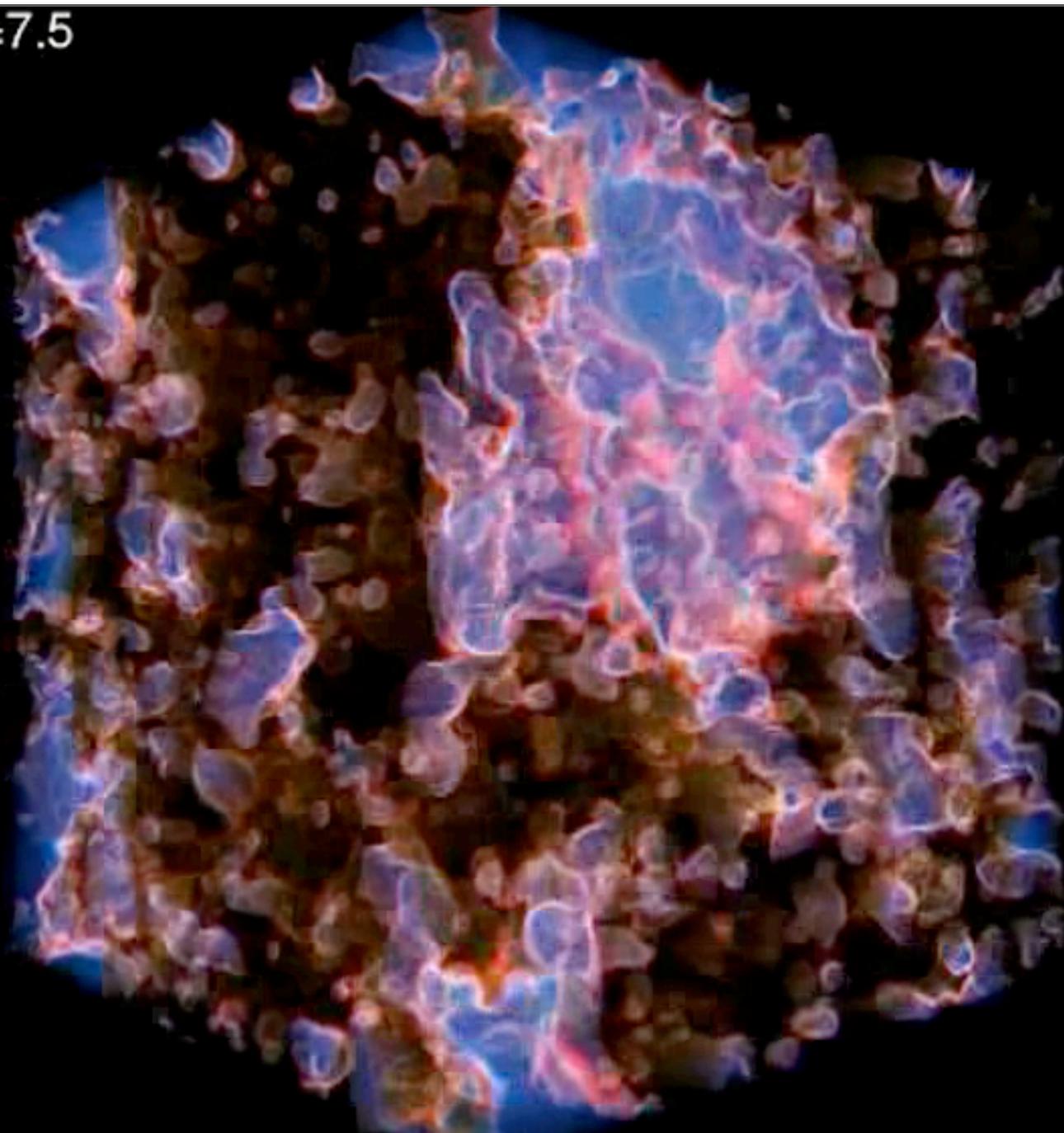
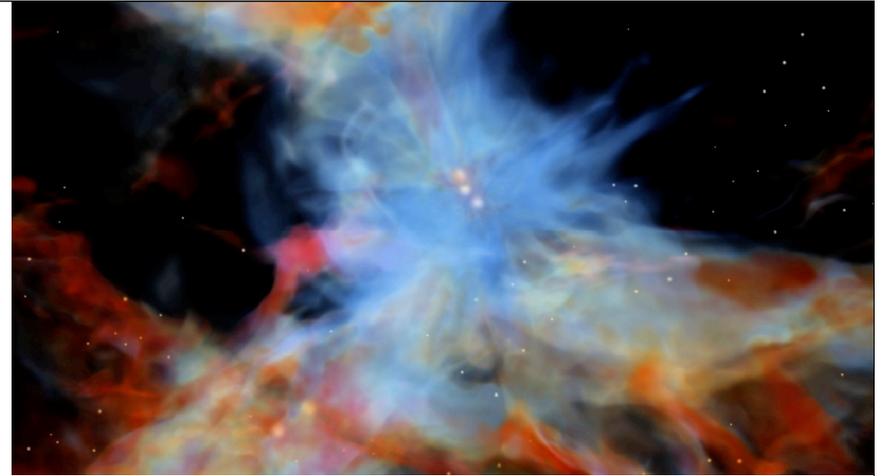


$z=7.5$



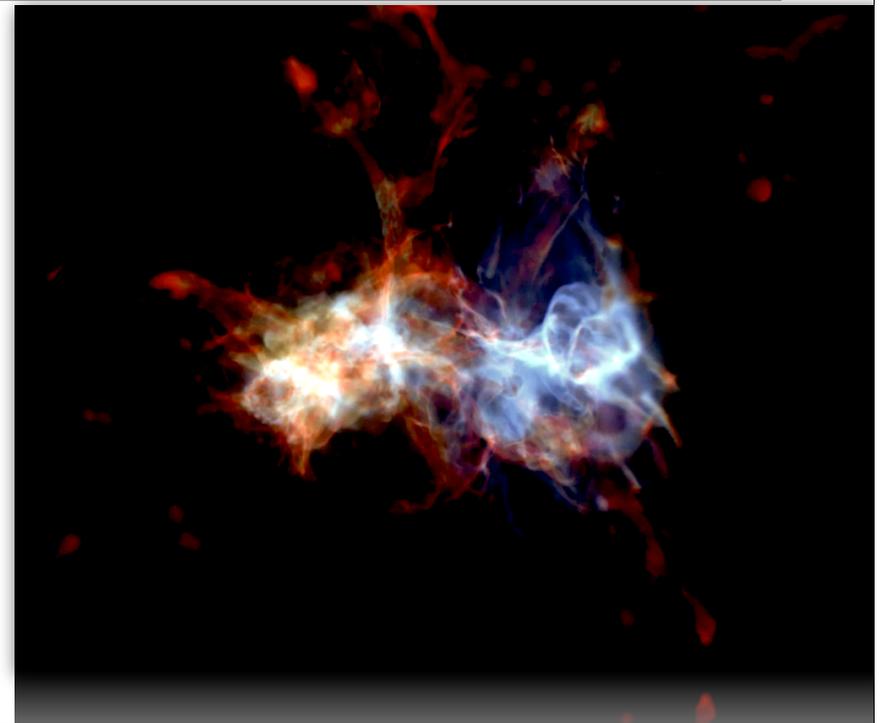


How the First Stars start Reionization

Tom Abel
KIPAC/Stanford

work with
John Wise, Peng Wang, Ji-hoon Kim,
Marcelo Alvarez, Matt Turk, Fen Zhao
KIPAC

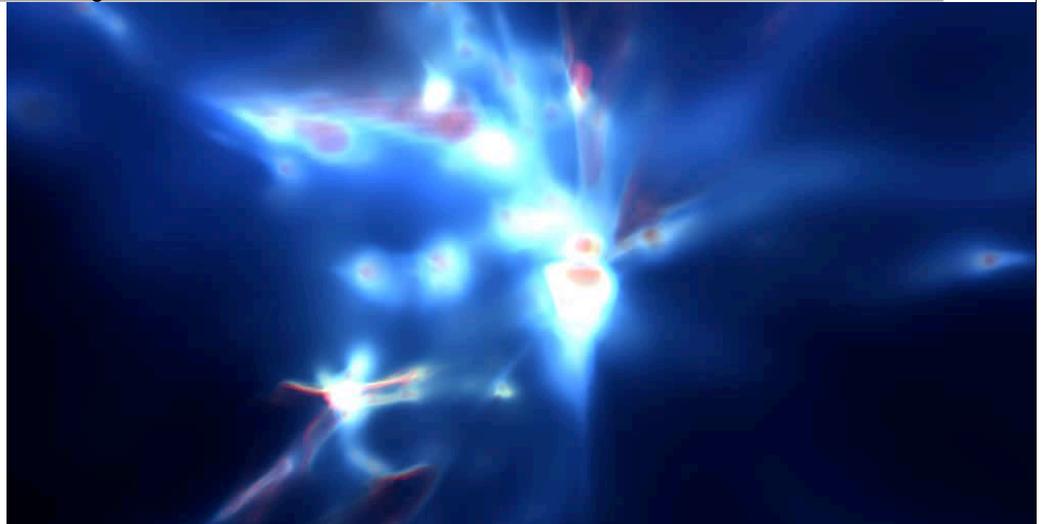
Ralf Kähler (Scientific Visualization)



Some questions

- How do Pop III stars form?
- Do Pop III stars re-ionize the Universe?
- Do Pop III stars make the seeds of the supermassive black holes that are found in almost all galaxies?

Accreting first black hole:



Simulation: Marcelo Alvarez, John Wise & Tom Abel 2007

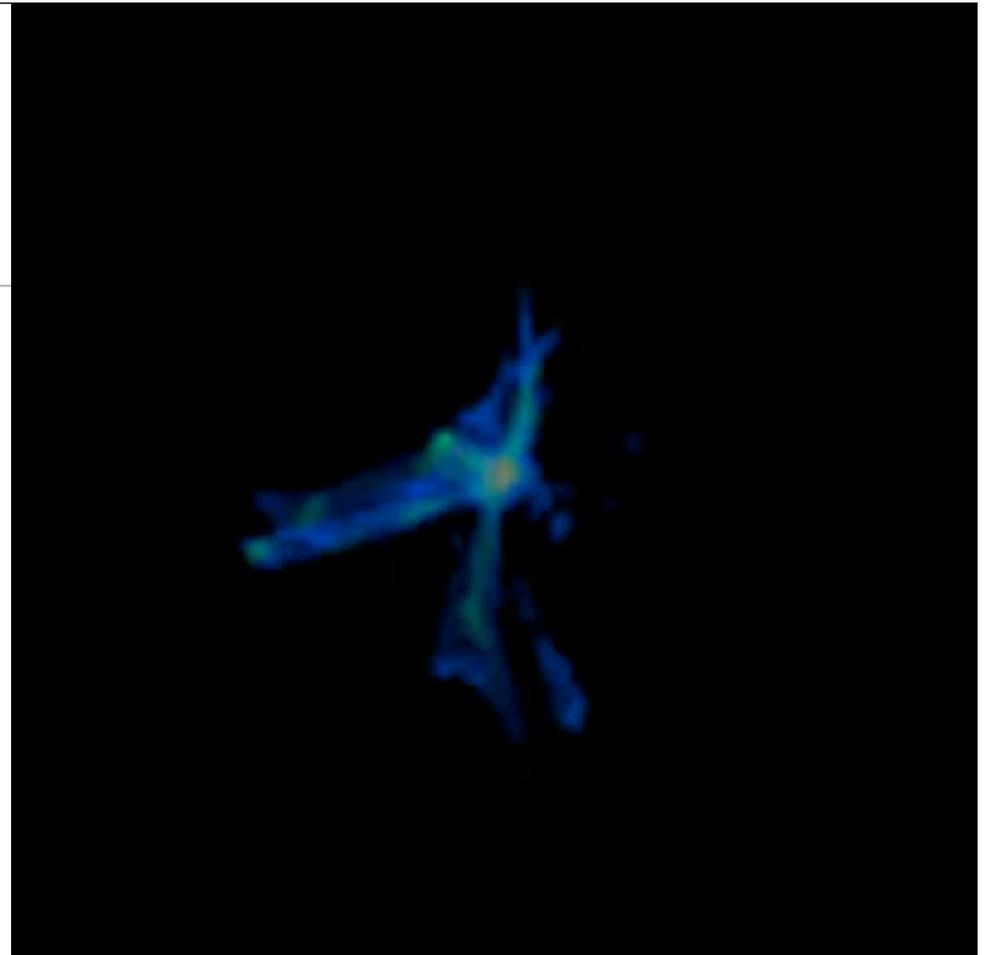
Visualization: Ralf Kähler, Alvarez & Abel

- Do Pop III stars affect galaxy formation?
- How does primordial star formation differ from star formation in the Galaxy?
- What do the first galaxies look like in 21 emission?
- Can Pop III stars be observed with any next generation telescopes?
- Can we understand Galaxies one star at a time?
- Ab initio understanding of star formation?

Informed answers are derived most reliably with ab initio numerical simulations.

