

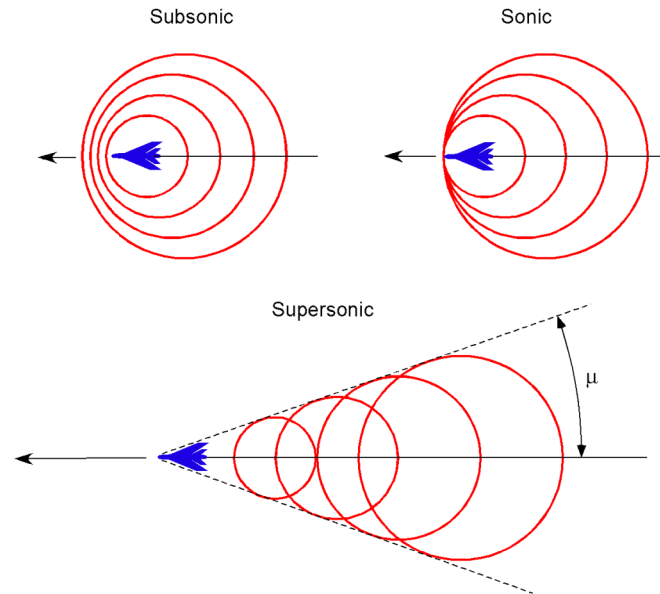
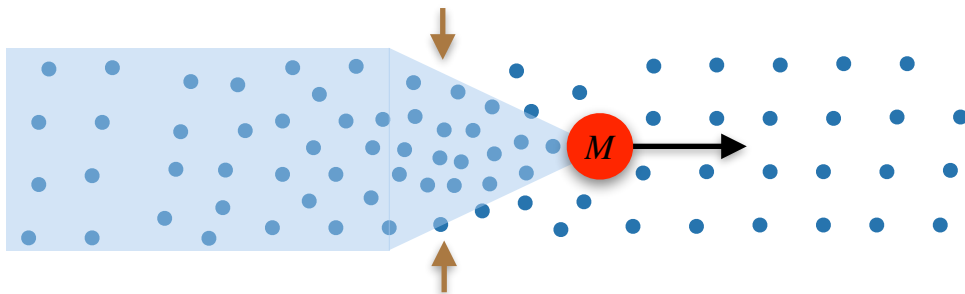
Effects of Black Hole Environments on Gravitational Wave Signals

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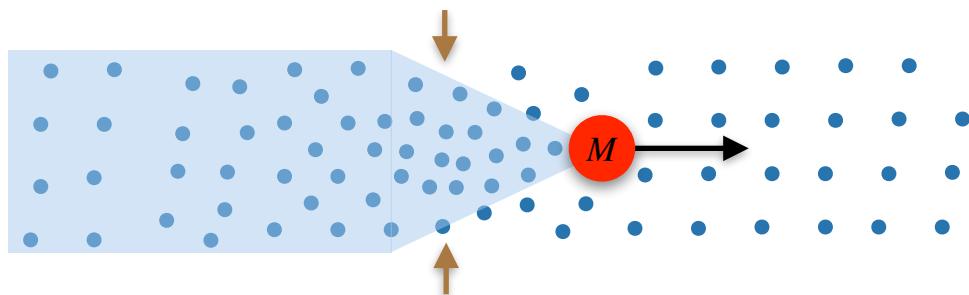
Classical Linear Motion*

- Perturber moving through background medium creates **wakes**
- **Mach Cone** - Higher density region trailing perturber *pulls back* on it gravitationally
- In steady state, force divergences with medium size at leading order (no backreaction)



$$F_{SS} = \frac{4\pi(GM_p)^2\rho_0}{V^2} \ln\left(\frac{r_{max}}{r_{min}}\right)$$

- **Next-generation GW experiments need $100 \times$ precision**
 - Binary BH mergers in scalar wave dark matter clouds $\rightarrow$ **GW Dephasing*** (*very sensitive in experiments*)
 - Candidate DM model restrictions
- **Similar processes in QCD** that may be described with *same framework* (more on this later...)
- **Epistemic** - another opportunity to study a “non-conservative” phenomenon with field theory to high precision
- **Novel** - field-theoretic Dynamical Friction in non-trivial geometry (e.g. BH merger)

