

Exploring dwarf galaxy evolution around Milky Way mass galaxies

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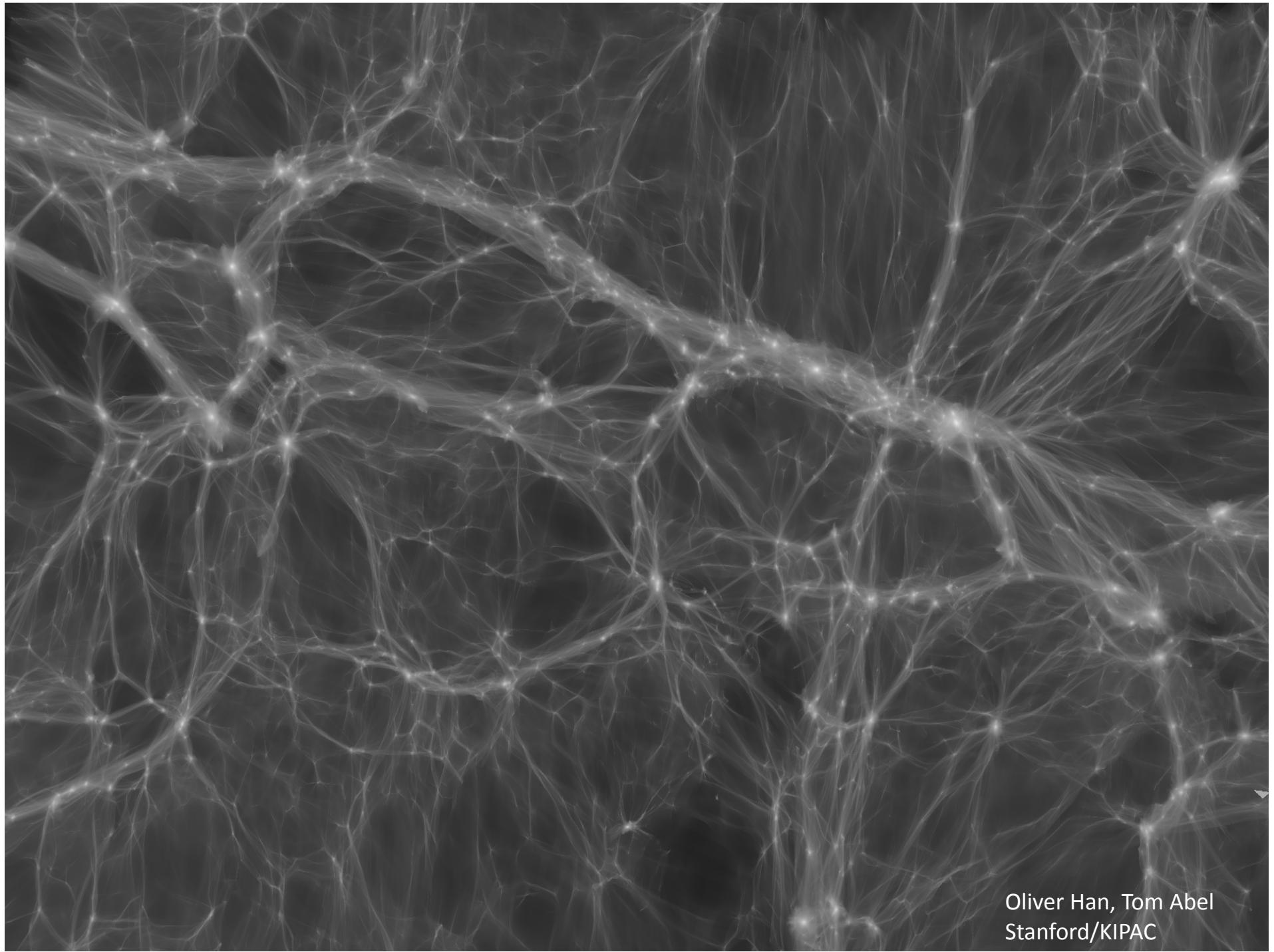
Understanding galaxy evolution



M31 Robert Gendler

Key Challenges

- Understanding galaxy evolution requires:
 - large volume
 - high spatial resolution
 - long time span
 - good time resolution
 - following of dark matter particles
 - creation of stars and treatment of feedback
 - following gas flows
- Understanding dwarf galaxy evolution requires:
 - even higher spatial resolution
 - large, well resolved volumes



Oliver Han, Tom Abel
Stanford/KIPAC



Ken Crawford (Rancho Del Sol Obs.)

Why it Matters

- Still are discrepancies between theory predictions and observations on small (galaxy) scales
- Gain a better understanding of:
 - how dwarf galaxies build up their mass
 - how many satellite dwarf galaxies there are
 - morphological types of dwarf galaxies as evolution
 - how satellite and isolated dwarf galaxies differ
 - what dwarf galaxies central densities depend on
 - how dwarf galaxies impact their host galaxy
 - where the other 50% of gas mass is around our galaxy
 - what observations are required to find this gas

Project Goals

- Create galaxies that are:
 - realistic - match observations on a variety of tests
 - high resolution - able to examine these small scales
- Use them to learn about dwarf galaxies
 - isolated and satellite galaxies
 - abundances
 - star formation rates
 - central densities
 - morphological changes
 - tidal disruption and mass loss
 - influence on gas around galaxies

