

Convection in the Accreted Atmosphere of a Neutron Star: The Early Phase of a Type I X-ray Burst

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Type I X-ray Bursts and Why We Care

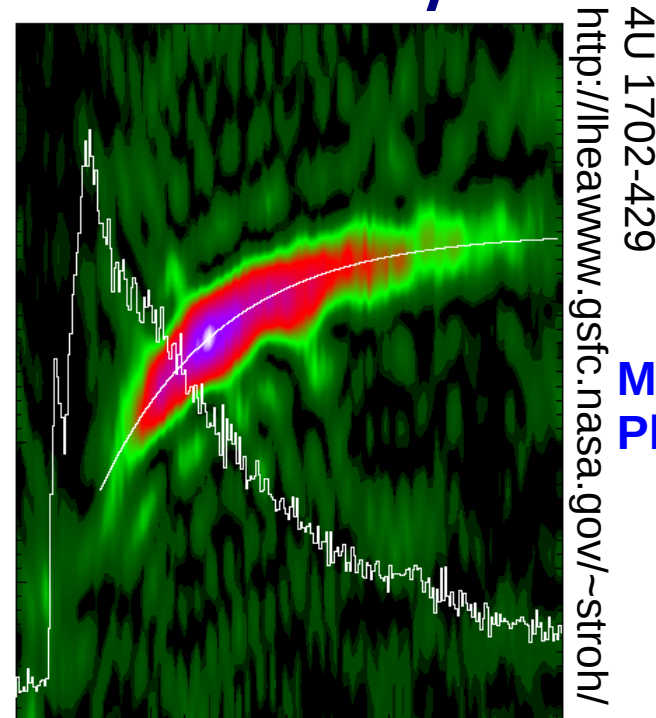
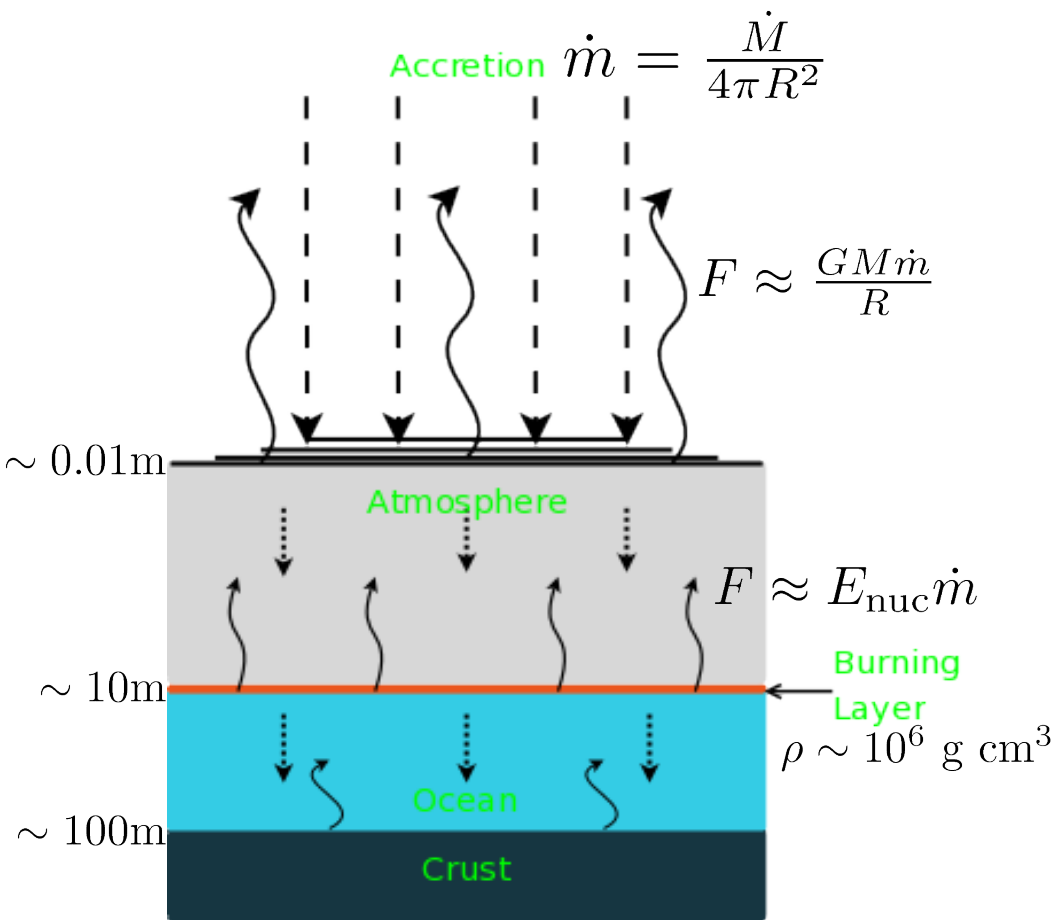
Accretion onto NS in LMXB; companions could be:

- Low mass main sequence star; Mixed H/He burst
- He White Dwarf; Pure He burst
- Deflagration; Low Mach number flow

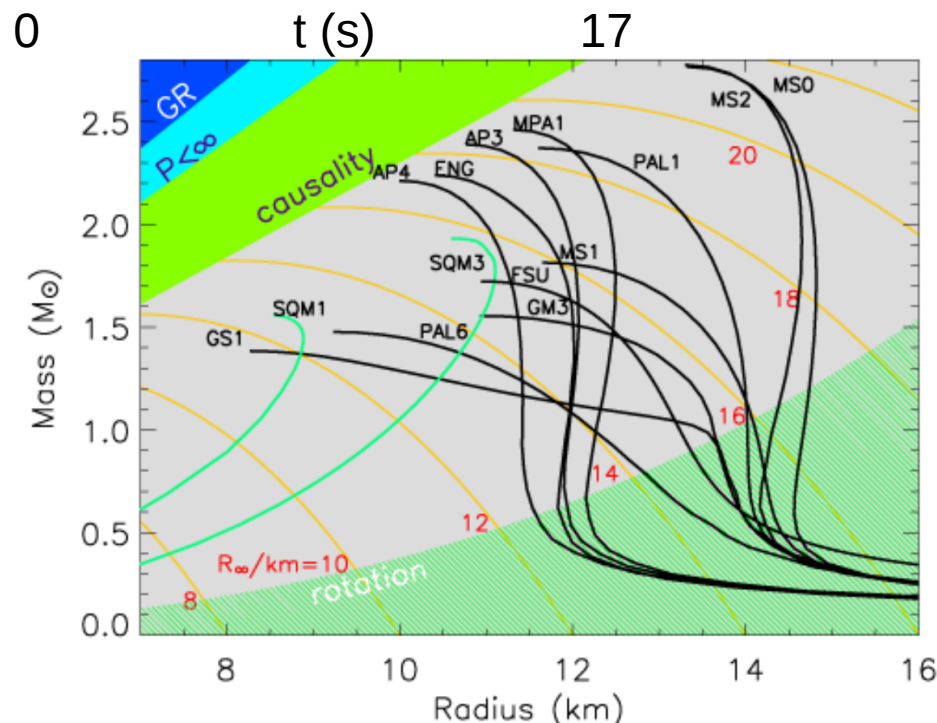
$$E \sim 10^{39} - 10^{40} \text{ erg}$$

$$\tau_{\text{dur}} \sim 10 - 100 \text{ s}$$

$$\tau_{\text{rec}} \sim 10^4 - 10^5 \text{ s}$$



Multidimensional Phenomena!



