

**MASS FUNCTIONS
FROM THE
FRAGMENTATION OF
EXPANDING SHELLS**

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BUBBLES AND SHELLS

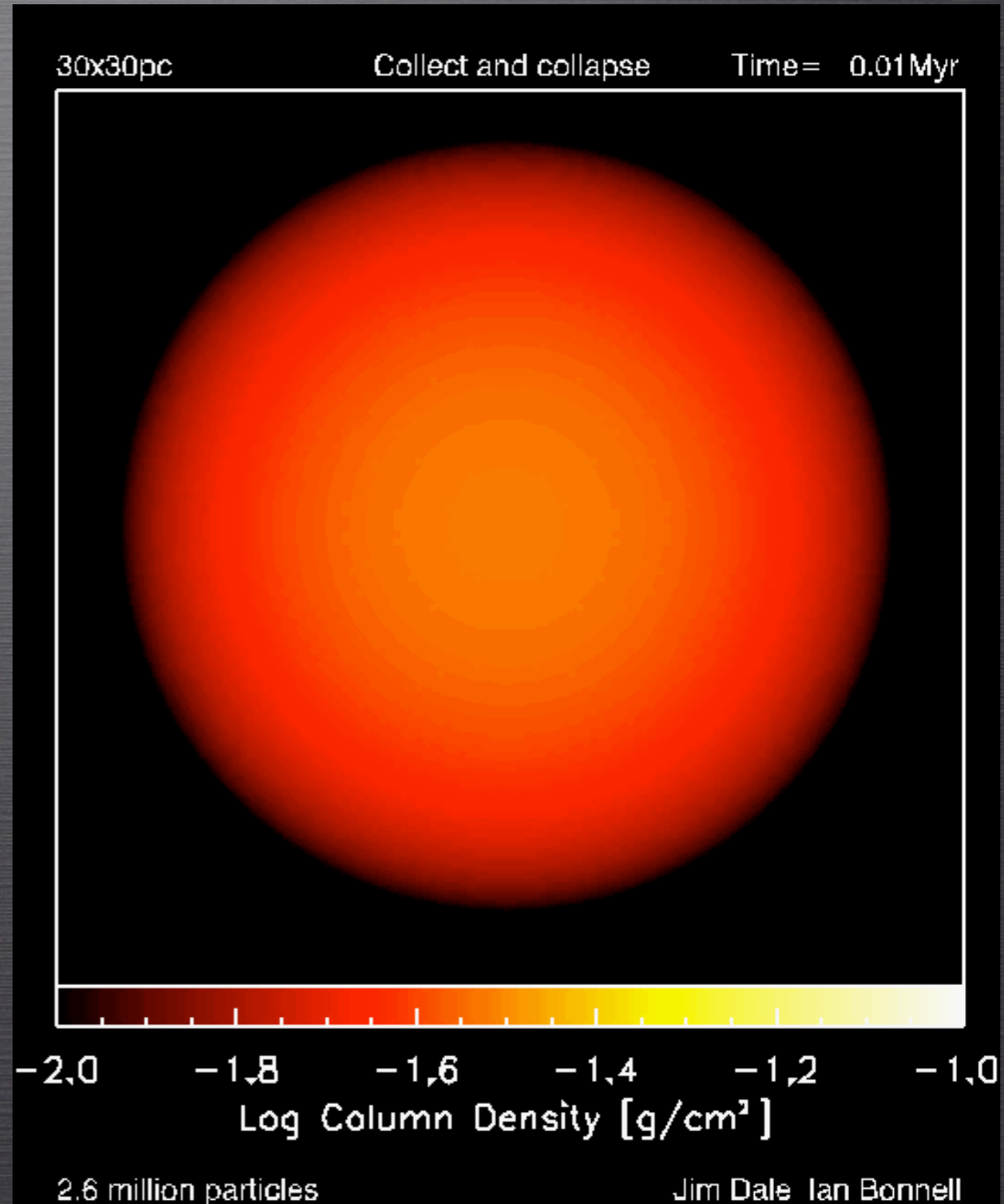


TRIGGERED STAR FORMATION

-SPH SIMULATION OF
COLLECT AND COLLAPSE
PROCESS

-CLEARLY WORKS - CAN MAKE
STARS OUT OF PREVIOUSLY-
UNIFORM GAS (IF YOU CAN
MAKE AN O-STAR

-BUT CAN THE PROCESS SELF-
PROPAGATE - CAN IT MAKE
MORE O-STARS?



NEED TO KNOW THE MASS FUNCTION

-CONSIDER THIN SHELL
OF GAS SWEEPED UP BY
EXPANDING BUBBLE

-TREAT FRAGMENTATION
AS TWO-DIMENSIONAL

-LOOK AT STABILITY OF
PERTURBATIONS OF
SIZE λ , ANGULAR
WAVENUMBER l

$$l = \frac{2\pi R}{\lambda}$$

-DISPERSION RELATION:

$$\omega(l) = -\frac{AV}{R} + \sqrt{\frac{BV^2}{R^2} - \frac{c_s^2 l^2}{R^2} + \frac{2\pi G \Sigma l}{R}}$$

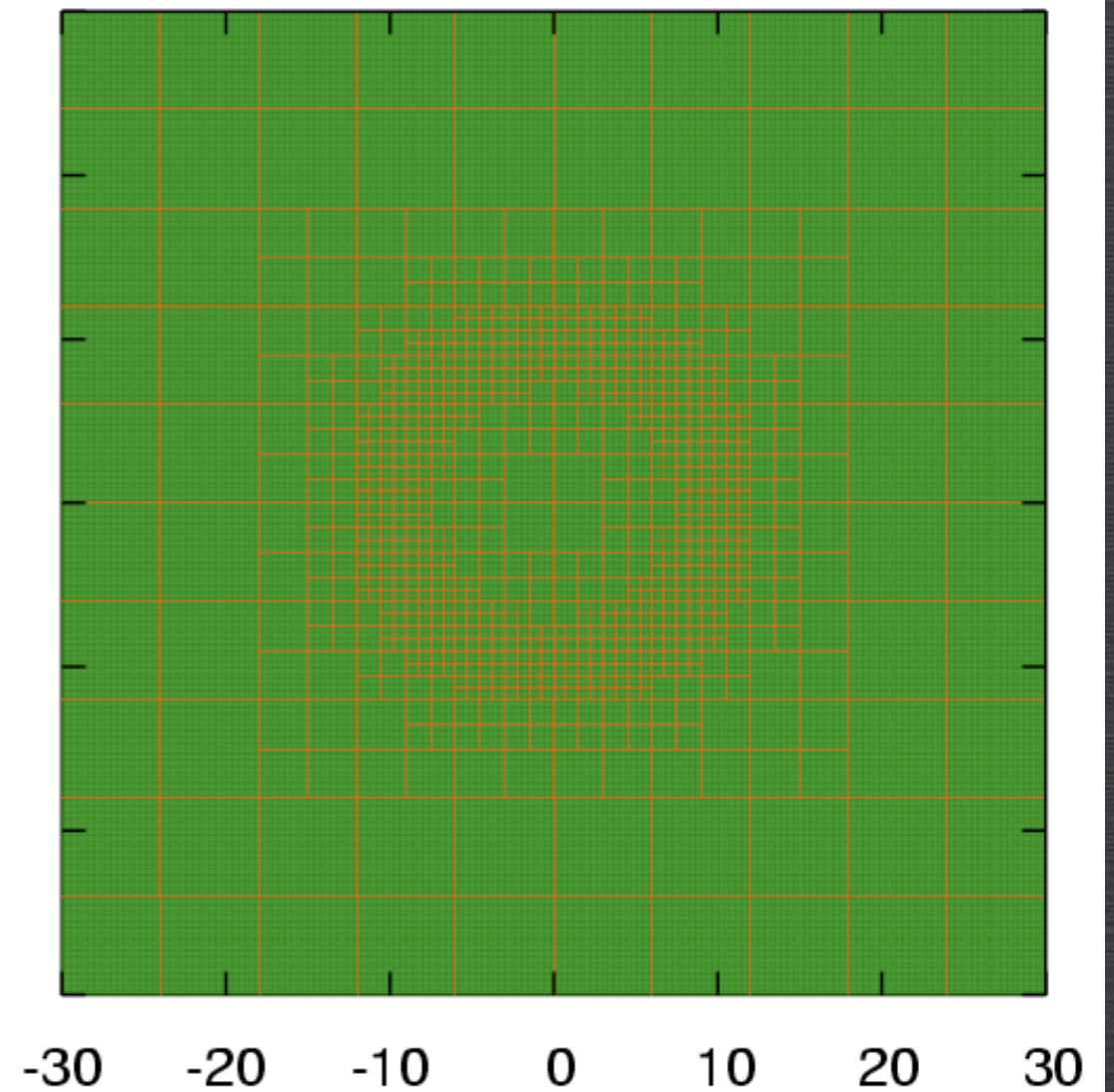
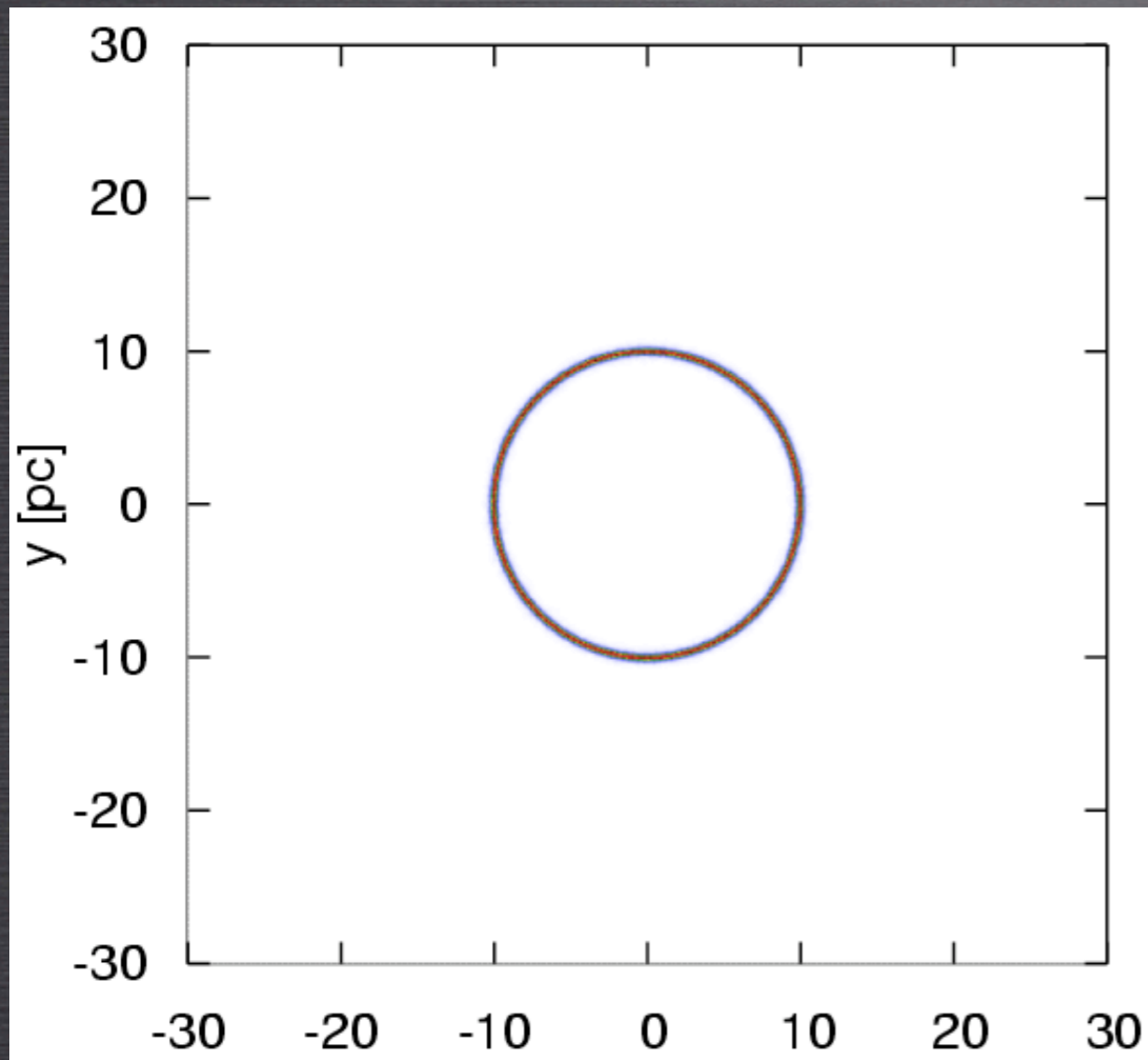
(E.G. ELMEGREEN 1994)

