

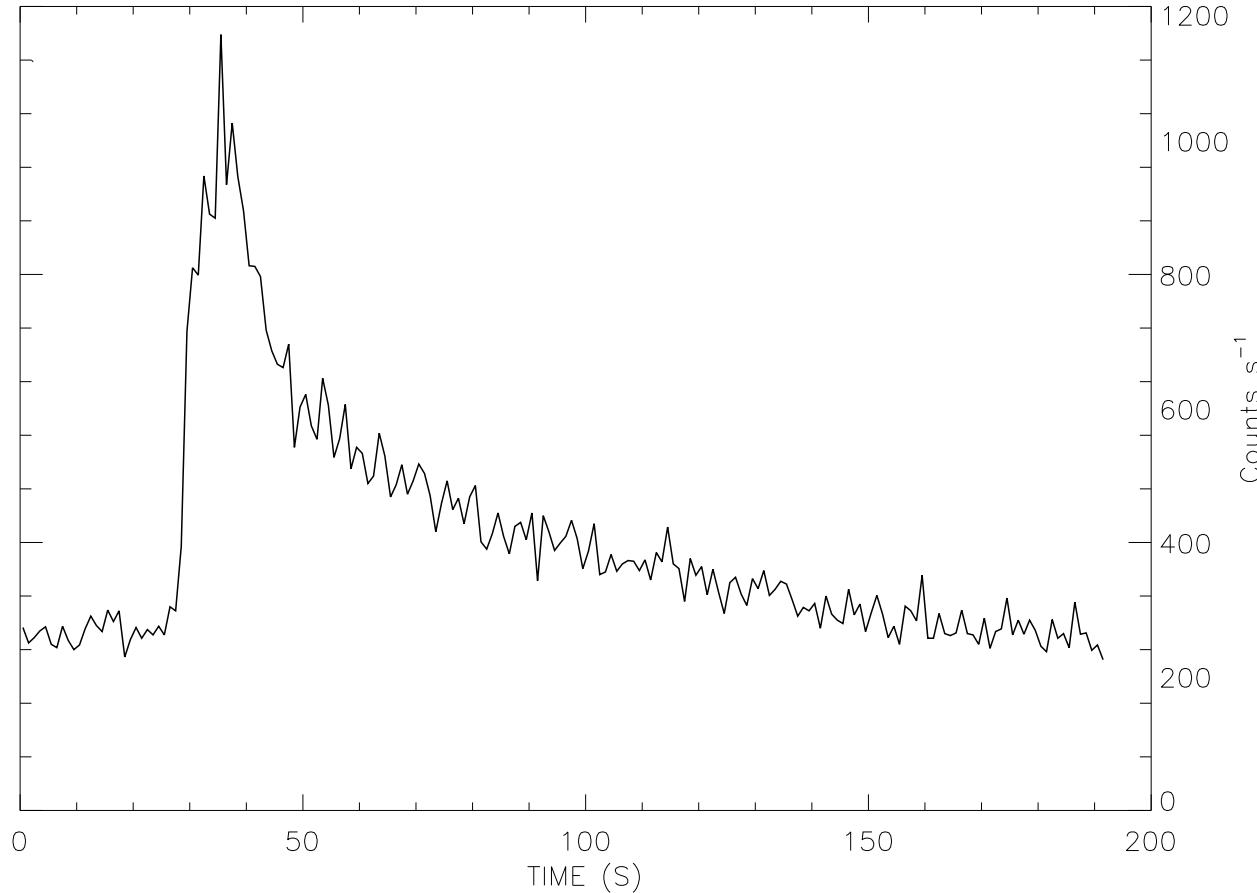
**Yuri Cavecchi**

**Thermonuclear flame propagation**

**during accreting neutron star Type I Bursts**

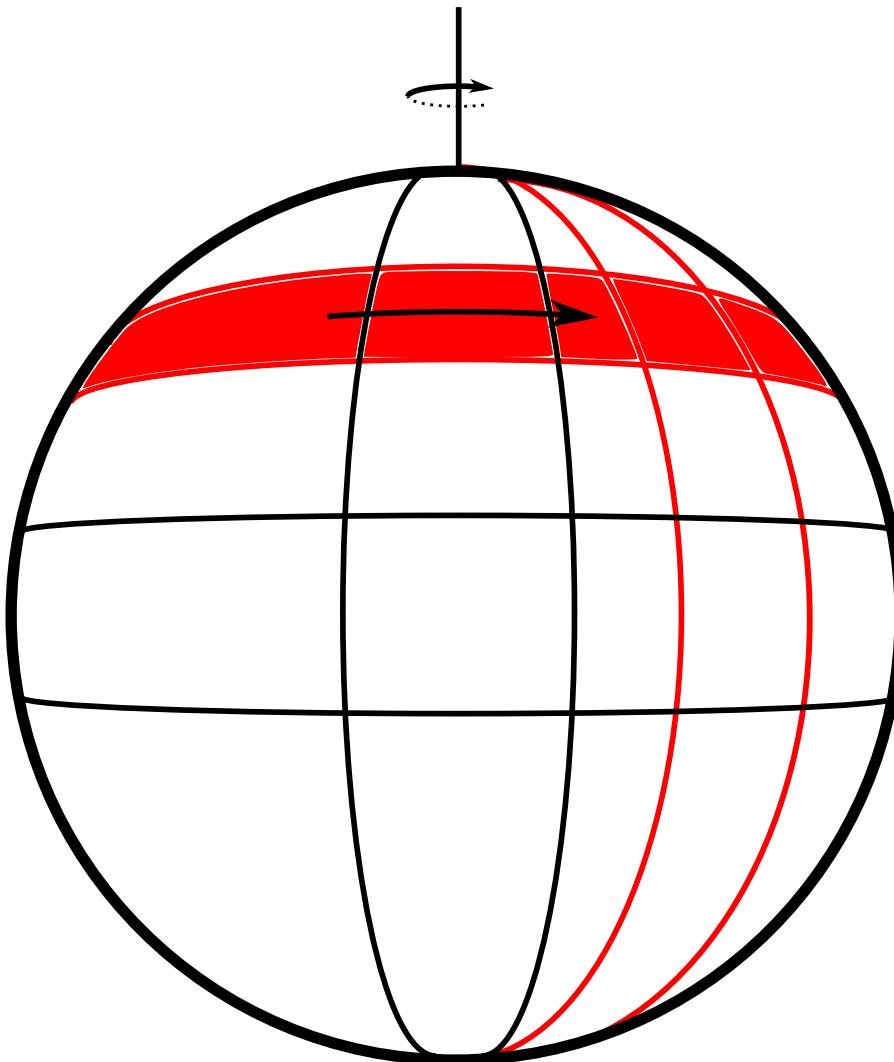
In collaboration with  
**Y. Levin, A. Watts, J. Braithwaite**

