

Astrophysical Particle Simulations (N-Body)

- **Cosmological Structure Formation**

several billions of particles, approximate potential, short time (in terms of number of orbits, orbit one Gyr)

- **Galaxies**

$10^8 - 10^9$ particles, approximate potential, thousands of orbits, orbit 10^8 yrs)

- **Star Clusters and Galactic Nuclei**

$10^6 - 10^8$ particles, particle-particle potential, $10^4 - 10^5$ orbits, orbit $10^6 - 10^5$ yrs), Direct N-Body

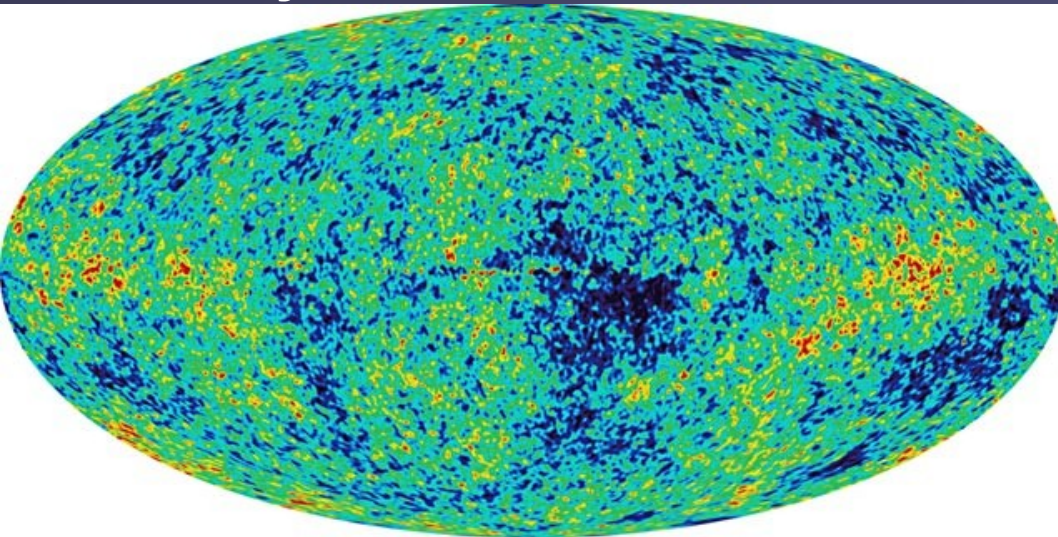
Computer Physics - Astrophysics

Cosmology

Computer Physics – Astrophysics

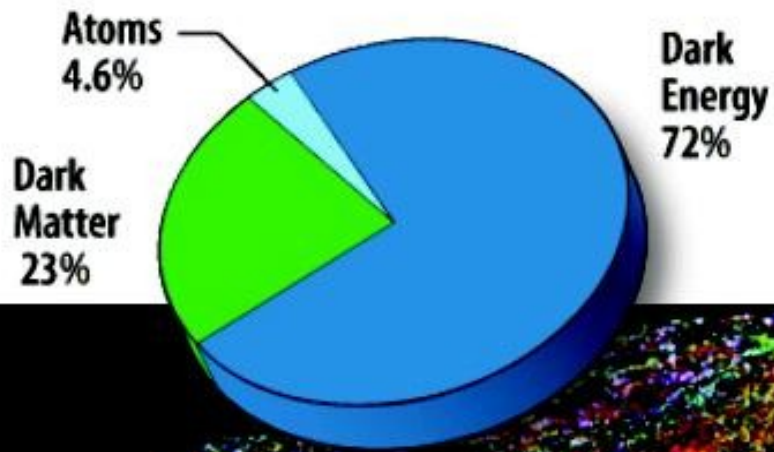
Structure Formation in the Universe

In the year 100.000....

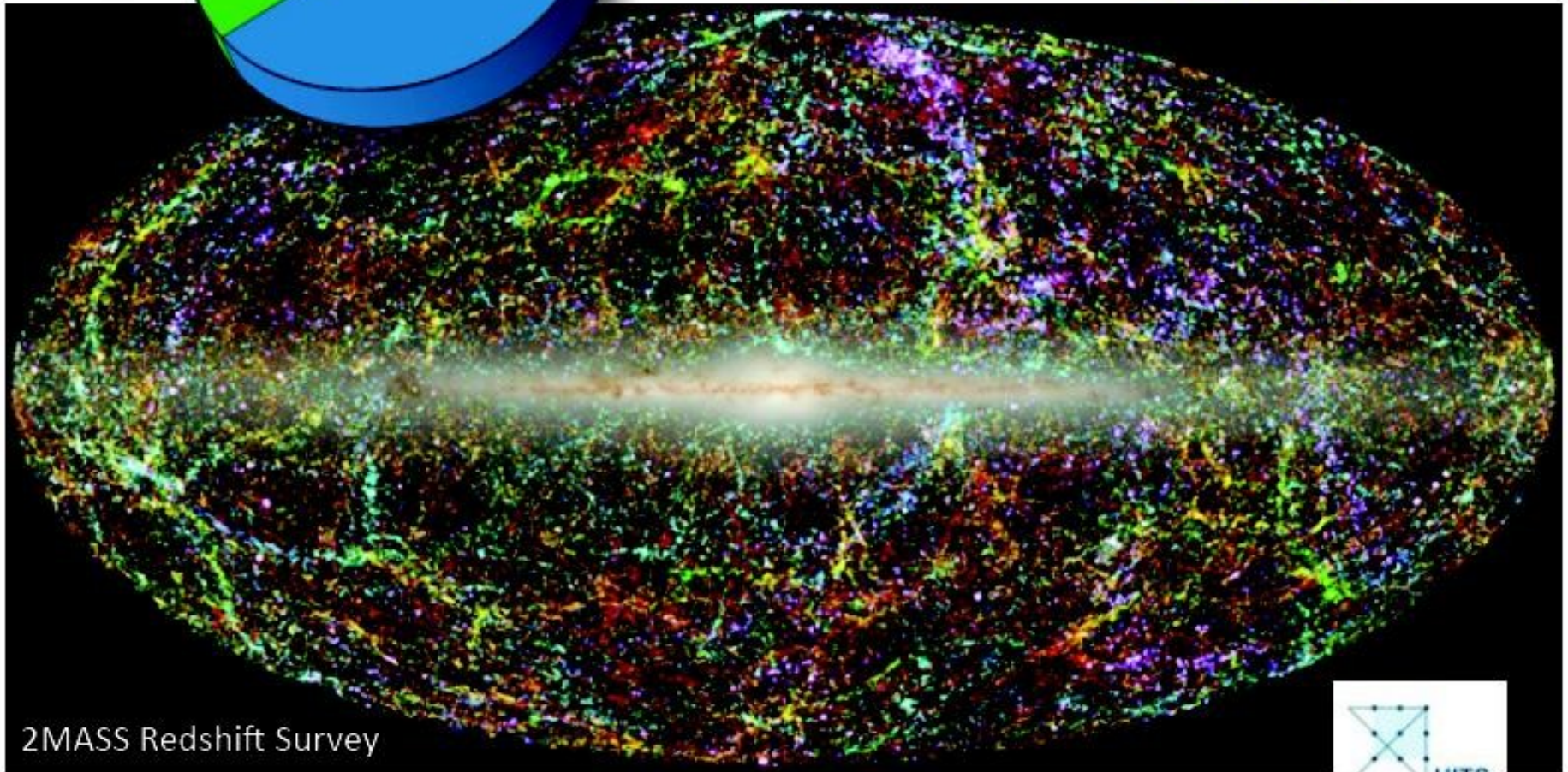
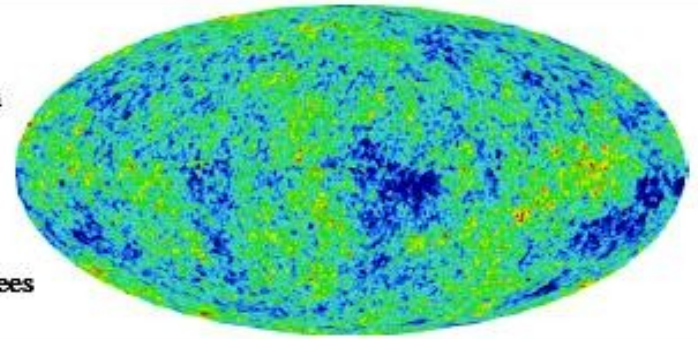


Wilkinson Microwave Anisotropy Probe (WMAP)
(Cosmic Microwave Background)

...and ``today``



WMAP
2.725 Kelvin
0.0002 degrees



2MASS Redshift Survey

(Image: T.H. Jarrett (IPAC/SSC))



A visualization of the Millennium Simulation, showing a vast field of particles in shades of blue and purple. A white horizontal line with arrows at both ends is positioned at the top, indicating a scale of 1 Gpc/h. The particles are distributed in a complex, filamentary structure, characteristic of a dark matter distribution in a cosmological simulation.

1 Gpc/h

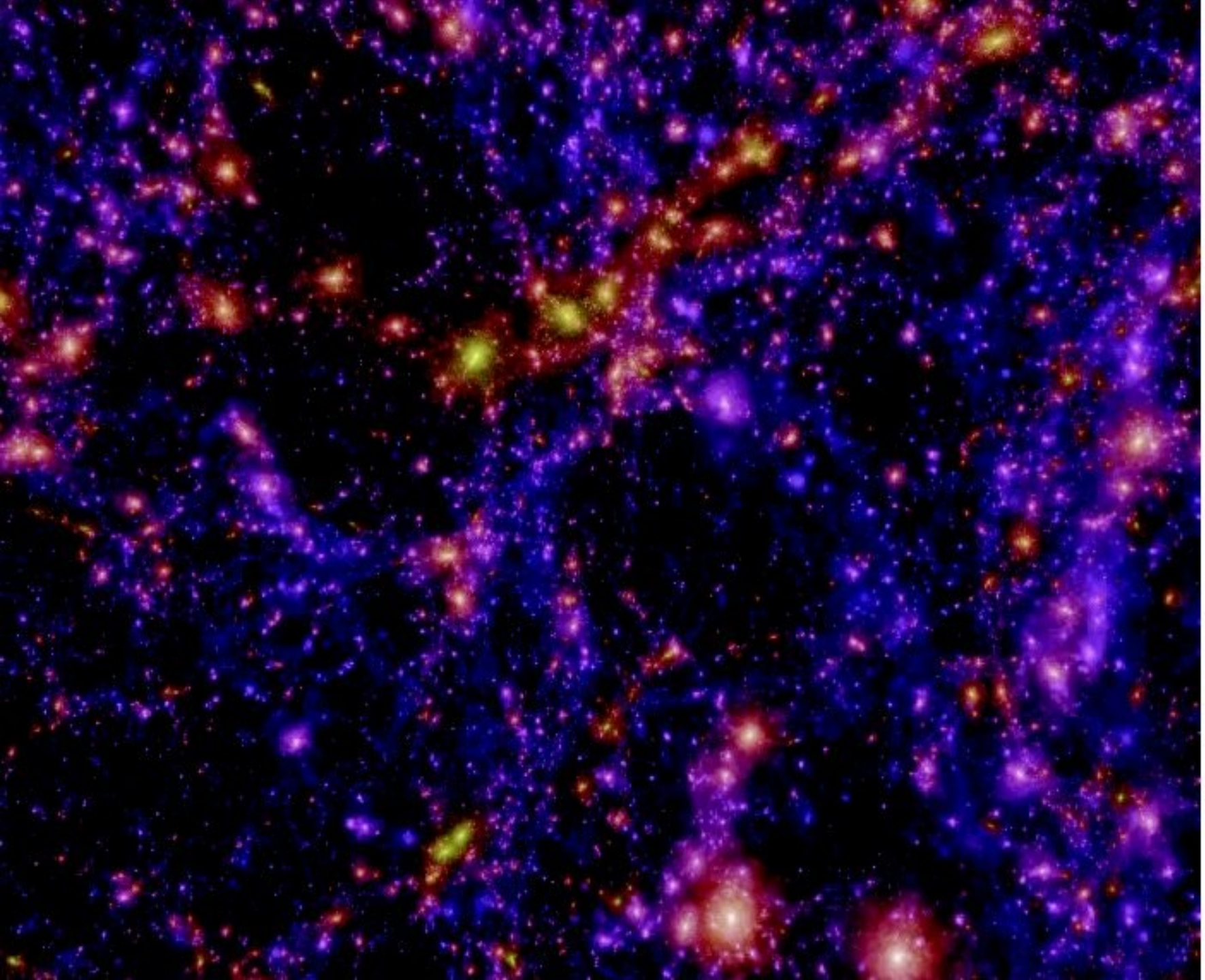
Millennium Simulation

10,077,696,000 particles

Serves as example here;
for current project see
<https://www.tng-project.org/>

($z = 0$)

