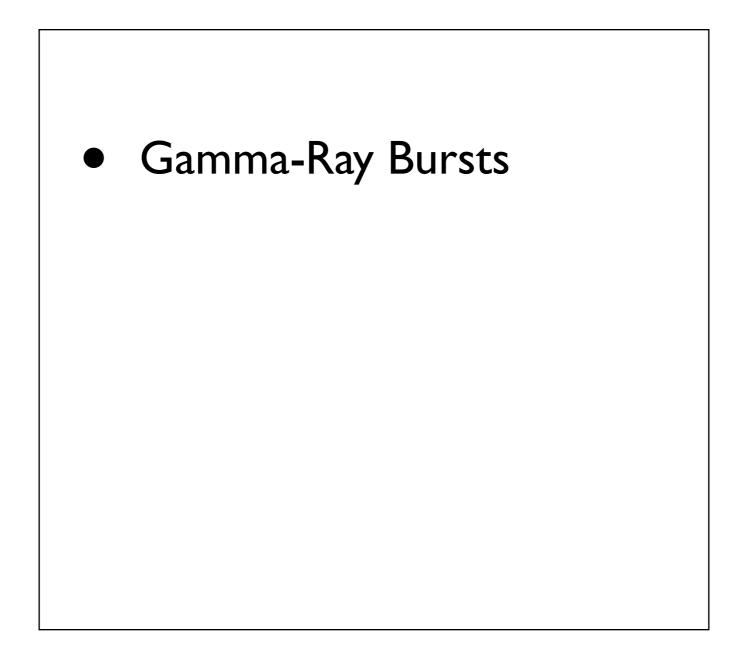
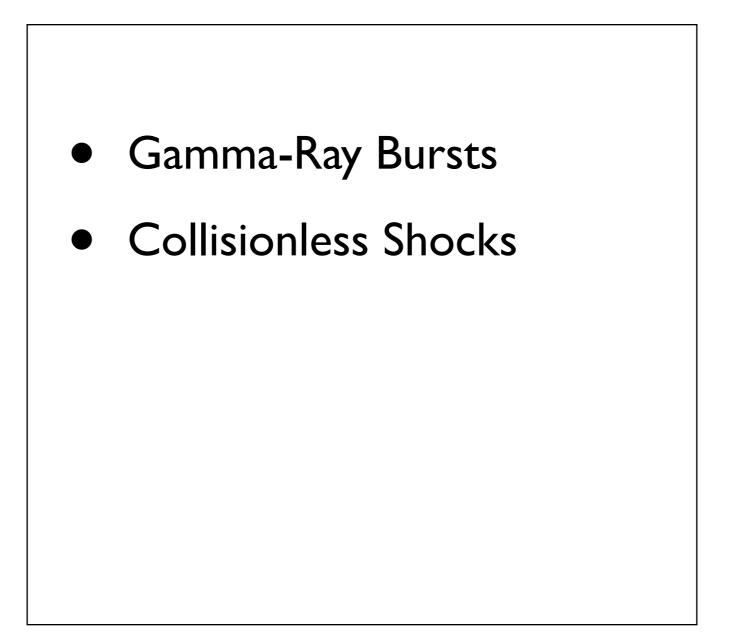
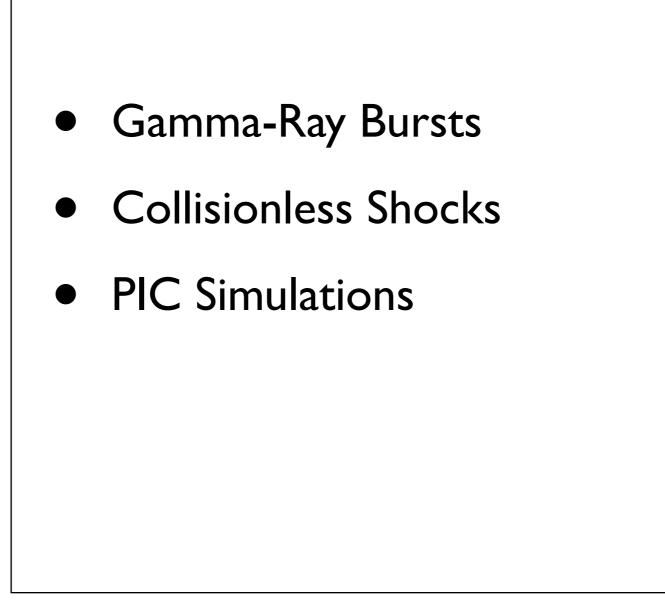
### PIC and MHD Simulations of Magnetic Field Amplification

Weiqun Zhang (NYU)

w/ MacFadyen, Zrake & Gruzinov (NYU)









- Collisionless Shocks
- PIC Simulations
- MHD Simulations



- Collisionless Shocks
- PIC Simulations
- MHD Simulations
- Discussions



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  - Some are probably the mergers of compact objects (black holes and neutron stars)

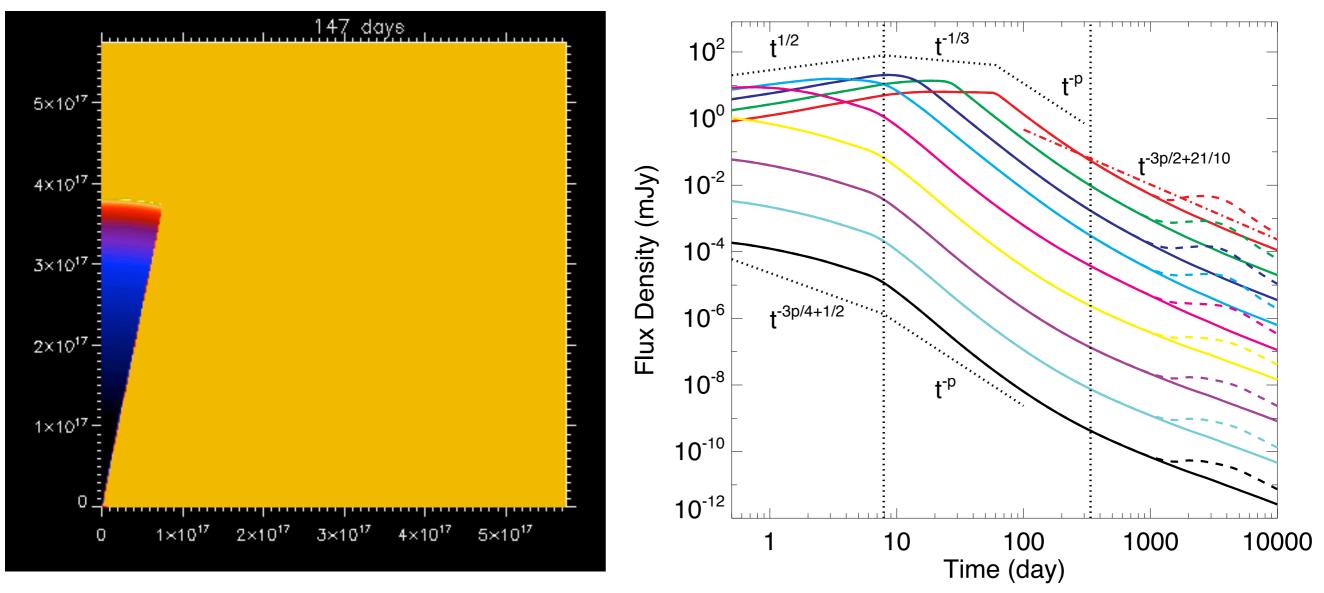
### Artist's Conception of Collapsar



#### Credit: NASA / SkyWorks Digital

### **AMR Simulations of GRB Outflows**

#### Afterglow Lightcurves



Zhang & MacFadyen (2009)

#### How does a GRB Emit Radiation?

Synchrotron radiation

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- Magnetic field: ε<sub>B</sub> ~ 10<sup>-3</sup> 10<sup>-1</sup>
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- Nonthermal electrons:  $\varepsilon_e \sim 10^{-3} 10^{-1}$ Particle acceleration

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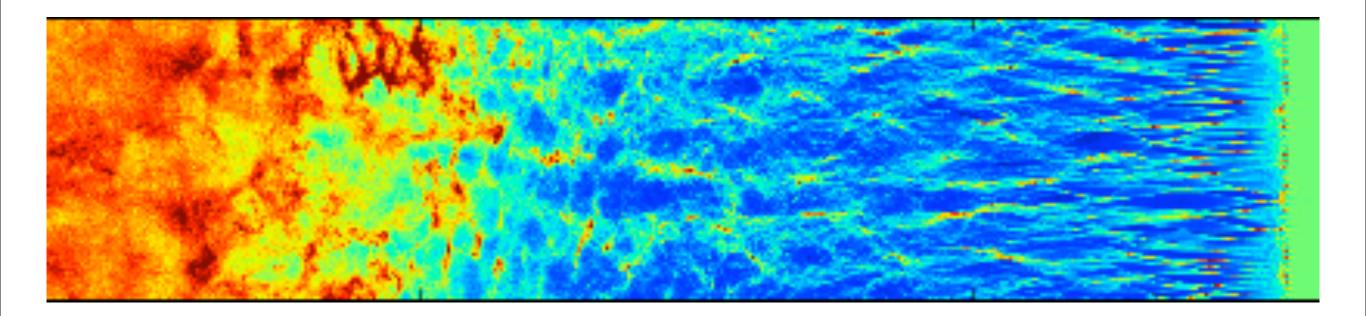
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#### **Collisionless Shock!**

GRB outflows are collisionless.
 (mean free path >> size of the outflow)

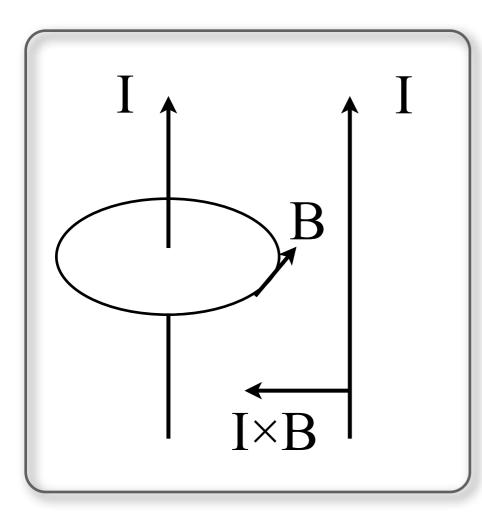
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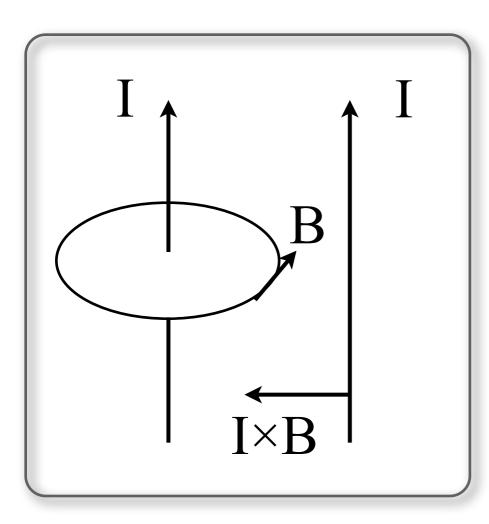


