

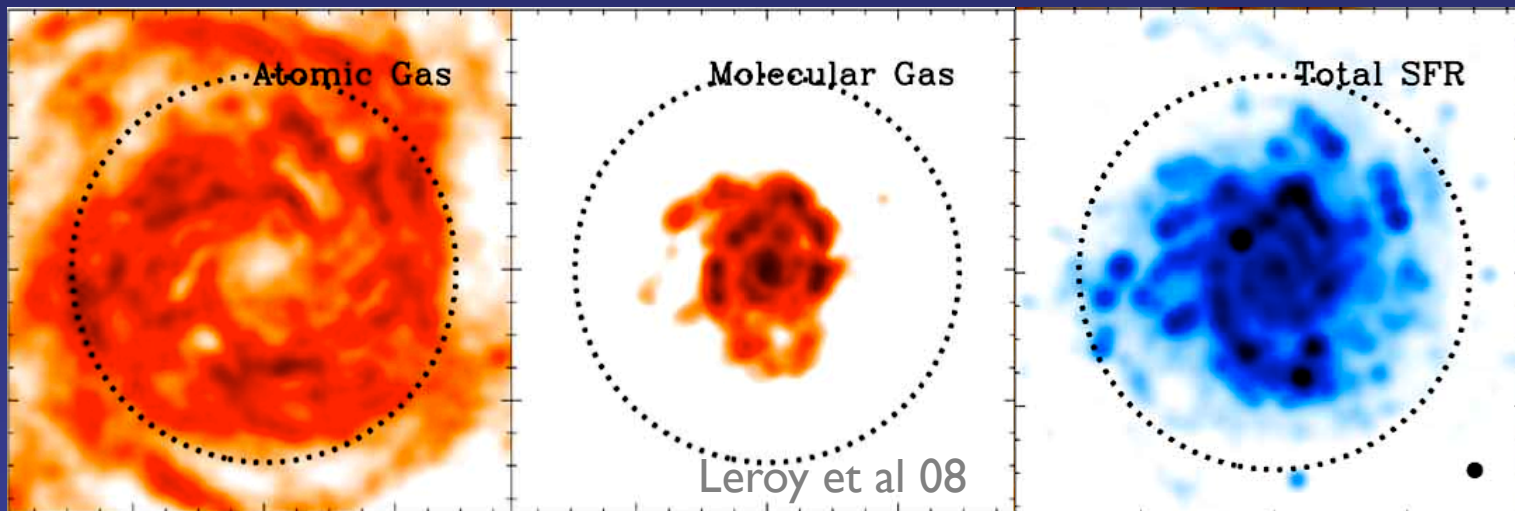
Molecular Hydrogen in Simulations of Dwarf Galaxies

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H₂ in Dwarf Galaxies

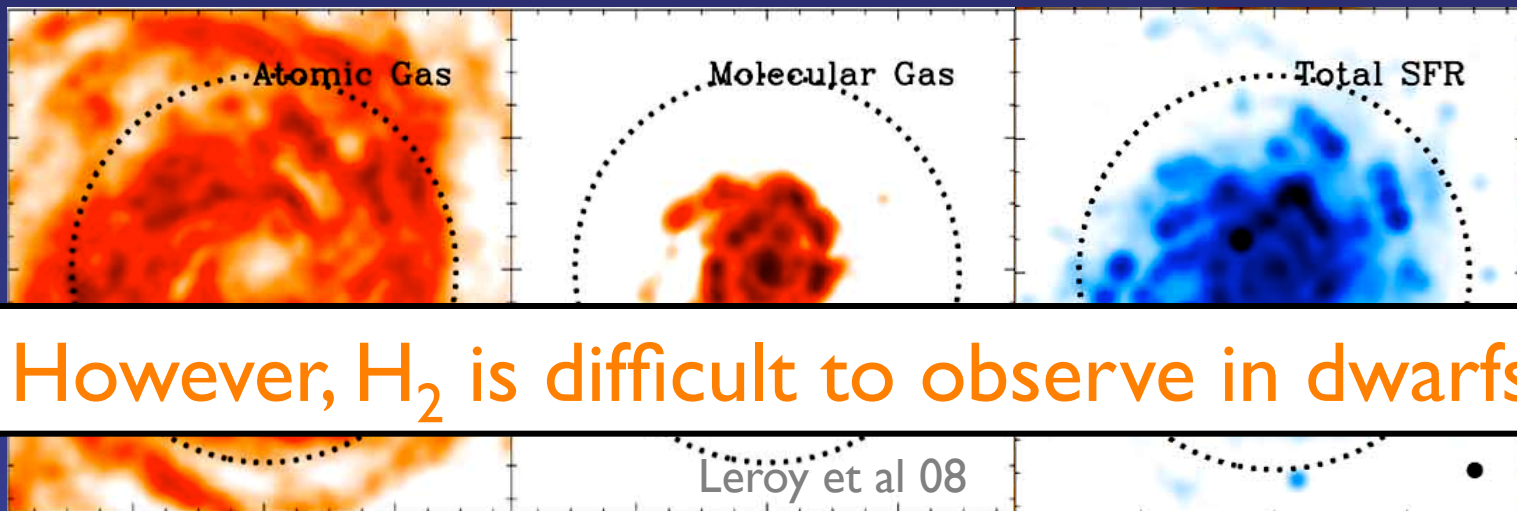
- ◆ Dwarfs are an extreme environment for SF



