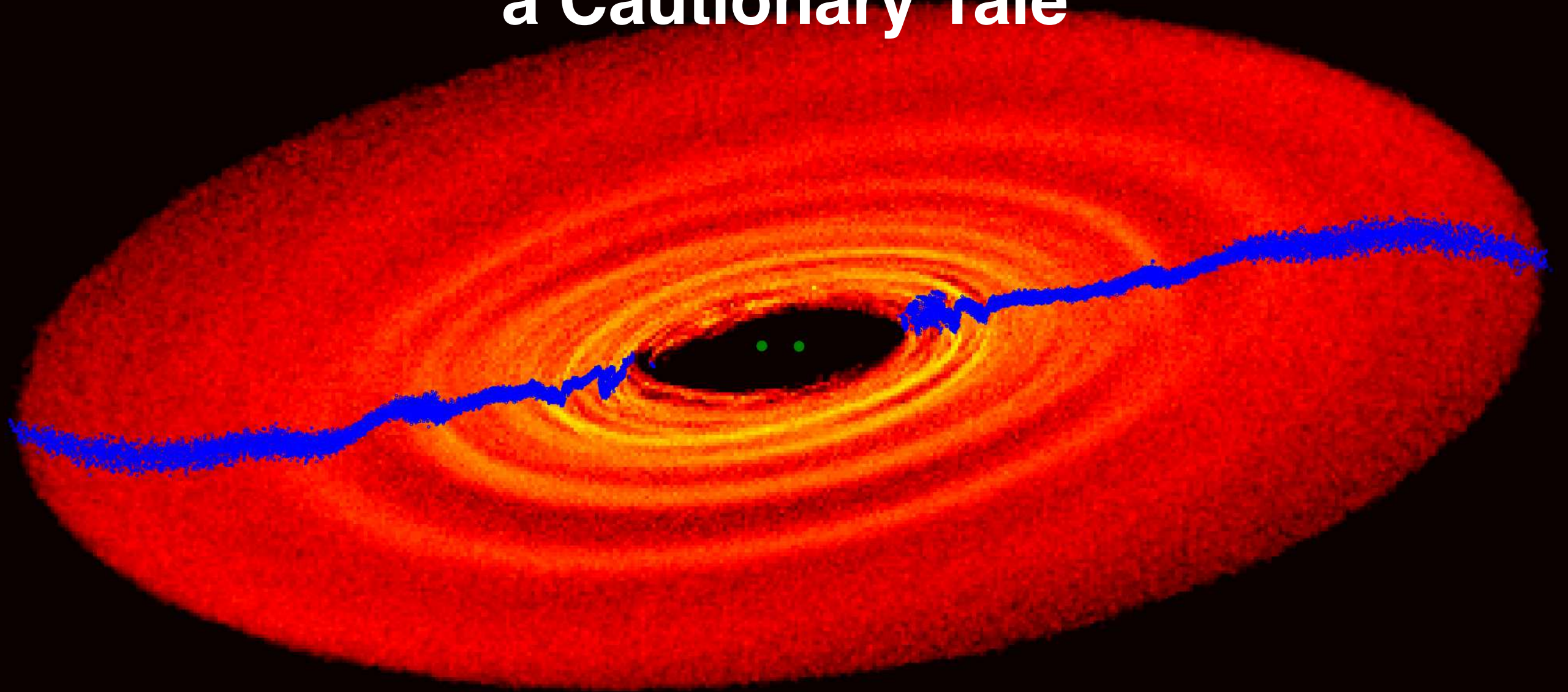


Hossam Aly

Free Precession in Undriven Warped Discs: a Cautionary Tale



Collaborators: Carolin (Lina) Kimmig, Rebecca Nealon, Callum Fairbairn, Giuseppe Lodato, Sijme-Jan Paardekooper, Ian Rabago

