

# Evaporation on GeV-ish DM in the Sun

Analysis of light DM Evaporation in the Sun

Based on: in preparation (Busoni, De Simone, Scott, Vincent)

G. Busoni

CoEPP  
University of Melbourne

CosPA 2016, 29 Nov 2016

## 1 Introduction and Motivations

- Dark Matter in the Sun
- Sound speed profile in the Sun

## 2 Our Work

- Multiple Scattering
- Evaporation

## 1 Introduction and Motivations

- Dark Matter in the Sun
- Sound speed profile in the Sun

## 2 Our Work

- Multiple Scattering
- Evaporation

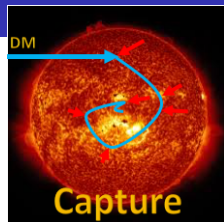
# Introduction

## DM capture by the Sun

- Same concept as in DD
- After interacting, the particle may remain trapped in the Sun gravitational well
- Input to calculate Capture Rate  $C$ :
  - Sun Physics: temperature and abundance profiles
  - DM mass, density and velocity distribution (assume MB)
  - DM-proton c.o.m. differential cross section

$$\frac{d\sigma}{d\cos\theta} = \sigma_0 + \sigma_{v,i} \left( \frac{v_r}{v_0} \right)^{2i} + \sigma_{q,i} \left( \frac{q_{tr}}{q_0} \right)^{2i}$$

- Usually DD experiments consider only  $\sigma_0$



Astrophys. J. 321 (1987) 560,571; Astrophys. J. 352 (1990) 654.

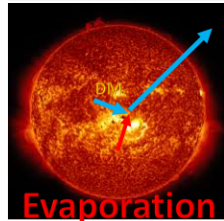
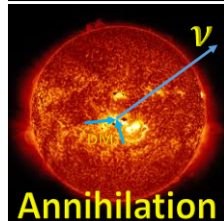
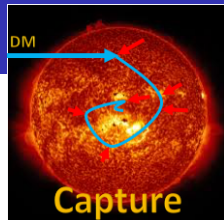
# Introduction

## Annihilation and Evaporation

- If DM is not Asymmetric, it can annihilate
  - Annihilation term proportional to  $N^2$
  - Neutrino products possible DM signal
- If DM is light, a subsequent scattering may let it escape (evaporation)
  - Evaporation term proportional to  $N$

$$\frac{dN}{dt}(t) = C - EN(t) - AN^2(t)$$

For light DM, Evaporation sets an upper bound on the captured DM particles!



- For  $A = 0$ , the solution for the previous equation is

$$N(t_{\odot}) = \frac{C}{E} (1 - e^{-Et_{\odot}}) = Ct_{\odot} \frac{1 - e^{-Et_{\odot}}}{Et_{\odot}}$$

$$N(t_{\odot}) = \begin{cases} N(t_{\odot}) = Ct_{\odot} & \text{if } Et_{\odot} \ll 1 \\ N(t_{\odot}) = \frac{C}{E} \ll Ct_{\odot}, & \text{if } Et_{\odot} \gg 1 \end{cases}$$

Contribute of evaporation given by the factor

$$\gamma_E = \frac{1 - e^{-Et_{\odot}}}{Et_{\odot}}$$

## 1 Introduction and Motivations

- Dark Matter in the Sun
- Sound speed profile in the Sun

## 2 Our Work

- Multiple Scattering
- Evaporation

# Motivations

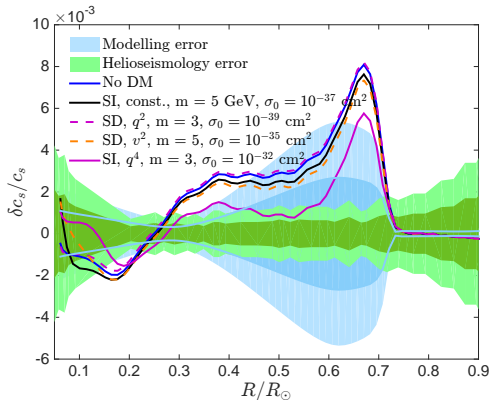
## Solar Abundance Problem and Energy Transport in the Sun

### Disagreement between photospheric analyses and Helioseismology

- Surface Helium Abundance
- Sound Speed Profile
- Convection Zone Depth
- Neutrino Fluxes

