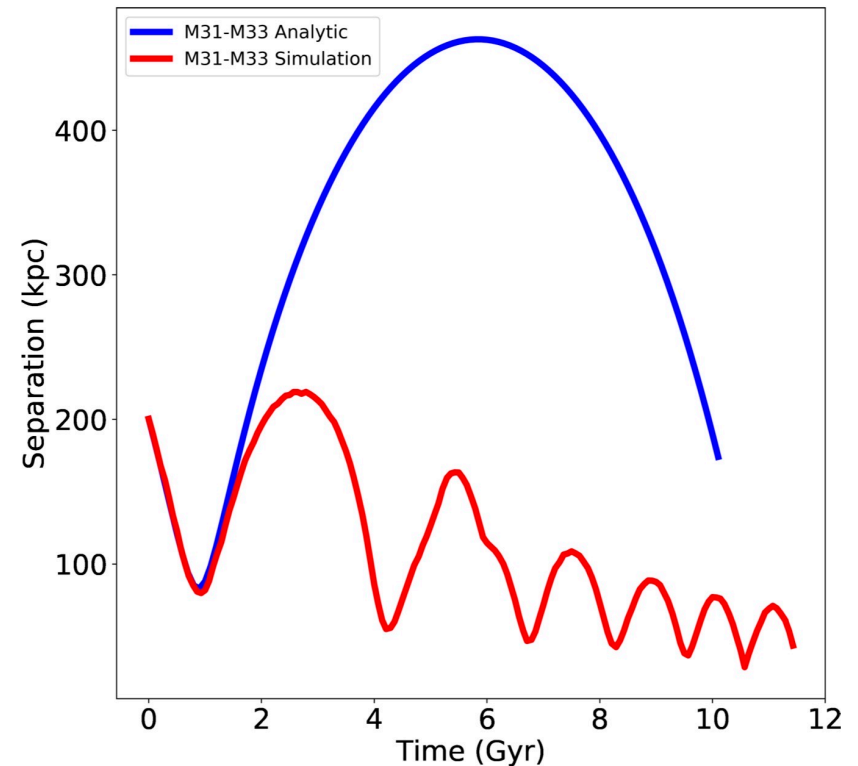


# Dynamical Friction

The transfer of energy from the orbital motion of a satellite into random motions of the particles in the medium through which the satellite is moving (e.g. a dark matter halo or a stellar halo).

