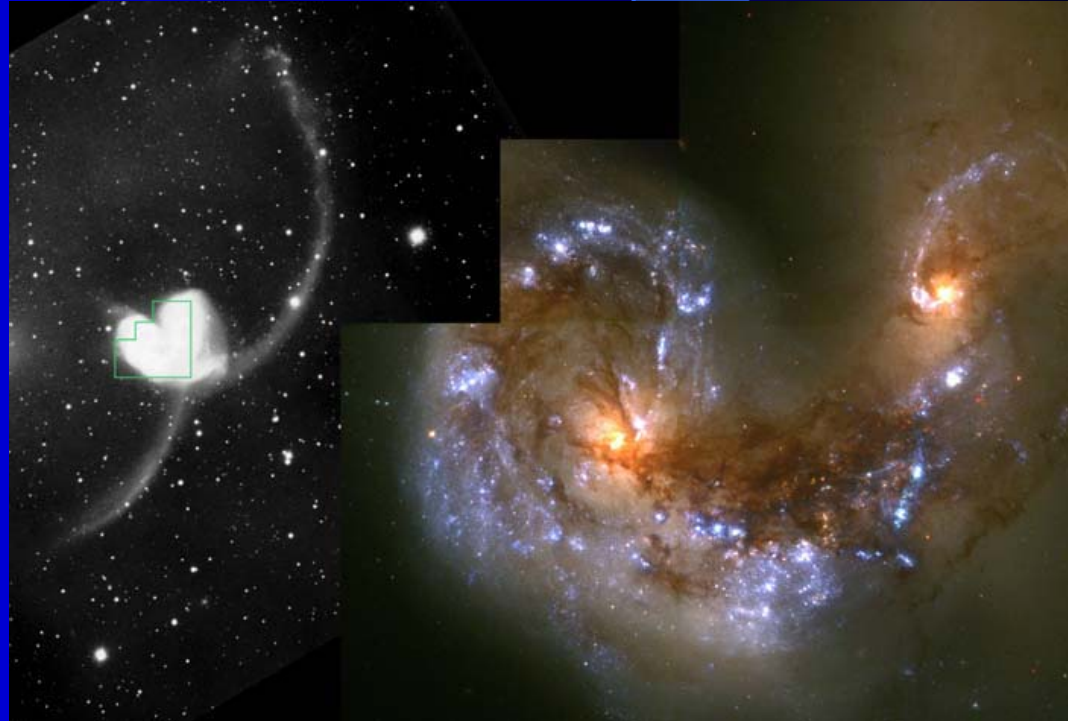


# Collisionless and Collisional Dynamics in Astrophysics



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Thesis Talk  
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# Content

- Initial motivation
- Multi-mass halo models
- An optimum time-stepping scheme
- Applications
- Conclusions, Perspective and Plans

# Initial motivation

- Study mergers of galaxies with super-massive black holes
- Involves collisionless and collisional dynamics
- Spatial range: 1 pc - 1 Mpc
- Temporal range: 1 yr - 1 Gyr

# Multi-mass halo models

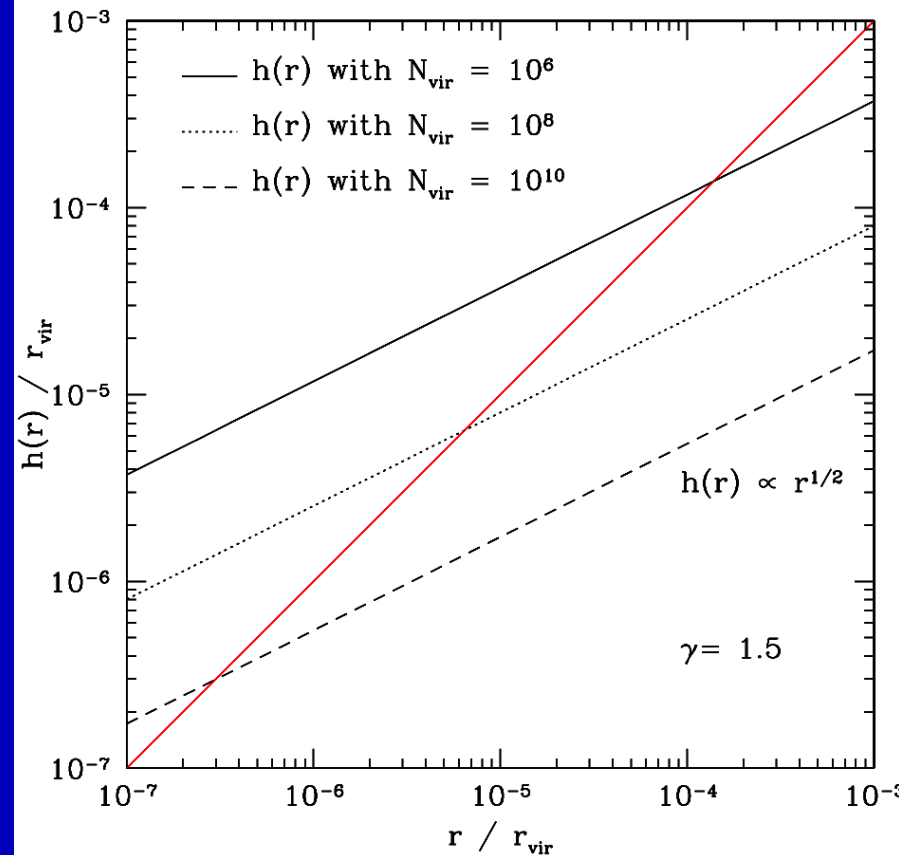
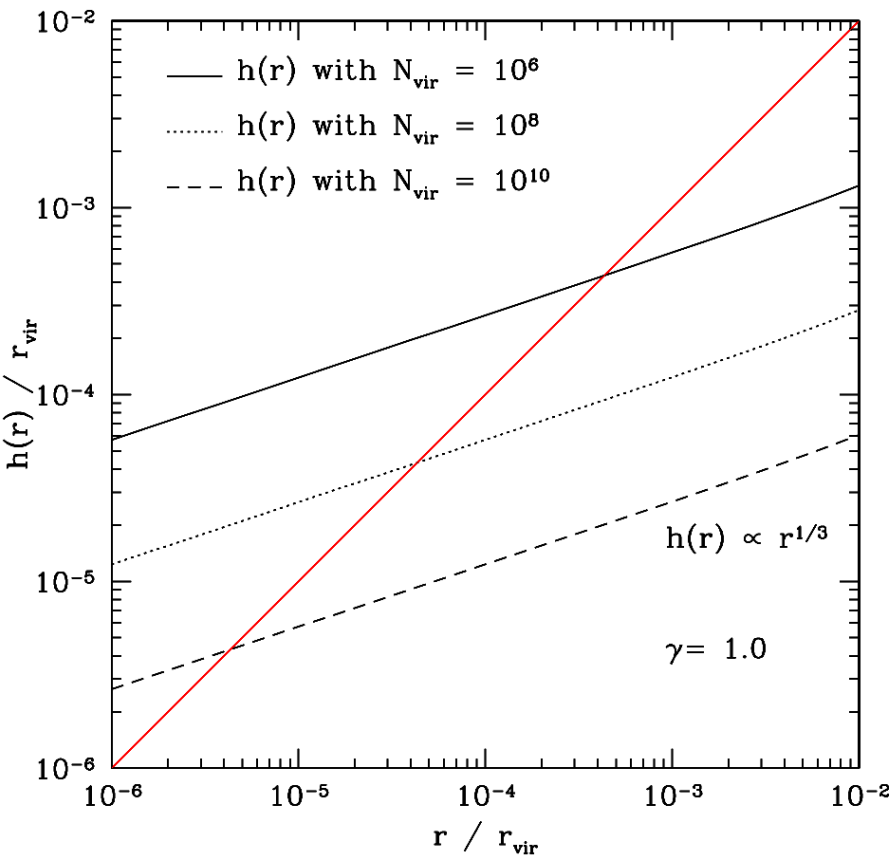
# Multi-mass halo models

