

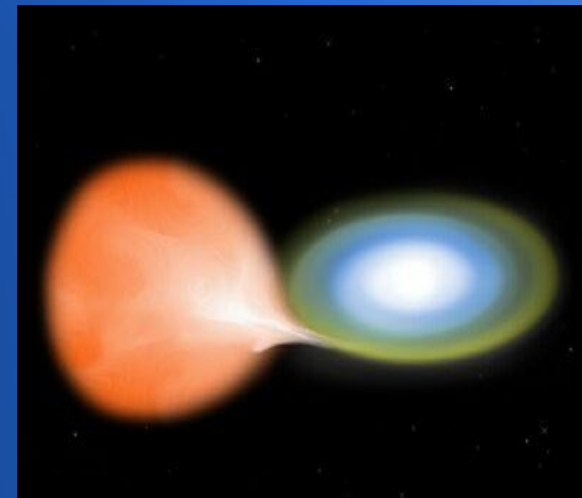
Numerical Simulations of Type Ia Supernova Explosion

Haitao Ma (UCSC)

Collaborator: *Stan Woosley* (UCSC)

Ann Almgren (LBNL)

John Bell (LBNL)



CASTRO

- ◆ Compressible hydrodynamics code
- ◆ Eulerian grids with AMR
- ◆ Unsplit Godunov Scheme
- ◆ Subcycling in time advance
- ◆ Parallel code with good scaling up to more than 10,000 processors
- ◆ Solve radiation transfer

Explosion Mechanism and Numerical Setup

Explosion Models:

Shock-driven Detonation

Subsonic Deflagration

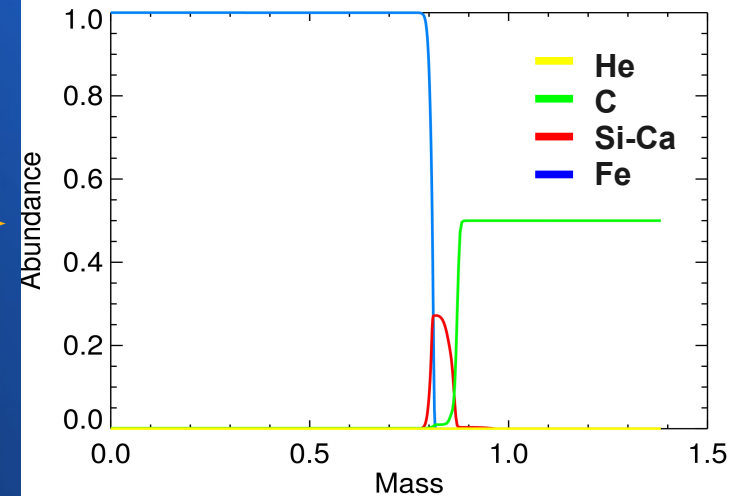
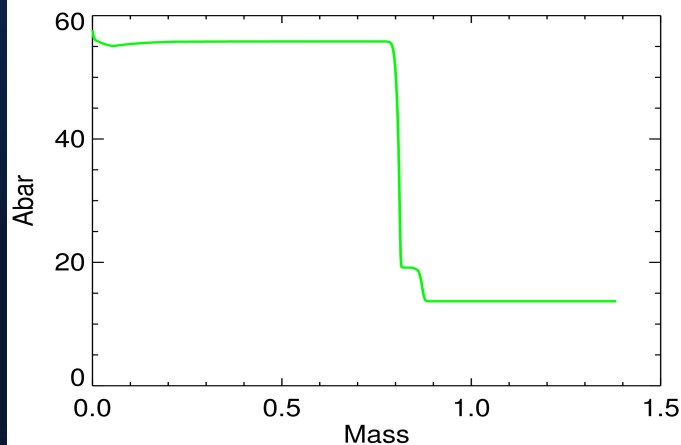
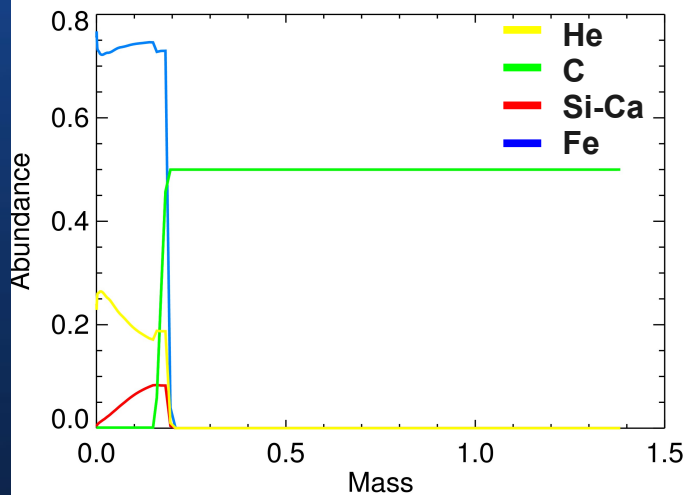
Deflagration-Detonation Transition (DDT)

