# Transition to the Matter Dominated Era, Recombination, and the Beginning of Chemistry

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## Outline

- 1. Matter Domination
- 2. Recombination: Equilibrium Model
- 3. Recombination: Kinetics
- 4. The Post-Recombination Universe

## The End of the Radiation Era

 Radiation energy density (photons + neutrinos):

$$\rho_r = 7.8 \times 10^{-34} (1+z)^4 \text{ g/cm}^3$$

Compare to matter energy density:

$$\rho_m = 1.88 \times 10^{-29} \Omega_m h^2 (1+z)^3 \text{ g/cm}^3$$

The matter becomes dominant at:

$$1 + z_{\text{eq}} = 24100 \Omega_m h^2 \approx 3100$$

## Recombination

Recall Saha equation (the original).

$$\frac{n_e n_p}{n(\text{H I})} = \left(\frac{m_e kT}{2\pi\hbar^2}\right)^{3/2} e^{-I/kT}$$

- I = 13.6 eV, I/k = 158000 K.
- Define  $x_e = n_e/n_H$  (all H nuclei). Then:

$$\frac{x_e x_p}{x(\text{H I})} = \frac{1}{n_H} \left(\frac{m_e kT}{2\pi\hbar^2}\right)^{3/2} e^{-I/kT}$$

$$n_{\rm H} = 1.0 \times 10^4 \frac{\Omega_b h^2}{0.023} \frac{1 - Y}{0.76} T_4^3 \text{ cm}^{-3}$$

# Recombination, Part 2

 In thermal equilibrium, the balance of ionized (p+e) and neutral (HI) hydrogen is:

$$\frac{x_e x_p}{x(\text{H I})} = 2.5 \times 10^{17} \frac{0.023}{\Omega_b h^2} \frac{0.76}{1 - Y} T_4^{-3/2} e^{-15.8/T_4}$$

- Universe recombines when exponential factor outweighs the  $10^{17}$ .
- 50% ionization expected @ 3740 K, z=1370.

## Reaction Kinetics

- In the real Universe, recombination is not an equilibrium process. Must identify reactions that lead to recombination.
- First try:

$$H^+ + e^- \Leftrightarrow H(1s) + \gamma$$

- Doesn't work. Universe is optically thick to E>13.6eV photons if  $x_{HI}>10^{-8}$ .

## Recombination via Excited States

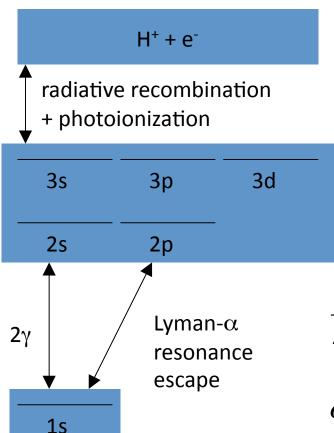
 First recombine to excited states – Universe is optically thick to these photons

$$H^+ + e^- \Leftrightarrow H(nl) + \gamma, \qquad n \ge 2$$

Decay to ground state:

 $H(2p) \Leftrightarrow H(1s) + \gamma_{Ly\alpha}$ , photon redshifts out of line  $H(2s) \Leftrightarrow H(1s) + \gamma + \gamma$ 

## Recombination via Excited States



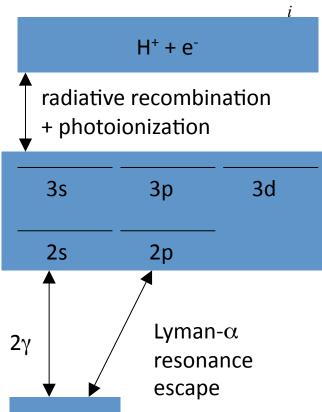
- Effective recombination rate is recombination coefficient to excited states times branching fraction to ground state.
- Must include ionization rate to achieve balance in the case of Saha equilibrium.

