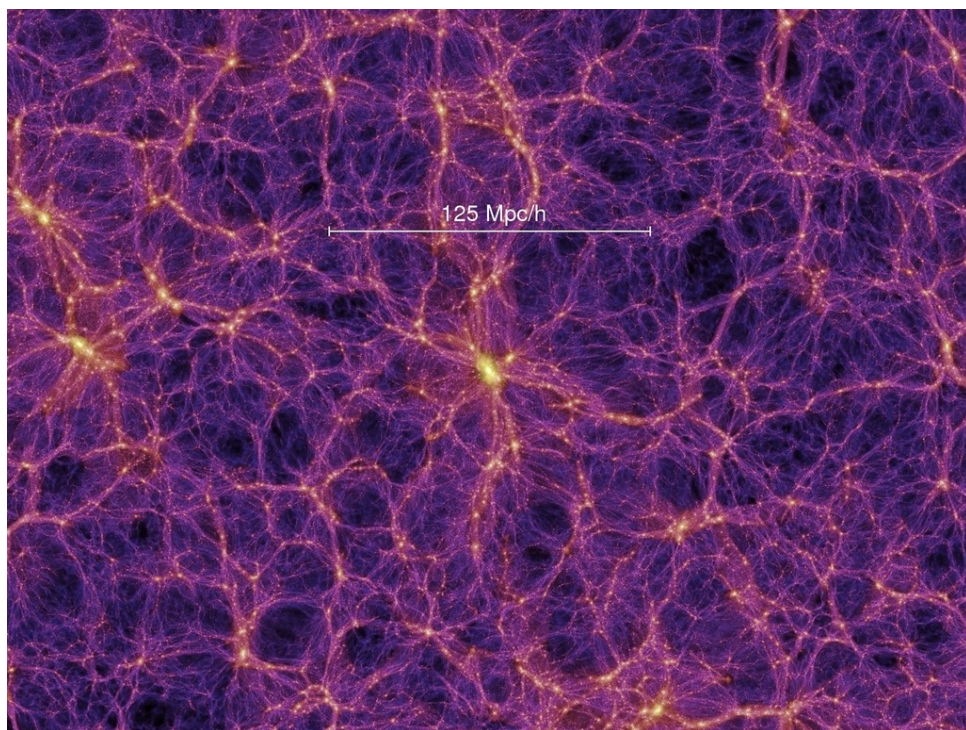


Simulating Collisional Dark Matter

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Collisional and Collisionless Dark Matter



Other efforts on simulating Collisional DM

The Boltzmann Equation

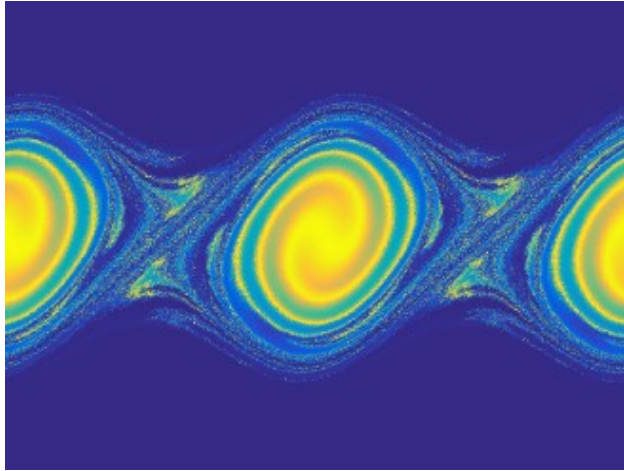


$$\frac{\partial f}{\partial t} + \frac{\vec{p}}{m} \cdot \vec{\nabla}_{\vec{r}} f + F \cdot \vec{\nabla}_{\vec{p}} = C[f]$$

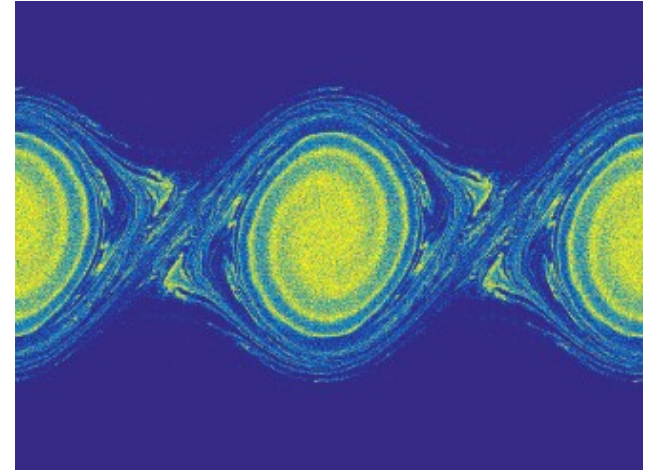
$$\frac{\partial f}{\partial t} + \frac{\vec{p}}{m} \cdot \vec{\nabla}_{\vec{r}} f + F \cdot \vec{\nabla}_{\vec{p}} = 0$$