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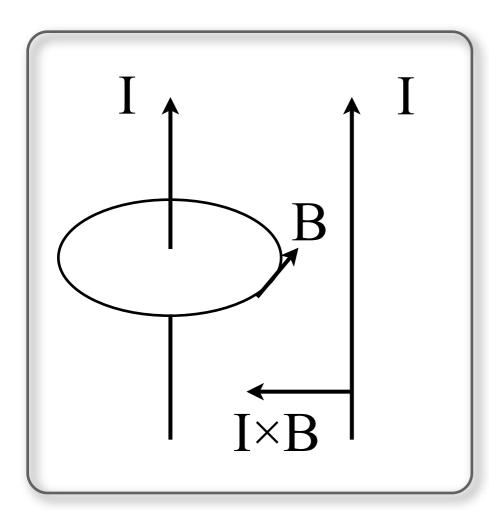
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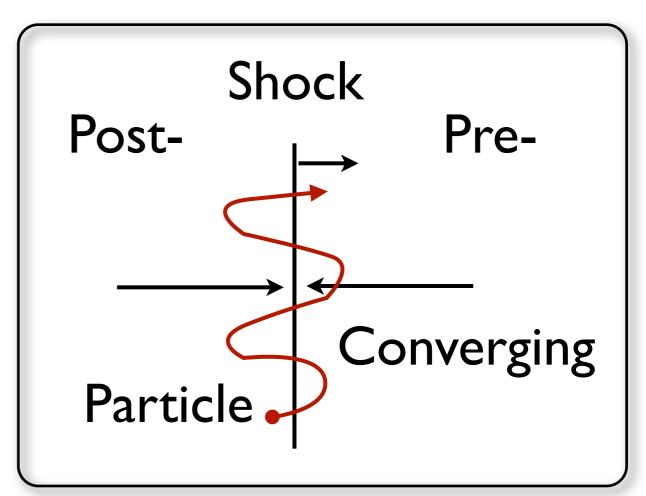


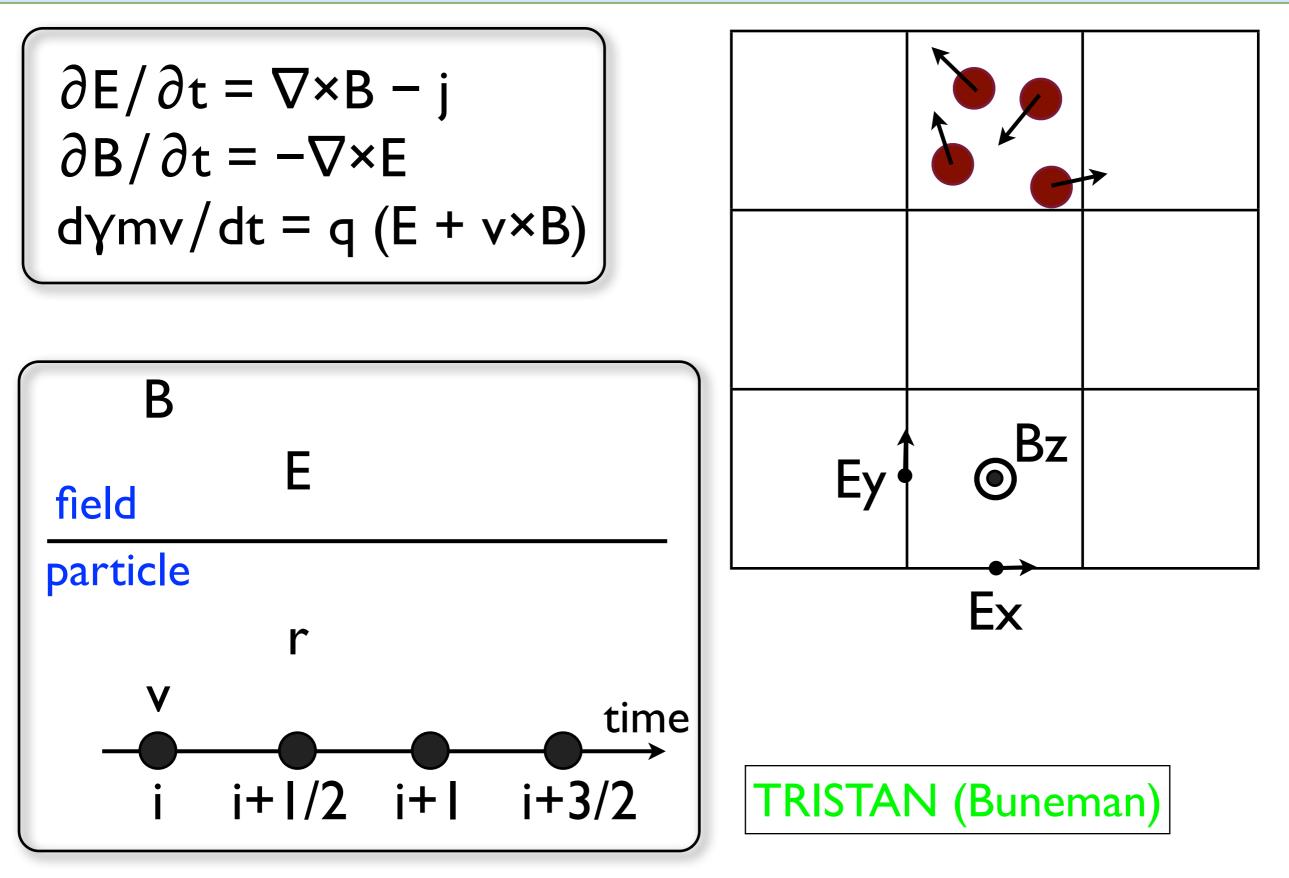
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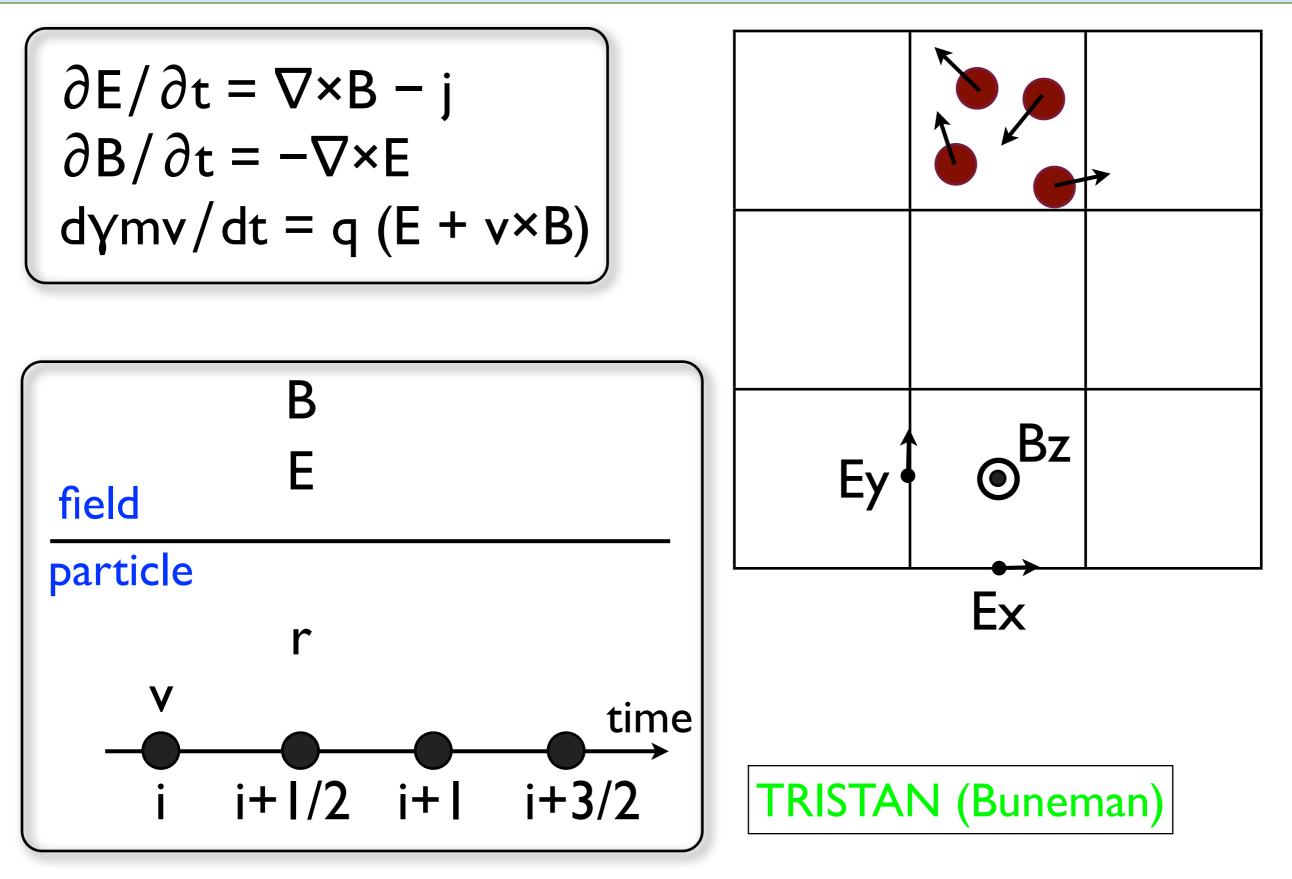


