

Core-Collapse Supernova Explosions: The Theoretical Challenge

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Mechanisms of Explosion

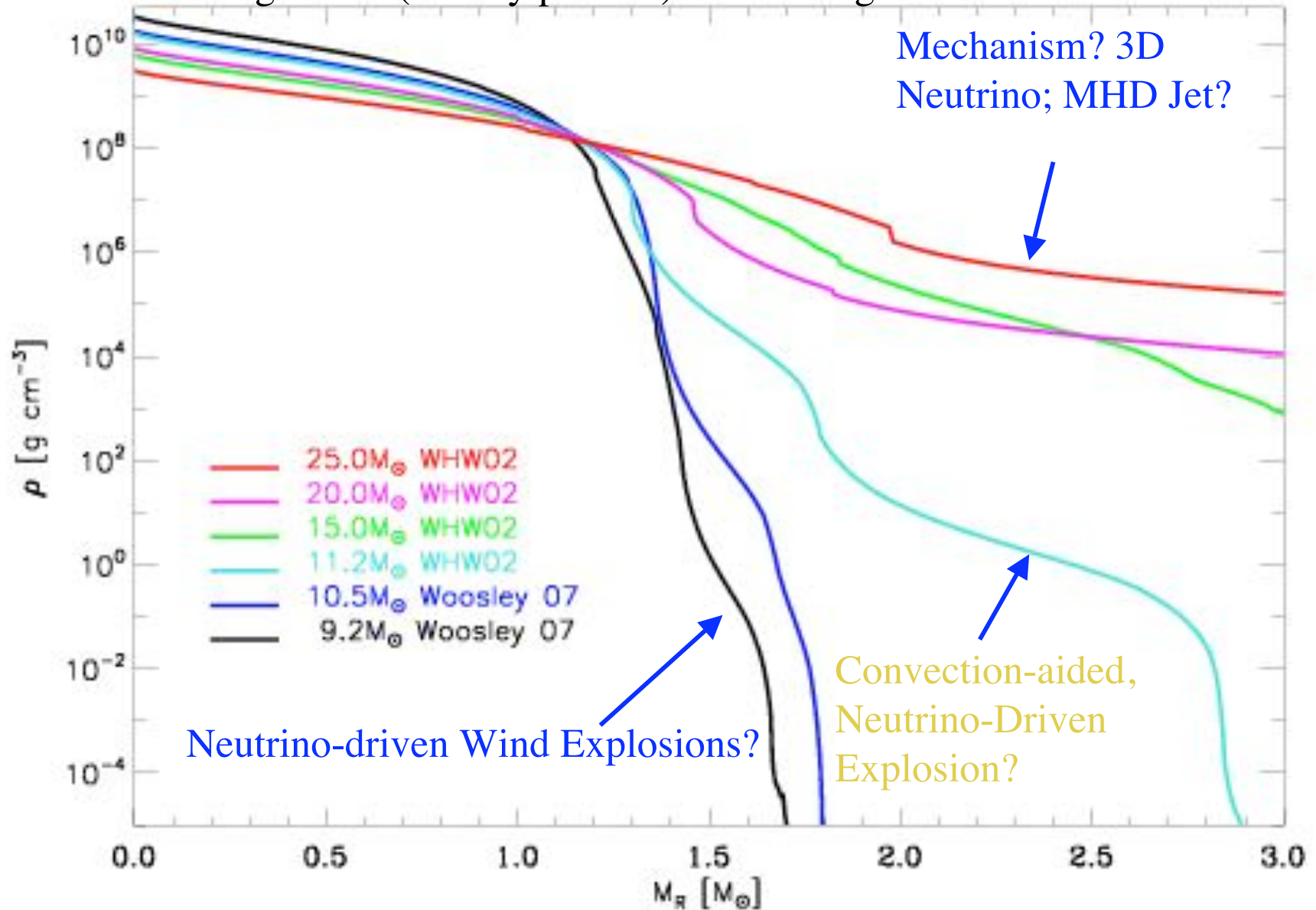
- Direct Hydrodynamic Mechanism: always fails
- Neutrino-Driven Wind Mechanism, $\sim 1D$; Low-mass progenitors
- 2D Convection Neutrino-driven (circa 1995-2009)
(“SASI” not a mechanism, but a shock instability)
- Neutrino-Driven Jet/Wind Mechanism, Rapidly rotating AIC of White Dwarf
- MHD/Rapid Rotation - “Hypernovae”?
- Acoustic Power/Core-oscillation Mechanism? (Aborted if neutrino mechanism works earlier; Weinberg & Quataert ?)
- 3D “Convection” Neutrino-driven Mechanism

Important Ingredients/Physics

- Progenitor Models (and initial perturbations?)
- Multi-D Hydrodynamics (3D)
- Multi-D Neutrino Transport (multi-D) (most challenging aspect)
- Instabilities - Neutrino-Driven Convection (+ SASI?)
- Neutrino Processes - Cross sections, emissivities, etc. (at high densities?)
- General Relativity (May & White; Schwartz; Bruenn et al.; Mueller et al.; Kotake et al.)
- Rotation!

Density Profiles of Supernova Progenitor Cores

Progenitors (density profiles) Make a Big Difference!



Neutrino Mechanism Confusion?

- 2D explosions **compromised by Axial Sloshing** (“SASI”), which is not much in evidence in (non-rotating) 3D simulations
- 2D: Groups do not agree qualitatively or quantitatively
- When models explode, explosion is marginal and get very different energies
- **Compromised by “ray-by-ray”** approximations employed by some?
- **3D not reproducing explosions** seen in 2D
- **Is something missing?**

VULCAN/2D Multi-Group, Multi-Angle, Time-dependent Boltzmann/Hydro (6D)

- Only code with multi-D transport used in supernova theory
- Arbitrary Lagrangian-Eulerian (ALE); remapping
- 6 - dimensional (1(time) + 2(space) + 2(angles) + 1(energy-group))
- Moving Mesh, Arbitrary Grid; Core motion (kicks?)
- 2D multi-group, multi-angle, S_n (~150 angles), time-dependent, implicit transport - Ott et al. 2009
- 2D MGFLD, rotating version (quite fast)
- Poisson gravity solver
- Axially-symmetric; Rotation
- MHD version ("2.5D") - $\text{div } B = 0$ to machine accuracy; torques
- Flux-conservative; smooth matching to diffusion limit
- Parallelized in energy groups; almost perfect parallelism
- Livne, Burrows et al. (2004,2007a)
- Burrows et al. (2006,2007b), Ott et al. (2005,2008); Dessart et al. 2005ab,2006

CASTRO - 3D AMR, Multi-Group Radiation-Hydrodynamic Supernova Code

- 2nd-order, Eulerian, unsplit, compressible hydro
- PPM and piecewise-linear methodologies
- Multi-grid Poisson solver for gravity
- Multi-component advection scheme with reactions
- Adaptive Mesh Refinement (AMR) - flow control, memory management, grid generation
- Block-structured hierarchical grids
- Subcycles in time (multiple timestepping - coarse, fine)
- Sophisticated synchronization algorithm
- BoxLib software infrastructure, with functionality for serial distributed and shared memory architectures
- 1D (cartesian, cylindrical, spherical); 2D (Cartesian, cylindrical); 3D (Cartesian)
- Transport is a conservative implementation of mixed-frame method of Hubeny & Burrows (2007), with v/c terms and inelastic scattering
- Uses scalable linear solvers (e.g., hypre) with high-performance preconditioners that feature parallel multi-grid and Krylov-based iterative methods - challenging!
- Developers: John Bell, Ann Almgren, Weiqun Zhang, Louis Howell, Adam Burrows, Jason Nordhaus - LBNL, LLNL, Princeton

8.8-Solar mass Progenitor of Nomoto: Neutrino-driven Wind Explosion

First shown
by Kitaura et
al. 2006

Burrows, →
Dessart, &
Livne 2007

SN 2009md;

SN 1997D:

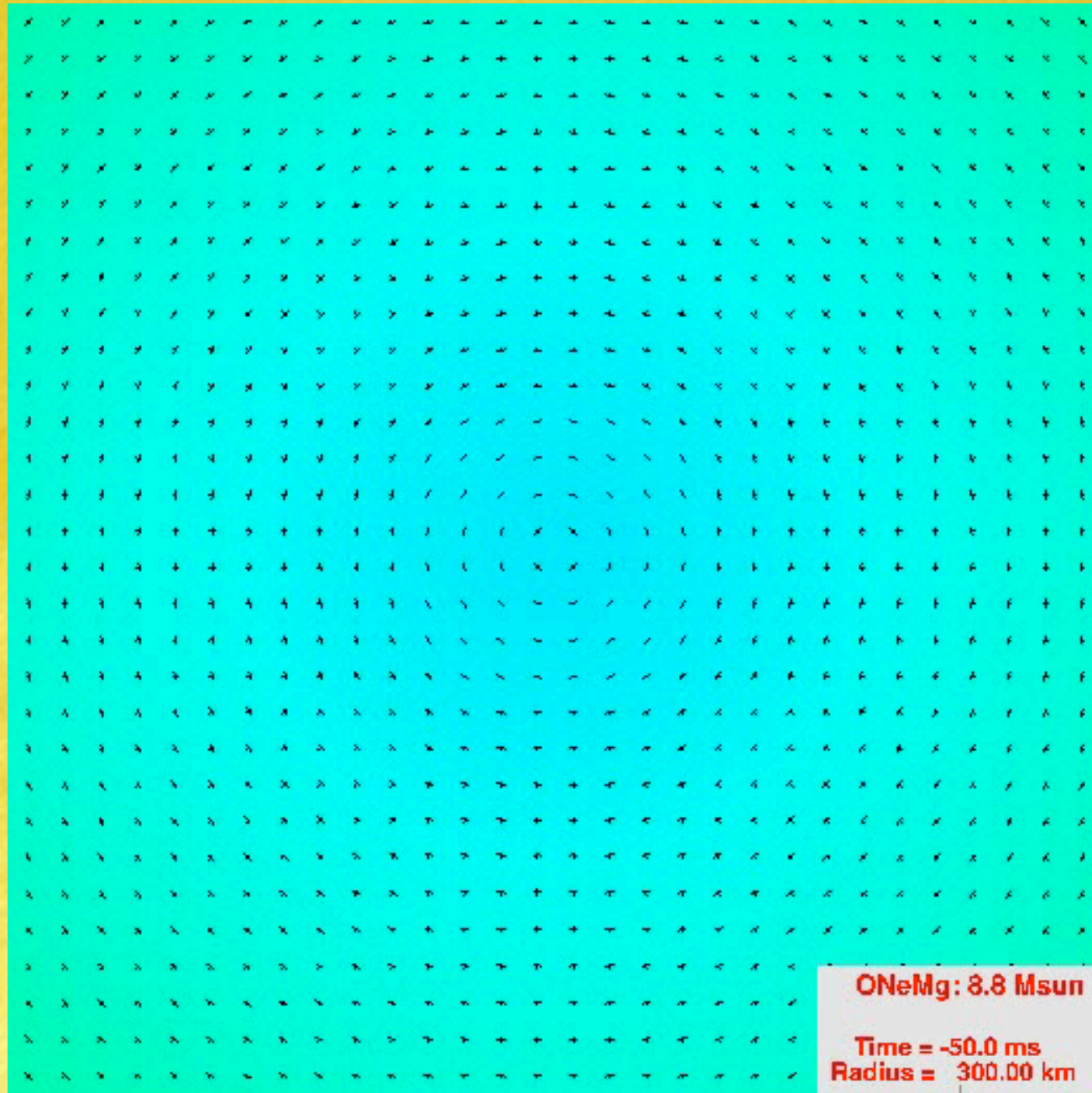
Low Energy
Explosion

NOTE

WIND


THAT

FOLLOWS



ONeMg: 8.8 Msun

Time = -50.0 ms
Radius = 300.00 km

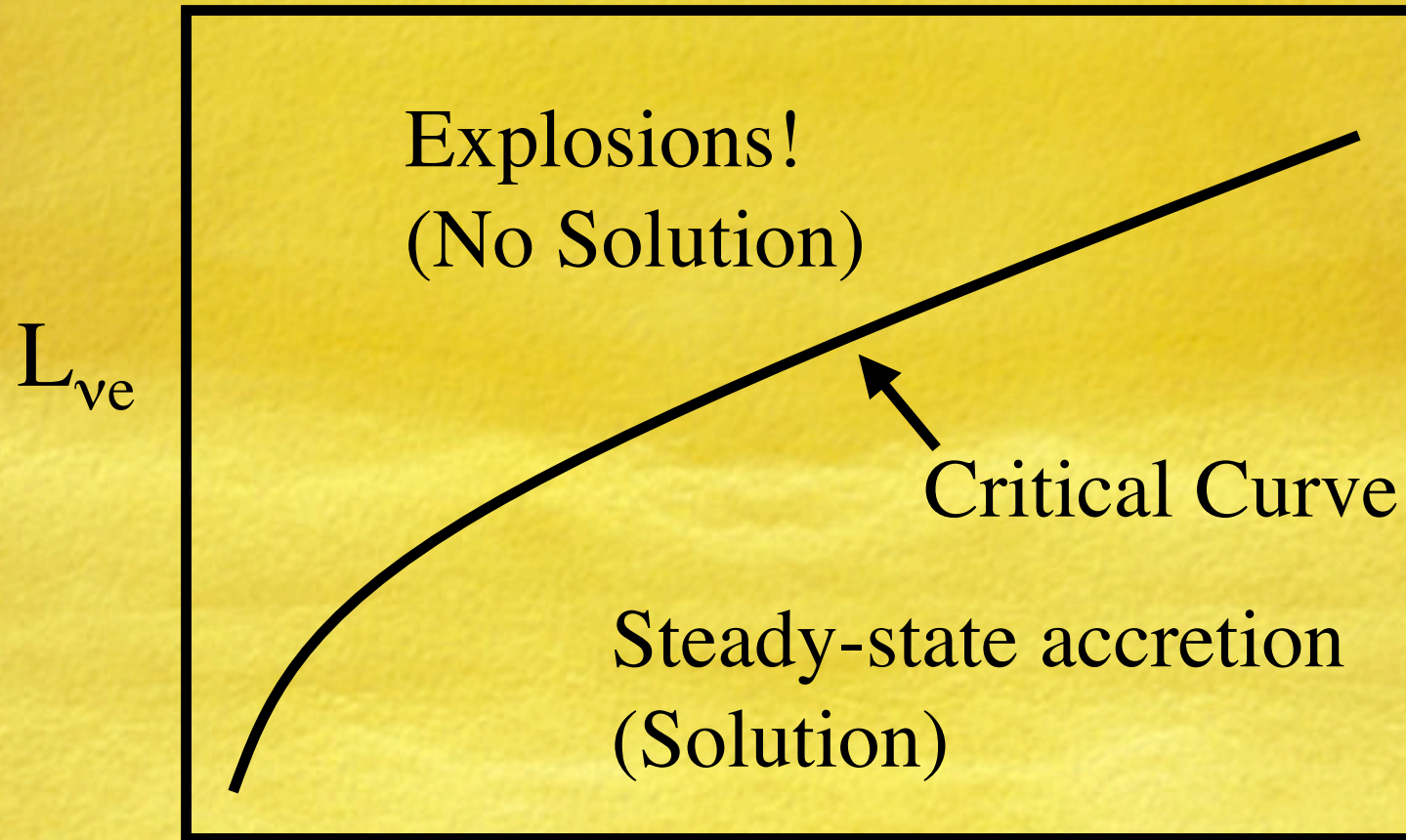


The Generic Neutrino Heating Mechanism - Multi-D Crucial

The Pause that Refreshes?



