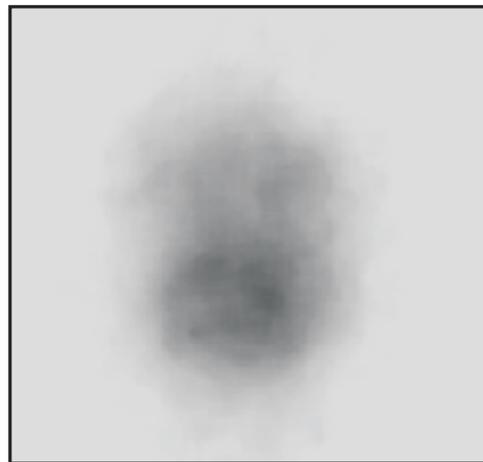


Simulations of X-Ray Core Images from OMEGA Implosions Driven with Controlled Polar Illumination



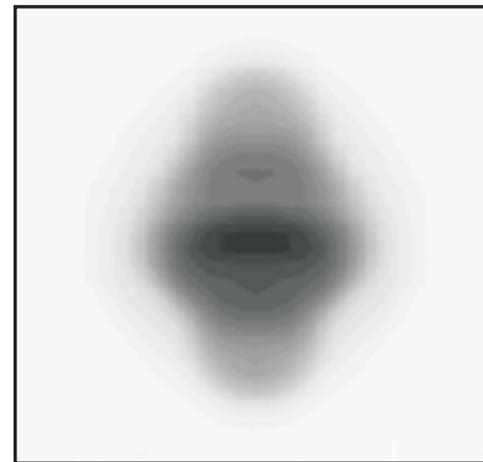
OMEGA Shot 34668, PDD, $D_2(15)CH[20]$, 40 beams, 15.4 kJ

DD yield
 2.89×10^{10}



KB3 time-integrated
x-ray image

100 μm



DD yield
 4.11×10^{10}

DRACO/Spect3D

R. Epstein, *et al.*
University of Rochester
Laboratory for Laser Energetics

46th Annual Meeting of the
American Physical Society
Division of Plasma Physics
Savannah, GA
15–19 November 2004

Collaborators



**T. J. B. Collins, R. S. Craxton, J. A. Delettrez, I. V. Igumenshchev,
F. J. Marshall, J. A. Marozas, P. W. McKenty, P. B. Radha,
S. Skupsky, and V. A. Smalyuk**

**Related papers: R. S. Craxton (invited) – B12-002
J. M. Soures – HO1-012
J. A. Marozas – HO1-014**

Summary

2-D DRACO/Spect3D* simulations show good agreement with the observed effects of polar direct drive on images of implosion cores



