


GPU-based Simulations of Tilted Black Hole Accretion and Jets



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Black Holes and Accretion

Supermassive

$$M \sim 10^6 - 10^{10} M_{\odot}$$



Quasars/AGN

Perseus Cluster

M87

MS0735.6

(Fabian

Outer Cavity

BH

outflow

inflow

jet

(Forman et al. 2005)

(McNamara et al. 2009)

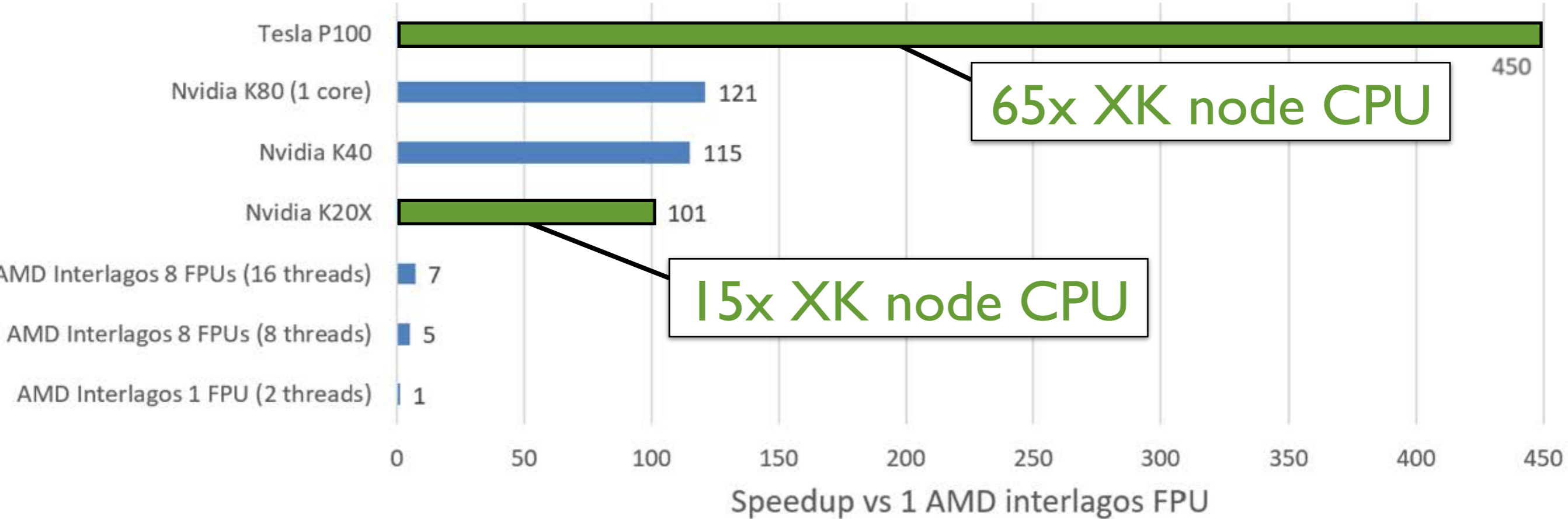
- How black holes produce outflows is poorly understood
- Tidal Disruptions are unique laboratories of accretion and outflows
- Expectation is a *tilted disk*
- Challenge: understand the physics of the *most common, tilted*, accretion flows from *first principles*

BW + H-AMR = BH Revolution



Matthew Liska
(U of Amsterdam)

- Multi-GPU 3D H-AMR (“hammer”, Liska, AT, et al. 2017):
 - Based on Godunov-type code HARM2D (Gammie et al. 2003). **See Matthew Liska’s poster.**
 - 85% parallel scaling to 4096 GPUs (MPI, OpenMP, OpenCL)
 - 100-450x speedup compared to a CPU core
- Features *on par with state-of-the-art* CPU codes (e.g., Athena++): **Adaptive Mesh Refinement (AMR)** with **local adaptive time stepping**



