Ultra-intense laser-plasma interaction toward collisionless shocks formation

Anna Grassi

17 October 2016



Relativistic jets from Active Galactic Nuclei

Supersonic aircraft



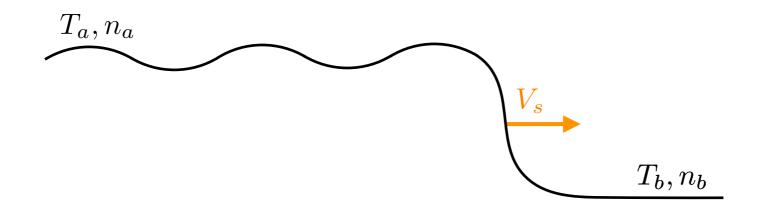


Relativistic jets from Active Galactic Nuclei

Supersonic aircraft



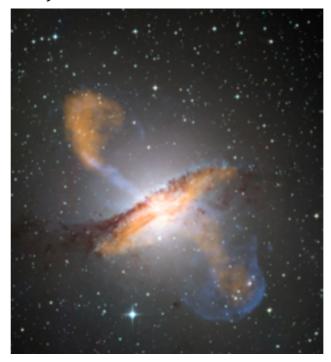


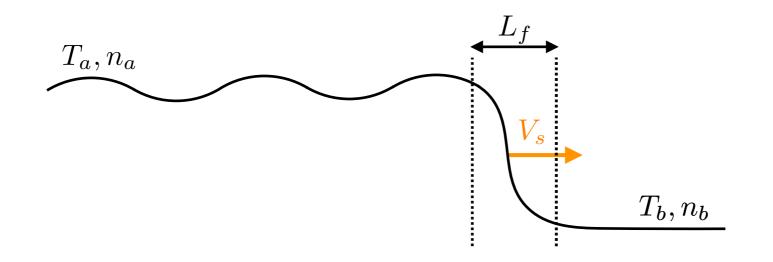


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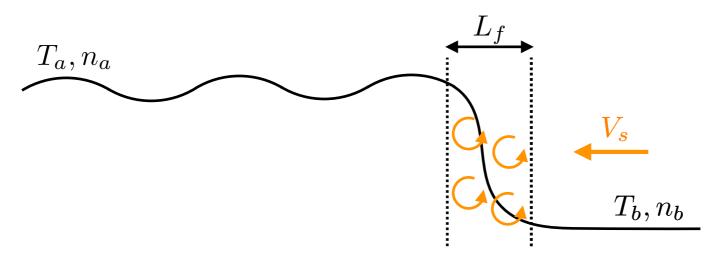
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A shock wave is characterised by a nearly discontinuous change in pressure, temperature and density of the medium.

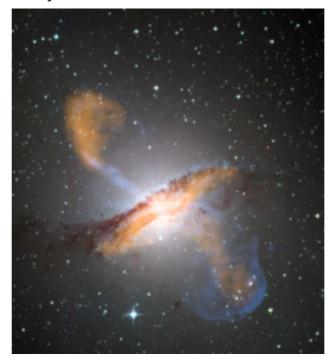


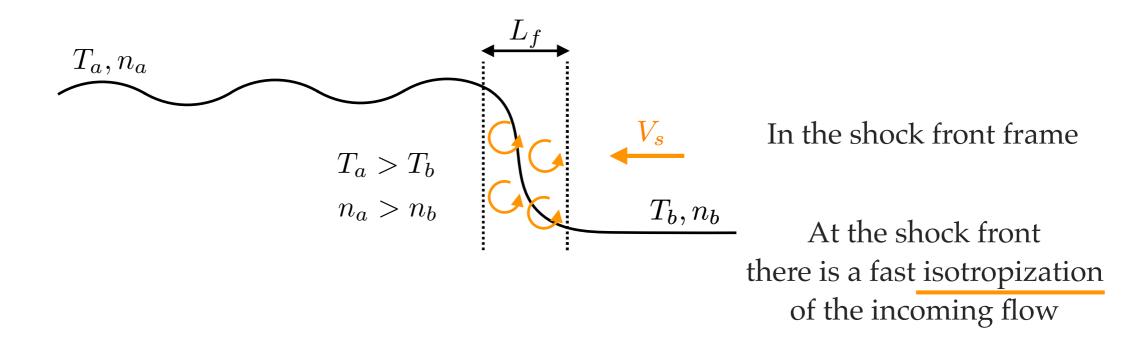
In the shock front frame

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A shock wave is characterised by a nearly discontinuous change in pressure, temperature and density of the medium.

What is the main difference between these shocks?

Mechanism acting at the shock front

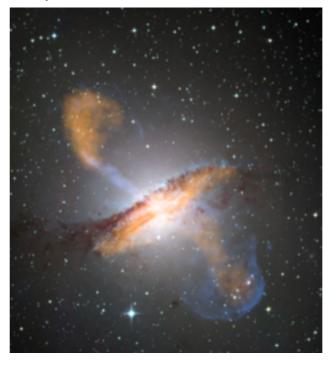
What is the difference between these shocks ?

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Collisions



The shock front is mediated by :

Magnetic turbulence

Typical scale length of the shock front :

$$L_f \simeq \lambda_{mfp}$$
 $L_f \simeq c/\omega_p \ll \lambda_{mfp}$

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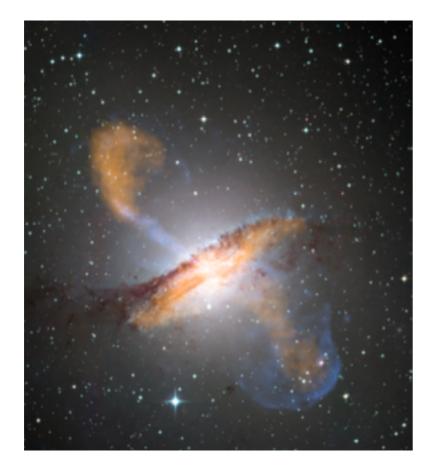
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0

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Astrophysical collisionless shocks

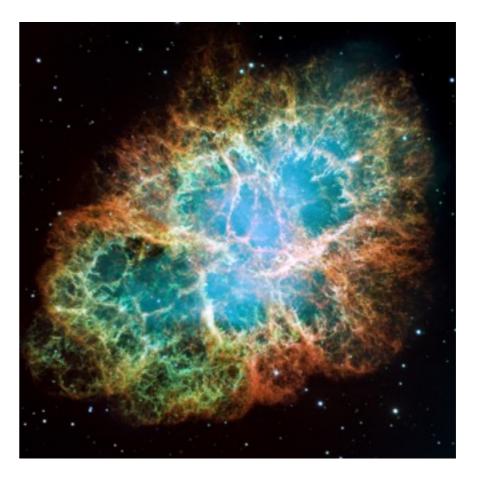
Shock waves are common in astrophysical environments.



• Relativistic jets from Active Galactic Nuclei

composition: ~ pair plasma

velocity: $\gamma \sim 45$

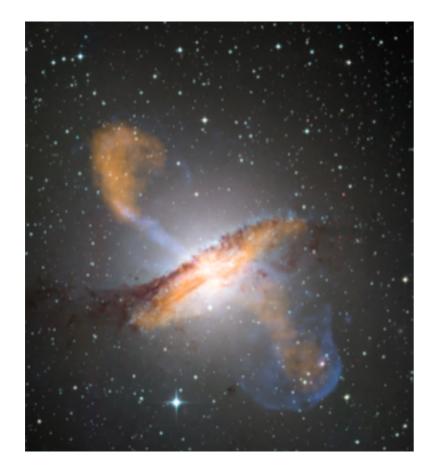


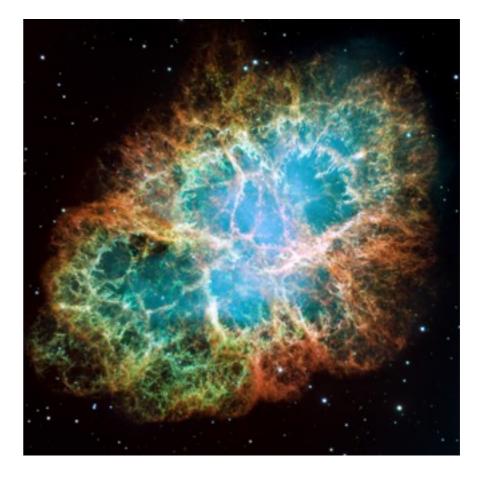
SuperNova Remnants

composition: ~ electron-ion plasma velocity: v~0.1c

Astrophysical collisionless shocks

Shock waves are common in astrophysical environments.

