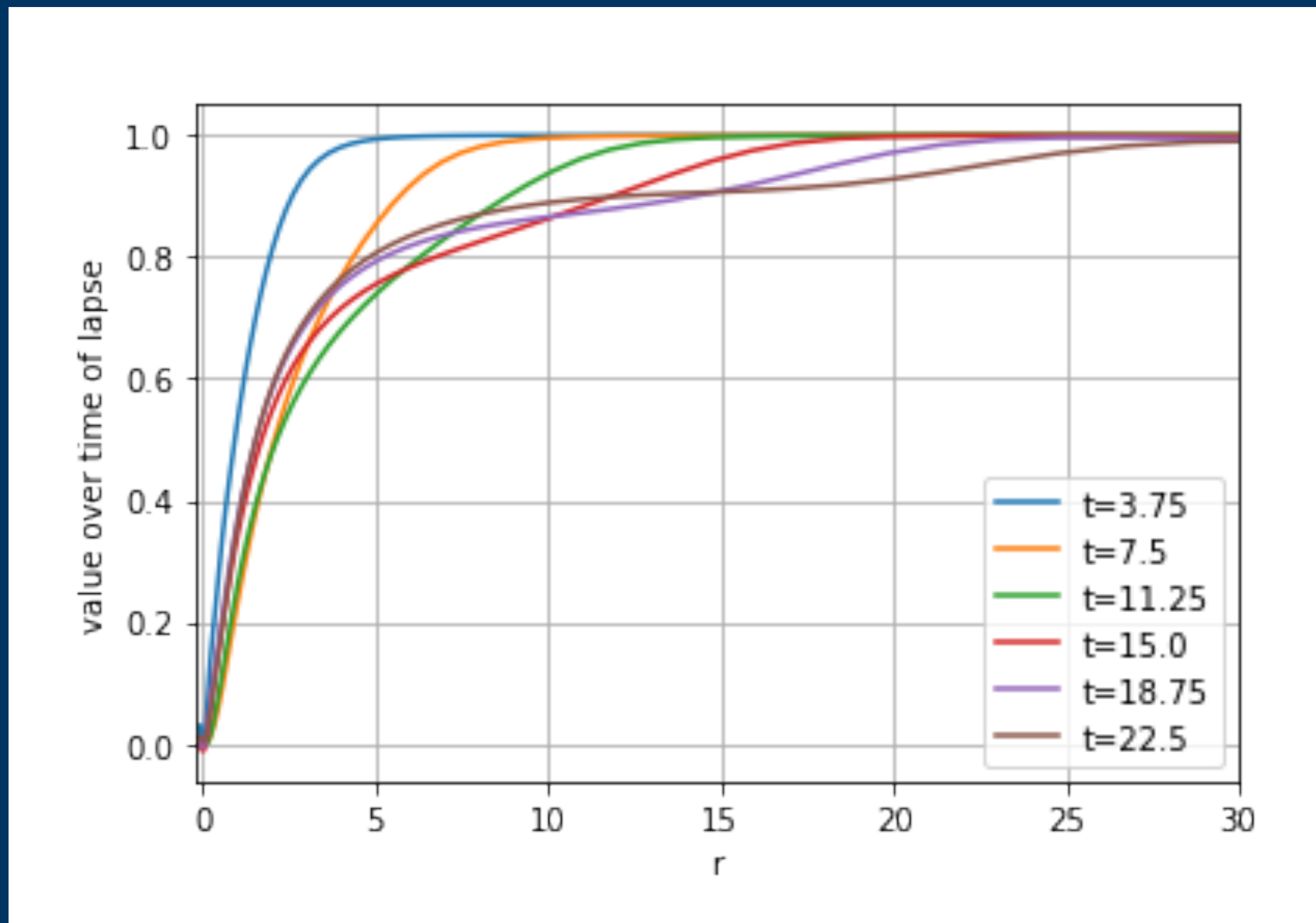


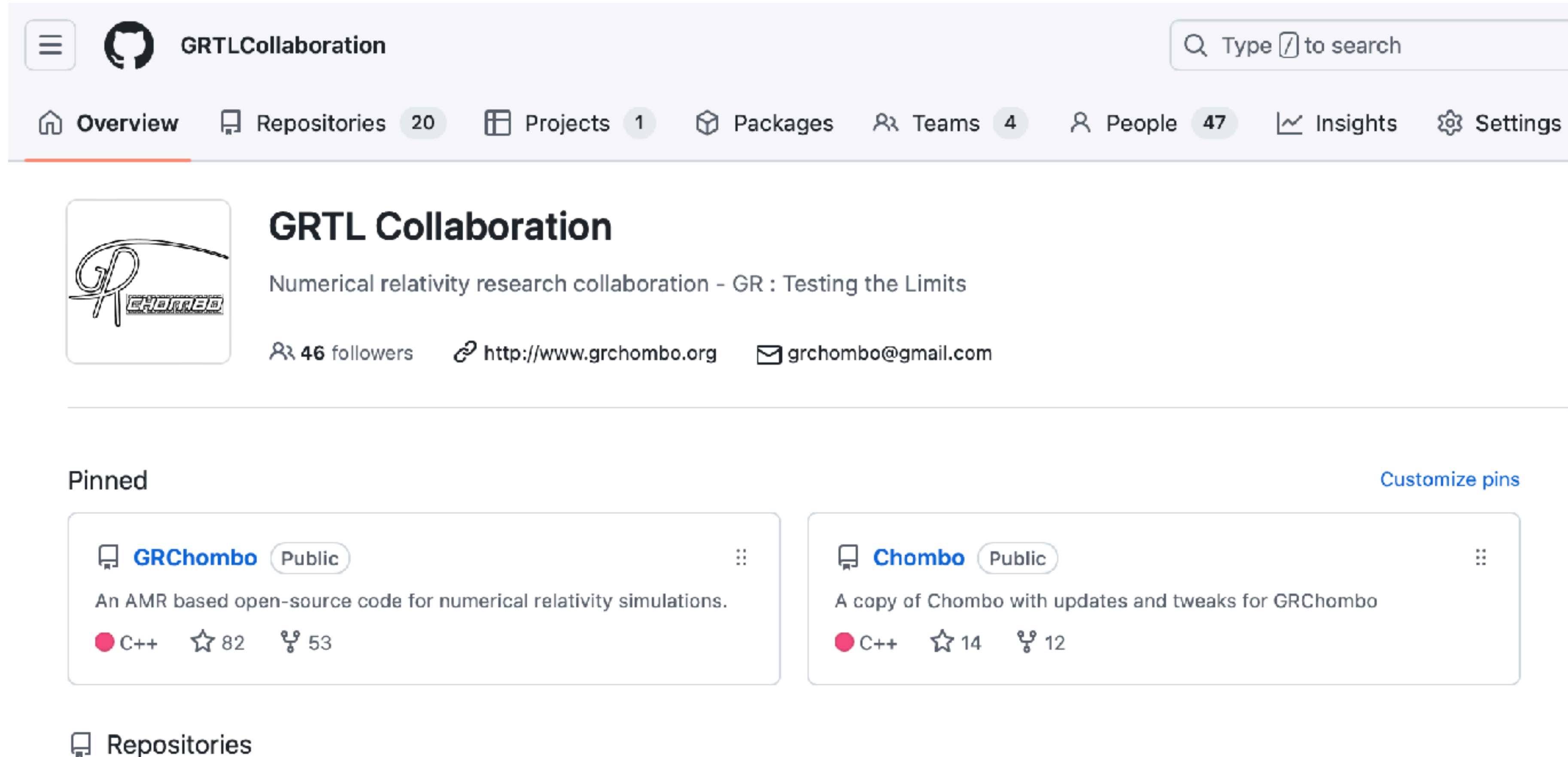
Numerical Relativity with

engrenage



Dr Katy Clough
Queen Mary
University of London

GR : Testing the Limits = GRTL



The screenshot shows the GitHub profile page for GRTL Collaboration. At the top, there is a navigation bar with a search box and a menu icon. Below the navigation bar, the profile name "GRTL Collaboration" is displayed, along with a search box containing the text "Type / to search". The navigation bar includes links for Overview, Repositories (20), Projects (1), Packages, Teams (4), People (47), Insights, and Settings. The profile picture is a logo featuring a stylized "G" and "R" with the text "GRTL Collaboration" below it. The bio reads "Numerical relativity research collaboration - GR : Testing the Limits". Below the bio, there are links for 46 followers, the website "http://www.grchombo.org", and the email "grchombo@gmail.com". The "Pinned" section shows two repositories: "GRChombo" (Public) with 82 stars and 53 forks, and "Chombo" (Public) with 14 stars and 12 forks. The "Repositories" section is partially visible at the bottom.

GRTL Collaboration
Numerical relativity research collaboration - GR : Testing the Limits
46 followers <http://www.grchombo.org> grchombo@gmail.com

Pinned [Customize pins](#)

- GRChombo** (Public) [⋮](#)
An AMR based open-source code for numerical relativity simulations.
C++ 82 stars 53 forks
- Chombo** (Public) [⋮](#)
A copy of Chombo with updates and tweaks for GRChombo
C++ 14 stars 12 forks

[Repositories](#)

<https://github.com/GRTLCollaboration>

GRTL Collaboration

The screenshot shows a list of six GitHub repositories under the GRTL Collaboration organization. Each repository entry includes the repository name, its visibility (Public), a brief description, the programming language, star count, license, forks, issues, and the last update time. A green waveform icon is visible to the right of each repository name.

Repository Name	Visibility	Description	Language	Stars	License	Forks	Issues	Updated	
GRDzhadzha	Public	A code to evolve matter on curved spacetimes with an analytic time and space dependence, e.g. black holes	C++	10	BSD-3-Clause	6	0	1	Updated 5 hours ago
GRChombo	Public	An AMR based open-source code for numerical relativity simulations.	C++	82	BSD-3-Clause	53	33	11	Updated yesterday
GRTeclyn	Public	Port of GRChombo to AMReX - under development!	C++	4	BSD-3-Clause	2	25	2	Updated last week
engrenage	Public	A spherically symmetric BSSN code used for teaching NR	Jupyter Notebook	24	BSD-3-Clause	67	1	0	Updated 3 weeks ago
Chombo	Public	A copy of Chombo with updates and tweaks for GRChombo	C++	14		12	1	0	Updated on Jul 17
GRFolres	Public	Extension to GRChombo for Modified Gravity simulations	Mathematica	4	BSD-3-Clause	2	0	0	Updated on Jun 10

Fixed metric backgrounds

Standard NR code

GPU supported code (under construction)

Spherically symmetric code

Underlying AMR PDE solver

Modified gravity

<https://github.com/GRTLCollaboration>

GRTL Collaboration

The screenshot shows a list of GitHub repositories. The repository 'engrenage' is circled in black. Each repository entry includes the repository name, a 'Public' badge, a description, the programming language, star count, license, forks, issues, pull requests, and the last update time.

Repository	Language	Stars	License	Forks	Issues	Pull Requests	Updated
GRDzhadzha	C++	10	BSD-3-Clause	6	0	1	Updated 5 hours ago
GRChombo	C++	82	BSD-3-Clause	53	33	11	Updated yesterday
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GRFolres	Mathematica	4	BSD-3-Clause	2	0	0	Updated on Jun 10

*Spherically symmetric code
- plan to make it spherically adapted*

<https://github.com/GRTLCollaboration/engrenage>

GRTL Collaboration

Acknowledgements

This code is based on a private spherically adapted (but not spherically symmetric) code by Thomas Baumgarte, and the NRpy code of Zac Etienne, in particular the formalism used closely follows that described in the papers [Numerical relativity in spherical polar coordinates: Evolution calculations with the BSSN formulation](#) and [SENR/NRPy+: Numerical relativity in singular curvilinear coordinate systems](#).

This code has also benefitted from input from Nils Vu @nilsvu ("You don't use python environments? I don't even know where to start..."), Leo Stein @duetosymmetry ("Why wouldn't you use the existing numpy functions for that?") and bug spotting from Cristian Joana @cjoana and Cheng-Hsin Cheng @chcheng3 when this code debuted at the ICERM Numerical Relativity Community Summer School in August 2022, and David Sola Gil @David-Sola-Gil in the London LTCC course February 2023. Thanks also to Marcus Hatton @MarcusHatton for the addition of animation to the figures.

The main developer of engrenage is [Katy Clough](#), who is supported by a UK STFC Ernest Rutherford Fellowship ST/V003240/1.

<https://github.com/GRTLCollaboration/engrenage>

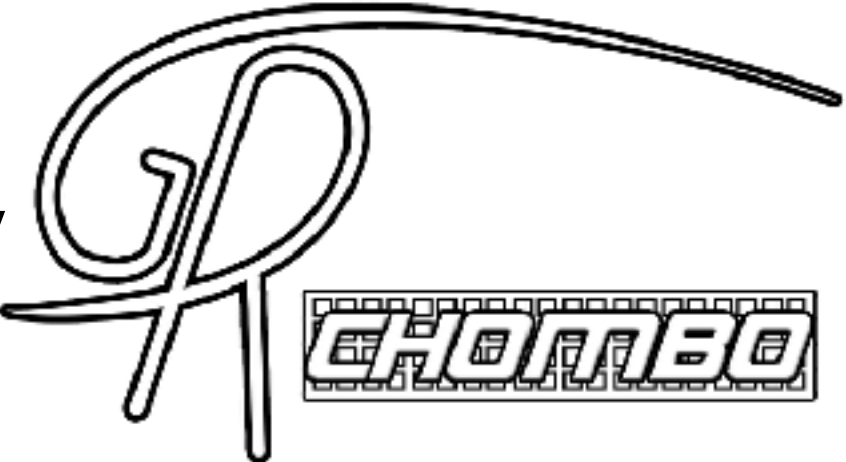
Why did you write a spherically symmetric code in python when you have a full 3+1D code GRChombo?