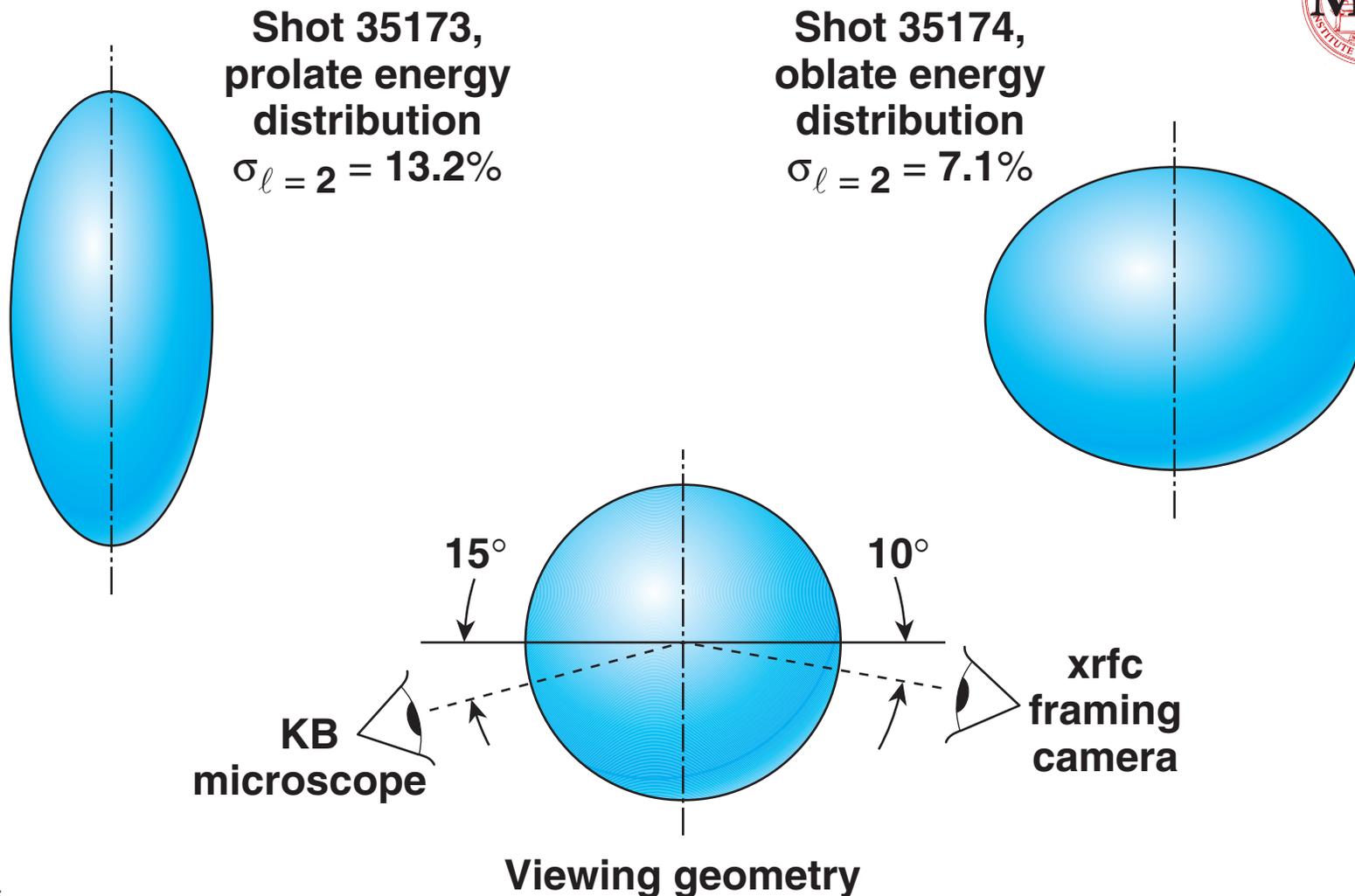
- **Successfully attributing the low-order asymmetry of implosion images to controlled polar drive uniformity in OMEGA experiments supports ongoing PDD (polar direct-drive) design work.**
- **The size, asymmetry, and history of observed images are reproduced by a 2-D hydrodynamic simulation with radiation-transport postprocessing.**
- **Additional image asymmetry can be attributed to the viewing angle in some cases, rather than unintended illumination imbalance.**

Simulated images are obtained from 2-D hydrodynamic simulation and 3-D radiation transport postprocessing



- **DRACO hydrocode**
 - 2-D Lagrangian hydrodynamics with interface tracking
 - PDD irradiation calculated with 2-D ray tracing approximating the plasma as an equivalent sphere for each ray
- **Spect3D* radiation-transport postprocessing**
 - Full 3-D straight-line integration of the equation of transfer
 - Tabulated LTE opacities valid for intended application
 - Camera filtering, response, and viewing angles included

OMEGA experiments show the effects of known polar nonuniformities on the shape of compressed cores