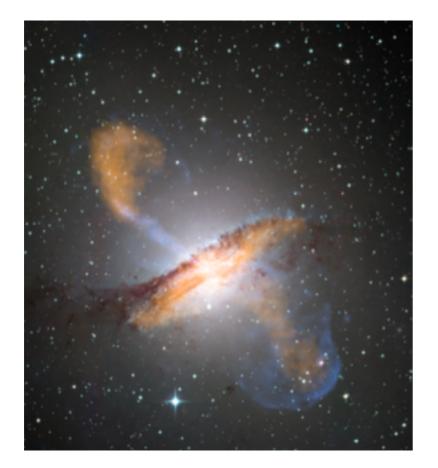


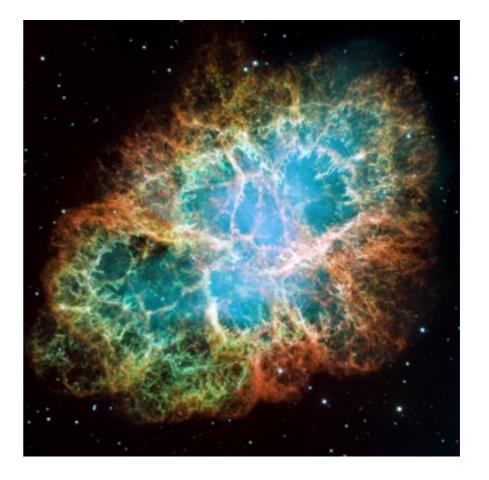


Collisionless shocks are associated with extremely high energy particle production.

Astrophysical collisionless shocks

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Collisionless shocks are associated with extremely high energy particle production.

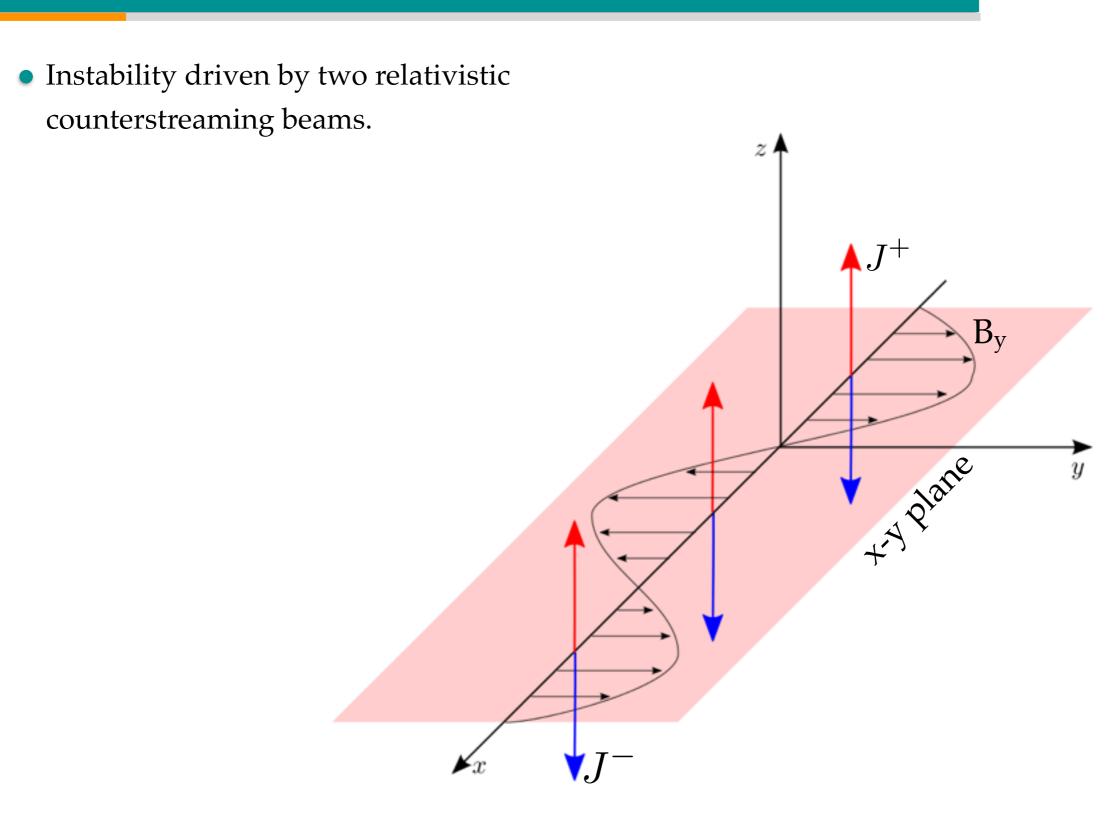
How we approach the problem ?

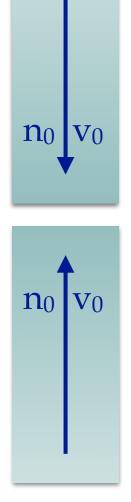
- No in-situ measurements
- Reproduce the shock in laser-plasma experiments
- Simulate the shock with Particle-In-Cell code

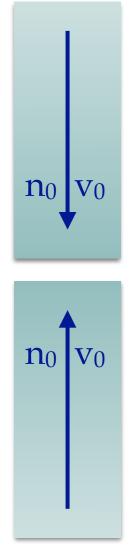
Outline

- What creates the magnetic turbulences ?
- How is the shock created ?

- Experiments currently investigated
- New proposal for future experiments
- Conclusion and perspective

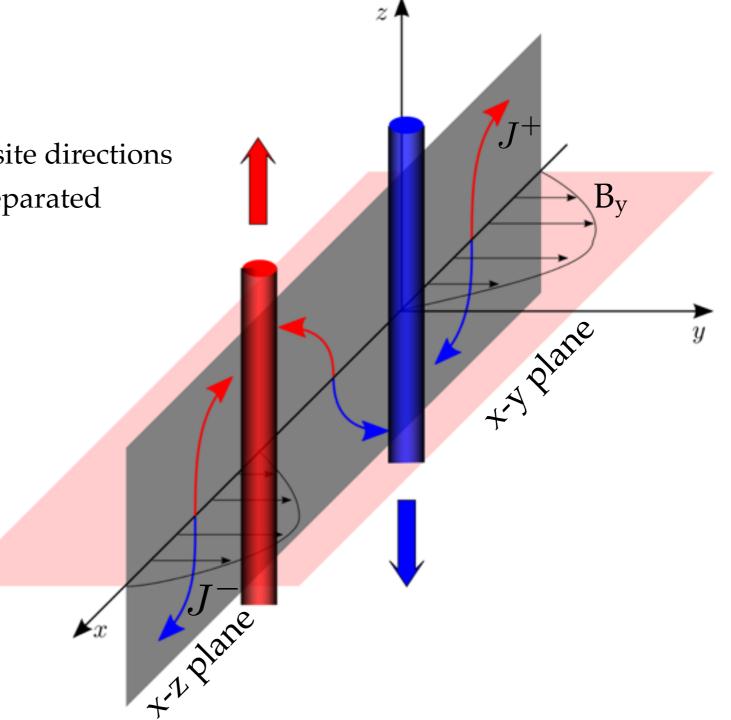






Instability driven by two relativistic counterstreaming beams.