- General density profiles

$$\rho(r) = \frac{\rho_0}{\left(\frac{r}{r_s}\right)^\gamma \left(1 + \left(\frac{r}{r_s}\right)^\alpha\right)^{\left(\frac{\beta-\gamma}{\alpha}\right)}}$$

- Dark matter haloes are well fitted by  $(\alpha, \beta, \gamma) \approx (1, 3, 1)$

# Mean particle separation

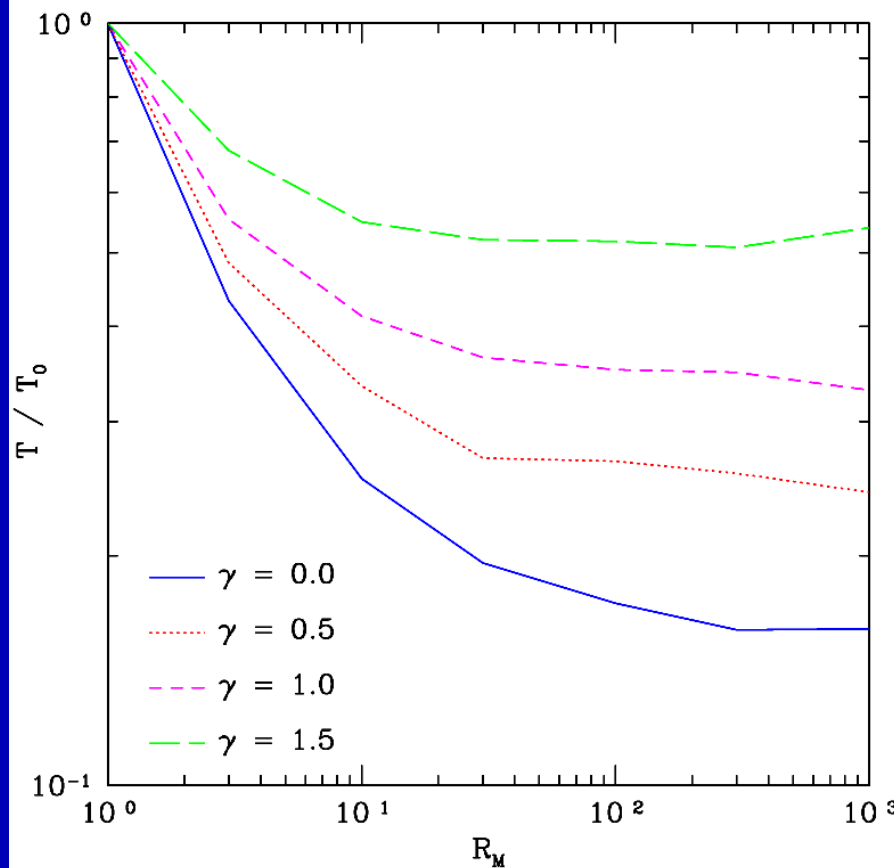
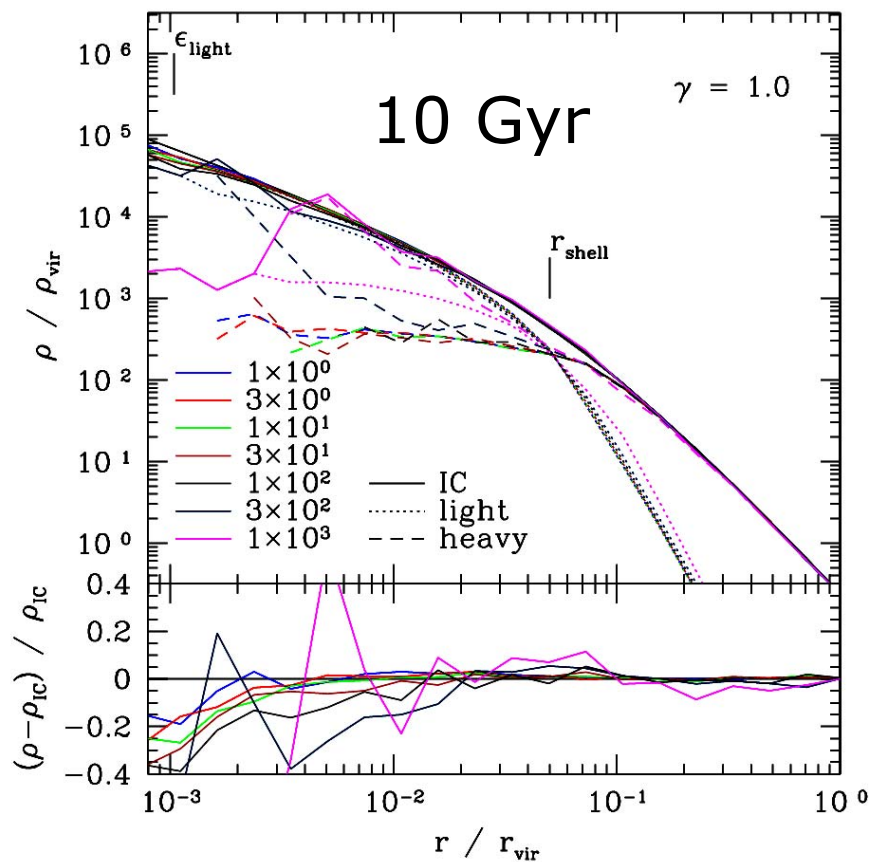


$$h(r) \equiv \sqrt[3]{m / \rho(r)}$$

# Multi-mass halo models

- Halo is represented by shells with different particle masses
  - ⇒ light particles in the centre
  - ⇒ heavy particles in the outskirts
- Numerical Problems
  - ⇒ heating of light particles
  - ⇒ mass segregation

# Mass ratio $R_M$





# An optimum time-stepping scheme

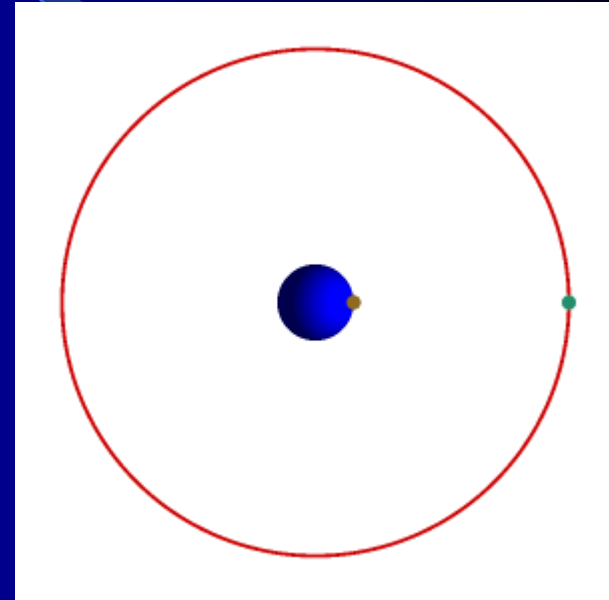
# General Idea

- What is the natural time-scale?

