

Solving Einstein's Equation Numerically on Manifolds with Arbitrary Spatial Topologies

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- Multi-cube representations of arbitrary three-manifolds.
- Boundary conditions for elliptic, parabolic and hyperbolic PDEs.
- Numerical tests for solutions of simple PDEs.
- Covariant first-order representation of Einstein's equation.
- Simple numerical Einstein evolutions.

Representations of Arbitrary Three-Manifolds

- **Goal:** Develop numerical methods that are easily adapted to solving elliptic PDEs on three-manifolds Σ with arbitrary topology, and parabolic or hyperbolic PDEs on manifolds $R \times \Sigma$.

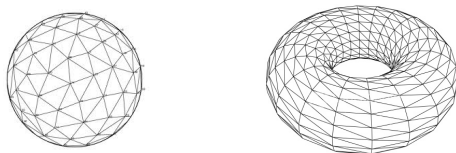
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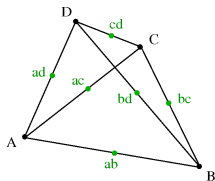
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- Cubes make more convenient computational domains for finite difference and spectral numerical methods.
- Can arbitrary two- and three-manifolds be “cubed”, i.e. represented as a set of squares or cubes plus a list of rules for gluing their edges or faces together?

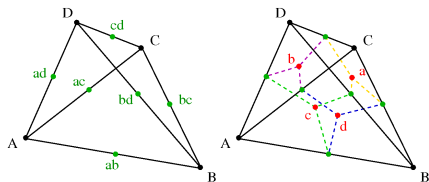
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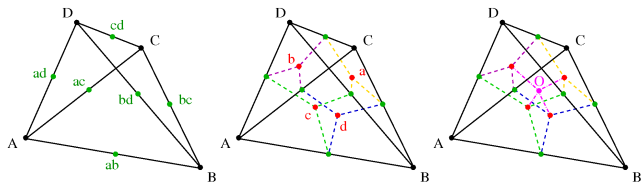
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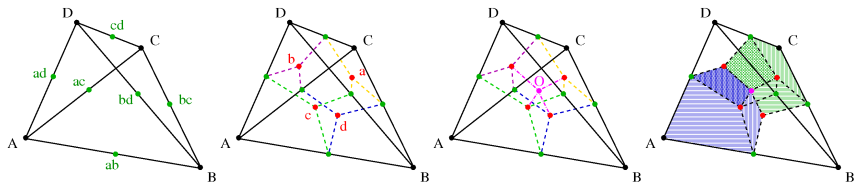
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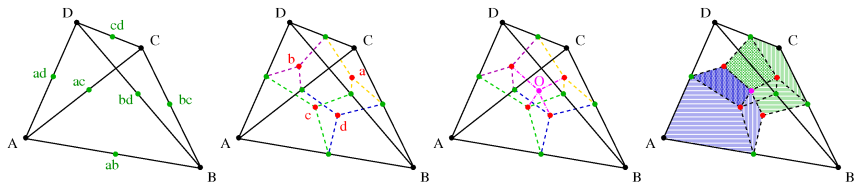
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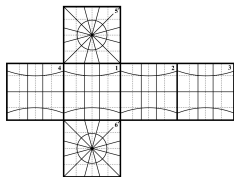
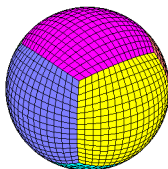
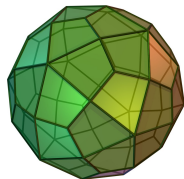


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- Every two- or three-manifold can be represented as a set of squares or cubes, plus maps that identify their edges or faces.



Boundary Maps: Fixing the Topology

- Multi-cube representations of topological manifolds consist of a set of cubic regions, \mathcal{B}_A , plus maps that identify the faces of neighboring regions, $\Psi_{B\beta}^{A\alpha}(\partial_\beta \mathcal{B}_B) = \partial_\alpha \mathcal{B}_A$.