 Particles moving in opposite directions concentrate in spatially separated current filaments.



z

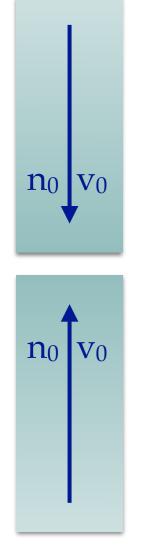
-L Plane

 $\not\models_x$

B_v

y

+-y Plane

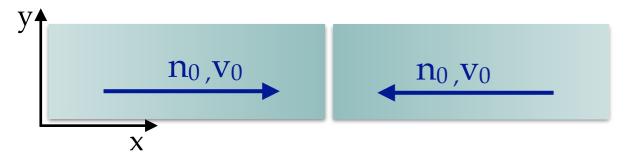


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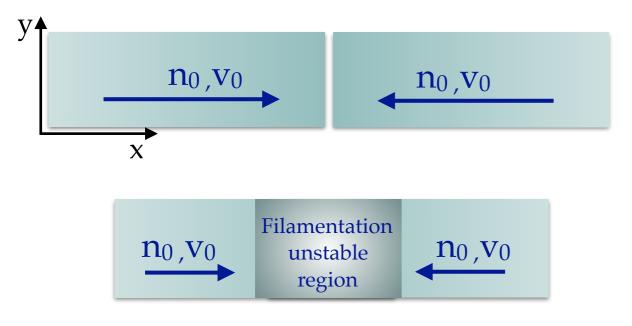
 Particles moving in opposite directions concentrate in spatially separated current filaments.

The magnetic field created by the current filaments increases the initial perturbation.

Counterstreaming beams

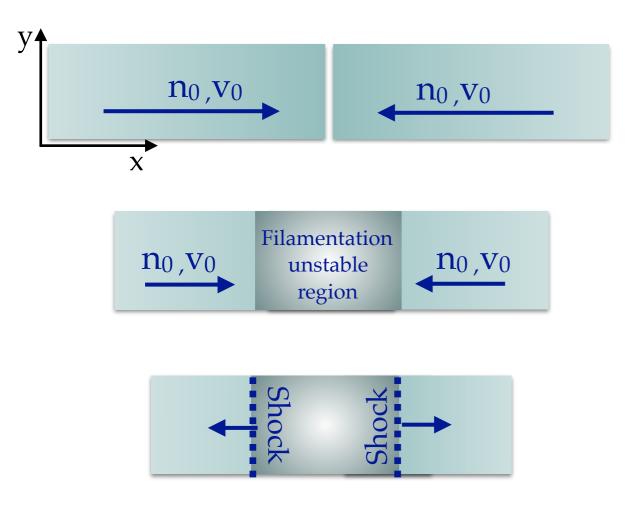


Counterstreaming beams



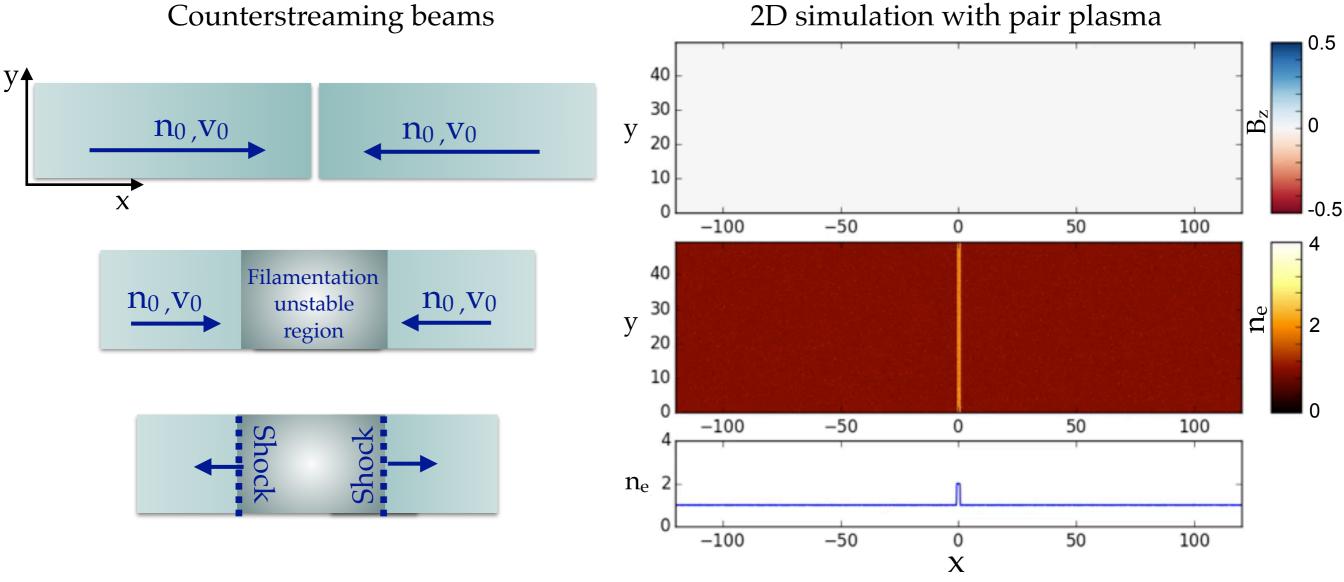
• The magnetic field generated in the overlapping region stops the particles

Counterstreaming beams



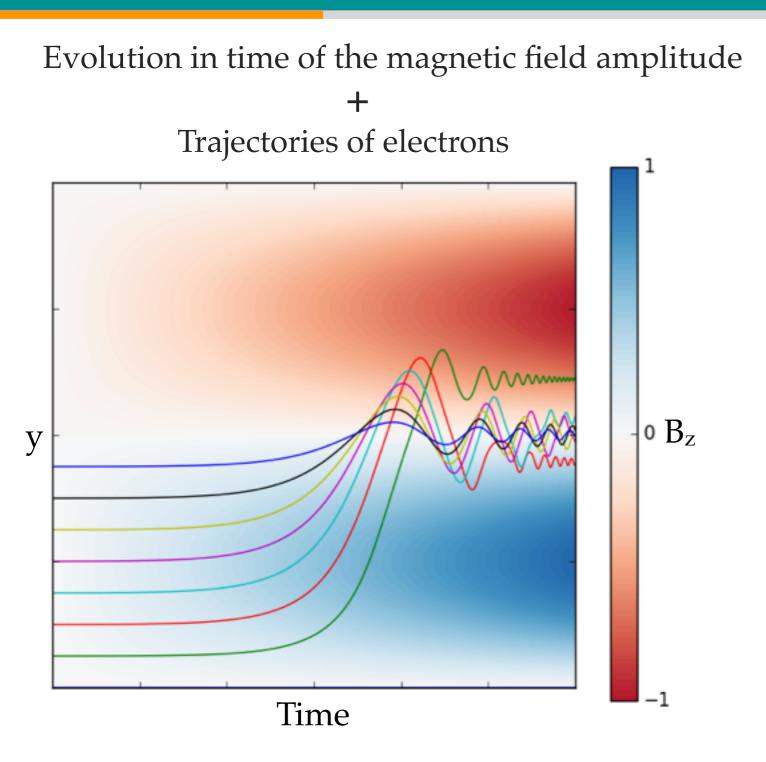
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- The density increases up to the Rankine-Hugoniot condition for a strong shock in 2D $\longrightarrow \frac{n_e}{n_0} = 3$





