



A fast and accurate method to generate 3D 21cm maps from cosmic dawn to reionisation

T.Schaeffer, S.Giri, A.Schneider



I . Introducing the code : BEORN (Bubbles during the EoR Numerical solver) *Fully written in python, parallelised and very modular*

II . Using emulators to speed-up

III . Comparison with other work



Introducing the code : BEORN

Goal : produce 21cm brightness 3D maps from cosmic dawn to the end of reionisation

Method : analogous to BEARS/GRIZZLY code → paint ionisation and temperature profiles around galactic source, at the center of DM halos (*BEARS* : R.M.Thomas 2008 , *GRIZZLY* : R,Ghara 2017)

Ingredients:

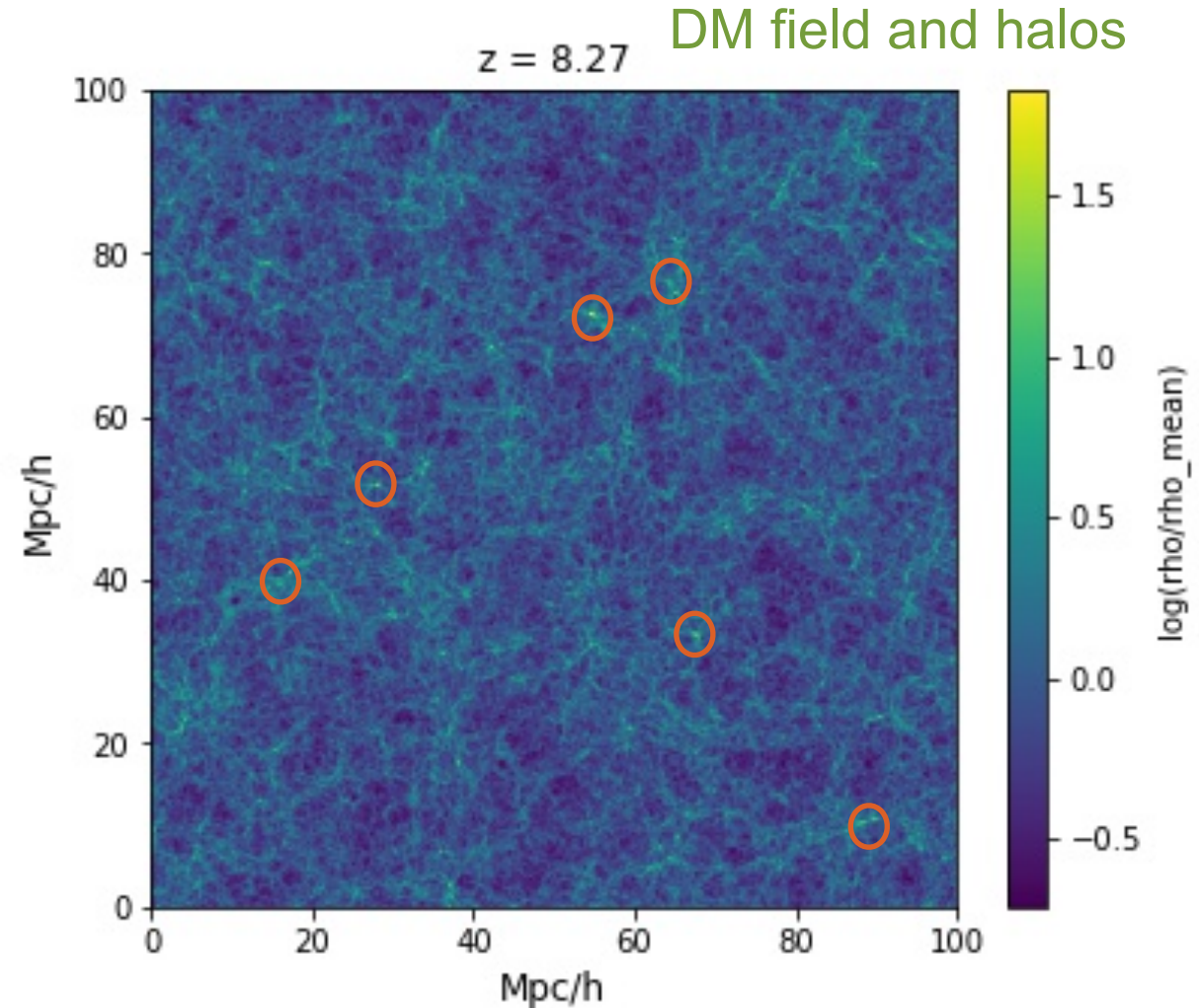
DM density field + halo catalogs from N-body simulations (pkdgrav + rockstar)

Source model (f_{star} , f_{esc} , SED,)

1D radiative transfer solver for T_k and x_{HII} profiles

The code step by step

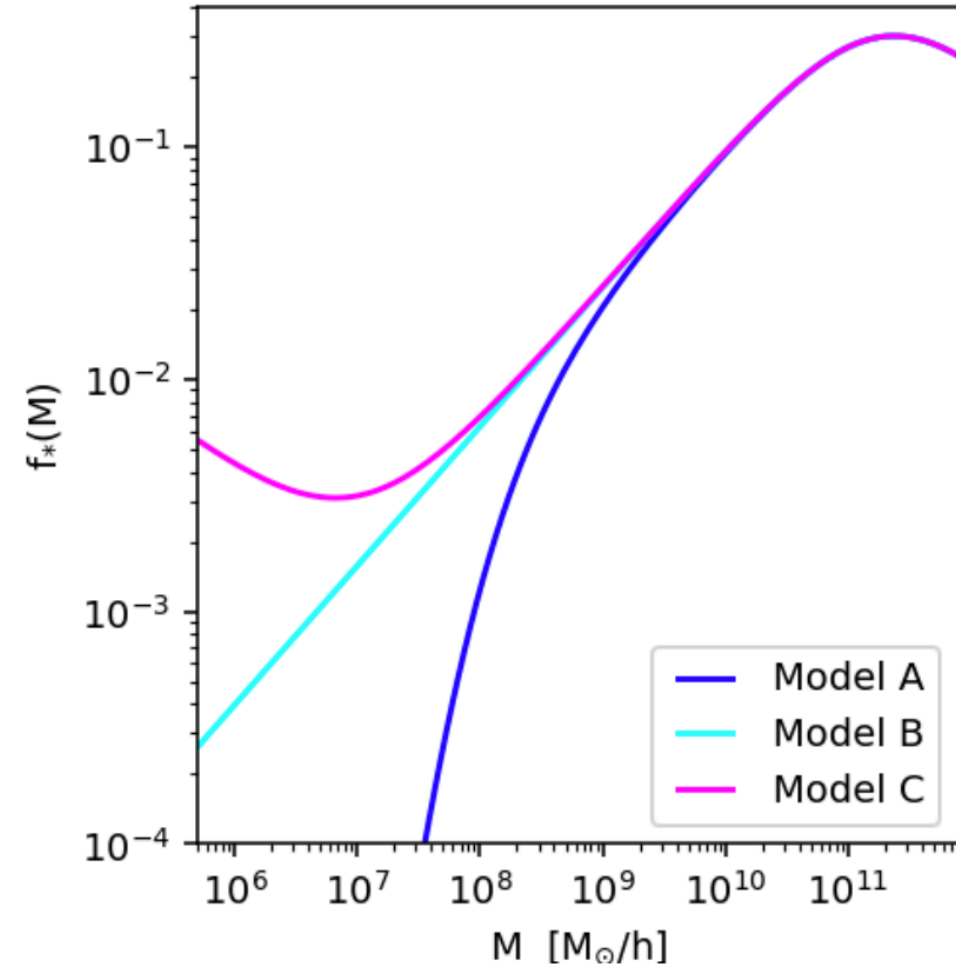
1. Use N body simulation (pkdgrav) for the density field and halo catalogs (rockstar)
2. Choose a source model (fst, fesc, sed..)
3. Compute T_k and x_{HII} profiles for a range of halo masses from $z \sim 25$ to $z \sim 6$, following halo growth
4. Paint profiles around sources to get T_k and x_{HII} maps
5. Account for bubbles overlap
6. Compute dT_b maps from T_k and x_{HII}



