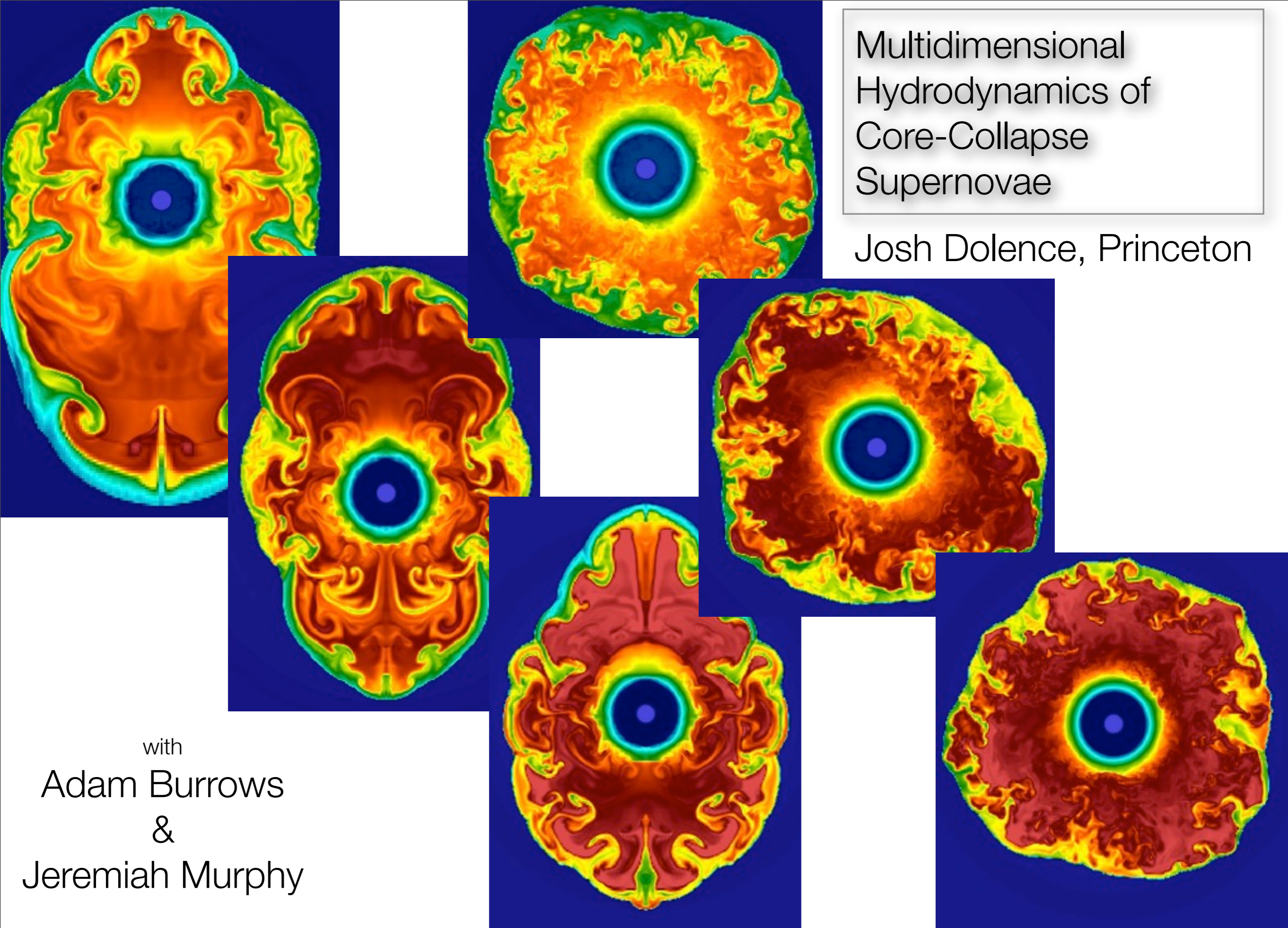


Multidimensional  
Hydrodynamics of  
Core-Collapse  
Supernovae

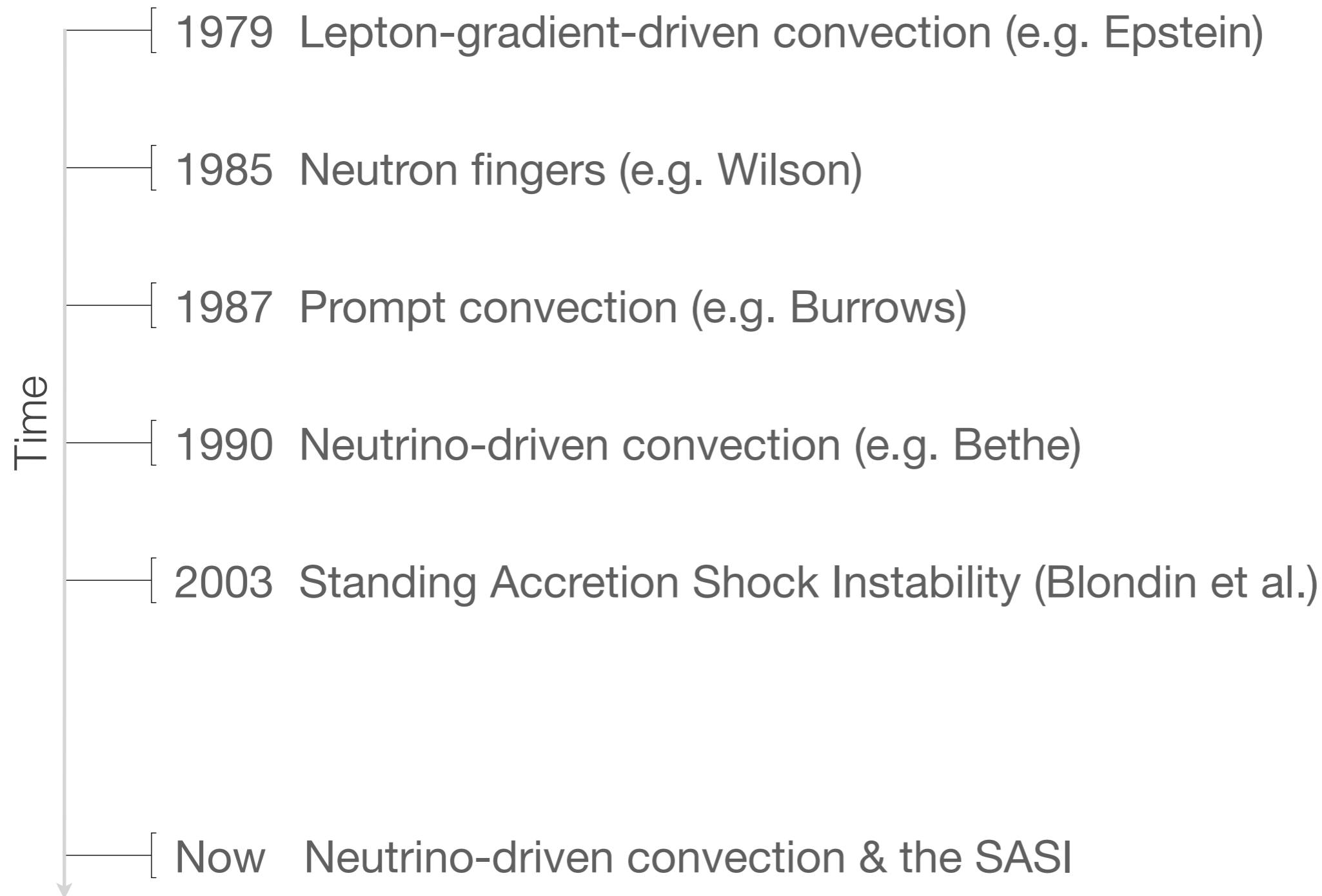
Josh Dolence, Princeton



with  
Adam Burrows  
&  
Jeremiah Murphy

# A Multidimensional History

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# Multi-D hydrodynamics is **a** key ingredient...

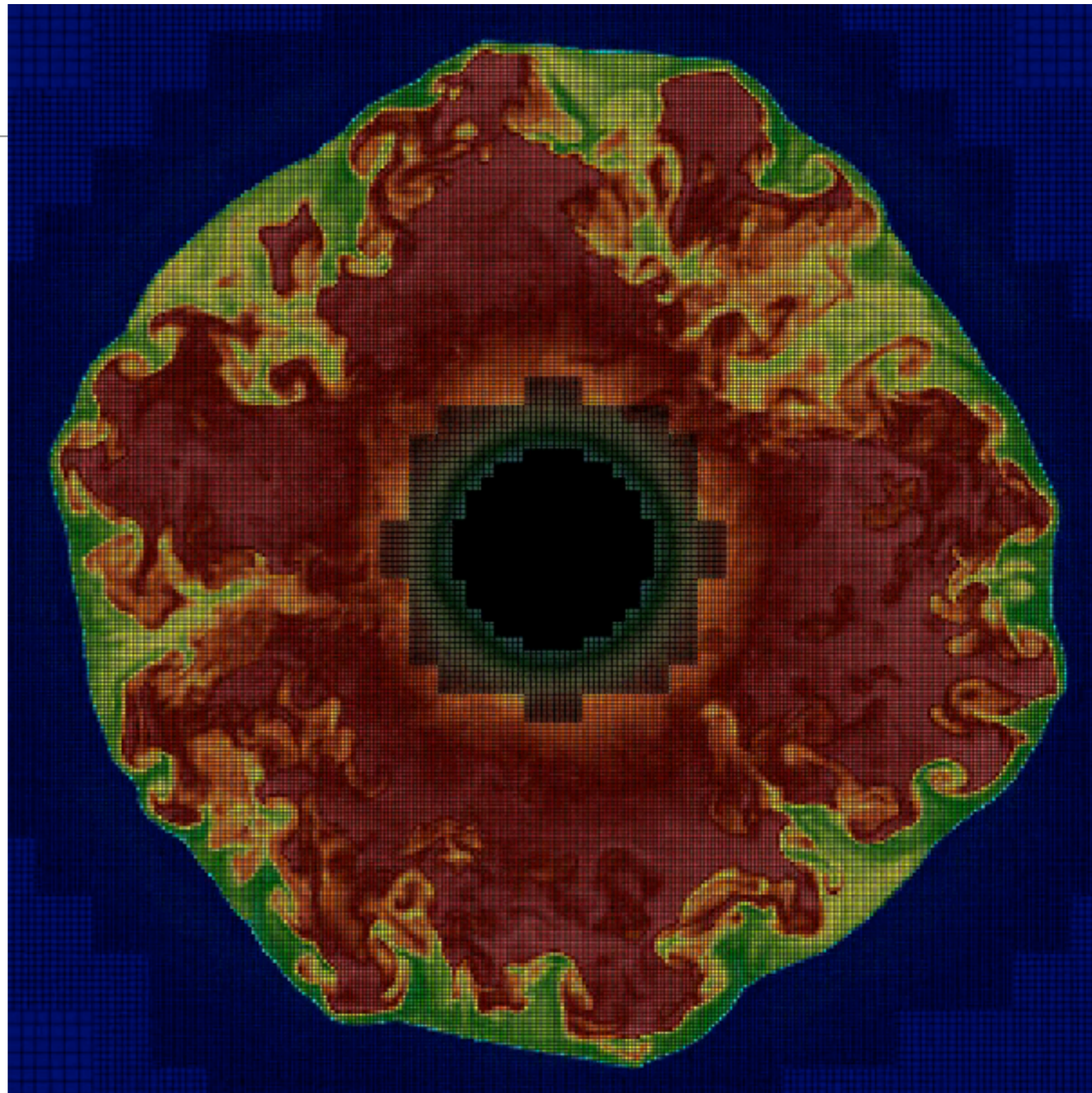
---

But of course we should worry about

- Neutrino transport
- Microphysics (EOS)
- General relativity
- Progenitors

# Numerical Setup

- CASTRO: AMR Godunov
- Monopole gravity
- $H = H_0 \frac{L_{\nu_e}}{r^2} (x_n + x_p) e^{-\tau}$
- $C = C_0 T^6 (x_n + x_p) e^{-\tau}$
- Shen et al. (1998) EOS
- $15 M_{\odot}$  Woosley & Weaver ('95)
- Liebendörfer's  $Y_e$  scheme

