

**Solución numérica de la
ecuación de Boltzmann para
materia oscura**

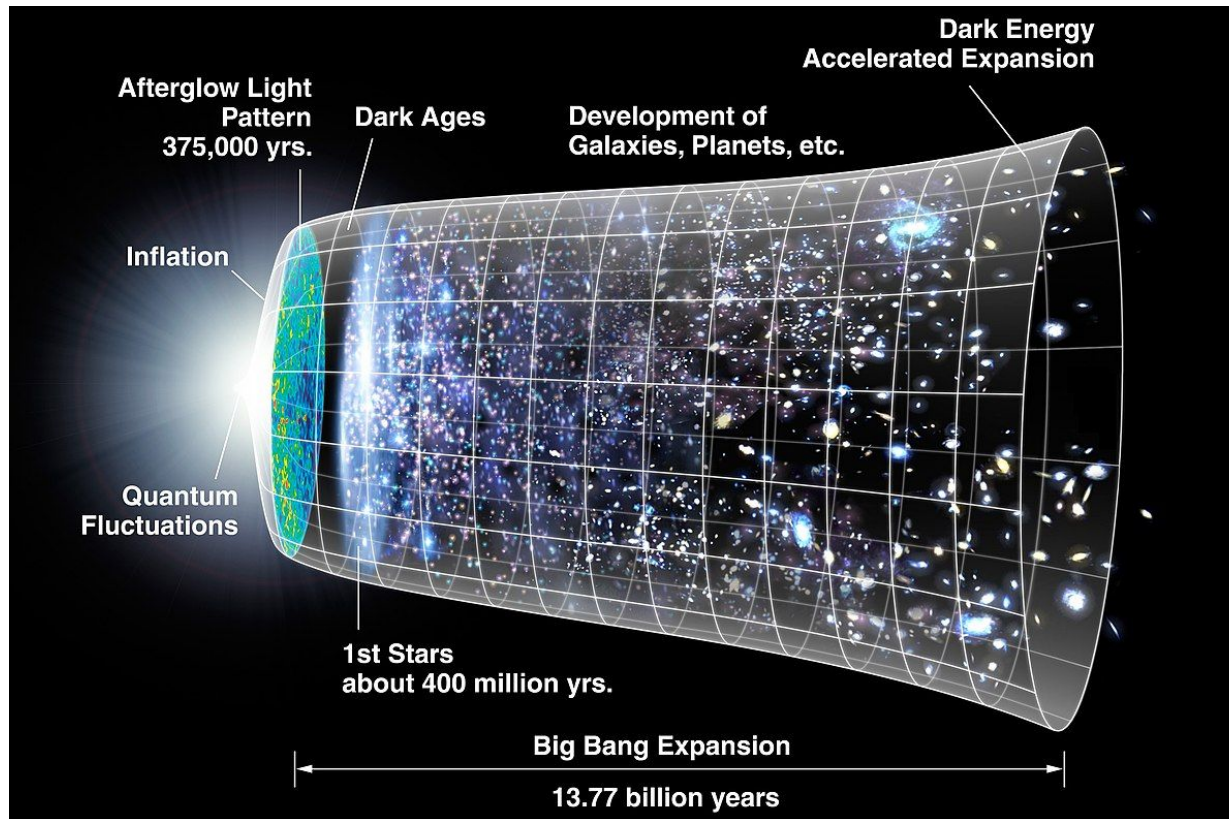
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Andrés Felipe Riaño Quintanilla
Santiago Julio Dávila

Problema original

Producción de materia oscura (DM) en el universo temprano

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$$\mathcal{L}\{f\} = \mathcal{C}\{f\}$$

$$\frac{dn}{dt} + 3Hn = -\langle\sigma v\rangle(n^2 - n_{eq}^2)$$

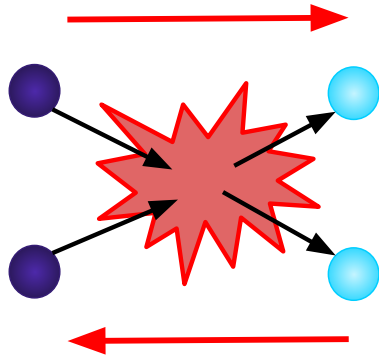
$$\frac{dY}{dx} = -\frac{\langle\sigma v\rangle s}{Hx}(Y^2 - Y_{eq}^2)$$