- ◆ SF traces H₂ *better than* HI and total H
(for example, Bigiel et al 08)
- ◆ H₂ important coolant at $200 \text{ K} < T < 3000 \text{ K}$
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Simulations of H₂ In Galaxies

- ◆ Until recently, most simulations of galaxies did not include H₂
- ◆ New Simulations with GMCs/H₂
(Gnedin et al 09, 10a, 10b, Papadopoulos & Pelupessy 10, Pelupessy et al 06, Pelupessy & Papadopoulos 09, Robertson & Kravtsov 08)
 - ◆ Link H₂, metallicity and Kennicutt-Schmidt Law

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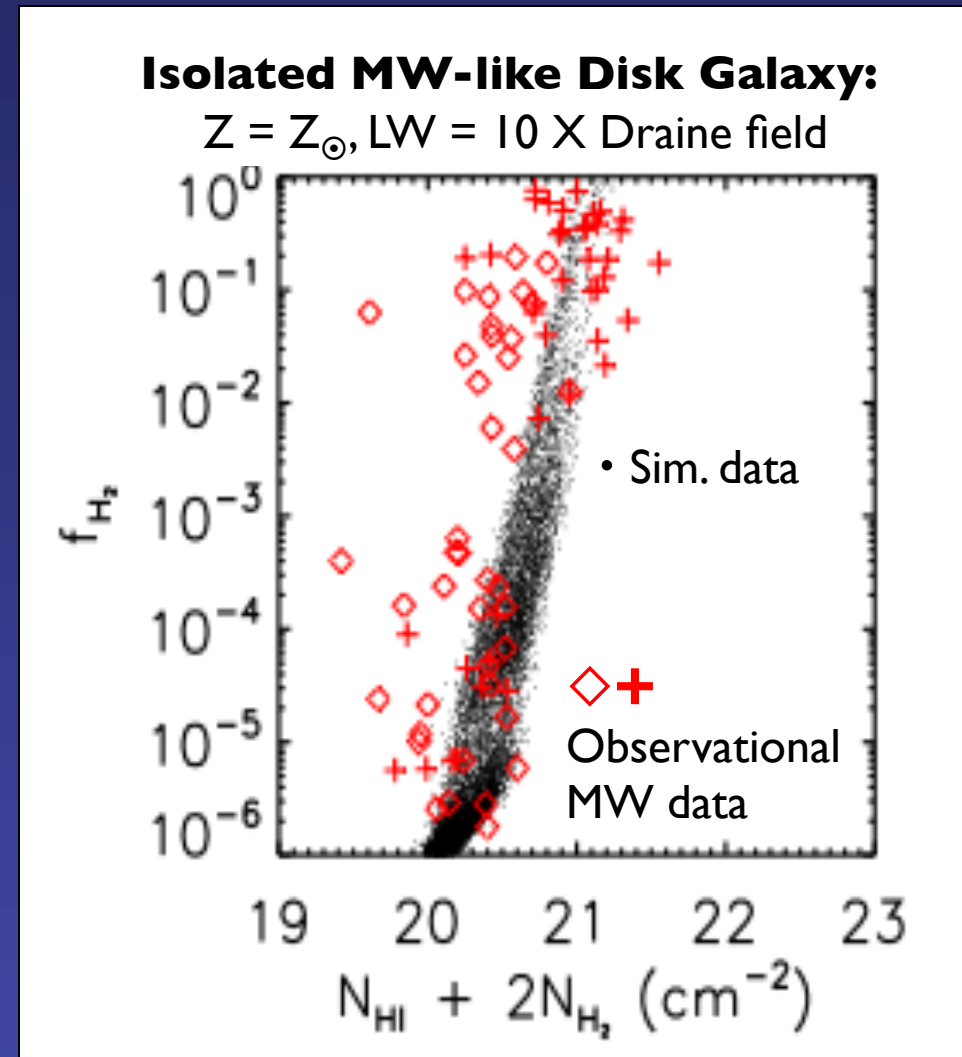
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 - ◆ Link H₂, metallicity and Kennicutt-Schmidt Law
- ◆ H₂ in cosmological sims. to z=0

The Code

- ◆ Gasoline (Wadsley et al 04), an SPH code with
 - ◆ Cosmic UV background radiation
 - ◆ H & He ionization
 - ◆ Metal cooling
 - ◆ Metal diffusion
 - ◆ Star formation
 - ◆ Supernovae feedback
- ◆ Which reproduces
 - ◆ Damped Lyman- α systems (Pontzen et al 08, 10)
 - ◆ Mass-metallicity relation (Brooks et al 07)
 - ◆ Broken exponential disks in spirals (Roskar et al 08)
 - ◆ HI holes
 - ◆ Tully-Fisher relation (Governato et al 07)
 - ◆ Realistic dwarfs (Governato et al 10)

H₂ Implementation

- ◆ H₂ abundances per particle
 - ◆ Integrated through simulation
 - ◆ Non-equilibrium
 - ◆ Based on local formation and destruction rates



(FUSE, Gillmon et al. 06 & Wolfire et al. 08)

Formation and Destruction

- ◆ Forms on dust (metals)

(Wolfire et al 08)

- ◆ Metallicity
- ◆ Density
- ◆ Gas clumpyness

(McKee & Ostriker et al 07)