Dynamical Time

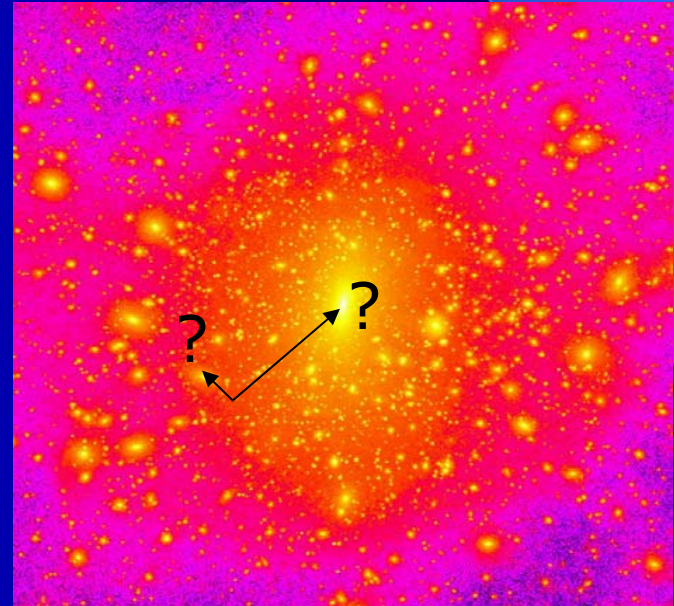
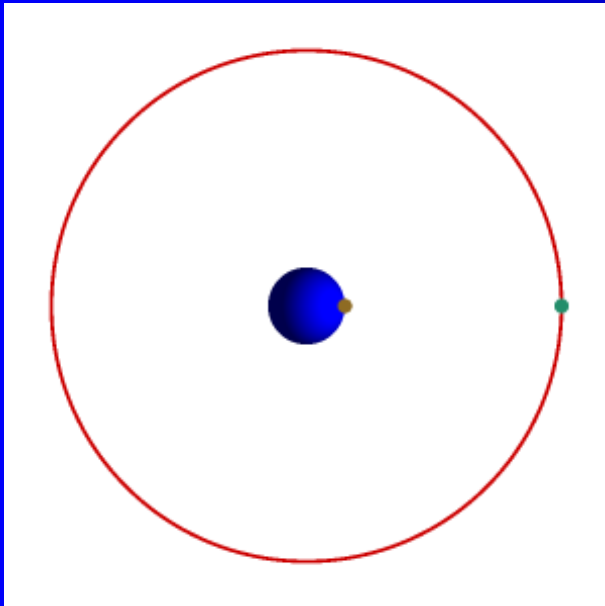
$$T_{\text{dyn}}(r) = \frac{2\pi}{\sqrt{G\rho_{\text{enc}}(r)}}$$

$$\rho_{\text{enc}}(r) \equiv M(r) / r^3$$



# Dynamical Time-Stepping

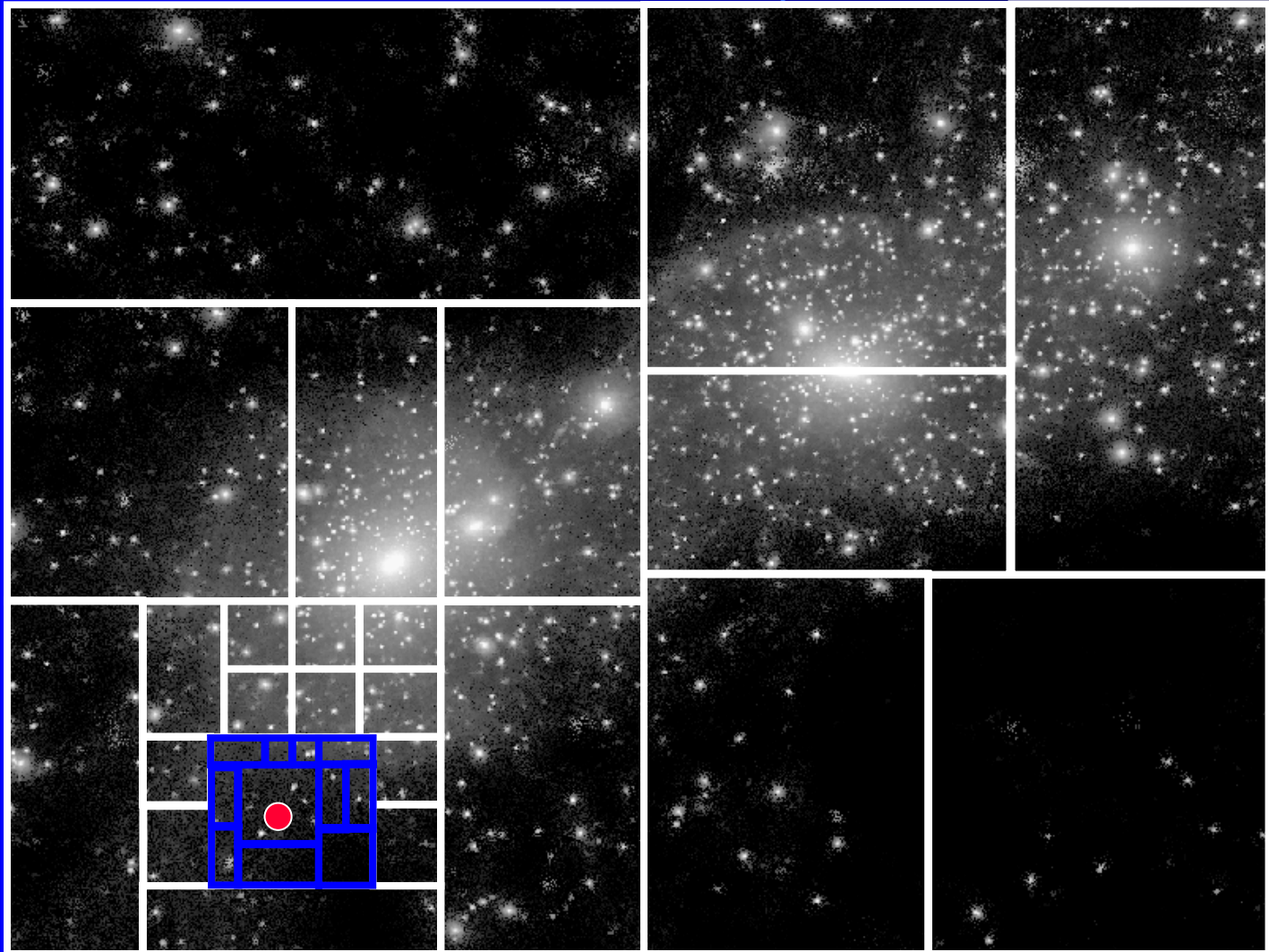
- Natural choice  $\Delta T \sim T_{\text{dyn}}$
- But what sets the dynamical time?



