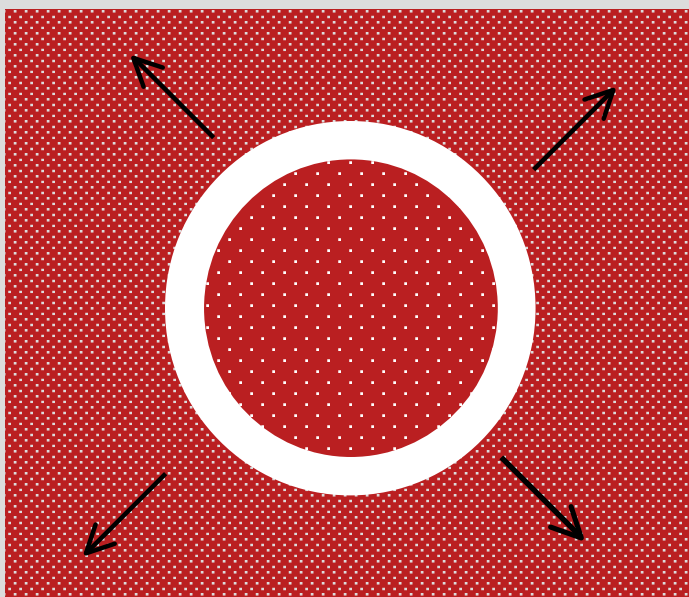


Structure formation

Consider a **flat, matter dominated universe**

Ignore the cosmological constant - it wasn't (very) important at high z when the first structures were forming



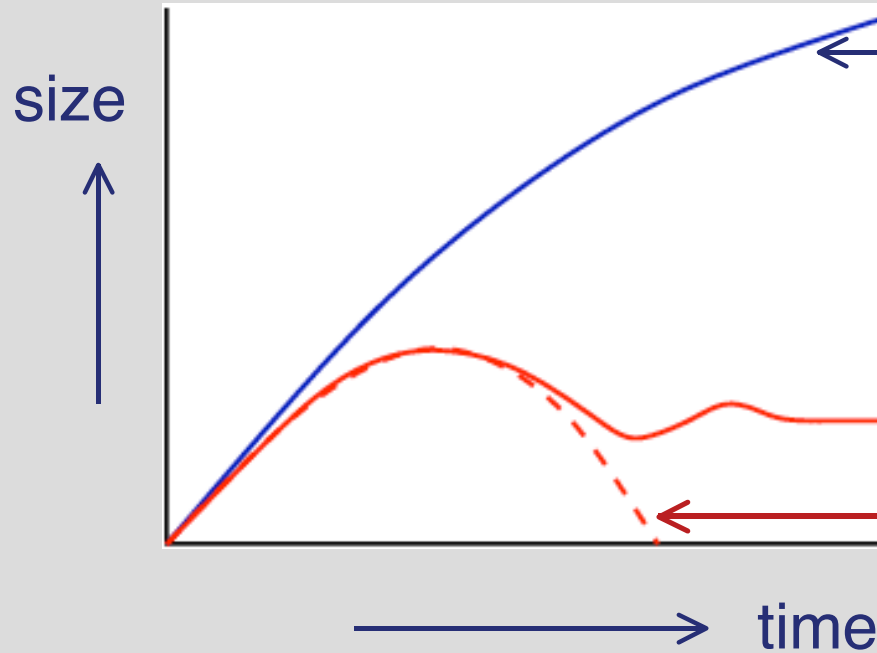
Imagine a spherical volume of the universe which is slightly denser than the background.

How will this overdense region evolve with time as the Universe expands?

Recall **Birkhoff's theorem** - gravitational force inside a sphere depends **only** on the matter inside



Overdense region behaves exactly like a small closed Universe!



expansion of the flat background universe

solution for a realistic overdensity with some aspherical perturbation

closed universe solution for **exact** spherical symmetry

Schematic evolution:

- Density contrast grows as universe expands
- Perturbation `turns around' at $R = R_{\text{turn}}$, $t = t_{\text{turn}}$
- If exactly spherical, collapses to a point at $t = 2 t_{\text{turn}}$
- Realistically, bounces and **virializes** at radius $R = R_{\text{virial}}$

Can use the virial theorem (textbook Section 3.1) to derive the final radius of the collapsed perturbation.

Let perturbation have mass M , kinetic energy $\langle KE \rangle$, and gravitational potential energy $\langle PE \rangle$.

Virial theorem: $\langle PE \rangle + 2 \langle KE \rangle = 0$ (in equilibrium)

Energy conservation: $\langle PE \rangle + \langle KE \rangle = \text{constant}$

$$\begin{array}{ccccc} \text{energy at} & \nearrow & & & \nwarrow & \text{applying} \\ \text{turnaround} & & \square \frac{GM^2}{R_{turn}} = \square \frac{GM^2}{R_{virial}} + \langle KE \rangle = \square \frac{GM^2}{2R_{virial}} & & & \text{virial theorem} \\ & & \text{energy when} & & & \\ & & \text{virialized} & & & \end{array}$$

Note: ignore prefactor in potential energy here

Conclude: $R_{virial} = \frac{1}{2} R_{turn}$

How dense are collapsed objects?

