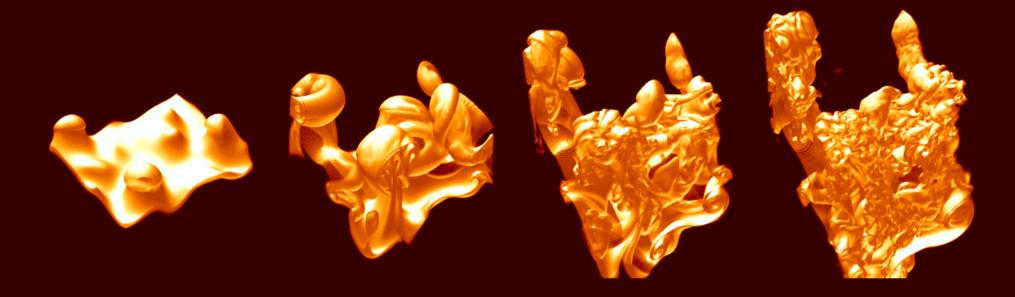
Simulations of Thermonuclear Flames in Type Ia Supernovae



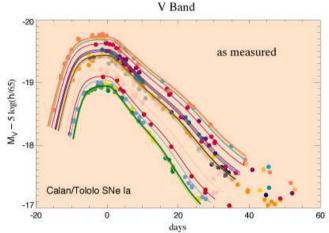
Michael Zingale (UCSC)

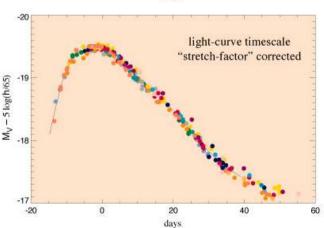
in collaboration with

John Bell, Marc Day, Charles Rendleman (LBL), Stan Woosley (UCSC)

Type la Supernovae

- Bright as host galaxy, L ~10⁴³ erg s⁻¹
- Large amounts of ⁵⁶Ni produced
 - Radioactivity powers the lightcurve





Phillips (1993), Perlmutter et al. (1997)



SN 1994D (High-Z SN Search team)

- Lightcurve is robust
 - Variations can be corrected for via a single parameter function.
- Thermonuclear explosion of C/O white dwarf.
 - Must begin as a deflagration
 - Considerable acceleration required

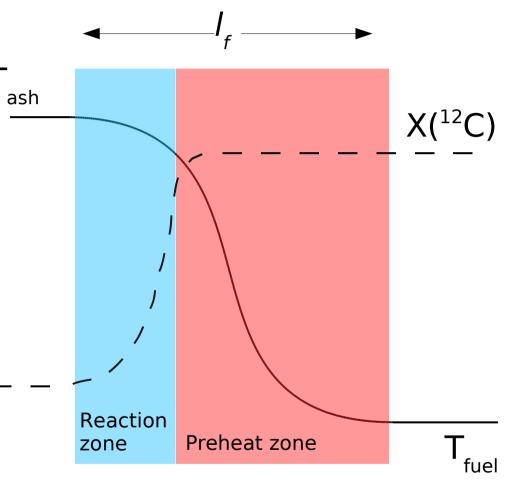
Explosion Requirements

- Flame must accelerate to $\sim 1/3 c_s$.
- Must produce intermediate mass elements (Si, S, Ar, Ca).
- Produces $\sim 0.6 \, \mathrm{M_{\odot}}^{56} \mathrm{Ni}$.
- How does the flame accelerate?
 - Flame instabilities (Landau-Darrieus, Rayleigh-Taylor)
 - Interaction with turbulence.

Increase surface area ⇒ increase flame speed.

Flames

- Begins as a deflagration
 - Subsonic burning front
 - Pressure is constant
 - Density drops in the ash region.
 - Thermal diffusion transports the heat
- Laminar speed too slow
 - Must accelerate considerably –
 at low densities.
 - May transition to detonation

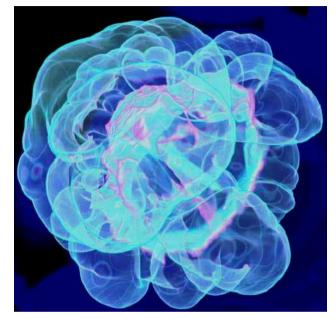


Large Scale Simulations

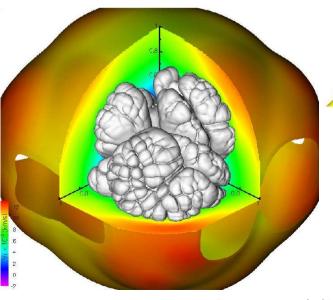
 Instabilities are the dominant acceleration mechanism.

Pure deflagrations can unbind

the star.



Calder et al. (2004)



 Some flame model is required.

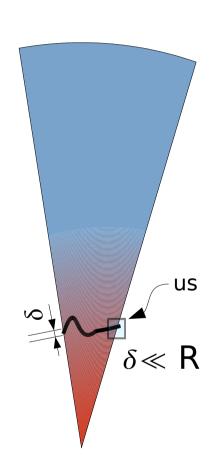
Reinecke et al. (2003)

- Stellar scale $\sim 10^8$ cm
- Flame width $\sim 10^{-5}$ 10 cm

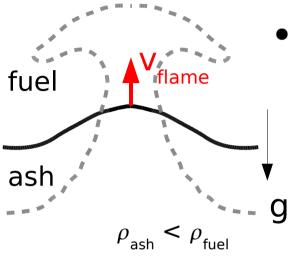
Gamezo et al. (2003)

Bottom-Up Approach

- Simulations cannot resolve the star and the flame.
 - Modern adaptive mesh methods/ massively parallel computers can handle 3 orders of magnitude
- We resolve the structure of the flame and work up to large scales
 - Parameter free.
 - Resolved calculations can be used to validate flame models.
- Look for scaling relations that will act as subgrid models.



Reactive Rayleigh-Taylor Instability



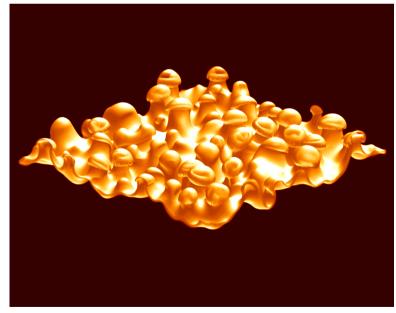
- Rayleigh-Taylor
 - Buoyancy driven instability.
 - Large amounts of surface area generated.

