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# Implementing the Boltzmann Collision Operator for DM-Baryon Scattering

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# BOLTZMANN COLLISION OPERATOR (FOR DM)

$$\frac{df_\chi}{dt} = C_{\chi s}[f_\chi](v_\chi) = \int d^3v'_\chi \left\{ \overset{\text{“in”}}{\underbrace{f_\chi(v'_\chi)}_{\text{“in”}}} \overset{\text{minus}}{\underbrace{\Gamma_{\chi s}(v'_\chi \rightarrow v_\chi)}_{\text{“in”}}} - \overset{\text{“out”}}{\underbrace{f_\chi(v_\chi)}_{\text{“out”}}} \Gamma_{\chi s}(v_\chi \rightarrow v'_\chi) \right\} \quad (*)$$

- Scattering between DM and baryons

$$\chi(v_\chi) + s(v_s) \rightarrow \chi(v'_\chi) + s(v'_s)$$

- $f(v_\chi) \Rightarrow$  distribution function in velocity  
(phase) space
- $\Gamma_{\chi s}(v'_\chi \rightarrow v_\chi) \Rightarrow$  Determines the probability of  
scattering  $v' \rightarrow v$  for two specific species



# COMPUTATIONAL ASPECTS

Form for this is  
determined from eq (\*)

$$\frac{df(u)}{dt} = \frac{\partial f}{\partial t} + \frac{du}{dt} \frac{\partial f}{\partial u}$$

$$u \equiv \sqrt{\frac{m}{T(t)}} v$$

Runge Kutta + Centered difference

$$N \equiv \left( \frac{T(t)}{m} \right)^{3/2} u^2 f(u)$$

$$\frac{\partial N_i}{\partial t} = \left( \frac{T(t)}{m} \right)^{3/2} 4\pi \underbrace{du \sum_j \left( \Gamma_{ji} N_j u_i^2 - N_i u_j^2 \Gamma_{ij} \right)}_{\text{RK-4}} + \frac{1}{2} \frac{d \ln T}{dt} \left( \underbrace{u_i \frac{\partial N_i}{\partial u}}_{\text{Centered diff.}} + N_i \right)$$

RK-4

Centered  
diff.



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# COMPUTATIONAL ASPECTS

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$$\frac{\partial N_i}{\partial t} = \left( \frac{T(t)}{m} \right)^{3/2} 4\pi du \sum_j \left( \underline{\Gamma_{ji}} N_j u_i^2 - N_i u_j^2 \underline{\Gamma_{ij}} \right) + \frac{1}{2} \underline{\frac{d \ln T}{dt}} \left( u_i \frac{\partial N_i}{\partial u} + N_i \right)$$

- $T(t)$  and hence its derivative is a known function
- $\Gamma$  is a matrix that must satisfy *detailed balance*, i.e., if the distribution is equilibrated,  $\Gamma$  should not alter it.
- In equilibrium,  $f(u)$  or  $N(u)$  should be Maxwell-Boltzmann
- My code inputs any form of  $\Gamma$  and  $T(t)$ , and evolves  $N(u)$ .