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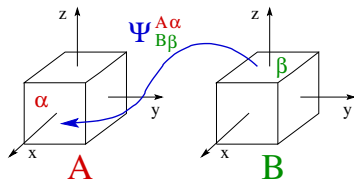
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- Choose cubic regions to have uniform size and orientation.
- Choose linear interface identification maps $\Psi_{B\beta}^{A\alpha}$:

$$x_A^i = c_{A\alpha}^i + C_{B\beta k}^{A\alpha i} (x_B^k - c_{B\beta}^k),$$

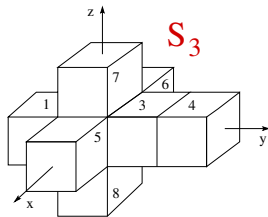
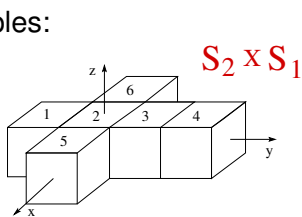
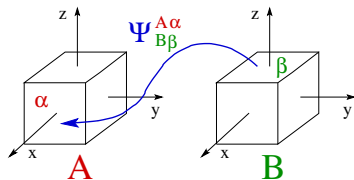
where $C_{B\beta k}^{A\alpha i}$ is a rotation-reflection matrix, and $c_{A\alpha}^i$ is center of α face of region A .



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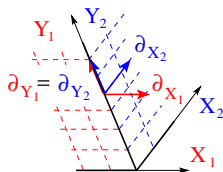
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- Examples:



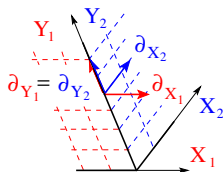
Fixing the Differential Structure

- The boundary identification maps, $\psi_{B\beta}^{A\alpha}$, used to construct multi-cube topological manifolds are continuous, but typically are not differentiable at the interfaces.
- Smooth tensor fields expressed in multi-cube coordinates are not (in general) even continuous at the interfaces.



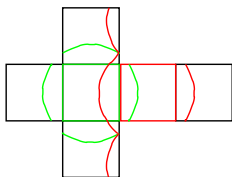
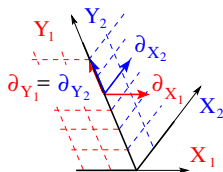
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- Multi-cube manifolds need an additional layer of infrastructure: e.g., overlapping domains $\mathcal{D}_A \supset \mathcal{B}_A$ with transition maps that are smooth in the overlap regions.



Fixing the Differential Structure II

- All that is needed to define continuous tensor fields at interface boundaries is the Jacobian $J_{B\beta k}^{A\alpha i}$ and its dual $J_{A\alpha i}^{*B\beta k}$ that transform tensors from one multi-cube coordinate region to another: for example, $v_A^i = J_{B\beta k}^{A\alpha i} v_B^k$ and $w_{Ai} = J_{A\alpha i}^{*B\beta k} w_{Bk}$.

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- A smooth reference metric \tilde{g}_{ij} determines the needed Jacobians.
- Let \tilde{g}_{Aij} and \tilde{g}_{Bij} be the components of a smooth reference metric in the multi-cube coordinates of regions \mathcal{B}_A and \mathcal{B}_B that are identified at the faces $\partial_\alpha \mathcal{B}_A \leftrightarrow \partial_\beta \mathcal{B}_B$.

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- Use continuity of the covariant derivatives of tensors, e.g. $\tilde{\nabla}_{Ai} v_A^k$, to define their differentiability.

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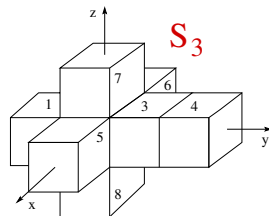
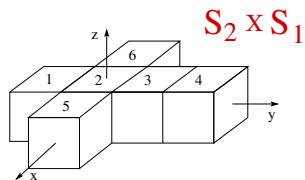
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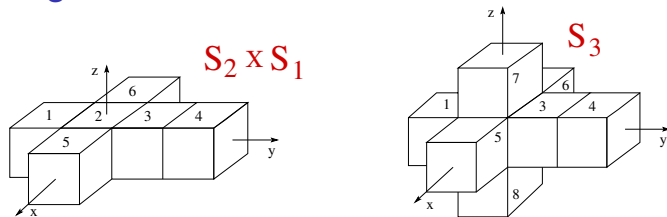
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- Solve PDEs in each cubic region separately.
- Use boundary conditions on cube faces to select the correct smooth global solution.