Computational Issues: Low Mach Number Flow

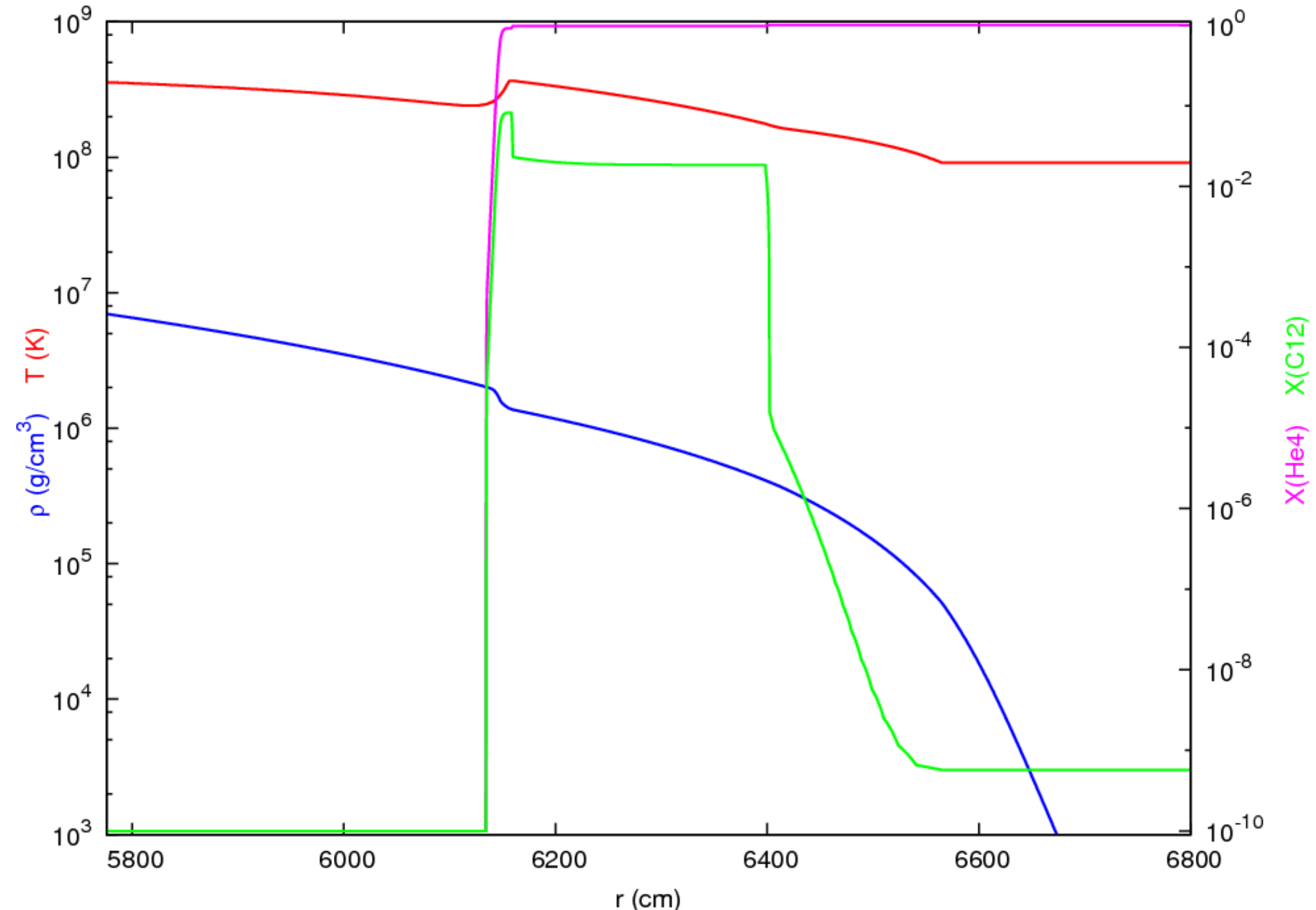
Necessary condition for stability of explicit solution to hyperbolic PDEs (CFL condition):

information can not propagate more than a fraction, α , of a computational zone in a single timestep

$$\Delta t \leq \alpha \frac{\Delta x}{u+c_s} = \alpha \frac{\Delta x}{u} \left(\frac{M}{1+M} \right) \approx \underbrace{\alpha M \frac{\Delta x}{u}}_{\text{for } M \ll 1}$$

- **MAESTRO** – multidimensional hydrodynamics code for low Mach number astrophysical flows
- asymptotic expansion in Mach number about a background HSE state allows for decomposition of pressure such that acoustics are filtered out
- timestep is *dynamically* restricted; effectively M is removed from CFL condition

