

# MESA2GADGET

Bridging the Gap between 1D and 3D Stellar  
Models

Meridith Joyce

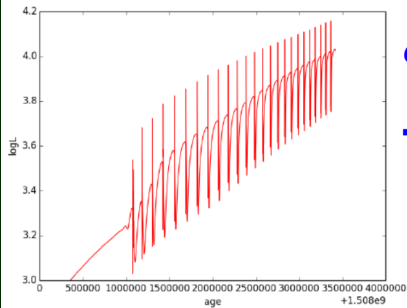
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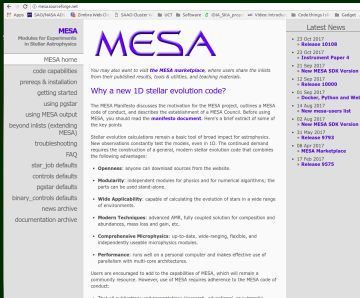
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Oct 30<sup>th</sup>, 2017

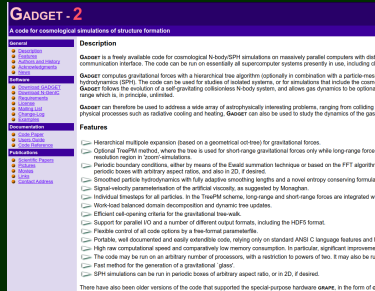
# Why?



# Meet the Codes



The screenshot shows the MESA website. The header includes the MESA logo and navigation links. The main content area is titled 'MESA home' and lists various capabilities and installation instructions. A sidebar on the right contains a 'Latest News' section with a list of recent updates, including the release of MESA 10100 and the new MESA SDK Version 1.0. The footer contains a list of links for more information.



The screenshot shows the GADGET-2 website. The header includes the GADGET-2 logo and a description of the code. The main content area is titled 'GADGET-2' and lists various features and capabilities. A sidebar on the right contains a 'Latest News' section with a list of recent updates, including the release of GADGET-2.1 and the new GADGET-2 SDK Version 1.0. The footer contains a list of links for more information.

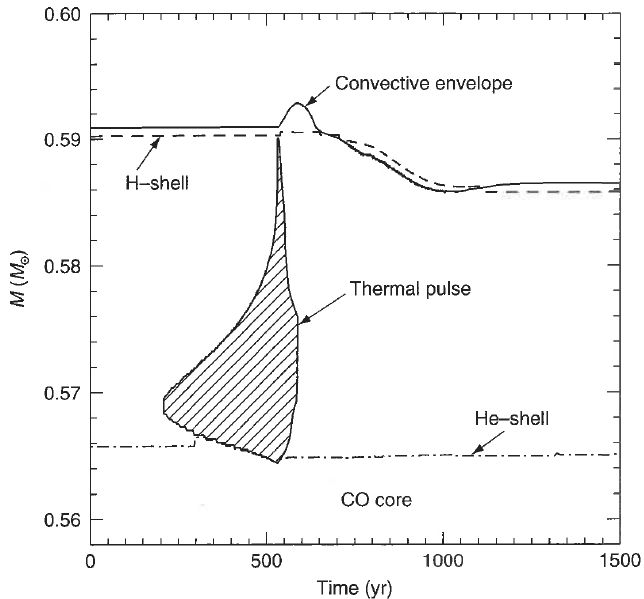
## MESA: Modules for Experiments in Stellar Astrophysics

- 1 dimensional stellar structure solver
- highly customizable physical conditions