Advantages of doing warps in SPH

No preferred directions: Discs would align with the mesh in grid codes

No need to worry about boundary conditions

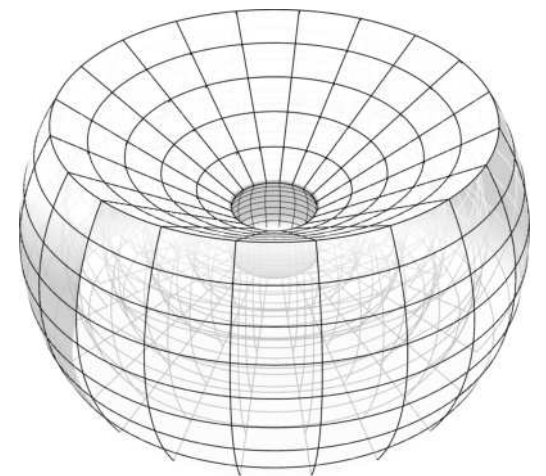
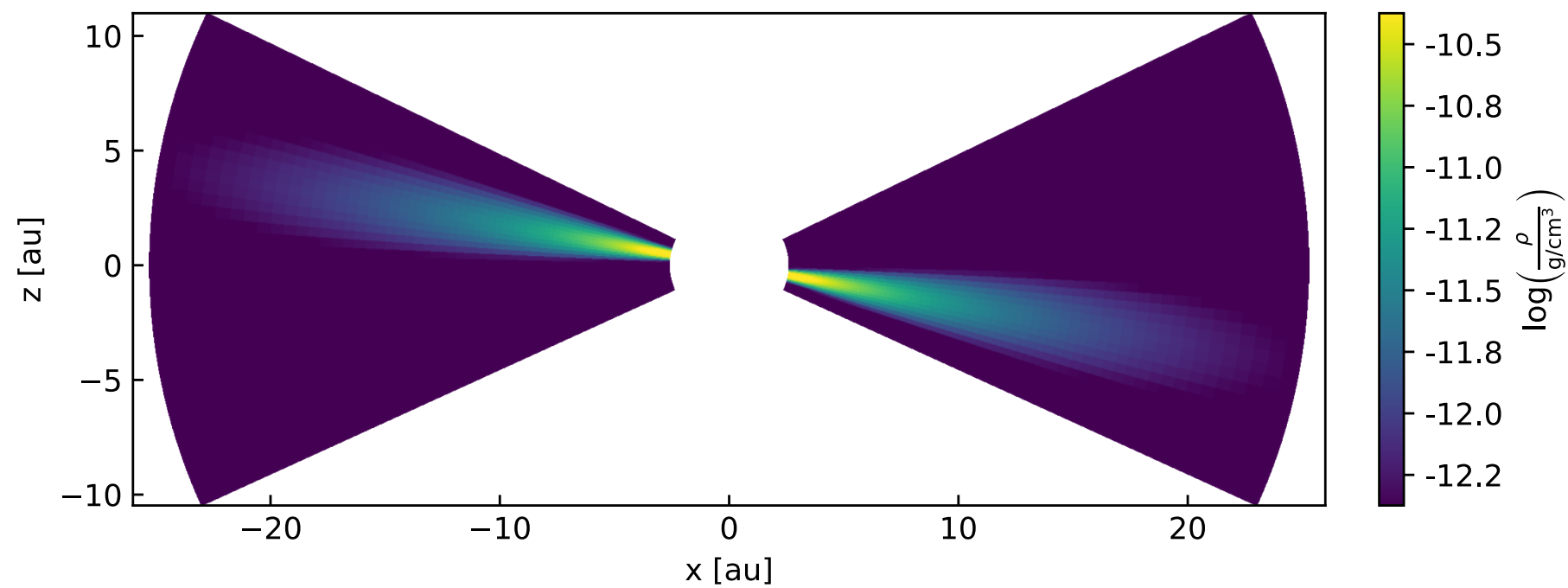
Excellent conservation properties

Galilean invariance: solution unaffected by adding a large mean velocity

Automatic adaption for free: Higher resolution where there's more mass

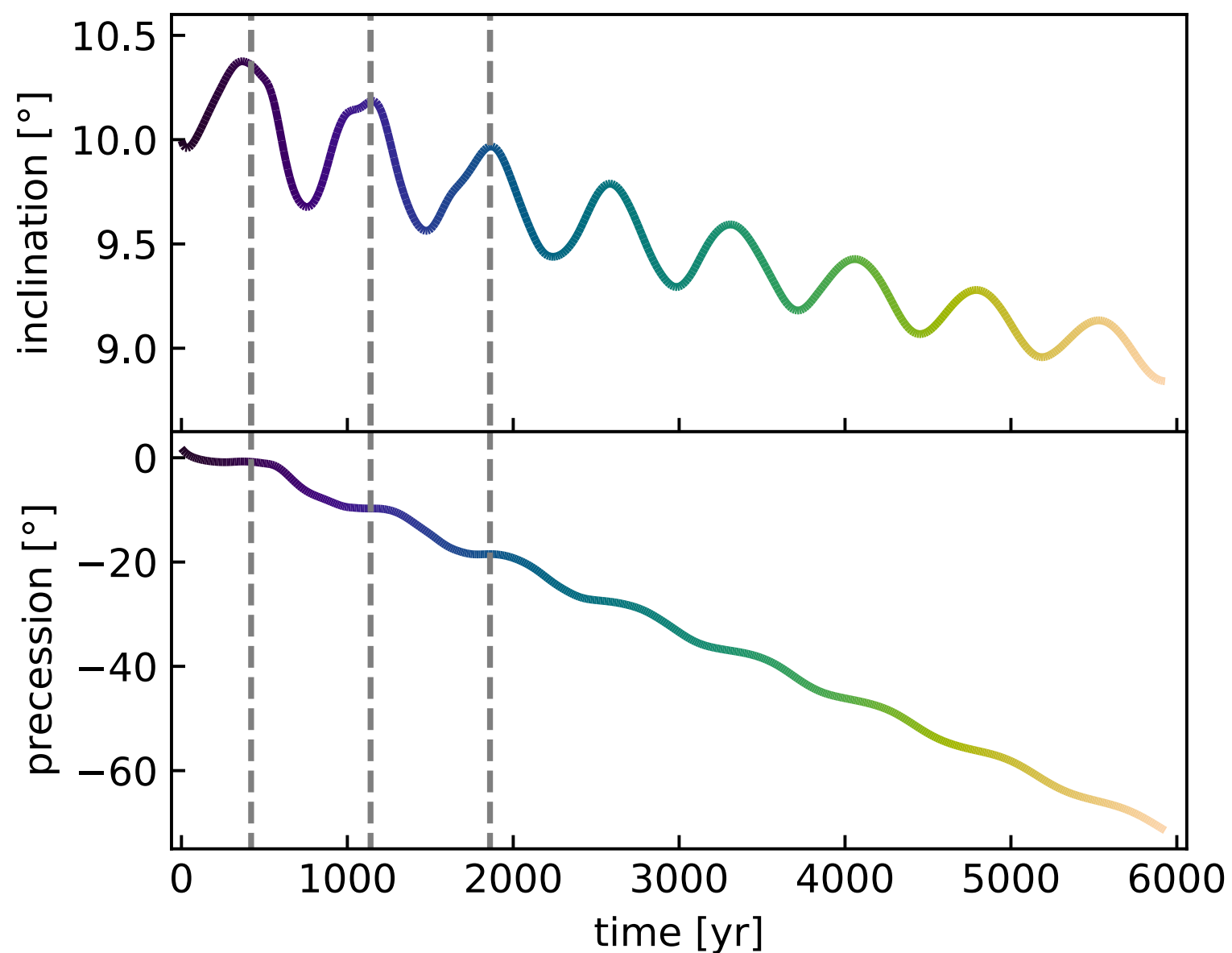
Warped Disk Evolution in Grid-Based Simulations

