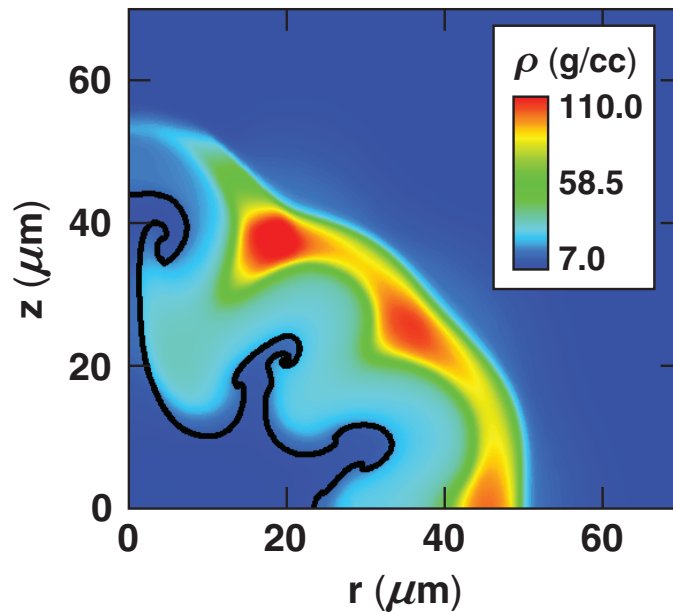


# Two-Dimensional Simulations of Plastic-Shell Implosions on OMEGA

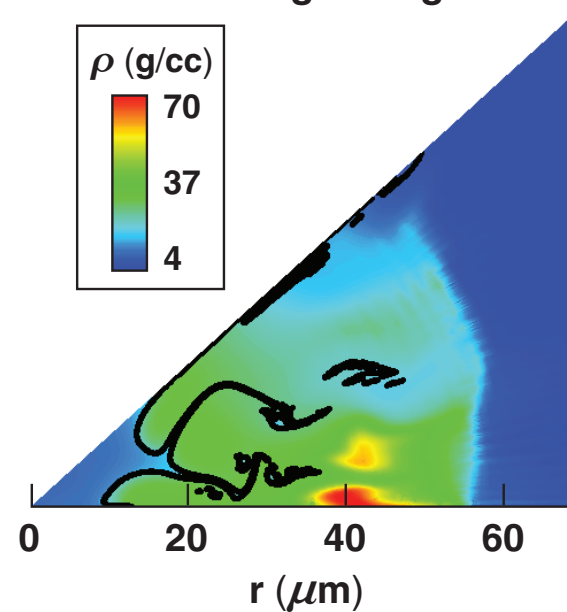


$\alpha = 2$  implosion at peak neutron production

Long-wavelength seeds



Seeds due to the entire  
wavelength range



P. B. Radha  
University of Rochester  
Laboratory for Laser Energetics

47th Annual Meeting of the  
American Physical Society  
Division of Plasma Physics  
Denver, CO  
24–28 October 2005

# Collaborators

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**V. N. Goncharov, J. P. Knauer, J. A. Marozas, S. P. Regan,  
K. Anderson, R. Betti, V. Yu. Glebov, D. D. Meyerhofer,  
T. C. Sangster, and C. Stoeckl**

**Laboratory for Laser Energetics  
University of Rochester**

**J. A. Frenje, R. D. Petrasso, and C. K. Li**

**Plasma Fusion Science Center  
Massachusetts Institute of Technology**

**D. Shvarts**

**Department of Physics  
Negev Research Center, Negev, Israel**

## Summary

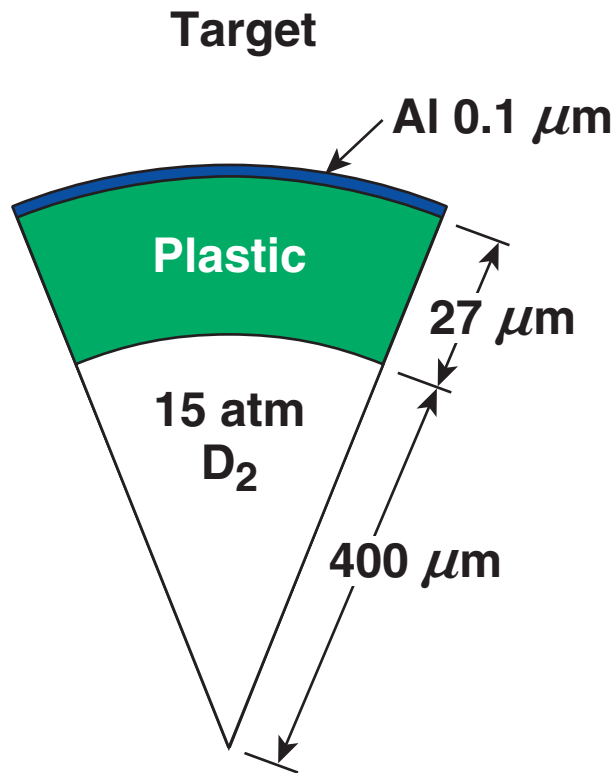
# A trade-off between compression and stability has been identified for implosions with different adiabats

