master thesis status report

Dynamics of the Local Group

by Christoph Saulder

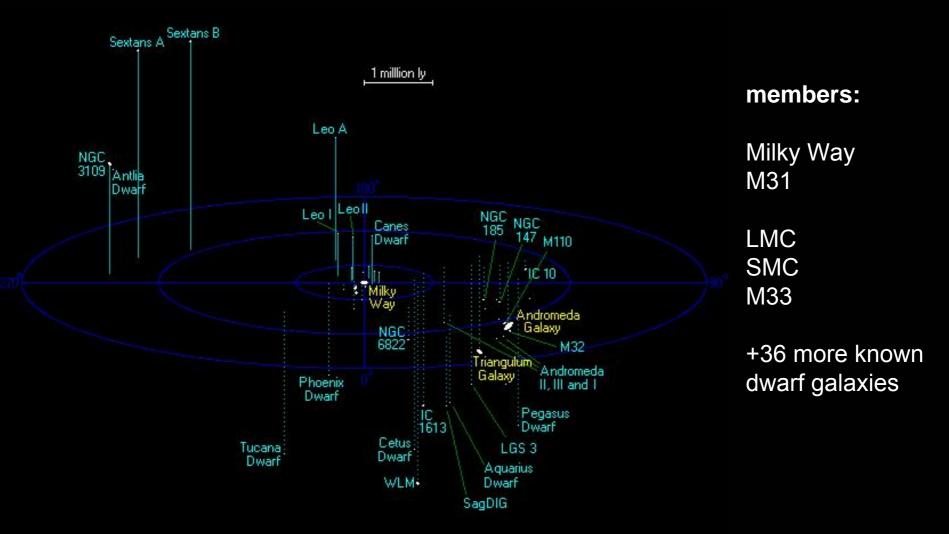
(supervised by Christian Theis)

22. 1. 2009

Content of this talk

- Local Group
- Working hypothesis
- NEMO
- MOdified Newtonian Dynamics
- N-MODY
- Next steps

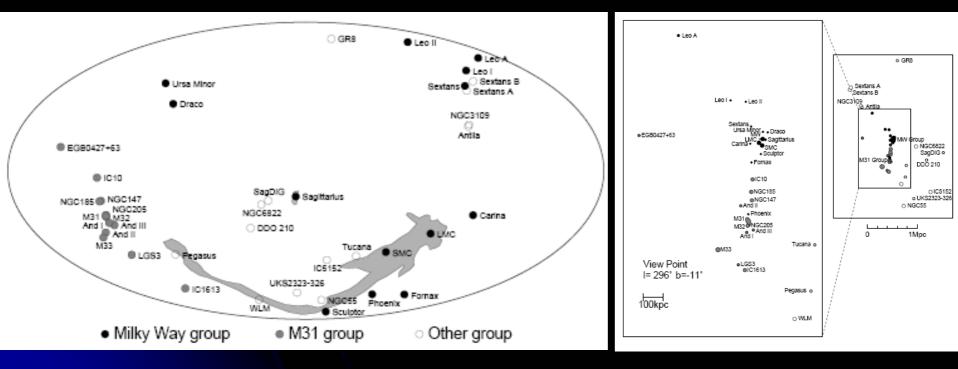
Local Group



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A plane of galaxies

- Most galaxies in the local group a distributed in a thin plane (see Sawa & Fujimoto 2005)
- This plane doesn't correspond to a galactic plane of the spirals



Sawa & Fujimoto My own results

Normal vector in galactic coordinates

I=206°, b=-11° (Milky Way on plane) I=200°, b=-20° (A) I=203°, b=-27° (2σ -clipping) I=200°, b=-20° (Milky Way and M31 on plane) (B)

Thickness of the Local Group plane

About 50-100 kpc

21 galaxies within 100kpc (A)28 galaxies within 100kpc (B)

Results basically similar but no perfect match

Origin of the Local Groups satellites

- Cosmological dark matter sub-halos
 - Problem: expected distribution would be spherical symmetric
- Infall and scattering of a filament
 - Problem: expected plane would be too thick
- Early interaction of extended gas-rich discs of Milky Way and M31
 - reproduces observed distribution very well

- Problem: missing satellite problem, except in MOND, because no dark matter

Working hypothesis

 Most dwarf galaxies has been formed by an encounter of the gaseous discs of Milky Way and M31 more than 10 Billion years ago

Scattered across the Local Group

Orbits dominated by the two main galaxies

 Dwarfs are located now near the movement plane of Milky Way and Andromeda-galaxy

My model

Milky Way and M31 on an elliptical orbit

• LMC, SMC and M33 are also massive

All other dwarf galaxies are test particles

Simulation starts about 10 Gyr in the past

 Test particles are located in the interacting outer edges of the two main spirals

NEMO

• Stellar Dynamics Toolbox by Teuben P.J.

Contains many different models and codes

Tools for analyzing and plotting results

Easy input with Shell-commands

MOdified Newtonian Dynamics

Alternative theory to explain observed rotations curves of galaxies

Avoids dark matter (on galactic scales)

- First suggested by Milgrom in 1983
- Relativistic extension by Bekenstein in 2004

How does MOND work?

Changes the law of gravitation for small accelerations.