Solving Boltzmann Equation

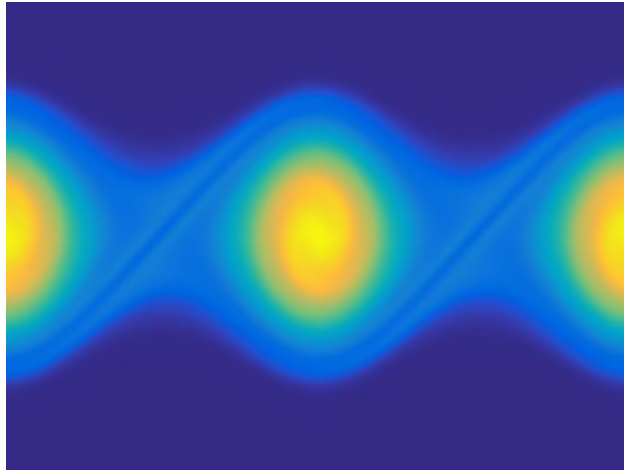
LB



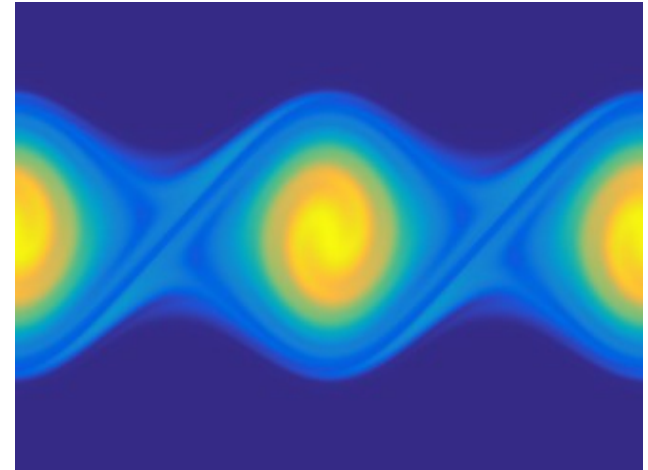
PM



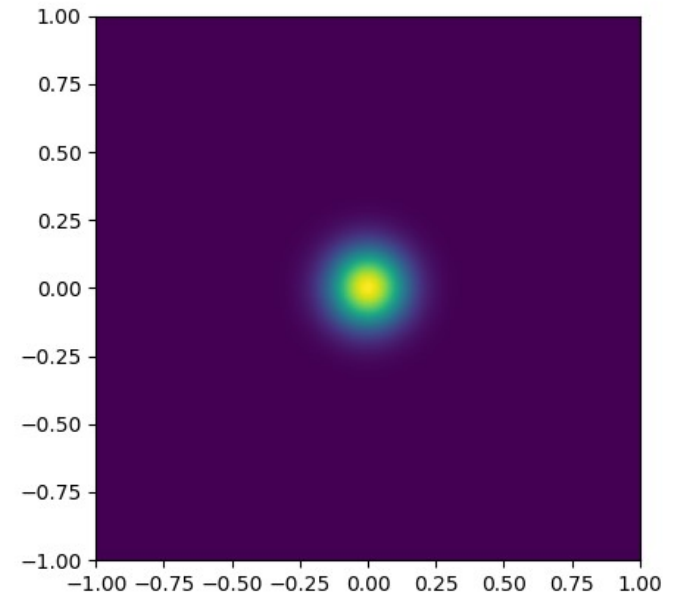
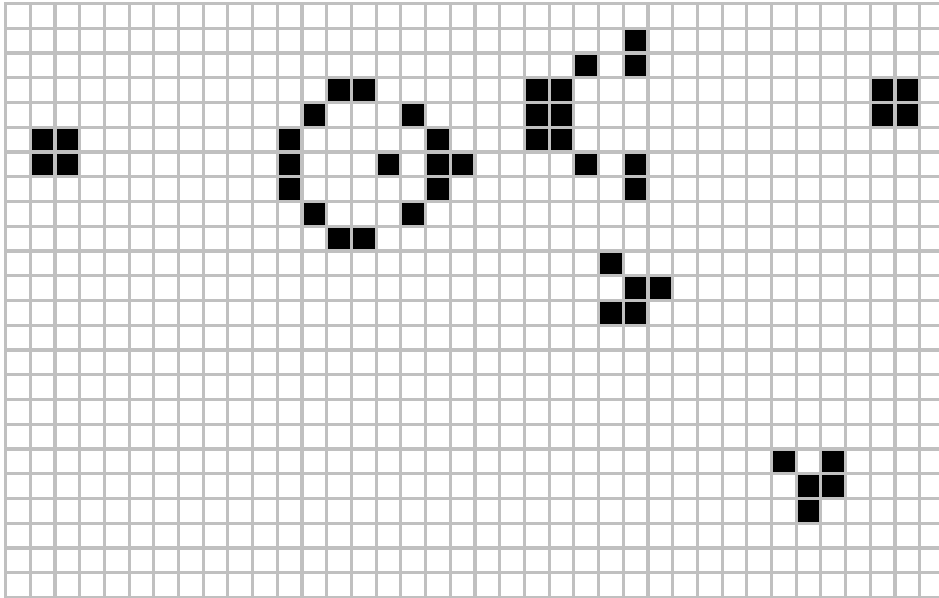
FV



