

# Semi-Numerical Simulations of EoR 21-cm Signal

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Epoch Of Reionization Workshop, 2016 (IIT Kgp)



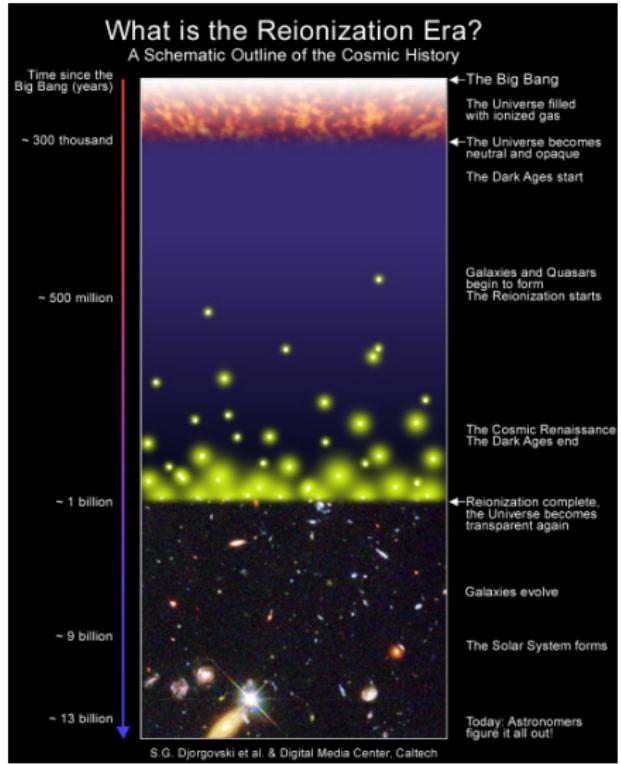
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# Introduction

## What is Epoch Of Reionization (EoR)?

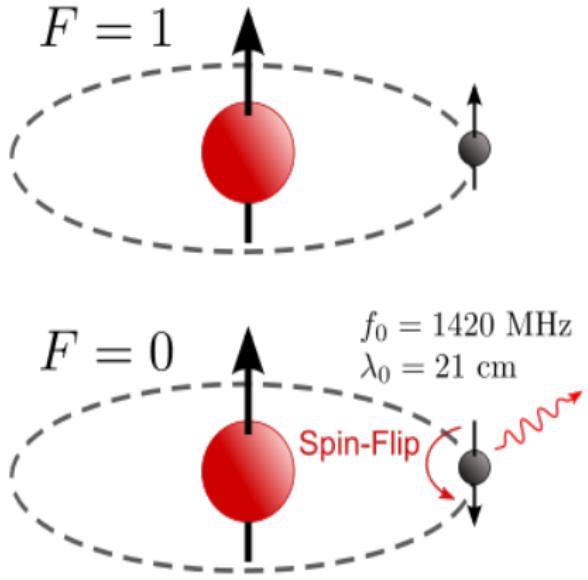
- ▶ Generation of First generation of luminous sources.
- ▶ Observations suggest range of the era  $6 \leq z \leq 15$



Courtsey:[www.haystack.mit.edu/ast/science/epoch/](http://www.haystack.mit.edu/ast/science/epoch/)

# HI 21-cm Cosmology

- ▶ Neutral atomic Hydrogen (HI) as probe.
- ▶ 21-cm radiation.
- ▶ Radio Interferometric arrays (e.g. GMRT, uGMRT, OWFA, MWA, LOFAR, Mega project SKA) to detect signal.
- ▶ Challenges :
  - \* Astrophysical Foreground
  - \* Faint signal



Credit: [www.astro.wisc.edu](http://www.astro.wisc.edu)

# Antenna



# Motivation

- ▶ To study the formation of first sources and evolution of Universe.
- ▶ Model the expected 21-cm signal
- ▶ Quantitative prediction for detection using radio interferometers.

# Methodology

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1. Radiative transfer Method (Complete Numerical)
2. Semi-Numerical Models (Sem-Num)

# Radiative Transfer Model

## Features :

- ▶ Most accurate method.
- ▶ Incorporate all physical processes.
- ▶ Traces path of each ionizing photons in each direction in Inter Galactic Medium(IGM).

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## Limitations:

- ▶ Computationally very expensive in context of resources and time.
- ▶ Limited in Dynamical range.

So, we need Sem-Num methods.

