

Andy Sproles, ORNL

Nuclear Astrophysics

from the microscopic description of nuclei to
the macroscopic explosion of stars

W. Ryssens and S. Goriely

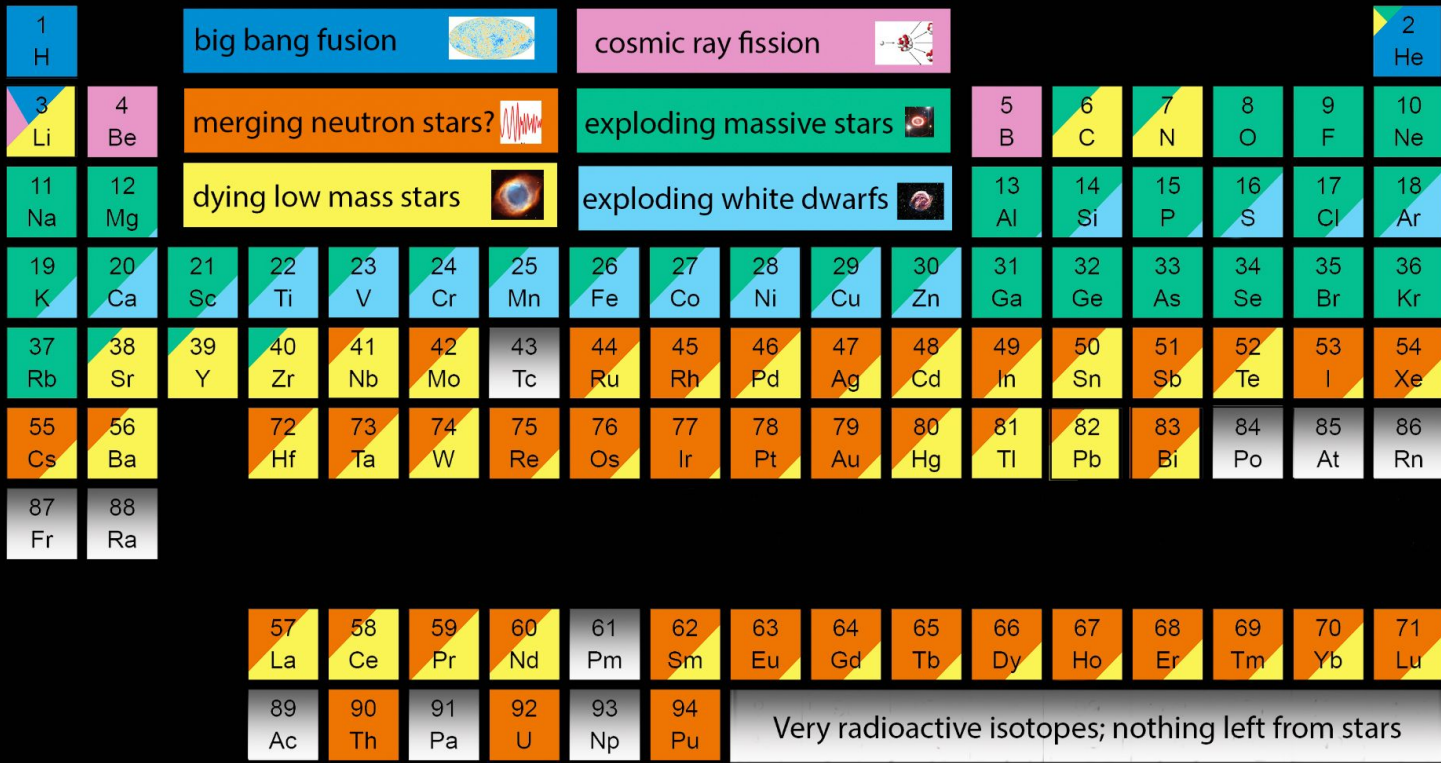
April 21st 2023



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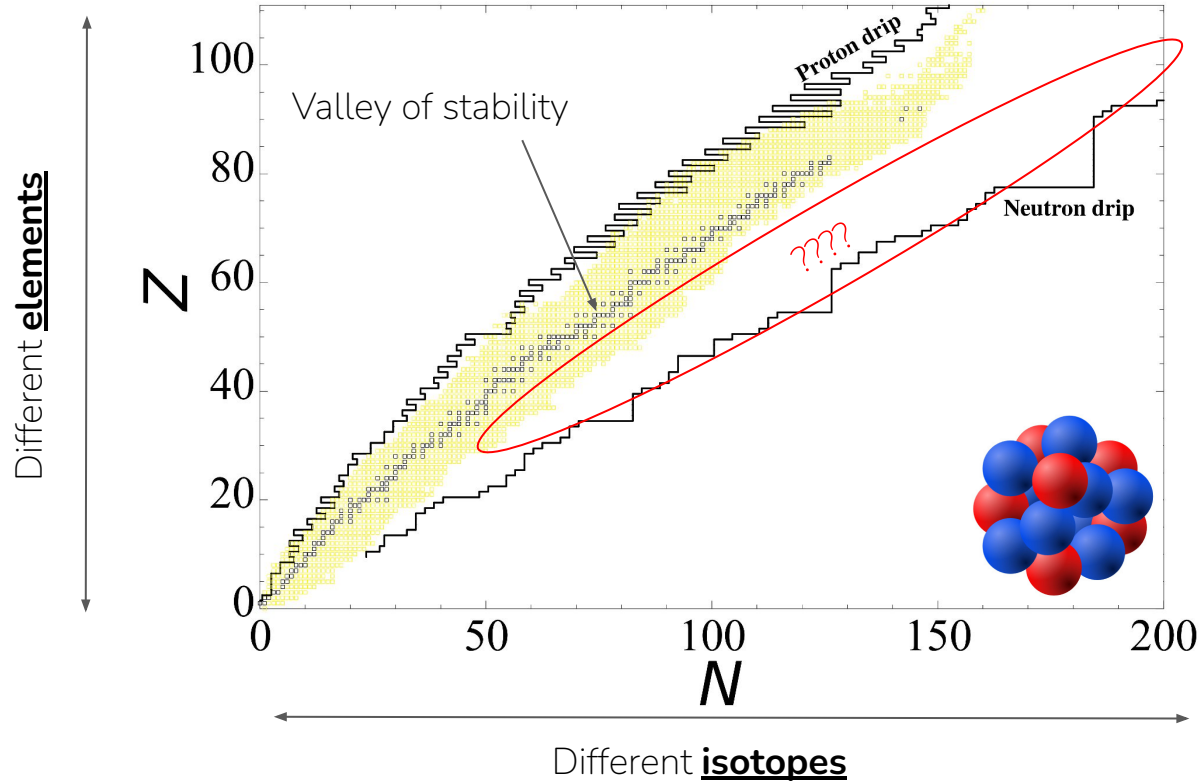