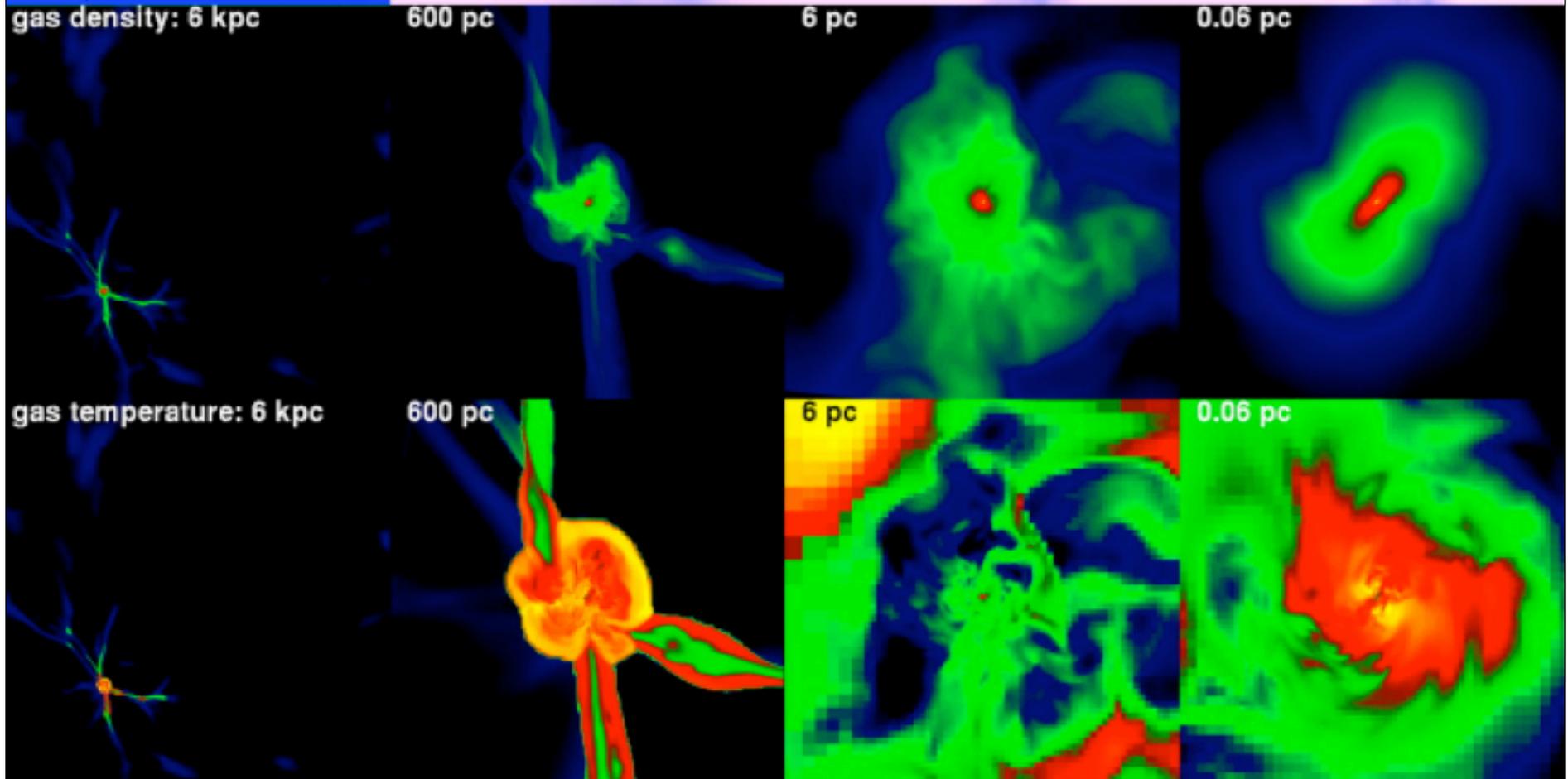
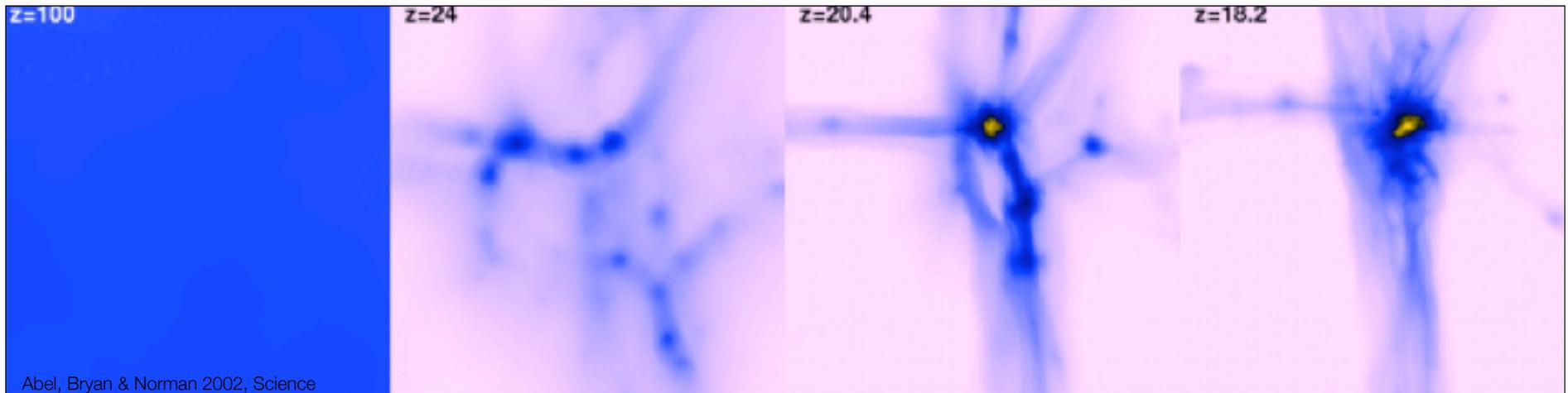
Initial Value Problem

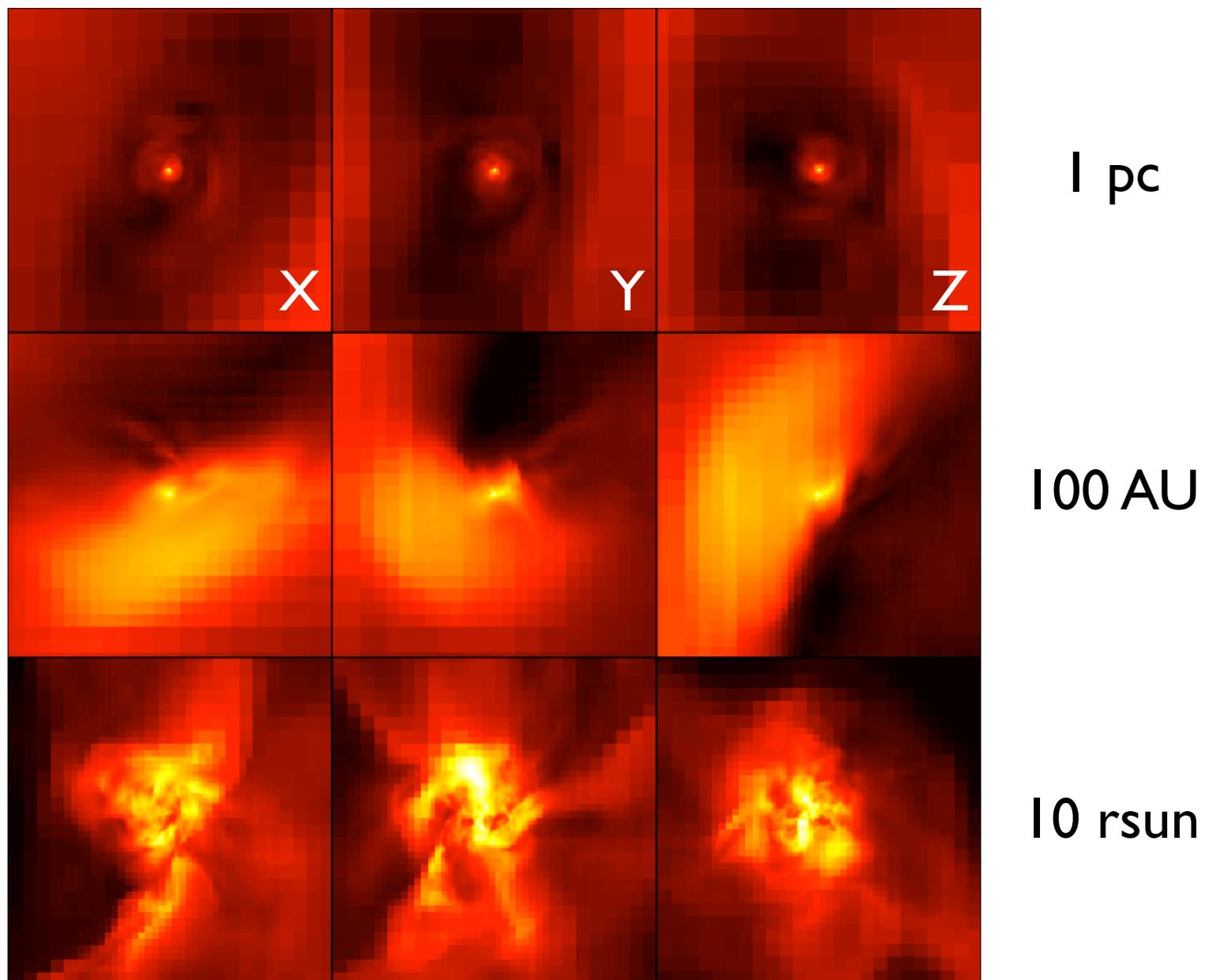
- Initial Conditions: COBE/ACBAR/Boomerang/WMAP/CfA/SDDS/2DF/CDMS/DAMA/Edelweiss/... + Theory: Constituents, Density Fluctuations, Thermal History
- Physics: Gravity, MHD, Chemistry, Radiative Cooling, Radiation Transport, Cosmic Rays, Dust drift & cooling, Supernovae, Stellar evolution, etc.
- Transition from Linear to Non-Linear:
- Using patched based structured adaptive (space & time) mesh refinement
- Differs from current day star formation:
 - Complete ICs are known
 - Chemistry, cooling, B, known



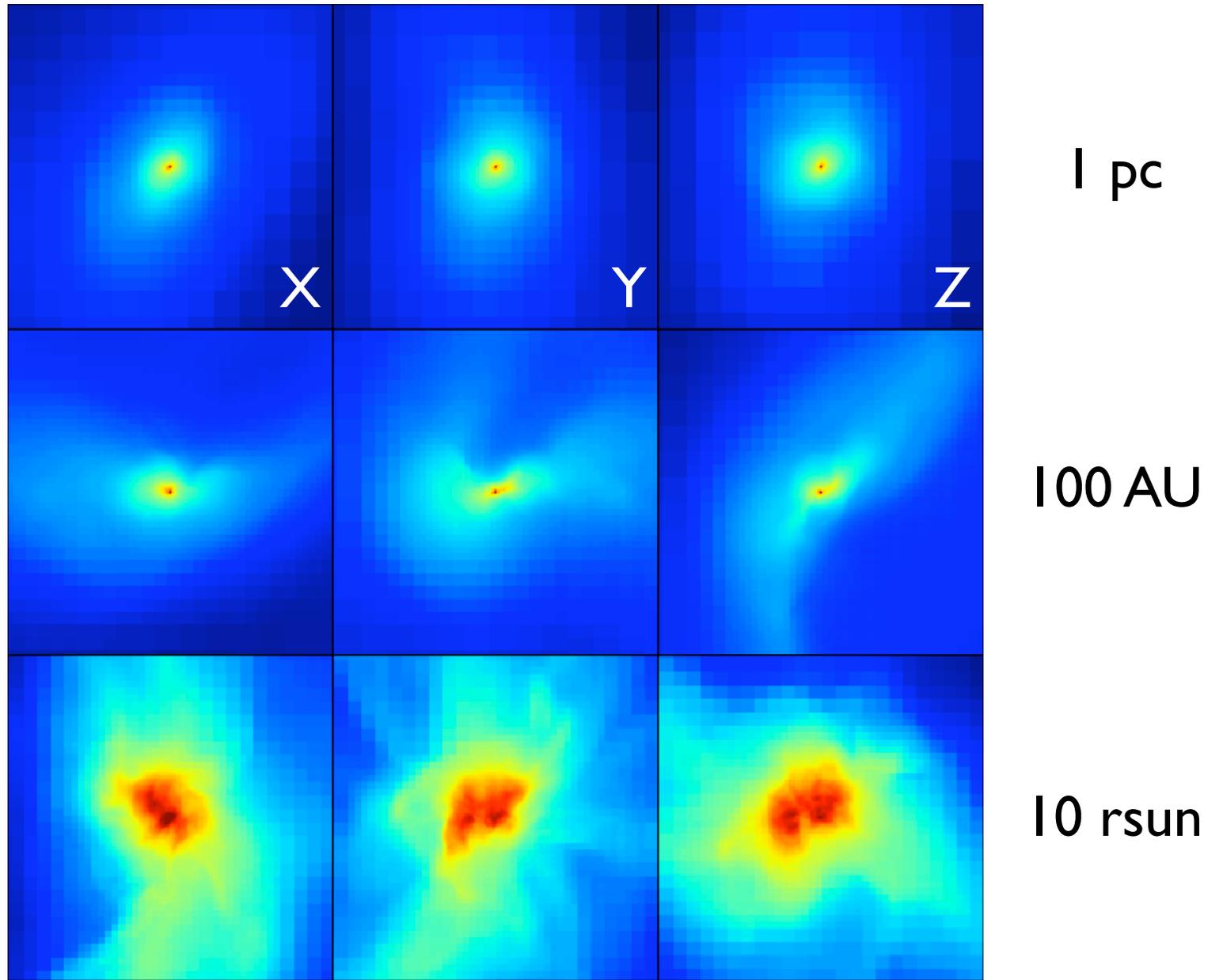
Ralf Kähler & Tom Abel for PBS
Origins. Aired Dec 04

$$\frac{R_{\odot}}{R_{\text{Milky Way}}} \approx 10^{-12}$$
$$\frac{P_{\odot, \text{Kepler}}}{t_{\text{Hubble}}(z = 30)} \approx 10^{-12}$$





