

The growth of massive stars via stellar collisions in ensemble star clusters

M.S. Fujii, S. Portegies Zwart

Brunetto Marco Ziosi

Department of Physics and Astronomy
G. Galilei
University of Padua

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Outline

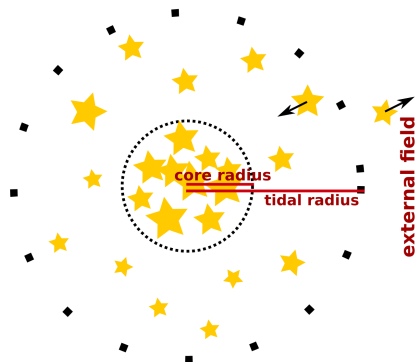
- 1 Young star clusters
- 2 The growth of massive stars
- 3 The simulations
- 4 Results

Relevant star cluster properties

Properties

	Young C.	Globular C.
Mass	$10^3 - 10^5 M_{\odot}$	$10^6 M_{\odot}$
Size	1 pc	10 pc
σ_v	10 km/s	10 km/s
t_{relax}	50 Myr	3 Gyr
t_{cc}	7 Myr	1 Gyr

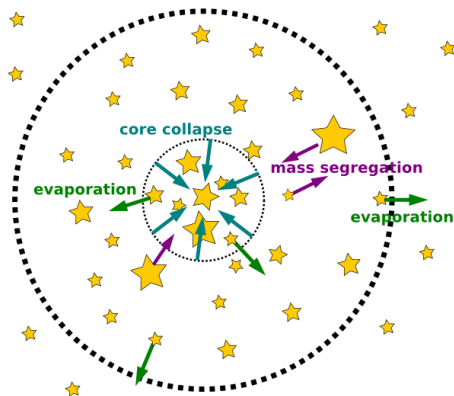
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- **Core radius:** where density is $\frac{1}{3}$ of the central one; usually the core is a strongly interacting subsystem
- **Relaxation time:** necessary to lose memory of initial conditions (initial v distrib. $\rightarrow$ Maxwellian one)

Relevant star cluster processes

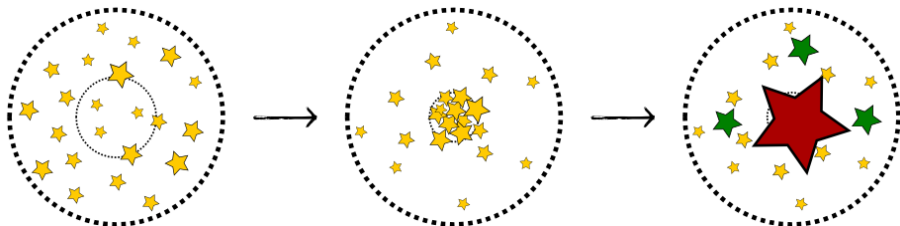
- **Evaporation:** stars with $v_i > 2\sqrt{\langle v^2 \rangle}$ can escape the system $\Rightarrow$ with Maxwellian velocities there are **always stars leaving the system**
- **Core collapse:** stars evaporate $\Rightarrow$ **K does not balance W** $\Rightarrow$ *core contracts* $\Rightarrow$ *density increases* $\Rightarrow$ *more evaporation* $\Rightarrow$ **K does not balance W** $\Rightarrow$ *core contracts* $\Rightarrow$...
- **Mass segregation:**
IMF +
 $m_i v_i^2 = m_j v_j^2 +$
dynamical friction =
massive stars move to the core
and lighter ones move towards the external regions



- * During the core-collapse the density in the core increases dramatically
- * Mass segregation **enhances** core collapse!

Core-collapse and runaway merger

- Observations found **super-canonical stars** ($150 - 300 M_{\odot}$) we cannot explain with our stellar evolution models
- Need a mechanism to create them $\Rightarrow$ **runaway merger**: multiple collisions between massive stars
- To obtain it $\Rightarrow$ many stars in a localized dense region = SC core during **core-collapse**
- Core-collapse must occur **before** SN explosion of the most massive stars ($t_{cc} < 3 \text{ Myr}$)

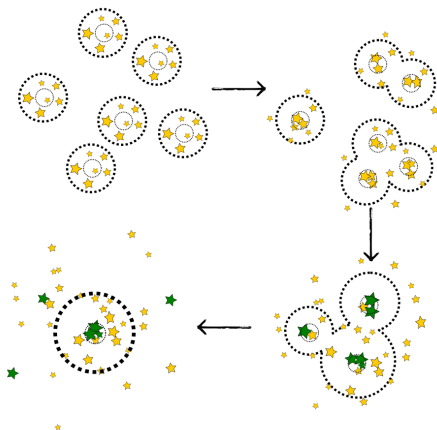


New in this paper

- First paper studying **runaway merger in an assemblage of sub-clusters**
- Previous studies: (sub-)virial and **with(out)** mass segregated ICs **solo**-clusters

Why is an assemblage of sub-clusters **more realistic**?

