

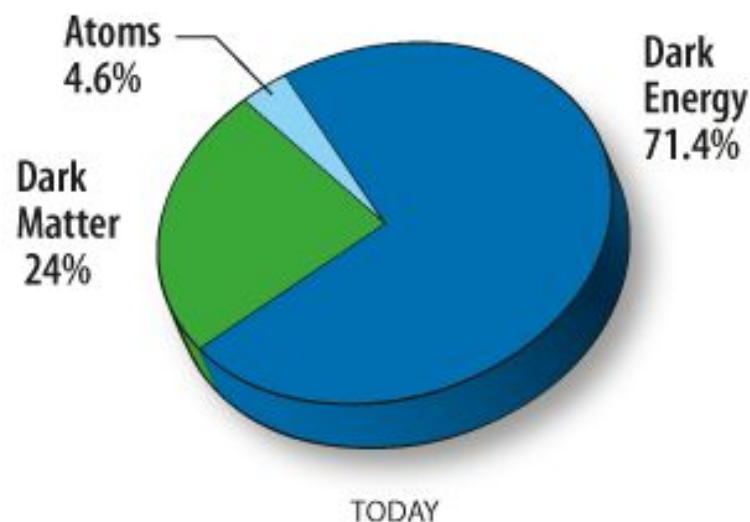
Simulating dark matter with the Schrödinger equation

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Argonne National Laboratory
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The (very) big picture

- Cosmology - the study of the origin and evolution of the **Universe** and the **stuff** in it
- **Universe**
 - Homogeneous at large scales
 - Expanded from a hot, radiation dominated state after inflation
- **Stuff**
 - ~70% dark energy
 - ~23% dark matter
 - ~ 7% everything else

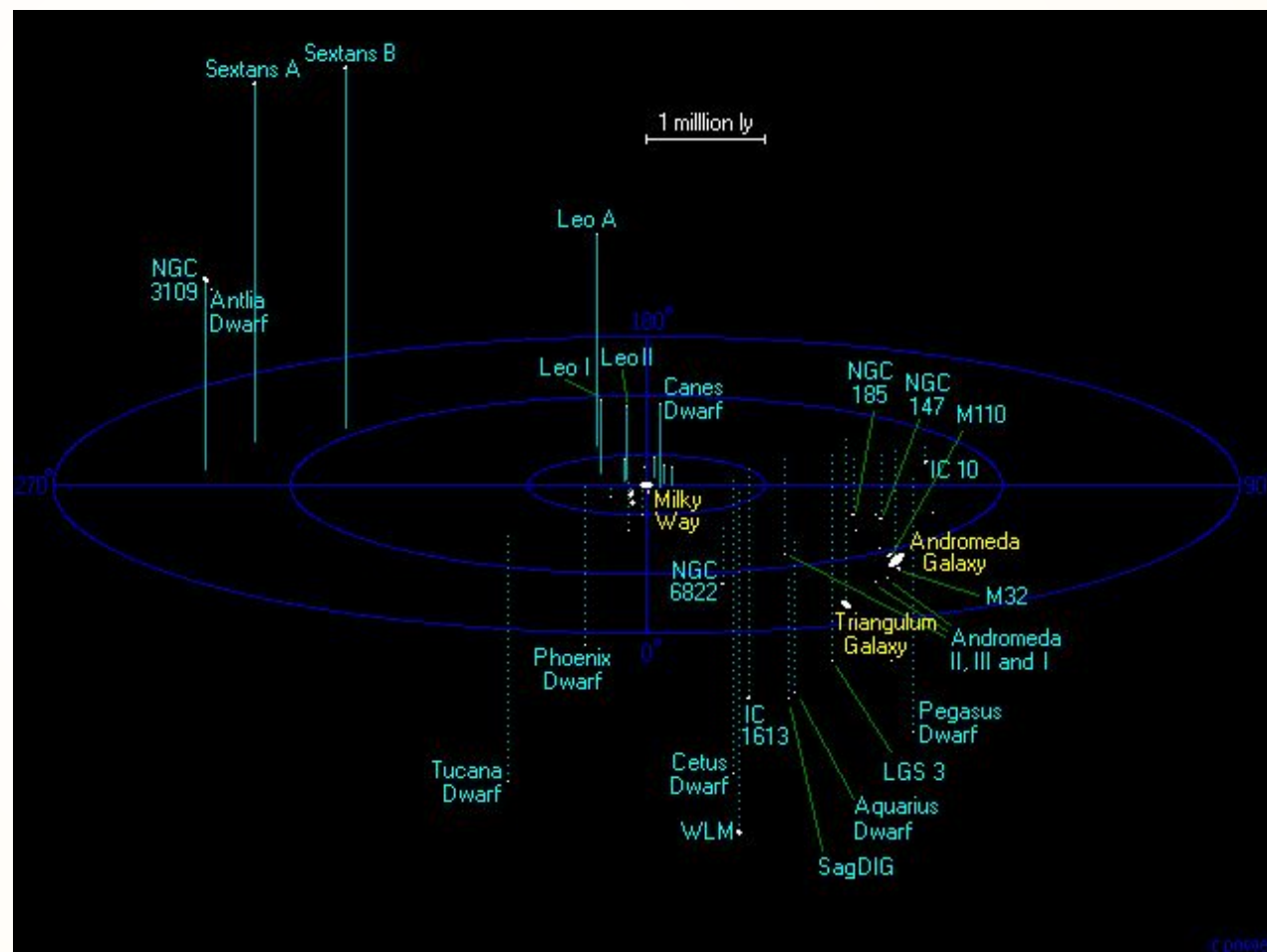


$$\left\{ \Omega_b h^2, \Omega_c h^2, t_0, n_s, \Delta_R^2, \tau \right\}$$

Large scales

- Universe is homogeneous at large scales. How large?

