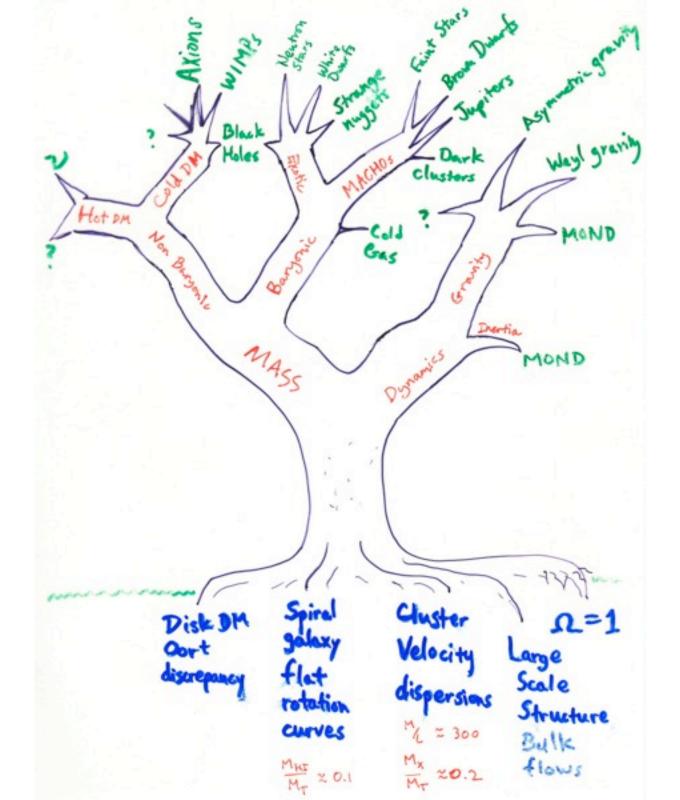
What is the Dark Matter?



# What is the Dark Matter?

### **Baryonic Dark Matter**

Normal things: very faint stars, brown dwarfs other hard-to-see objects (planets, gas)

