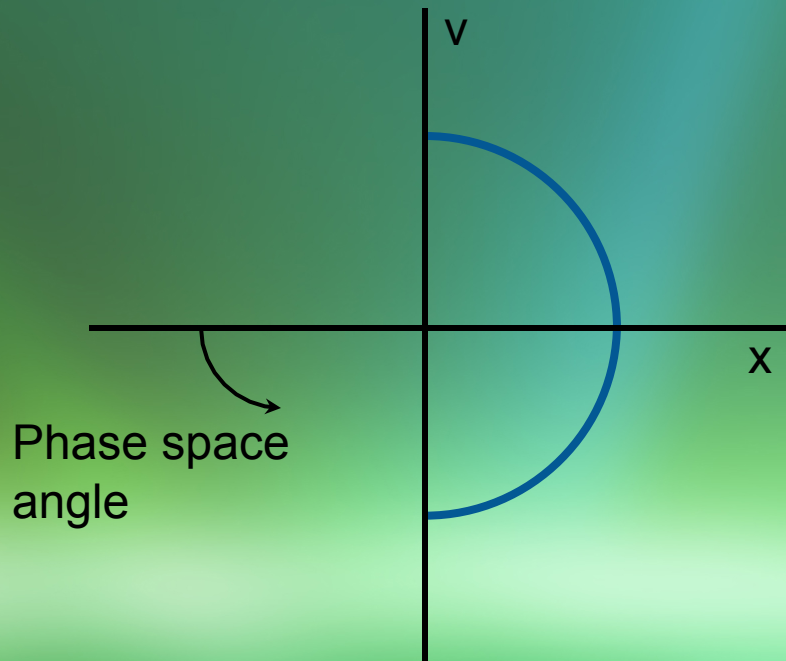
- ◆ Caustic heights irrelevant
 - ◆ Depend on bin width and placement relative to the exact position of the caustic
- ◆ Density directly outside caustic is highly relevant
 - ◆ Each “gap” is built of one fewer wind than the one just interior
 - ◆ These scale with the same slope as the final virialized object
 - ◆ More caustics appear over time
 - ◆ Heights decrease
 - ◆ Spacing decreases
- ◆ Eventually the “gaps” form a continuum with the same scaling behavior

The build up of the density profile

$$\rho = \frac{1}{L_{\text{bin}}} \sum_w^{n_w} N_w$$

N_w = Number of particles per wind

n_w = Number of winds

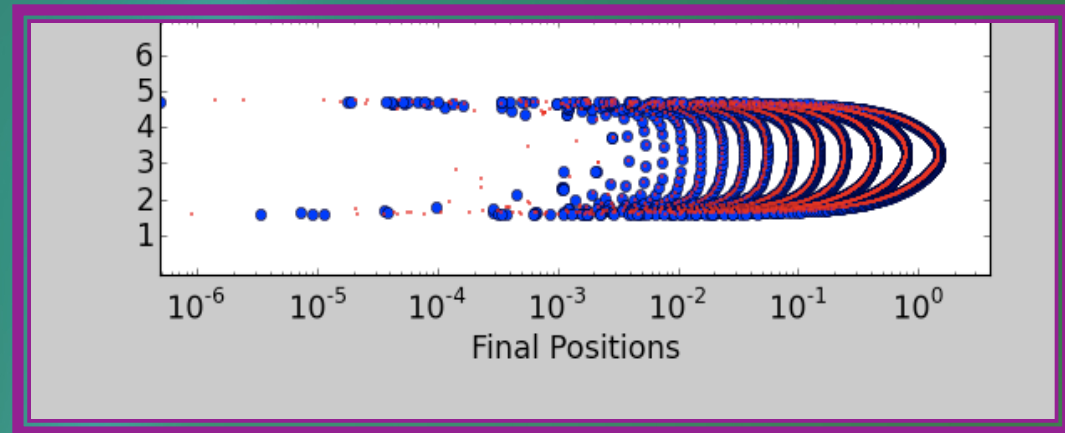


The build up of the density profile

- ◆ Number of winds n_w is close to equally spaced in log x -- power law
- ◆ Spacing decreases as a function of time

$$n_w \propto x^{a(t)}$$

- ◆ Number of particles per wind N_w is more complicated
 - ◆ Phase angles are not equally sampled
 - ◆ Interior winds more poorly sampled than exterior
 - ◆ Hard to model



$$\rho = \frac{1}{L_{\text{bin}}} \sum_w^{n_w} N_w$$

- ◆ To give us $\rho \propto x^{-1/2}$ N_w must either conspire to somehow be of the form

$$N_w \propto f(w)x^{b(t)}$$

Weird.