Introduces a new fundamental constant a₀

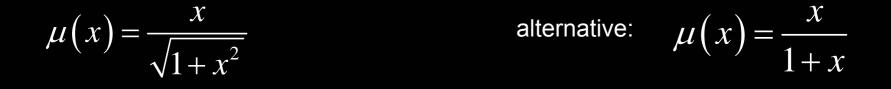
By fitting of rotation curves
 a₀ ~ 1.2 10⁻¹⁰ m/s² ~ 1/6 c H₀

Non-linear differential equations

Modified Poisson-equation

$$\vec{\nabla} \left(\mu \left(\frac{a}{a_0} \right) \cdot \vec{\nabla} \Phi \left(\vec{r} \right) \right) = 4\pi G \cdot \rho \left(\vec{r} \right)$$

• Interpolating function $\mu(x)$



No longer superposition of accelerations possible

Force on particle depends on absolute acceleration

distance from central mass in system units

Problems

 merging is less likely in MOND but it also takes much longer → observed merging rate?

• Needs a new theory of general relativity (TeVeS), violation of strong equivalence principle \rightarrow Lyman α forest problem

Requires (hot) dark matter on cluster scale

Bullet cluster

N-MODY

 Stellar dynamic n-body code for MOND written by Londrillo P. and Nipoti C.

in Fortran 90

(modified) Poisson-solver

parallelized code (but also scalar version)

• N-MODY uses a particle-mesh scheme

it creates a grid-based density-field from a given particle distribution

 calculates the MONDian acceleration on the grid and interpolates

advances particles using a leap-frog scheme

 Output of particle-phase-space position, griddata, potential-data and system parameters

Problems with N-MODY

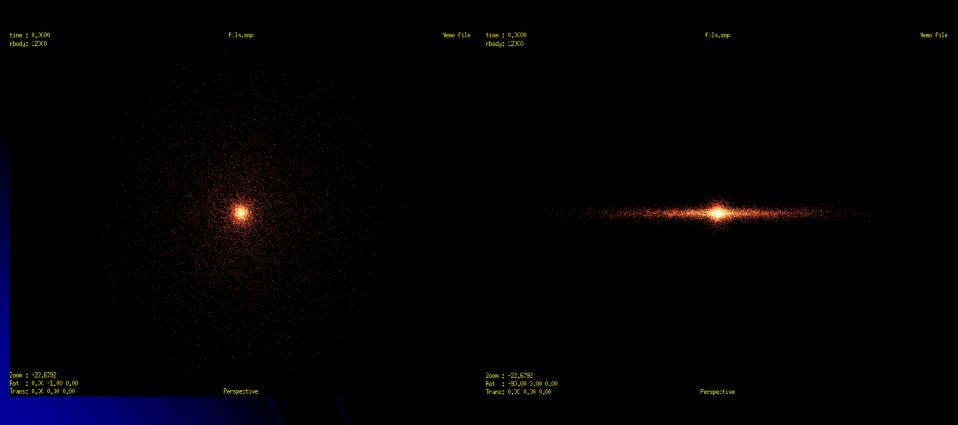
• Output and input in strange binary-format - translator program written $\boldsymbol{\mathcal{V}}$

Only equal mass particles allowed
 – code modified √

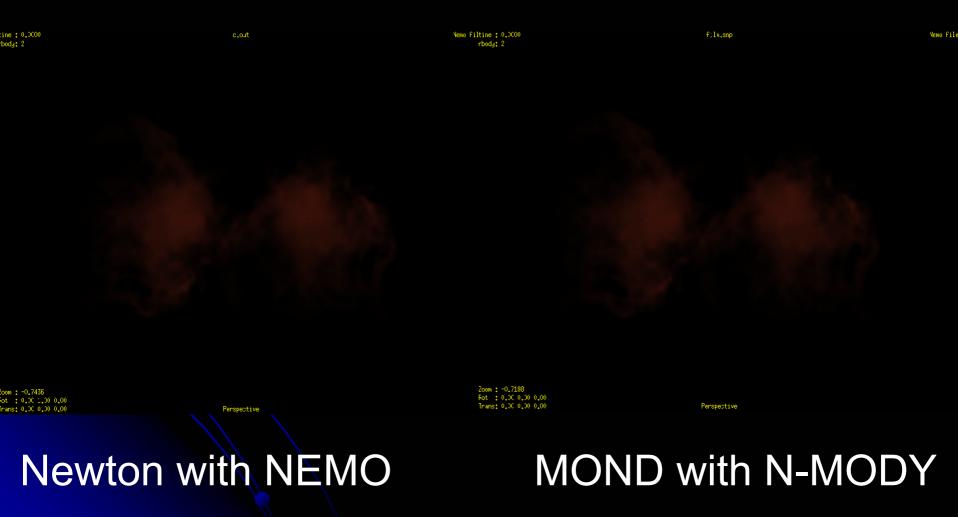
Maximal 100 output-files
 – code extended √

More problems

Kuijken & Dubinski 95 model (without halo) showed strange behavior of the disc in N-MODY



A BIG 2BODY-PROBLEM!!!

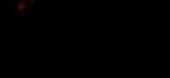


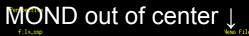


f:lm,snp

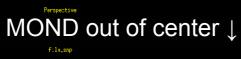
Nemo File







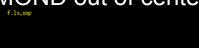


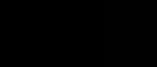


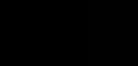


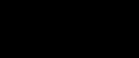


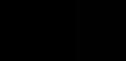


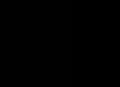


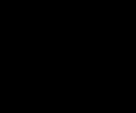


















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Perspective

Perspective

next steps

 Find an alternative to N-MODY = do it yourself method

• Finish setup of my model

Run simulations (Dark Matter and MOND)

Analysis of results and writing everything down