- ◆ Destroyed by LW radiation

- ◆ Flux from local young stars

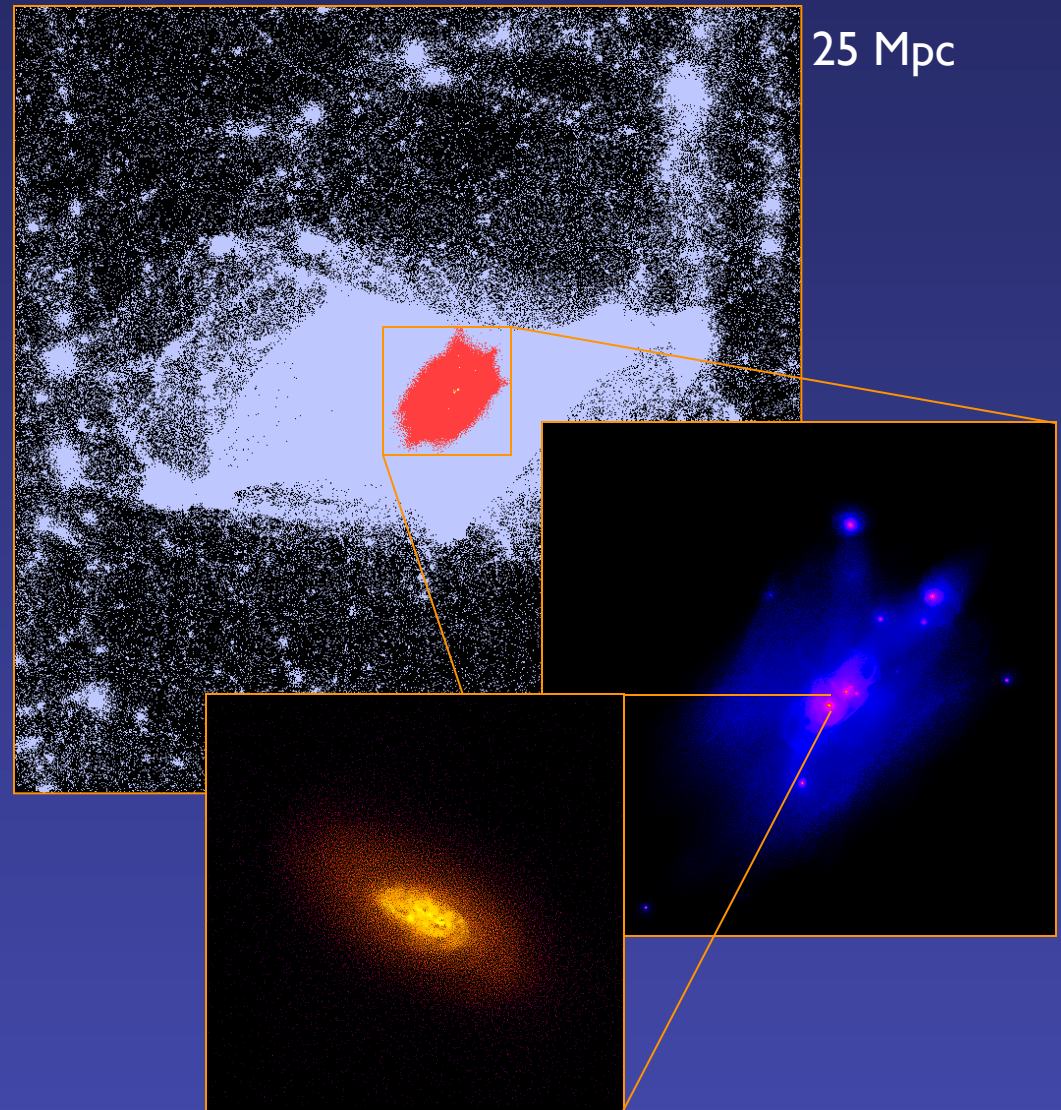
- ◆ Self-shielding and shielding by dust

(Draine & Bertoldi 96)

- ◆ Column length/density
(Pavlovski et al 02)
- ◆ Metallicity

A Dwarf Galaxy Simulated 4 Ways

- ◆ Λ CDM cosmology
- ◆ Zoomed-in initial conditions
- ◆ Final Galaxy:
 - ◆ $M_{\text{vir}} = 4 \times 10^{10} M_{\odot}$
 - ◆ $V_{200} = 58 \text{ km/s}$
- ◆ Resolution
 - ◆ $M_{\text{gp}} \approx 4 \times 10^4 M_{\odot}$
 - ◆ $h \geq 30 \text{ pc}$ in disk



Star-Formation Law

- ◆ Probabilistic, based on local gas properties
- ◆ Formation time: $t_{\text{dyn}} \propto \rho^{-1/2}$
- ◆ Efficiency: c^*
- ◆ Threshold density allowed: ρ_{min}