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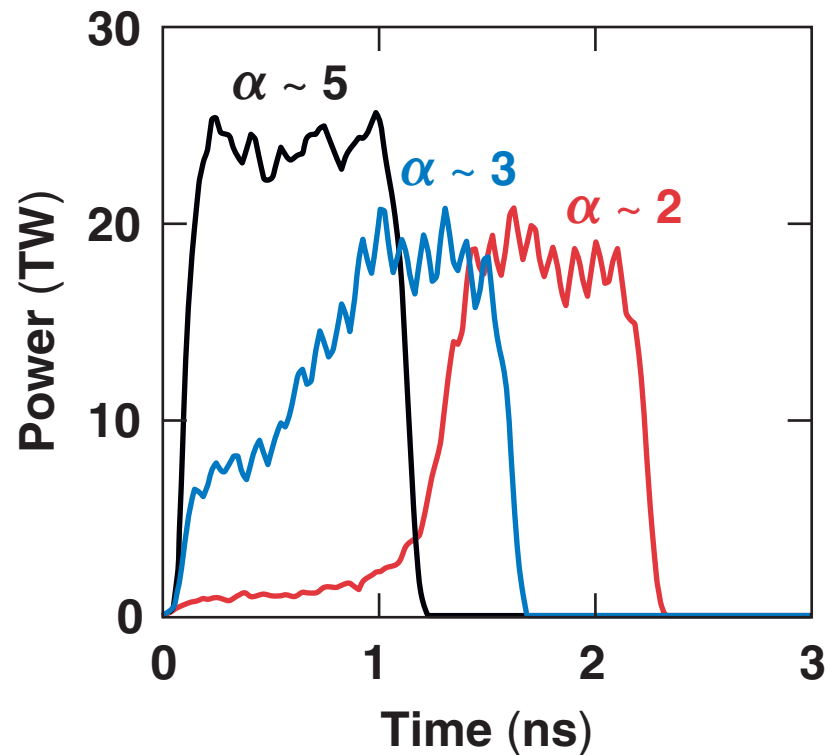
- Plastic shells were imploded on OMEGA using tailored pulse shapes that set the shell on varying adiabats.
- Two-dimensional *DRACO* simulations indicate that short wavelengths play an important role in determining target performance for low-adiabat implosions.
- In contrast to high-adiabat implosions, target performance for low-adiabat implosions is also significantly influenced by the nonuniformity between OMEGA beams, which manifest in long-wavelength perturbations.
- The best target performance is obtained for an intermediate adiabat, consistent with the experiment.