Turk, Abel & O'Shea 2008 in prep



Turk, Abel & O'Shea 2008 in prep

Recap

First Stars are isolated and very massive

- Theoretical uncertainty: 30 - 300 solar mass

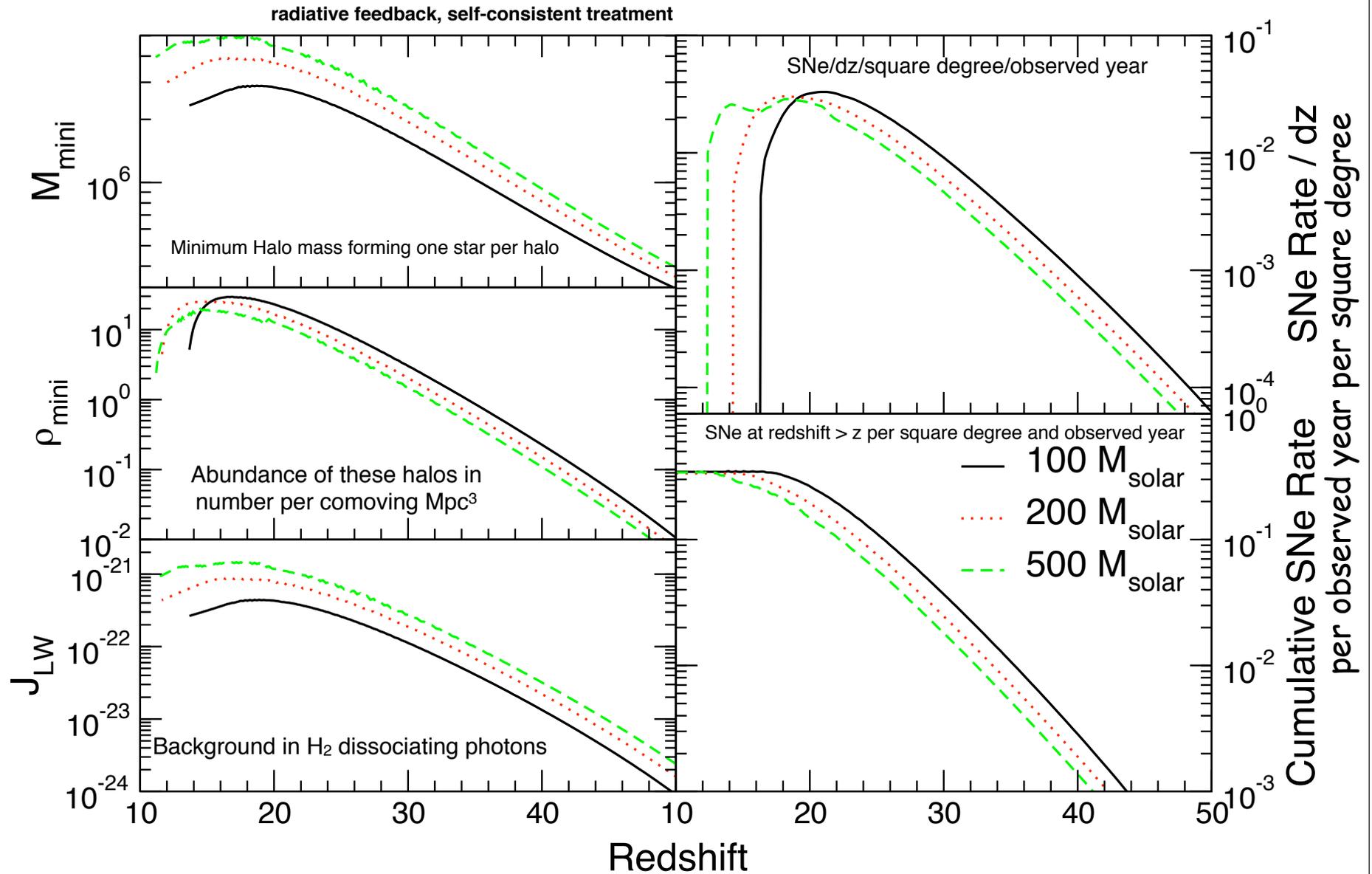
Many simulations with **four very different numerical techniques** and a large range of numerical resolutions have **converged** to this result. Some of these calculations capture over 20 orders of magnitude in density and reach the proto-stellar accretion phase!

Non-equilibrium chemistry & cooling, three body H₂ formation, chemical heating, H₂ line transfer, collision induced emission and its transport, and sufficient resolution to capture chemo-thermal and gravitational instabilities. Stable results against variations on all so far test dark matter variations, as well as strong soft UV backgrounds.

Perfectly consistent with observations!
Could have been a **large problem!**

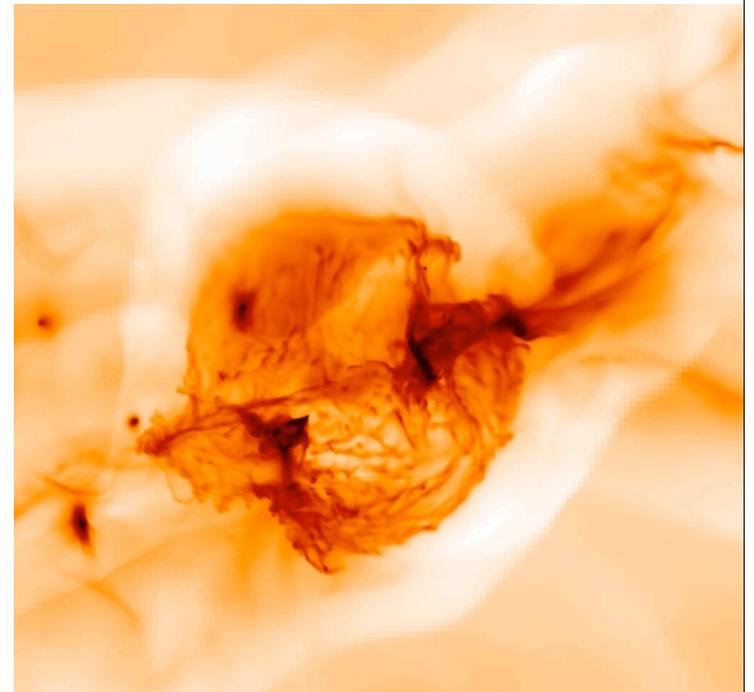
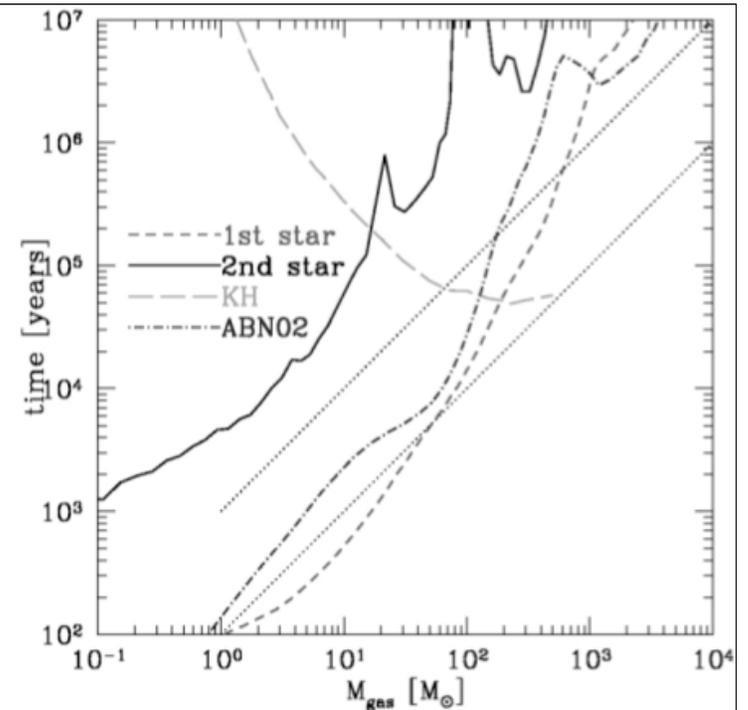
- New: Proto-stellar densities. First 10 Jupiter masses understood. Another ~13 mass doublings to go...

Supernovae & GRBs at high redshift?

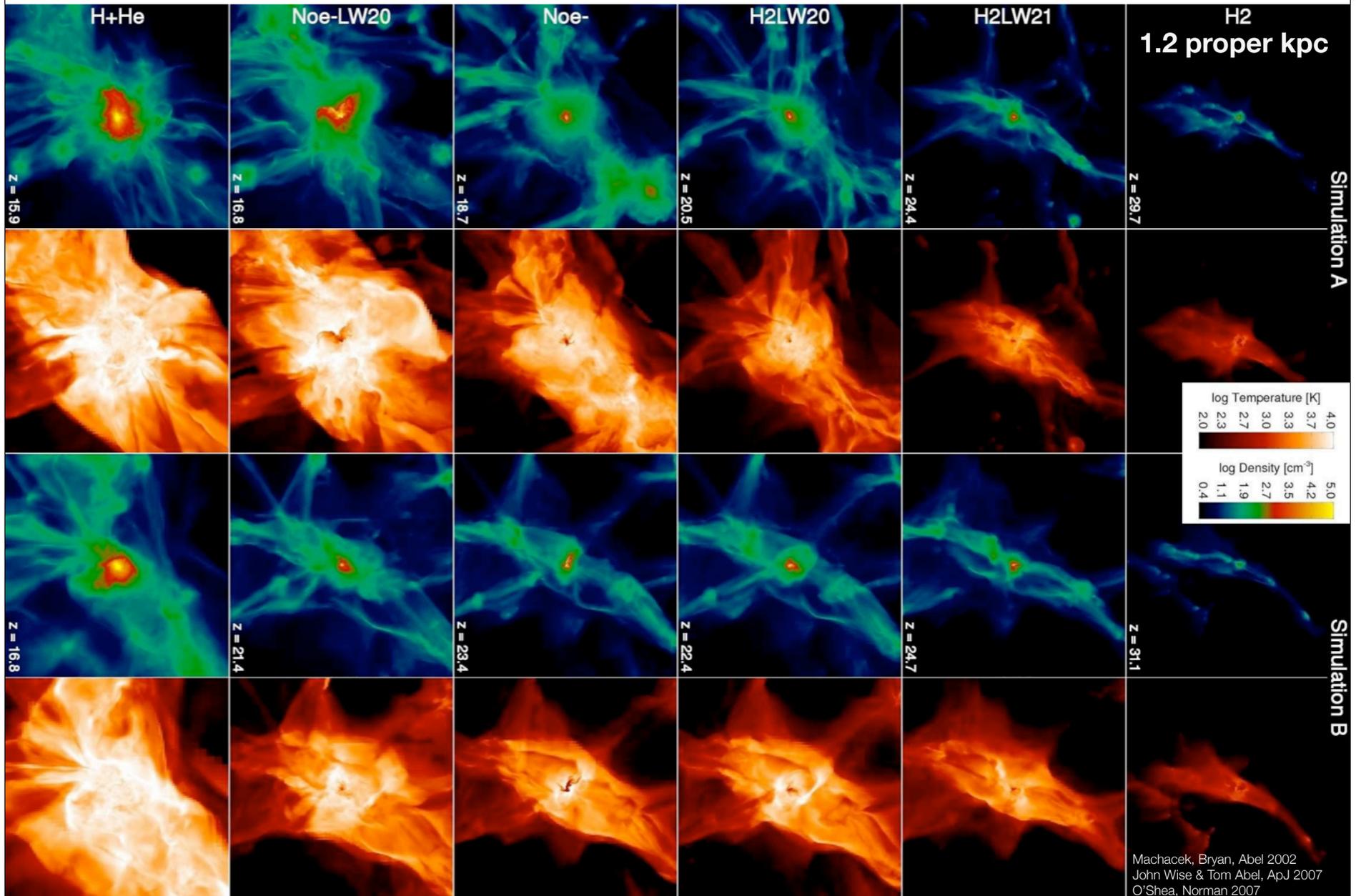


Pop III.2

- Exciting development over past three years.
- Stars forming from previously ionized yet not metal enriched material typically will give a factor of a few lower masses.
- Profound consequences for metal enrichment and studying the fossil record.
- Can no longer neglect e- and proton collisions for H₂ cooling (Glover & Abel 2008)



Strong H₂ suppression from dissociating UV background? No!

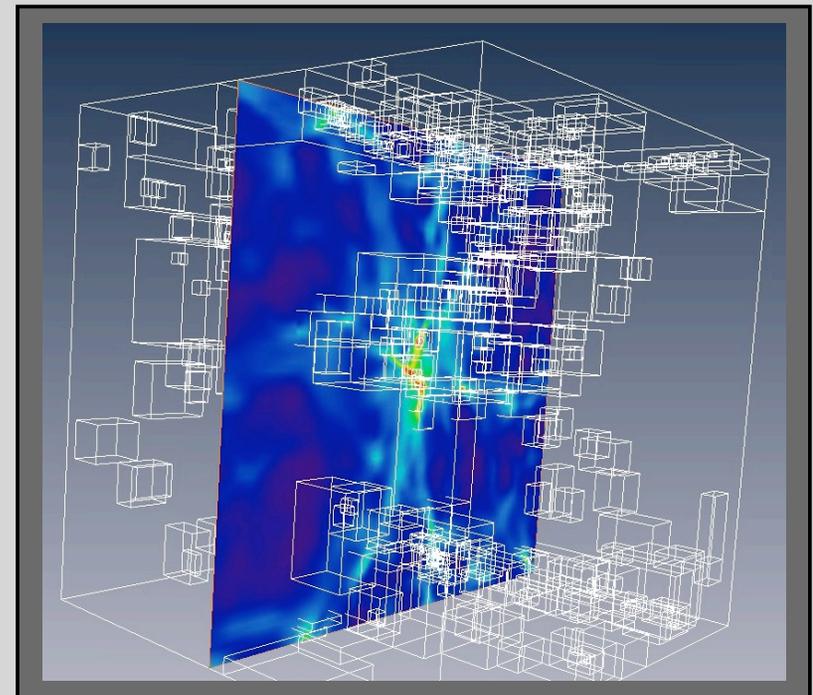
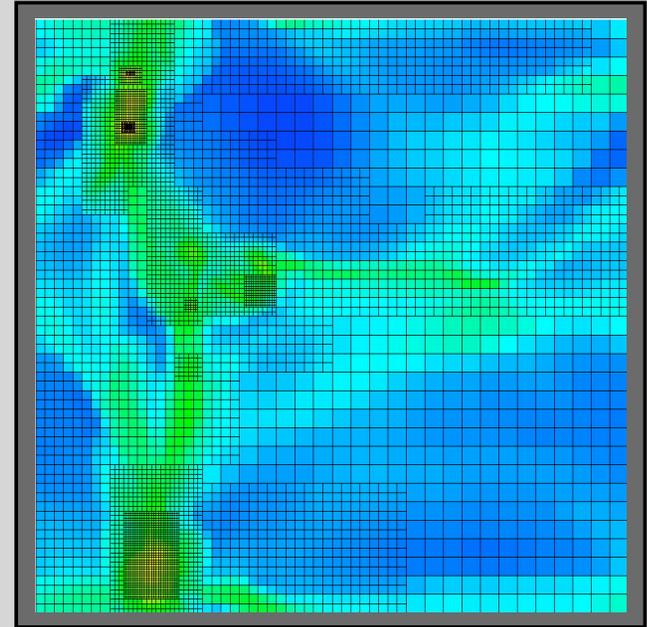


Clear consequences of very massive first stars:

- Entire mass range are strong UV emitters
- Live fast, die young. (2.7 Myr)
- Fragile Environment
 - Globular Cluster mass halo but ~ 100 times as large \rightarrow small $v_{\text{esc}} \sim 2$ km/s
 - Birth clouds are evaporated

Cosmological Adaptive Mesh Refinement

- **Enzo:** Bryan and Norman 1997-; Abel et al 97; Anninos et al 97; Bryan, Abel & Norman 2002; O'Shea et al; Abel, Wise & Bryan 2006
 - ~90,000 lines of code in C++ and F77
 - Cosmological Radiation Hydrodynamics adapting in space and time
 - Dynamic range up to $1e15$ using quadruple precision coordinates in space and time
 - Dynamically load balanced parallel with MPI
 - Gravity, DM, Gas, Chemistry, Radiation, star formation & feedback
 - Current **new** Developments @ **KIPAC**: completely new dimensionally unsplit hydro algorithms, higher order time updates, exact **3D radiation transport**, very high density chemistry, HD & fine structure line cooling, relativistic hydro, **MHD**, new visualization toolkits



3D Cosmological Radiation Hydrodynamics

Focus on point sources

Early methods: Abel, Norman & Madau 1999 ApJ;
Abel & Wandelt 2002, MNRAS; Variable Eddington
tensors: Gnedin & Abel 2001, NewA

Latest: Abel, Wise & Bryan 06 ApJL, Wise & Abel
2007 and Wise, Abel, Wang 2008 in prep.