Millennium Simulation (Springel et al.)



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Galaxies

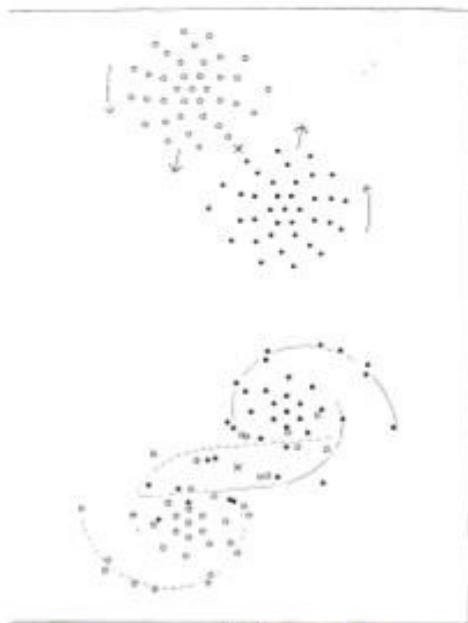
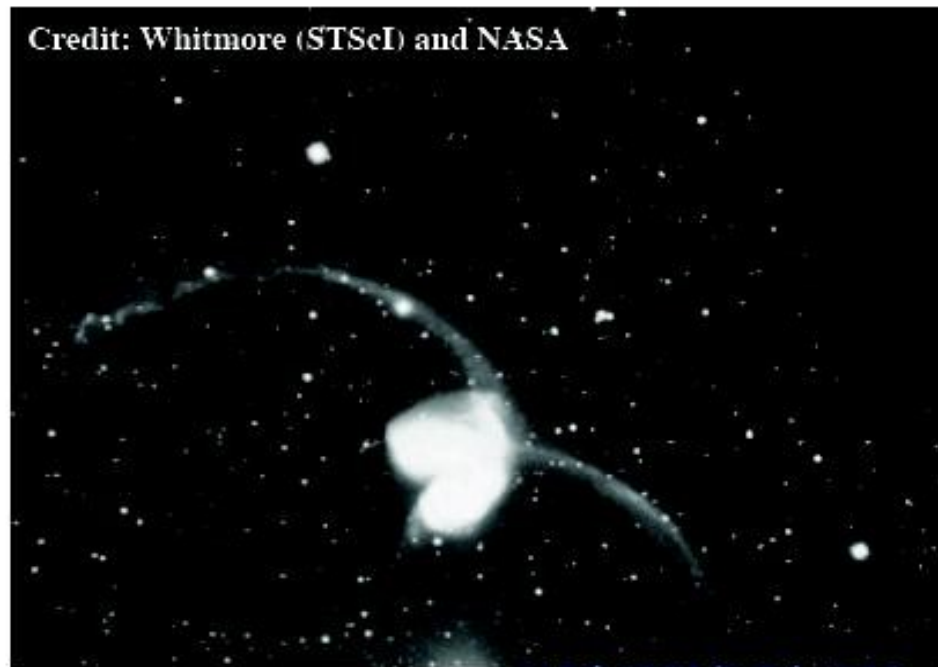


FIG. 4b

Holmberg, 1937/1941

Credit: Whitmore (STScI) and NASA



NGC 4038/NGC 4039



FIG. 23.—Symmetric model of NGC 4038/9. Here two identical disks of radius $0.75R_{\text{min}}$ suffered an $e \approx 0.5$ encounter with orbit angles $i_0 = i_9 = 60^\circ$ and $\omega_0 = \omega_9 = -30^\circ$ that appeared the same to both. The above all-inclusive views of the debris and remnants of these disks have been drawn exactly normal and edge-on to the orbit plane; the latter viewing direction is itself 30° from the line connecting the two pericenters. The viewing time is $t = 15$, or slightly past apocenter. The filled and open symbols again disclose the original loyalties of the various test particles.

Toomre & Toomre, 1972, ApJ, 178, 623



Computer Physics - Astrophysics

Black Holes in Star Clusters



VIRGO – Pisa 3km
LIGO – Livingston, LA
Hanford, WA
1km
GEO600 – Hannover
600m
AIGO – Australien
(planned, 5 km)

<http://www.ligo-la.caltech.edu/>
<http://www.ego-gw.it>
<http://www.geo600.uni-hannover.de>

Outreach to 50 Millionen
light years (Neutron Stars)