Initial Models

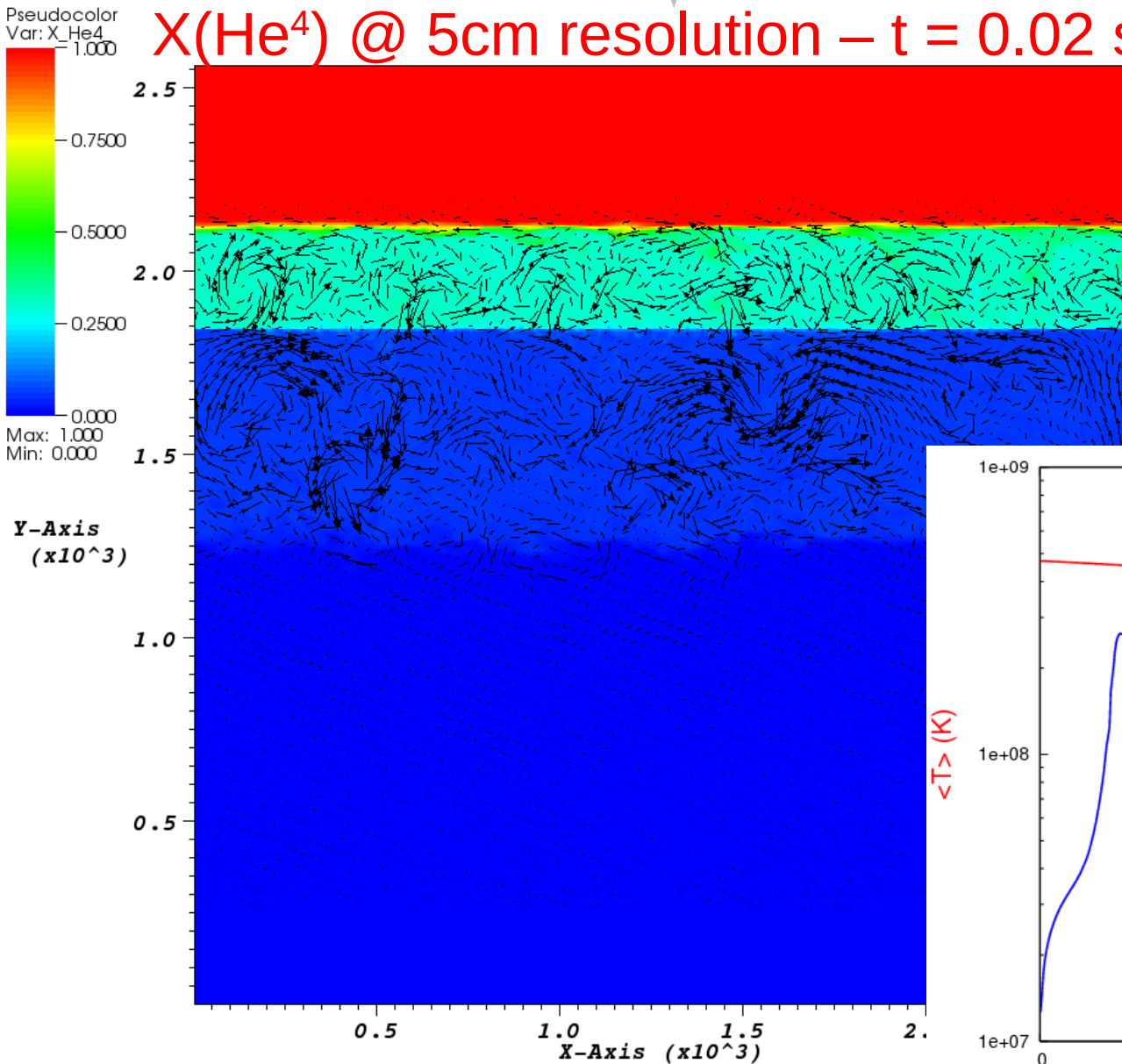


Previous Results

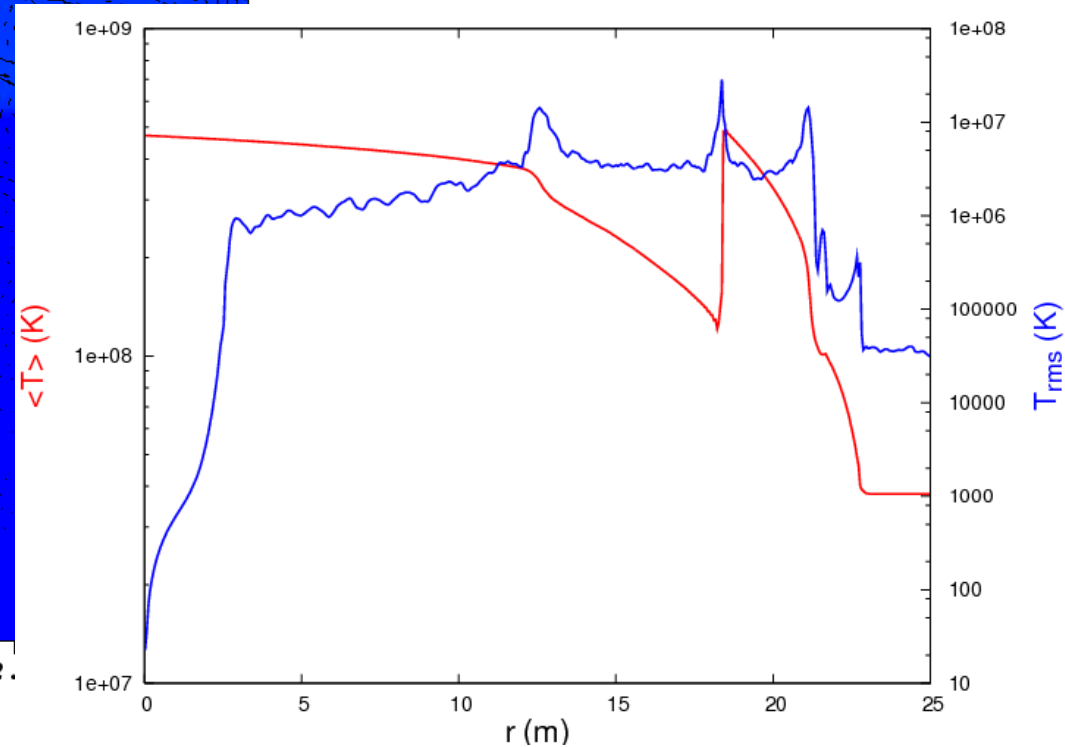
Our work, presented @ ASNY 2008



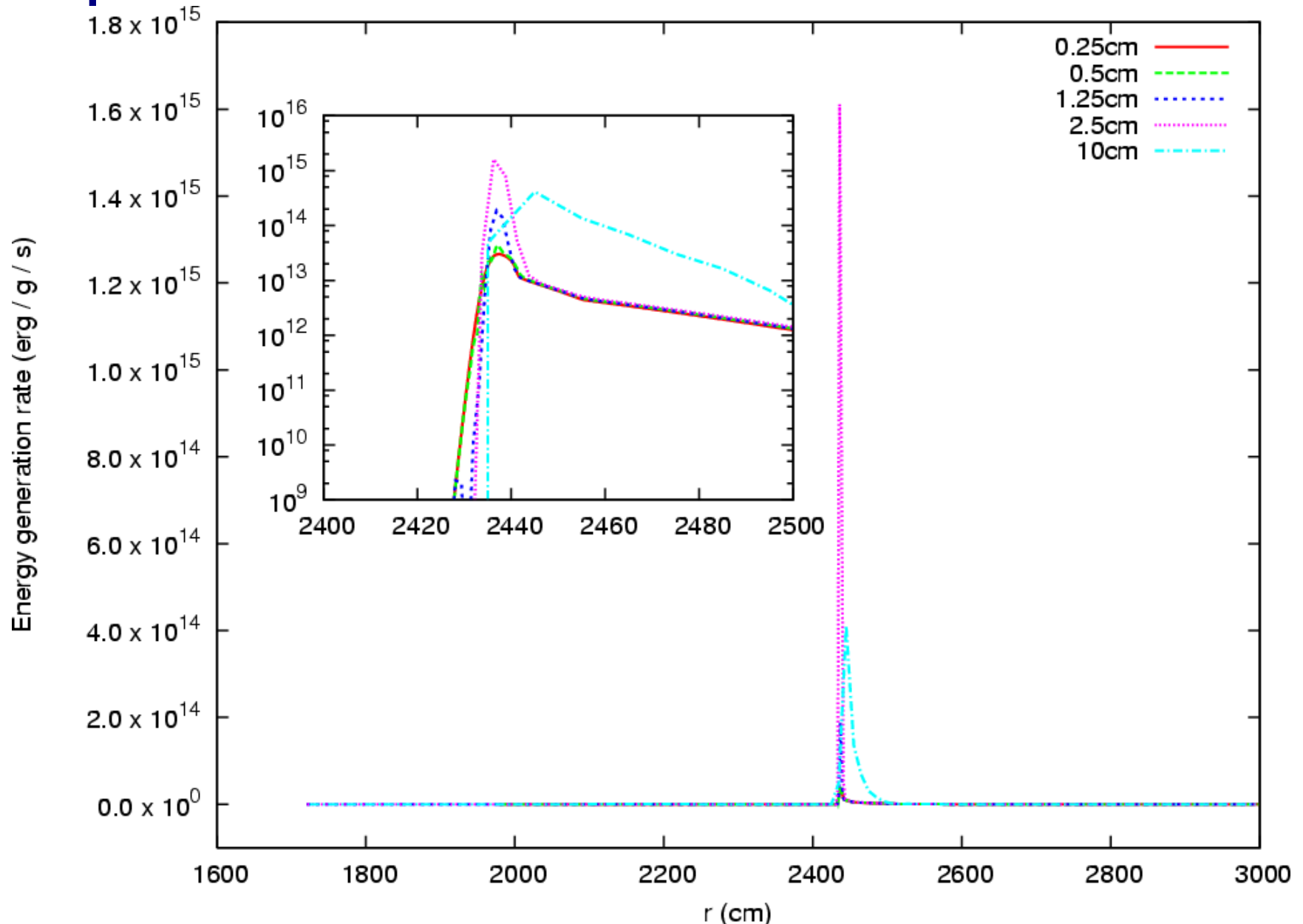
