Black Hole Inspirals: Lessons for Dark Matter

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Keep an eye out for our biannual conference: Dark Matter 2025: From the Smallest to the Largest Scales ...Coming Spring/Summer 2025

[Previous edition: <u>DM2023</u>]









GW Strain, h(t)

Time, t



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GW Strain, h(t)





























Baryonic Accretion Disks

Particle Dark Matter **'Spikes**' or **'Dresses**'



'Gravitational Atoms' of Ultralight Bosons









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'Gravitational Atoms' of

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Dark Matter Spikes



'**Spikes'** or '**dresses**' of cold, particlelike DM may form around BHs:

Around BHs which form from large density fluctuations in the early Universe (i.e. Primordial Black Holes)

"PBH scenario"

[Bertschinger (1985), astro-ph/0608642, 1901.08528, ...]

From the slow ('adiabatic') growth of a BH at the centre of a DM halo

"Astrophysical scenario"

[astro-ph/9906391, astro-ph/0509565, 1305.2619, ...]





NFW Dark Matter Halo at high redshift $z \gtrsim 15$





[Bertone et al. (including **BJK**), <u>2404.08731</u>; and work in progress with Abram Perez and Pratika Dayal



Supermassive 'star'

Direct Collapse Black Hole + Dense DM Spike/Mound*

$m_{\rm DCBH} \sim 10^3 - 10^5 M_\odot$

*Precise details of formation may affect slope and density of DM very close to BH





$$\rho_{\rm DM} = \rho_6 \left(\frac{10^{-6}\,\mathrm{pc}}{r}\right)^{\gamma_{\rm sp}}$$



 $ho_{\rm DM, \, local} \sim 10^{-2} \, M_{\odot} / {\rm pc}^3$



DM self-annihilation can suppress the spike density, but can still lead to large (diffuse and point source) fluxes of gamma-rays and neutrinos

[E.g. Lacroix & Silk, <u>1712.00452</u>, Bertone et al., <u>1905.01238</u>, Freese et al., <u>2202.01126</u>]

What about **non-annihilating DM**?







 $m_1 = 1000 \, M_{\odot}$ $m_2 = 1 \, M_{\odot}$ $\gamma_{
m sp}=7/3$ $\rho_6 = 5.45 \times 10^{15} \, M_\odot \, \mathrm{pc}^{-3}$

[See e.g. Eda et al. <u>1301.5971</u>, <u>1408.3534</u>, Macedo et al., <u>1302.2646</u>; Cardoso & Maselli, <u>1909.05870</u>]



Dynamical Friction





 $m_1 = 1000 \, M_{\odot}$ $m_2 = 1 \, M_{\odot}$ $\gamma_{
m sp} = 7/3$ $\rho_6 = 5.45 \times 10^{15} \, M_\odot \, \mathrm{pc}^{-3}$

 $\dot{E}_{\rm DF} \sim$

[See e.g. Eda et al. <u>1301.5971</u>, <u>1408.3534</u>, Macedo et al., <u>1302.2646</u>; Cardoso & Maselli, <u>1909.05870</u>]



 ${\mathcal U}$

Dynamical Friction







Solve the Newtonian system of a quasi-circular inspiral $r_2(t)$:

$$-\dot{E}_{\rm orb} = \dot{E}_{\rm GW} + \dot{E}_{\rm DF}$$
$$E_{\rm orb} \approx -\frac{Gm_1m_2}{2r_2}$$

But dynamical friction injects (a lot of) energy into the DM spike!

Each particle passing close to the orbiting BH receives a 'kick' through gravitational scattering:

 $\mathcal{E} \to \mathcal{E} + \Delta \mathcal{E}$ with $\mathcal{E} = \Psi(r) - \frac{1}{2}v^2$

Simultaneously evolve the DM distribution function:

[BJK, Nichols, Gaggero, Bertone, 2002.12811]

 ∂t



Co-evolution

Size of the dephasing effect is reduced from $\mathcal{O}(1)$ to O(1%).

replenished...)