$$\frac{\#\operatorname{rec}}{\Delta V \Delta t} = \frac{2\Lambda + 6A_{Ly\alpha}P_{esc}}{2\Lambda + 6A_{Ly\alpha}P_{esc} + \sum_{i} g_{i}e^{-(E_{i} - E_{2})/kT}\beta_{i}} \alpha_{B}n_{e}n_{p}$$

$$\alpha_B = \sum_{nl,n \ge 2} \alpha_{nl}$$

## Recombination via Excited States

$$\frac{dx_{HI}}{dt} = \frac{2\Lambda + 6A_{Ly\alpha}P_{esc}}{2\Lambda + 6A_{Ly\alpha}P_{esc} + \sum_{i} g_{i}e^{-(E_{i} - E_{2})/kT}\beta_{i}}\alpha_{B}\left[x_{e}x_{p}n_{H} - \left(\frac{m_{e}kT}{2\pi\hbar^{2}}\right)^{3/2}e^{-I/kT}x_{HI}\right]$$



**1**s

 $\Lambda$  = 2-photon decay rate from 2s = 8.2 s  $^{-1}$   $P_{esc}$  = escape probability from Lyman-  $\alpha$  line

$$\begin{split} &A_{\text{Ly}\alpha} = \text{Lyman-}\alpha \text{ decay rate} = 6\times10^8 \text{ s}^{-1}.\\ &\alpha_e = \text{recombination rate to excited states}\\ &g_i = \text{degeneracy of level I} = 2I_i + 1\\ &\beta_i = \text{photoionization rate from level I}\\ &I = \text{ionization energy} \end{split}$$

# Escape probability

Total optical depth for a photon redshifting through Lyman-α line:

$$\sigma(v) = \frac{3\lambda_{Ly\alpha}^2 A_{Ly\alpha}}{8\pi} \delta(v - v_{Ly\alpha})$$

$$\tau = \int n_{HI} \sigma c \, dt = n_{HI} c \int \sigma(v) \frac{dv}{Hv} = \frac{3\lambda_{Ly\alpha}^3 A_{Ly\alpha} n_H x_{HI}}{8\pi H}$$

- Usual (Sobolev) approximation for P<sub>esc</sub>:
  - Emission and absorption line profiles are the same
  - So to escape a photon has to traverse an optical depth  $\tau_{esc}$  uniformly distributed between 0 and  $\tau$ .

$$P_{esc} = \left\langle e^{-\tau_{esc}} \right\rangle = \frac{1}{\tau} \int_0^{\tau} e^{-\tau_{esc}} d\tau_{esc} = \frac{1 - e^{-\tau}}{\tau}$$

# Simplifications to Recombination Equation

Escape Probability: practical case: τ>>1, so

$$P_{esc} \approx \frac{1}{\tau} = \frac{8\pi H}{3\lambda_{Ly\alpha}^3 A_{Ly\alpha} n_H x_{HI}}$$

 Ionization rate: from detailed balance: (recall energy of 2<sup>nd</sup> level is -I/4)

$$\sum_{i} g_{i} e^{-(E_{i} - E_{2})/kT} \beta_{i} = 2\alpha_{B} \left( \frac{m_{e} kT}{2\pi \hbar^{2}} \right)^{3/2} e^{I/4kT}$$

 This leads to the Peebles (1968) or Zel'dovich et al (1968) equation.

