Unveiling Variability in T Tauri Disk Inner Rims: Radiative Simulations with IDEFIX

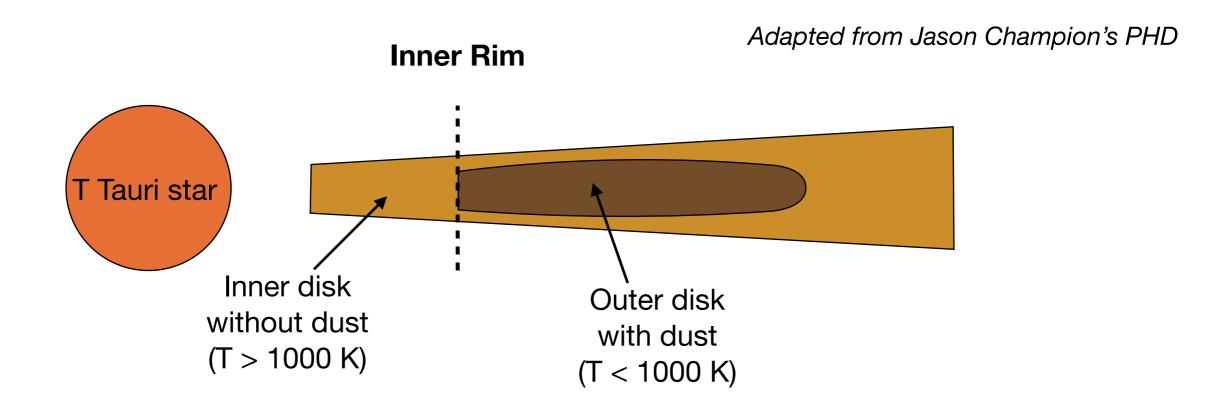
Nicolas Scepi IPAG



ASNUM. 17th of December 2025

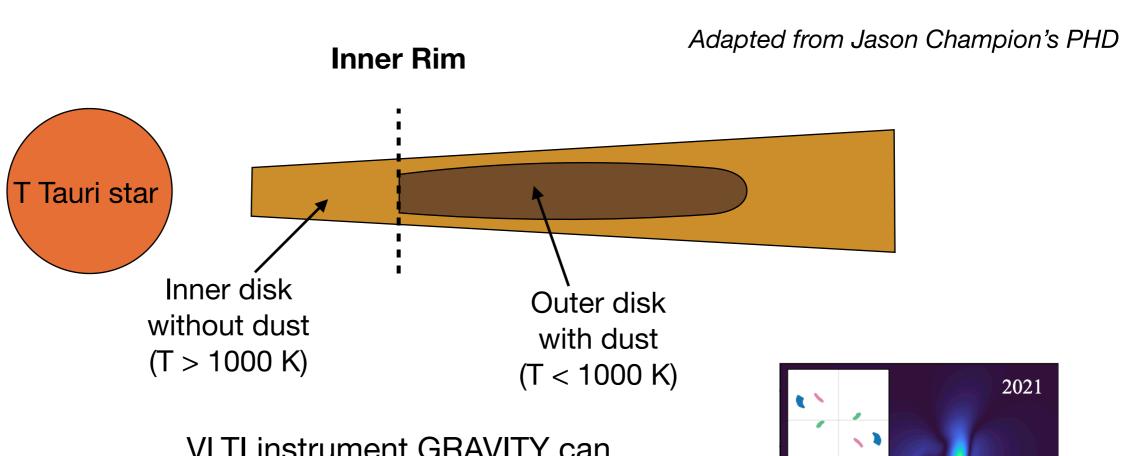
T Tauri disks and Inner Rim

T Tauri disks are made of gas and dust



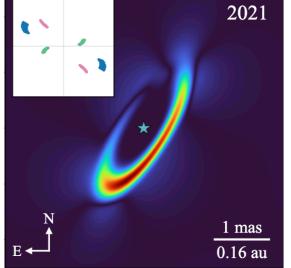
T Tauri disks and Inner Rim

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VLTI instrument GRAVITY can now resolve this inner rim!