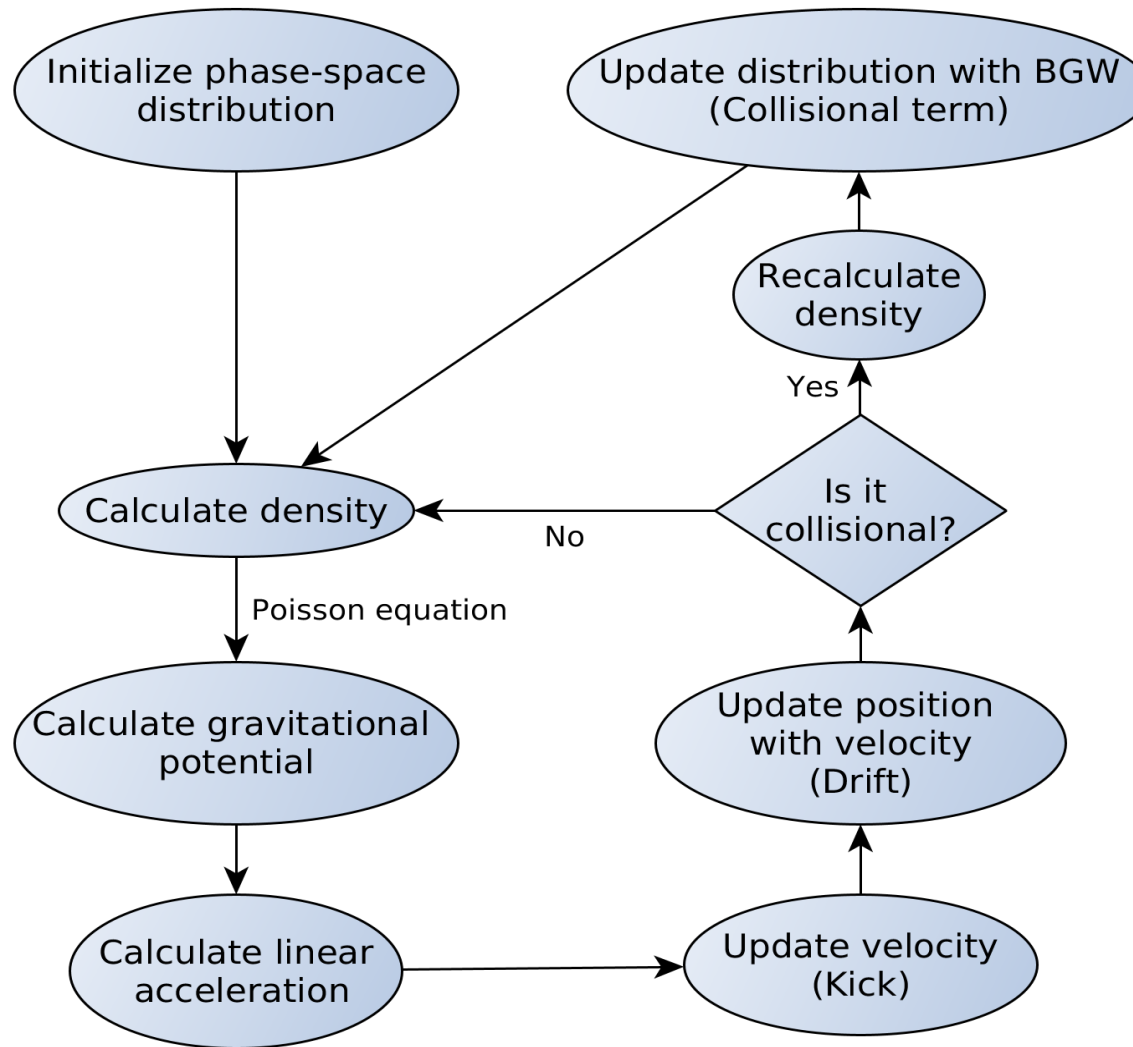
MM



Lattice-Boltzmann and Automatas



Overview of the Algorithm



Some Equations

$$\rho(x, v, t) = \sum_{V_{min}}^{V_{max}} f(x, v, t) \Delta v$$

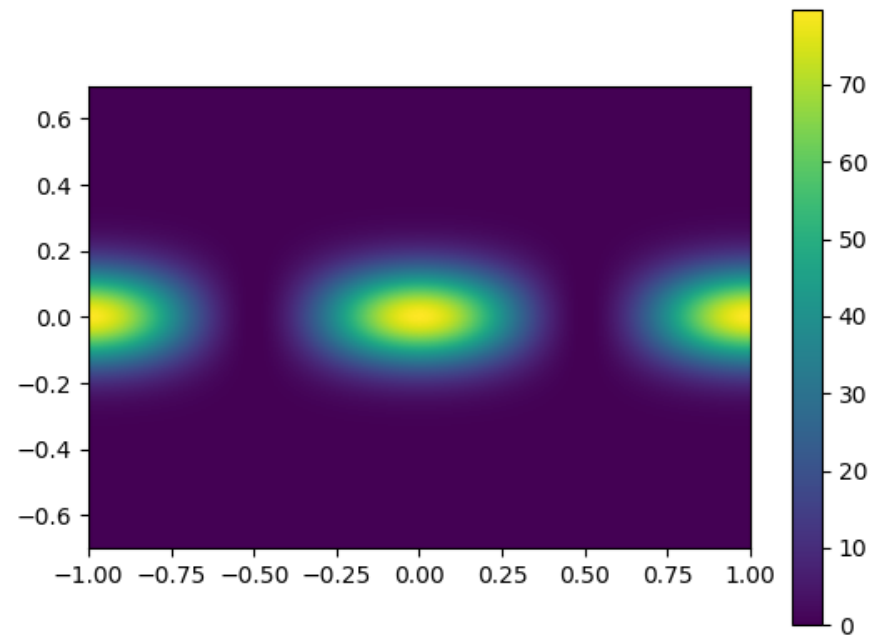
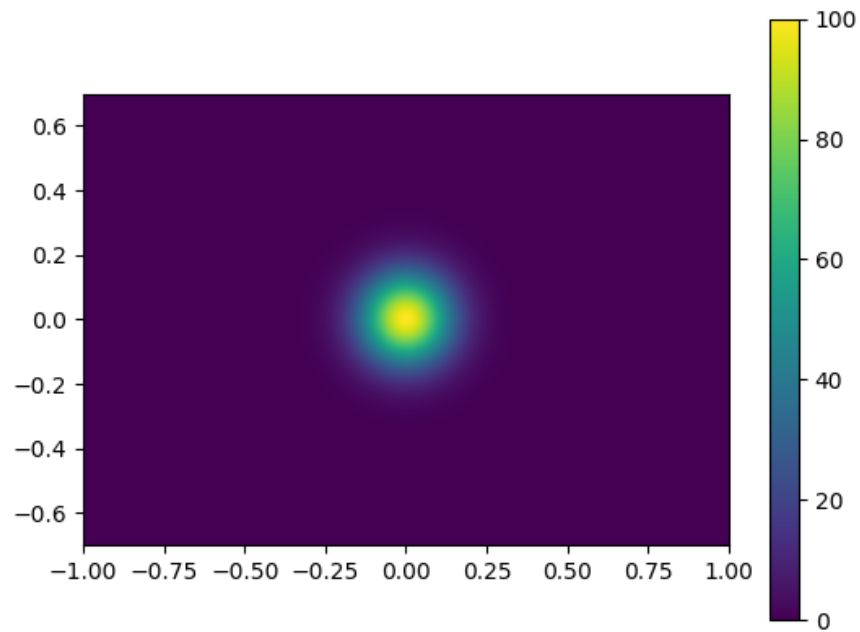
$$\nabla^2 \Phi(x) = 4\pi G \rho(x)$$

$$a(x) = -\frac{d\Phi(x)}{dx}$$

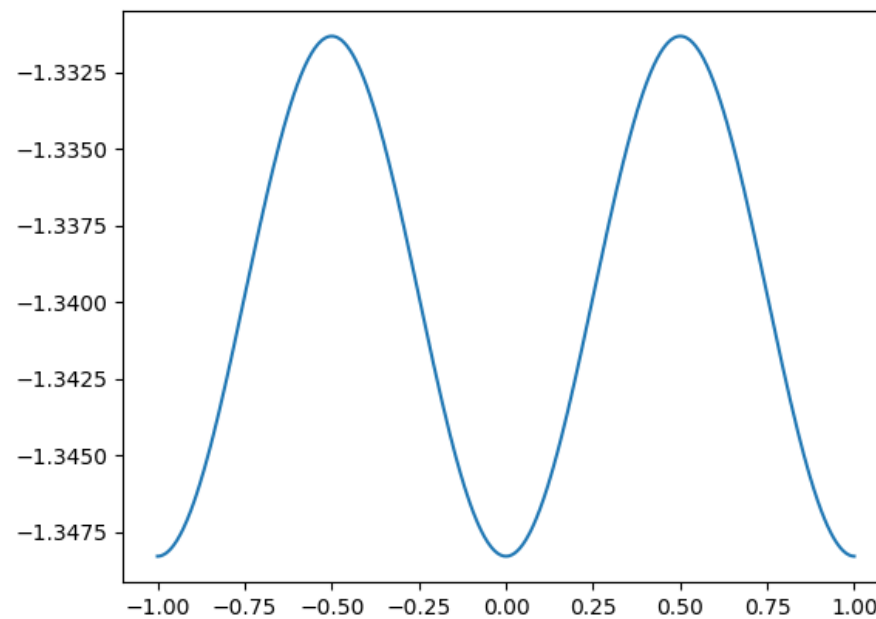
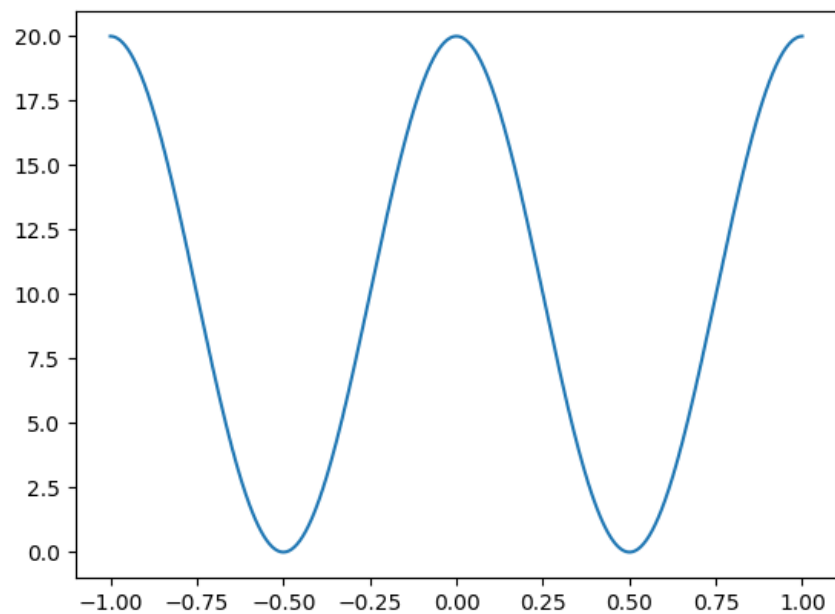
$$v_{n+1} = v_n + [a_n \delta t]$$