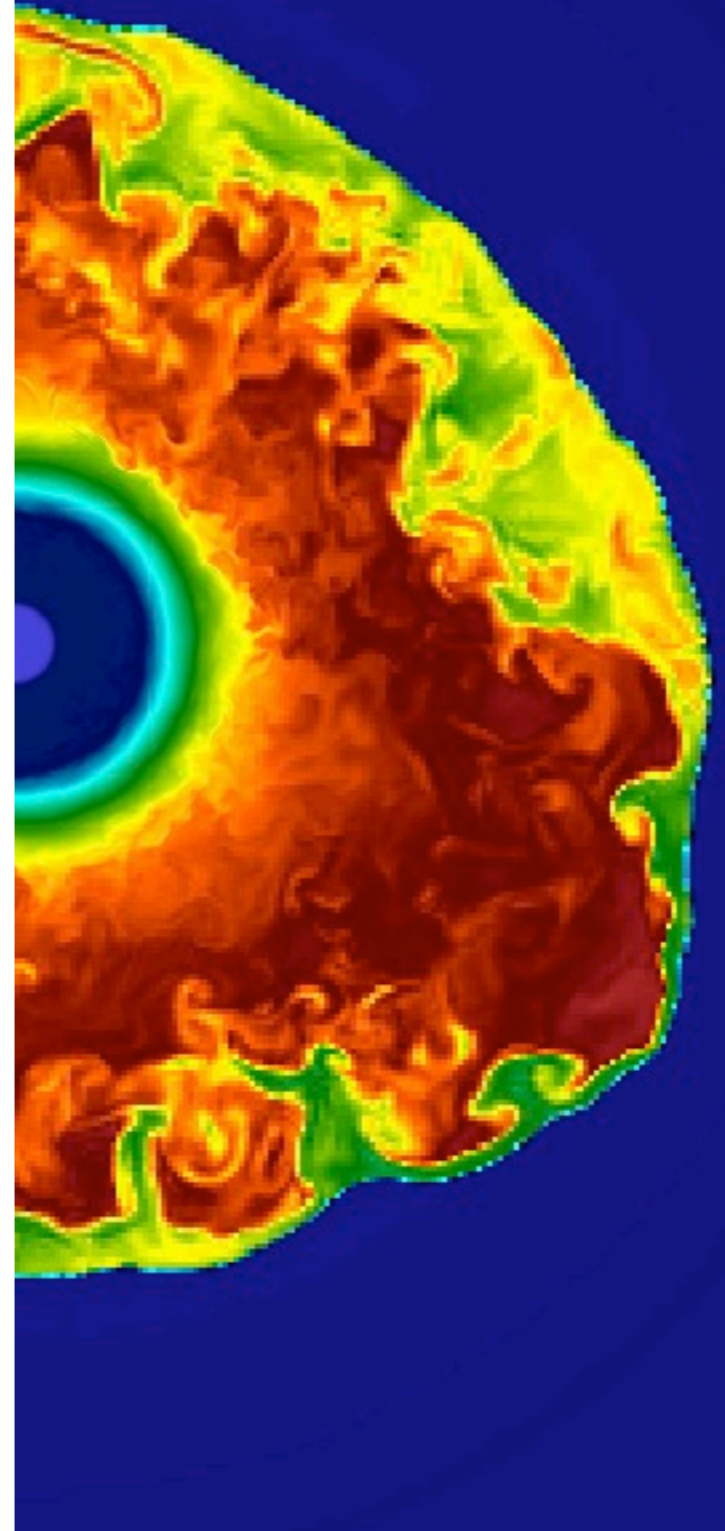
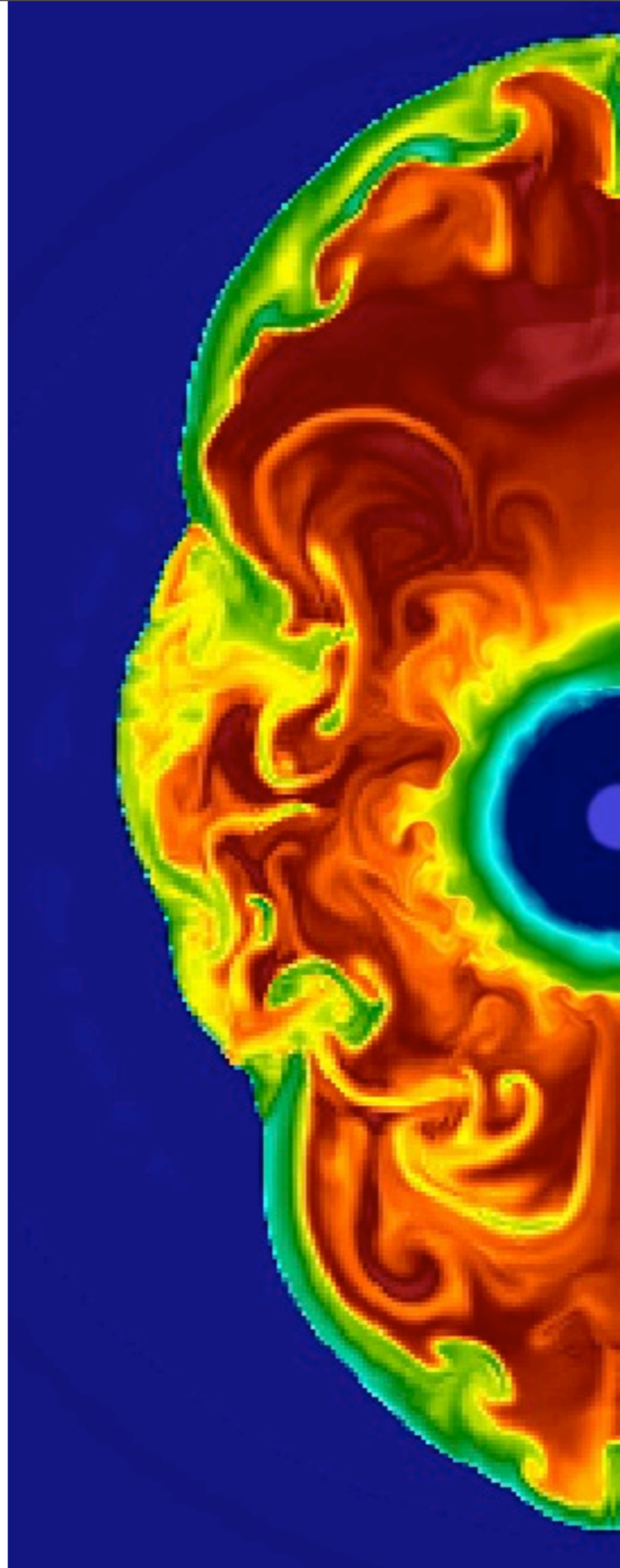


# Results

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2D is not 3D.

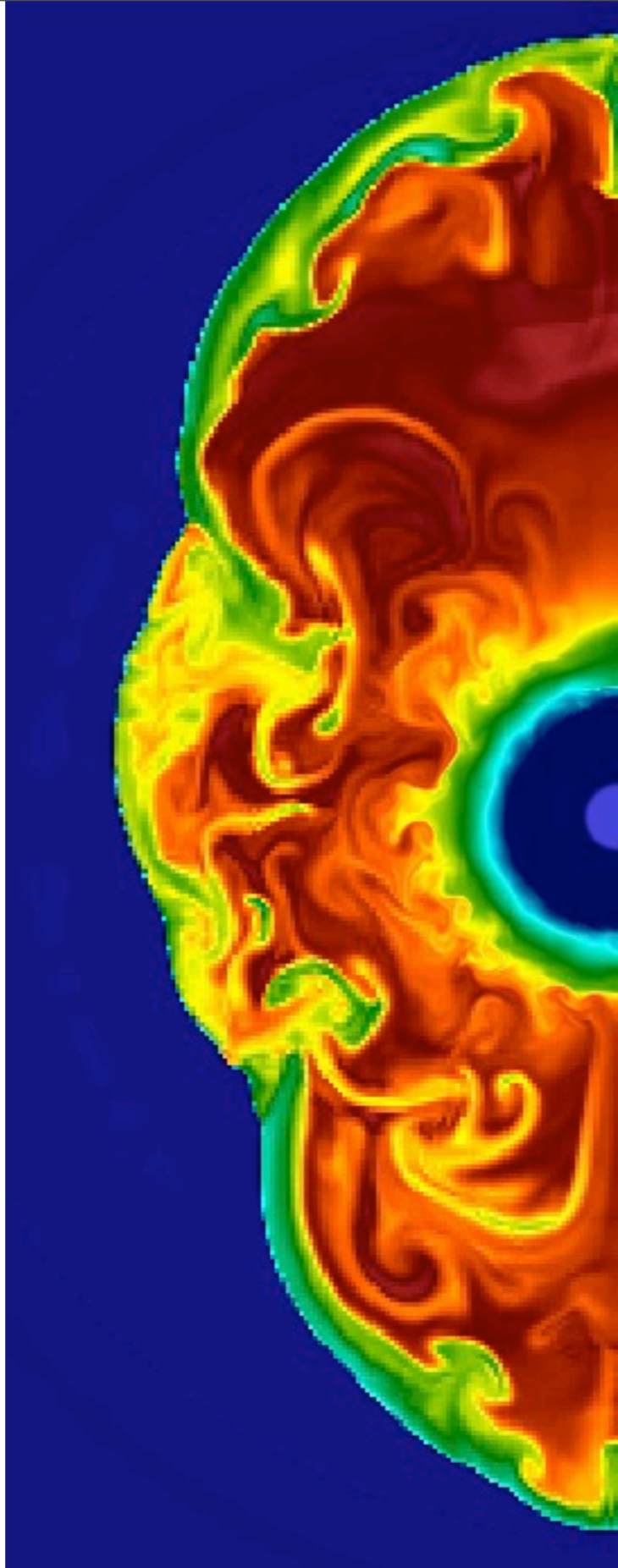
?D



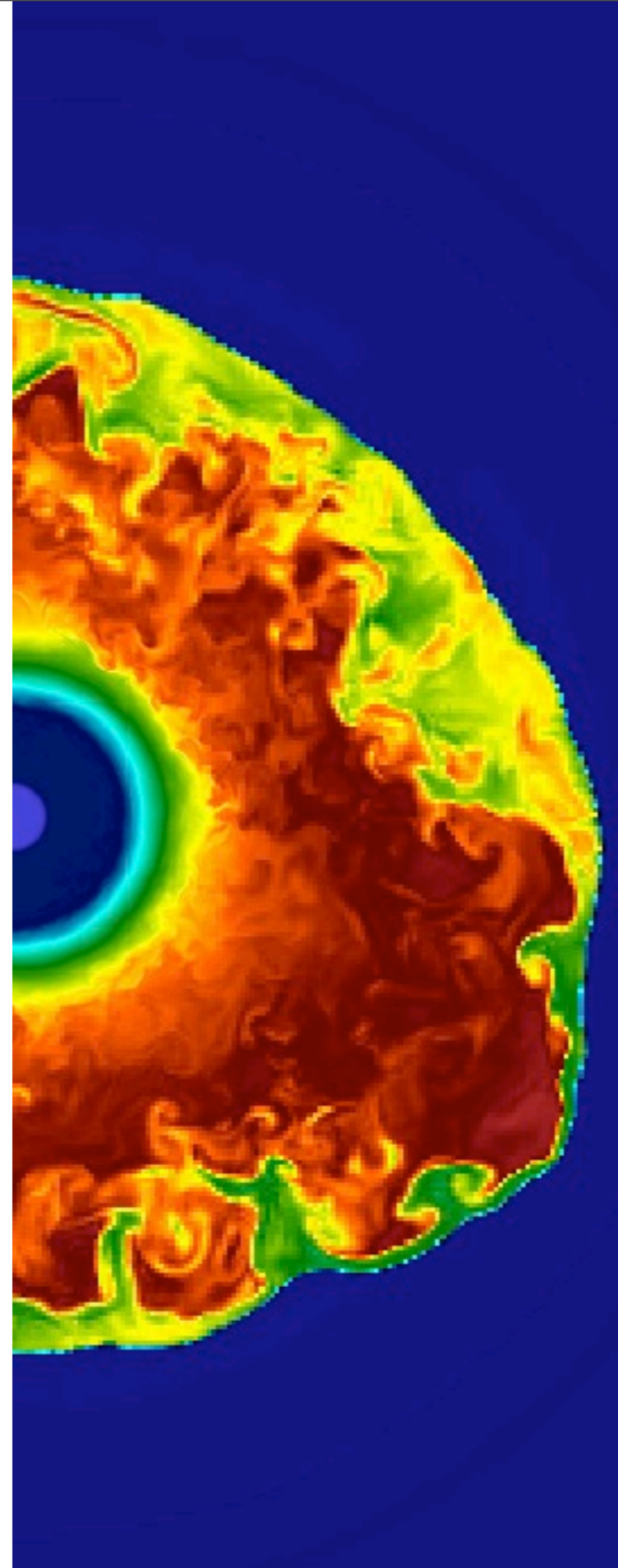
?D

Pop quiz: How many dimensions am I?