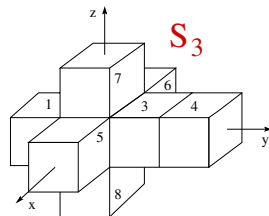
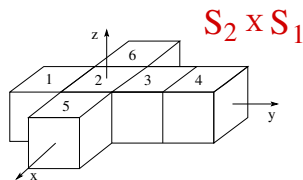
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- For first-order symmetric hyperbolic systems whose dynamical fields are tensors: set incoming characteristic fields with outgoing characteristics from neighbor,

$$\hat{u}_A^- \simeq \hat{u}_B^+ \quad \hat{u}_B^- \simeq \hat{u}_A^+.$$

Numerical Methods

- Represent each component of each tensor function as a (finite) sum of spectral basis functions, $\mathbf{u} = \sum_{pqr} \mathbf{u}_{pqr} T_p(x) T_q(y) T_r(z)$, in each cubic region.

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- Evaluate the PDEs and BCs on a set of collocation points, $\{x_i, y_j, z_k\}$, chosen so that $\mathbf{u}(x_i, y_j, z_k)$ can be mapped efficiently onto the spectral coefficients \mathbf{u}_{pqr} . Derivatives become linear combinations of the fields: $\partial_x \mathbf{u}(x_i, y_j, z_k) = \sum_{\ell} D_i^{\ell} \mathbf{u}(x_{\ell}, y_j, z_k)$.

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- For elliptic systems, these pseudo-spectral equations become a system of algebraic equations for $\mathbf{u}(\mathbf{x}_i, \mathbf{y}_j, \mathbf{z}_k)$. Solve these algebraic equations using standard numerical methods.
- For hyperbolic systems these equations become a system of ordinary differential equations for $\mathbf{u}(\mathbf{x}_i, \mathbf{y}_j, \mathbf{z}_k, t)$. Solve these equations by the method of lines using standard ode integrators.

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$$\begin{aligned} ds^2 &= R_1^2 d\chi^2 + R_2^2 \left(d\theta^2 + \sin^2 \theta d\varphi^2 \right), \\ &= \left(\frac{2\pi R_1}{L} \right)^2 dz_A^2 + \left(\frac{\pi R_2}{2L} \right)^2 \frac{(1 + X_A^2)(1 + Y_A^2)}{(1 + X_A^2 + Y_A^2)^2} \\ &\quad \times \left[(1 + X_A^2) dx_A^2 - 2X_A Y_A dx_A dy_A + (1 + Y_A^2) dy_A^2 \right]. \end{aligned}$$

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- Let $f = -(\omega^2 + c^2)\psi_E$, where $\psi_E = \Re [e^{ik\chi} Y_{\ell m}(\theta, \varphi)]$. The angles χ , θ and φ are functions of the coordinates x , y and z .

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- Let $f = -(\omega^2 + c^2)\psi_E$, where $\psi_E = \Re [e^{ikx} Y_{\ell m}(\theta, \varphi)]$. The angles χ , θ and φ are functions of the coordinates x , y and z .
- The unique, exact, analytical solution to this problem is $\psi = \psi_E$, when $\omega^2 = \ell(\ell + 1)/R_2^2 + k^2/R_1^2$.