 Sharp-Wheeler model predicts mixed region growth:

$$h = \alpha A g t^2$$

• Reactions set a small scale cutoff to the growth of the instability: v^2 .

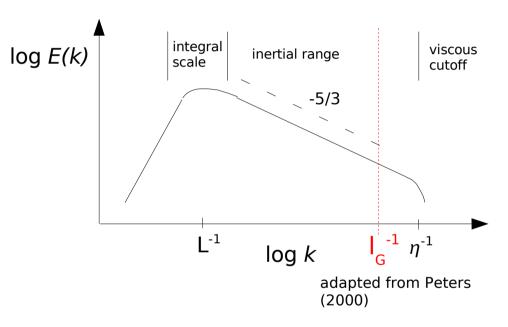
$$\lambda_{\rm fp} = 4\pi \frac{v_{
m laminar}^2}{g_{
m eff}}$$



Zingale et al. (2005)

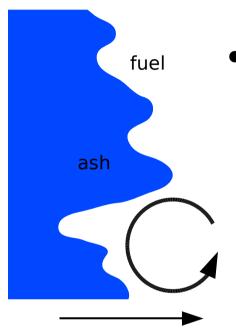
Turbulence

- Kinetic energy cascade over a range of length scales
 - Integral scale, L: bulk of kinetic energy exists
 - Kolmogorov scale, η : inertial and viscous effects balance
 - Gibson scale, I_G: eddy turns
 over before burning away.



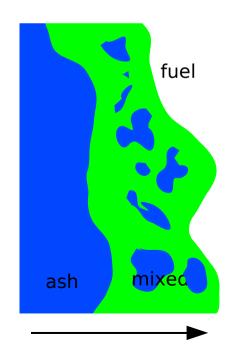
 Size of I_G in comparison to flame width determines the flame regime.

Transition to Distributed Burning



- Flame begins as flamelet
 - Flame is a continuous surface
 - Turbulence serves solely to wrinkle the flame, increasing the area

- Transition to distributed burning regime is proposed at 10⁷ g cm⁻³
 - Mixed region of fuel + ash develops
 - May be possible to quench the flame
 - Possible transition to detonation



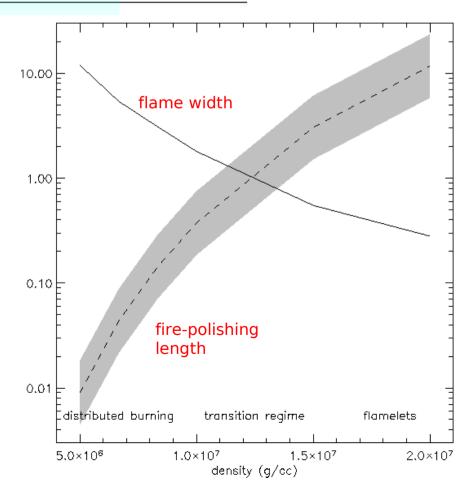
Low Density Flame Properties

ρ	$\Delta \rho / \rho$	$v_{ m laminar}$	$l_f{}^{ m a}$	$\lambda_{\mathrm{fp}}{}^{\mathrm{b}}$	M
$({ m g~cm^{-3}})$		$({ m cm~s^{-1}})$	(cm)	(cm)	
6.67×10^{6}	0.529	1.04×10^{3}	5.6	0.026	3.25×10^{-6}
10^{7}	0.482	2.97×10^3	1.9	0.23	8.49×10^{-6}
1.5×10^7	0.436	7.84×10^3	0.54	1.8	2.06×10^{-5}

- Laminar flames are M $\ll 1$
- Around 10⁷ g cm⁻³ pass through the region where

$$\lambda_{\mathrm{fp}} = l_f$$

- Transition to distributed regime expected here (Niemeyer and Woosley 1997)
- We need to resolve both scales



Low Mach Number Hydrodynamics (Bell et al. 2004 JCP 195, 677)

- Low Mach number formulation projects out the compressible components.
 - Pressure decomposed into thermodynamic and dynamic components.

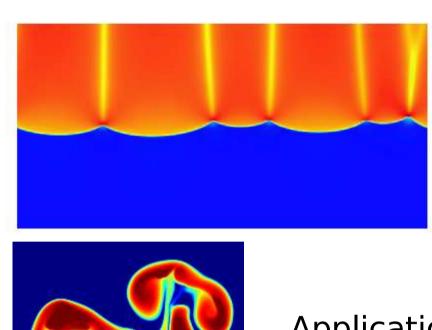
$$p(x,t) = p_0(t) + Mp_1(t) + M^2\pi(x,t)$$

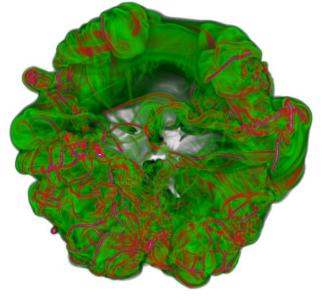
Elliptic constraint provided by thermodynamics.

$$0 \equiv \frac{Dp}{Dt} = \frac{\partial p}{\partial \rho} \frac{D\rho}{Dt} + \frac{\partial p}{\partial T} \frac{DT}{Dt} + \sum_{k} \frac{\partial p}{\partial X_k} \frac{DX_k}{Dt}$$

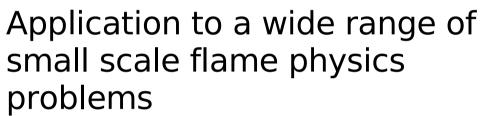
$$\nabla \cdot U = \frac{1}{\rho \frac{\partial p}{\partial \rho}} \left(\frac{\partial p}{\partial T} \frac{DT}{Dt} + \sum_{k} \frac{\partial p}{\partial X_{k}} \frac{DX_{k}}{Dt} \right)$$

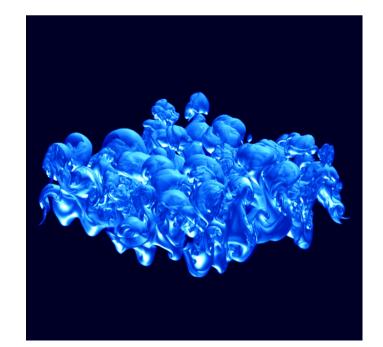
- Advection/Projection/Reaction formulation solves system.
- Timestep limited by |v| and not |v| + c.