Comparing Four Simulations

- ◆ No H₂, Standard SF

- ◆ $c^* = 0.1$, $\rho_{\min} = 10$ amu/cc

- ◆ H₂, Standard SF

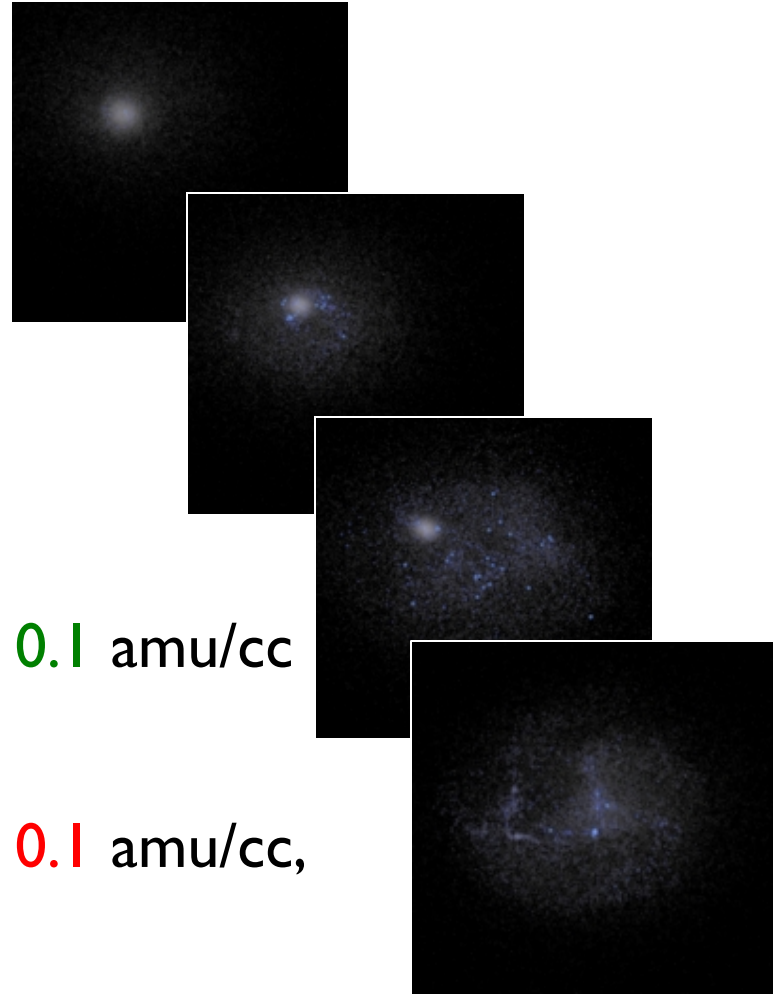
- ◆ $c^* = 0.1$, $\rho_{\min} = 10$ amu/cc

- ◆ H₂, H₂ based SF

- ◆ $c^* = \text{H}_2 / (\text{HI} + \text{H}_2) 0.1$, $\rho_{\min} = 0.1$ amu/cc

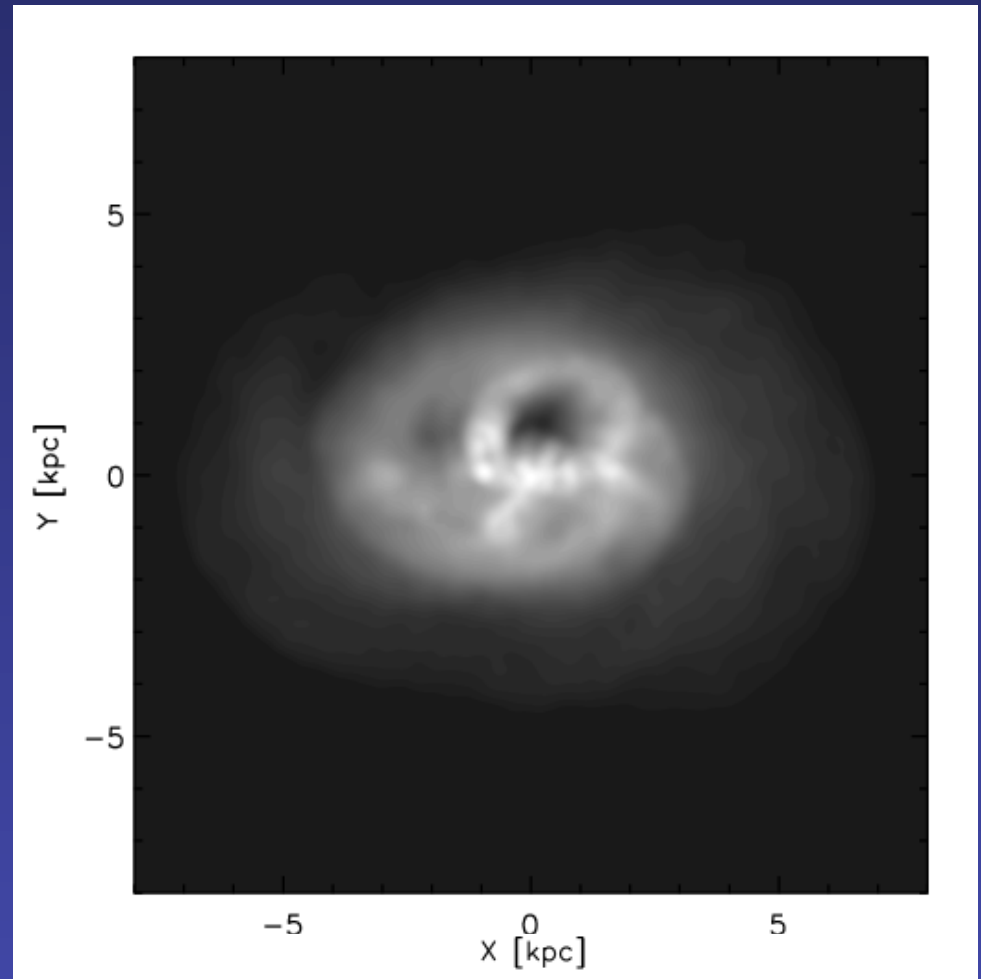
- ◆ H₂, High-H₂ based SF

- ◆ $c^* = \text{H}_2 / (\text{HI} + \text{H}_2) 0.1$, $\rho_{\min} = 0.1$ amu/cc,
- ◆ $\text{H}_2 / (\text{HI} + \text{H}_2) \geq 0.1$



