

# Black Hole Quasi-Inspiral: An Update

Chris Beetle

Florida Atlantic University

October 9, 2003

Work with Richard Price, Ben Bromley, John Friedman,  
Lior Burko, Koji Uryū, Masaru Shibata, Antonio Tsokaros,  
Rob Owen, etc., etc., etc.

# The Problem

Gravitational wave observatories (e.g., LIGO) require accurate calculations of waveforms arising from specific astrophysical events.

- Full-scale numerical simulations of the non-linear Einstein equations will likely be possible in the long-term.
- Results will probably (rather, hopefully) be needed sooner.
- In the near-term, approximation techniques are needed.

The quasi-inspiral approach aims to fill a gap in the array of approximation schemes used to model the various stages of black hole inspiral.

# Four Stages of Binary Inspiral

Black hole collisions take shape in a sequence of stages.

## 1. Capture

$$R_{\text{orbit}} \gg R_{\text{objects}} \quad T_{\text{decay}} \gg T_{\text{orbit}}$$



# Four Stages of Binary Inspiral

Black hole collisions take shape in a sequence of stages.

## 1. Capture

$$R_{\text{orbit}} \gg R_{\text{objects}} \quad T_{\text{decay}} \gg T_{\text{orbit}}$$

## 2. Intermediate

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \gg T_{\text{orbit}}$$



# Four Stages of Binary Inspiral

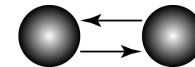
Black hole collisions take shape in a sequence of stages.

## 1. Capture

$$R_{\text{orbit}} \gg R_{\text{objects}} \quad T_{\text{decay}} \gg T_{\text{orbit}}$$

## 2. Intermediate

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \gg T_{\text{orbit}}$$



## 3. Plunge

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \sim T_{\text{orbit}}$$

# Four Stages of Binary Inspiral

Black hole collisions take shape in a sequence of stages.

## 1. Capture

$$R_{\text{orbit}} \gg R_{\text{objects}} \quad T_{\text{decay}} \gg T_{\text{orbit}}$$

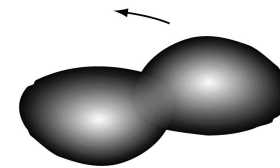
## 2. Intermediate

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \gg T_{\text{orbit}}$$

## 3. Plunge

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \sim T_{\text{orbit}}$$

## 4. Settle-Down



# Four Stages of Binary Inspiral

Black hole collisions take shape in a sequence of stages.

1. Capture (post-Minkowskian)

$$R_{\text{orbit}} \gg R_{\text{objects}} \quad T_{\text{decay}} \gg T_{\text{orbit}}$$

2. Intermediate (??)

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \gg T_{\text{orbit}}$$

3. Plunge (non-linear evolution)

$$R_{\text{orbit}} \sim R_{\text{objects}}, \quad T_{\text{decay}} \sim T_{\text{orbit}}$$

4. Settle-Down (close limit)



Approximations exist to model all stages but intermediate.

# Quasi-Inspiral Approximation

**Idea:** Since  $T_{\text{decay}} \gg T_{\text{orbit}}$  in the intermediate stage, approximate the evolution using a space-time in which no orbital decay occurs.

**Stationary Quasi-Inspiral** Solve the *exact* field equations, under appropriate boundary conditions, for an *exactly* periodic approximating solution.

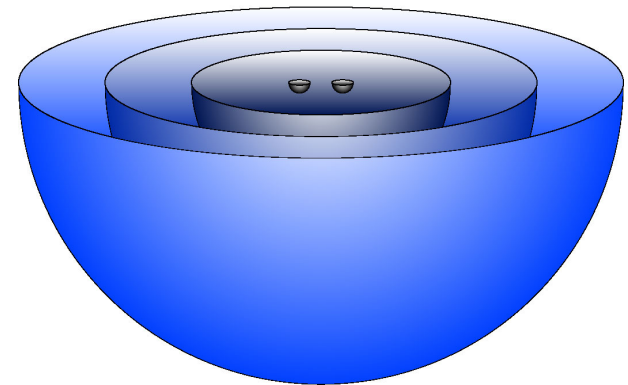
- + The approximating space-time will admit a helical Killing vector.
- + The symmetry-reduced equations describe an initial-value problem.
  - A helical Killing vector yields a mixed-type initial-value problem. (The domain contains disjoint elliptic and hyperbolic regions.)
  - “Appropriate” boundary conditions are subtle in GR.
- ++ One can gain insight into these subtleties by considering toy models. (Quasi-inspiral solutions exist in a wide variety of field theories.)

