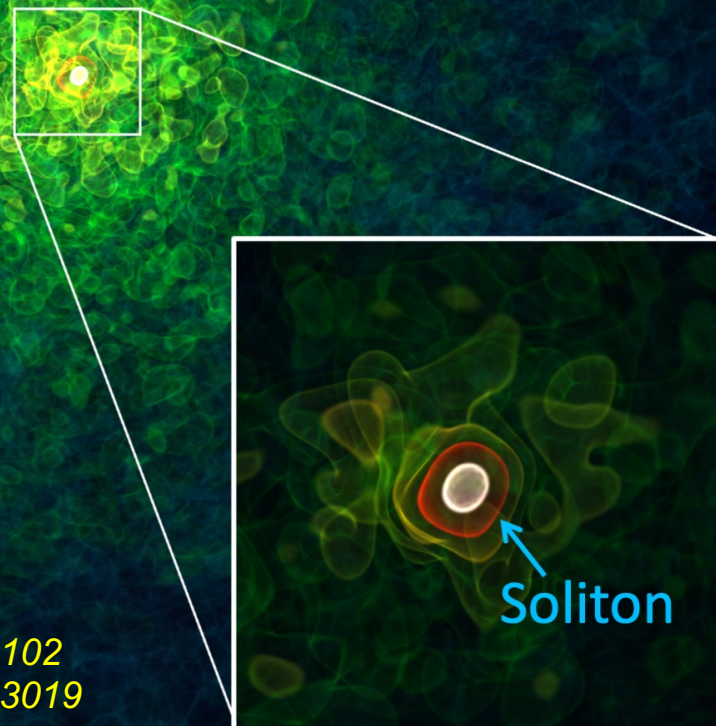


Soliton Random Walk and Oscillations in Fuzzy Dark Matter

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Cosmology Frontier Physics / International Joint Workshop on the SM and Beyond, 10/12/2021

Schive et al. 2020, PRL, 125, 111102
Chiang et al. 2021, PRD, 103, 103019



Outline

- Fuzzy/Wave Dark Matter (FDM/ ψ DM)
- Simulations
- Soliton Random Walk
- Soliton Oscillations

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Fuzzy Dark Matter (FDM)

- Extremely **light** particles
 - $m_{22} \equiv m_\psi / 10^{-22} \text{ eV} \sim 1.0 \rightarrow 10^{31}$ lighter than cold dark matter (CDM)
 - de Broglie wavelength becomes astronomical (**kpc**) scale
 - **Wavelike** properties (e.g., interference)
 - References:
 - D. Marsh. Physics Reports 643, 1 (2016)
 - L. Hui, J. Ostriker, S. Tremaine, & E. Witten. PRD 95, 043541 (2017)
 - E. Ferreira. The Astronomy and Astrophysics Review; arXiv:2005.03254 (2020)
 - L. Hui. Annual Review of Astronomy and Astrophysics; arXiv:2101.11735 (2021)
- Governing eq.: **Schrödinger-Poisson eq.**

$$i \frac{\partial \psi(x)}{\partial t} = - \frac{1}{2m_\psi} \nabla^2 \psi(x) + m_\psi \phi(x) \psi(x)$$

$$\nabla^2 \phi(x) = 4\pi G a(t) (|\psi(x)|^2 - 1)$$

ψ : wave function

ϕ : Newton potential

a : scale factor

\hbar : 1

Particle mass (m_ψ) \rightarrow the ONLY free parameter in FDM

Quantum Fluid

- Rewrite Schrödinger eq. into conservation laws

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \vec{v}) = 0,$$

$$\frac{\partial \vec{v}}{\partial t} + \vec{v} \cdot \nabla \vec{v} = \nabla \left(\frac{1}{2m_\psi^2} \frac{\nabla^2 f}{f} \right) - \nabla \phi$$

$$\psi = f e^{iS}$$

$$\rho = m_\psi f^2$$

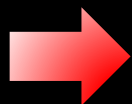
$$\mathbf{v} = m_\psi^{-1} \nabla S$$

$$\text{Hydro: } \frac{\partial \vec{v}}{\partial t} + \vec{v} \cdot \nabla \vec{v} = -\frac{1}{\rho} \nabla P - \nabla \phi$$



$$\tilde{P}_{ij} = \frac{1}{m_\psi} \left(\partial_i f \partial_j f - \frac{1}{4} \delta_{ij} \nabla^2 f^2 \right)$$

quantum stress



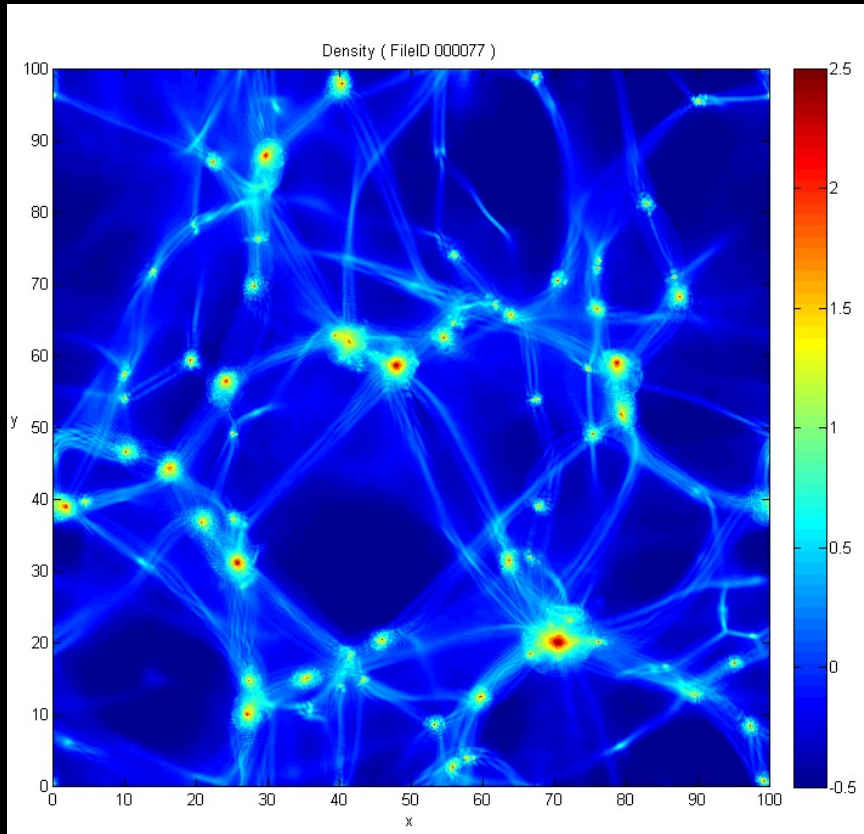
$$k_J = (6a)^{1/4} (H_0 m_\psi)^{1/2}$$

Jeans wave number in FDM

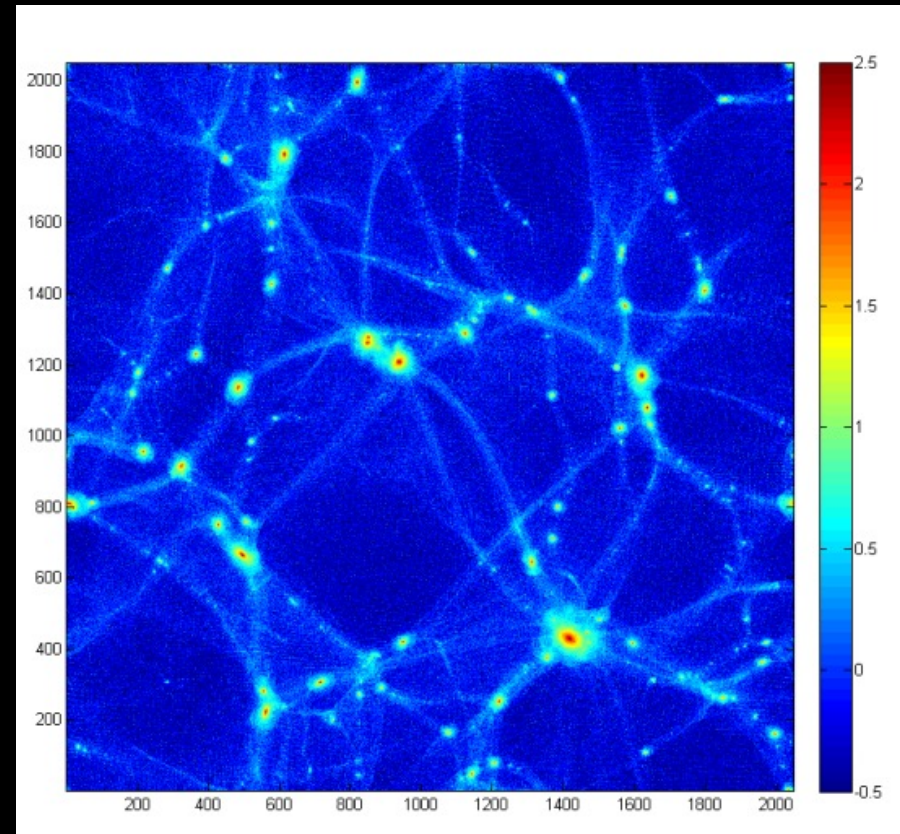
→ Suppressing small-scale structures

FDM vs. CDM (Large Scales)