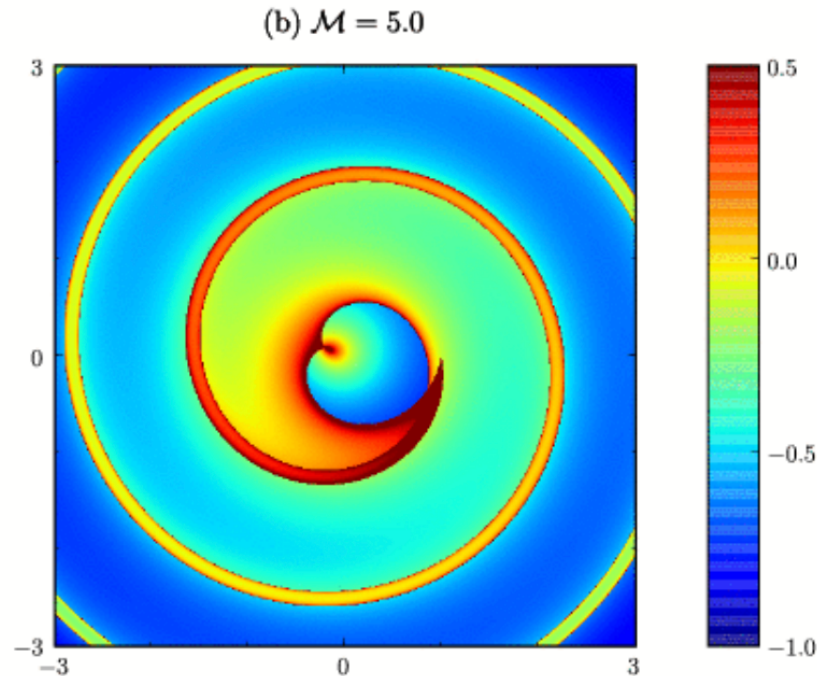


Studying Dynamical Friction may shed light on how to describe non-conservative forces in varied contexts.

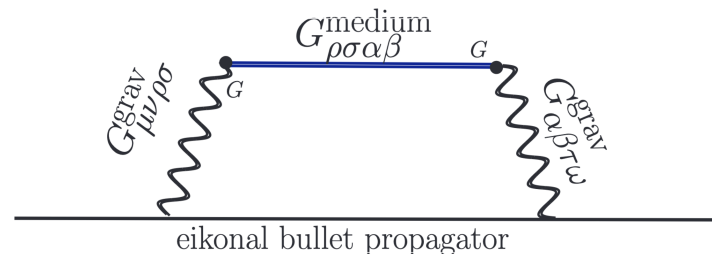
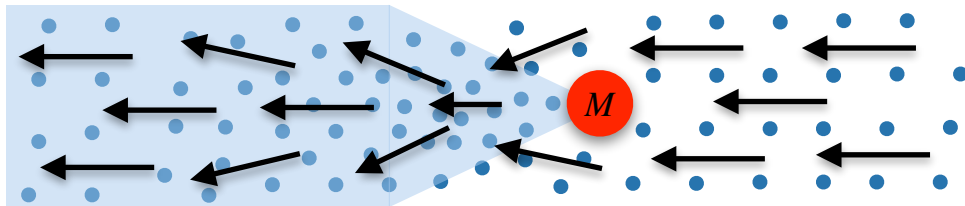
- Apply classical methods to circular orbit in medium*
- Nonzero force when subsonic (wakes bent)
- **No R_{max} divergence** - higher density trailing tail is *approximately cylindrically symmetric* from far away
 - Well-approximated by linear motion with finite medium size

$$F_{\text{circular}, \hat{\phi}} \approx \underbrace{-\frac{4\pi(GM)^2\rho_0}{V^2} \left[\frac{1}{2} \ln \left(1 - \frac{1}{\mathcal{M}^2} \right) + \ln \left(\frac{R_{\text{max}}}{R_{\text{min}}} \right) \right]}_{F_{\text{linear}}}$$

$2R_{\text{circle}}(t)$ → ~~$R_{\text{max}} = \infty$~~



- **Scalar DM wave*** (classical scattering)
 - *Change Perspective* → classical wave scattering off stationary object
- **Worldline Formalism[†]**
 - nice way to *visualize* Dynamical Friction with particles
 - inconvenient for precision calculations