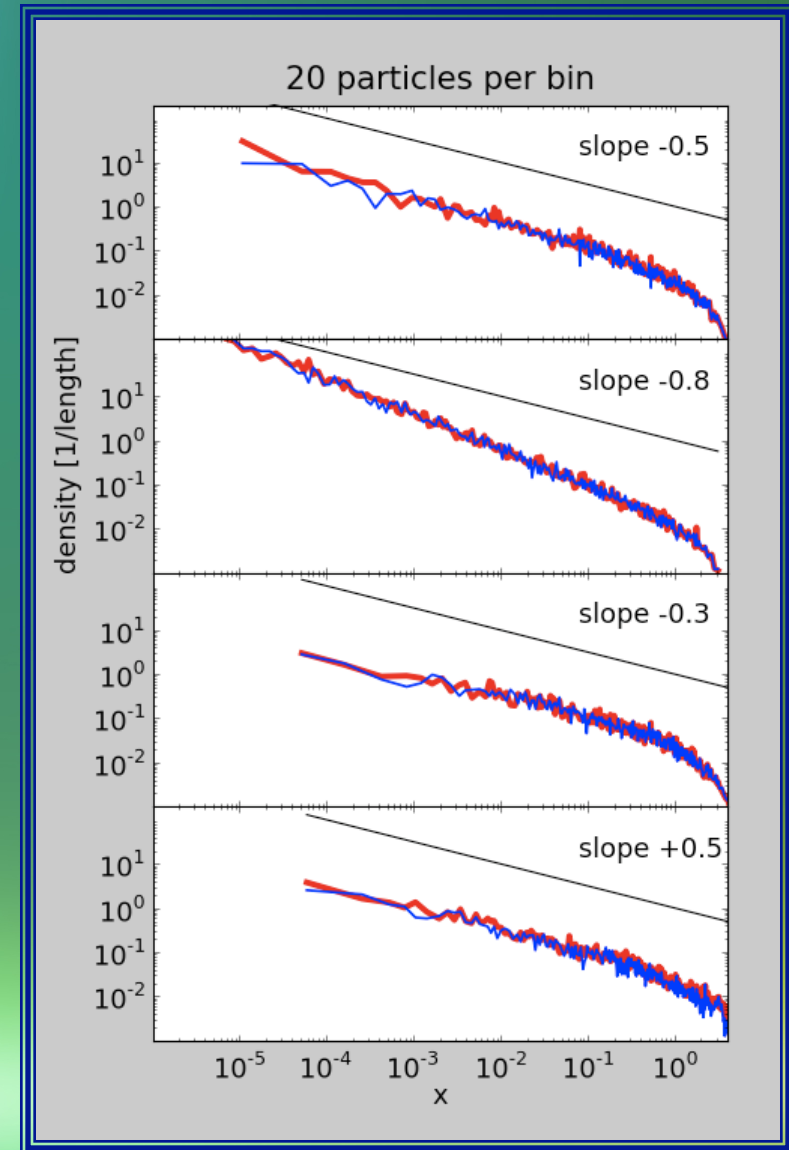
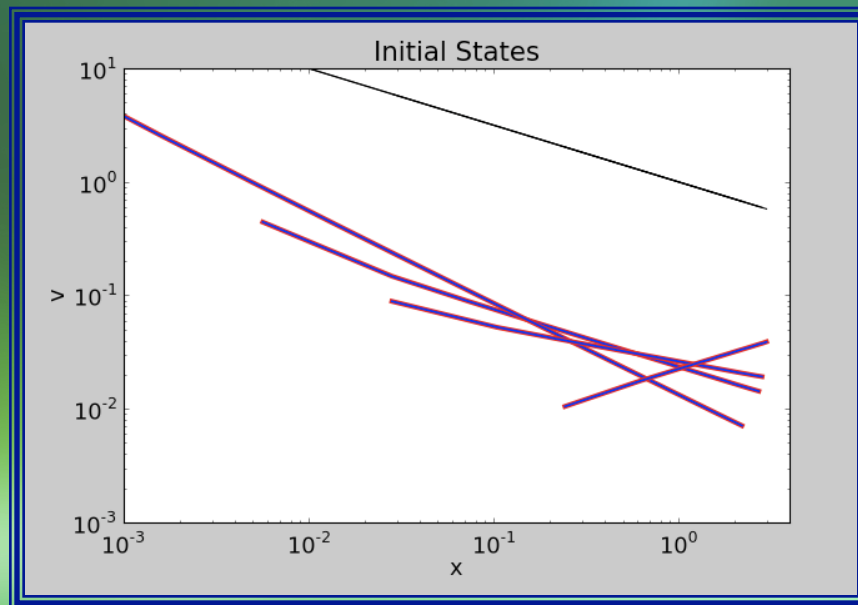
$$b(t) = -(a(t) + 1/2)$$

- ◆ Or more likely:

$$N_w \propto x^{b(w,t)}$$

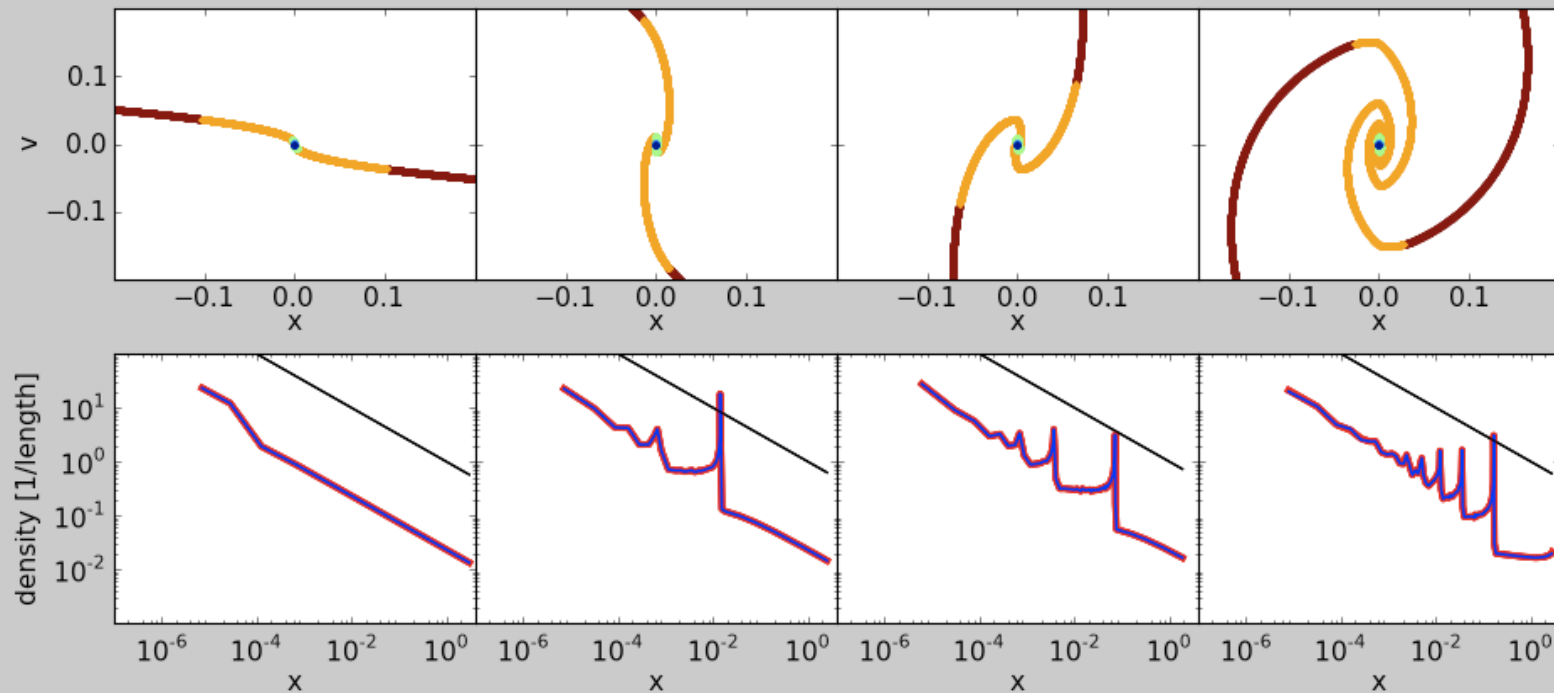
Non-uniform initial conditions

- ◆ Another class of cold initial conditions has particles arranged in an initial density profile
- ◆ This class of solution can be steady state if self-gravity is turned off



