

Testing Gravity with Large-Scale Structure

(i.e., the leftovers)

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Ringberg, 6/29/12

Outline

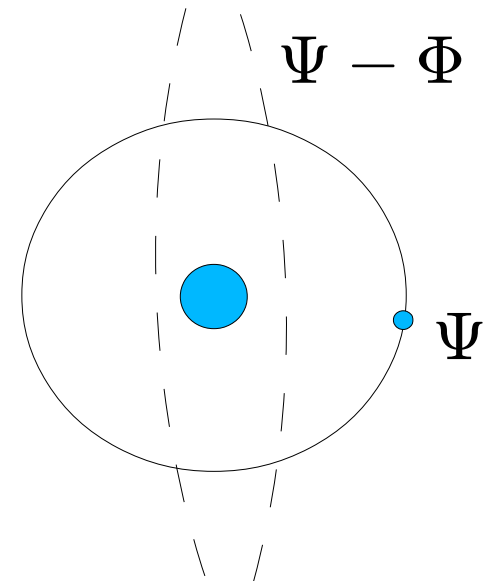
- **Phasespace of clusters: an extension of “ E_G ” to non-linear scales**
- **Some remarks on the Vainshtein mechanism**

“Direct” Tests of Gravity

- Compare (non-rel.) dynamics with lensing:

$$\Psi = \Psi_N + \frac{1}{2}\phi$$

$$\Psi - \Phi = \Psi_N - \Phi_N$$



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- *Linear regime*: redshift distortions vs weak lensing

Zhang et al 08, Reyes et al 2010

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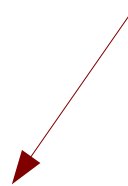
$$\Psi - \Phi = \Psi_N - \Phi_N$$

- *Linear regime*: redshift distortions vs weak lensing

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- *Non-linear regime*: dynamical mass vs lensing mass

Schwab et al, Smith 09
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X-ray; SZ; galaxy dynamics in clusters;
dynamics within galaxies

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$$\Psi - \Phi = \Psi_N - \Phi_N$$

- *Linear regime*: redshift distortions vs weak lensing

$$r > 50 \text{ Mpc}/h$$

Zhang et al 08, Reyes et al 2010

- *Non-linear regime*: dynamical mass vs lensing mass

$$r < 5 \text{ Mpc}/h$$

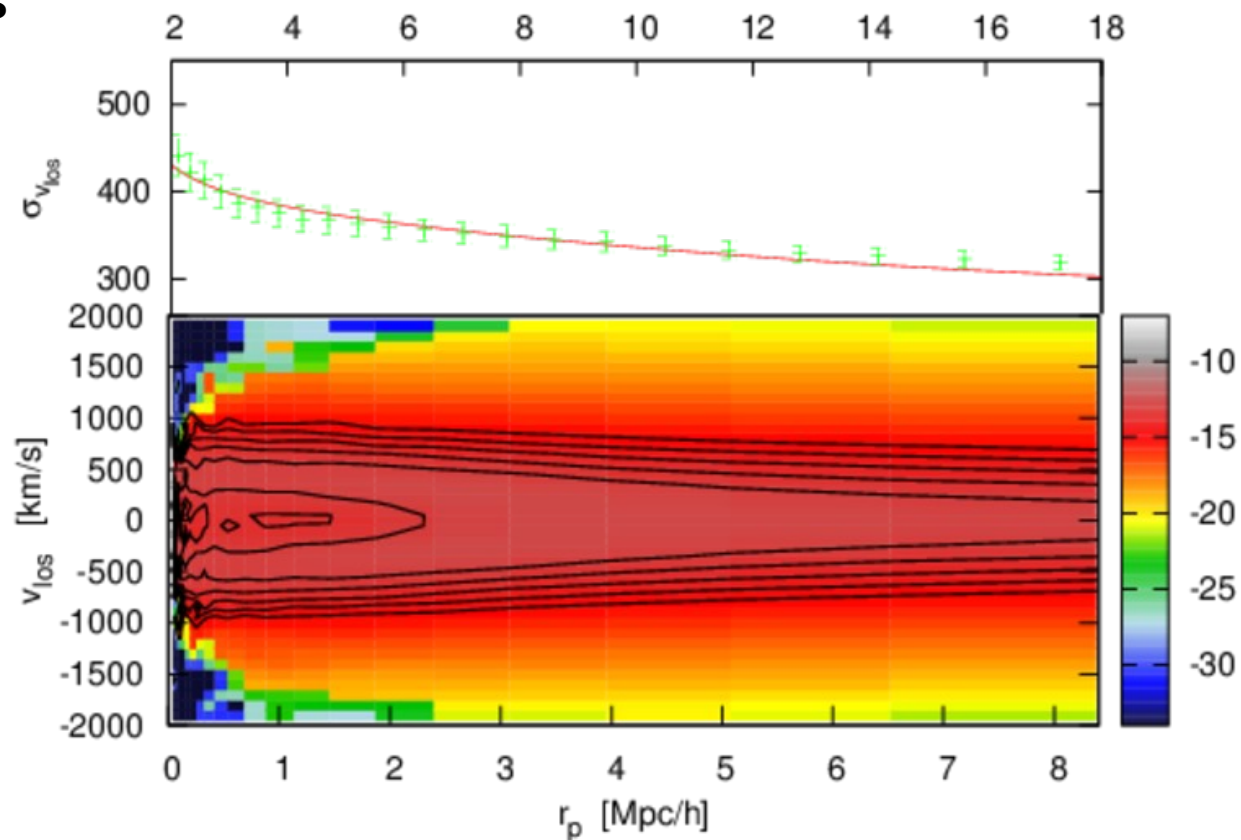
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Phase-Space around Clusters