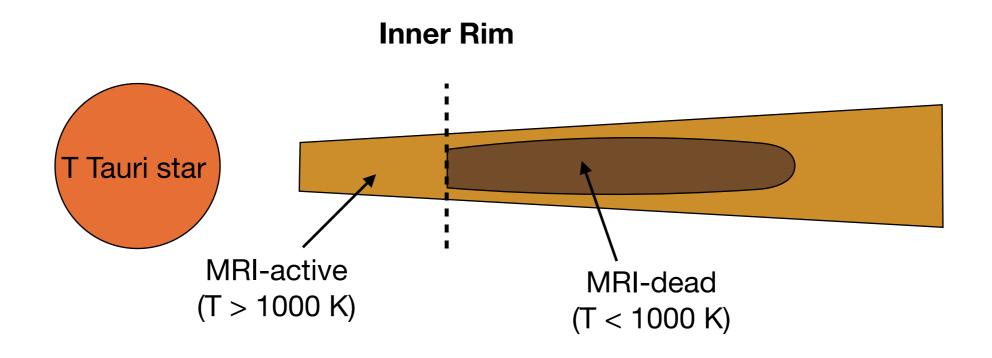
Inner rim is located around 0.1 - 0.3 AU (Perraut et al. 2021)



Reconstruction of the inner rim from GRAVITY data (Soulain et al. 2023)

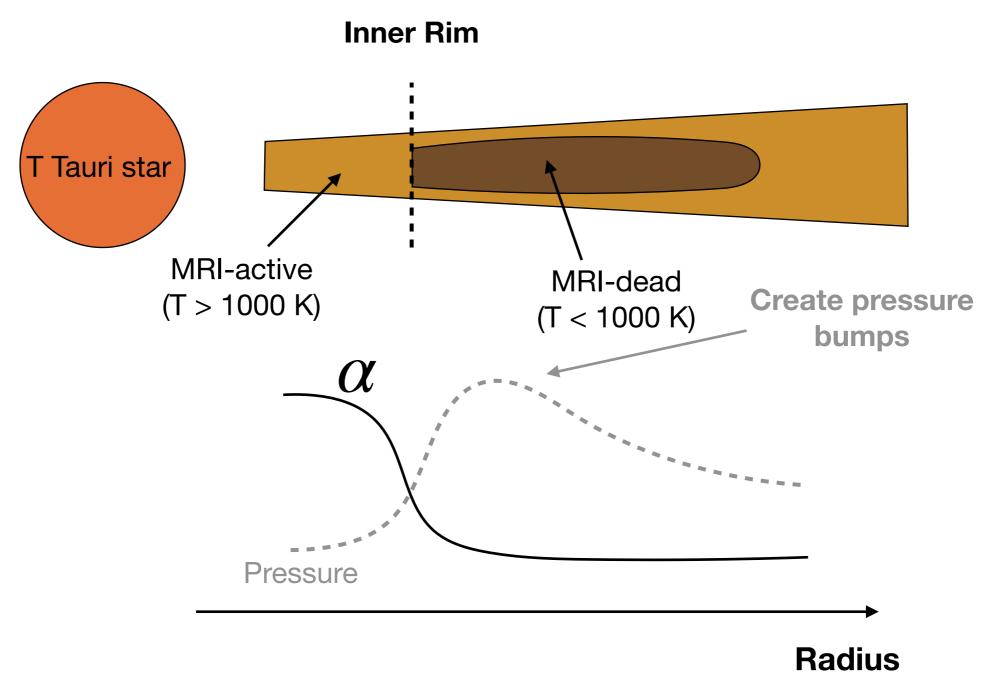
MRI and Pressure Bumps

Inner rim close to radius where magneto-rotational instability (MRI) is triggered



MRI and Pressure Bumps

Inner rim close to radius where magneto-rotational instability (MRI) is triggered

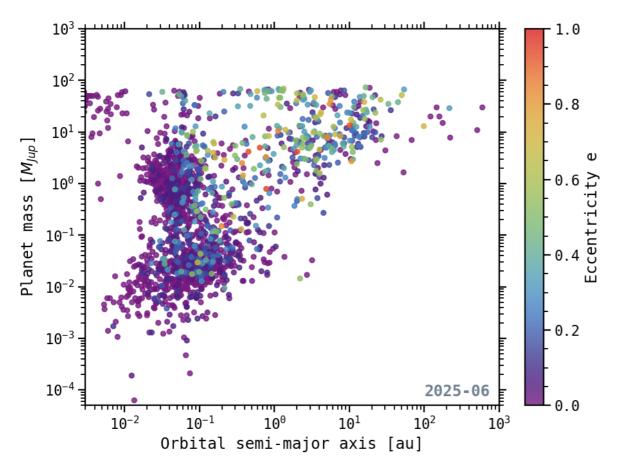


Inner Rim and Planets

Pressure bumps:

- **Trap dust** (Kretke et al. 2007)
- Halt planet migration (Masset et al. 2006)

Courtesy of G. Wafflard-Fernandez



Lots of planets detected around 0.1 AU!