EUROPEAN GRAVITATIONAL OBSERVATORY

EGO



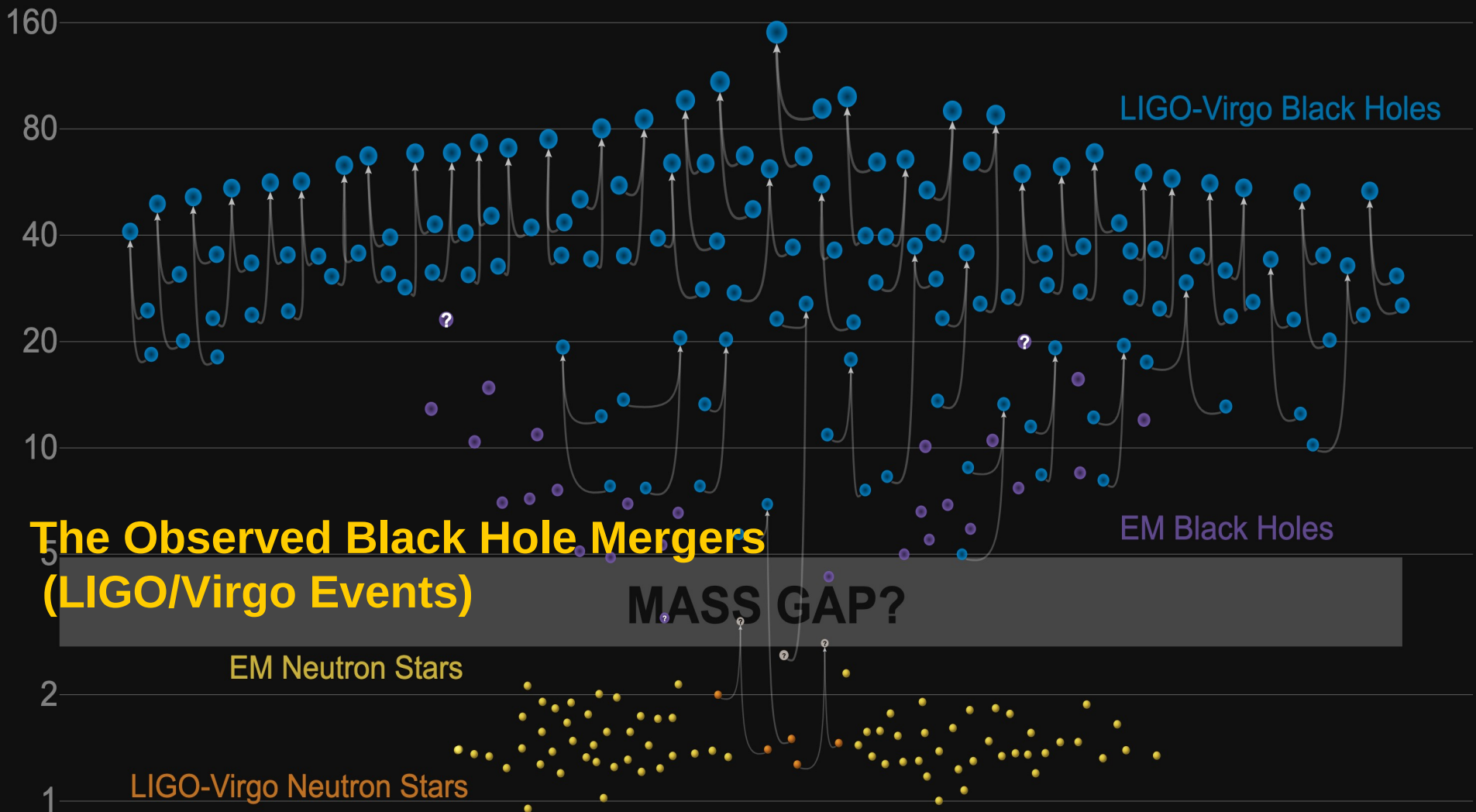
Consortium of

Example: VIRGO Detector in Cascina near Pisa, Italy



Masses in the Stellar Graveyard

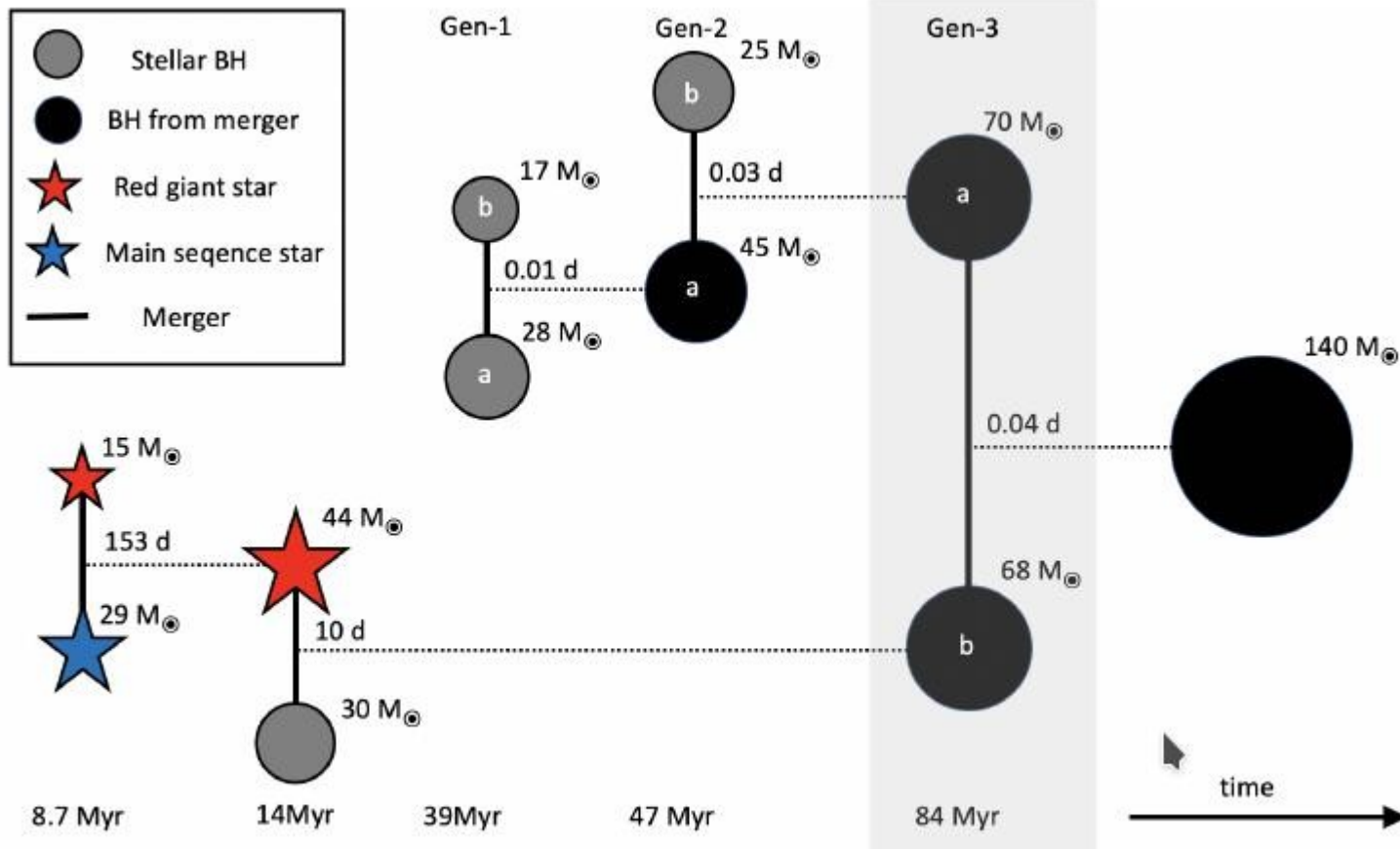
in Solar Masses



GWTC-2 plot v1.0

LIGO-Virgo | Frank Elavsky, Aaron Geller | Northwestern

Black Hole Mergers in our N-Body Simulations of a Dense Star Cluster



Rizzuto, Naab, Spurzem, et al. 2021, MNRAS

<https://ui.adsabs.harvard.edu/abs/2021MNRAS.501.5257R/abstract>

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Star Clusters

On the Evolution of Stellar Systems

V. A. Ambartsumian

(George Darwin Lecture, delivered on 1960 May 13)

<http://cdsads.u-strasbg.fr/abs/1960QJRAS...1..152A>

IN THIS lecture we shall consider some aspects of the problem of the evolution of stellar systems. We shall concentrate chiefly on *galaxies*. However, at the same time we shall treat here some questions connected with *star clusters* as component members of galaxies.

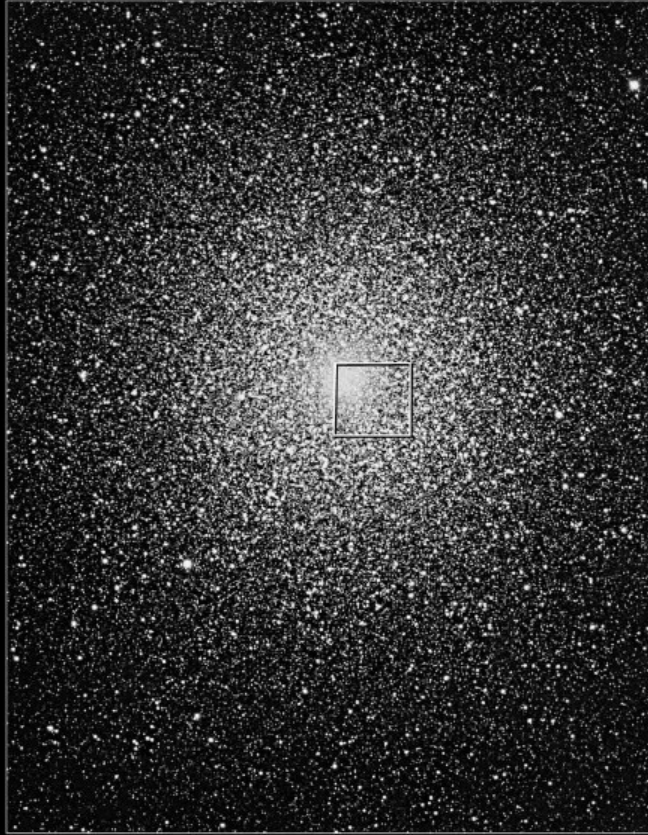


Concepts discussed:

- Total Energy of grav. star clusters NOT additive
- No thermodynamical equilibrium
- Statistical Theory of Gases to be used with care
(large mean free path)
- Locally truncated Maxwellian distribution.

Globular Cluster 47 Tucanae

$$\vec{a}_0 = \sum_j Gm_j \frac{\vec{R}_j}{R_j^3} ; \quad \vec{a}_0 = \sum_j Gm_j \left[\frac{\vec{V}_j}{R_j^3} - \frac{3(\vec{V}_j \cdot \vec{R}_j)\vec{R}_j}{R_j^5} \right]$$



Ground • AAT

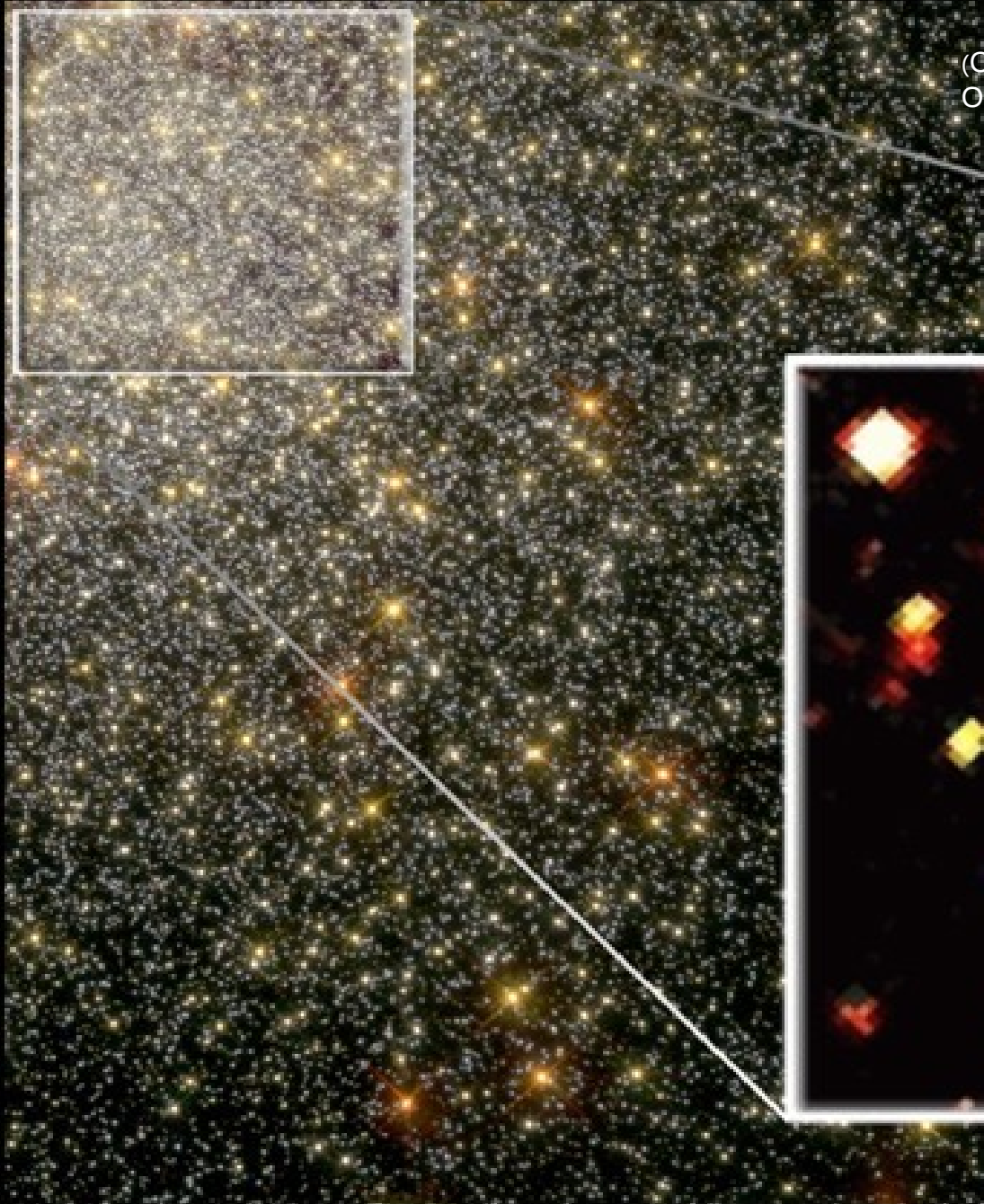
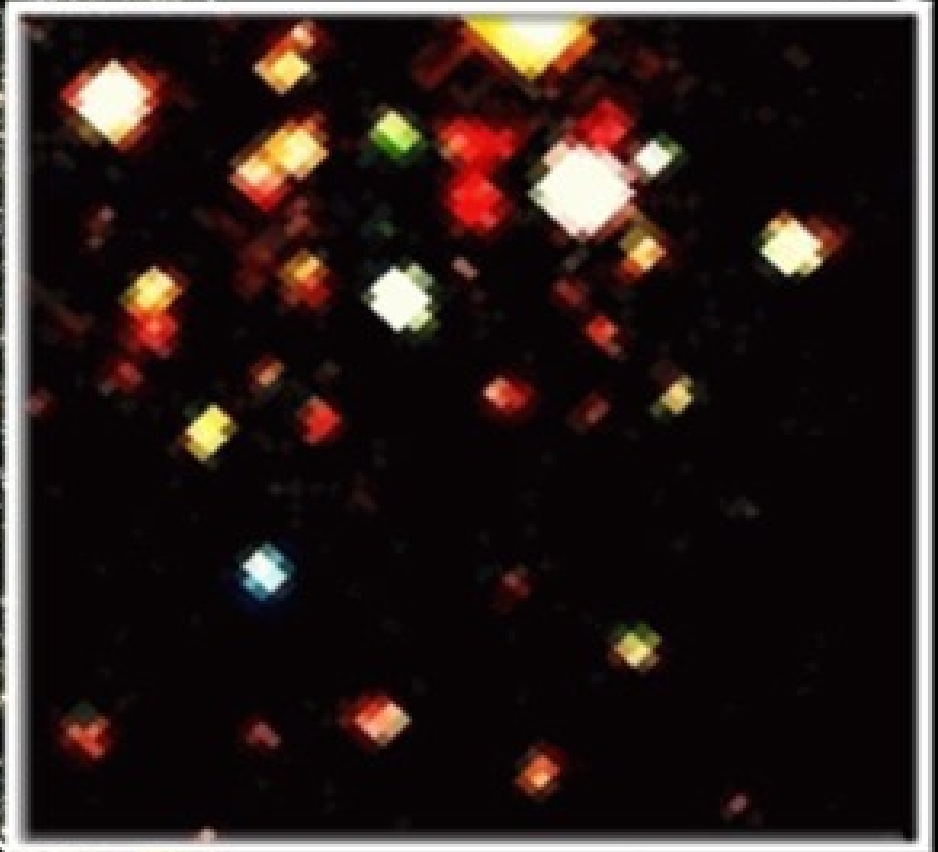
NASA and R. Gilliland (STScI)
STScI-PRC00-33

