

# Kinetic Theory

- **Motivation - Relaxation Processes**
- **Violent Relaxation**
- **Thermodynamics of self-gravitating system**
  - negative heat capacity
  - the gravothermal catastrophe
- **The Fokker-Planck approximation**
  - Master equation
  - Fokker-Planck equation
- **Evolution of stellar systems**

# Motivation

- Collision-less system when: *relaxation time is much larger than the age of the system.*
- If relaxation time is smaller than the age of the system, then collision are important for the equilibrium of the system, and the system is likely to evolve with time.

# Relaxation Time

$$t_{relax} \sim \frac{0.1N}{\ln N} t_{cross}$$

- $N$ : number of stars
- $t_{cross}$ : time of crossing
- If  $t_{relax}$  is equal or smaller than the age of the system, collision will be important, and system will evolve.

# System where collision is important

	$N$	$t_{cross}$	$t_{relax}$	Age
<i>globular cluster</i>	$10^5,$	$10^5 \text{ yr}$	$10^8 \text{ yr}$	$10^{10} \text{ yr}$
<i>open cluster</i>	$10^2,$	$10^6 \text{ yr}$	$10^7 \text{ yr}$	$10^8 \text{ yr}$
<i>galaxy center (1pc)</i>	$10^6,$	$10^4 \text{ yr}$	$10^8 \text{ yr}$	$10^{10} \text{ yr}$
<i>cluster center</i>	$10^3,$	$10^9 \text{ yr}$	$10^{10} \text{ yr}$	$10^{10} \text{ yr}$

# collision vs. collision-less system

- In a collision-less system: kinetic energy and angular momentum are conserved for every star.
- when collision is important, because of interaction kinetic energy and angular momentum of a star can change (exchange of energy and momentum with other stars).

# System evolution

- Relaxation
- Equipartition
- Evaporation
- Inelastic encounter
- Binary system formation from 3 body interaction
- Interaction with (primordial) binary system
- **Violent relaxation**