Non-uniform initial conditions

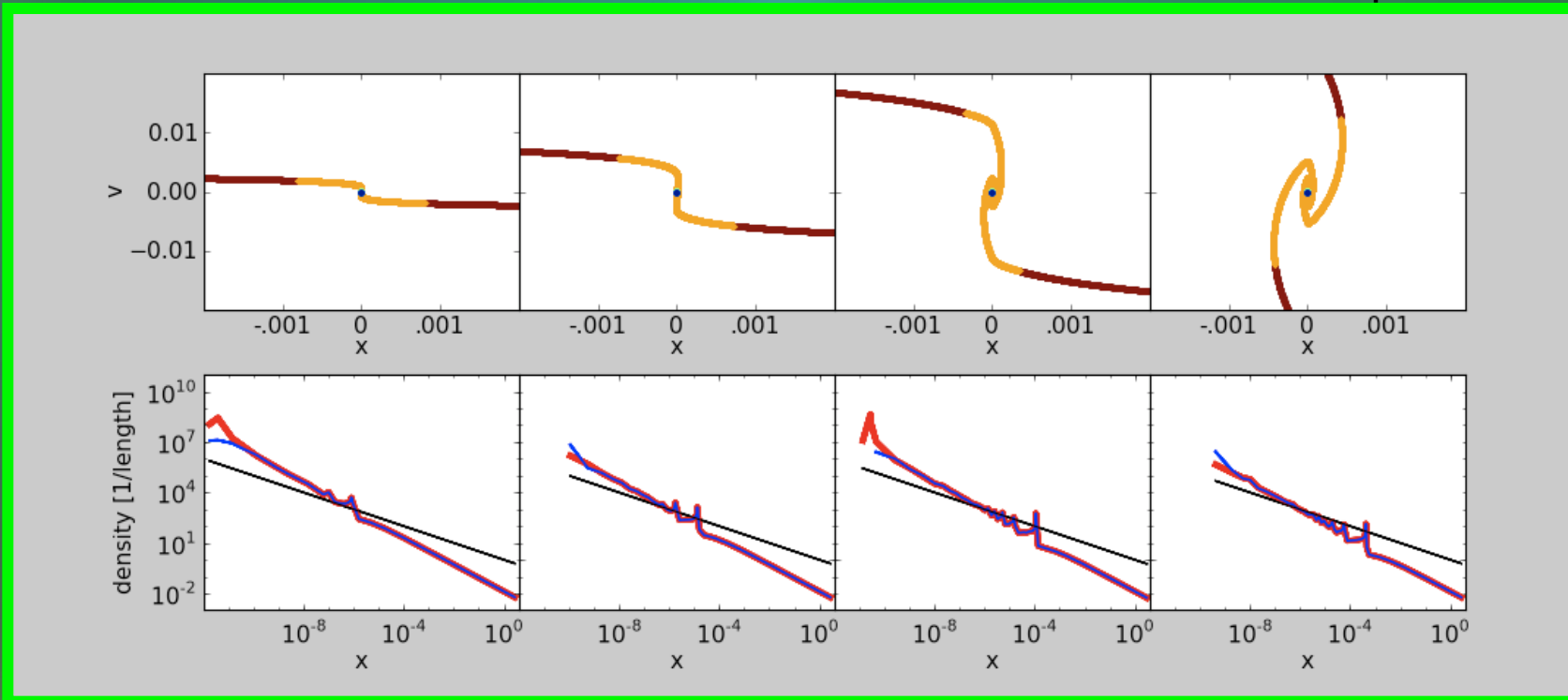
Initial slope -0.5



- ◆ Scaling before and after caustics maintains initial $-1/2$ slope
- ◆ Region in between caustics are strangely flat (as yet unexplained)
- ◆ Profile maintains slope as more and more caustics accumulate

