

# Constraining dark matter self-interactions with galaxy clusters

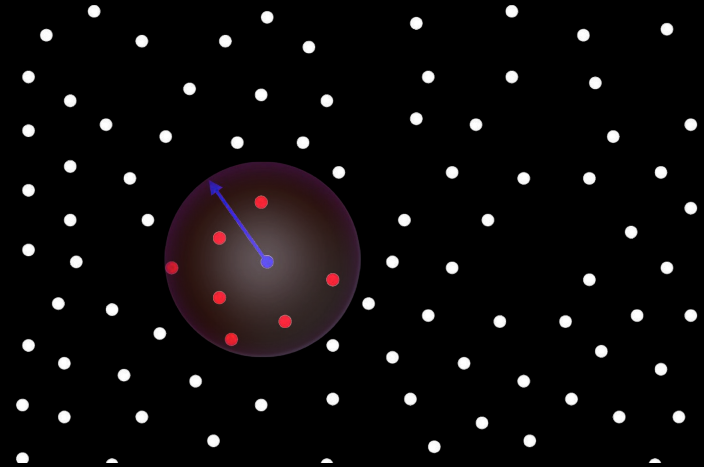


# TALK OUTLINE

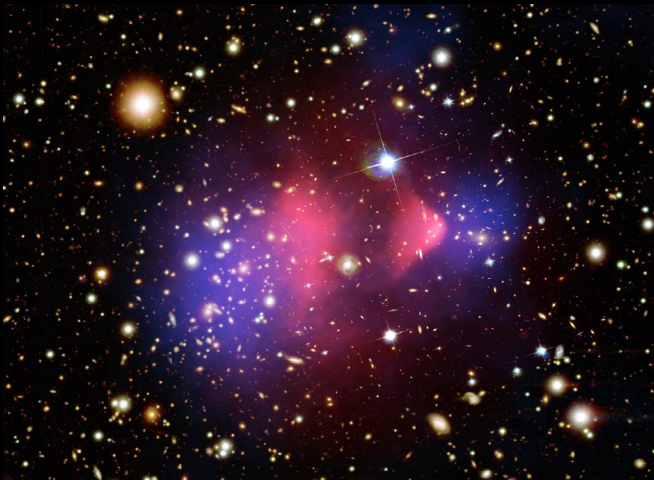
## 1. How to run a cosmological simulation



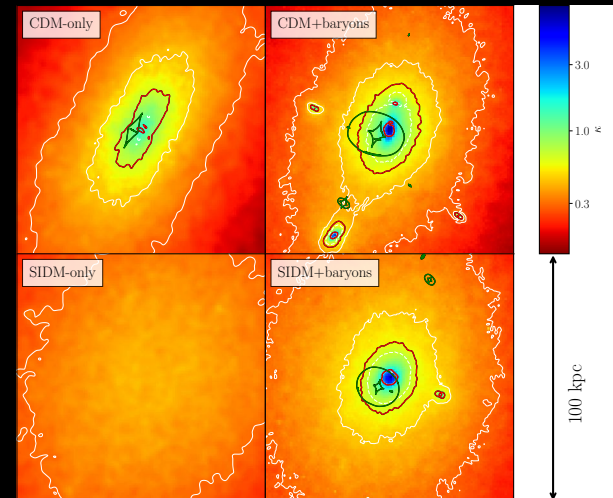
## 2. Simulating SIDM



## 3. The Bullet Cluster with SIDM

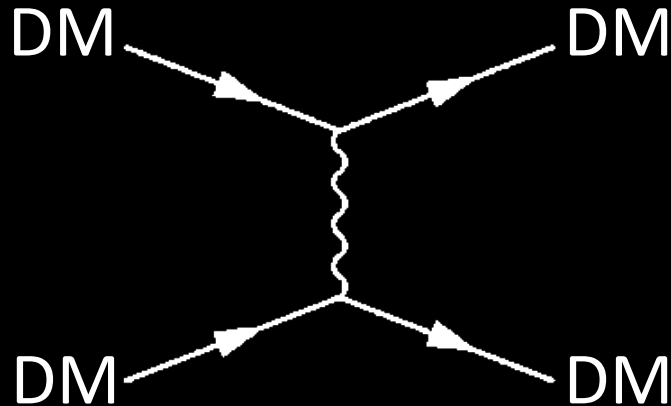


## 4. Galaxy clusters with SIDM





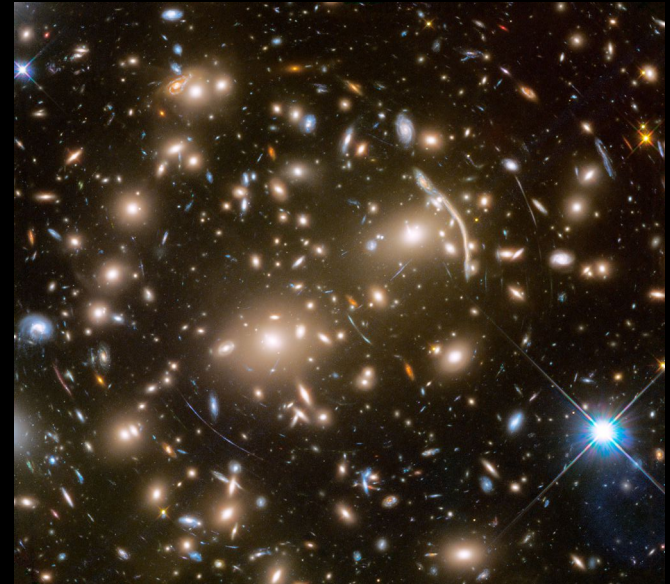
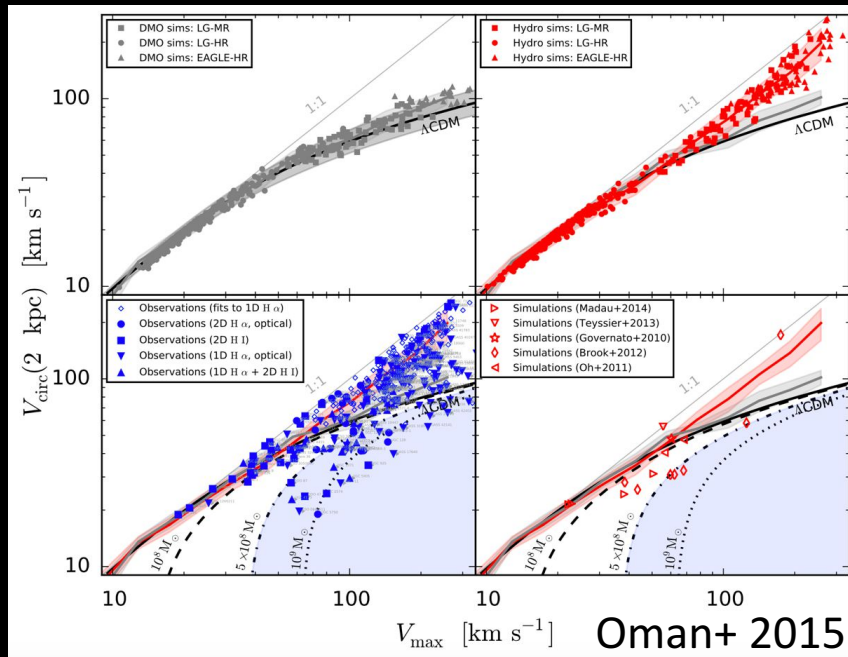
# WHAT IS SIDM AND WHY SHOULD WE CARE?



Dark matter particles that can interact with one another through forces other than just gravity (at astrophysically important rates)

Invoked to explain 'small scale problems', i.e. core-cusp, too big to fail... 'diversity'

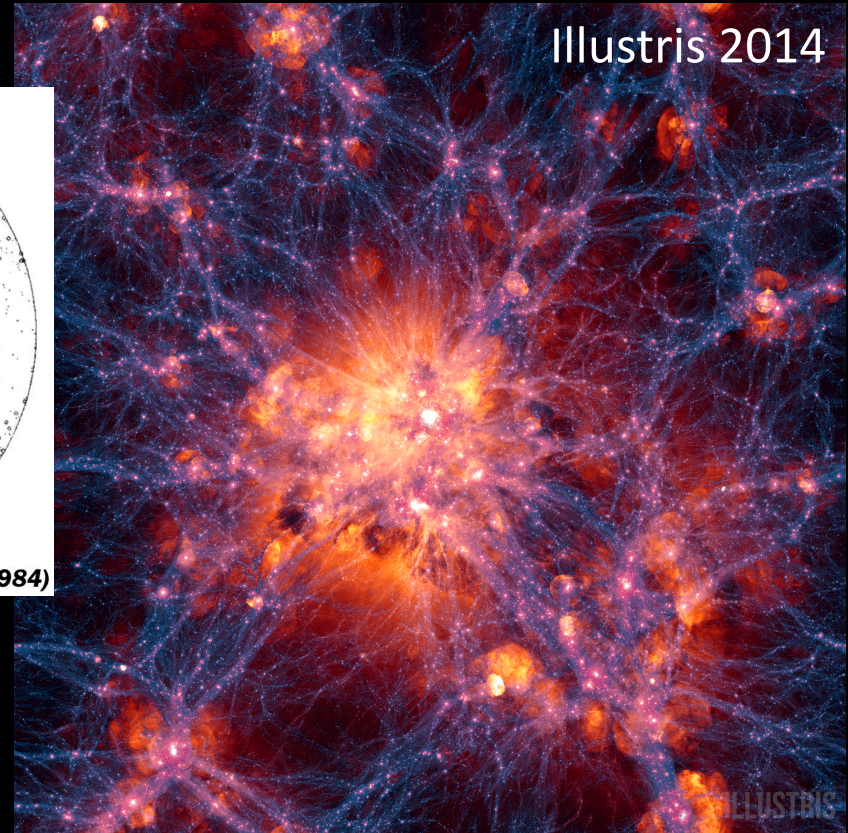
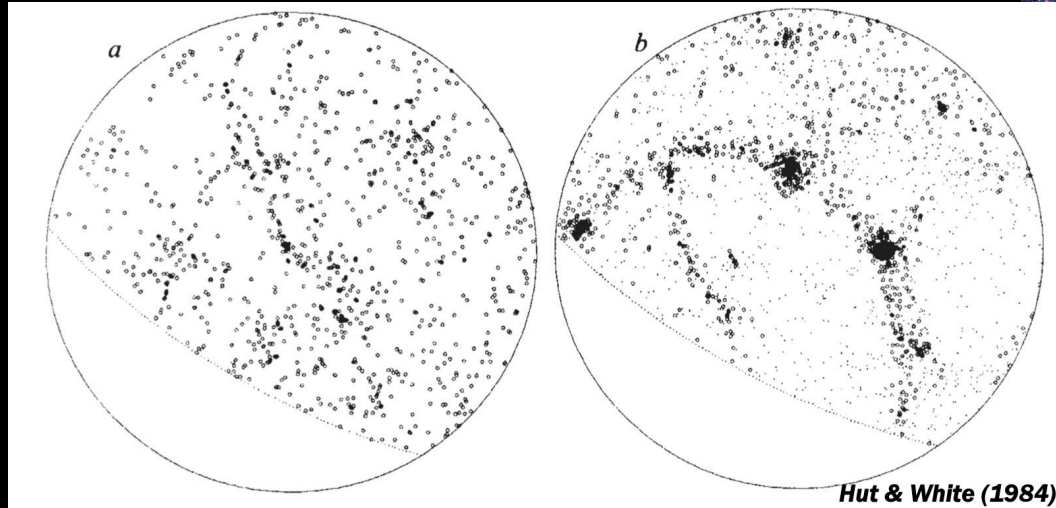
Chance to probe the particle nature of dark matter using astrophysical observations



# A BRIEF INTRO TO COSMOLOGICAL SIMULATIONS



# SIMULATIONS HAVE COME A LONG WAY IN 30+ YEARS



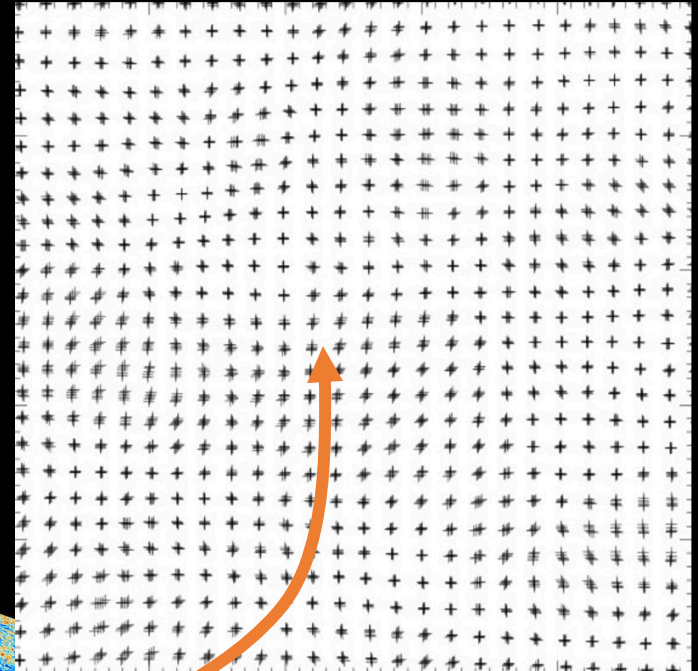
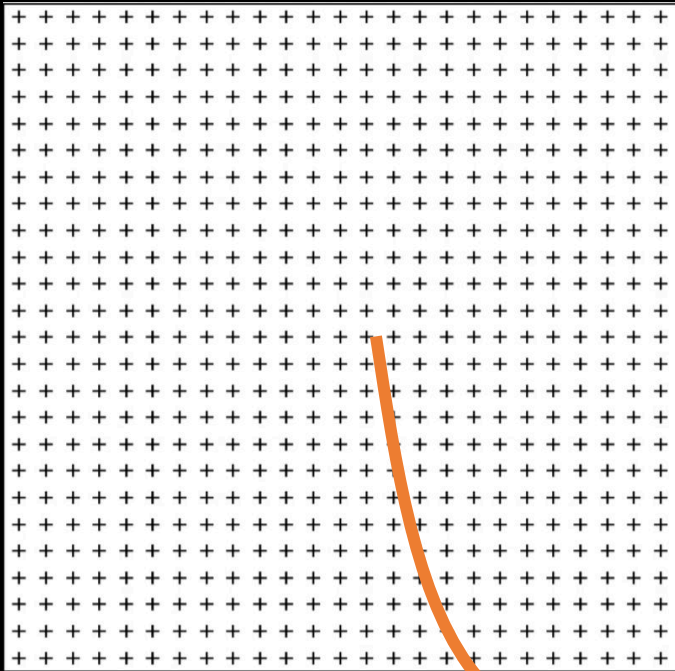
But for now let's consider simulating a dark matter-only universe

