

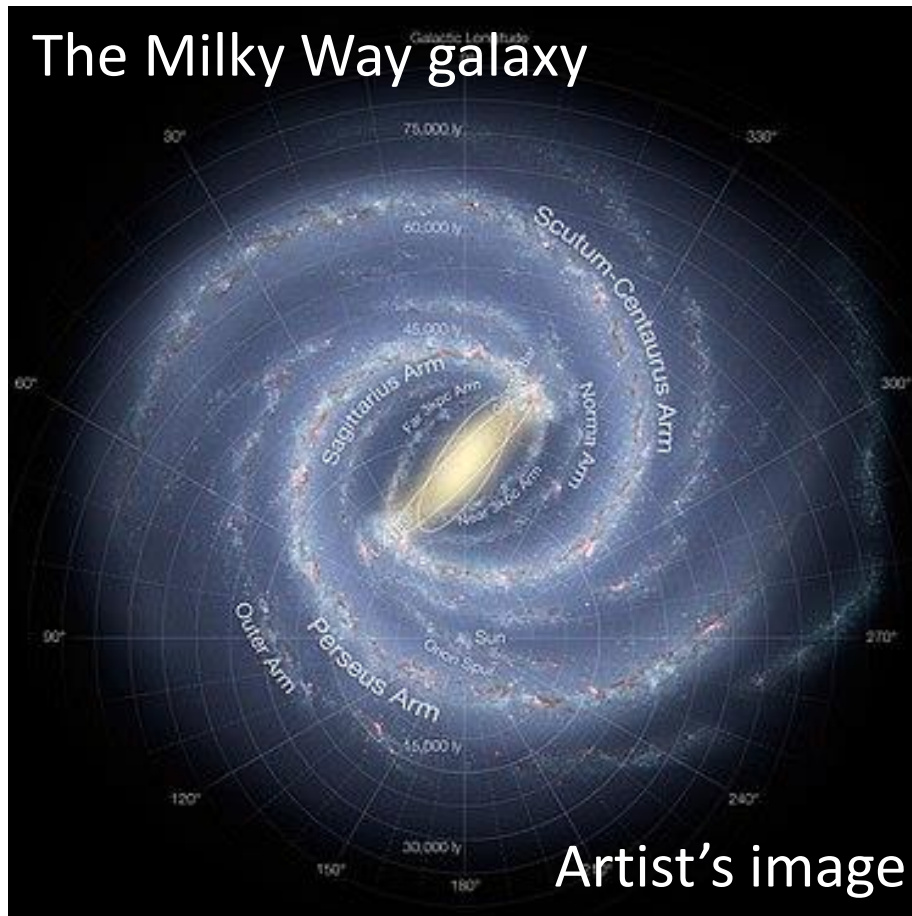
# Modeling the Milky Way using N-body

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# Do we really know the structures of the Milky Way galaxy?



- We cannot directly observe the structure of the MW disk
- How does the MW look like?
- How has it evolved to the current shape?
- How fast does the bar rotate?
- ...
- Simulations are one of the best way to answer these questions

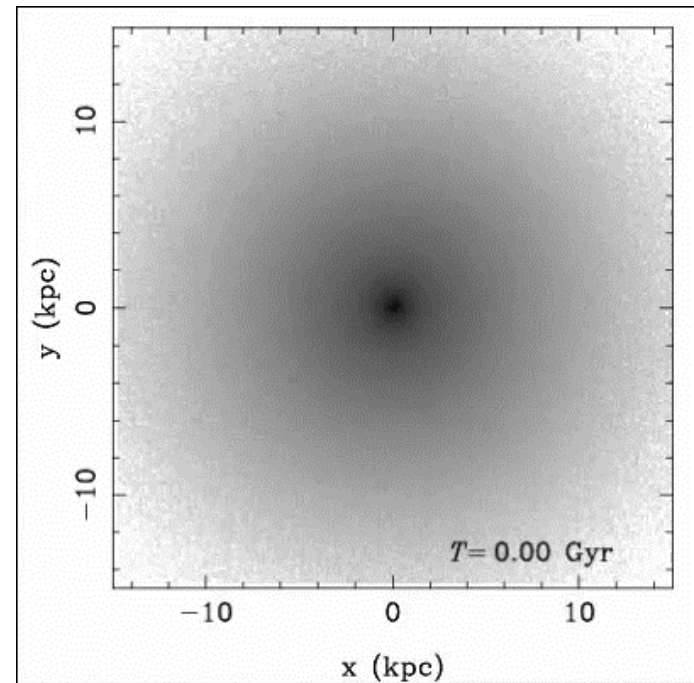
# Gaia Data Release 2 (DR2)

- Gaia Data Release 2 on Apr. 25<sup>th</sup> in 2018
- Positions on the sky ( $\alpha$ ,  $\delta$ ), parallaxes, and proper motions for more than 1.3 billion stars are available.
  - Everyone can access to the data
- A new era is beginning!
  
