

Mixing by internal gravity waves in stars: assessing numerical simulations against theory

J. Morton,¹ T. Guillet,¹ I. Baraffe,^{1,2} A. Morison,³ A. Le Saux,⁴ D. G. Vlaykov,⁵ T. Goffrey,^{6, 7} J. Pratt⁸

Context

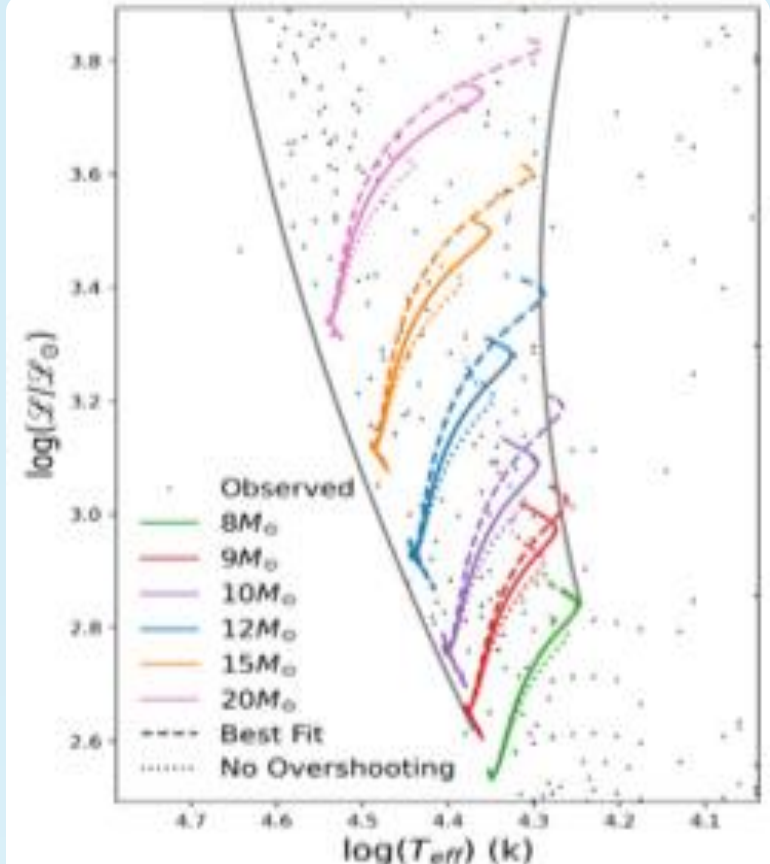
We require **extra mixing atop convective cores**, as suggested by

- colour-magnitude/Hertzsprung-Russell diagrams, [1]
- surface chemical abundances, [2]
- asteroseismology [3]

Convective **overshooting is not strong enough by itself**, [4] especially in stars evolved beyond the zero-age main-sequence (ZAMS), where the Helium stratification hinders radial motion. [5] From numerical simulations, we find **overshooting is reduced by over 60%** by the end of the main-sequence.

Model	l_{ov}/H_p
ZAMS	8.3%
Mid MS	2.8%
TAMS	2.8%

l_{ov} — Overshooting length
 H_p — Pressure scale height



Baraffe et al. 2023 — evolutionary models with/without convective overshooting, vs. observations.

Since overshooting is not enough, we turn to **internal gravity waves (IGWs)** as a potential source of additional mixing.

IGW Mixing Mechanisms

Via non-restorative effects of **thermal diffusion**. [7]

The fluid loses a small portion of its entropy to the surroundings during each wave period, displacing its equilibrium.

$$D_{p81}(\omega, r, \ell) = \frac{\epsilon^4 \kappa_T^2 k_p^2}{\omega}$$

with **nonlinearity parameter** $\epsilon = \frac{k_p u_p}{\omega} \lesssim 1$.

Via **sub-wavelength horizontal shearing** motions, leading to Kelvin-Helmholtz instabilities. [8]

This process is enhanced by thermal diffusion, which lowers the threshold for instability.

$$D_{GLS91}(\omega, r, \ell) = \frac{[\ell(\ell+1)]^{3/2} N}{4\pi r^3} \frac{1}{\omega^4} \kappa_T F_{wave}$$

with **wave flux** $F_{wave} = \rho v^2 \cdot u_{g,r}$.