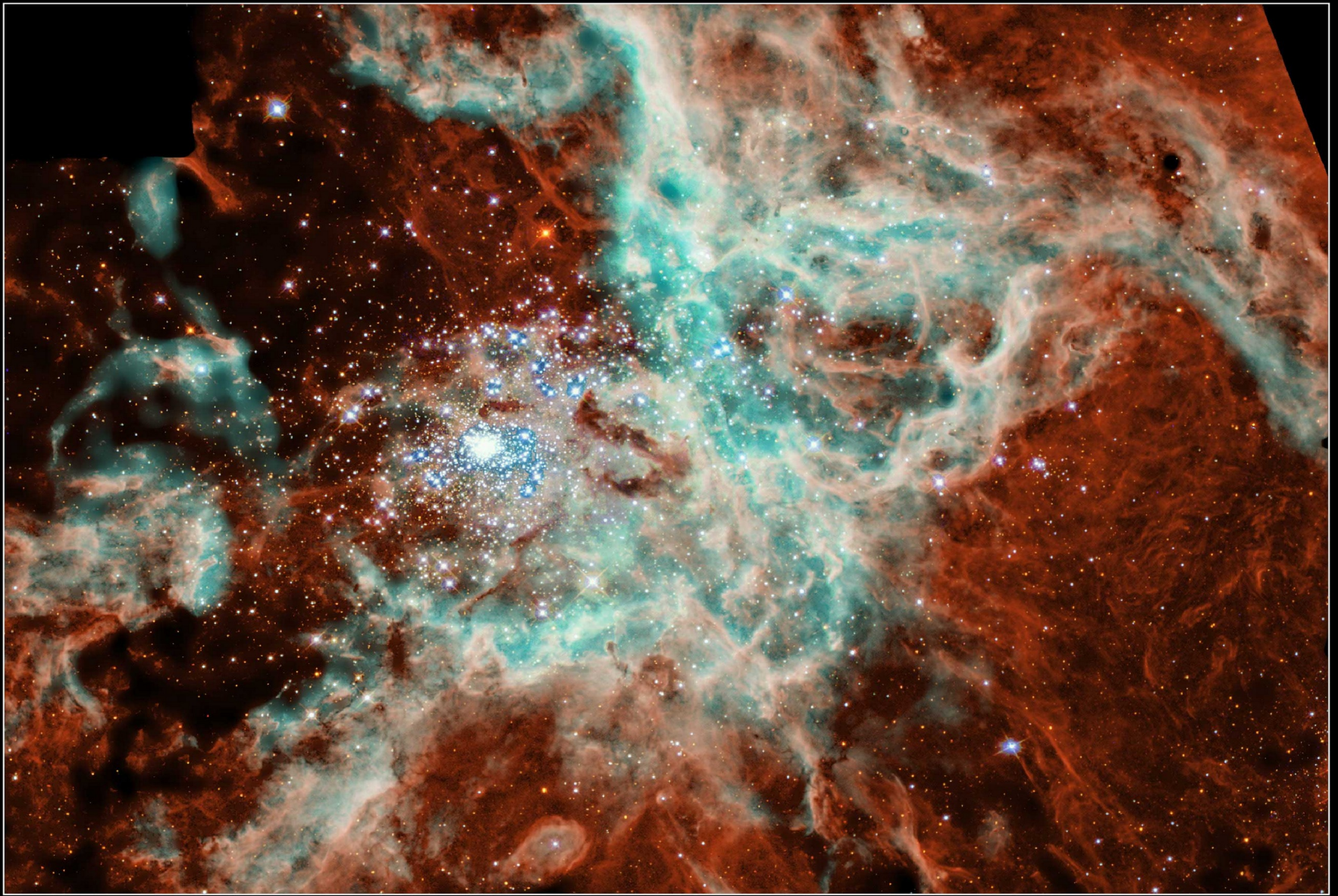


Hubble Space Telescope • WFPC2

(Credit: X-ray: NASA/CfA/J. Grindlay et al.,
Optical: NASA/STScI/R. Gilliland et al.)

X-ray binaries with
Neutron stars
and black holes



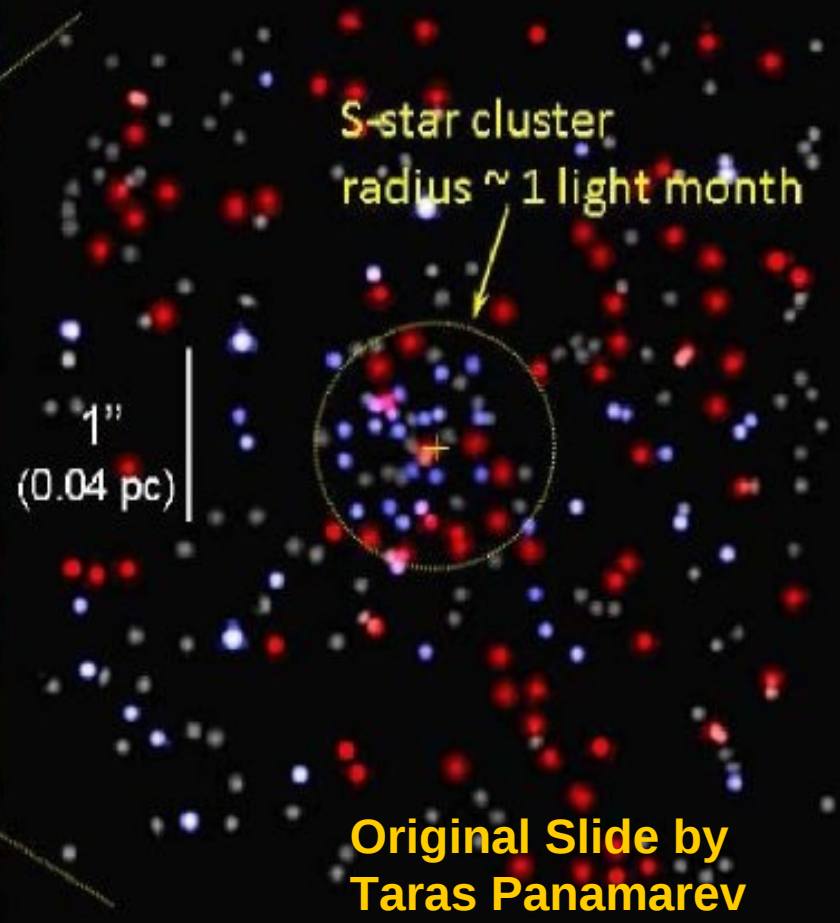
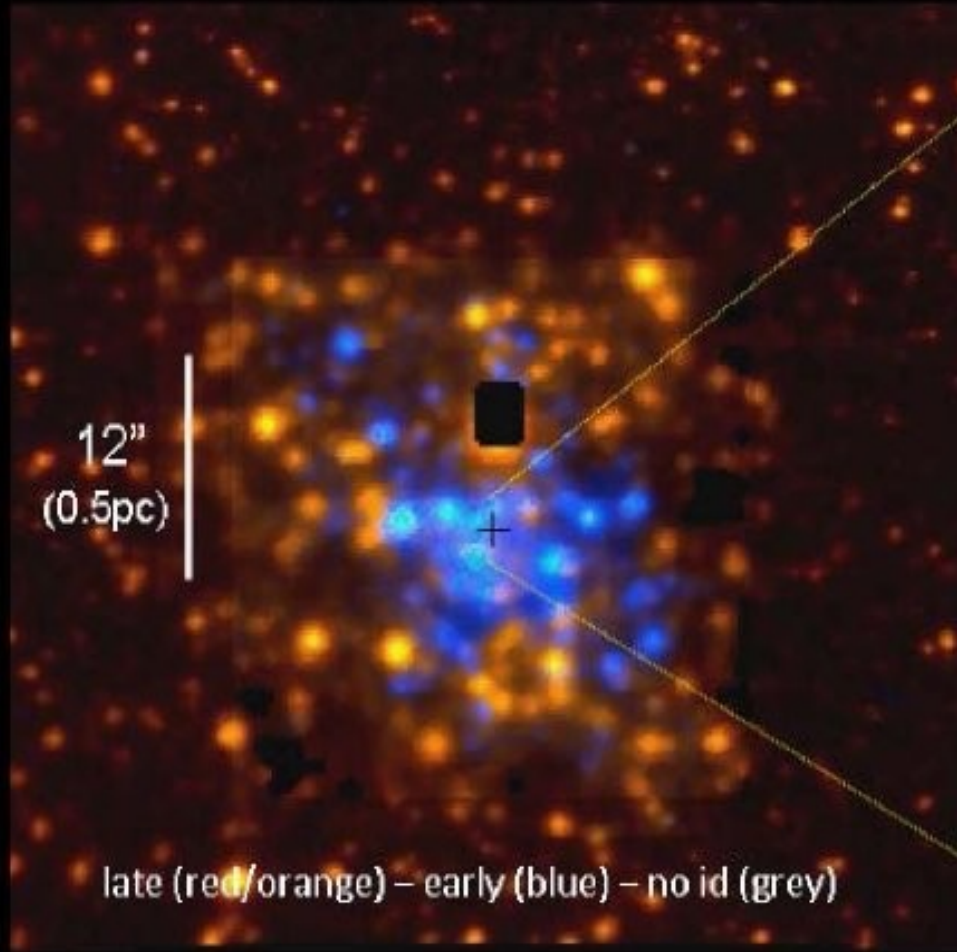


**30 Doradus in the Large Magellanic Cloud
Hubble Space Telescope • WFPC2**

NASA, N. Walborn (STScI), J. Maíz-Apellániz (STScI), and R. Barbá (La Plata Observatory, Argentina) • STScI-PRC01-21

Distribution of stars

Galactic Center



Panamarev, Just, Spurzem, et al. 2019, MNRAS, Direct N-Body Simulation of The Galactic Center: <https://ui.adsabs.harvard.edu/abs/2019MNRAS.484.3279P/abstract>

