

Thermal feedback from reionization

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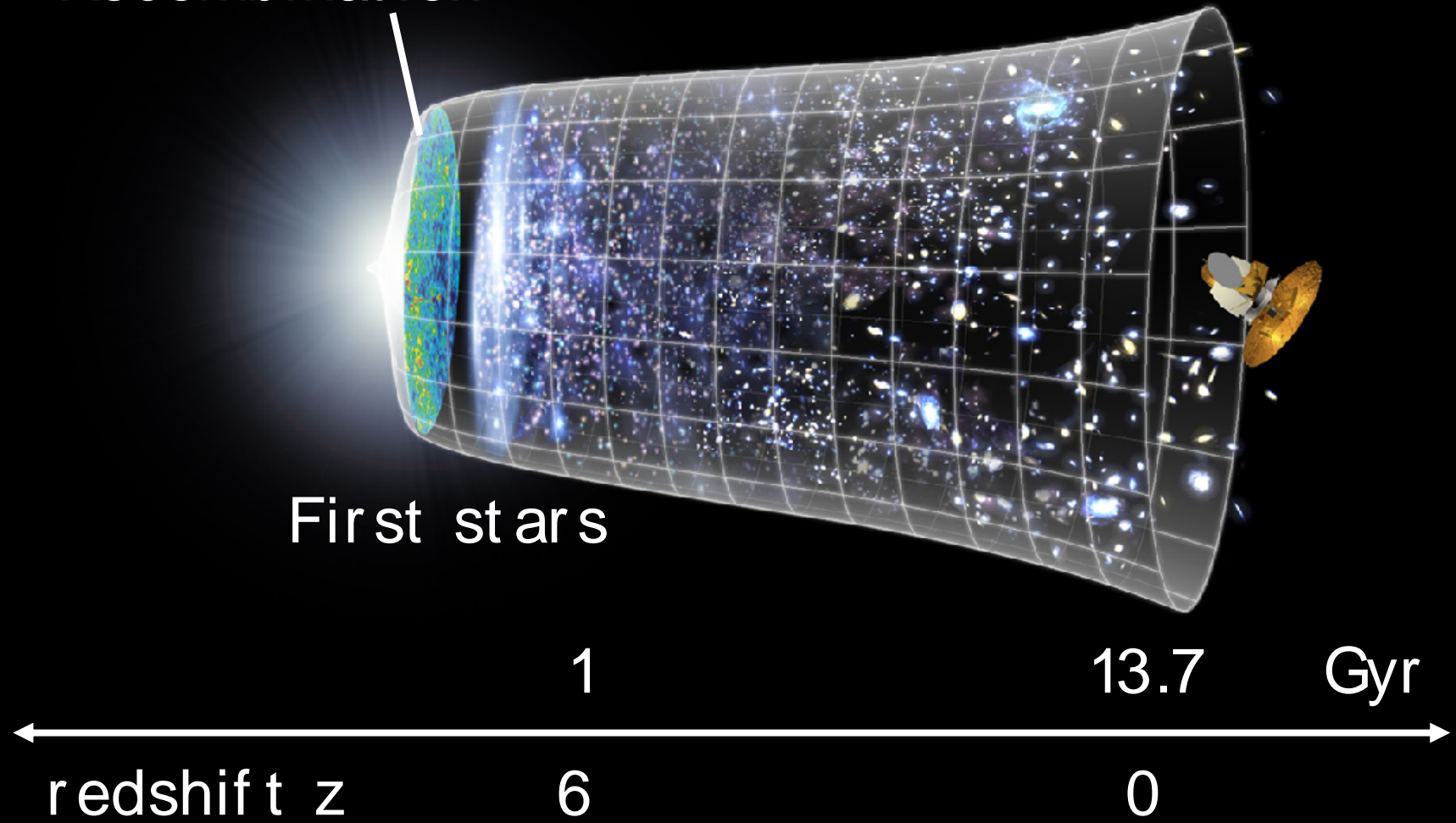
Outline

- Introduction
- Thermal feedback (positive / negative)
- TRAPHIC - radiative transfer for SPH