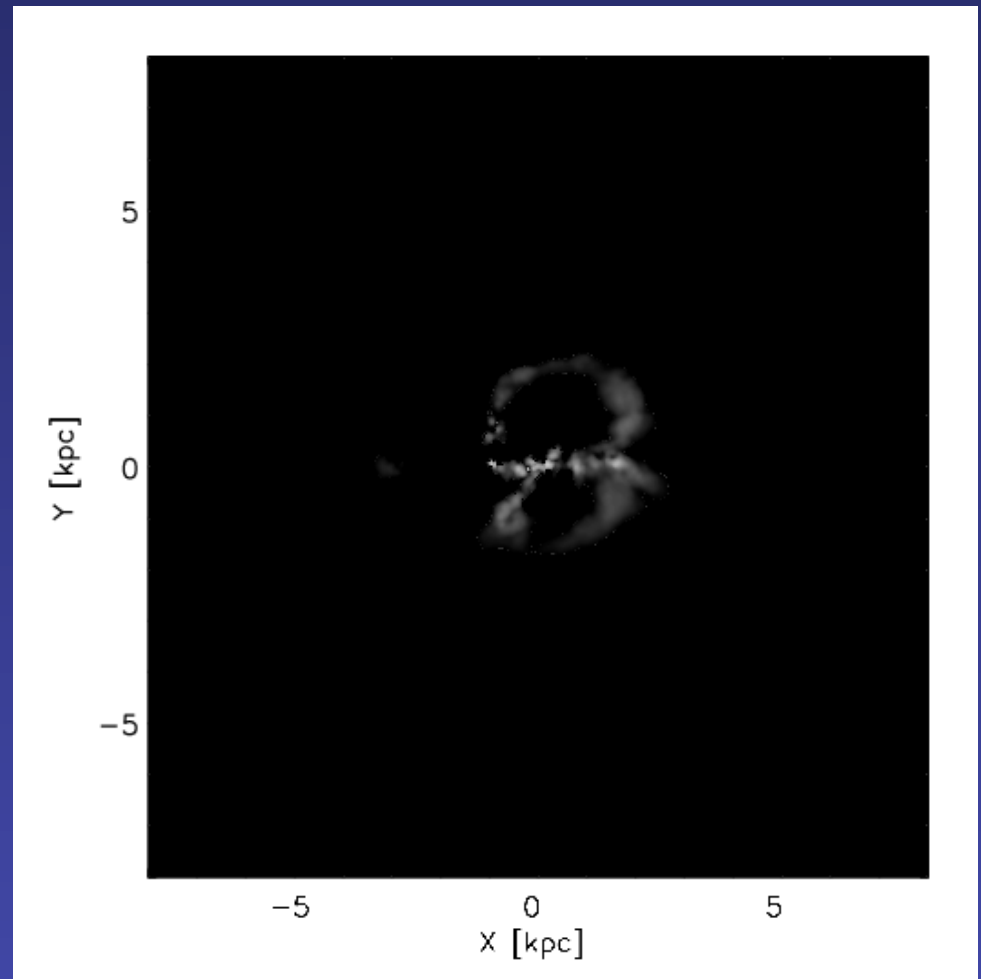
Reproducing the Resolved Kennicutt-Schmidt Law at $z=0$

- ◆ HI
 - ◆ Mock THINGS
(Walter et al 08)
observation



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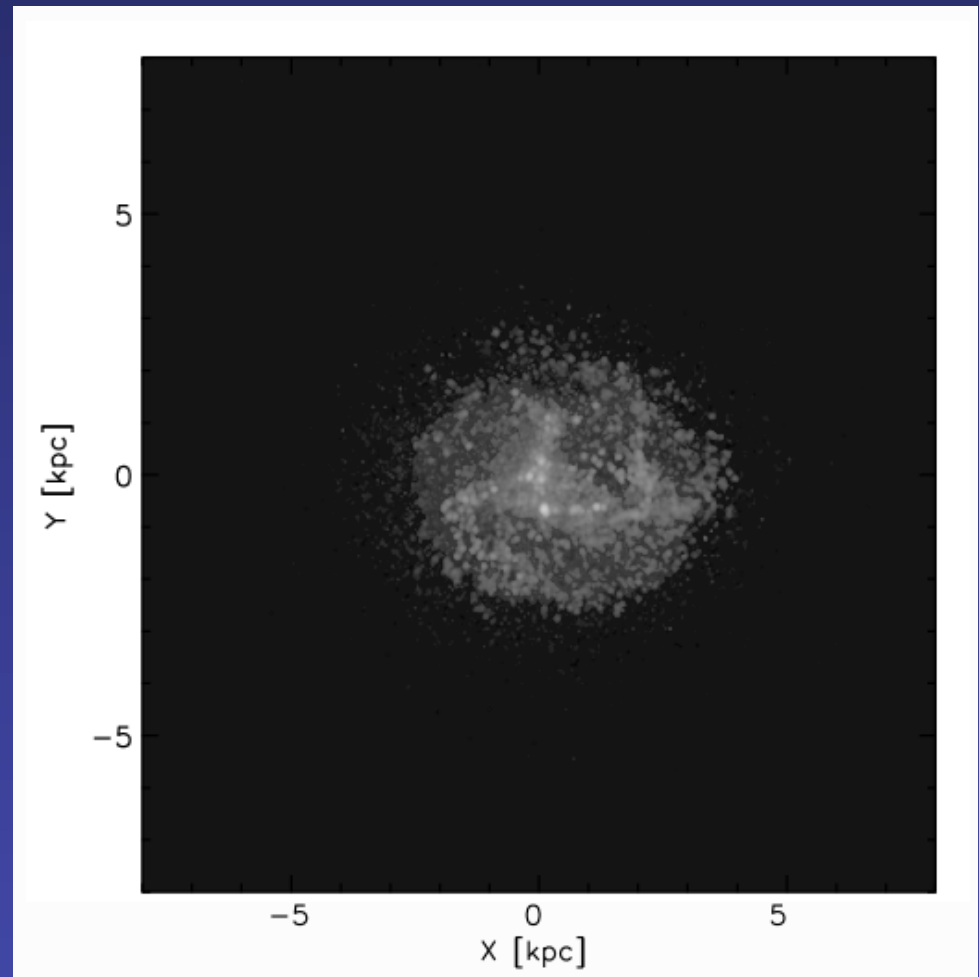
- ◆ HI
 - ◆ Mock THINGS
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observation
- ◆ H_2