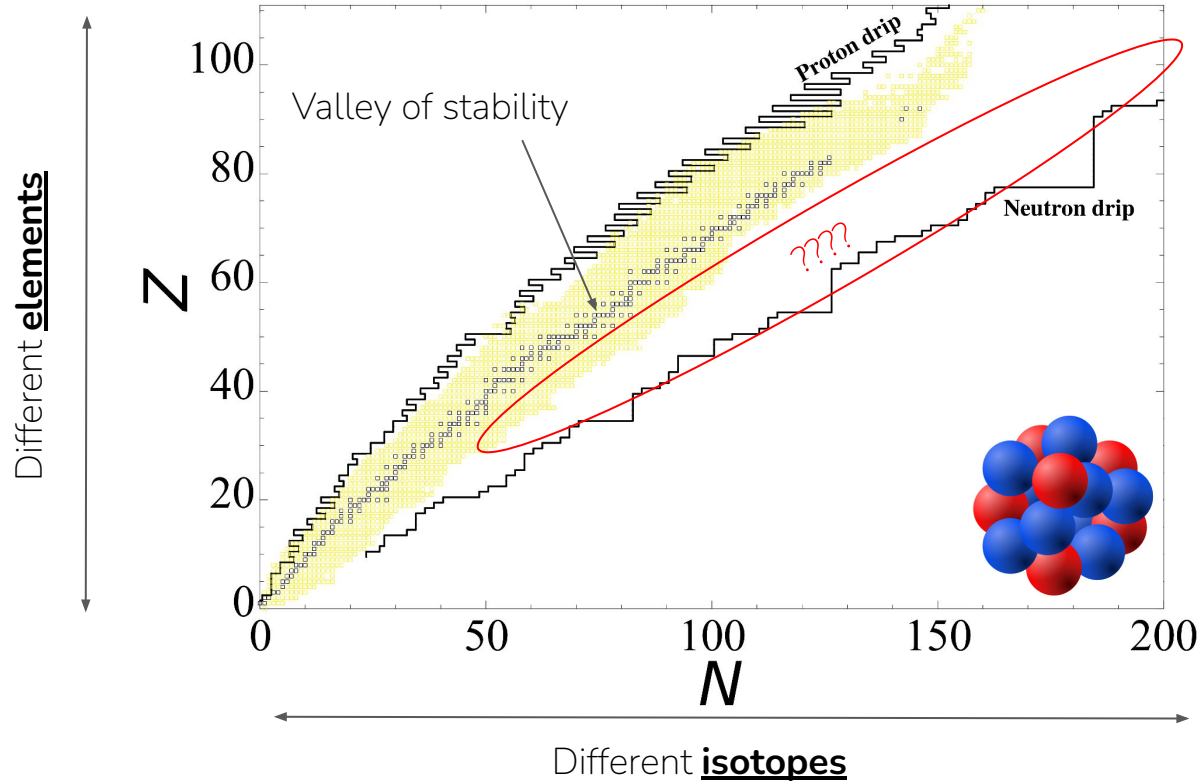
Graphic created by Jennifer Johnson
<http://www.astronomy.ohio-state.edu/~jaj/nucleo/>

Astronomical Image Credits:
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The nuclear chart...



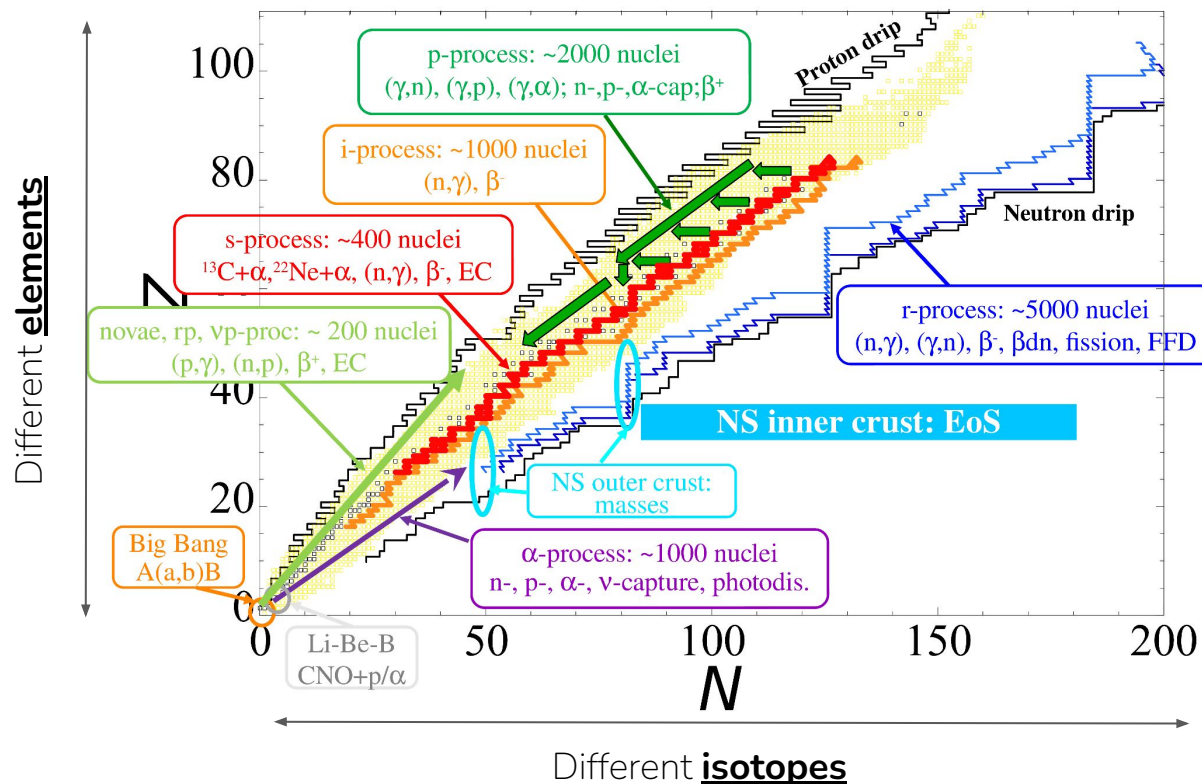
The nuclear chart...



