

Radiative Feedback and Final Stellar Masses in Low-Metallicity Environment

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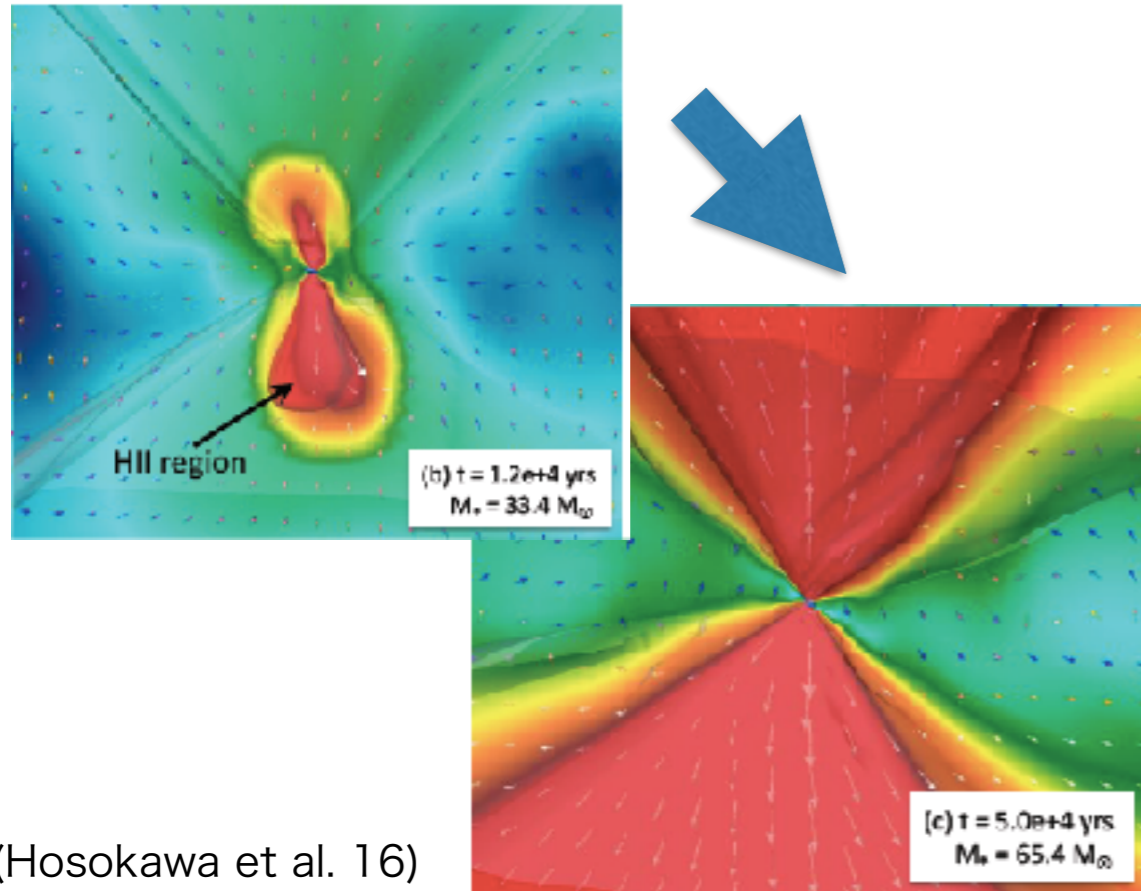
Naoki Yoshida (Tokyo-U)

Stellar Archaeology as a Time Machine to the First Stars @IPMU

Radiation Feedback Effects

$Z = 0$ (Primordial stars)

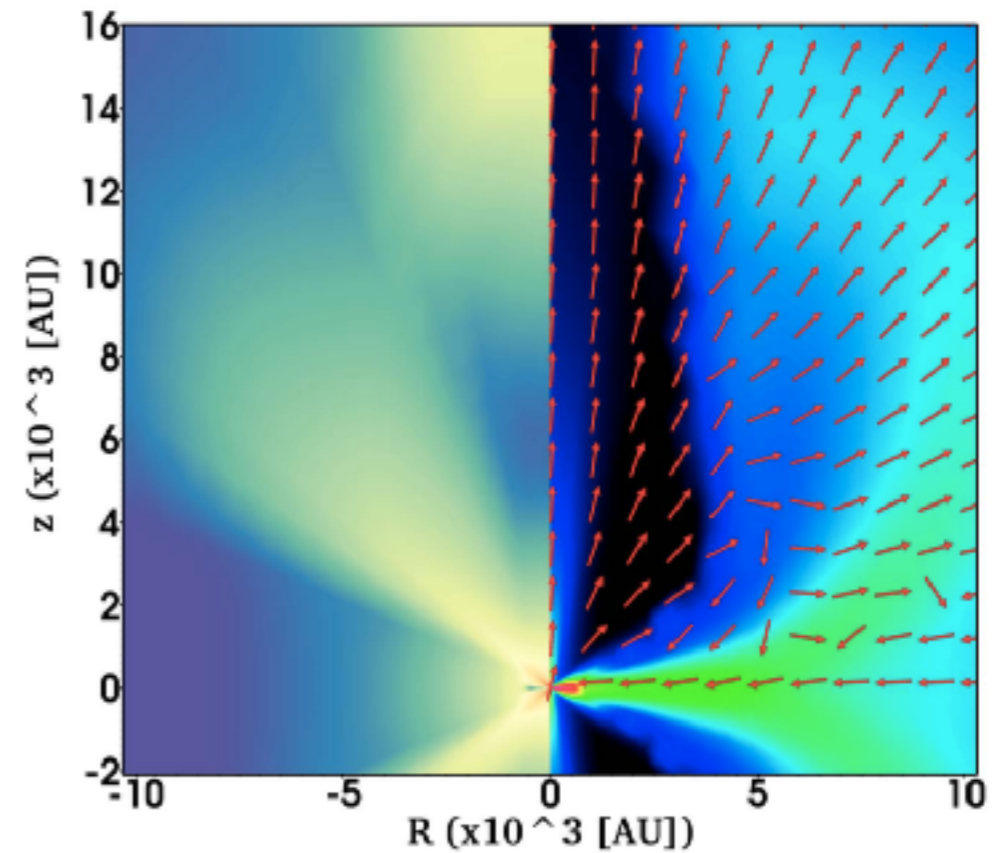
HII region formation



(Hosokawa et al. 16)

(Hosokawa et al. 11, 16, McKee & Tan 2008)

$1Z_\odot$ Radiation Pressure on Dust grains
(+ HII region formation)



(Kuiper et al. 16)

