

Low angular momentum solutions, Bondi and Bondi-Hoyle-Lyttleton

Accretion disks are easy!

Radiated energy of accretion disks

Circular orbit

$$mv^2 = \frac{GMm}{r}$$

(Kepler problem, centrifugal force balance)

$$2E_{\text{kin}} + E_{\text{pot}} = 0$$

(Virial theorem)

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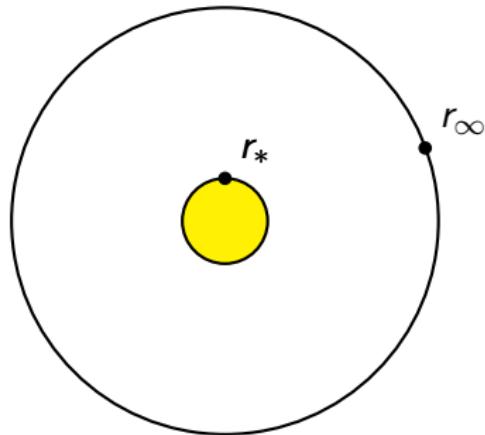
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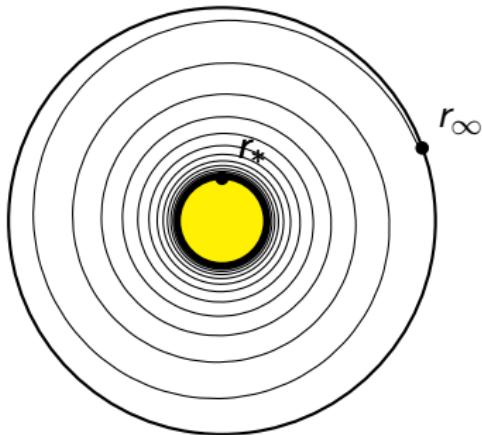
Loss of dynamic energy through accretion



Change of total (dynamic) energy

$$\Delta E_{\text{tot}} = E_{\text{tot},*} - E_{\text{tot},\infty}$$

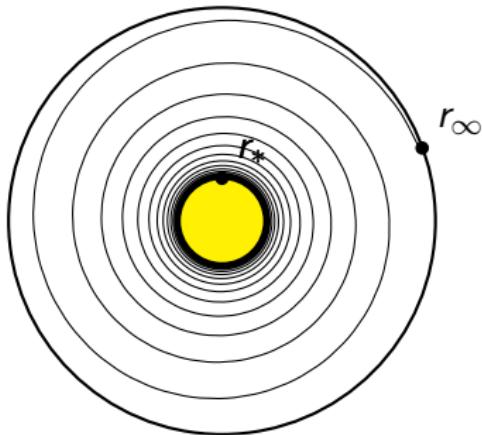
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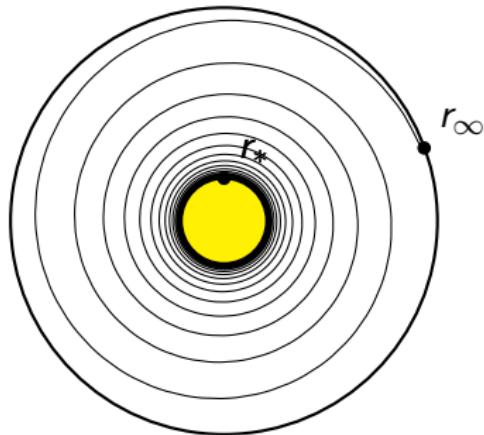


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In Physics, energy is conserved!

The energy lost from the dynamical system $\Delta E_{\text{rad}} = -1/2 E_{\text{pot},*}$ is emitted as radiation!

Accretion disks are hard!