Física de la producción de DM

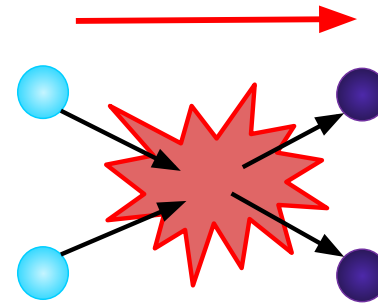
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WIMPs



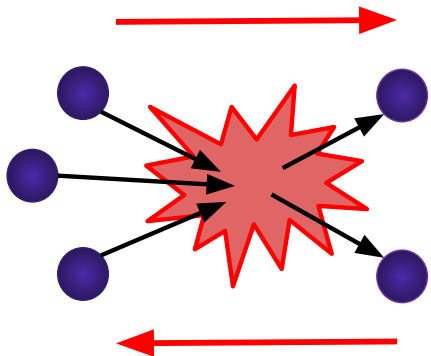
$$\frac{dY}{dx} = -\frac{\langle\sigma v\rangle s}{Hx}(Y^2 - Y_{eq}^2)$$

FIMPs



$$\frac{dY}{dx} = \frac{\langle\sigma v\rangle s}{Hx} Y_{eq}^2$$

SIMPs



$$\frac{dY}{dx} = -\frac{\langle\sigma v^2\rangle s^2}{Hx}(Y^3 - Y^2 Y_{eq})$$

$$s = \frac{2\pi^2}{45} h_{eff}(T) T^3$$

$$\rho = \frac{\pi^2}{30} g_{eff}(T) T^4$$

$$H(T) = \sqrt{\frac{\rho}{3M_P^2}}$$

Estructura del proyecto

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```
#include <iostream>
#include <vector>
#include <fstream>
#include <string>
#include <cmath>
#include <functional>
#include <iomanip>
```

```
class Cosmology{
private:
    std::vector<long double> geffvec,heffvec,Tvec,dlngeffdlnTvec,dlnheffdlnTvec;
public:
    long double T;
    Cosmology(long double T);
    void readDegreesOfFreedom(const std::string& path);
    void calculate(const std::string& path);
    long double geff,heff;
    long double entropyDensity,energyDensity,hubbleRate;
};

class DarkMatterModel{
public:
    DarkMatterModel(std::string name,int DMini,int DMfin,int SMfin);
    std::string name;
    int DMini;
    int DMfin;
    int SMfin;
    void printProcess();
};
```



Estructura del proyecto

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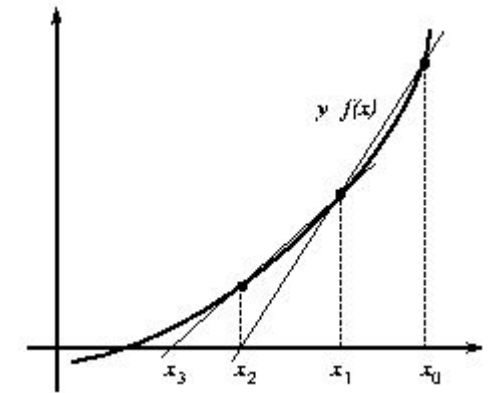
```
class BoltzmannEquation{
public:
    BoltzmannEquation(long double x,long double MS,int g,long double sigmav,DarkMatterModel model,const std::string& path);
    long double x;
    long double MS;
    int g;
    long double sigmav;
    std::string modelname;
    const std::string path;
    Cosmology C;
    int DMini, DMfin, SMfin;
    long double Yeq();
    long double dYdx(long double Y);
    void setX(long double new_x);
};
```



Estructura del proyecto

```
class Secante {  
public:  
    // Constructor  
    Secante(double tol, int maxIter);  
  
