

SPHerical Dynamics of Miniquasars and Dark Matter Minihalos

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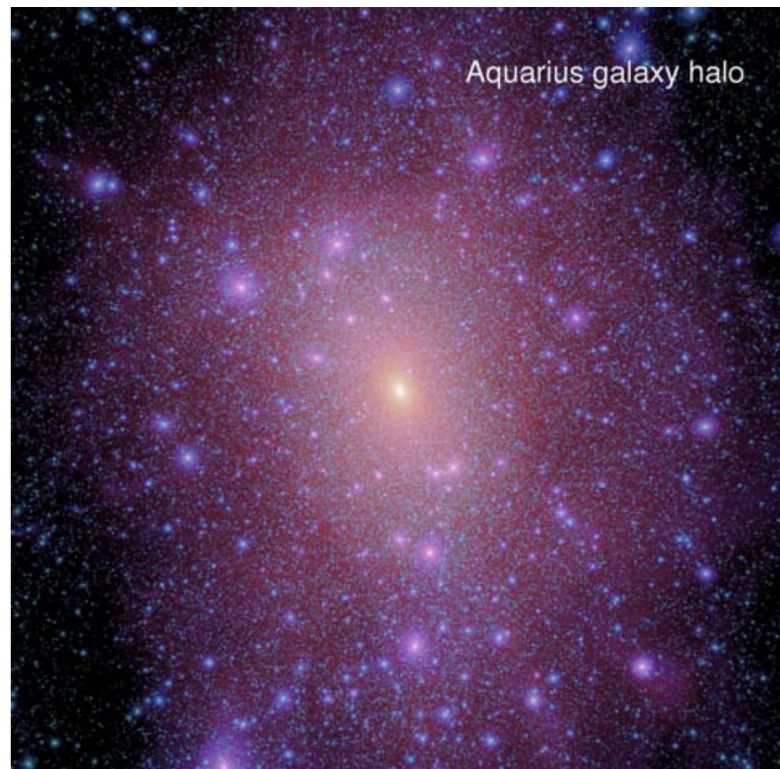


Image credit: Frenk & White, 2012

What are Minihalos and Miniquasars?

- **Minihalos** are small Dark Matter (DM) halos that are the birthplace for the first stars (Population III)
 - ◆ Mass $10^5 - 10^6$ Msol
 - ◆ Predicted to exist but *no observational evidence*
- **Miniquasars** are Quasar-like objects on an incredibly small scale
 - ◆ Predicted to form on Intermediate Mass Black Holes (IMBH) with accreting gas
 - ◆ *Radiative feedback*: energy released impacts surroundings



Image credit: NASA, ESA and J. Olmsted (STScI)