$X(\text{He}^4)$ @ 5cm resolution – $t = 0.02$ s



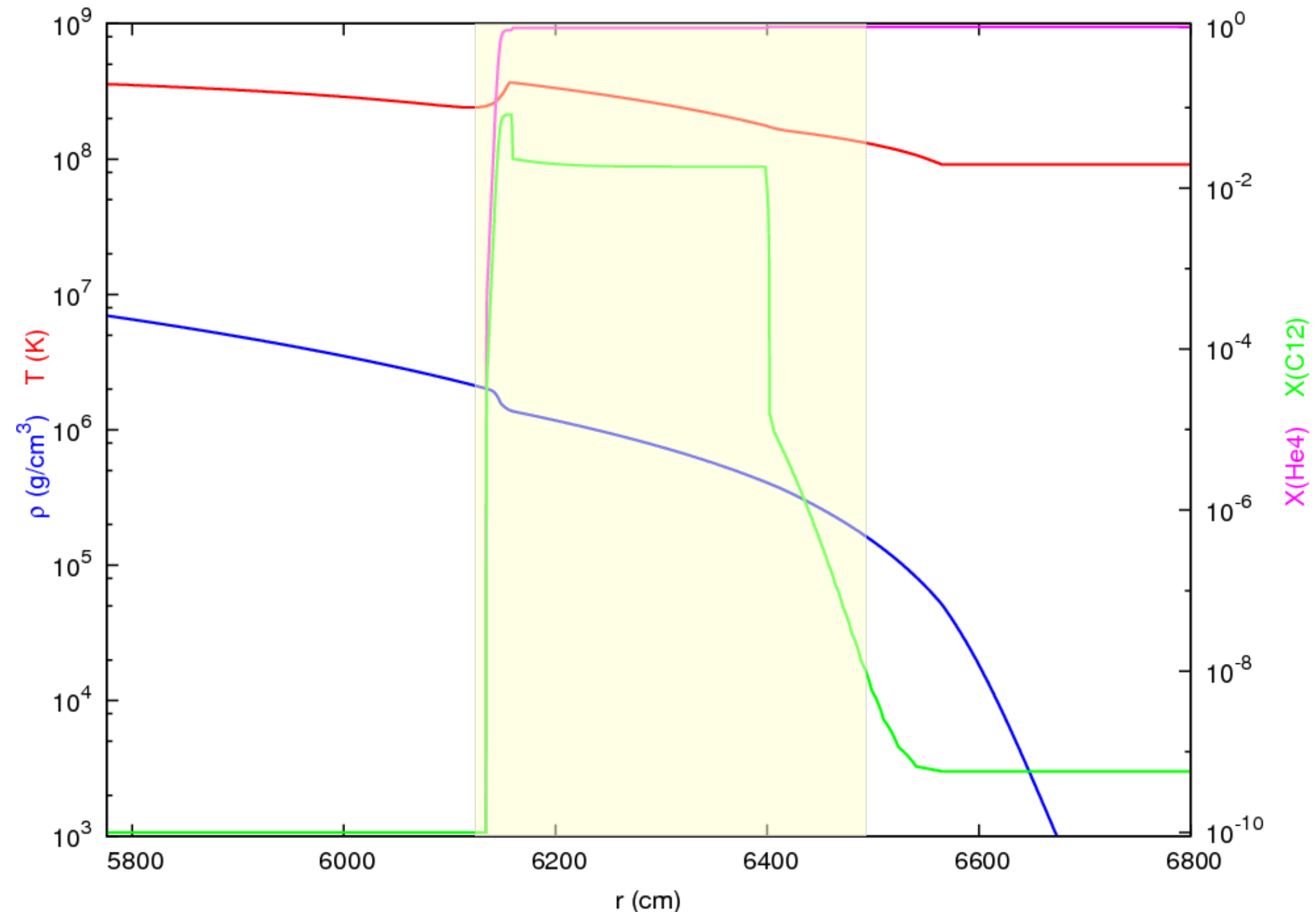
The only other group to do multidimensional simulations of deflagrating XRBs was Lin et al. (2006). Their finest resolution was 5 cm.



