

## Lecture 4: Evolution of Density Inhomogeneities

We assume that the early Universe is *smooth* with *small* irregularities produced by inflation. These irregularities are produced by a Zel'dovich spectrum of fluctuations with roughly constant amplitudes coming through the horizon ( $\sim 10^{-4}$ ). We also assume that *only gravity is important* and therefore the irregularities grow in time due to gravitational instability. Finally, we assume that dark matter, radiation, and matter are *well-mixed* in the early Universe.

Let's consider the growth of small perturbations when  $\Omega = 1$  and  $\rho_{\text{matter}} > \rho_{\gamma}$  so that  $\rho = \rho_{\text{matter}}$ . We define

$$\delta \equiv \frac{\delta\rho}{\rho}. \quad (1)$$

In the *linear regime*,  $\delta$  is small and the pattern of fluctuations just scales in  $\delta$ . Thus  $\delta$  is *amplified* but the pattern of fluctuations remains the same. The growth of  $\delta$  is accomplished by flows of matter from underdense to overdense regions.

The rate at which fluctuations grow depends on  $\Omega$ :

$\Omega \geq 1$ : fluctuations always grow

$\Omega < 1$ : fluctuations stop growing at redshift  $(1 + z_{\text{stop}}) \sim 1/\Omega$  and therefore the pattern of clustering is “frozen in” at that time.

We’ll show that

$$\delta \equiv \frac{\delta\rho}{\rho} \propto a(t)$$

and therefore that  $\delta$  grows *in proportion to the scale factor* in the linear regime.

## *Growth of spherical perturbations*

Here, we assume (like usual) that  $\Omega = 1$  and  $\rho = \rho_{\text{matter}}$ .

First, let's calculate the *turn-around time* for a spherical perturbation, the time at which a growing perturbation begins to collapse. Define

$r$ : radius of our sphere

$M$ : mass inside sphere

$v$ : velocity at edge of sphere

$R$ : maximum radius of sphere ( $R \equiv r_{\text{max}}$ )

We use *Birkhoff's theorem*, which is the GR analogue of Gauss's law. Basically, we can ignore the force from any matter outside of our sphere. Then we choose a radius  $r \ll ct$  (the horizon radius), so we can use Newtonian dynamics for our calculations.

Conservation of energy for the outermost spherical *shell*  $dM$  gives us

$$\frac{v^2}{2}dM - \frac{GM dM}{r} = -\frac{GM dM}{R}$$

Note that  $v = dr/dt$ , so

$$t = \int_0^r dr' \left( \frac{2GM}{r'} - \frac{2GM}{R} \right)^{-1/2}$$

At early times,  $r' \ll R$ , so we can show that  $r \sim t^{2/3}$ , which is what it should be for the underlying, unperturbed Universe. Doing the integral, we get

$$t_{\max} \equiv t(R) = \frac{\pi}{2^{3/2}} \left( \frac{R^3}{GM} \right)^{1/2} \quad (2)$$

which means  $t_{\max} \propto \rho^{-1/2}$ , which is good, since all dynamical times scale as  $\rho^{-1/2}$ .

Next, let's calculate  $R$  as a function of the initial overdensity and radius. Assume we begin in the linear regime,  $\delta \ll 1$ . Define two spheres, one in the average universe ( $\delta = 0$ ), the other containing a lump ( $\delta > 0$ ), both with the same mass  $M$ . At early times, we can write

$$\rho_1 = (1 + \delta)\rho_0$$

By mass conservation,

$$\frac{\delta\rho}{\rho} = -3\frac{\delta r}{r},$$

so

$$r_1 = \left(1 - \frac{\delta}{3}\right) r_0 \quad (3)$$

and thus the radial growth is retarded by  $\delta$ .

Differentiating  $r_1$ ,

$$\begin{aligned} v_1 &= \dot{r}_1 = \dot{r}_0 \left(1 - \frac{\delta}{3}\right) - r_0 \frac{\dot{\delta}}{3} \\ &= \dot{r}_0 \left(1 - \frac{\delta}{3} - \frac{\dot{\delta} r_0}{3\dot{r}_0}\right) \end{aligned}$$

Therefore

$$\begin{aligned} v_1^2 &= \dot{r}_0^2 \left( 1 - \frac{2\delta}{3} - \frac{2\dot{\delta}r_0}{3\dot{r}_0} \right) \\ &= \dot{r}_0^2 \left( 1 - \frac{2\delta}{3} - \dot{\delta}t \right), \end{aligned} \quad (4)$$

where we have assumed  $\Omega = 1$  and therefore  $r_0 = At^{2/3}$  and  $r_0/\dot{r}_0 = 3t/2$ .

Energy conservation for a shell at the edge of the lump gives

$$\frac{v_1^2}{2} - \frac{GM}{r_1} = -\frac{GM}{R}$$

(remember that  $R$  is the maximum radius of the lump). Then use Eq. 4 to write

$$\frac{\dot{r}_0^2}{2} \left( 1 - \frac{2\delta}{3} - \dot{\delta}t \right) - \frac{GM}{r_0} \left( 1 + \frac{\delta}{3} \right) = -\frac{GM}{R}$$

Note that  $\dot{r}_0^2/2 = GM/r_0$ , because the unperturbed Universe has zero net energy and infinite  $R$ .