Non-uniform initial conditions

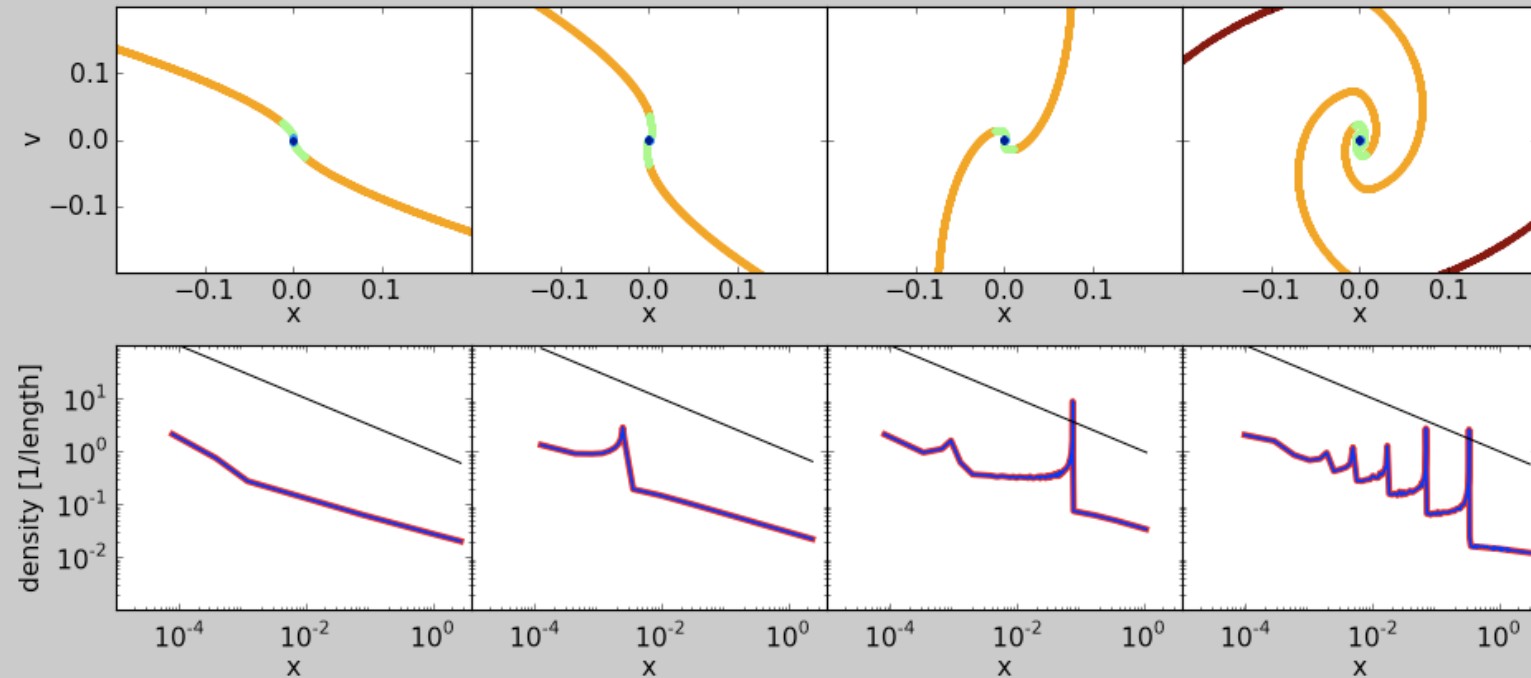
Initial slope -0.8



- ◆ Center winds up very quickly while the outside region has barely moved
- ◆ Caustics are very short because interior winds are poorly sampled
- ◆ This result is qualitatively similar to initial slopes -0.7 and -0.9
- ◆ No results for initial slope -1 or steeper.
- ◆ Unclear why this does not go to the attractor solution, but possibly it is because phase mixing happens so rapidly between interior and exterior that energy transfer is inhibited.

Non-uniform initial conditions

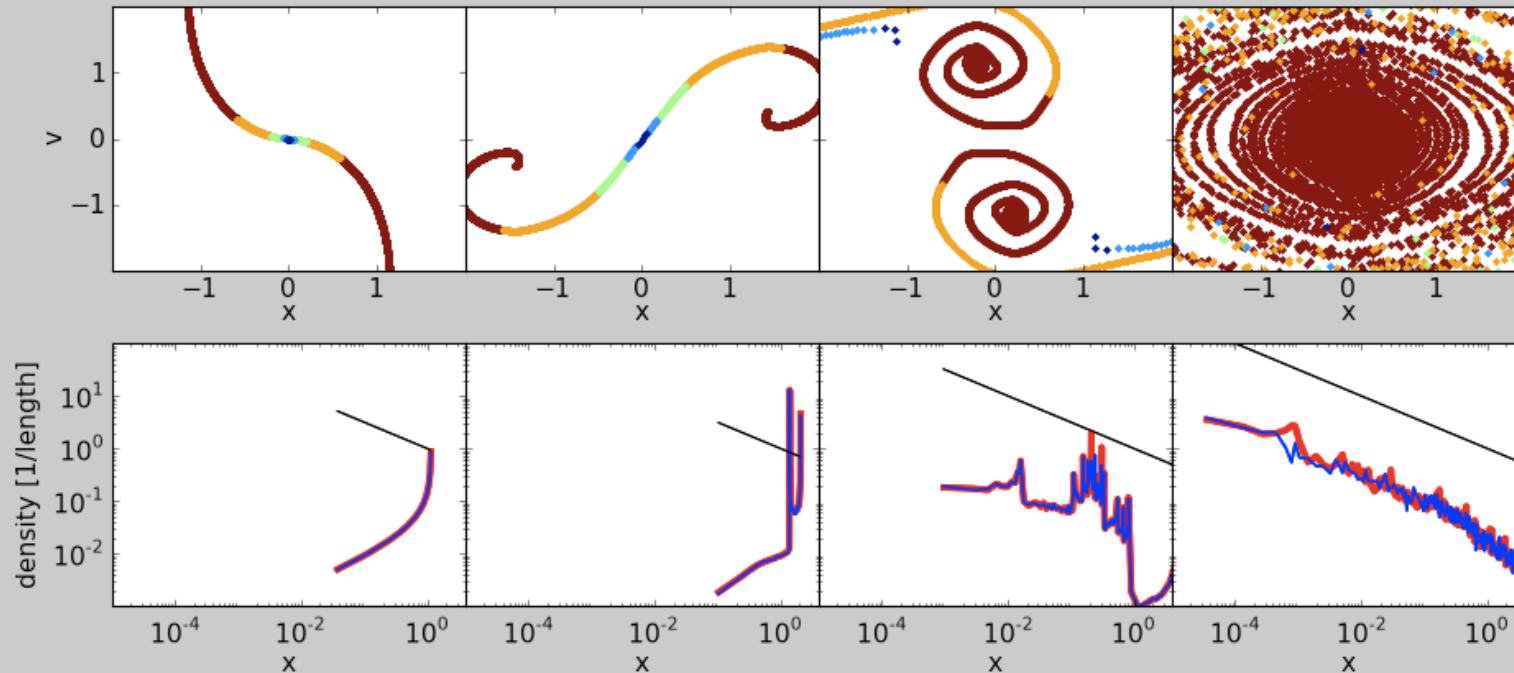
Initial slope -0.3



- ◆ In early stages scaling before and after caustics maintains initial -0.3 slope
- ◆ Region in between caustics are strangely flat (as yet unexplained)
- ◆ Caustic “gaps” seem to scale as $r^{1/2}$, so the profile ultimately reaches that scaling as it gradually becomes all “gaps”
- ◆ Caveat: All of these observations are “visual”

Non-uniform initial conditions

Initial slope +0.5



- ◆ This initial condition “silliness” shows that the $r^{-1/2}$ scaling is seriously robust to changes in power law density with slopes > -0.5
- ◆ Caustic seem to start at the outside rather than the inside
- ◆ This is a merger of two “one tailed” objects, both of which presumably have $r^{-1/2}$ scaling -- therefore one tailed and two tailed objects scale the same (obvious

Relevance to Dark Matter Detection Experiments

- ◆ Dark matter interaction rates depend on density and velocity of dark matter particles
- ◆ Direct Detections ([Local dark matter interactions here on Earth](#))
 - ◆ For some specific class of models, this is sensitive only to high velocity tail of dark matter distribution
 - ◆ Rate predictions assume smooth NFW halo
 - ◆ A sizable fraction of mass may be tied up in dense phase space clumps
 - ◆ Local density and velocity may differ substantially from NFW-like predictions
- ◆ Indirect detection ([annihilation signal from galactic center](#))
 - ◆ Shape of the inner profile is highly relevant
 - ◆ Changes or errors in phase space density may affect predicted boost (which depends on higher densities in substructure) and Sommerfeld enhancement (which depends on kinematic properties of substructure) from simulations
 - ◆ Velocity structure of the center will also affect signal