Numerical Setup:

- Initial composition 50% C 50% O
- Products depend on fuel density, and NSE is considered
- 10 species carried in the calculation
- Nuclear burning times scale = Thermal diffusion time scale
- Compute gravity as one-dimensional integral
- Make ignition pattern assumptions

1D Sharp-Wheeler Model

$$V = 0.1 \text{ g A t}$$



Total Burned Mass : 0.86 solar mass

Produced Iron : 0.81 solar mass

Intermediate elements : 0.03 solar mass

Final kinetic energy : $8.9 \cdot 10^{50}$ ergs

3D Models

- Different Ignition Pattern

 - Central ignited

 - Off-Center ignited

- Different pre-defined laminar flame speed

 - $v = 50 \text{ km/s}, 100 \text{ km/s}, 200 \text{ km/s}$

3D Flame Propagation

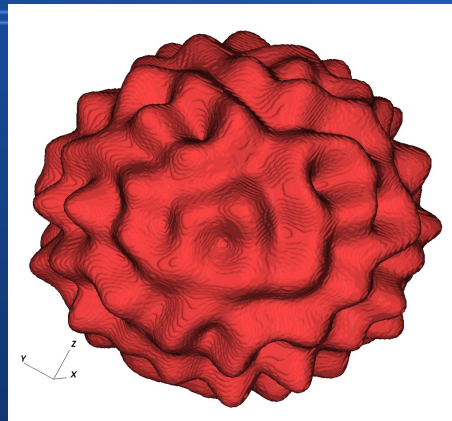
Central ignited

Flame Speed = 100 km/s.

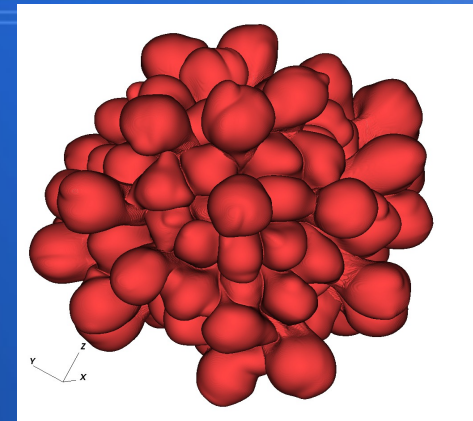
Initialize inner 100 km as hot ashes with perturbed surface.

4 levels of refinement, and finest cell size is 1 km.

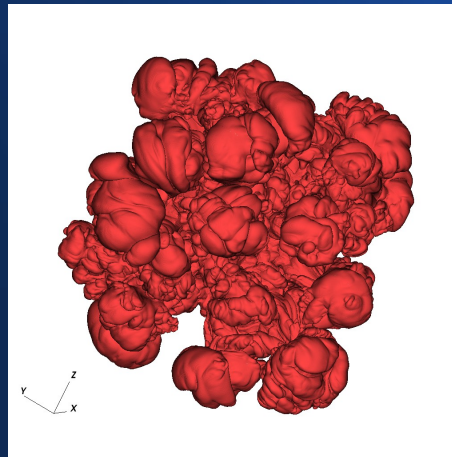
~ 1 Million CPU hours so far, mostly run on 8192 processors.