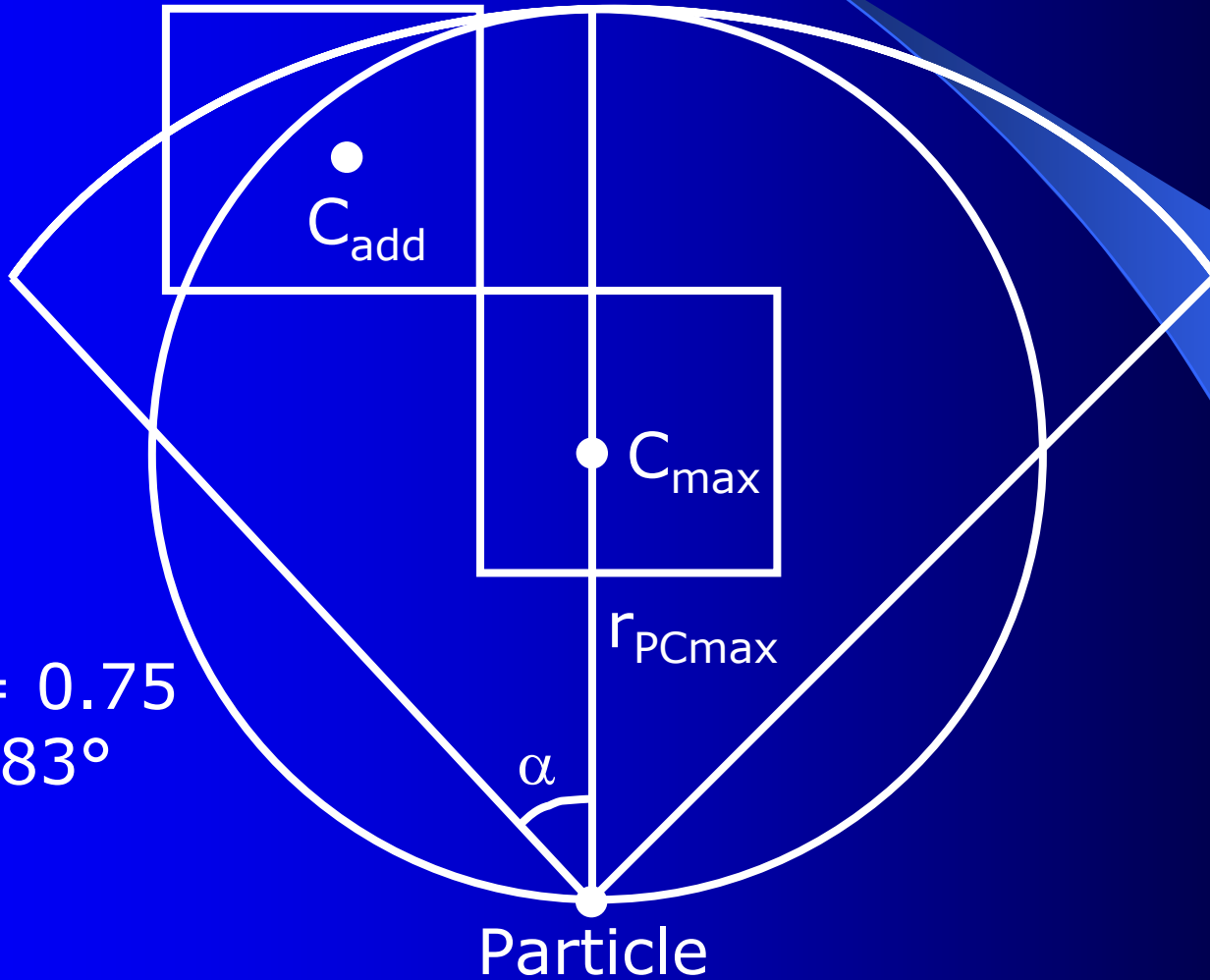
# Two Regimes

- Mean field regime
  - global potential
  - no short range contributions
  - ⇒  $\rho_{\text{enc}}$  set by global structures
- Gravitational scattering regime
  - large angle scattering
  - 2-body orbits with  $e \rightarrow 1$
  - ⇒  $\rho_{\text{enc}}$  set by local structures

# Mean Field



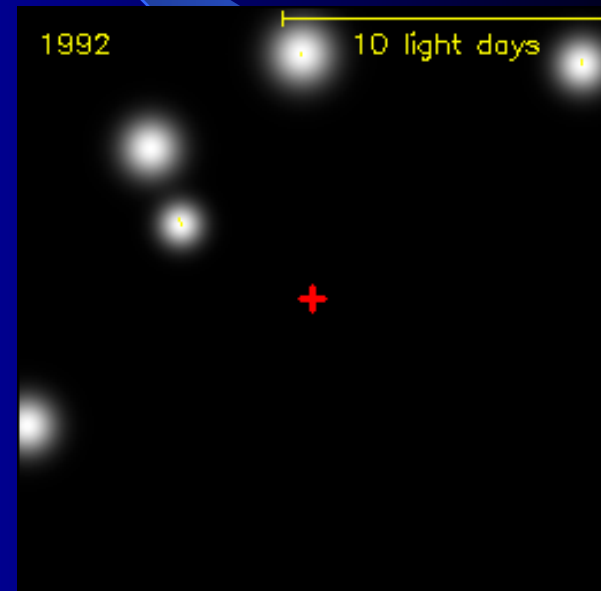
# Mean Field Algorithm



$$\cos(\alpha) = 0.75$$
$$\Rightarrow 2\alpha \approx 83^\circ$$

# Gravitational Scattering

- We also want to follow 2-body orbits with  $e \rightarrow 1$  correctly (elliptic & hyperbolic)
- gravitational scattering
- new time-stepping is starting point but...



# Eccentricity Correction

- PKDGRAV: Kick-Drift-Kick Leapfrog
- Approx

$$E_2^{\text{peri}} = \Delta T^2 H_2 = \frac{1}{24} \frac{(1+2e)}{(1-e)} \frac{\eta_D^2 GM_1 M_2}{a}$$

periapsis  
symmetrised time-step



# GS Algorithm

- Use symmetrised  $\rho_{\text{enc}}$ !

$$\rho_{\text{enc,GS}} = \frac{(1 + 2e) M_p + M_I}{(1 - e) r_{\text{PP}}^3}$$

- Similar to expression for orbital time in 2-body problem

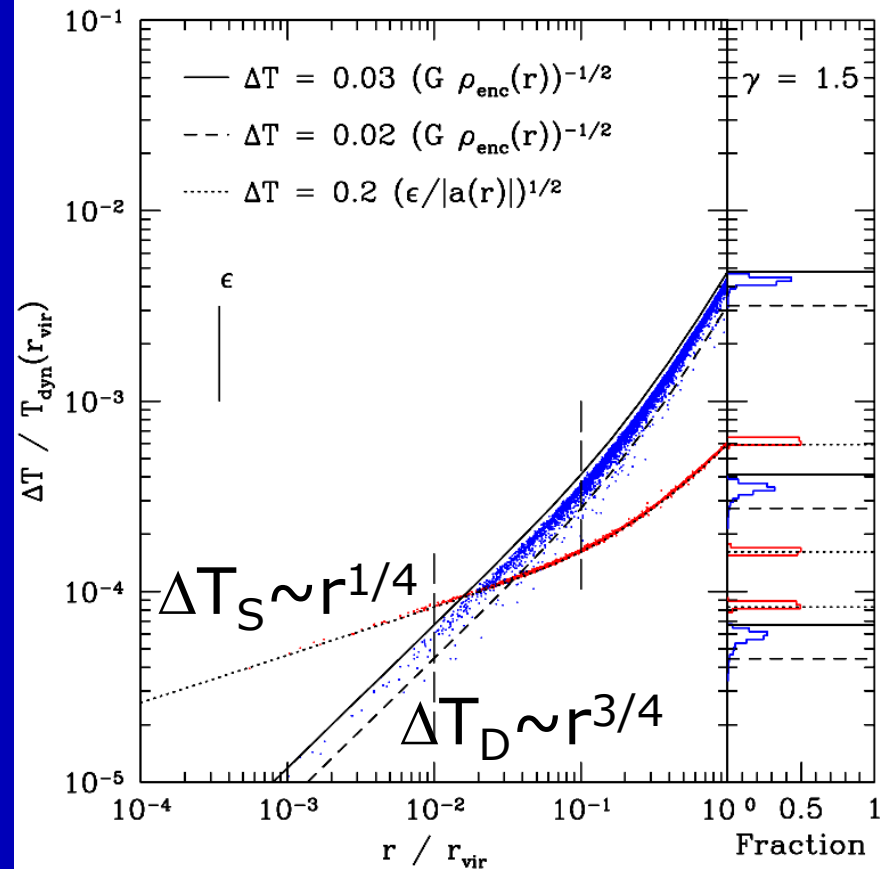
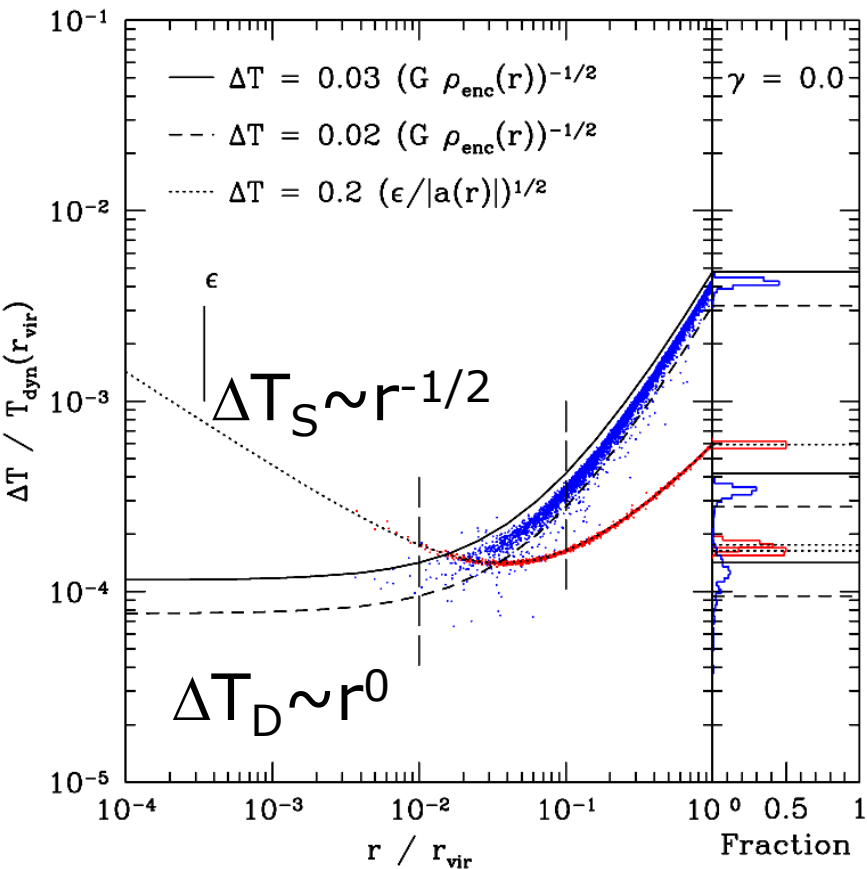
# Standard Criterion