# Effective Linearity

In certain non-linear field theories, although solutions cannot be superposed, it may be possible to *average* two solutions to *approximate* a third.

**Hypothesis:** GR has this property, called *effective linearity*.

In general, one expects three regions:



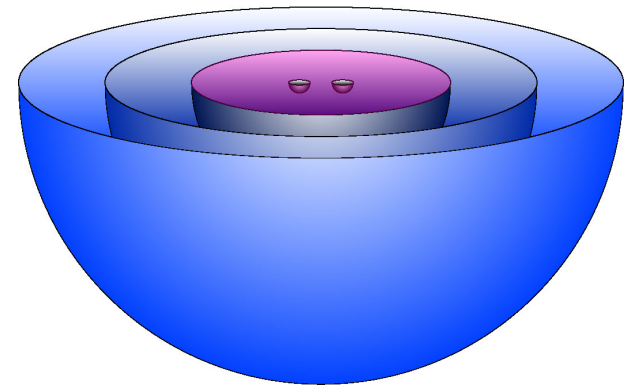
# Effective Linearity

In certain non-linear field theories, although solutions cannot be superposed, it may be possible to *average* two solutions to *approximate* a third.

**Hypothesis:** GR has this property, called *effective linearity*.

In general, one expects three regions:

**Strong Field** dominated by sources:  
largely insensitive to outer BC's.



# Effective Linearity

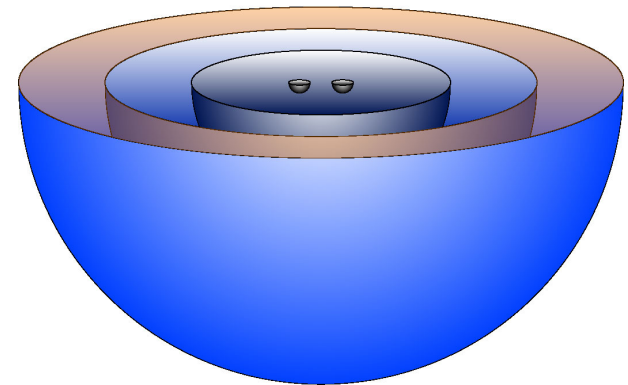
In certain non-linear field theories, although solutions cannot be superposed, it may be possible to *average* two solutions to *approximate* a third.

**Hypothesis:** GR has this property, called *effective linearity*.

In general, one expects three regions:

**Strong Field** dominated by sources:  
largely insensitive to outer BC's.

**Weak Field** containing weak radiation:  
sensitive to outer BC's, but linearized.



# Effective Linearity

In certain non-linear field theories, although solutions cannot be superposed, it may be possible to *average* two solutions to *approximate* a third.

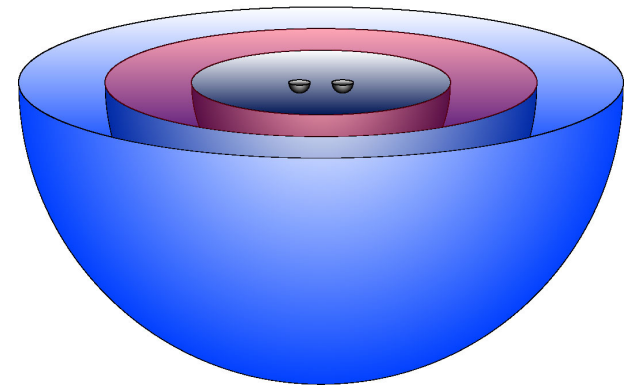
**Hypothesis:** GR has this property, called *effective linearity*.