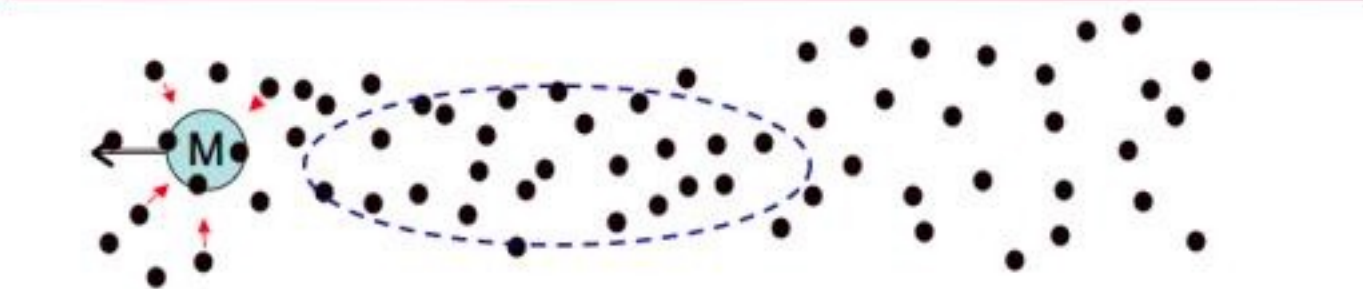
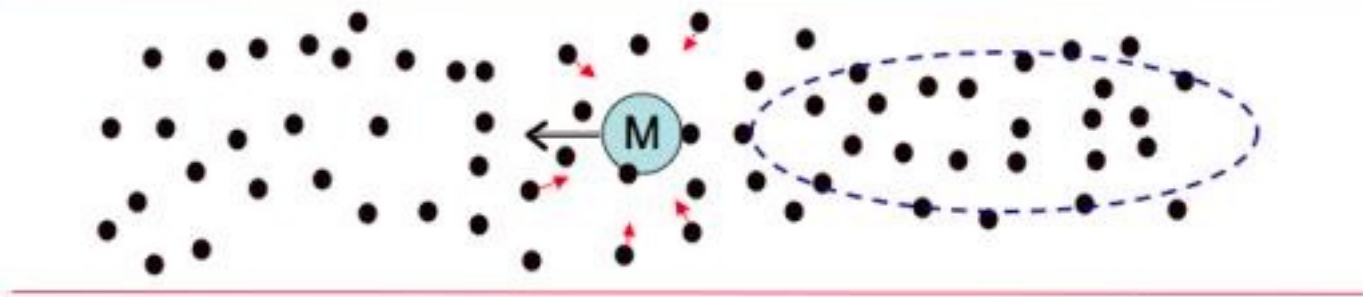
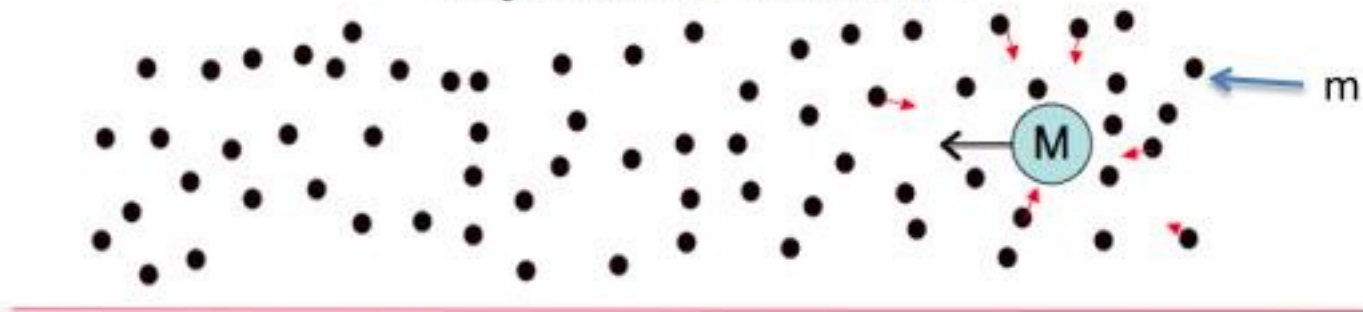
This causes the satellite's orbit to decay.



This Lab: We need to fix our orbit code!