Why engrenage?

- Very useful for hands on sessions like this!
- Very useful for masters student projects (more on this from Maxence Gérard)
- Very useful for introducing new PhD students to NR concepts
- (Wasn't the original goal, but actually) very useful for actual research problems
 - reasonably fast so can do parameter scans, so easy to develop and modify,
 - good testbed/comparison for 3+1D simulations
- Now being actively developed by our collaboration and friends, so more features coming... you are welcome to join us!

engrenage

aka Baby

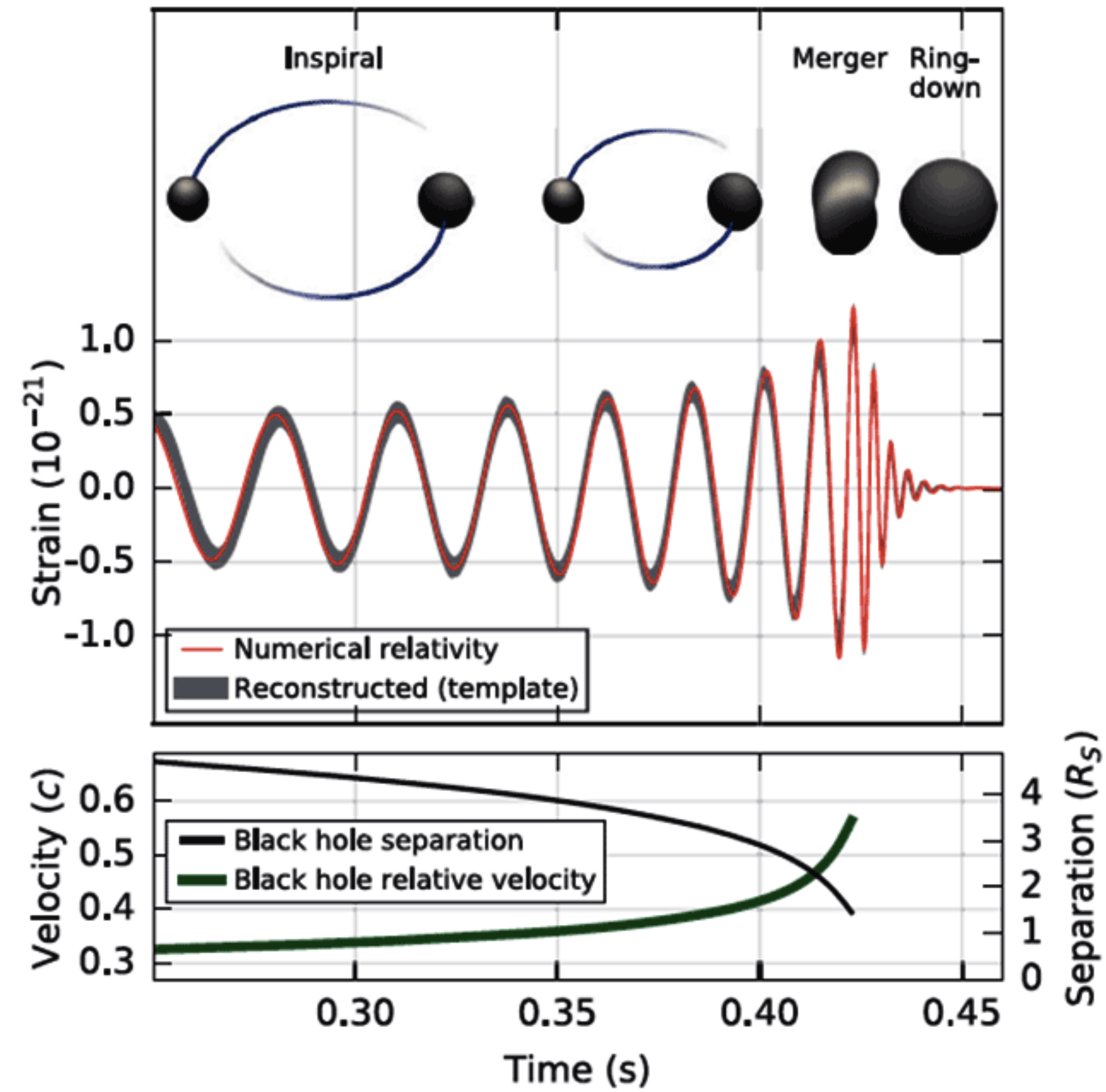


is born

The screenshot shows the GitHub interface for the repository 'engrenage' under the organization 'GRTLCollaboration'. The repository is public and has 58 forks and 23 stars. It is currently on the 'main' branch, which is up to date. A recent merge pull request #24 by KAClough is shown. The file list includes folders for 'examples', 'papers', 'source', and 'tests', and files for '.gitignore', 'LICENSE', 'README.md', and 'engrenage.png'. The right sidebar contains an 'About' section with a description: 'A spherically symmetric BSSN code used for teaching NR', and sections for 'Releases' (no releases published) and 'Packages'.

<https://github.com/GRTLCollaboration/engrenage>

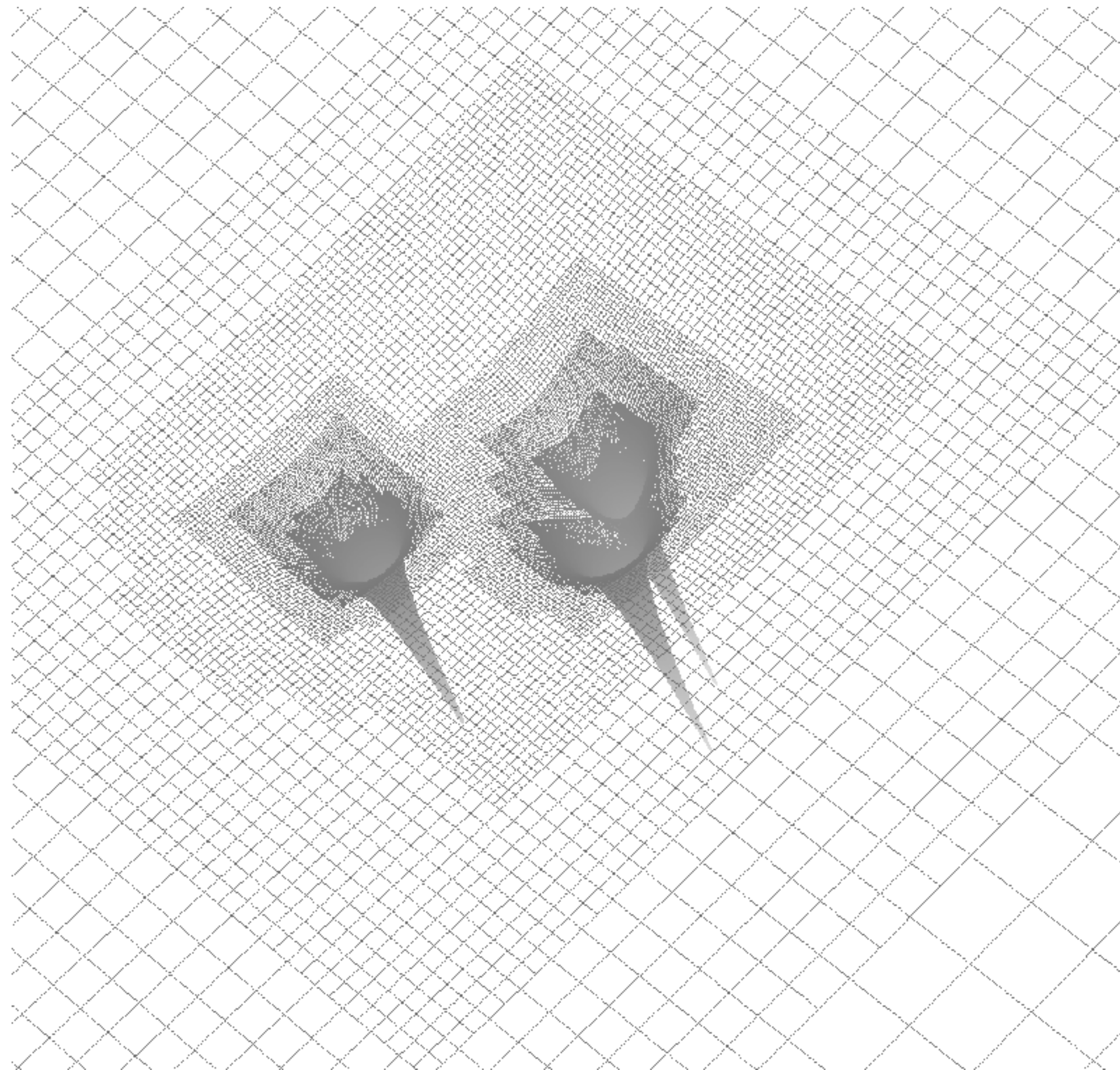
A very brief introduction to numerical relativity



GW150914

t=14 September 2015, x = LIGO, Earth

Curved spacetime



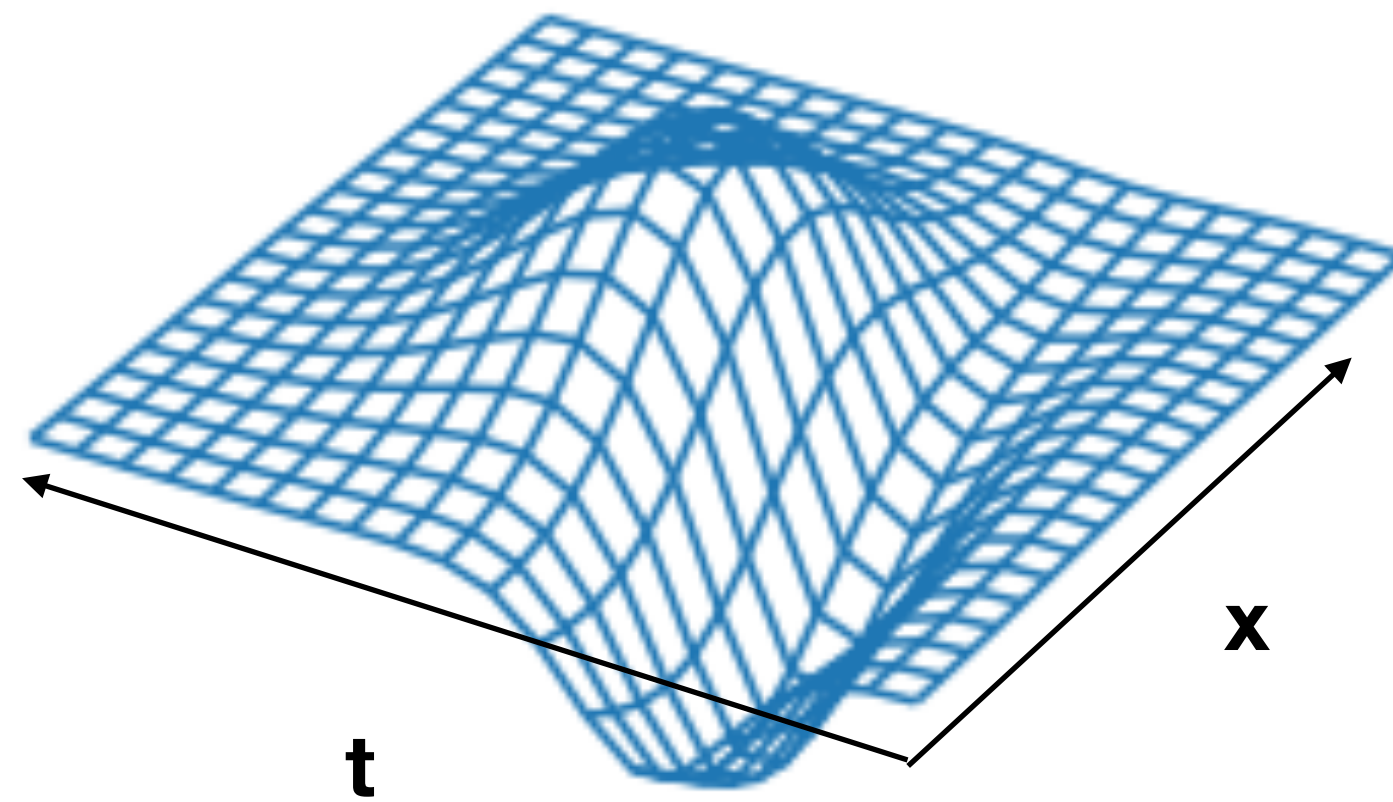
$$ds^2 = (dt \quad dx \quad dy \quad dz) \underbrace{\begin{pmatrix} g_{00} & g_{01} & g_{02} & g_{03} \\ g_{10} & g_{11} & g_{12} & g_{13} \\ g_{20} & g_{21} & g_{22} & g_{23} \\ g_{30} & g_{31} & g_{32} & g_{33} \end{pmatrix}}_{\text{“The spacetime metric”}} \begin{pmatrix} dt \\ dx \\ dy \\ dz \end{pmatrix}$$

