

Title: Numerical Analysis of a Black String Horizon

Date: Mar 09, 2005 11:00 AM

URL: <http://pirsa.org/05030101>

Abstract: Using the numerical data of the UBC group simulation, an analysis is done of the properties of the horizon of an evolving black string. The results are consistent with pinch off in infinite affine parameter

## Numerical treatment of a black string horizon

(DG, L Lehner, F Pretorius)  
gr-qc/0414014, PRD in press

- (1) black strings and GL instability
- (2) pinch off, HM theorem  
and HM argument
- (3) Numerical simulation of black strings
- (4) Numerical treatment of the horizon
- (5) results
- (6) conclusion

## black strings and GL instability

(R. Gregory and R. Laflamme)  
PRL 70, 2837 (1993)

$$ds^2 = dz^2 + ds_{\text{Schw}}^2$$

$$ds_{\text{Schw}}^2 = -F dt^2 + F^{-1} dr^2 + r^2 d\Omega^2$$

$$F = 1 - (2M/r)$$

to check for instability  
perturb and look for  
an exponentially growing mode

Black holes are stable

Black strings are unstable



## black strings and GL instability

(R. Gregory and R. Laflamme)  
PRL **70**, 2837 (1993)

$$ds^2 = dz^2 + ds_{\text{Schw}}^2$$

$$ds_{\text{Schw}}^2 = -F dt^2 + F^{-1} dr^2 + r^2 d\Omega^2$$

$$F = 1 - (2M/r)$$

to check for instability  
perturb and look for  
an exponentially growing mode

Black holes are stable

Black strings are unstable



what does an unstable black string  
evolve to?

black holes have more entropy  
than a black string.

perhaps a black string  
pinches off into black holes

proof uses Raychaudhuri equation

$$d\theta/d\lambda + \frac{1}{3}\theta^2 + \sigma_{ab}\sigma^{ab} = 0$$

$\theta$  must be positive

so shrinking in the  $r$  direction

must be compensated by expansion

in the  $z$  direction.

This gives rise to shear which

tends to drive  $\theta$  negative



### HM argument

pinch off in infinite affine  
parameter is allowed

However,  $\theta$  and  $\sigma_{ab}$   
must be very small  
and very slowly varying  
functions of  $\lambda$

HM conclude that pinch off  
does not happen.



## Black string numerical simulation

(M Choptuik, L Lehner, I Olabarrieta,  
R Petryk, F Pretorius, H Villegas)  
PRD **68**, 044001 (2003)

$$ds^2 = (-\alpha^2 + \beta_A \beta^A) dt^2 + 2\beta_A dx^A dt \\ + \gamma_{AB} dx^A dx^B + \gamma_\Omega d\Omega^2$$

$$x^A = (r, z) \\ \beta_A = \gamma_{AB} \beta^B$$

ADM equations

$\alpha$  and  $\beta^A$  freely specified

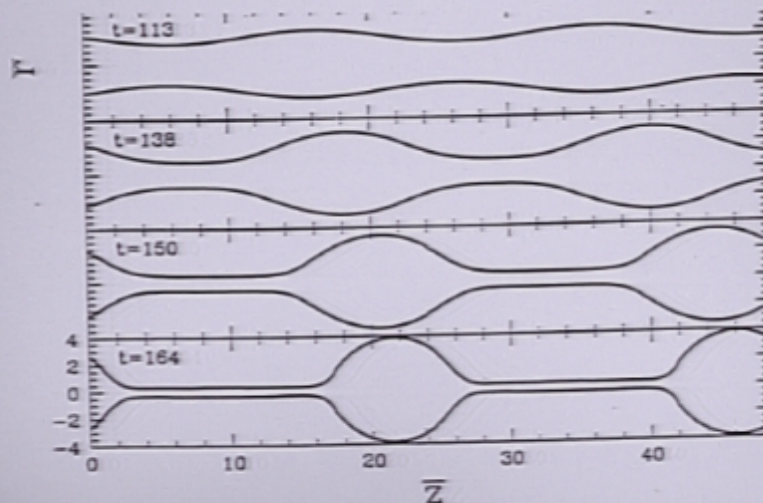
second order evolution equations

for  $\gamma_{AB}$  and  $\gamma_\Omega$

Evolution starts from  
a slightly perturbed straight string

The evolution goes well into the  
nonlinear regime; but eventually  
the code crashes  
(punchbowl effect)

