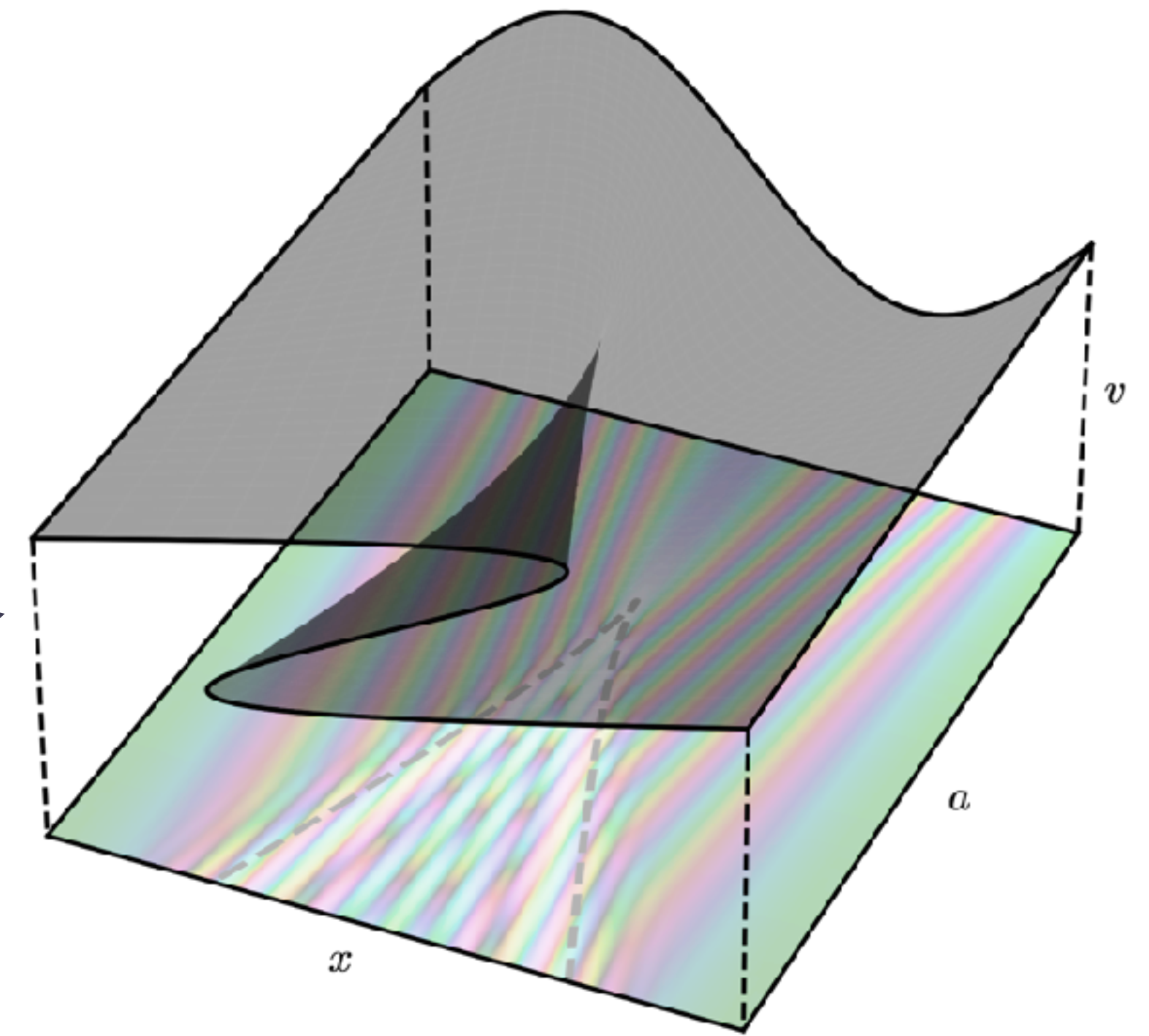
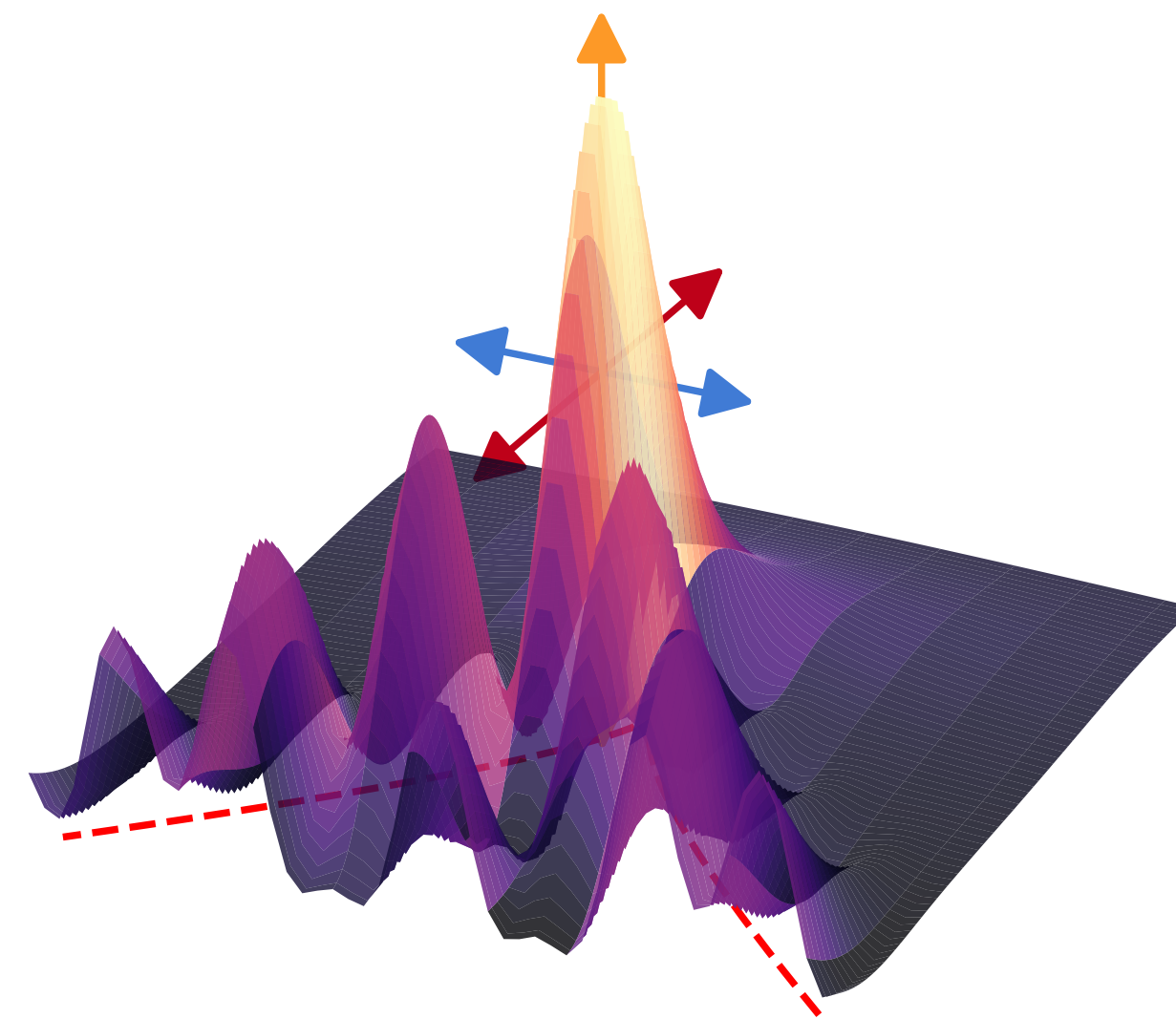
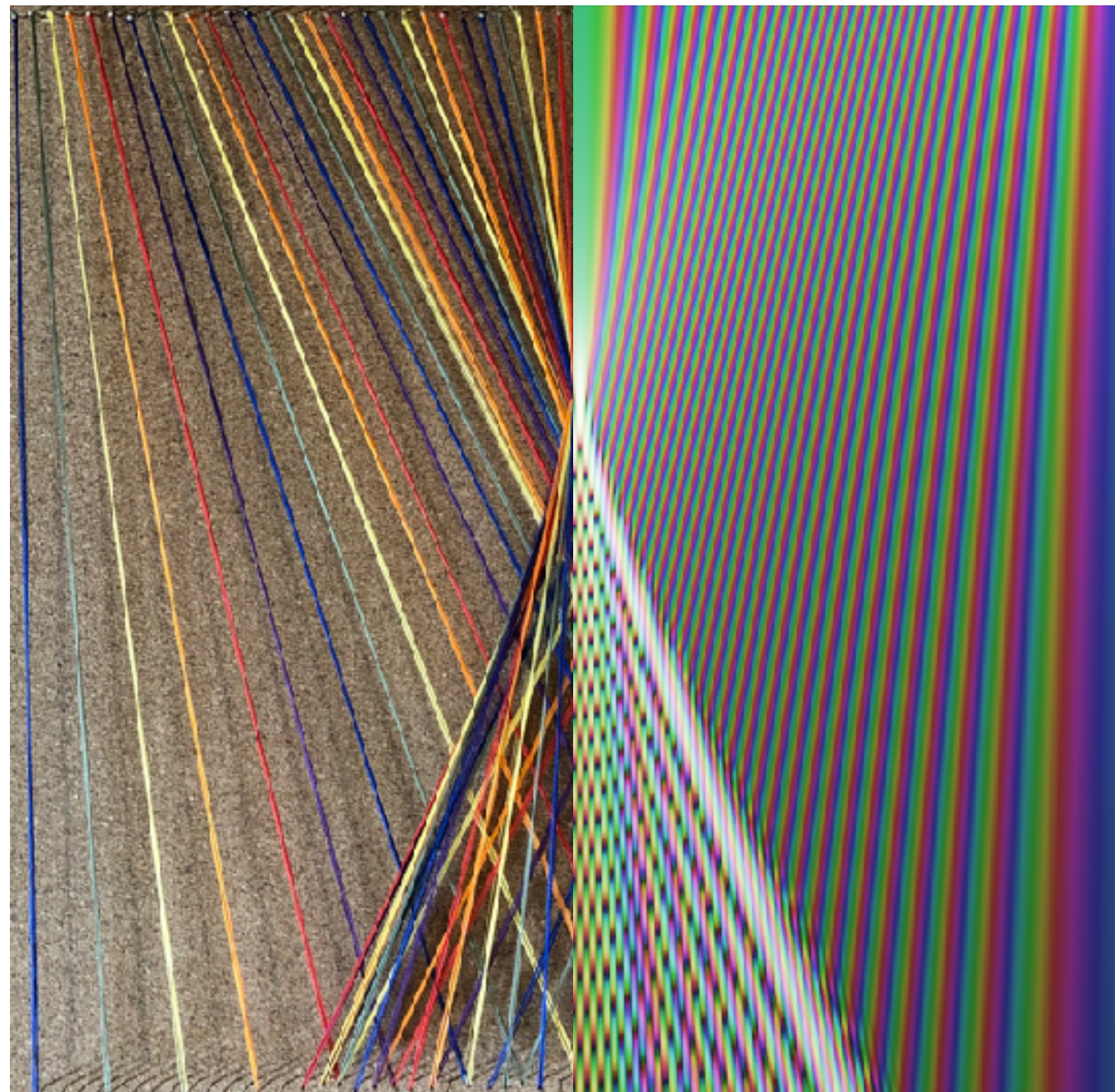


# Making (dark matter) waves: Untangling wave interference for multi-streaming dark matter

OJAp (5) 2022; (2206.11918)

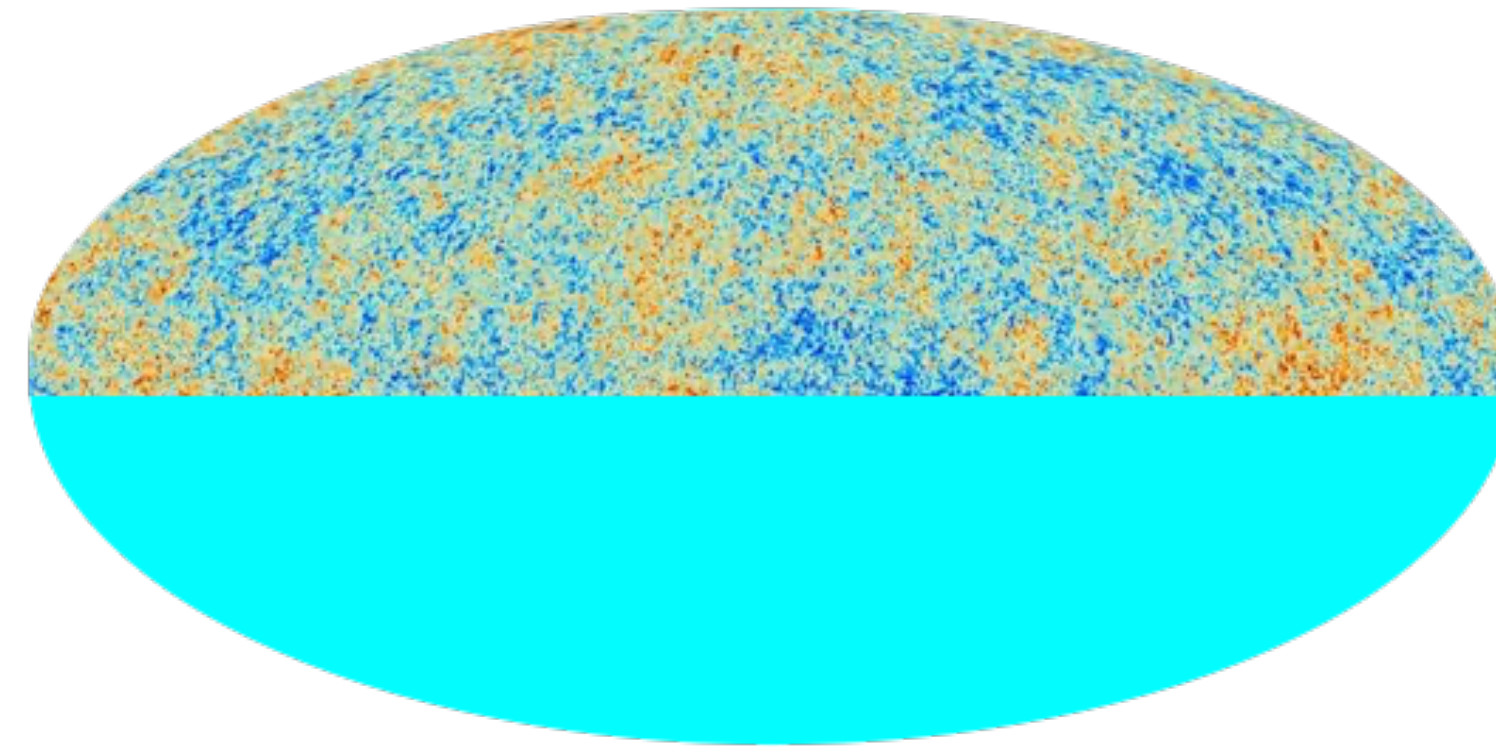


Recent Progress in Axion  
Theory and Experiment  
Durham, 5-8 Sept 2022

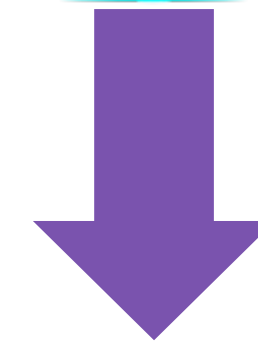
**Alex Gough**  
(they/them)  
with Cora Uhlemann

# Big questions

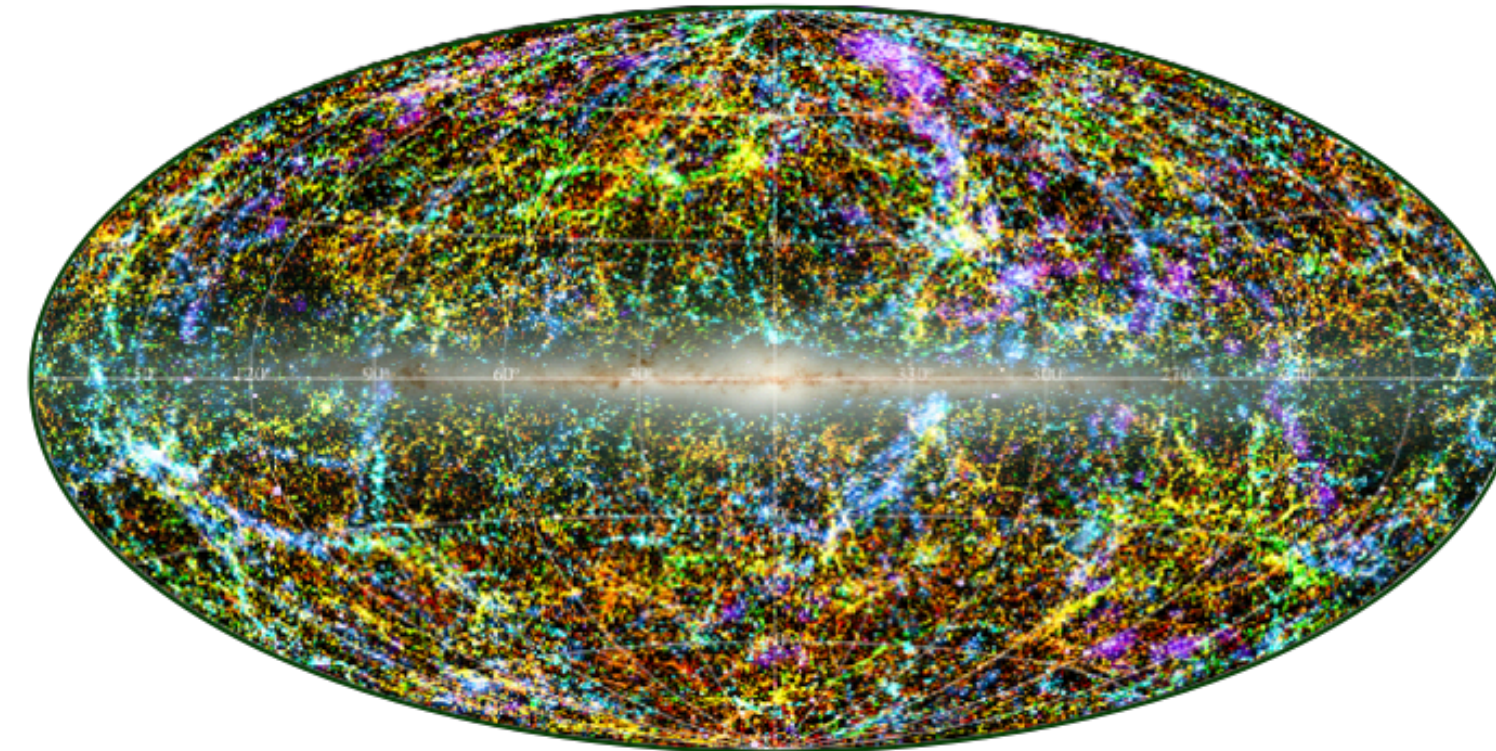
Afterglow  
of the early universe



nearly uniform



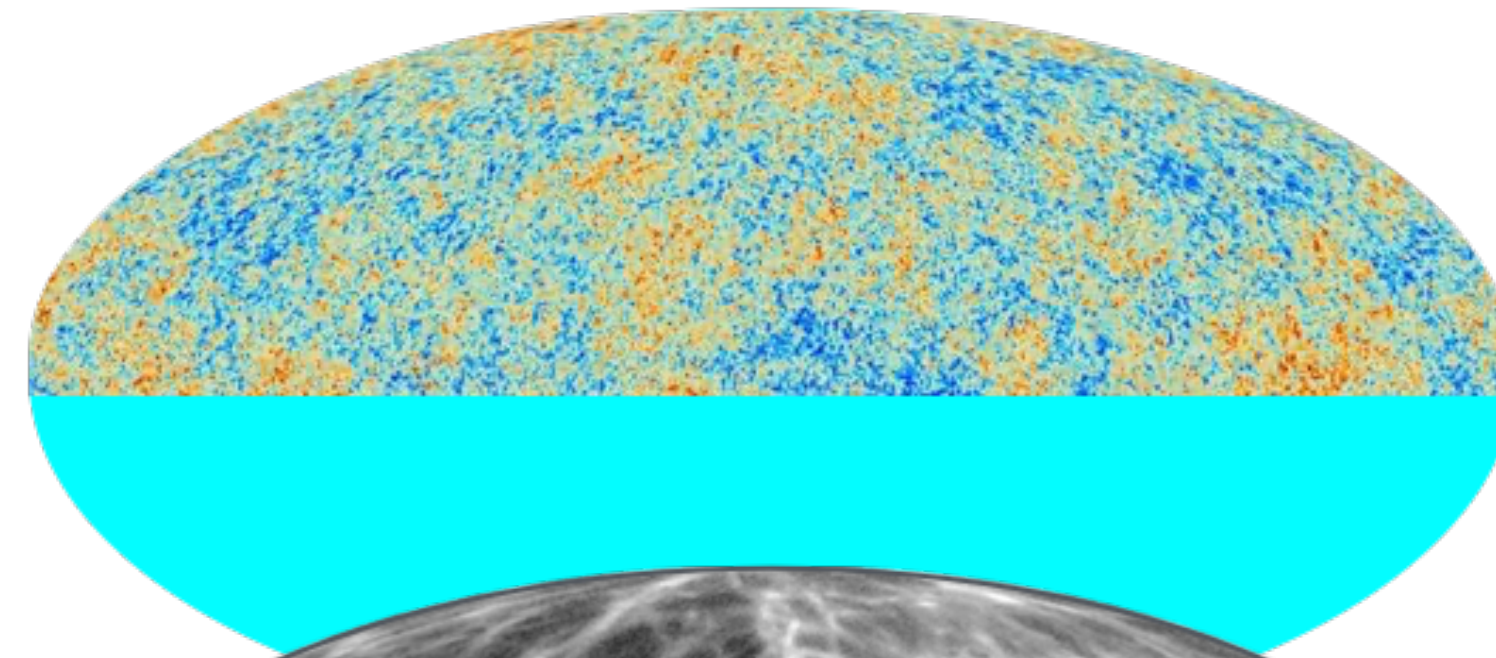
Cosmic web  
of galaxies



rich structure

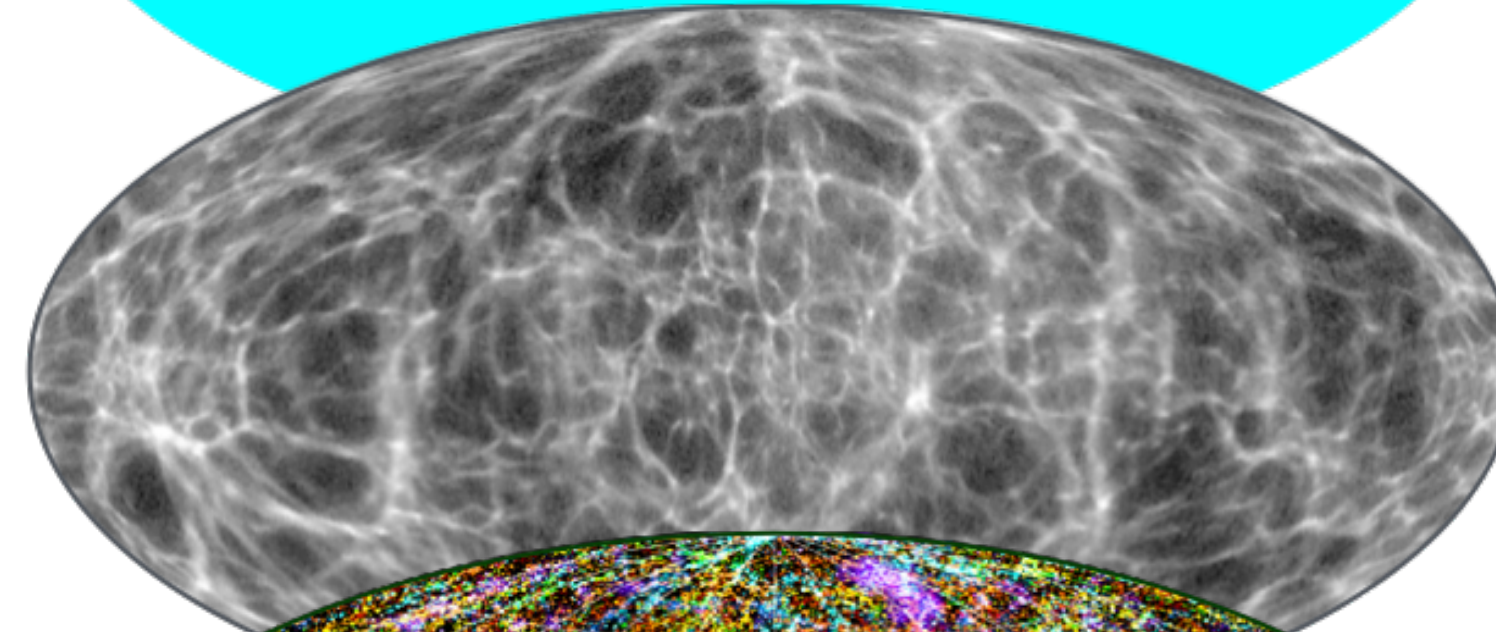
# Big questions

Afterglow  
of the early universe



nearly uniform

Skeleton  
of dark matter



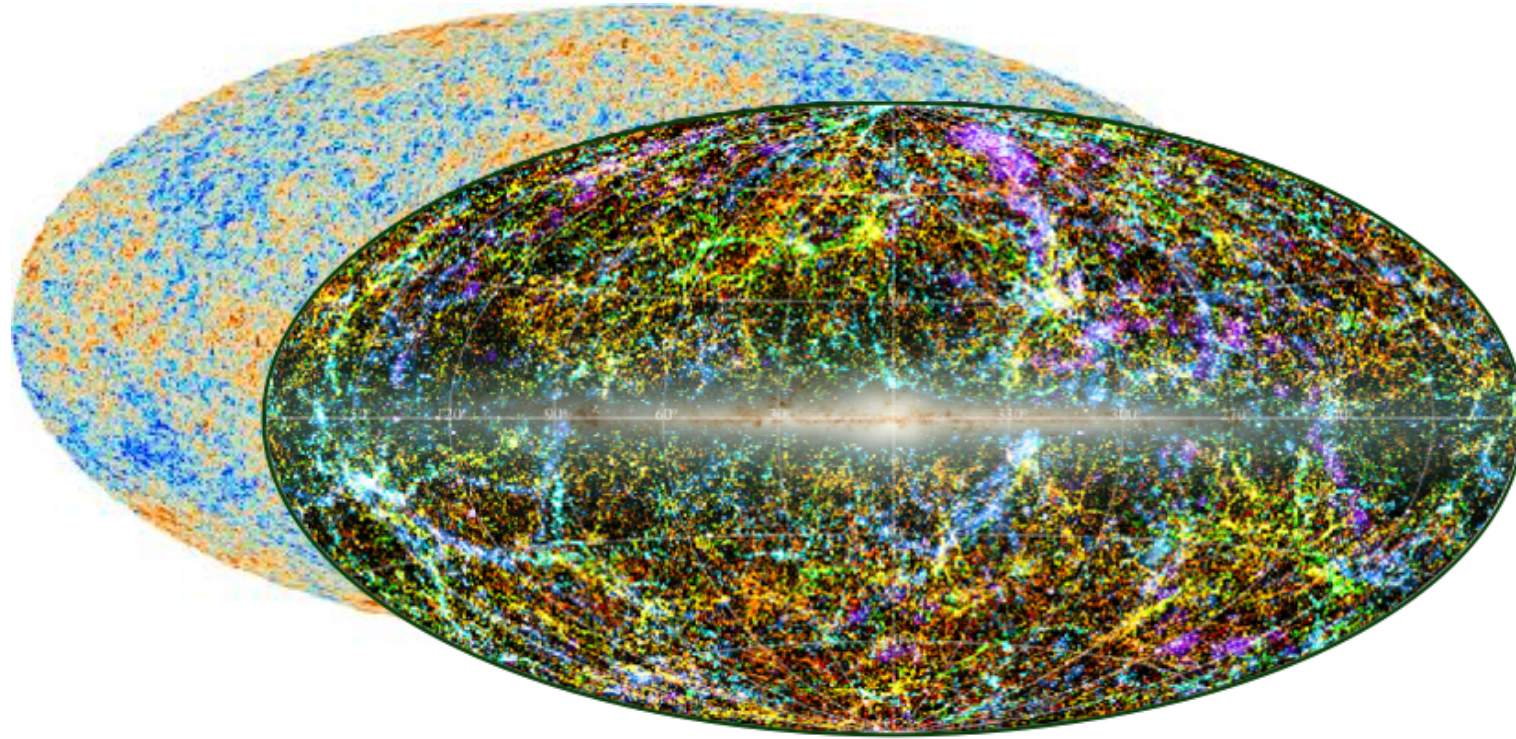
Cosmic web  
of galaxies



rich structure

# Evidence for dark matter

## CMB/LSS



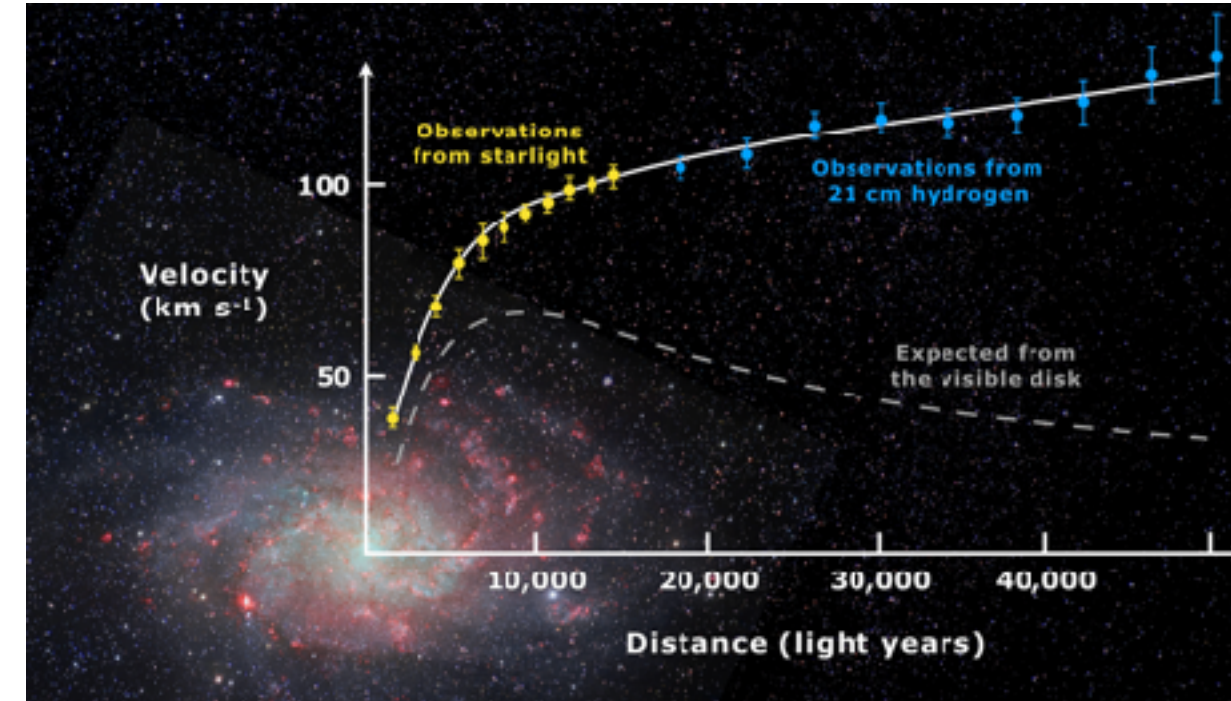
Thermal history, structure growth, anisotropies