FDM



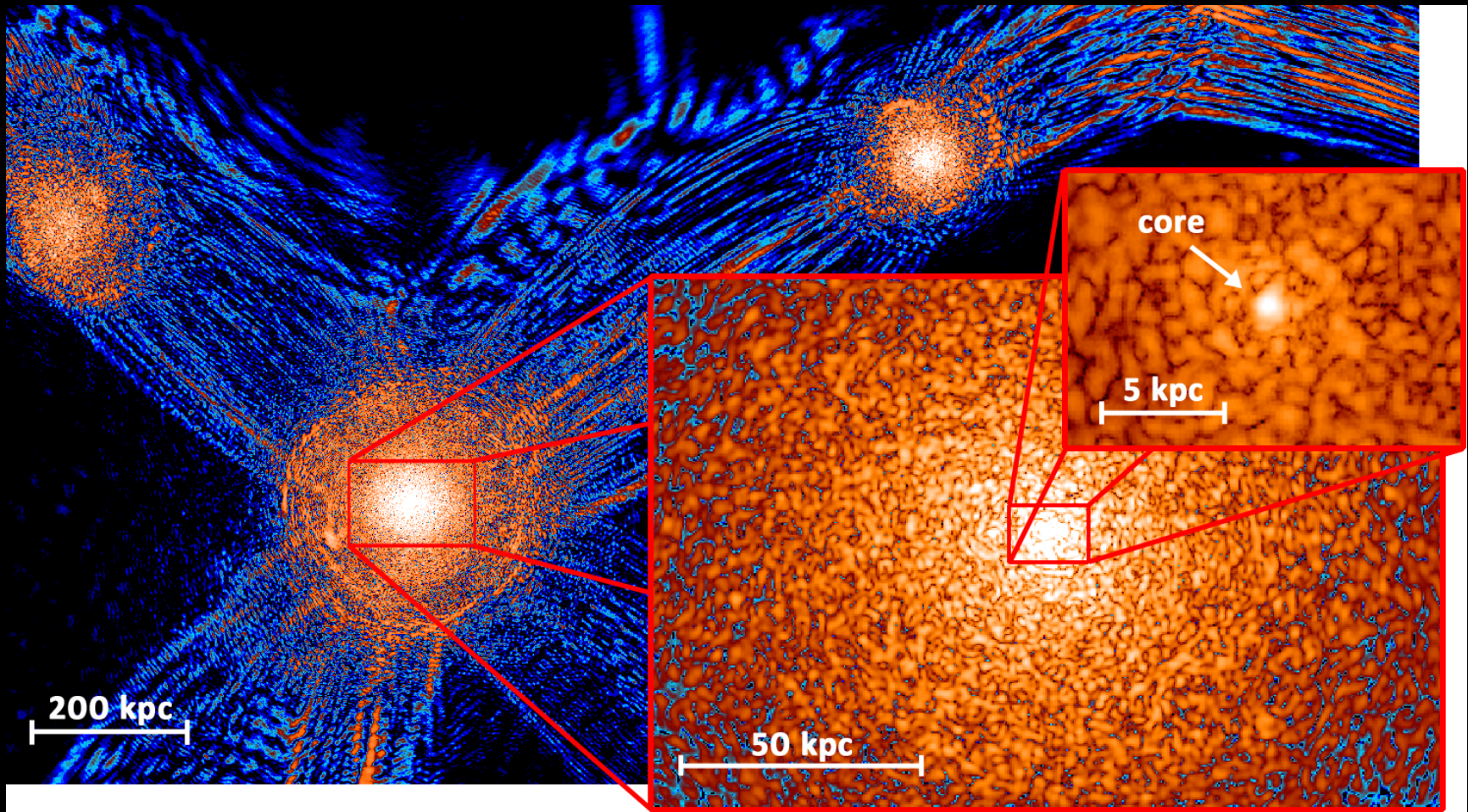
CDM



50 Mpc/h box

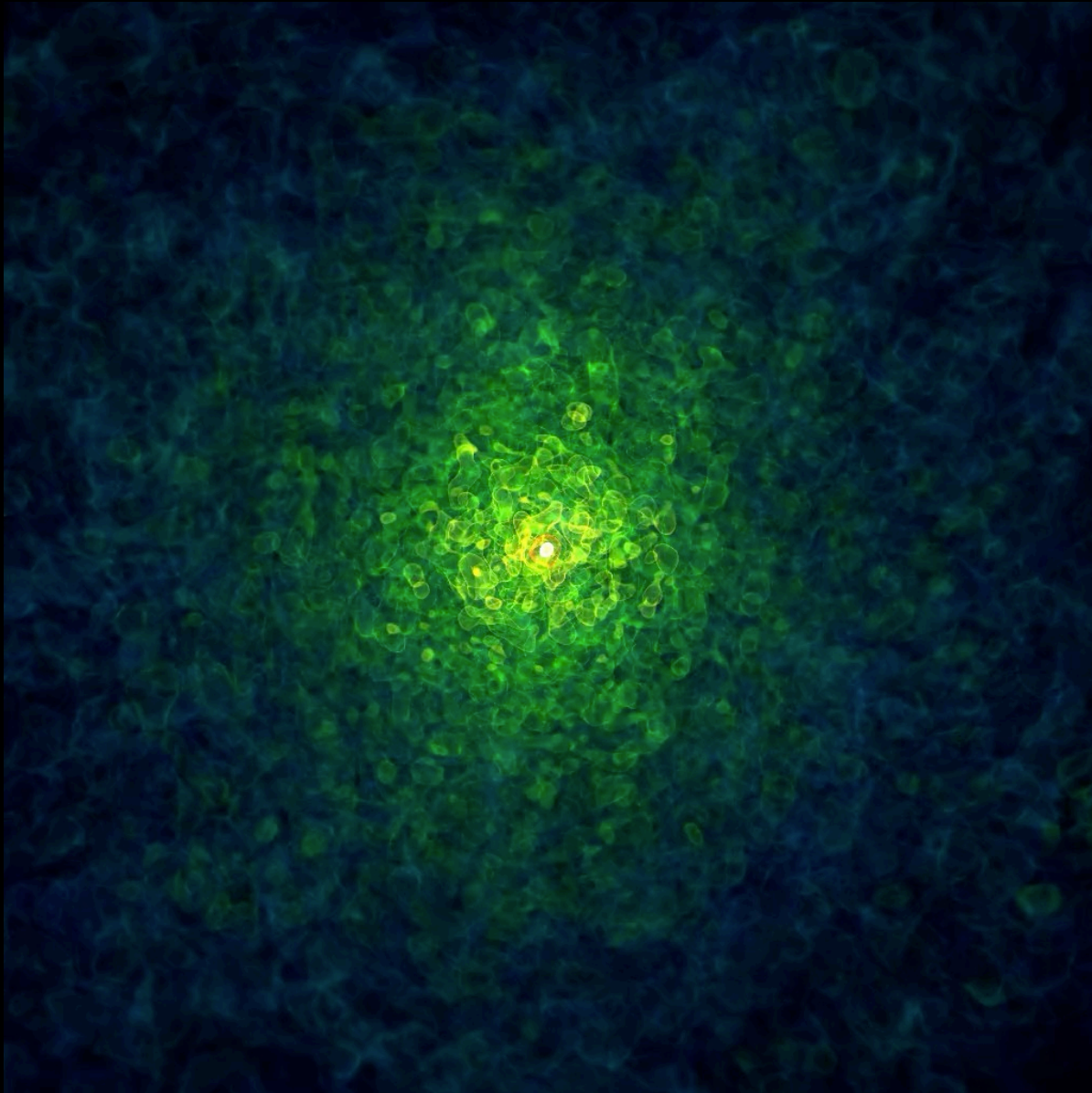
- Large-scale structures are indistinguishable

Interference Patterns (Small Scales)

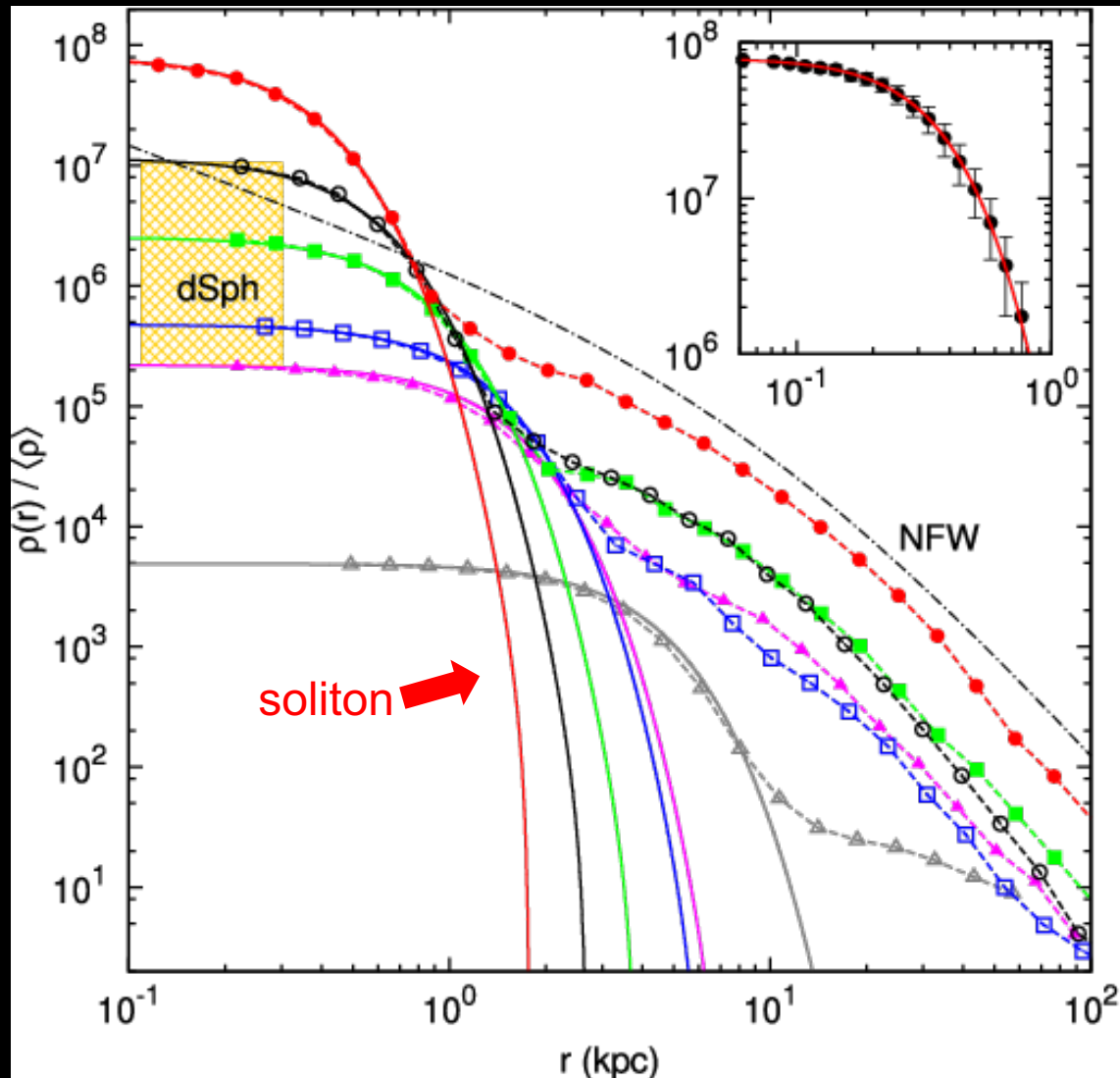


- Interference is everywhere: filaments, density granules, and central cores ↔ CDM predicts cuspy profiles