# Dynamical Friction --- Wake

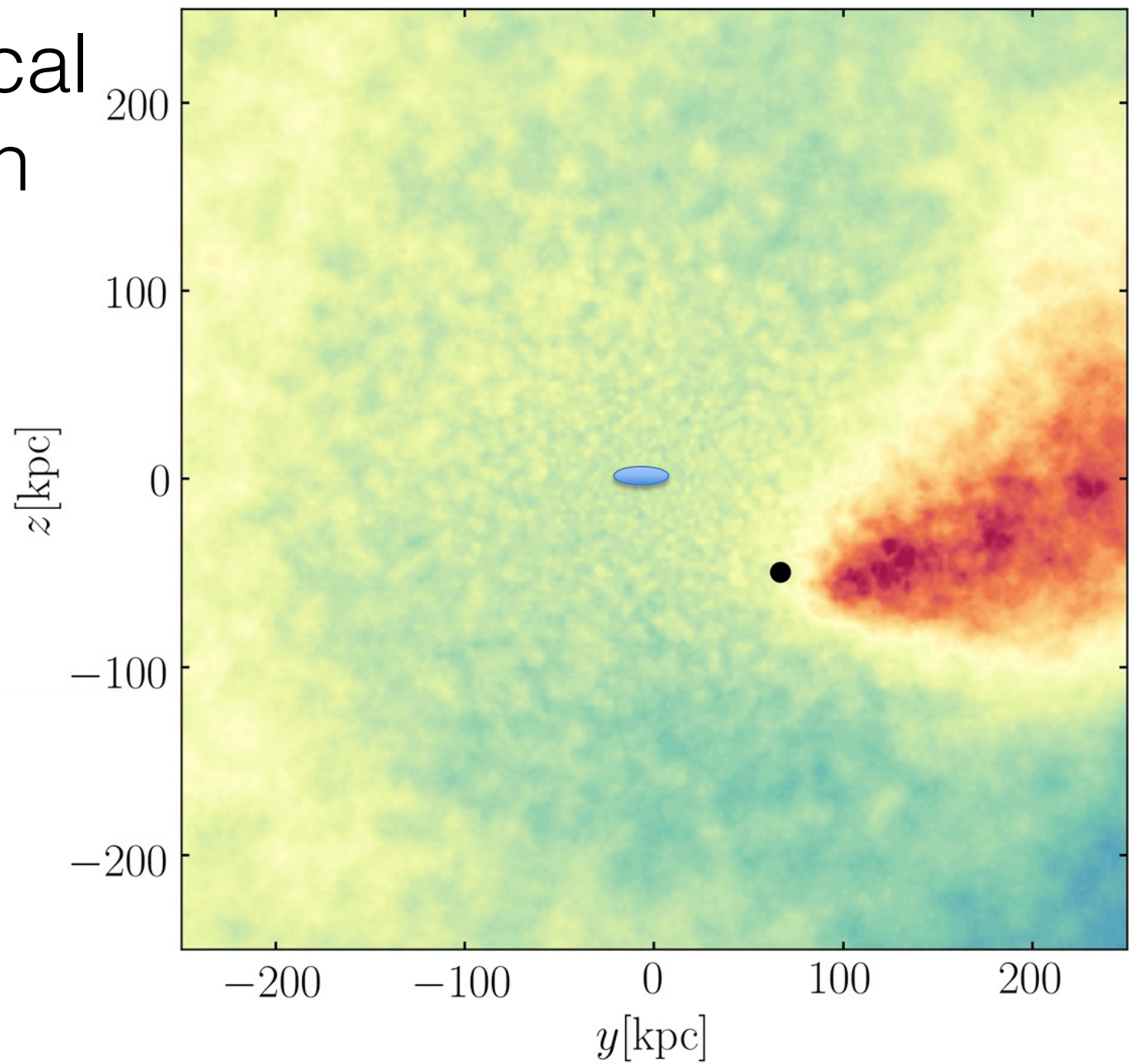
Dynamical Friction I



This Over Density then Tugs BACK on M

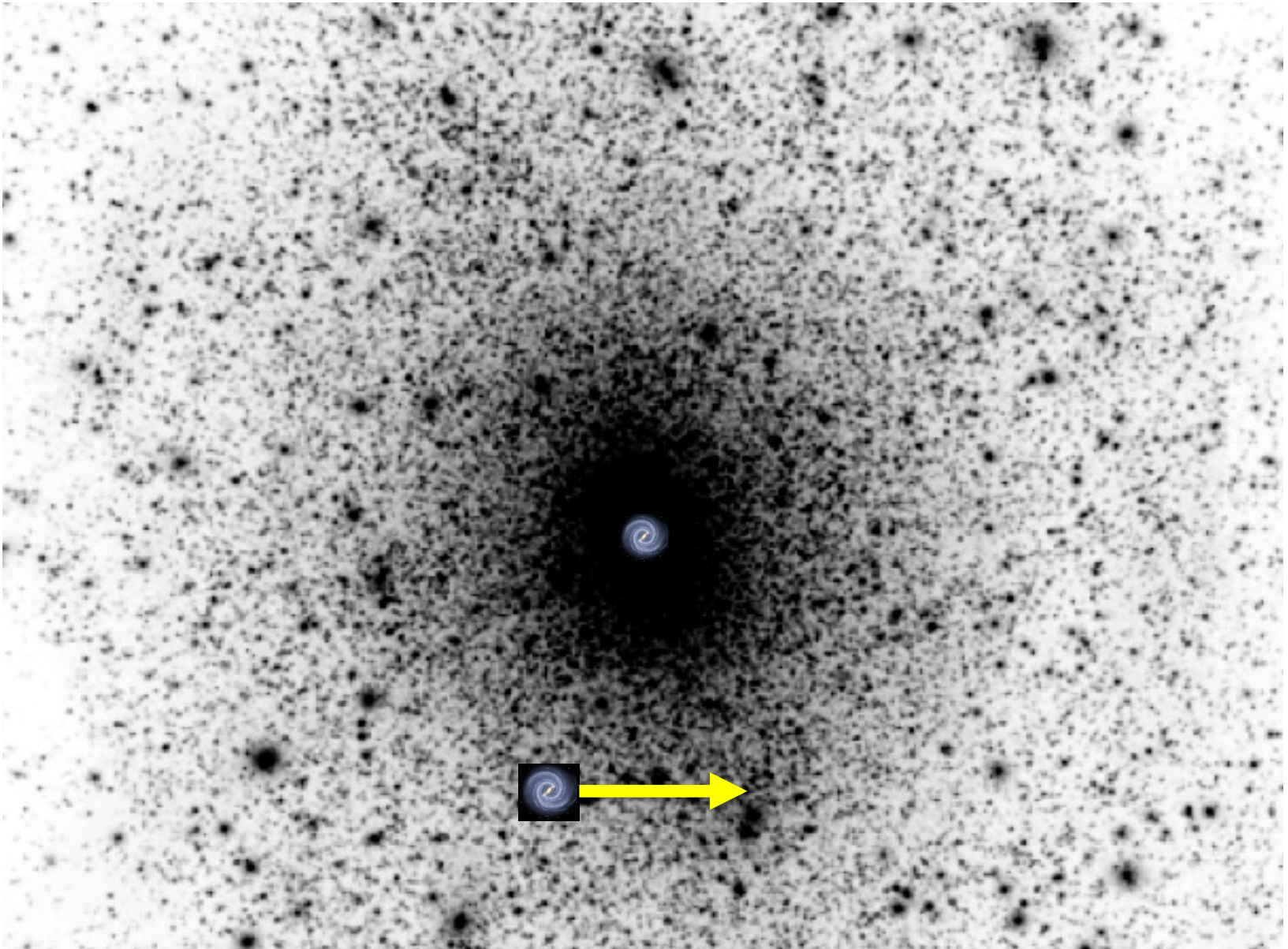


# Dynamical Friction



Garavito-Camargo,  
Besla+2019,2020





We want to compute how the orbital speed of the galaxy will change owing to dynamical friction.