C. N. Kimmig ¹ and C. P. Dullemond ¹



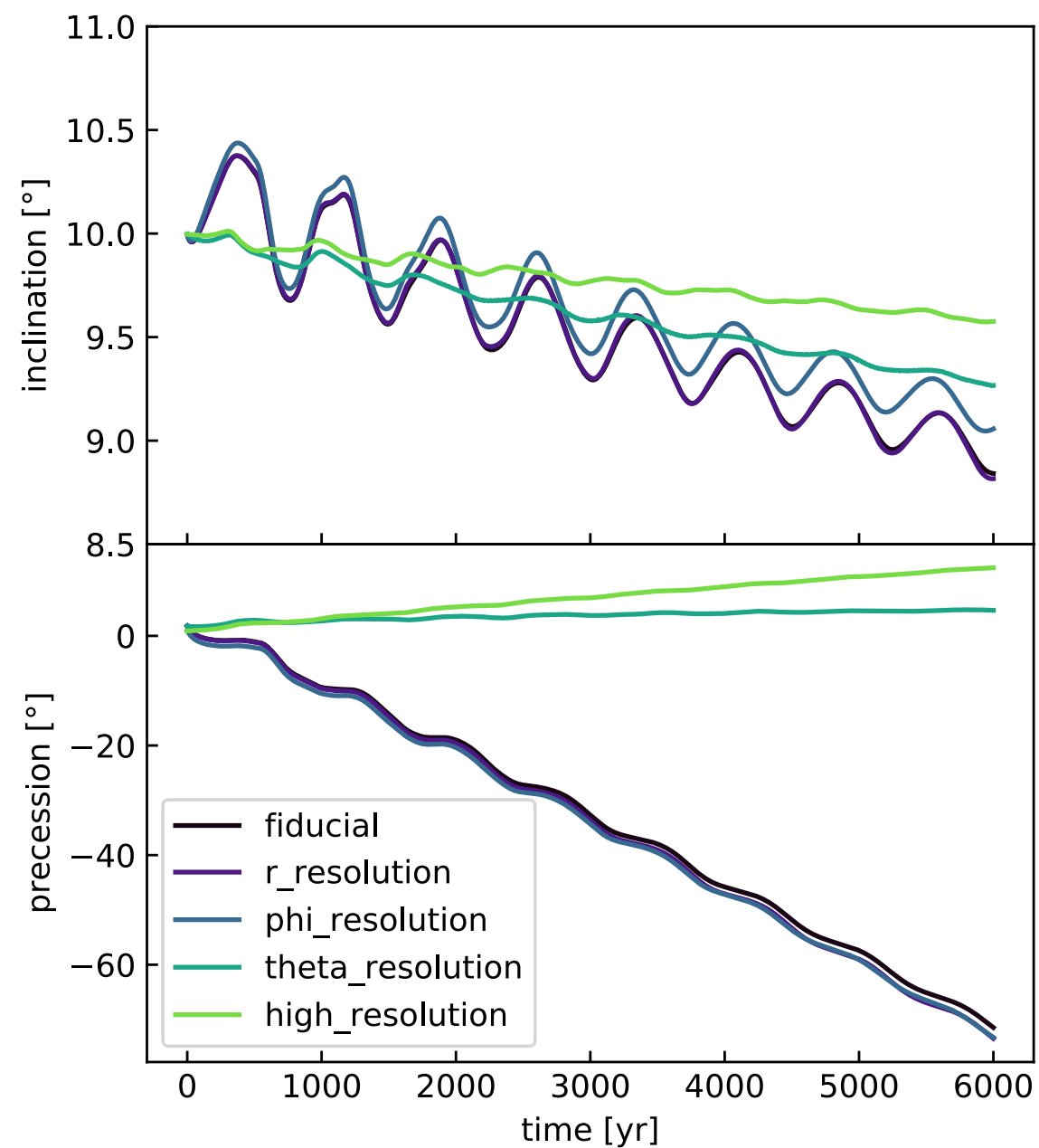
Warped Disk Evolution in Grid-Based Simulations

