

The background of the slide is a deep space image featuring a dense field of stars of various magnitudes, some with prominent diffraction spikes. Interspersed among the stars are wispy, glowing clouds of interstellar dust and gas in shades of red, orange, and yellow, characteristic of a nebula or the interstellar medium. The overall color palette is dominated by dark reds and oranges, with bright white and yellow points of light from the stars.

# *Neutrino-Driven Convection and Neutrino-Driven Explosions*

by  
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# *1D simulations (Rad-hydro)*

Wilson '85

Bethe & Wilson '85

Liebendoerfer et al. '01

Rampp & Janka '02

Buras et al. '03

Thompson et al. '03

Liebendoerfer et al. '05

Kitaura et al. '06

Burrows et al. '07

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Neutrino mechanism suggested

}

**No Explosions**

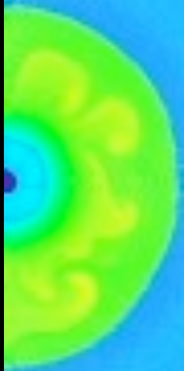
(Except lowest masses)

**Spherical symmetry!**

**No GW emission?**

# *Fundamental Question of Core-Collapse Theory*

Steady-State  
Accretion

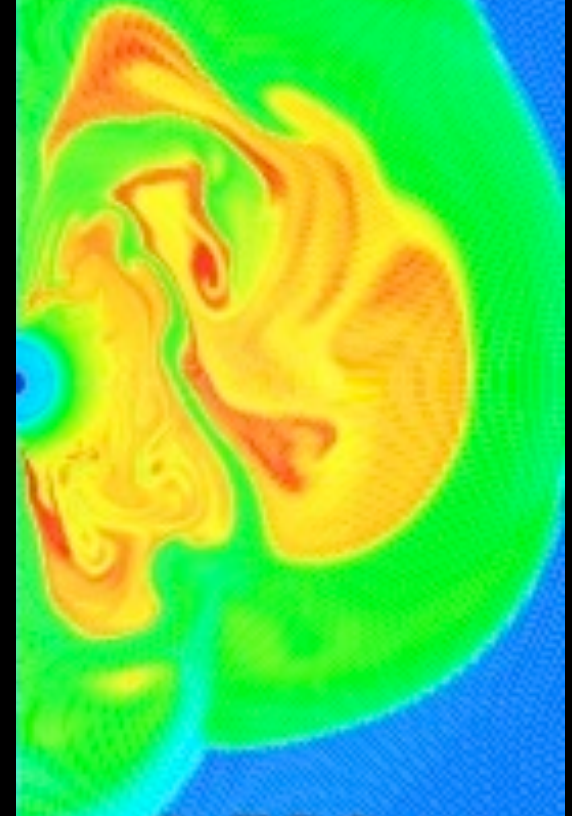


$t=0.280$  s

?