Turbulence makes disks work

Reynolds number

$$R_e = \frac{\text{inertial}}{\text{viscous}} \sim \frac{Rv_\phi}{\nu} = \frac{Rv_\phi}{\lambda \tilde{v}}; \quad v_r \sim \frac{\nu}{R}; \quad R_e = \frac{v_\phi}{v_r}$$

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Use molecular values: Thermal mean free path

$$\lambda = \lambda_d = 7 \times 10^{-2} \left(\frac{T}{10^4 \text{K}} \right)^2 \left(\frac{N}{10^{15} \text{cm}^{-3}} \right)^{-1} \text{ln} \Lambda^{-1} \text{cm}$$

Sound-speed: $\tilde{v} = c_s$

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Disks become turbulent

With molecular values $\frac{v_r}{v_\phi} < 10^{-14}$, a disk wouldn't work!

Turbulent viscosity $\nu = \alpha c_s H$ (Shakura Sunyaev (1973)).

The Bondi solution

Bondi flow

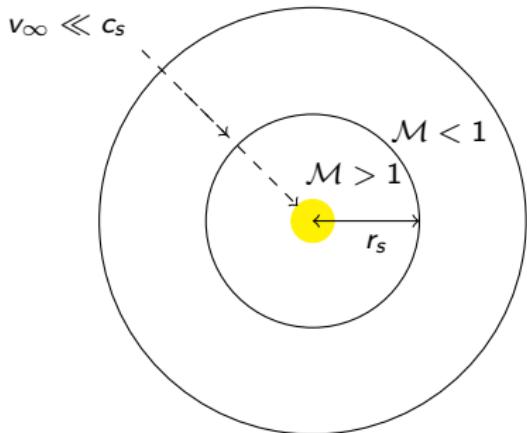
Why study spherical accretion?

- Train intuition with exact accretion solution
- Predict accretion rate (and luminosity)
- Quantify influence of a gravitating object
- The role of the sound-speed

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Sketch of the spherical geometry, a subsonic flow at $r = \infty$ becomes supersonic before impacting on the central object.

Bondi flow

Seek: stationary solution that smoothly accelerates from $v_\infty = 0$ to the central object ($dv/dr < 0$).

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$$\dot{M} = 4\pi r^2 \rho(r) v(r)$$

$$\text{Total differential } d\dot{M} = 0 = \frac{2}{r} + \frac{d\rho}{\rho} + \frac{dv}{v}$$

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Isothermal (for now)

$$c_s^2 = \frac{P}{\rho}; \quad \frac{dP}{dr} = c_s^2 \frac{d\rho}{dr}$$

Bondi flow

Eliminate P , ρ and shake:

$$\frac{r}{v} \frac{dv}{dr} = \frac{2}{v^2/c_s^2 - 1} \left(1 - \frac{GM/(2c_s^2)}{r} \right)$$

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$dv/dr < 0$ requires:

- $v < c_s$ ($r \rightarrow \infty$)
- $v > c_s$ ($r \rightarrow 0$)

The solution traverses a “sonic point” at
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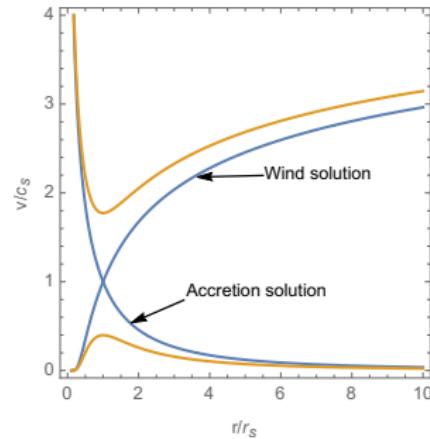
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The accretion solution uniquely goes through the sonic point with $dv/dr < 0$.