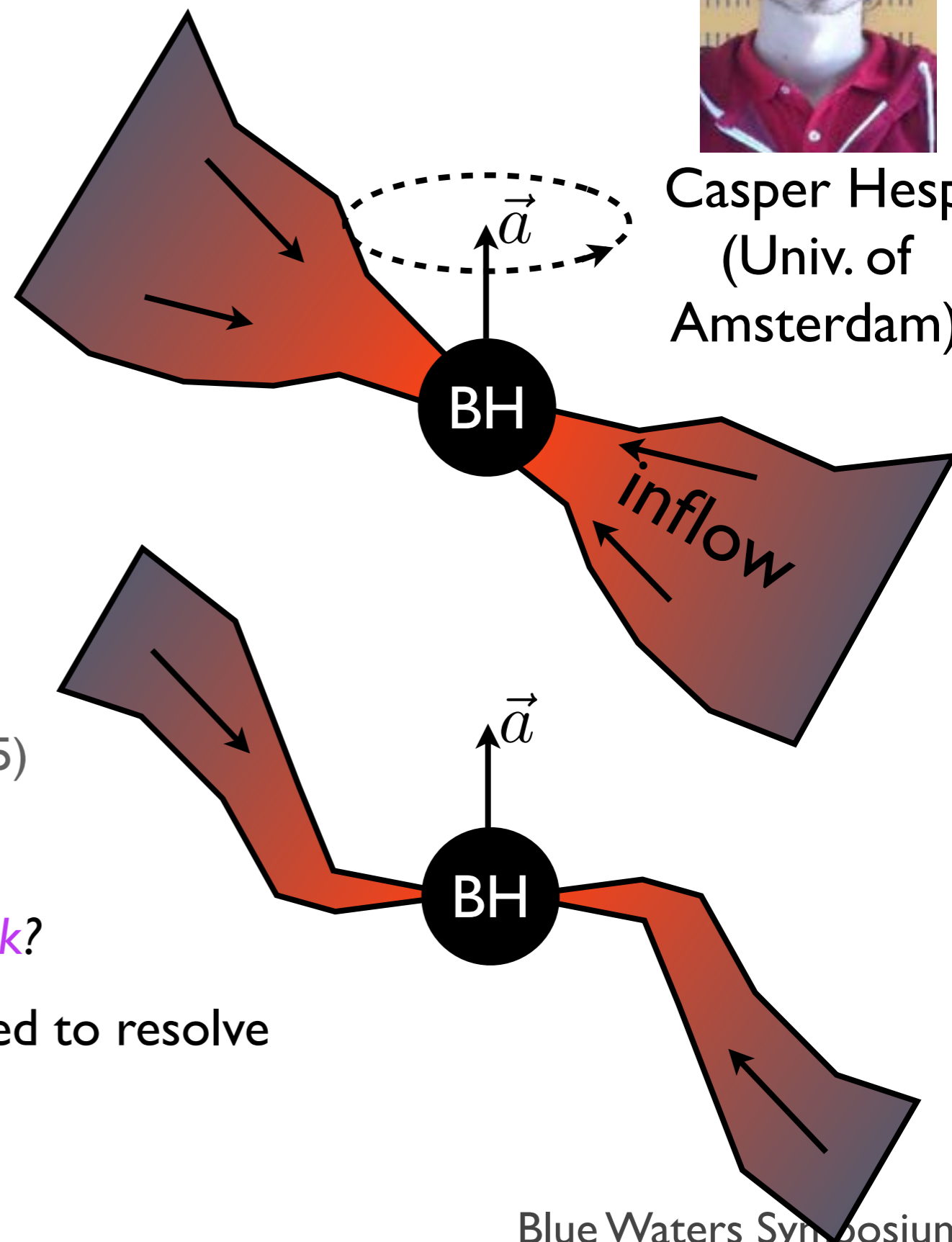
$\log(r)$

Tilted Disk Physics

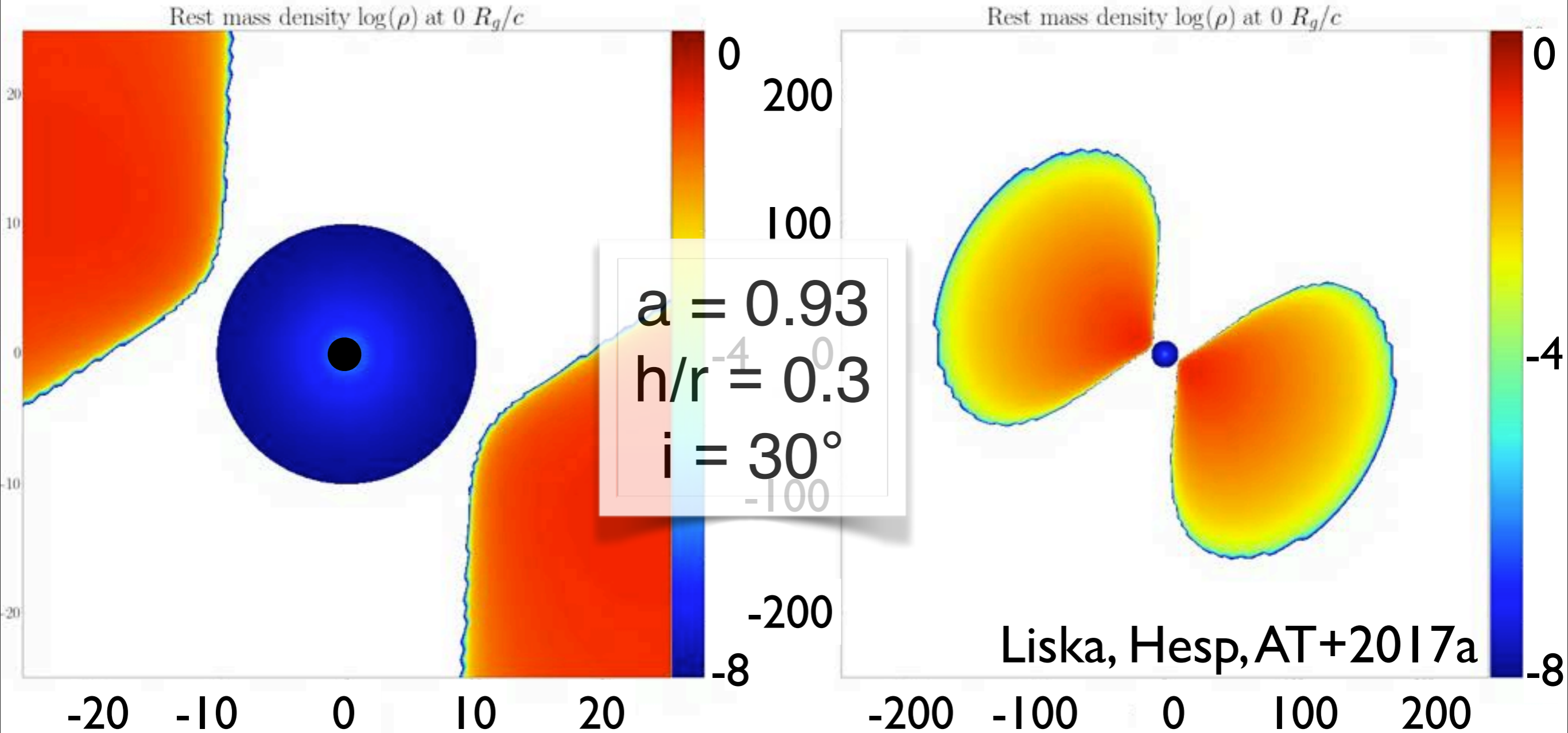


Casper Hesp
(Univ. of
Amsterdam)

- **Thick disks** **precess** due to general relativistic frame dragging by BH spin
 - **precessing** tilted disk sims could not handle jets (Fragile et al. 2005, 2007)
 - *Do tilted disks produce jets at all? Do jets **precess** or **point along** BH spin?* (McKinney, AT+2013)
 - **See Casper Hesp's poster**
- **Thin disks** can **align** due to Bardeen-Petterson (1975) effect
 - Seen only in **pseudo-Newtonian** simulations and at **small inclinations** (Hawley and Krolik 2015)
 - At **larger inclinations** disks predicted to **break** (Nixon et al. 2012)
 - *Do thin disks **align** in GR? Or do they **break**?*
- Challenge: enormous dynamical range. Need to resolve thin streams over long run times.