Distribution of V_{los} as
function of r_{perp}

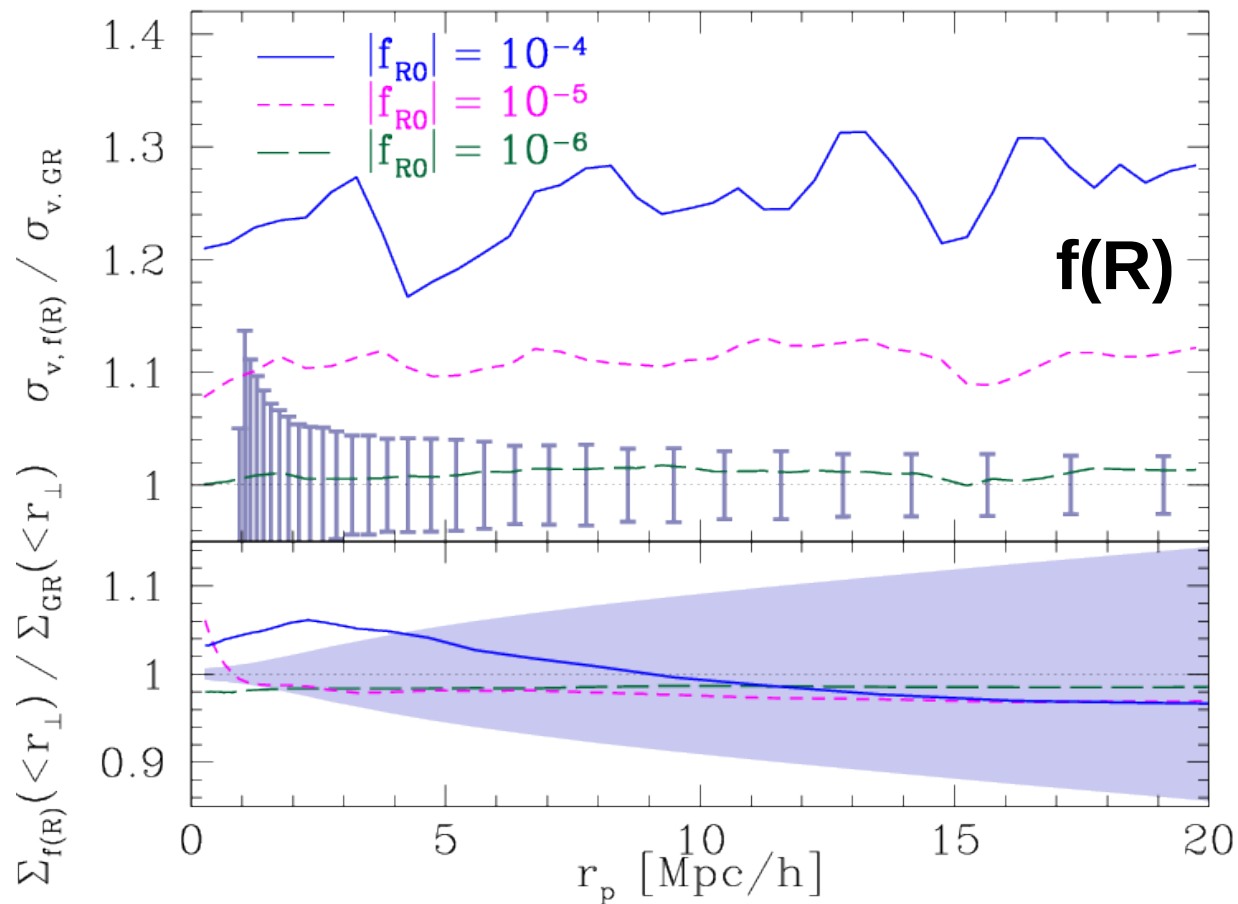
Measured from
spectroscopic galaxy
sample