### **Hot Dark Matter**

neutrinos - got mass, but not enough

# **Cold Dark Matter**

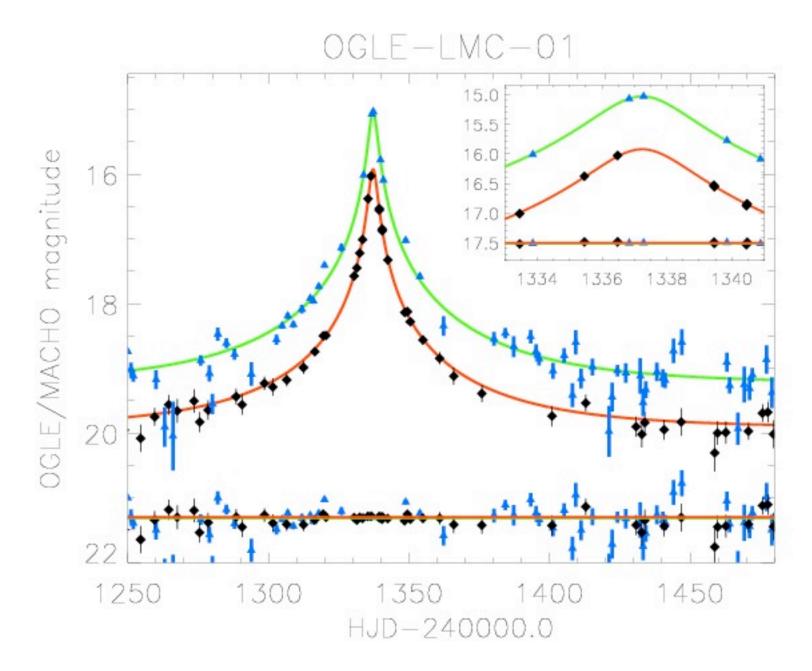
Some new fundamental particle

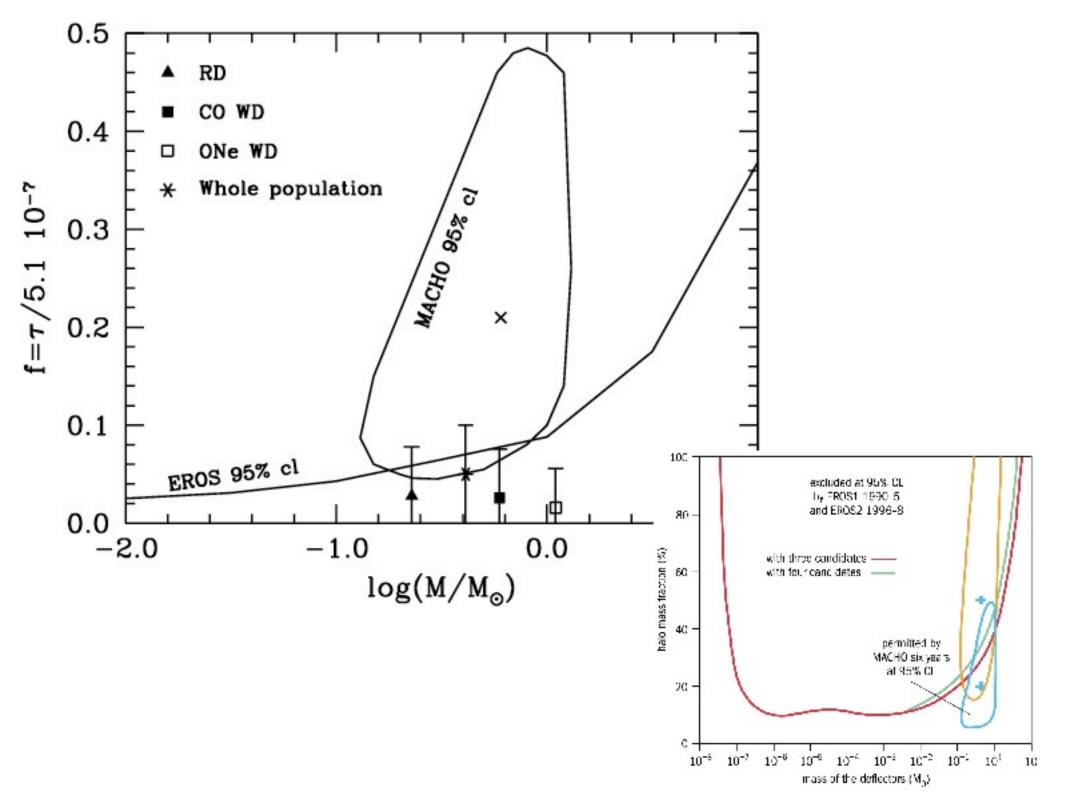
doesn't interact with light, so quite invisible.

Two big motivations:

- I) total mass outweighs normal mass from BBN
- 2) needed to grow cosmic structure

#### gravitational microlensing





Two reasons why CDM is preferred:

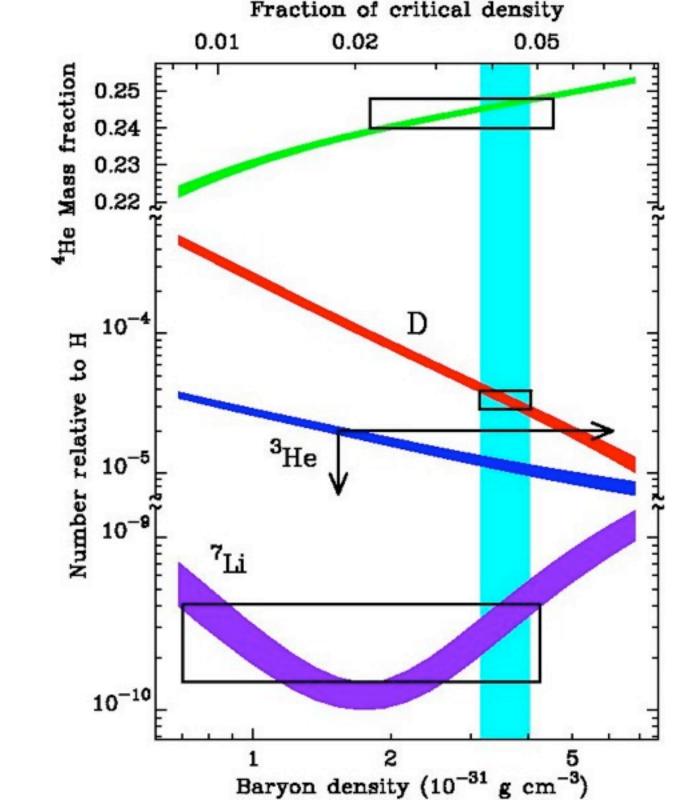
**(|**)

# Normal baryonic mass = 4% of total from Primordial Nucleosynthesis

# Total mass density = 27% of total from gravity

gravitating mass >> normal mass

