

# Ultraluminous X-ray Sources: Numerical Simulations of Accreting Neutron Stars

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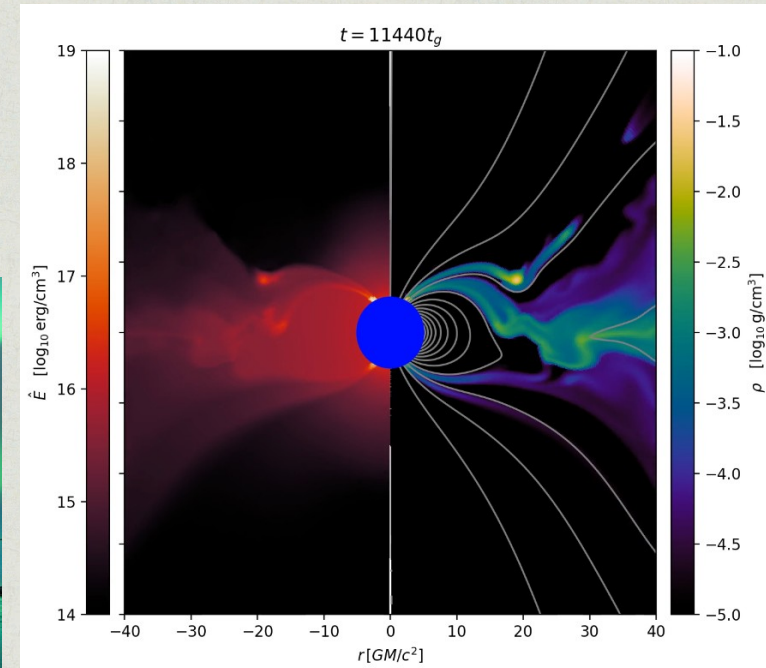
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# Outlines

- **About our research group**
- **What are Ultraluminous X-ray Sources (ULXs)?**
- **Numerical simulations**
- **Some results**
- **Summary**

# About our research group

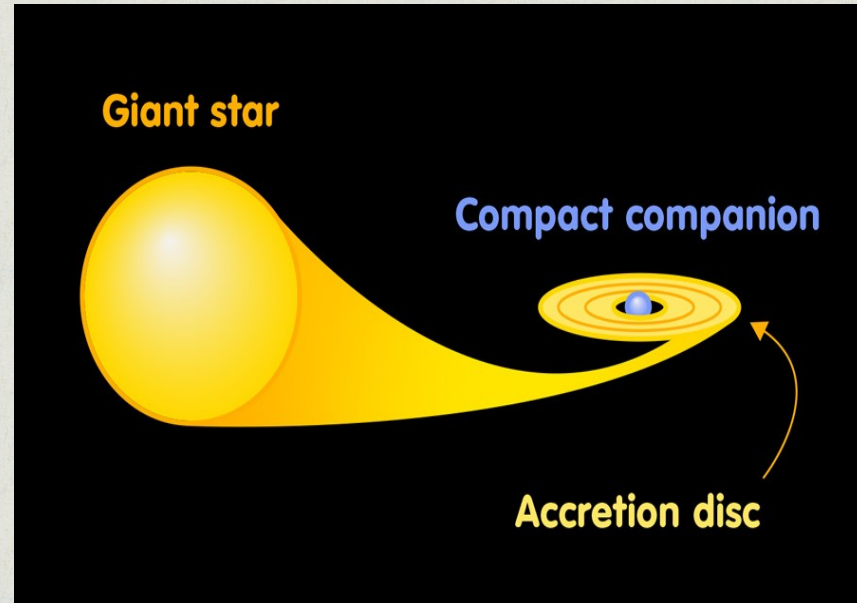
- Study **Ultraluminous X-ray Sources (ULXs)**
- **Numerical simulations** of accretion disc onto compact objects
  - Magnetized neutron stars
  - Black holes
- Numerical simulations of **pulsar planet aurora**
- **Naked singularity** simulations





# Accretion disk

- In a binary star system, an accretion disk forms when **material** from one star (Donor star) **transfers onto a compact companion** (such as a white dwarf, neutron star, or black hole) known as the **accretor**.
- Material accumulates around the object and **forms a disk**.
- The basic mechanics in an accretion disk involve the **transfer of angular momentum outward** and the **material inward**.
- Accretion disks in binary star systems are important for understanding the evolution of individual stars, and also for studying phenomena such as **X-ray emission**.



