

Rapid Black Hole Growth under Anisotropic Radiation Feedback

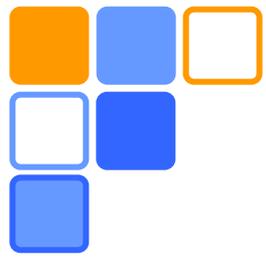
arXiv:1610.03482



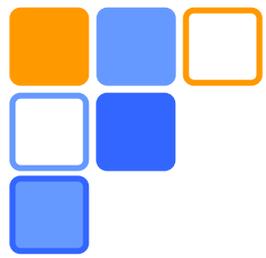
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Hidenobu Yajima (Tohoku)
Kazuyuki Omukai (Tohoku)



INTRODUCTION



The origin for high- z supermassive BHs



quasar image
(Credit: ESO/M. Kornmesser)

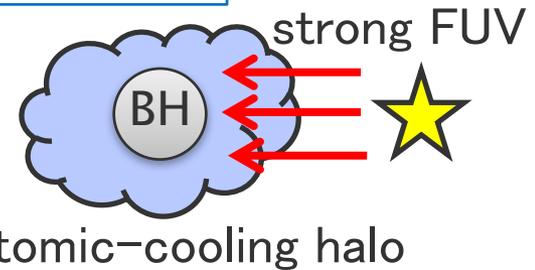
high- z supermassive BHs (SMBHs)

- $10^9 M_{\text{sol}}$ BH@ $z \sim 7$ (1Gyr after Big Bang) (e.g., Mortlock + 2011)
- ~ 100 BHs@ $z > 6$ \rightarrow $n_{\text{BH}} \sim 1/\text{cGpc}^3$
(e.g., Fan + 2001, Venemans + 2013)

Formation scenarios

- Direct collapse BH ($M_{\text{seed}} \sim 10^5 M_{\text{sol}}$)
growth time \bigcirc number density \triangle
- Pop III remnant BH ($M_{\text{seed}} \sim 10^2 M_{\text{sol}}$)
growth time \triangle number density \bigcirc

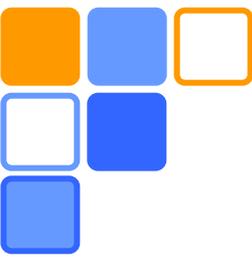
Direct collapse



Pop III formation



Q: How efficient can BHs grow?

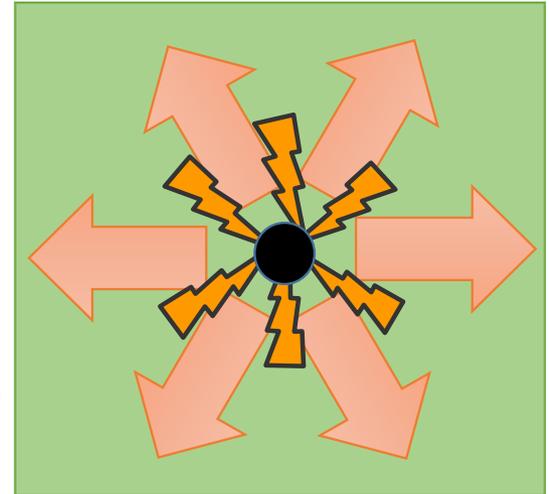


Efficiency for BH accretion

□ Isotropic BH radiation

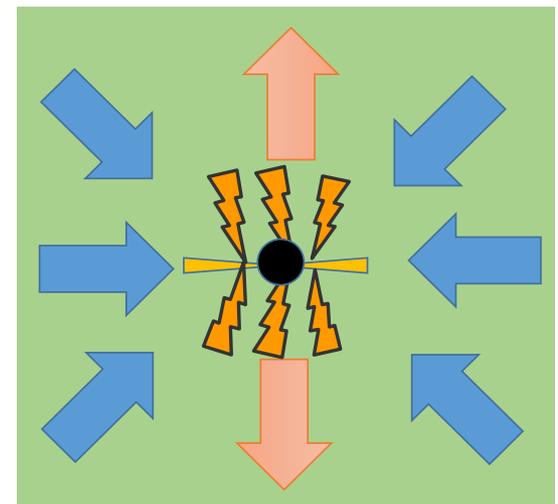
(Park&Ricotti 11, Milosavljevic+ 09)

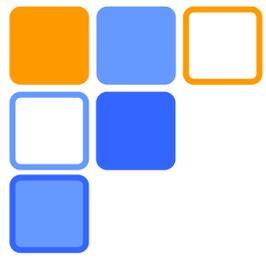
- Feedback works in all directions
- Suppressed to $\sim 1/100$ of the accretion rate w/o feedback (Bondi rate)
- Efficient accretion possible in a very dense medium (Inayoshi+ 16)



□ Anisotropic BH radiation

- Separation of the regions for feedback and accretion?
- Efficient accretion possible??





