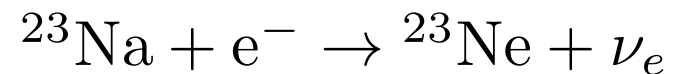


# 3D Low Mach Simulations of Convective Urca Process in White Dwarf

Brendan Boyd

## What is Urca Process?

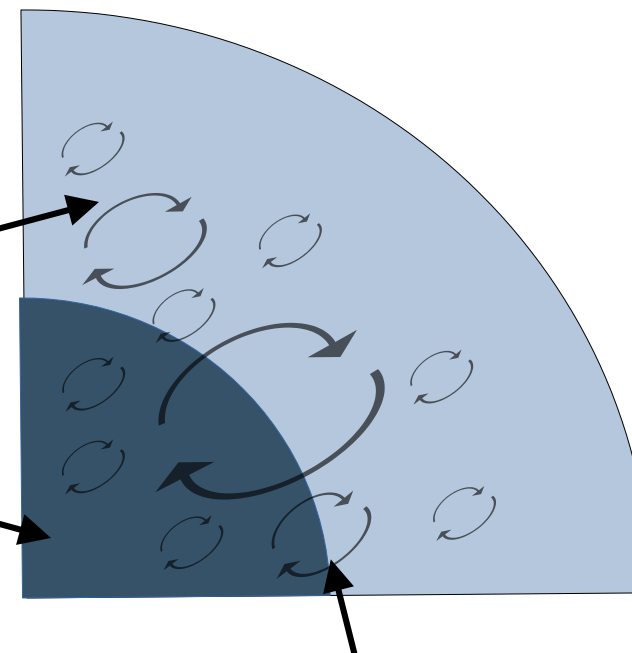
- Pairs of beta decay  $\leftrightarrow$  electron capture reactions. E.g.



- Beta decay at low density (far from core of WD)
- Electron capture at high density (near core of WD)
- Can be important in white dwarfs
  - Remnant of a star, mostly made of Carbon and Oxygen

