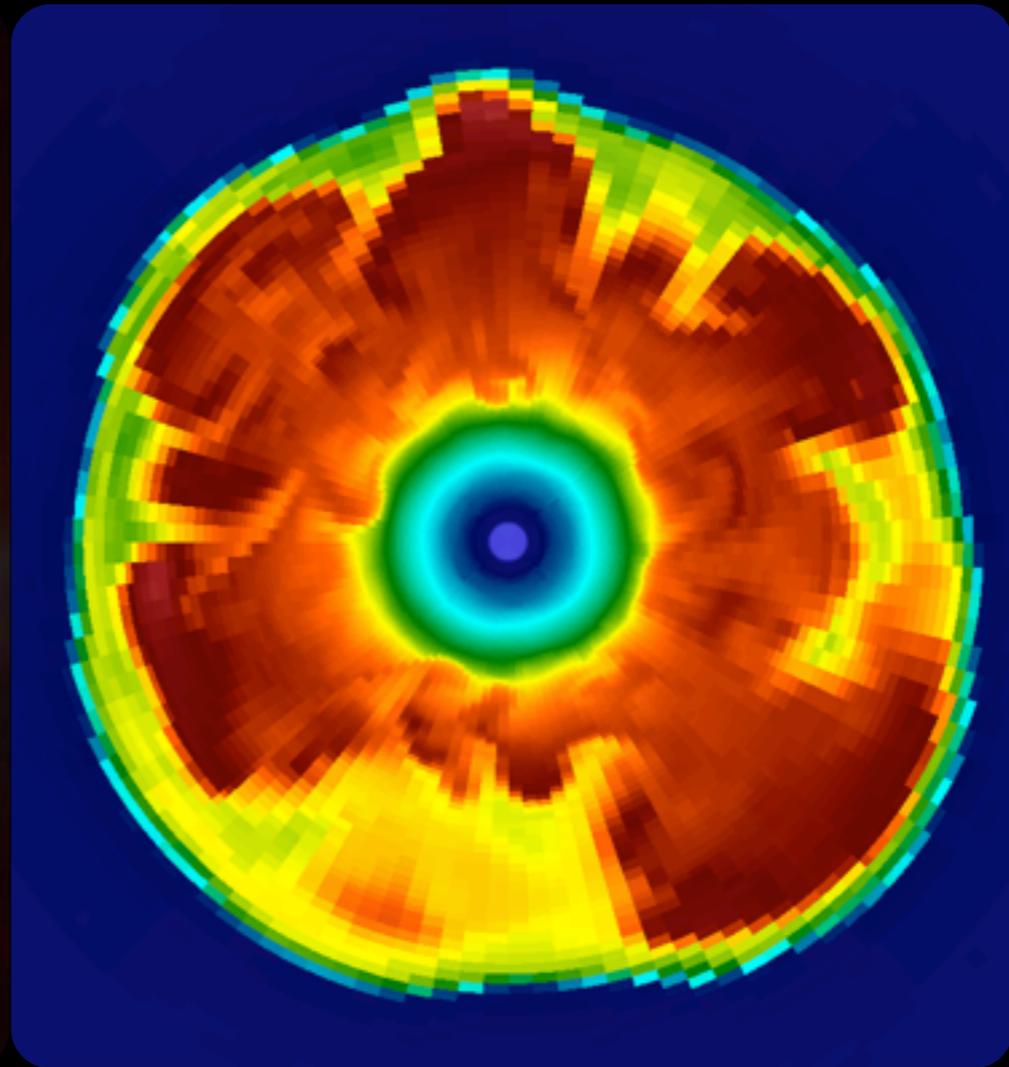
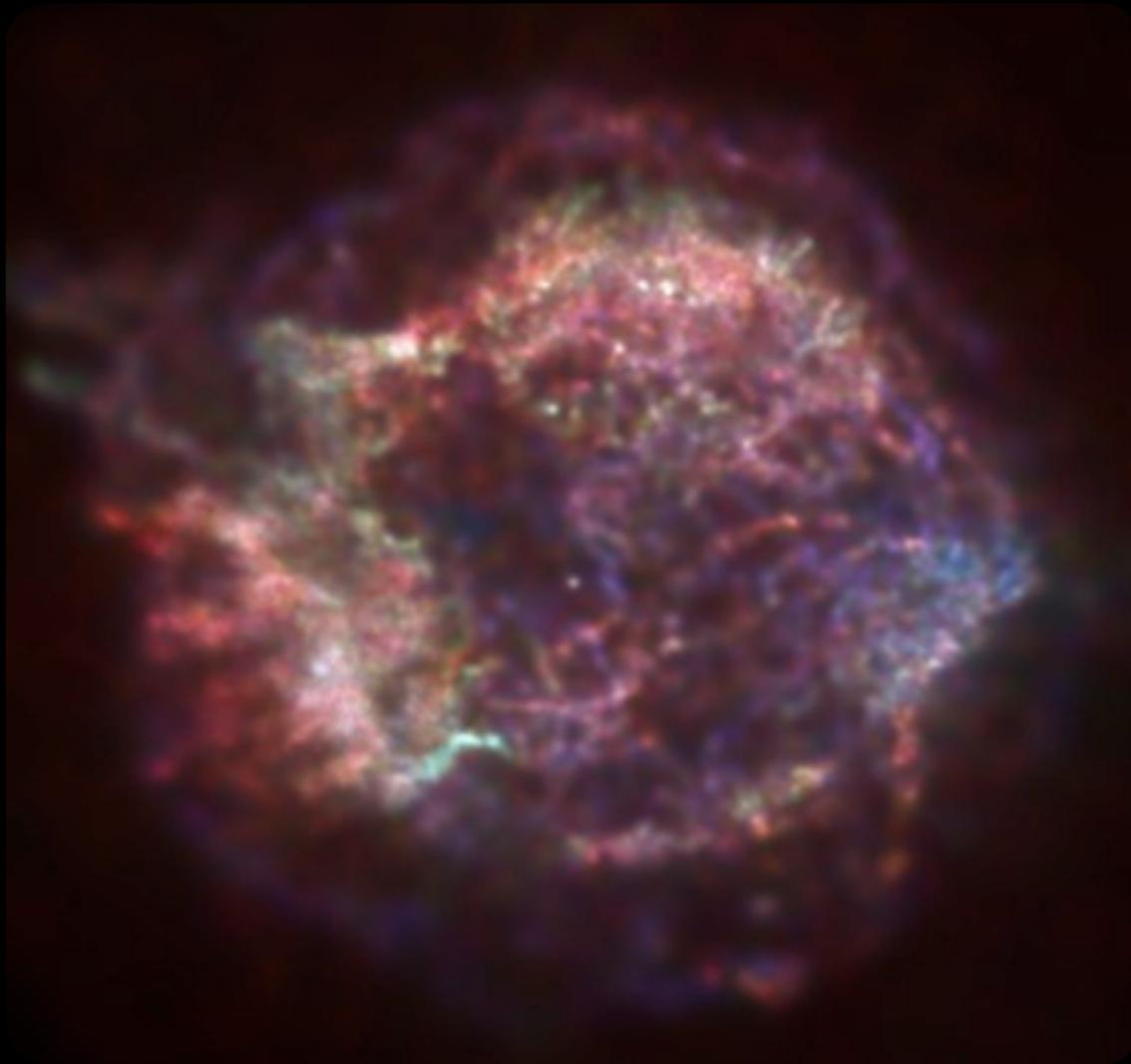


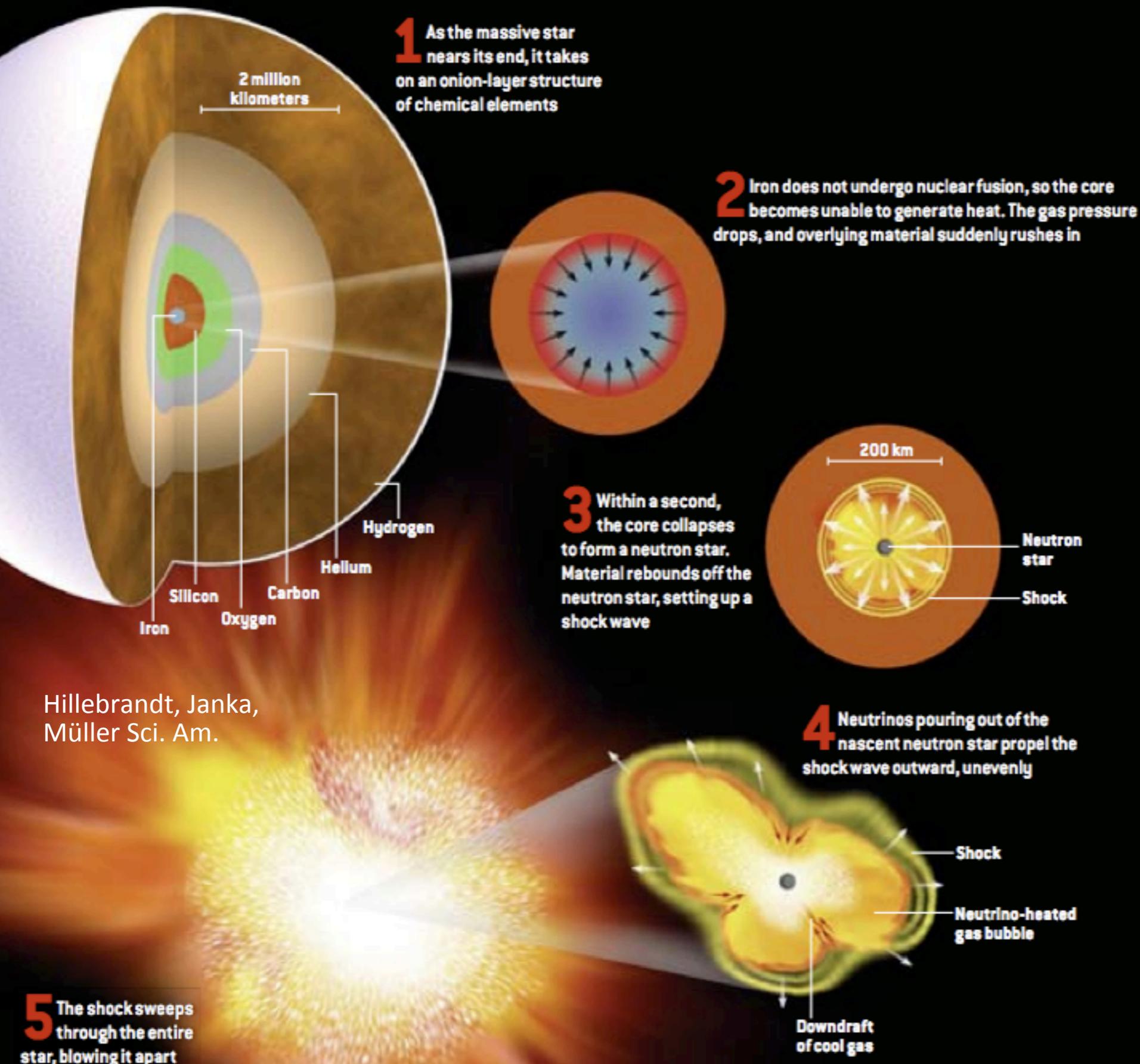
SUPERNOVA SIMULATIONS



WITH CHIMERA

Blondin, Bruenn, Budiardja, Chertkow, Endeve, Harris, Hix, Lee, Lentz, Marronetti, Mauney, Messer, Mezzacappa & Yakunin (Florida Atlantic U., North Carolina State U., ORNL/U. Tenn.)

TEXTBOOK SUPERNOVA



Hillebrandt, Janka,
Müller Sci. Am.

A Core-Collapse Supernova is the **inevitable death** knell of a massive star ($\sim 10+ M_{\odot}$).

The explosion enriches the **interstellar** medium with elements from **Oxygen to Nickel** and potentially the **r-process** elements as well.

CHIMERA



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CHIMERA has 3 “heads”

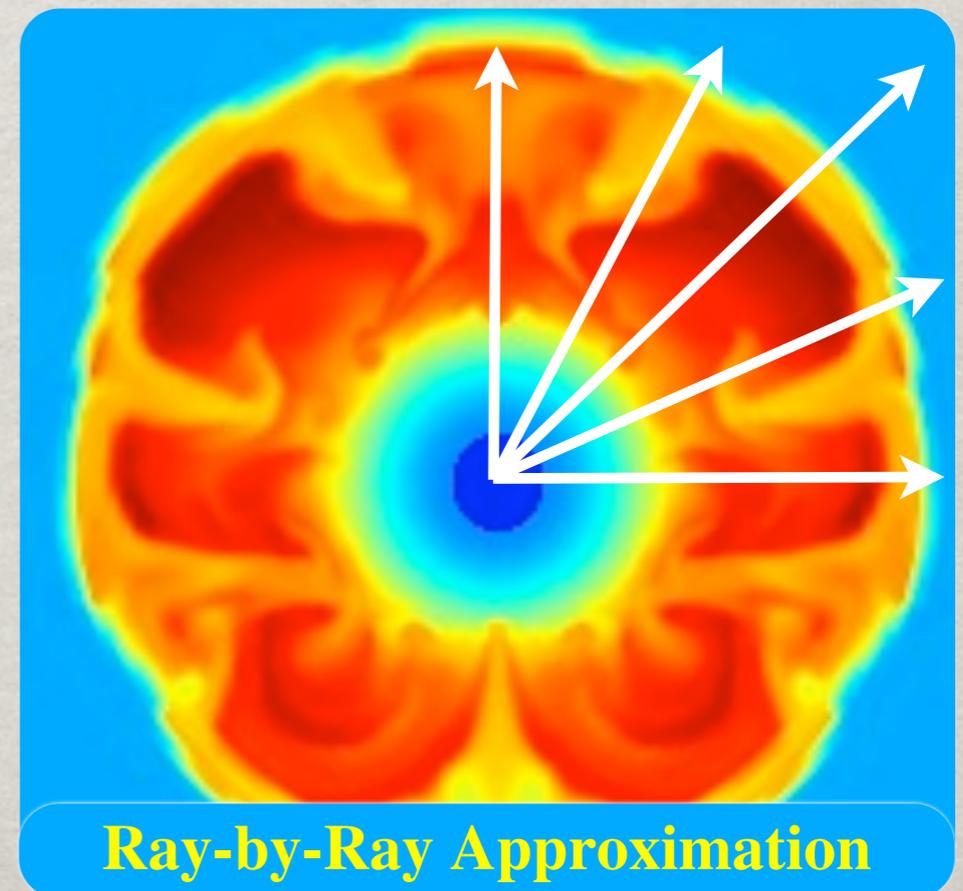
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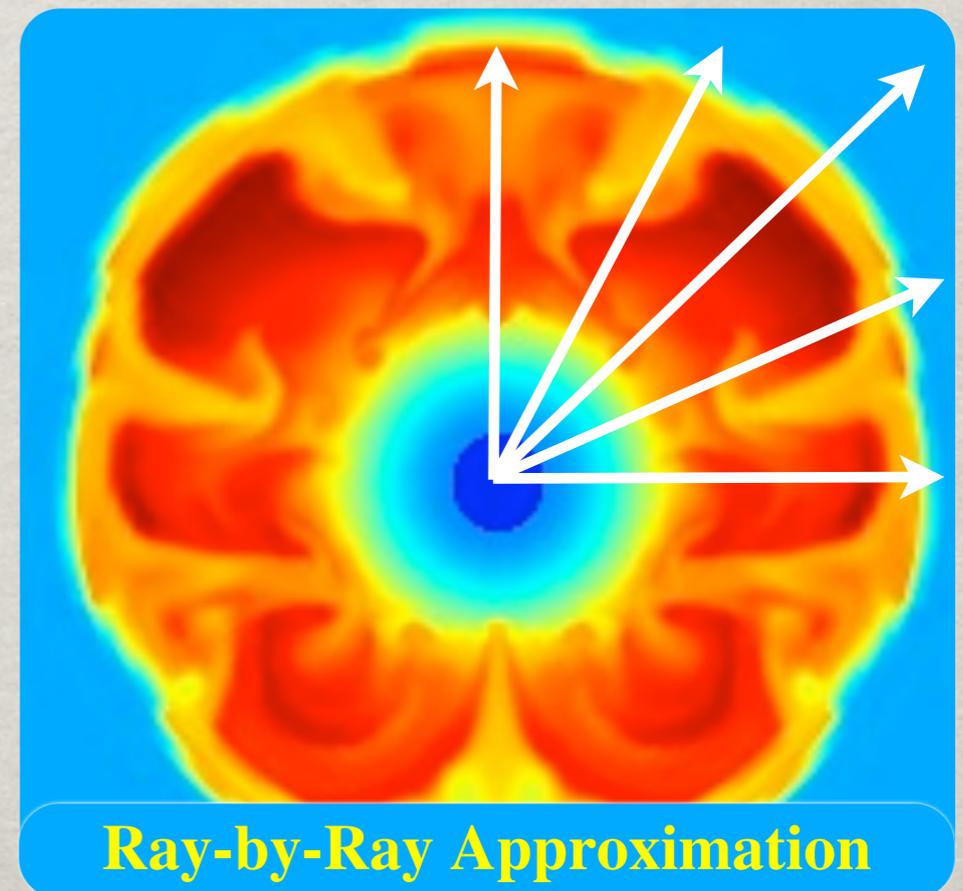
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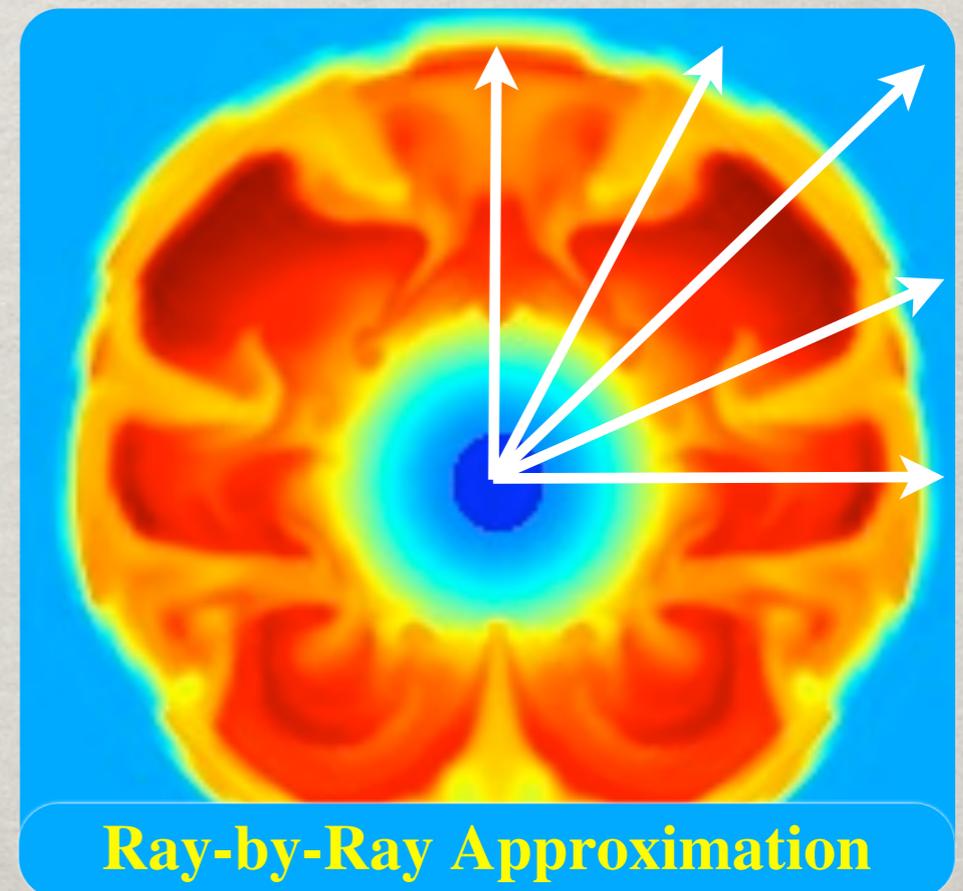
Plus Realistic Equations of State,
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Advantages compared to models of the
1990s include

Spectral neutrino transport

Run for postbounce times > 400 ms.

Run on a 180 degree grid.



NEWEST MODELS

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At present, the 4 models are still running, though the mean **shock radius** of each has passed 6000 km.

THE EARLY PHASE

For the first ~ 100 ms after bounce, the supernova shock is **essentially spherical**, with 1D models identical to 2D models.

Once the **Standing Accretion Shock Instability (SASI)** and **neutrino-driven convection** begin, the shock deforms and gradually progresses outward in radius.

We find that the **ν -driven convection** precedes the development of the **SASI** at low mass ($12 M_{\odot}$) and trails the **SASI** at high mass ($25 M_{\odot}$).

One notable feature is the considerable delay in launching an explosion, 150-200 ms slower compared to **older models**.

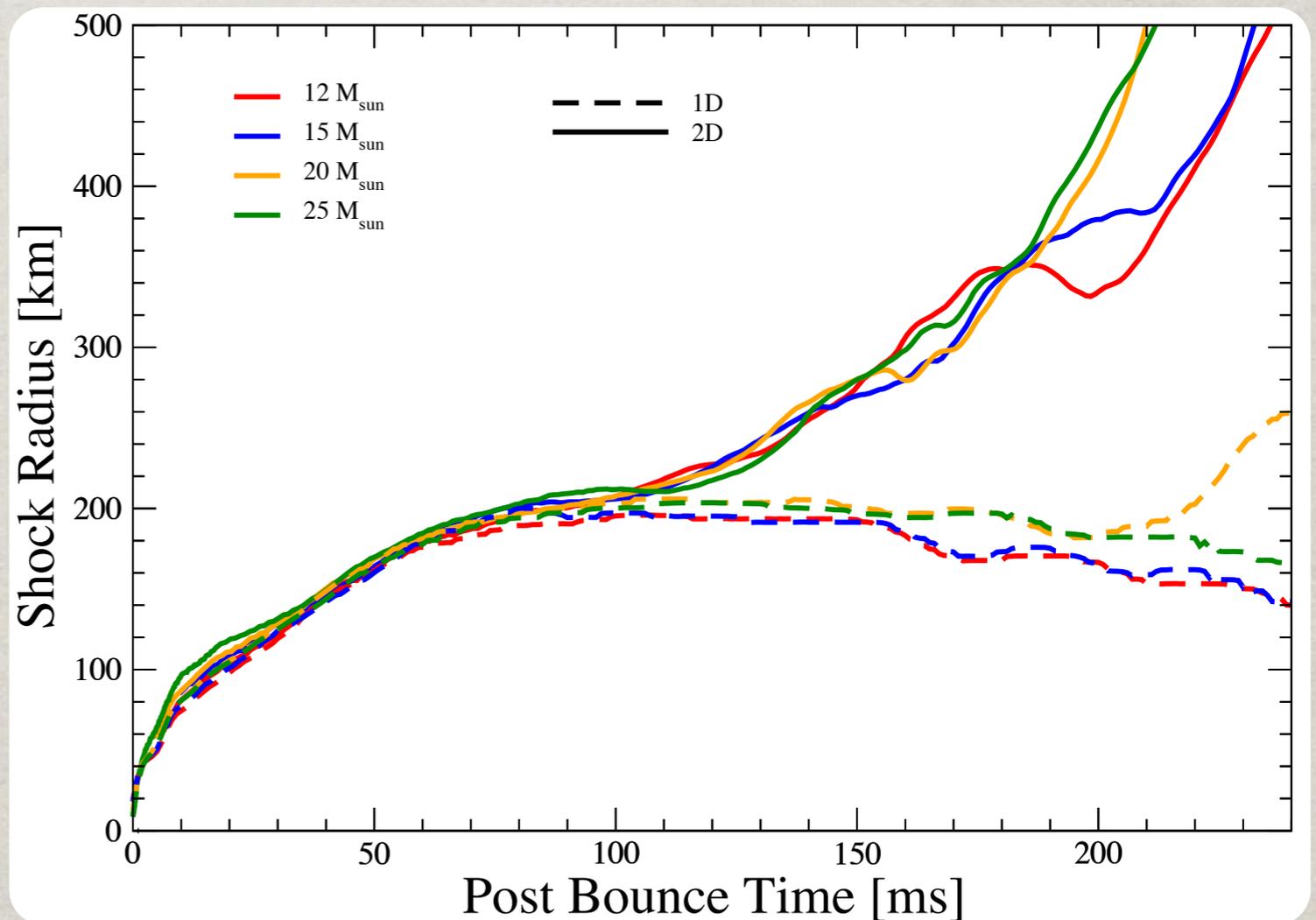
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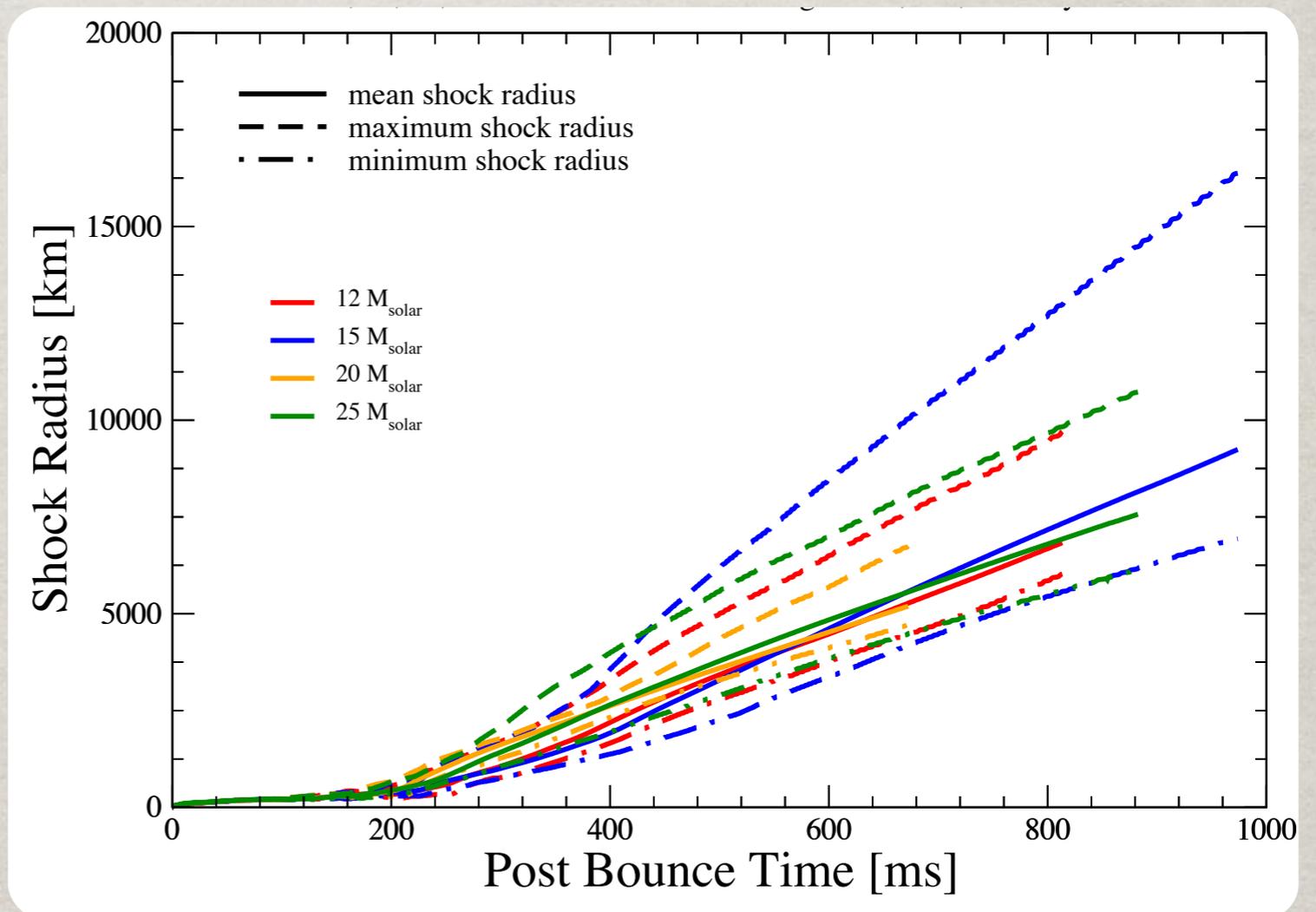
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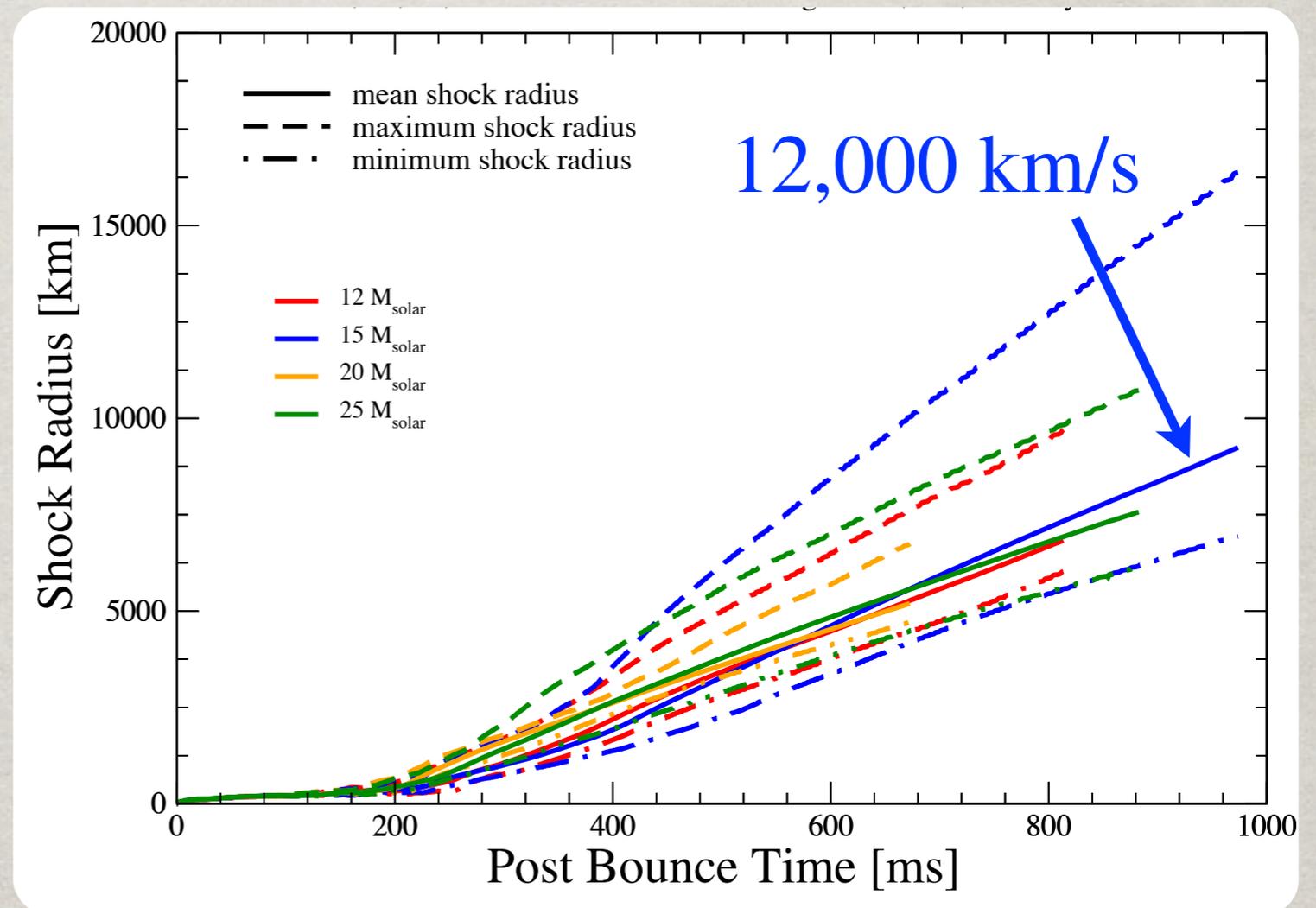
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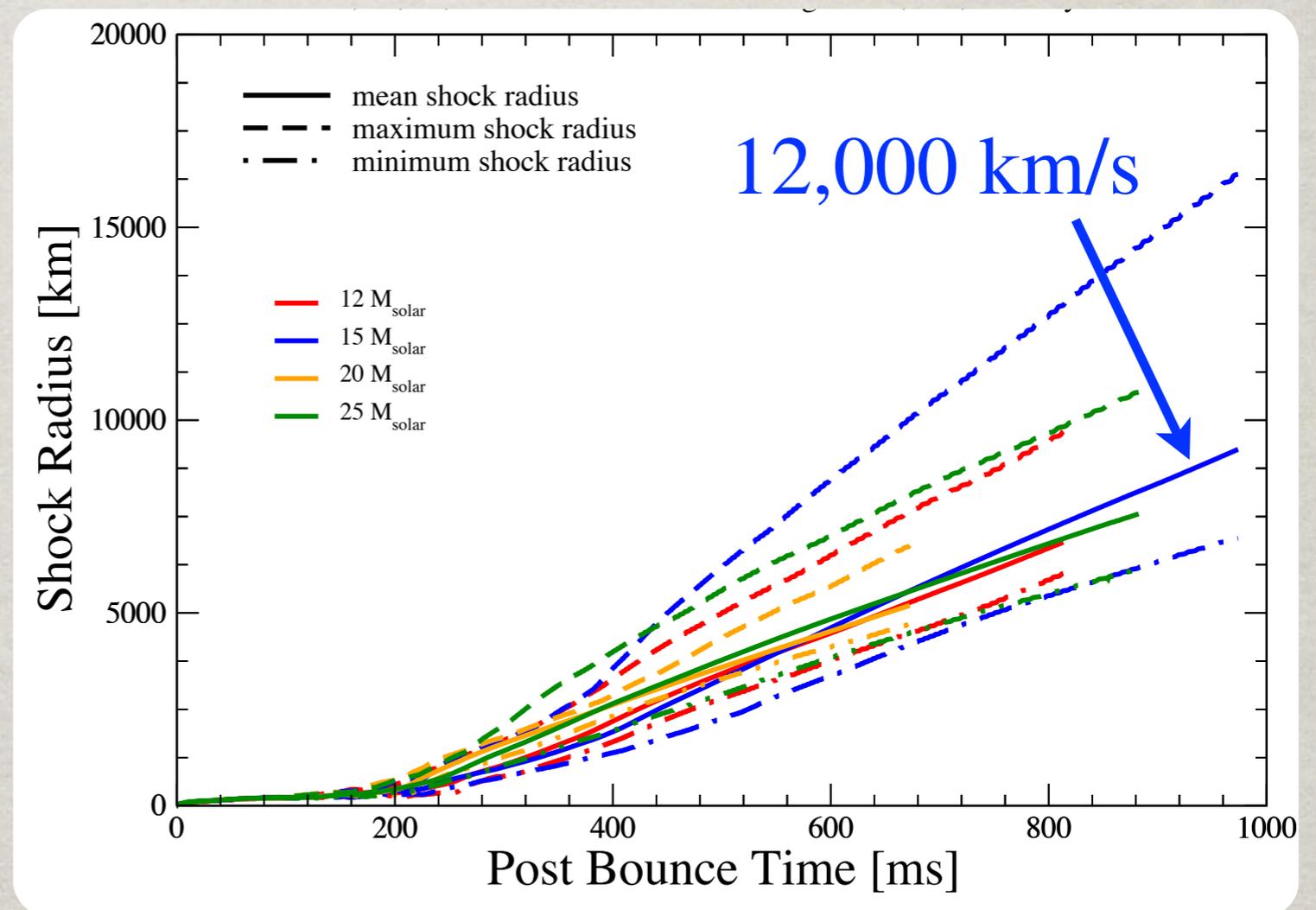


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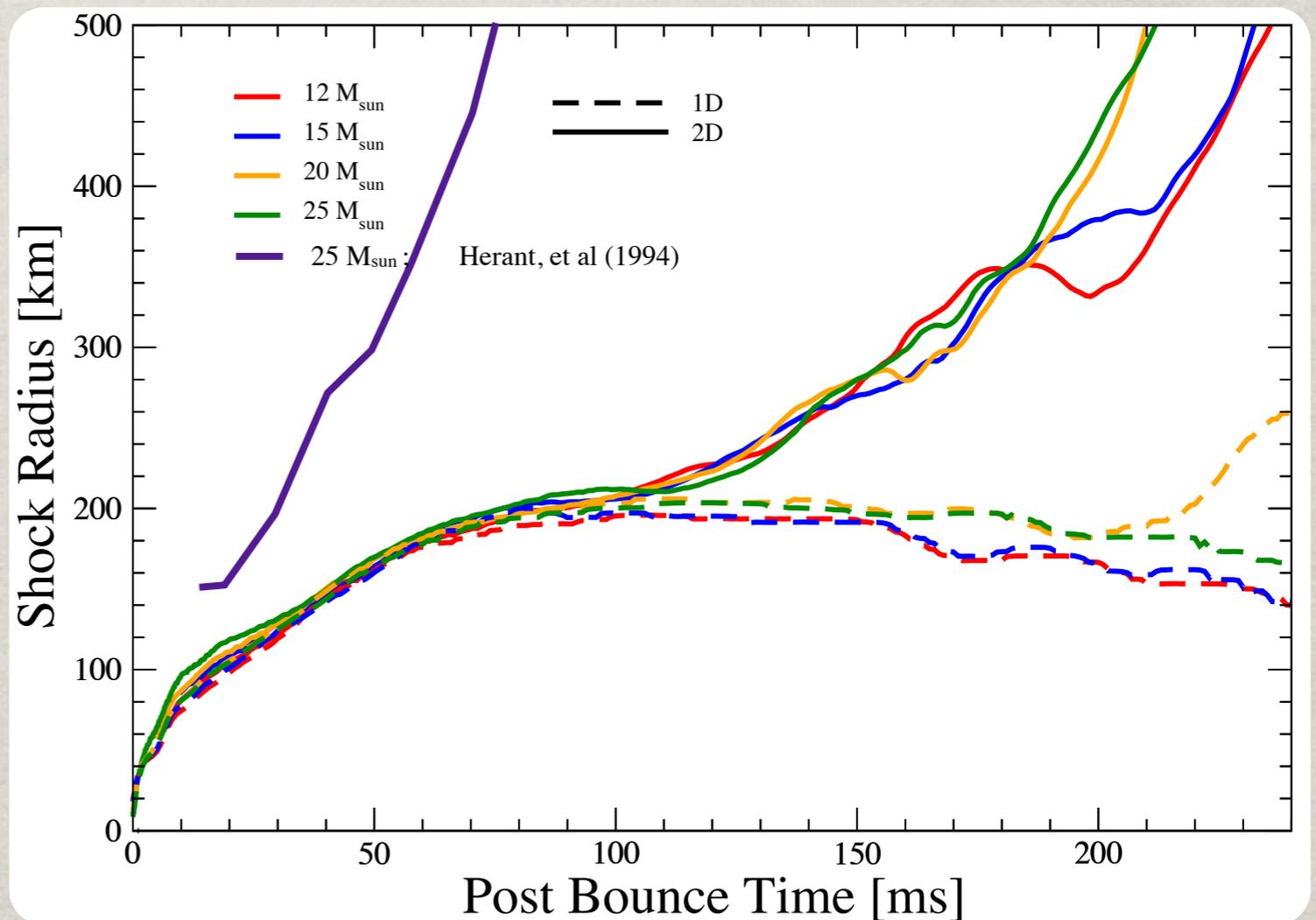
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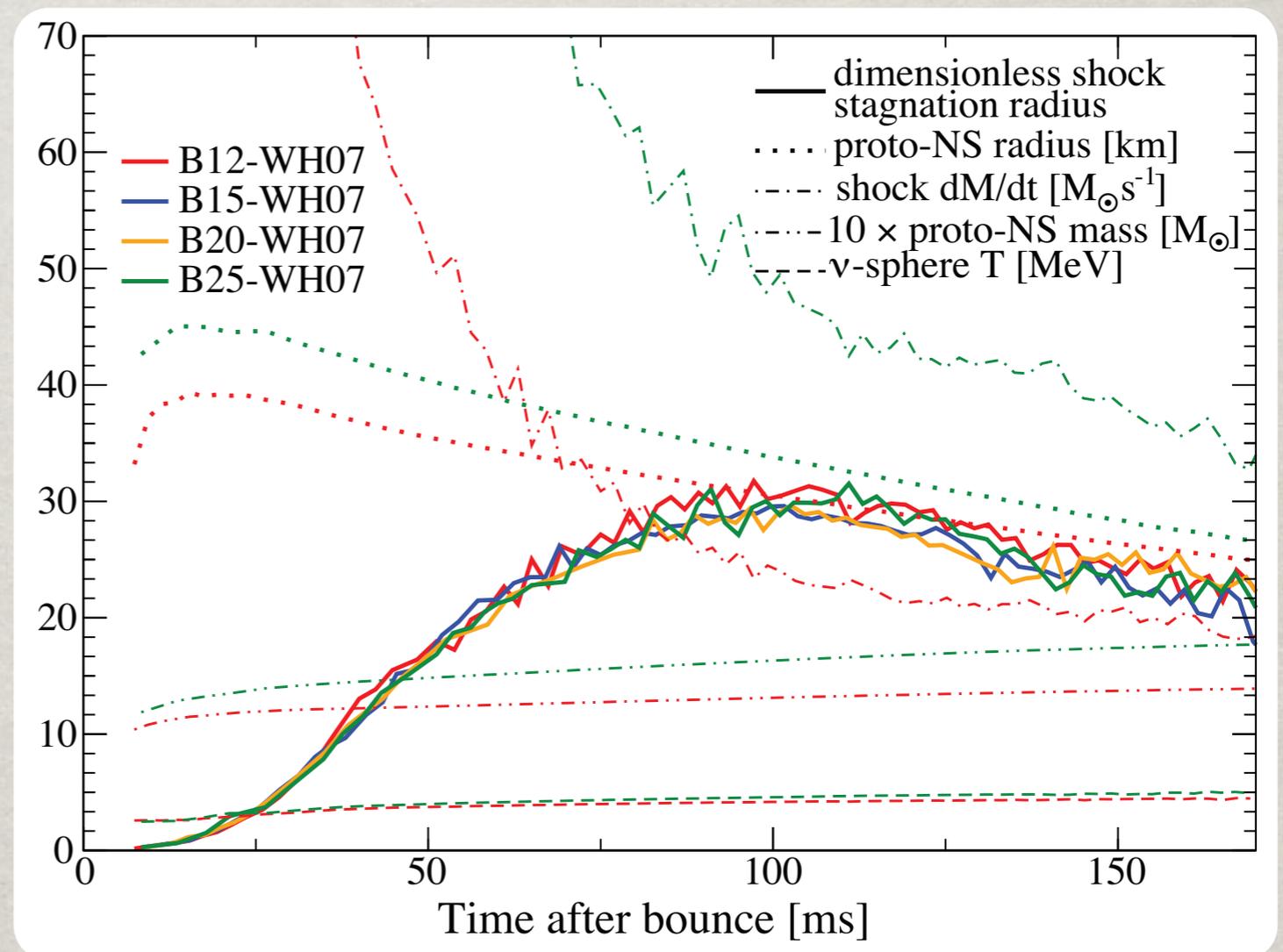
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the larger M_{NS} and \dot{M} , causing R_s to be similar from 12-25 M_\odot .