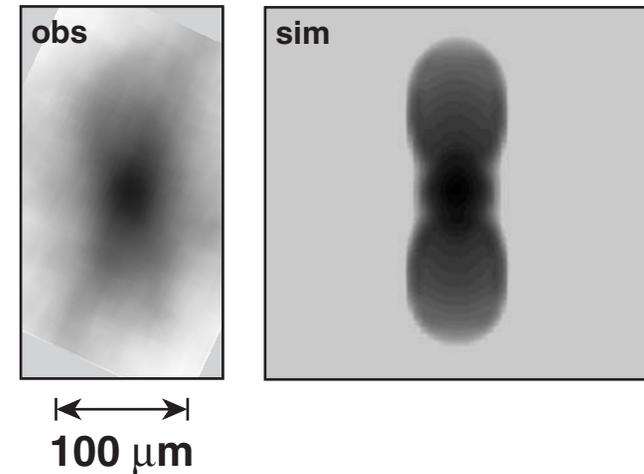
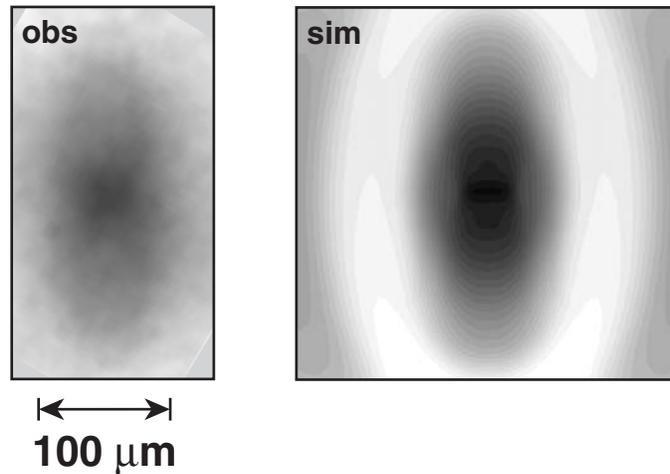


Target cores imploded with controlled polar asymmetry match the size and shape of 2-D *DRACO* and Spect3D* simulations

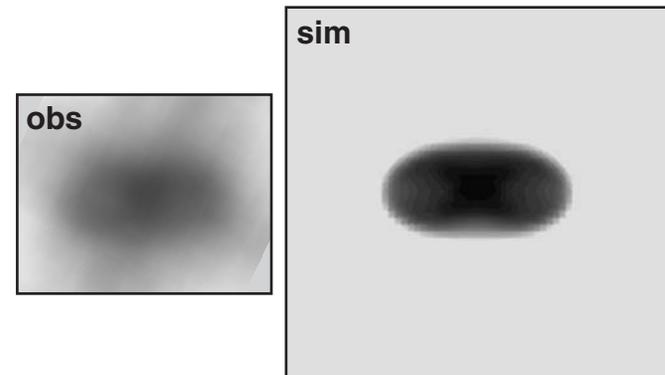
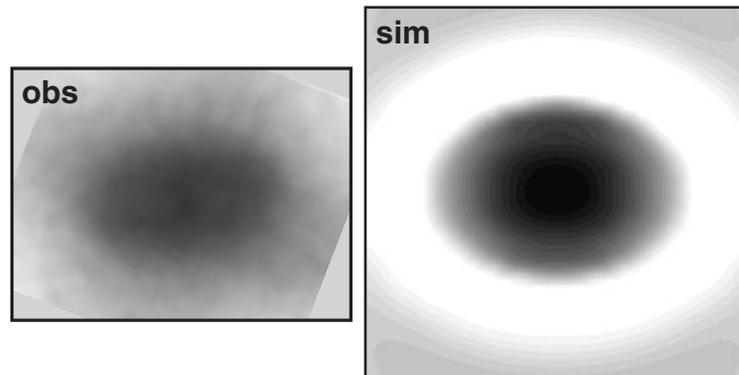
gmxi (2 to 7 keV)
t = 1.4 ns