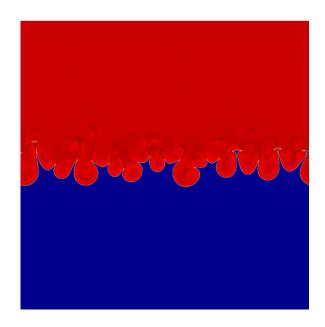


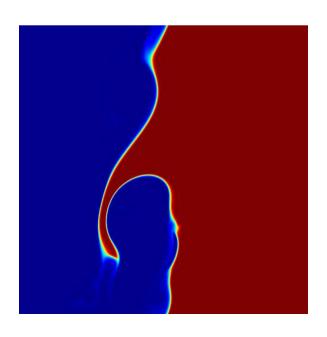








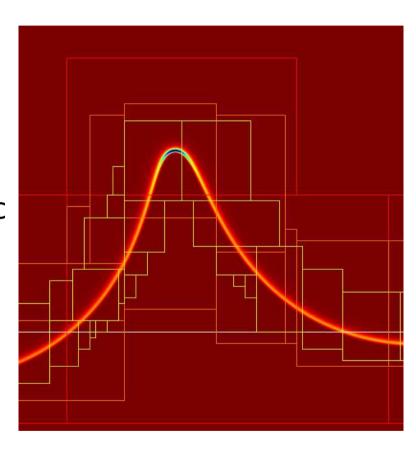




Simulation Method

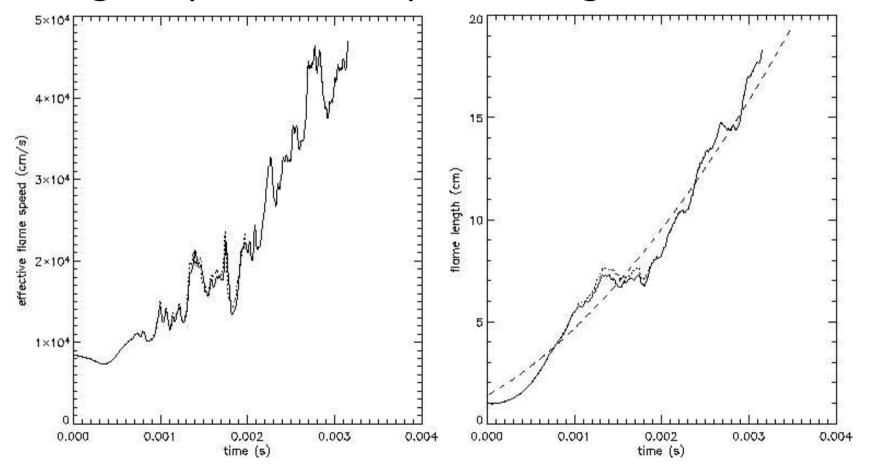
(Bell et al. 2004 JCP 195, 677)

- Low Mach number hydrodynamics.
 - Advection/projection/reaction
 - Block structured adaptive mesh
 - Timestep restricted by |v| not |v| + c
 - Degenerate/Relativistic EOS used.
 - Single step ¹²C+¹²C rate
- Initialized by mapping 1-d steady-state laminar flame onto grid.
 - 5-10 zones inside thermal width.



Convergence Study

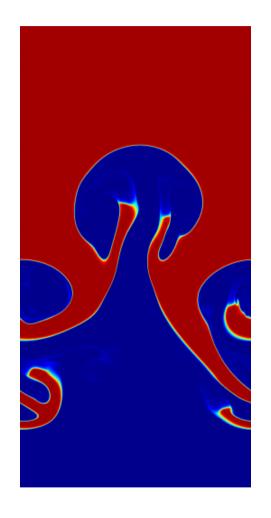
 5 points in the thermal width yields converged integral quantities (speed, length, ...)

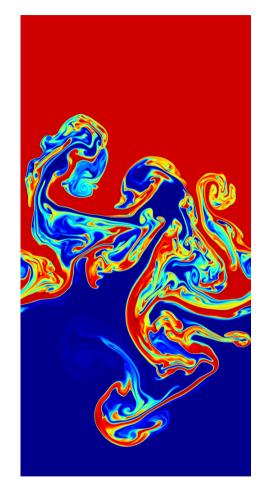


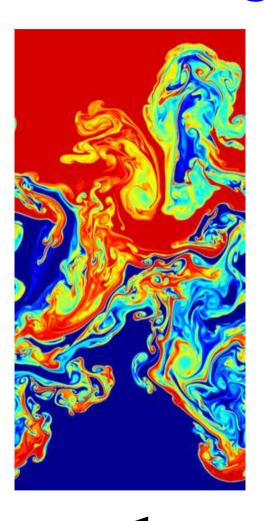
Burning sets the small scale cutoff.

Transition to Distributed Burning

Bell et al. 2004, ApJ, 608, 883)





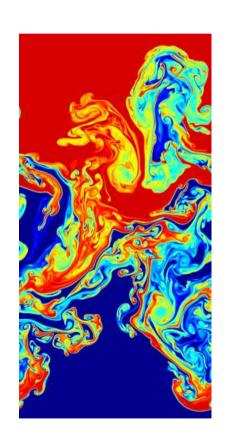


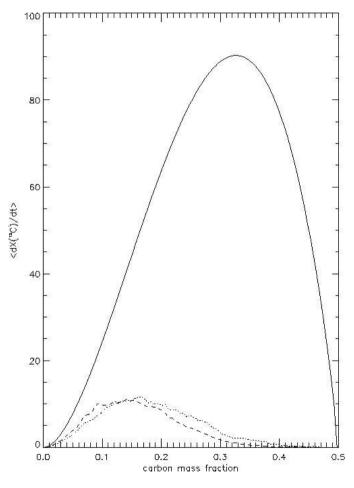
- As ρ decreases, RT dominates over burning.
- At low ρ , flame width is set by mixing scale.

Deflagration-Detonation Transition

Bell et al. 2004, ApJ, 608, 883)

- In the distributed regime, fuel burns at $X_{12_C} \sim 0.15$
 - Detonation matchhead is larger than the star.
 - Localized transition to detonation is unlikely.





