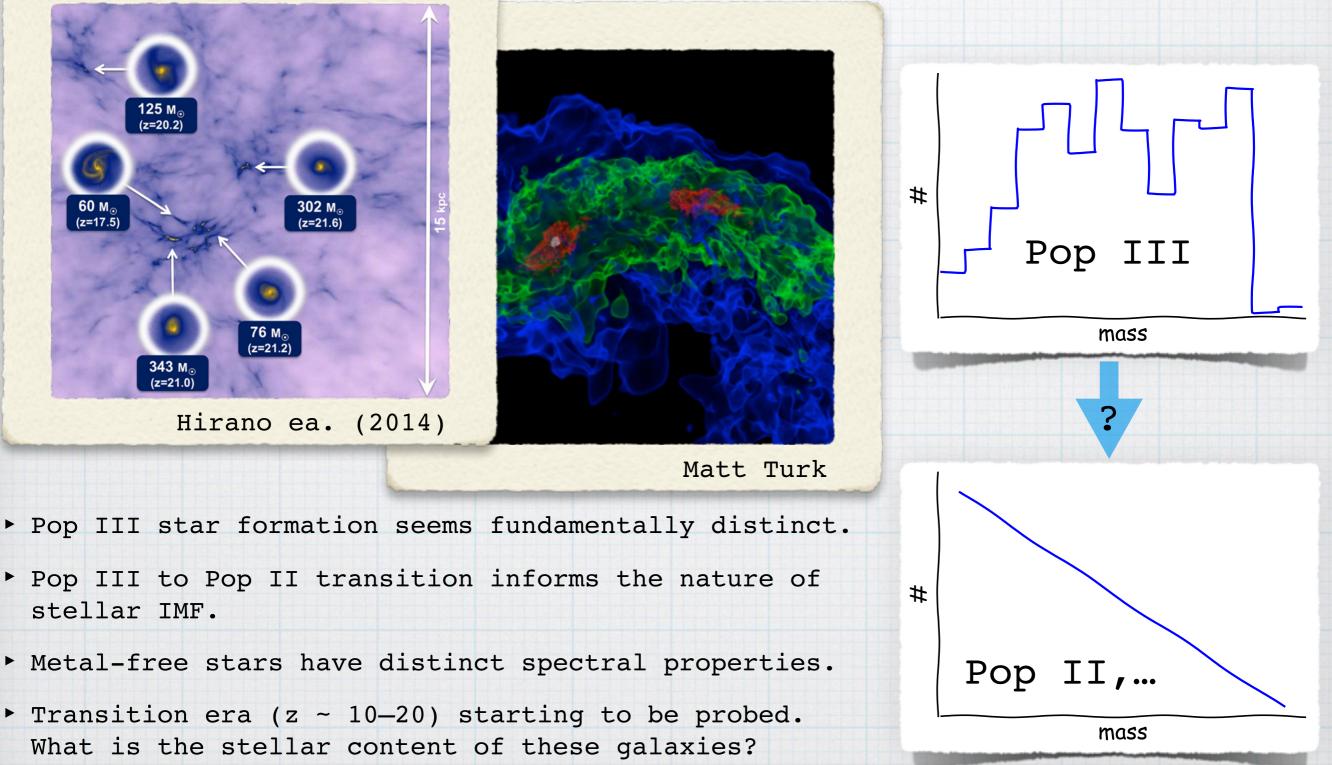


Britton Smith Institute for Astronomy University of Edinburgh

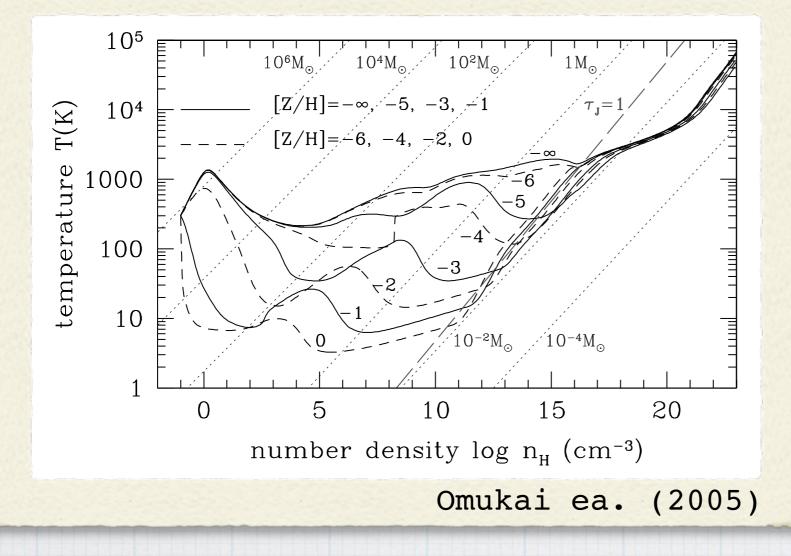
Sadegh Khochfar Mike Norman Brian O'Shea John Wise