At the end, the string looks like  
black holes connected by  
long thin strings  
(i.e. it looks like it is in the  
process of pinching off)





## numerical examination of horizon

Find horizon as  $r = R(t, z)$

Trace light rays, but horizon  
is well approximated by  
apparent horizon

Non-affinely parameterized geodesic

$$k_a = \nabla_a(r - R)$$

Find affinely parameterized geodesic

$$l^a = e^{-\nu} k^a$$

and affine parameter  $\lambda$



## numerical examination of horizon

Find horizon as  $r = R(t, z)$

Trace light rays, but horizon  
is well approximated by  
apparent horizon

Non-affinely parameterized geodesic

$$k_a = \nabla_a(r - R)$$

Find affinely parameterized geodesic

$$l^a = e^{-\nu} k^a$$

and affine parameter  $\lambda$

use  $x^a$  and  $y^a$  unit vectors  
in 2-sphere and orthogonal directions.  
Find  $A$  and  $B$  given by

$$A = 2x^a x^b \nabla_a l_b$$

$$B = -y^a y^b \nabla_a l_b$$

Expansion and squared shear given by

$$\theta = A - B$$

$$\sigma^{ab} \sigma_{ab} = \frac{1}{6} (A + 2B)^2$$

Introduce rescaled quantities

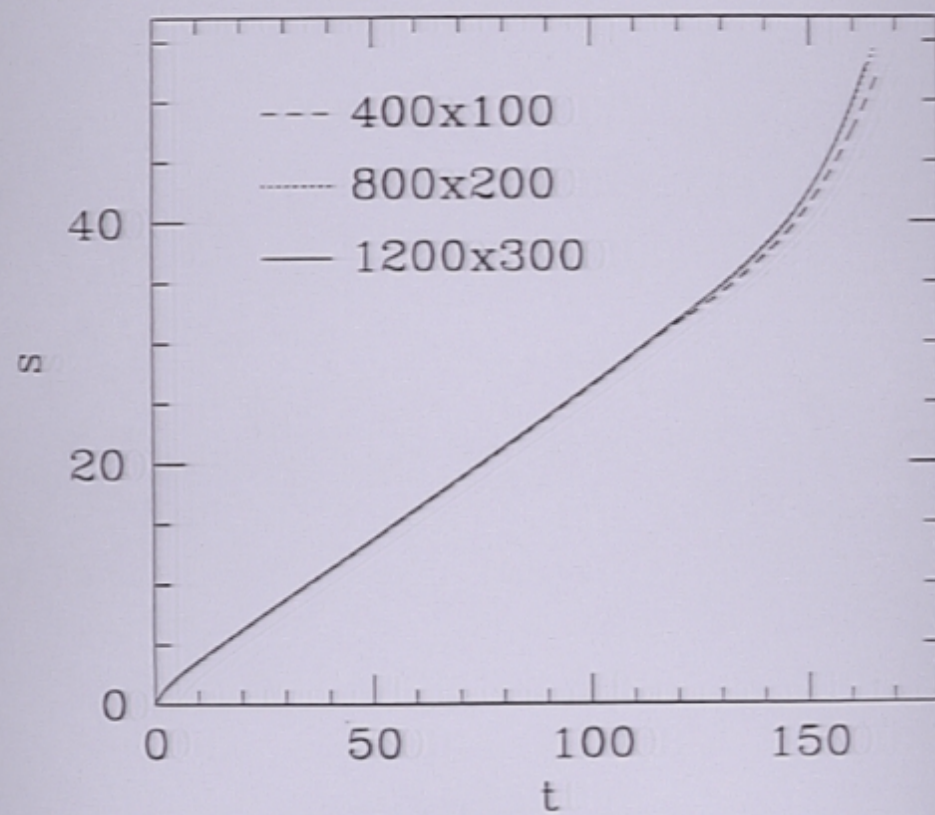
$$s, \tilde{\theta}, \tilde{\sigma}_{ab}$$