“The spacetime metric”

$$g_{ab}(t, \vec{x})$$

The Einstein Equation

$$R_{ab} - R/2 g_{ab} = 8\pi T_{ab}$$



4 constraint equations for any time slice - non linear elliptic/Poisson equation

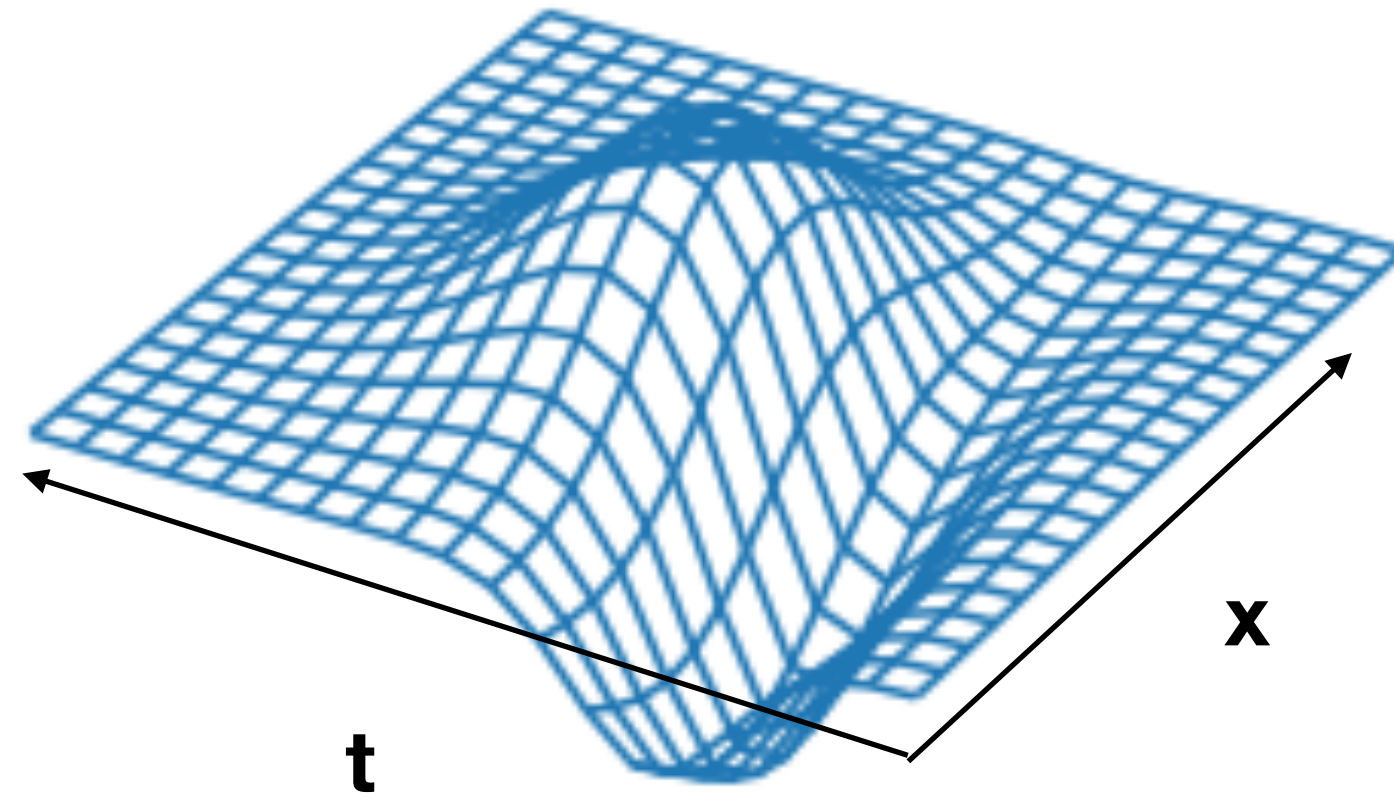
$$\frac{\partial^2 g}{\partial x^2} + \text{non linear terms} = f(\text{energy, momentum})$$

An evolution equation for all time - non linear hyperbolic/wave equation

$$\frac{\partial^2 g}{\partial t^2} - \frac{\partial^2 g}{\partial x^2} + \text{non linear terms} = f(\text{energy, momentum})$$

The Einstein Equation

$$R_{ab} - R/2 g_{ab} = 8\pi T_{ab}$$



$$\nabla^a T_{ab} = 0$$

Klein Gordon equation for the scalar field u

$$g^{\mu\nu} \nabla_{\mu} \nabla_{\nu} u = \frac{dV}{du}$$

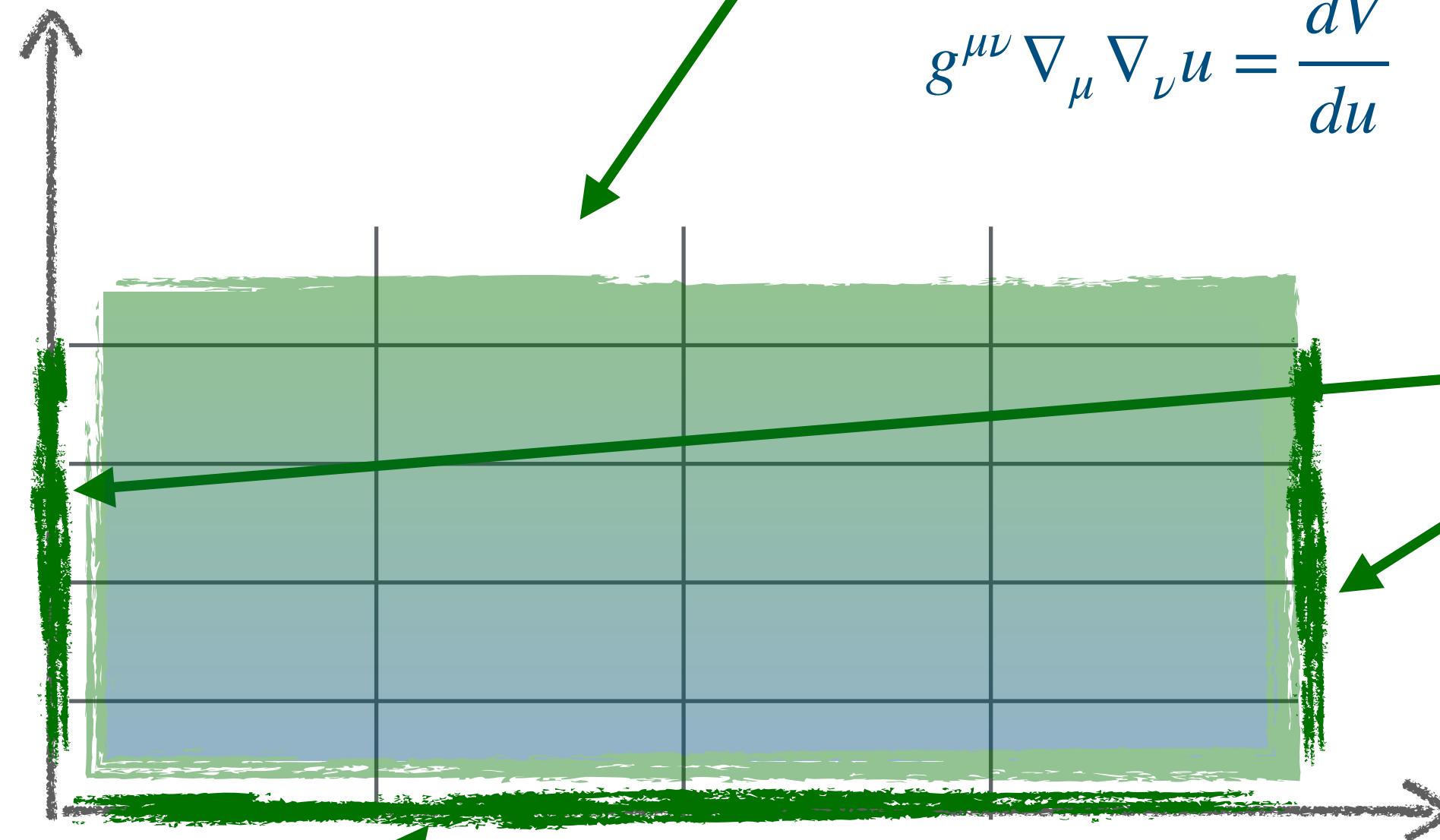
Numerical relativity

Fill using Einstein equation and continuity for matter

$$\frac{\partial^2 g}{\partial t^2} - \frac{\partial^2 g}{\partial x^2} + \text{non linear terms} = f(\text{energy, momentum})$$

$$g^{\mu\nu} \nabla_\mu \nabla_\nu u = \frac{dV}{du}$$

"local time"



boundary conditions

$$(\partial_{xx}g_{ab}, \partial_x g_{ab}, g_{ab}, T_{ab})$$

initial data $(\partial_t g_{ab}, g_{ab}, T_{ab})$ satisfying

$$\frac{\partial^2 g}{\partial x^2} + \text{non linear terms} = f(\text{energy, momentum})$$

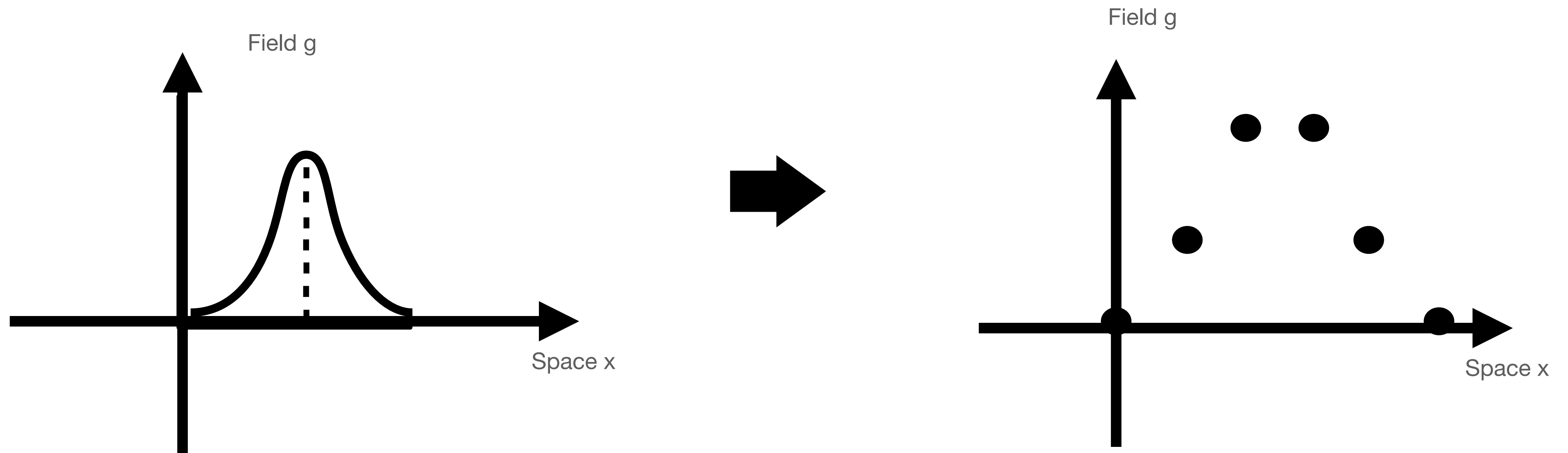
"space"

“[Nature] does not care about our mathematical difficulties; [it] integrates [numeri]cally.”

- Albert Einstein (roughly said this)

How do I represent a continuous function on a computer?