## Encounter with a Single Star / DM particle

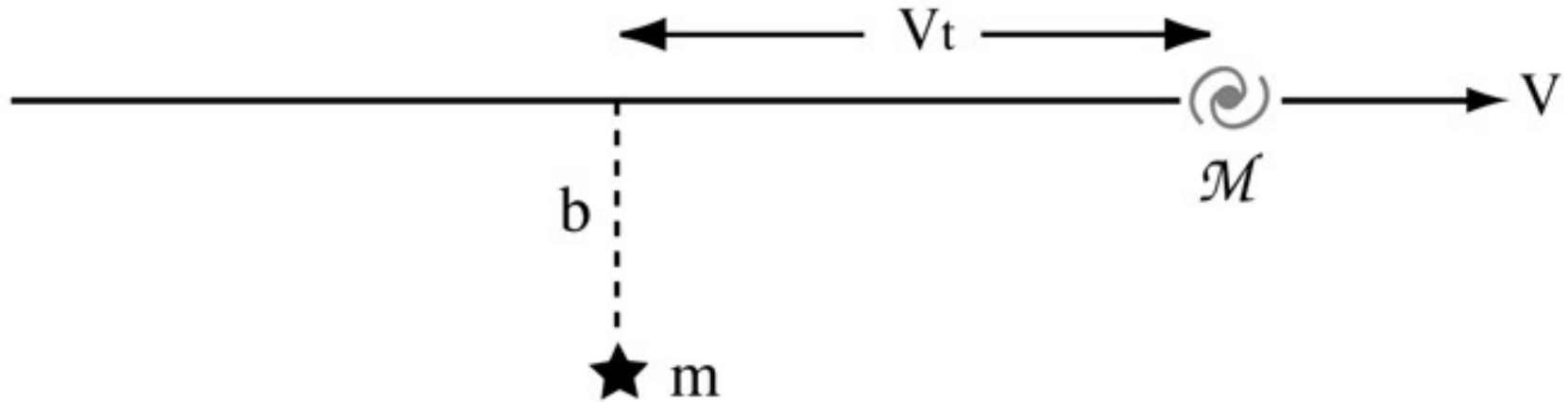
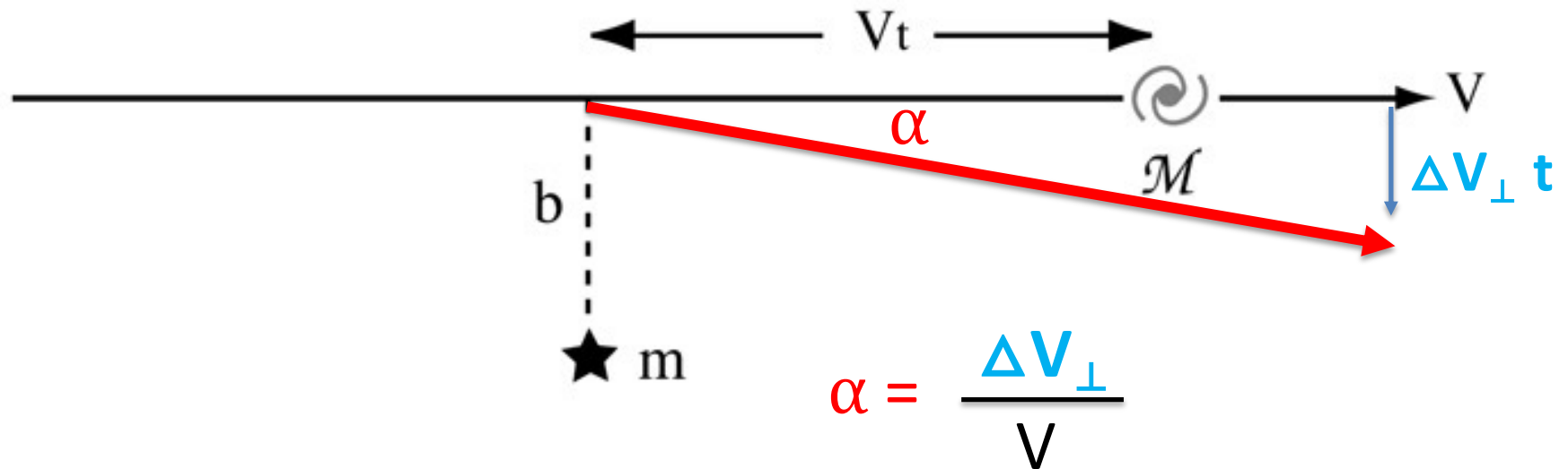


Fig 7.4 'Galaxies in the Universe' Sparke/Gallagher CUP 2007

A galaxy of mass  $\mathcal{M}$  moves with speed  $\mathbf{V}$  past a stationary star (or clump of dark matter) of mass  $m$  in the host halo, a distance  $b$  from its path.