~ 1.0 Mpc →

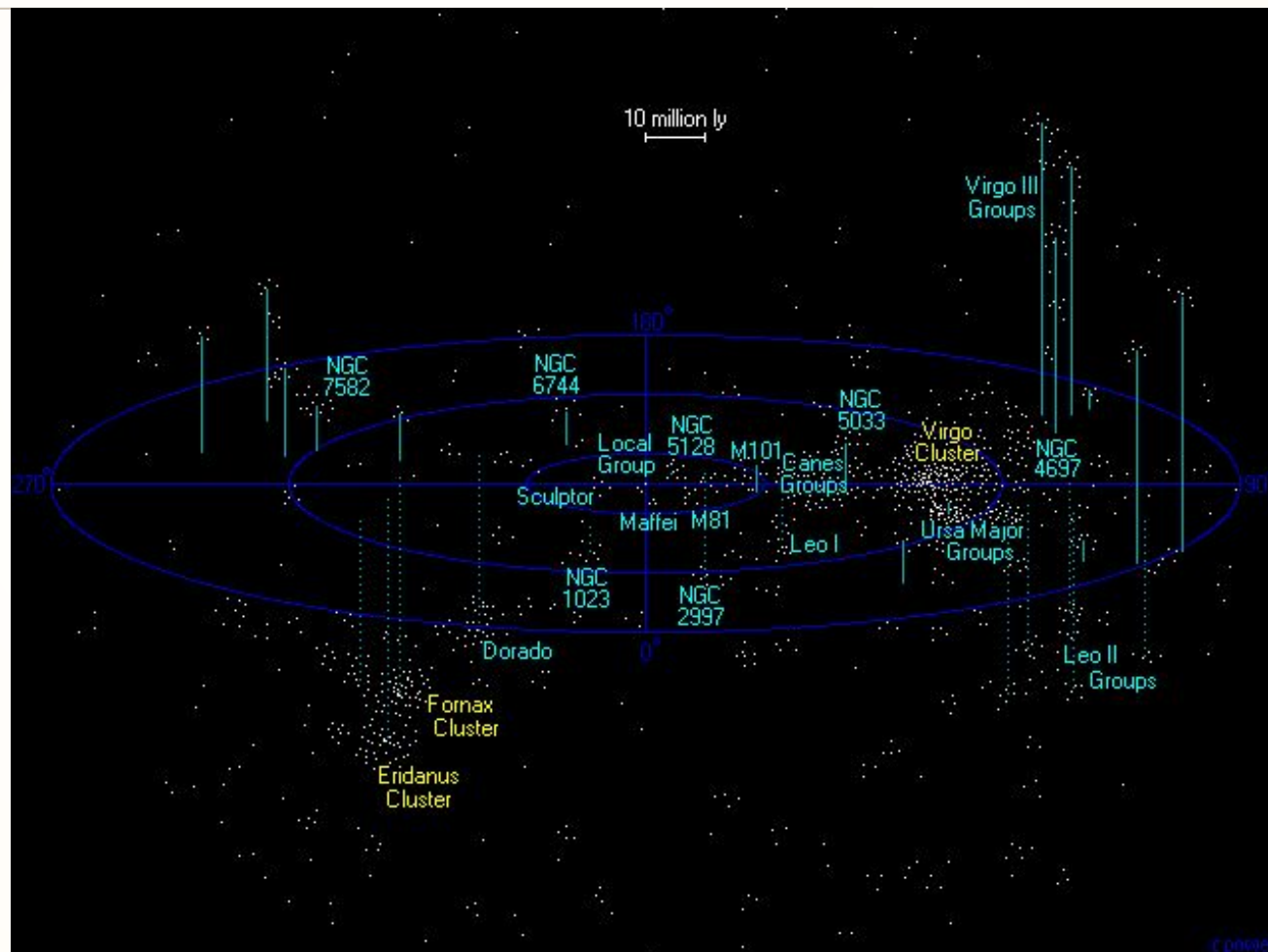


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~ 30 Mpc →

$$\frac{\delta M}{M} \sim 1$$

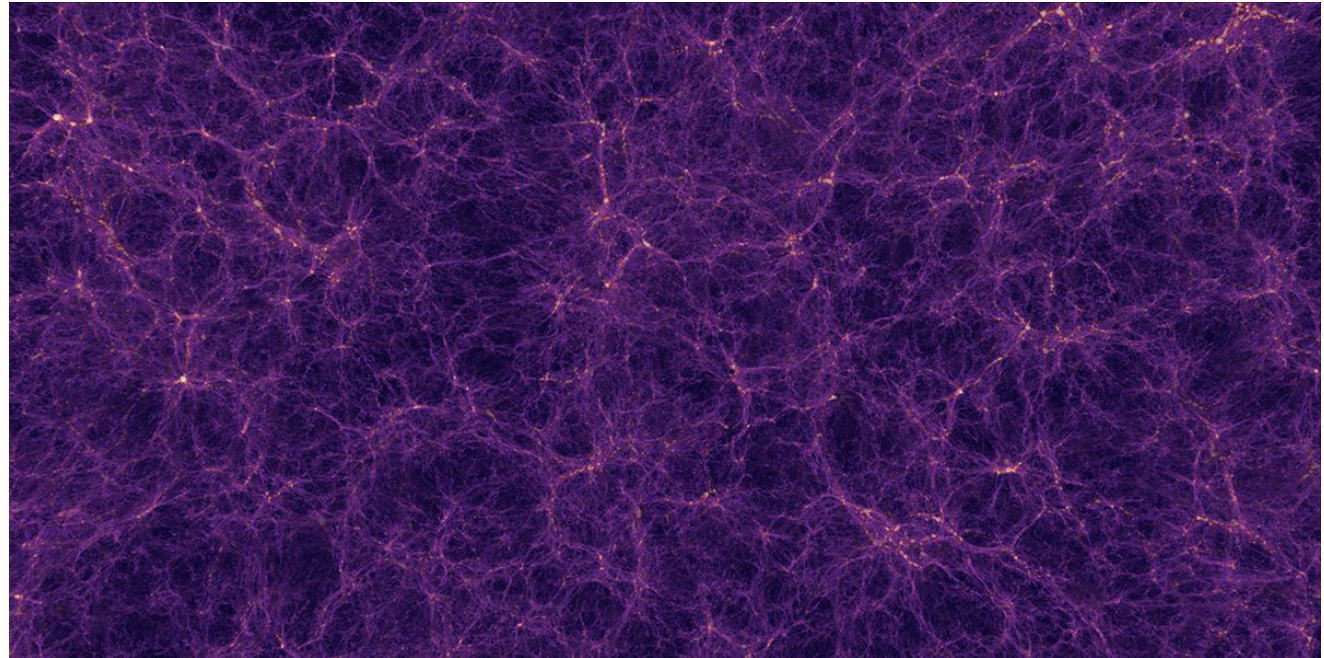