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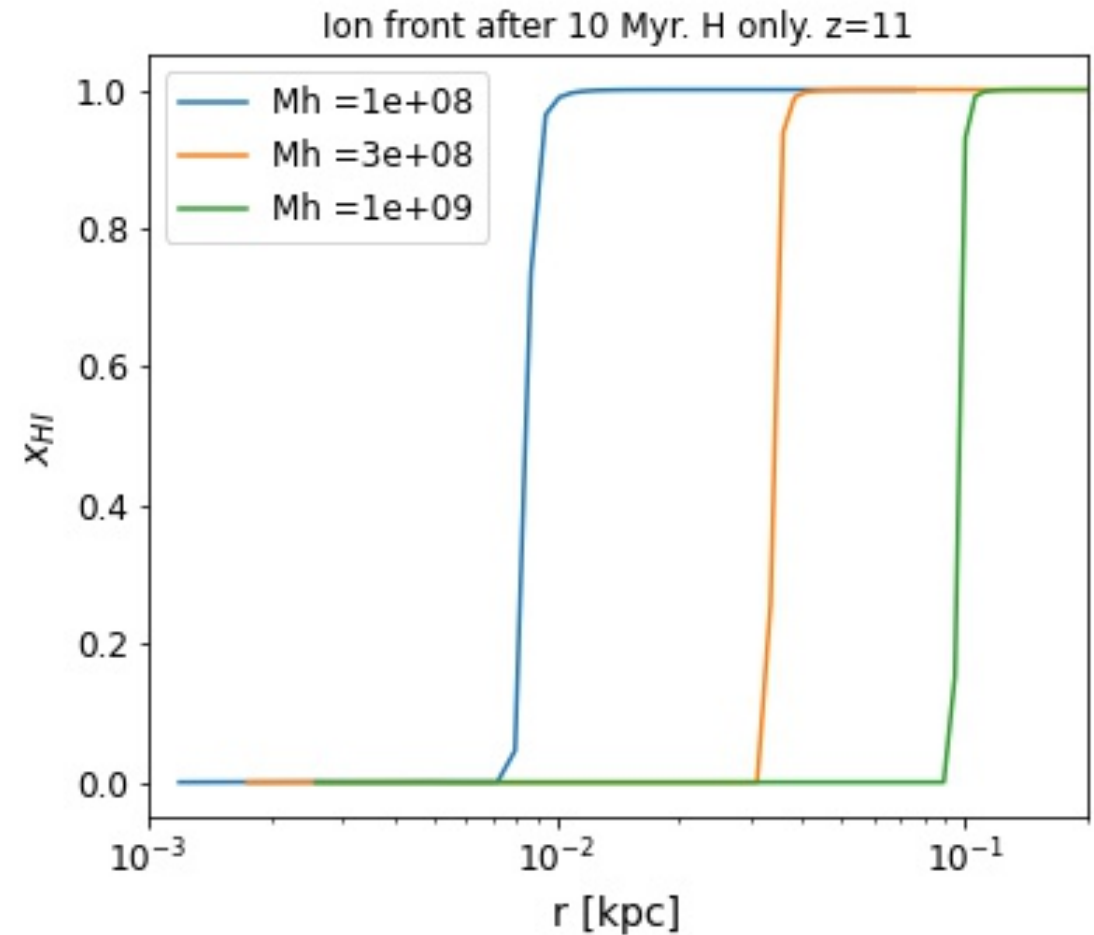
From halos to galaxies



The code step by step

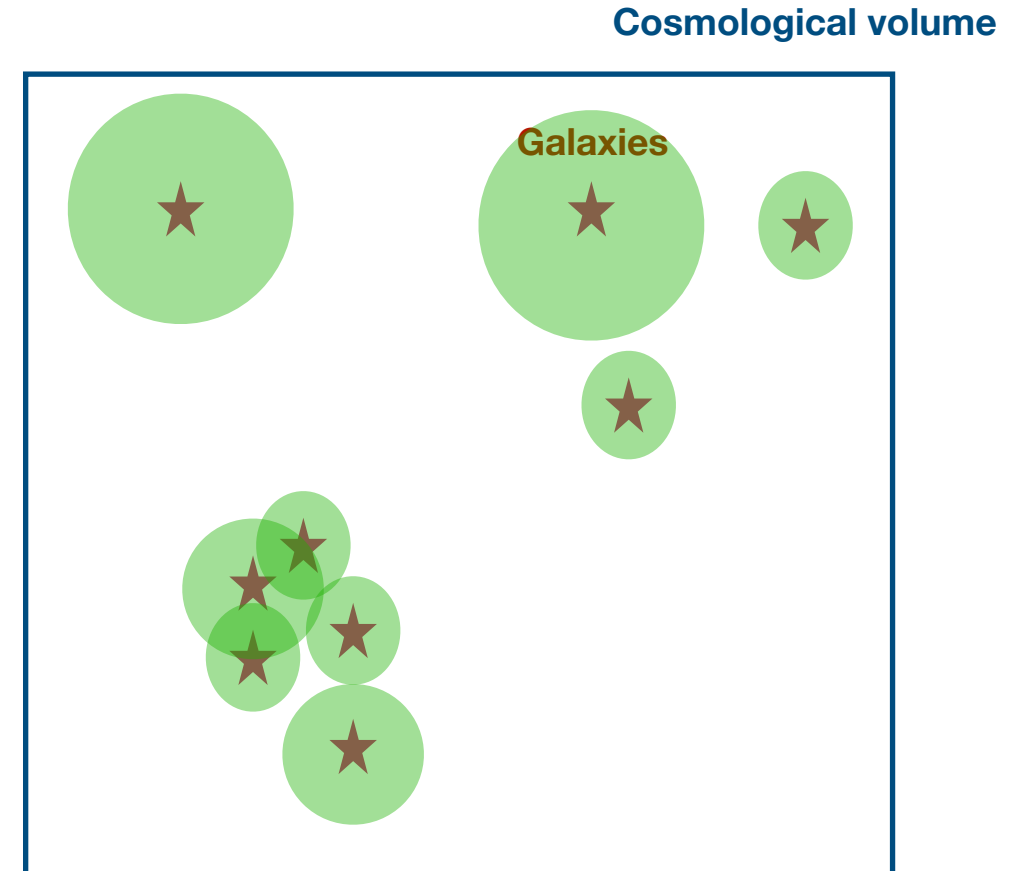
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IGM ionisation state