# Type I burst light curve (example)

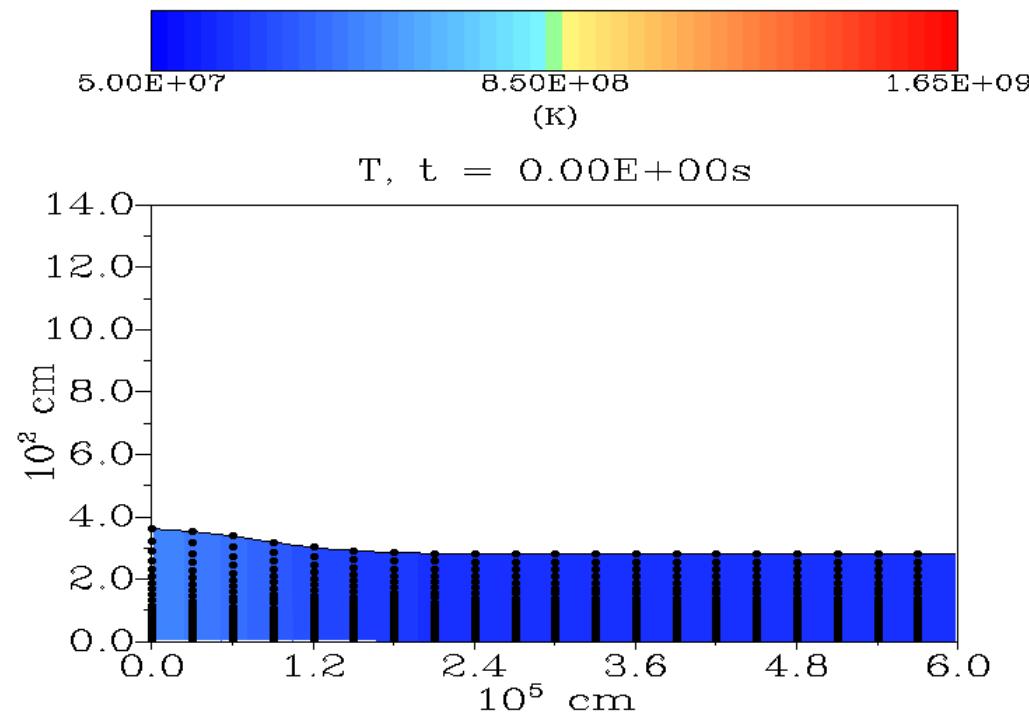


(Cavecchi et al., 2011)

# Direction - Longitudinally

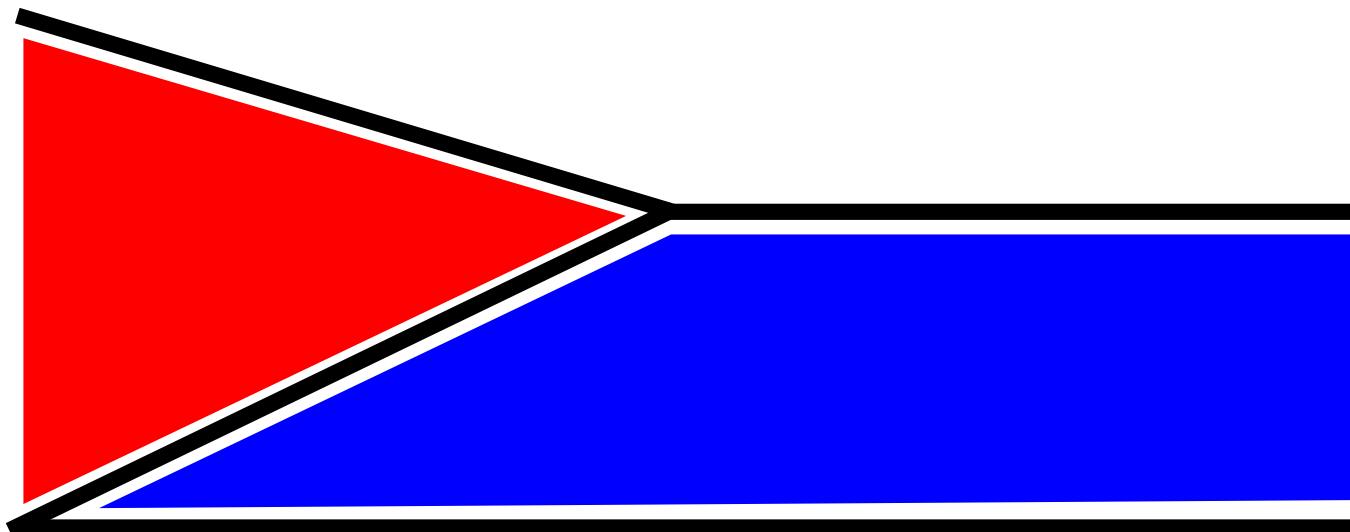


$$\nu_0 = 450 \text{ Hz}$$



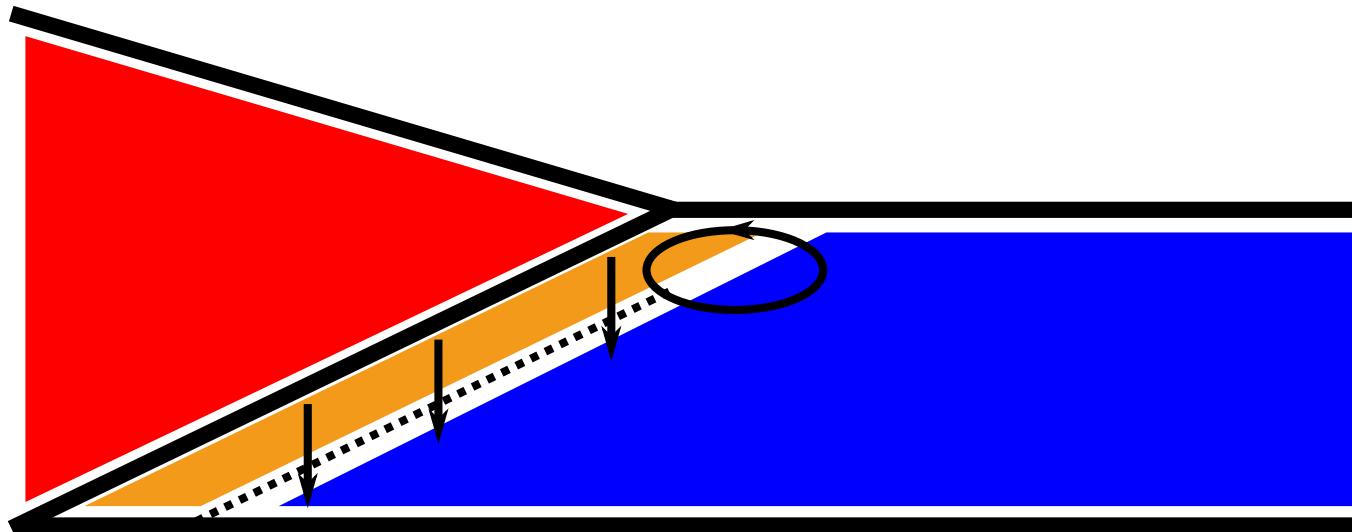
(Cavecchi et al., 2013)