What is the accretion rate for $c_{s,\infty}, \rho_\infty$?

$$\dot{M} = 4\pi r_s^2 \rho(r_s) c_s(r_s)$$

Integral of the momentum equation: Bernoulli

$$\int v dv = - \int \frac{GM}{r^2} dr - \underbrace{\int \frac{1}{\rho} dP}_{c_s^2/(\gamma-1)}$$
$$\Rightarrow B = \frac{v^2}{2} + \frac{c_s^2}{(\gamma-1)} - \frac{GM}{r} = \text{const.}$$

Compare B at $r \rightarrow \infty$ with B at $r = r_s$

$$\frac{c_{s,\infty}^2}{\gamma-1} = c_s^2 \left(\frac{1}{2} + \frac{1}{\gamma-1} - 2 \right) \Rightarrow c_s^2 = c_{s,\infty}^2 \left(\frac{2}{5-3\gamma} \right)$$

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$\rho(r_s)$ as function of ρ_∞ , constant entropy: $c_s^2 \propto \rho^{\gamma-1}$

$$\rho(r_s) = \rho_\infty \left(\frac{c_s}{c_{s,\infty}} \right)^{\frac{2}{\gamma-1}}$$

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Putting it together

$$\dot{M} = \pi \frac{G^2 M^2}{c_{s,\infty}^3} \rho_\infty f(\gamma); \quad f(\gamma) \in [1, 4.5]$$

$$\dot{M} \simeq 1.4 \times 10^{11} \left(\frac{M}{M_\odot} \right)^2 \left(\frac{\rho_\infty}{10^{-24} \text{ g cm}^{-3}} \right) \left(\frac{c_{s,\infty}}{10 \text{ km s}^{-1}} \right)^{-3} \text{ g s}^{-1}$$
$$\dot{M} c^2 \sim 10^{32} \text{ erg s}^{-1}$$

ISM accretion onto e.g. neutron star barely detectable!

What is the accretion rate for $c_{s,\infty}, \rho_\infty$?

Exercise: Galactic center

$$M = 4 \times 10^6 M_\odot; \quad c_{s,\infty} = 500 \text{ km s}^{-1}; \quad \rho_\infty = 10^{-24} \text{ g cm}^{-3}$$

$$\dot{M}c^2 =$$

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Galactic center extremely radiatively inefficient! Or are we loosing mass somewhere?

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The radius of influence

Investigate Bernoulli:

$$\frac{c_{s,\infty}^2}{\gamma - 1} = \frac{v^2}{2} + \frac{c_s^2}{\gamma - 1} - \frac{GM}{r}$$

c_s increases only slowly $c_s^2 \simeq c_{s,\infty}^2 \Rightarrow$ Term balancing grav.: $v^2/2$.
Becomes noticeable when $v^2 \approx c_{s,\infty}^2$

$$\Rightarrow r_{\text{acc}} = \frac{2GM}{c_{s,\infty}^2} \quad (\text{Bondi radius})$$

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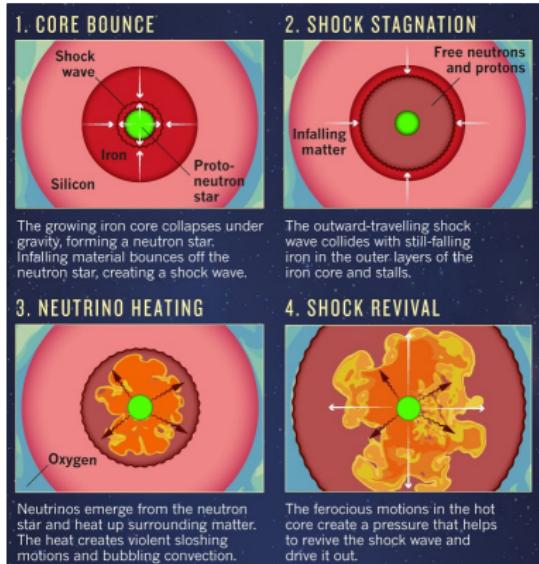
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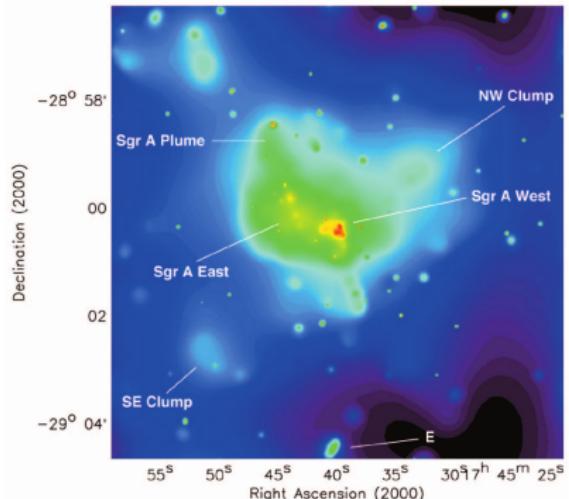
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- Stellar collapse and Supernovae
- Low luminosity AGN (Sgr A* is $\sim 10^3$ times under-luminous though!!)
- Cosmological simulations
- Star and planet formation