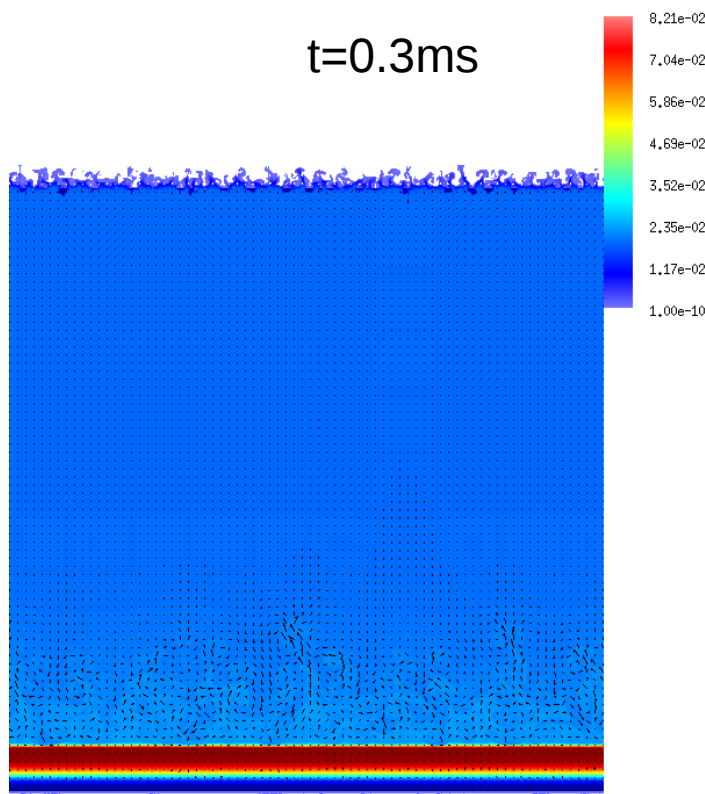
Computational Issues: Resolution



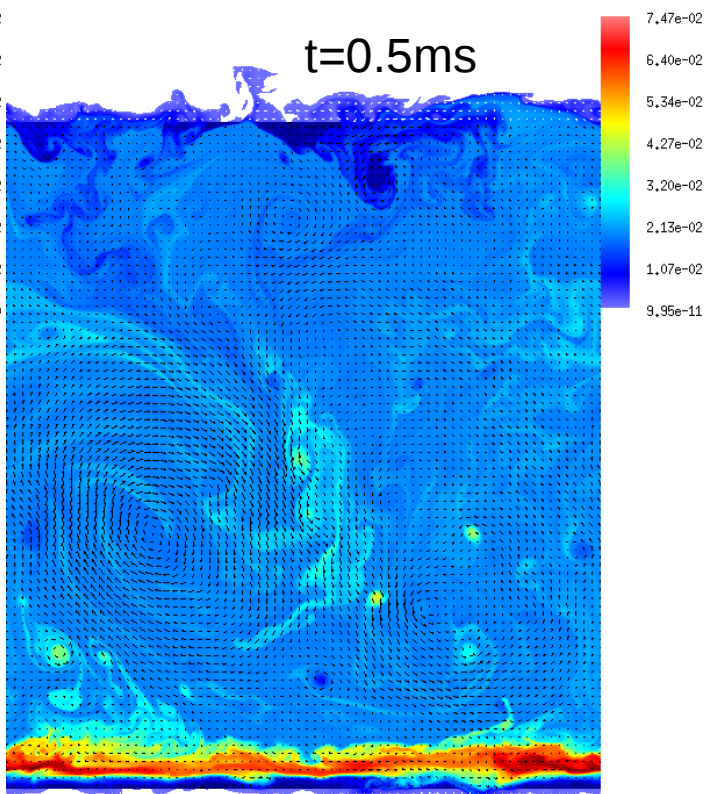
We find we need at least an **order of magnitude** more zones per spatial direction to properly resolve burning layer!