- We need a theoretical counterpart to understand the data



# Modeling the MW as an N-body system

- Initial conditions (ICs):  
Disk galaxies are consist of these components
  - Dark matter halo
  - Disk
  - Bulge
- Dynamical evolution (isolated case)
  - Spiral formation
  - Bar formation/evolution
    - Bar and spirals dynamically heat disk
    - Disk becomes thick
    - The mass distribution of the disk changes



- The final structure is different from the ICs
- We need simulations!

# How many particles can we use for N-body (gas free) simulations?

- The maximum  $N$  for an isolated disk galaxy is  $\sim 50$  billion (50B) (Bedorf et al. 2014)
- To perform multiple runs,  $\sim 10$ B is maximum.
- How many particles for the disk?
  - DM halos are the most massive component
  - DM halos should be modeled using particles
    - The angular momentum transfer from the disk to the halo affects the evolution of the bar (Athanasoula 2002)
    - The particle mass should be the same for the disk and halo in order to avoid numerical heating
- Max. 500M particles for the disk
  - Still, much less than Gaia data (1.3B)!

# N-body simulations using Bonsai

- Bonsai: parallel GPU enabled tree code (Bedorf+2014)
  - The world fastest tree code
    - Gordon-Bell prize finalist in 2014
  - Open source
    - <https://github.com/treecode/Bonsai>
- We use Bonsai for the simulations
  - We perform simulations on Piz Daint
  - Using 512 GPUs, 8B simulations finish within a few days

# Our goals

- Finding an IC which results in a MW-like galaxy
- Observing the simulated MW
  
- The steps to the goals:
  - Constructing ICs
  - Performing N-body simulations
  - Comparing the results with observations
  - Finding a best-fitting model
  - Performing mock observations of the best-fitting model

# Initial conditions

- Dark matter halo (NFW model)
- Disk (Exponential disk)
- Bulge (Hernquist model)