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	3	1	0



Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

$\Delta x = 0.5$

←————→

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0

↑

-1	0	1
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First derivative stencil

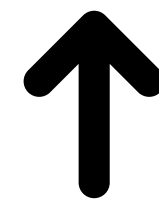
$$\frac{\partial g}{\partial x} \approx \frac{g(x + \Delta x) - g(x - \Delta x)}{2\Delta x}$$

dg/dx						
--------------	--	--	--	--	--	--

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0



-1	0	1
----	---	---

First derivative stencil

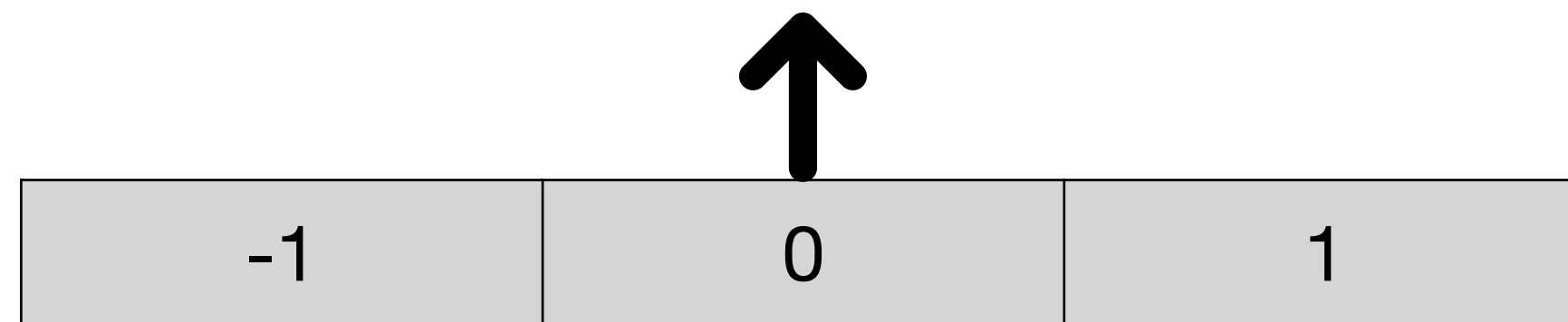
$$\frac{\partial g}{\partial x} \approx \frac{g(x + \Delta x) - g(x - \Delta x)}{2\Delta x}$$

dg/dx			1			
--------------	--	--	----------	--	--	--

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0



First derivative stencil

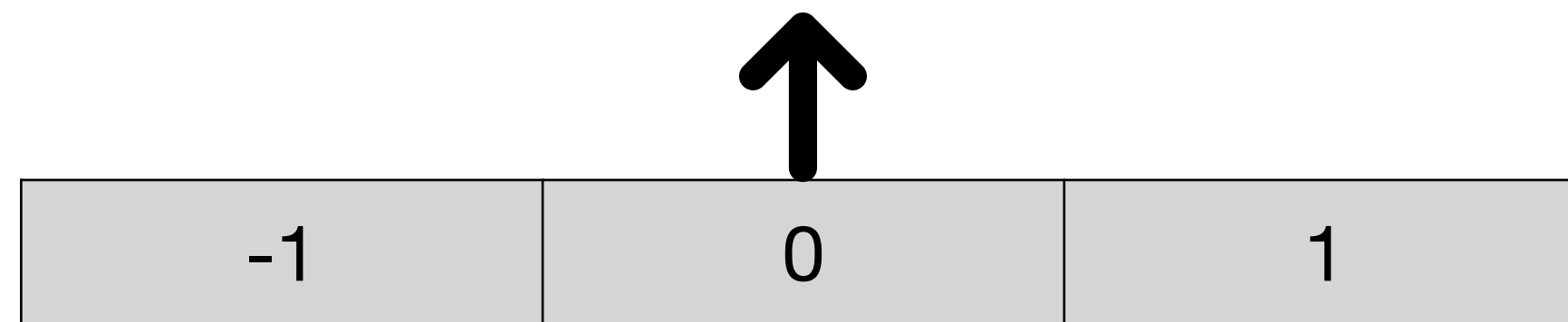
$$\frac{\partial g}{\partial x} \approx \frac{g(x + \Delta x) - g(x - \Delta x)}{2\Delta x}$$

dg/dx			1			
--------------	--	--	----------	--	--	--

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0



First derivative stencil

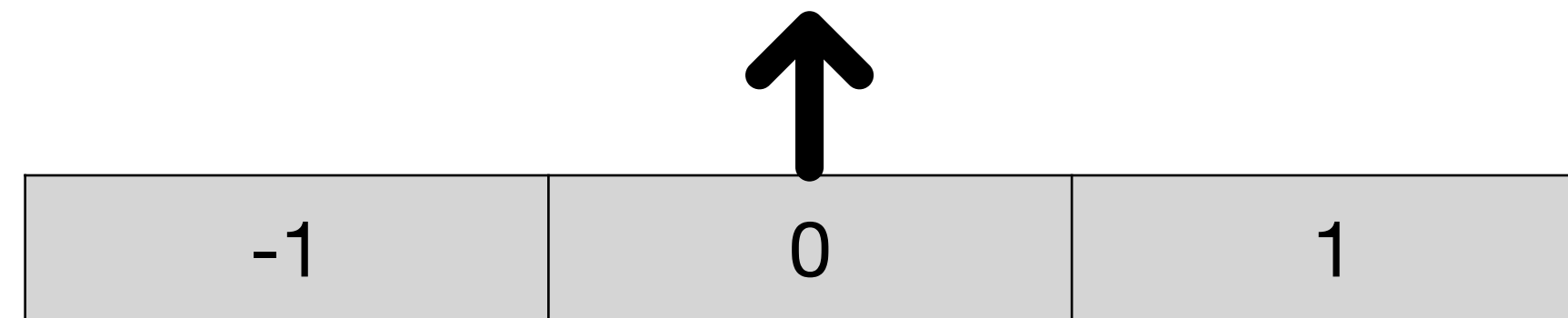
$$\frac{\partial g}{\partial x} \approx \frac{g(x + \Delta x) - g(x - \Delta x)}{2\Delta x}$$

dg/dx		3	1			
--------------	--	----------	----------	--	--	--

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0

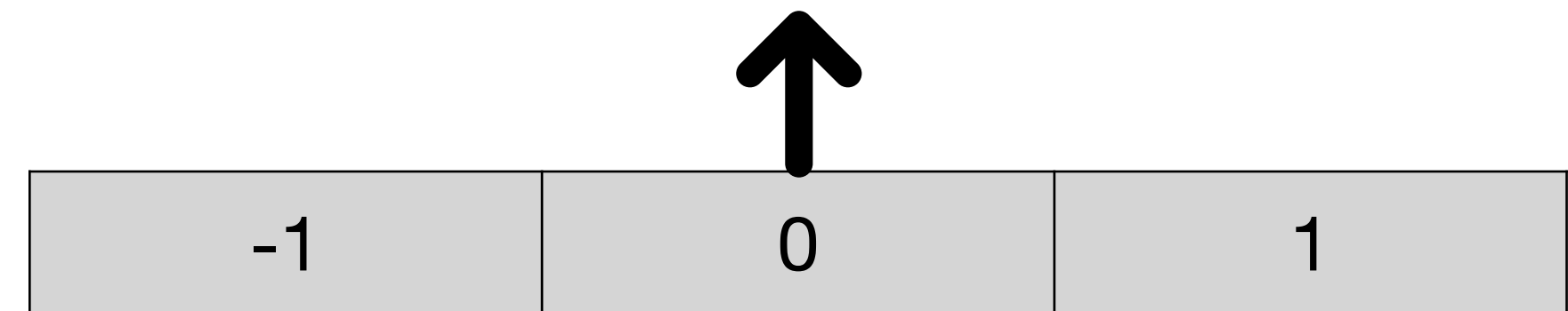


dg/dx		3	1	-2		
--------------	--	----------	----------	-----------	--	--

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0



dg/dx		3	1	-2	-2	
--------------	--	----------	----------	-----------	-----------	--

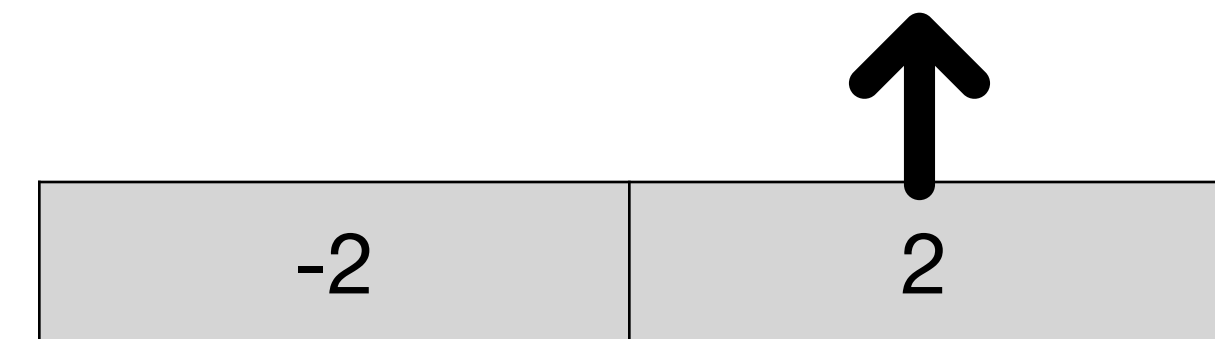
What about the end points?

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0

Use one sided stencil - doesn't have to be centralised



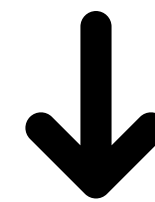
dg/dx		3	1	-2	-2	-2
--------------	--	----------	----------	-----------	-----------	-----------

Spatial derivatives use finite differencing

We can see it as the convolution of *a stencil* with the *current state vector*.

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0

OR use a **boundary condition** -
some knowledge about the function
- e.g. maybe its derivative goes to zero here



dg/dx		3	1	-2	-2	0
-------	--	----------	----------	-----------	-----------	----------

Finite differencing - matrix representation

We can also represent this convolution in matrix form:

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0

dg/dx

=

Matrix D

g

2
3
1
-2
-2
-2

=

-2	2				
-1	0	1			
	-1	0	1		
		-1	0	1	
			-1	0	1
				-2	2

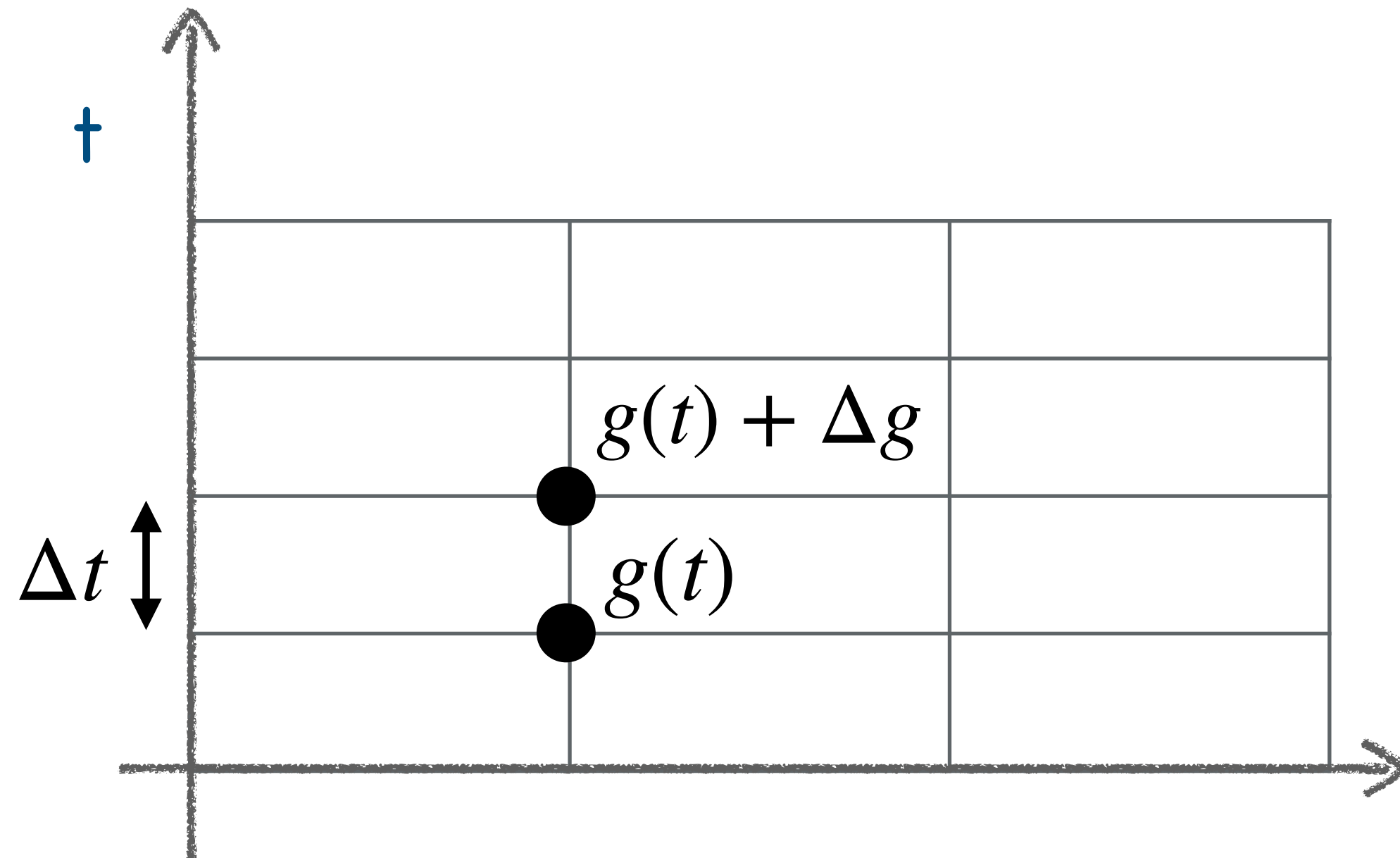


0
1
3
2
1
0

All blank entries zero

First time derivatives simple to integrate

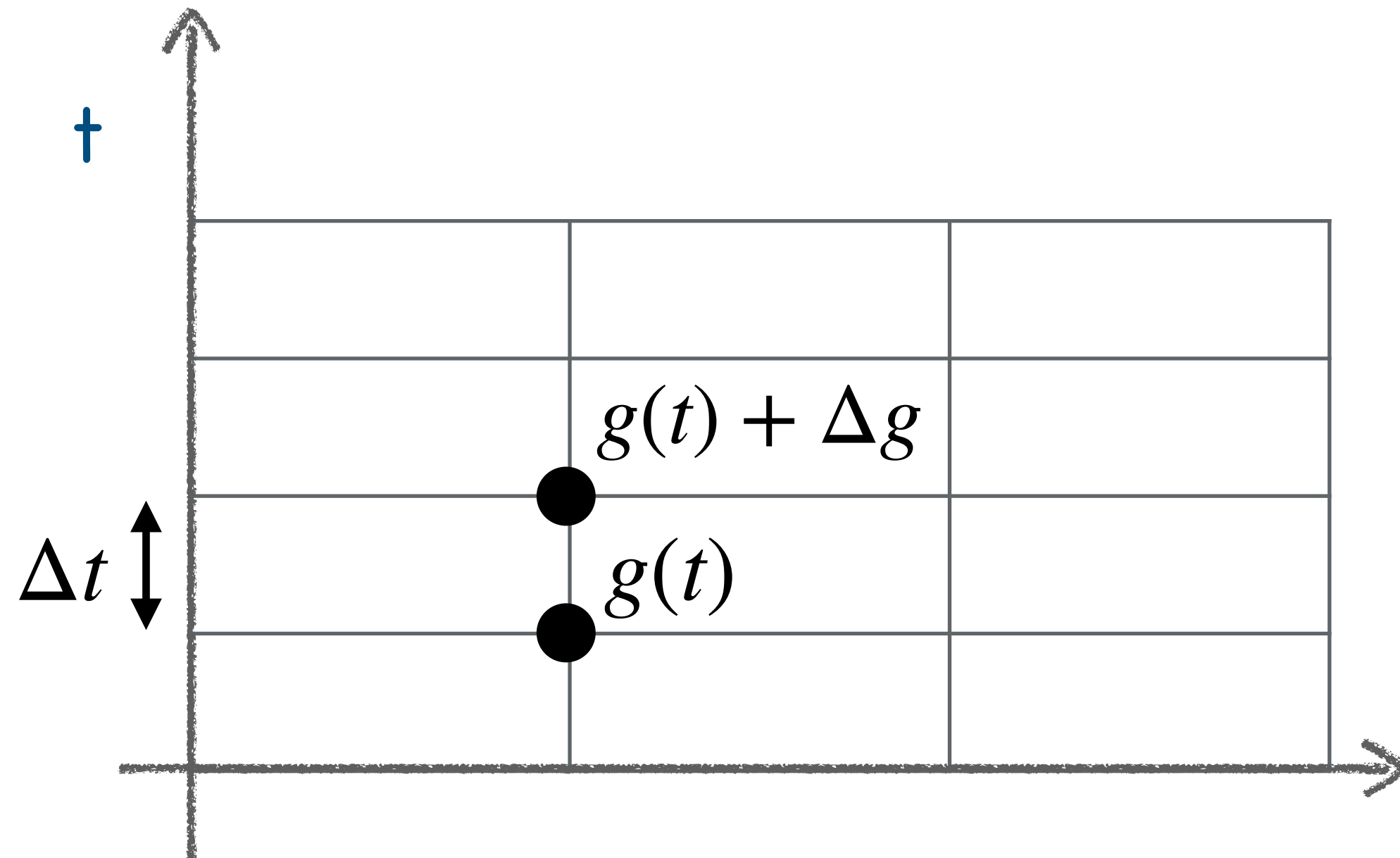
(In practise we use higher order methods, in python we use `solve_ivp()` which is RK4/5)



$$\Delta g = \frac{dg}{dt} \Delta t$$

Second time derivatives = 2 x first time derivatives

Decompose second order time derivative into two first order equations



$$\frac{\partial^2 g}{\partial t^2} - \frac{\partial^2 g}{\partial x^2} = \text{Source}$$

$$\left\{ \begin{array}{l} \frac{\partial K}{\partial t} = \frac{\partial^2 g}{\partial x^2} + \text{Source} \\ \frac{\partial g}{\partial t} = K \end{array} \right.$$

Matrix implementation of time evolution

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0
Field K	0	2	1	1	1	0

dgdt

0
2
1
1
1
0

=

=

K

0
2
1
1
1
0

Matrix implementation of time evolution

Position x	0	0.5	1	1.5	2	2.5
Field g	0	1	3	2	1	0
Field K	0	2	1	1	1	0

dKdt

=

Matrix D²

g

Source

2
3
1
-2
-2
-2

=

X	X				
X	X	X			
	X	X	X		
		X	X	X	
			X	X	X
				X	X

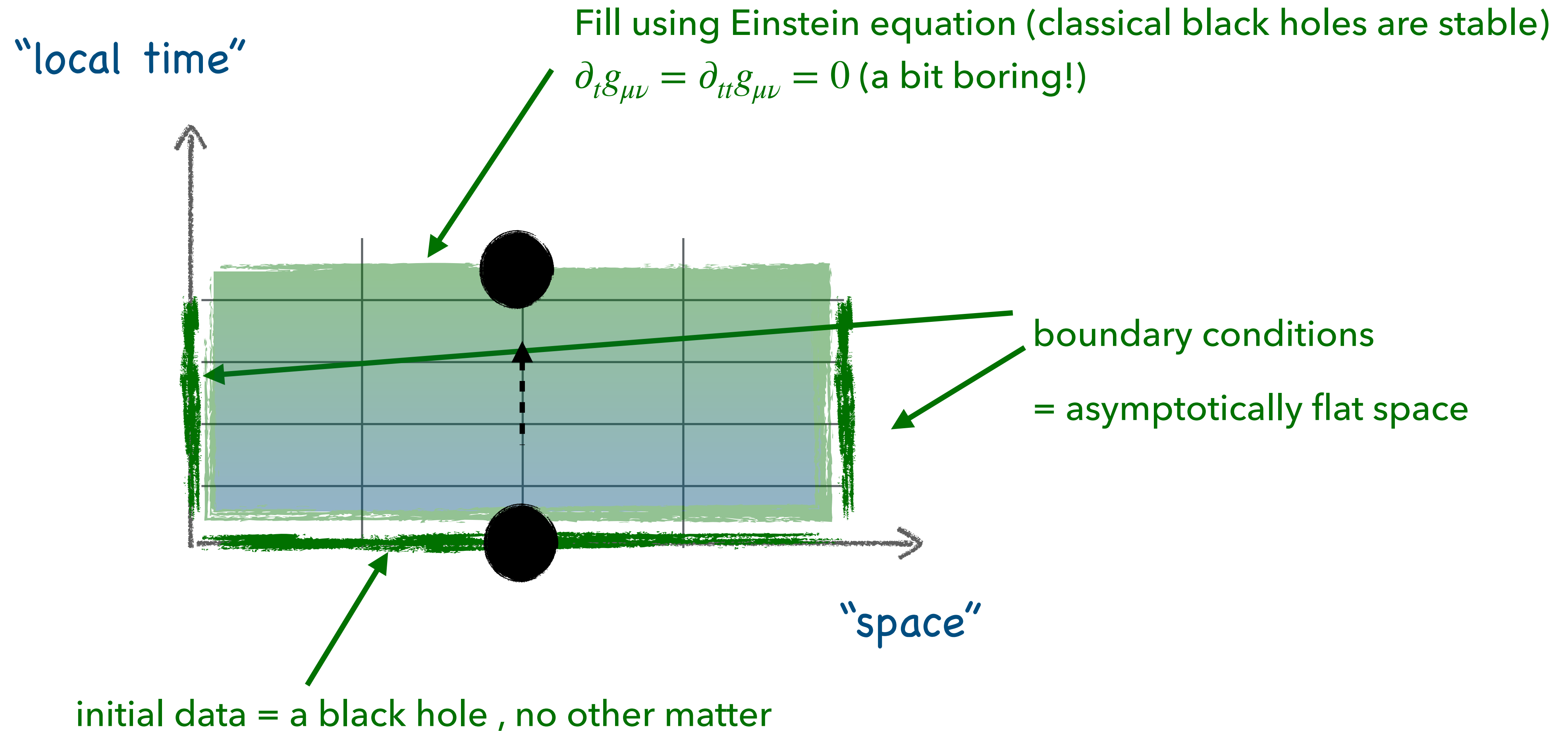
•

0
1
3
2
1
0

+

0
3
4
5
7
0

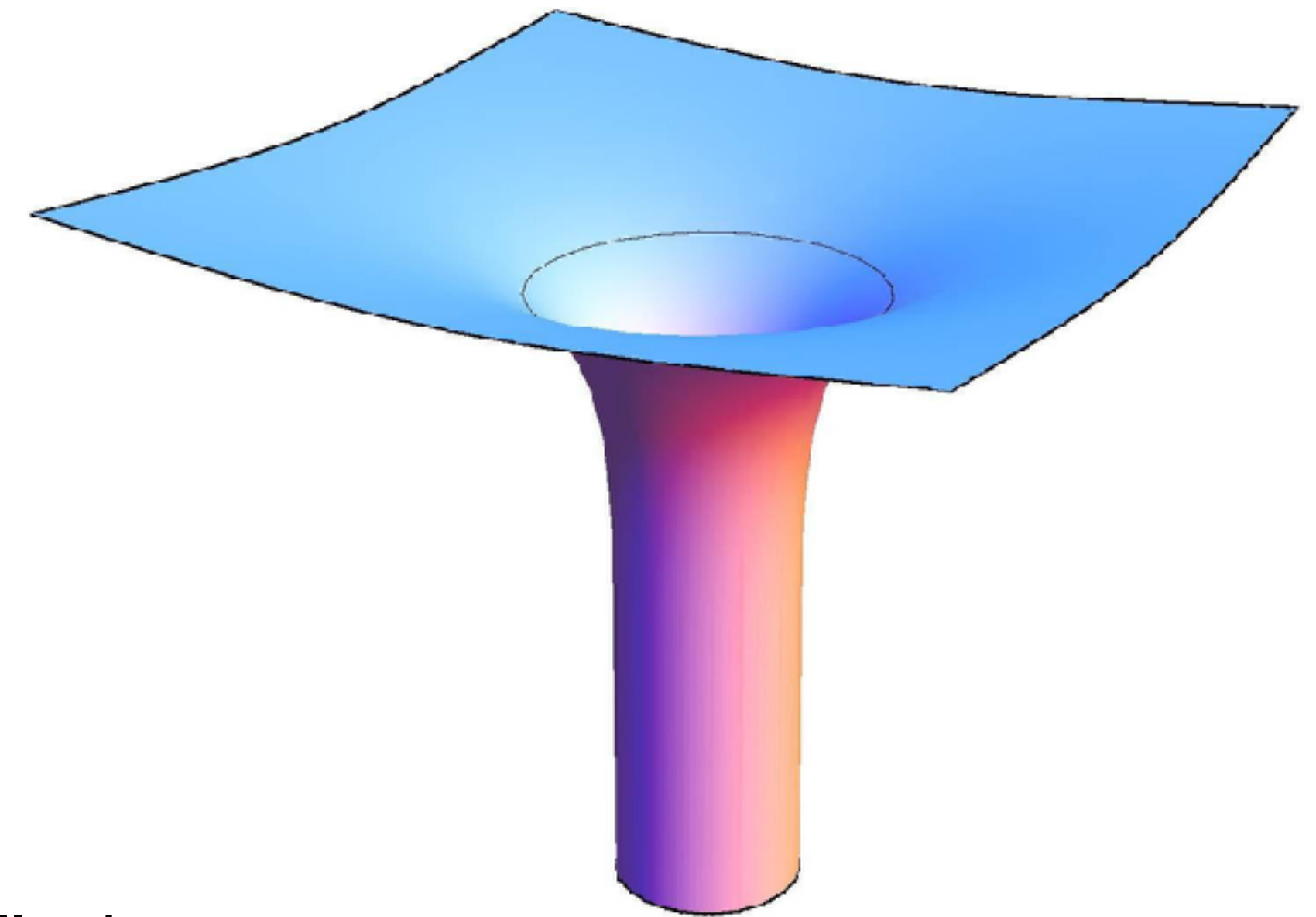
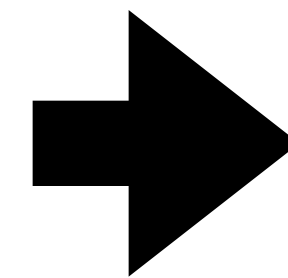
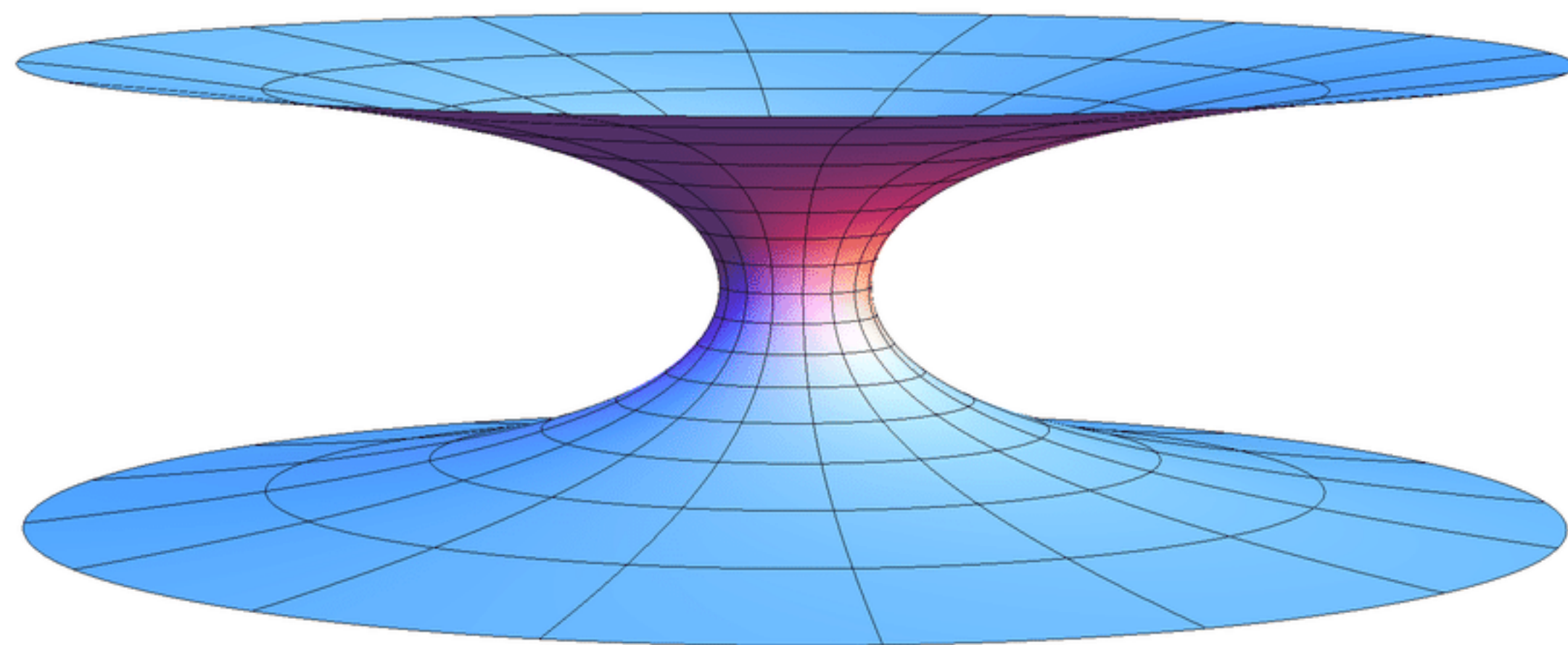
Numerical relativity evolution of a BH