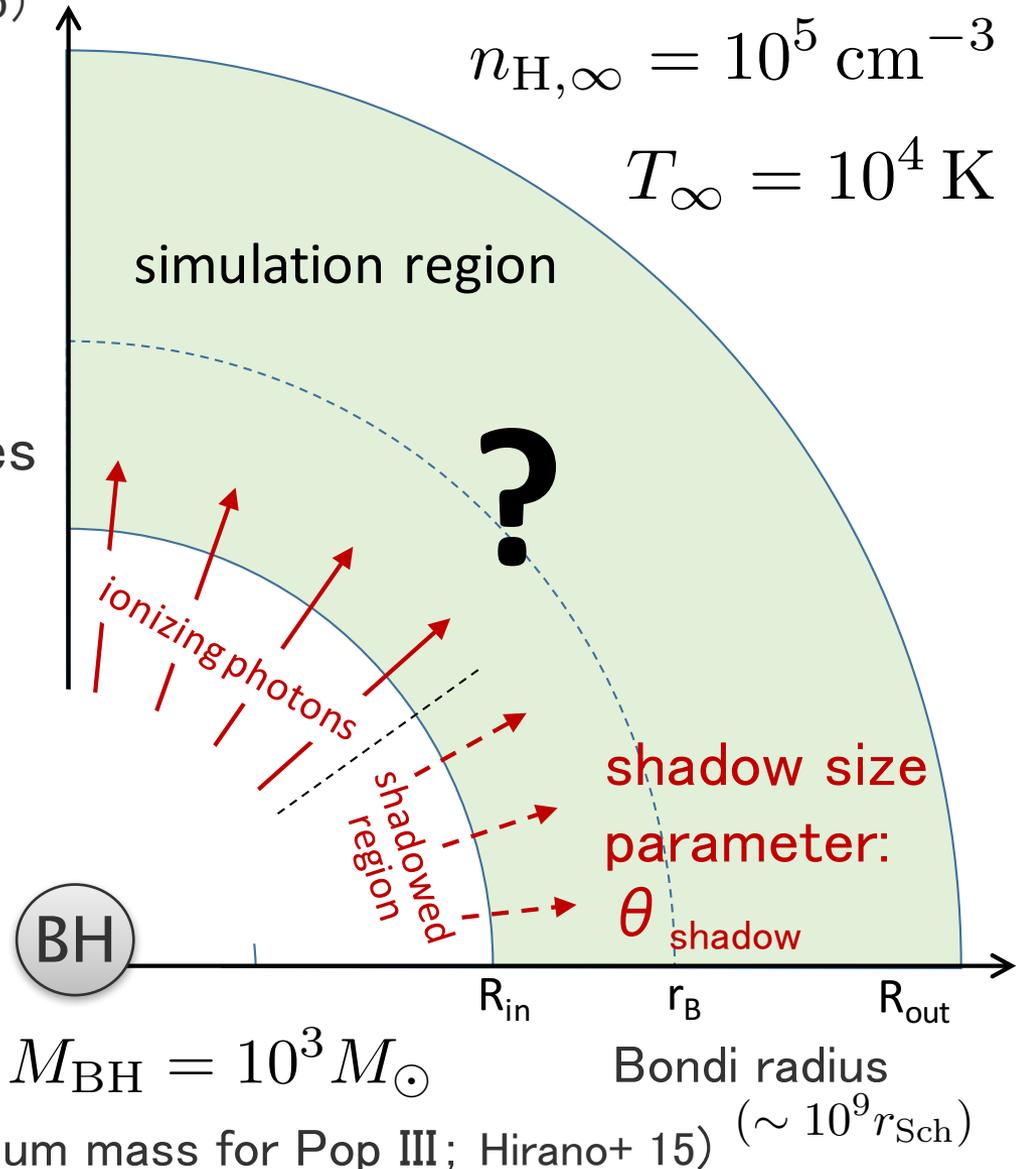
METHOD

Code & Numerical settings

(modified ver. of Hosokawa+ 2015)

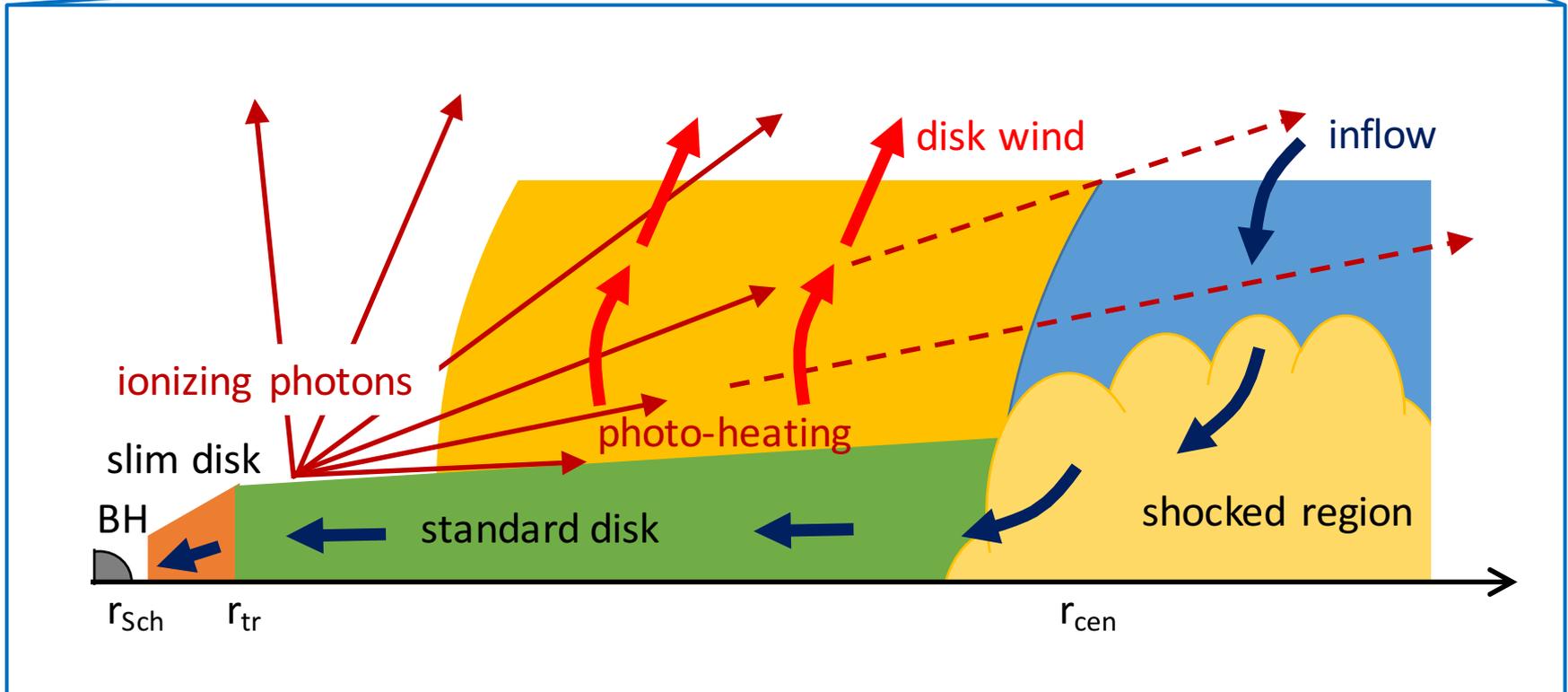
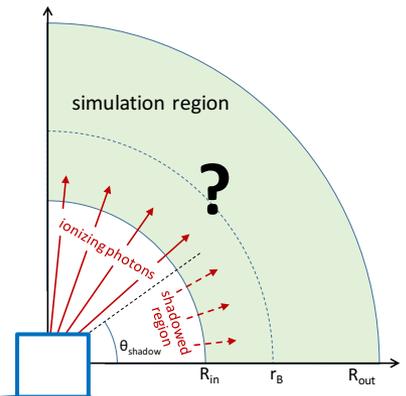
- PLUTO3.0
2D RHD (hllc)
- $N_r \times N_\theta = 512 \times 144$
- 1day x 144core/model
- chemical/thermal processes
H, H⁺, He, He⁺, He⁺⁺, e
- Rad. transfer
ray tracing in r direction
multi frequency (128 bins)
- BH gravity
- Subgrid radiation model
std+slim disks (watarai+ 00)

direction dependence

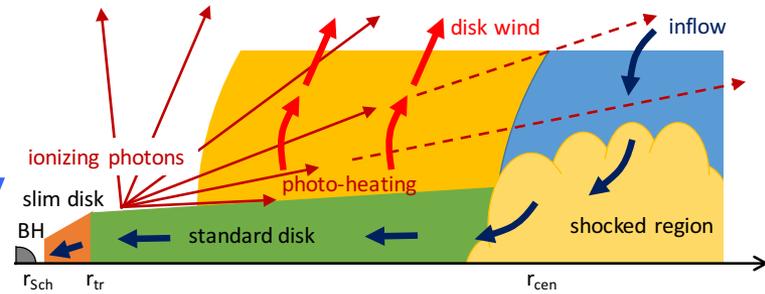


Subgrid radiation model I: Expected inner structure

- Ionizing photons emitted from hot inner region
- absorbed/scattered in the outer region