Wave breaking will create efficient mixing, but IGWs are **typically linear** atop convective cores. [7]

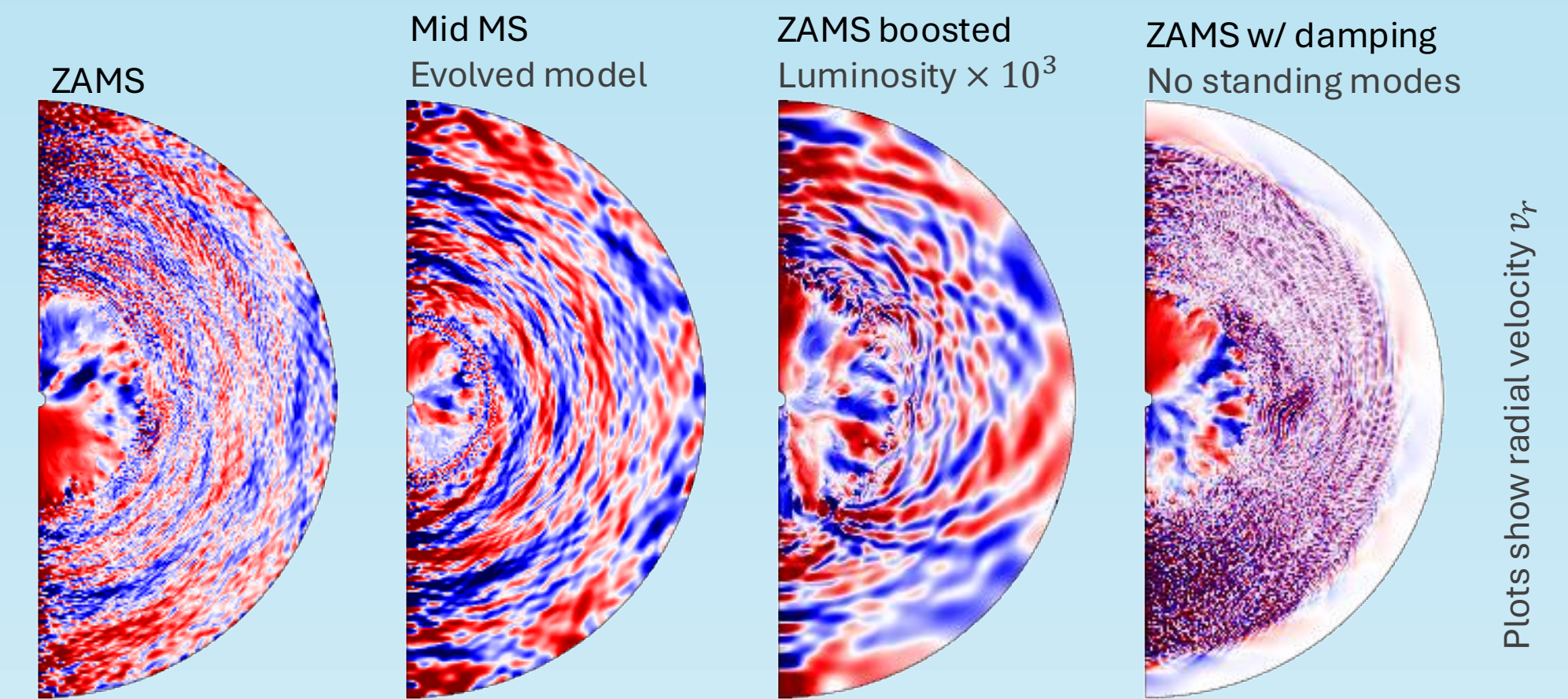
There is *little evidence that any of these mechanisms work in stars*. We will **compute these theoretical predictions for our models and compare with numerical results**.

Numerical Simulations

We perform 2D stellar simulations with the **Multidimensional Stellar Implicit Code (MUSIC)** [6] of a $20M_\odot$ star at the ZAMS and mid-MS evolutionary stages, up to 80% of the star's radius.