# Semi-Numerical Methods

## Features :

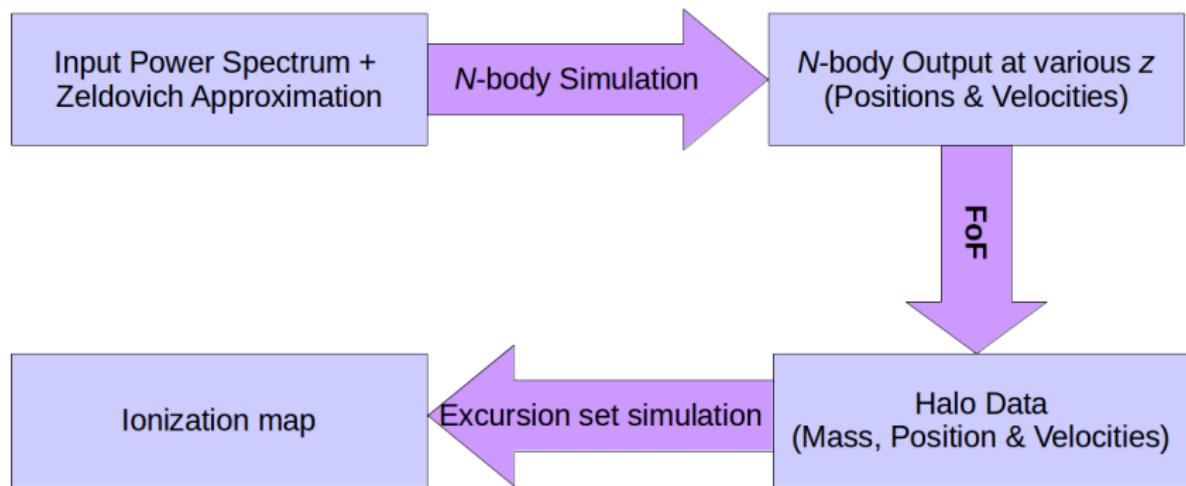
- ▶ Do not require huge computational efforts and are faster than Radiative Transfer methods.
- ▶ Produces ionization maps similar to the Radiative Transfer methods.
- ▶ Inside-out topology [Choudhury et al. (2009)]
- ▶ HI traces dark matter(DM) density distribution.
- ▶ **Excursion-Set Formalism** to generate ionization map.

## Limitations :

- ▶ Based on simplified assumptions.
- ▶ Sources and sinks of ionizations are not properly taken into account.

# Sem-Num Simulations

Our simulations mainly consists of three modules,



# *N*-body : Overview

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Periodic boundary conditions have been applied to remove surface effects.

# PM Algorithm : Initialization

- ▶ Discretized Box ( $N_1 \times N_2 \times N_3$ ) with constant grid separation ( $L$ )
- ▶ DM field is discretized to DM particle of equal masses( $M_{part}$ ) at grid points.
- ▶ Input power spectrum to generate density fluctuation  $\Delta(\vec{k})$ .

$$\Delta(\vec{k}) = \sqrt{\frac{VP(k)}{2}}[a(\vec{k}) + ib(\vec{k})]$$

where,  $\langle a(\vec{k})a^*(\vec{k}) \rangle = 1 = \langle b(\vec{k})b^*(\vec{k}) \rangle$

# PM Algorithm : Initialization cont...

- ▶ Zeldovich Approximation (ZA) to move particles from grids,

$$\vec{x} \rightarrow \vec{x} - \vec{\nabla} \nabla^{-2} \delta(\vec{x})$$

$$\vec{v} \rightarrow -aHf \vec{\nabla} \nabla^{-2} \delta(\vec{x})$$

where,  $f = \frac{d(\ln D)}{d(\ln a)}$

- ▶ Cloud-in-Cell (CIC) algorithm calculate density at grid points from particle distribution.

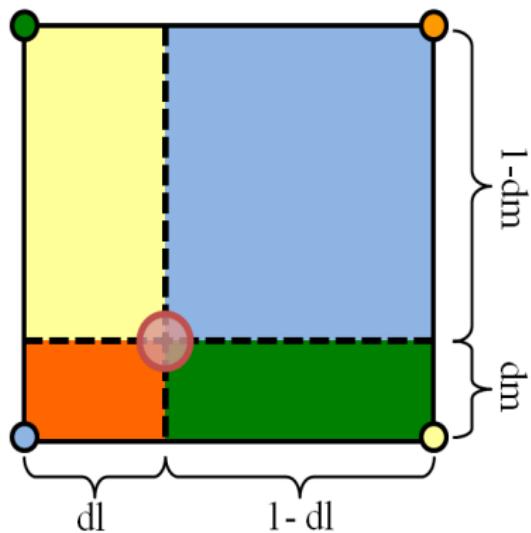
# PM Algorithm : CIC

It calculates particle density distribution on grids given particle positions.