In general, one expects three regions:

**Strong Field** dominated by sources:  
largely insensitive to outer BC's.

**Weak Field** containing weak radiation:  
sensitive to outer BC's, but linearized.

**Transition** non-linear effects and outer BC's  
are both relevant.



# Effective Linearity

In certain non-linear field theories, although solutions cannot be superposed, it may be possible to *average* two solutions to *approximate* a third.

**Hypothesis:** GR has this property, called *effective linearity*.

In general, one expects three regions:

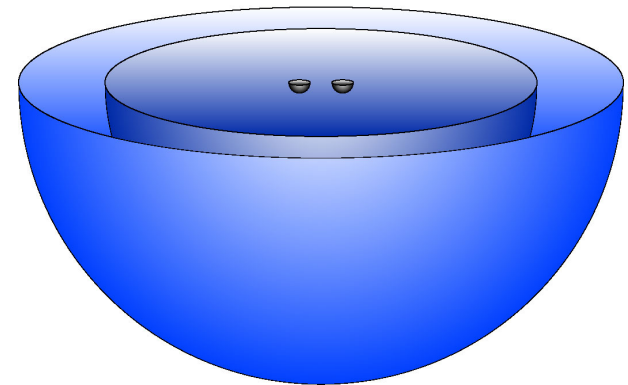
**Strong Field** dominated by sources:  
largely insensitive to outer BC's.

**Weak Field** containing weak radiation:  
sensitive to outer BC's, but linearized.

**Transition** non-linear effects and outer BC's  
are both relevant.

## Effective linearity

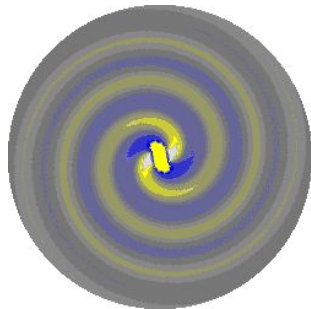
For sufficiently small  $\Omega$  (apparently  $v \lesssim 0.3$ ),  
the transition region is small enough to ignore.



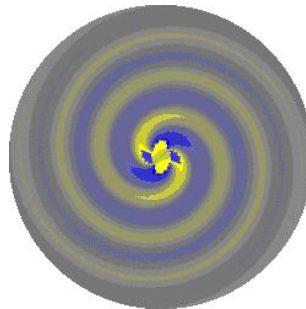
## “Standing Wave” Solutions

In many field theories, quasi-inspiral solutions exist describing pure outgoing or pure ingoing radiation.

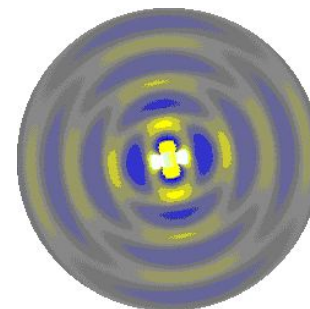
“**Hand of God**” Work is done continuously by an external force acting on the sources to maintain constant energy in the (stationary) field.



ingoing radiation



outgoing radiation



radiation balanced

- In linear field theory, radiation balanced solutions need no “hand of god.”

! In GR, *only* radiation balanced solutions can exist.

⇒ Define *periodic standing wave* outer BC’s to pick these solutions.

# Applications

If GR exhibits effective linearity, the periodic standing wave solution will approximate the (non-stationary, outgoing) physical solution *everywhere*.

$$\underbrace{\frac{[\text{outgoing}] + [\text{ingoing}]}{2}}_{\sim[\text{PSW}]} + \underbrace{\frac{[\text{outgoing}] - [\text{ingoing}]}{2}}_{\text{small}} = [\text{outgoing}]$$

**Intermediate Waveforms** The remaining outgoing field in the weak field region will model the outgoing radiation of the physical solution.