Soliton-Halo Pair



Soliton-Halo Pair

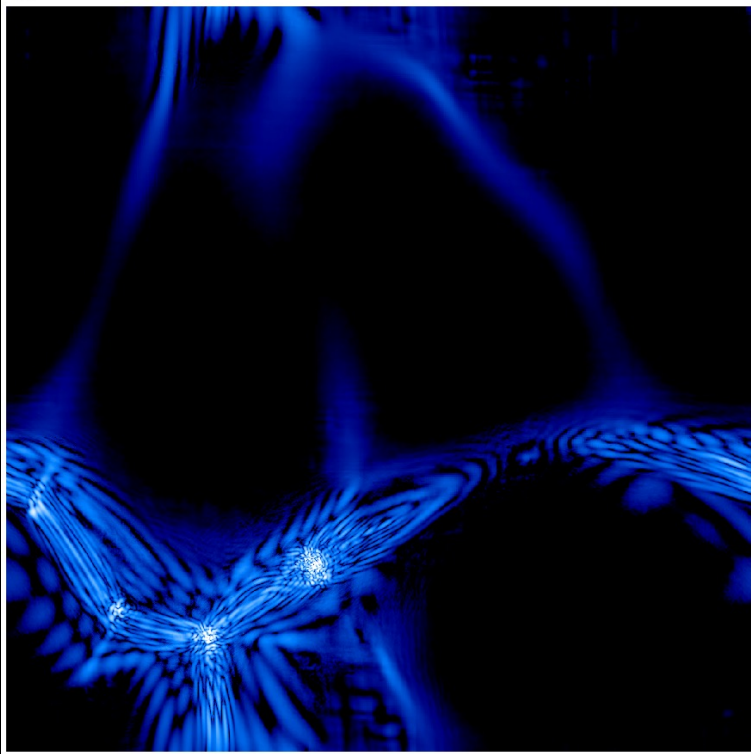


Outline

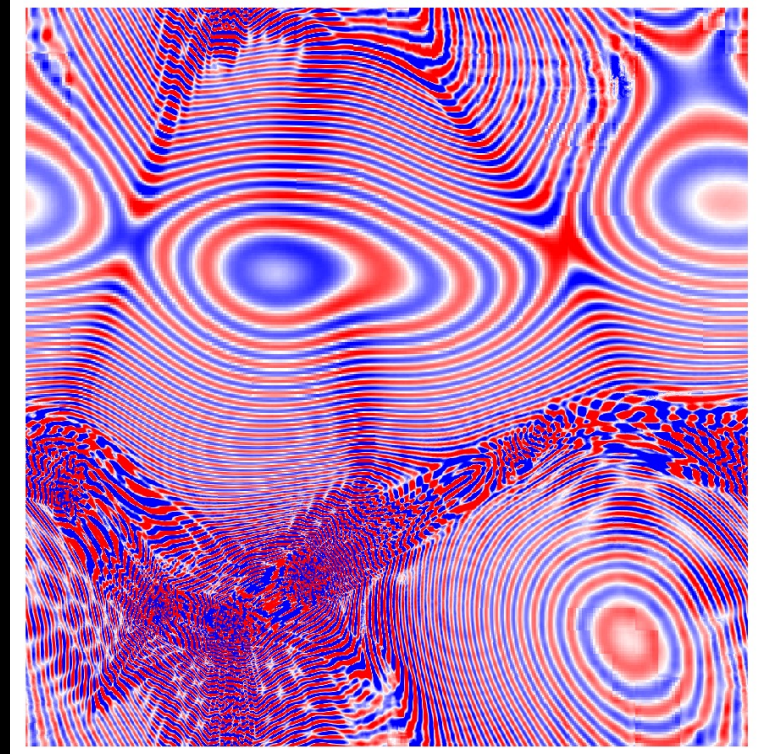
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Simulation Challenges

Density



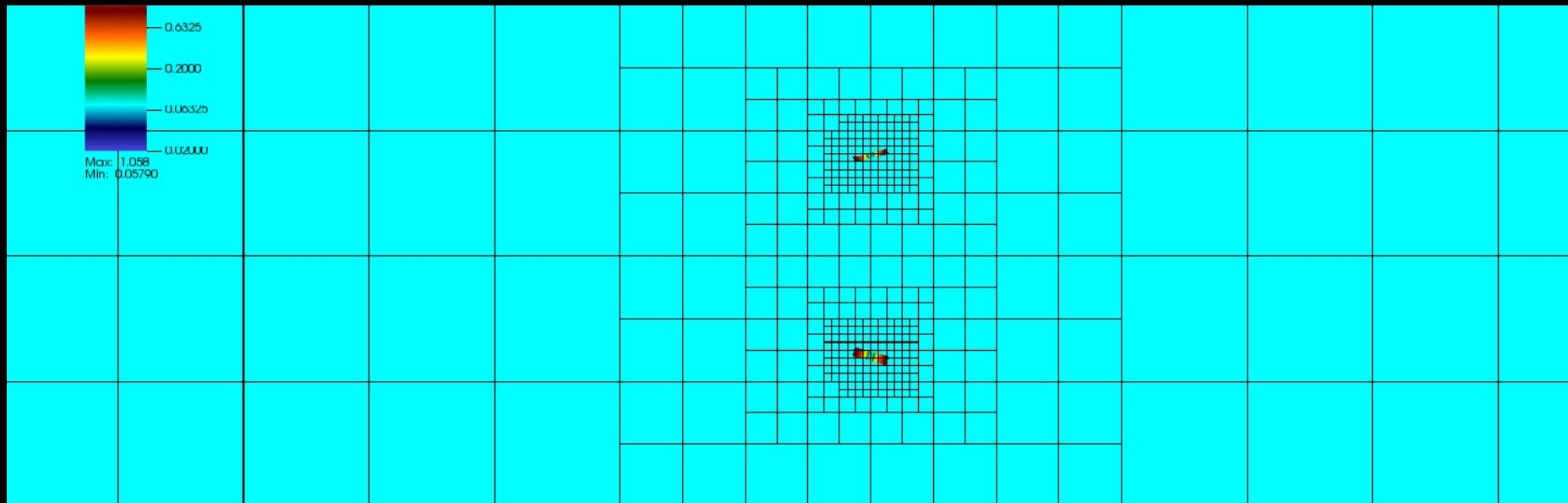
Wave function



- Ultra-high resolution is required
- **GAMER** : *GPU-accelerated Adaptive MESH Refinement Code*

Adaptive Mesh Refinement (AMR)

- Astrophysical simulations require a large dynamic range
 - ◆ $10^4 - 10^9$ spatial scales
 - ◆ Uniform-resolution simulations become impractical
- **AMR: allow resolution to adjust locally and automatically**
 - ◆ Problem-specific refinement criteria



Colliding active galactic nucleus jets using the GAMER code (Molnar, Schive, et al. 2017, ApJ)

GAMER → GPU-accelerated AMR

- Physics modules

- ◆ FDM
- ◆ (SR-)Hydrodynamics
- ◆ Magnetohydrodynamics
- ◆ General equation of state
- ◆ Self-gravity
- ◆ Particles
- ◆ Star formation
- ◆ Chemistry
- ◆ Radiative cooling/heating

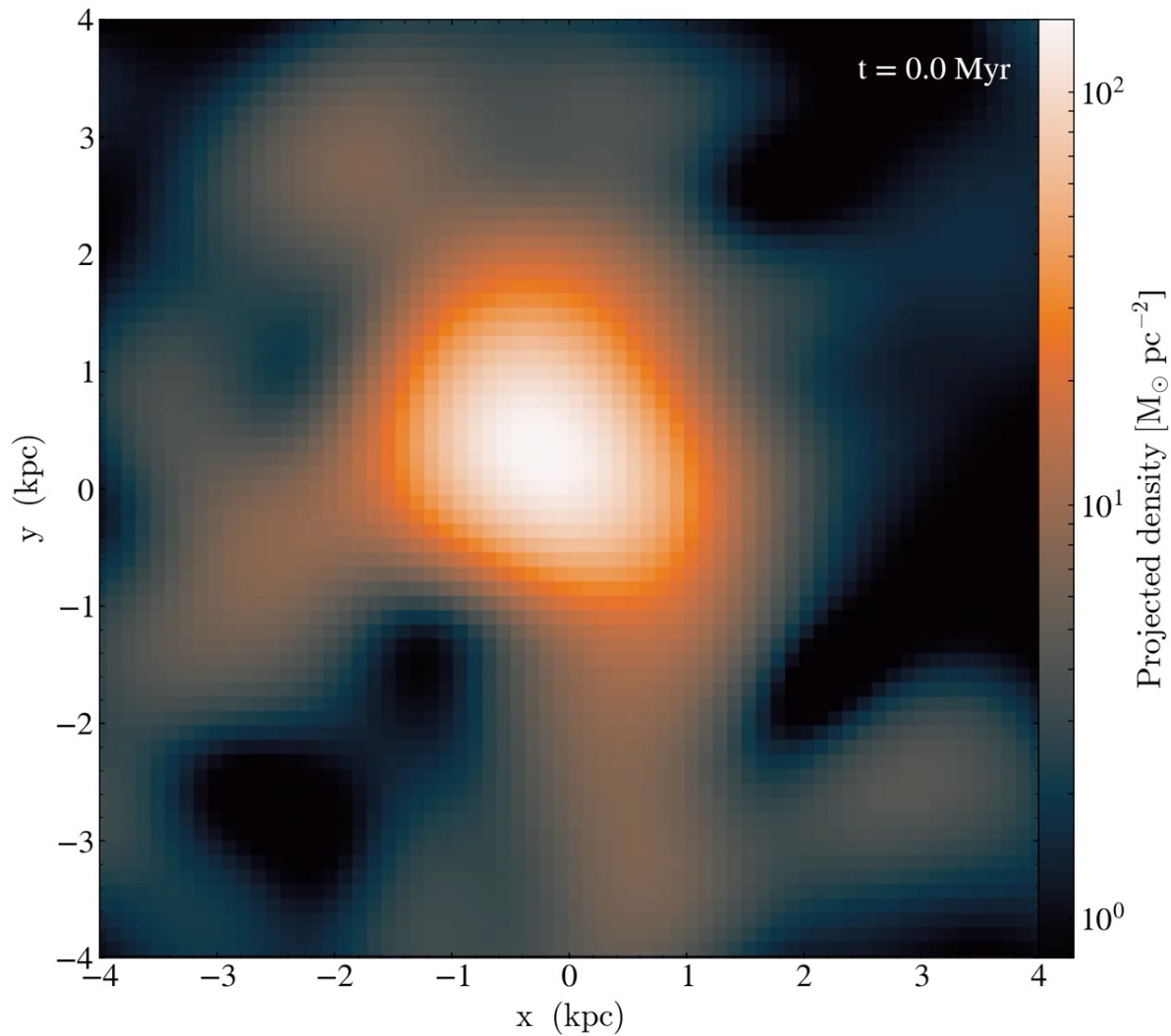
- Features

- ◆ AMR (no external library)
- ◆ Adaptive time-step
- ◆ Hybrid MPI/OpenMP/GPU
- ◆ Load balance by Hilbert curve
- ◆ Data analysis with *yt*
- ◆ Bitwise reproducibility
- ◆ Open source
 - github.com/gamer-project/gamer
 - **FDM module will be released soon**
- ◆ Designed from scratch
 - 177,488 code lines as of Mar. 2018