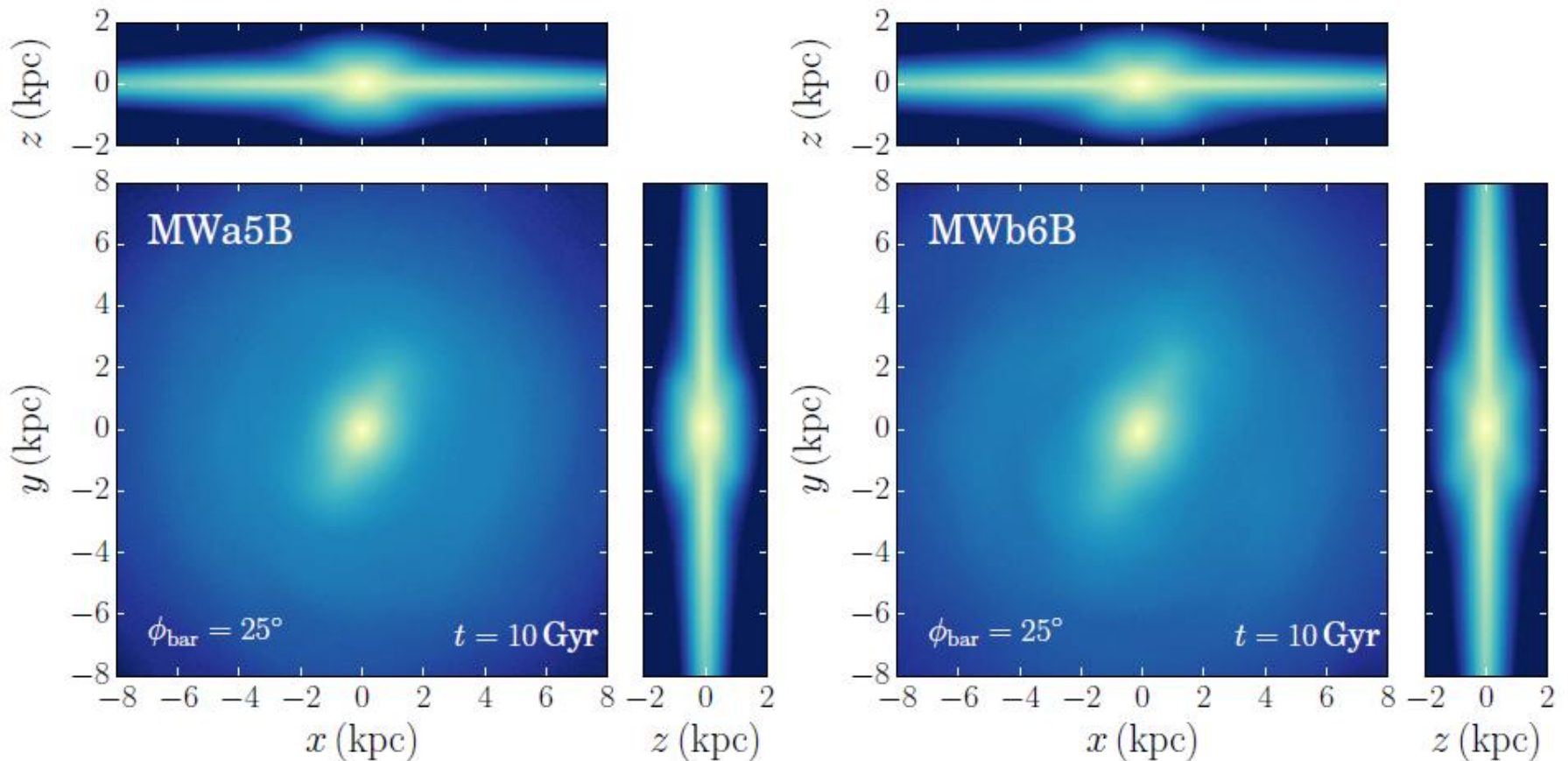
Model	Halo				disc				Bulge		
	$a_h$ (kpc)	$\sigma_h$ (km s <sup>-1</sup> )	$\epsilon_h$	$\alpha_h$	$M_d$ (10 <sup>10</sup> M <sub>⊙</sub> )	$R_d$ (kpc)	$z_d$ (kpc)	$\sigma_{R0}$ (km s <sup>-1</sup> )	$a_b$ (kpc)	$\sigma_b$ (km s <sup>-1</sup> )	$\epsilon_b$
MW <sub>a</sub> /a5B	10	420	0.85	0.8	3.61	2.3	0.2	94	0.75	330	0.99
MW <sub>b</sub> /b6B	10	380	0.83	0.8	4.1	2.6	0.2	90	0.78	273	0.99
MW <sub>c</sub> /c0.8	12	400	0.80	0.8	4.1	2.6	0.2	90	1.0	280	0.97
MW <sub>c</sub> 0.65/c0.5	12	400	0.80	0.65/0.5	4.1	2.6	0.2	90	1.0	280	0.97

Model	$M_d$ (10 <sup>10</sup> M <sub>⊙</sub> )	$M_b$ (10 <sup>10</sup> M <sub>⊙</sub> )	$M_h$ (10 <sup>10</sup> M <sub>⊙</sub> )	$M_b/M_d$	$R_{d,t}$ (kpc)	$r_{b,t}$ (kpc)	$r_{h,t}$ (kpc)	$Q_0$	$N_d$	$N_b$	$N_h$	$f_d$
MW <sub>a</sub>	3.73	0.542	86.8	0.15	31.6	3.16	239	1.3	8.3M	1.2M	194M	0.459
MW <sub>a</sub> 5B	3.73	0.542	86.8	0.15	31.6	3.16	239	1.3	208M	30M	4.9B	0.459
MW <sub>b</sub>	4.23	0.312	62.3	0.07	31.6	2.69	241	1.2	8.3M	0.6M	123M	0.471
MW <sub>b</sub> 6B	4.23	0.312	62.3	0.07	31.6	2.69	241	1.2	415M	33M	6.1B	0.471
MW <sub>c</sub> 0.8/c0.65/c0.5	4.19	0.37	76.7	0.09	31.6	3.06	233	1.2	8.3M	0.7M	151M	0.472
MW <sub>c</sub> 7B	4.19	0.379	76.7	0.09	31.6	3.06	233	1.2	415M	37M	7.6B	0.472