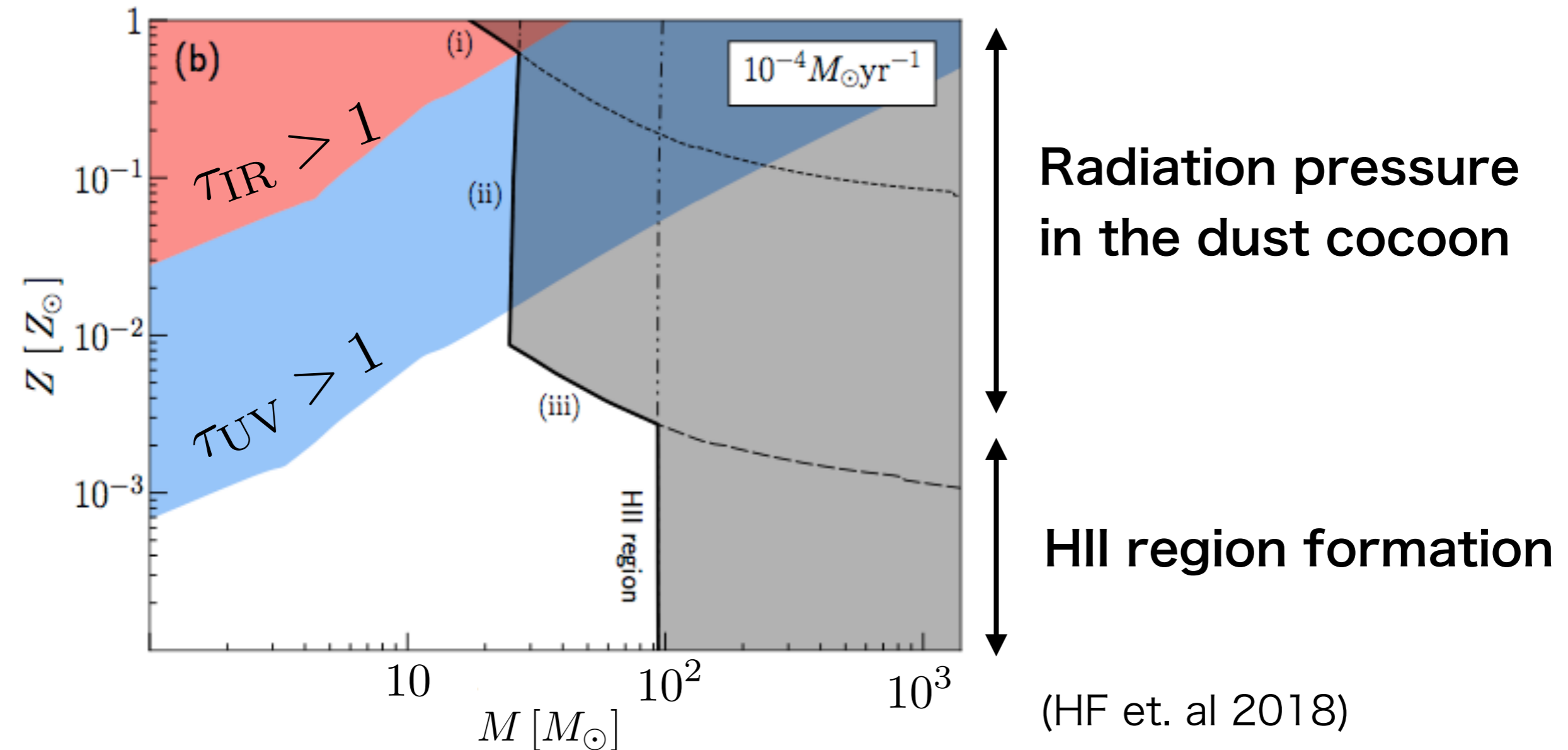
(Yorke & Bodenheimer 99; Krumholz et al. 09;
Kuiper et al. 10; Rosen et al. 16)

Which is dominant in low-metallicity environment ?

In spherically symmetric case

e.g., $10^{-4} M_{\odot} \text{yr}^{-1}$

Solid line: the upper mass limits (1D)



τ_{IR} , τ_{UV} : optical depth for IR and UV light

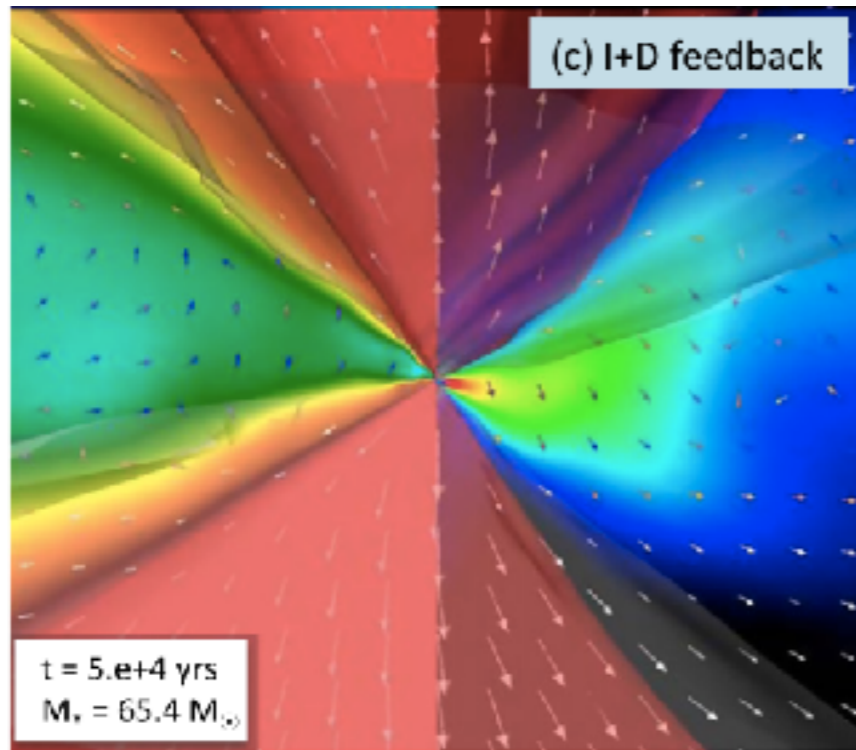
In this work, we assume spherically symmetric flow.
Next, we consider multi-dimensional effects.

Method (Modified version of Nakatani et al. 2017 + Sugimura et al. 2017)

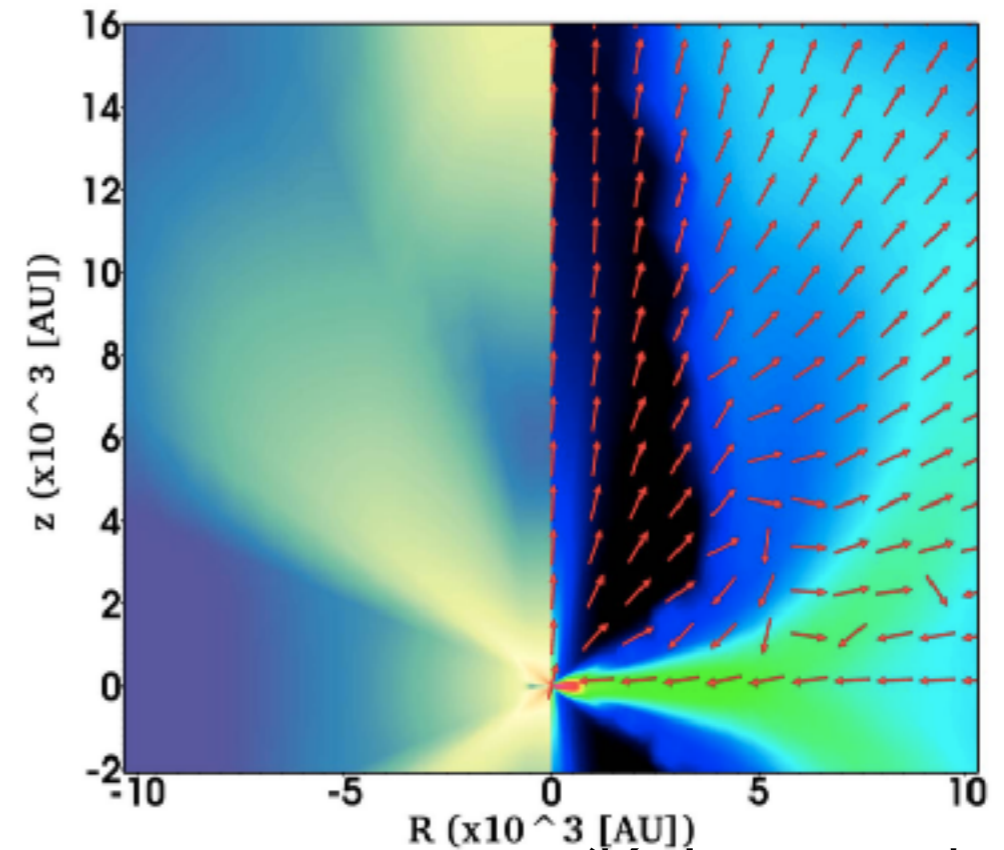
2D Radiational Hydrodynamics Simulations (PLUTO4.1)