# INITIAL CONDITIONS

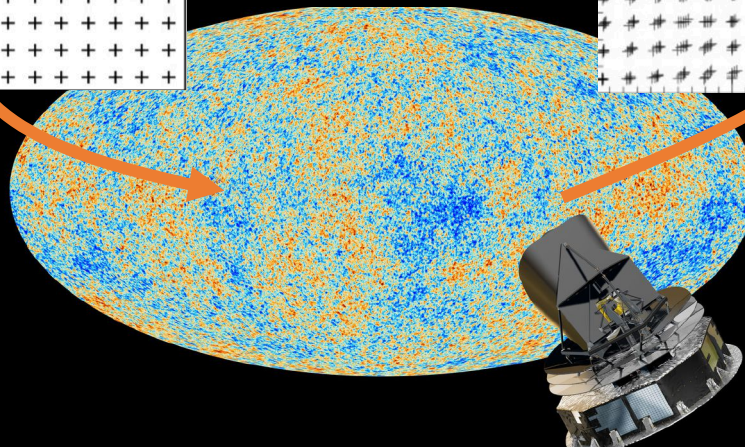
Represent the mass distribution in the universe by many discrete particles

Homogenous and isotropic

With small density  
fluctuations



Knebe lectures



# LET GRAVITY DO ITS THING





# HOW DO WE IMPLEMENT GRAVITY?

Evolve the set of particles under the influence of their mutual gravity

$$\vec{a}_i = f(\vec{x}_i)$$

Accelerations are calculated from the particle positions

$$\vec{v}_{i+1/2} = \vec{v}_{i-1/2} + \vec{a}_i \Delta t$$

Velocities are updated based on the accelerations

$$\vec{x}_{i+1} = \vec{x}_i + \vec{v}_{i+1/2} \Delta t$$

Positions are updated based on the velocities

The acceleration of particle  $i$  is just the sum of the  $Gm/r^2$  gravitational accelerations due to each of the other particles

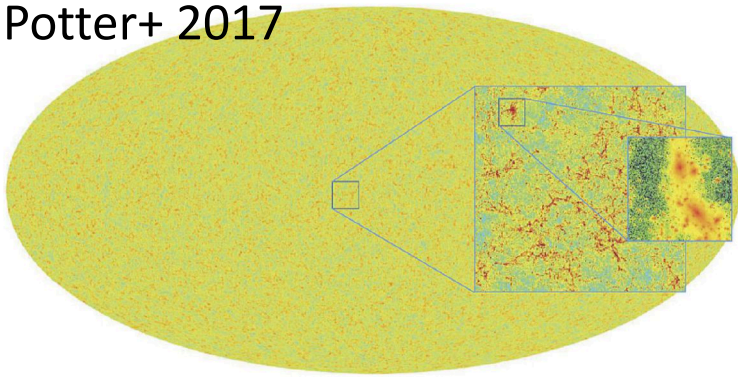
$$\vec{a}_i = \sum_{j \neq i} \frac{G m_j (\vec{x}_j - \vec{x}_i)}{|\vec{x}_j - \vec{x}_i|^3}$$

For  $N$  particles, there are  $N(N-1)/2 \sim N^2$  pairs. With large  $N$  this would require an awfully large amount of computer time...

# A "BACK OF THE ENVELOPE" CALCULATION

400 petaflops

Potter+ 2017



**Figure 2 Simulated full-sky matter distribution from a 2 trillion particles simulation.** The zoom-in quadrant shows the non-linear, filamentary structure of the universe on small scale.

2 trillion particles

One force calculation using the  
“brute force” approach:

$$(2 \times 10^{12})^2 / 4 \times 10^{17} \text{ s}^{-1} = 10^7 \text{ s} = 16 \text{ weeks}$$

This is not how we run simulations!

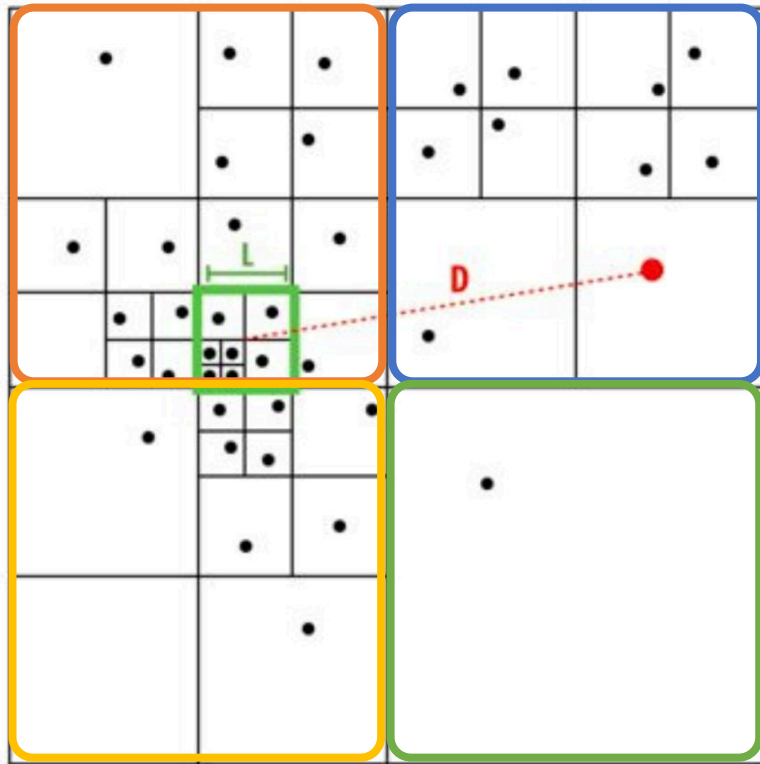
## TECHNOLOGY

### Japan's Fugaku keeps position as world's fastest supercomputer

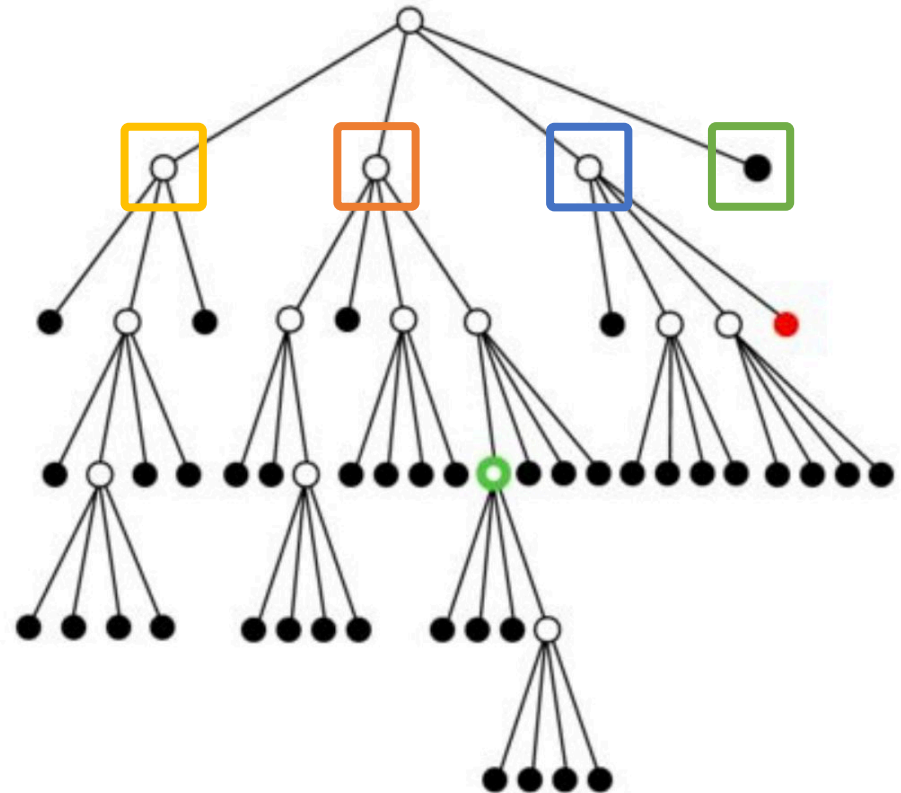
Fujitsu-Riken model also ranks highest in AI performance and big data processing



# BARNES-HUT TREE ALGORITHM



Spatial Domain



Quad-Tree Representation

In essence, particles that are far away do not need to be treated individually, but can instead be grouped together before calculating the force due to them



SIMULATING SIDM

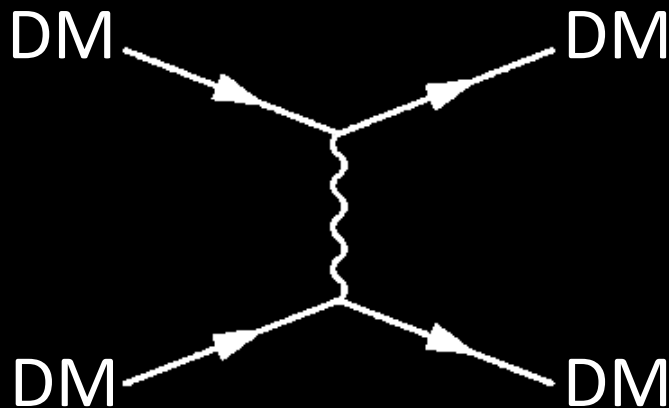
# SIMULATING SIDM - AN INTERMEDIATE REGIME

## COLLISIONLESS (i.e. CDM)

- Gravity
  - Collisionless Boltzmann Equation
- ➔ N-body methods  
(Tree or Particle Mesh)

## COLLISIONAL (i.e. gas)

- Gravity + Hydrodynamics
  - Fluid Equations
- ➔ Discretize space (grid)  
or mass (SPH)



$O(1)$  Collision per Hubble Time  
(SIDM)

- Gravity + Scattering
- ➔ N-body + Monte Carlo Scattering

# CALCULATING SCATTERING PROBABILITIES

Scattering rate given by:

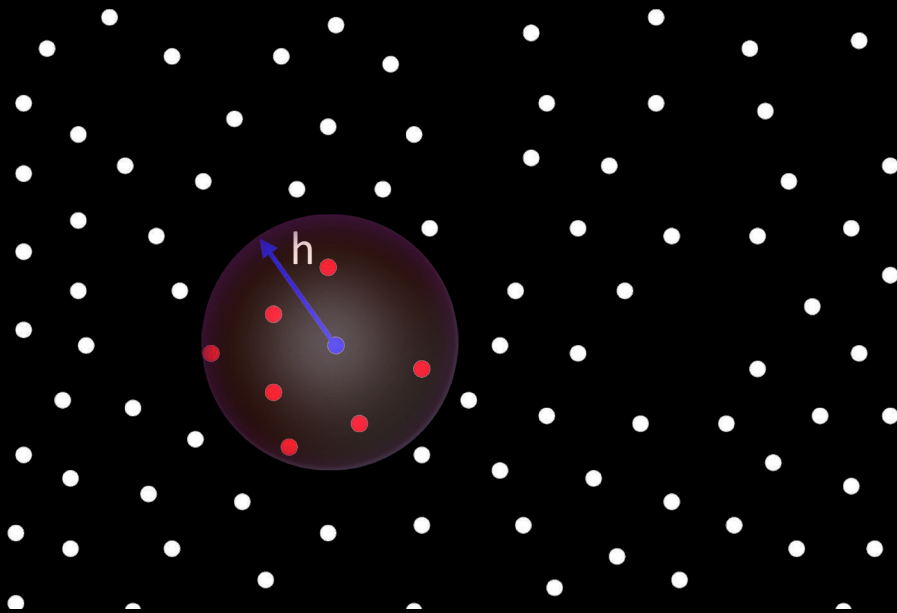
$$\Gamma = \frac{dn}{dt} = \int f(\mathbf{v}_1) \frac{\rho \sigma_\chi}{m_\chi} |\mathbf{v}_0 - \mathbf{v}_1| d^3 \mathbf{v}_1$$

Probability of particle i scattering from particle j, in time  $\Delta t$  is:

$$P_{ij} = \frac{\frac{\sigma_\chi}{m_\chi} m_p |\mathbf{v}_i - \mathbf{v}_j| \Delta t}{\frac{4\pi}{3} h^3}$$

Local density and velocity distribution estimated from region within 'search radius',  $h$

At each time-step, draw a random number for each pair of particles to see if they scatter







# SIDM AND THE BULLET CLUSTER

# WHY LOOK AT MERGING GALAXY CLUSTERS?

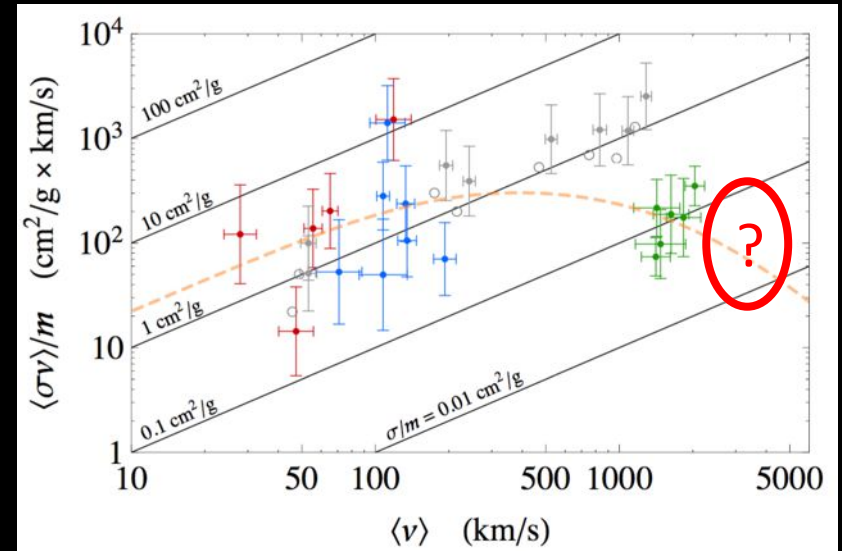
Particle Collider for Dark Matter!