2-D Reactive RT: Transition to Distributed Burning Summary

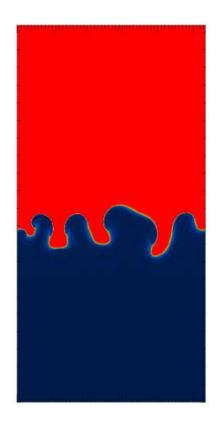
- Accelerations to several times the laminar speed
 - Limited only by the size of the domain.
- Transition to distributed burning occurs at density of 10⁷ g cm⁻³
- Growth of reactive region scales with mixed region
 - There does not appear to be enough time for a localized transition to detonation.
- Curvature/strain effects become quite important near the transition.

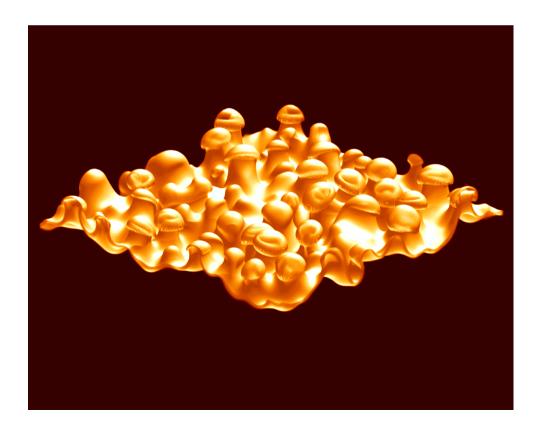
Current Research

- 3-D Rayleigh-Taylor unstable/turbulent flames
 - A follow-up to our 2-D simulations, turbulence takes on a dominant role after the initial RT growth.
- 2-D and 3-D reactive buoyant bubbles
 - Allows us to gain an understanding of the ignition conditions.
- Flame model validation
 - We are performing comparisons of flame models to direct numerical simulation
 - This has never been done before for astrophysical problems.

3-D Reactive RT (Zingale et al. 2005, ApJ, submitted, astro-ph/0501655)

- 3-D analogue of 2-D runs previously studied
 - 512 x 512 x 1024 effective zones
 - Surface to volume is greater
 - Fire-polished RT dominates the early evolution.

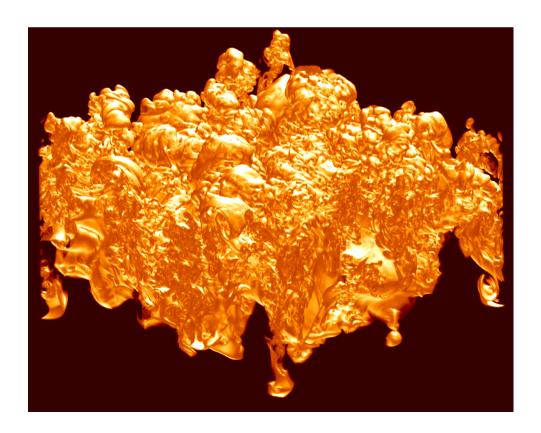




3-D Reactive RT (Zingale et al. 2005, ApJ, submitted, astro-ph/0501655

- At late times, a fully turbulent flame propagates
 - No analogy to the 2-D case.
 - Evolution now dominated by turbulence, not Rayleigh-Taylor.

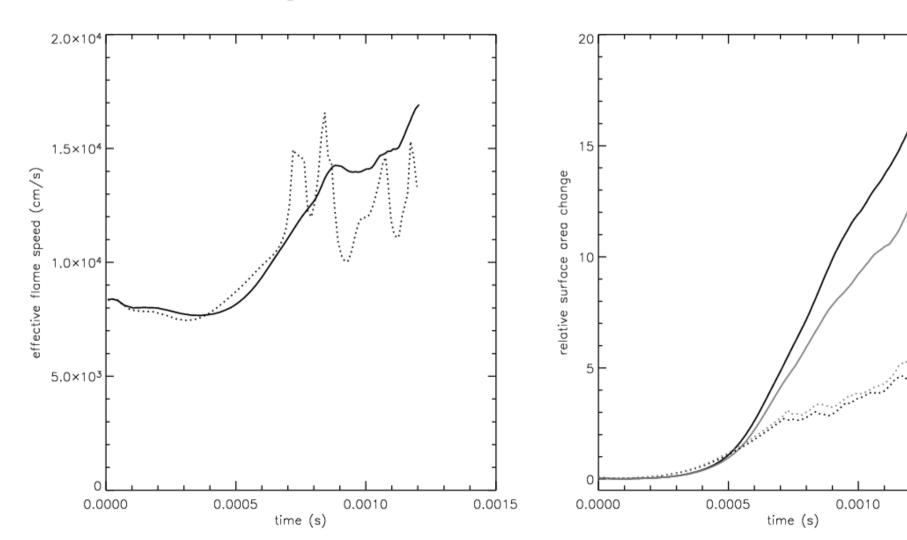




Animation of Rayleigh-Taylor Flame

3-D Reactive RT (Zingale et al. 2005, ApJ, submitted, astro-ph/0501655)

