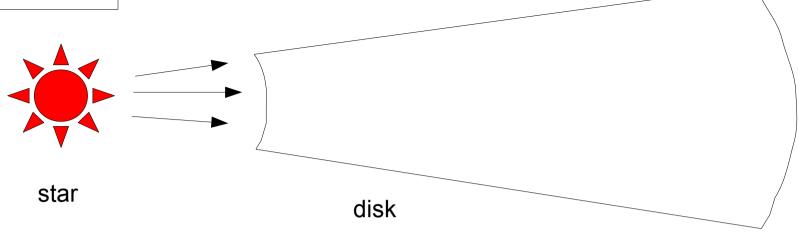
"Somewhat about Disks in Massive Star Formation"



Rolf Kuiper

MPIA Student Workshop

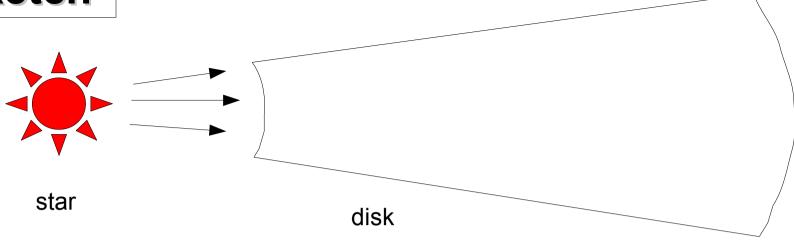
March, 26th 2007, Lago di Como



- Influence of radiation on the environment:
 - Evaporation time scale, length, ...
 - → Planet formation, ... → Oliver
- The role of accretion disks in Massive Star Formation: → Cassie
 - Radiation pressure, ...
 - Dependence of core size, mass, ...



Those are my principles. If you don't like them I have others. (*Graucho Marx*)

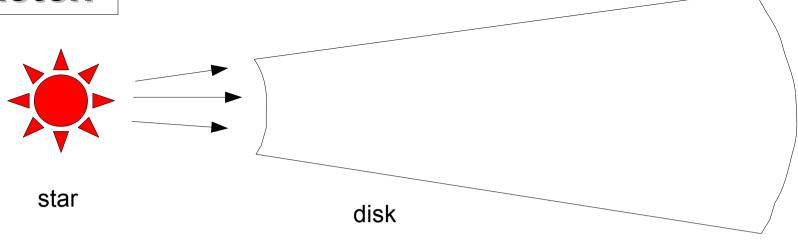


Radiation Pressure:

Yorke & Sonnhalter (1999):

[gray flux-limited diffusion]



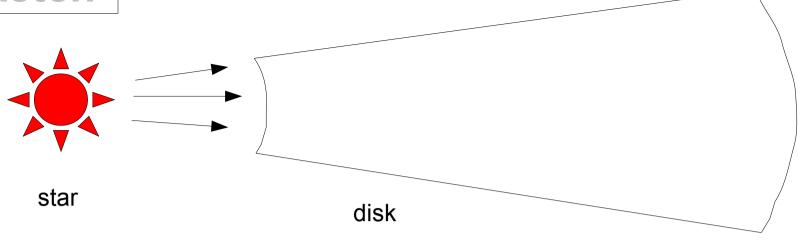


Radiation Pressure:

- Yorke & Sonnhalter (1999): [gray flux-limited diffusion]
- Yorke & Sonnhalter (2002): [frequency-dependent flux-limited diffusion]
- → High influence on accretion rate.
- → High computing time.



The secret of life is honesty and fair dealing..if you can fake that, you've got it made. (*Graucho Marx*)

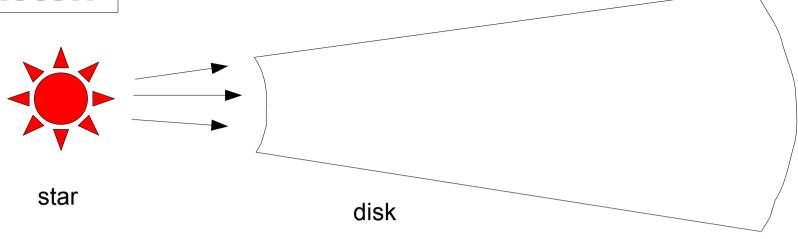


Radiation Pressure:

- Yorke & Sonnhalter (1999): [gray flux-limited diffusion]
- Yorke & Sonnhalter (2002): [frequency-dependent flux-limited diffusion]
- → High influence on accretion rate.
- [gray flux-limited diffusion + frequency dependent ray-tracing]
- → Less computing time.



Either this man is dead or my watch has stopped. (*Graucho Marx*)



Radiation Pressure:

- [gray flux-limited diffusion + frequency dependent ray-tracing]
- Less computing time.
- → High influence on accretion rate.
- Higher resolution, especially of the inner region / gap.
- Magnetic effects / hot spots.