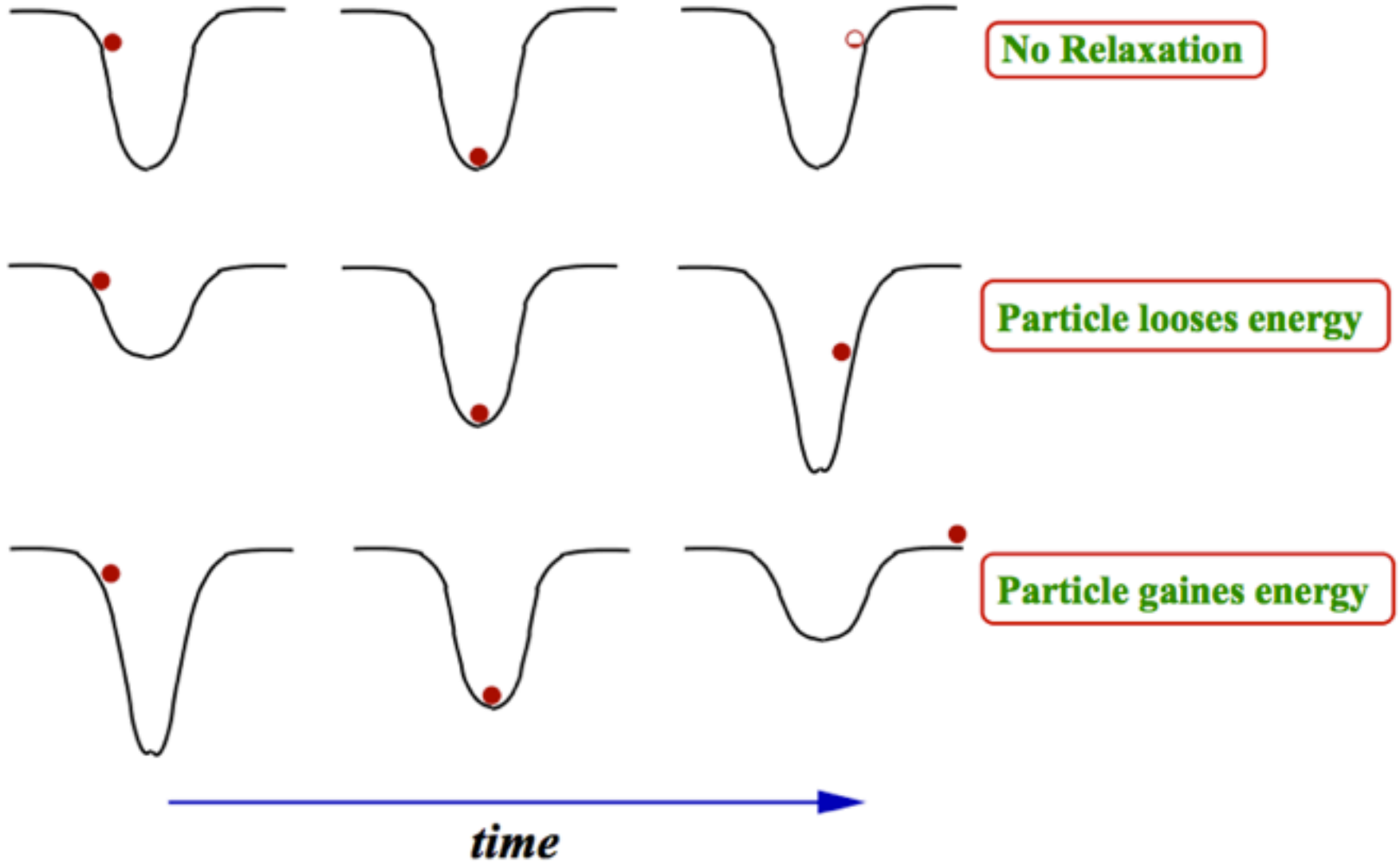


# Violent Relaxation

- Elliptical galaxies light distribution is extremely smooth. However relaxation time is very long for a galaxy!
- What process could explain this?
- Elliptical galaxies are thought to be the results of either major merger or gravitational collapse. For these 2 processes the variation of the gravitational potential can be faster than the crossing time.



# Violent Relaxation



# Violent Relaxation

- How the energy of a particle is changing?

$$\frac{dE}{dt} = \frac{1}{2} \frac{d(v^2)}{dt} + \frac{d\Phi}{dt} = \mathbf{v} \cdot \frac{d\mathbf{v}}{dt} + \frac{\partial\Phi}{\partial t} + \mathbf{v} \cdot \nabla\Phi = \frac{\partial\Phi}{\partial t}$$

- A particle can change its energy if the potential is varying, if not its energy is conserved.

**See Lynden-Bell 1967**

# Negative Heat Capacity

- Let's define the local temperature of a self-gravitating system:

$$\frac{1}{2} m \langle v^2 \rangle = \frac{3}{2} k_B T$$

- Integrating over the density of the system  $\rho$ :

$$K = \frac{3}{2} N k_B \overline{T}$$

- Virial theorem:

$$E = -K = -\frac{3}{2} N k_B \overline{T}$$

# Negative Heat Capacity

- Hence the heat capacity of the system is then:

$$\frac{dE}{dT} = -\frac{3}{2}Nk_B$$

- The heat capacity is negative! It means that temperature increases for a loss in energy. This makes the system unstable.
- Example: system in equilibrium with a thermostat, if the stellar system loose energy to the thermostat, then its temperature increase ...

# The gravo-thermal catastrophe

- Let's consider a perfect gas with  $N$  identical particles, with total mass:  $M=Nm$ , contained in a reservoir of radius  $r_b$ .
- Isothermal sphere truncated at radius  $r_b$ .
- Pressure is given by:

$$p(r) = \frac{\rho(r)k_B \cdot T}{m} = \frac{\rho(r)}{m\beta}$$

- where we use the *inverse temperature*  $\beta$ .