 Late time acceleration in 3-d due to interaction with flame generated turbulence



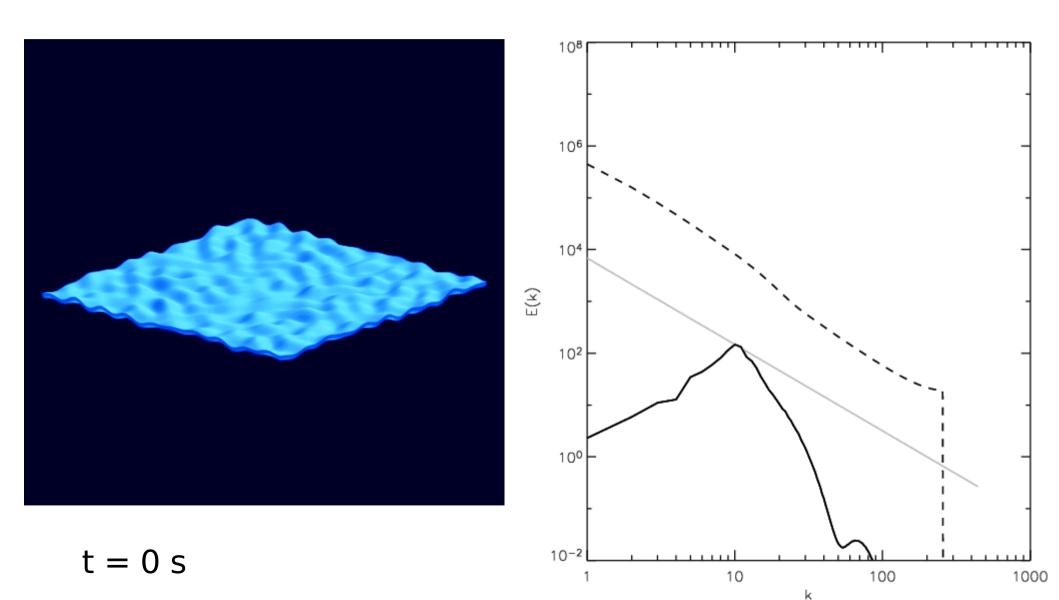
0.0015

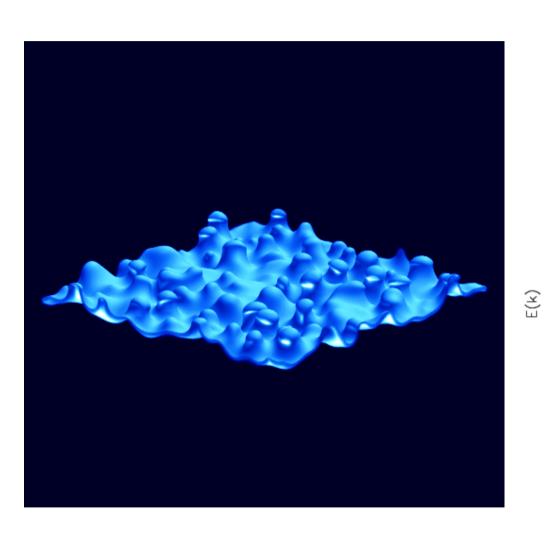
- Power spectrum can be used to determine the nature of the turbulence
 - Our domain is not periodic in all directions (inflow and outflow boundaries)
 - Velocity field is decomposed into divergence free part + effects of boundaries and compression

$$\mathbf{u} = \mathbf{u}_d + \nabla \phi + \nabla \psi$$

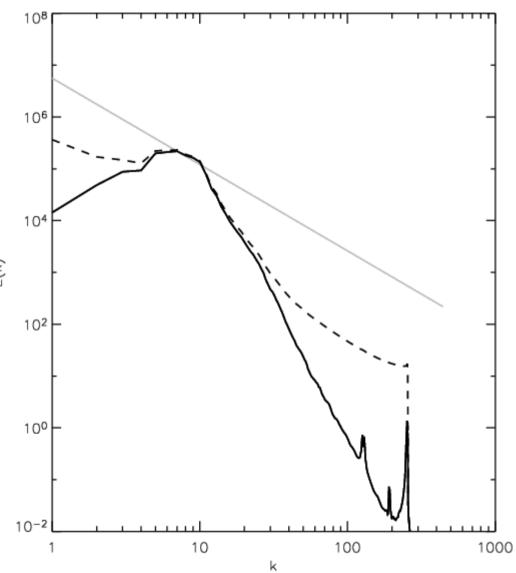
- Divergence free part is projected out.
- FFT is performed on divergence free field

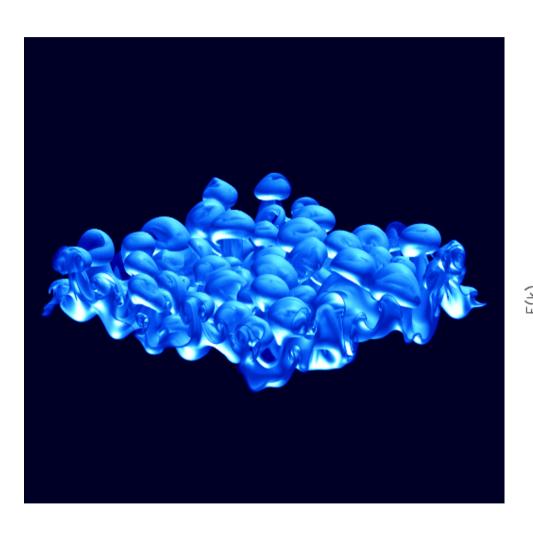
Transition to Turbulence (Zingale et al. 2005, ApJ, submitted, astro-ph/0501655