## Encounter with a Single Star / DM particle

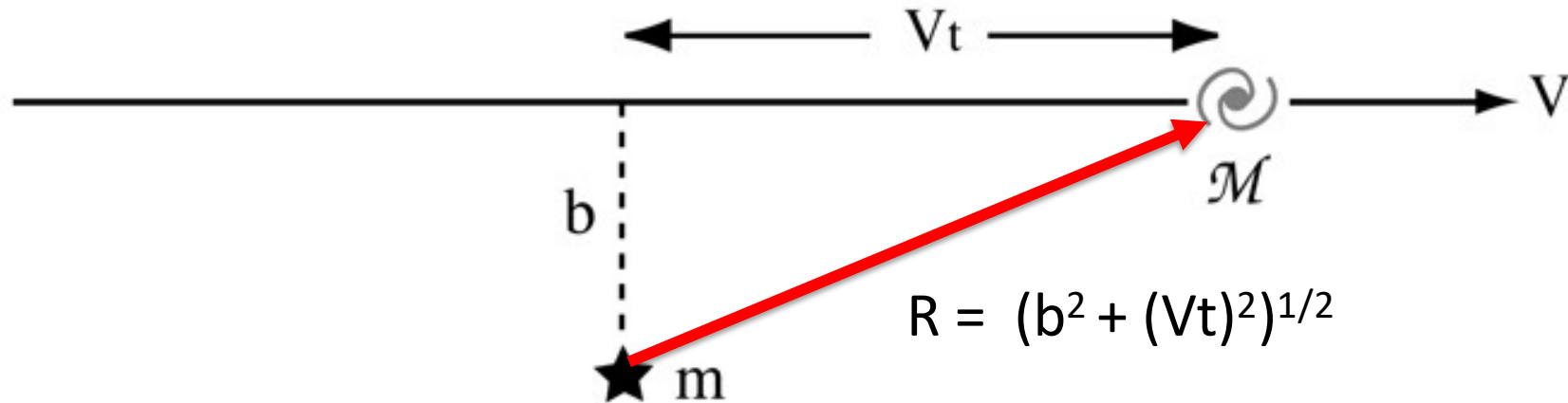


$$F_{\perp} = \mathcal{M} (\Delta V_{\perp} / \Delta t)$$

Impulse Approximation:  $\Delta V_{\perp} = \mathcal{M}^{-1} \int F_{\perp} dt$

Where :  $F_{\perp} = \frac{G \mathcal{M} m}{R^2} \frac{b}{R}$

## Encounter with a Single Star / DM particle



Galaxy is deflected by:

$$\Delta V_{\perp} = \mathcal{M}^{-1} \int \frac{G \mathcal{M} m b dt}{(b^2 + (Vt)^2)^{3/2}}$$

$$= G m b \left. \frac{t}{b^2 (b^2 + (Vt)^2)^{1/2}} \right|_{-\infty}^{\infty} \times 2$$

$b \ll Vt$  so drop  $b$   
in the brackets

$$= \frac{2 G m}{b V}$$

## Encounter with a Single Star / DM particle

The star/DM Particle ALSO receives a kick, so the change in energy of the system:

$$\begin{aligned}\Delta KE_{\perp} &= \frac{1}{2} \mathcal{M} \Delta V_{\perp}^2_{\text{from } m} + \frac{1}{2} m \Delta V_{\perp}^2_{\text{from } \mathcal{M}} \\ &\quad \text{Conservation of Momentum: } m \Delta V_{\perp \text{ from } \mathcal{M}} = \mathcal{M} \Delta V_{\perp \text{ from } m} \\ &= \frac{1}{2} \mathcal{M} \left( \frac{2Gm}{bV} \right)^2 + \frac{1}{2} m \left( \frac{2G\mathcal{M}}{bV} \right)^2\end{aligned}$$

Note that since  $m \ll \mathcal{M}$ , the term on the RIGHT dominates

$$= \frac{2G^2 m \mathcal{M}(\mathcal{M} + m)}{b^2 V^2}$$

The DM particle / Star is acquiring MOST of the energy. Since energy is conserved, that energy must come from the motion of the satellite ALONG its orbit (Parallel, denoted by  $\parallel$ )



## Encounter with a Single Star / DM particle

Determining the change in speed of the satellite **along** its orbit:  $\Delta V_{\parallel}$