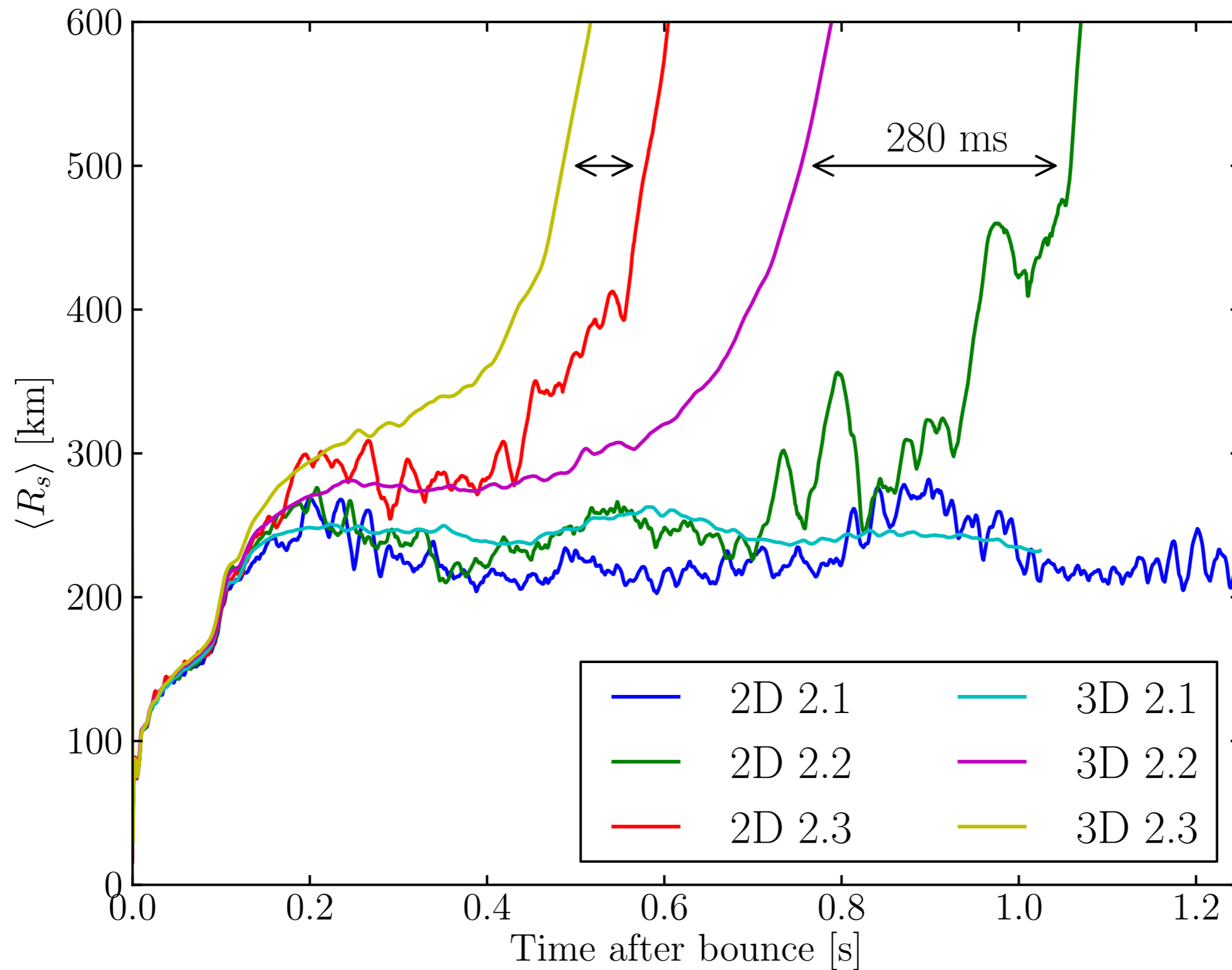
2D



3D



Flows are different, even by eye.



Does it matter?