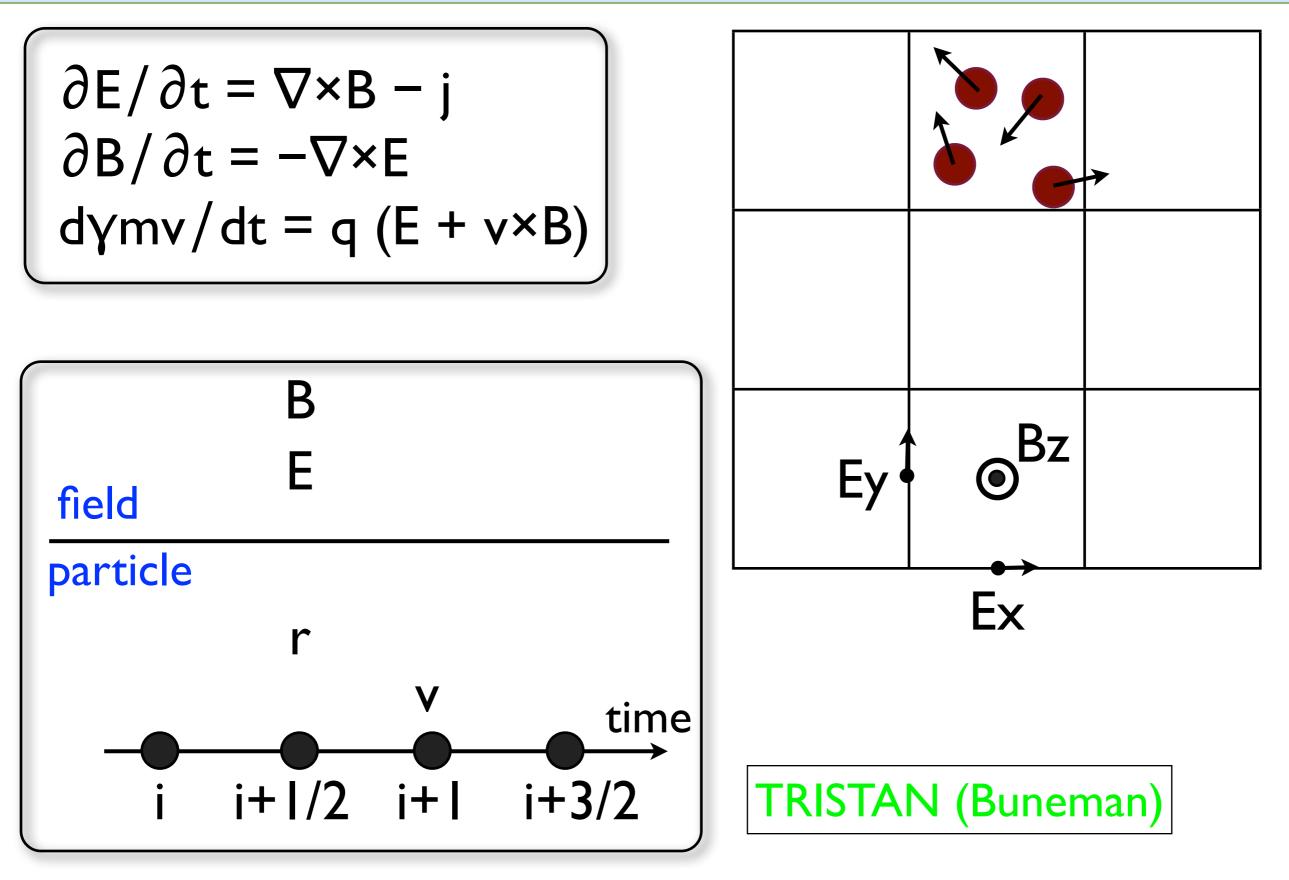
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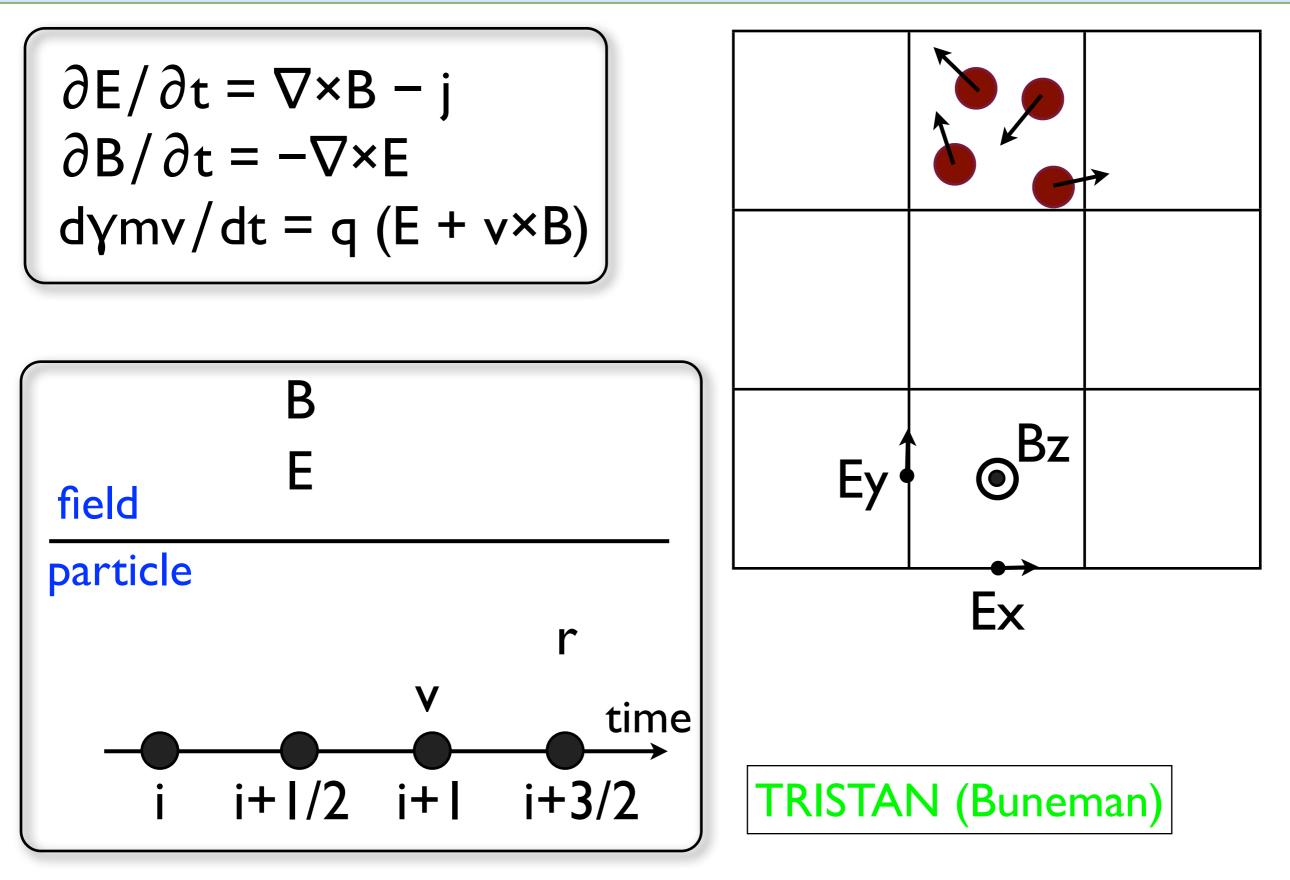