### Where did the first Pop II stars come from?

# Pop III to Pop II Transition



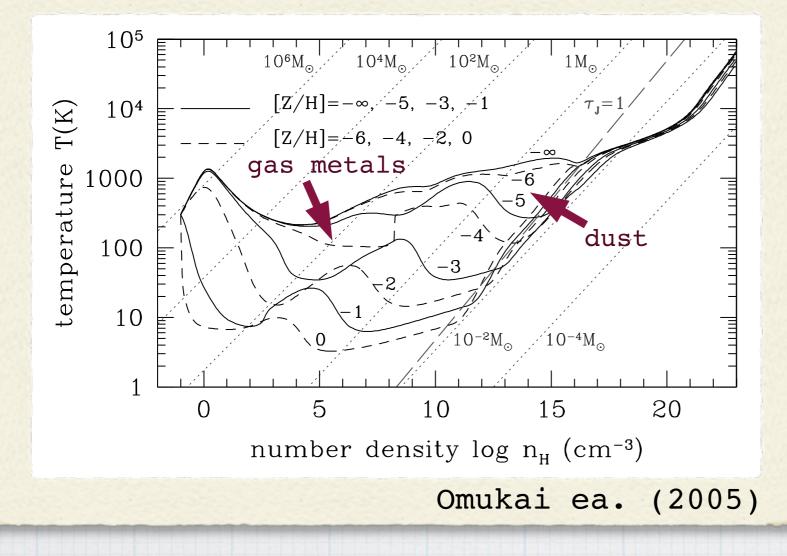
## The First Low-Mass Stars



metals add cooling, decrease Jeans mass

 fragmentation is a 3D problem, AND highly dependent on initial conditions

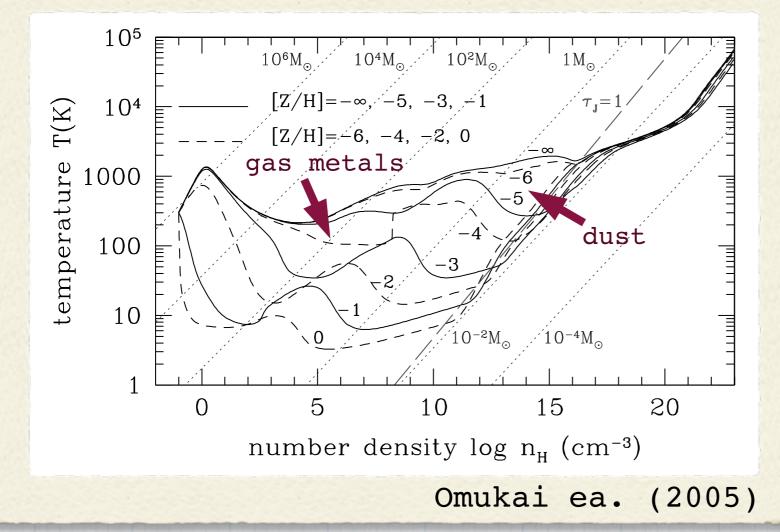
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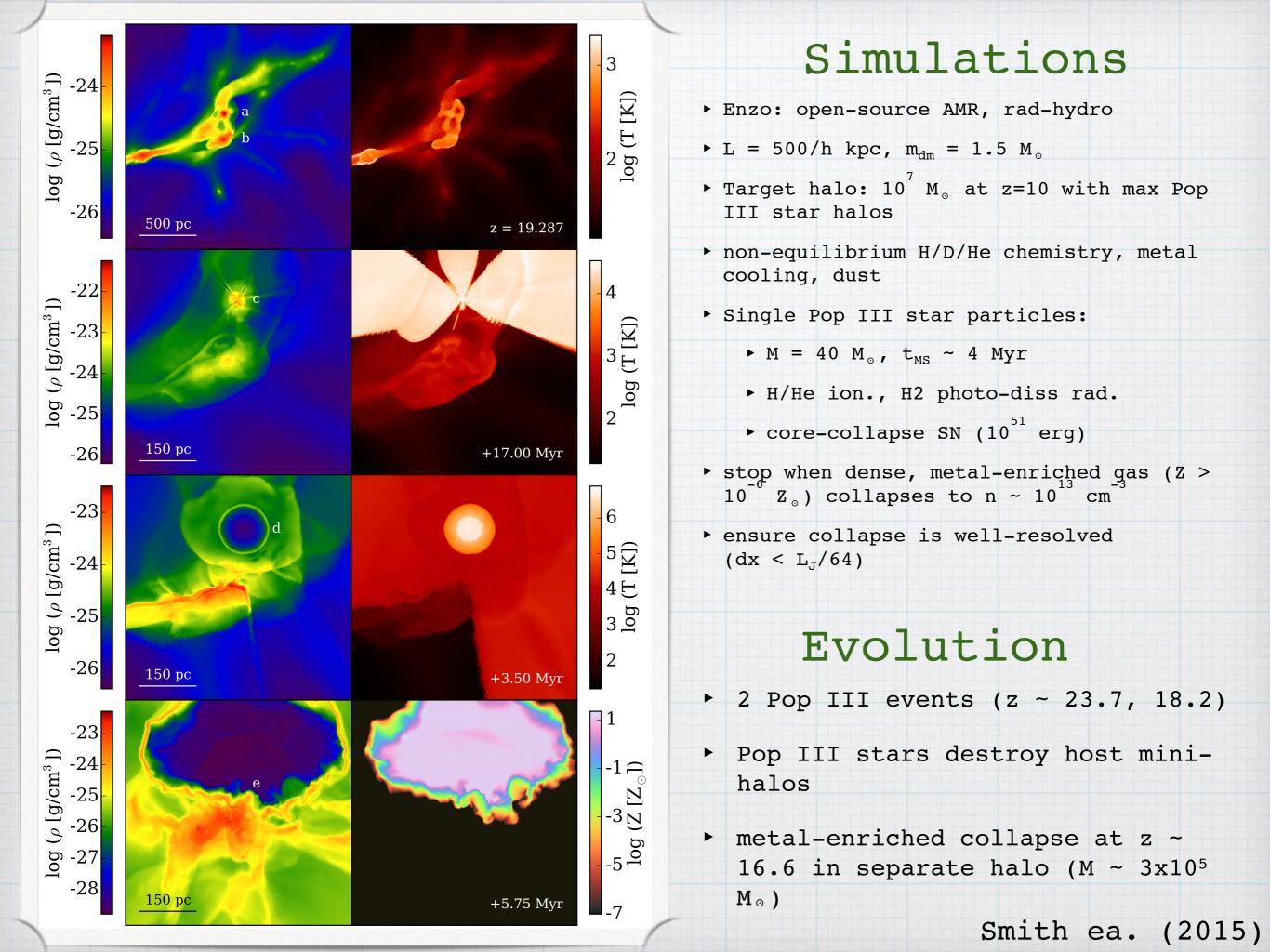
## The First Low-Mass Stars



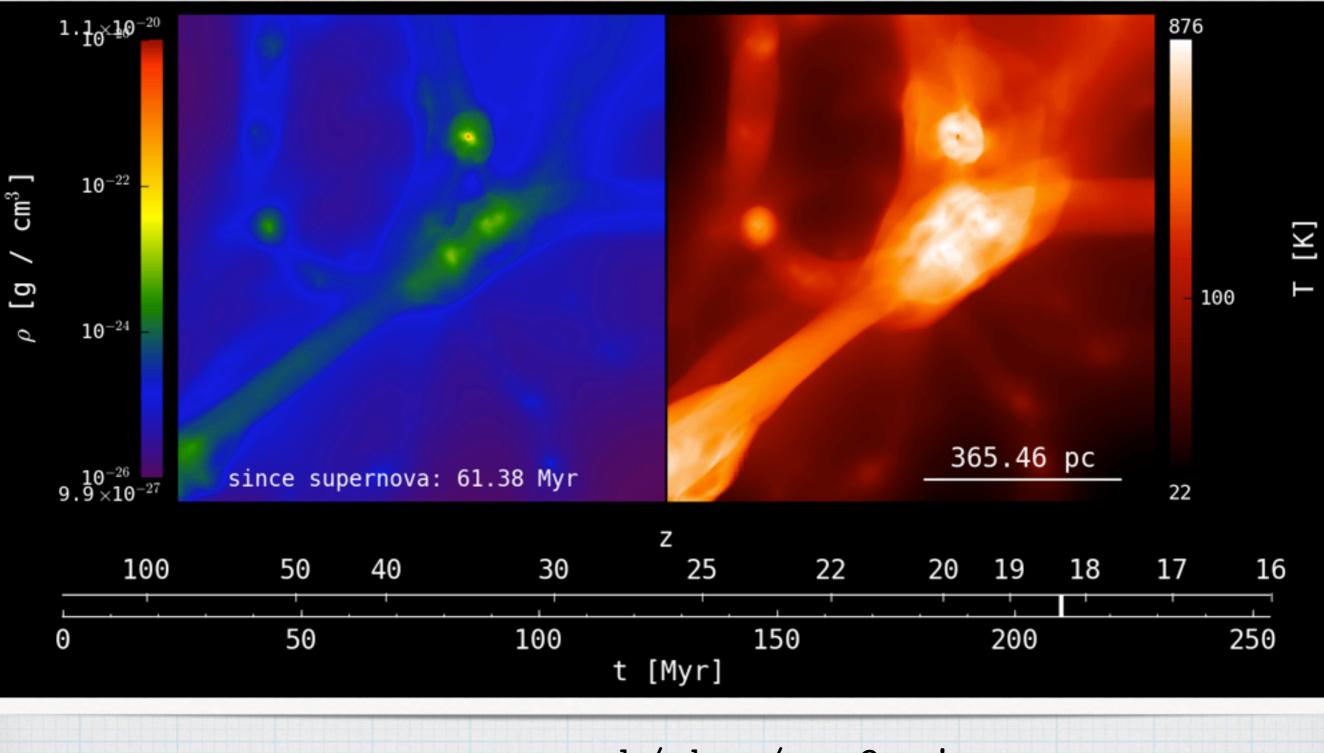
metals add cooling, decrease Jeans mass

 fragmentation is a 3D problem, AND highly dependent on initial conditions

We need to know the physical conditions of second generation star formation.

