

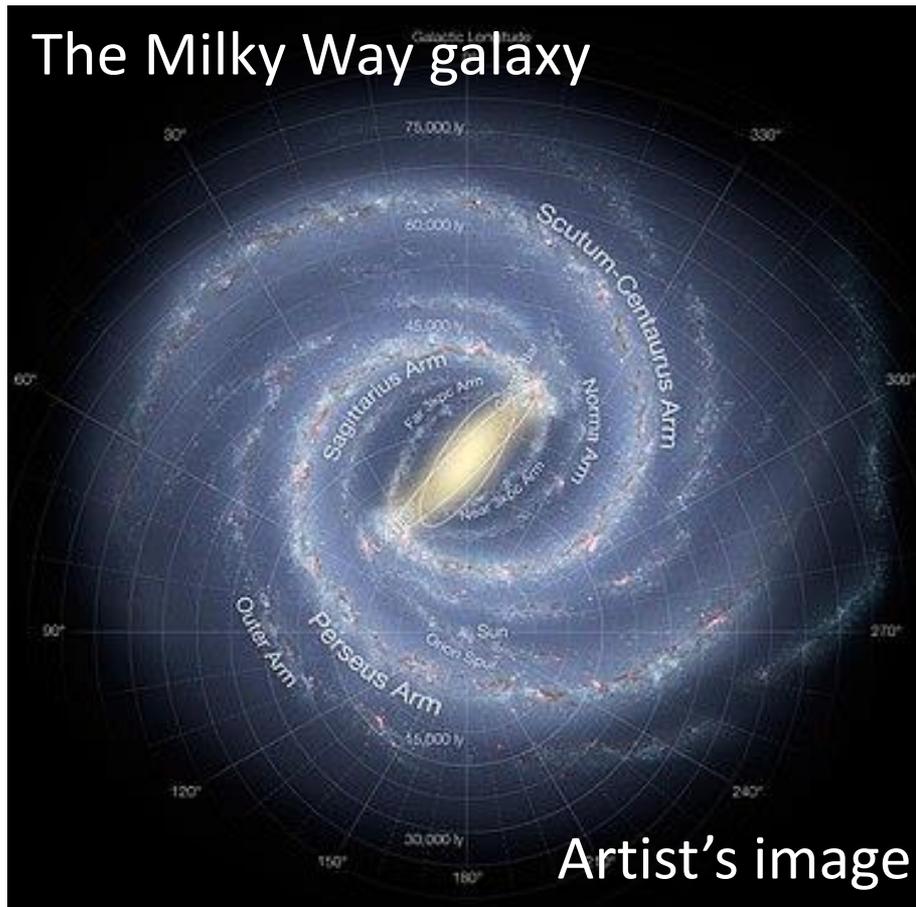
Modeling the Milky Way using N-body

Michiko Fujii (UTokyo)

With Junichi Baba (NAOJ)

Jeroen Bedorf, Simon Portegies Zwart (Leiden)

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

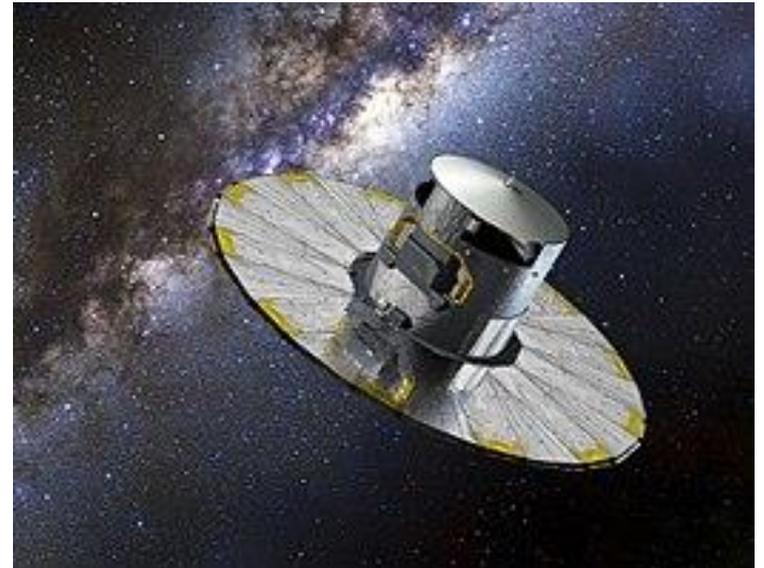


- We cannot directly observe the structure of the MW disk
- How does the MW look like?
- How has it evolved to the current shape?
- How fast does the bar rotate?
- ...
- Simulations are one of the best way to answer these questions

