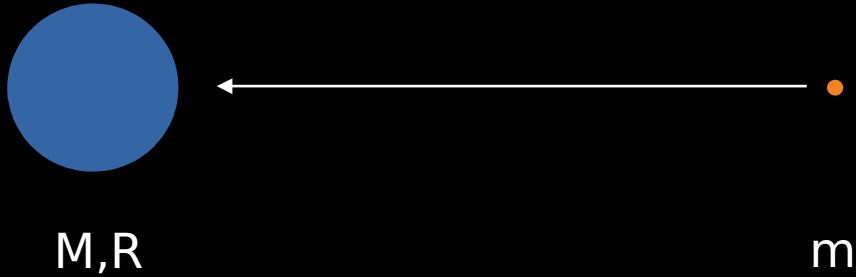


# Accretion

# Gravitational Energy



surface gravity:  $g = \frac{GM}{r^2}$

grav. force:  $F = mg$

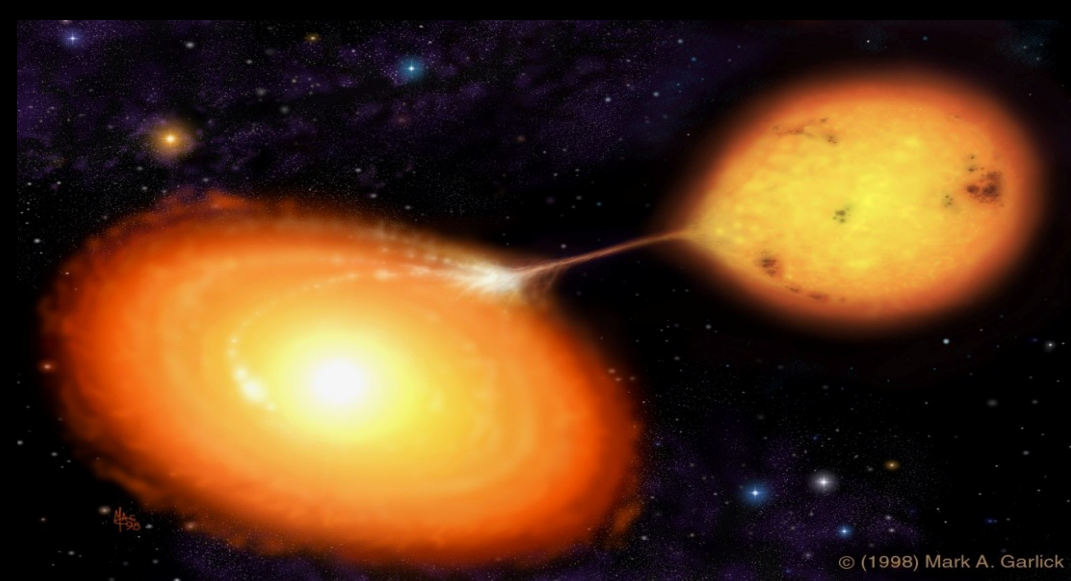
work:  $dE = Fdr$

$$E = m \int_R^\infty g dr = m \int_R^\infty \frac{GM}{r^2} dr$$

$$E = m \left[ \frac{GM}{r} \right]_R^\infty$$

$$E = \frac{GMm}{R}$$

# Examples: White dwarf



$$M = 0.6 M_{\odot}$$

$$R = 10\,000 \text{ km}$$

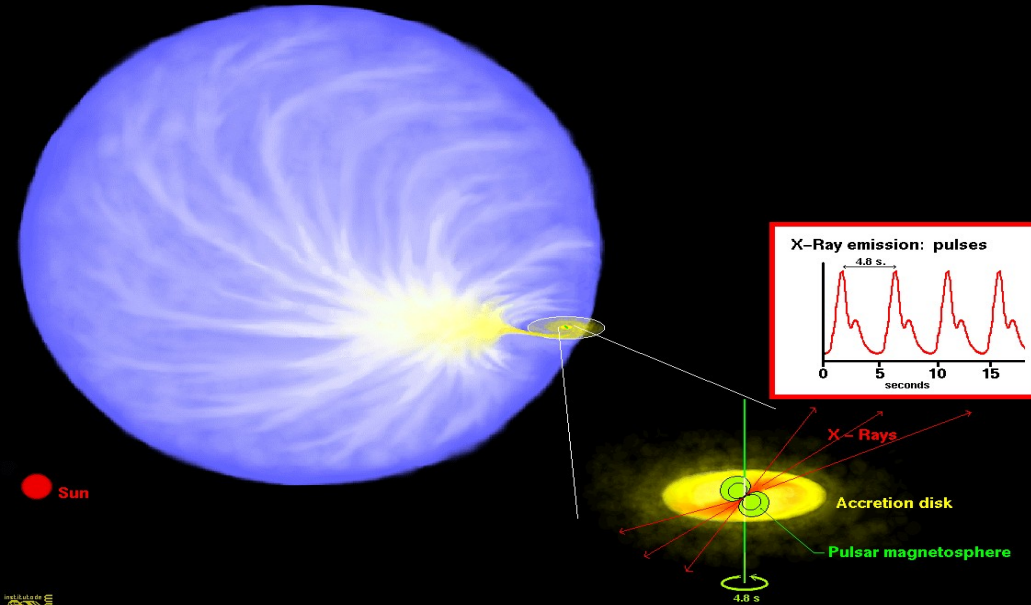
$$E = GMm/R$$

$$m = 1 \text{ g} \Rightarrow$$

$$E \approx 8 \times 10^{16} \text{ erg}$$

# Example: Neutron star

CENTAURUS X-3: A HIGH MASS X-RAY BINARY



$$M = 1.4 M_{\odot}$$

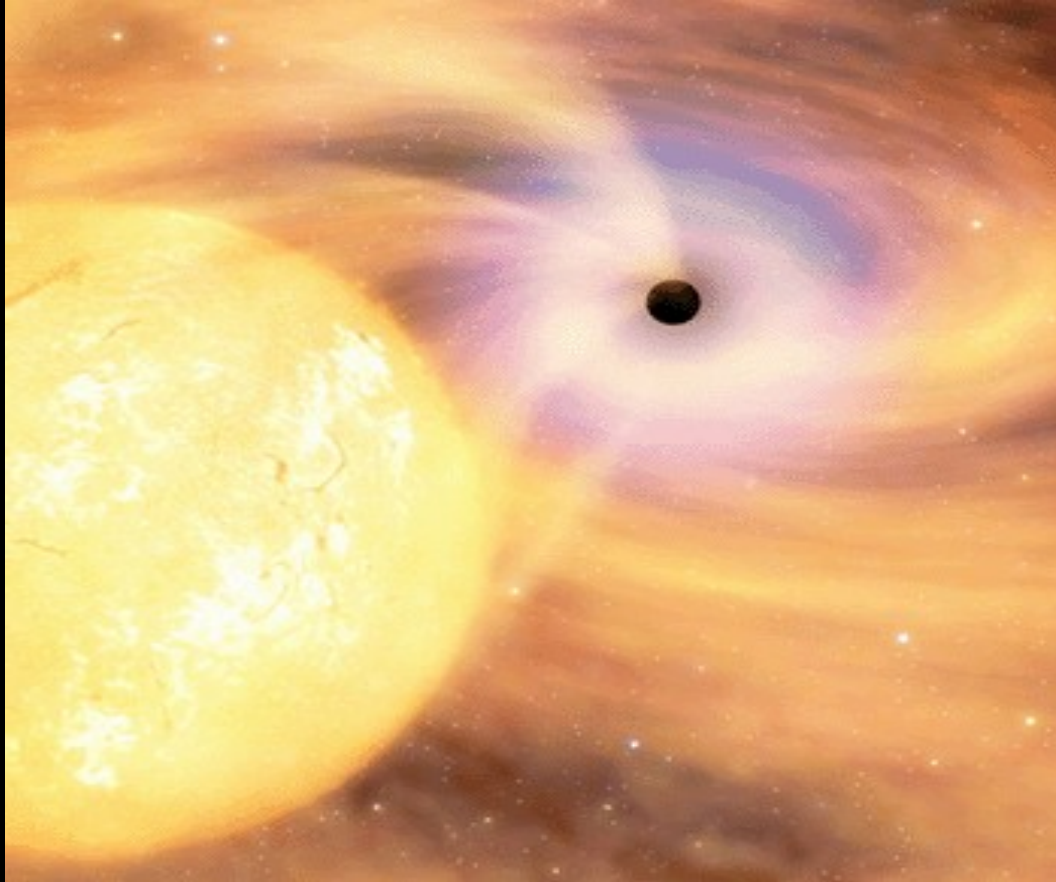
$$R = 10 \text{ km}$$

$$E = GMm/R$$