Conclusions

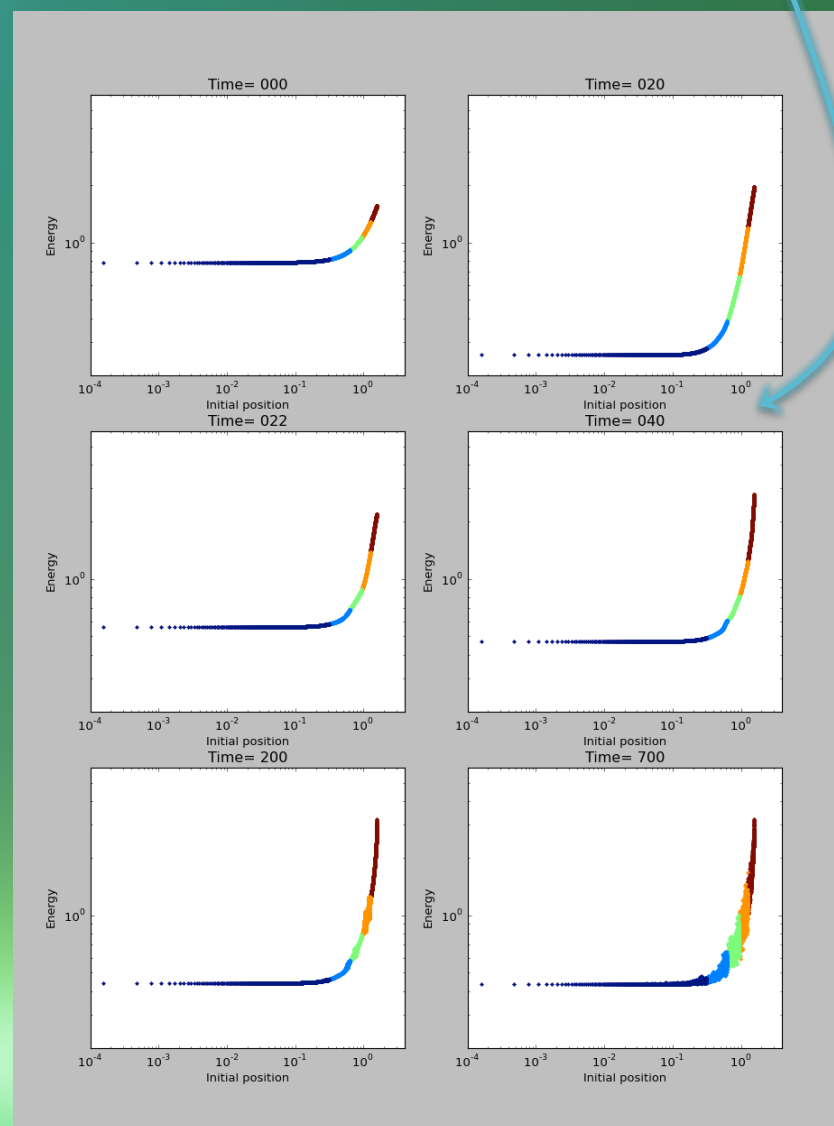
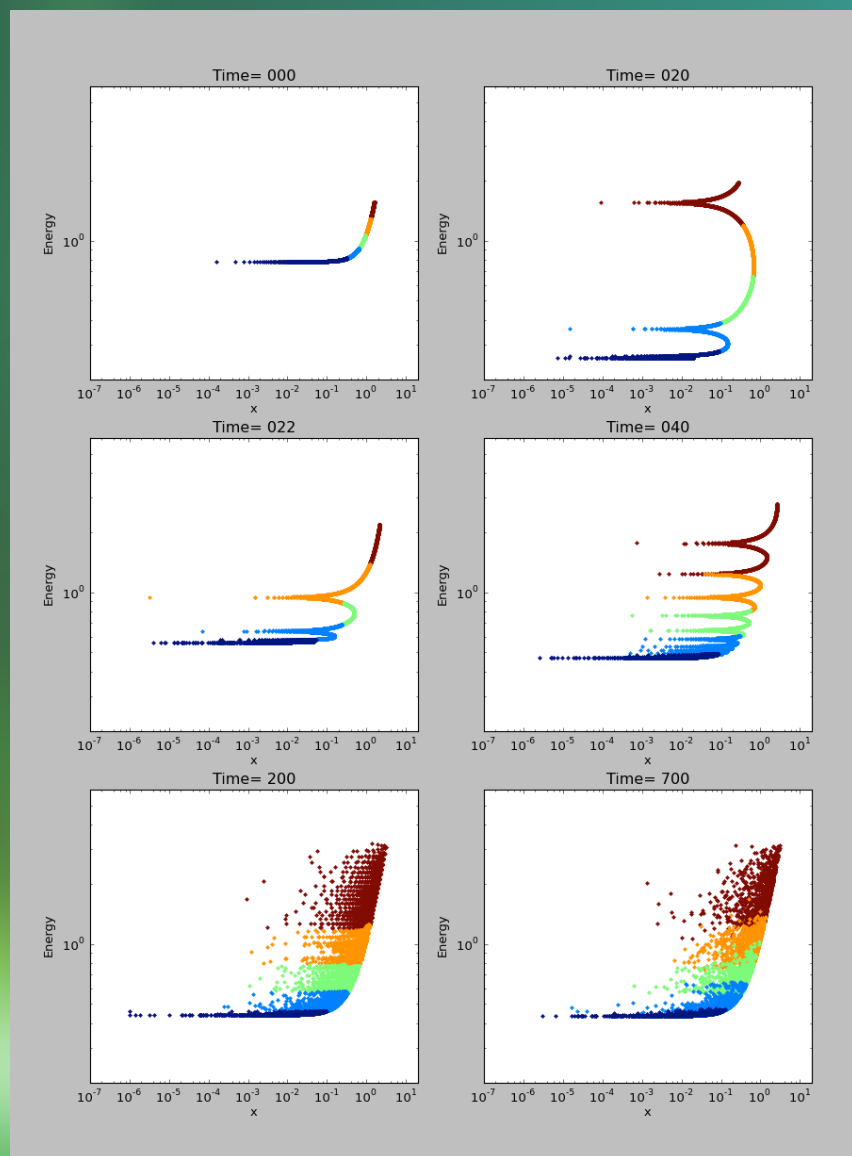
- ◆ One dimensional systems are cosmologically relevant because they model an early phase of sheet collapse
- ◆ The density profiles of cold 1D systems are attracted to a solution scaling as $r^{-1/2}$
- ◆ The final scaling law is quite robust to changes in both the initial velocity profile and the initial density profile
- ◆ The scaling law is insensitive whether there was monolithic collapse or mergers
- ◆ The scaling becomes more centrally cored if the initial conditions are “warm”
- ◆ High frequency perturbations of initial velocities decrease the maximum phase space density
- ◆ Initial conditions whose density follows a power law
 - ◆ Go to the attractor solution if the initial slope is >-0.5
 - ◆ Maintain the initial slope if initial slope is $-0.5 < \text{slope} < -1$