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# TIME EVOLVING TEMPERATURE

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In an expanding universe,

$$v \propto 1/a(t)$$

$a(t) \equiv$  scale factor

Recall, 
$$u \propto \sqrt{\frac{1}{T}} v$$

$$\Rightarrow u \propto 1/a(t)$$

So for expansion, i.e.,  $u \propto 1/a$  we can equivalently have

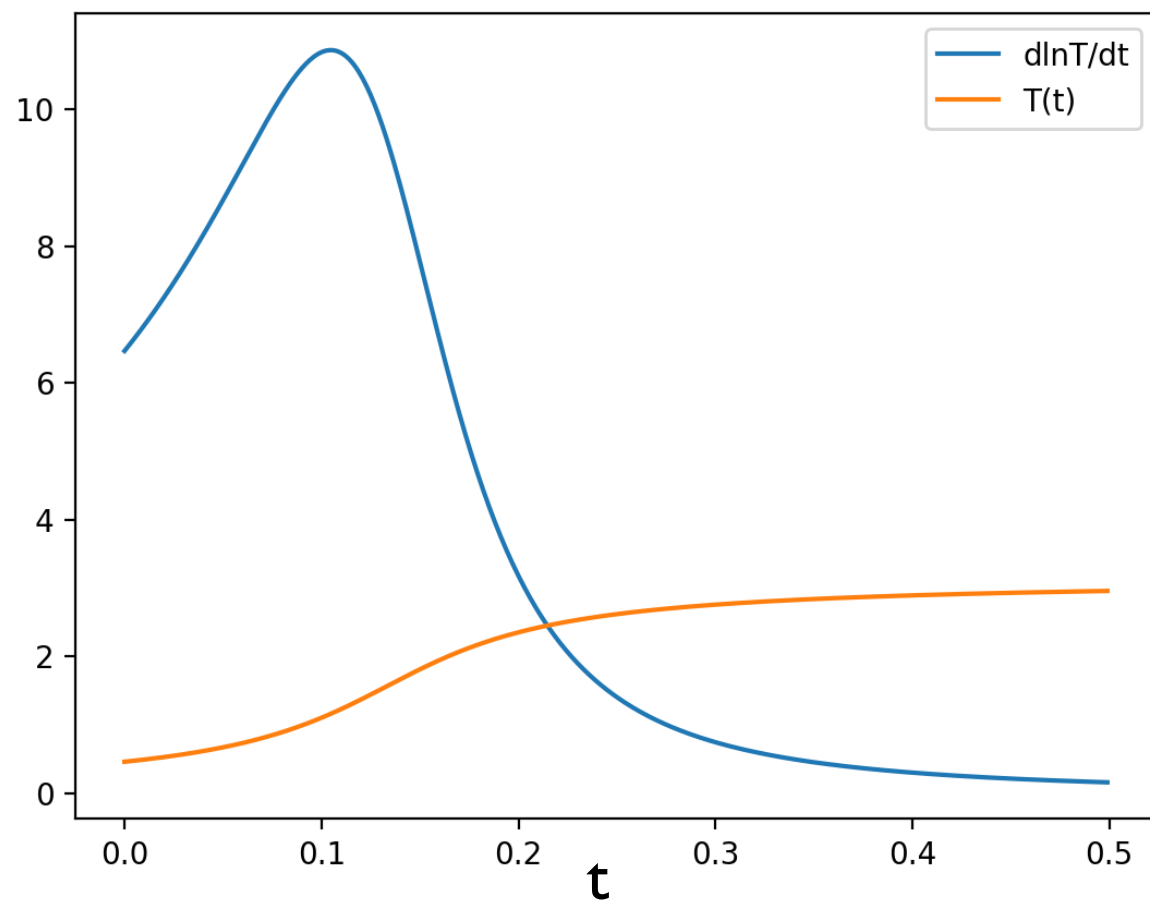
$$T(t) \propto a(t)^2$$

i.e., alternatively put the time dependence in T

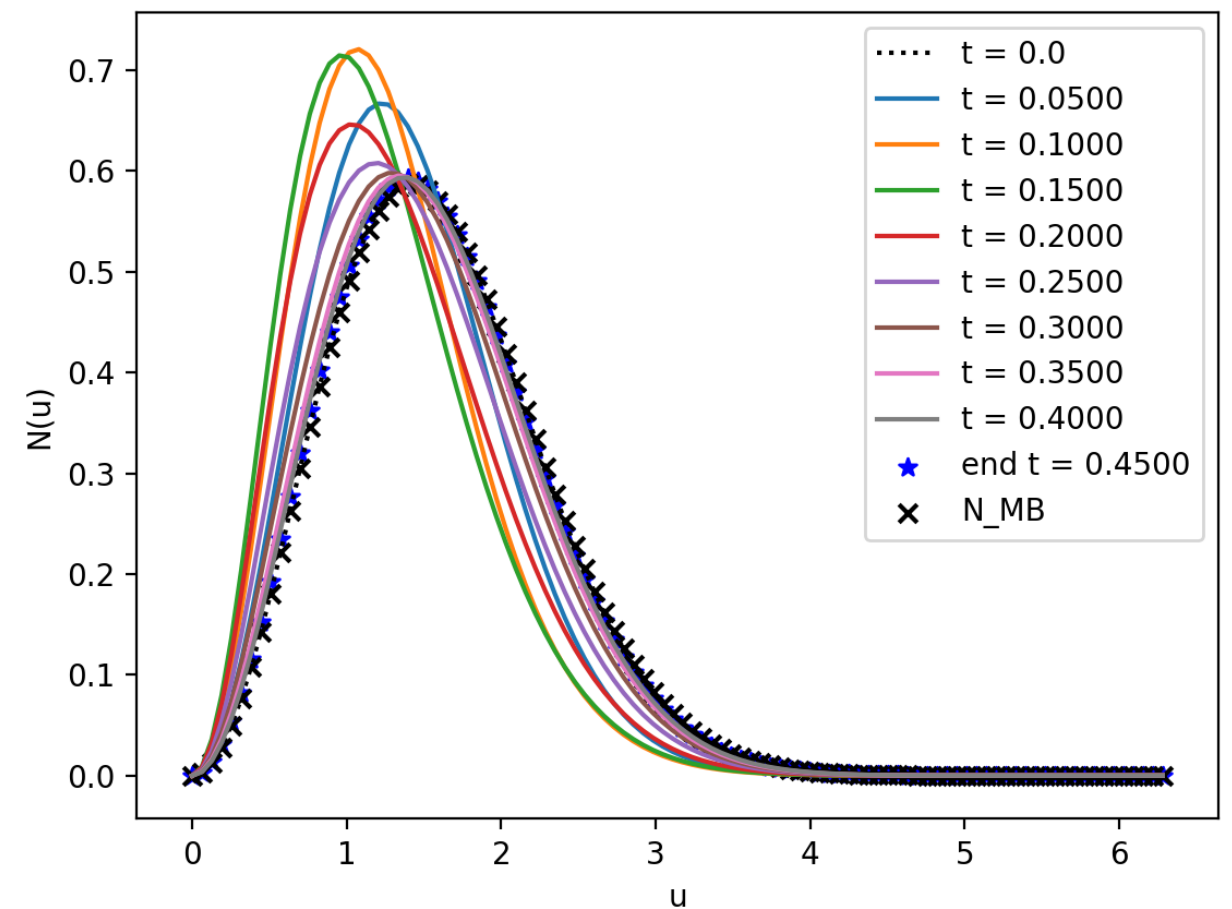
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# RESULTS

Expect MB distribution to change only in absence of thermal equilibrium (ie., only when  $T(t)$  is not constant)



Temperature profile (artificially selected)

