

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



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Context

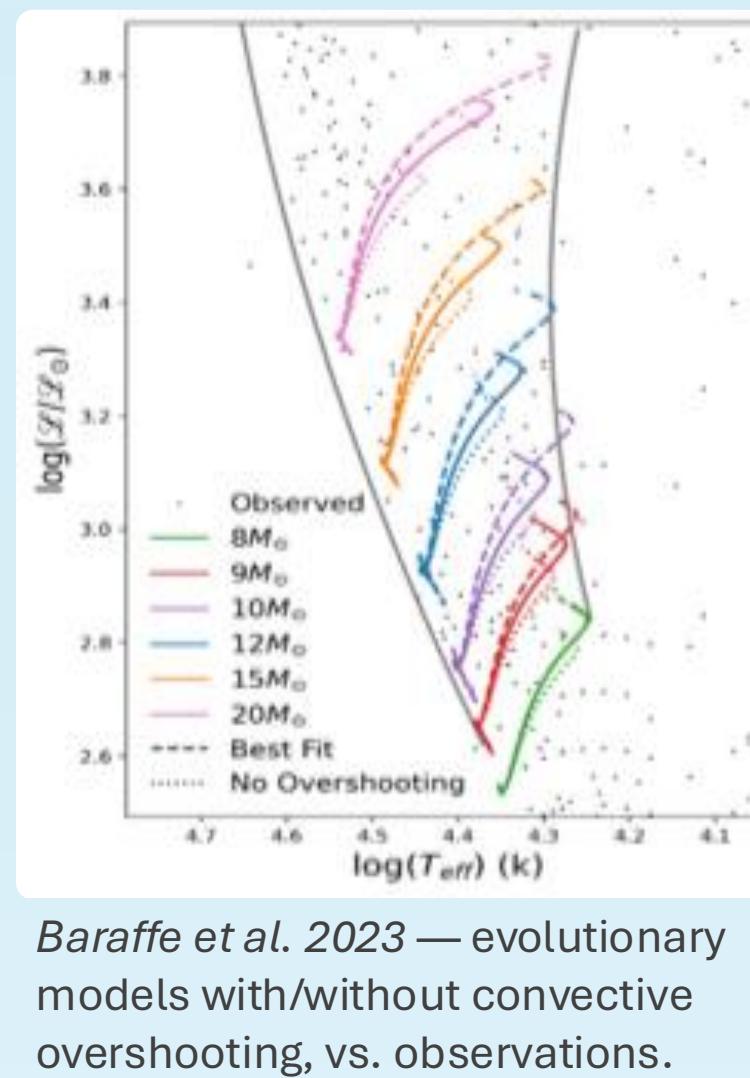
We require **extra mixing atop convective cores**, as suggested by
 colour-magnitude/Hertzsprung-Russell diagrams, [1]
 surface chemical abundances, [2]
 asteroseismology [3]

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



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.

$$D_{\text{P81}}(\omega, r, \ell) = \frac{\epsilon^4 \kappa_T^2 k_v^2}{\omega}$$

with **nonlinearity parameter** $\epsilon = \frac{k_v u_v}{\omega} \lesssim 1$.

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.