Gaia Data Release 2 (DR2)

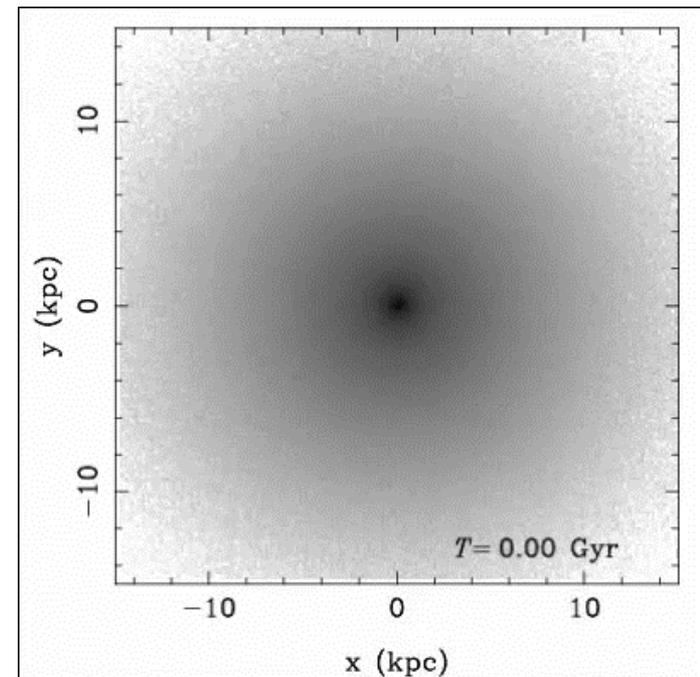
- Gaia Data Release 2 on Apr. 25th in 2018
- Positions on the sky (α , δ), parallaxes, and proper motions for more than 1.3 billion stars are available.
 - Everyone can access to the data
- A new era is beginning!

- 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 ~ 50 billion (50B) (Bedorf et al. 2014)
- To perform multiple runs, ~ 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