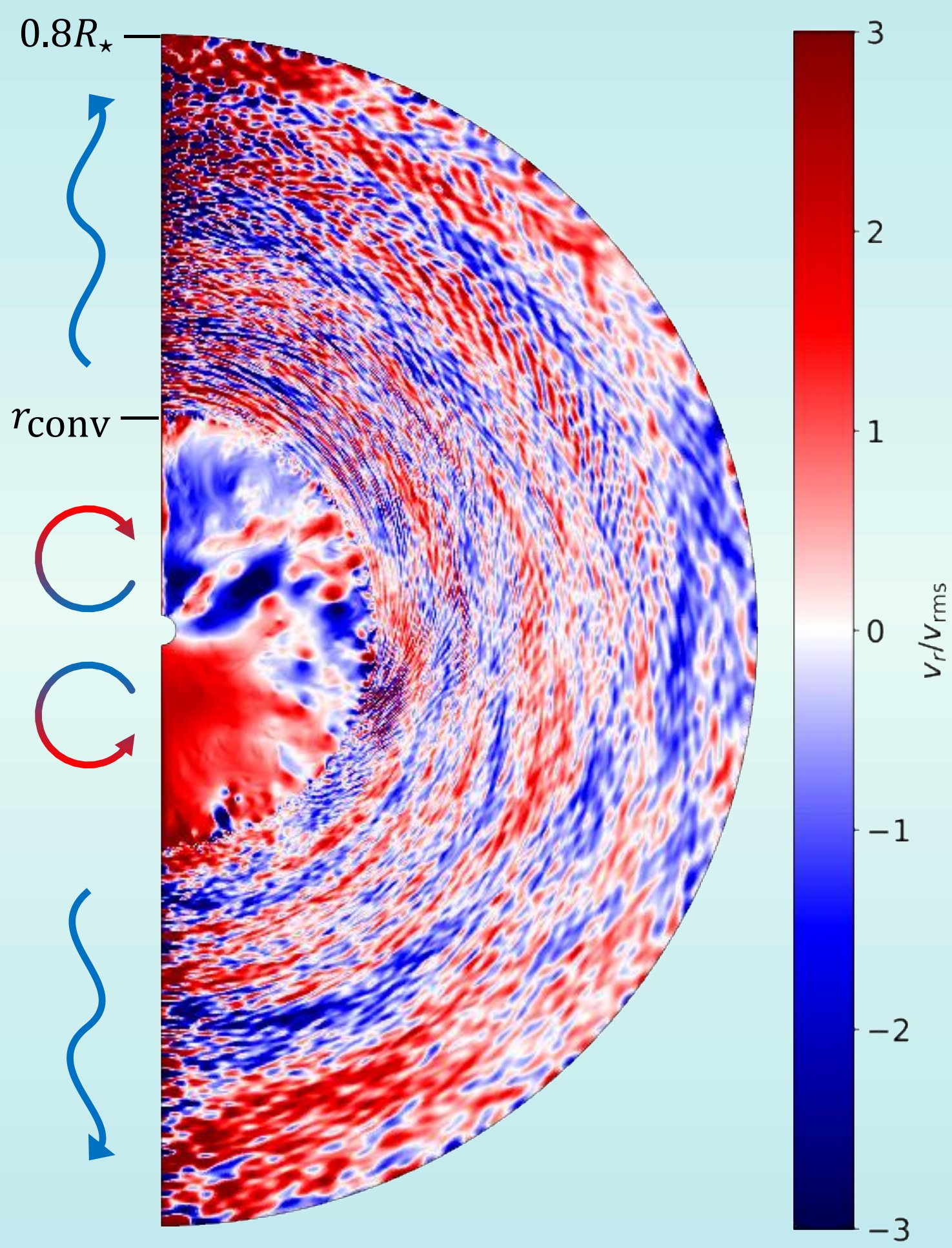
We compute **power spectra** $P[\hat{v}_r]$ of the vertical velocity from simulations, to obtain the power of **each mode** (ω, ℓ) . From this we compute the diffusion coefficients D_{p81} and D_{GLS91} .