Initial Kinetic Energy = Total Energy After the Encounter

$$\frac{1}{2} \mathcal{M} V^2 = \Delta KE_{\perp} + \Delta KE_{\parallel \text{ satellite}} + \Delta KE_{\parallel \text{ particle}}$$

$$= \Delta KE_{\perp} + \frac{1}{2} \mathcal{M} (V + \Delta V_{\parallel \text{ from } m})^2 + \frac{1}{2} m (\Delta V_{\parallel \text{ from } \mathcal{M}})^2$$

Recall,  $\Delta V_{\perp \text{ from } \mathcal{M}} = \mathcal{M} / m \Delta V_{\perp \text{ from } m}$

So :  $\Delta V_{\parallel \text{ from } \mathcal{M}} = \mathcal{M} / m \Delta V_{\parallel \text{ from } m}$

$$\cancel{\frac{1}{2} \mathcal{M} V^2} = \Delta KE_{\perp} + \cancel{\frac{1}{2} \mathcal{M} (V^2 + 2V\Delta V_{\parallel} + \Delta V_{\parallel}^2)} + \frac{1}{2} m (\mathcal{M} / m) \Delta V_{\parallel}^2$$

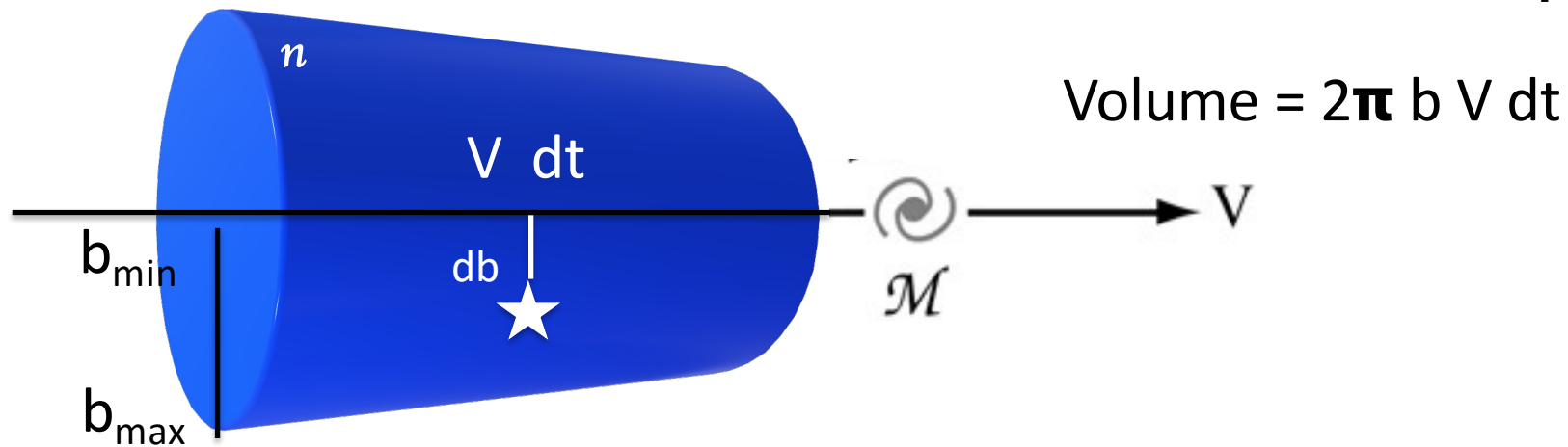
Assuming  $\Delta V_{\parallel} \ll V$ , then we can drop  $\Delta V_{\parallel}^2$  terms

$$\Delta KE_{\perp} = - \frac{1}{2} \mathcal{M} (2V\Delta V_{\parallel})$$

$$\Delta V_{\parallel} = - \frac{\Delta KE_{\perp}}{\mathcal{M} V} = - \frac{2 G^2 m (\mathcal{M} + m)}{b^2 V^3}$$

## NEXT: (weak) Encounters with **MANY** Stars / DM particles

Consider a satellite galaxy moving through a cylindrical volume of a medium (stellar halo or DM halo) with number density  $n = \rho / m$