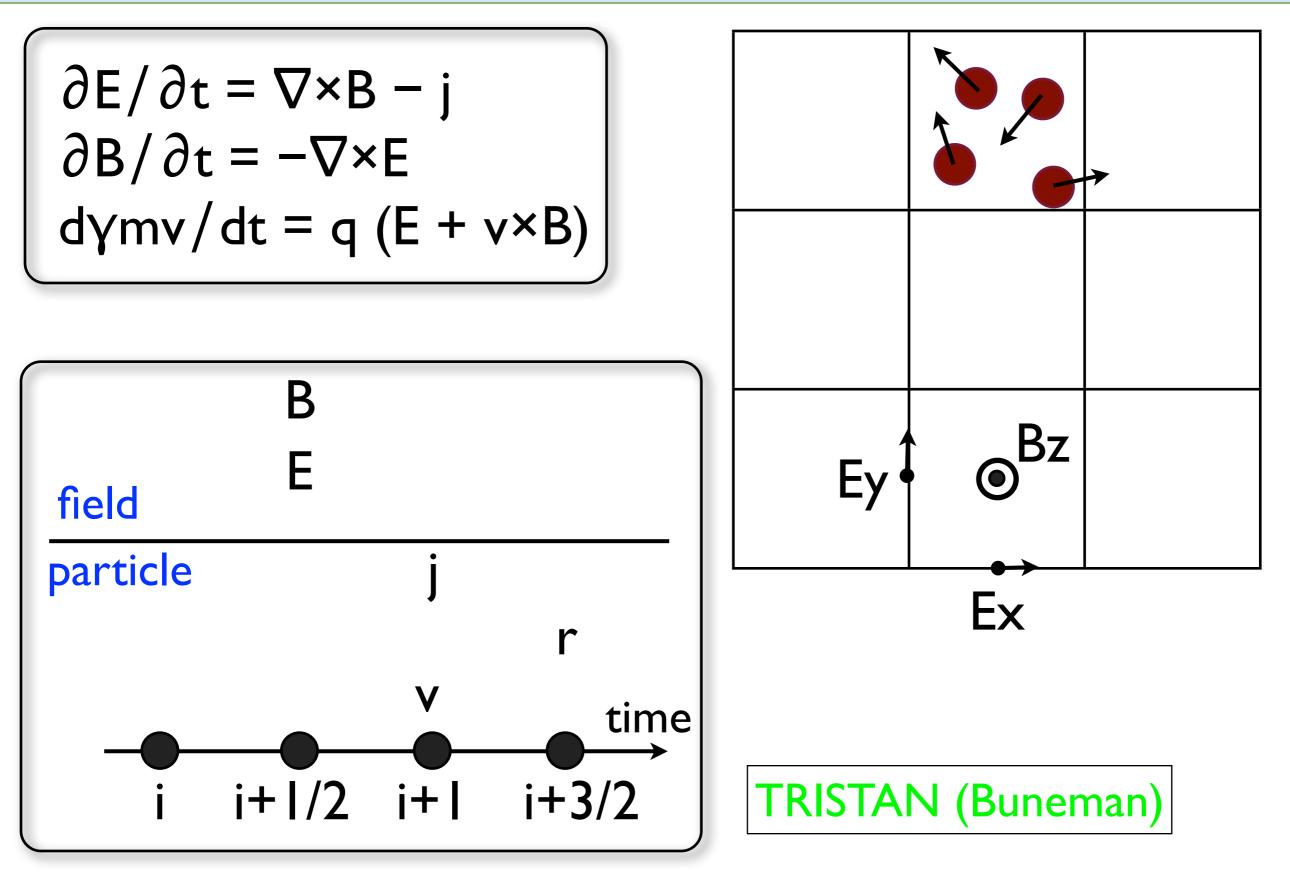


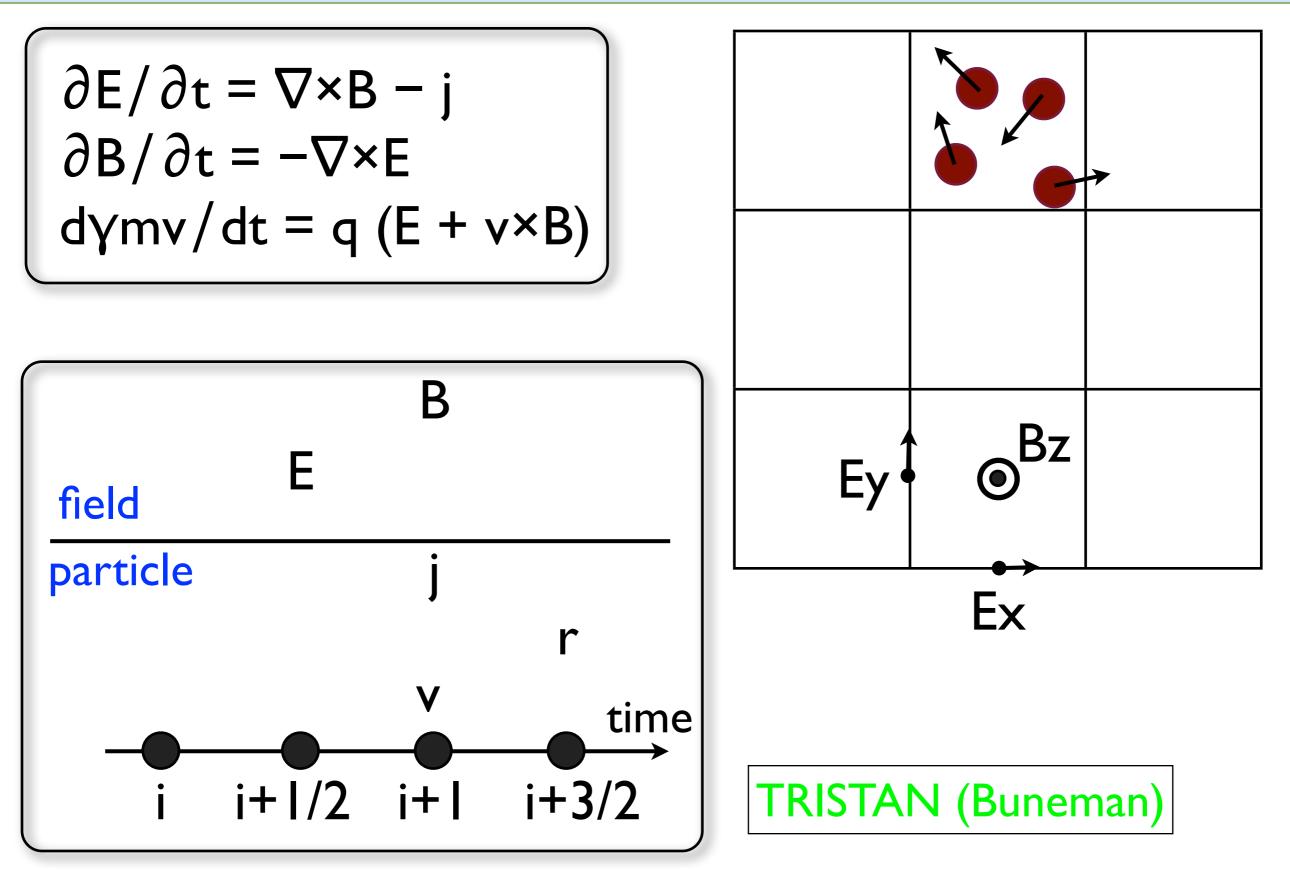


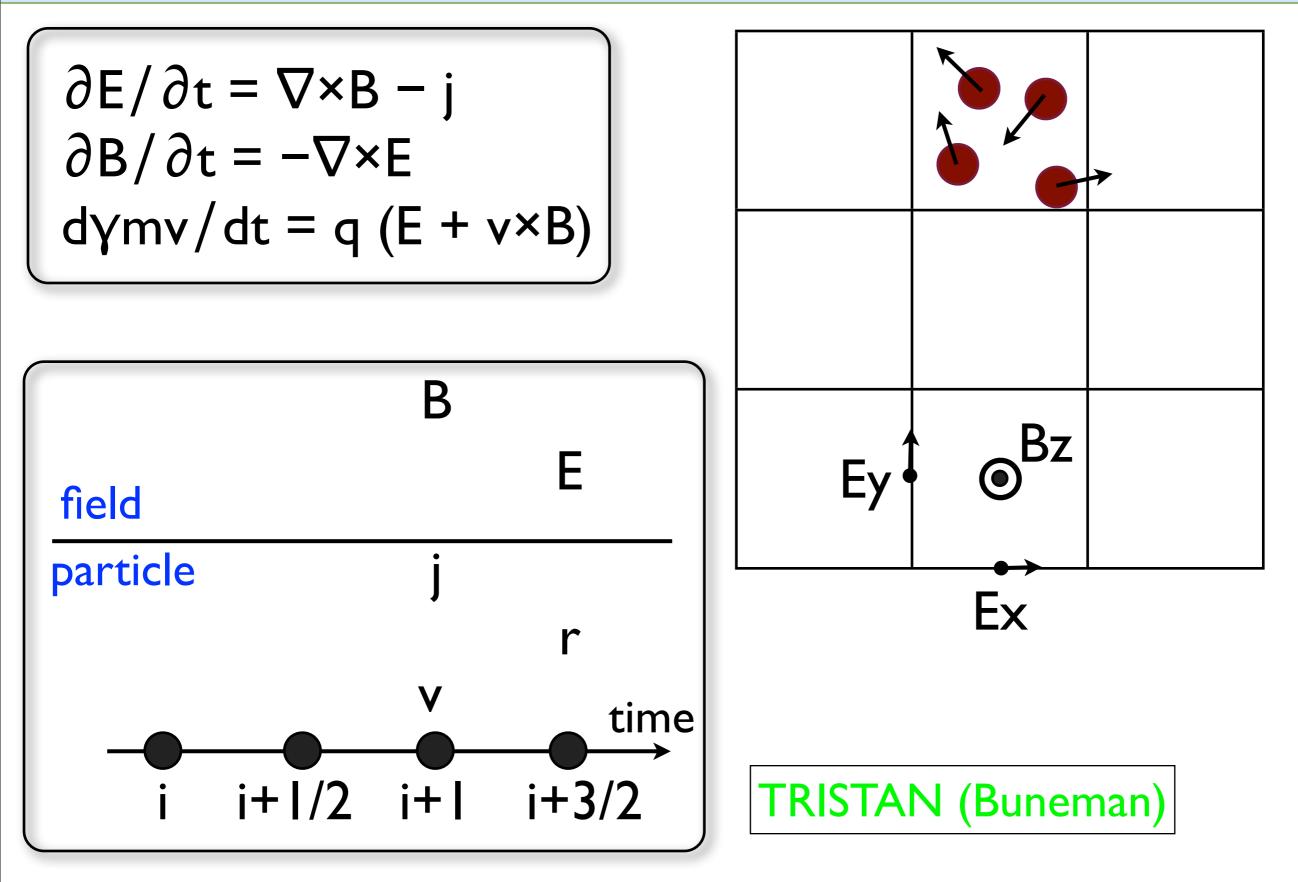










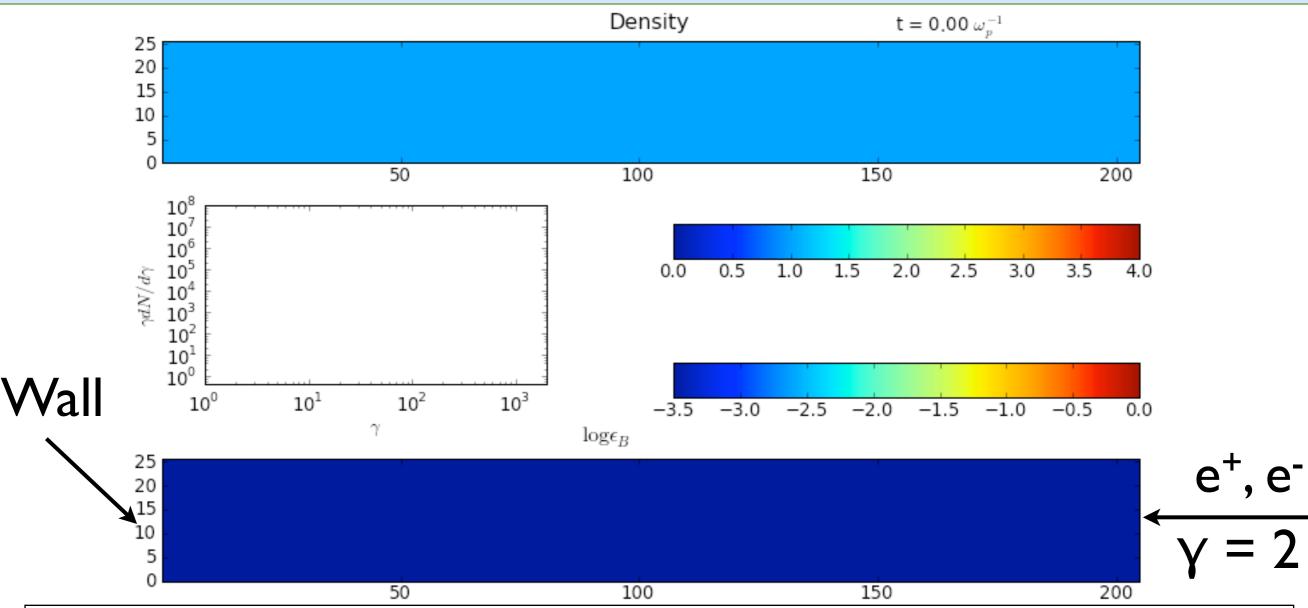


### A PIC Simulation of a Collisionless Shock

e⁺, e⁻ γ = 2

- 2D w/ 20480 x 256 cells
- $\Delta x = 0.1$  skin depth
- 128 particles per cell initially, > 10<sup>9</sup> particles in the end
- Similar to Spitkovsky (2008) except for  $\gamma$  and resolution

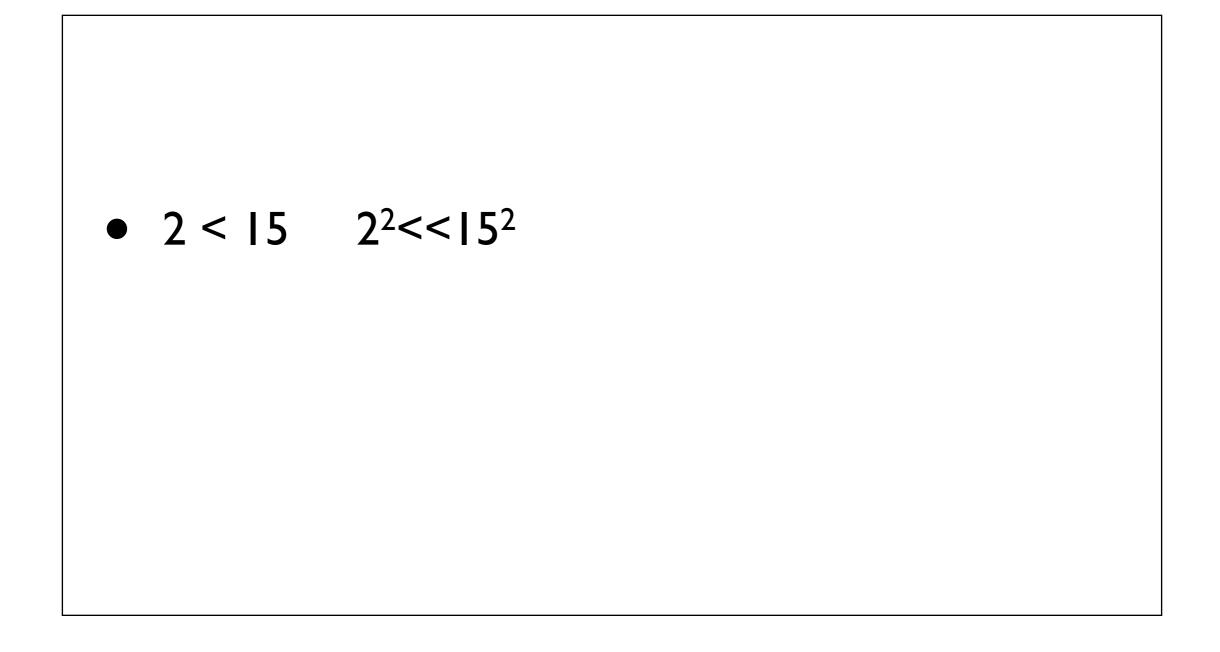
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## Why $\gamma = 2$ ?

