



NTHUAC AstroRead

# Introduction to Astrophysical Fluid Dynamics

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Lin Yen-Hsing (NTHU IoA) | 2023.05.02

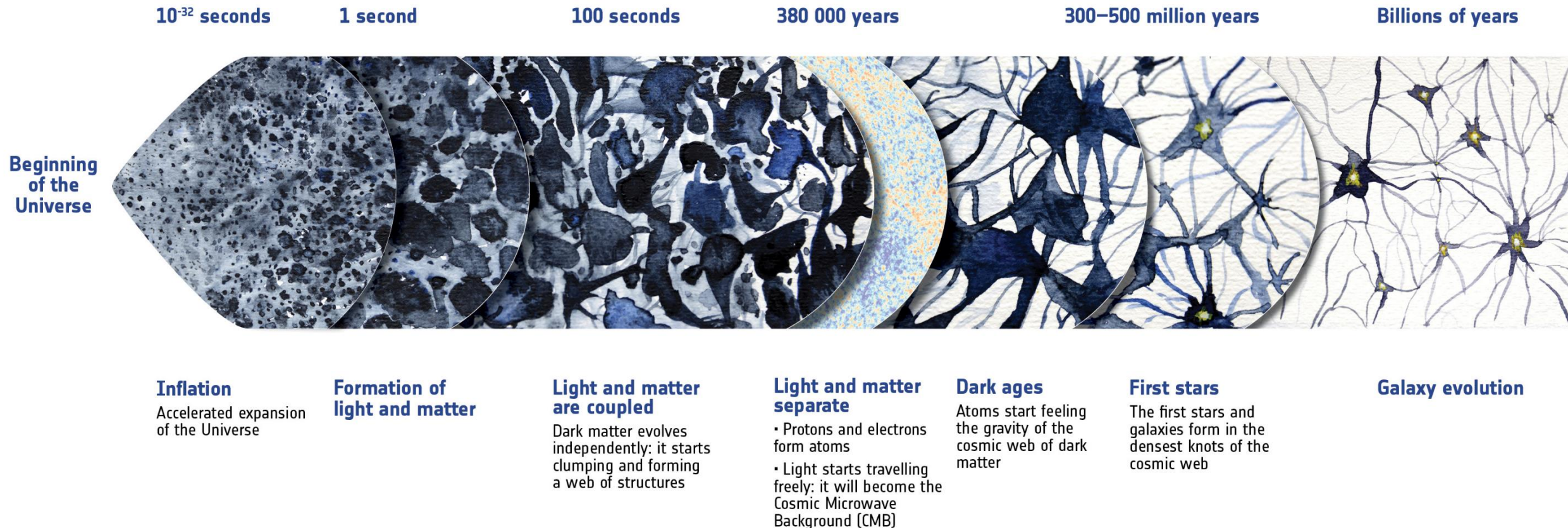
# Outline

- Role of gas in the universe
  - Cosmology
  - Galaxy formation
  - Star and planet formation
- What physics does gas follows → Fluid Dynamics
  - Euler Equations and when is fluid approx. valid
  - How to include more physics
- Gallery

Introduction

# The inter-connected universe

# Review: History of the universe





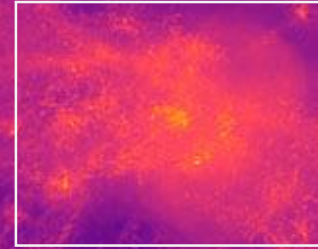


This is Dark Matter, how about gas?



# Cosmological Scale

- After recombination, gas in the universe is cold and neutral.
- With no pressure support, gas follows the large scale structure of DM. a.k.a. forming filamentary structure.



# Gas in DM halo

- In DM halos, gas would fall into the center of the potential well.
- Angular momentum conservation requires gas to speed up and form a rotationally supported disk.
- The disk eventually forms stars and becomes so called galaxy.





# In the disk

- Under right conditions, gas on the disk would further collapse and become **star forming region**.
- Similar structure (filaments / core) appears again.
- Stars form at the center of the cores.





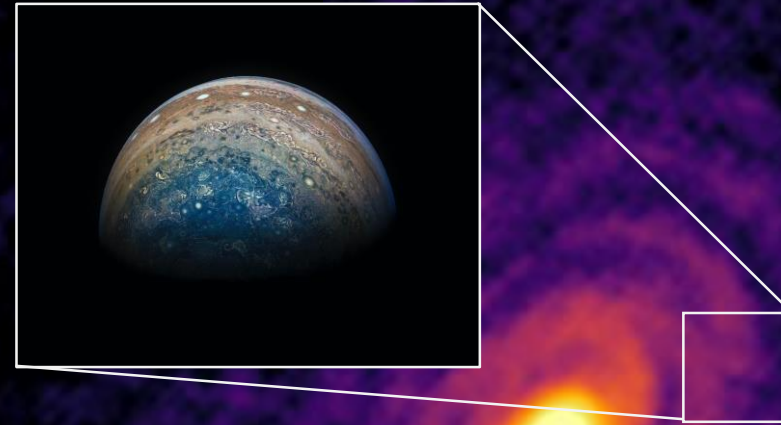
# Star and planet formation

- Gas forms protoplanetary disks (PPDs) around the new born stars.
- Planets form within the PPDs.



PPD IM Lupi in NIR by SPHERE

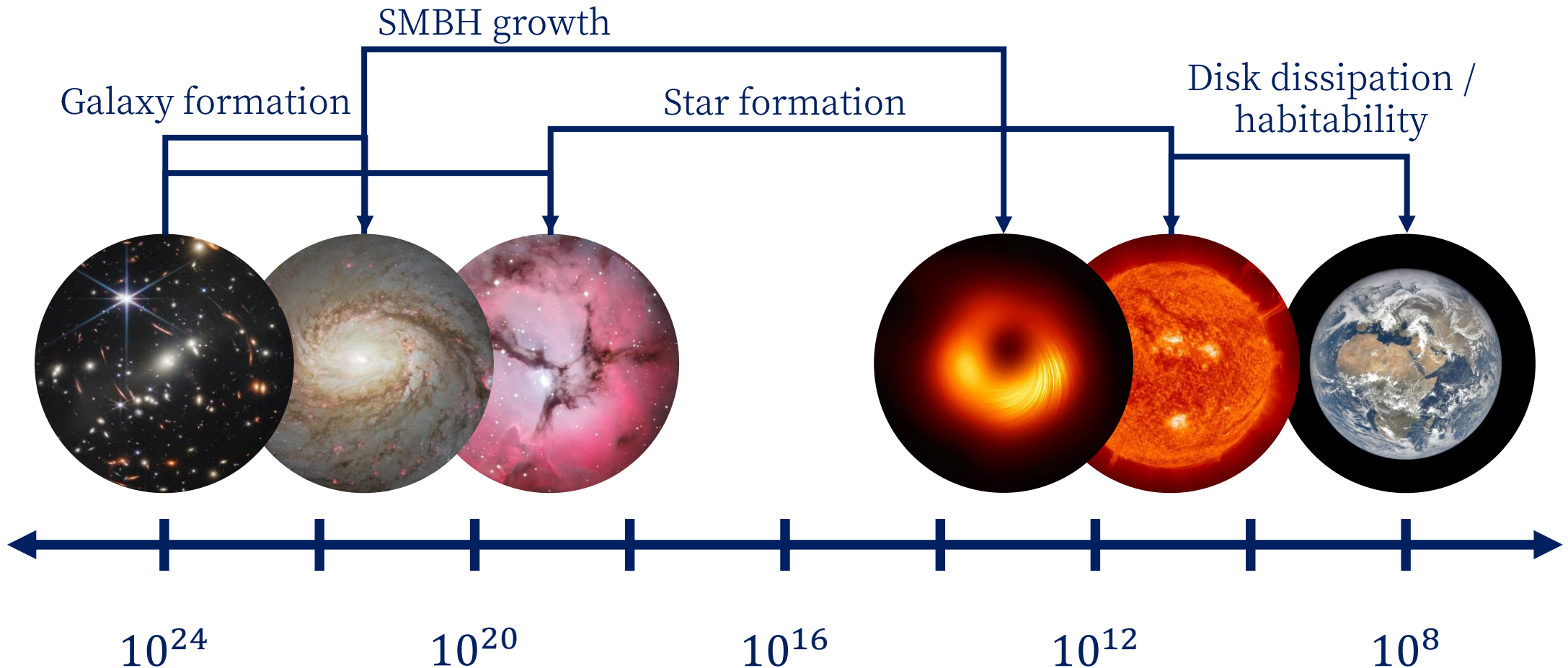
ESO/H. Avenhaus et al./DARTT-S collaboration