## Clusters & collisions

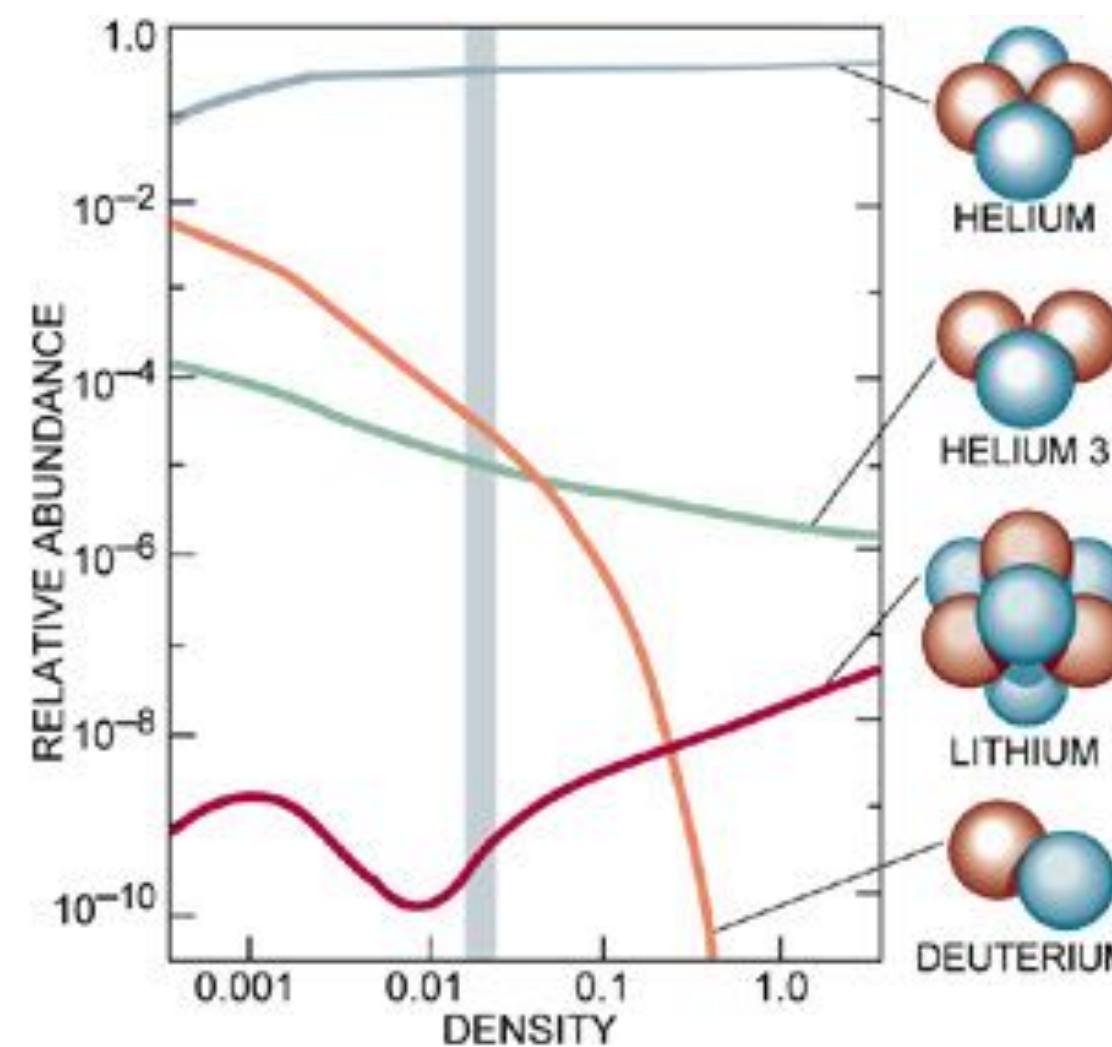


Distribution, separation from collisional matter, self-interaction

## Galaxies



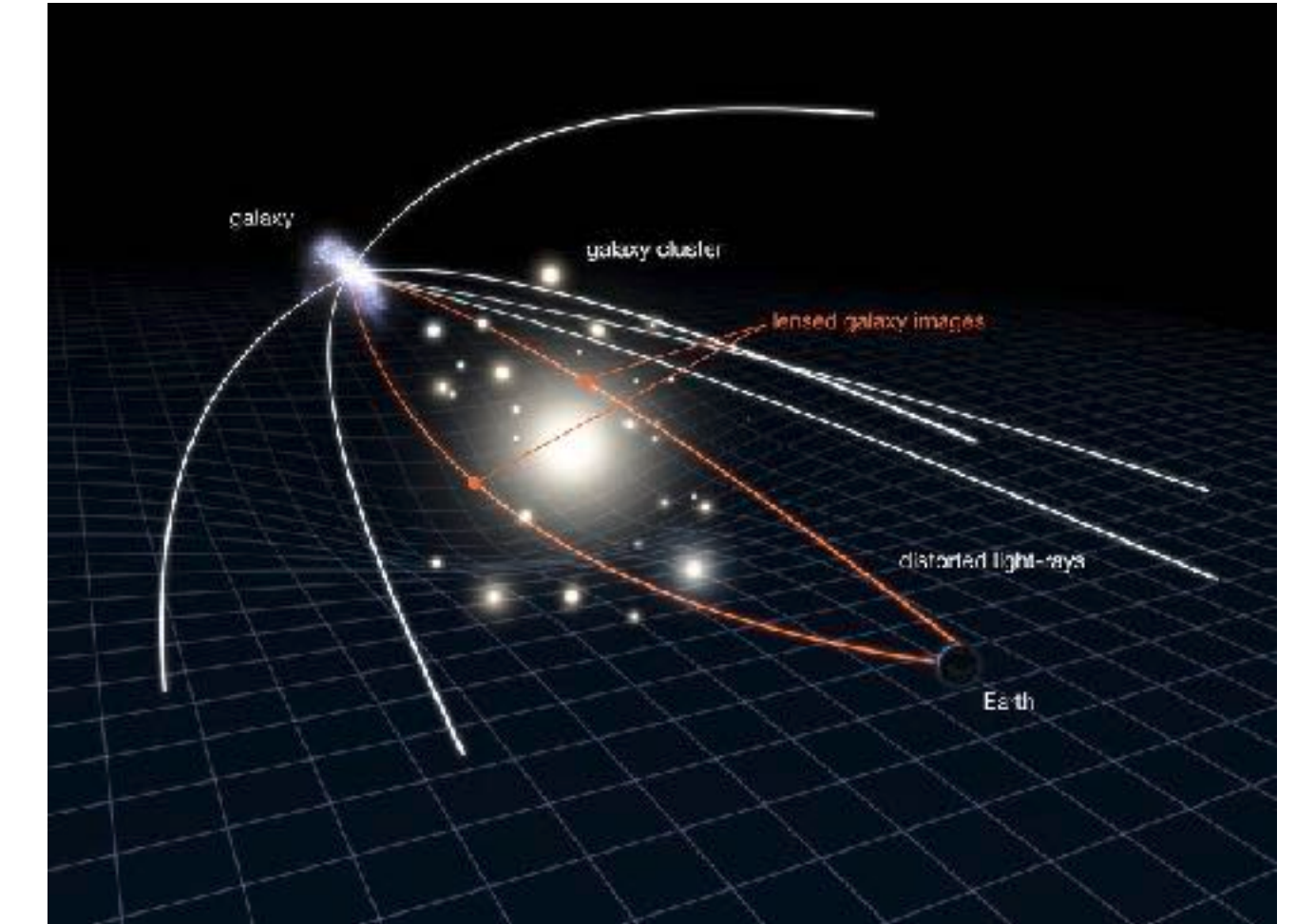
Rotation curves, mass fraction, distribution



## Big Bang Nucleosynthesis

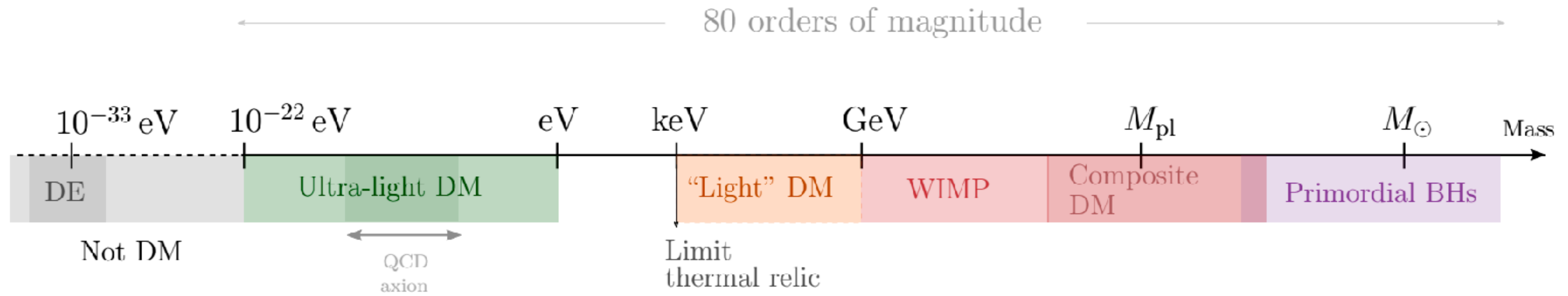
Relative abundance of baryons

## Gravitational lensing



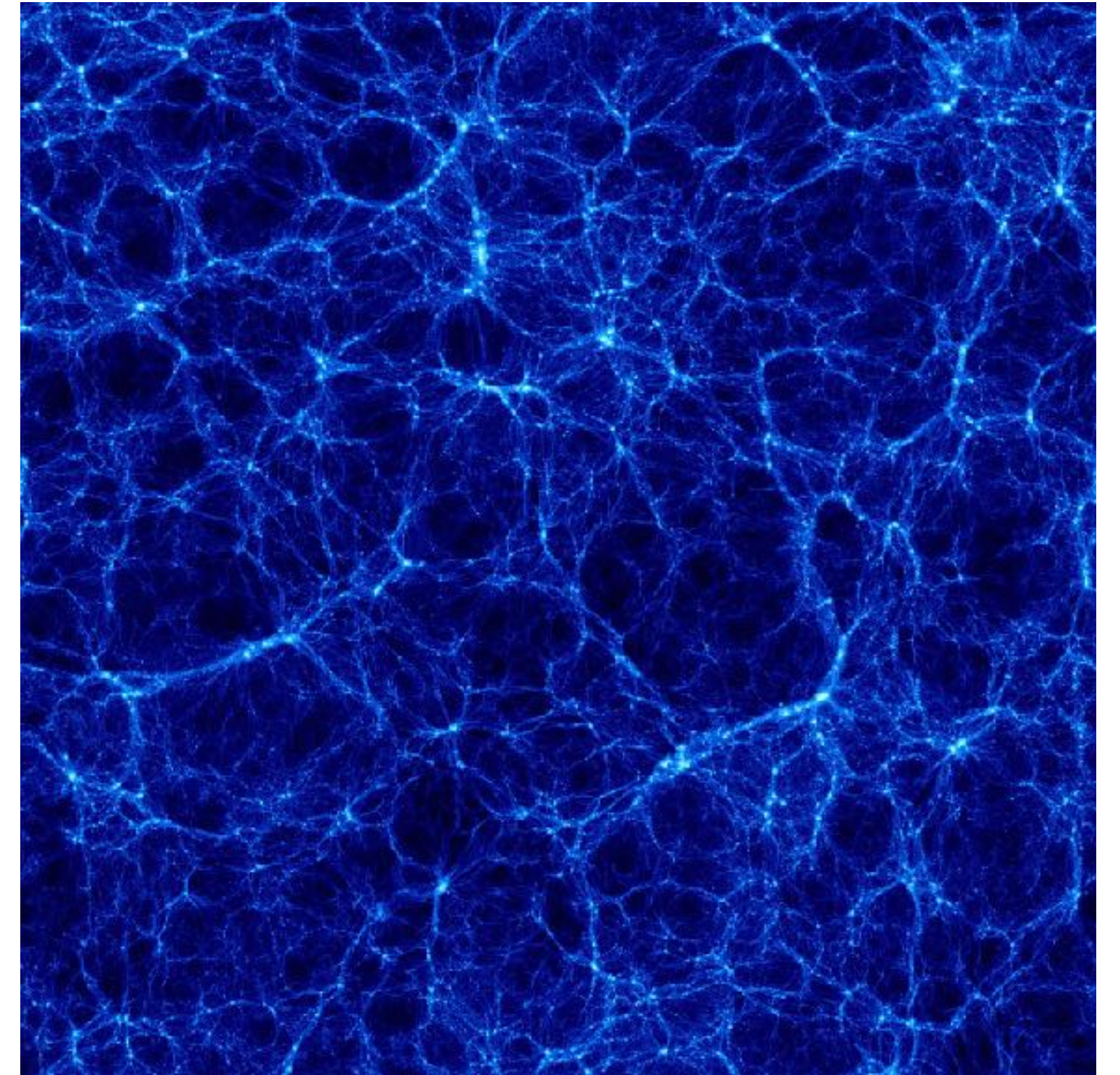
Strong lensing, weak lensing, shape, structure

# Dark matter mass



# The standard picture

- **Cold**: moves slower than  $c$
- **Pressureless**: clusters efficiently
- **Dark**: no/weak electromagnetic interactions
- **Collisionless**: no/weak self interactions or with baryons
- **Abundant**:  $\approx 5x$  more DM than baryons.

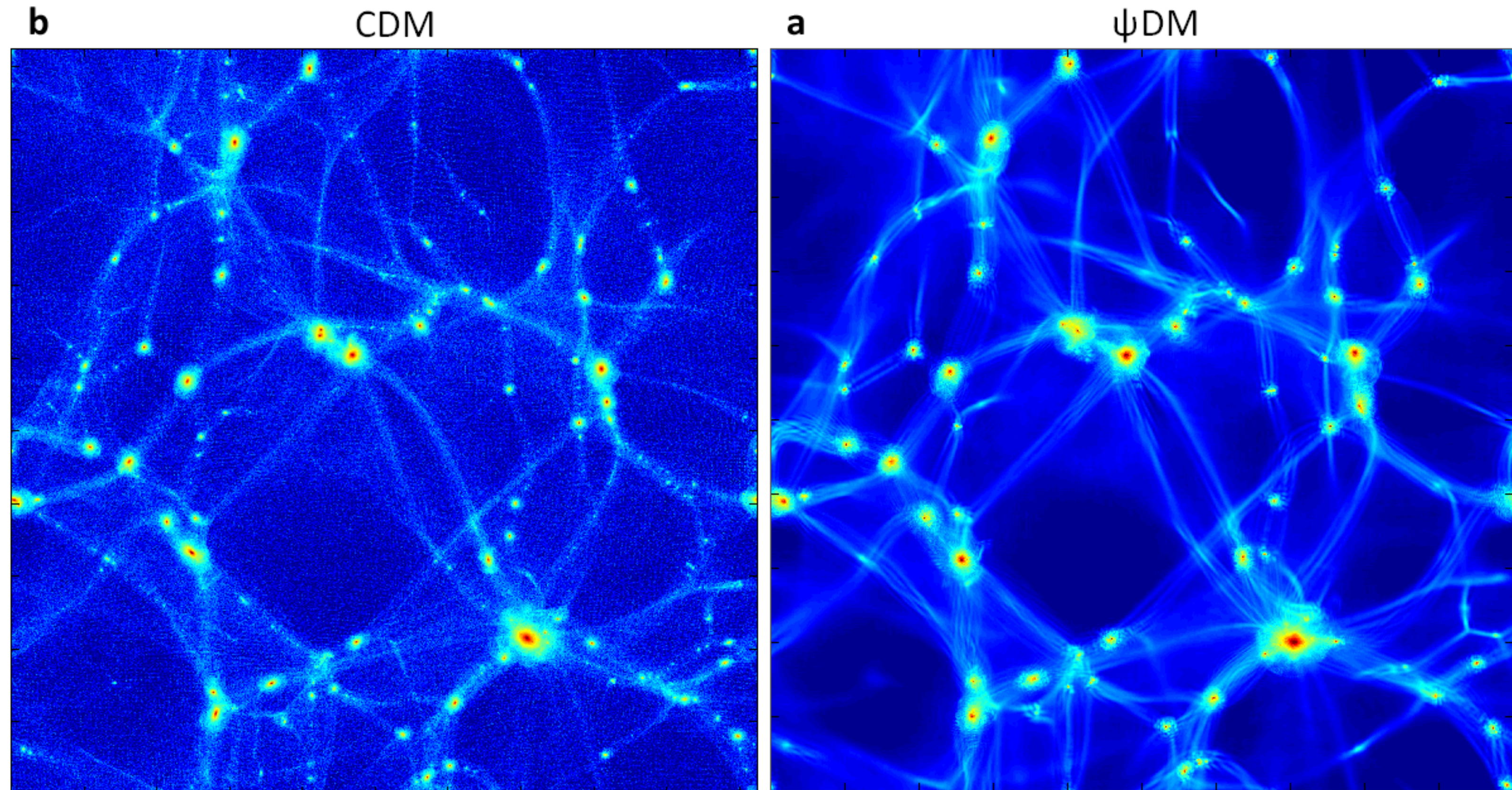


$\Lambda$ CDM

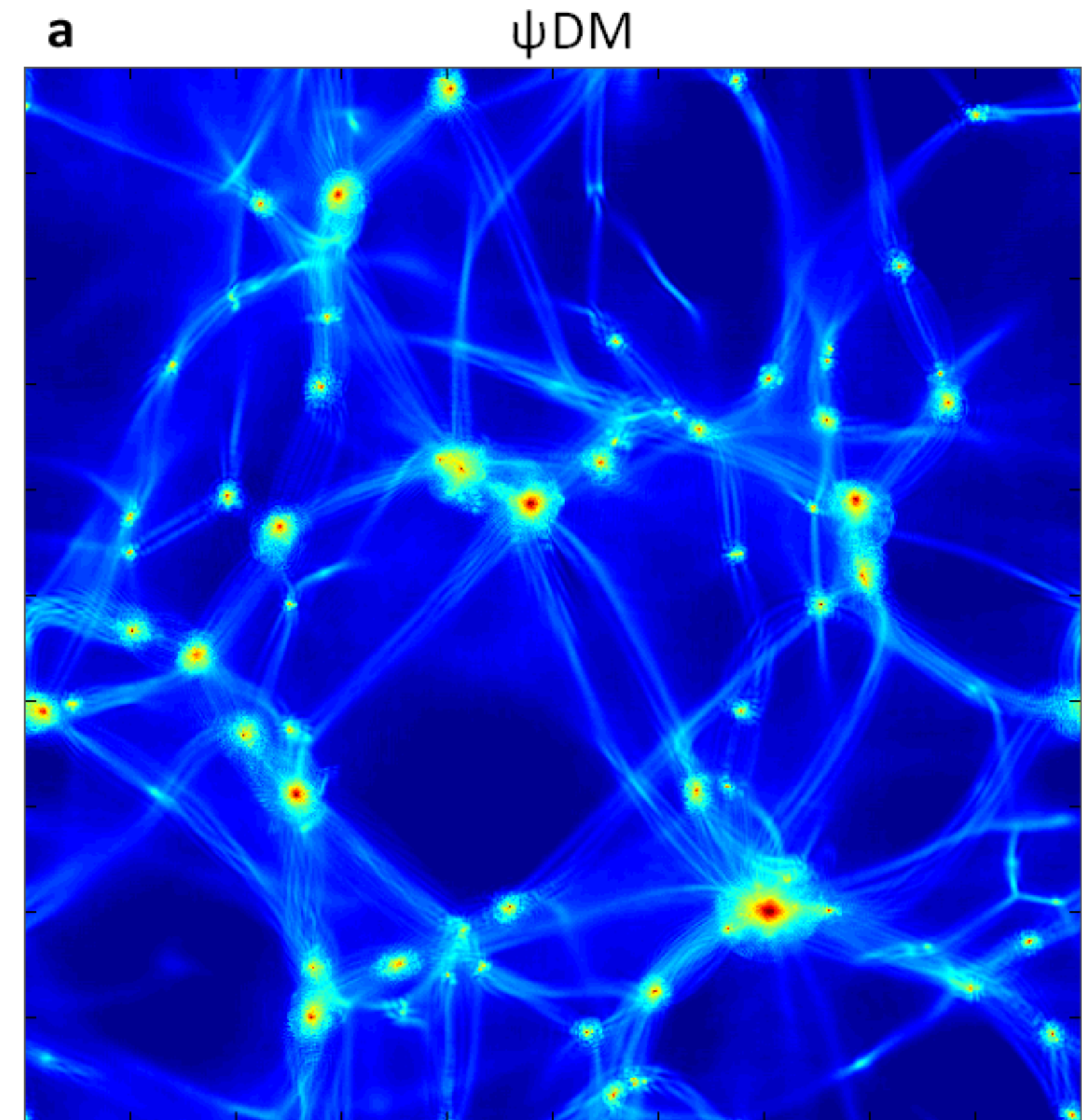
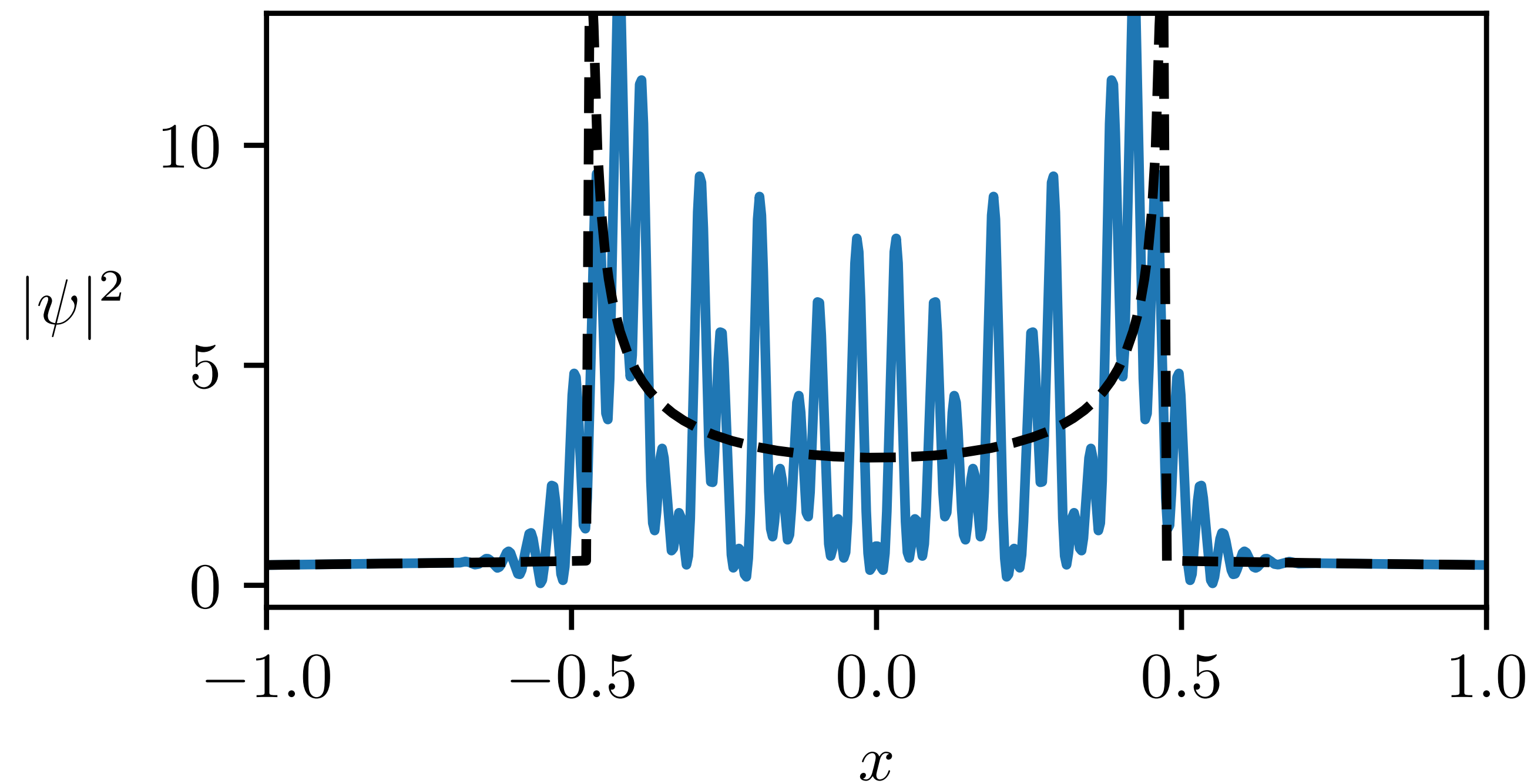
# Wave dark matter