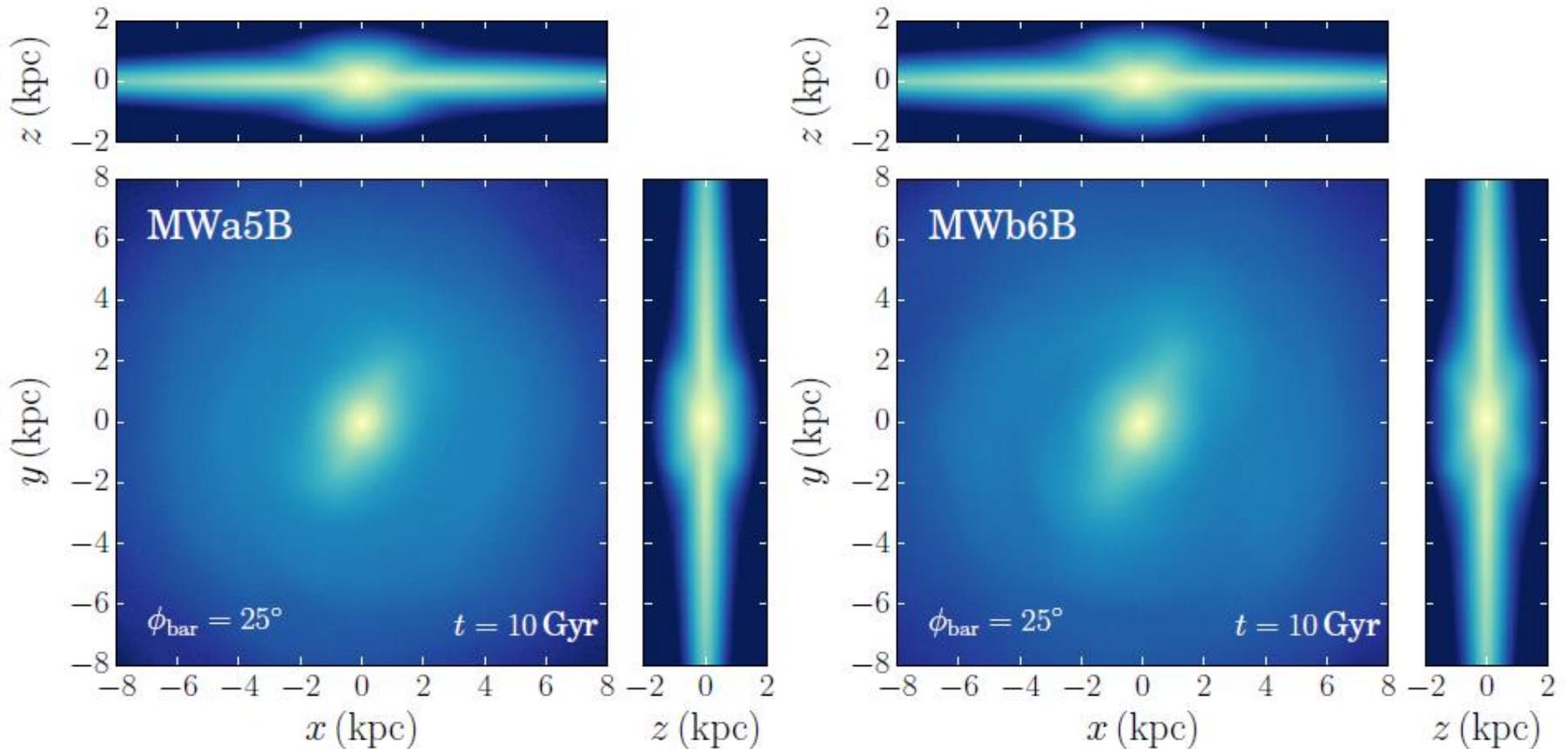
- Dark matter halo (NFW model)
- Disk (Exponential disk)
- Bulge (Hernquist model)

Model	Halo				disc				Bulge		
	a_h (kpc)	σ_h (km s ⁻¹)	ϵ_h	α_h	M_d (10 ¹⁰ M _⊙)	R_d (kpc)	z_d (kpc)	σ_{R0} (km s ⁻¹)	a_b (kpc)	σ_b (km s ⁻¹)	ϵ_b
MW _a /a5B	10	420	0.85	0.8	3.61	2.3	0.2	94	0.75	330	0.99
MW _b /b6B	10	380	0.83	0.8	4.1	2.6	0.2	90	0.78	273	0.99
MW _c /c0.8	12	400	0.80	0.8	4.1	2.6	0.2	90	1.0	280	0.97
MW _c 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 ¹⁰ M _⊙)	M_b (10 ¹⁰ M _⊙)	M_h (10 ¹⁰ M _⊙)	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 _a	3.73	0.542	86.8	0.15	31.6	3.16	239	1.3	8.3M	1.2M	194M	0.459
MW _a 5B	3.73	0.542	86.8	0.15	31.6	3.16	239	1.3	208M	30M	4.9B	0.459
MW _b	4.23	0.312	62.3	0.07	31.6	2.69	241	1.2	8.3M	0.6M	123M	0.471
MW _b 6B	4.23	0.312	62.3	0.07	31.6	2.69	241	1.2	415M	33M	6.1B	0.471
MW _c 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 _c 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