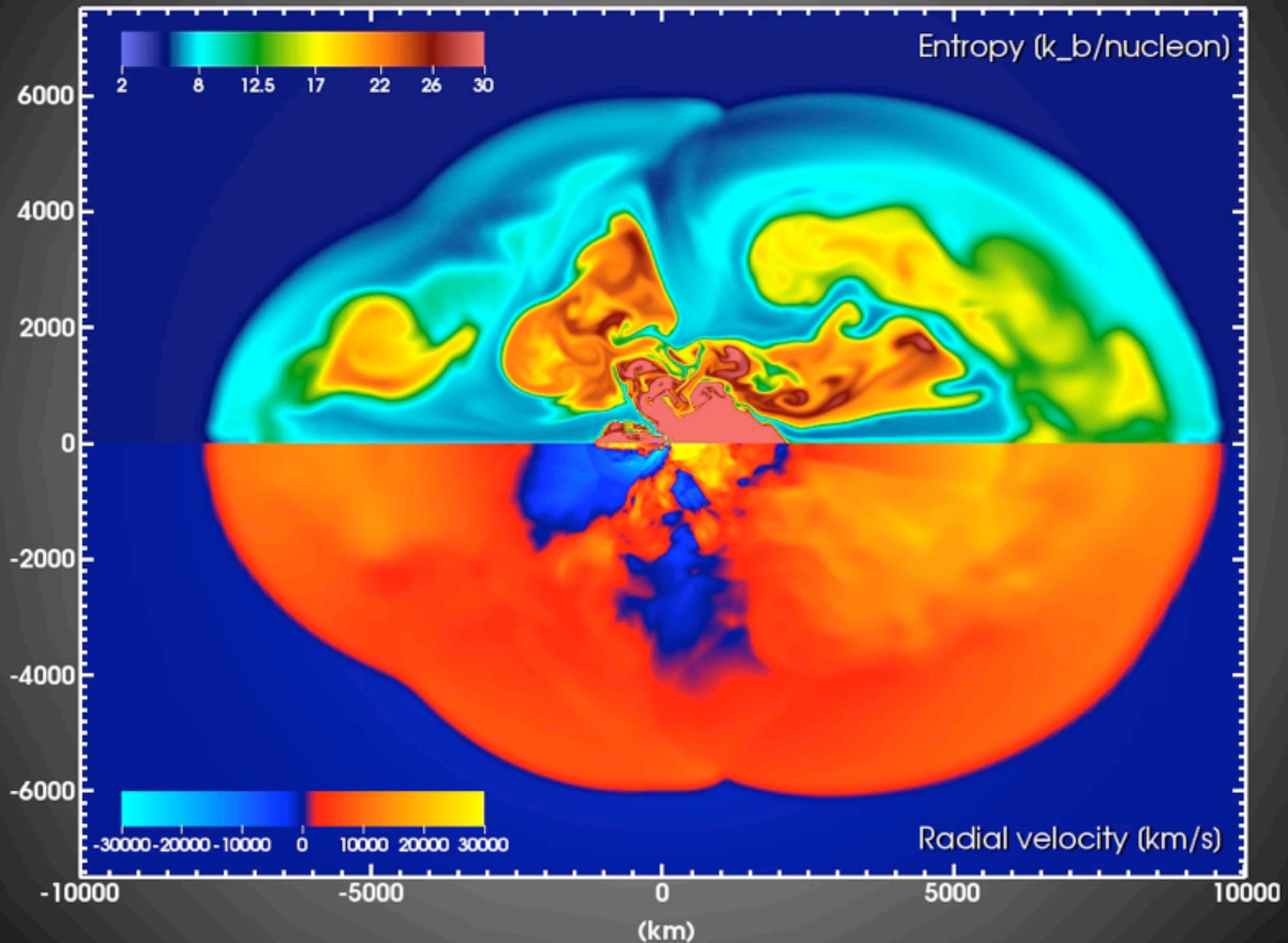
SUPERNOVA: THE MOVIE

Bruenn, Mezzacappa, Hix, ... (2013)

SUPERNOVA: THE MOVIE

Chimera model: B12-WH07

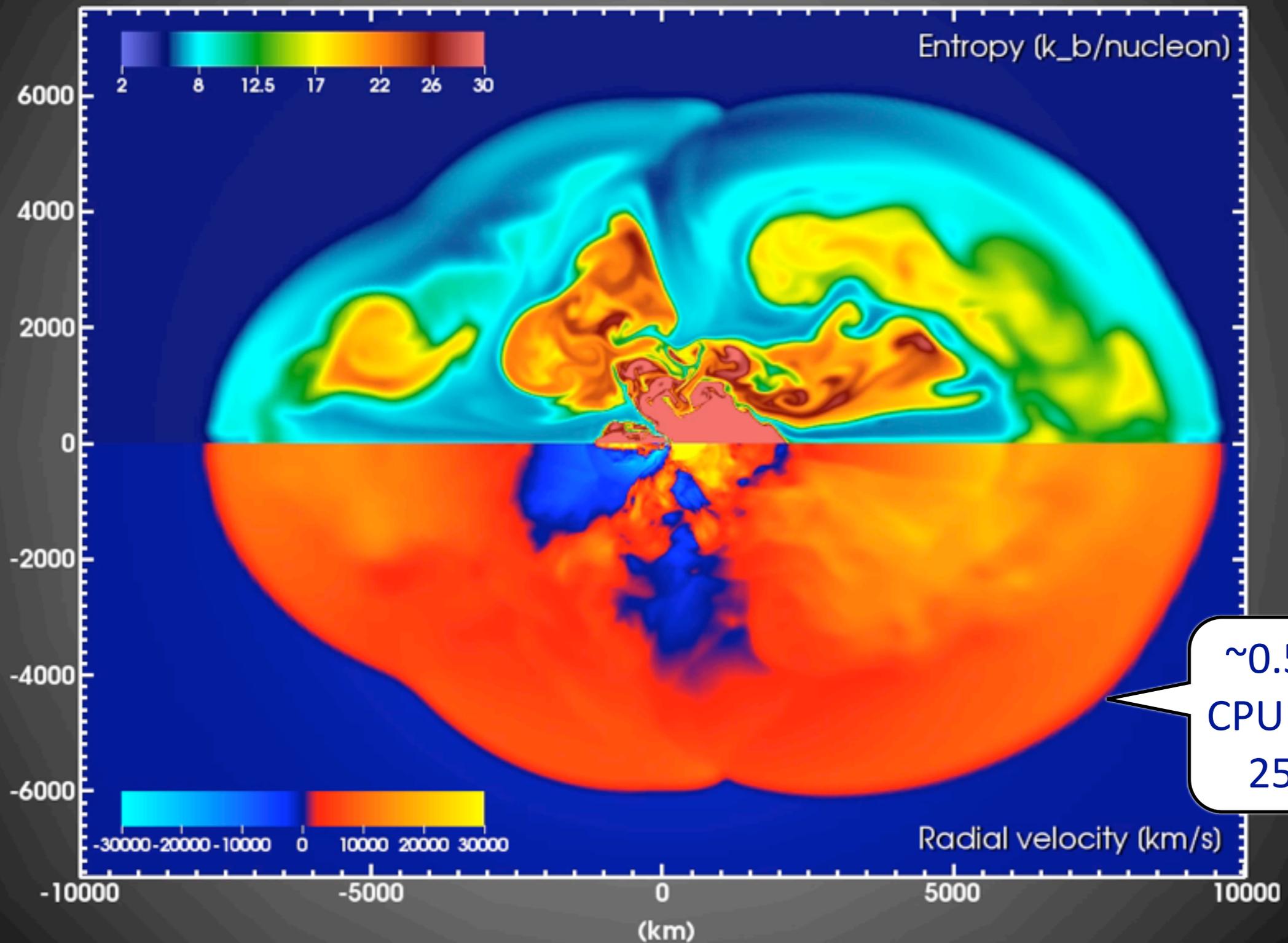
Time = 800 ms



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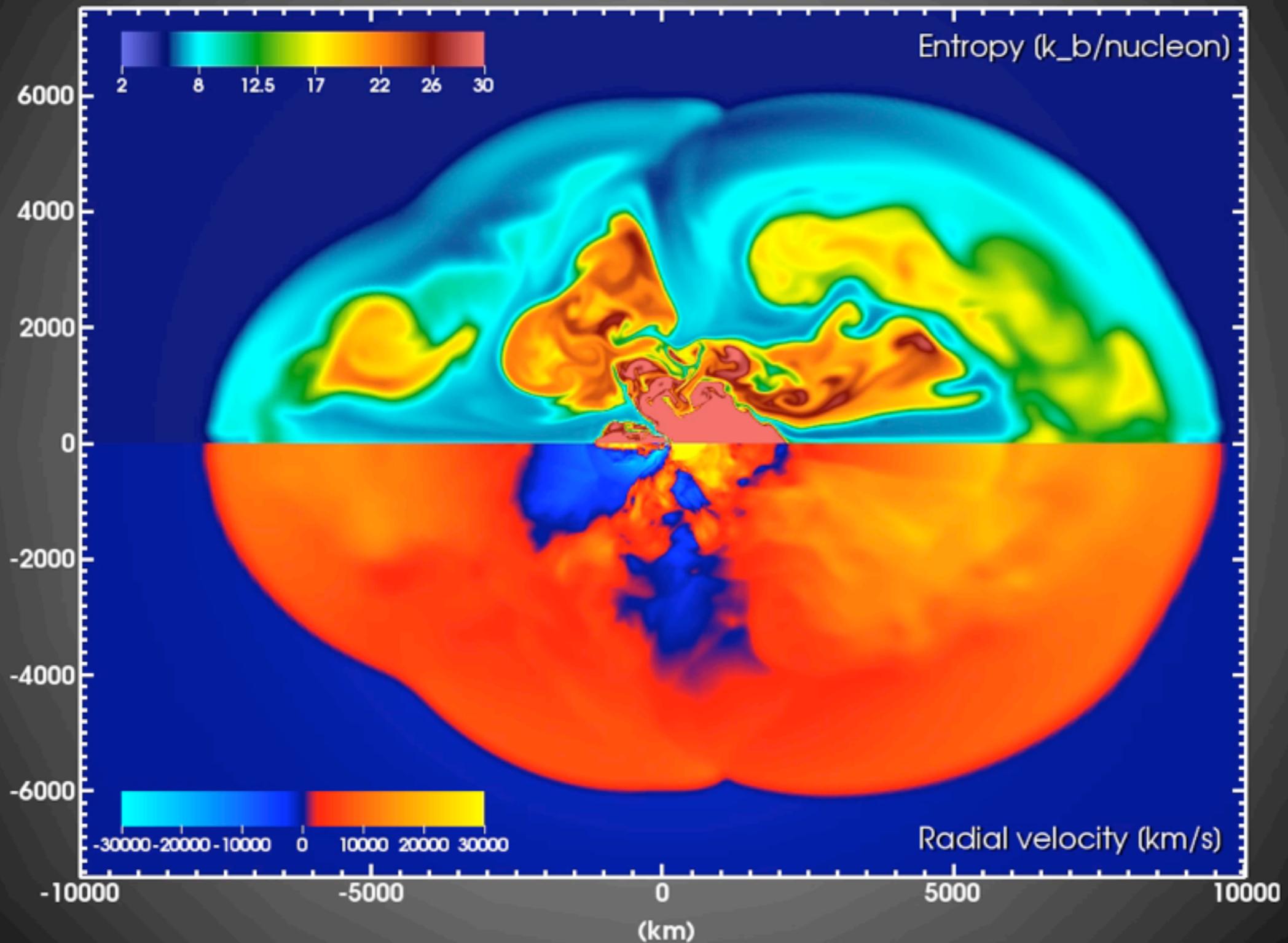


~0.5 Million
CPU Hours on
256 proc.

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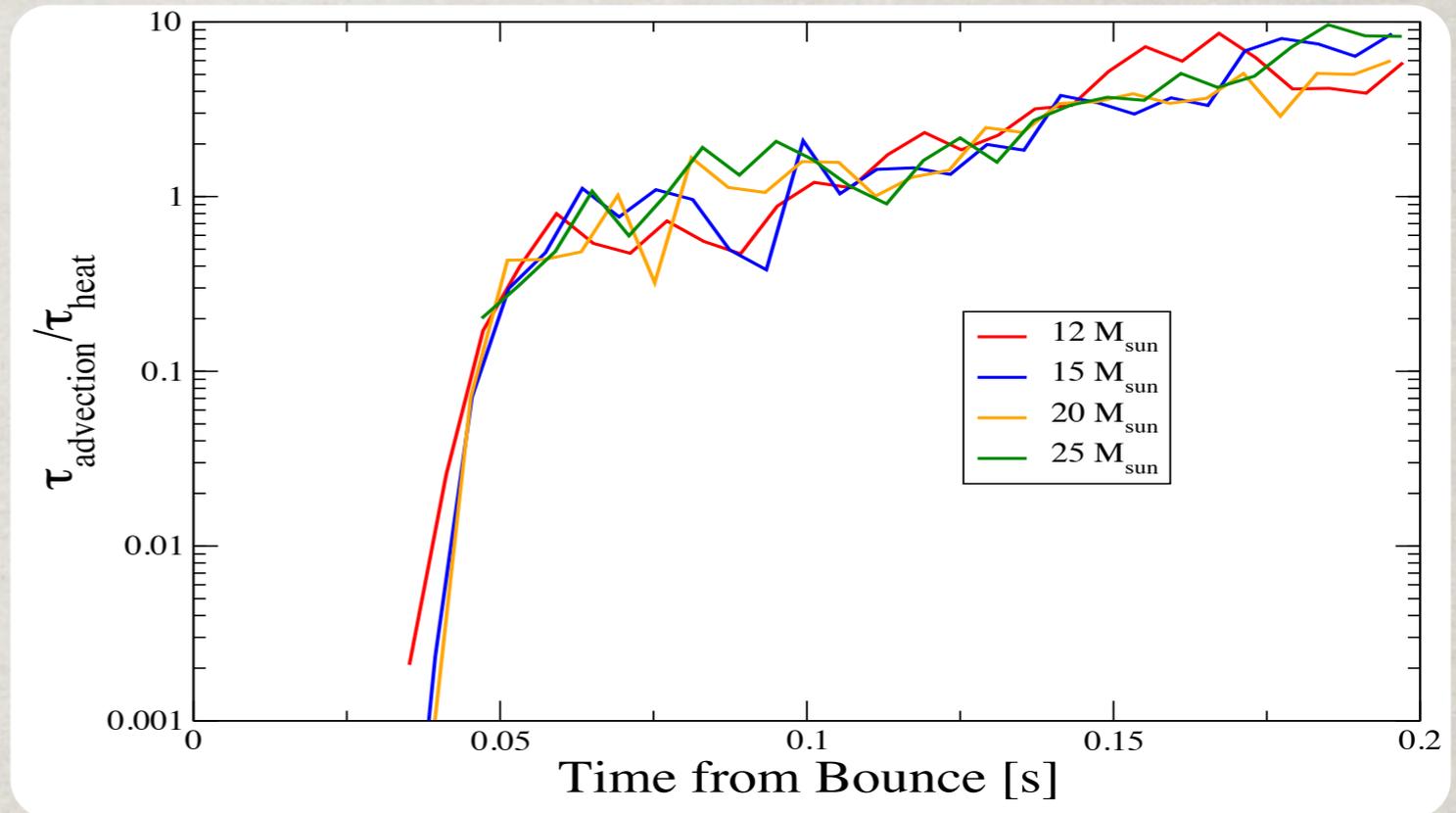
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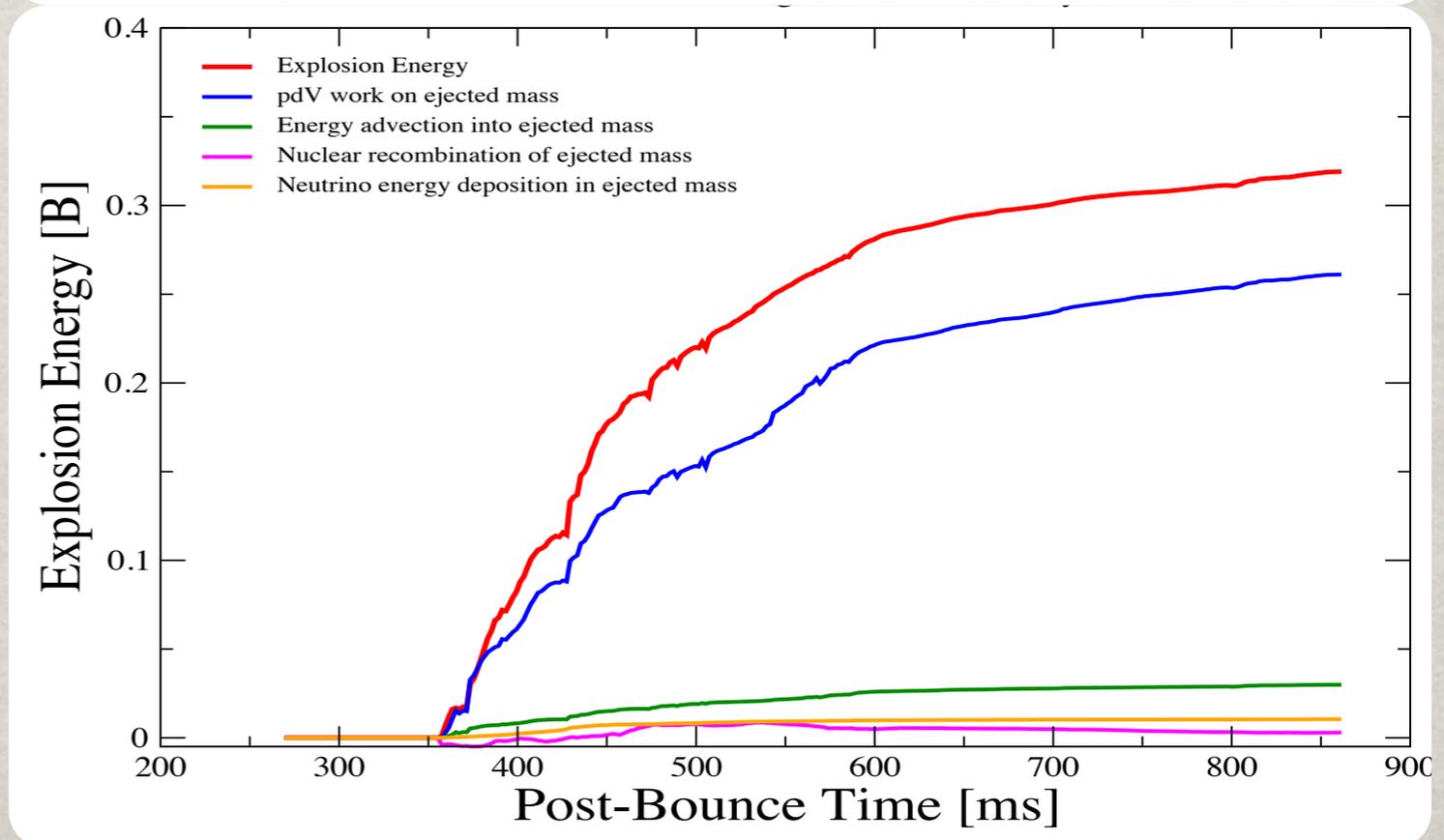
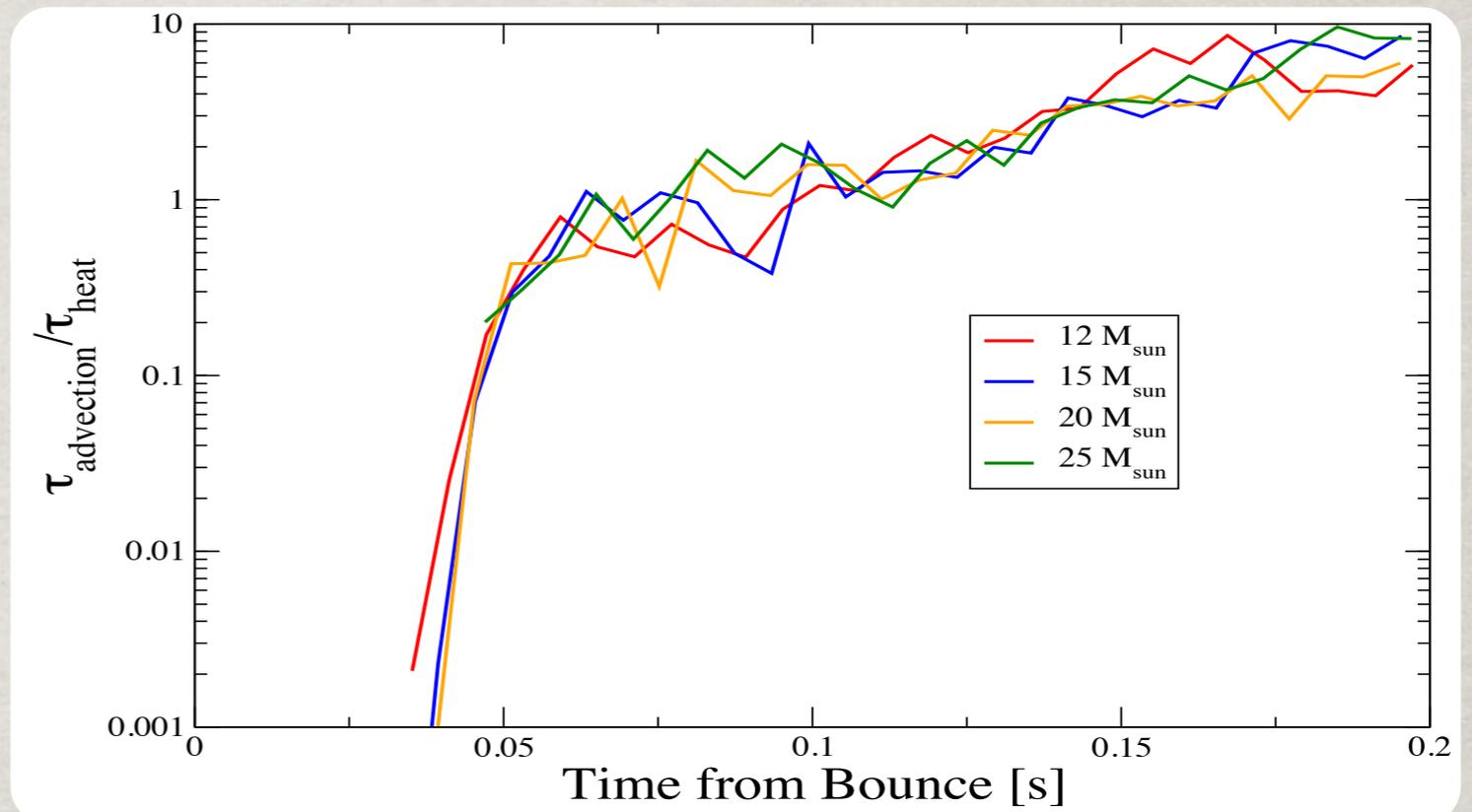
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Much of the explosion energy comes from the neutrino heating region, below the ejecta, in the form of PdV work and advected internal energy.



WORKING NEUTRINOS

The initially spherical **gain surface** between the **cooling** and **heating** regions begins to distort ~70 ms after bounce.

Beginning ~120 ms, the heating region is marked by **low entropy downflows**, with the **strongest heating** at their base.

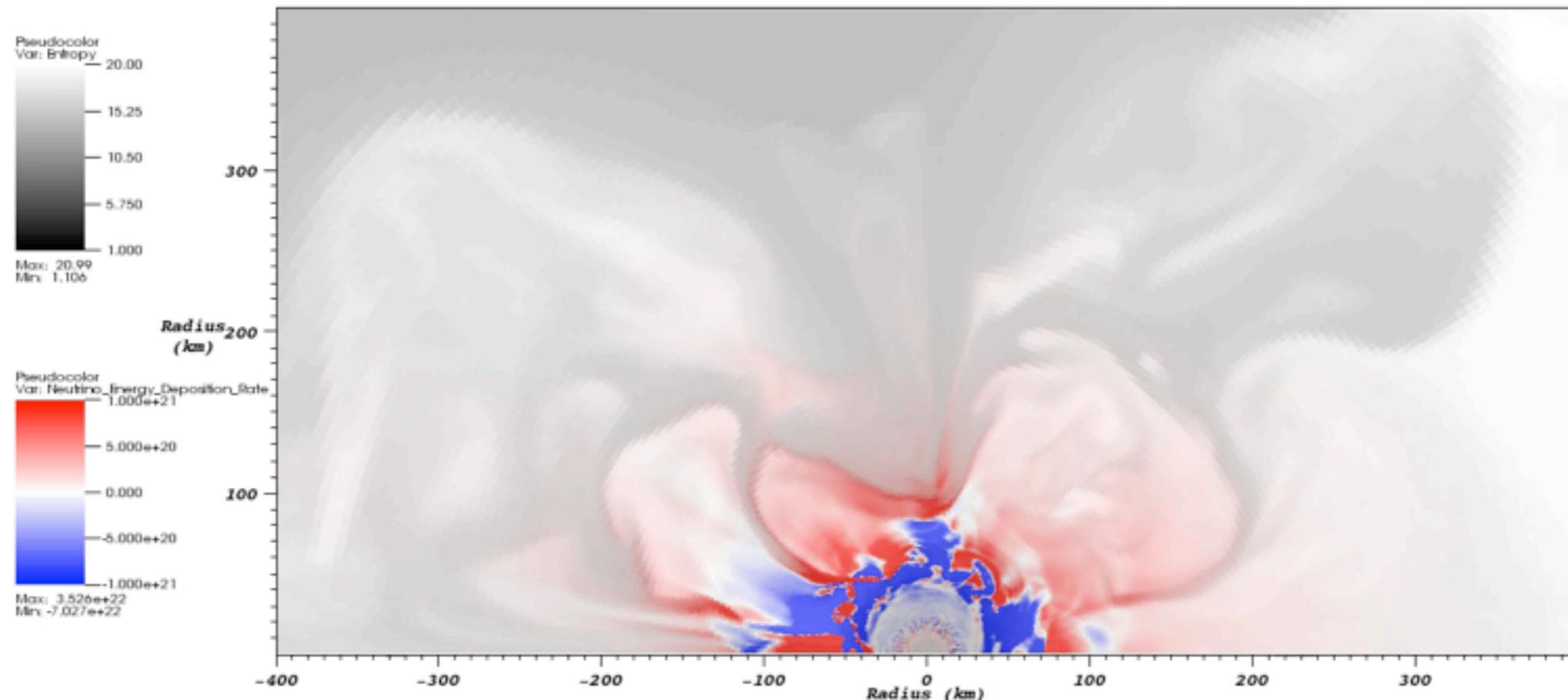
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GR, Full-Physics, 12M