Reionization

Recombination

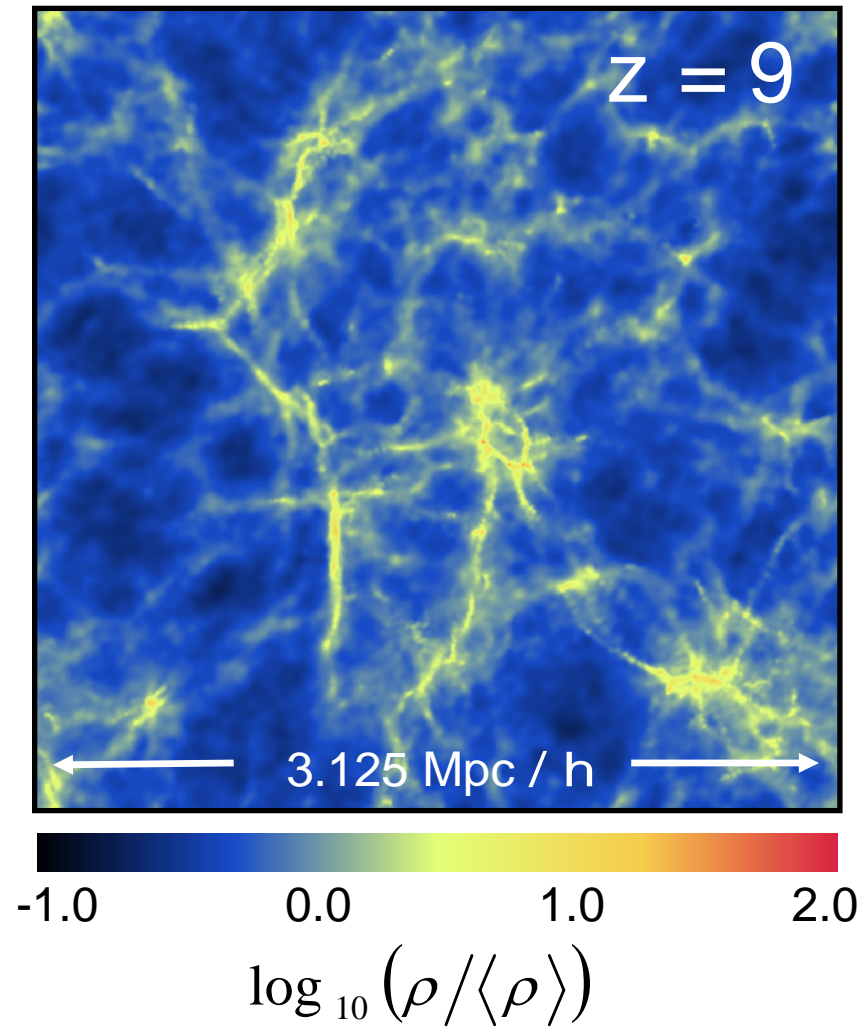
First stars



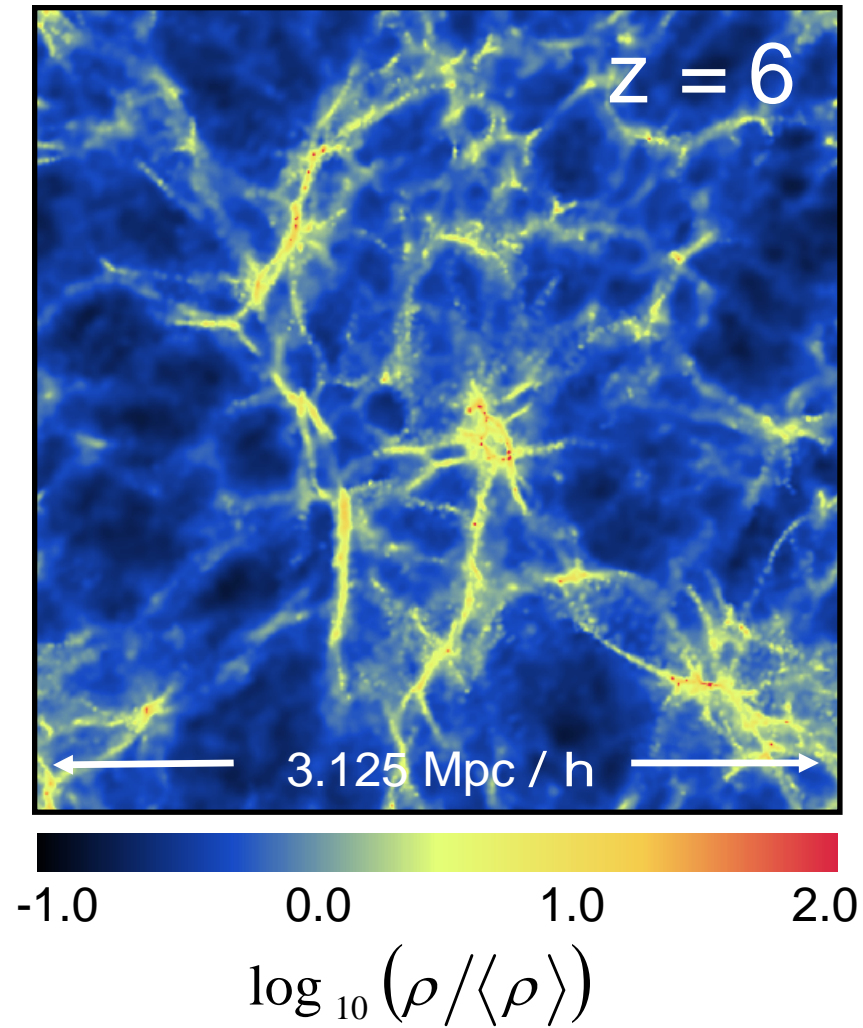
Effect of reheating - simulations

- Gadget - 2
(Springel '05)
- Default runs:
 $L = 6.25 \text{ Mpc}/h$, $N = 2 \times 256^3$
- Star formation (Schaye & Dalla Vecchia '07)
- UV background ($z < 9$)
(Haardt & Madau '01; cooling tables: Wiersma et al. '08)