High speeds and densities, so  
large scattering rates

Particles collide preferentially  
along a particular axis

High DM-DM velocities probe the cross-  
section at a different energy scale



Kaplinghat+ 2016

If DM has a velocity dependent cross-  
section, then information on DM  
scattering at different velocities  
provides complementary information



# COSMIC PARTICLE COLLIDERS

Dark Matter

Gas

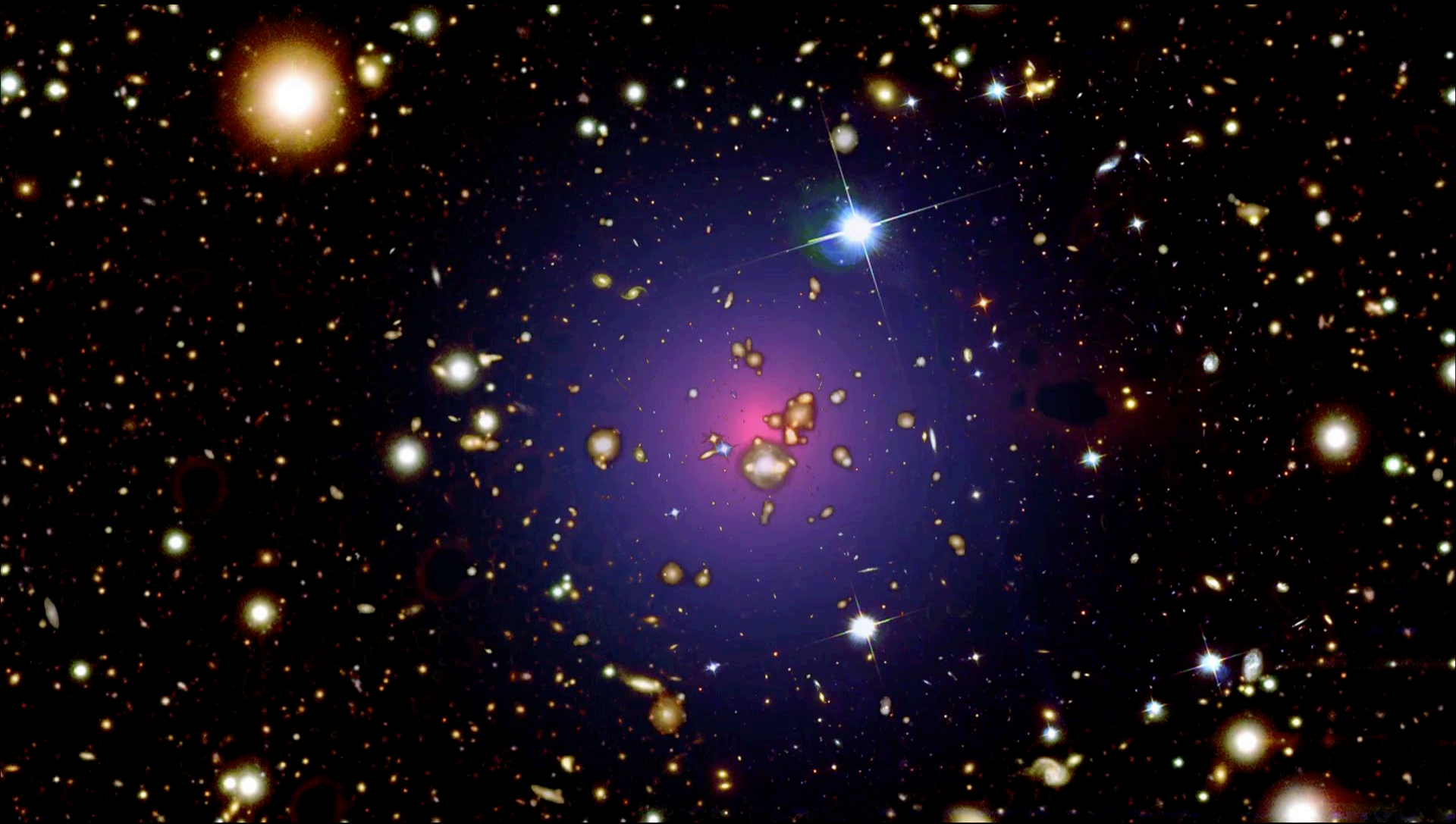
Stars

Direction of motion

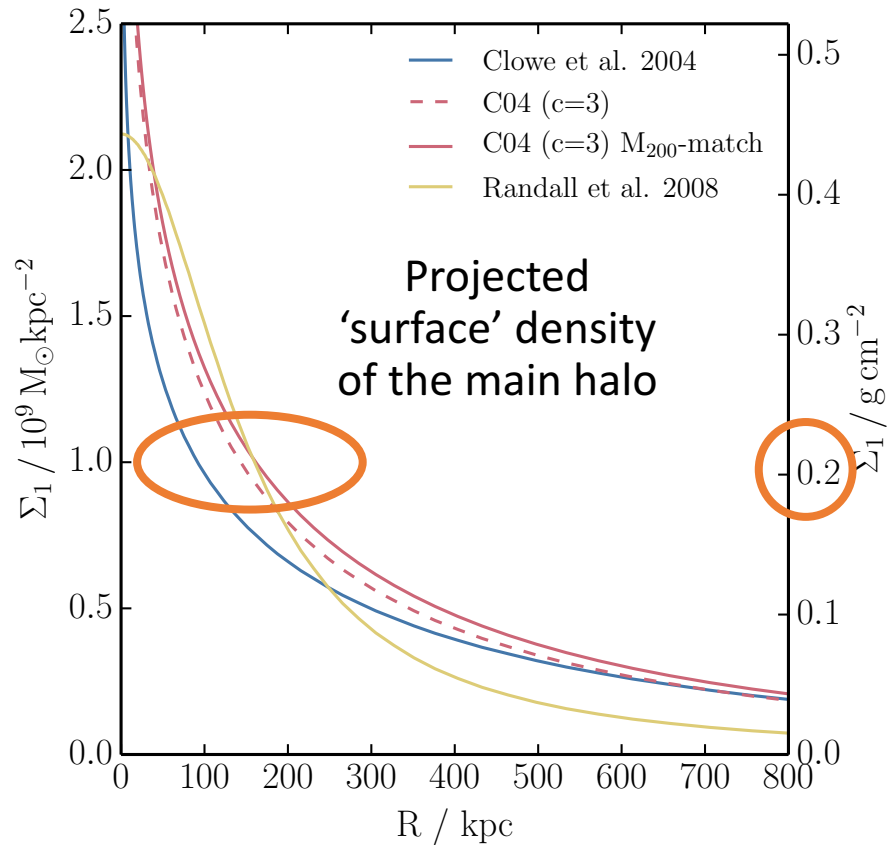




# THE BULLET CLUSTER WITH COLLISIONLESS DM

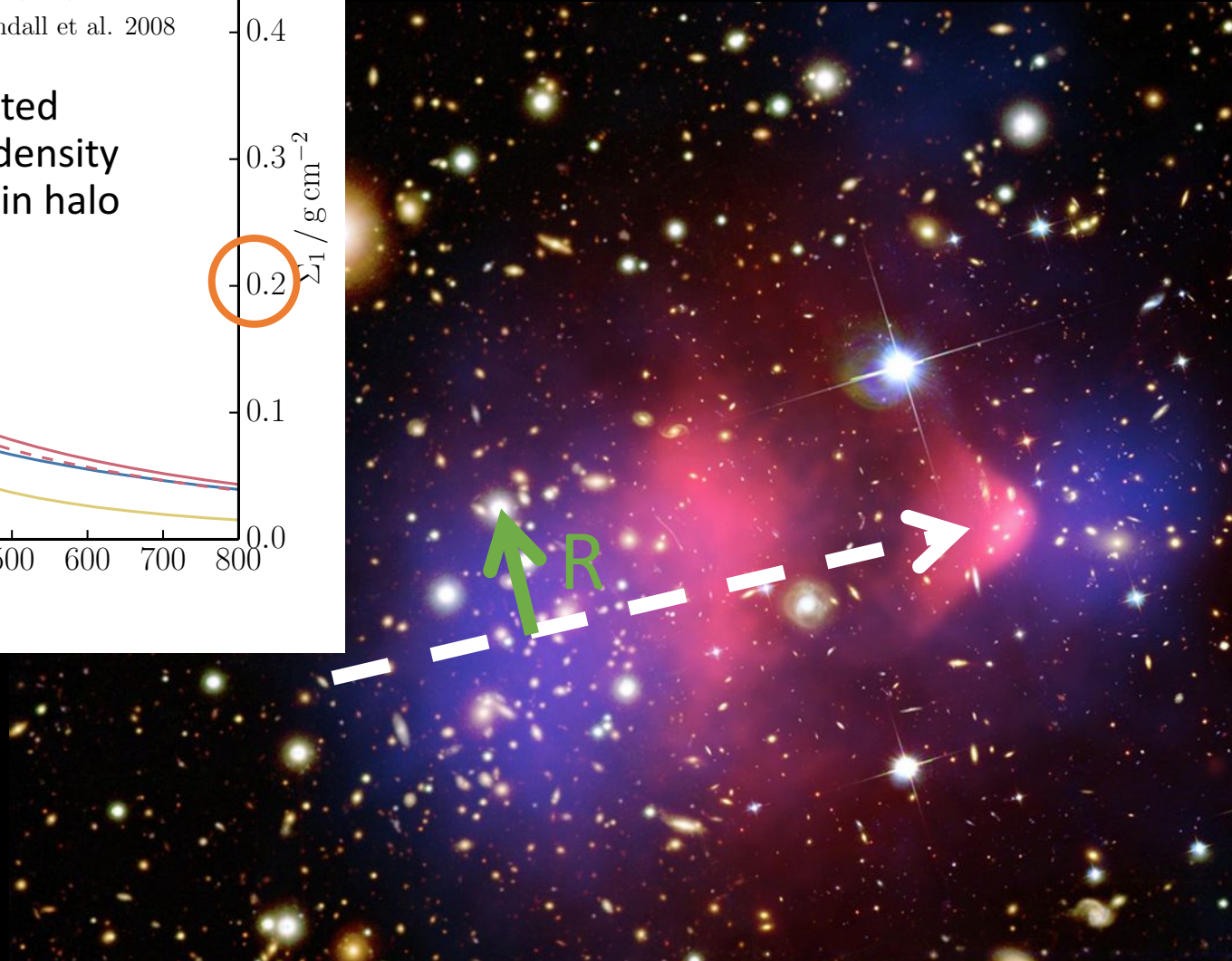


# SURVIVAL OF THE BULLET HALO



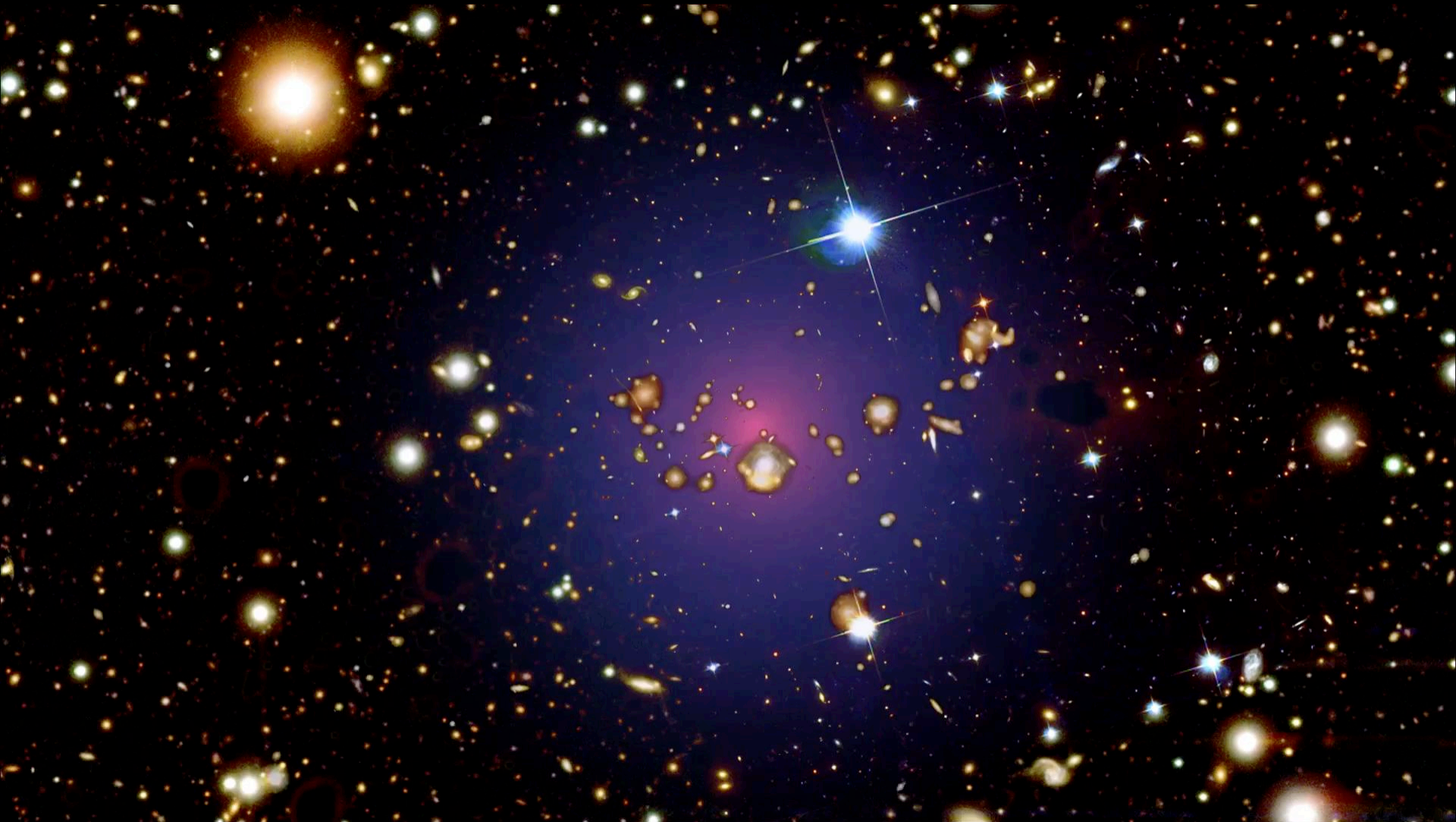
$$\sigma/m \lesssim 5 \text{ cm}^2 \text{ g}^{-1}$$