SIMULATIONS

-IDEAL TESTBED FOR
COMPARING AMR AND
SPH SIMULATIONS

-MUST AVOID OTHER
INSTABILITIES

-PURE GRAVITATIONAL
FRAGMENTATION



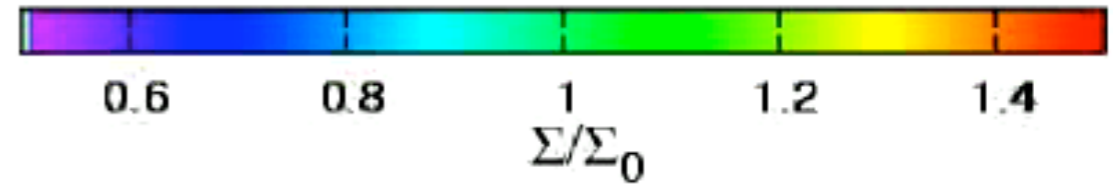
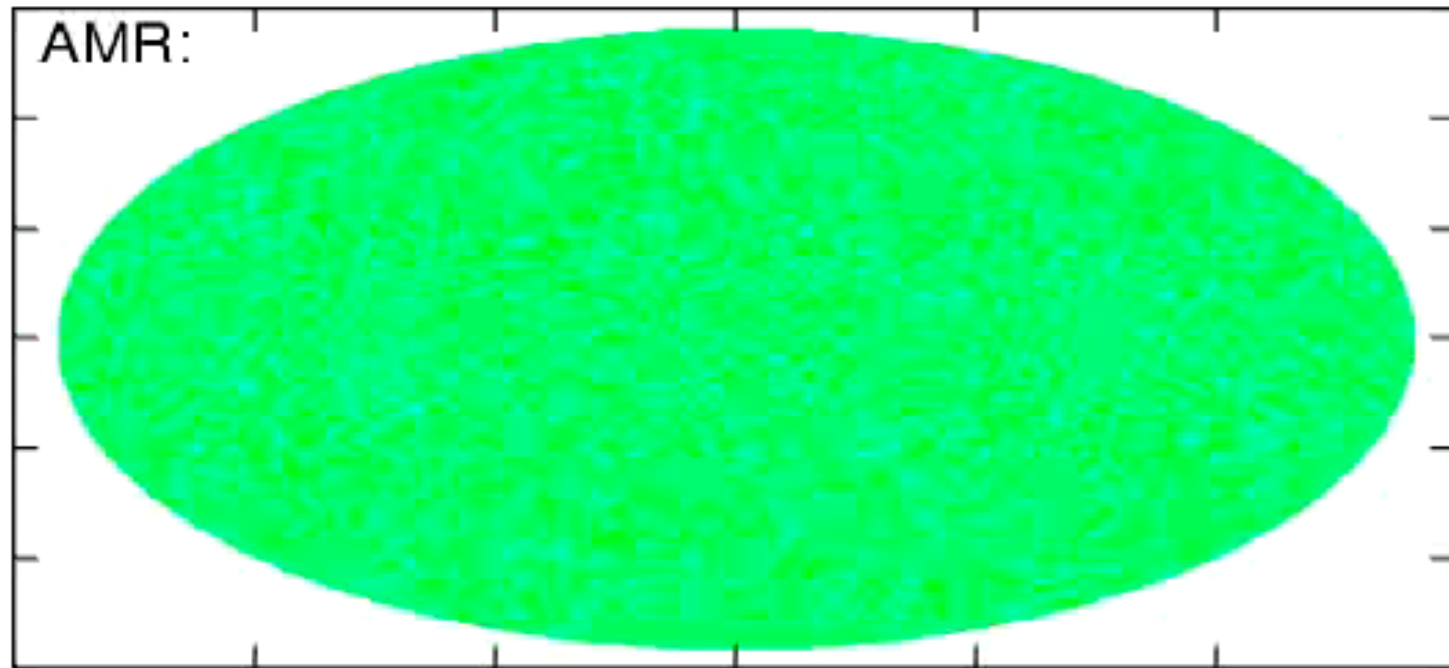
ANALYSIS

- MAKE SURFACE-DENSITY
MAPS AT REGULAR TIME
INTERVALS

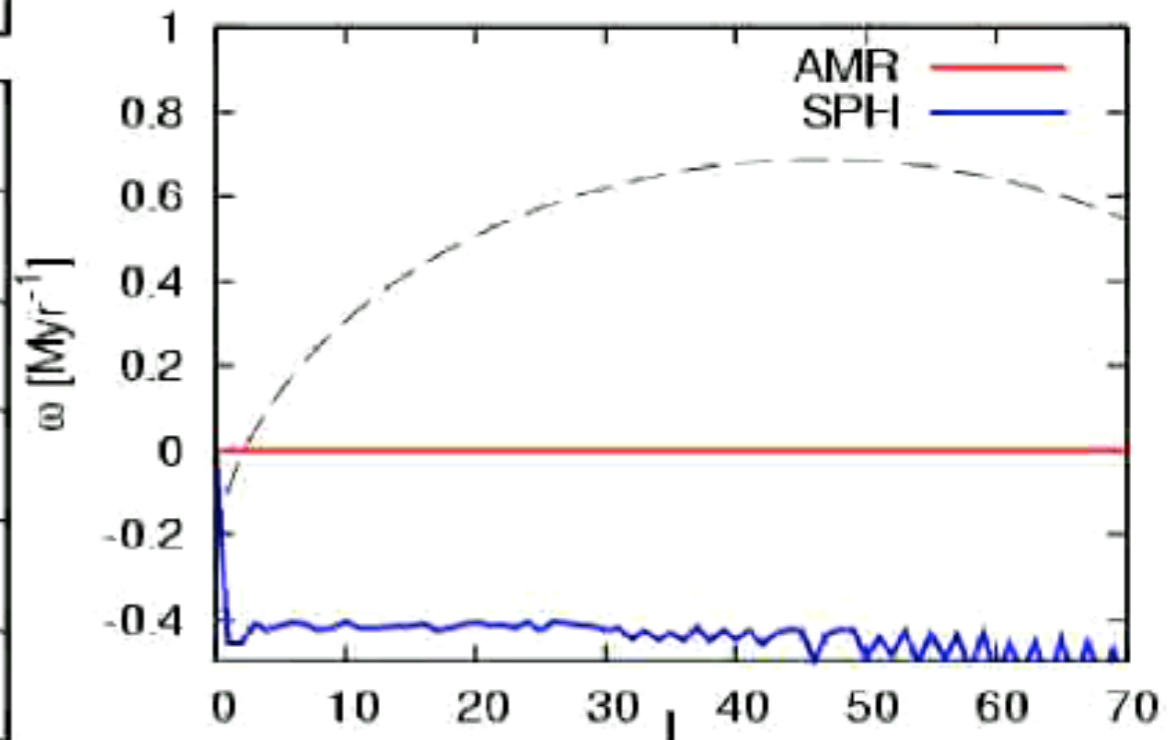
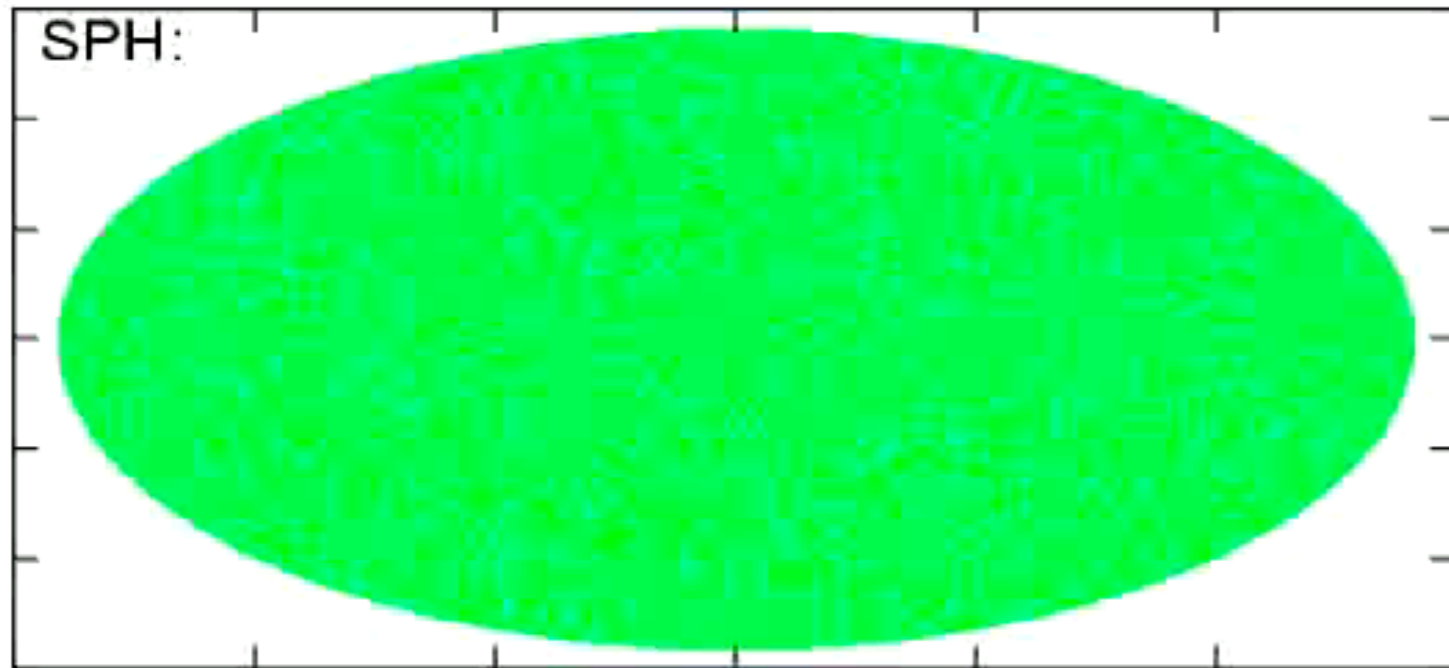
- DECOMPOSE INTO SPHERICAL
HARMONICS (2-D FOURIER
TRANSFORM)