Reproducing the Resolved Kennicutt-Schmidt Law at $z=0$

- ◆ HI
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- ◆ H_2
- ◆ SFR
 - ◆ Mock FUV and
 $24\mu\text{m}$
observations

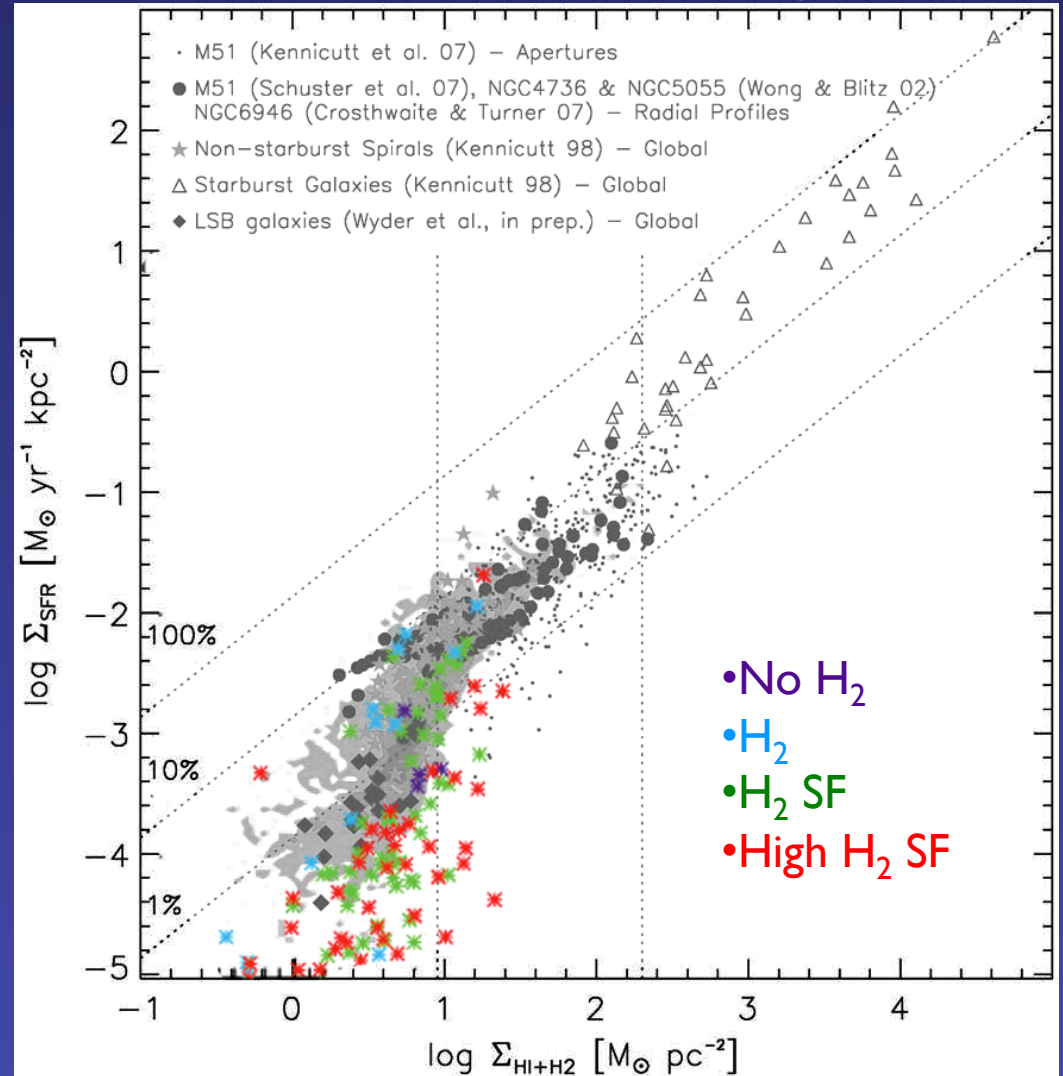
Sunrise, Jonsson 06



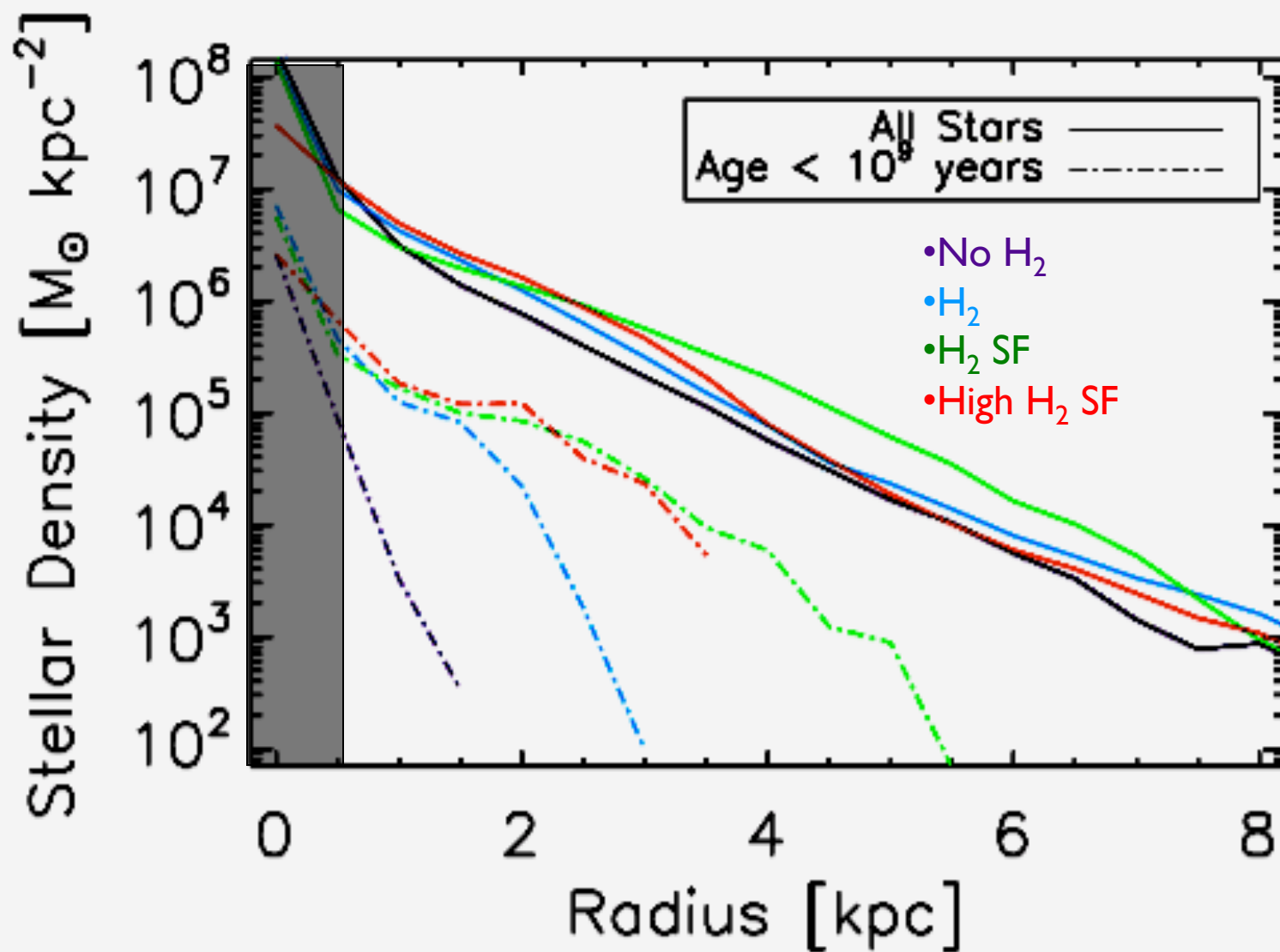
Reproducing the Resolved Kennicutt-Schmidt Law at $z=0$