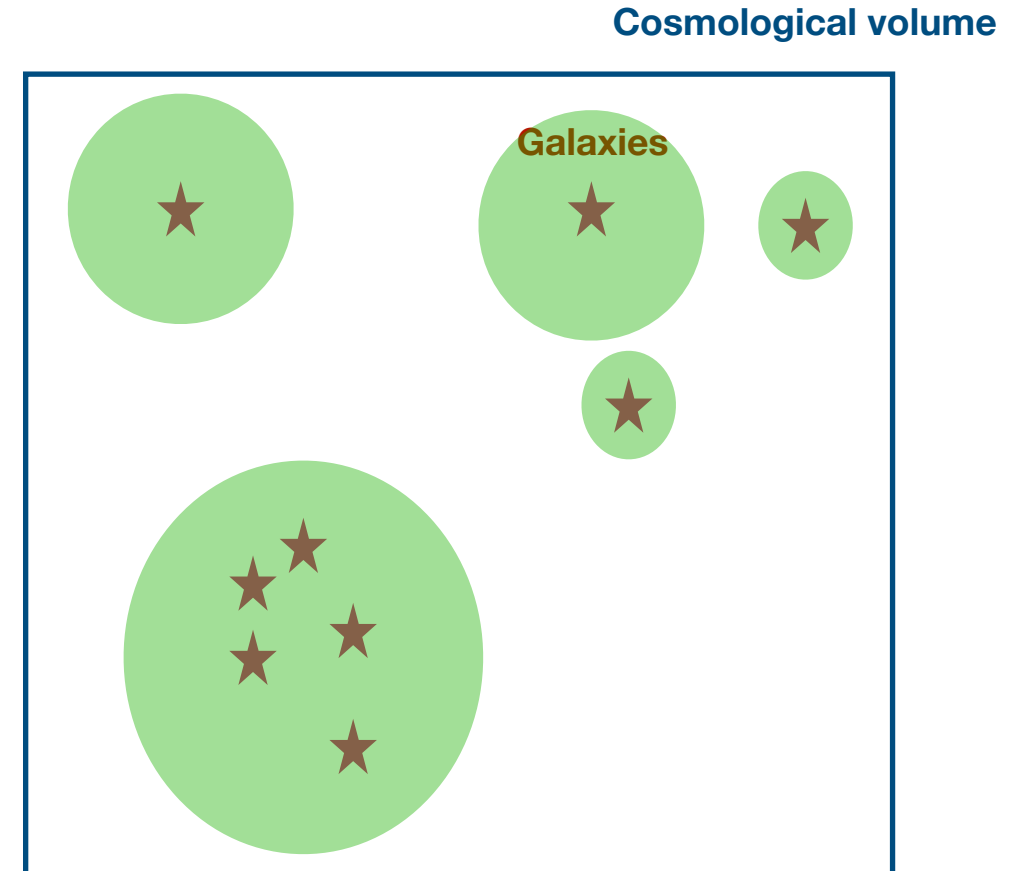
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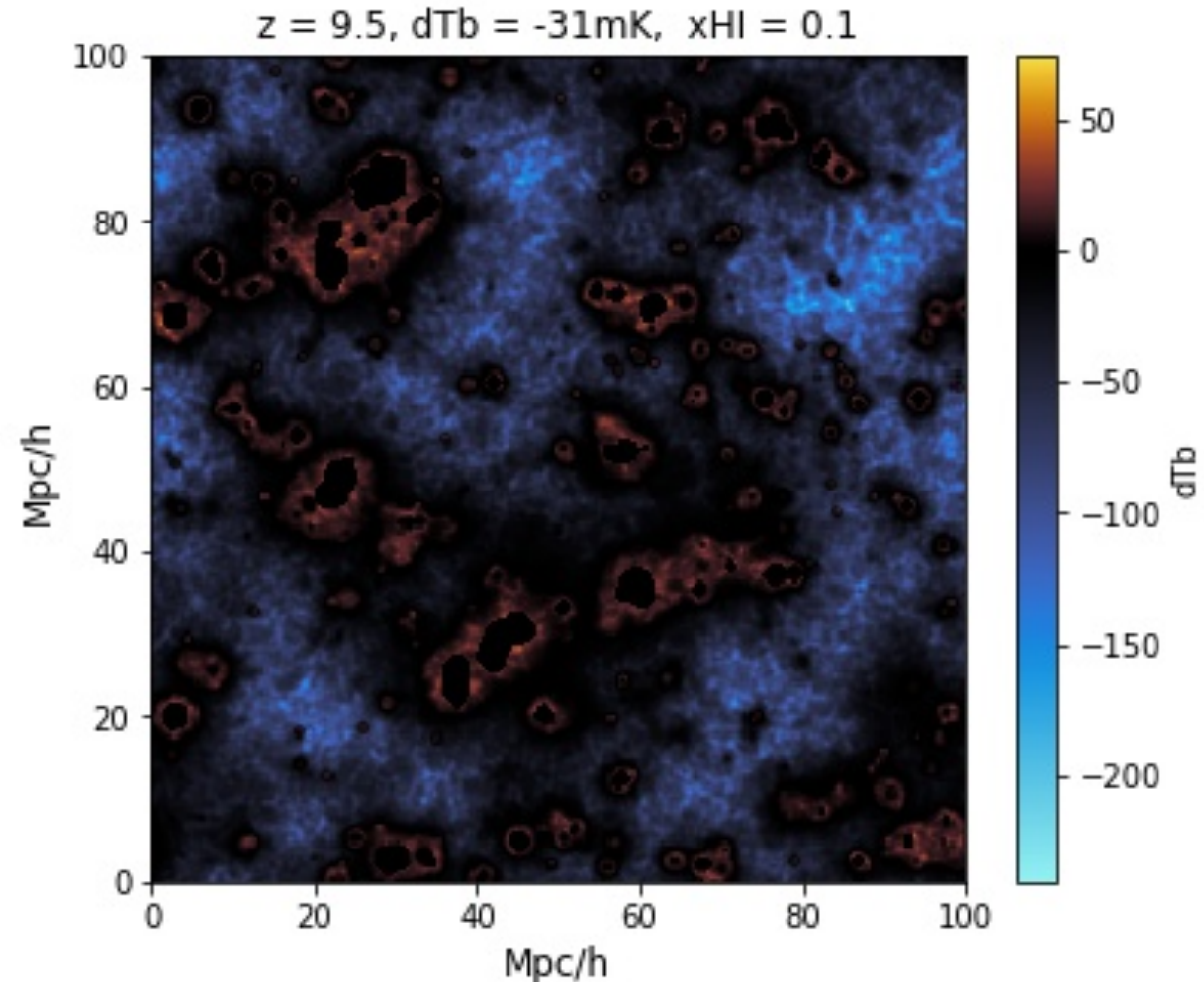
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5. Account for bubbles overlap
6. Combine T_k and x_{HII} to get dT_b maps

21cm Brightness maps





Photon propagation

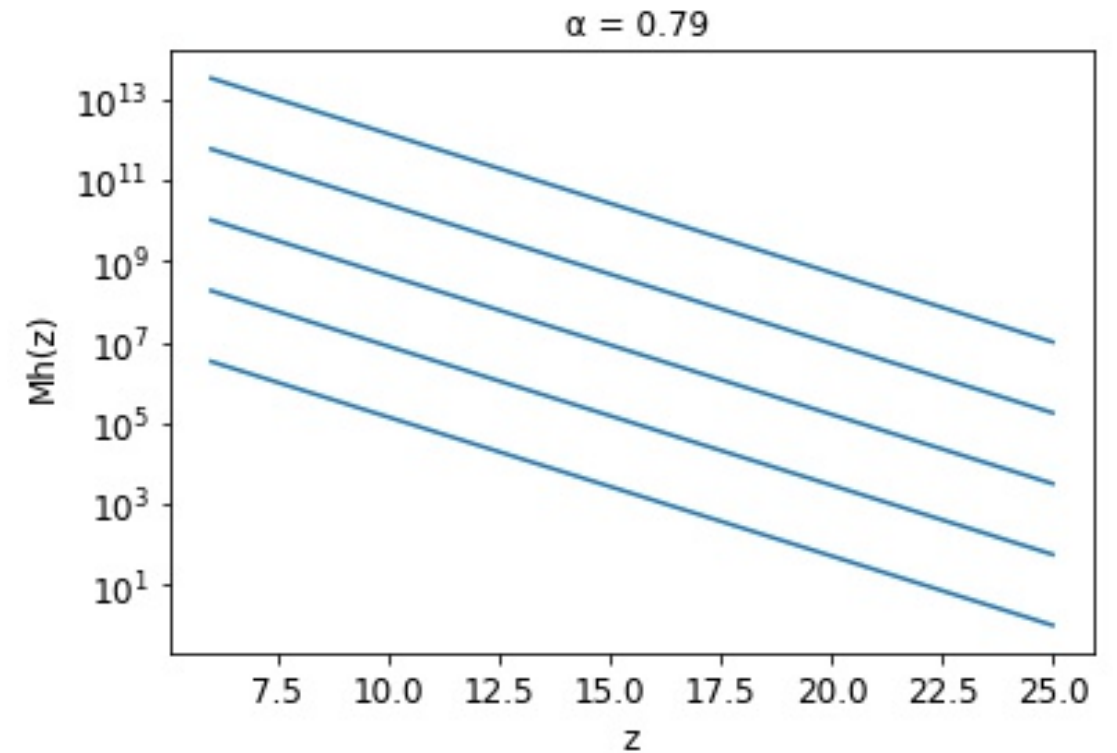
- Photons are produced by galactic sources : need a **source model**
- They heat and ionise the IGM gas : need a model for the **IGM baryon density**