Most of the mass needs to be in some brand new form!



 $\Omega_b \approx 0.04$ 

# **Big Bang Nucleosynthesis**

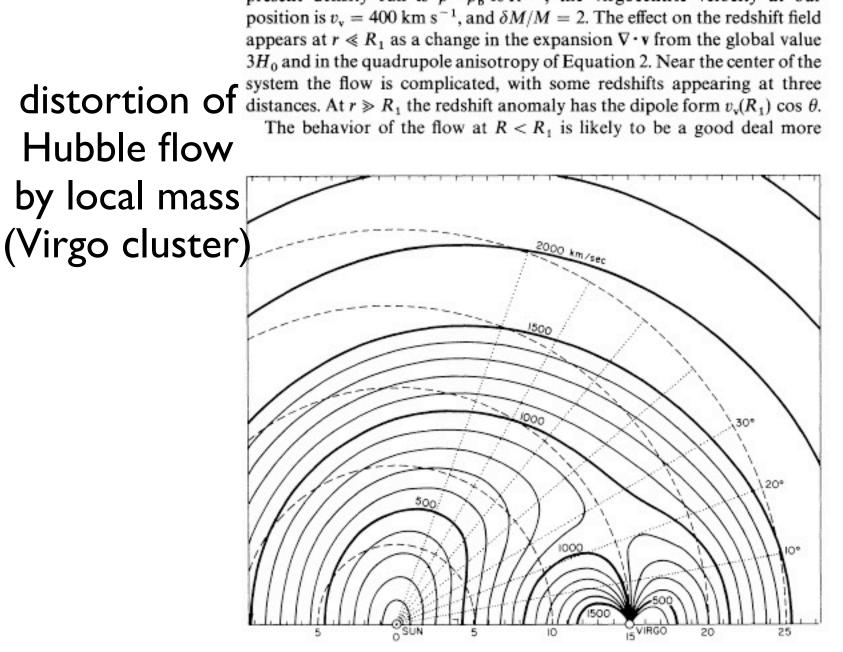
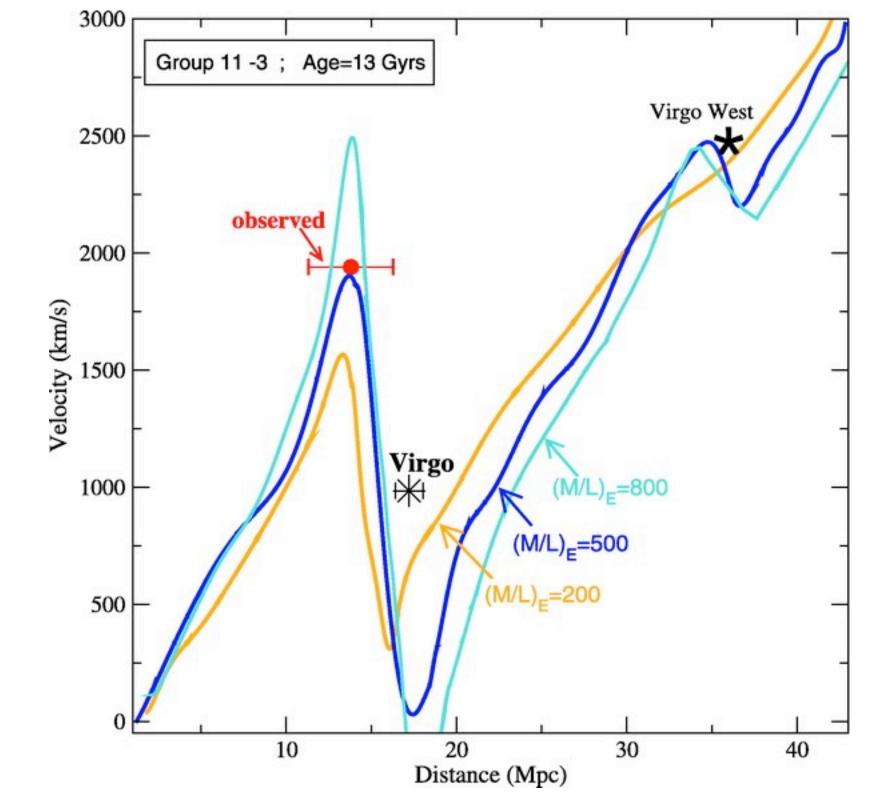