- NUMERICALLY
DIFFERENTIATE BETWEEN
SNAPSHOTS

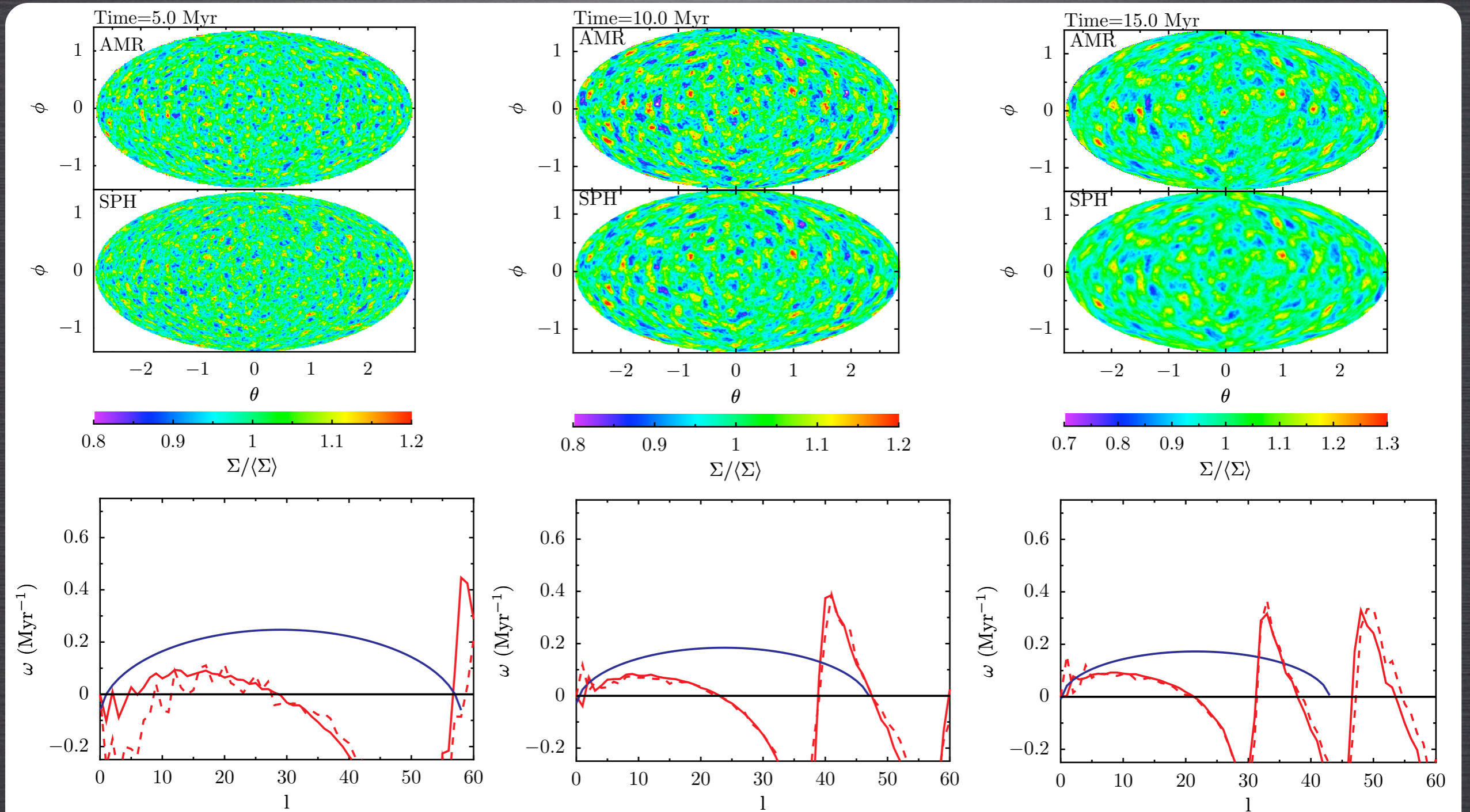
CODE COMPARISON



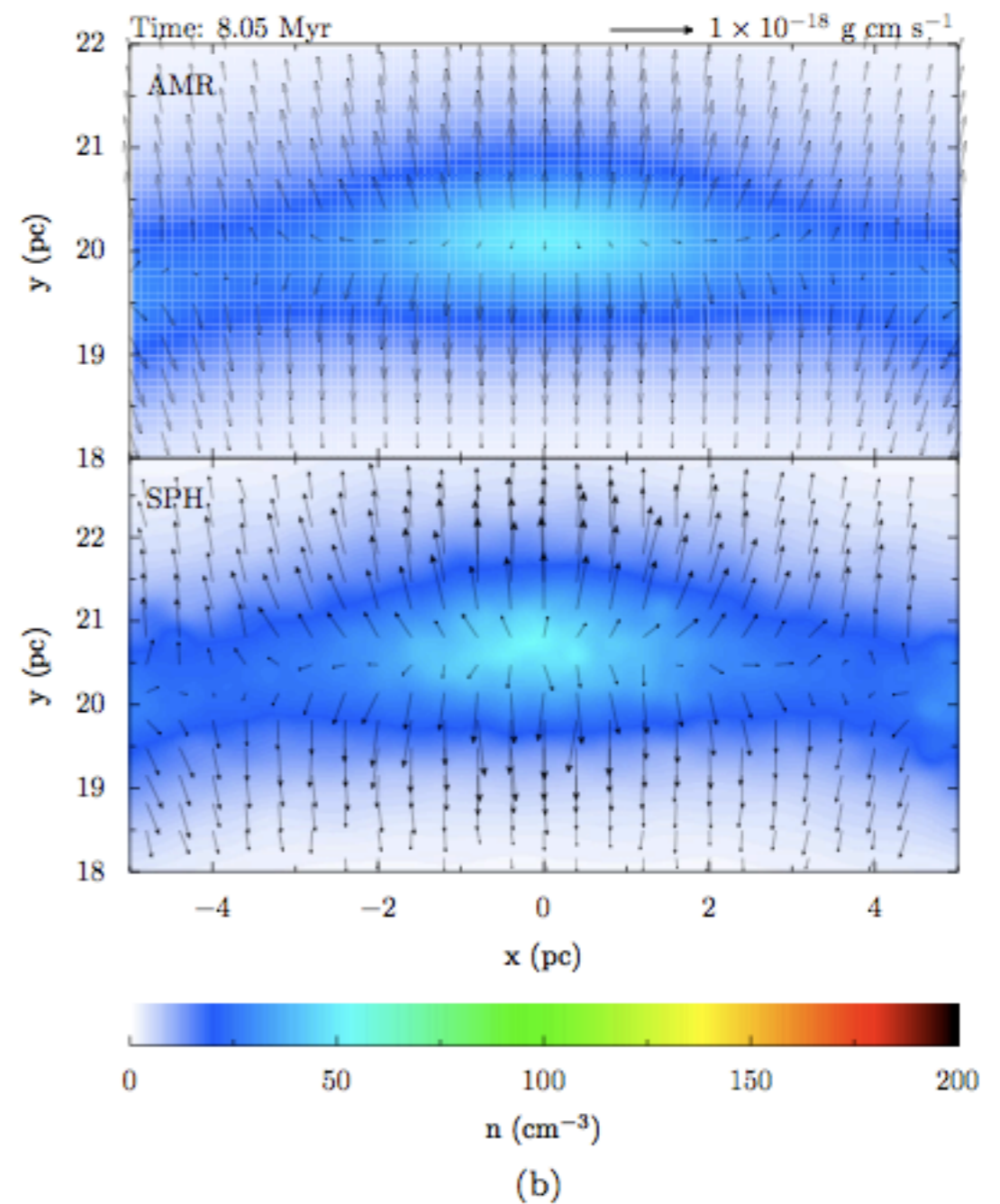
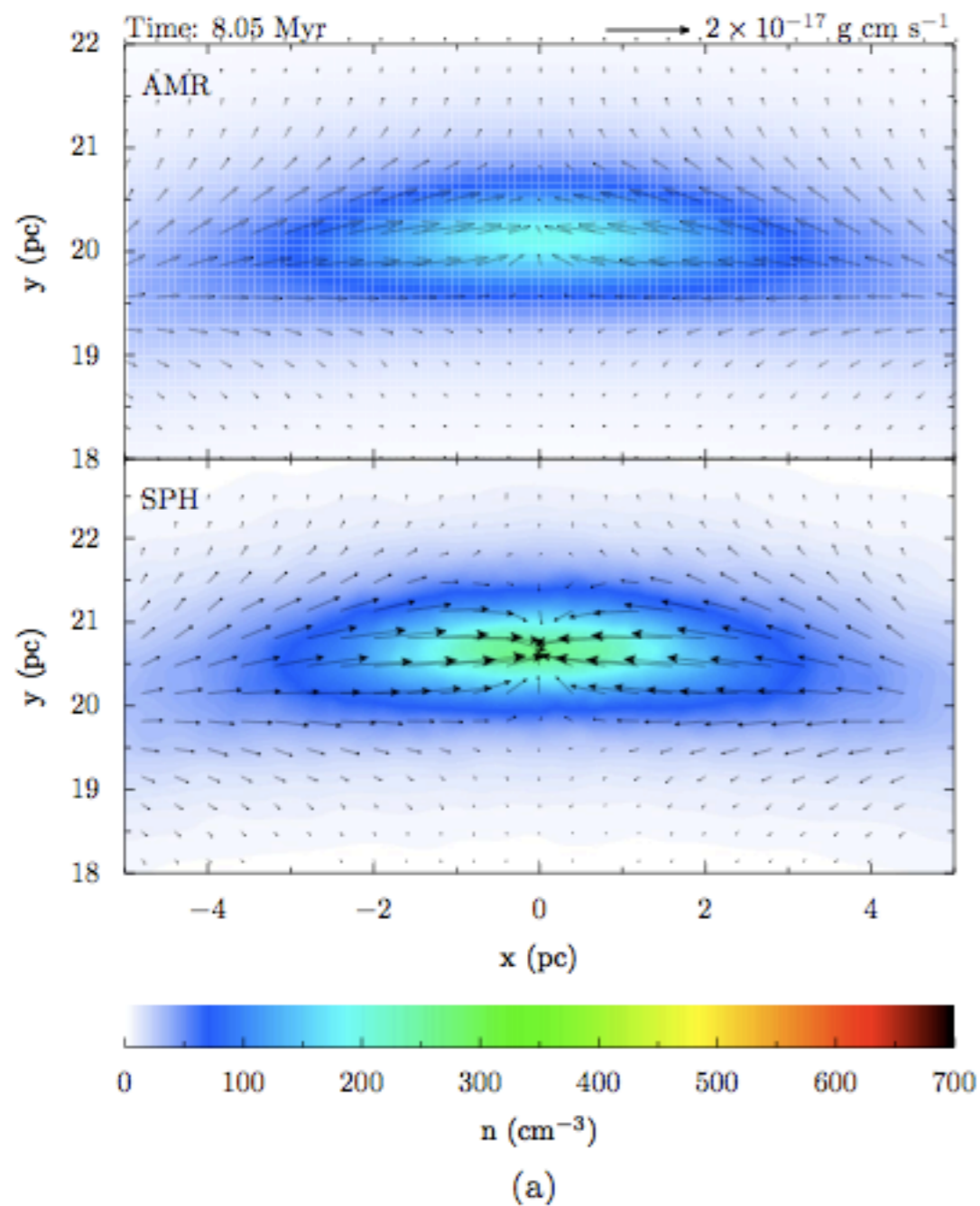
time = 0.000 Myr
 $R_{sh} = 9.675$ pc
 $V_{sh} = 2.065$ km/s
 $\Sigma_0 = 0.00312$ g/cm²
 $\eta_{max} = 47.0429$