DM Halo on Galactic Scales

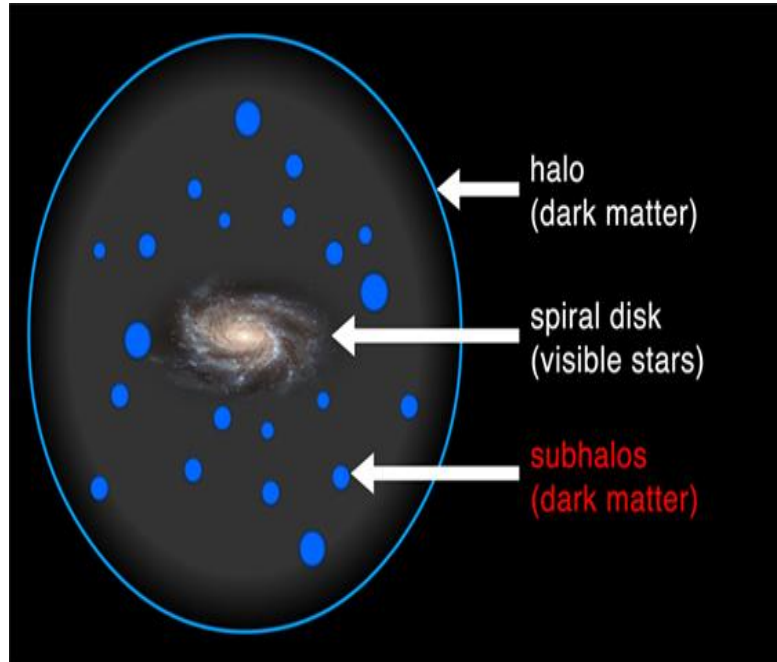


Image credit: Astrobites.org

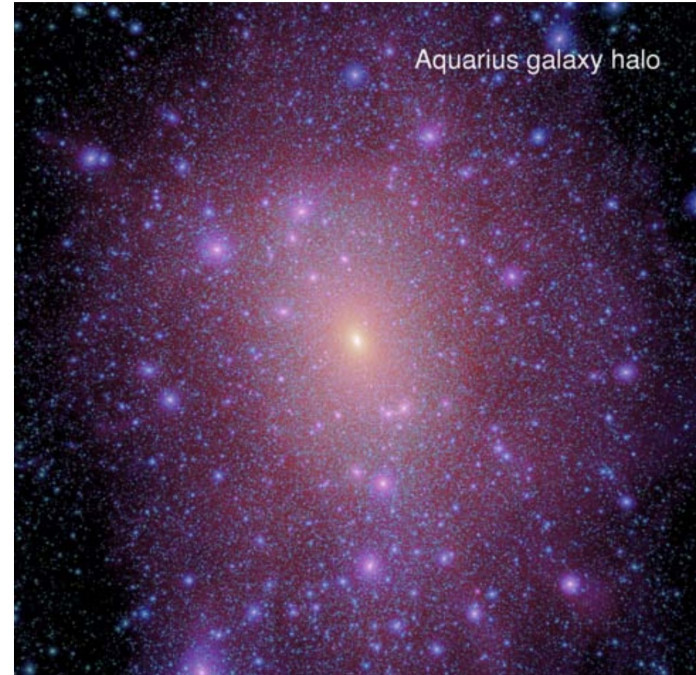


Image credit: Frenk & White, 2012

Our Models

→ Self-Interacting Dark Matter (SIDM)

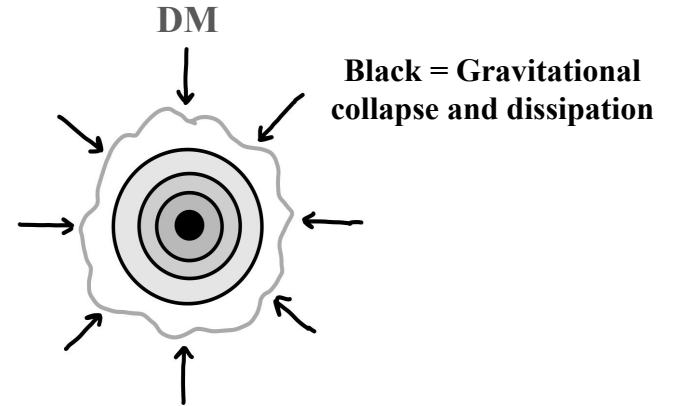
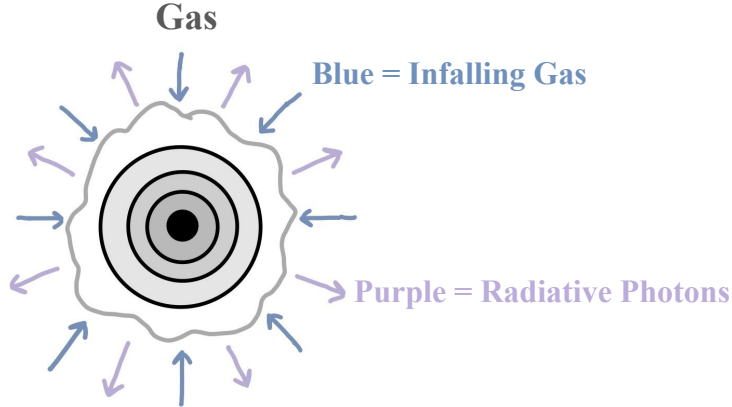
- ◆ Proposed to solve the *core-cusp problem*
- ◆ Particles interact with each other through forces **other than gravity**.
- ◆ Could be elastic (non-dissipative) or inelastic (dissipative)

→ Role of SIDM in Minihalos

- ◆ Puzzled on how Supermassive Black Holes (SMBH) grow so fast
- ◆ IMBH predicted to exist as intermediate step in growing SMBH
- ◆ Our Idea: from collapsing DM, not gas

Our Theoretical Model

- Simulating dynamics of DM halo with gas as a series of **concentric shells**
 - ◆ Includes spherical symmetry
- **SPHerical** Python Package was utilized
 - ◆ Includes DM interactions, gas interactions, and radiative feedback



Motivation + Main Goals

→ Motivation

- ◆ Want to test how formation of Pop III stars reacts with different DM parameters
 - What happens if both gas and DM collapse at epoch?
- ◆ Suspect system won't form Pop III stars, instead will form IMBH

→ Overall Goals

- ◆ Model dynamics of gas and DM at epoch of Pop III formation
- ◆ Cooling and heating rates via radiative heating
- ◆ Understand concepts of DM and its impact
- ◆ Connect with observations

Introduction to the Teams

- Research group from EXPLORE IV (January 2024 - April 2024)
- Split big research group into **two smaller groups**
- Work individually then come together and interface our results.