## GADGET: Galaxies with Dark matter and Gas intErAct

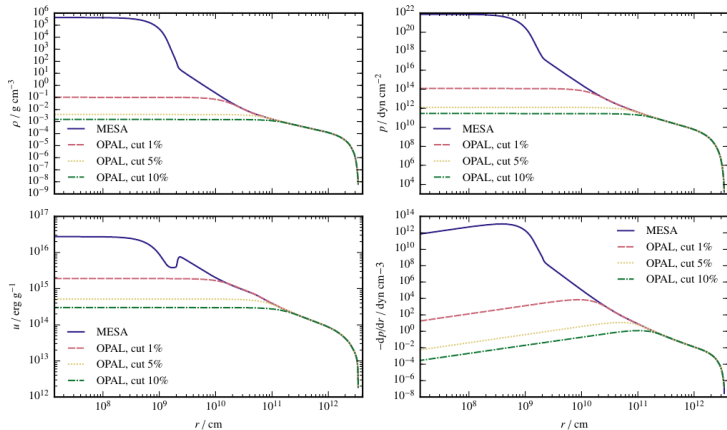
- N-body/SPH
- typically used for galactic and cosmological simulations
- SPH also useful for stellar atmospheres

# TP-AGB Models

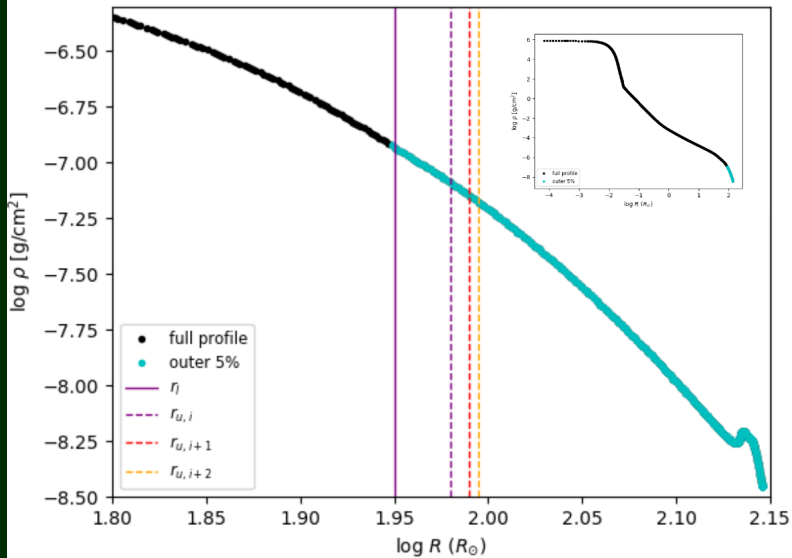


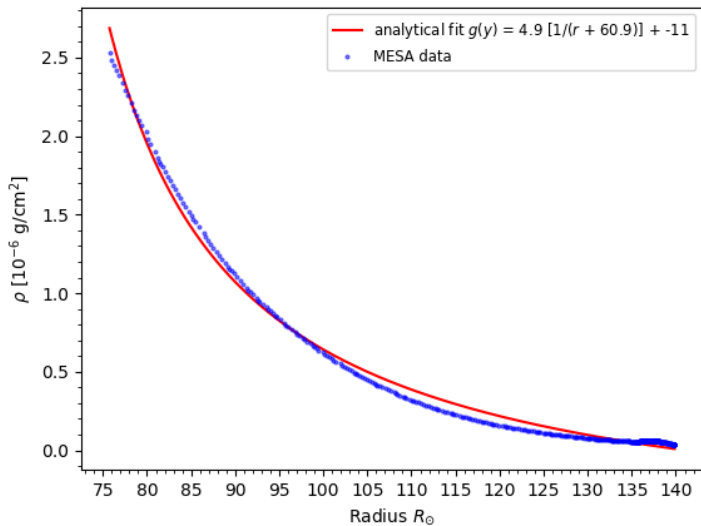
## Method

- generate MESA density profile
- subdivide into  $k$  regions of varying size  $(r_u - r_l)_k$  such that the number of particles  $N$  is preserved per region and the mass per particle  $m_p$  is preserved  $\forall k$ 
  - requires either numerical integration or model fitting to find the mass contained per region, which determines  $N$  (or  $m_p$ )
- distribute the  $N$  particles contained in each region  $k$  across the surface of a sphere of radius  $r_{\text{mid},k} = \frac{(r_u + r_l)_k}{2}$ 
  - care is required in selecting a particle distribution method that will minimize computational artifacts  $\rightarrow$  HEALPix