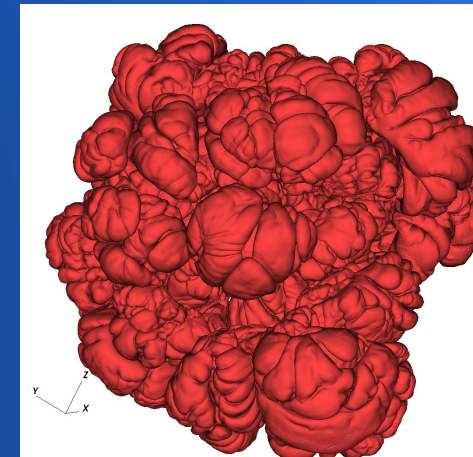
0 s



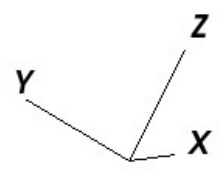
0.32 s

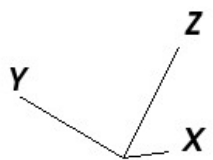
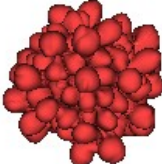


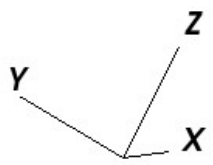
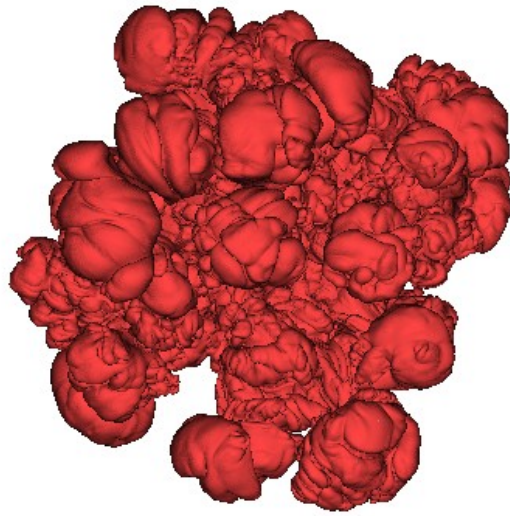
0.63 s