This is one of the reasons we want to look at IMRIs/EMRIs... [Movies: <u>tinyurl.com/GW4DM</u>] [Code: github.com/bradkav/HaloFeedback] [BJK, Nichols, Gaggero, Bertone, 2002.12811]



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Laser Interferometer Space Antenna (planned for the 2030s) [<u>1907.06482</u>]



Einstein Telescope [<u>1912.02622</u>]







Discoverability



Measurability

[Coogan, Bertone, Gaggero, **BJK** & Nichols, <u>2108.04154</u>]

[Code: <u>github.com/adam-coogan/pydd</u>]

[See also Cole, Coogan, BJK, Bertone, 2207.07576 for the PBH scenario]







Nature of Dark Matter

[See also Bertone, Coogan, Gaggero, BJK & Weniger, 1905.01238]



Generate waveform assuming:

baryonic **Accretion Disk**

$$\Sigma(r) = \Sigma_0 \left(\frac{r}{r_0}\right)^{-1/2}$$

Fit signal assuming:

DM Spike





Energy loss mechanisms in an accretion disk are very different!

[See also Becker & Sagunski, 2211.05145]





Gravitational Atoms



Compton wavelength of a light scalar field:

$$\lambda_c \simeq 2 \,\mathrm{km} \left(\frac{10^{-10} \,\mathrm{eV}}{\mu} \right)$$

Super-radiant growth of a scalar cloud extracts spin from the BH when:

$$r_g \sim GM_{\rm BH}/c^2 < \lambda_c$$

[Zel'dovich (1972), Starobinsky (1973)]

 $M_{\rm BH} \in [1, 10^{10}] M_{\odot}$ $\to m_{\phi} \in [10^{-20}, 10^{-10}] \,\mathrm{eV}$

[Chia, <u>2012.09167]</u>

Bound states of the scalar field look like those of an electron in a hydrogen atom: 'gravitational atom'



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Spikes D better Towards

Confusion with other environmental effects

[E.g. Cole et al. (including **BJK**), 2211.01362; Becker & Sagunski, 2211.05145]

Relativistic effects

[E.g. Speeney et al., <u>2204.12508;</u> Montalvo et al., <u>2401.06084</u>]

Integration with realistic IMRI/EMRI waveforms

[E.g. Katz et al., <u>2104.04582</u>]

Search strategies

Realistic spike formation and abundance

[E.g. Aschersleben et al., <u>2401.14072</u>, Bertone et al. (including **BJK**), <u>2404.08731</u>]

Eccentric orbits

[E.g. Becker et al., <u>2112.09586</u>, Li et al., <u>2112.14041</u>; Karydas, **BJK**, Bertone, <u>2402.13053</u>]

Accretion (for BHs)

[E.g. Nichols et al. <u>2309.06498</u>, Karydas, **BJK**, Bertone, <u>2402.13053</u>]

More realistic feedback

[**BJK** et al., <u>2402.13762</u>]



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Recently generalised feedback formalism to account for eccentric orbits and accretion onto the orbiting compact object. [Karydas, **BJK**, Bertone, <u>2402.13053</u>]

circularise during the inspiral:



Eventually need to expand and verify our description of dynamical friction and feedback in the DM spike

NbodyIMRI: Newtonian N-body solver tailored to DM spikes.



Neglect GW emission and *ignore DM-DM interparticle forces*.

Focus on understanding co-evolution of spike and binary.

[**BJK** et al., <u>2402.13762]</u> [Code here: <u>github.com/bradkav/NbodyIMRI</u>]



[See also Mukherjee et al., 2312.02275]



Can use **NbodyIMRI** to verify the strength of the dynamical friction force...



[**BJK** et al., <u>2402.13762</u>]

...and to study the depletion of the DM spike 'in full'.



Find that the depletion is slower than using the previous HaloFeedback formalism!







Orbits of distant particles are 'redistributed', slowing down the depletion.

[**BJK** et al., <u>2402.13762</u>]

[Similar results found by Mukherjee et al., <u>2312.02275</u>]









Working on understanding simulations over much longer timescales ($N_{\rm orb}\gtrsim 10^5$) and extending the feedback formalism to incorporate this 'stirring' effect.

[BJK et al., <u>2402.13762</u>]



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[Special thanks also to Sonic Adventure 2 for graphic design inspiration]





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...and others.







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Thank you!