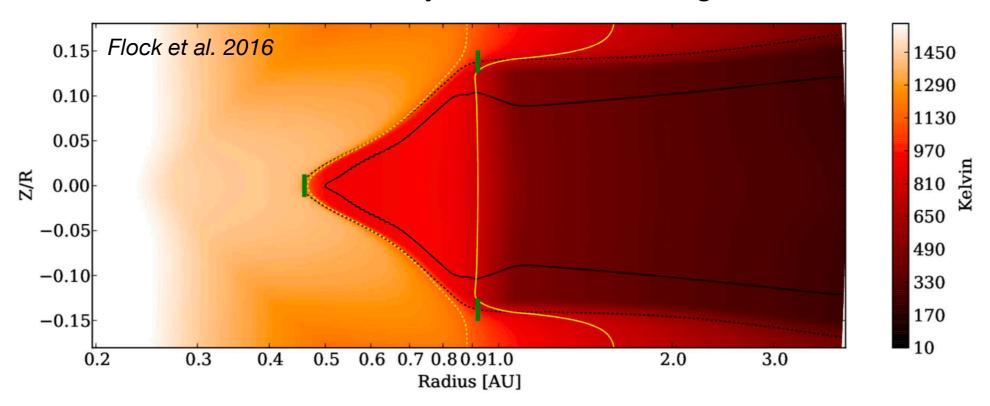
Inner rim likely plays a role

Inner Rim models

Semi-analytical models and simulations found that inner rim radius is stable over time

(Latter & Balbus 2012, Flock et al. 2016)

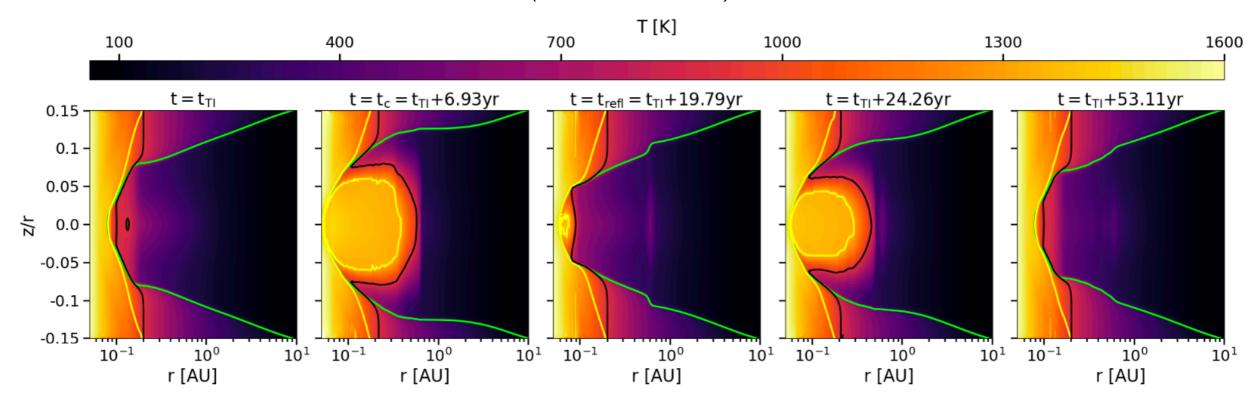
However, mostly focused on Herbig stars

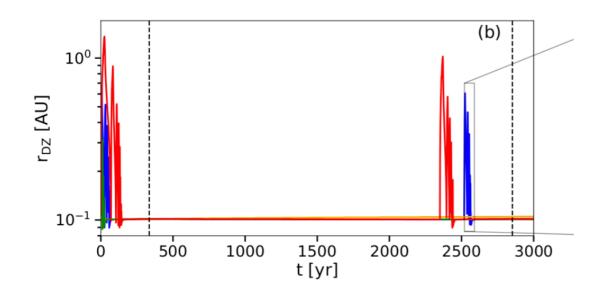


Inner Rim models

Recent work on T Tauri stars found unsteady behavior

(Cecil & Flock 2024)





Inner rim can increase by a factor of 10 over time.

