Black hole graphic simulation

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I. MATHEMATICS

A. Schwarzschild metric

The simplest, spherical symmetric metric of a Schwarzschild black hole, with its polar angle $\frac{\theta}{2} = 0$, is given as:

$$\begin{aligned} \mathrm{d}s^2 = &\left(1 - \frac{R_s}{r}\right) c^2 \mathrm{d}t^2 - \left(1 - \frac{R_s}{r}\right)^{-1} \mathrm{d}r^2 \\ &- r^2 \mathrm{d}\theta^2 - r^2 \sin^2(\theta) \mathrm{d}\phi^2 \\ \longrightarrow &\left(1 - \frac{1}{r}\right) \mathrm{d}t^2 - \left(1 - \frac{1}{r}\right)^{-1} \mathrm{d}r^2 - r^2 \mathrm{d}\Omega \end{aligned} \tag{1}$$

Without loss of generality, a natural selection of unit 1 is applied as $c = 1$ and the Schwarzschild radius $R_s = 2GM/c^2 = 1$. Notice in the convention defined by the metric, $\mathrm{d}s^2$ is always time-like, $\mathrm{d}s^2 \equiv \mathrm{d}\tau^2$.

The (pseudo-) energy and (pseudo-) angular-momentum conservation set up two additional constraints:

$$\left(1 - \frac{1}{r}\right) \frac{\mathrm{d}t}{\mathrm{d}\tau} = e \tag{2}$$

$$r^2 \frac{\mathrm{d}\phi}{\mathrm{d}\tau} = l \tag{3}$$

Combining these two constraints with the metric ends up with:

$$\left(\frac{\mathrm{d}r}{\mathrm{d}\phi}\right)^2 = \frac{r^4 e^2}{l^2} - \left(1 - \frac{1}{r}\right)\left(\frac{r^4}{l^2} + r^2\right) \tag{4}$$

In the limit of massless particle − photon −, it's safe to assume $l \to \infty$. With the notation $r \to \frac{1}{u}$, the above first order differential equation becomes

$$\begin{aligned} \left(\frac{\mathrm{d}u}{\mathrm{d}\phi}\right)^2 = (u')^2 &= \frac{e^2}{l^2} - (1-u)(l^{-2} + u^2) \\ &\longrightarrow u^3 - u^2 \end{aligned} \tag{5}$$

This equation derived from the metric resembles an energe conservation equation, where $K = \frac{1}{2}(u')^2$ is the kinetic term and $V = \frac{1}{2}(u^3 - u^2)$ is the minus potential. Hence the gradient of the potential w.r.t. u gives rise to the acceleration $u''(\phi)$:

$$u''(\phi) = \nabla_u V = -u(1 + \frac{3u}{2}) \tag{6}$$

This second-order differential equation is preferred than the first-order one in terms of the computational efficiency, since square root is computational heavy.

B. Geometry

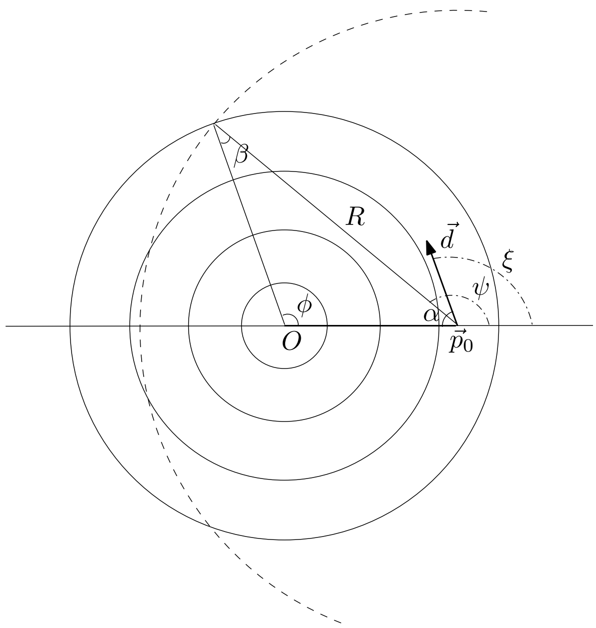

FIG. 1. The black hole sits at the centre O of the polar coordinate. The camera located at $\vec{p}_0$, coinciding with $\phi_0 = 0$, traces rays orienting $\vec{d}$, which is at a seen angle $\xi = \pi - \alpha$ with $\vec{p}_0$. The deviated angle ψ specifies the angle when the ray travels a radial distance R from the camera. The polar angle of this updated location is ϕ, and the angle opposing $\vec{p}_0$ is β.

In the plane of equator [Fig.1], a camera is placed at $\vec{p}_0$ and it traces back light at a direction $\vec{d}$. $\vec{d}$ has a "*seen angle*" ξ with $\vec{p}_0$. Assuming this light is deviated under the metric, and travels a radial distance R from the camera. The updated location has a polar angle ϕ, and is with a "*deviate angle*" ψ seen by the camera. Trigonometry tells us that

$$\frac{||\vec{p}_0||}{\sin(\beta)} = \frac{R}{\sin(\phi)} \tag{7}$$

$$\Longrightarrow \ \psi = \phi + \beta = \phi + \arcsin\left(\frac{R}{||\vec{p}_0|| \sin(\phi)}\right) \tag{8}$$

To solve for equation 6, two initial conditions are taken as:

$$u(\phi_0) = \frac{1}{||\vec{p}||} \tag{9}$$

$$u'(\phi_0) = -u(\phi_0)\cot(\alpha) \tag{10}$$

where we define the orthonormal basis $\hat{n}$ and $\hat{t}$ as:

$$\hat{n} = \frac{\vec{p}}{||\vec{p}||} \tag{11}$$

$$\hat{t} = \frac{(\hat{n} \times \vec{d}) \times \hat{n}}{||(\hat{n} \times \vec{d}) \times \hat{n}||} \tag{12}$$

The initial condition of $u'(\phi)$ is calculated geometrically. For a small supplementary angle $\alpha = \pi - \xi$ increment $\delta\alpha$:

$$\begin{aligned}
u(\phi_0 + \delta\phi) &= u(\phi_0) + u'(\phi_0)\delta\phi \\
&= u(\phi_0) - \vec{d} \cdot \hat{n} \\
\Downarrow \\
u'(\phi_0) &= (-\vec{d} \cdot \hat{n})/\delta\phi \\
&= \frac{(-\vec{d} \cdot \hat{n})}{(\vec{d} \cdot \hat{t})/||\vec{p}_0||} \\
&= -u(\phi_0)\frac{\vec{d} \cdot \hat{n}}{\vec{d} \cdot \hat{t}} \\
&= -u(\phi_0)\cot(\alpha) \qquad (13)
\end{aligned}$$