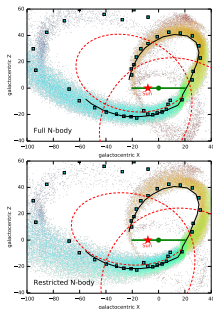


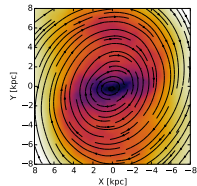
Basis-set expansion approach for modelling disrupting satellites and stellar streams

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Simulation of the Sagittarius stream

[Vasiliev+21]



Restricted N -body simulation of bar formation and large-scale elliptical distortion of the LMC disc due to its interaction with the Milky Way [in prep.]

	Particle spray [Fardal+15, Chen+25]	CMC [Rodríguez+22]	KRIOS, Raga [Tep+25] [Vasiliev 15]	Restricted N -body variants [Vasiliev+21]	conventional N -body simulations [everybody]
Internal evolution of the satellite	none	tides + Chandrasekhar's two-body relaxation (Hénon or Spitzer Monte Carlo approaches)	collisionless evolution only (including mass loss due to tides)		
Satellite potential representation and its evolution	analytic profile (e.g. Plummer)	arbitrary spherical Φ_{sat}	arbitrary non-spherical Φ_{sat} , using Multipole or Basis-Set expansions (aka Self-Consistent Field)	conventional tree code	
Host galaxy representation	mass/radius fixed or their evolution prescribed manually	Φ_{sat} updated once in a while (after a fraction of orbital period or relaxation time)	Φ_{sat} updated every timestep of the particle integrator		
Satellite trajectory	fixed external potential Φ_{host}	rewind back from its present-day x,v in the host galaxy potential; final sat's x,v in the simulation match the observed ones by construction	live N -body system		
Dynamical friction	optionally including Chandrasekhar's DF when rewinding sat's trajectory		present-day x,v may deviate from observed ones (need to iterate)		
Release of stream particles	at or around Lagrange points; seeding rate typically constant	particles escape "naturally" with the rate determined by the internal evolution and tidal field	may be added manually	appears naturally	
Trajectories of stream particles	any orbit integration method (Runge-Kutta, leapfrog, ...)	adaptive-timestep Runge-Kutta, independently for each particle	leapfrog or Hermite, shared for all particles		

fast

expensive

1. Statement of need

There are $\gtrsim 100$ known stellar streams from tidally disrupting star clusters and satellite galaxies in the Milky Way alone [Mateu 23; Bonaca & Price-Whelan 25]. Their study reveals the assembly history and constrains the gravitational potential of the Galaxy; moreover, dynamically cold / thin streams are very sensitive probes of dark matter at small scales. Methods for simulating satellite disruption and stream formation differ in complexity and realism.

2. Test-particle simulations

- ◇ particles are seeded around Lagrange points
- + very fast, produce reasonably looking streams
- no account for internal dynamics of the satellite
- mass loss rate set manually (usually constant)
- only stream particles are considered

3. Conventional N -body simulations

- + most realistic method: correct internal dynamics, mass loss rate, and stream morphology
- but also most expensive
- unless the host galaxy is a live system, adding dynamical friction is tricky
- finding initial conditions that bring the satellite to the observed final position/velocity is tricky

4. Restricted N -body approach (for a lack of a better name)

- ◇ intermediate in realism and computational cost
- + satellite follows a prescribed trajectory (including dyn.friction) and arrives exactly where we want
- + realistic mass loss rate and stream density profile
- + internal dynamics followed reasonably well
- + two-body relaxation can be added explicitly using the Monte Carlo approach

5. Restricted N -body variants

difference in treatment of Φ_{sat} :

- prescribed manually;
- updated periodically;
- recomputed every timestep (equivalent to SCF / EXP)