For a cell containing a particle at  $\mathbf{x}$ , weight to one of corner  $\mathbf{a}_{i,j,k}$  is ,

$$W_{i,j,k} = \Pi_m (1 - |a_m - x_m|)$$

where,  $m = 0, 1, 2$  .



# PM Algorithm : Force Calculation

- ▶ Calculate gravitational potential  $\phi(\mathbf{x})$  at each grid points in fourier space.

$$\phi(\vec{k}) = -\frac{L^2}{4} \left[ \sum_m \sin^2 \left( \frac{Lk_m}{2} \right) \right]^{-1} \Delta(\vec{k})$$

$$\phi(\mathbf{x}) = FFT(\phi(\vec{k}))$$

- ▶ Now forces at each grid is being calculated using central difference method.
- ▶ Force at particle position is now interpolated using same weight function as in CIC.
- ▶ Now velocity is updated using force and initialization is complete.

# PM code : $N$ -body loop

- ▶ Particle positions and velocities is being iterated in an  $N$ -body loop using **Particle Dynamics**,

$$\frac{d\vec{x}}{da} = \frac{\vec{v}}{a^3 H(a)}$$

$$\frac{d\vec{v}}{da} = -\vec{\nabla} \phi(\vec{x})$$

where,

$$\nabla^2 \phi = \frac{3}{2} \frac{H_0^2 \Omega_{m0}}{a^2 H(a)} \delta(\vec{x}, t)$$

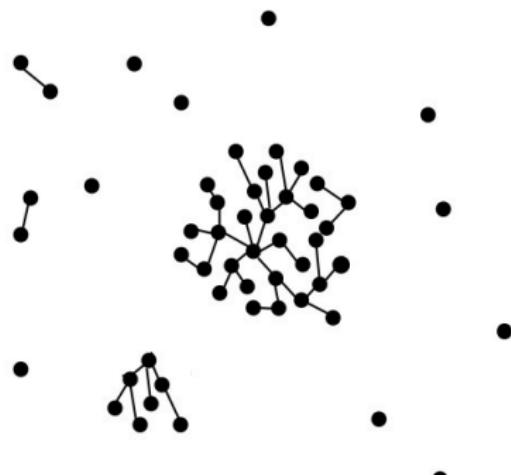
- ▶ Record particle positions and velocities at desired redshifts.

# Friends-Of-Friends (FoF)

- ▶ DM halos host ionizing sources
- ▶ Reionization starts inside halo then proceeds outwards.

Hence it is **important to**  
identify halos.

- ▶ To identify halos we use **FoF algorithm** with a linking length  $L_{fof} = 0.2 \times$  Mean interparticle separation.
- ▶ Minimum halo mass ( $M_{halo} = 10M_{part}$ ) [Mondal et al. (2016)]
- ▶ Calculates mean position, mean velocity and masses of halos.

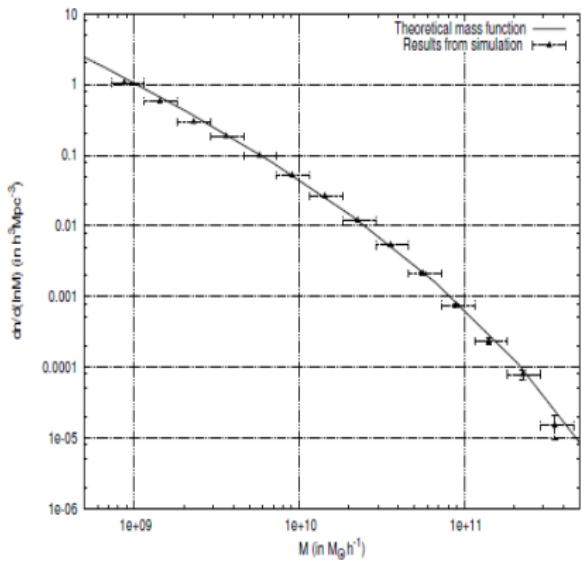


# FoF : Mass function

- ▶ Comoving number density of halos per unit logarithmic mass

$$dn/d(\ln M)$$

- ▶ Theoretical mass function from Sheth & Tormen (2002) with the fitting function from Jenkins et al. (2001)



# Ionization Code :

## Basic Idea :

- ▶ Reionization depends upon many undetermined factors, e.g. Star forming rate and efficiency within halos, HI bias within halos, photons produced per unit stellar mass, photon escape fraction, Helium weight fraction.
- ▶ Ionizing luminosity ( $N_\gamma$ ) may depend upon Galaxy and Source properties.
- ▶  $N_\gamma$  is a function of  $M_{halo}$ .