Gas density



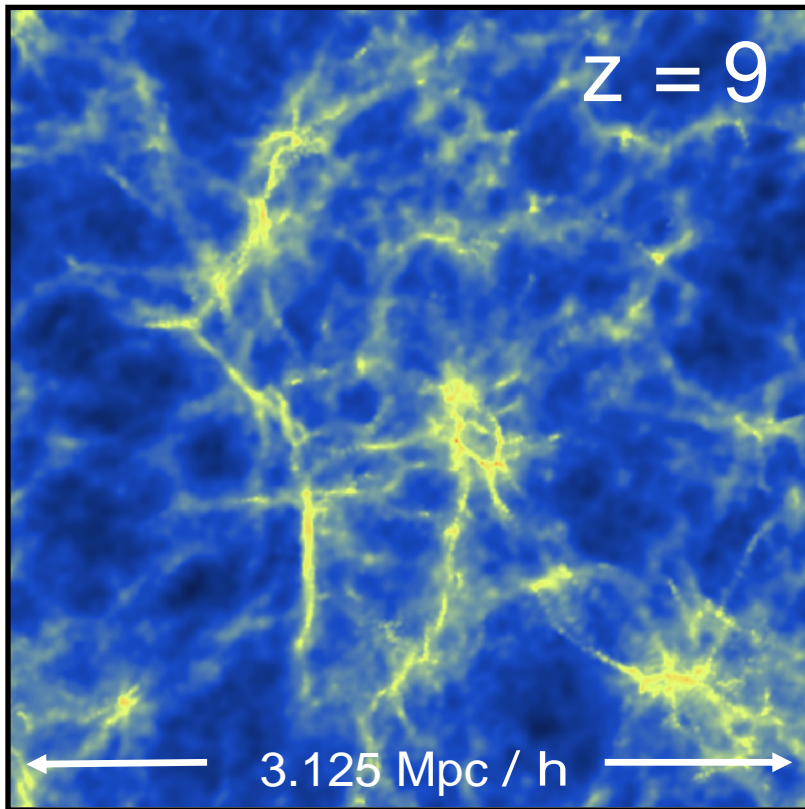
Gas density



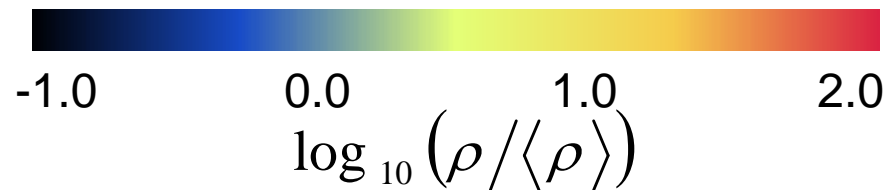
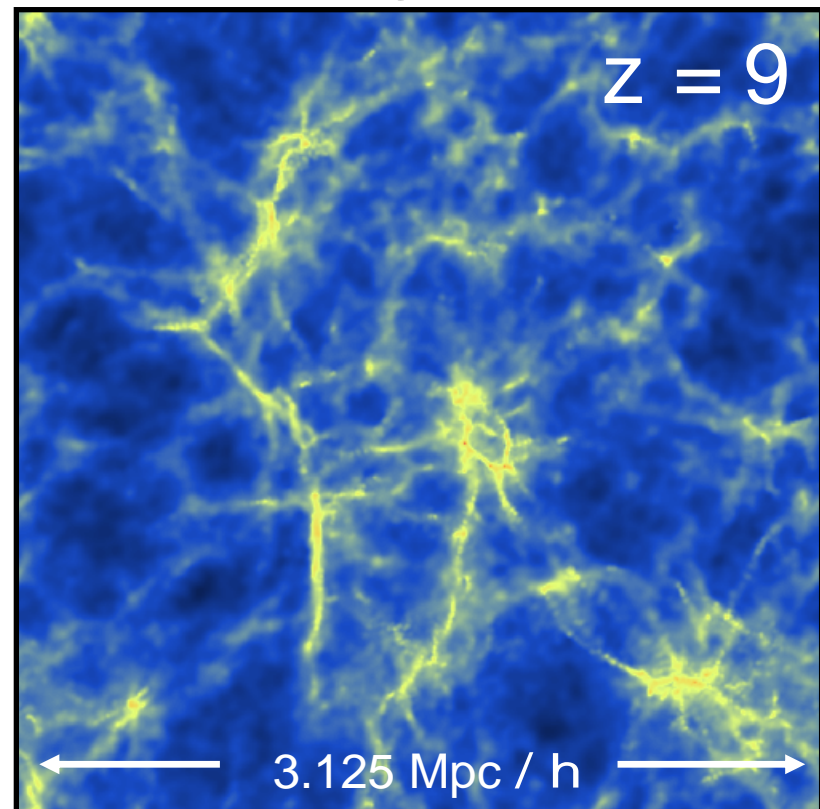
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Effect of reheating

reference

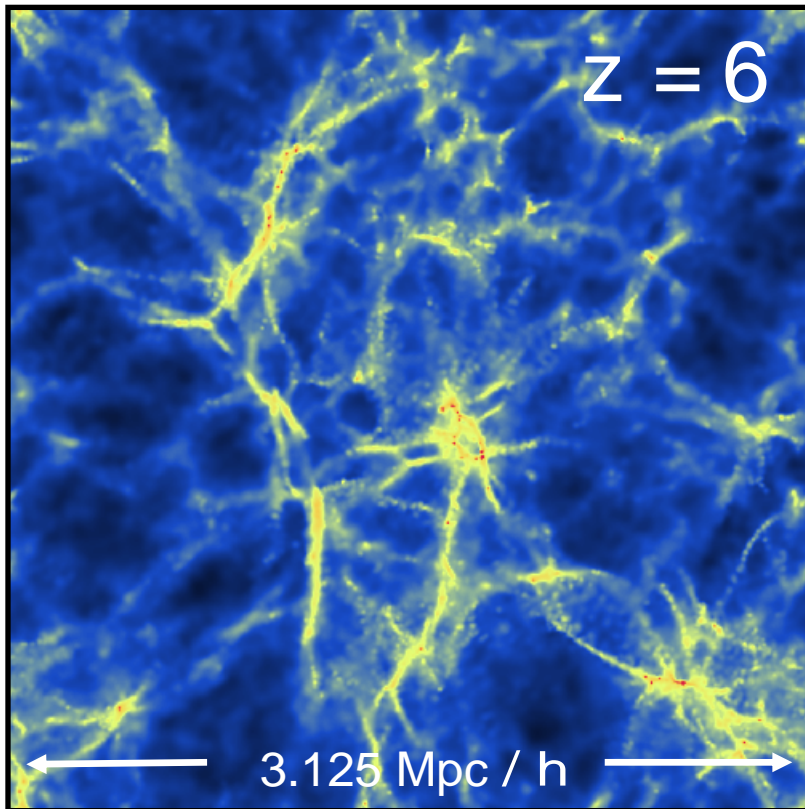


reheating for $z < 9$

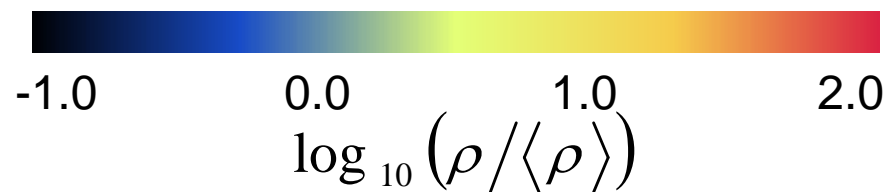
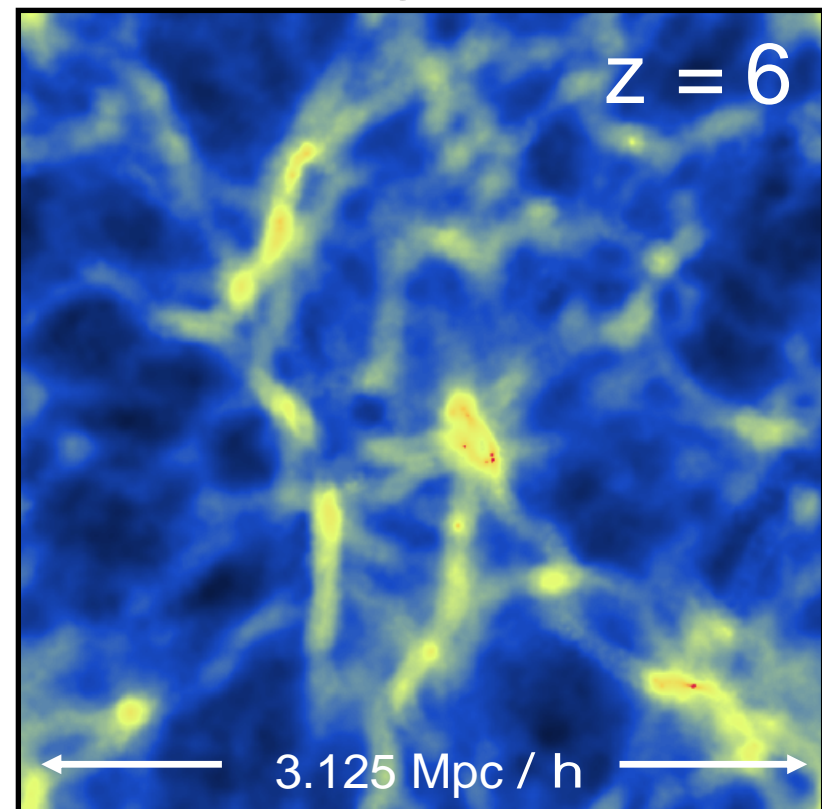