Outline

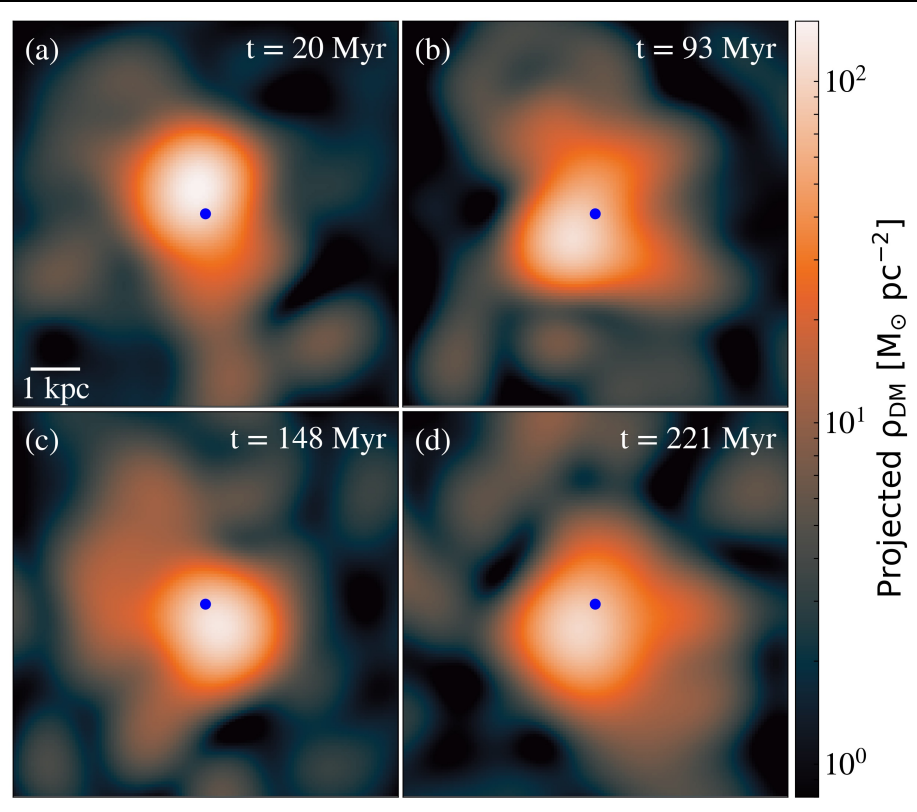
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Soliton Random Walk

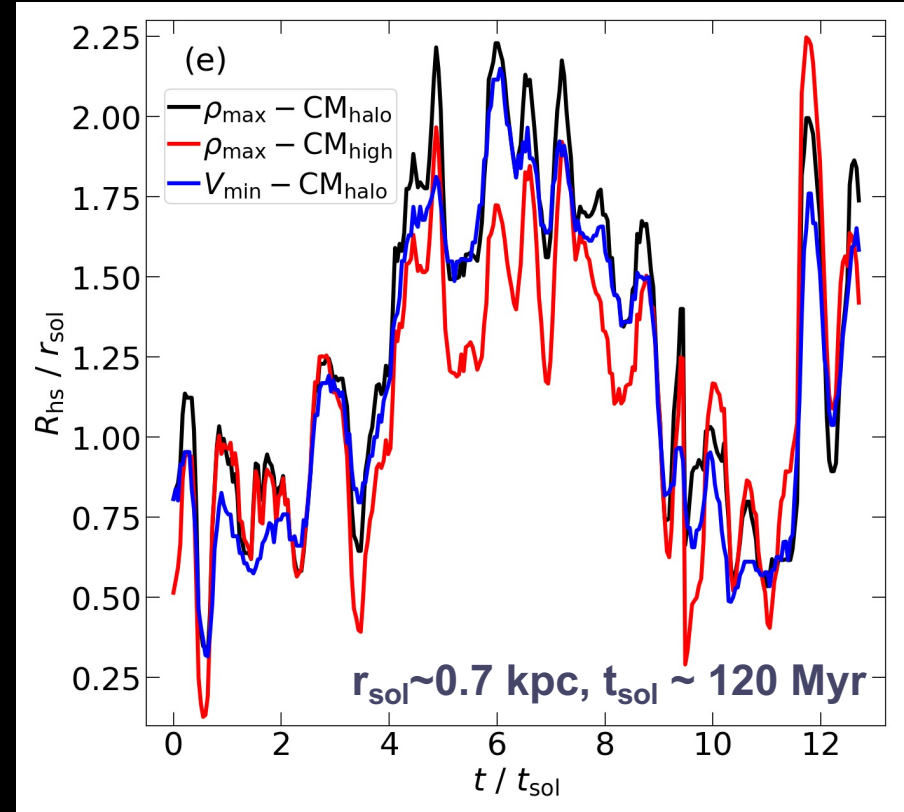


Soliton Random Walk

Projected dark matter density



Offset between soliton and halo



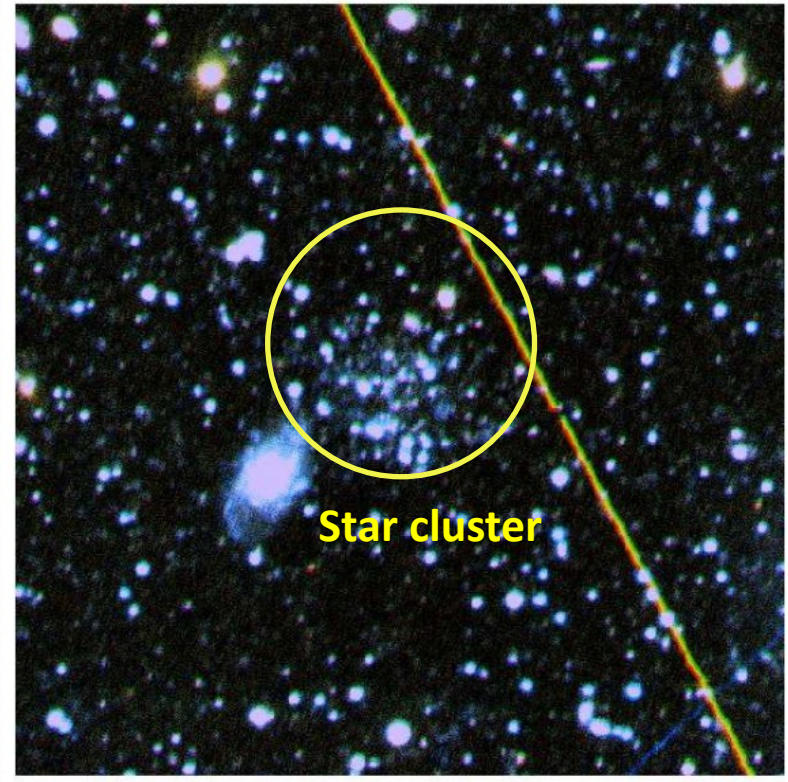
- **Feature:** confined random walk at the base of the halo potential
- **Characteristic scales:** close to the length and time scales of soliton itself
- **Numerical robustness:** results are insensitive to the definitions of centers

Central Star Cluster in Eridanus II

Entire galaxy



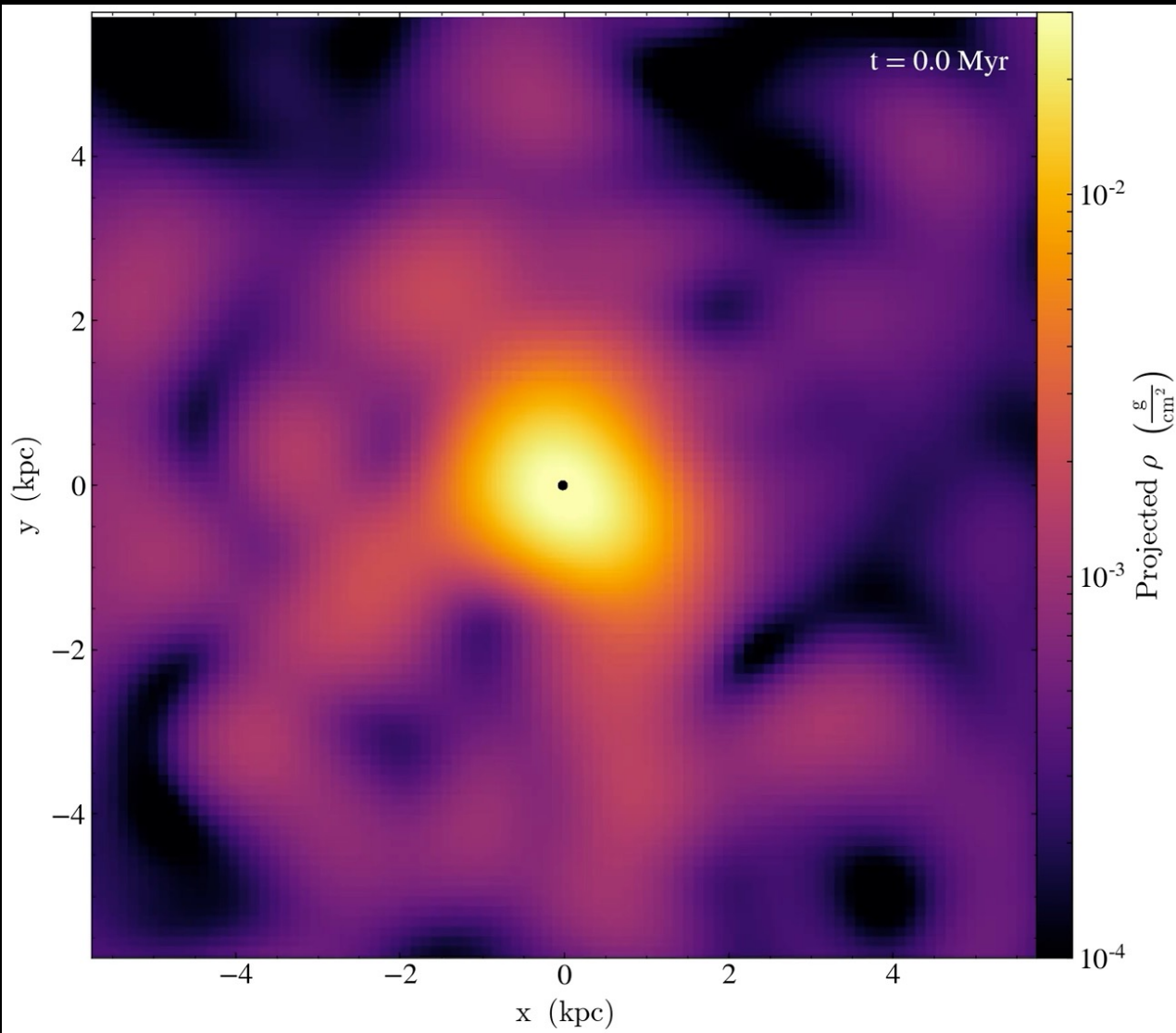
Zoom-in



Crnojevic et al. (2016)

- Key questions:
 - Can this star cluster survive in an FDM halo?
 - How does soliton random walk affect its survival?