Testing the Elliptic PDE Solver II

- Measure the accuracy of the numerical solution ψ_N as a function of numerical resolution N (grid points per dimension) in two ways:
 - First, with the residual $R_N \equiv \nabla^i \nabla_i \psi_N - c^2 \psi_N - f$, and its norm:

$$\mathcal{E}_R = \sqrt{\frac{\int R_N^2 \sqrt{g} d^3x}{\int f^2 \sqrt{g} d^3x}}.$$

- Second, with the solution error, $\Delta\psi = \psi_N - \psi_E$, and its norm:

$$\mathcal{E}_\psi = \sqrt{\frac{\int \Delta\psi^2 \sqrt{g} d^3x}{\int \psi_E^2 \sqrt{g} d^3x}}.$$

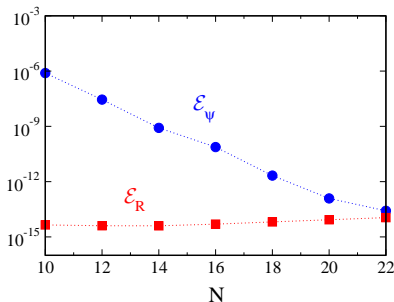
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- All these numerical tests were performed by implementing the ideas described here into the Spectral Einstein Code (SpEC) developed originally by the Caltech/Cornell numerical relativity collaboration.

Testing the Hyperbolic PDE Solver

- Solve the equation $\partial_t^2 \psi = \nabla_i \nabla^i \psi$ with given initial data.
- Convert the second-order equation into an equivalent first-order system: $\partial_t \psi = -\Pi$, $\partial_t \Pi = -\nabla^i \Phi_i$ and $\partial_t \Phi_i = -\nabla_i \Pi$ with constraint $\mathcal{C}_i = \nabla_i \psi - \Phi_i$.

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- Use the co-variant derivative ∇_i for the round metric on S^3 :

$$\begin{aligned} ds^2 &= R_3^2 \left[d\chi^2 + \sin^2 \chi \left(d\theta^2 + \sin^2 \theta d\varphi^2 \right) \right], \\ &= \left(\frac{\pi R_3}{2L} \right)^2 \frac{(1 + X_A^2)(1 + Y_A^2)(1 + Z_A^2)}{(1 + X_A^2 + Y_A^2 + Z_A^2)^2} \left[\frac{(1 + X_A^2)(1 + Y_A^2 + Z_A^2)}{(1 + Y_A^2)(1 + Z_A^2)} dx^2 + \frac{(1 + Y_A^2)(1 + X_A^2 + Z_A^2)}{(1 + X_A^2)(1 + Z_A^2)} dy^2 \right. \\ &\quad \left. + \frac{(1 + Z_A^2)(1 + X_A^2 + Y_A^2)}{(1 + X_A^2)(1 + Y_A^2)} dz^2 - \frac{2X_A Y_A}{1 + Z_A^2} dx dy - \frac{2X_A Z_A}{1 + Y_A^2} dx dz - \frac{2Y_A Z_A}{1 + X_A^2} dy dz \right]. \end{aligned}$$

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- Choose initial data with $\psi_{t=0} = \Re[Y_{k\ell m}(\chi, \theta, \varphi)]$,
 $\Pi_{t=0} = -\Re[i\omega Y_{k\ell m}(\chi, \theta, \varphi)]$ and $\Phi_{it=0} = \Re[\nabla_i Y_{k\ell m}(\chi, \theta, \varphi)]$
where $\omega^2 = k(k+2)/R_3^2$.

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- Measure the accuracy of the numerical solution ψ_N as a function of numerical resolution N (grid points per dimension) in two ways:
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$$\mathcal{E}_\psi = \sqrt{\frac{\int \Delta\psi^2 \sqrt{g} d^3x}{\int \psi^2 \sqrt{g} d^3x}}.$$

- Second, with the constraint error, $\mathcal{C}_i = \Phi_i - \nabla_i\psi$, and its norm:

$$\mathcal{E}_\mathcal{C} = \sqrt{\frac{\int g^{ij} \mathcal{C}_i \mathcal{C}_j \sqrt{g} d^3x}{\int g^{ij} (\Phi_i \Phi_j + \nabla_i \psi \nabla_j \psi) \sqrt{g} d^3x}}.$$