Sun May 20 23:00:35 2012

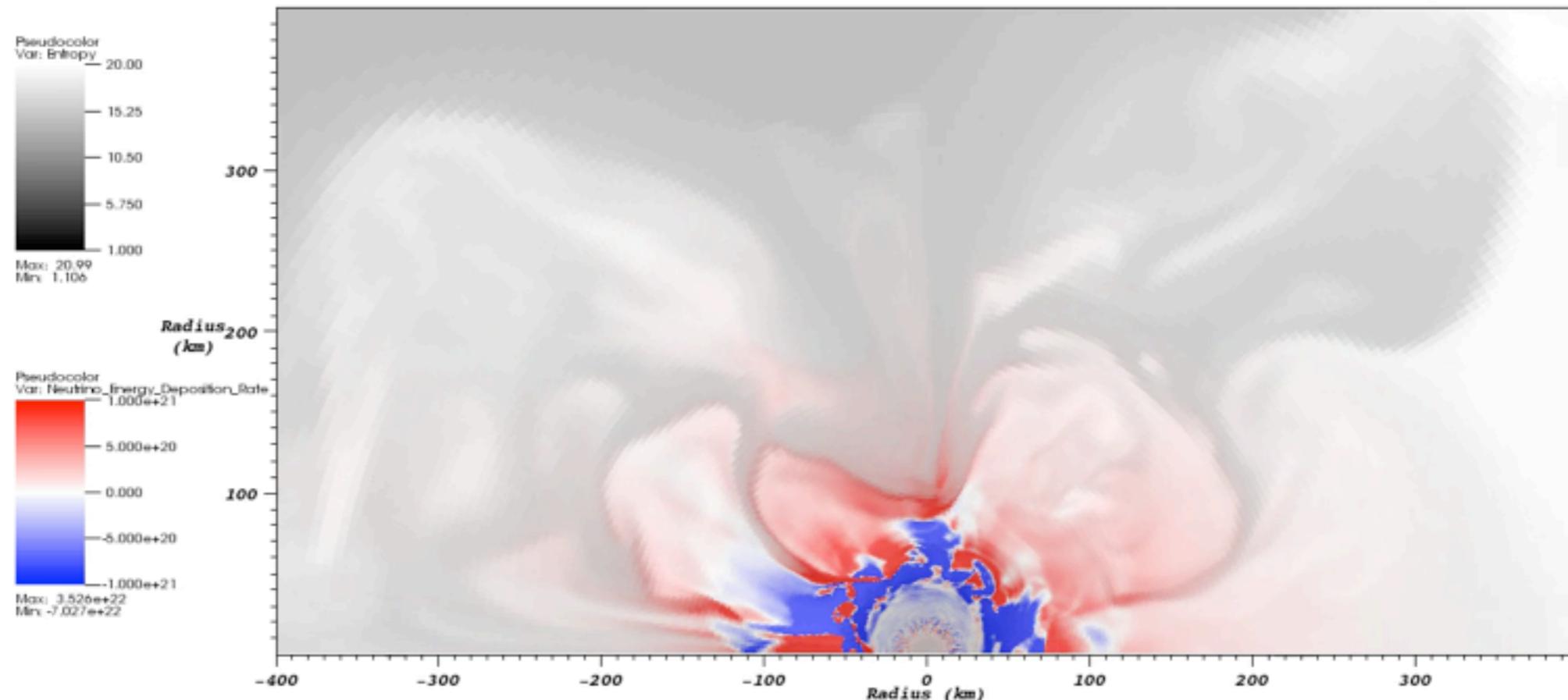
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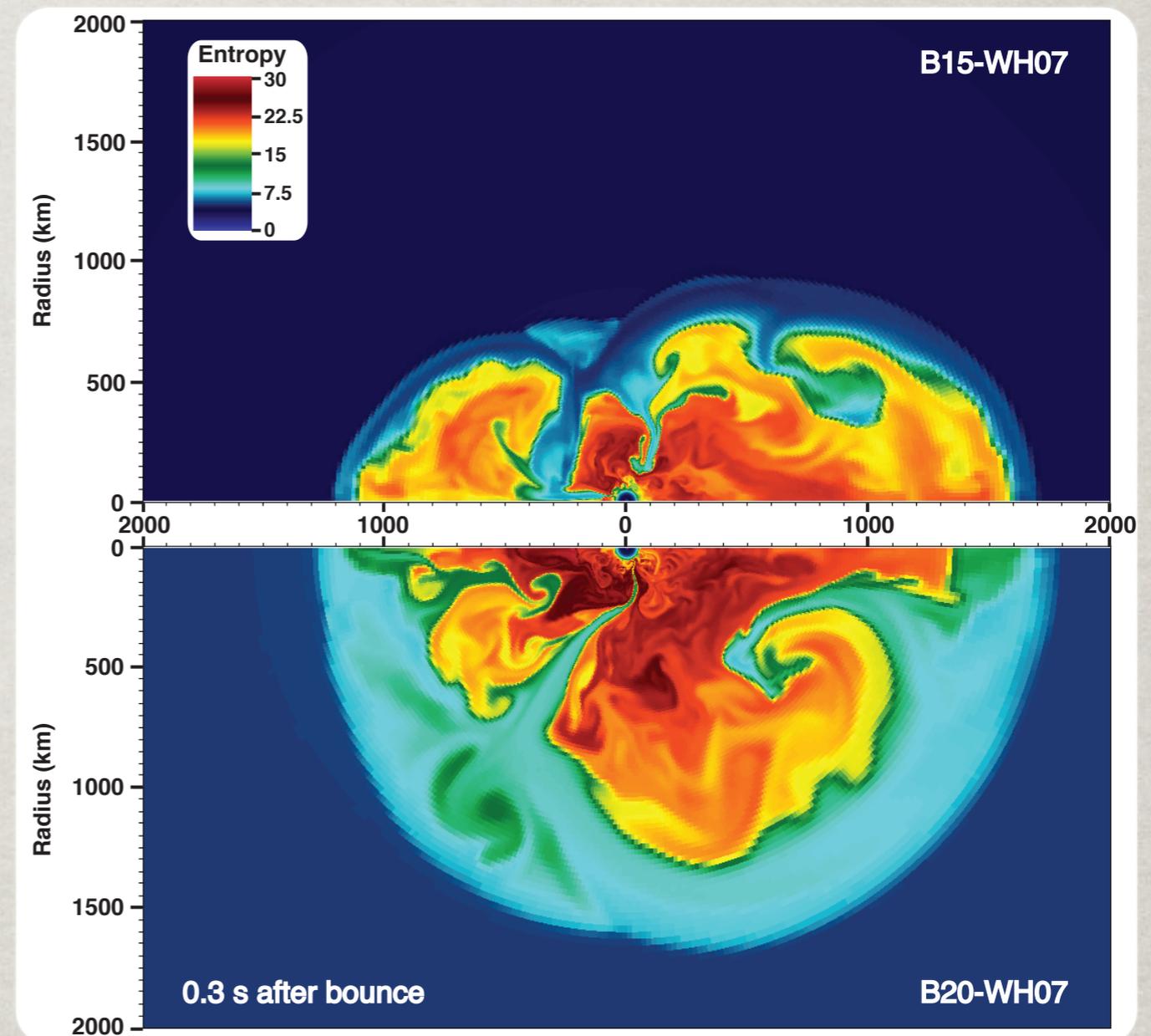
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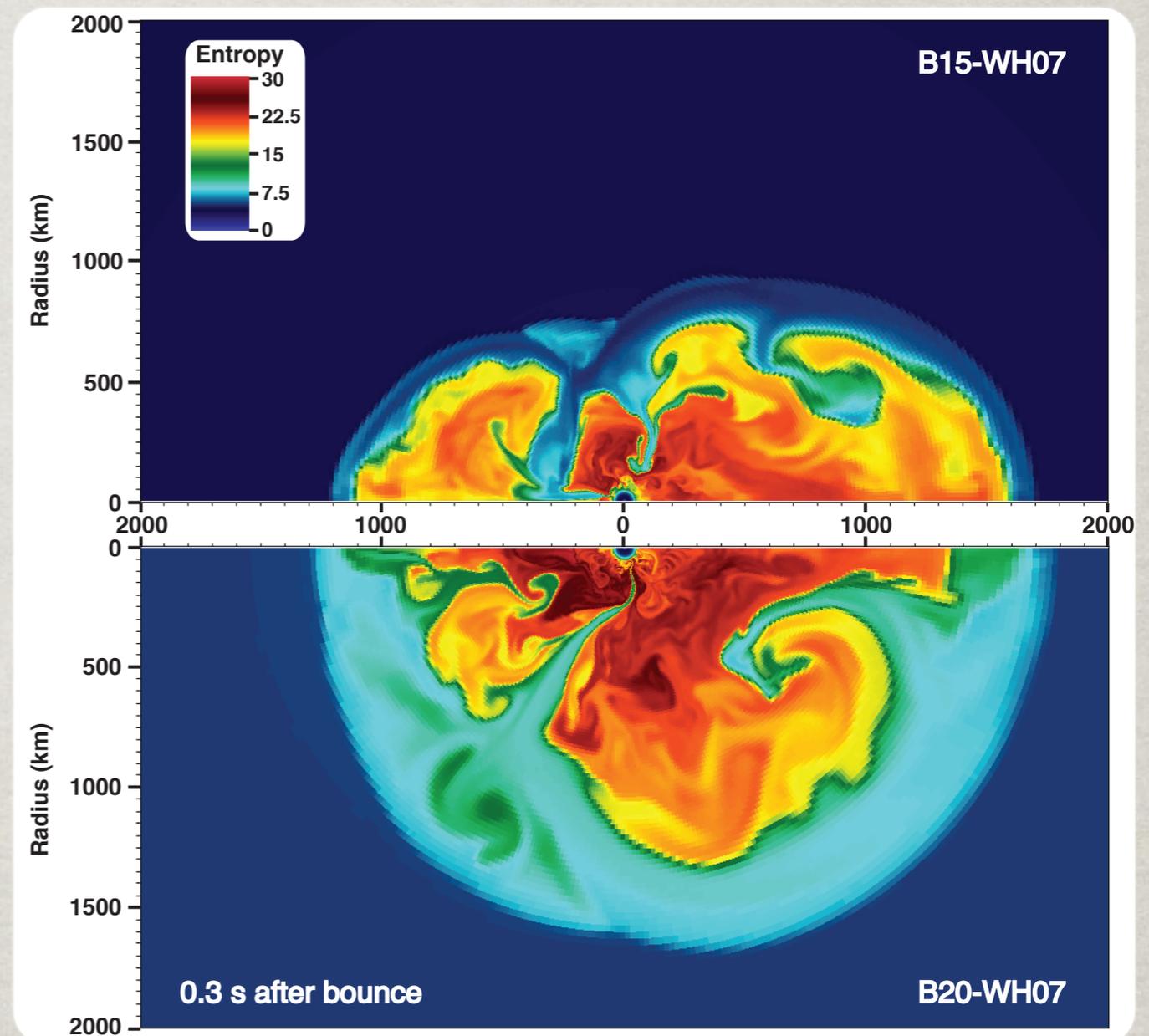
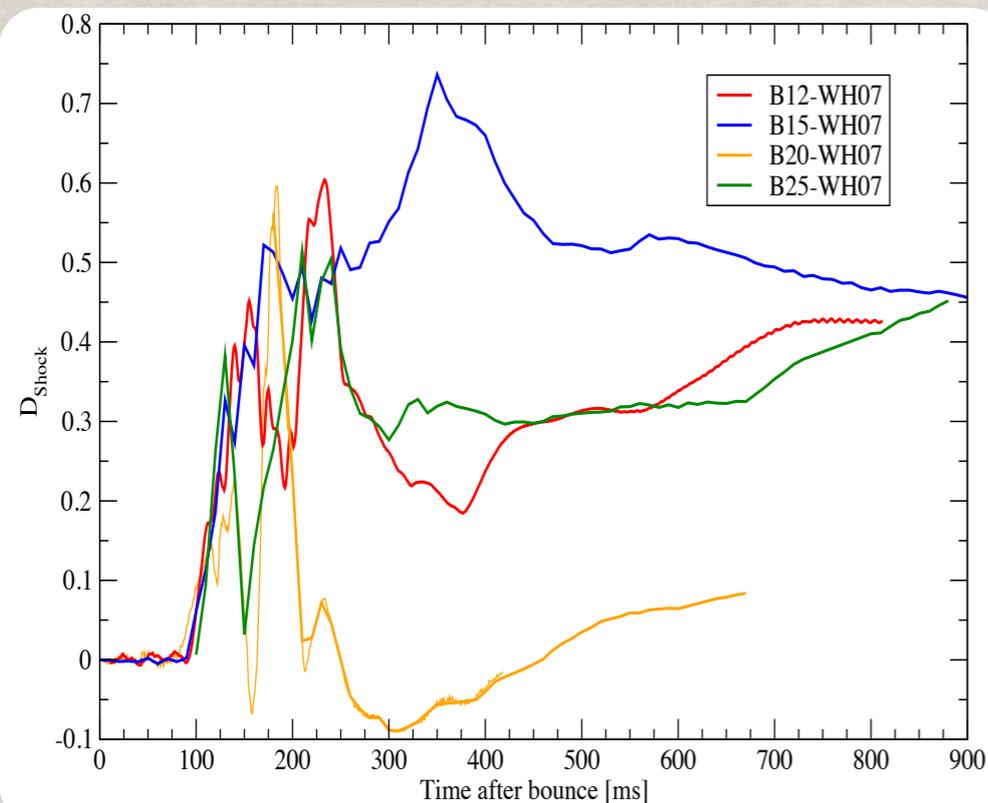
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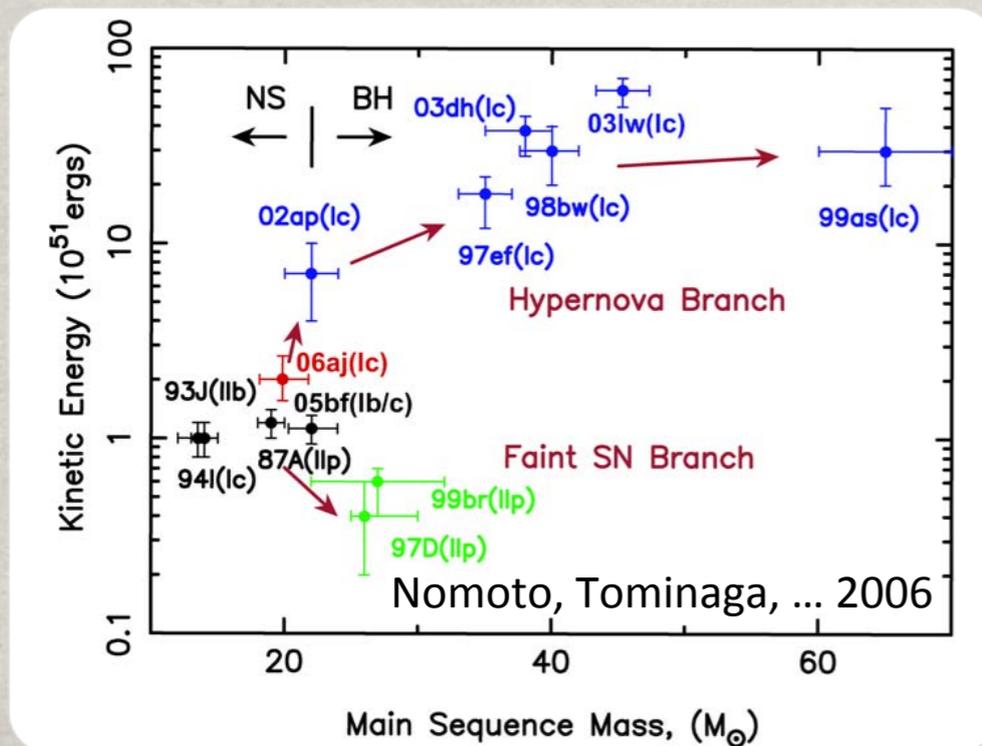
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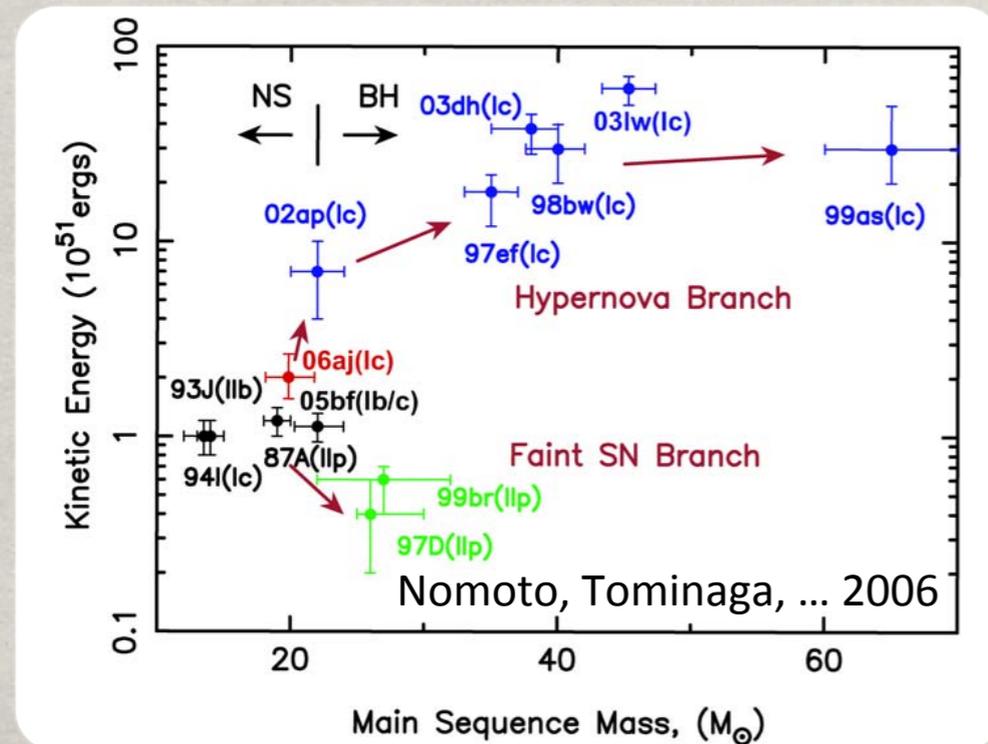
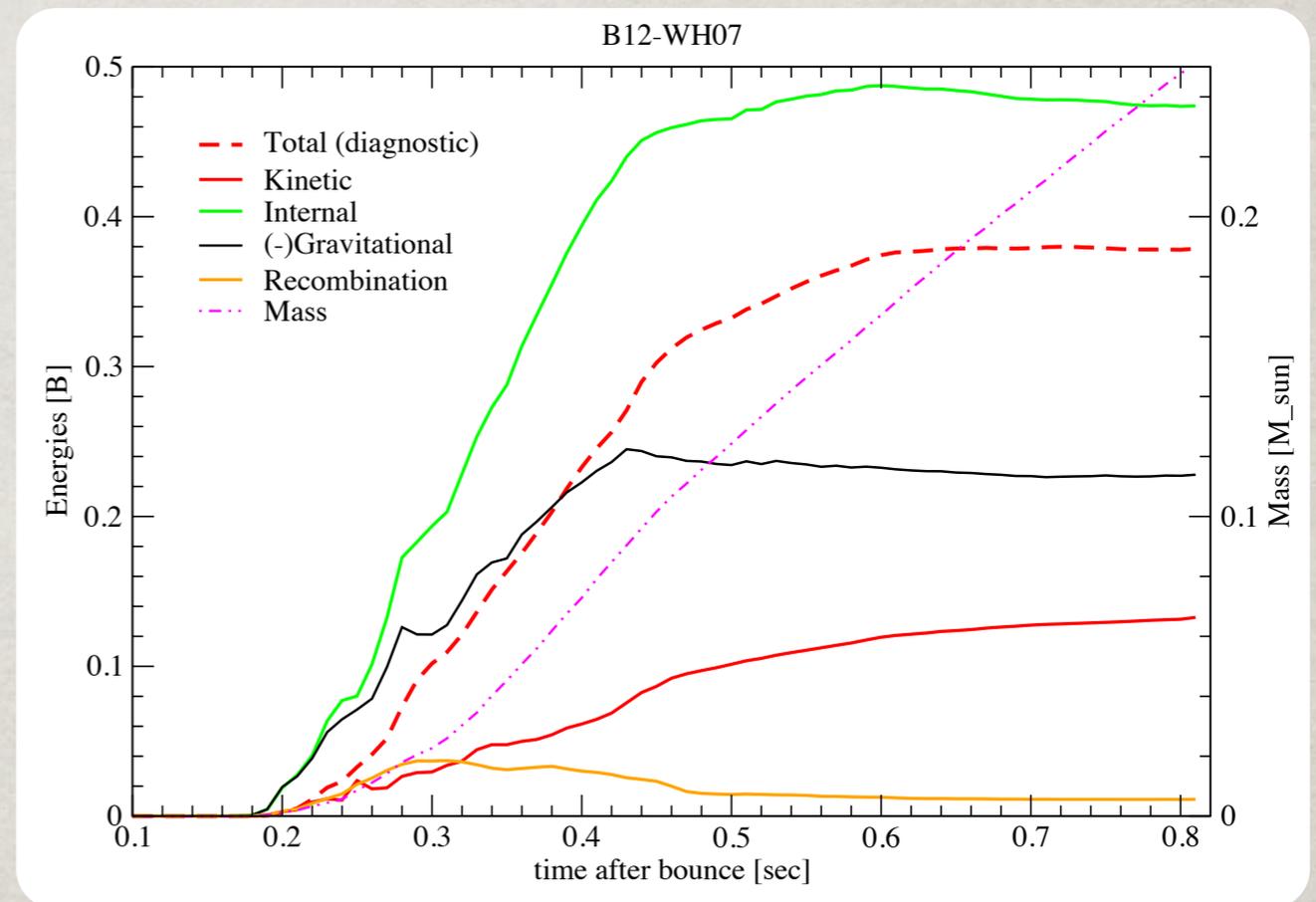


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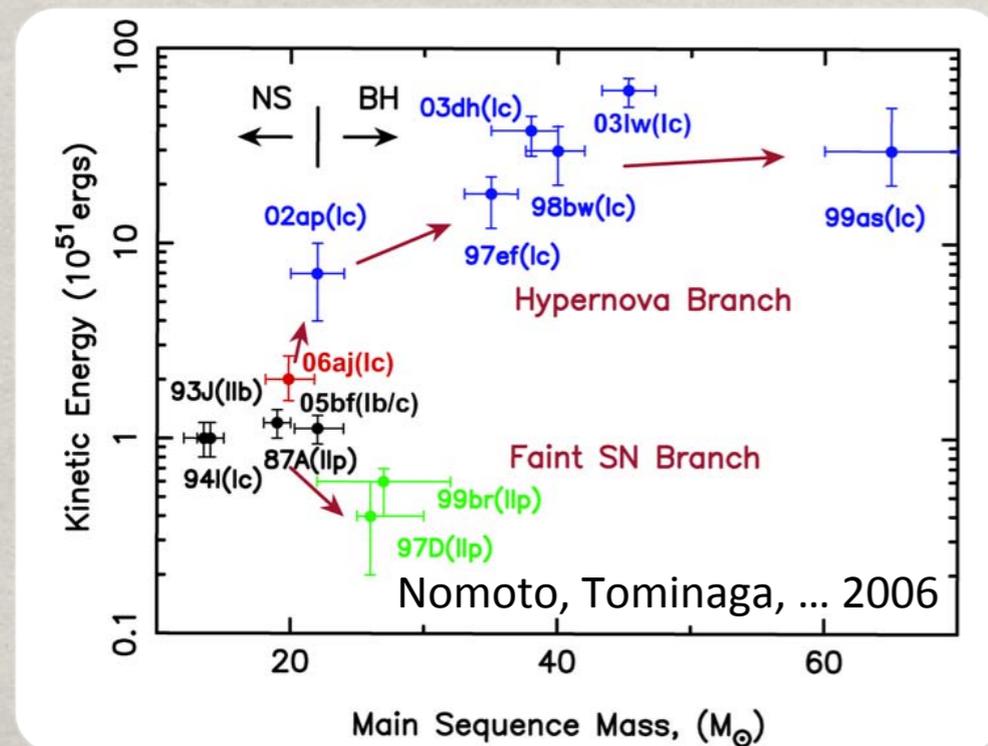
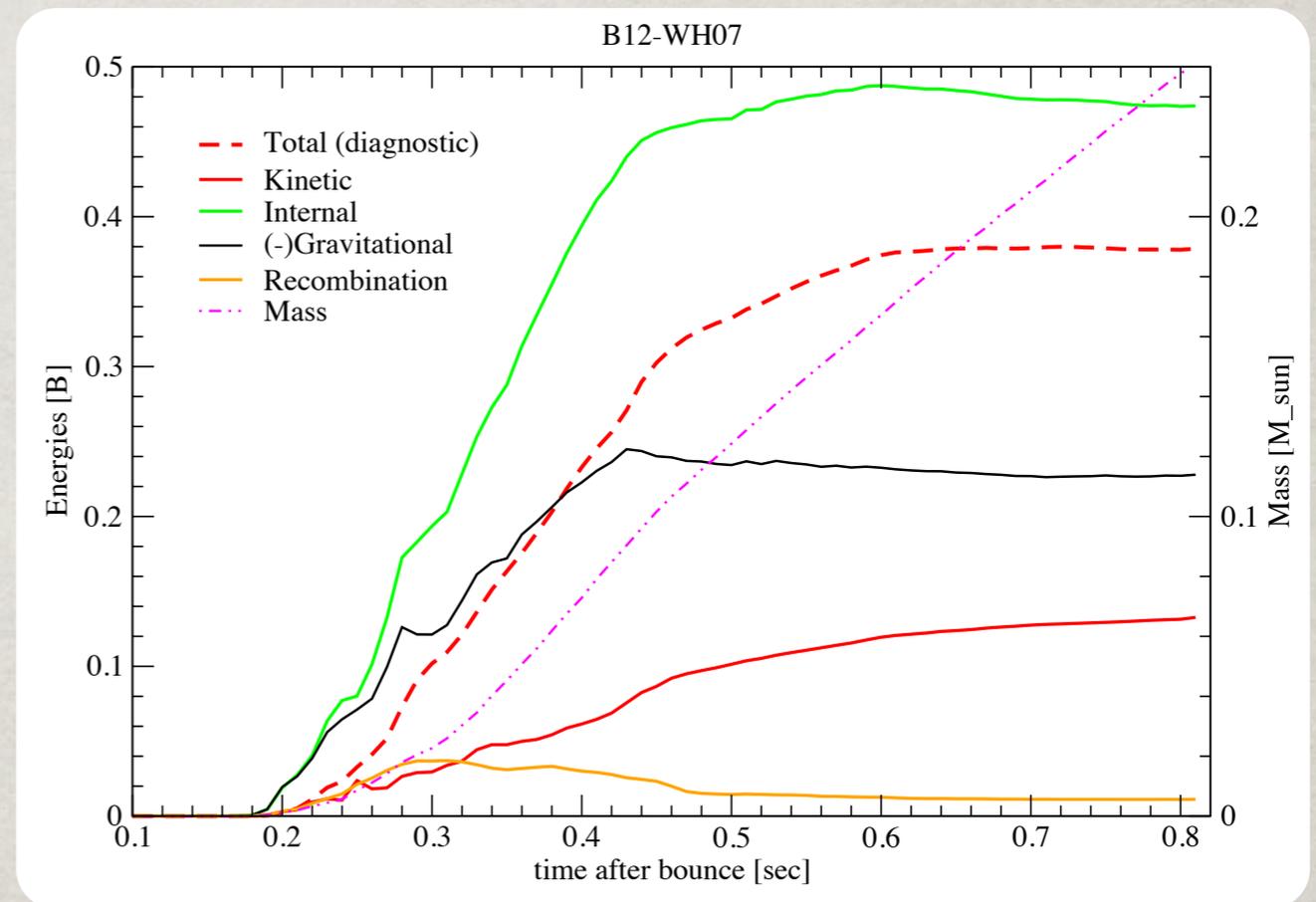


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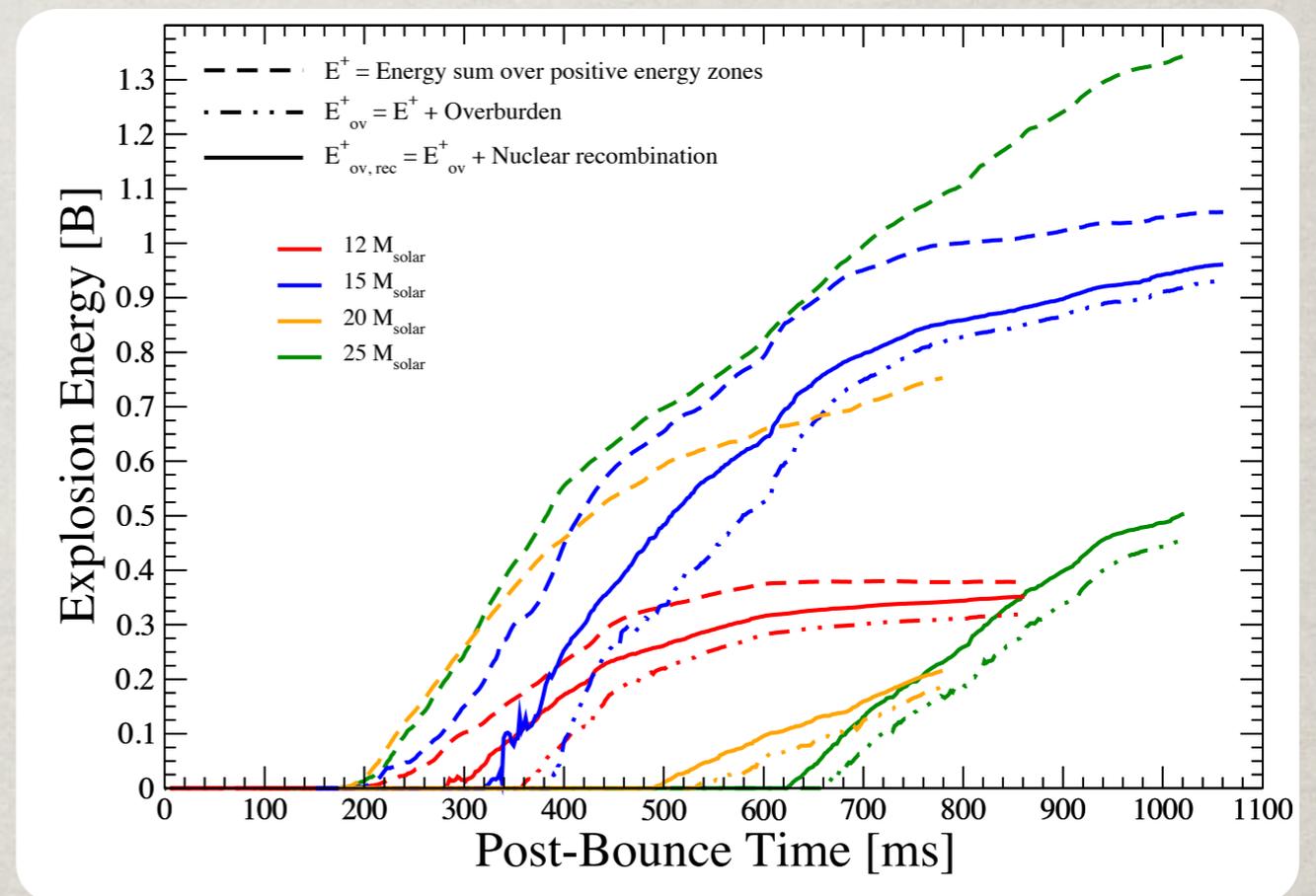
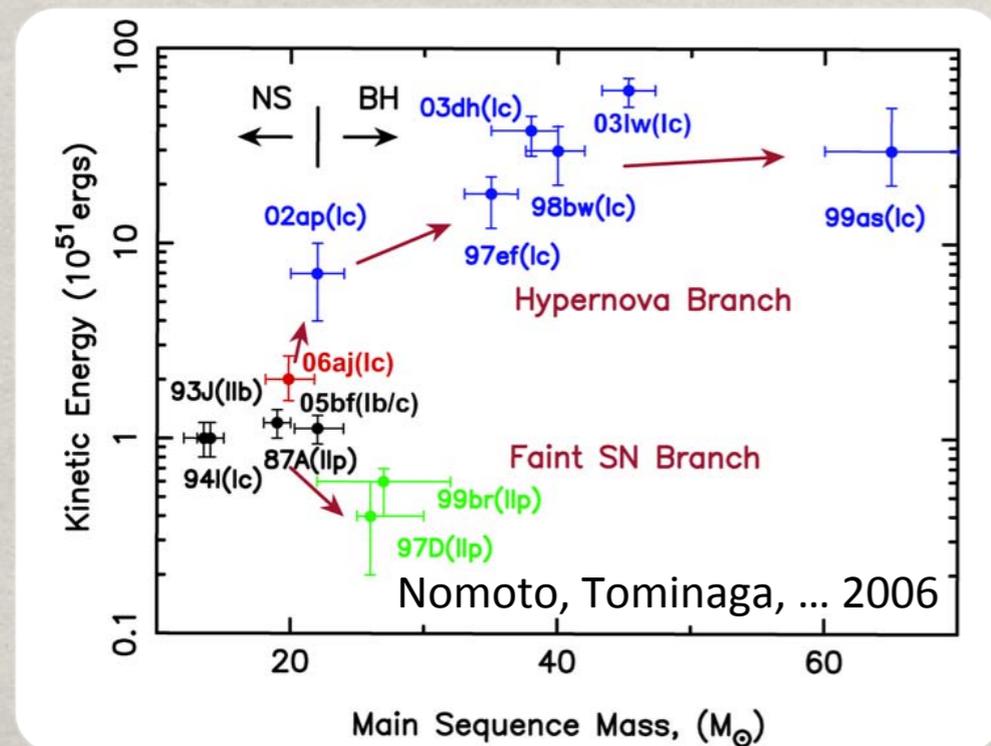
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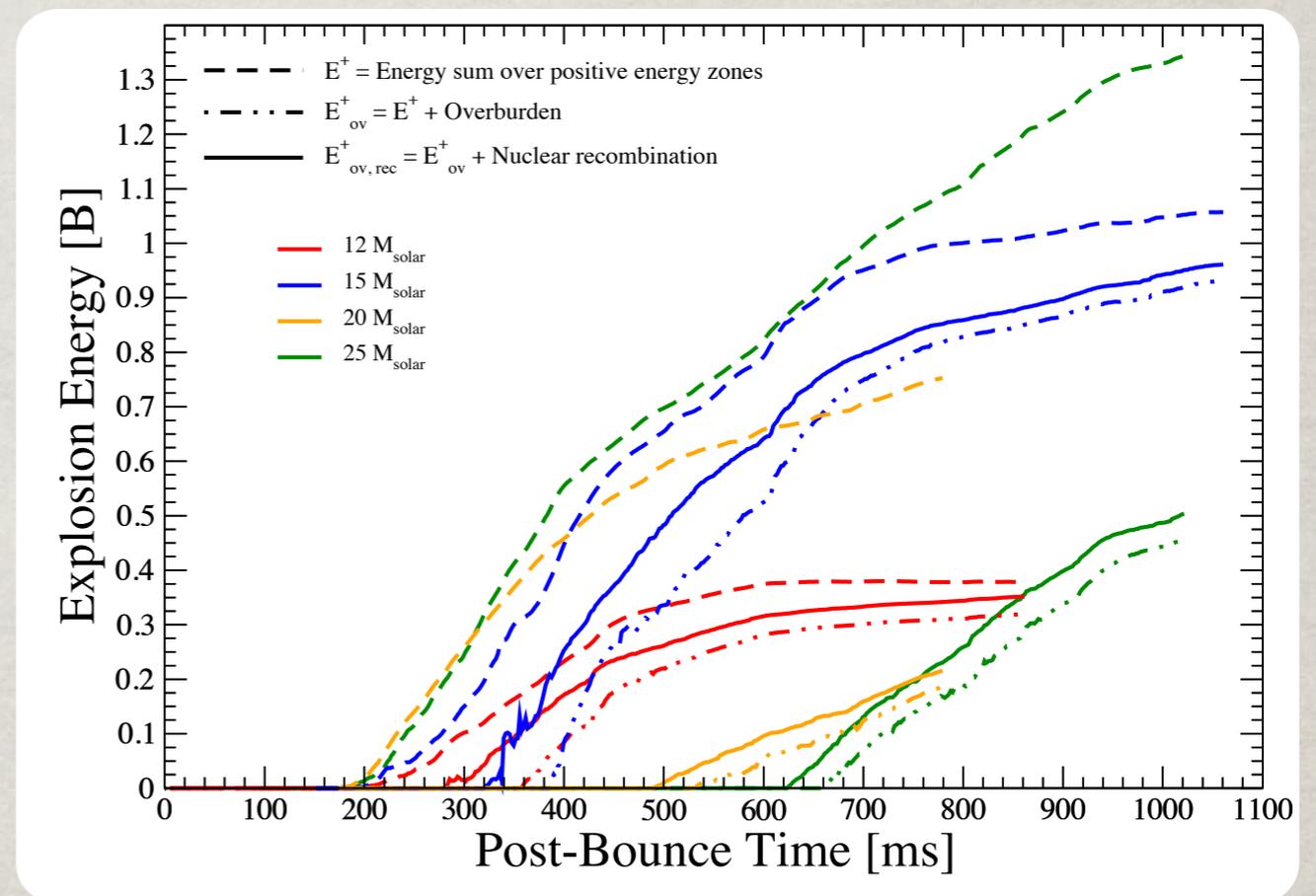
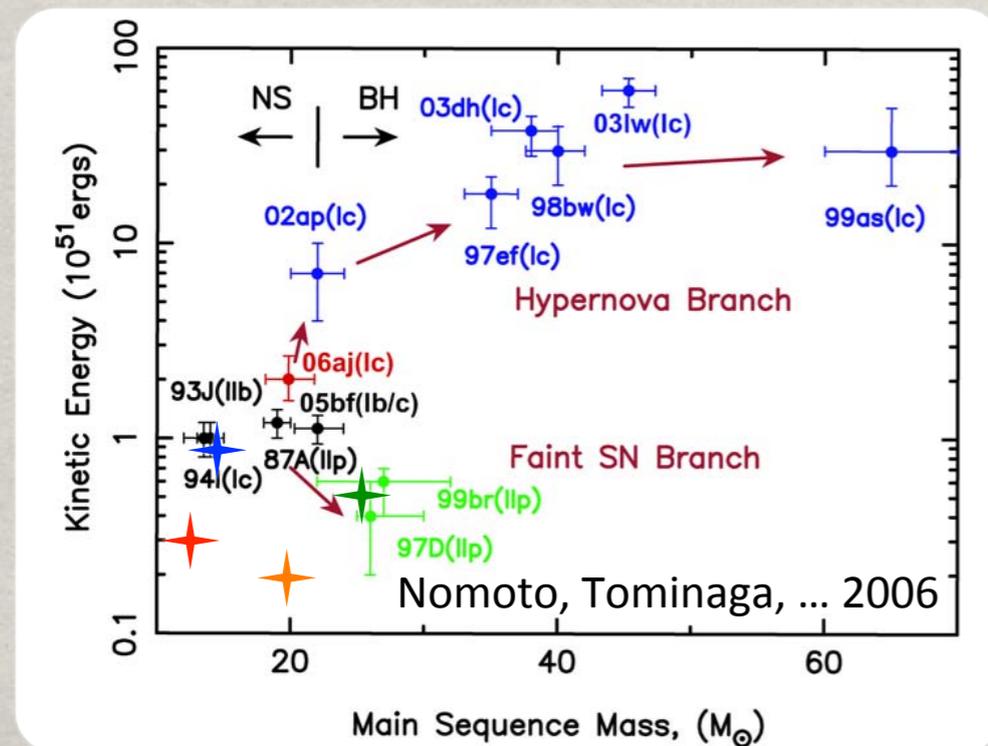
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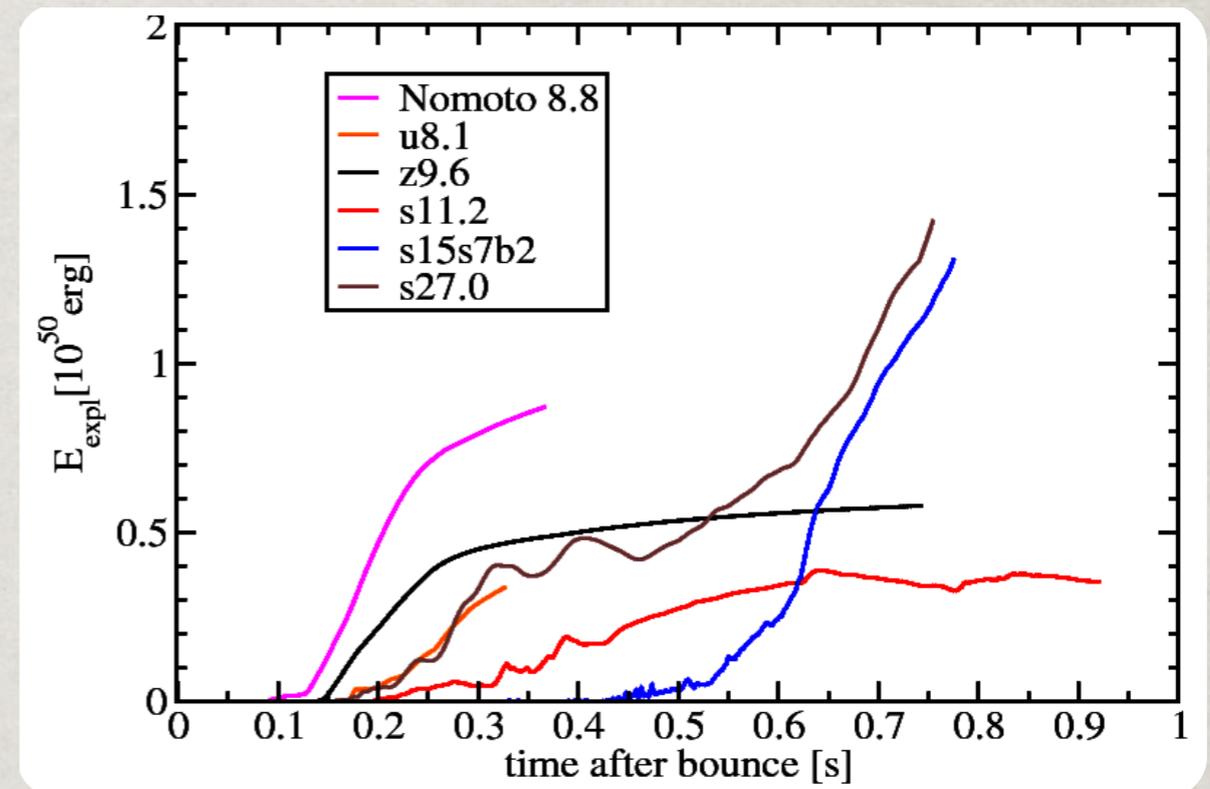
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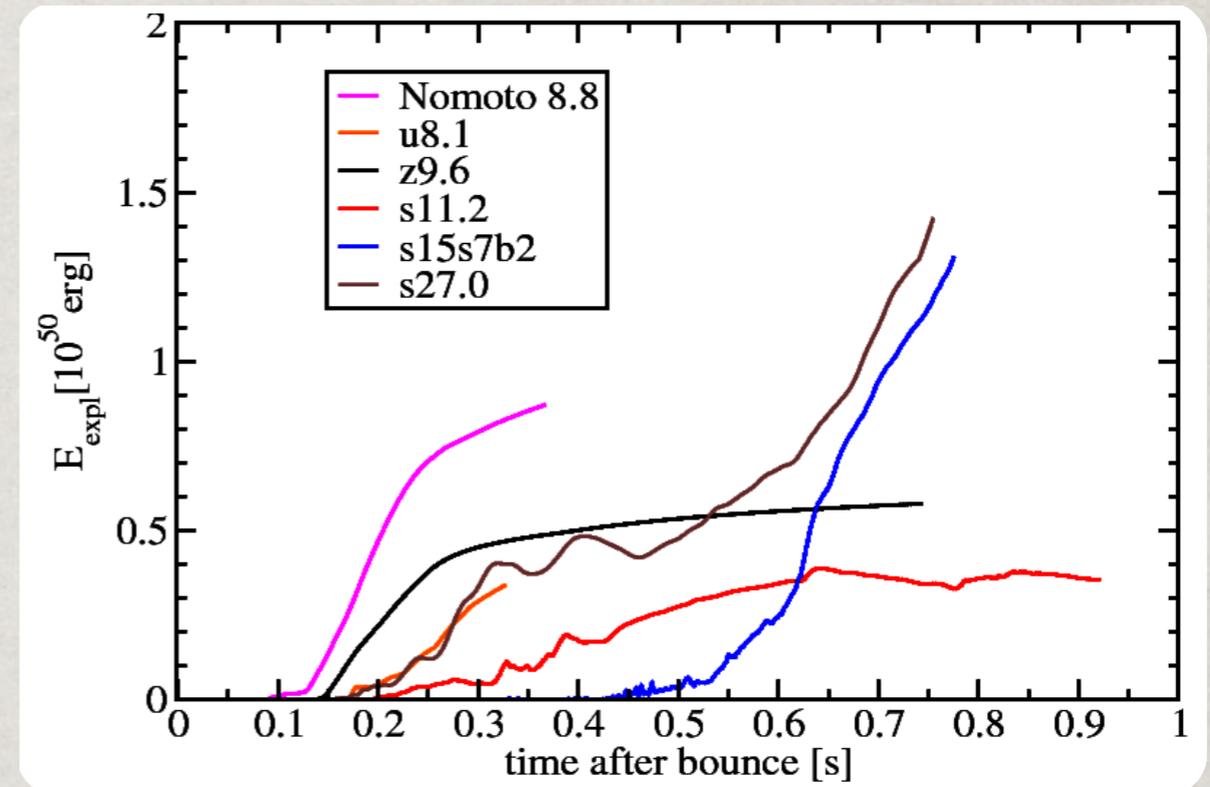
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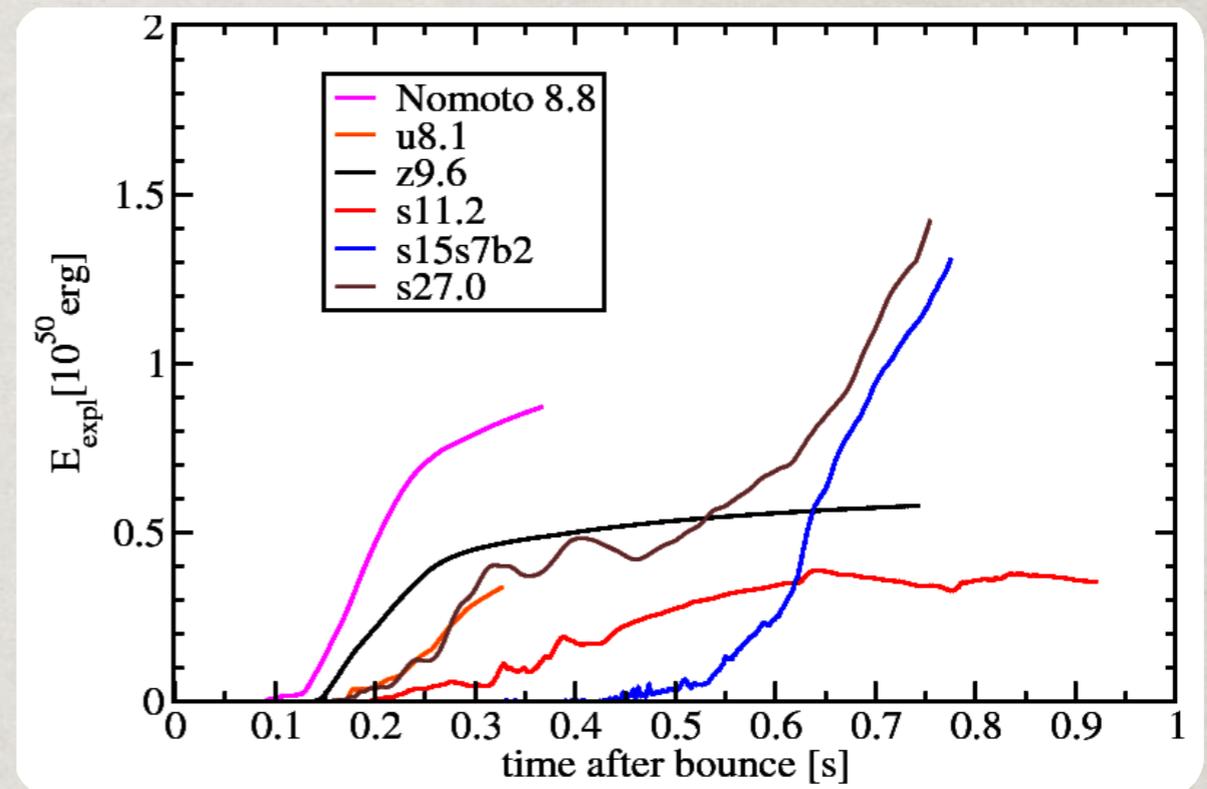
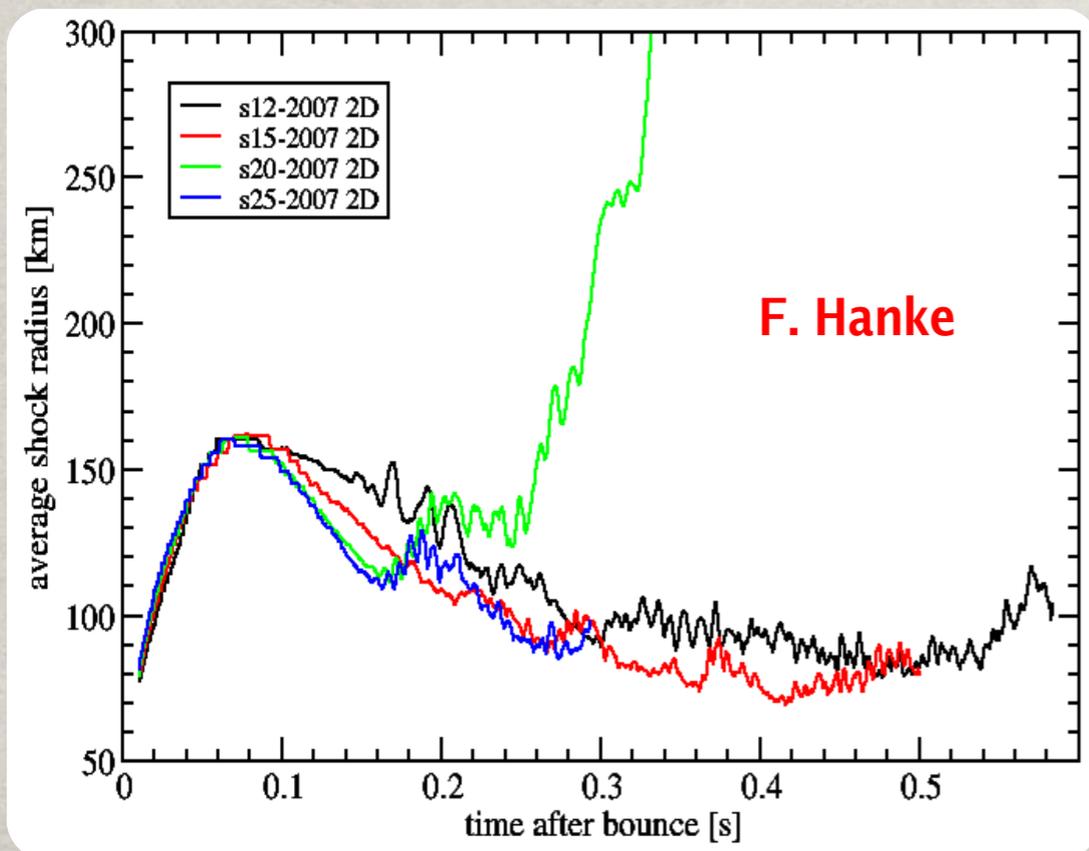