- We construct the ICs using **GalactICS** (J. Dubinski)
  - We can control only these parameters



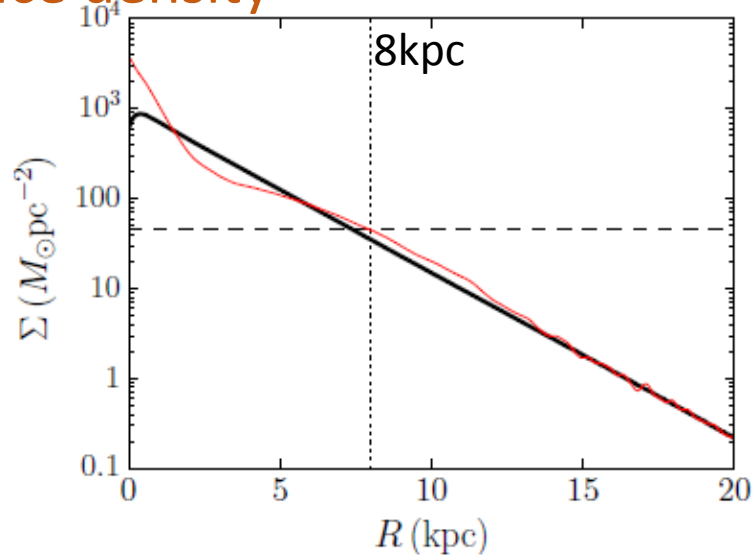
# Snapshots at 10 Gyr



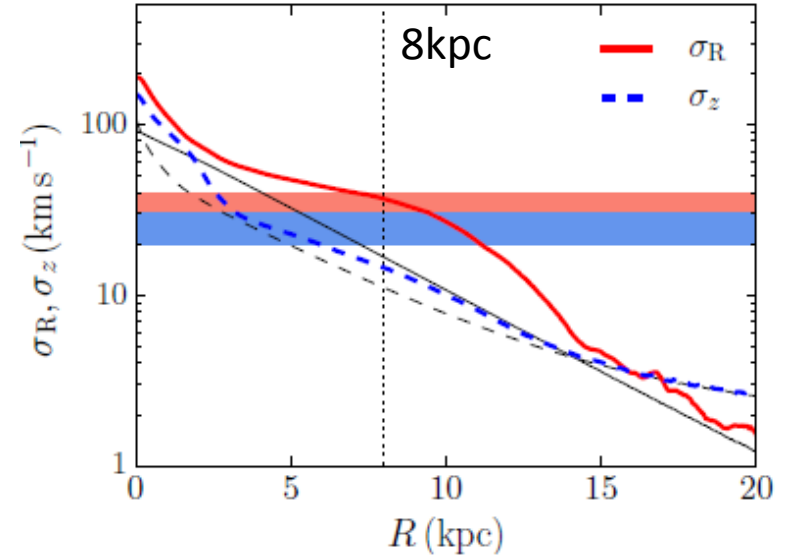
- After 10 Gyr, we stop the simulations and compare some values with observations