Integrate  $\Delta V_{\parallel}$  over  $b$  to determine the total perturbation to the velocity along the orbit from  $n$  weak encounters

$$\begin{aligned} \Delta V_{\parallel \text{ TOTAL}} &= \int_{b_{\min}}^{b_{\max}} \Delta V_{\parallel \text{ per encounter}} n 2 \pi V dt b db \\ &= \frac{-2 G^2 (\mathcal{M} + m) m n 2 \pi V dt}{V^3} \int_{b_{\min}}^{b_{\max}} \frac{b db}{b^2} \end{aligned}$$

$\int n(\Lambda)$

## Weak Encounters with **MANY** Stars / DM particles

Coulomb Logarithm:

$$\ln(\Lambda) = \ln(b_{\max}/b_{\min})$$

$b_{\max}$  = Current Separation between satellite and COM of the host galaxy

$b_{\min} = r_s$  Radius for a “Strong Encounter”

**Strong Encounters:** If the change in potential energy is comparable to the initial kinetic energy of the satellite

$$\frac{G(M+m)}{r} \gtrsim \frac{V^2}{2}$$

$$r_s \equiv \frac{2G(M+m)}{V^2}$$

We need our separation,  $b$ , to be larger than  $r_s$  or we invalidate our energy assumptions (that change in potential energy is small)

For the DF calculation we will take  $V = V_{\text{circ}}$  of the DM halo

## Weak Encounters with **MANY** Stars / DM particles

**Dynamical Friction:** the corresponding deceleration needed to achieve a change in velocity  $\Delta V_{||}$  along the direction of motion over some  $dt$

$$\begin{aligned}
 \mathbf{a}_{\text{DF}} = \mathbf{a}_{||} &= \frac{\Delta \mathbf{V}_{||}}{dt} = \frac{-2 G^2 (\mathcal{M} + m) \overset{\text{density of the halo}}{\rho = m n} 2 \pi \mathbf{V} \ln(\Lambda)}{|V|^3} \\
 &= - \frac{4 \pi G^2 \mathcal{M} \rho \ln(\Lambda)}{|V|^2} \frac{\mathbf{V}}{|V|}
 \end{aligned}$$

1. If  $V$  of satellite is low,  $a_{\text{DF}}$  increases
2. Total mass of the halo doesn't matter, it's the density that does.  
- If the density increases (more encounters), the deceleration is stronger
3. A more massive Satellite ( $\mathcal{M}$ ) slows down faster than a lighter one (major encounters will decay faster than minor encounters)  
(MW and M31 vs. M33 and M31),  $F = \mathcal{M} a_{\text{DF}}$

## Weak Encounters within a HALO

We ignored the fact that stars/DM particles in the host also have some internal velocity distribution (we assumed the initial speed of the halo particles was 0).

$$\mathbf{a}_{\text{DF}} = -2 G^2 \mathcal{M} m n 2 \pi \ln(\Lambda) \int f(\mathbf{v}) \mathbf{v} / |\mathbf{v}|^3$$

$$f(v) = \frac{n_o}{(2\pi\sigma^2)^{3/2}} \exp\left(-\frac{v^2}{2\sigma^2}\right) \quad \text{Isotropic, Maxwellian velocity distribution function}$$

$$\mathbf{a}_{\text{DF},x} = \frac{dv}{dt} = -\frac{4\pi G^2 M \rho}{v^2} \ln \Lambda \left[ \text{erf}(X) - \frac{2X}{\sqrt{\pi}} e^{-X^2} \right] \frac{\mathbf{v}_x}{v}$$

$X = v/(\sqrt{2}\sigma)$  and erf is the error function. Consider an isothermal sphere with a flat rotation curve  $V_c$  and velocity dispersion  $\sigma = v_c/\sqrt{2}$ , so  $X = 1$

$$\rho(r) = \frac{v_c^2}{4\pi G r^2}$$

$$\mathbf{a} = -0.428 \frac{G M_{\text{sat}} \ln(\Lambda)}{r^2} \frac{\mathbf{v}}{v}$$

Dynamical Friction for a satellite moving through a density distribution that follows the profile for an Isothermal Sphere.