Keeps time dependence of transfer equation

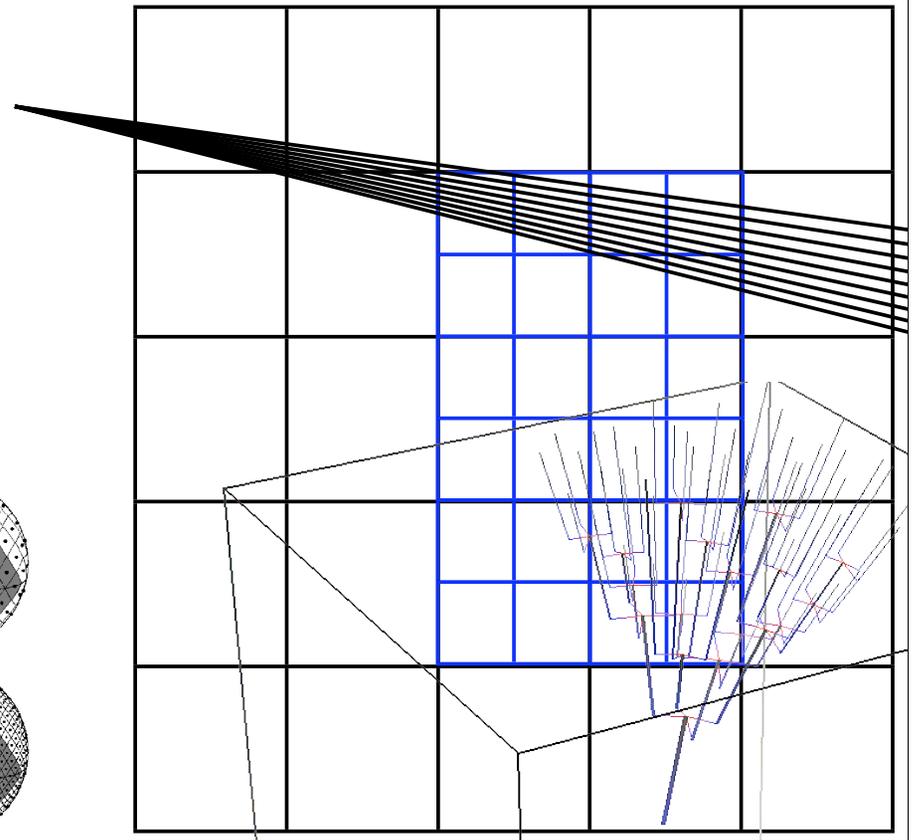
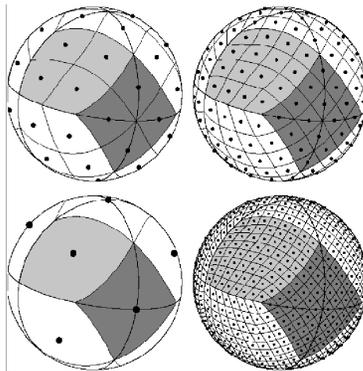
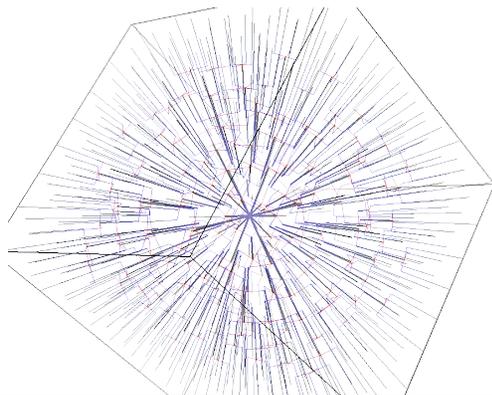
Exact Adaptive ray-tracing of PhotonPackages
using HEALPIX pixelization of the sphere. Photon
conserving at any resolution.

Parallel using MPI and dynamic load balancing.

Fully coupled with non-equilibrium chemistry and
hydrodynamics.

$$\frac{1}{c} \frac{\partial I_\nu}{\partial t} + \frac{\partial I_\nu}{\partial r} = -\kappa I_\nu$$