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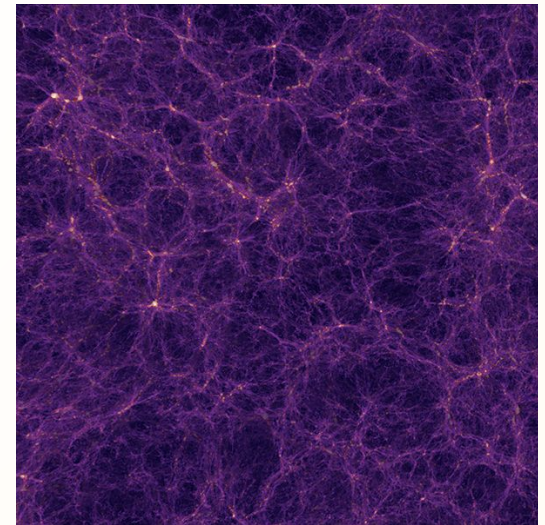
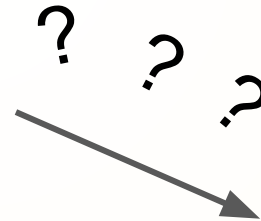
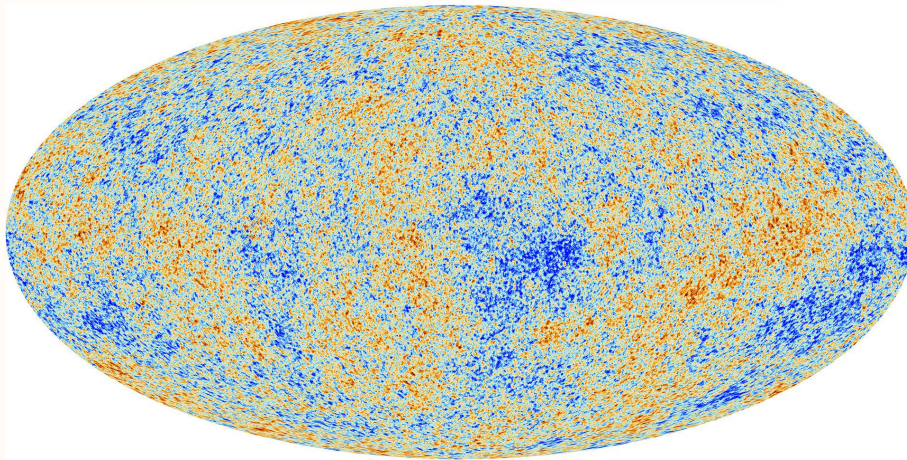
$\sim 4000 \text{ Mpc} \longrightarrow$