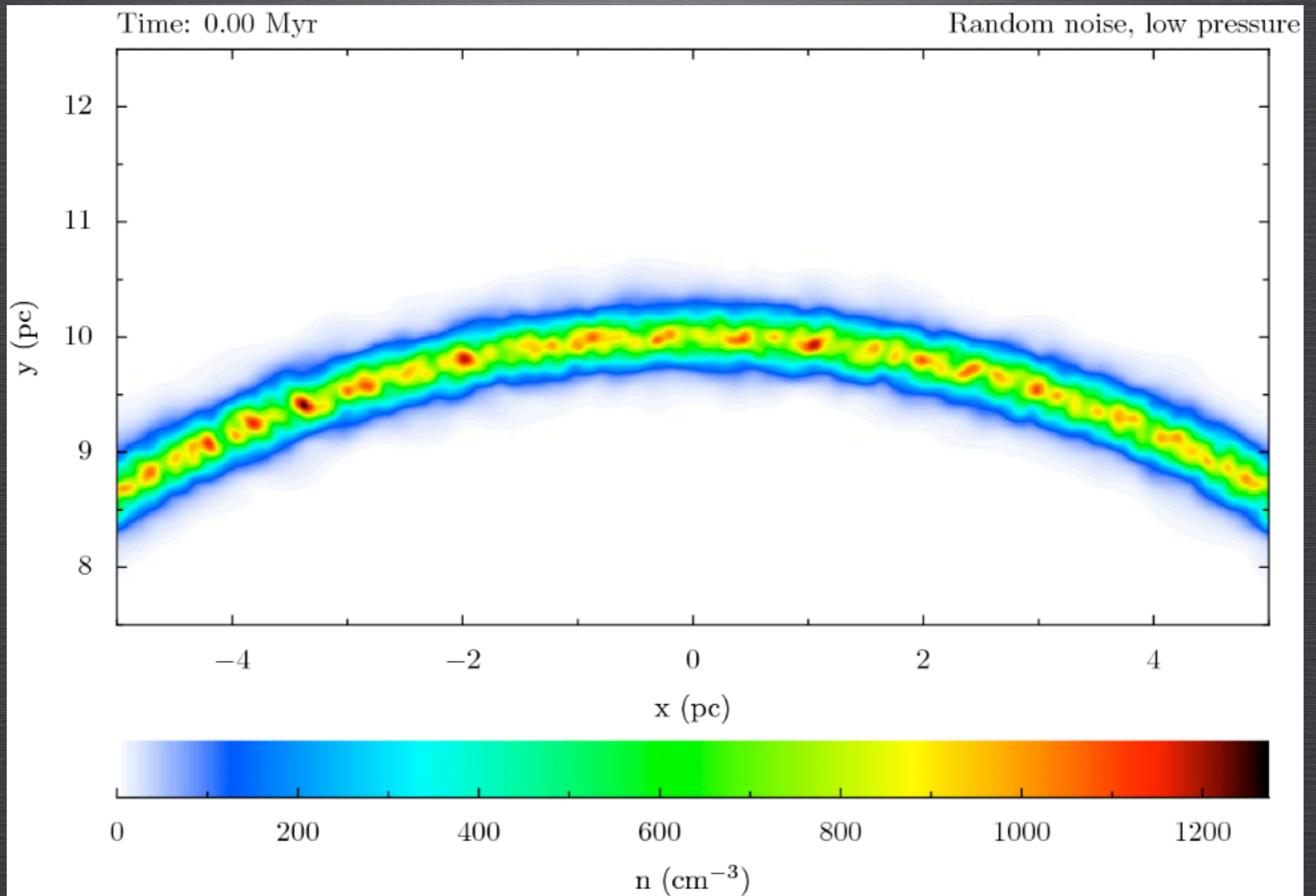
COMPARISON WITH THEORY



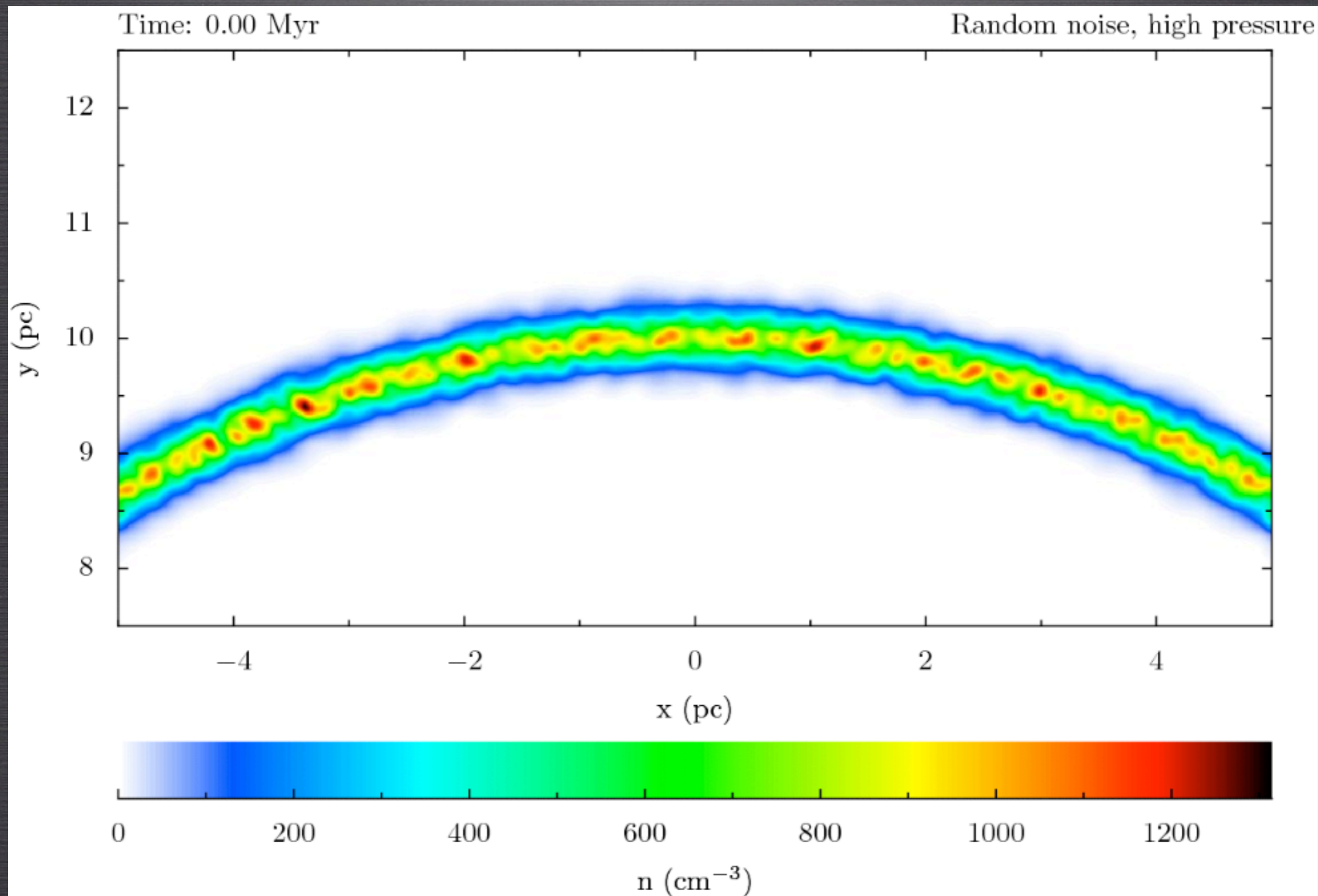
SUPPRESSION OF SHORT WAVELENGTH MODES



LOW PRESSURE



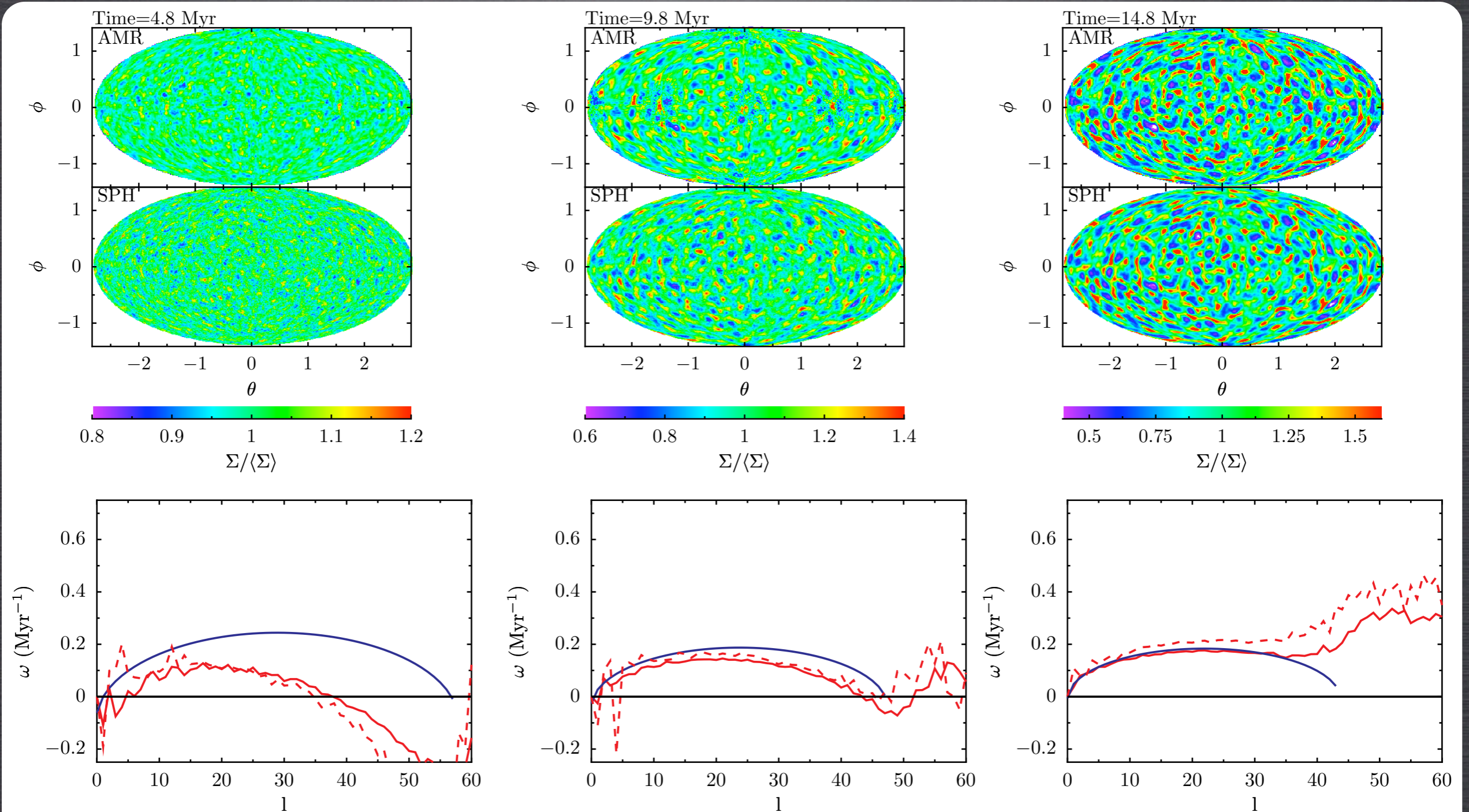
HIGH PRESSURE



PRESSURE

CONFINEMENT

(DALE ET AL, 2009)