$$\tau = \Sigma \frac{\sigma}{m}$$

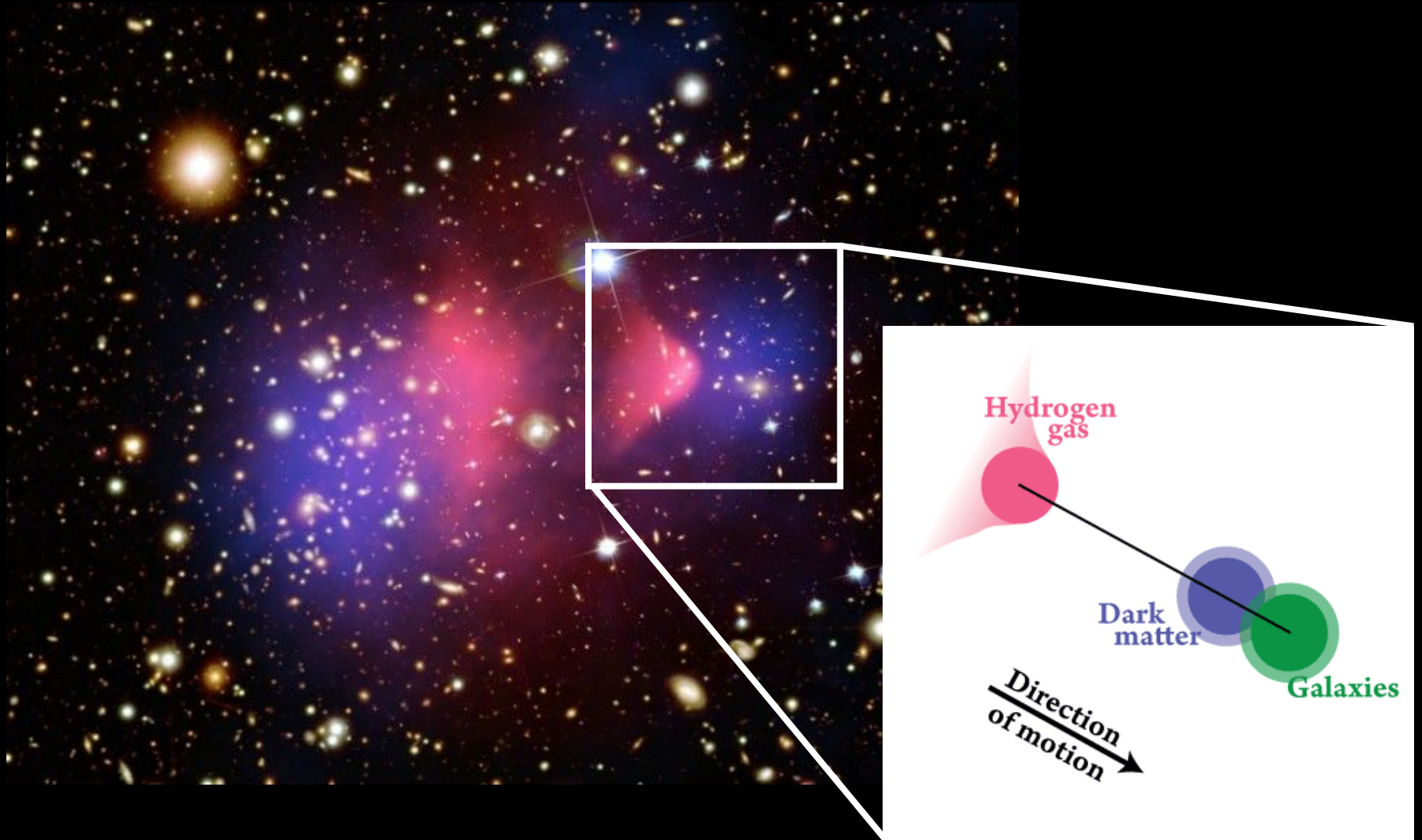




INCLUDING SIDM WITH A LARGE CROSS-SECTION

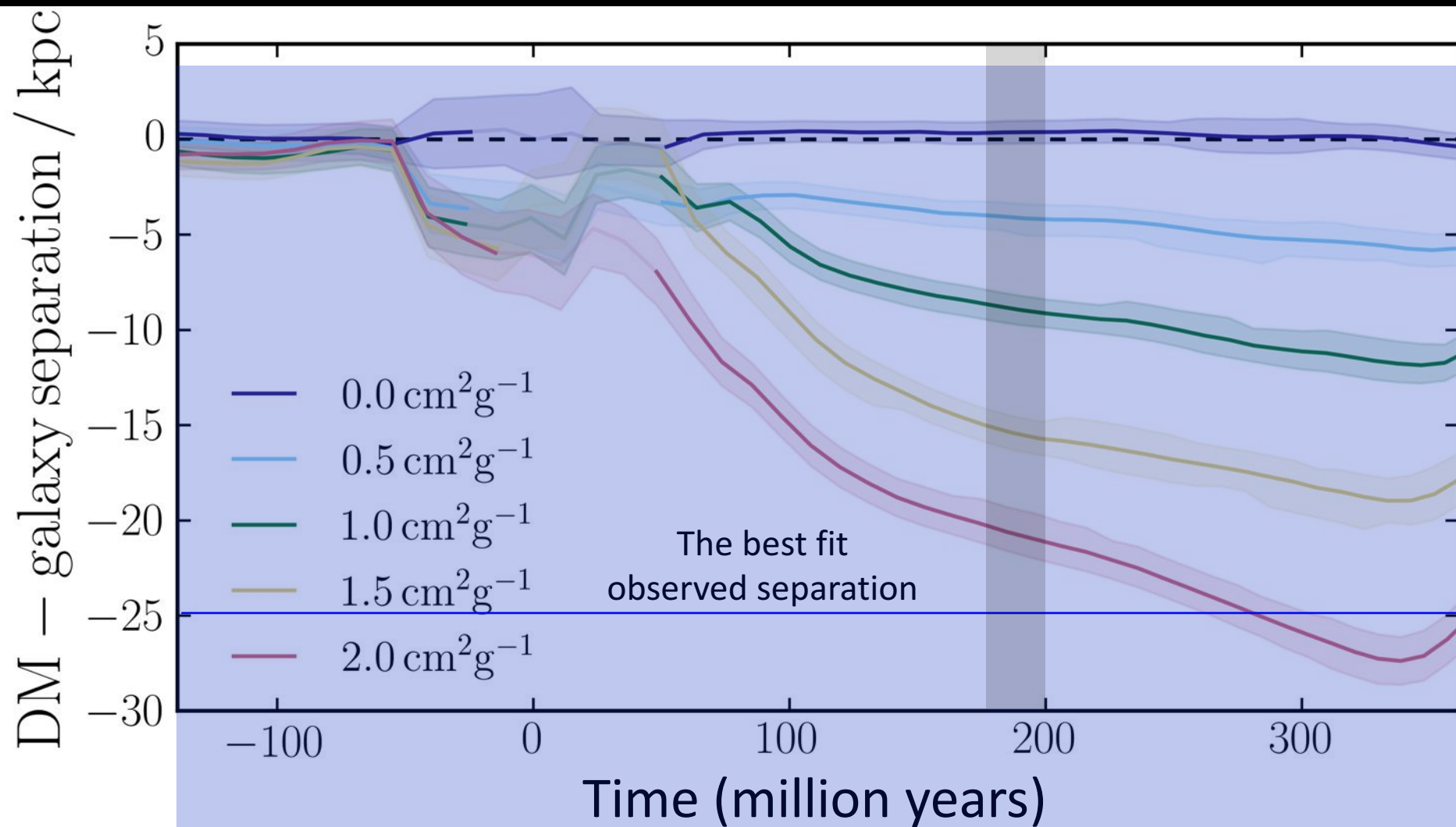


# THE BULLET CLUSTER – A TOY MODEL



Harvey+ 2014

# DM-GALAXY OFFSETS



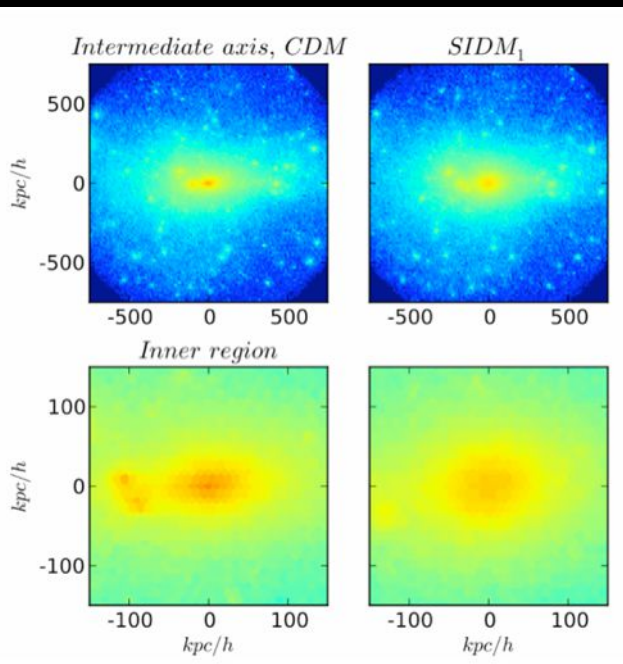


A deep-field astronomical image showing a vast field of galaxies, including many isolated galaxy clusters, against a black background. The galaxies are of various shapes and sizes, some appearing as bright, diffuse clouds and others as more compact, point-like sources. The colors range from yellow and orange to blue and white, indicating different types of galaxies and their distances. The text "ISOLATED GALAXY CLUSTERS" is overlaid in the center in a white, sans-serif font.

# ISOLATED GALAXY CLUSTERS



# PREVIOUS CLUSTER CONSTRAINTS

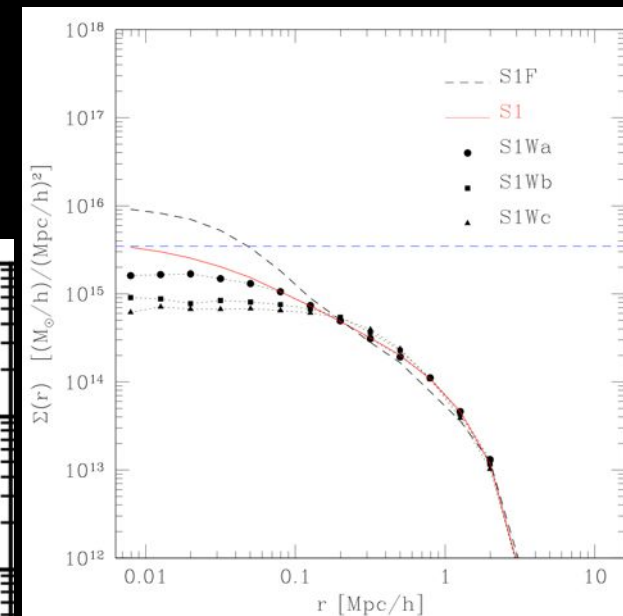
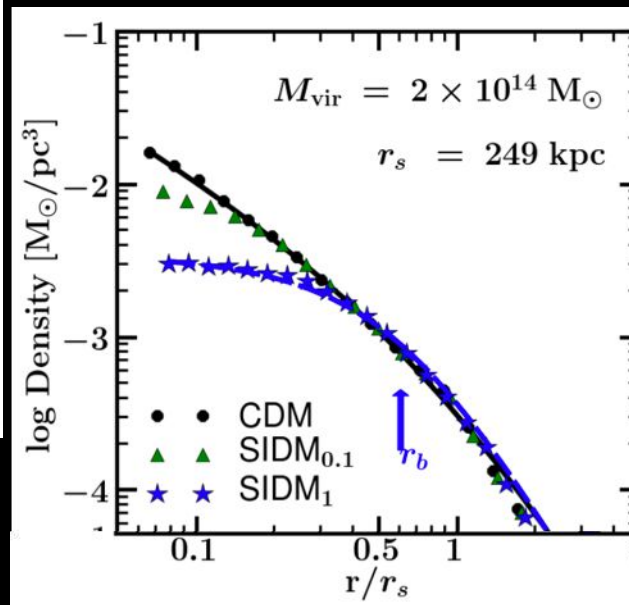


Halo shapes - Peter+ 2013

$$\sigma/m \lesssim 1 \text{ cm}^2 \text{ g}^{-1}$$

$$\sigma/m < 1 \text{ cm}^2 \text{ g}^{-1}$$

Core sizes - Rocha+ 2013



Strong lensing

Meneghetti+ 2000

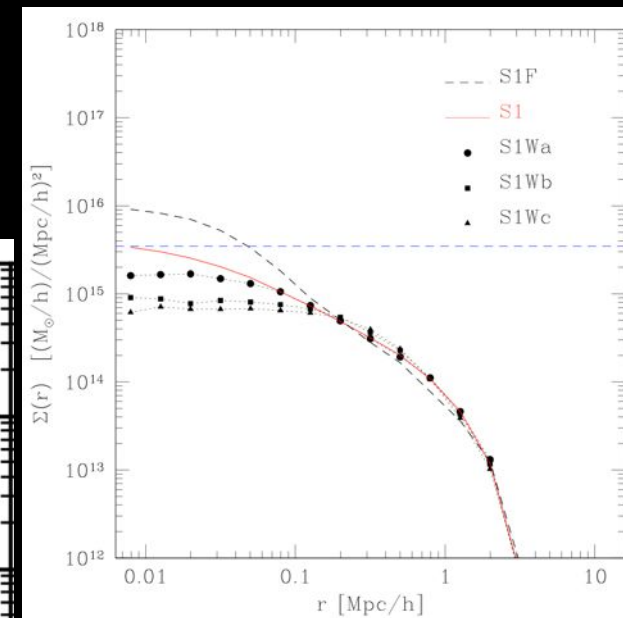
$$\sigma/m < 0.1 \text{ cm}^2 \text{ g}^{-1}$$

- Previous constraints rely on SIDM-only simulations
- Taken at face value they rule out a velocity-independent cross-section from significantly altering the DM distribution in dwarf galaxies

# PREVIOUS CLUSTER CONSTRAINTS

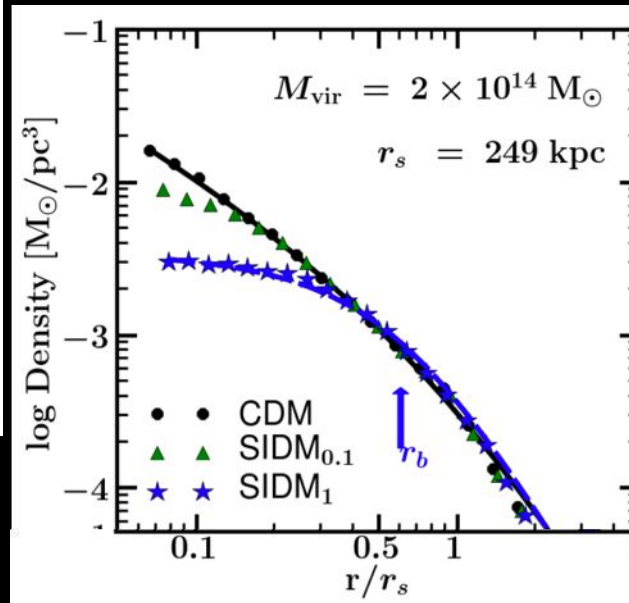
$$\sigma/m < 1 \text{ cm}^2 \text{ g}^{-1}$$

Core sizes - Rocha+ 2013



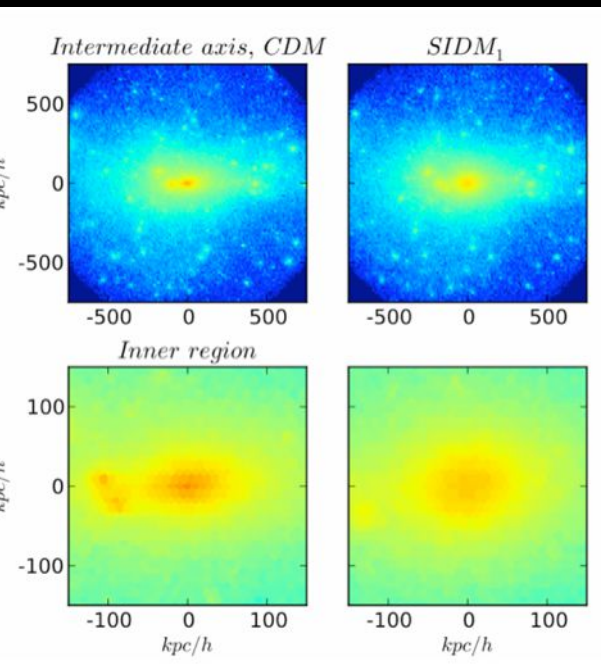
Strong lensing  
Meneghetti+ 2000

$$\sigma/m < 0.1 \text{ cm}^2 \text{ g}^{-1}$$



- Previous constraints rely on SIDM-only simulations
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Do baryons change any of this?