# The gravo-thermal catastrophe

- We define the potential energy so that:

$$\Phi(r \rightarrow \infty) \rightarrow 0 \qquad \Phi(r_b) = -GM/r_b$$

- The total energy of the system is:

$$E = K + W \qquad K = \frac{3}{2} N k_B \cdot T = \frac{3}{2} \frac{M}{m\beta}$$

- The virial theorem for this system reads:

$$2K + W = 4\pi r_b^3 p(r_b)$$

# The gravo-thermal catastrophe

- Hence we can derive the energy of the system:

$$E = (2K + W) - K = 4\pi r_b^3 \frac{\rho(r_b)}{m\beta} - \frac{3M}{2m\beta}$$

- We can express  $\beta$  as a function of the King model radius and density  $(r_0, \rho_0)$  which approximate the center of an isothermal sphere:

$$m\beta = \frac{9}{4\pi G \rho_0 r_0^2}$$

# The gravo-thermal catastrophe

- rewriting with a-dimensional quantities:

$$\tilde{r} = r/r_0 \quad \tilde{\rho} = \rho/\rho_0 \quad \tilde{M}(\tilde{r}_b) = M/(4\pi\rho_0 r_0^3)$$

- then:

$$m\beta = \frac{9r_b}{GM} \frac{\tilde{M}(\tilde{r}_b)}{\tilde{r}_b}$$

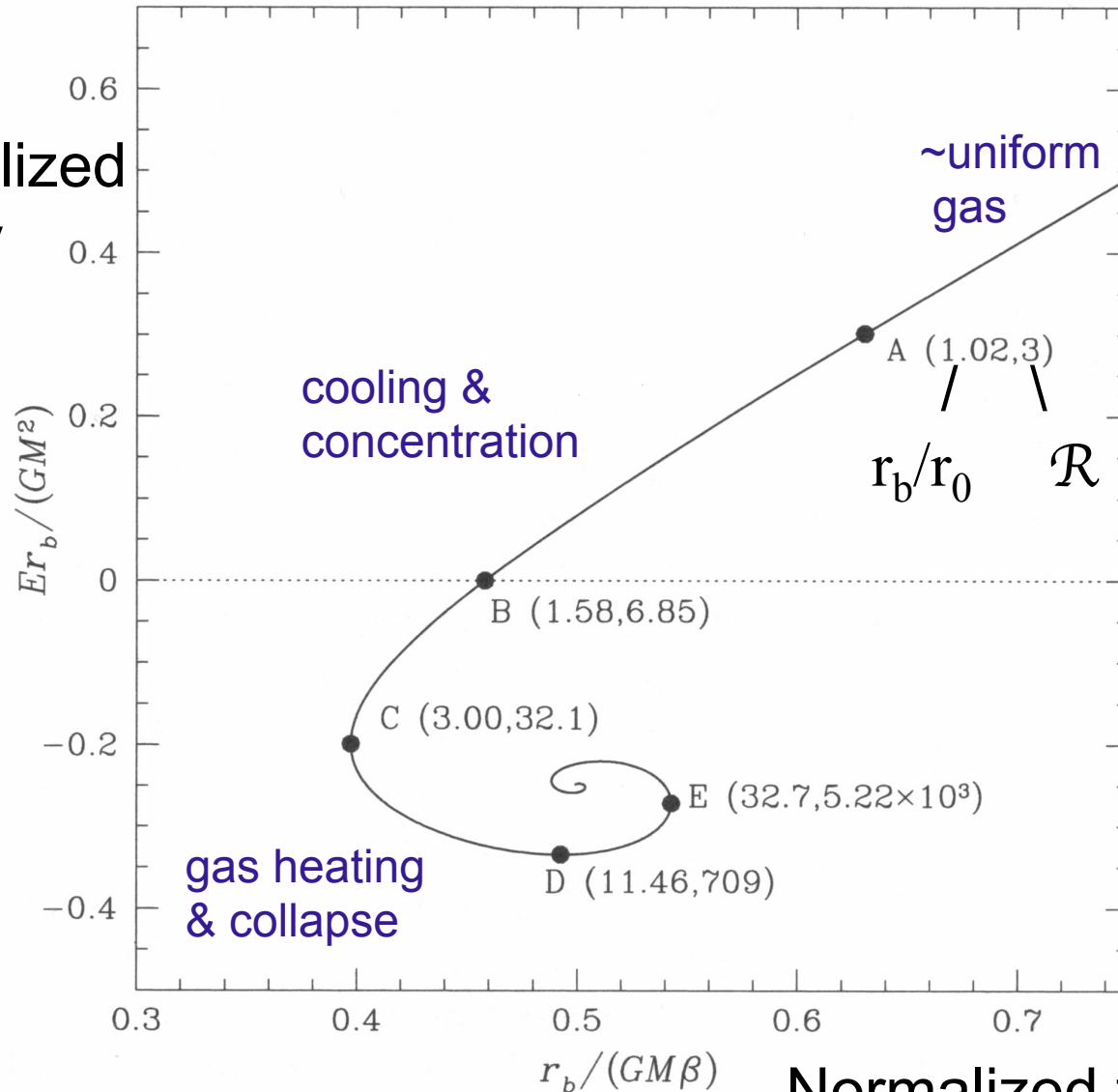
- and the total energy:

- $$E = \frac{GM^2}{r_b} \left[ \frac{\tilde{r}_b^4 \rho(\tilde{r}_b)}{9\tilde{M}^2(\tilde{r}_b)} - \frac{\tilde{r}_b}{6\tilde{M}(\tilde{r}_b)} \right]$$



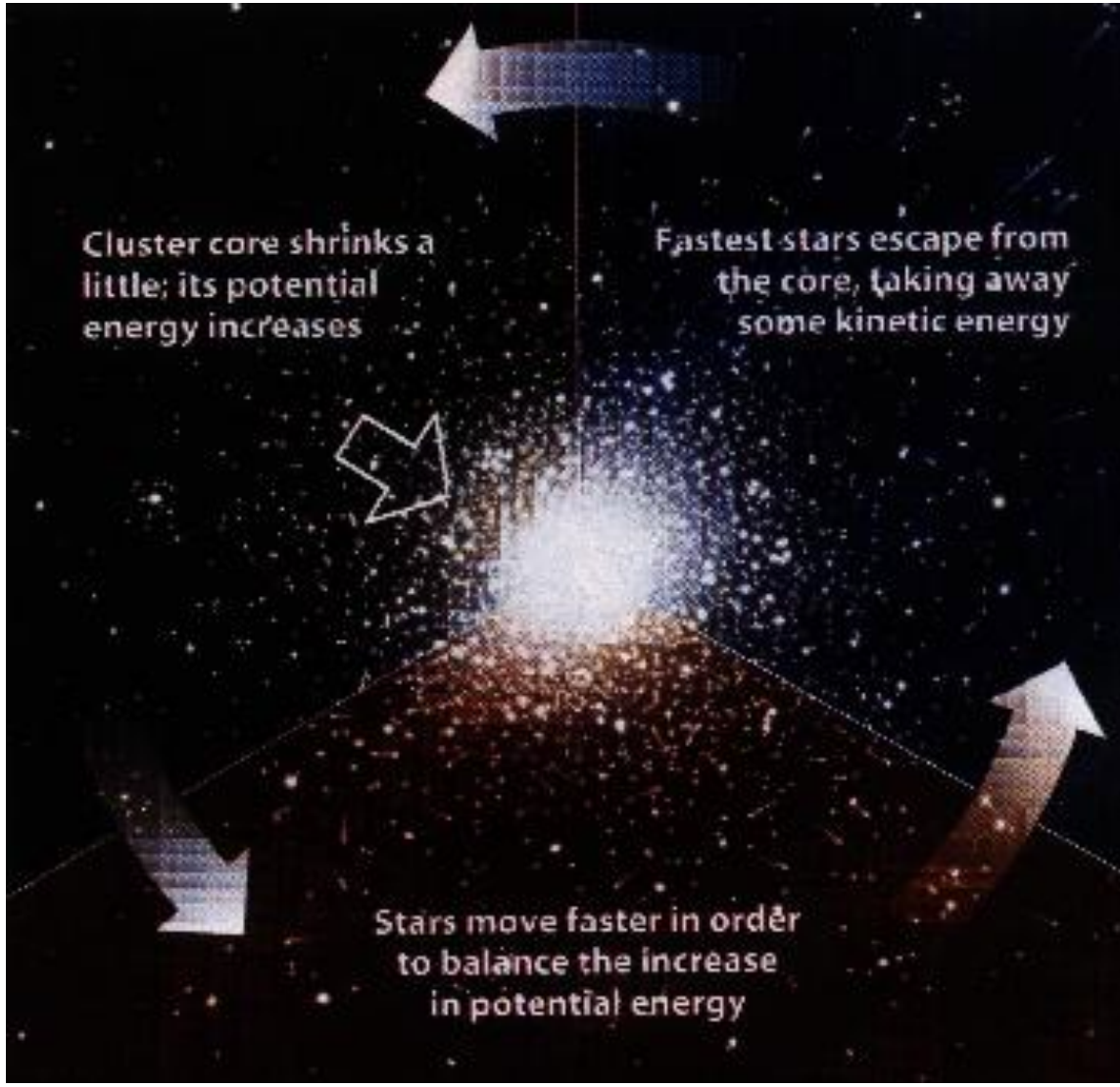
# The gravo-thermal catastrophe

Normalized energy



Density contrast

$$\mathcal{R} = \frac{1}{\tilde{\rho}(\tilde{r}_b)}$$





# Fokker-Planck Approximation

- Collision-less Boltzmann equation imply that:

$$\frac{df}{dt} = 0$$

- this means that the mean density of stars in the phase-space is always the same.
- When there is strong interaction (collision), stars can be ejected or could enter the local phase-space, and density may change with time.

# Fokker-Planck Approximation

- Let's define the probability of transition that a star can be scattered from the phase-space  $\mathbf{w}$  to a new volume  $d^3\Delta\mathbf{w}$  at  $\mathbf{w}+\Delta\mathbf{w}$  during the time interval  $dt$ :

$$\Psi(\mathbf{w}, \Delta\mathbf{w})d^3\Delta\mathbf{w}\Delta t$$

- Let's call *test stars* the stars that are scattered, and *field stars* the stars that are doing the scattering.

# Fokker-Planck Approximation

- The stars that are scattered out can be defined by:

$$\left. \frac{\partial f(\mathbf{w})}{\partial t} \right|_- = -f(\mathbf{w}) \int \Psi(\mathbf{w}, \Delta \mathbf{w}) d^3 \Delta \mathbf{w}$$