Computer Physics - Astrophysics

Direct N-Body Code

NBODY6++GPU

Direct N-Body Simulations



The Hermite Scheme: 4th Order on two time points

$$\vec{a}_0 = \sum_j Gm_j \frac{\vec{R}_j}{R_j^3} \quad ; \quad \vec{\ddot{a}}_0 = \sum_j Gm_j \left[\frac{\vec{V}_j}{R_j^3} - \frac{3(\vec{V}_j \cdot \vec{R}_j)\vec{R}_j}{R_j^5} \right] ,$$

$$\vec{x}_p(t) = \frac{1}{6}(t - t_0)^3 \vec{\ddot{a}}_0 + \frac{1}{2}(t - t_0)^2 \vec{a}_0 + (t - t_0)\vec{v} + \vec{x} ,$$

$$\vec{v}_p(t) = \frac{1}{2}(t - t_0)^2 \vec{\ddot{a}}_0 + (t - t_0)\vec{a}_0 + \vec{v} ,$$

Repeat Step 1 at $t=t_1$ using predicted $x, v \rightarrow a_1, \ddot{a}_1$

Direct N-Body Simulations

$$\frac{1}{2}\vec{a}^{(2)} = -3\frac{\vec{a}_0 - \vec{a}_1}{(t - t_0)^2} - \frac{2\vec{a}_0 + \vec{a}_1}{(t - t_0)}$$
$$\frac{1}{6}\vec{a}^{(3)} = 2\frac{\vec{a}_0 - \vec{a}_1}{(t - t_0)^3} - \frac{\vec{a}_0 + \vec{a}_1}{(t - t_0)^2},$$

The Hermite Step
Get Higher Derivatives

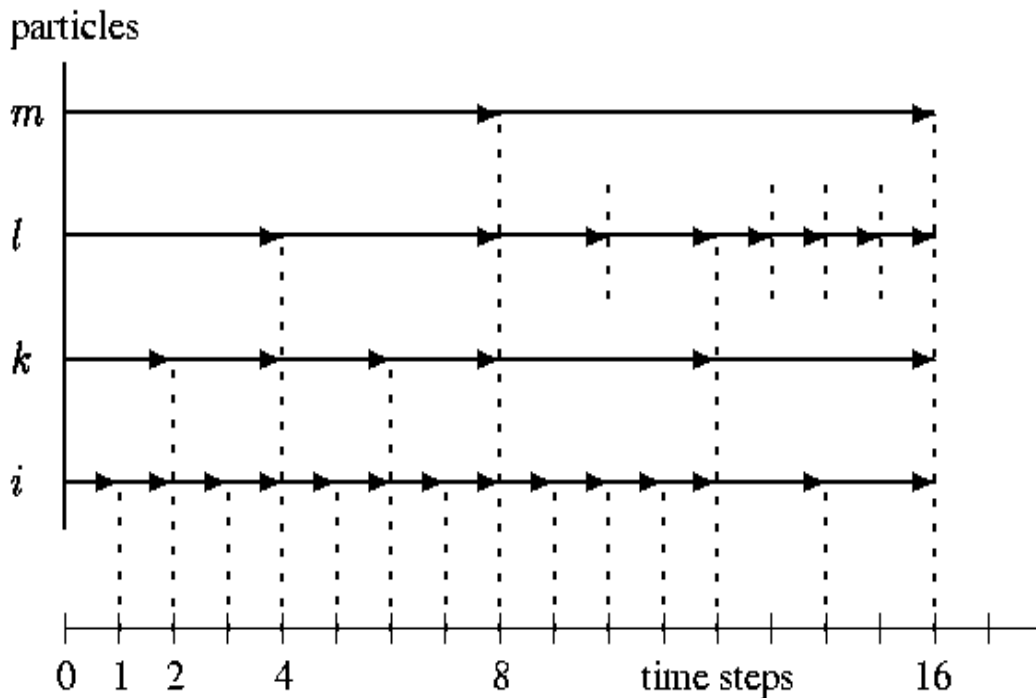
$$\vec{x}(t) = \vec{x}_p(t) + \frac{1}{24}(t - t_0)^4\vec{a}_0^{(2)} + \frac{1}{120}(t - t_0)^5\vec{a}_0^{(3)},$$
$$\vec{v}(t) = \vec{v}_p(t) + \frac{1}{6}(t - t_0)^3\vec{a}_0^{(2)} + \frac{1}{24}(t - t_0)^4\vec{a}_0^{(3)}.$$

The Corrector Step – this is not time symmetric!

Direct N-Body Simulations

Harfst, Berczik, Merritt, Spurzem et al, *NewA*, 12, 357 (2007)
 Spurzem et al., *Comp. Science Res. & Dev.* 23, 231 (2009)

Hierarchical Individual Block Time Steps

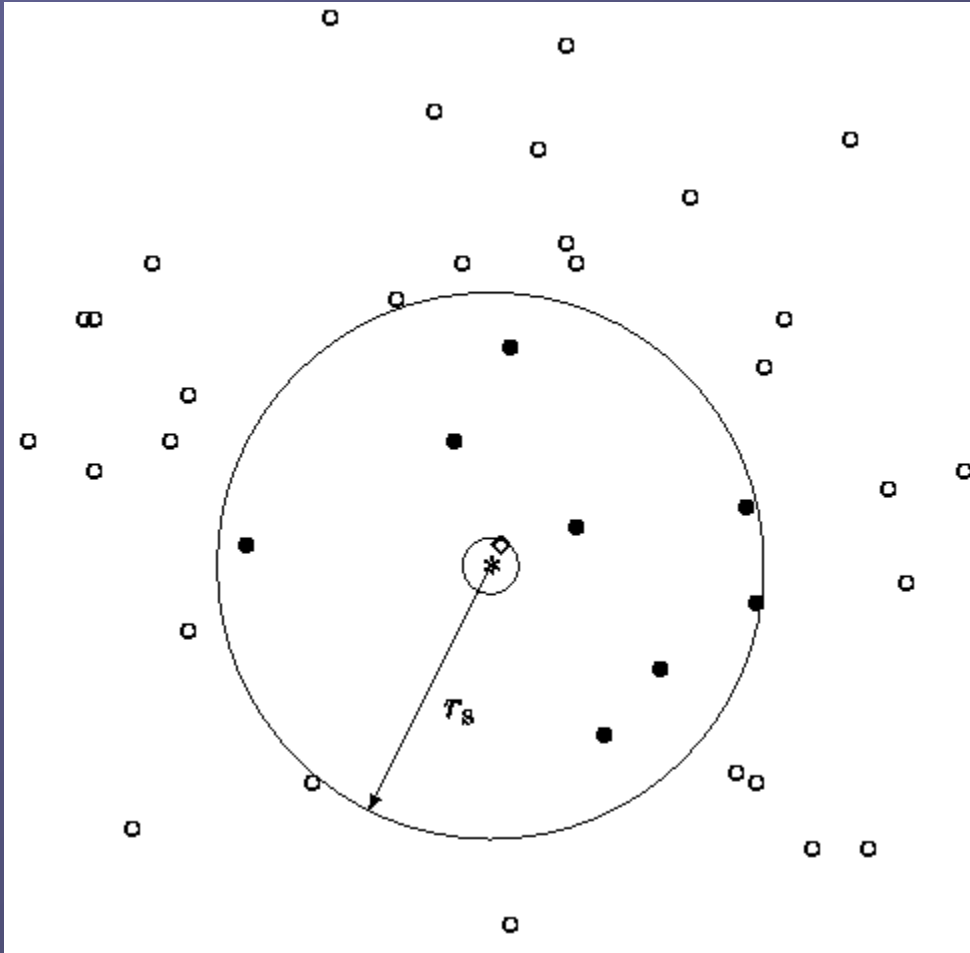


$$\Delta t = \sqrt{\eta \frac{|\vec{a}| |\vec{a}^{(2)}| + |\vec{a}|^2}{|\vec{a}| |\vec{a}^{(3)}| + |\vec{a}^{(2)}|^2}}$$

4th_{th} order Hermite scheme

$$\frac{d^2 \vec{r}_i}{dt^2} = \vec{a}_i$$

Direct N-Body Simulations



Ahmad-Cohen
Neighbour Scheme

(Double Volume for
Incoming Particles)

Special Care for fast
Particles

New Developments
in progress!

Direct N-Body Simulations

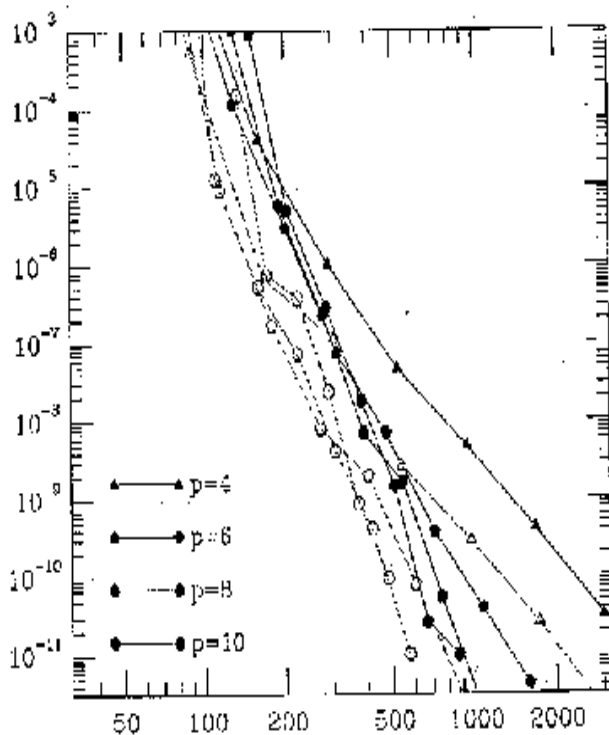


Fig. 1. The relative energy error as the function of the number of steps. A time-step criterion using differences between predicted and corrected values is used, different from Eq. 43. Dotted curves are for Hermite schemes, solid curves for Aarseth schemes. The stepnumber p denotes the order of the integrator. From [37].

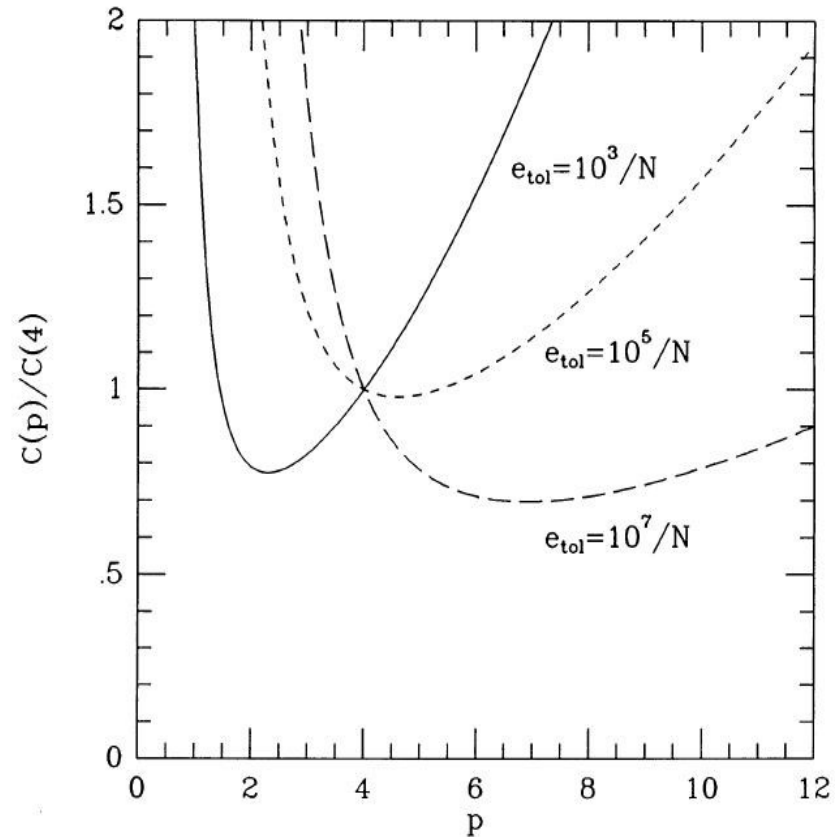


FIG. 6.—The theoretical estimate of the calculation cost relative to that for the standard Aarseth scheme with $p = 4$, plotted as the function of the stepnumber.