Source modelling (from halos to photons)

- Use merger trees to fit the halo mass accretion rate:

$$M_{\text{ac}}(M, z) = M \exp[\alpha(z_0 - z)]$$

(A. Schneider 2020)



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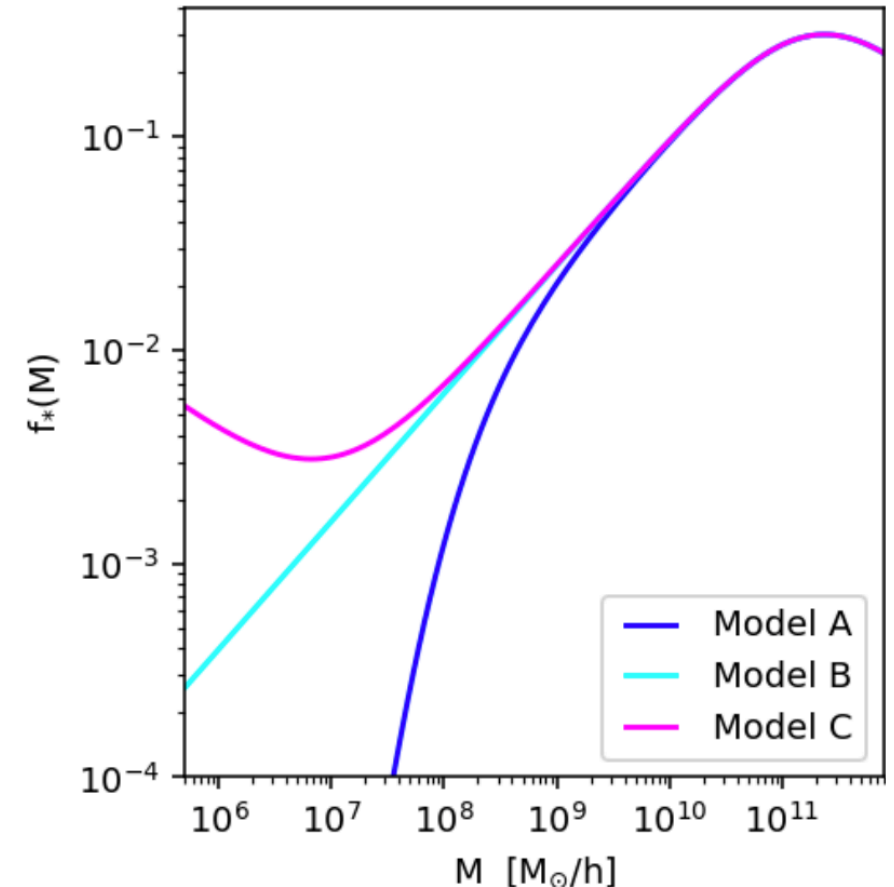
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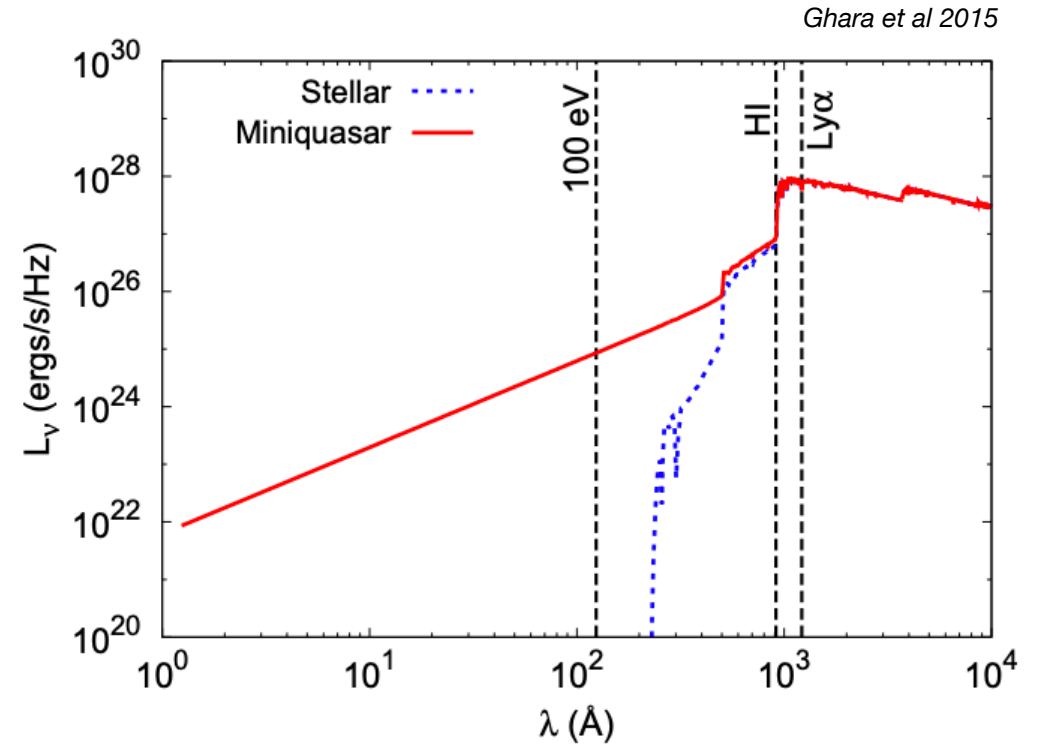
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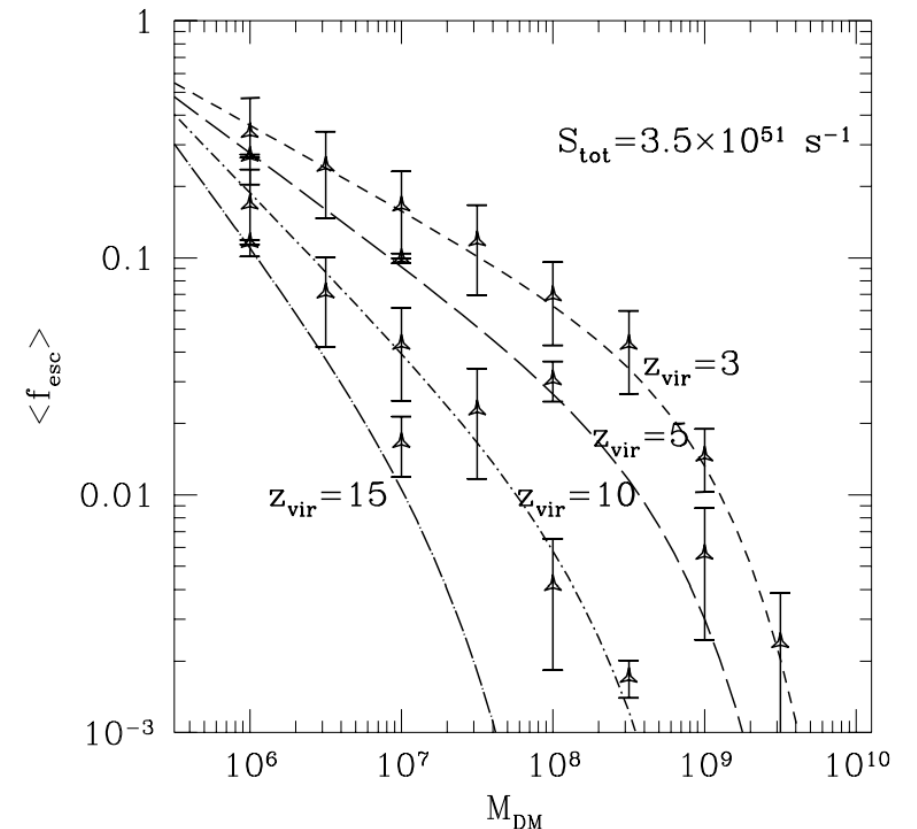
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- Assume that a fraction f_{esc} of ionising photons reach the IGM (inside halos gas is fully ionised).

