

## Simulating Reionization: Yesterday, Today, Tomorrow

#### **Nick Gnedin**













# Epigraph

#### Why is reionization interesting? I think the way to think about it is that it was the last time when most baryons got together and did something together. After that they kind of did their own thing.

Peng Oh



# **Co-starring**











### Outline

- The brief history of time on one slide
- Cooking *reionizable* universe
- Yesterday  $(z = 3x10^{-10})$
- Today (z = 0)
- Tomorrow  $(z = -3x10^{-10})$



## **The Brief History of Time**





## **The Brief History of Time**





### Cooking Reionizable Universe

- dark matter dynamics
- gas dynamics
- metal cooling
- exact physics of primeval plasma
- fine print (secondary electrons, Ly- $\alpha$  pumping, ...)

radiative transfer

That's the key!

Note: non-existing things are not included



#### Sources & Sinks: Galaxies at z=6

- To the best of our knowledge today, reionization is produced by stars.
- Stars only form inside galaxies.





#### **Sources & Sinks II: Lyman-Limit Systems**





## **Sources & Sinks III:**

- LL systems determine the Mean Free Path (MFP) of an ionizing photon at z=4 (mfp = 0.034 c/H = 17 h<sup>-1</sup> Mpc proper = 85 CHIMP). But it will be smaller at z>6.
- You need at least 1 kpc (proper) spatial resolution to resolve LL systems (0.5 kpc is even better).

Ideal reionization simulation:

- Spatial resolution: 2 h<sup>-1</sup> kpc
- Box size: 50 h<sup>-1</sup> Mpc

That's tough!



#### Yesterday's Simulations (a brute force approach)

- Only galaxies as sources
- Mostly mean properties
- ISM is not resolved





#### How It All Happens... (or what we would see if the Sun was much hotter)





#### Let Us Be Gods...





#### **How It All Happens...**



![](_page_14_Picture_0.jpeg)

## **How It All Happens**

![](_page_14_Picture_2.jpeg)

*Pre-overlap:* Ionized bubbles expand in the low density gas.

![](_page_15_Picture_0.jpeg)

## **How It All Happens**

![](_page_15_Picture_2.jpeg)

*Overlap:* Ionized bubbles merge – the moment of *reionization*.

![](_page_16_Picture_0.jpeg)

## **How It All Happens**

![](_page_16_Picture_2.jpeg)

*Post-overlap:* Most of gas in the universe is highly ionized.

![](_page_17_Picture_0.jpeg)

## What We Know About Reionization

![](_page_17_Figure_2.jpeg)

~

![](_page_18_Picture_0.jpeg)

#### **The Power of Sloan**

![](_page_18_Figure_2.jpeg)

![](_page_18_Picture_3.jpeg)

![](_page_19_Picture_0.jpeg)

# **Yesterday's Simulations**

- Helped to understand the process of reionization.
- Reached close to numerical convergence.
- Helped to measure the redshift of overlap from the data.
- Provided some assurance that we are on the right way.

![](_page_20_Picture_0.jpeg)

#### **Today's Simulations** (a smart approach)

- Include bright quasars and large volumes
- Detailed morphology of HII regions on all scales
- Escape of ionizing radiation from the ISM is resolved

![](_page_20_Figure_5.jpeg)

![](_page_21_Picture_0.jpeg)

#### **Large Scales**

![](_page_21_Figure_2.jpeg)

Small box  $\rightarrow$  sub-cell model for the large box (clumping factors)

![](_page_22_Picture_0.jpeg)

# **Clumping Factors**

 $\frac{dn_{\rm H\,I}}{dt} = -n_{\rm H\,I}\Gamma + R(T)n_e n_{\rm H\,II}$ 

![](_page_22_Picture_3.jpeg)

Real universe:

Gas has structure on all scales

![](_page_22_Figure_6.jpeg)

Simulation:

- Resolution is finite.
- It can only deal with quantities defined over 1 cell.

![](_page_23_Picture_0.jpeg)

# **Clumping Factors II**

$$\langle \frac{dn_{\rm H\,I}}{dt} \rangle_{\rm cell} = -\langle n_{\rm H\,I} \Gamma \rangle_{\rm cell} + \langle R(T) n_e n_{\rm H\,II} \rangle_{\rm cell}$$

![](_page_23_Figure_3.jpeg)

![](_page_24_Picture_0.jpeg)

# **Clumping Factors III**

Recombination clumping factor:

$$C_R = \frac{\langle R(T) n_e n_{\rm H\,II} \rangle_{\rm cell}}{\langle R(T) \rangle_{\rm cell} \langle n_e \rangle_{\rm cell} \langle n_{\rm H\,II} \rangle_{\rm cell}}$$