MASS FUNCTIONS

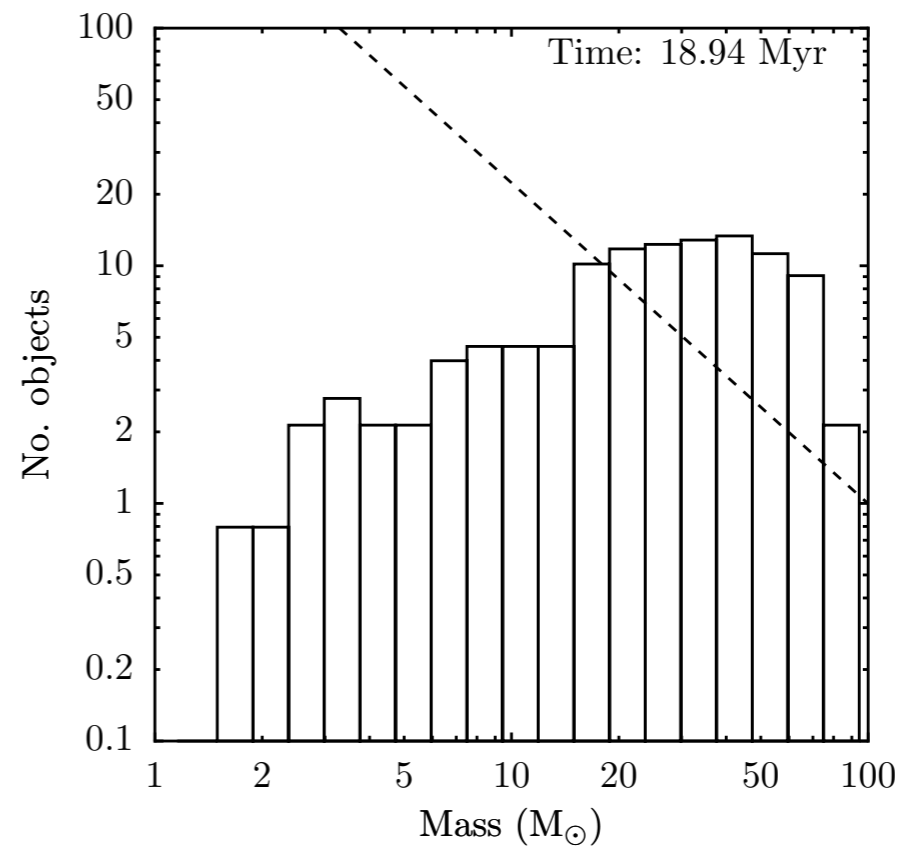
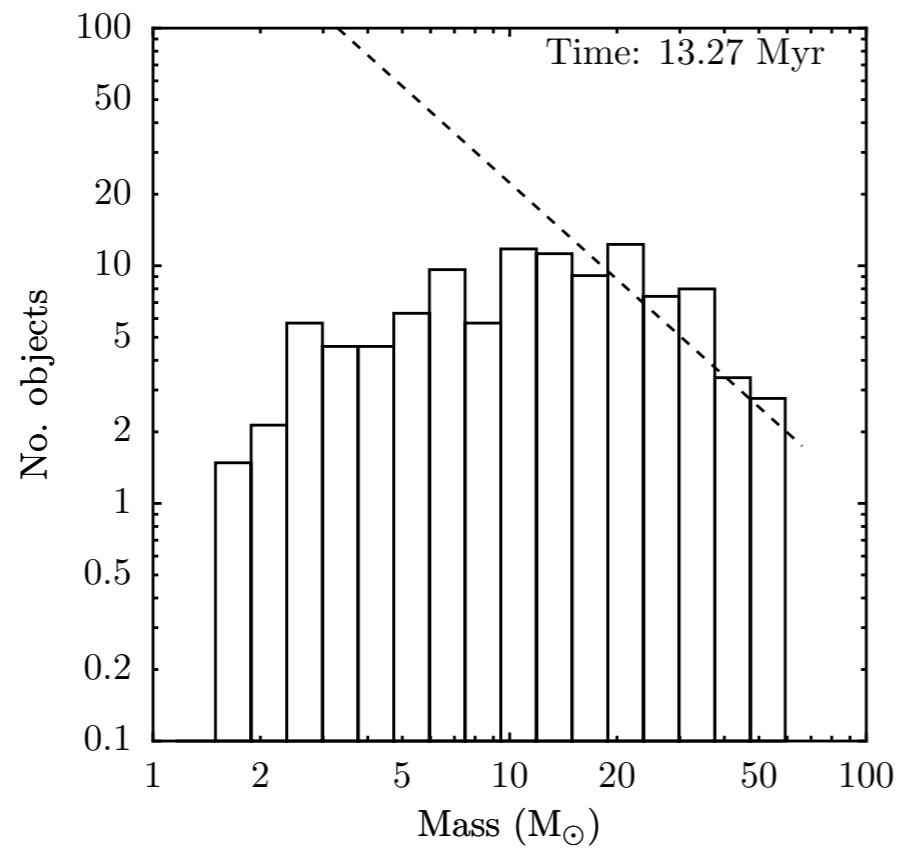
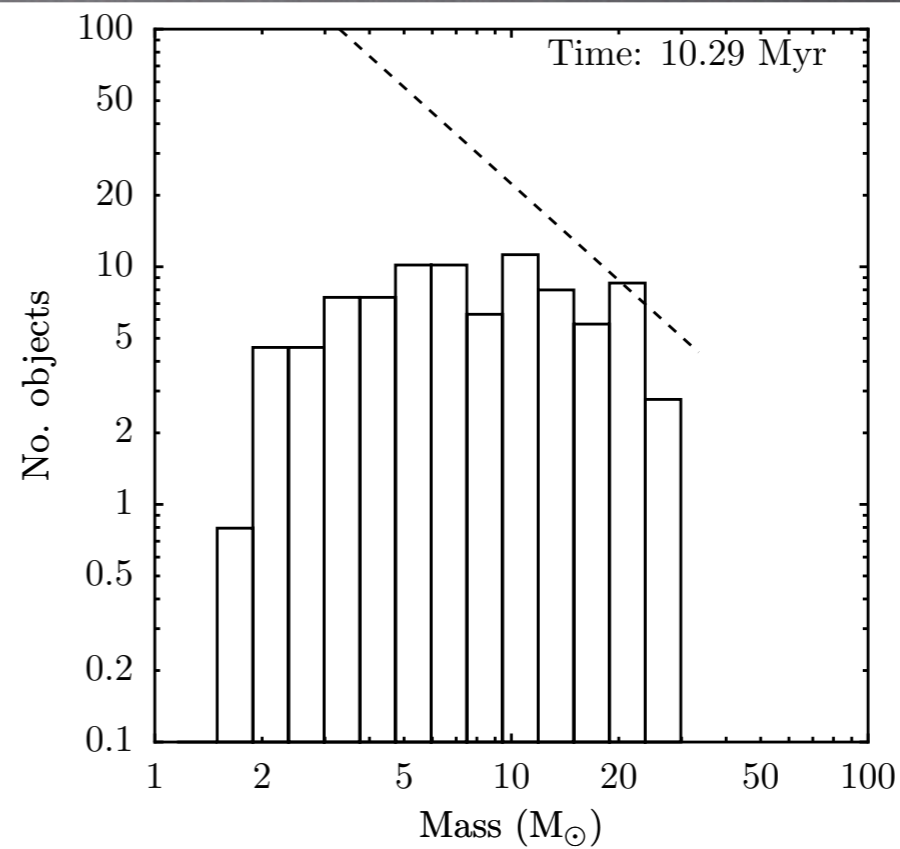
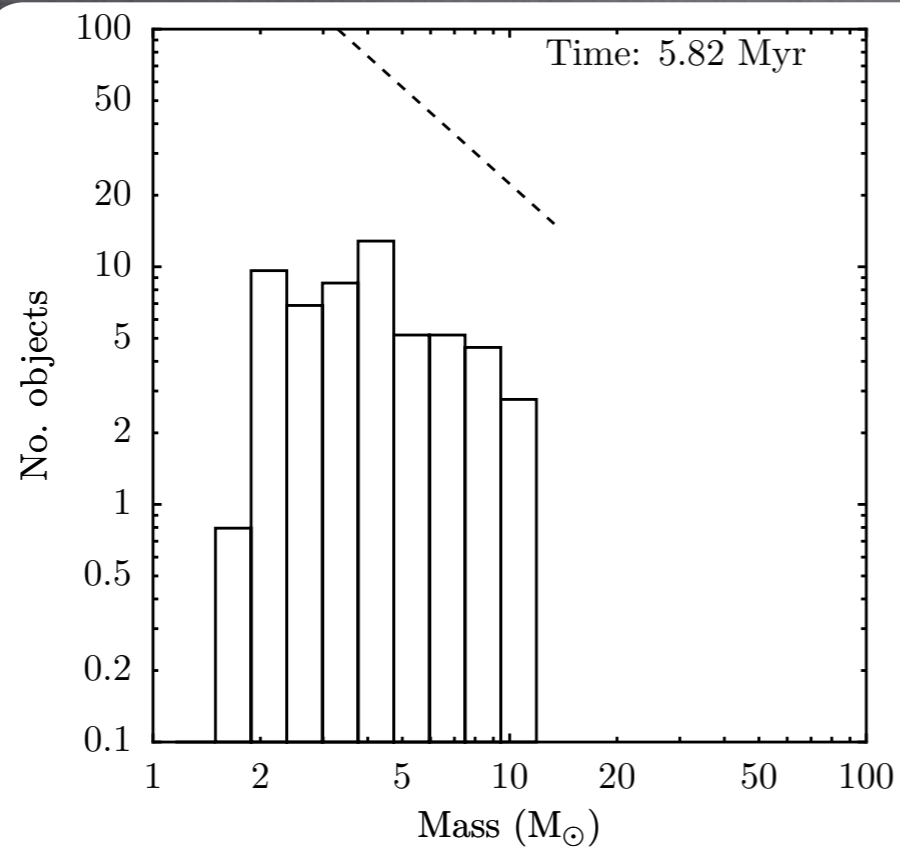
-CAN INTEGRATE THE DISPERSION RELATION W.R.T. TIME AND DERIVE MASS FUNCTIONS (WUNSCH AND PALOUS, 2001)