(i) Primordial Star Formation

(ii) Present-day Star Formation



(Hosokawa et al. 16)



(Kuiper et al. 16)

Initial Conditions (Kuiper & Hosokawa 2018)

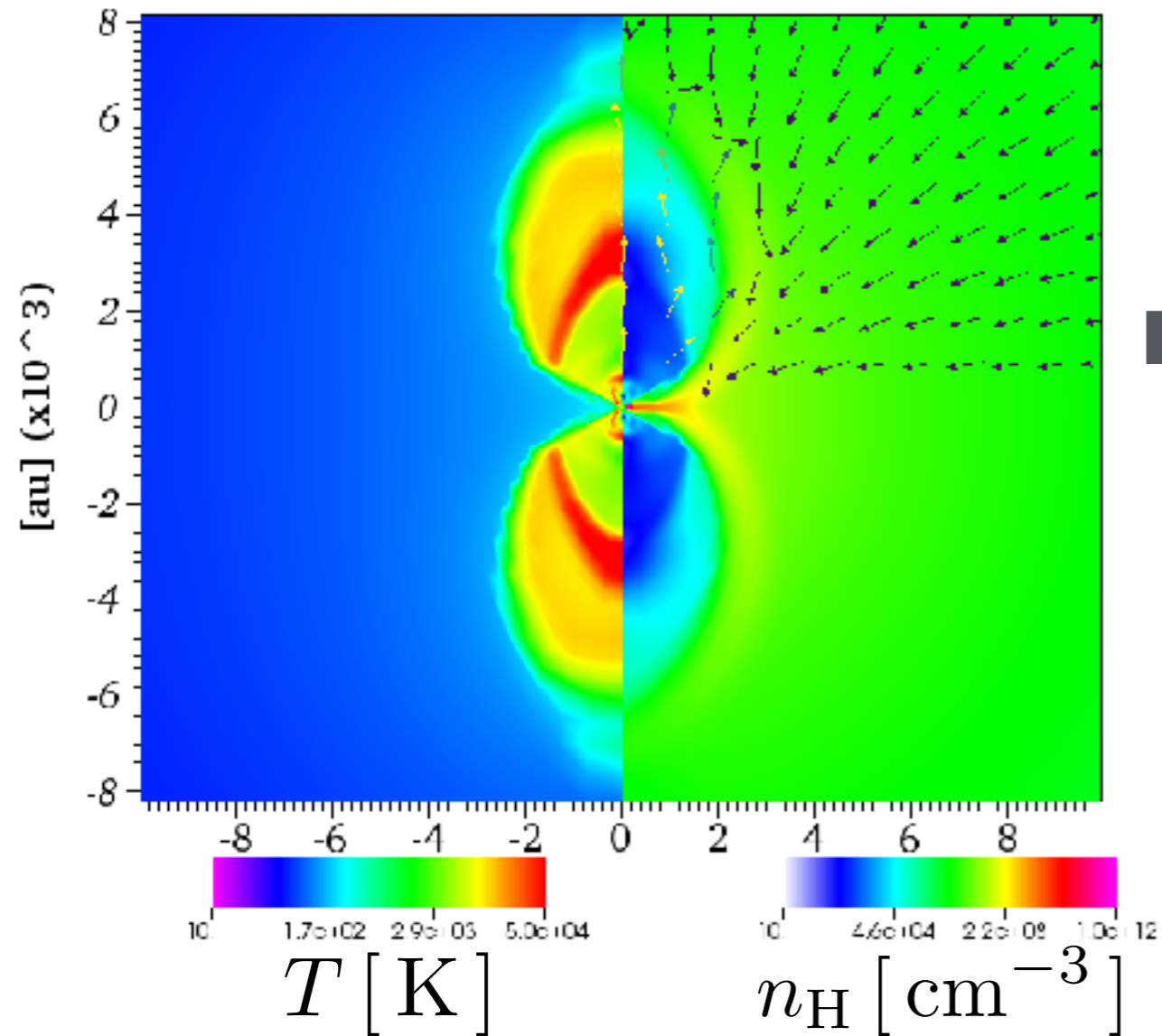
Cloud Mass: $M_{\text{core}} = 250, 10^3 M_{\odot}$

Metallicity : $1, 10^{-2} Z_{\odot}$

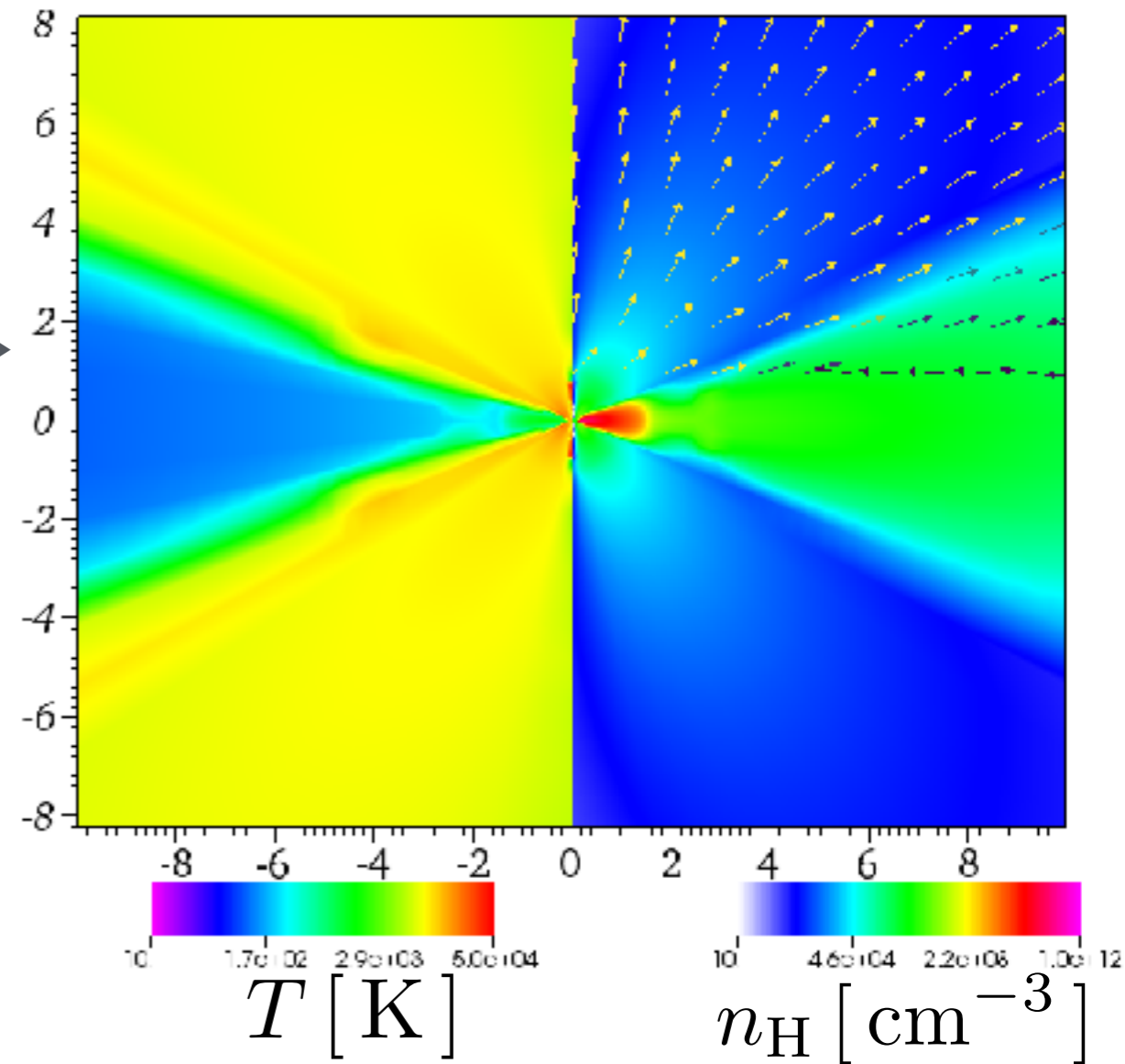
Results: $1Z_{\odot}$, Cloud Mass = $250 M_{\odot}$