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In recent VERTEX models using Woosley & Heger (2007) progenitors, only the 20 solar mass model exhibits an explosion over first 0.5 seconds.

NICKEL MASS

Another important observable, related to the explosion energy and very relevant to the nucleosynthesis is the **mass of ^{56}Ni** .

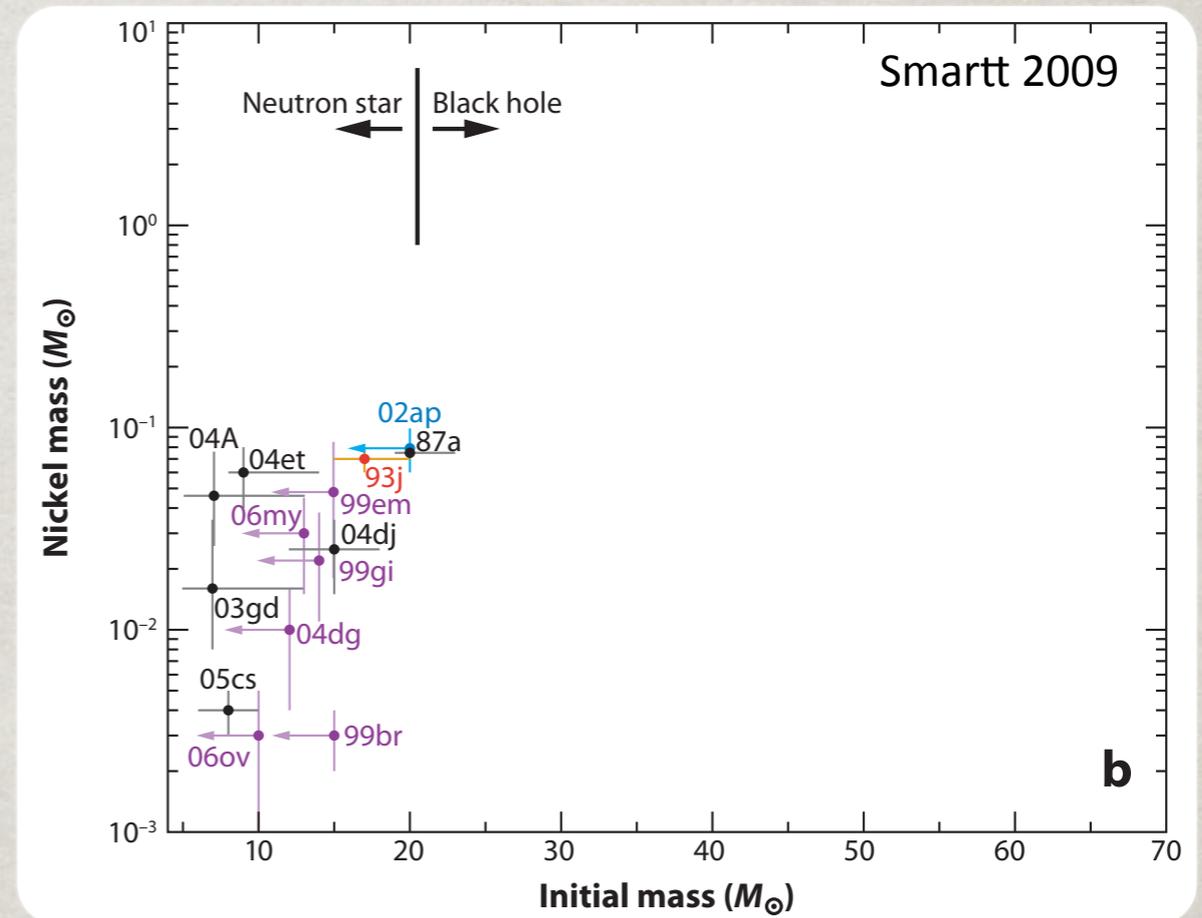
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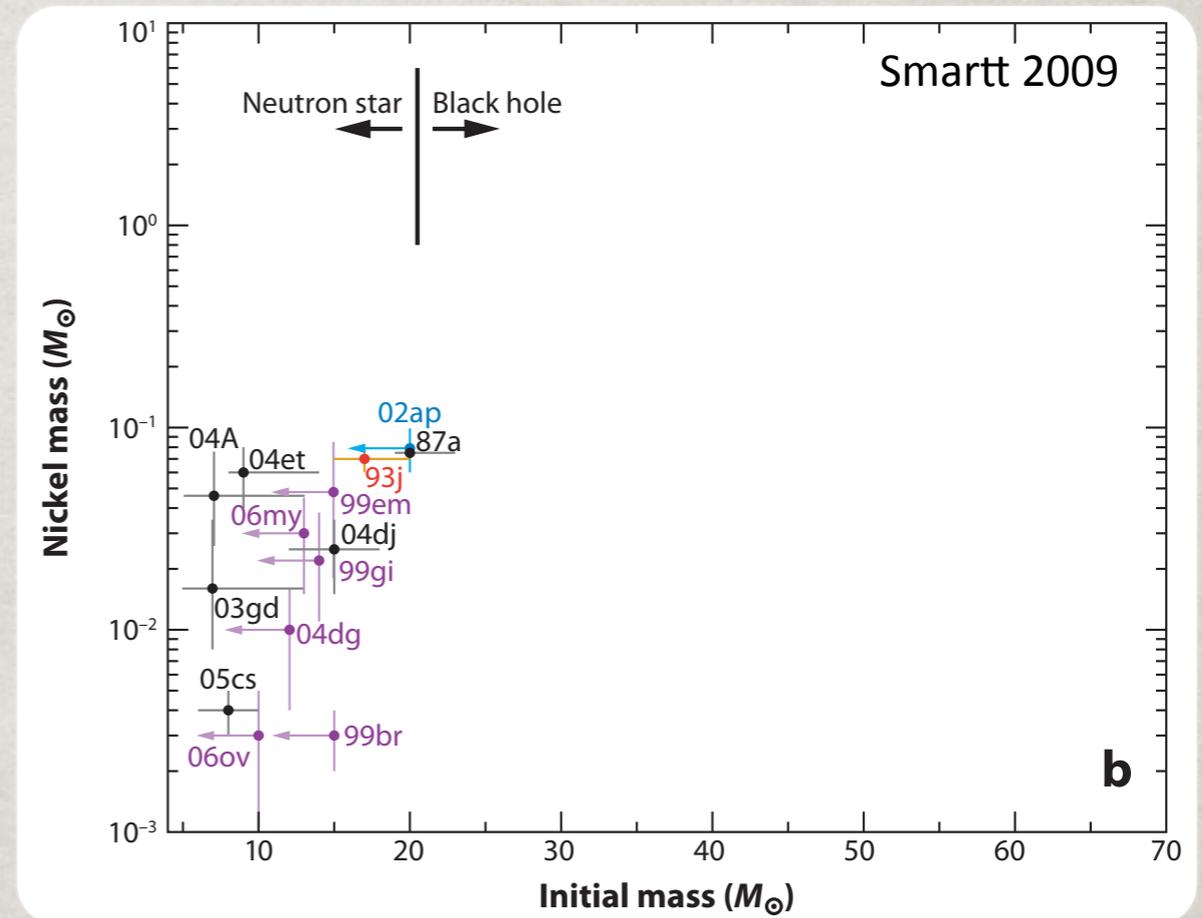
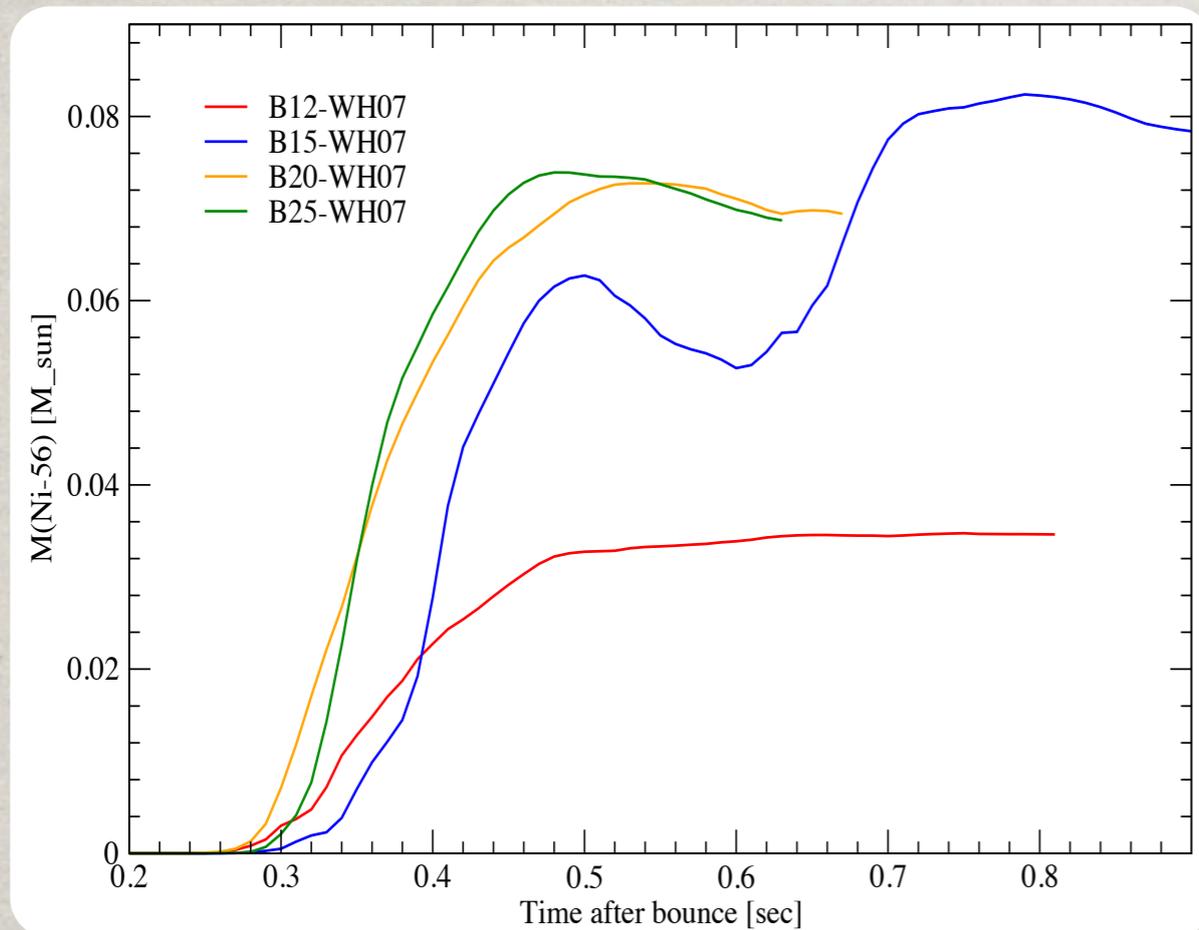
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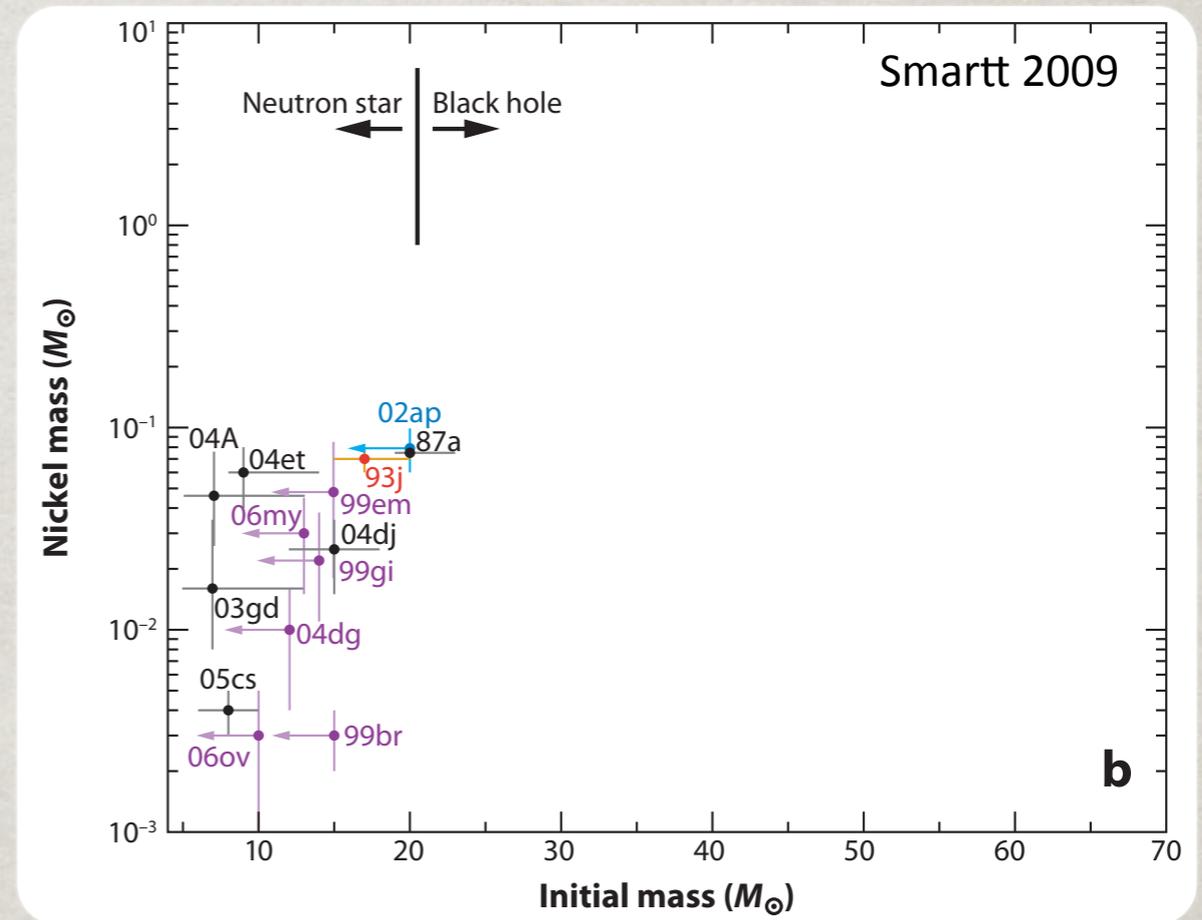
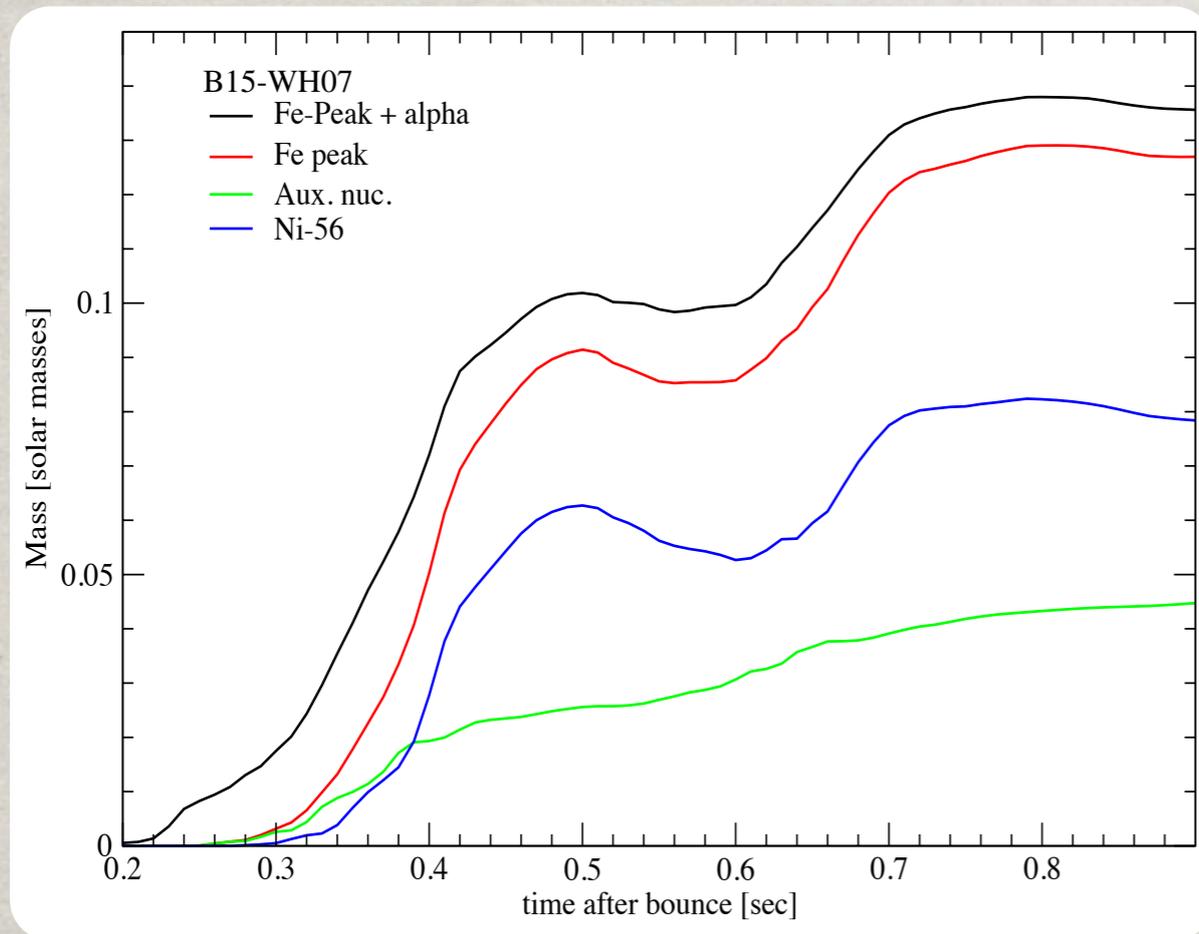
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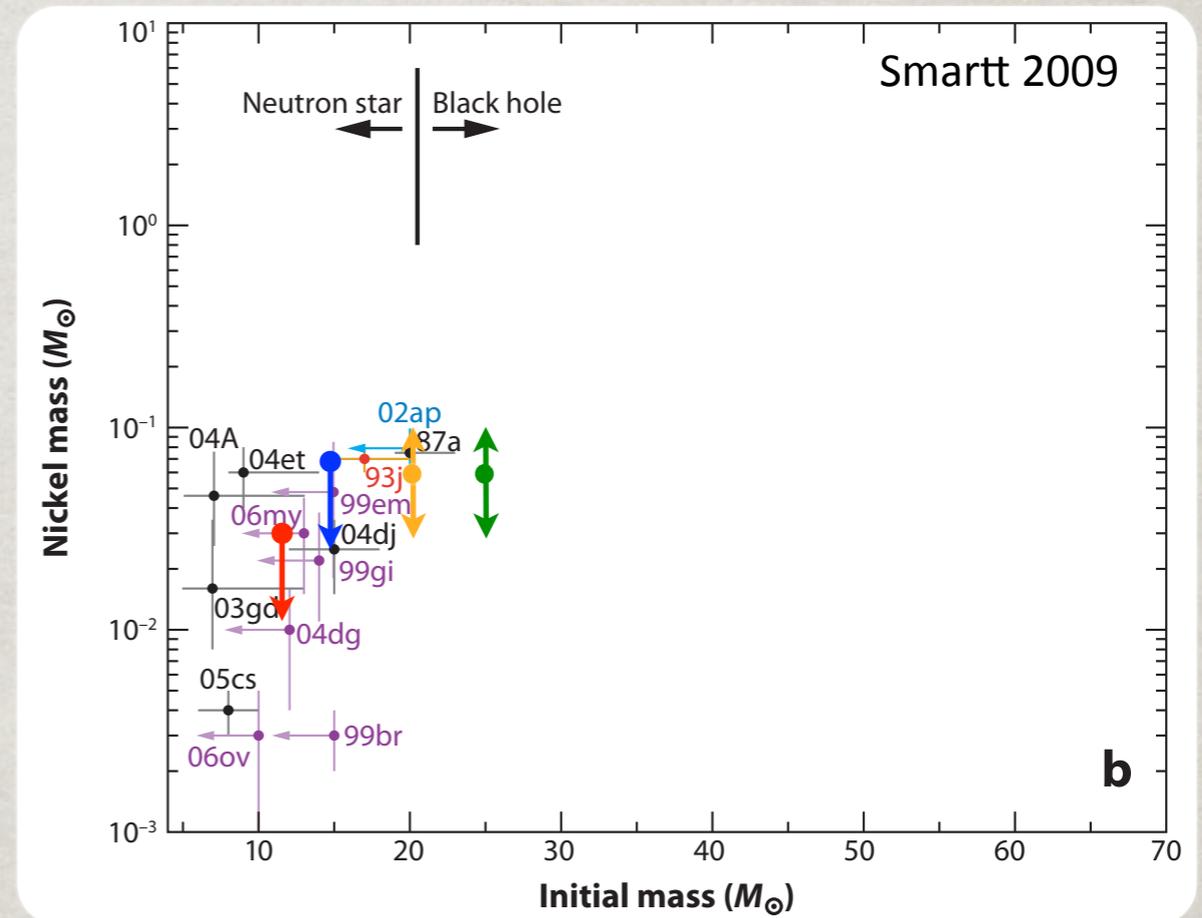
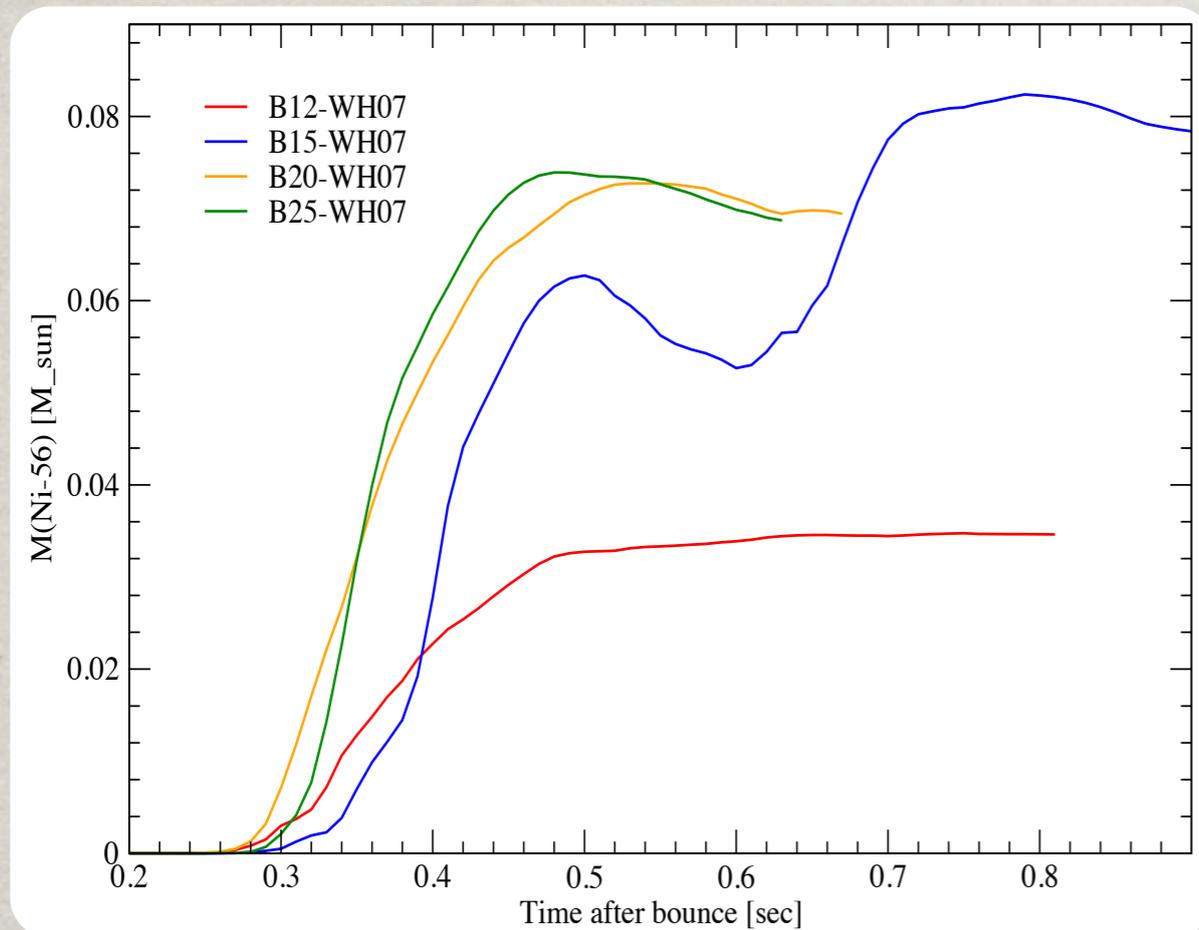


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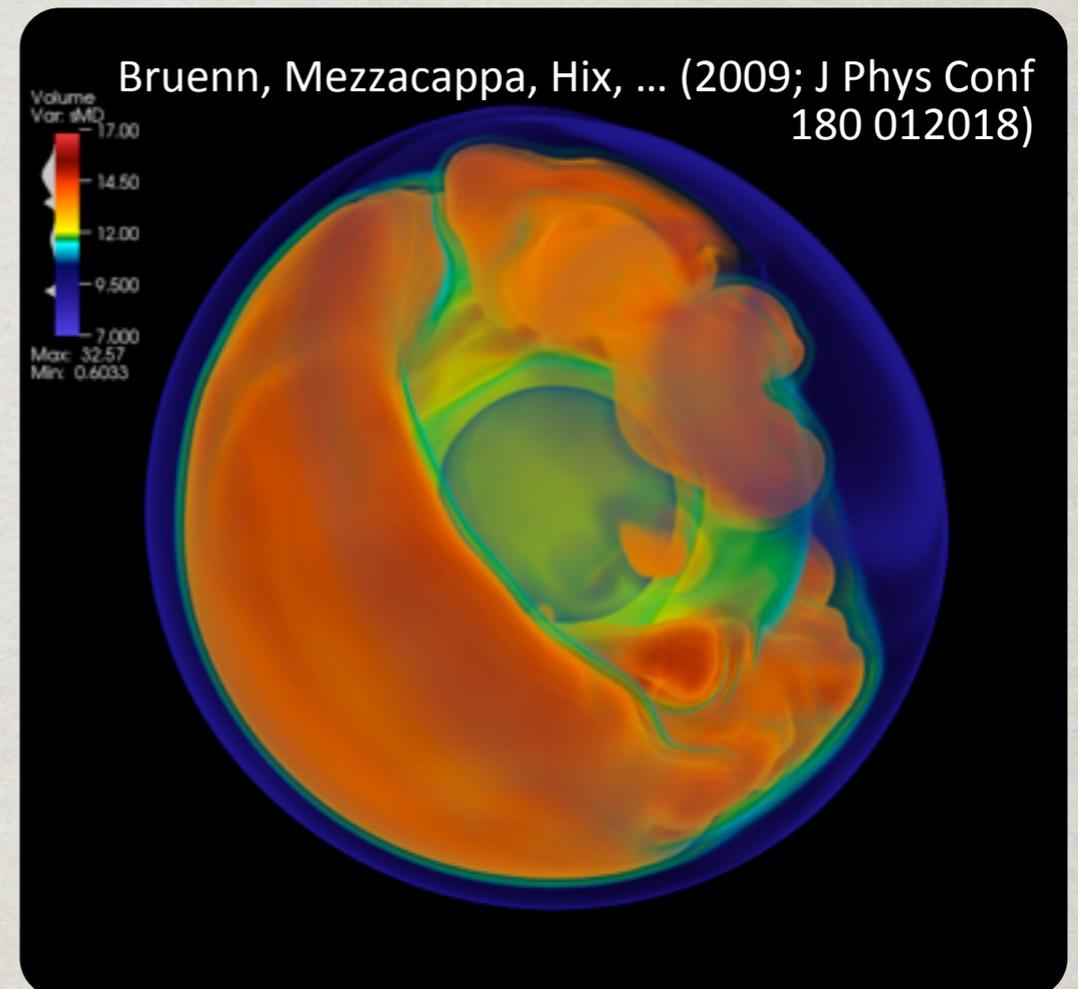


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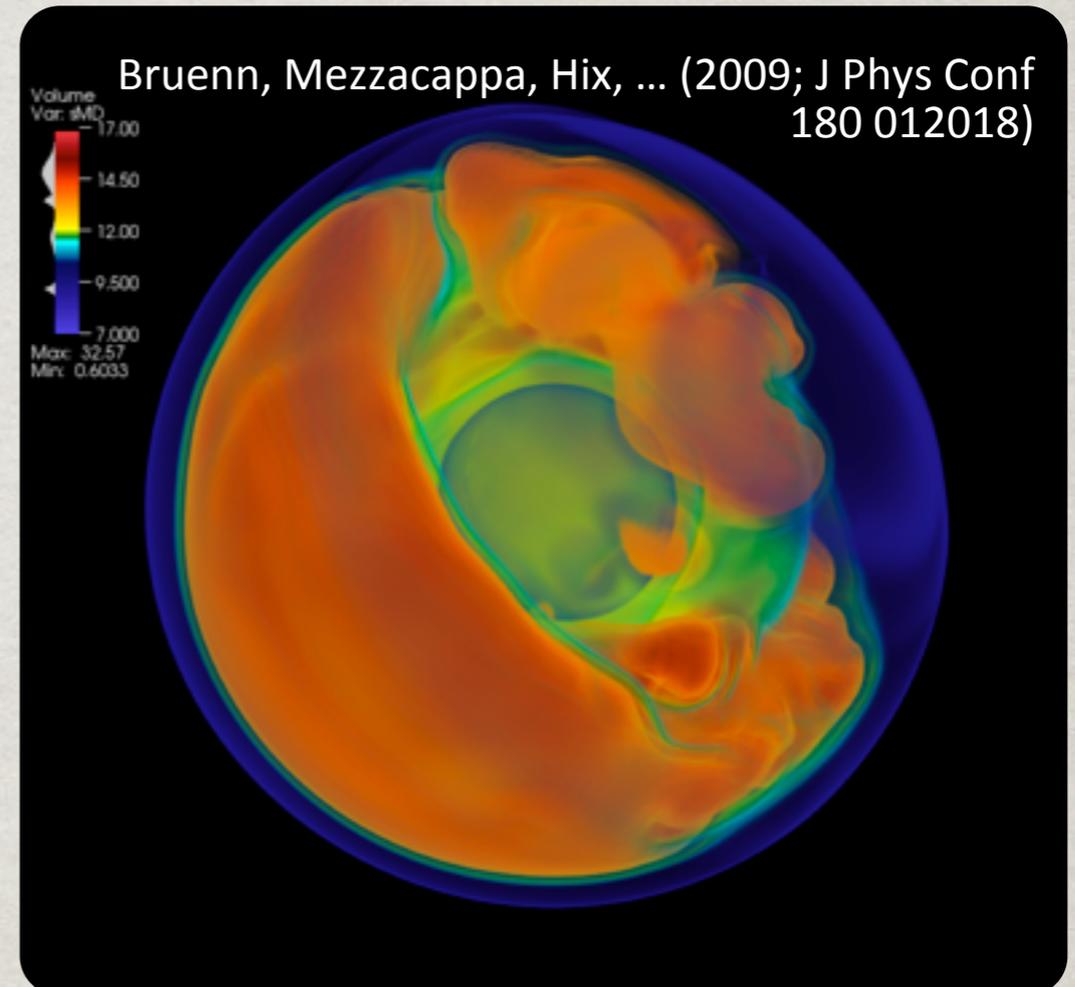
OUR FIRST 3D SIMULATIONS



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CHIMERA3D Maiden voyage (2009)