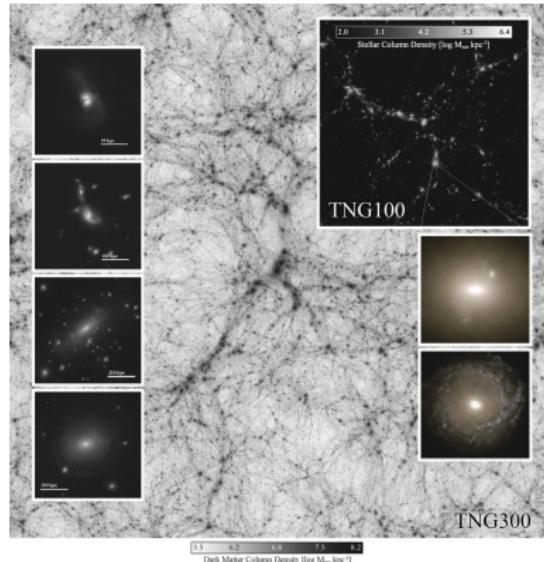
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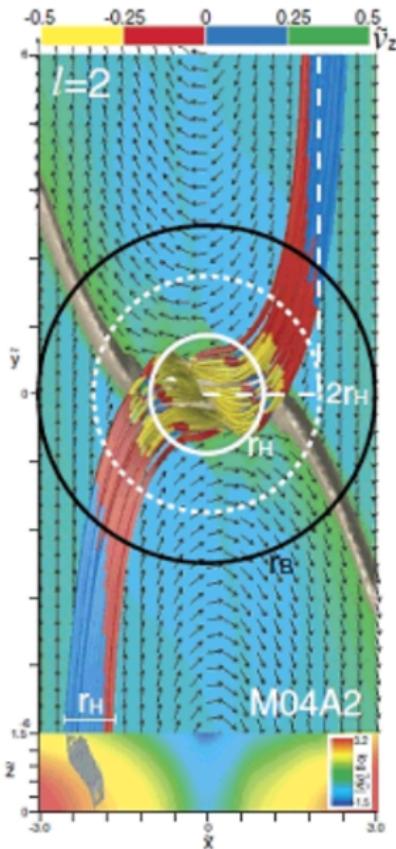
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Accretion onto a moving target

Motivation



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- High mass X-ray binary (HMXB): massive compact object (BH) and less massive star, **Roche-lobe filling**

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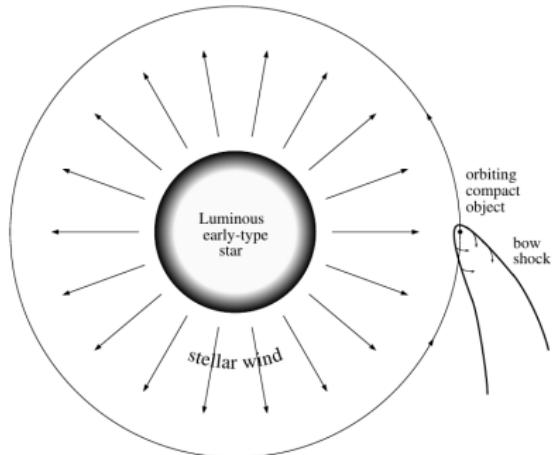