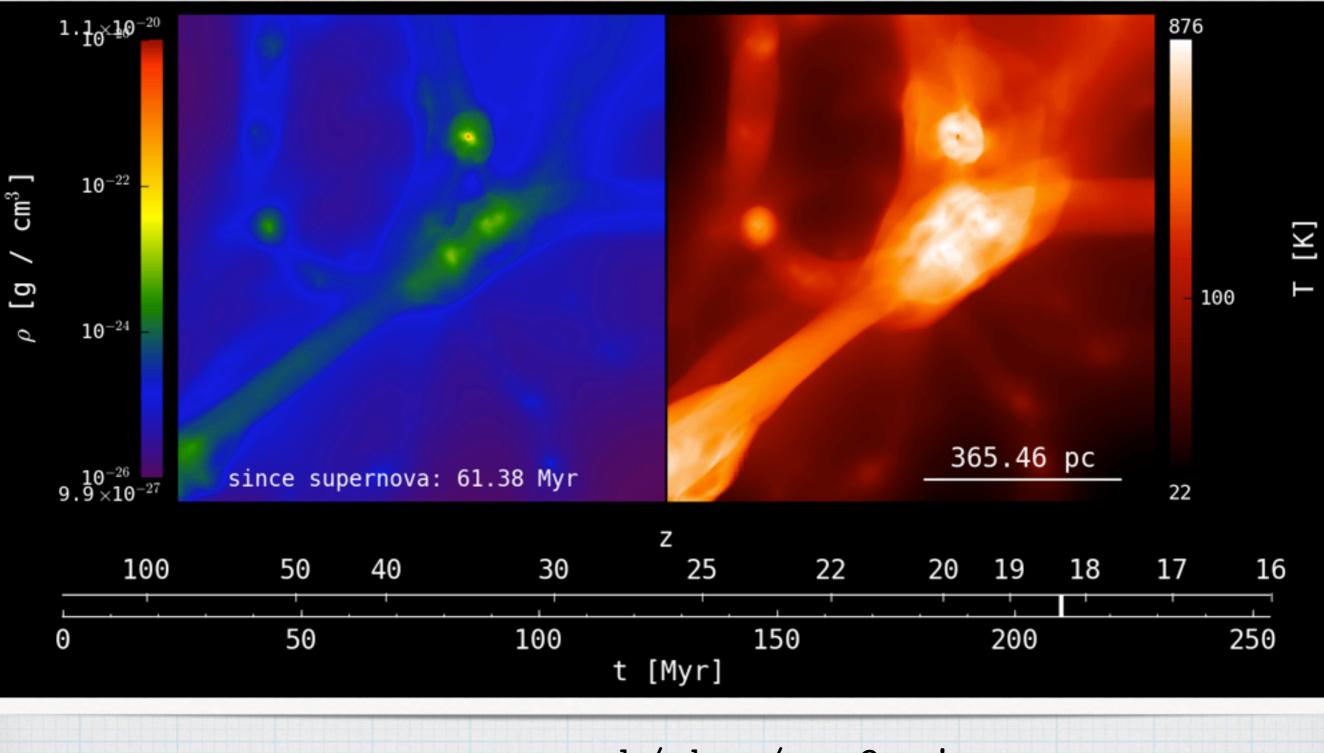


# Metal Enrichment

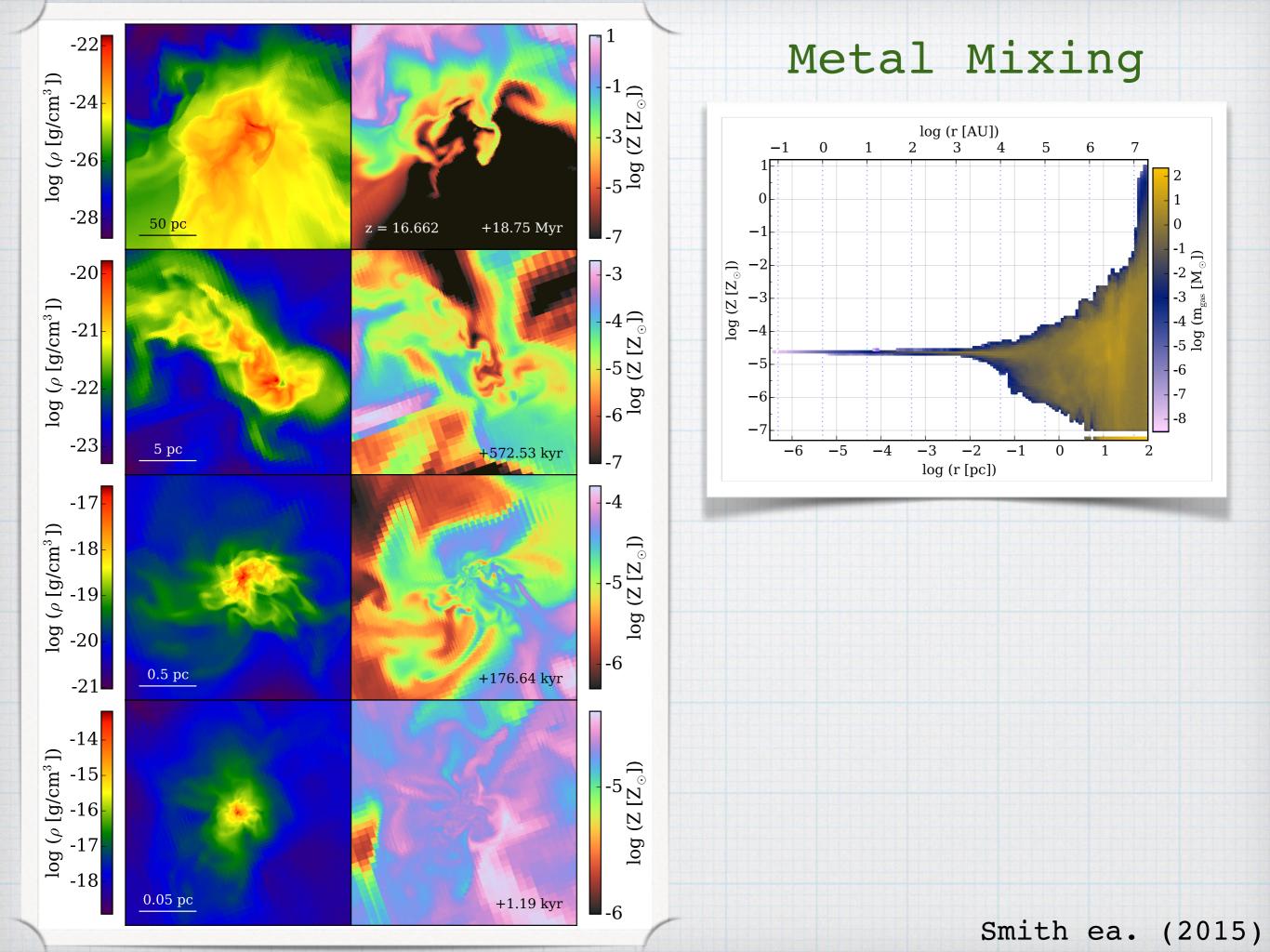


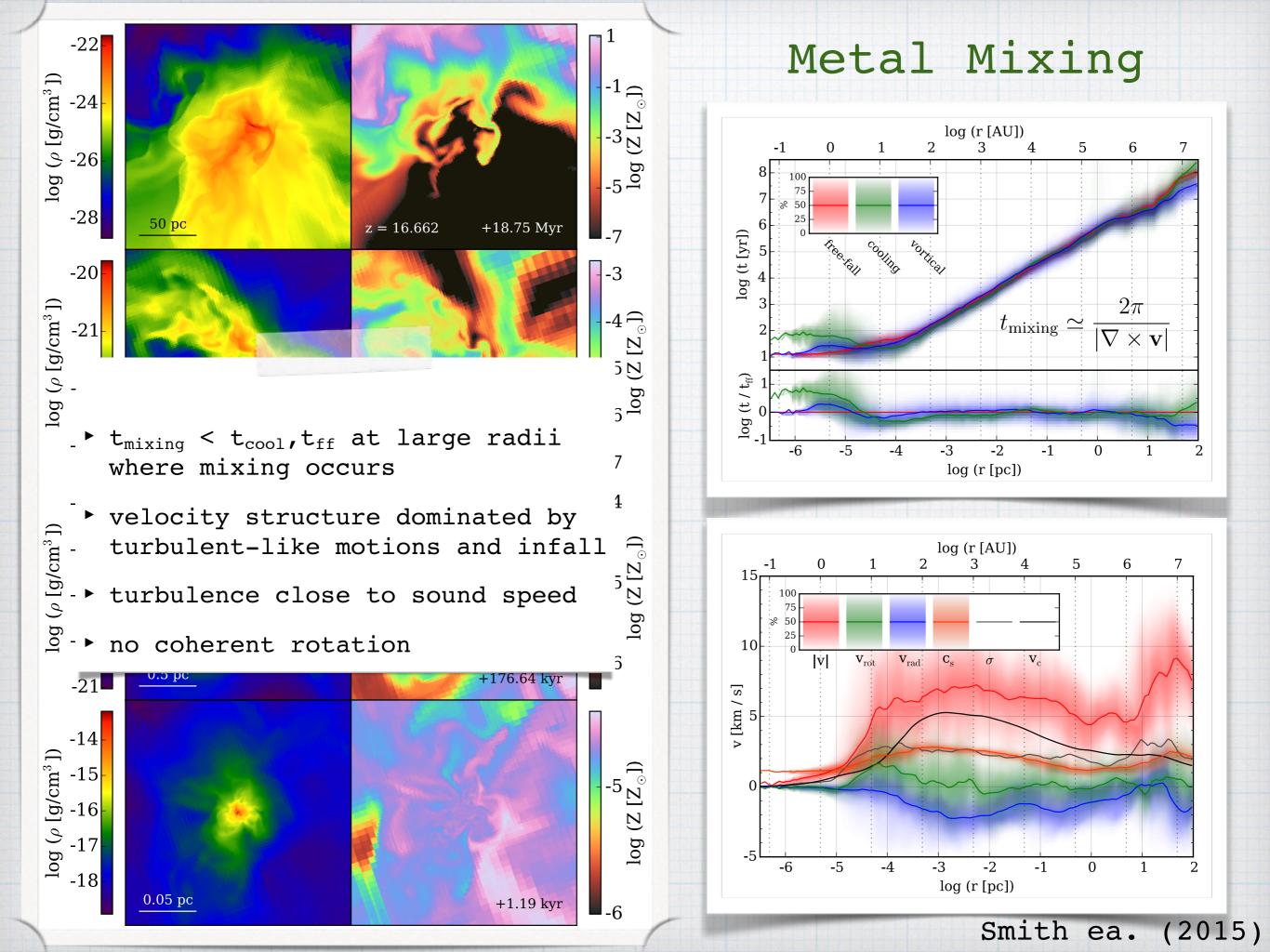
www.roe.ac.uk/~brs/pop2prime

# Metal Enrichment

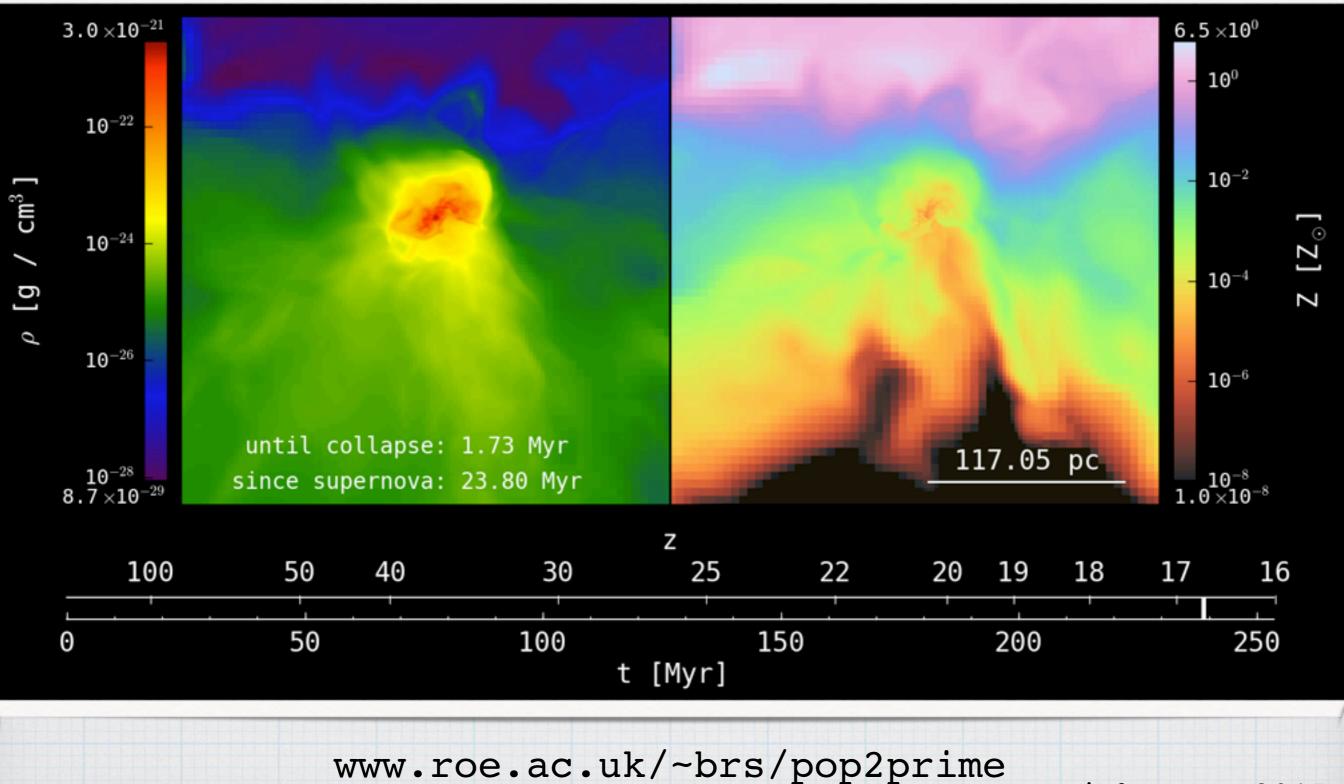