$$x_{n+1} = x_n + [v_n \delta t]$$

Initial Conditions

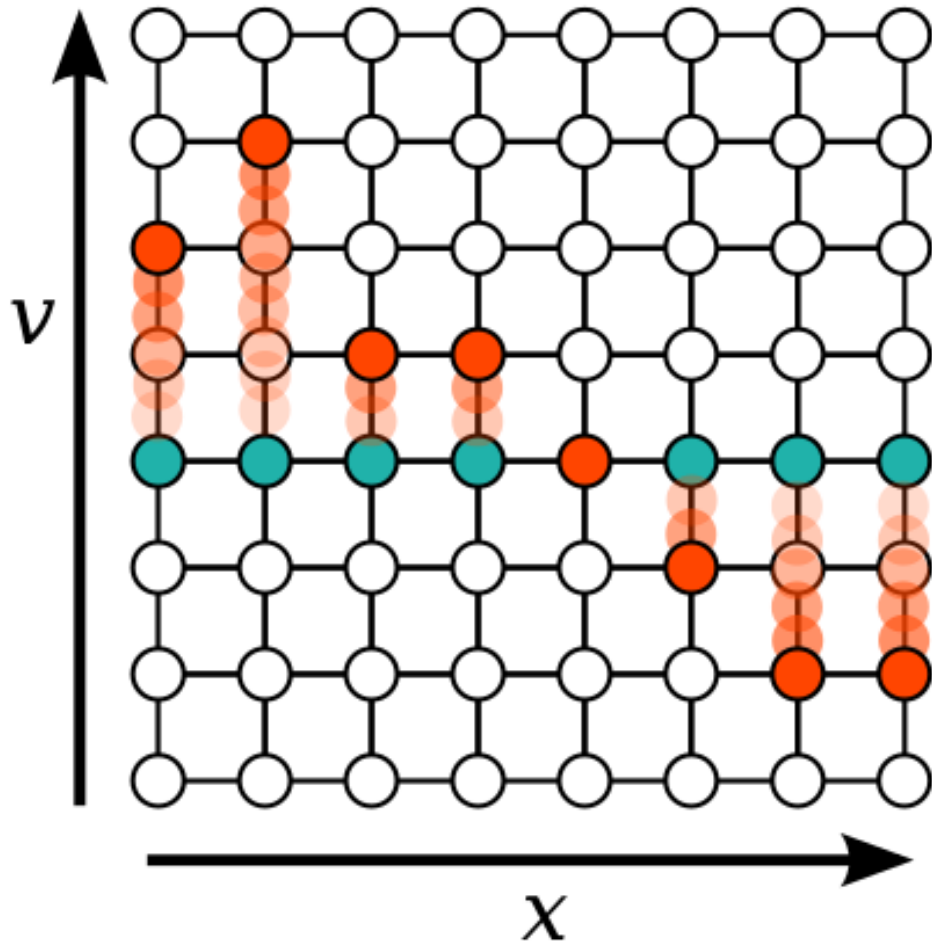


Density and Potential

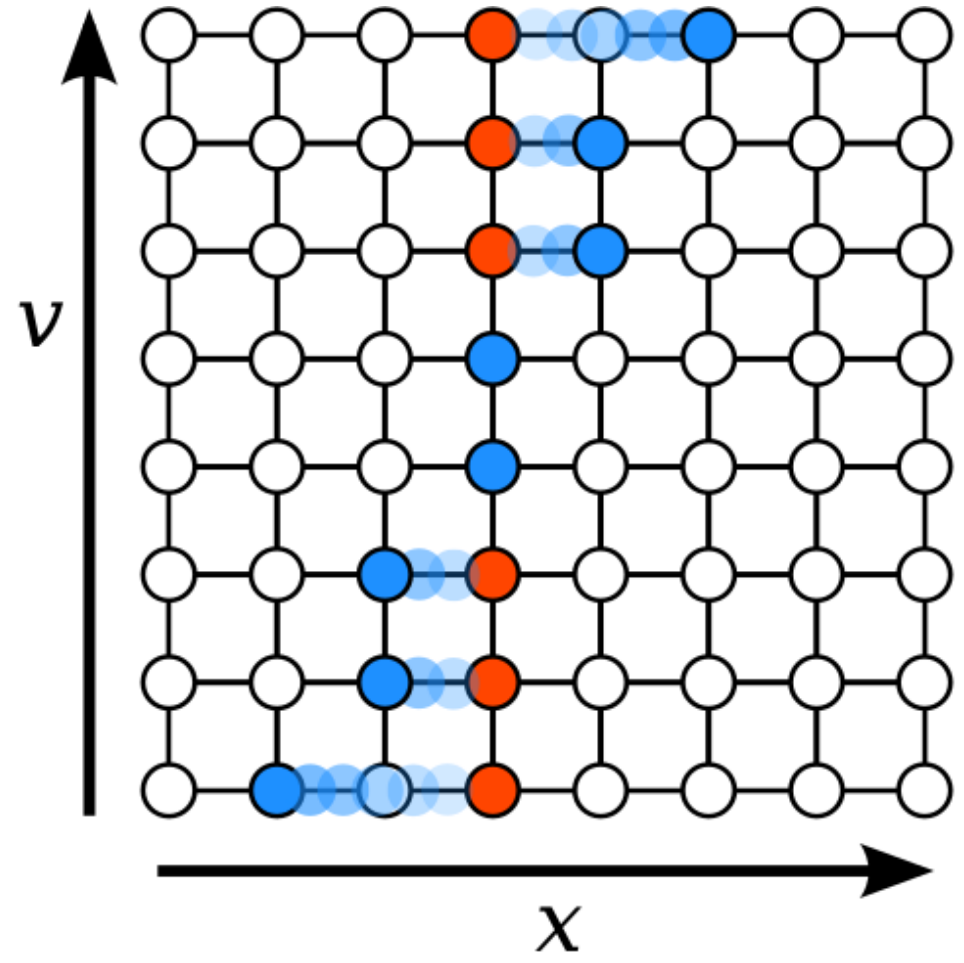


Streaming Step

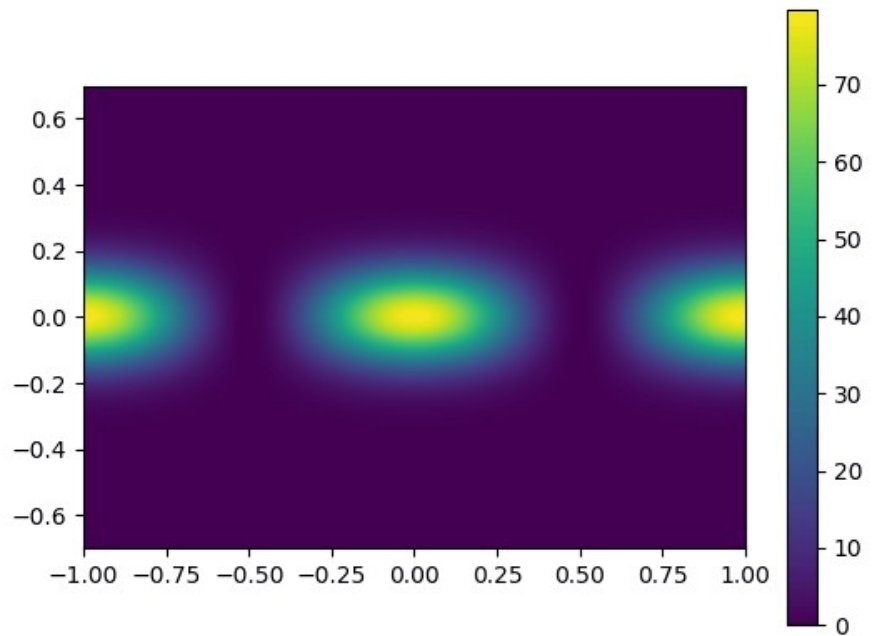
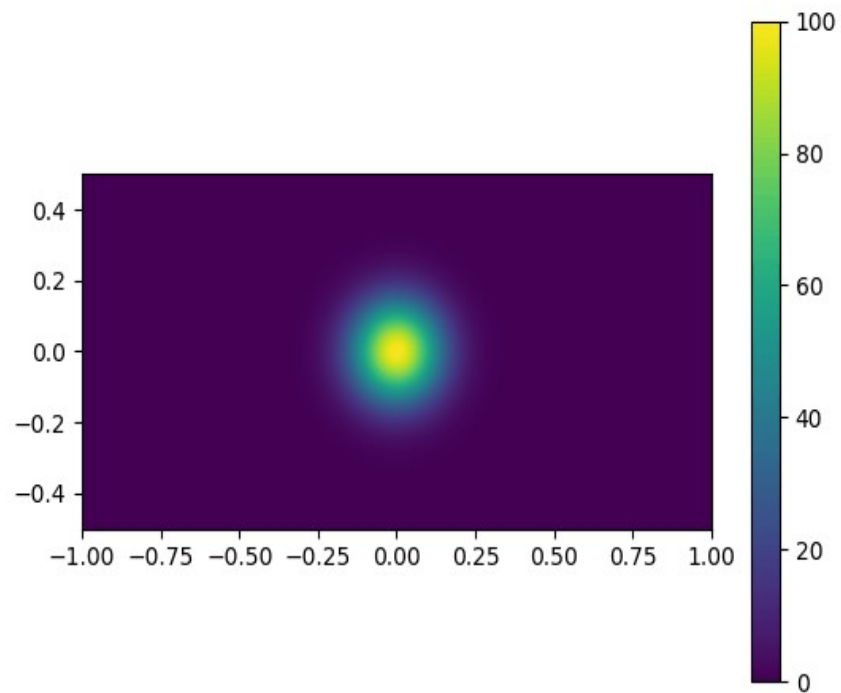
Kick