Time evolution:

(1) $M_* = 30 M_{\odot}$



(2) $M_* = 120 M_{\odot}$

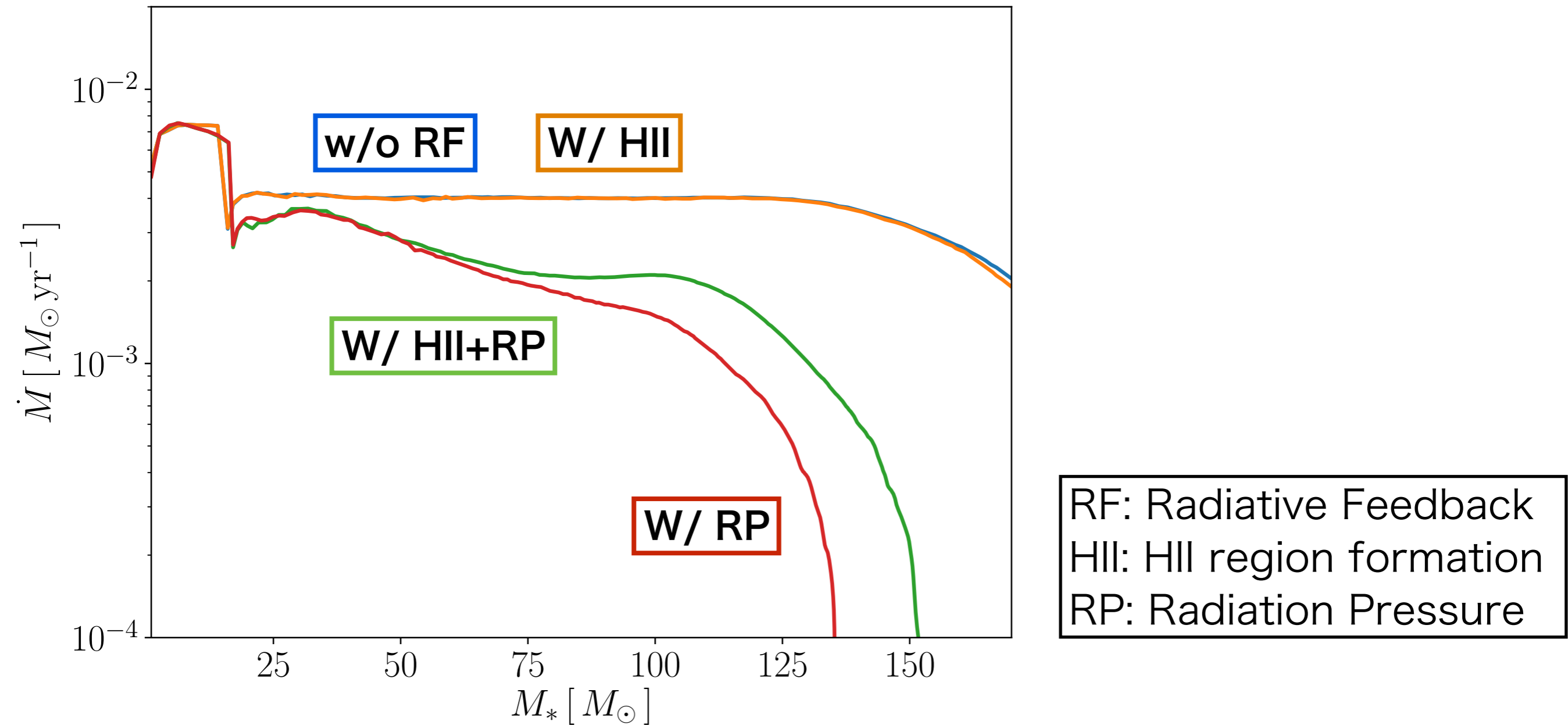


- Radiation pressure becomes effective in the polar direction.

- Mass accretion continues though the accretion disk

Results: $1Z_{\odot}$, Cloud Mass = $250 M_{\odot}$

Accretion rates

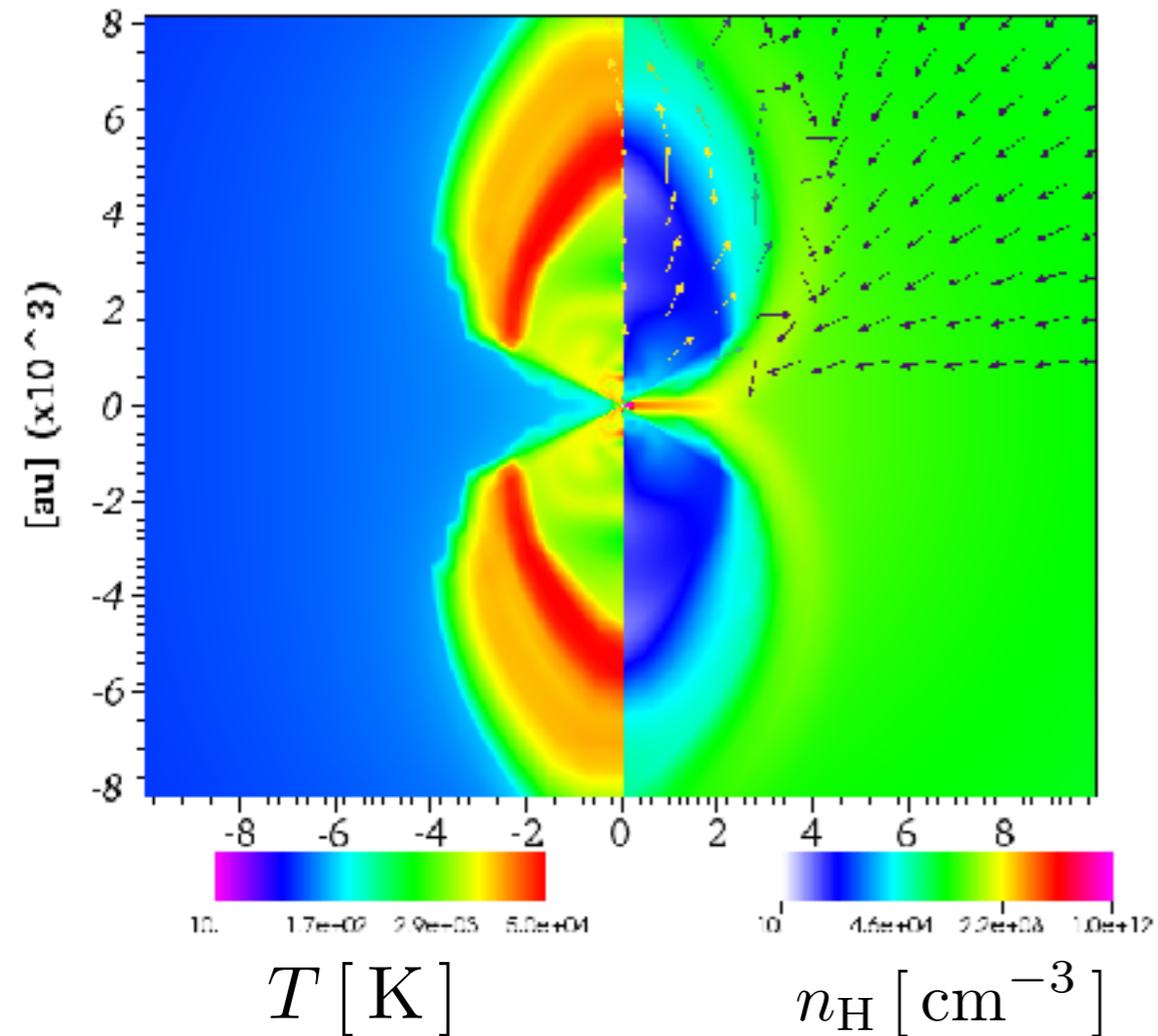


- Radiation Pressure is the dominant feedback effect
- The final stellar mass with HII+RP is larger than only with RP (Scissors handle effect)