# Pulse shaping is used to vary the adiabat in plastic shell implosions



**Pulse shapes**

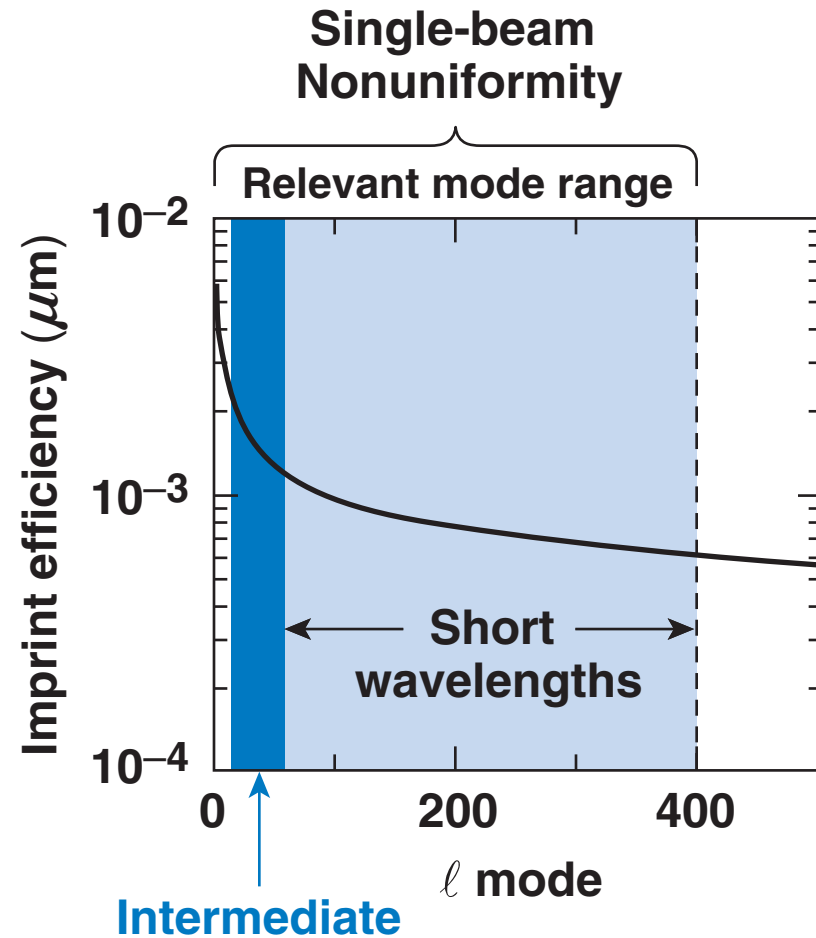
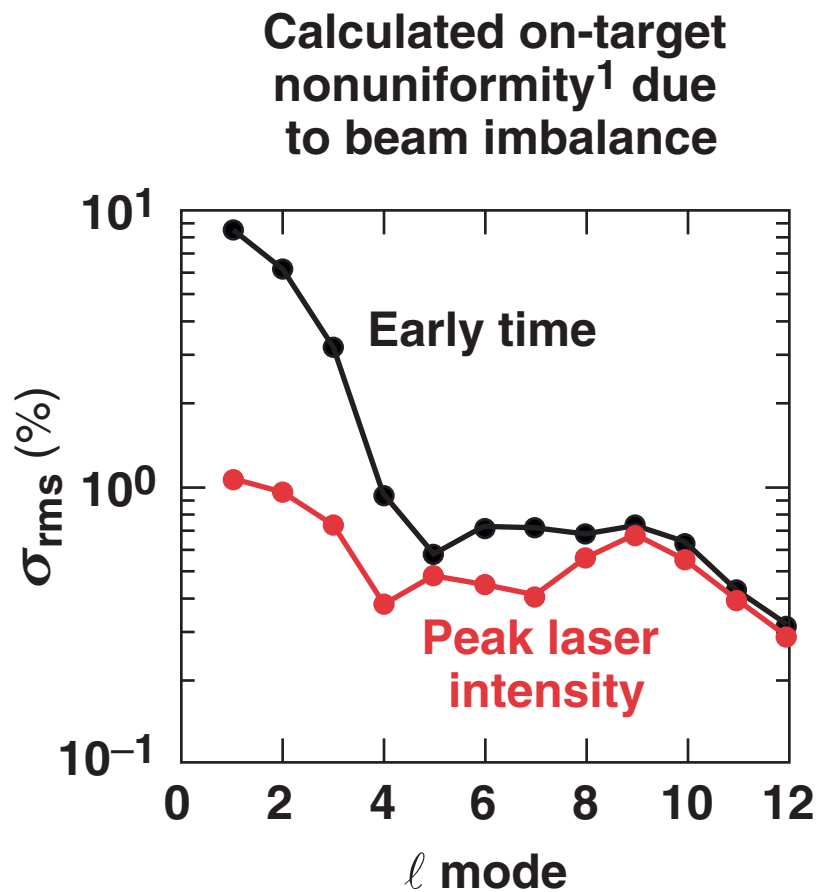
$$\alpha = P/P_{\text{Fermi}}$$



| $\alpha$ | CR |
|----------|----|
| 2        | 17 |
| 3        | 15 |
| 5        | 12 |