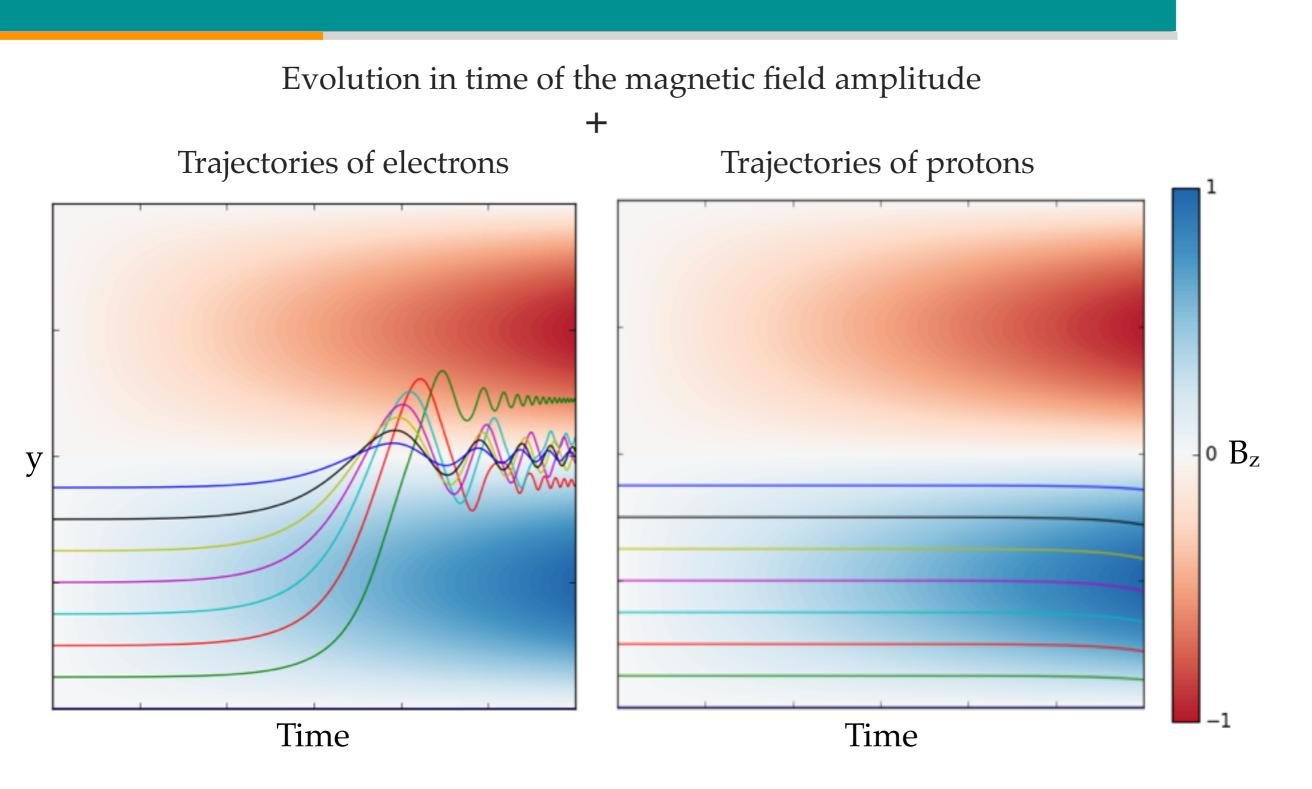
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How long is this phase ?



• The magnetic field amplitude to trap electrons and positrons is the same.

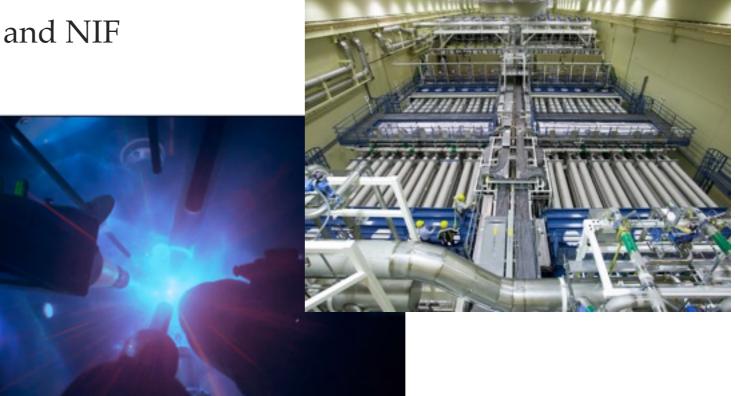
How long is this phase ?



- The magnetic field amplitude to trap electrons and positrons is the same.
- Ions are not deflected efficiently. Additional time is required to develop ion filaments.

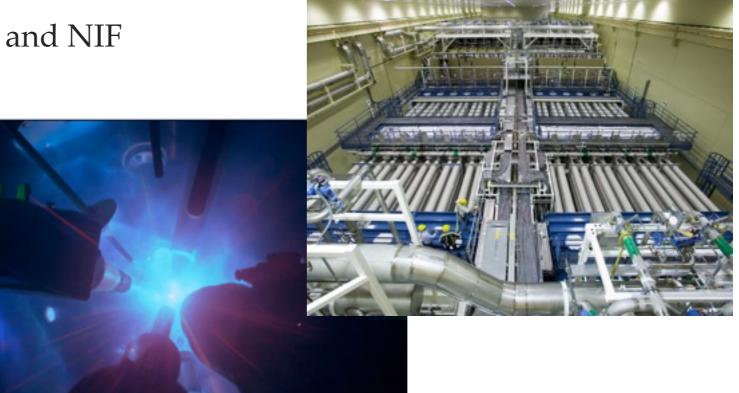
Experiment of e⁻/ion counterstreaming plasma

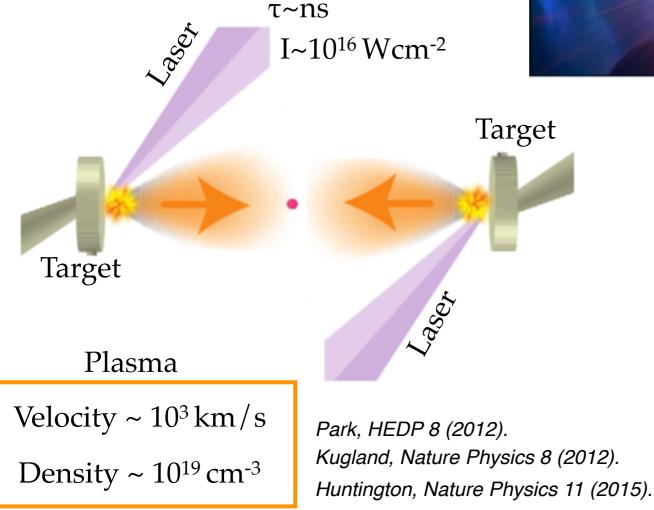
Configuration already tested at OMEGA and NIF new generation of high-energy (~kJ) high intensity (~PW) lasers



Experiment of e⁻/ion counterstreaming plasma

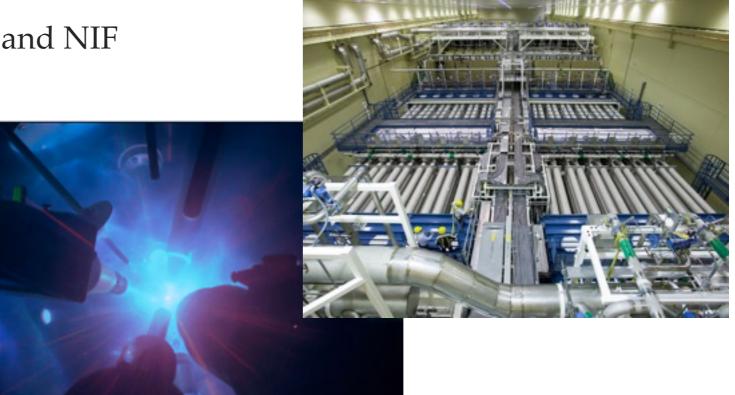
Configuration already tested at OMEGA and NIF new generation of high-energy (~kJ) high intensity (~PW) lasers