304 adaptive radial zones, 2.4°
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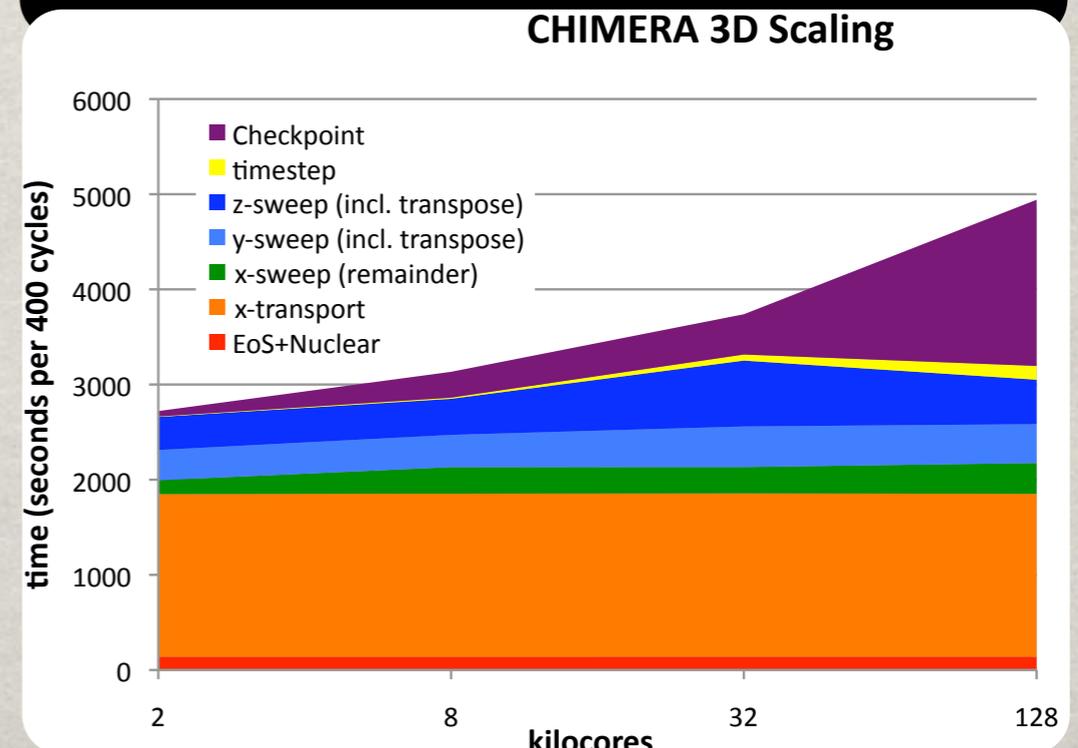
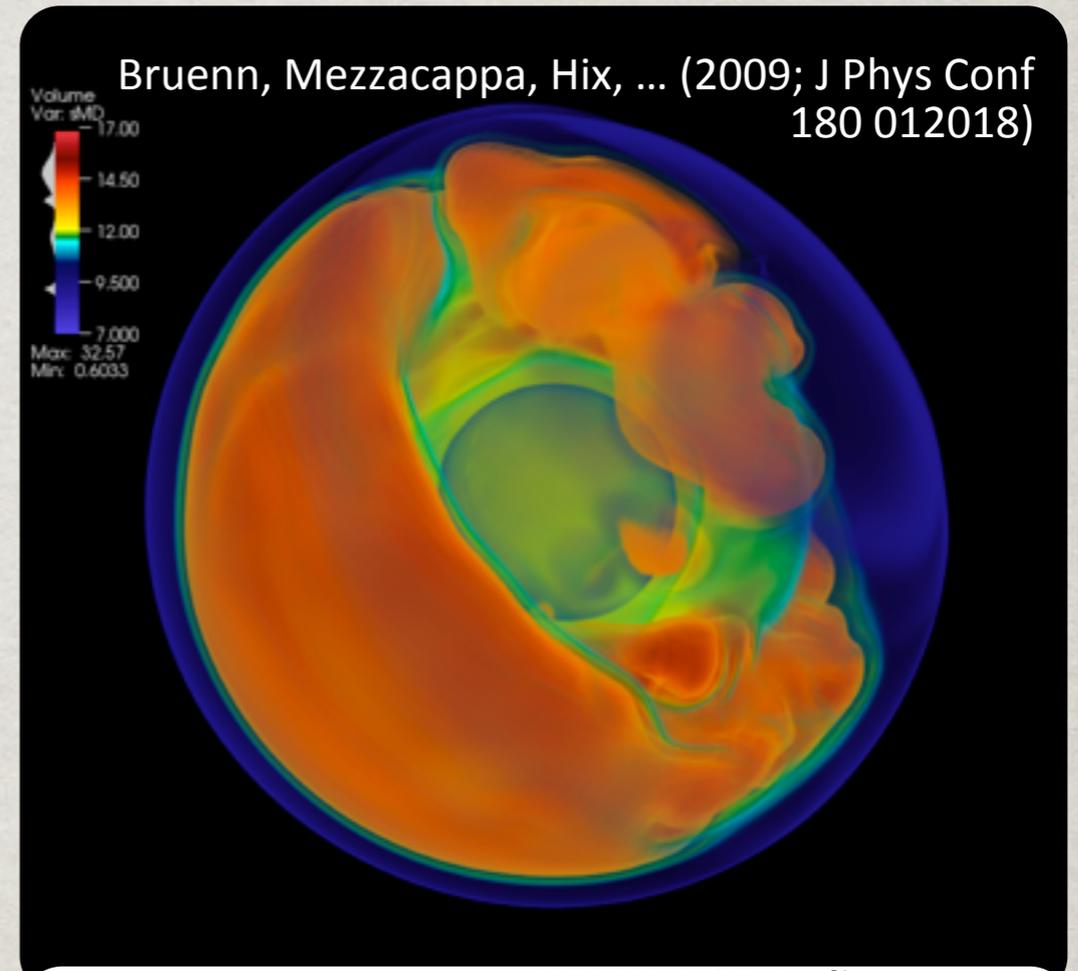


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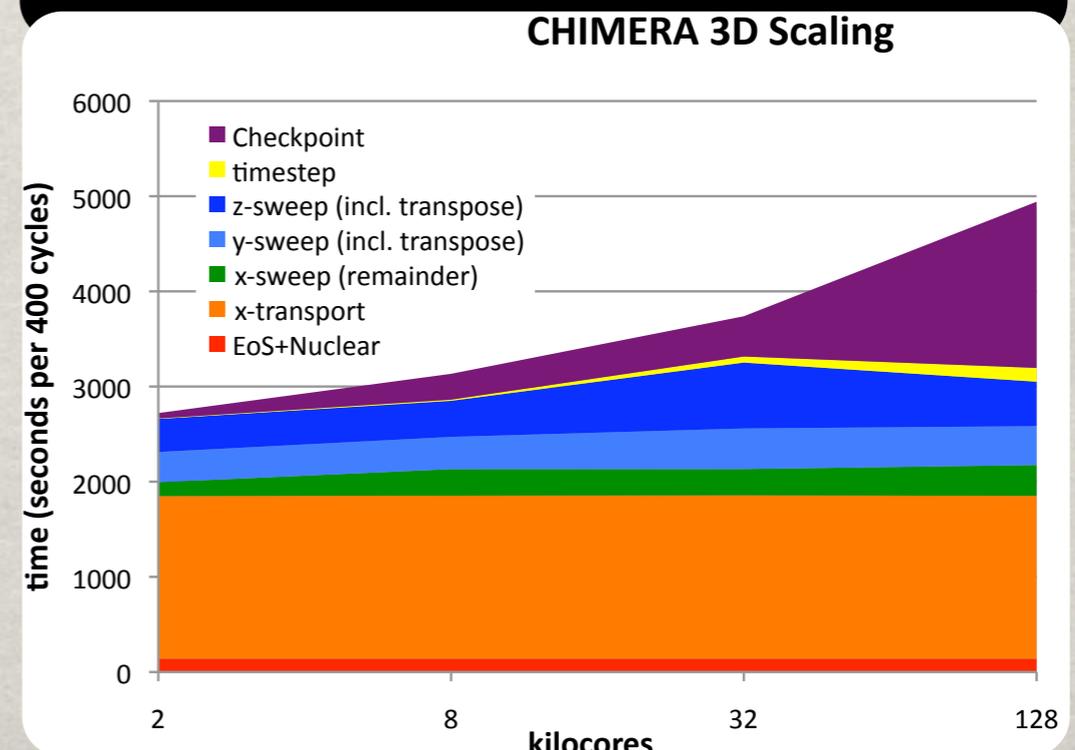
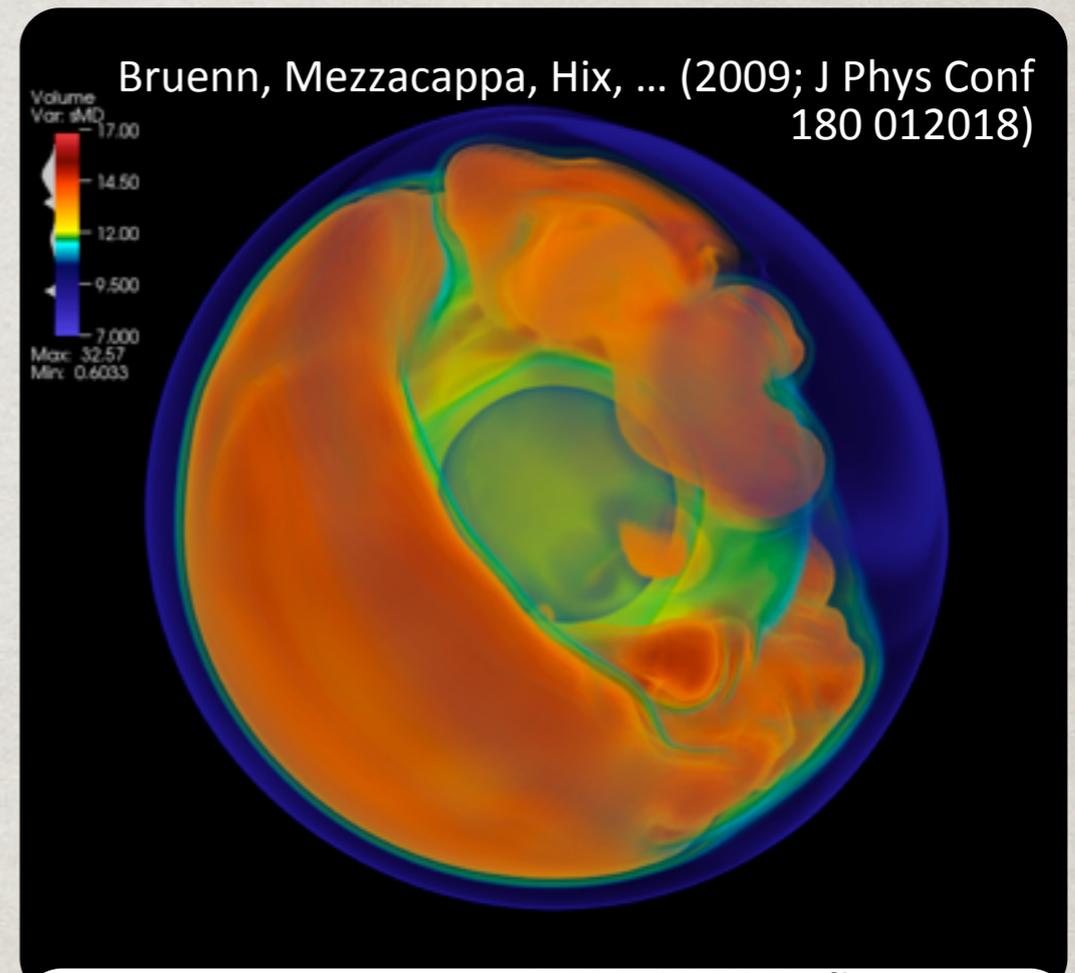
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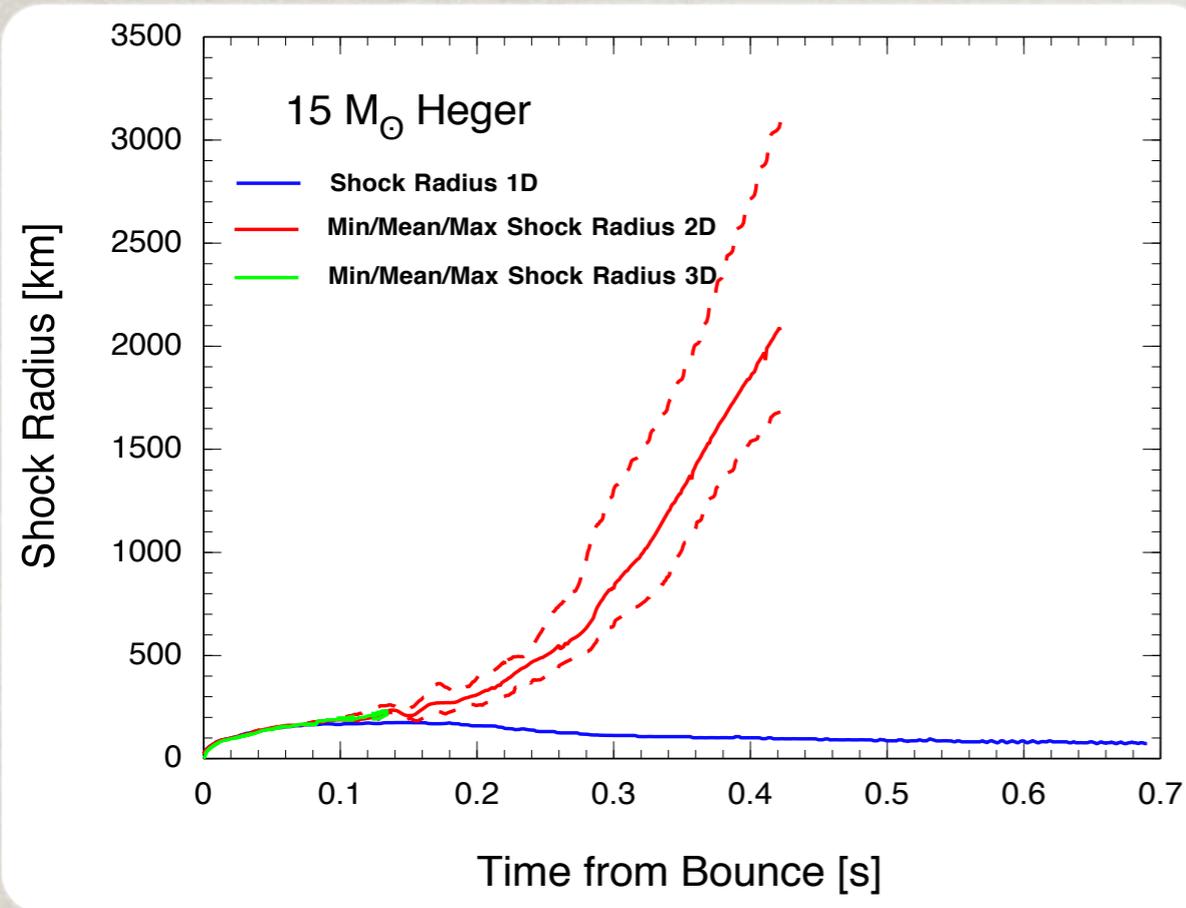
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Second CHIMERA3D run (2011)

512 adaptive radial zones, 2.8° in latitude and longitude, on 8096 processors, reached 20 ms after bounce, limited by Courant timestep of 38 nanosecond at the pole.

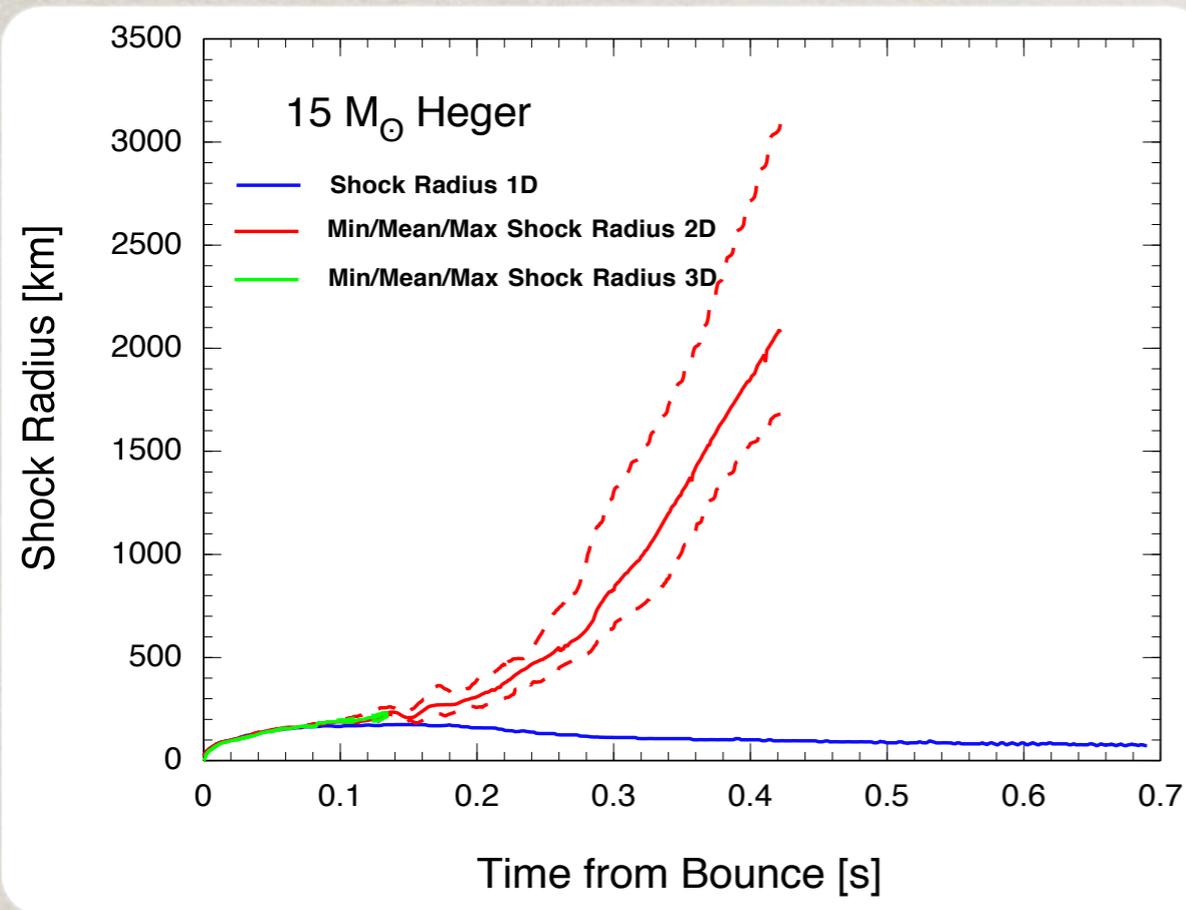


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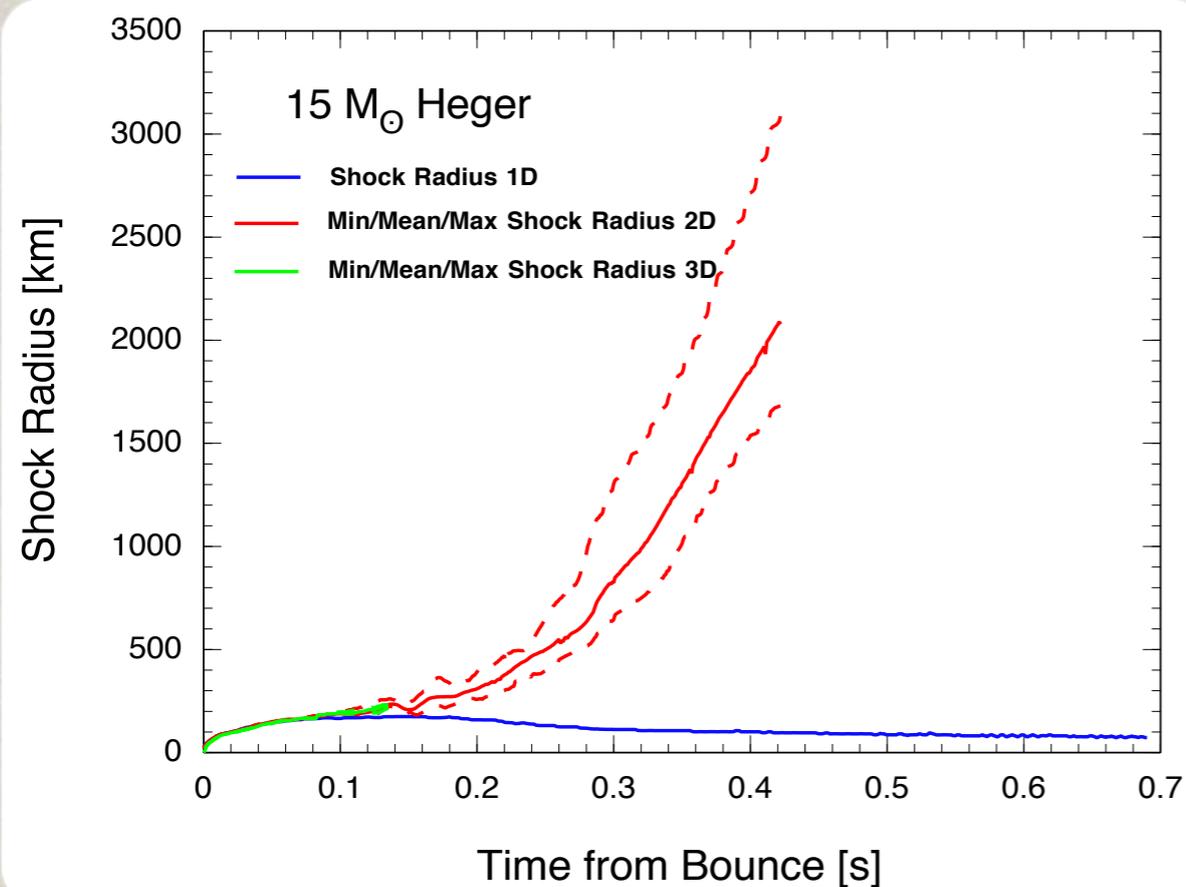
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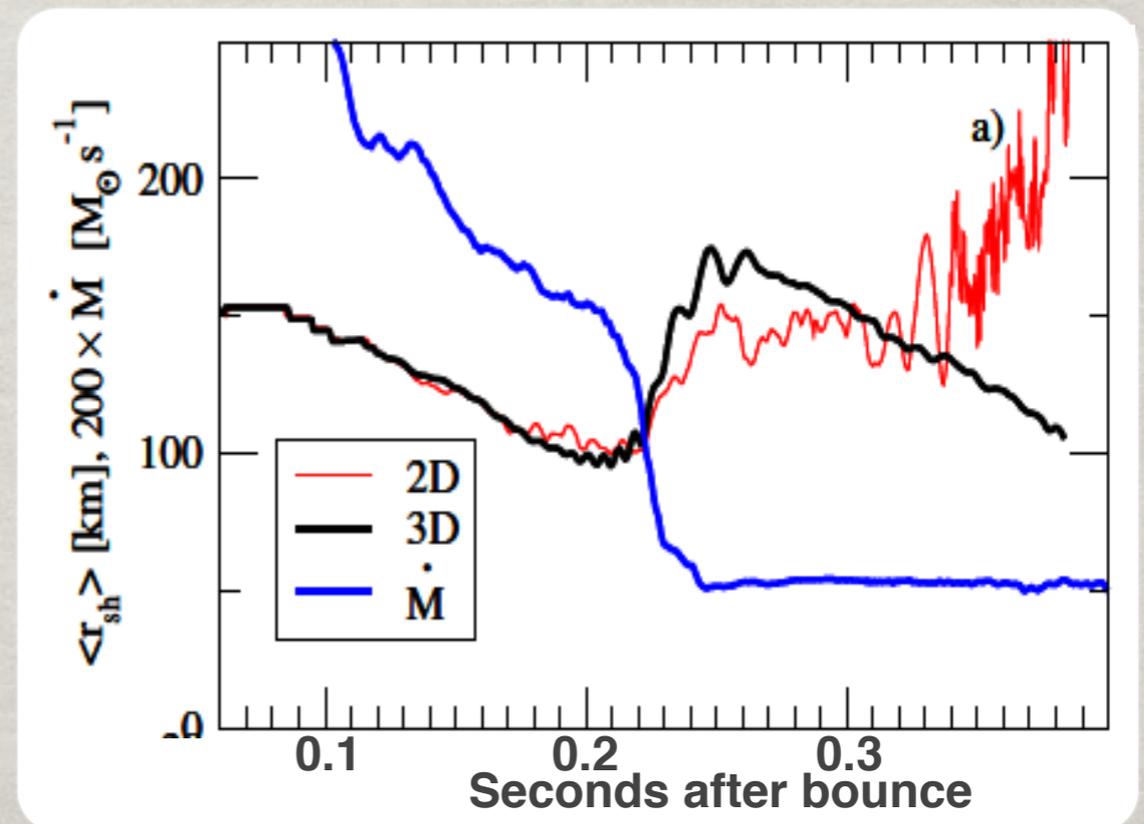
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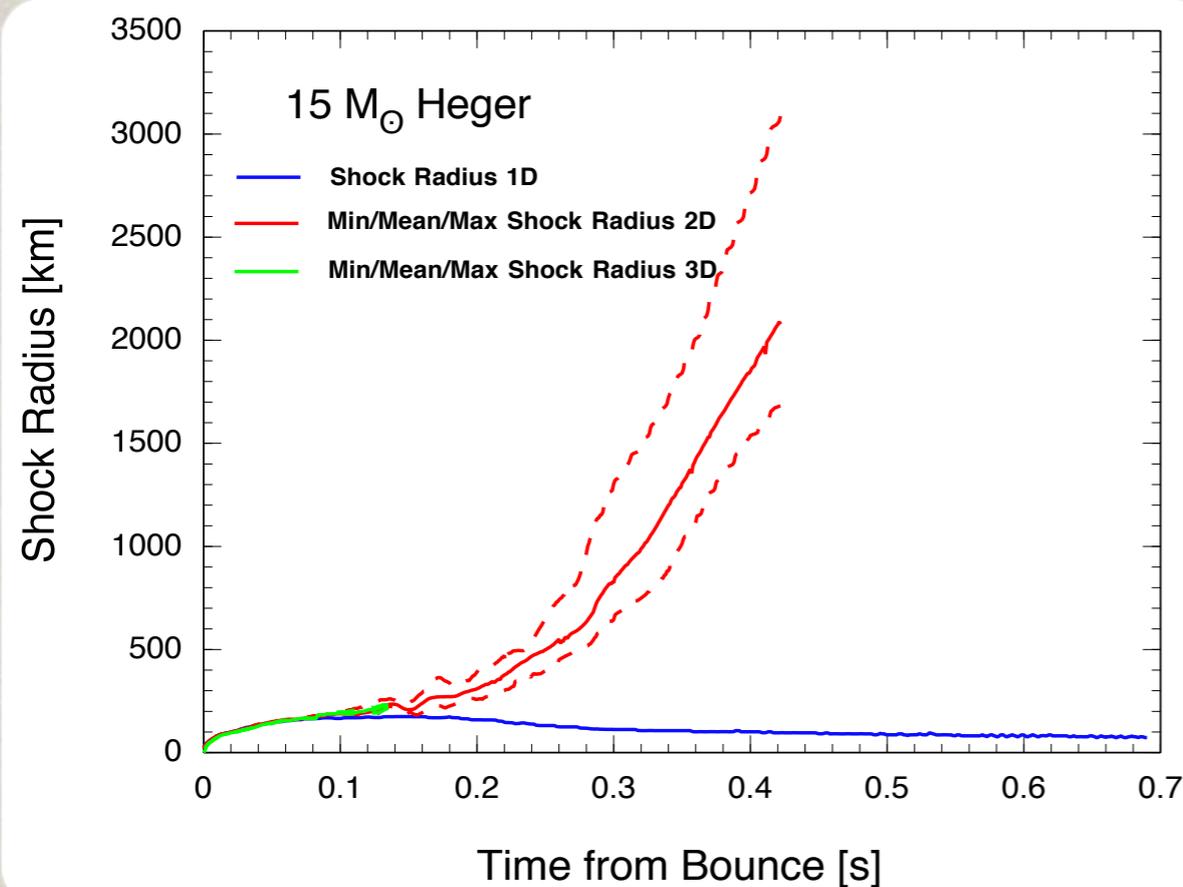
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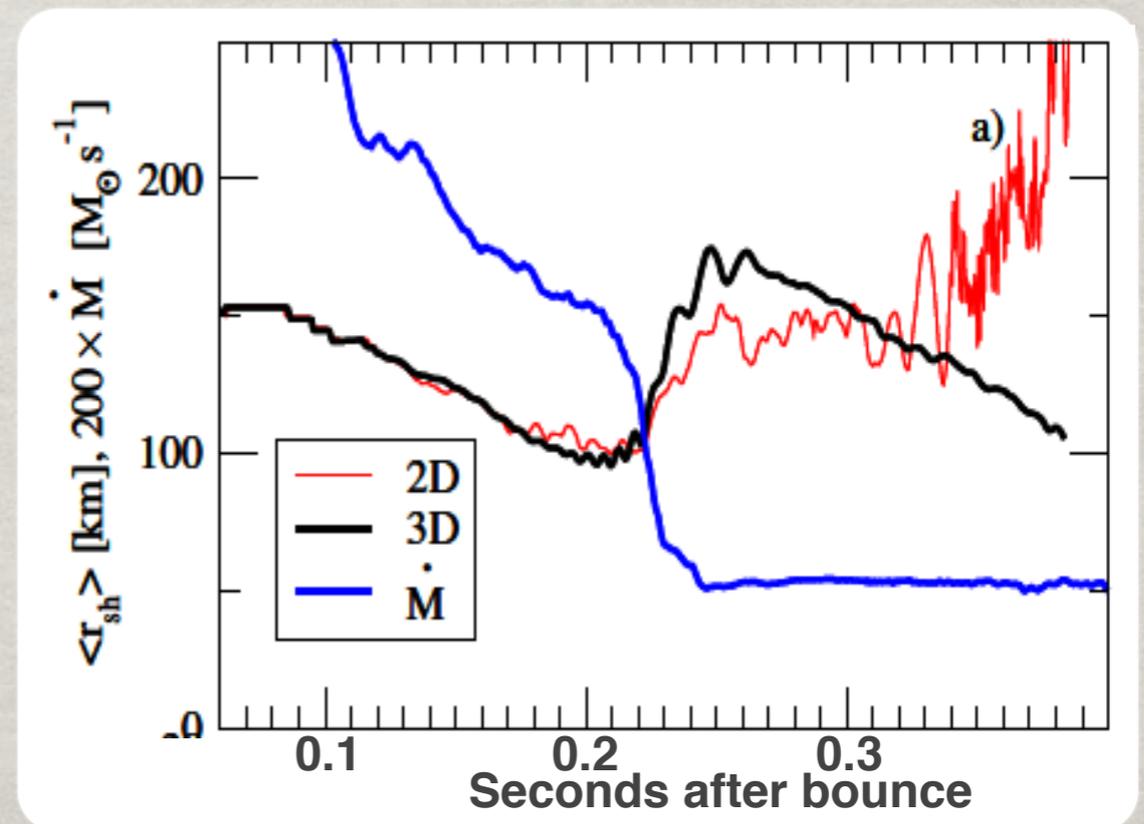


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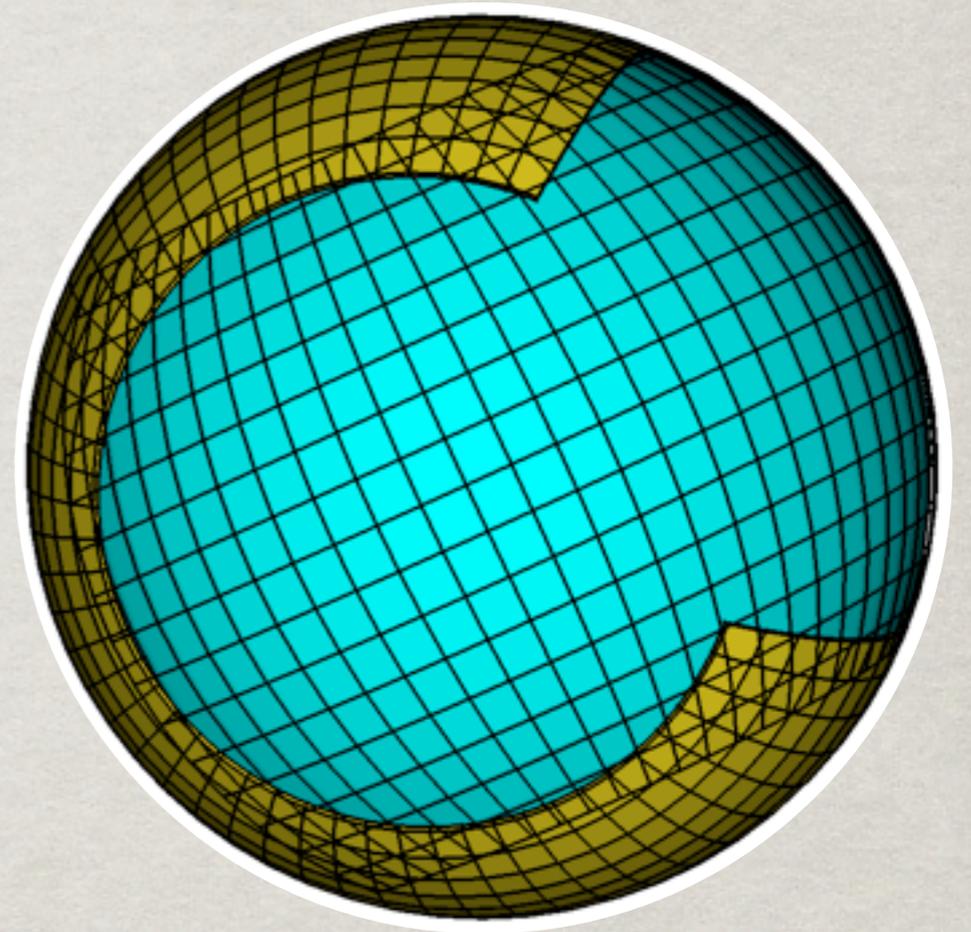
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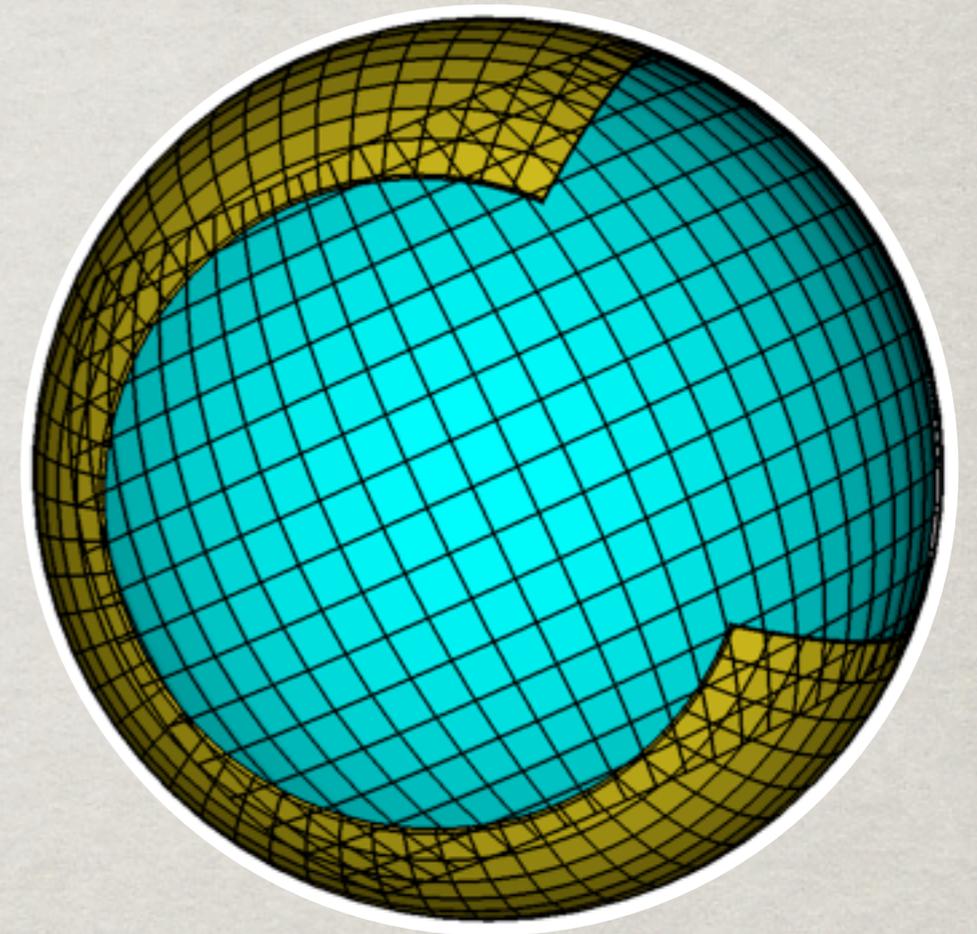
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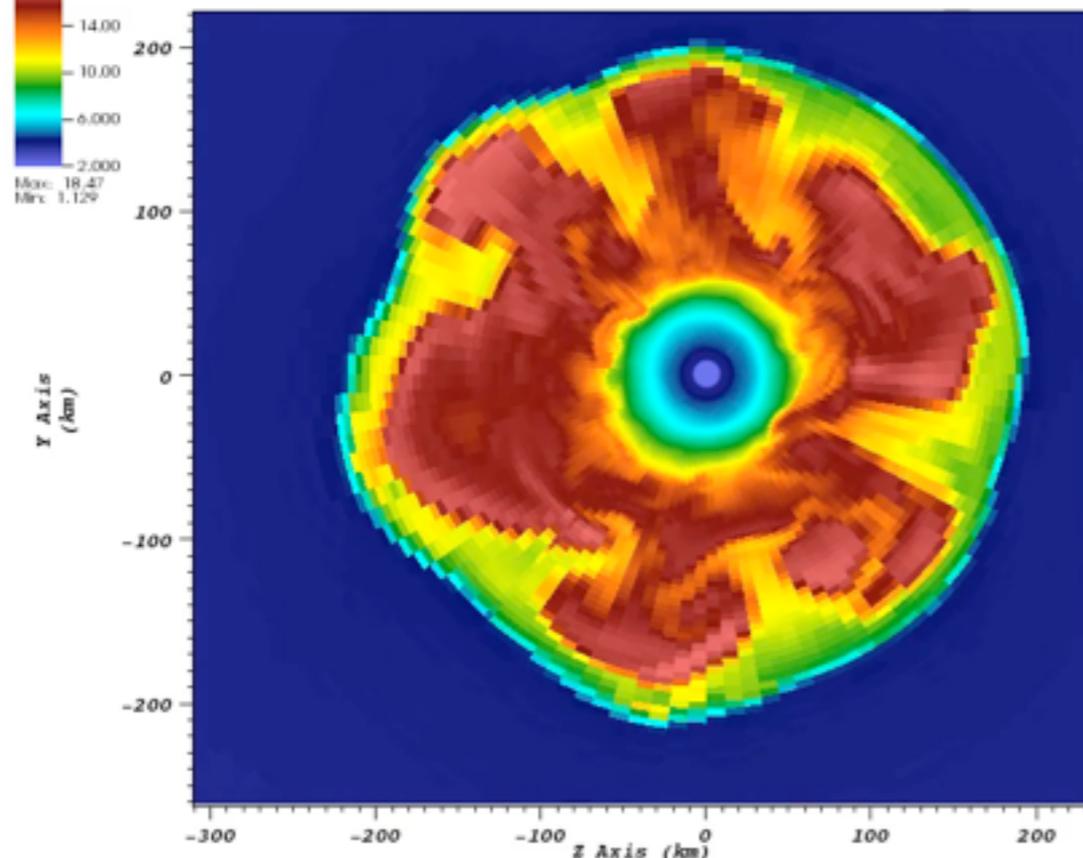
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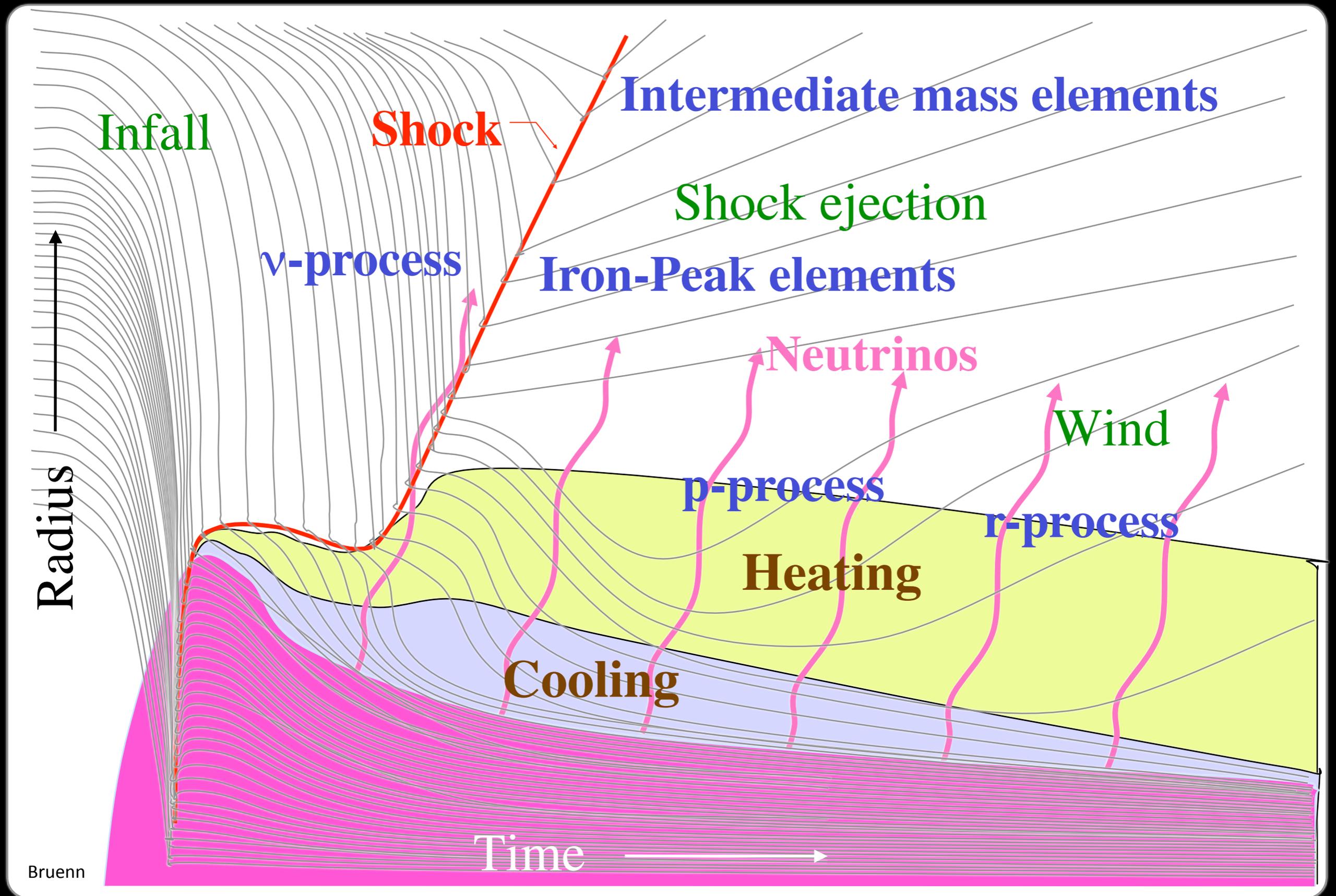


A test run with 480 radial zones & **3.3° resolution** in latitude and longitude is underway. Larger model with **1.3° resolution** in latitude and longitude should start shortly.