www.roe.ac.uk/~brs/pop2prime

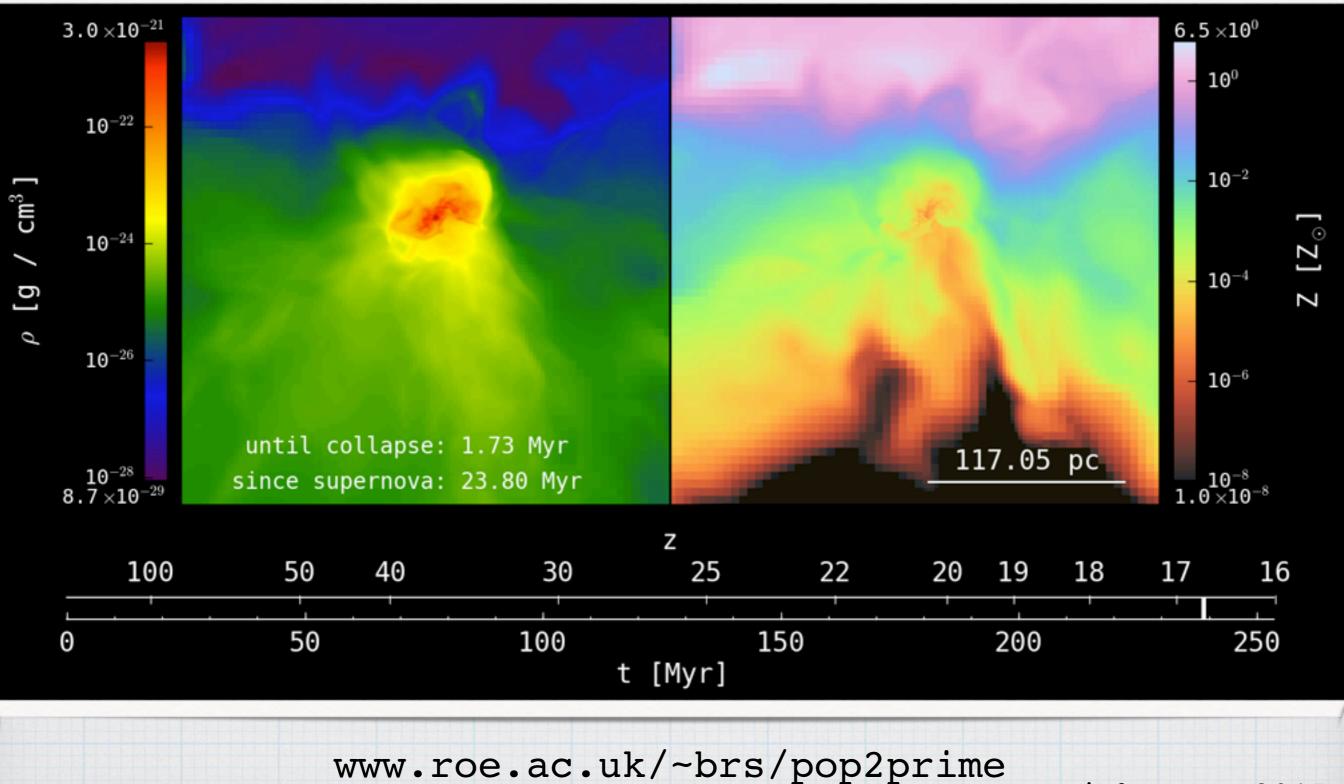




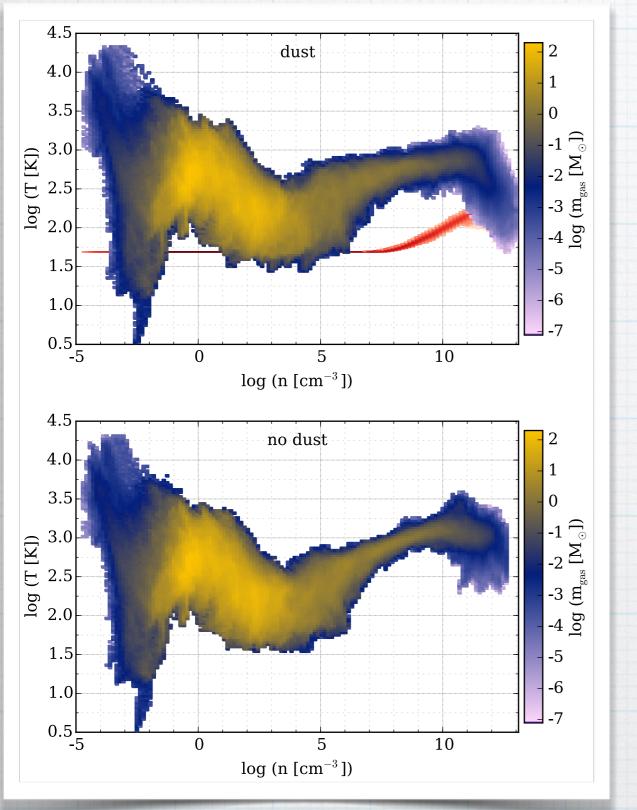
# Collapse

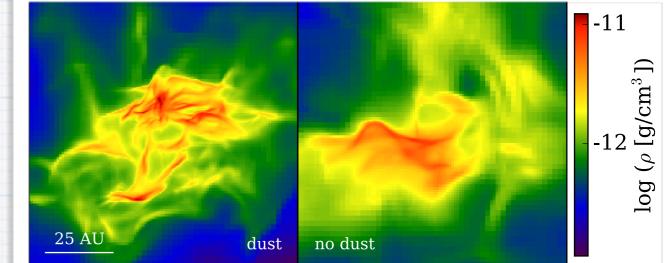


# Collapse

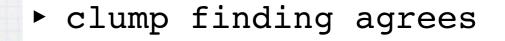