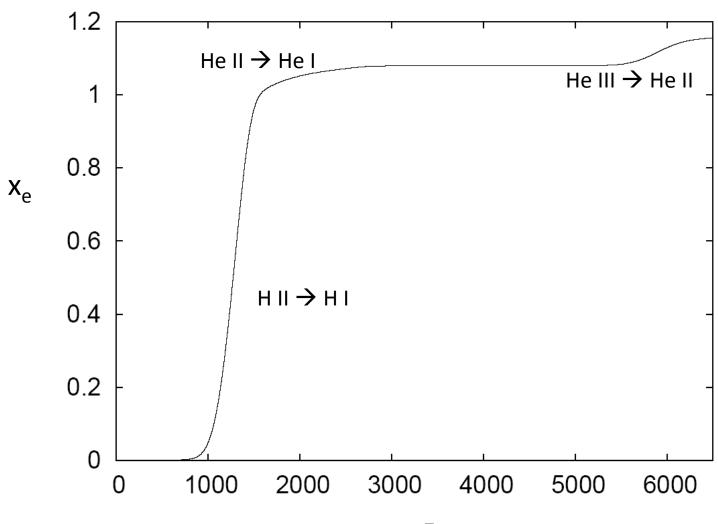
# The Peebles/Zel'dovich et al ODE

$$\frac{dx_{HI}}{dt} = \frac{\Lambda + \frac{8\pi H}{\lambda_{Ly\alpha}^3 n_H x_{HI}}}{\Lambda + \frac{8\pi H}{\lambda_{Ly\alpha}^3 n_H x_{HI}} + \alpha_B \left(\frac{m_e kT}{2\pi \hbar^2}\right)^{3/2} e^{I/4kT}} \alpha_B \left[x_e x_p n_H - \left(\frac{m_e kT}{2\pi \hbar^2}\right)^{3/2} e^{-I/kT} x_{HI}\right]$$

#### Two limiting cases:

- "Early": Decay from excited states is the bottleneck (z>850)
- "Late": Recombination to excited state is the bottleneck, also ionization negligible (z<850).</li>

# Solution

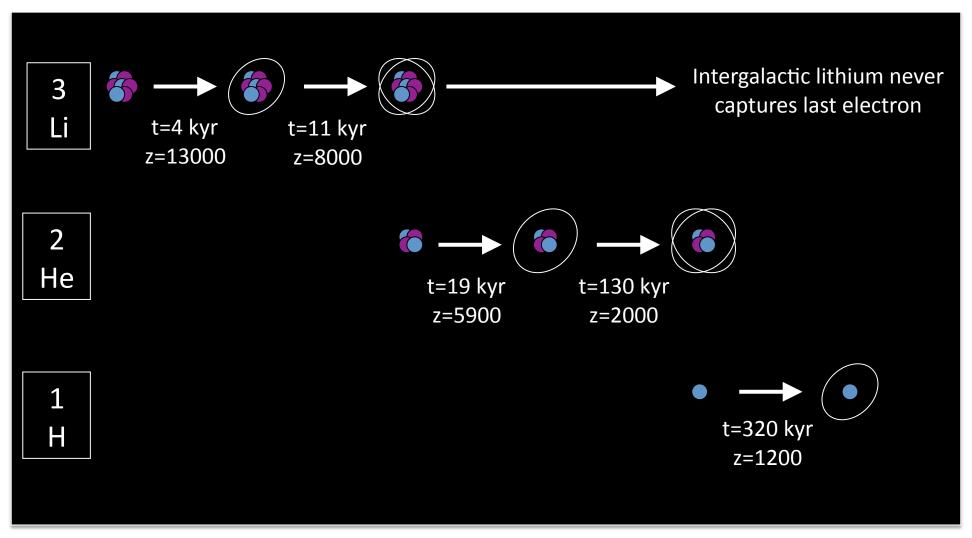


## Helium recombination

- He:H=0.08 by number, so for fully ionized gas  $x_e=1.16$ .
- Helium recombination similar to hydrogen:
  - He III → He II @  $z^5800$  (I = 54.4 eV).
  - He II → He I @ z~2000 (I = 24.6 eV) has additional pathways to ground state since at z<2200 there is a small amount of H I present.

He(1s2p,S = 0) 
$$\Leftrightarrow$$
 He(1s<sup>2</sup>,S = 0) +  $\gamma$ (58.4nm)  
H(1s) +  $\gamma$ (58.4nm)  $\Leftrightarrow$  H<sup>+</sup> + e<sup>-</sup>

## **Recombination Timeline**



# Implications for CMB

 Optical depth to Thomson scattering per efold of expansion is:

$$\frac{d\tau}{d\ln a} = \frac{n_H x_e \sigma_T c}{H} \approx 3.8 \times 10^{-3} (1+z)^{3/2} x_e$$

- At recombination era,  $z^10^3$  so this is >>1 when  $x_e^1$ . Recombination makes the universe transparent.
- Integrated optical depth is unity at z~1100.
   ("Surface of last scattering.")