Pseudocolor
DB: plotpb-1000141000.silo
Cycle: 141000, time: 0.136665
Var: hydro/entropy
18.00
14.00
10.00
6.000
2.000
Max: 18.47
Min: 1.129



SUPERNOVA NUCLEOSYNTHESIS



PARAMETERIZED SUPERNOVAE

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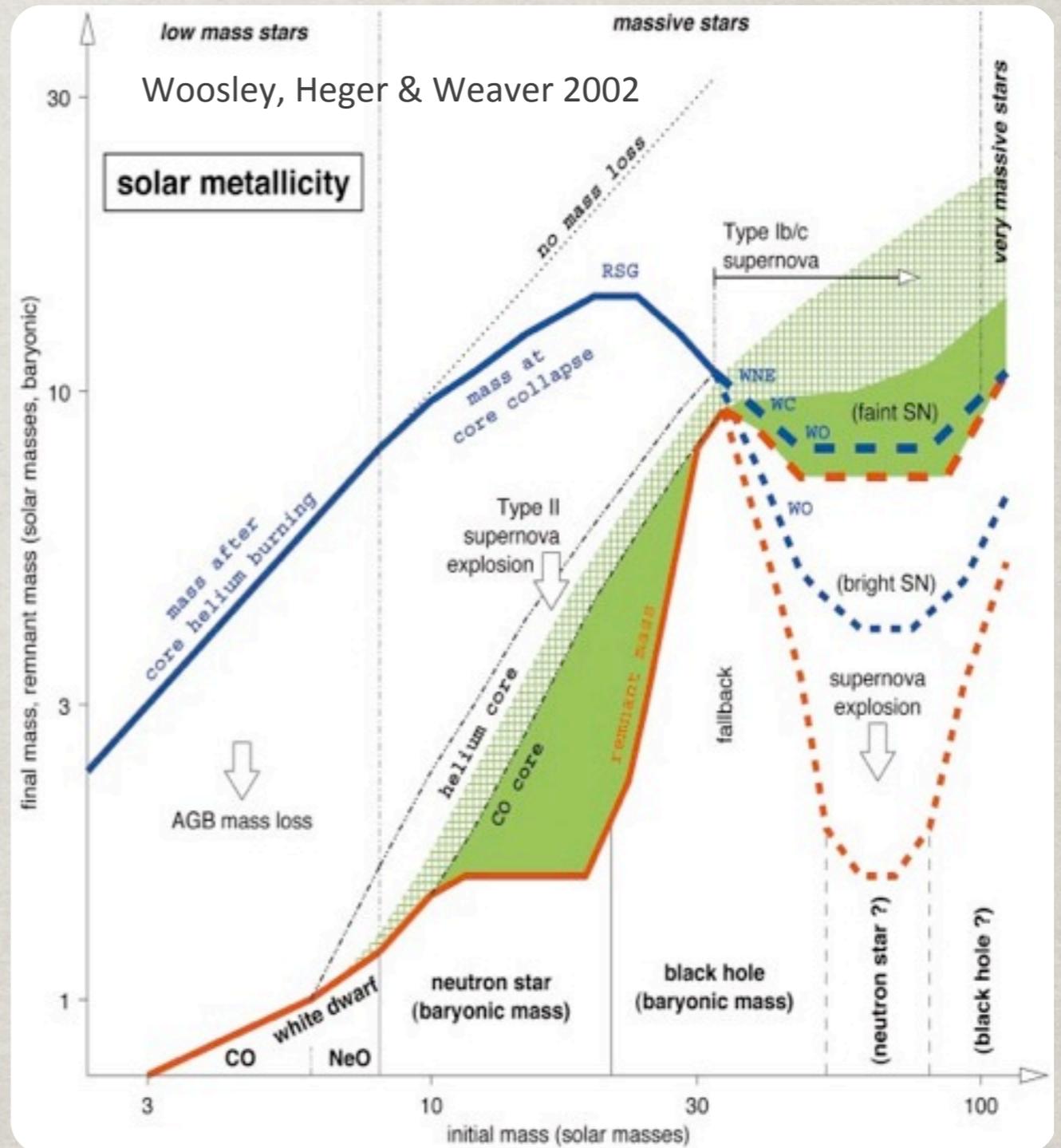
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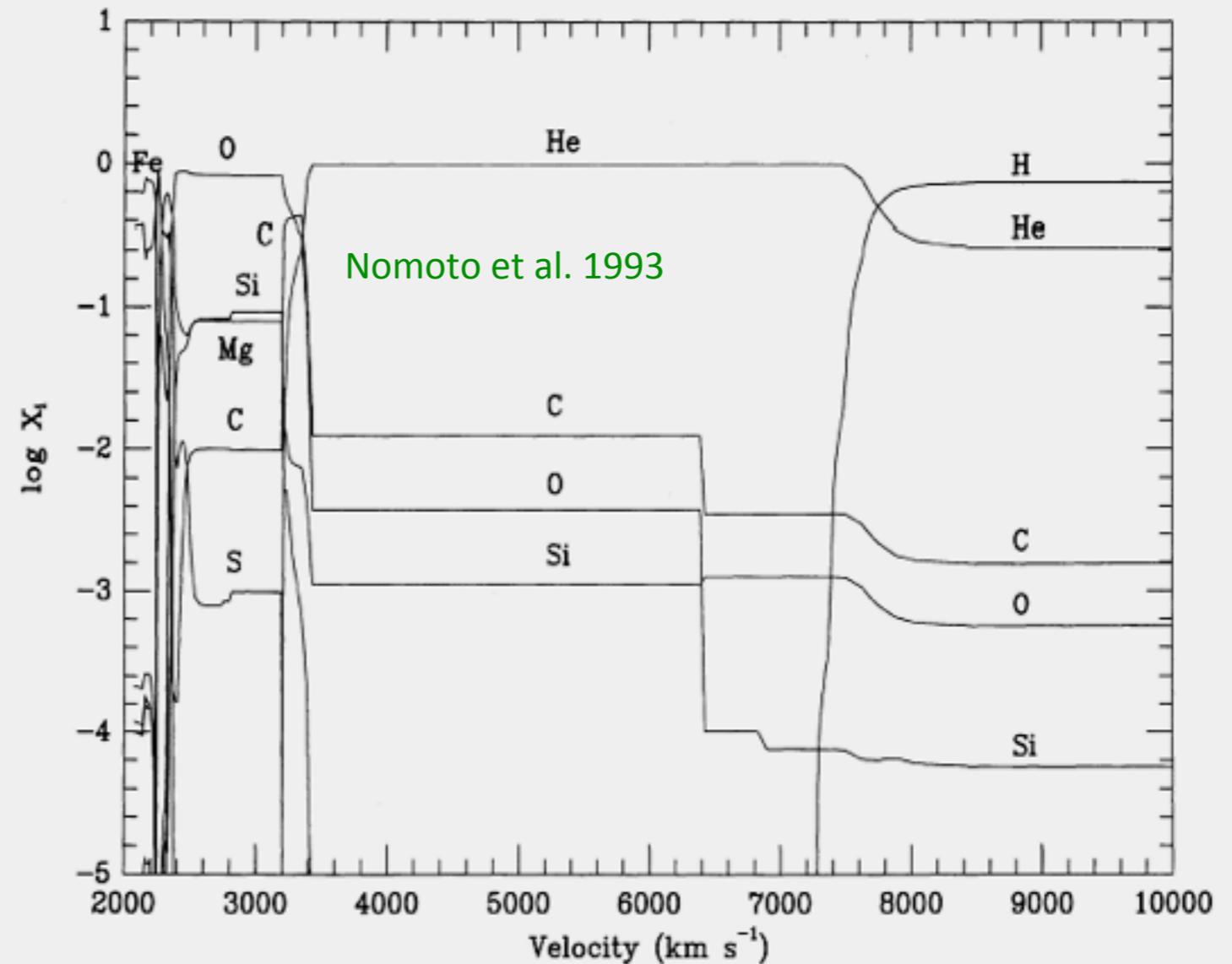
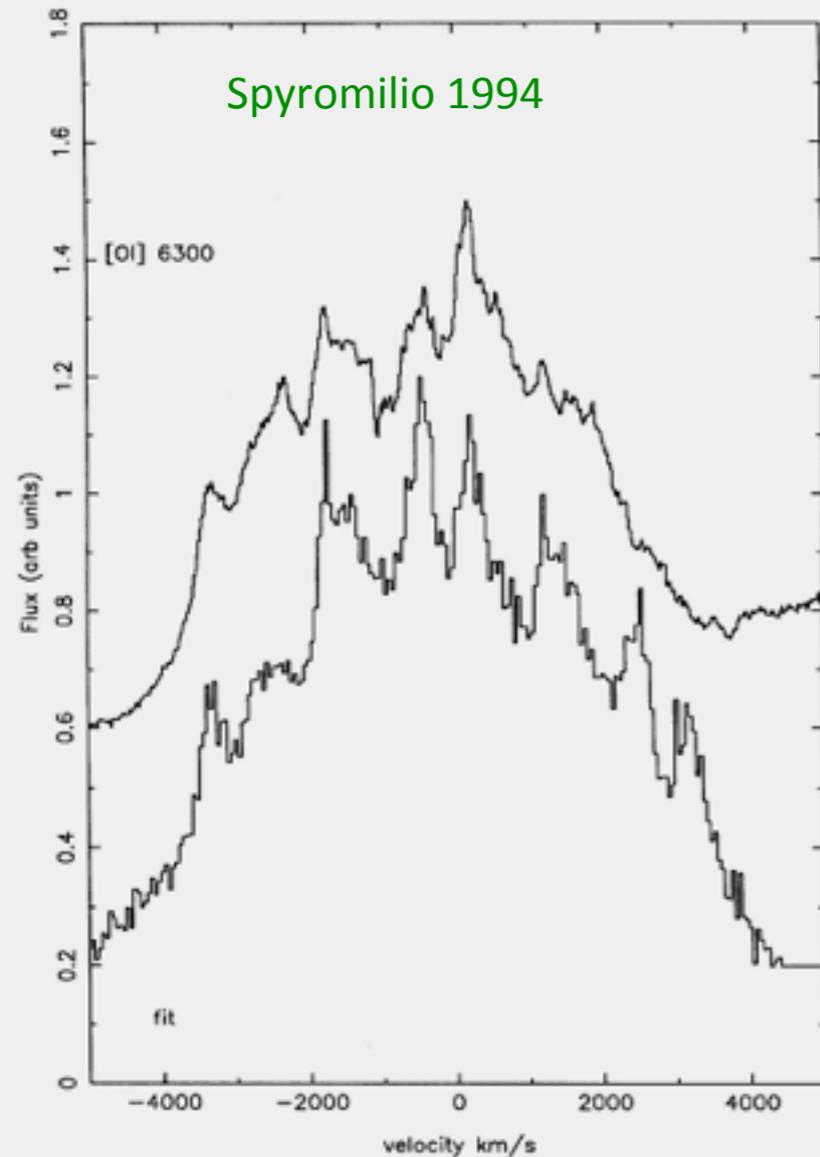
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For example, discussions of supernova nucleosynthesis or maximum stellar mass that can

successfully produce a supernova, are based on **spherically-symmetric** (1D) models and a **parameterized** explosion.

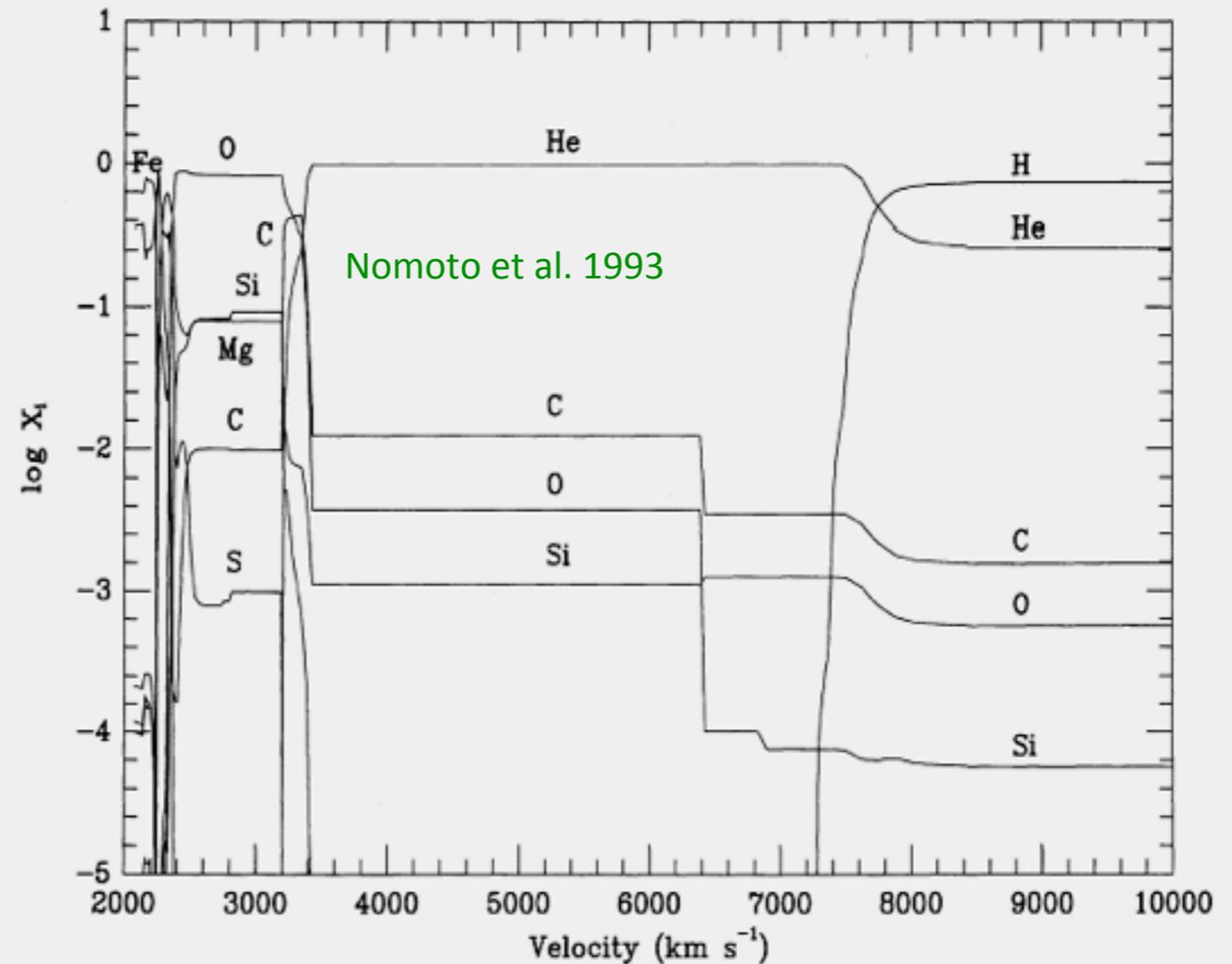
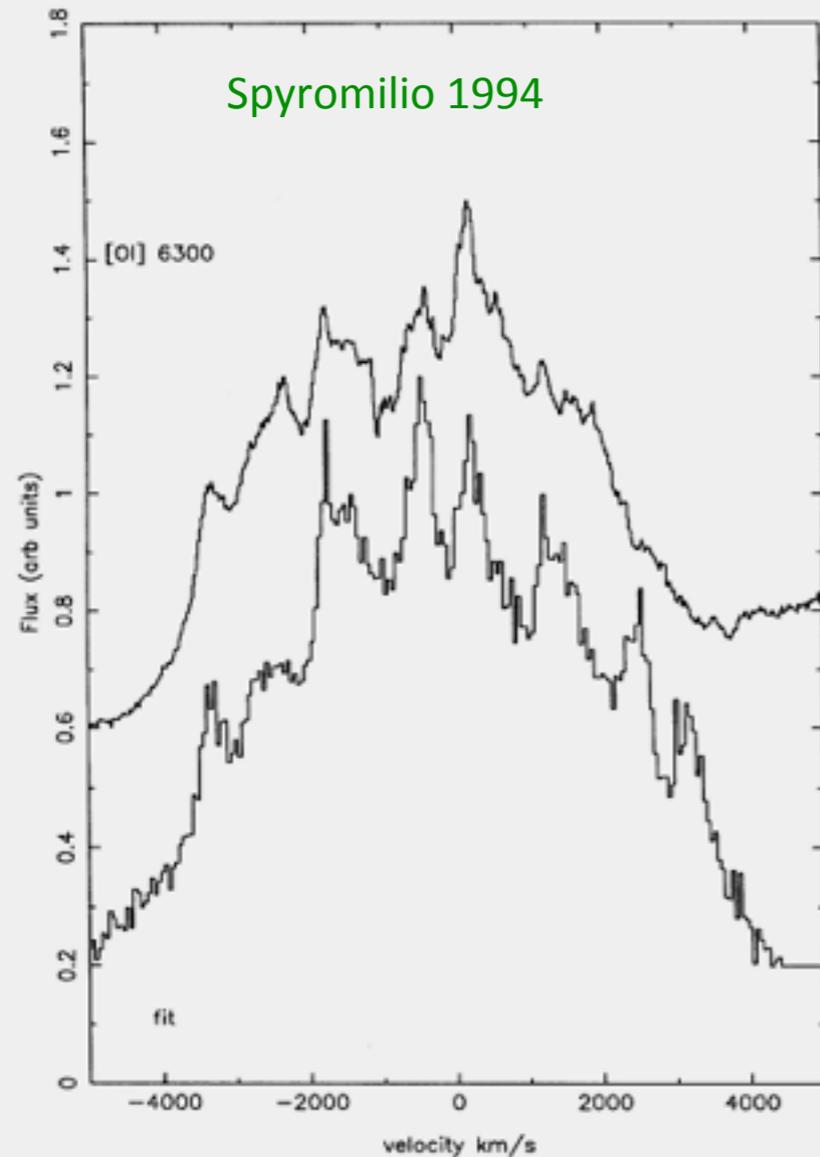


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On the positive side, such models include 100s-1000s of species.

NUCLEOSYNTHESIS UPDATE

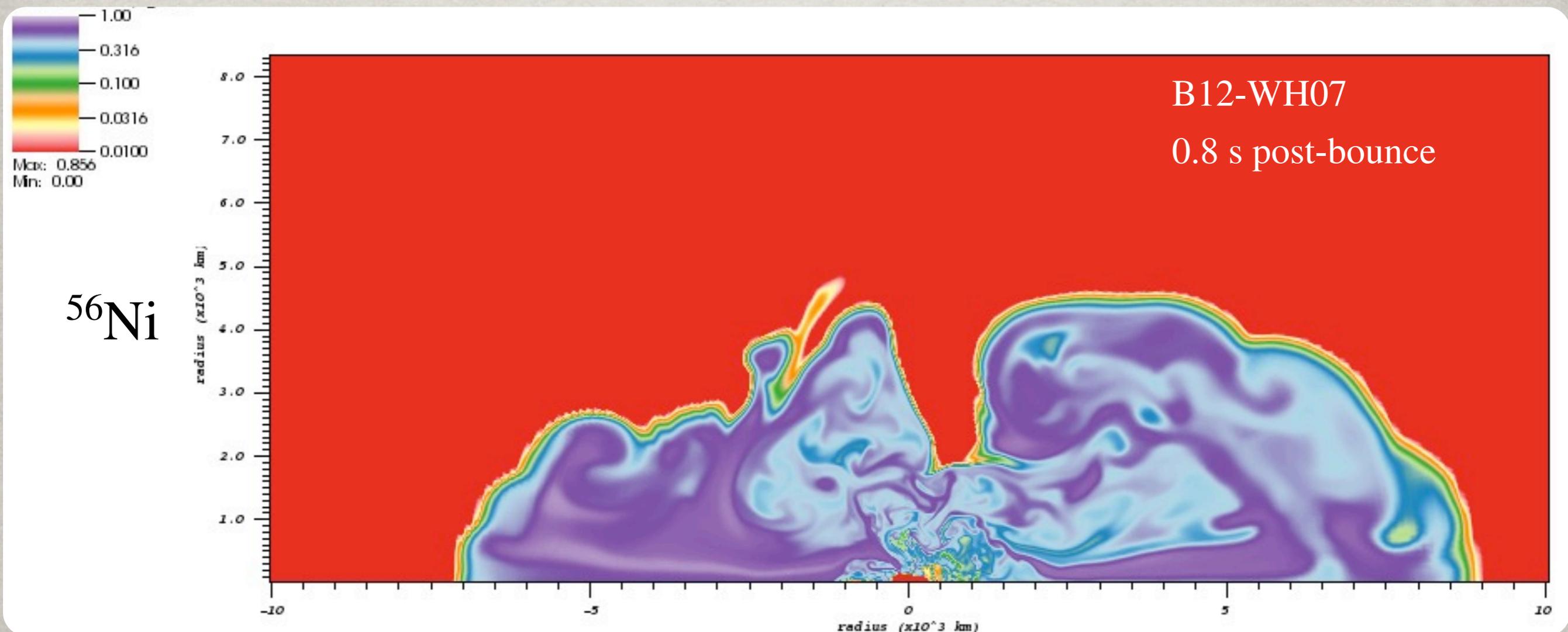
In time, as the **accretion onto the PNS $\Rightarrow 0$** and the explosion energy reaches its full value, we will be able to examine the nucleosynthesis of these models.

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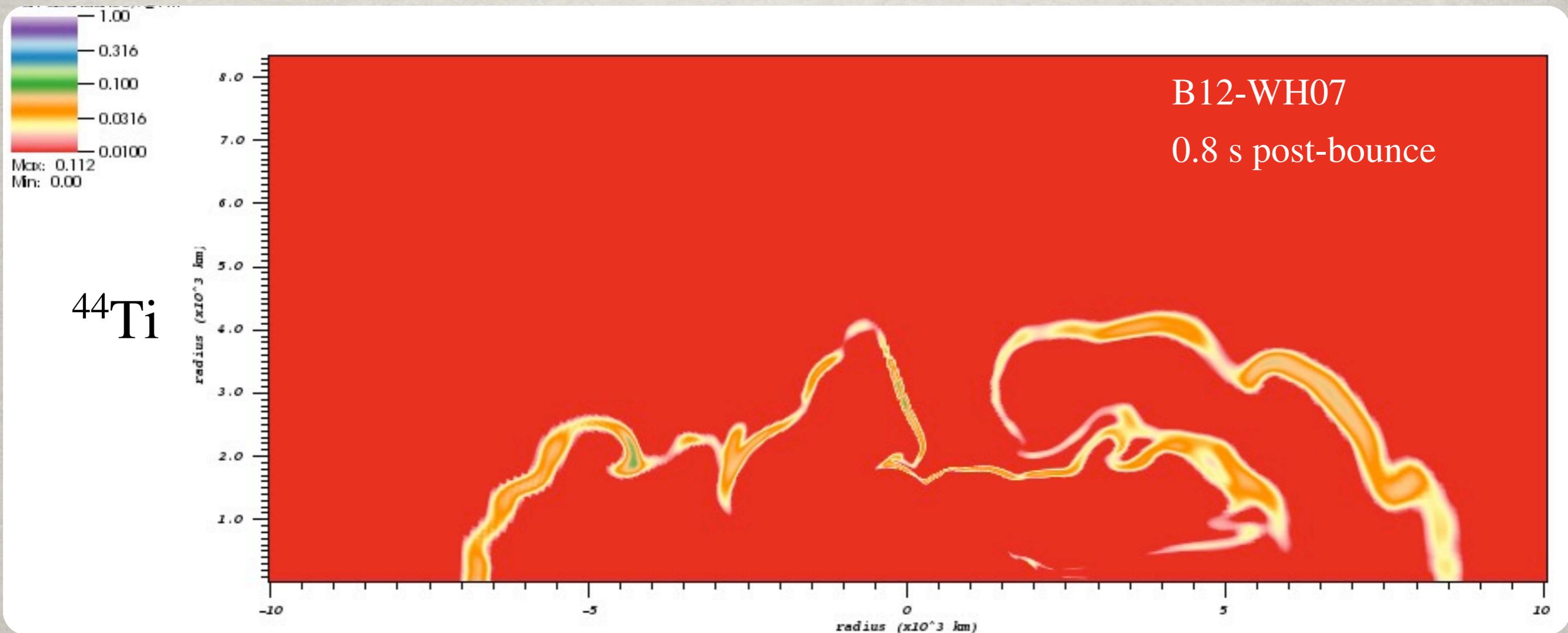
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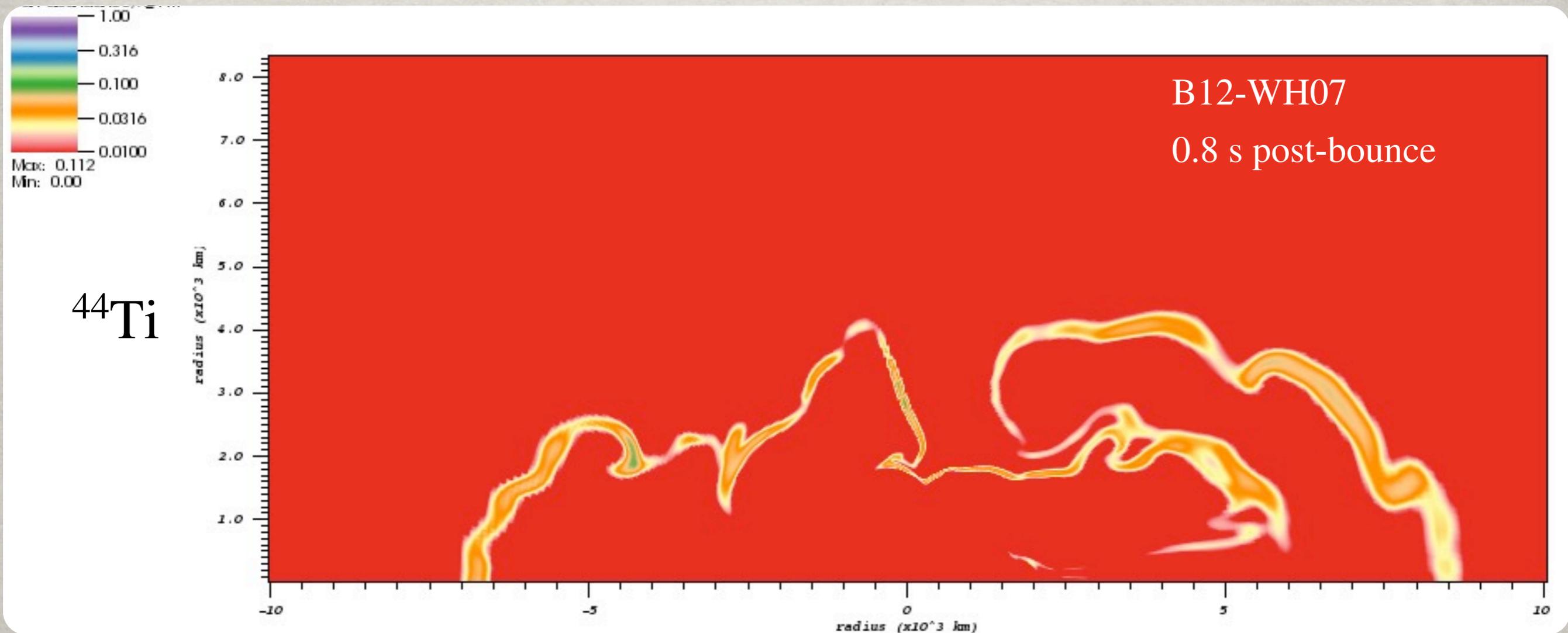
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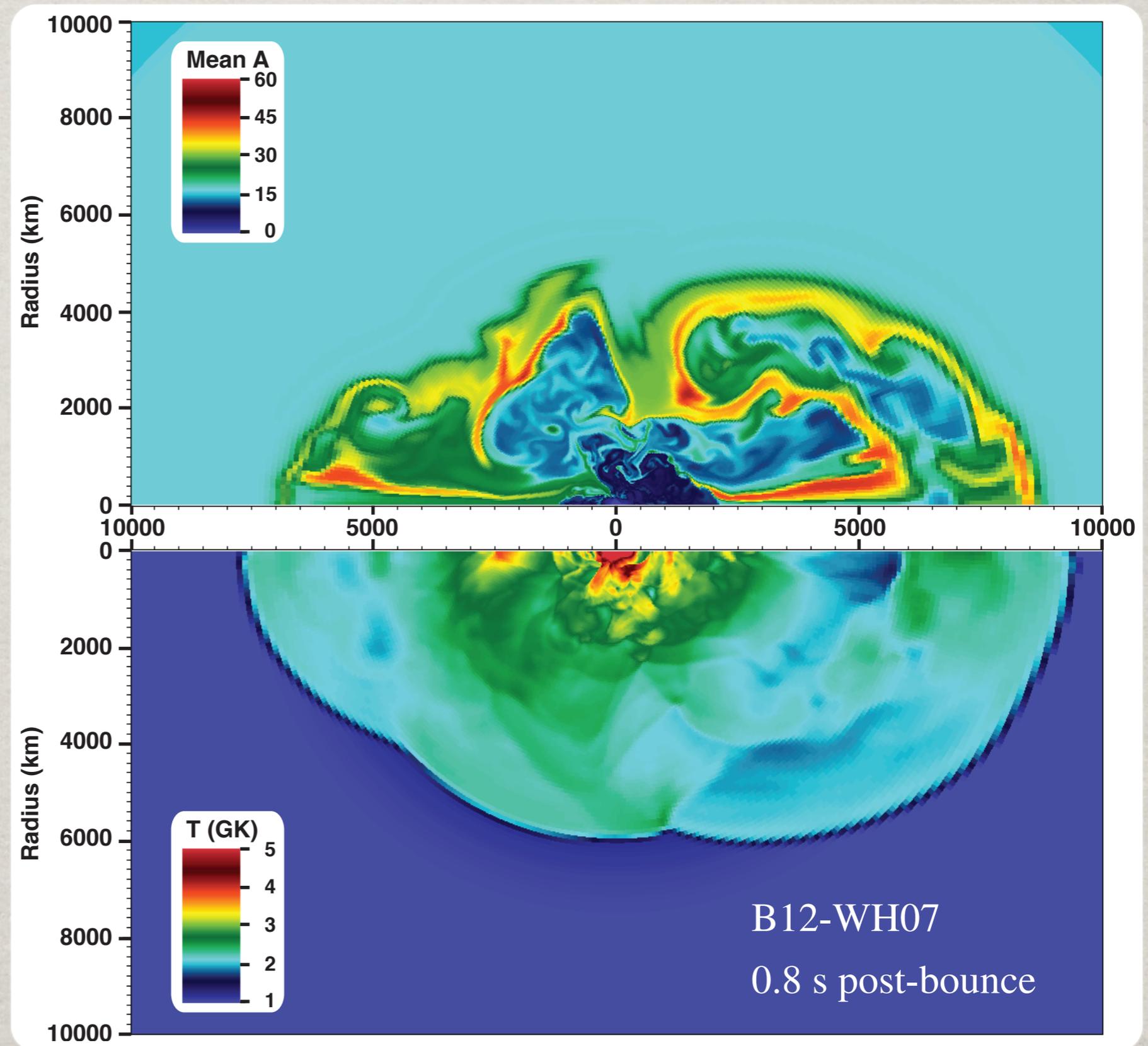
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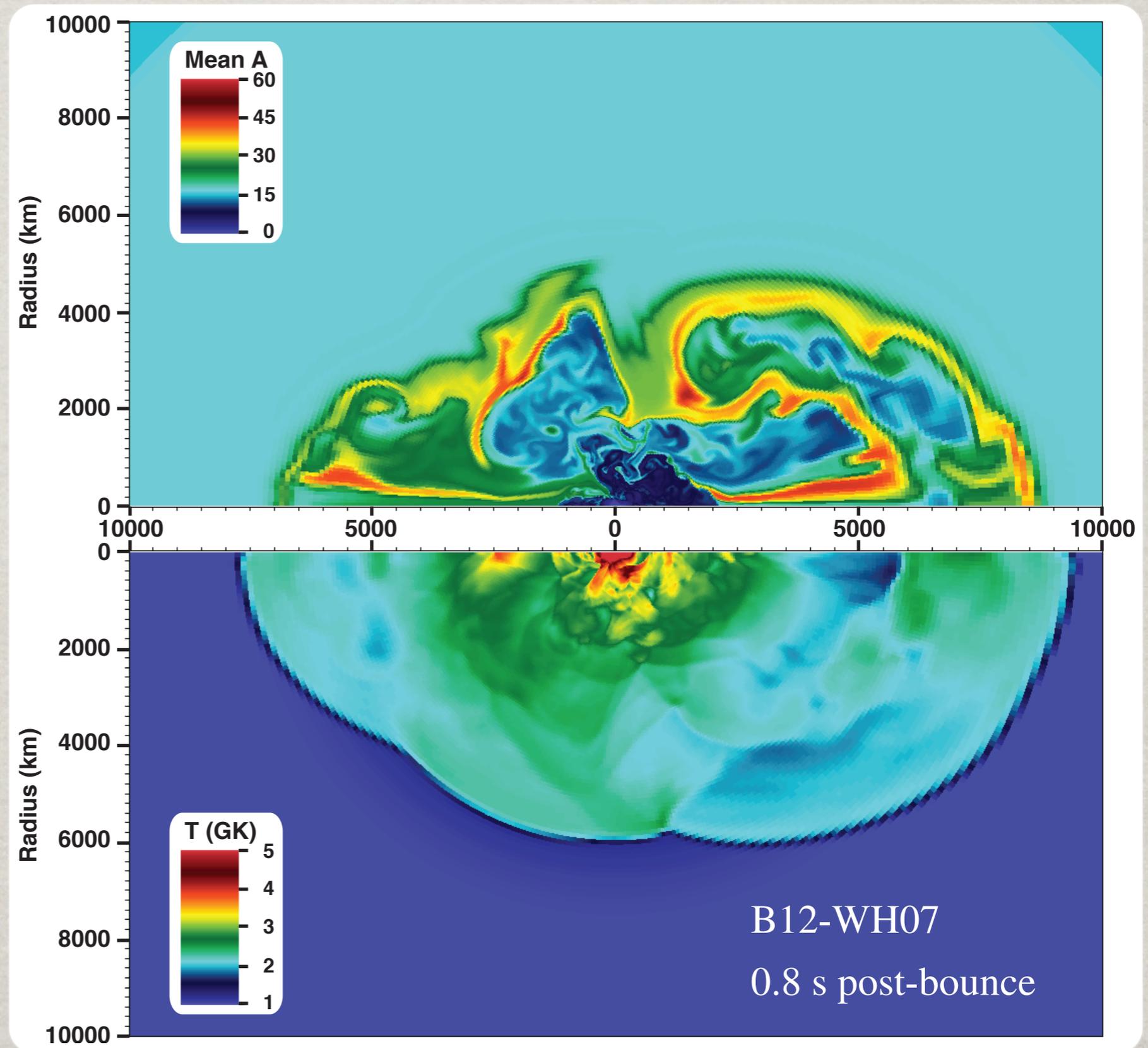
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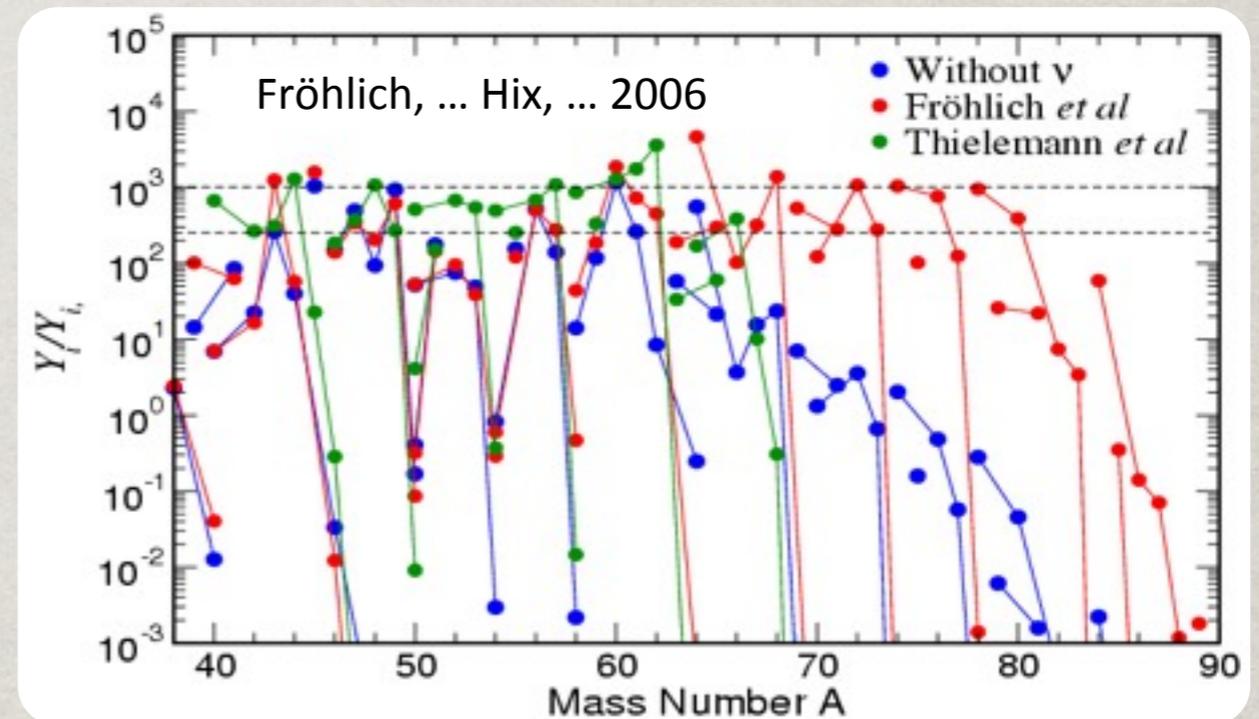
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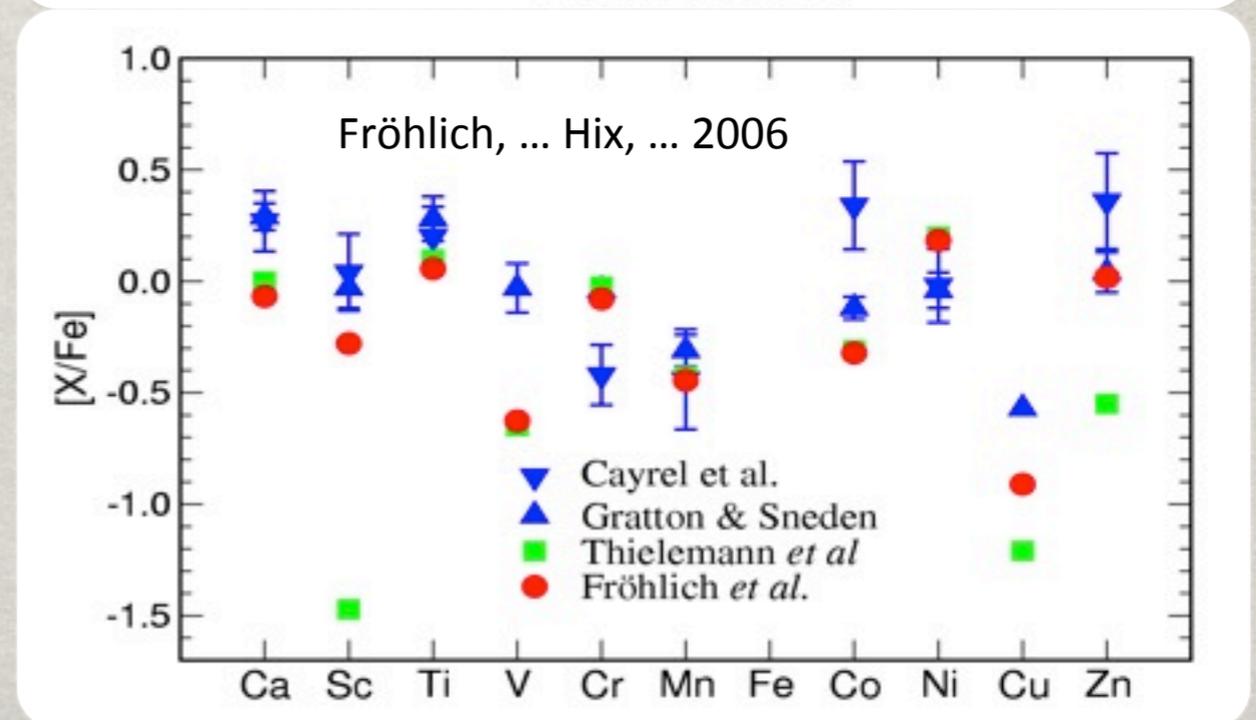
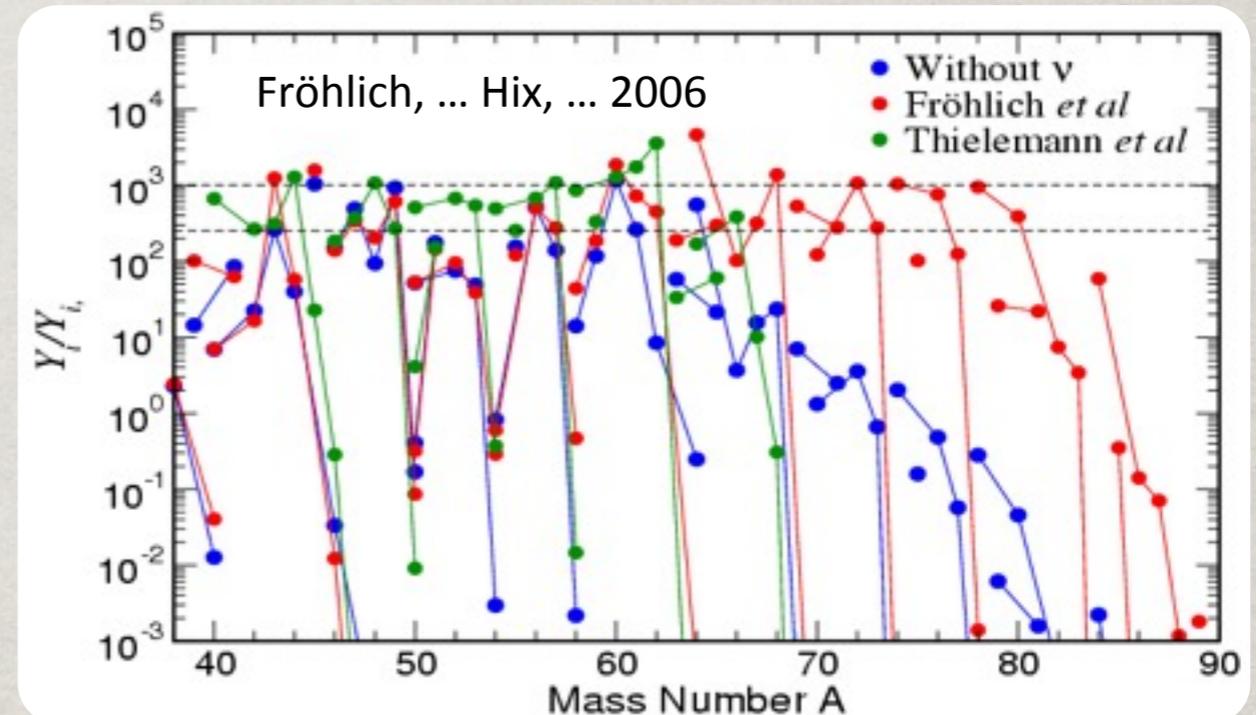


