Big Bang Nucleosynthesis and Limits on the Neutrino Magnetic Moment

Sun

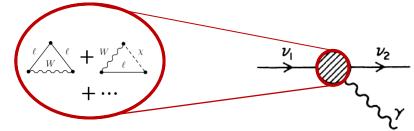
Fant

The ν WGV : Nicole Vassh (Analysis), Panos Gastis (Code), and Don Willcox (Parameters)

Introduction to μ_{ν} and BSM Sensitivity

Minimally Extended Standard Model predicts very small values for magnetic moments of the 3 active flavors

$$\mu_{ij} = -\frac{eG_F}{8\sqrt{2}\pi^2} (m_i + m_j) \sum_l U_{li} U_{lj}^* f\left(\frac{m_l^2}{M_W^2}\right)$$



(for Majorana electron ν)

GEMMA

LMRG

 10^{-16}

 $[\mu_{\rm D}]$

10⁻¹²

Additional BSM physics (such as sterile neutrino) can increase the effective neutrino magnetic moment

 10^{-10}

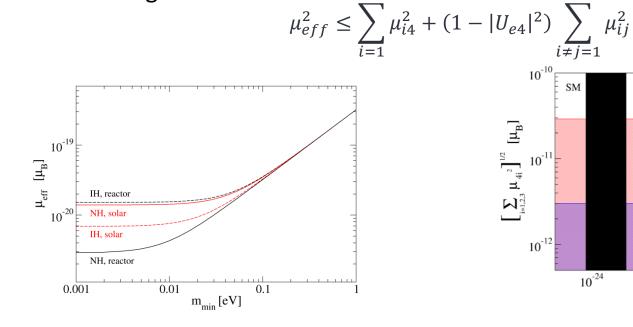
 10^{-11}

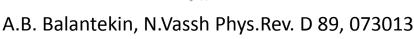
10⁻¹²

 $\sum_{=1,2,3} \mu_{4i}^{2} \right]^{1/2} [\mu_{B}]$

SM

 10^{-24}





 $\left[\sum_{i,j=1,2,3} \mu_{ij}^{2}\right]^{1/2}$

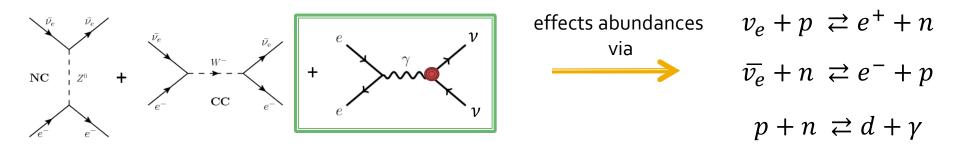
10⁻²⁰

A.B. Balantekin, N. Vassh arXiv:1404.1393

Effect of μ_{ν} on BBN

• Additional ν -e coupling keeps neutrino in thermal equilibrium longer

$$e^+ + e^- \rightleftharpoons \nu + \overline{\nu}$$



To implement in code must reset neutrino decoupling temperature

$$\Gamma \sim G_F^2 T^5 + \frac{a^2 \pi}{6m_e^2} \mu_{eff}^2 T^3 \qquad \text{(reaction rate)}$$

$$H \sim \frac{T^2}{M_p} \qquad \text{(expansion rate)}$$

$$\Gamma \sim H \implies T^3 + \frac{1}{G_F^2} \frac{a^2 \pi}{6m_e^2} \mu_{eff}^2 T - \frac{1}{G_F^2 M_p} \sim 0$$

Check of Working Non-Zero μ_{ν} in BBN

 $\mu_{\nu}=10^{-12}\mu_{R}$ $\mu_{\nu}=0$ 1e+011 0.7 0.6 0.5 0.4 0.3 1e+010 Temperature (MeV) 0.2 Temperature [K] 1e+009 0.1 T_{ν} T_γ 1e+008 T_{ν} Tν 1e+007 .7.6.5 .4 .3 .2 1 1e+011 1e+010 1e+009 1e+008 1e+007 T_v Neutrino "Temperature" (MeV) Neutrino Temperature [K]