$$\frac{\delta M}{M} < 10^{-4}$$



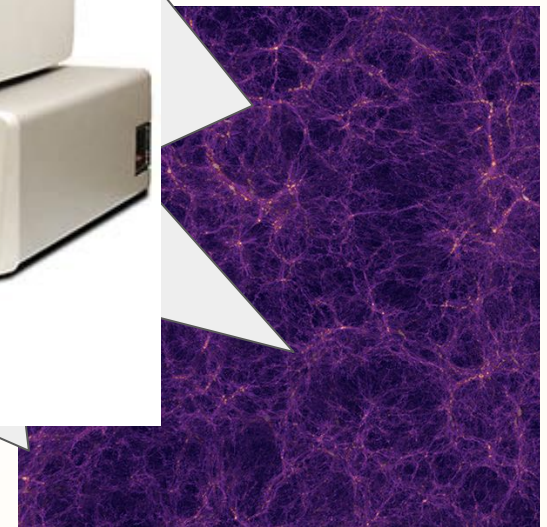
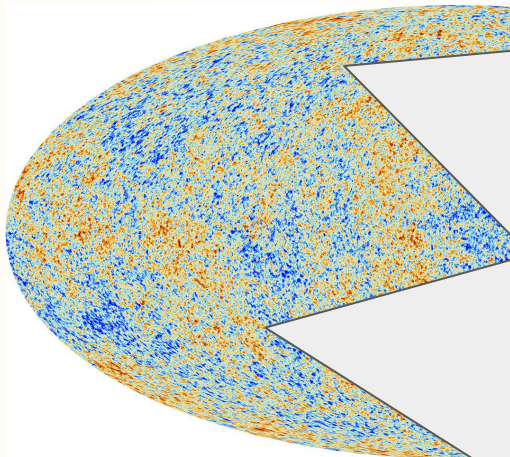
Computational cosmology?

- Universe starts in a **near uniform, hot, and dense state** and evolves to have **complex structures at large scales**. How?



Computational cosmology?

- Universe starts in a **new** uniform, homogeneous state and evolves to have complex structures



Motivation: BEC dark matter

- Consider the Hamiltonian of many interacting bosons in a condensate:

$$\hat{H} = \int dr \hat{\Psi}^\dagger(r) \left(\frac{\hbar^2}{2m} \nabla^2 + m\phi \right) \hat{\Psi}(r) + \frac{1}{2} \int dr dr' \hat{\Psi}^\dagger(r) \hat{\Psi}^\dagger(r') V_i(r - r') \hat{\Psi}(r') \hat{\Psi}(r)$$

- Under reasonable assumptions, the condensate wave-function evolves according to:

$$\frac{i\hbar}{a^{3/2}} \partial_t \left(a^{3/2} \psi(x, t) \right) = \frac{-\hbar^2}{2ma^2} \nabla^2 \psi(x, t) + m\phi \psi(x, t) + g |\psi(x, t)|^2$$

Motivation: BEC dark matter

- Consider dark matter as a condensate:

$$\hat{H} = \int d^3x \hat{\psi}^\dagger(x) \left(-\frac{\hbar^2 \nabla^2}{2m} + m\phi(x) \right) \hat{\psi}(x) + \frac{g}{2} \int d^3x \hat{\psi}^\dagger(x) \hat{\psi}(x) |\hat{\psi}(x)|^2$$

All DM dynamics are contained in ψ

- Under reasonable assumptions, the wavefunction evolves according to:

$$\frac{i\hbar}{a^{3/2}} \partial_t \left(a^{3/2} \psi(x, t) \right) = -\frac{\hbar^2}{2m} \nabla^2 \psi(x, t) - m\phi \psi(x, t) + g |\psi(x, t)|^2 \psi(x, t)$$

Even more motivation:

- Write wavefunction as a complex amplitude and phase:

$$\psi = \sqrt{\rho(x, t)} e^{iS(x, t)/\hbar}$$

- Two fluid-like equations from equating real and imaginary parts:

$$Q \equiv -\frac{\hbar^2}{2m} \frac{\nabla^2 \sqrt{\rho}}{\sqrt{\rho}}$$

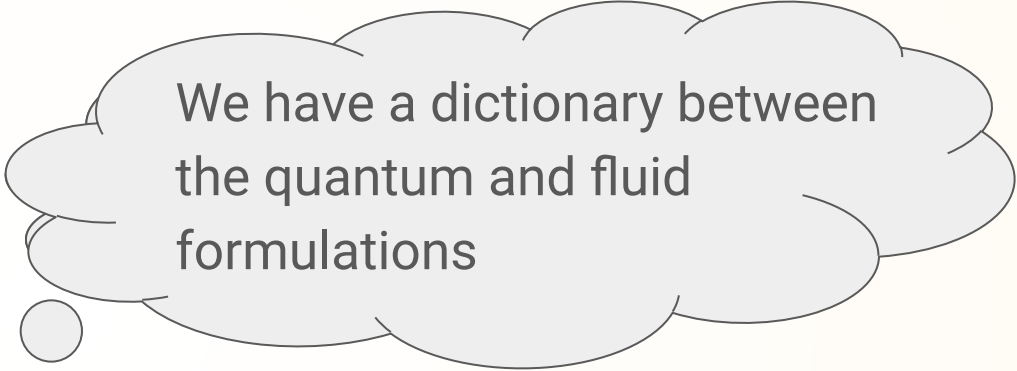
$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho u) = 0$$

$$\frac{\partial u}{\partial t} + (u \cdot \nabla) u = -\nabla \phi - \frac{1}{m} \nabla Q$$

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We have a dictionary between the quantum and fluid formulations