Burrows & Goshy '93; **Murphy & Burrows 2008**
Critical Condition for Neutrino Mechanism:
Dimension-dependent



\dot{M}

“equivalent” to $\tau_{\text{adv}} \sim \tau_{\text{heat}}$ condition

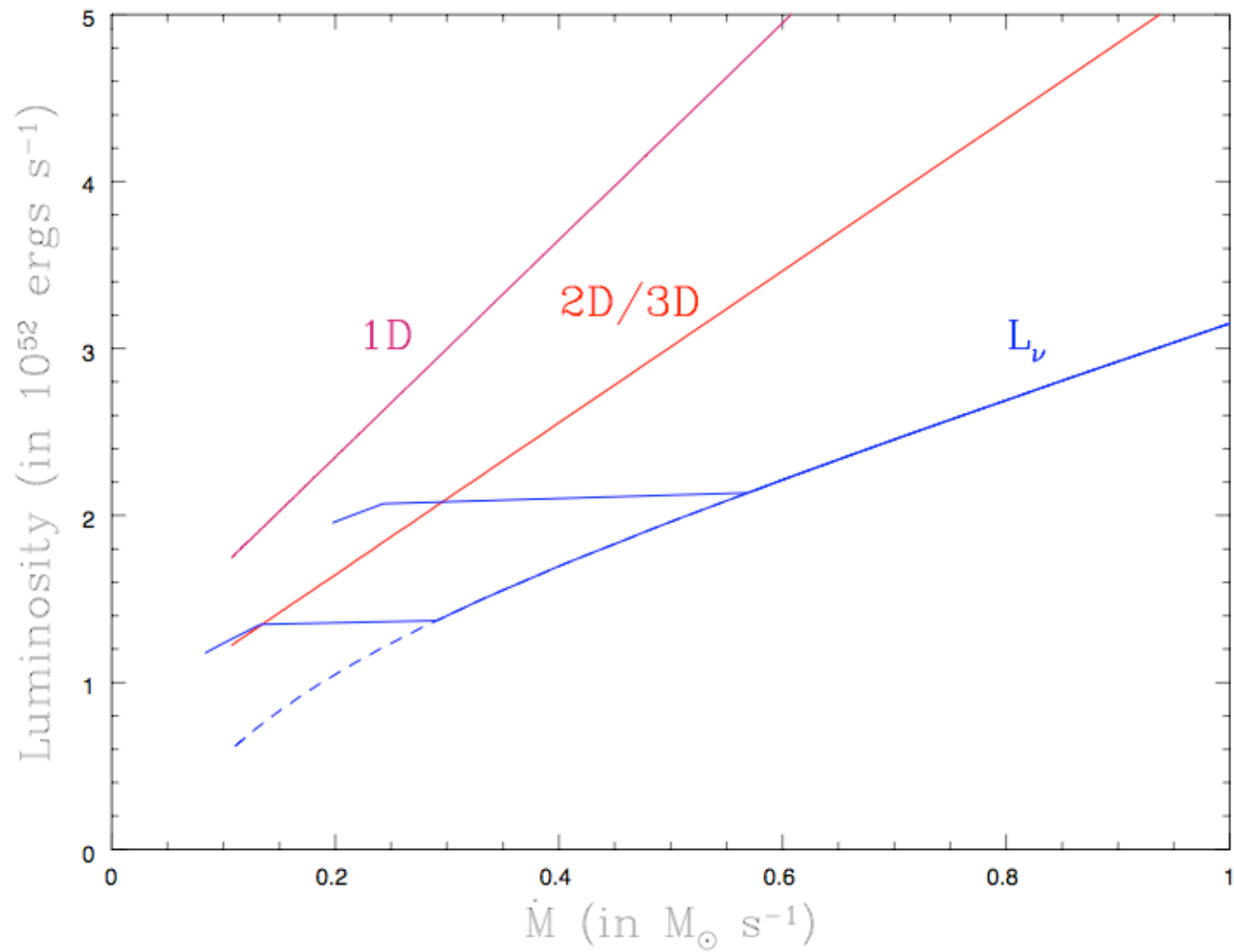
L_{ν} vs. Accretion Rate Parameter Study

Simple Dynamical model for Shock Radius Evolution:

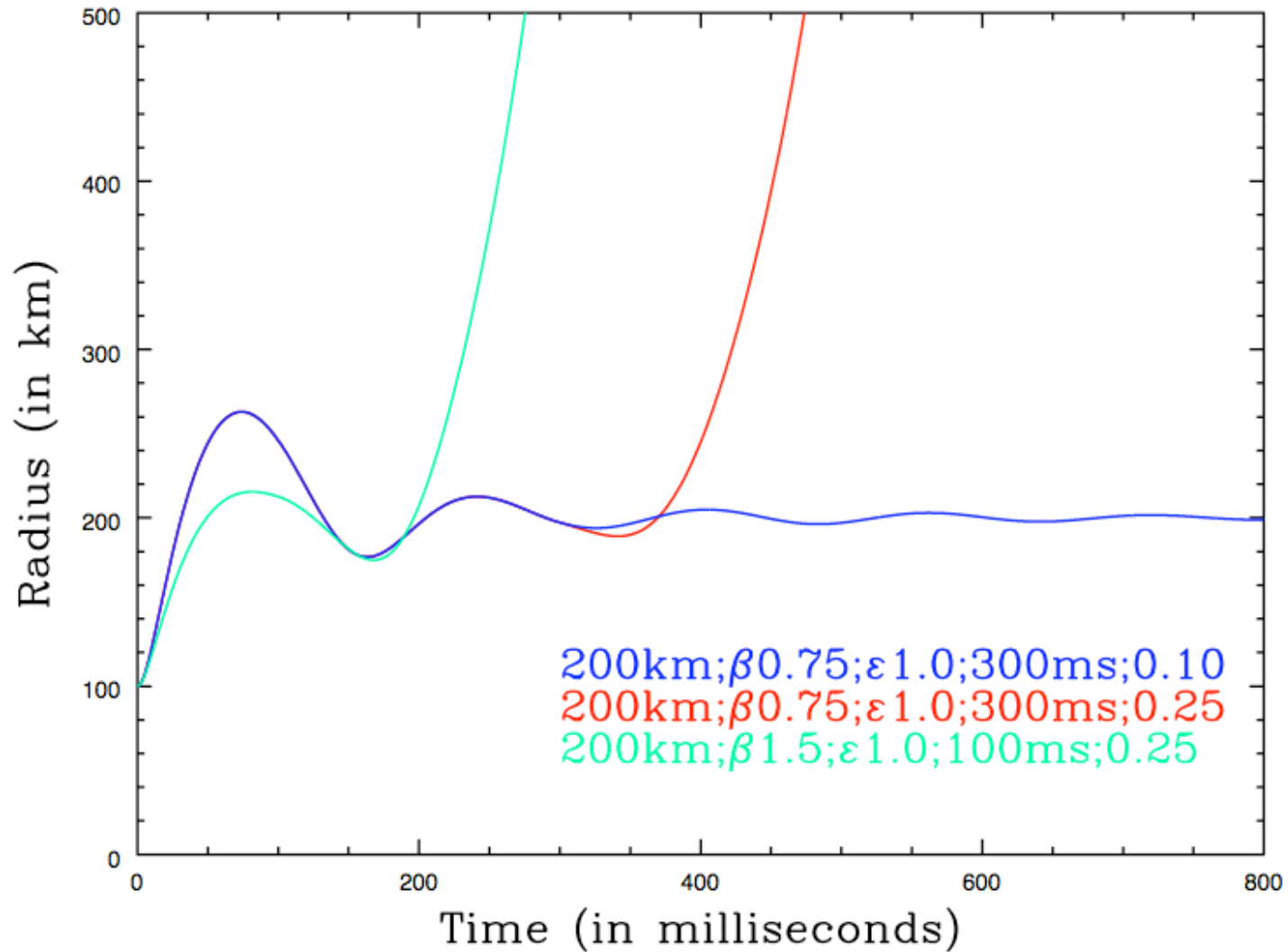
Intersection of Critical Curve

$$\begin{aligned}\frac{d^2 R}{dt^2} + 2\beta\lambda\frac{dR}{dt} &= \varepsilon\lambda_{adv}^2 (R_E(L, \dot{M}) - R), \\ \frac{d(L - L_c(t))}{dt} &= \lambda_{adv} (L_A(\dot{M}) + L_c(t) - L), \\ \lambda &\sim \frac{1}{\tau_{adv}} \left(1 - \frac{L}{L_{cr}(\dot{M})}\right), \\ \dot{M} &= f(t)\end{aligned}$$

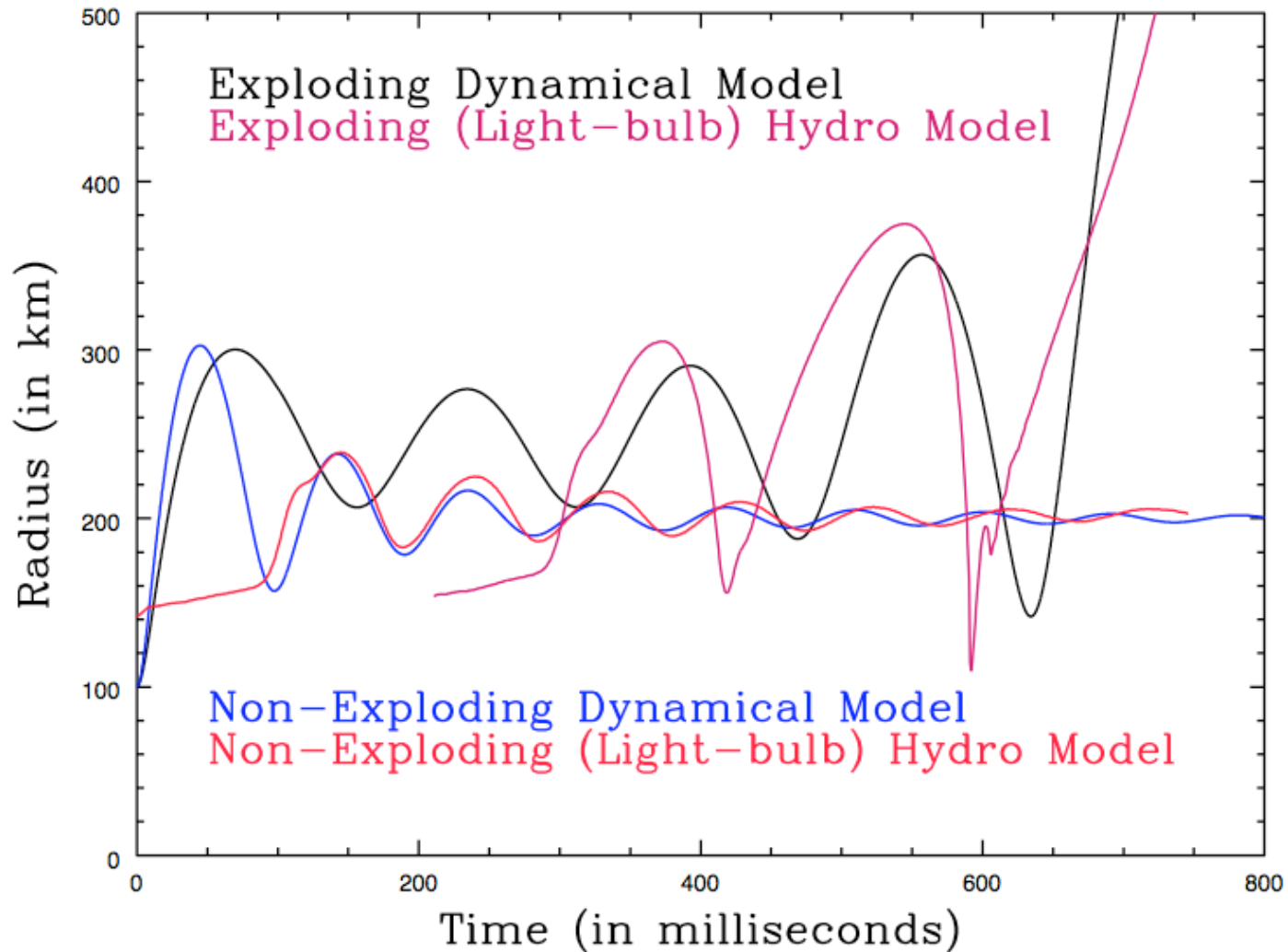
Critical Curve Intersection by Abrupt Change in Accretion Rate?

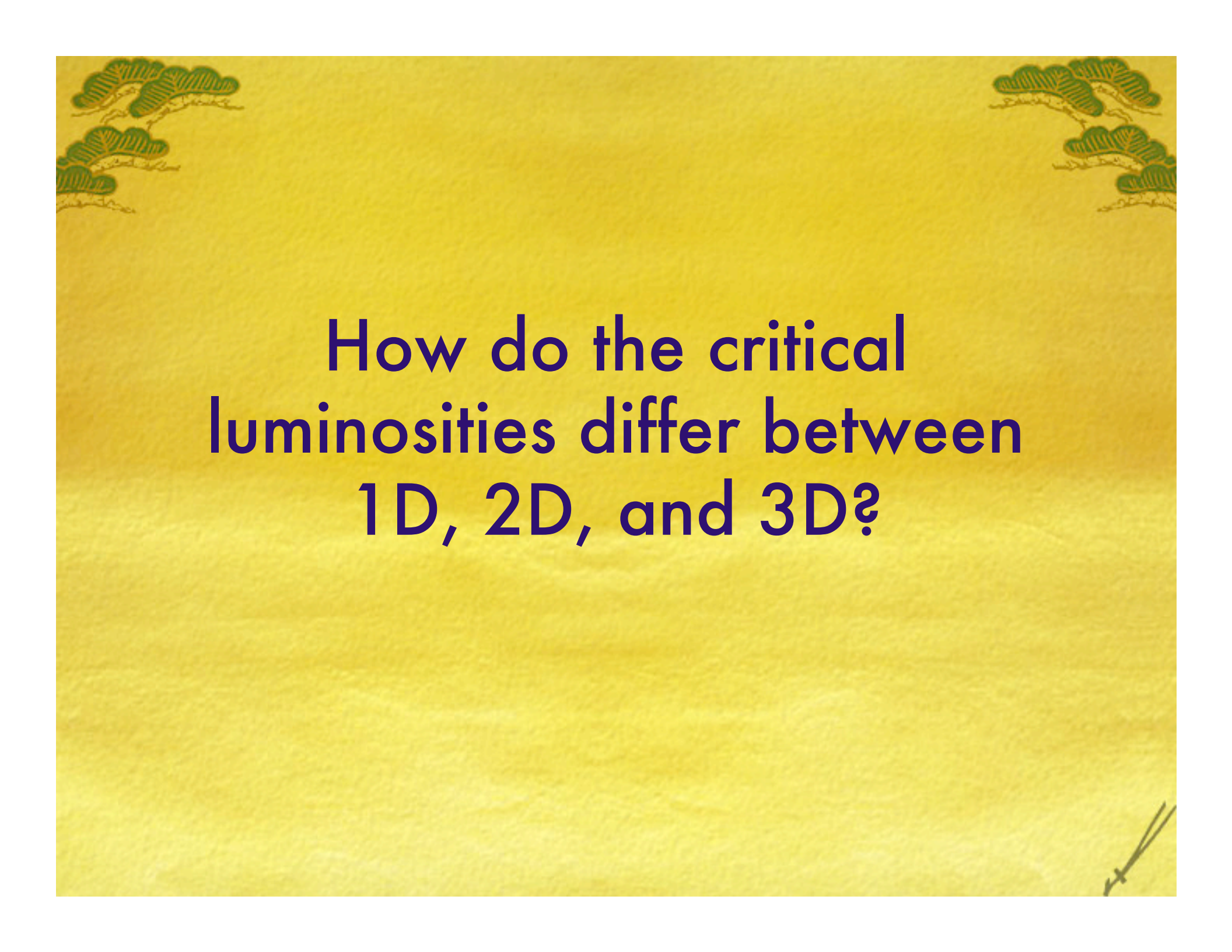


Simplified Dynamical Model of Shock Evolution with Abrupt Change in Accretion Rate



Comparison of Dynamical Model Results with Hydrodynamic Models

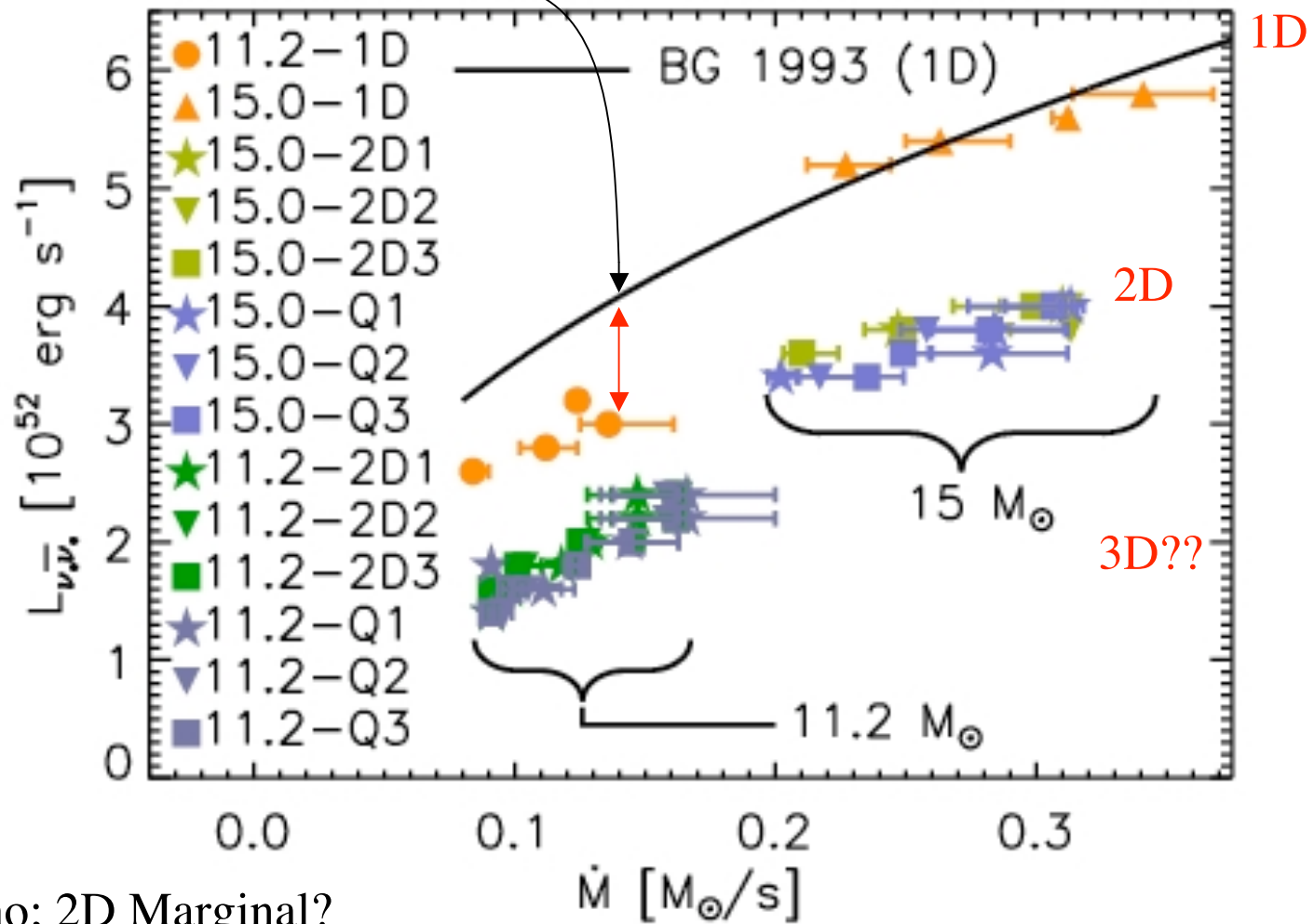




How do the critical luminosities differ between 1D, 2D, and 3D?

