Phase-Space Evolution of Merging Collisionless Stellar Systems with a Self-Consistent Field Method



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Mean-Field Approach to Merging Systems

Merging

• Fundamental process of structure formation in the CDM universe

- galaxy-galaxy mergers \implies collisionless systems
- Galaxy Simulation
 - N Body Approach
 - *N*-gravitating bodies \Longrightarrow $F_i = \sum_{j=1 \atop i \neq i}^N \frac{Gm_i m_j (r_j r_i)}{|r_j r_i|^3}$
 - Gravitational softening $\implies F_i = \sum_{j=1}^{N} \frac{Gm_i m_j (r_j r_i)}{(|r_j r_i|^2 + O^2)^{3/2}}$
 - Two-body relaxation $\Longrightarrow t_{\text{relax}} \approx \frac{0.1N}{\ln N} t_{\text{cross}}$
 - Mean-Field Approach

 - Force field \Rightarrow Collisionless nature
 - One N-body problem is reduced to N one-body problems

● No softening ➡ Pure Newtonian force



Hibbard & van Gorkom, 1996, AJ, 111, 655

1. Merging Simulation

Self-Consistent Field (SCF) Method

Bi-orthogonal basis set $(\rho_{nlm}(\mathbf{r}), \Phi_{nlm}(\mathbf{r}))$ Poisson's equation $: \nabla^2 \Phi_{nlm}(\mathbf{r}) = 4\pi G \rho_{nlm}(\mathbf{r})$ Bi-orthogonality $: \int \rho_{nlm}(\mathbf{r}) [\Phi_{n'l'm'}(\mathbf{r})]^* d\mathbf{r} = \delta_{nn'} \delta_{ll'} \delta_{mm'}$

Expansions in a set of basis functions

$$\rho(\mathbf{r}) = \sum_{nlm} A_{nlm} \rho_{nlm}(\mathbf{r}) \qquad \qquad \nabla^2 \Phi_{nlm}(\mathbf{r}) = 4\pi G \rho_{nlm}(\mathbf{r}) \\ \Phi(\mathbf{r}) = \sum_{nlm} A_{nlm} \Phi_{nlm}(\mathbf{r}) \qquad \qquad \nabla^2 \Phi(\mathbf{r}) = 4\pi G \rho(\mathbf{r})$$

References:

Clutton-Brock, 1972, Ap&SS, **16**, 101 *Clutton-Brock*, 1973, Ap&SS, **23**, 55 *Hernquist & Ostriker*, 1992, ApJ, **386**, 375



• Expansion coefficients for a particle system : $A_{nlm} = \sum_{k=1}^{N} m_k \Phi_{nlm}(\mathbf{r}_k)$ $\Rightarrow \mathbf{a}(\mathbf{r}) = -\nabla \Phi(\mathbf{r}) = -\sum_{nlm} A_{nlm} \nabla \Phi_{nlm}(\mathbf{r}) \Rightarrow$ Gravitational field \Rightarrow Field Method

Expanding ρ and Φ of Merging Systems



Motions of Particles in Each Galaxy



Merging Simulations

Two identical King models: $f(\mathcal{E}) = \begin{cases} \frac{\rho_1}{(2\pi\sigma^2)^{3/2}} (e^{\mathcal{E}/\sigma^2} - 1) & (\mathcal{E} > 0) \\ 0 & (\mathcal{E} \le 0) \end{cases}$ $(\mathcal{E} \le 0)$ $W = \Psi(0)/\sigma^2 = 3 \implies r_t = 4.70 r_0 \quad (r_0 = \frac{3\sigma}{\sqrt{4\pi G\rho_0}}, \rho_0: \text{ central density})$ (0.2, 0), (-0.2, 0)

- **Central coordinates** : (-5, -y), (5, y) with $y = 3, 5 \implies impact parameter$: 6, 10
- Orbital plane : x-y plane
- **Number of particles** : N = 10,000,584
- **Computational units** : $G = M = r_0 = 1$
- SCF simulations

O Clutton-Brock's basis set

 $\begin{cases} \rho_{nlm}(\mathbf{r}) = K_{nl} \frac{M}{4\pi a^3} \frac{(r/a)^l}{[1 + (r/a)^2]^{l+5/2}} C_n^{(l+1)}(\xi) \sqrt{4\pi} Y_{lm}(\theta, \phi) \\ \Phi_{nlm}(\mathbf{r}) = -\frac{GM}{a} \frac{(r/a)^l}{[1 + (r/a)^2]^{l+1/2}} C_n^{(l+1)}(\xi) \sqrt{4\pi} Y_{lm}(\theta, \phi) \end{cases}$

• Scale length of the basis fn. : a = 1.15

O number of expansion terms

- radial direction $n_{\rm max} = 16$
- angular directions : $l_{\text{max}} = m_{\text{max}} = 10$

Tree-code simulations

 \bigcirc *Plummer* softening: $\varepsilon = 0.0074$ $F_{i} = \sum_{j=1}^{N} \frac{Gm_{i}m_{j}(r_{j} - r_{i})}{(|r_{j} - r_{i}|^{2} + \varepsilon^{2})^{3/2}}$

as a mean interparticle separation within the half mass radius

0

- \bigcirc *Tolerance* parameter: θ = 0.5
- Including up to *quadrupole* terms

Merging Simulation for a Small Impact Parameter



Merging Simulation for a Large Impact Parameter



Change of Expansion Center for Interaction Forces



Improved Merging Simulation for a Large Impact Parameter



Time Evolution of Merging Systems for the Large Impact Parameter



Density evolution of Systems 1 and 2 for impact parameter = 10

Interaction forces are calculated by expanding the density and potential with respect to the center of mass of the total system with n_{max} =28, and $l_{max}=m_{max}$ =28

Density and Velocity Dispersion Profiles



2. Construction of Phase Space

Construction of Phase Space with an SCF Method



Hozumi, 1997, ApJ, 487, 617

Forward tracing Expansion coefficients at each time t

$$A_{nlm}(t) = \sum_{k=1}^{N} m_k \Phi_{nlm}(\boldsymbol{r}_k)$$

are saved.

Barckward tracing

Using $A_{nlm}(t)$, necessary orbits are traced from time *t* backward to *t* =0, and according to *Liouville's theorem*,

 $f(\boldsymbol{r}_i(t), \, \boldsymbol{v}_i(t), \, t) = f(\boldsymbol{r}_i(0), \, \boldsymbol{v}_i(0), \, 0)$

DF is constructed.

Evolution of the Collapse of a Uniform-Density Sphere in Phase Space – Asymmetric Case



Evolution of Head-On Colliding Systems in Phase Space



Evolution of Head-On Colling Systems in Configuration and Phase Spaces



Summary

- SCF method can be applied to merging simulations.
- Phase-space evolution in merging processes can be reproduced with SCF method.
- (SCF simulation can avoid the ill-effects of gravitational softening, needed by tree-code simulation, on merging simulations in large impact parameter cases.)
- (SCF simulation is at least twice as fast as tree-code simulation.)