

# UBC

*(words from the 2D trenches...)*

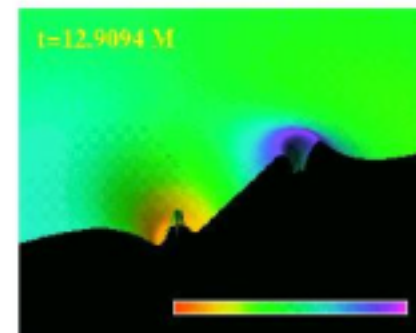
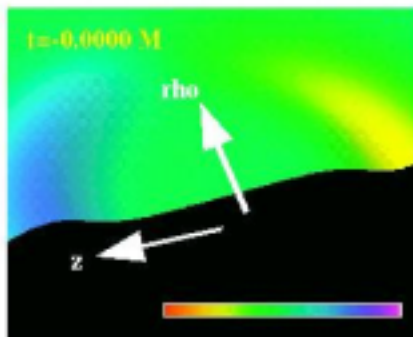
- AMR
- EXCISION
- VISUALIZATION (esp. AMR motivated)
- MATTER CODE – AXYSIM
- DISSIPATION
- COMPACTIFICATION
- MATTER CODE –CHARACT (3D)

# Critical phenomena in 2D: *Excision,* *AMR*

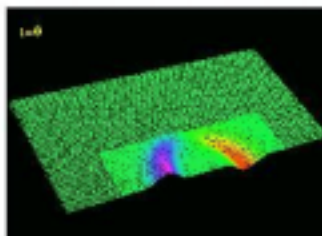
partially constrained  
multigrid & AMR

## Scalar Field Critical Collapse: Antisymmetric Initial Data

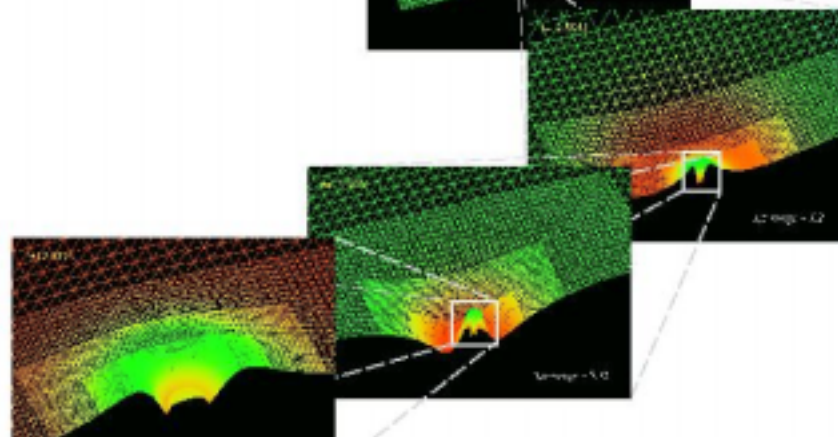
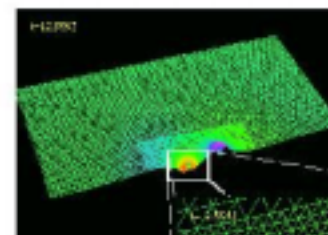
Near critical solution in  $(\rho, z)$  coordinates;  $(p-p^*)-1e-12$



Mesh structure, in  $(\rho, z)$  coordinates:

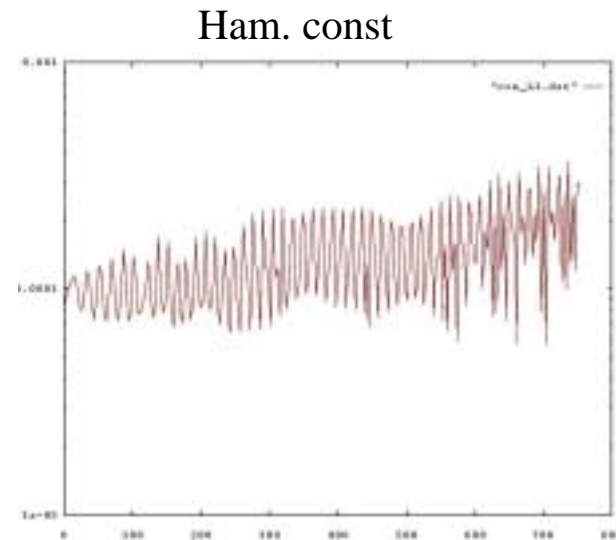
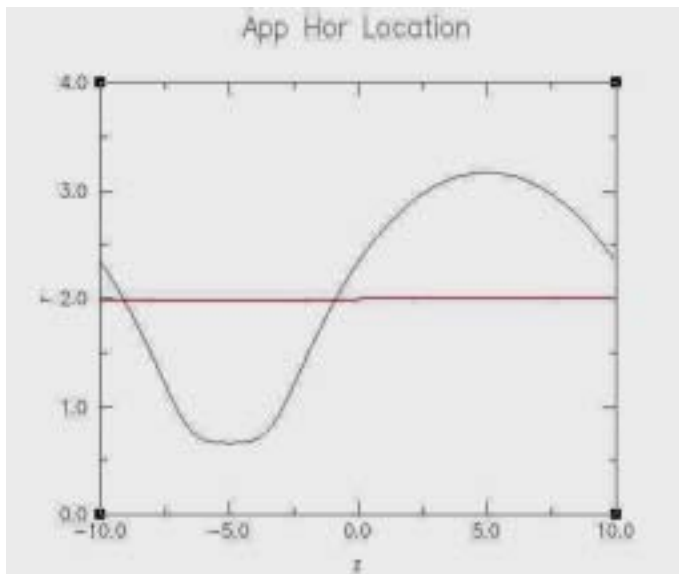
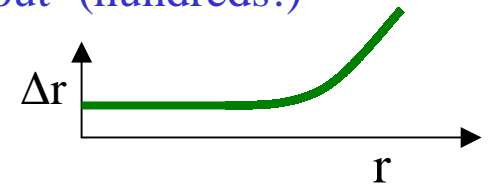


base grid: 64x128  
up to 18 levels of 2:1 refinement



# Black strings

- Black hole analogue in higher dimensions. However, could be unstable & lead to naked singularity depending on string length (Gregory-Laflame 94)
- Exponential behavior of metric vars if  $L > L_{\text{crit}}$
- Needs excision, good resolution and *no-boundary influence!*
  - Using ‘weighted-shift’ interpolation for points ‘popping-out’ (hundreds!)
  - Compactified slices (boundaries at infinity)
  - RHS modified with constraints for stability
  - ‘unperturbed’ and short strings, evolved for  $T > 10^4 M$

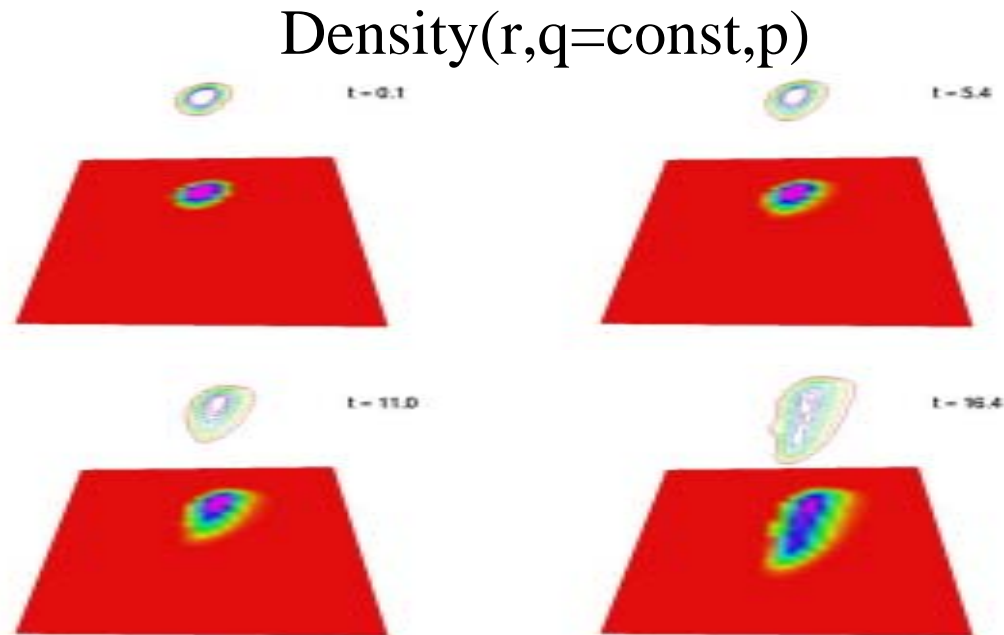


# *2D but generic conclusions/results...*

- Dissipation crucial (beyond ‘built in’)
- Boundary conditions huge role.
- Multi-grid and AMR
- Stable excision implemented (*in free & constrained evolutions*)
  - Points ‘in and out’ without problems
- Physics?
  - Head-on collisions, Critical phenomena in 2D
  - Rotating stars (*under development*)
  - Resolution (?) of the black string problem

# *Characteristic BH-NS problem*

- Initial data minimizing spurious radiation
- (almost) co-moving coordinates



- Problems/missing links:
  - Lack of resolution/speed!
  - Working on parallelization and AMR [both quite different from usual]
  - Need to ‘match’ appropriately to early stages.