Can apply the solution for a closed universe to calculate the final overdensity in a spherical collapse model:

Friedmann equation:

$$\dot{a}^2 = \frac{A^2}{a} - kc^2 \quad \text{where constant A: } A^2 = \frac{8\pi G}{3} \rho_0 a_0^3$$

Solutions:

$$a = \frac{3A}{2} t^{2/3}$$

k = 0 solution derived previously

$$a = \frac{1}{2} \frac{A^2}{c^2} (1 - \cos \chi)$$

$$t = \frac{1}{2} \frac{A^2}{c^3} (\chi - \sin \chi)$$

Parametric solution for a closed, k = 1 universe (not derived here)

Calculate the turnaround time for the collapsing sphere by finding when the size of the small closed universe has a maximum:

$$\frac{da}{d\chi} = \frac{1}{2} \frac{A^2}{c^2} \sin \chi = 0 \quad \chi = 0, \pi, \dots$$

At turnaround, $\chi = \pi$, which corresponds to time,

$$t_{turn} = \frac{1}{2} \frac{A^2}{c^3} \pi$$

The scale factor of the perturbation and of the background universe are just:

$$a_{sphere} = \frac{1}{2} \frac{A^2}{c^2} (1 - \cos \chi) = \frac{A^2}{c^2}$$

$$a_{background} = \frac{3A}{2} \chi^{2/3} \quad t_{turn}^{2/3} = \frac{3\pi}{4} \chi^{2/3} \frac{A^2}{c^2}$$

The density contrast at turnaround is therefore:

$$\frac{\rho_{sphere}}{\rho_{background}} = \frac{a_{sphere}^3}{a_{background}^3} = \frac{9\rho^2}{16}$$

At the time when the collapsing sphere virialized, at $t = 2 t_{turn}$:

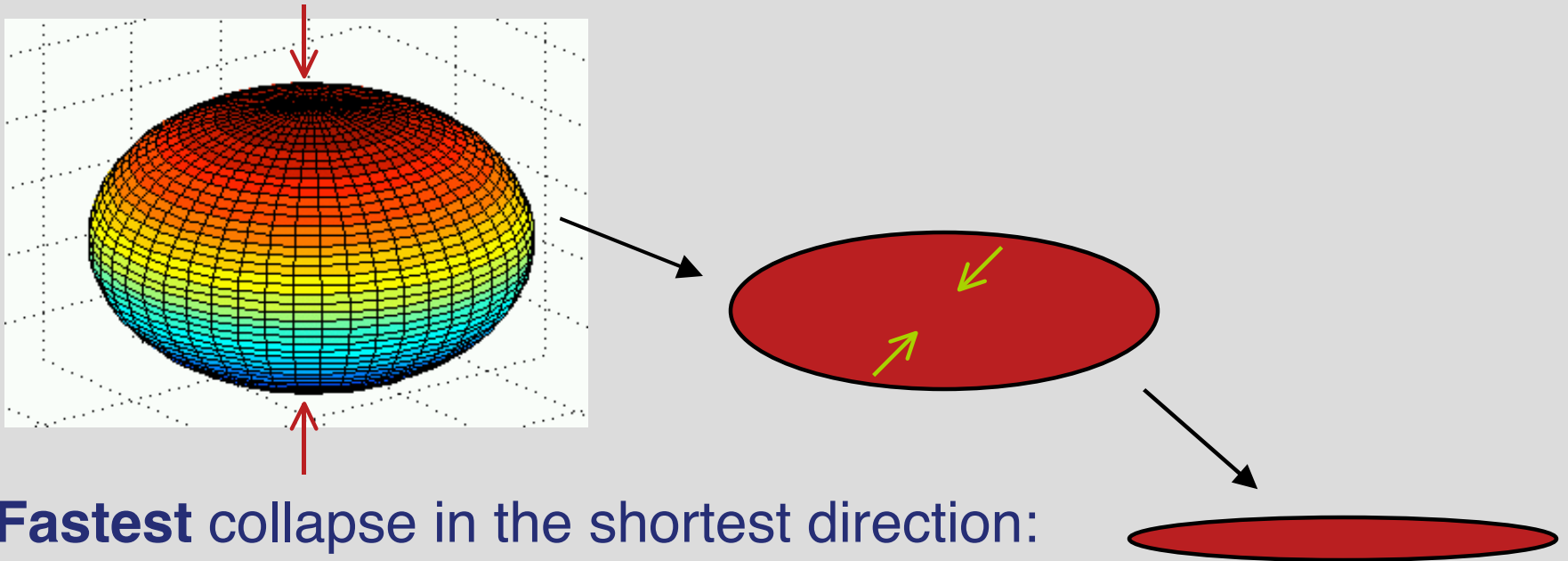
- Its density has increased by a factor of 8
- Background universe's density has decreased by a factor of $(2^{2/3})^3 = 4$

Final result: a collapsing object virializes when its density is greater than the mean density of the universe by a factor of $18 \rho^2 \sim 180\dots$

First objects to form are small and dense - these later merge to form larger structures - 'bottom-up' structure formation.

Non-spherical collapse

Real perturbations will not be spherical - can gain qualitative insight into real behavior by considering collapse of an ellipsoidal overdensity:



Fastest collapse in the shortest direction:

- Perturbation first pancakes
- Then forms **filaments**

Filamentary structure is seen both in numerical simulations of structure formation and in galaxy redshift surveys.

Cone diagram: 3-degree slice

2dF Galaxy Redshift Survey