Bigiel et al 08

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Stellar Profiles

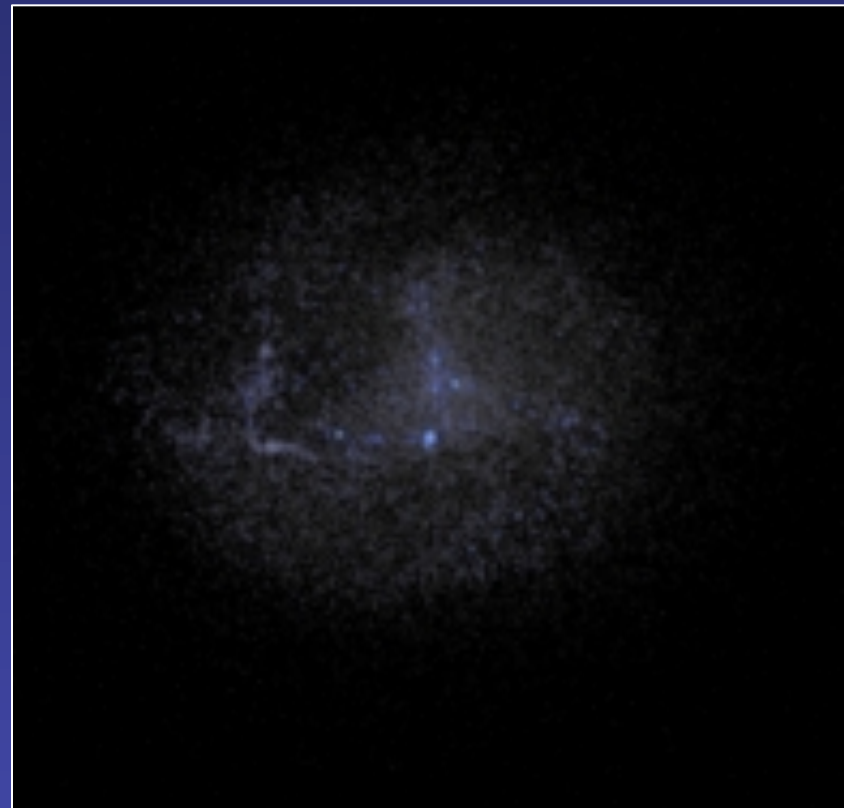


Stellar Profiles

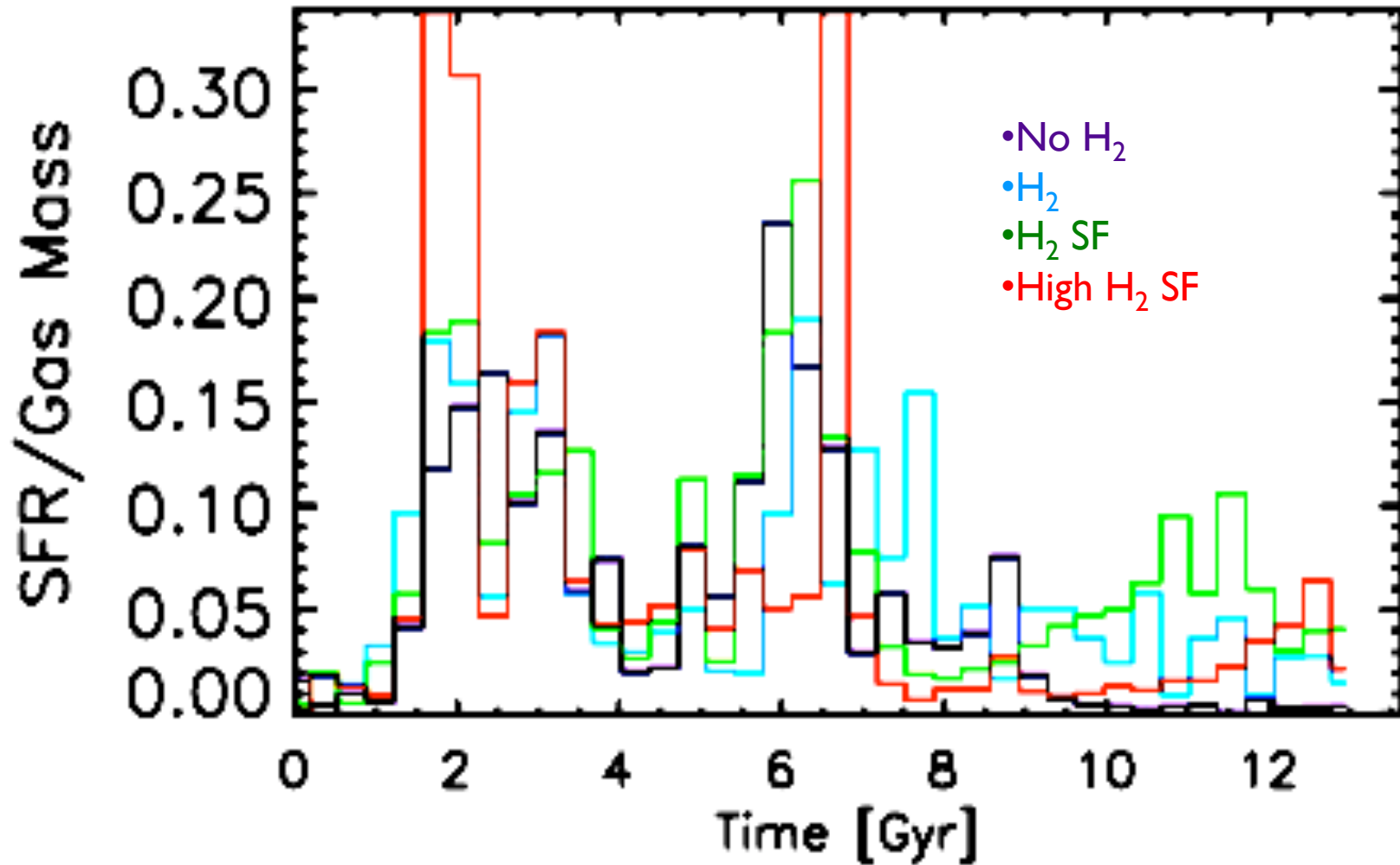
No H₂



High H₂ SF



Star-Formation Histories



Conclusions

- ◆ More accurate modeling of physics
- ◆ Resolved Kennicutt- Schmidt Law similar in all simulations
- ◆ H_2 extends young stellar disks
- ◆ H_2 extends SFH

Future Work

- ◆ Star formation maps at high redshift
- ◆ Wider range of galaxy masses at similar or higher resolution
 - ◆ Scaling relations
- ◆ Increasing mass resolution
 - ◆ Mock CO observations
- ◆ Comparisons to ALMA