Halo shapes - Peter+ 2013

$$\sigma/m \lesssim 1 \text{ cm}^2 \text{ g}^{-1}$$

# BAHAMAS-SIDM

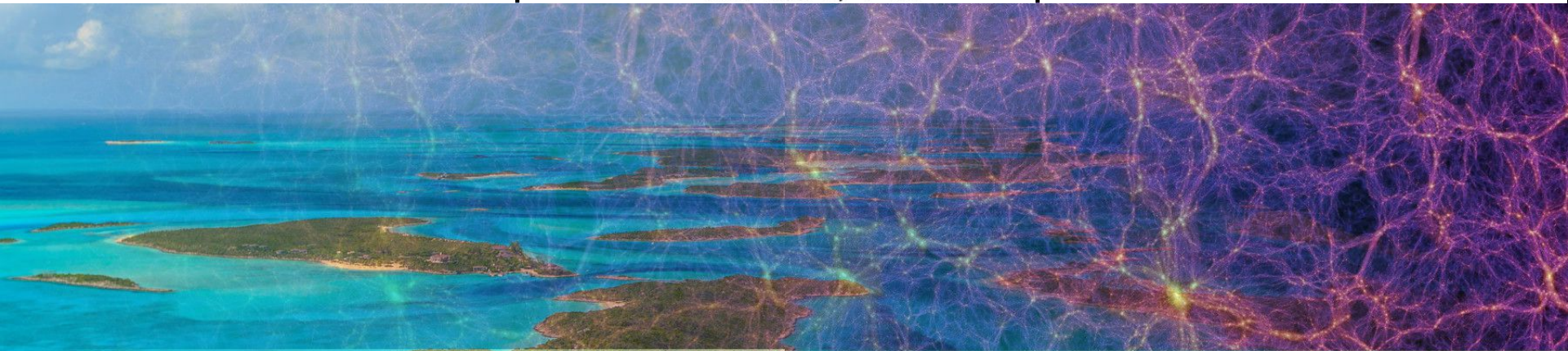
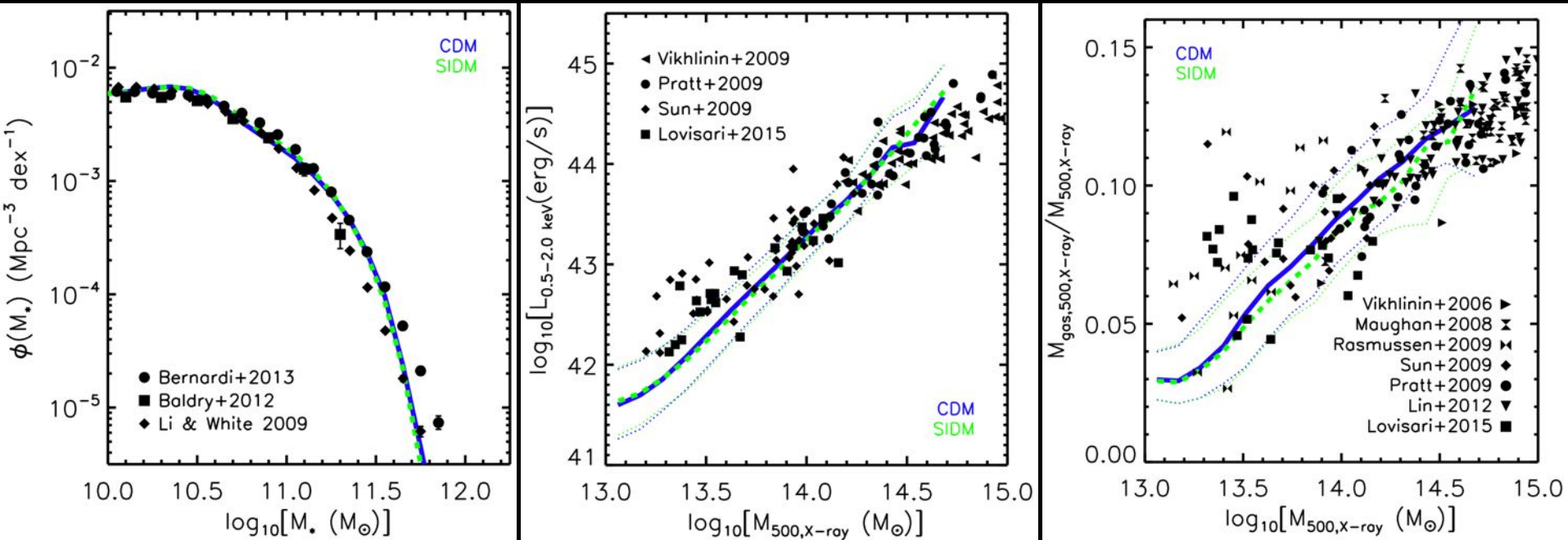
A LARGE SAMPLE OF GALAXY CLUSTERS  
SIMULATED WITH SIDM+BARYONS





# BAHAMAS

- 400 Mpc/h boxsize
- gas particle mass of  $\sim 10^9 M_\odot$
- Calibrated to match the galaxy stellar mass function and gas properties of clusters

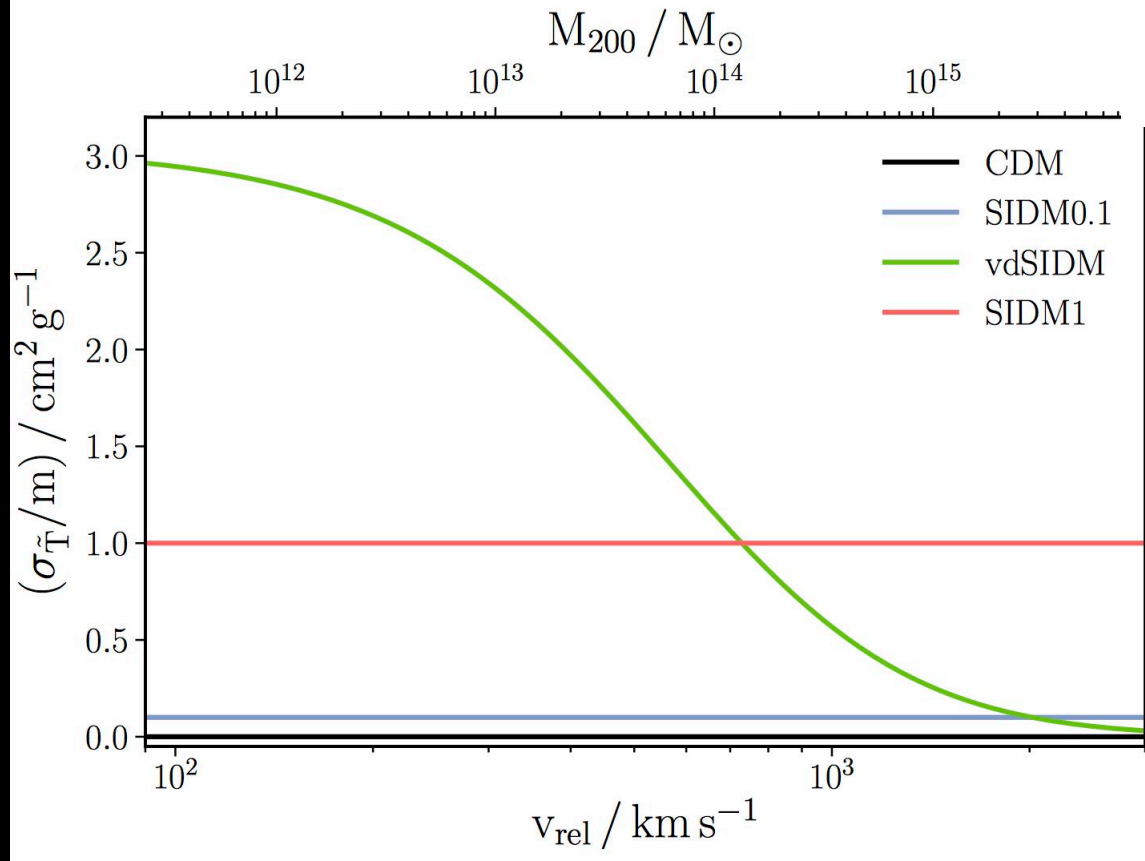
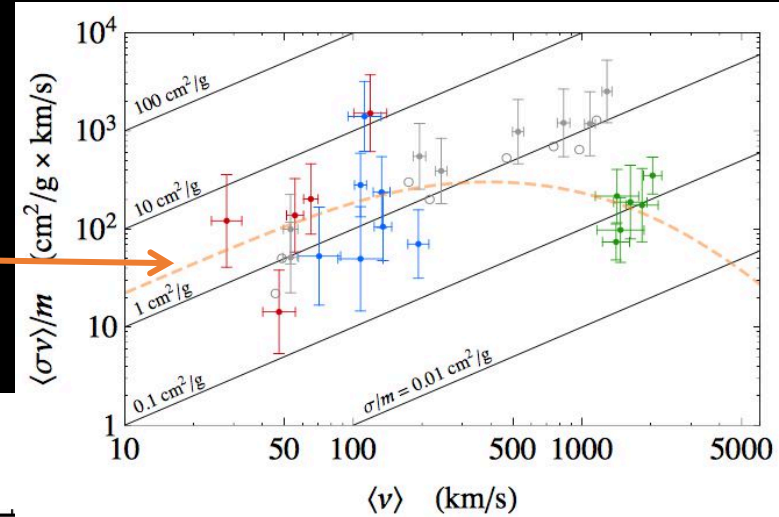




# SIMULATED CROSS-SECTIONS

SIDM cross-sections:

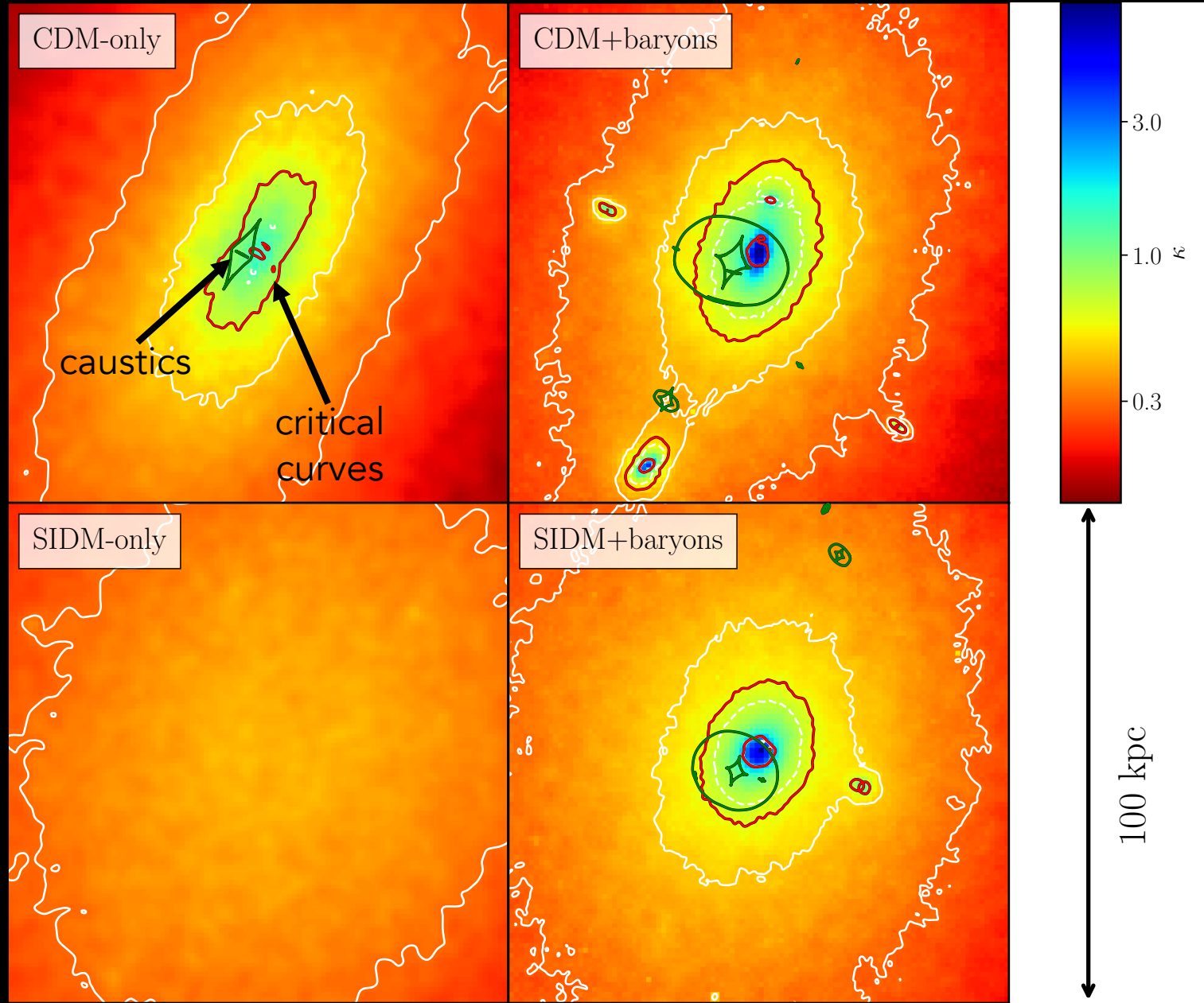
- $1 \text{ cm}^2/\text{g}$
- $0.1 \text{ cm}^2/\text{g}$
- $\sim$  dark photon model from Kaplinghat+2016