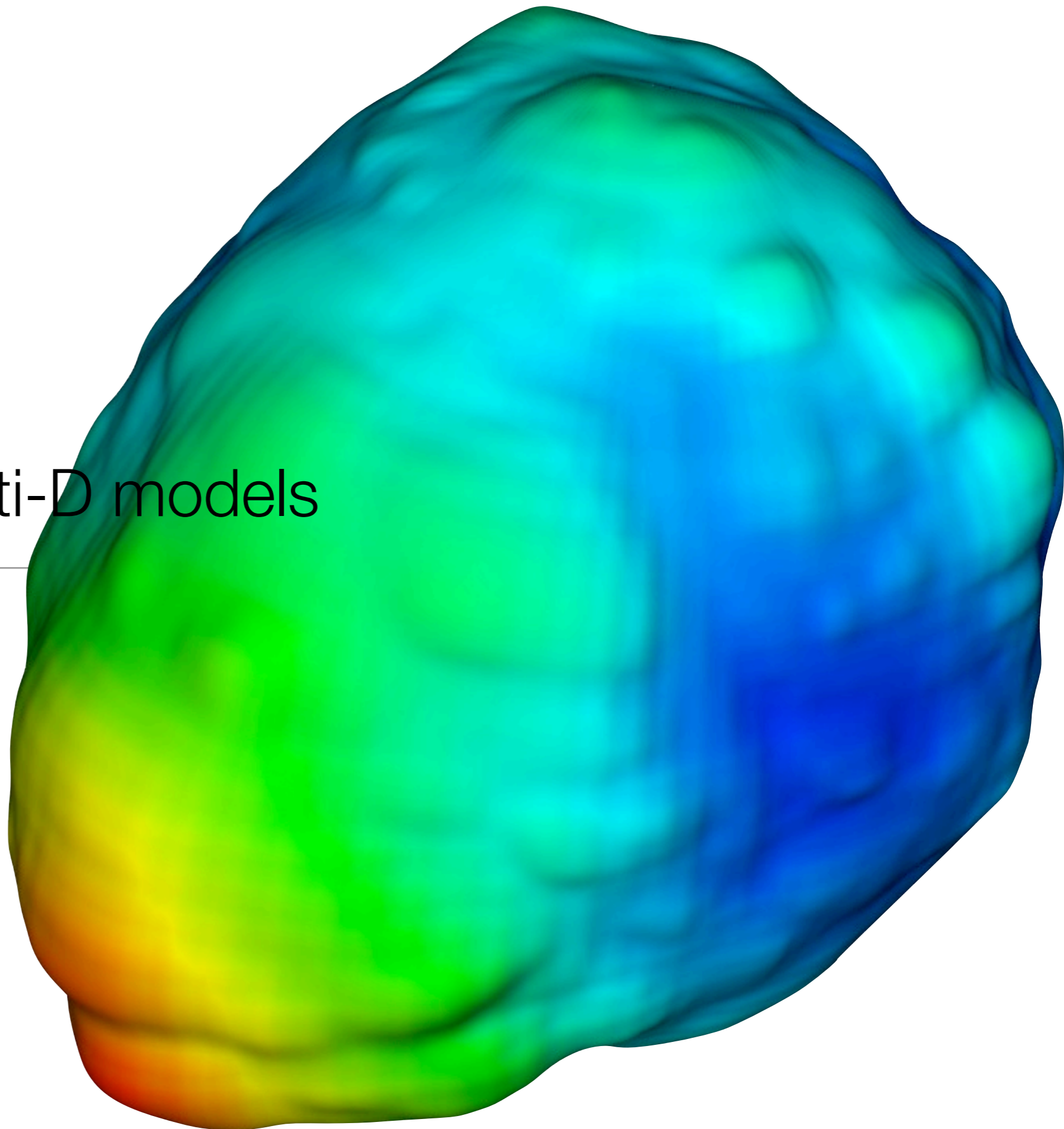
Yes

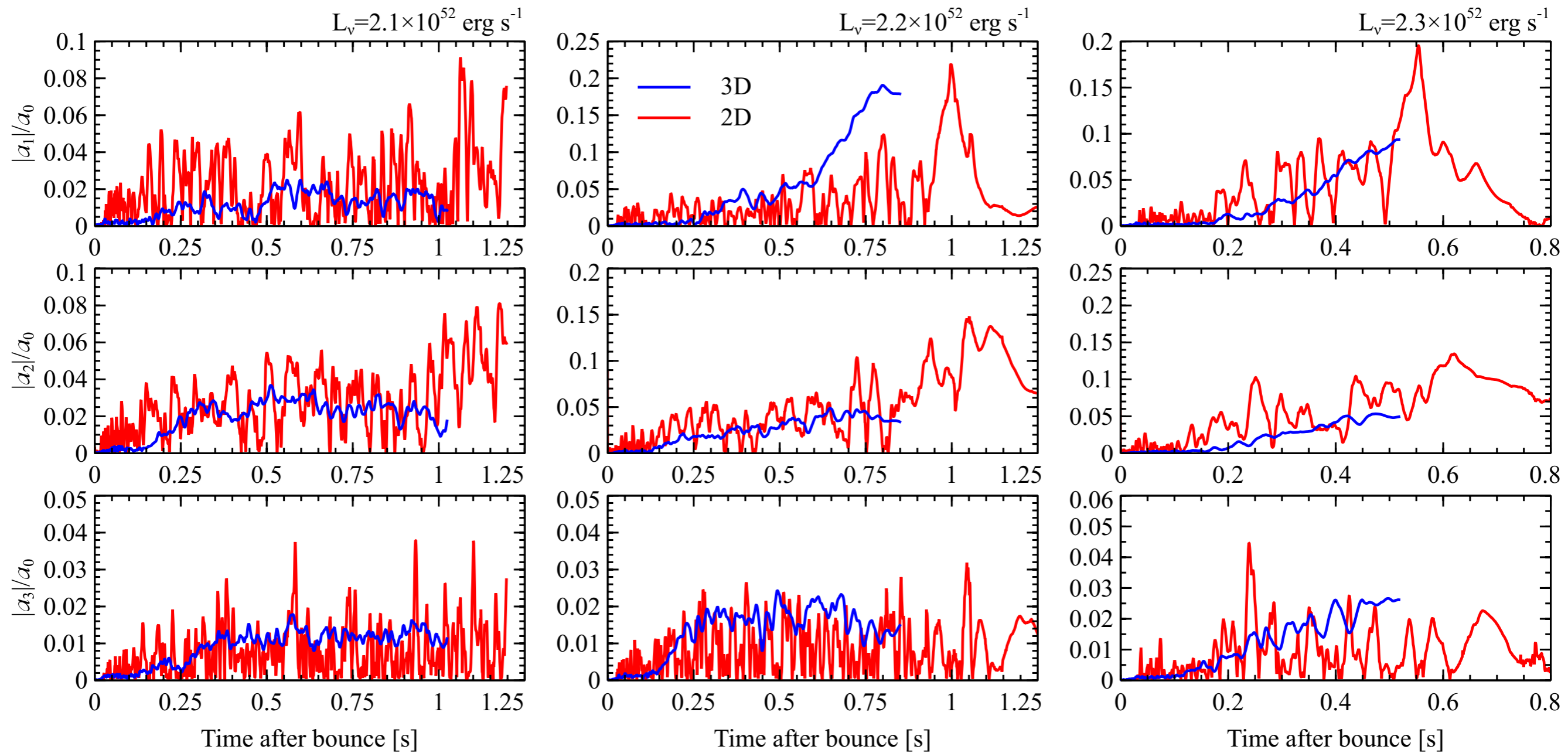


# Structure of multi-D models

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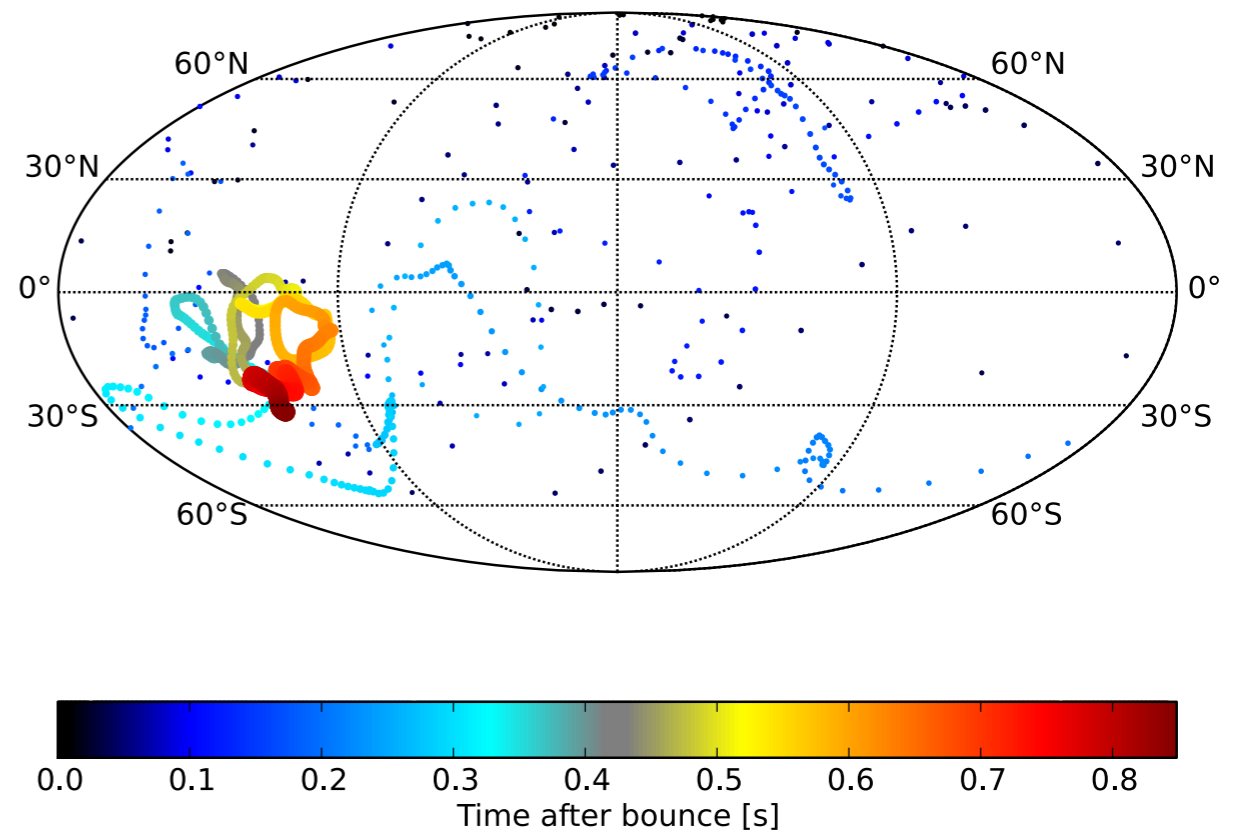
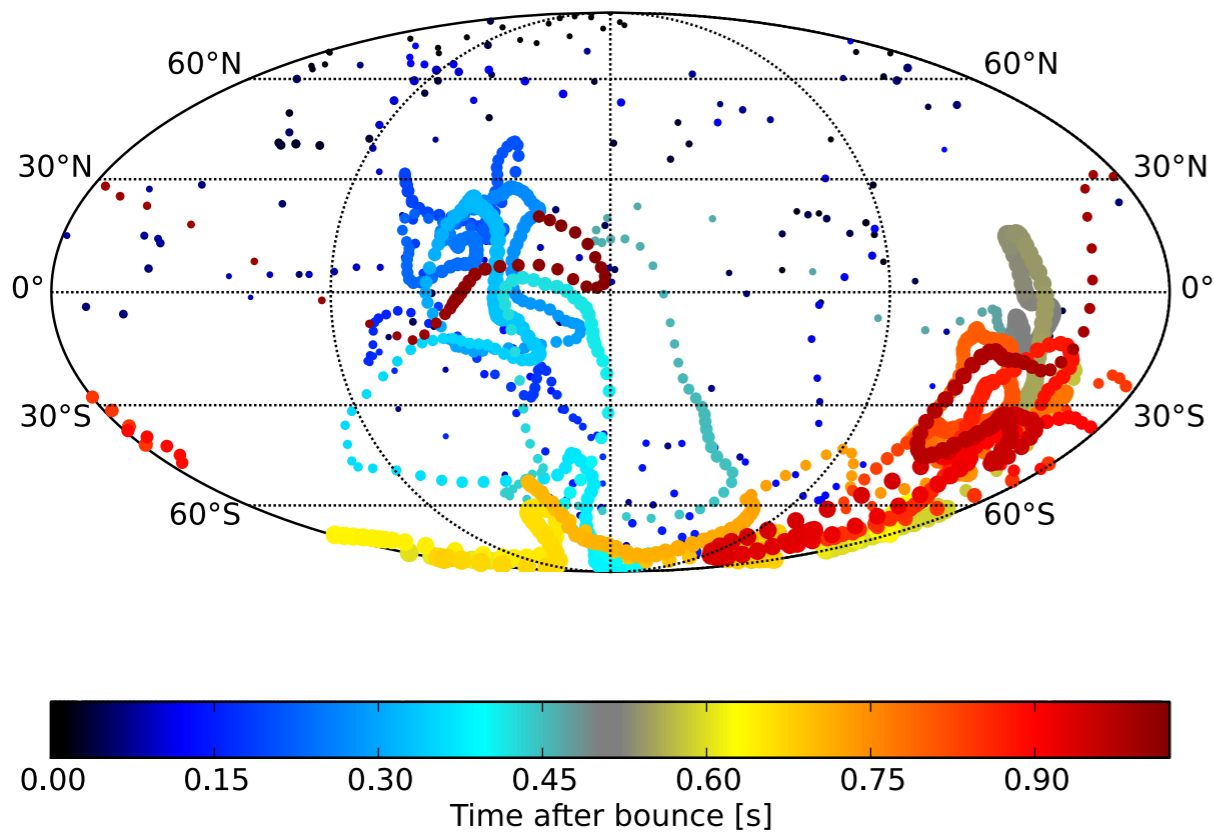
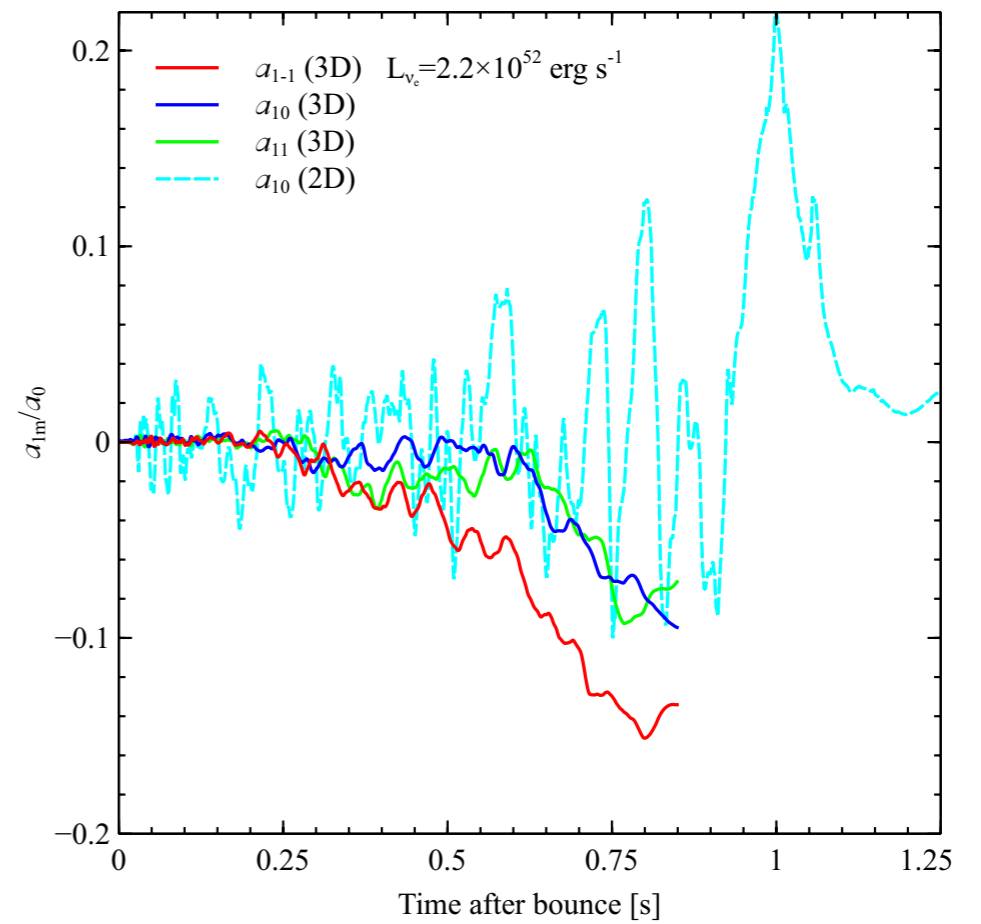
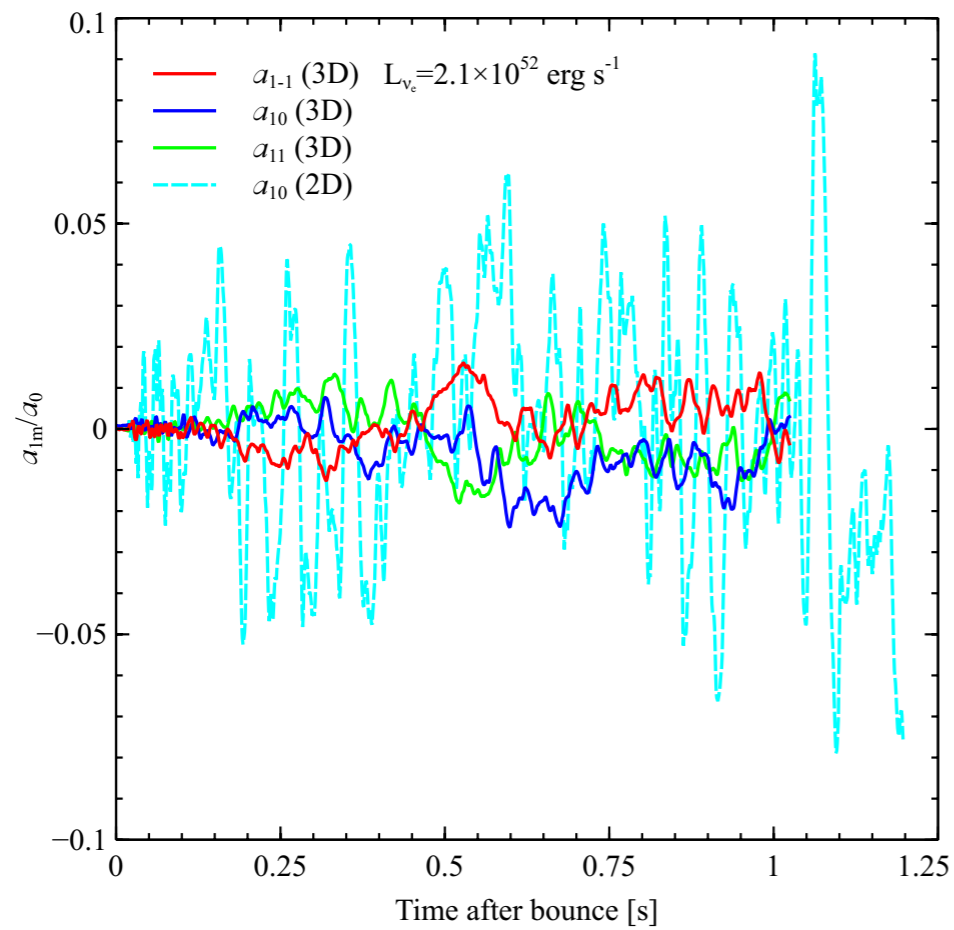
## 1. The shock