$$m = 1 \text{ g} \Rightarrow$$

$$E \approx 2 \times 10^{20} \text{ erg}$$

# Example: Stellar black hole



$$M = 6 M_{\odot}$$

$$R \approx 2GM/c^2 \approx 18 \text{ km}$$

$$E = GMm/R \approx 0.5 mc^2$$

$$m = 1 \text{ g} \Rightarrow$$

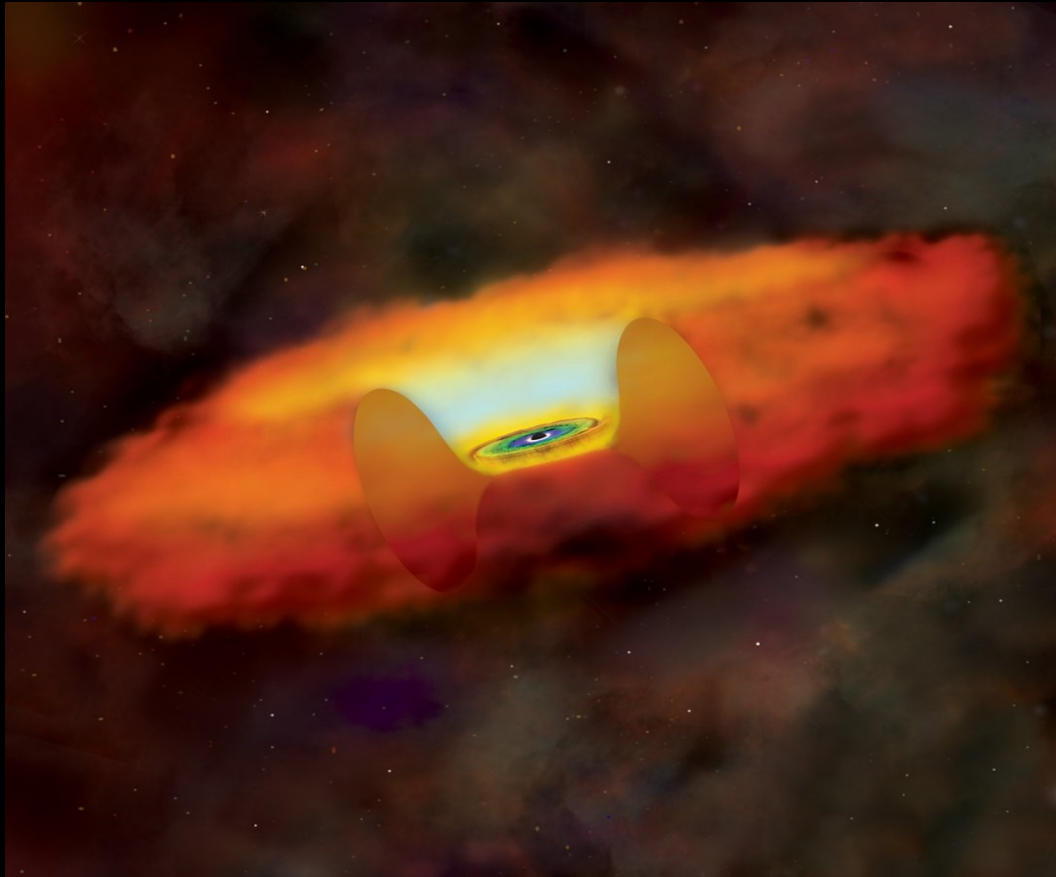
$$E \approx 4 \times 10^{20} \text{ erg}$$

$$m = 1 M_{\odot} \Rightarrow$$

$$E \approx 8 \times 10^{53} \text{ erg}$$

$\Rightarrow$  If energy released in seconds/minutes: **GRB** luminosity (collapsar model)

# Example: Active galactic nucleus (AGN)



$$M = 10^8 M_{\odot}$$

$$R = 2GM/c^2$$

$$E = GMm/R \approx 0.5 mc^2$$

$$m = 1 \text{ g} \Rightarrow$$

$$E \approx 4 \times 10^{20} \text{ erg}$$

$\Rightarrow$  Are stellar BH as  
bright as AGN?!