We also run a simulation with a **boosted luminosity and thermal diffusivity**, scaled by 10^3 . Larger velocities and higher frequencies give altered wave spectra. A simulation with a **damping layer** at the outer boundary allows us to study the propagating waves independently of g -modes.

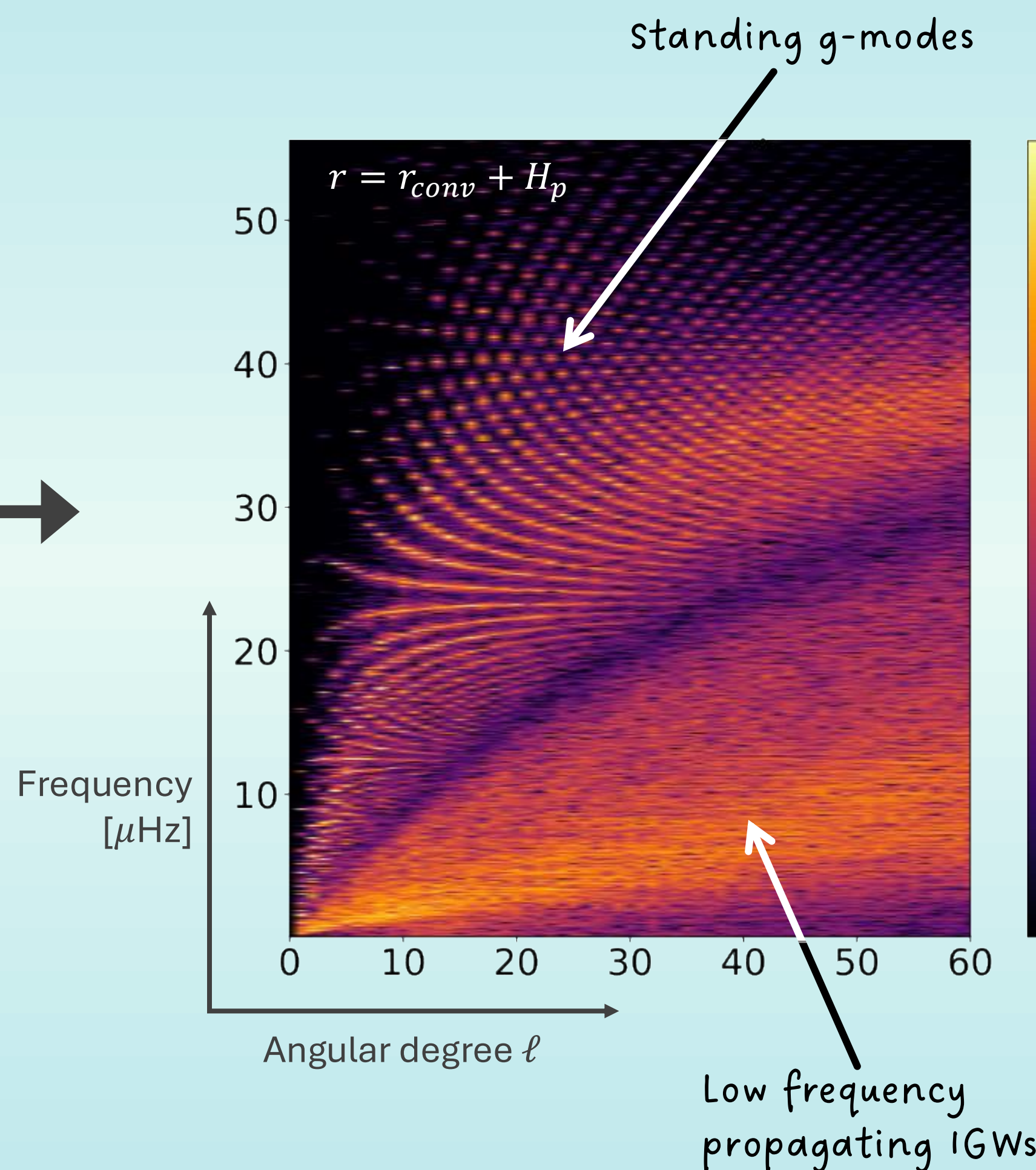


Plots show radial velocity v_r .