- The stars that are scattered in can be defined by:

$$\left. \frac{\partial f(\mathbf{w})}{\partial t} \right|_+ = \int \Psi(\mathbf{w} - \Delta \mathbf{w}, \Delta \mathbf{w}) d^3 f(\mathbf{w} - \Delta \mathbf{w}) \Delta \mathbf{w}$$

# Fokker-Planck Approximation

- The collision term is thus:

$$\Gamma[f] = \frac{df}{dt} = \left. \frac{\partial f(\mathbf{w})}{\partial t} \right|_- + \left. \frac{\partial f(\mathbf{w})}{\partial t} \right|_+$$

- also called the **“master equation”**

# Fokker-Planck Equation

- In the simplify estimate of the relaxation time it was shown that for each crossing-time, encounters give rise to a mean-square velocity perturbation:

$$\Delta v_{\perp}^2 \sim \frac{8v^2 \ln(R/b_{min})}{N}$$

- $N$ : number of stars
- $v$ : star velocity
- $b_{min} = Gm/v^2$ : impact parameter at which the velocity change is  $\sim v$
- $R$ : characteristic radius of the system



# Fokker-Planck Equation

- Because of the logarithmic dependence, the equal logarithmic intervals of impact parameter contribute equally to  $\Delta v_{\perp}^2$
- As a consequence most of the scattering is due to weak encounters that is those with  $\delta v \ll v$ . For weak encounter  $\Delta \mathbf{w}$  is small so we can Taylor expand the master equation.