- stack these shells:  $\forall k, x = x + x_k$  (same for  $y, z$ ) at  $r_{\text{mid},k}$ 
  - IMPORTANT! must arbitrarily rotate each shell or the particles will be ordered
- send final  $x, y, z$  arrays to a Gadget initial conditions (IC) generator
- VALIDATION!
  - Load the ICs! Check: does  $\rho$  vs  $r_k = \sqrt{x_k^2 + y_k^2 + z_k^2} \forall$  regions  $k$  recover the initial radial sampling applied to MESA?



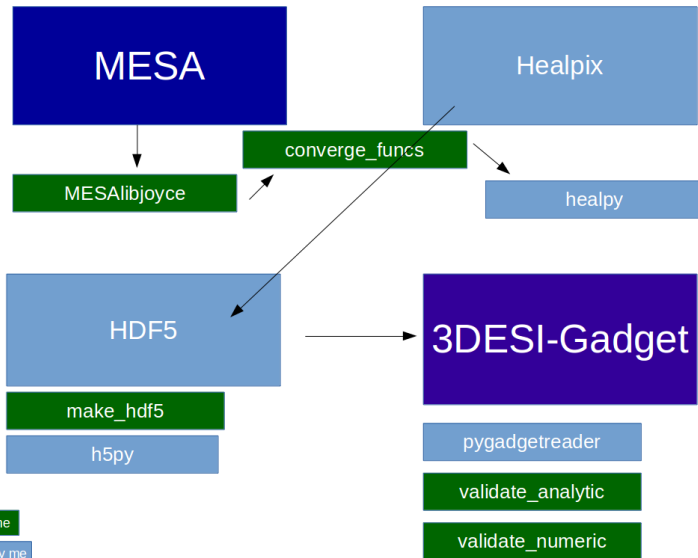
**Fig. 4.** Comparison of density (*upper left*), pressure (*upper right*), internal energy (*lower left*) and derivative of pressure (*lower right*) for a  $2 M_{\odot}$  RG with a  $\sim 0.4 M_{\odot}$  He core. Shown is the original profile from the MESA stellar evolution code as well as approximate profiles for cut radii of 1%, 5%, and 10% of the total radius. The approximate profiles were computed using a polytropic index of  $n = 3$  for the interior part.