Effect of reheating

reference



reheating for $z < 9$



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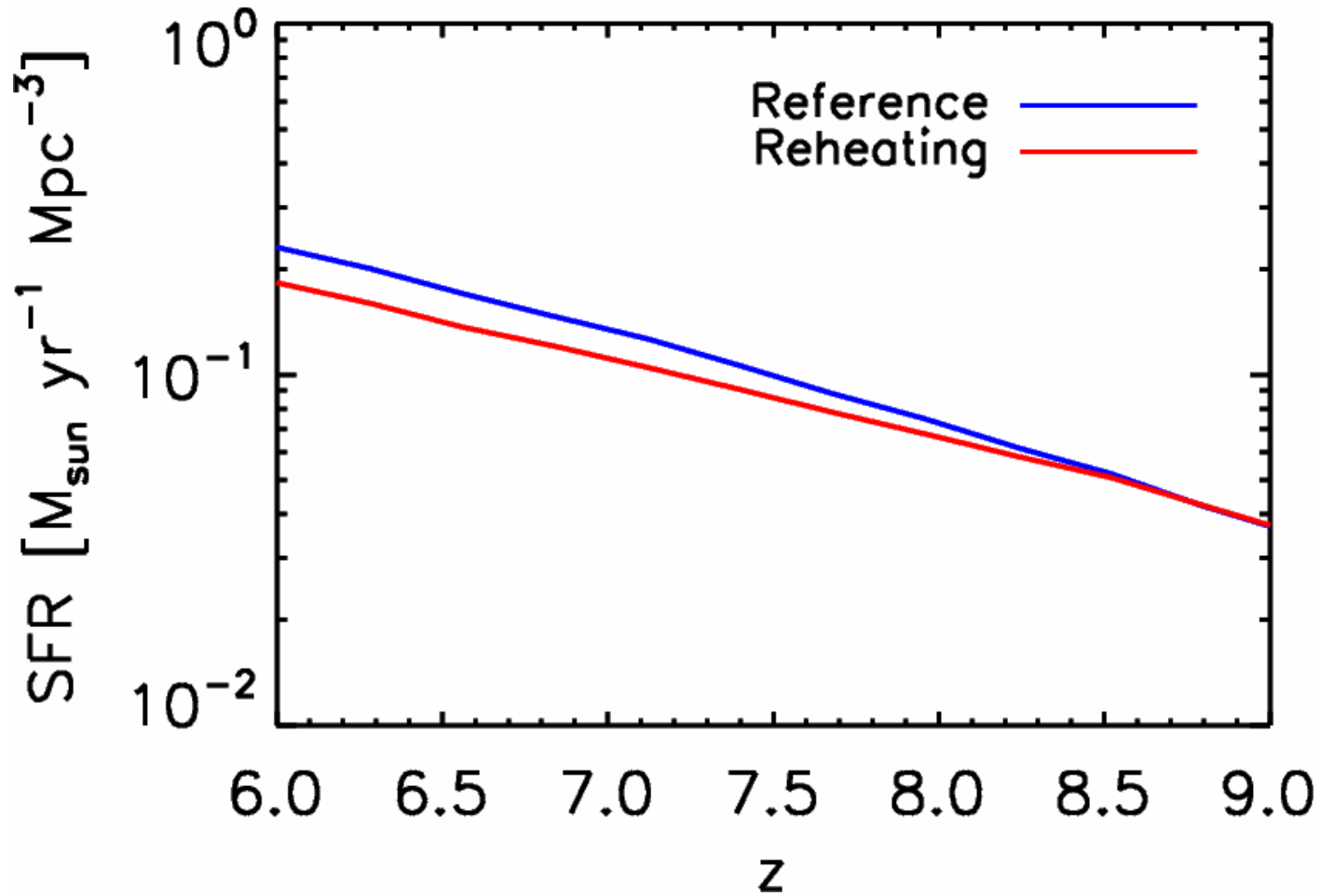
Thermal feedback

- Smoothing of fluctuations
 - > lowering of recombination rate
 - > reduces required star formation rate
 - > **positive feedback**

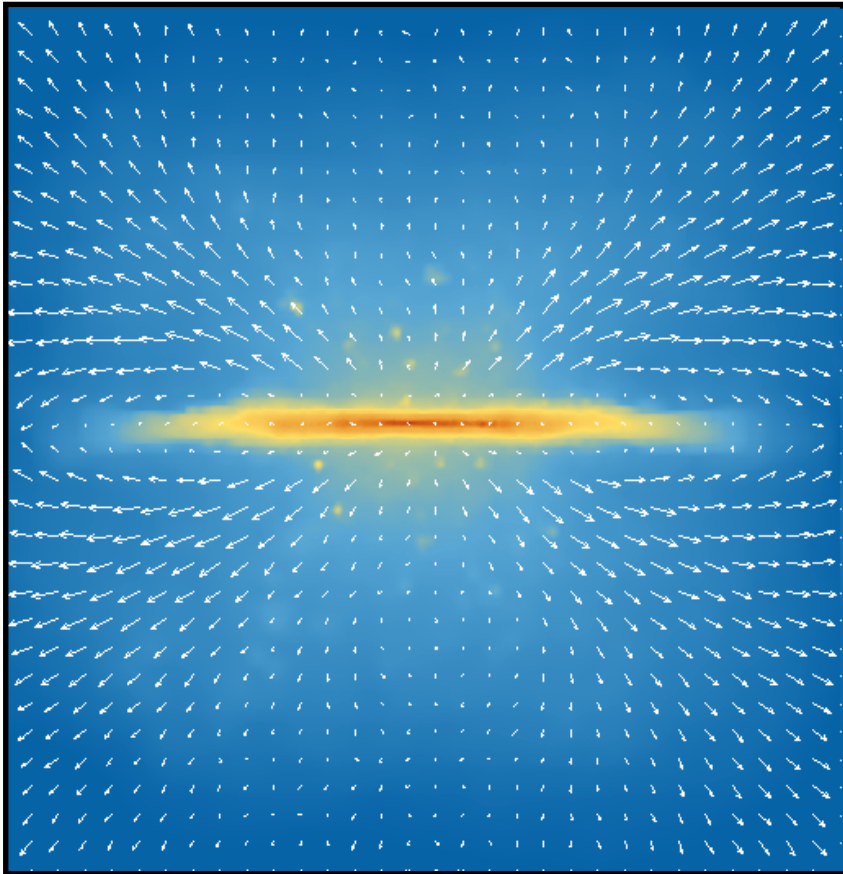
AP, J. Schaye & E. van Scherpenzeel (arXiv:0807.3963)

