3D SIMULATIONS OF THE NEUTRINO FAST FLAVOR INSTABILITY

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1. <u>Transients</u> - Can we explain everything we see?



Peak absolute

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Ryan et al. (2020)

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Metzger & Fernandez (2014)

Neutrinos can:

- 1. <u>Cool</u> the disk/remnant
- 2. <u>Drive</u> outflows/jets
- 3. <u>Protonize</u> outflows



Open Questions

- How is the outflow launched?
- When is a <u>black hole</u> formed?
- Does the ejecta match the solar <u>r-process pattern</u>?
- Are we seeing <u>new physics</u>?

<u>So let's model it!</u>

- GR magnetohydrodynamics
- Nuclear equation of state
- Radiation transport



- PROTON
- NEUTRON
- ELECTRON
- NEUTRINO





 $-\rho$, T, Y_e, V, B, METRIC, $\rho_{\text{NEUTRINOS}}$





Parameter studies require many simulations





But approximations induce errors.











Neutrino mass and potential affect velocity.





Neutrino mass and potential affect velocity.



Aside: Plasma Instabilities



Because **charged particles** feel potential from other **charged particles**:

- 1. Perturbation in particle velocities induces electric+magnetic field
- 2. Electric+magnetic field influences particle velocities
- 3. Particle perturbations grow exponentially

Neutrino Plasma Instabilities



Because **neutrinos** feel potential from other **neutrinos**:

- 1. Perturbation in particle flavor induces flavor background
- 2. Flavor background influences particle flavor
- 3. Particle perturbations grow exponentially



- PROTON
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- Neutrino flavor determines nucleosynthesis
- Neutrinos are unstable to fast flavor transformation
- How many of each flavor are present post-instability?

WORK SO FAR



Dispersion Analysis







"Hunting for Crossings"





- PROTON
- NEUTRON
- ELECTRON
- NEUTRINO



Determine **neutrino flavor abundances** after the **fast flavor instability** saturates



AMREX-BASED FLAVOR SIMULATION

- × Particle-in-cell method
- ✗ 3−dimensional
- **X** Arbitrary number of flavors
- X CPU and GPU capable





http://ta.twi.tudelft.nl/dv/users/lemmens/MThesis.TTH/chapter4.html

$$H_{\text{neutrino}} = \sqrt{2}G_F \hbar^3 \int d^3 \nu' (1 - \cos \theta) (f' - \bar{f}') \qquad \frac{d\mathcal{F}}{d\lambda} + \text{force} + \text{drift} = -p^{\mu} u_{\mu} \left(\mathcal{C} - \frac{i}{\hbar c} [\mathcal{H}, \mathcal{F}] \right)$$
Initialize
Particles
Deposit Potential
Move/Evolve

1D Two-Beam Instability (The problem with an analytic solution)







Initial Conditions

"Linear Growth"

Saturation





 $n_{\mu\mu}$

 $n_{\tau\tau}$

 $\mathbf{f}_{\mu\mu}^{(x)}$

 $\mathbf{f}_{\tau\tau}^{(x)}$

0.5

 $n_{e\tau}$

 $n_{\mu\tau}$

 $-- \mathbf{f}_{eu}^{(x)}$

 $- \mathbf{f}_{e\tau}^{(x)}$

 $-\mathbf{f}_{\mu\tau}^{(x)}$

0.4



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Saturation of the isotropic mode kills the growth of the anisotropic mode



The flavor distribution is highly symmetric even after saturation.





1D Parameter Sweep



Ζ



1D Parameter Sweep







We need many more simulations!

"Fiducial" simulation:

Parameter Sweep:

Saturation of the isotropic mode kills the growth of the anisotropic mode

The flavor distribution is **highly symmetric** even after saturation.

3D is similar to 1D, but decoheres more quickly. The growth rate and final flavor content depend on the distribution details. Nucleosynthesis:

Parameter studies will allow **effective treatment of flavor transformation** in neutron star merger simulations.

Numerical Methods:



Effects of flavor mixing are likely **over-estimated** [This was known, but we confirmed.]