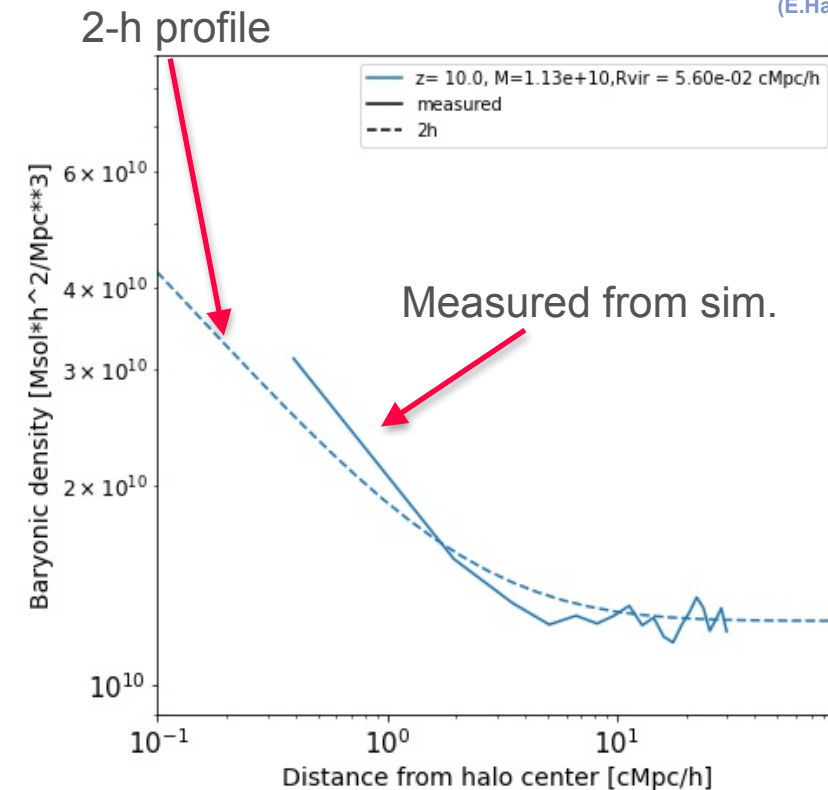
Mapelli et al 2015



Halo environment and mass binning

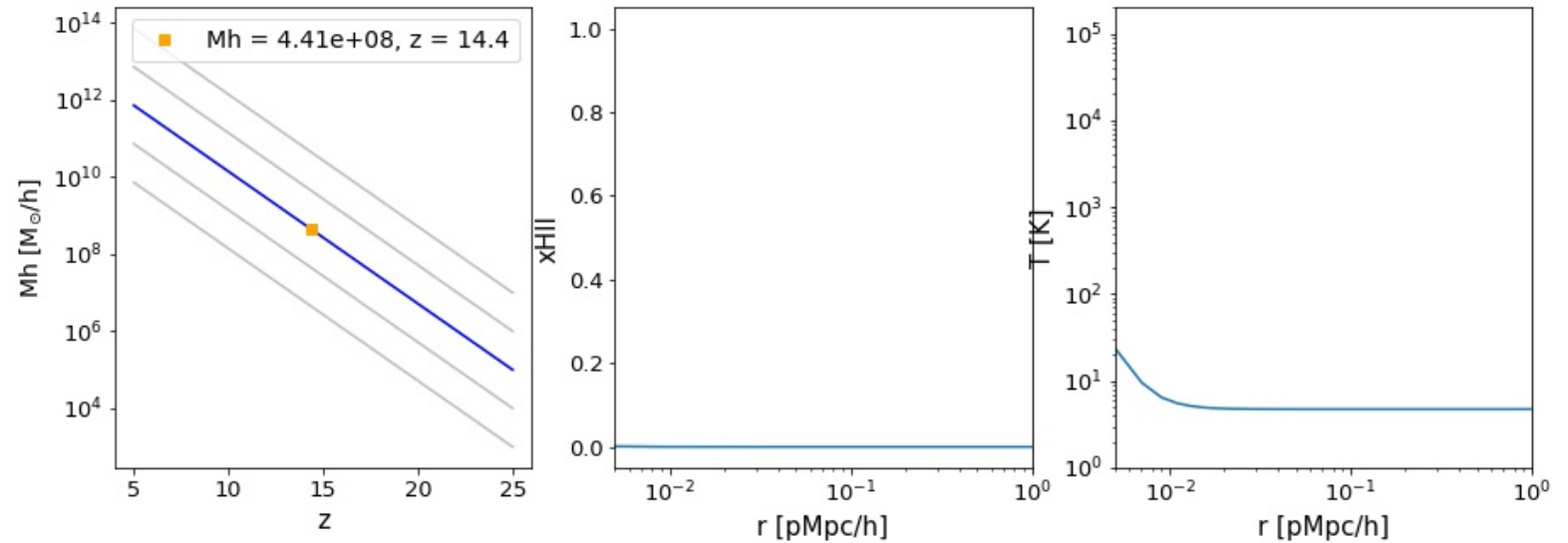
- Use an analytical fit (**2-halo profile**) for the non uniform baryon density in the IGM : $\rho_{2h}(r) = [b(\nu)\xi_{lin}(r) + 1] \Omega_m \rho_{crit}$

(E.Hayashi & S.White 2008)