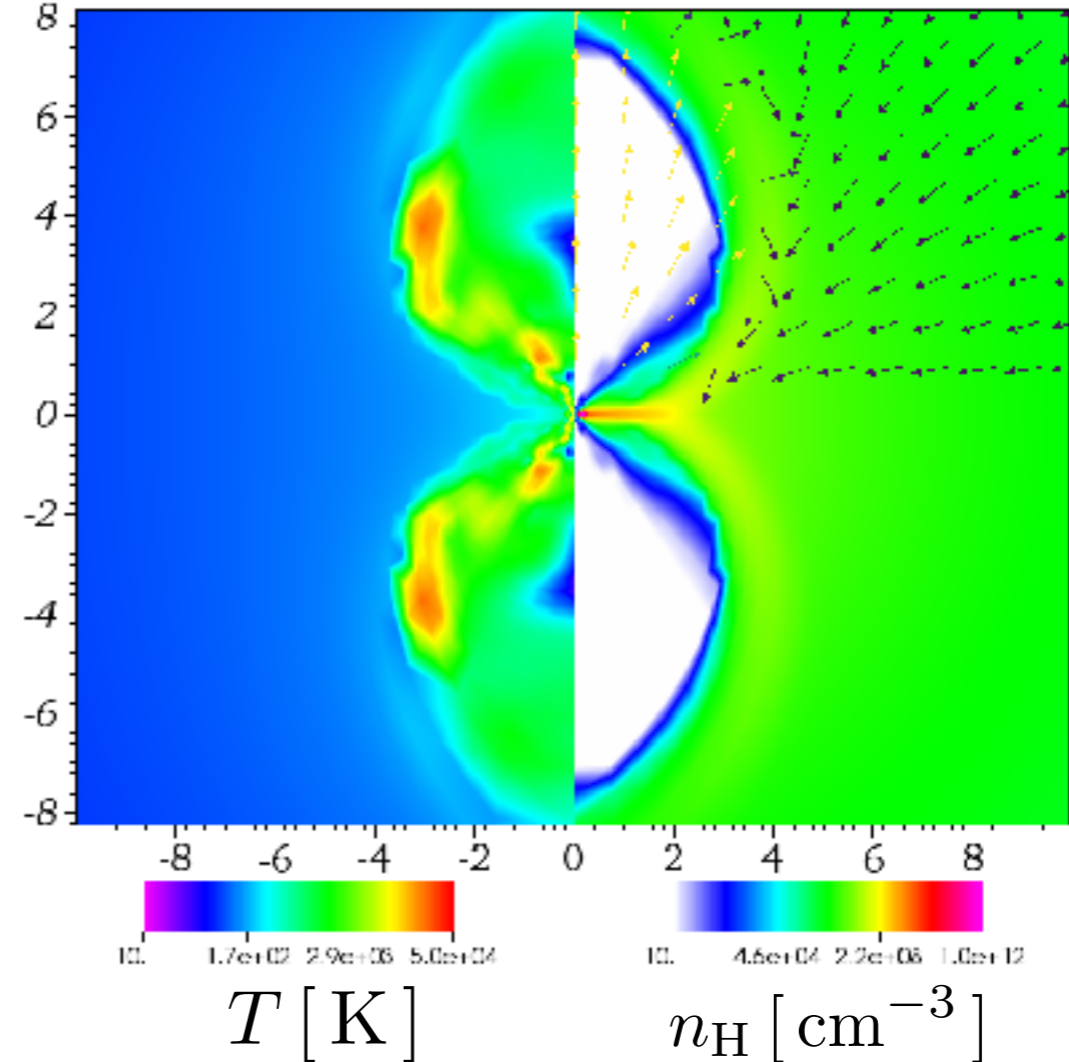
Scissors handle effect (Kuiper & Hosokawa 2018)

Dynamical effect of each radiative feedback:

w/ RP+HII



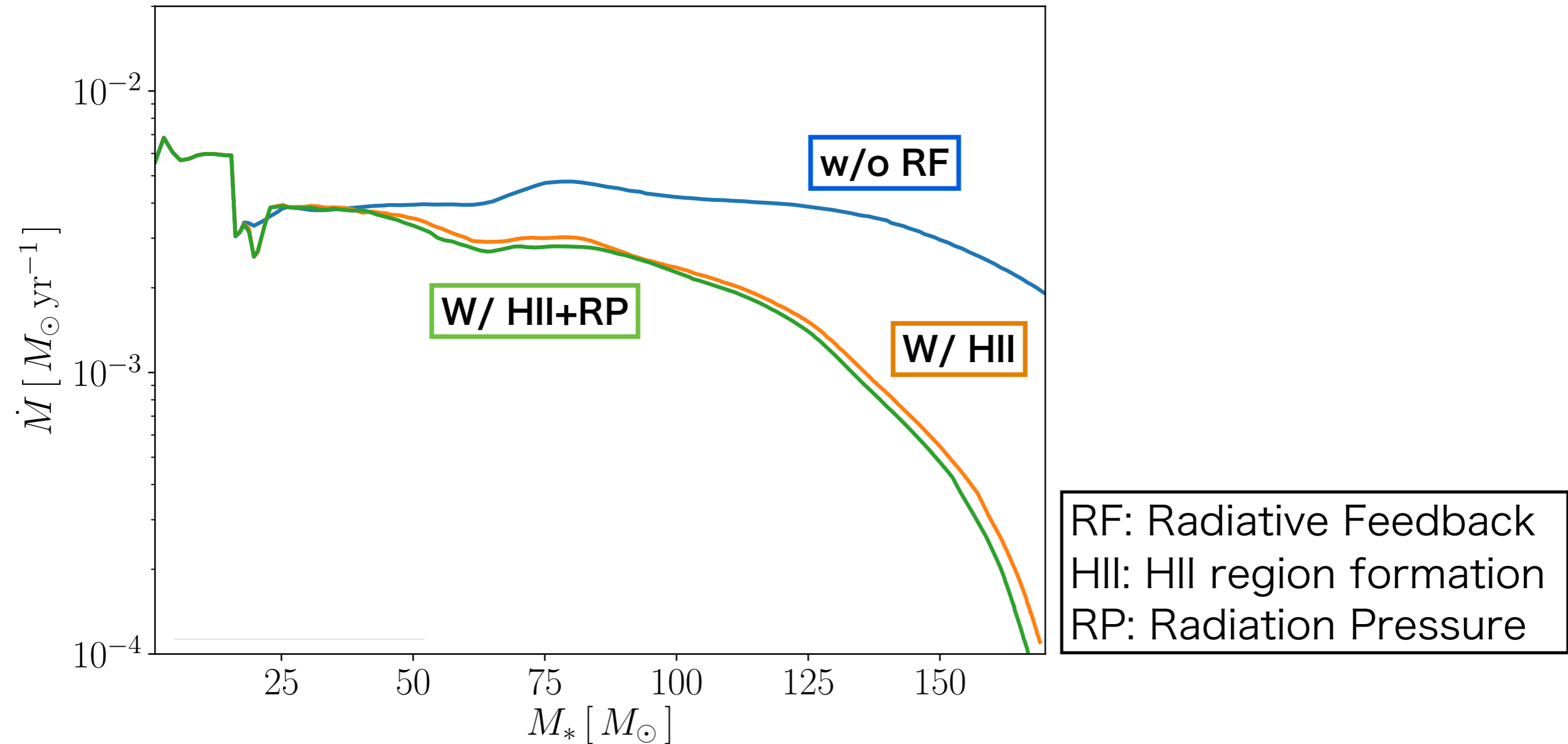
w/ RP



- Pressure excess of the HII region pushes the gas in the envelope into the shade of the disk.
- The final mass increases with scissors handle effect because radiation pressure becomes weaker behind the accretion disk