# What are **Ultra**luminous **X**-ray **S**ources ?

- **ULXs** have been observed to emit X-rays at luminosities **exceeding** the luminosity expected from **stellar mass** compact objects.
- **The first** observation of ULXs: **1980s** during X-ray surveys conducted by the **Einstein Observatory** and the **ROSAT** satellite.
- Early systematic X-ray surveys found significant numbers of these objects.
  - ✓ Fabbiano, **1989**: reported **16** sources with  $L > 10^{39}$  erg/s.
  - ✓ Walton et al., **2022**: More than about **1800 ULXs** are known, including several with  $L > 10^{41} - 10^{42}$  erg/s

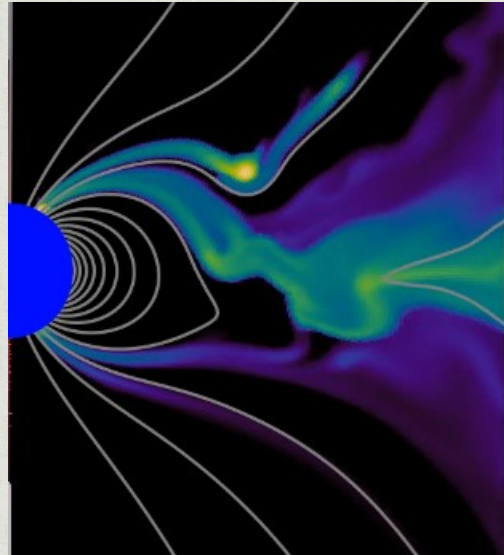
# What caused high X-ray luminosity ?

- **Intermediate Mass Black Holes (IMBH):**
- $10^2 M_{\text{sun}} < M < 10^4 M_{\text{sun}}$
- **Photon–bubble** instability in accretion disc of typical black holes ( $M < 10 M_{\text{sun}}$ )
- **Magnetic field** in neutron star accreting system



# Neutron star

- Discovery of coherently **pulsating ULXs** (Bachetti et al. 2014) revived interest in ULXs.
  - **PULXs** show the period of 1s to days.
  - Hence some/many ULXs are neutron stars.
  - Neutron stars are the end-states of massive stars whose cores exceed the  $1.4 M_{\odot}$  Chandrasekhar mass limit.
  - Typical masses between  $1 - 2 M_{\odot}$  and typical radii between 10km.
  - A **crucial difference** between neutron stars and black holes is that neutron stars have an **intrinsic magnetic field** and a **surface**.
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- ✓ Observational data confirm that the **magnetic field** of neutron stars is on the order of  $10^8 - 10^{15} \text{G}$  at the surface.
  - ✓ The **magnetic field truncates** the disc and the material is able to accrete onto the polar regions along the magnetic field lines, while **radiation can escape** from the sides of the column.



# Why numerical simulations ?

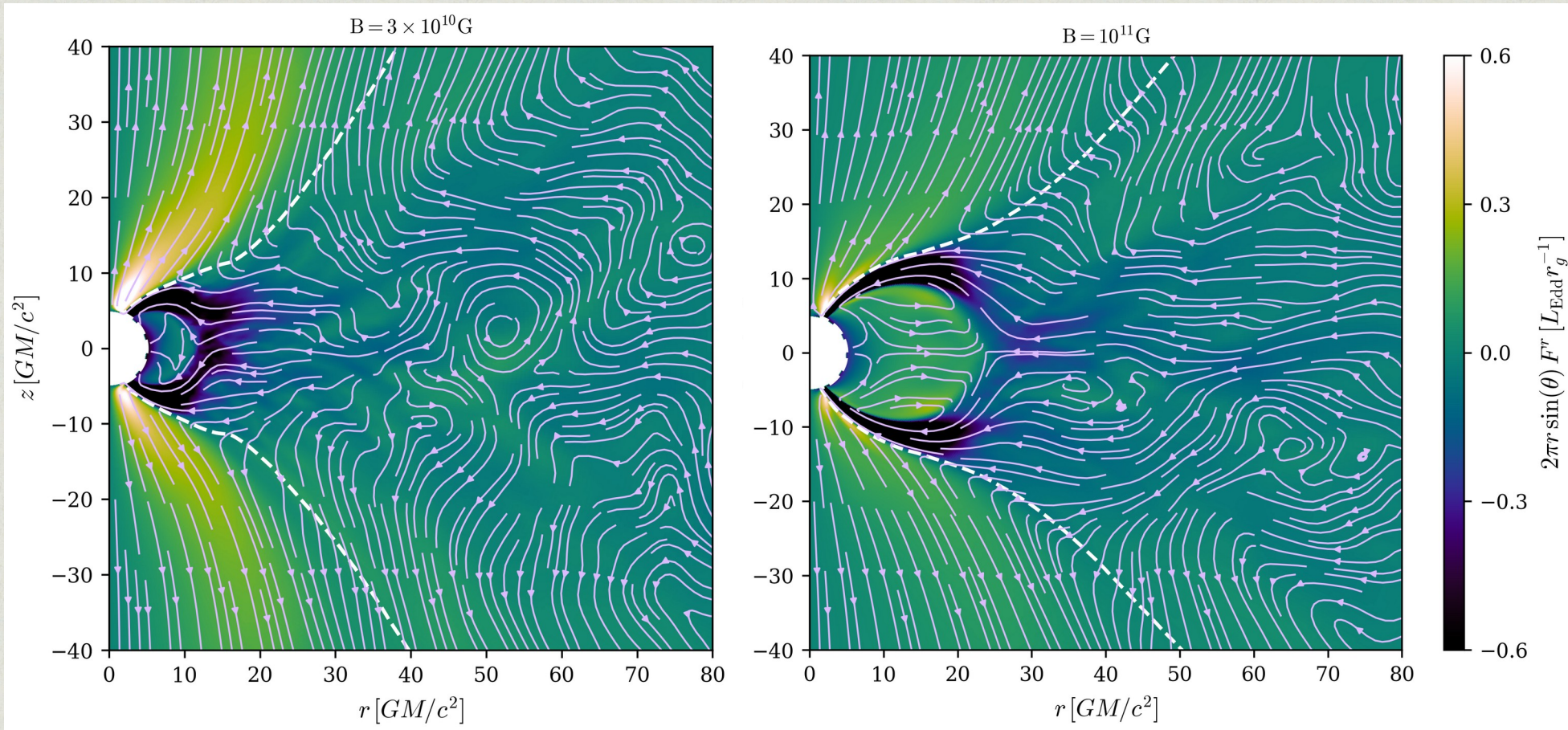
- Astrophysical systems often involve complex interactions of various physical processes such as **gravity**, **radiation**, **hydrodynamics**, and **magnetic fields**.
- **Numerical simulations:**
  - Allow scientists to **study these interactions** in detail.
  - Provide a platform to **test theoretical models** proposed to **explain observed phenomena** in the universe
  - Allow scientists to explore extreme environments including phenomena such as **supernova** explosions, **black hole mergers**, **accretion disc** and the behavior of matter under **extreme gravitational conditions**.