Drift



Collisionless examples



Collisional Term: the BGK Approximation

$$C[f] = -\frac{1}{\tau}(f - f_{eq})$$

$$f(x + v\delta t, v, t + \delta t) - f(x, v, t) = \\ -\frac{\delta t}{\tau}[f(x, v, t) - f_{eq}(x, v, t)]$$

Equilibrium Distribution

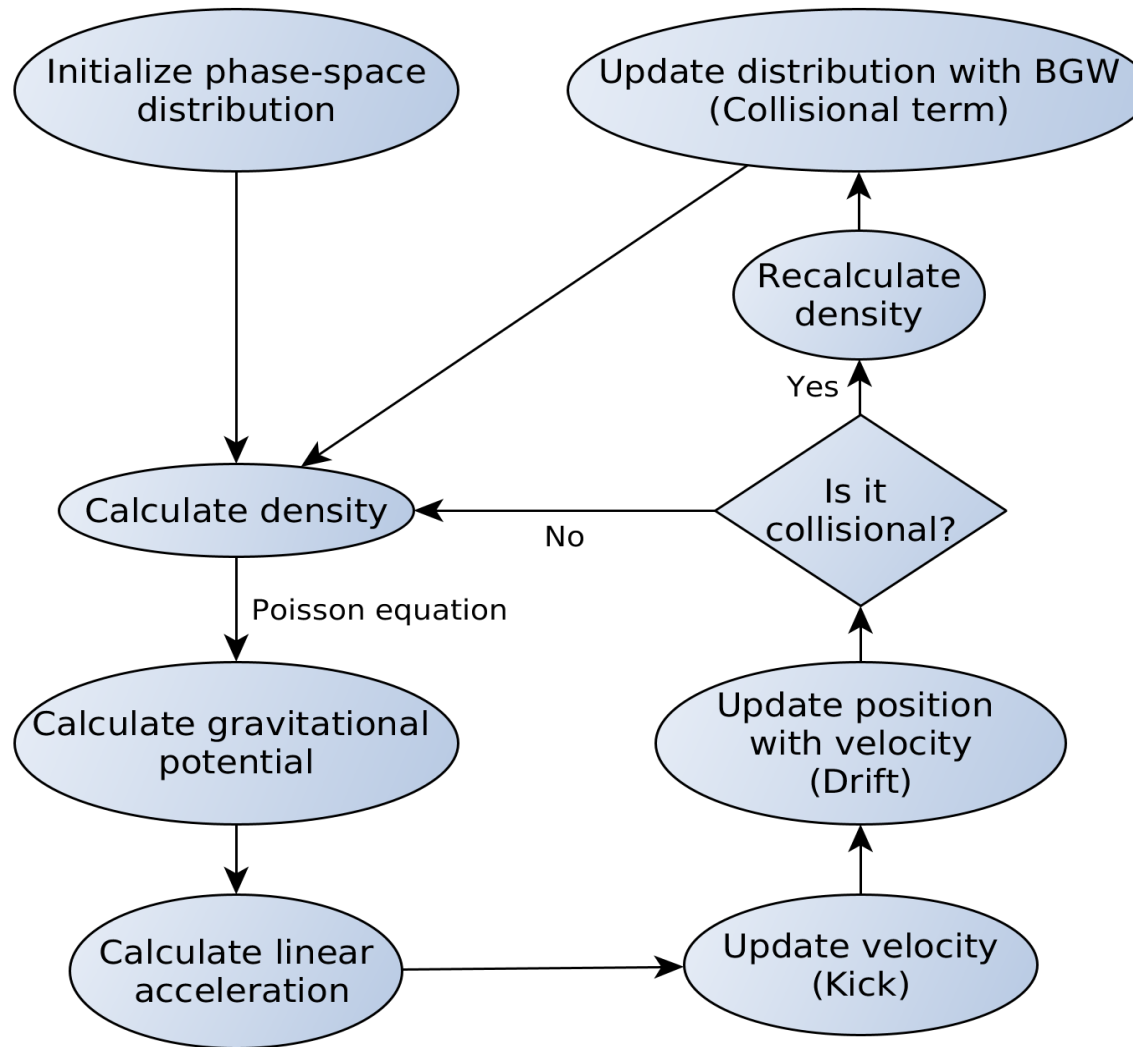
$$\rho(x, t) = \int m f(x, v, t) dv$$

$$\rho(x, t)u(x, t) = \int m v f(x, v, t) dv$$

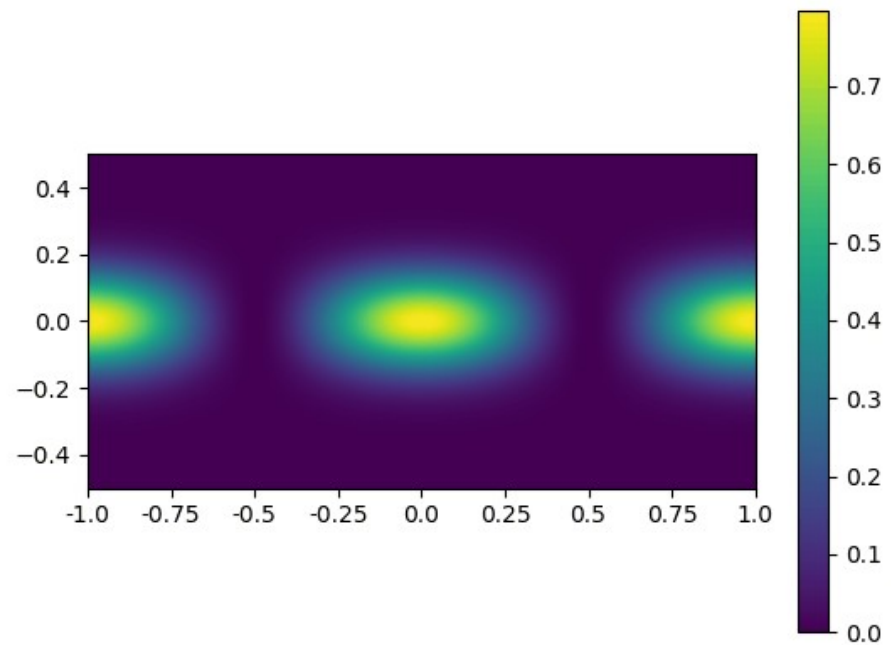
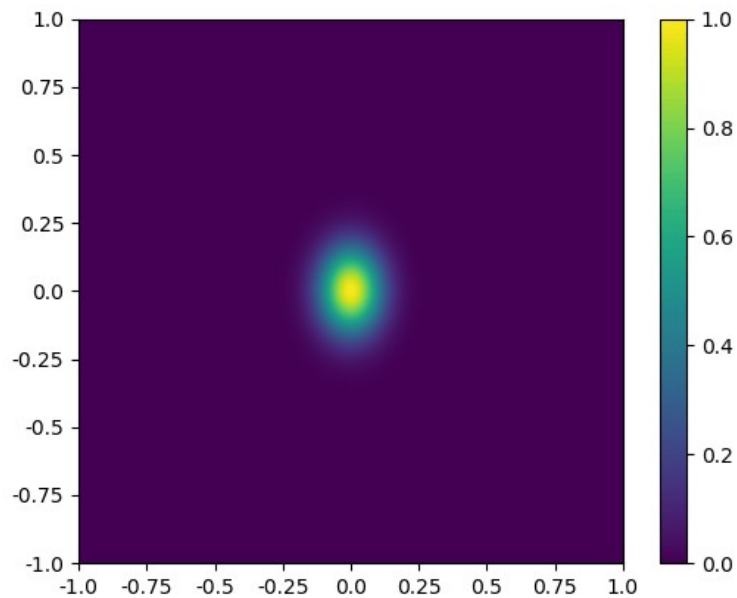
$$\rho(x, t)e(x, t) = \frac{1}{2} \int m (v - u)^2 f(x, v, t) dv$$

$$f_{eq}(x, v, t) = \frac{\rho(x, t)}{m \sqrt{2\pi e(x, t)}} \exp \left[-\frac{(v - u)^2}{2e(x, t)} \right]$$