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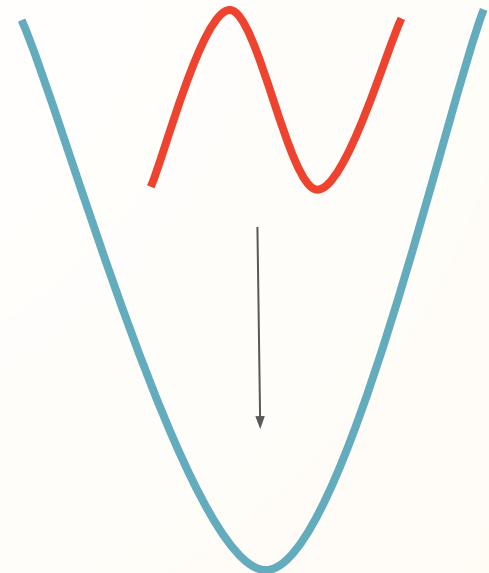
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Simulating BEC dark matter: Size requirements

- Recall: $\frac{\delta M}{M} \sim 1$ averaged over scales of ~ 30 Mpc
 - This is the smallest box size we would want to simulate
- For a particle mass of $1\text{e-}22$ eV, we expect a macroscopic de Broglie wavelength:

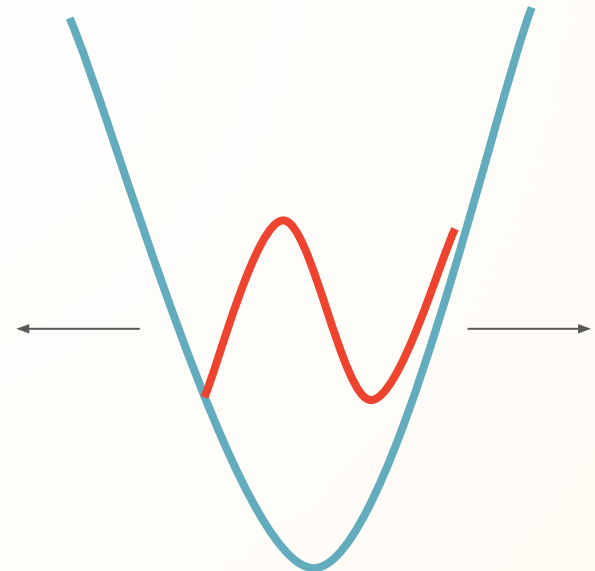
$$\frac{\lambda_{deb}}{2\pi} = \frac{\hbar}{mv} \sim 10 \text{ kpc}$$



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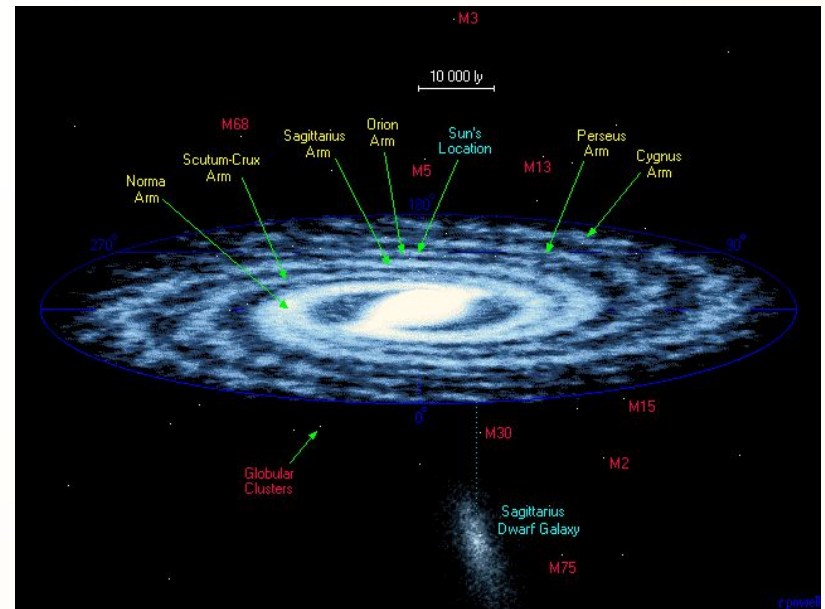
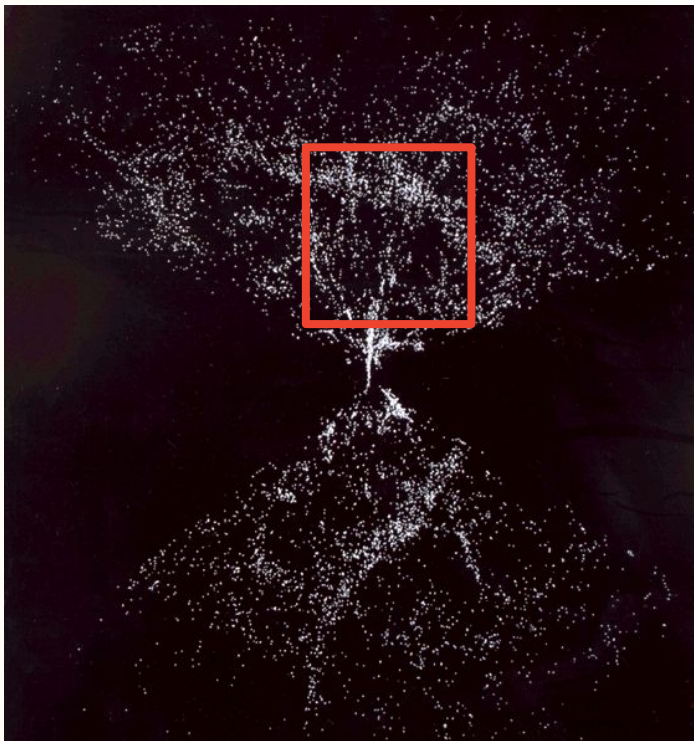
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Simulating BEC dark matter: Size requirements

- We want to simulate a ~ 100 Mpc box with a resolution of ~ 10 kpc
 - This requires $\sim 10,000^3$ grid points.