Subgrid radiation model II: Anisotropy



- Flux@inner boundary

$$f = \frac{L}{4\pi R_{\text{in}}^2} \mathcal{F}(\theta)$$

- Anisotropy

= (disk) x (shadow)

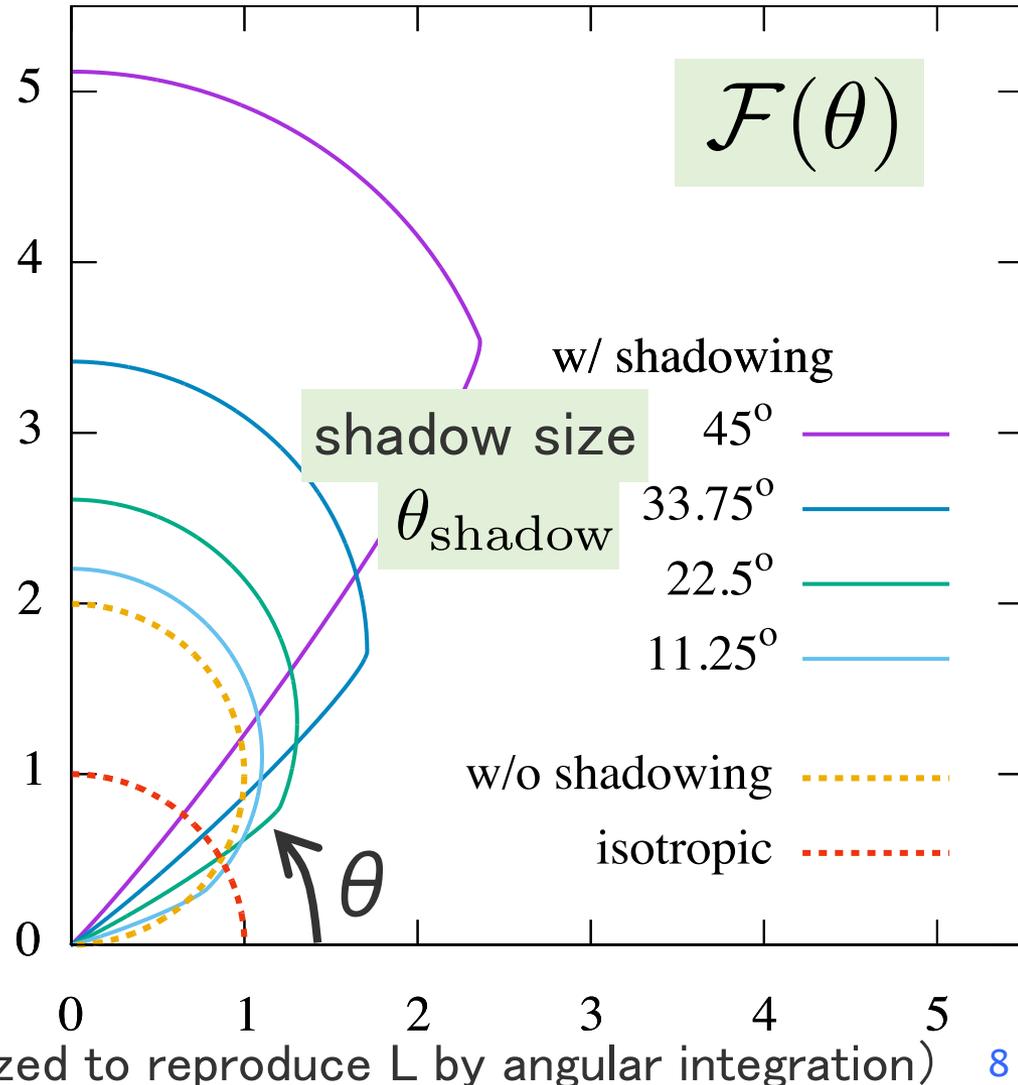
$$\mathcal{F}(\theta) = f_{\text{disk}}(\theta) f_{\text{shadow}}(\theta)$$

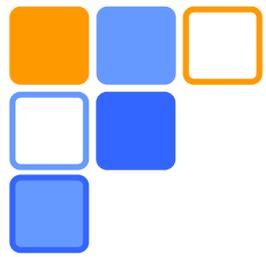
- Rad. from a thin-disk

$$f_{\text{disk}}(\theta) = \sin \theta$$

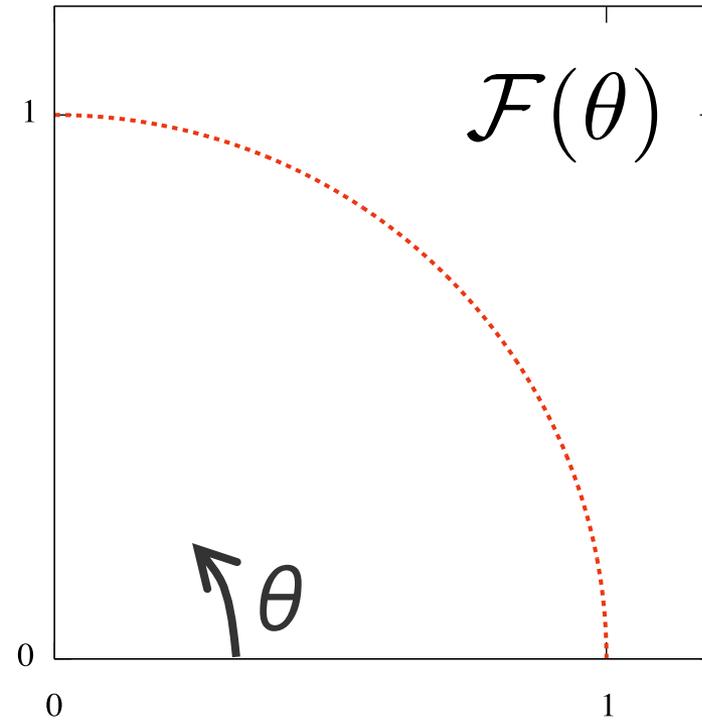
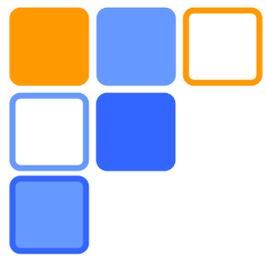
- Shadowing effect