# The basic mechanism

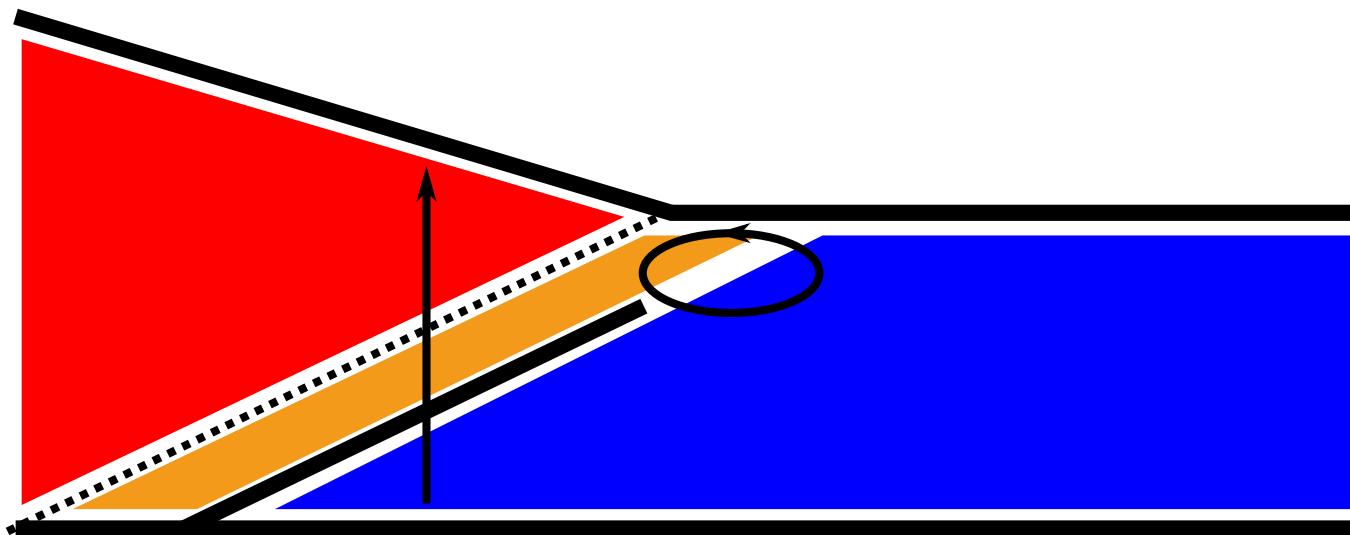


(Spitkovsky et al., 2002; Cavecchi et al., 2013)

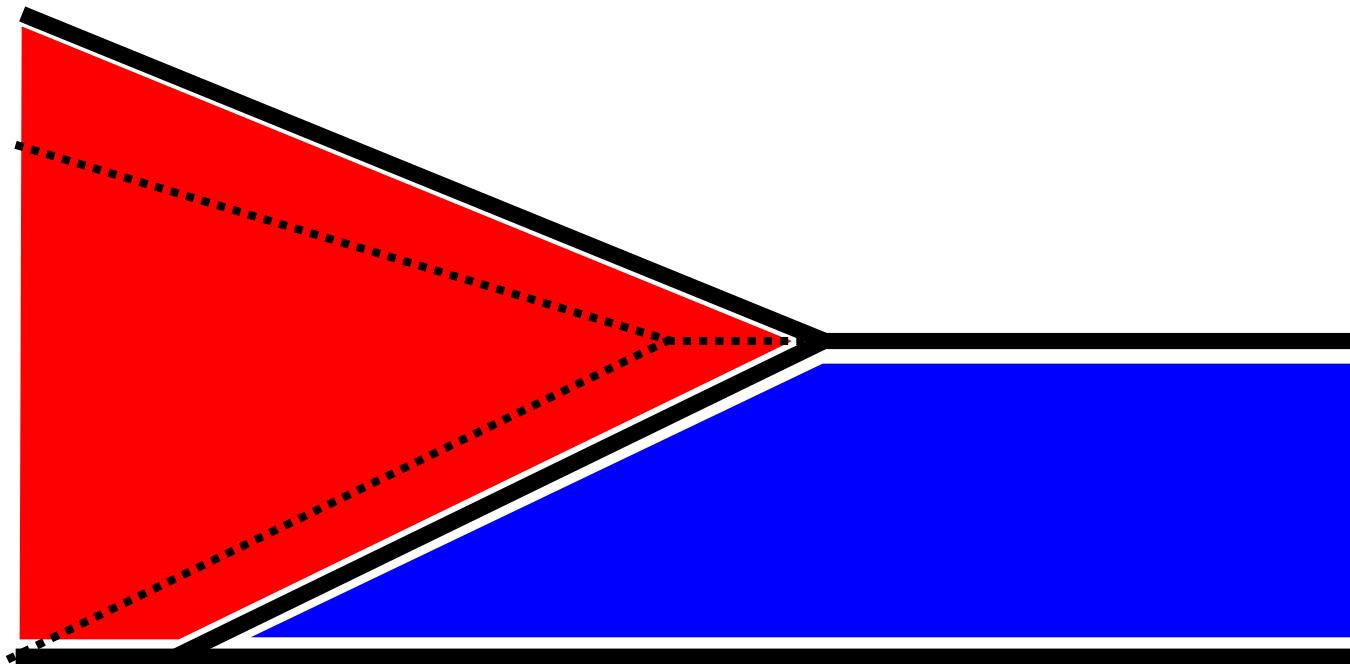
# The basic mechanism



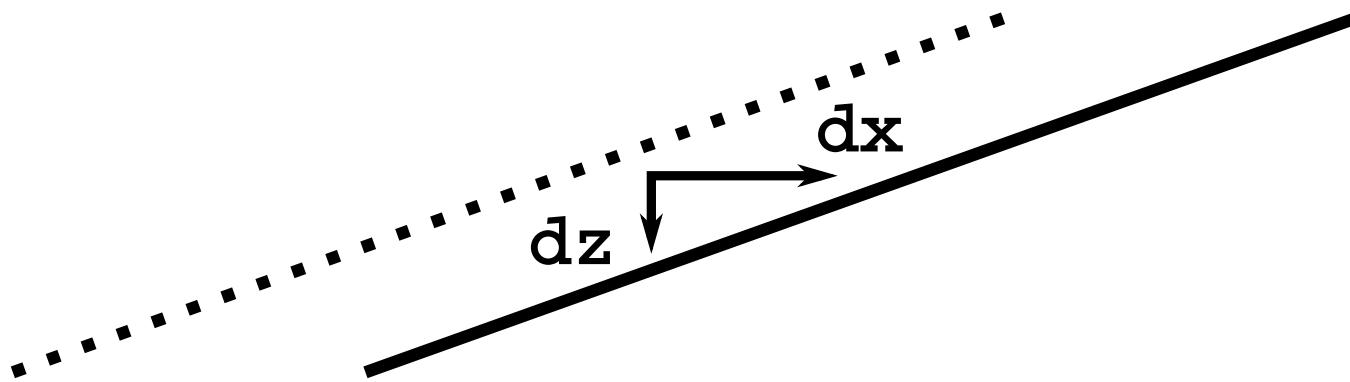
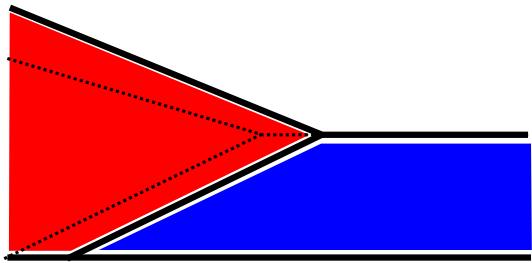
# The basic mechanism