- Molecular clouds have multiple cores
- better reproduction SCs' **dynamical maturity**
- smaller SCs have **smaller relaxation time hence smaller t_{cc}**



Simulation details

Subclusters:

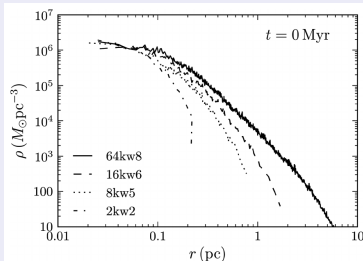
- $\sum m_i = M_{\text{solo}}$
- Two different **King** profiles
- Sub-cluster models:
 - **2kw2**: $W_0 = 2$, $M_{\text{tot}} = 6300 M_{\odot}$, $r_{\text{hm}} = 0.092$ pc, $N=2048$
 - **8kw5**: $W_0 = 5$, $M_{\text{tot}} = 2.5 \times 10^4 M_{\odot}$, $r_{\text{hm}} = 0.22$ pc, $N=8192$

- **Salpeter IMF** with $M \in [1, 100] M_{\odot}$:
 $\frac{dN}{dM} \propto M^{-\alpha}$, $\alpha \sim 2.35$
- 4 or 8 sub-clusters in a **sphere** or a **filament** (e.g. gas shock in galactic arms)

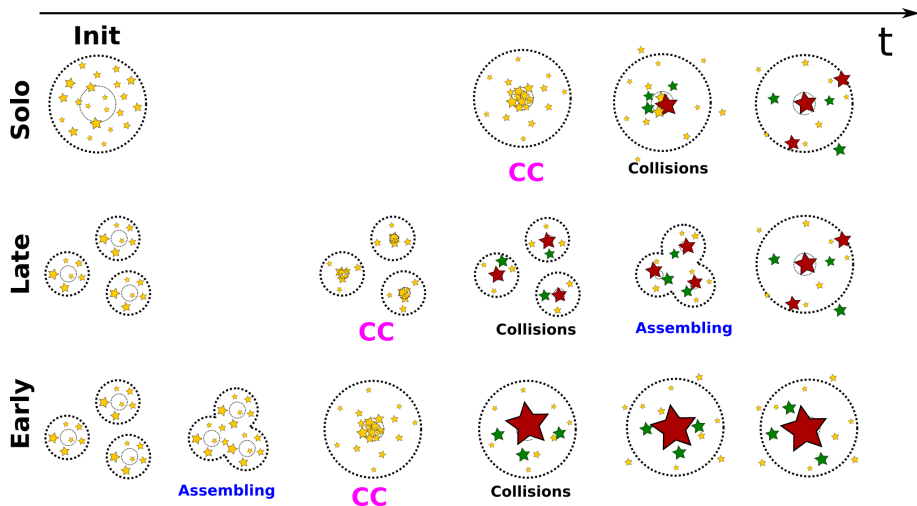
Solo models:

- Two more ICs (**16kw6**, **64kw8**)

