

By Sverre Aarseth, for NBODY6; NBODY6++GPU may

## Basic Code Structure

Input	Read input parameters
Initial conditions	Generate $m, \mathbf{r}, \dot{\mathbf{r}}$
Initialization	$\mathbf{F}, \dot{\mathbf{F}} \text{ \& } \Delta t$
Scheduling	Block-step distribution
Prediction	All $N$ particles
Force calculation	Forces and derivatives
Particle integration	Sequential $\mathbf{F} \& \dot{\mathbf{F}}$
Corrector	Fourth order
New time-steps	Relative criterion
New block-steps	Determine next group
Results	Cluster parameters

# Stellar Evolution

Stellar HR types	$K^* = 0, \dots, 15$
Fast look-up (Pop I & II)	$r^*(t), m_c(t), L^*(t), K^*(t)$
Wind mass loss	$\dot{m} = -2 \times 10^{-13} r^* L^*/m$
Single stars	$\Delta m/m > 1\%$ , new $r^*$
Updating times	$T_{\text{ev}} = t + \min(\Delta t_{\text{ev}}, \Delta t_{\text{rem}})$
Stellar rotation	$\Delta J_{\text{spin}} = 2\Delta m r^2 \Omega_{\text{rot}}/3$
White dwarfs	cooling curves, $\Delta t_{\text{ev}} = 10^6 \text{ yr}$
Supernova outburst	$m_c > m_{\text{chandra}} \Rightarrow \text{SN}$
NS velocity kick	$v \gg v_\infty \sim 2 \text{ km/s}$
Binary mass loss	$ma = \text{const}$
Synthetic HR diagram	binaries and single stars
Energy conservation	$\Delta E = \Delta m \left( \frac{1}{2} v^2 + \Phi \right)$

# Three-Body Dynamics

Basic interactions	$B + S \Rightarrow \tilde{B} + \tilde{S}$
Fast escapers	Resonance or radial intruder
Formation of hierarchy	$B + B \Rightarrow \tilde{B} + S + \tilde{S} \Rightarrow T + \tilde{S}$
Hierarchical stability	Constant inner period
Induced collision	Kozai cycles $\Rightarrow e_{\max}$
Gravitational slingshot	Internal/external effects

## PN Scenarios

Unperturbed binaries	BH or NS
Globular clusters	BH or NS + $N^*$
Galactic centres	IMBH + BH + $N^*$
Supermassive systems	SMBH + IMBH + $N^*$
Energy considerations	$\frac{m_1 m_2}{2a^*} = \kappa  E_{\text{tot}} , \quad E_{\text{tot}} = -0.25$
Super-hard binary	$m_1 = 10\bar{m}, \quad \kappa = 0.1, \quad a^* = \frac{2000}{N^2}$
Schwarzschild radius	$R_{\text{Sch}} = \frac{2M}{c^2}$
GR radiation time-scale	$t_{\text{GR}} \propto \frac{c^5 a^5}{m_1^2} (1 - e^2)^{7/2}, \quad c = \frac{3 \times 10^5}{V^*}$

For some variants of NBODY6++GPU: Treat