# Fokker-Planck Equation

- Taylor expansion:

$$\Psi(\mathbf{w} - \Delta\mathbf{w}, \Delta\mathbf{w})f(\mathbf{w} - \Delta\mathbf{w}) = \Psi(\mathbf{w}, \Delta\mathbf{w})f(\mathbf{w})$$

$$- \sum_{i=1}^6 \Delta w_i \frac{\partial}{\partial w_i} [\Psi(\mathbf{w}, \Delta\mathbf{w})f(\mathbf{w})] \quad \boxed{\text{First order}}$$

$$+ \frac{1}{2} \sum_{i,j=1}^6 \Delta w_i \Delta w_j \frac{\partial^2}{\partial w_i \partial w_j} [\Psi(\mathbf{w}, \Delta\mathbf{w})f(\mathbf{w})] + \mathcal{O}(\Delta\mathbf{w}^3)$$

**Second order**

# Fokker-Planck Equation

- Introducing the diffusion coefficients:

Deviation systematic in the phase-space

$$D[\Delta w_i] \equiv \int d^6(\Delta \mathbf{w}) \Psi(\mathbf{w}, \Delta \mathbf{w}) \Delta w_i$$

$$D[\Delta w_i \Delta w_j] \equiv \int d^6(\Delta \mathbf{w}) \Psi(\mathbf{w}, \Delta \mathbf{w}) \Delta w_i \Delta w_j$$

Brownian diffusion in the phase-space

- the master equation becomes:  $\Gamma[f] = \frac{df}{dt}$

$$\Gamma[f] = - \sum_{i=1}^6 \frac{\partial}{\partial w_i} (D[\Delta w_i] f(\mathbf{w})) + \frac{1}{2} \sum_{i,j=1}^6 \frac{\partial^2}{\partial w_i \partial w_j} (D[\Delta w_i \Delta w_j] f(\mathbf{w}))$$

This corresponds to the Fokker-Planck equation

# Fokker-Planck Equation

- Local encounters: *most of the diffusion are due to small scale encounters  $b \ll R$*
- The encounter time is thus short compared to the crossing time: *only the speed is affected.*
- Hence we can assume that the probability of transition is null except when  $\Delta \mathbf{x} = 0$ , thus we can simplify:

$$\Gamma[f] = - \sum_{i=1}^3 \frac{\partial}{\partial v_i} (D [\Delta v_i] f(\mathbf{w})) + \frac{1}{2} \sum_{i,j=1}^3 \frac{\partial^2}{\partial v_i \partial v_j} (D [\Delta v_i \Delta v_j] f(\mathbf{w}))$$

# Evolution of Spherical Stellar System:

## Mass loss due to stellar evolution

- When stars explode they release part of their mass into gas that can leave either the stellar system:
  - velocity ejection larger than escape velocity
  - gas wiped out by collision with galactic/ intergalactic gas
- stellar evolution is on a long timescale (larger than the crossing time), so stellar orbits should not be affected.

# Evolution of Spherical Stellar System:

## Mass loss due to stellar evolution

- In the case of a globular cluster, let's consider a mass loss of  $\psi$
- One can show that the orbits are then dilated by  $1/\psi$
- Impact on the mean density (assuming a Plummer law):

$$\overline{\rho} = \frac{M(r)}{4/3\pi r^3} = \frac{3M}{4\pi b^3} \left(1 + \frac{r^2}{b^2}\right)^{-3/2}$$

# Evolution of Spherical Stellar System: Mass loss due to stellar evolution

- The mass loss imply that:

$$M' = \psi M \qquad b' = b/\psi$$

- Thus replacing in the mean density

$$\bar{\rho} = \frac{3M'}{4\pi b'^3} \left(1 + \frac{r^2}{b'^2}\right)^{-3/2} = \frac{3\psi^4 M}{4\pi b^3} \left(1 + \frac{\psi^2 r^2}{b^2}\right)^{-3/2}$$

- this is a change of  $\psi^4$  in the mean density!

# Evolution of Spherical Stellar System:

## Mass loss due to stellar evolution

- The radius  $r_J$  of the globular cluster is limited by the tidal forces imposed by the galaxy hosting the globular cluster so that:

$$\overline{\rho}(r_J) \sim \overline{\rho}_h$$

- where  $\overline{\rho}_h$  is the mean density of the galaxy within the radial distance of the globular cluster to the galaxy center