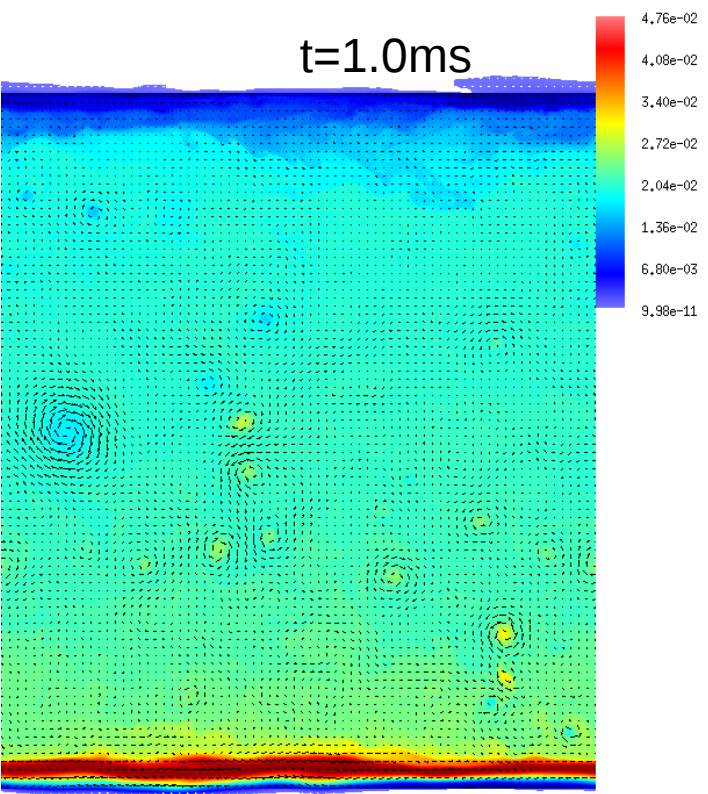
t=0.3ms



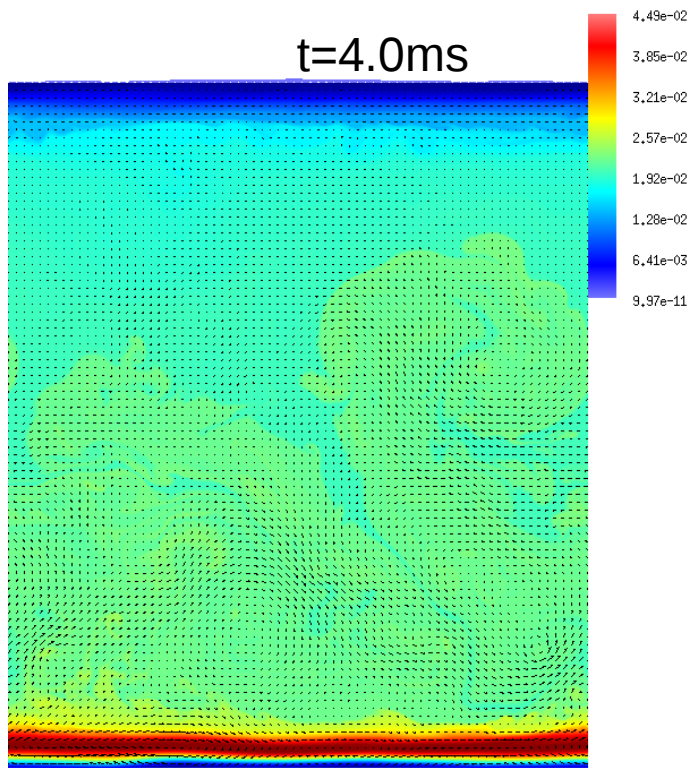
t=0.5ms



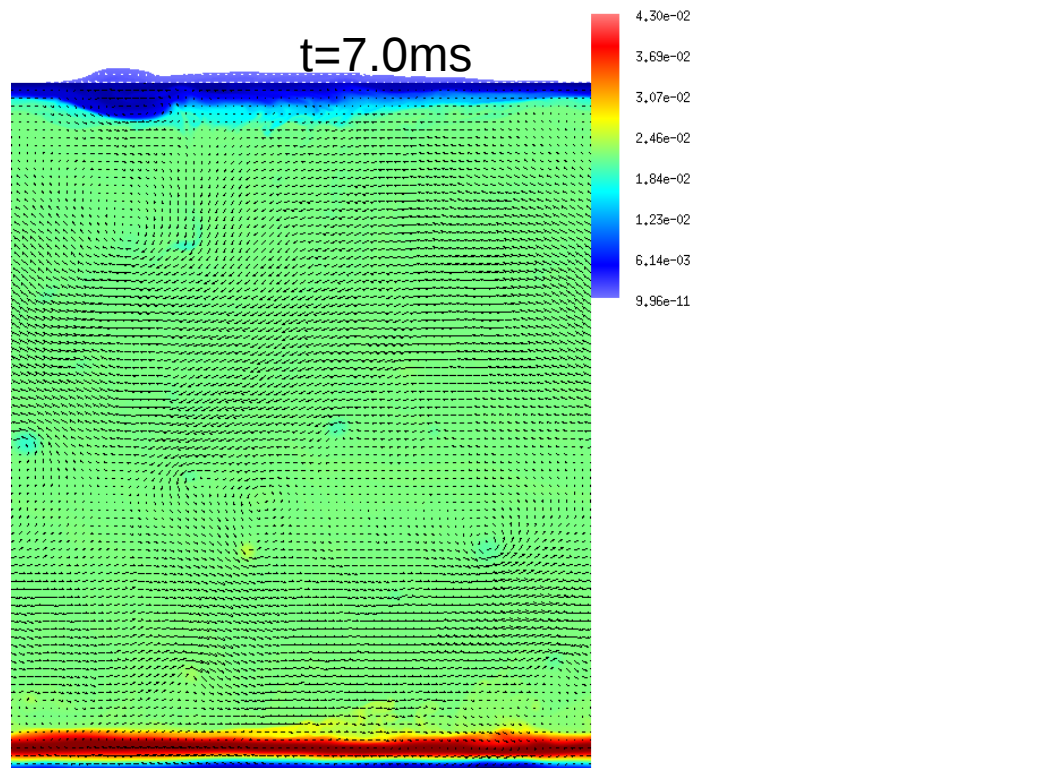
t=1.0ms



t=4.0ms



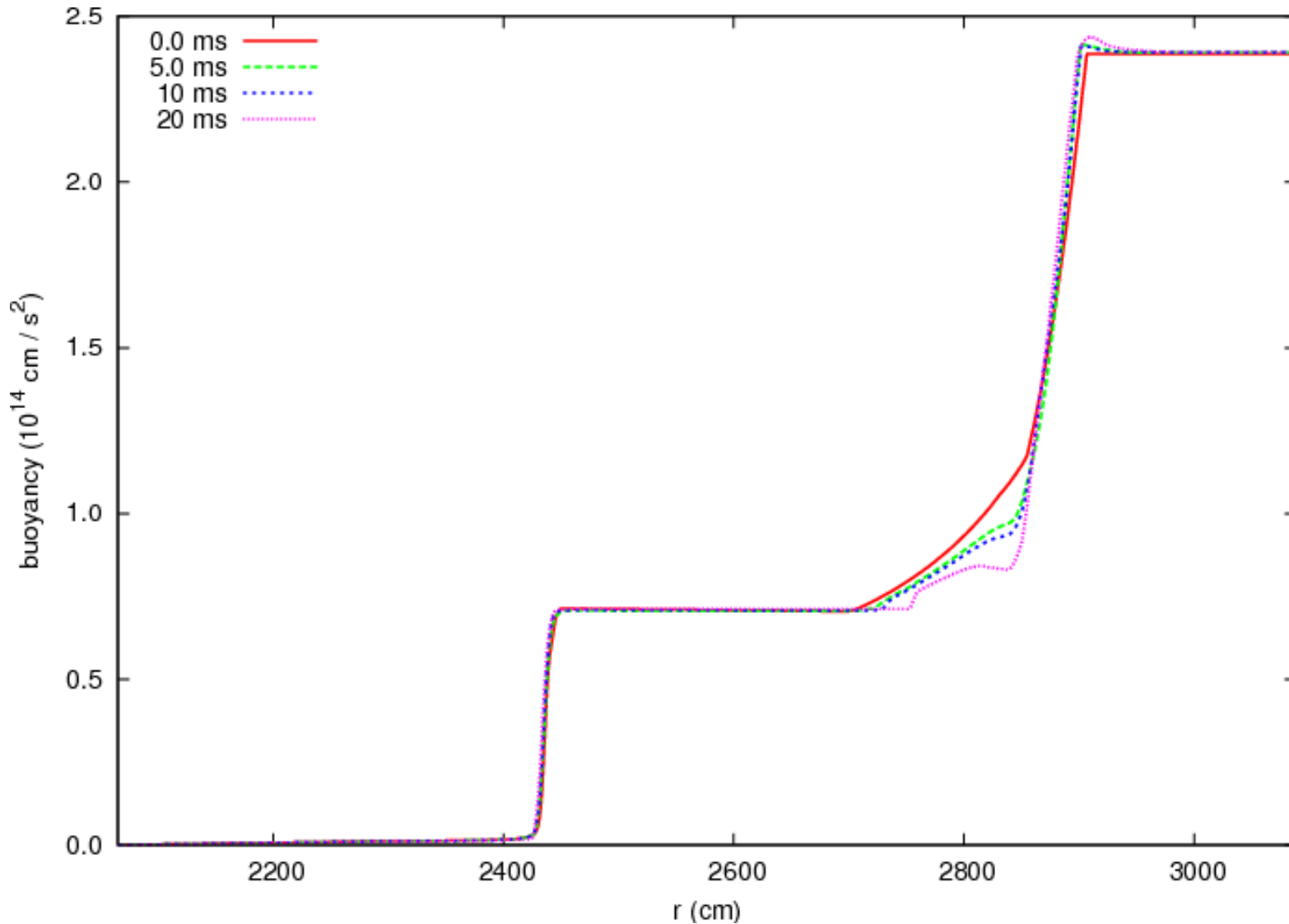
t=7.0ms



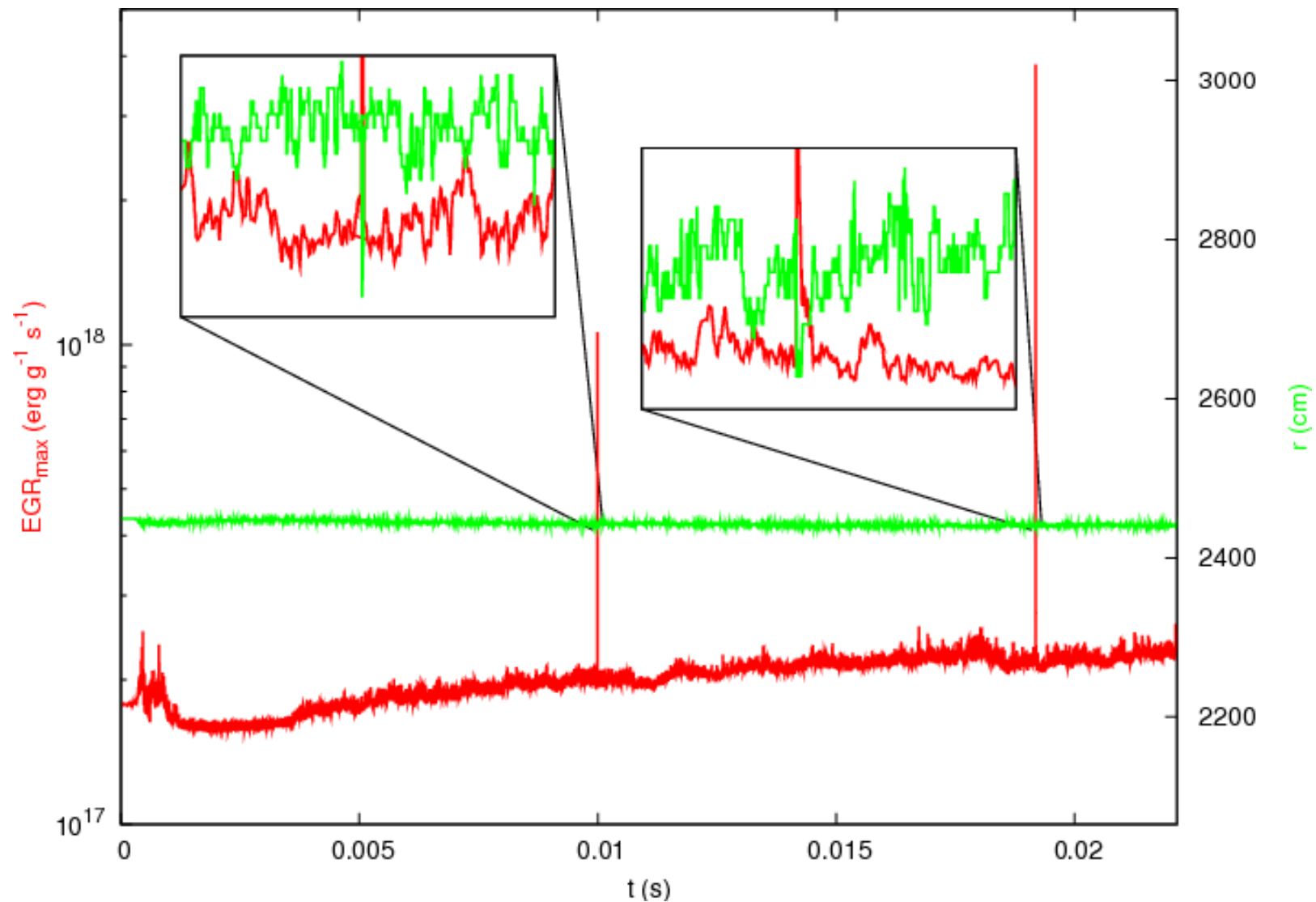
X(C12) +
velocity vectors
@ 0.5 cm
resolution

Convective Dynamics

$$b(r) = \int_{r_0}^r N^2(r') dr', \quad N^2 = -g \left[\frac{\partial \ln \rho}{\partial r} - \left(\frac{\partial \ln \rho}{\partial r} \right)_s \right]$$