Density distribution
measured from
lensing



Phase-Space around Clusters

- **RMS dispersion of V_{los} as function of r_{perp}**



Stronger effect than virial scaling

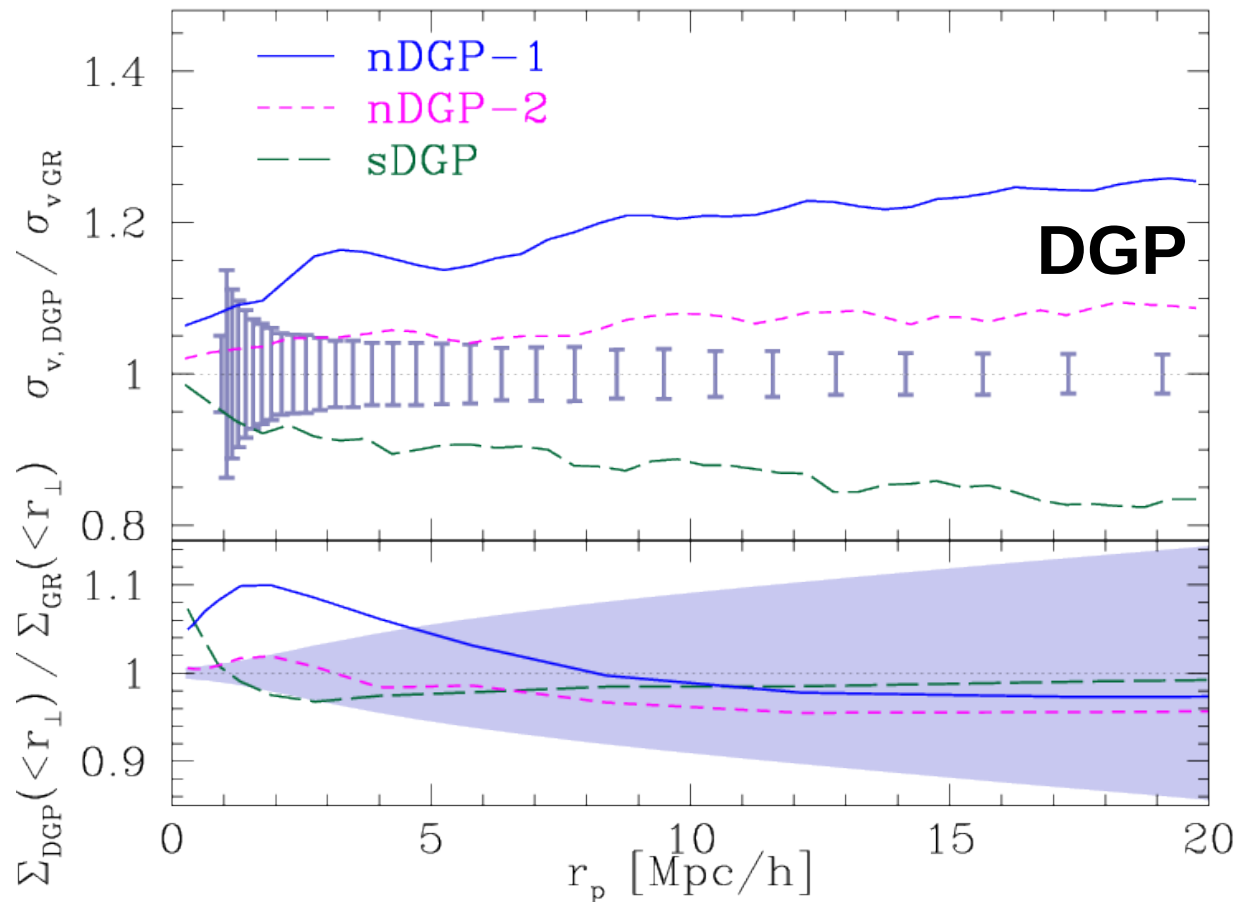
$$\propto \sqrt{G_{\text{eff}}/G}$$

Eventually approaching linear scaling