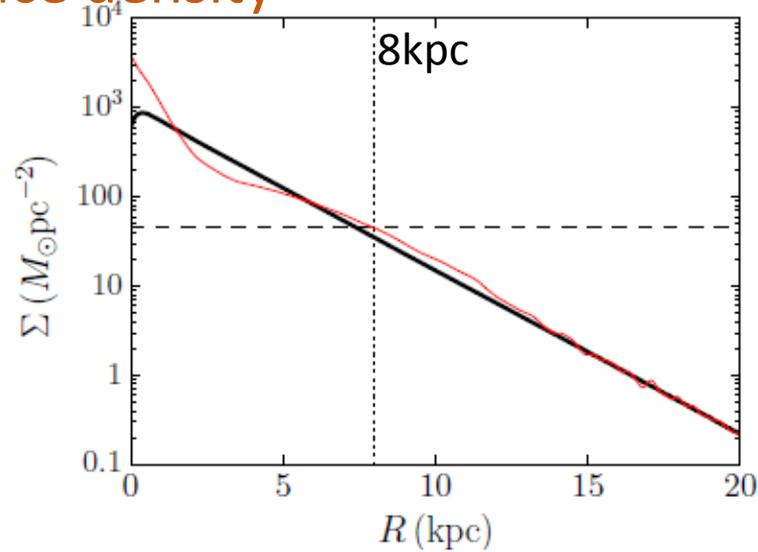
Snapshots at 10 Gyr



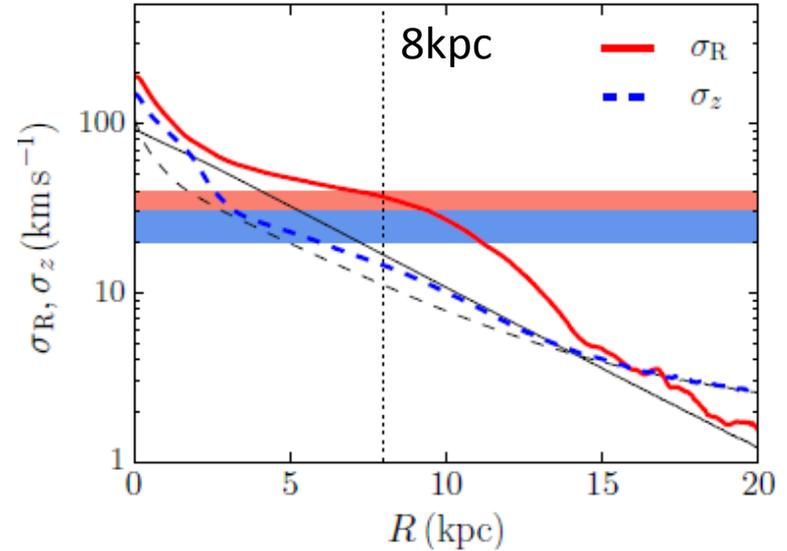
- After 10 Gyr, we stop the simulations and compare some values with observations