## Convecting White Dwarf

Carbon burning in core drives convection



Equilibrium zone called **Urca shell**, splits WD

- Material moving across the Urca shell, can repeatedly go through Urca process

## Type Ia Supernovae



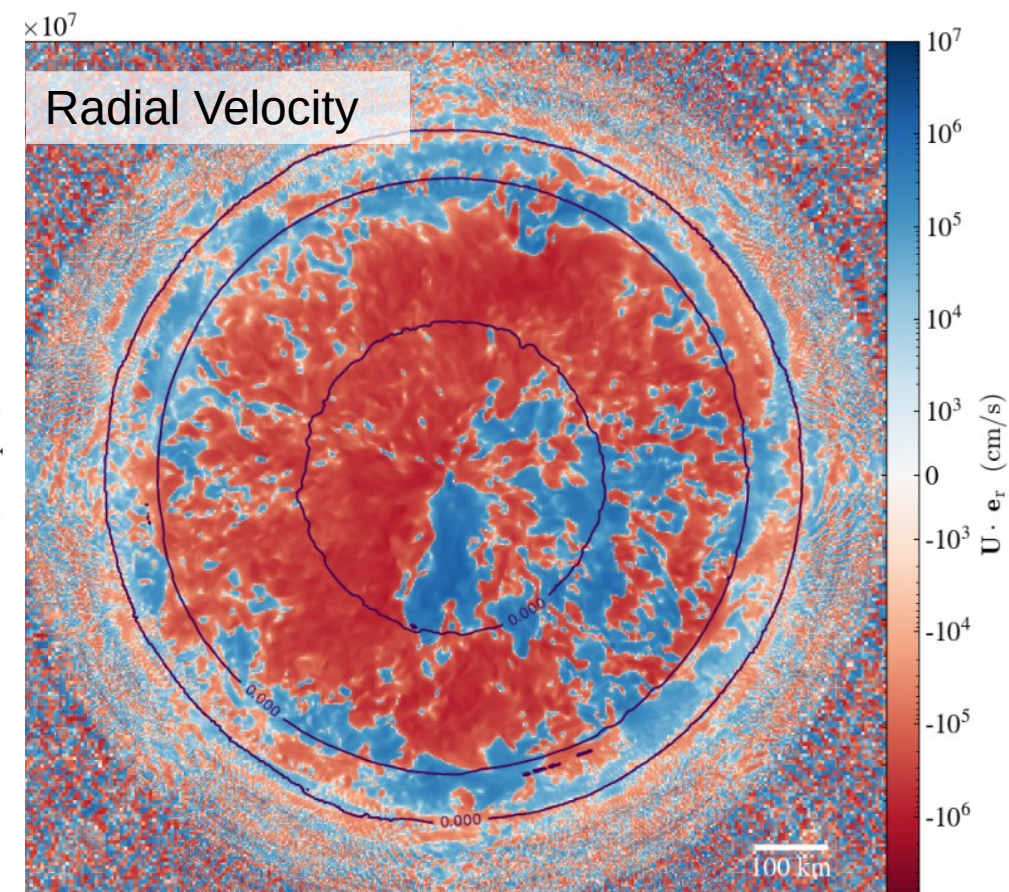
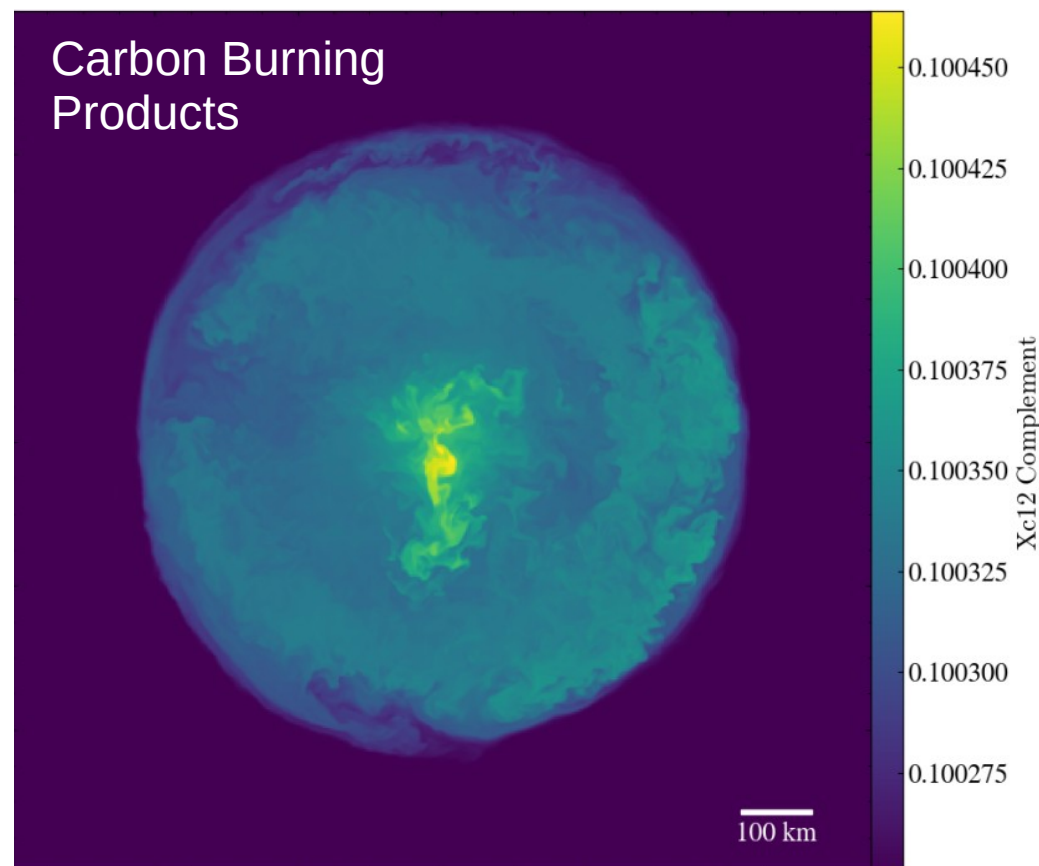
- Incredibly bright and useful distance indicators
- Exploding white dwarf(s)
  - Undetermined how the white dwarf is exploding
- Structure of white dwarf impacts explosion
  - Urca process changes structure

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## MAESTROeX Code

- A Fortran/C++ hydrodynamic grid based code
  - primarily C++
  - Parallelization w/ MPI and OpenMP
  - GPU support w/ CUDA
- Evolve fluid equations (w/ a low mach constraint) and nuclear reactions
- Low Mach code. For slow moving fluids
  - Efficiently models flows
  - Run longer, more accurate simulations than standard hydrodynamic codes



## Simulation Results

- Preliminary findings indicate convection limited to urca shell
  - Restricted convection can influence products of supernova explosion
- Future work to include more urca pairs ( $^{25}\text{Mg}$  /  $^{25}\text{Na}$ ). Test under different white dwarf conditions (temperature and density), and eventually blow up the models!

Scan for  
MAESTROeX