Minihalos and Miniquasars



Grackle Team

- Finn Karstens
- Aster Schnell
- Dr. Laura Sagunski

Quasar Team

- Lauren Morley
- Dr. Sean Tulin

The Grackle Team

- Grackle is an **open-sourced library** designed for simulating chemical and thermal processes.
- Main goals
 1. Improve on the current SPHerical *cooling rate* using Grackle
 2. Determine new *radiative heating* rate
- Luminosity is the main connecting factor between the two teams

```
my_chemistry = chemistry_data()  
my_chemistry.use_grackle = 1  
my_chemistry.primordial_chemistry = 1
```

The Quasar Team

→ Main Goals

1. Calculate *Accretion Luminosity* and *Radiation Pressure*.
2. Calculate the Luminosity at *different shell positions*.
3. Confirm *BH formation* in simulation
4. Run *high-end simulations* on Canadian Supercomputer.

→ EXPLORE project: previously completed Goal 1

→ GREP project: aim to complete Goals 2-4

Theoretical Formula and Result - Luminosity

Dissipation \longrightarrow Shell Collapse \longrightarrow BH Formation

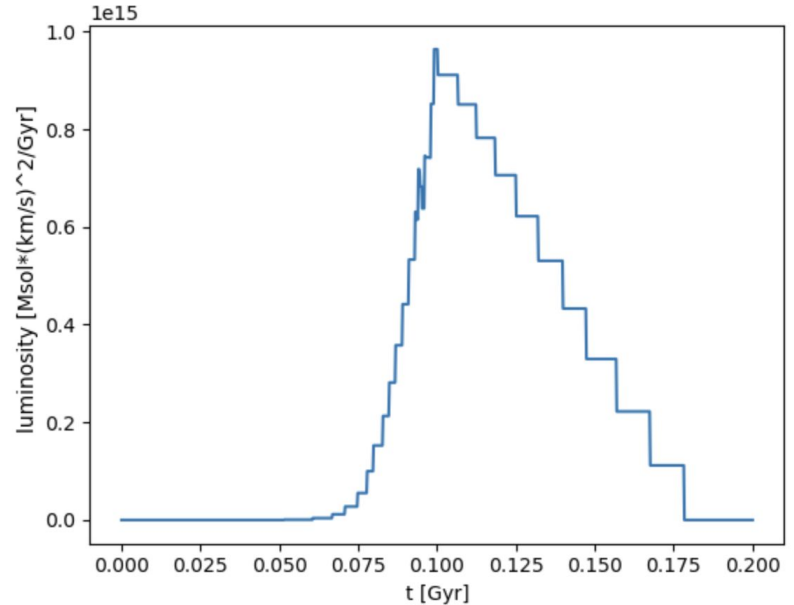
\rightarrow Accretion luminosity

$$L_{BH}(t) = \epsilon \dot{M}_{BH}(t) c^2$$

\rightarrow Need to convert *discrete shell collapse* into *continuous* luminosity