Simulations

Run by Daniel Ceverino
hydrodynamical ART code

Box length = 20 / h Mpc

DM mass = $8 \times 10^4 M_{\text{sun}}$

Resolution = 17 pc

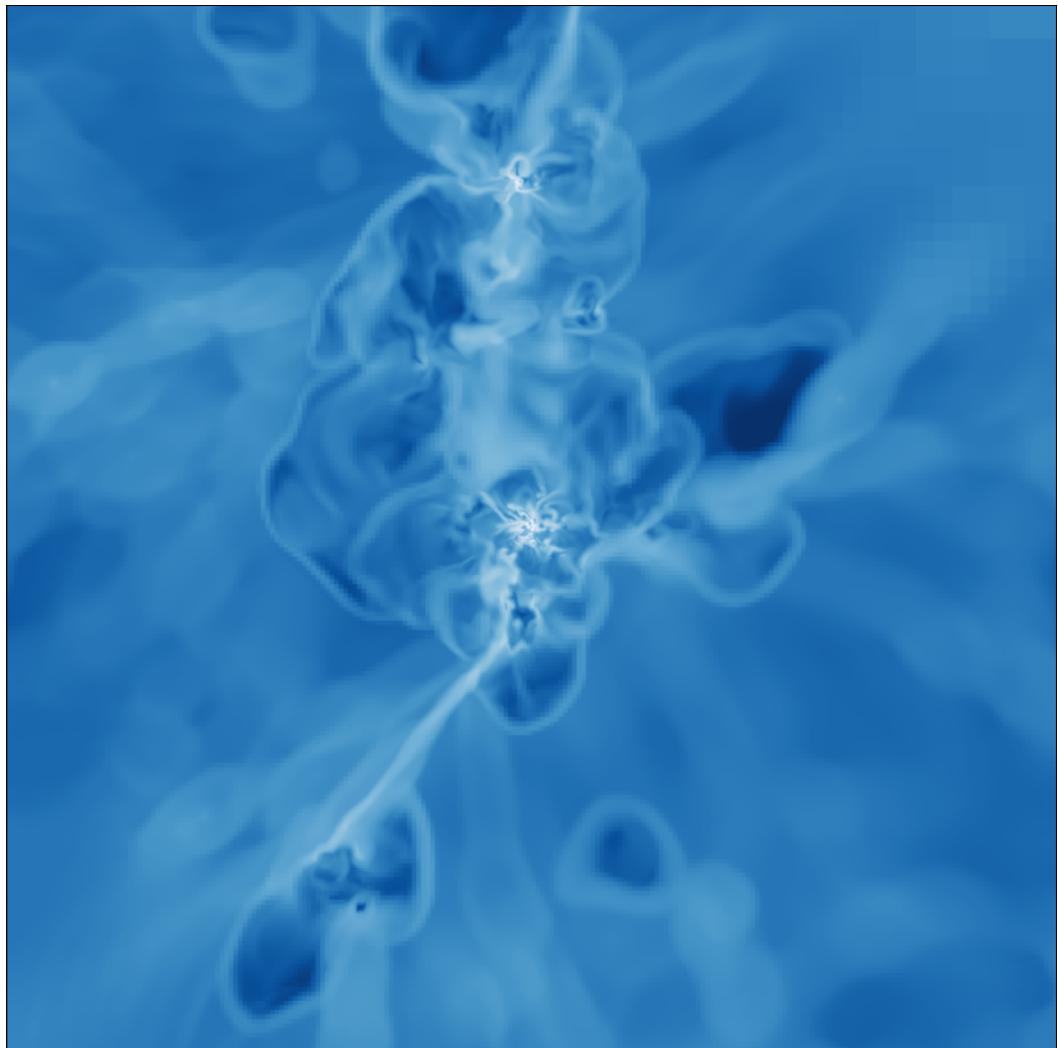
N cells = 67 million

N particles = 30 million

Stellar winds

Supernovae feedback

Radiation pressure ($\tau_{\text{IR}}=0$)