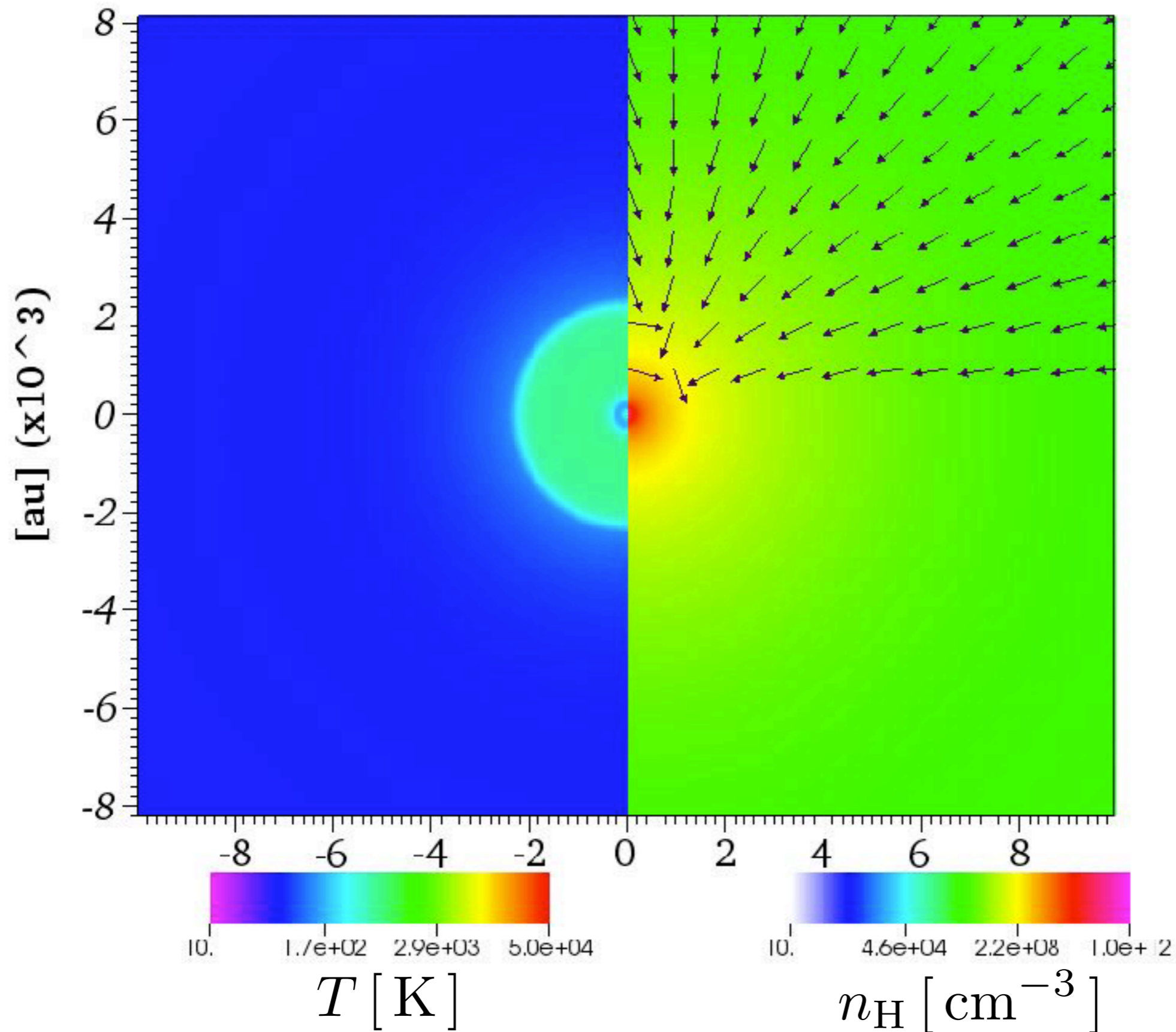
Results: $10^{-2} Z_{\odot}$, Cloud Mass = $250 M_{\odot}$

Accretion rates



- The final stellar mass does not change significantly
- **Radiation pressure becomes ineffective**
- **HII region formation is the dominant feedback effect**

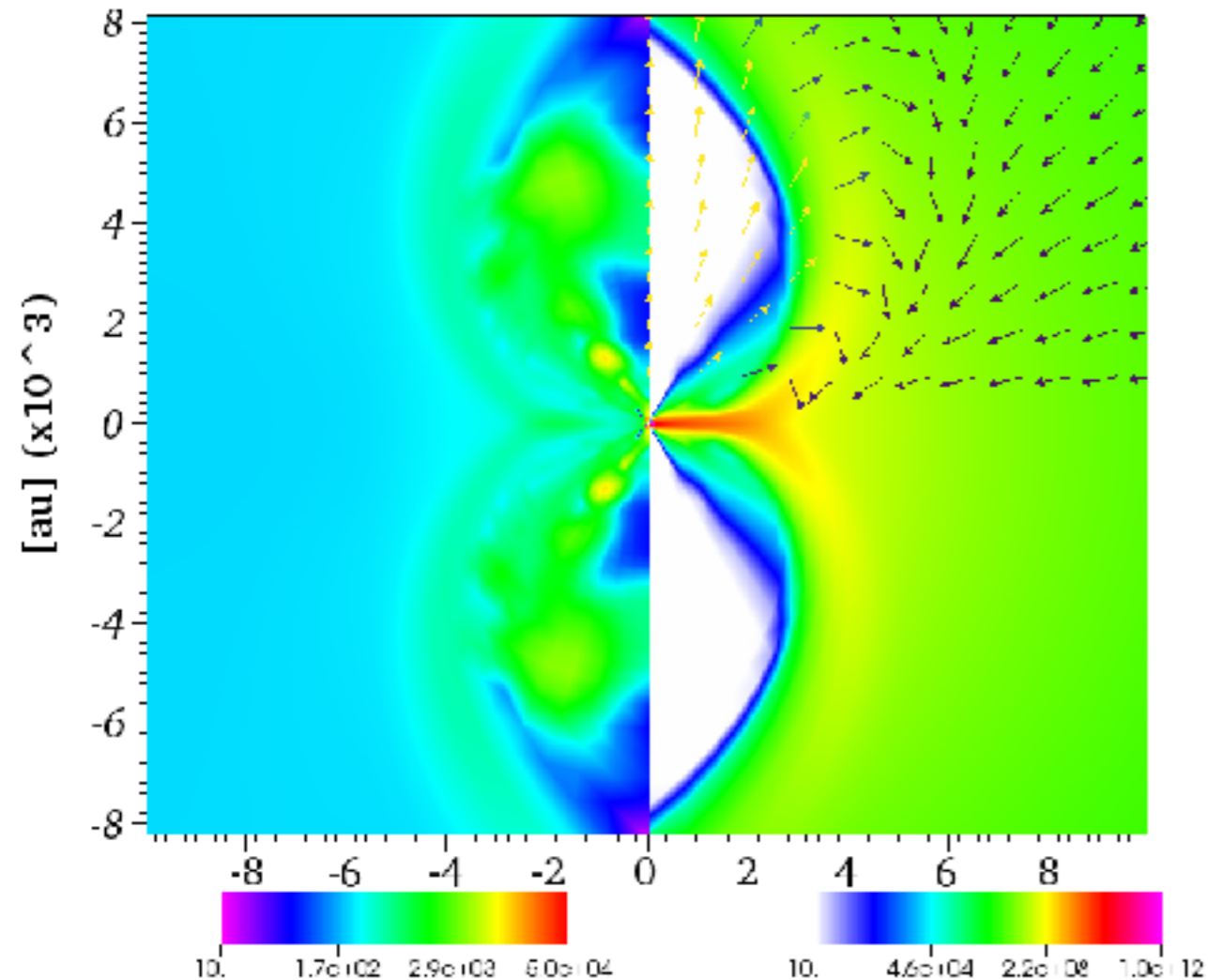
Results: $10^{-2} Z_{\odot}$, Cloud Mass = $250 M_{\odot}$
w/ RP + HII