(Cecil & Flock 2024)

First application of IDEFIX

Can we better understand the inner rim evolution?

Radiative simulations with IDEFIX



We developed a radiative module in the MHD, finite-volume code, IDEFIX (Lesur et al. 2023)

IDEFIX is a C++ code using the Kokkos Library for performance portability

Radiative module uses:

(Largely follows Melon Fuksman et al. 2019, 2021)

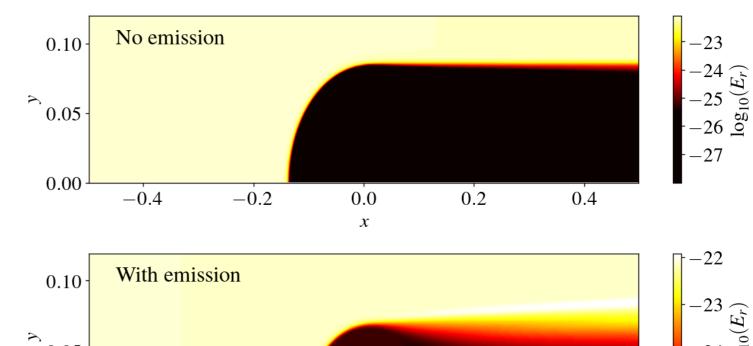
- M1 approximation (able to handle shadows)
- Explicit for transport (reduced speed of light approximation)
- Semi-implicit for source terms (same as in Commerçon et al. 2011)
- Trivially multi-frequency

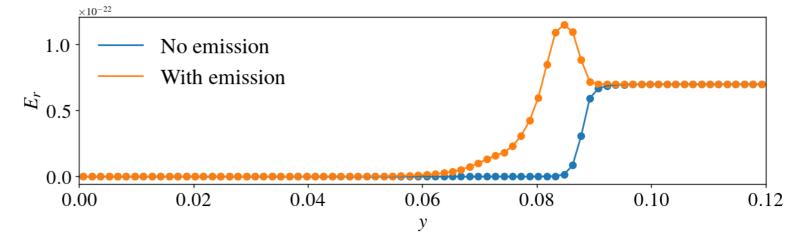
Radiative module performant on CPUs and GPUs

Radiative simulation only cost twice a non-radiative simulation (~5e7 cells/s for a spherical 3D, MHD simulation with radiative transfer on Mi250)

Radiation transport

HLL with PLM, $N_x \times N_y = 140 \times 40$



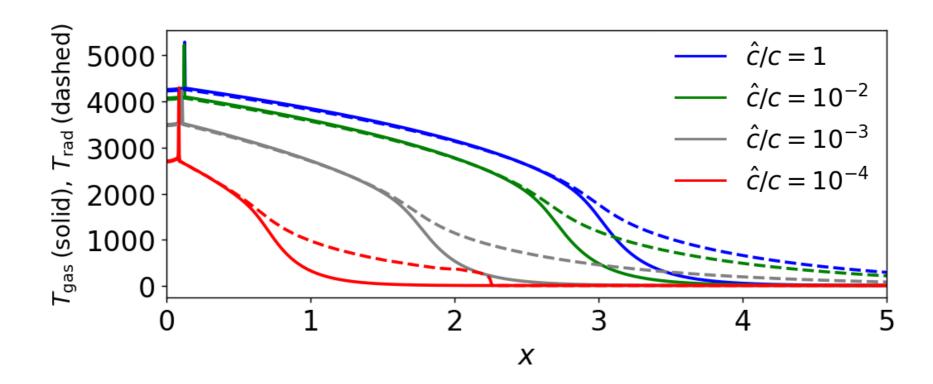


M1 scheme can well recover shadows

(Hayes & Norman 2003, González et al. 2007, Skinner et al. 2013)

Reduced speed of light





To avoid artifacts, we need $\hat{c} \gg \max(v_{\rm dyn}, v_{\rm diff})$

But $v_{\rm dyn}$ might not be trivial

 \hat{c} needs to be chosen with care for the problem at hand!