Figure 2 The redshift field around the LS in a spherical nonlinear gravitational model (93).

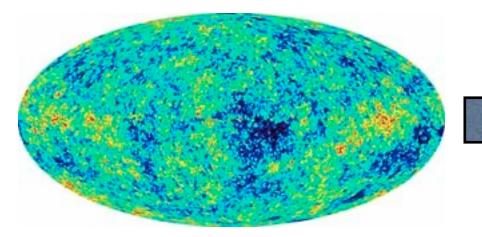
 $\Omega_m \approx 0.25$ 

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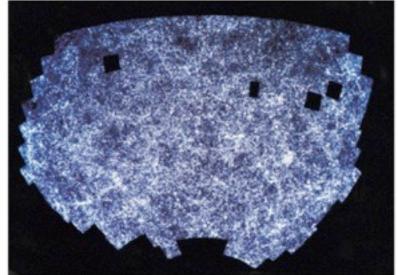
(2) There isn't enough time to form the observed cosmic structures from the smooth initial conditions unless there is a component of mass independent of photons.

 $t = 3.8 \times 10^5 \text{ yr}$ 



very smooth:  $\delta \rho / \rho \sim 10^{-5}$ 

 $t = 1.4 \times 10^{10} \text{ yr}$ 

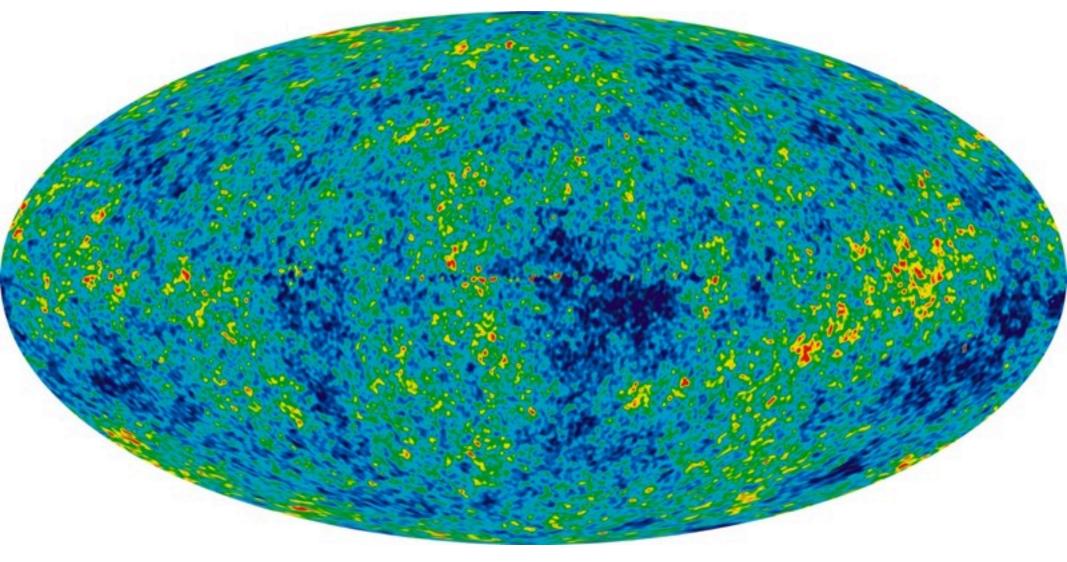


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very lumpy:  $\delta \rho / \rho \sim I$ 

 $\delta \rho / \rho \propto t^{2/3}$ 

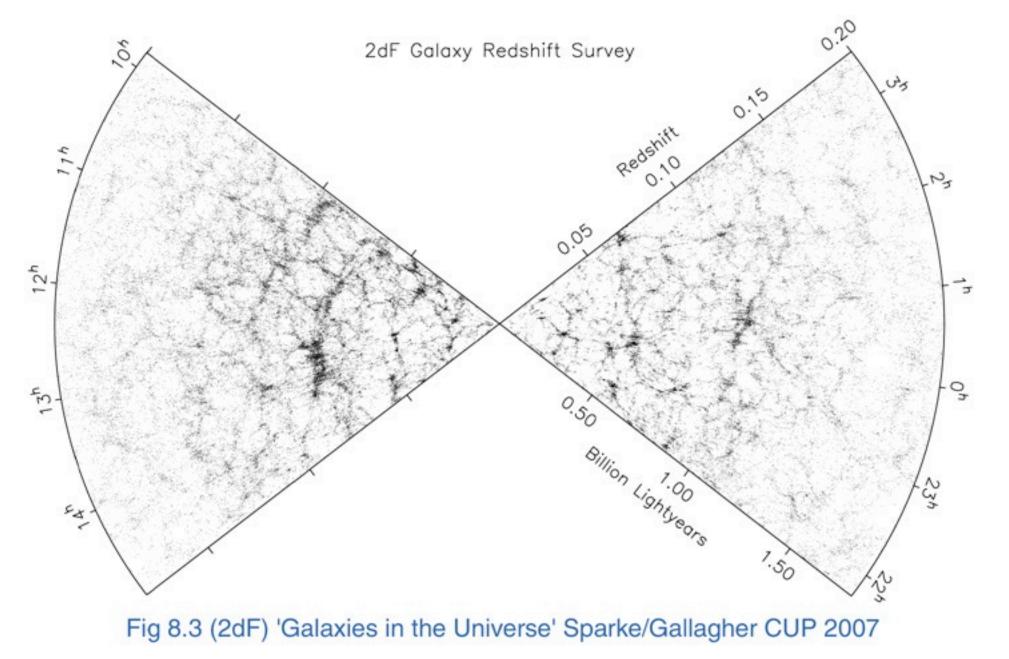
#### Initial condition measured by Cosmic Microwave Background