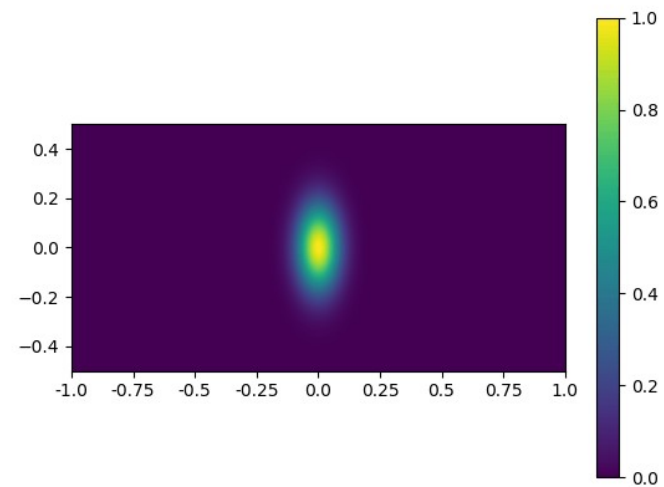
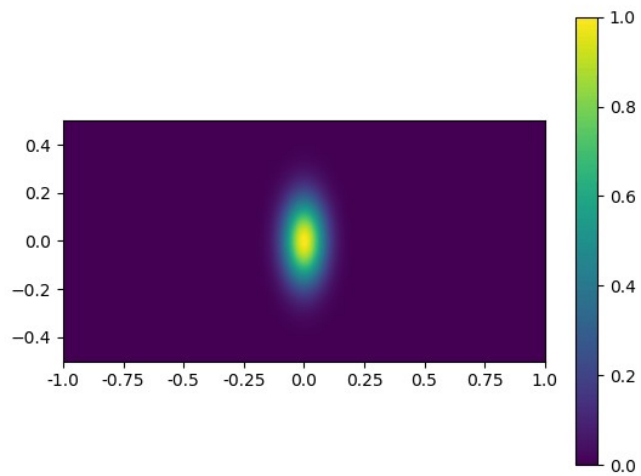
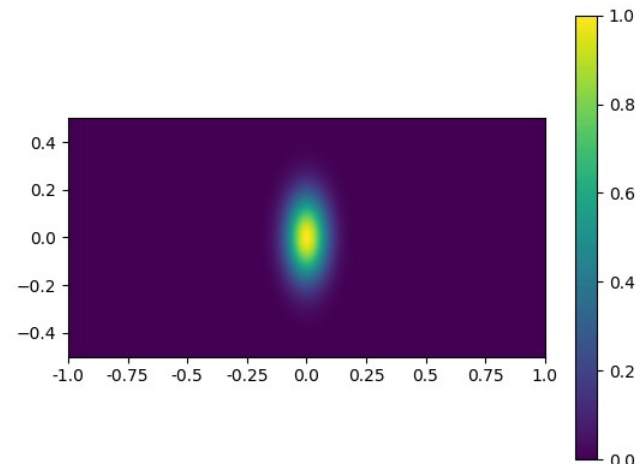
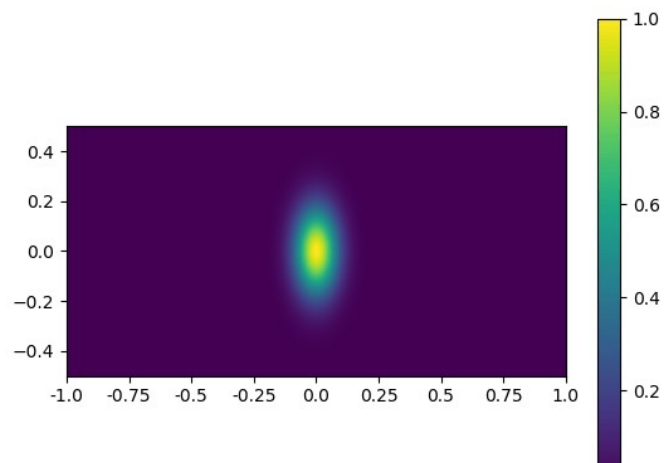
Overview of the Algorithm