Critical Curve for Neutrino Mechanism: 1D versus 2D

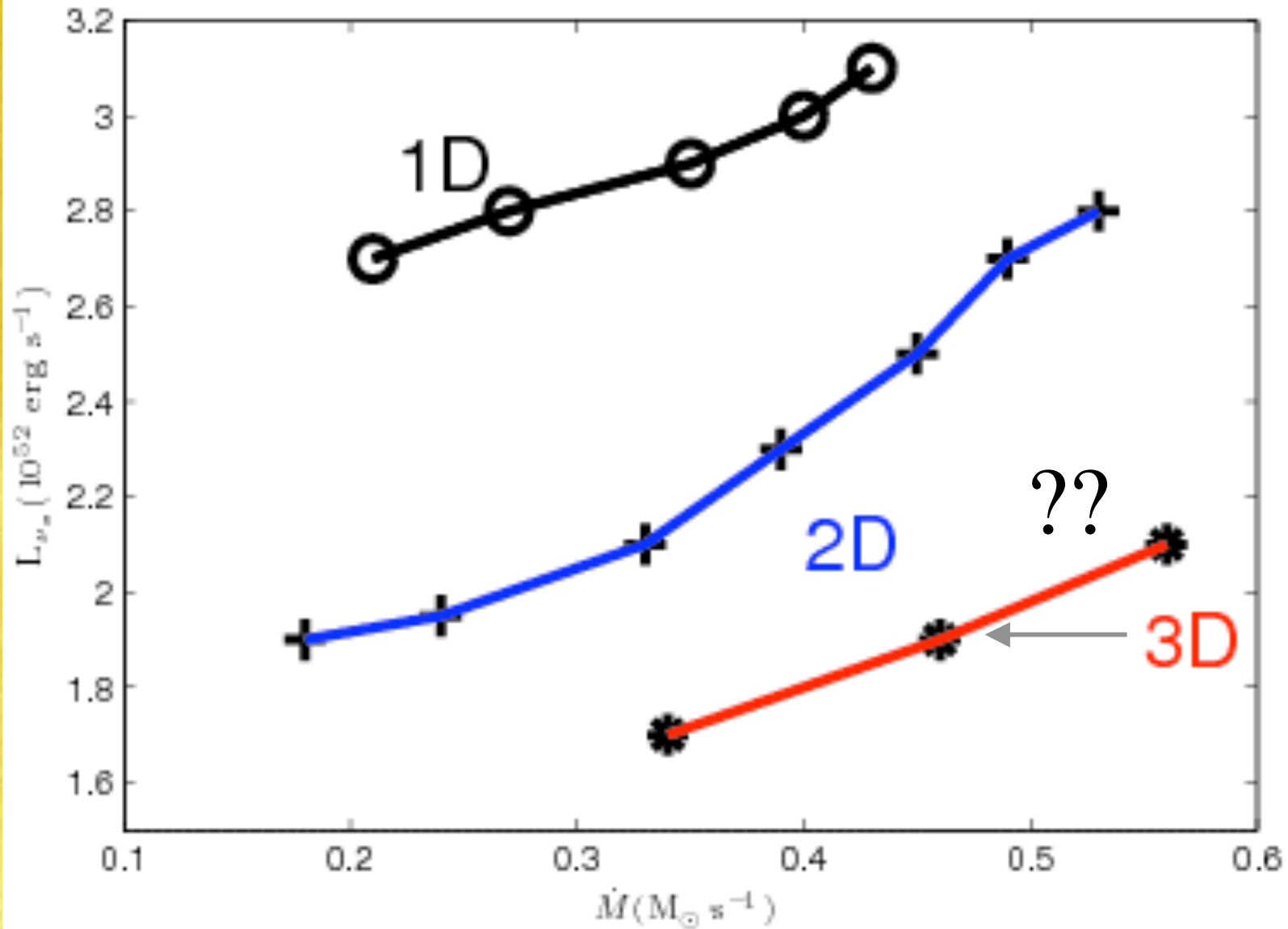
Different mass cores



1D no; 2D Marginal?

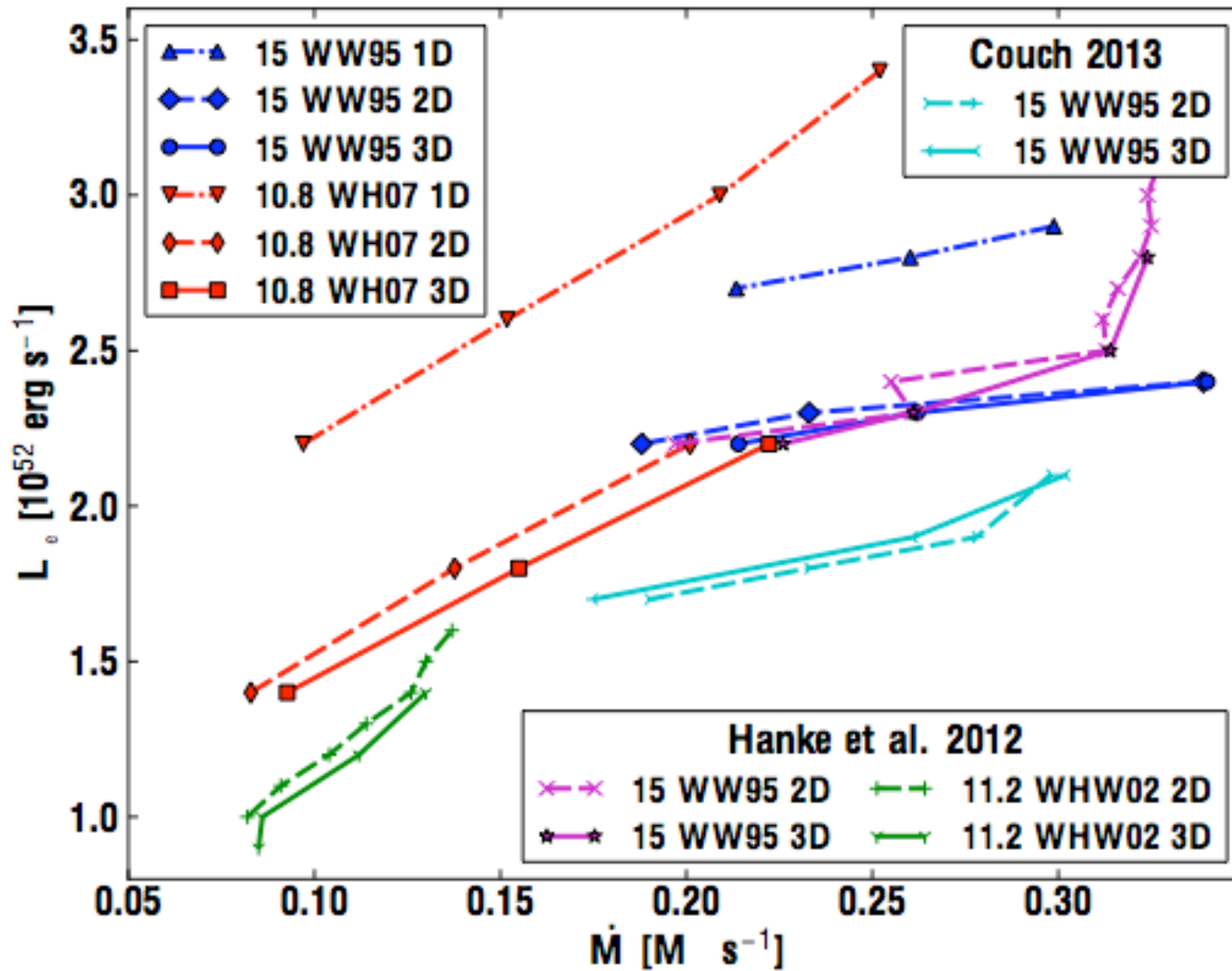
Murphy & Burrows 2008

Critical Curve for Neutrino Mechanism: Dimensional Dependence??

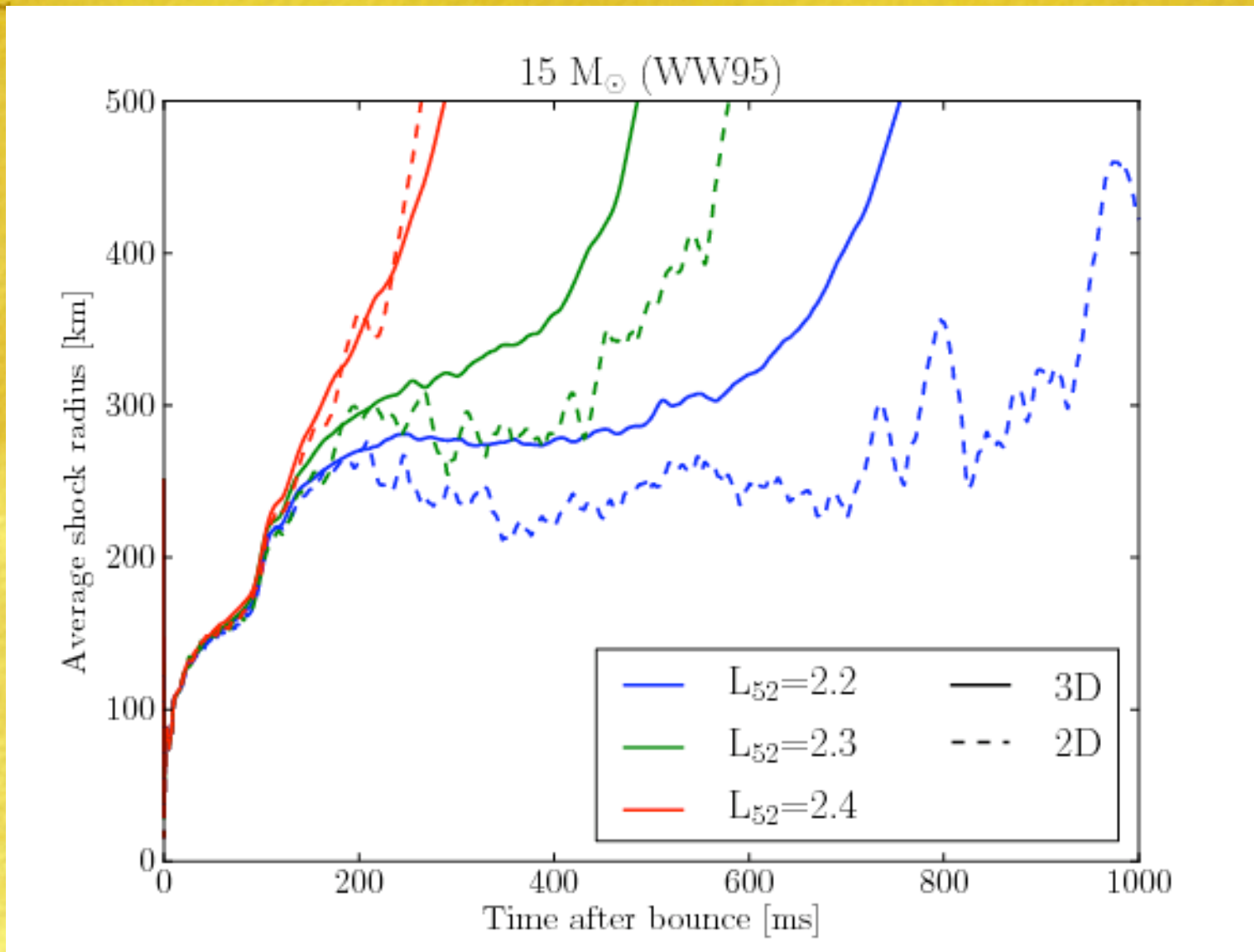


Nordhaus et al. 2010

Critical Curve(s)

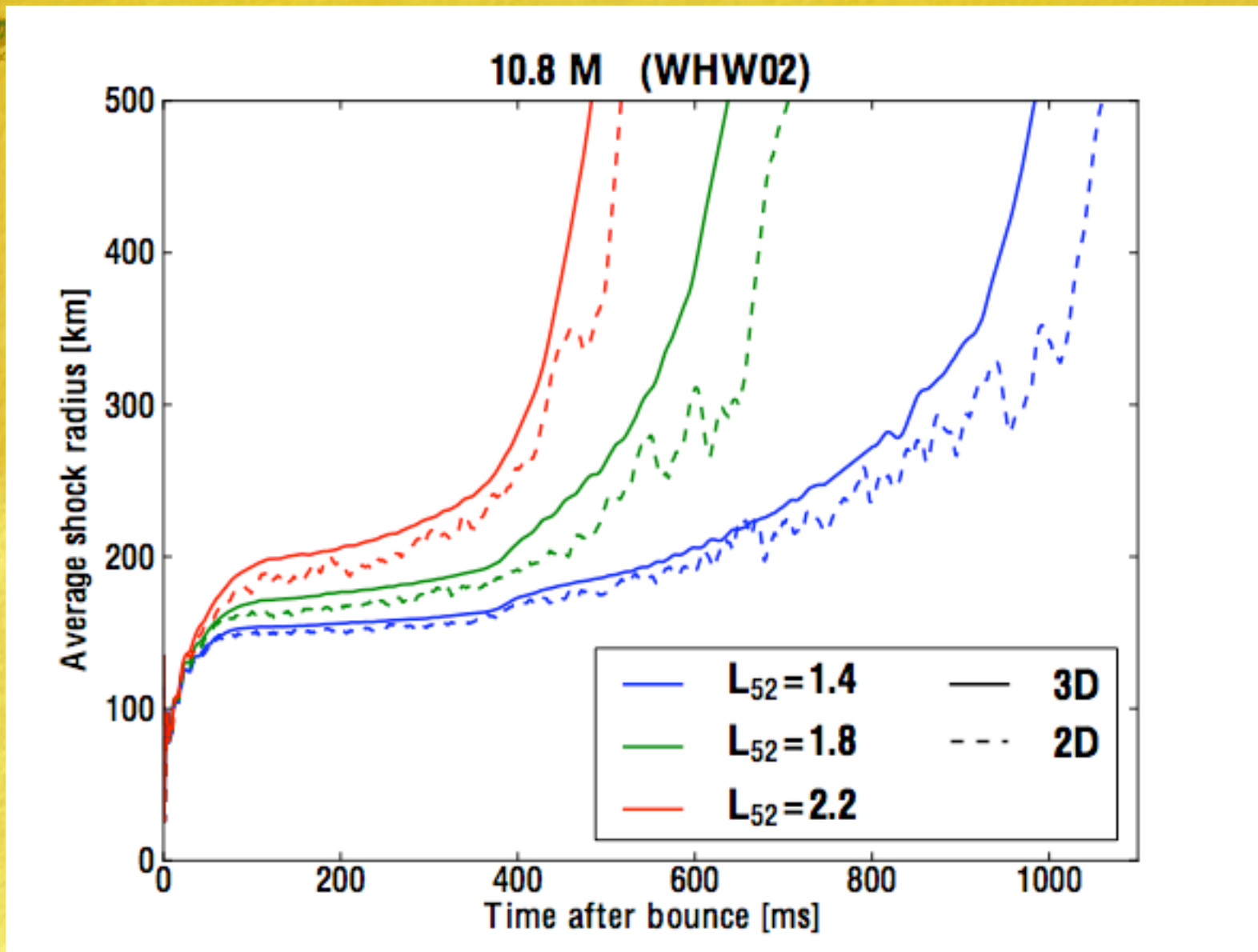


Mean Radius Evolution in 3D and 2D



Explosions are Earlier in 3D

Mean Radius Evolution in 3D and 2D: 10.8 Solar Mass



Explosions are Earlier in 3D



A Tale of Two Instabilities:

Neutrino-driven Convection
(Buoyancy) versus the Sanding
Accretion-Shock Instability ("**SASI**")