- 1-THz, 2-D SSD with polarization, smoothing was used in these implosions

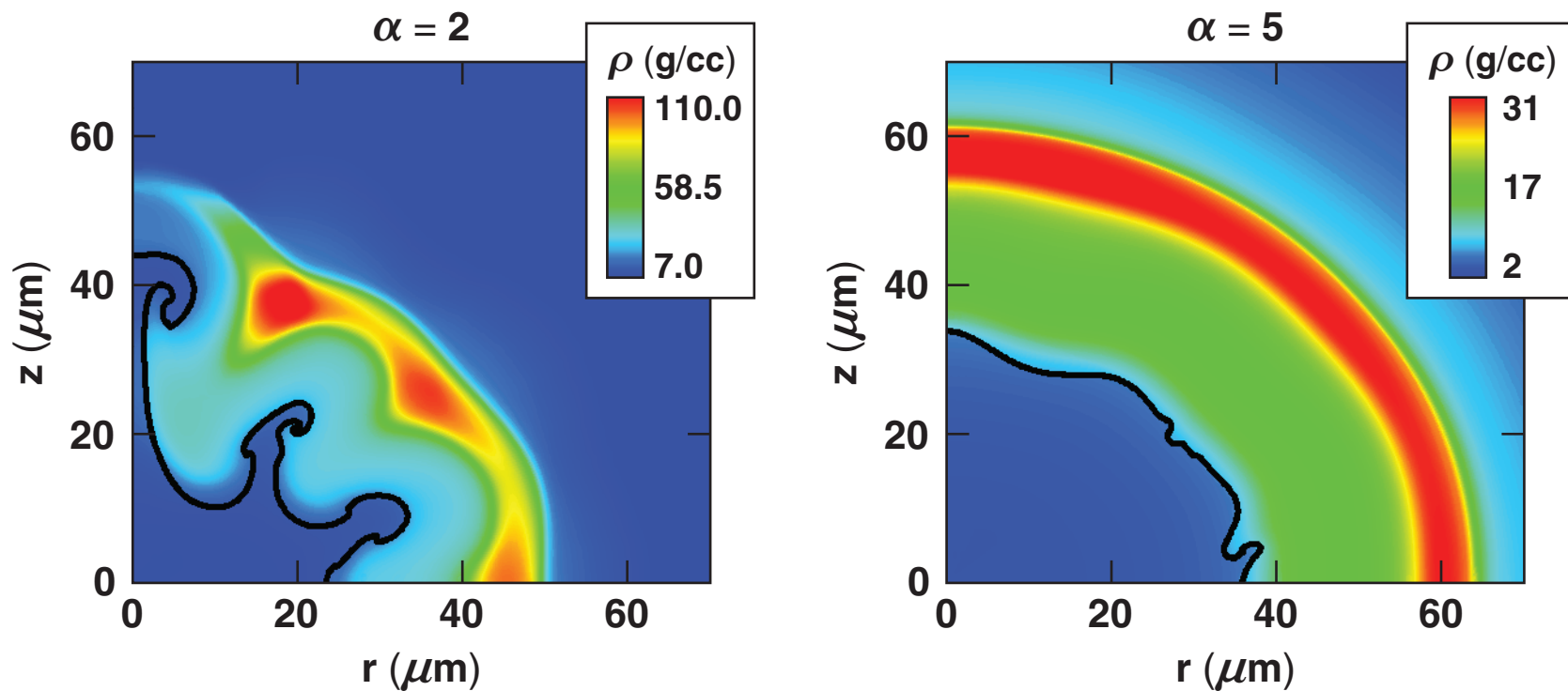
# Beam imbalance manifests in long wavelength modes whereas single-beam nonuniformity results in intermediate and short-wavelength perturbations