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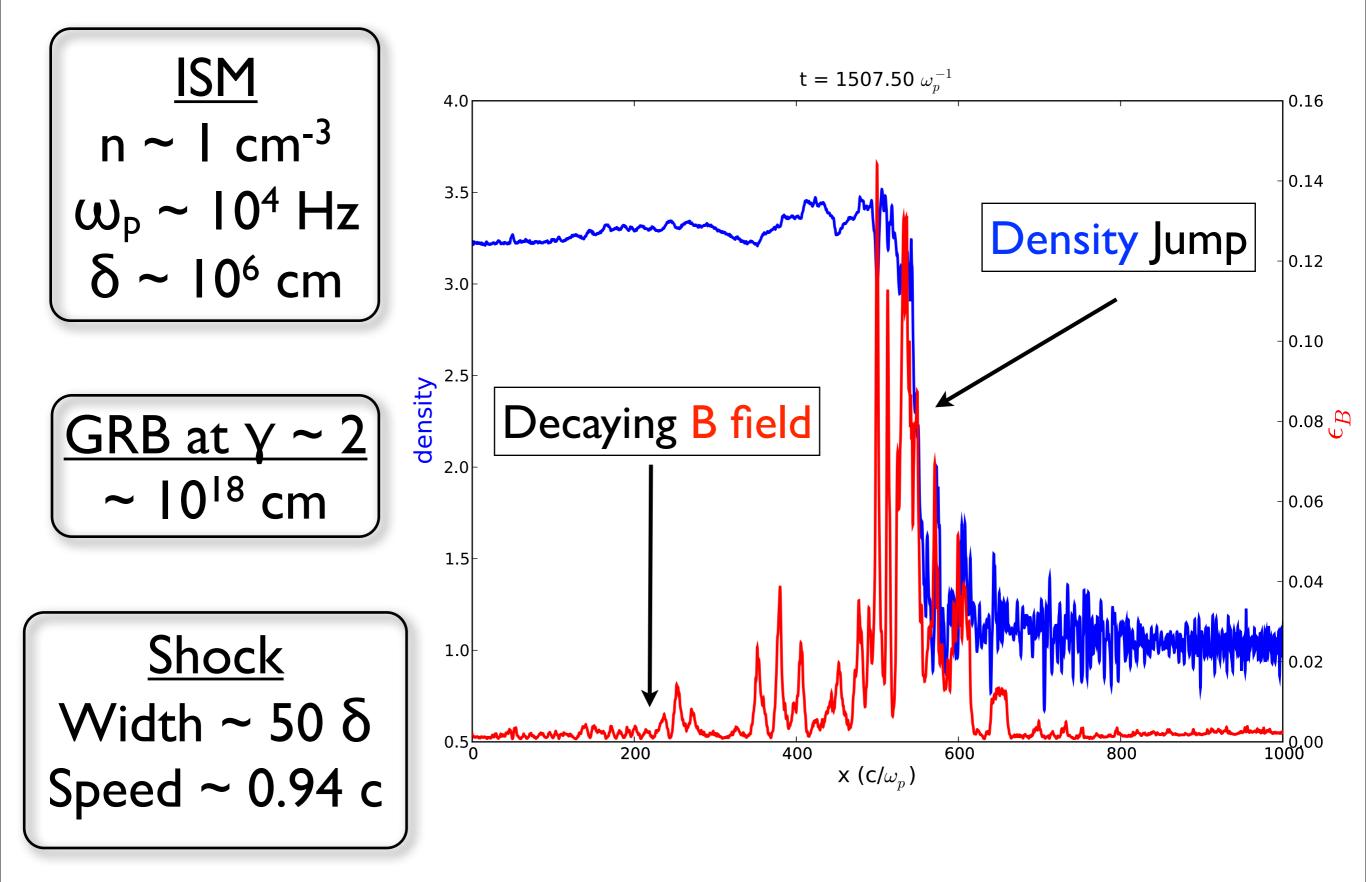
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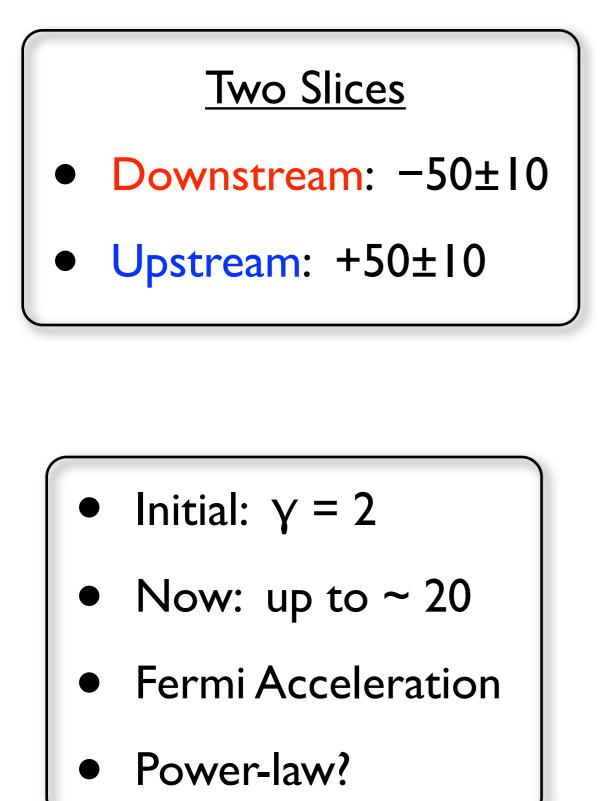
#### • 2 < 15 $2^2 < 15^2$

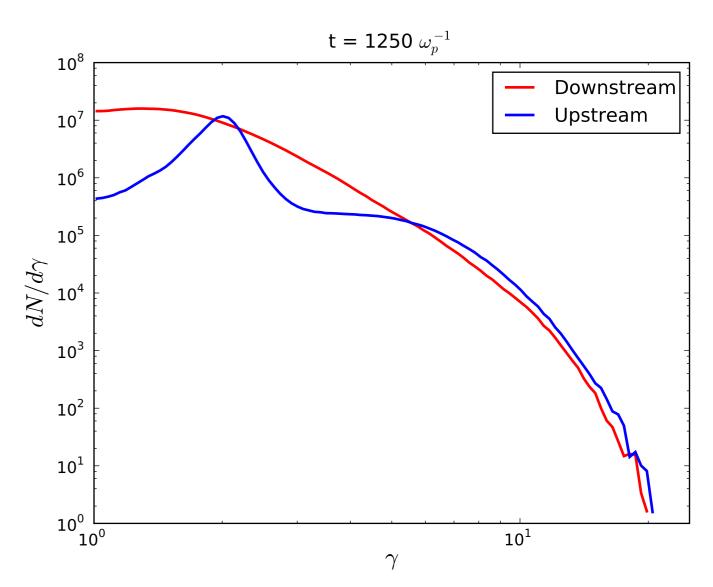
- More relevant for GRB afterglows
- Numerically easier

#### Shock Structure

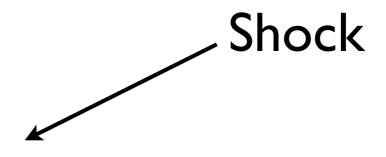


#### Particle Acceleration

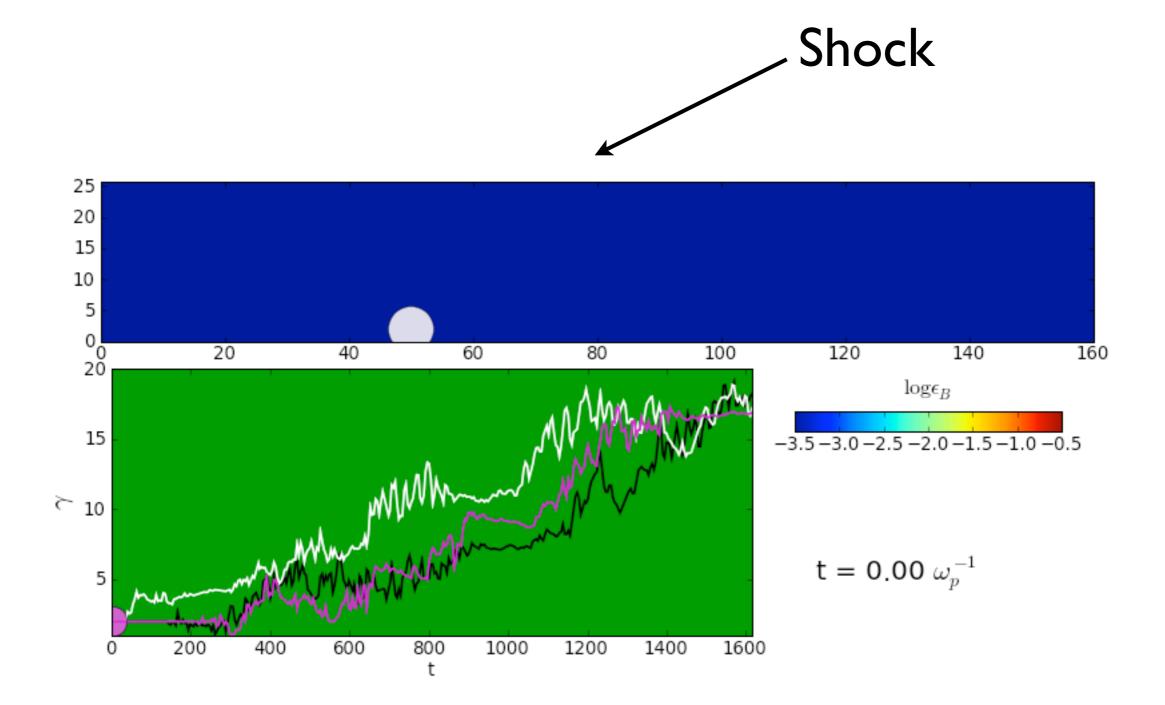


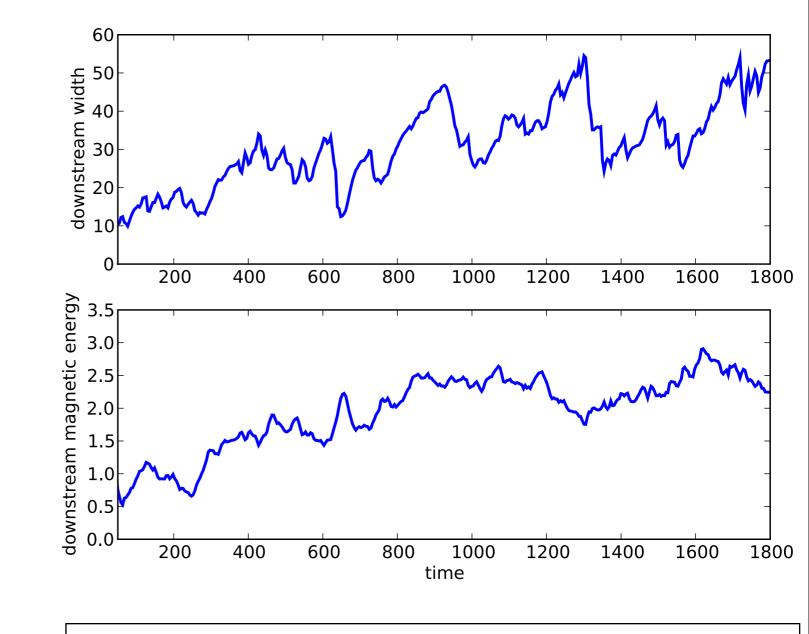


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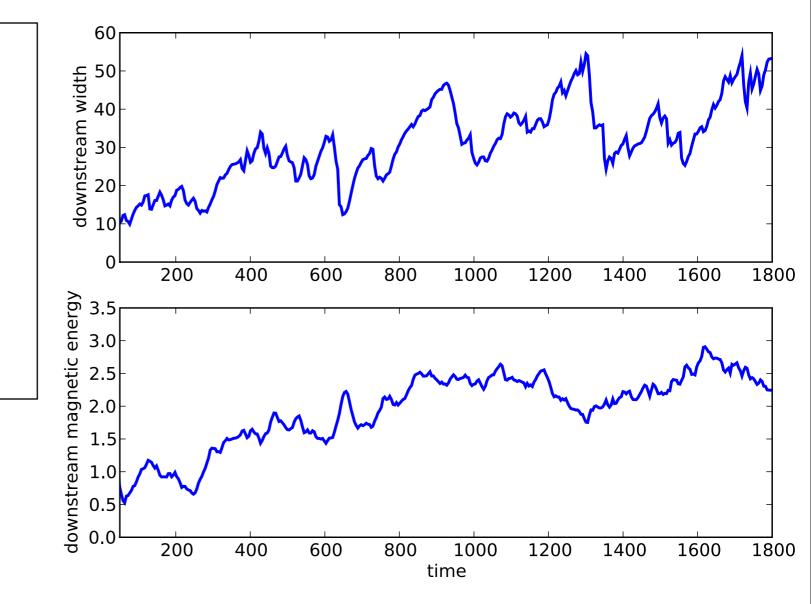