$$f_{\text{shadow}}(\theta) \text{ (right panel)}$$





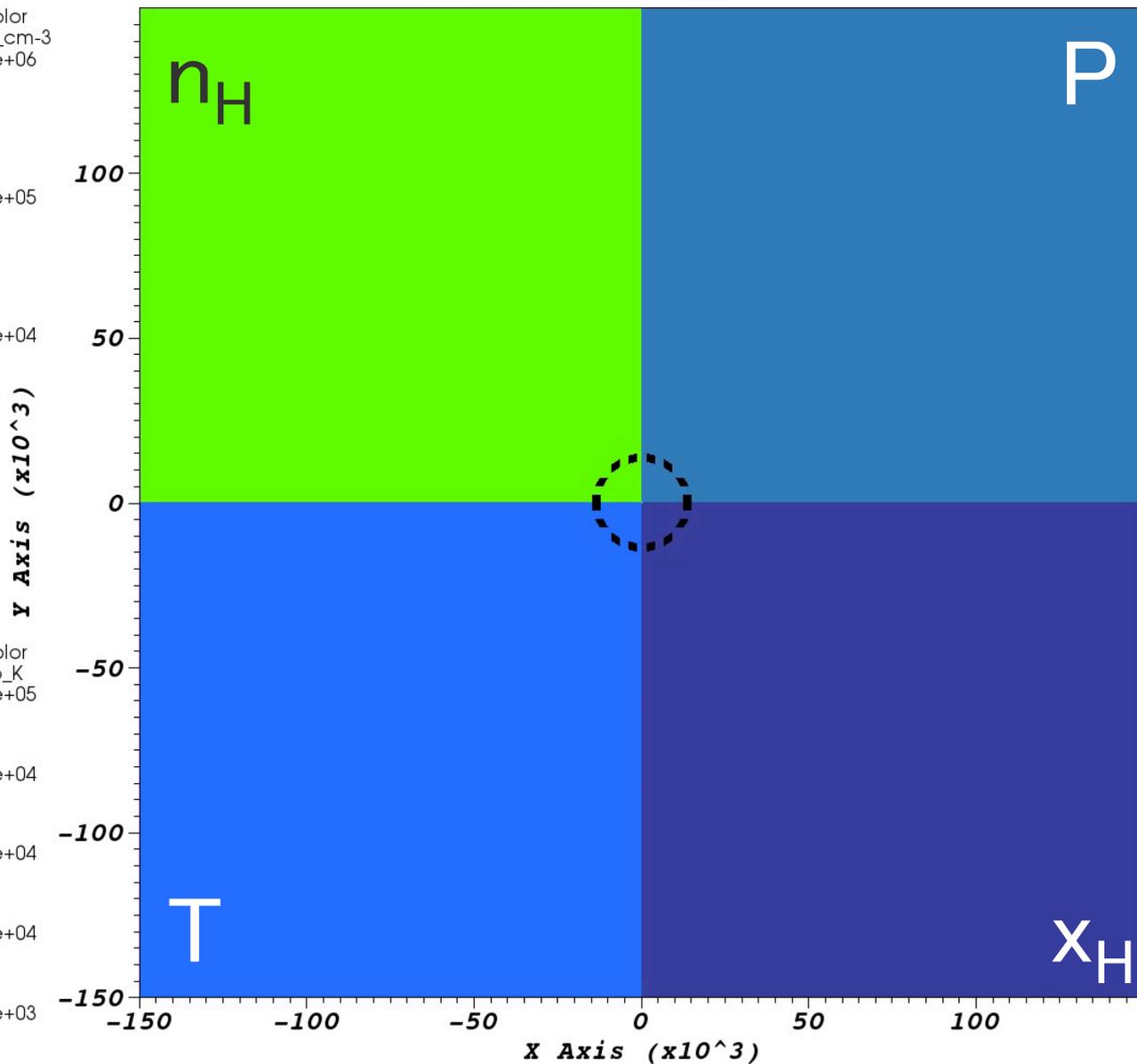
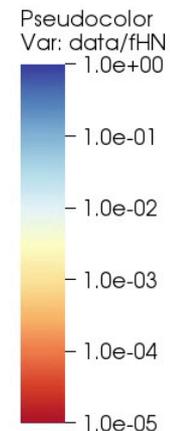
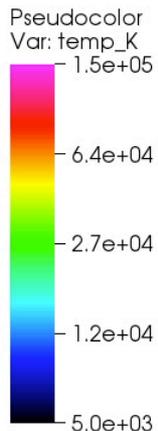
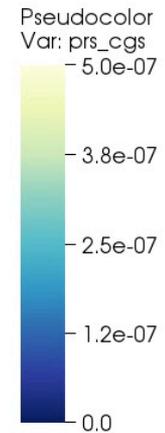
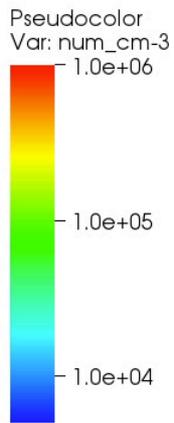
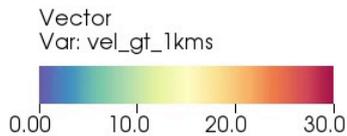
RESULTS