Model	$\chi^2$
SSM	276
$\sigma_{\text{SI}}, q^2$	31

Arxiv:1504.04378, 1605.06502





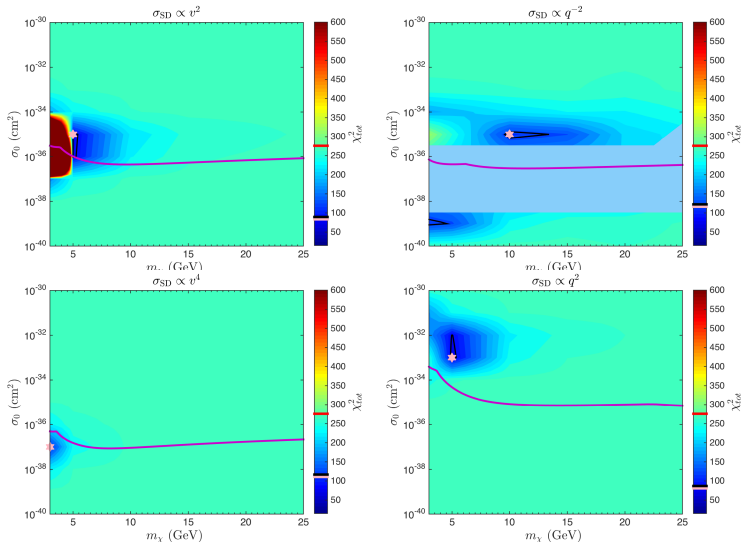
# Motivations

## Solar Abundance Problem and Energy Transport in the Sun

- Best fit points usually at low  $m_\chi$ 
  - To improve agreement one needs to affect energy transport
  - Energy transport can be efficient only for  $1\text{GeV} \lesssim m_\chi \lesssim 10\text{GeV}$
- Evaporation effect usually neglected, but very important below  $m_\chi \sim 4\text{GeV}$ 
  - Best fit points at low DM mass are more like to survive DD constraints
- Usually feature also large cross sections
  - Most best-fit points are excluded by DD, but some regions for SD are still allowed
  - Regions affected by Evaporation may produce new best-fit points at low DM mass and large cross sections, in regions still allowed by DD

# Motivations

## Implementing Evaporation in...



Arxiv:1504.04378, 1605.06502

## 1 Introduction and Motivations

- Dark Matter in the Sun
- Sound speed profile in the Sun

## 2 Our Work

- Multiple Scattering
- Evaporation

- The probability of absorption/interaction of a flux of particles travelling in a medium is given by

$$\frac{dN}{dx} = -n(x)\sigma_0 N(x) \rightarrow N = N_0 e^{-\int_0^x n\sigma_0 dx}$$

So the interaction rate is

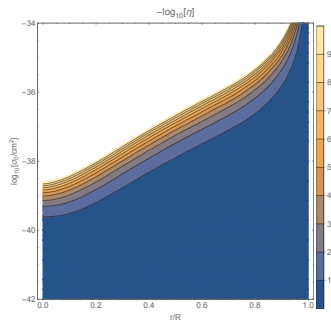
$$R \sim \int dV N(x) n(x) \sigma_0 v_r = \int dV N_0 e^{-\int_0^x n\sigma_0 dx} n(x) \sigma_0 v_r$$

- Usual assumption: optically thin:  $e^{-\int_0^x n\sigma_0 dx} \sim 1$

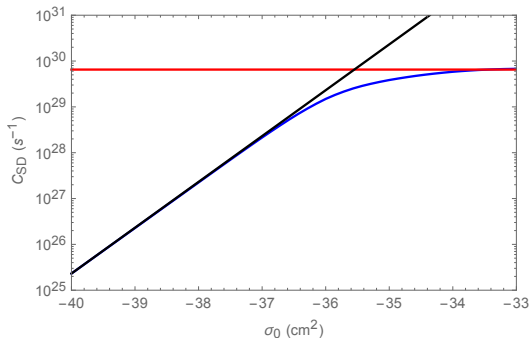
$$R \sim \int dV N_0 n(x) \sigma_0 v_r$$

# Our Work

## Multiple Scattering



$$\eta = e^{-\int_0^x n\sigma_0 dx}$$



This can be relevant for velocity-suppressed cross sections that can get to the optically thick regime while satisfying DD bounds