Reality: This won't work! Dynamical coordinates needed

$$ds^2 = - \left(\frac{1 - M/2R}{1 + M/2R} \right)^2 dt^2 + (1 + M/2R)^4 (dR^2 + R^2 d\Omega^2)$$

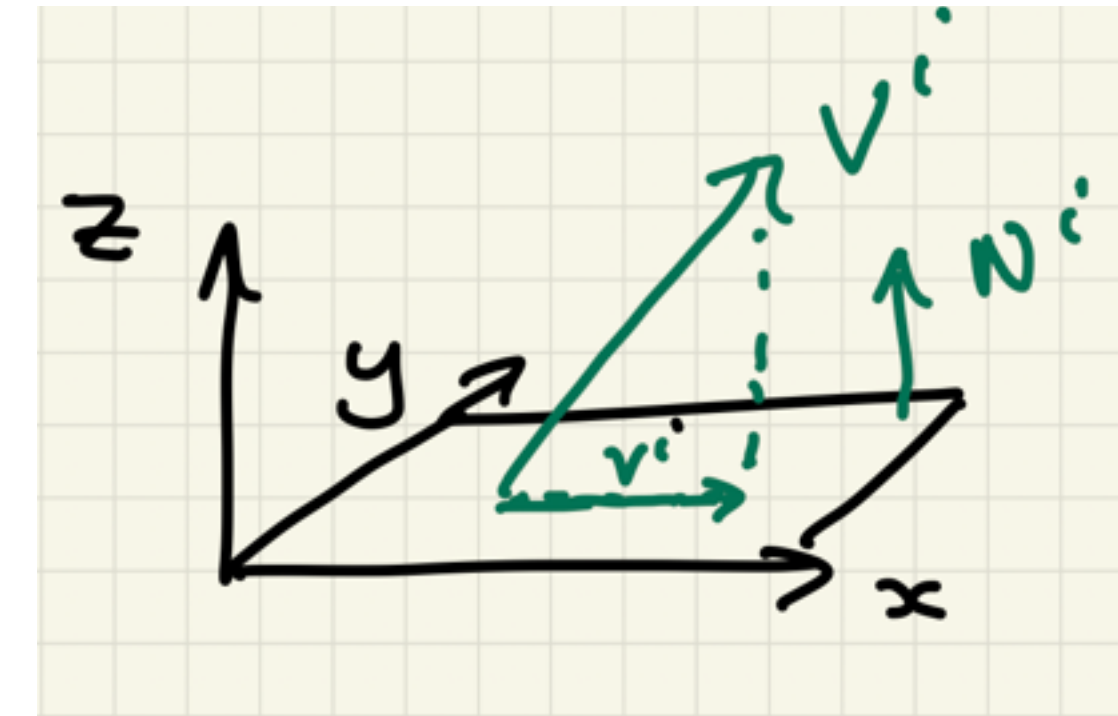
$$ds^2 = - (\alpha^2 - \beta^i \beta_i) dt^2 + 2\beta_i dx^i dt + \gamma_{ij} dx^i dx^j$$



The initial “wormhole” metric evolves into a “trumpet” shape that terminates at a finite radius outside the singularity

ADM decomposition and its representation in engrenage

What is the ADM decomposition?



We can decompose a vector into the part that lies in a surface and a part normal to the surface

$$V^i = v^i + a N^i$$
$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix} + 3 \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

What is the ADM decomposition?

We can decompose the 4D spacetime metric into the part that lies in a 3D spatial hypersurface and a part normal to the 3D spatial hypersurface

4D spacetime metric $g_{\mu\nu} = \gamma_{\mu\nu} - n_{\mu}n_{\nu}$ (normal vector (or lapse α and shift β^i))

$n^{\mu} = (\frac{1}{\alpha}, \beta^i/\alpha)$

$dl^2 = \gamma_{ij} dx^i dx^j$

We can also decompose the Einstein equations themselves into the part that lies in the surface and the part normal to the surface

$$n^\mu n^\nu (G_{\mu\nu} - 8\pi T_{\mu\nu}) \implies \mathcal{H} \equiv {}^{(3)}R + K^2 + K_{ij}K^{ij} - 16\pi\rho = 0$$

$$P_i^\mu n^\nu (G_{\mu\nu} - 8\pi T_{\mu\nu}) \implies \mathcal{M}_i \equiv D_j K^j_i - D_i K - 8\pi S_i = 0$$

$$P_i^\mu P_j^\nu (G_{\mu\nu} - 8\pi T_{\mu\nu}) \implies \partial_t K_{ij} = f(\alpha, \beta^i, \gamma^{ij}, K_{ij}, \partial_i(\text{variables}), \text{matter})$$

Where we defined $\partial_t \gamma_{ij} = -2\alpha K_{ij} + D_i \beta_j + D_j \beta_i$

What is the ADM decomposition?

If we know the metric, we can read off the quantities from the line element in the adapted coordinates

In adapted coordinates, the line element can be written as

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

What is the ADM decomposition?

e.g. Schwarzschild

$$ds^2 = -\left(1 - \frac{2M}{r}\right) dt^2 + \left(1 - \frac{2M}{r}\right)^{-1} dr^2 + r^2 d\Omega^2$$

What is ...

$$\alpha =$$

$$\beta^i =$$

$$\gamma_{ij} =$$

?

These initial values must satisfy the first two constraints, and are then evolved using the two evolution equations PLUS equations for the lapse and shift evolution

$$n^\mu n^\nu (G_{\mu\nu} - 8\pi T_{\mu\nu}) \implies \mathcal{H} \equiv {}^{(3)}R + K^2 + K_{ij}K^{ij} - 16\pi\rho = 0$$

$$P_i^\mu n^\mu (G_{\mu\nu} - 8\pi T_{\mu\nu}) \implies \mathcal{M}_i \equiv D_j K^j_i - D_i K - 8\pi S_i = 0$$

$$P_i^\mu P_j^\nu (G_{\mu\nu} - 8\pi T_{\mu\nu}) \implies \partial_t K_{ij} = f(\alpha, \beta^i, \gamma^{ij}, K_{ij}, \partial_i(\text{variables}), \text{matter})$$

$$\partial_t \gamma_{ij} = -2\alpha K_{ij} + D_i \beta_j + D_j \beta_i \quad (\text{definition})$$

$$\partial_t \alpha \sim -2\alpha K \quad (\text{choice})$$

$$\partial_t \beta^i \sim \bar{\Gamma}^i \quad (\text{choice})$$

What relates to the spatial metric γ_{ij} in engrenage?

```
1 #uservariables.py
2
3 # hard code number of ghosts to 3 here
4 num_ghosts = 3
5
6 # This file provides the list of (rescaled) variables to be evolved and
7 # assigns each one an index and its parity
8 # For description of the data structure see https://github.com/GRChombo/engrenage/wiki/Useful-code-background
9
10 idx_u      = 0    # scalar field
11 idx_v      = 1    # scalar field conjugate momentum (roughly the time derivative of u)
12 idx_phi    = 2    # conformal factor of metric,  $\gamma_{ij} = e^{4 \phi} \bar{\gamma}_{ij}$ 
13 idx_hrr    = 3    # rescaled  $\epsilon_{rr} \rightarrow h_{rr}$  - deviation of rr component of the metric from flat
14 idx_htt    = 4    # rescaled  $\epsilon_{tt} \rightarrow h_{tt}$  - deviation of tt component of the metric from flat
15 idx_hpp    = 5    # rescaled  $\epsilon_{pp} \rightarrow h_{pp}$  - deviation of pp component of the metric from flat
16 idx_K      = 6    # mean curvature K
17 idx_arr    = 7    # rescaled  $\tilde{A}_{rr} \rightarrow a_{rr}$  - (roughly) time derivative of hrr
18 idx_att    = 8    # rescaled  $\tilde{A}_{tt} \rightarrow a_{tt}$  - (roughly) time derivative of htt
19 idx_app    = 9    # rescaled  $\tilde{A}_{pp} \rightarrow a_{pp}$  - (roughly) time derivative of hpp
20 idx_lambdar = 10  # rescaled  $\bar{\Lambda} \rightarrow \lambda^r$ 
21 idx_shiftr  = 11  # rescaled  $\beta^r \rightarrow$  radial shift - gauge variable for relabelling spatial points
22 idx_br      = 12  # rescaled  $B^r \rightarrow b^r$  - time derivative of shift
23 idx_lapse   = 13  # lapse - gauge variable for time slicing
24
```

We perform a conformal decomposition of the spatial metric into a conformal part and an overall conformal factor

$$\gamma_{ij} = e^{4\phi} \bar{\gamma}_{ij}$$

We also split things into a (flat) background metric and the (not small) deviation from it

$$\bar{\gamma}_{ij} = \hat{\gamma}_{ij} + \epsilon_{ij}$$

We also scale the quantities to effectively make the basic vectors orthonormal

$$h_{rr} = \epsilon_{rr} \quad h_{rt} = \frac{1}{r^2} \epsilon_{rt}$$

**What are phi, h_rr
etc?**

What relates to the K_{ij} in engrenage?

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8 # For description of the data structure see https://github.com/GRChombo/engrenage/wiki/Useful-code-background
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```

We perform a conformal decomposition of the spatial metric into a trace and a trace free part

$$K_{ij} = e^{4\phi} \left(\bar{A}_{ij} - \frac{1}{3} \bar{\gamma}_{ij} K \right)$$

What are K , a_{rr} etc?

We also scale the quantities to effectively make the basic vectors orthonormal

$$a_{rr} = \bar{A}_{rr} \quad a_{rt} = \frac{1}{r^2} \bar{A}_{rt}$$

But roughly speaking

$$a_{rr} \sim \partial_t h_{rr}$$

What relates to the lapse in engrenage?

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What relates to the shift in engrenage?

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What relates to the matter in engrenage?

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The `lambdar` is for numerical stability - can mostly ignore

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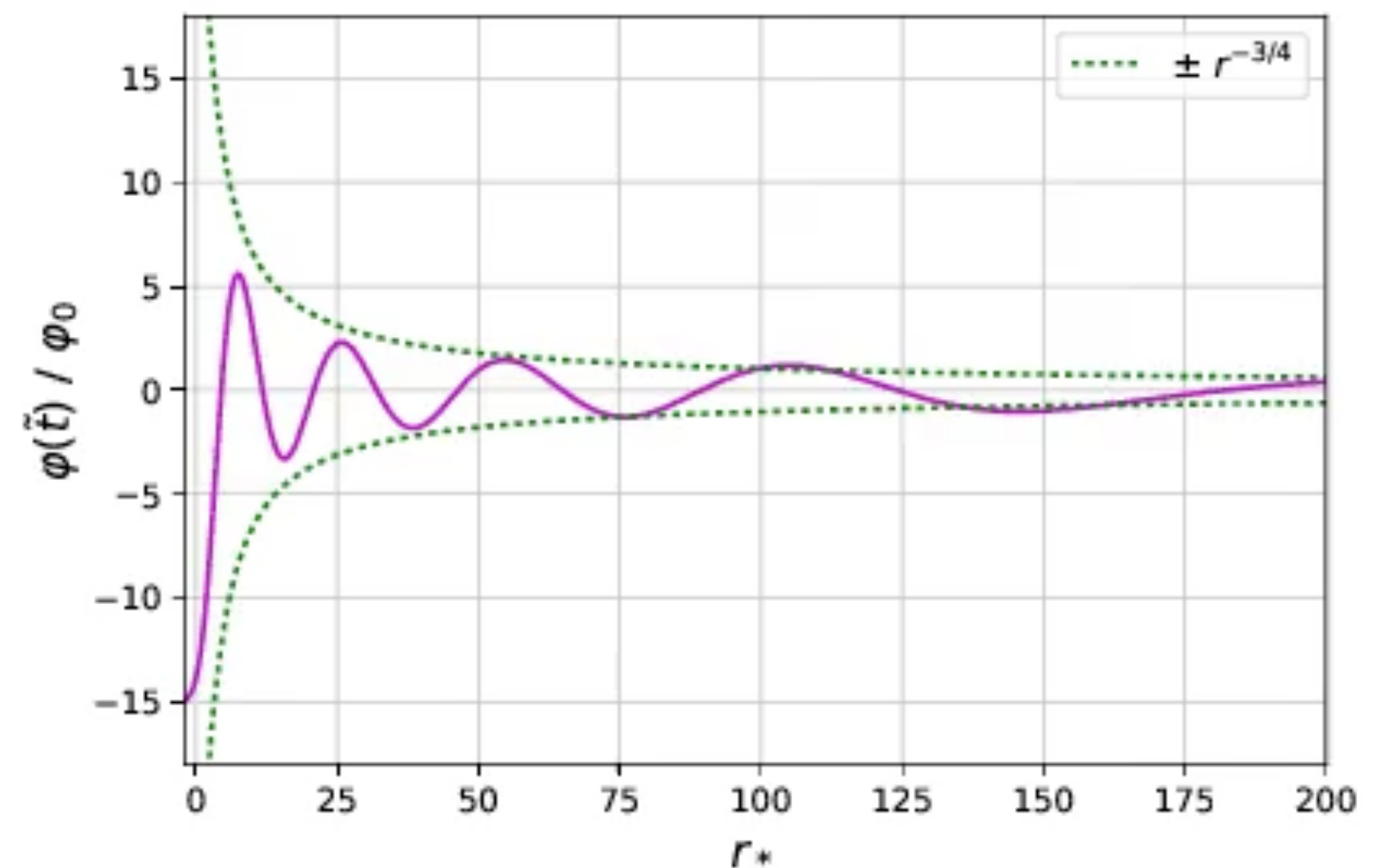
Four practical exercises