$$s = \ln \lambda$$

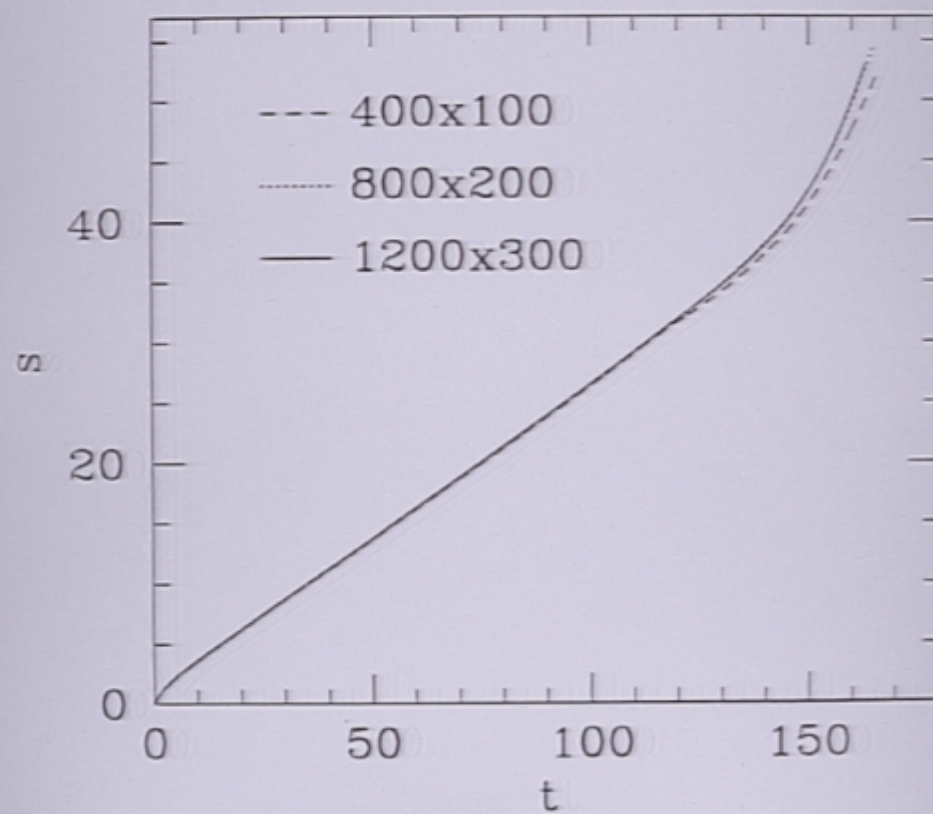
$$\tilde{\theta} = \lambda \theta$$

$$\tilde{\sigma}_{ab} = \lambda \sigma_{ab}$$



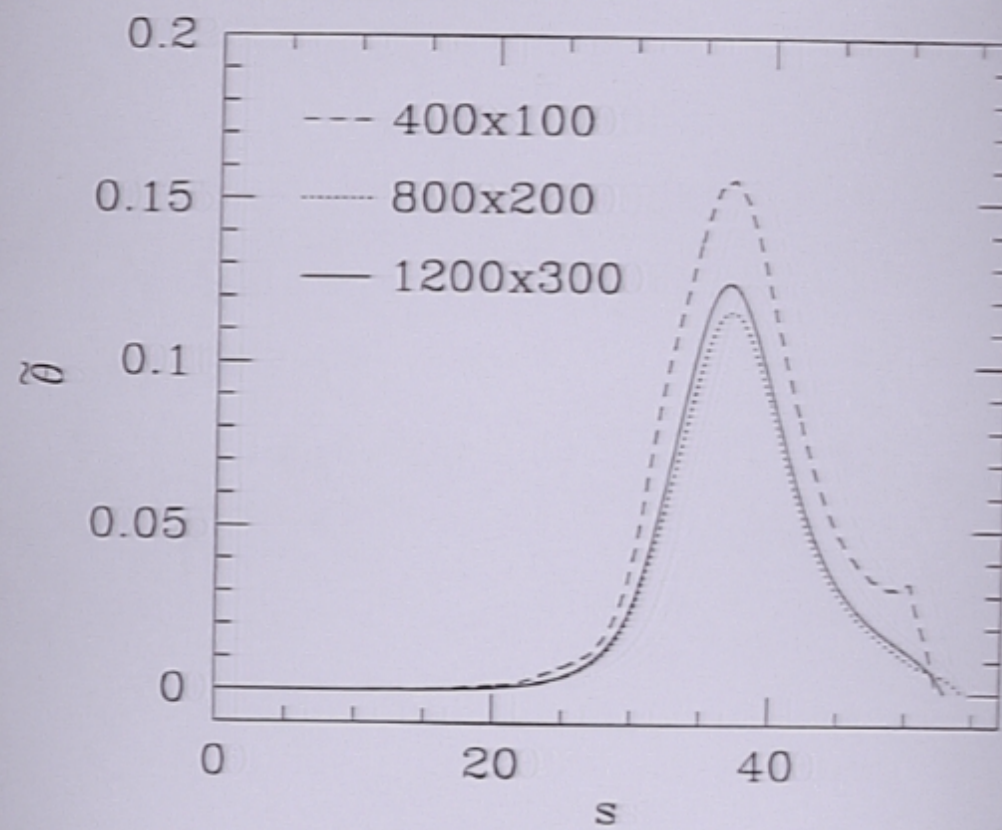




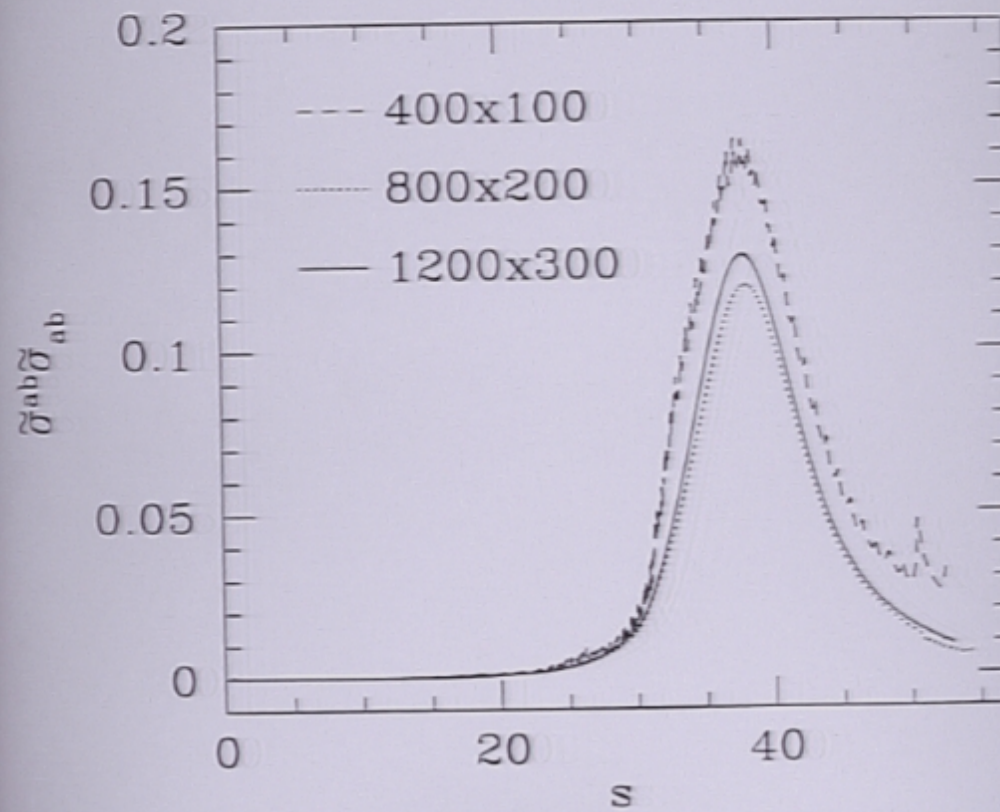


At the end of the simulation  
the affine parameter has reached  $10^{21}$









At the end of the simulation  