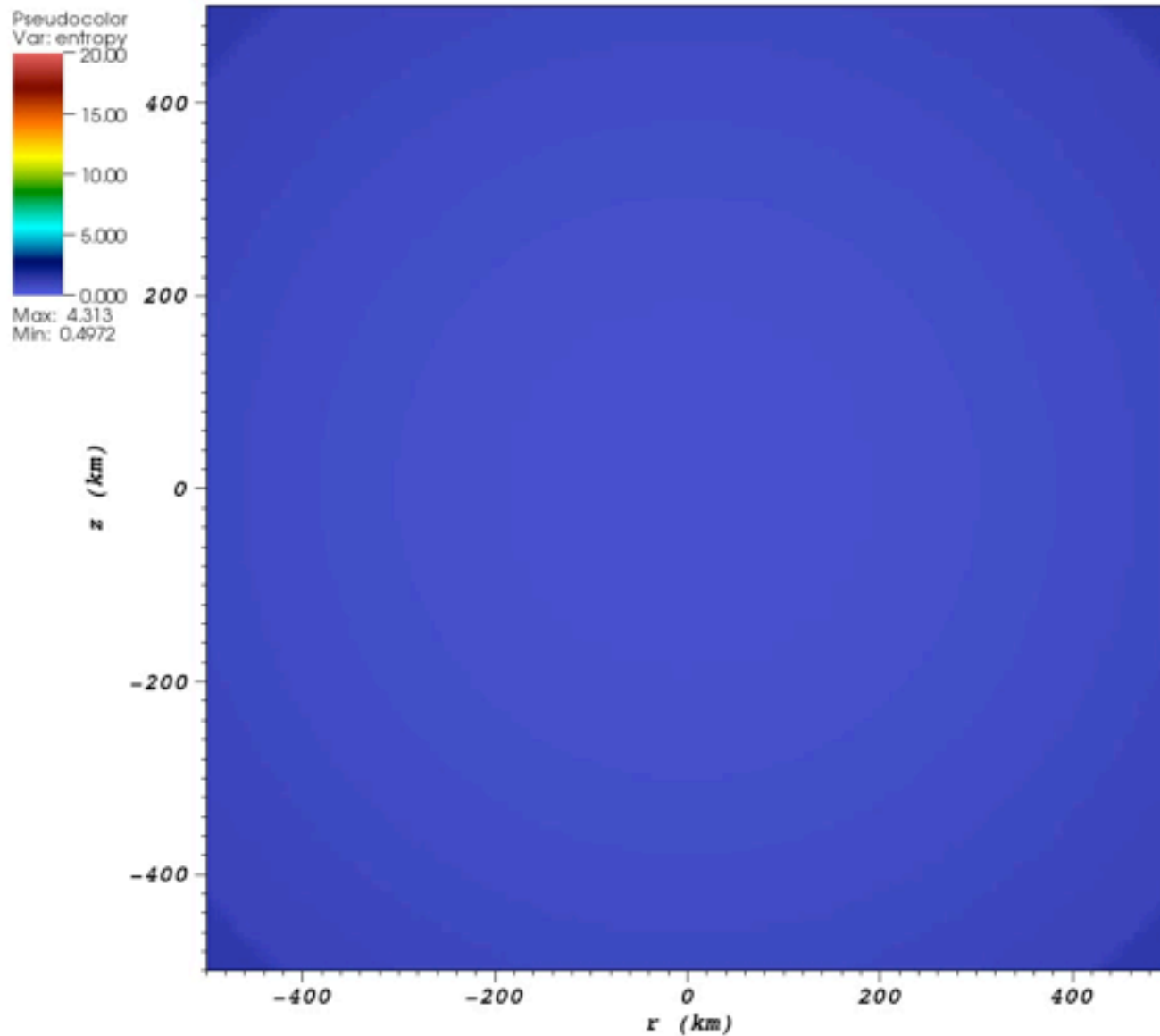


Explosion

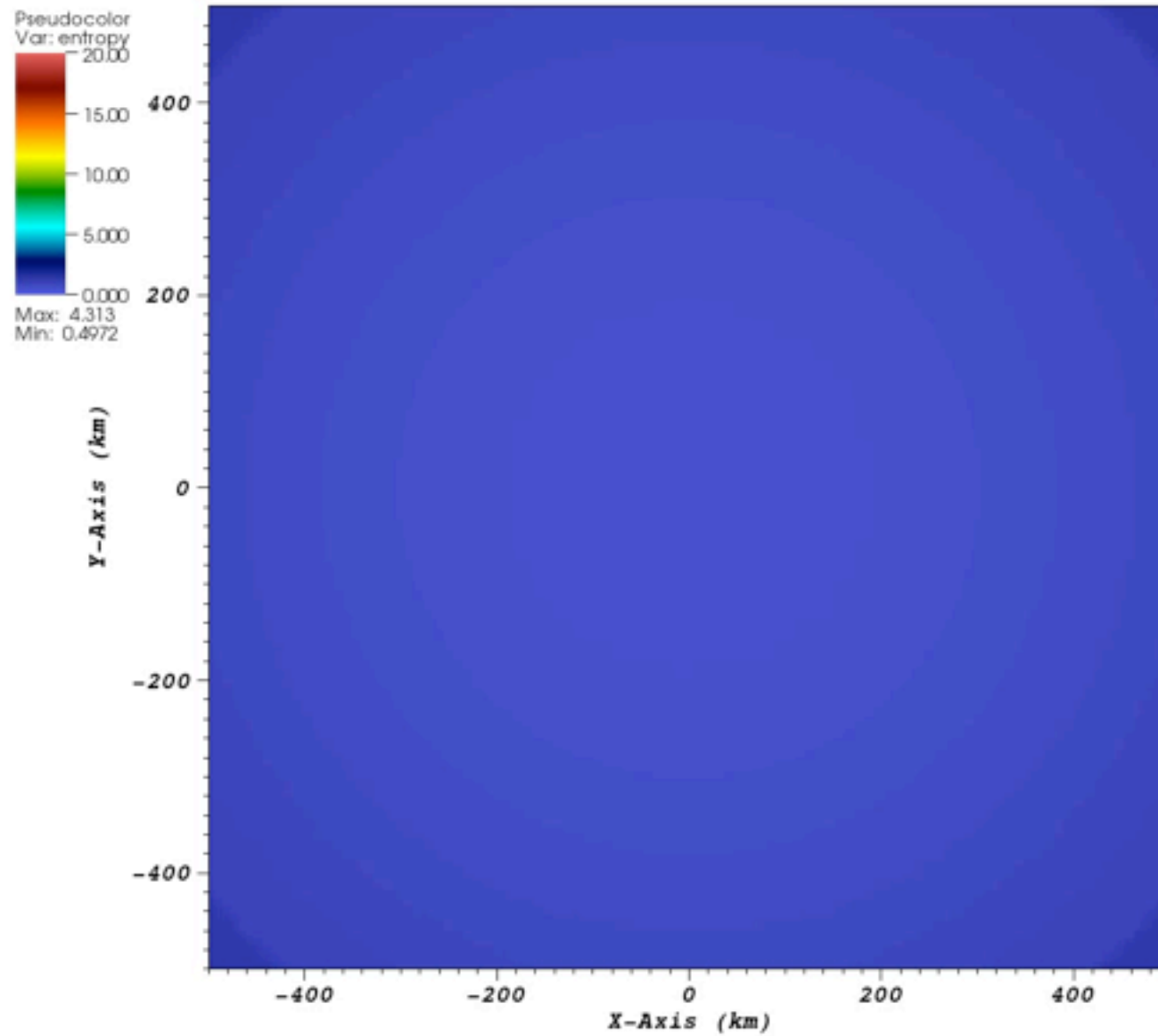


$t=0.750$  s

*Relax 1D assumption?*



Time = -0.2600 s after bounce



Time = -0.2600 s after bounce

# *Multi-D makes it easier to explode*

## *Neutrino Mechanism:*

- Neutrino-heated convection
- Standing Accretion Shock Instability (SASI)
- Explosions? Maybe

## *Acoustic Mechanism:*

- Explosions but caveats.

## *Magnetic Jets:*

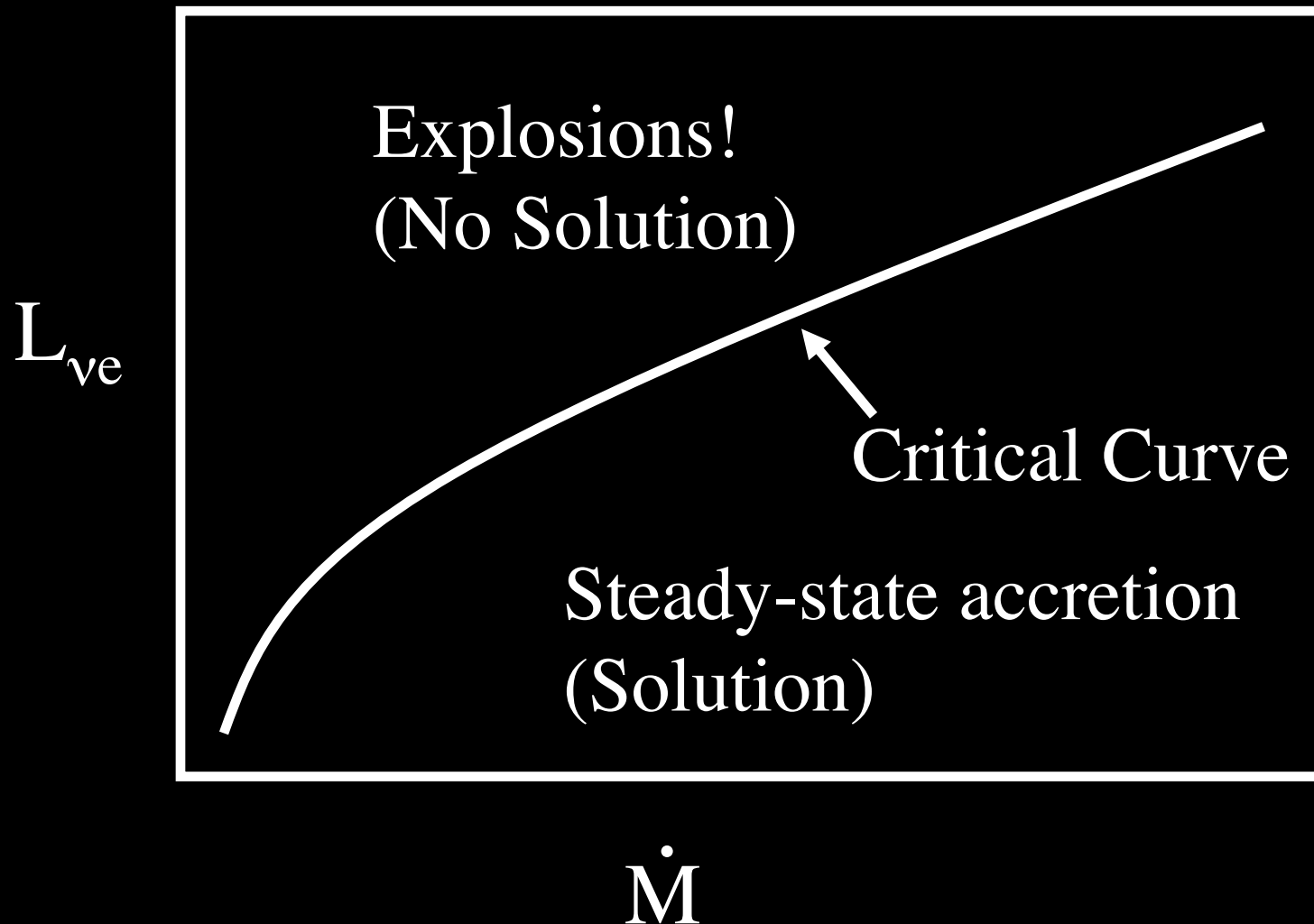
- Only for very rapid rotations
- Collapsar?