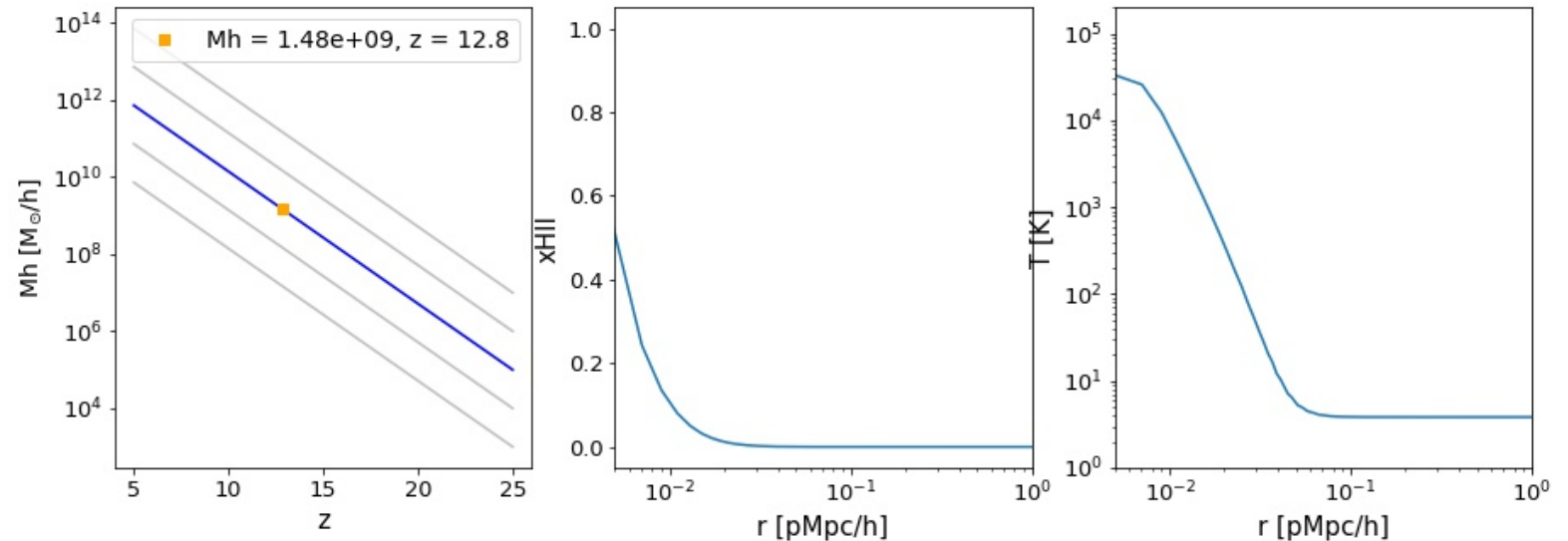
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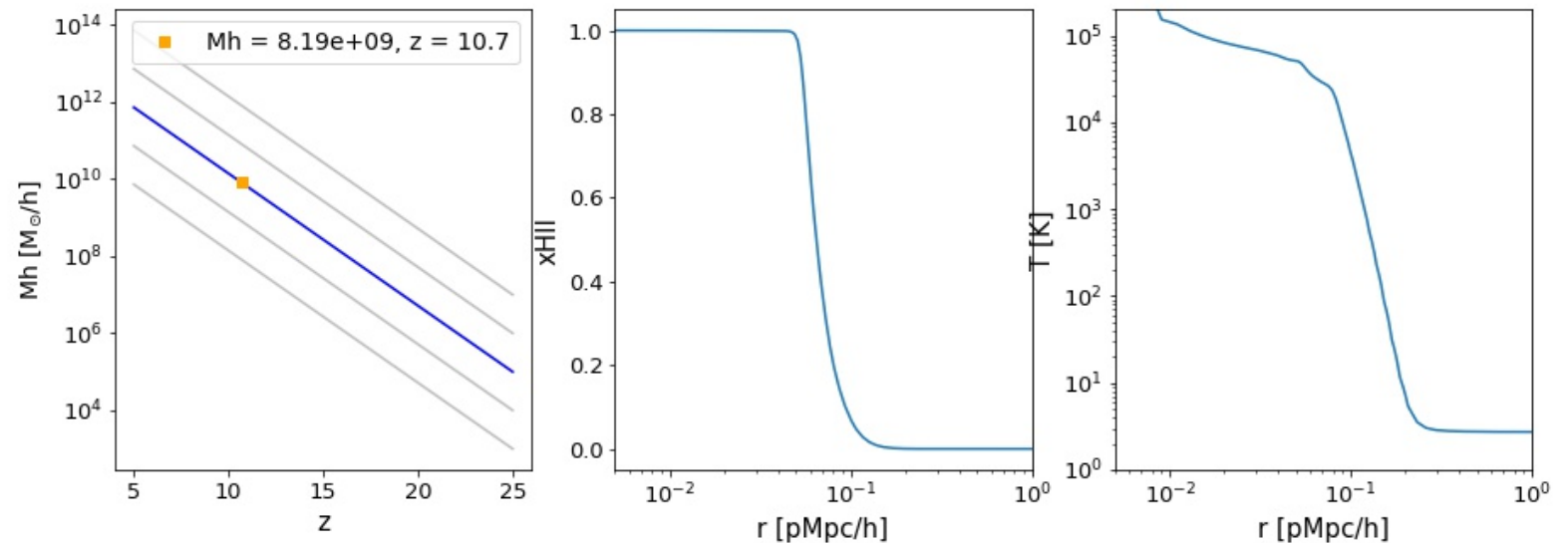
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Heat and ionisation equations

3 options :

- **Simple model : Strömgren sphere + simplified heat equation**
- Coupled heat/ionisation equation with Hydrogen only
- Full ion/heat equation including Helium

$$\frac{dV}{dt} = \frac{1}{\bar{n}_H^0} \frac{dN_\gamma}{dt} - \alpha_B \frac{C}{a^3} \bar{n}_H^0 V$$

Barkana & Loeb 2001

$$\frac{3}{2} \frac{dT_k(\mathbf{x}, z)}{dz} = \frac{T_k(\mathbf{x}, z)}{\rho(\mathbf{x}, z)} \frac{d\rho(\mathbf{x}, z)}{dz} - \frac{\Gamma_h(\mathbf{x}, z)}{k_B(1+z)H}$$

Schneider & Giri 2021

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$$\frac{dn_{\text{HII}}}{dt} = \Gamma_{\text{HI}} n_{\text{HI}} - \alpha_{\text{HII}} n_e n_{\text{HII}} \\ \Gamma_{\text{HeI}} n_{\text{HeI}} + \beta_{\text{HeI}} n_e n_{\text{HeI}},$$

$$\frac{dn_{\text{HeII}}}{dt} = -\beta_{\text{HeII}} n_e n_{\text{HeII}} - \alpha_{\text{HeII}} n_e n_{\text{HeII}} \\ + \alpha_{\text{HeII}} n_e n_{\text{HeIII}} - \xi_{\text{HeII}} n_e n_{\text{HeII}},$$

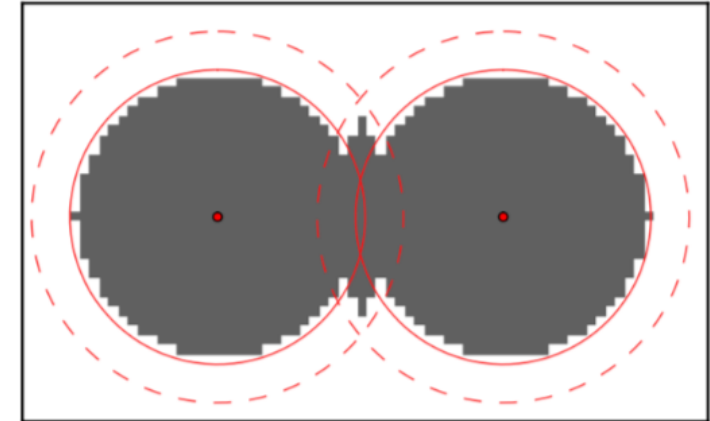
$$\frac{dn_{\text{HeIII}}}{dt} = \Gamma_{\text{HeII}} n_{\text{HeII}} + \beta_{\text{HeII}} n_e n_{\text{HeII}} \\ - \alpha_{\text{HeIII}} n_e n_{\text{HeIII}},$$

$$\frac{3}{2} \frac{d}{dt} \left(\frac{kT_e n_B}{\mu} \right) \\ = f_{\text{Heat}} \sum_{i=\text{HI, HeI, HeII}} n(i) \int \sigma_i(E - E_i) N(E; r; t) \frac{dE}{E} \\ + \frac{\sigma_s n_e}{m_e c^2} \int N(E; r; t) (E - 4k_B T) dE - \sum_{i=\text{HI, HeI, HeII}} \zeta_i n_e n(i)$$

..... (collision terms + cooling)

The time-consuming step : dealing with bubbles overlaps

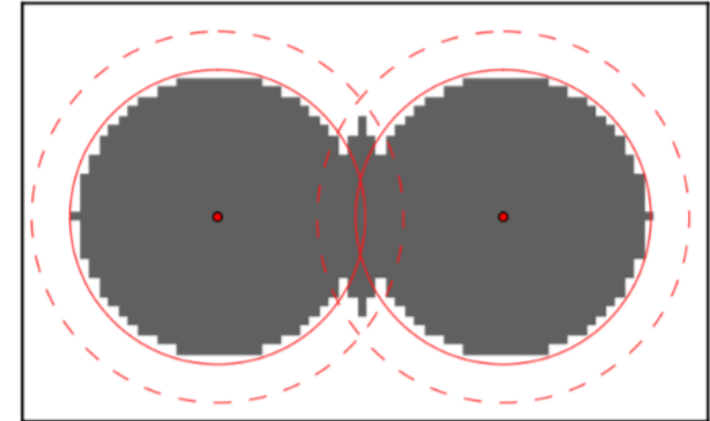
- Identify connected regions with $x_{\text{HII}} > 0$
- Identify 1st, 2nd, 3rd layer of closest pixels around the surface
- Spread the excess ionisation fraction equally among the closest pixels