Stellar irradiation test

z/r

Test of stellar irradiation of a passive disk compares well with Monte-Carlo simulation

HLL with PLM, $N_r \times N_\theta = 240 \times 100$ 1.0 2.5 0.5 0.0 -0.5-1.0 10⁰ 10¹ 10² 10³ r(AU)М1 --- Monte-Carlo (X) 10² 10¹ 10¹ 10⁰ 10² 10³ r(AU)250

150

-- Monte-Carlo

-1.0

-0.5

0.5

1.0

1.5

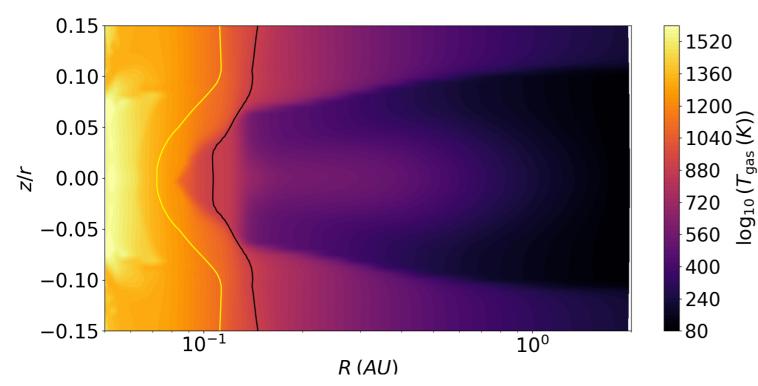
0.0

 $\theta - \pi/2$

Structure of the inner rim

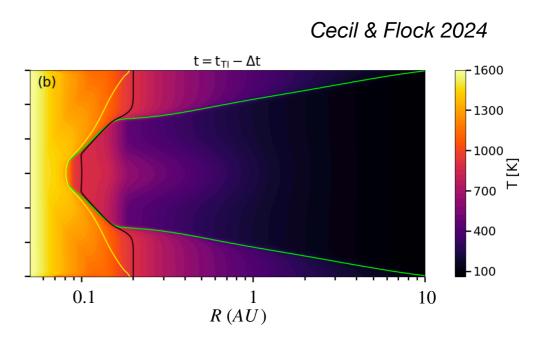
2D viscous, radiative simulations of an active irradiated disk

Scepi et al. 2025 in prep.



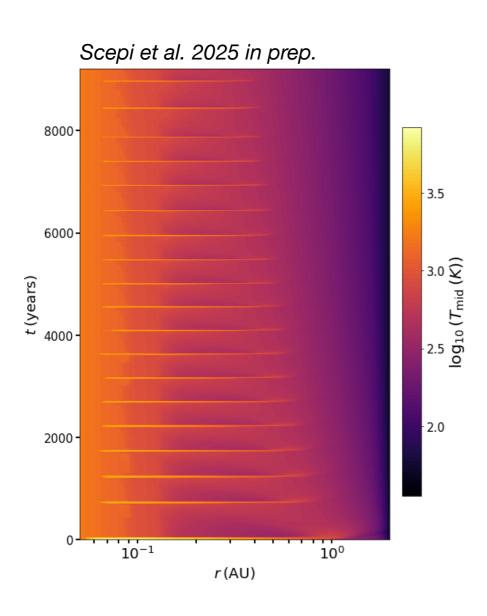
MRI activation is close to dust sublimation