ISOTROPIC RADIATION

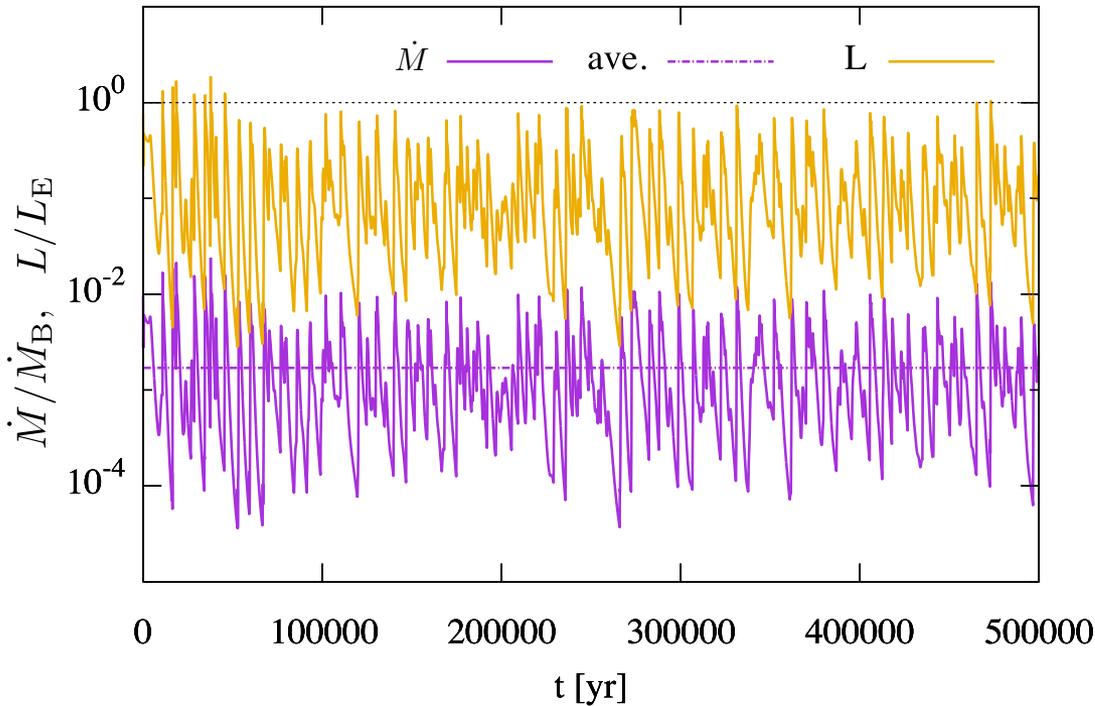
DB: Data
Cycle: 0

Isotropic



Acc. rate (isotropic)

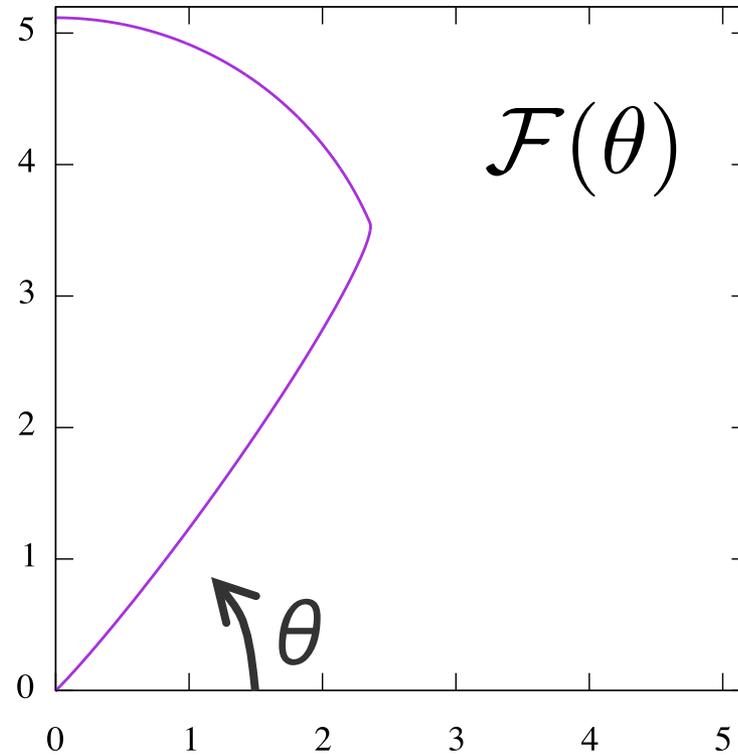
Bondi rate: \dot{M}_B
(No feedback)



- Reproduce the former work (Park&Ricotti 11, Milosavljevic+ 09)
- Oscillation of acc. rate
- Very low ave. acc. rate

$\dot{M} \sim 0.17\% \dot{M}_B$
(1/500 time lower than No FB case)

Growth of BHs needs too long time.

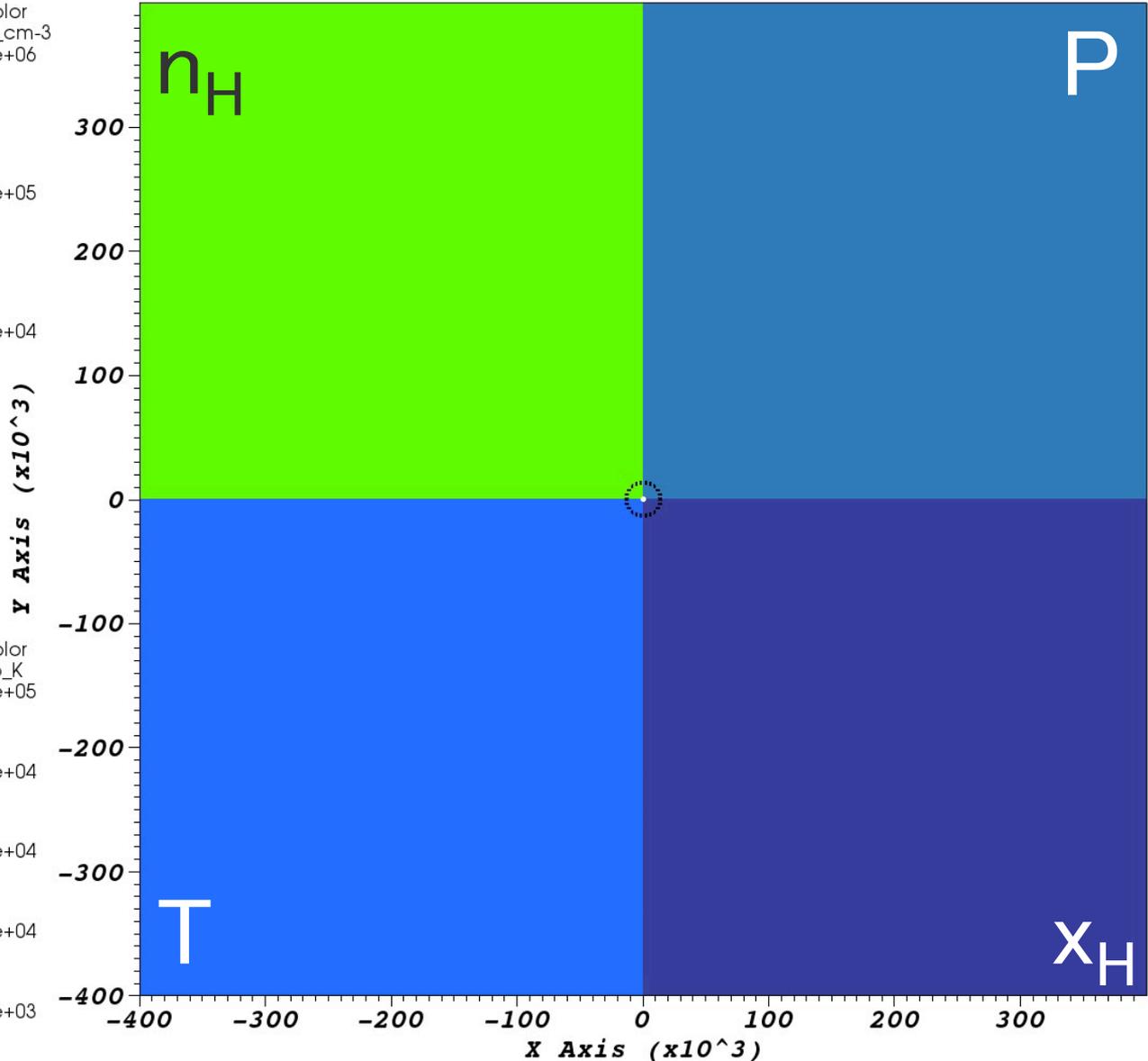
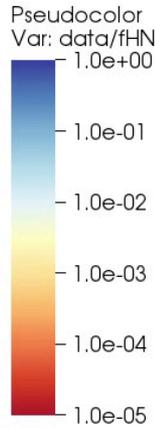
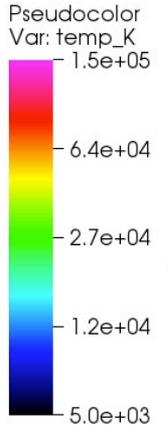
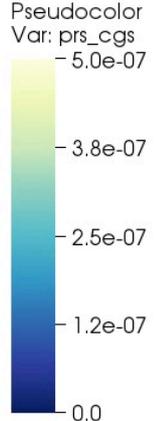
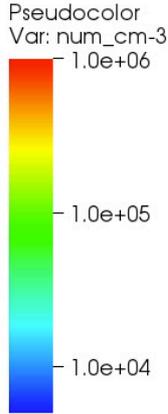
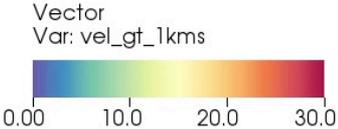