- Standard criterion used in PKDGRAV and GADGET

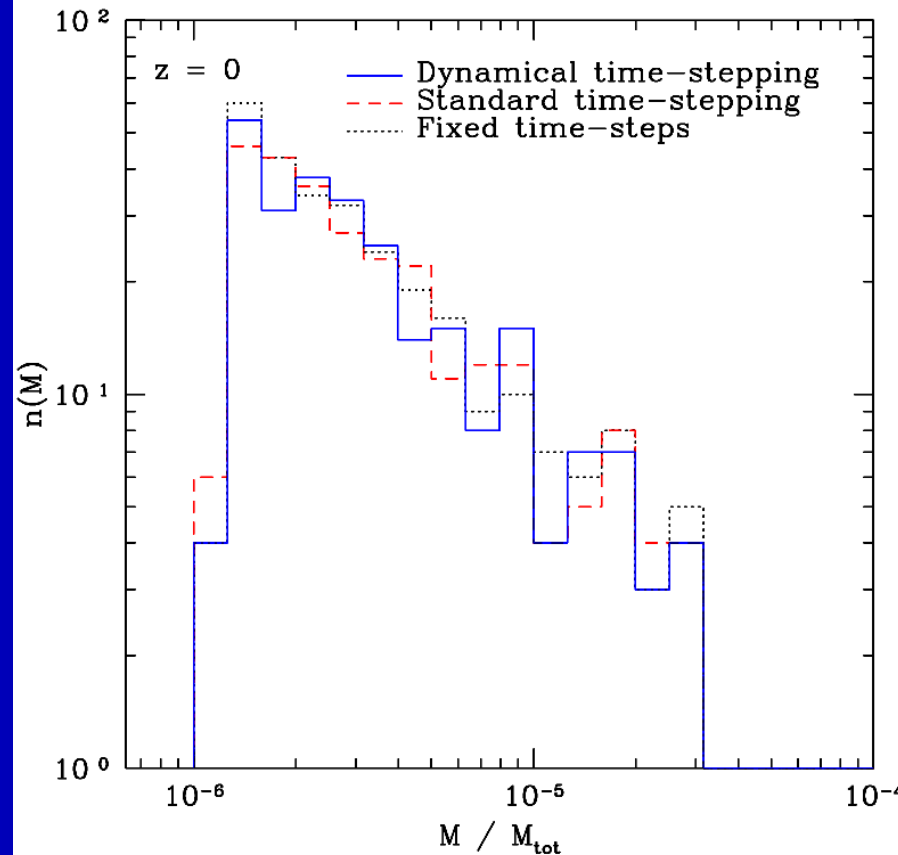
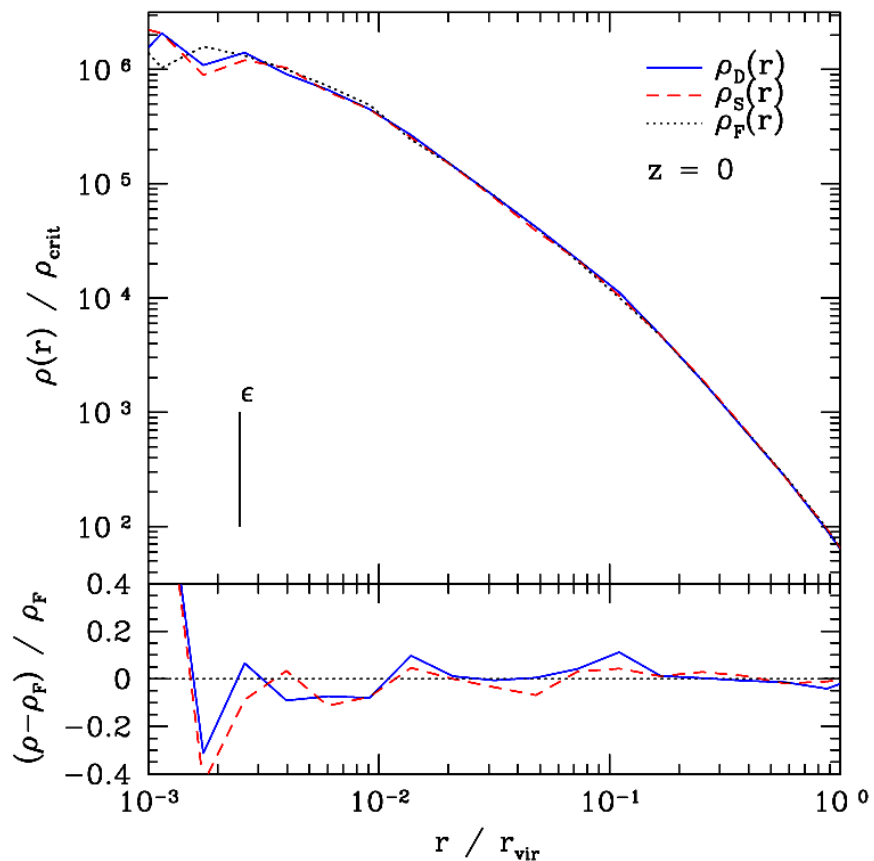
$$\Delta T = \frac{T_0}{2^n} \leq \eta_s \sqrt{\frac{\varepsilon}{a(r)}}$$

- Ad-hoc criterion  
⇒ no physical motivation!
- Dependence on artificial simulation parameter softening length  $\varepsilon$