# Low-adiabat implosions show greater sensitivity to long wavelength nonuniformities than high-adiabat implosions

## Density contours at peak neutron production

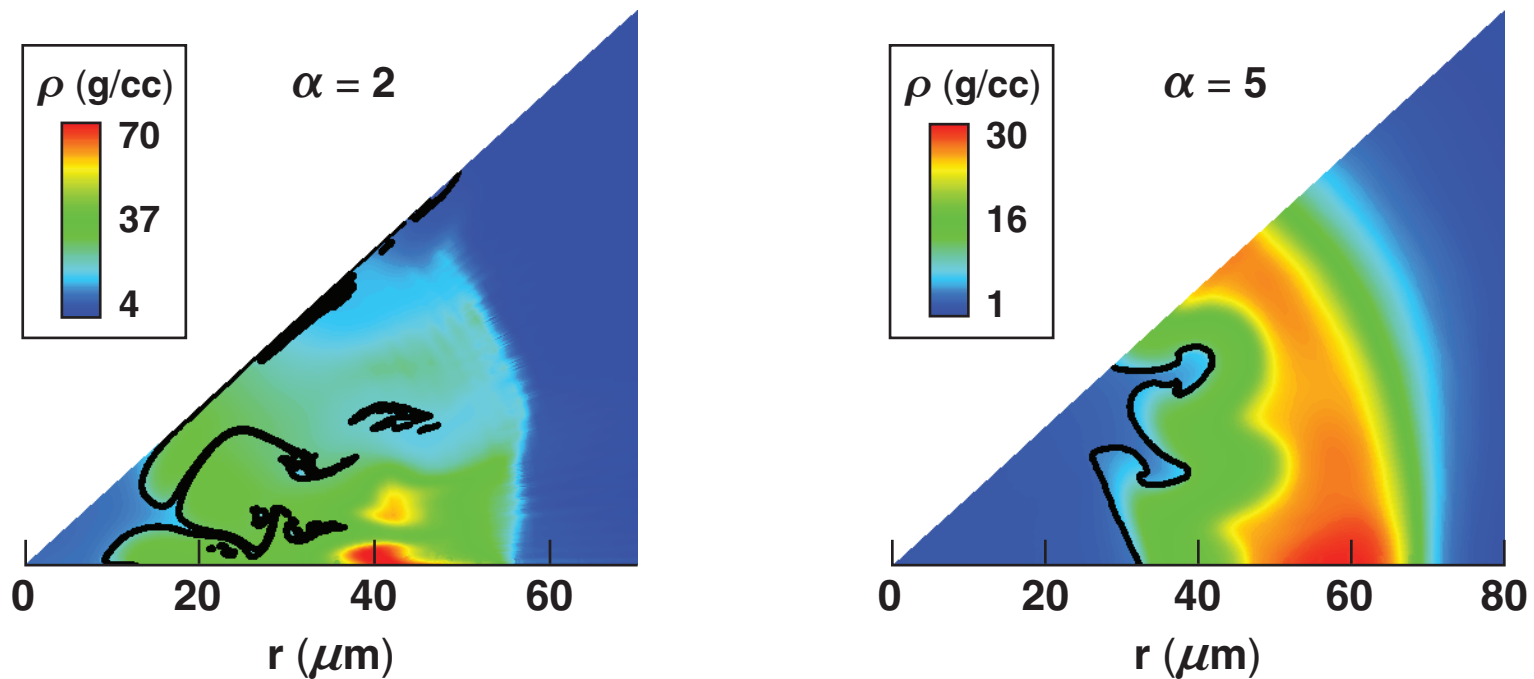
- DRACO simulation with modes 2 to 10 only



| $\alpha$ | YOC (2-D) | YOC (expt.) |
|----------|-----------|-------------|
| 2        | 50        | $7 \pm 2$   |
| 5        | 92        | $58 \pm 9$  |

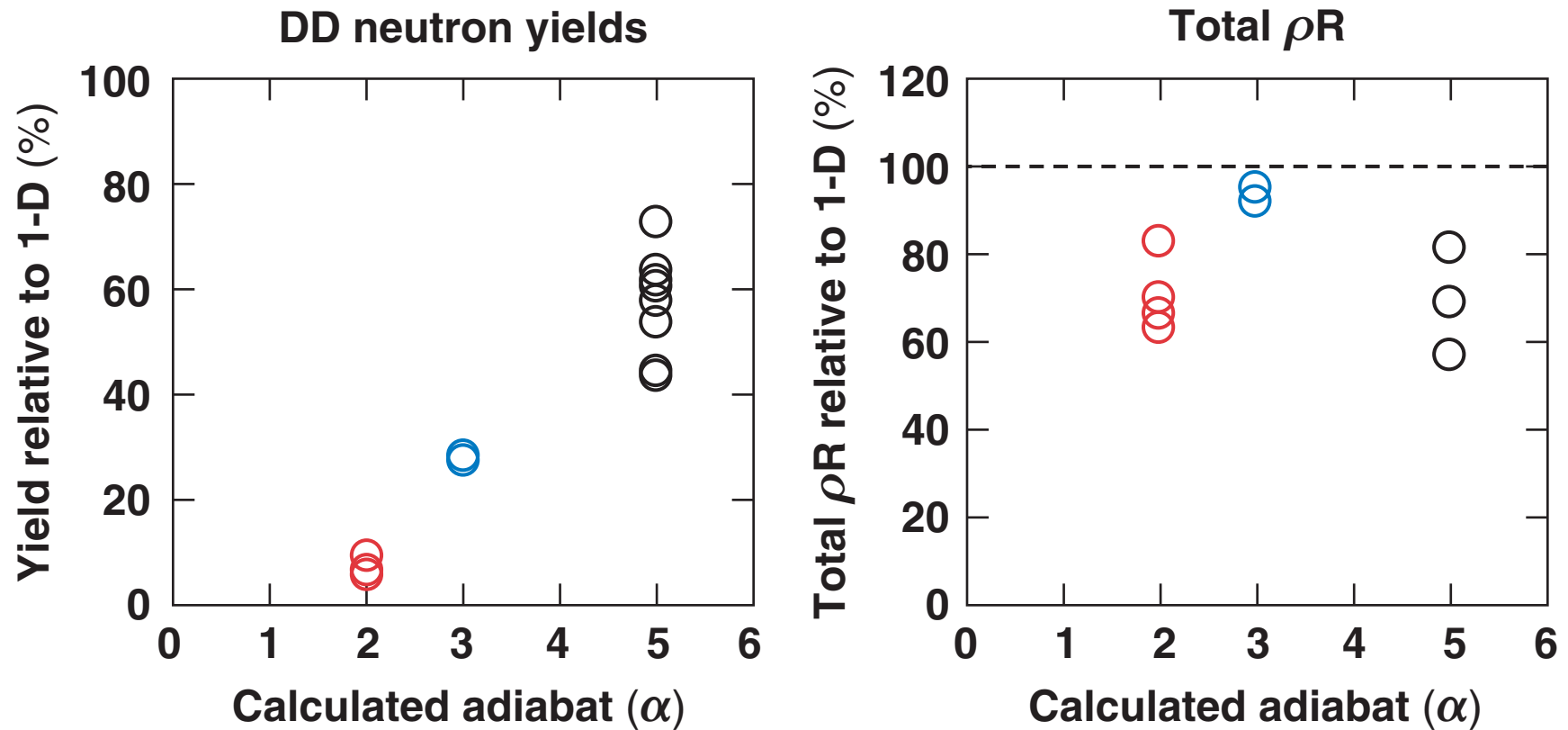
# Low-adiabat target performance is significantly affected by the intermediate and short wavelengths