Tidal Disruption of Star Cluster



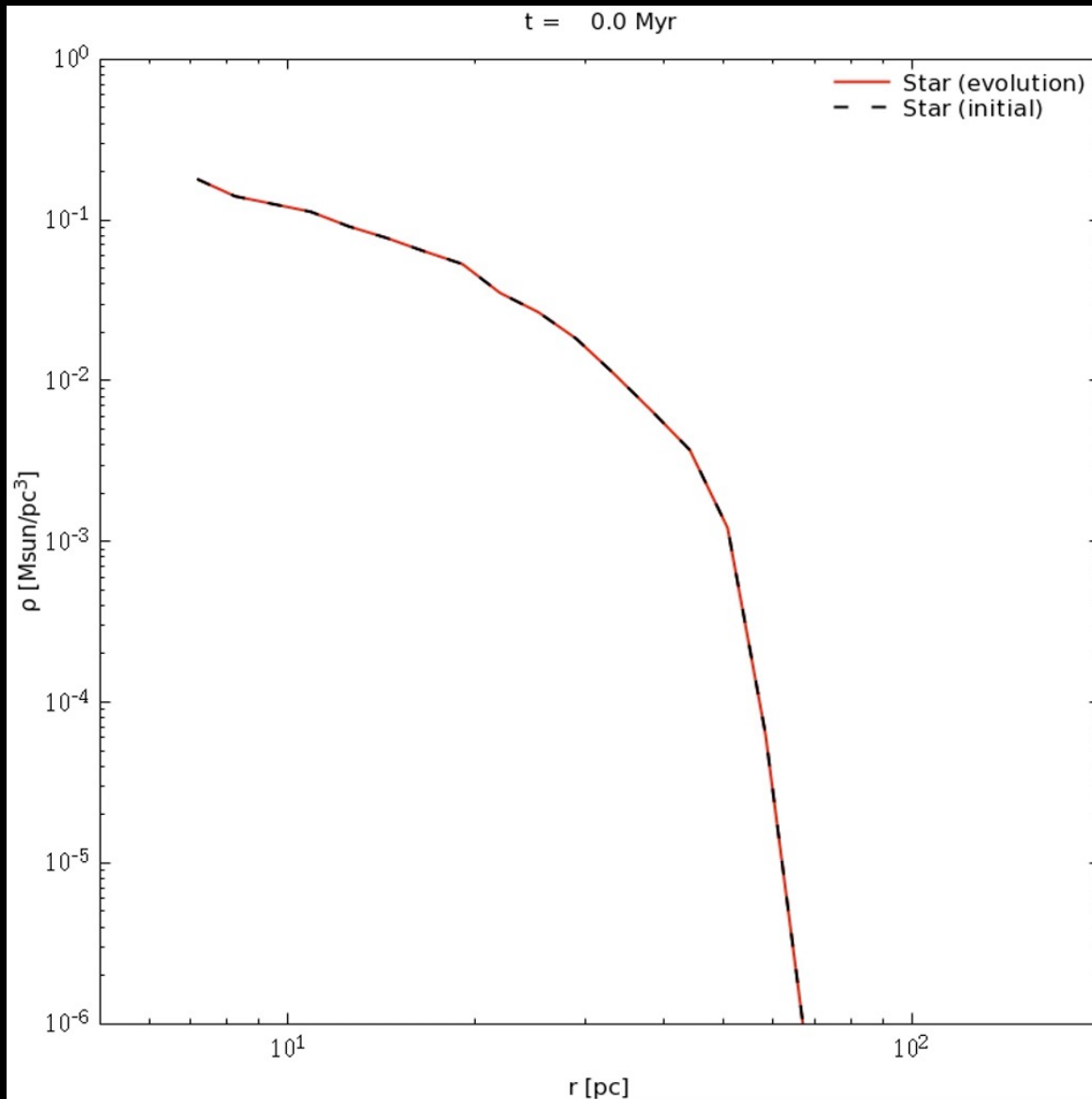
Star cluster traces soliton

Clear separation between star cluster and soliton caused by soliton random walk

Maximum separation $\sim r_{\text{sol}}$

Star cluster is **disrupted** by the tidal field of soliton within 1 Gyr

Tidal Disruption of Star Cluster



Star cluster traces soliton

Clear separation between
star cluster and soliton
caused by soliton random
walk

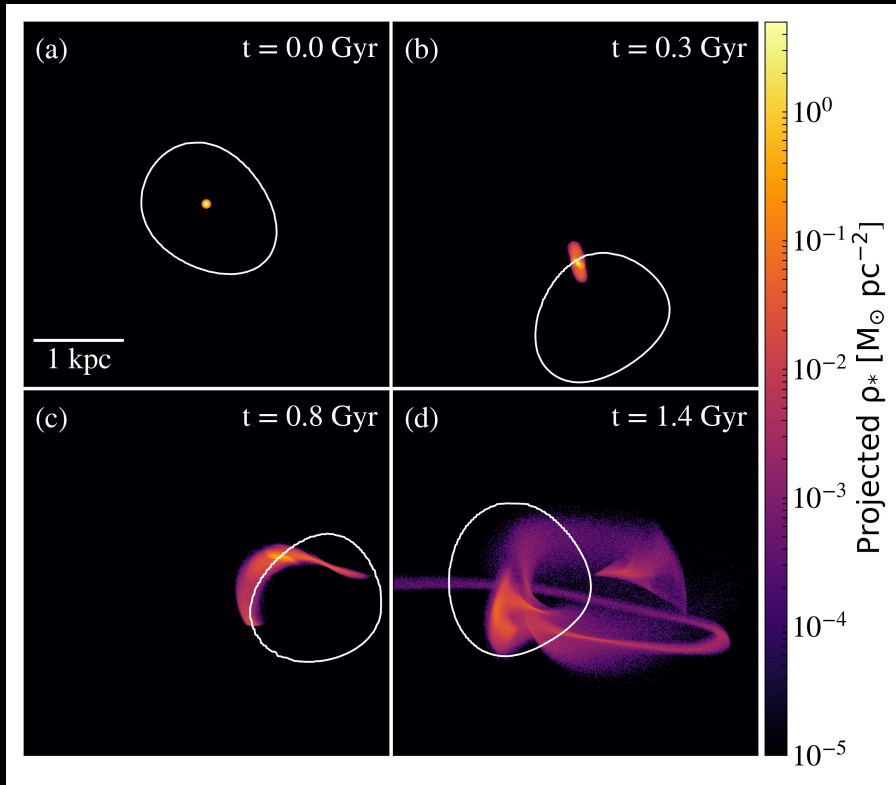
Maximum separation $\sim r_{\text{sol}}$