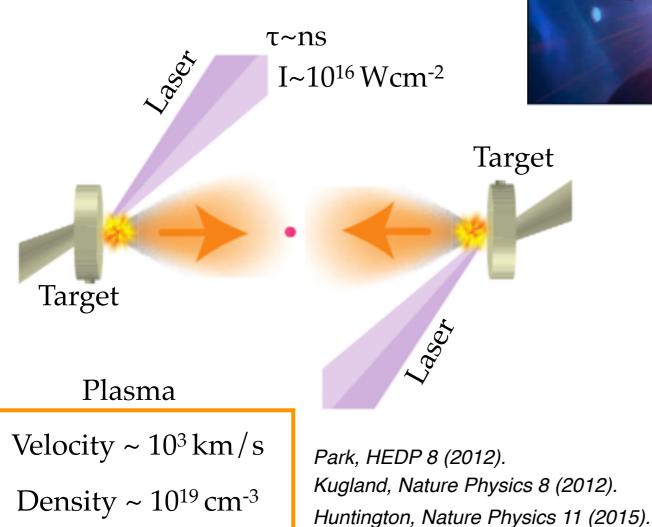
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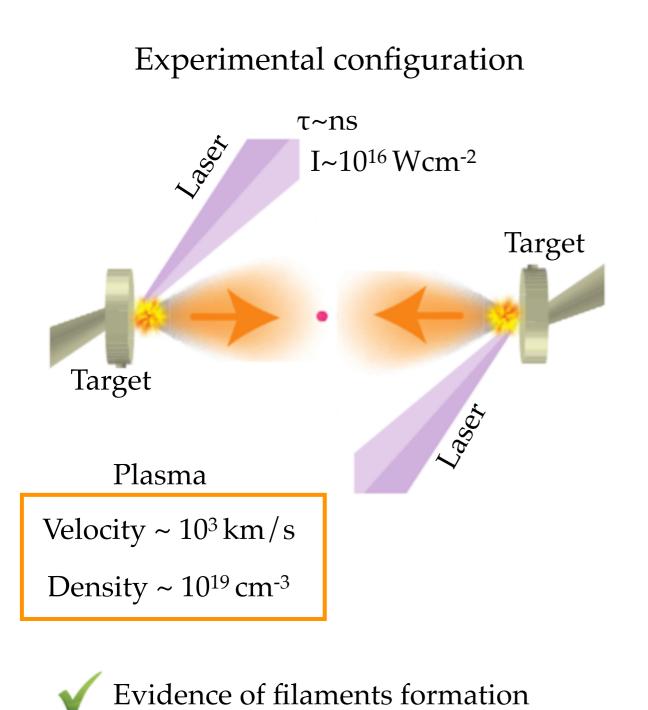


Evidence of filaments formation

Still far from the shock formation

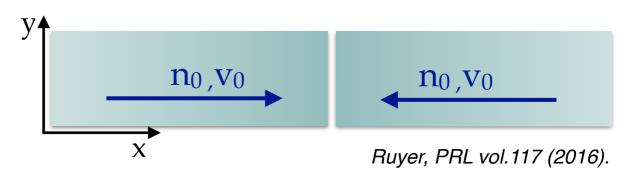


Theoretical and numerical model



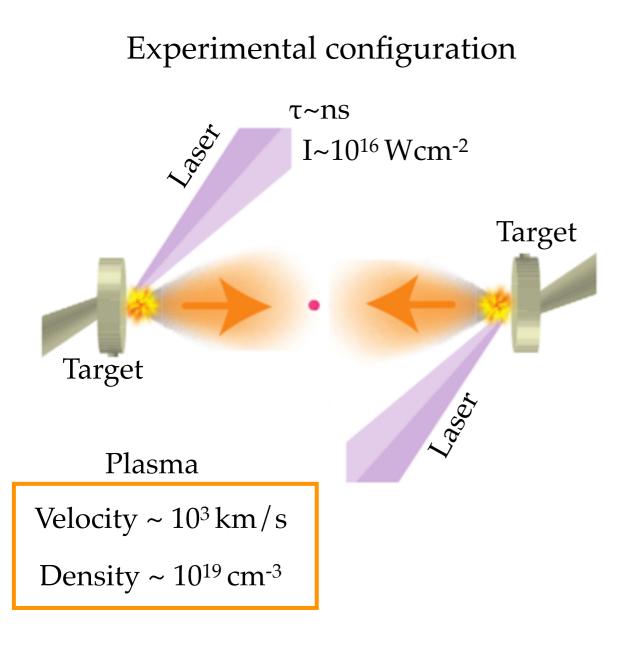
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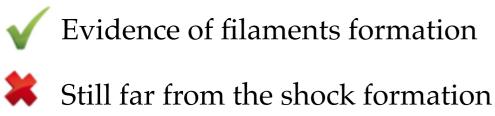
Numerical and Theoretical configuration



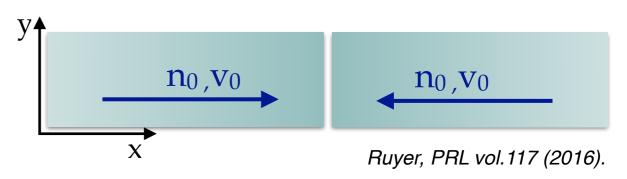
The model suggests that the distance between the targets should be ~7 times larger.

Theoretical and numerical model





Numerical and Theoretical configuration



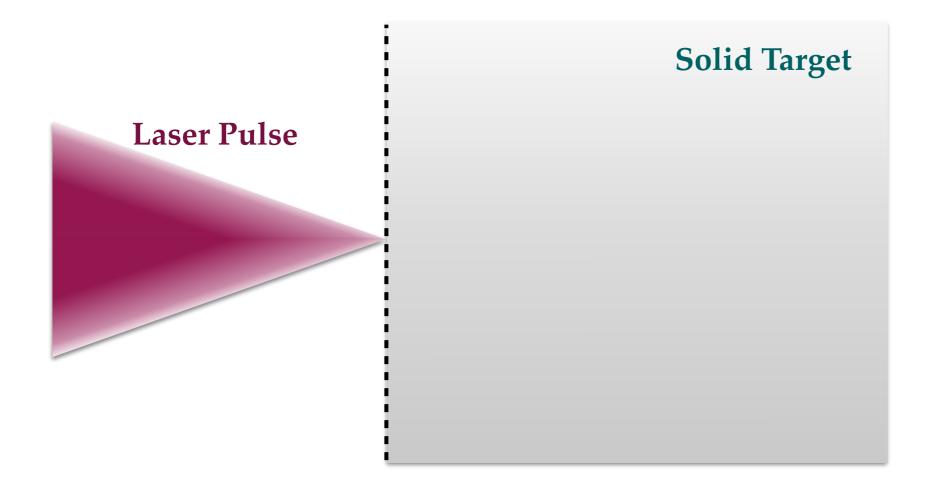
The model suggests that the distance between the targets should be ~7 times larger.

We performed simulations with a realistic density and velocity profile

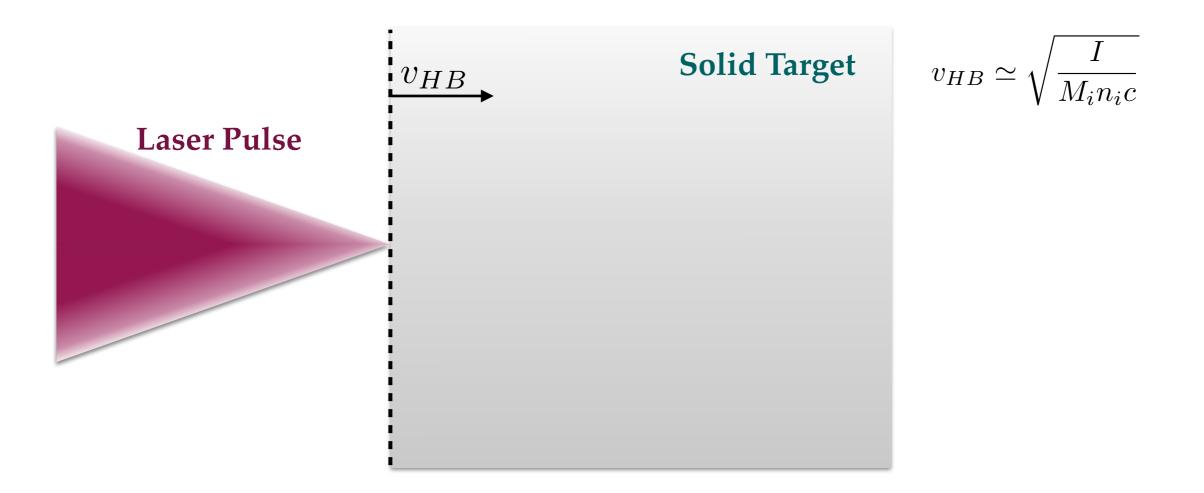
Filaments formation is drastically slowed down.

No evidence of shock formation.