Direct N-Body Simulations

So we need (among others):

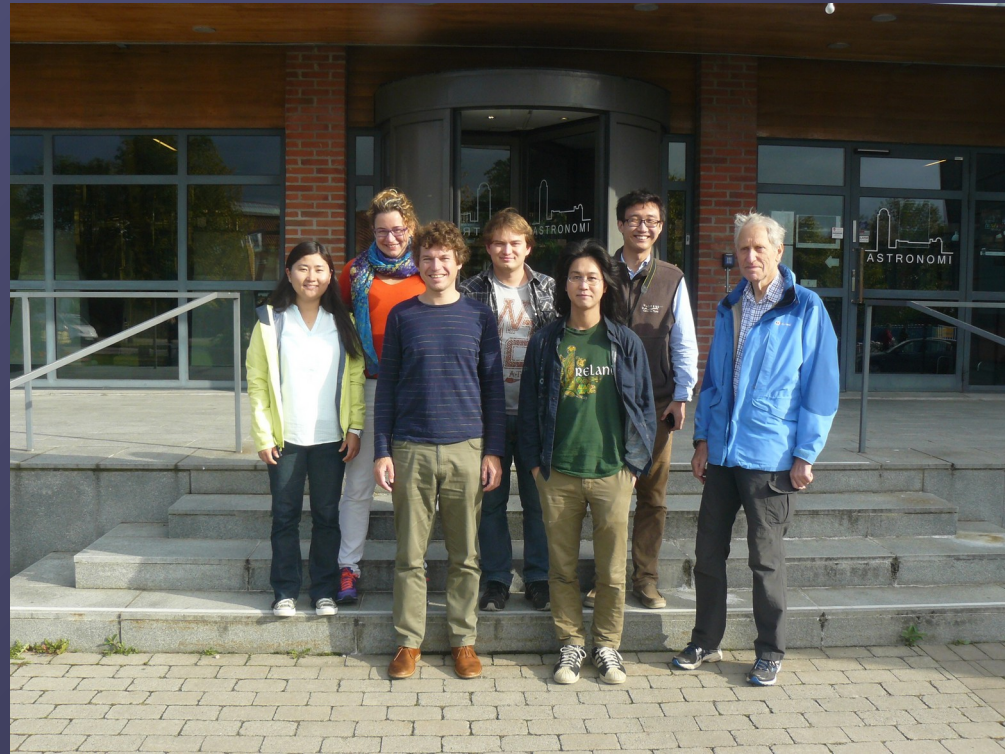
- 2-body Regularization (Kustaanheimo & Stiefel 1965)
- 3-body Regularization (Aarseth & Zare 1974)
- Hierarchical Subsystems (Chain, Aarseth & Mikkola)
- Our GPU implementation: Keigo (Nitadori & Aarseth 2012)

Quaternions....

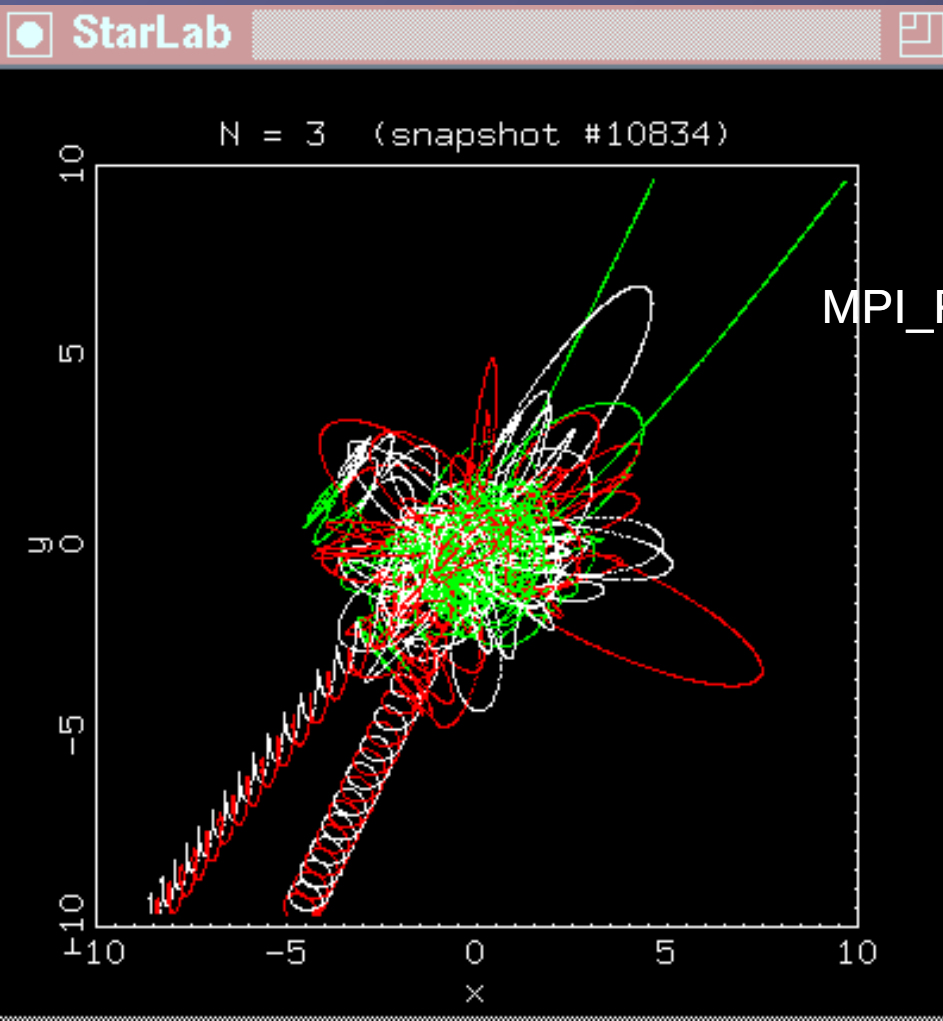
18 September 2015: some participants at the N-body workshop in Lund

From the left: Seungkyung Oh, Anna Sippel, Mark Gieles, Taras Panamarev, Keigo Nitadori, Long Wang, Sverre Aarseth

Keigo: RIKEN Inst. Japan (→ Fugaku)



Direct N-Body Simulations



Resonant 3-Body Encounter

Starlab Simulation by
S.L.W. McMillan

<http://www.physics.drexel.edu/~steve/>
-> Three-Body-Problem

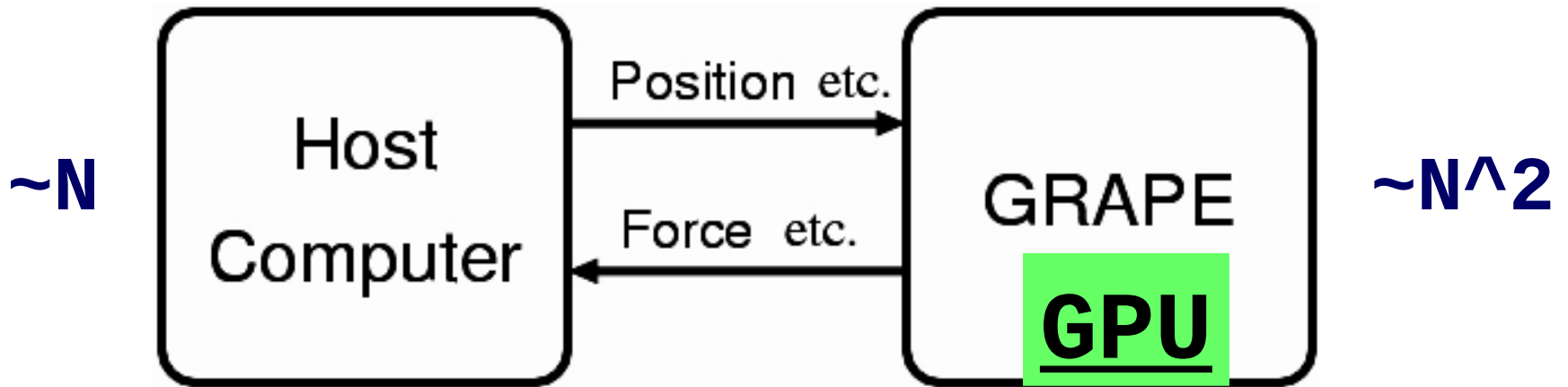
Computer Physics - Astrophysics

N-Body Parallelization

NBODY6++GPU

N-body code Acceleration Scheme

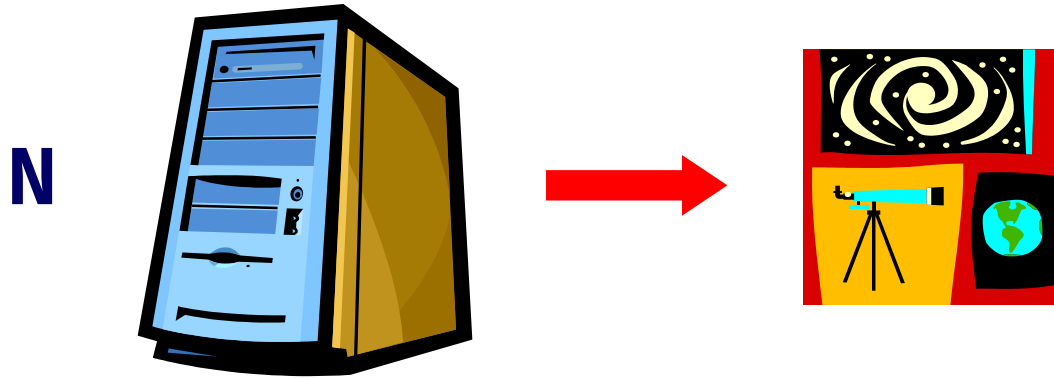
(Single Node)



$$\vec{a}_i = \sum_{j=1; j \neq i}^N \vec{f}_{ij} \quad \vec{f}_{ij} = - \frac{G \cdot m_j}{(r_{ij}^2 + \epsilon^2)^{3/2}} \vec{r}_{ij}$$