Star cluster is disrupted by
the tidal field of soliton
within 1 Gyr

Tidal Disruption of Star Cluster

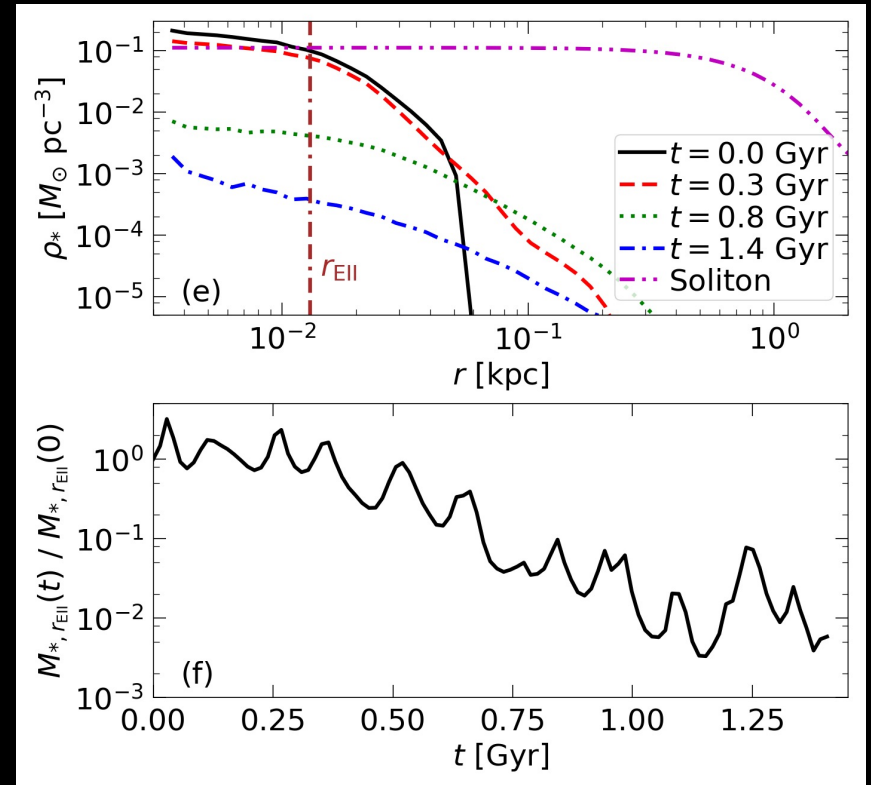
COLOR: Projected stellar mass density

CONTOUR: Soliton



UPPER: Stellar density profiles

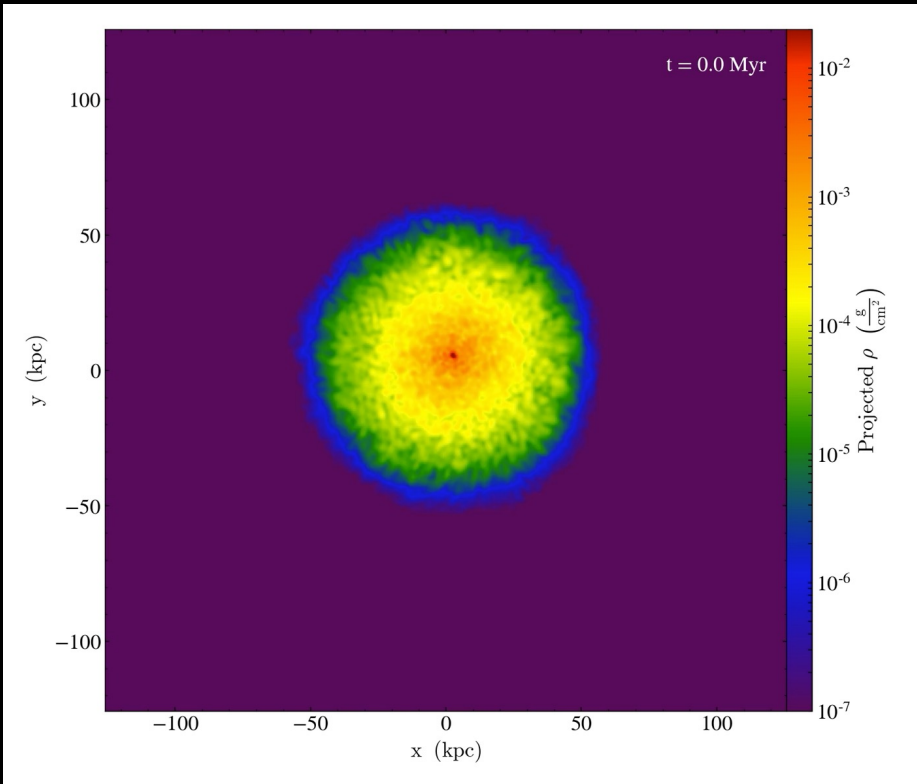
LOWER: Enclosed stellar mass fraction



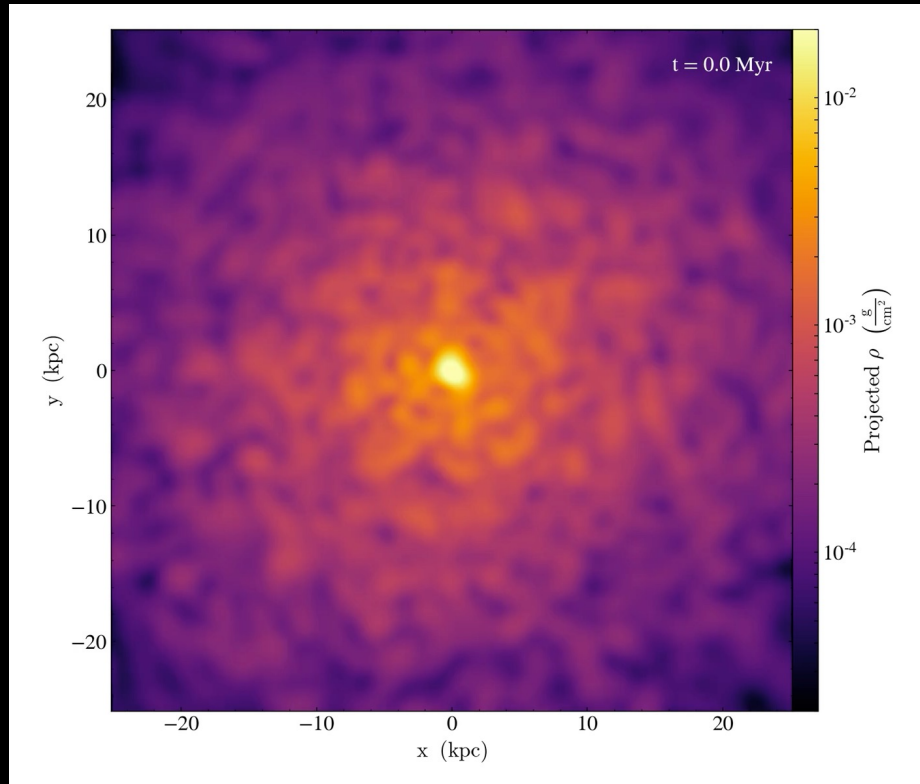
- Flat core \rightarrow Tidal stripping is most effective at the soliton edge ($F_{\text{tidal}} \sim F_*$)
- **Star cluster loses $\sim 99\%$ of mass after ~ 1 Gyr** \rightarrow Shorter than the estimated minimum age of the star cluster (3 Gyr) \rightarrow **Crisis for FDM !?**

Tidal Stripping of Eri II's Halo

Entire halo



Zoom-in



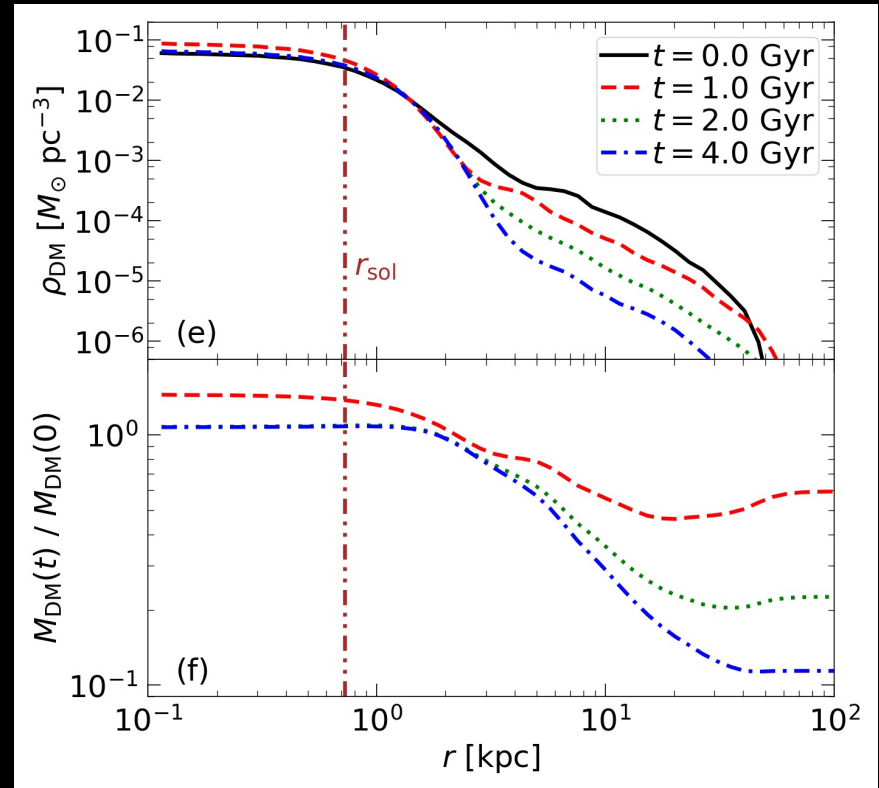
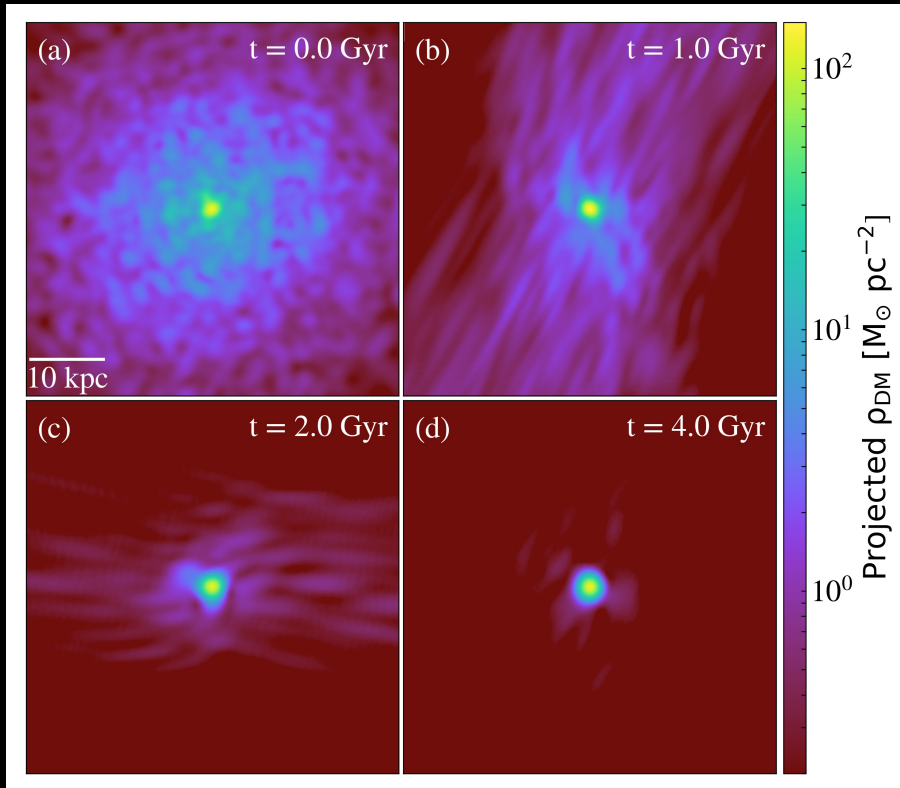
- **Question:** whether the Milky Way tides can affect the soliton random motion?
- **Simulation setup:**
 - Adding a Milky Way tidal field
 - Circular orbit of radius 100 kpc for Eri II
 - Simulation coordinates move together with Eri II (so Milky Way is orbiting)