\rightarrow ϵ = radiative efficiency

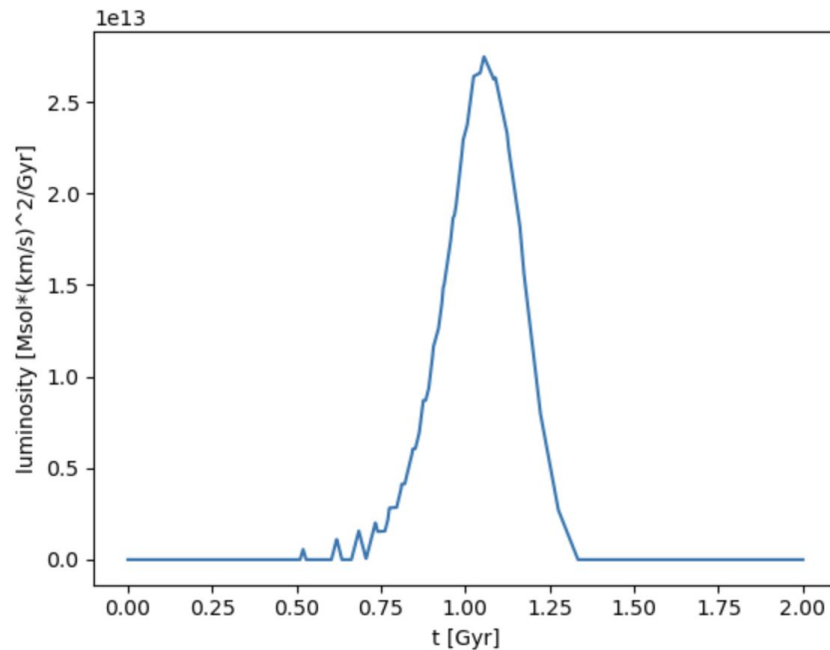
\rightarrow c = speed of light



L. Ciotti, J.P. Ostriker (2007)

Adding in DM interactions + Updating functions

- DM interactions can be added in preparation of full simulations
- Improvement of the Luminosity function.
 - ◆ Allows for improved numerical performance when the luminosity is continuous

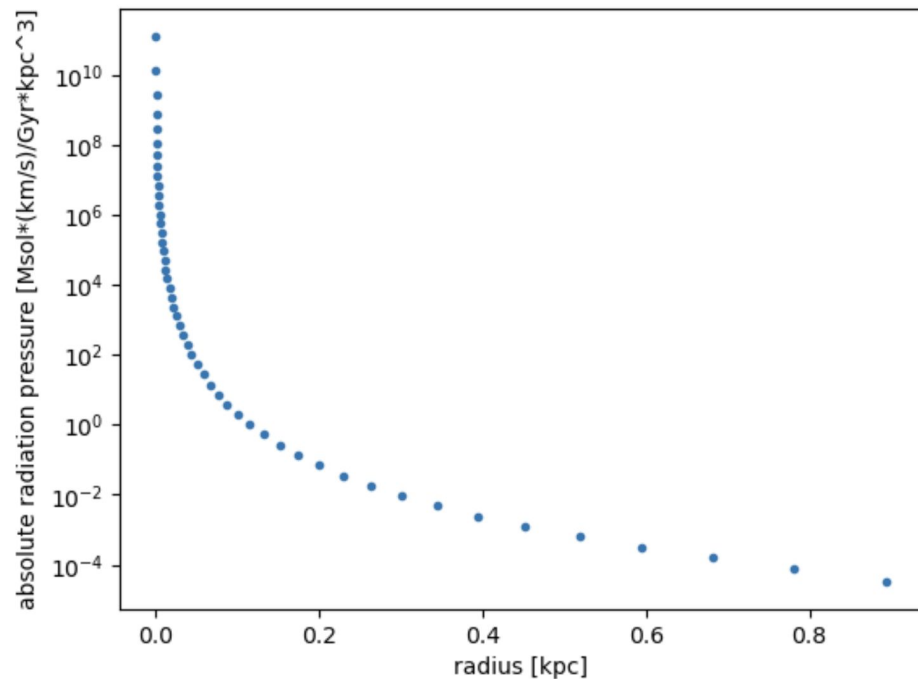


Theoretical Formula and Result - Radiation Pressure Acceleration

→ Radiation pressure comes from ionization opacity.

$$\frac{(\nabla p_{rad})_{photo}}{\rho} = -\frac{\kappa_{photo}}{c} \frac{L_{BH,photo}^{eff}(r)}{4\pi r^2}$$

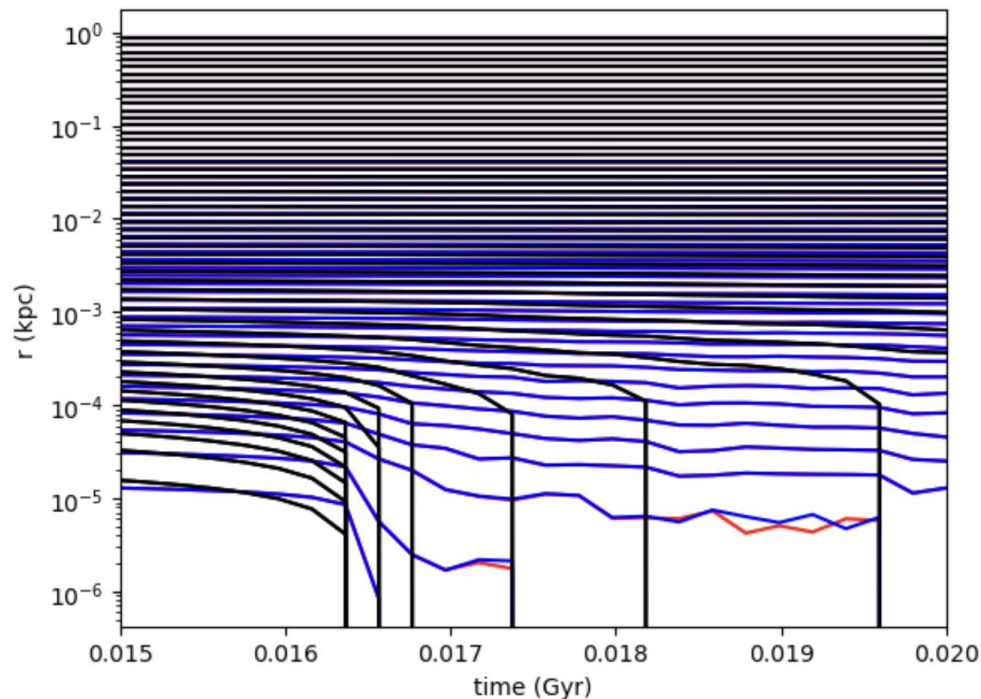
→ $\mathbf{\kappa} = \sigma_{thomson} / m_p$