# LSU (*words from a new front*)

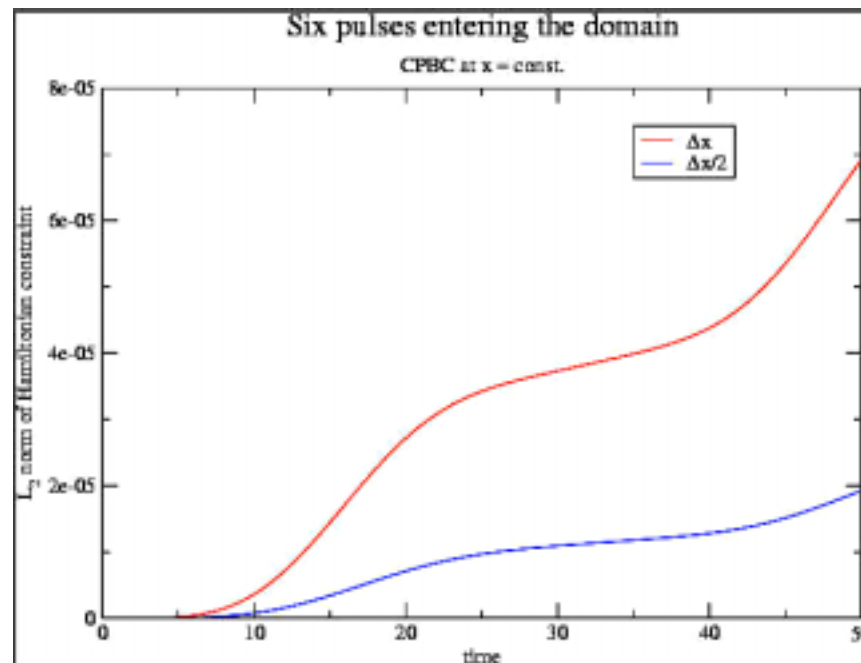
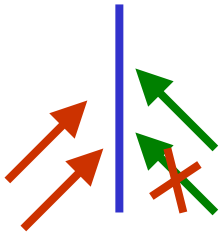
- *INSTABILITIES...*

- Bound conditions

- Developed constraint preserving boundary conditions, tested in 1D, extending to 3D.

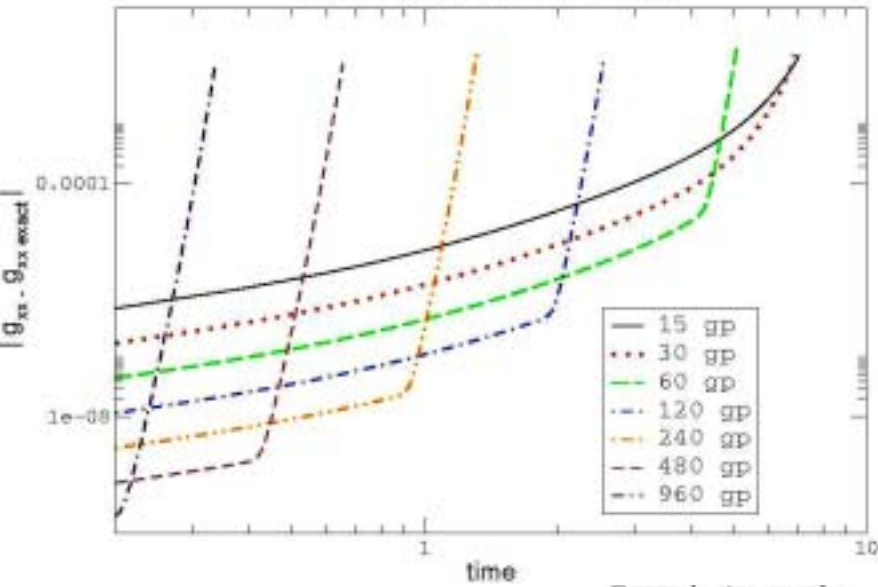
- Key: (I) Hyperbolic formulation to decide what to give

- (II) Above not enough. Demand constraint induced evolution preserve constraints → not all from (I) are freely specifiable

