

SCALAR FIELDS, BLACK HOLES AND SPHERICAL COORDINATES



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### SUPERRADIANCE

- Phenomenon of enhancement of radiation
- Appears in several fields of physics (including BH physics)
- Can be used to extract rotational energy from a BH

$$\omega - m\Omega > 0$$

#### SUPERRADIANT INSTABILITIES

- Massive bosons are unstable near spinning black holes
- •The instability leads to an exponential growth in the fields, reaching up to 10% of the mass of the BH
- •Looking for signals of these instabilities can be used as an indirect probe of the existence of such bosons

## NUMERICAL RELATIVITY

- Einstein's field equations are hard to solve analytically
- •It is useful to perform numerical simulations
- •NR is the field that concerns itself with numerical solution of Einstein's equations
- •Finding suitable evolution equations and initial data is very important

# SCALAR FIELD SUPERRADIANCE IN NUMERICAL RELATIVITY

- •Write a Lagrangian that couples GR to a scalar Klein-Gordon field
- Use the Euler-Lagrange equations to extract the equations of motion
- •Use a 3+1 decomposition to write evolution equations and constraints

$$S = \int d^4x \, \sqrt{-g} \left( \frac{R}{16\pi} - \frac{1}{2} g^{\mu\nu} \partial_{\mu} \Phi^* \partial_{\nu} \Phi - \frac{1}{2} \mu_S^2 \Phi^* \Phi - V(\Phi) \right)$$

### 3+1 DECOMPOSITION OF SPACETIME

- Evolution equations are covariant, meaning that time and space are treated equally
- There is a need for a direction of numerical evolution
- $^{ullet}$ We foliate spacetime into 3D spacelike slices and identify the slices as level sets of a parameter t
- •We evolve in t

$$ds^{2} = -(\alpha^{2} - \beta_{i}\beta^{i})dt^{2} + 2\gamma_{ij}\beta^{i}dt dx^{j} + \gamma_{ij}dx^{i}dx^{j}$$

# SPHERICAL COORDINATES IN NUMERICAL RELATIVITY

#### Cartesian Coordinates

- Regular everywhere (no coordinate singularities)
- Over-resolve angular directions
- Need for mesh refinement infrastructures, which introduce numerical errors

#### **Spherical Coordinates**

- Adapted to the (approximate) spherical symmetry of the problems
- Number of cells per unit angle is constant
- •Coordinate singularities at the origin and at  $\theta=0,\pi$
- Require much smaller time steps in the evolution

#### GOALS OF THE WORK

- •Writing a 3+1 code in spherical coordinates for the evolution of scalar fields
- Using the code for numerical evolution in curved spacetimes
- Learning how to use the Einstein Toolkit and coupling the evolution code to this infrastructure
- Using the code to study systems of scalar fields coupled to BH spacetimes