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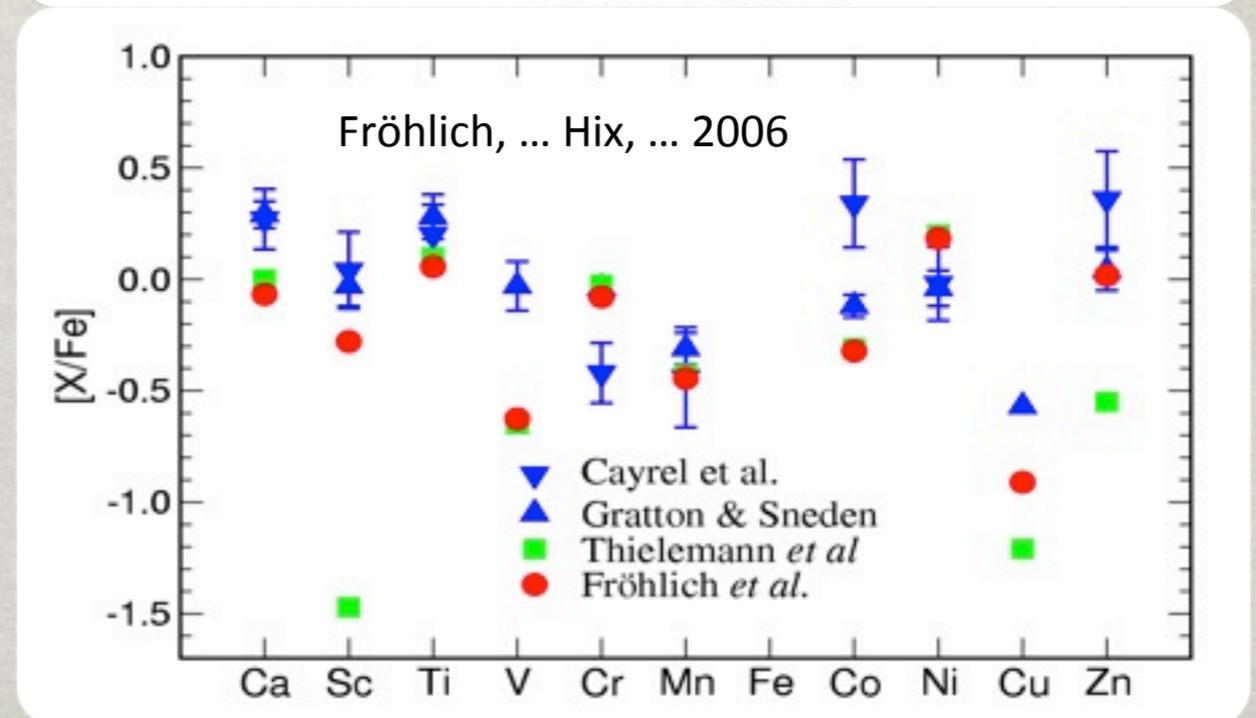
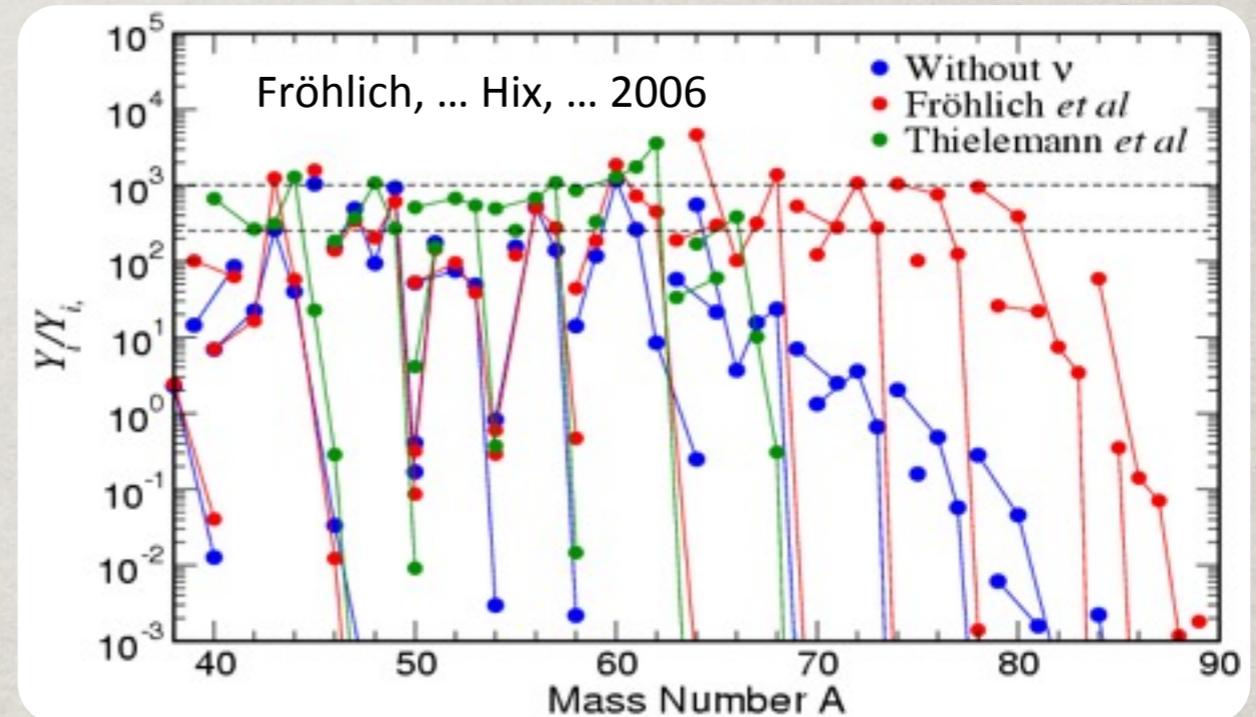


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3. Potential source of **light p-process nuclei** (^{76}Se , ^{80}Kr , ^{84}Sr , $^{92,94}\text{Mo}$, $^{96,98}\text{Ru}$).



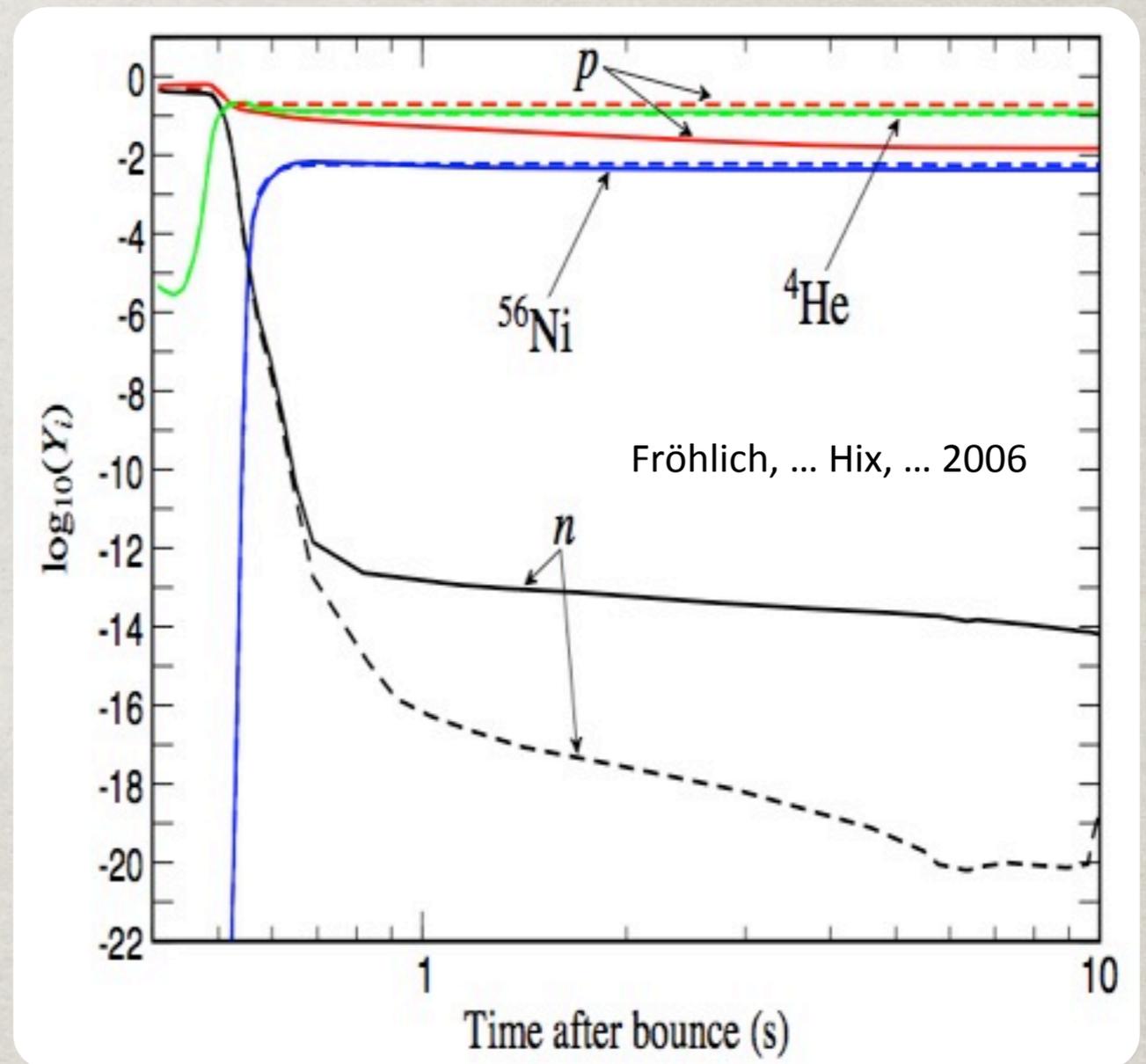
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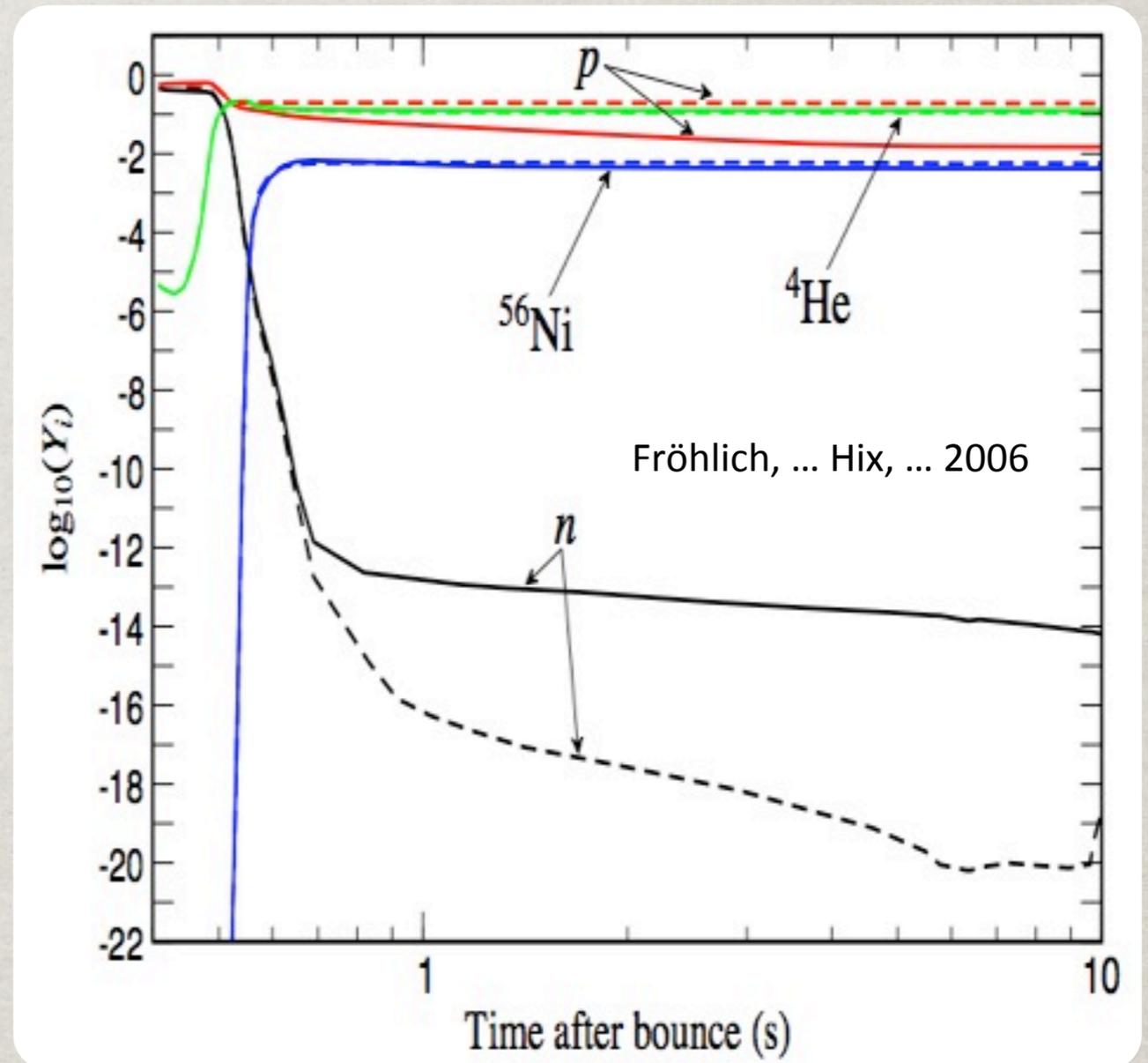


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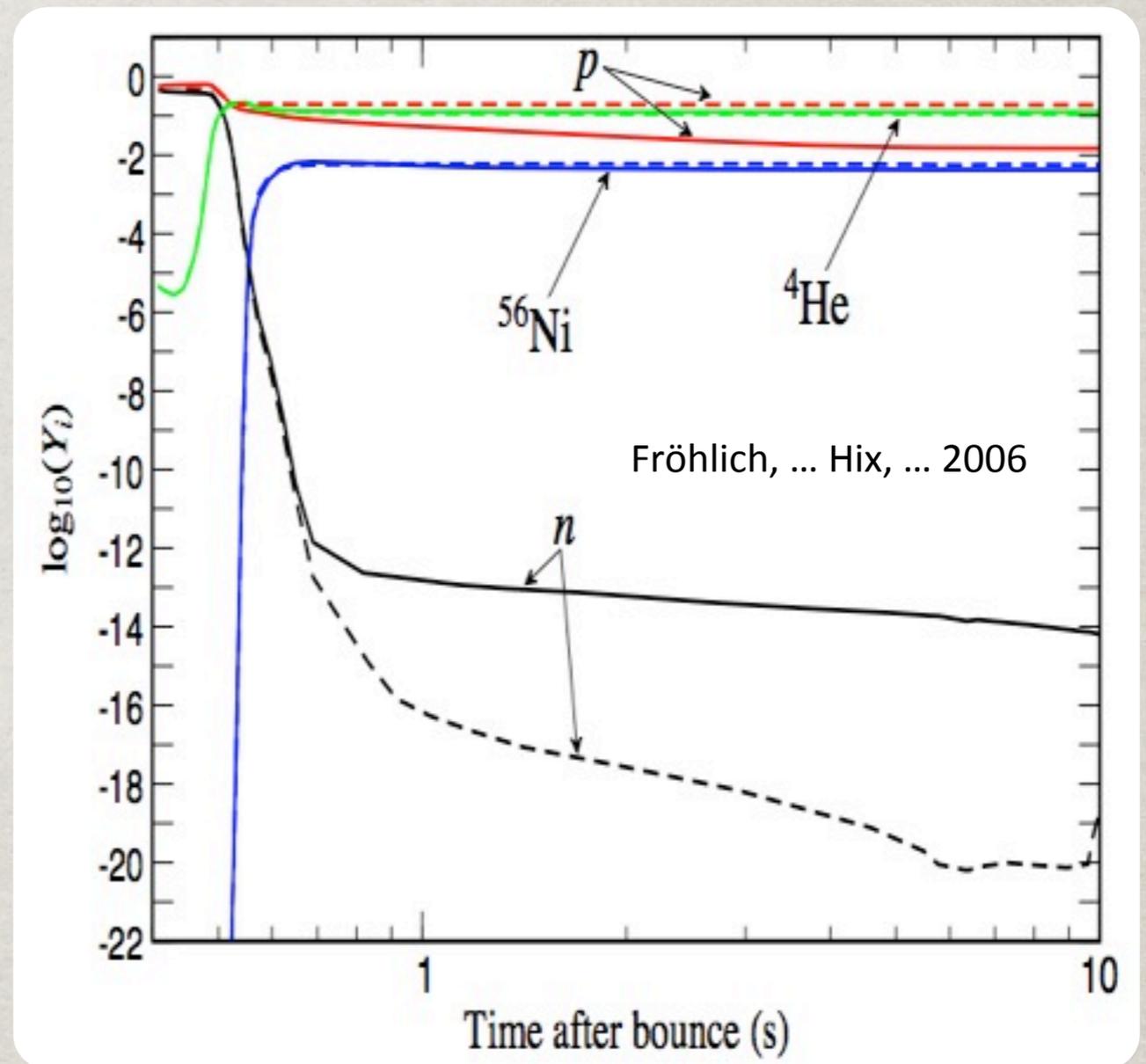
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The needed neutrons are generated from protons converted via **anti-neutrino capture**.



MULTI-D νp -PROCESS?

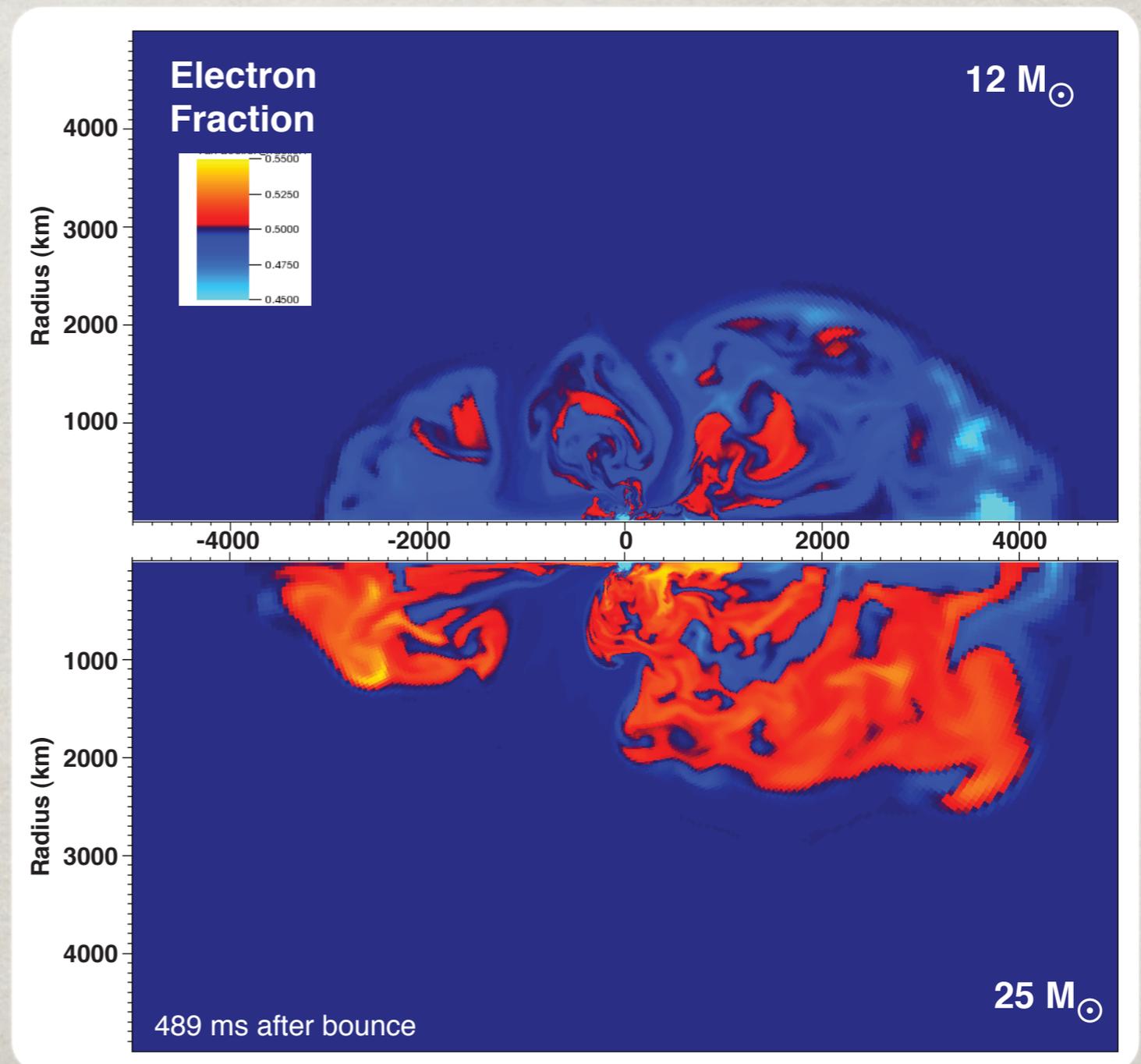
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Our final answer must await the **completion of our models**, but we can get an early indication by examining the neutronization.

There is a clear trend in the Y_e distribution, with **more massive models having more proton-rich material**.



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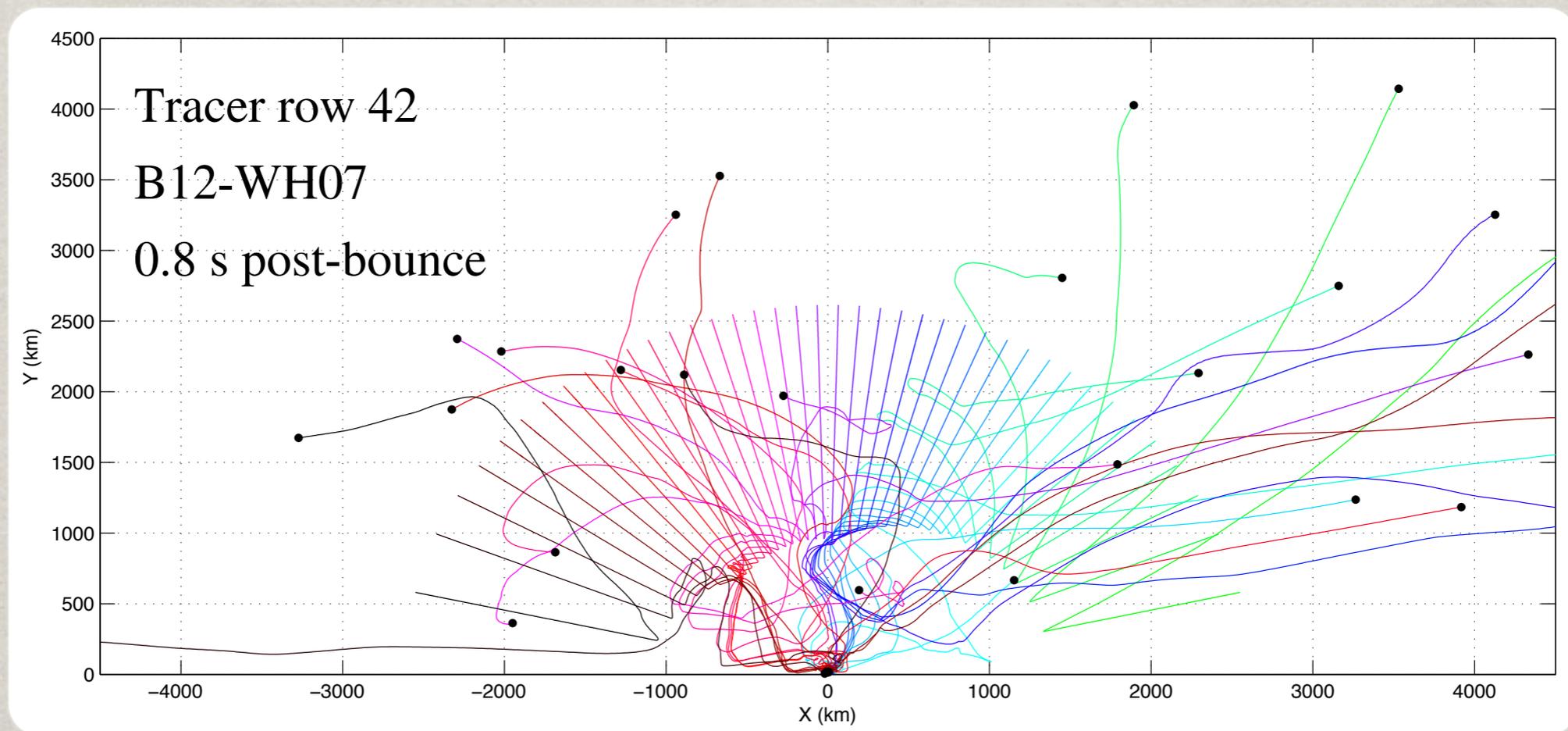
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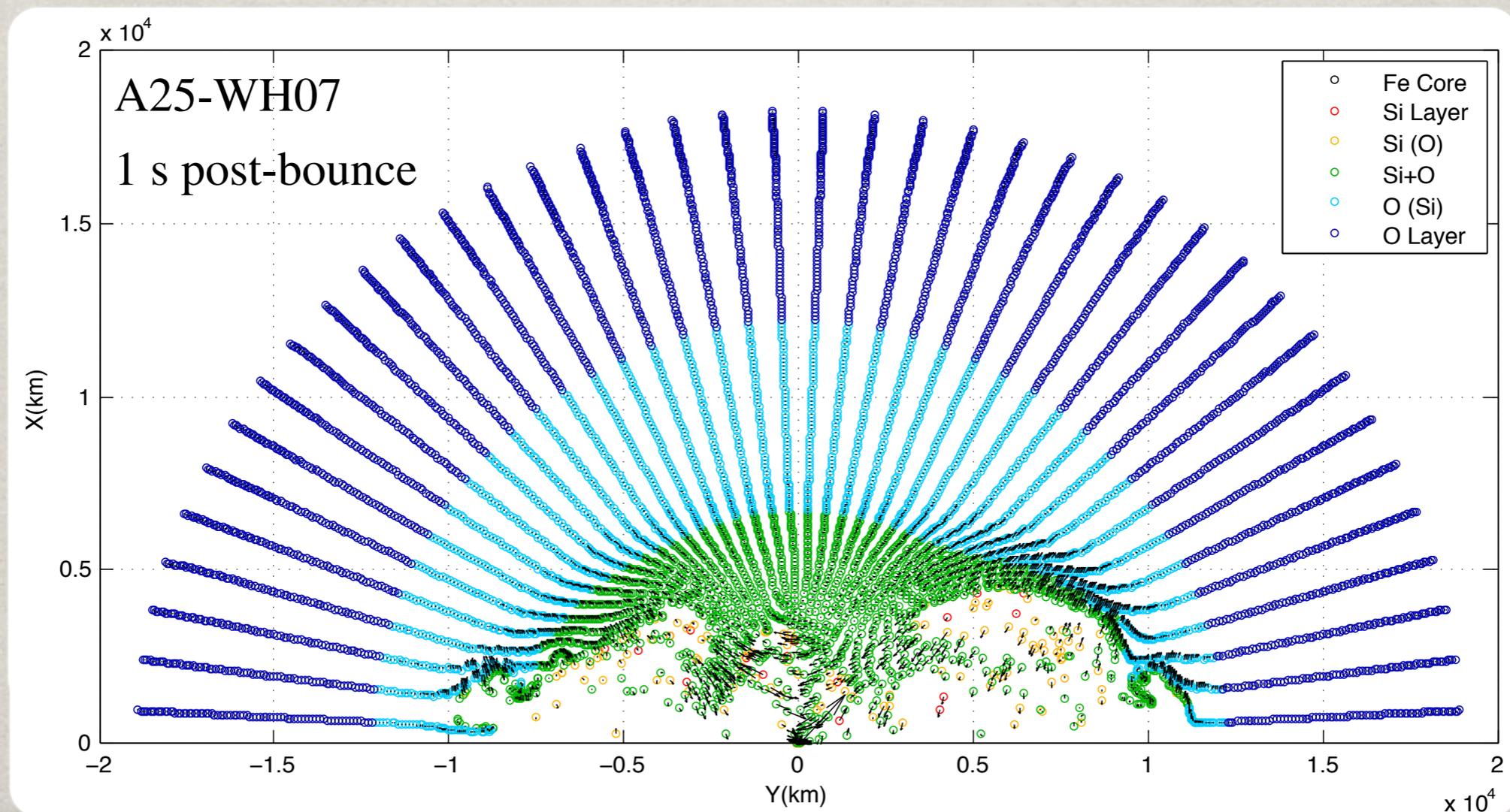


They reveal the complexity of defining the **mass cut**.