L. Ciotti, J.P. Ostriker (2007)

Confirmation that Radiation Pressure Acceleration works

- Black = DM shells
- Blue = gas shells **with** radiation pressure
- Red = gas shells **without** radiation pressure
- Luminosity and Radiation Pressure are working!



Luminosity at different shell positions

- Luminosity can be considered and its effects on radiative heating and cooling
- Calculate luminosity at each shell position using formula below

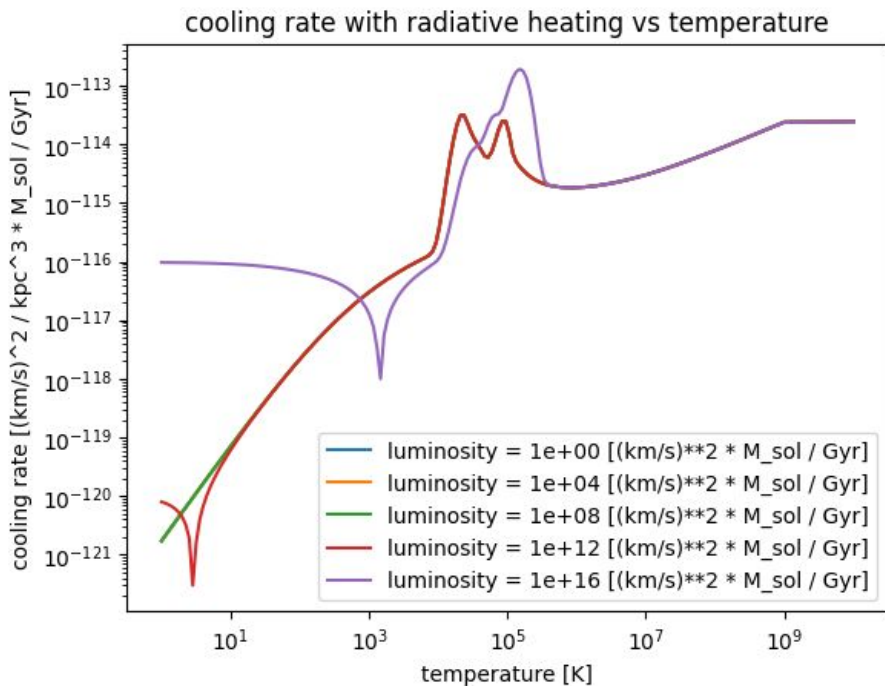
◆ $H \propto L_{BH,photo}^{eff}(r)$

$$\frac{L_{BH,photo}^{eff}(r)}{dr} = -4\pi r^2 H \longleftarrow H \propto 10^{-24} n \epsilon G_0 \text{ ergs cm}^{-3} \text{ s}^{-1}$$