Simulations

10 VELA host galaxies

Possible MW progenitors

No specific environmental selection

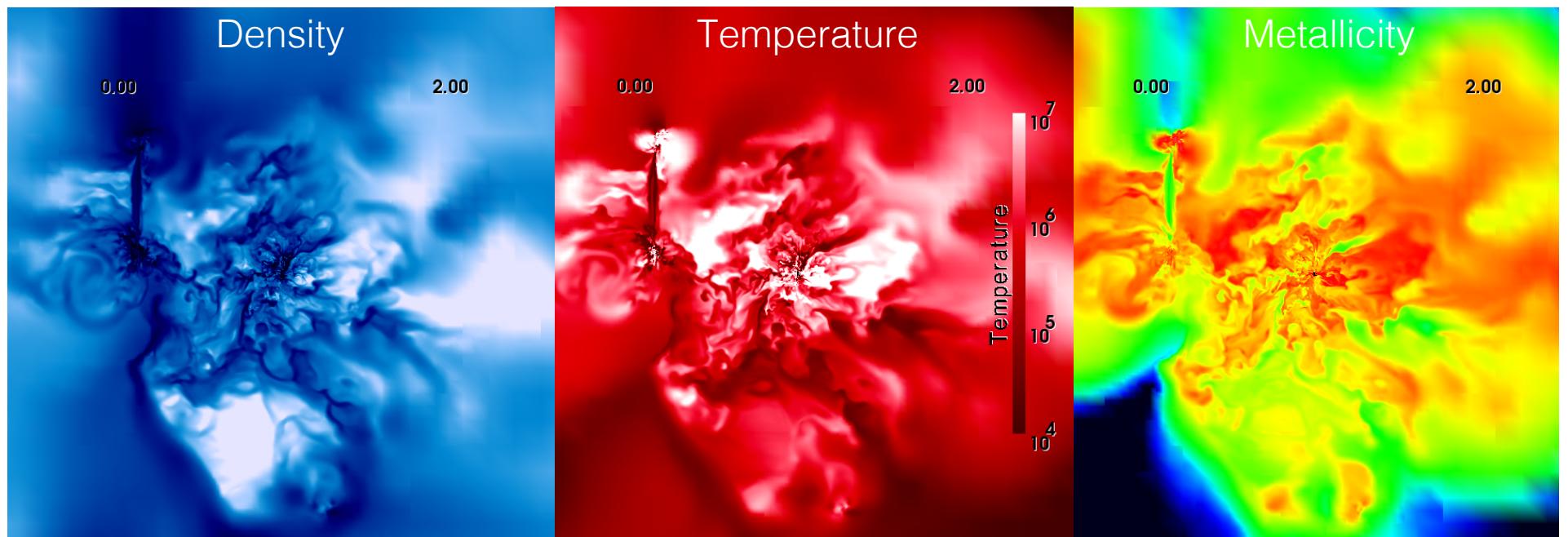
Range of merger histories and M_{vir}

Results from redshift one

$$M_{\text{vir}} = 2 \times 10^{11} - 1.2 \times 10^{12} M_{\text{sun}}$$

$$M_{\text{star}} = 6 \times 10^9 - 8 \times 10^{10} M_{\text{sun}}$$

$$R_{\text{vir}} = 92 - 147 \text{ kpc}$$



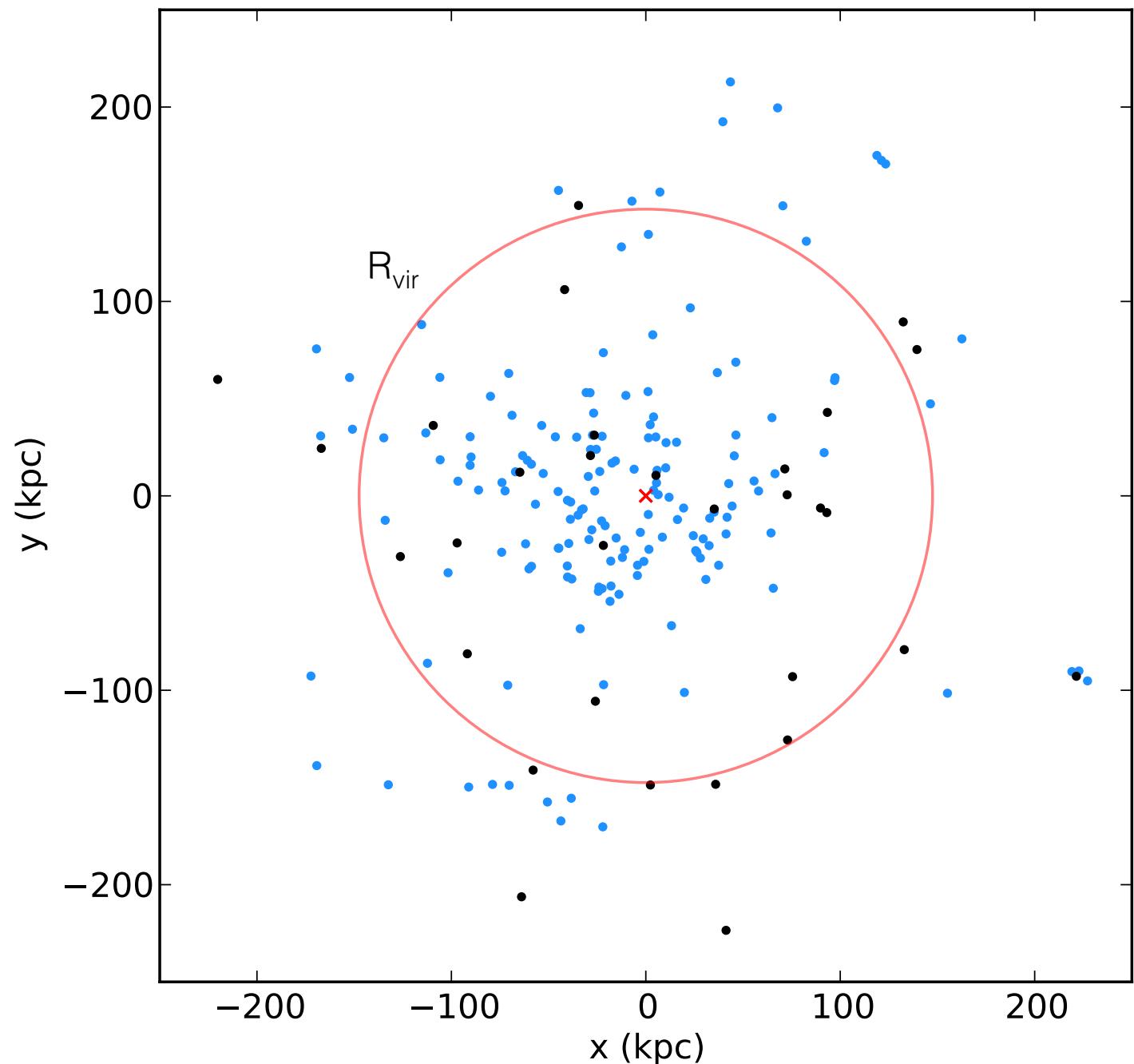
Distribution of galaxies around main halo