*Why is it easier to explode in 2D  
compared to 1D?*

# *Two Paths to the Solution*

- Detailed 3D radiation-hydrodynamic simulations (“Accurate” energies, NS masses, nucleo., etc.)
- Parameterizations that capture essential physics (Tease out fundamental mechanisms)

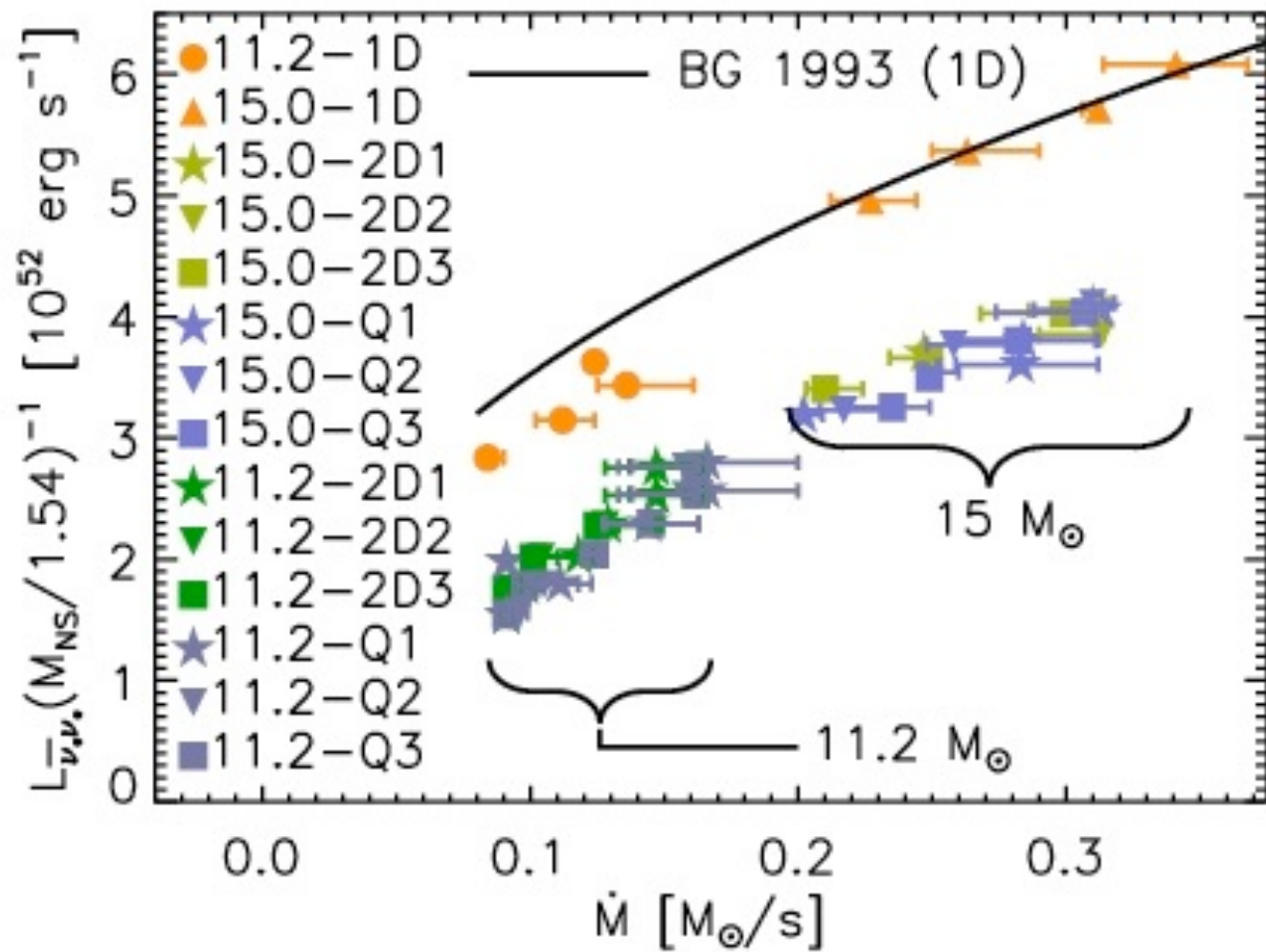
Burrows & Goshy '93  
Steady-state solution (ODE)