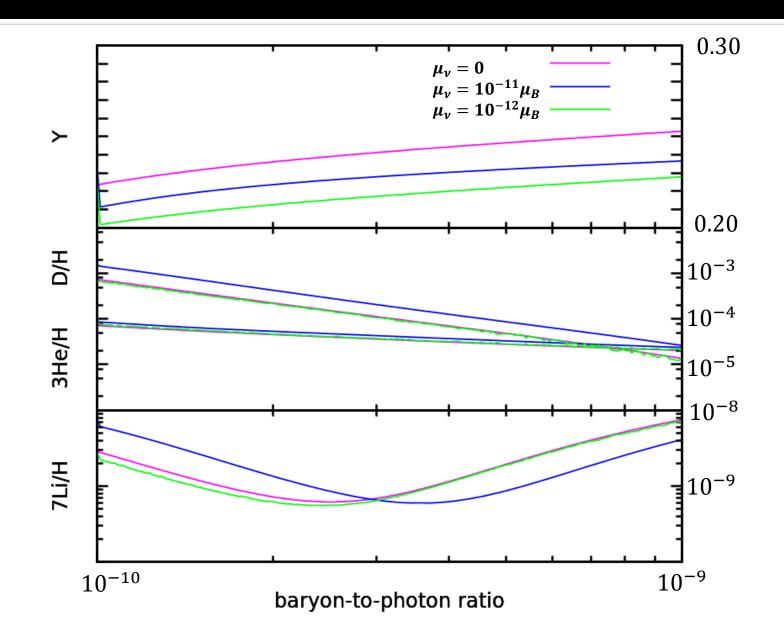
From G.Fuller lecture ii.weakuniverse

 $T_{\nu}^{decoup} \sim 0.2 MeV = 2 GK$

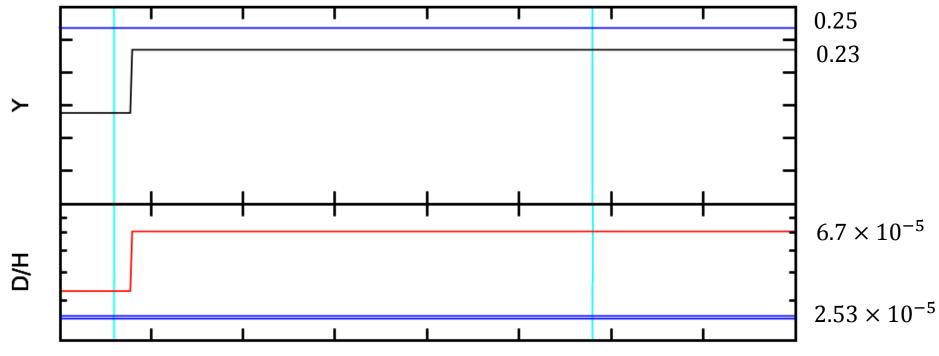
WGV Results using BBN Code

 $T_{\nu}^{decoup} \sim 1.5 \ GK$

Schramm Plot Results



Limits on μ_v Using Observed Abundances



5e-12 le-11 1.5e-11 2e-11 2.5e-11 3e-11 3.5e-11 4e-11

Magnetic Moment

Low-Mass Red Giants $\mu_{\nu} \leq 3 \times 10^{-12} \mu_B$ [Raffelt Phys.Rep. 320] **GEMMA** $\mu_{\nu} \lesssim 2.9 \times 10^{-11} \mu_B$

Conclusions

- Although BBN code is a 30,000 line nightmare, we were (with help) able to find where to adjust the code and successfully produce reasonable results but a few unexpected features to examine further
- As expected non-zero magnetic moment effected abundances, particularly ⁴He and D
- Using BBN code could allow to find a limit on the neutrino magnetic moment and thus BSM neutrino interactions

Thanks to all the Jina TALENT 2014 Organizers!!!

Implementing Non-zero μ_v in BBN Code

```
10576 ! initialization of the quadrature abcissas and weights
10577
            if (ifirst .eq. 0) then
10578
              ifirst = 1
10579
              call bb gauleg(vlo,vhi,xguad,wguad,nguad)
10580
10581
      ! a constant that depends on the number of neutrino families
10582
              con1 = xnnu * 7.0d0/8.0d0
10583
             end if
10584
10585
10586
10587
       ! don't do any integration if x is large enough
10588
             if (x .gt. 50.0) then
10589
              wien2 = 1.0d0 + con1*con2**fthirds
         10590
10591
      ! do the integration
10592
             lelse
10593
             x = x
10594
              planckiemass = 1.0d22
10595
              qfermico = 1.0d-11
10596
10597
              magmomplease = 1.0d-12
10598
10599
              sigmasofine =((1.0/137.0)*(1.0/137.0)*3.14/(6.*0.511*0.511))*(magmomplease**2)
10600
              firsties = (0.5/(planckiemass*gfermico*gfermico))
              termie1 = (1.0/27.0)*((sigmasofine**3)/(gfermico**2))
10601
10602
              termie2 = (0.25d0/(planckiemass**2))
10603
              secondies = (1.0/(gfermico*gfermico))*sgrt(termie1+termie2)
10604
10605
              Tnewdecoup = (((firsties+secondies)**third) + ((firsties-secondies)**third))
              bazinga = 0.511/Tnewdecoup
10606
10607
10608
10609 !
              call bb gromb(func2, ylo, yhi, tol, f2)
10610
              call bb ggaus(func2,xguad,wguad,nguad,f2)
10611
              !wien2 = 1.0d0 + con1 * (con2 * wien1(x))**fthirds + con3 * f2
              wien2 = 1.0d0 + con1 * (min(1.0d0, (wien1(x)/wien1(bazinga))))**fthirds + con3 * f2
10612
             lend if
10613
10614
10615
            return
10616
            end
```