- 2-D simulation with modes 4 (long), 20 (intermediate), and 200 (short)\* at peak neutron production in 1-D



| (% 1-D)                     | $\alpha = 2$ | $\alpha = 5$ |
|-----------------------------|--------------|--------------|
| YOC (2-D)                   | 24           | 60           |
| $\rho R_{2D} / \rho R_{1D}$ | 69           | 92           |

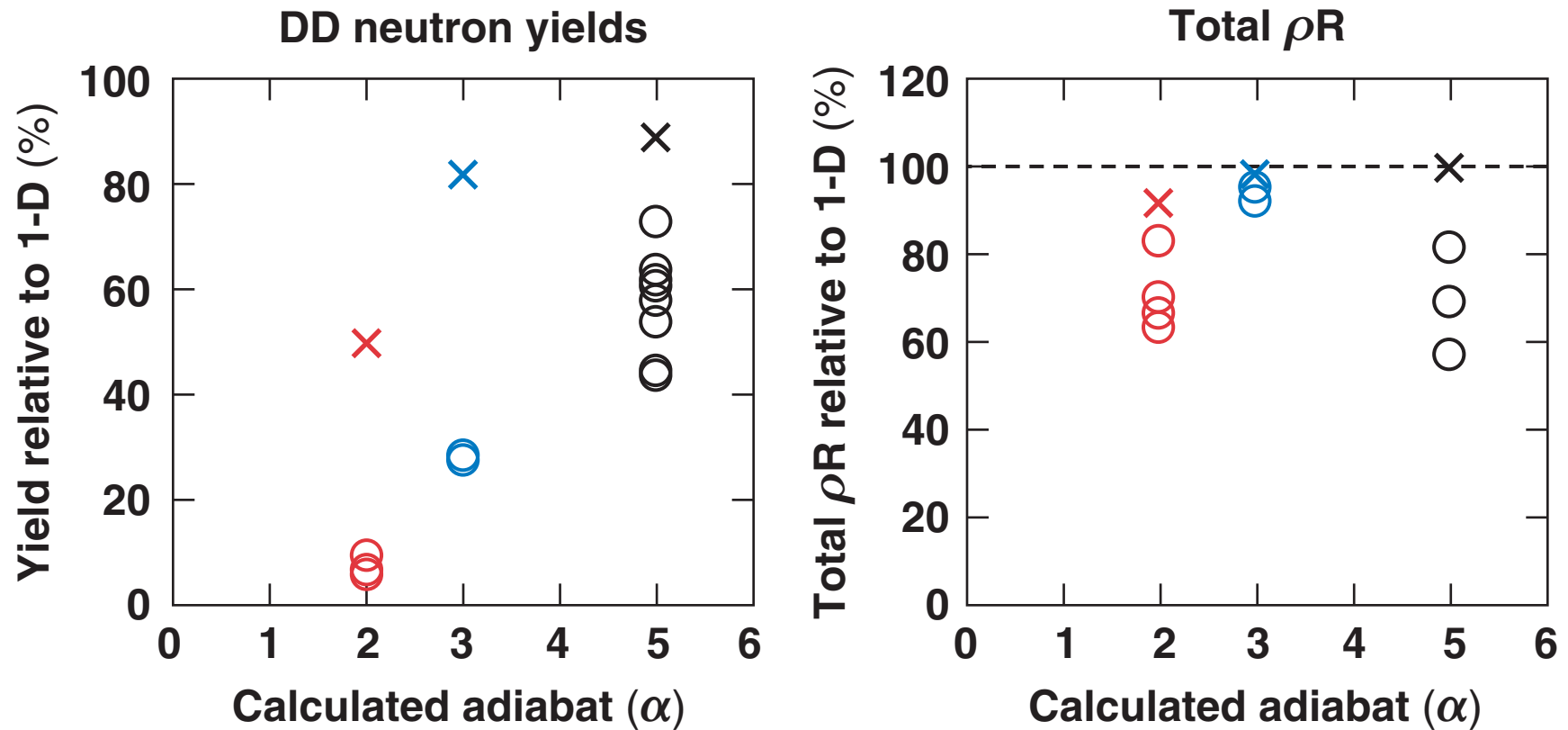
# Two-dimensional simulations reproduce trends in experimental data