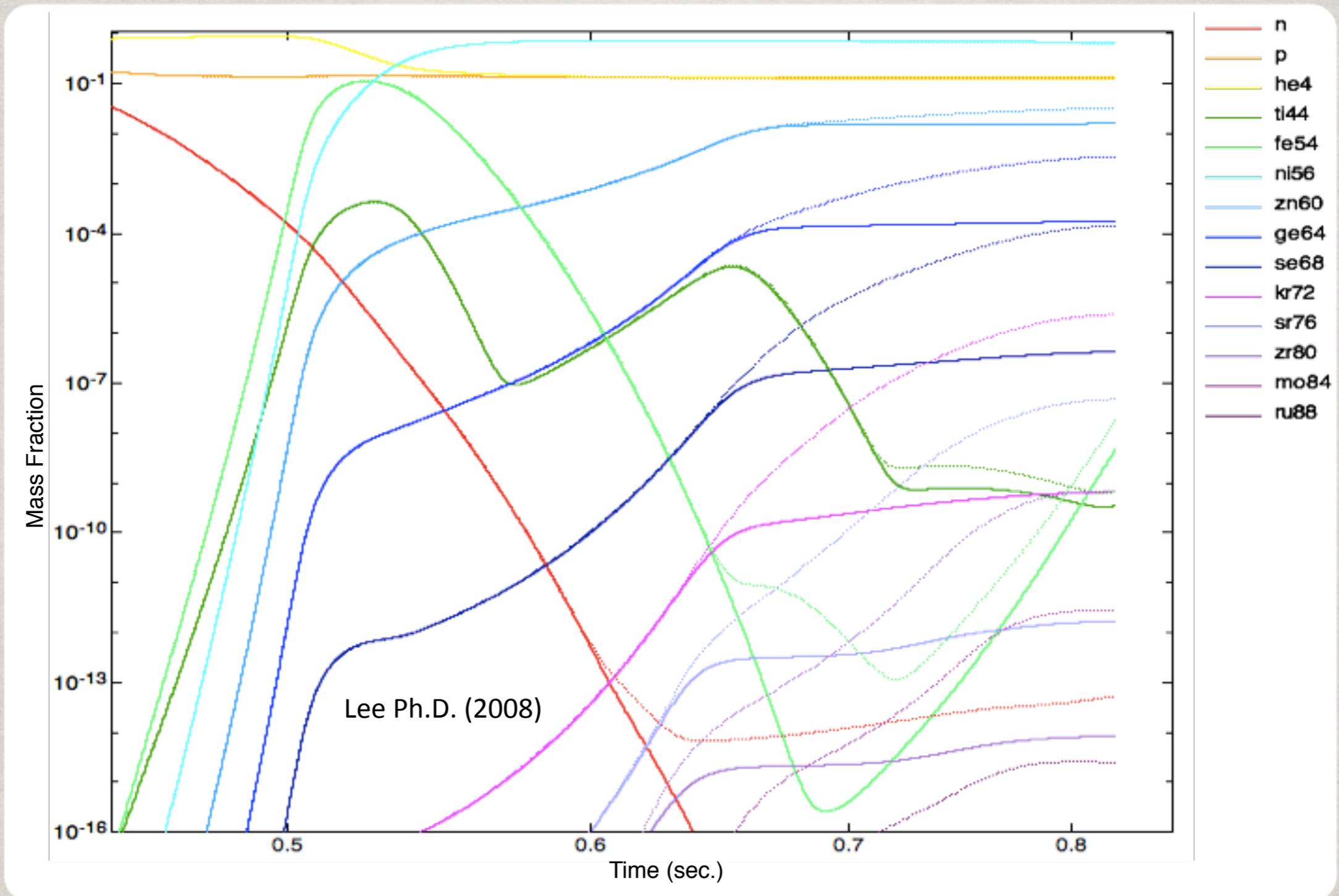
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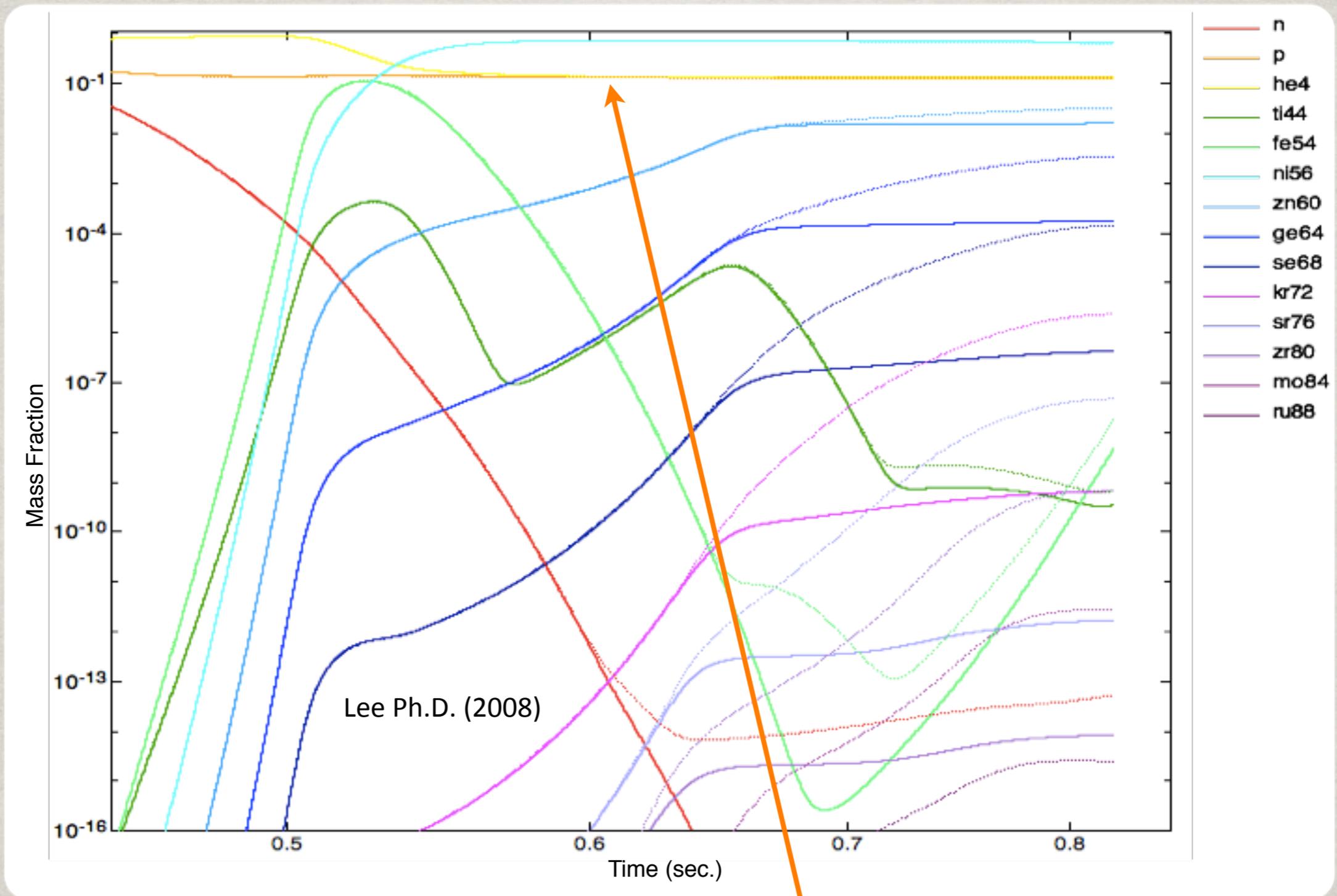


VP-PROCESS



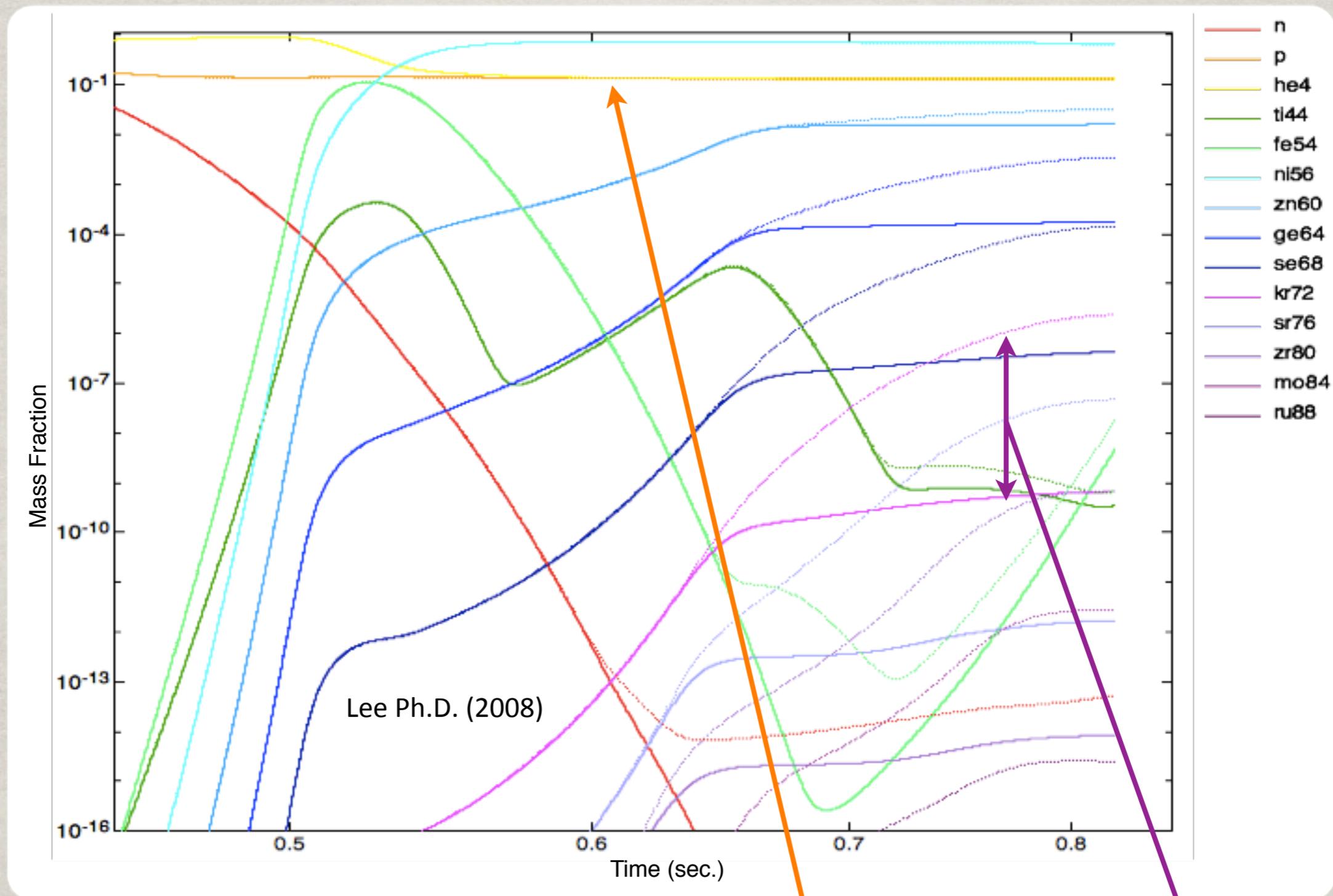
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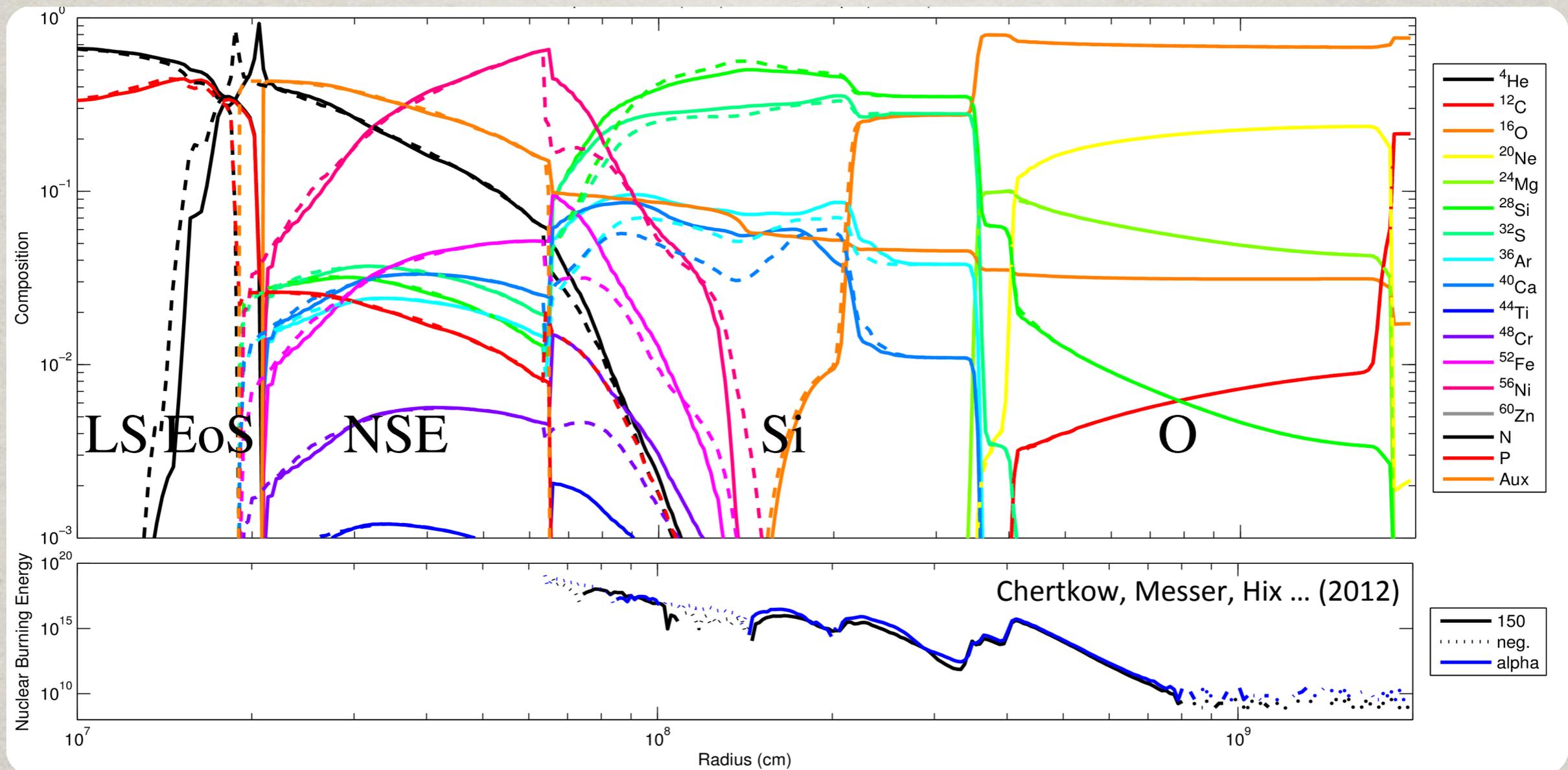
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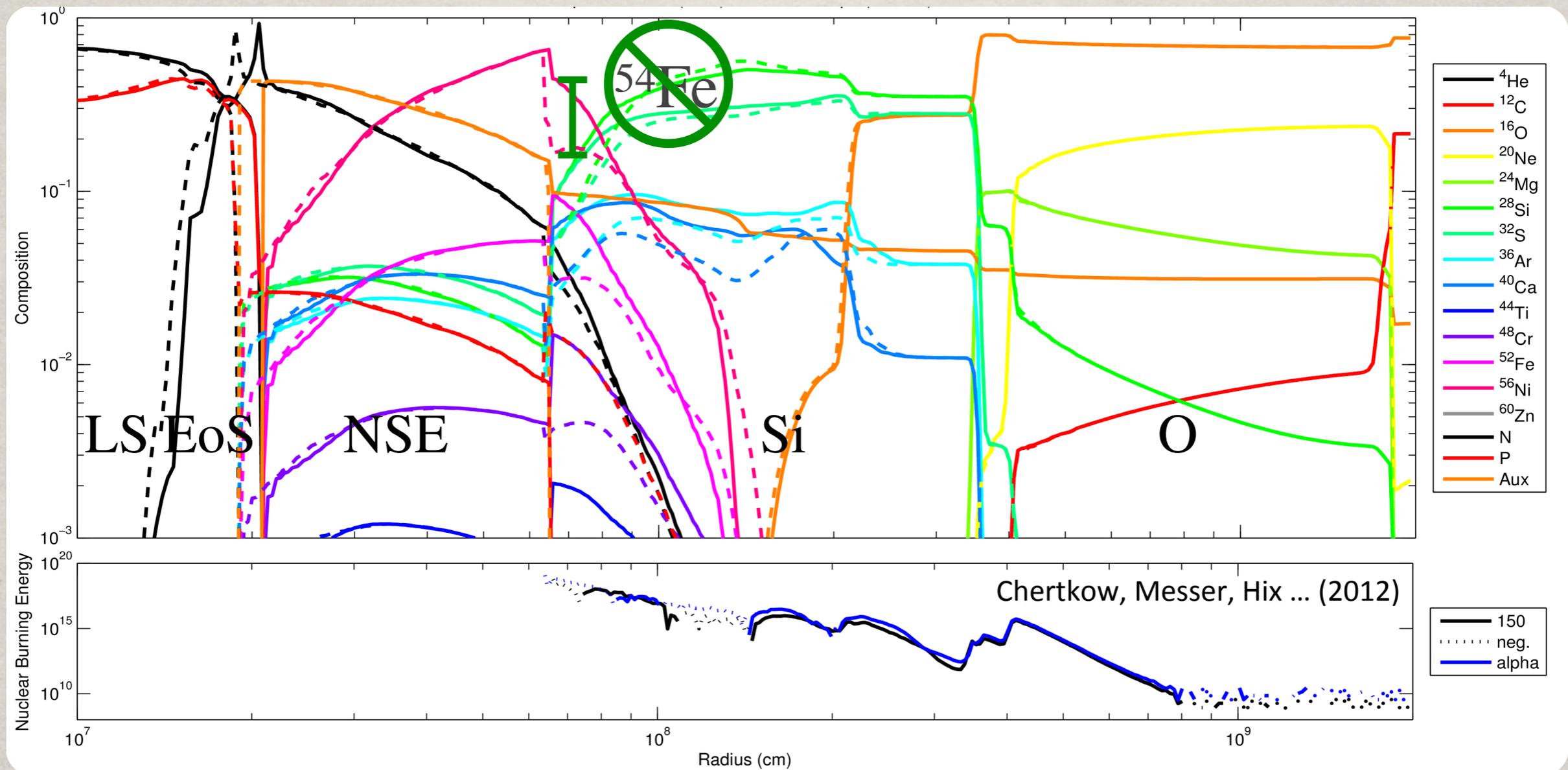
DETAILED COMPOSITION



As a first step toward large networks, we've replaced the α -network in CHIMERA with **150 species** (in 1D only so far).

The network cost grows from 3-5% of the simulation to **200%-400%**, making the total simulation **3-5 \times as expensive**.

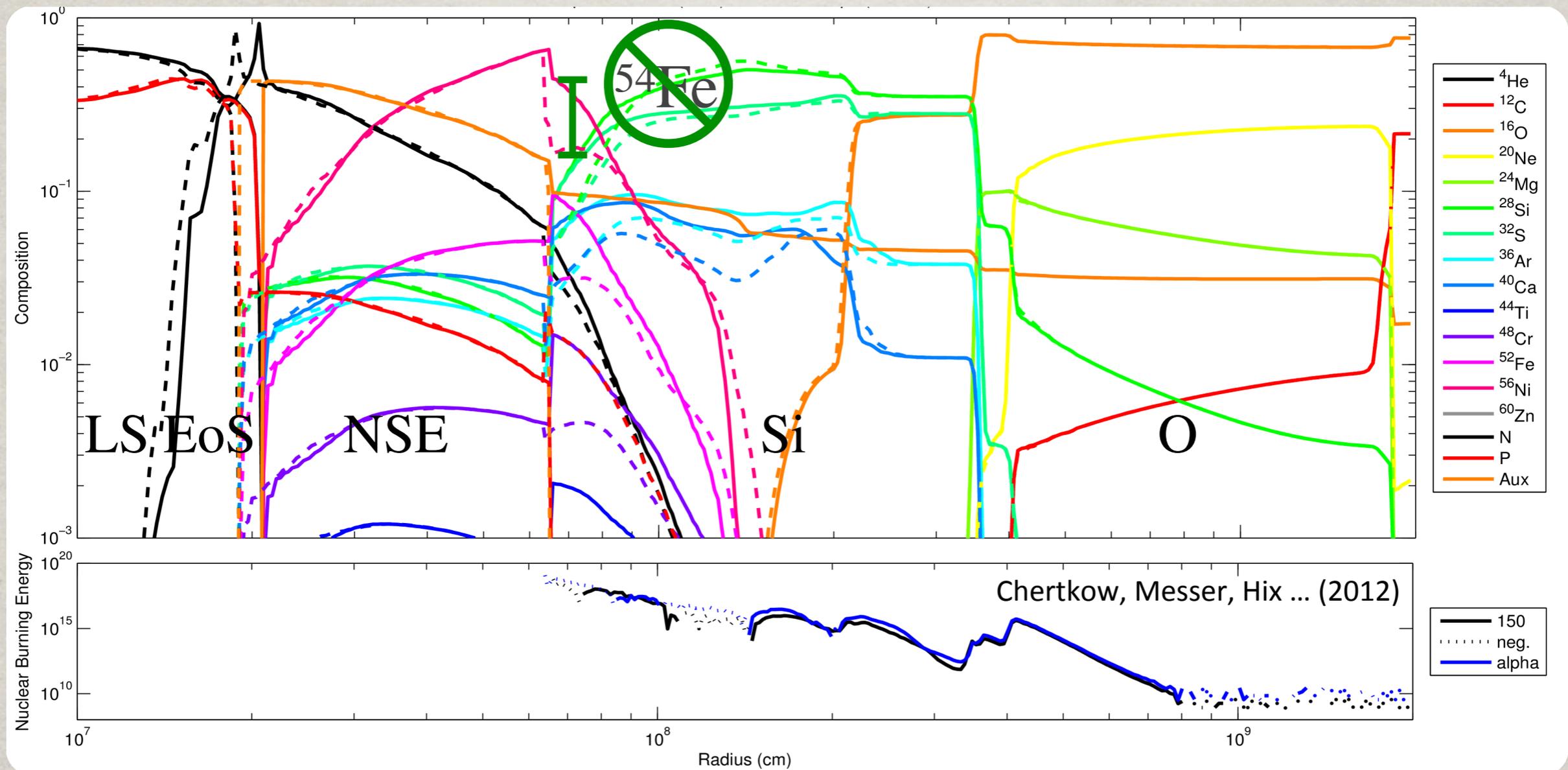
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PROGRESS REPORT

Ongoing improved CHIMERA models confirm **successful, mostly prolate, explosions** across a range of progenitors from **12-25 M_{\odot}** driven by neutrino heating and SASI.

These self-consistent CHIMERA simulations, together with similar VERTEX simulations from Janka and collaborators, point to a **successful neutrino-reheating mechanism**, with the **explosion delayed** by 300 ms or more after bounce, at least in axisymmetry (2D).

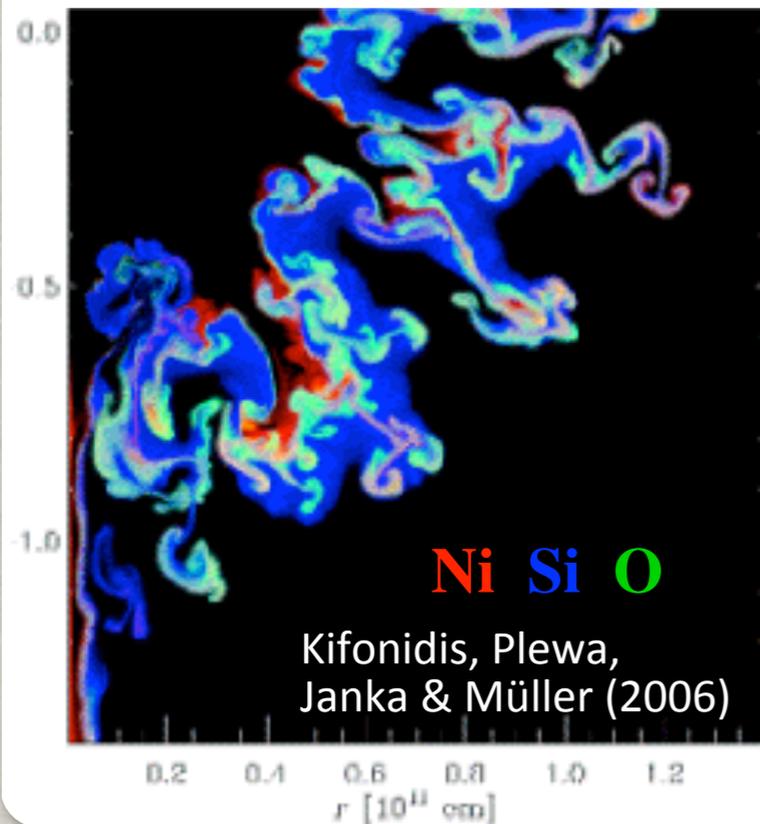
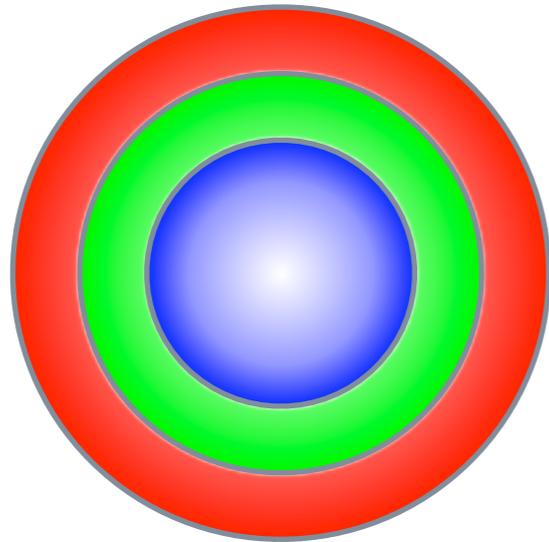
Self-consistent **3D simulations, while very expensive, are possible**. They are critical to teach us the value of our 2D simulations. Early indications are that **3D is somewhat more pessimistic** than 2D, but this view may be colored by relatively low resolution in 3D.

FUTURE NUCLEOSYNTHESIS

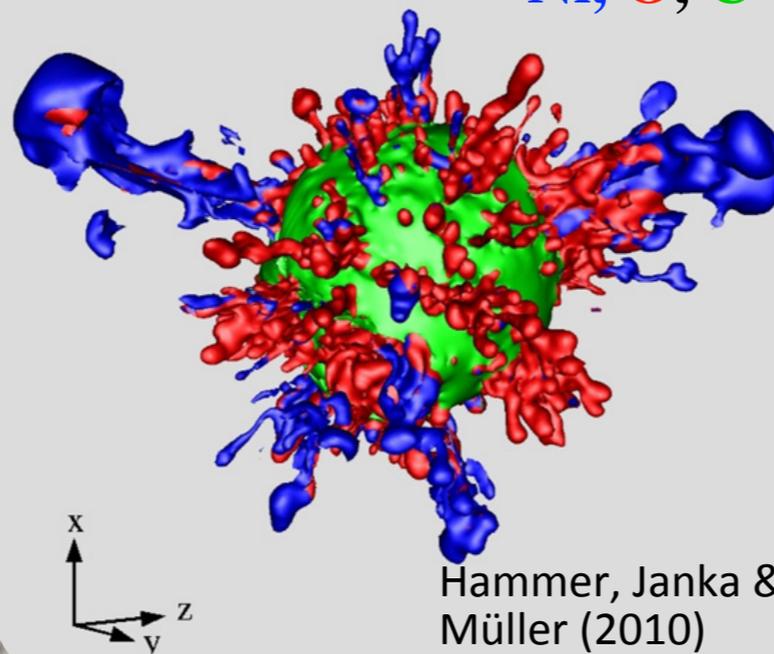
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We expect large **differences in nucleosynthesis** from parameterized 1D and older 2D models because of neutrinos, increased delay time and convoluted mass cut.

Fe, Si, O



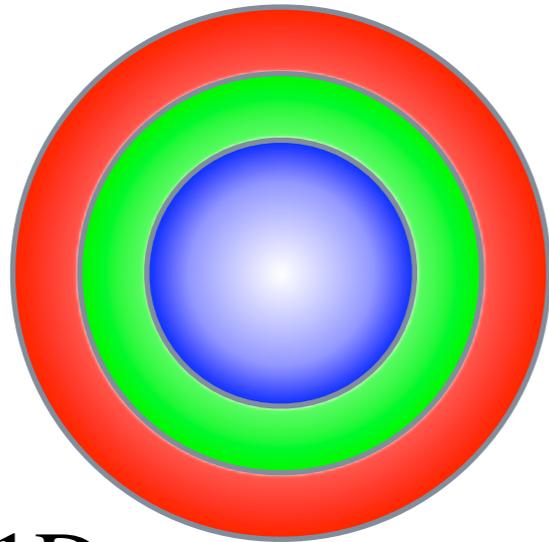
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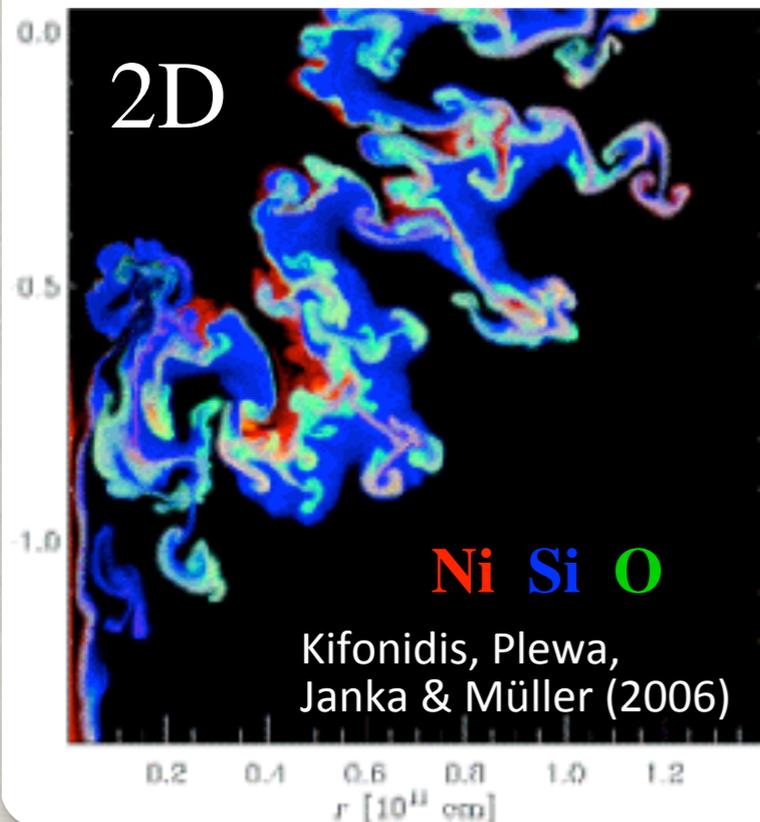
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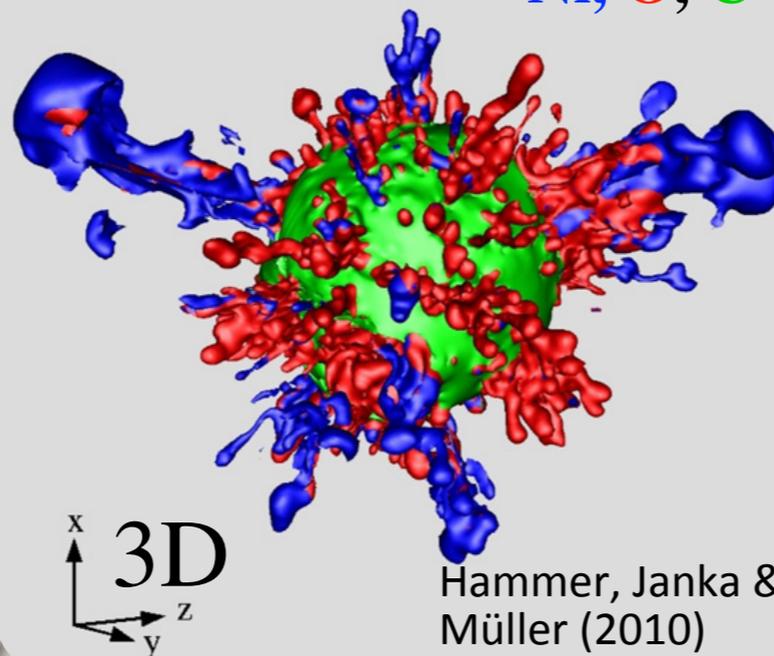
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1D



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Reality

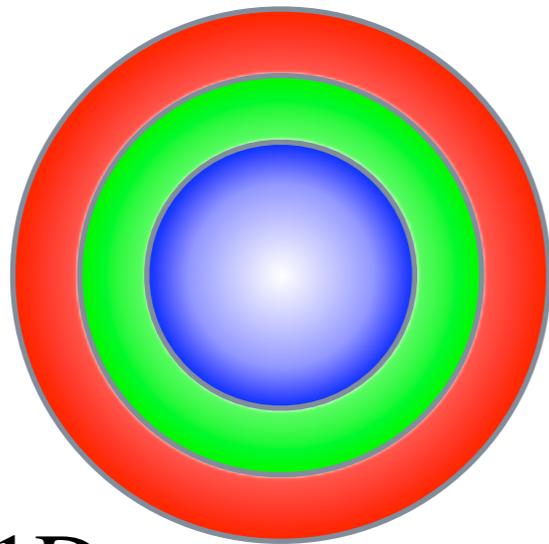


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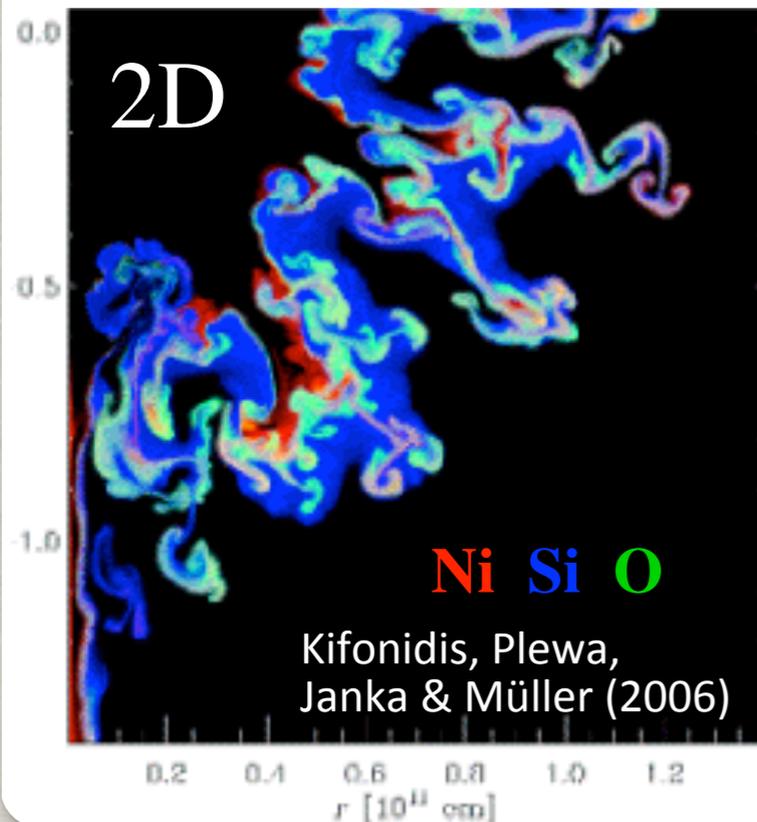
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Must simulate with large networks, neutrino transport and multi-D hydro.

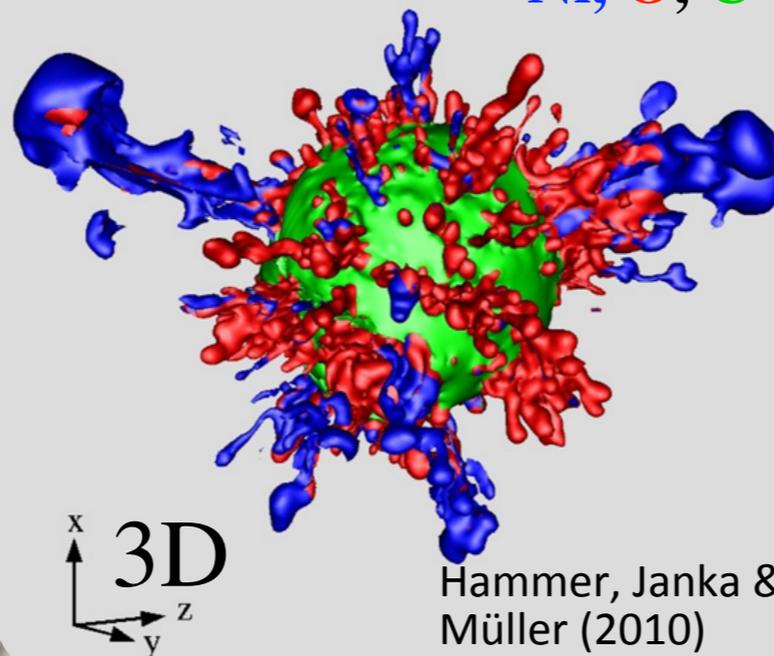
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Fe, Si, O,

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Hughes, Rakowski, Burrows & Slane (2000)