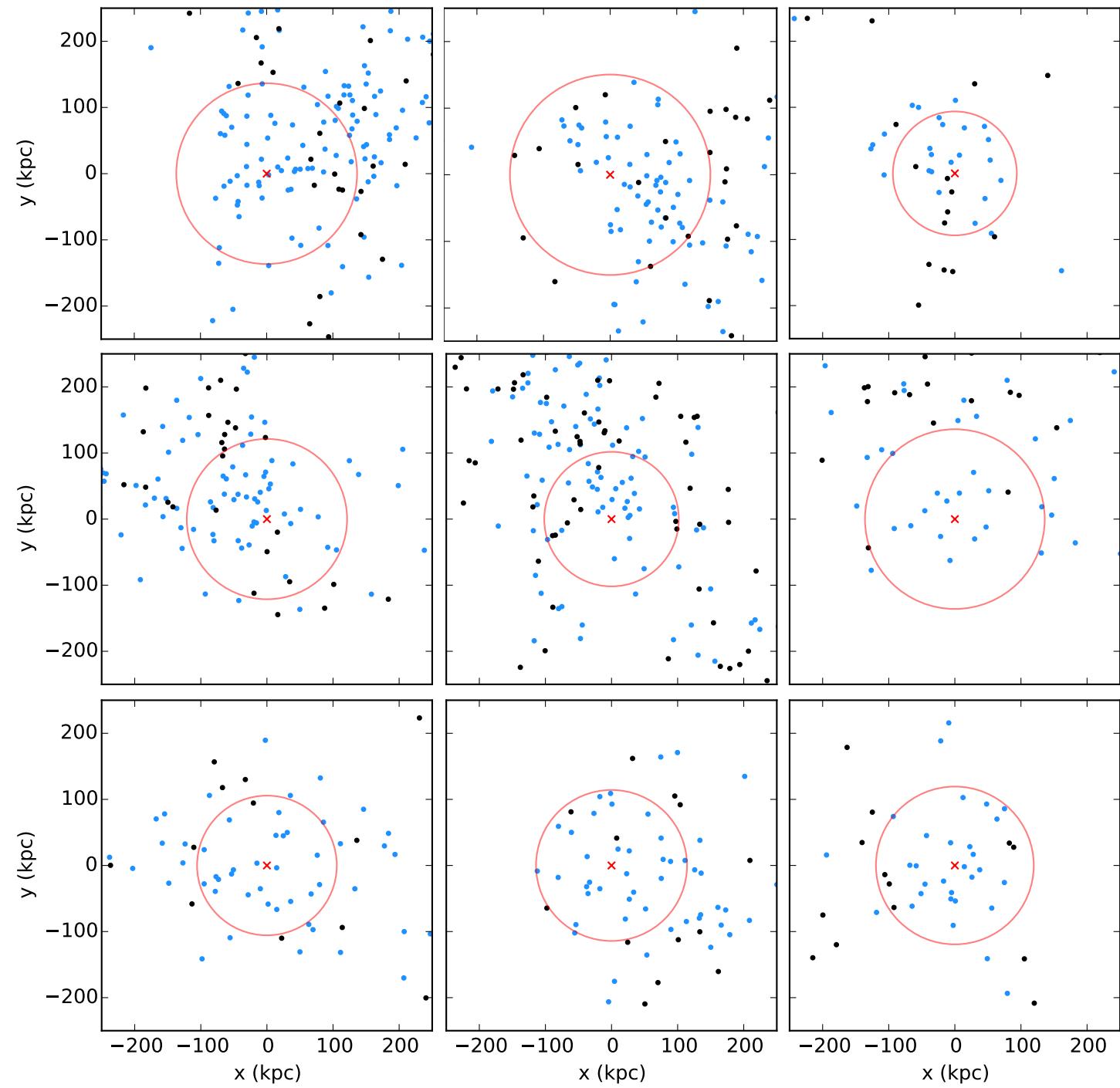
- Red “x” marks the center of main halo

- Red circle marks the ‘edge’ of the main galaxy

- Blue dots are luminous dwarf galaxies

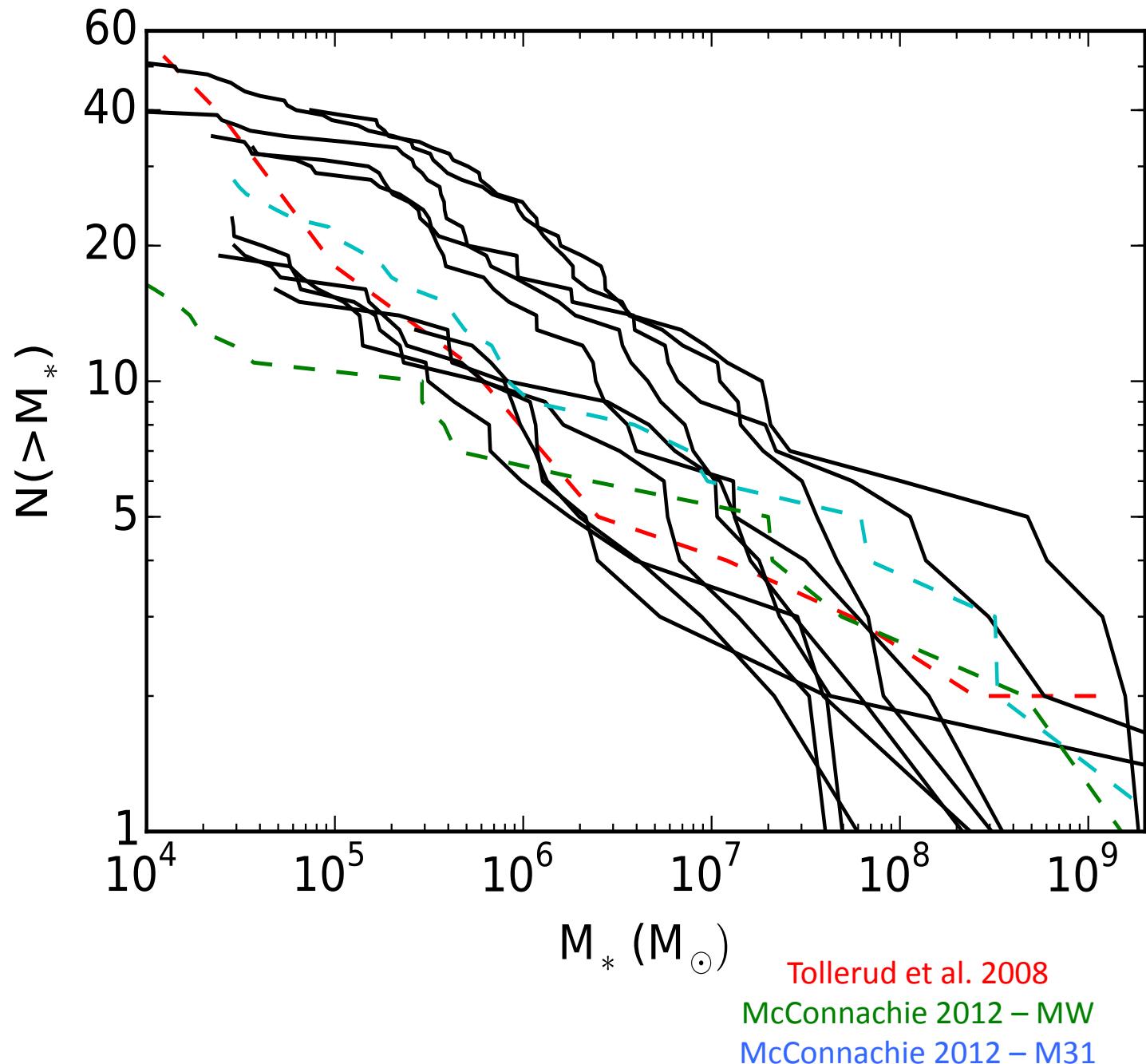
- Black dots are dwarf galaxies without any stars (dark galaxies)