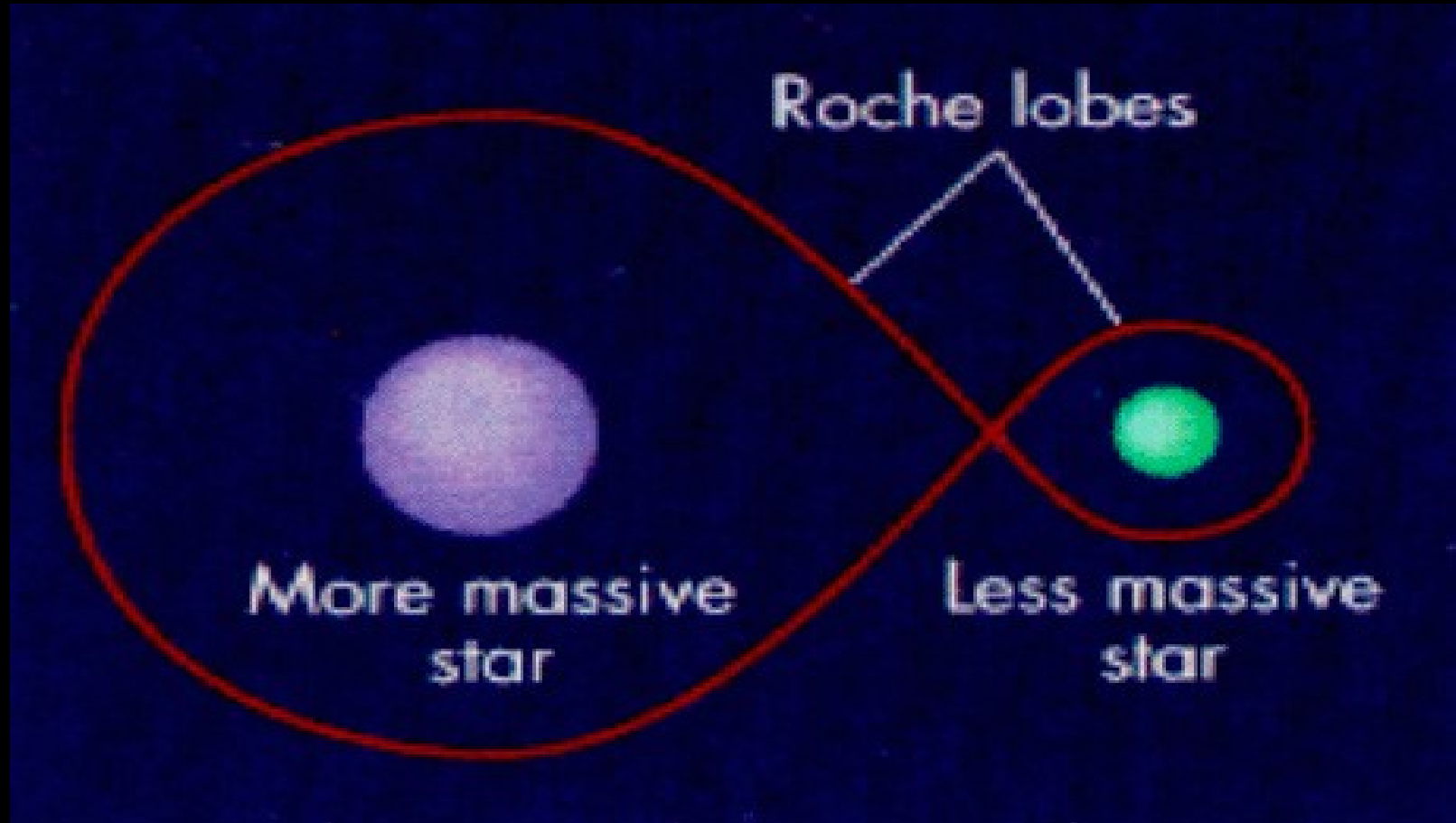
# Accretion in binary systems

Compact star  $M_2$ , normal star  $M_1$  with  $M_2 < M_1$



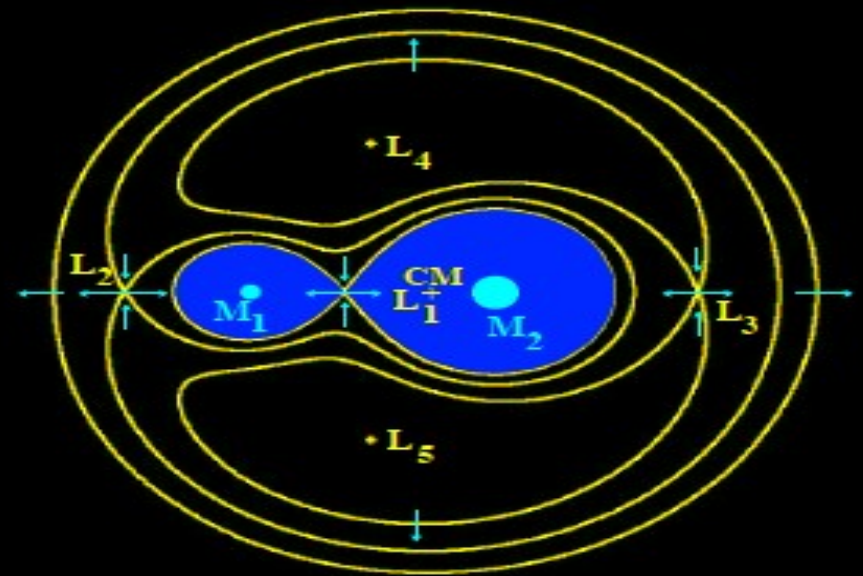
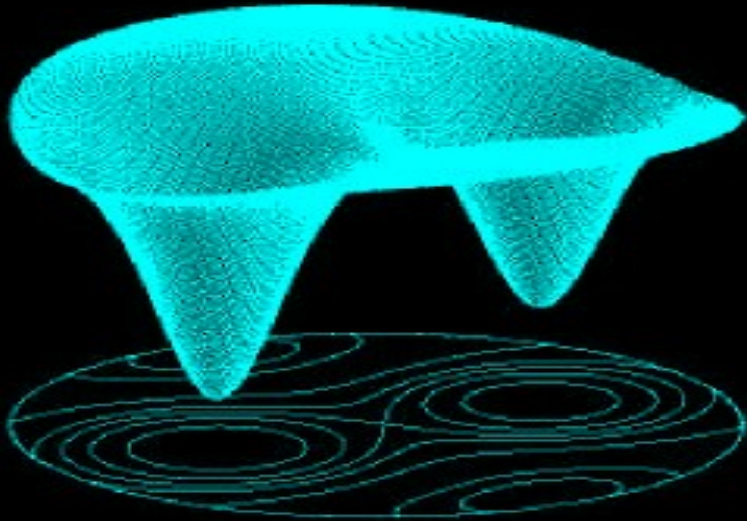
Normal star expanded or binary separation decreased  $\Rightarrow$  normal star feeds compact star

# Roche Lobes



# Roche lobes and Lagrangian points

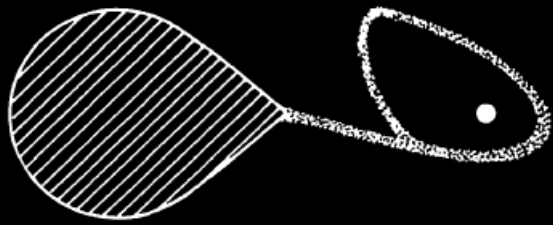
Test particle in binary system: equipotential surface



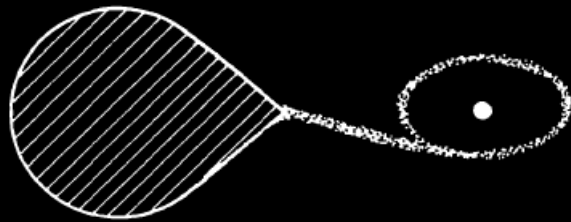
5 equilibrium points: Lagrangian points

If a star fills its Roche lobe  $\Rightarrow$  mass transfer  $\Rightarrow$  accretion