## Spot the difference

- Same large scale network as CDM
- Wave interference “decorates” the cosmic web



# Wave dark matter



Schive ++ Nature Phys. Lett, '15  
astrophysical imprints: Hui, Ostriker, Tremaine & Witten '17, Hui '21

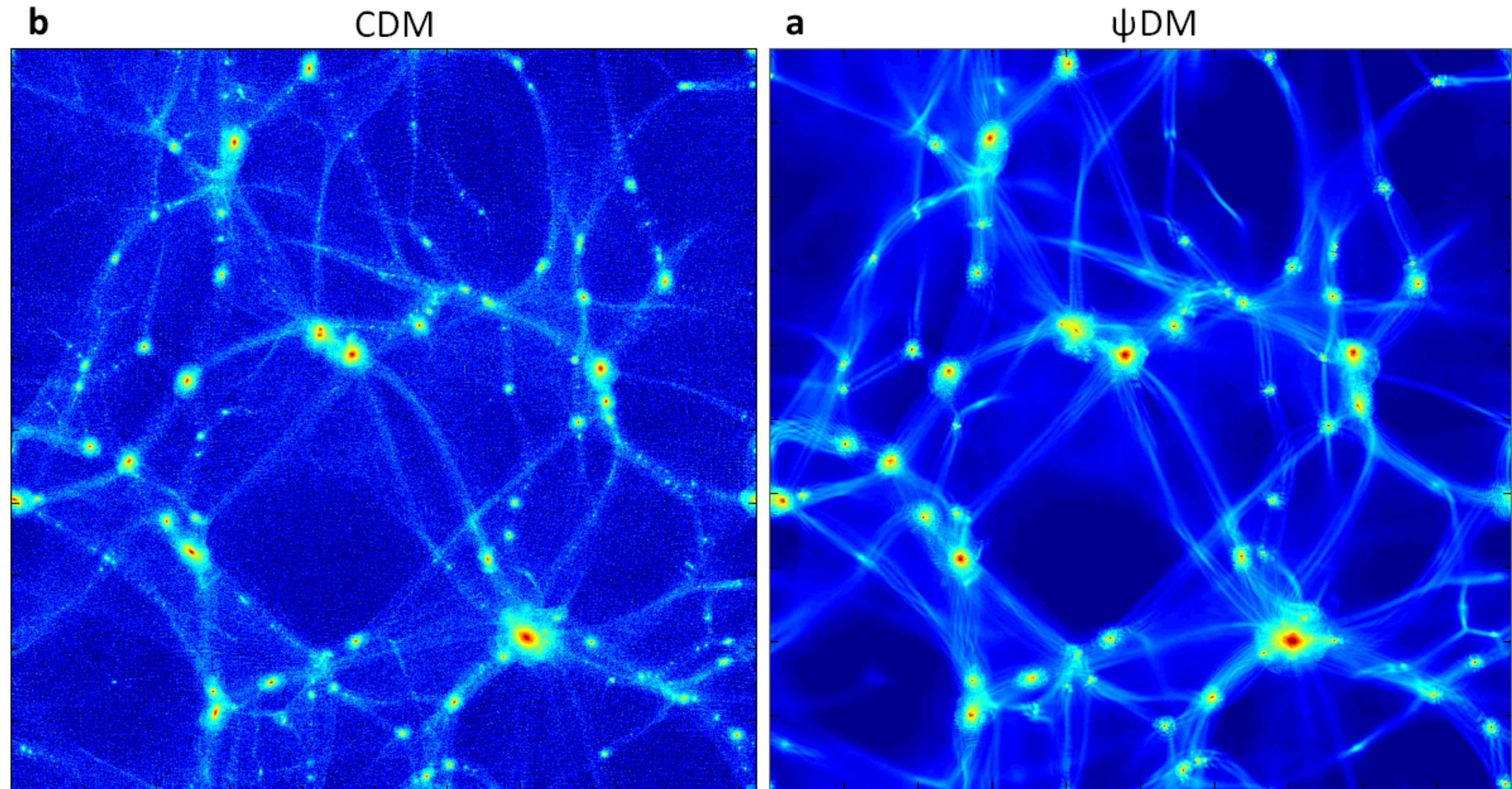


# Wave dark matter

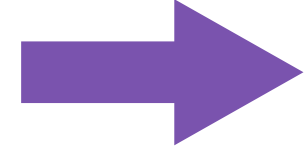
## Why do we care?

- True wavelike dark matter (axions etc)

- Rich phenomenology
- Universal features (tool even for CDM)



# Scalar field dynamics

- KG + FRW  $\rightarrow$  homogeneous oscillations at frequency  $m$   
 change cosmological background, doesn't drive collapse

- non-relativistic regime

$$\phi = \frac{1}{\sqrt{2m}} (\psi e^{-imt} + \psi^* e^{imt}) \quad \text{complex classical field}$$

- spatial fluctuations in  $\psi$  become structures

$$\psi(x, t) = \sqrt{\rho(x, t)} e^{i\phi_v(x, t)/\hbar}$$

Density

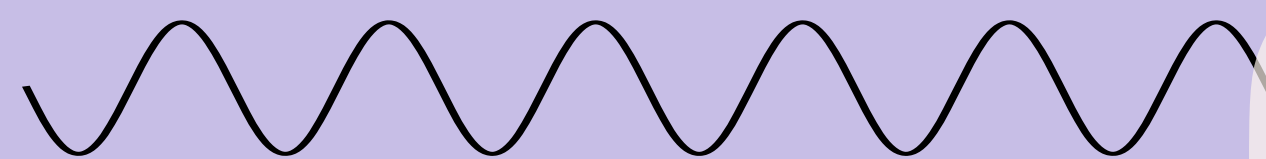
Velocity  $v(x, t) = \nabla \phi_v(x, t)$

- full dynamics difficult/expensive (state of the art 1—10 Mpc box)...simple models can still be useful!

# Simple models

## Wave Dark Matter

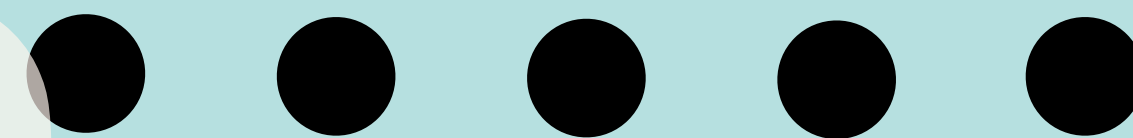
Waves



Correspondence  
 $\hbar \rightarrow 0$

## Cold Dark Matter

Particles



Evolution: Propagation

Simple model: free Schrödinger

$$i\hbar\partial_a\psi = -\frac{\hbar^2}{2}\nabla^2\psi$$

Evolution: Displacement

Simple model: Zel'dovich approximation

$$\mathbf{x} = \mathbf{q} - a\nabla\varphi_g^{(\text{ini})}$$

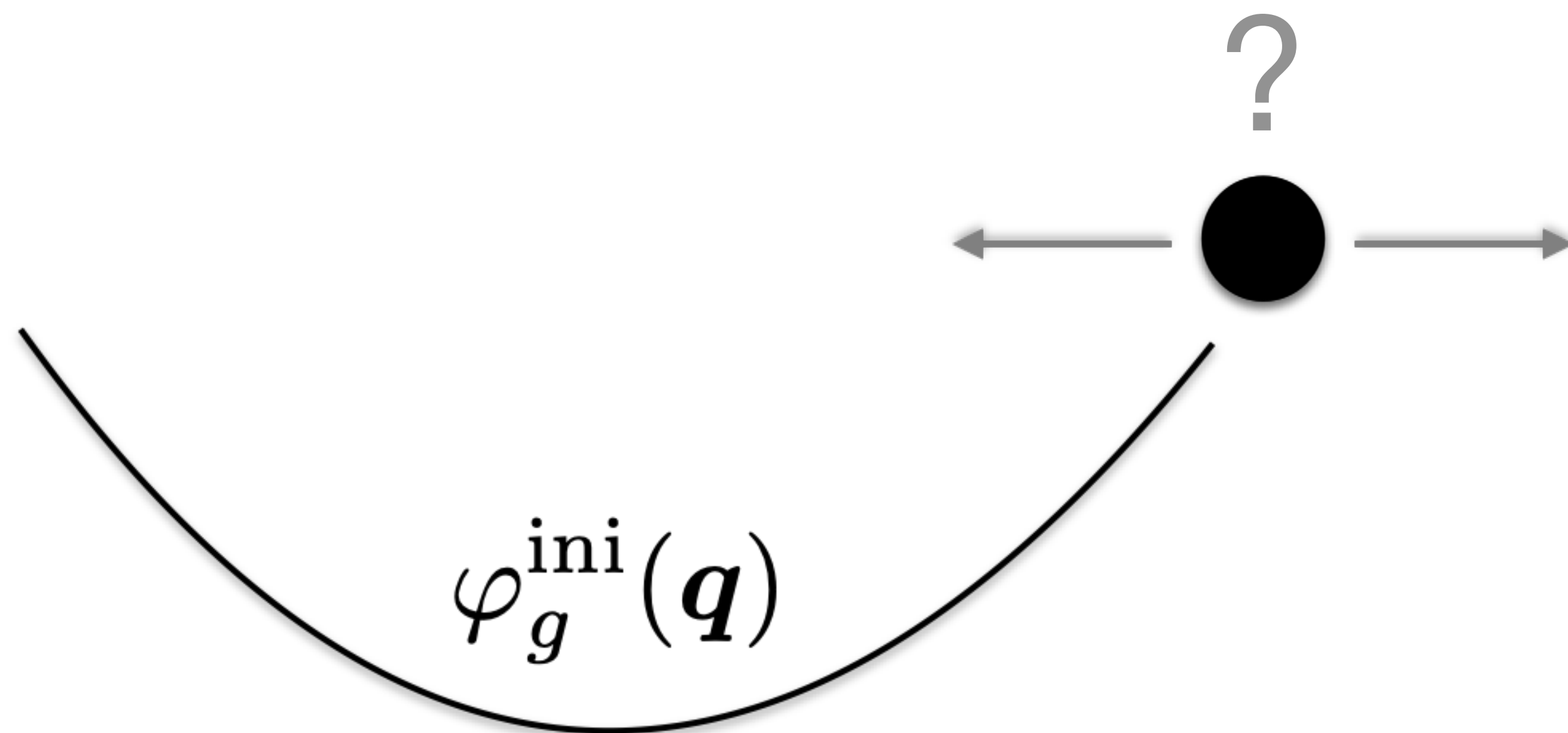
# Classical phenomenology

Approximate: shoot particles following initial potential

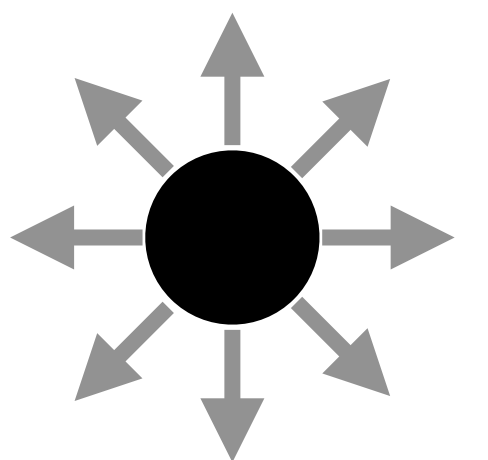
$$\mathbf{v}(\mathbf{q}, a) = -\nabla \varphi_g^{(\text{ini})}(\mathbf{q})$$

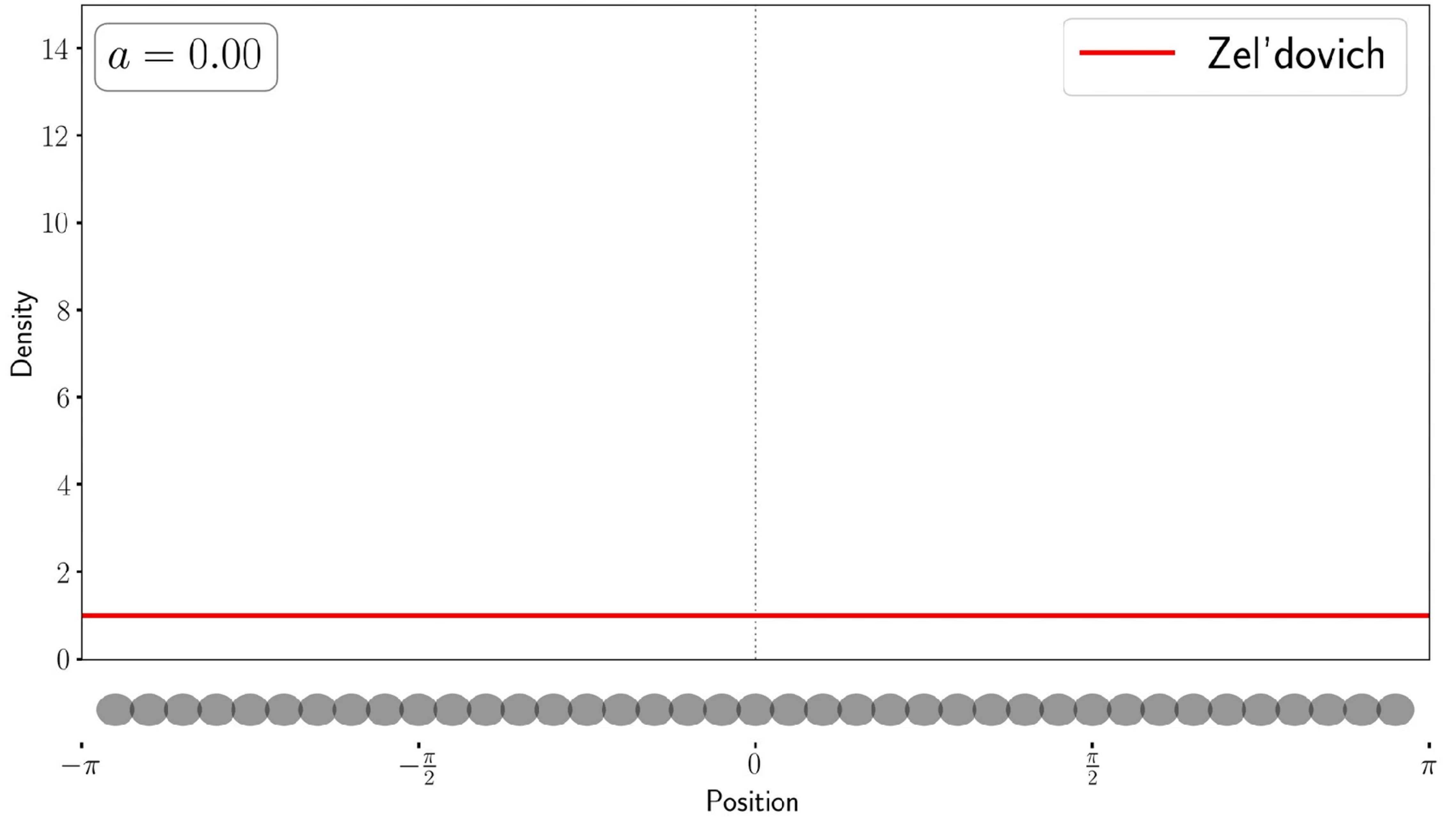
$$\mathbf{x}(\mathbf{q}, a) = \mathbf{q} - a \nabla \varphi_g^{(\text{ini})}(\mathbf{q})$$

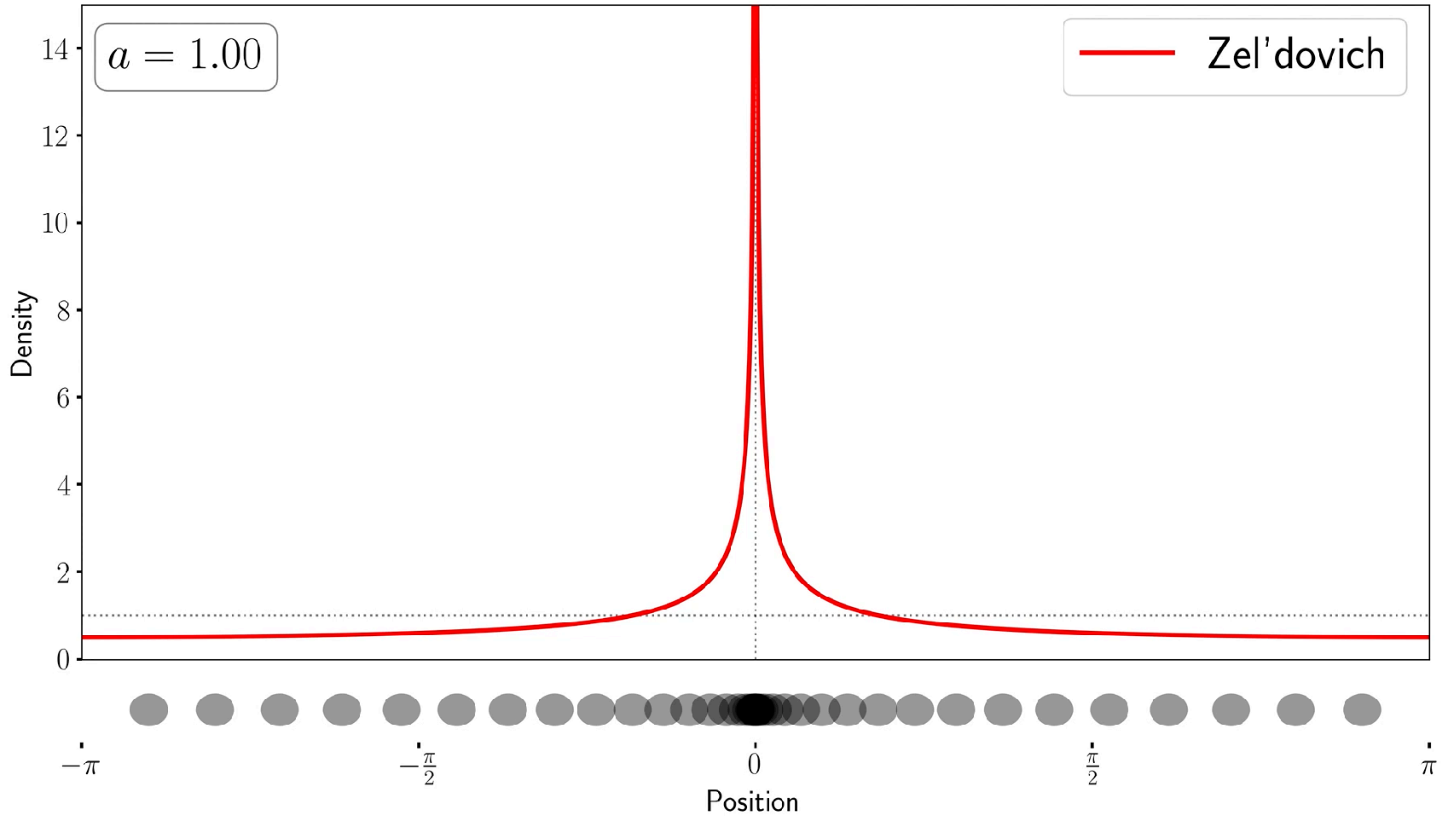
Zel'dovich approximation\*



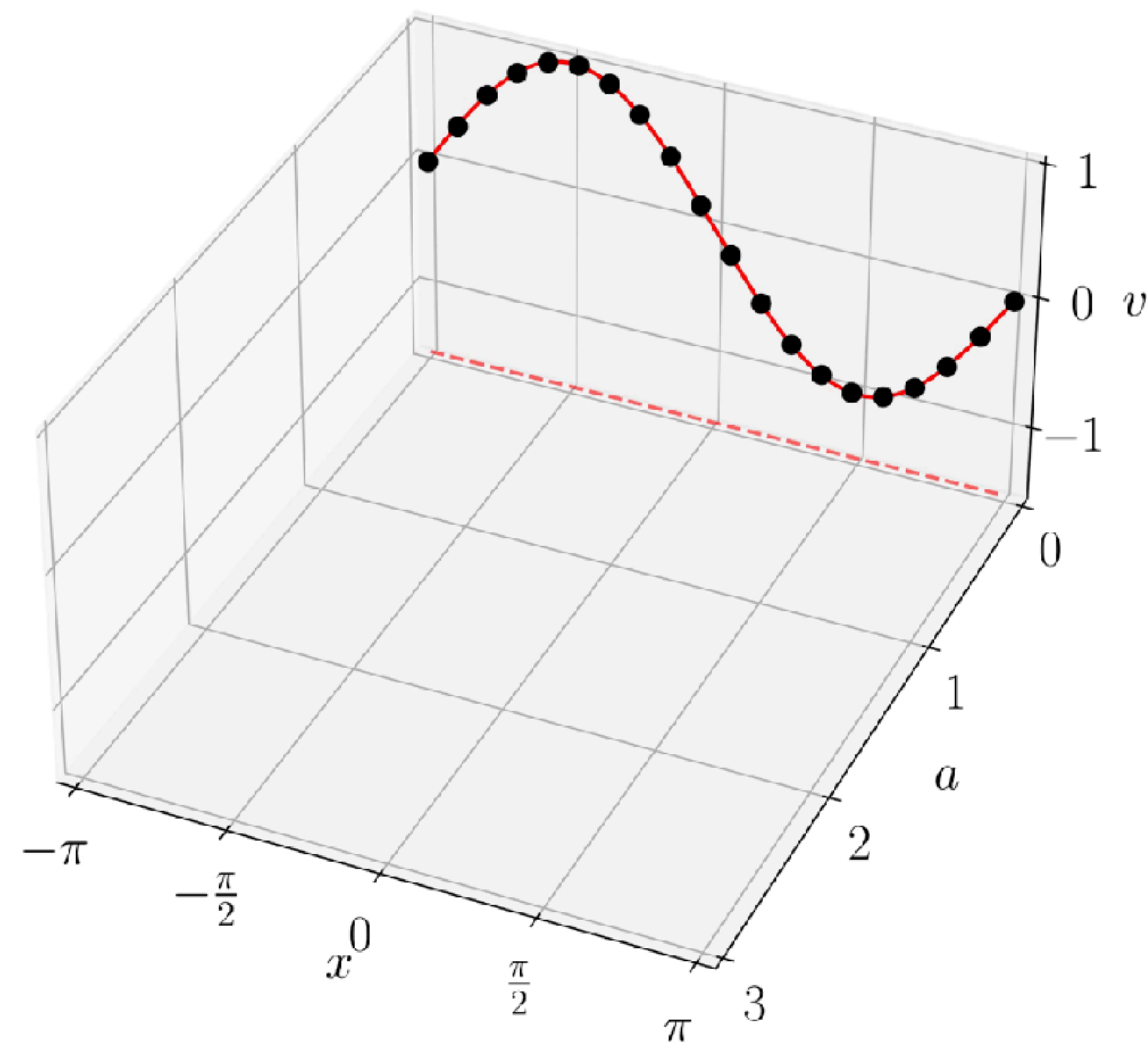
\*(Lagrangian) perturbation theory:  
ZA + tidal effects







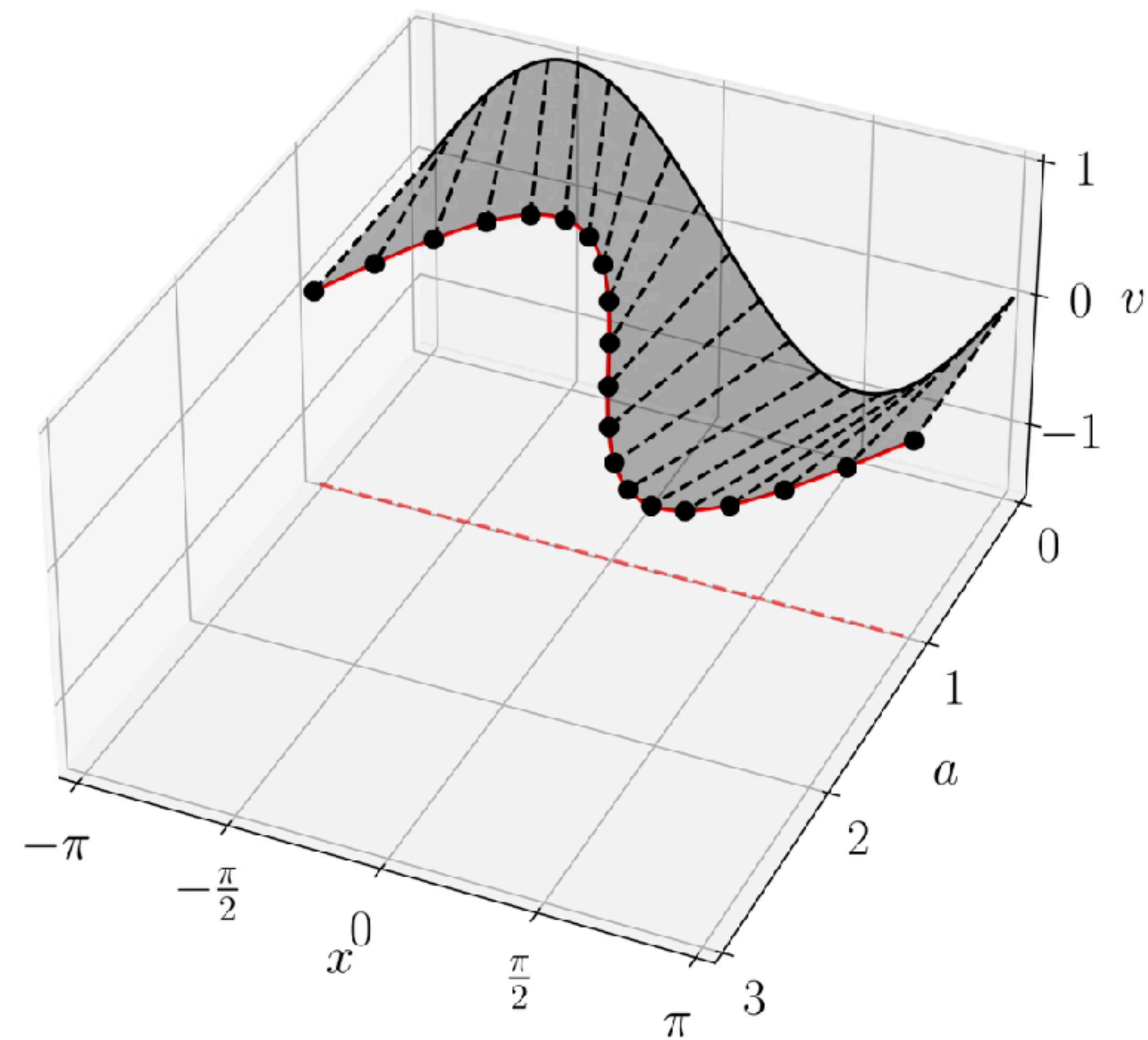
# Multi-streaming



[animation on wikimedia commons](#)