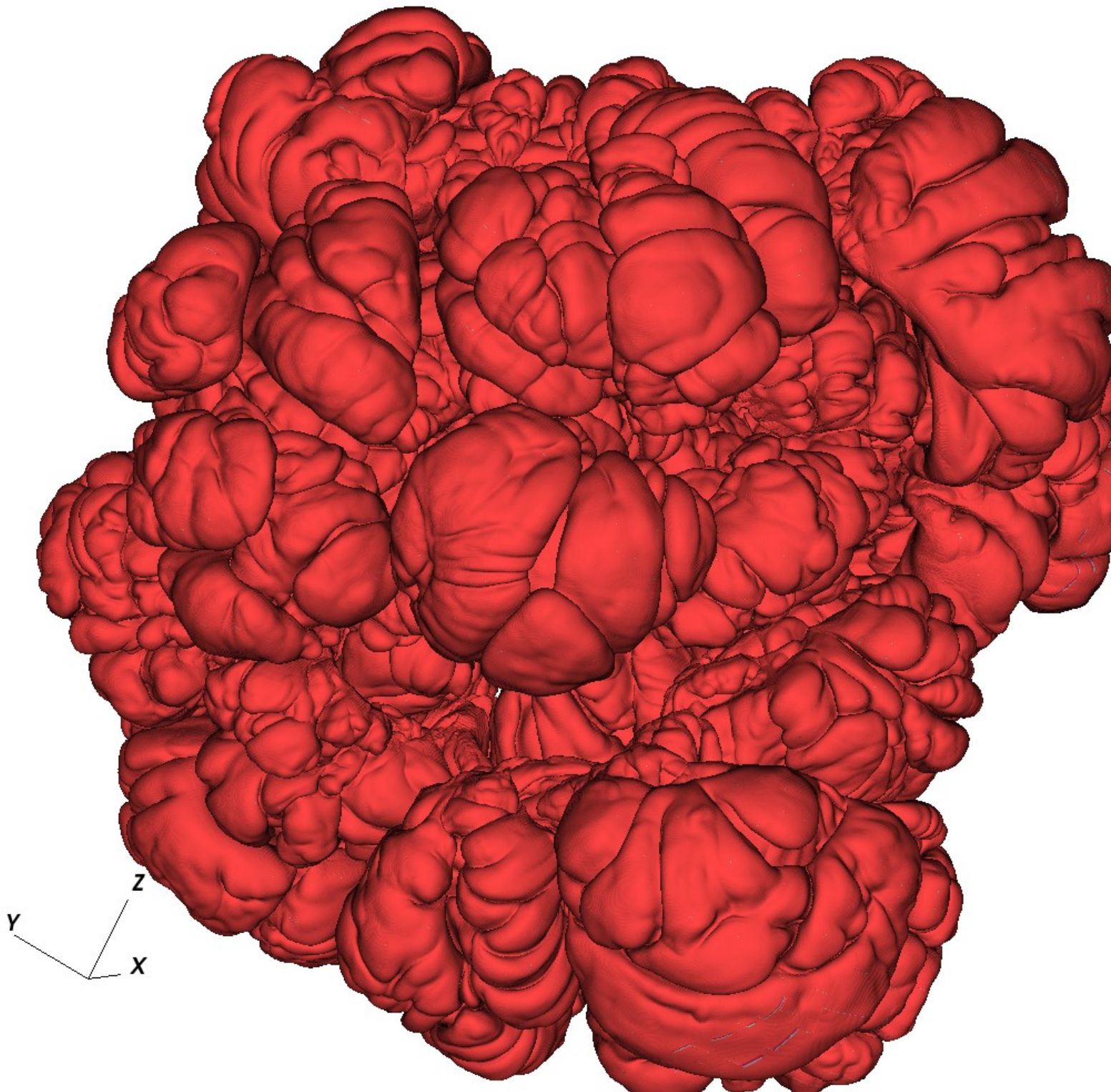


0.93 s







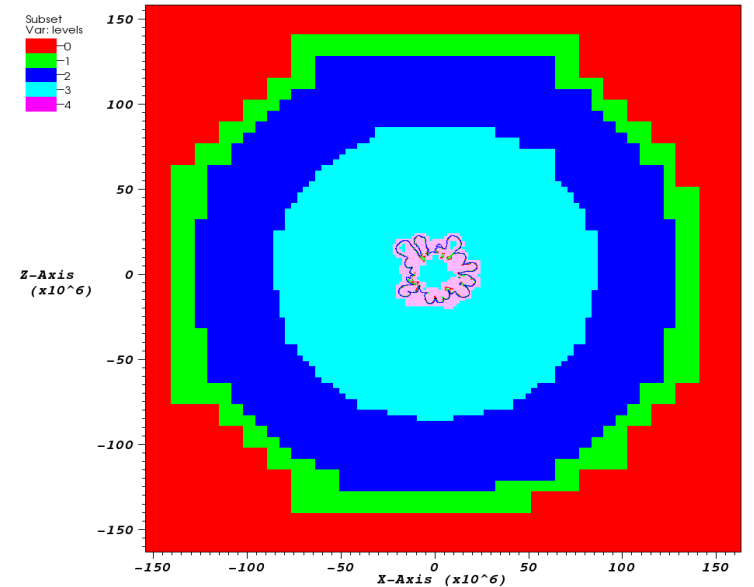


AMR Criteria :

Flame always has the finest cells

Density is the other criterion

Drop resolution as star expands.



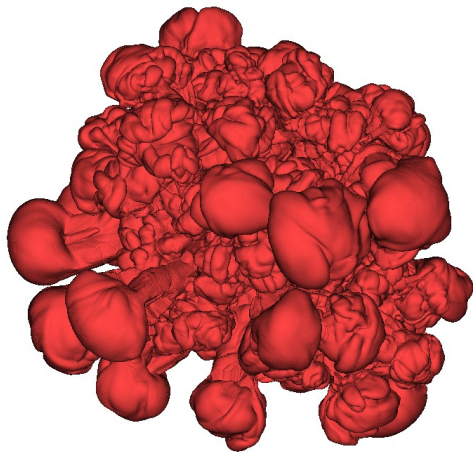
So far (at star time ~ 1 s),

0.53 solar mass iron group elements are produced .