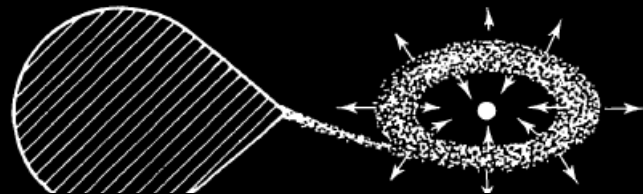
# Formation of an accretion disk



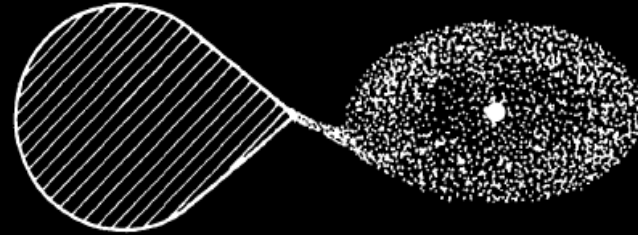
a) initial gas stream



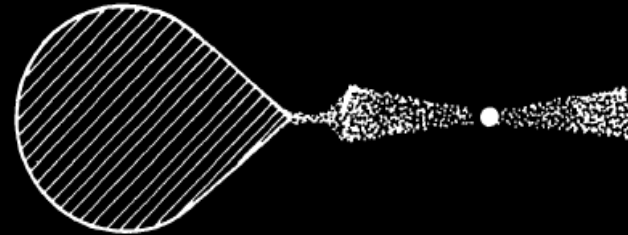
b) formation of ring



c) ring spreads



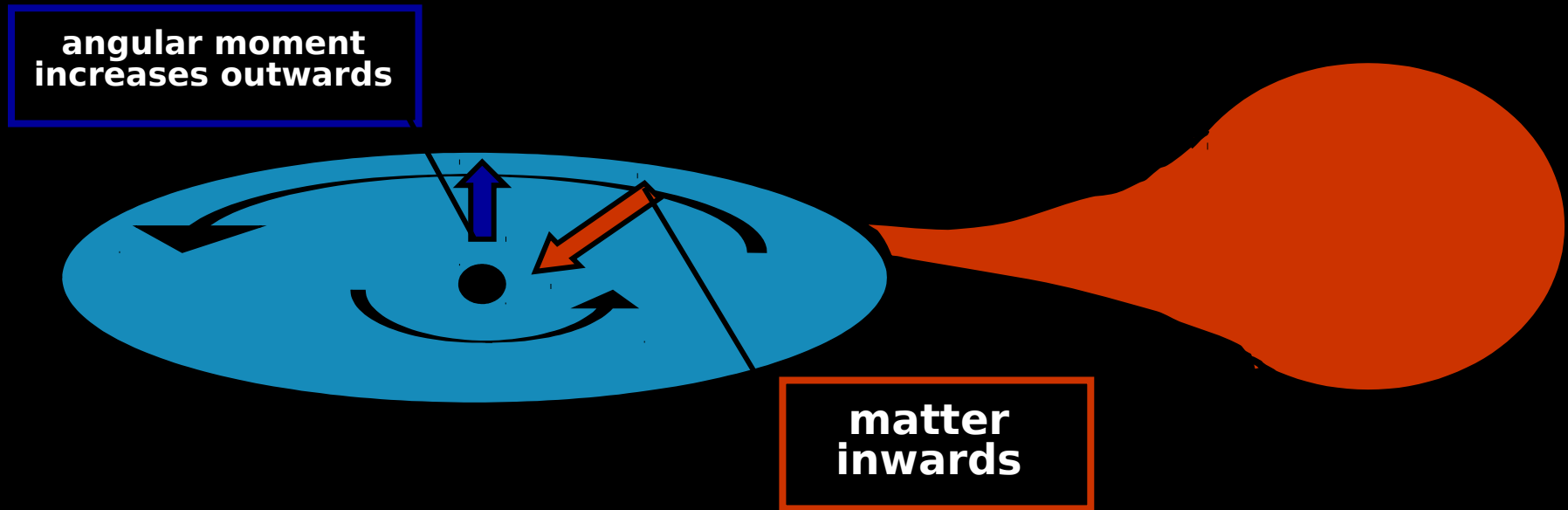
d) disk is formed



d') side view

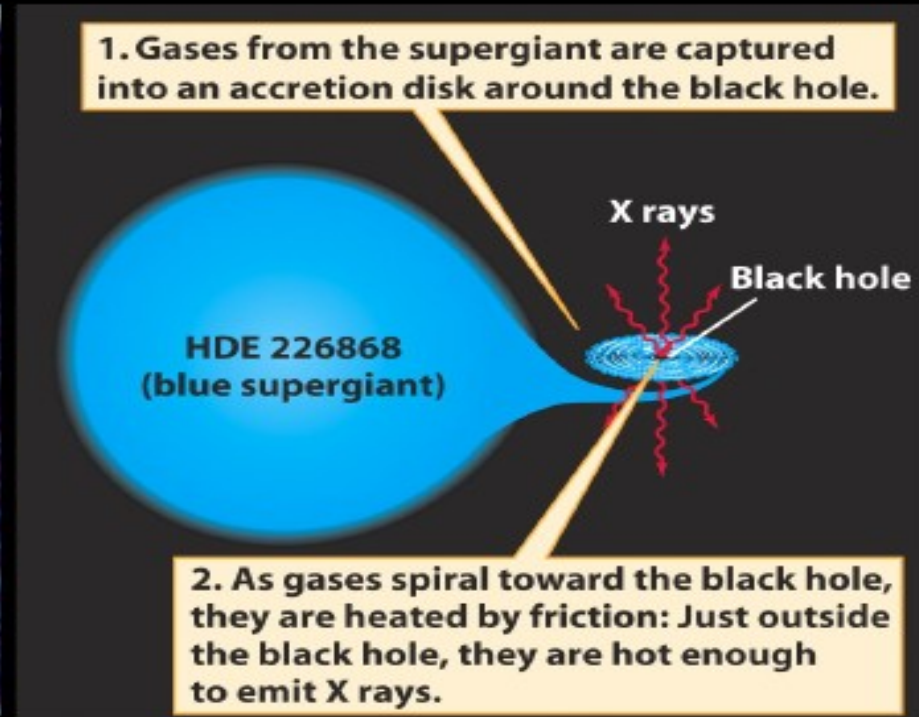
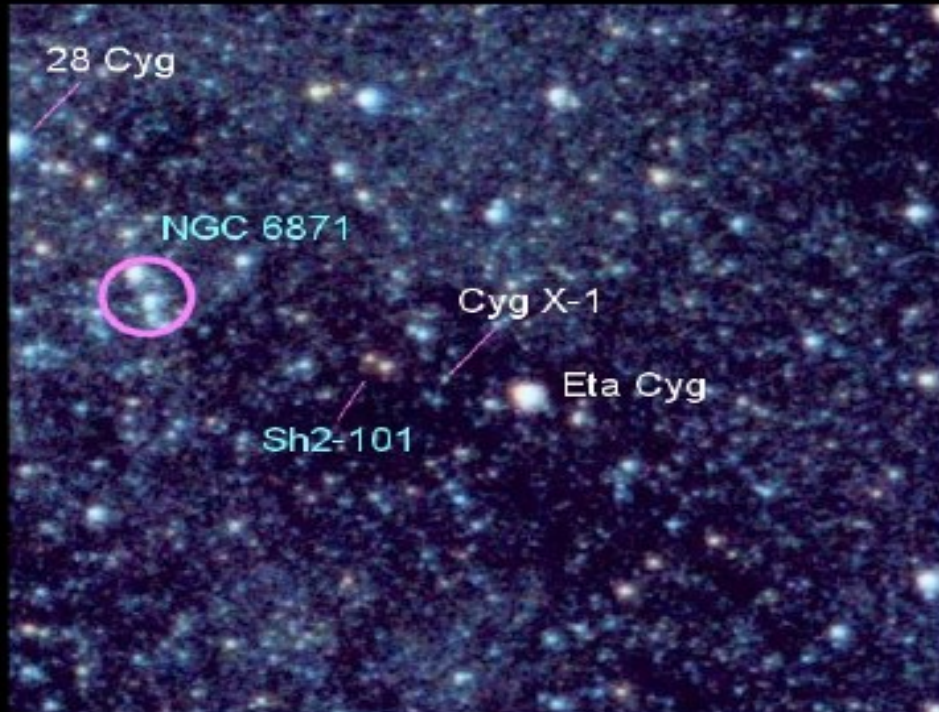
# Accretion disk formation

Matter circulates around the compact object:



# Cyg X-1

Bright X-ray sources when in accreting binary systems



**Cyg X-1:** X-ray variability on  $<1$  s timescale;  $M \sim 15 M_{\odot}$

# Accretion disk

- Material transferred has high **angular momentum** so must lose it before accreting => disk forms