# Workflow

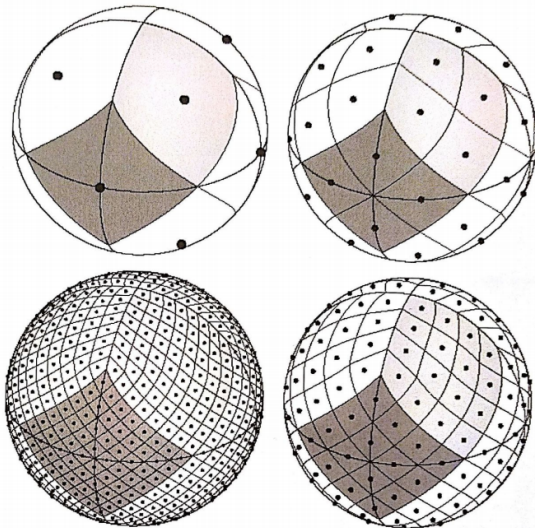


Written by me

Not written by me

Definitely not written by me

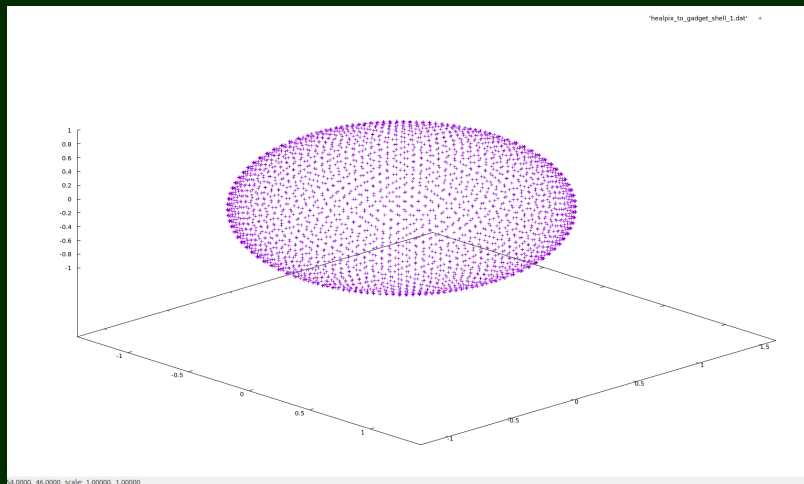
## HEALPix: Hierarchical Equal Area iso-Latitude Pixelization



coordinate form



# HEALPix distribution for arbitrary shell $k$



Convergence Criteria:  $n_1(r_u)$  and  $n_2(r_l)$

Method: Impose two independent constraints and force their equality

HEALPix tessellates a sphere into  $12n^2$  quadrilaterals for

$n \in \{2^x\}; n, x \in \mathbb{Z}$

Let  $n_1$  s.t.  $n_p = 12n_1^2$ , where  $n_p = \frac{M_{\text{shell}}}{m_p}$ , with  $n_p$  the number of particles per shell

Then  $n_1 = \sqrt{\frac{M_{\text{shell}}}{12m_p}}$ , where  $M_{\text{shell}} = M_{\text{shell}}(r_u, r_l)$

Now, let each quadrilateral have width  $r_u - r_l$ . The surface area of that quadrilateral is  $(r_u - r_l)^2$

Simultaneously, the total surface area of the shell  $k$  is

$$4\pi r_{\text{mid}}^2 = 4\pi \frac{(r_u + r_l)^2}{2}$$

HEALPix requires  $12n_2^2$  particles and  $12n_2^2$  quadrilaterals via 1

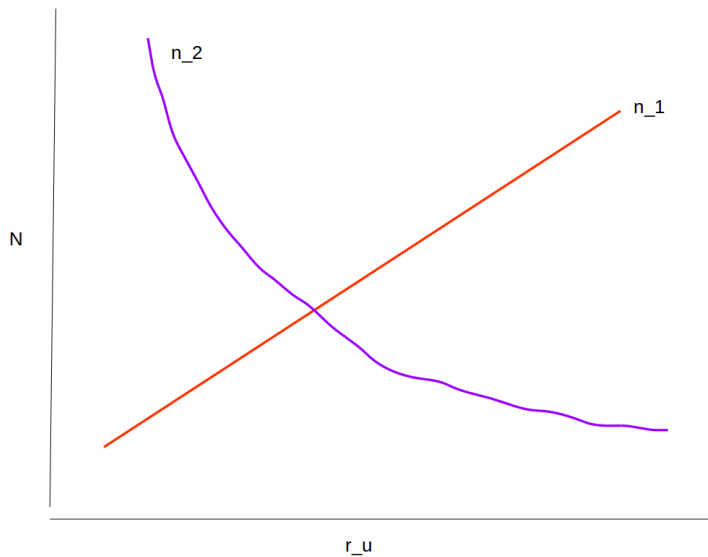
particle per region constraint. Hence,  $(r_u - r_l)^2 12n_2^2 = 4\pi \frac{(r_u + r_l)^2}{2}$

which gives  $\rightarrow n_2 = \sqrt{\frac{\pi}{12} \frac{r_u + r_l}{r_u - r_l}}$ .