- Boundary condition where when $r = 0$, $L_{BH,photo}^{eff}(r) = L_{BH}$

L. Ciotti, J.P. Ostriker (2007); M. Wolfire et al (1994)

Grackle Team Results and Summary

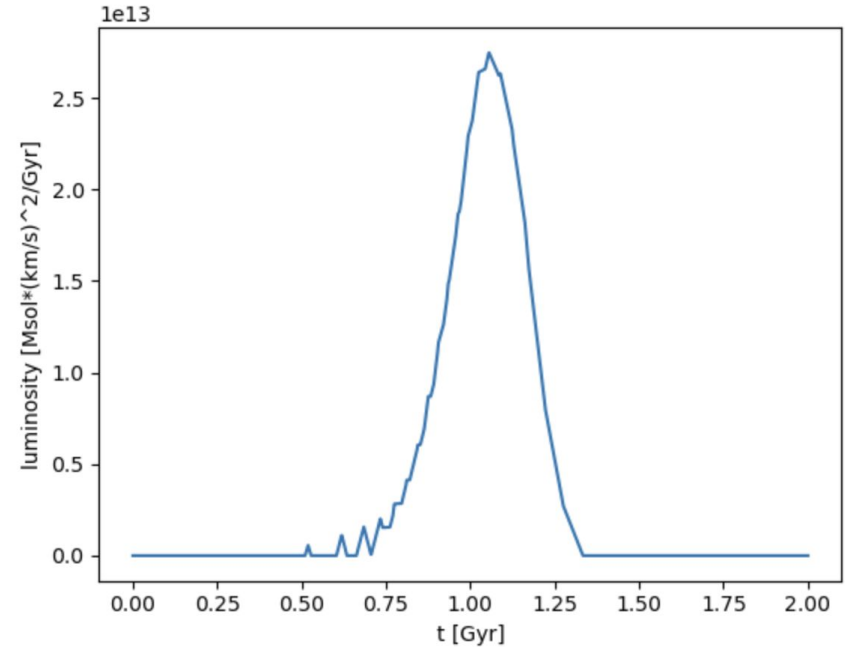


- Cooling rates used to determine shell energy lost due to radiative processes
- Depends on gas density, temperature or energy, and any heating

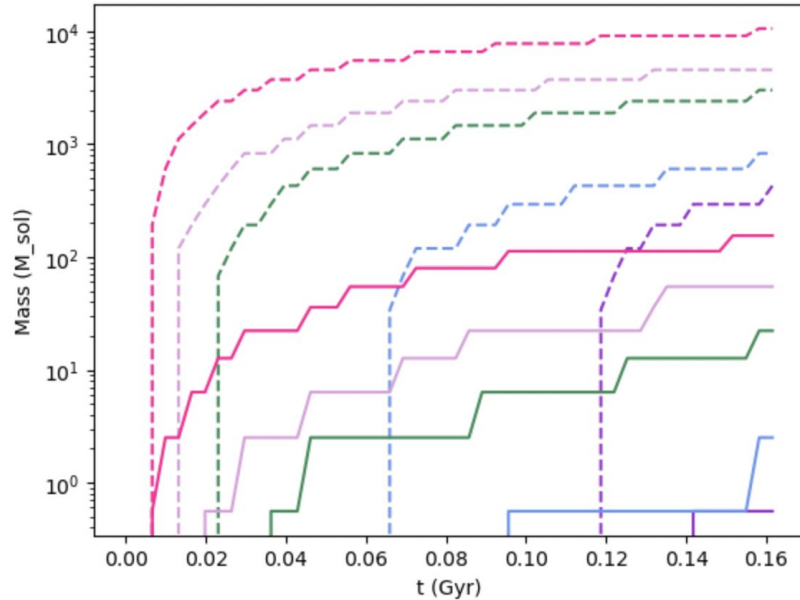
- Constant at low luminosity
- As luminosity increases, cooling rate increases at lower temperatures

Summary

- Revisiting Goals 1 & 2:
 1. Calculate **Accretion Luminosity** and **Radiation Pressure**.
 2. Calculate the Luminosity at **different shell positions**.
- Luminosity and Radiation Pressure were **successfully calculated** and implemented into the SPHerical code.
- Luminosity at different shell positions was successfully calculated and implemented into Grackle Code