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Phase-Space around Clusters

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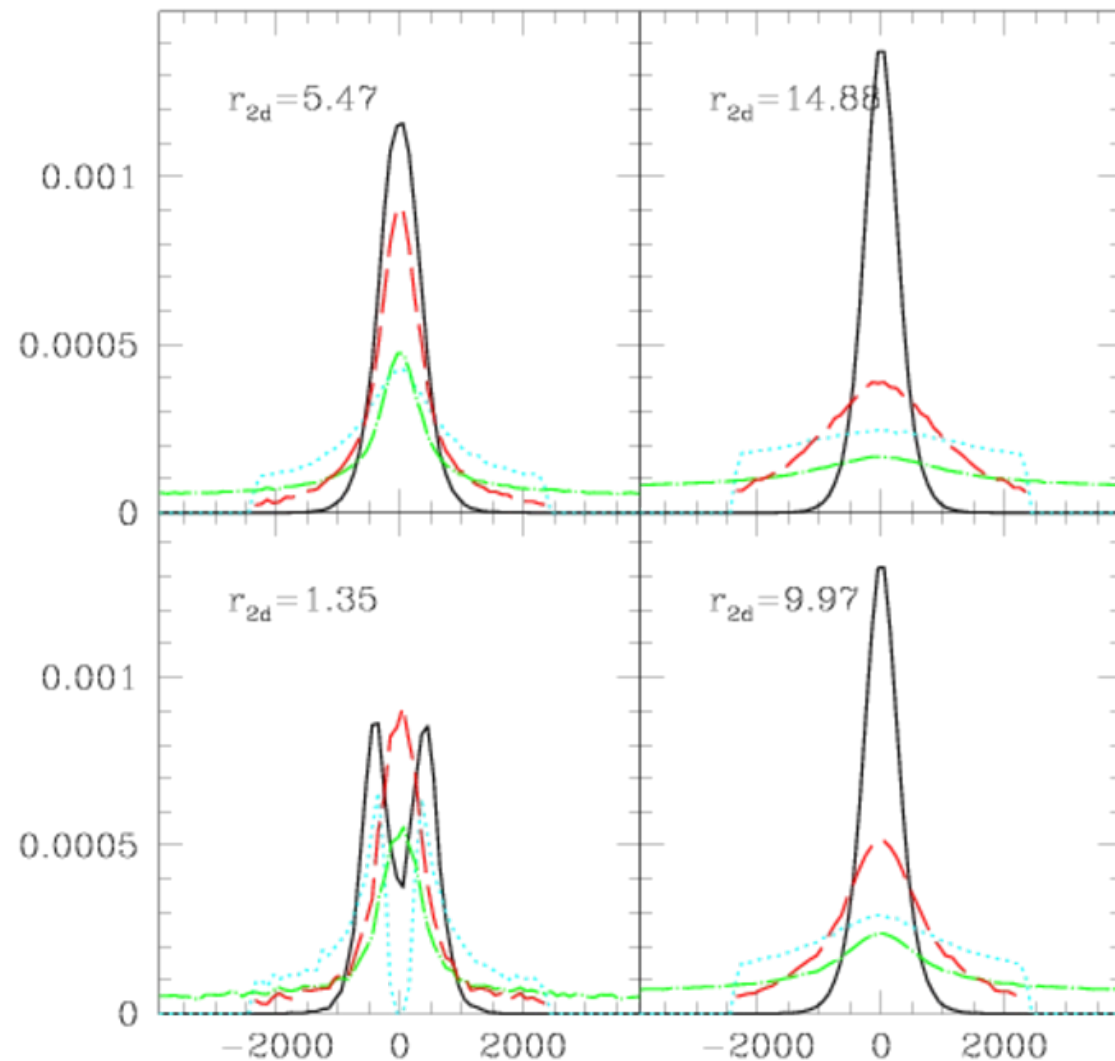
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Eventually approaching linear scaling