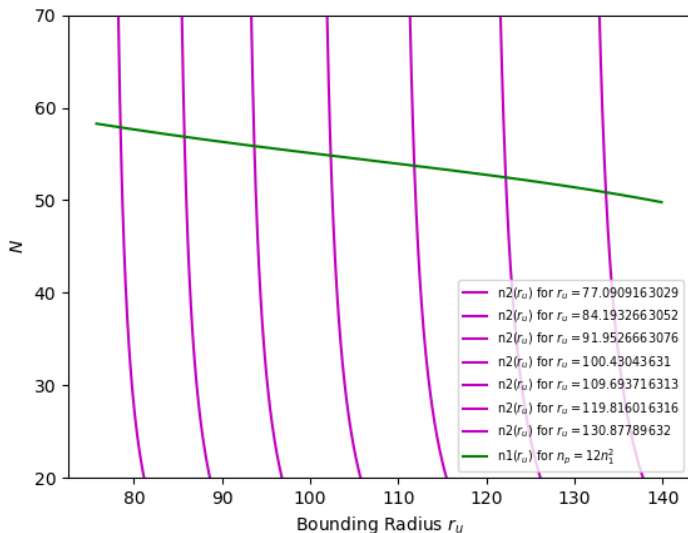
Because  $n_1$  is a monotonically increasing function of  $r_u$  and  $n_2$  is monotonically decreasing,  $\exists r_u$  s.t.  $n_1 = n_2^*$

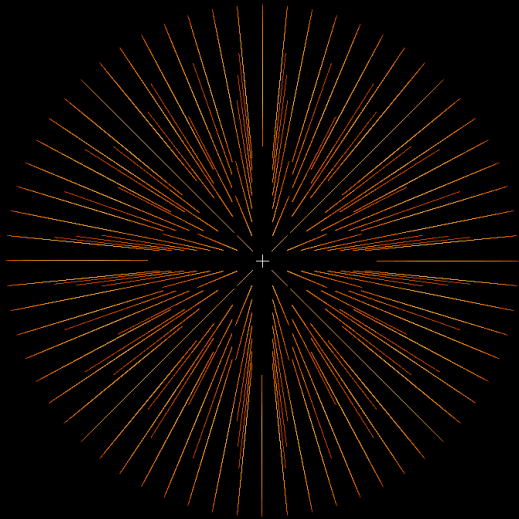
\*IGNORING all other constraints on  $M_{\text{shell}}$