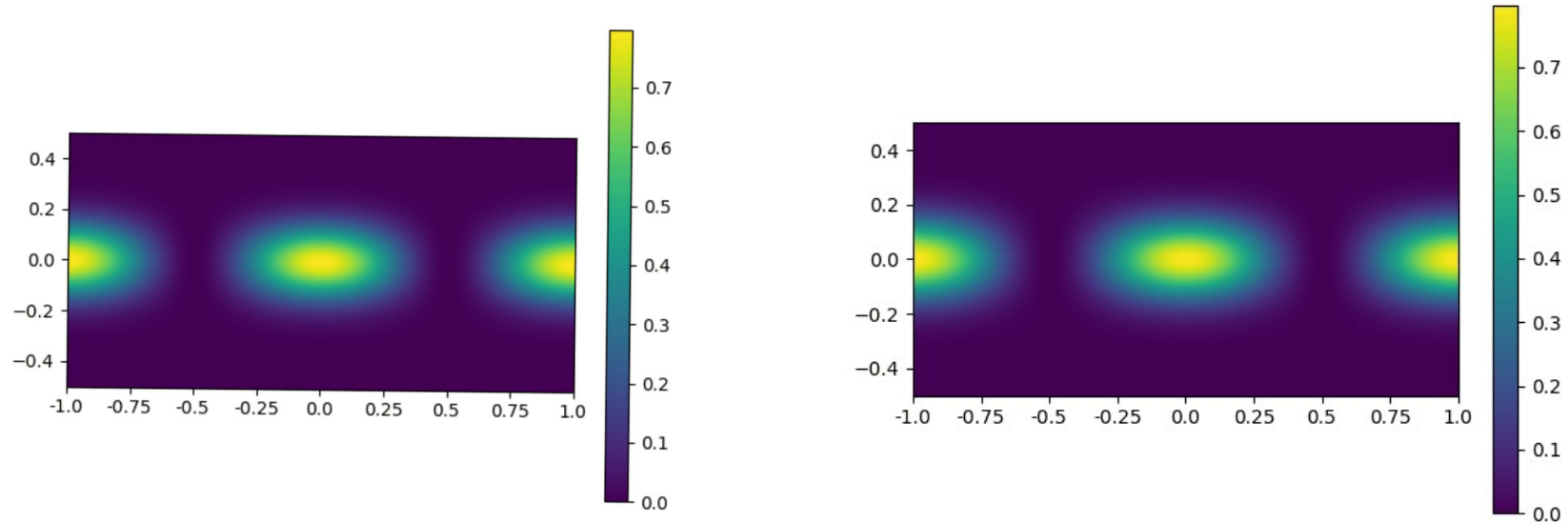
Collisional Examples



Different Taus

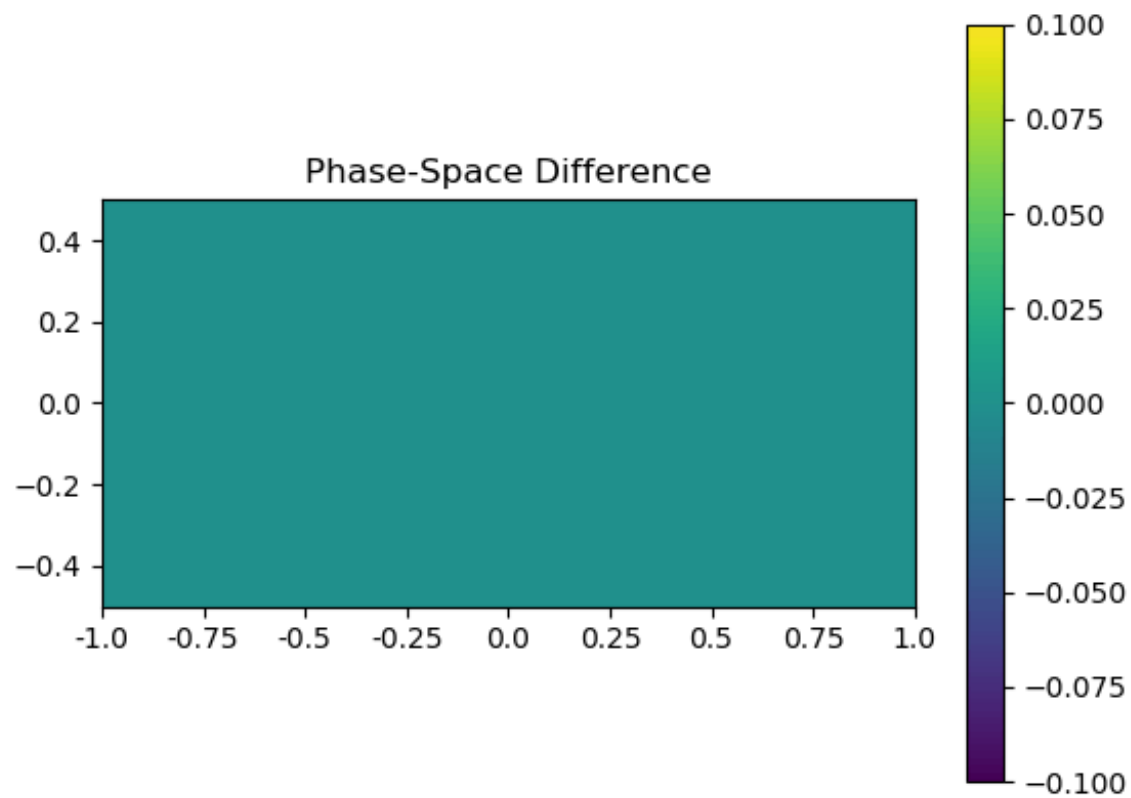


Jeans instability

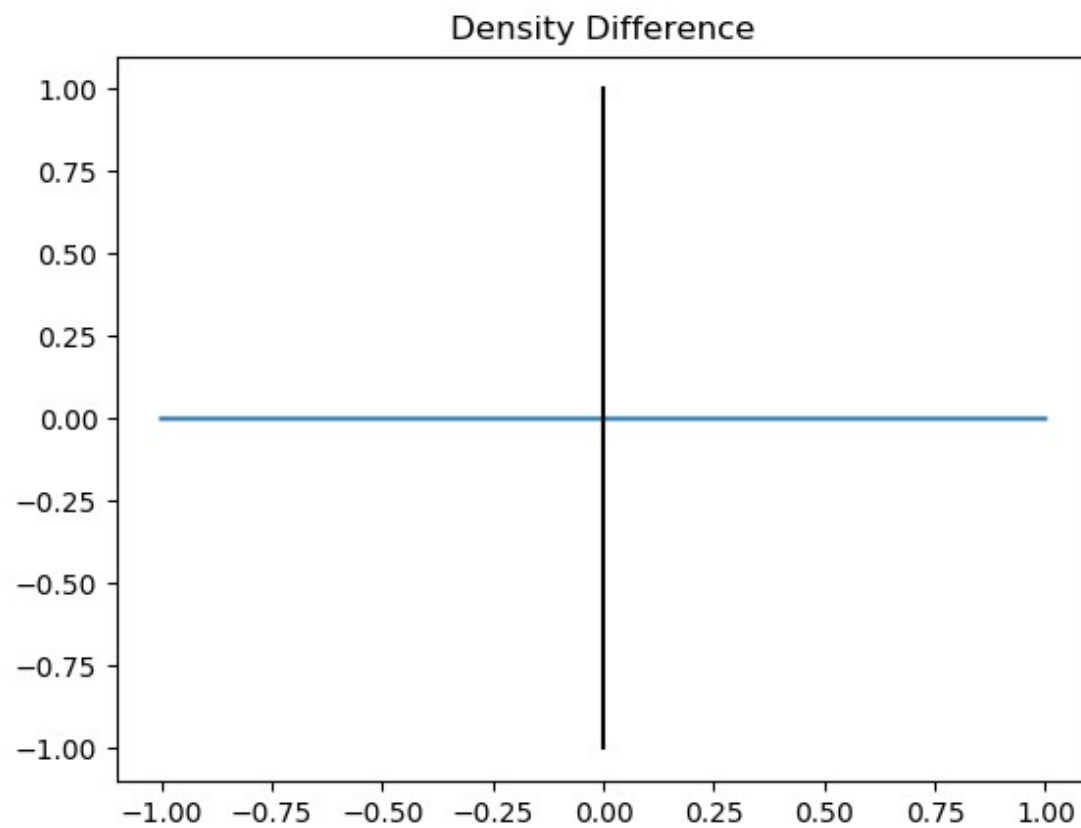


$$f(x, v, 0) = \frac{\bar{\rho}}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{v^2}{2\sigma^2}\right) (1 + A \cos(kx))$$

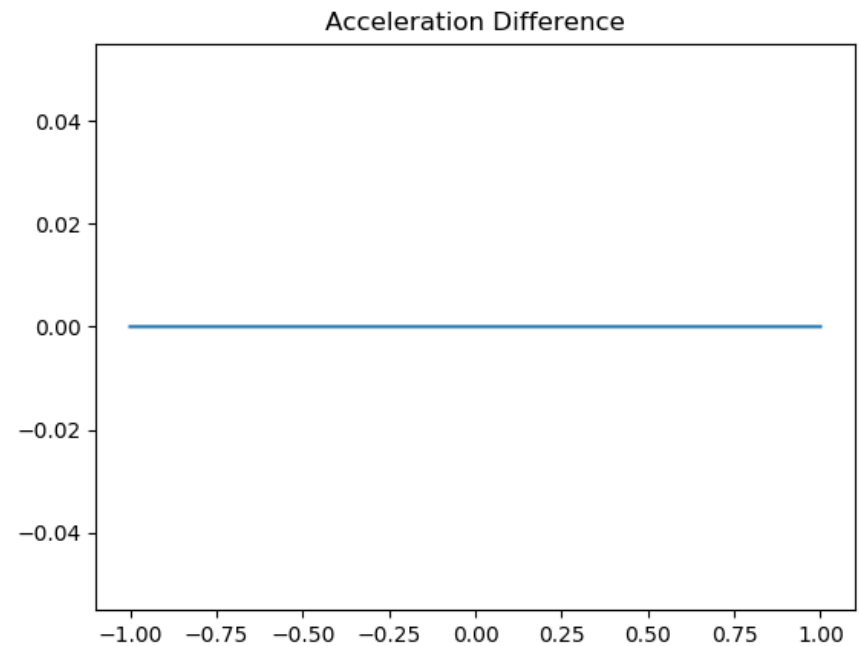
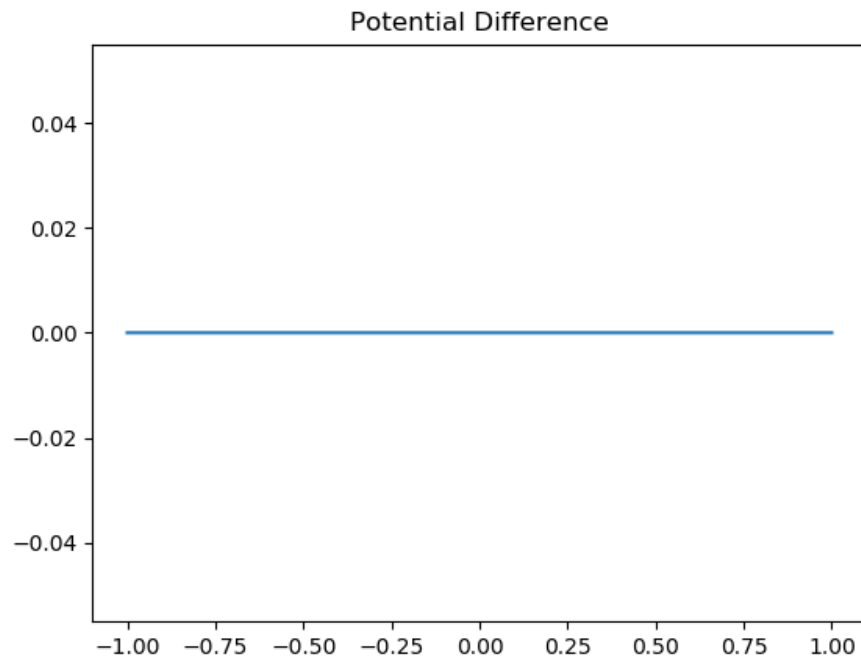
Results on phase-space



