Does Explosive Nuclear Burning occur in Tidal Disruption Events of White Dwarfs by Intermediate-mass Black Holes?

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Contents

- Tidal disruption events (TDEs) and tidal detonation
- Spurious heating in SPH simulation for WD TDEs due to low resolution (Tanikawa et al. 2017, ApJ, 839, 81)
- High resolution study of tidal detonation (Tanikawa 2017, arXiv:1711.05451)

Intermediate Mass Black Hole (IMBH)

- $\cdot\,$ Black hole (BH) with 10²-10⁵M $_{\odot}$
 - · Stellar-mass BH (sBH): <10²M⊙
 - \cdot Massive BH (MBH): >106M \odot
- · IMBH Candidates
 - · M82 X-1 (Matsumoto et al. 2001)
 - · HLX-1 (Farrell et al. 2009)
 - · CO-0.40-0.22 (Oka et al. 2016)
 - IRS13E complex (Tsuboi et al. 2017)
- An important key to clarify the formation process of MBHs



Tidal Disruption Events (TDEs)

- Tidal disruption of a star (e.g. main sequence stars) by a BH
 - Bright flare powered by accretion of the stellar debris
- Several ten candidates (Kommosa 2015)
 - TDEs of main sequence stars
 - \cdot No conformed WD TDEs





BH mass for WD TDE



Tidal detonation in a WD TDE

- A WD approaches to an IMBH, and tidally disrupted.
- The WD is compressed in the direction perpendicular to the orbital plane.
- The WD is heated by the compression.
- The heating triggers explosive nuclear reactions (tidal detonation).
- The explosive nuclear reactions yield radioactive nuclei, such as ⁵⁶Ni.
- Radioactive decay of ⁵⁶Ni powers the emission from WD TDEs, similarly to type la supernovae (SNe la).
- WD TDEs at cosmological distance will be observed similarly to SNe Ia.



Revisit of tidal detonation

- What compression is required?
- Adiabatic compression is not sufficient for tidal detonation.
 - Density must be increased by five orders of magnitude.
 - Such orbits are impossible.
- Shock compression is required.



Previous study

- Do previous studies follow shock compression?
- · Rosswog et al. (2008; 2009)
 - Smoothed Particle Hydrodynamics (SPH) simulation of WD TDEs
 - · A large amount of ⁵⁶Ni
 - · SNela like transients
- · But,
 - They didn't check convergence of mass resolution.
 - They didn't check the emergence of shock wave.



Our previous study

- SPH simulation in the same way as Rosswogs'
- Convergence check with the number of SPH particles N=10⁴-10⁷
 - Rosswog's N is ~10⁶
- Amounts of synthesized nuclear elements are not converged.
 - These amounts become smaller with N increasing.



Spurious heating

- · Low resolution (small N)
 - Few particles in the direction perpendicular to the orbital plane
 - Incorrect interaction between distant particles
 - Heating due to their supersonic motion.
- High resolution (large N)
 - No interaction between distant particles
 - No heating even if these distant particles have supersonic relative velocity
- We made it clear that explosive nuclear reactions in Rosswog's simulation are due to spurious heating, not due to shock heating (physical heating).



Is tidal detonation false?

- The answer is "No. Not necessarily."
- · Rosswog's results were incorrect.
- But, we didn't deny the presence of tidal detonation.
- · Tidal detonation could happen possibly.

High-resolution study

- We confirm whether tidal detonation occurs or not.
- We perform sufficiently high-resolution simulation, using 3D SPH and 1D mesh simulation technique, in order to capture genuine shock waves.
- We adopt an initial condition in which tidal detonation could occur easily.

Outline of our method

- Choose initial conditions: WD mass and composition, IMBH mass, and WD-IMBH orbit
- Perform 3D SPH simulation without nuclear reactions
- Extract data of flow structure in the z-axis direction from 3D SPH simulation as 1D initial conditions
- Perform 1D mesh simulation using the data as the initial conditions

Initial conditions

- $\cdot\,$ WD mass and composition
 - · WDs: 0.1-0.5M⊙ HeWD, 0.5-1.1M⊙ COWD, 1.1-1.4M⊙
 - $\cdot~$ Our choice: 0.45M $\odot~$ HeWD
- · IMBH mass
 - · IMBHs: 10²-10⁵M.
 - Our choice: 300Mo
- · WD-IMBH orbit
 - · Parabolic orbit
 - · Deep encounter ($\beta = R_t/R_p = 7$)
- R_p: pericenter distance R_t: tidal radius $R_{\rm t} = \left(\frac{M_{\rm WD}}{3M_{\rm IMRH}}\right)^{1/3} R_{\rm WD}$

3D SPH simulation

Our SPH code

- The conventional algorithm, similar to GADGET
- · Using FDPS (Iwasawa, AT+16)
- Optimization by SIMD(AT+12ab)
- Helmholtz EoS (Timmes, Swesty 2000)
- Oakforest-PACS (OfP) at JCAHPC, Kashiwa
- The number of SPH particles (N) for a WD: 4.7M-300M
- · IMBH gravity: Newton gravity



Extract 1D data from 3D data

- Intend to minimize 3D effects, e.g. tidal effect
- Extract portions just before bouncing back
- Extract a portion with the highest density among the above portions
- Use 3D data of density and v_z velocity, not temperature



Comparison of 1D with 3D

- Density profiles (>2x10⁵gcm⁻³) are in good agreement.
 - A shock wave at >10⁶gcm⁻³ is important for the emergence of detonation.
 - Compression increases overall density by a factor of at most 5.
- Velocity profile is underestimated at the edge.
 - Disadvantage for the emergence of detonation



1D mesh simulation

- · FLASH code (Fryxell et al. 2000)
 - Equation of state routine "Helmholtz EoS"
 - Nuclear reaction network routine "Aprox13"
 - · Neither self gravity nor IMBH gravity
- · XC30 at CfCA, NAOJ

Comparison of 1D with 3D



 $\cdot\,$ We follow the record of sampling SPH particles at the extracted portion.

- We perform 1D simulation, turning off nuclear reaction network for this comparion.
- Density and vz velocity are in good agreement between 3D and 1D simulations.
- $\cdot\,$ 3D effects are not significant in this phase.

Failure case of detonation



Success case of detonation



What makes the two portions different?

- The detonated portion precedes the undetonated portion.
- Generally, a leading part of a WD passes closer to an IMBH than a trailing part.
 - Closer parts are more compressed by the IMBH.
- All the parts preceding the detonated portion could be detonated.
 - $\cdot\,$ The expected mass is 0.37M $_{\odot}$.



Nucleosynthesis



- The detonation wave leaves 20% ⁴He and 80% ⁵⁶Ni.
- The detonated region has high density (>10⁶ gcm⁻³).

Summary

- $\cdot\,$ We study tidal detonation of a WD by an IMBH.
- We should be careful of spurious heating in low-resolution SPH simulations.
- The answer for the title of this talk is YES. We show the tidal detonation can occurs true in high-resolution numerical simulations.
- In future, we will devise a method to follow nucleosynthesis of tidal detonation easily for pseudo-observation of WD TDEs by radiative transfer calculation.