PPD IM Lupi in Submm by ALMA

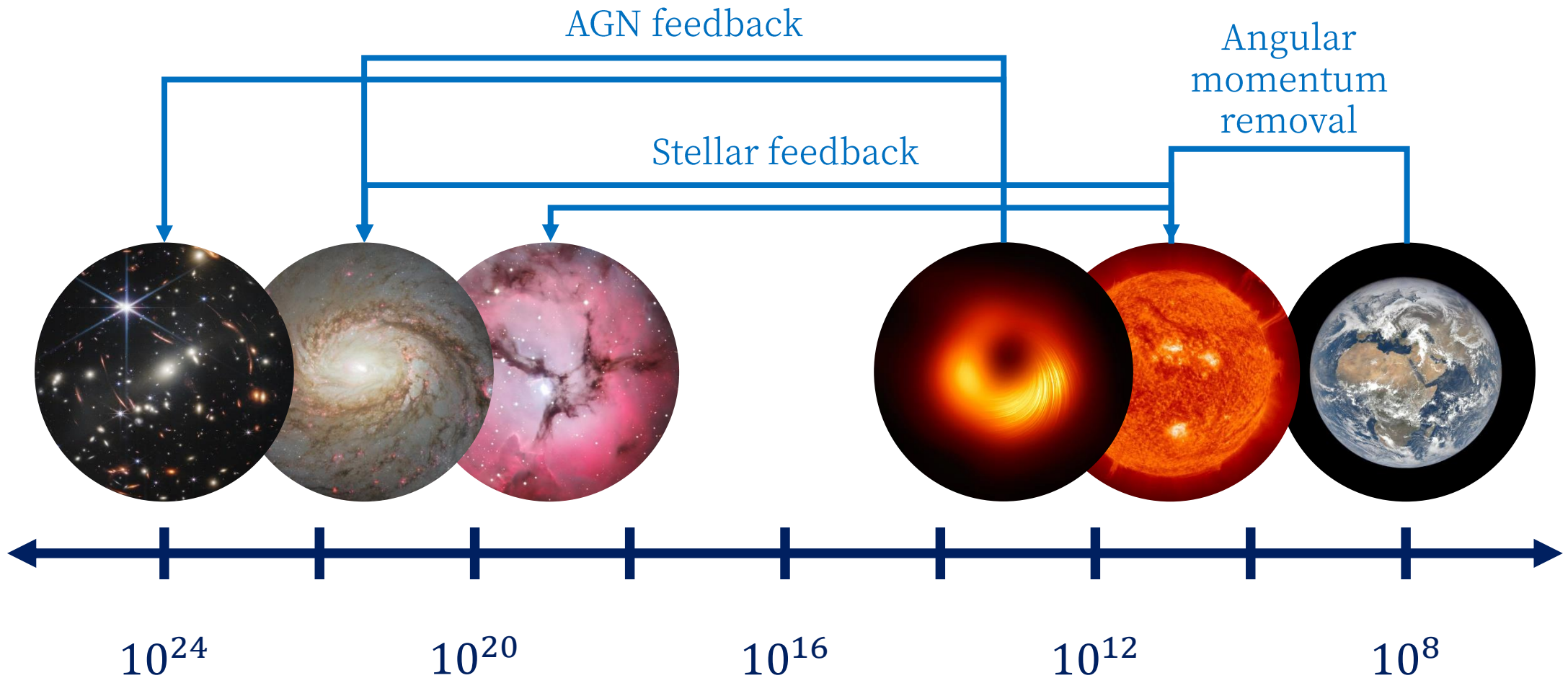
Verrios et al. 2022 | NASA/SwRI/MSSS/Gerald Eichstädt/Seán Doran

# Story of gas spans more than 16 orders in spatial scale!



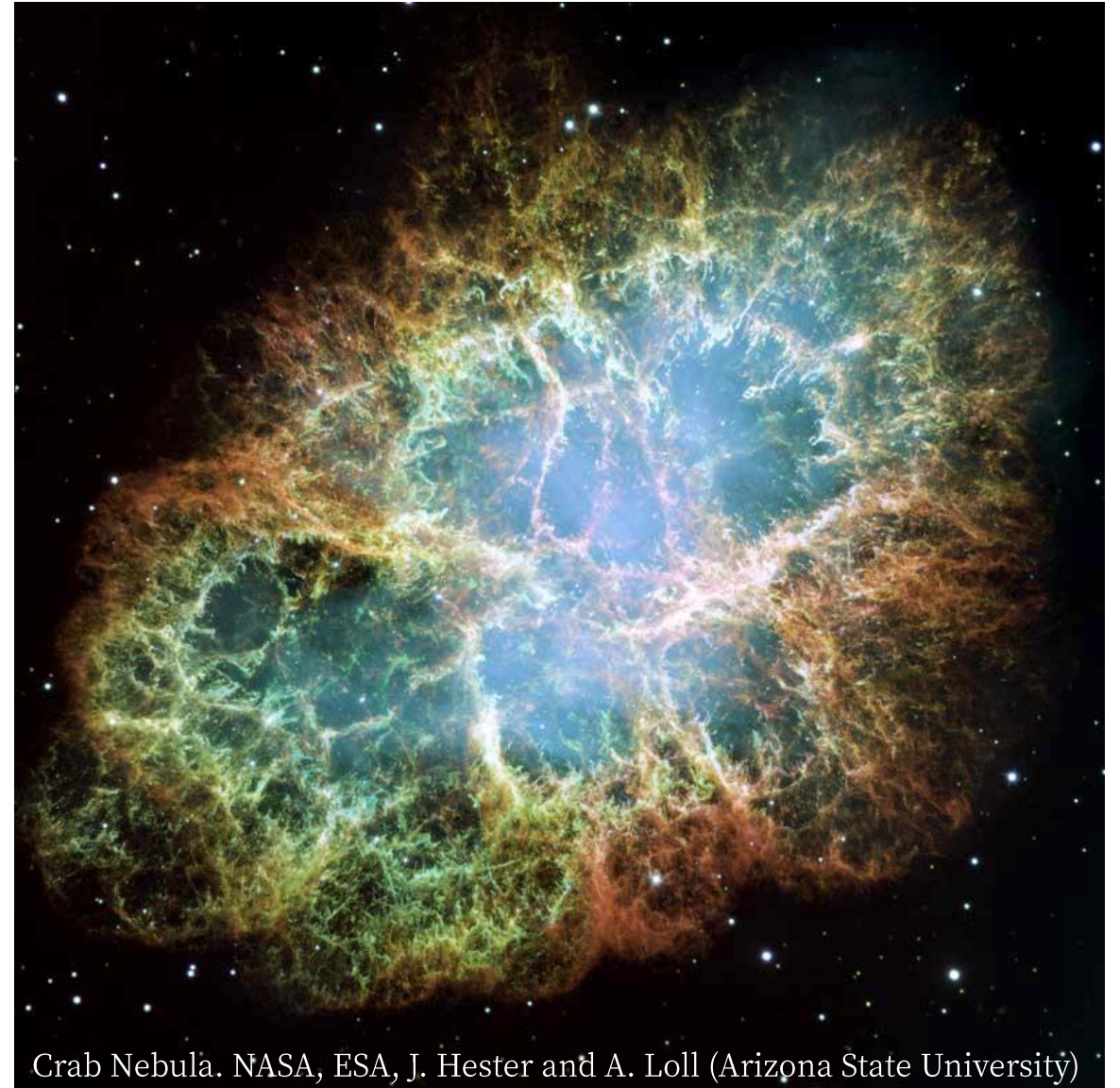


# Feedback from small to large scale!



# Stellar feedback

- Young stars forms wind and jets (HH objects).
- Massive stars produce:
  - Ionizing radiation.
  - Stellar wind.
  - Supernova explosion.
- Energy returned from stars can affect evolution of galaxies.

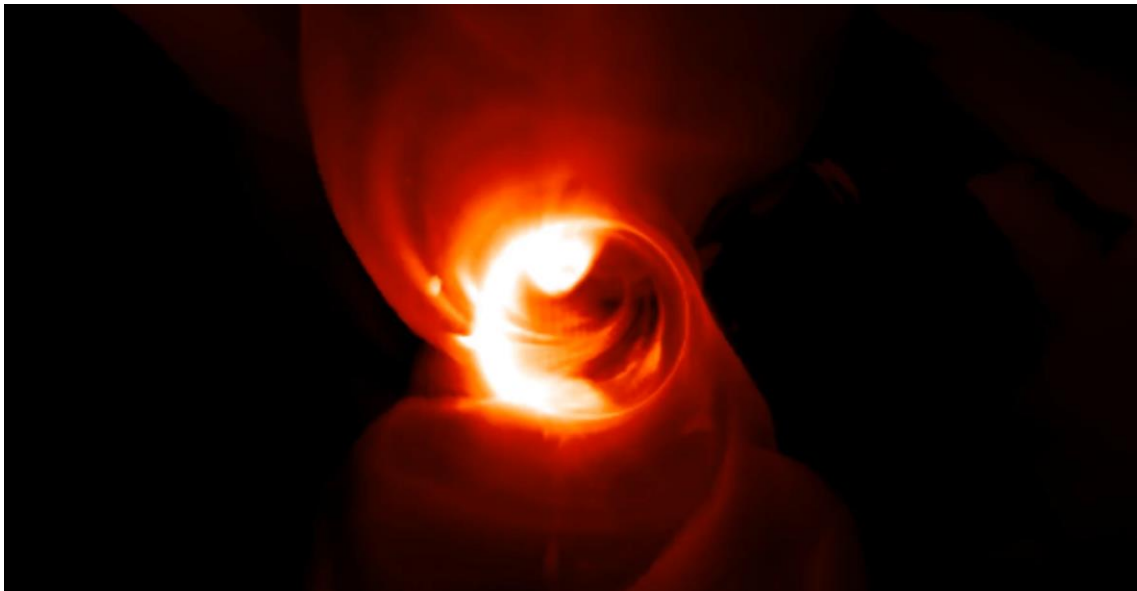


Crab Nebula. NASA, ESA, J. Hester and A. Loll (Arizona State University)



# AGN feedback

- Gas accretion on SMBHs.
- Jet launching: AU scale.  
Jet affects: Mpc scale.