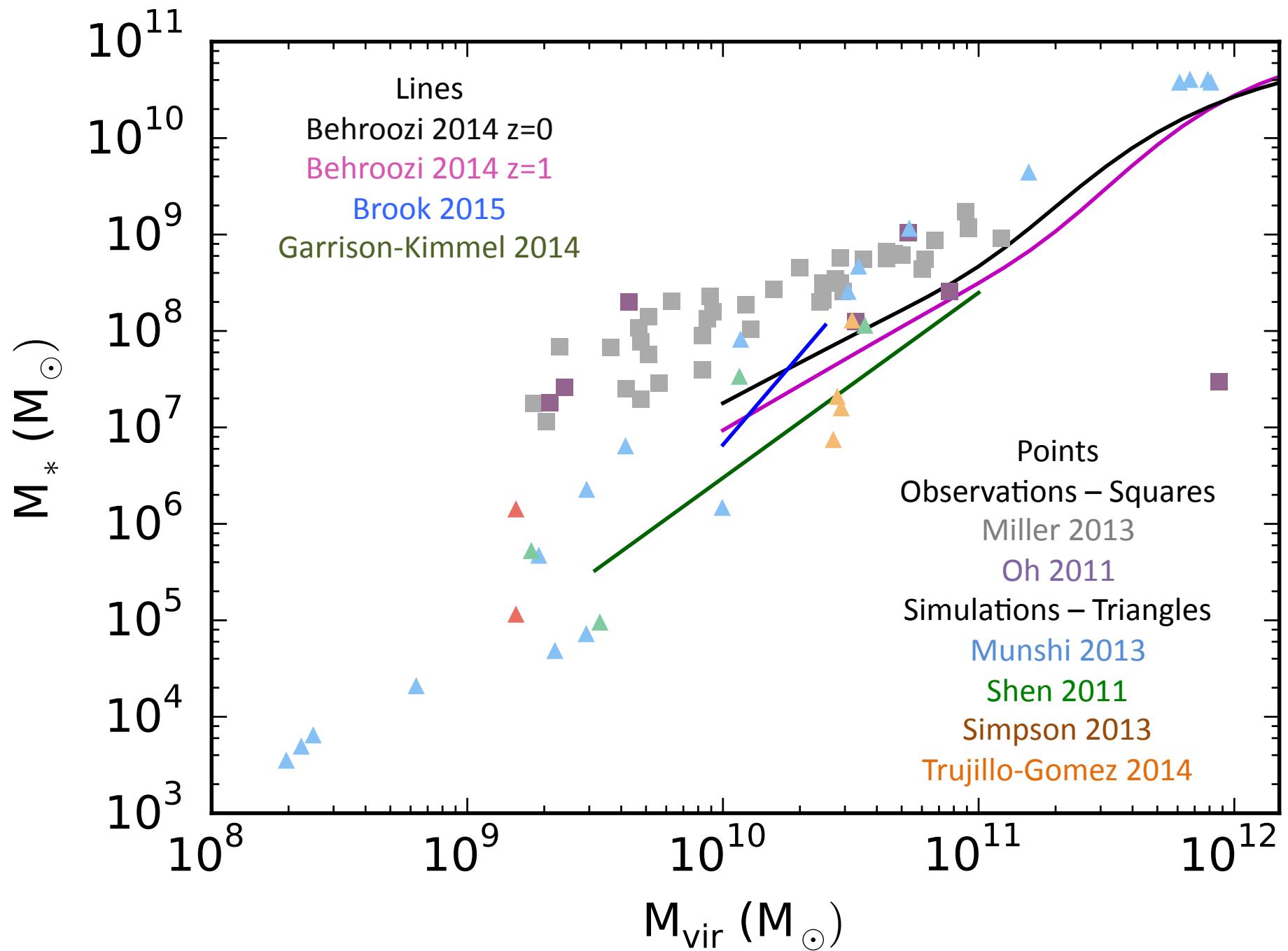




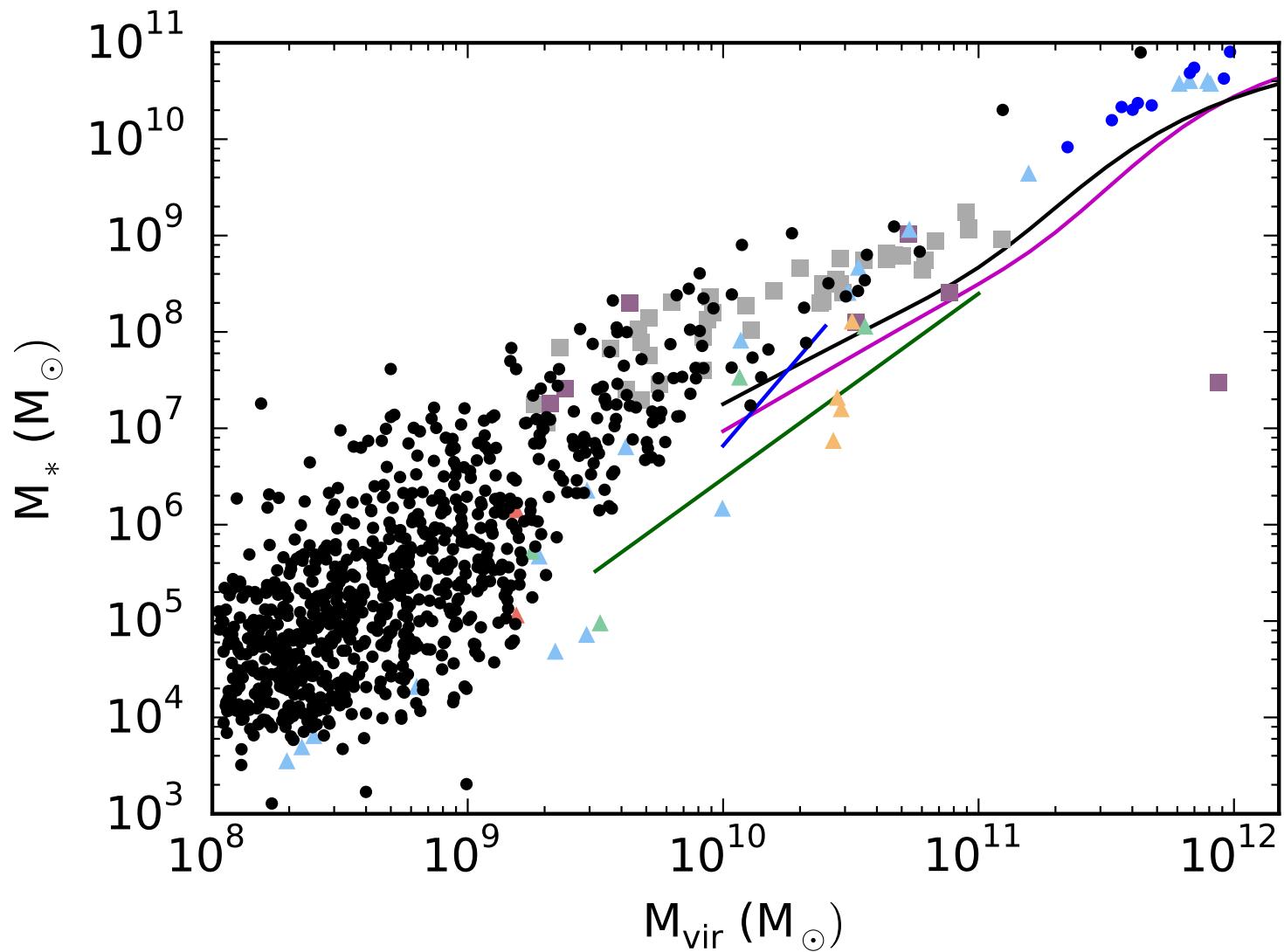
Stellar Mass Functions

- All normalized to a halo mass of $10^{12} M_{\text{sun}}$
- Half of the halos are similar to observations