Gough & Uhlemann 2022

# Multi-streaming

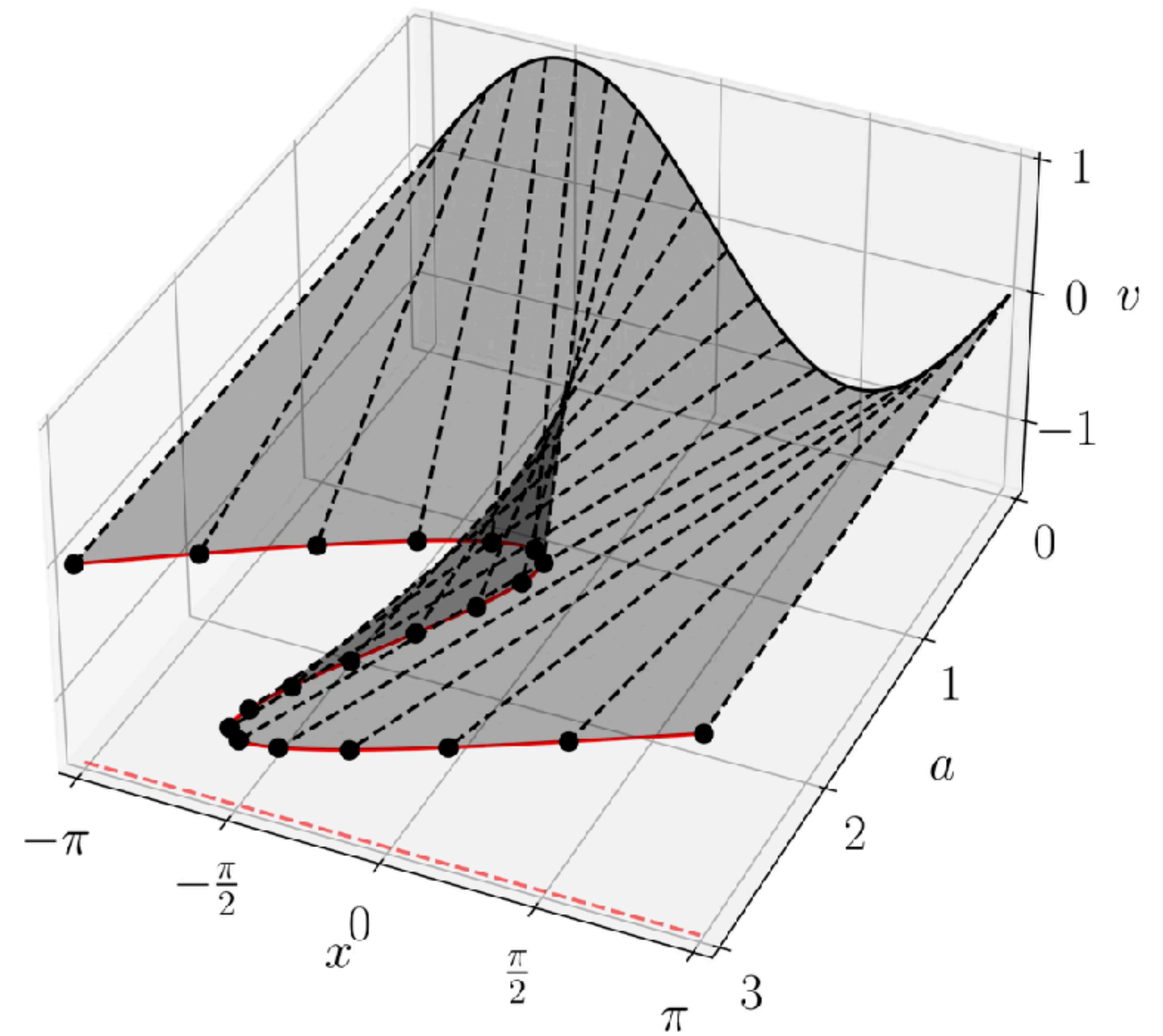
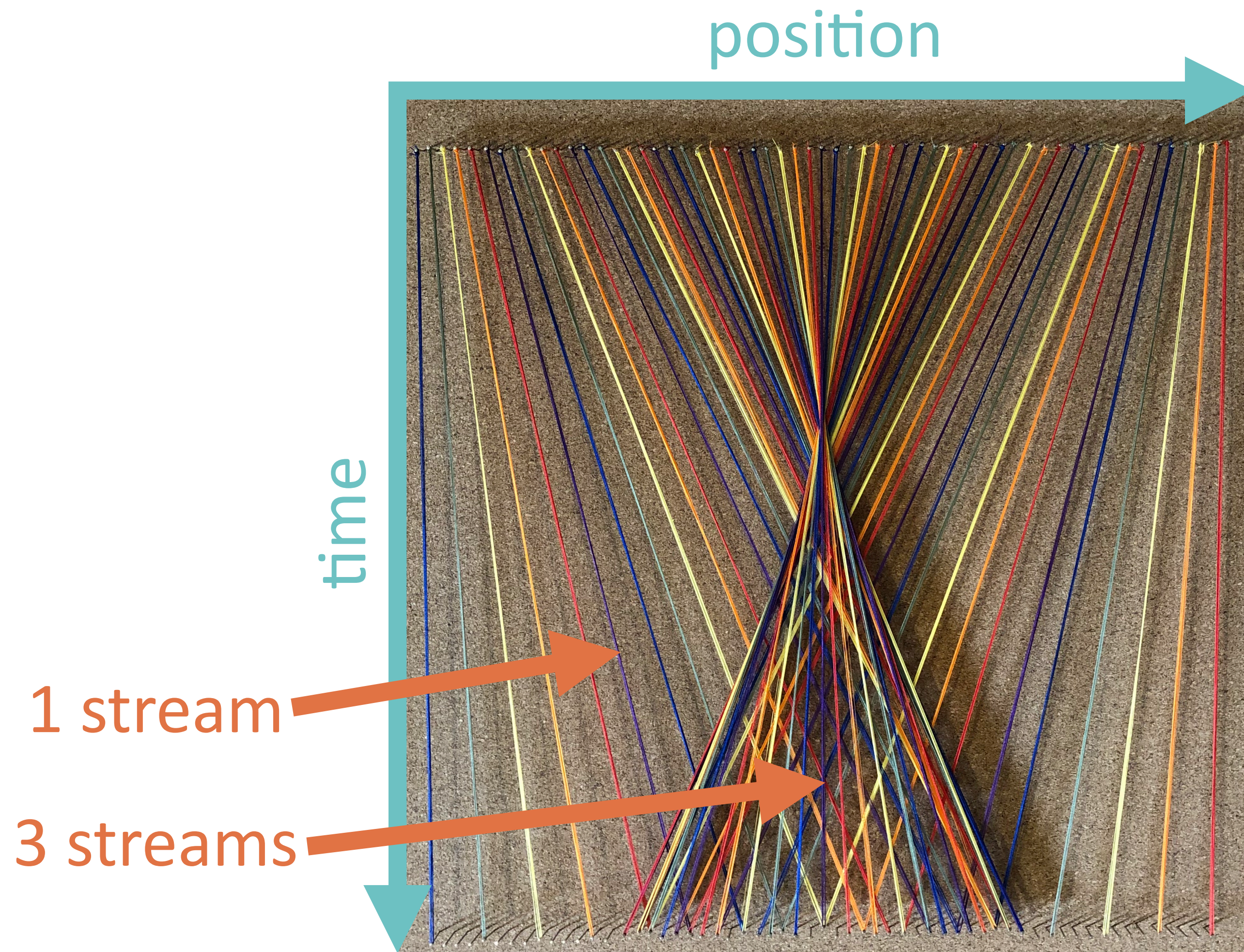


[animation on wikimedia commons](#)

Gough & Uhlemann 2022



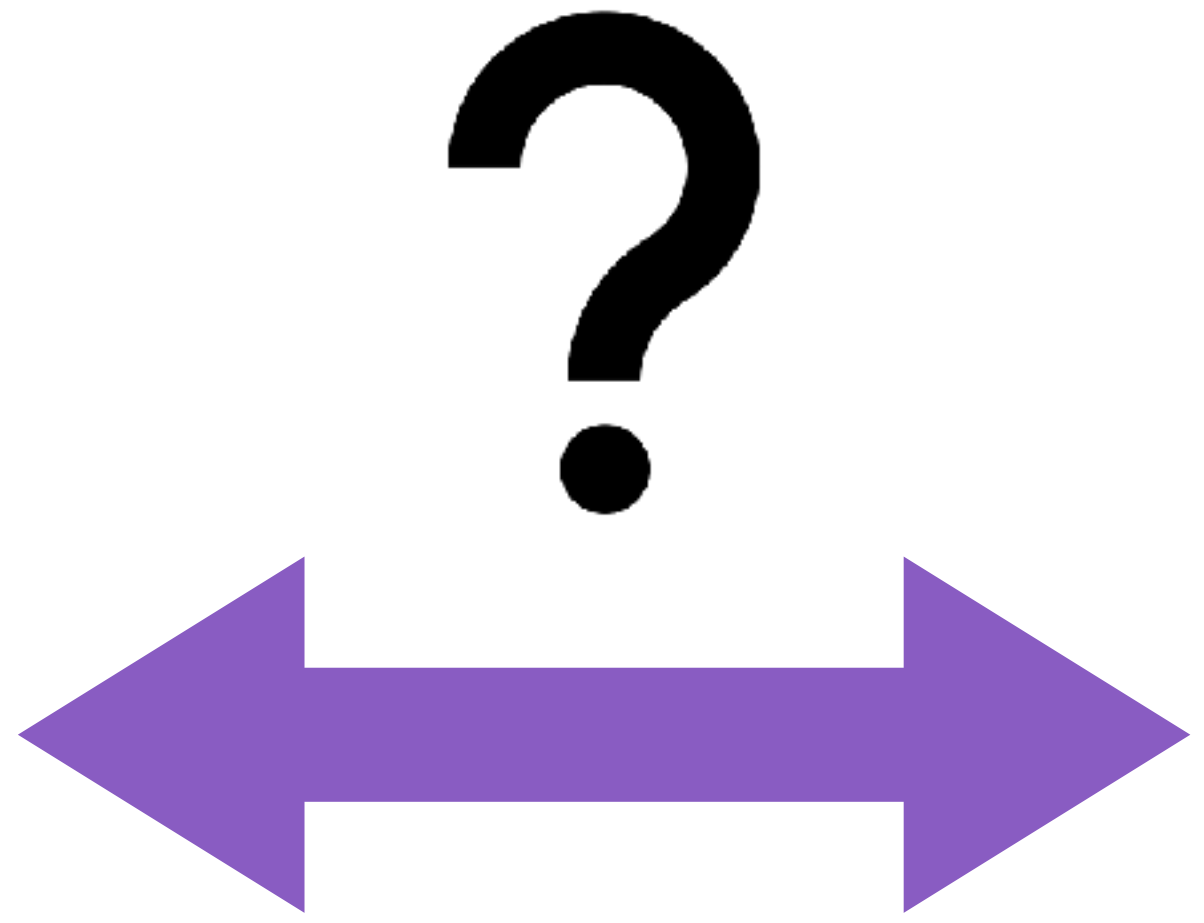
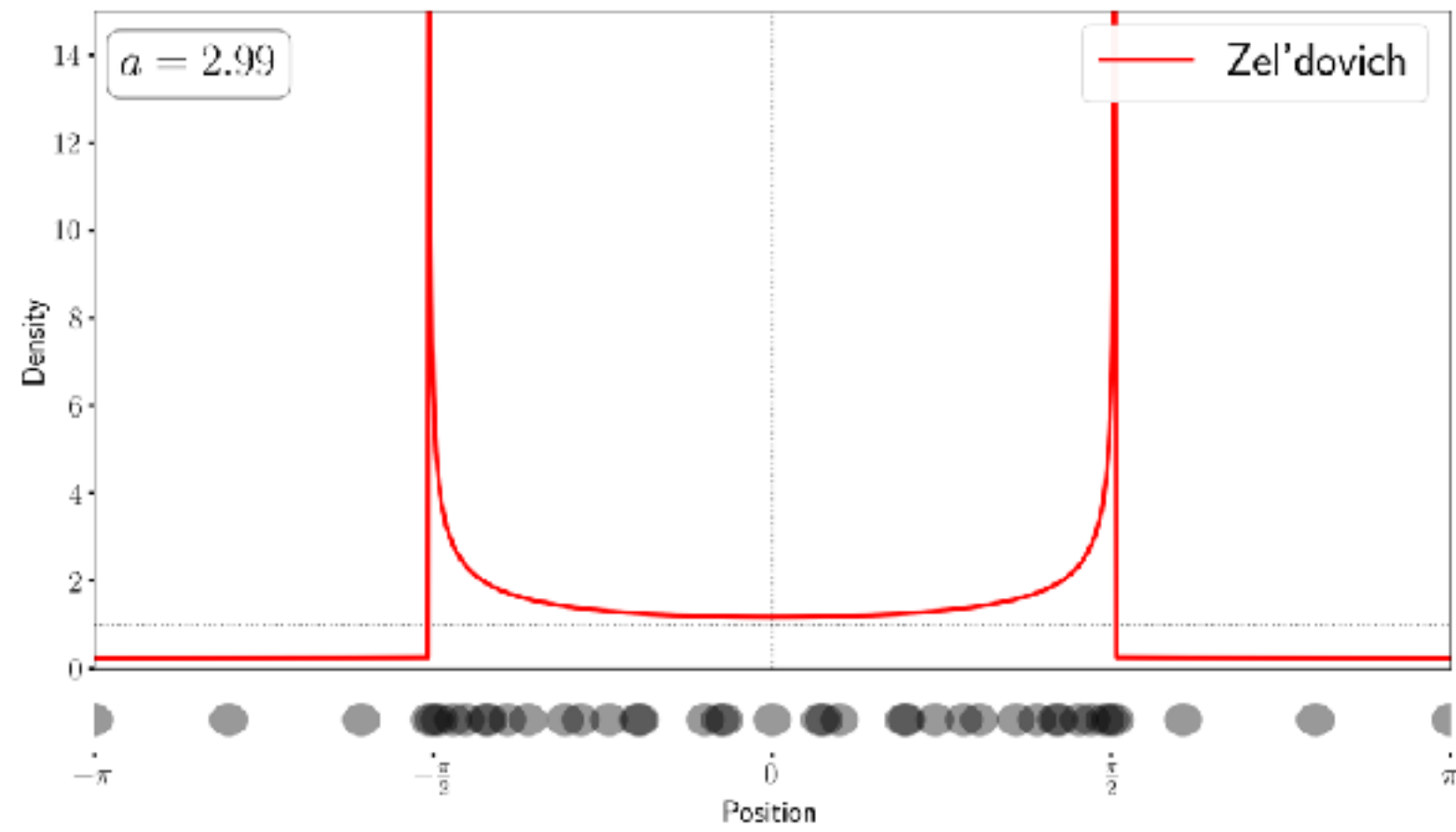
# Multi-streaming



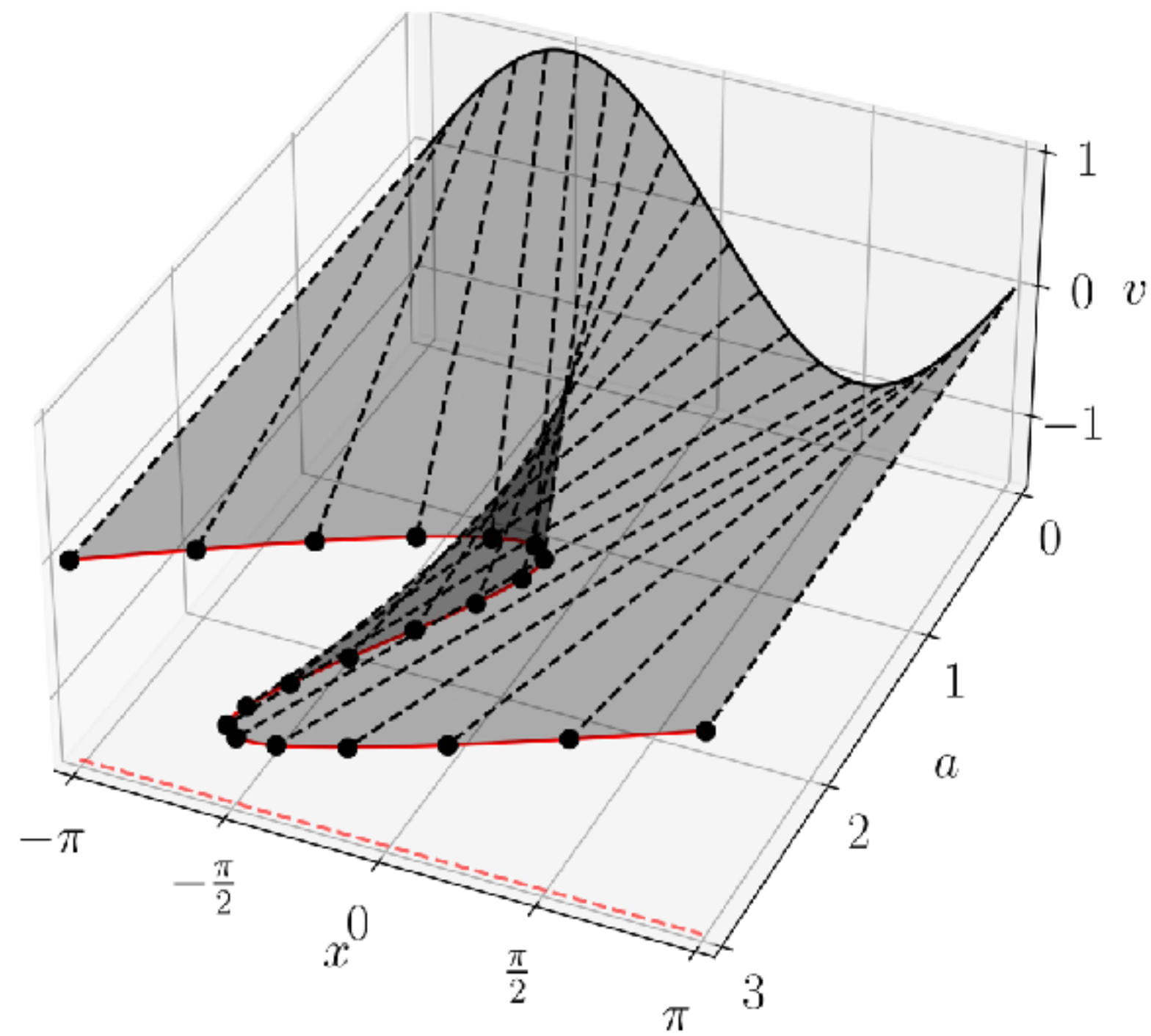
[animation on wikimedia commons](#)

Gough & Uhlemann 2022

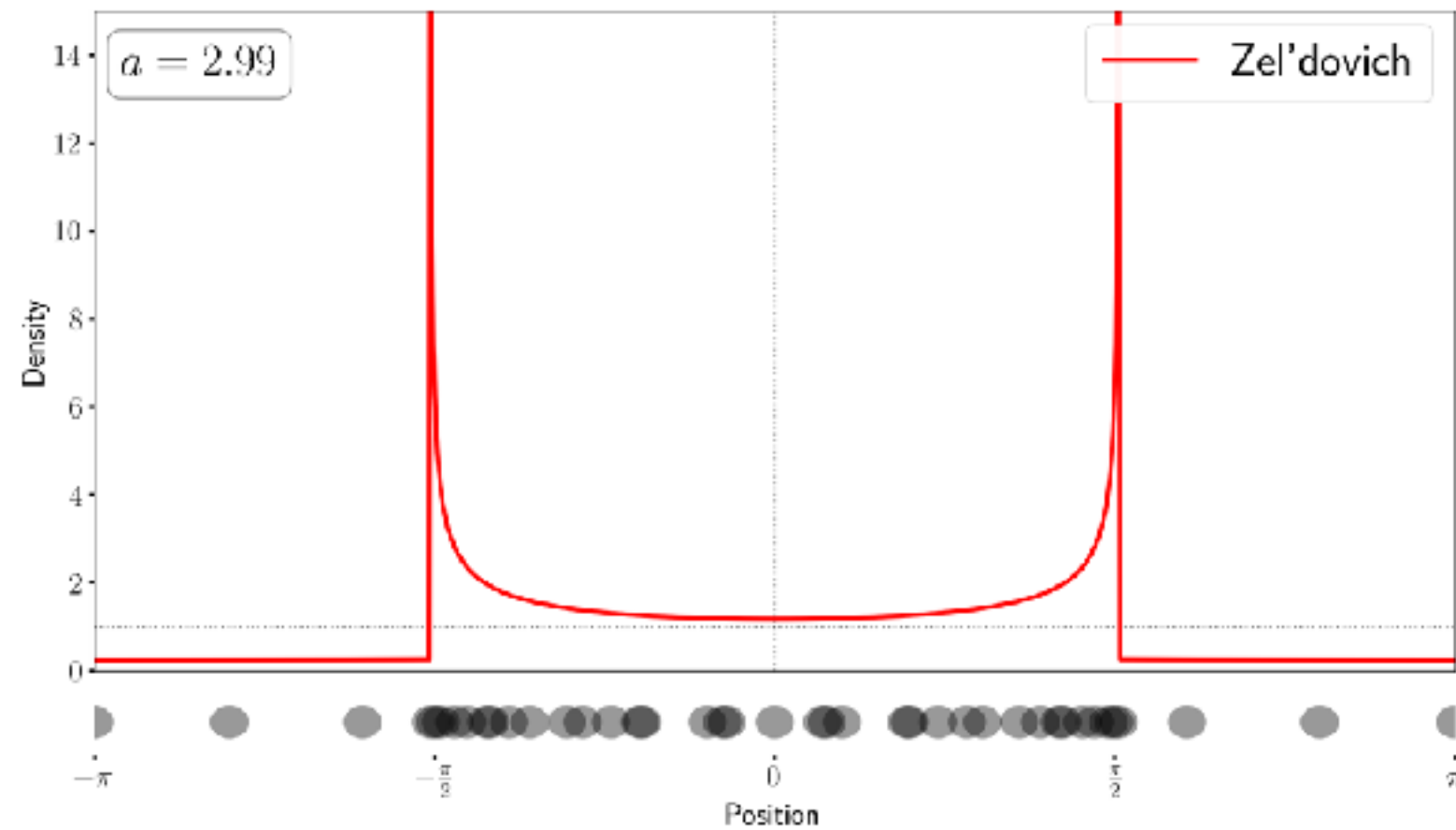
# Particles to waves



$$\psi(x, a)$$



# Wave toy model

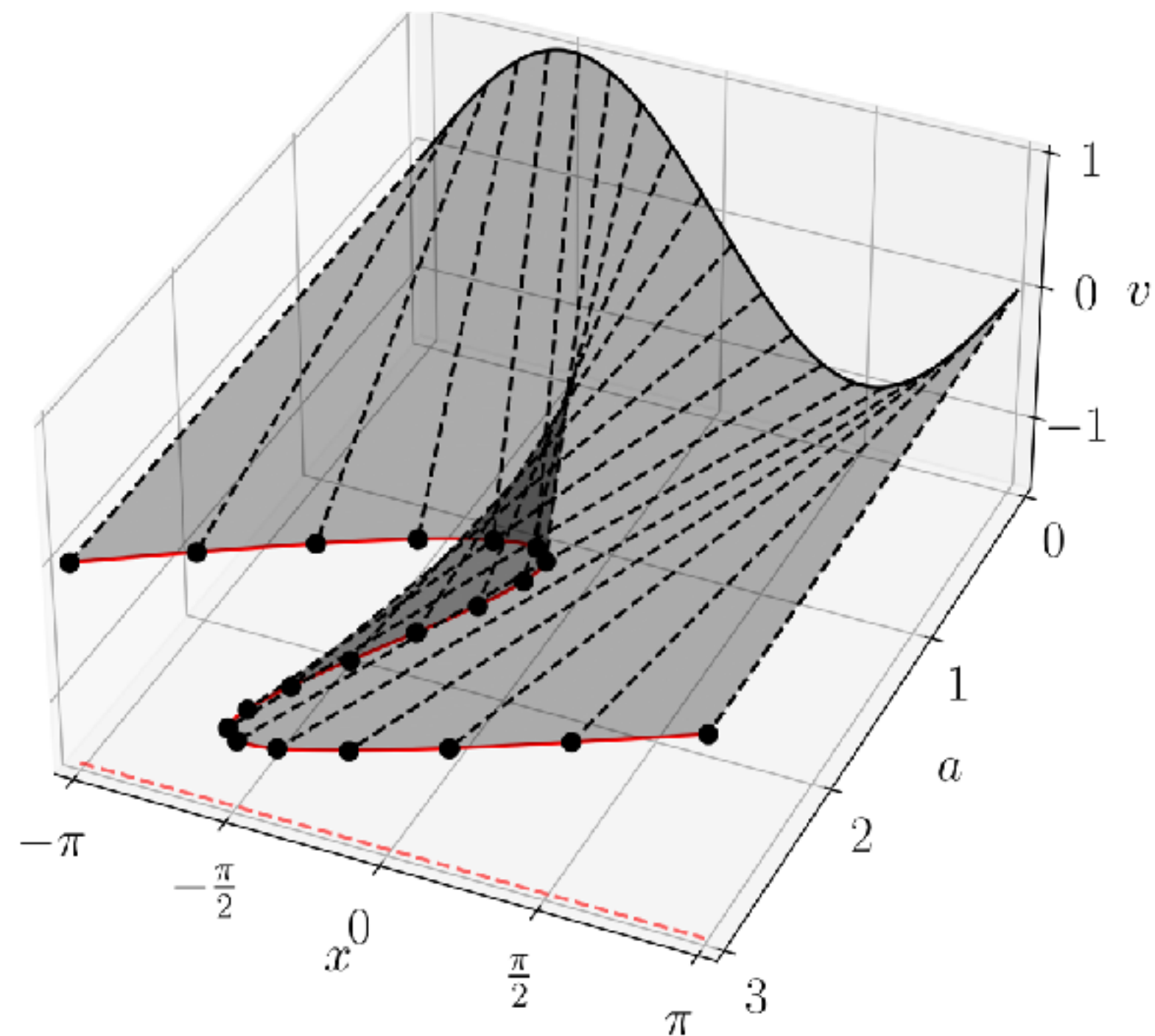


Initial conditions

$$\psi = \sqrt{\rho} e^{i\phi_v/\hbar}$$

Uniform density  $\rho^{(\text{ini})}(q) = 1$

Sinusoid velocity  $\phi_v^{(\text{ini})}(q) = \cos(q)$



Evolution

$$\psi^{(\text{ini})}(q) = \exp\left(\frac{i}{\hbar} \cos(q)\right)$$

$$i\hbar\partial_a\psi = -\frac{\hbar^2}{2}\partial_x^2\psi$$

Toy Model

# Propagator formalism

## Solving wavefunction

- Easy! Use your favourite method (e.g. FFT)
- Useful for us to write solution in particular form

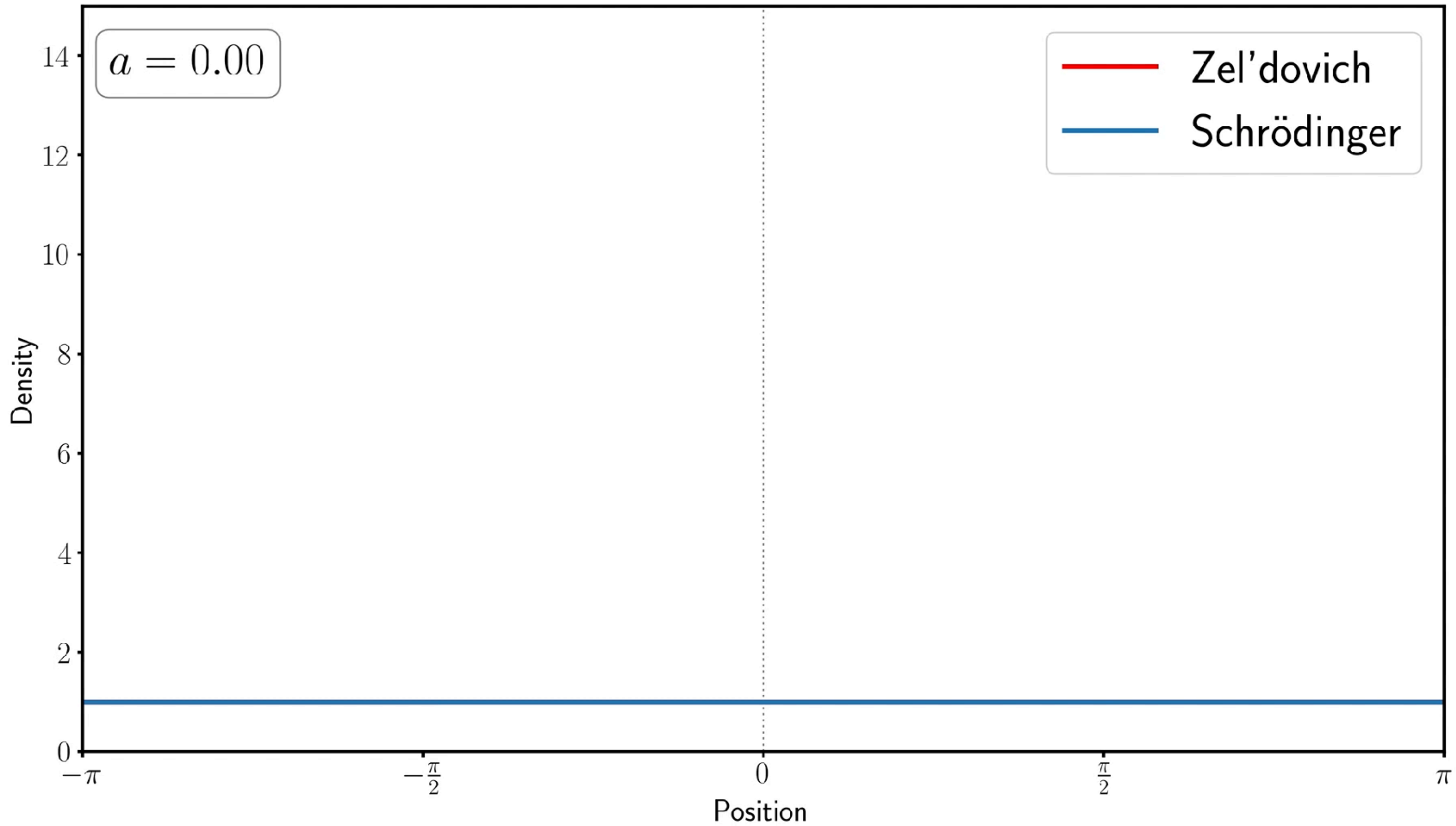
$$\psi(x, a) \sim \int dq \underbrace{K_0(q; x, a)}_{\exp\left[\frac{i}{\hbar} \zeta(q; x, a)\right]} \psi^{(\text{ini})}(q)$$

