### Models of Black Holes and Black Box Models

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#### Overview

Models of black hole spins and jet power

- Crucial for AGN feedback models
- Useful fitting formulae
- New model of galaxy formation
  - Emphasis on extensibility and flexibility

## **Black Holes in Galaxy Formation**



#### **Blandford-Znajek Process**

Thorne (1994)

#### AGN feedback

 Key process in galaxy formation

#### Modeling

- Accretion system
- Black hole
- Jets/Outflows
- Feedback

## **Modeling Black Hole Spin/Jets**

- AJB & Babul (2009)
  - Model of advection dominated accretion flow (ADAF)
    - Fitting formulae to Narayan & Yi numerical solutions
  - Estimate flow properties in Kerr metric
  - Blandford-Znajek etc. estimate of jet power
    - From black hole spin and disk rotation
  - Calculate torques due to power extracted from hole

### Spin Up of Black Holes



- Spin up by angular momentum of accreted matter
- Spin down by torques that drive jets

 Possibility of equilibrium spin

August 2010, Santa Cruz

# **Equilibrium Spin**



#### **Black Hole Jet Efficiencies**



Disk and black hole contribute High efficiencies for high spins

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### **Black Hole Spin Distribution**





### **Black Holes Summary**

- Jet power of black holes is a crucial ingredient for AGN feedback models
  - AJB & Babul (2009) provides simple fitting formula for:
    - ADAF structure
    - Jet power
    - Spin-up/down rate
  - Predicts equilibrium spin *j*~0.8 0.95
  - Jet efficiency at equilibrium  $\eta$ ~15%

### A New Semi-Analytic Model

- Why?
  - Adding in new features (e.g. self-consistent reionization, noninstantaneous recycling, new star formation rules) should be easy
  - Permit user to focus on physics
- How?
  - Create a code which is modular by design, isolating assumptions so that they don't have consequences throughout the code.



#### GALACTICUS



- Freely available for anyone to use
- Modular design
  - Each function can have multiple implementations, selected by input parameter.
  - "Node" can have arbitrary number of components (e.g. DM halo, disk, spheroid), all with multiple implementations
- Combination of smooth (ODE) evolution and instantaneous events (e.g. mergers)

# Modularity

#### New implementation of function easily added:

- Write a module containing the function
- Add directives indicating that this function is for disk star formation timescale calculations
- Recompile build system automatically finds this new module and works out how to compile it into the code

# Modularity

- Modules are self-contained and independent
- Self-initializing and recursive
- For example deterministic halo spins:
  - Request spin of halo
  - Module reads in parameters of model, initializes
  - Needs spins of progenitor halos, so calls itself for those nodes...
  - ...which call the same routine for their progenitors....

### **Node Components**

- Component could be, e.g. disk (exponential)
- Stores various types of data:
  - Properties evolved within ODE system
  - Data internal data, not evolved
  - Histories records of past/future history (e.g. star formation history)
- Allowance for multiple components of each type (coming soon....)

### **Node Components**

#### • Defining a component:

- Set of ODEs giving rates of change of properties (can access properties of other components/nodes as needed)
- Responses to events (merging, becoming satellite etc.)
- Specify properties to be output

### **Node Evolution**

- Code repeatedly walks tree finds nodes that it can evolve:
  - Cannot evolve if still have children
  - Can't evolve beyond their satellites
  - Limit on time step
  - Arbitrary other factors can be included
- Evolve those nodes forward in time
- Stops when no more nodes to evolve

### **Node Evolution**

- All component properties fed into ODE solver
- Evaluate derivatives evolve forward in time
- No need for fixed timesteps or analytic solutions
  - Makes implementing, for example, Kennicutt-Schmidt law trivial (just add new star formation timescale function)
- Evolution can be interrupted as needed (e.g. when galaxy merges)

#### **Node Evolution**

- Component creation:
  - Nodes begin with only basic component (mass, time)
  - If accretion from IGM occurs, stop and create a hot halo component
  - If cooling occurs, stop and create a disk component
  - Components can be destroyed as needed also

### Advantages

- Modularity makes it highly flexible:
  - Add new star formation rule in 5 minutes
  - Change in cooling model confined to few modules which compute cooling time and rate
- Unified ODE solver makes new features simple:
  - Time stepping handled automatically
  - No need for analytic solutions
  - Implemented noninstantaneous recycling in one afternoon rather than two months....

### **Current Feature List**

#### Components

- Dark matter profile [isothermal/NFW]
- Hot halo
- Disk [exponential]
- Spheroid [Hernquist]
- Black holes (grow via Bondi-Hoyle accretion)
- plus components that track things such as spin, merging time etc.



### **Current Feature List**

#### • Physics (cont.):

- Disk instabilities
- Black hole merging
- AGN feedback

Stellar population synthesis (with arbitrary IMF)



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#### http://sites.google.com/site/galacticusmodel/



### Conclusions

#### AGN feedback/Black hole models

- AJB & Babul (2009) provides fitting formula for:
  - ADAF structure
  - Black hole jet power and spin
- GALACTICUS model
  - Free and open source
  - Extensible/flexible
  - Try it!