# Comparison with observations: Disk

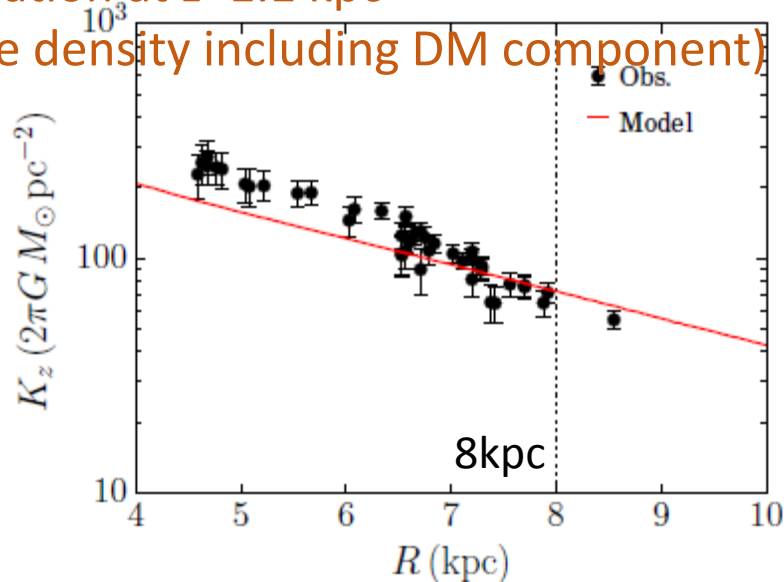
## Surface density



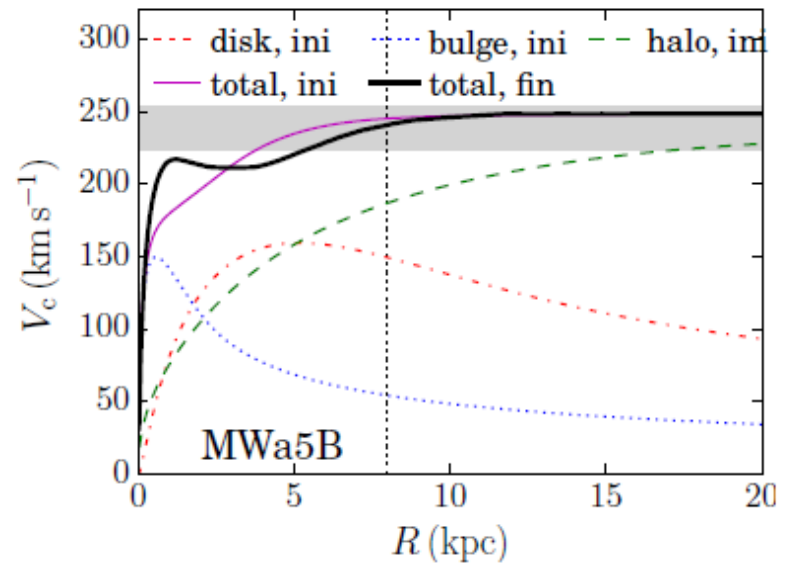
## Velocity dispersions



## Acceleration at $z=1.1$ kpc (Surface density including DM component)

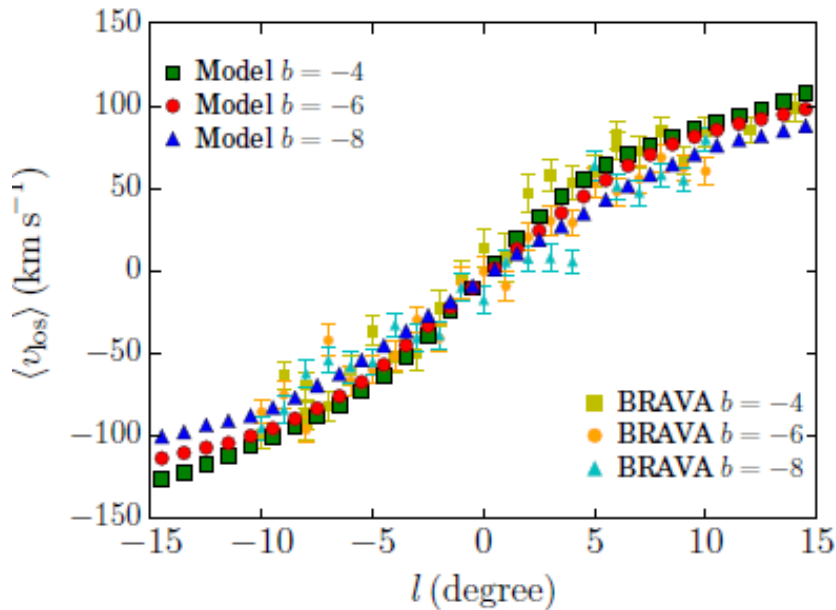


## Rotation curve

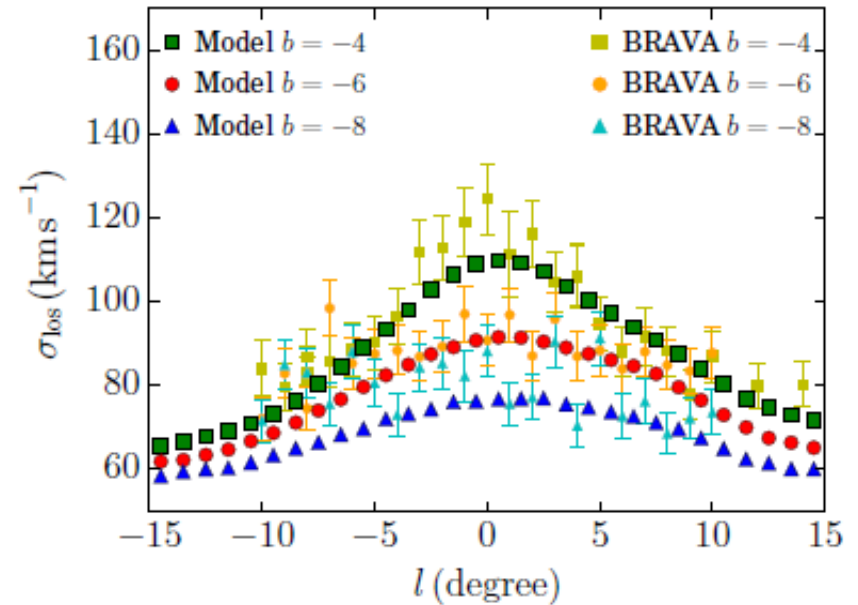


