Strong radiative shocks relevant for stellar environments

Raj Laxmi Singh

LERMA, Observatoire de Paris, UPMC CPP, Queen's University, Belfast

raj-laxmi.singh@obspm.fr rajlaxmi.singh@qub.ac.uk

C. Stehlé (LERMA, Observatoire de Paris, UPMC),F. Suzuki Vidal (Imperial College, London),M. Kozlova (IOP-CAS Prague),J. Larour (LPP, UPMC)

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Context

Radiative Shock waves \checkmark M>> 1 thus high temperature. Converts a substantial fraction of its energy as radiation. Temperature (T) = $\frac{2(\gamma - 1)}{(\gamma + 1)^2} \frac{m}{k} u_s^2$

✓ This radiation modifies, in turn, the dynamic and structure of the shock wave.

Depending on the opacity, two classes of radiative shocks



- The photons are escaping
- Post shock cools gradually
- Simple (local) coupling with radiation
- Electromagnetically launched shocks
- Stellar jets

T hv Shocked Precursor

Optically thick (high density)

- The photons are absorbed by the cold medium.
- Radiative Precursor.
- Complex (non local) coupling with radiation.
- Laser Driven shocks
- Accretion shocks, breakthrough of supernovae, pulsation of stellar envelopes and in between heads of stellar jets at high velocity.

Experiments to generate Shocks

Table top electromagnetic generator



LPP / 600 J Generator

600 J bank.
Argon 0.2–10 mbar
20 km/s at low pressure.
~ 1 mbar

Kondo et al. (2006, 2008, 2009), Larour et al. (2015)

□ High energy laser facilities:

PALS, LULI, GEKKO XII, ORION, OMEGA, LIL



Radiative shock (v ~ 50- 150 km/s) in Xenon >1 bar

Fleury et al. 2002, Kuranz et al. 2005, Gonzalez et al. 2006, Koenig et al. 2006, Doss et al. 2009, Stehle et al. 2010, Diziere et al. 2011, Stehle et al. 2012, Burdiak et al. 2013, Chaulagain et al. 2015

Collision of two shocks

- All previous experiments were performed to study a single radiative shock wave evolution.
- Most of the astrophysical phenomena exhibit strong radiative shocks interaction with an obstacle or with another shocks.

Shocks collision is a special case of shock interaction:

Interaction of two supernovae remnants [Williams et al. (1997)]

Collision of two jets [Li et al., (2013)]

Collision of two radiative shock experiments (collision of a shock with an obstacle or with another shocks):

ORION (Collison of two equal speed shocks)
PALS (Collision of two unequal shock speeds)

Objectives: to study the physics of shock collision and the interaction their precursors





Collision of two shocks

Interaction of two counter propagating shocks



Collision of two shocks: ORION results

Interaction of two counter propagating shocks



Good agreement with 2D simulations from AWE 1D simulation -> larger velocities Compression x 25 (due to radiation + ionisation)

Suzuki Vidal et al. (2018), Clayson et al. (2017)

Collision of two shocks: PALS

Experimental setup

First laboratory experiment dealing with the collision of two radiative shocks



Singh et al. (2017) 7

Collision of two shocks: PALS

The Target

Dimensions: $0.9 \times 0.6 \times 4 \text{ mm}^3$

(GEPI, Observatoire de Paris)

Main components

□ Piston (to drive the shock)

Parylene N (CH, 11 μ m) coated with Au (0.6 μ m) **fixed on** a Ni disk (with aperture)





- ✓ CH: ablator
- ✓ Au: X-ray shield

□ Lateral windows

- Si_3N_4 window (thickness = 100 nm) on a Silicon frame
- Two SiO₂ windows (0.5 mm thick each)



Diagnostics

Shock generated in Xe at 1 bar through a piston moving with a constant speed of 50 km/s (t = 30 ns).



Collision of two shocks: PALS



Error in the finding zero position on x axis is $\sim 120 \ \mu m$.

 $N_e < 3.9 \text{ x } 10^{18} \text{ cm}^{-3}$ (white)

 $3.9 - 5.7 \times 10^{18} \text{ cm}^{-3} \text{ (red)}$ $5.7 - 7.5 \times 10^{18} \text{ cm}^{-3} \text{ (cyan)}$ $7.5 - 9.3 \times 10^{18} \text{ cm}^{-3} \text{ (blue)}$ $> 9.3 \times 10^{19} \text{ cm}^{-3} \text{ (magenta)}$

- Collision time of two shocks is near 47 ns.
- \Box Maximum <N_e> recorded 1.1 x 10¹⁹ cm⁻³
- □ The interaction between the two precursors is clearly visible.

Xe+He at 0.6 bar





<N_e> from experimental data and HELIOS 1D simulations:



Not in agreement in *shape* as well as in *values*

(experimental values are smaller by a factor of ~ 4).

Summary

□ PALS experiments: Collision of two radiative shocks

- Shock of speed range 20 -55 km/s.
- Electron density in the precursor region is order of 10¹⁹ cm⁻³.
- Strong precursor interaction of the two radiative shocks.
- Disagreement with 1D simulations (Cause: *multidimensional effects and inaccurate opacities*).

□ Future course:

- Relevant averaged opacities for lab astrophysics.
- Spectroscopic tools for post processing of simulations, coupled to 1D or 3D radiative transfer codes.
- More direct diagnostic to study shock temperature (*Thomson scattering*).
- Increasing the number of simultaneous diagnostics to study the parameters and structure of the shock.
- Analysis of the instabilities in the post-shock seen at ORION (*rad. cooling, Rayleigh Tailor etc..*)





Laboratoire d'Étude du Rayonnement et de la Matière en Astrophysique

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