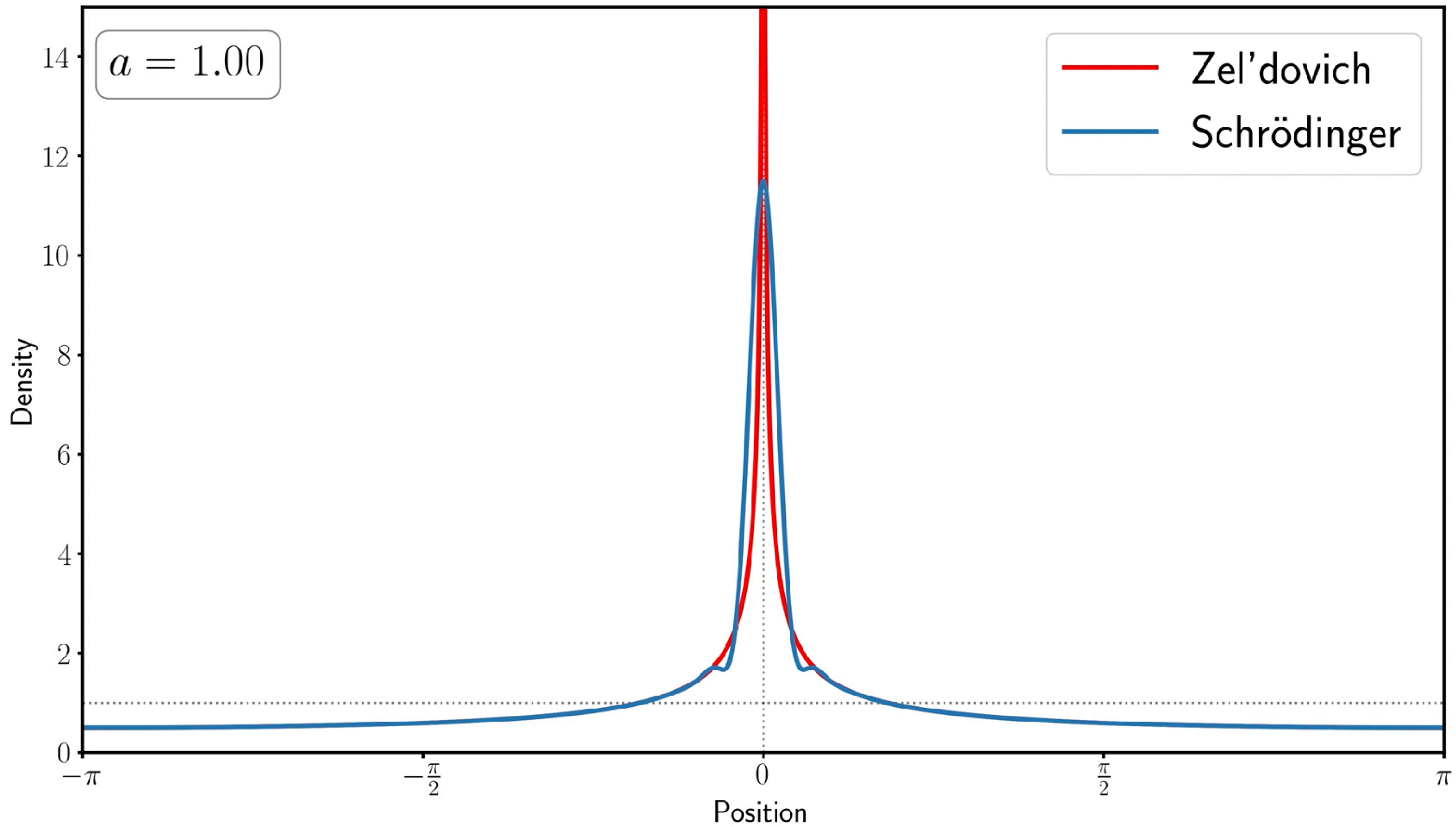
- $\zeta(q; x, a)$  contains the *action* and the *initial conditions*

$$\psi(x, a) \propto \int dq \exp\left(\frac{i}{\hbar} \left[ \frac{(x - q)^2}{2a} + \cos(q) \right]\right)$$

$$\psi^{(\text{ini})}(q) = \exp\left(\frac{i}{\hbar} \cos(q)\right)$$
$$i\hbar \partial_a \psi = -\frac{\hbar^2}{2} \partial_x^2 \psi$$