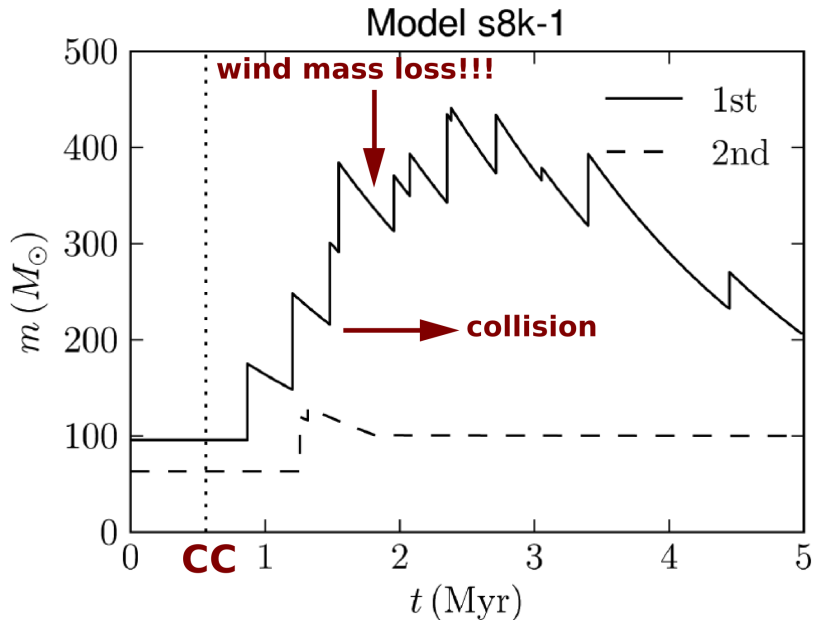
Initial ρ profiles



Simulations summary

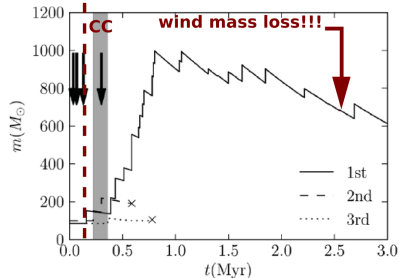
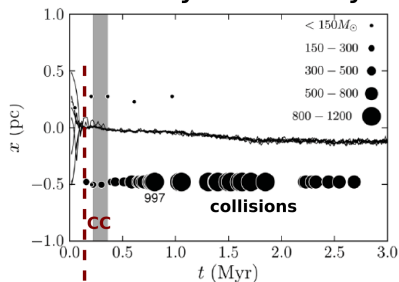


Solo-cluster collision product mass

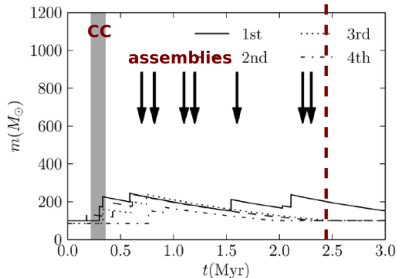
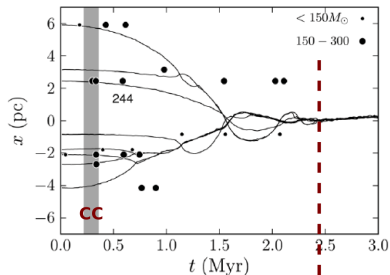


Assembly-clusters collision product mass

Early assembly



Late assembly



Conclusions 1

- Authors test the **runaway merger model** to produce massive stars in the sub-cluster **assembly scenario**
- The assembled-cluster evolution result depend upon t_{cc} vs t_{ens}
- **Late assembly** ($t_{cc} > t_{ens}$): dynamics prevents the formation of extremely massive collision products ($m_{MAX} \lesssim 400 M_{\odot}$)
- **Early assembly** ($t_{cc} < t_{ens}$): the system can form collision products up to $10^3 M_{\odot}$ even if they experience wind mass loss after the collision

Conclusions 2

Strengths

- First time runaway merger studied in assembly of sub-clusters
- Realistic scenario for the cluster formation
- 6-th order Hermite integrator $\rightarrow$ can handle binaries

Weaknesses

- Sub-clusters half-mass radii are too small to be realistic (0.092 and 0.22 pc)
- $m_{\min} = 1 M_{\odot}$ is too large
- Stellar winds only for $M > 100 M_{\odot}$ is unphysical $\rightarrow$ here only collision products can experience mass-loss

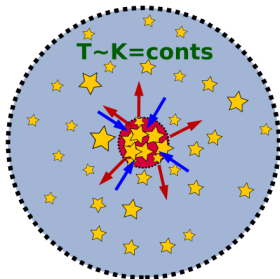
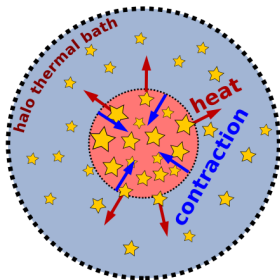
Gravothermal instability

- Star cluster $\sim$ gas cloud
- Strongly self-interacting systems have **negative heat capacity**
- kinetic energy $\rightarrow$ dynamical temperature:

$$K = \frac{1}{2} \langle mv^2 \rangle = \frac{3}{2} k_B T$$
- From the virial the total internal energy

$$E = -K = -\frac{3}{2} N k_B \langle T \rangle$$
- The **heat capacity** is then defined as

$$C \equiv \frac{dE}{dT} = -\frac{3}{2} N k_B < 0$$
- If $K \searrow \equiv T \searrow$ (loss of stars)
 $\Rightarrow dE = -\frac{3}{2} N k_B dT > 0 \Rightarrow$ more stars evaporation and core contraction
- To make it happens the halo must behave like a **thermal bath** thus it must “absorb” the kinetic energy of the evaporating stars



Complete simulation scheme