 $\theta$  and  $\sigma_{ab}$   
are of order  $10^{-22}$ .

This sort of behavior is  
just what HM say is needed  
for pinch off in infinite affine parameter

In retrospect this is not surprising.  
In Schwarzschild, the affine parameter  
is  $\lambda \propto \exp(v/(4M))$   
and the black string starts out as  
Schwarzschild times a circle.

Thus, log of affine parameter is  
a more natural dynamical time  
than affine parameter, and rescaled  
expansion and shear are more natural  
dynamical quantities than  
expansion and shear

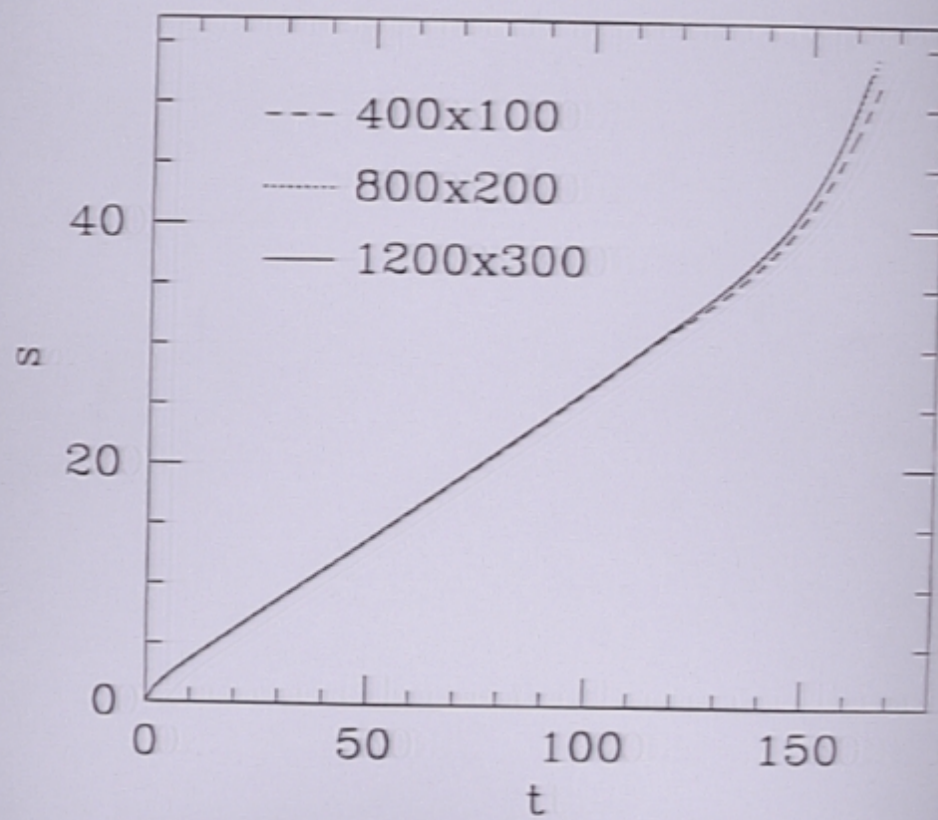


## Conclusions

Pinch off in infinite affine parameter is possible and may be the most likely outcome