DISK RADIATION W/ SHADOWING EFFECT

(CASE FOR $\Theta_{\text{SHADOW}} = 45^\circ$)

Disk + shadow

DB: Data
Cycle: 0

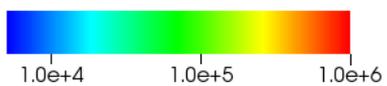


Disk+shadow (central region)

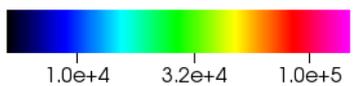
Vector
Var: vel_gt_1kms



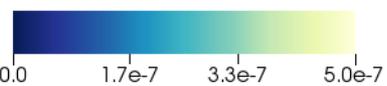
Pseudocolor
Var: num_cm-3



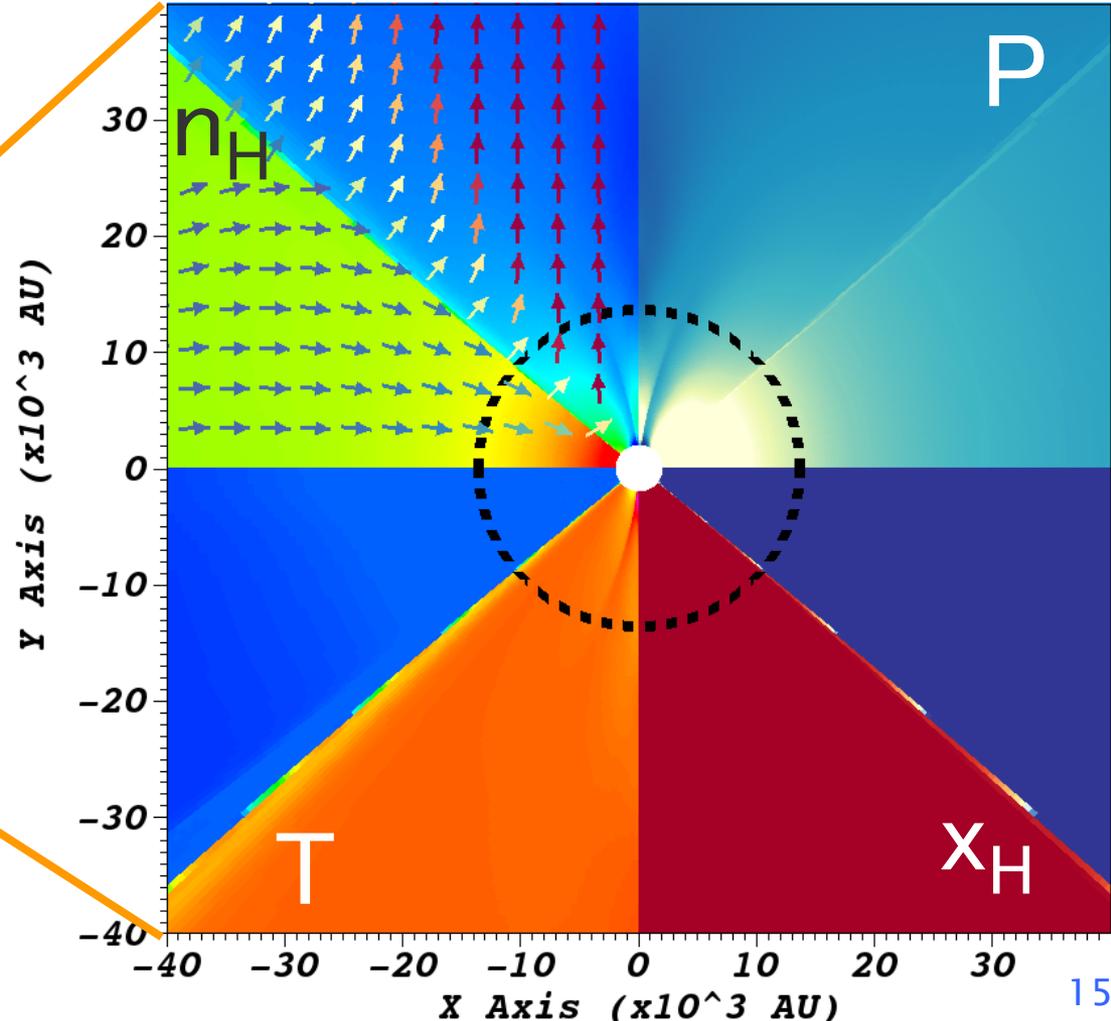
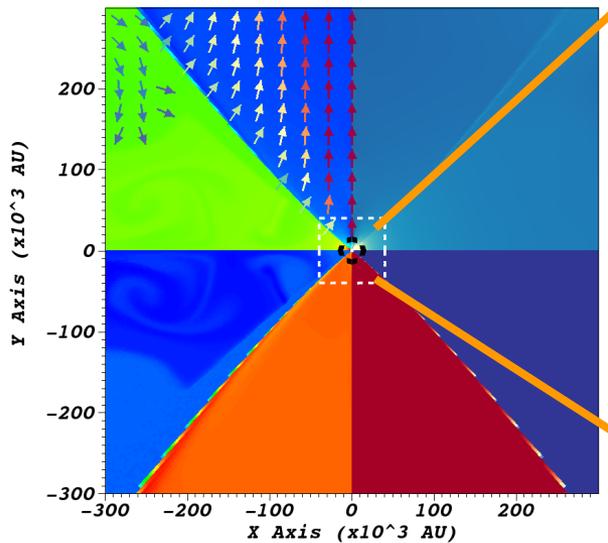
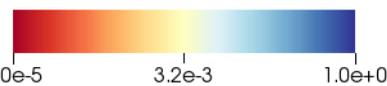
Pseudocolor
Var: temp_K



