RADIATIVE TRANSFER IN GALAXIES

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Abstract

In this thesis, we present a novel algorithm for computing the radiation field in astrophysical simulations.

Dedicated to...

Acknowledgements

Thank you to all that helped.

"Some sort of quote?"

Albert Einstein (1879-1955)

Table of Contents

List of Figures

List of Tables

Chapter 1

Introduction

Chapter 2

Numerical Methods

Chapter 3

The Numerical Method

In the absence of absorbing material, the problem of radiative transfer reduces down to that of gravity. As such, the tree-algorithm for calculating gravity can be used (**?**).

- A tree can be used to partition space.
- Each level of the tree holds finer partitions of the volume. See figure **??**
- Each node of the tree contains accumulated information about the tree below it (total mass, etc.).
- In order to calculate gravity on a particular leaf (bucket), you can interact with the moment of another cell (**??**).
- To decide what level of the tree to interact with, you can define an opening angle/radius, θ. If a cell is smaller than this opening angle (the distribution of matter inside the cell is contained within a small enough angle on the sky), the entire cell can be used in the force calculation. If not, you must consider the child nodes separately. See equation **??**.

- On average, the number of interactions a each particle will have is $\log N$, where N is the total number of particles. Thus, the force calculation for the whole simulation scales as $N \log N$. Note that lowering θ shifts the number of calculations that are approximated by large cells to smaller cells, and thus if θ is very small, the code approached scaling of order N^2.

- In the case of radiation, the math is very similar (See eq **??**).

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3.1 Tree Data Structures

3.1.1 kd-Tree

3.2 Building a Radiation Tree

3.2.1 Criteria for Opening Cells

3.2.2 Accumulating Cell Properties

3.3 The Simple Case - No Absorption

3.3.1 Exchanging Radiation

3.4 Adding Absorption

3.4.1 Making Use of the Tree

3.5 Refinement

3.5.1 Criteria to Refine

3.6 Resolving the Sending and Receiving Cells

Chapter 4

Discussion

Chapter 5

Conclusions

Appendix A

Appendix A