○ Experiment

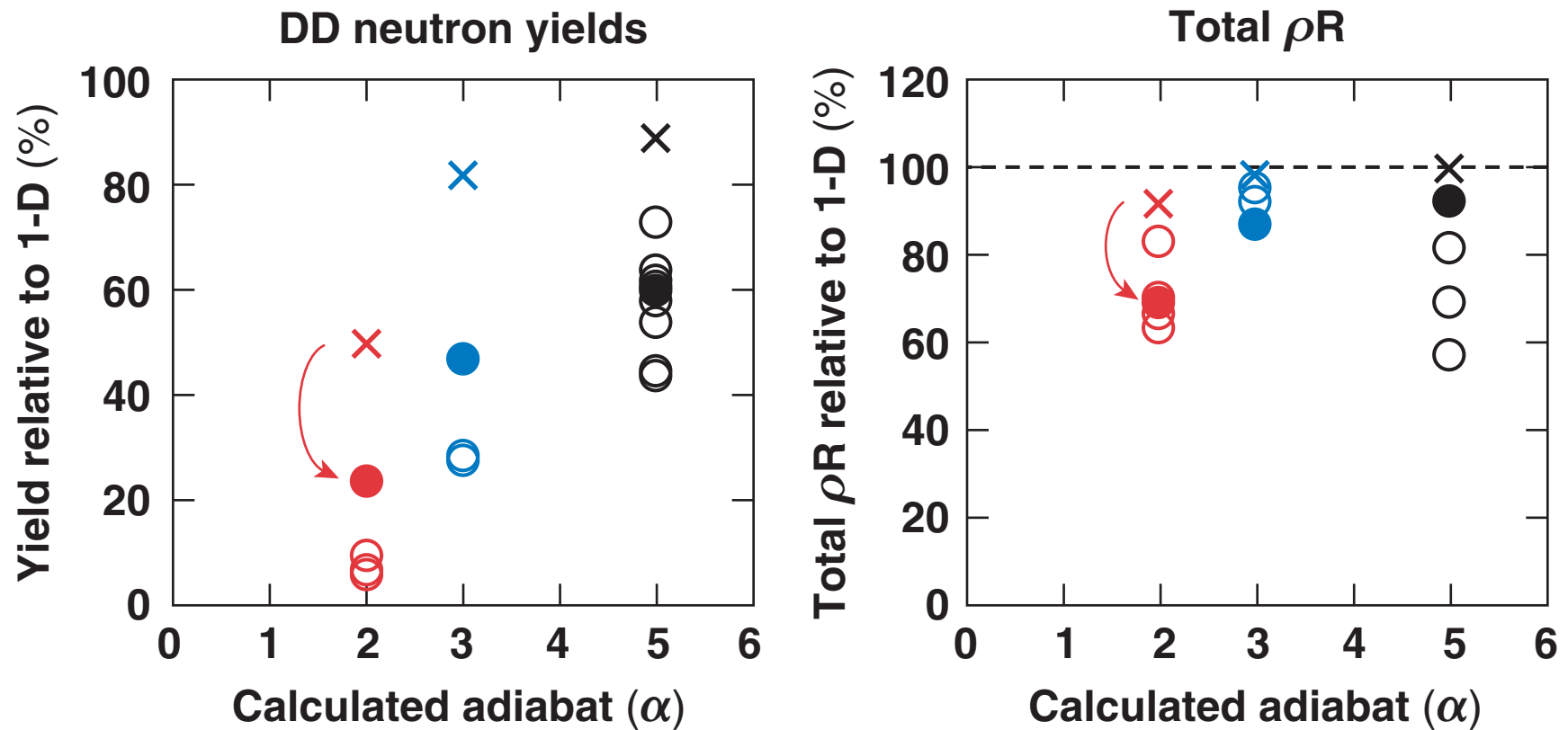


# Two-dimensional simulations