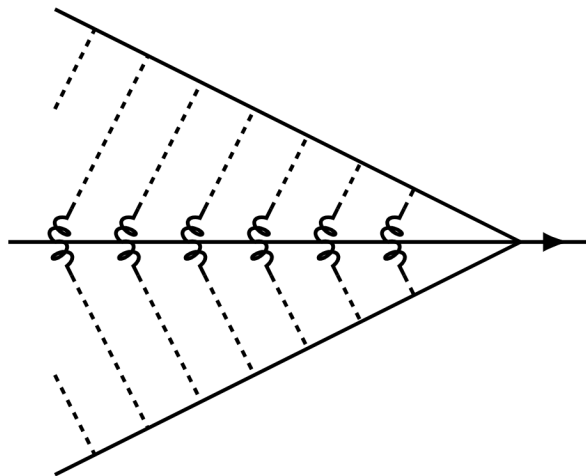
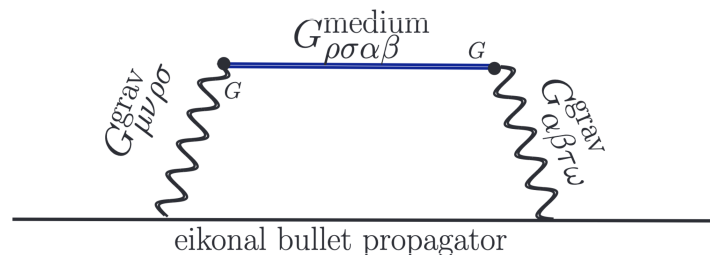


$$g_{\mu\nu} = \eta_{\mu\nu} + h_{\mu\nu}, \quad |h_{\mu\nu}| \ll 1$$

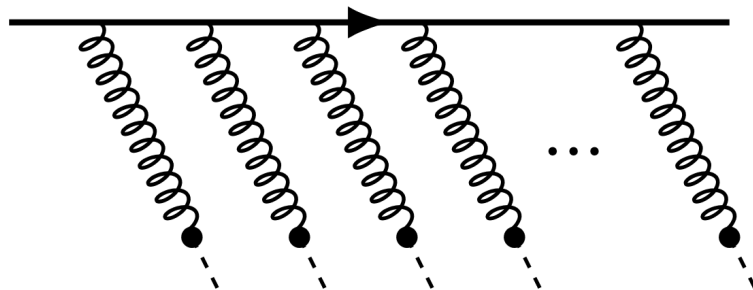
$$h^{\text{bullet}}_{\rho\sigma} = G^{\text{grav}}_{\rho\sigma,\alpha\beta} T^{\alpha\beta}_{\text{bullet}}$$

$$h^{\text{wake}}_{\mu\nu} = \underbrace{G^{\text{grav}}_{\mu\nu,\gamma\delta} G^{\gamma\delta,\rho\sigma}_{\text{medium}} G^{\text{grav}}_{\rho\sigma,\alpha\beta}}_{G^{\text{dressed}}_{\mu\nu,\alpha\beta}} T^{\alpha\beta}_{\text{bullet}}$$

- Couple Gravity to Fluid Dynamics $\rightarrow$ phonon propagator
 - “dressed graviton” emission
- Long lived modes that carry away energy are **on-shell phonons** emitted at a **specific angle** $\rightarrow$ Mach cone structure



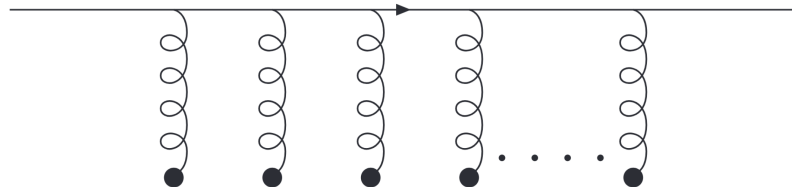
zoom in



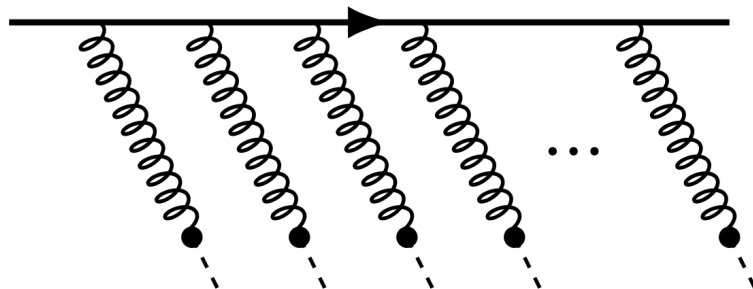
- Suppression of large transverse momentum modes in RHIC
- **Observable energy loss** due to multiple scattering of parton with **background QGP**

Would be interesting to sharpen to what extent Dynamical Friction and Jet Quenching can be described within the same framework

Jet Quenching*



Dynamical Friction



- Translate between **Wordline** formalism and **Field Theory**
- Write *higher order diagrams* in the field theory
- Sanity Check - circular motion (expect no divergence)
- Sharpen the connection between **Dynamical Friction** (gravity) and **Jet Quenching** (QCD)