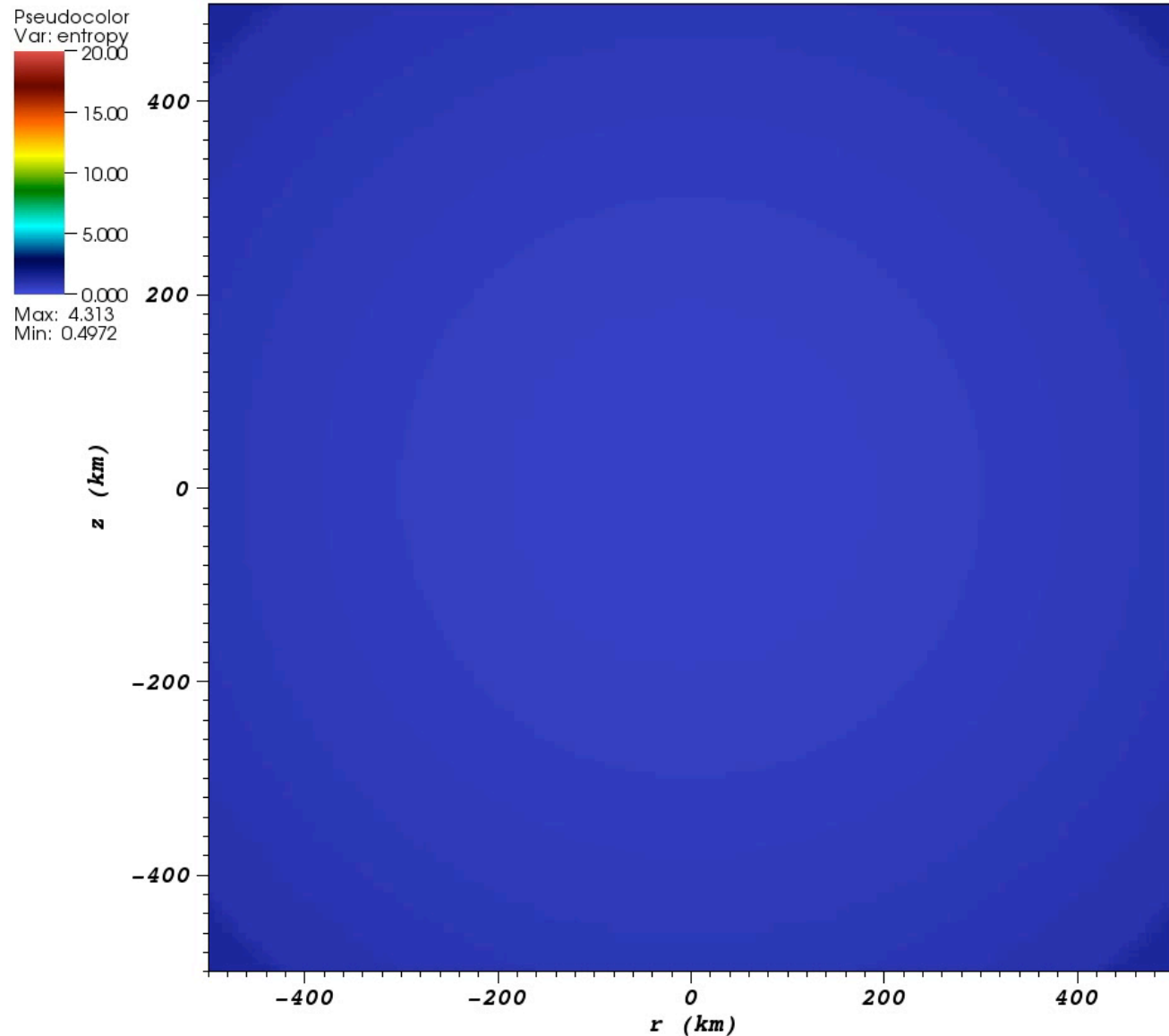
CASTRO - 1D, 2D, 3D

Hydro, plus simple transport **Results**

2D:2.3

“Inverse” Energy
Cascade in 2D -

Buoyancy-
Driven
Convection has
(anomalously) a
lot of large-scale
power - Often
confused for the
SASI

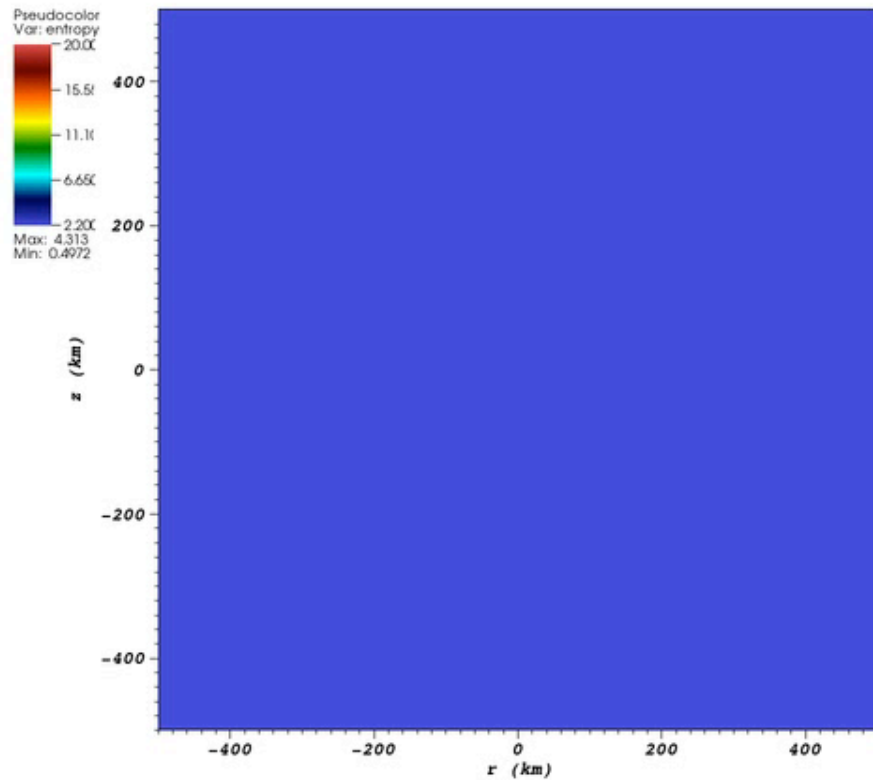


Time = -0.2600 s after bounce

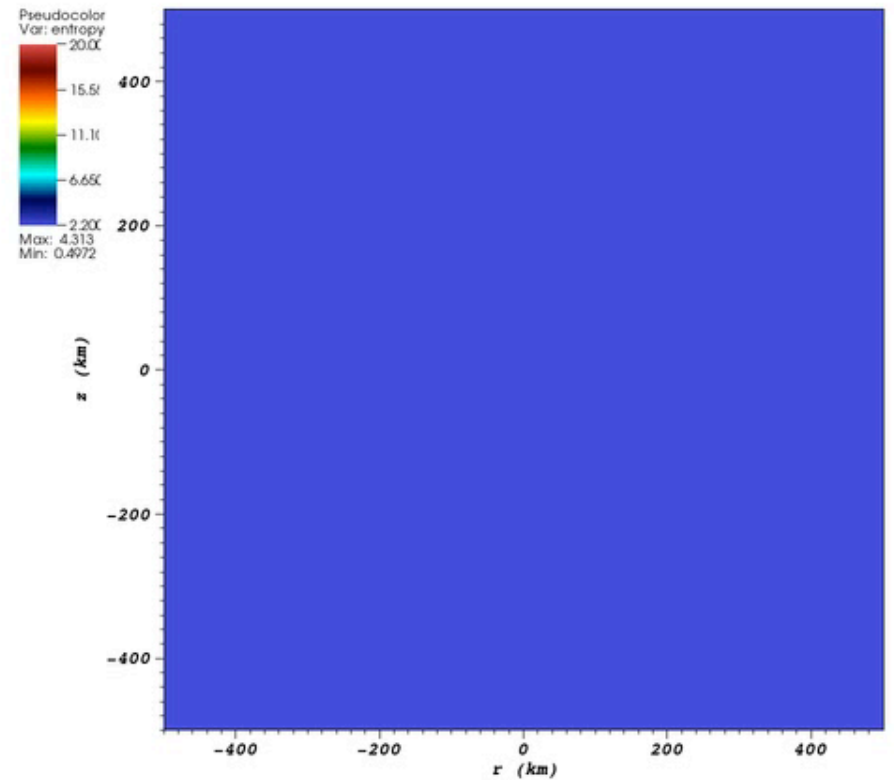
Comparison - with and without Neutrinos

Neutrino-driven (Buoyancy) Convection - Crucial

SASI generally Subdominant

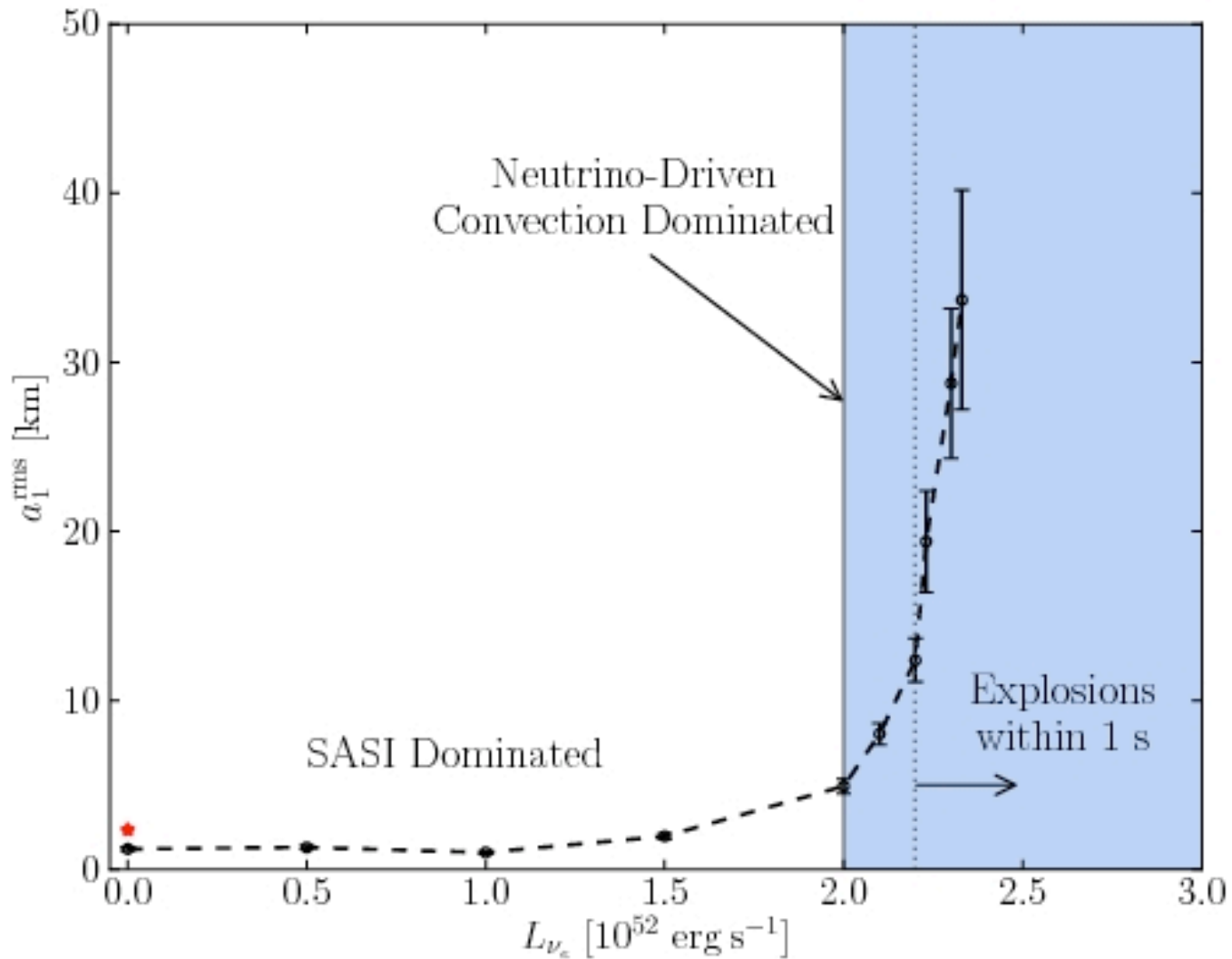


Time = -0.259 s after bounce



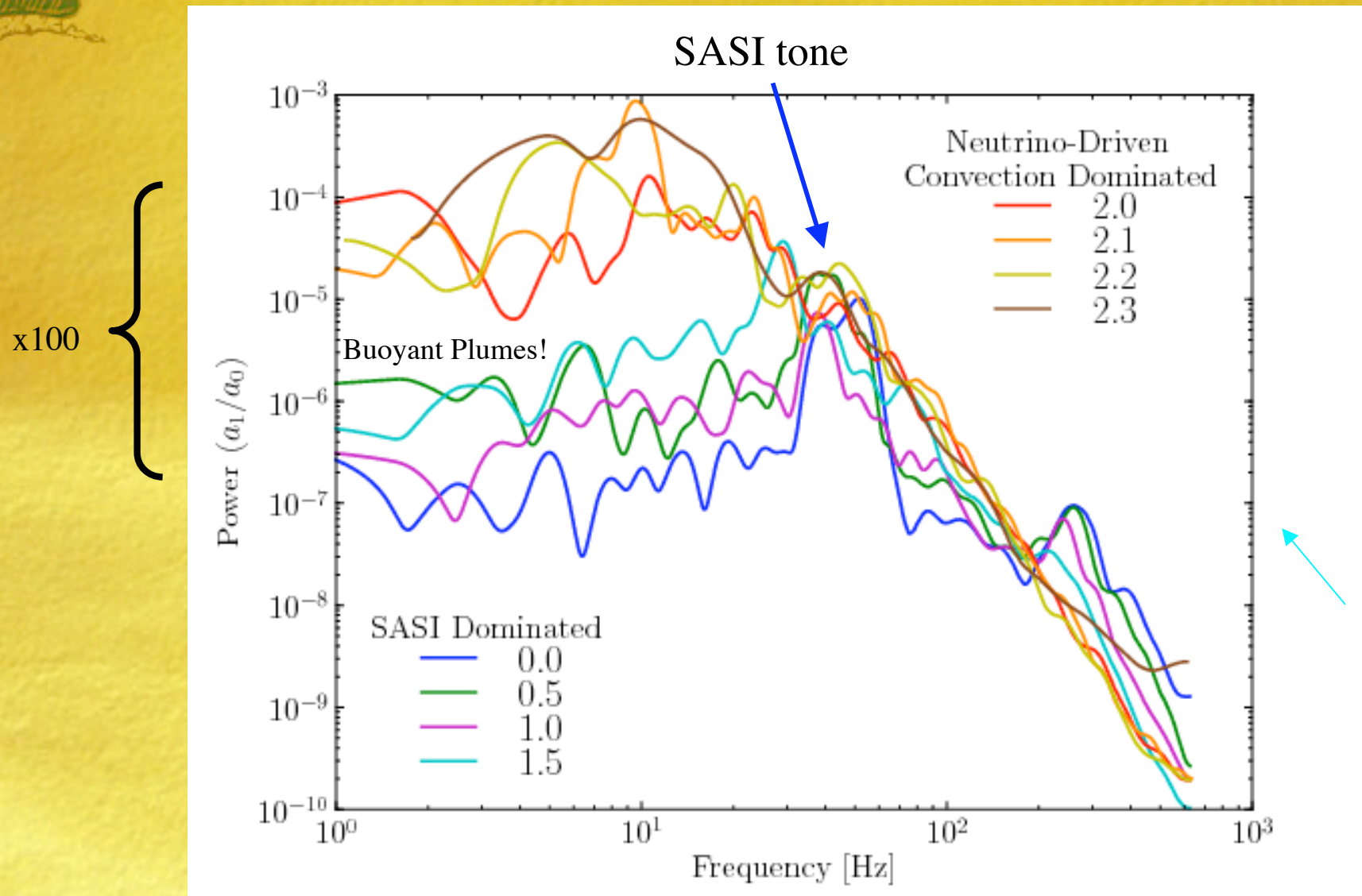
Time = -0.261 s after bounce

Dipolar Amplitudes versus Driving Luminosity



Burrows, et al. 2012; See also Couch & O'Connor 2013
SASI is subdominant for all neutrino-driven explosions

Shock Surface Power Spectrum versus Driving Luminosity



Neutrino-driven Buoyancy, not SASI (See also Fernandez et al. 2013)




**“When Neutrinos Drive the
Explosion, Neutrinos Drive
the Turbulence”**

**The “SASI” is Less Relevant
(or is Sub-Dominant) in
Neutrino-Driven Supernovae**


Confusing in 2D Buoyancy-Driven Convection with the SASI

- In 2D, convection (**inverse**) **cascades** to large scales and small spherical harmonic order (l)
- The SASI favors **small angular orders** l ($=1$ (dipolar), 2) \longrightarrow Confusion
- **Misled** by the notion that convection is a small-scale, large- l phenomenon, some said large-scale, small l , motions couldn't be convection - small $\Delta R/R$
- However, large $\Delta R/R$ convection favors small l , larger scales
- Computationally limited to 2D, the **wrong intuitions were developed**
- Nature is 3D - cascade is to small scales, but SASI is still large scale (as in 2D) - **not much in evidence in 3D**