-RESULTS IN A SALPETER-LIKE POWER LAW

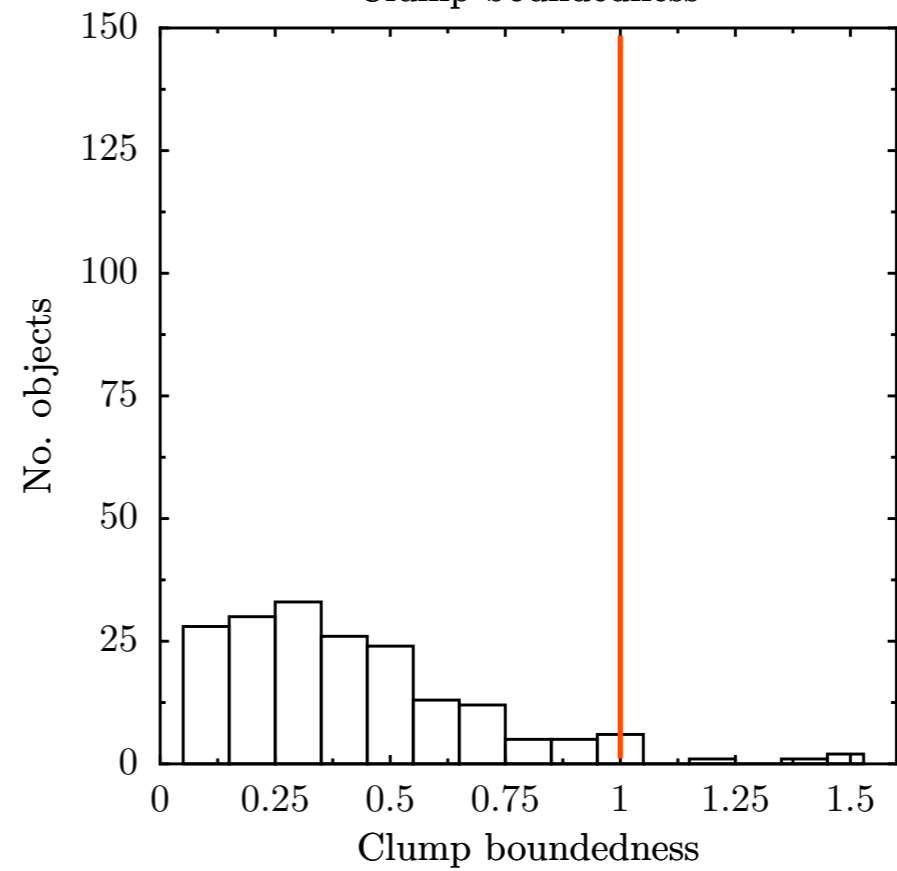
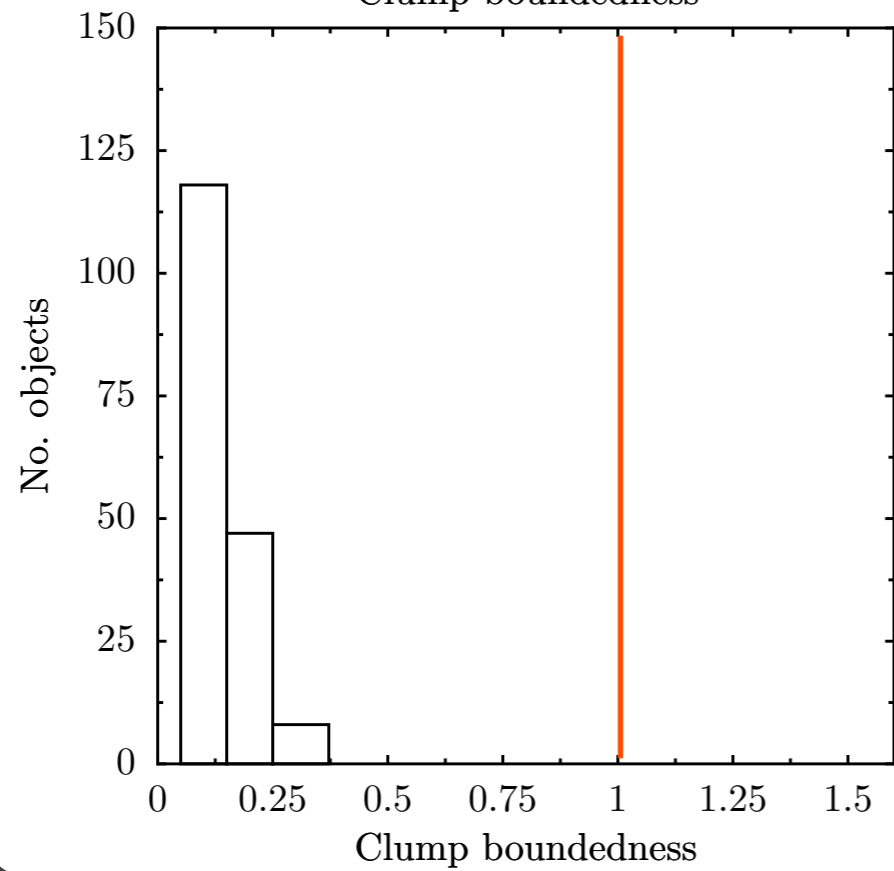
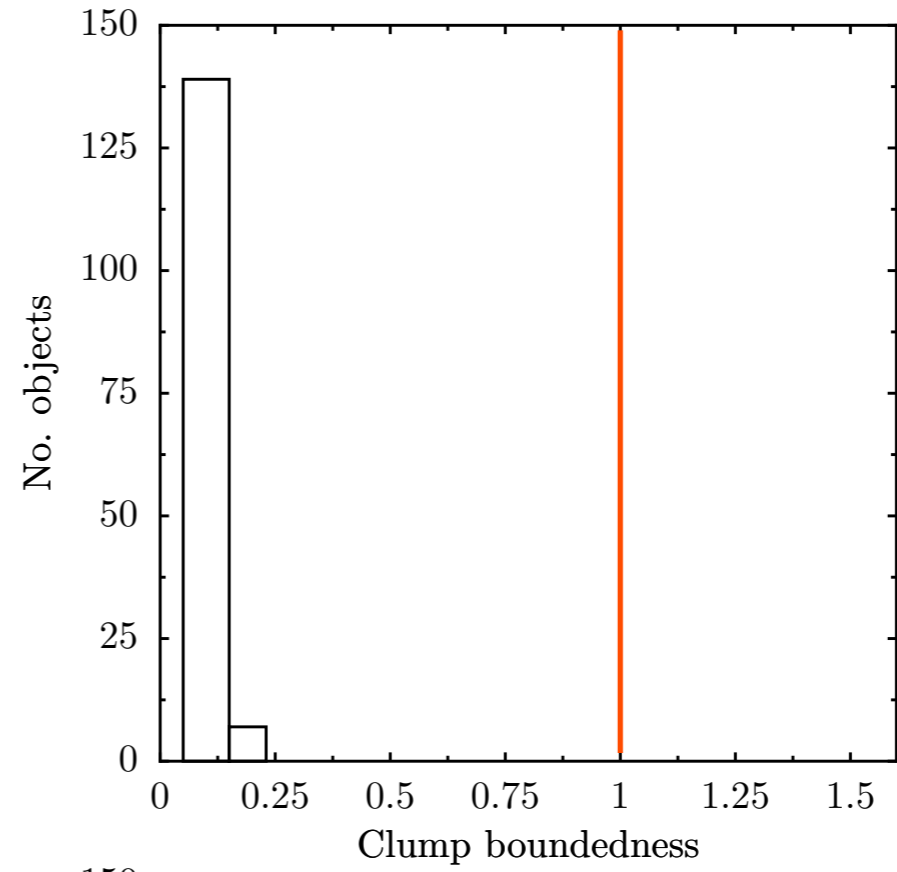
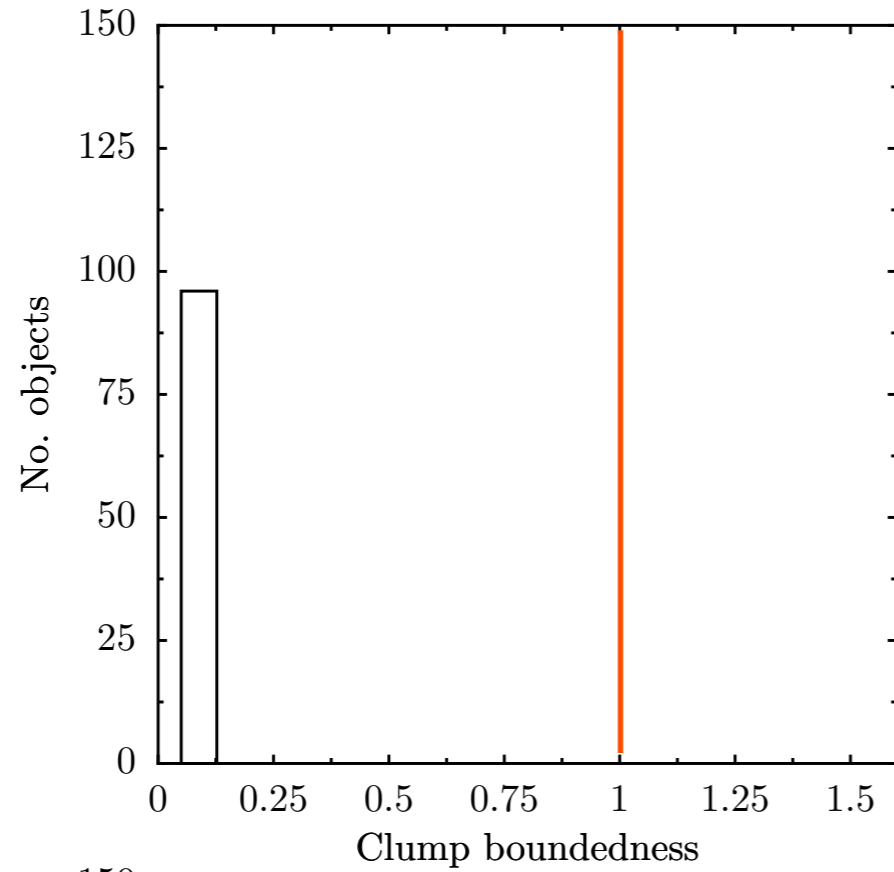
-WE OBTAIN FRAGMENT MASS FUNCTIONS IN OUR EXPANDING SHELLS USING THE POTENTIAL-BASED CLUMP-FINDING METHOD FROM SMITH ET AL, 2009 (ALLOWS US TO IDENTIFY OBJECTS BEFORE THEY BECOME GRAVITATIONALLY-BOUND)

-WE ALSO USE SPH SINK-PARTICLES TO FOLLOW THE ACCRETION OF MATERIAL ONTO BOUND OBJECTS

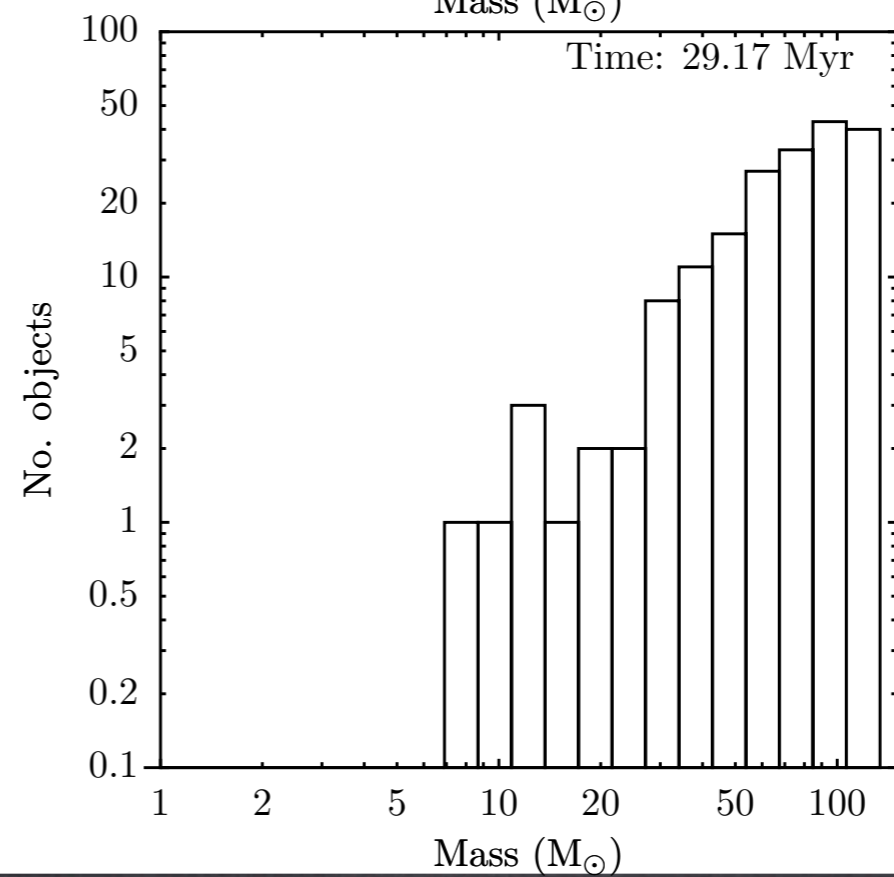
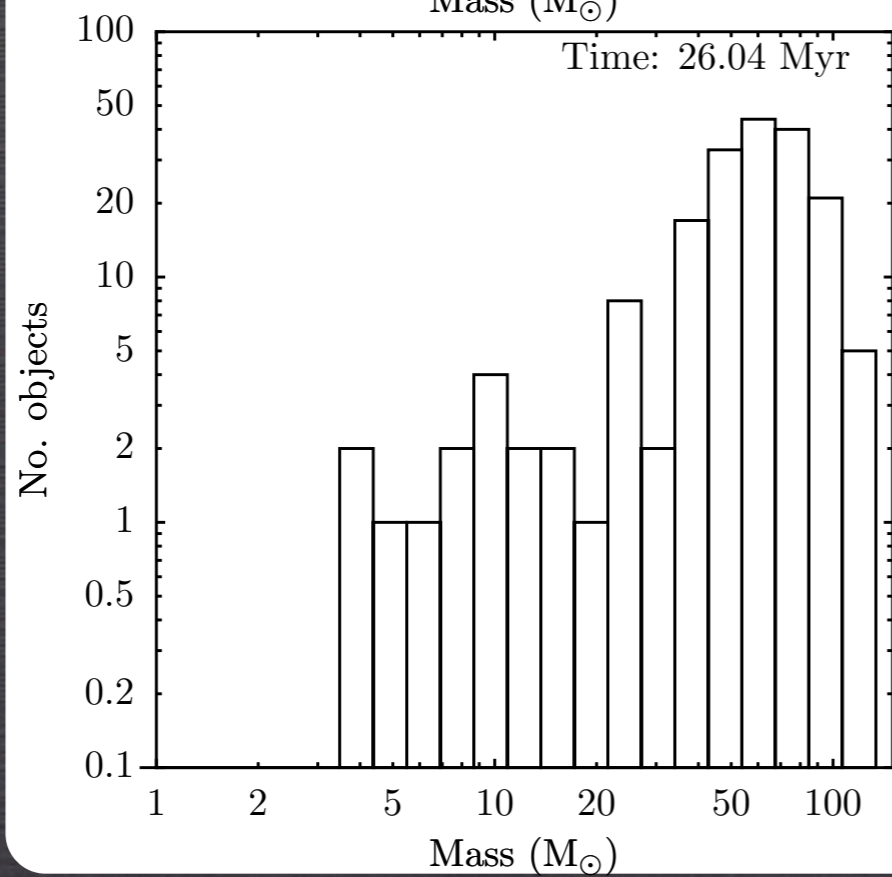
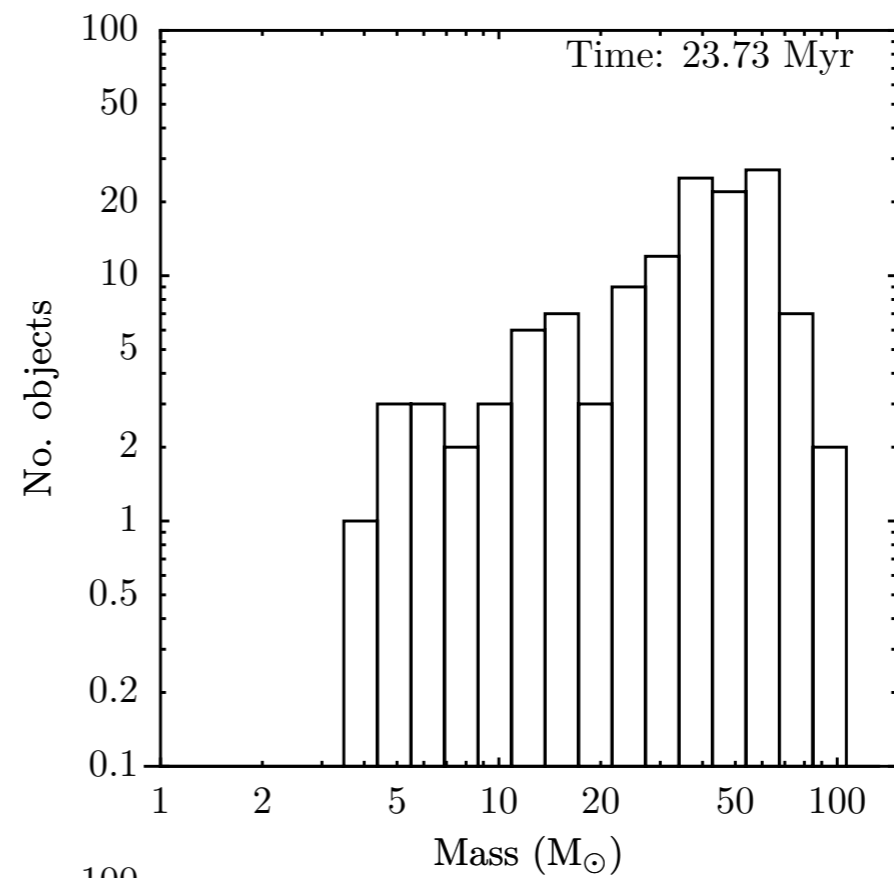
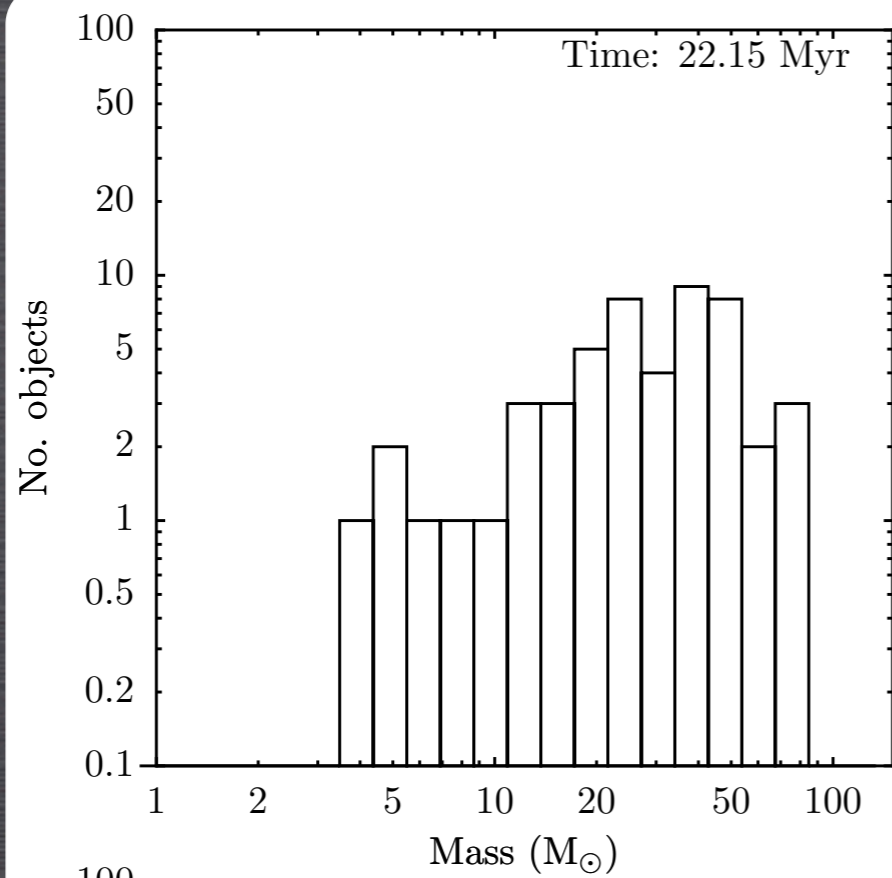
UNBOUND CLUMPS