Transmutation

1. neutron capture
2. β^+ and β^- decay
3. different types of fission and many others...

The nuclear chart and the processes traversing it



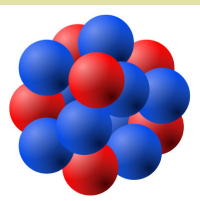
Transmutation

1. neutron capture
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3. different types of fission and many others...

Need for theory!

1. many astrophysical processes
 - r-process, s-process, ...
2. operating in different conditions
 - temperature, density, ...
3. properties of 1000s of nuclei
 - masses, sizes, ...
 - reaction rates

Nuclear physics



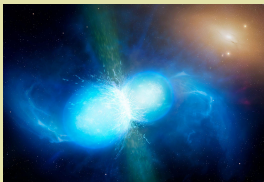
Masses, reaction and decay rates

KU LEUVEN

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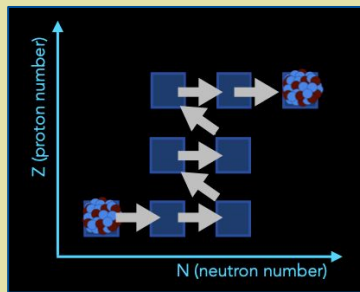
Neutron star
properties

Hydrodynamic simulations



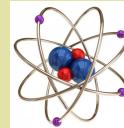
Temperature, densities,

Reaction networks



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Atomic Theory

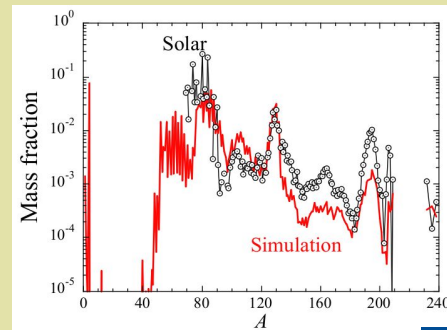


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Opacities

Observables!



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Simulating **one** nucleus

Parameters (N~25)

$$E \sim \int d^3r \left[C^{\rho} \rho(\mathbf{r})\rho(\mathbf{r}) + C^{\tau} \tau(\mathbf{r})\rho(\mathbf{r}) + \dots \right]$$

Energy ~ mass

Nuclear densities

The nuclear many-body problem

- quantum N-body problem
- ... for $A \sim 10 - 300$ particles
- ... with Coulomb interaction
- ... with strong nuclear interaction

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Density Functional Theory with MOCCa

- non-linear optimisation problem

Simulating **one** nucleus

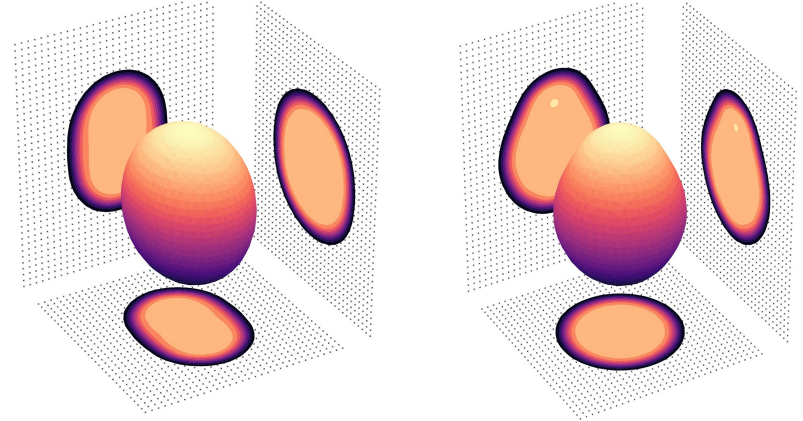
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Energy ~ mass

Nuclear densities

Typical job: 0.3-1h, < 2GB, 1 CPU
Extreme job: 6 - 7h, ~ 4GB, 1 CPU
On LUMI: ?