gmxi (4 to 7 keV)
t = 1.65 ns

Shot 35173
prolate
 $\sigma_{\ell=2} = 13.2\%$



Shot 35174
oblate
 $\sigma_{\ell=2} = 7.2\%$



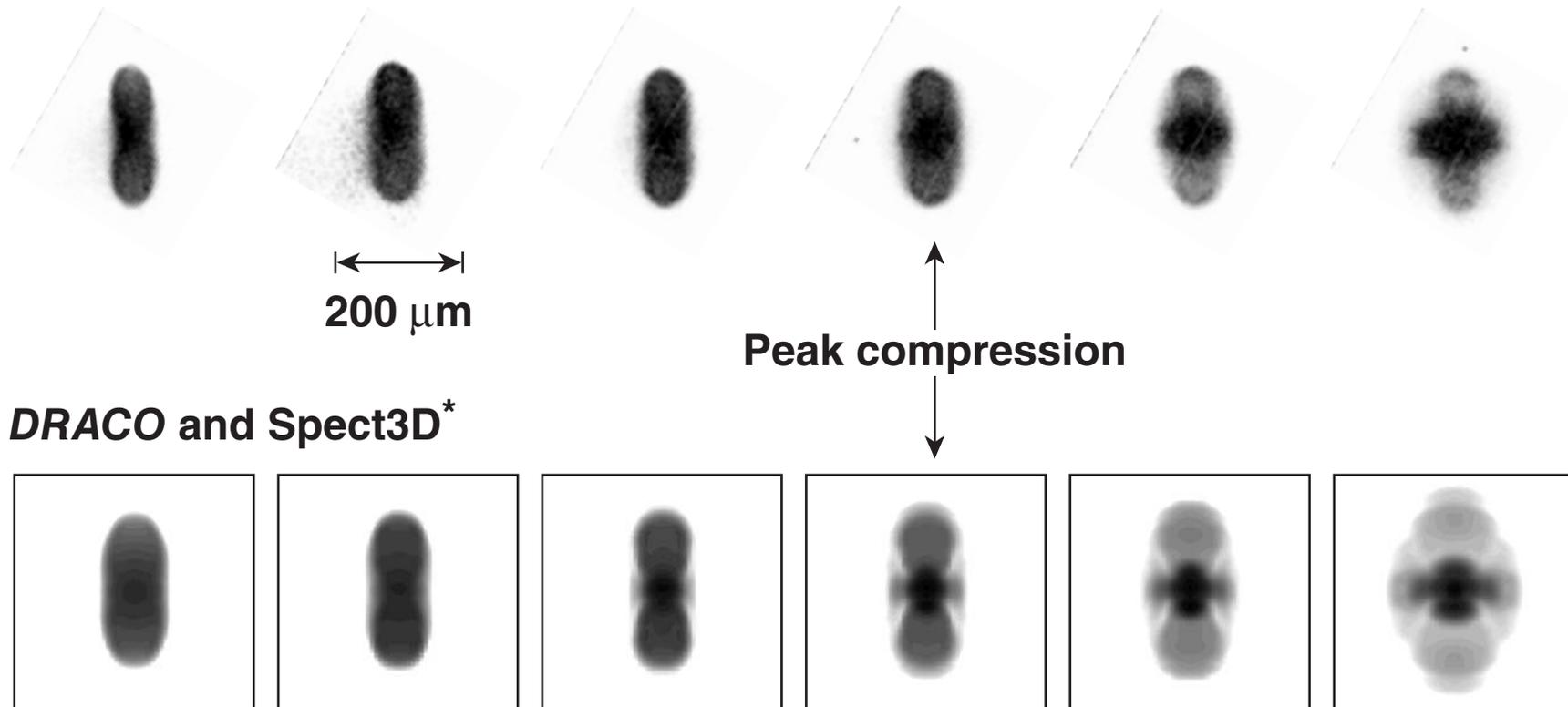
A measured prolate core-image sequence with equatorial stagnation is reproduced with 2-D *DRACO* and Spect3D*