For fixed  $r_l$  and increasing  $r_u$

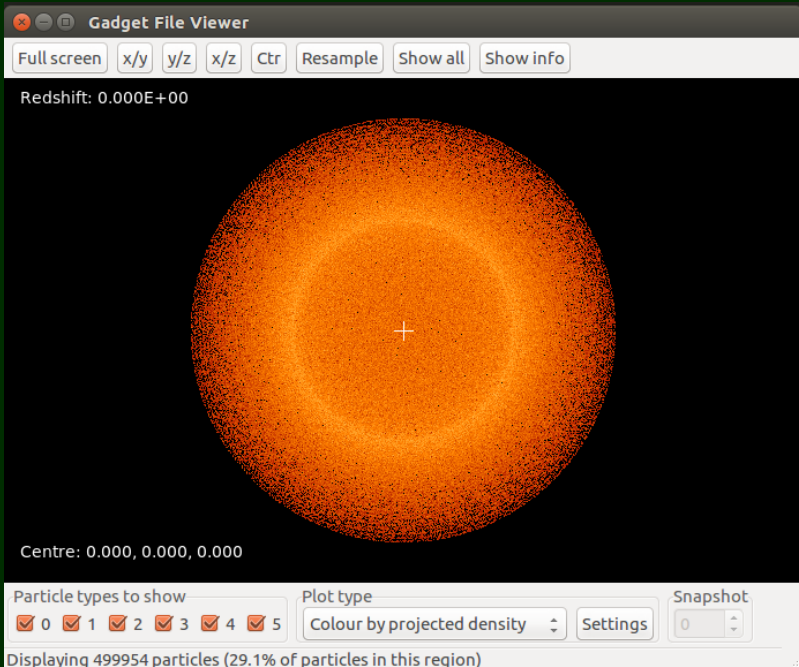


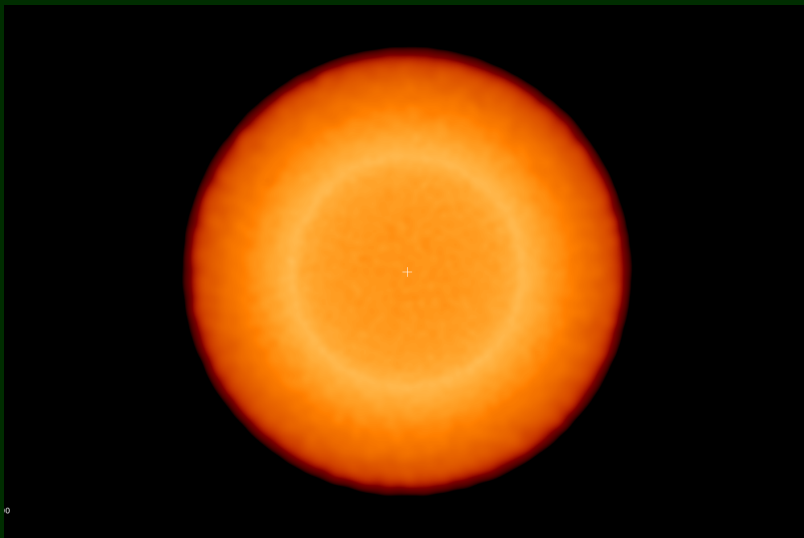
# Convergence

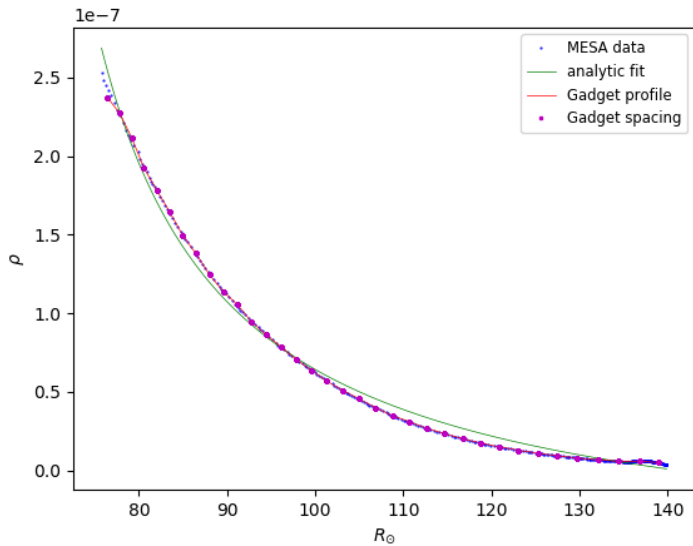


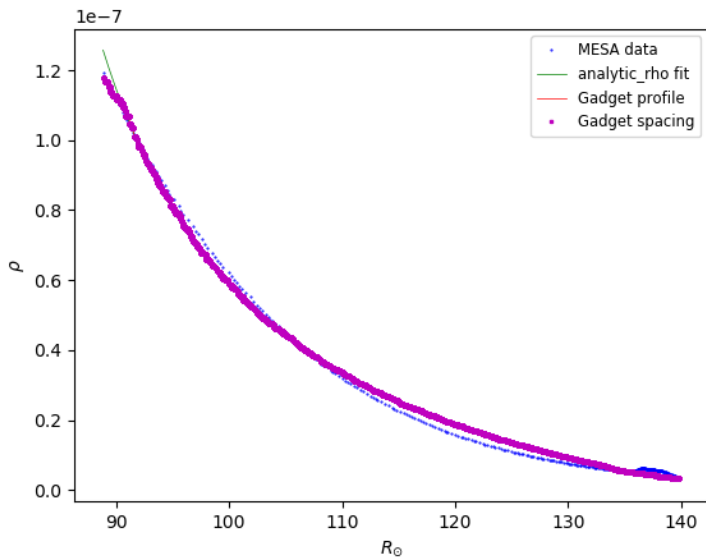
















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creates Gadget IC file from a MESA stellar density profile [Edit](#)

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