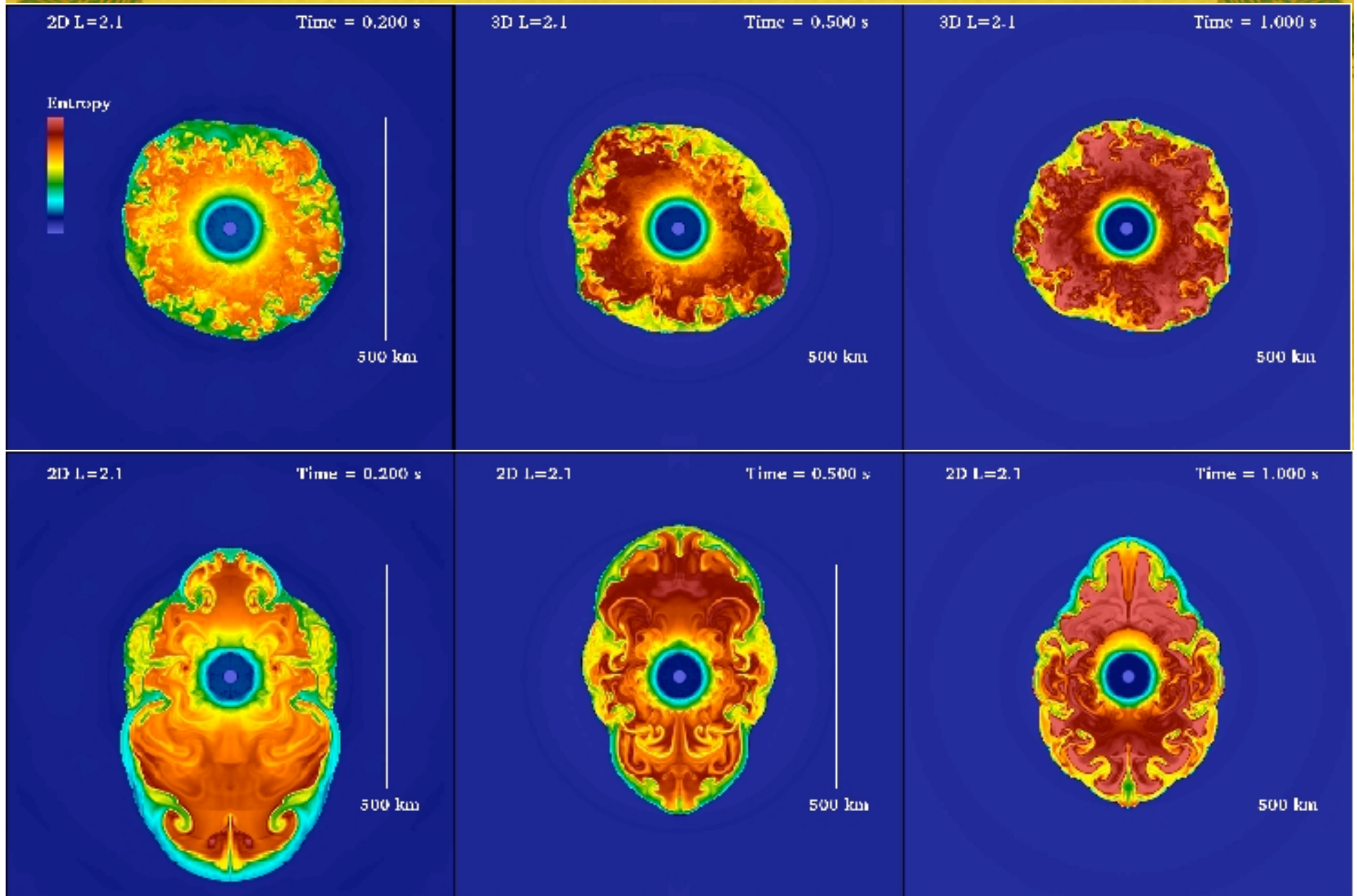


**Character of 3D Turbulence
Qualitatively Different than that
in 2D**

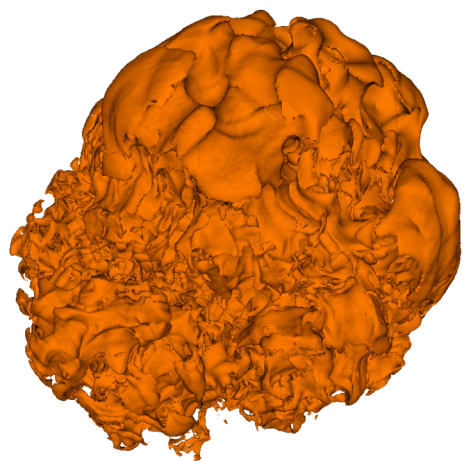
**Amplitudes of Dipolar
("Sloshing") Modes much
Smaller
in 3D**



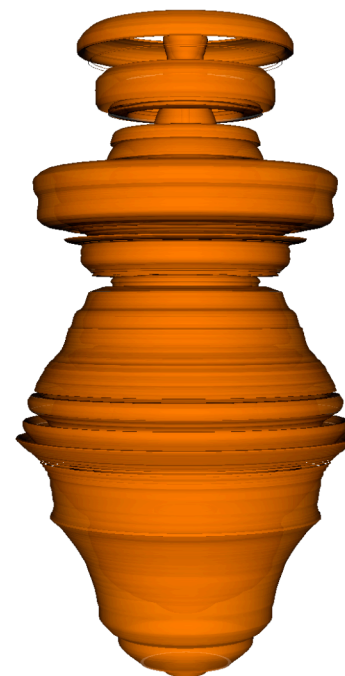
Comparison of 2D with 3D



3D

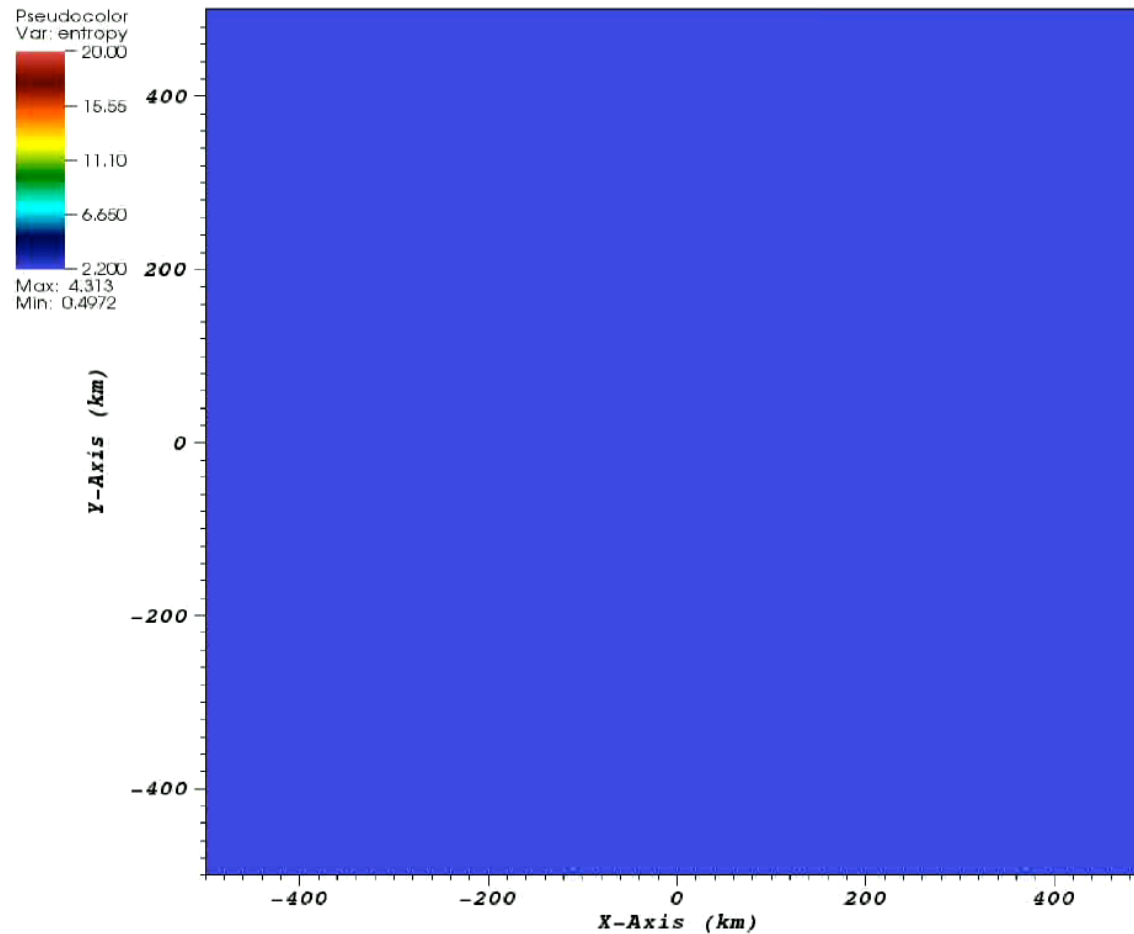


2D



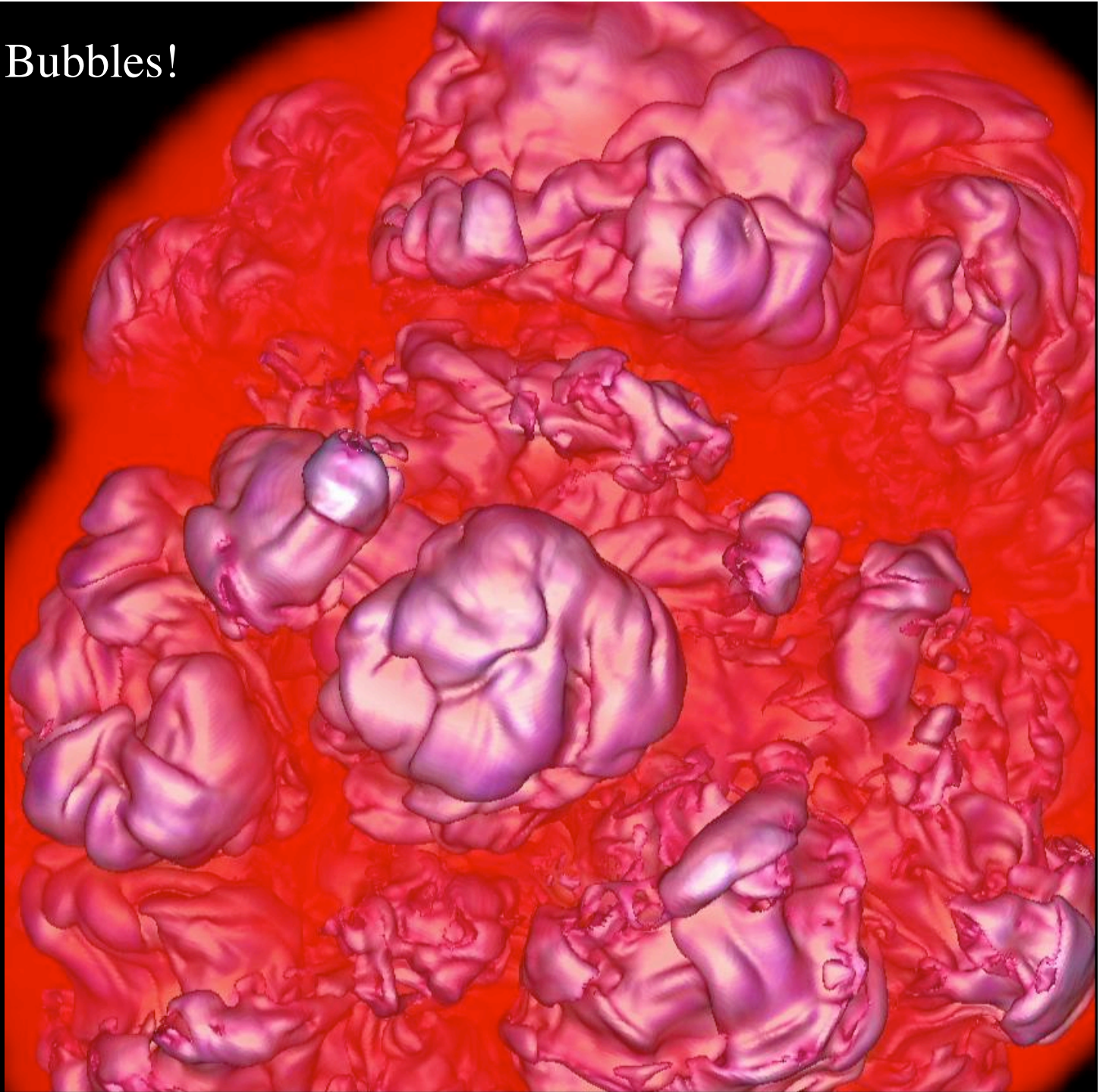
Couch 2012

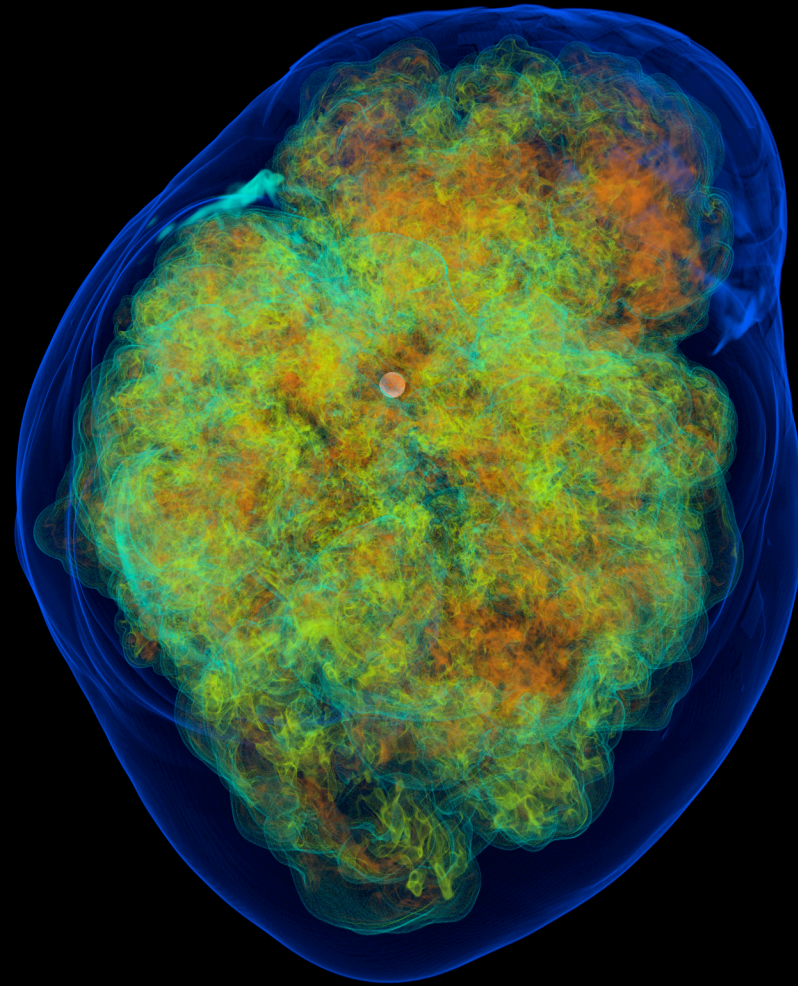
Character of 3D turbulence and Explosion Very Different from those in 2D




Time = -0.256 s after bounce

Buoyancy-driven Bubbles!



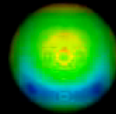




Bubble(s) lead (and lead to) Explosion

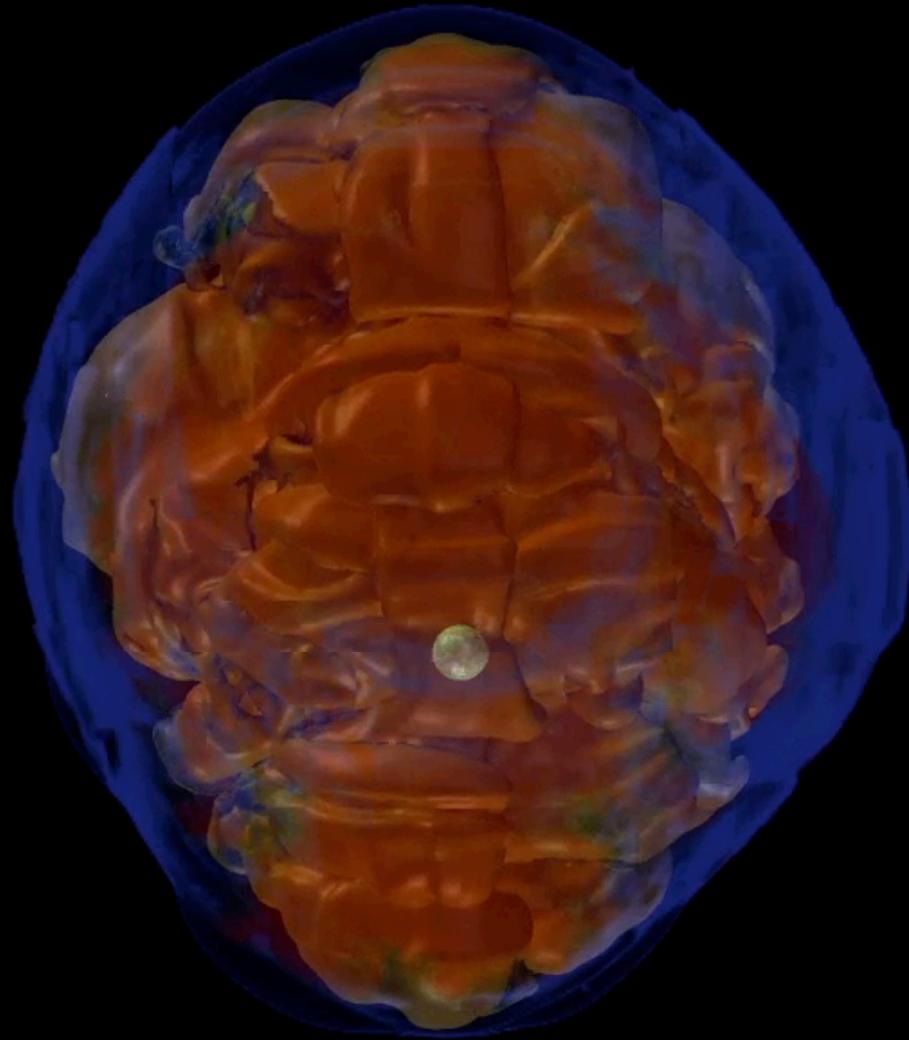
(Dolence et al. 2013)

200 km



$L=2.2$

Time after bounce = 0.0001 seconds



Time:0.601564

Dimensional Dependence of:


- 1) Dwell time in Gain region
- 2) Turbulent Pressures (!)
- 3) Cooling rate interior to Gain Radius
- 4) Unstable Mode order (l)
- 5) Delay to Explosion (!)