- Photo-evaporation of low-mass halos
 - > reduces star formation rate
 - > **negative feedback**

Suppression of star formation: reheating



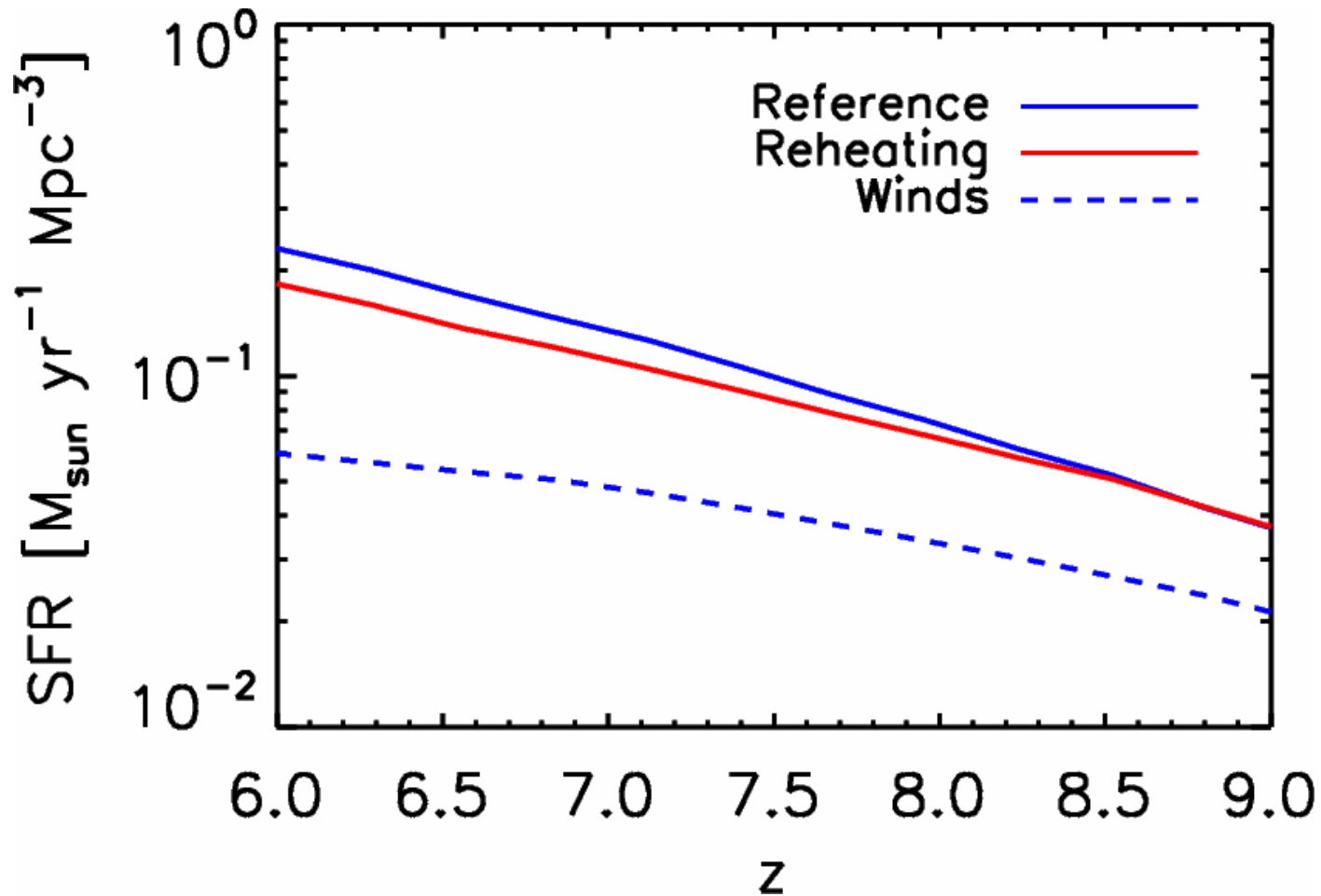
Suppression of star formation: supernova winds