Stellar-Mass Halo-Mass Relation



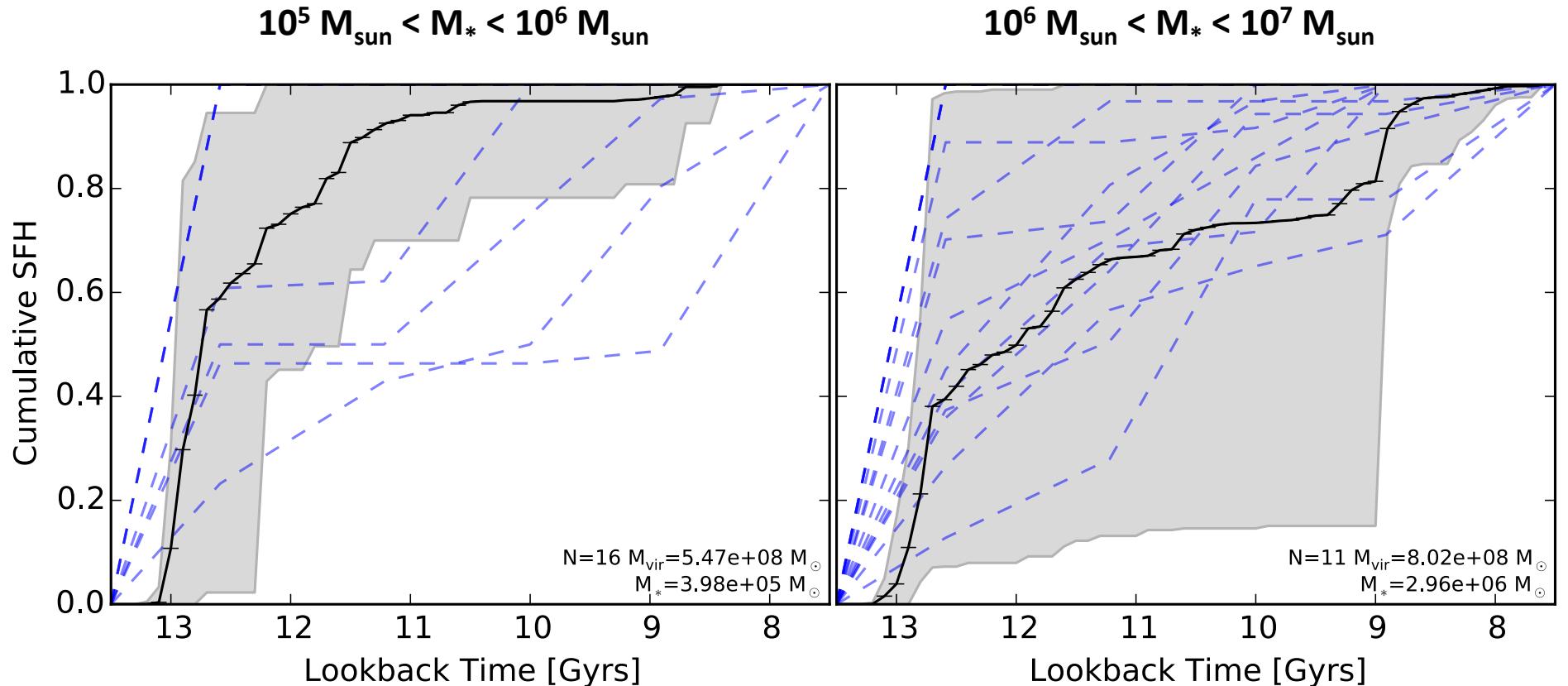
- There is lots of scatter in M_* and M_{vir}
- In agreement with other simulations, observations, and expected low-mass abundance matching relations