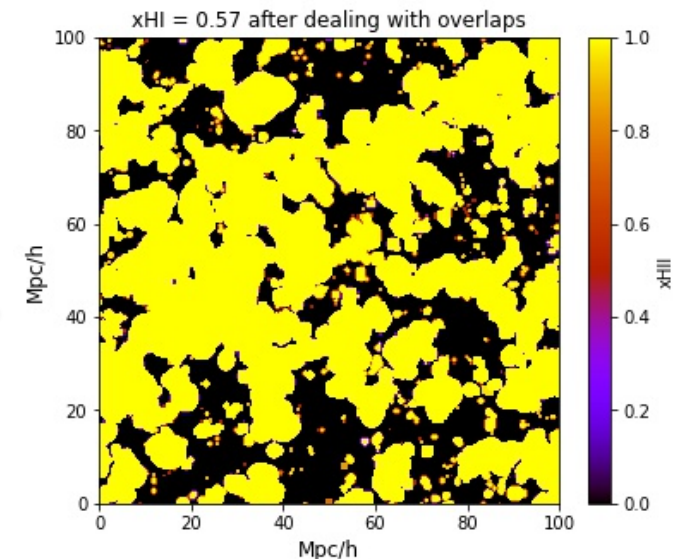
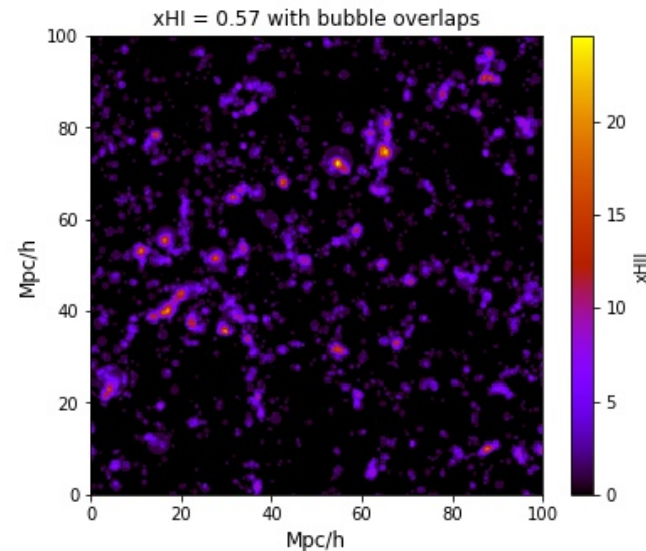
Choudhury et al 2018

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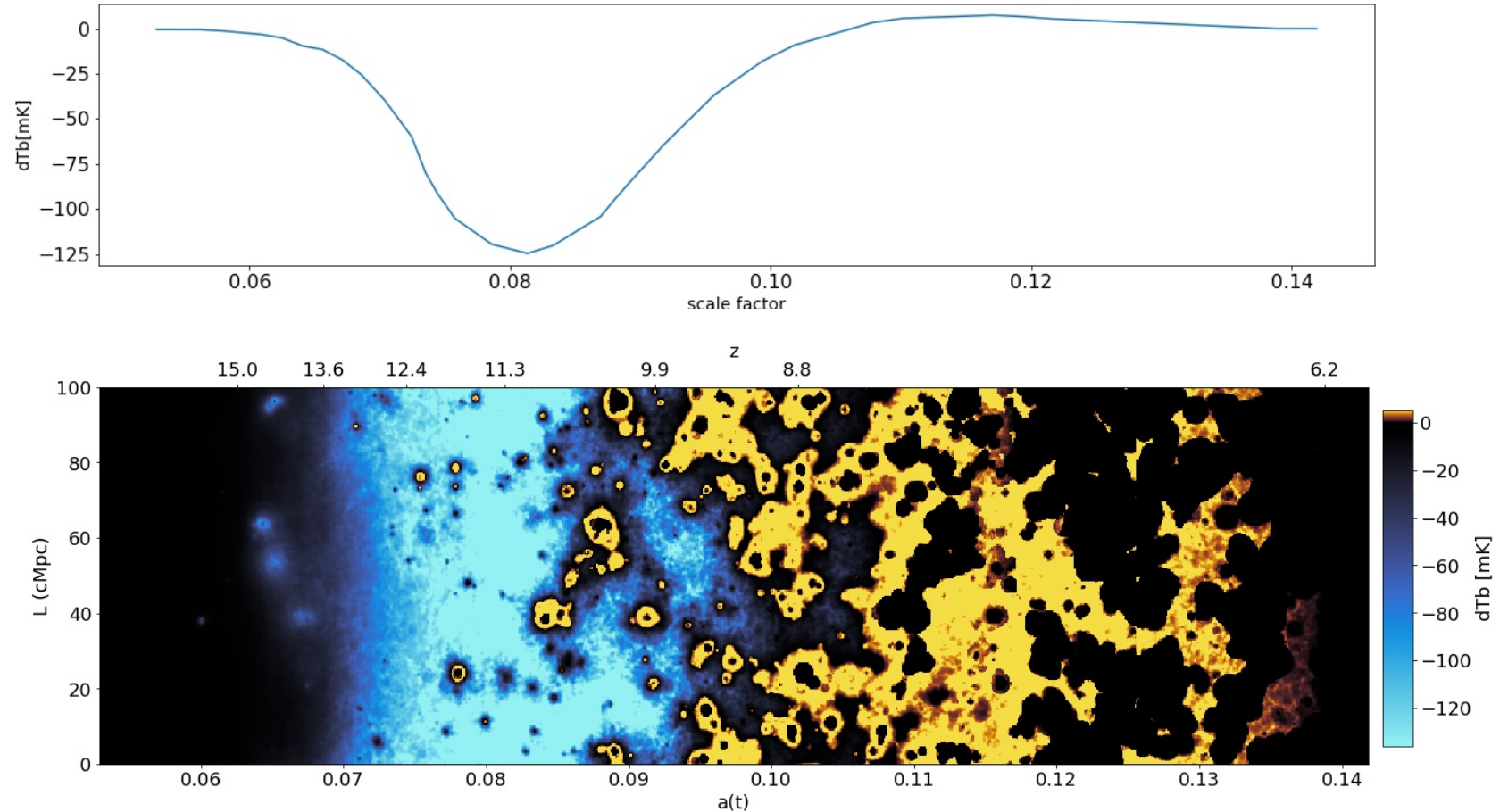