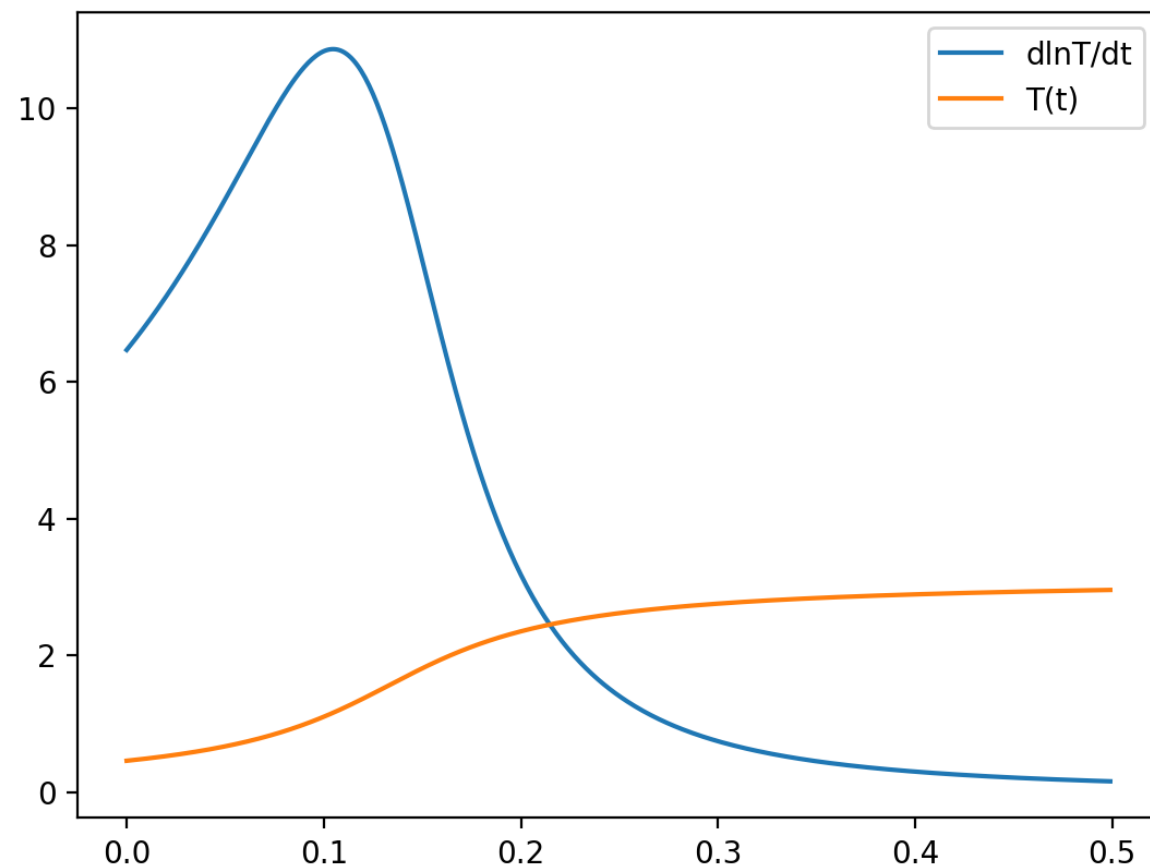


Evolution of initially Maxwellian distribution function

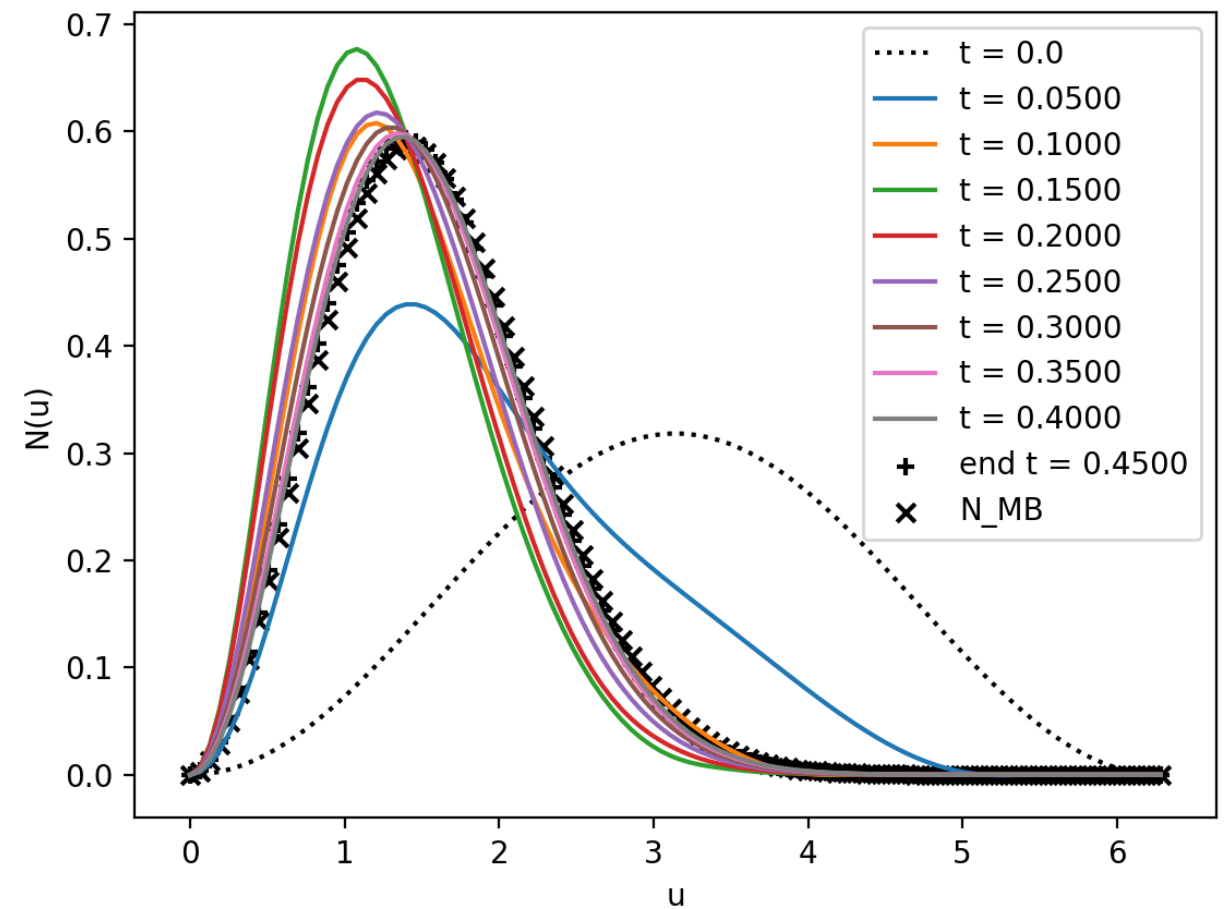