Yellow line: dust sublimation Black line: MRI activation



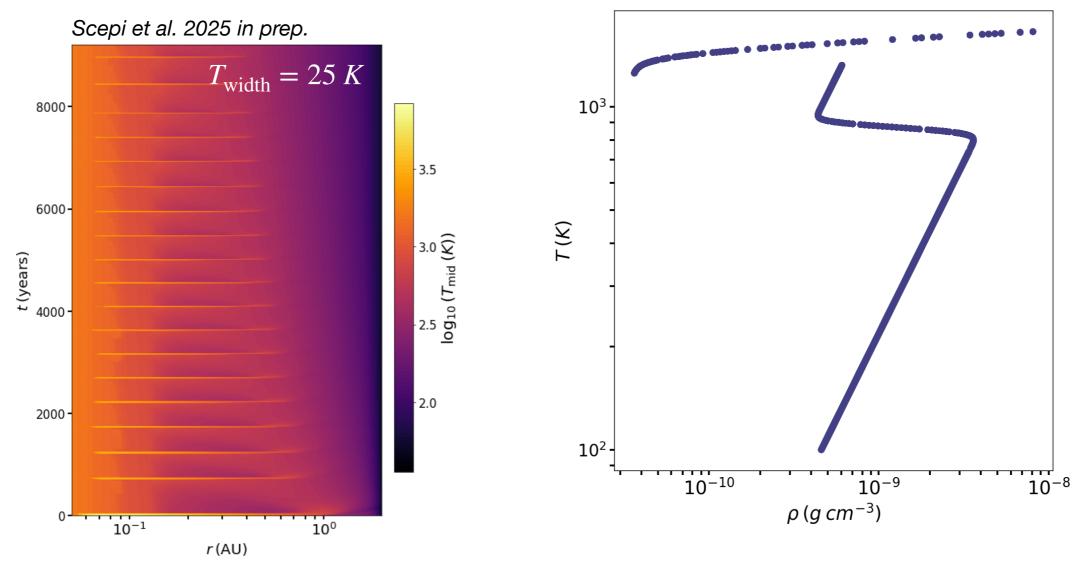
Temporal evolution

We do find recurrent eruptions that seem to last for long time scales



Dependence with α

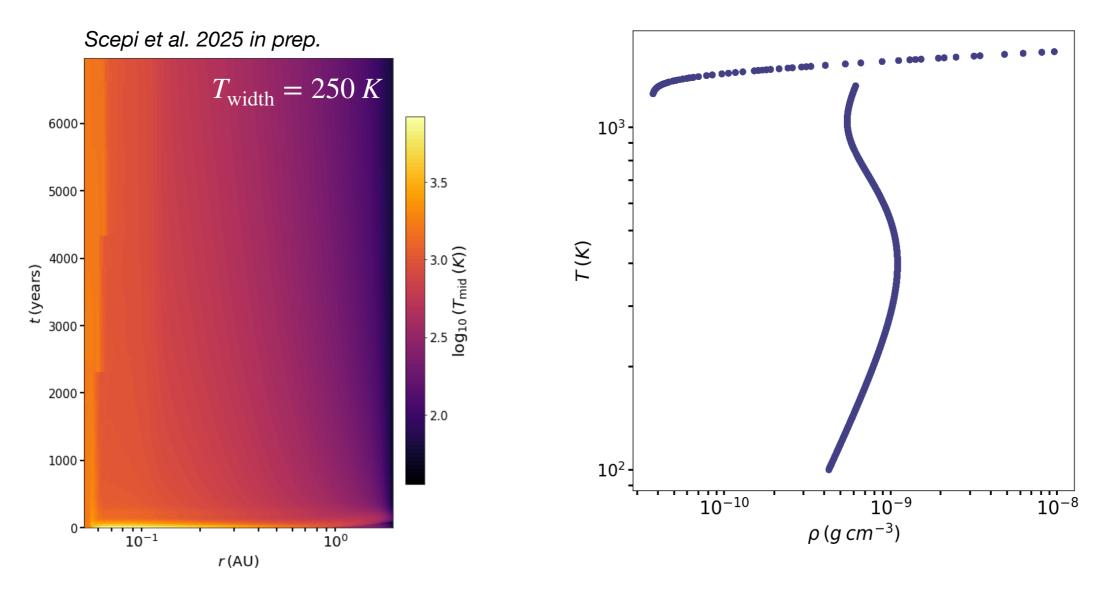
$$\alpha = (\alpha_{\text{MRI}} - \alpha_{\text{DZ}}) \frac{1}{2} [1 - \tanh(\frac{T_{\text{MRI}} - T}{T_{\text{width}}})] + \alpha_{\text{DZ}}$$



S-curve shows possible hysteresis cycle

Dependence with α

$$\alpha = (\alpha_{\text{MRI}} - \alpha_{\text{DZ}}) \frac{1}{2} [1 - \tanh(\frac{T_{\text{MRI}} - T}{T_{\text{width}}})] + \alpha_{\text{DZ}}$$



Eruptions are highly dependent on the α -prescription

Need to check that in 3D with MRI

Conclusion

New radiative module in IDEFIX is ready (on all major architectures)!

Will be made public after first scientific applications

Still need to better understand the mechanisms driving the T Tauri variability!

Going to 3D radiative, non ideal MHD simulations of T Tauri disks!