**Quasi-Stationary Sequences** The outgoing flux, and appropriate inner BC's (isolated horizons?), will permit crude models of intermediate dynamics.

**Radiation Reaction** The linearized ([out] – [in]) solution in the *strong field* region may allow quasi-local calculations of radiation reaction. (Thorne)

**Initial Data** As quasi-inspiral becomes unstable, one can extract initial data with only outgoing radiation, for full numerical evolution into plunge.

# Progress!

**“Classical”** (Whelan, Krivan, Romano, Price; 98–99)

- 2-d non-linear scalar field theory, numerical solutions

**Recent** (Price, Friedman, collaborators; now-ish)

- 3-d non-linear scalar field theory with effective linearity; finite differencing, and adapted spectral numerical approaches
- techniques for isolating periodic standing wave solutions (Milwaukee/Utah)
- rigorous existence and uniqueness theorems for 2-d linear theory (Torre)
- coordinate conditions for inspiral space-times in GR

**In Progress** (1 month – 3 years)

- presentations of adapted spectral techniques and space-time coordinate-fixing scheme
- linearized gravity (build tensor infrastructure)
- Everest (GR)

# Adapted Harmonic Coordinates I

## Co-Rotating Coordinates

1. Choose a partial Cauchy surface  $\Sigma \subset M$ , transverse to  $\xi$ , and a coordinate patch  $(x, y, z)$  thereon.

2. Given  $\Omega$ , propagate the coordinates to a chart on  $M$  using

$$\nabla_{\xi} x = -\Omega y \quad \nabla_{\xi} y = \Omega x \quad \nabla_{\xi} z = 0.$$

3. Define a fourth coordinate  $t$  via

$$t = 0 \quad \text{on } \Sigma, \quad \text{and} \quad \nabla_{\xi} t = 1.$$

4. In these (space-time) coordinates, one has the desired result

$$\xi = \frac{\partial}{\partial t} + \Omega \left( x \frac{\partial}{\partial y} - y \frac{\partial}{\partial x} \right).$$

# Adapted Harmonic Coordinates II

## Harmonic Co-Rotating Coordinates

1. Decompose the Killing field into its normal and tangent components:

$$\xi^a = N\hat{n}^a + N^a.$$

2. The wave operator acting on a function  $f$  at  $\Sigma$  takes the form

$$\begin{aligned} \nabla^2 f = & (h^{ab} - N^{-2}N^aN^b) D_a D_b f - N^{-2} (\nabla_\xi \nabla_\xi f - 2N^a D_a \nabla_\xi f) + \\ & N^{-2} (ND^b N - N^a D_a N^b) D_b f - N^{-1} (K + N^{-2}N^a D_a N) \nabla_{\hat{n}} f. \end{aligned}$$

3. Apply this operator to the adapted coordinate functions.

- $f = t$  gives a restriction on the surface  $\Sigma$ .
- $f = x, y, z$  gives a set of coupled PDE's.

+ If  $\nabla^2 f$  vanishes at  $\Sigma$ , it will vanish everywhere on  $M$ .

+ In specific cases, the equations on  $\Sigma$  admit unique solutions.

# Adapted Harmonic Coordinates III

## Boundary Conditions

1. Outer boundary conditions on the coordinates are given by matching with rest-frame inertial coordinates of a flat, background metric.

2. Inner boundary conditions are not needed!

- When the inner boundary of  $M$  is null, the principal symbol

$$q^{ab} = h^{ab} - N^{-2}N^a N^b$$

is degenerate in the normal direction to  $\partial\Sigma$ .

- Analogy: Bessel's equation of order 0

$$x j_0'' + j_0' + x j_0 = 0$$

loses its principal part at  $x = 0$ . The induced “boundary condition,”  $j_0' = 0$ , selects the *regular* solution  $j_0 = J_0$ .

⇒ Regularity conditions pick coordinates uniquely.