Ionization clumping factor

$$C_I = \frac{\langle n_{\rm H\,\scriptscriptstyle I} \Gamma \rangle_{\rm cell}}{\langle n_{\rm H\,\scriptscriptstyle I} \rangle_{\rm cell} \langle \Gamma \rangle_{\rm cell}}$$

![](_page_25_Picture_0.jpeg)

![](_page_25_Figure_1.jpeg)

![](_page_26_Picture_0.jpeg)

## A Quiet Revolution: XX Century

![](_page_26_Picture_2.jpeg)

- Eulerian schemes
- Smooth Particle "Hydrodynamics" (SPH)
- Arbitrary Lagrangian-Eulerian (ALE)

![](_page_27_Picture_0.jpeg)

## A Quiet Revolution: XXI Century

![](_page_27_Figure_2.jpeg)

- Adaptive Mesh Refinement (AMR)
  - ✓ can follow fragmentation
    ✓ non-uniform initial conditions
  - ✓ spatially variable resolution
  - ✓ faster-than-Lagrangian

![](_page_27_Picture_7.jpeg)

![](_page_28_Picture_0.jpeg)

![](_page_29_Picture_0.jpeg)

![](_page_29_Figure_2.jpeg)

#### @ D = 0.5 R<sub>VIR</sub> (50 h<sup>-1</sup> kpc, 0.0006 $\lambda_{LL}$ )

![](_page_30_Picture_0.jpeg)

![](_page_30_Figure_2.jpeg)

#### @ D = 1.0 R<sub>VIR</sub> (100 h<sup>-1</sup> kpc, 0.0012 $\lambda_{LL}$ )

![](_page_31_Picture_0.jpeg)

![](_page_31_Figure_2.jpeg)

@ D = 2.0 R<sub>VIR</sub> (200 h<sup>-1</sup> kpc, 0.0025  $\lambda_{LL}$ )

![](_page_32_Picture_0.jpeg)

![](_page_32_Figure_2.jpeg)

@ D = 5.0 R<sub>VIR</sub> (500 h<sup>-1</sup> kpc, 0.005  $\lambda_{LL}$ )

![](_page_33_Picture_0.jpeg)

![](_page_33_Figure_2.jpeg)

@ D = 10 R<sub>VIR</sub> (1 h<sup>-1</sup> Mpc, 0.01  $\lambda_{LL}$ )

![](_page_34_Picture_0.jpeg)

![](_page_34_Figure_2.jpeg)

@ D = 30 R<sub>VIR</sub> (3 h<sup>-1</sup> Mpc, 0.03  $\lambda_{LL}$ )

![](_page_35_Picture_0.jpeg)

![](_page_35_Figure_2.jpeg)

@ D = 100 R<sub>VIR</sub> (10 h<sup>-1</sup> Mpc, 0.1  $\lambda_{LL}$ )

![](_page_36_Picture_0.jpeg)

# **Today's Simulations**

- Can be used to provide adequate theoretical predictions for all existing observations of z>5 universe.
- Serve as testing grounds for developing methods for analyzing z>5 Lyman- $\alpha$  forest data.
- Will give us deep insights in the detailed formation of early galaxies and supermassive black holes.

![](_page_37_Picture_0.jpeg)

#### **Tomorrow's Simulations** (a smart brute force approach)

• Self-consistently treat clumping factors "on the fly"

![](_page_37_Figure_3.jpeg)

![](_page_38_Picture_0.jpeg)

![](_page_38_Picture_1.jpeg)

![](_page_38_Figure_2.jpeg)

Use highly refined sub-volumes to compute the clumping factors "on the fly".

![](_page_39_Picture_0.jpeg)

![](_page_39_Figure_1.jpeg)

![](_page_40_Picture_0.jpeg)

# **Tomorrow's Simulations**

- Will be able to model with reasonable quantitative precision the evolution of the IGM on a wide range of scales up to z~2 (beyond Helium reionization).
- $\bullet$  Will be important for studying Helium reionization and the relationship between hydrogen and helium Lyman-  $\alpha$  forests.
- Will be useful for understanding the details of escape of ionizing radiation from galaxies and quasars at high and intermediate redshifts.
- Something we haven't anticipated...

![](_page_41_Picture_0.jpeg)

![](_page_41_Picture_1.jpeg)

- Numerical simulations of reionization passed the infant stage: we can now model large enough boxes to obtain converged results on average properties of the IGM.
- Current simulations will be able to resolve the ISM in star forming galaxies at z>6 (in small boxes) and to model absorption spectra of individual z~6 quasars (in large boxes).
- Future simulations will be able to achieve a dynamic range of > 10,000,000 (in small fraction of the volume) and treat the rest of the IGM fully self-consistently via the clumping factors formalism.

## The End

![](_page_42_Picture_1.jpeg)