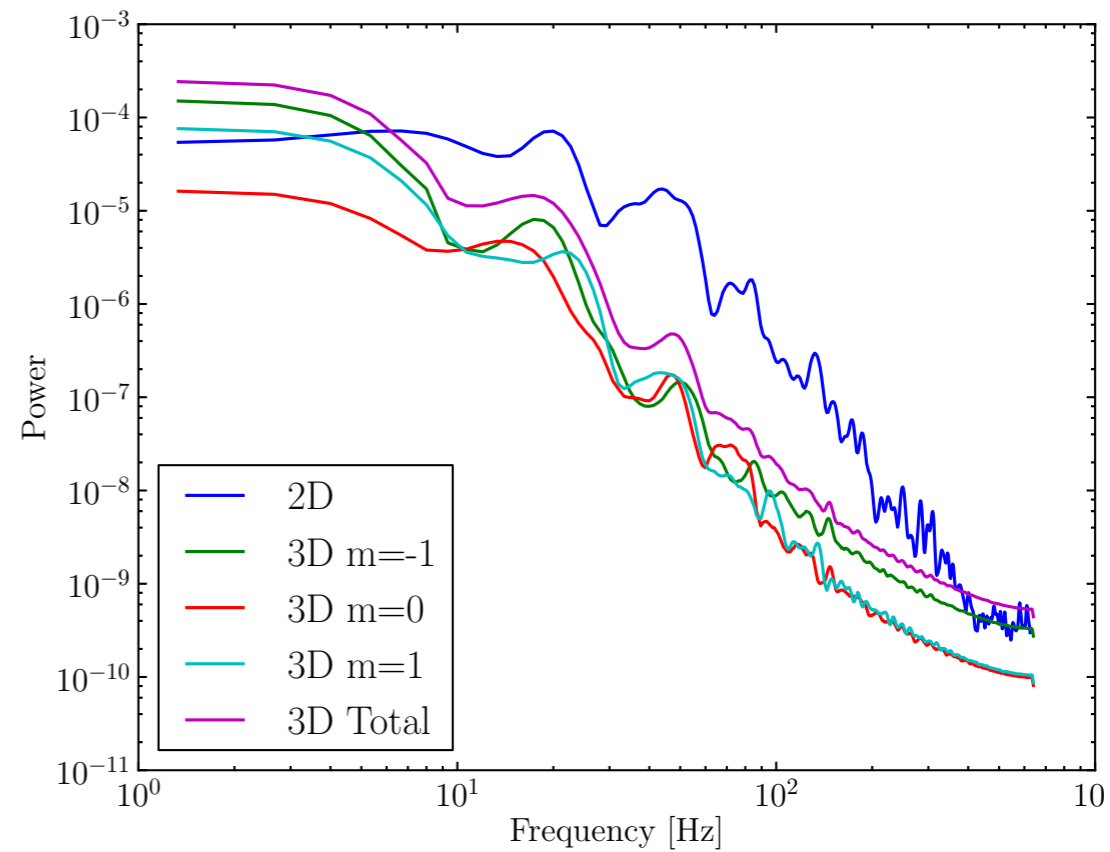
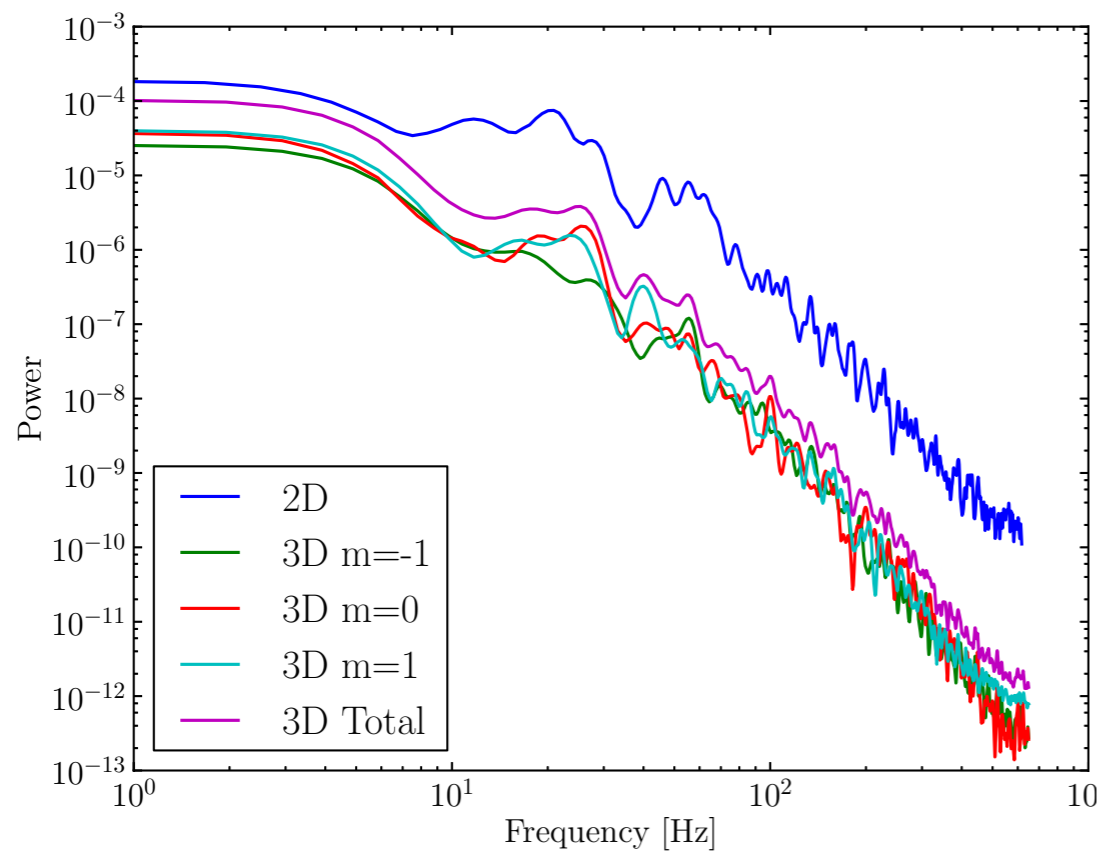
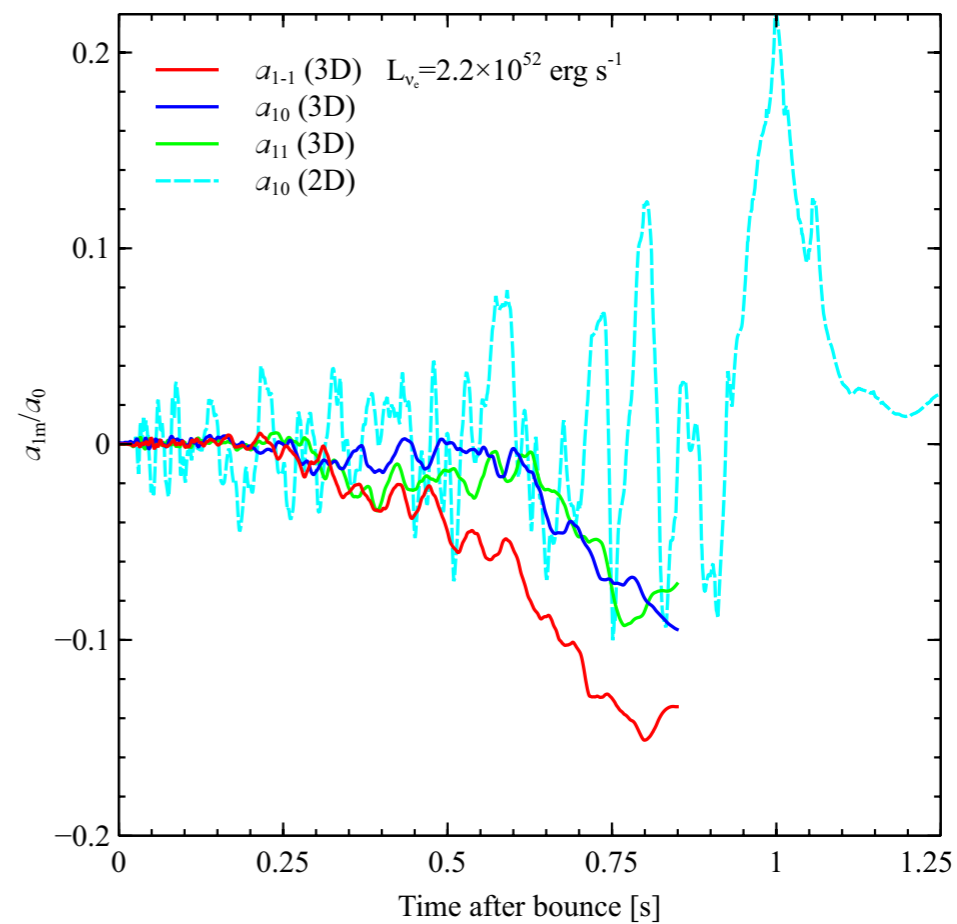
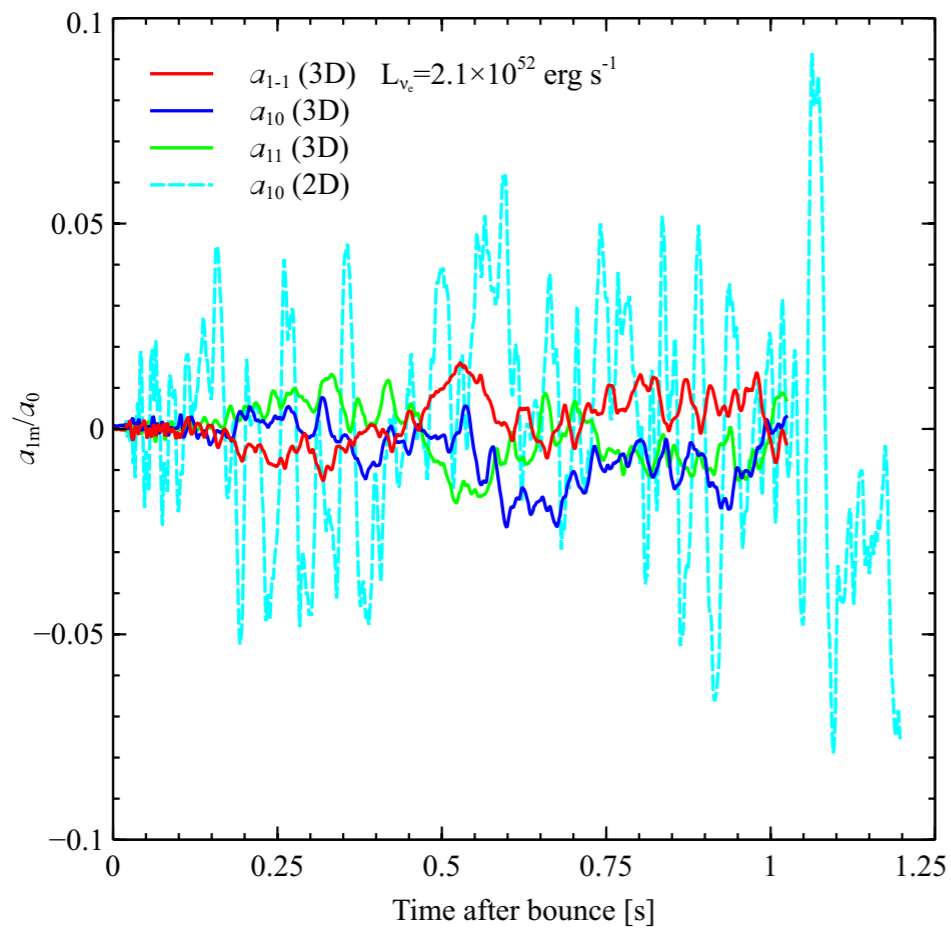
Burrows et al. 2012

$$a_l^m = \frac{(-1)^{|m|}}{\sqrt{4\pi(2l+1)}} \oint R_s(\theta, \phi) Y_l^m(\theta, \phi) d\Omega$$