Transfer done along adaptive rays
Case B recombination

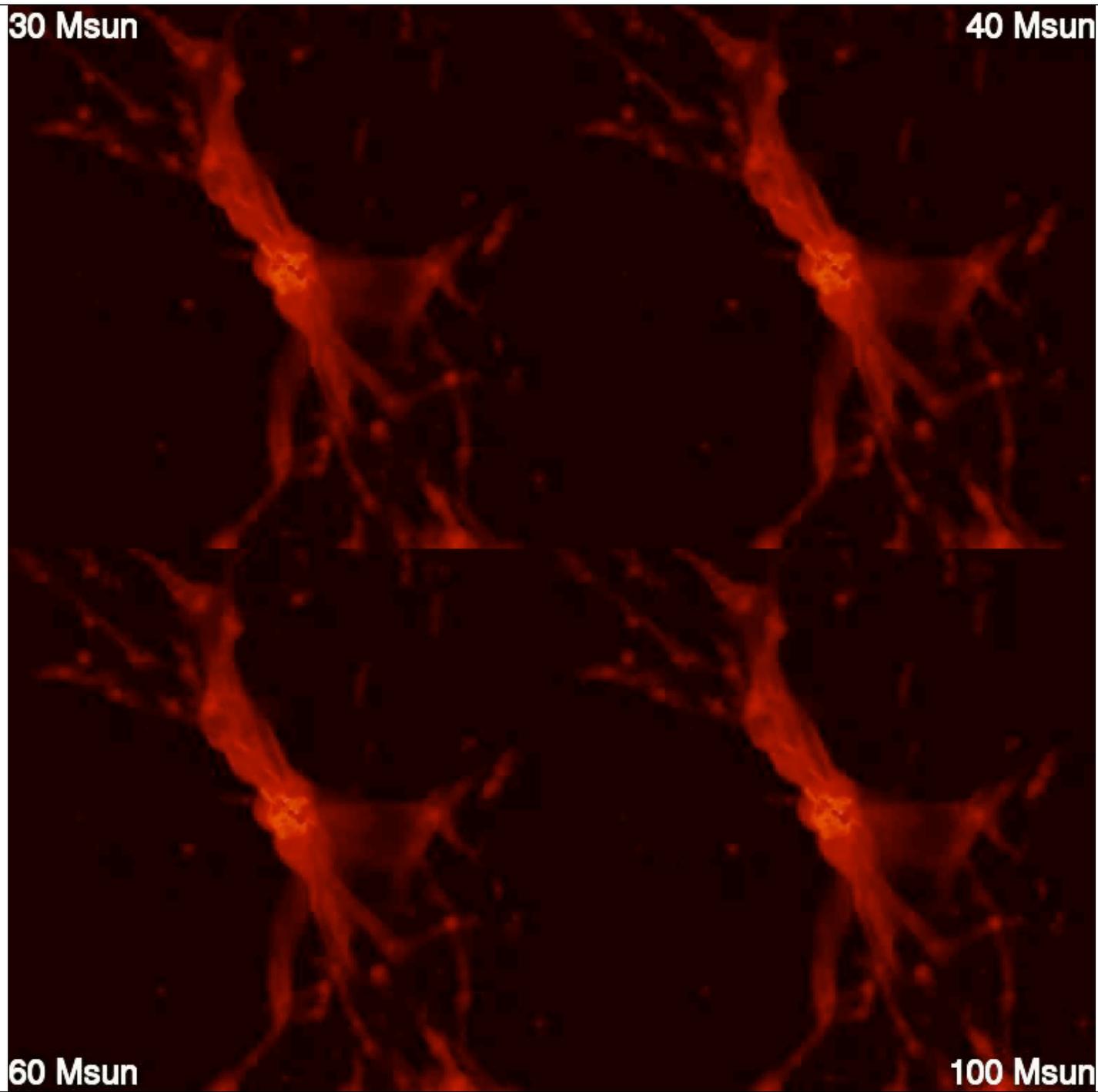


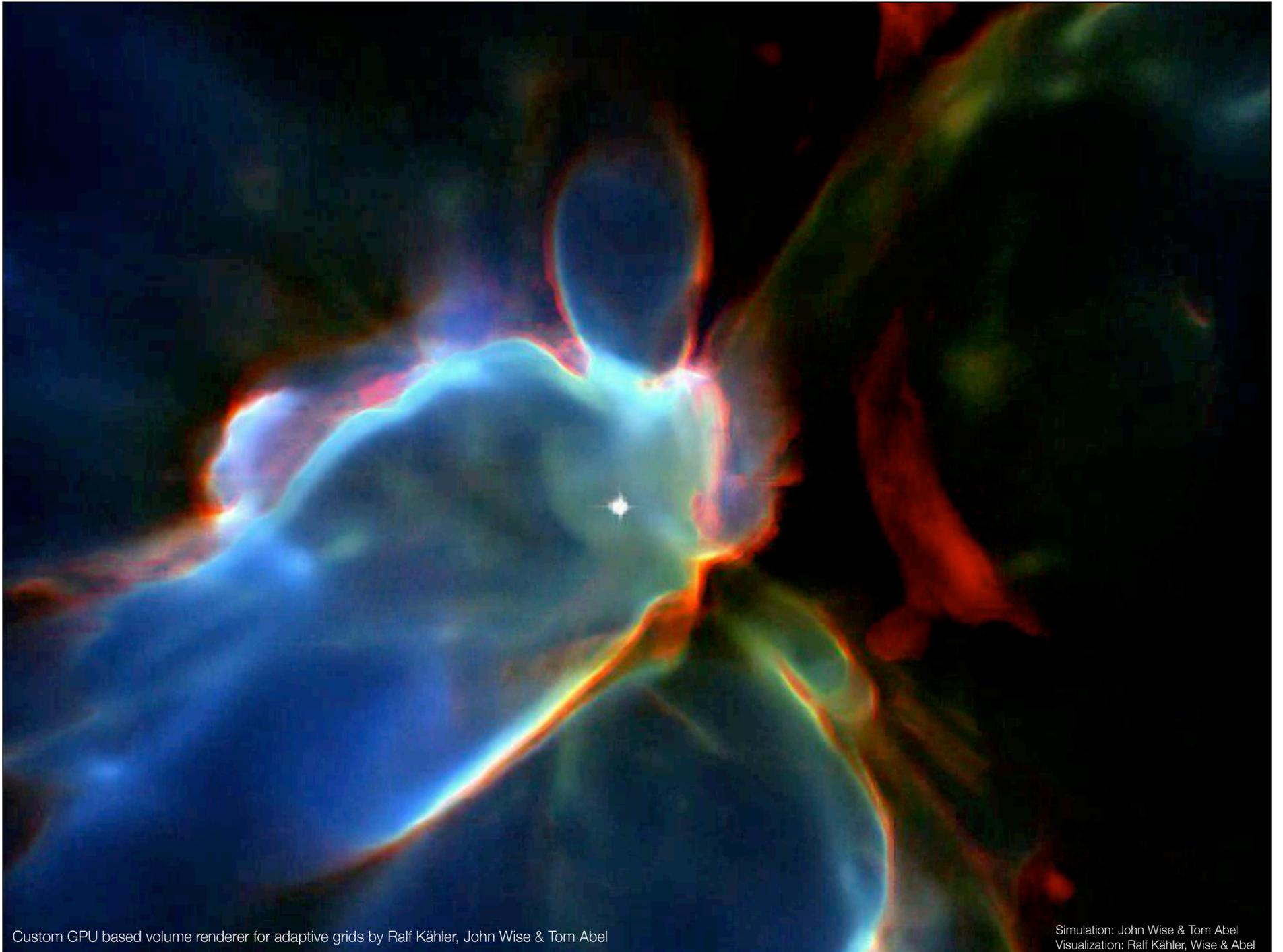
30 Msun

40 Msun

60 Msun

100 Msun

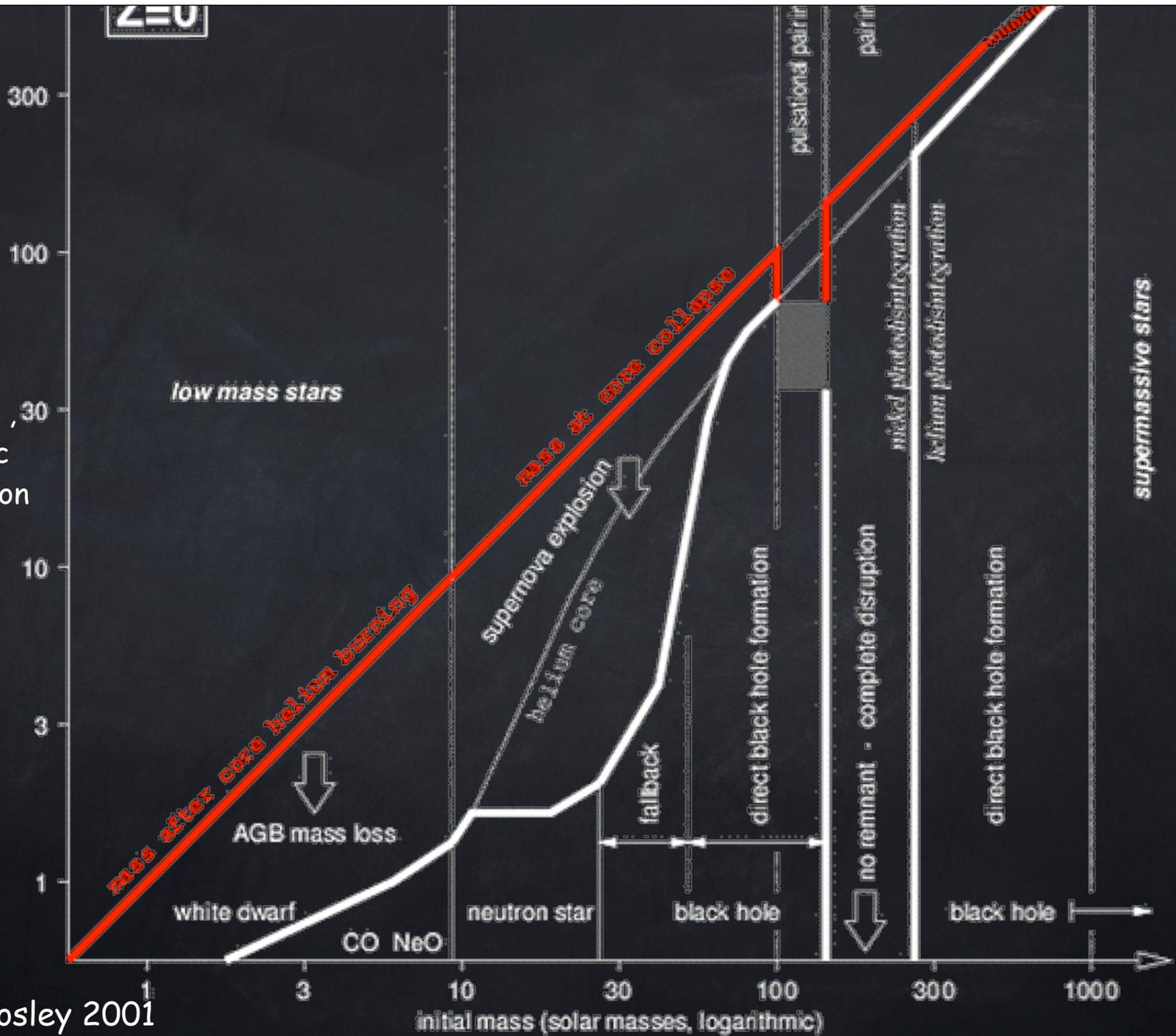




Custom GPU based volume renderer for adaptive grids by Ralf Kähler, John Wise & Tom Abel

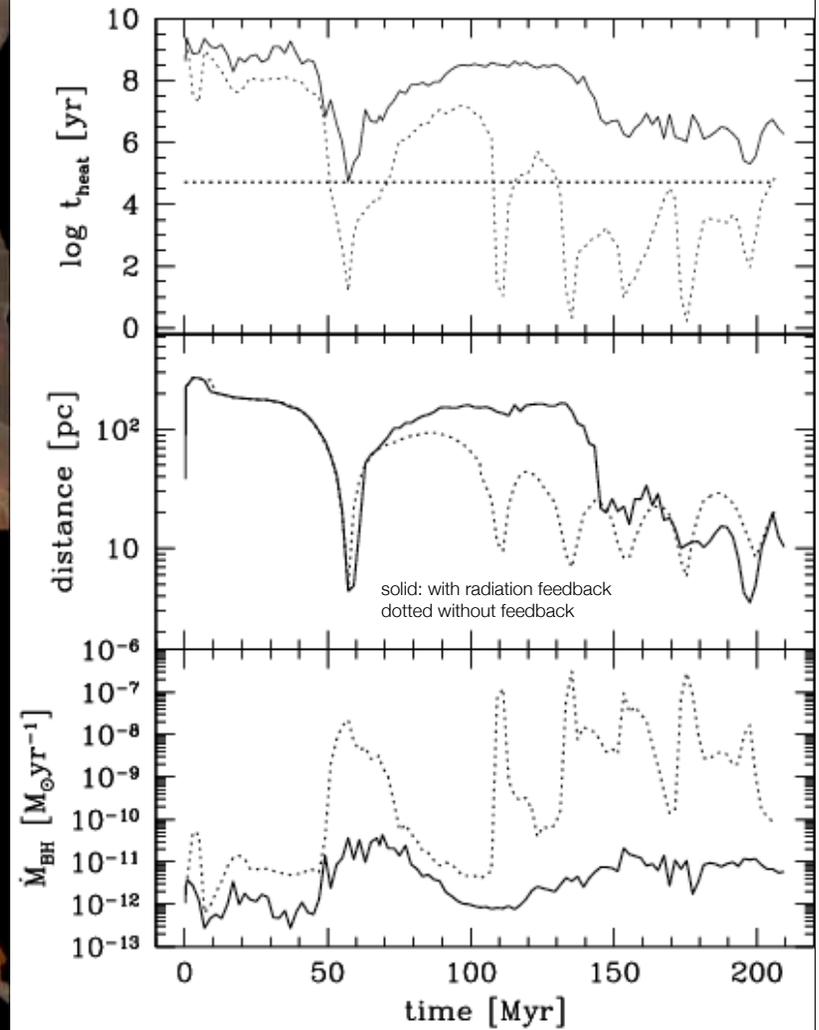
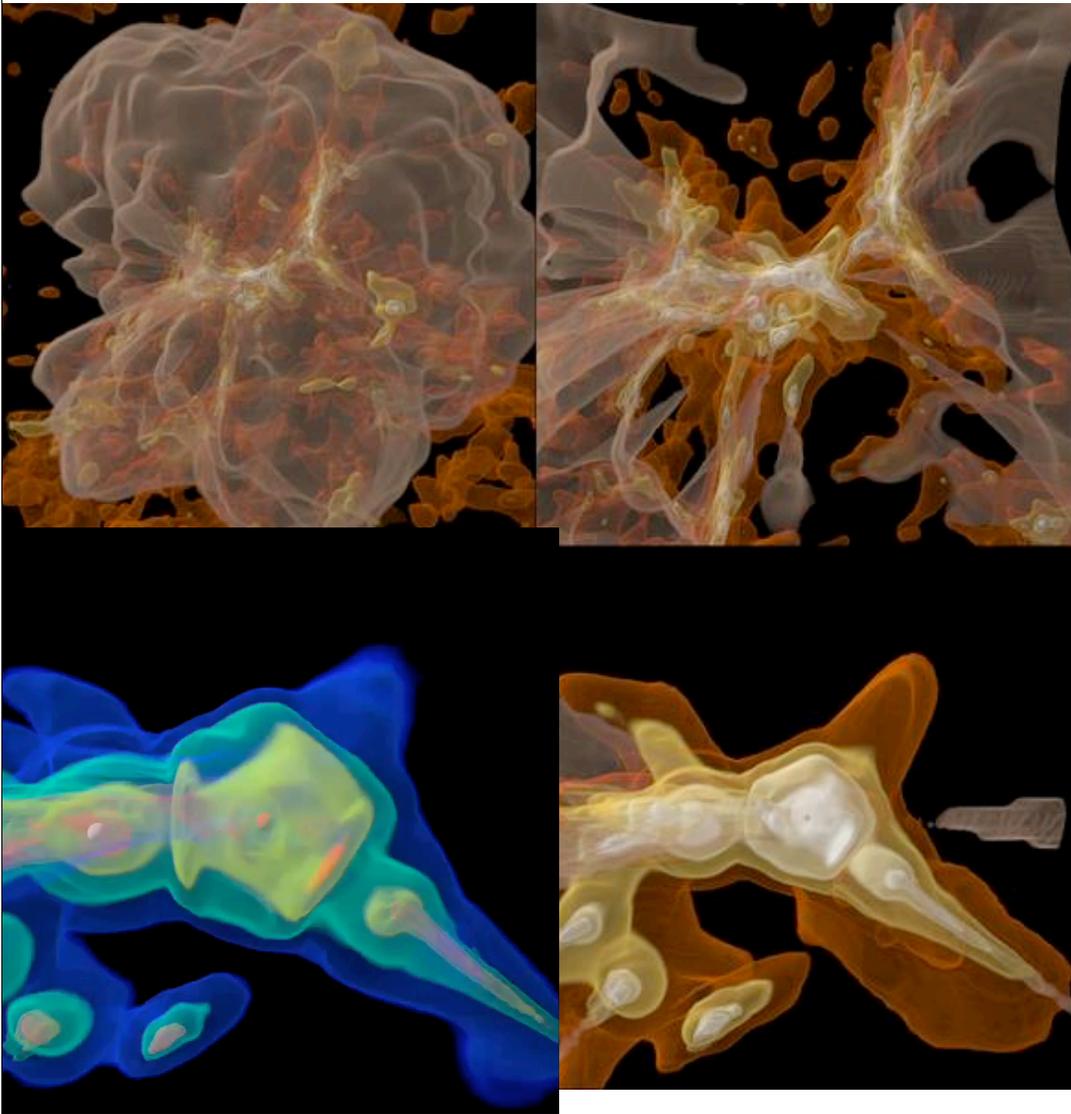
Simulation: John Wise & Tom Abel
Visualization: Ralf Kähler, Wise & Abel

Non-rotating, non-magnetic stellar evolution models ...

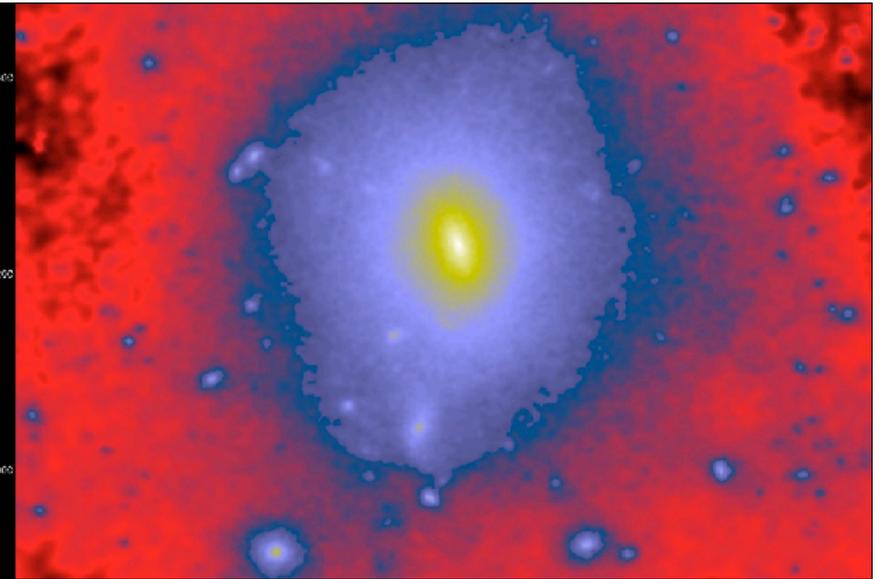
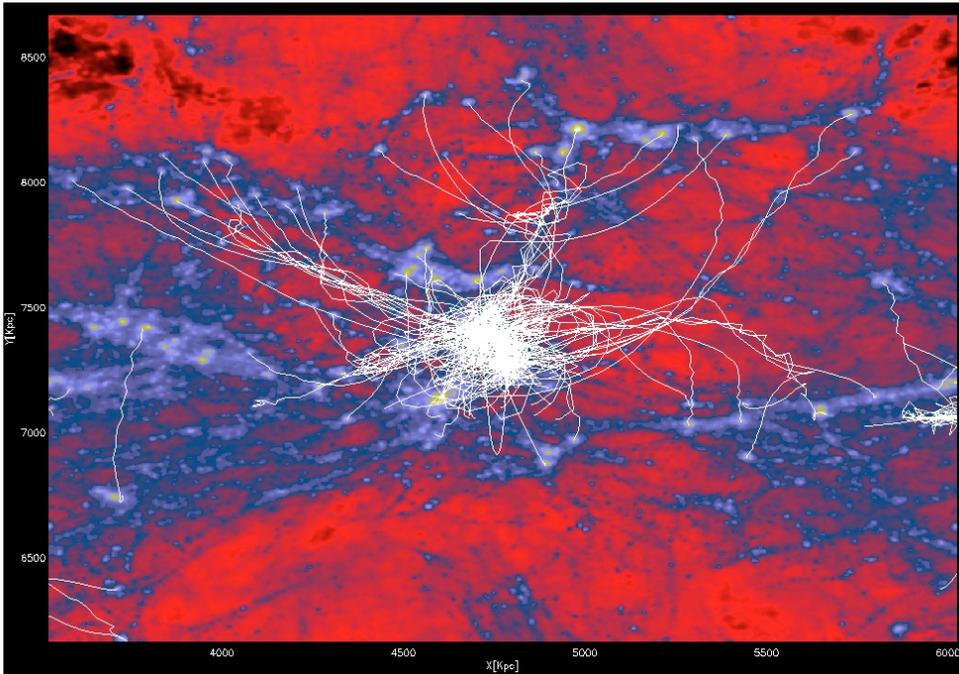


Heger & Woosley 2001

Insignificant BH accretion - no mini quasars through this process, nor pre-cursors of Quasars.