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

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

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

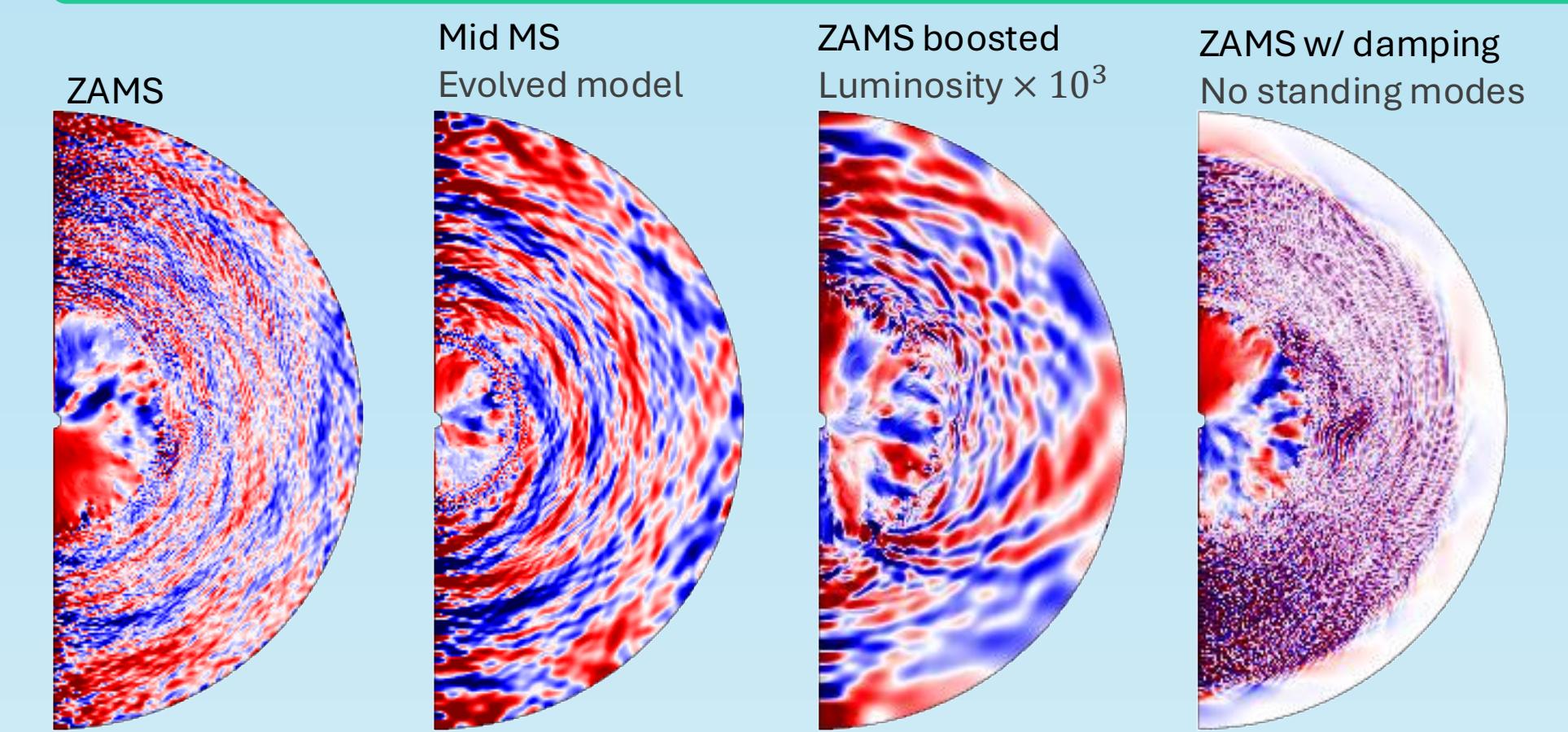
We perform 2D stellar simulations with the **Multidimensional Stellar Implicit Code (MUSIC)** [6] of a $20M_\odot$ star at the ZAMS and mid-MS evolutionary stages, up to 80% of the star's radius.

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} .