An intense laser pulse interacting with a solid target

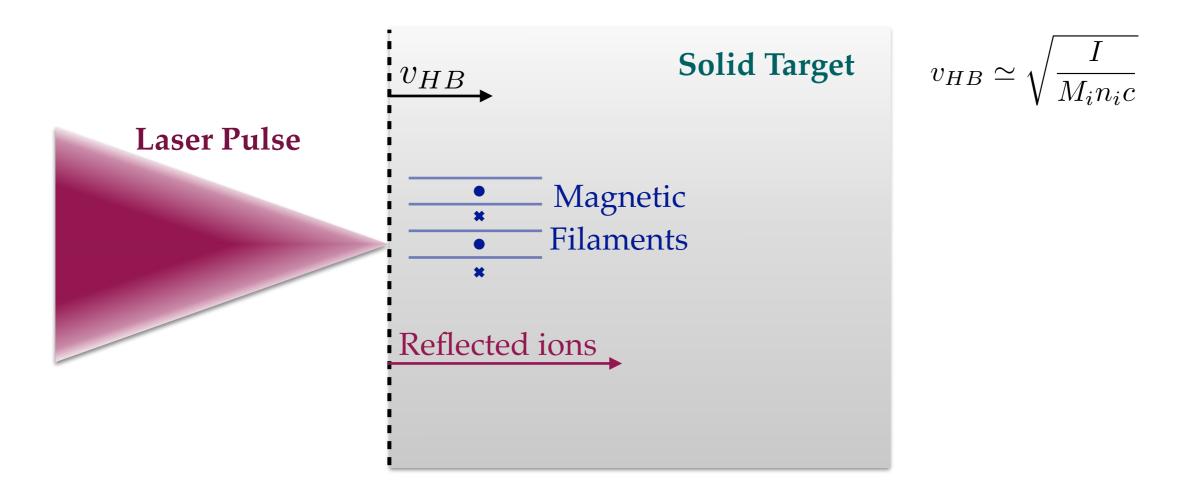


An intense laser pulse interacting with a solid target



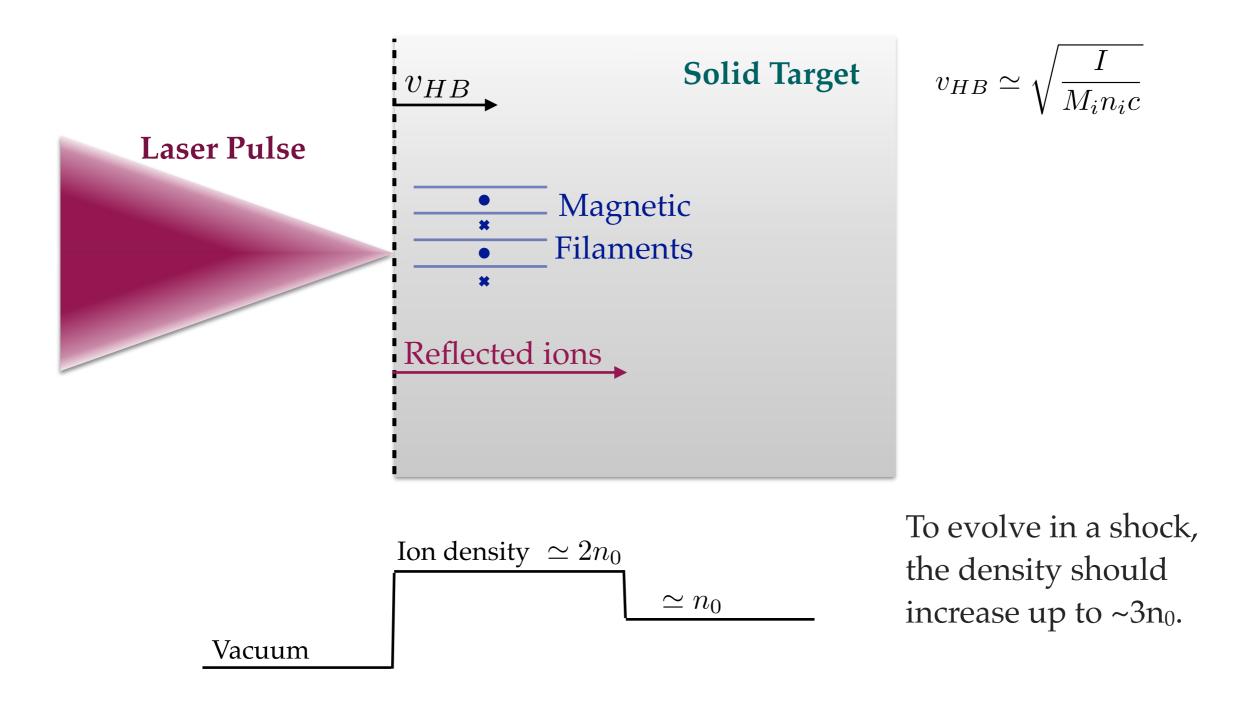
The laser pulse acts as a piston, pushing surface of the plasma. The velocity is estimated from the momentum conservation.

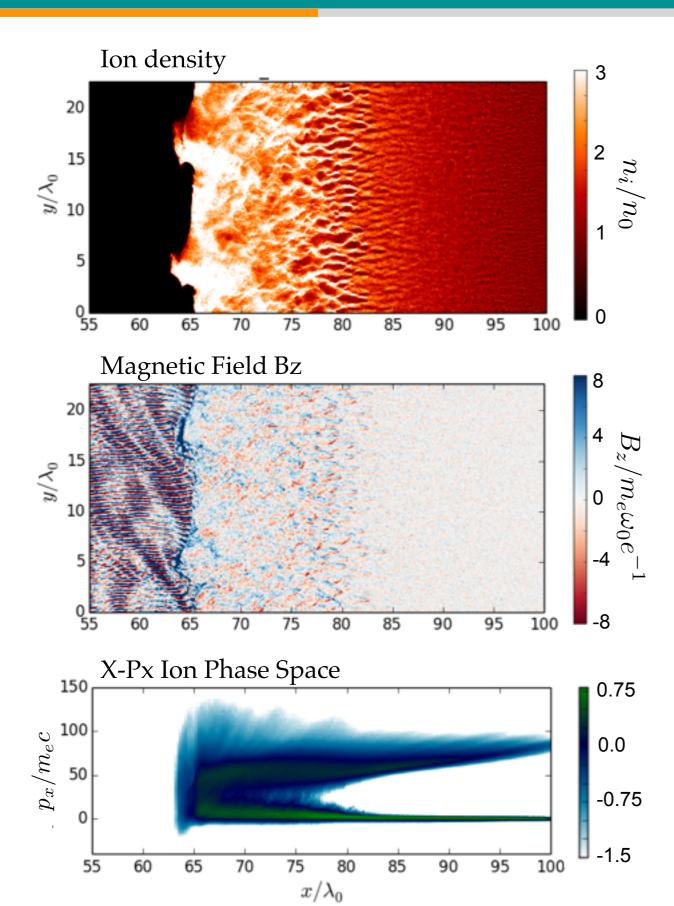
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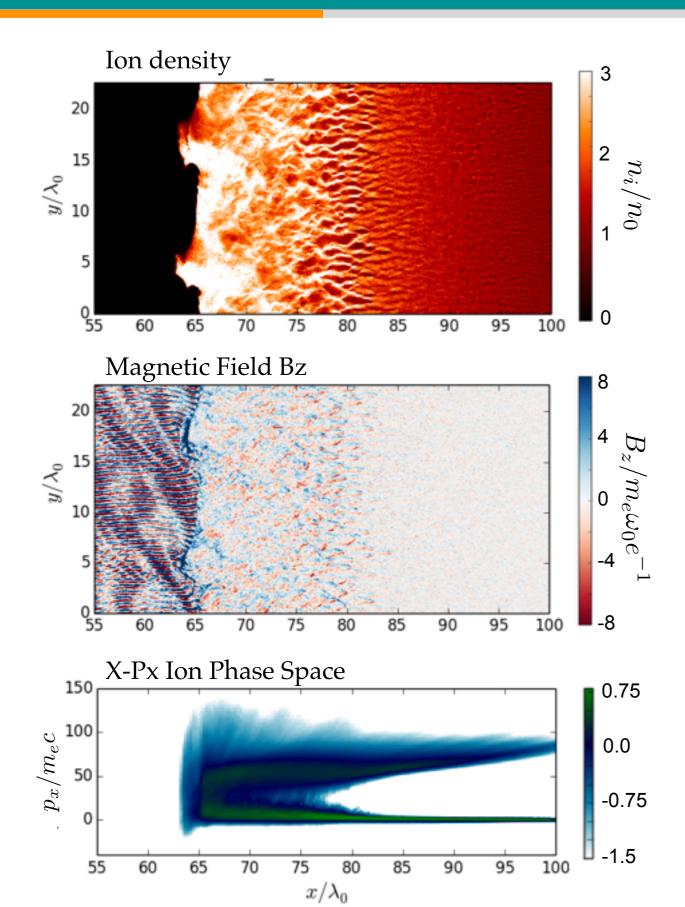