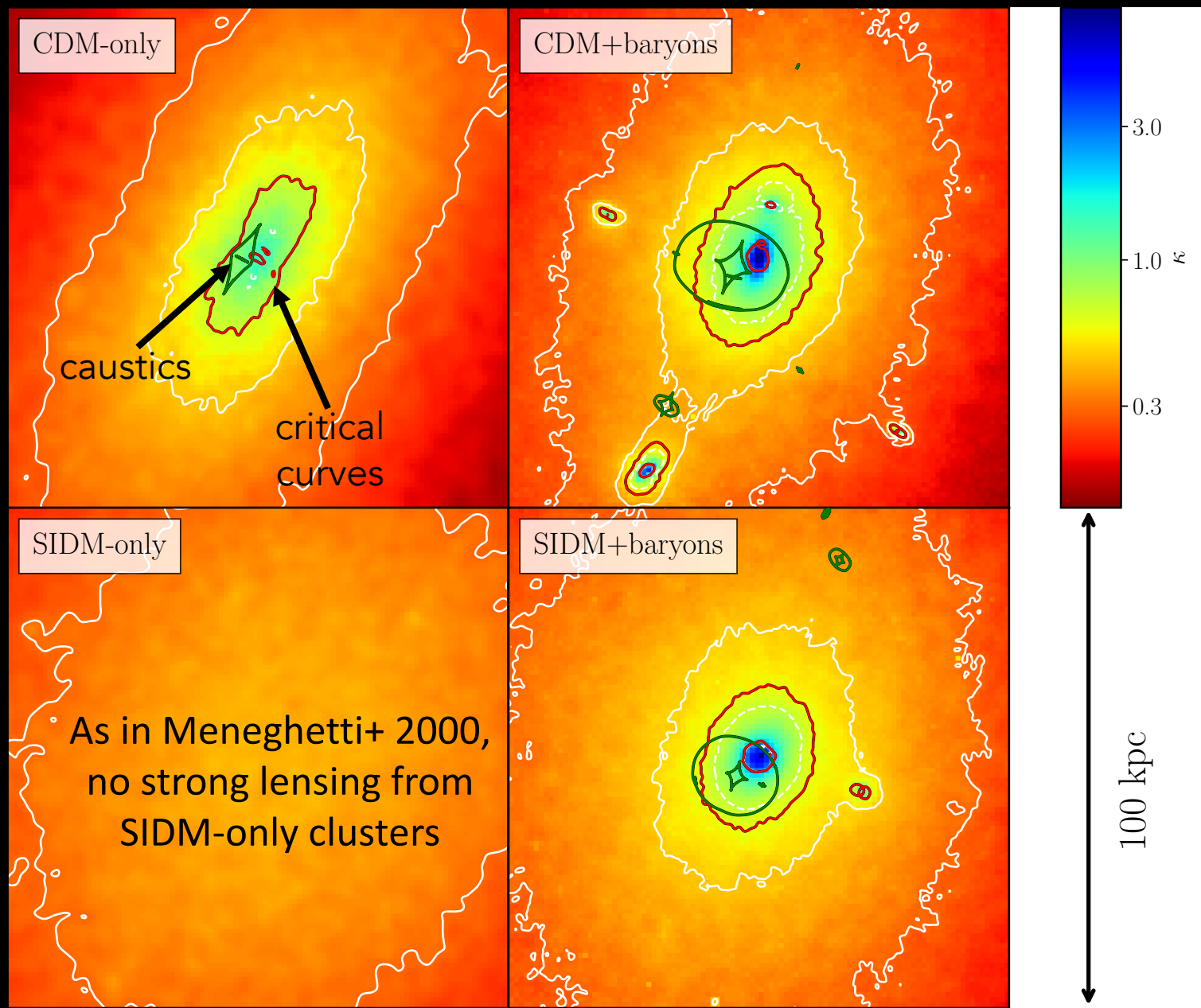
Kaplinghat+ 2016

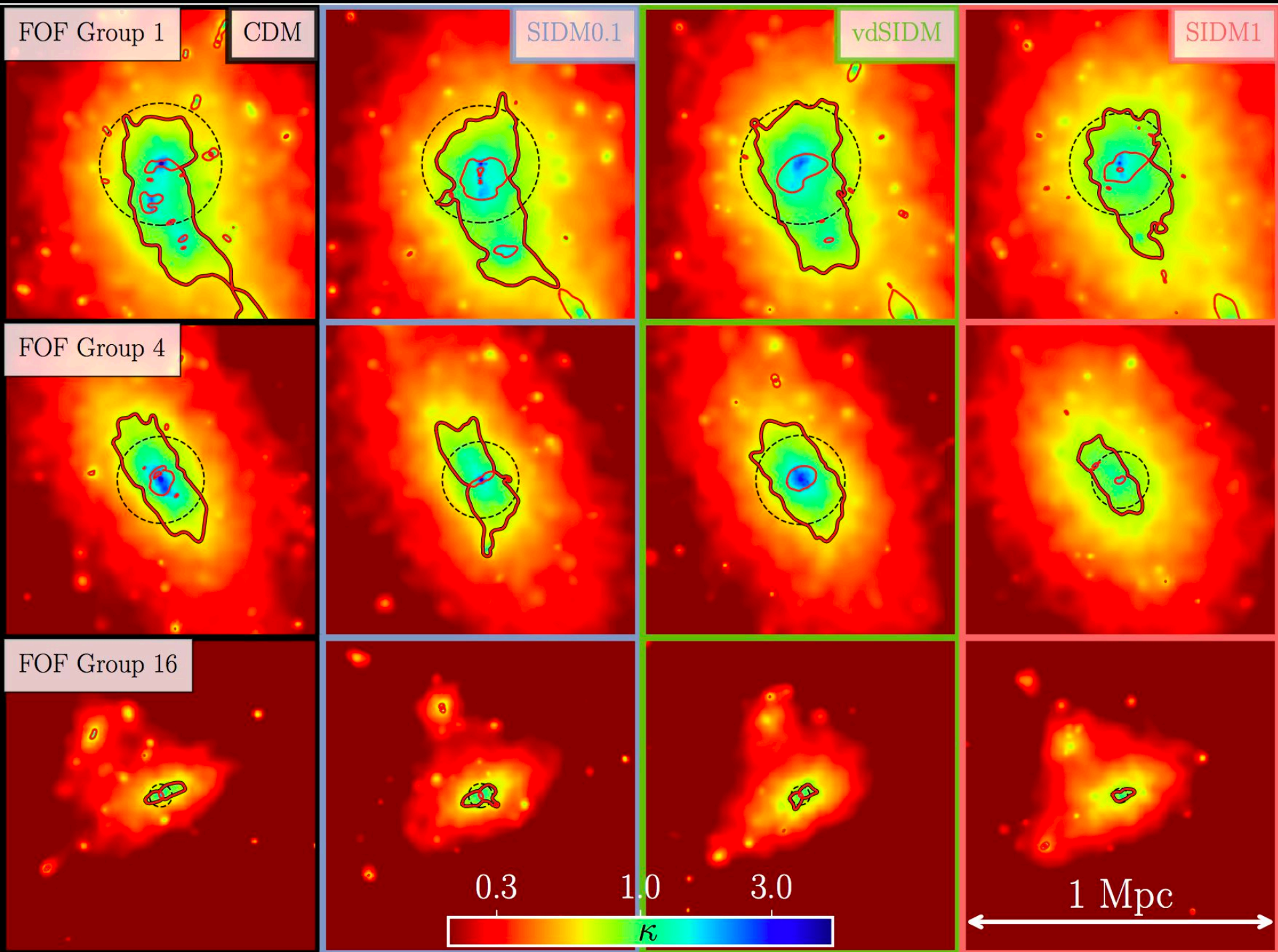
$$v = \sqrt{\frac{G M_{200}}{r_{200}}}$$