# RESULTS

Expect any distribution to approach MB in absence of thermal equilibrium



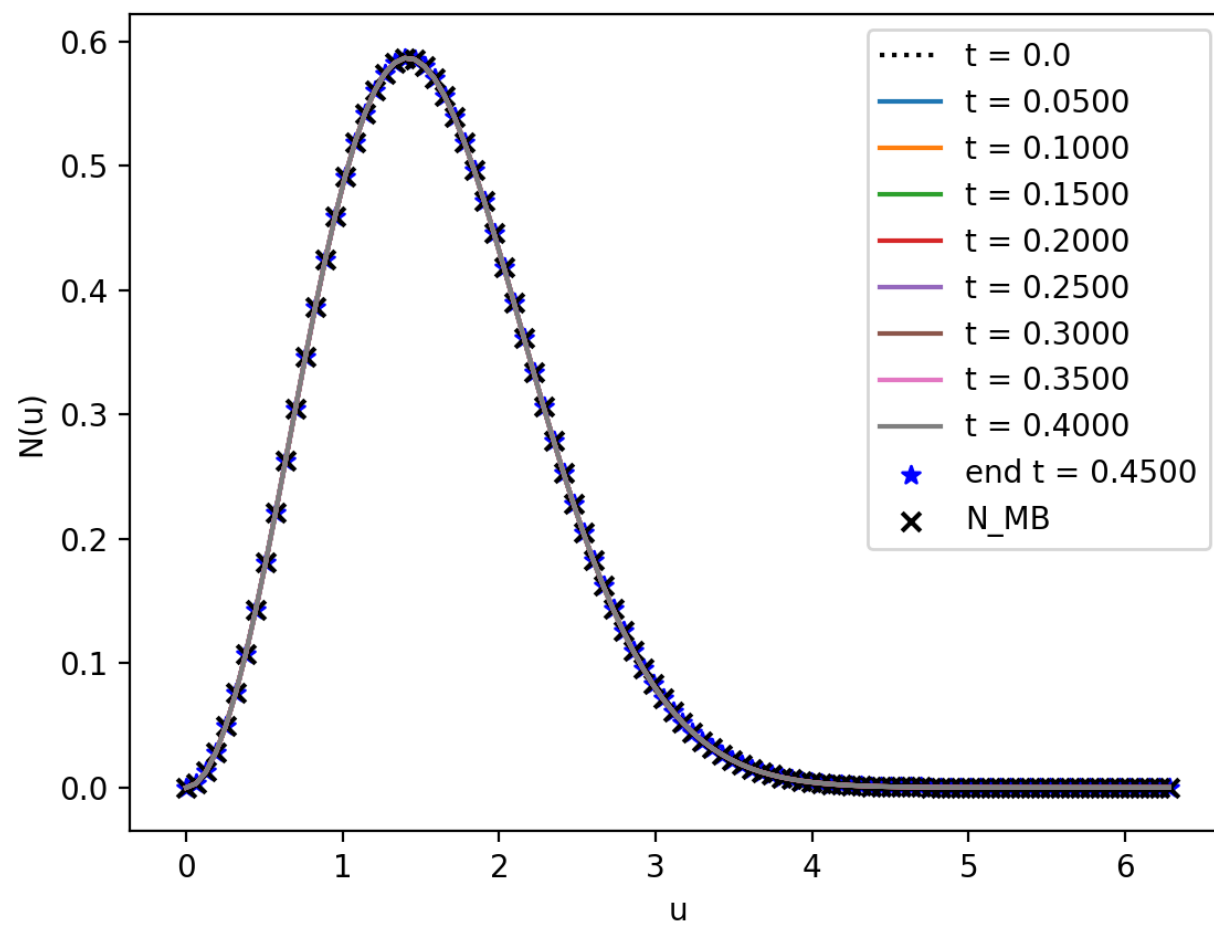
Temperature profile (artificially selected)