# Comparison with observations: Bulge

Line-of-sight velocity distribution



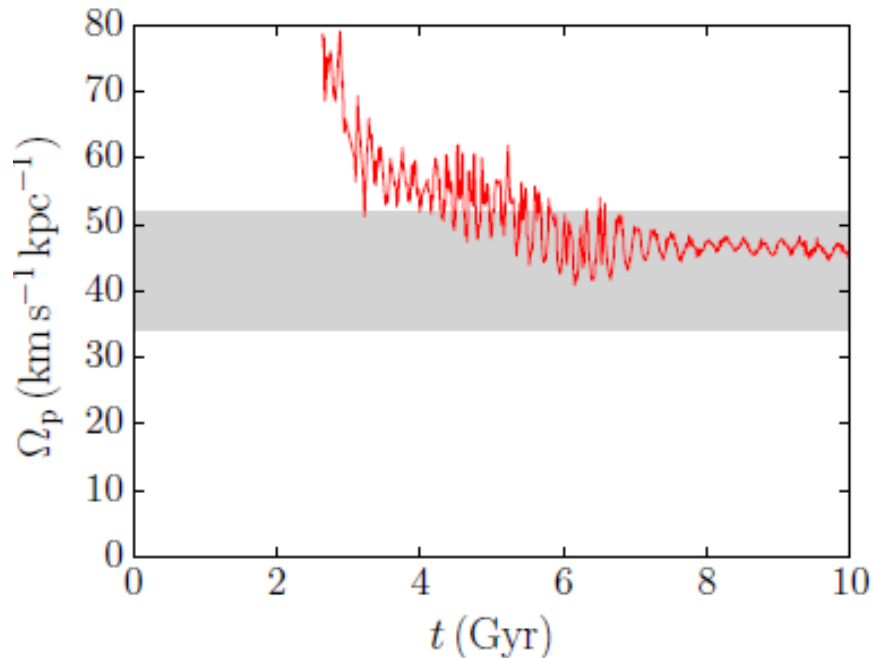
Line-of-sight velocity-dispersion distribution



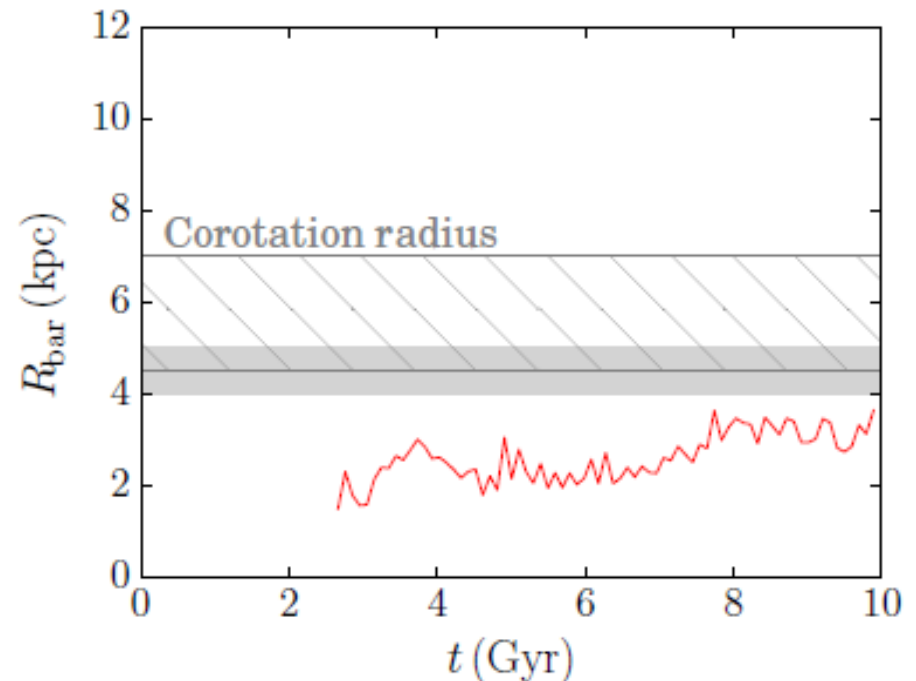
- For the best-fitting models, the outcomes at 10 Gyr mostly fit to the observations