Tidal Stripping of Eri II's Halo

UPPER: DM density profiles

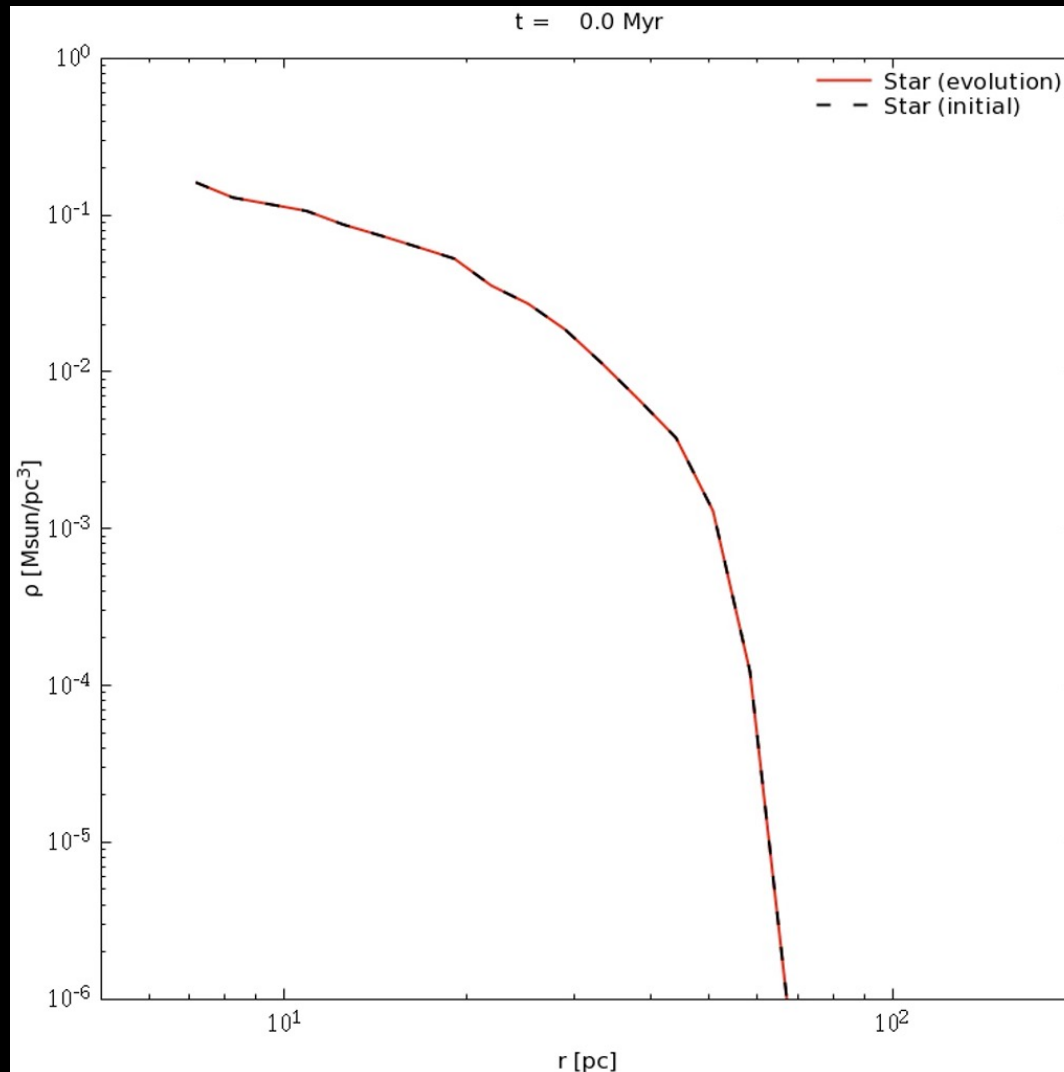
LOWER: Enclosed DM mass fraction

Projected dark matter (DM) density



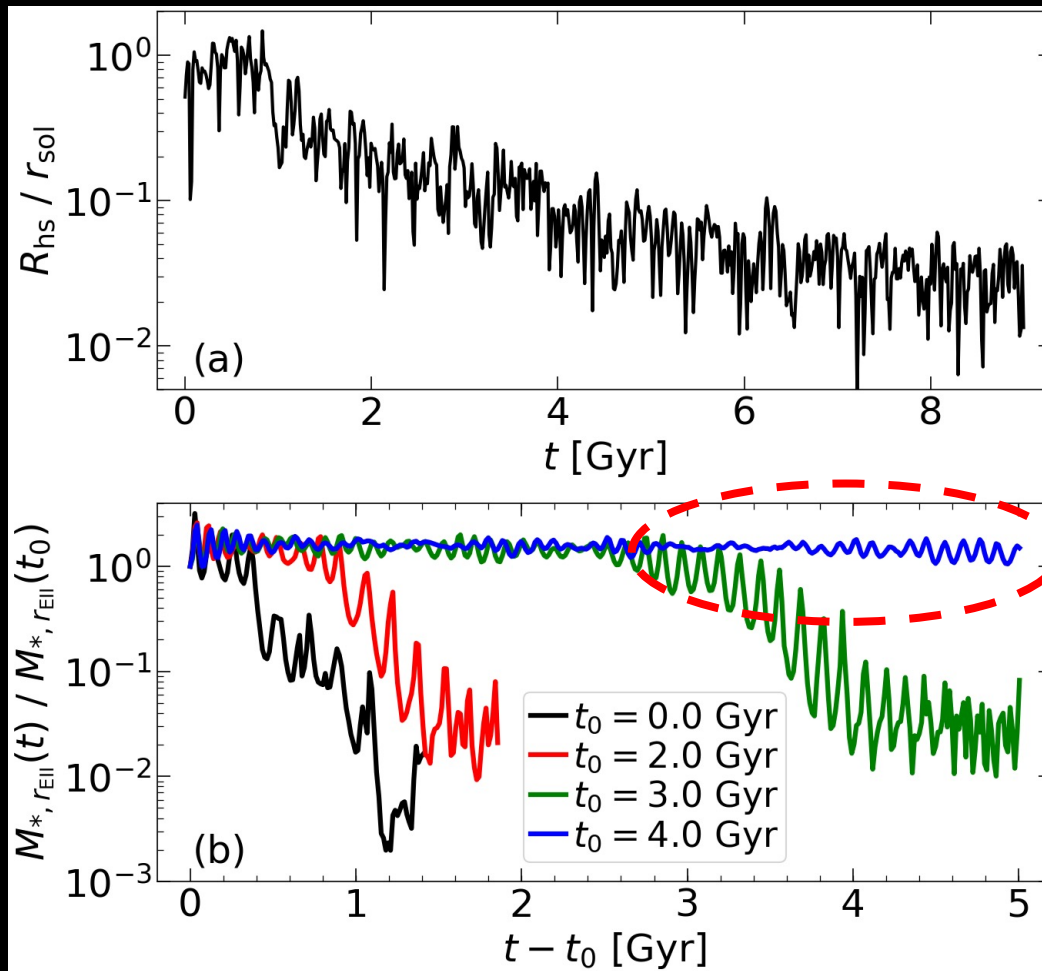
- Soliton remains intact ($\gtrsim 9$ Gyr)
- FDM halo ($r \gtrsim 3 r_{\text{sol}}$) is tidally stripped after a few Gyr
- **Without the interplay between halo and soliton:**
 - Soliton random motion is significantly diminished
 - Star cluster and soliton can coexist!

Star Cluster in a Tidally Stripped Halo



- Star cluster **can survive** longer than 5 Gyr in a tidally stripped FDM halo

Star Cluster in a Tidally Stripped Halo



Soliton random motion becomes smaller over time as the halo being tidally stripped

The later the star cluster is added, the more stable it is

For $t_0 = 4$ Gyr, the star cluster can remain intact for more than 5 Gyr

Avoid the aforementioned FDM crisis!

- **UPPER:** Offset between soliton and halo
- **LOWER:** Enclosed stellar mass fraction (adding a star cluster at four different time t_0)

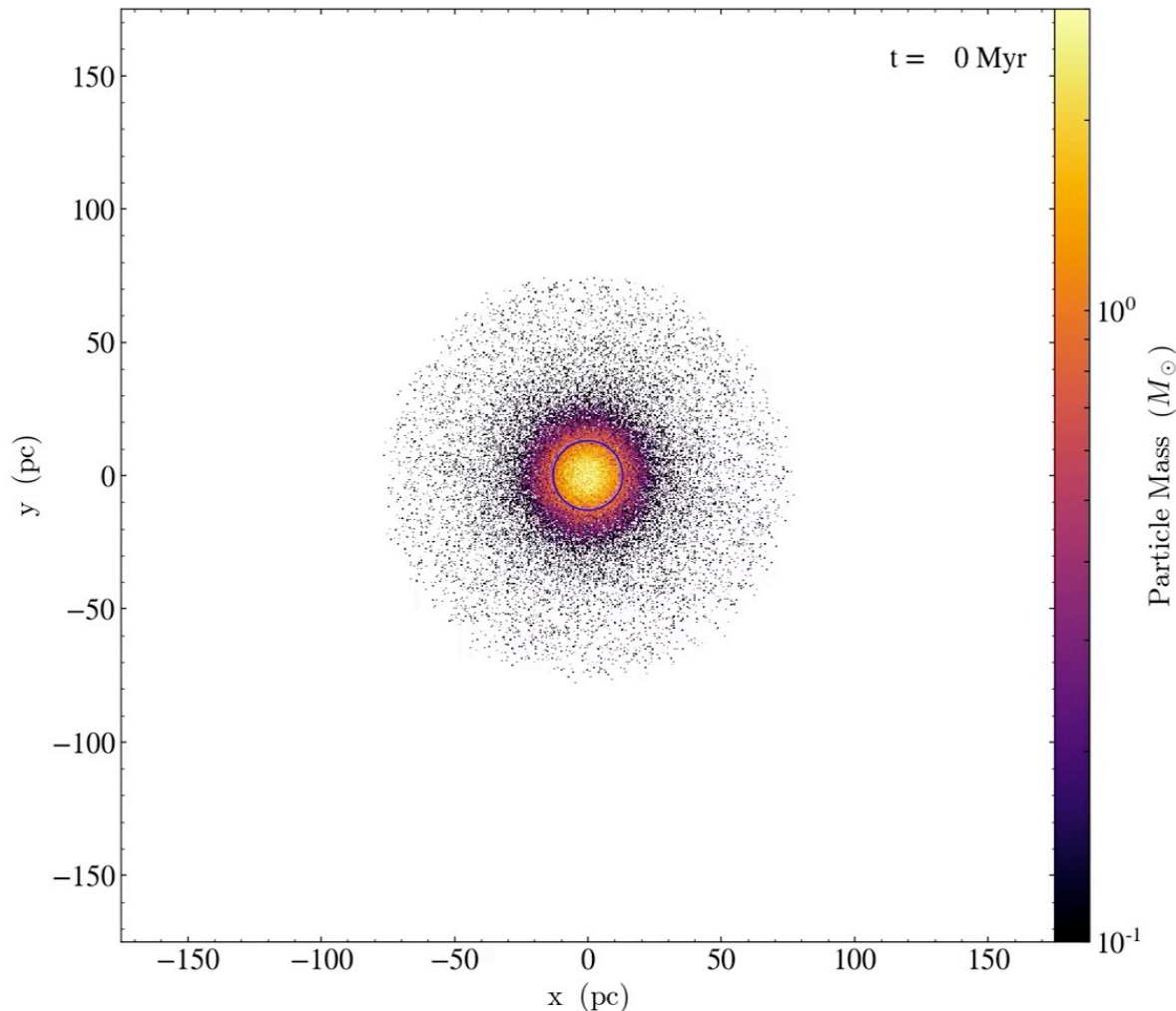
Open Questions

- **More accurate orbital parameters of Eridanus II**
 - ◆ Is it on its second or third orbit around the Milky Way?
- **How does soliton random walk depend on other parameters?**
 - ◆ FDM particle mass
 - ◆ Halo mass
 - ◆ Baryonic components
- **How does it affect the observational predictions of FDM?**
 - ◆ Dynamical friction and core stalling in dwarf galaxies
 - ◆ Galactic rotation curve
 - ◆ Excess mass in the Milky Way center (e.g., central molecular zone)
 - ◆ Black hole formation and evolution

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Gravitational Heating by an Oscillating External Field



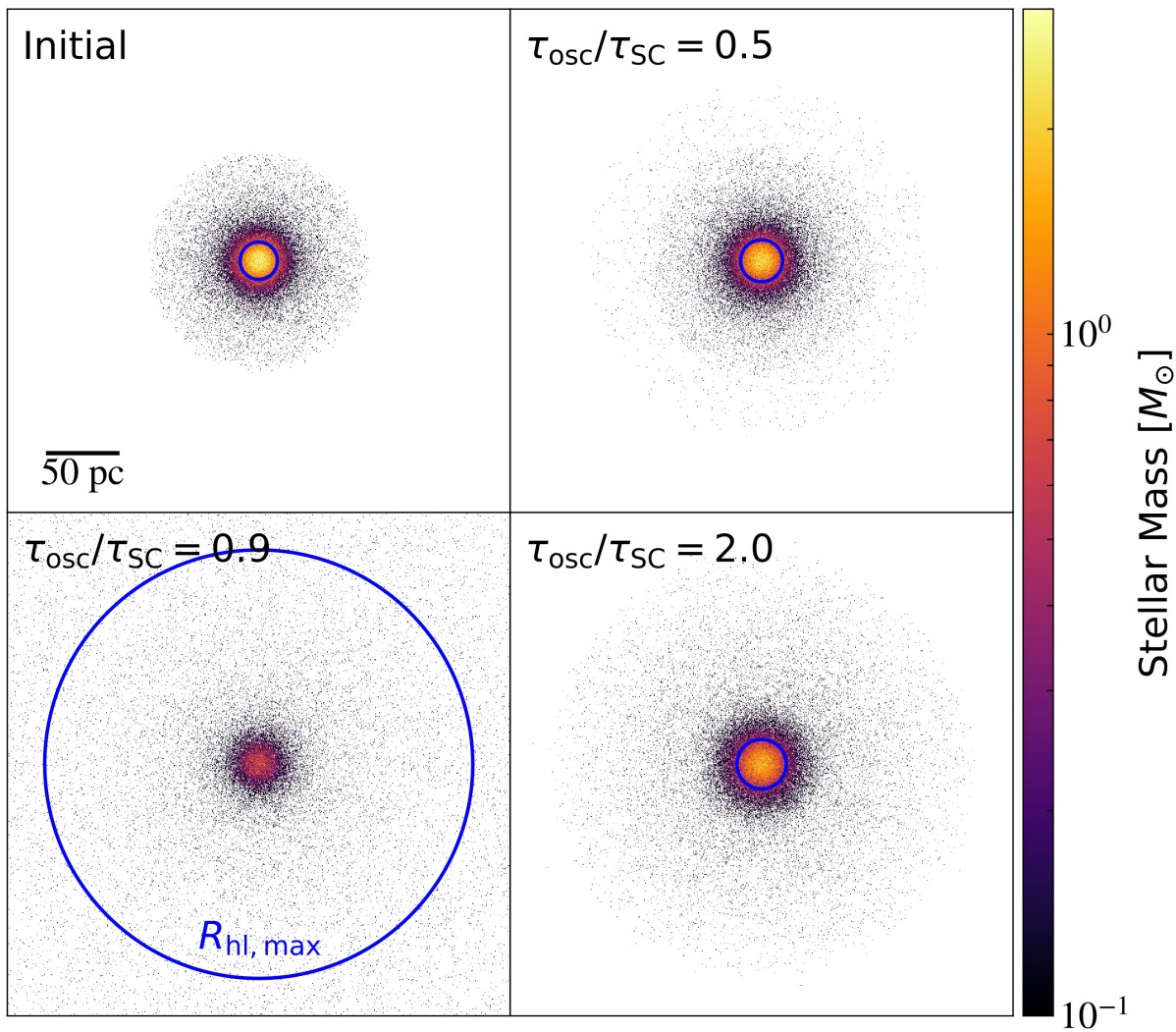
External field oscillation
period: τ_{osc}