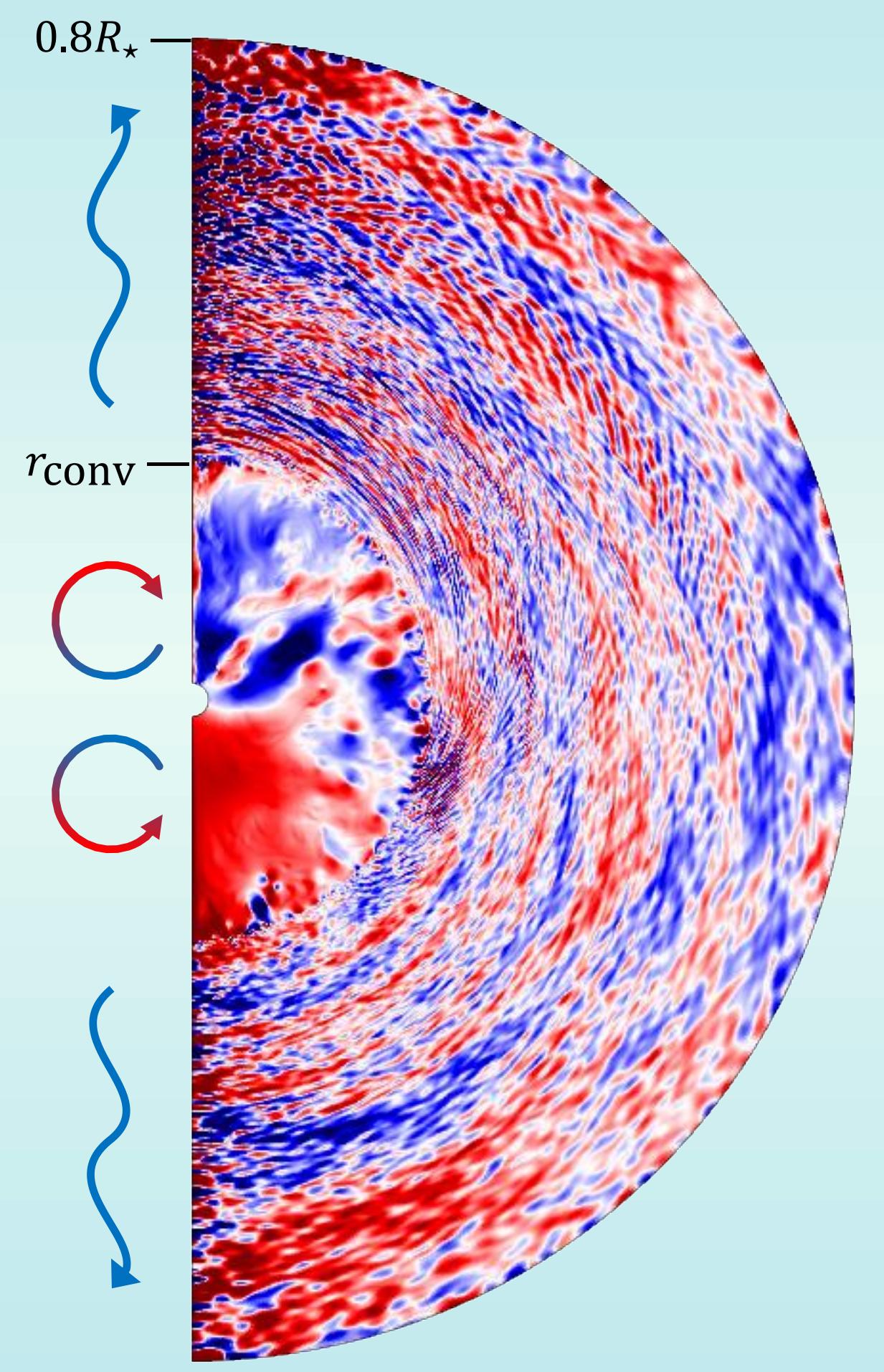
$$\begin{aligned} v_r(t, r, \theta) &\xrightarrow{\text{Fourier Transform}} P[\hat{v}_r](\omega, r, \ell) \\ &\xrightarrow{\text{Spherical Harmonics}} P[\hat{v}_r](\omega, r, \ell) \end{aligned}$$

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.