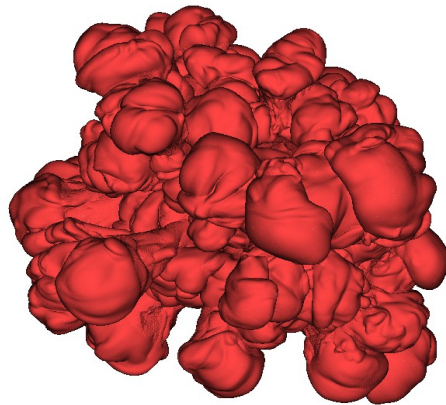
0.03 solar mass intermediate elements are produced.

At different flame speeds

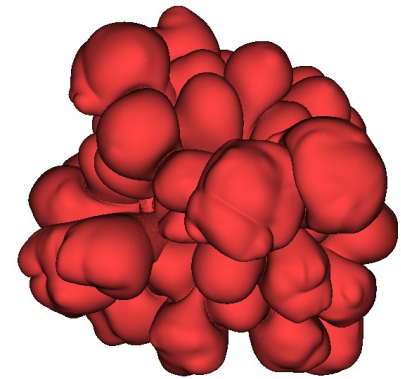
$t \sim 0.5 \text{ s,}$



50 km/s



100 km/s

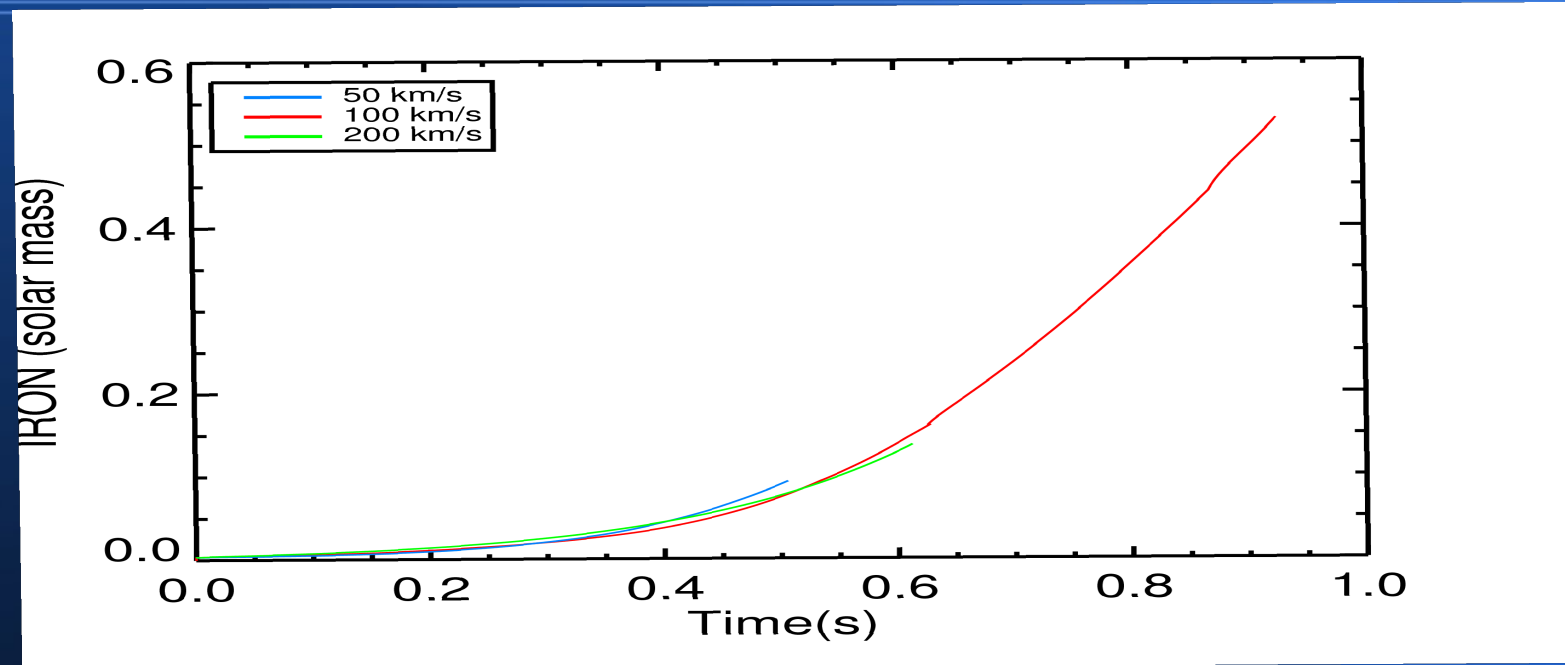


200 km/s

higher flame speed --> larger fire polishing length → less structure

Any perturbation in the flame surface below fire polishing length will be polished out by burning.