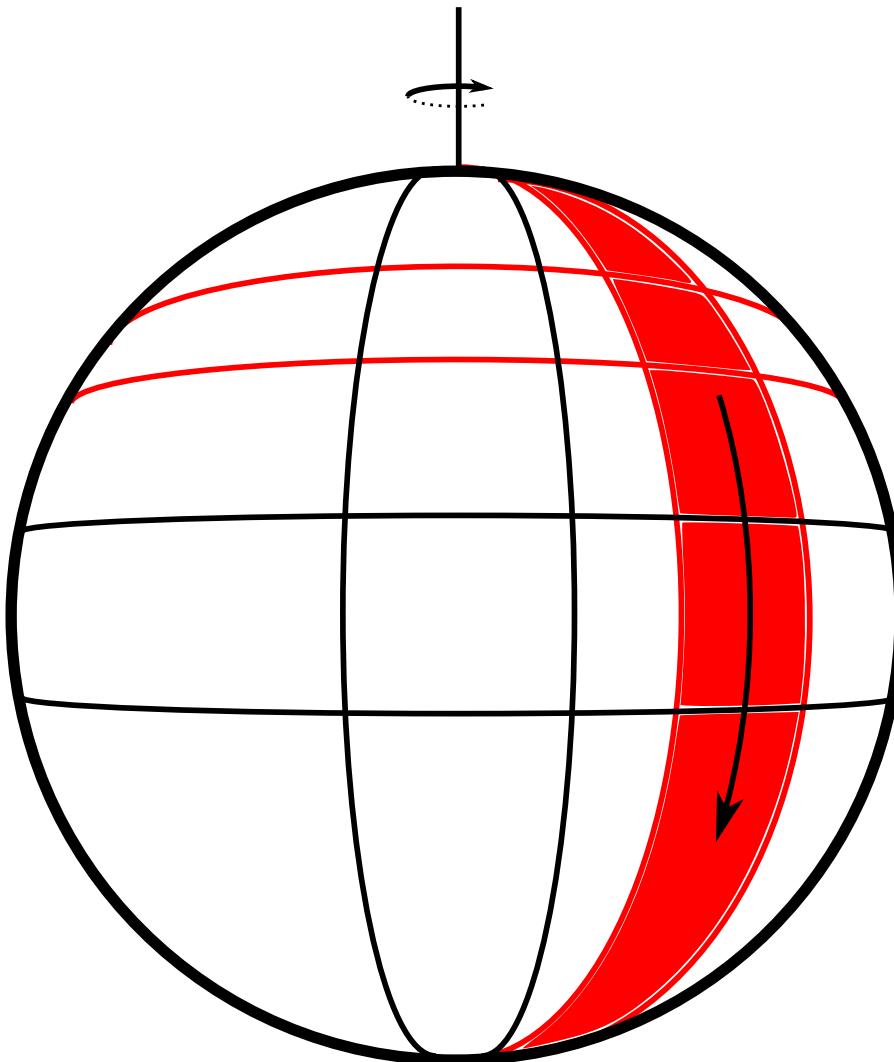
# The basic mechanism



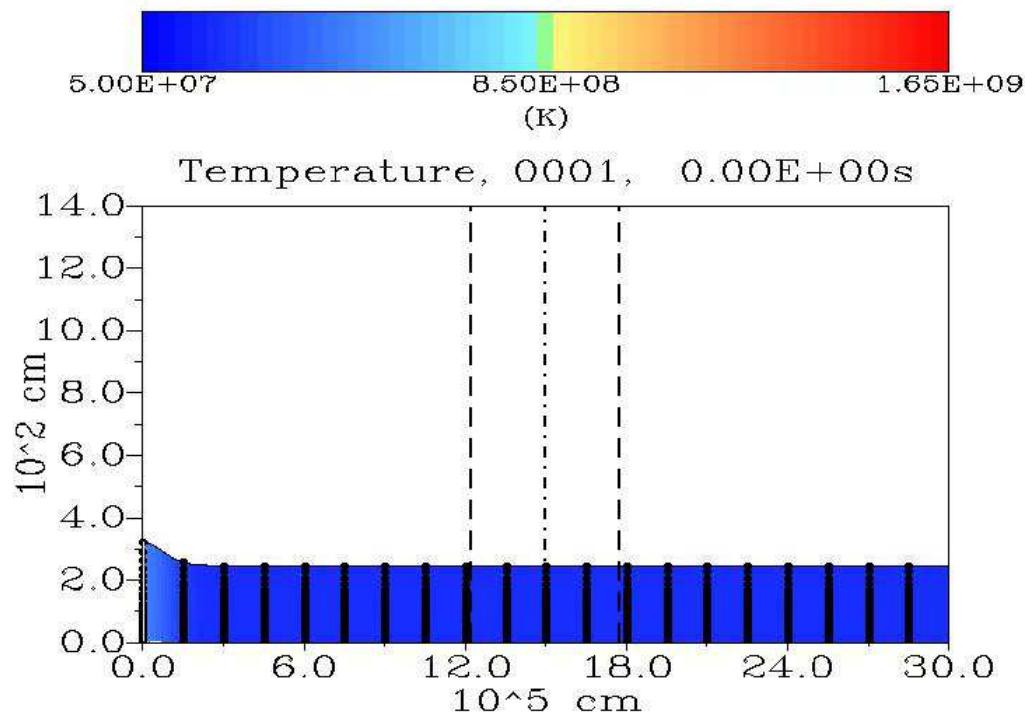
# The basic mechanism



# Direction - Latitudinally



$$\nu_0 = 450 \text{ Hz}$$

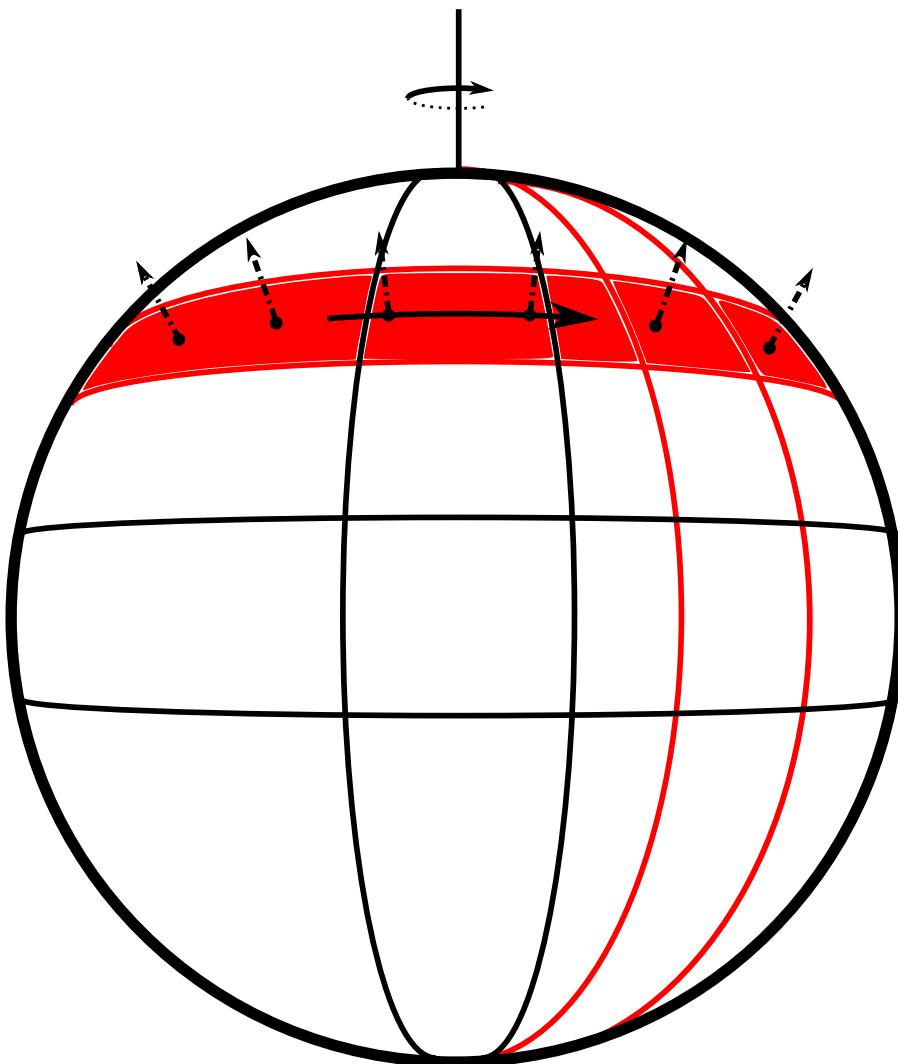


(Cavecchi et al., 2015)