# MHD Simulation Codes

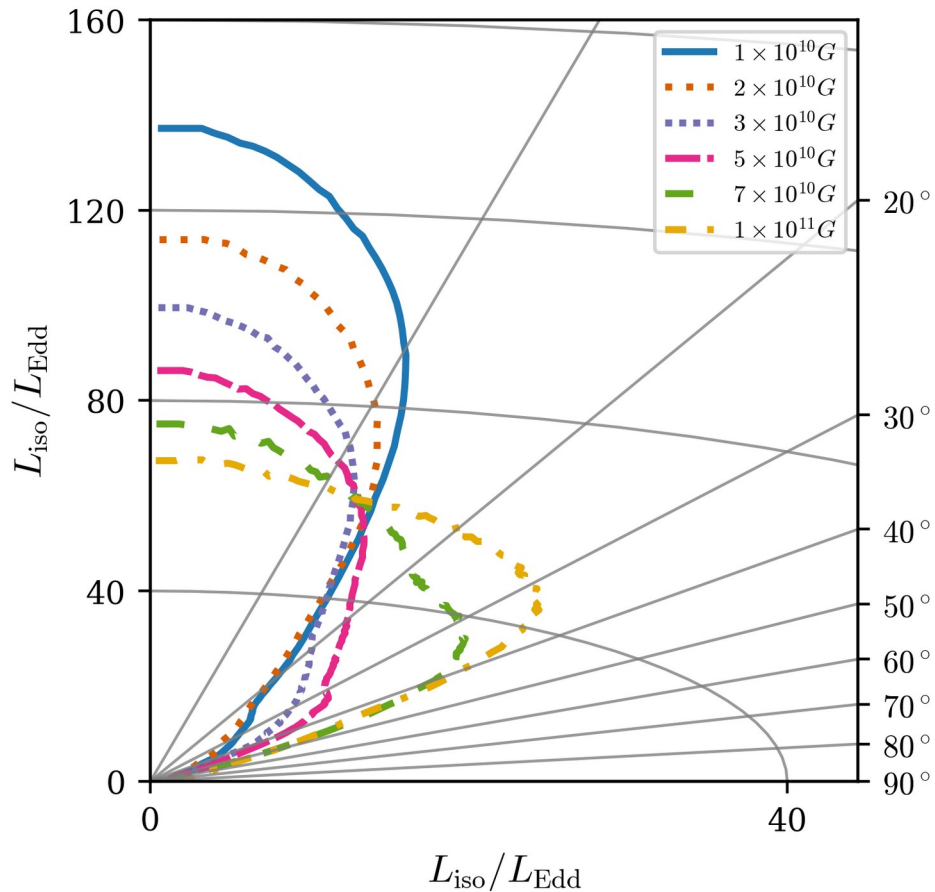
- **Newtonian Magnetohydrodynamic (MHD) code PLUTO**
- **General Relativistic Radiative Magnetohydrodynamic (GRRMHD) code Koral**, is used to perform the simulations of accreting systems.
- The KORAL code is upstanding because it contains **radiation transfer**.
- MHD codes work base on conservation of quantities like **mass**, gas and radiation **energy-momentum**