Star cluster characteristic
timescale: τ_{SC}

$\tau_{osc} \approx \tau_{SC}$ in this example

Efficient heating due to
resonance

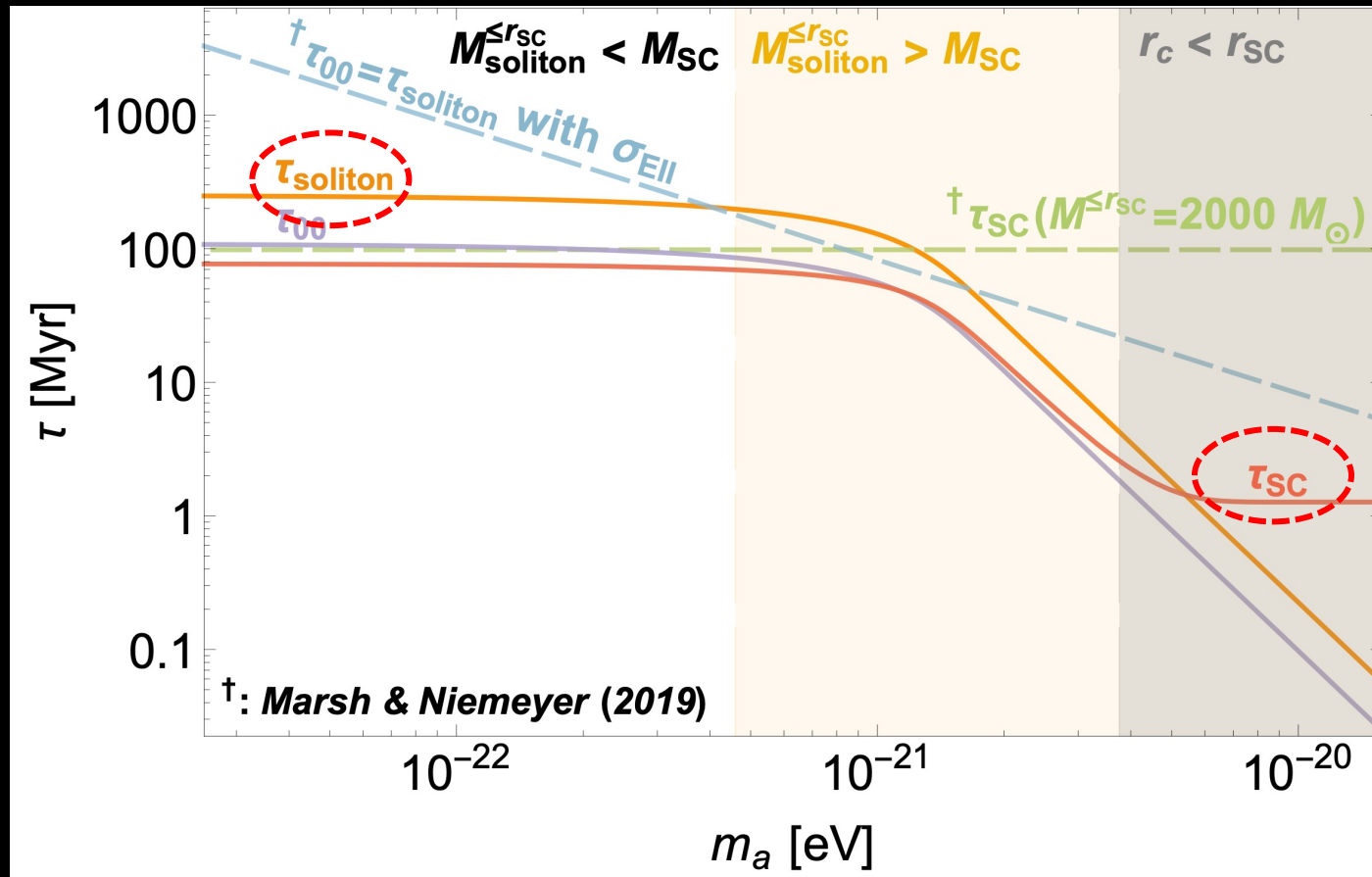
Gravitational Heating by an Oscillating External Field



Heating is efficient only when $\tau_{\text{osc}} \approx \tau_{\text{SC}}$

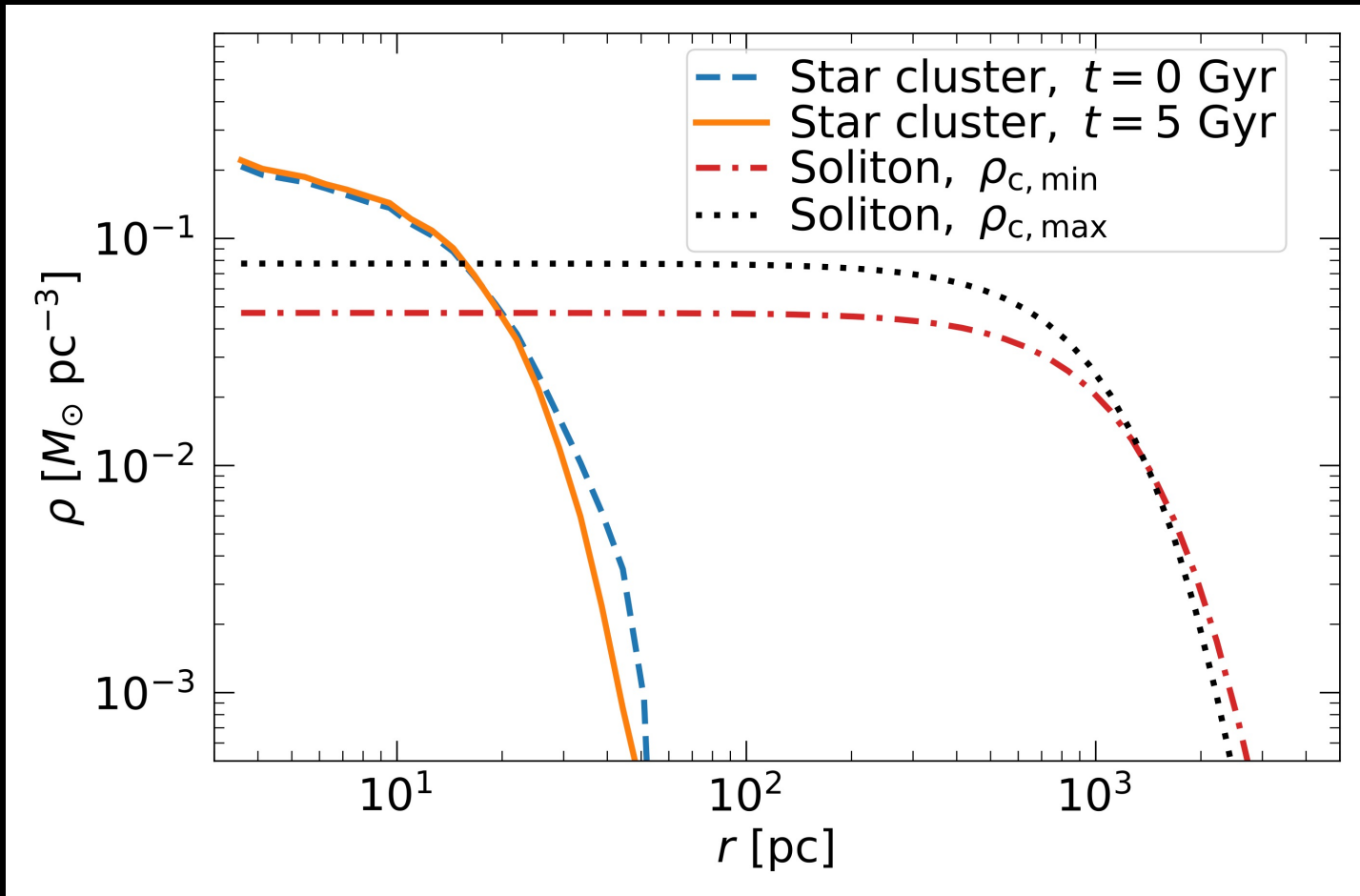
What is the oscillation period of a real soliton?

How about Soliton Oscillations?



$$\tau_{\text{soliton}} \approx 2 - 3 \tau_{\text{sc}} \text{ for } m \leq 3 \times 10^{-21} \text{ eV}$$

How about Soliton Oscillations?



Gravitational heating from soliton oscillations is very **inefficient (adiabatic)**!

Summary

- **FDM Simulations are challenging**
- **Soliton random walk**
 - ◆ Caused by soliton-halo interaction
 - ◆ Characteristic length and time scales close to the soliton itself
- **FDM crisis?**
 - ◆ Soliton random walk can displace the central star cluster in Eri II slightly outside the soliton
 - Lead to efficient tidal disruption of the star cluster
- **Possible solution**
 - ◆ Milky Way tides can disrupt the halo of Eri II (but soliton remains intact)
 - ◆ Without the interplay between soliton and halo, the soliton random motion is significantly diminished
 - Star cluster and soliton can coexist
- **Soliton oscillations cannot heat star clusters in dwarfs efficiently**