Energy Slides

Energy is a continuous variable along the winds

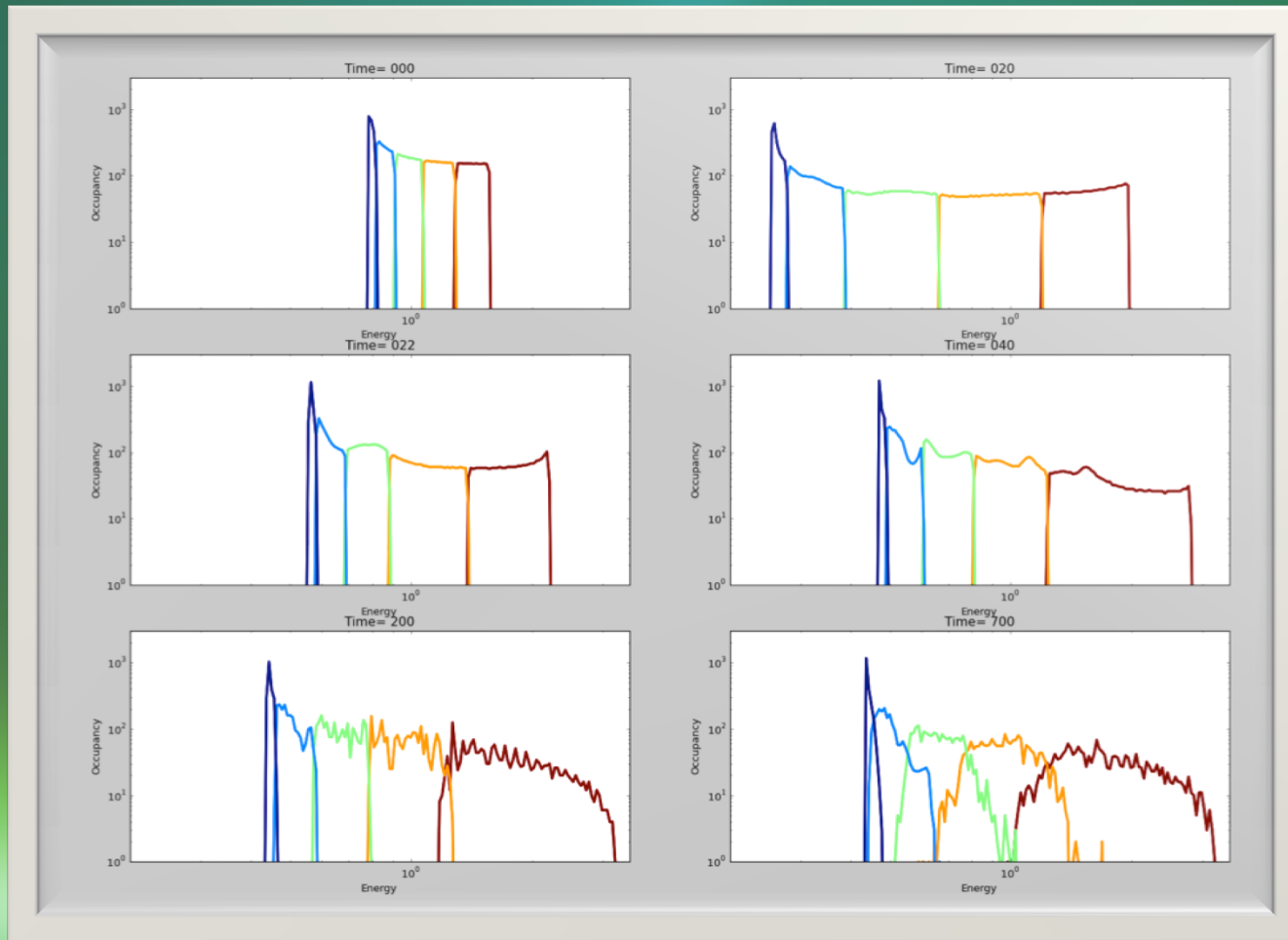
E vs. Final position

E vs. Initial position



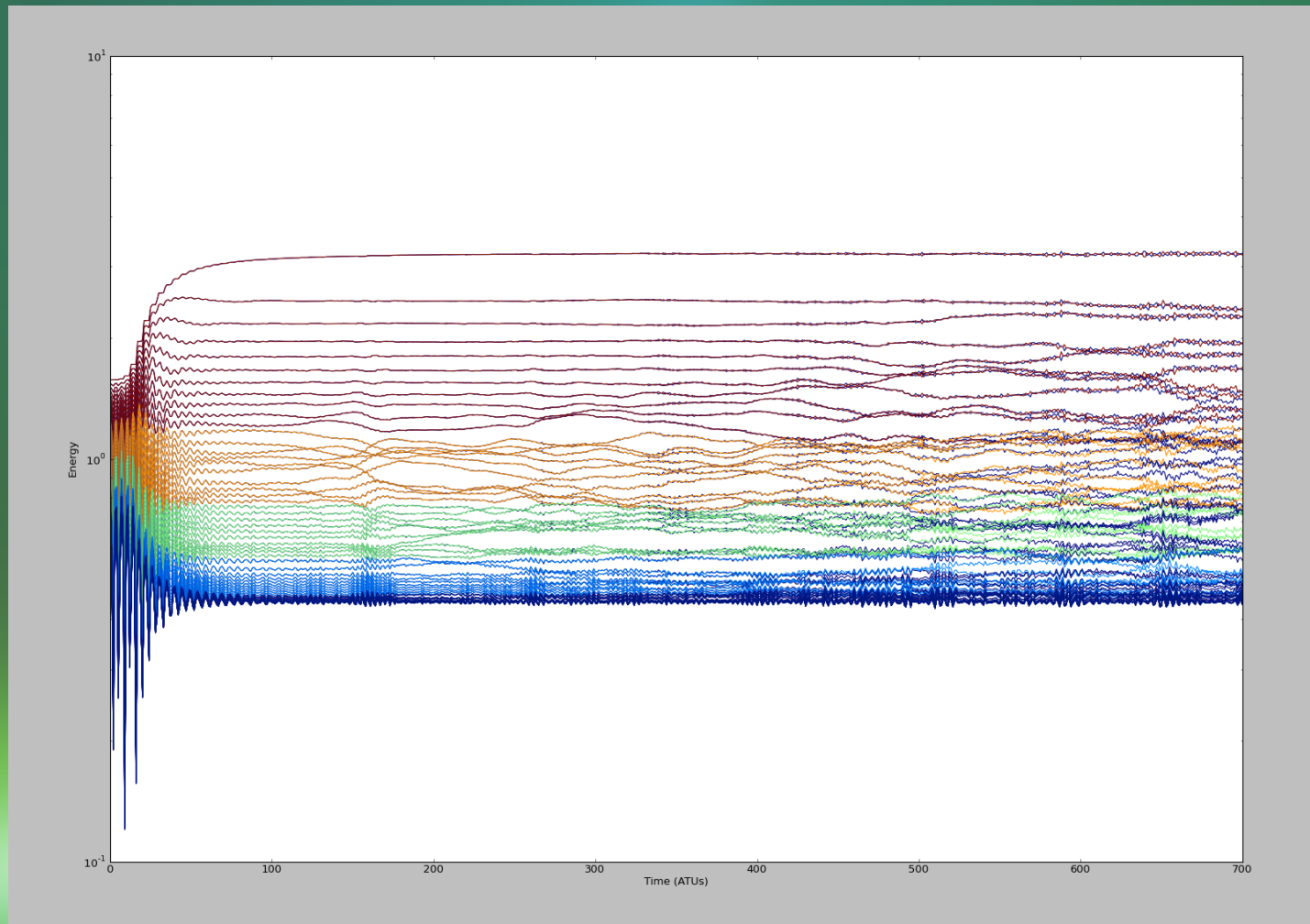