# LENSING BY A SIMULATED CLUSTER

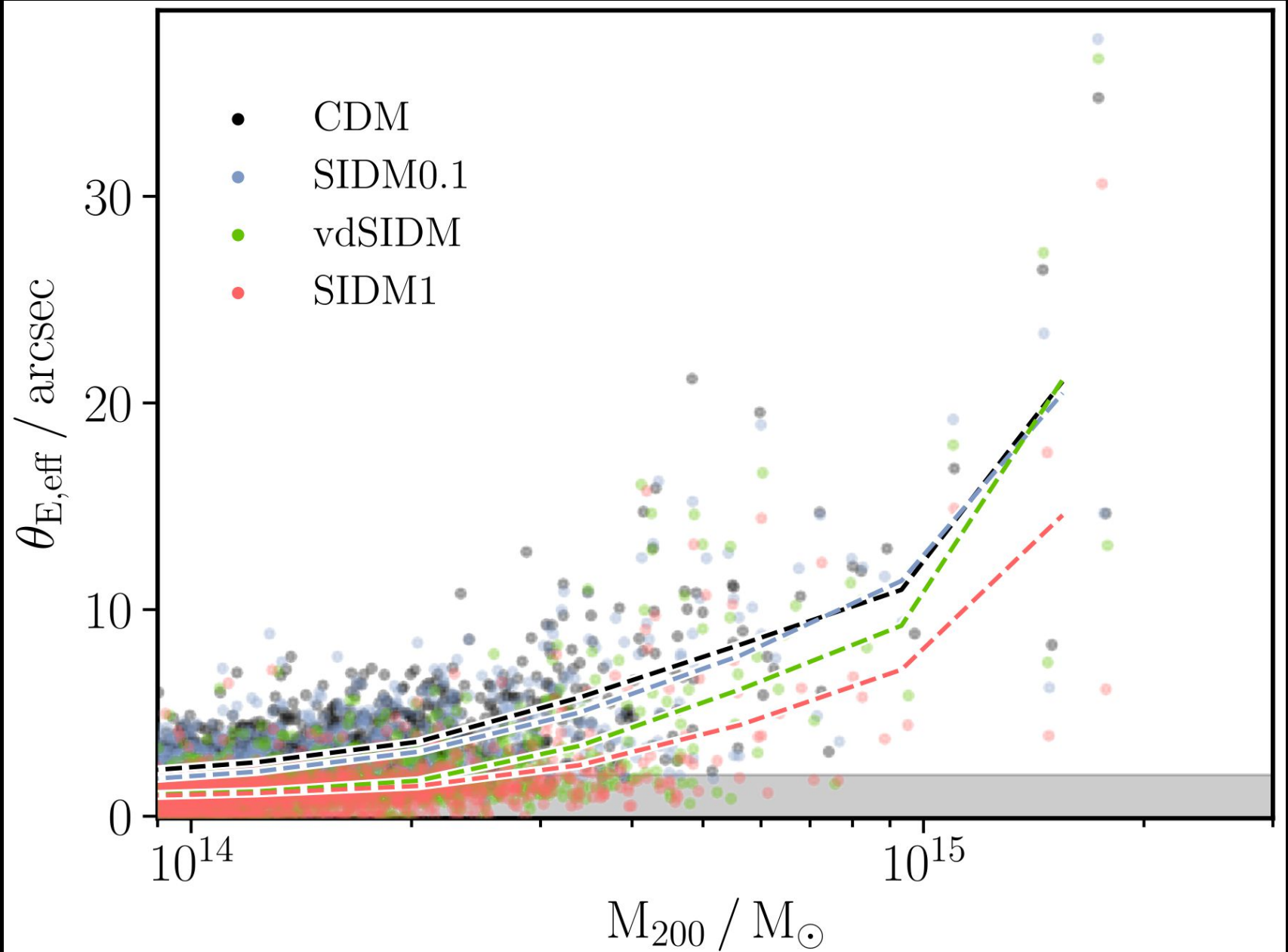


# LENSING BY A SIMULATED CLUSTER



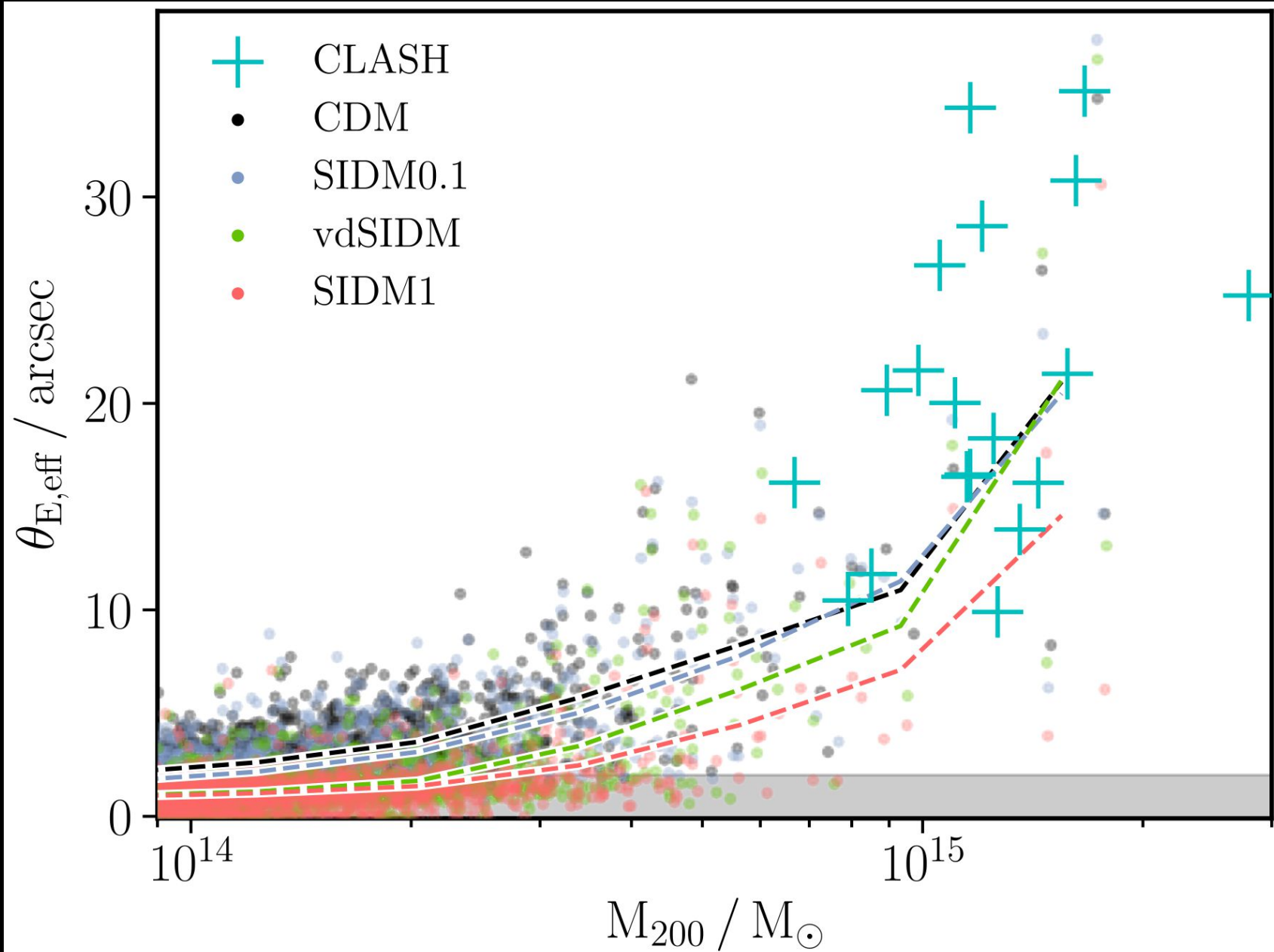


# BAHAMAS-SIDM EINSTEIN RADII

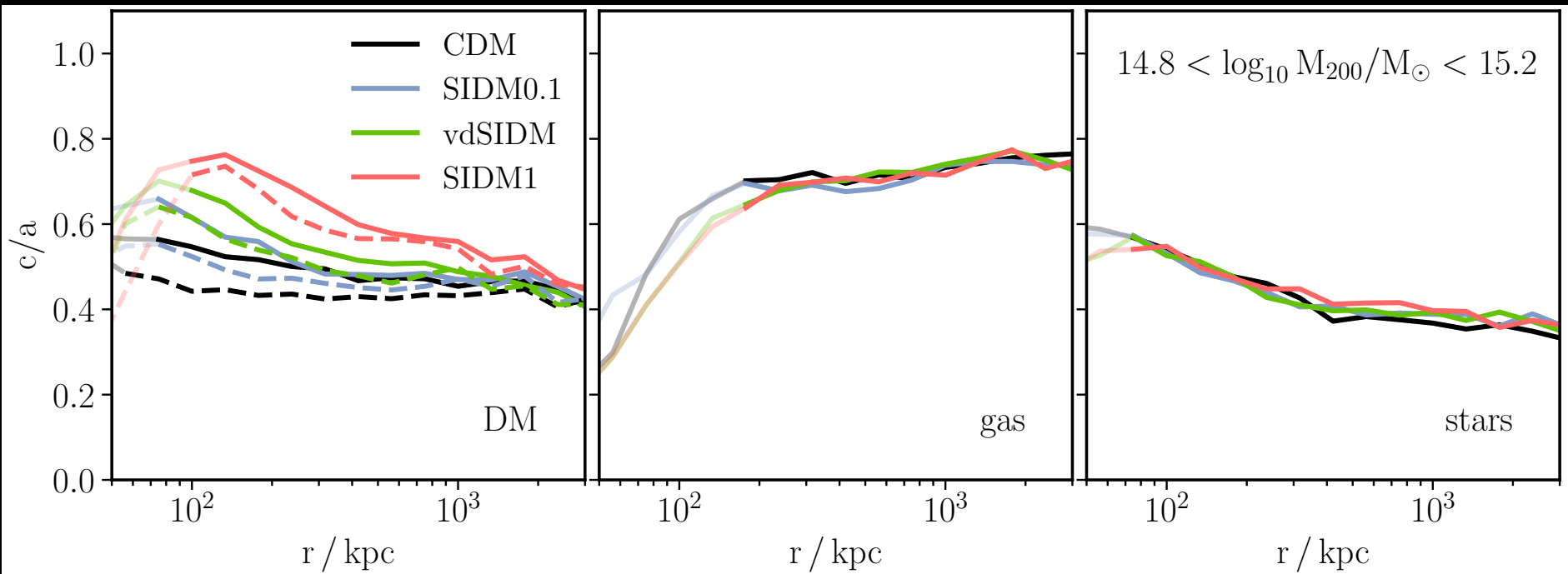




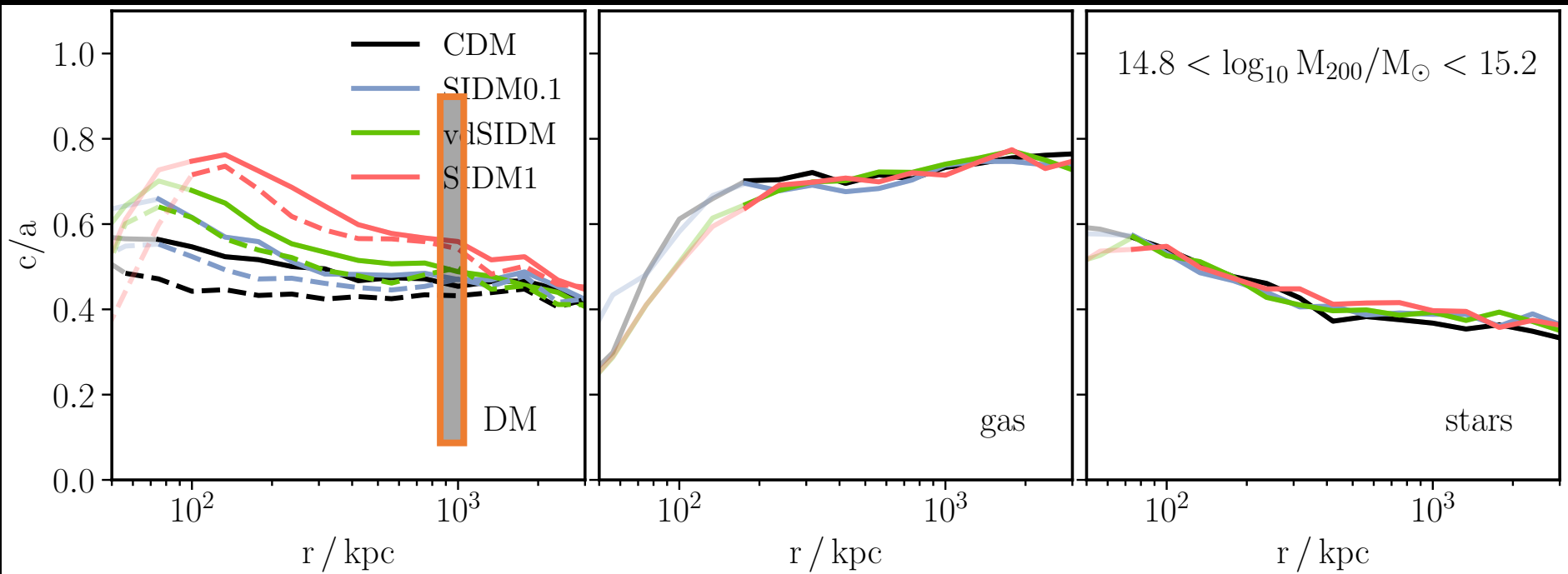
# BAHAMAS-SIDM EINSTEIN RADII



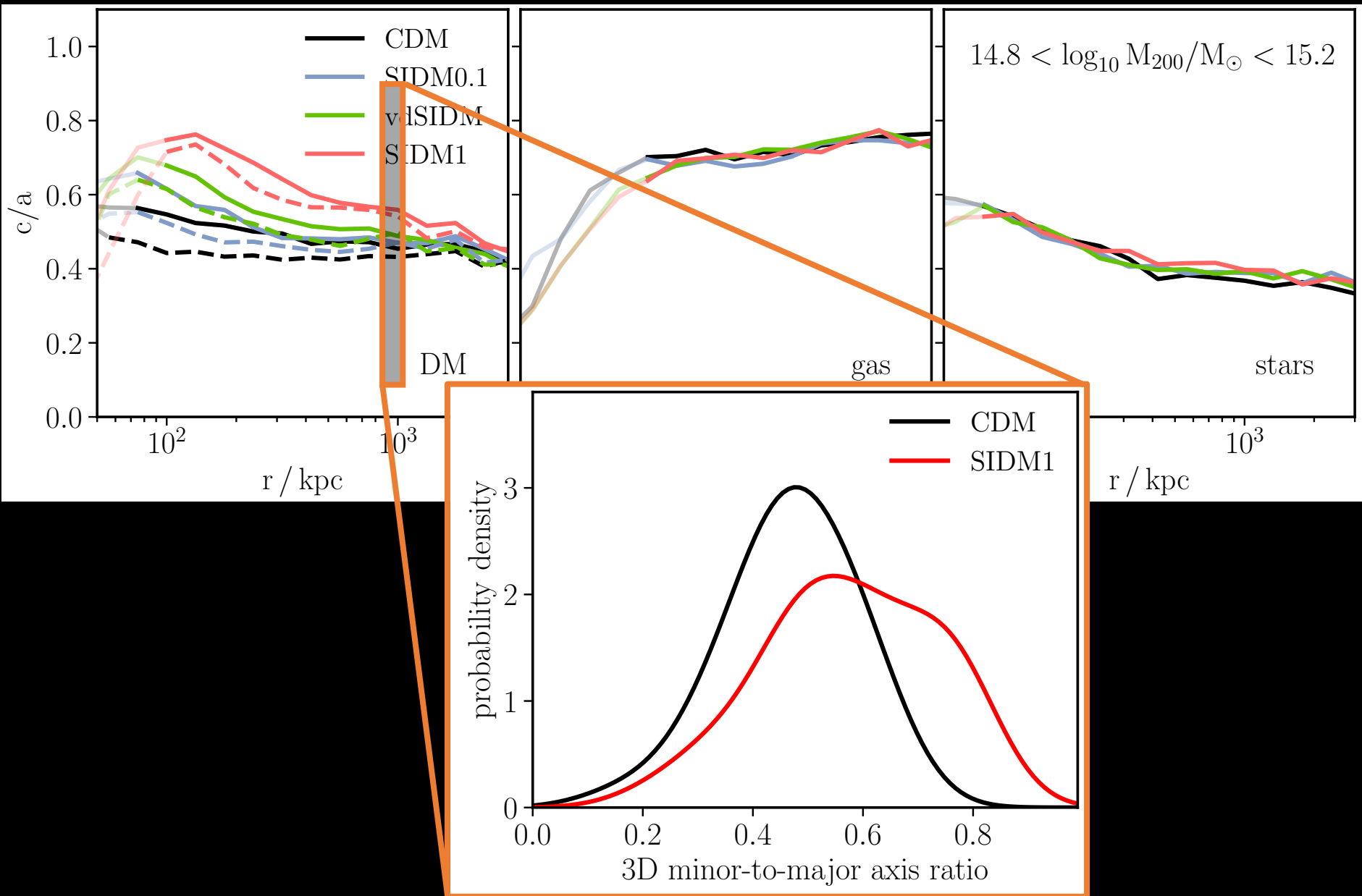
# BAHAMAS-SIDM HALO SHAPES



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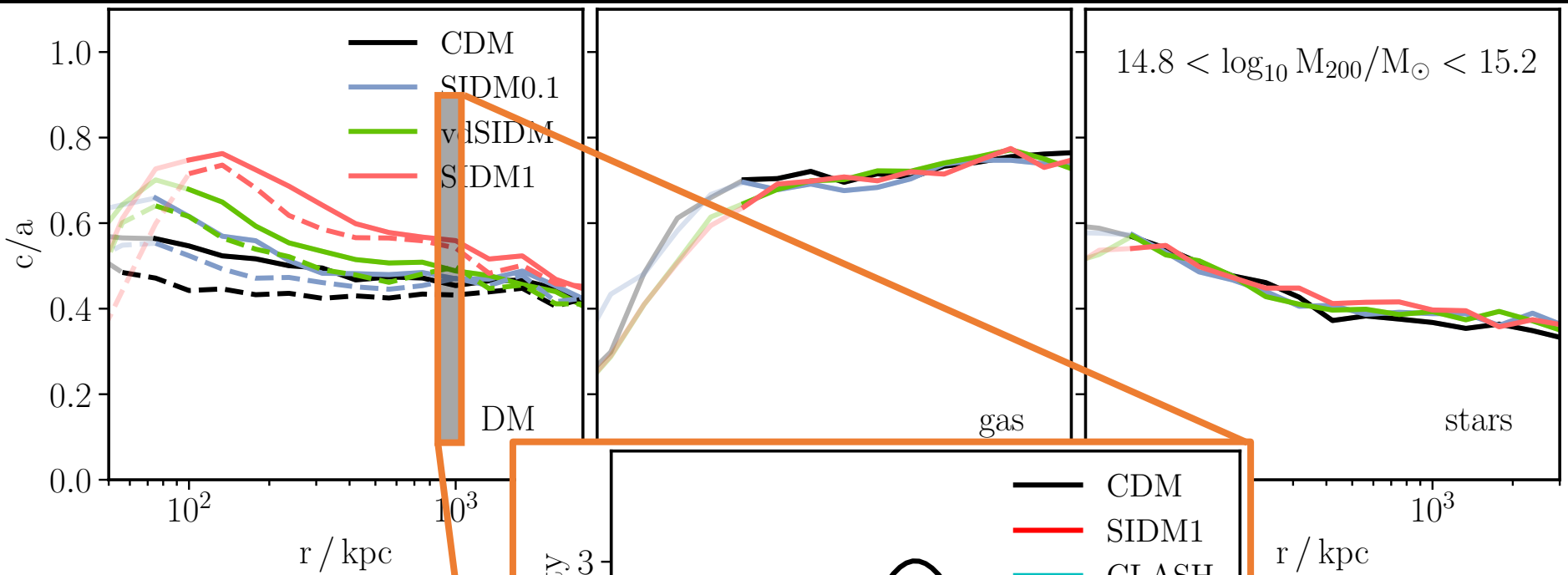


