

### How do stars affect ψDM [arXiv:1712.01947]

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# Outline

- Motivation
- Wave Dark Matter (ψDM)
- Addition of stars
- Results/Future prospects

## ACDM is awesome!

### The missing satellite problem Klypin et al. 1999, Moore et al. 1999



### The cusp-core problem





http://wwwmpa.mpa-garching.mpg.de/~swhite/pictures/Tormen\_NFW\_Col.jpg

### ACDM is awesome! in large scale. But there is a "small scale crisis".

# Wave Dark Matter (\UDM)

# ψDM: Wave Dark Matter

- Scale Field Dark Matter without self-interaction (fuzzy dark matter)
- consists of extremely light bosons (~10<sup>-22</sup> eV)
- The corresponding Compton wavelength becomes galactic scale (~kpc)
- T < T<sub>c</sub>, dark matter particles must be condensed into the Bose-Einstein state and described by a coherent wave function.

# Equation

• Schrödinger equation

$$i\hbar\frac{\partial\psi}{\partial t} = -\frac{\hbar^2}{2m_{\rm B}}\nabla^2\psi + m_{\rm B}\Phi\psi$$

Poisson equation

 $\nabla^2 \Phi = 4\pi G \rho$ 

$$\rho = m_{\rm B} |\psi|^2$$



 $\psi$  = wave function  $m_{\rm B}$ = particle mass ~ 10<sup>-22</sup> eV  $\Phi$  = self-gravitational potential  $\rho$  = the mass density • Uncertainty principle counters gravity:

1.compressing small scale structures

2.flattening a central core

• Simulation is very expensive.

→ GAMER (Schive et al. 2009)

# High-z mass fluctuation

GAMER AUDM simulation (Schive et al. 2015)



#### Potential solution to: the missing satellites problem

# Density Field

#### GAMER AUDM simulation (Schive et al. 2014)



# Potential solution to: the cusp/core problem

# ΛψDM predicts

 $M_{\rm sol} \cdot r_{\rm sol} = {\rm const.}$ 



granule's size ~ soliton's size

what if there are baryons?

## DM + stars

 ψDM halos (grid-base) evolve with stars (particlebase), using GPU

[pix = 0.17 kpc/h, boxsize = 87.5 kpc/h]

- ψDM halos are from ΛψDM cosmological simulations (GAMER).
- Stars are formed cold in a star burst in the inner halo. Gases are a negligible component. (particle mass ~40 M☉)





Stars



 $M_{\rm DM} = 3.3 \times 10^8 M_{\odot}$ 

 $M_{\rm Stars} = 10^9 M_{\odot}$ 



#### DM



 $M_{\rm DM} = 3.3 \times 10^8 M_{\odot}$ 





$$M_{\rm Stars} = 10^9 M_{\odot}$$



## Soliton+Stars



- the soliton responds to the environmental gravity by adjusting its size and shape.
- but the soliton is no longer satisfied with the universal profile  $(M_{sol} \cdot r_{sol} = \text{const.})$
- the soliton responds to environmental changes time-reversibly

#### DM



 $M_{\rm DM} = 5.0 \times 10^9 M_{\odot}$ 





 $M_{\rm Stars} = 10^9 M_{\odot}$ 



#### DM



 $M_{\rm DM} = 5.0 \times 10^9 M_{\odot}$ 





 $M_{\rm Stars} = 10^9 M_{\odot}$ 



 $M_{\rm sol} \cdot r_{\rm sol} = {\rm const.}?$ 



# Halo+Soliton+Stars



 $t_H \rightarrow 2t_H$ : remove stars

- The peak of solitonic core increases around an order of magnitude.
- Unlike the previous single soliton test, the soliton manages to preserve the scaling relation, by absorbing the mass from halo.

## Granules



## Granules' size





### Result of "addition of stars"

- The solitonic core becomes more massive.
- Dark matter halos become non-isothermal.

#### arXiv:1712.01947

### Connect to real world: Flux Anomalies in Gravitationally Lensed Quasars



# Future Prospect

- Galaxy-scale halos
- Other baryonic effects
- Black hole in soliton
- Application to strong gravitational lensing, such as flux anomalies or lensed arc reconstruction.