Credit: Lia Medeiros, Chi-Kwan Chan, Feryal Özel, Dimitrios Psaltis



Credit: Ben McKinley, ICRAR/Curtin and Connor Matherne,  
Louisiana State University.

# Gas in the universe

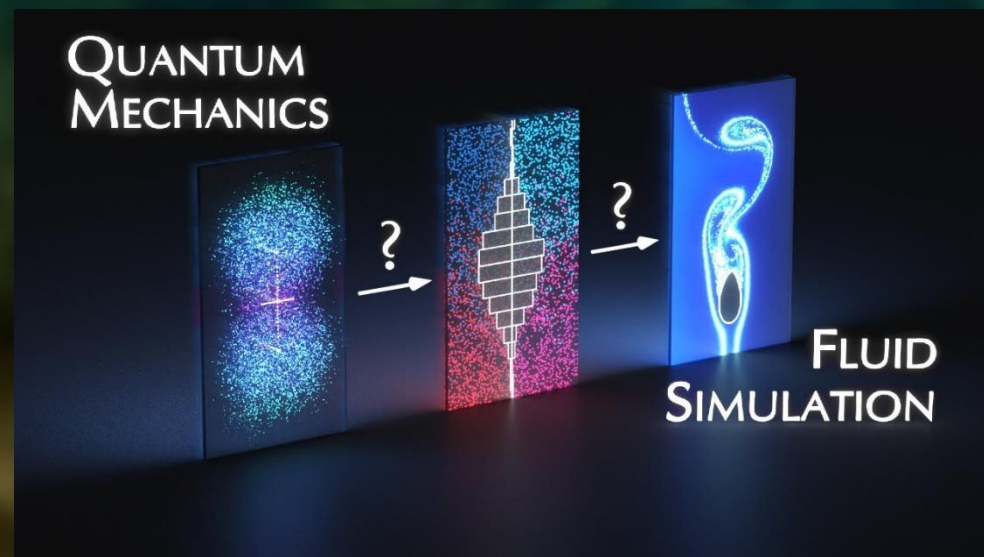
- Gas is involved in almost all astrophysical system we are interested in.
- Multi-scale and multi-physics nature of gas:
  - Spatial scale: Mpc (structure formation) to km (X-ray binary accretion disk).
  - Timescale: Gyr (structure formation) to ms (supernova explosion).
  - Physics involved: gravity (Newtonian/GR), hydrodynamics, magnetic field, radiative processes, nuclear physics, neutrino transport, etc.
- We need a **framework** that can (in principle) handle all the physical processes together with reasonable resources.



# Hydrodynamic Simulations

# 流體力學與天文物理

- 任何理論模型都是對真實世界的有效近似
- 天文物理考慮的尺度：
  - 恆星： $10^{30}$  公斤  $\rightarrow$   $10^{57}$  顆原子  
光是儲存就需要  $10^{45}$  TB 的儲存空間
  - 可觀測宇宙： $> 10^{48}$  太陽質量
  - 光子、重力場、波函數、量子場……
- 勢必需要以宏觀統計性質簡化系統
- 流體近似是最常見、最強大的作法之一



Quantum mechanics to fluid simulation  
- the story of everything | braintruffle



觀察系統 → 建立模型 → 寫下方程式 → 解方程式 → 詮釋結果



$\rho, \vec{v}, T, P, \text{ etc}$

Treat the system of interest as multiple continuous fields.

# What equations should fluid follows?

Let us start from density: what is the relation between density and velocity?

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{v}) = 0 \quad \text{Mass Conservation}$$

$$\frac{\partial \rho \mathbf{v}}{\partial t} + \nabla \cdot (\rho \mathbf{v} \otimes \mathbf{v}) + \nabla p_{\text{tot}} = 0 \quad \text{Momentum Conservation}$$

$$\frac{\partial e}{\partial t} + \nabla \cdot [(e + p_{\text{tot}}) \mathbf{v}] = 0 \quad \text{Energy Conservation}$$

These are called **Euler Equations** for fluid dynamics.

One can put **source terms** on the right hand side to add in physics.



# Example: Gravity and blast

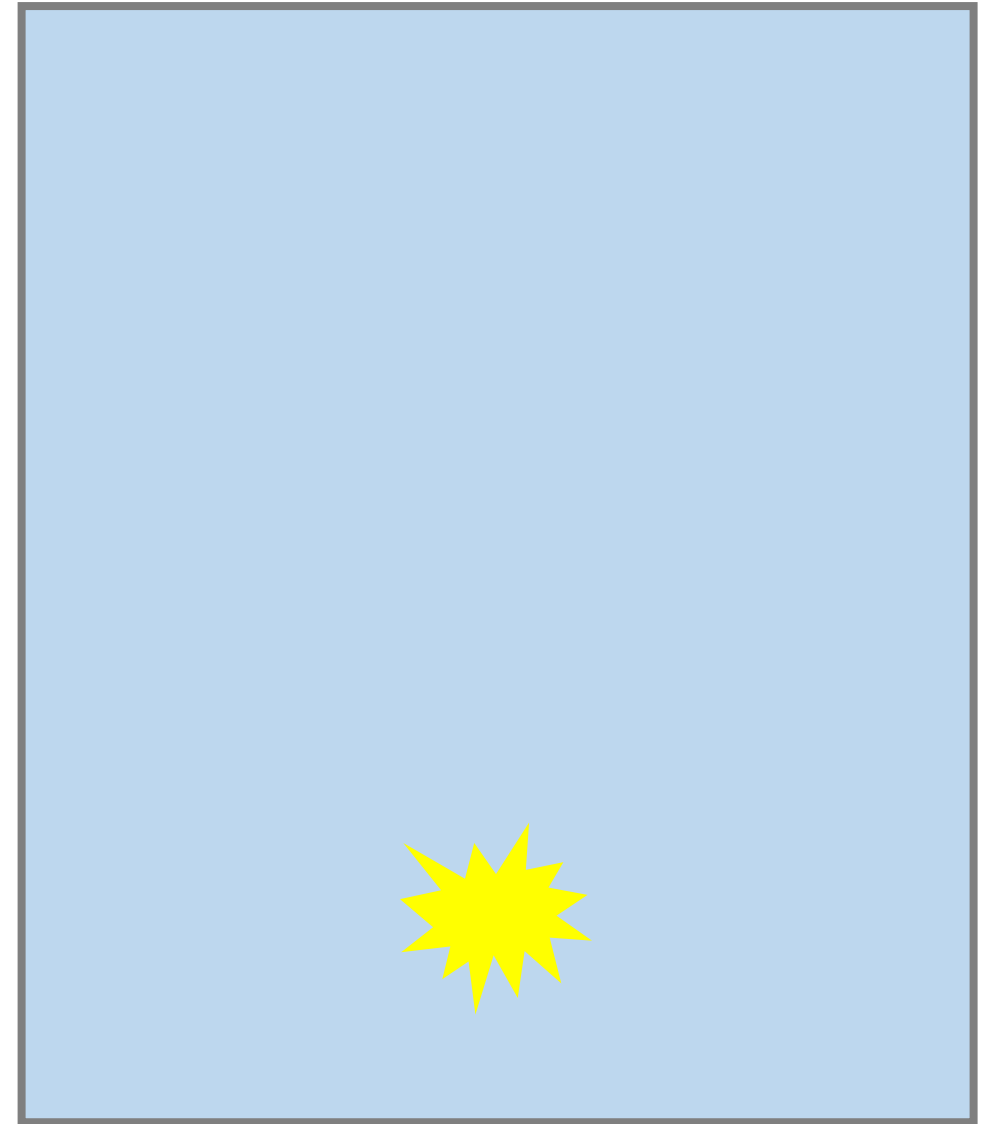
Place a bomb in the atmosphere that would explode and release energy at  $t = 0$ .