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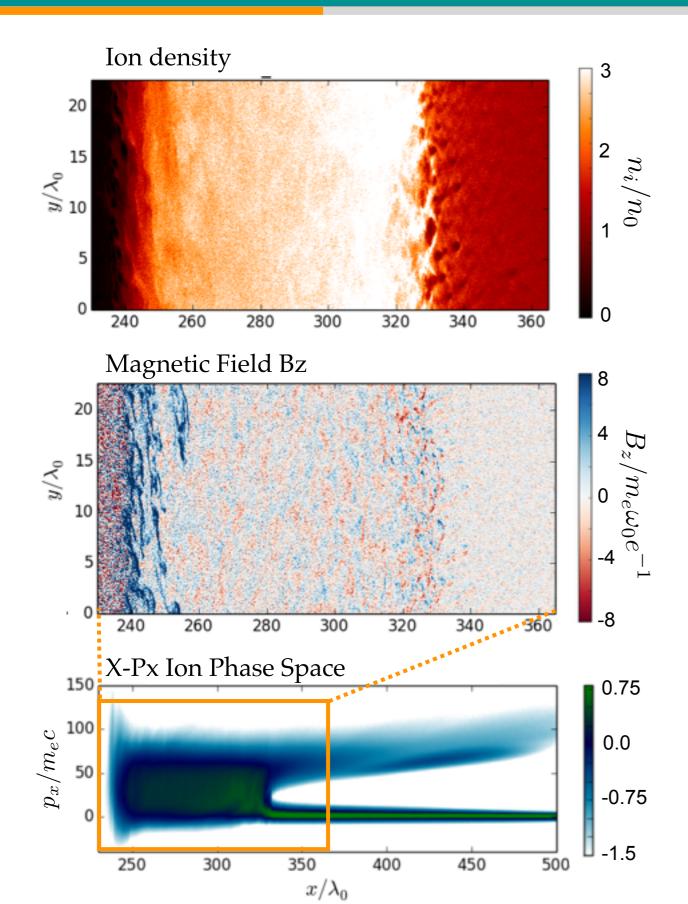




Simulation Parameters $I \simeq 5 \times 10^{21} W cm^{-2}$ $M_i = 100 m_e$ $v_{HB} \simeq 0.38 c$

To carry out the simulation the ion mass in artificially reduced !

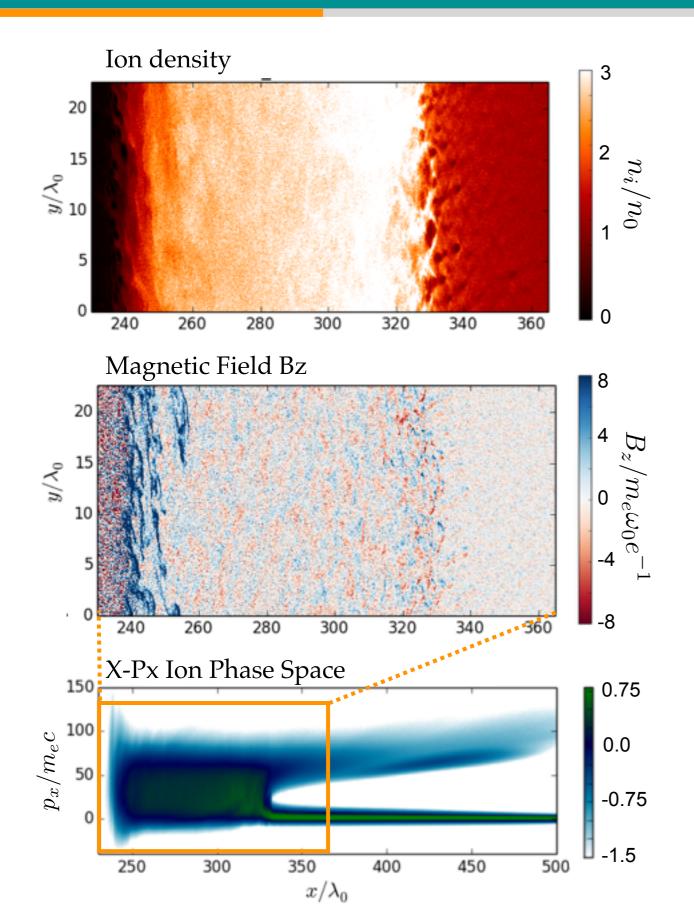
Collisionless shock formation



Simulation Parameters $I \simeq 5 \times 10^{21} W cm^{-2}$ $M_i = 100 m_e$ $v_{HB} \simeq 0.38 c$