    // Método para encontrar la raíz  
    double encontrarRaiz(const std::function<double(double)>& f, double x0, double x1);  
  
private:  
    double tolerancia;  
    int maxIteraciones;  
};
```

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$$x_2 = x_0 - \frac{x_1 - x_0}{f(x_1) - f(x_0)} f(x_0)$$



Estructura del proyecto

```
class BEqSolver{
public:
    BEqSolver(long double xi0,long double xif,int nxi,long double Y0,BoltzmannEquation BEQ);
    long double x0;
    int nxi;
    long double Y0;
    BoltzmannEquation BEQ;
    long double Omegah2,delta;
    std::vector<long double> xis,xs,Ys;
    void solve();
};

class FieldWriter {
public:
    FieldWriter();
    std::ofstream solution, params;
    void write(BEqSolver sol);
};
```

Backward Differentiation Formula (BDF-2)

$$\frac{dY}{dx} = F(x, Y)$$

$$\left(\frac{dY}{dx}\right)_{n+1} \simeq \alpha_1 Y_{n+1} + \alpha_0 Y_n + \alpha_{-1} Y_{n-1}$$

$$\Rightarrow \alpha_1 Y_{n+1} + \alpha_0 Y_n + \alpha_{-1} Y_{n-1} = F(x_{n+1}, Y_{n+1})$$

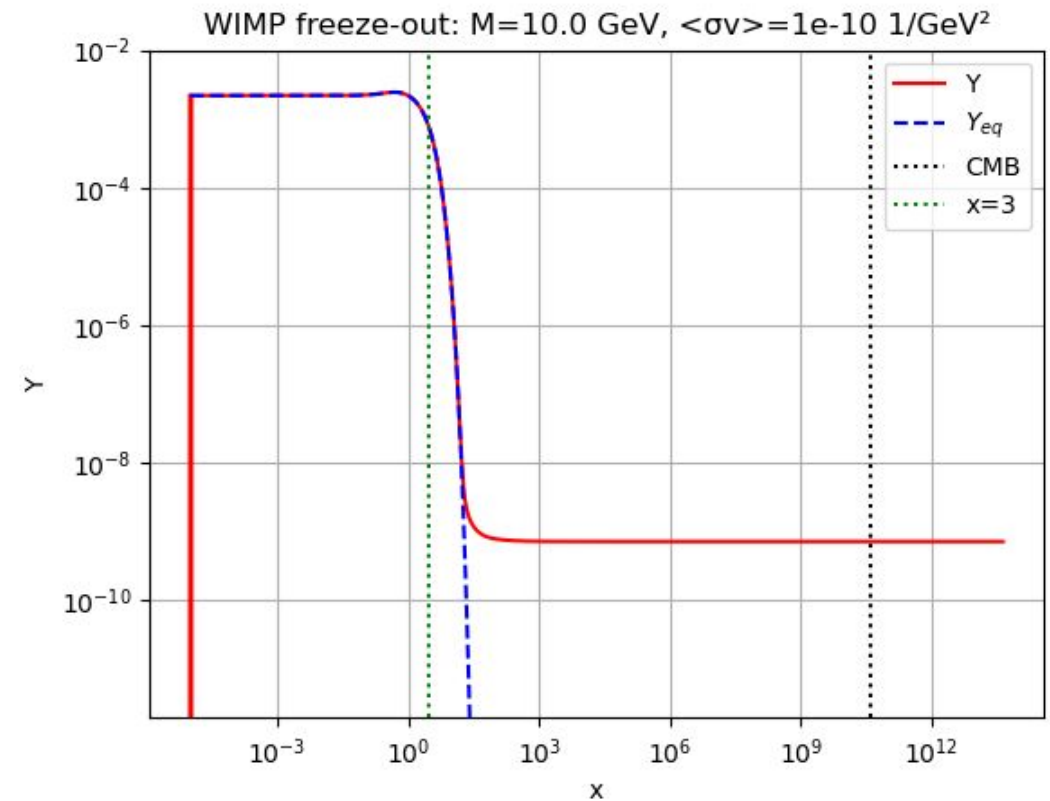
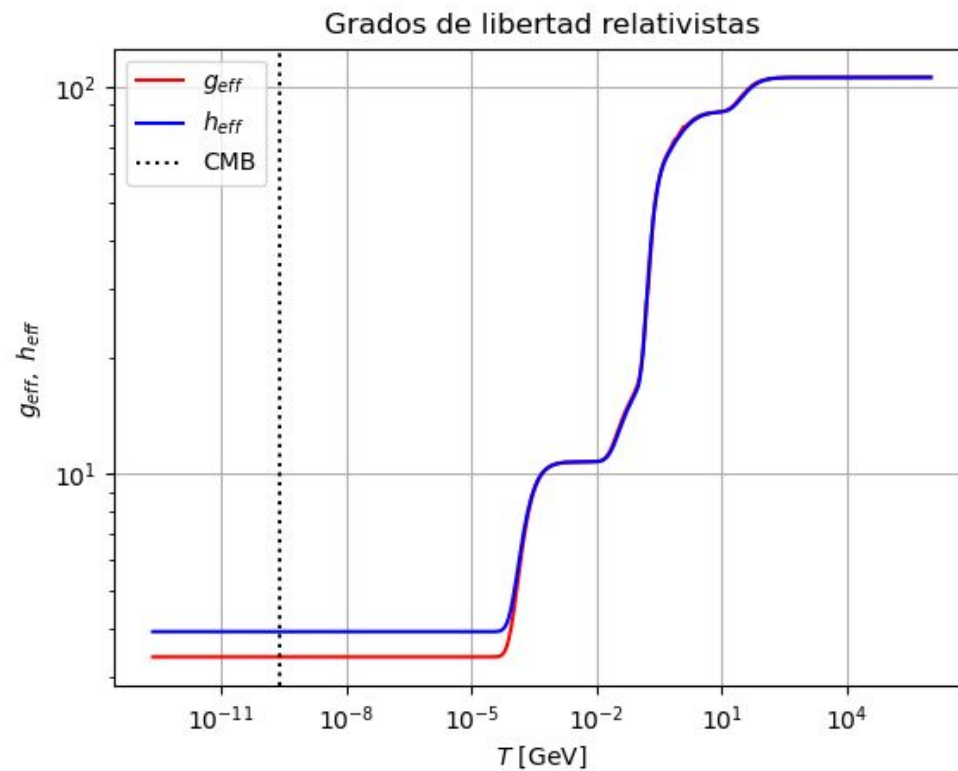
$$\alpha_1 = \frac{1}{\Delta x_n} \left(1 + \frac{\Delta x_n}{\Delta x_{n-1} + \Delta x_n} \right)$$