The Plan:

- Avoid spatial error introduced by sampling the wavefunction with particle tracers and solve for the wavefunction exactly using a spectral method
 - Think of this as a “no-body” simulation
- Use SWFFT for FFTs
 - $O(10)$ seconds for a $10k^3$ FFT - fast enough to make this approach feasible in the first place

<https://xgitlab.cels.anl.gov/hacc/SWFFT> ⇐

Method: Split operator spectral method

- Solving the Schrödinger equation gives:

$$\psi(a_0 + \Delta a) = \exp \left(-\frac{i}{\hbar} \int_{a_0}^{a_0 + \Delta a} H(a') da' \right) \psi(a_0)$$

Where $H(a') = \hat{K}(a') + \hat{V}(a') = \frac{-i\hbar}{2ma^2\dot{a}} \nabla^2 + i \frac{m}{\dot{a}\hbar} \phi.$

- We can split, accruing a Δt^3 error:

$$\begin{aligned} \psi(a_0 + \Delta a) = & \exp \left(i \frac{m}{\hbar} \phi \frac{\Delta t}{2} \right) \exp \left(i \frac{\hbar}{m} t \nabla^2 \right) \times \\ & \times \exp \left(i \frac{m}{\hbar} \phi \frac{\Delta t}{2} \right) \psi(a_0) + \mathcal{O}(\Delta t^3) \end{aligned}$$

Test: Gaussian Wavepacket:

- Algorithm:

$$\text{FFT}(\exp(V(x, \Delta T/2))\psi(x, a_0)) = \hat{\psi}$$

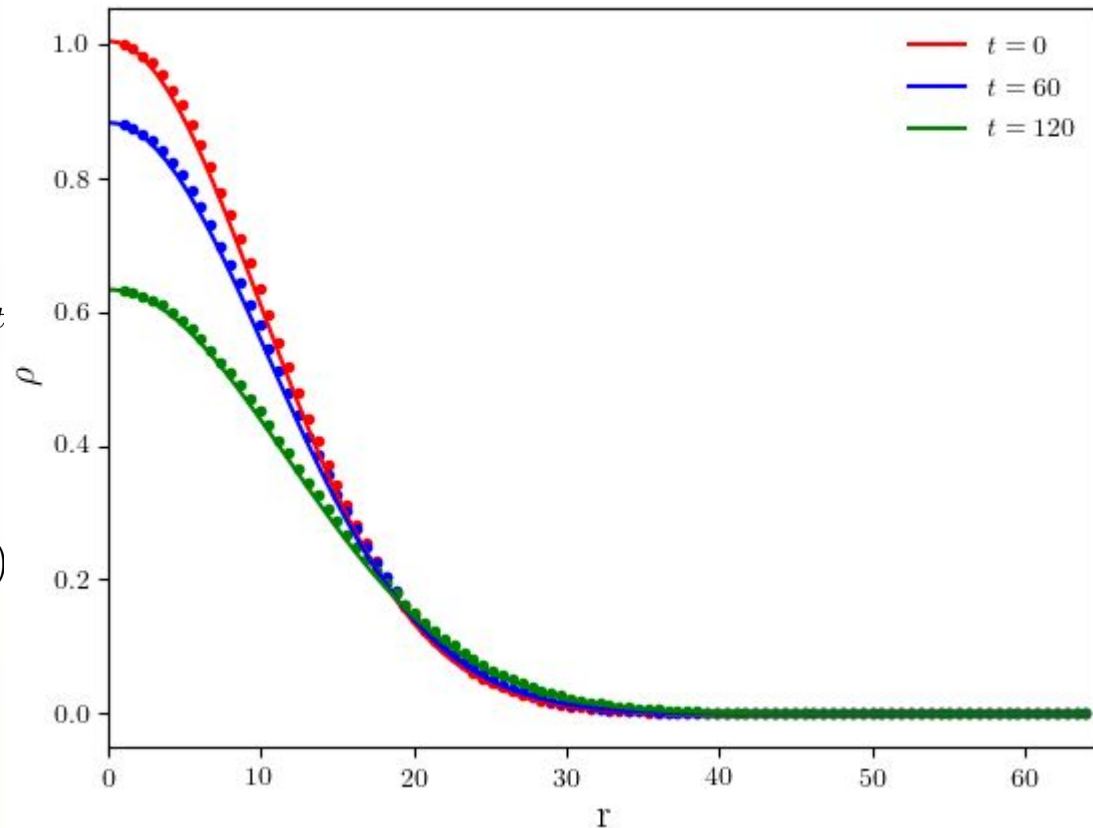


$$\text{FFT}^{-1}\left(\exp\left(\hat{K}(k, \Delta T)\right)\hat{\psi}(k)\right) = \psi_{int}$$



$$\exp(V(x, \Delta T/2))\psi_{int} = \psi(x, t + \Delta T)$$

Exact vs. Numerical evolution of GWP



Initial Conditions

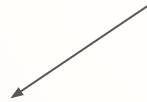
- The initial conditions are a Gaussian random field with a power spectrum given by:

$$P(k, z_{in}) = Bk^{n_s} T^2(k) D^2(z_{in})$$

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Growth function that scales the power spectrum from z_{eq} to z_{in}