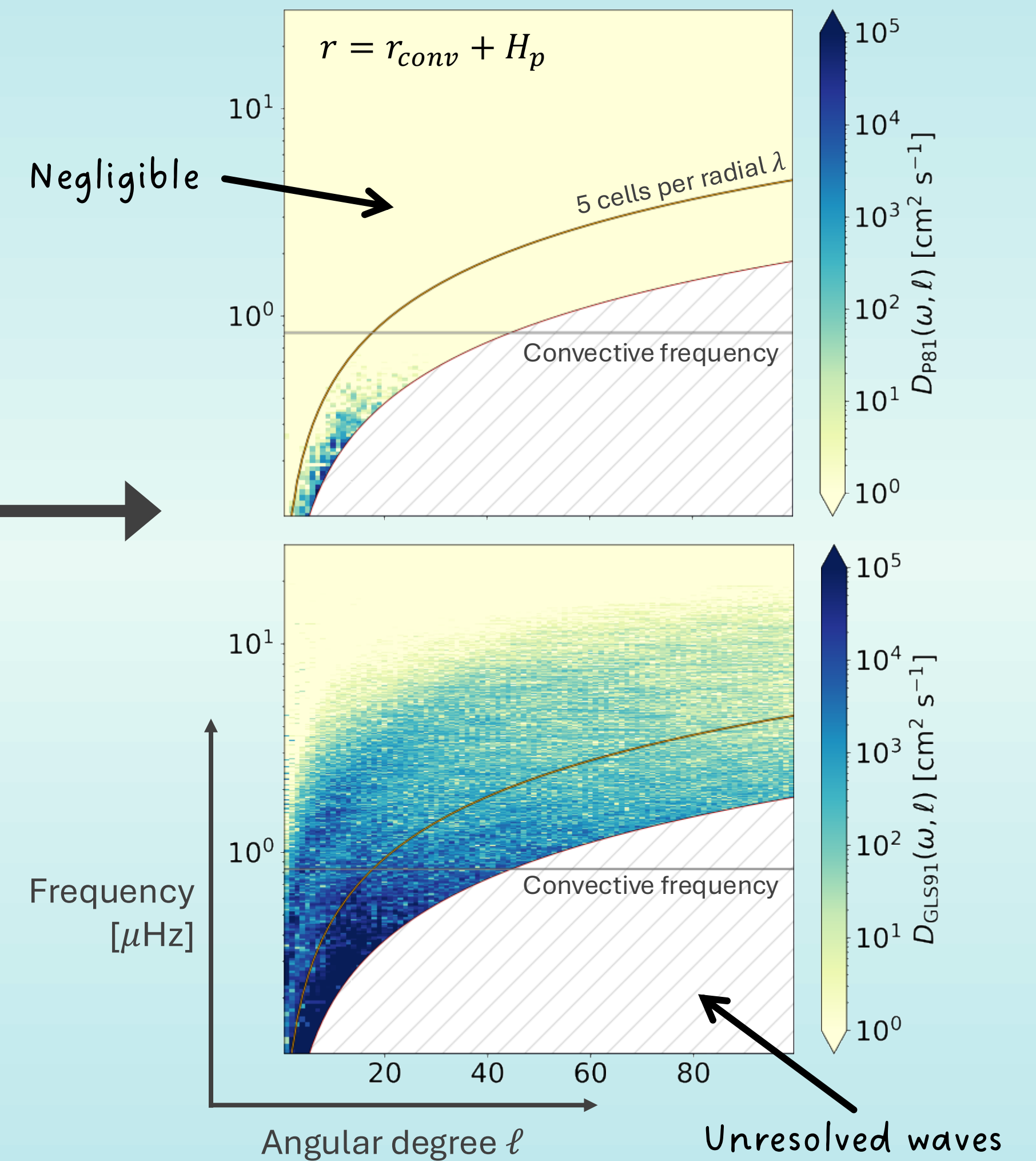
1. Numerical simulations



2. Power spectra

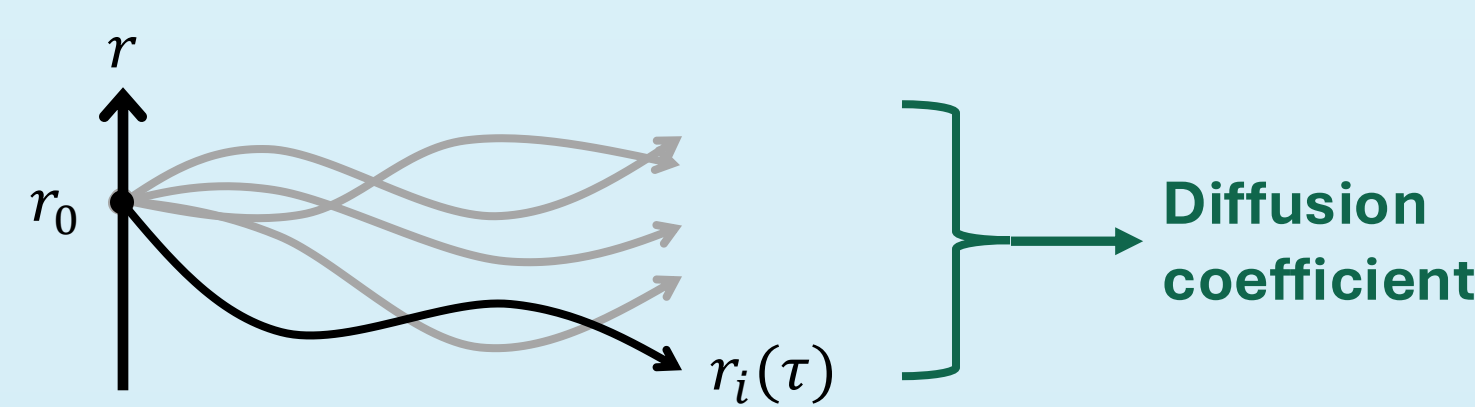


3. Diffusion coefficients



Measuring With Tracer Particles

Lagrangian particles are advected by the velocity field at each timestep in the simulation. We compute a diffusion coefficient from the **mean squared radial displacement** of particles over time. [9]



For the simulation with artificially boosted luminosity, the tracer particles yield **diffusion coefficients smaller than previous studies** by up to two orders of magnitude. [9] Additionally, the process does **not appear diffusive**.