$$\alpha_{-1} = \frac{1}{\Delta x_{n-1}} \left(\frac{\Delta x_n}{\Delta x_{n-1} + \Delta x_n} \right)$$

$$\alpha_0 = -\alpha_1 - \alpha_{-1}$$

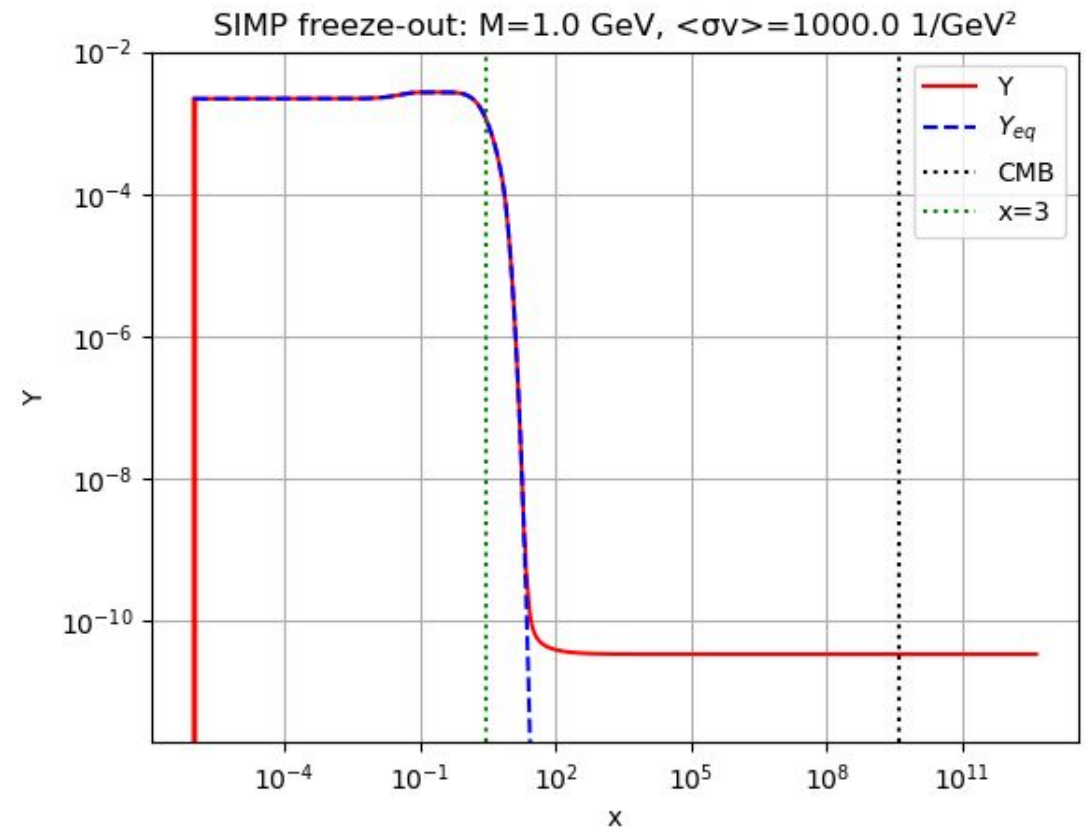
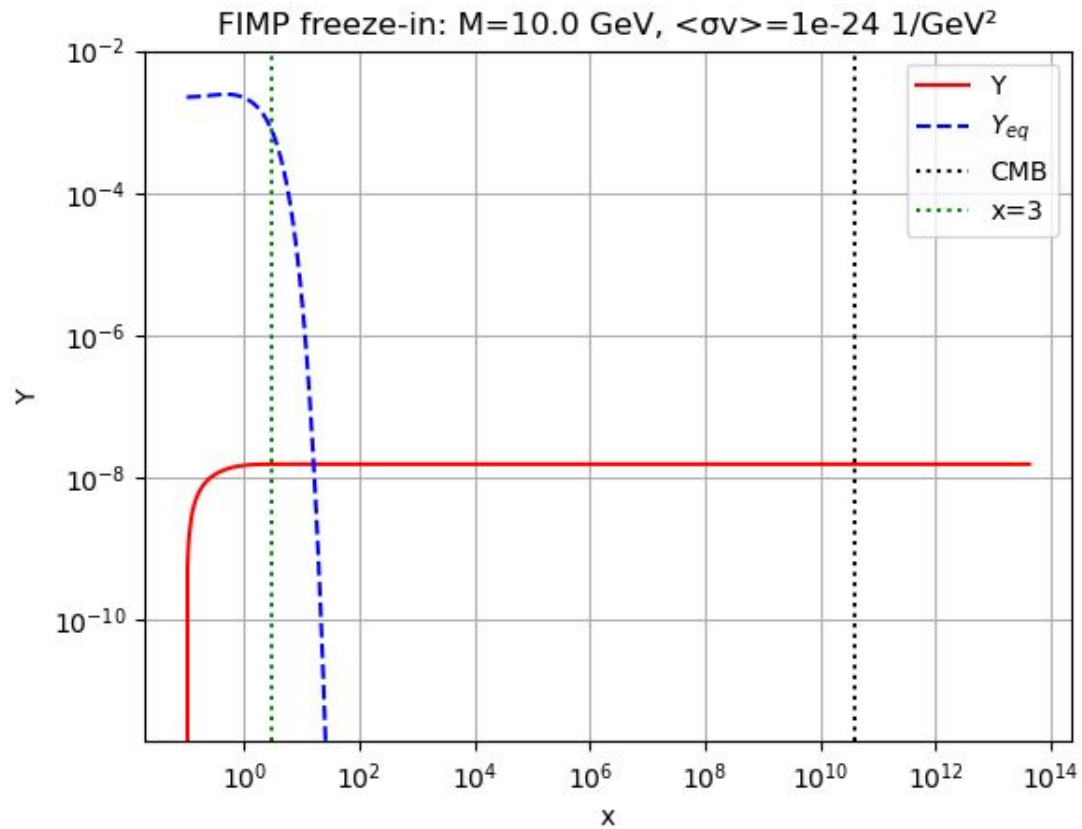


Resultados



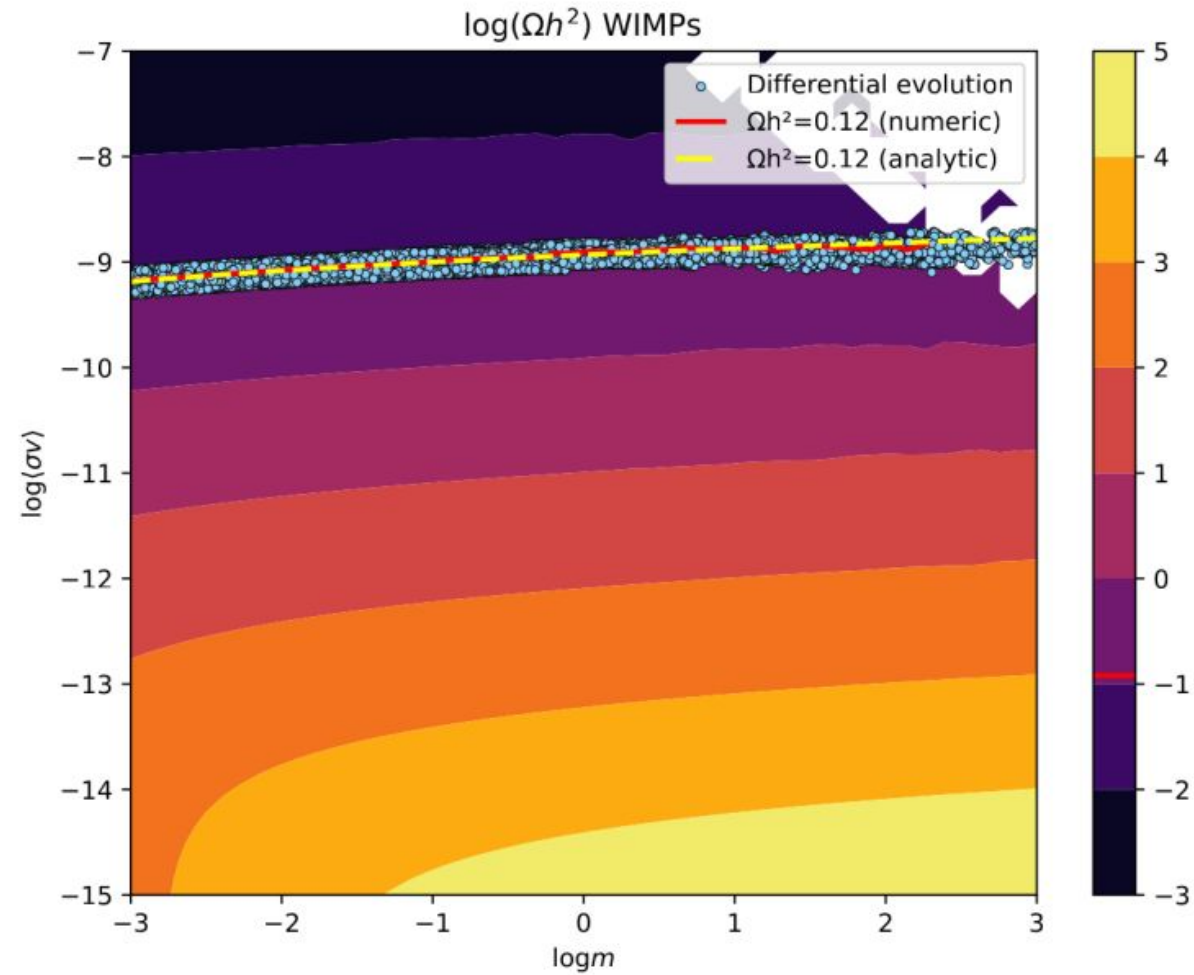
Resultados

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Perspectivas

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