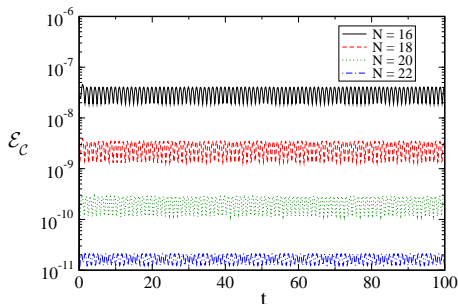
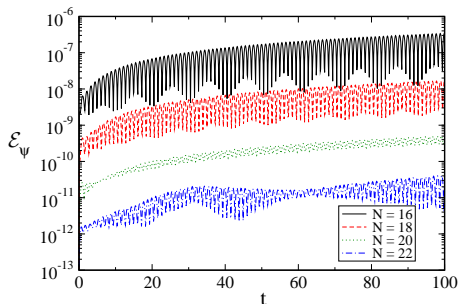
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Solving Einstein's Equation on Multi-Cube Manifolds

- Multi-cube methods were designed to solve first-order hyperbolic systems, $\partial_t u^\alpha + A^{k\alpha}_\beta(u) \tilde{\nabla}_k u^\beta = F^\alpha(u)$, where the dynamical fields u^α are tensors that can be transformed across interface boundaries using the Jacobians $J^{A\alpha i}_{B\beta k}$, etc.

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- The usual first-order representations of Einstein's equation fail to meet these conditions in two important ways:
 - The usual choice of dynamical fields, $u^\alpha = \{\psi_{ab}, \Pi_{ab} = -t^c \partial_c \psi_{ab}, \Phi_{iab} = \partial_i \psi_{ab}\}$ are not tensor fields.
 - The usual first-order evolution equations are not covariant: i.e., the one that comes from the definition of Π_{ab} , $\Pi_{ab} = -t^c \partial_c \psi_{ab}$, and the one that comes from preserving the constraint $C_{iab} = \Phi_{iab} - \partial_i \psi_{ab}$, $t^c \partial_c C_{iab} = -\gamma_2 C_{iab}$.

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- Our attempts to construct the transformations for non-tensor quantities like $\partial_i \psi_{ab}$ and Φ_{iab} across the non-smooth multi-cube interface boundaries failed to result in stable numerical evolutions.
- A spatially covariant first-order representation of the Einstein evolution system seems to be needed.

Covariant Representations of Einstein's Equation

- Let $\tilde{\psi}_{ab}$ denote a smooth reference metric on the manifold $R \times \Sigma$. For convenience we choose $ds^2 = \tilde{\psi}_{ab} dx^a dx^b = -dt^2 + \tilde{g}_{ij} dx^i dx^j$, where \tilde{g}_{ij} is the smooth multi-cube reference three-metric on Σ .

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- A fully covariant expression for the Ricci tensor can be obtained using the reference covariant derivative $\tilde{\nabla}_a$:

$$R_{ab} = -\frac{1}{2} \psi^{cd} \tilde{\nabla}_c \tilde{\nabla}_d \psi_{ab} + \nabla_{(a} \Delta_{b)} - \psi^{cd} \tilde{R}^e{}_{cd(a} \psi_{b)e} \\ + \psi^{cd} \psi^{ef} (\tilde{\nabla}_e \psi_{ca} \tilde{\nabla}_f \psi_{ab} - \Delta_{ace} \Delta_{bdf}),$$

where $\Delta_{abc} = \psi_{ad} (\Gamma_{bc}^d - \tilde{\Gamma}_{bc}^d)$, and $\Delta_a = \psi^{bc} \Delta_{abc}$.

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where $\Delta_{abc} = \psi_{ad} (\Gamma_{bc}^d - \tilde{\Gamma}_{bc}^d)$, and $\Delta_a = \psi^{bc} \Delta_{abc}$.

