# **Collapse of Density Fluctuations**



Schematic evolution:

- Density contrast grows as universe expands
- Perturbation "turns around" at  $R = R_{turn}$ ,  $t = t_{turn}$
- If exactly spherical, collapses to a point at  $t = 2 t_{turn}$
- Realistically, bounces and **virializes** at radius  $R = R_{virial}$

We can use the virial theorem to derive the final radius of the collapsed perturbation. Let perturbation have mass M, kinetic energy  $\langle KE \rangle$ , and gravitational potential energy  $\langle PE \rangle$ :

**Virial theorem:**  $\langle PE \rangle + 2 \langle KE \rangle = 0$  (in equilibrium) **Energy conservation:**  $\langle PE \rangle + \langle KE \rangle = const.$ 



We can apply the solution for a closed universe to calculate the final overdensity:

Friedmann equation:  $\dot{a}^2 =$ 

$$\frac{A^2}{a} - kc^2$$
  
where  $A^2 = \left(\frac{8\pi G}{3}\right)\rho_0 a_0^3$ 

Solutions:  
$$a = \left(\frac{3A}{2}\right)^{2/3} t^{2/3}$$

k = 0 solution derived previously

$$a = \frac{1}{2} \frac{A^2}{c^2} (1 - \cos \Psi)$$
$$t = \frac{1}{2} \frac{A^2}{c^3} (\Psi - \sin \Psi)$$

Parametric solution for a closed, k = 1 universe (see the derivation elsewhere, e.g., in Ryden's book)

Now we can calculate the turnaround time for the collapsing sphere by finding when the size of the small closed universe has a maximum: 1 + 2

$$\frac{da}{d\Psi} = \frac{1}{2} \frac{A^2}{c^2} \sin \Psi = 0 \quad \Rightarrow \quad \Psi = 0, \pi, \dots$$

At turnaround,  $\Psi = \pi$ , which corresponds to time

$$t_{turn} = \frac{1}{2} \frac{A^2}{c^3} \pi$$

The scale factors of the perturbation and of the background universe are:

$$a_{sphere} = \frac{1}{2} \frac{A^2}{c^2} (1 - \cos \pi) = \frac{A^2}{c^2}$$

$$a_{background} = \left(\frac{3A}{2}\right)^{2/3} t_{turn}^{2/3} = \left(\frac{3\pi}{4}\right)^{2/3} \frac{A^2}{c^2}$$

The density contrast at turnaround is therefore:



At the time when the collapsing sphere virialized, at  $t = 2 t_{turn}$ :

- Its density has increased by a factor of 8 (since  $R_{turn} = 2 R_{vir}$ )
- Background density has *decreased* by a factor of  $(2^{2/3})^3 = 4$

A collapsing object virializes when its density is greater than the mean density of the universe by a factor of  $18 \pi^2 \sim 180$ (and this is about right for the large-scale structure today)

First objects to form are small and dense (since they form when the universe is denser). These later merge to form larger structures: **"bottom-up" structure formation** 

# **Non-Spherical Collapse**

Real perturbations will not be spherical. Consider a collapse of an ellipsoidal overdensity:



• Then forms **clusters** 

This kinds of structures are seen both in numerical simulations of structure formation and in galaxy redshift surveys

# **How Long Does It Take?**

The (dissipationless) gravitational collapse timescale is on the order of the free-fall time,  $t_{ff}$ :

The outermost shell has acceleration  $g = GM/R^2$ It falls to the center in:

$$t_{ff} = (2R/g)^{1/2} = (2R^3/GM)^{1/2} \approx (2/G\rho)^{1/2}$$

Thus, low density lumps collapse more slowly than high density ones. More massive structures are generally less dense, take longer to collapse. For example:

For a galaxy:  $t_{ff} \sim 600 \text{ Myr} (R/50 \text{kpc})^{3/2} (M/10^{12} M_{\odot})^{-1/2}$ 

For a cluster:  $t_{ff} \sim 9 \text{ Gyr} (R/3\text{Mpc})^{3/2} (M/10^{15}M_{\odot})^{-1/2}$ 

So, we expect that galaxies collapsed early (at high redshifts), and that clusters are still forming now. This is as observed!

Next:

The Power Spectrum of Density Fluctuations