- Gas loses angular momentum through collisions, shocks, **viscosity** and magnetic fields: kinetic energy converted into **heat** and radiated.
- Matter sinks deeper into **gravity** of compact object

# Accretion: gravitational power plant

potential energy:  $\frac{GM_c m}{R_c}$

→ kinetic energy:  $\frac{1}{2}mv^2$

→ thermal energy:  $\frac{3}{2}kT$

→ radiation:  $h\nu$

# Accretion Disk Luminosity

For most accretion disks, total mass of gas in the disk is  $\ll M$  so we may **neglect self-gravity**

Hence the disk material is in circular **Keplerian orbits** with angular velocity

$$\Omega = (GM/R^3)/2 = v/R$$

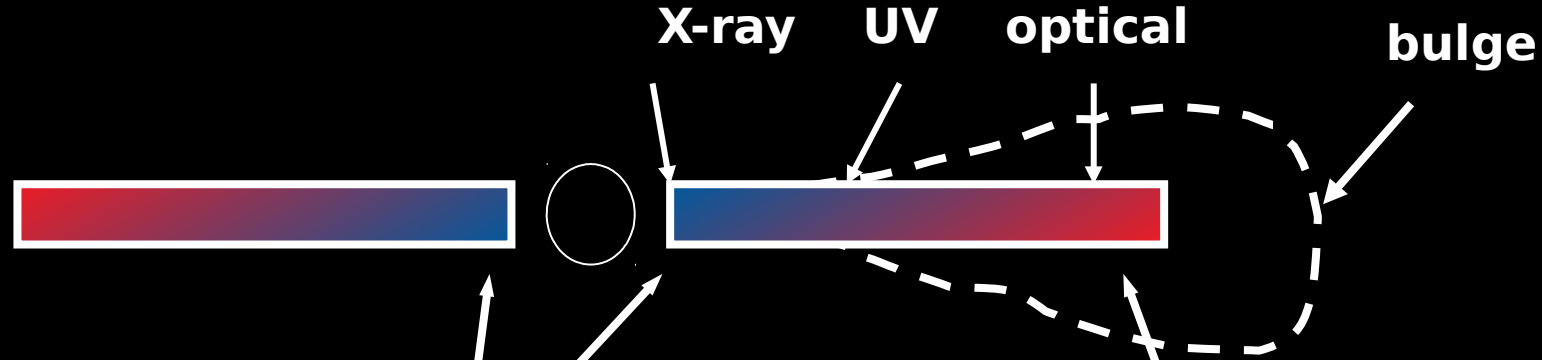
Energy of **particle** with mass  $m$  in the Kepler orbit of radius  $R$  just grazing the compact object is