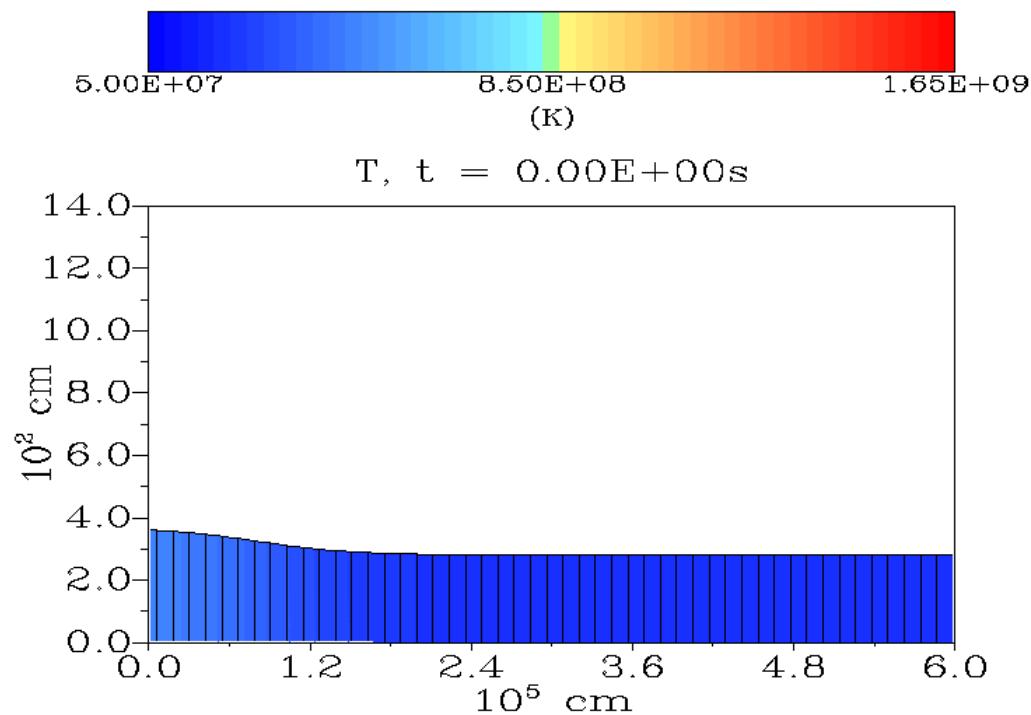
# Problem

Propagation time scales are still slower than needed.

# Direction - Longitudinally + Magnetic Field

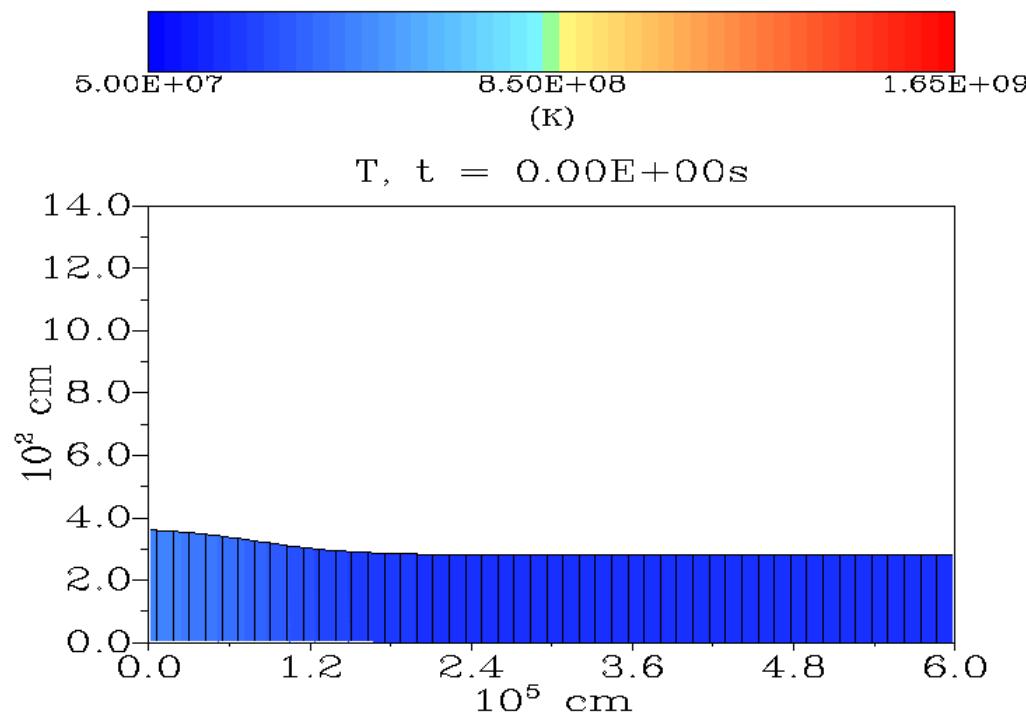


$$\nu_0 = 450 \text{ Hz}; \tilde{B} = 10^7 \text{ G}$$



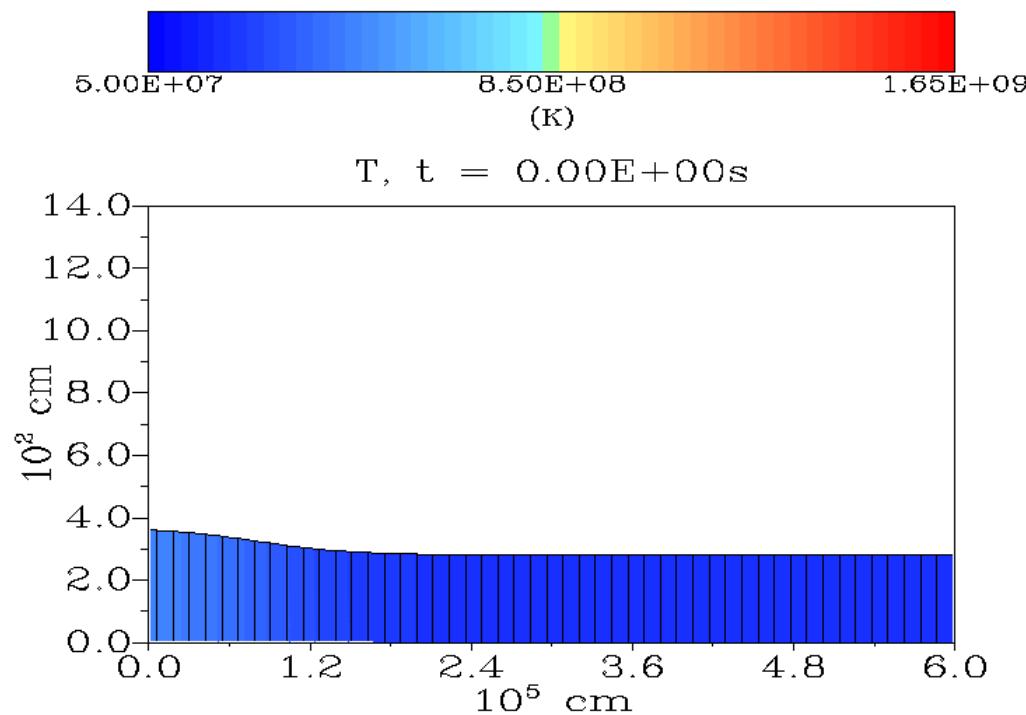
(Cavecchi et al., 2016)

