# SIMULATING A VACUUM PHASE TRANSITION

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> Daniel Cutting University of Sussex

Based on ongoing work with M. Hindmarsh and D. Weir

### MOTIVATION

- Understand scalar only first order phase transitions.
  - Hidden sector. [Garcia, Krippendorf and March-Russell, 2016]
  - Highly supercooled thermal transition.
- Test envelope approximation. [Kosowsky et al, 1992] [Huber and Konstandin, 2008] [Weir, 2016]

• Previous work used few bubbles and low wall speeds. [Child and Giblin, 2012]

#### OVERVIEW

- Toy Model
- Initial conditions
- Evolution equations
- Envelope approximation
- Gravitational wave power spectra

## TOY MODEL

• Single real scalar field  $\phi(x,t)$  with potential as follows:

$$V(\phi) = \frac{M_{\phi_s}^2 \phi^2}{2} - \frac{\delta \phi^3}{3} + \frac{\lambda \phi^4}{4}$$

- Fix  $M_{\phi_s}^2$ ,  $\lambda$  and vary  $\delta$  in order to change the critical bubble radius,  $R_c$ , and wall width  $l_0$ .
- Use shooting method to find bubble profile.



### INITIAL CONDITIONS

• Mean bubble separation:

$$R_* = \left(\frac{V}{N_b}\right)^{1/3}$$

- Can nucleate critical bubbles simultaneously.
- Alternatively nucleate critical bubbles with exponentially increasing nucleation rate:

$$p(t) = p_0 \exp(\beta t),$$
 
$$\beta \approx \frac{(8\pi)^{1/3}}{R_*} \qquad \text{for} \qquad R_* \gg R_c$$

• Lorentz factor of bubble wall at collision given by:

$$\gamma_* = \frac{1}{2} \frac{R_*}{R_c}.$$



### EVOLUTION

• Neglect expansion of the universe:

 $\Box \phi(\mathbf{x}, t) + V'(\phi(\mathbf{x}, t)) = 0.$ 

- Track auxiliary tensor  $u_{ij}(x,t)$  for convenience:  $\Box u_{ij}(\mathbf{x},t) = 16\pi G \partial_i \phi \partial_j \phi_.$
- Obtain the metric perturbations  $h_{ij}(k, t)$  by projecting in k-space:

$$h_{ij}(\mathbf{k}, t) = \Lambda_{ij,lm}(\mathbf{k}) u_{lm}(\mathbf{k}, t),$$
$$\Lambda_{ij,lm}(\mathbf{k}) = P_{im}(\mathbf{k}) P_{jl}(\mathbf{k}) - \frac{1}{2} P_{ij}(\mathbf{k}) P_{lm}(\mathbf{k}),$$
$$P_{ij}(\mathbf{k}) = \delta_{ij} - \hat{k}_i \hat{k}_j.$$

#### POWER SPECTRUM

• Define spectral density of the time derivative of the metric perturbation  $P_{\dot{h}}(\mathbf{k}, t)$  as

$$\left\langle \dot{h}_{ij}(\mathbf{k},t)\dot{h}_{ij}(\mathbf{k}',t)\right\rangle = P_{\dot{h}}(\mathbf{k},t)(2\pi)^{3}\delta(\mathbf{k}+\mathbf{k}')$$

• Then the gravitational wave density parameter power spectrum is

$$\frac{d\Omega_{GW}}{d\ln(k)} = \frac{1}{32\pi G\rho_c} \frac{k^3}{2\pi^2} P_{\dot{h}}(\mathbf{k}, t).$$



### ENVELOPE APPROXIMATION

- Assumptions:
  - Stress-energy concentrated in infinitesimal thin shell.
  - > Neglect any region where bubbles overlap.
- Numeric fit:

[Huber and Konstandin, 2008] [Weir, 2016]

Power spectrum fit given by

$$\frac{d\Omega_{GW}^{env}}{d\ln(\omega)} = \tilde{\Omega}_{GW}^{env} \frac{(a+b)\tilde{\omega}^b \omega^a}{b\tilde{\omega}^{(a+b)} + a\omega^{(a+b)}},$$
$$\tilde{\Omega}_{GW}^{env} \approx \frac{0.11v_w^3}{0.42 + v_w^2} \left(\frac{H_*}{\beta}\right)^2 (\kappa_\phi \Omega_\phi)^2,$$
$$\tilde{\omega}/\beta = 2\pi \frac{0.62}{1.8 - 0.1v_w + v_w^2}.$$



## LOW GAMMA SPECTRA

- Lorentz factor  $\gamma_* \sim 2$ .
- Number of bubbles  $N_b = 444$
- $\beta = 0.075$
- Peak amplitude matches envelope.
- Power law matches envelope.
- Extra bump in the UV.



# <u>MEDIUM GAMMA</u> <u>SPECTRA</u>

- Lorentz factor  $\gamma_* \sim 4$ .
- Number of bubbles  $N_b = 514$
- $\beta = 0.0625$
- Peak amplitude matches envelope.
- Power law slightly steeper than envelope.
- Extra bump in the UV.



## <u>HIGH GAMMA</u> <u>SPECTRA</u>

- Lorentz factor  $\gamma_* \sim 8$ .
- Number of bubbles  $N_b = 9$
- $\beta = 0.029$
- Can't resolve the IR peak.
- Power law steeper than envelope.
- Extra bump in the UV.



### CONCLUSIONS

- We recover the envelope power law for small  $\gamma_*$ , though shifted to the IR.
- At higher  $\gamma_*$  the peak amplitude seems similar but the power law towards the UV is steeper.
- Haven't succeeded in finding asymptotic behavior for  $\gamma_* \to \infty$ .
- We see a second peak at a scale associated with the initial wall width.
  - » We predict the effect of this peak to be negligible for most models.

# BUMP FEATURE

- Turn on metric evolution after bubble collisions.
- IR uptick seems to be left over from bubble collisions.
- Plateau leading into bump.
- Still growing at very late times.



#### BUMP FEATURE

- Measure total gravitational wave energy density for several simulations.
- Oscillation due to ringing in IR.
- Linear growth:



• Grows at most for  $H^{-1}$ .

$$\frac{\Omega_{GW}^{bump}}{\Omega_{GW}^{collision}} \sim 10^{-2} \frac{l_0}{R_*} \frac{1}{HR_*} \,.$$



### SIMULATION DETAILS

- 3+1 dimensional classical lattice simulation.
- Built using LATfield2, an open source massively parallel lattice code. [Daverio, Hindmarsh and Bevis, 2015]
- Periodic boundary conditions.
- The leapfrog algorithm evolves  $\phi$  and  $u_{ij}$ .
  - > Calculate Laplacian with 7 point stencil.
  - > Take FFT and project  $u_{ij}$  to find power spectrum. [Figueroa, Garcia-Bellido and Rajantie, 2011]
- Resolve the bubble wall:

$$dx \ll l_* = l_0 / \gamma_*$$