### Core-collapse Supernova Simulations with the Boltzmann-neutrino-transport Akira Harada (UTAP)

### Core-collapse supernovae

- Core-collapse Supernovae:
  - explosive death of massive star
- · Stellar core-collapse

 $\rightarrow$  explosion by released gravitational energy



SN1987A ©NASA, ESA/Hubble

### Stellar core bounce

- Core-collapse by iron photodissociation/electron capture reactions
- · Finally, the collapse is stopped by nuclear force
- The bounce shock is launched
- The energy of the shock is lost by photodissociation
   The shock stalls



# Neutrino heating mechanism

- How to revive the shock?
- The gravitational energy is contained in protoneutron star.
- PNS evolves to be NS with emitting neutrinos
- The neutrino heating mechanism: emitted neutrinos heat the shock to revive.





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- observed energy: 10<sup>51</sup> erg, simulated energy: 10<sup>50</sup> erg
- neutrino transport: not Boltzmann eq., but approx. eq.
- even qualitatively different results
  - Observed explosion is not yet reproduced

*v*-transport

Dimensionality



# Our work



## Our work

#### Acceleration terms to track the PNS PNS kick may be found (Nagakura in prep.)

Boltzmann equation

$$\frac{\mathrm{d}x^{\alpha}}{\mathrm{d}\tau}\frac{\partial f}{\partial x^{\alpha}}\bigg|_{p^{i}} + \left.\frac{\mathrm{d}p^{i}}{\mathrm{d}\tau}\frac{\partial f}{\partial p^{i}}\right|_{x^{\alpha}} = 0$$

$$= (-p^{\alpha}\hat{u}_{\alpha})S_{\mathrm{rad}}$$

Newtonian Hydrodynamics

$$\begin{aligned} \frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \boldsymbol{v}) &= 0 \qquad \qquad \frac{\partial \rho Y_{\rm e}}{\partial t} + \nabla \cdot (\rho \boldsymbol{v} Y_{\rm e}) = \rho \Gamma \\ \frac{\partial \rho \boldsymbol{v}}{\partial t} + \nabla \cdot (\rho \boldsymbol{v} \boldsymbol{v} + P \boldsymbol{I}) &= -\rho \nabla \Phi + \boldsymbol{M}^{i} + \rho \dot{\boldsymbol{\beta}} \\ \frac{\partial \rho (e + \frac{1}{2}\boldsymbol{v}^{2})}{\partial t} + \nabla \cdot \left(\rho \boldsymbol{v} (e + \frac{1}{2}\boldsymbol{v}^{2} + \frac{P}{\rho})\right) &= -\rho \boldsymbol{v} \cdot \nabla \Phi + Q + \rho \boldsymbol{v} \cdot \dot{\boldsymbol{\beta}} \end{aligned}$$

•Newtonian Gravity  $\Delta \Phi = 4\pi G \rho$ 

# Our work

LS EOS Explode



### FS EOS Fail

Nagakura+(2018)

- · The Boltzmann-radiation-hydrodynamics code
- $\cdot$  There are several EOS models
  - EOS comparison paper: LS VS FS
- The simulation with LS EOS shows shock revival, but probably due to an artifact of the single-nuclear approximation
- · Detailed analysis will appear (Harada in prep.)

### Rotation

Both positive and negative effects on shock revival
Neutrino distributions are distorted

- (Thanks to the Boltzmann solver,) The accuracy of approximation is checked.
- Presented in Harada+ (2019)



Setup

- 11.2 M⊙ progenitor of Woosley+ (2002)
- Shellular rotation (almost the fastest according to current stellar evolution theory)  $\Omega(r) = \frac{1 \operatorname{rad}/s}{1 \operatorname{rad}/s}$

$$^{\prime}$$
  $^{-}$  1 + ( $r/10^{8} \, {\rm cm}$ )<sup>2</sup>

- Furusawa-Shen equation of state
- Neutrino reactions

### Entropy distribution

#### •Time evolution until ~200 ms after bounce.



## Shock evolution

Postbounce evolution until ~200 ms

The difference between rotating & non-rotating model



# Neutrino ang. distribution

#### Distribution functions at ~10 ms after bounce.





# Neutrino ang. distribution

#### Distribution functions at ~10 ms after bounce.



### Moment formalism



### Eddington tensor

Evaluation of M1-closure scheme-Eddington tensor



### Eddington factor

Eddington tensor at ~10 ms after bounce
 spatial distribution of eigenvalues
 ~20% error in M1-closure scheme



### Eddington factor

- Eddington tensor at ~10 ms after bounce
- Comparison between Boltzmann- and M1-Edd. factors
- Information which distinguish these situations may improve the accuracy



Prolateness of distribution
 M1: estimated from deviation
 Outward

actual

inwar

Gravity 1D: fail to explode GR 2D: (sometimes) explode 3D: (sometimes) explode approx. GR Current work Newtonian 1Dapprox. 2DFull-Boltzmann 3D Dimensionality  $\nu$ -transport

Gravity 1D: fail to explode GR 2D: (sometimes) explode 3D: (sometimes) explode approx. GR Current work Newtonian **3D-Boltzmann** approx.

Full-Boltzmann

 $\nu$ -transport

2D

3D

Dimensionality

Gravity 1D: fail to explode 2D: (sometimes) explode 3D: (sometimes) explode Current work 3D-Boltzmann GR-Boltzmann

 $\nu$ -transport

approx

Full-Boltzmann

2D

3D

-GR-Boltzmann-

- Numerical rel.
- GR-hydro
- Boltzmann in curved
   spacetime

Dimensionality



# Summary

- Simulations for the neutrino heating mechanism of CCSNe have been performed.
- The Boltzmann-radiation-hydrodynamics code is one of the most sophisticated code.
- Unique feature is obtained by using the Boltzmann code.