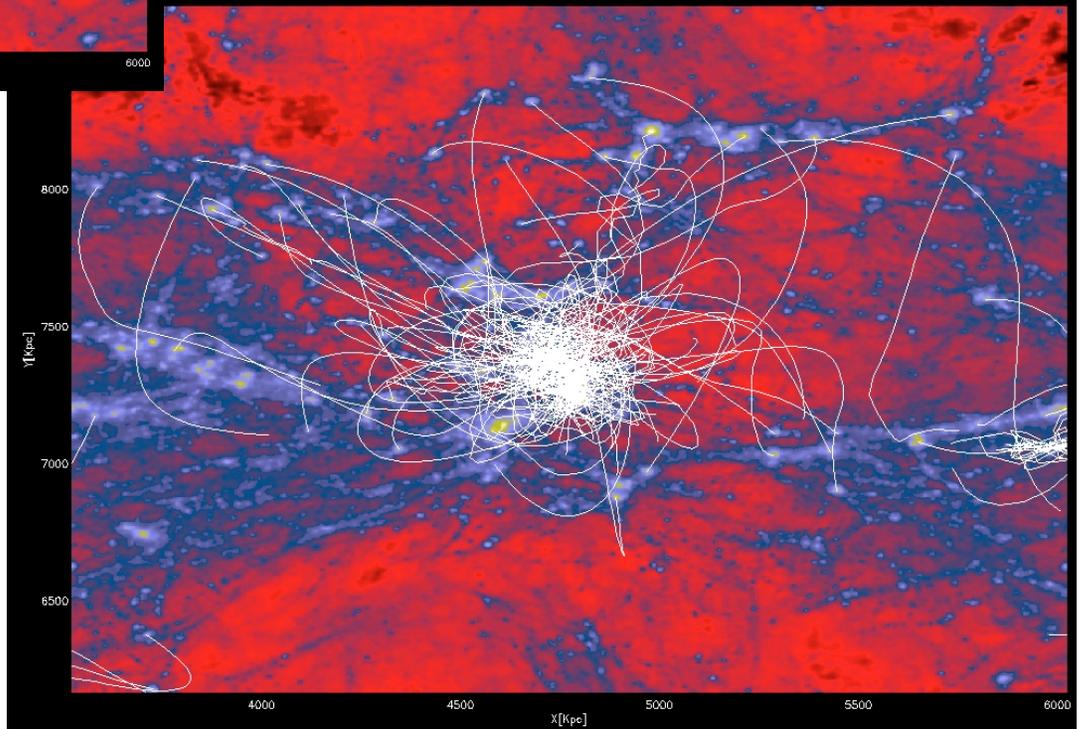
Alvarez, Wise & Abel in prep.



$2e12M_{\odot}$ object at
 $z=1$, resolved with
 $2e6$ particles

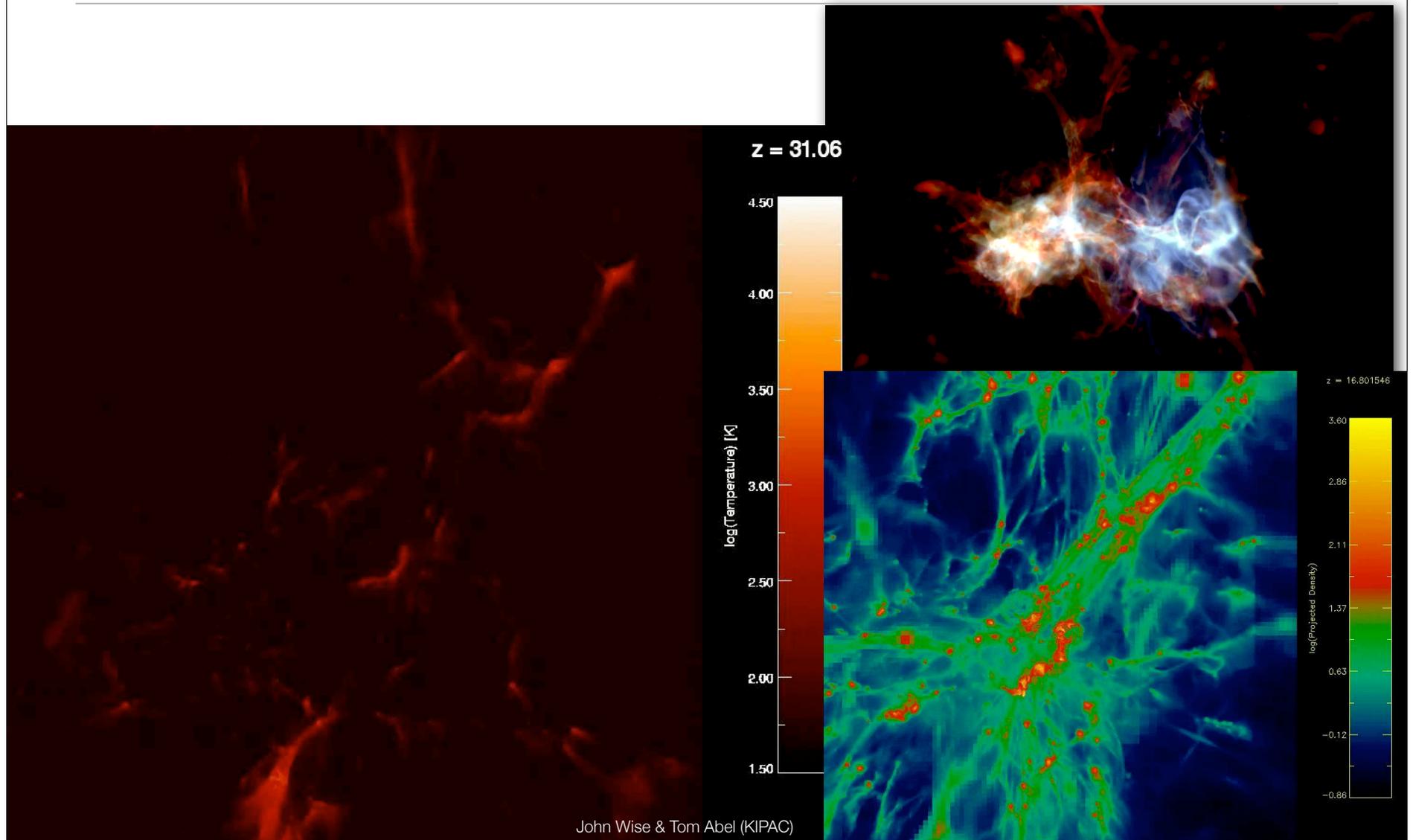
Two interesting facts:

- Approximately as many BHs kicked in as out.
- Dynamical friction time changes dramatically if BH leaves its host halo