$$\frac{1}{2}mv^2 = \frac{1}{2}m \frac{GM}{R} = \frac{1}{2}E_{acc}$$

Gas particles start at large distances with negligible energy, thus

$$L_{disk} = \frac{GMM\dot{M}}{2R} = \frac{1}{2}L_{acc}$$

# Disk structure

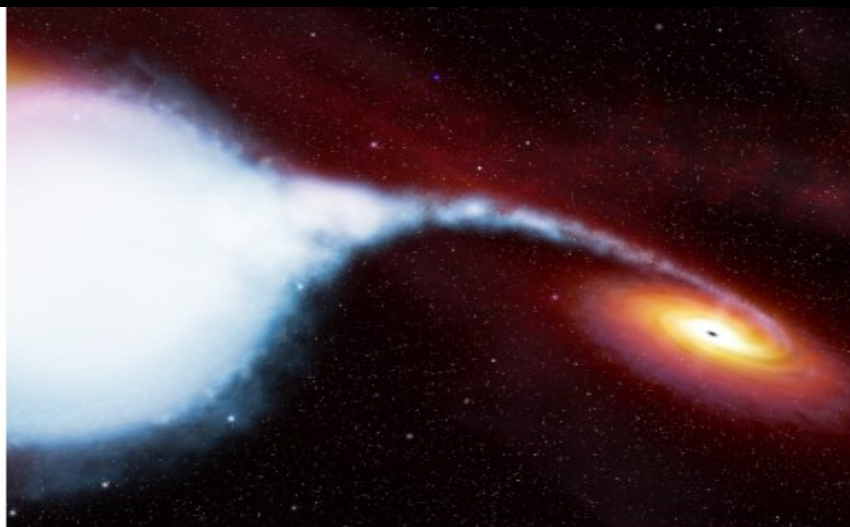


**Hot, optically-thin  
inner region; emits  
bremsstrahlung**

**Outer regions are cool,  
optically-thick and emit  
blackbody radiation**

The other half of the accretion luminosity is released very close to the star.

# BH's accretion disks

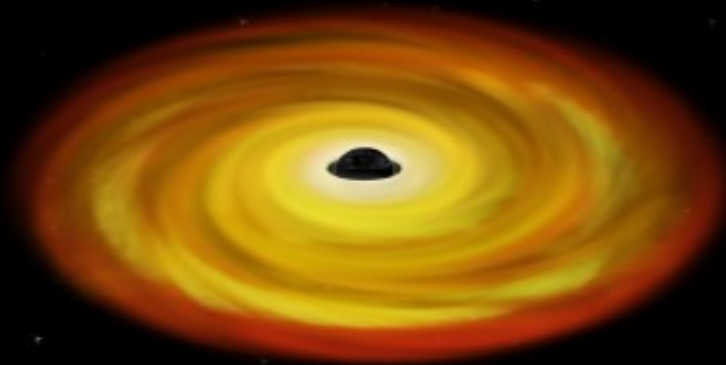
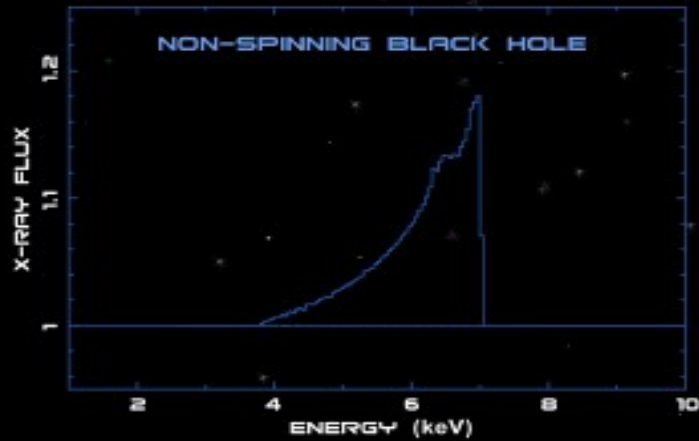
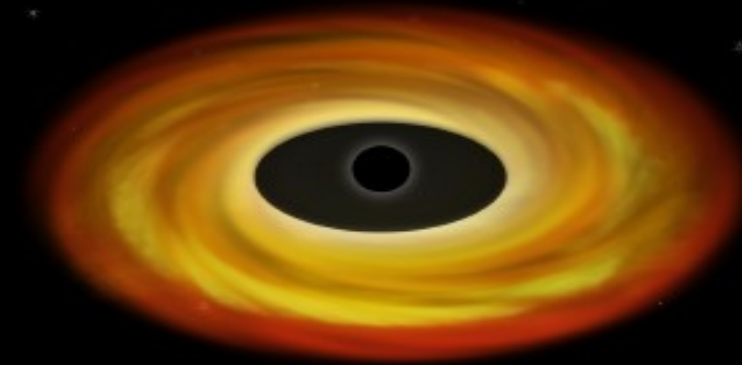