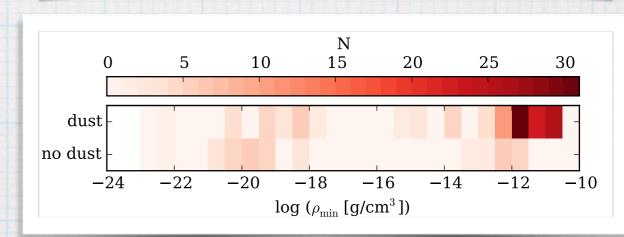
#### Fragmentation



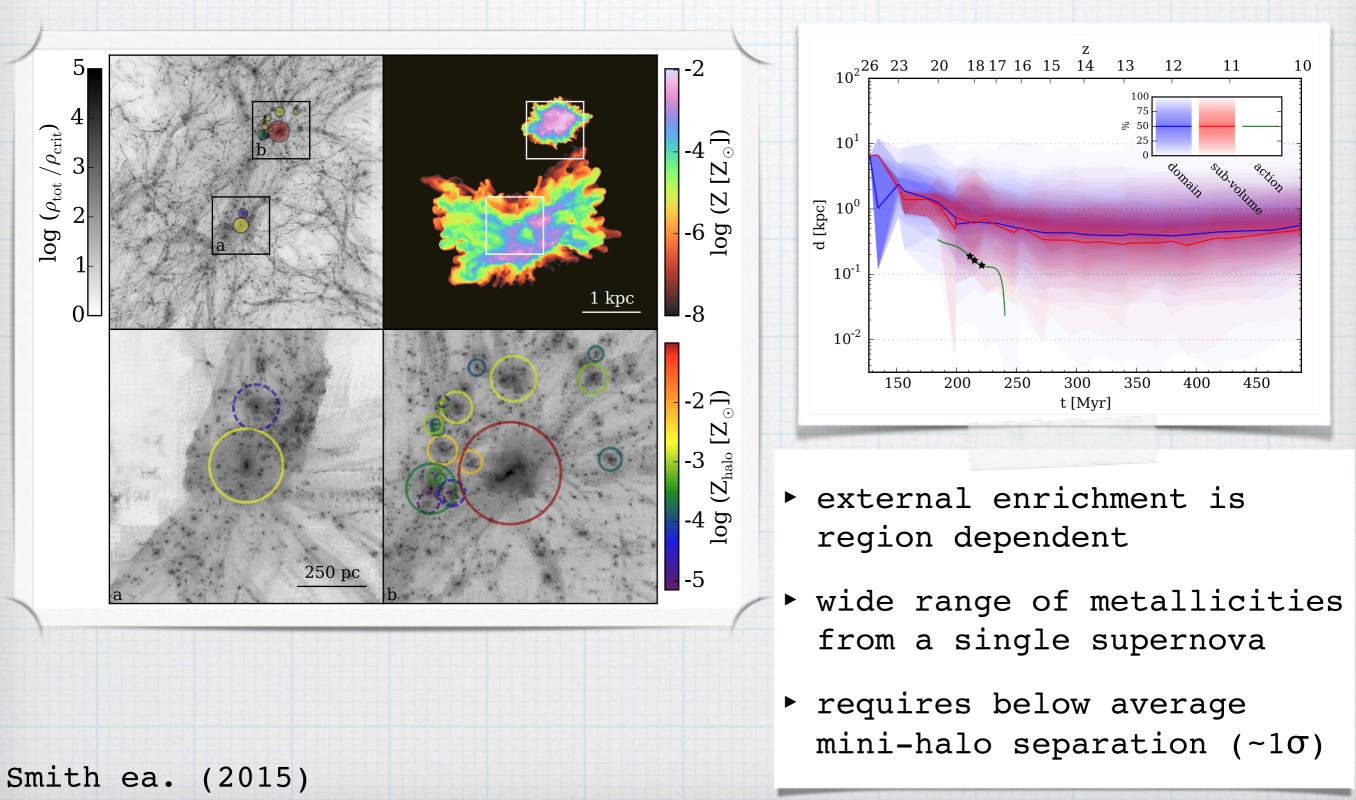


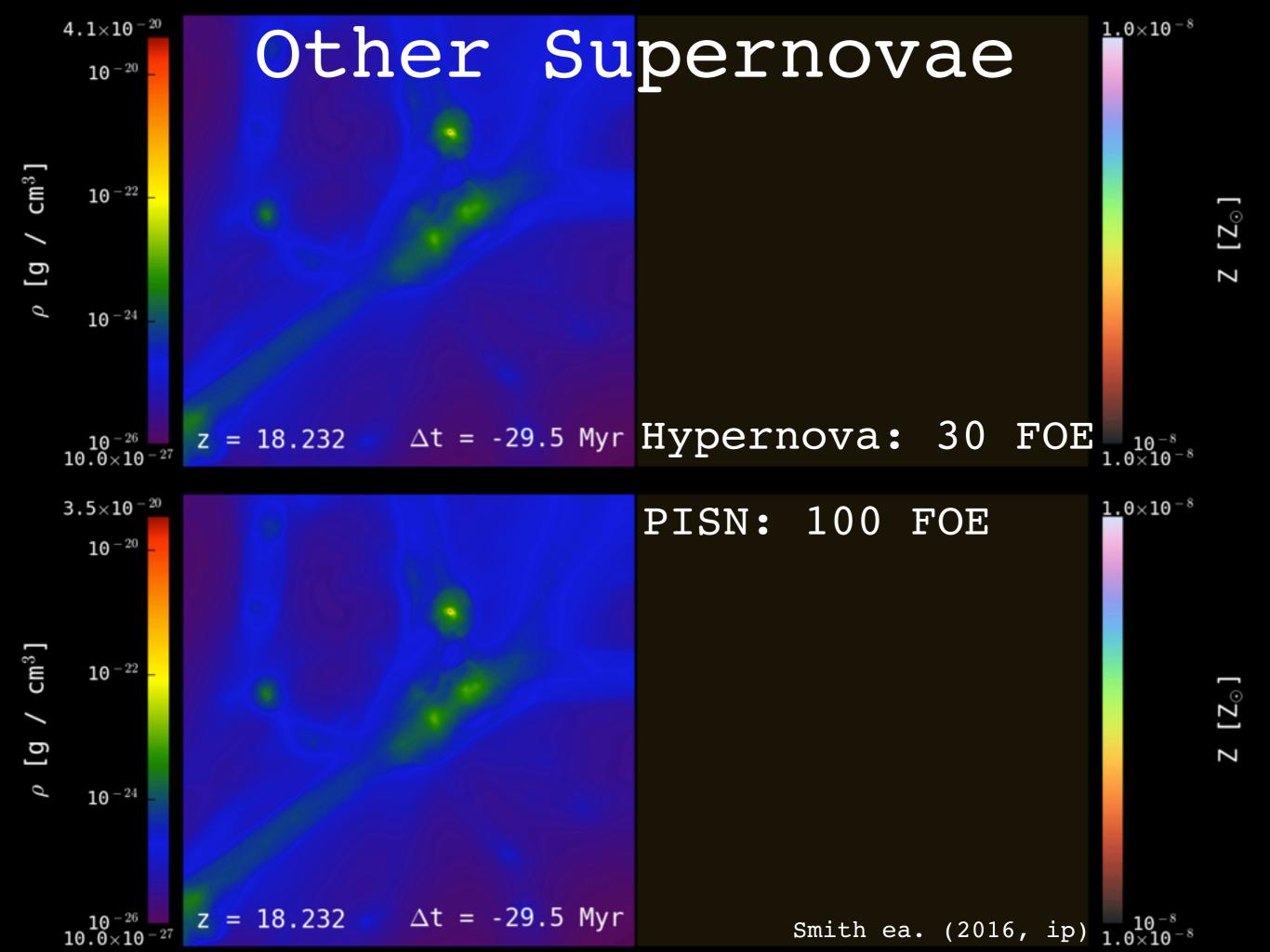
- fragmentation induced by dust cooling
- > almost no fragmentation
  without dust