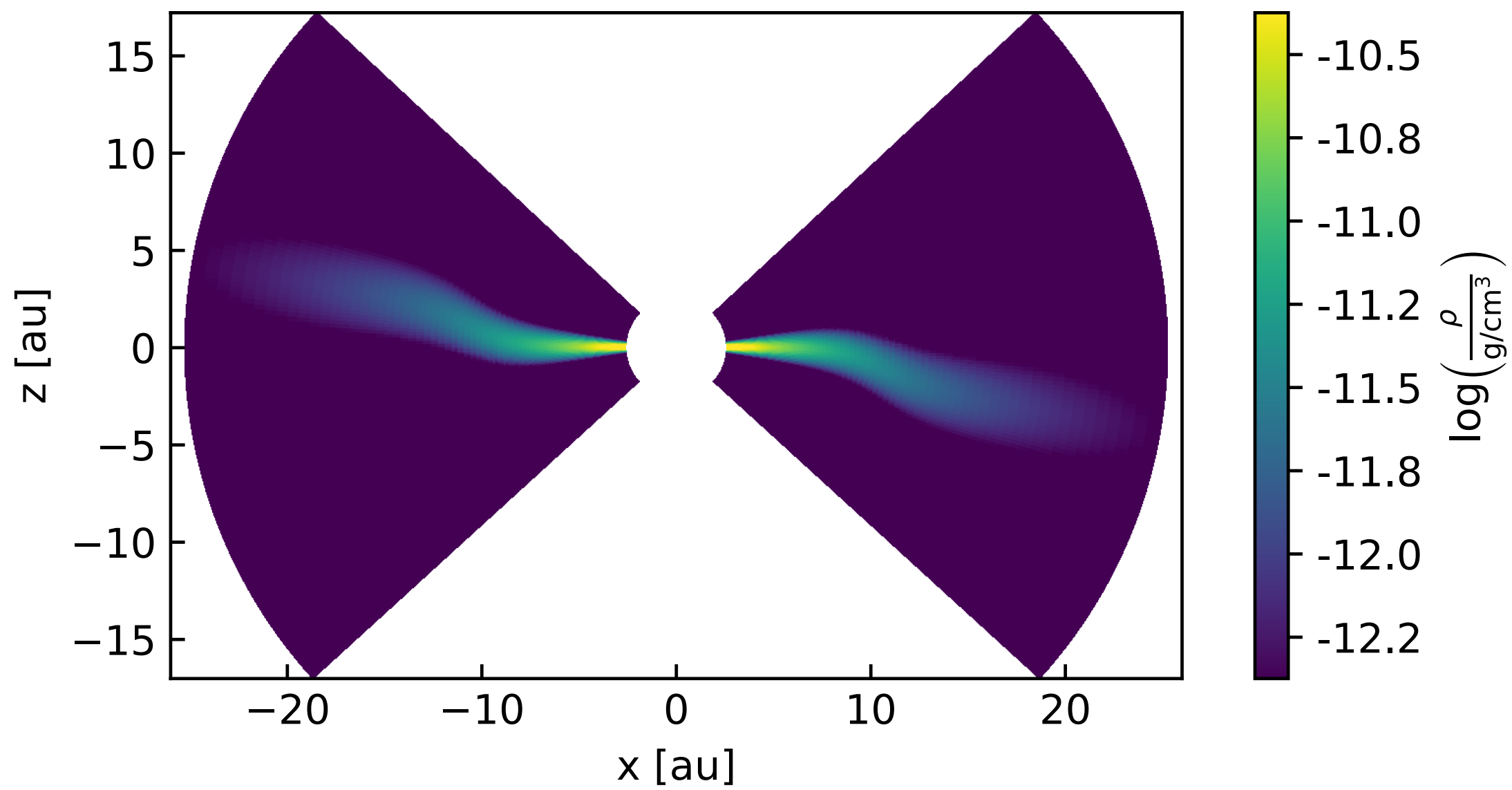
C. N. Kimmig ¹ and C. P. Dullemond ¹

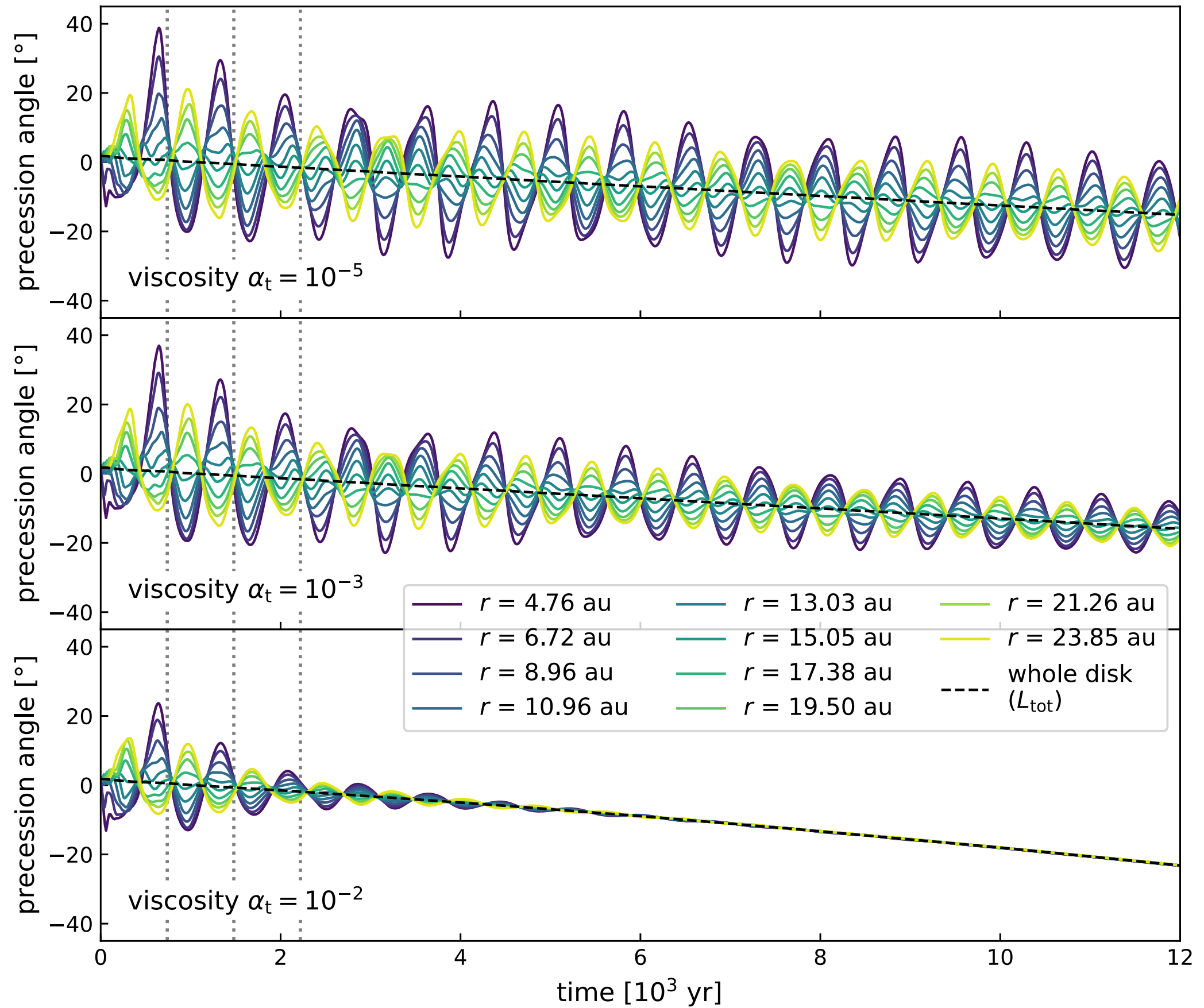


