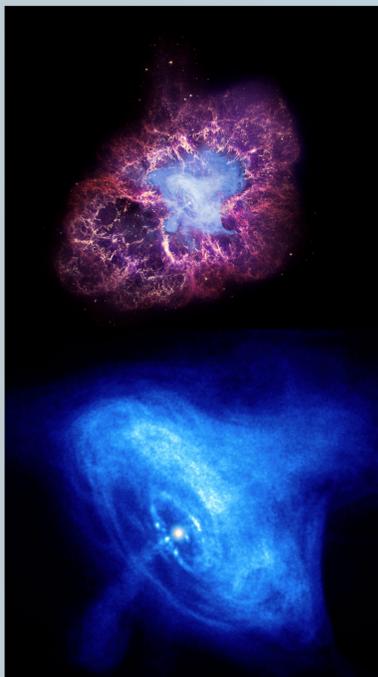


1. Introduction

Black holes and neutron stars are formed from massive stars at the end of their life-time. If the star's mass exceeds a certain threshold, then when that star goes **supernova** it will collapse to form a **black hole**. However if it is below the threshold the star will collapse to form a **neutron star**. A typical neutron star has a radius of about **ten kilometres**, whilst having between one and two times the mass of our own Sun.

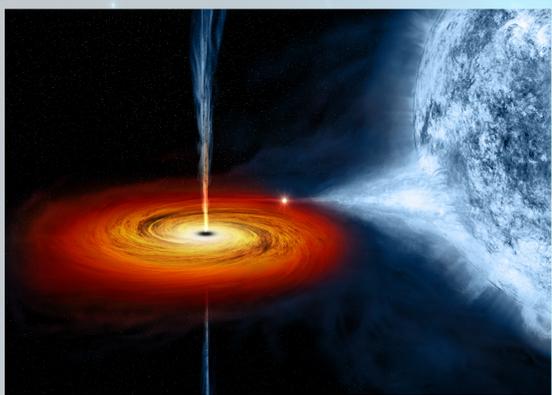
Astrophysical **jets** are spectacular and powerful phenomena. They are believed to be formed when matter flows onto a **compact star**, such as a black hole or neutron star. This matter is then ejected at the poles of the star at velocities close to the **speed of light**. They are thought to be the cause of gamma-ray bursts, one of the **most powerful phenomena** ever discovered in the Universe.



2. X-Ray Binaries

X-ray Binaries (*below*) consist of an ordinary star transferring stellar matter onto its companion compact star, as they rotate around each other. This accreted matter then forms an **accretion disk** around the compact star which then releases its **potential energy** in the form of X-rays.

Within X-ray Binaries, a link has been established between **X-ray** observations of the accretion disk and the **radio emission** from the jet. This suggests that jets are powered by this accretion process.

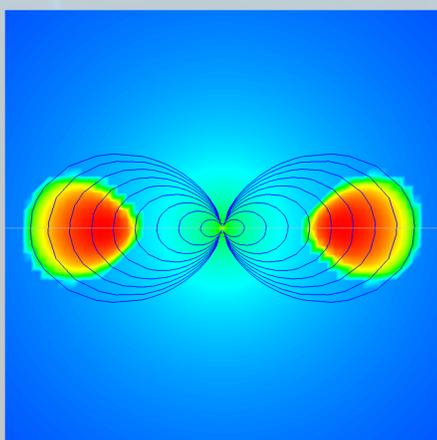


Differences in jet **observations** indicate that different types of stars also have an important effect on the structure and formation of jets. A **major issue** is whether the mechanism, which causes the jet, is the same for all of these objects. A cross **comparison** of these different systems is vital to understanding the mechanisms behind jet formation.

3. Simulations

To study the **formation of jets**, I need to simulate how a jet interacts with its environment. However the environment where jets are formed is very **complicated** and is not well understood. For this reason the initial simulations were basic and just focused on **how a relativistic jet travels** through a denser material.

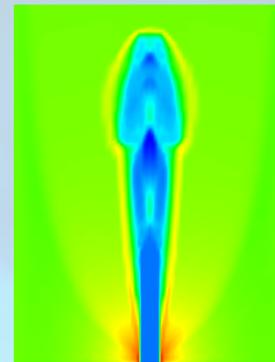
Later the more **advanced simulations** included an accretion disk with a **magnetic field** around a compact star. My cross-section image (*right*) shows the initial density of the accretion disc around a black hole. The **high density** areas, such as the disk, are coloured red, whilst the low density ambient medium is blue.



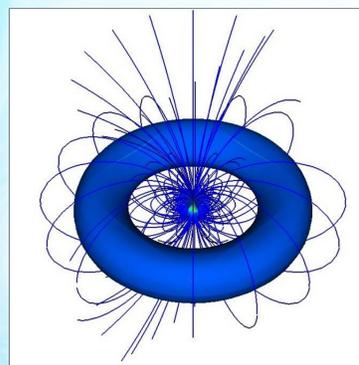
4. Jet Modelling

The first jet simulations were achieved by taking some **initial properties** of relativistic jets within an ambient medium and then letting the **simulation evolve** over time. With the jet material travelling at close to the speed of light this produced a **turbulent flow** of material, with **shocks** occurring inside the high density structure around the jet itself.

This model was then **improved** upon by including the gravitational field from a compact star at the origin of the jet structure. This introduced strong **gravitational effects** from the star pulling most of the matter from the jet back to the origin, creating a high density area near the base. My figure to the *right* shows such an example of jet originating from a **rotating black hole**. The actual black hole cannot be seen in the figure, as it is just a single pixel in the simulation.



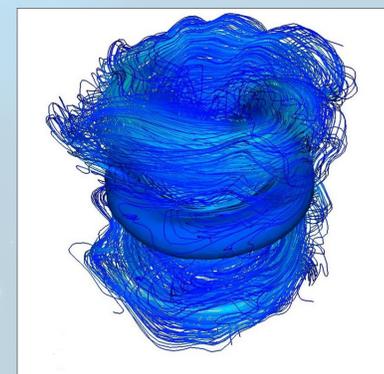
5. Accretion Disks



The next set of simulations were designed to try and create a jet directly from a compact star and its accretion disk. This time I would need to take into account the effects of **magnetic fields** as well as **general relativity**. My figure (*left*) shows a 3D density plot of an accretion disk around a black hole, viewed in the **initial state** of the simulation. In the figure it is also possible to see the **field lines** of the magnetic field loop around the disk.

During the simulation the matter in the accretion disk **rotates** around the star, falling more and more inwards. The rotation in the disk **twists the magnetic field lines** around with it, as they are anchored into the disk. The matter will eventually reach the **innermost stable circular orbit**. Past this point the matter should flow along the magnetic field lines to the black hole, and then be **ejected outwards** at the poles.

By the end of the simulation the system has ended up in a **very complex state** as seen in my figure (*right*). Simulations so far have been carried out with both black holes and neutron stars, that were either **rotating or non-rotating**. These simulations also included magnetic fields of varying strengths. The results from these do show **matter flowing along the field lines** and accumulating at the poles. However this matter is not being accelerated to high enough velocities to escape the gravitational attraction of the compact object and launch a jet.



6. The Future

The simulations now include all the **main features** associated with launching a relativistic jet from a compact object. This gives me a **good starting model** to improve on and to match a more realistic jet launching environment.

The next step is to fine-tune the initial conditions to more closely resemble those found within X-ray binaries. This would include using a **different structure** for the magnetic field within the accretion disk, shown *right*.

The way the simulation evolve the system over time could also be altered to use the computer resources more efficiently. This should lead to **more accurate results**.