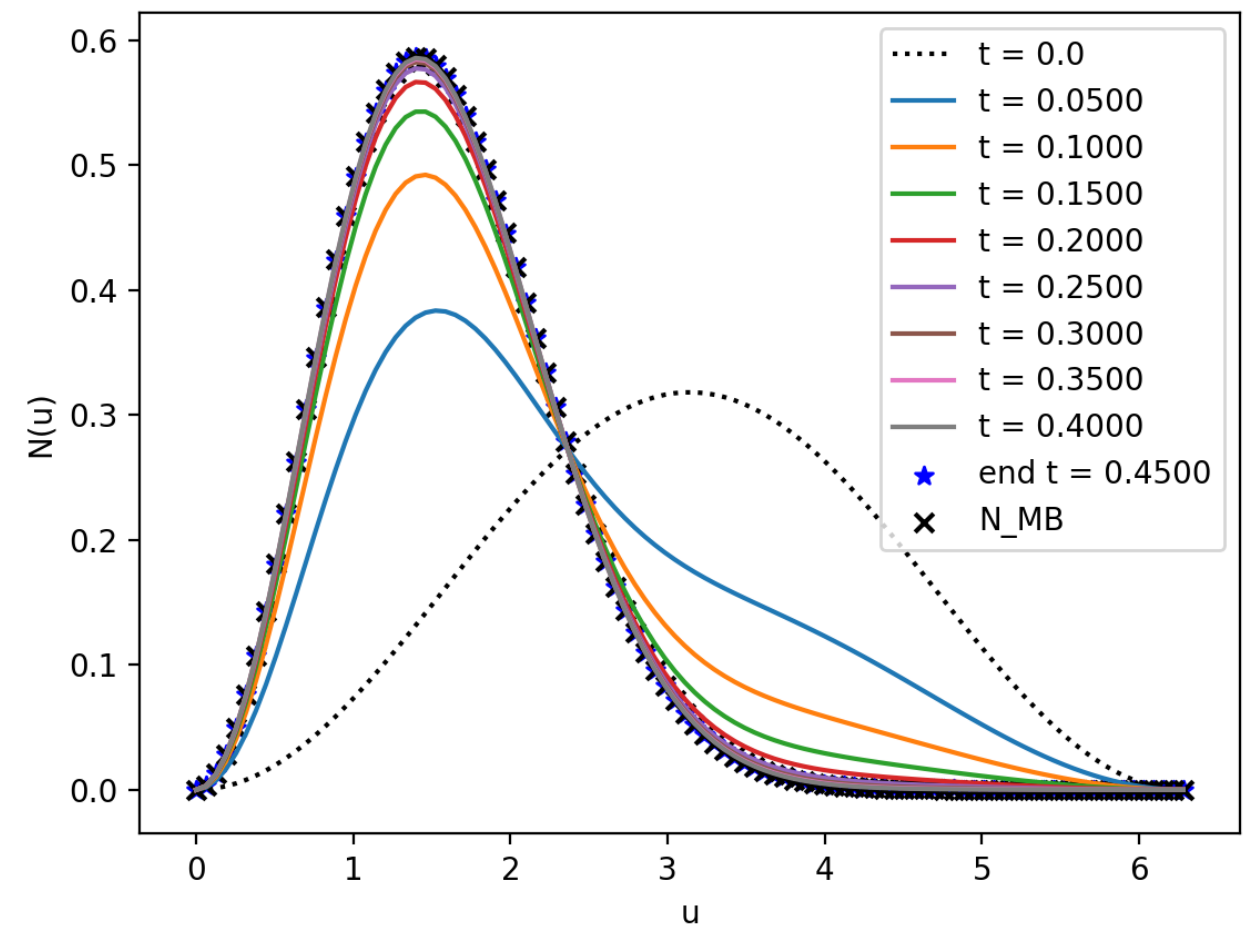
Evolution of non-MB initial distribution

# TESTS

Expect any distribution to approach & stay MB in presence of thermal equilibrium



MB distribution stays MB in thermal equilibrium



non-MB distribution approaches MB in thermal equilibrium



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# FUTURE DIRECTION

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- Usually DM is assumed to have MB distribution, which assumes efficient self-scattering
  - Prof Yacine Ali-Haïmoud has done an approximation of the Boltzmann collision operator using the Fokker-Planck equation
  - My code implements the full Boltzmann operator, so that we can compare how different the results are from the Fokker-Planck approximation
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# THANK YOU . . . any questions?

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- Prof Yacine Ali-Haïmoud, NYU
- Prof Andrew Macfadyen, NYU
- Maaz ul Haq, NYU