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Challenge: Hubble flow

- Increasingly difficult towards larger r_p
- Complementary to redshift distortions
 - Black: velocities only
 - Red: including Hubble flow



Vainshtein mechanism

- **DGP (+Galileons, massive gravity, ...)** evades Solar System through non-linear interactions of the scalar d.o.f.:

$$\nabla^2 \varphi + \frac{r_c^2}{3\beta a^2} [(\nabla^2 \varphi)^2 - (\nabla_i \nabla_j \varphi)(\nabla^i \nabla^j \varphi)] = \frac{8\pi G a^2}{3\beta} \delta\rho$$

Quasi-static approximation: sub-horizon scales

Non-linear interactions

$$\nabla^2 \varphi + \frac{r_c^2}{3\beta a^2} [(\nabla^2 \varphi)^2 - (\nabla_i \nabla_j \varphi)(\nabla^i \nabla^j \varphi)] = \frac{8\pi G a^2}{3\beta} \delta\rho$$

- **Hard: non-linear in derivatives of φ**
 - No superposition principle
 - Fully non-linear (as opposed to quasi-linear)

Non-linear interactions

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- **Two analytically solvable cases:**

- **1. Plane wave:** $\varphi \sim e^{ik \cdot x} \Rightarrow -k^2 \varphi = \frac{8\pi G a^2}{3\beta} \delta\rho$

Non-linearity cancels !

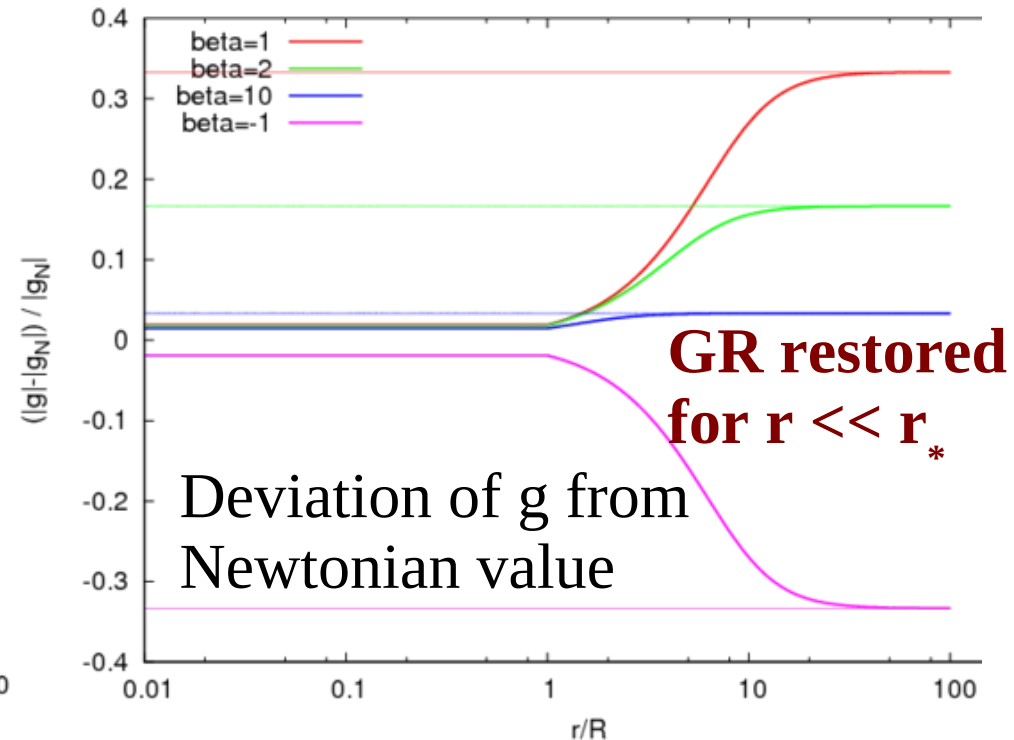
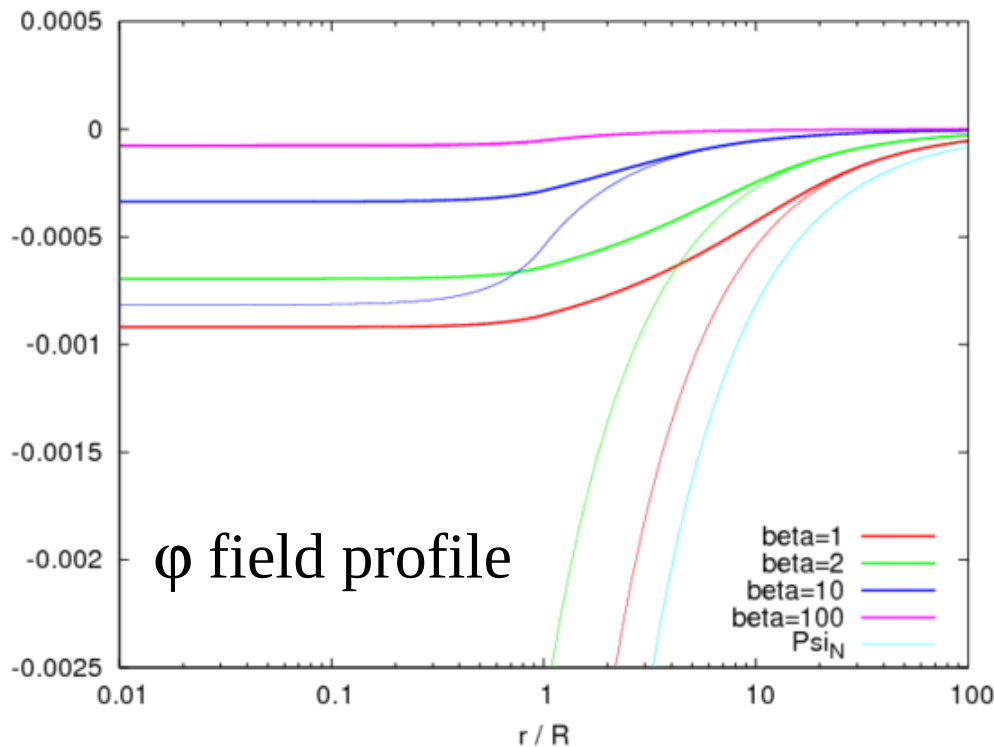
- **2. Spherically symmetric mass**

