

Nick Gnedin









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

Outline

- The brief history of time.
- How to reionize the universe.
- Simulations of yesterday: successes and limitations.
- CROC Project and everybody else: today we do things better.
- The Flood is coming.



The Brief History of Time



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How To Reionize Universe

- Ionizing radiation must be produced by some sources (galaxies, quasars, gamma-ray bursts, dark matter annihilation, laser-armed alien spaceships).
- As ionizing photons propagate through space, they will be consumed in ionizing neutral atoms.
- They can also be absorbed by other sinks hence, wasted from the point of view of reionization.



Sources: Galaxies

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



Sources: Quasars

- QSOs are efficient producers of ionizing radiation.
- The only problem they are too rare at z>3.



Sinks: Lyman-Limit Systems



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 LL systems limit the Mean Free Path of an ionizing photon (a source cannot ionize a very distant atom).



How It All Happens...



Ionized bubbles



How It All Happens



Pre-overlap:

- Ionized bubbles expand in the low density gas.
- Most of ionizing photons are expended on ionizing IGM.

How It All Happens



Overlap:

- Ionized bubbles merge – the moment of *reionization*.
- Some ionizing photons are absorbed in LL systems.

How It All Happens



Post-overlap:

- Most of gas in the universe is highly ionized.
- All ionizing photons are absorpbed in LL systems.

Simulating Reionization: Scales

- Capturing most of star-forming galaxies requires boxes > 50 Mpc (comoving).
- Resolving LL system requires resolution ~ 1 kpc.
- Resolving star formation requires resolution
 ~100-200 pc (depends on your sub-grid model).
- Resolving all star-forming galaxies requires mass resolution of about 10⁶ M.
- Conclusion: we need simulations with
 - spatial dynamic range $L/\Delta x > 100,000$
 - mass dynamic range $M_{box}/M_{cell} > 10$ billion

Simulating Reionization: Physics

- Dark matter
- Gas dynamics
- Atomic processes (cooling, H₂ chemistry)
- Radiative transfer of ionizing+UV radiation
- Star formation and stellar feedback
 - Problem is not only in the lack of complete understanding, but also in the huge spatial dynamic range that needs to be modeled.
 - Star formation today can only be modeled as a *sub-grid* model.

Simulations: The First Decade (2000-2010)

| | Small bo | X | Large box | |
|--------------------|----------|------|------------|--|
| physics | full | | incomplete | |
| spatial resolution | | high | low | |
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Simulations: The First Decade (2000-2010)



Refresher: Ly-*a* **Forest**



SDSS Quasars ~ 2005



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Quiz: find the SDSS Quasar 1 0.5 0 0.5 Flux Q 0.5 0 0.5 0 6500 7000 7500 8000 8500 $\lambda(A)$

Moore's Law



Covering The Gap

 With peta-scale computing power we can run large-box simulations with full physics.



The CROC Project: Validation





 Galaxies in right halos all the time!

The CROC Project: Validation



Many other observations are reproduced too...



The CROC Project: Validation



 Finally, CMB observations succeeded in matching theoretical predictions.



Example: Backreaction of Reionization on Galaxies

- Reionization suppresses gas accretion on low mass halos ("photoevaporation").
- Reionization may affect global star formation rate ("Barkana & Loeb effect").
 - One of JWST science goals.

(Barkana & Loeb 2000)

Backreaction: Gas Fractions



 Match Okamoto et al (2008) results exactly (after reionization, of course).



Backreaction: Barkana-Loeb Effect

Cosmic

01

eionization

Computers

 There is no feature at reionization: "Barkana-Loeb" effects does not exist.



Backreaction: Faint-End Slope



- Cosmic Reionization On Computers
- Faint-end slope of UV luminosity function varies ~ 0.1 $\Delta z = 1$

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 Galaxies affected by photoionization contain no molecular gas.



And Many More...



- The quintessential question: does reionization proceed inside-out or outside-in? Answer: both (first inside-out, later outside-in).
- Modeling radiative transfer self-consistently (i.e. with the same spatial and temporal resolution as hydro) is crucial for getting z>5 IGM right.
- Cosmic dust may not follow metals at z>7 (formation and destruction time-scales are not negligibly short).
- Lyman-α emitters are not a useful probe of reionization.

The Flood Is Coming

• Astro2010:

The priority science objectives chosen by the survey committee for the decade 2012-2021 are searching for the first stars, galaxies, and black holes;

- ALMA: 2014+
- HSC: 2017-2018
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The Flood Is Coming

- It is clear that forthcoming observations will make all existing theoretical models obsolete.
- We are preparing for the flood:



Conclusions

- Supercomputing power has passed the "petascale" mark. That power is just right for modeling cosmic reionization numerically.
- The first *realistic* (i.e. modeling both sources and sinks adequately) simulations of reionization are currently being worked on by several groups (CROC, DRAGONS, etc).
- By the time *The Flood** comes, theorists will be ready.

* ALMA, HSC, JWST, 30m telescopes, 21cm
The End





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