## After Recombination

 Tail end of recombination is second-order reaction. Once ionizations become insignificant:

$$\frac{dx_e}{dt} = -\alpha_B n_H x_e^2$$
$$x_e^{-1} = \text{const} + \int \alpha_B n_H dt$$

• Roughly,  $\alpha_B \sim 10^{-12}$  cm<sup>3</sup>/s,  $n_H \sim 100$  cm<sup>-3</sup>, t $\sim 10^{13}$  s, so expect recombination to end with  $x_e \sim 10^{-3}$ . Detailed calculations give  $2 \times 10^{-4}$  (e.g. Scott & Moss 2009).

# Thermal Decoupling

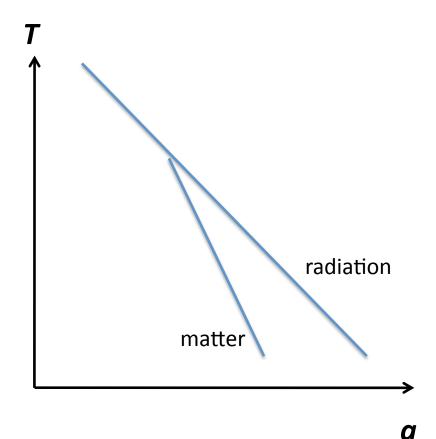
 Recall the timescale to equilibrate the baryon temperature with the CMB radiation:

$$t_b \sim \frac{m_e c^2 \langle E_\gamma \rangle^{-1}}{n_\gamma \sigma_T c x_e} = \frac{m_e c}{\sigma_T u_\gamma x_e} = 2 \times 10^{13} T_3^{-4} \text{ sec}$$

- Now with  $x_e$  factor since only free electrons contribute to Compton equilibrium.
- Compare to age of Universe which scales as  $T^{-3/2}$  in matter era.
- There comes a time when the baryonic gas is no longer coupled to the CMB temperature. z=126, T=346 K (Scott & Moss 2009).

# Thermal Decoupling, Part 2

- Gas expands adiabatically.  $T^{2/3}$  for monatomic gas, so the matter temperature  $T_m^{2/3}$ .
- The matter cools below the CMB temperature, e.g. reaches 10 K at z=20 if there is no heat injection.



## Molecules?

- At z<400, formation of H<sub>2</sub> is thermodynamically favored.
- Reactions are slow however:

$$H + H \not\rightarrow H_2 + \gamma$$

$$H + e^- \leftrightarrow H^- + \gamma$$

$$H^- + H \rightarrow H_2 + e^-$$

• Pregalactic gas  $H_2$ :H ~  $6 \times 10^{-7}$  (Hirata & Padmanabhan 2006).

# Speed of Sound

- General:  $c_s^2 = \frac{\partial p}{\partial \rho}$
- Before recombination:
  - Photons & baryons are tightly coupled. If compressed by  $\delta$  In V, we get:

$$\delta p = \delta p_r = \frac{1}{3} \delta u_r = -\frac{4}{9} u_r \delta \ln V$$

$$\delta \rho = \frac{\delta u_r}{c^2} + \delta \rho_b = -\left(\frac{4 u_r}{3c^2} + \rho_b\right) \delta \ln V$$

$$c_s^2 = \frac{\frac{4}{9} u_r}{\frac{4 u_r}{3c^2} + \rho_b} = \frac{c^2}{3\left(1 + \frac{3\rho_b c^2}{4 u_r}\right)} \approx \frac{c^2}{3}$$

# Speed of Sound

• After recombination: monatomic gas,  $p^{p^{5/3}}$ :

$$c_s = \sqrt{\frac{5kT}{3m_H}} = 3.7 \times 10^5 T_3^{1/2} \text{ cm/s}$$

- Break in sound speed at z=126, cs=2×10<sup>5</sup> cm/s due to thermal evolution.
- Sound speed in DM is always zero.