Vainshtein mechanism

- **Spherical mass:**

- Field suppressed within characteristic scale,

Vainshtein radius: $r_* \propto (r_c^2 r_s)^{1/3}$



Simulating Modified Gravity

Self-consistent solution of field & particles

- ***Particle-mesh code:***

- “particles” stand for chunks of dark matter (in phase space)

- Density and potential are evaluated on **cubic grid** N_g^3

- Typically,

$$N_p = (256 - 512)^3$$

$$N_g = 512$$



Main task: solve for potential

- **Newtonian potential Ψ_N :**
 - Obtained via Fourier transform of density
- **Brane-bending mode φ :**
 - Quasistatic approx.: no time derivatives
 - Non-linear relaxation scheme
 - Parallelized with multi-grid acceleration
- **Finally:** $\Psi = \Psi_N + \frac{1}{2}\varphi$
- **Currently no working AMR implementation**

Solving for brane-bending mode

- **Write φ equation as:** $L(\varphi) = f$
 - All quantities discretized on grid: $\varphi(x, y, z) \rightarrow \varphi_{i,j,k}$

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 - Run over cells i, j, k
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Solving for brane-bending mode

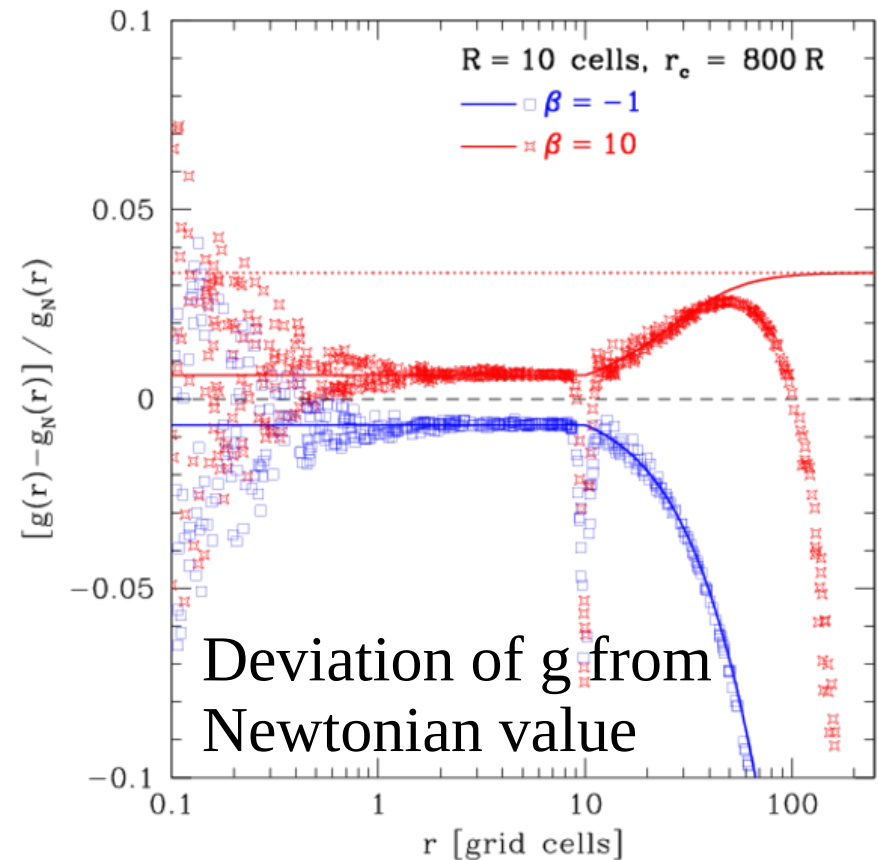
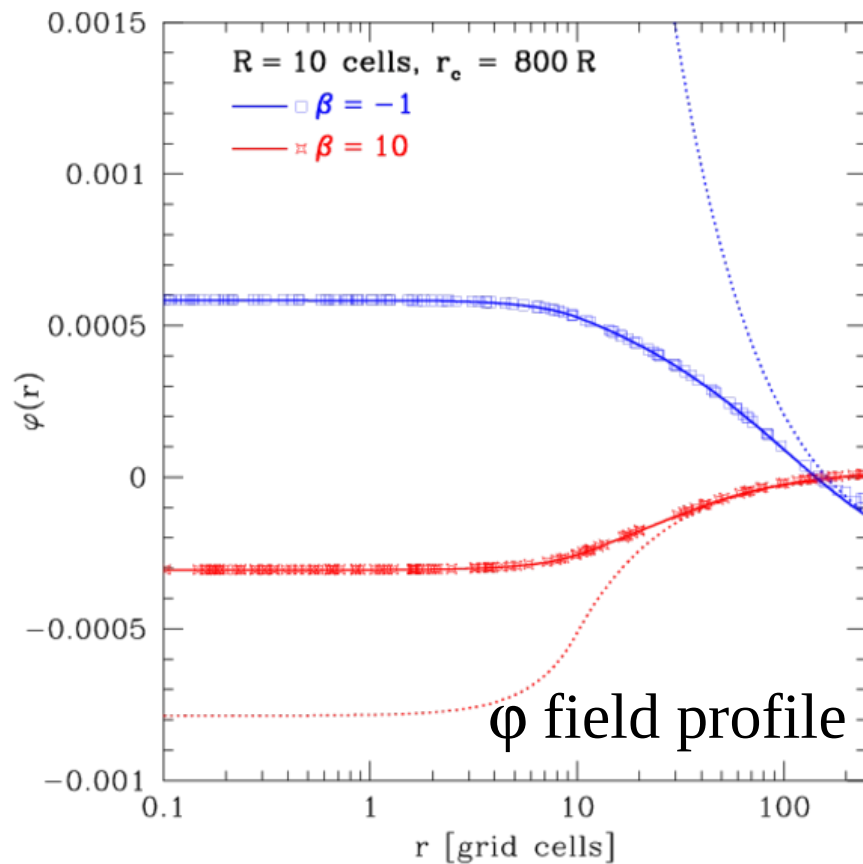
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- **Non-linear relaxation:**
 - Run over cells i, j, k
 - Replace $\varphi_{i,j,k}$ with solution of: $L(\dots, \varphi_{i,j,k}, \dots) = f_{i,j,k}$
 - In our case, L is non-linear, hence use Newton's method to guess solution:

$$\varphi_{i,j,k} \leftarrow \frac{L(\dots, \varphi_{i,j,k}, \dots) - f_{i,j,k}}{\partial L / \partial \varphi_{i,j,k}}$$

Newton-Gauss-Seidel

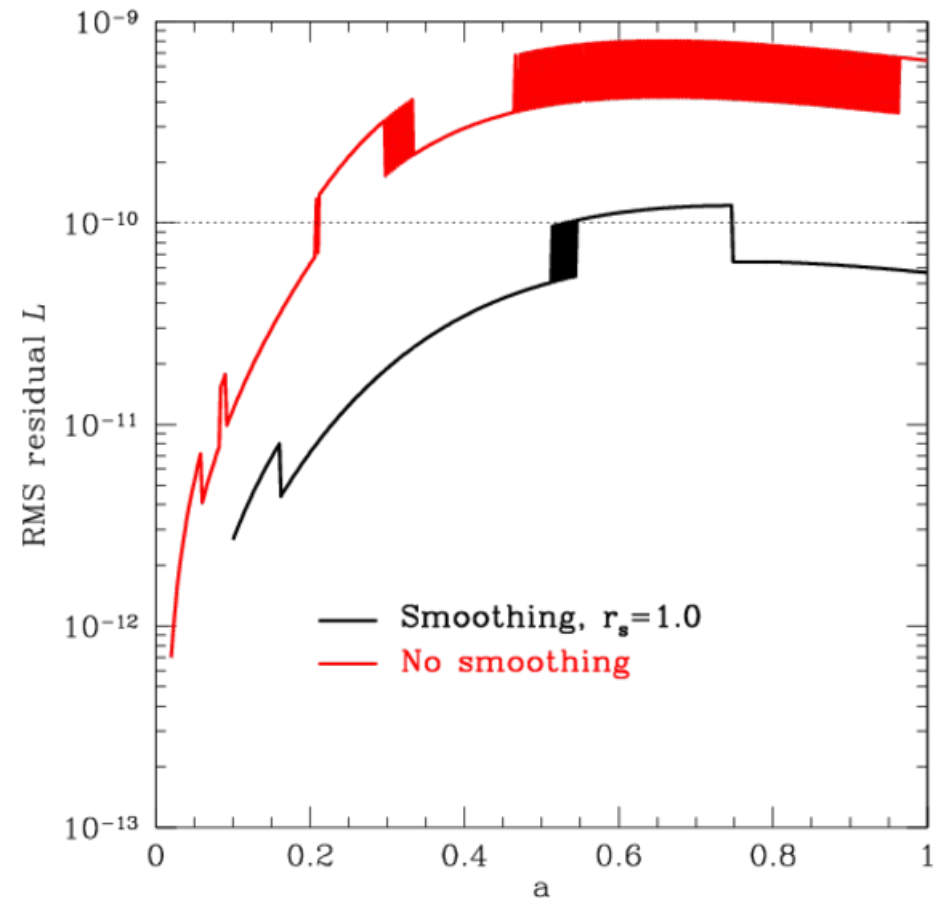
Code Tests

- **Spherical mass (top-hat profile):**
 - Compare with analytical solution

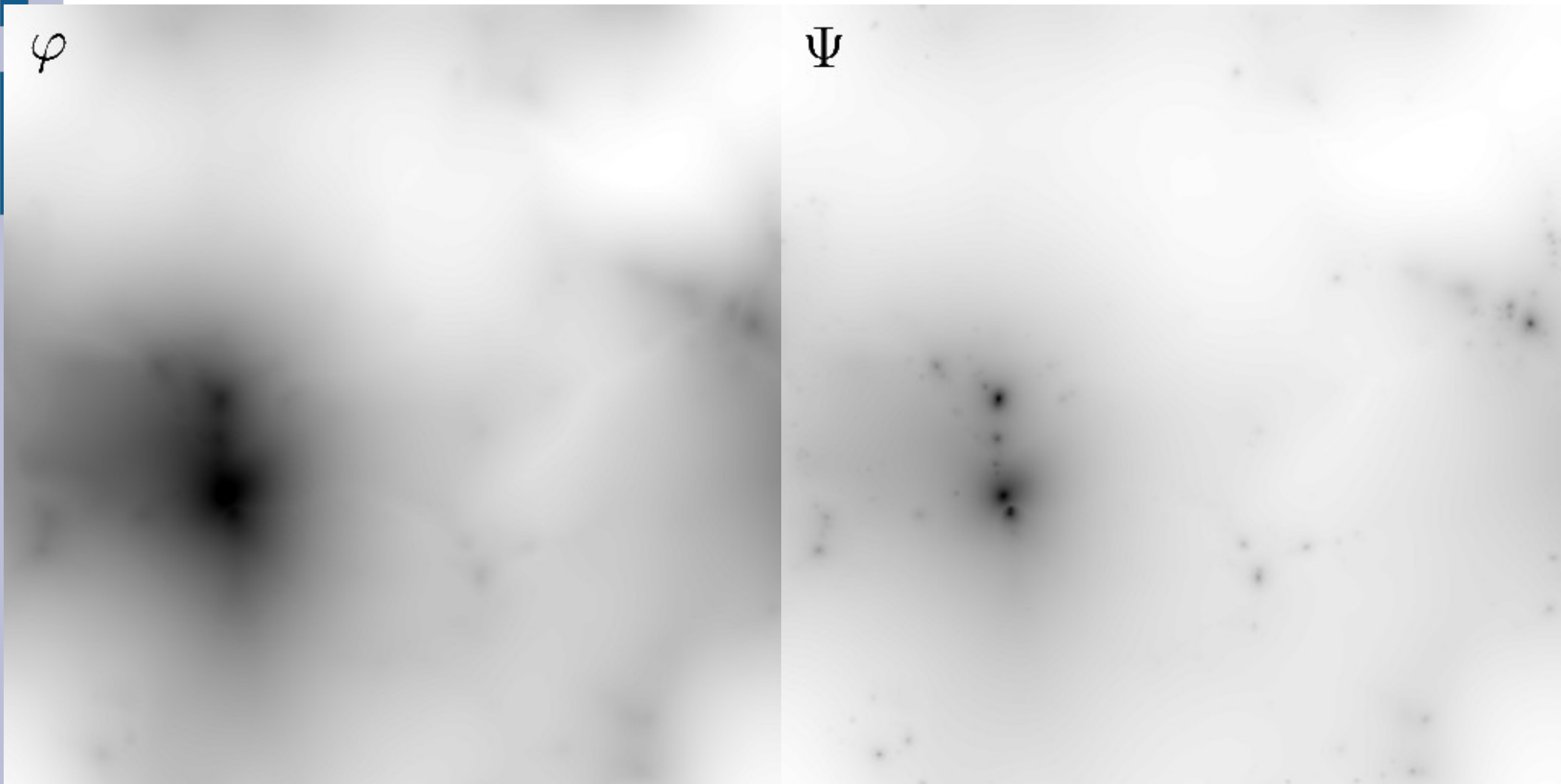


Convergence issues in cosmological simulations

- **Non-linearities + particle noise increase residuals**
 - r_* for particle \sim cell size
 - **Two tricks:**
 - Increase number of particles
 - Smooth RHS of φ eqn
- Gaussian filter radius 1 grid cell