Last night I shot an elephant in my Pajamas and how he got in my pajamas I'll never know. (*Graucho Marx*)

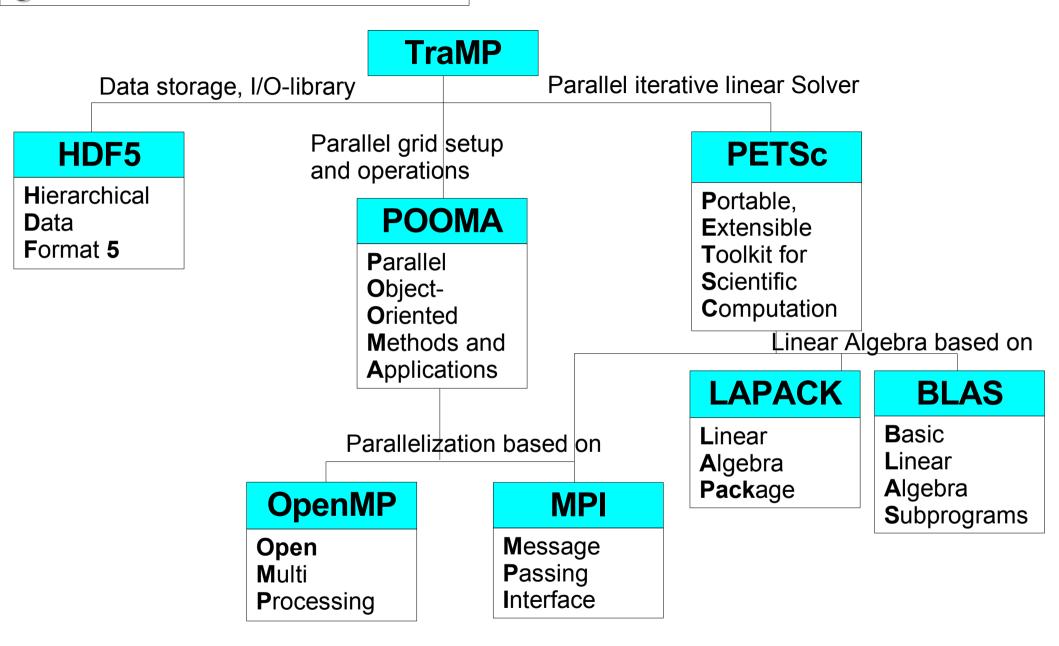
§ 2. TraMP & Libraries

- TraMP:
 - → 3D-Hydro code written in C++.
 - Explicit solution of Ideal & Viscous HydroDynamics.
 - In Cartesian, Cylindrical and Spherical domain.
 - (Magnetic fields) ... implemented, but not tested yet
 - (Self-gravity) ... implemented, but not tested yet
 - (Radiation transport) ... my work, in progress
- Radiation transport divided into steps:
 - 1.) Flux limited diffusion
 - 2.) Ray-tracing
 - 3.) Wavelength dependence of ray-tracing
- TraMP uses several libraries for grid setup, parallelization and solvers.



I worked myself up from nothing to a state of extreme poverty. (Graucho Marx)

§ 2. TraMP & Libraries





I don't want to belong to any club that will accept me as a member. (*Graucho Marx*)

§ 3. Visualization?

Vislt



Visualization ToolKit (VTK)

.....?

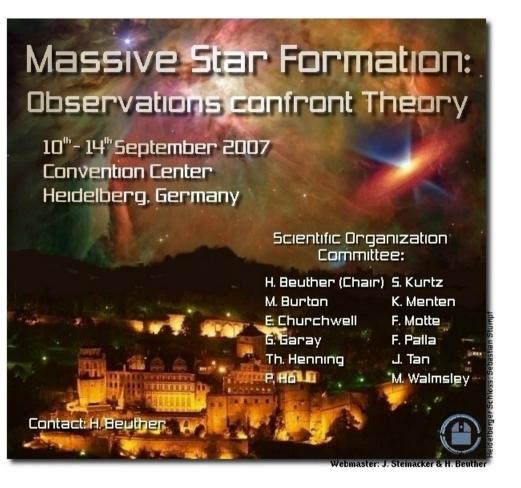
- Do you work with VisIt or VTK or ...?
- Do you know a good tutorial?
- •
- ... please, let me know!! ...



Military justice is to justice what military music is to music. (Graucho Marx)

Thanks for your attention!

Don't forget the announcements:



Totgesagte leben länger! Chaos Mannheim wird 20 Jahre alt!



http://www.chaos-mannheim.de

26.04.1987: Gründung des Vereins

29.04.2007: 9. und letzte Verbandsrunde, währenddessen sowie anschließend (ab ca. 16 Uhr) Jubiläums- und Jahresabschluss-Feier im Uniclub (Adresse: L4, 11 in Mannheim)

11.05.2007: Chaosschach und Chaosparty in der MUSIK INSEL (Adresse: Diffenéstr. 10 a-c, Mannheim; Parkmöglichkeiten direkt auf dem Gelände, Straßenbahn: Haltestelle Luzenberg, Infos / Wegbeschreibung unter http://www.musikinsel.de)

Programm am 11.05.2007

17:30 Uhr Einlass 18:00 Uhr Ehrungen

18:30 Uhr Schachturnier (Meldeschluss 18:20 Uhr)

ca. 21:30 Uhr Livemusik Zero Dawn

ca. 22:15 Uhr Siegerehrung Schachturnier

ca. 22:30 Uhr Livemusik X-Punch





http://www.x-punch.de

danach: Feiern bis open end

Eintritt: 5 € ohne Turnierteilnahme, 7 € mit Turnierteilnahme

Was gibt es sonst noch? Getränke und kleine Speisen zu fairen Preisen!

Chaos-Schachturnier (5min-Blitz)

- Turniermodus: Lasst Euch überraschen!
- Preise: 50 / 30 / 20 €
- Turnierruhe: gibt es nicht, stattdessen: Musik vom Band
- · Rauchverbot: gibt es auch nicht
- Voranmeldung möglich bis zum 3.5.2007 (sabine@chaos-mannheim.de oder 0179 2011684, S. Klein)