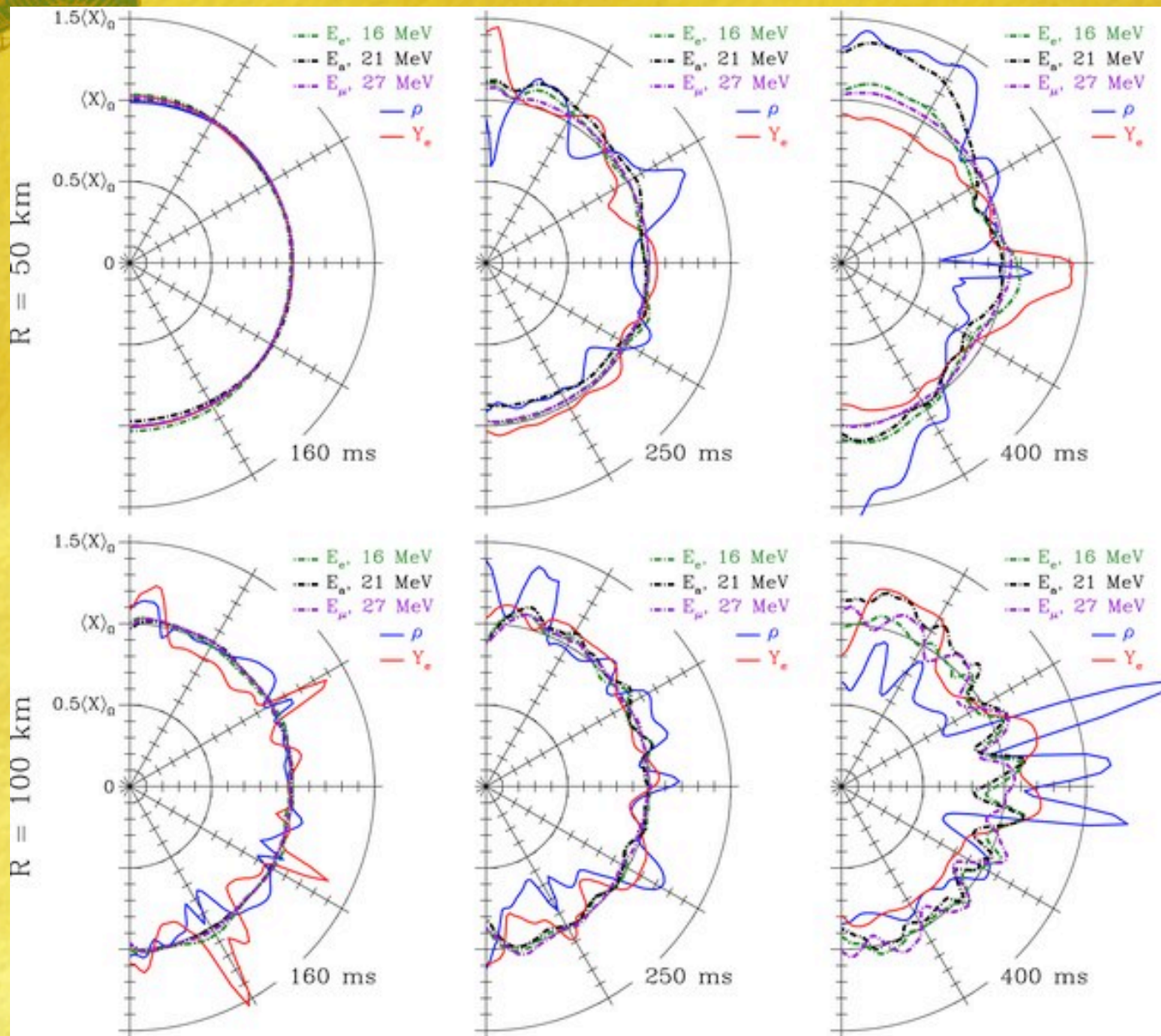
**Possible Problems with
“Ray-by-ray” Pseudo-
Transport**



Ray-by-ray May Exaggerate Angular and Temporal Variation in Neutrino Fluxes and Heating

- o In 2D, the artificial sloshing along the axis (identified by some with the SASI) might facilitate explosion
 - o “Ray-by-ray” heating rate correlates too strongly with axial motion
 - o Real Multi-D transport smoothes angular variation of matter sources
 - o Needs to be tested (but has not been)
- 


Brandt et al. 2011 - Multi-Angle, Multi-Group, 2D Transport



100 km


Time after bounce=-169.5 ms

2D (Castro): MGFLD with multi-D Transport (no ray-by-ray)



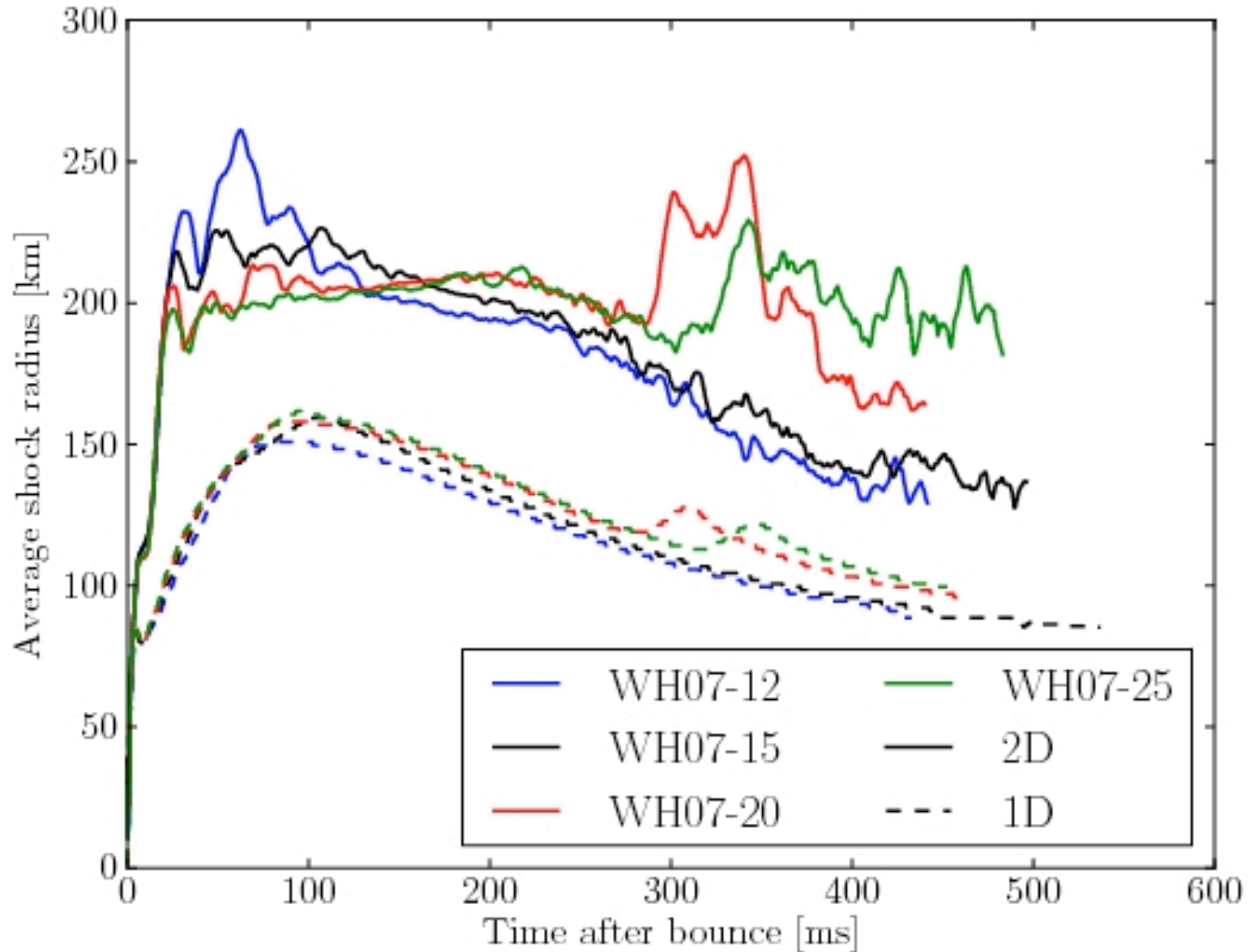
2D, 1D (CASTRO): MGFLD with multi-D
Transport (no ray-by-ray)

Burrows et al. 2013; Dolence et al. 2013



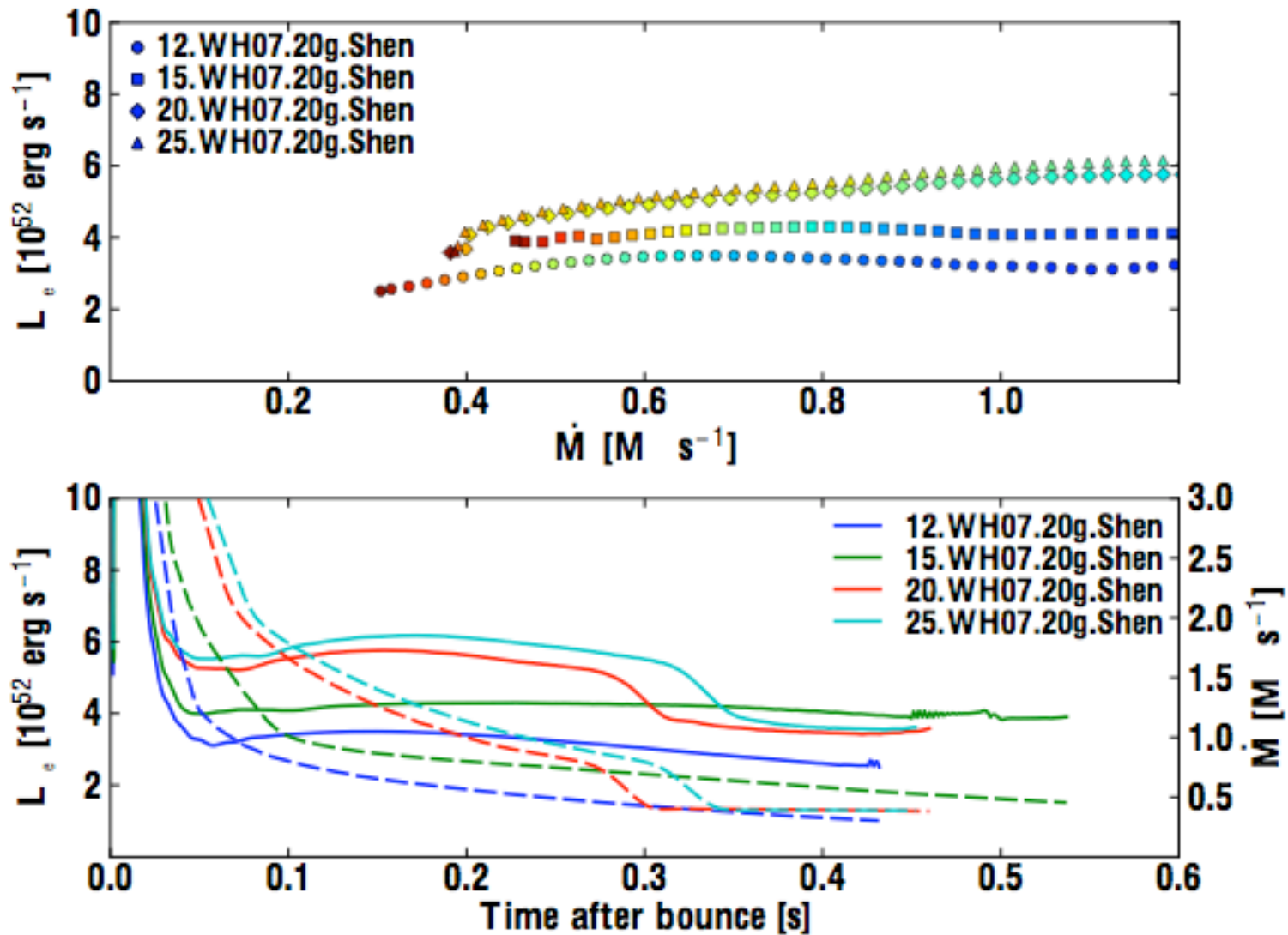
Shock Radii 1D-2D Comparison (Castro): MGFLD with multi-D Transport (no ray-by-ray)

Burrows et al. 2013; Dolence et al. 2013



Neutrino Luminosities - 1D (Castro): MGFLD Transport

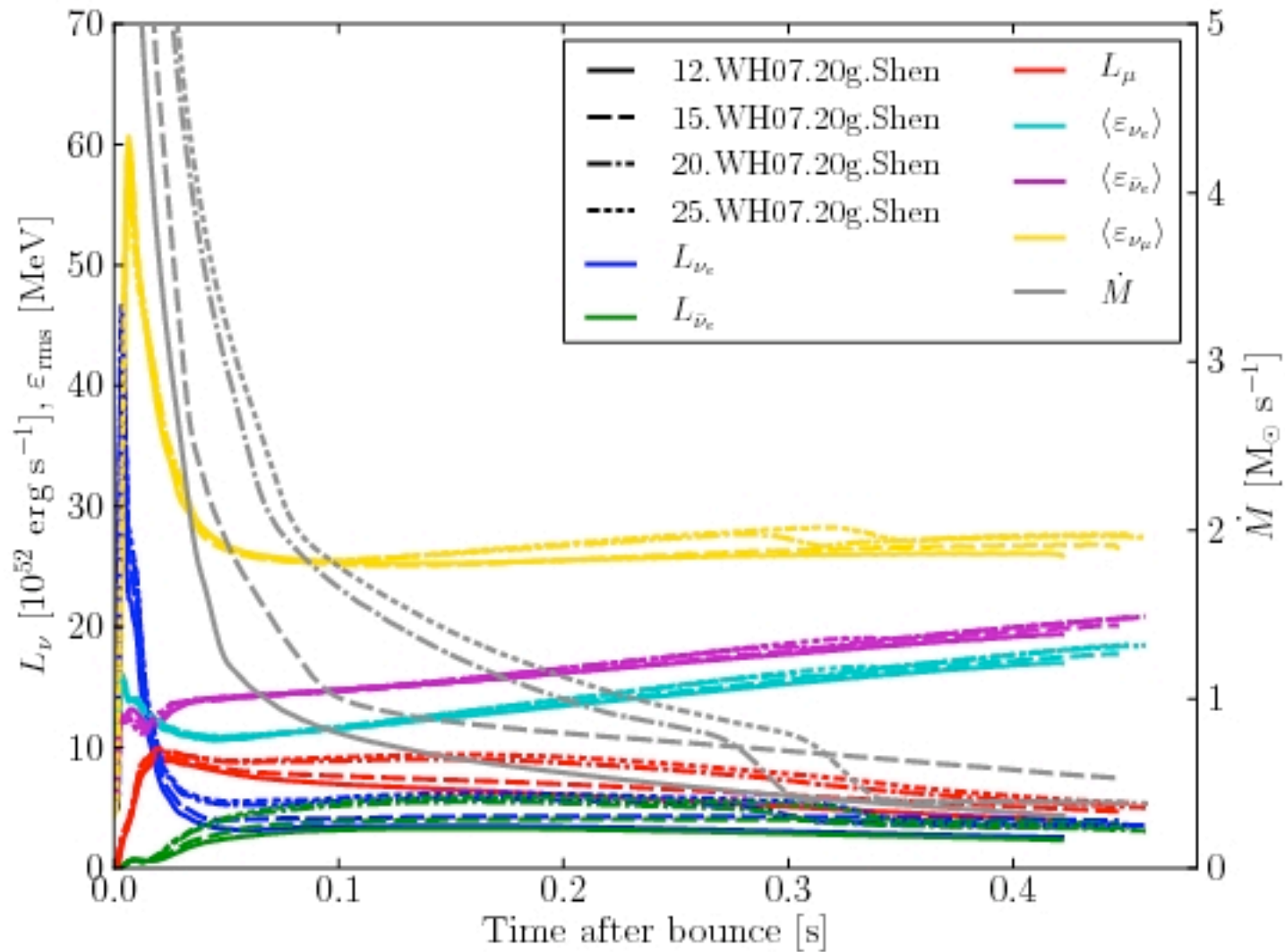
Burrows et al. 2013; Dolence et al. 2013



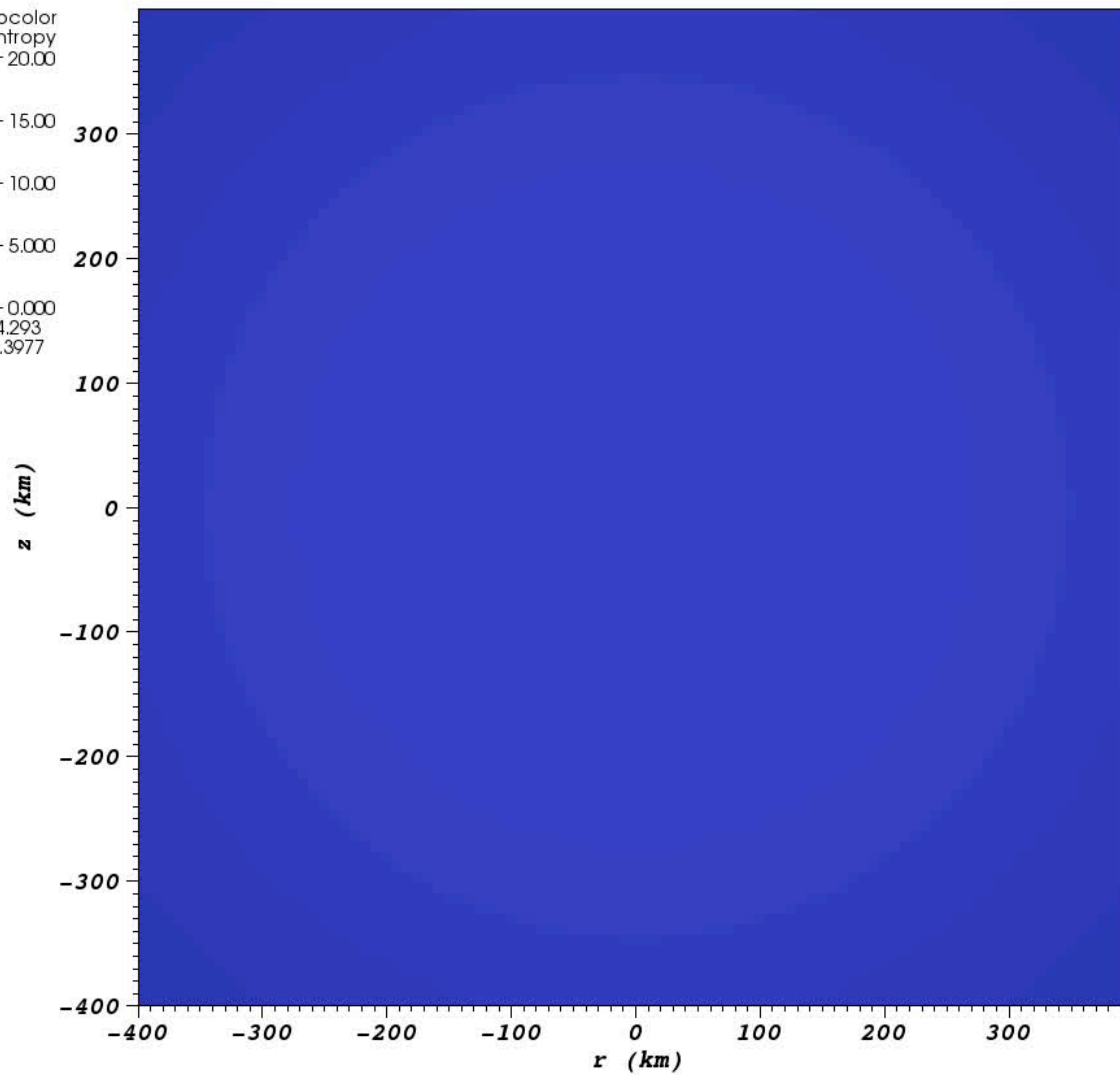
Neutrino Luminosities, Average Energies for 12, 15, 20, 25 Solar Mass Models