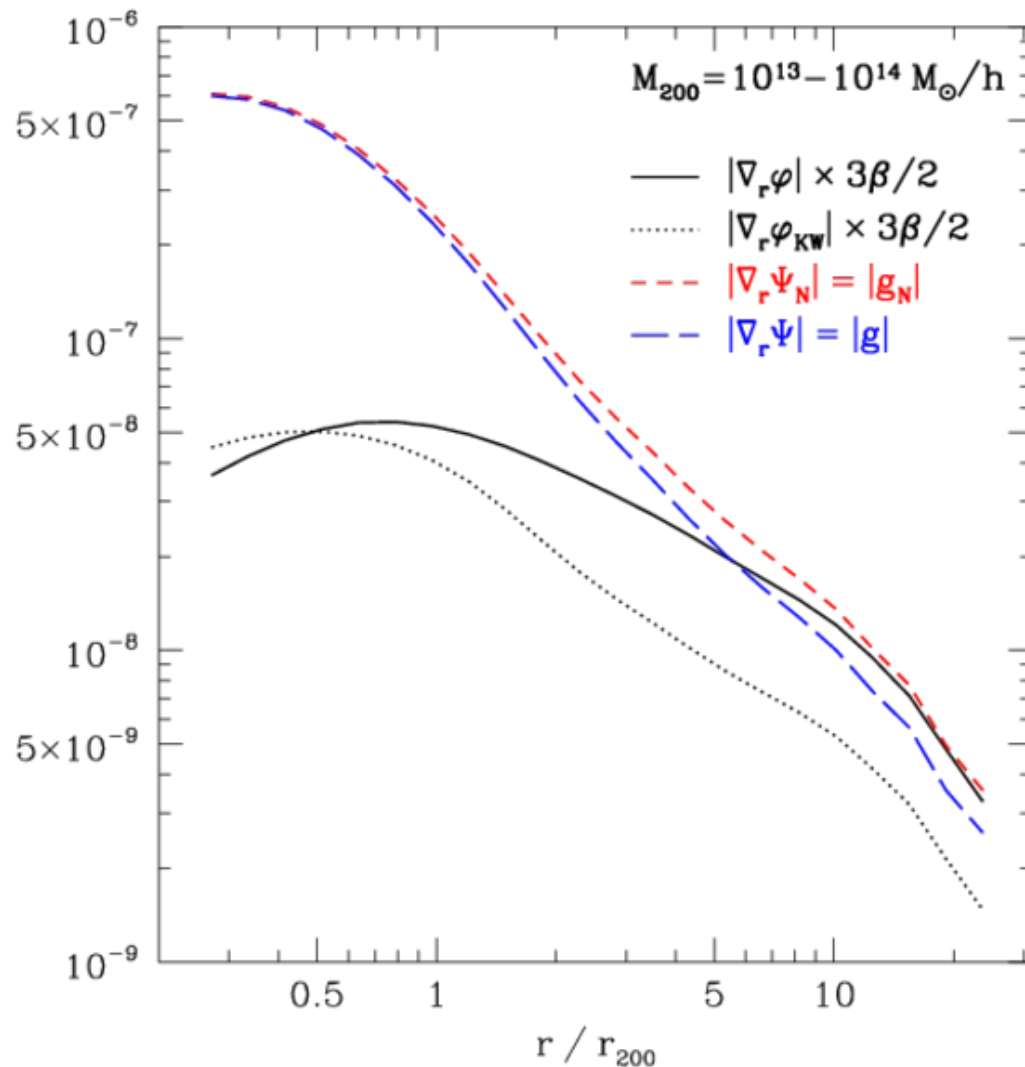


Vainshtein in action



Slices through cosmological simulation (64 Mpc/h, $z=0$)

Non-linear suppression of brane-bending mode



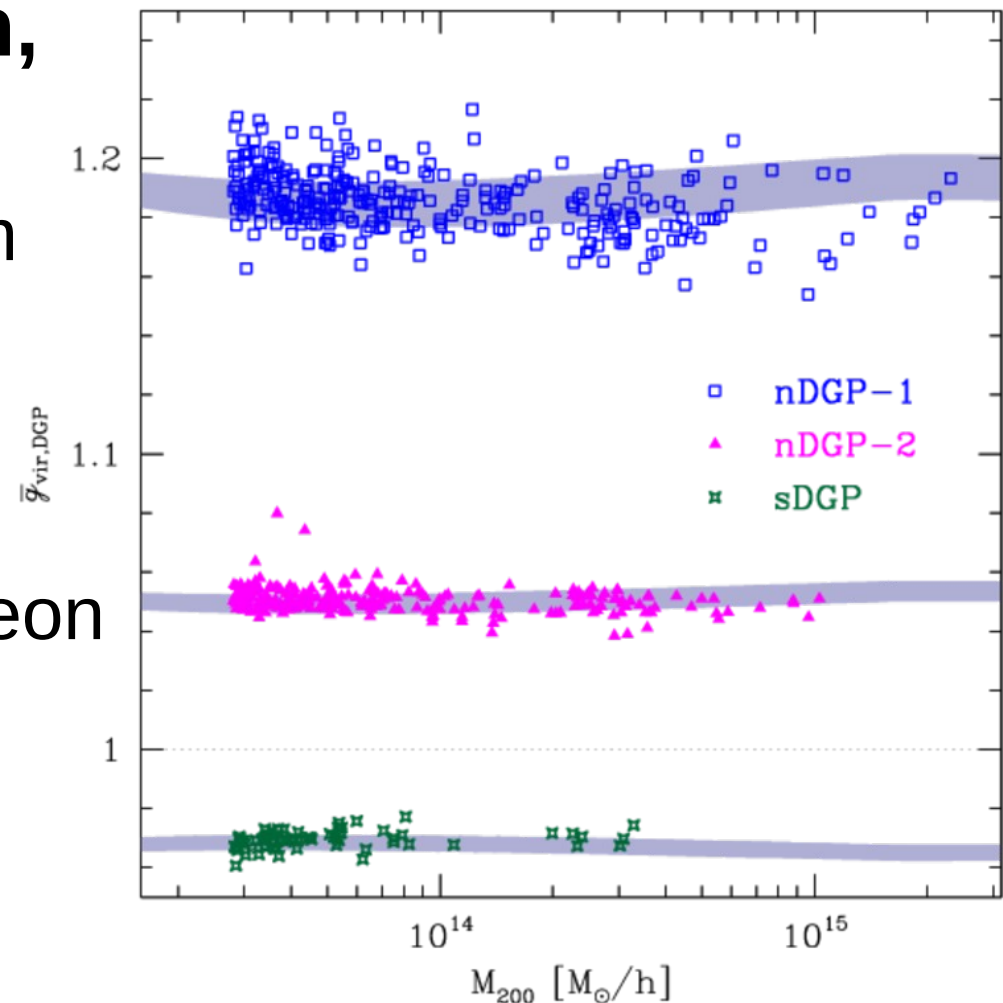
Average halo profiles:

- *brane-bending mode*
- *acceleration in **DGP** and **GR***

GR is restored inside halos

Dynamical vs Lensing Mass

- Mass-weighted average of force modification, vs halo mass
 - Vainshtein mechanism *mass-independent*
 - Small effects due to profile evolution
 - Orthogonal to chameleon effect



Conclusions

- **Phasespace around massive halos:** a possible avenue to measuring velocities on intermediate scales (few – 30 Mpc) – complementary to RSD
- **Vainshtein mechanism:** a challenge to simulators...