The nuclear many-body problem

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Nuclear Density Functional Theory

- non-linear optimisation problem
- 3D coordinate space representation
- need to explore different shapes

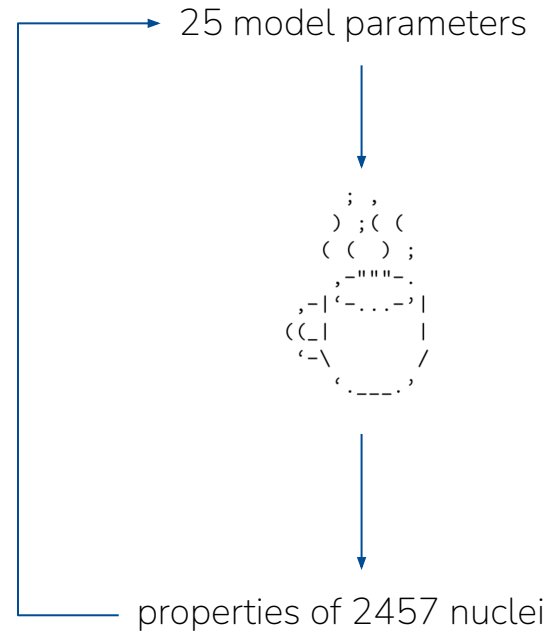
Simulating **7000** nuclei: building models

Fit to experimental data:

- 2457 nuclear masses
- 884 charge radii
- 45 fission barriers

Optimisation problem:

- high-dimensional
- function evaluation ex. costly
- highly non-linear



Simulating **7000** nuclei: building models

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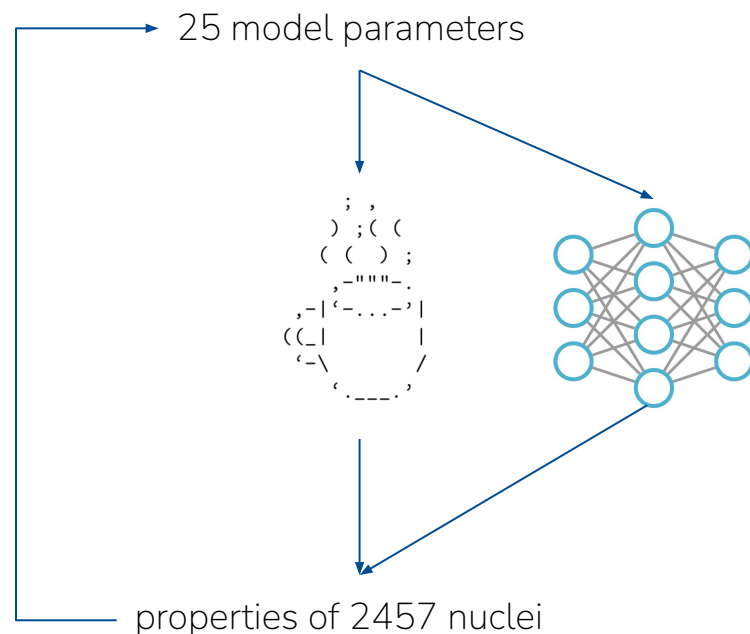
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Machine learning:

- committee of neural networks
- each emulates MOCCa
- efficient exploration of parameter space