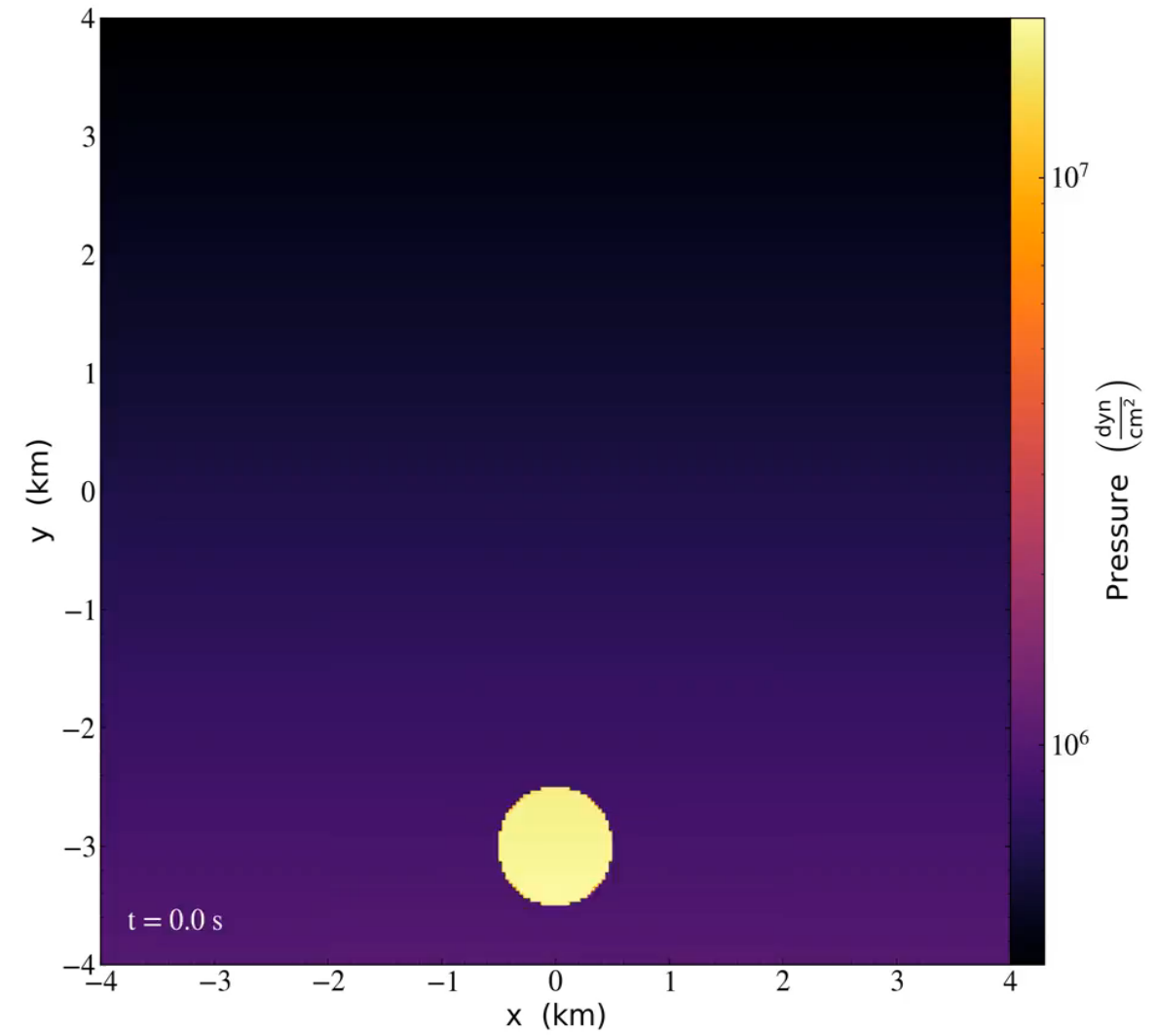
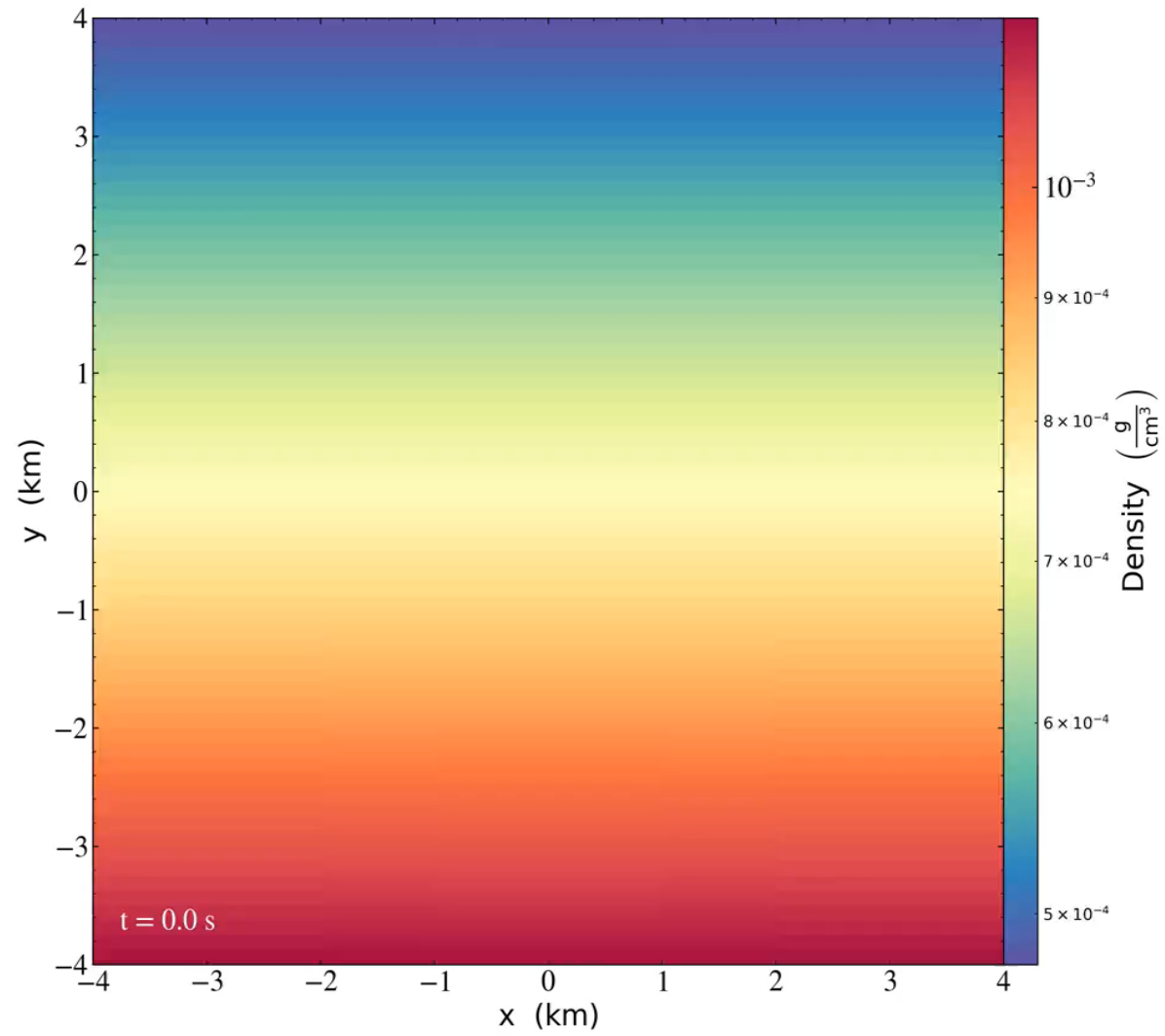
$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{v}) = 0$$

$$\frac{\partial \rho \mathbf{v}}{\partial t} + \nabla \cdot (\rho \mathbf{v} \otimes \mathbf{v}) + \nabla p_{\text{tot}} = \underline{\rho \mathbf{g}}$$

$$\frac{\partial e}{\partial t} + \nabla \cdot [(e + p_{\text{tot}}) \mathbf{v}] = \underline{\rho \mathbf{v} \cdot \mathbf{g}} + \underline{e_{\text{blast}}(x, y, t_0)}$$

Source term: gravity      Source term: bomb energy





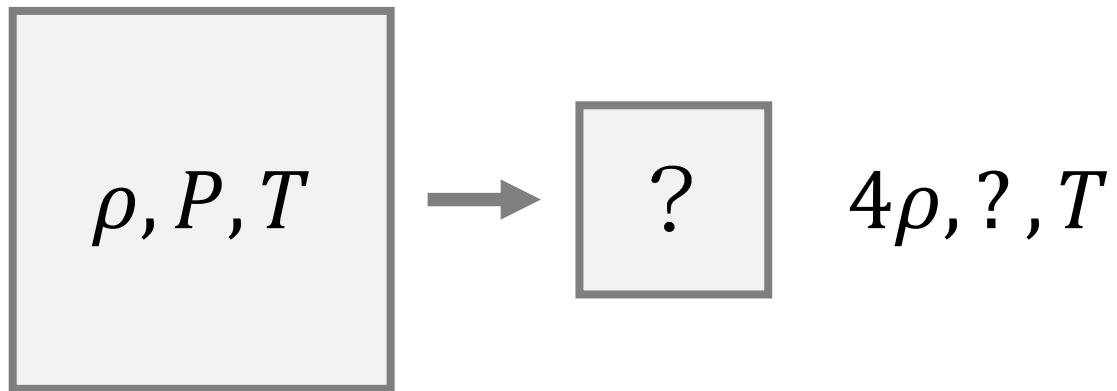


# Equation of states (EoS)

If you count the number of variables and equations:

- Variable:  $\rho, \vec{v}, e, P$ . 6 fields
- Equation: 5 independent ones.