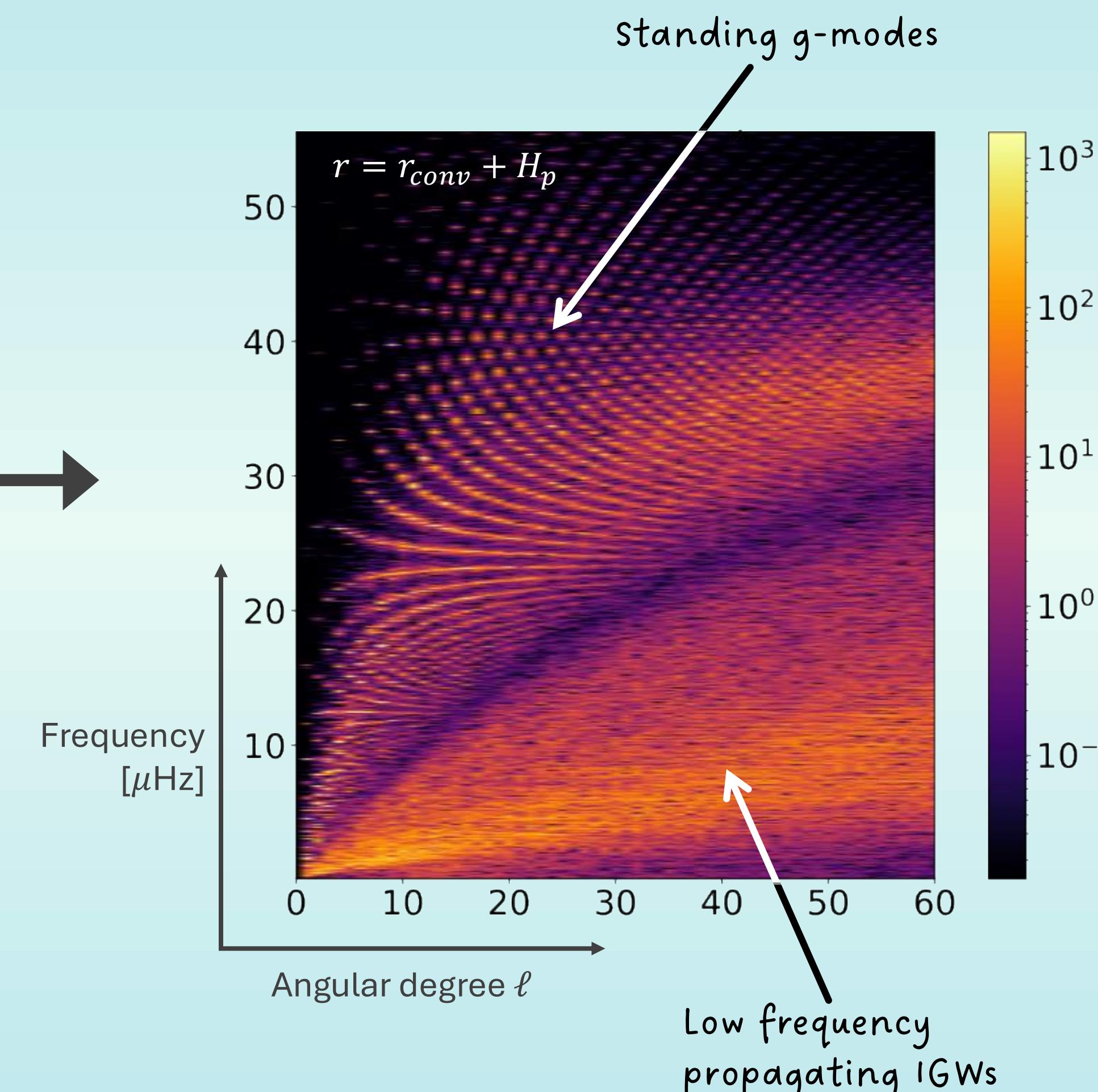
A simulation with a **damping layer** at the outer boundary allows us to study the propagating waves independently of g -modes.