Warped Disk Evolution in Grid-Based Simulations

C. N. Kimmig ¹ and C. P. Dullemond ¹

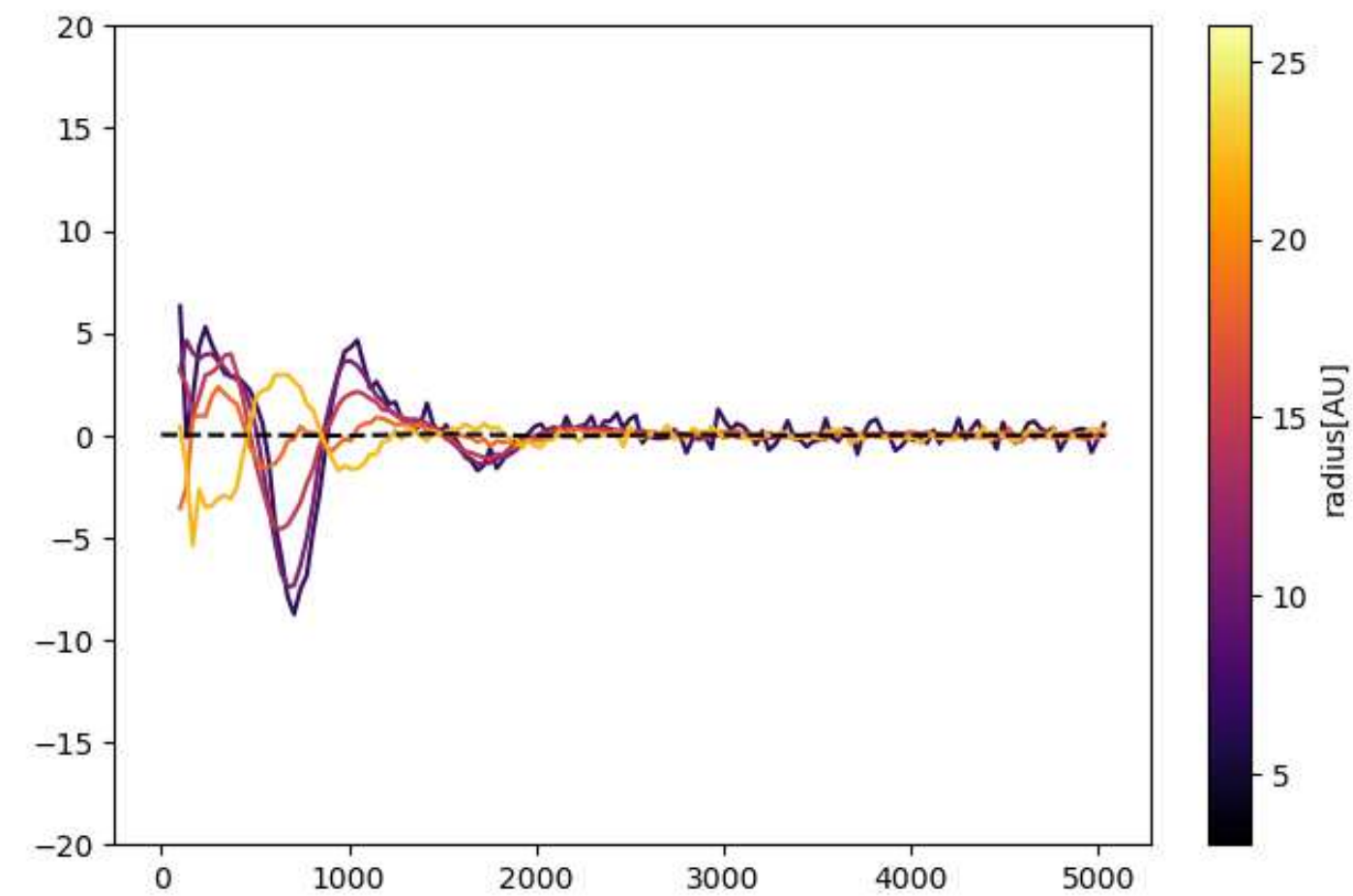






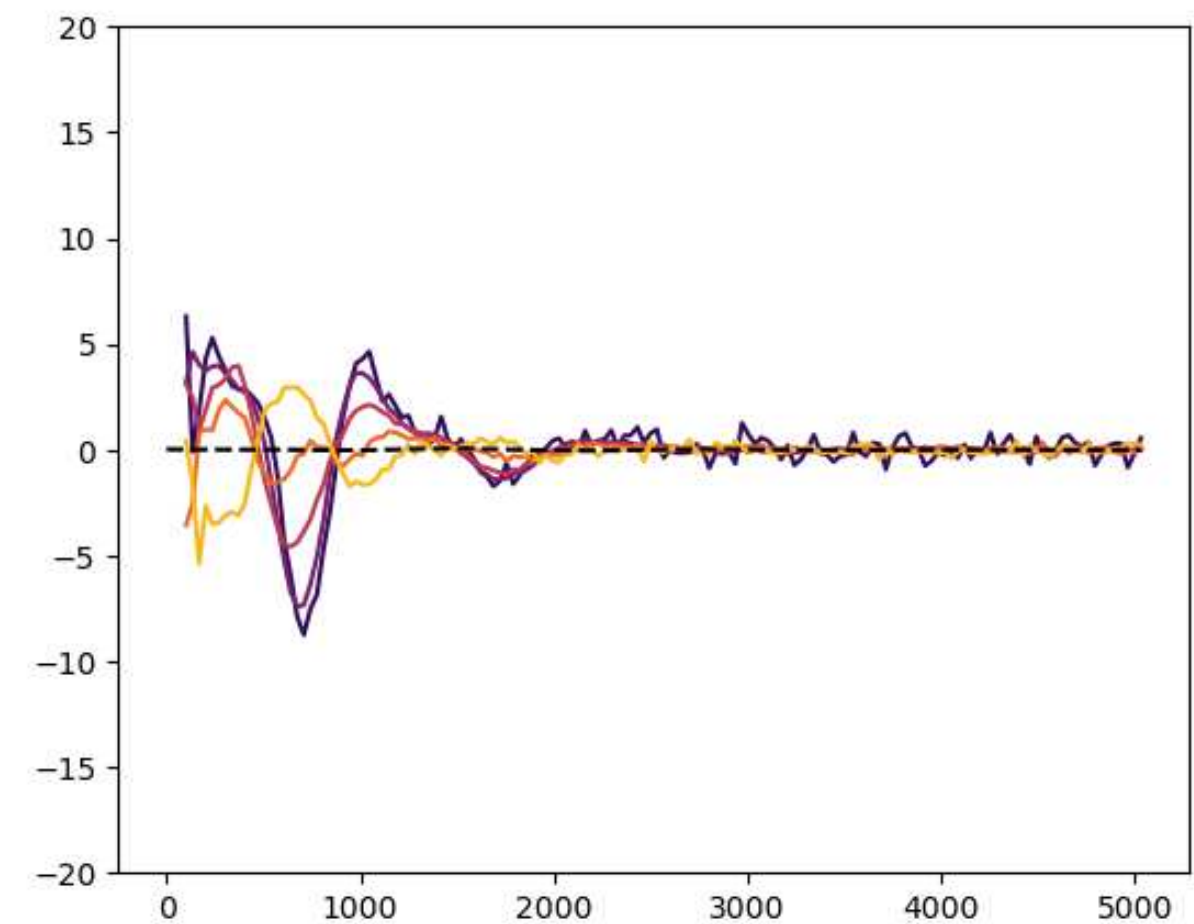
Reproducible with SPH?