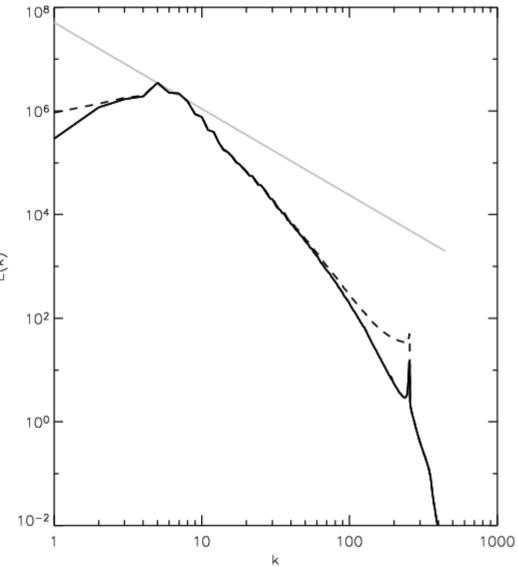


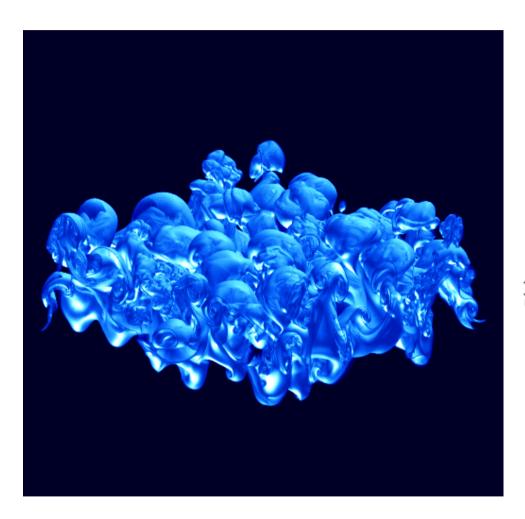
 $t = 4.04 \times 10^{-4} \text{ s}$



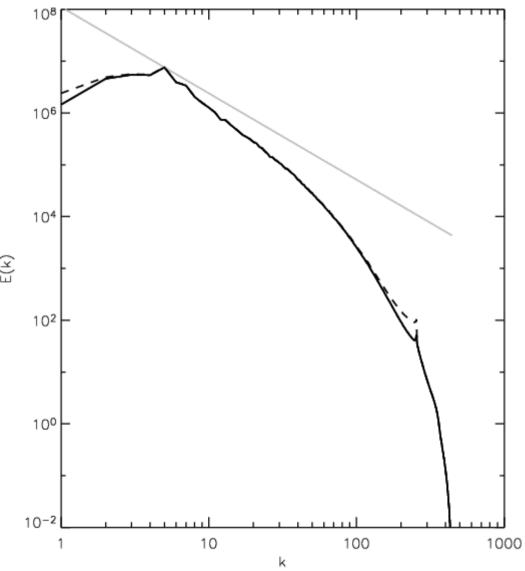


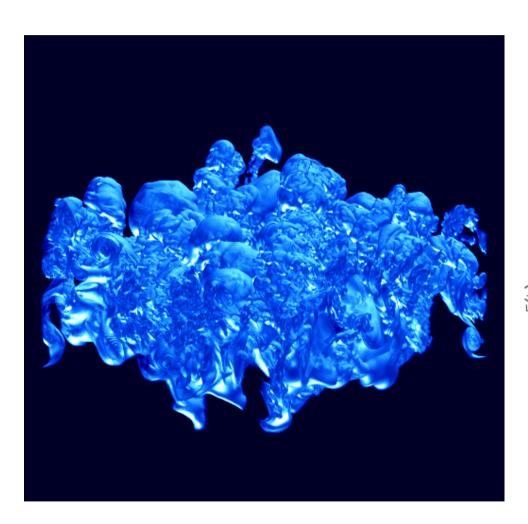
$$t = 6.62 \times 10^{-4} \text{ s}$$



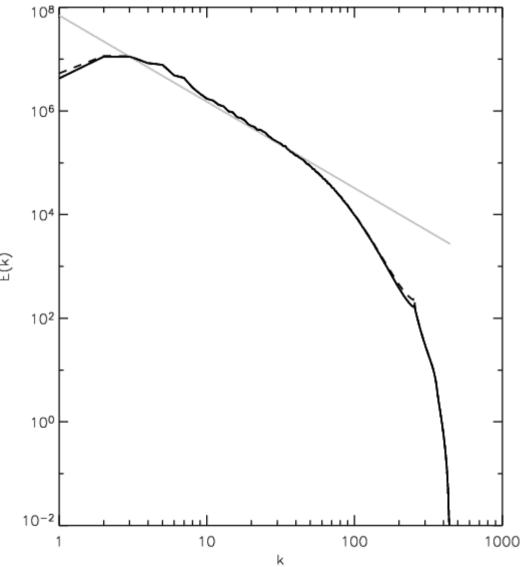


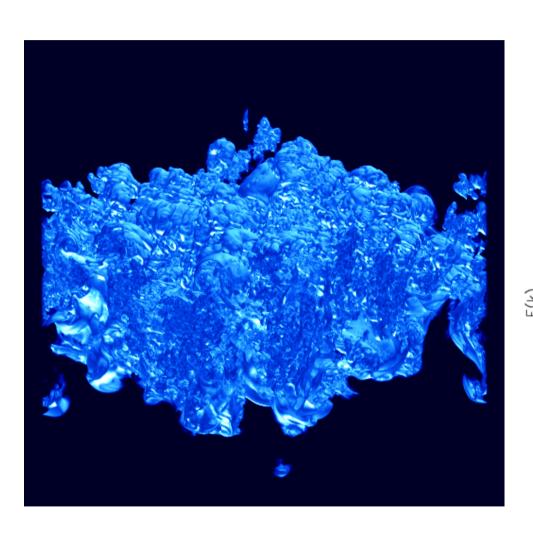
 $t = 8.11 \times 10^{-4} \text{ s}$



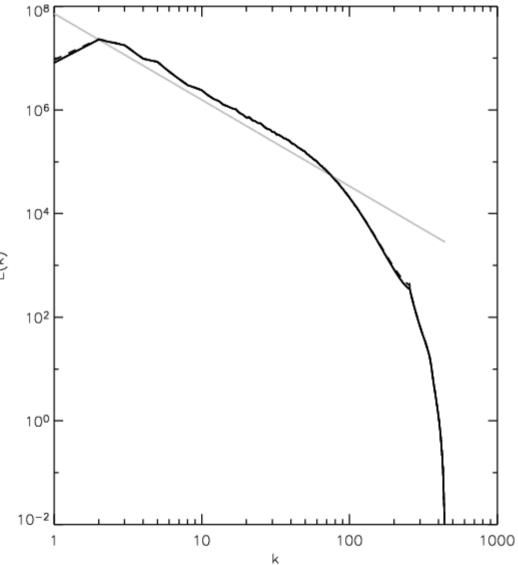


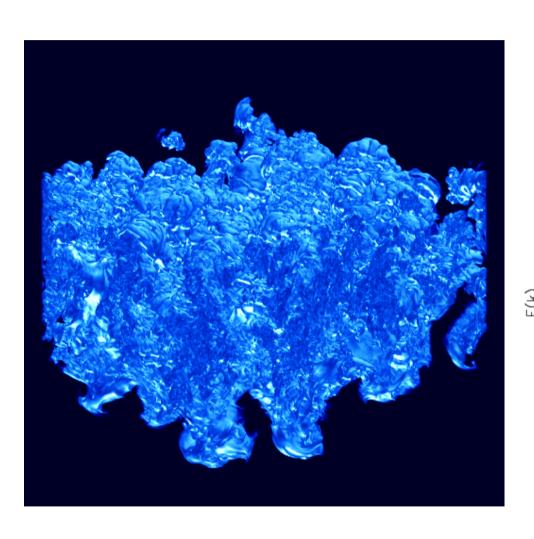
 $t = 9.43 \times 10^{-4} \text{ s}$



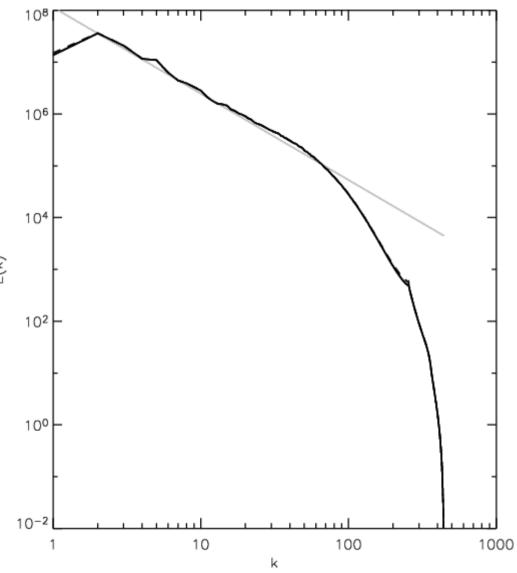


$$t = 1.07 \times 10^{-3} s$$



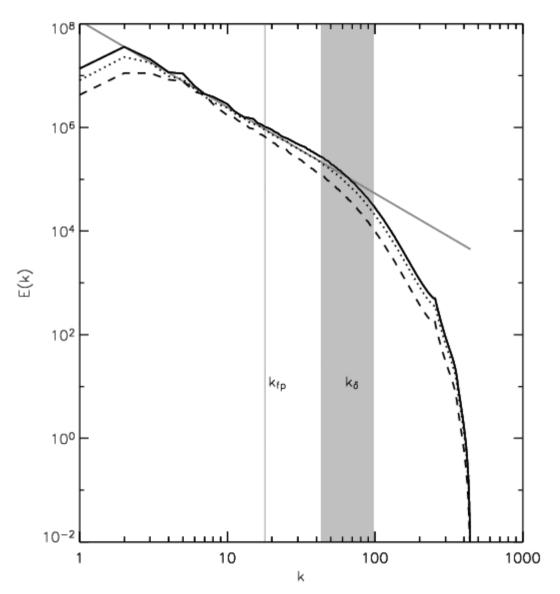


$$t = 1.16 \times 10^{-3} s$$



Power Spectrum

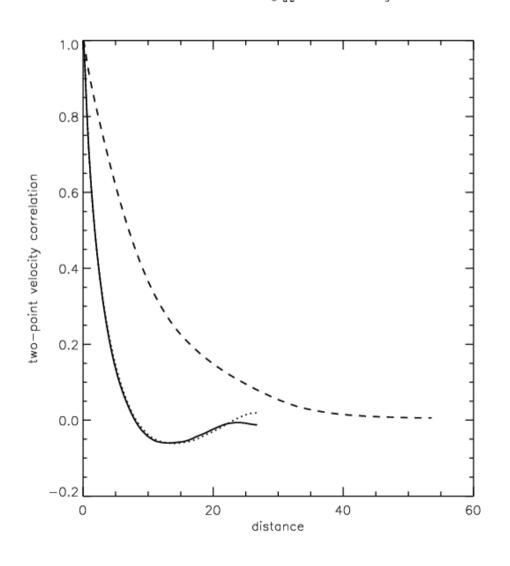
- Cutoff to power spectrum converges
 - Turbulence is fully developed
 - Inertial range of > 1.5 orders of magnitude
 - Cascade falls well below fire-polishing length



Integral Scale

(Zingale et al. 2005, ApJ, submitted, astro-ph/0501655