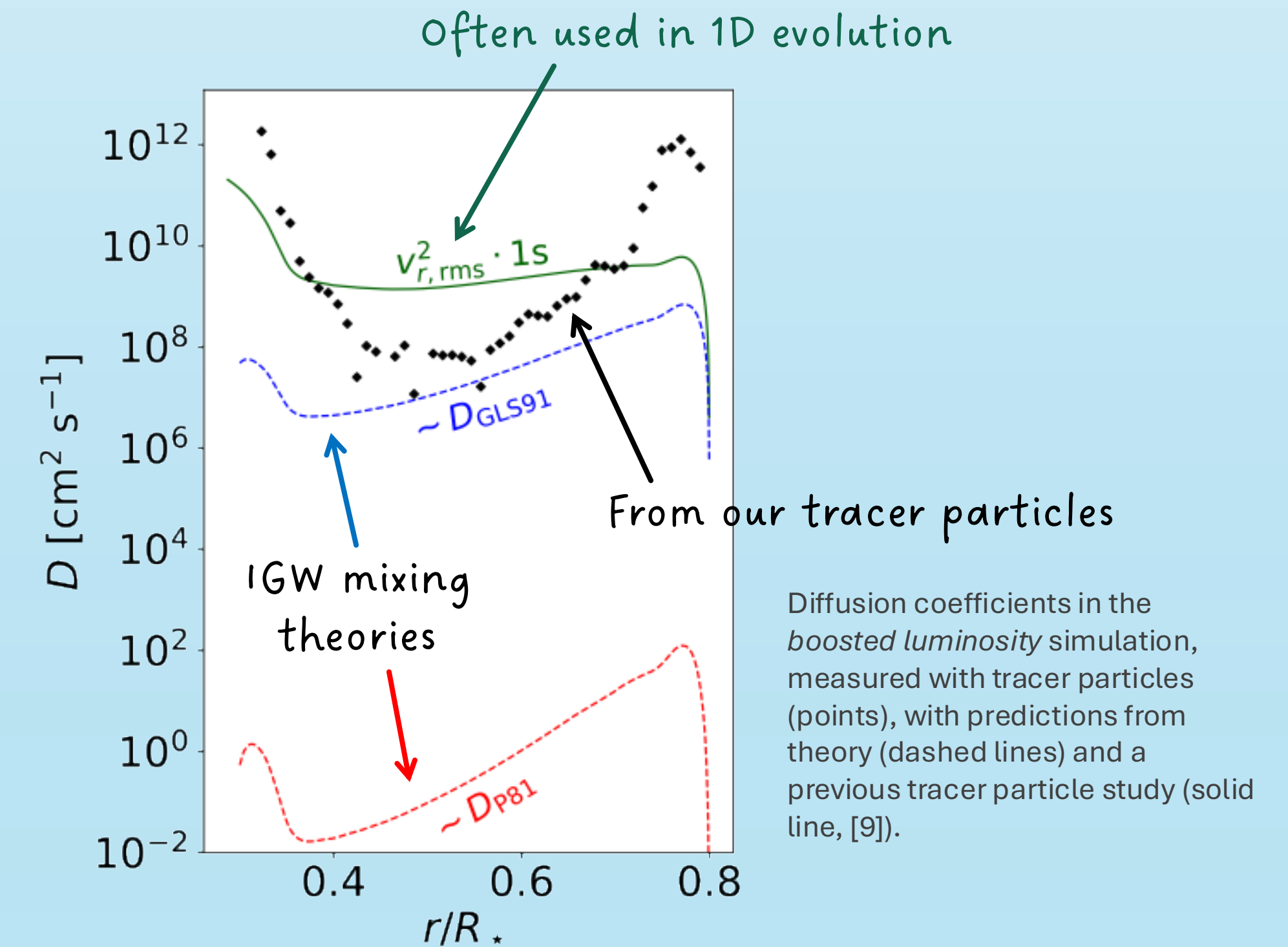
For simulations with "realistic" diffusivities and viscosities, we find tracers particle methods are **prone to numerical artefacts**, since they rely on:

- Small timesteps** to resolve *high frequency* IGWs
- Long simulations** to capture *diffusive timescales*
- A high resolution** to resolve IGWs with *short radial wavelengths*
- Sophisticated interpolation** of velocities to capture Lagrangian displacements between grid points.

In Conclusion...

- Both **theories predict small diffusion coefficients** immediately above the convective core of our non-boosted simulations.
 - Irreversible effects due to thermal diffusion (D_{p81}) are **negligible**.
 - Sub-wavelength shearing gives $D_{GLS91} \sim 10^3 \text{ cm}^2 \text{ s}^{-1}$, and **smaller for more evolved models**, below what can be reliably measured by tracer particles.
- Both theories consider **monochromatic waves**, but the IGWs in stars have a broad spectrum. Attempts to include this in theories (e.g. [10]) are limited.
- Tracer particles** in stellar simulations are often **prone to numerical issues**, due to the range of spatial and temporal scales.
- Diffusion coefficients from tracer particle methods are **used without scrutiny** in 1D stellar evolution codes e.g. [11]
- Where tracer particles do work in a simulation with *artificially enhanced luminosity*, we find **slower mixing than previous studies**. Resulting diffusion coefficients cannot be scaled back to non-enhanced cases. [12]

Commonly quoted theories for chemical mixing by IGWs in stars act **very slowly**. Numerical results from tracer particle methods **do not match** with these theories and are **prone to numerical artefacts** for "realistic" wave spectra.



What's Next?

Connecting theory with numerical simulations in setups with reduced complexity:

- Monochromatic/enforced IGW spectra
- Small domains with high resolutions

Can we see these theoretical mechanisms working?

How do they apply to a spectrum of waves, and g -modes?