# Comparison

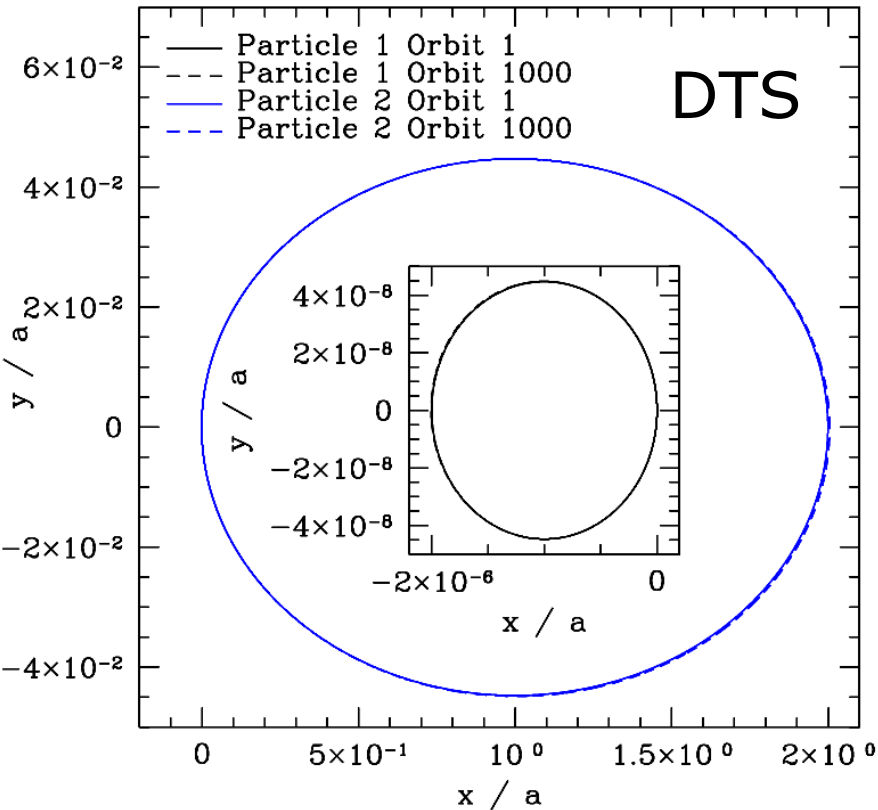


# Cosmological Run



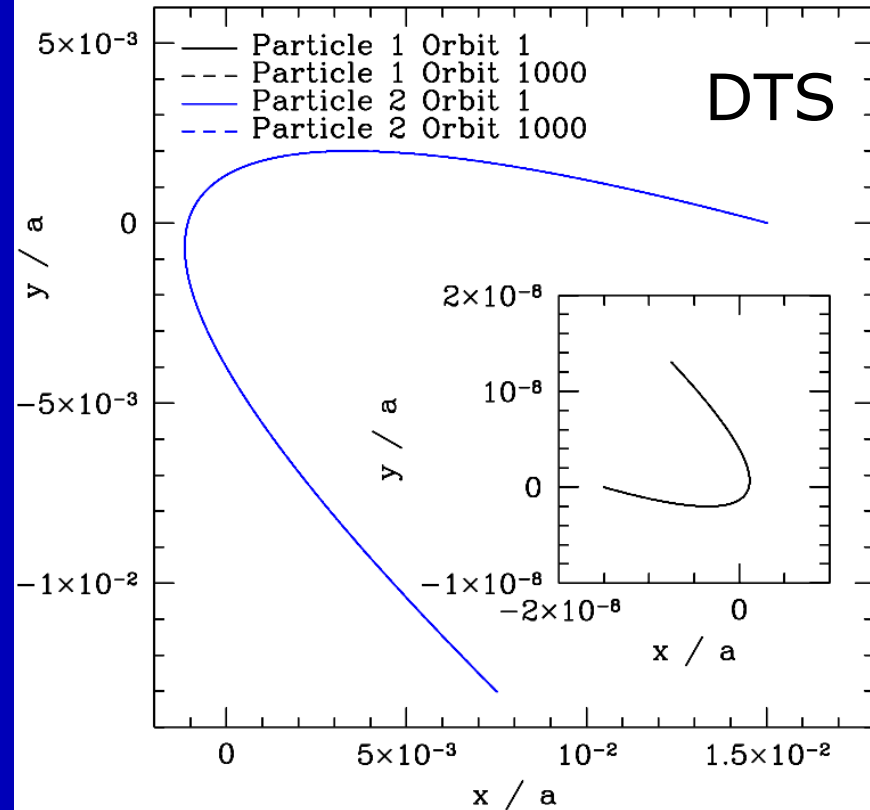
# 2-body Orbits I

Run 1) /  $e = 0.999$  /  $M_1/M_2 = 10^6$



$$\Delta E/|E_0| \approx +2.8 \times 10^{-3}$$

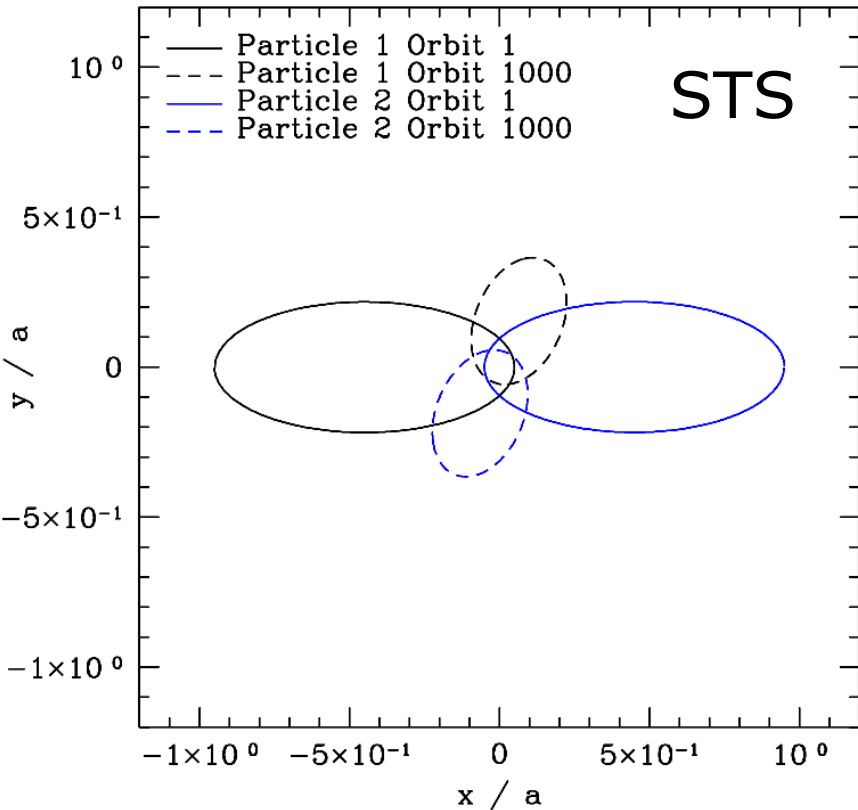
Run 1) /  $e = 1.001$  /  $M_1/M_2 = 10^6$



