

Basic tenets of MOND

1. New scale with dimensions of acceleration, a_0
2. Standard (Newtonian) dynamics hold when $a \gg a_0$
3. Dynamics scale invariant for $a \ll a_0$

$$\text{Scale invariance: } (\vec{r}, t) \rightarrow \lambda(\vec{r}, t)$$

This invariance doesn't hold for Newton, where the constant G obstructs invariance.

To obtain invariance, the relevant constant is

$$A_0 = a_0 G$$

Dynamics are then scale invariant for constant A_0 as $a_0 \rightarrow \infty$ and $G \rightarrow 0$

Modern data yield

$$a_0 = 1.20 \times 10^{-10} \text{ m s}^{-2} \quad \pm 0.02 \quad \pm 0.24$$

random systematic

The systematic uncertainty stems from the distance scale (H_0) and — more importantly — the absolute value of the stellar mass-to-light ratio. Uncertainty in M_*/L is NOT "Gaussian". If M_*/L is way off, it affects the shape of the interpolation function — you can't "just" adjust a_0 but have to consider the entire shape of the BRR.

This a_0 for

$$g = \frac{g_N}{1 - e^{-\sqrt{g_N/a_0}}}$$

MOND - Modified gravity (or inertia)

All we really know is that there is a discrepancy:
ordinary gravity (Newton & Einstein) cannot explain
the data with only the known baryons (what we can see).

Obvious hypothesis: rather than invoke dark matter,
try tweaking the force law

Many attempts to modify gravity have been made.
Tried and failed - things go south quickly
if you write down the wrong force law.

e.g., All length-scale based modifications can be
EXCLUDED.

The mass scale does not appear at a
characteristic length scale.

Generically predict the wrong slope for Tully-Fisher

e.g., suppose force law becomes $\frac{1}{r}$ at $r > R_+$

$$\frac{F}{m} = a = \frac{GM}{r^2} \rightarrow \frac{GM}{rR_+} \text{ for } r > R_+$$

$$\frac{v^2}{r} = \frac{GM}{rR_+}$$

$$v^2 = \left(\frac{G}{R_+}\right) M \text{ hence:}$$

Rotation curves flat ✓

Tully-Fisher slope 2 X

$v = \text{const}$

$M \sim v^2$

MOND: alter force law at acceleration scale, a_0
empirically, $a_0 \approx 10^{-10} \text{ m s}^{-2}$

limits:

$$a \rightarrow g_N \quad a \gg a_0$$

$$a \rightarrow \sqrt{g_N a_0} \quad a \ll a_0$$

$$(a^2 = g_N a_0)$$

$g_N = \text{normal Newtonian exp.}$
 $g_N = \frac{GM}{r^2}$ for
point mass

Transition made smoothly by interpolation fun $\mu(x)$

$$x = \frac{a}{a_0}$$

$$\mu \rightarrow 1 \quad \text{for } x \gg 1$$

$$\mu \rightarrow x \quad \text{for } x \ll 1$$

so

$$\mu(x) a = g_N$$

in practice

$$\mu(x) = \frac{x}{1+x}$$

or

$$\frac{x}{\sqrt{1+x^2}}$$

or

$$1 - e^{-x}$$

OR $\mu \propto v^{-1}$

$$a = v(y) g_N$$

Can alternatively write

$$a = v g_N$$

$$\text{i.e. } v_c^2 = v(y) \cdot v_0^2$$

$$\text{with } v(y) = \left[1 - e^{-y}\right]^{-1}$$

$$y \rightarrow 1 \quad a \gg a_0$$

$$y \rightarrow y^{-1/2}$$

MOND can be interpreted as either a modification of

GRAVITY $F = \frac{GMm}{r^2}$

(modification of Newton
NOT GR)

OR

In deep MOND limit

$$a = \sqrt{g_{\text{ND}} a_0}$$
$$\frac{v^2}{r} = \sqrt{\frac{GM}{r^2 a_0}}$$

$$v^4 = a_0 GM \rightarrow \text{TF, No } \Sigma \text{ or } R_j \text{ residuals}$$

↖ geometry term $\times \approx 0.8$ for disks

For pressure supported systems

$$\sigma^4 = \frac{4 a_0 GM}{81}$$

↖ geometry term for spheres

In EFE regime,

$$a_{\text{in}} < a_{\text{ex}} < a_0$$

↑ es. disk ↑ $\sigma, \text{ MW}$

$$\mu(x) v^2 = \frac{GM}{r}$$

↑

where $x \approx G_{\text{ex}}/a_0$
(really, vector sum of all \vec{g})

= 1 in Newton; otherwise the same. Looks like G is bigger

$$G_{\text{eff}} = \frac{G}{\mu} \approx \frac{G a_0}{g_{\text{ex}}}$$

Original form doesn't conserve momentum or energy

Fixed by modified Poisson eqn

$$\nabla \cdot \left[\mu \left(\frac{\nabla \Phi}{a_0} \right) \nabla \Phi \right] = 4\pi G \rho$$

(conformally invariant in 3D. Regular Poisson only in 2D)

In MOND regime, dynamics are invariant

under transformations $(t, \vec{x}) \rightarrow \chi(t, \vec{x})$