- A fully-covariant manifestly hyperbolic representation of the Einstein equations can be obtained by fixing the gauge with a covariant generalized harmonic condition: $\Delta_a = -H_a(\psi_{cd})$.
- The vacuum Einstein equations then become:

$$\psi^{cd} \tilde{\nabla}_c \tilde{\nabla}_d \psi_{ab} = -2 \nabla_{(a} H_{b)} + 2 \psi^{cd} \psi^{ef} (\tilde{\nabla}_e \psi_{ca} \tilde{\nabla}_f \psi_{ab} - \Delta_{ace} \Delta_{bdf}) - 2 \psi^{cd} \tilde{R}^e{}_{cd(a} \psi_{b)e} + \gamma_0 [2 \delta_{(a}^c t_{b)} - \psi_{ab} t^c] (H_c + \Delta_c).$$

Covariant Representations of Einstein's Equation II

- A first-order representation of the Einstein equations can be obtained from this covariant generalized harmonic representation by choosing dynamical fields:

$$u^\alpha = \{\psi_{ab}, \Pi_{ab} = -t^c \tilde{\nabla}_c \psi_{ab}, \Phi_{iab} = \tilde{\nabla}_i \psi_{ab}\},$$

which are tensors with respect to spatial coordinate transformations.

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- The first order equation that arises from the definition of Π_{ab} , $t^c \tilde{\nabla}_c \psi_{ab} = -\Pi_{ab}$ is now covariant, as is the equation for $t^c \tilde{\nabla}_c \Phi_{iab}$ that follows from the covariant constraint evolution equation, $t^c \tilde{\nabla}_c C_{iab} = -\gamma_2 C_{iab}$, where $C_{iab} = \Phi_{iab} - \tilde{\nabla}_i \psi_{ab}$.

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- The resulting first-order Einstein evolution system, $\partial_t u^\alpha + A^{k\alpha}_\beta(u) \tilde{\nabla}_k u^\beta = F^\alpha(u)$, is symmetric-hyperbolic and covariant with respect to spatial coordinate transformations.
- The characteristic speeds and fields of this covariant system have the same forms as the standard ones in terms of the dynamical fields ψ_{ab} , Π_{ab} and Φ_{iab} . These fields are now tensors, however, so the actual characteristic fields are somewhat different.

Testing the Einstein Solver: Static Universe on S^3

- Metric initial data is taken from the “Einstein Static Universe” geometry:

$$ds^2 = -dt^2 + R_3^2 \left[d\chi^2 + \sin^2 \chi \left(d\theta^2 + \sin^2 \theta d\varphi^2 \right) \right],$$

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- This metric solves Einstein’s equation with cosmological constant and complex scalar field source on a manifold with spatial topology S^3 .

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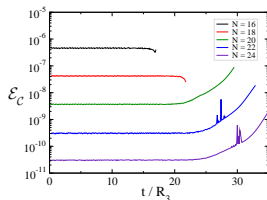
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- This metric solves Einstein’s equation with cosmological constant and complex scalar field source on a manifold with spatial topology S^3 .
- Evolution of these initial data is the static universe geometry, if the cosmological constant is chosen to be $\Lambda = 1/R_3^2$, and the complex scalar field is $\varphi = \varphi_0 e^{i\mu t}$ with $\mu^2 |\varphi_0|^2 = 1/4\pi R_3^2$.

Testing the Einstein Solver: Static Universe on S^3 II

- Monitor how well the numerical solutions satisfy the Einstein system by evaluating the norm of the various constraints:

$$\mathcal{E}_C = \sqrt{\frac{\int \sum |c|^2 \sqrt{g} d^3x}{\int \sum |\partial_i u|^2 \sqrt{g} d^3x}}.$$

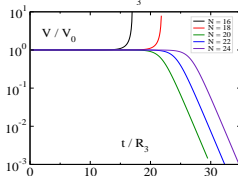
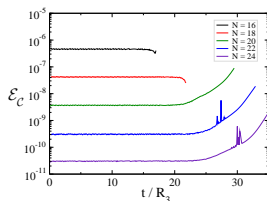