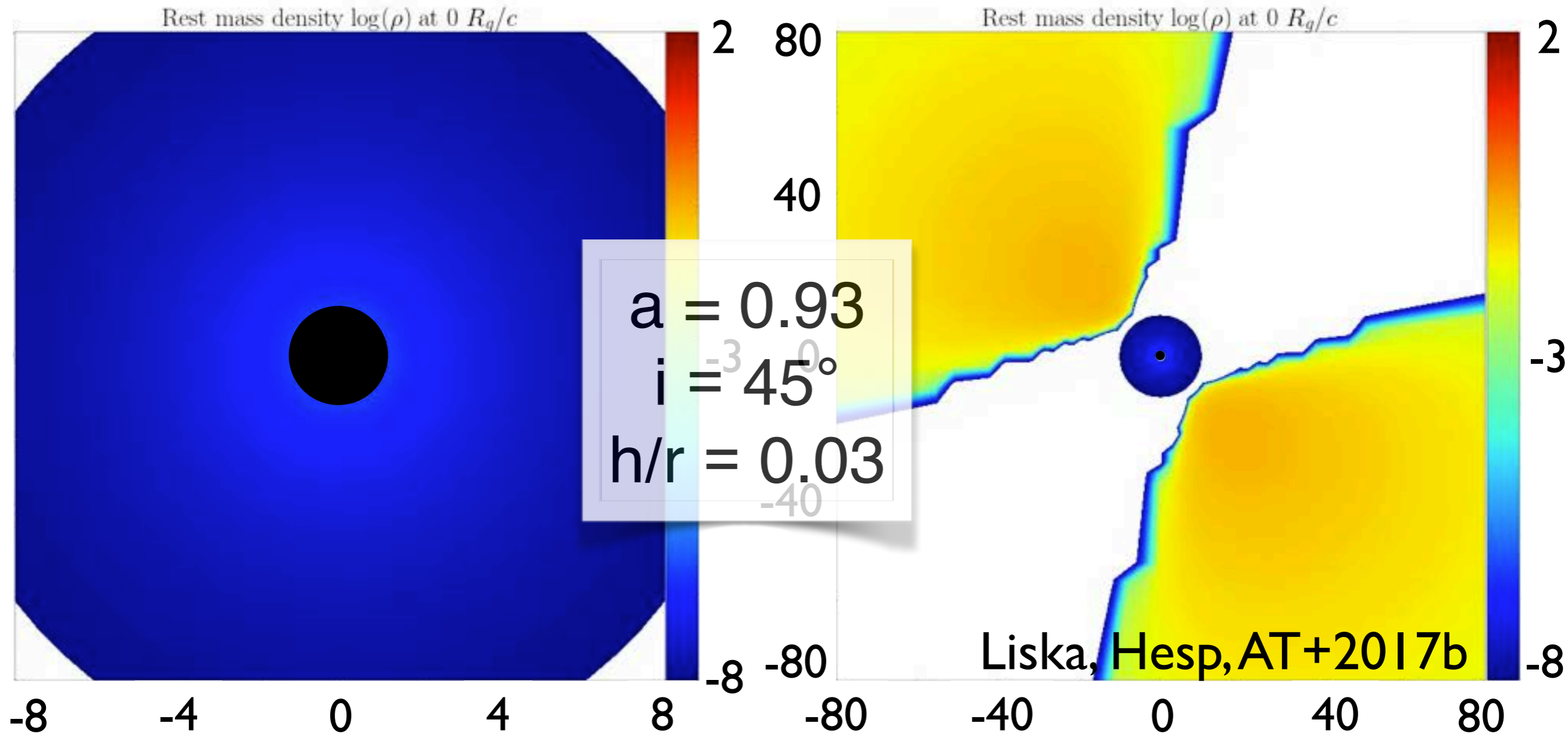


Thick Disks Precess



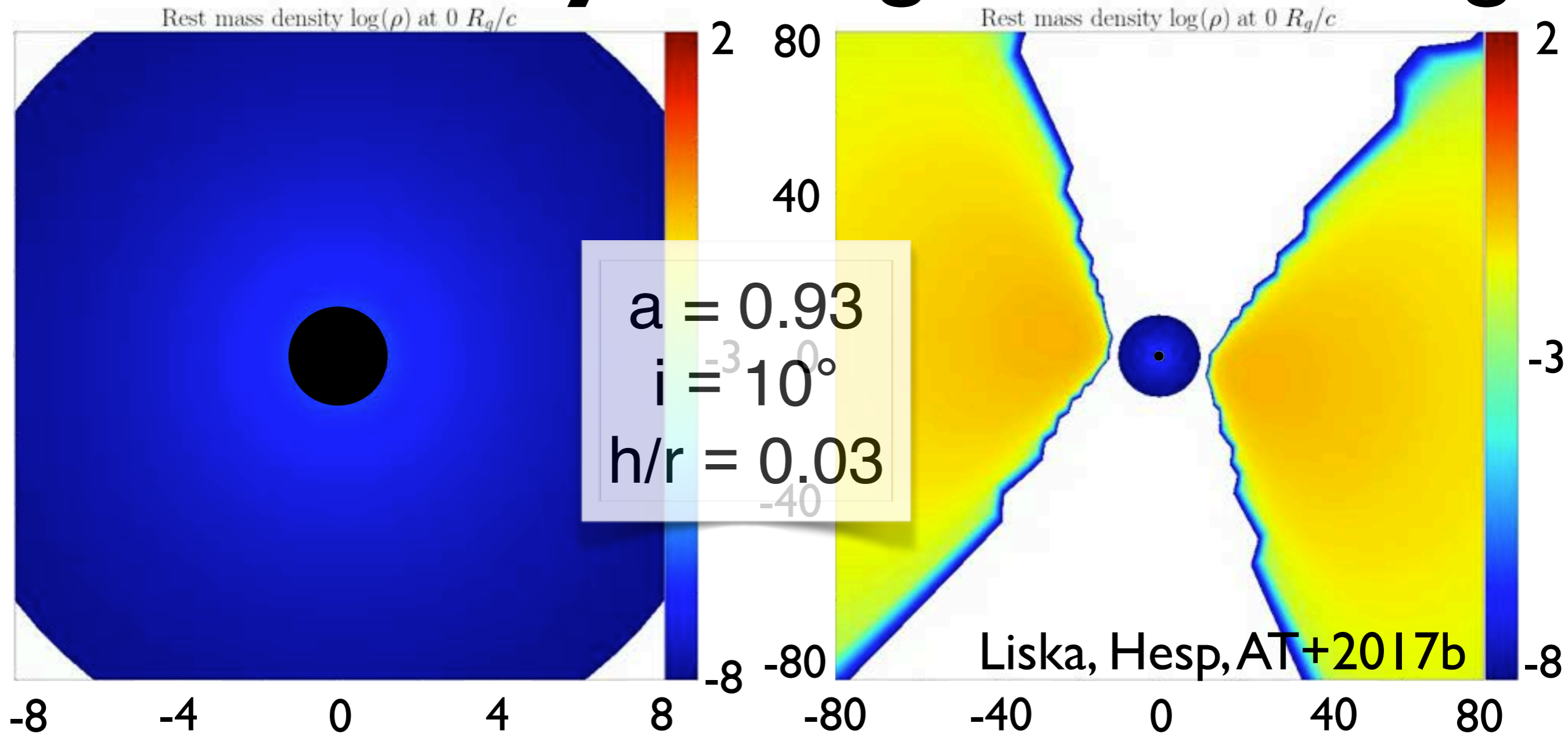
- BW enabled the first demonstration that
 - tilted thick disks produce tilted jets
 - tilted jets precess
- Longest GRMHD tilted disk simulation, $120,000 r_g/c$
- Highest resolution GRMHD simulations: $896 \times 288 \times 480$
 - convergence verified at 2x resolution: *first ever billion cell run*