Toy Model





# Free wave evolution

**Amplitude:** brightness

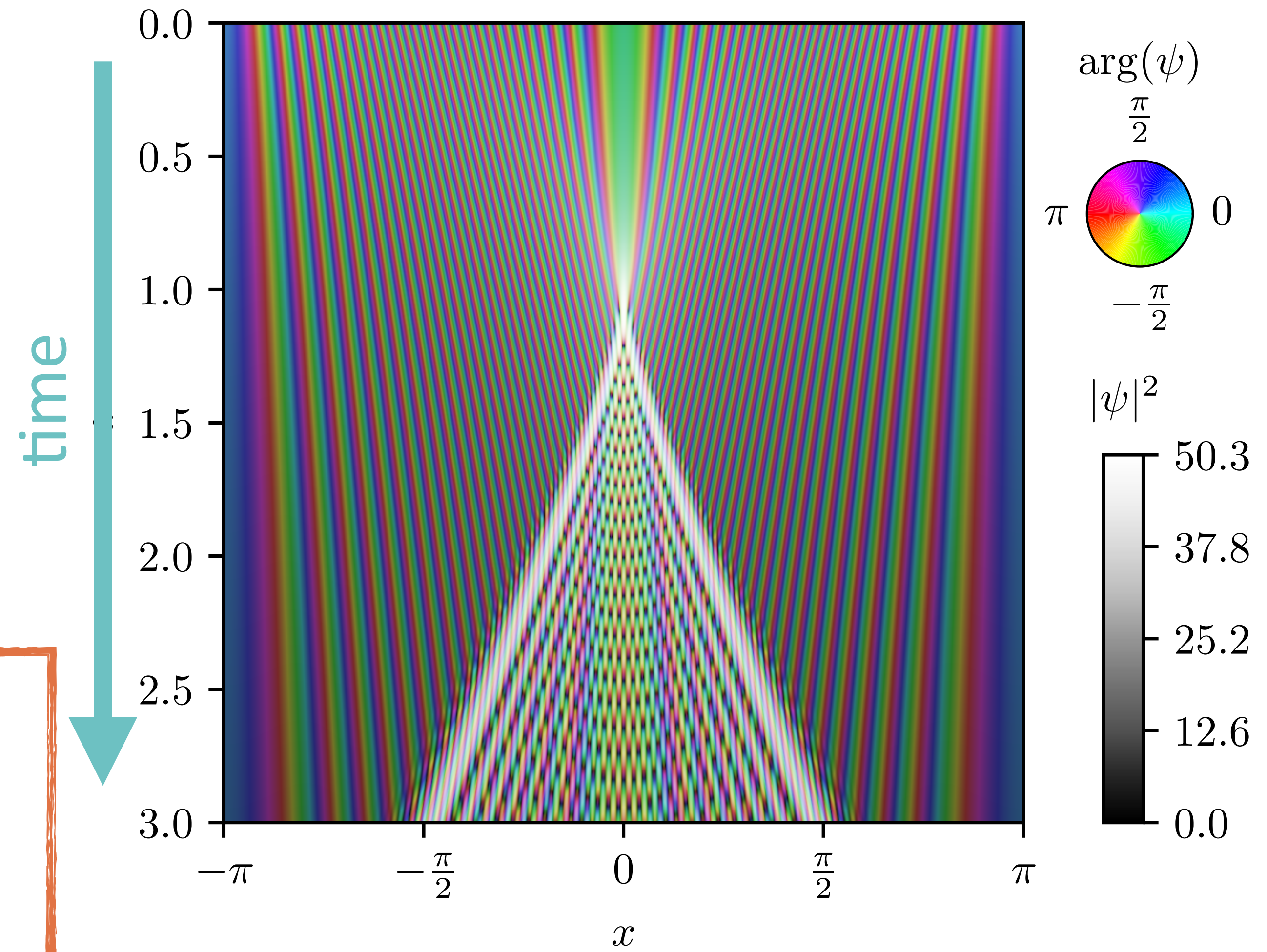
**Phase:** colour

## Features

- Regularised caustic
- Interference

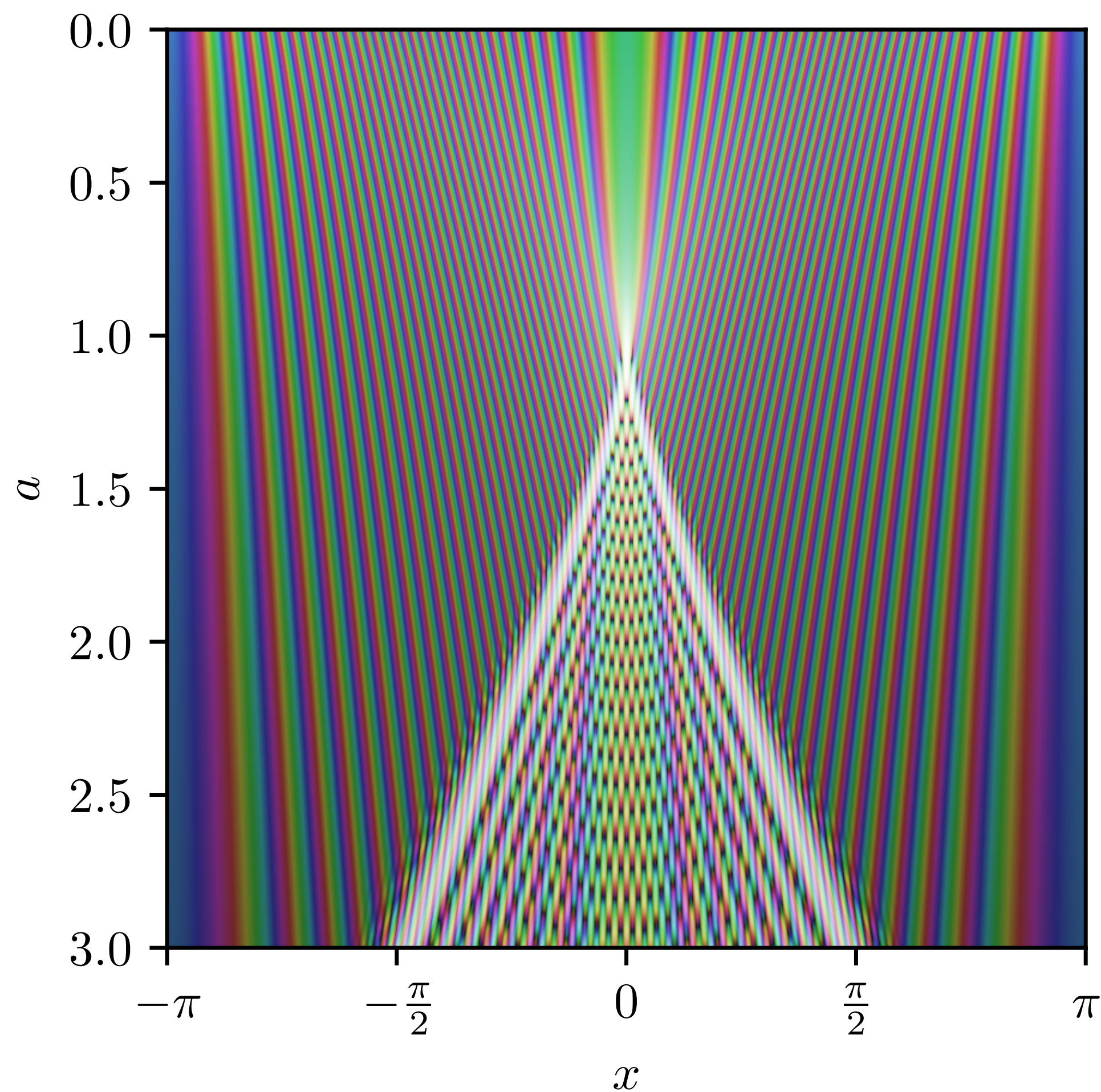
Understanding the caustic

Interference features

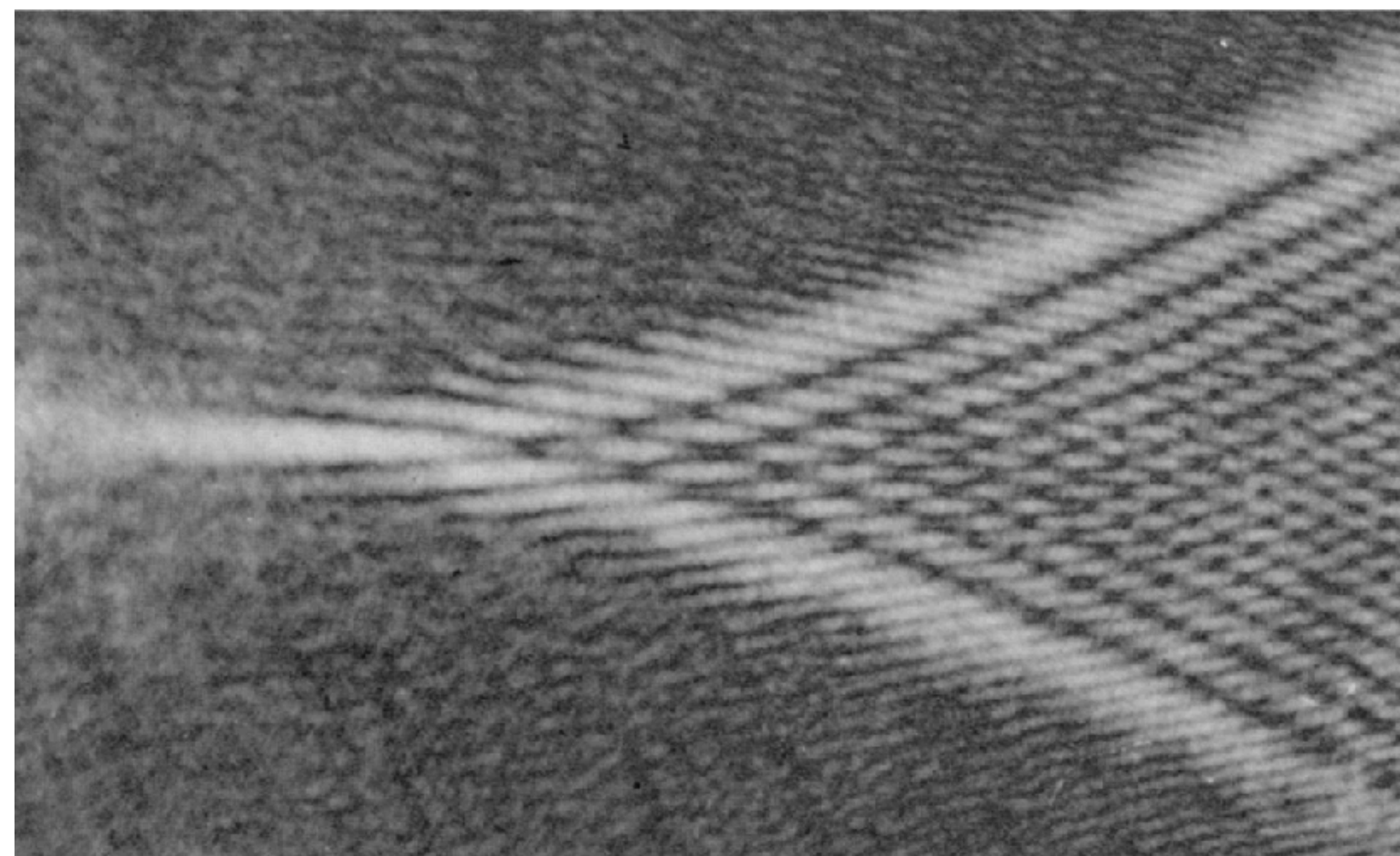


# Optics analogy

Dark matter



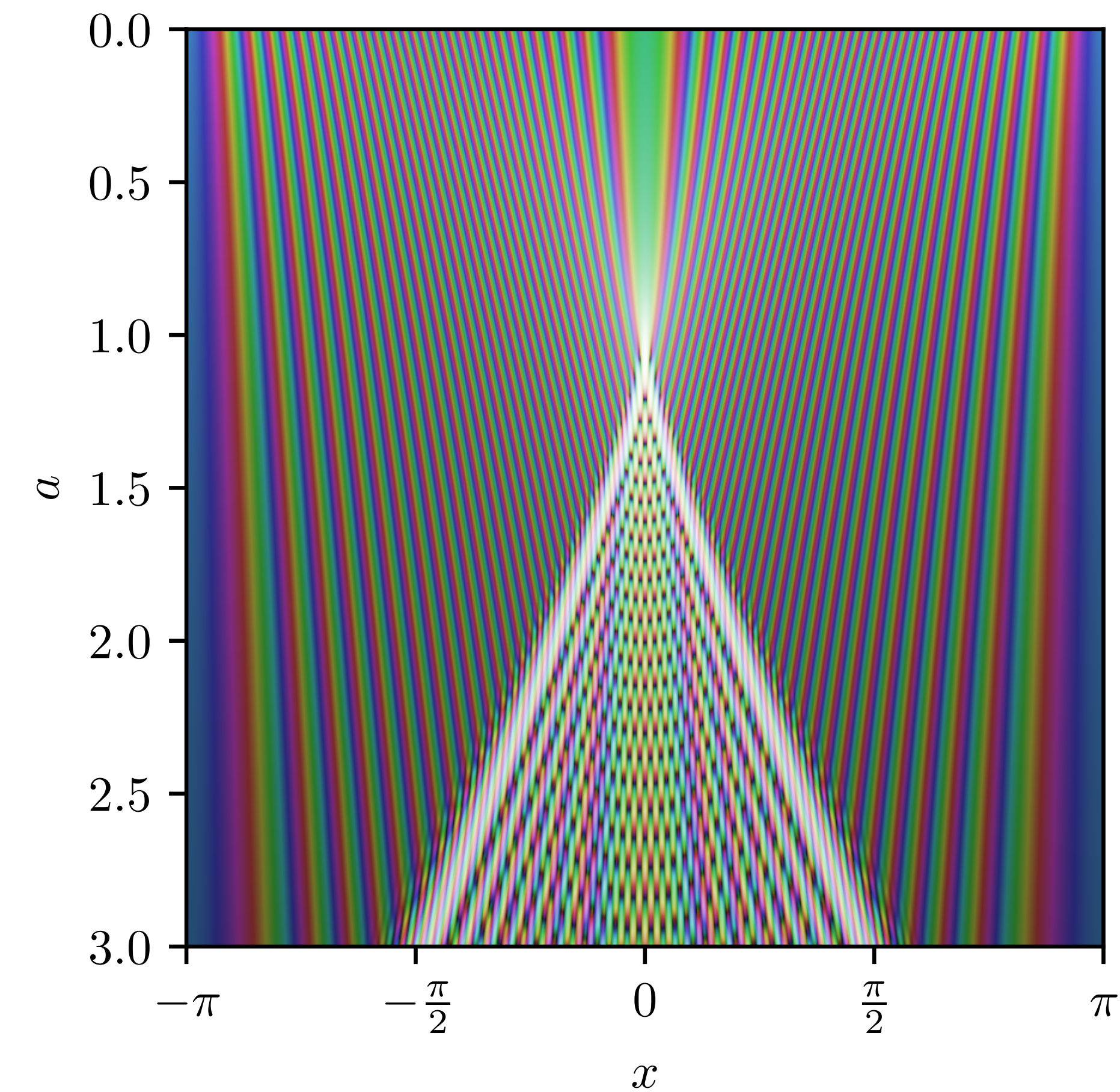
Optics



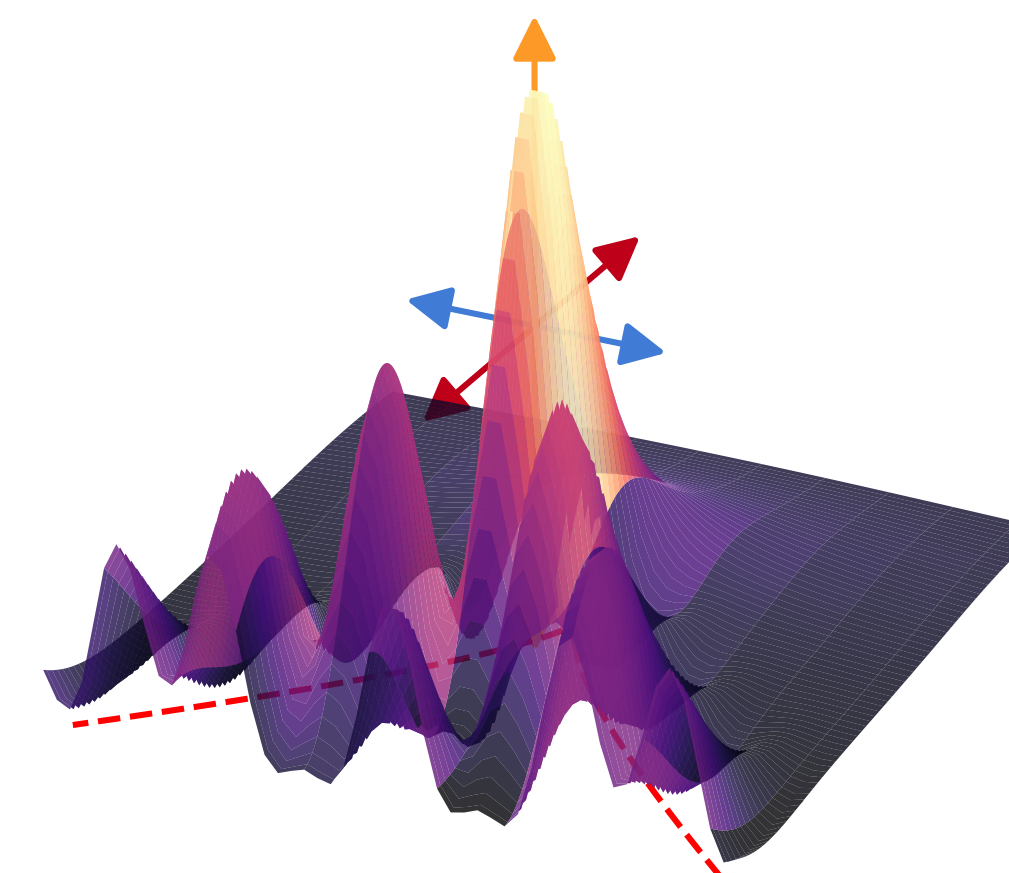
Berry, Nye, Wright '79



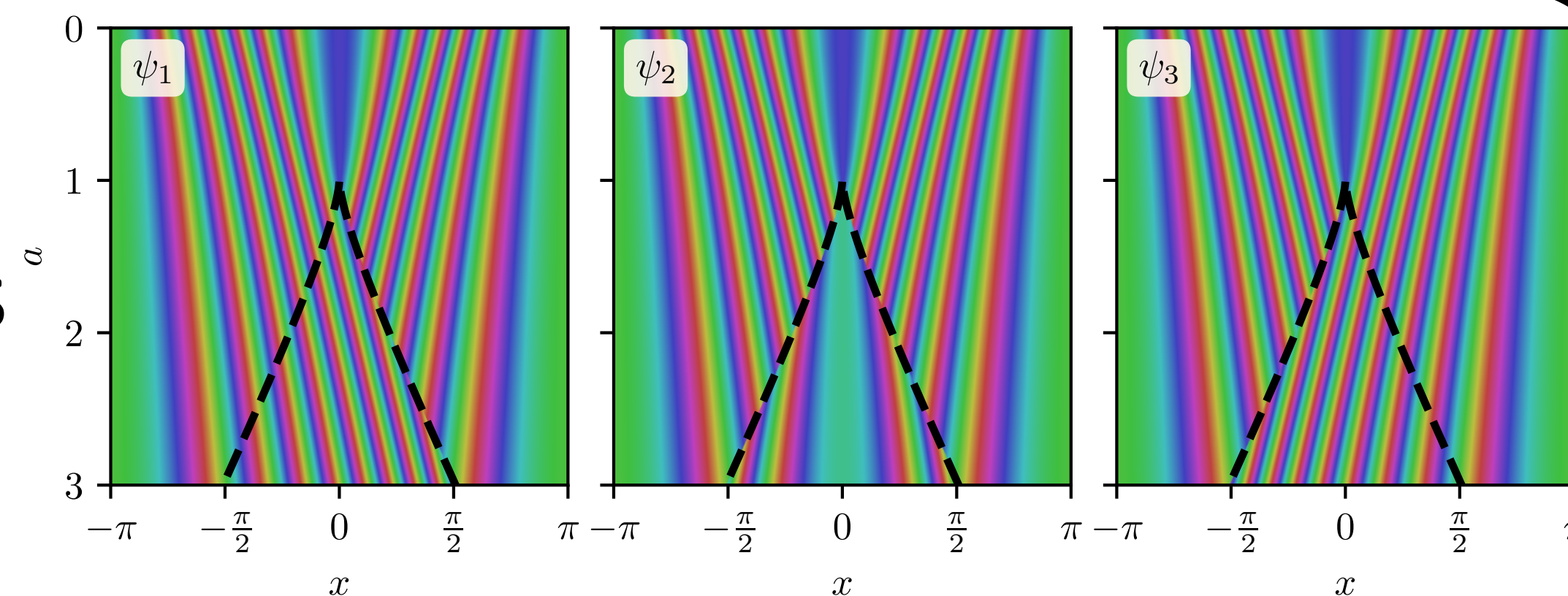
# Unweaving the wavefunction



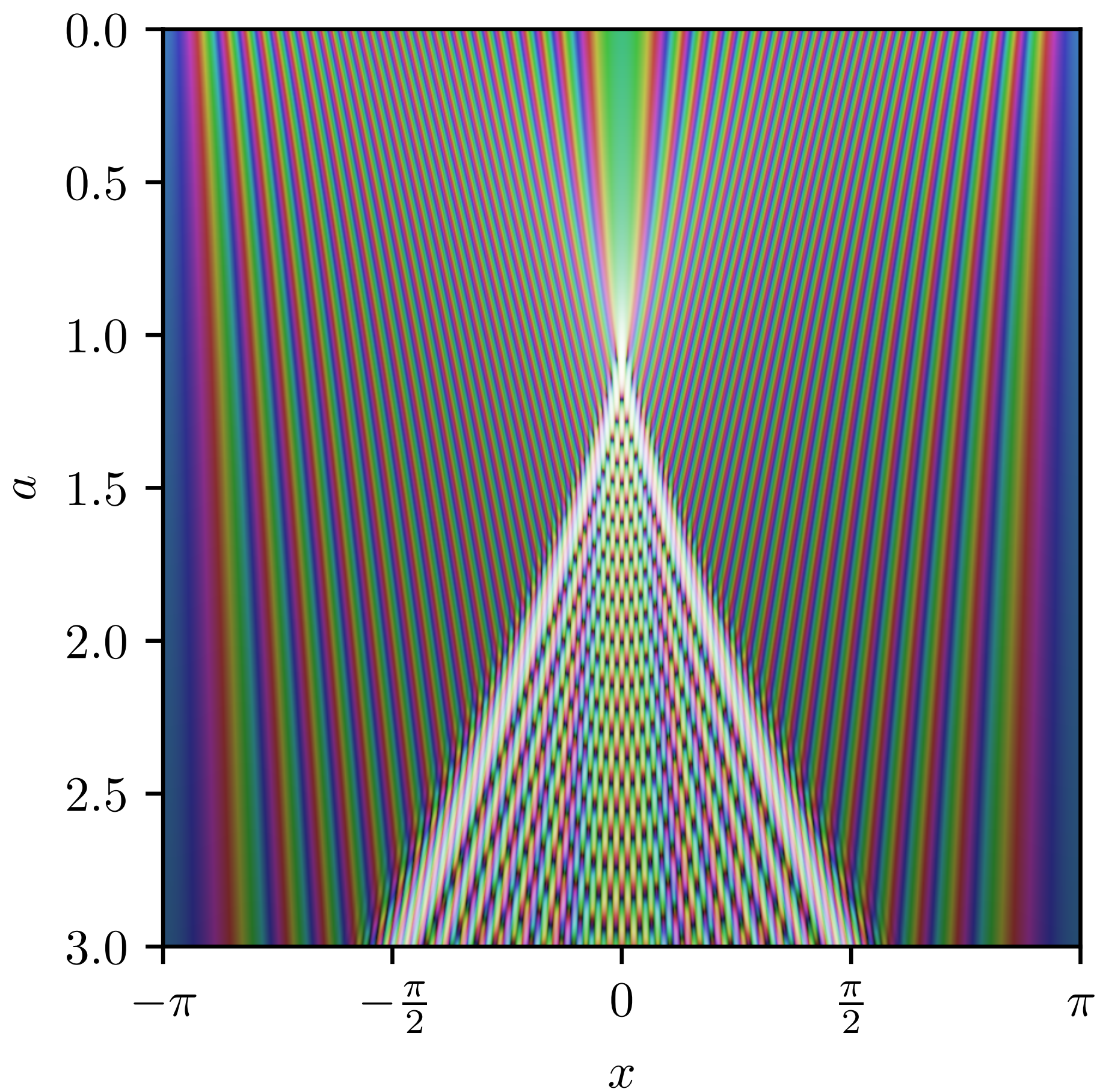
Caustic classification



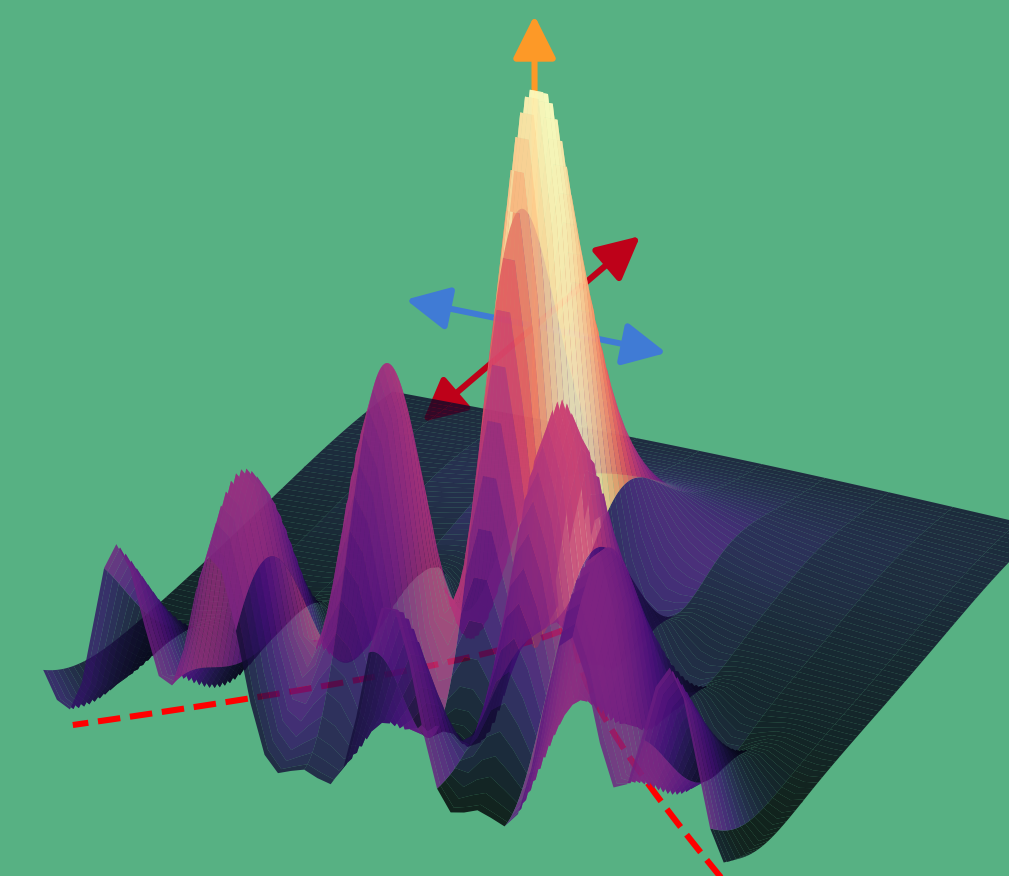
Stream components



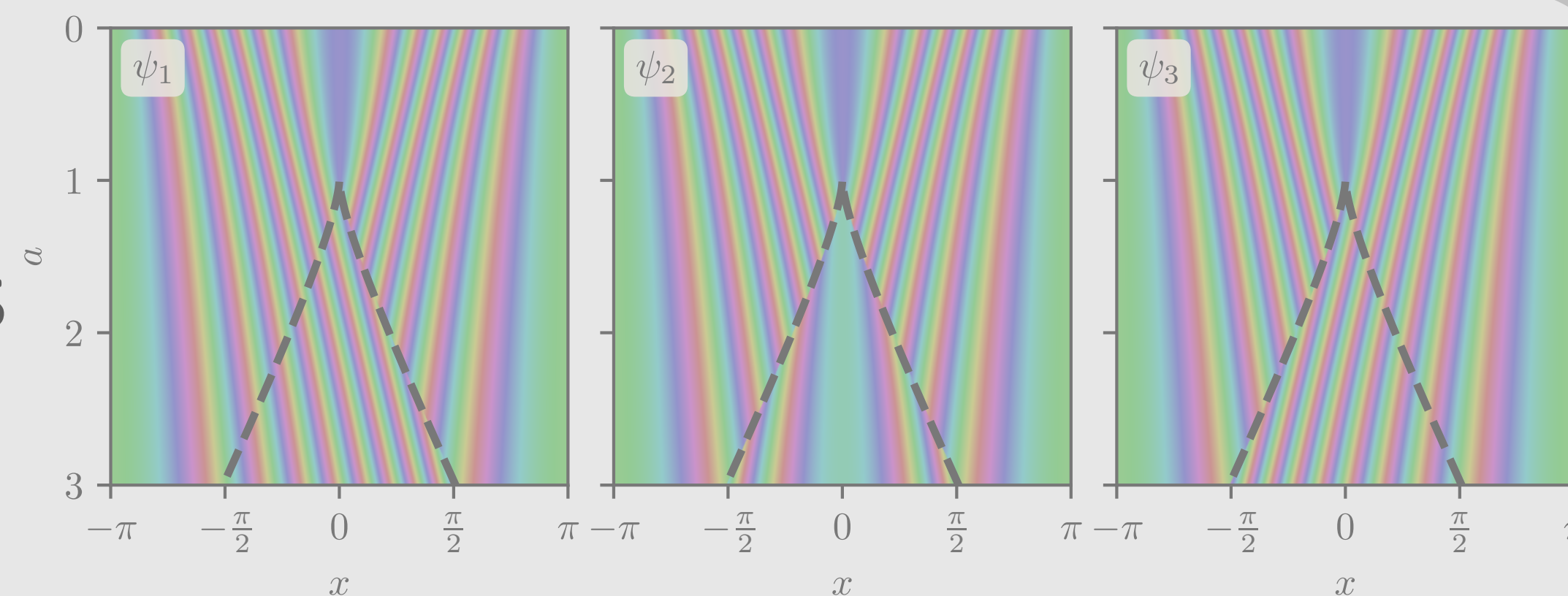
# Unweaving the wavefunction



Caustic classification



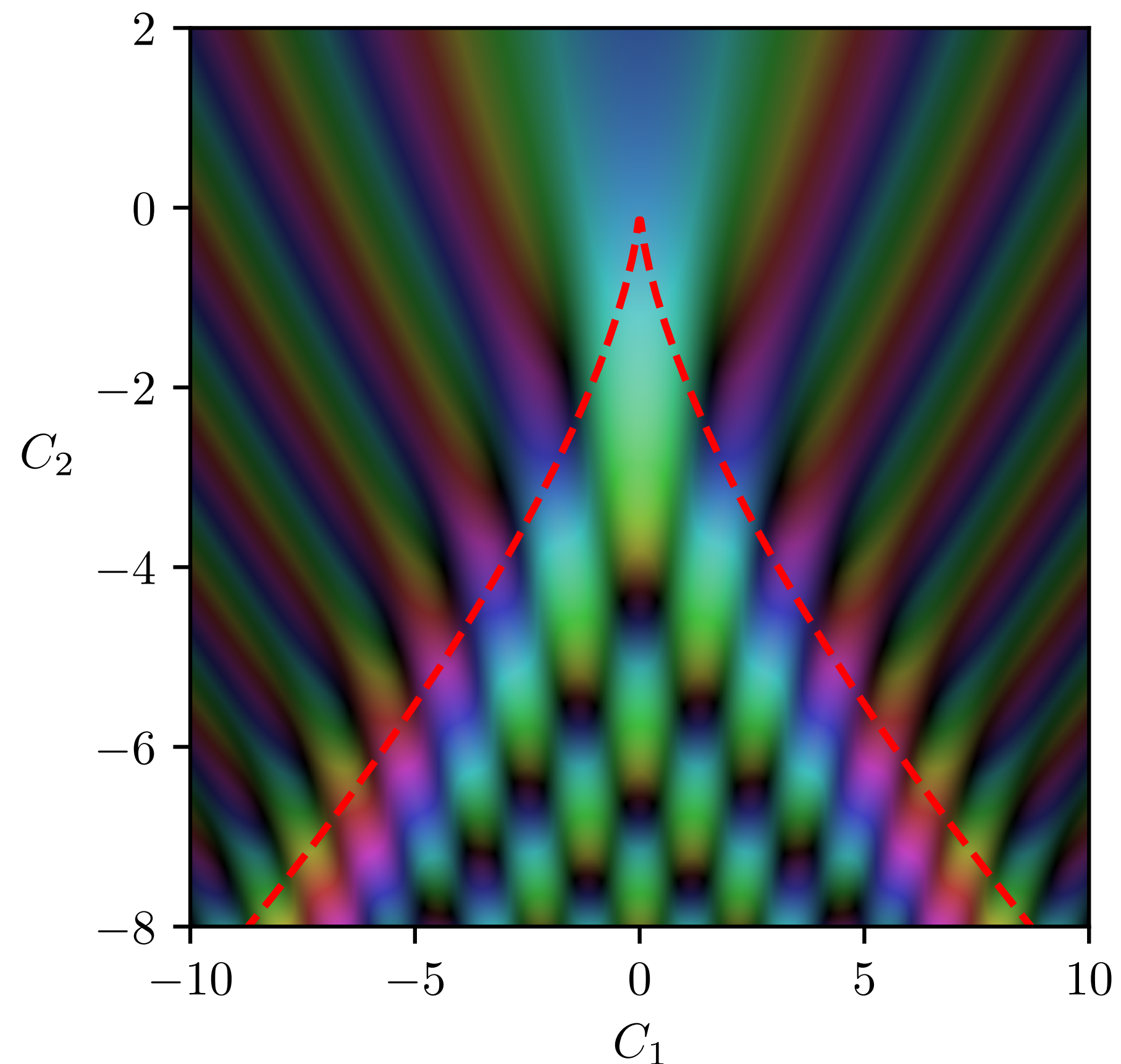
Stream components



# Caustic features

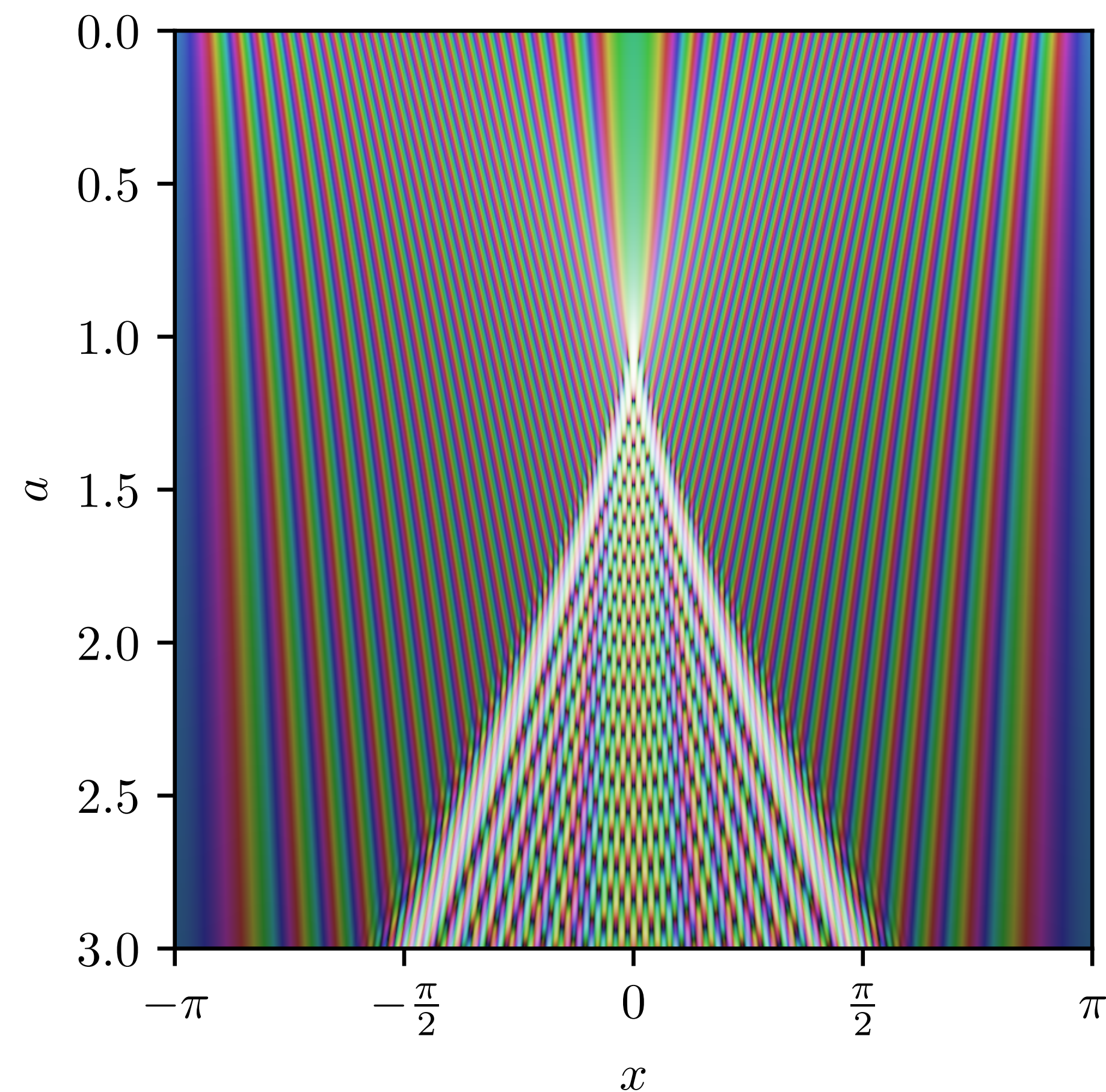
Canonical cusp ( $\lambda = 1$ )

$$\zeta_{\text{cusp}}(s; C_1, C_2) = \frac{s^4}{4} + C_2 \frac{s^2}{2} + C_1 s$$



Wave model ( $\hbar = 0.01$ )

$$\zeta_{\text{DM}}(q; x, a) = \frac{(x - q)^2}{2a} + \cos(q)$$

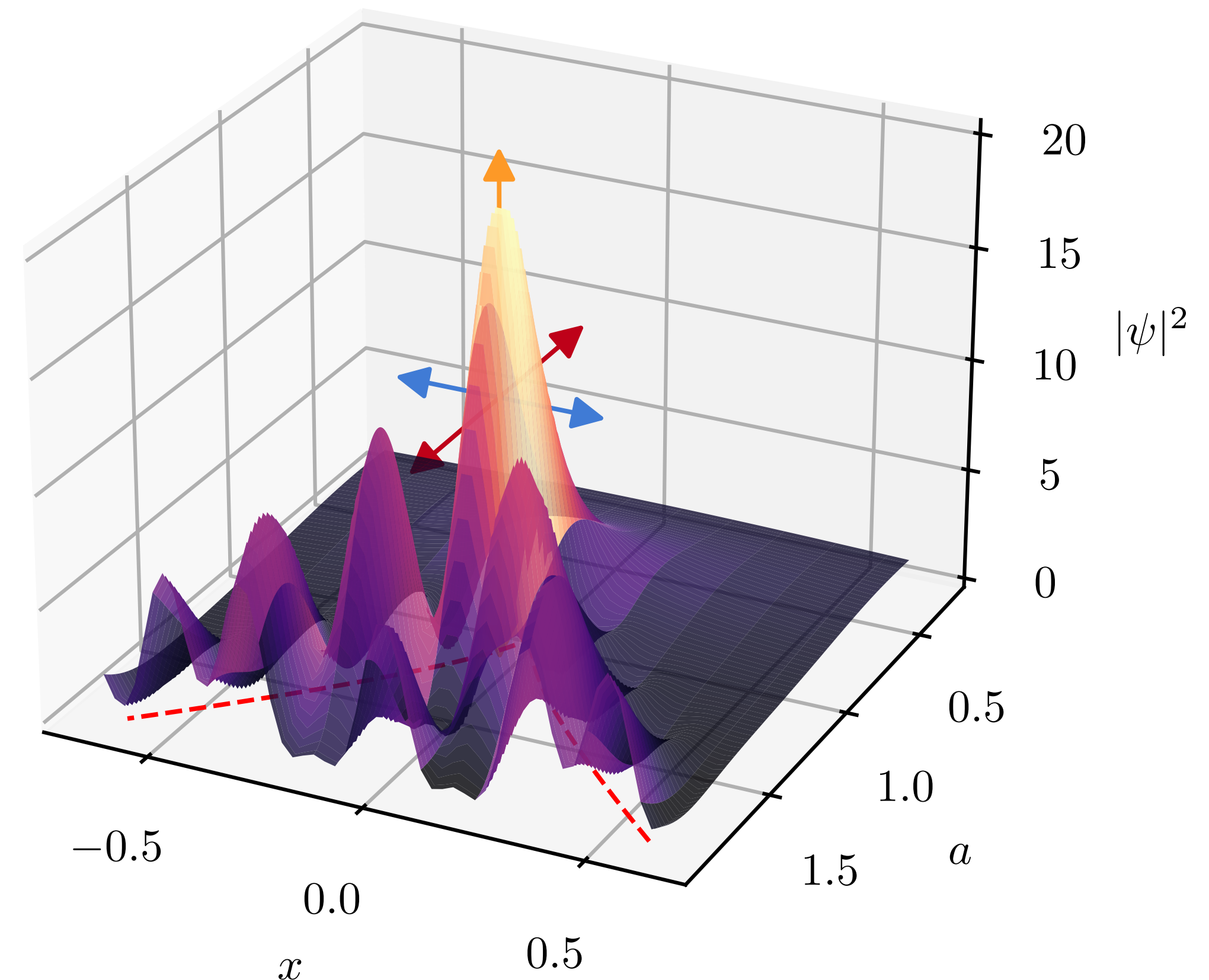


# Universal properties

Can always smoothly transform a stable singularity into one of the standard forms

Some properties of wave field preserved by these smooth transformations

- maximum amplitude
- fringe spacing

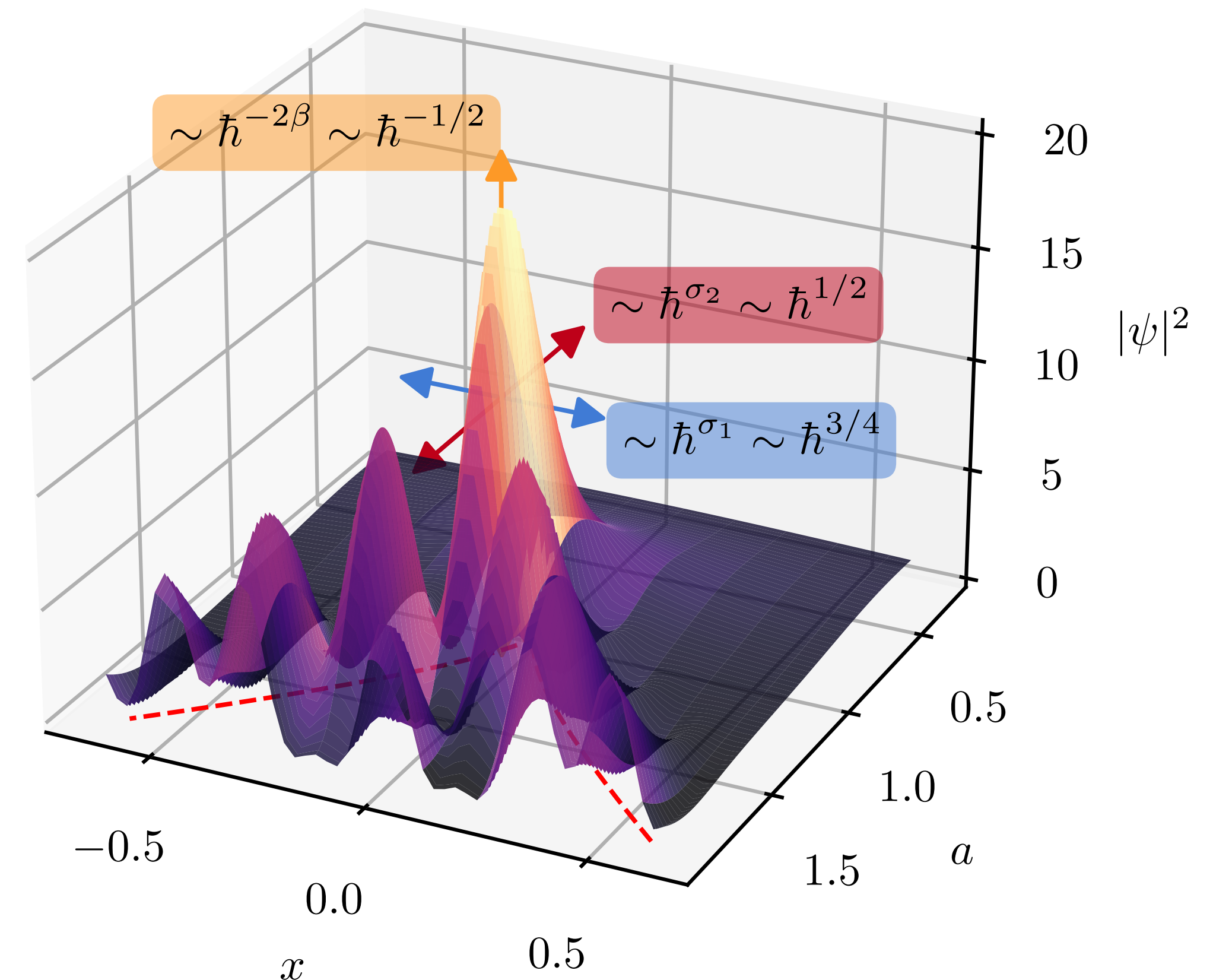


# Universal properties

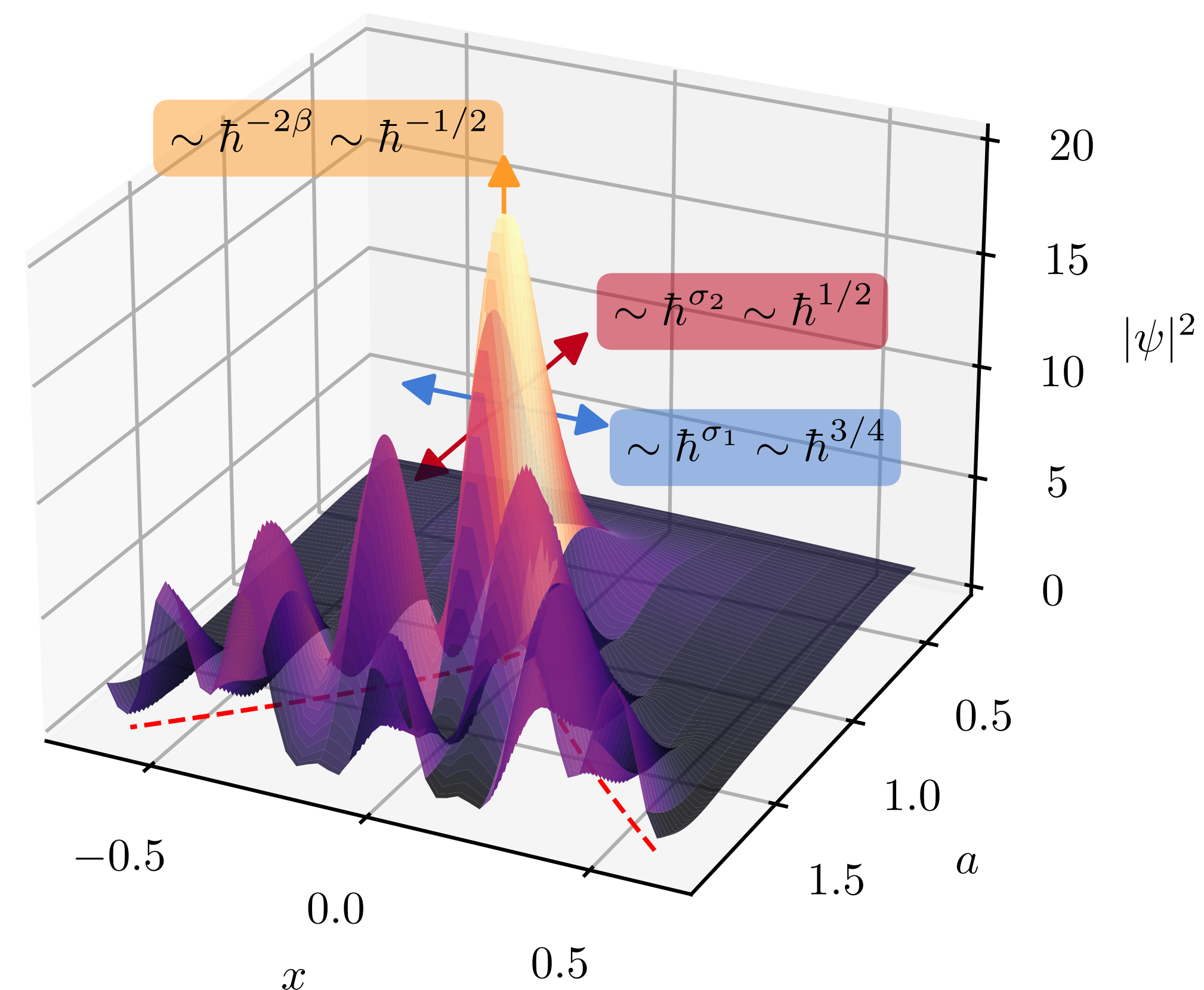
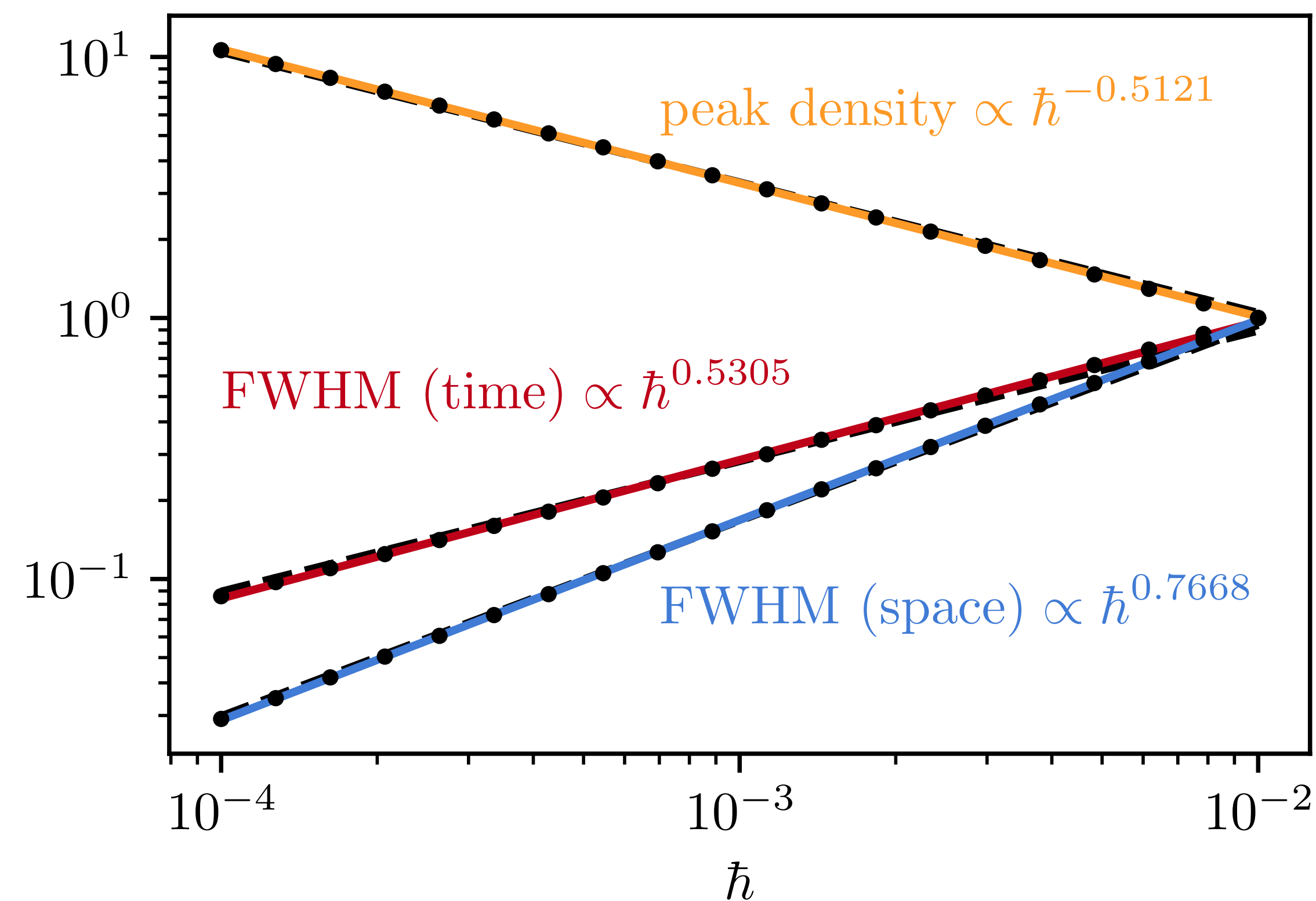
Can always smoothly transform a stable singularity into one of the standard forms