# Radiation Flux





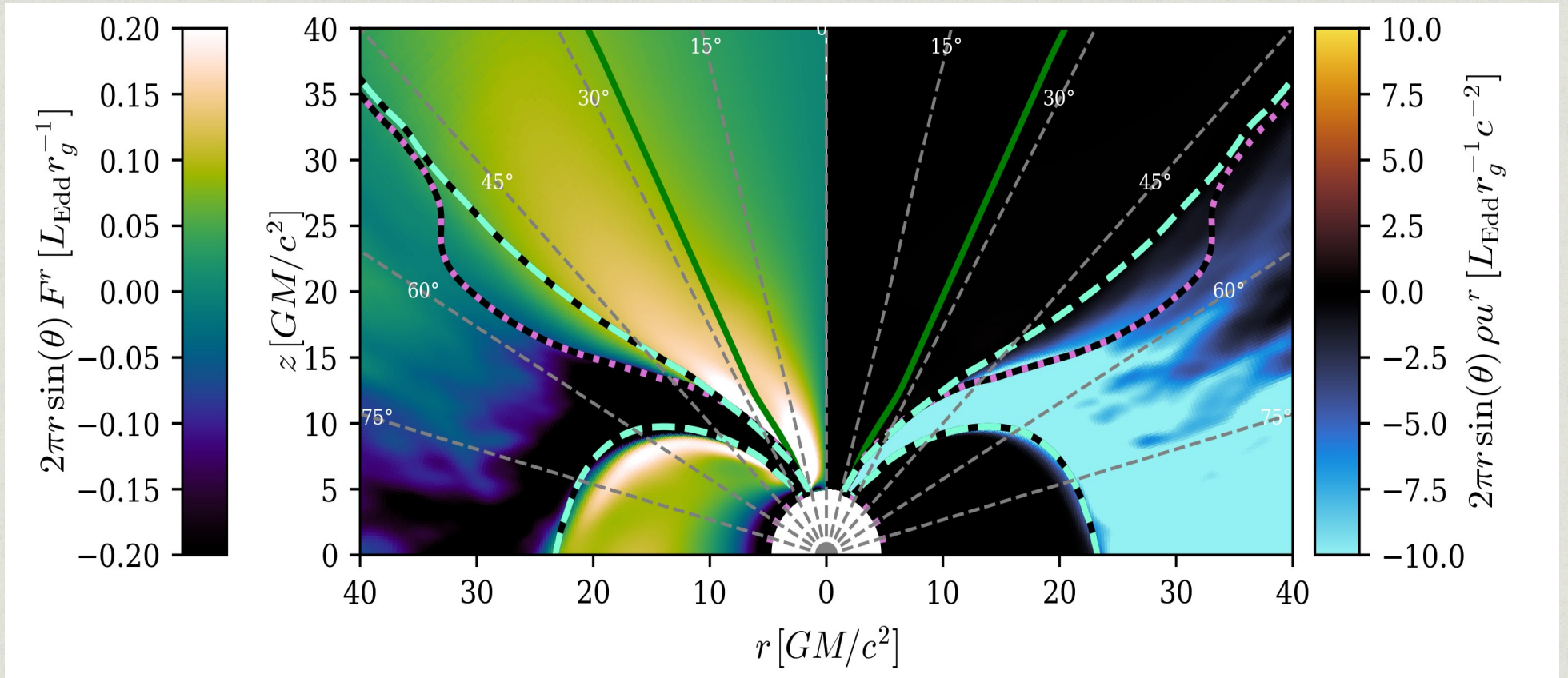
# Apparent Luminosity



- **Apparent luminosity** ( $L_{\text{iso}}$ ), might exceed the Eddington luminosity of neutron star by a large factor.
- Depends on **viewing angle** the luminosity changes with the **magnetic field strength**



# Radiation Flux and Momentum density



- Depends on **viewing angle** the luminosity changes with the **magnetic field** strength

# Summary

- **Magnetic field** of neutron star caused **beaming**
- The **apparent luminosity**, which varies depending on the viewing angle, can reach a peak value beyond  **$100 L_{\text{edd}}$**
- **Stronger magnetic field** results less beaming and lower luminosity
- Work in progress!