Growth Function

- In Λ CDM, the growth function is given by a system of ODEs:

$$\frac{\partial D}{\partial a} = \frac{1}{\dot{a}} \dot{D}$$

$$\frac{\partial \dot{D}}{\partial a} = -2 \frac{\dot{D}}{a} + \frac{3}{2} \frac{\Omega_m}{H a^4} D$$

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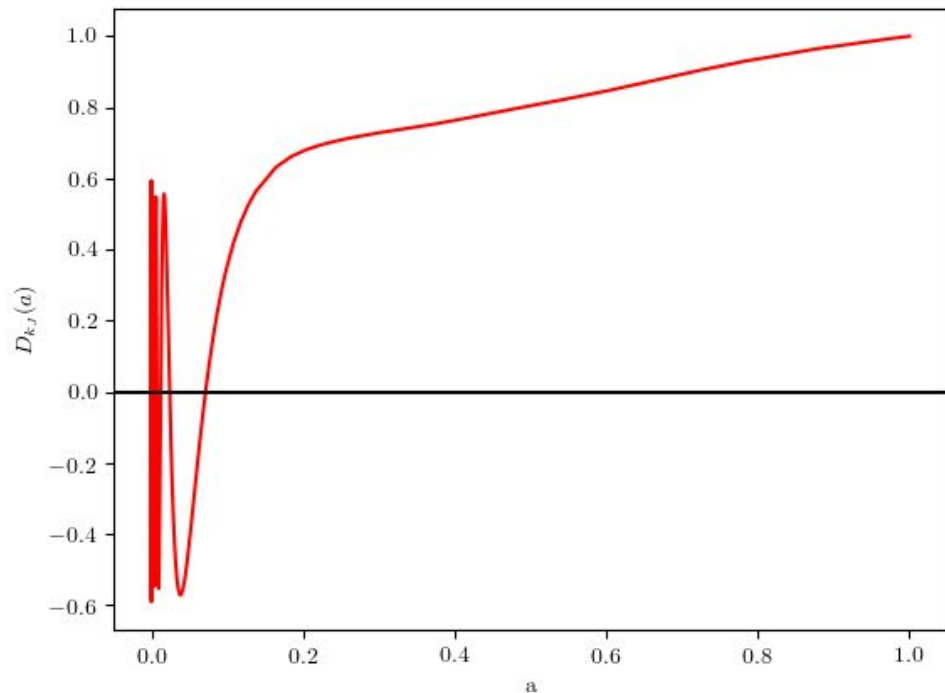
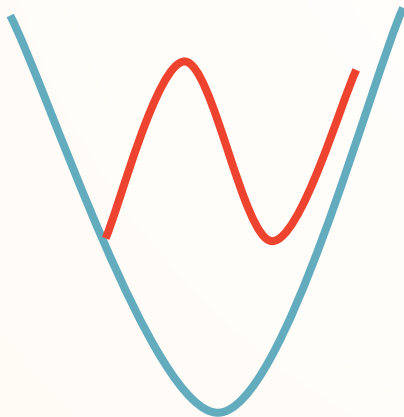
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$$\frac{\partial \dot{D}}{\partial a} = -2 \frac{\dot{D}}{a} + \frac{3}{2} \frac{\Omega_m}{H a^4} \left(1 - \frac{\beta k^4}{a} \right) D$$