$$N = 5 \times 10^5$$

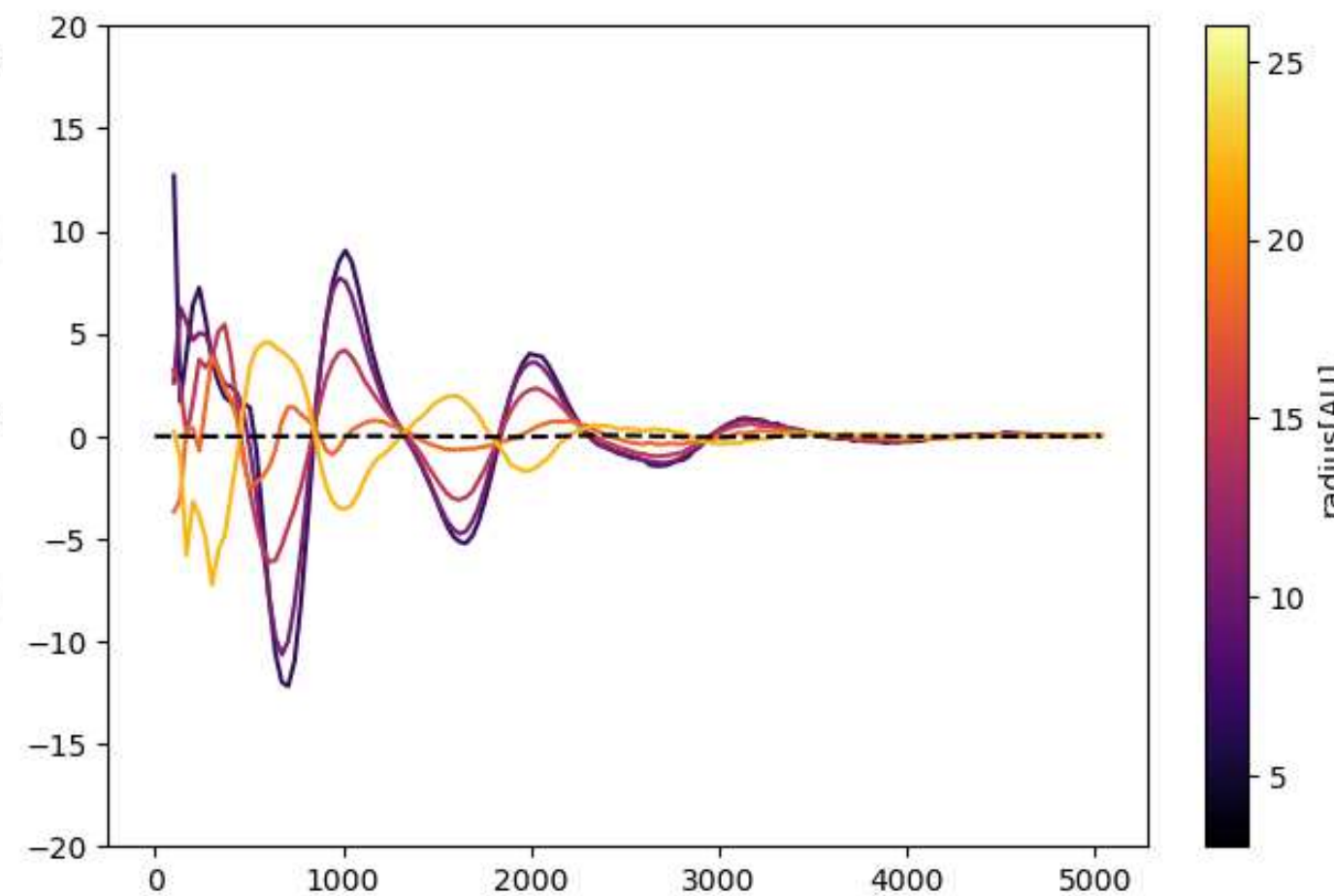


Reproducible with SPH?