One need another equation to solve the system. This is the EoS.



EoS links the thermal dynamics properties of the fluid.

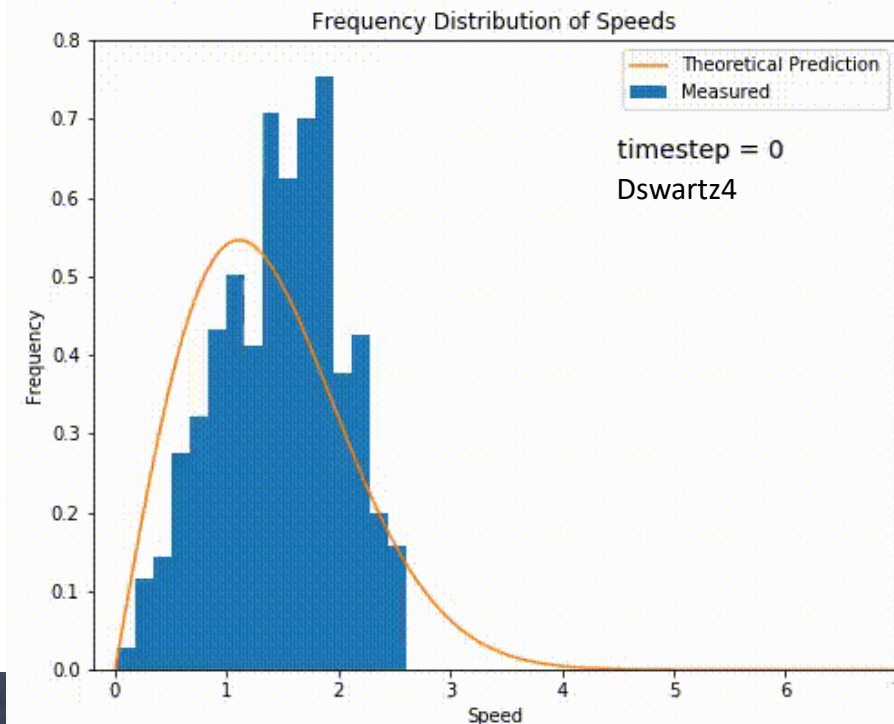
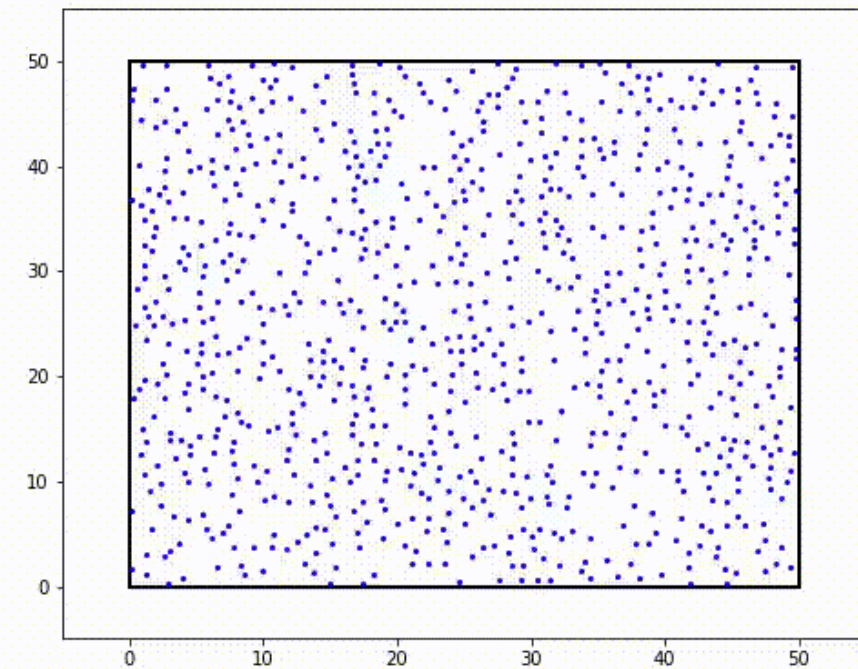
Effectively captures the properties of the materials.

# When can we use fluid approx. ?

- Fluid dynamics simplifies particle motion into macroscopic properties (e.g. temperature).

Is that valid for all systems?

- No. That only works if there are sufficient collision between particles.
- Fluid approximation only works if:
  - Mean free path  $\ll$  System scale
  - Collision timescale  $\ll$  Timescale of interest





# 磁流體力學 MHD

- 宇宙中磁場幾乎無處不在，且在許多系統中皆扮演著重要的角色。
- 在流體力學的基礎上，可以進一步加入磁場的影響：

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{v}) = 0$$

$$\frac{\partial \rho \mathbf{v}}{\partial t} + \nabla \cdot \left( \rho \mathbf{v} \mathbf{v} - \frac{\mathbf{B} \mathbf{B}}{4\pi} \right) + \nabla p_{\text{tot}} = \rho \mathbf{g}$$

$$\frac{\partial \mathbf{B}}{\partial t} - \nabla \times (\mathbf{v} \times \mathbf{B}) = 0$$

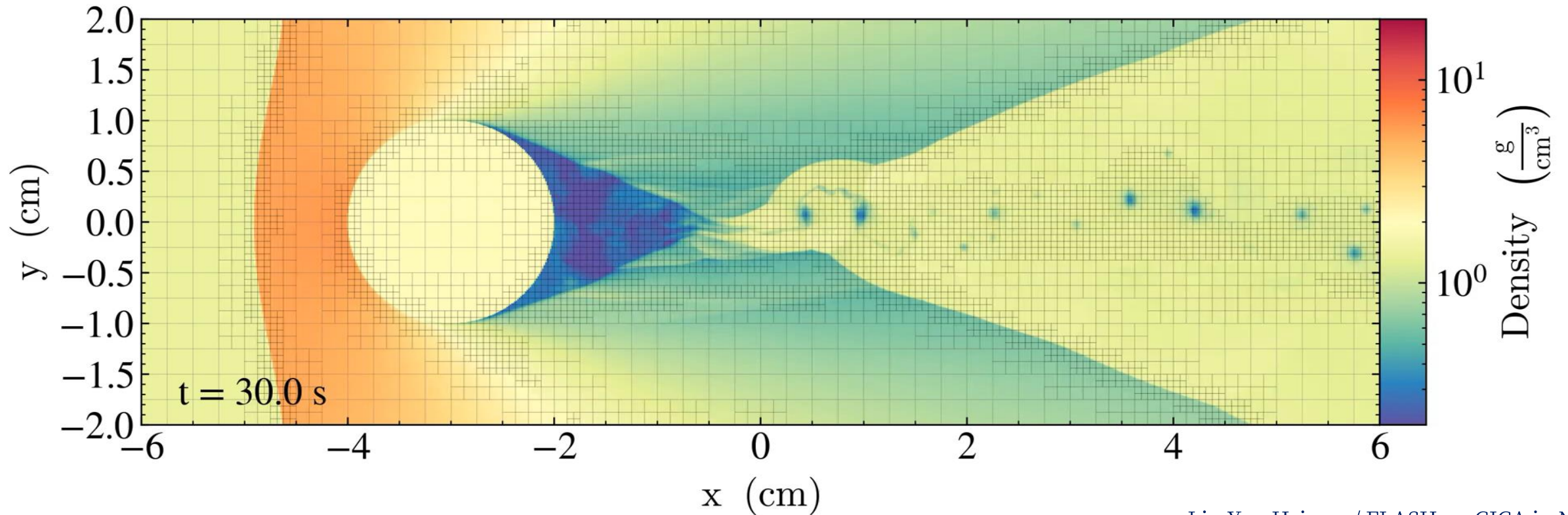
$$\frac{\partial e}{\partial t} + \nabla \cdot \left[ (e + p_{\text{tot}}) \mathbf{v} - \frac{\mathbf{B}(\mathbf{B} \cdot \mathbf{v})}{4\pi} \right] = \rho \mathbf{v} \cdot \mathbf{g}$$

根據模擬的系統，這套方程組可以再加入

- 宇宙射線 Cosmic-Ray
- 輻射 Radiation
- 黏滯性 Viscosity
- 電阻 Resistance
- 相對論效應 Relativity
- 恆星與 AGN 回饋……等