$$\Delta E/|E_0| \approx -1.3 \times 10^{-2}$$

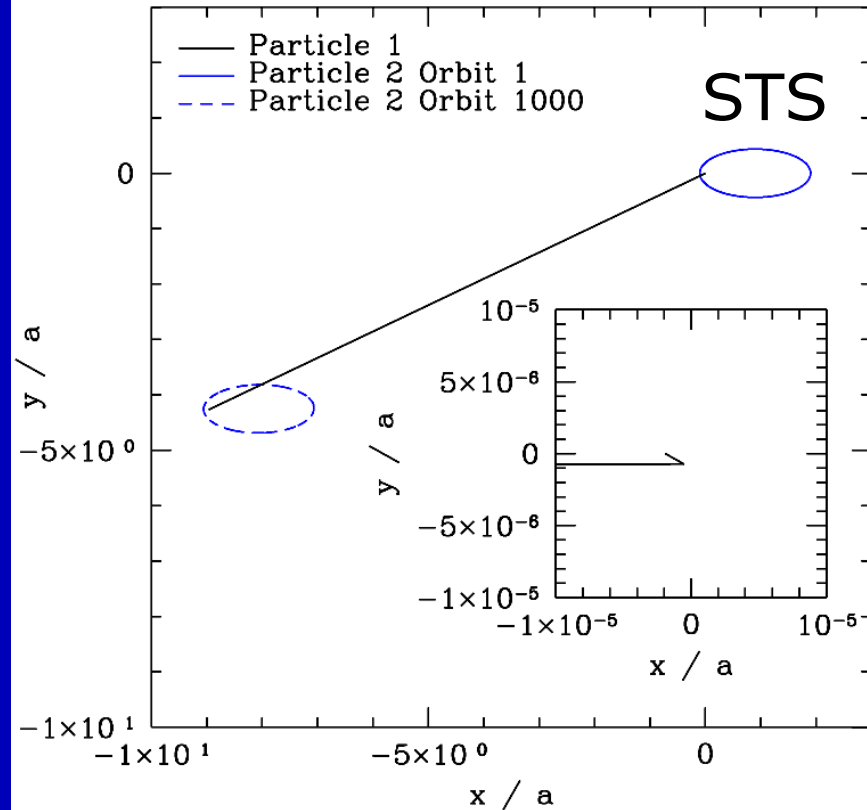
# 2-body Orbits II

Run n) /  $e = 0.9$  /  $M_1/M_2 = 10^0$



$$\Delta E/|E_0| \approx -1.3$$

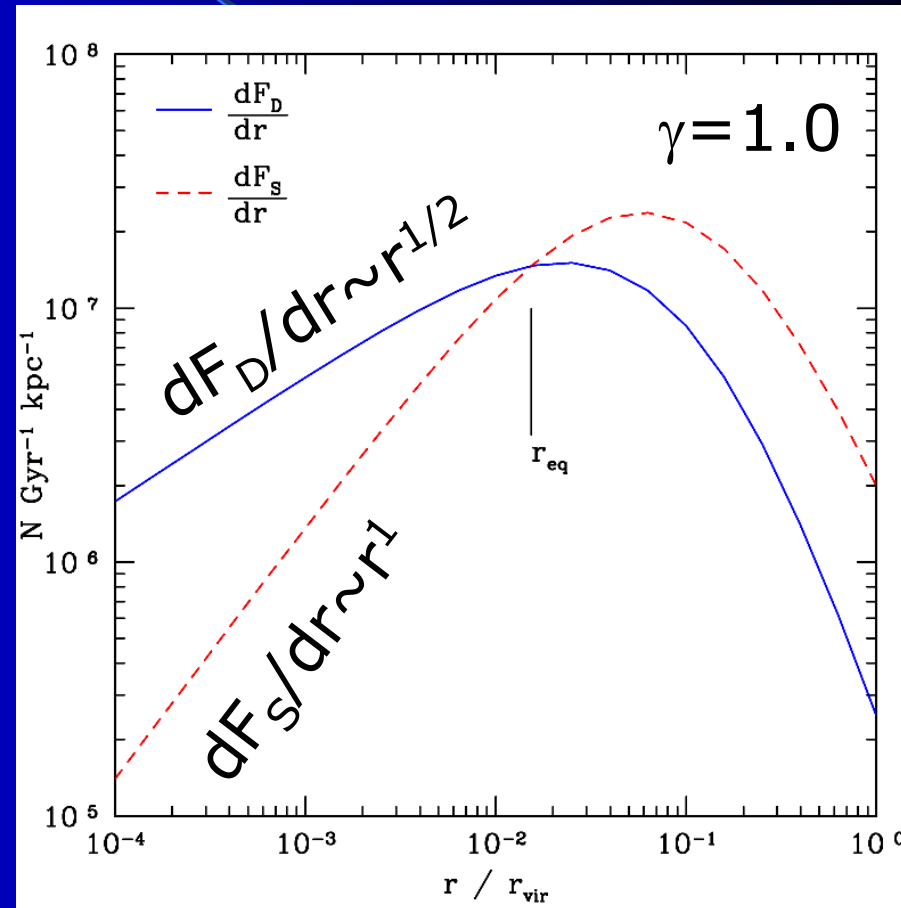
Run p) /  $e = 0.9$  /  $M_1/M_2 = 10^6$



$$\Delta E/|E_0| \approx +1.9$$

# Efficiency

- Force evaluations per Gyr
- $F_D = \int dF_D dr \sim N$
- $F_S = \int dF_S dr \sim N^q$
- $q$  depends on scaling of  $\varepsilon$
- $\varepsilon \sim N^{-1/3}$   
 $\Rightarrow q = 7/6$