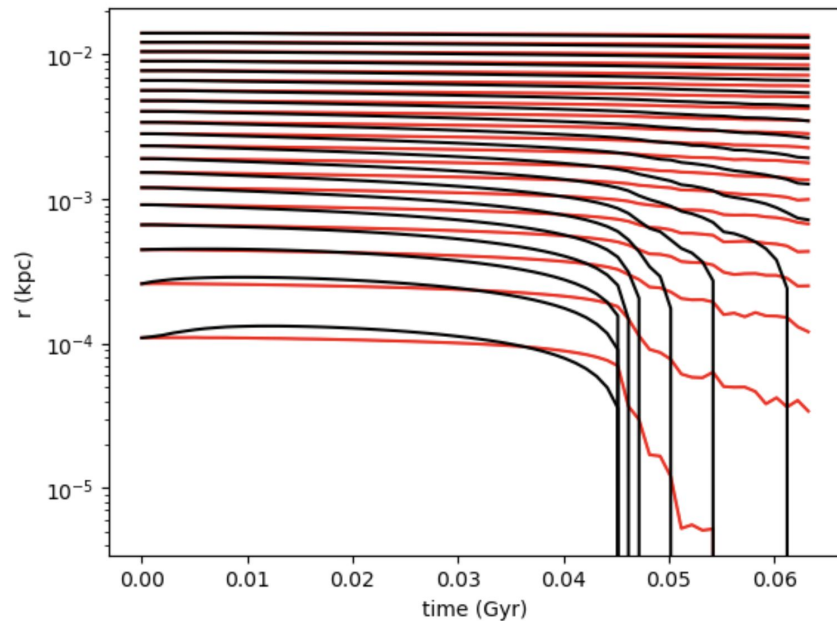
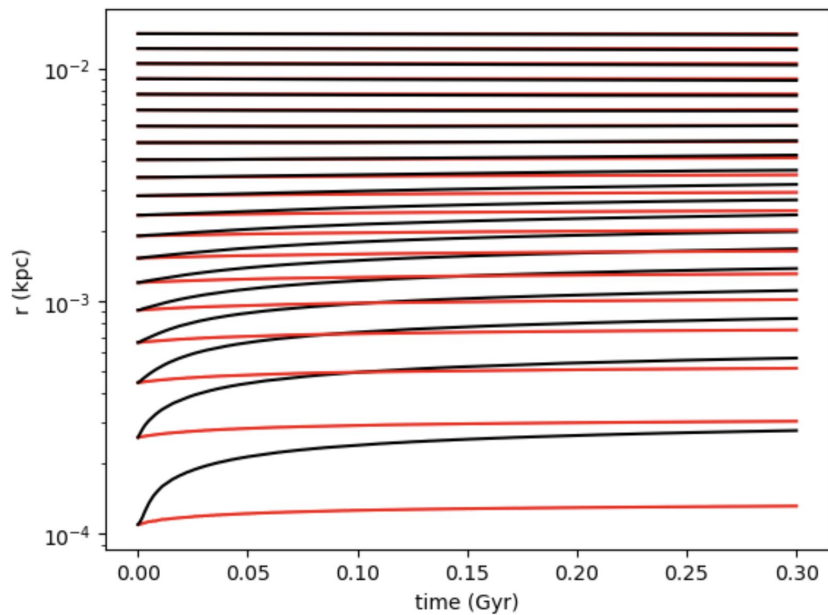


