The formation and fragmentation of Pop III(.1) protostellar discs



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Are we seeing a paradigm shift?

Turk, Abel & O'Shea (2009)



Cosmological initial conditions

Initial conditions from a cosmological GADGET2 simulation (performed by T. H. Greif, similar to that in Stacy et al 2010):

- •200 kpc (co-moving) cosmological box
- A-CDM: $\Omega_m = 1 \Omega_A = 0.3$; $\Omega_b = 0.04$; h
- = H₀/100 km s⁻¹Mpc⁻¹ = 0.7; $\sigma_8 = 0.9$
- Evolved from z = 99 to 22, when baryons first become self-gravitating

Then re-zoom the simulation:

- Go from Thomas' 5 M_{sun} SPH resolution to 0.05 M_{sun} , and run collapse to n = 10¹³ cm⁻³.
- Refine final stages of collapse to 0.001 M_{sun} resolution --> 200,000 SPH particles in disc



Stacy, Greif & Bromm (2010)

Additional components

Chemical processes:

- 3-body H₂ formation heating.
- Rotational + vibrational line-emission from H₂ (Glover & Abel 2008).
- At high densities, H₂ energy levels are computed accounting for the escapeprobability for the photons (Yoshida et al 2006).
- Collision induced emission (CIE; Ripamonti & Abel 2004) + reduction by continuum absorption (see Matt Turk).

Luminosity feedback (See Rowan Smith's poster for more details):

$$R_{*} = 26M_{*}^{0.27} (\dot{M}/10^{-3})^{0.41}$$
$$L_{acc} = GM_{*}\dot{M}/R_{*}$$
$$\Gamma_{acc} = \rho_{g}\kappa_{P} \left(\frac{L_{acc}}{4\pi r^{2}}\right)$$

- Mass-radius relationship from Stahler, Palla & Salpeter (1986).
- Plank mean opacities from Mayer & Duschl (2005).
- We fix L_{acc} at 10⁻³ M_{sun} yr⁻¹ in our current simulations.

Evolution of the protostellar disc

No stellar feedback



With stellar feedback





Accretion through the disc



- At these early times, the accretion rate rate through the disc is significantly smaller than the material coming through the envelope.
- Disc is unable to process the in-falling gas -> Disc has to grow.
- Assuming 'thin α disc' model requires very large values of α (>1), to rid disc of in-falling material.
- Gravitational torques saturate at around $\alpha \approx 1$.

Heating/cooling balance

With stellar feedback

- Accretion luminosity from star at these radii is significantly less than compressional heating.
- Main coolant in disc comes from collision-induced emission (CIE)
- As temperature rises and region goes into collapse, H₂ dissociation takes over.
- Given that the disc is fully molecular, this provides a huge thermal sink for the pdV heating.



Fate of the young stellar system





- Outcome of accretion onto binary system depends on:
- mass ratio of the binary $q = m_2/m_1$
- specific angular momentum of orbit, jorbit
- and in-falling gas, jinfall
- For j_{infall} ~ j_{orbit} of secondary, accretion drives q --> 1: massive stellar twins?



Summary

• The accreting accretion discs around POPIII protostars are gravitationally unstable and the angular momentum transport is dominated by gravitational torques.

• Despite the high accretion rate through the disc, the system is unable to process in the incoming gas -- > disc becomes Toomre unstable.

• The densities and temperatures in the disc allow them to tap into 2 extremely efficient cooling sources: collision-induced emission and H₂ dissociation.

• The discs are hence extremely unstable to fragmentation, even when the effects of accretion luminosity heating are included.

• One possible fate of these young systems is the formation of massive twins.

• Possibly accompanied by the ejection of further low-mass members.

Disc properties



Toomre parameter