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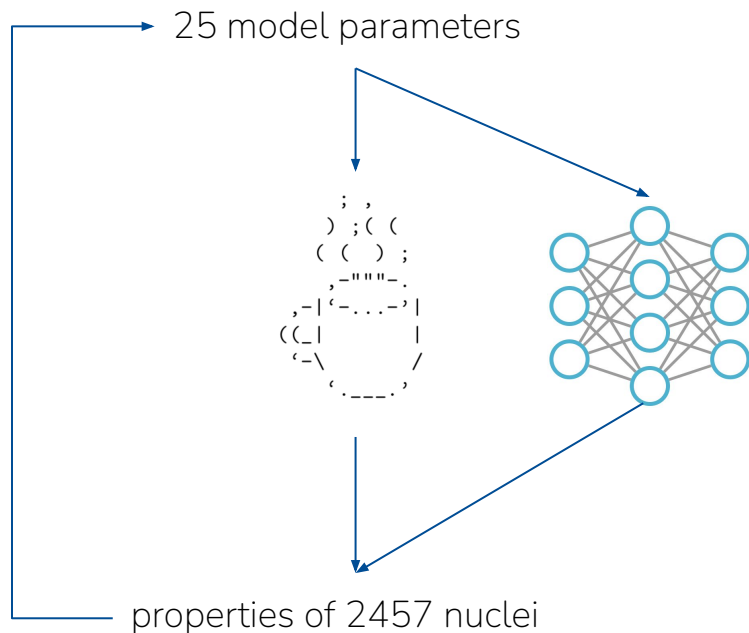
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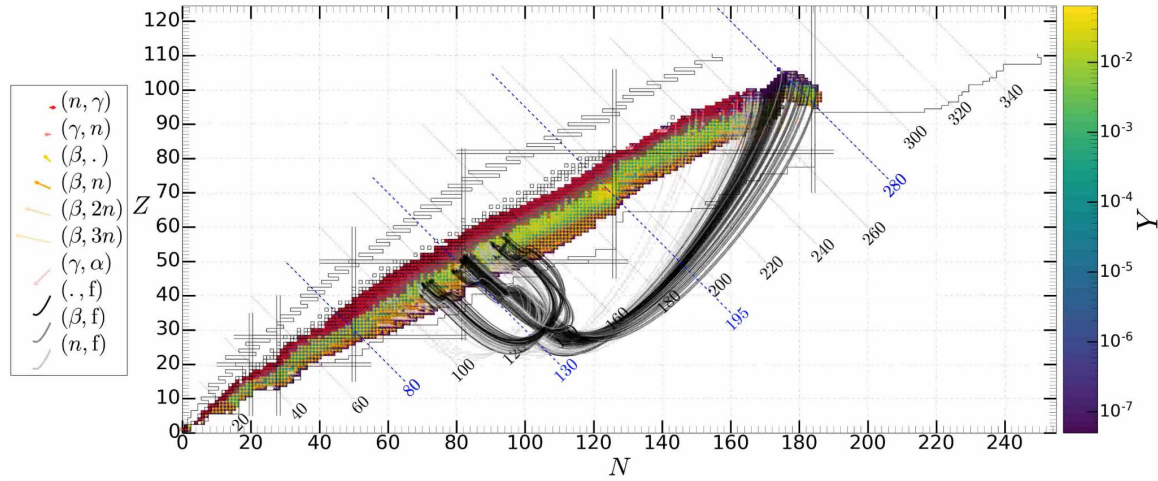
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BSkG3: 1.5 years of development, $\sim 2 \times 10^6$ CPU hours!



Reaction networks

Typical job: 4 days, ~ 1GB, 1 CPU

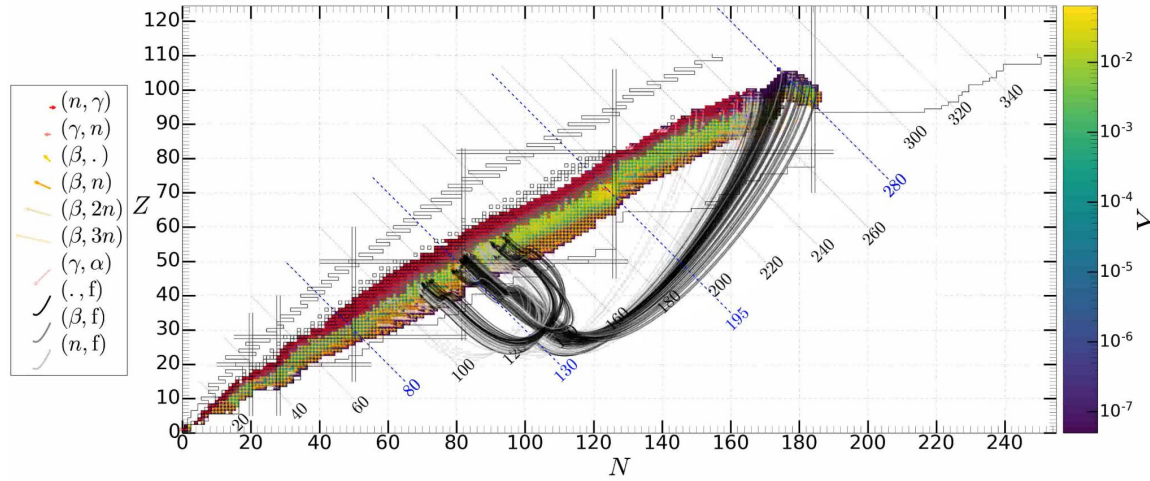


One “trajectory”