- Low mass X-ray binary (LMXB): massive compact object (BH) and less massive star; **Roche-lobe filling**
- High mass X-ray binary (HMXB): massive star and (less massive) compact object companion; **Wind accretion**

Vela X-1: prototypical HMXB

$18M_{\odot}$ Supergiant and $2M_{\odot}$ neutron star

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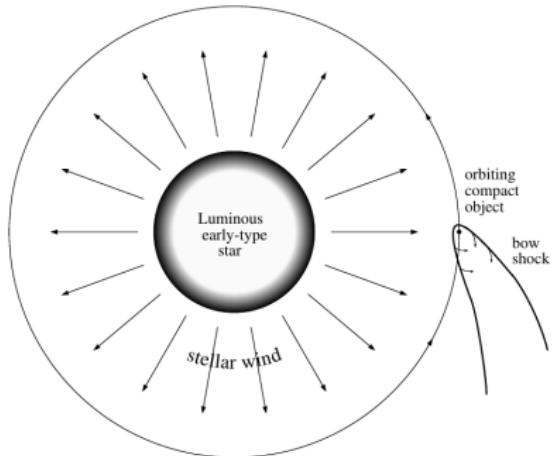


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Vela X-1

$18M_{\odot}$ Supergiant and $2M_{\odot}$ neutron star.

Stellar wind: $\approx 1000 \text{ km s}^{-1}$;
sound-speed: $\approx 10 \text{ km s}^{-1}$

\Rightarrow Mach 100! Highly **supersonic**.

The Ballistic approximation

Unimportance of pressure gradients: back to momentum equation

$$v \frac{dv}{dr} = -\frac{GM}{r^2} - \frac{1}{\rho} \frac{dP}{dr}$$

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Equation of motion

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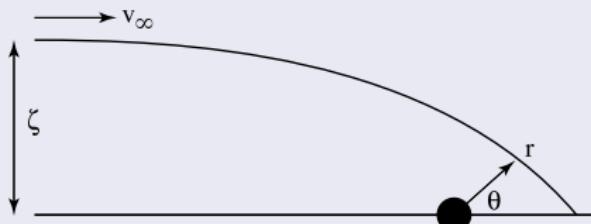
just like test-particles!

Hoyle-Lyttleton accretion rate

Actual equation of motion

$$\ddot{r} - r\dot{\theta}^2 = -\frac{GM}{r^2}$$

$$r^2\dot{\theta} = \xi v_\infty$$



Capture radius

When the flow hits the axis behind the accretor:

$$v_\theta = 0; \quad v_r = -v_\infty$$

Bound material:

$$\frac{1}{2}v_\infty^2 - \frac{GM}{r} < 0$$

Solve for critical impact parameter ξ_{HL} :

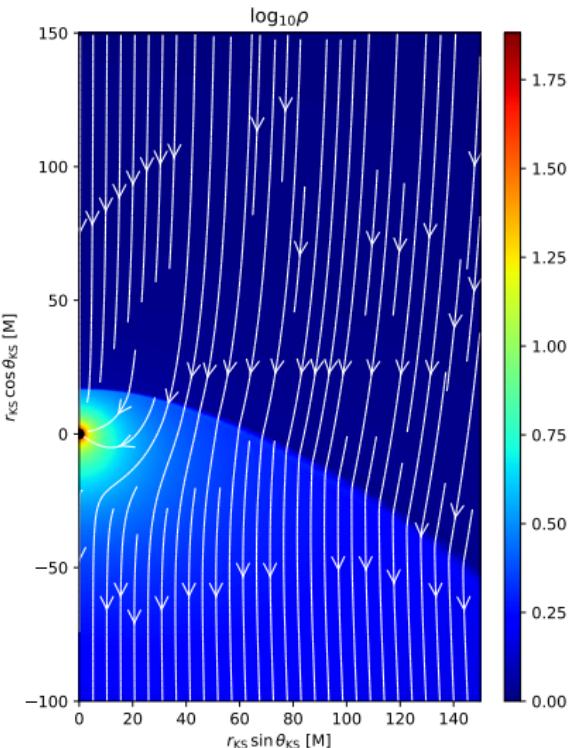
$$\xi_{HL} = \frac{2GM}{v_\infty^2}$$

Hoyle-Lyttleton accretion rate: cross-section of $\pi\xi_{HL}^2$

$$\dot{M}_{HL} = \pi\xi_{HL}^2 v_\infty \rho_\infty = \frac{4\pi G^2 M^2 \rho_\infty}{v_\infty^3}$$