Comparison with observations: Disk

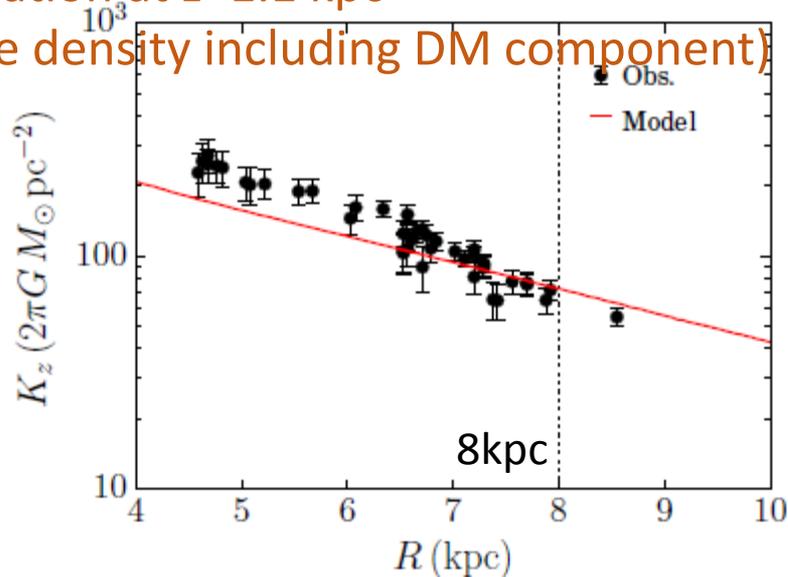
Surface density



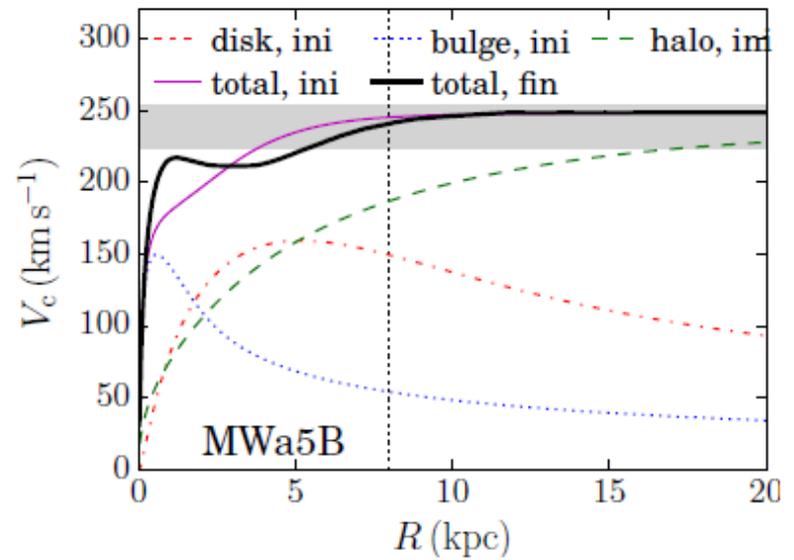
Velocity dispersions



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

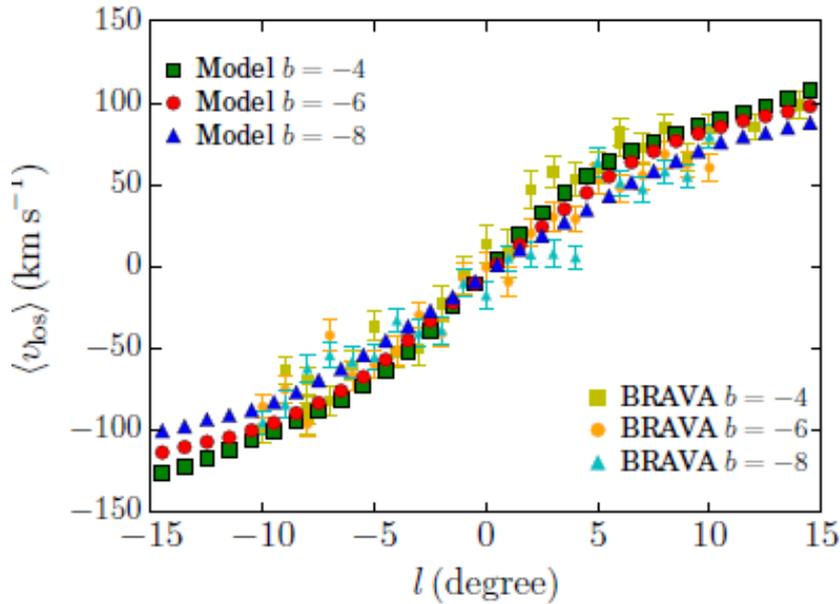