- ~ 5000 stiff, coupled, first-order ODEs
- one set of astrophysical conditions
- variable runtime

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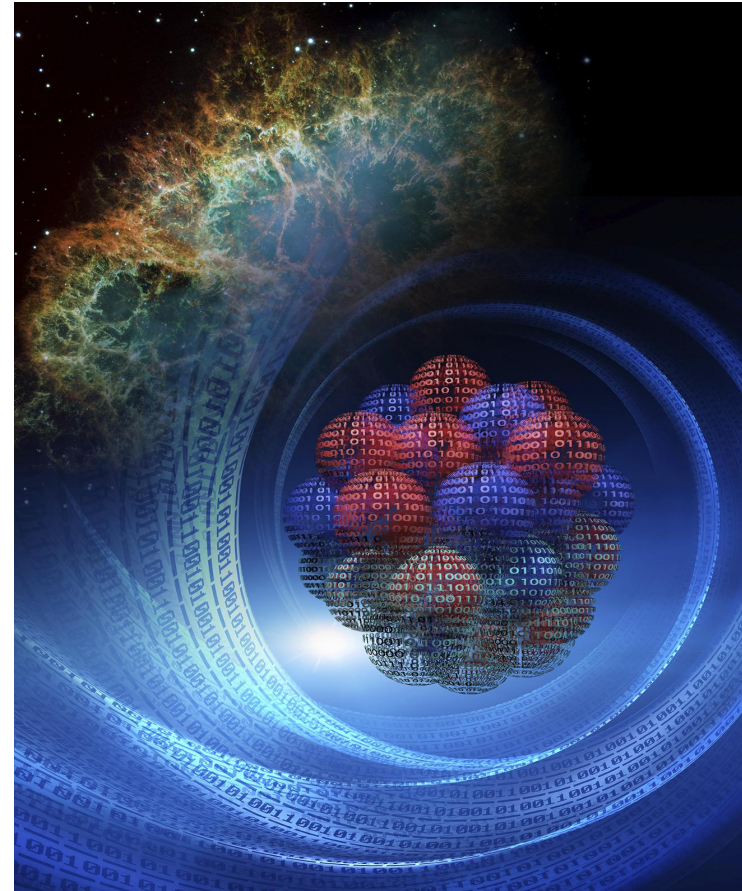
Realistic simulations ~ 1k-2k trajectories

- different colliding stars
- ejecta with different temperatures/densities
- uncertainty study of nuclear models

Conclusion

From the **microscopic** description of **nuclei**
and their **many** properties

- non-linear optimisation problem with 3D geometries
- large-scale parameter adjustments with neural networks
- large-scale calculations for the extraction of reaction rates