Pseudocolor
Var: prs_cgs



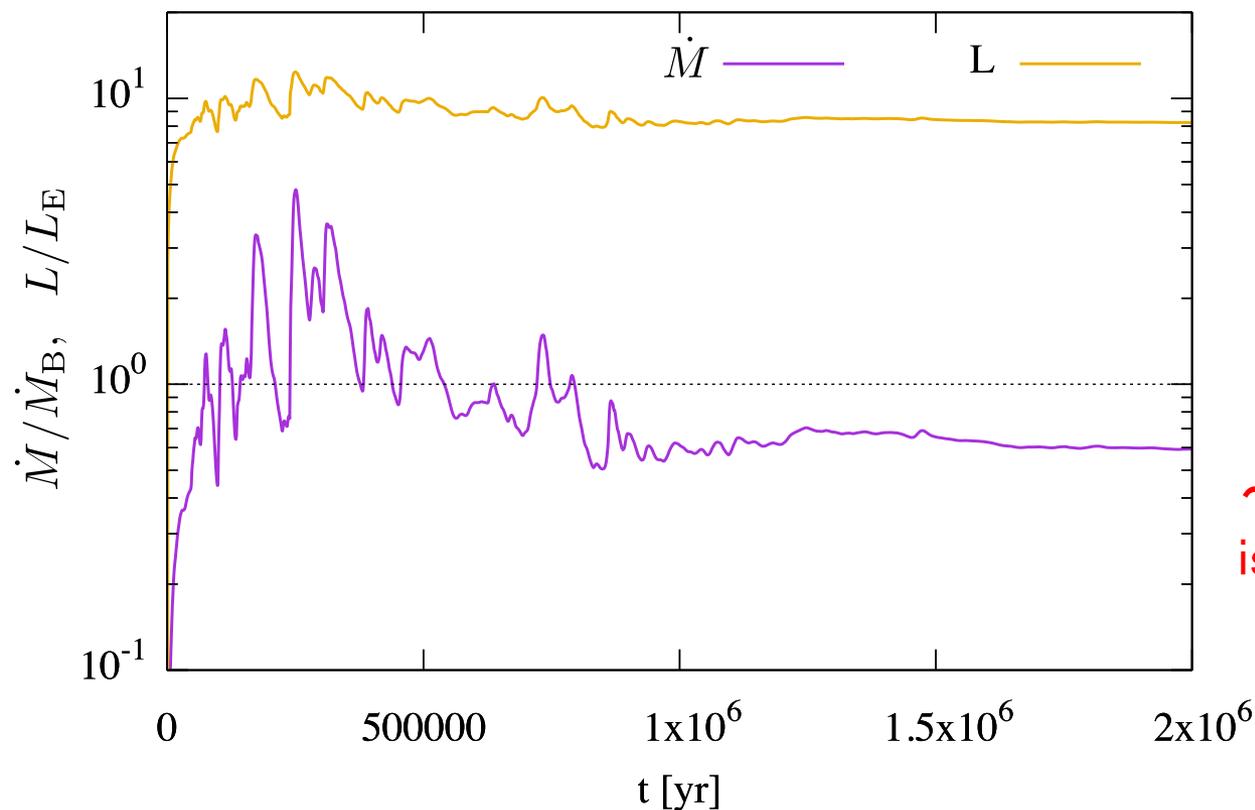
Pseudocolor
Var: data/fHN





Acc. rate (disk+shadow)

Bondi rate: \dot{M}_B
(No feedback)

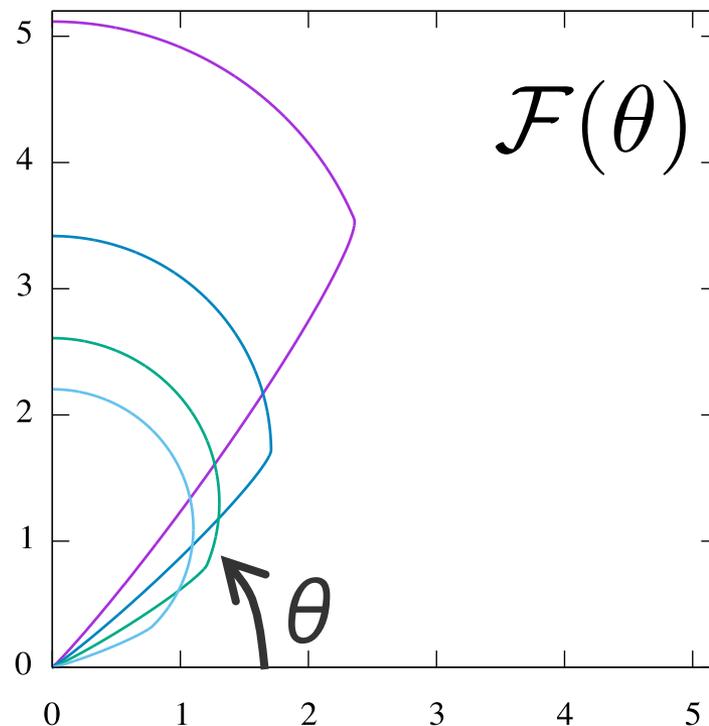
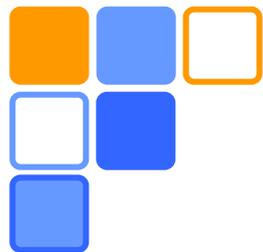


- Stationary accretion
- High accretion rate

$$\dot{M} \sim 60\% \dot{M}_B$$

~300 times larger than the isotropic case !