- Initial conditions - adding the scalar field to a BH
- Modifying equations of motion for the scalar
- Modifying the dynamical gauge for the metric
- Diagnostics - measuring scalar energy fluxes

Quick tour of the code

Engrenage exercise 1: initial conditions

- Add a spatially constant scalar field $u_0 = 10^{-6}$ to the black hole initial conditions
- We need to make sure the Hamiltonian constraint is solved, so also set K to achieve this.
- ***Estimated lines of code required: 2-4***



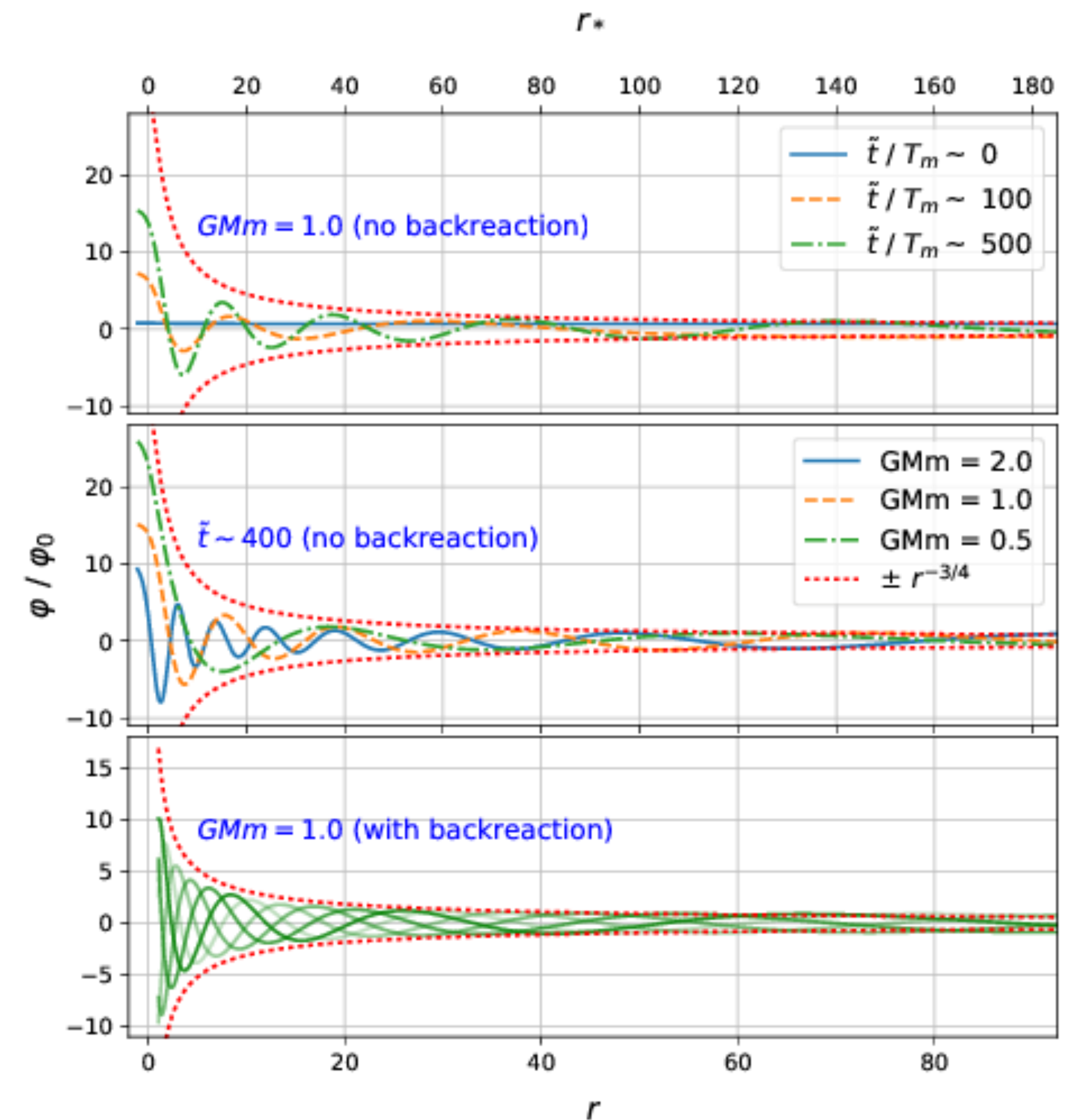
Engrenage exercise 2 - change the scalar eom

- Find and change the potential to:

$$V(u) = \frac{1}{2}\mu^2 u^2 + \frac{1}{4}\mu^2 \lambda u^4$$

Investigate the effect of changing the scalar mass μ and the self interaction λ .

- Estimated lines of code required: 2-3**



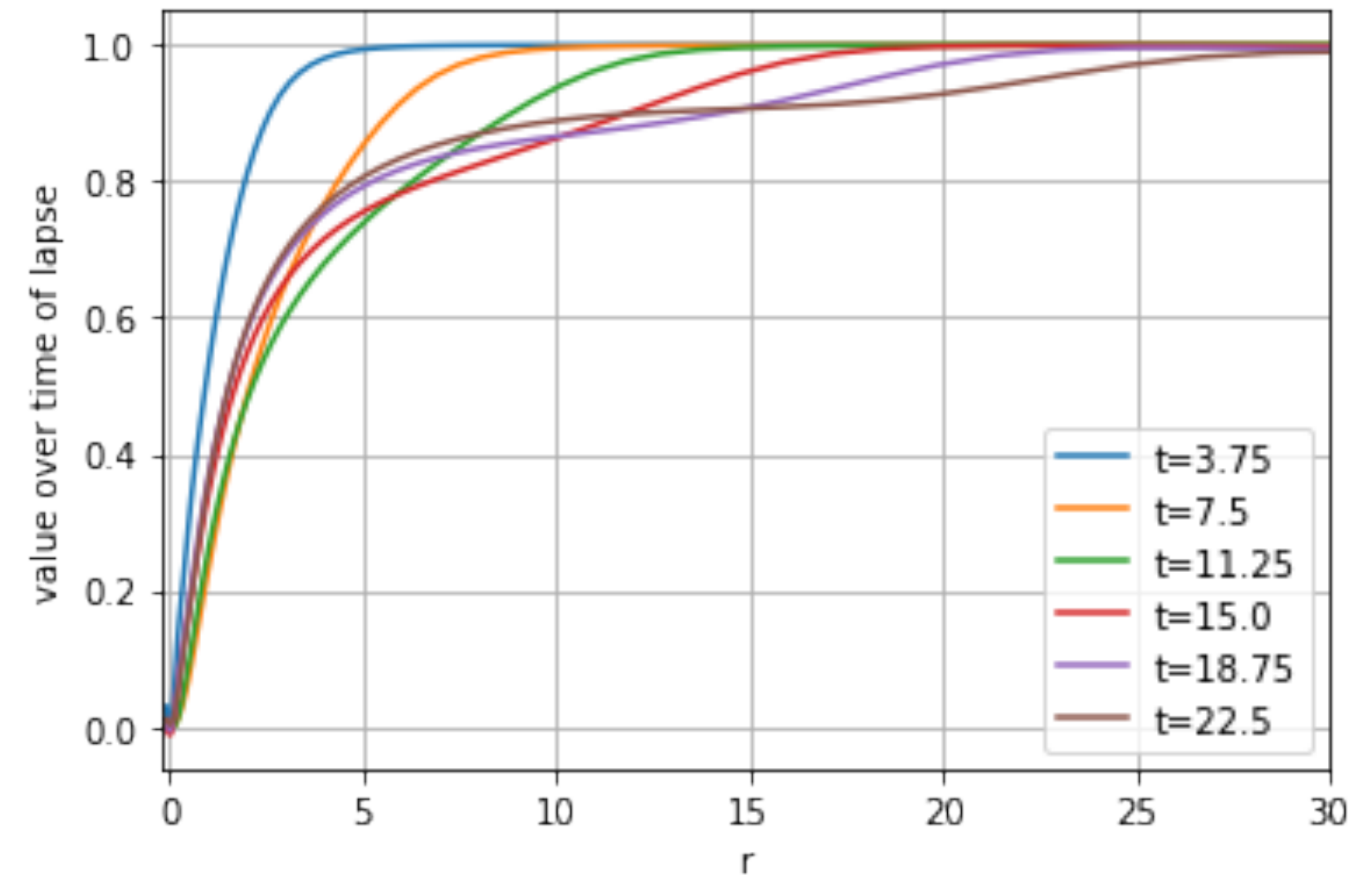
Engrenage exercise 3 - change the gauge

- Implement the shock avoiding gauge in <https://inspirehep.net/literature/2111279>

$$\partial_\tau \alpha = -(\alpha^2 + \kappa) K$$

with $\kappa = 0.05$

- What does it change about the evolution of the collapse of the lapse?
- How sensitive is stability to the choice of the parameter kappa?

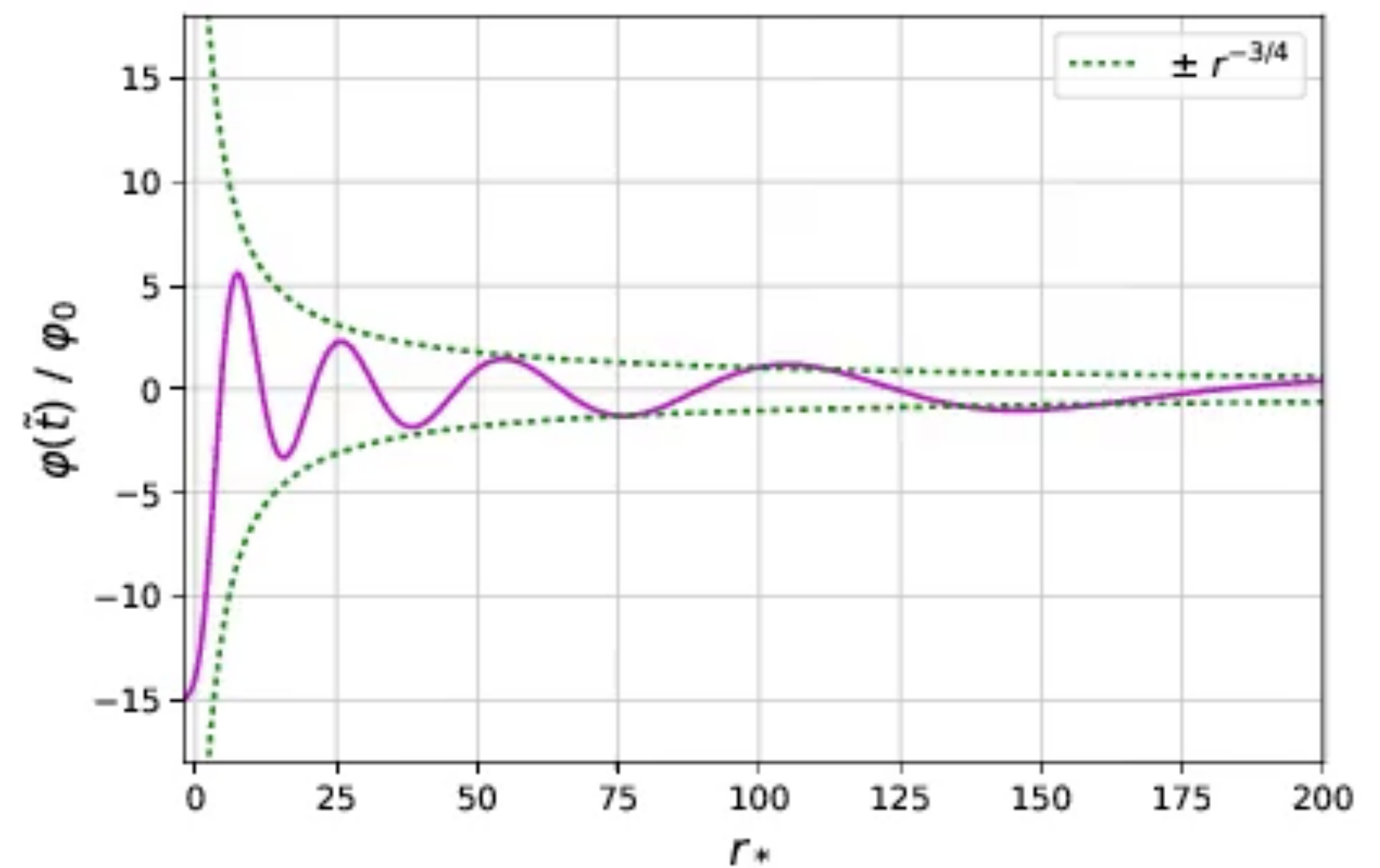


Engrenage exercise 4: diagnostics

- Write a diagnostic to calculate the radial flux across a spherical coordinate surface as a function of radius