- 1D (Castro): MGFLD with Transport

Burrows et al. 2013; Dolence et al. 2013



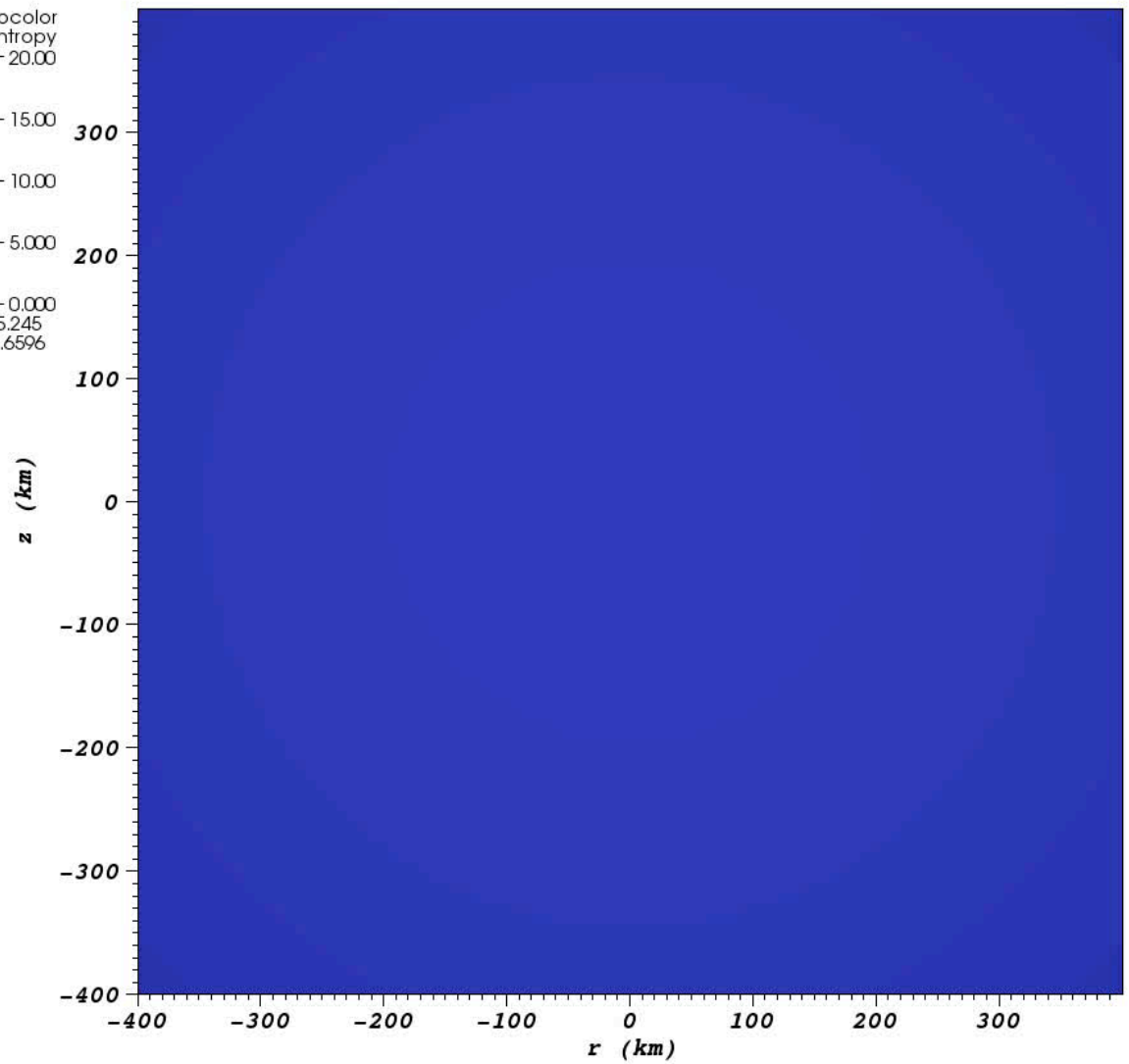
Pseudocolor
Var: entropy
20.00
15.00
10.00
5.000
0.000
Max: 4.293
Min: 0.3977



Time = -0.1390 s after bounce

12 solar mass (WH 2007) 2D (Castro): MGFLD with multi-D Transport

Pseudocolor
Var: entropy
20.00
15.00
10.00
5.000
0.000
Max: 5.245
Min: 0.6596



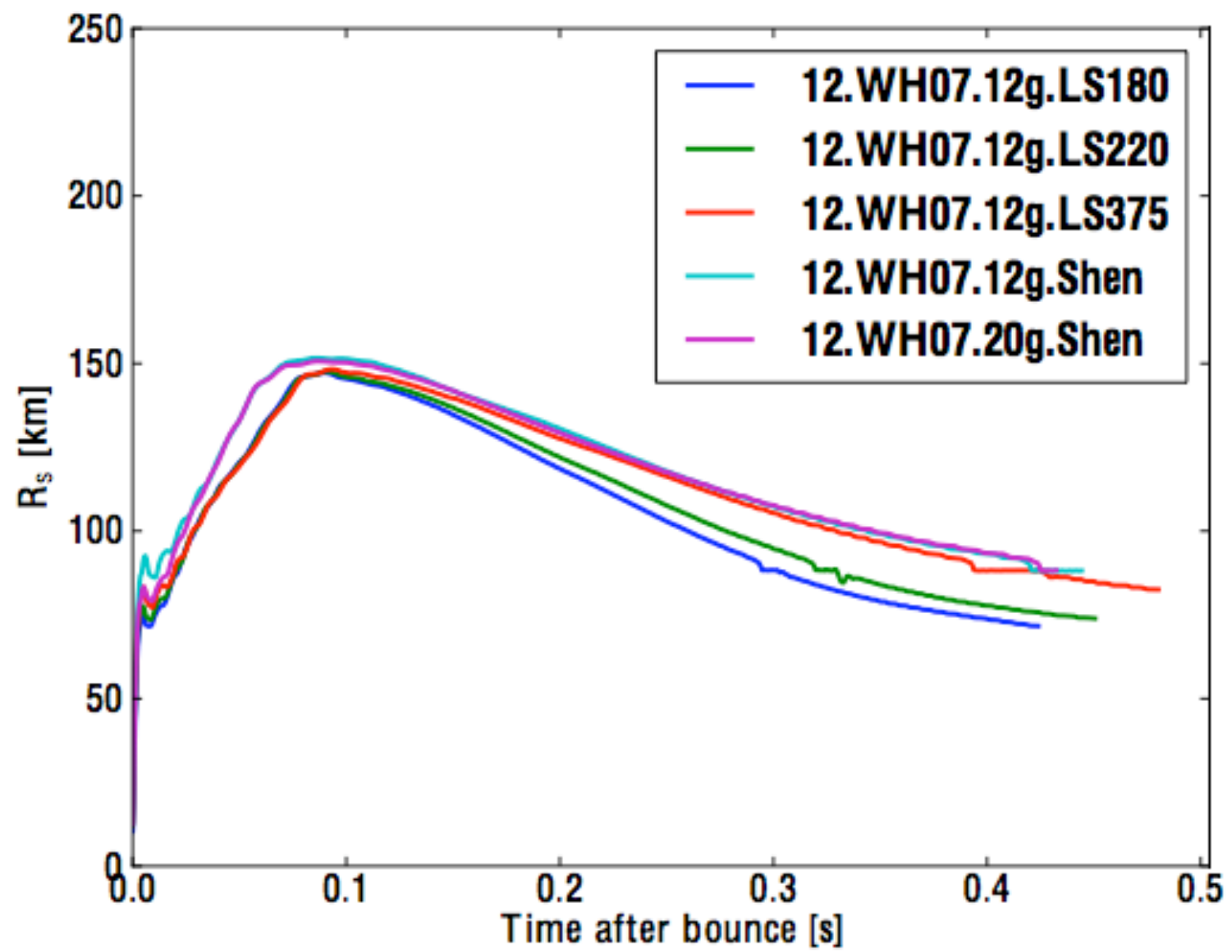
Time = -0.2325 s after bounce

25 solar mass (WH 2007) 2D (Castro): MGFLD with multi-D Transport

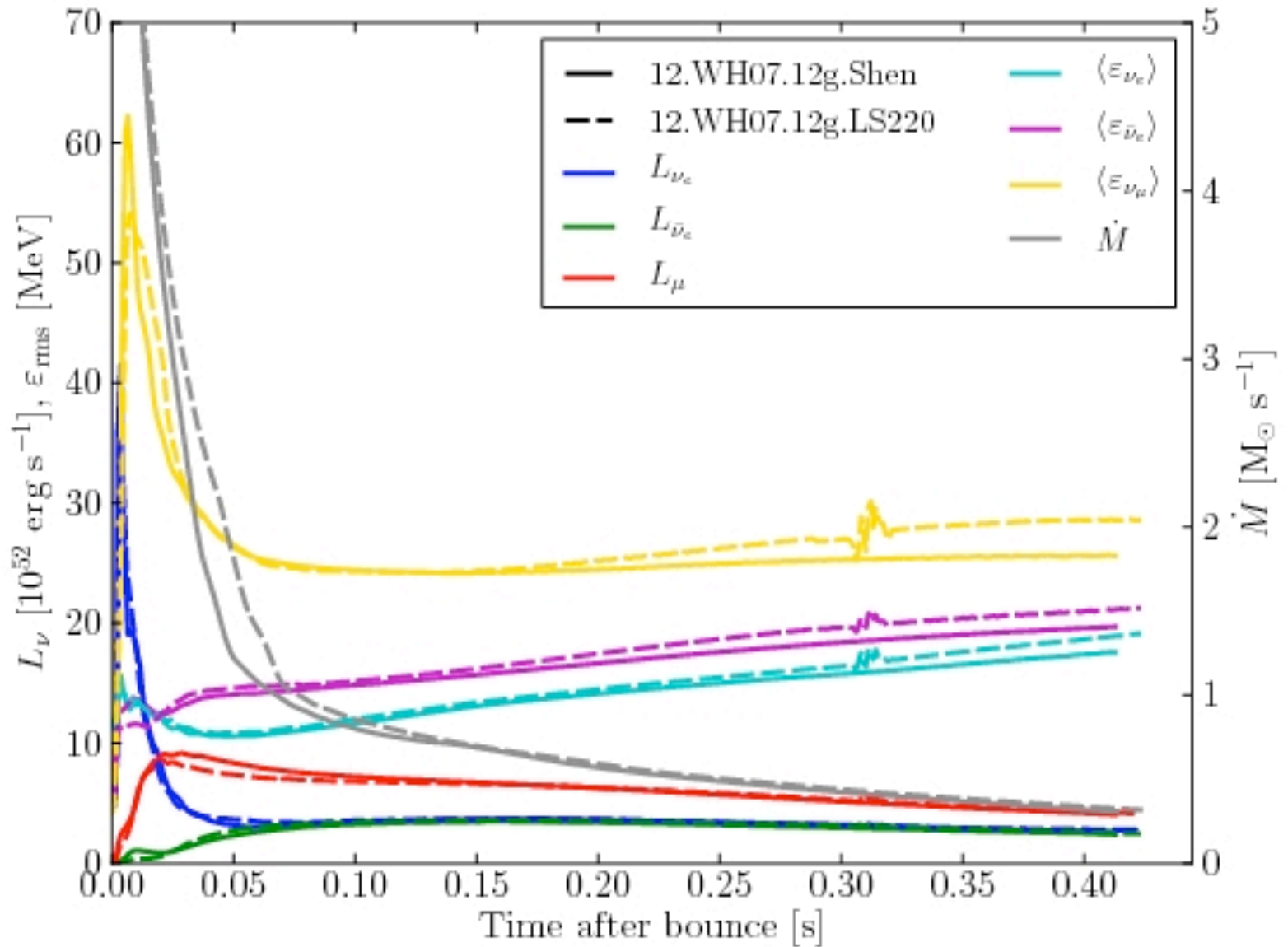


Different EOSs

Different Equations of State: 1D Examples



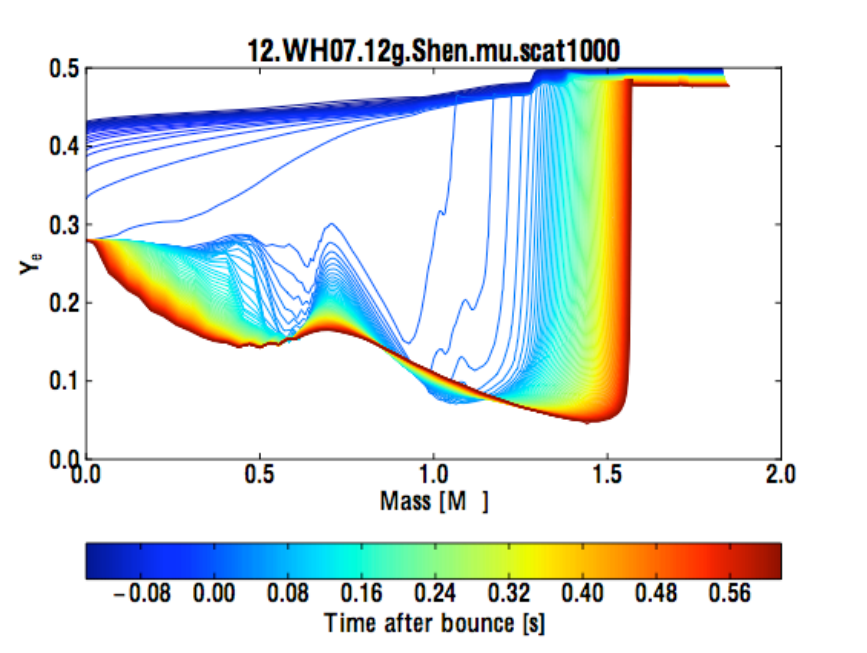
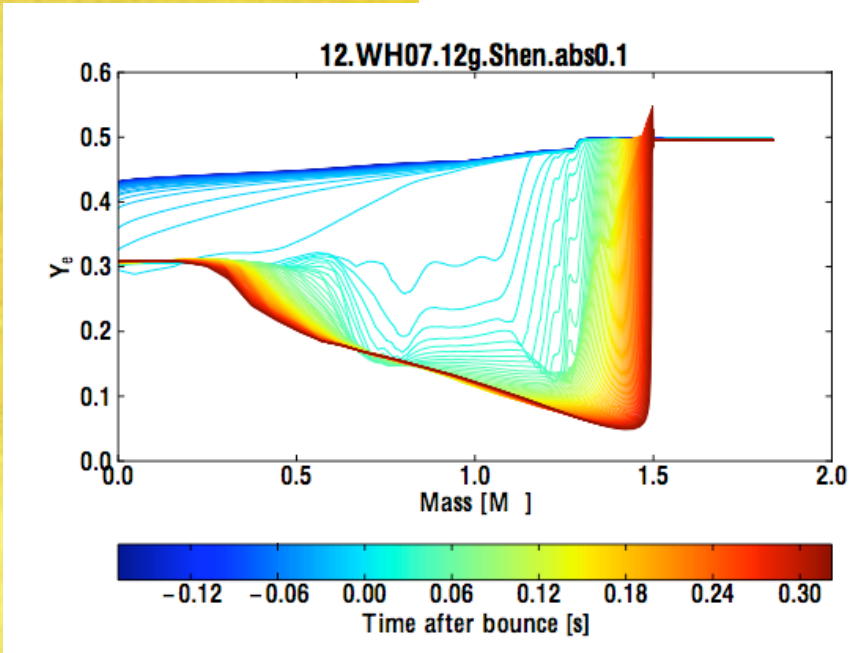
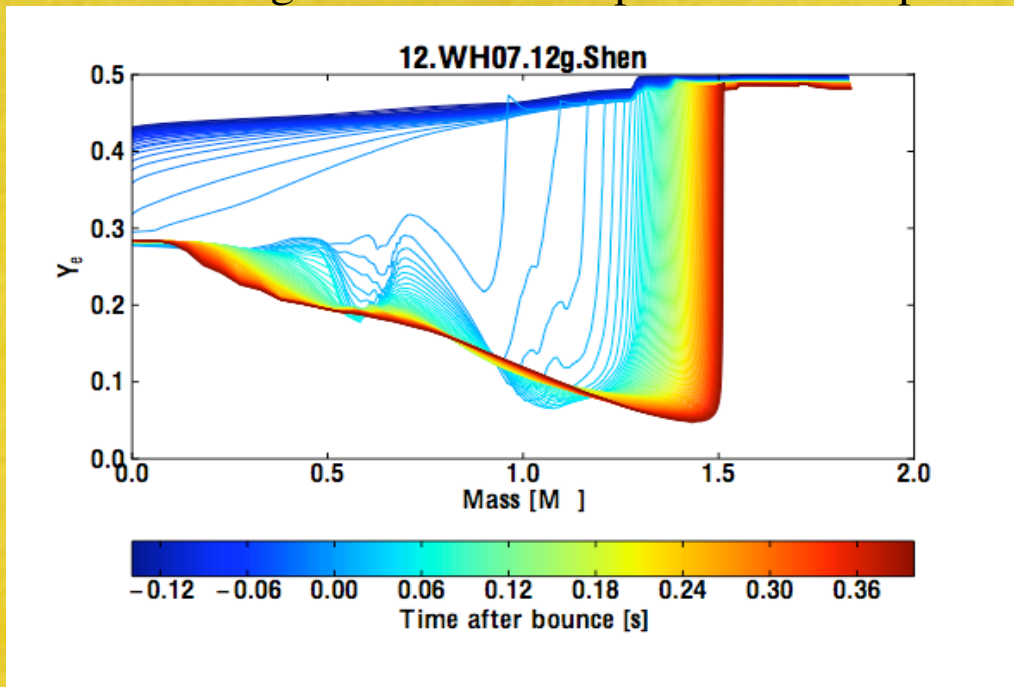
Shen versus LS 220: 1D Example