Energy slides

- ◆ Energies mix only at late times
- ◆ Scale as a power law

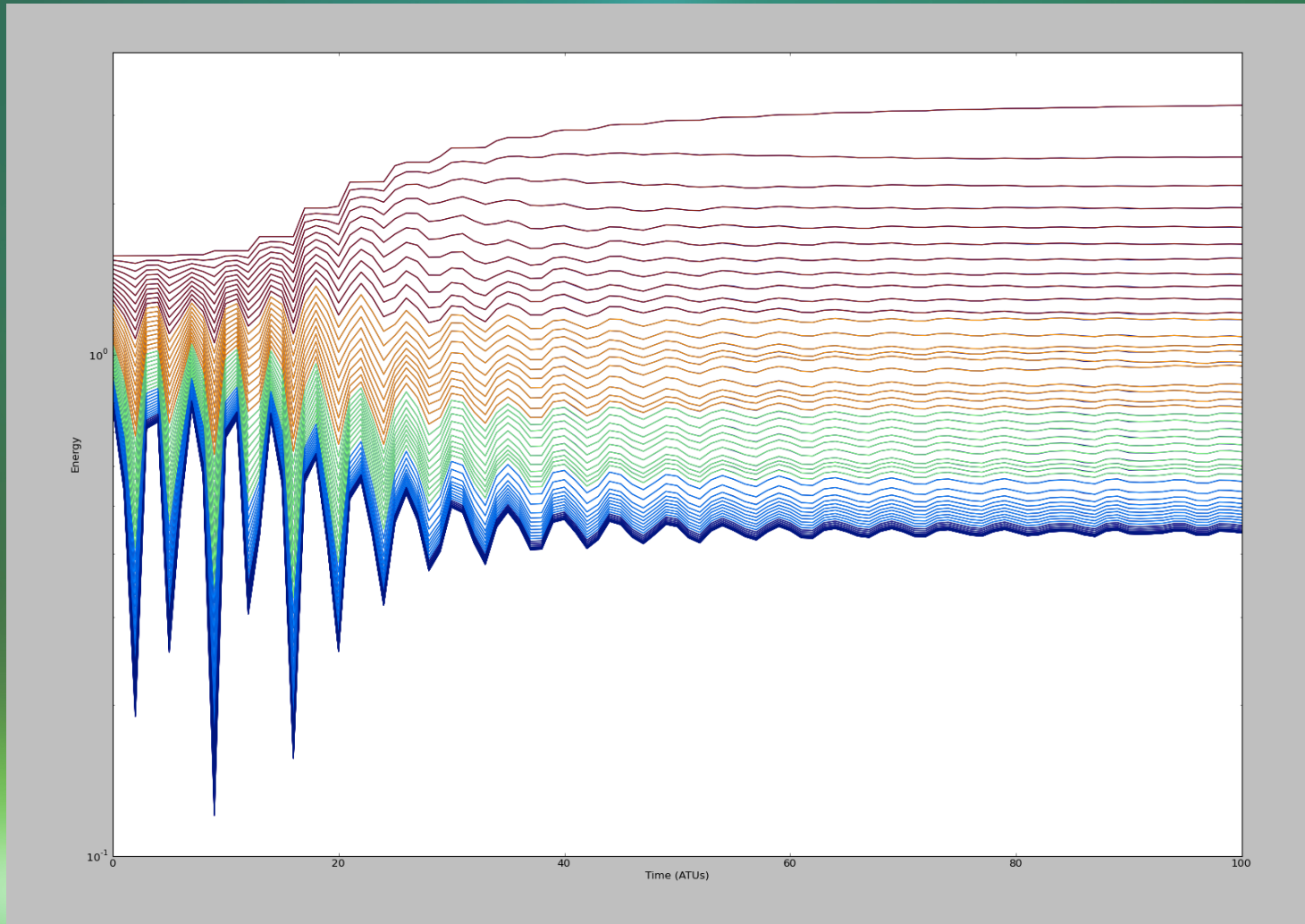


Energy Slides