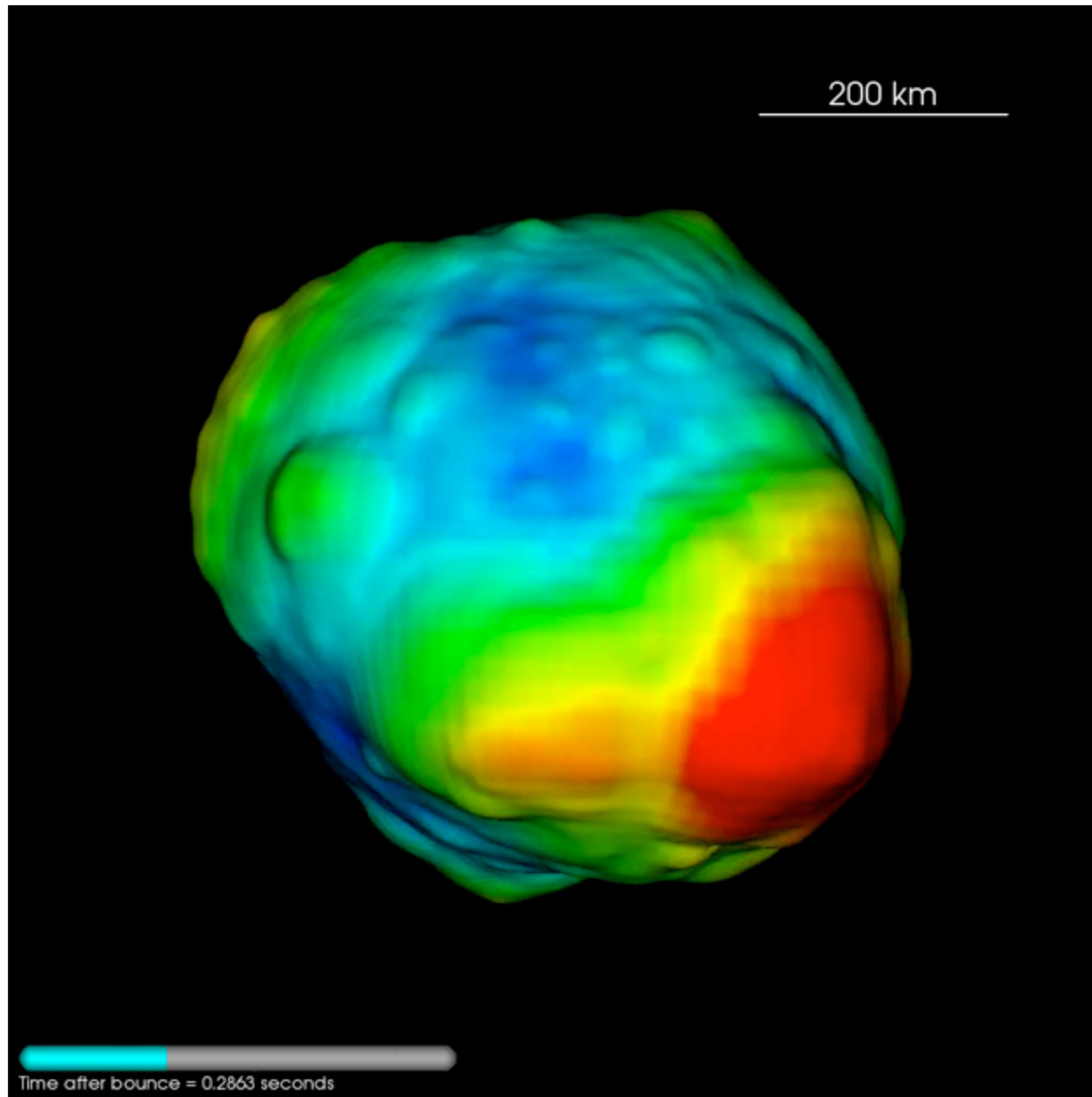


Where's the "sloshing" in 3D?

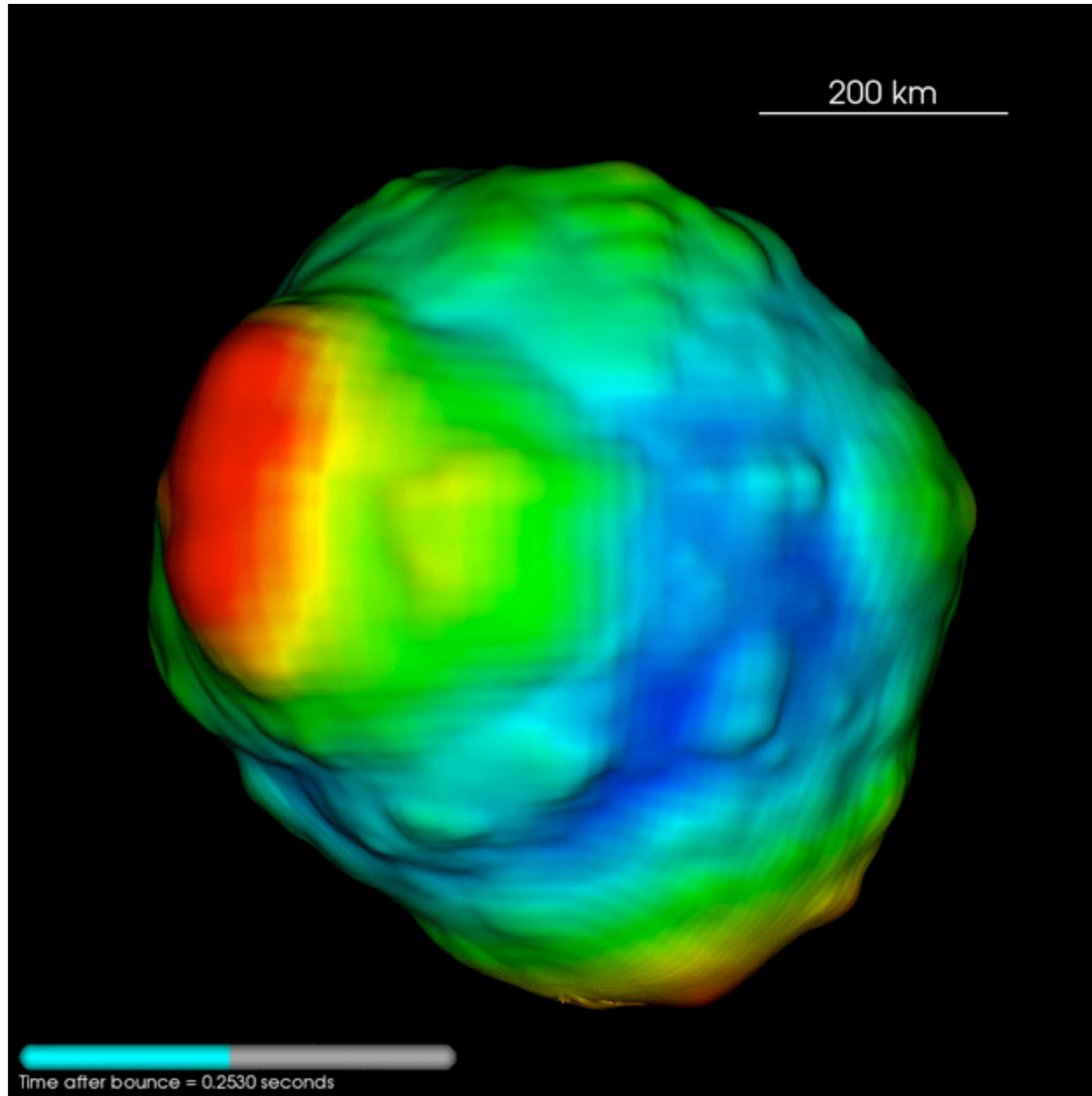
Burrows et al. 2012



Where's the "sloshing" in 3D?