Iron Production



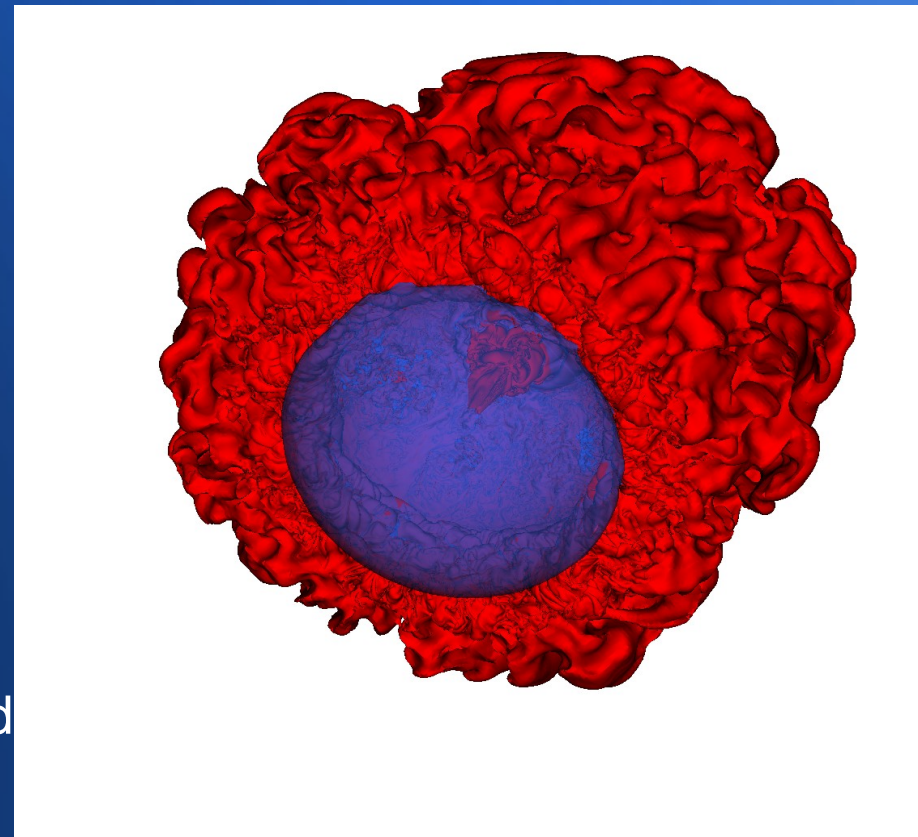
- Probably this run can only give a faint type Ia.
- A converged answer at different flame speeds?

2D & 3D Flame Propagation

Off-center ignited

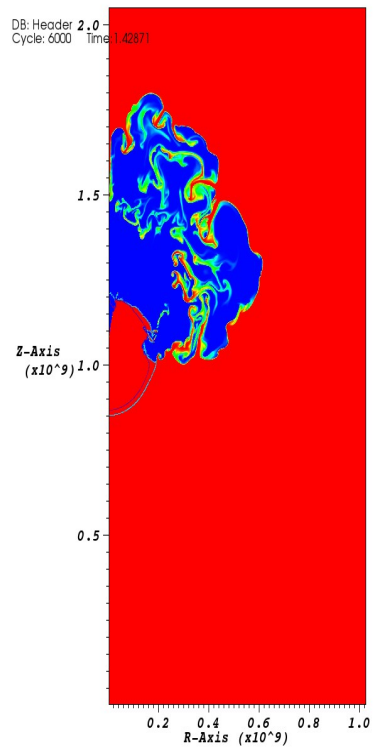
GCD (Gravitational Confined Detonation) model

- Pre-SN convection could be dipole flow and the WD Ignited on one side of the star
- A small part of star on one side is burned, unable to unbind the star.
- Hot ash sweeps around the star along with fresh fuels, collides on the opposite side, and trigger a detonation.