$$\nu_0 = 450 \text{ Hz}; \tilde{B} = 10^8 \text{ G}$$



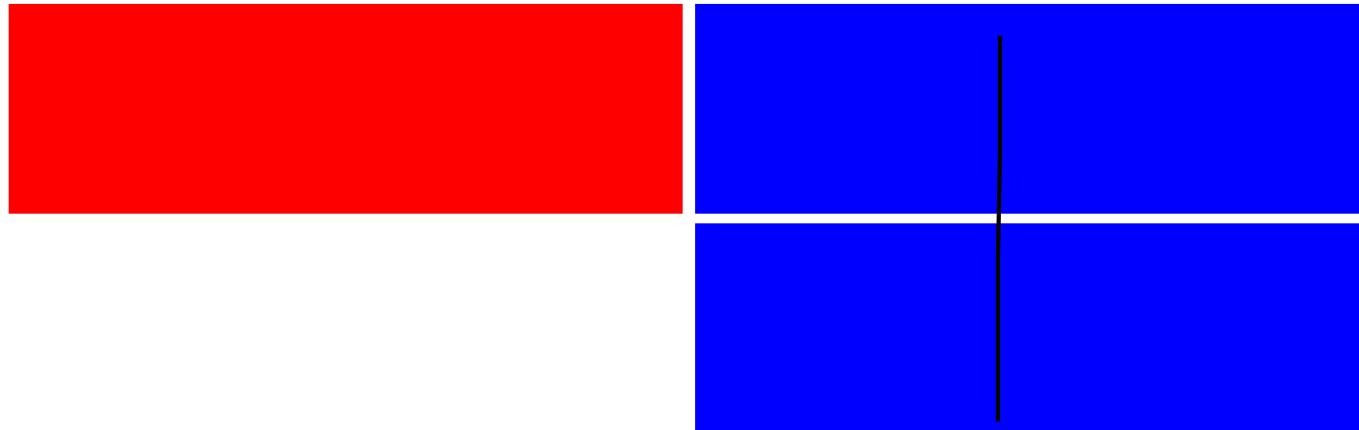
(Cavecchi et al., 2016)

$$\nu_0 = 450 \text{ Hz}; \tilde{B} = 10^{10} \text{ G}$$

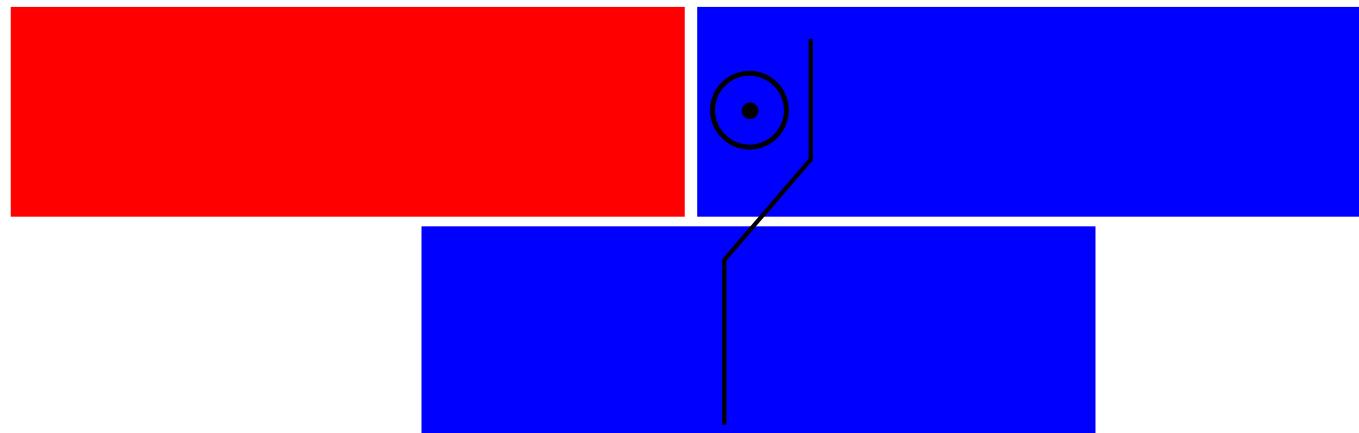


(Cavecchi et al., 2016)

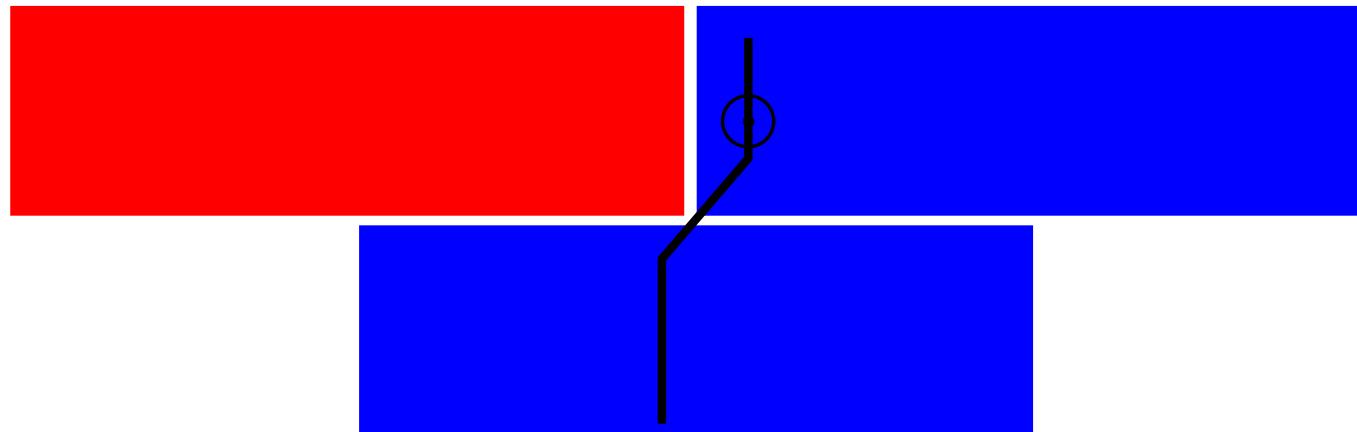
# The basic mechanism + mechanical friction