# 解算方程組：Grid Based Method

- 有了方程式，接下來就是用電腦幫我們解開它們。
- 一種常用方法是「有限體積法 Finite Volume Method, FVM」加上「自適應網格 Adaptive Mesh Refinement, AMR」。





# Kelvin–Helmholtz instability

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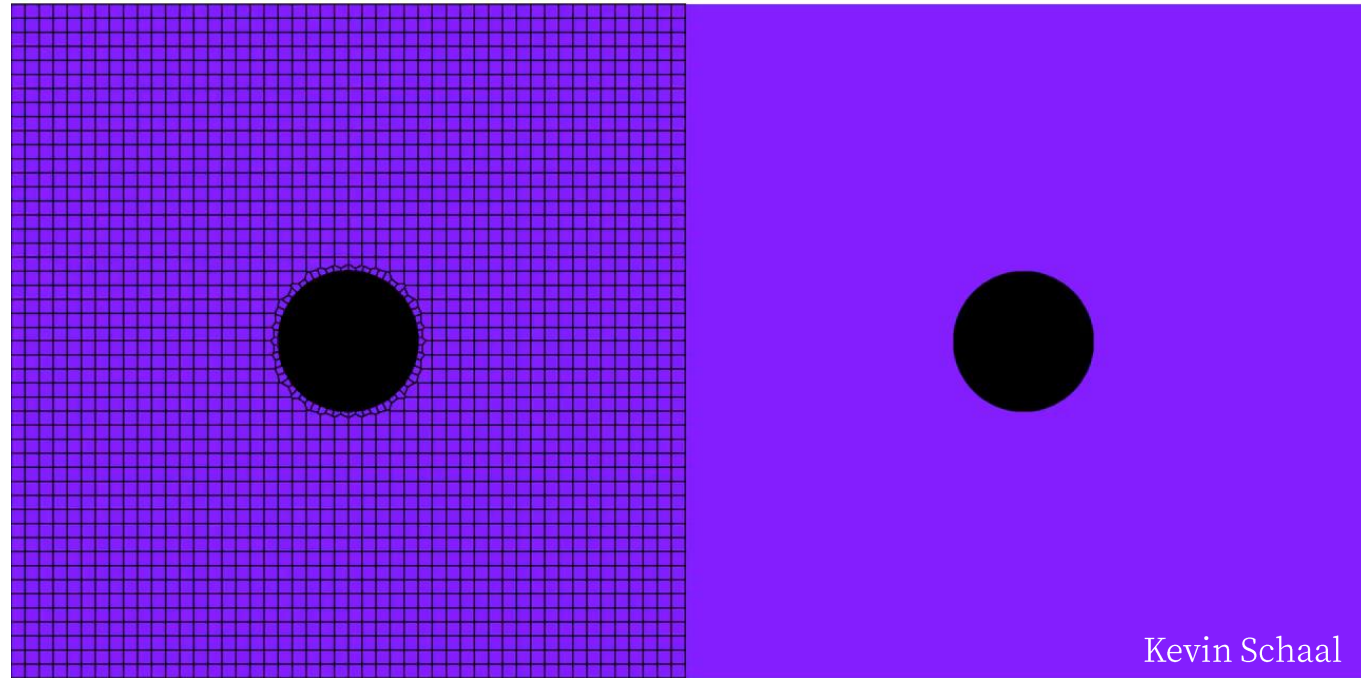
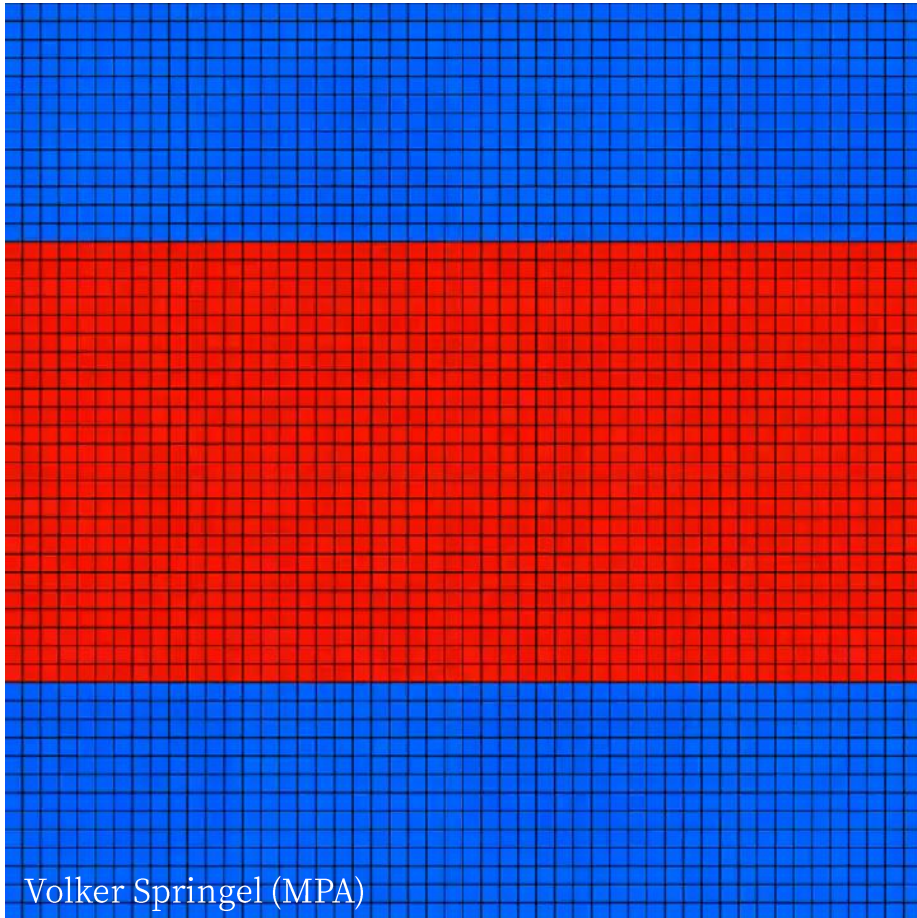
## 解算方程組：SPH Method