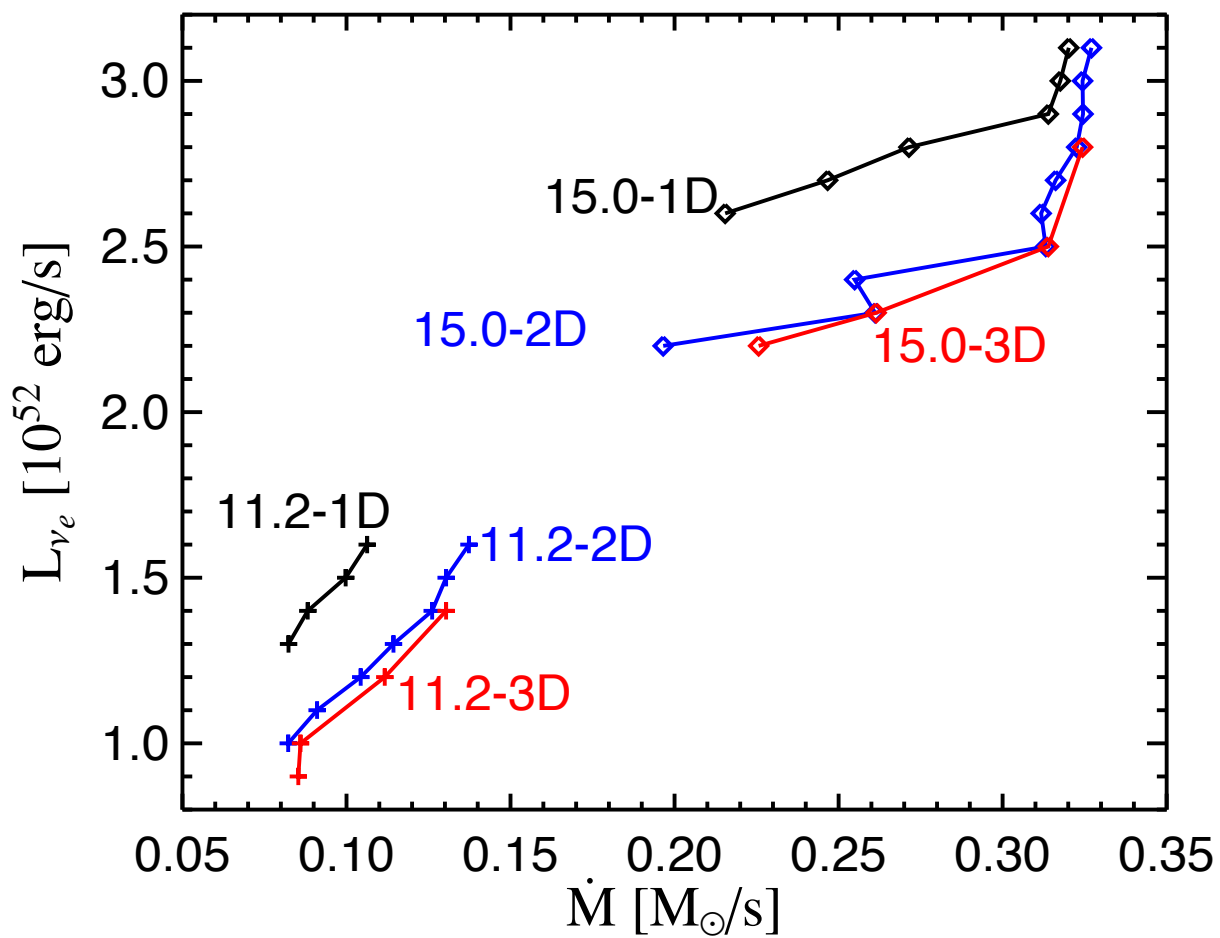


# Is a critical luminosity relevant in hydrodynamic simulations?

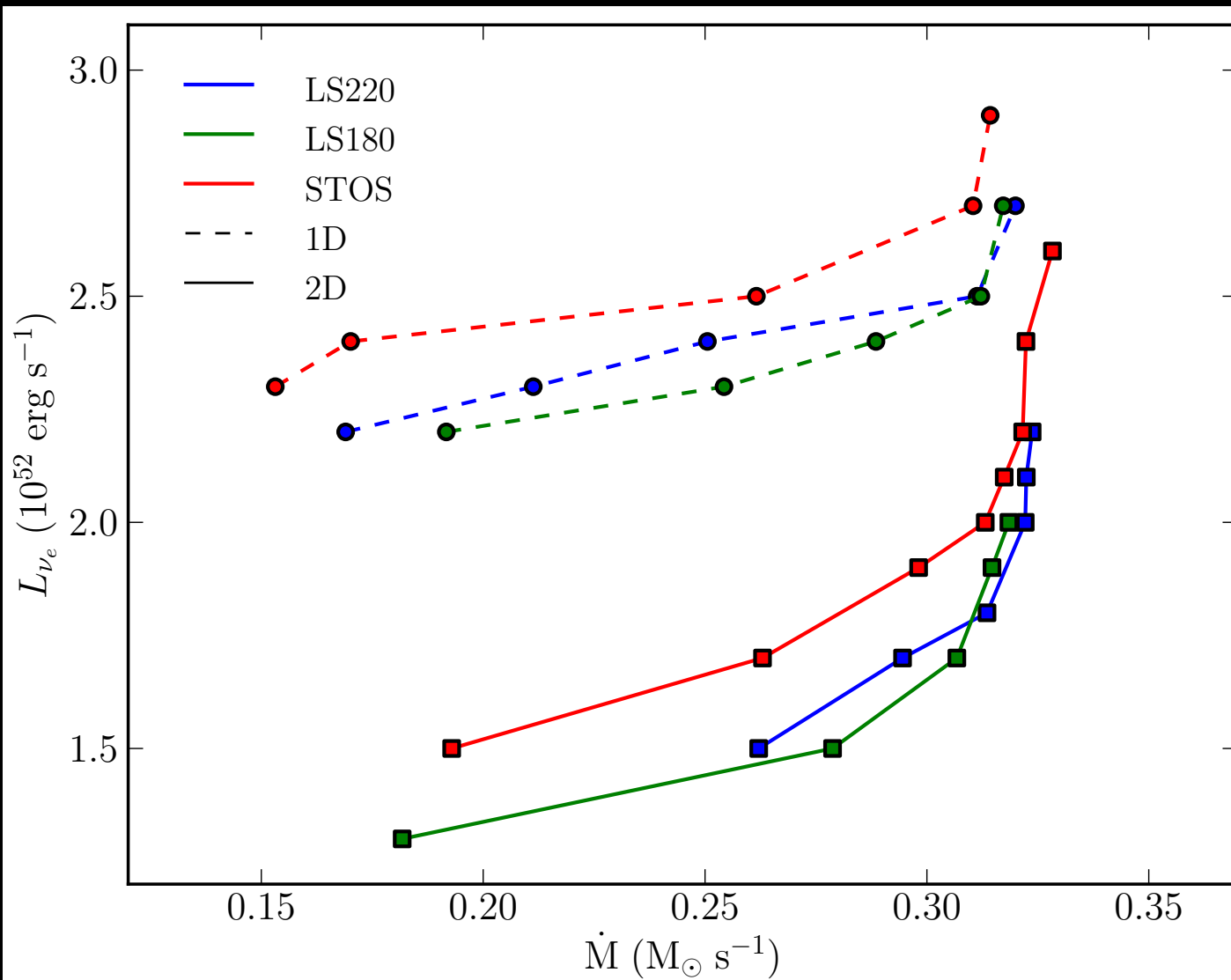
- 1D
- 2D Convection and SASI?

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





Hanke et al 2011

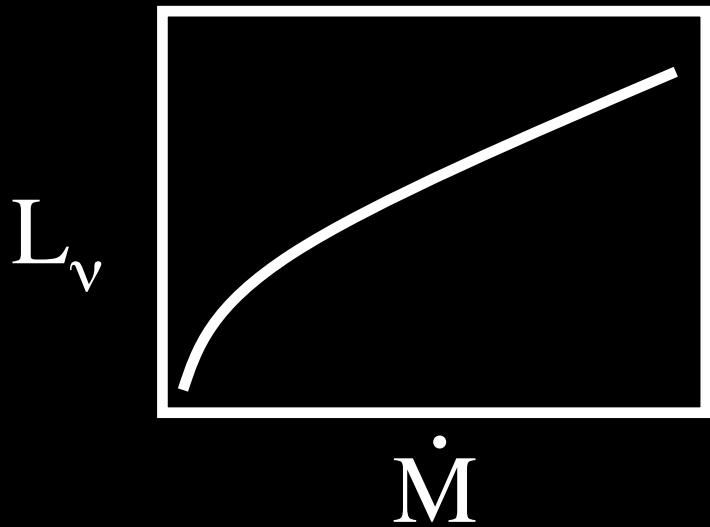


Couch 2012

2D & 3D critical luminosity  
lower than 1D

Turbulence plays an important  
role!