Convective Dynamics

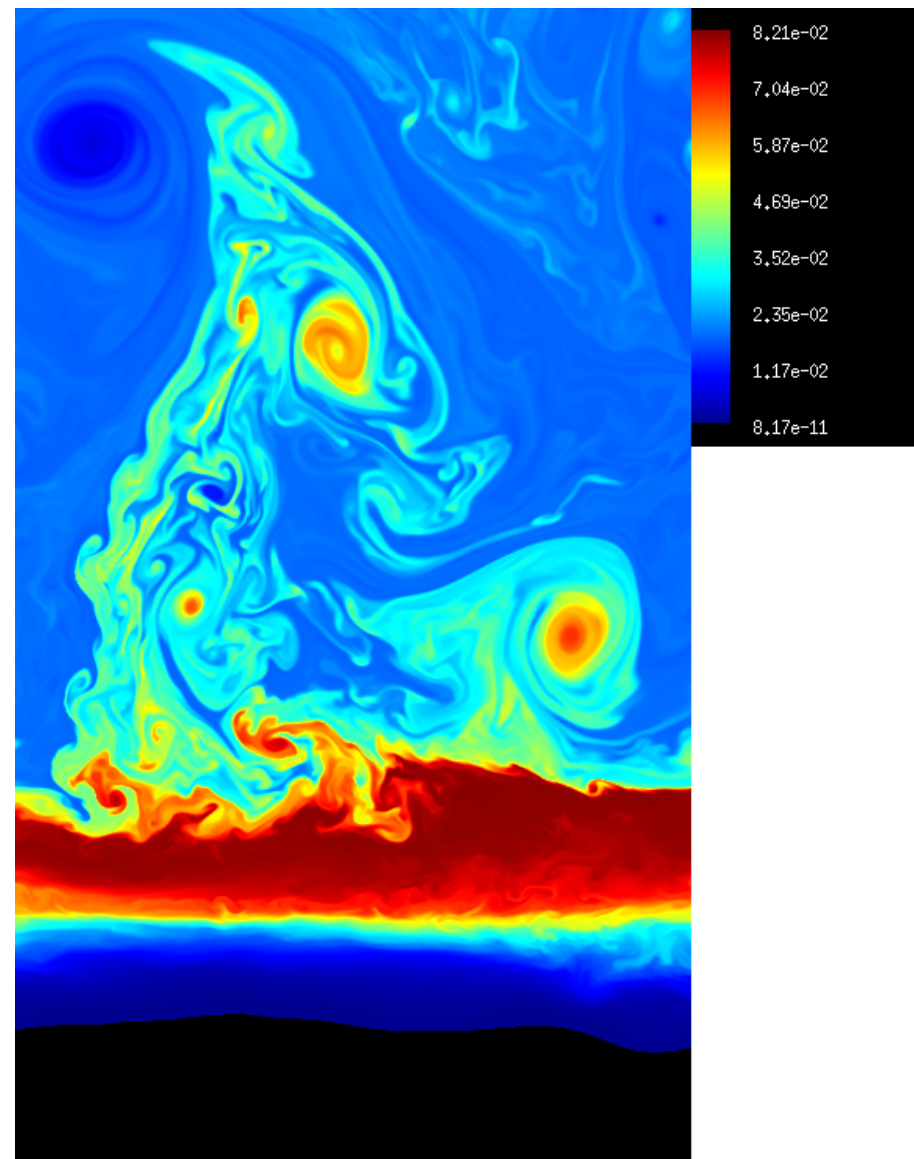
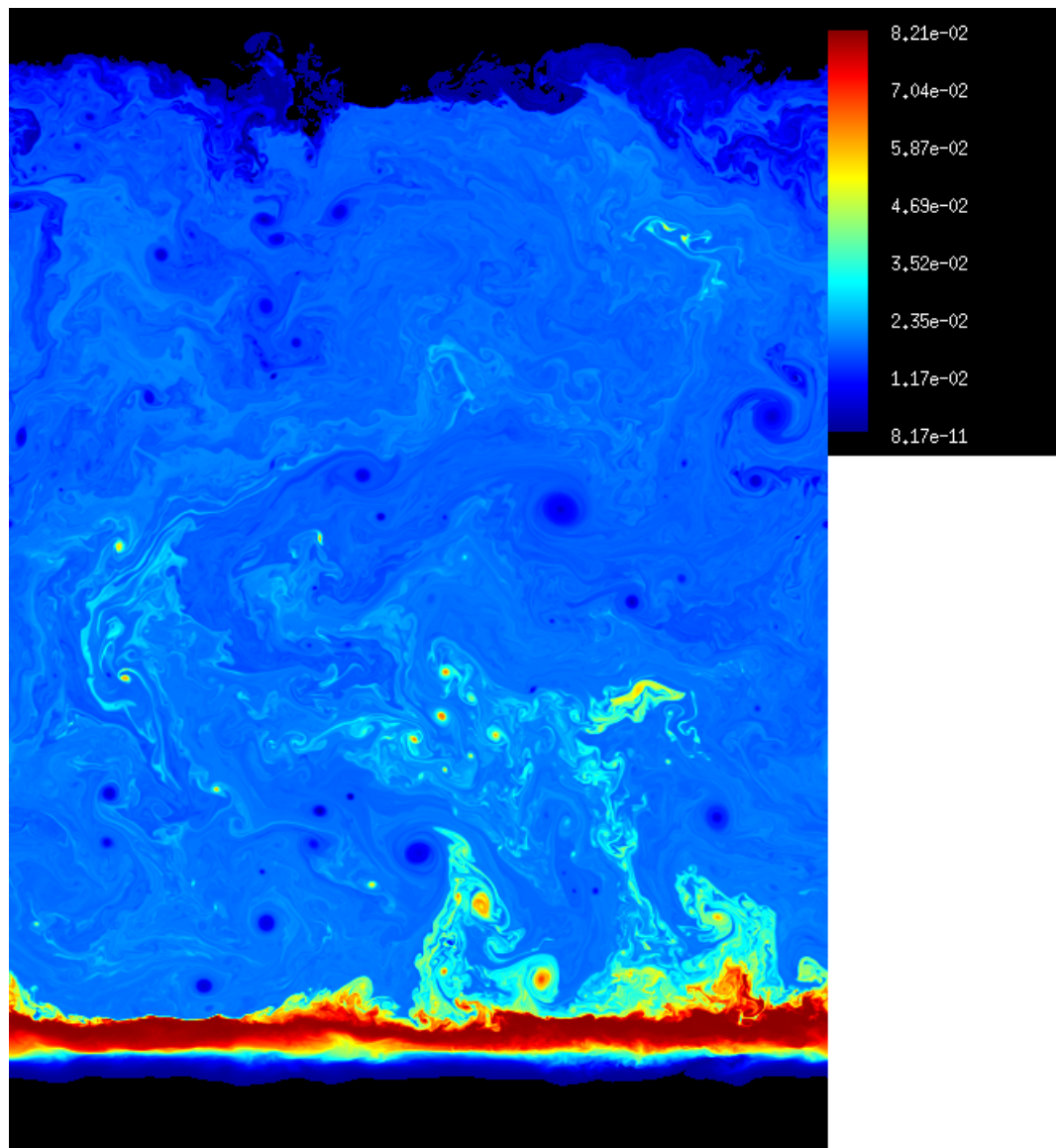


Spikes in EGR seem to occur when convection drags material deeper into the accreted layer.

Conclusions and Future Work

- Previously published multidimensional simulation results were under-resolved.
- Convection appears to be extremely efficient at mixing and regulating the thin burning layer.
- Run with a “hotter” model to see if we can get runaway.
- Try a burst with H – more complex reaction network but resolution requirements might be more relaxed...

Convective Dynamics



X(C12) after 0.5ms of evolution; finest resolution 0.125 cm