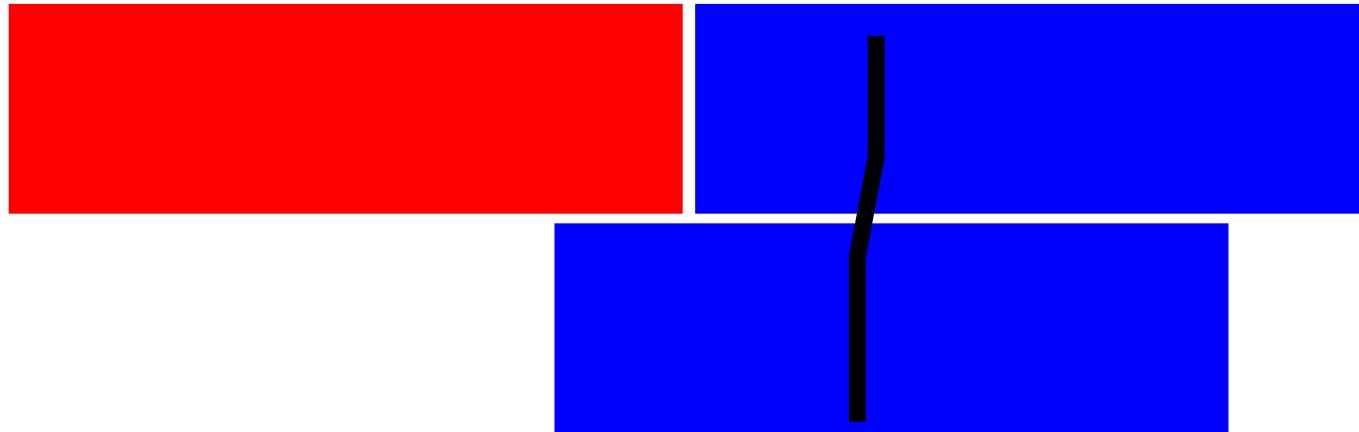
# The basic mechanism + mechanical friction



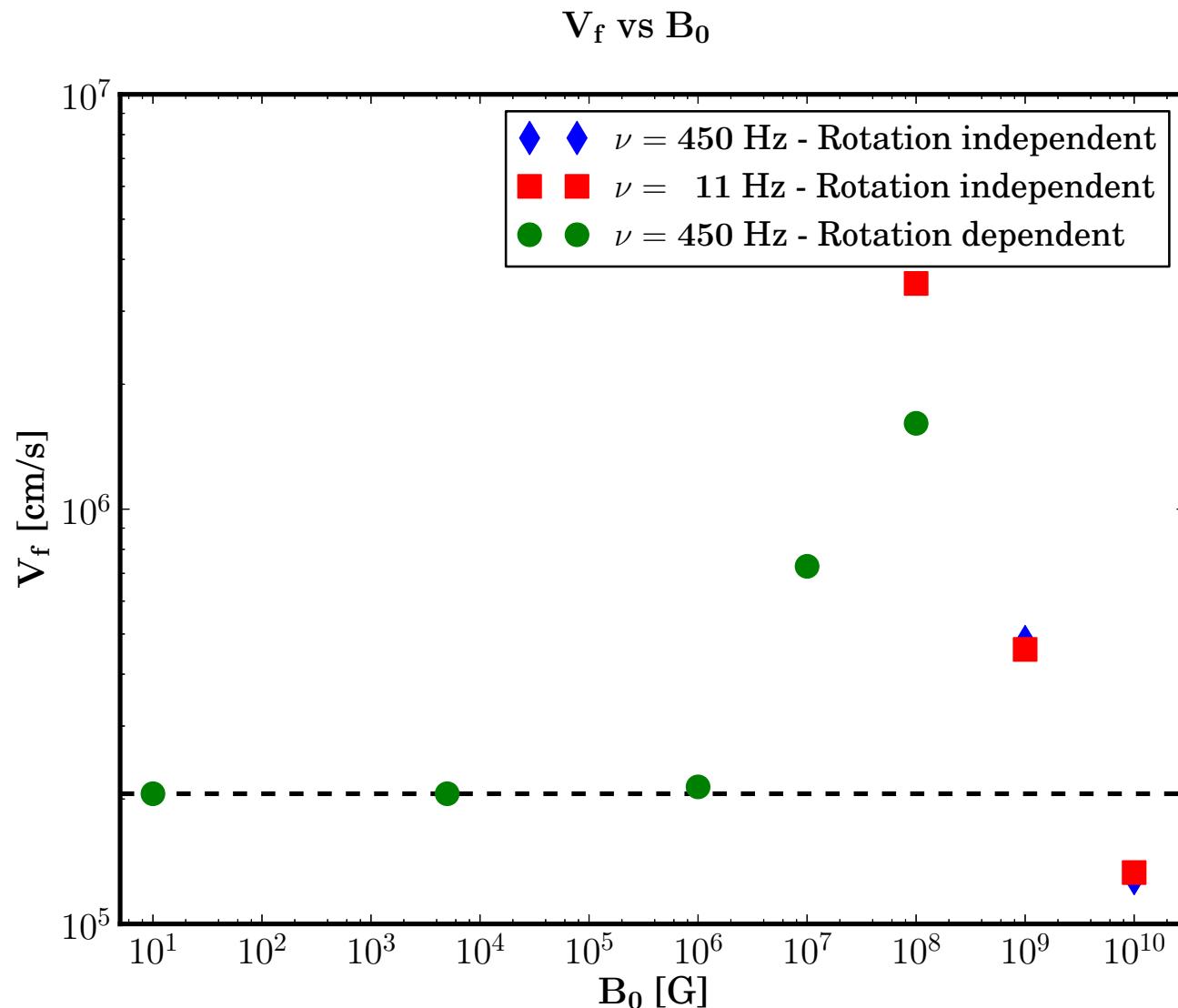
# The basic mechanism + mechanical friction



# The basic mechanism + mechanical friction



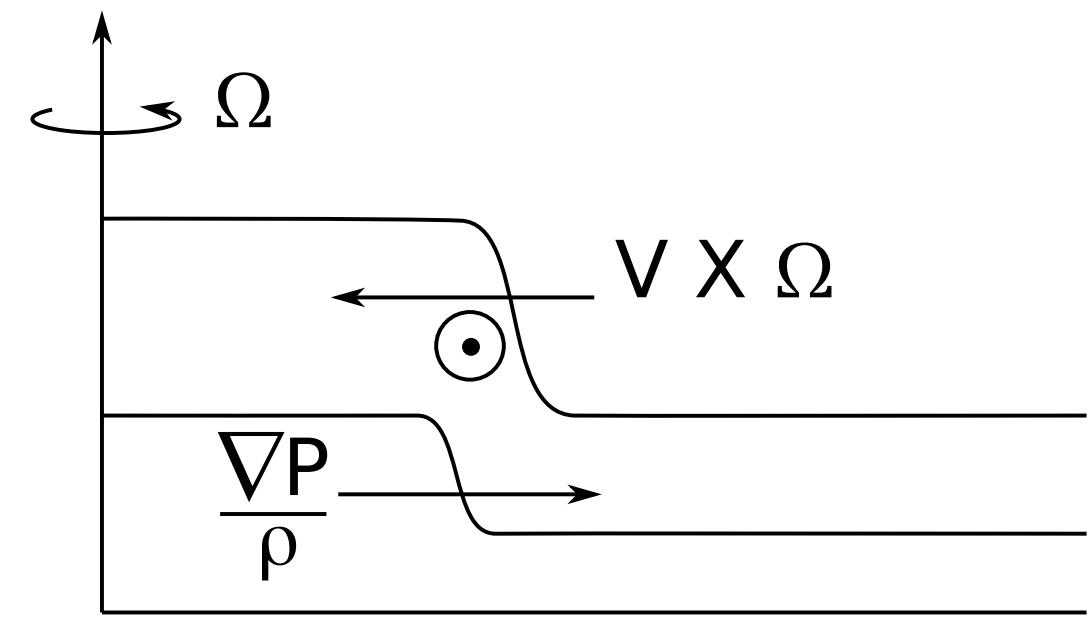
# The basic mechanism + mechanical friction



# Conclusions

- Flame propagates mainly via conduction.
- But it is Hydro Dynamics that makes propagation fast!
- However, it is not fast enough.
- Magneto Hydro Dynamics makes propagation faster, by providing mechanical coupling!