## 1 Introduction and Motivations

- Dark Matter in the Sun
- Sound speed profile in the Sun

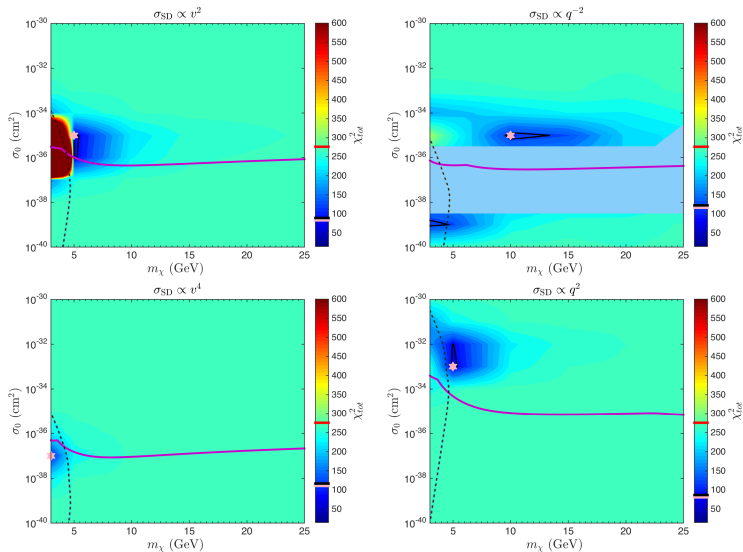
## 2 Our Work

- Multiple Scattering
- Evaporation

- Formalism similar to Capture rate calculation
- Needs more assumptions
  - DM space and velocity distribution in the Sun: Isothermal + LTE
  - Relative weight isothermal/LTE (numerical simulations: Kundsén transition)
- More computationally intensive
  - For Capture, one can make the approximation  $T_N = 0$  (nucleon temperature has negligible effects on  $C$ )
  - Evaporation depends dominantly on  $T_N$
  - Capture:  $1D/2D$  integrals of smooth functions
  - Evaporation:  $5D$  integrals of very peaked functions

# Our Work

## Results (SD)

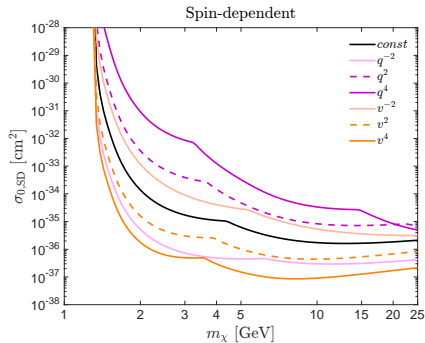
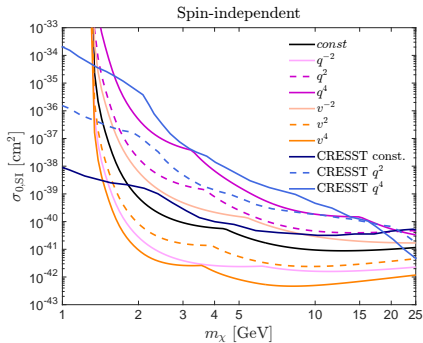




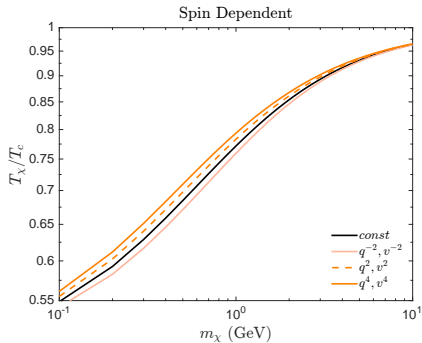
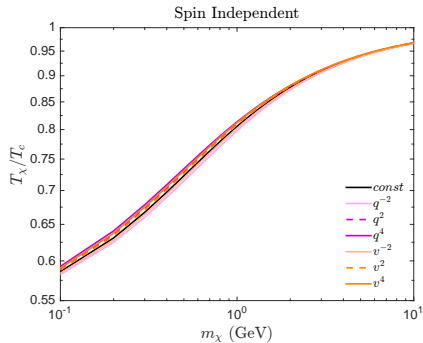
- DM in the Sun adds up to typical Direct/Indirect/Collider Search
- Important effects that are usually neglected
  - Multiple Scattering and transition to saturation for Capture
  - Evaporation for low DM masses
  - Velocity/momentum suppressed cross sections
- Interesting possibility
  - Better agreement between Solar Models and Helioseismology due to DM
- SD results show some regions of parameter space need refined analysis with evaporation effects included
- SI results being generated now, paper out in a few weeks

## Backup Slides

# DD constrains



# DM Temperature



# Kundsen Transition