So

$$-\frac{2\delta}{3} - \dot{\delta}t - \frac{\delta}{3} = -\frac{r_0}{R}$$

and we get the equation of motion for  $\delta(t)$ :

$$\delta + \dot{\delta}t = \frac{r_0}{R} \quad (5)$$

We can solve this by assuming  $\delta = Bt^n$ . To get the dimensions correct, we choose  $n = 2/3$  because  $r_0 \propto t^{2/3}$  and we find

$$\delta = \frac{3r_0}{5R} = \frac{3r_1}{5R} \quad (6)$$

since at early times  $r_1 \approx r_0$ , and

$$R = \frac{3r_0}{5\delta} = \frac{3r_1}{5\delta}, \quad (7)$$

which gives us the maximum radius of the lump as a function of the the *initial* radius  $r_1$  and overdensity  $\delta$ .

Another useful relation comes from taking the square root of Eq. 4 (in the limit where  $\delta \ll 1$ ):

$$v_1 = \dot{r}_0 \left(1 - \frac{2\delta}{3}\right), \quad (8)$$

which gives the velocity perturbation as a function of  $\delta$ .

Now we substitute Eq. 7 into Eq. 2 to get

$$t_{\max} = \frac{9}{20} \left( \frac{\pi}{10} G^{-1} \rho_0^{-1} \delta^{-3} \right)^{1/2} \quad (9)$$

so  $t_{\max} \sim \delta^{-3/2}$ . Therefore all perturbations with the same overdensity  $\delta$  at a given epoch (defined by  $\rho_0$ , the mean density of the Universe) *collapse at the same time*. We can also see that bigger perturbations (higher  $\delta$ ) collapse faster than small perturbations that begin collapsing at the same time.

So how does  $\delta$  grow in the linear regime? Using Eq. 7 at two epochs,

$$\frac{\delta_1}{r_1} = \frac{\delta_2}{r_2} = \text{constant} = \frac{3}{5} R^{-1}$$

Hence

$$\delta \propto r \propto a \propto \frac{1}{1+z} \quad (10)$$

Therefore, the density contrast grows linearly with the scale factor of the Universe.



## *Final Equilibrium of Collapsed Lumps*

In the absence of random motions with the lumps, the collapse of a lump would be the mirror image of expansion and the sphere would collapse into a black hole. However, real perturbations contain small *subperturbations* that are collapsing within the sphere, and these generate entropy. The sphere settles down to a cluster of mass points with equilibrium radius  $r_{eq}$ .

In the absence of dissipation (e.g., dark matter halos), we define  $E$ , the total energy of the system (constant),  $T$ , the kinetic energy,  $V$ , the potential energy,  $V_{\max}$ , the potential energy at maximum expansion (when  $T_{\max} = 0$ ), and  $T_{eq}$  and  $V_{eq}$ , the kinetic and potential energies in equilibrium. Then the virial theorem gives

$$\begin{aligned} T_{eq} &= -V_{\max} \\ V_{eq} &= 2V_{\max} \end{aligned}$$

Define

$$\begin{aligned}V_{eq} &\equiv -\frac{GM^2}{r_{eq}}, \\V_{max} &= \frac{3GM^2}{5R}, \\T_{eq} &\equiv \frac{1}{2}Mv_{eq}^2, \\t_{dyn} &\equiv \frac{r_{eq}}{v_{eq}},\end{aligned}$$

where  $r_{eq}$  is the harmonic radius in equilibrium,  $R$  is the maximum radius (as before),  $v_{eq}$  is the RMS internal velocity in equilibrium, and  $t_{dyn}$  is the crossing time in equilibrium.

Let  $\bar{\rho}$  and  $\delta$  be the initial mean density of the Universe and the initial overdensity of the perturbation *at the same epoch*. Note that

$$\begin{aligned}R &= \frac{3}{5}\delta^{-1}r_{initial} \\M &= \frac{4\pi}{3}\bar{\rho}r_{initial}^3\end{aligned}$$

We can combine all of those equations together to find

$$r_{eq} = \frac{5}{6}R = \frac{1}{2}\delta^{-1} \left( \frac{3M}{4\pi\bar{\rho}} \right)^{\frac{1}{3}}, \quad (11)$$

$$v_{eq} = \left( \frac{32\pi}{3} \right)^{\frac{1}{6}} \delta^{\frac{1}{2}} G^{\frac{1}{2}} M^{\frac{1}{3}} \bar{\rho}^{\frac{1}{6}}, \quad (12)$$

$$t_{dyn} = \left( \frac{3}{32\pi} \right)^{\frac{1}{2}} \delta^{-\frac{3}{2}} G^{-\frac{1}{2}} \bar{\rho}^{-\frac{1}{2}}. \quad (13)$$

We can therefore conclude that the initial epoch ( $\bar{\rho}$ ), initial overdensity ( $\delta$ ), and mass ( $M$ ) suffice to determine the radius, density, and other properties of the final collapsed object.