# *A Theoretical Framework for Successful Explosions*

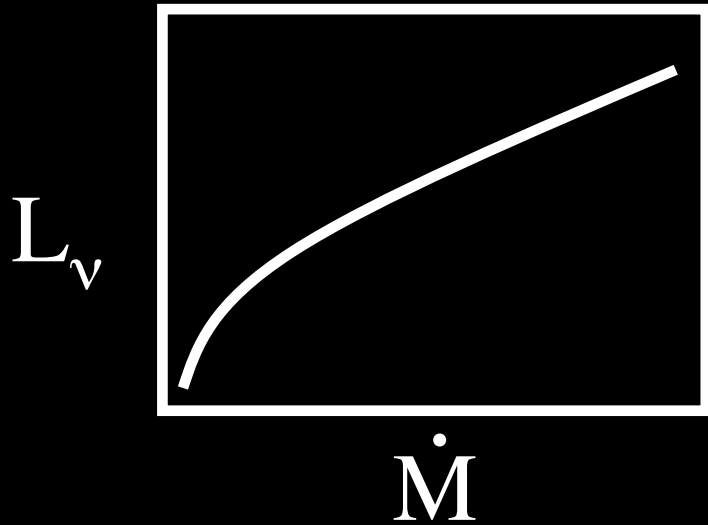


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Turbulence  
Model

Murphy & Meakin 2011

# *A Theoretical Framework for Successful Explosions*



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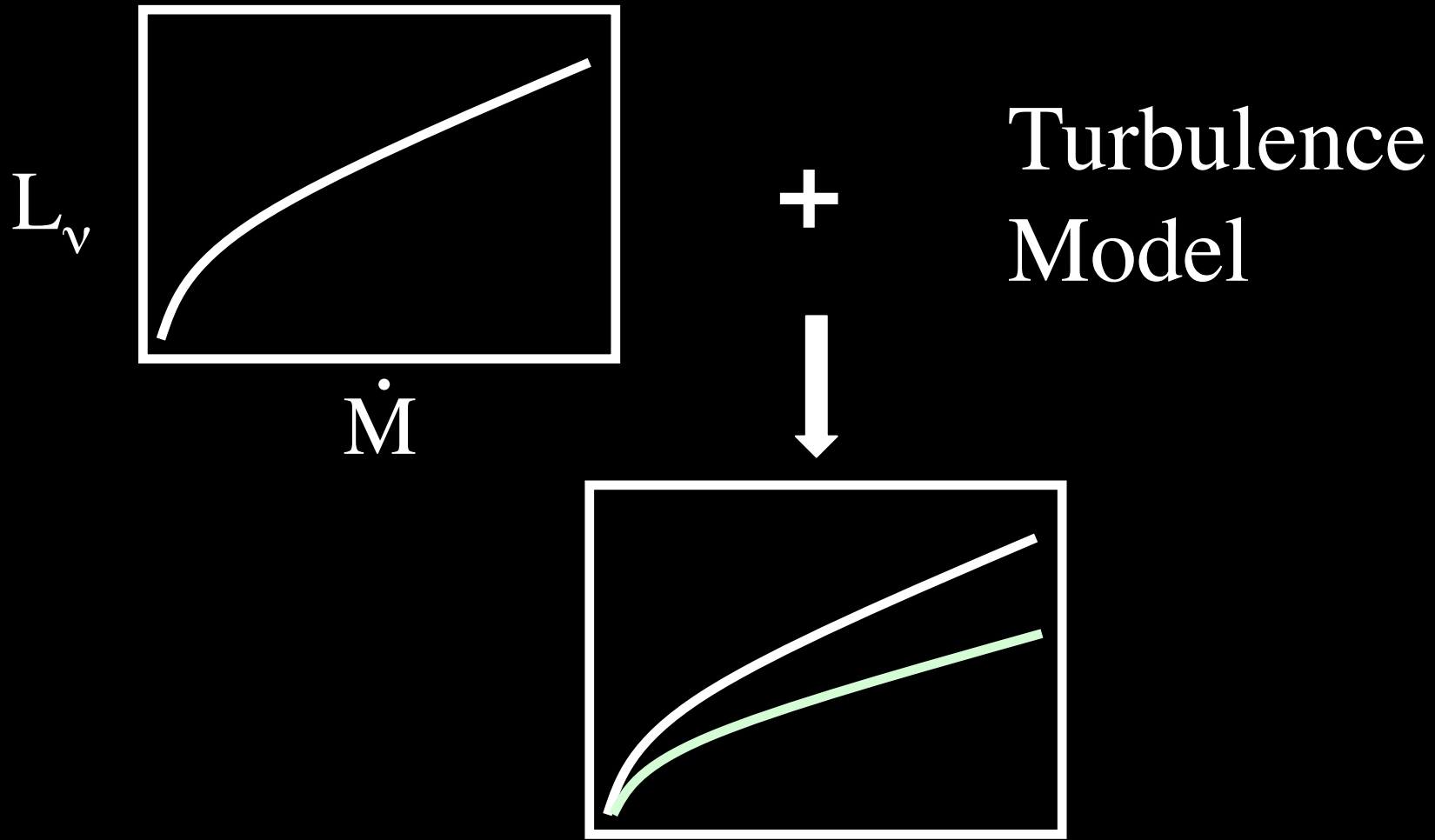
Turbulence  
Model



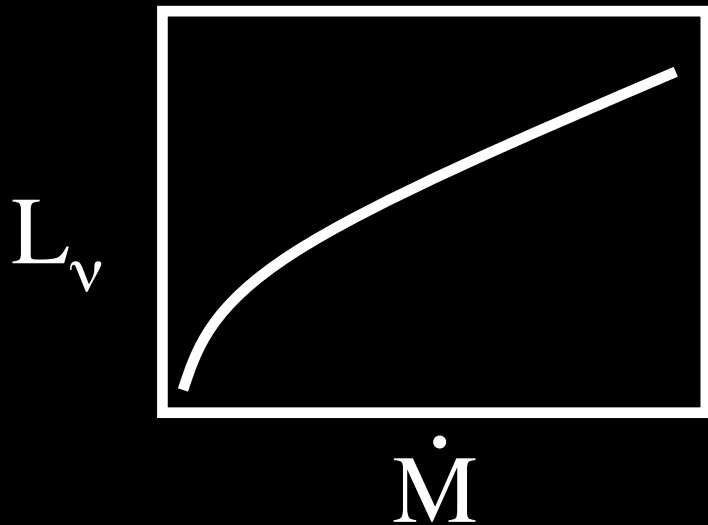
Calibrate with 3D  
Simulations

Murphy et al. 2012, in prep

# *A Theoretical Framework for Successful Explosions*



# *A Theoretical Framework for Successful Explosions*



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Turbulence  
Model



1D Rad-hydro simulations

Realistic and quantitative explosions

Systematic exploration

What dominates the turbulence?  
Convection, SASI... both?

Compare nonlinear theories for convection  
and SASI with post shock flow

SASI nonlinear theory

?