The pinch off could occur at finite simulation time even if it occurs at infinite affine parameter

But better numerical simulations are needed to resolve the issue





## Conclusions

Pinch off in infinite affine parameter is possible and may be the most likely outcome

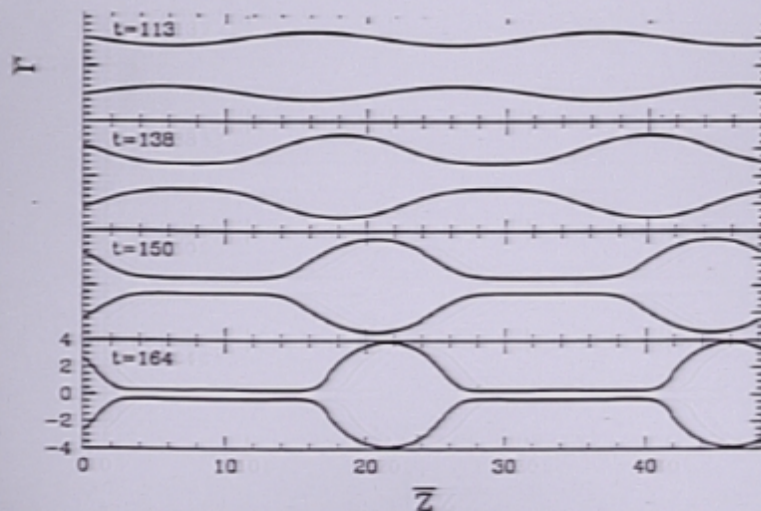
The pinch off could occur at finite simulation time even if it occurs at infinite affine parameter

But better numerical simulations are needed to resolve the issue

Evolution starts from  
a slightly perturbed straight string

The evolution goes well into the  
nonlinear regime; but eventually  
the code crashes  
(punchbowl effect)

At the end, the string looks like  
black holes connected by  
long thin strings  
(i.e. it looks like it is in the  
process of pinching off)

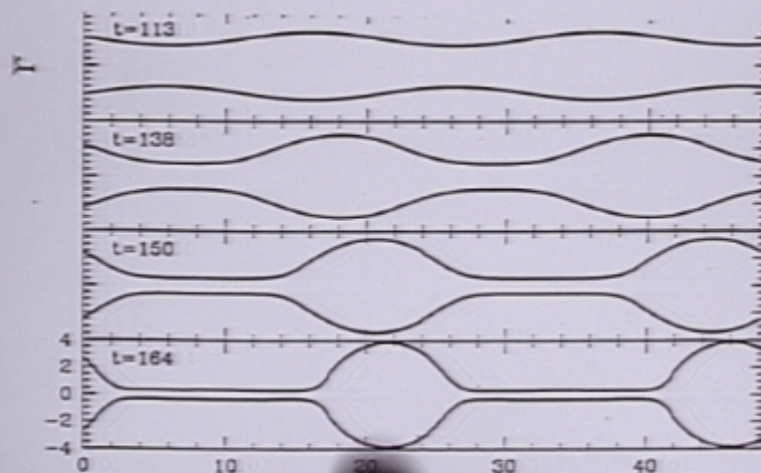




Evolution starts from  
a slightly perturbed straight string

The evolution goes well into the  
nonlinear regime; but eventually  
the code crashes  
(punchbowl effect)

At the end, the string looks like  
black holes connected by  
long thin strings  
(i.e. it looks like it is in the  
process of pinching off)



Evolution starts from  
a slightly perturbed straight string

The evolution goes well into the  
nonlinear regime; but eventually  
the code crashes  
(punchbowl effect)

At the end, the string looks like  
black holes connected by  
long thin strings  
(i.e. it looks like it is in the  
process of pinching off)