Results: Cloud Mass = $10^3 M_{\odot}$

Metallicity dependence of radiative feedback effects:

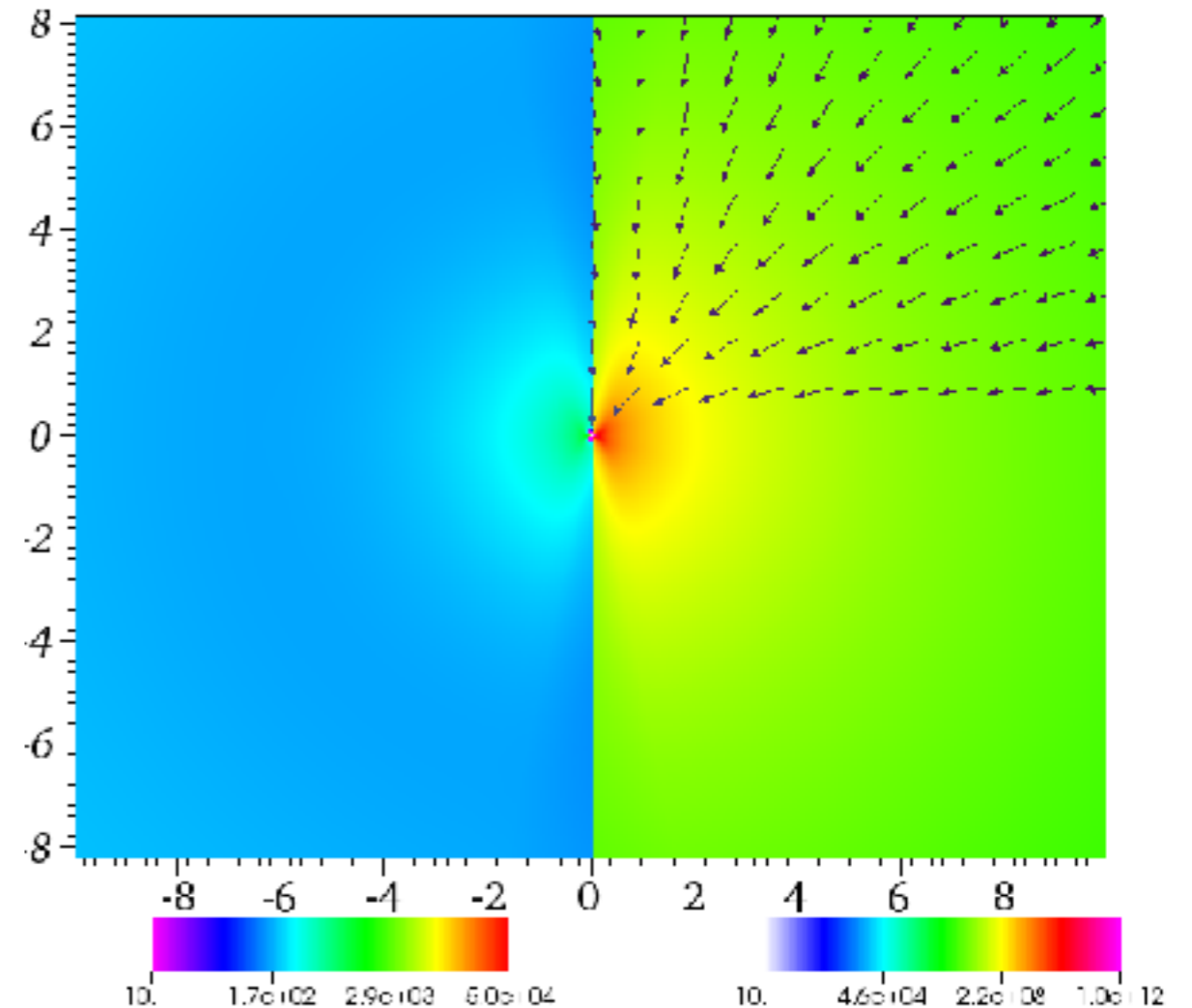
$1 Z_{\odot}, 100 M_{\odot}$, W/ HII + RP



T [K]

n_H [cm $^{-3}$]