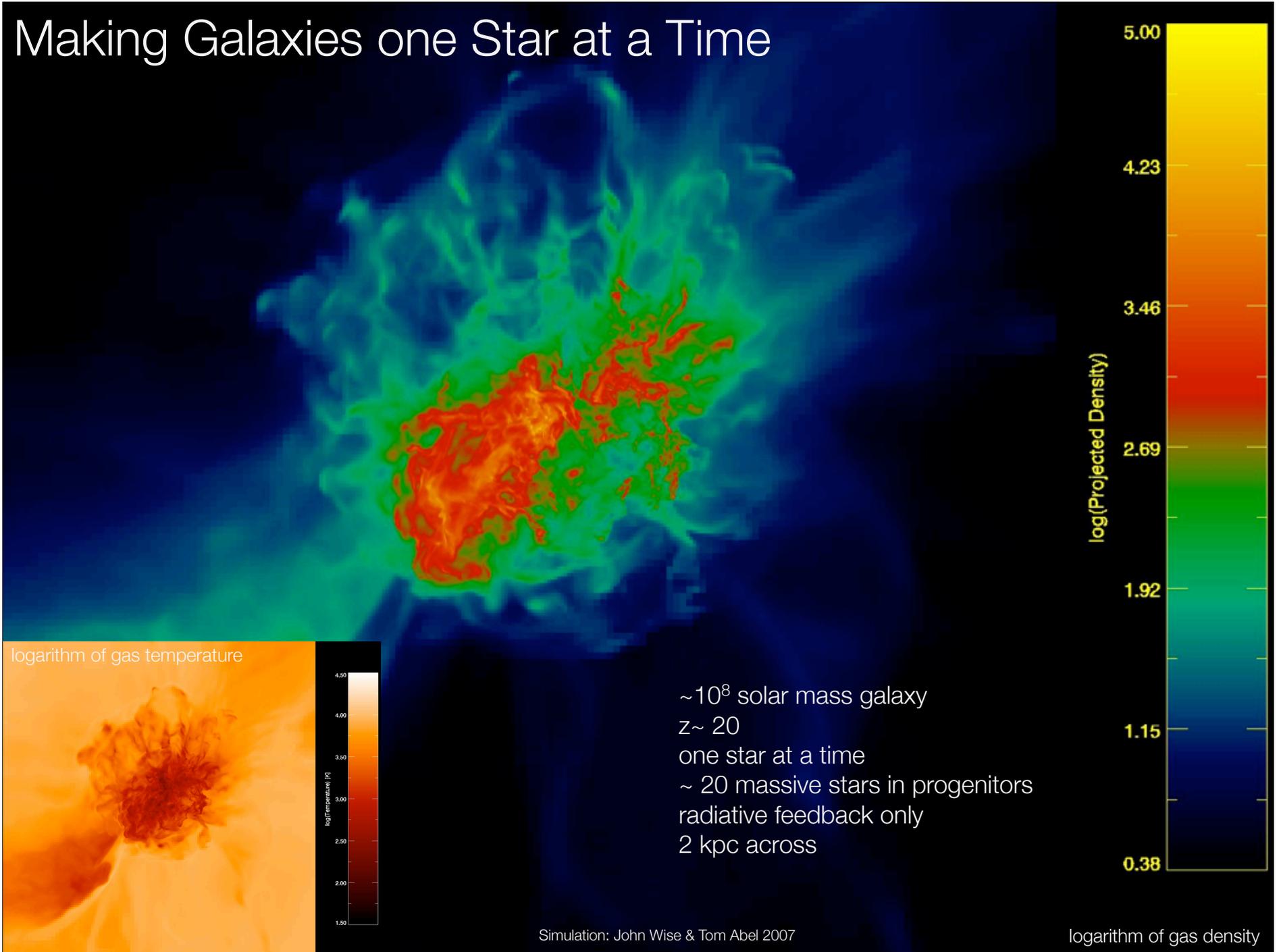


Micic, Abel & Sigurdsson 2006

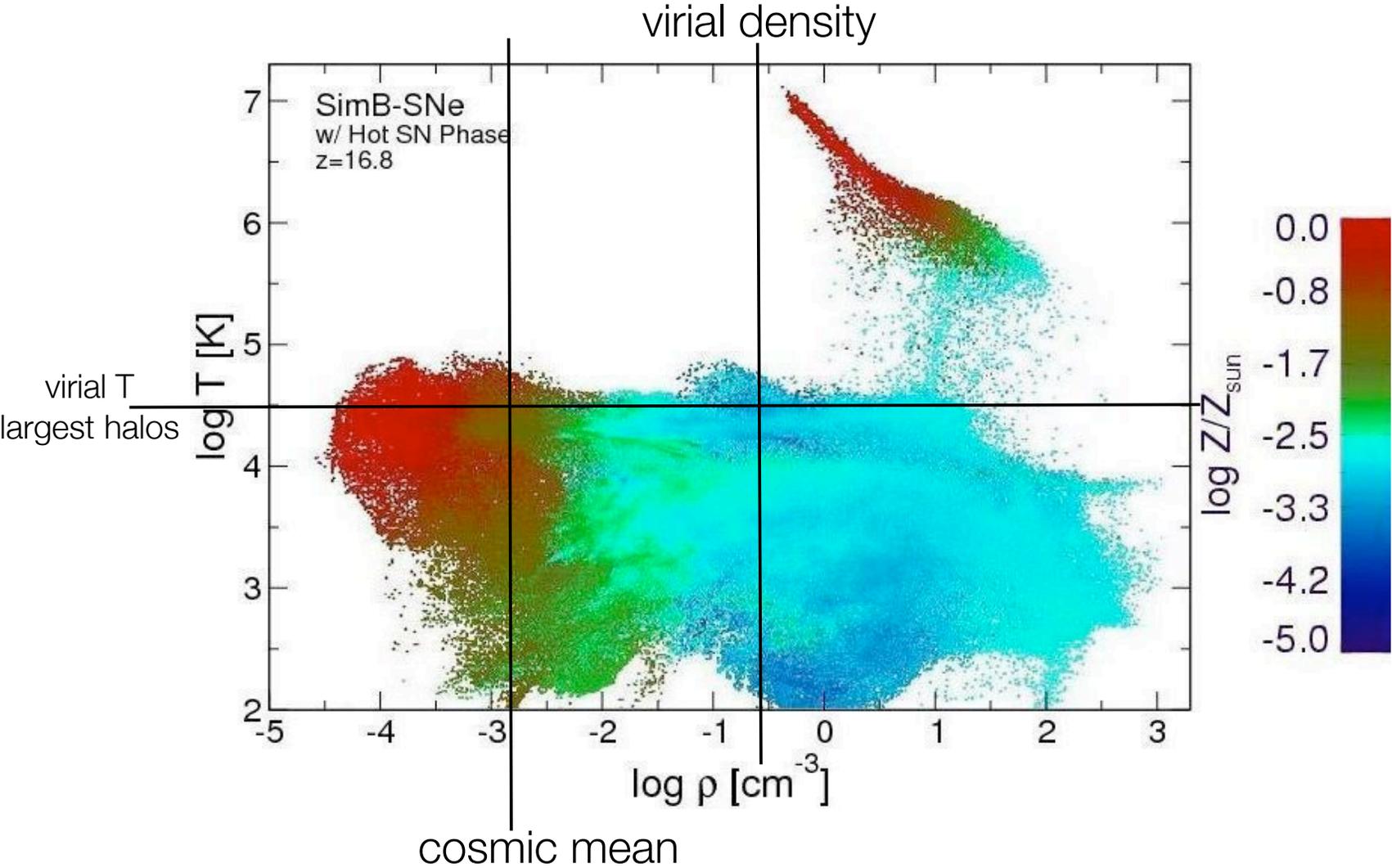
Galaxies, one star at a time



Making Galaxies one Star at a Time



Phase diagram

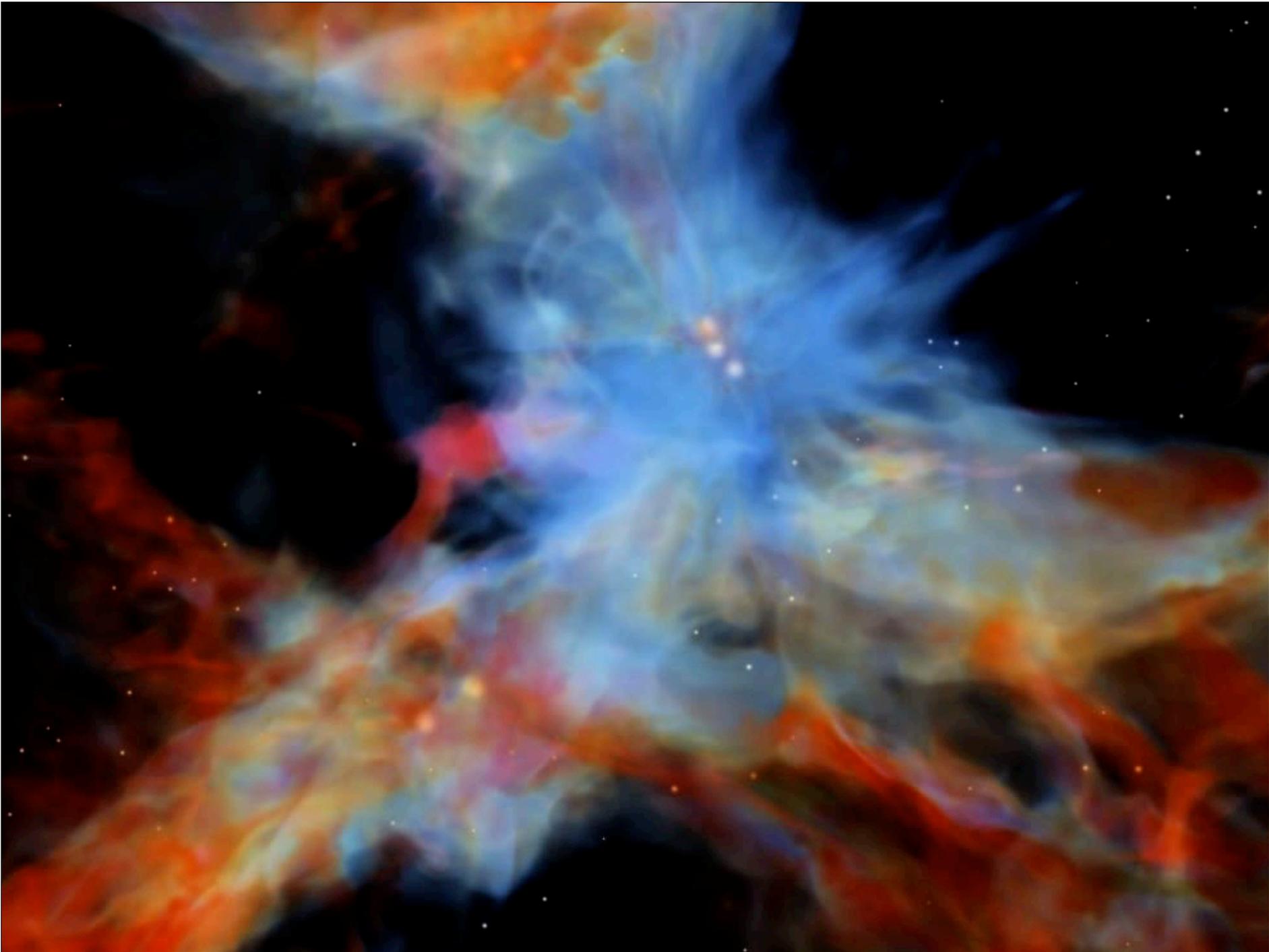


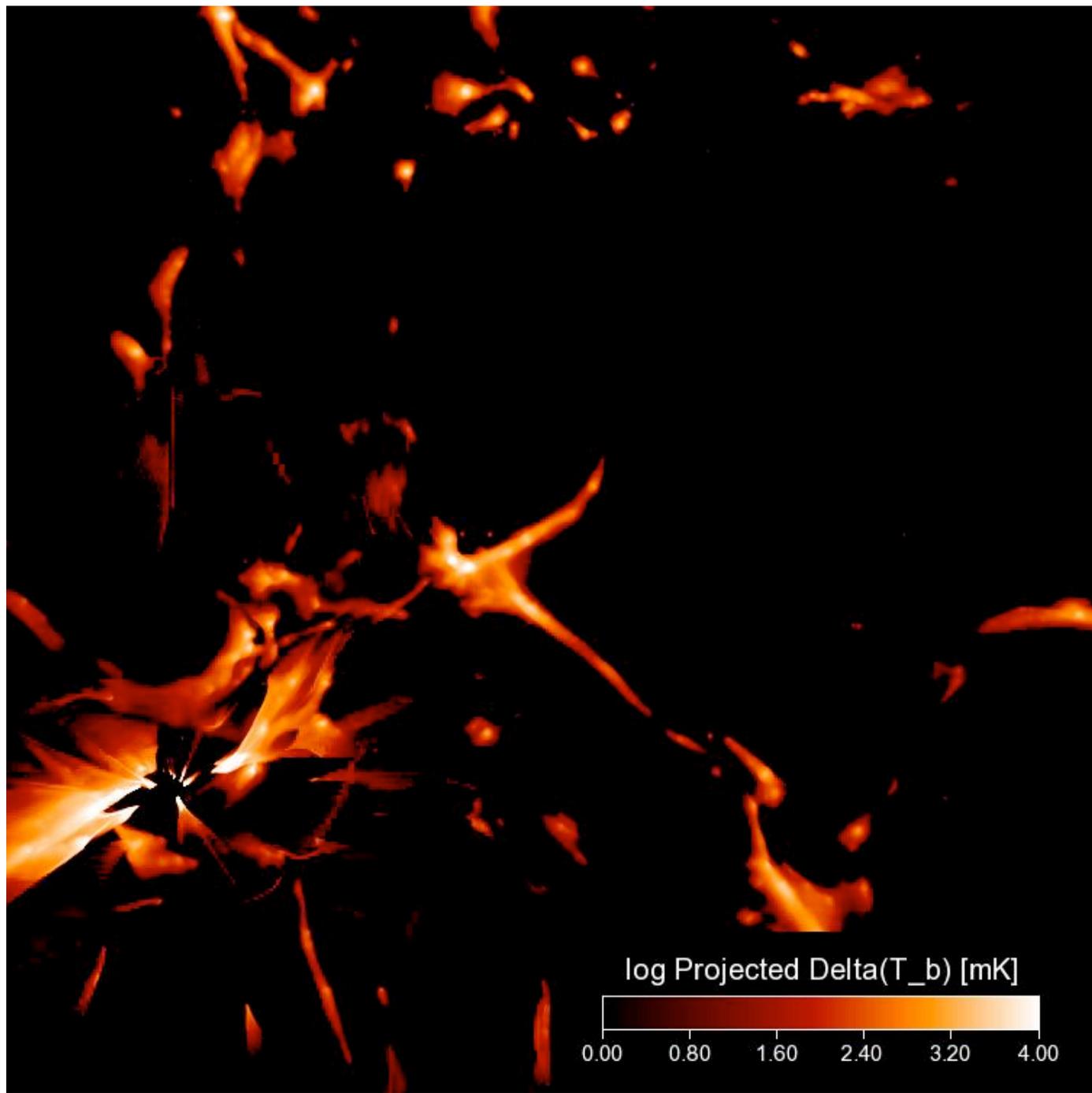
How big of a difference do Pop III stars make for the first galaxies?

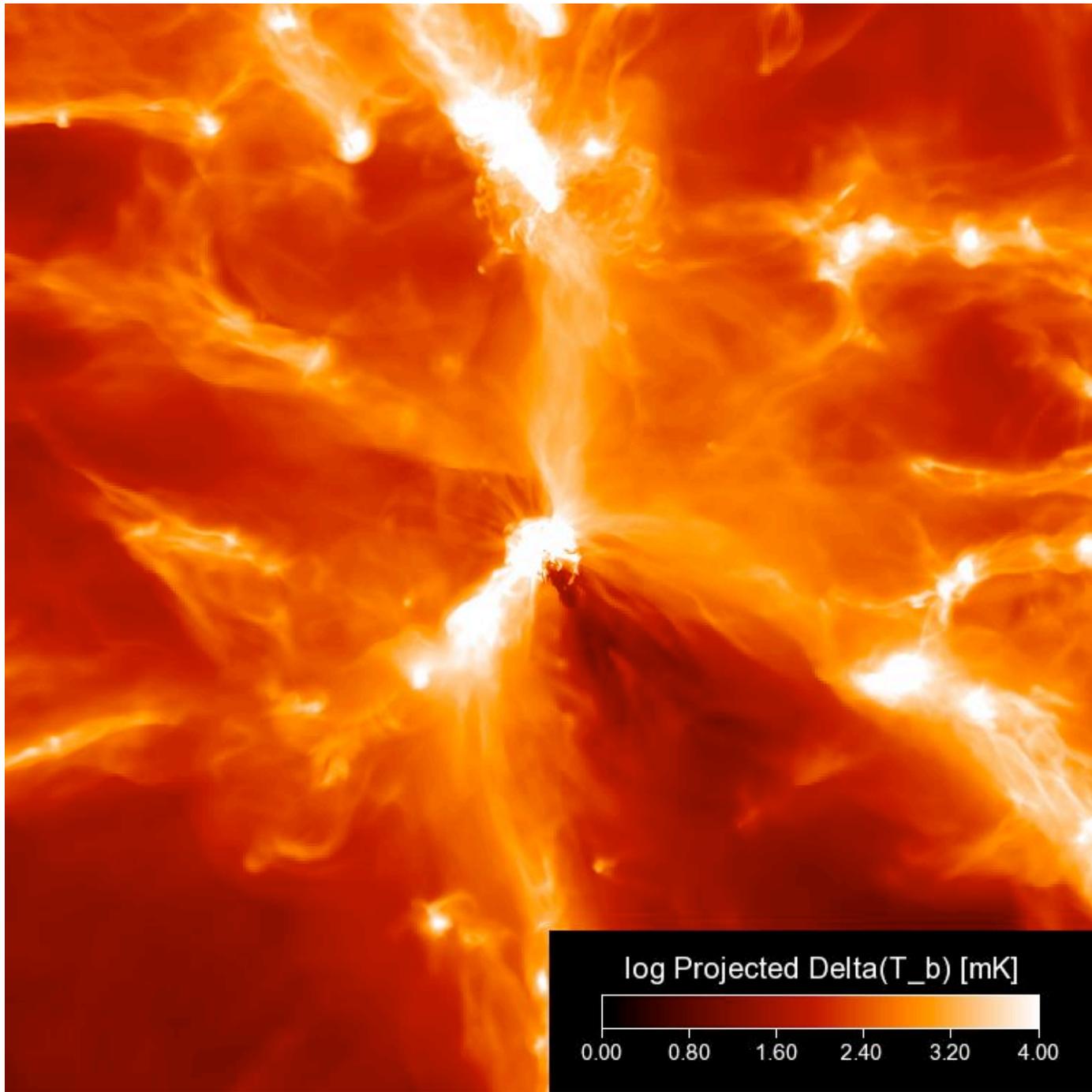
- Feedback is different from an effective equation of state

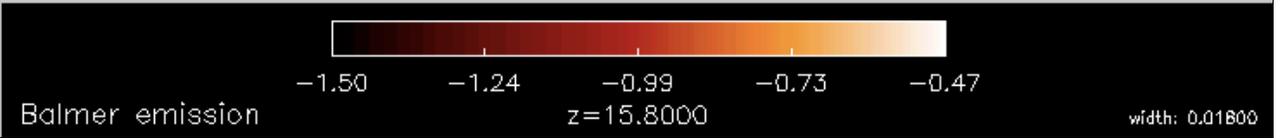
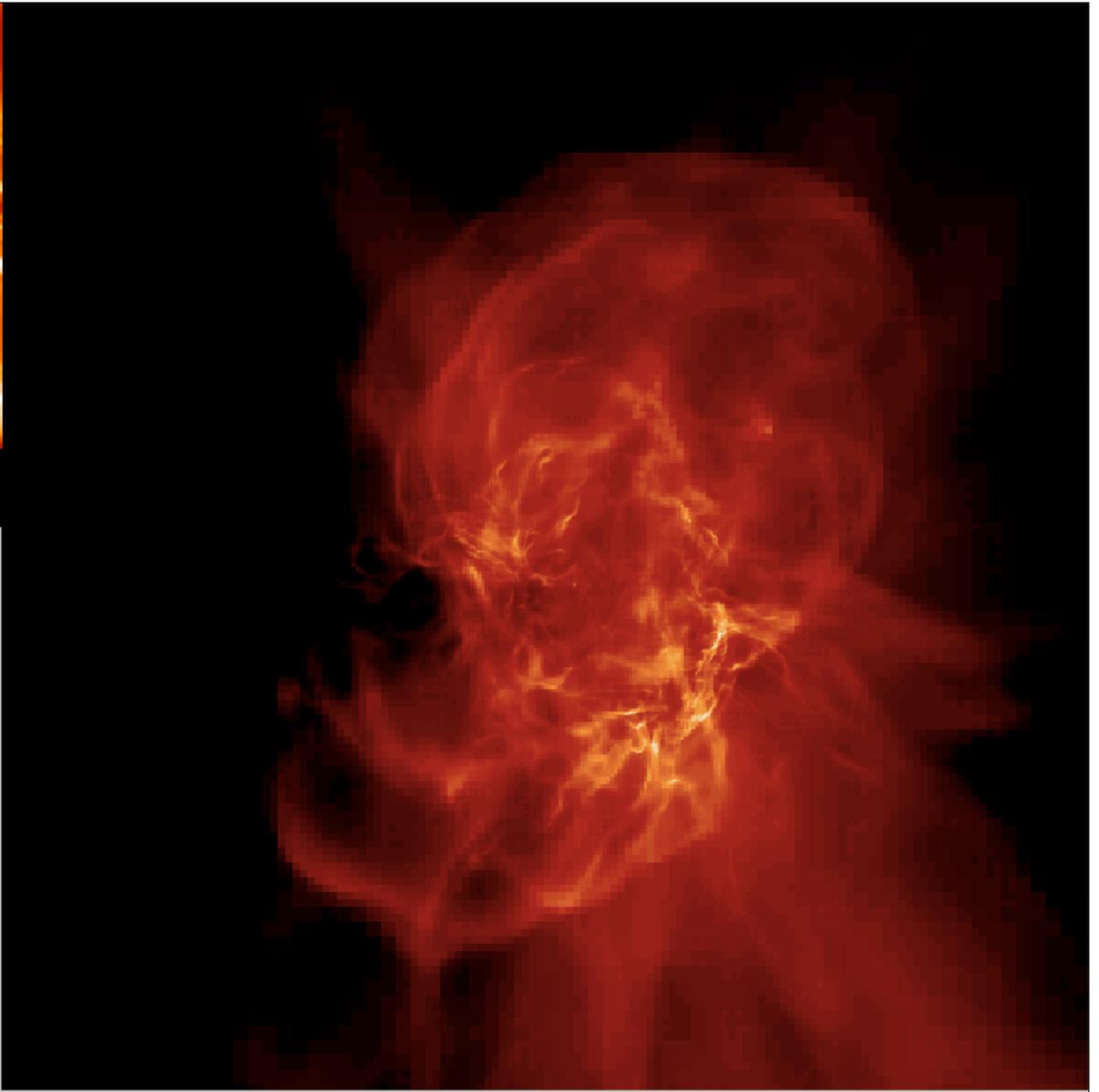
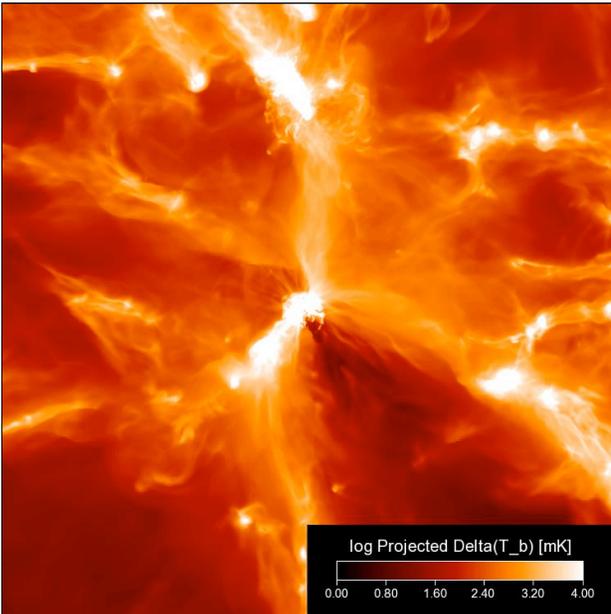
	Halo Mass [M _⊙]	Spin Parameter
Simulation A	3.47 x 10 ⁷	0.030
Simulation B	3.50 x 10 ⁷	0.022