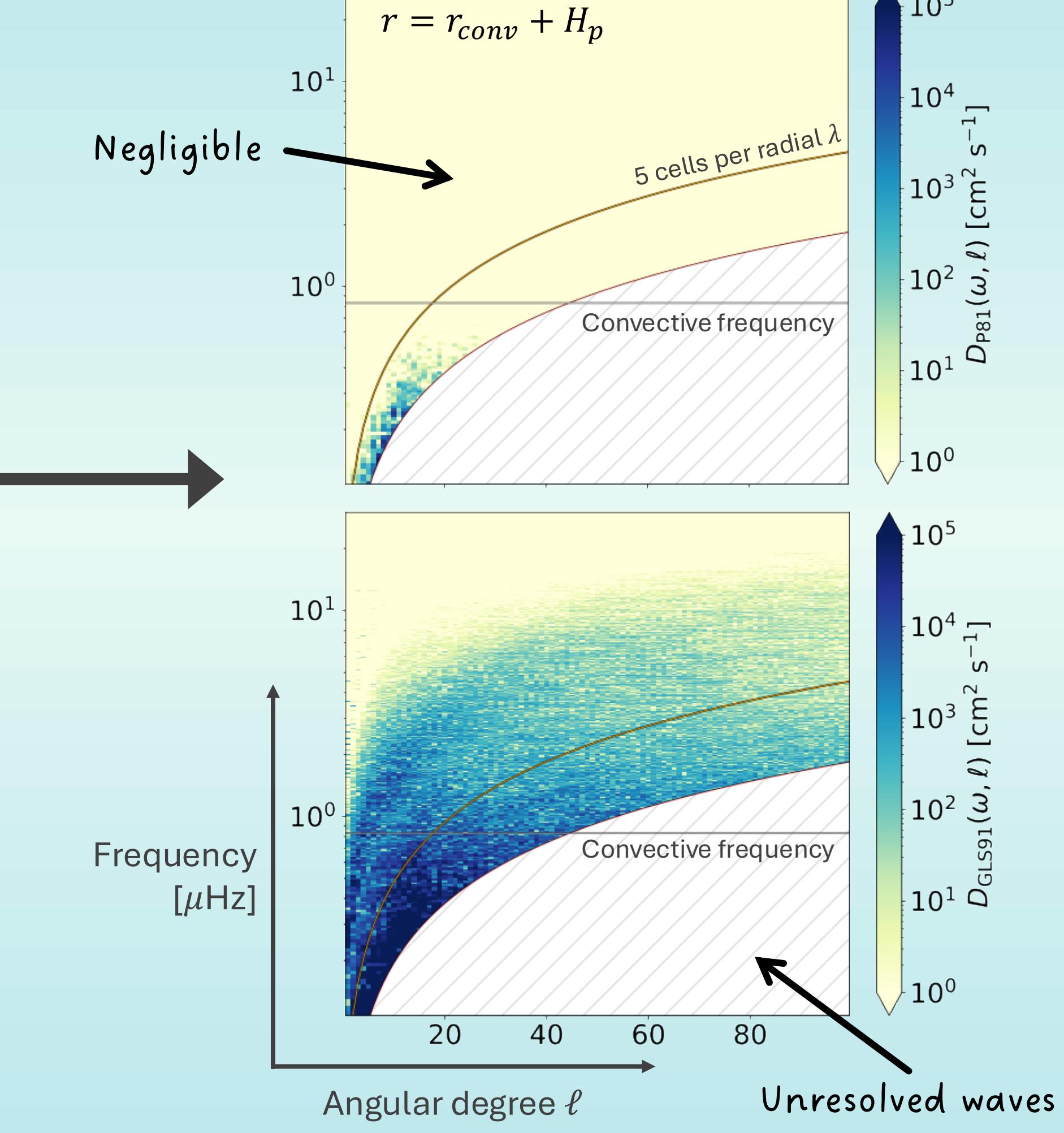
1. Numerical simulations



2. Power spectra

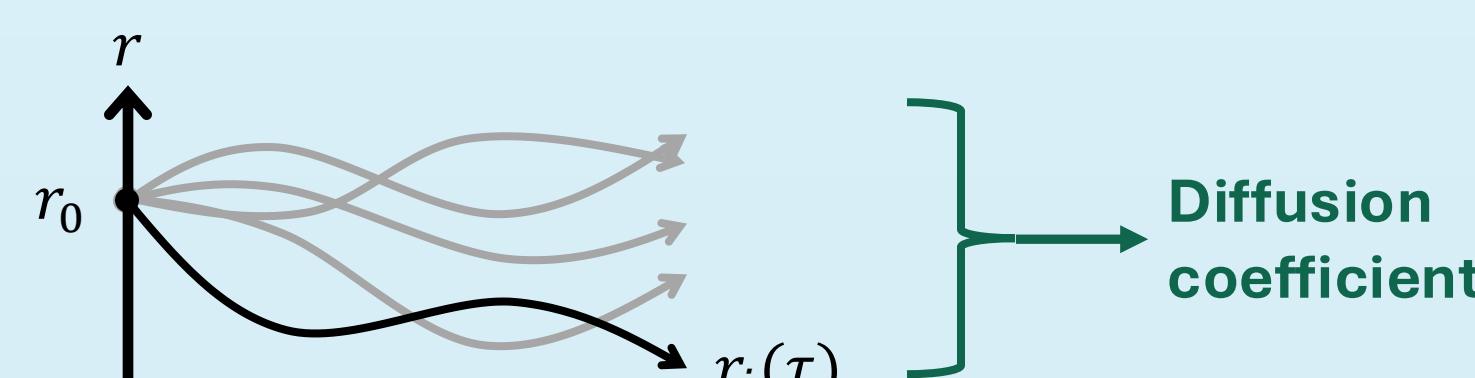


3. Diffusion coefficients



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 tracer particle methods are **prone to numerical artefacts**, since they rely on:

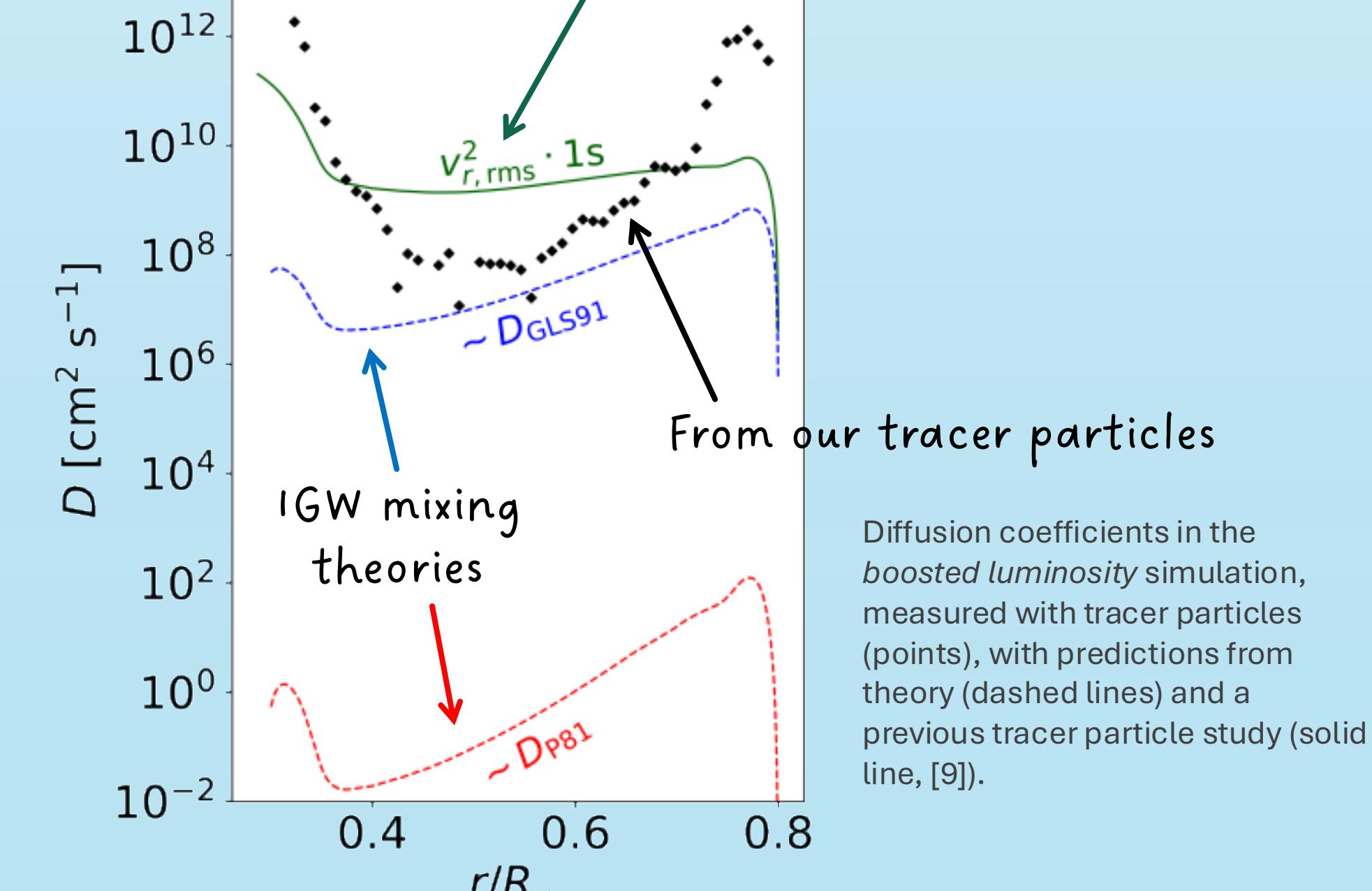
- Small timesteps** to resolve **high frequency IGWs**
- Long simulations** to capture **diffusive timescales**
- A high resolution** to resolve IGWs with **short radial wavelengths**
- Sophisticated interpolation** of velocities to capture Lagrangian displacements between grid points.

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 $D_{\text{GLS91}} \sim 10^3 \text{ cm}^2 \text{s}^{-1}$, 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.

Often used in 1D evolution



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?



- [1] Rosenfield et al. 2017
- [2] Brott et al. 2011
- [3] Burssens et al. 2023
- [4] Baraffe et al. 2023
- [5] Morison et al. 2024
- [6] Viallet, Baraffe & Walder 2011, Viallet et al. 2016, Goffrey et al. 2017
- [7] Press 1981
- [8] Garcia Lopez & Spruit 1991
- [9] Rogers & McElwaine 2017
- [10] Montalbán 1994, Montalbán & Shatzman 1996, 2000
- [11] Pedersen et al. 2018, Li et al. 2023, Michelsen et al. 2023
- [12] Le Saux et al. 2022

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