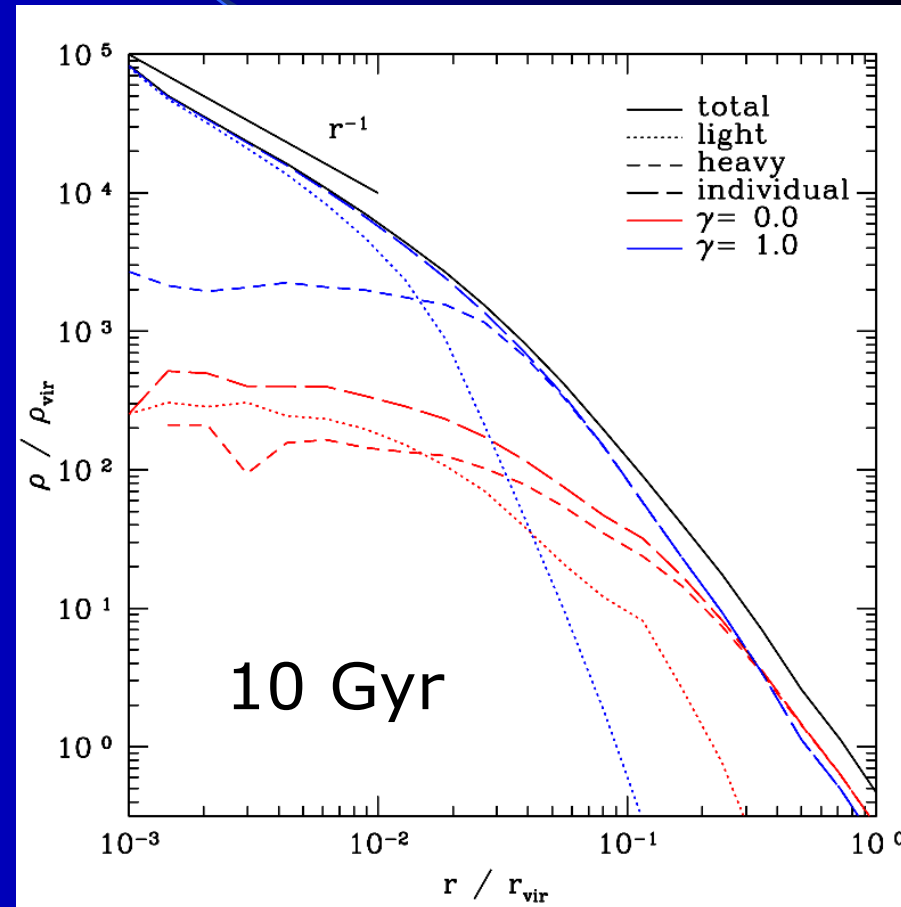


# Applications

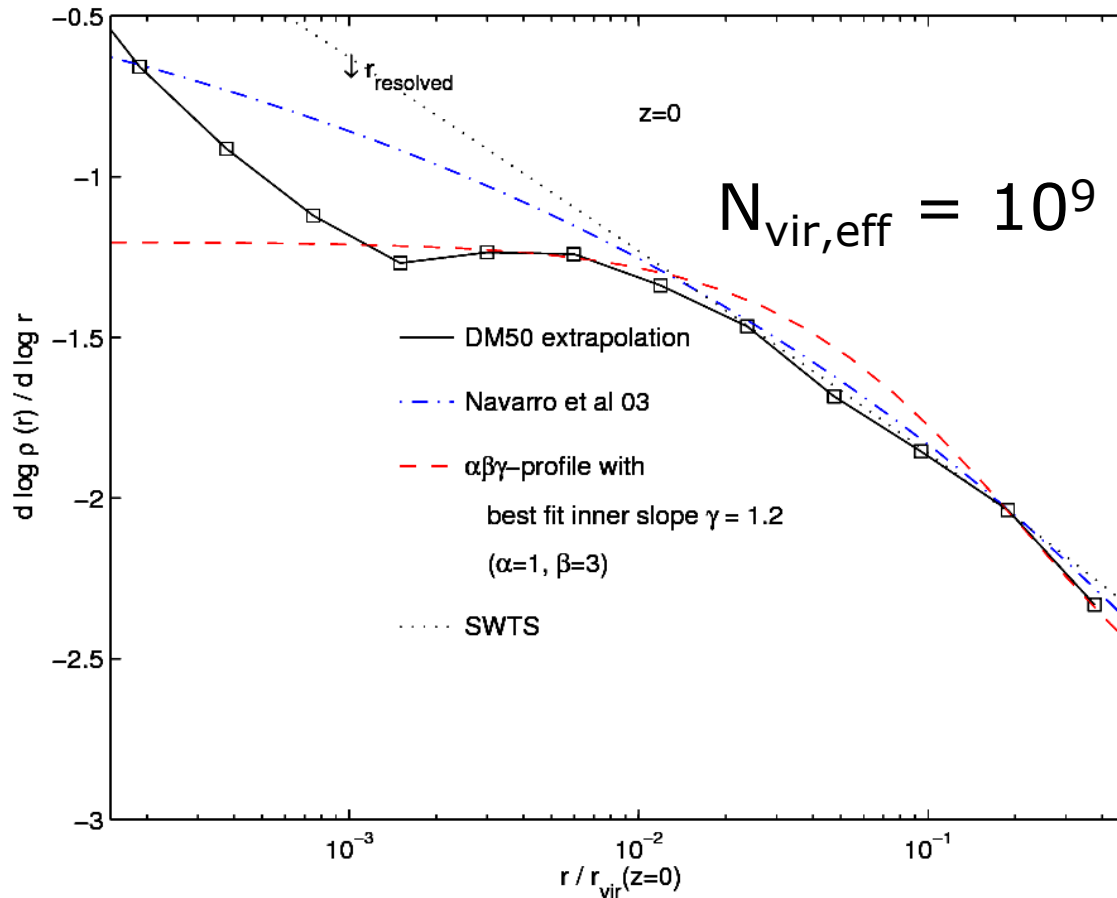


# Cusp-core mergers

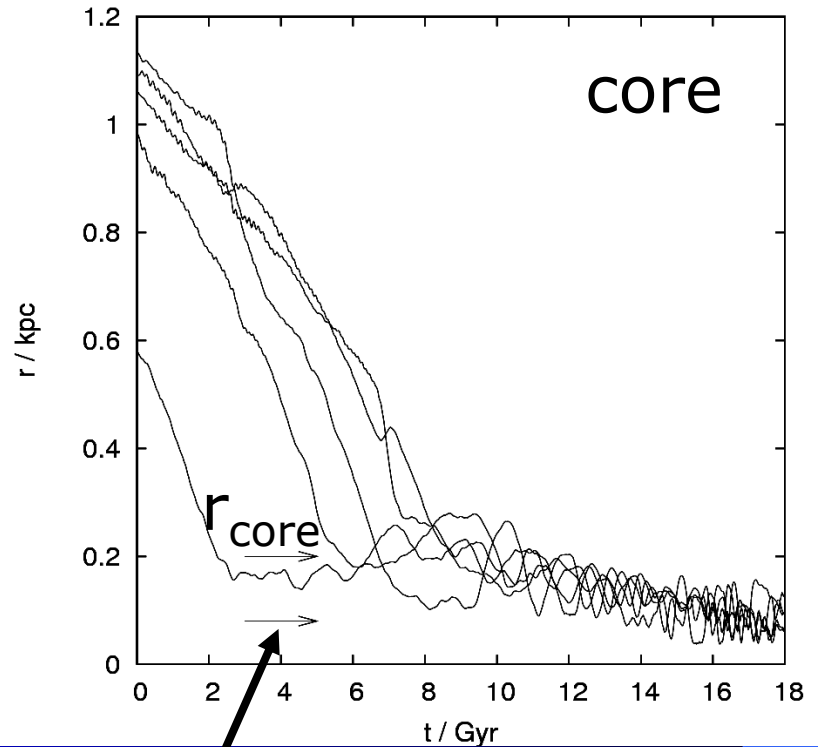
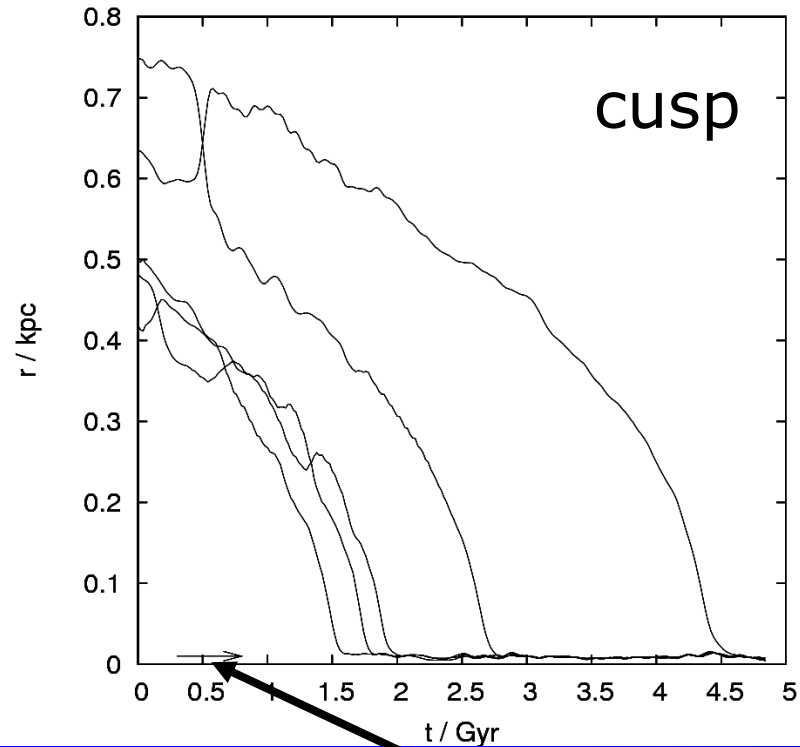
- Cusp-core merger: Steepest profile is preserved



# Cusps in CDM haloes



# Sinking GCs



$$M_{\text{GC}} = M(r)$$

# Conclusions, Perspective and Plans

# Conclusions I

- Multi-mass technique leads to a significant gain in computer run time
- DTS gives physically correct time-steps in haloes with arbitrary central slope
- DTS does not directly depend on artificial parameters like softening

# Conclusions II

- DTS is faster in high resolution simulations
- Orbits with  $e \rightarrow 1$  are followed correctly
- DTS allows to follow complex dynamical systems where scattering events are important

# Perspective and Plans

- Mergers of galaxies with super-massive central black holes
- Ejection of hyper-velocity stars from galaxy centres
- High-resolution cosmological structure formation simulations