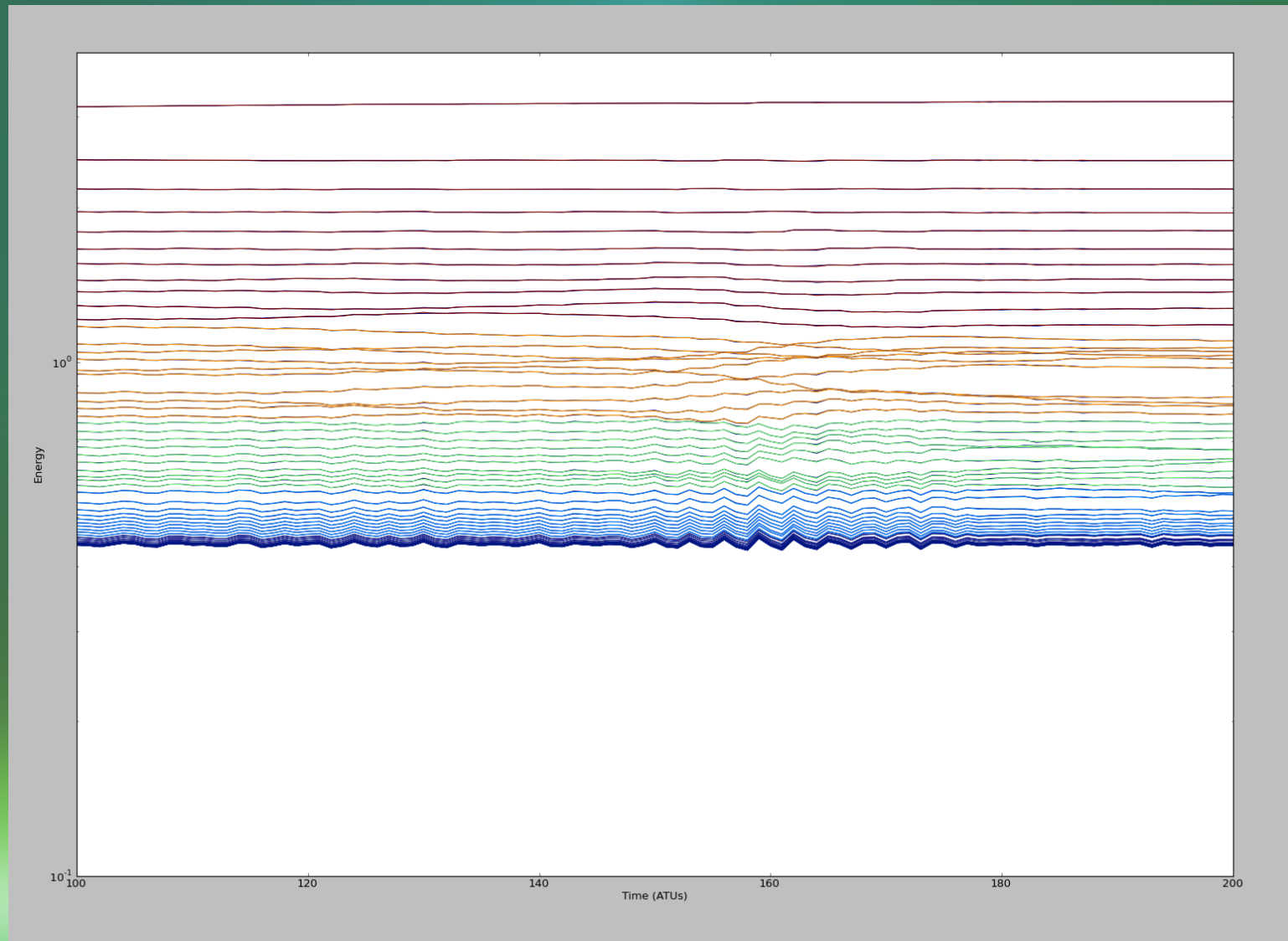
- ◆ The evolution of the energies with time



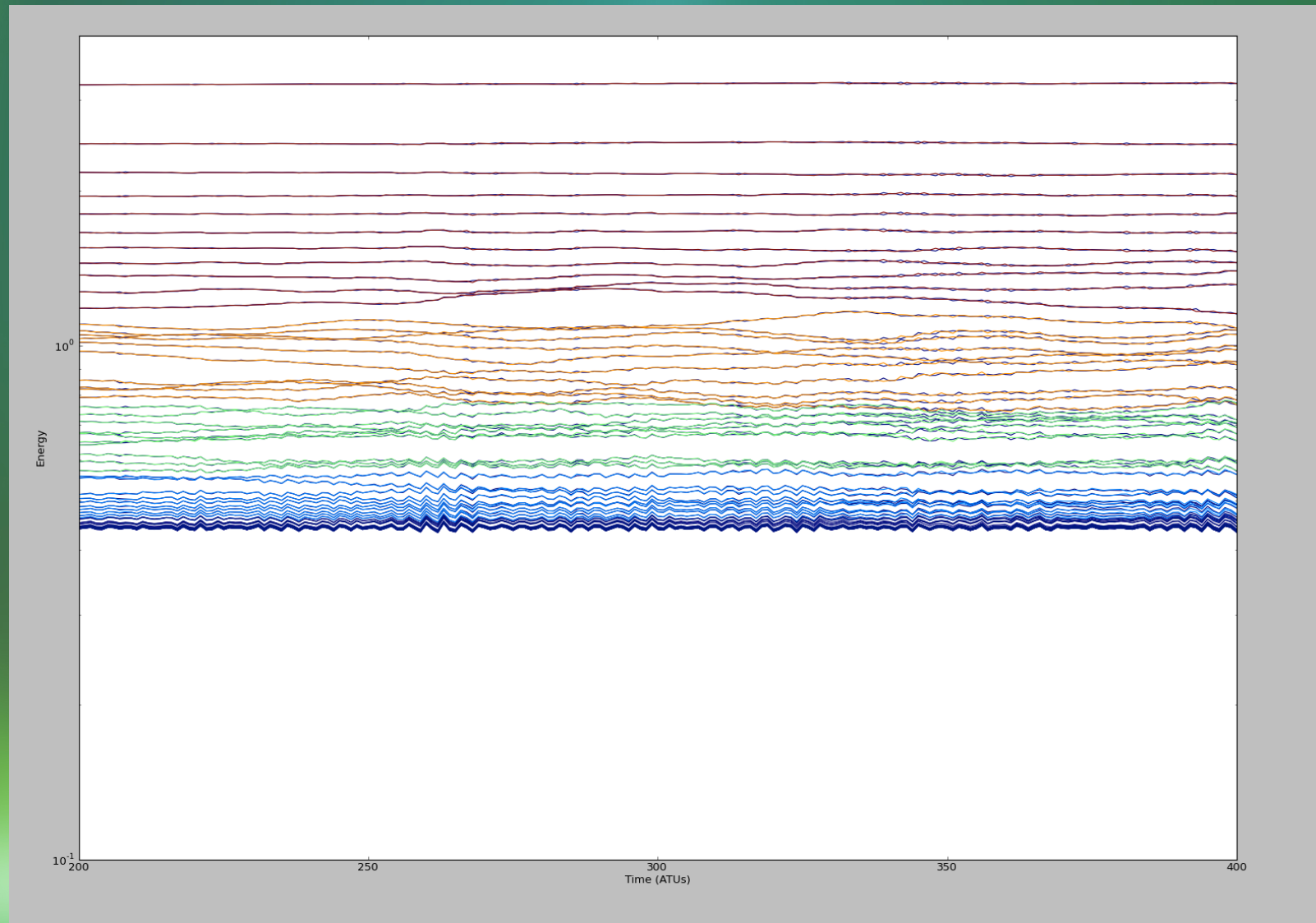
Energy slides



Energy Slides



Energy plots



Energy slides