另一種常見的方法是光滑粒子流體動力學法 Smoothed Particle Hydrodynamics



# 解算方程組：Hybrid / Moving Mesh Method

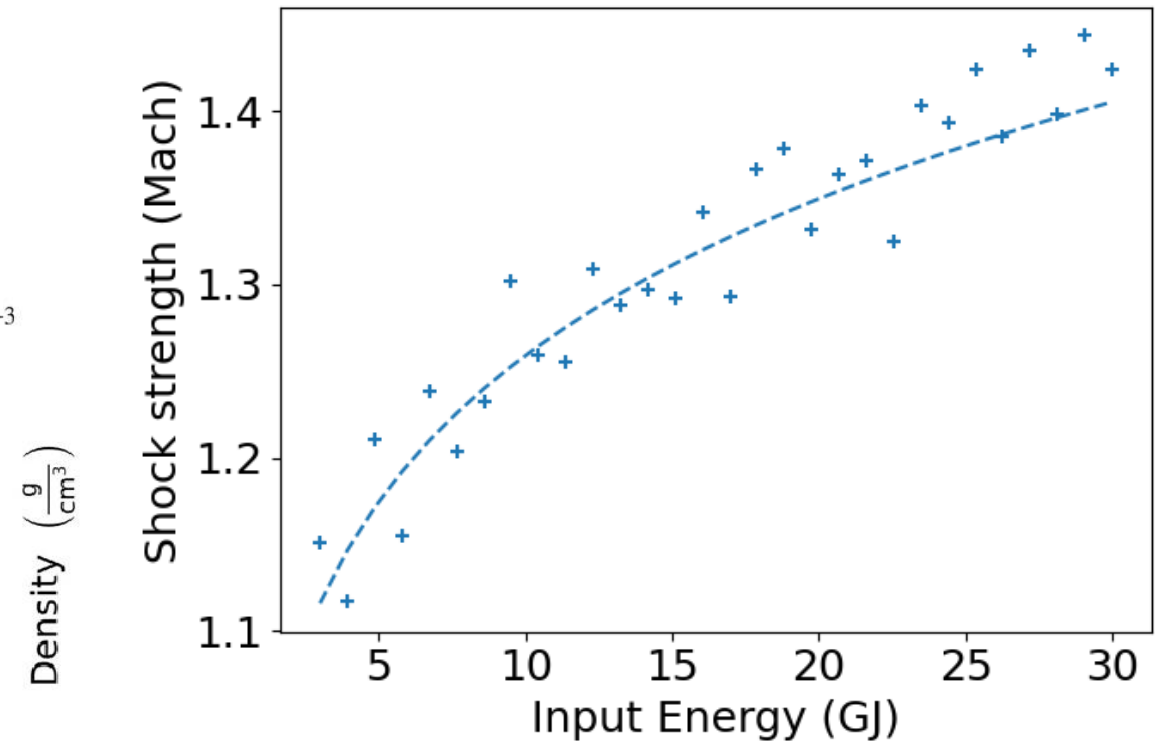
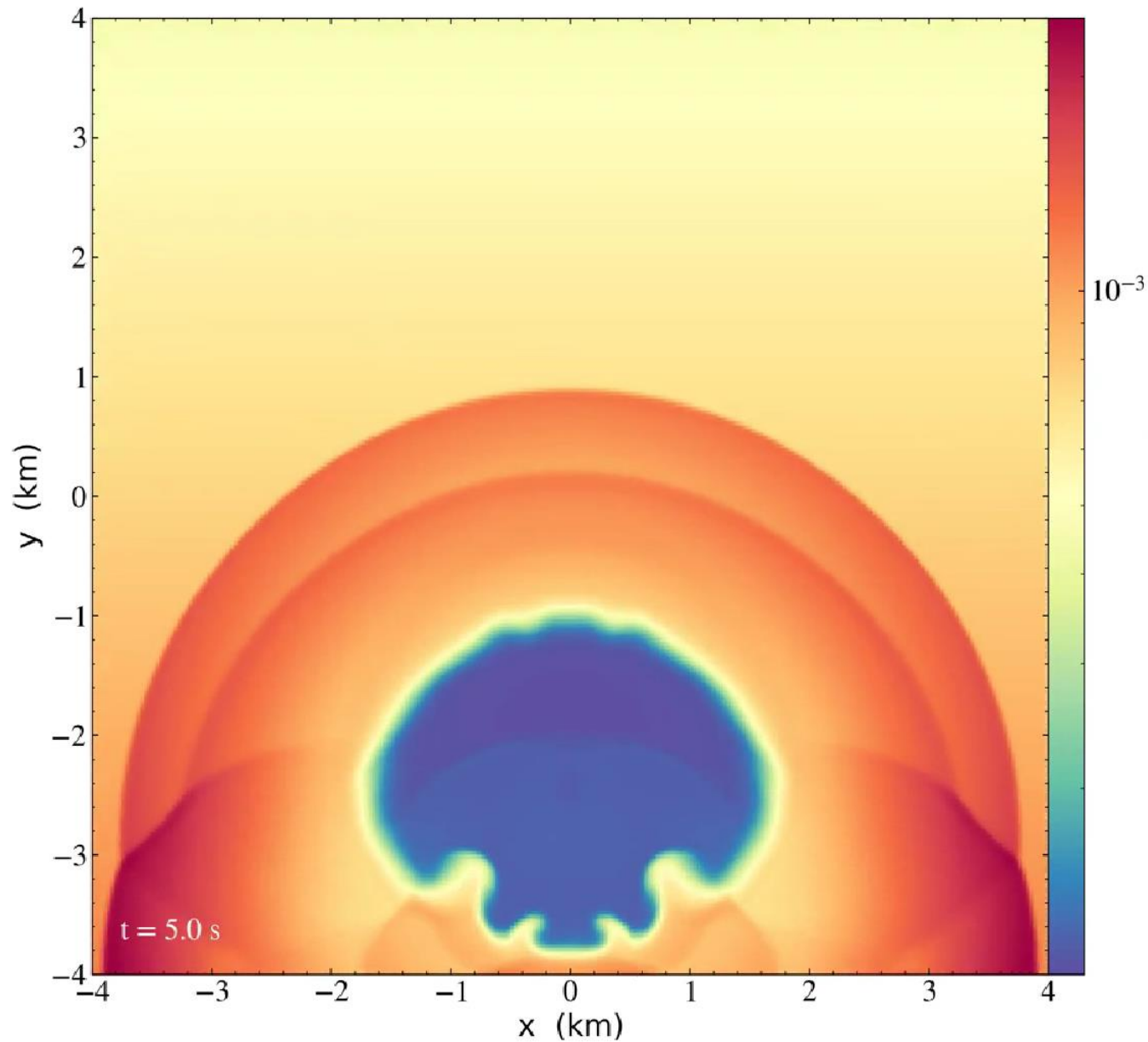
- 結合 FVM 和 SPH 各自的優勢





Computer go  
BRRRRRRRRR



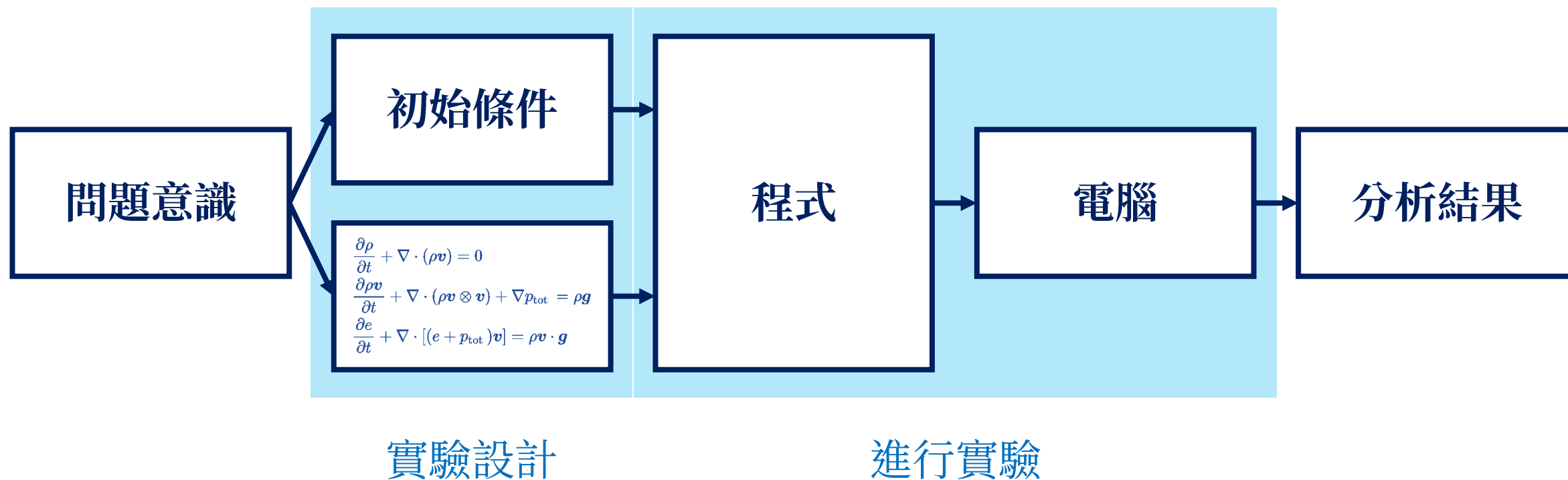


Understand how large  
your bomb needs to be  
to destroy everything within 3km.



# 流體力學與天文物理

## ➤ 計算天文物理模擬的基本流程

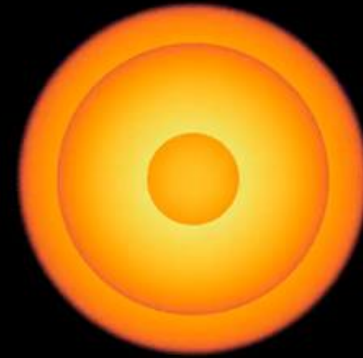


## ➤ 計算天文物理是理論工作，但是研究流程其實類似實驗

# Gallery

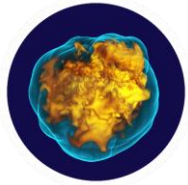
- Planetary collision.
- Code: Swift (SPH).
- IC: Giant impact that changed the rotation axis of Uranus.
- Physics:
  - EoS for rock (e.g.  $\text{SiO}_2$ ,  $\text{MgO}$ ,  $\text{FeS}$ )
  - EoS for ice (e.g.  $\text{H}_2\text{O}$ ,  $\text{NH}_3$ ,  $\text{CH}_4$ ).

0.0 h



ICC planetary giant impact research

# Gallery



- Supernova explosion.
- Code: FLASH (FVM).
- IC: Center of massive stars.
- Physics:
  - GR & Self-gravity
  - Neutrino transport
  - Nuclear EoS

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{v}) = 0$$

$$\frac{\partial \rho \mathbf{v}}{\partial t} + \nabla \cdot (\rho \mathbf{v} \mathbf{v}) + \nabla P = -\rho \nabla \Phi$$

$$\frac{\partial \rho E}{\partial t} + \nabla \cdot [(\rho E + P) \mathbf{v}] = -\rho \mathbf{v} \cdot \nabla \Phi$$

$$\frac{\partial \rho Y_e}{\partial t} + \nabla \cdot (\rho \mathbf{v} Y_e) = 0$$

$$\frac{\partial \rho Y_l^t}{\partial t} + \nabla \cdot (\rho \mathbf{v} Y_l^t) = 0$$

$$\frac{\partial (\rho Z_l^t)^{3/4}}{\partial t} + \nabla \cdot \left( \mathbf{v} (\rho \mathbf{Z}_l^t)^{3/4} \right) = 0$$