	N★ (< r _{vir})	N★ (< 3r _{vir})	M _{gas} / M _{tot}	λ _{gas}	
SimA-Std H+He cooling	0.14	0.010	
SimA-SF transfer only	14	16	^{1/2} 0.081	0.053	5
SimB-Std H+He cooling	0.14	0.010	
SimB-SF transfer only	13	19	^{4/5} 0.11	0.022	2
SimB-SNe full	7	13	^{1/3} 0.049	0.097	10









A wide-field astronomical image showing the California Nebula (NGC 1499) in the Pleiades star cluster. The nebula is a large, reddish, filamentary structure that appears as a glowing, wispy cloud against the dark background of space. It is surrounded by numerous stars, including several bright, blue-white stars that are members of the Pleiades cluster. The nebula's structure is complex, with various filaments and knots of gas and dust. The overall scene is a rich field of stars, with the nebula being the most prominent feature.

CALIFORNIA NEBULA, NGC1499

500 pc = 1,500 light years away

30 pc long

Xi Persei, **منكب** mankib, Shoulder of Pleiades:

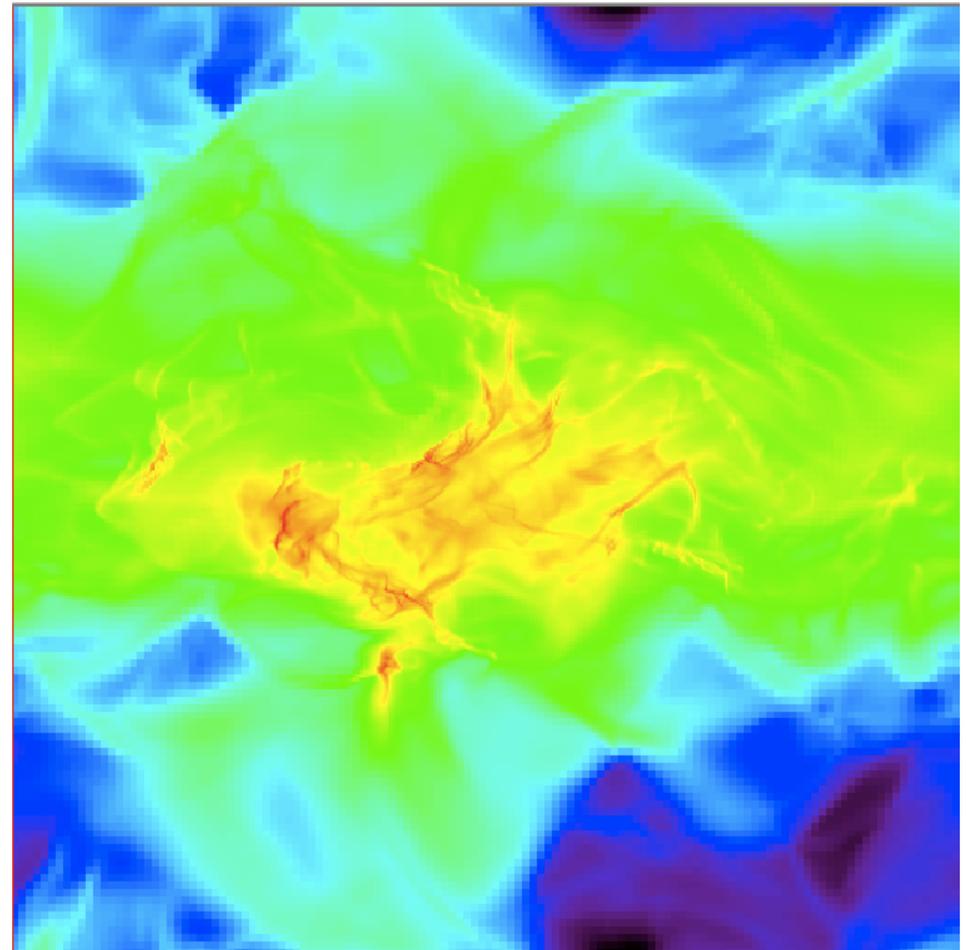
O7.5III

330,000 solar luminosities

~40 solar masses, $T_{\text{eff}}=3.7e4\text{K}$

Initial Conditions for Star Formation

- Force driving with fixed pattern
- Shaped force to mimic central concentrated conditions
- 5 levels of refinement
- Jeans length at least resolved by 8 cells
- In present day star formation the level of turbulence and feedback are thought to determine the initial mass function. Metallicity alone may not be what determines the transition from Pop III to Pop II

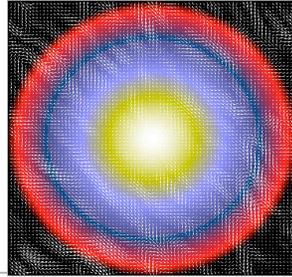


Log Density



x-projection width: 1.00000 , depth: 0.00000 time= 7.4000

Local Star Formation



- A 10^4 Msun cloud, radius 3.6 pc with central flat core (~ 1000 Msun) and r^{-2} envelope, central density $\sim 10^4$ /cm³.
- Initial Kolmogorov turbulent velocity spectrum with Mach 10.
- We model proto-stellar growth by Bondi-Hoyle accretion.
- Cooling down to 10 K using a fitted cooling function, which essentially keeps gas isothermal.
- Top grid resolution 128^3 . Four level of AMR level using Jeans refinement criterion (Jeans number 4), corresponding to 1000 AU best resolution.
- Adaptive ray tracing for UV ionizing radiation coupled with HLL-PLM Hydro/MHD solver.
- Main sequence luminosity for radiating stars (>10 Msun).



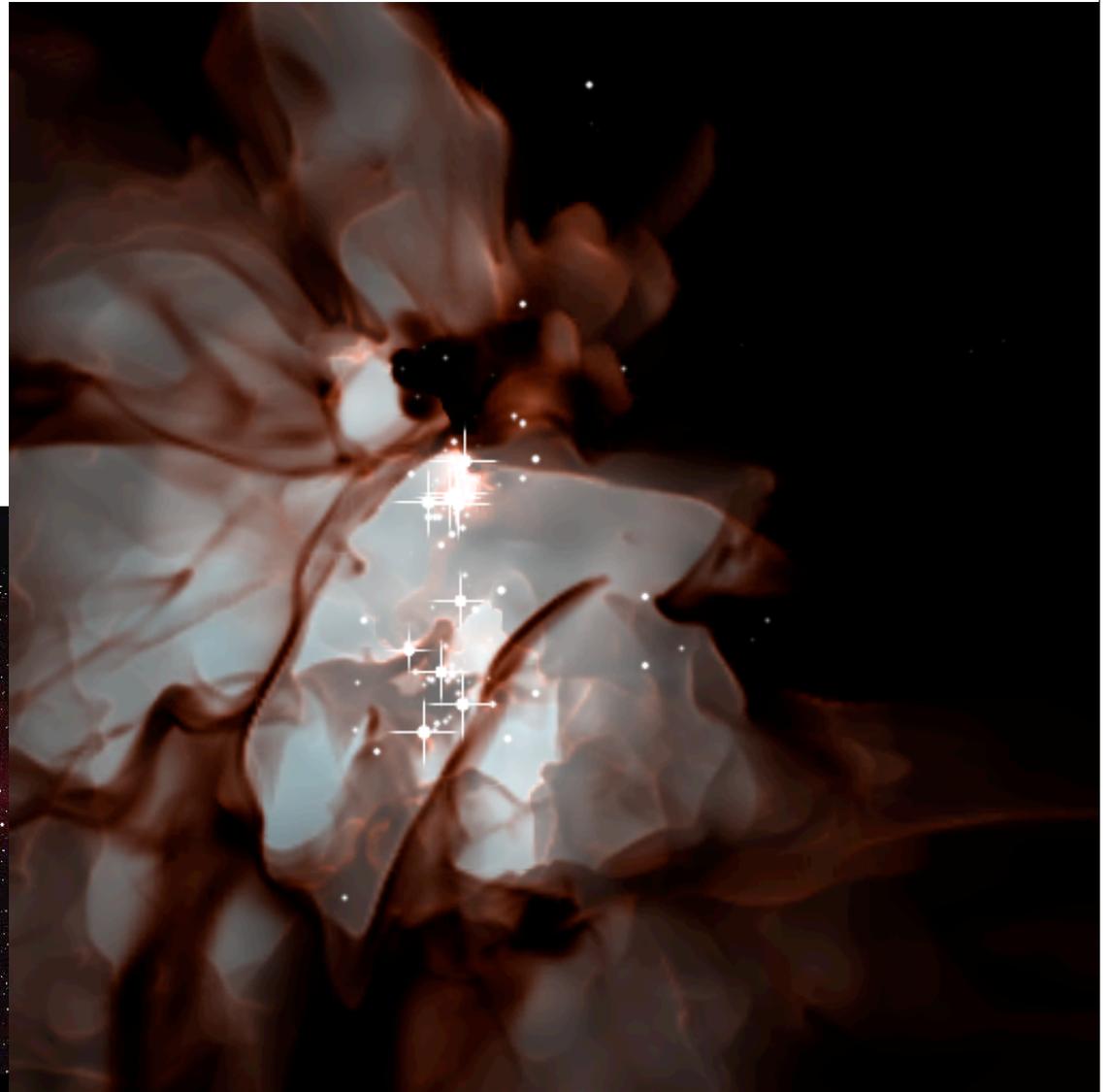
Using local HII regions as Laboratory for Star Formation

Ianucci, Wang & Abel in progress

- Massive Stars light up initial conditions
- IFU spectroscopy possible in many lines
- Radio - Xrays



M16 © Anglo-Australian Observatory Photo by David Malin

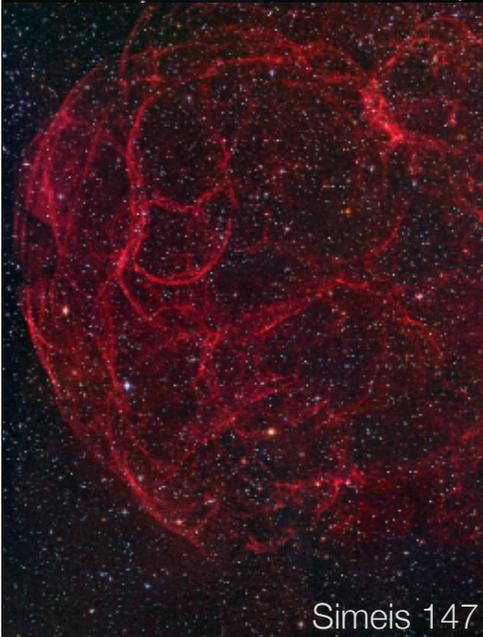




Orion



Sombrero



Simeis 147

Galaxy Formation models: a friendly reminder

missing:

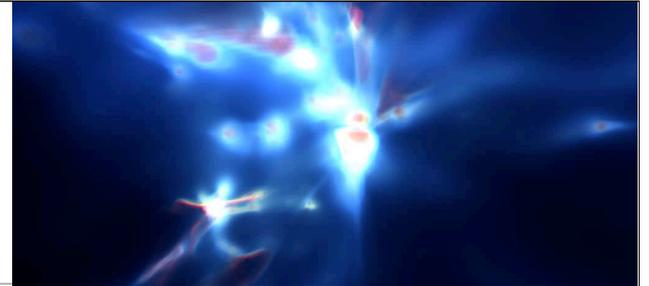
- B field
- Cosmic Rays
- Radiation Transport & Physics
- Molecules
- Dust
- Radiation Pressure on Dust & Lyman alpha
- HII regions

included:

- DM dynamics
- “Hydrodynamics”
- Some cooling
- “Star formation”
- “Supernova feedback”
- “AGN feedback”

Not ab initio

Summary



Simulation: Marcelo Alvarez, John Wise & Tom Abel 2007 Visualization: Ralf Kähler, Alvarez & Abel

- Wide range of birth, life & death of the first massive stars are being explored on super computers.
- HII regions of the first stars evaporate their host-halos leave an expanding medium with $\sim 1 \text{ cm}^{-3}$ density. This fact and small amounts of radiation feedback limits black hole accretion and growth.
- Ab initio calculations of galaxy formation: one Star at a Time
 - Enormous impact from early feedback: f_B , spins, etc.
 - kpc scales predicted with great confidence. Larger scales require more a priori phenomenological inputs.
 - An ab initio understanding of star formation at all epochs is a key missing “ingredient” in understanding structure formation
 - Still more physics we need to implement ...
- What is computable from first principles and what is observable is getting closer...