# Resulting bars

Time evolution of the pattern speed of the bar



Time evolution of the bar length



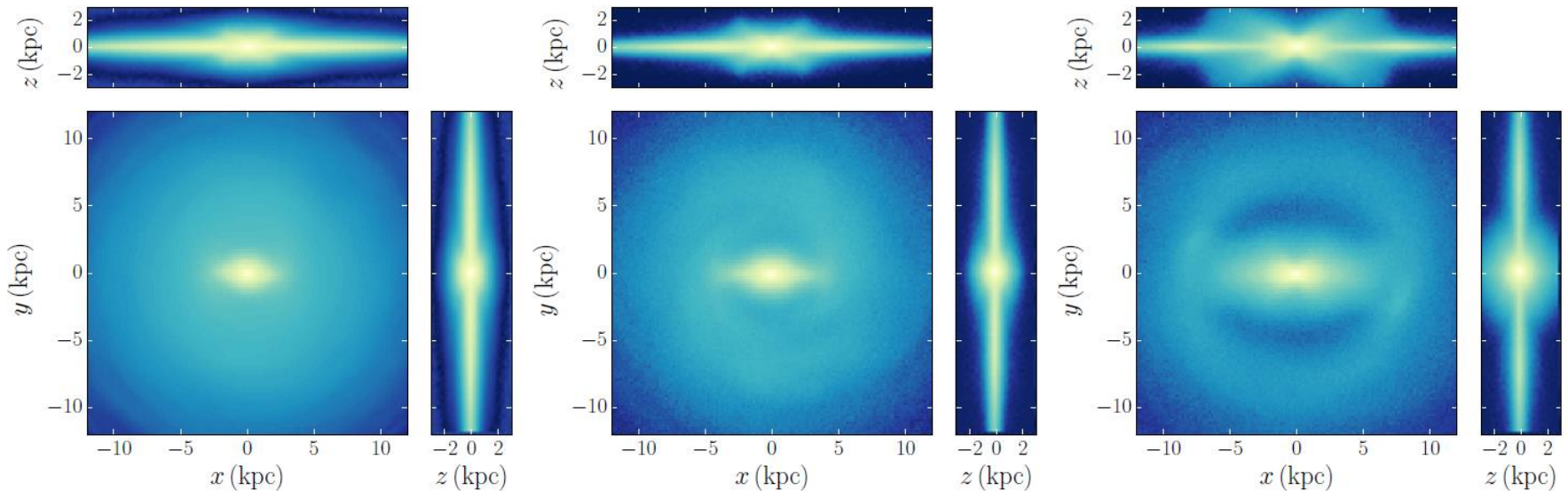
- The bar parameters of the simulated galaxies match to observations

# Important parameters 1: halo spin

With spin (best fitting)

With moderate spin

Without spin



- Without halo spins, the bar grows too long.
- The spin parameter suggested from our simulations is larger than that for MW-size halo in cosmological simulations, but comparable with that for disk galaxies with a short bar (SDSS DR7, Cervantes-Sodi+ 2013)

# Summary

- We modeled the MW galaxy using N-body simulations
  - We performed N-body simulations using up to 8B particles
- For the best-fitting model,
  - Halo spin is necessary to keep the bar short
  - Disk-to-total mass fraction is  $\sim 0.45$