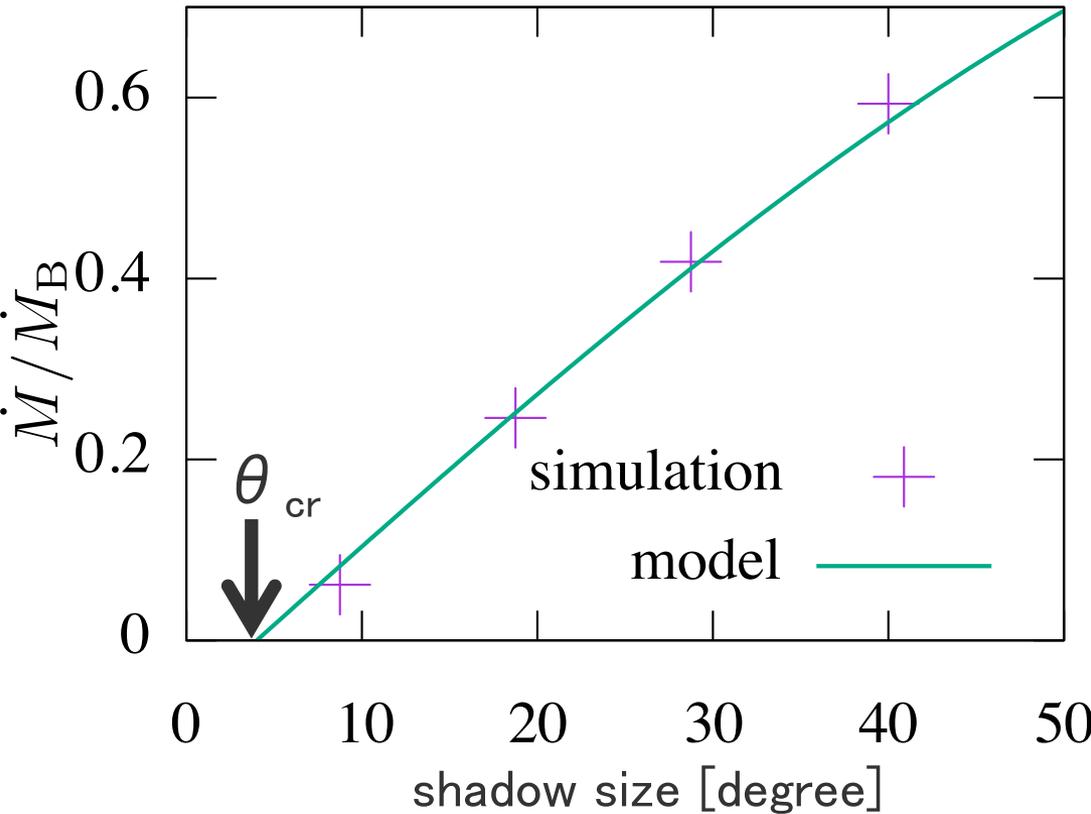
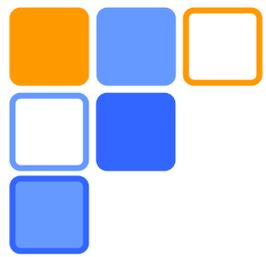
Even Pop III remnant BHs can evolve to SMBHs!



DISK RADIATION W/ SHADOWING EFFECT

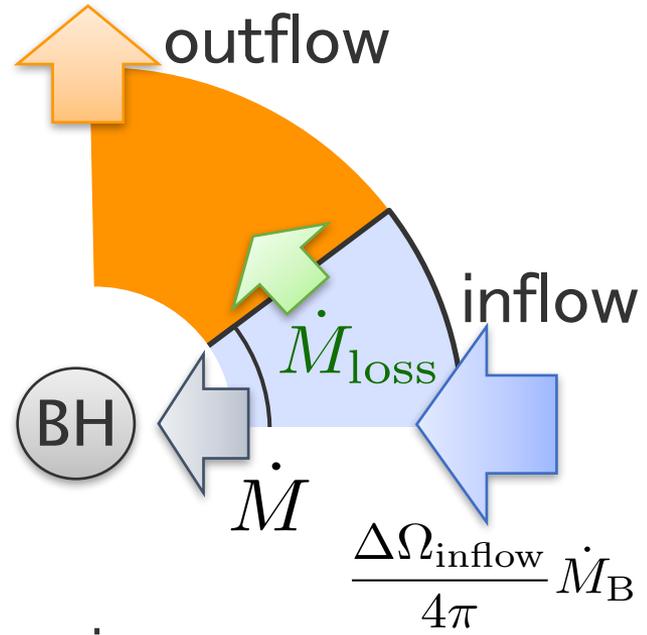
(Θ_{SHADOW} DEPENDENCE)

Shadow size & acc. rate

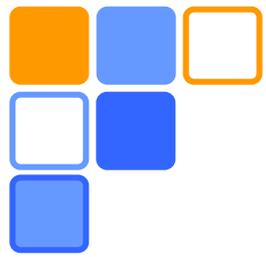


- Analytical model

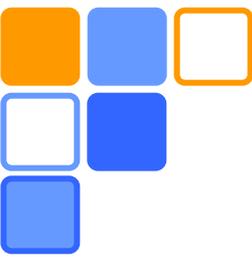
$$\dot{M} = \frac{\Delta\Omega_{\text{inflow}}}{4\pi} \dot{M}_B - \dot{M}_{\text{loss}}$$



- Acc. rate is determined by Bondi-like acc. in shadowed solid angle w/ photo-evaporation mass loss
- Critical shadow size ($\theta_{\text{cr}} \sim 5^\circ$) for acc. in shadowed region



CONCLUSION



Conclusion and discussion

- We have studied BH accretion under anisotropic feedback by performing 2D RHD simulations.
- Very efficient (super-critical) BH accretion occurs if shadowed region around the equatorial plane is assumed.
- In this case, accretion rate is determined by competition between Bondi-like accretion in the shadowed region and photoevaporation mass loss from its surfaces.
- (Although it depends on the density of surrounding medium) Pop III remnant BHs can evolve to SMBHs by $z \sim 6$ if the Bondi-like accretion in the shadowed region occurs in the Universe.