$$N = 5 \times 10^5$$

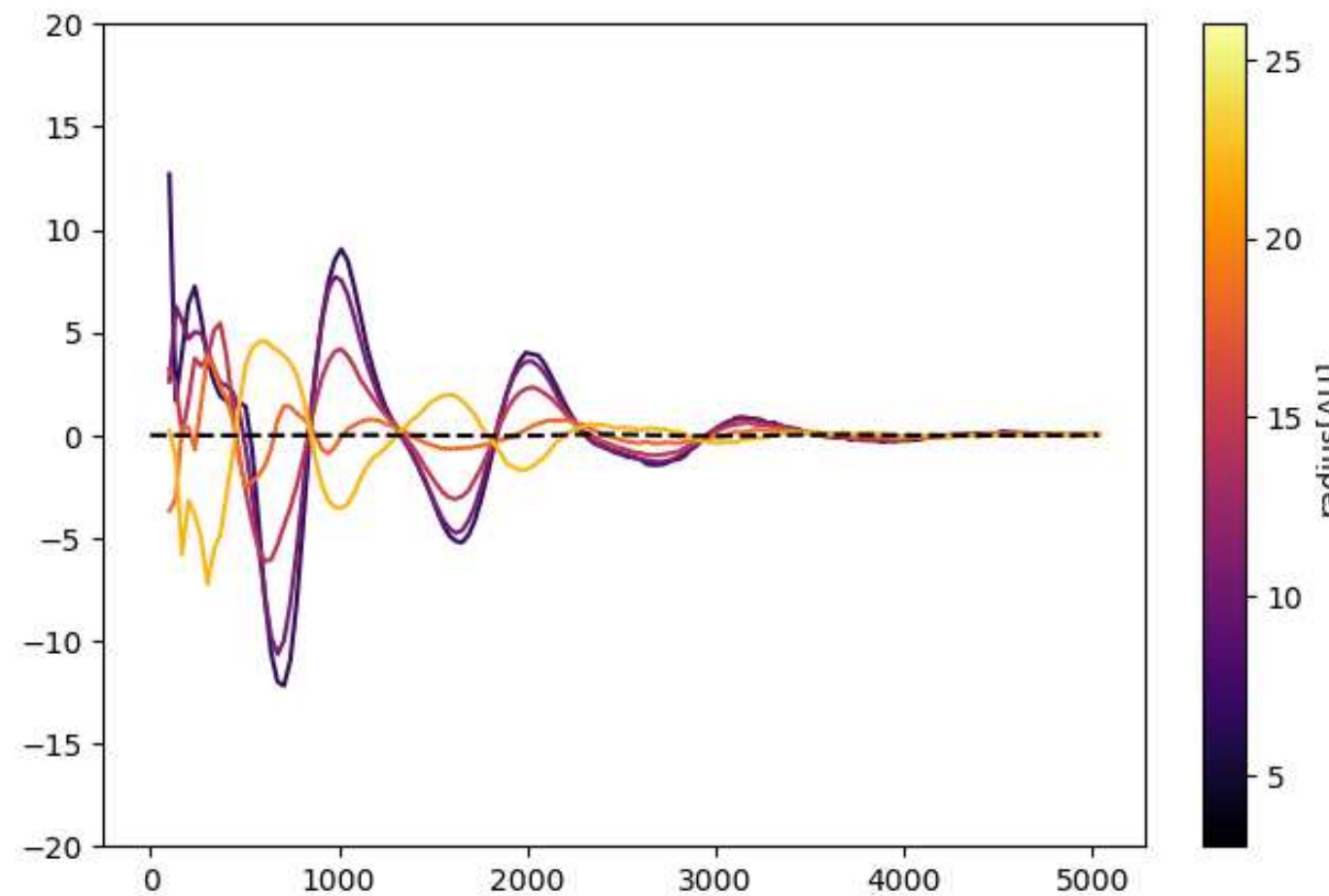
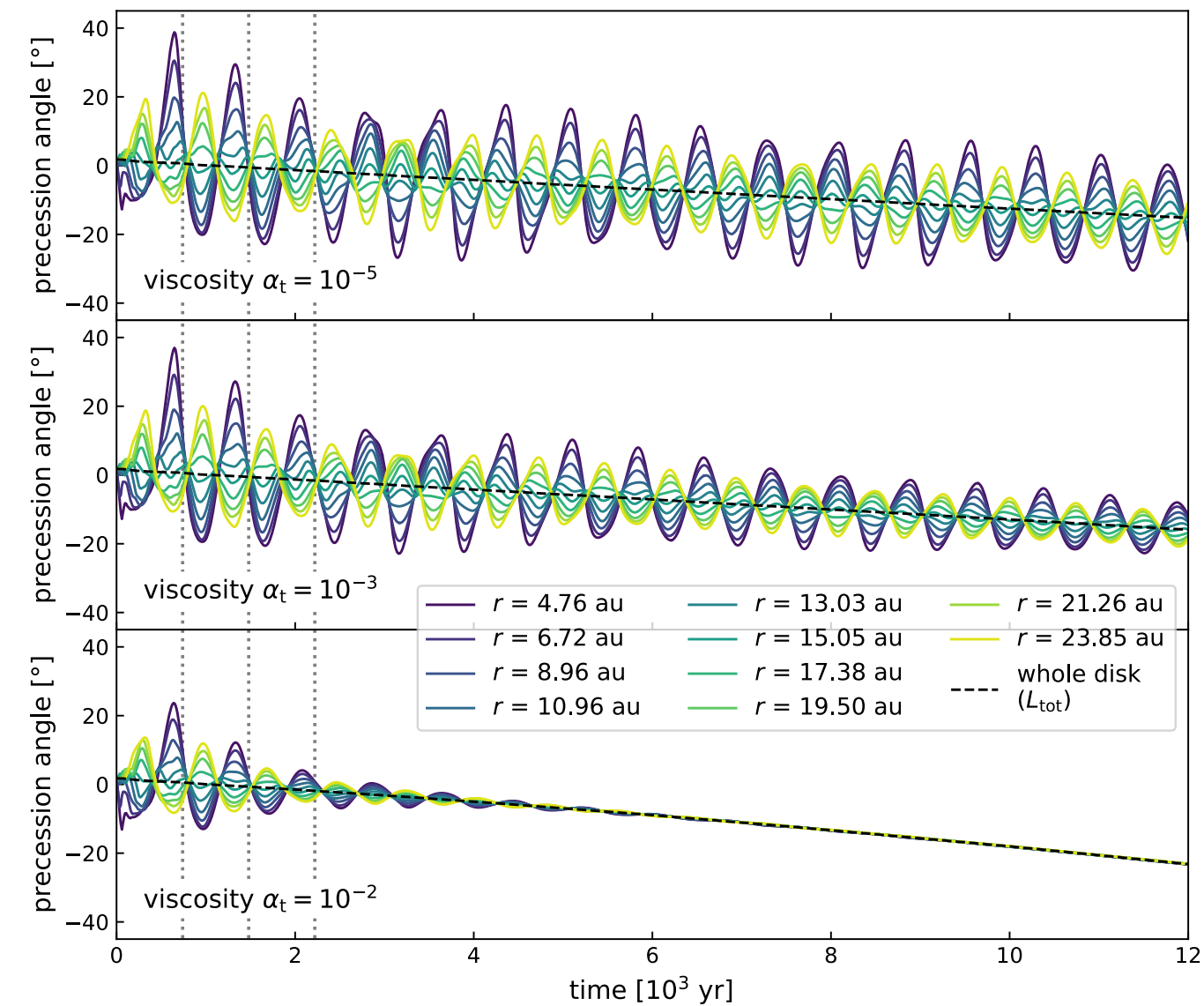


$$N = 4 \times 10^6$$



Reproducible with SPH?

$$N = 4 \times 10^6$$



What causes the precession?

Linear theory equations: Lubow & Ogilvie 2000

$$\Sigma_g R^2 \Omega_g \frac{\partial \mathbf{l}_g}{\partial t} = \frac{1}{R} \frac{\partial \mathbf{G}}{\partial R} + \boldsymbol{\Omega}_p \times \mathbf{L}_g$$

$$\frac{\partial \mathbf{G}}{\partial t} + \frac{\Omega_g^2 - \kappa^2}{2\Omega_g} \mathbf{l}_g \times \mathbf{G} + \alpha \Omega_g \mathbf{G} = \frac{\Sigma_g H^2 R^3 \Omega_g^3}{4} \frac{\partial \mathbf{l}_g}{\partial R},$$

$$\Omega_g = \Omega_k \sqrt{1 - \mu}$$

Reproducible in 1D? Non-linear interaction?

Take Home Messages

- We miss things if we don't try the same problem with different codes
- Effective viscosity floor is probably at the $\alpha \sim 0.01$ level