Compare nonlinear theories for convection  
and SASI with post shock flow

## A Nonlinear Theory for Convection

Murphy & Meakin 2012

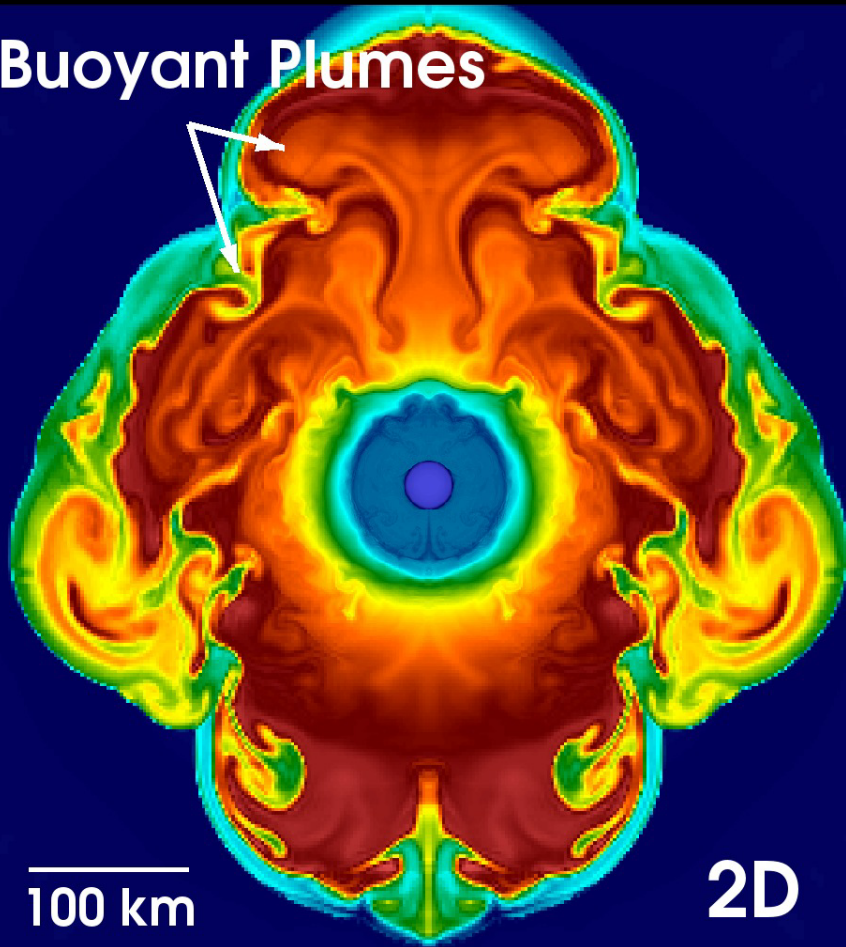
Compare nonlinear theories for convection  
and SASI with post shock flow

## A Nonlinear Theory for Convection

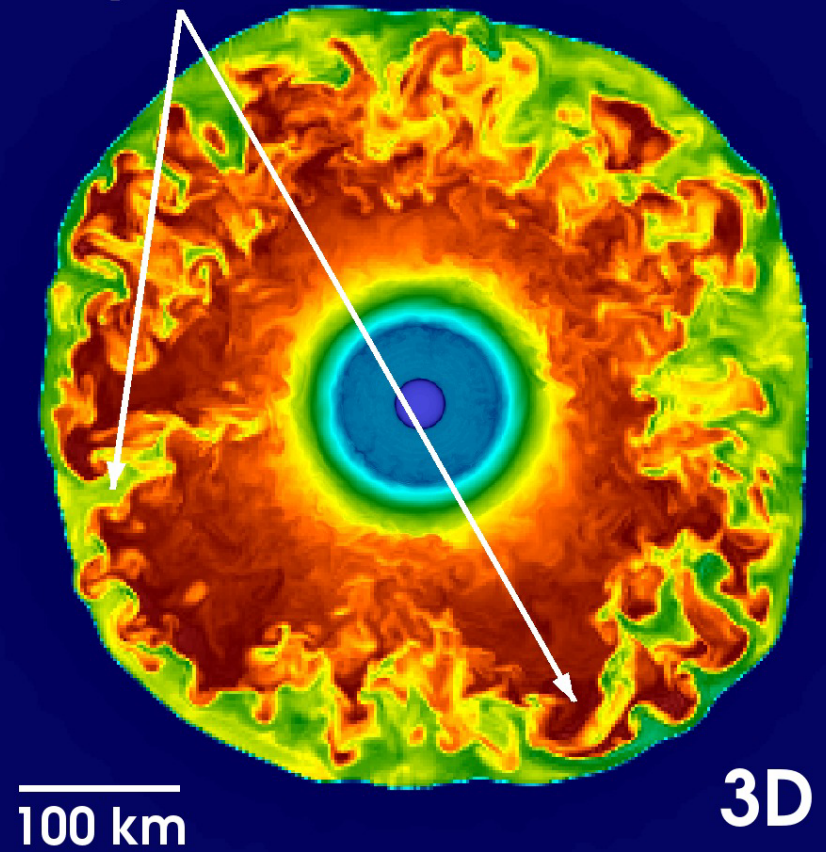
Murphy & Meakin 2012

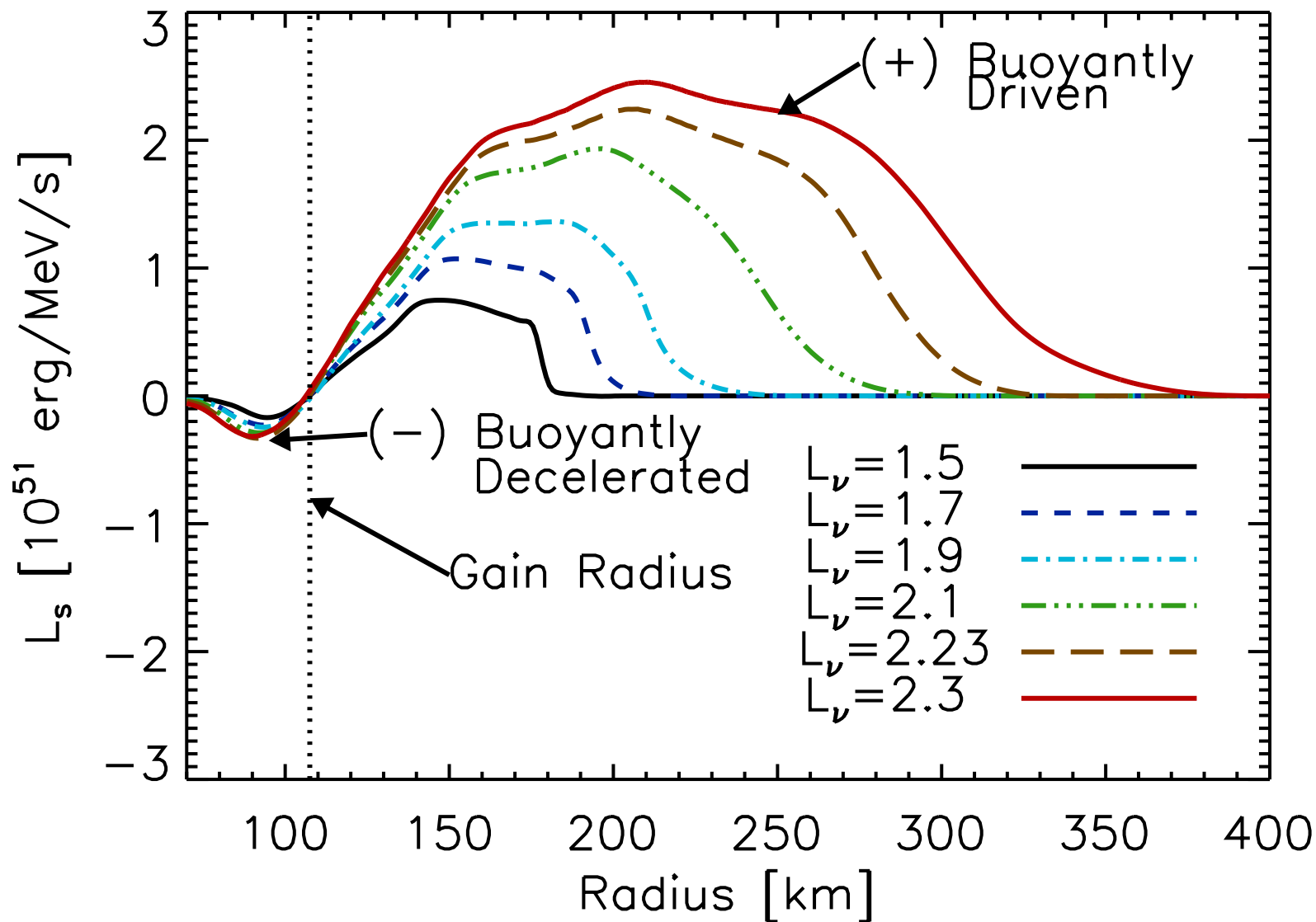
We can test this fledgling theory with 3D  
simulations