Some properties of wave field preserved by these smooth transformations

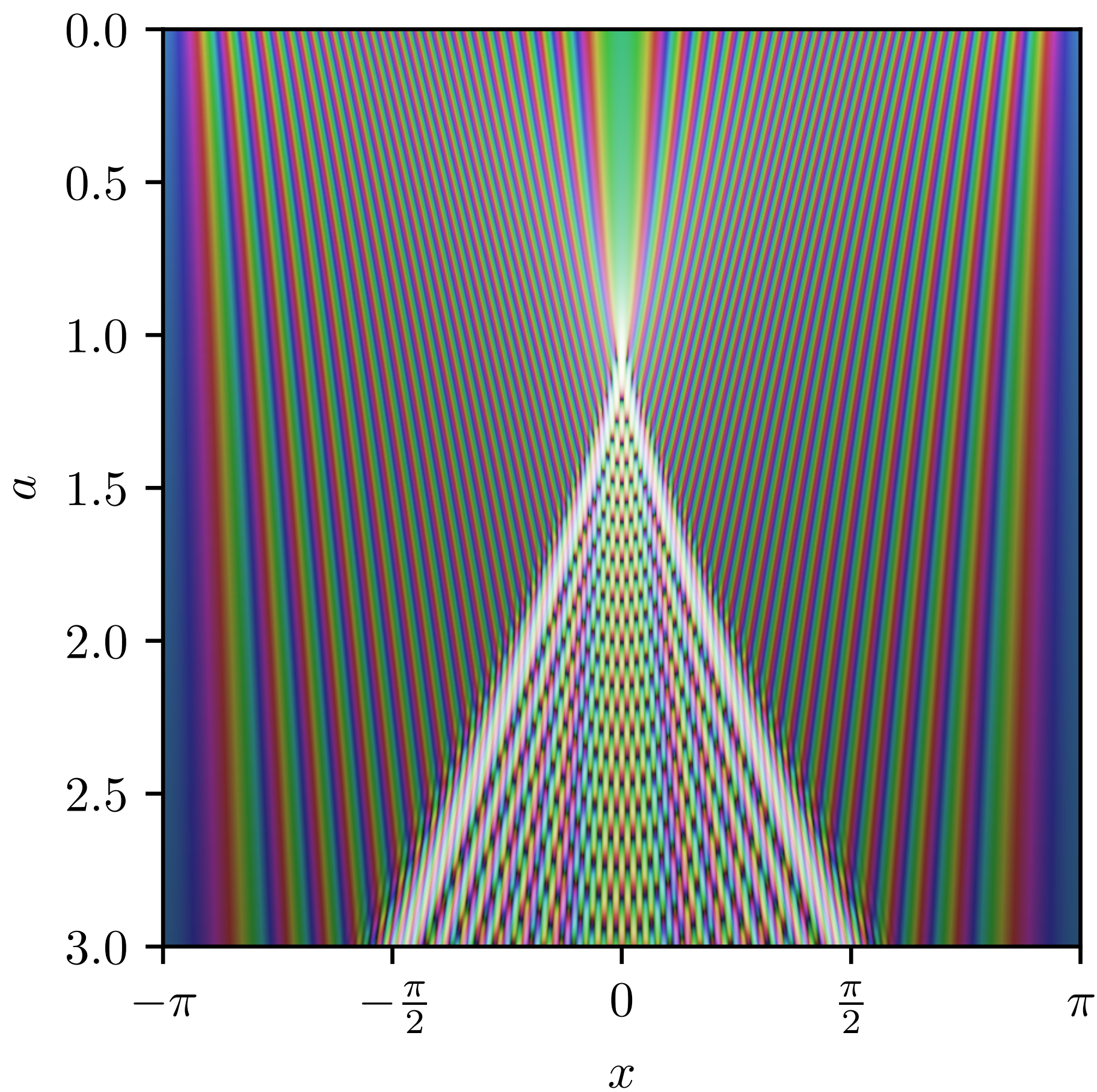
- maximum amplitude
- fringe spacing



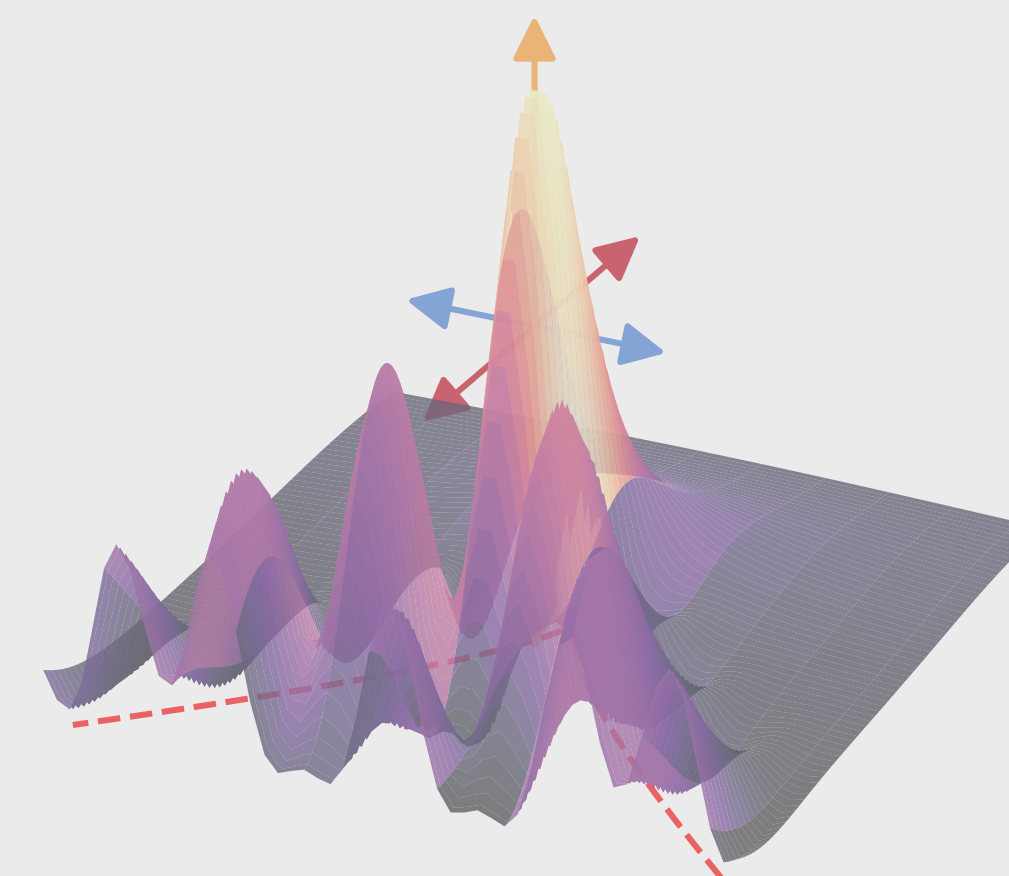
# Universal properties



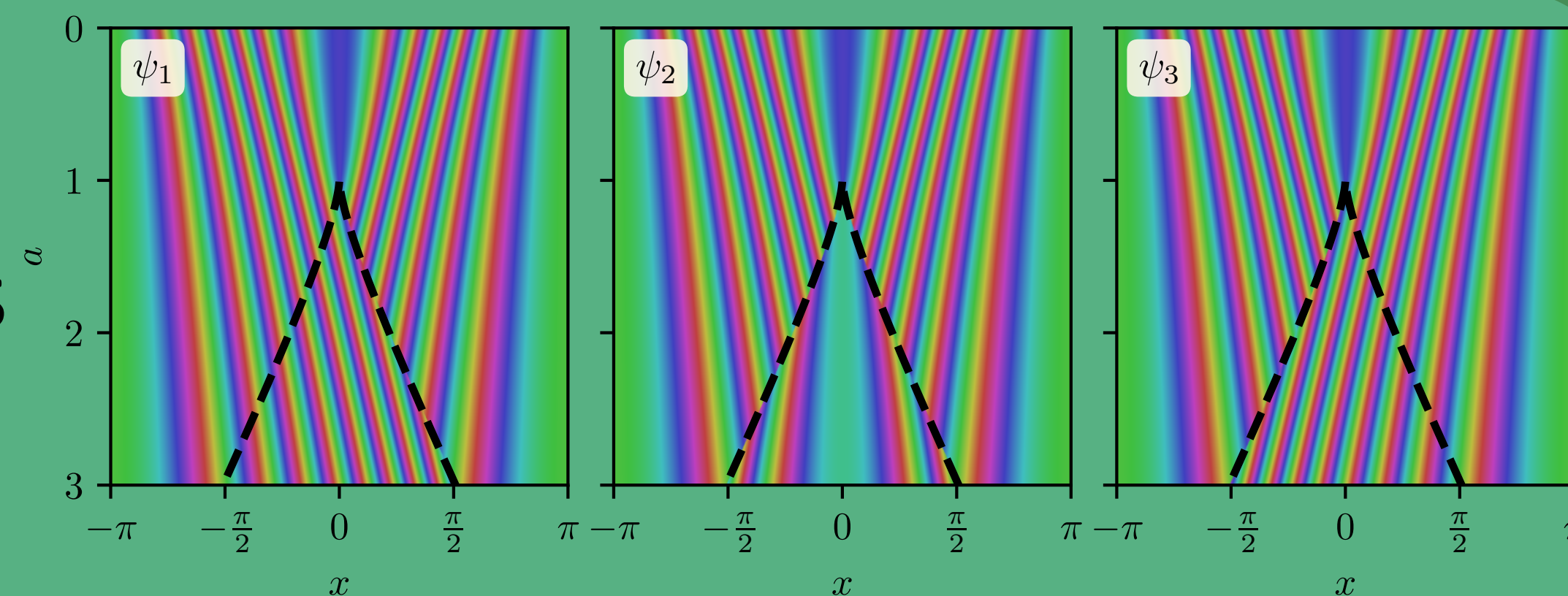
# Unravelling the wavefunction



Caustic classification

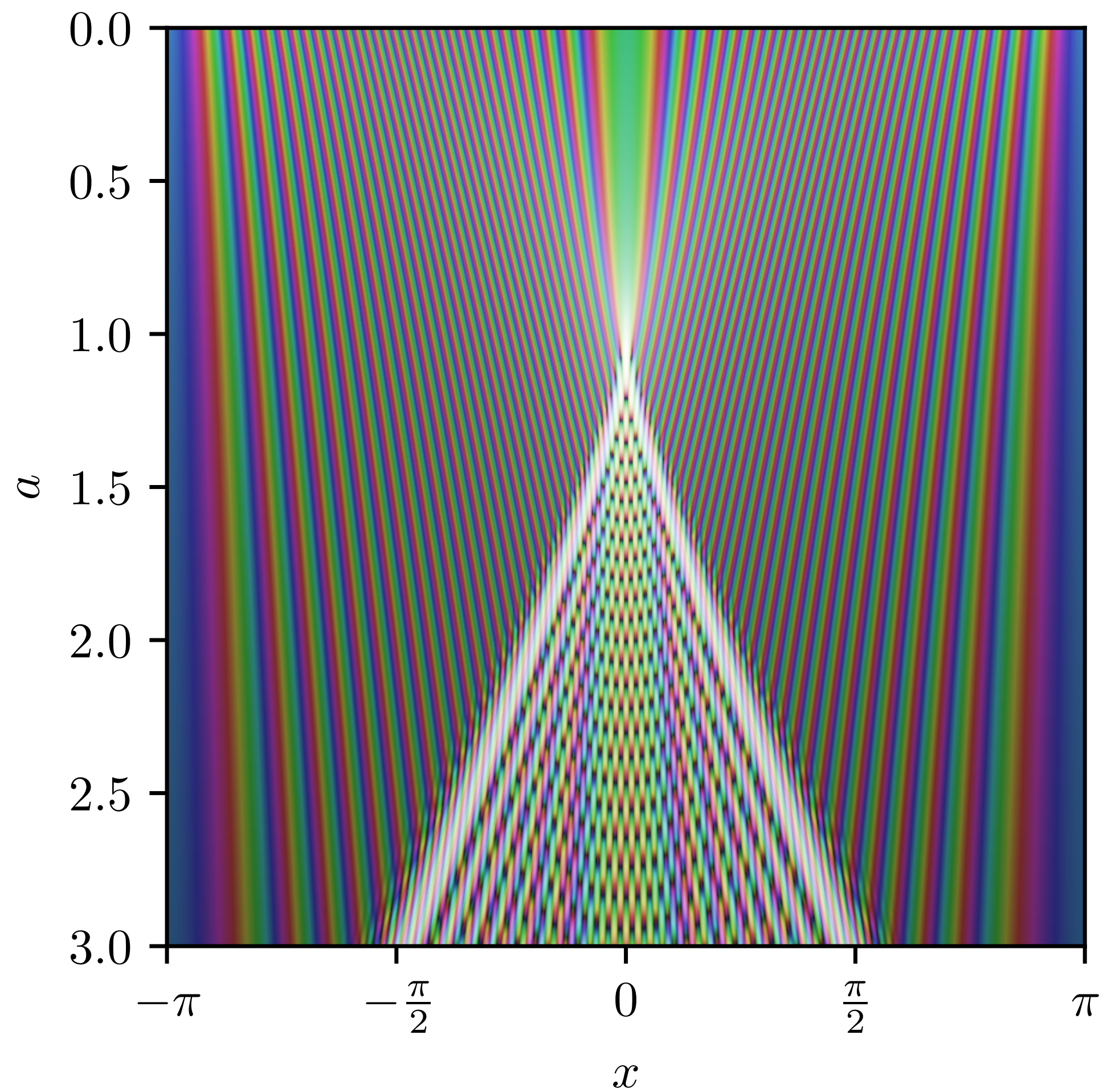


Stream components

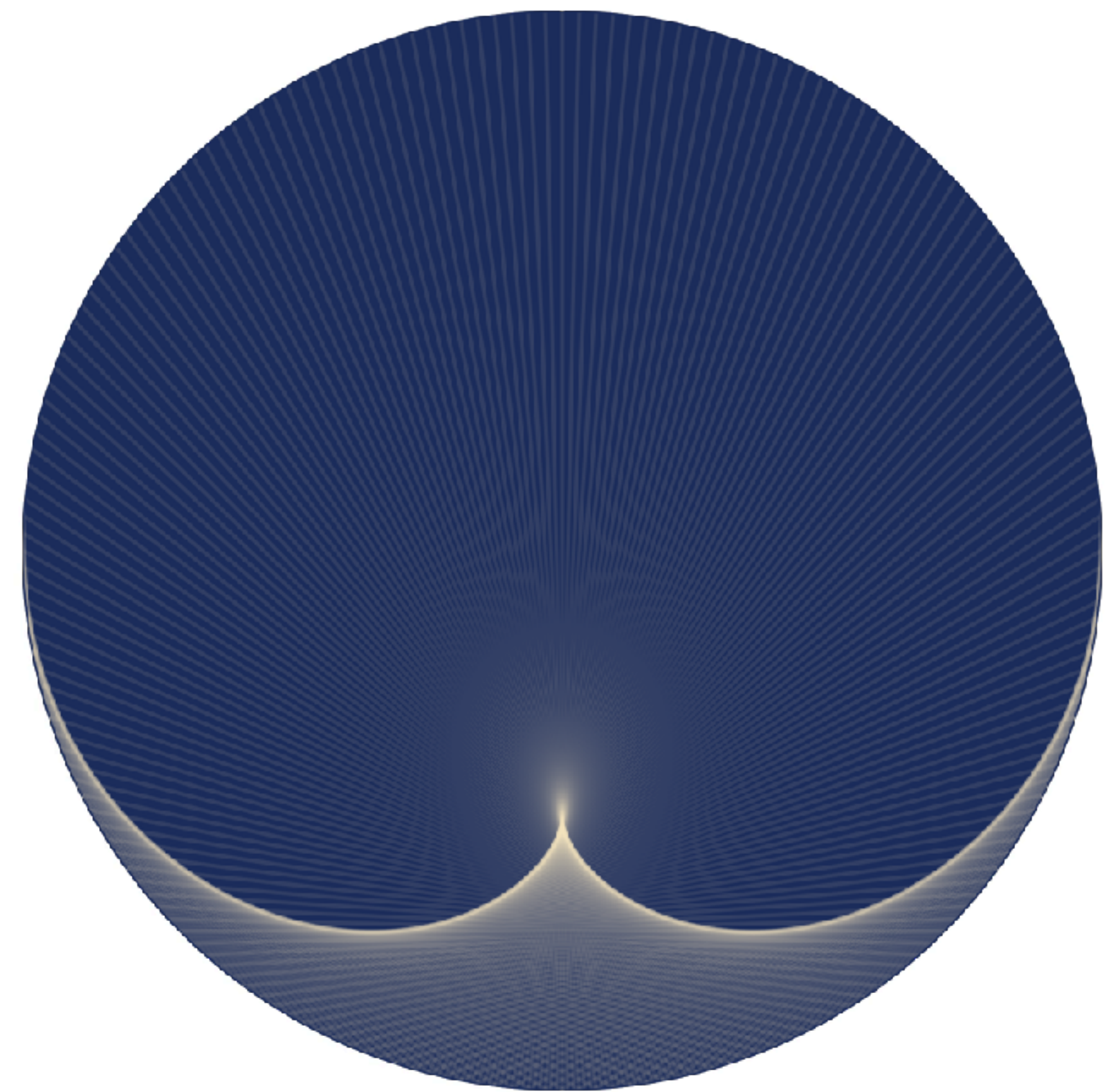


# Optics analogy

Dark matter



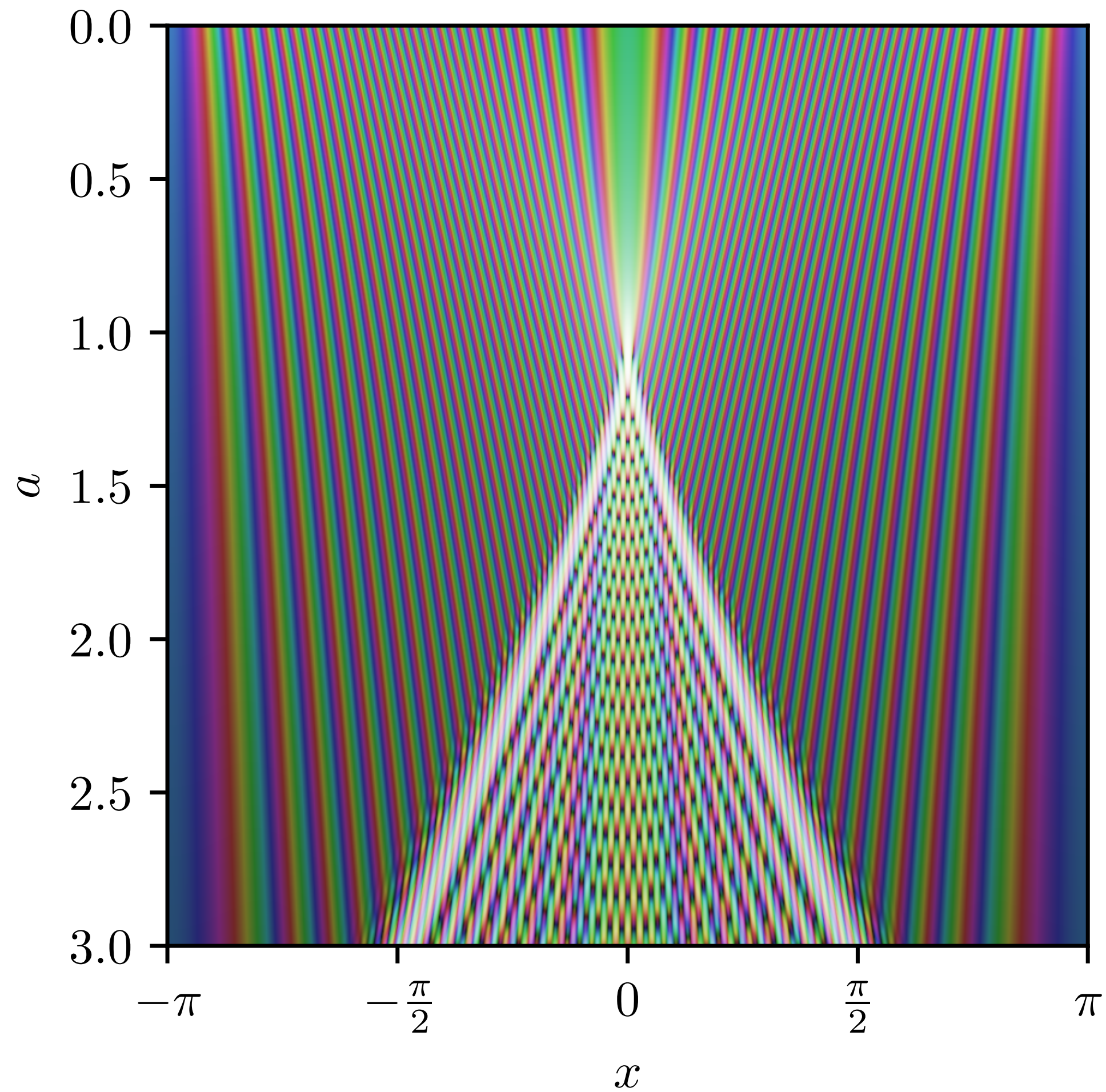
Optics





# Optics analogy

Dark matter



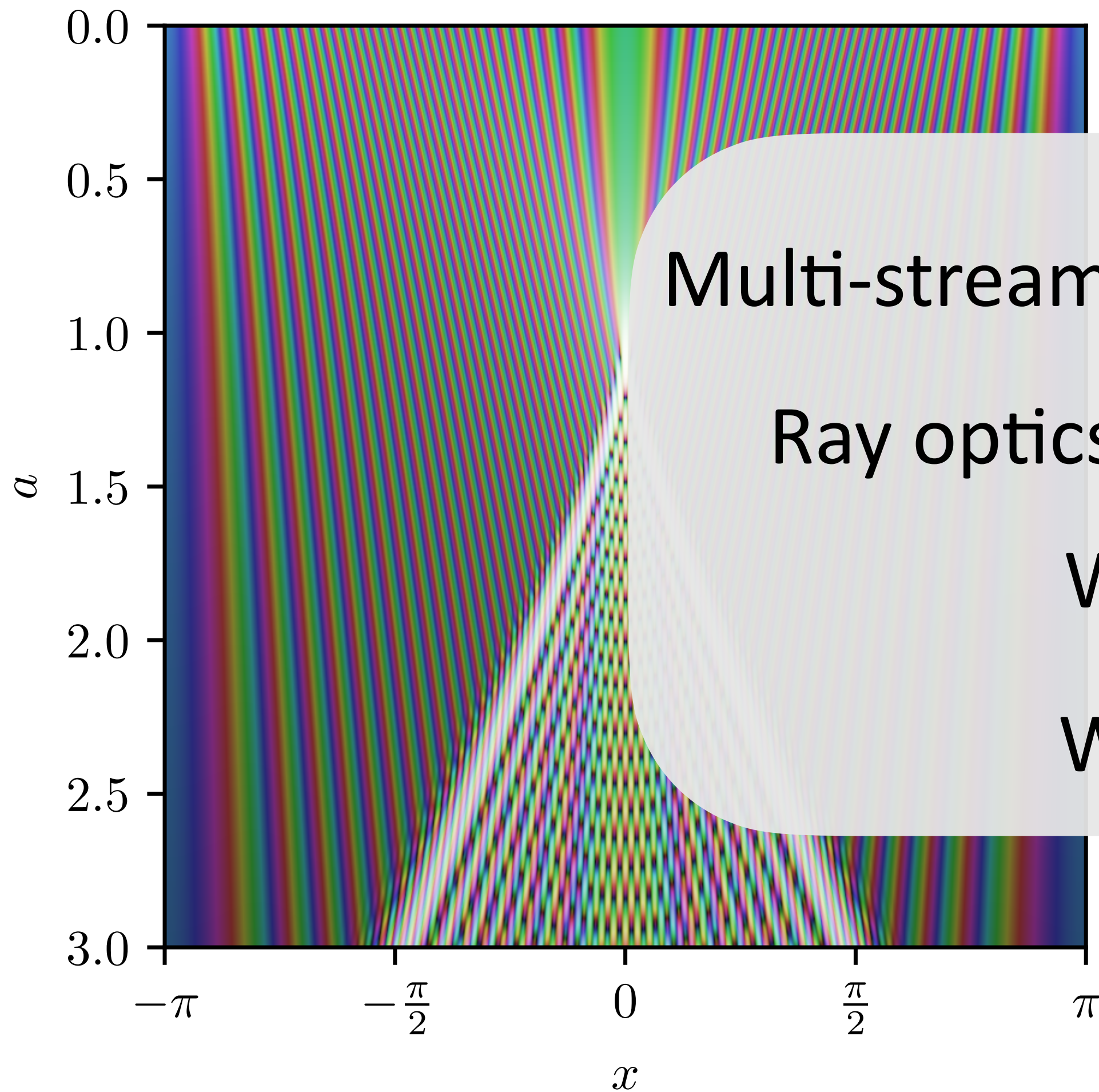
Optics



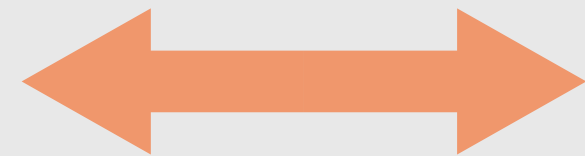
# Optics analogy

Dark matter

Optics



Multi-streaming



Interference

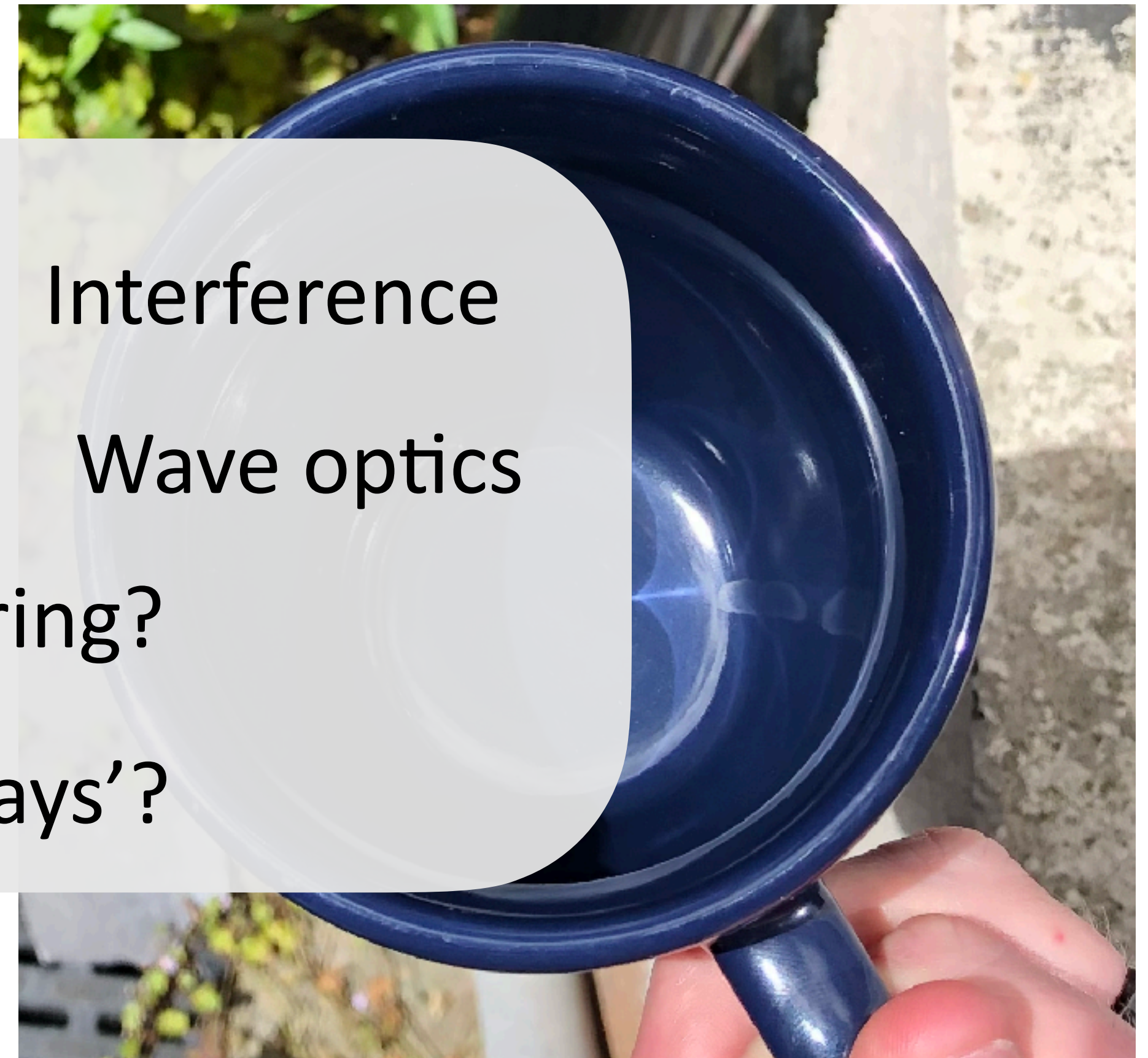
Ray optics



Wave optics

What is interfering?