# BAHAMAS-SIDM HALO SHAPES



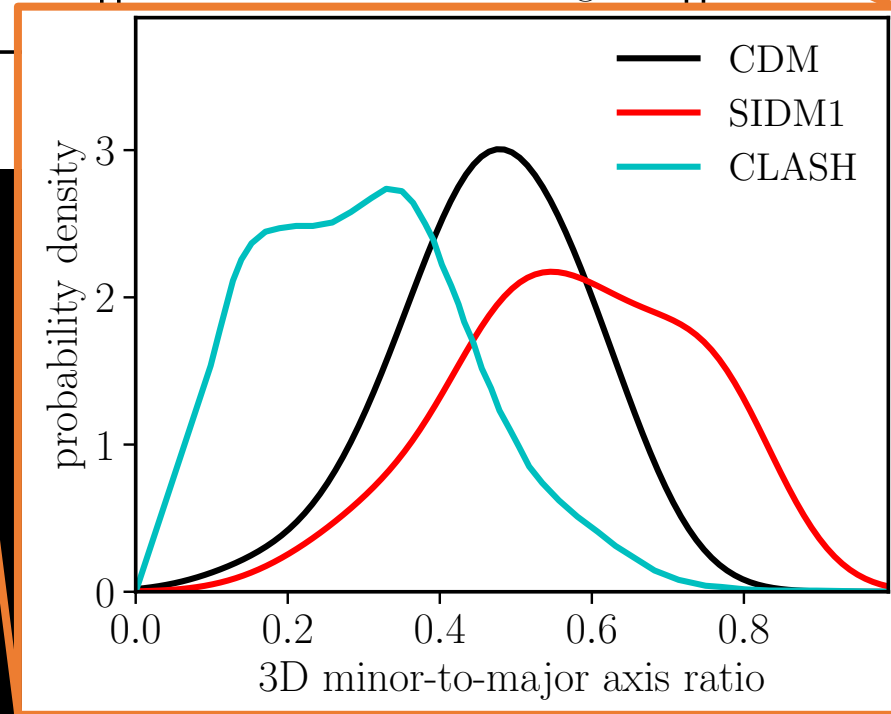


# BAHAMAS-SIDM HALO SHAPES

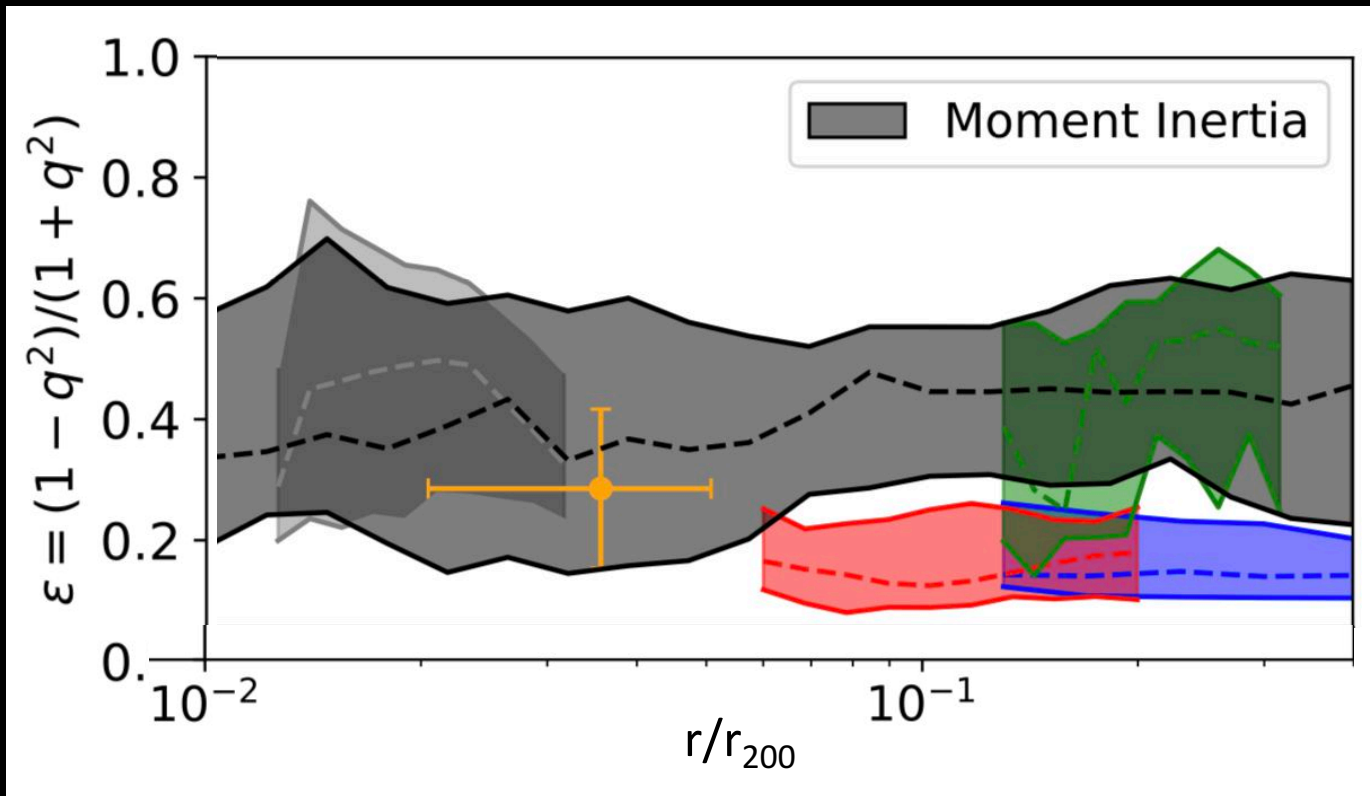
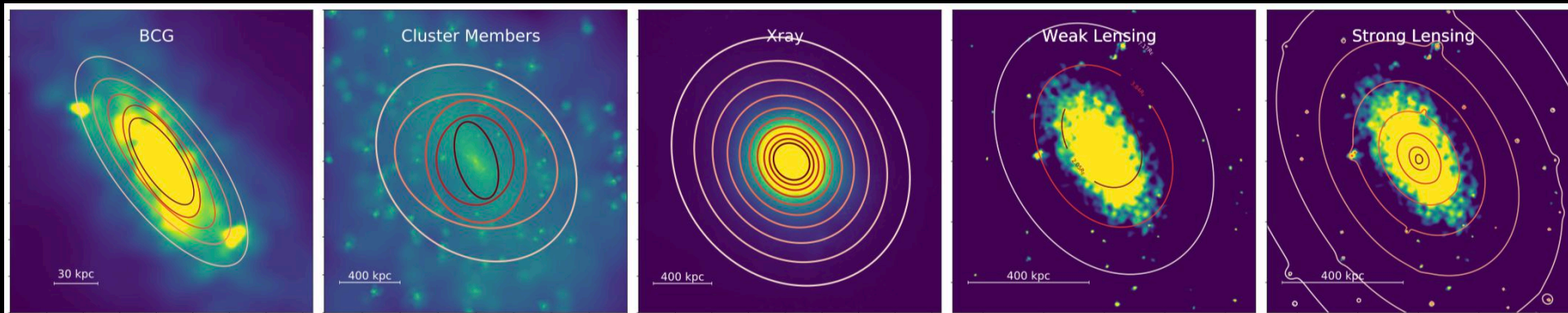


Sereno et al. 2018

- X-ray
- SZ
- lensing



# MEASURING SHAPES IS HARD!



# SUMMARY

HOPEFULLY YOU HAVE LEARNT A BIT ABOUT HOW WE RUN  
LARGE COSMOLOGICAL SIMULATIONS

GALAXY CLUSTERS CAN PLACE COMPETITIVE CONSTRAINTS  
ON THE SIDM CROSS-SECTION, THOUGH THEY ARE TYPICALLY  
WEAKENED BY THE INCLUSION OF BARYONS

STRONG LENSING BY GALAXY CLUSTERS IS SENSITIVE TO THE SIDM  
CROSS-SECTION, BUT WE NEED A LARGE NUMBER OF SIMULATED  
SYSTEMS TO CORRECTLY MODEL SELECTION EFFECTS

HALO SHAPES ALSO DEPEND ON THE SIDM CROSS-SECTION,  
BUT AGAIN MORE WORK IS REQUIRED TO ROBUSTLY INFER THE  
CROSS-SECTION FROM OBSERVATIONS

Additional Slides...

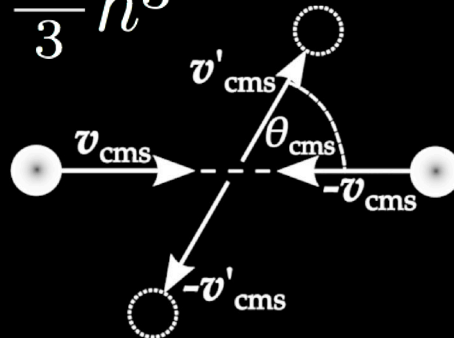
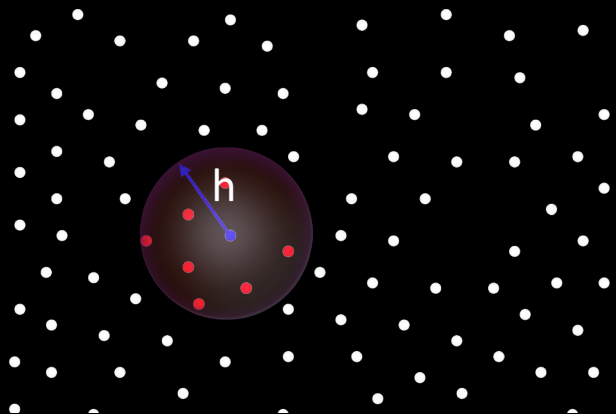


# SCATTERING WITH A GENERAL DIFFERENTIAL CROSS-SECTION

Tulin+ 2013

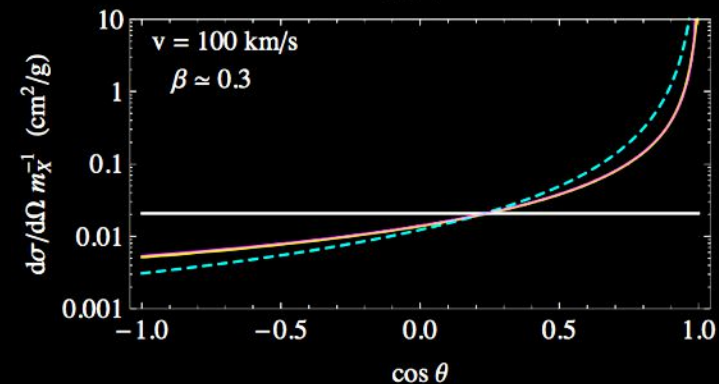
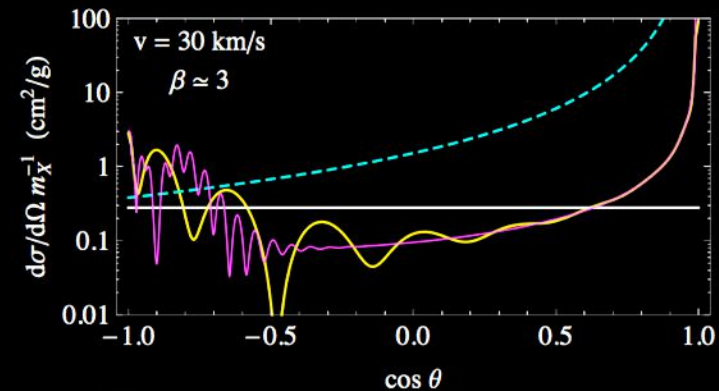
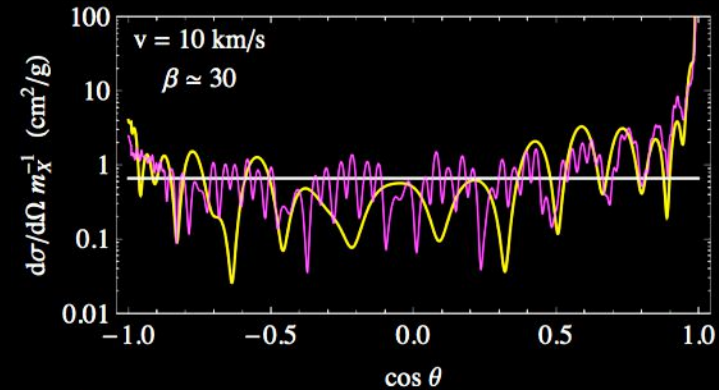
Cross-section can be a function of  $|\mathbf{v}_i - \mathbf{v}_j|$

$$P_{ij} = \frac{\frac{\sigma_{\chi}}{m_{\chi}} m_p |\mathbf{v}_i - \mathbf{v}_j| \Delta t}{\frac{4\pi}{3} h^3}$$



Kahlhoefer+ 2014

When two particles scatter, draw  $\theta$  from the relevant probability distribution (which can change with relative velocity)



# WHICH INTEGRATED CROSS-SECTION IS RELEVANT?

Complete description  
of interaction

$$\sigma \equiv \int \frac{d\sigma}{d\Omega} d\Omega$$

Total cross-section

$$\sigma_T \equiv \int (1 - \cos \theta) \frac{d\sigma}{d\Omega} d\Omega$$

Momentum transfer  
cross-section

$$\sigma_{\tilde{T}} \equiv \int (1 - |\cos \theta|) \frac{d\sigma}{d\Omega} d\Omega$$

Kahlhoefer+ 2014

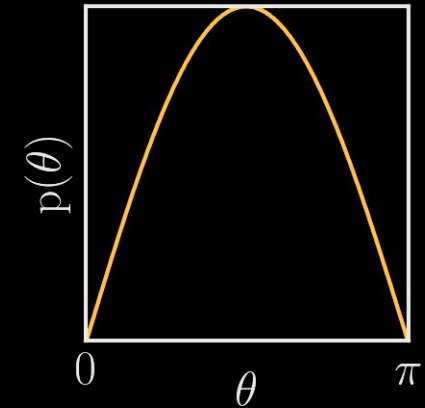
$$\sigma_V \equiv \int \sin^2 \theta \frac{d\sigma}{d\Omega} d\Omega$$

Viscosity  
cross-section

# WHICH INTEGRATED CROSS-SECTION IS RELEVANT

Matched by  $\sigma_{\tilde{T}} \equiv \int (1 - |\cos \theta|) \frac{d\sigma}{d\Omega} d\Omega$

—— Isotropic scattering



----- Anisotropic DM  
5x more scattering