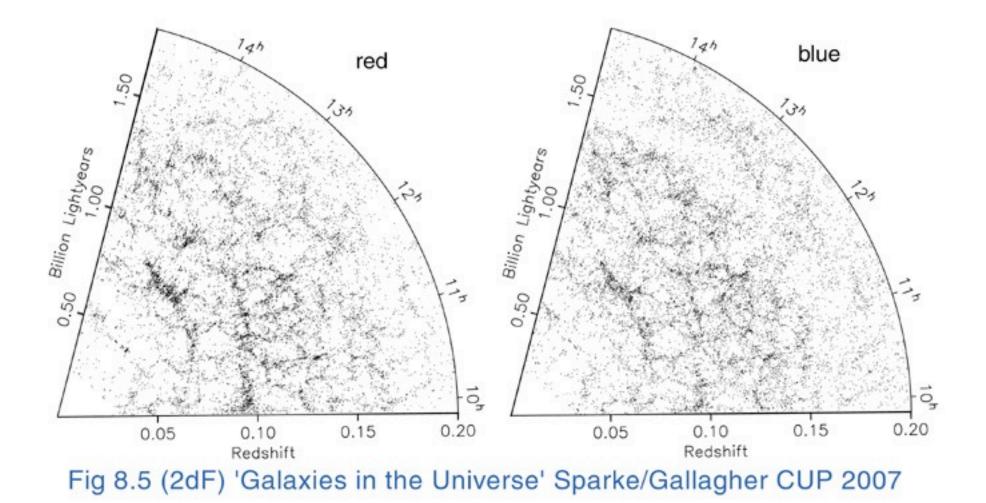
very smooth:  $\delta \rho / \rho \sim 10^{-5}$ 

 $t = 3.8 \times 10^5 \text{ yr}$ 

#### Large Scale Structure



Present day universe very lumpy - not smooth like the CMB



#### Large Scale Structure simulation

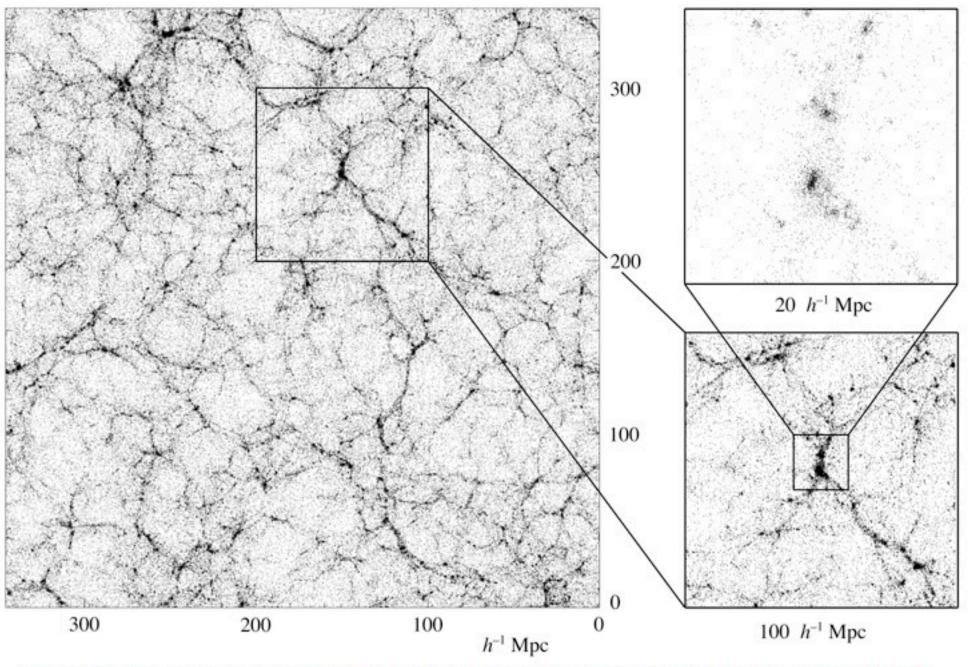


Fig 8.16 (D. Weinberg) 'Galaxies in the Universe' Sparke/Gallagher CUP 2007