Gravitational energy at ISCO ( $R_{ISCO} = 3R_s \sim 100 \text{ km}$  for a  $10 M_\odot$  BH):

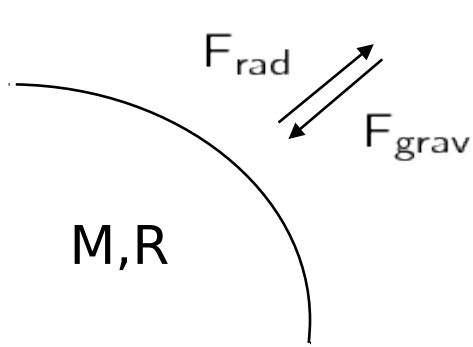
$$E_G \sim GmM/3R_s = GmMc^2/6GM = mc^2/6$$

**Efficiency:**  $E_G/mc^2 \sim 1/6 \sim \mathbf{20\%} \gg 0.7\%$  (nuclear fusion)

# Spinning vs non-spinning BHs



# The Eddington luminosity



$$L = 4\pi R^2 F \quad \Rightarrow \quad F_{\text{rad}} = \frac{\sigma_T L}{4\pi R^2 c}$$

$$m_p = 1830 m_e \quad \Rightarrow \quad F_{\text{grav}} = \frac{GMm_p}{R^2}$$

$$F_{\text{rad}} = F_{\text{grav}} \quad \Rightarrow \quad \boxed{L_E = \frac{4\pi GMm_p c}{\sigma_T}}$$

Accretion rate:  $\dot{M}$  (measured in [g/s] or [ $M_\odot$ /yr])

Accretion luminosity: 
$$L_{\text{acc}} = \frac{GM\dot{M}}{R} \text{ [erg/s]}$$

Maximum accretion rate onto a **neutron star**:

$$L_{E,NS} \approx 1.8 \times 10^{38} \text{ erg/s} \Rightarrow \dot{M}_{E,NS} = \frac{L_{E,NS} R}{GM} \approx 1.5 \times 10^{-8} M_\odot/\text{yr}$$

Maximum accretion onto a **supermassive** ( $10^8$ ) **black hole**:

$$L_{E,AGN} \approx 10^{46} \text{ erg/s} \Rightarrow \dot{M}_{E,AGN} \approx 0.5 M_\odot/\text{yr}$$

# Characteristic temperatures

- Define temperature  $T_{\text{rad}}$  such that  $h\nu \sim kT$
- Define 'effective' BB temp  $T_b$

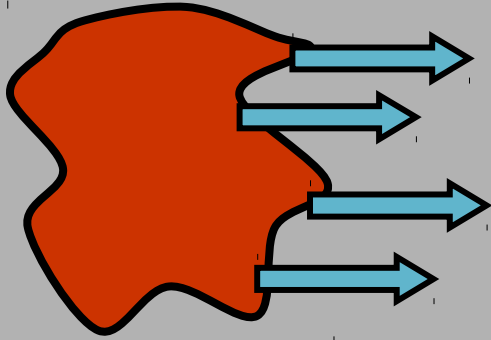
$$T_b = (L_{\text{acc}} / 4 \pi R^2 \sigma)^{1/4}$$

- Thermal temperature,  $T_{\text{th}}$  such that:

$$G \frac{M(m_p + m_e)}{R} = 2 \times \frac{3}{2} kT_{\text{th}} \Rightarrow T_{\text{th}} = \frac{GMm_p}{3kR}$$

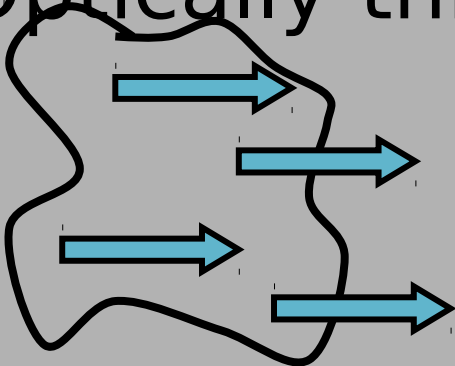
# Accretion temperatures

- Optically-thick flow:



$$T_{rad} \sim T_b$$

- Optically-thin flow:



$$T_{rad} \sim T_{th}$$

# Computing accretion temperatures

■ In general,

$$T_b \leq T_{rad} \leq T_{th}$$

■ For a neutron star:

$$T_{th} = \frac{GMm_p}{3kR} \approx 7.5 \times 10^{11} K$$

$$T_b = (L_{acc} / 4\pi R^2 \sigma)^{1/4} \approx 2 \times 10^7 K$$

assuming:

$$L_{acc} \approx L_{Edd} = 1.3 \times 10^{38} \left( \frac{M}{M_{Sun}} \right) \text{erg/s}$$

# Accreting NS and WD spectrum

- Thus expect photon energies in range:

$$1 \text{ keV} \leq h\nu \leq 100 \text{ MeV}$$

- Similarly for a stellar mass black hole

- For **white dwarf**,  $L \sim 10^4 \text{ erg/s}$ ,  $M \sim M_{\odot}$ ,  $R = 5 \times 10^8 \text{ cm}$ ,

$$1 \text{ eV} \leq h\nu \leq 100 \text{ keV}$$

=> optical, UV, X-ray sources

Accreting White Dwarfs in binary systems are called **Cataclismic Variables (CVs)**