$$l_t^{(x)} = \frac{1}{\int_{\Omega} d\Omega u^2} \int_{\xi=0}^{L_x/2} d\xi \int_{\Omega} d\Omega \ u(x, y, z) u(x + \xi, y, z)$$



Turbulence is anisotropic

- Integral scale in z is 5x larger than in x, y
- Turbulent intensity in z is 2-3 times larger than in x,y

Gibson scale is just resolved

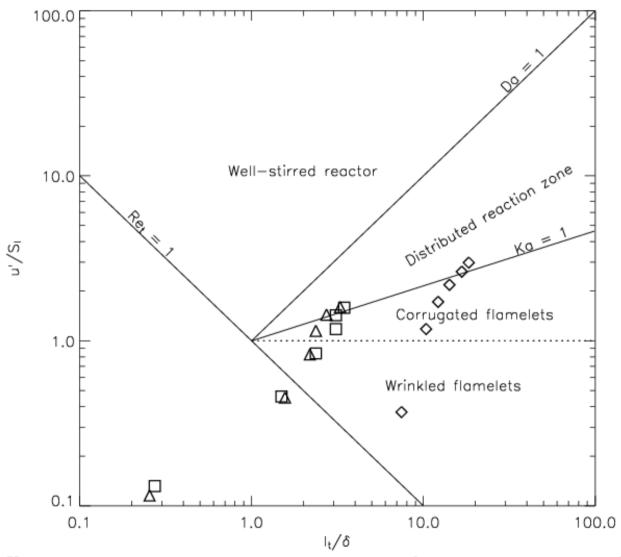
$$l_G = l_t \left(\frac{S_l}{u'}\right)^3$$

Combustion Regime (Zingale et al. 2005, Apl. submitted, astro-ph/0501655)

- Different regimes separated by lines of constant:
 - Damköhler number: integral time to reaction time (corresponds to the largest eddies)
 - Karlovitz number: reaction time to Kolmogorov time (corresponds to the smallest eddies)
 - Turbulent Reynolds number: based on integral scale
- Flamelet: Ka < 1, Da > 1
- Distributed: Ka > 1, Da > 1

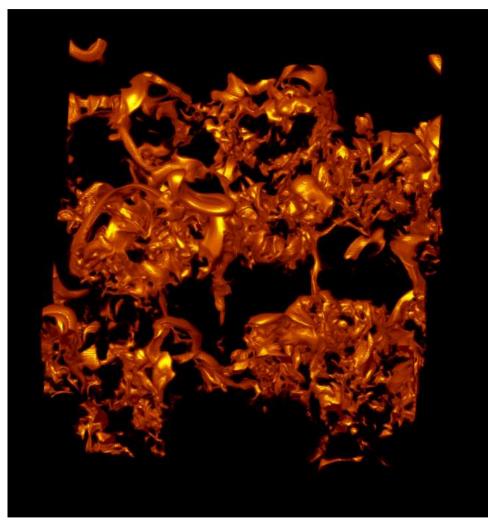
Combustion Regime

(Zingale et al. 2005, ApJ, submitted, astro-ph/0501655



 As our flame progresses, we just enter the distributed reaction zone.