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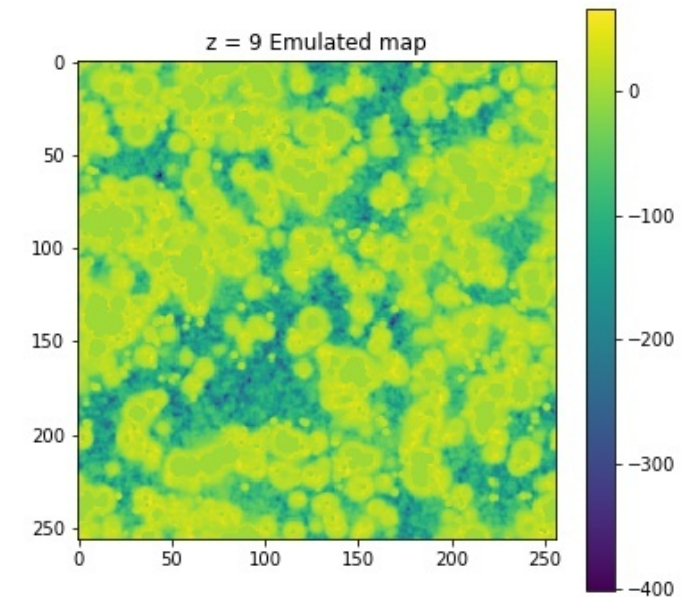
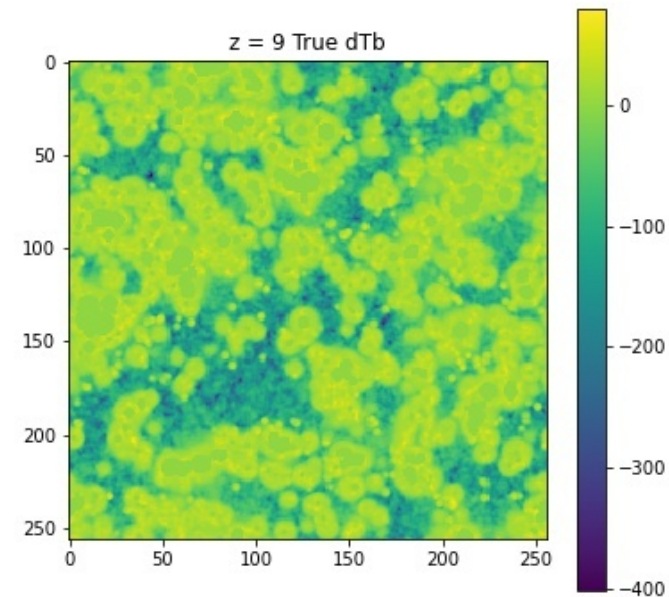
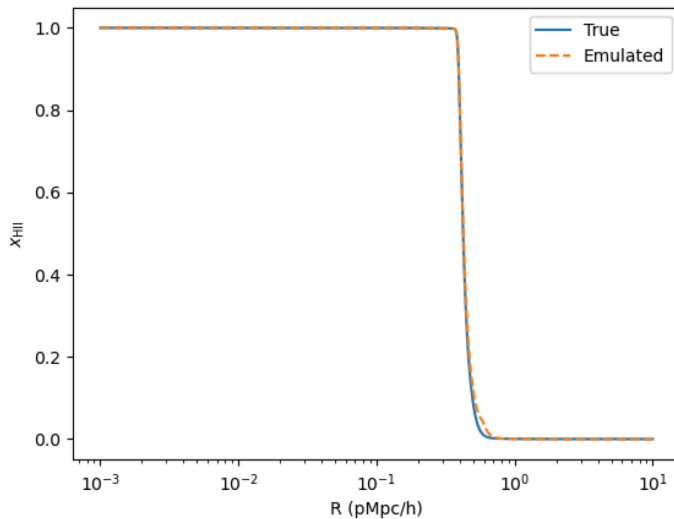


Outcomes : 3D maps and light cone



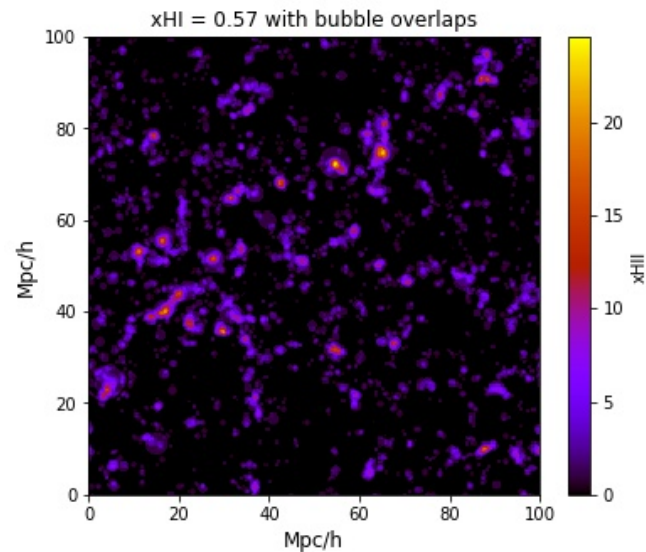
II. Speeding up the procedure for parameter inference

- Emulate the profile calculation : compute profiles for a set of values of the source parameters, using Latin Hypercube sampling, and use an emulator to interpolate

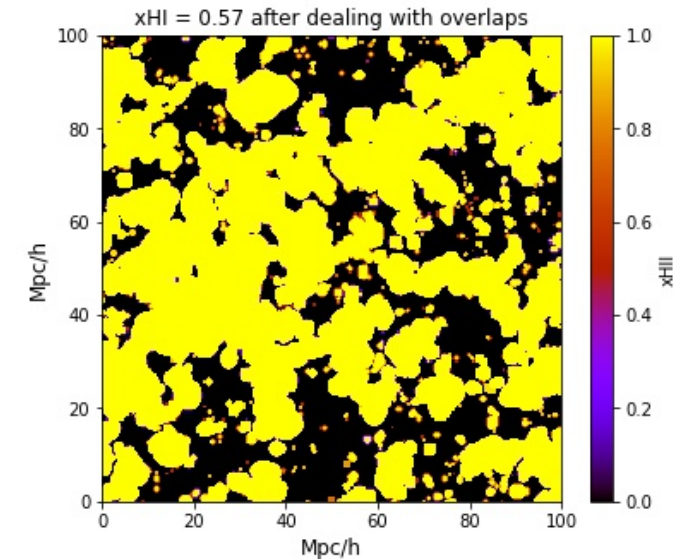


II. Speeding up the procedure for parameter inference

- Done : Emulate the profile calculation : compute profiles for a set of values of the source parameters, using Latin Hypercube sampling, and use an emulator to interpolate
- Next step : Emulate the procedure to account for bubble overlap



Order ~sec with the emulator
(instead of ~5min for a 256**3
grid)

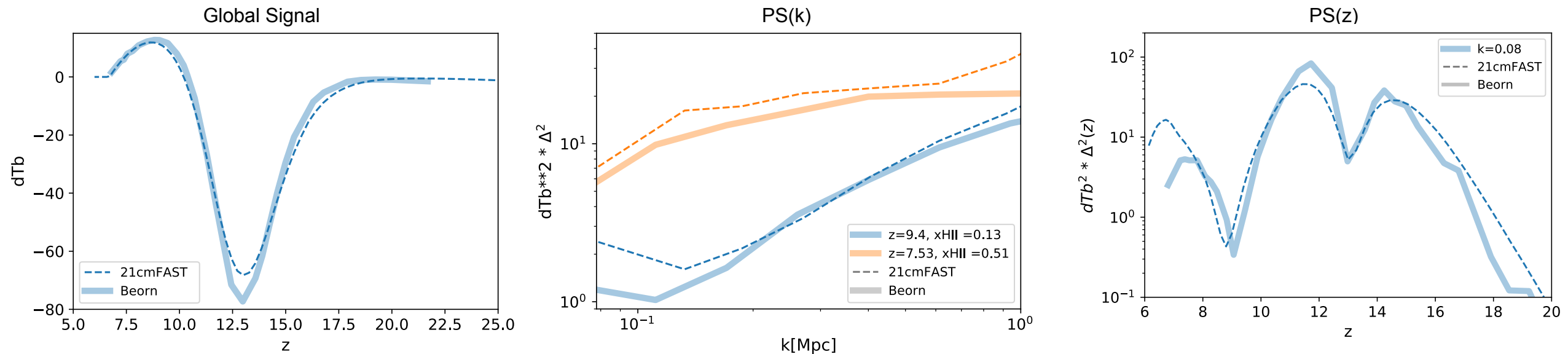




III. Comparison with other work

Comparing with **21cmFAST**, for a model with *flat fstar*, with a *cutoff at $M_t = 10^{**9} M_{sol}$*

Box size 100Mpc, 1024**3 particles.





Questions ?