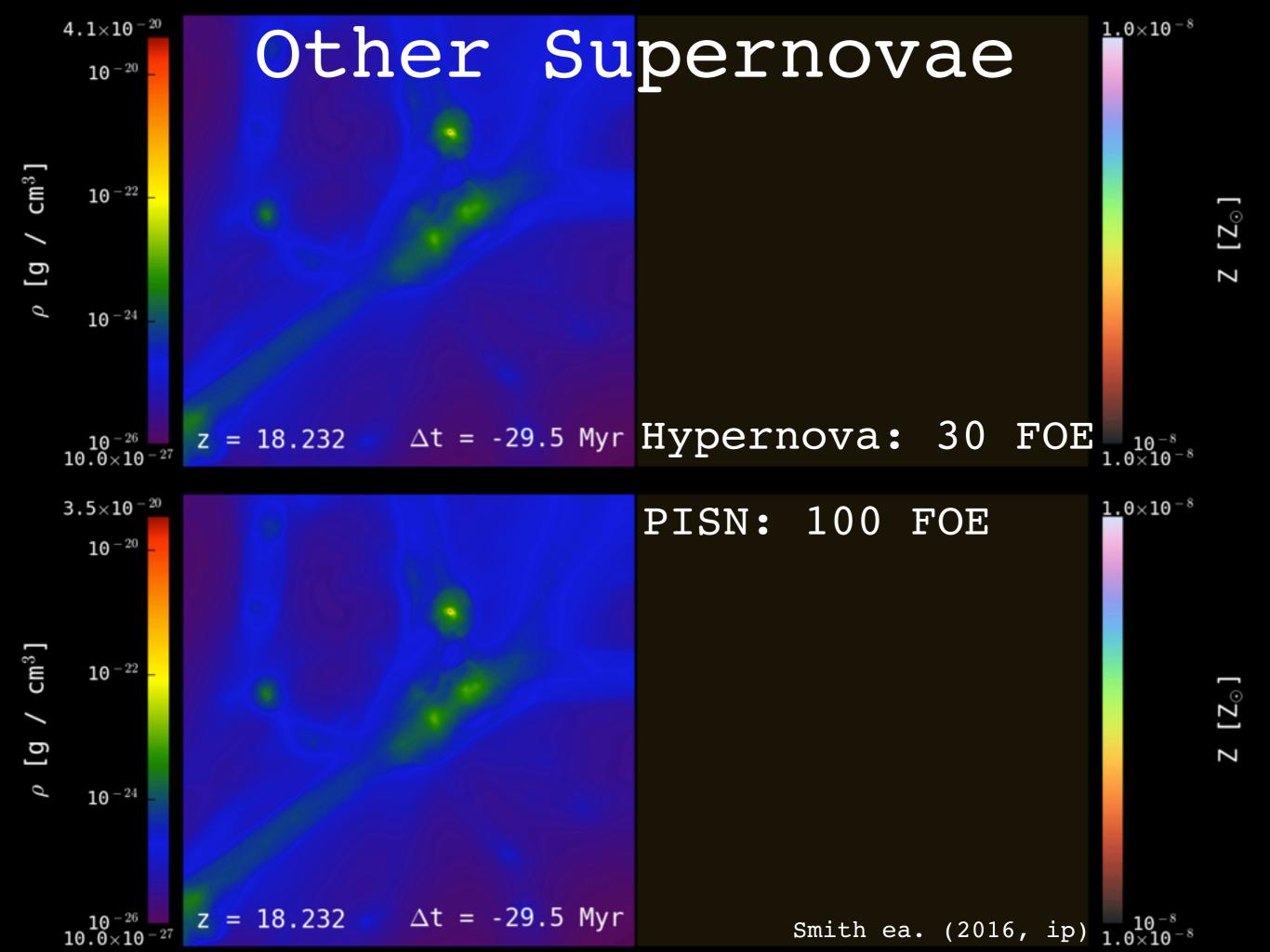


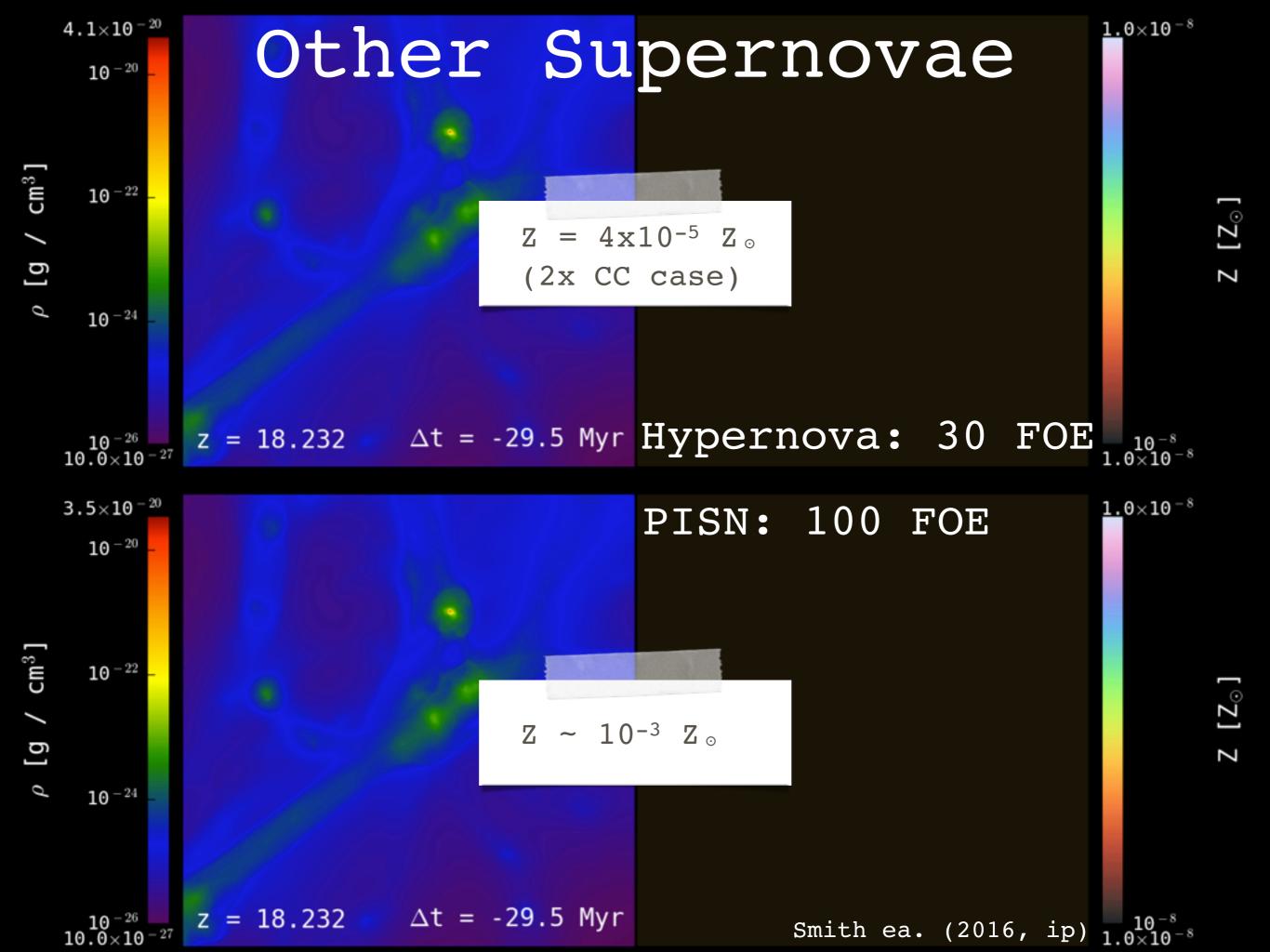


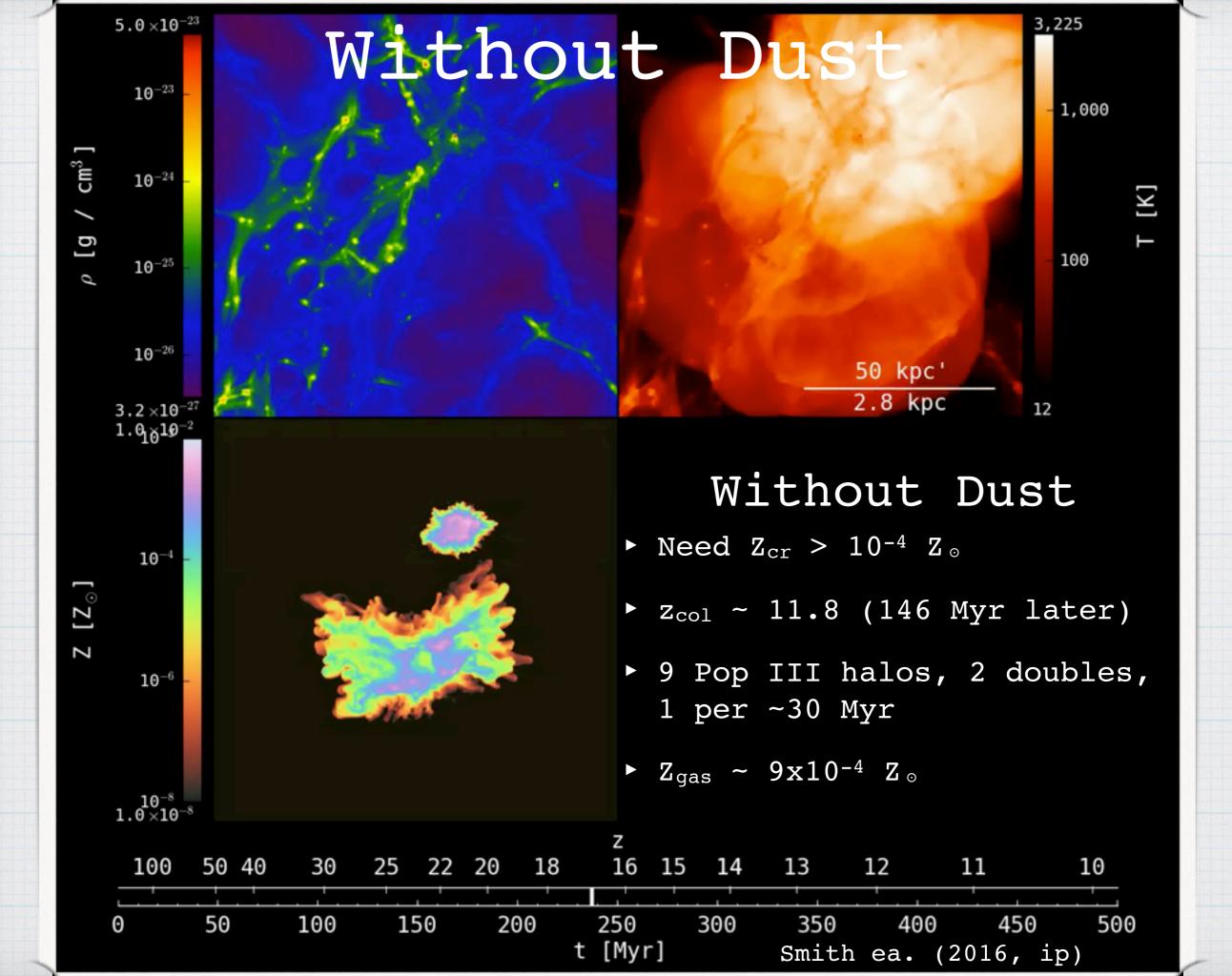
# External Enrichment Mechanism

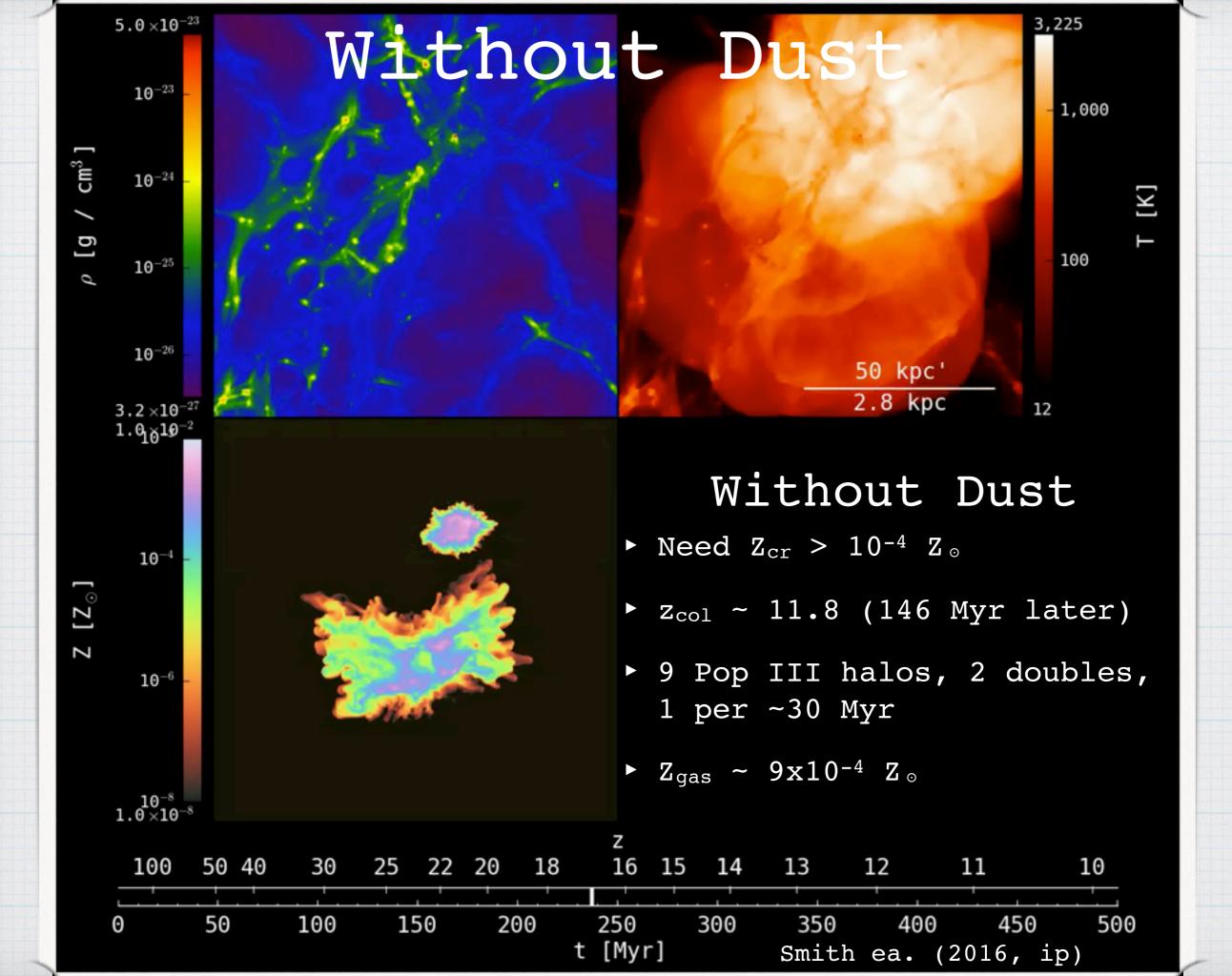


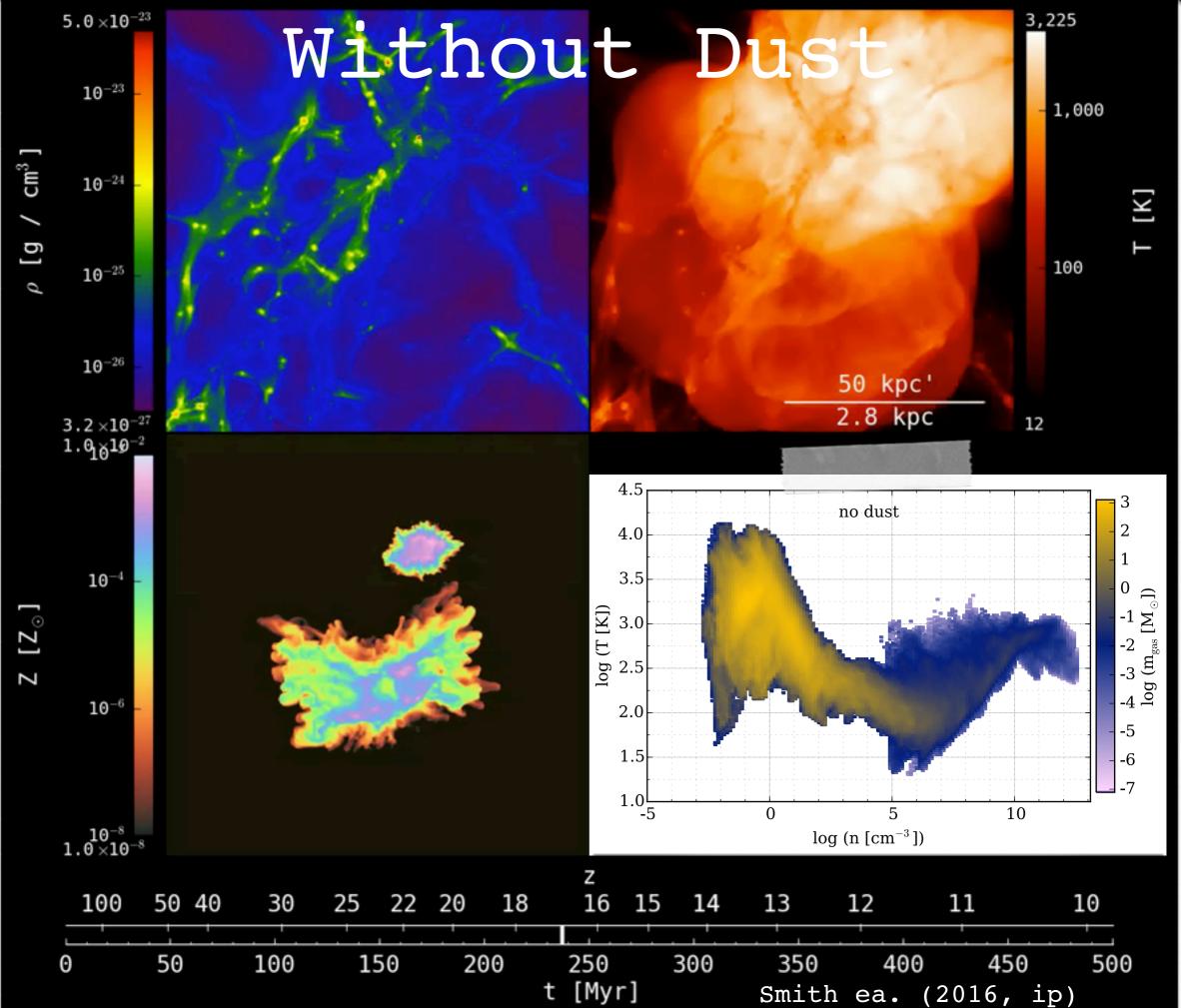


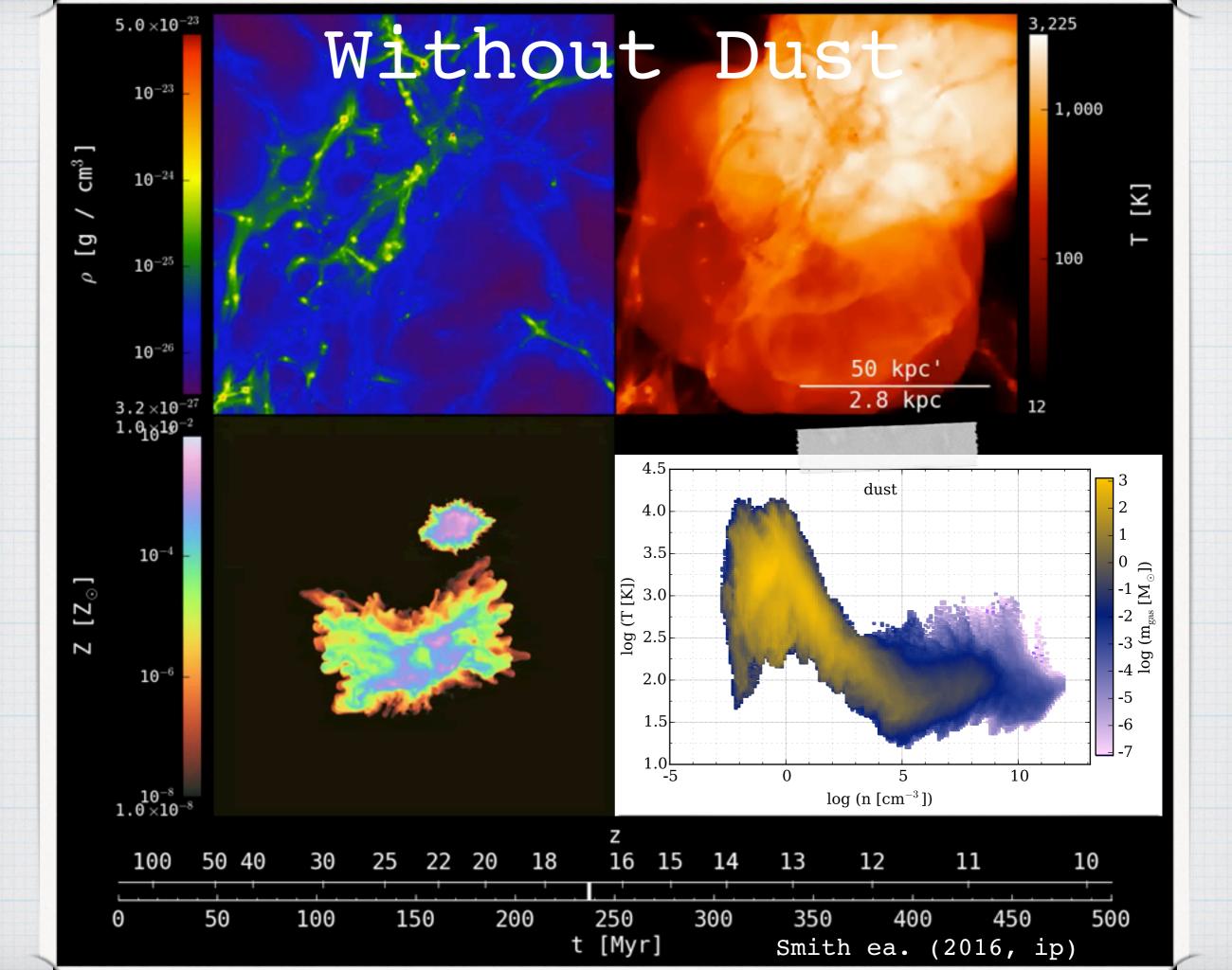


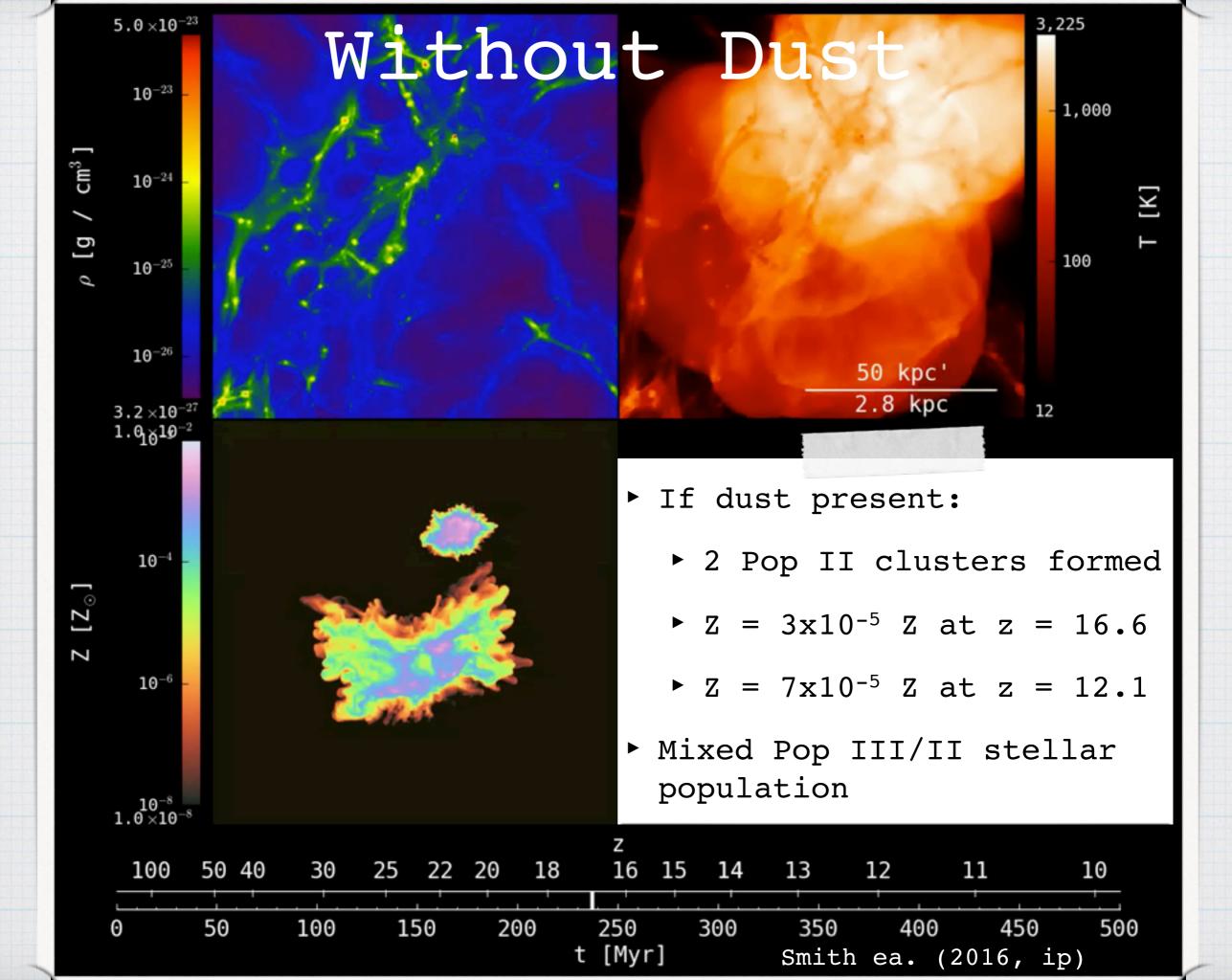












### Summary

- External Enrichment Mechanism:
  - forms metal-enriched stars from a single SN.
  - forms metal-enriched stars before self-enrichment.
  - could be reasonably common.
- Stars enriched by single SN can exist at multiple metallicities: a new window for stellar archaeology?
- Two keys to low-mass star formation: turbulence and dust.