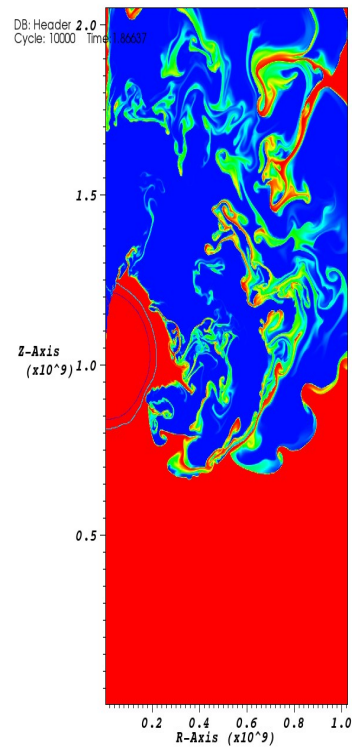
2D off-center Calculation

Initial spherical bubble has a radius of 20 km, 30 km away from the center

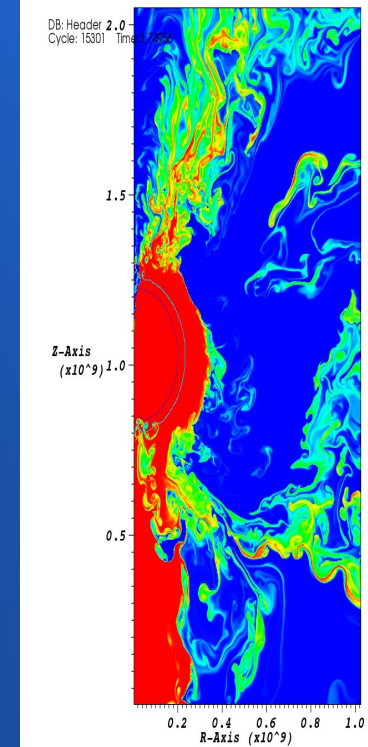


1.43 s

Totally about 0.8 solar mass burned.



1.87 s



3.75 s

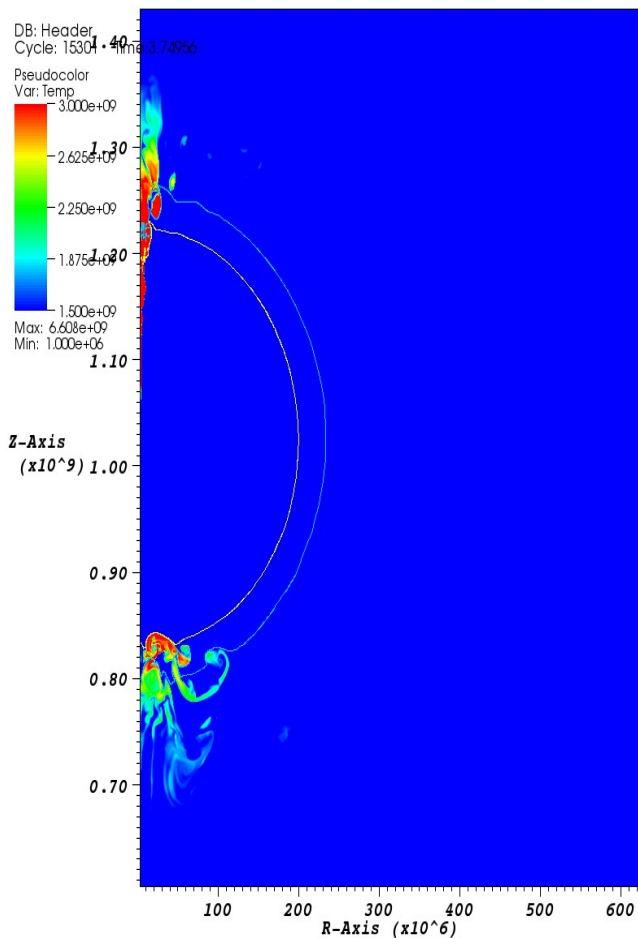
Finest cell size 1.25 km.

Trigger a later detonation?

At the density of 2×10^7 g/cc, the temperature is higher than 3×10^9 K!

Groups at Chicago and MPA agree on 2D results, but disagree on 3D off-center study!

Our 3D calculation will have enough resolution to see if there is an inward jet



3D Off-center Calculation