- How  $r_J$  is modified by the mass loss?  
assuming that:

$$\overline{\rho}'(r'_J) = \overline{\rho}(r_J)$$



# Evolution of Spherical Stellar System: Mass loss due to stellar evolution

- This means:

$$r'_J{}^2 = \psi^{2/3} r_J^2 + b^2 (\psi^{2/3} - 1/\psi^2)$$

- if  $r_J \gg b$  then  $r'_J \sim \psi^{1/3} r_J$
- small impact
- if  $r_J \sim b$  there is no solution for  $\psi \sim 0.7$
- then the globular cluster may vanish because of the stellar mass loss

# Evolution of Spherical Stellar System: Evaporation and ejection

- **Ejection:** when a star escape after one encounter
- **Evaporation:** when a star slowly escape after many encounters
- Ejection rate has been computed to be (Henon 1960, 1969)

$$\frac{dN}{dt} = -1.05 \times 10^{-3} \frac{N}{t_{rh} \ln(\lambda N)}$$

$t_{rh}$  half-mass relaxation time

$\lambda \sim 0.1$

# Evolution of Spherical Stellar System: Evaporation and ejection

- The typical ejection time is then:

$$t_{ej} = - \left( \frac{1}{N} \frac{dN}{dt} \right)^{-1} = 1 \times 10^3 \ln(\lambda N) t_{rh}$$

- Based on Fokker-Planck computation one can show that the evaporation time is:

- $$t_{evap} = -N \left( \frac{dN}{dt} \right)^{-1} = f t_{rh}$$

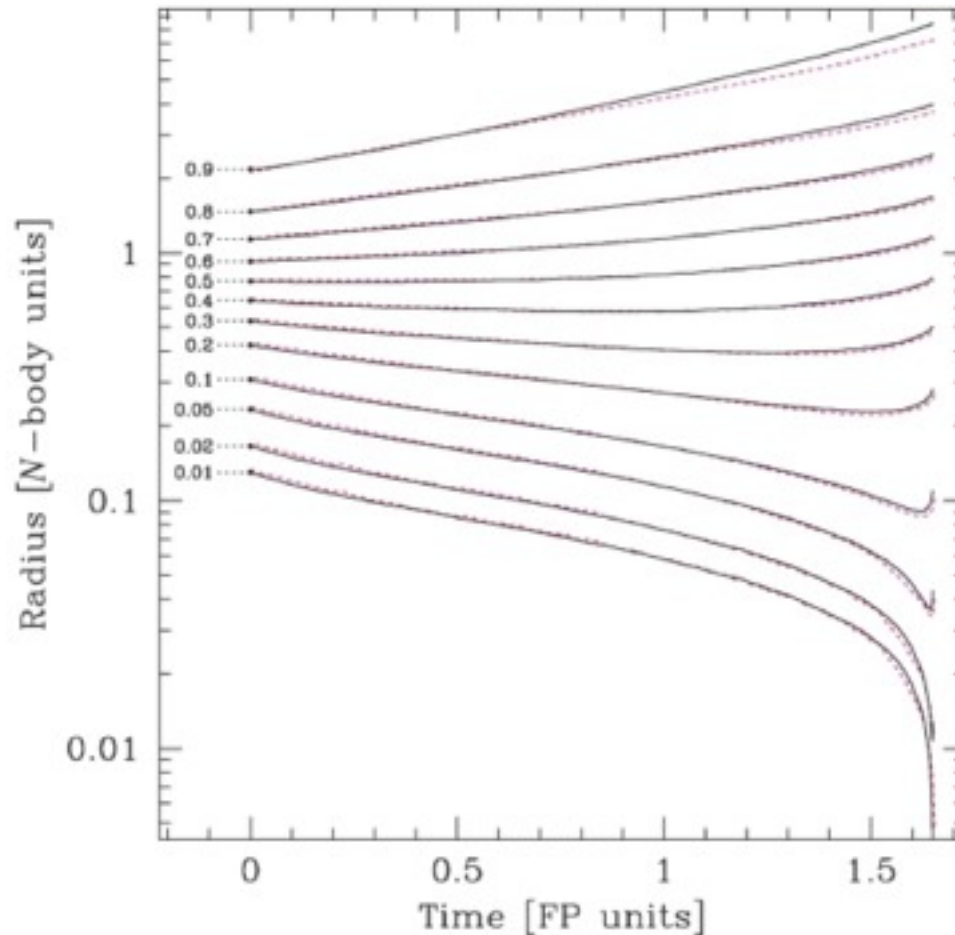
with  $f \sim 300$

# Evolution of Spherical Stellar System: Evaporation and ejection

- Then  $t_{ej} \gg t_{evap}$
- we can neglect the process of ejection compared to the evaporation