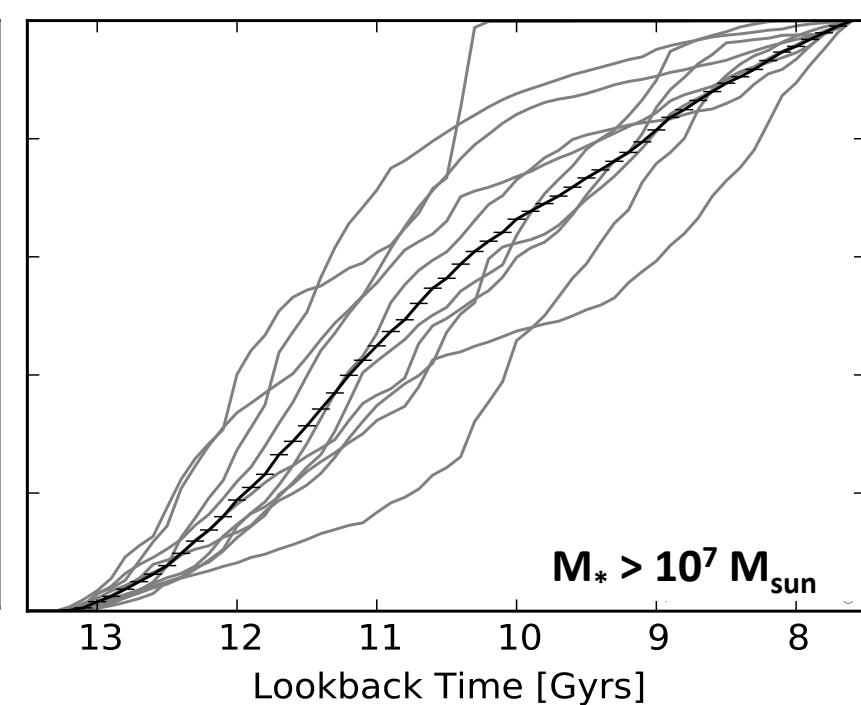
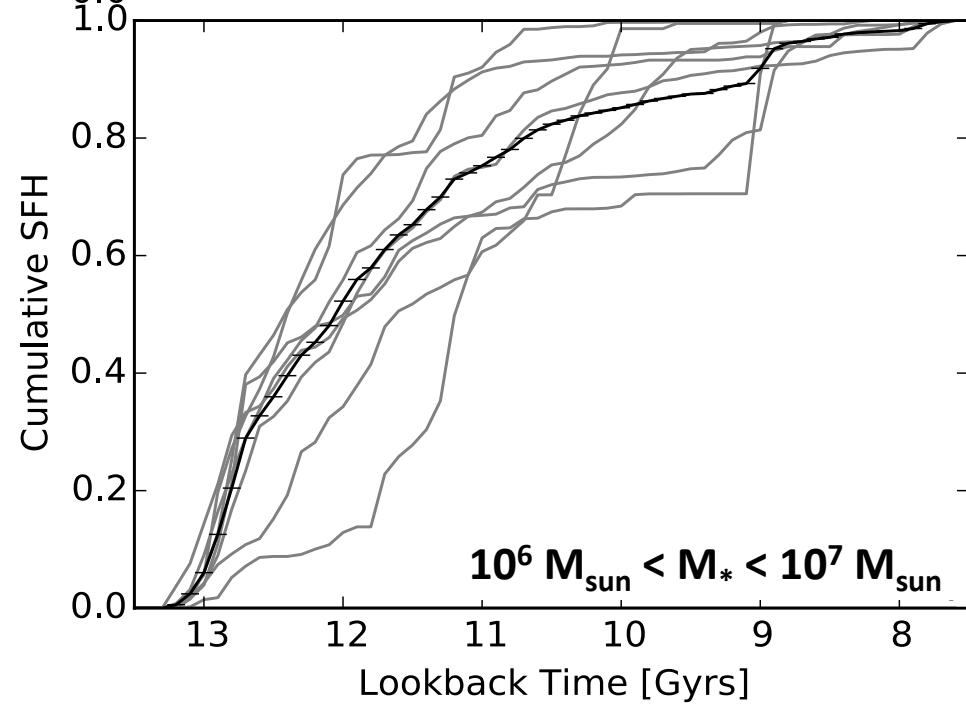
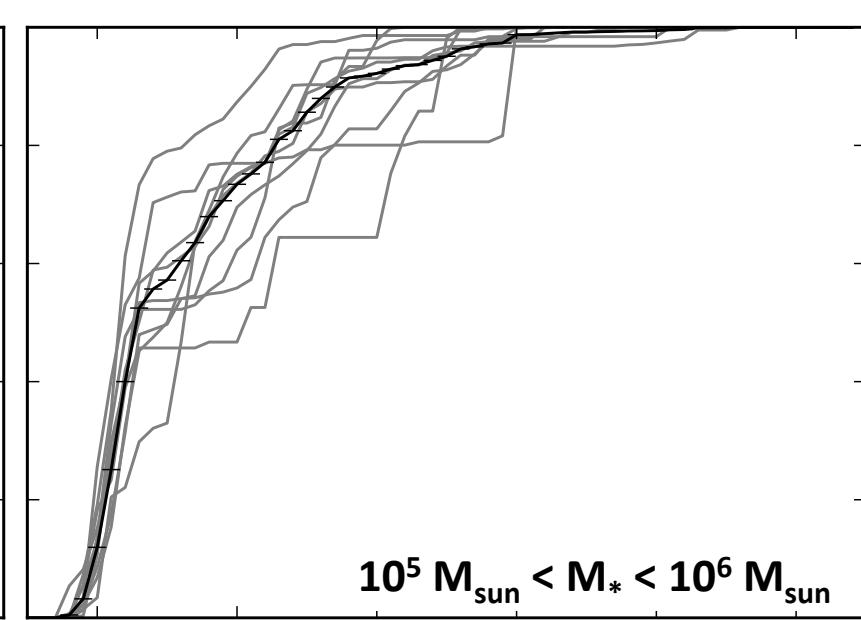
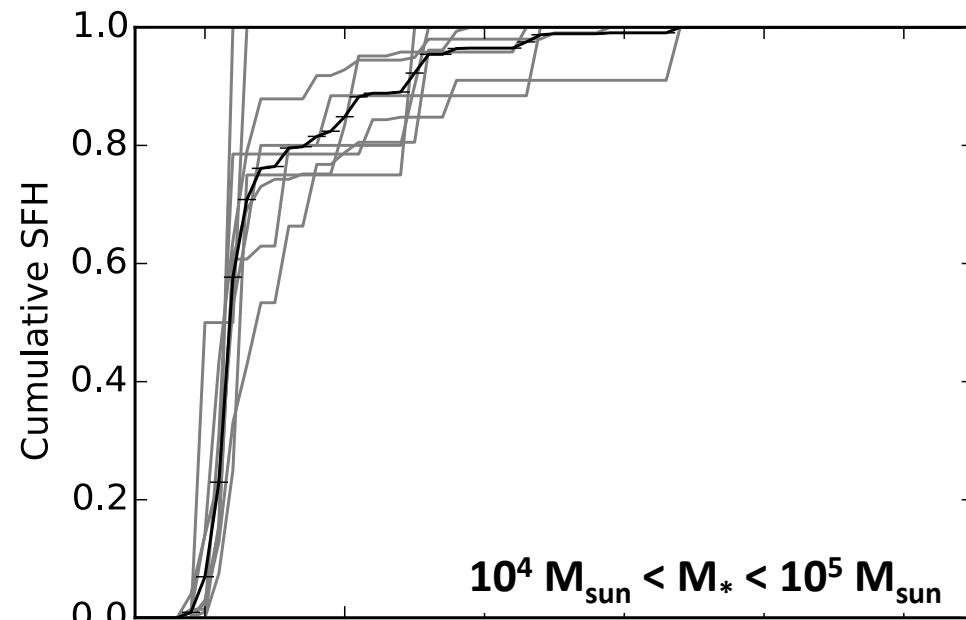
Star Formation Histories (SFH)