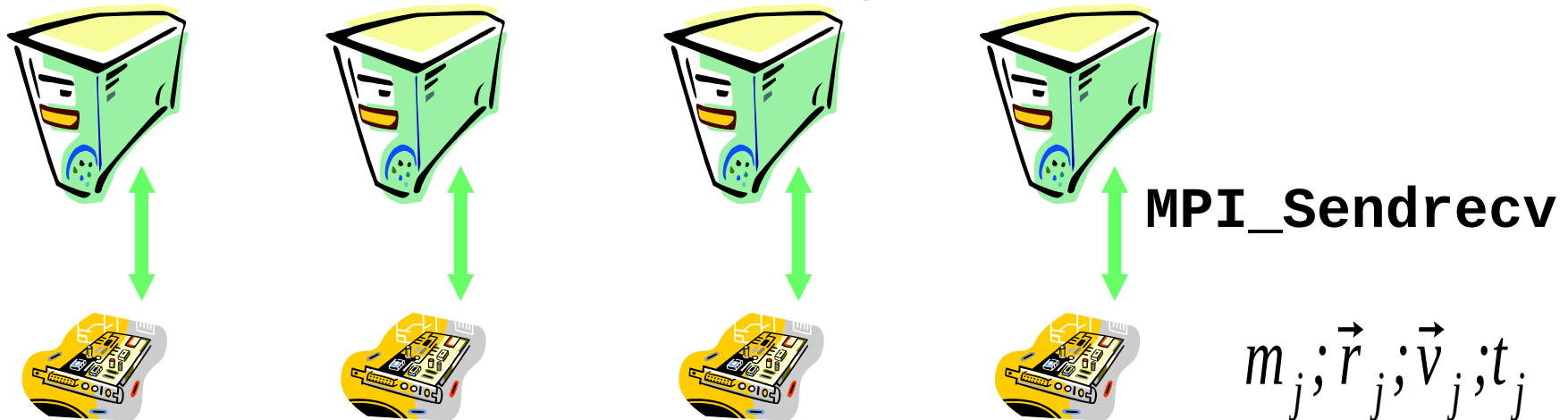
In our code: $\epsilon=0$

Parallel code on the cluster



$$m_i; \vec{r}_i; \vec{v}_i; t_i \quad \longleftrightarrow \quad \varphi_i; \vec{a}_i; \dot{\vec{a}}_i$$

active particles distributed among nodes **N_{act}**

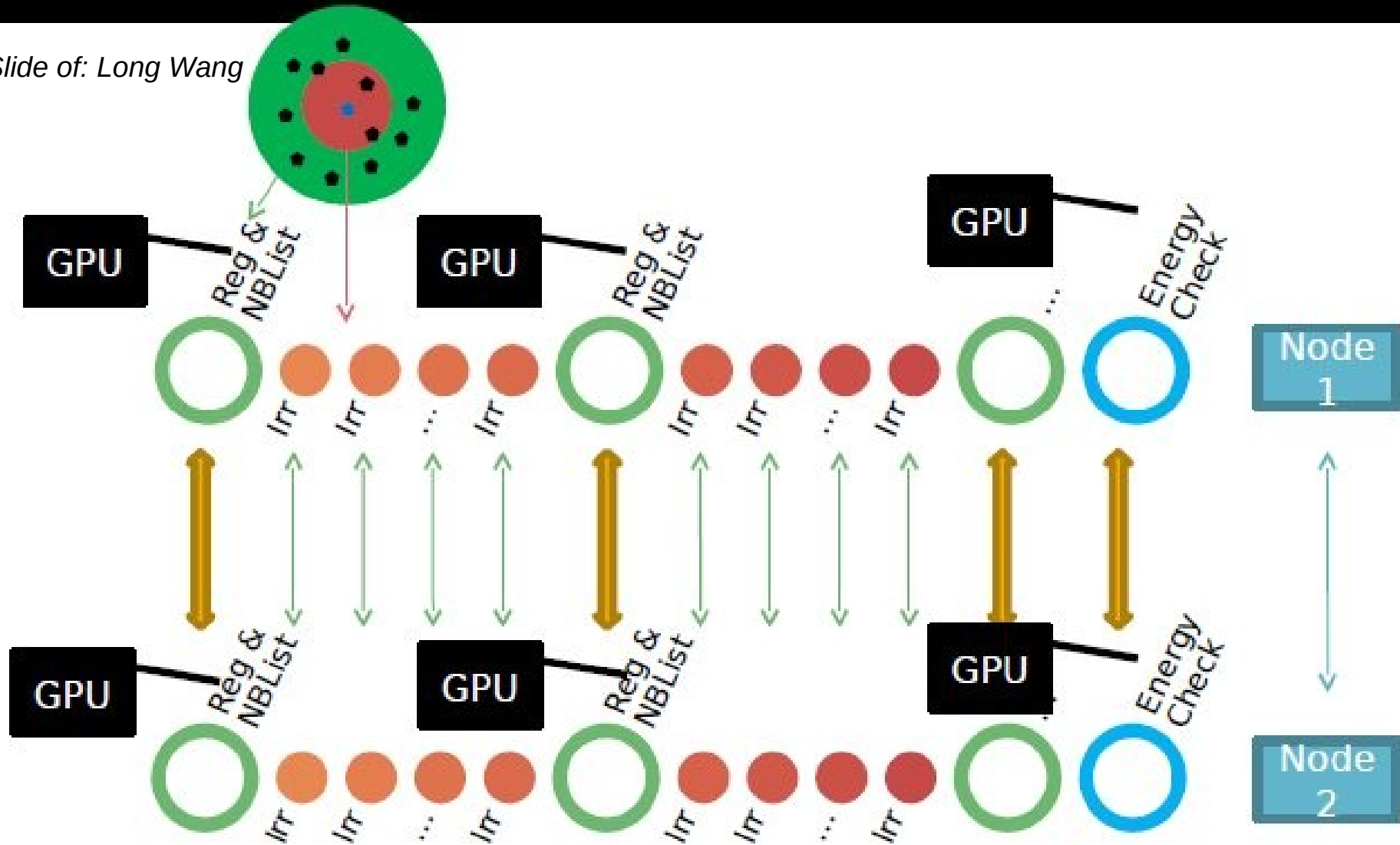


Full N on every GPU

$$m_j; \vec{r}_j; \vec{v}_j; t_j$$

Nbody6++ Structure

Slide of: Long Wang



天龙星团模拟： 百万数量级恒星、 黑洞和引力波

Dragon Star Cluster Simulations: Millions of Stars;
black holes and gravitational waves

<http://silkroad.bao.ac.cn/dragon/>

One million stars direct simulation,

biggest and most realistic direct N-Body simulation of globular star clusters.

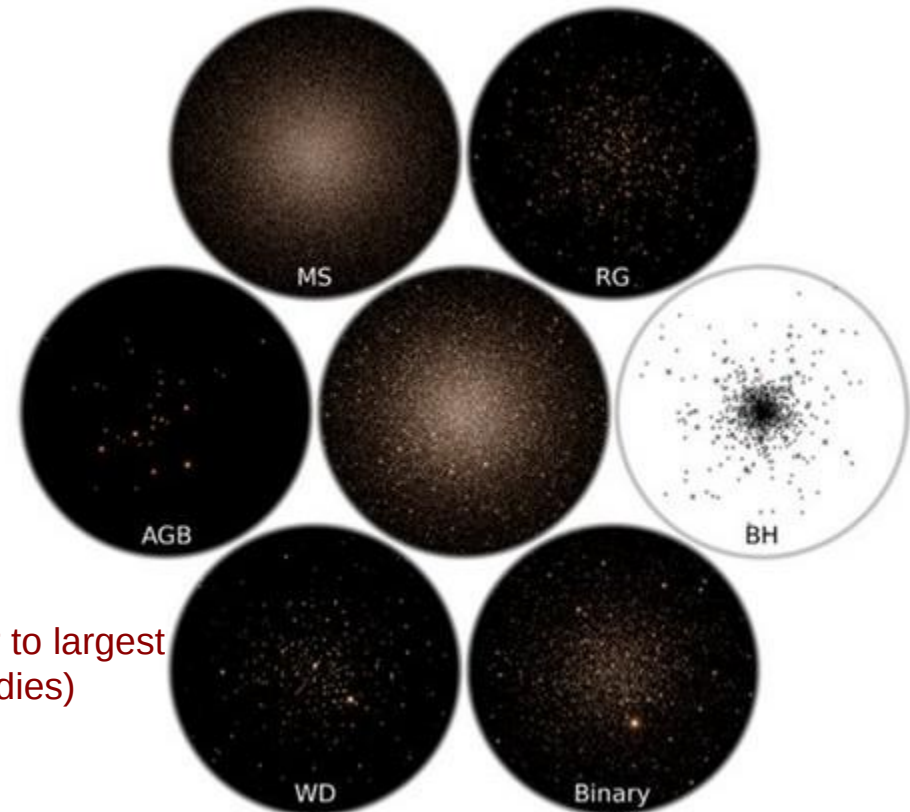
With stellar mass function, single and binary stellar evolution, regularization of close encounters, tidal field (NBODY6++GPU).

(NAOC/Silk Road/MPA collaboration).

Wang, Spurzem, Aarseth, Naab et al.
MNRAS, 2015

Wang, Spurzem, Aarseth Naab, et al.
MNRAS 2016

Number of Floating Point Operations (~1M bodies) similar to largest Cosmological simulations (Millennium, Illustris, ~100M bodies)



CPU/GPU **N-body6++**

Key Question 1. When will we see the first star-by-star N -body model of a globular cluster?

- Honest N -body simulation
- Reasonable mass at 12 Gyr ($\sim 5 \times 10^4 M_{\odot}$)
- Reasonable tide (circular galactic orbit will do)
- Reasonable IMF (e.g. Kroupa)
- Reasonable binary fraction (a few percent)
- Any initial model you like (Plummer will do)
- A submitted paper (astro-ph will do)

The million-body problem at last!