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[Bertone, Croon, et al (including **BJK**), <u>1907.10610</u>]

 $1 M_{\odot}$ 10^{30} 10^{40} 10^{50} 10^{60} 10^{70}

PBH/sub-halo transits



Dark blobs







Follow semi-analytically the phase space distribution of DM:

$$f = \frac{\mathrm{d}N}{\mathrm{d}^{3}\mathbf{r}\,\mathrm{d}^{3}\mathbf{v}} \equiv f(\mathcal{E})$$
$$\mathcal{E} = \Psi(r) - \frac{1}{2}v^{2}$$

Each particle receives a 'kick' through gravitational scattering

 $\mathcal{E} \to \mathcal{E} + \Delta \mathcal{E}$

Reconstruct density from distribution function: $\rho(r) = \int \mathrm{d}^3 \mathbf{v} f(\mathcal{E})$

[BJK, Nichols, Gaggero, Bertone, 2002.12811]



Compact object scatters with all DM particles within 'torus' of influence over one orbit

[Code available online: github.com/bradkav/HaloFeedback]



$$T_{\rm orb} \frac{\mathrm{d}f(\mathcal{E})}{\mathrm{d}t} = -p_{\mathcal{E}}f(\mathcal{E}) + \int \left(\frac{\mathcal{E}}{\mathcal{E} - \Delta \mathcal{E}}\right)^{5/2}$$

 $P_{\mathcal{E}}(\Delta \mathcal{E})~$ - probability for a particle with energy \mathcal{E} to scatter and receive a 'kick' $\Delta \mathcal{E}$

$$p_{\mathcal{E}} = \int P_{\mathcal{E}}(\Delta \mathcal{E}) \,\mathrm{d}\Delta \mathcal{E}$$

[Code available online: github.com/bradkav/HaloFeedback] [BJK, Nichols, Gaggero, Bertone, 2002.12811]

Assuming everything evolves slowly compared to the orbital period:

2 $f(\mathcal{E} - \Delta \mathcal{E}) P_{\mathcal{E} - \Delta \mathcal{E}}(\Delta \mathcal{E}) \,\mathrm{d}\Delta \mathcal{E}$

- total probability for a particle with energy ${\mathcal E}$ to scatter



Assuming everything evolves slowly compared to the orbital period:

 $P_{\mathcal{E}}(\Delta \mathcal{E})~$ - probability for a particle with energy \mathcal{E} to scatter and receive a 'kick' $\Delta \mathcal{E}$

$$p_{\mathcal{E}} = \int P_{\mathcal{E}}(\Delta \mathcal{E}) \,\mathrm{d}\Delta \mathcal{E}$$

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Dartialas souttoring from

Particles scattering from $\mathcal{E} - \Delta \mathcal{E} \to \mathcal{E}$

- total probability for a particle with energy ${\mathcal E}$ to scatter



DM Gravitational Scattering Probability

Two body scattering problem relates energy exchange to impact parameter:

$$\Delta \mathcal{E}(b) = -2v_0^2 \left[1 + \frac{b^2 v_0^4}{G^2 m_2^2} \right]^{-1}$$



Code available online: <u>github.com/bradkav/HaloFeedback</u> (See also <u>https://github.com/DMGW-Goethe/imripy</u>)

Scattering probability becomes a *geometric* problem:

$P_{\mathcal{E}}(\Delta \mathcal{E}) \propto P(b|\mathcal{E})$











Risk of confusion between New Physics and accretion disks?

Many possible geometries and parameters, but focus on dense, thin disks.

Dominant cause of dephasing is *not* dynamical friction but *gas torques*.

Perturbation of the disk leads to a build up of gas inward or outward of the inspiraling BH.

Dependence of energy losses on BH separation is *different* from DM spikes!



Baryonic Accretion Disks



[Derdzinski et al., 2005.11333]







Measurability



DM Accretion

$$\Delta \mathcal{E} = \int_0^{\Delta t} \frac{\partial \psi}{\partial t} \,\mathrm{d}t$$

For particles at large distances from the binary ($r \gg a$), we can estimate the change in energy over a single orbit of the binary:



any net energy from the binary (at least for circular binaries).

where the integral is taken over the path of the particle during a time Δt

$$\left(\frac{vT_{\text{orb}}}{r}\right) \left(\frac{vT_{\text{orb}}}{r}\right) \mathcal{A}(\hat{r}, \hat{\mathbf{v}})$$

Fractional change in DM position of DM particle with speed v

Factor depending on orientation of the particle position and velocity with respect to the binary

The factor $\mathscr{A}(\hat{r}, \hat{v})$ can take positive or negative values -> these 'three-body' effects redistribute orbits and tend to smooth out the density profile. Though they don't extract