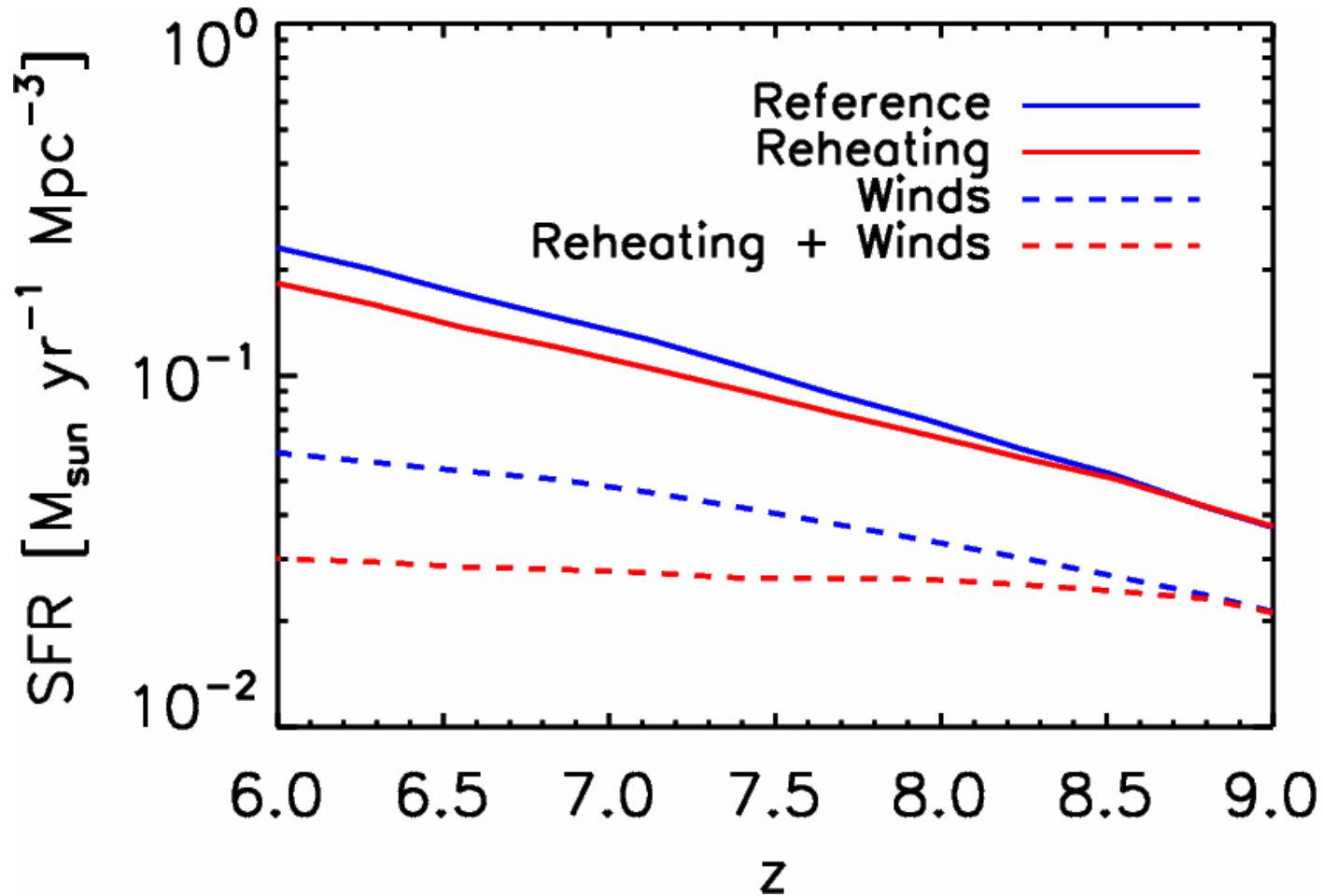
- Dalla Vecchia & Schaye (2008)
(Springel & Hernquist '03)
- $v = 600 \text{ km s}^{-1}$
- Mass loading = 2

Isolated galaxy, $10^{12} M_{\text{sun}}/h$
Dalla Vecchia & Schaye (2008)

Suppression of star formation: supernova winds



Suppression of star formation: reheating + supernova winds



Feedback amplification

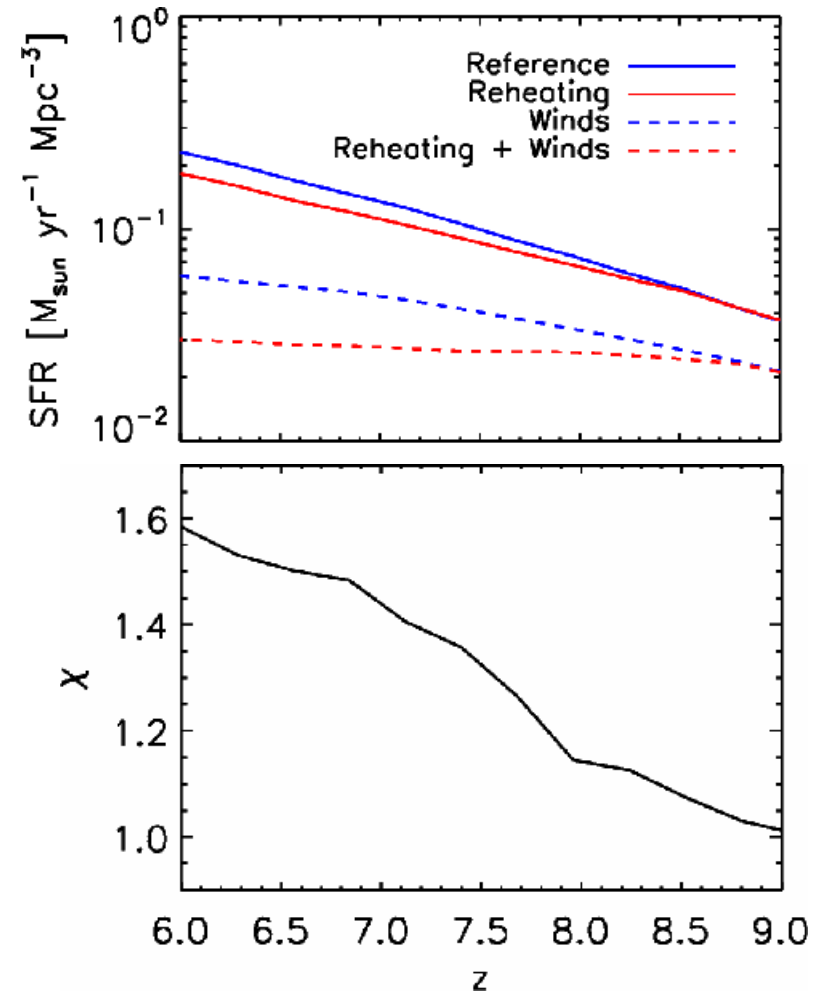
$$S_h \equiv \frac{\dot{\rho}_*}{\dot{\rho}_{*,h}}$$