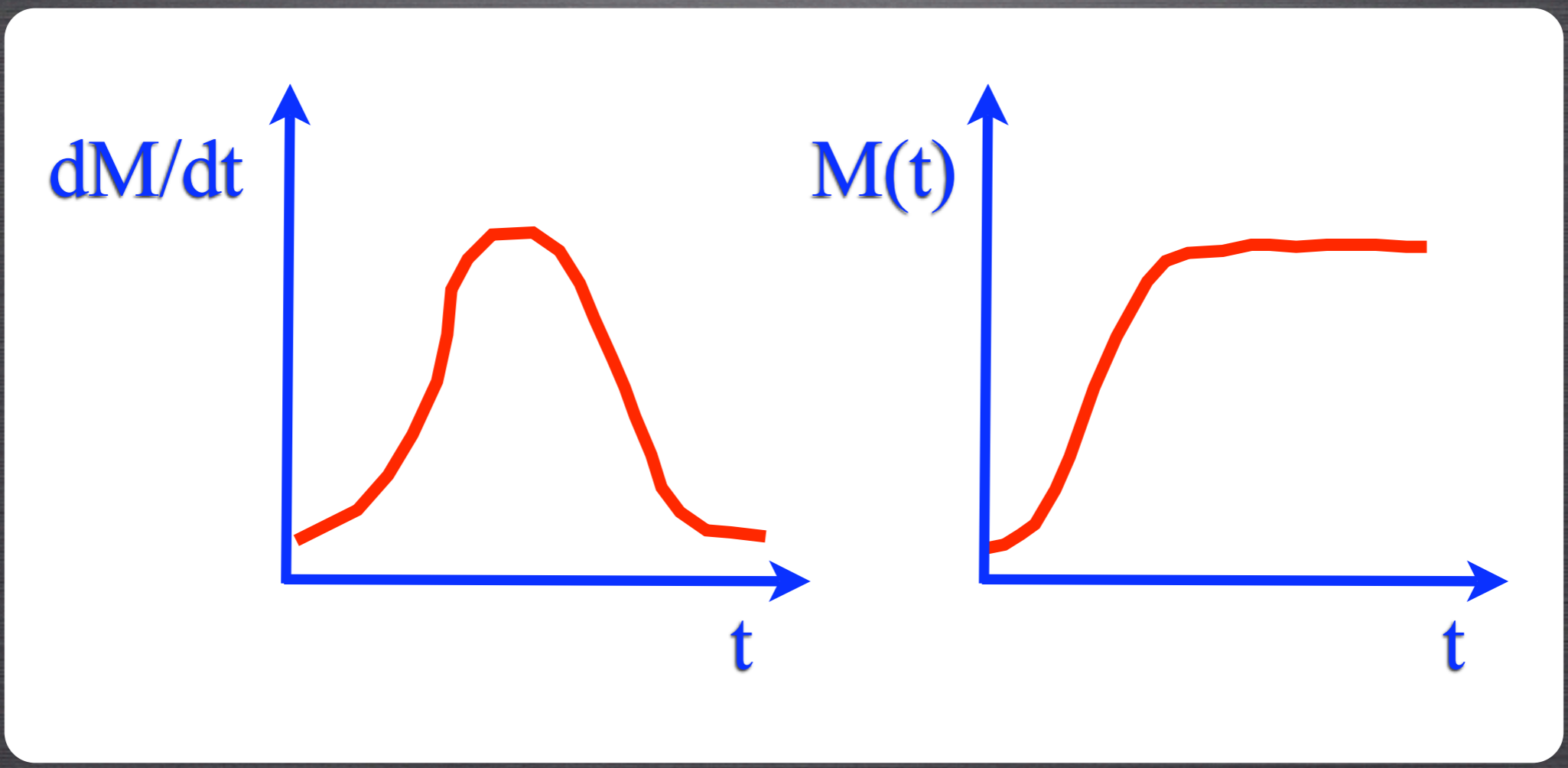
UNBOUND CLUMPS



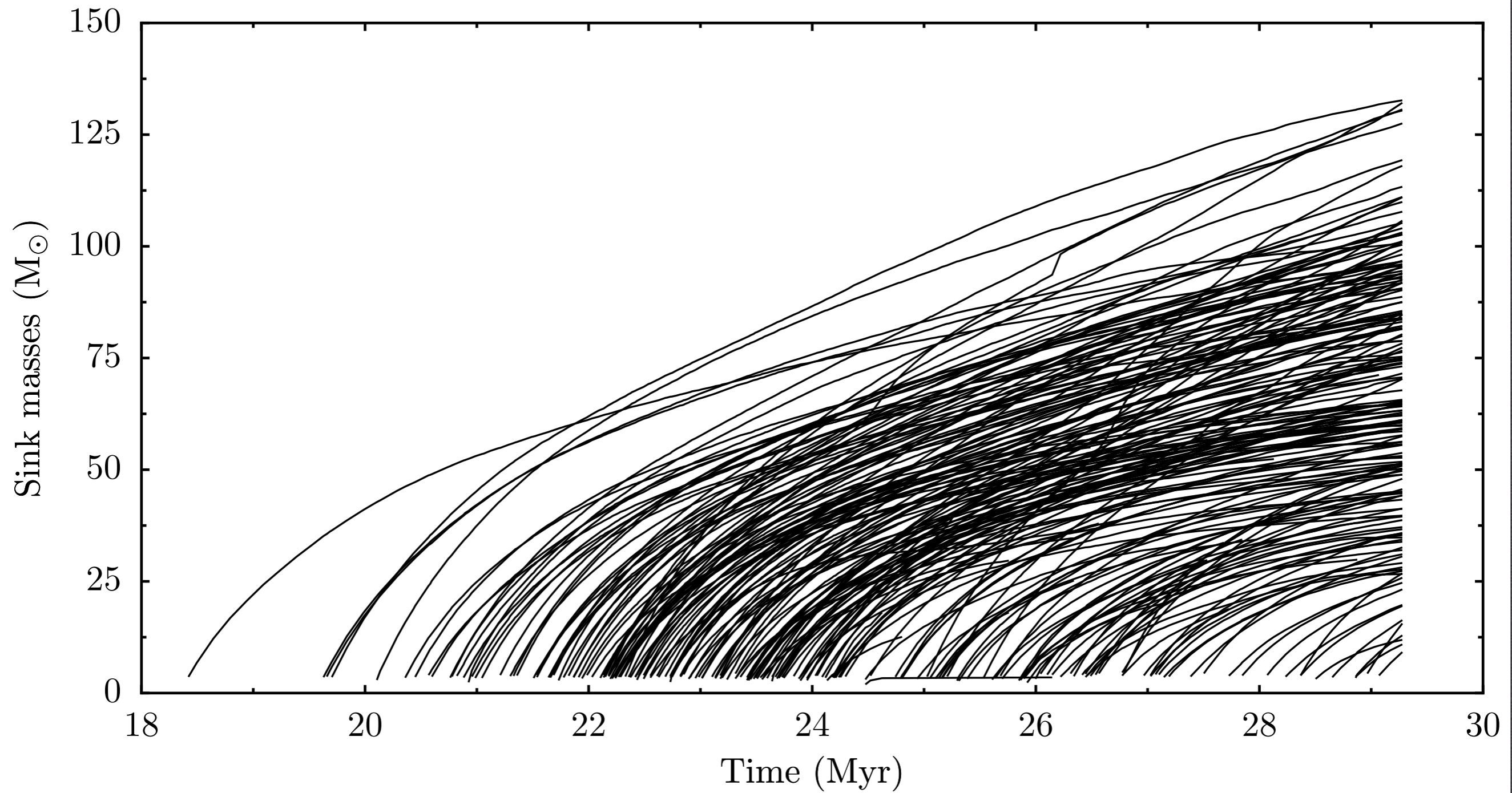
BOUND OBJECTS - SINKS



STAR FORMATION IN THEORY...