**Buoyant Plumes**



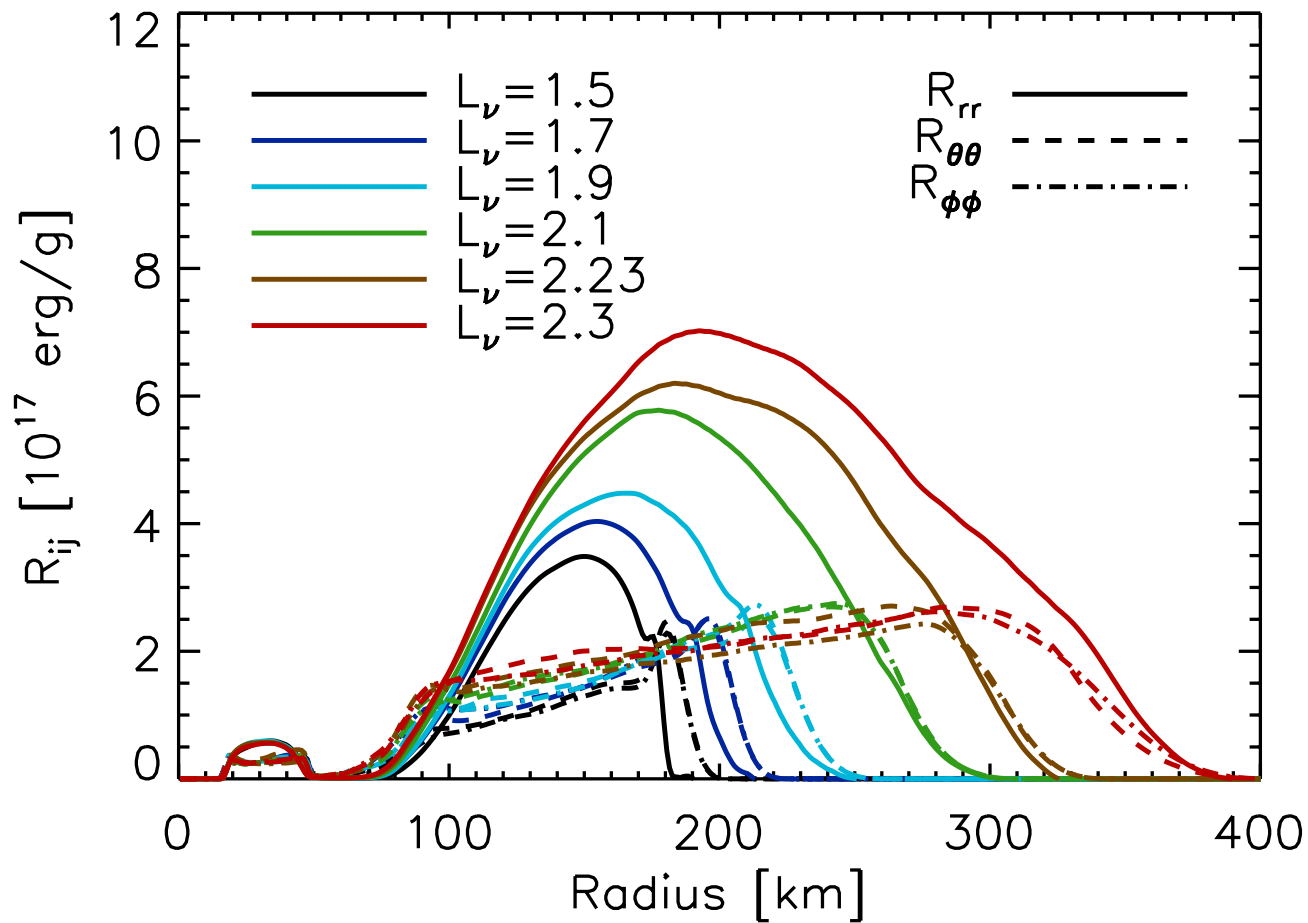
**Buoyant Plumes**





$$L_s = \langle \rho v' s' \rangle 4\pi r^2$$

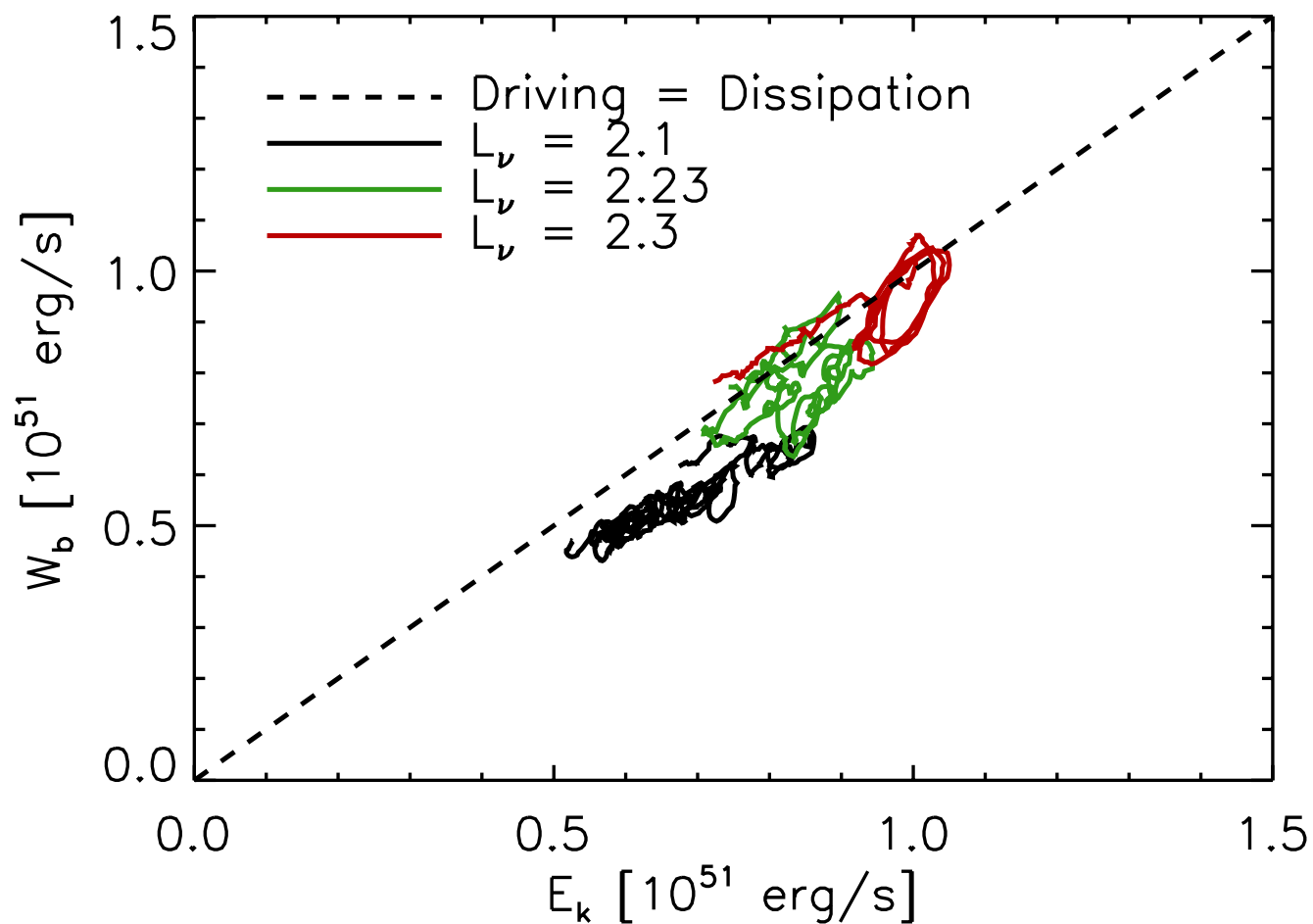
$$R_{ij} = \langle v'_i v'_j \rangle$$

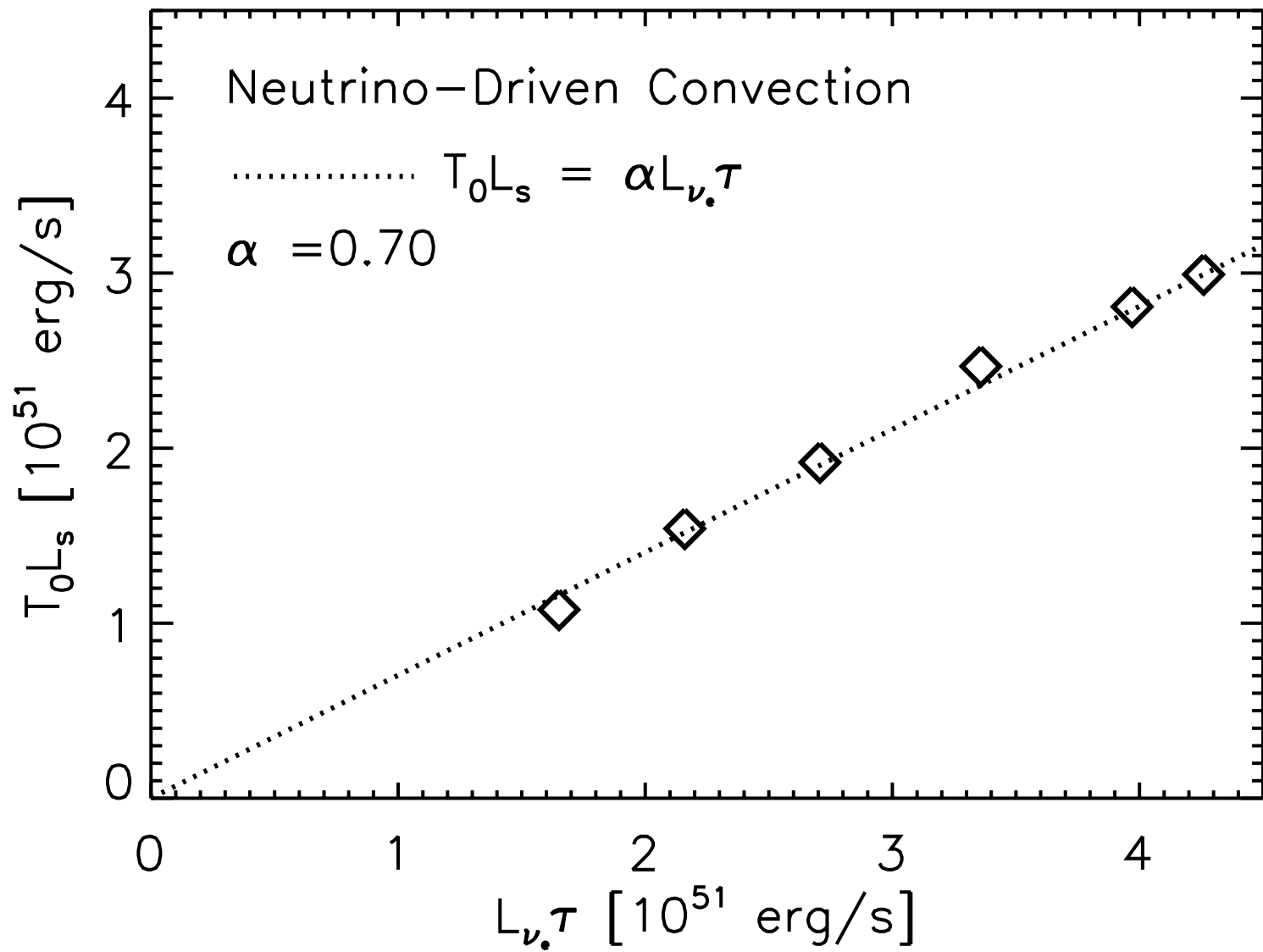


$$R_{rr} \approx R_{\theta\theta} + R_{\phi\phi}$$

$$R_{\theta\theta} \approx R_{\phi\phi}$$

$$\int \langle \rho' v' \rangle g dV = \int \frac{\rho (v_r')^3}{L} dV$$





# *Nonlinear Convection is Consistent with Post Shock Flow*

1. Consistent buoyancy flux profile
2. Consistent Reynolds stresses
3. Buoyant driving balances dissipation
4. Analytic scaling between buoyant flux and neutrino driving

*Nonlinear Convection is Consistent  
with Post Shock Flow*

*But what about the SASI?*

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*A theory for neutrino-driven  
explosions*

*A turbulence model for CCSNe*

*Post shock flow is consistent with  
nonlinear convection theory*