$10^{-2} Z_{\odot}, 100 M_{\odot}$, W/ HII + RP

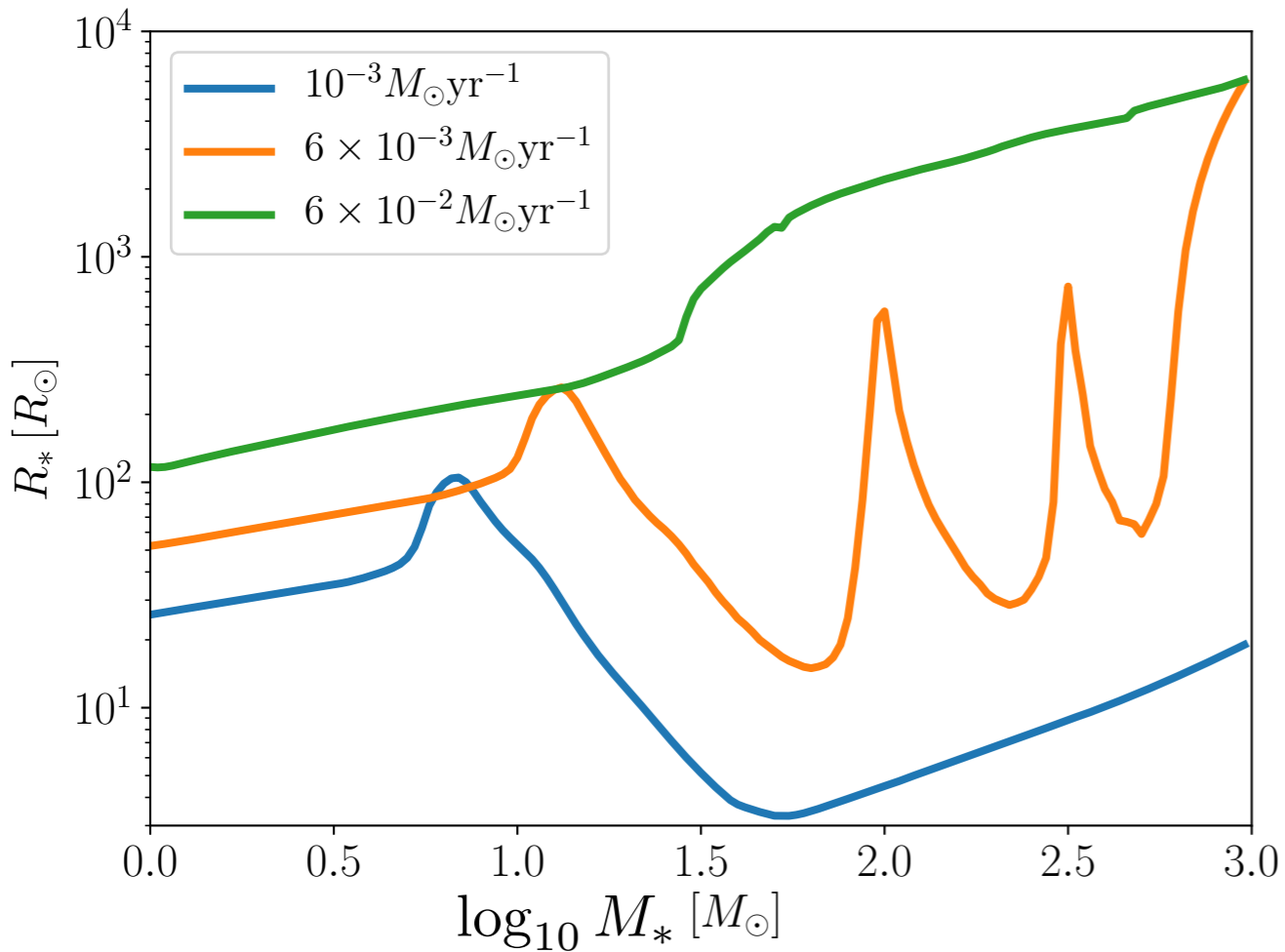


T [K]

n_H [cm $^{-3}$]

- Radiation pressure only becomes effective with $1 Z_{\text{sun}}$
- Both radiation pressure and HII region formation becomes ineffective with $0.01 Z_{\text{sun}}$

Protostar evolution



(Omukai & Palla 2003; Hosokawa et al. 2012)

(1) KH contracting protostar

$$\dot{M} < 4 \times 10^{-3} M_{\odot} \text{yr}^{-1}$$

The protostar becomes main-sequence star.

(2) Oscillating protostar

$$\dot{M} > 4 \times 10^{-3} M_{\odot} \text{yr}^{-1}$$

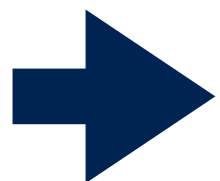
(3) supergiant protostar

$$\dot{M} > 4 \times 10^{-2} M_{\odot} \text{yr}^{-1}$$

The stellar radius expands.

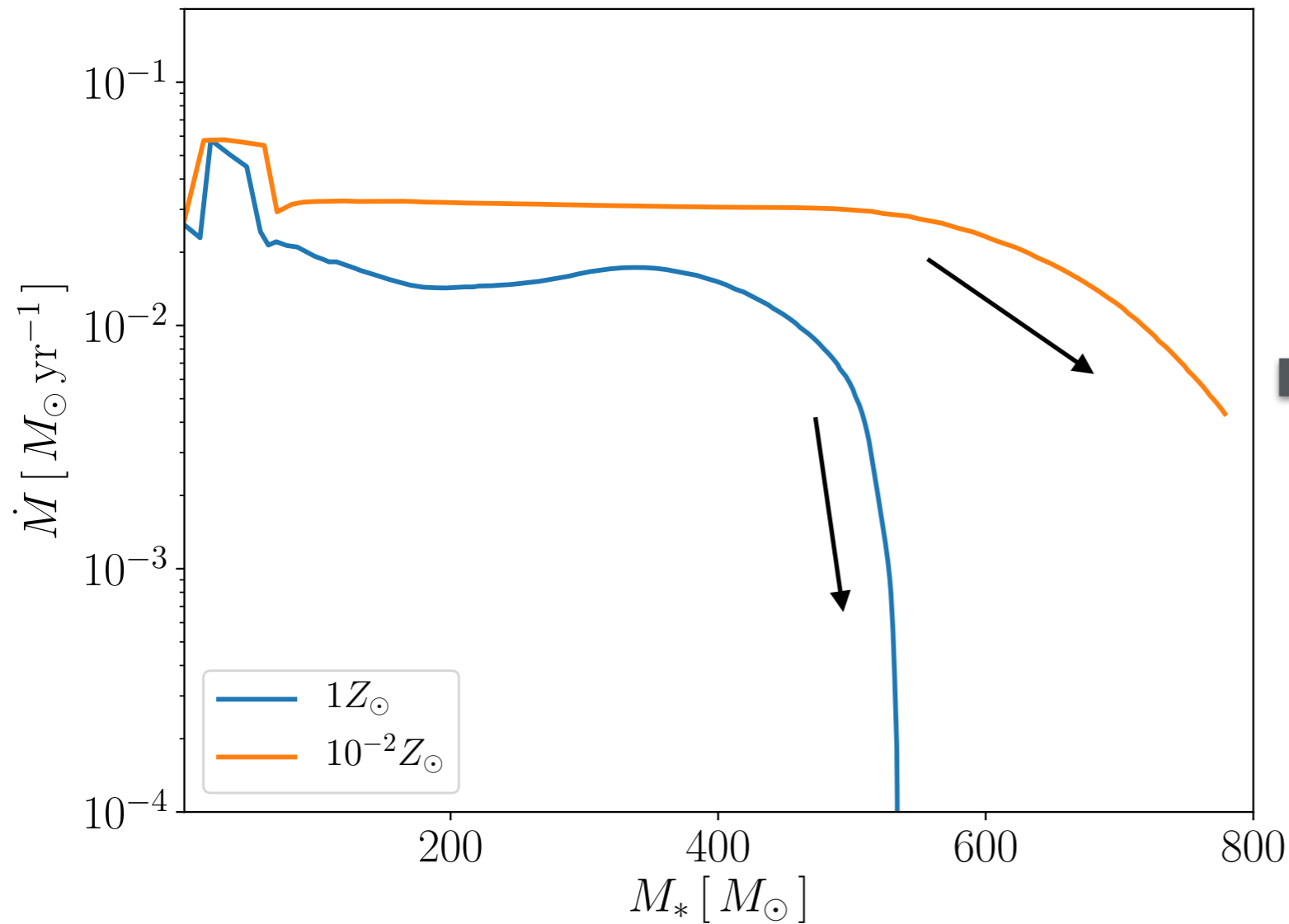
$$T_{\text{eff}} \simeq 5000\text{K}$$

- **Supergiant protostar cannot emit UV photos due to low effective temperature.**



HII region formation dose not occur around the supergiant protostar.

Results: $M_{\text{core}} = 10^3 M_{\odot}$ (Preliminary results)



$$\dot{M} \simeq 4 \times 10^{-2} M_{\odot} \text{yr}^{-1}$$

➔ **Supergiant protostar !**

$1Z_{\odot}$: Radiation pressure suppresses mass accretion, and accretion rate decreases.

$10^{-2}Z_{\odot}$: HII region formation becomes ineffective, mass accretion continues until most of gases in the core fall.

Summary & Discussion

- We follow the formation of massive star with 2D radiation-hydrodynamics simulations.
- **In the star formation of $\sim 150M_{\text{sun}}$, the strength of radiative feedback does not significantly change.**
- **When cloud mass is equal to $1000M_{\text{sun}}$, radiative feedback becomes ineffective in the low-metallicity environments.**

Future (current) work

- To investigate the initial condition dependence (Core masses, etc.)
- To simulate with more realistic initial conditions