Results on Density



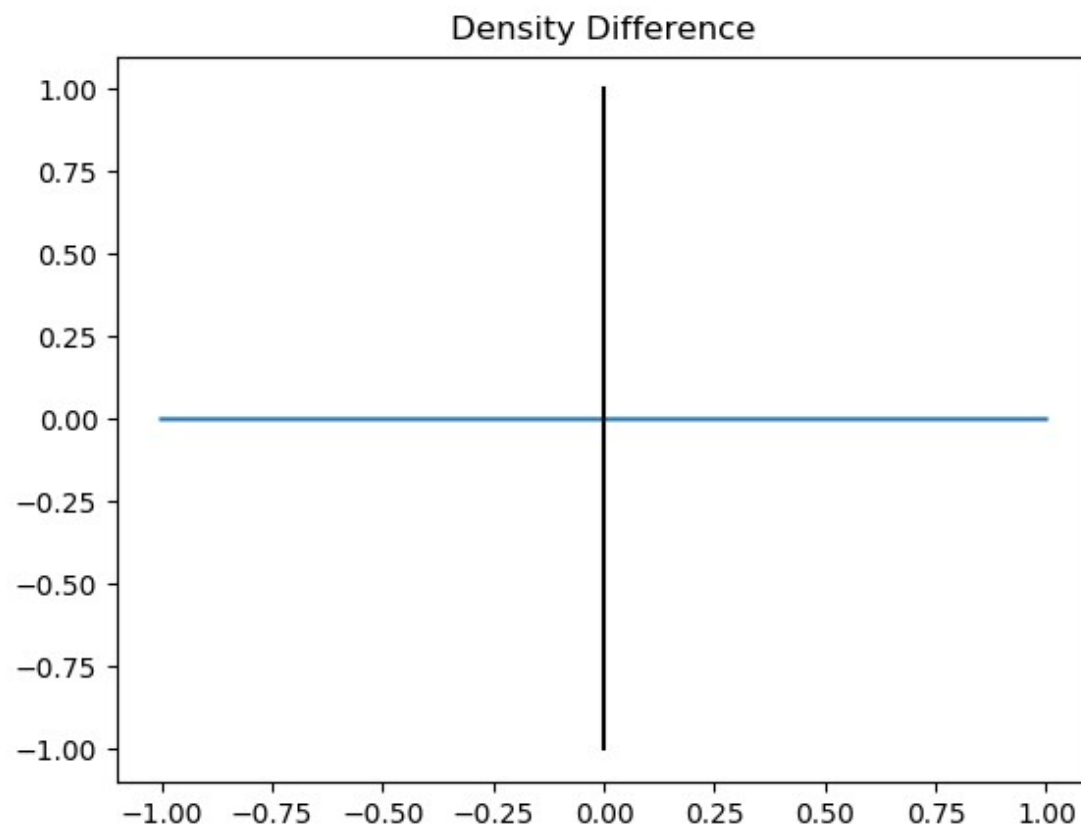
Results on potential and acceleration



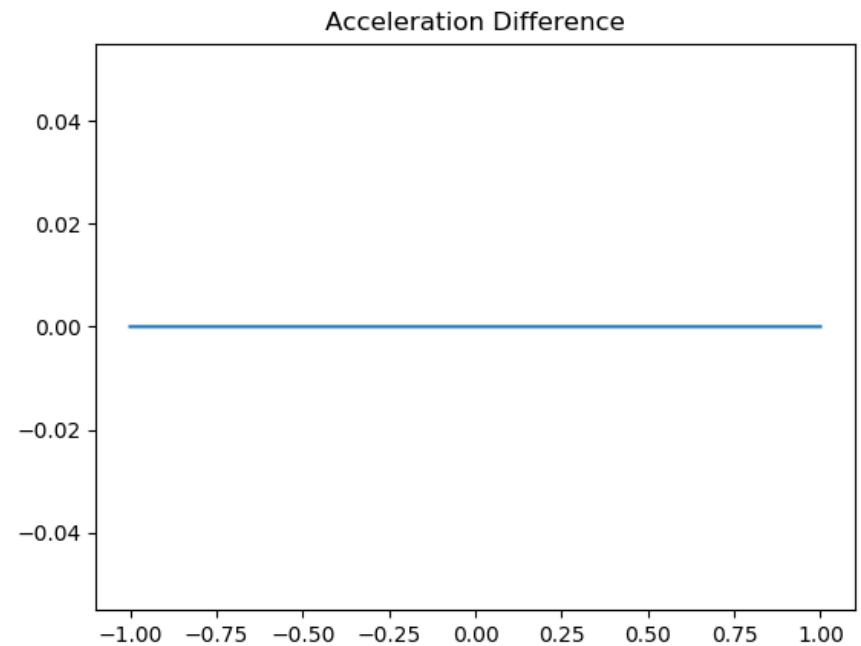
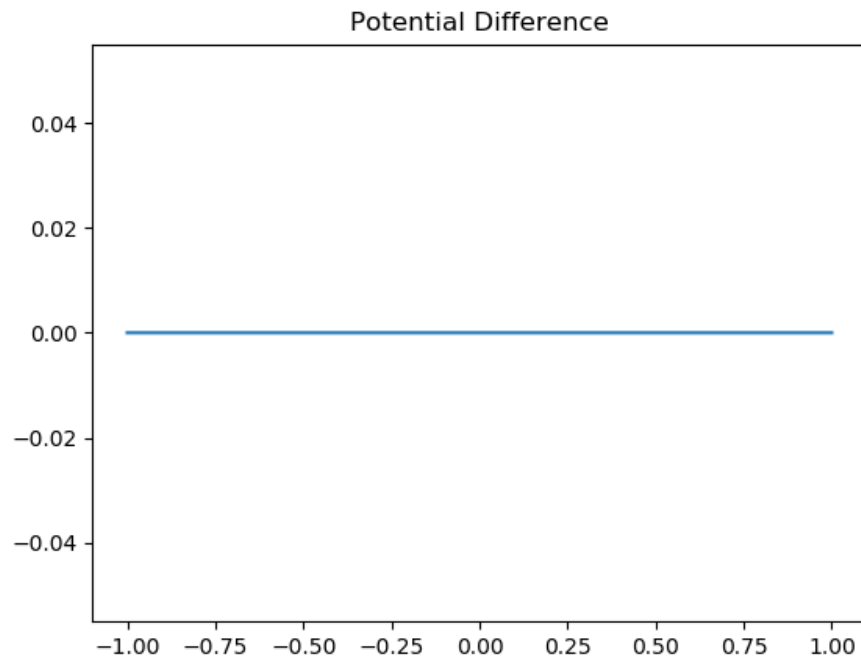
Gaussian distribution

Results on phase-space

Results on Density



Results on potential and acceleration



2D and 3D implementation