$$F = 4\pi r^2 \sqrt{\gamma} S^r$$

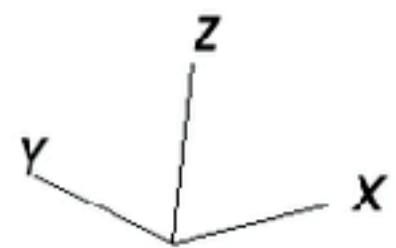
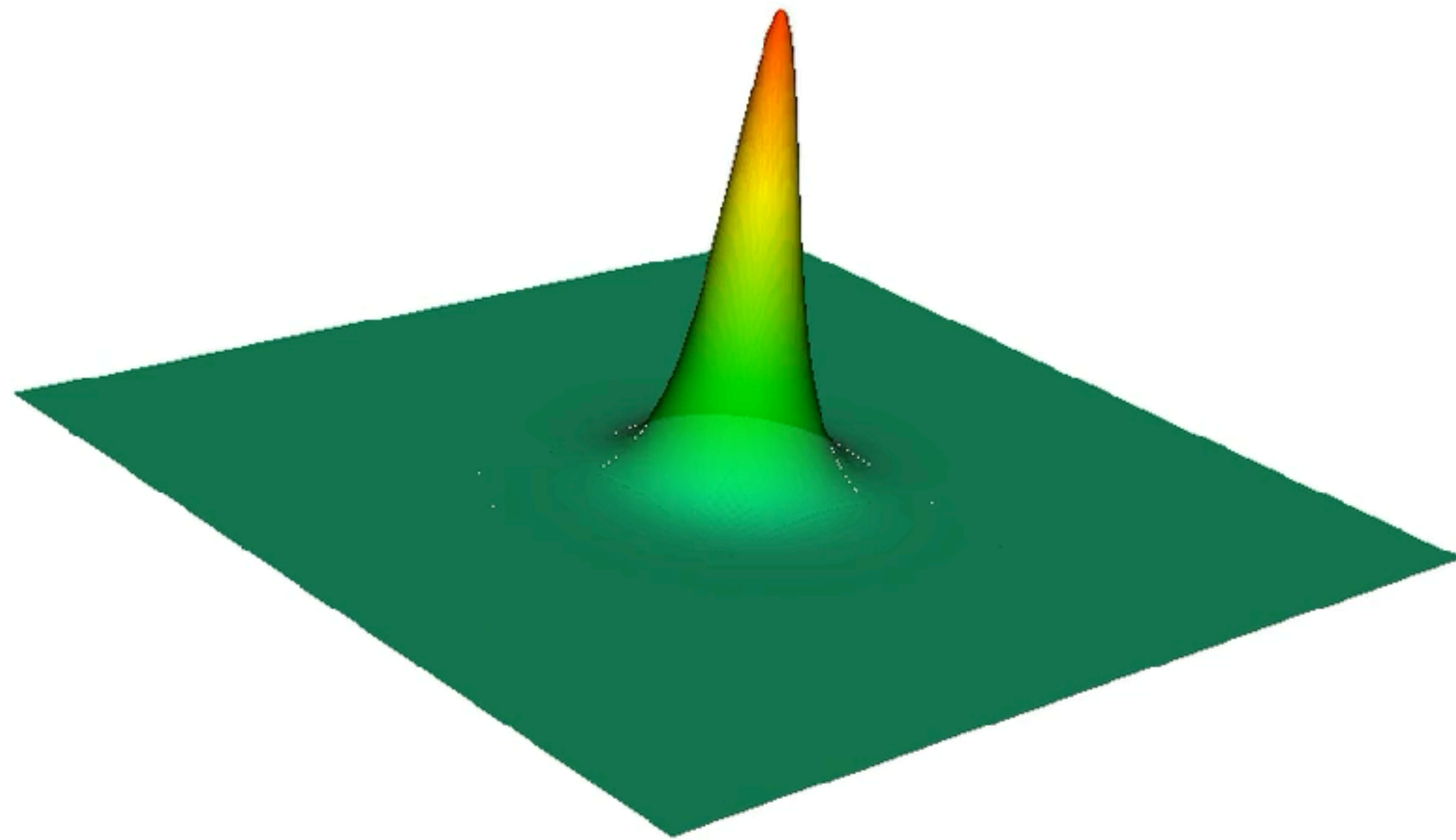
- $S_i = -\nu \partial_j u$ is the momentum density of the scalar field
- What happens to the flux at small radii over time?



Extension - oscillaton

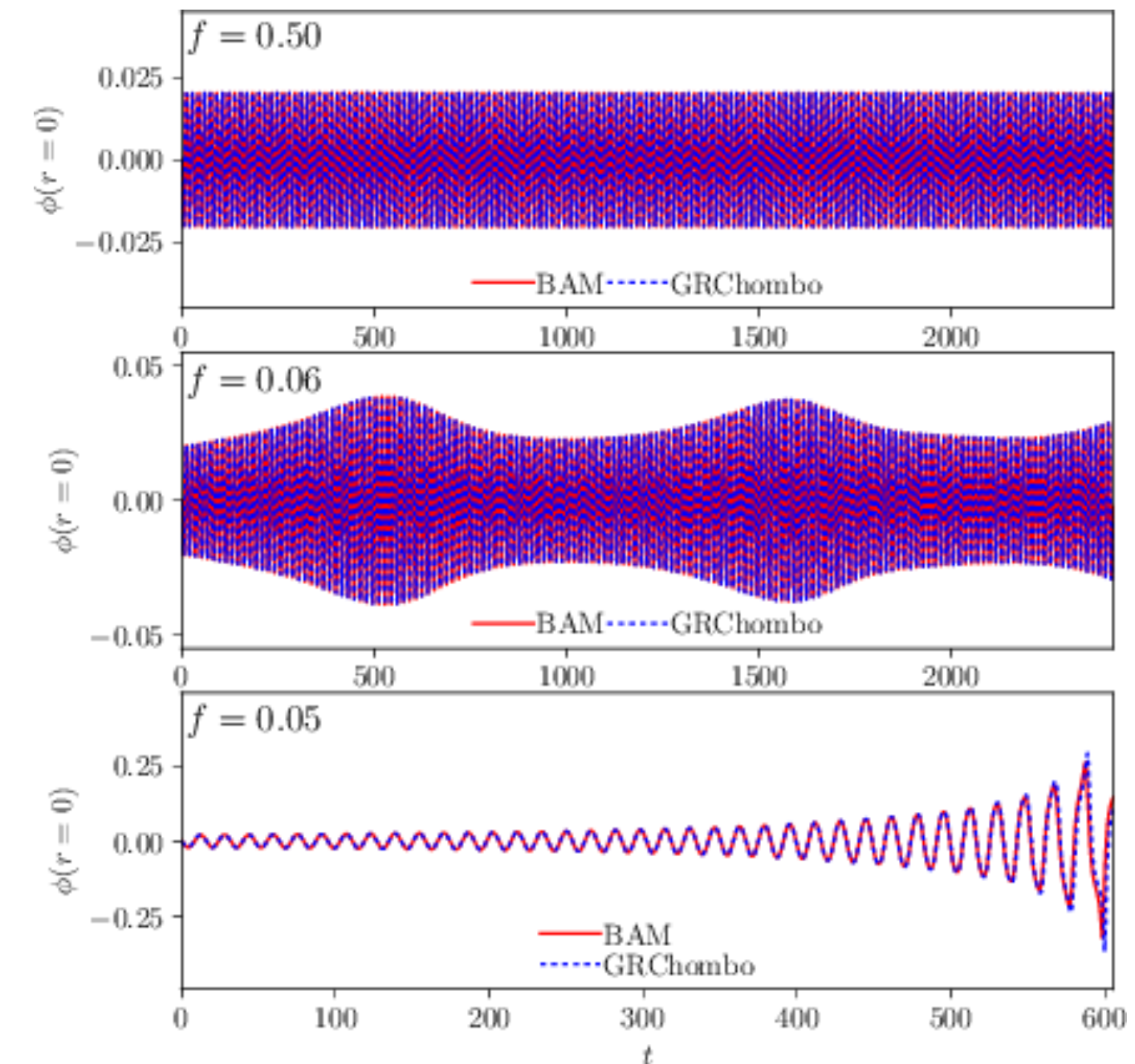
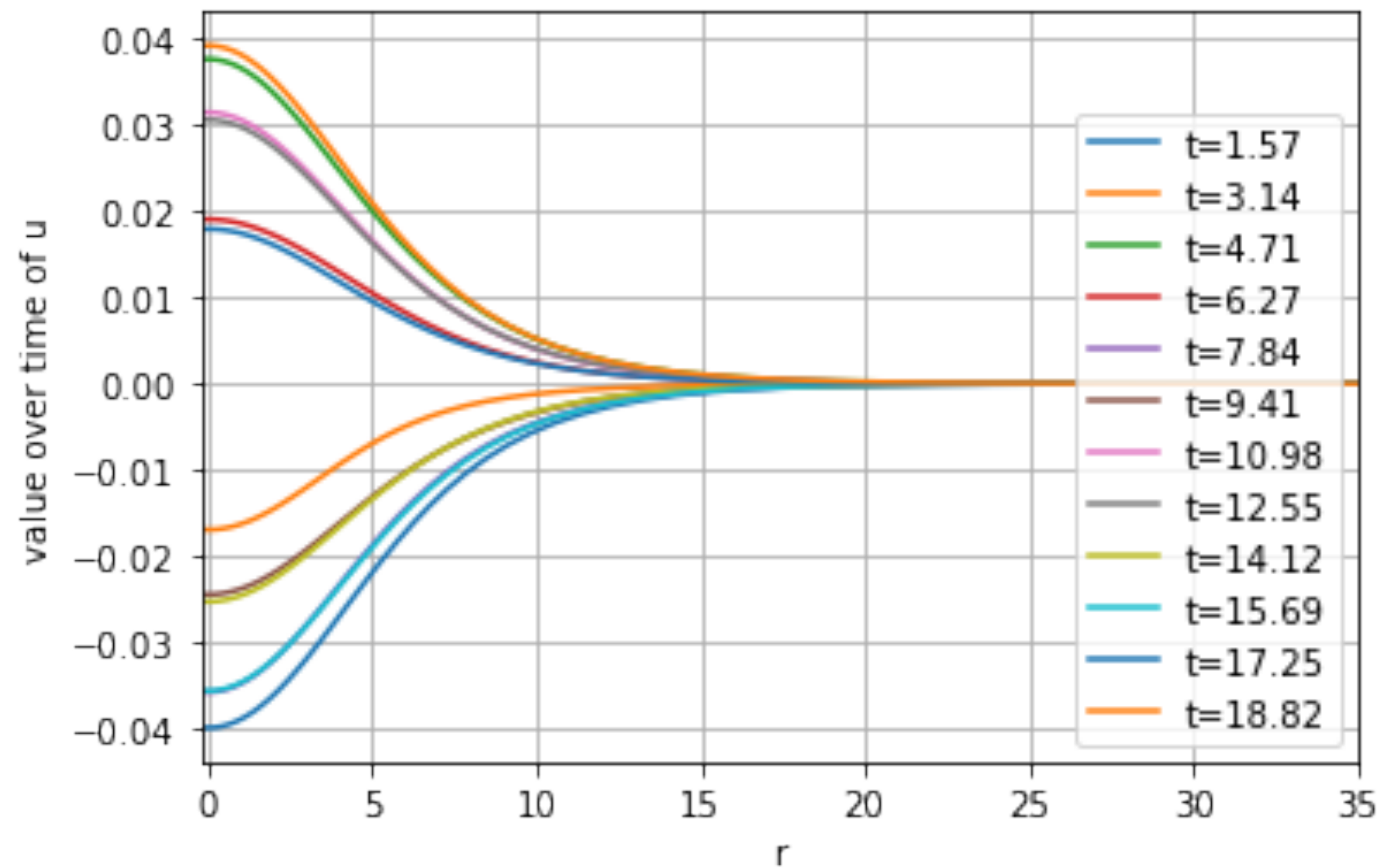
Engrenage oscillaton

Field obeying massive Klein Gordon equation can have stable solitonic solutions with gravity



Engrenage oscillaton

- Repeat exercises 2-4 from the BH example for the oscillaton



<https://inspirehep.net/literature/1687181>

Please try it and contribute if you can!
Feedback welcome!