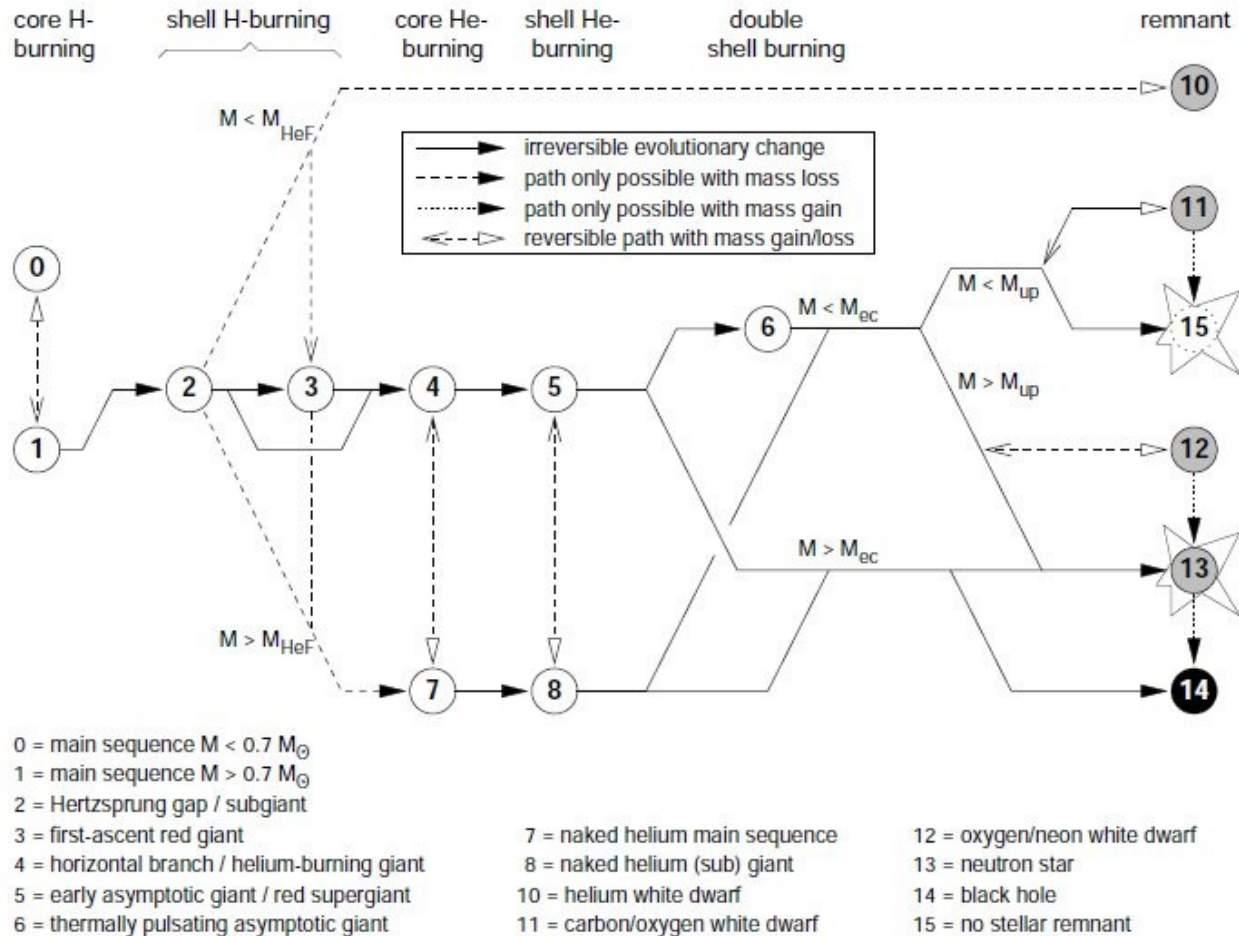


The bottle of whisky is awarded to
Long Wang (Beijing)

An inducement: a bottle of single malt Scotch whisky worth €50



Jarrold Hurley's Single Stellar Evolution (SSE) Sketch

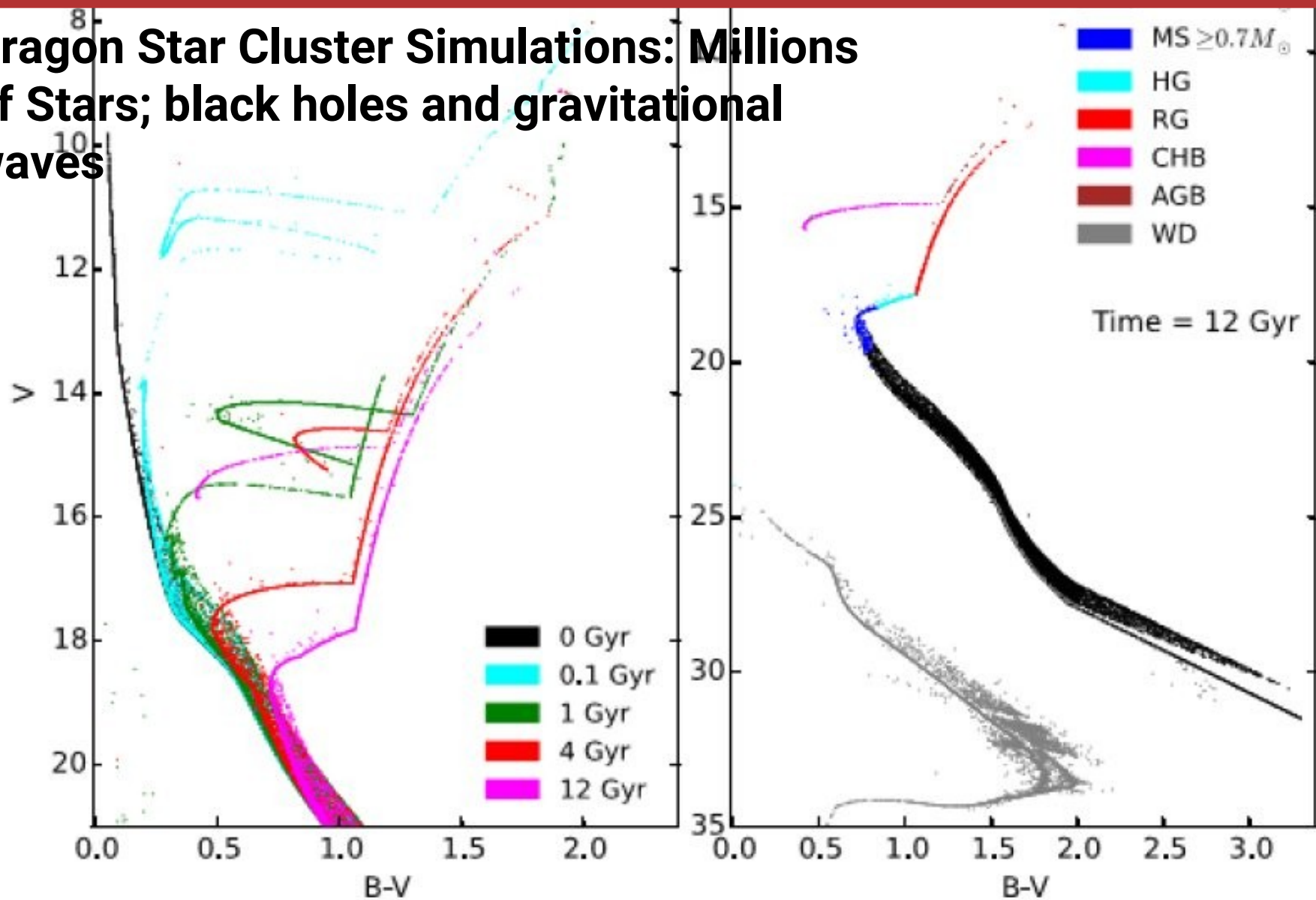


Taken from Jarrod Hurley Ph.D. thesis Cambridge 2001,
 See also nice application example M67 Hurley, Tout, Aarseth, Pols 2005

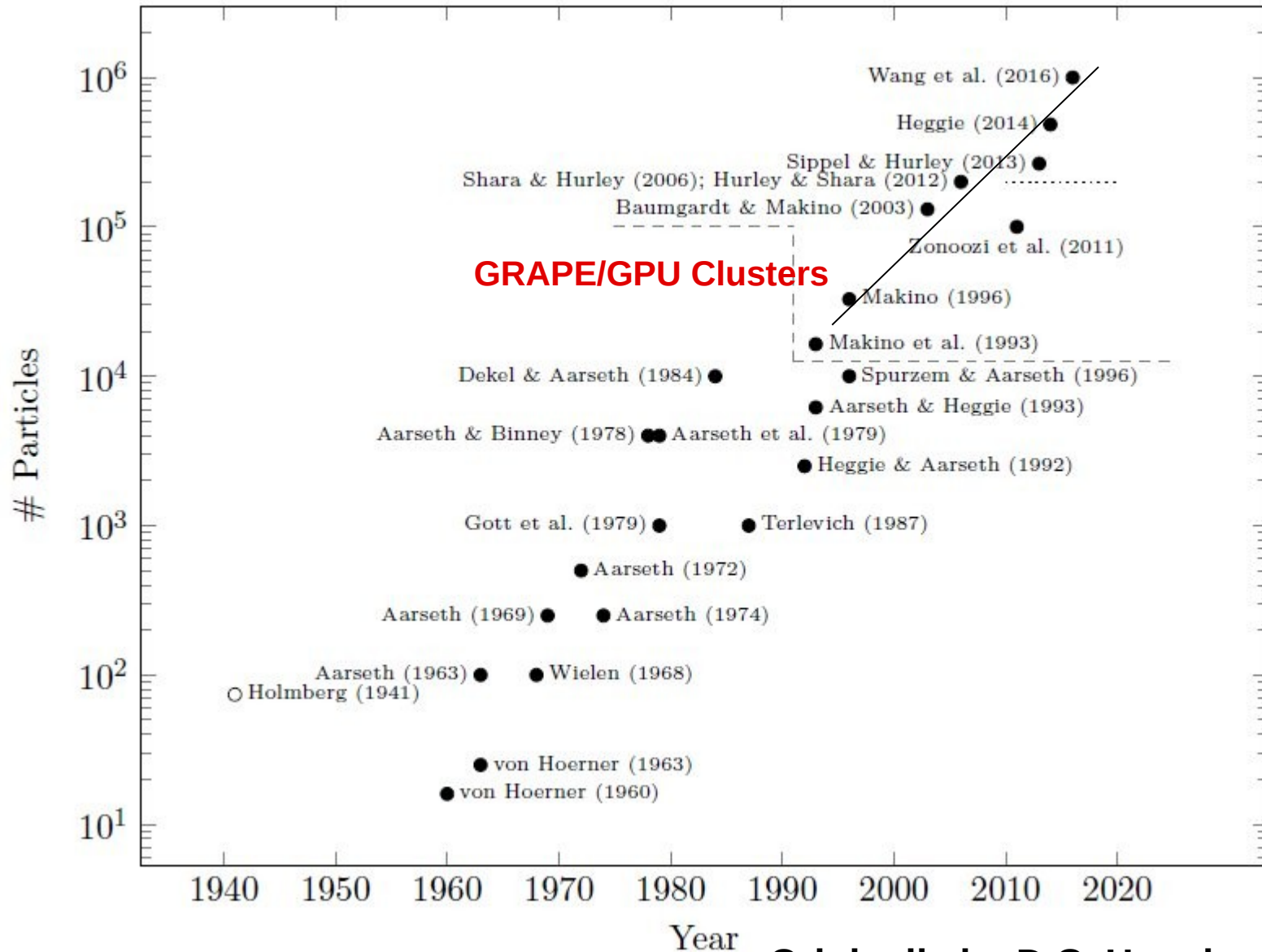
- 0 = deeply or fully convective MS star, $M \lesssim 0.7$
- 1 = main-sequence (MS) star $M \gtrsim 0.7$
- 2 = Hertzsprung gap (HG)
- 3 = first giant branch (GB)
- 4 = core helium burning (CHeB)
- 5 = early asymptotic giant branch (EAGB)
- 6 = thermally pulsing asymptotic giant branch (TPAGB)
- 7 = naked helium star MS (HeMS)
- 8 = naked helium star Hertzsprung gap (HeHG)
- 9 = naked helium star giant branch (HeGB)
- 10 = helium white dwarf (HeWD)
- 11 = carbon-oxygen white dwarf (COWD)
- 12 = oxygen-neon white dwarf (ONeWD)
- 13 = neutron star (NS)
- 14 = black hole (BH)
- 15 = massless remnant.

天龙星团模拟：百万数量级恒星、黑洞和引力波

Dragon Star Cluster Simulations: Millions of Stars; black holes and gravitational waves



“Moore's” Law for Direct N-Body



Originally by D.C. Heggie
Extended by Anna Sippel