Reacting Surface (Zingale et al. 2005, ApJ, Submitted, astro-ph/0501655



- Reactions are confined to small pockets
 - Peak energy generation rate ~ 12x larger than laminar

3-D Reactive RT Summary (Zingale et al. 2005, ApJ, submitted, astro-ph/0501655)

- Flame width, fire-polishing length, and Gibson scale are resolved on the grid.
- Flame becomes fully turbulent.
 - Anisotropic Kolmogorov spectrum becomes isotropic after a decade of turbulent cascade.
 - Turbulent flame models assuming isotropy will need to really resolve the turbulence.
 - Transition to distributed burning regime is at a higher density in 3-D.

Reacting Buoyant Bubbles

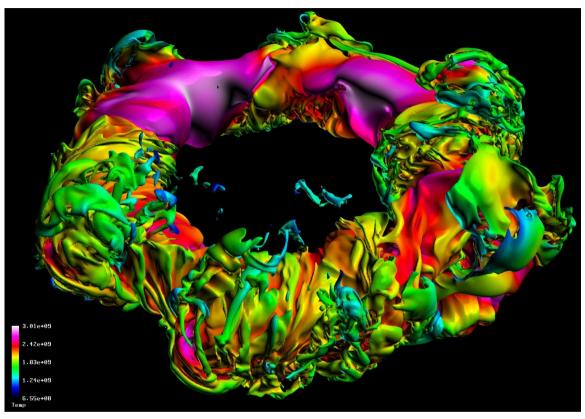
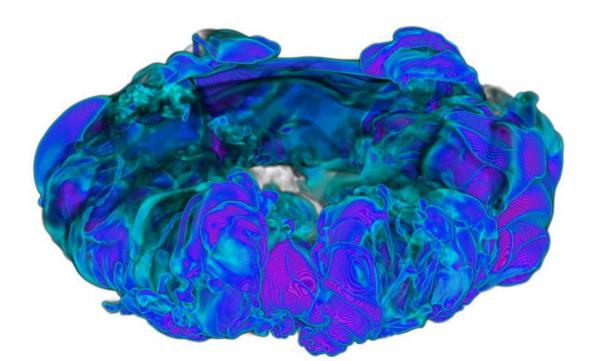


image produced by NASA/Ames

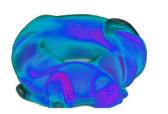
- Important to understanding the ignition process.
- 3-D, resolved studies have begun.
 - burning is non-uniform around the bubble
 - restricted to $\sim 10^7$ g cm⁻³

Reacting Buoyant Bubbles

- Does the bubble fragment as it evolves?
 - Initially a 7 cm radius sphere
 - It looks like we are just entering the turbulence regime.
 - Smaller bubble fragments will advect with the flow, igniting other regions of the star.







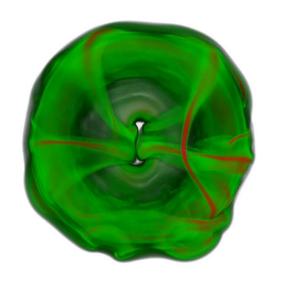








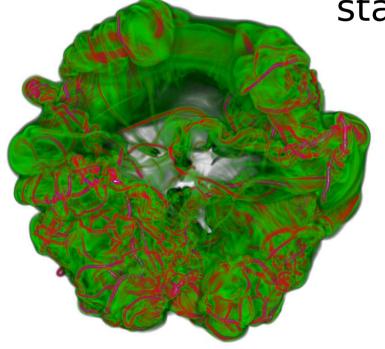
3-D Bubble Velocities

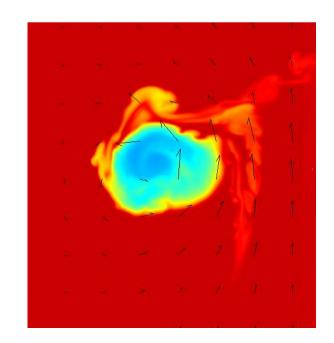


 Vortex tubes appear to feed fuel into the reacting region

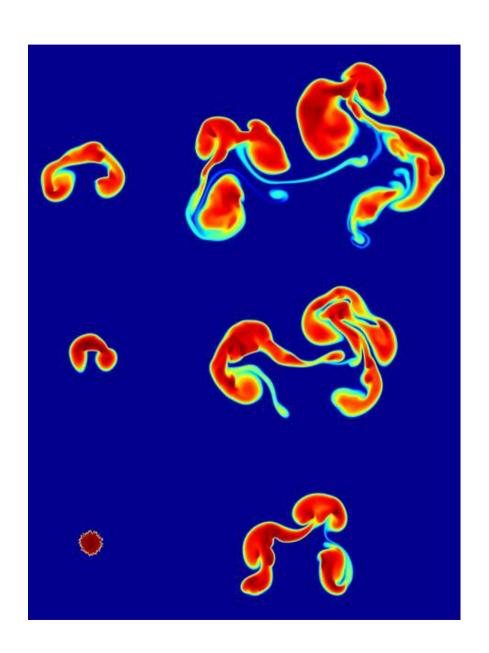
 Central 'donut' turns over with a kHz frequency

 Seem to have reached steady state ~ 10⁵ cm/s rise velocity.





Can the Bubble Fragment?



- 2-D studies show the initial bubble quickly fragments
- Large 3-D calculations are in progress.

Where Do We Go From Here?

- Lots of analysis for the 3-D bubble remains.
- Formulation of a subgrid model and flame model to advect the flame on large scales
 - Validation of flame models against DNS flames is underway.
 - Comparison to the 3-D RT calculation is also possible.
- Modification of the algorithm to allow for multiple scale heights is underway.
 - Anelastic method
 - Also well suited to stellar evolution, Classical nova, Type I Xray burst, ...
- Studies of the ignition process
 - Explicit codes cannot do this

Conclusions

- Transition to distributed burning at ~10⁷ g cm⁻³
 - Transition occurs at lower density in 2-D
- Scaling of velocity with area is not purely geometric in the flamelet regime
- Mixed region grows slower than Sharp-Wheeler model.
- Turbulence dominates in 3-D
 - Anisotropic Kolmogorov cascade
 - Isotropic on small scales
- Turbulent subgrid models assuming isotropy on small scales are a reasonable approximation.