Thin Strongly Misaligned Disks Do NOT Align



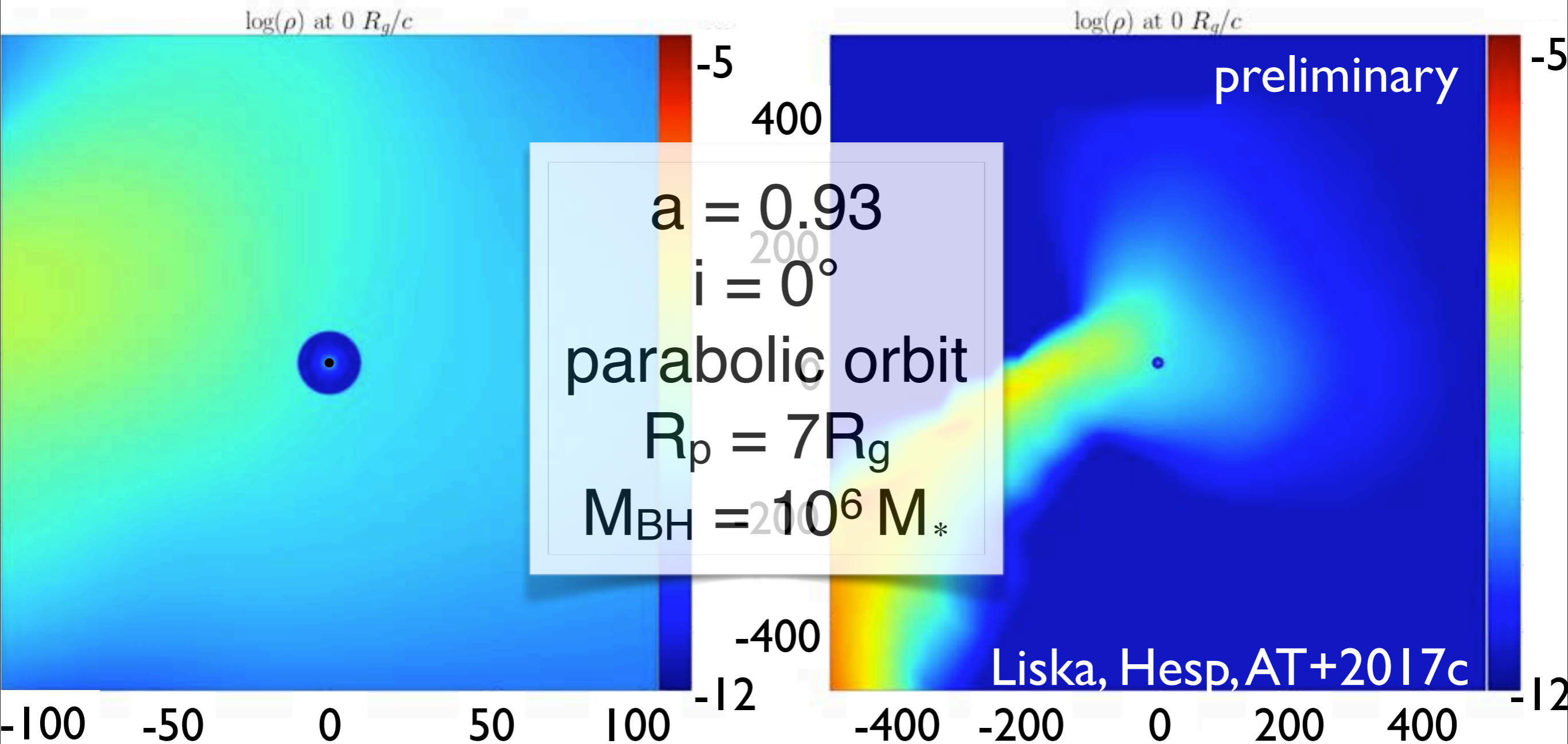
- BW enabled the thinnest disk simulations to date ($h/r = 0.03$)
- first tilted disk simulation in non-linear tilt regime ($i \gg h/r$)
- effective resolution $1792 \times 860 \times 1200$, 3 AMR levels
- *preliminary*: even thinner disk, $h/r = 0.015$, does not appear to align

Thin **Weakly** Misaligned Disks Align



- BW enabled first demonstration of (Bardeen-Petterson?) alignment in a general relativistic MHD simulation of a thin disk
- Effective resolution $1792 \times 860 \times 1200$, 3 AMR levels

Making the Disk from Scratch



- Initial conditions computed by the phantom code by Eric Coughlin
- BW enabled first simulation in GR of a star on a parabolic orbit tidally disrupted by supermassive BH, $M_{BH} = 10^6 M_*$ ($\gg 500 M_*$, Shiokawa+15)
- effective resolution $1792 \times 860 \times 1200$, 3 AMR levels

Broader Impacts

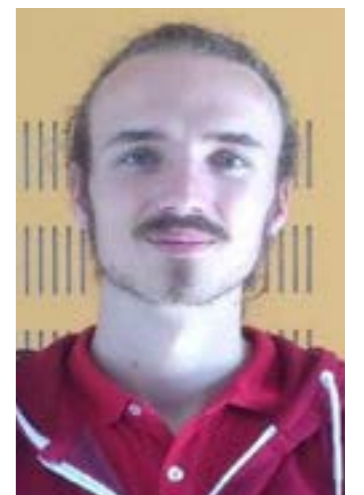
- Giving public talks
- Lecturing at summer schools:
 - PiTP (IAS, Princeton, NJ, July 2016)
 - SPSAS-HighAstro (Sao Paulo, Brazil, May 2017)
 - SOMA-2017: <http://astrosoma.ru> (Moscow, Russia, July '17)
- Mentoring undergraduate and graduate students
- Addressing long-standing problems in BH accretion

Black Hole Revolution

- GPU-accelerated AMR general relativistic MHD code
 - perfect match for Blue Waters GPU capabilities
- Groundbreaking science enabled by Blue Waters:
 - *first* billion cell black hole disk-jet simulation
 - *first* jets from tilted precessing thin and thick disks
 - *first* (Bardeen-Petterson?) alignment of thin disk in general relativity
 - *first* simulation in GR of a star on a parabolic orbit tidally disrupted by a supermassive black hole
- Involvement of students from around the world
- I soon move to Northwestern University: please direct interested students and postdocs my way



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Modern GPUs Give H-AMR a Boost

Relative performance CPU/GPU