UR
LLE 



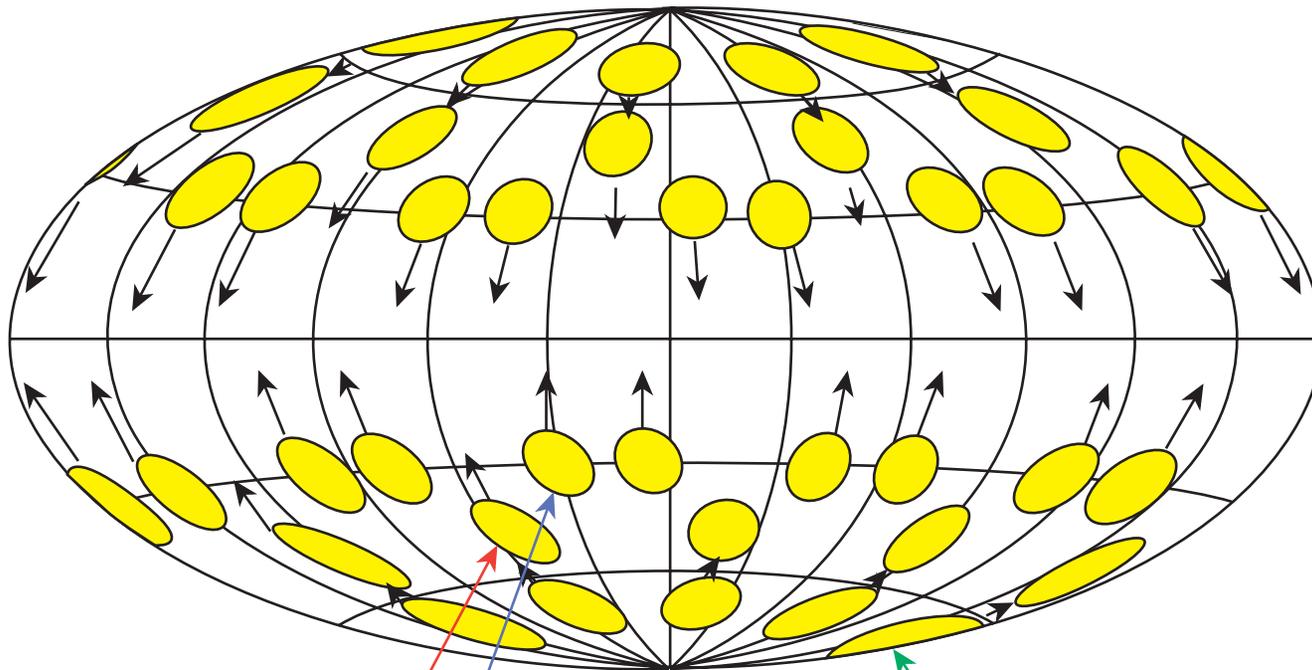
Shot 35173, prolate drive

$\Delta t = 58 \text{ ps}$, $\sigma_{\ell=2} = 13.2\%$, xrfc, Be filter



OMEGA PDD Configuration

The NIF 48-quad PDD configuration was simulated on OMEGA by repointing 40 beams



42° beams moved to 66.6°

58.8° beams moved to 83.5°

21° beams moved to 33.4°

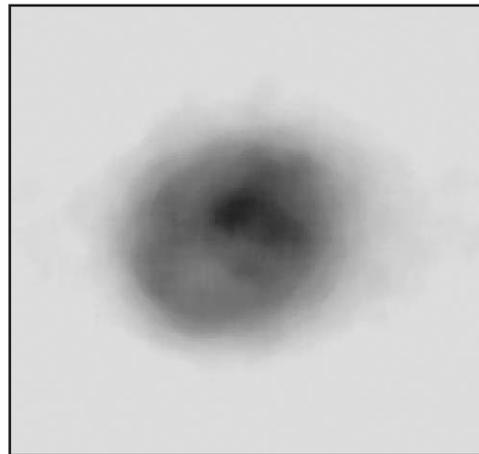
The core-stagnation symmetry is affected by the illumination configuration

Time-integrated KB microscope images

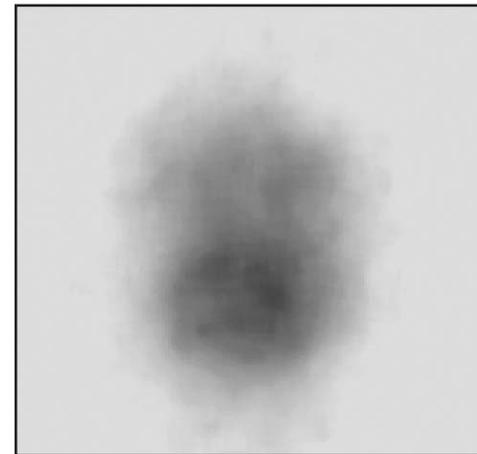
60 beams
TCC
15.6 kJ
 $Y_{DD} = 8.4 \times 10^{10}$