Cumulative SFH of dwarf galaxies

- Gray area is range of SFHs
- Black line is the average SFH

[Weisz 2014](#) observations of Local Group dwarfs in the same mass range





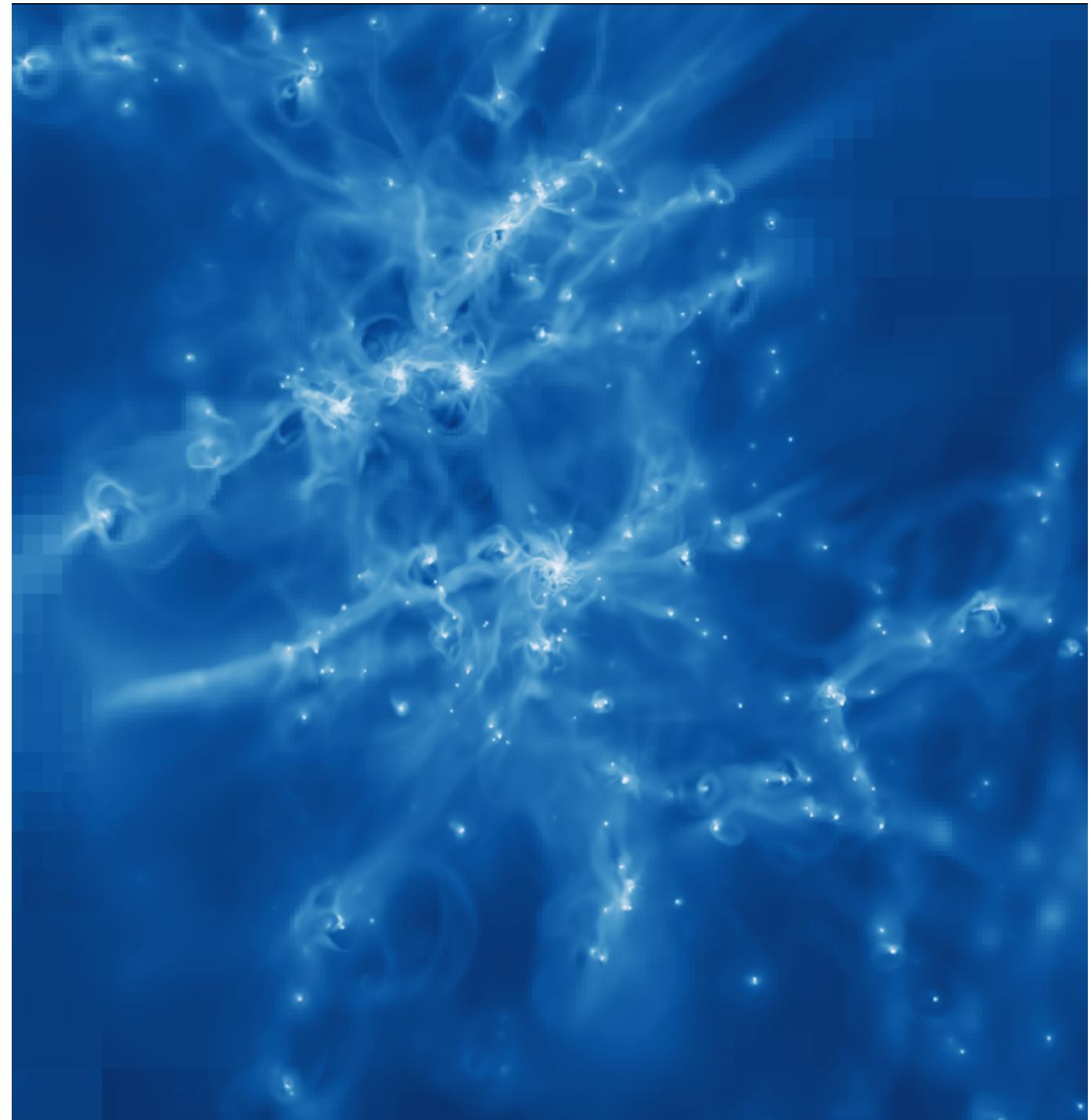
New initial conditions
run with ART by
Anatoly Klypin and
Kenza Arraki

All implemented
physics is included:
Supernovae
Radiation Pressure
Photoionization

Box = $100 / h$ Mpc
DM mass = $2 \times 10^5 M_{\text{sun}}$
Resolution = 60 pc

No specific
environmental
selection

Run down to $z=0$



Conclusions

- Vela simulations are high-resolution hydro runs of MW-mass galaxies and their satellites down to redshift one
- Including Radiation Pressure (RP) and Photoionization (PH) physics produces a realistic dwarf galaxy population
- Slightly over produces luminous satellites
- Stellar-Mass Halo-Mass function has a large spread in M_*

Upcoming:

Vela4 simulations including SNe, RP, & PH
New ICs, larger box, run down to $z=0$

Thanks to the Blue Waters Graduate Fellowship and the yt project