#### <u>Definition of Downstream Width</u> containing half of magnetic energy

60 downstream width 0 20 10 10 Width ~  $40\pm10 \delta$ stopped growing? 0 200 400 600 800 1000 1200 1400 1600 1800 downstream magnetic energy 3.5 3.0 2.5 2.0 1.5 1.0 0.5 0.0 1200 200 400 600 800 1000 1400 1600 1800 time Definition of Downstream Width containing half of magnetic energy

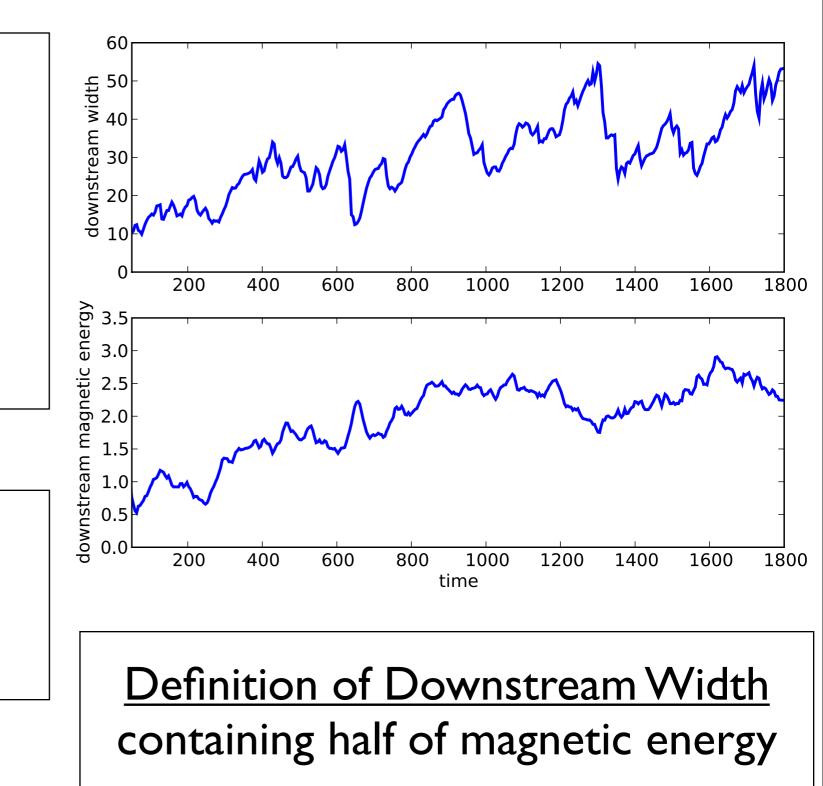
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<u>The Problem</u> Magnetized region is too small!



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Open Questions

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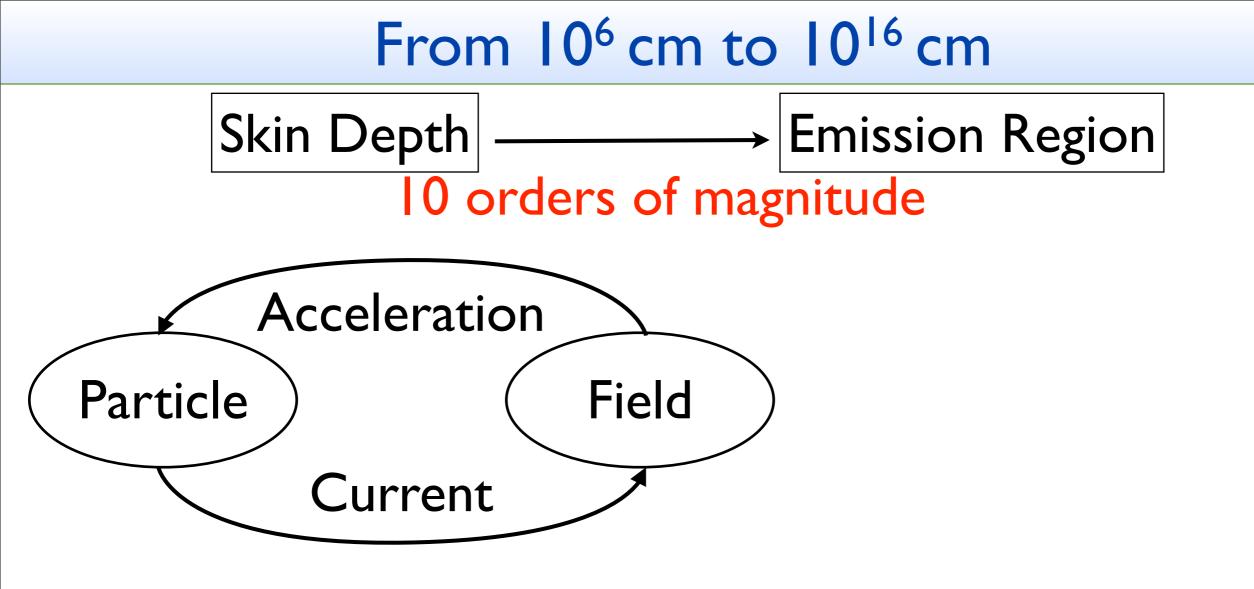
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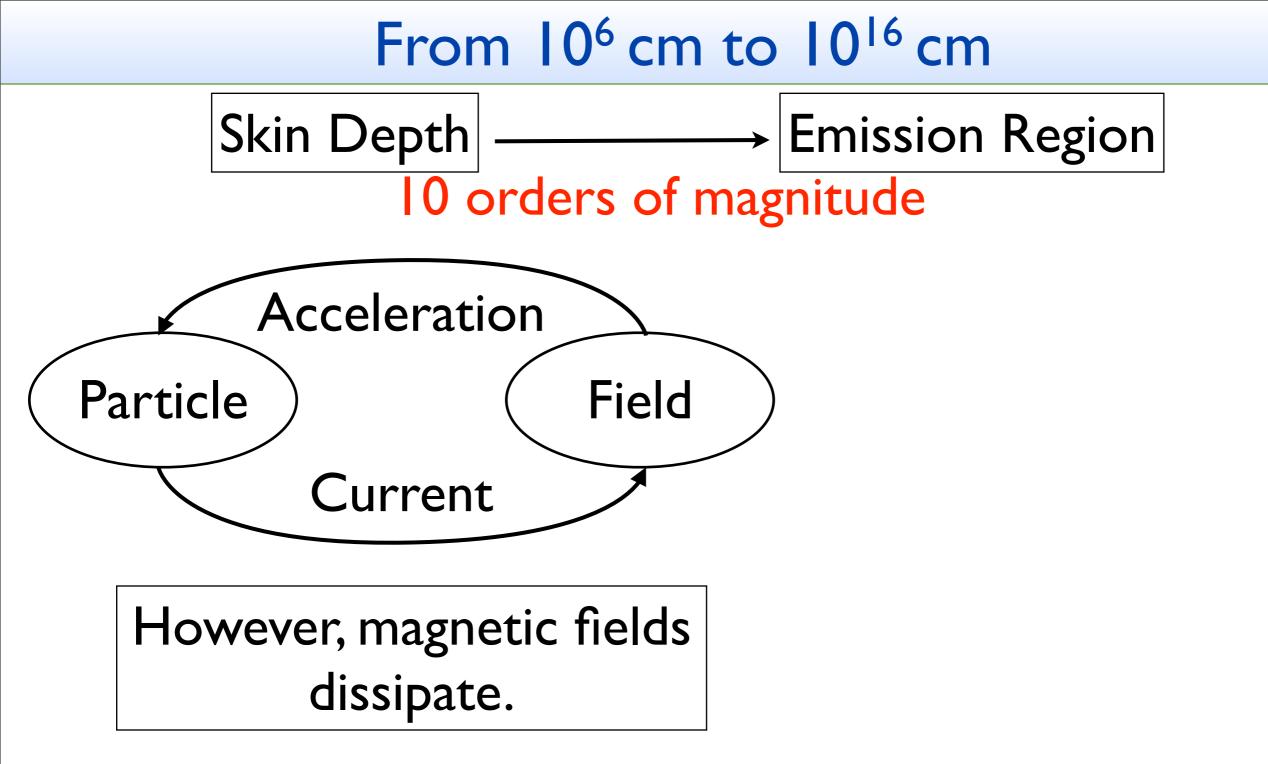
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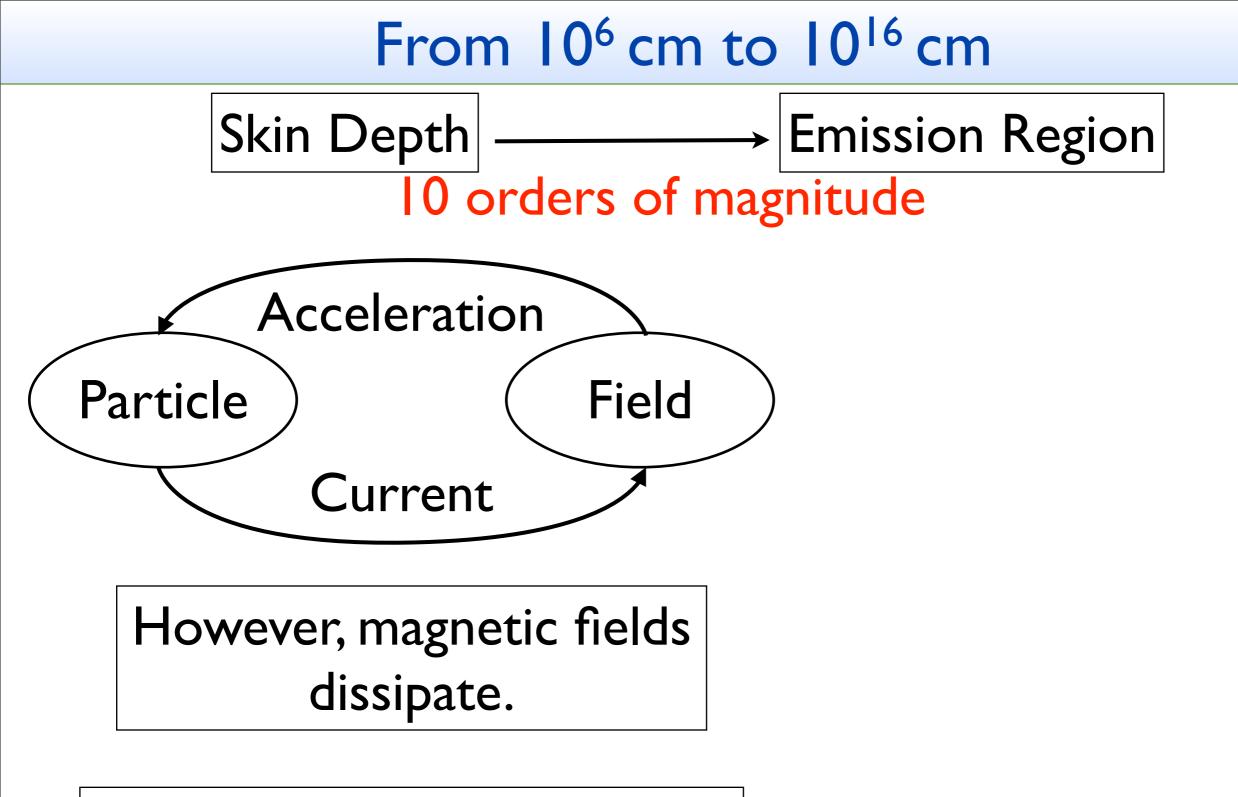