Evolution of the shock surface in 3D  $L=2.2$  model

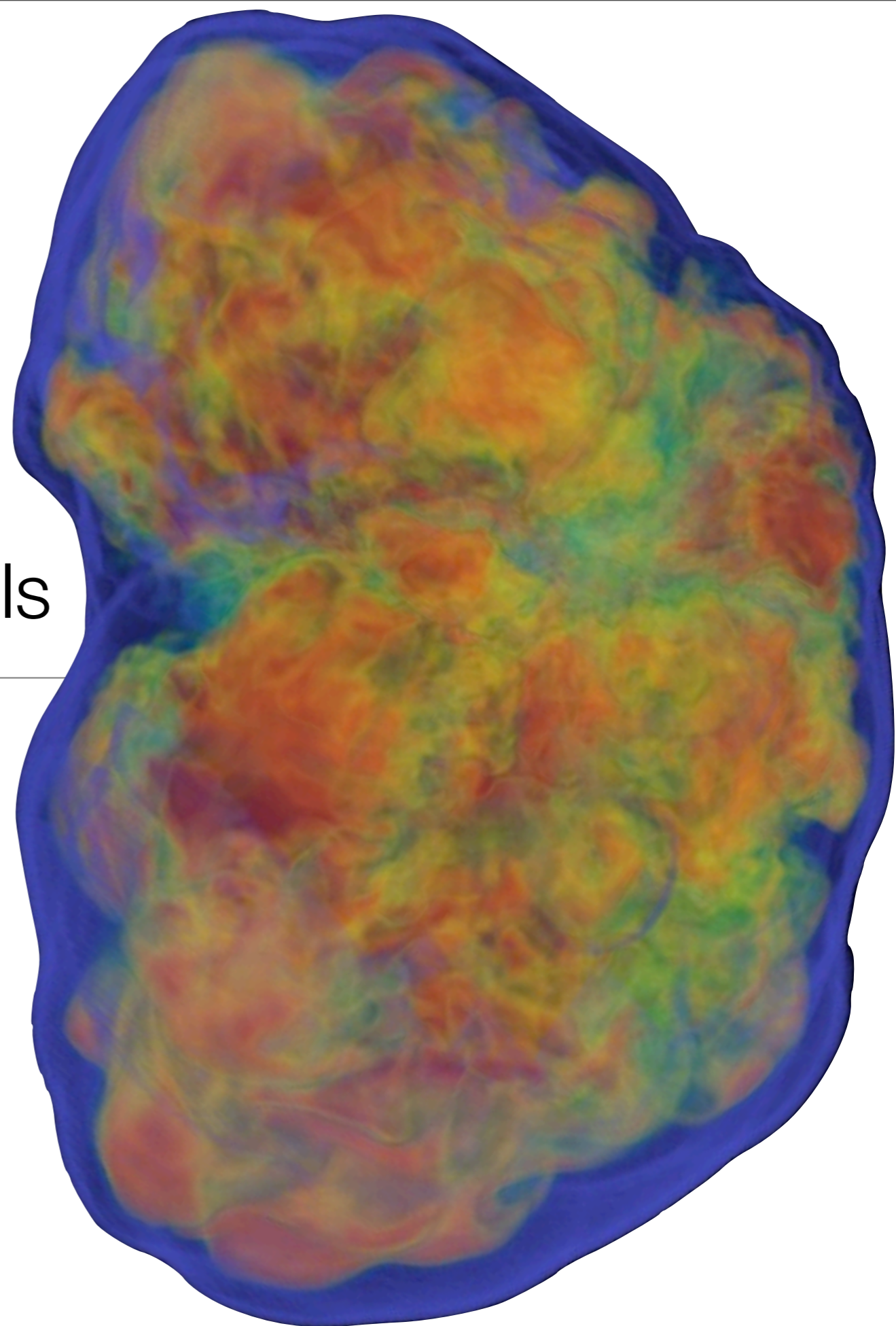


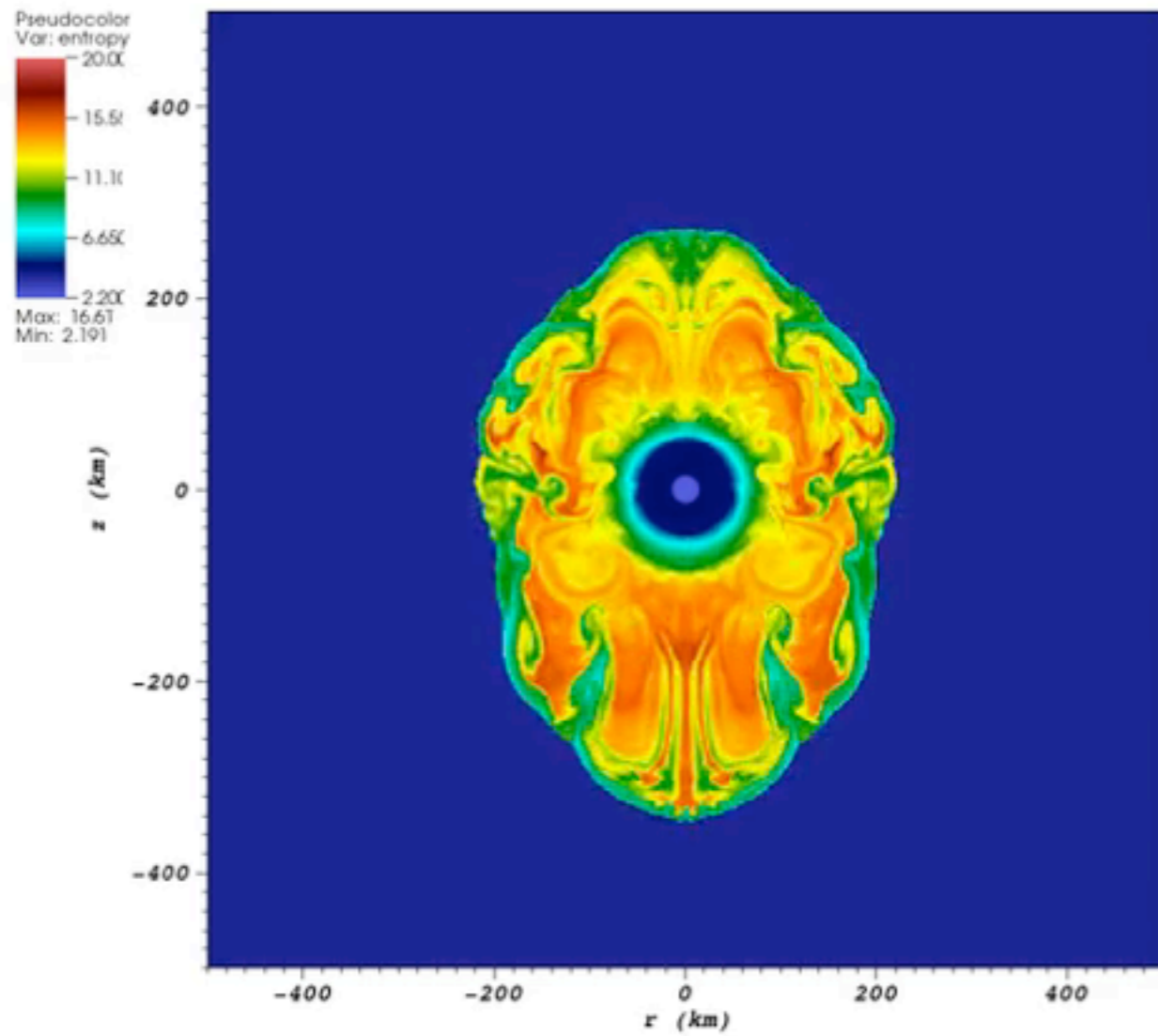
Evolution of the shock surface in 3D  $L=2.3$  model

# Structure of multi-D models

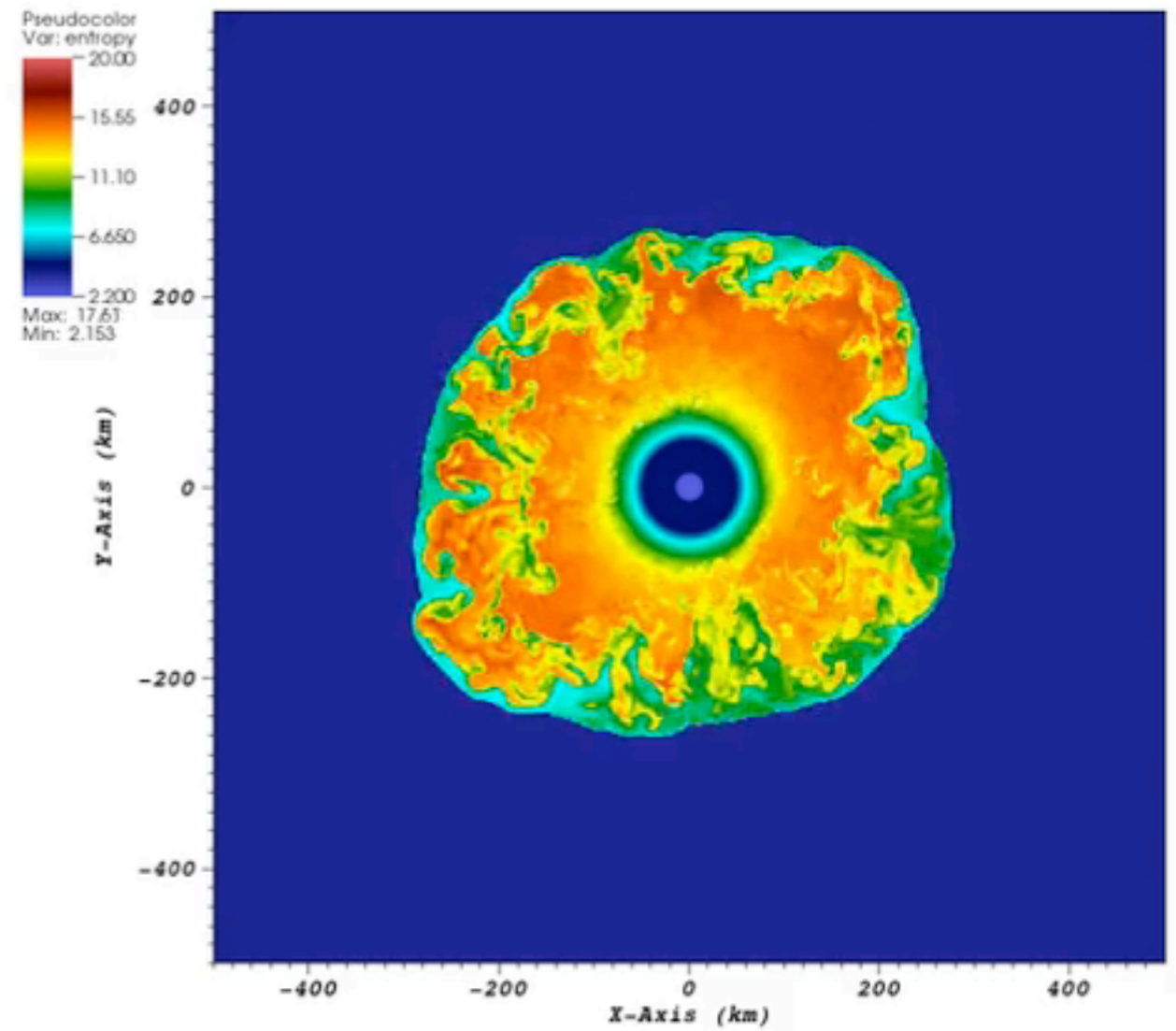
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## 2. Turbulence





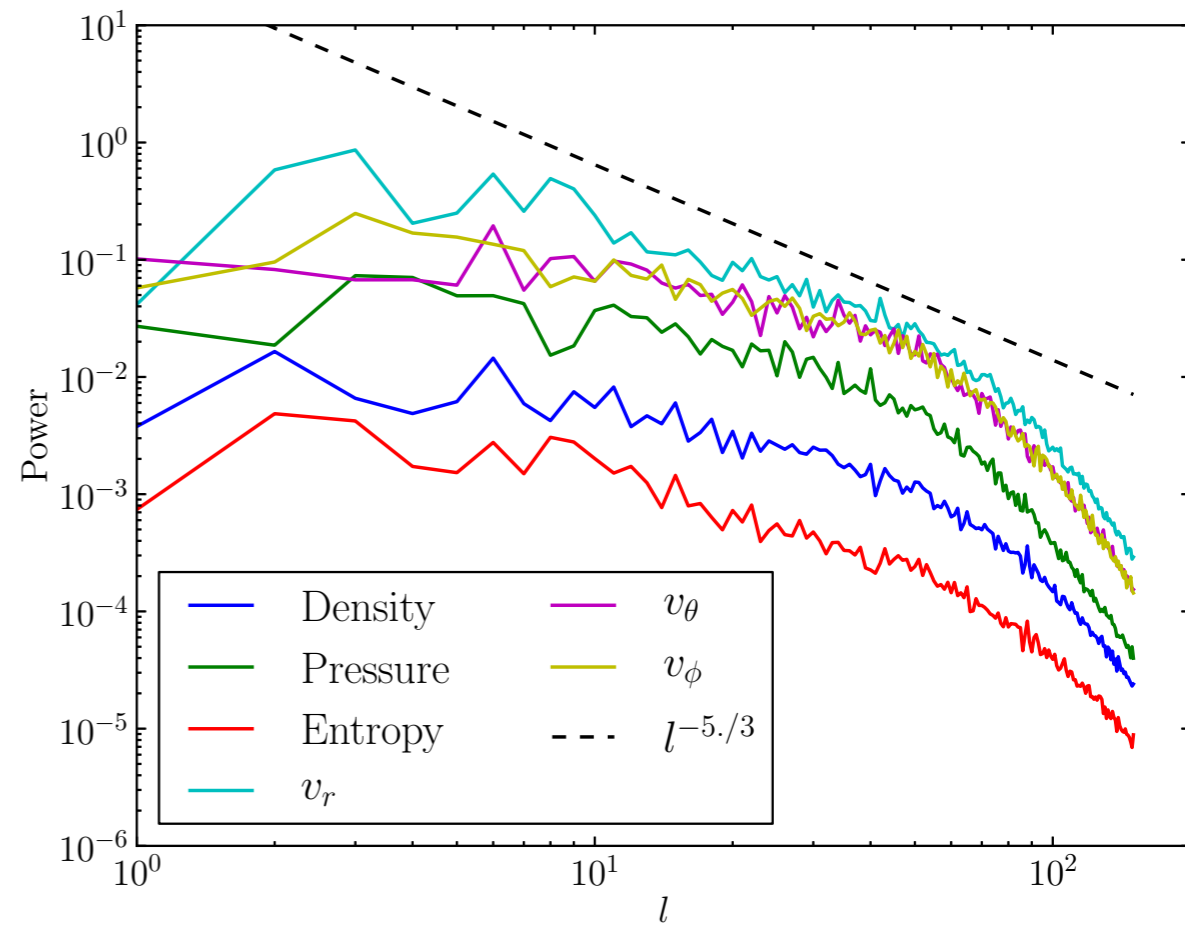
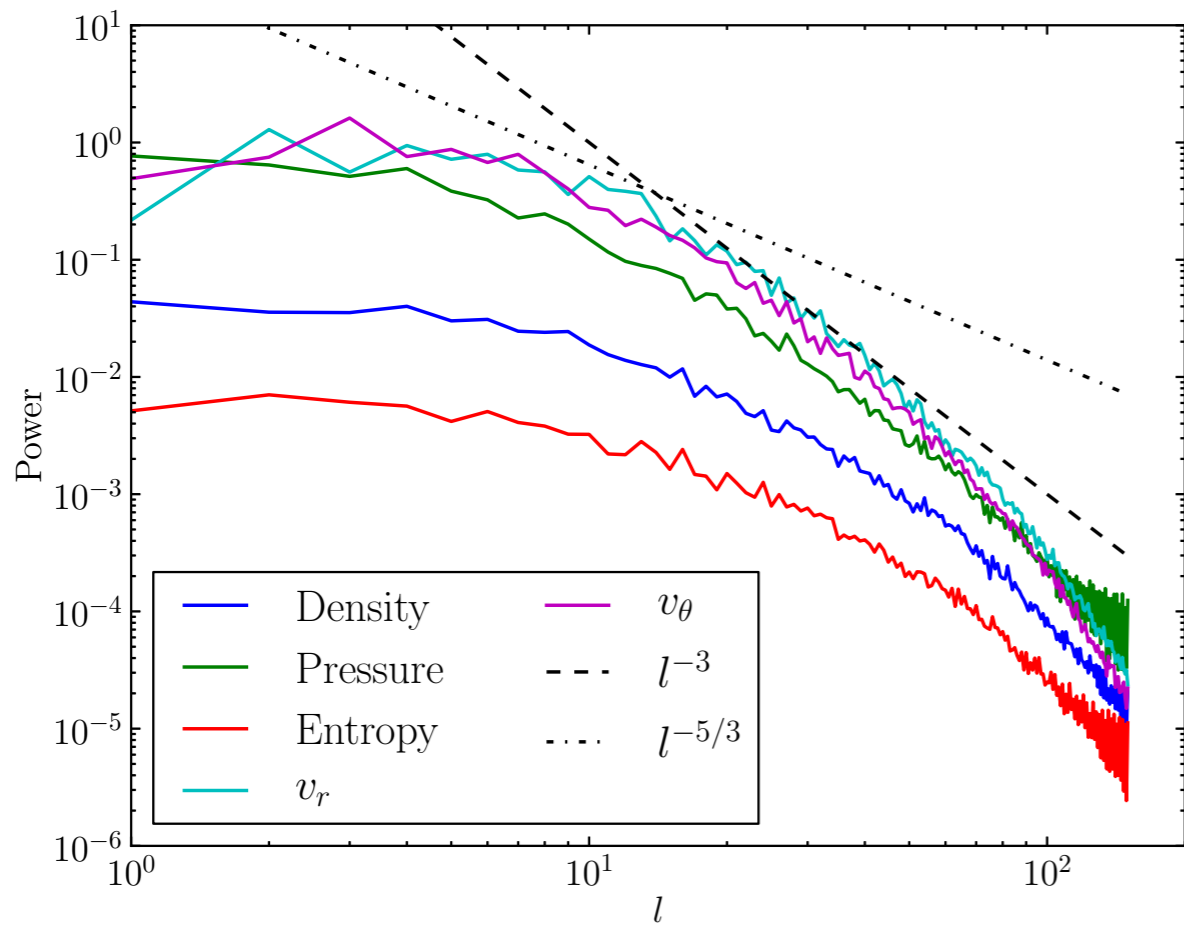
Time = 0.466 s after bounce