Rotation curve

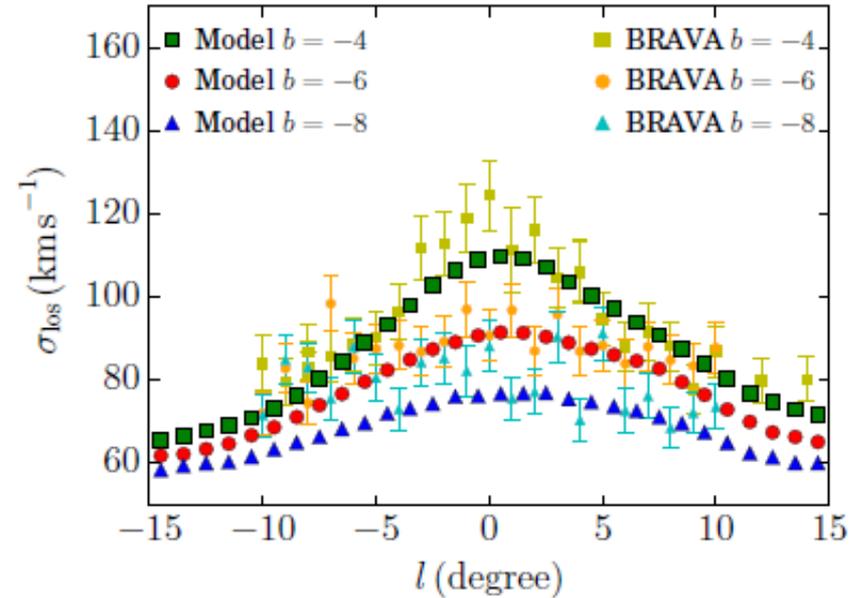


Comparison with observations: Bulge

Line-of-sight velocity distribution



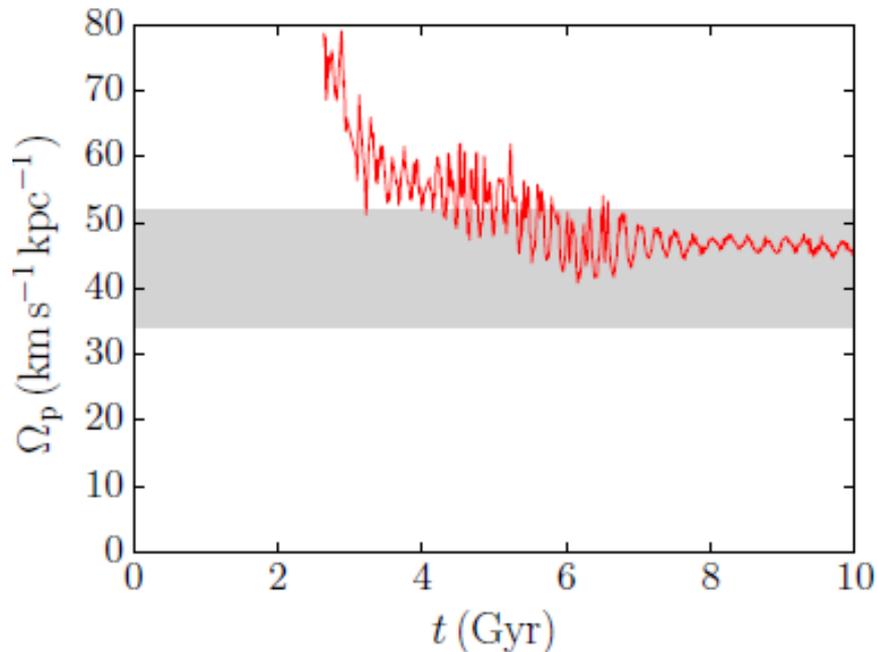
Line-of-sight velocity-dispersion distribution