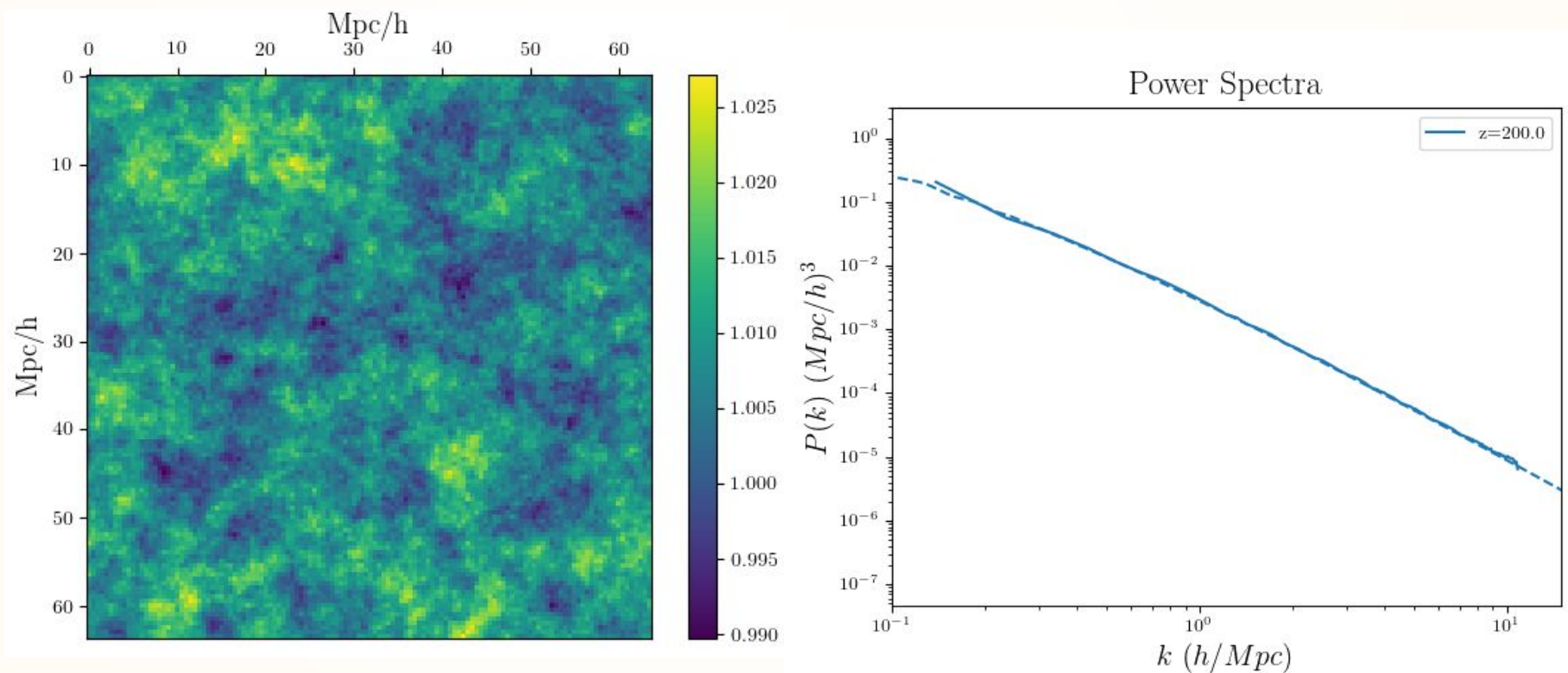
Growth Function

- Jean's scale is the scale at which the quantum pressure balances gravity

$$k_J = (a/\beta)^{(1/4)}$$

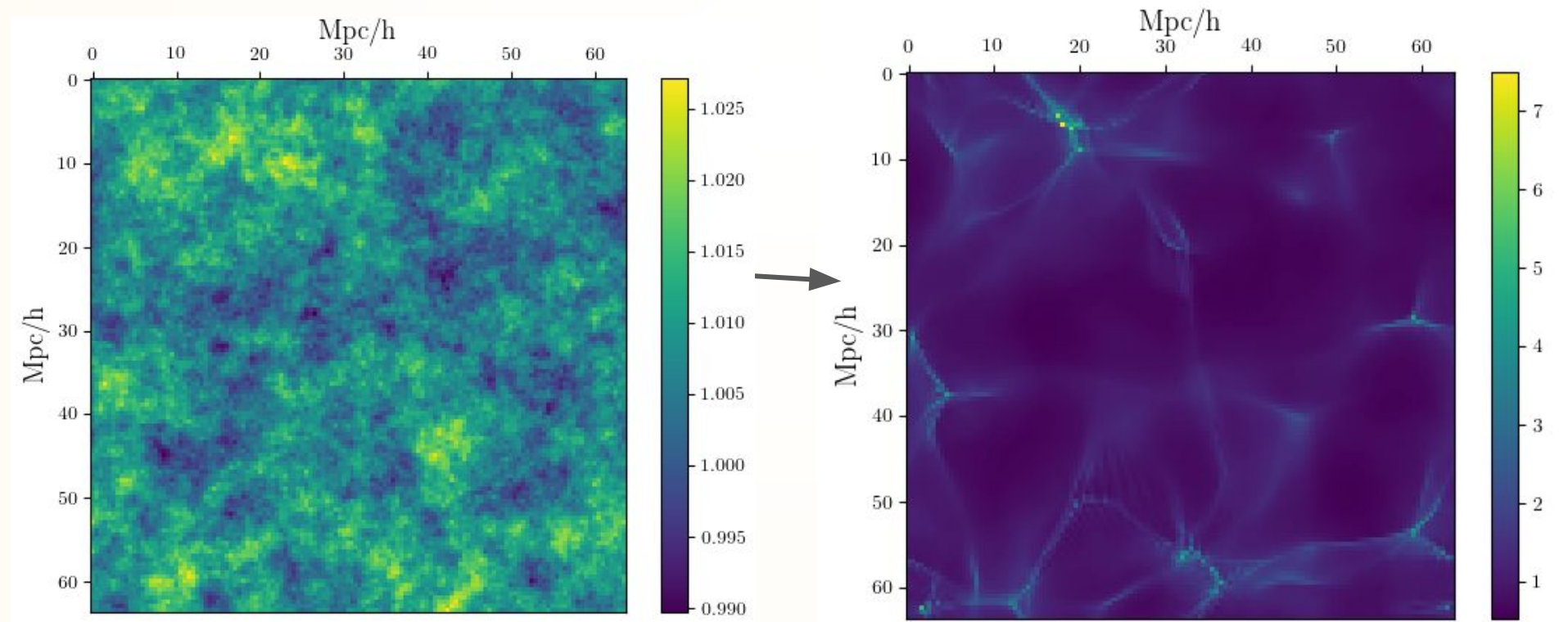


Initial Conditions



Computational cosmology?

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Future Work

- Incorporate background expansion (current problem area)
- Calculate halo profiles from cosmological sized boxes
 - NFW profiles?
- Small scale structure suppression
- And more...

Thank you!