Neutrinos from explosive astrophysical objects

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Supernovae are stellar deaths

Remarks on Super-Novae and Cosmic Rays

5. The super-nova process

We have tentatively suggested that the super-nova process represents the transition of an ordinary star into a neutron star. If neutrons are produced on the surface of an ordinary star they will "rain" down towards the center if we assume that the light pressure on neutrons is practically zero. This view explains the speed of the star's transformation into a neutron star. We are fully aware that our suggestion carries with it grave implications regarding the ordinary views about the constitution of stars and therefore will require further careful studies.

> W. BAADE F. Zwicky

Mt. Wilson Observatory and

California Institute of Technology, Pasadena. May 28, 1934.

Baade & Zwicky 1934

Asupernova



(c)ASAS-SN project

Key observables characterizing supernovae

 10^{51} erg = 10^{44} J = $6.2x10^{53}$ GeV M_{\odot} (solar mass) = $2.0x10^{30}$ kg = $1.1x10^{57}$ GeV/c²

- * Explosion energy: ~10⁵¹ erg
- ★ Ejecta mass: ~M_☉
- * Ni mass: ~0.1M_☉
- * Neutron star mass: $\sim 1 2 M_{\odot}$

measured by fitting SN light curves (i.e. time evolution of brightness)

> measured by binary systems

final goal of first-principle (ab initio) simulations

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Current paradigm: neutrino-heating mechanism



- * A CCSN emits O(10⁵⁸) of neutrinos with O(10) MeV.
- * Neutrinos transfer energy
 - Most of them are just escaping from the system (cooling)
 - Part of them are absorbed in outer layer (heating)
- * Heating overwhelms cooling in heating (gain) region

Physical ingredients

ALL known interactions are involving and playing important roles



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What do simulations solve?



 ρ : density, *v*: velocity, *P*: pressure, Φ : grav. potential, *e*^{*}: total energy, *Y*_e: elect. frac., *Q*: neutrino terms

f: neut. dist. func, μ : cos θ , *E*: neut. energy, *j*: emissivity, χ : absorptivity, *R*: scatt. kernel



1D SN simulations fail to explode



By including all available physics to simulations, we concluded that the explosion cannot be obtained in 1D!

(There are a few exceptions; $8.8M_{\odot}$, $9.6M_{\odot}$)



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Neutrino-driven explosion in multi-D simulation

We now have exploding models driven by neutrino heating with 2D/3D simulations





- The neutrino heating rate is greatly amplified by multi-D hydrodynamic effects
 - convection
 - standing-accretion shock instability



Dimensionality and neutrino transfer



Only the simulations here can judge the neutrino-driven explosion

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3D simulation with spectral neutrino transfer

[Takiwaki, Kotake, & Suwa, ApJ, 749, 98 (2012); ApJ, 786, 83 (2014); MNRAS, 461, L112 (2016)]



*M_{ZAMS}=11.2 M*_☉ 384(r)x128(θ)x256(φ)x20(E_ν)







XT4

T2K-Tsukuba

K computer

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Note: there are problems

- Explosion energy of simulations (O(10⁴⁹⁻⁵⁰) erg) is much smaller than observational values (O(10⁵¹) erg)
- * Results from different groups are contradictory
- We need still more efforts to understand supernova mechanism



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Possible solution: extension of neutrino transfer eq.

L[f] = C[f]

Liouville operator

(number conservation in phase space)

Collision operator (particle interactions)

* Relativistic correction

Collision operator used in simulations is truncated up to O(v/c) and higher order terms are not taken into account, which may change neutrino spectrum and heating rate.

* Quantum correction

Liouville operator is based on classical particle picture. Quantum effects would introduce additional terms. Related to neutrino oscillation and chiral anomaly.



- * Neutrinos play essential roles in supernova explosions
- None of modern simulations have obtained realistic explosions so far
- * We might be missing something important
- * Two possibilities in neutrino transfer equation
 - relativistic correction
 - quantum correction