> Shock Formation $t_f \simeq 2 \text{ ps}$ $L_f \simeq 80 \,\mu\text{m}$

Collisionless shock formation

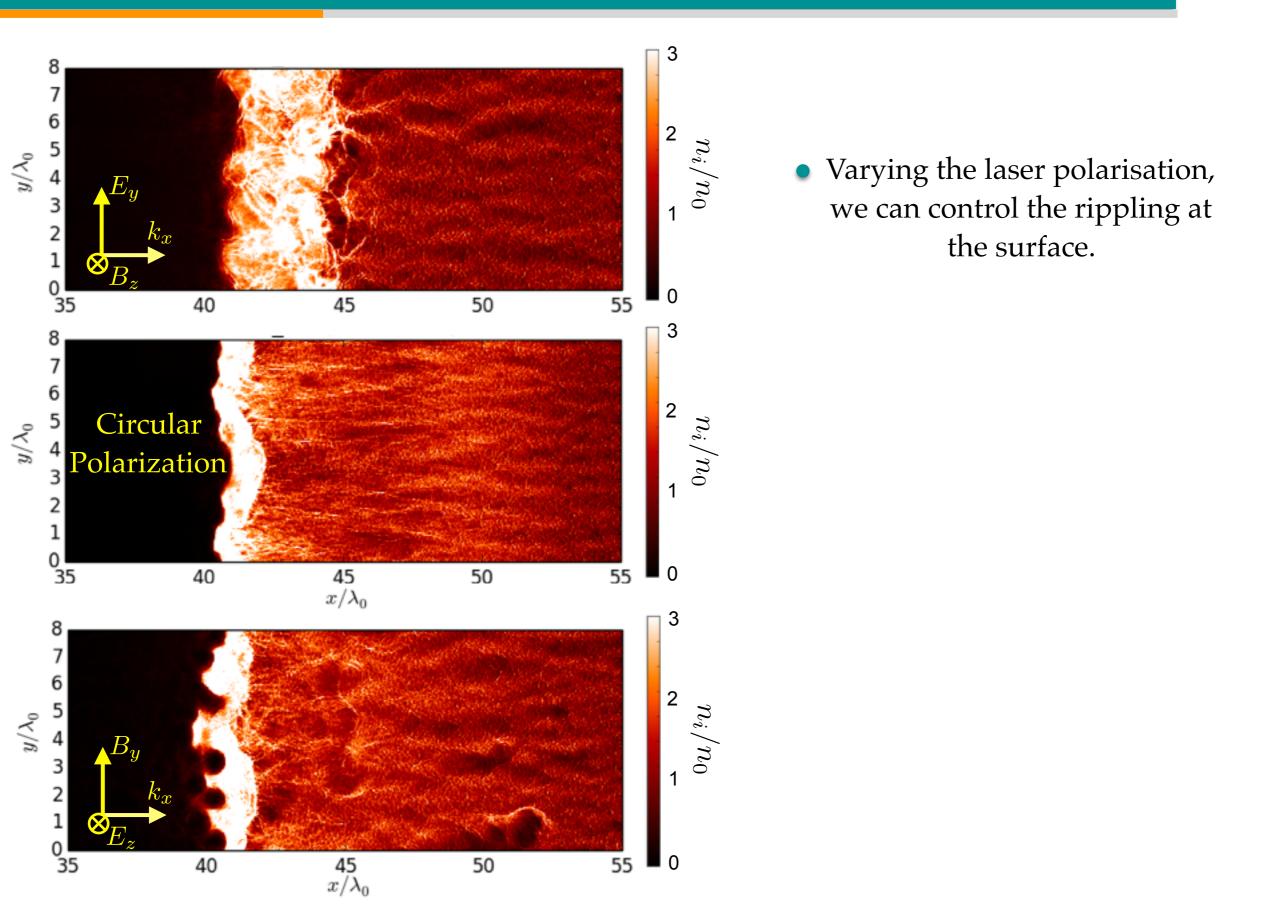


Simulation Parameters $I \simeq 5 \times 10^{21} W cm^{-2}$ $M_i = 100 m_e$ $v_{HB} \simeq 0.38 c$

Formation time with the real ion mass $t_f \simeq 30 \text{ ps}$

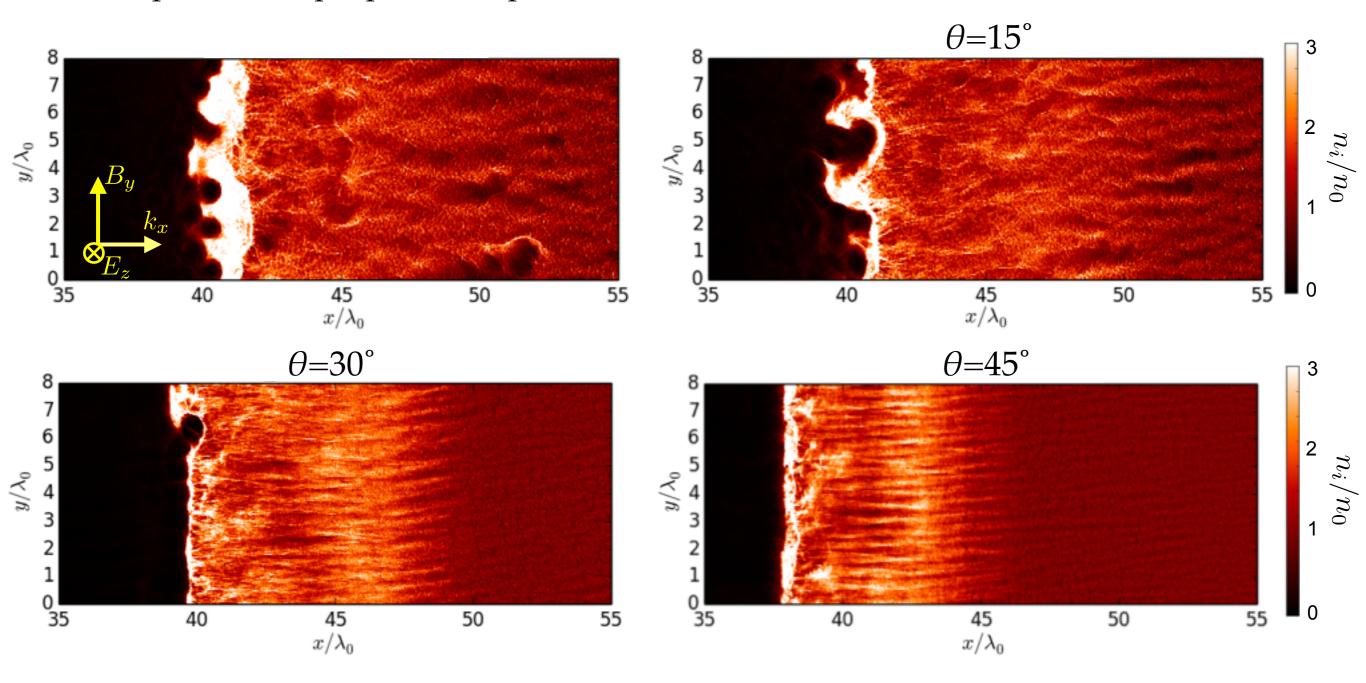
This laser facility is not yet available!

Different laser polarizations



Angle of incidence

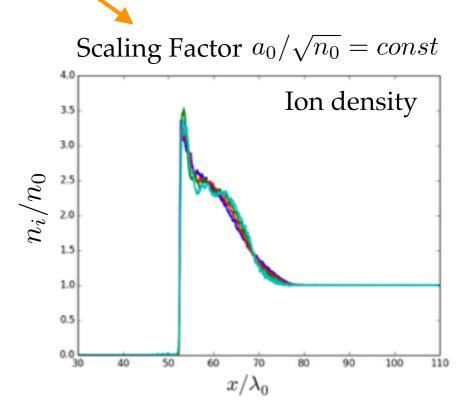
For experimental purpose is important to have non-normal incidence.



 Increasing the angle of incidence the surface remains flat for longer time.

- Increasing interest in the study of this kind of shock
- Great challenge from both numerical and experimental points of view
- What can we do to make our configuration reproducible in the lab?

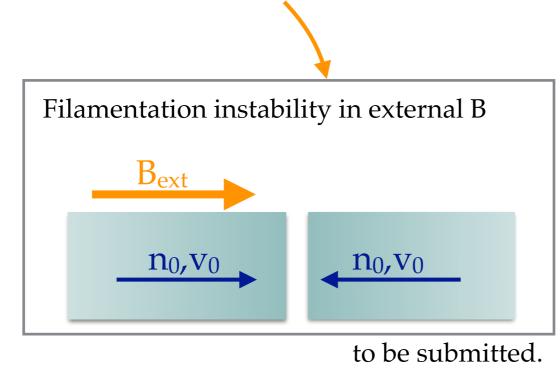
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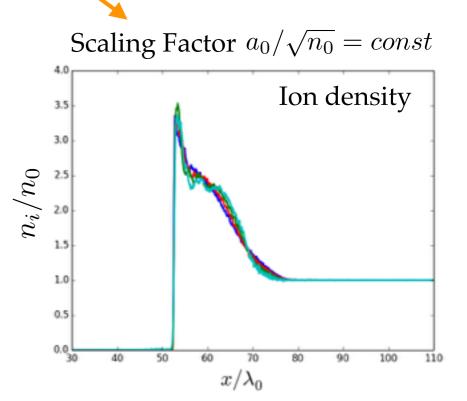


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Add an external magnetic field





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 - Find a scaling to decrease the laser intensity
 - Add an external magnetic field

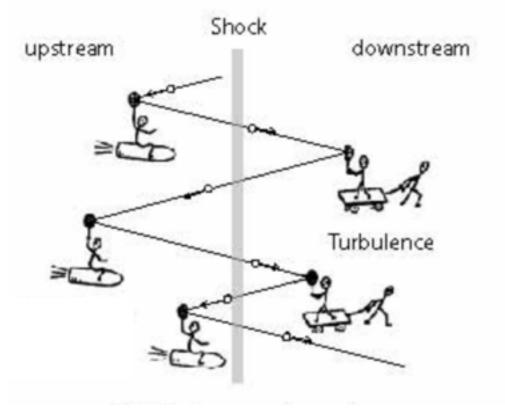
Thanks for the attention !



Why are these shocks interesting ?

Collisionless shocks are associated with extremely high energy particle production.

Cosmic ray acceleration via Fermi mechanism



Kinetic energy up to $E_k \simeq 10^{10} \text{GeV}$

We would like to investigate

the first phase of the shock formation & the injection mechanism

Particle-In-Cell code



SMILEI (Simulating Matter Irradiated by Light at Extreme Intensities) Open-source Particle-In-Cell code developed in C++ 1D3V and 2D3V cartesian geometry