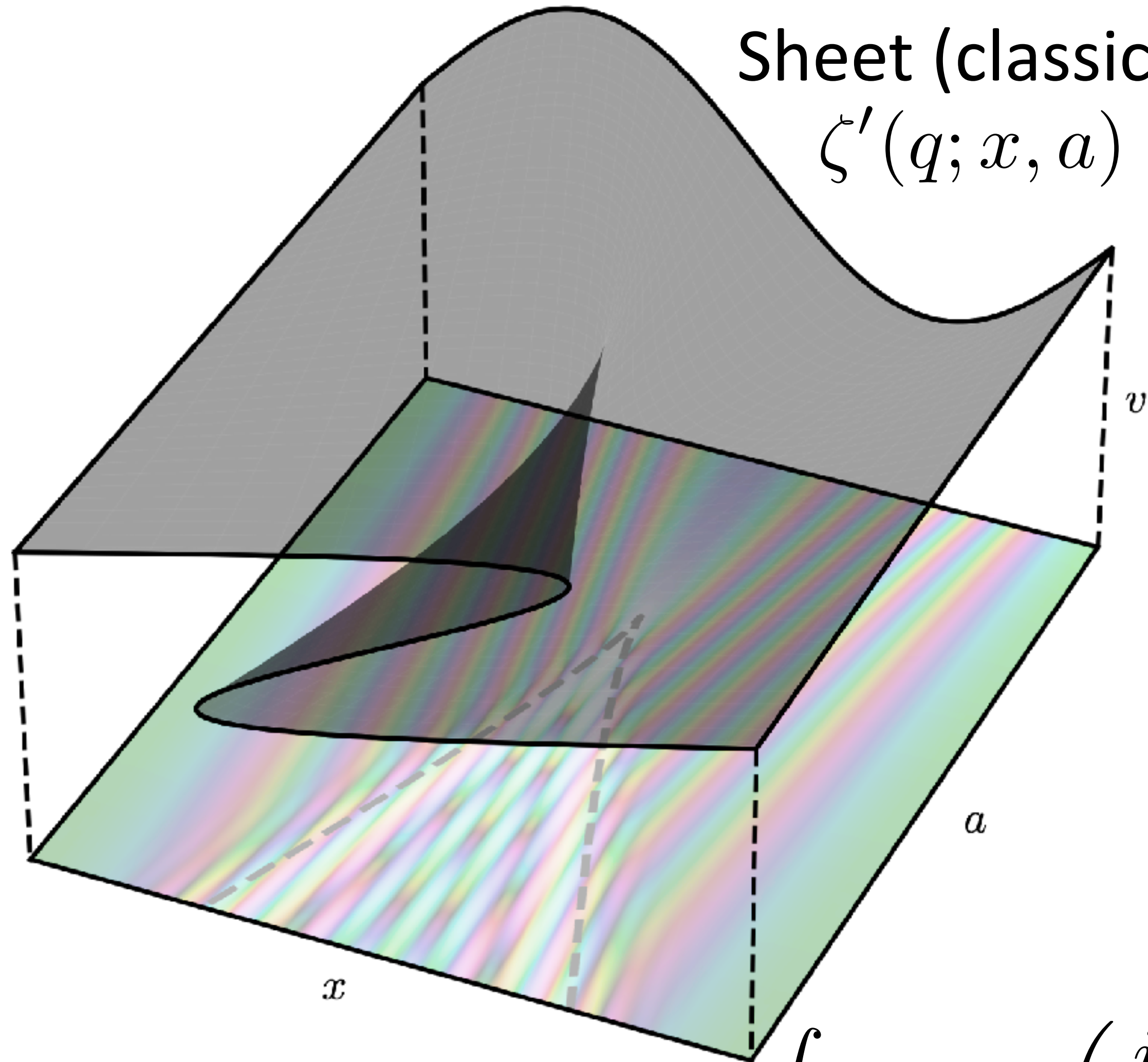
What are the 'rays'?



# Unweaving interference

Sheet (classical)

$$\zeta'(q; x, a) = 0$$



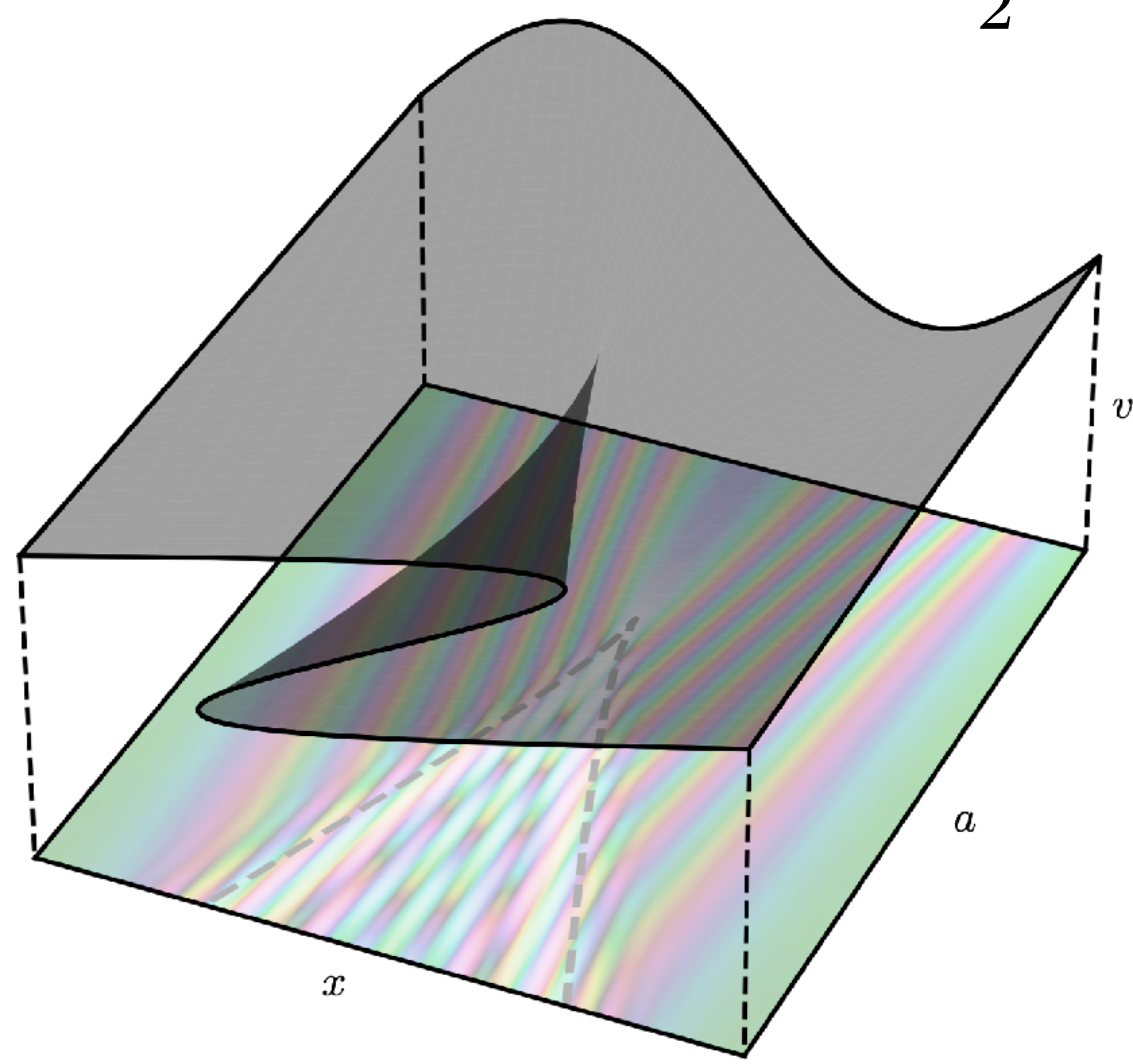
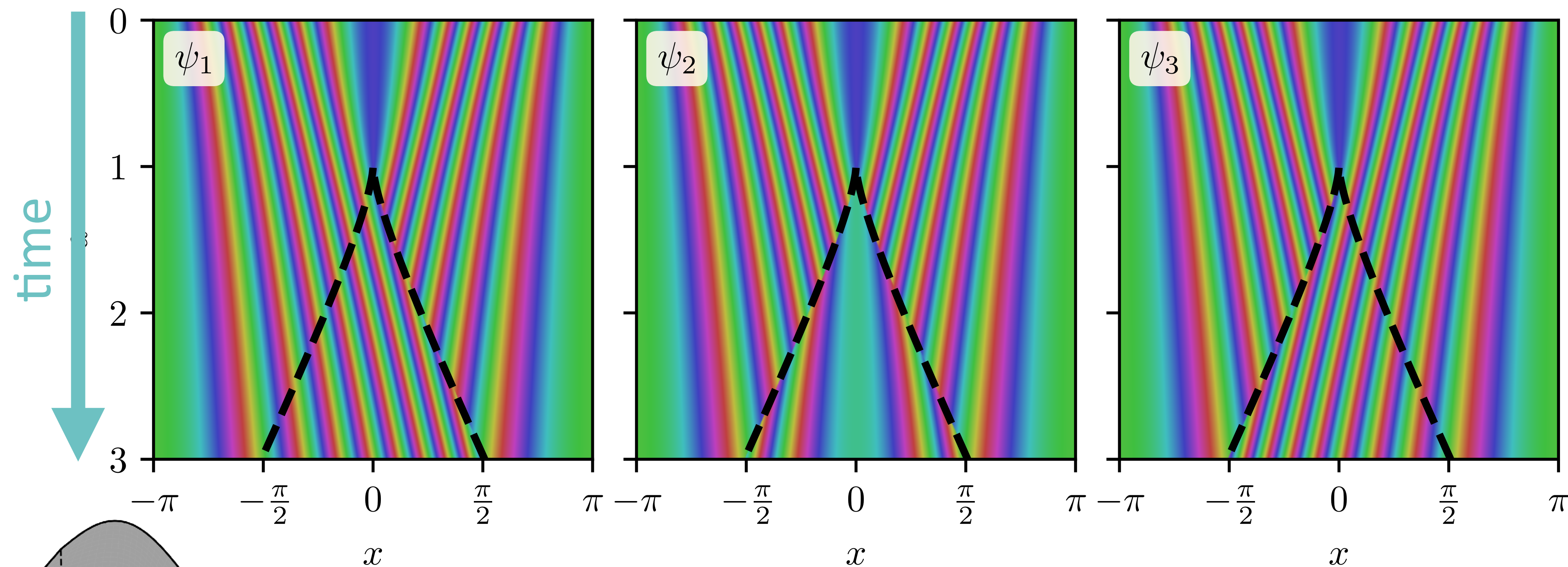
- Idea: calculate contributions from classical trajectories
- where  $\zeta'(q) = 0$ , oscillations in integral slow down

Stationary Phase Approximation

$q$  where  $\zeta'(q) = 0$  dominate integral

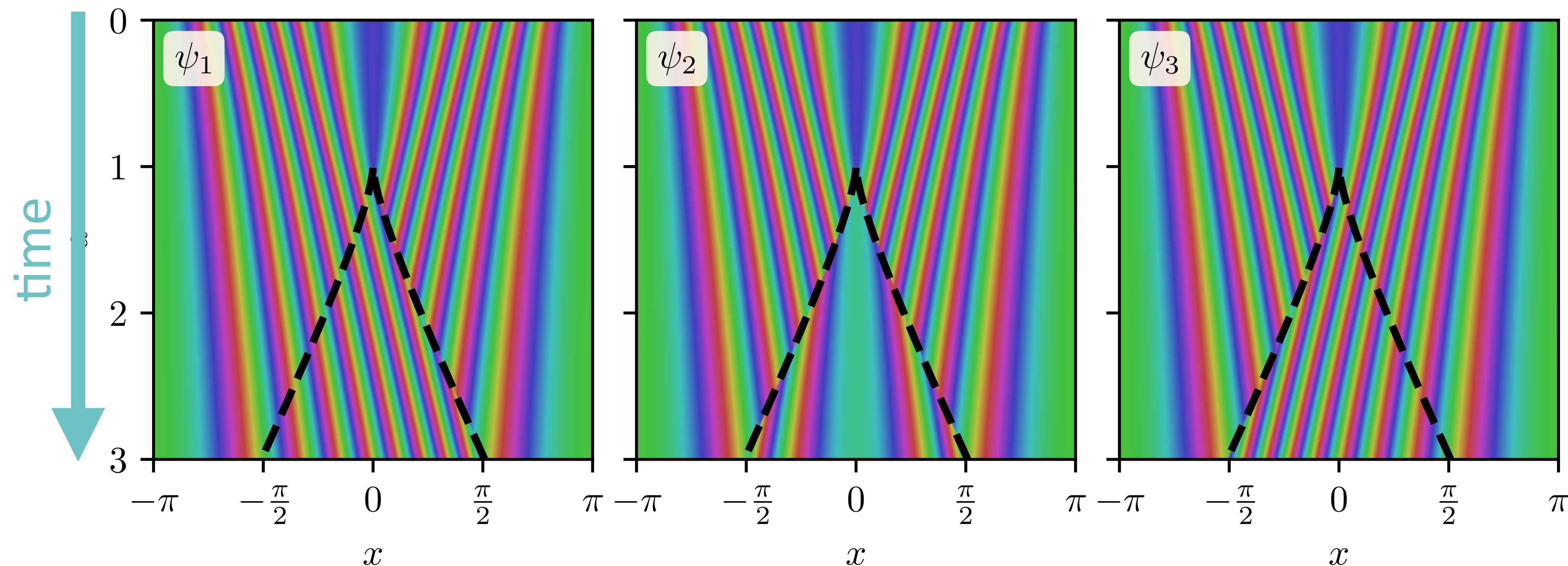
Full wavefunction  $\propto \int dq \exp\left(\frac{i}{\hbar} \zeta(q; x, a)\right)$

# Stream wavefunctions



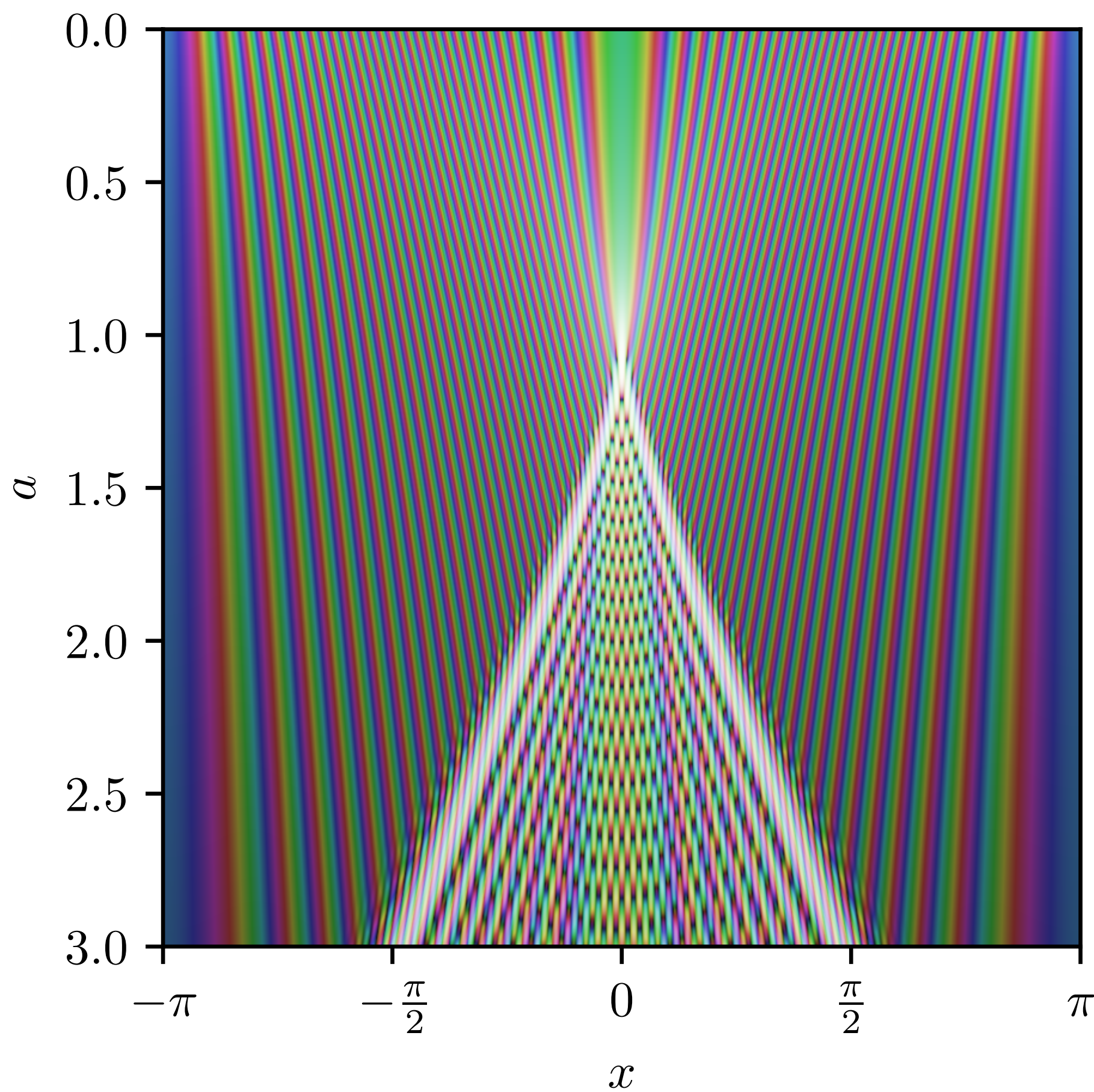
$$\psi_{q_*}^{\text{SPA}} = \frac{e^{\pm i\pi/4}}{\sqrt{a|\zeta''(q_*)|}} \exp\left(\frac{i}{\hbar}\zeta(q_*)\right)$$

# Stream wavefunctions



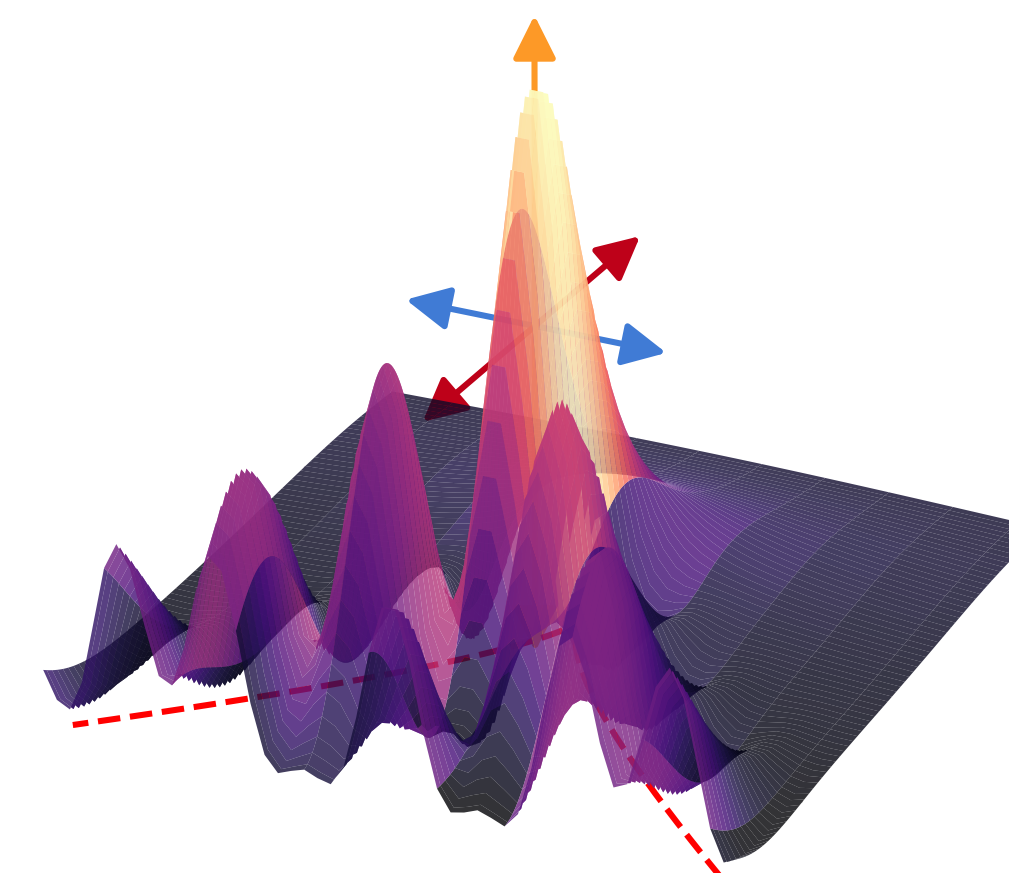
- Stream splitting without constructing phase space!
- Interference automatically encodes multi-streaming
- Allows us to isolate oscillations and associated observables

# SPA + caustics



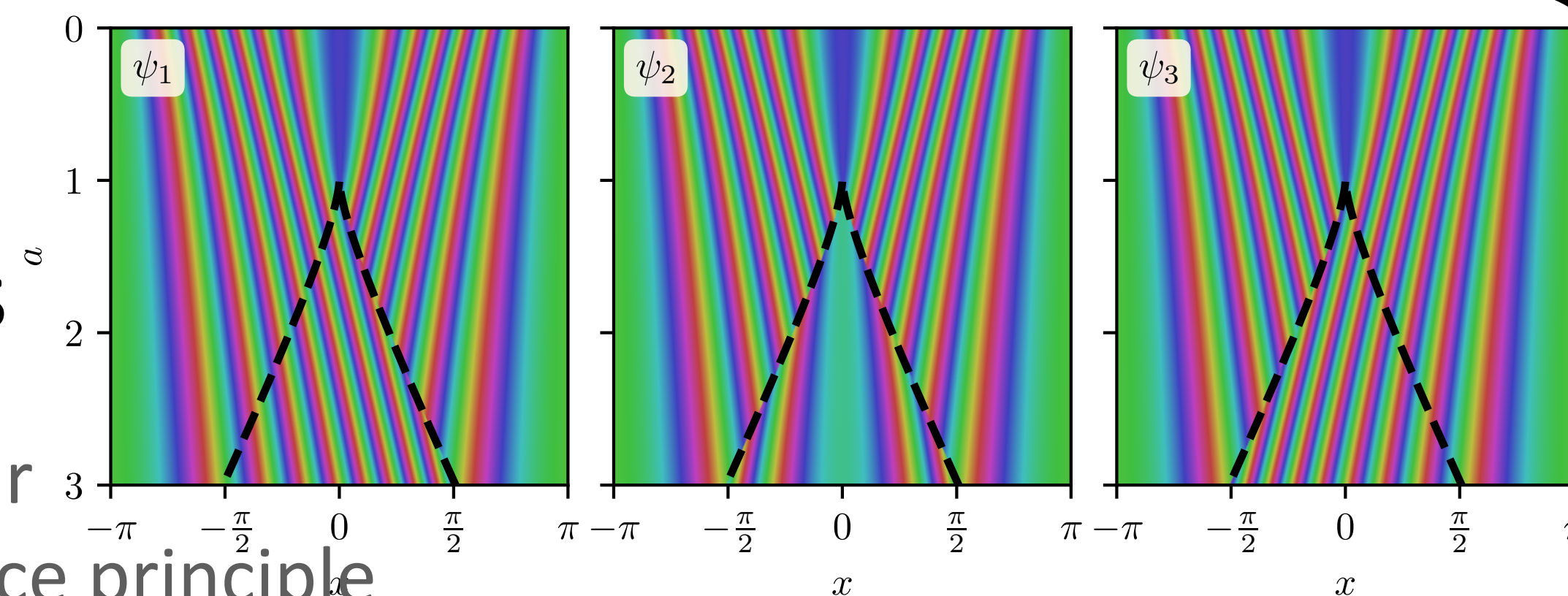
## Caustic classification

divergence & fringe scalings  
generic classifications



## Stream components

fluid behaviour  
correspondence principle



# Takeaways

Wave DM presents rich phenomenology, decorating the cosmic web

- caustic structures (fully classified)
- interference  $\sim$  multi-streaming
- oscillations/phase jumps  $\sim$  beyond perfect fluid + vorticity

Wave models of CDM efficiently capture information beyond fluid models

- prospects for analytic modelling and complementing numerics