- Galaxies at z > 10 are in the midst of the Pop III/II transition and may host multiple populations.
- It does not take a lot of metal to make normal stars. Z = 10
- Galaxies are made of mini-halos.

"I was a PR image for the low-Z LLS discovered by Crighton ea. (2016)." - this image

# Summary

"I was a PR image for the low-Z LLS discovered by Crighton ea. (2016)." - this image

# Community Tools: The Grackle

### grackle 2.1 documentation

NEXT INDEX grackle.readthedocs.org

#### Welcome to grackle's documentation!

Grackle is a chemistry and radiative cooling library for astrophysical simulations with interfaces for C, C++, and Fortran codes. It is a generalized and trimmed down version of the chemistry network of the Enzo simulation code. Grackle provides:

- two options for primordial chemistry and cooling:
  - non-equilibrium primordial chemistry network for atomic H, D, and He as well as H<sub>2</sub> and HD, including H<sub>2</sub> formation on dust grains.
  - tabulated H and He cooling rates calculated with the photo-ionization code, <u>Cloudy</u>.
- tabulated metal cooling rates calculated with <u>Cloudy</u>.
- photo-heating and photo-ionization from two UV backgrounds:
  - 1. Faucher-Giguere et al. (2009).
  - 2. Haardt & Madau (2012).

The Grackle provides functions to update chemistry species; solve radiative cooling and update internal energy; and calculate cooling time, temperature, pressure, and ratio of specific heats (gamma).

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