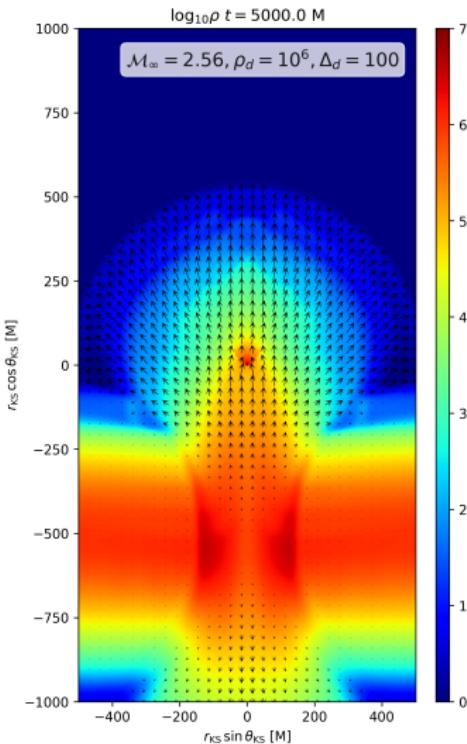
Outlook on the exercises - Part 1

- Simulate a BHL flow onto a black hole with HARM
- Initialize a completely new problem!
- Visualize the results
- Check the ballistic approximation against the 2D simulation
- Check resolution dependence of the solution
- Scale the simulation to physical values and calculate accretion luminosity



Outlook on the exercises - Part 2

- Simulate how a black hole impacts on an accretion disk with HARM
- Modify your BHL setup
- Visualize the results
- Vary parameters of the disk
- See how the accretion rate goes up as the black hole gobbles up matter from the disk

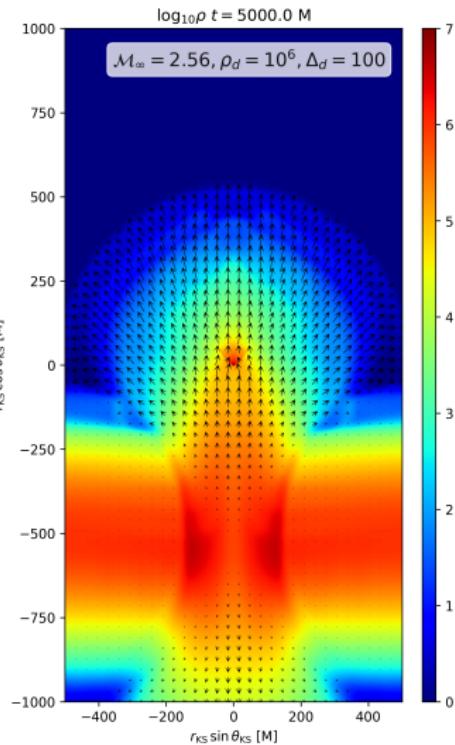


How to go about it - 1

Make sure you are comfortable with:

- compiling harmpi on cartesius
- submitting jobs using slurm
- copying data from cartesius to the VM (or your laptop)
- Visualize the results on the VM
- Change parameters and do it all over again!

Try not to overwrite results from previous runs (we have 300 GB per user on /data on the VM)



How to go about it - 2

Modify HARMPI

watch out for these:

Files to modify:

- init.c
 - bounds.c
 - decs.h

Take aways

- Accretion disks radiate 1/2 of potential energy at their inner edge

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