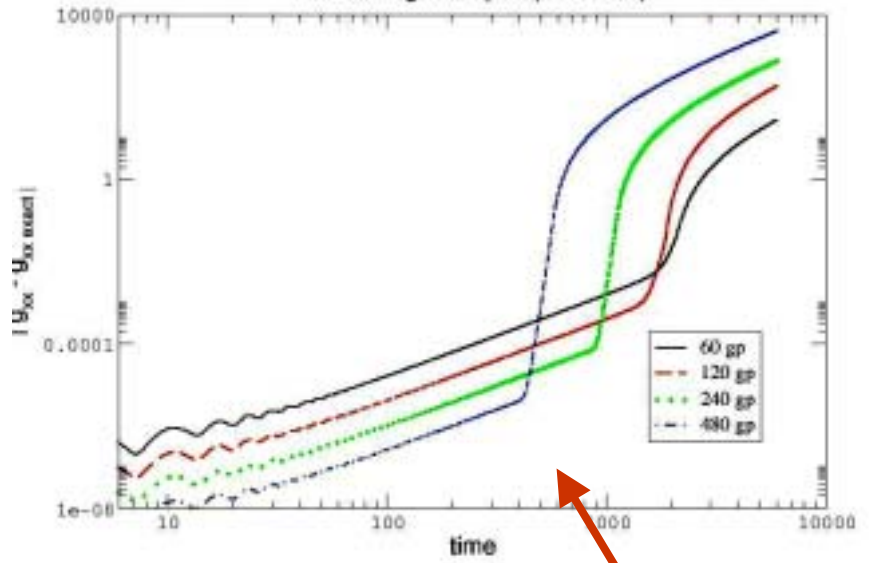


- Formulation?: The usual + analysis of non-principal terms
  - On fixed backgrounds
  - Von-Neuman type analysis of Fourier modes
- NUMERICAL (*can algorithms for wave eqns be used for weakly hyperbolic problems?*)
  - Observation: ‘standard’ algorithms: developed for *symm. hyperbolic eqns and linear*
  - What happens in weakly hyperbolic cases (and worse ones?)

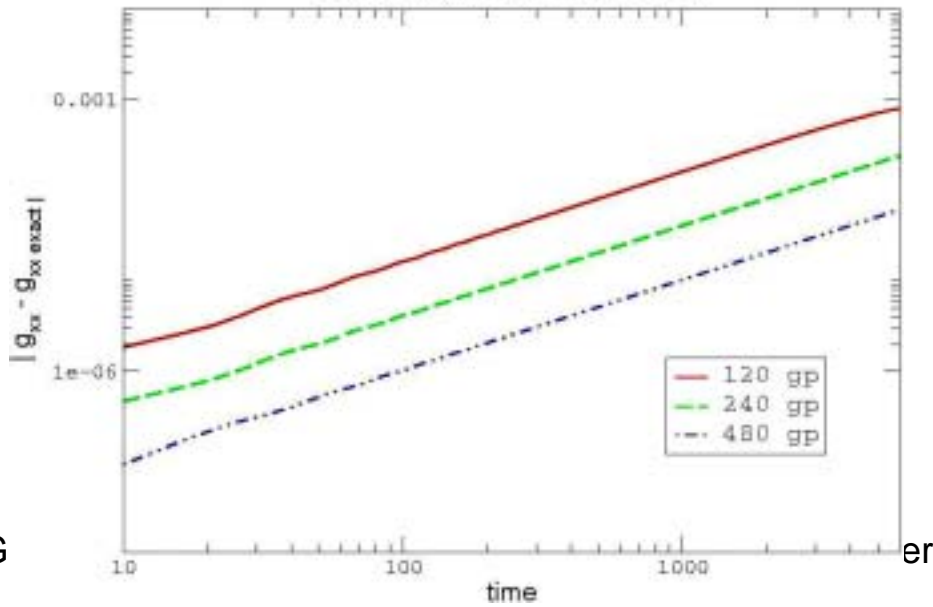
Errors in the metric  
Densitizing the lapse (CIP case)



Errors in the metric  
Densitizing the lapse (WH case)



Errors in the metric  
Densitizing the lapse (SH case)



When dissipation added

LIG

er



# *Conclusion & future*

- Lots of ‘heat’ on constraint behavior... but:  
*do we know for sure they’re the cause and not the effect?*  
Eg.: Not a significant issue in 2D with bdries at infinity
- Boundary conditions. Beyond accuracy, crucial for
  - Resolution (OB,  $T \sim 500M$ ,  $CC \sim 10^8$  TFlops with uniform grid)
  - Stability (constraint violating modes fed in there)
- Watch out for ‘off-the-shelve’ algorithms

What’s next?

- New code
  - Incorporating what’s been learned from different analysis
  - And 2D black string