$$S_w \equiv \frac{\dot{\rho}_*}{\dot{\rho}_{*,w}}$$

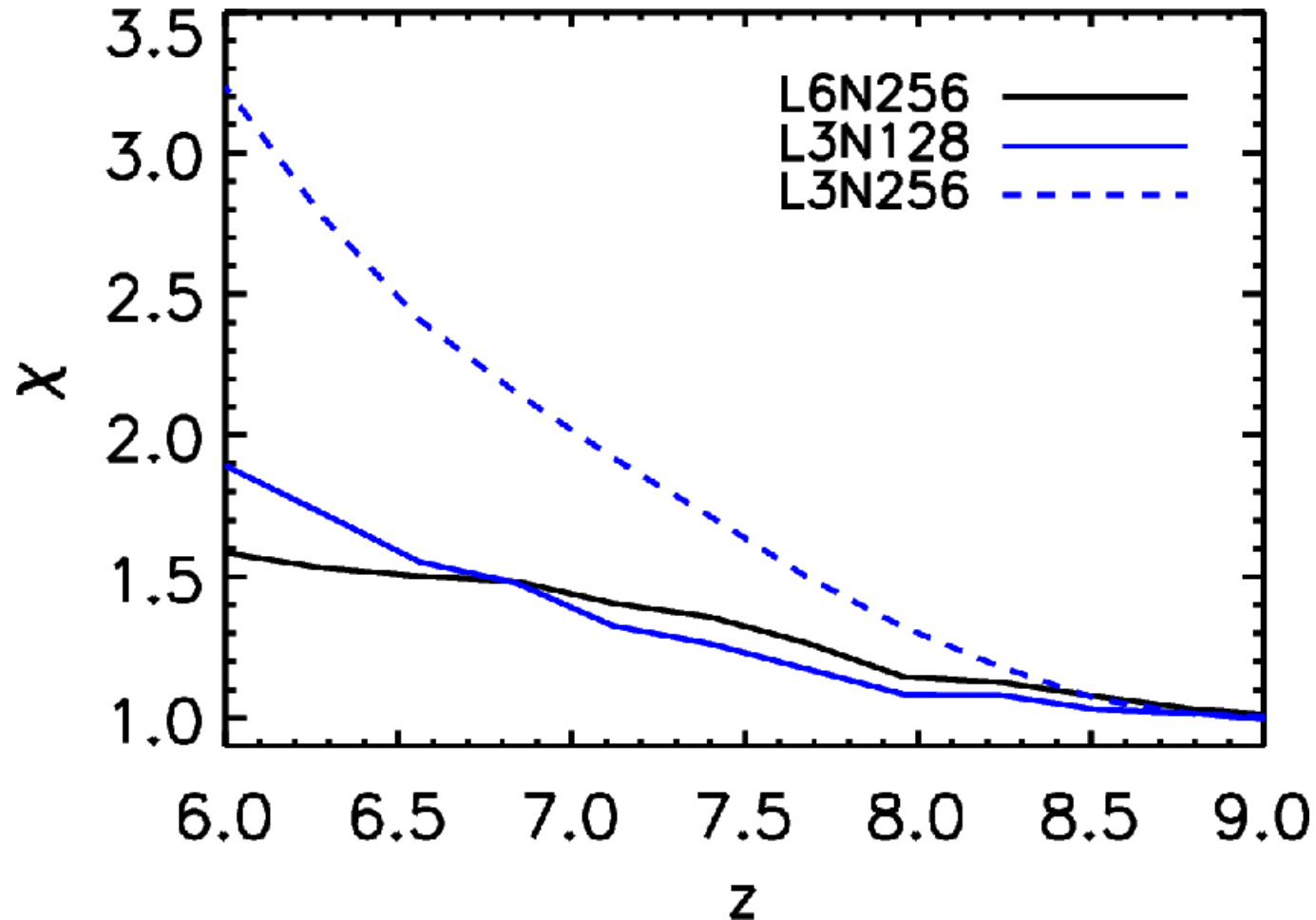
$$S_{wh} \equiv \frac{\dot{\rho}_*}{\dot{\rho}_{*,wh}}$$

$$S_{wh} \stackrel{?}{=} S_w \times S_h$$

$$\chi \equiv S_{wh} / (S_w \times S_h)$$



Feedback amplification: dependence on box & resolution



Conclusion (1/2)

- Both reheating and supernova feedback reduce the SFR -> negative feedback
- Reheating and supernova feedback mutually strengthen each other
- Effect increases with resolution

AP & J. Schaye (in preparation)

Reionization simulations - challenges

- Large representative volumes
(cosmic variance, long wavelengths)
- High resolution
(first galaxies, atomic coolers $\sim 10^8 M_{\text{sun}}$)
- Accurate gas distribution
(recombination rate)
- Many sources
(stellar and recombination radiation)

Radiative transfer - what you want

- Radiative transfer on hydrodynamics
(vs. N-body/ semi-analytics)
- Spatially adaptive
(vs. uniform mesh)
- Parallel on distributed memory
(vs. serial; parallel on shared memory)
- Avoid scaling with # sources
(vs. linear scaling)

TRAPHIC – radiative transfer for SPH

TRAPHIC

TRANsport of PHotons In Cones

- Adaptive: Directly on SPH particles
- Parallel: Transport employs the SPH particle-neighbor scheme
- Efficient: Computation time independent of # sources

Controlling TRAPHIC

- Spatial resolution: # SPH neighbors
- Angular resolution: # Cones
- Temporal resolution: Clocks
- Computation time: Photon packet merging

AP & J. Schaye (2008), MNRAS 389, 651

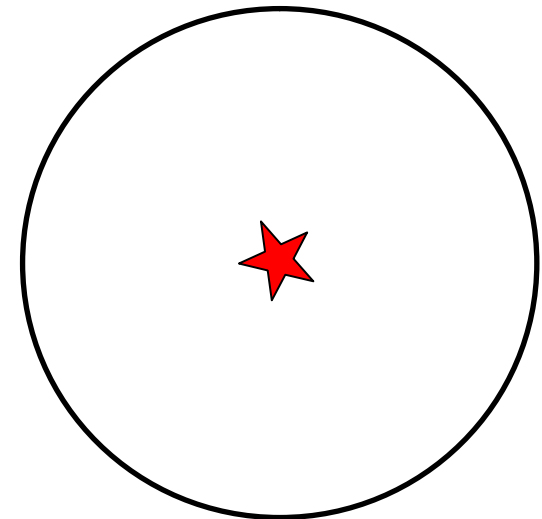
Conclusion (2/2)

- Reionization simulations require tailored approaches for solving the radiative transfer problem
- TRAPHIC – radiative transfer for SPH adaptive, parallel, efficient