# Sem-Num Model specifications:

- We assume that  $N_\gamma$  is linearly related with  $M_{halo}$ .

$$N_\gamma = N_{ion} \frac{M_{halo}}{m_H}$$

- $N_{ion}$  is dimensionless parameter which take care of all physical processes mentioned above.
- All above dependencies have been taken care inside  $N_{ion}$  , which is number of ionizing photons per baryon into collapsed object.
- Another parameter in simulation is mean free path of ionizing photons  $R_{mfp}$ .
- We assume universe to be reionized by 50% at  $z \sim 8$  and fully ionized around  $z \sim 6$ .
- $N_{ion} = 23.21$  and  $R_{mfp} = 20$  Mpc [Mondal et al. (2016)]

# Generating Ionization Field :

- ▶ Read  $N$ -body output and Halo catalogue
- ▶ Calculation of HI density ( $n_{HI}$ ) using particle position from  $N$ -body output and photon density  $n_\gamma$  using Halo catalogue.
- ▶ Use Excursion set to ionize a pixel  $\mathbf{x}$ .

$$\langle n_\gamma(x) \rangle_R \geq \langle n_{HI}(x) \rangle_R$$

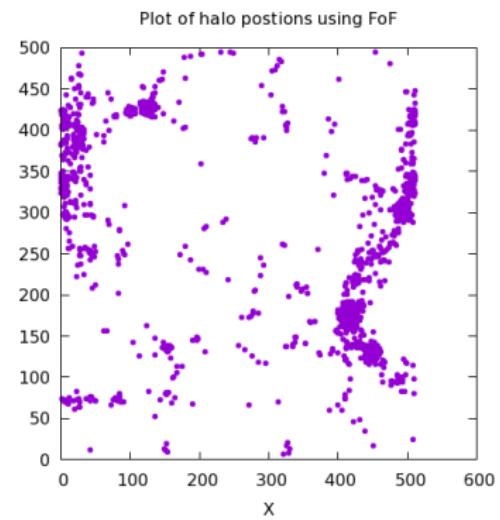
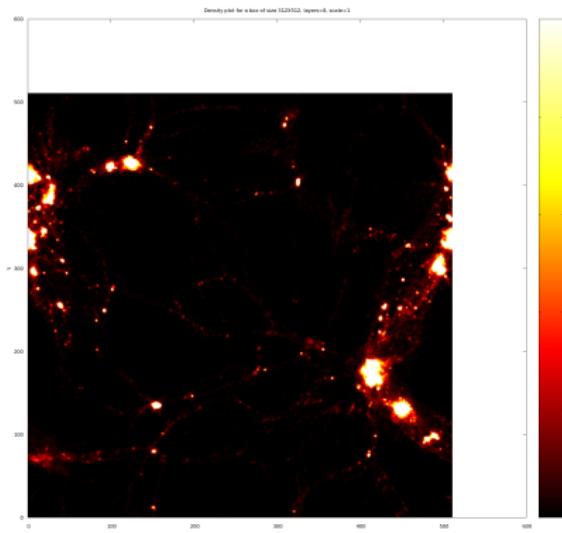
where  $R \in [L, R_{mfp}]$

- ▶ If not satisfied then assign ionization fraction at pixel,

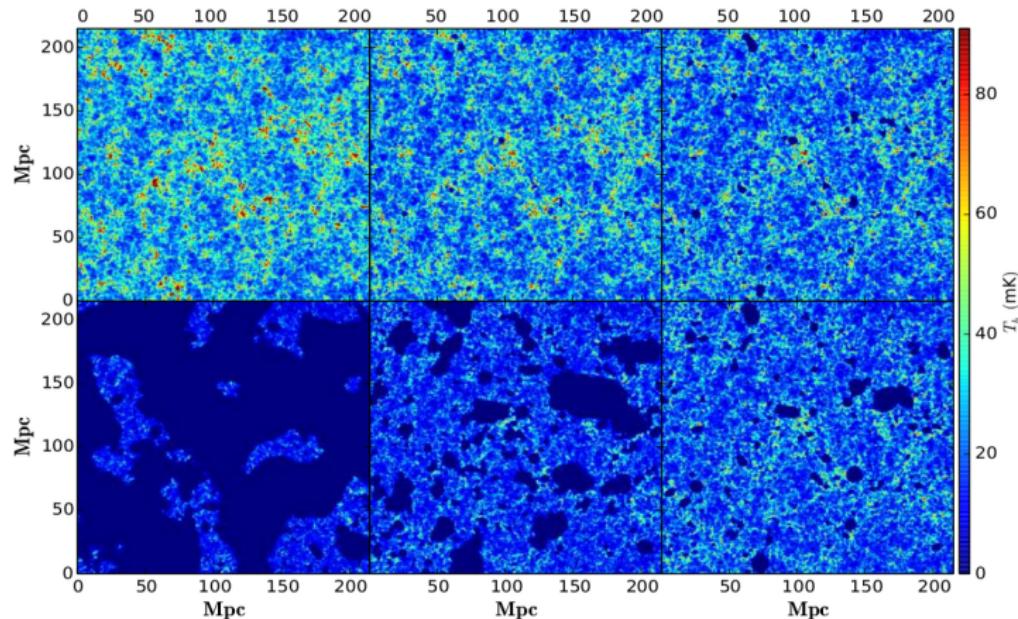
$$Q_i(x) = \langle n_\gamma(x) \rangle_{R_{min}} / \langle n_{HI}(x) \rangle_{R_{min}}$$