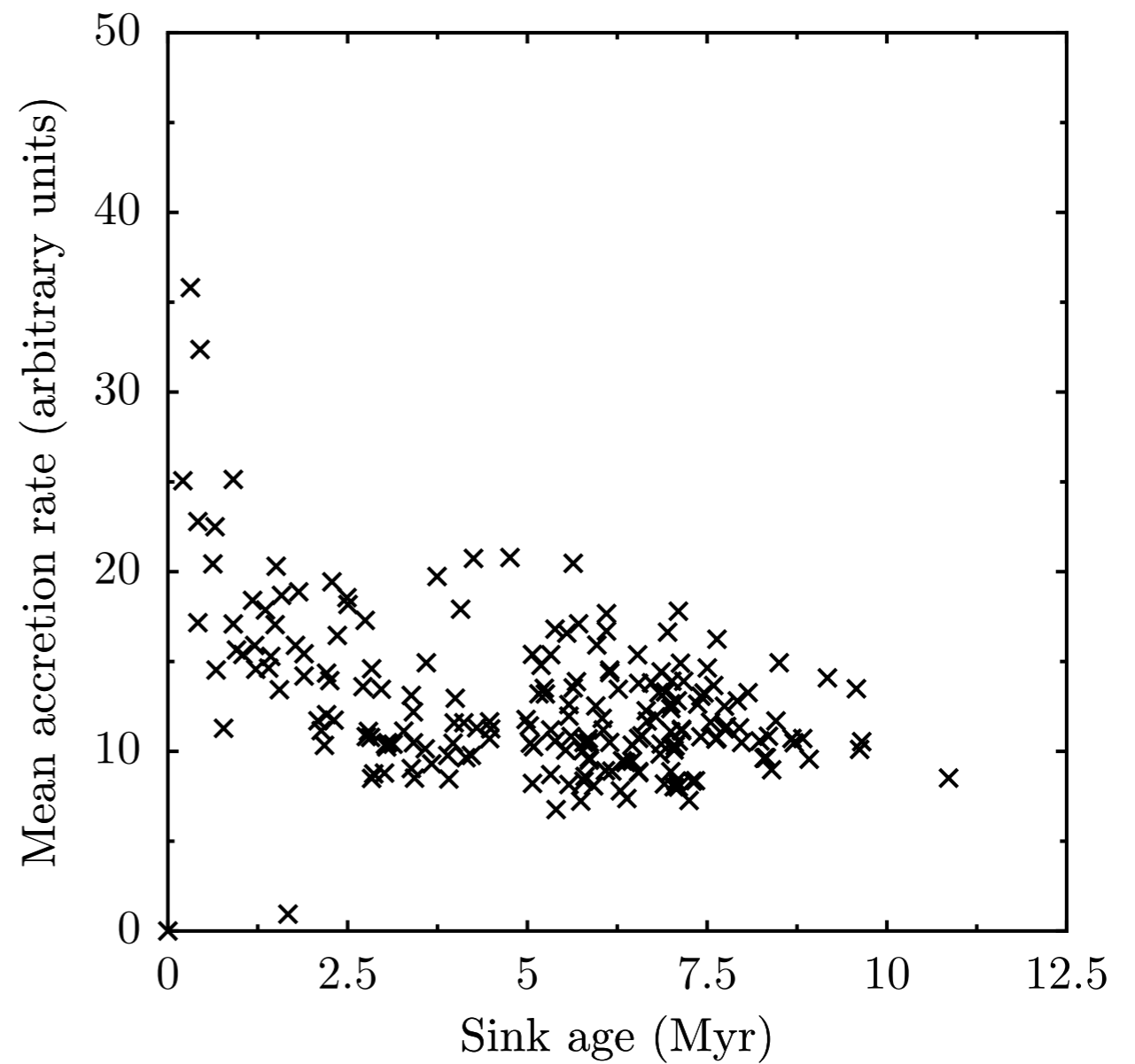
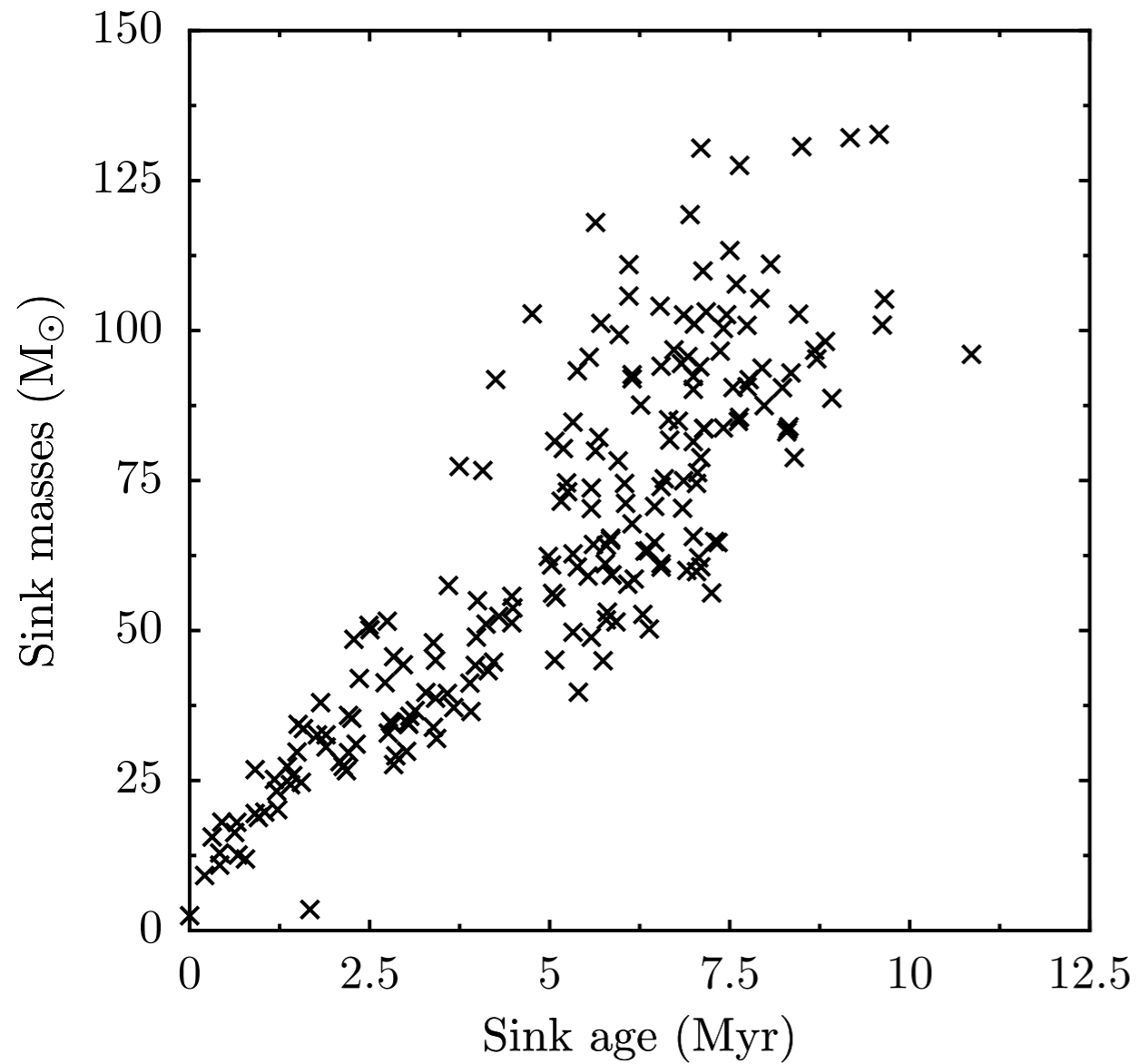


...AND IN PRACTICE



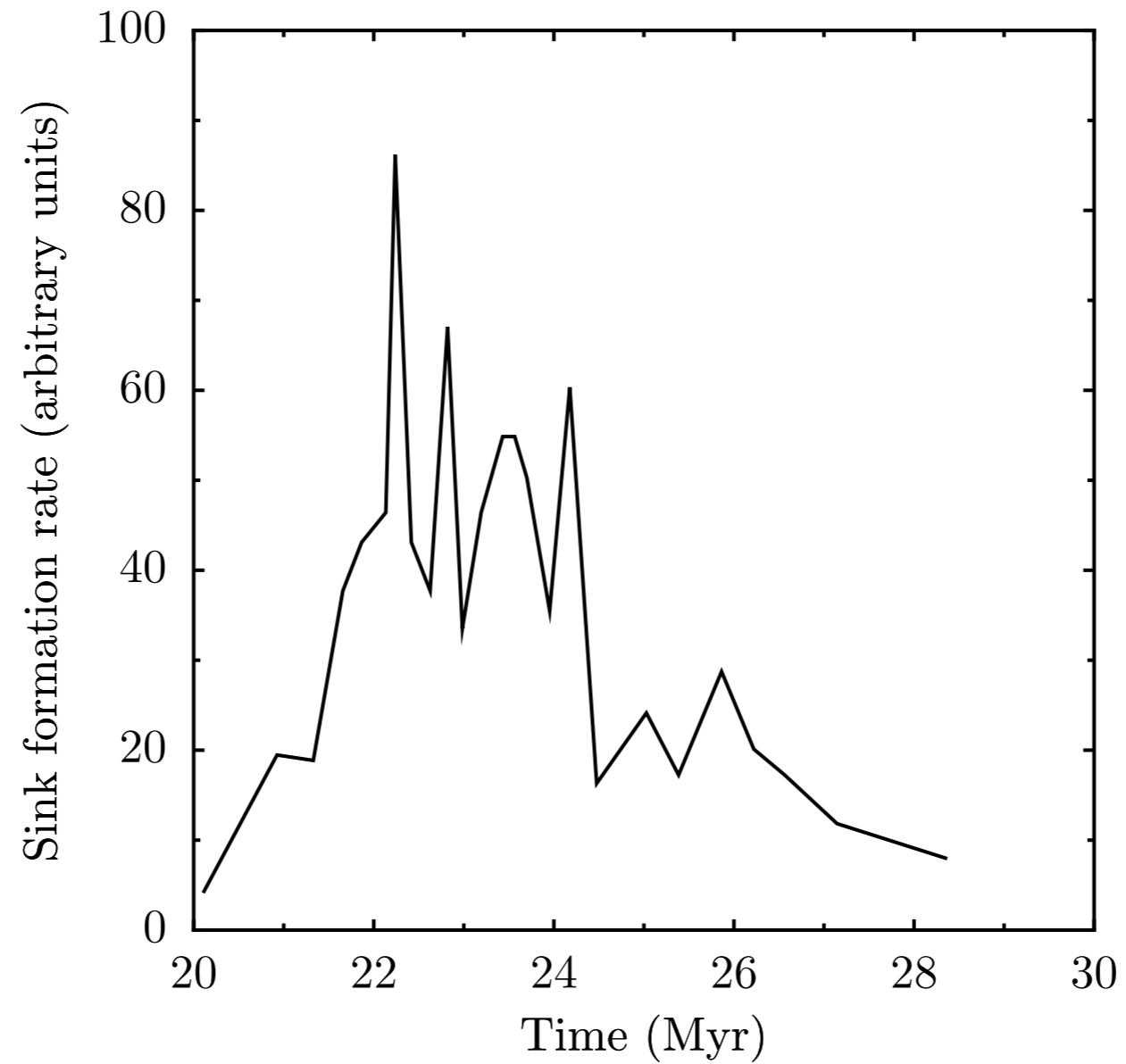
COMPETITIVE

ACCRETION, OF A SORT



COMPETITIVE

ACCRETION, OF A SORT



COMPETITIVE

ACCRETION, OF A SORT

-ACCRETION PROCEEDS IN A 'FIRST-PAST-THE-POST' FASHION

- THE OBJECTS THAT COLLAPSE FIRST WIN MOST OF THE MASS

-THEY DO THIS IN AT LEAST TWO WAYS: (I) THEY STARVE OTHER OBJECTS OF GAS (II) THEY SUPPRESS FORMATION OF LATER OBJECTS

-THESE TECHNIQUES PROBABLY ONLY WORK BECAUSE THE SHELL MASS IS FIXED

UNANSWERED QUESTIONS...

-DO THE FRAGMENTS INTERACT WITH EACH OTHER? DO THEY MERGE? DO THE BIG ONES CANNIBALISE THE SMALL ONES?

-IF THE SHELL WERE CONTINUOUSLY REPLENISHED WITH SWEEP-UP MATERIAL, WOULD THIS ALLOW SMALLER FRAGMENTS TO GROW AND PRODUCE A MORE NORMAL-LOOKING MASS FUNCTION?

CONCLUSIONS

-AMR AND SPH AGREE BEAUTIFULLY ON THE EVOLUTION OF THE GRAVITATIONAL INSTABILITY IN EXPANDING SHELLS

-IN THE CASE WHERE THE SHELL IS PRESSURE-CONFINED SO THAT ITS THICKNESS IS \sim CONSTANT, THE THIN SHELL MODEL FAITHFULLY DESCRIBES THE FRAGMENTATION IN THE LINEAR REGIME

-ONCE THE EVOLUTION BECOMES NON-LINEAR, ACCRETION BECOMES THE DOMINANT PROCESS IN DECIDING FRAGMENT MASSES

-IN A SHELL OF FIXED MASS, OBJECTS THAT COLLAPSE FIRST WIN MORE THAN THEIR SHARE OF THE MATERIAL, LEADING TO A TOP-HEAVY MASS FUNCTION