

## I. FIELD MANIPULATION WITH LORENE

The aim is simply to get used to LORENE library for the definition, manipulation, computation and drawing of scalar and vector fields in spherical coordinates and/or components. For all classes and functions, please look carefully at the documentation at [Lorene/Doc/refguide/index.html](http://Lorene/Doc/refguide/index.html).

- Setup a multi-domain three-dimensional grid. It should contain a nucleus, one or more shells and a compactified external domain. Take it to be symmetric / equatorial plane and not symmetric /  $(x, y) \rightarrow (-x, -y)$ .
- Using coordinate fields (Coord objects, members of the mapping), define a *regular* 3D (but symmetric / equatorial plane) scalar field of type `Scalar`.
- After setting the spectral base, draw iso-contours with `des_coupe...` and profiles with `des_meridian`.
- Compute the radial derivative of the field and compare it to the “analytic” value (*e.g.* using `maxabs` or `diffrelmax`).
- Define a regular vector field in spherical triad, either by setting it first in a Cartesian triad and changing the triad, or as the gradient of a scalar field (covariant derivative / flat metric). Draw the vector field.

## II. TEST OF A ROTATING BLACK HOLE METRIC

With tensor calculus tools, it is easy to check whether a given metric is solution of Einstein equations. As an example, the Kerr-Schild metric shall be tested, within the framework of the 3+1 formalism. This metric provides a description of a rotating black hole (*i.e.* vacuum space-time), with a mass  $M$  and the angular momentum per unit mass  $a$ :

$$g_{\mu\nu} = f_{\mu\nu} + 2Hl_{\mu}l_{\nu}; \quad (1)$$

where  $f_{\mu\nu}$  is the flat metric,

$$H = \frac{M\rho^3}{\rho^4 + a^2z^2} \quad (2)$$

and

$$l_{\mu} = \left( 1, \frac{\rho x + ay}{\rho^2 + a^2}, \frac{\rho y - ax}{\rho^2 + a^2}, \frac{z}{\rho} \right). \quad (3)$$

Note that the spatial components of  $l_{\mu}$  are expressed in a Cartesian triad and  $\rho$  is related to the usual radial coordinate  $r - (x, y, z)$  being the usual Cartesian coordinates – by the relation:

$$\rho^2 = \frac{1}{2} (r^2 - a^2) + \sqrt{\frac{1}{4} (r^2 - a^2)^2 + a^2z^2}. \quad (4)$$

To test it, the metric should be written in the 3+1 form<sup>1</sup> (using only 3-tensors):

$$g_{\mu\nu} dx^{\mu} dx^{\nu} = -N^2 dt^2 + \gamma_{ij} (dx^i + \beta^i dt)(dx^j + \beta^j dt); \quad (5)$$

with  $N$  being the lapse,  $\beta$  the shift and  $\gamma_{ij}$  the 3-metric. In this case:

$$\begin{aligned} N &= \frac{1}{\sqrt{1 + 2H}}; \\ \beta_i &= 2Hl_i; \\ \gamma_{ij} &= f_{ij} + 2Hl_i l_j \end{aligned}$$

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<sup>1</sup> latin indices range from 1 to 3 (only spatial components), whereas greek ones range from 0 to 3

One also defines the extrinsic curvature

$$K_{ij} = \frac{1}{2N} \left( \mathcal{L}_{\beta} \gamma_{ij} - \frac{\partial}{\partial t} \gamma_{ij} \right) \quad (6)$$

$\mathcal{L}_{\beta} \gamma_{ij}$  being the Lie-derivative along the shift of the 3-metric.

The ten Einstein equations write (in vacuum):

- the Hamiltonian constraint equation:

$$R + K^2 - K_{ij} K^{ij} = 0, \quad (7)$$

- the three momentum constraint equations

$$D_j K_i^j - D_i K = 0, \quad (8)$$

- and the six dynamical evolution equations

$$\frac{\partial}{\partial t} K_{ij} - \mathcal{L}_{\beta} K_{ij} = -D_i D_j N + N [R_{ij} - 2K_{ik} K_j^k + K K_{ij}]. \quad (9)$$

$D_i$  is the covariant derivative /  $\gamma_{ij}$ ,  $K$  the trace of  $K_{ij}$ ,  $R_{ij}$  and  $R$  the Ricci tensor and scalar associated with this 3-metric.

### III. SUGGESTED STEPS

- Define a grid (symmetric /  $(x, y) \rightarrow (-x, -y)$  transform), with at least 4 points in  $\varphi$  to be able to rotate from Cartesian triad to the spherical one. Either this grid is without the nucleus, to excise the black hole singularity, or all fields should be set to 0 or 1 in the nucleus to discard the divergence near the centre. Define a mapping on that grid.
- Setup the Kerr-Schild metric described above, with the lapse, shift and the 3-metric.
- Verify that the 1+3+6 equations above are satisfied, using the appropriate methods of classes `Tensor`, `Vector` and `Metric`. Be very careful with the `dzpuiis` flag!