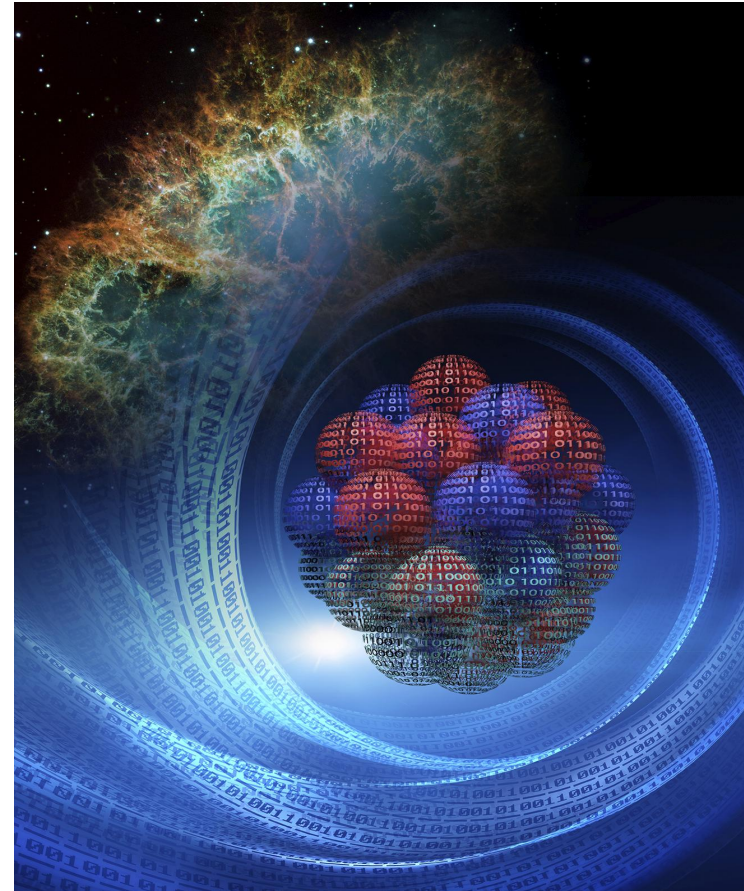
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.... to the **macroscopic** explosion of **stars**

- large reaction-network calculations
- for different thermodynamic conditions
- for different nuclear models



Conclusion

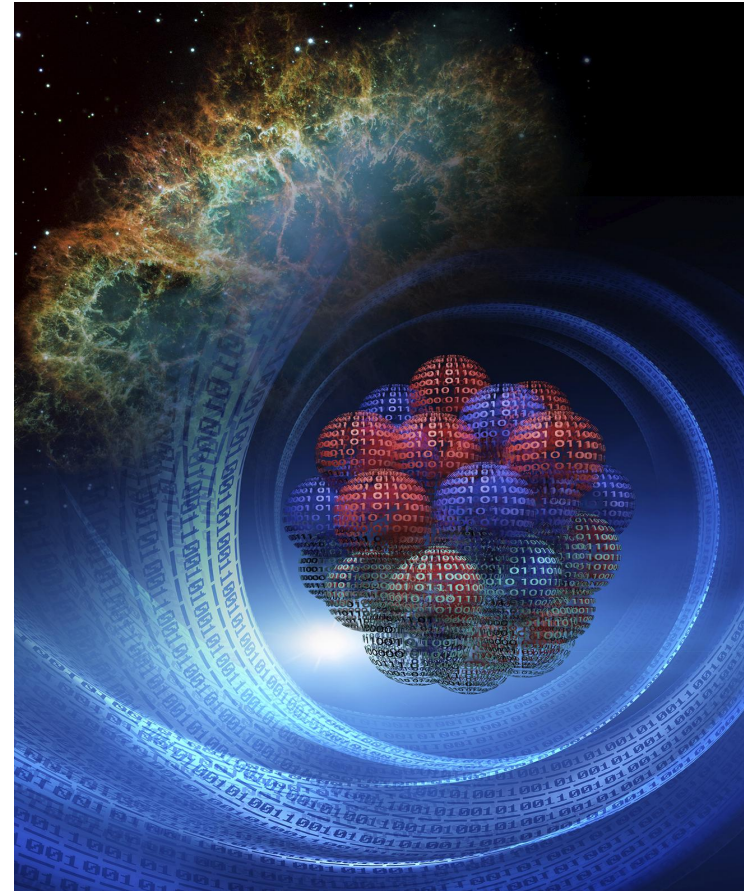
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.... to the **macroscopic** explosion of **stars**

- large reaction-network calculations
- for different thermodynamic conditions
- for different nuclear models

... to find out where the **elements** come from!



Thank you

..... to all our Belgian collaborators!



S. Goriely, N. Chamel, M. Godefroid, S. Van Eck,
G. Grams, L. Batail, N. Shchepochin, L. Perot, V. Allard,
A. Choplin, S. Martinet, R. Giribaldi, J. De Prince



P. Van Duppen, T. Cocolios, R. Raabe, G. Neyens, R. De Groote



P. Quinet, P. Palmeri

..... to our international partners!

... for the computing time!

...and the patient user support!



..... for the funding!



..... for your attention!