Summary

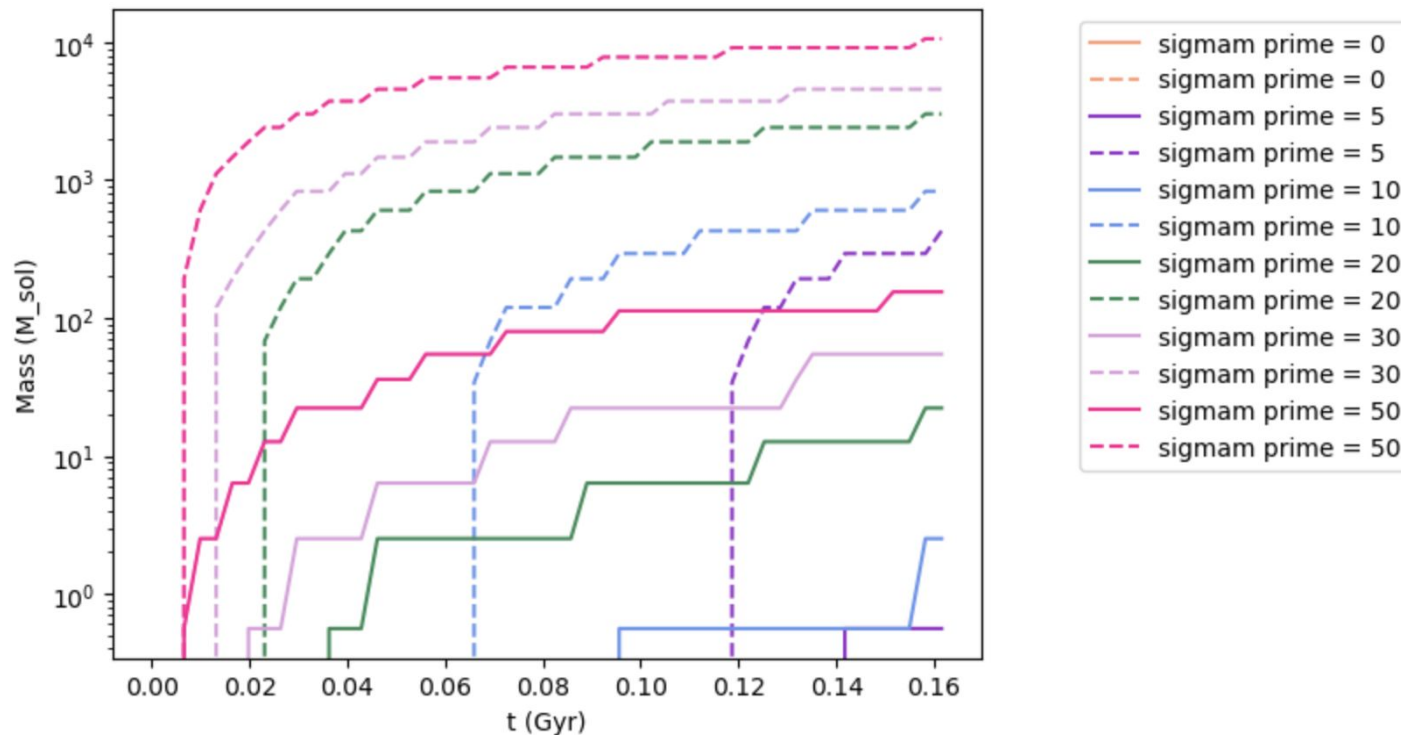


- Revisiting Goals 3 & 4:
 3. Confirm **BH formation** in simulation
 4. Run **high-end simulations** on Canadian Supercomputer.
- BH formation was confirmed
- Simulations were ran with varying parameters on Canadian Supercomputer

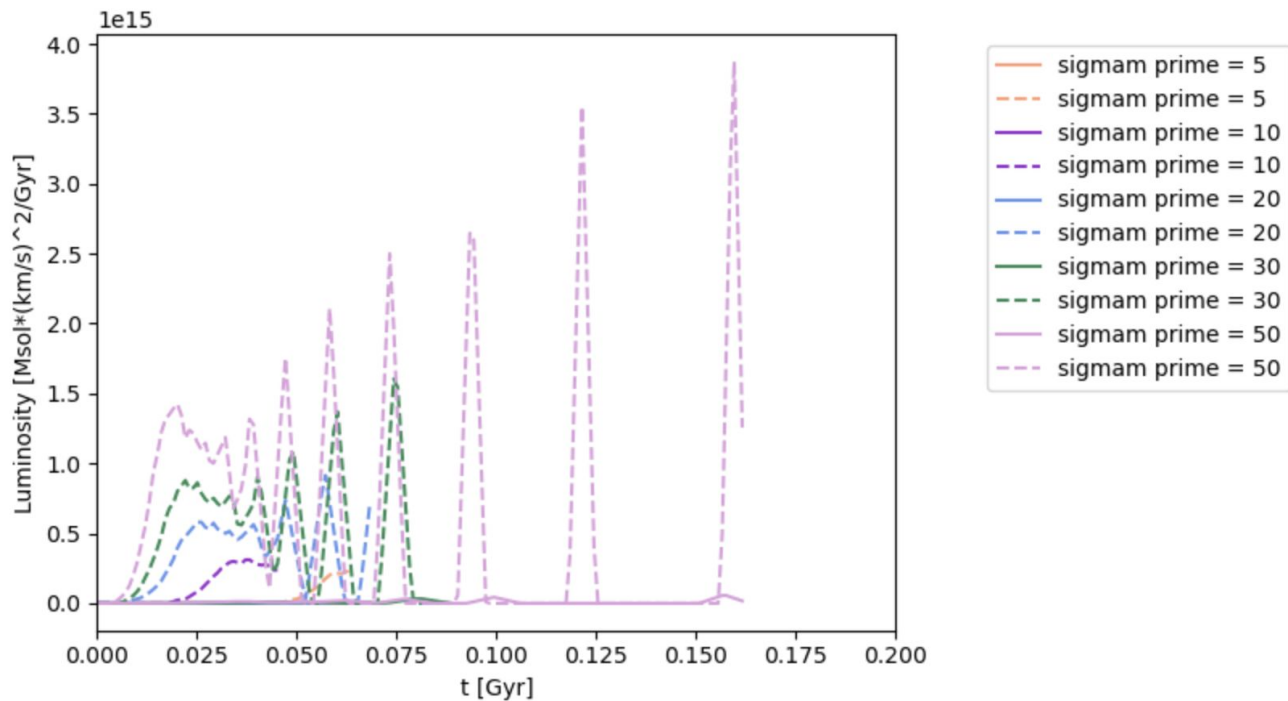
Results - Radius vs Time



Results - Collapsed Mass Vs Time



Results - Luminosity Vs Time



Next Steps

- Improve on current simulation results
 - ◆ Run for longer and collapse more shells
 - ◆ Smooth out Luminosity function
- Combine results together and run full simulation on Canadian Supercomputer
 - ◆ Vary DM parameters
- Analyze plots and see effect of DM on evolution
- Compare with Observations