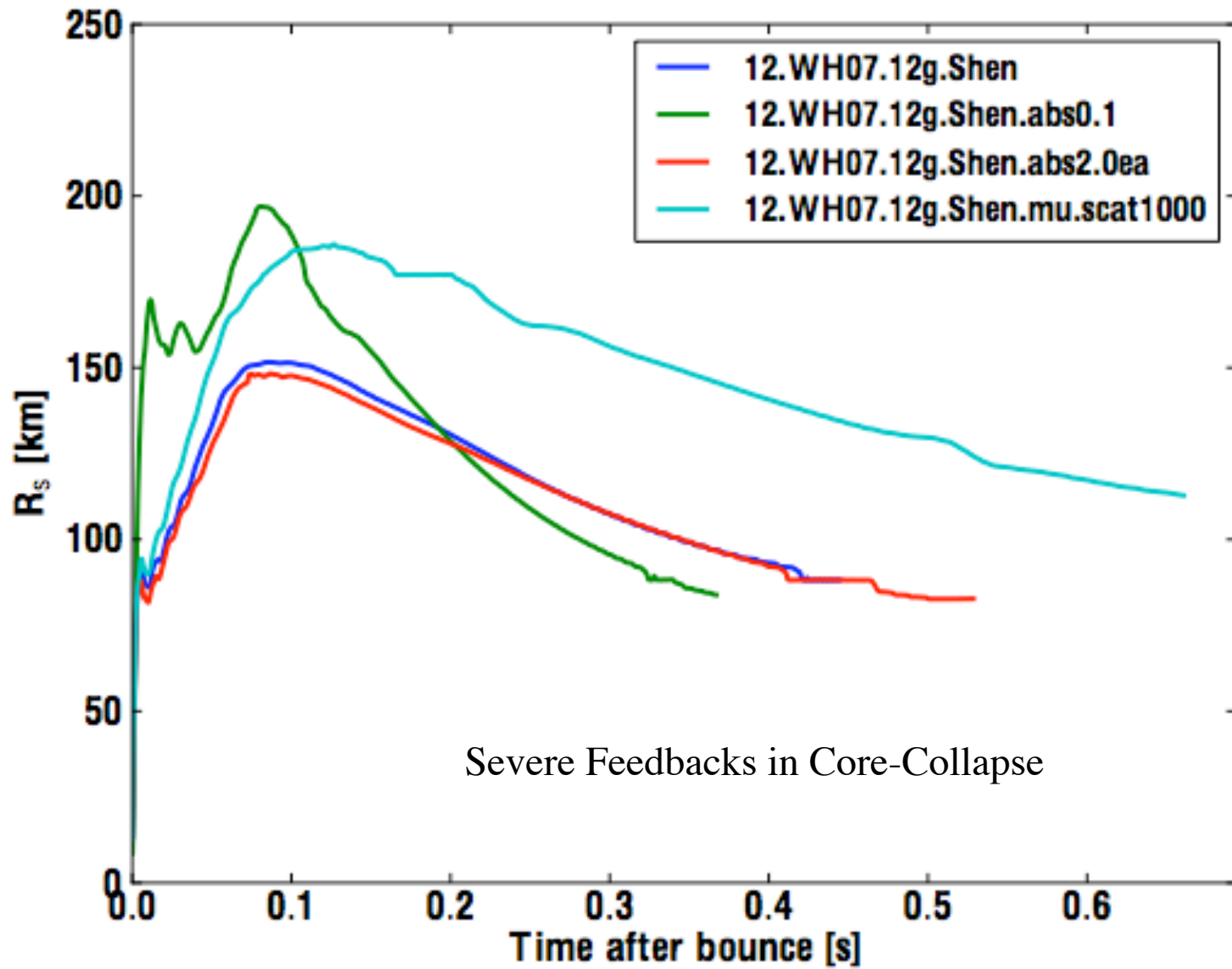


The Effects of Drastic Changes in Neutrino
Opacities - **FEEDBACKS**

Gross Changes in Neutrino Opacities: Examples



Drastic Changes in Neutrino Opacities: 1D Examples

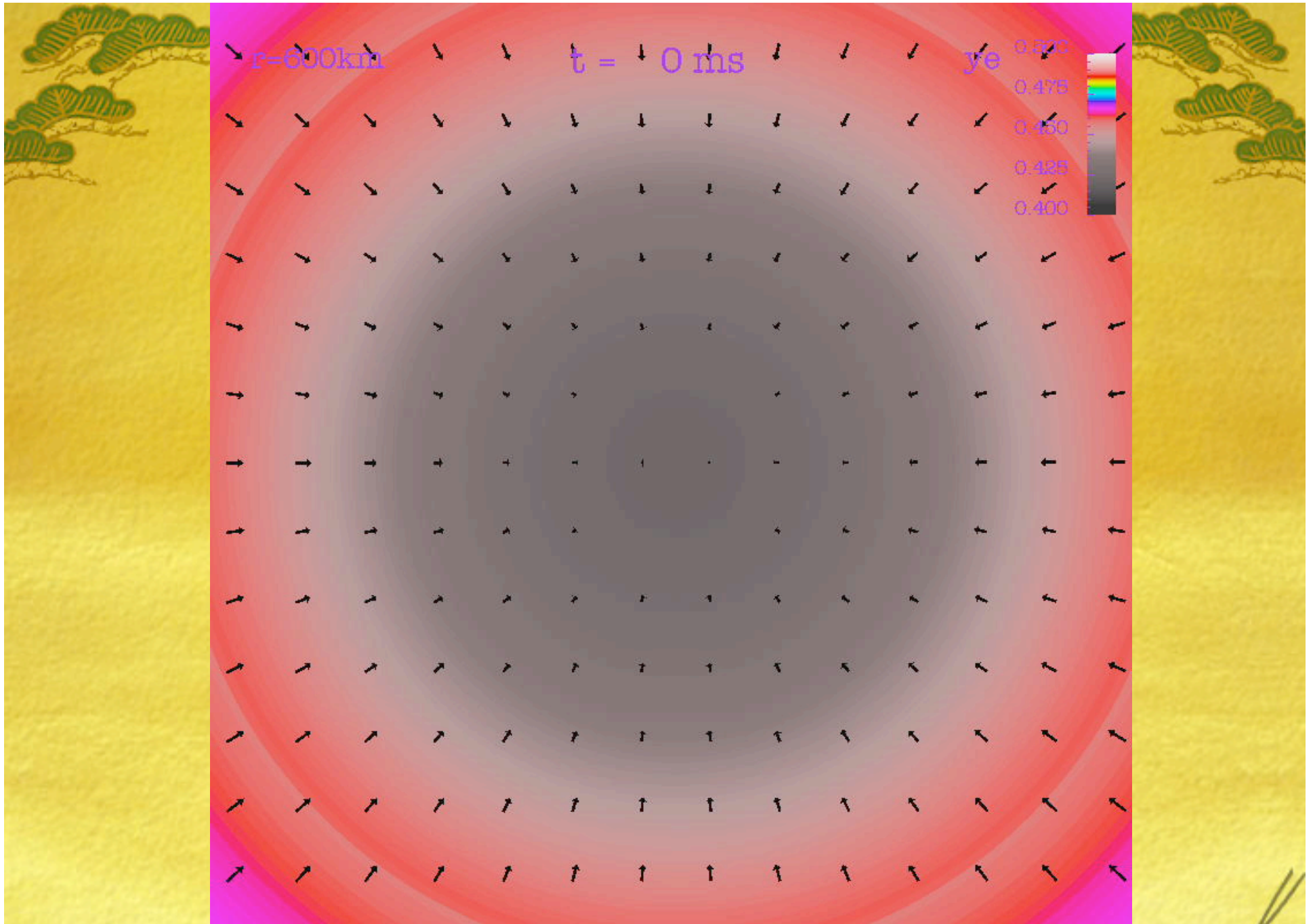




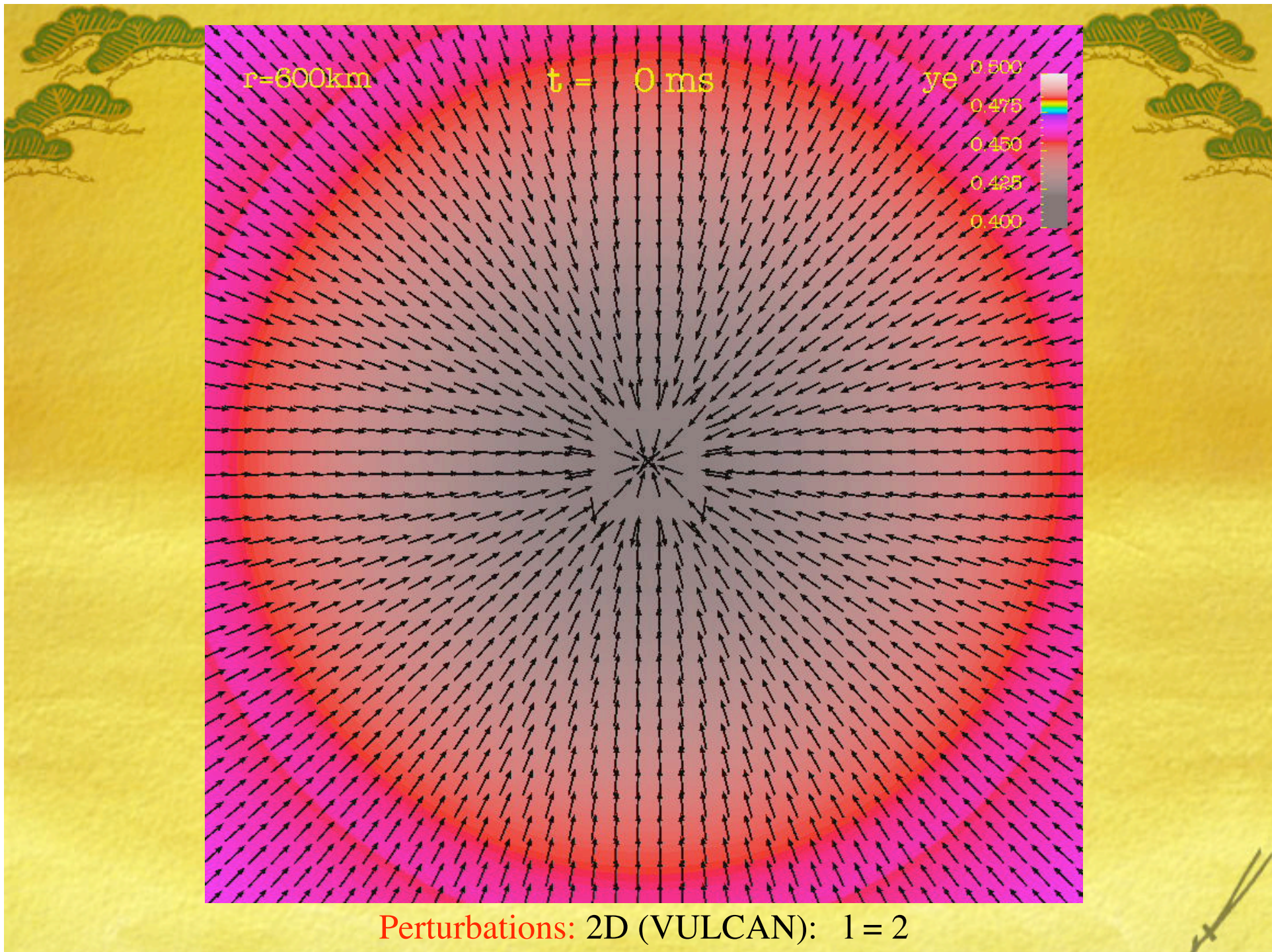
Pre-Collapse Perturbations

See also Couch & Ott 2013

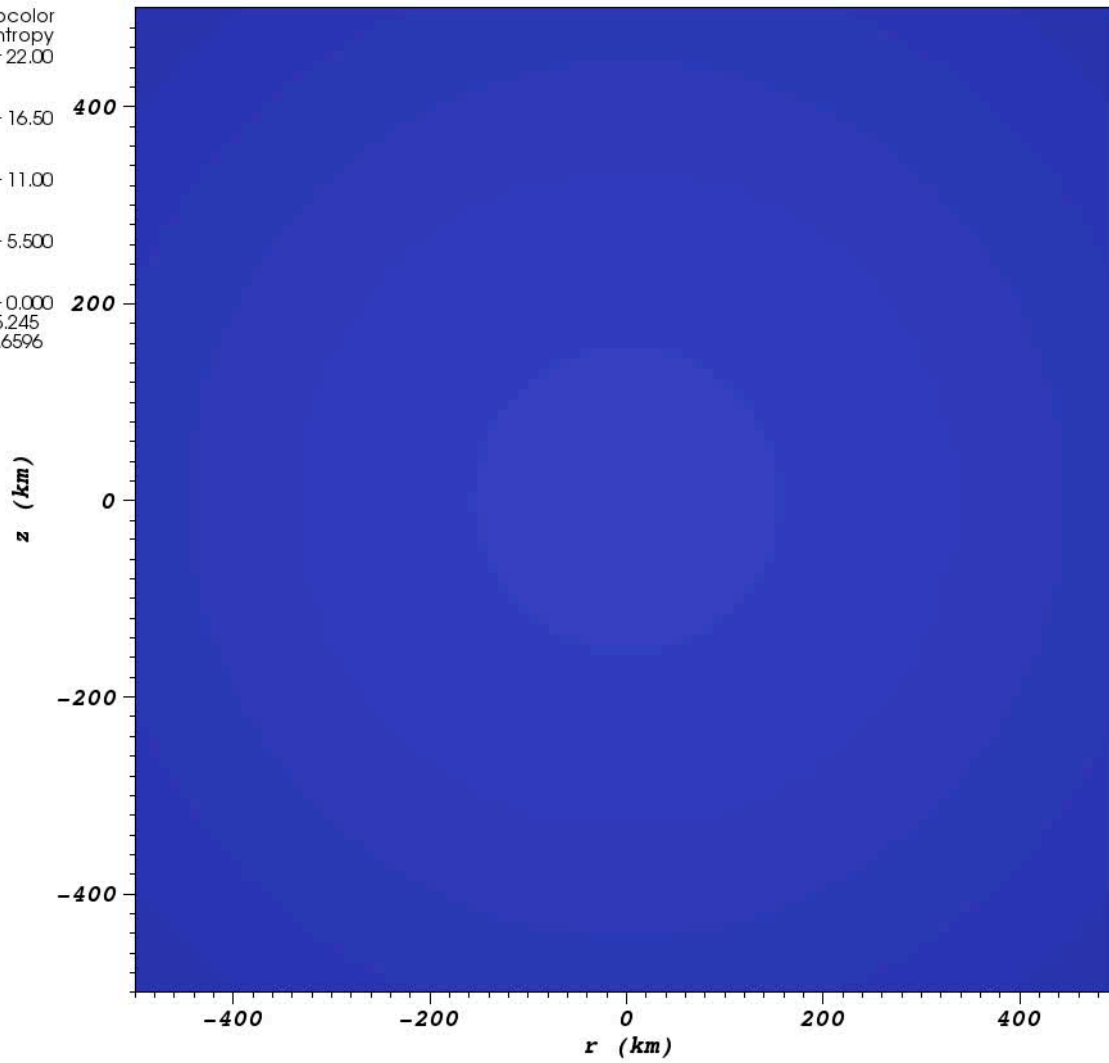




Perturbations: 2D (VULCAN) - Spikes - 2008 tests



Pseudocolor
Var: entropy
22.00
16.50
11.00
5.500
0.000
Max: 5.245
Min: 0.6596



Time = -0.2325 s after bounce

25 solar mass (WH 2007) 2D (Castro): MGFLD with multi-D Transport, with Shelf (!)

Core-Collapse Theory: A Status Summary

- “SASI” is not a mechanism
- Neutrino-driven convection > SASI (when object explodes to yield SN)
- “Ray-by-ray” may be problematic
- 3D different from 2D
- Multi-D is Key Enabler of explosion for (almost) all viable mechanisms
- Progenitor structure crucial (initial perturbations? -Density shelves?)
- Whatever increases the steady-state post-bounce shock radius large is conducive to explosion
- Critical condition
- Input physics feedbacks can be severe - details?
- Neutrino Mechanism marginal/ambiguous in 2D; Need to go to 3D, but default 3D not exploding (Hanke et al. 2013)!
- Rotation!!
- Is something missing?