**Thanks!!!**



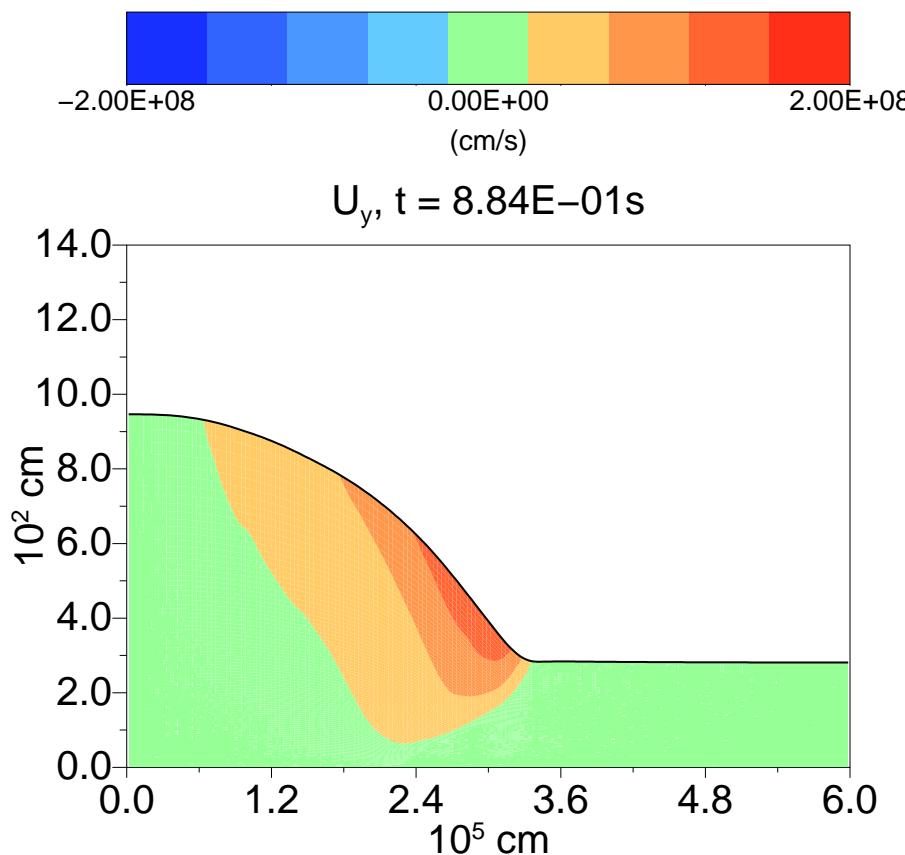
$$2\vec{v} \times \vec{\Omega} = \frac{\vec{\nabla}P}{\rho}$$

$$v \sim R\Omega$$

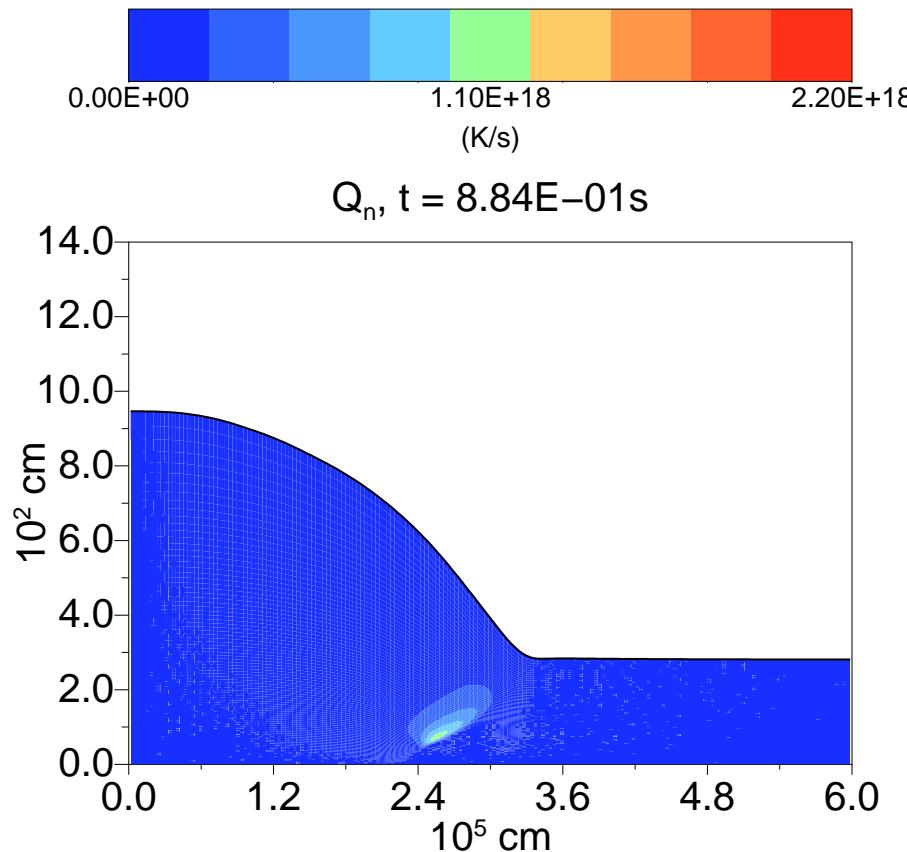
$$2R\Omega^2 = \frac{gH_P}{R}$$

$$R \sim \frac{\sqrt{gH_P}}{\Omega}$$

$$\nu_0 = 450 \text{ Hz}$$



$\nu_0 = 450$  Hz



# It's all a matter of geometry and hydrodynamics

$$v_{f\perp} \propto \frac{1}{\sqrt{\kappa_c}} \sim 10^2 - 10^3 \text{ cm/s}$$

# It's all a matter of geometry and hydrodynamics

$$v_{f\perp} \propto \frac{1}{\sqrt{\kappa_c}} \sim 10^2 - 10^3 \text{ cm/s}$$

$$\frac{dx}{dz} \propto \frac{R_{Ro}}{H} = \frac{\sqrt{gH}}{4\pi\nu} \quad \frac{1}{H} \sim 10^2 - 10^3$$

# It's all a matter of geometry and hydrodynamics

$$v_{f\perp} \propto \frac{1}{\sqrt{\kappa_c}} \sim 10^2 - 10^3 \text{ cm/s}$$

$$\frac{dx}{dz} \propto \frac{R_{Ro}}{H} = \frac{\sqrt{gH}}{4\pi\nu} \quad \frac{1}{H} \sim 10^2 - 10^3$$

$$v_f \propto \frac{1}{2\pi\nu\sqrt{\kappa_c}} \sim 10^4 - 10^6 \text{ cm/s}$$

# $\nu$ changes with latitude

$$\nu_f \propto \frac{1}{2\pi\nu_0 \cos \theta \sqrt{\kappa_c}}$$

# It's all a matter of timescales

$$\tau_R = 1/4\pi\nu$$

# It's all a matter of timescales

$$\tau_R = 1/4\pi\nu$$

$$\tau_R \text{ VS } \tau_{\text{fric}}$$

# It's all a matter of timescales

$$\tau_R = 1/4\pi\nu$$

$\tau_R$  VS  $\tau_{\text{fric}}$

$$\tau_{\text{fric}} = \tau_A^2 / \tau_{\text{burn}} \propto B^{-2}$$

# The basic mechanism + mechanical friction