- 2D vs. 3D: The field probably decays faster in 3D.
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- The magnetized region is too small!
- (Ultra-)high energy cosmic rays

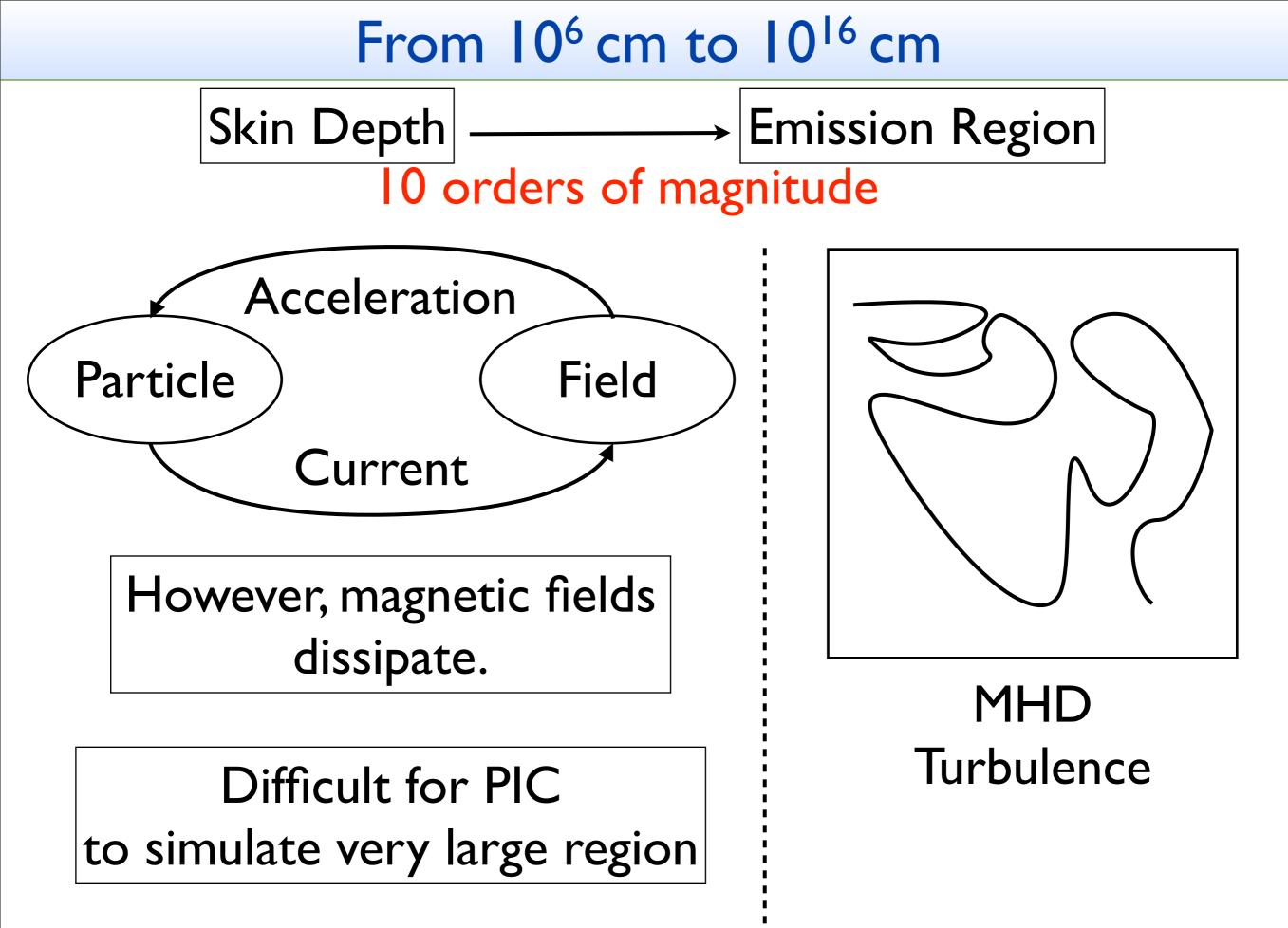
# From 10<sup>6</sup> cm to 10<sup>16</sup> cm Skin Depth → Emission Region 10 orders of magnitude







# Difficult for PIC to simulate very large region

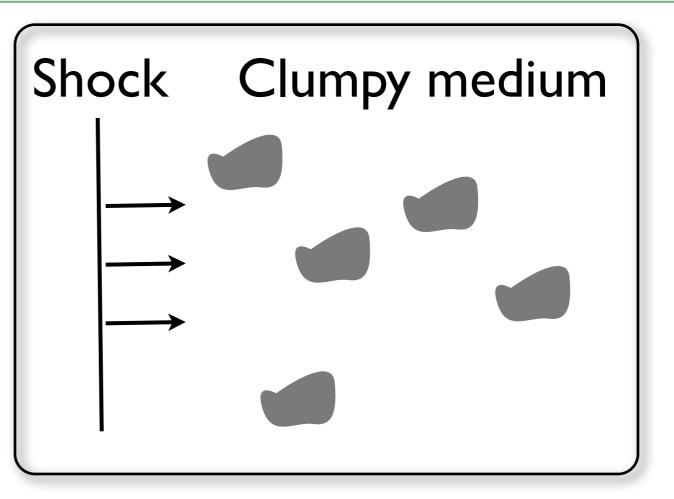


 MHD is justified because of effective collisions due to pitch-angle scattering of particles.

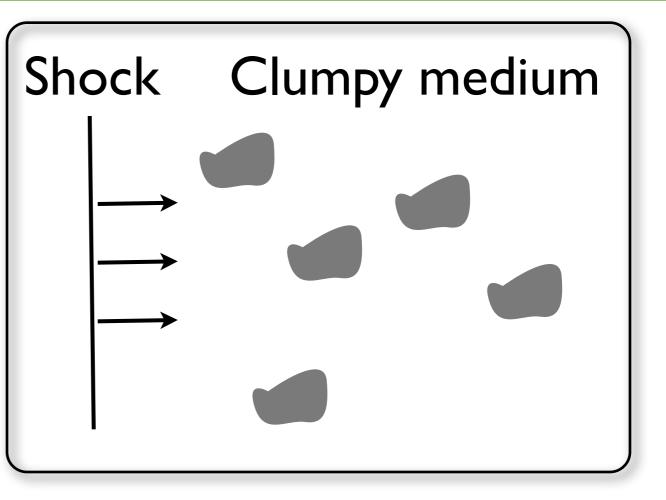
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#### **3D RMHD Simulation of Kelvin-Helmholtz**

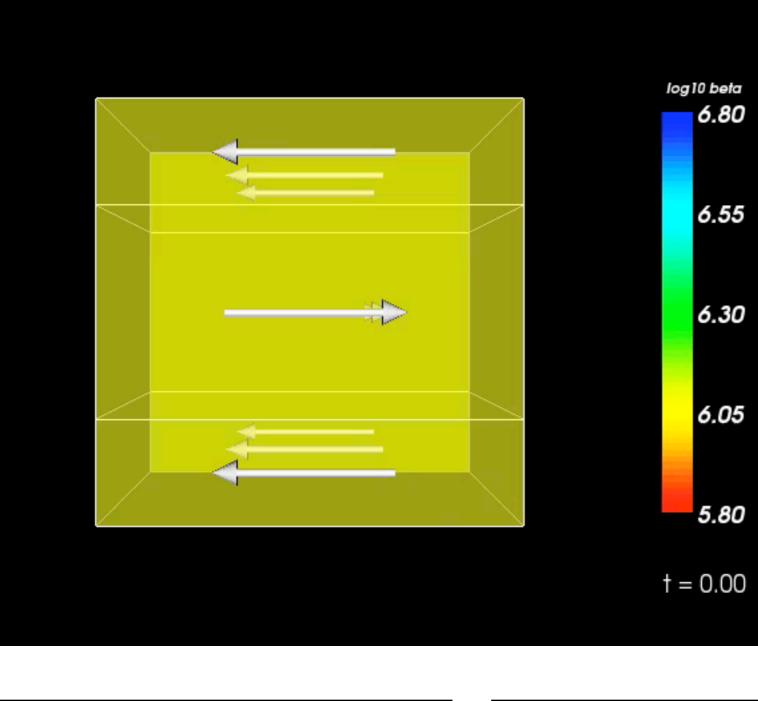
- Velocity shear
- Vortex
- Winding up field
- Instability grows
- Turbulence
- Stretching & folding
- Field amplification

Zhang, MacFadyen & Wang (2009)