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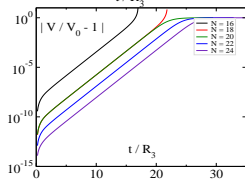
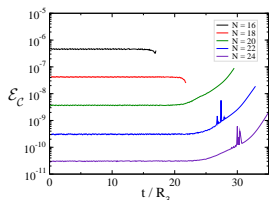


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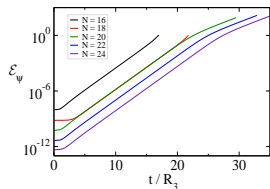
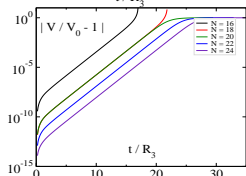
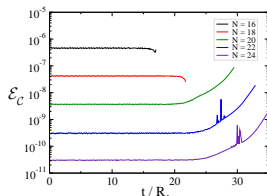
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$$\mathcal{E}_C = \sqrt{\frac{\int \sum |c|^2 \sqrt{g} d^3x}{\int \sum |\partial_i u|^2 \sqrt{g} d^3x}}.$$

- Monitor the physical volume V of the S^3 in comparison with the Einstein Static Solution value $V_0 = 2\pi^2 R_3^3$:

- Monitor the accuracy of numerical metric solution by evaluating the norm of its error, $\Delta\psi_{ab} = \psi_{Nab} - \psi_{Aab}$:

$$\mathcal{E}_\psi = \sqrt{\frac{\int \sum_{ab} |\Delta\psi_{ab}|^2 \sqrt{g} d^3x}{\int \sum_{ab} |\psi_{ab}|^2 \sqrt{g} d^3x}}.$$



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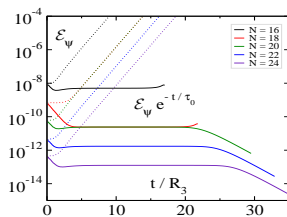
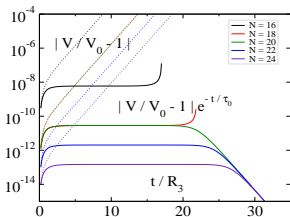
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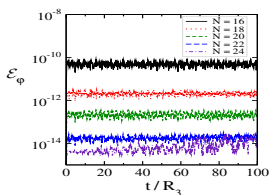
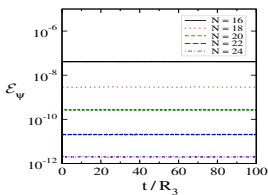
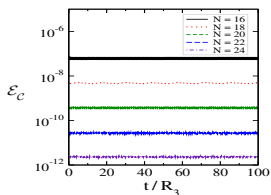
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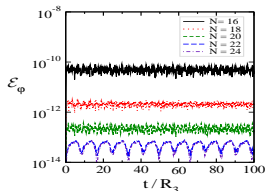
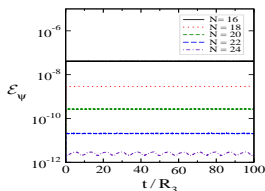
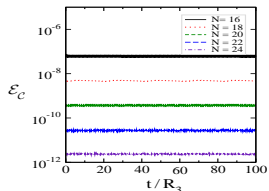
$$\omega_{\pm}^2 R_3^2 = k(k+2) + 2(\mu^2 R_3^2 - 1) \pm \sqrt{(\mu^2 R_3^2 - 1)^2 + [k(k+2) + 1]\mu^2 R_3^2}.$$

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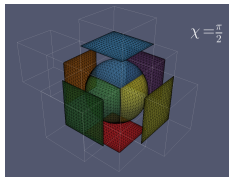
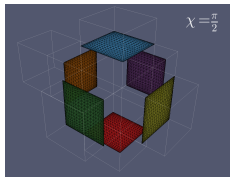


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- Evolve initial data constructed from fifteen superimposed normal modes (with modes from each frequency class ω_0 and ω_{\pm}).
- Perturbed S^3 Evolution Movie.



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