Time = 0.466 s after bounce

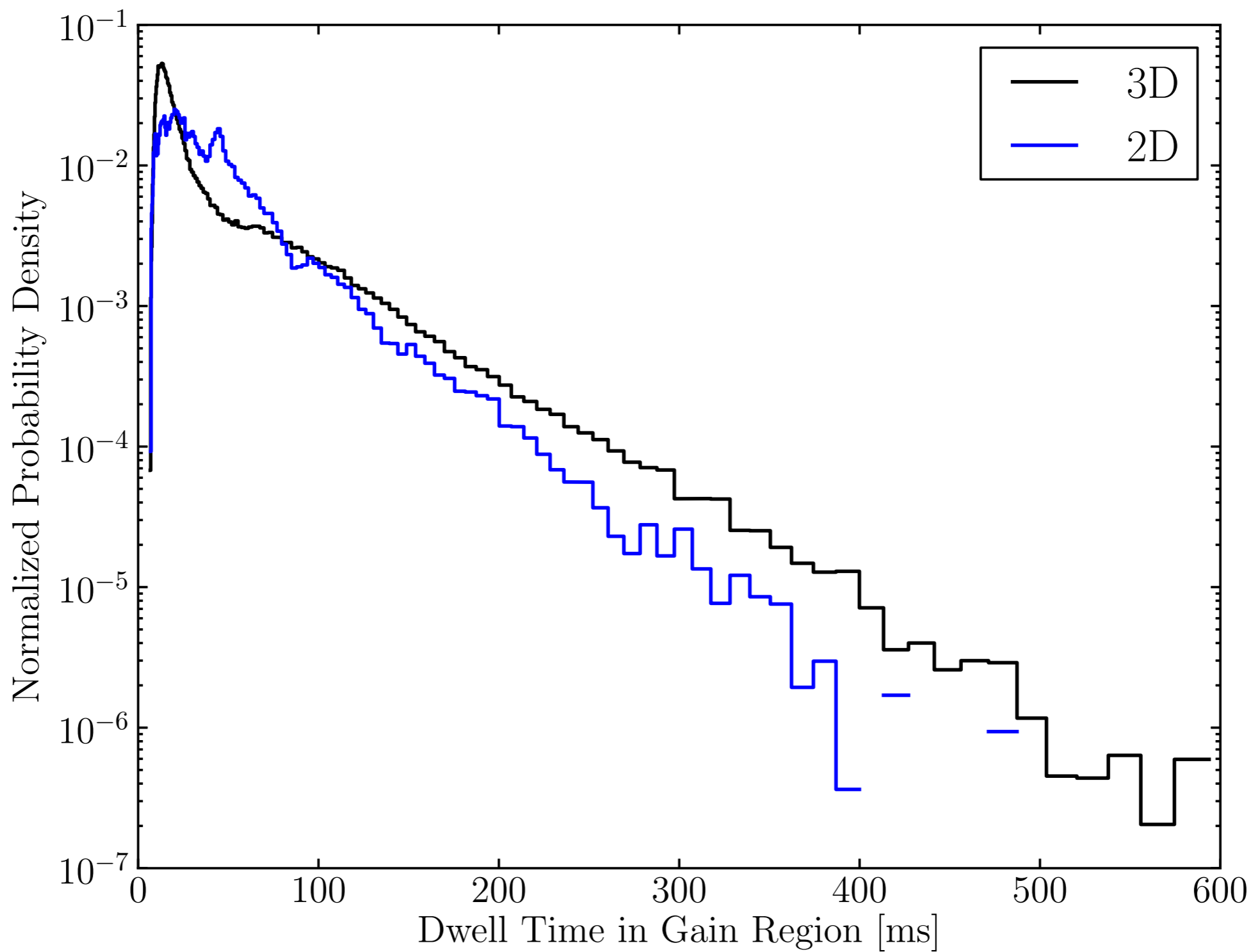
2D and 3D nonlinear turbulence are **different**.



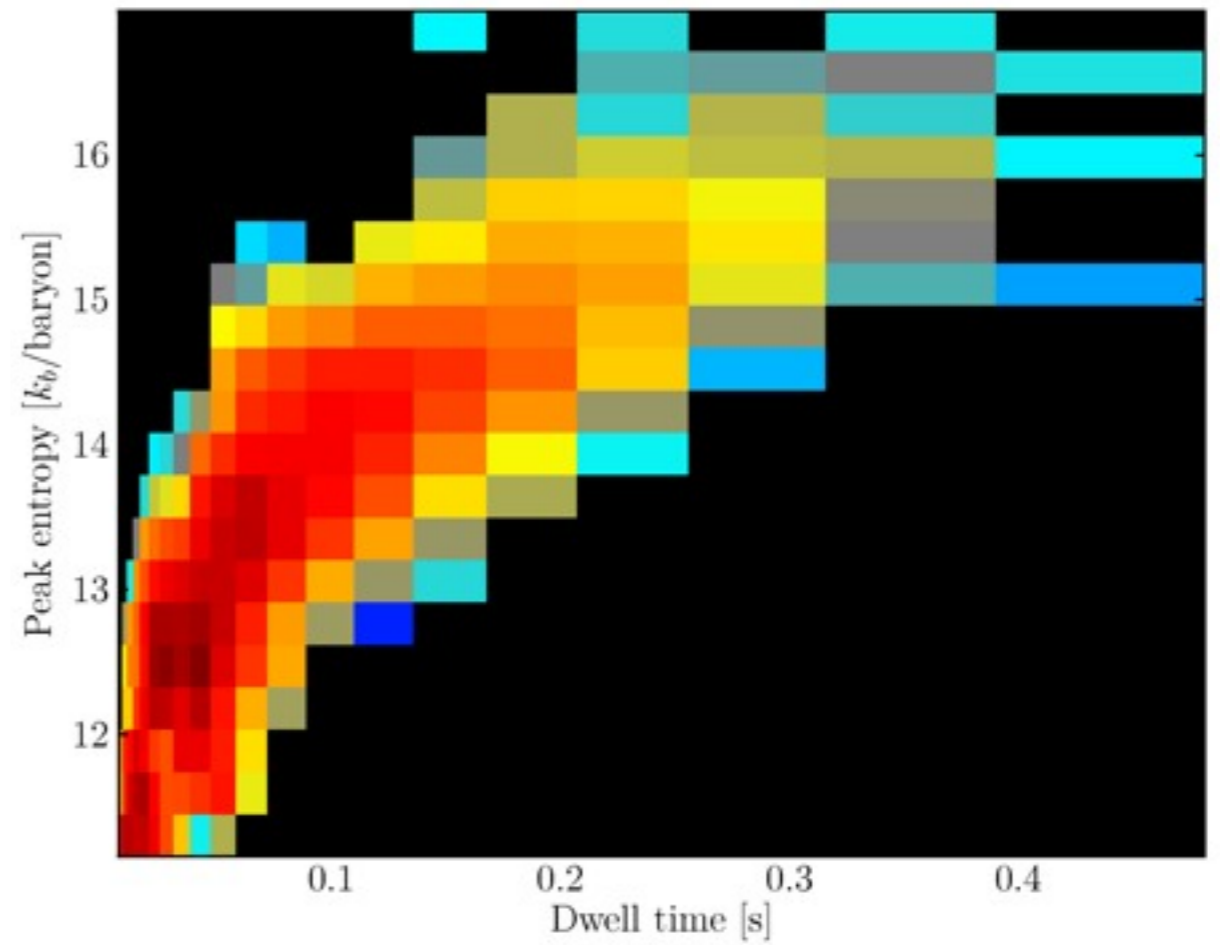
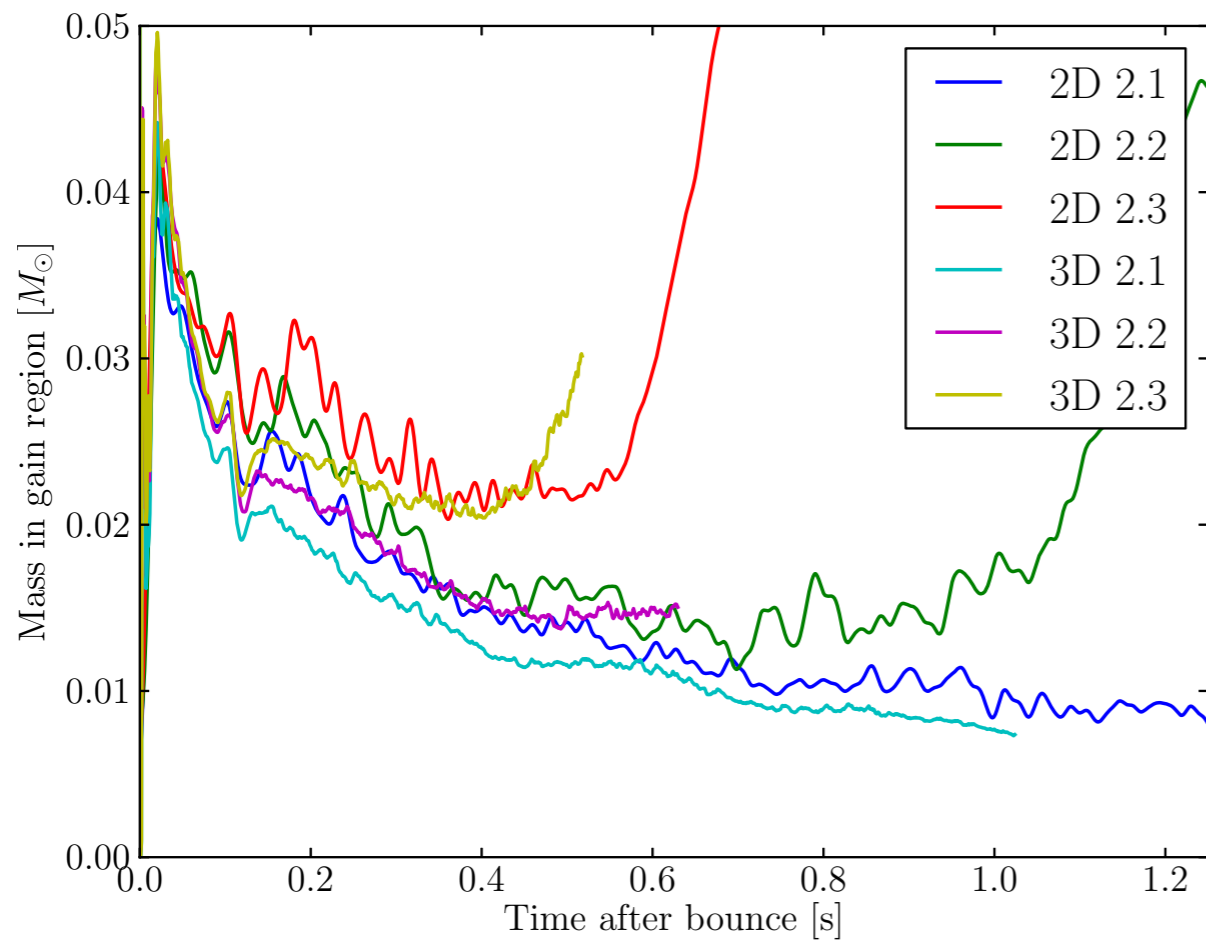


Power distributed differently. Inverse vs. forward energy cascades?

See Hanke et al. 2012 for similar plots.



2D has longer *mean* dwell time but 3D has long tail



Which is more important?

# Conclusions

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- 2D & 3D shock structure and evolution are *different*
- 2D & 3D power spectra of turbulence are *different*
- 2D & 3D dwell time distributions are *different*

- ***Yet explosions occur earlier in 3D.  
Why?***