1024 x 1024 x 1024

Initial: 
$$v = 0.5 c$$
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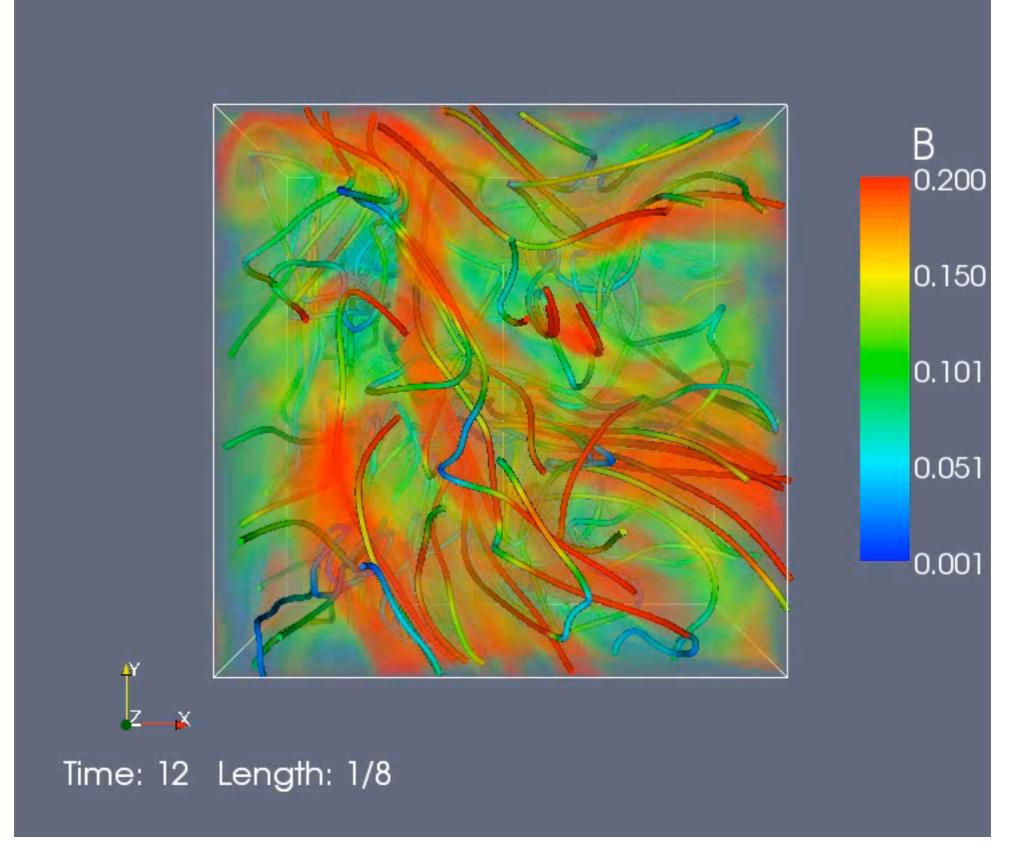
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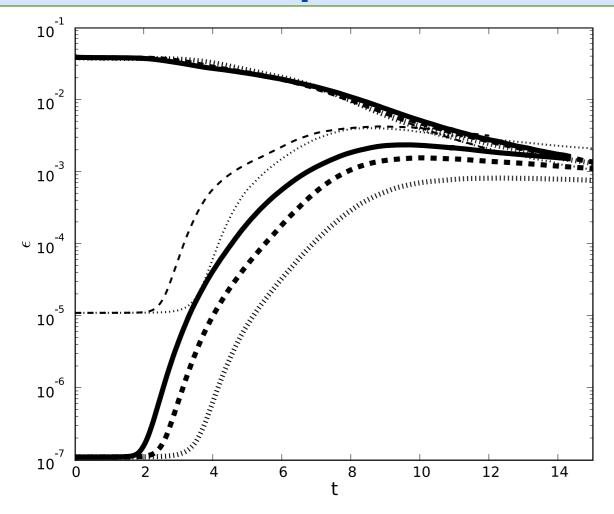
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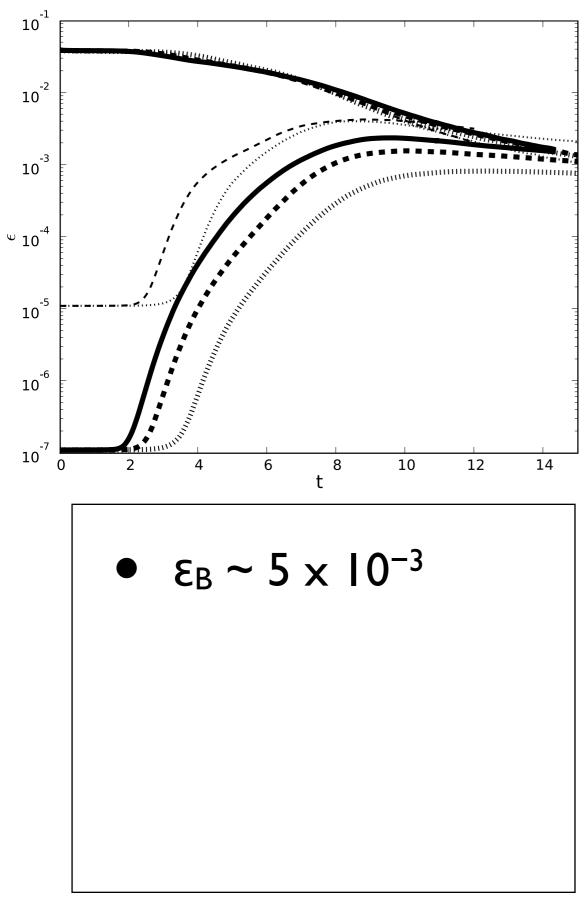
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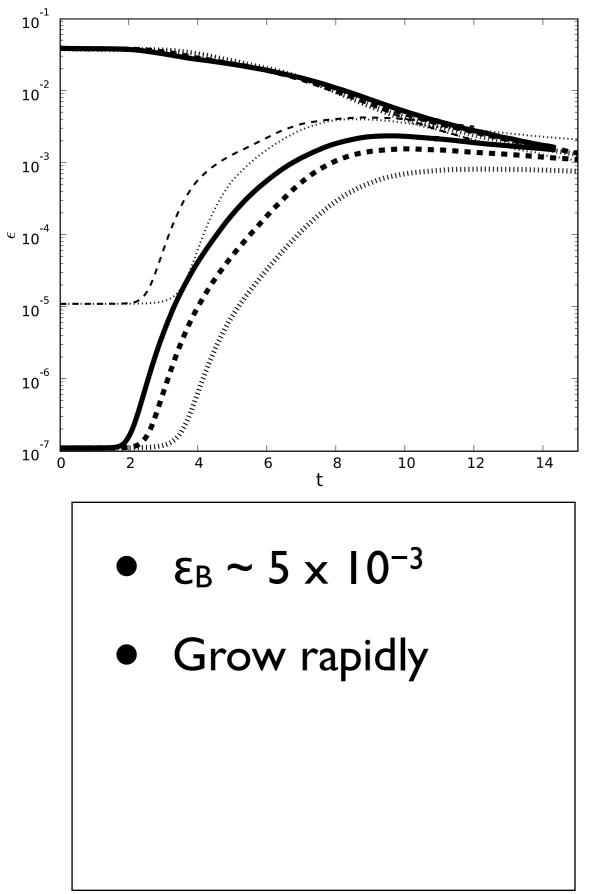
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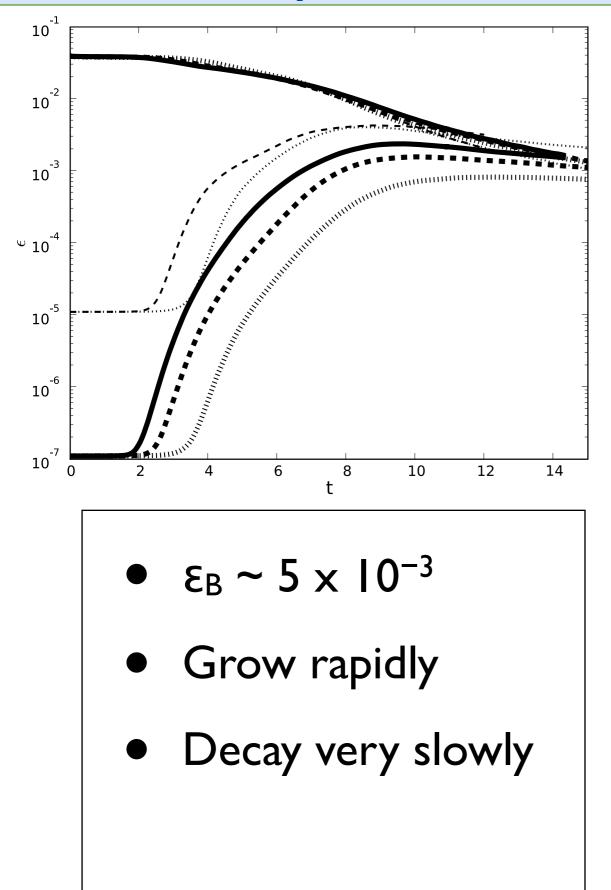
## Magnetic Field Structure

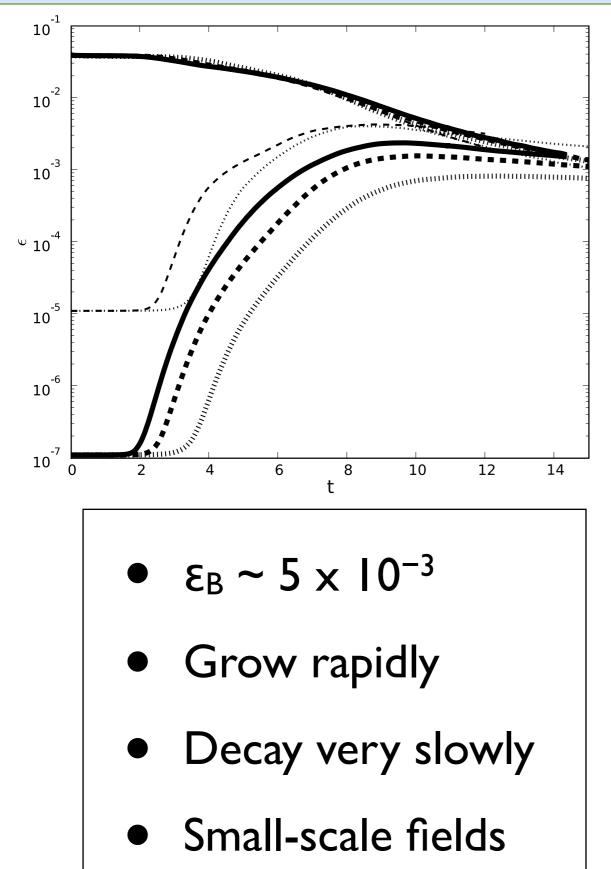












(a)

(b)

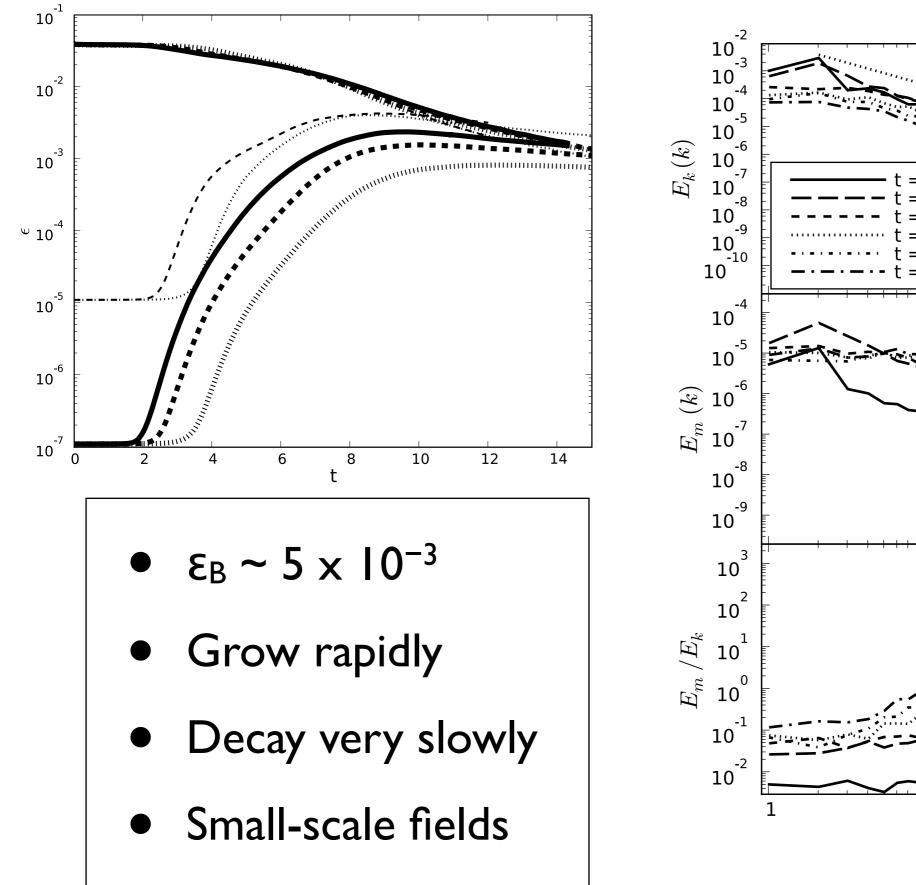
(c)

100

10

 $k/2\pi$ 

5/3



#### Particle + MHD