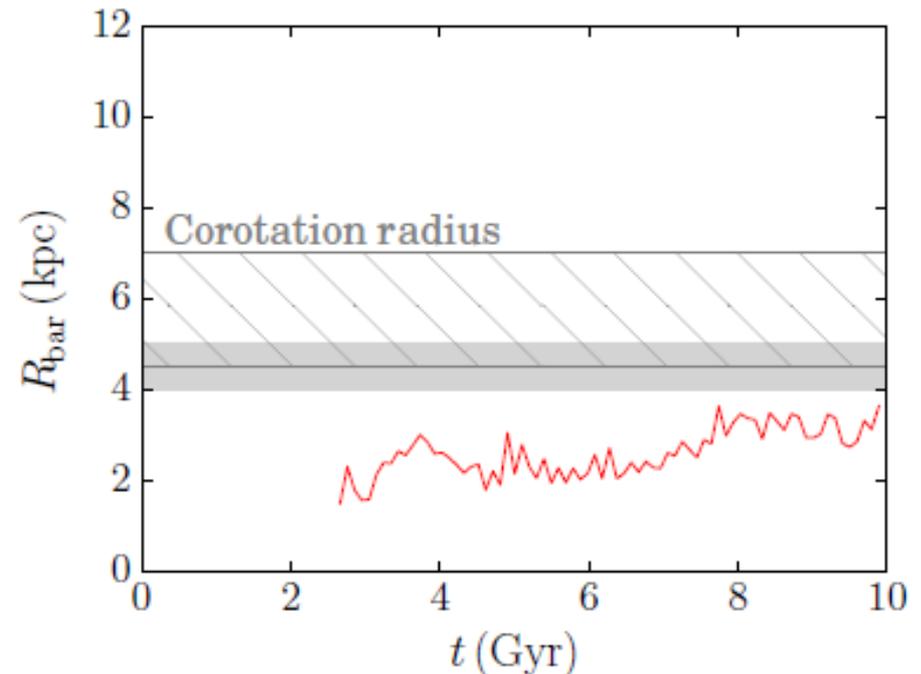
- For the best-fitting models, the outcomes at 10 Gyr mostly fit to the observations

Resulting bars

Time evolution of the pattern speed of the bar



Time evolution of the bar length



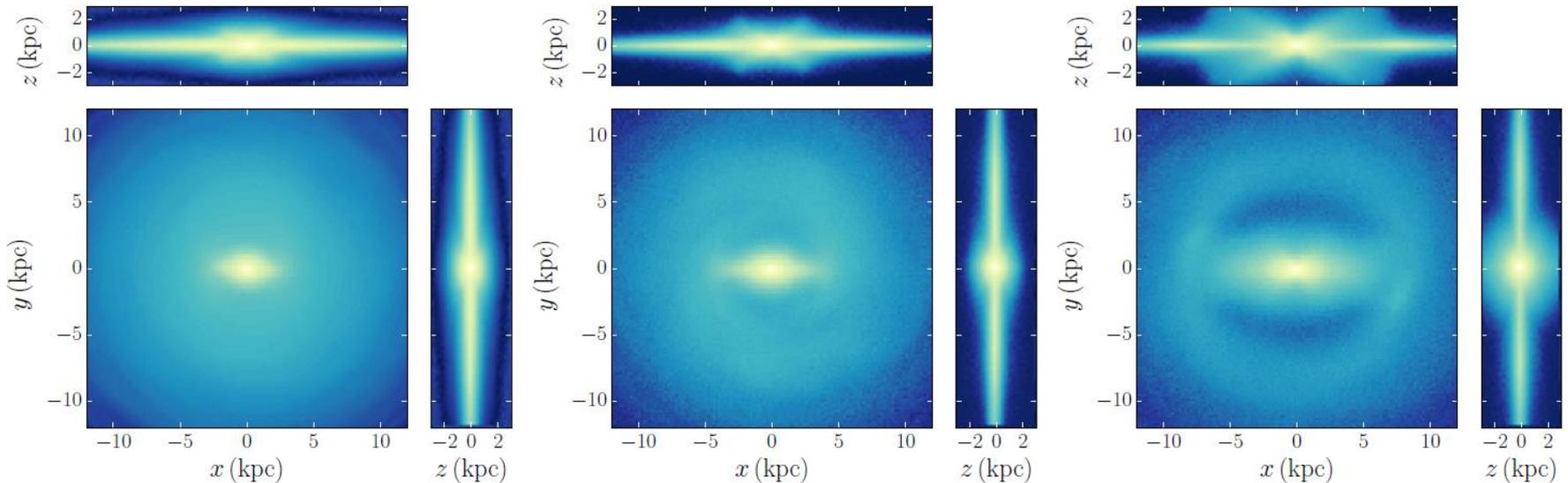
- The bar parameters of the simulated galaxies match to observations

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 ~ 0.45