# Evolution of Spherical Stellar System: Core collapse

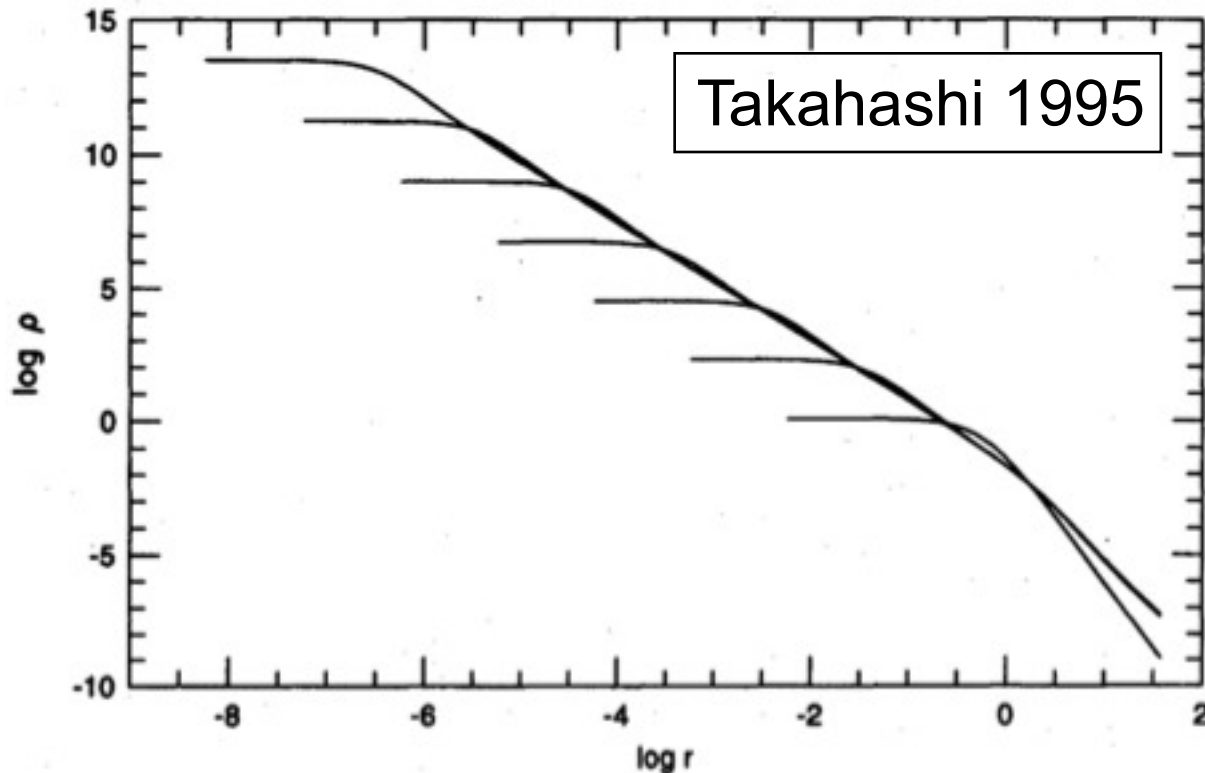
- Evolution of a globular cluster derived from N-body numerical simulation:



N-body  
simulation  
with 65k  
particle

# Evolution of Spherical Stellar System: Core collapse

- Evolution of a globular cluster derived from N-body numerical simulation:



# Evolution of Spherical Stellar System:

## Core collapse

- During the core collapse: the core contracts and could lead to a singularity
- In reality one has to take into account the role of binaries and close encounters (star merging) that will stop the collapse.
- The core collapse is a manifestation of the gravothermal catastrophe
- Core collapse time is generally much smaller than the evaporation time.
- However in some cases (when tidal field from the host galaxy are strong) evaporation time can be smaller than core collapse time.