# Results : Density Field & Halos

Size of box =  $(512)^3$  , No. Of particles =  $(256)^3$ , Slice thickness = 8 grid



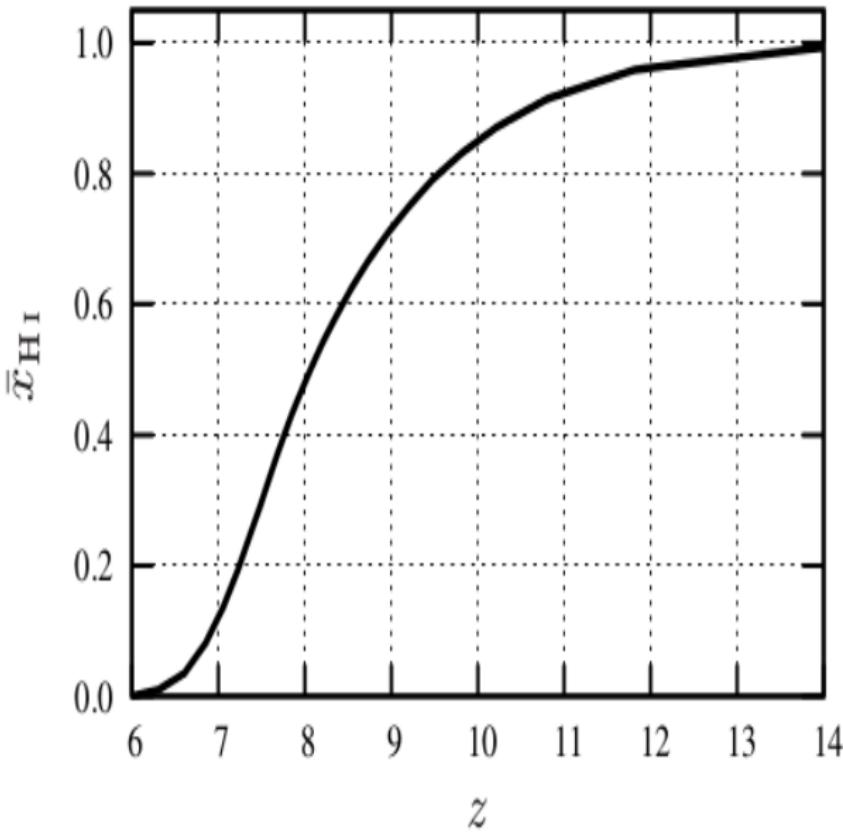
# Results : Ionization map



This shows one realization of the two dimensional sections through the simulated HI brightness temperature maps for the  $[z, x_{HI}]$  values tabulated. In these panels, the value of  $x_{HI}$  decreases in the clockwise direction starting from the top-left panel. Volume of these simulation boxes are  $[215 \text{ Mpc}]^3$ . [Mondal et al. (2016)]

# Results : $\bar{x}_{HI}$ vs $z$

$z$	$\bar{x}_{HI}$
13	0.98
11	0.93
10	0.86
9	0.73
8	0.50
7	0.15
6	0.00



Mondal et al.(2016)

# Summary

- ▶ Semi-Numerical methods are bit faster than Radiative transfer techniques.
- ▶ Reionization of HI probe Reionization era and baryonic matter traces underlying DM.
- ▶ Parallelized Particle Mesh Code are used to simulate nonlinear evolution of matter density field.
- ▶ FoF algorithm is used to find halo which host ionizing sources.
- ▶  $N_{ion}$  and  $R_{mfp}$  are two parameters in our reionization simulations.
- ▶ Photon luminosity is linearly proportional to  $M_{halo}$  and baryon density is with DM mass at grids.
- ▶ Ionization fraction at a pixel is decided by Excursion set formalism.