40 beams
PDD
15.4 kJ
 $Y_{DD} = 2.9 \times 10^{10}$

Shot
34644



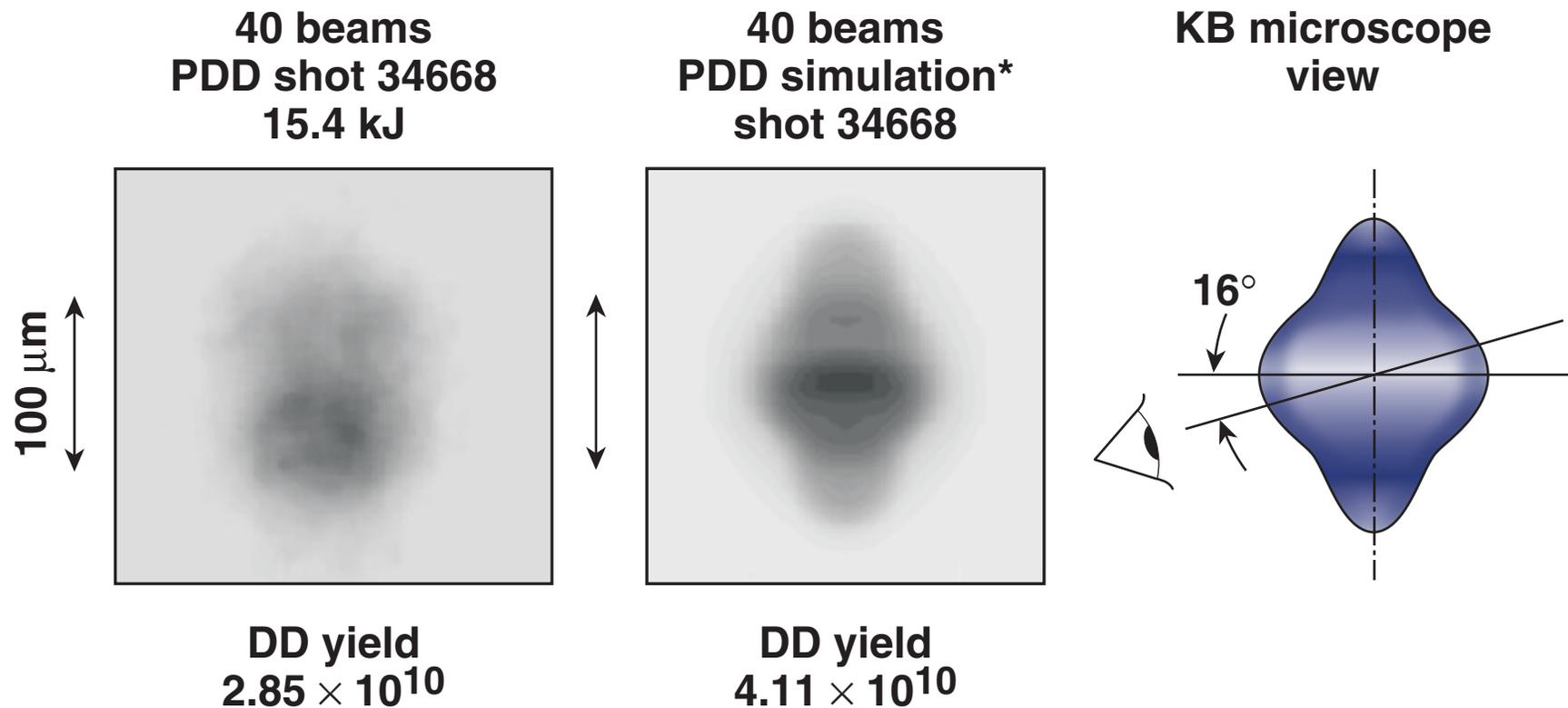
Shot
34668




100 μm

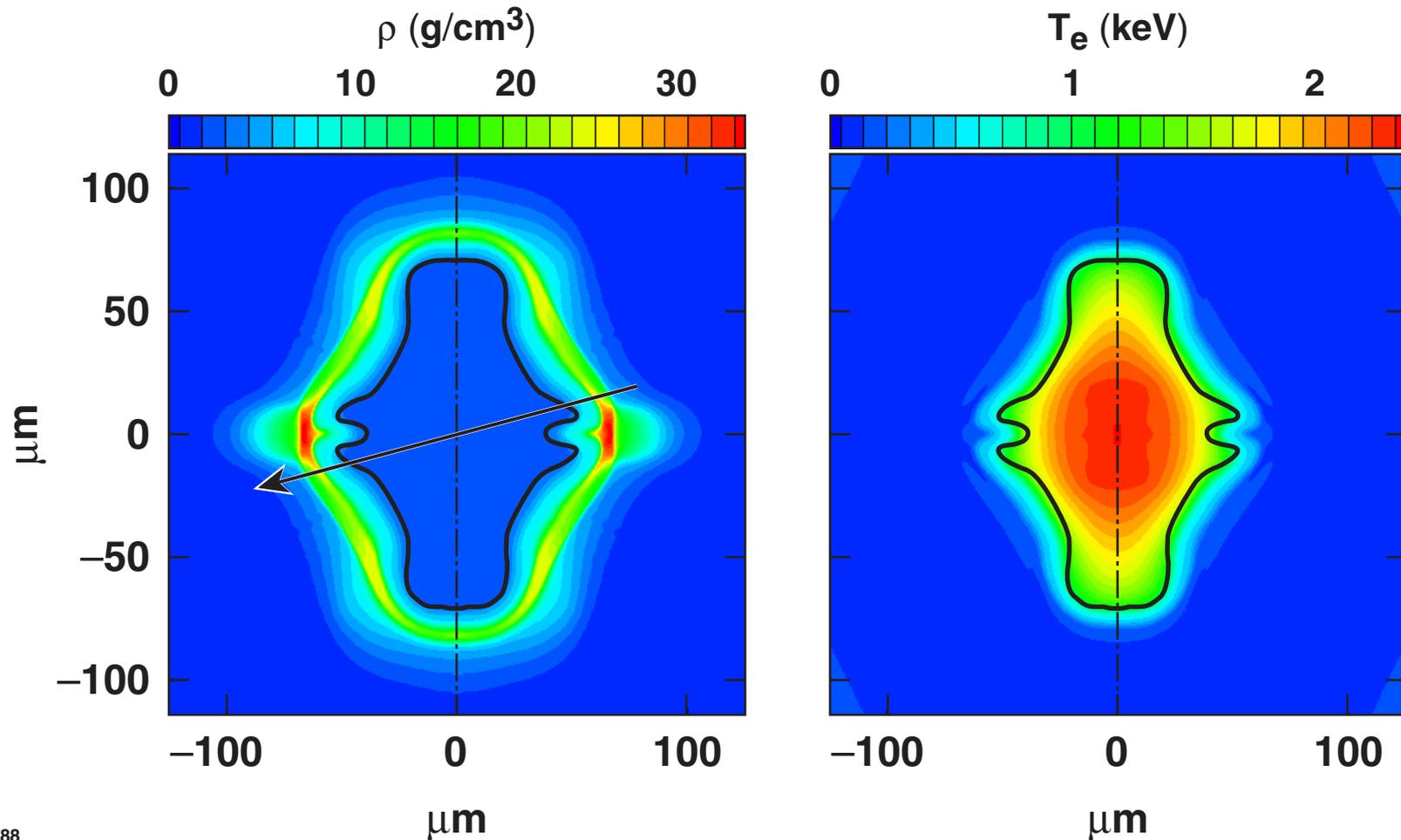
DRACO simulations of the PDD experiments reproduce the qualitative shape of the compressed core

OMEGA implosions at 15-atm, D₂-filled, 20- μ m-thick CH shells



PDD x-ray image asymmetry is due to the oblique viewing angle and absorption by the shell

Mass density and electron temperature near peak compression
Shot 34668, $t = 2.2$ ns



Summary/Conclusions

2-D DRACO/Spect3D* simulations show good agreement with the observed effects of polar direct drive on images of implosion cores



- **Successfully attributing the low-order asymmetry of implosion images to controlled polar drive uniformity in OMEGA experiments supports ongoing PDD (polar direct-drive) design work.**
- **The size, asymmetry, and history of observed images are reproduced by a 2-D hydrodynamic simulation with radiation-transport postprocessing.**
- **Additional image asymmetry can be attributed to the viewing angle in some cases, rather than unintended illumination imbalance.**