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NAR Labs 財團法人國家實驗研究院

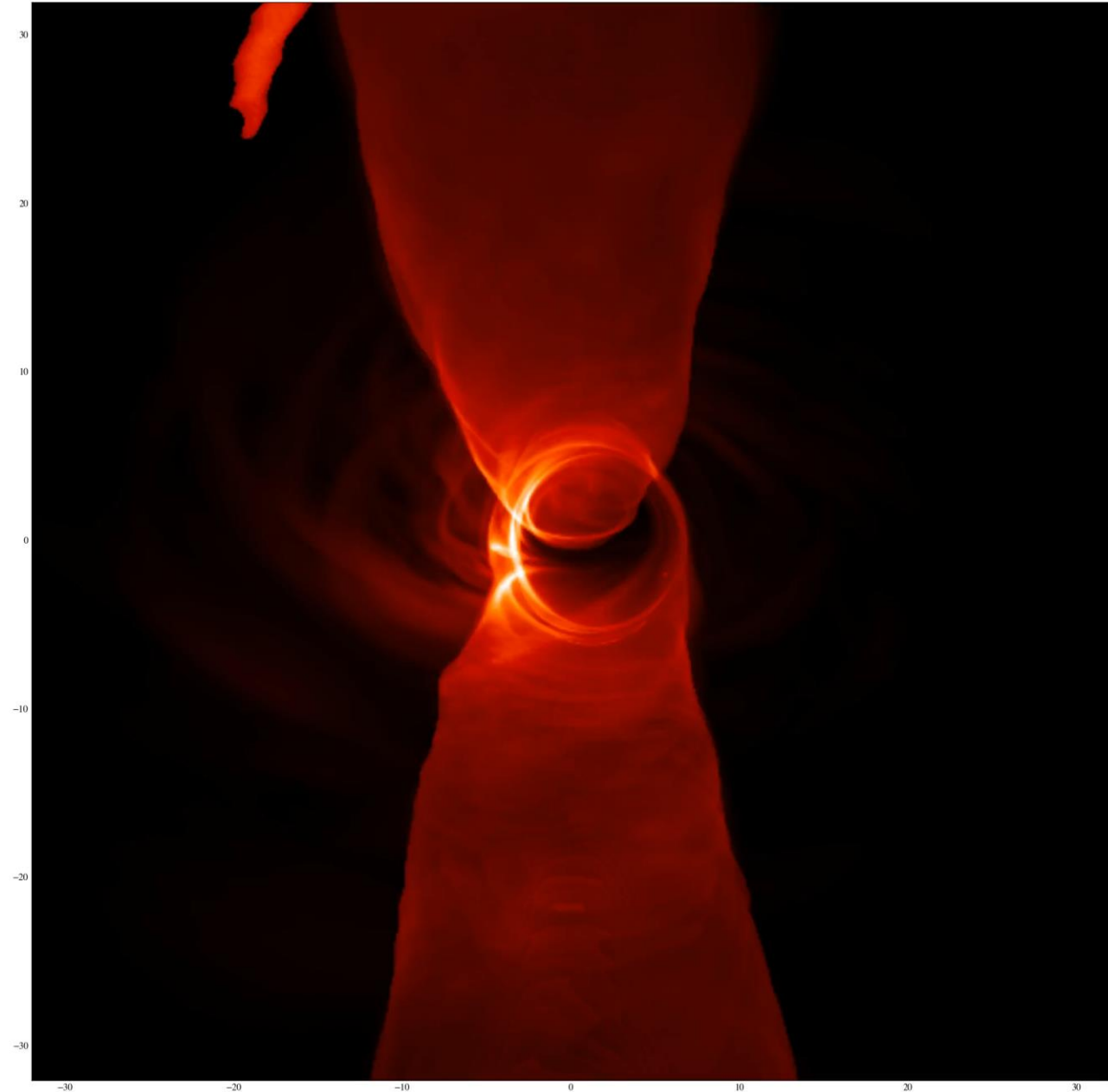
國家高速網路與計算中心  
National Center for High-performance Computing

# Core-Collapse Supernova Simulation

Visualization: Kuo-Chuan Pan (潘國全)  
Department of Physics  
Institute of Astronomy  
National Tsing Hua University, Taiwan

# Gallery

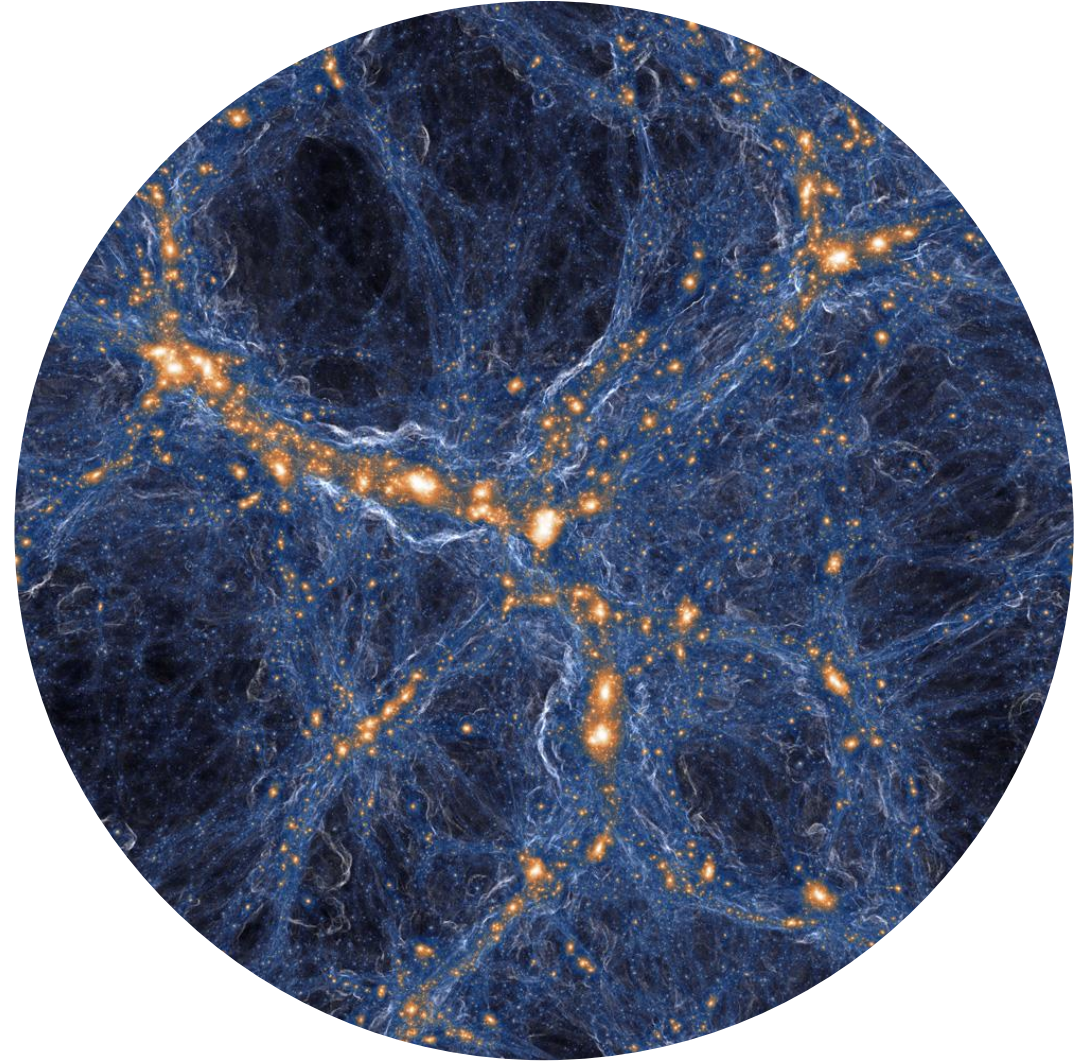
- SMBH accretion
- Code: HARM (FVM).
- IC: SMBH and accretion disk.
- Physics:
  - General relativity
  - MHD Plasma physics
  - GR radiative transfer





# Gallery

- Cosmological Simulation (TNG).
- Code: Arepo (Hybrid).
- IC: Primordial density perturbation
- Physics:
  - Self-gravity (N body)
  - MHD in expanding universe
  - Star formation
  - Stellar / AGN feedback





# Summary

- Gas is important in most of the astrophysics.
- Fluid dynamics provides a good framework to describe the multi-physics, multi-scale behavior of gas.  
MHD, gravity (Newton/GR), radiative processes, astrophysical feedbacks, etc.
- Hydro equations can be solved by different numerical methods.
- Hydrodynamic simulations is now widely used to understand complicated astrophysical systems in details.

Trailer: Seminar on Thursday

# 歐柏昇—Post Main Sequence Stellar Evolution



## ➤ 學歷

- 2012 – 2016 台大物理、歷史雙主修
- 2016 – 2018 台大物理碩士
- 2018 – 2023 台大物理／中研院天文所博士班

## ➤ 天文圈重要資歷

- 2013 – 2014 台大天文社社長
- 2014 – 2019 聯盟立案核心推動者
- 2019 – 2023 全國大學天文社聯盟理事長
- 合作學者：朱有花、陳科榮