AP & J. Schaye (2008), MNRAS 389, 651

Outlook: thermal coupling

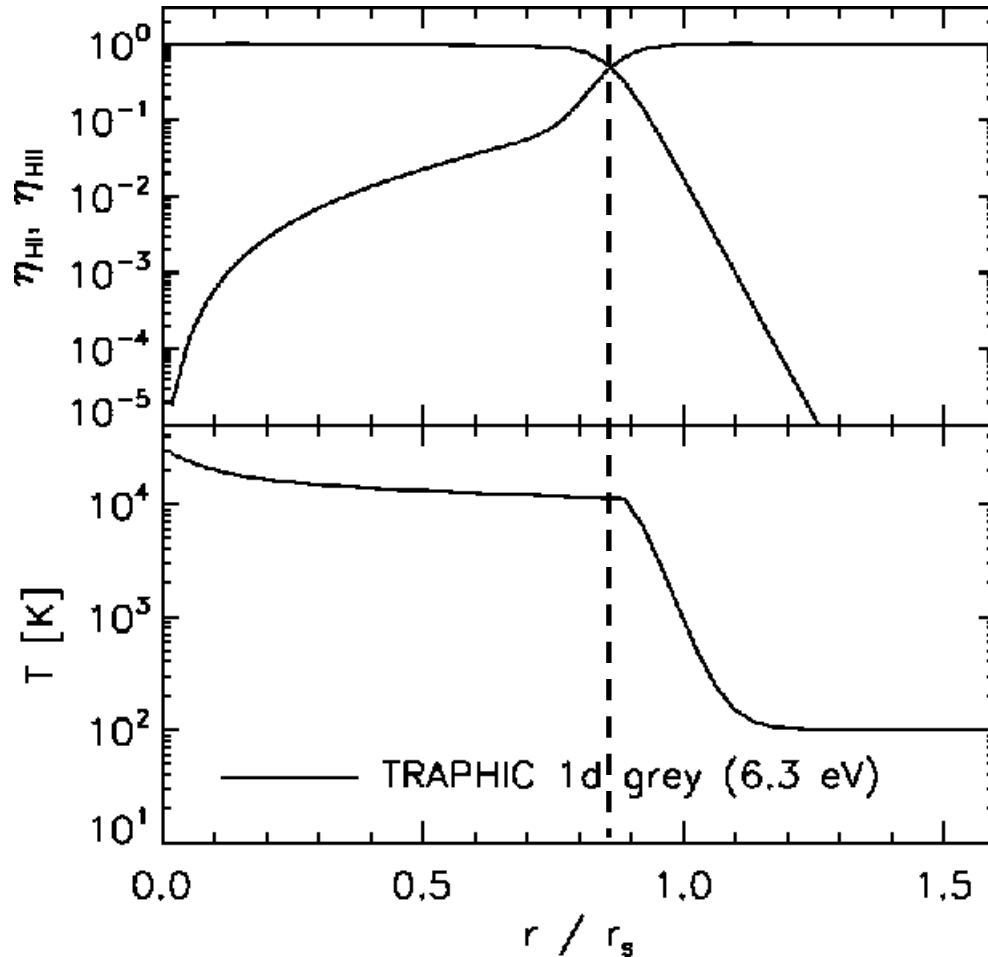
- Thermal coupling requires multi-frequency treatment
- **Example:** Star with blackbody spectrum $T = 10^5$ K in homogeneous hydrogen-only medium initially neutral and at 100 K



neutral & cold

Mono-chromatic approximation

neutral /
ionized
fraction



blackbody
 $T_{\text{bb}} = 10^5 \text{ K}$

$t = t_{\text{rec}}$

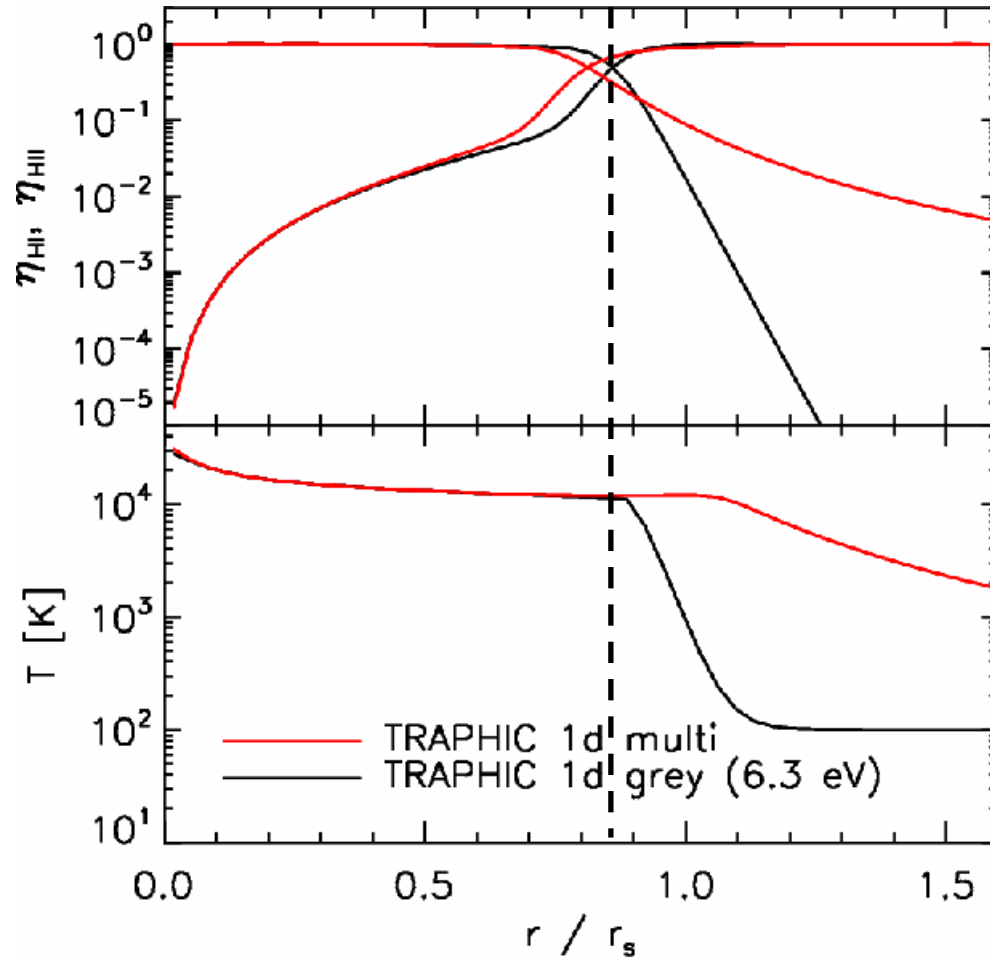
Temp.

Normalized distance to star

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Exact multi-frequency

neutral /
ionized
fraction



blackbody
 $T_{\text{bb}} = 10^5 \text{ K}$

$t = t_{\text{rec}}$

Temp.

Normalized distance to star

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