reproduce trends in experimental data



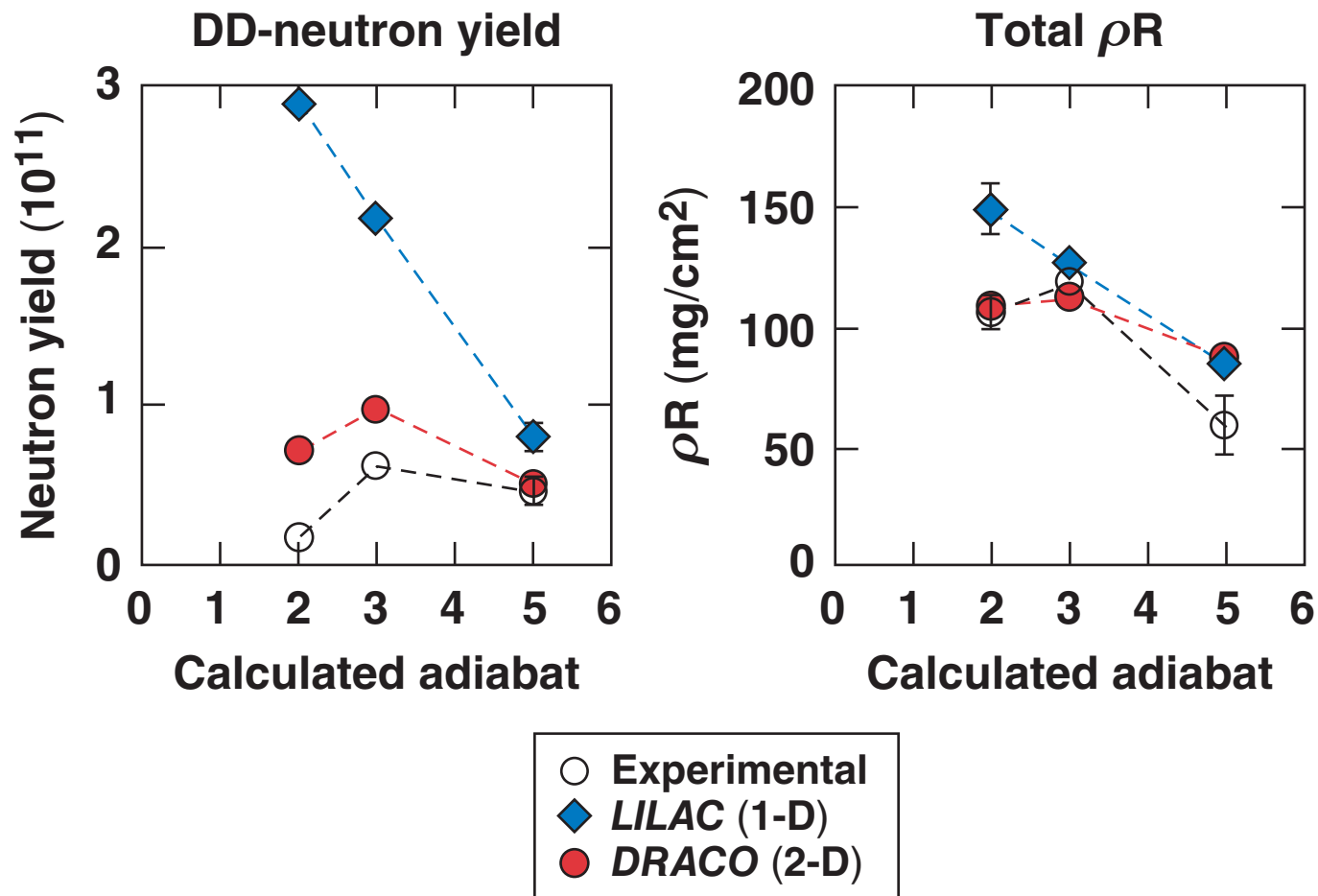
○ Experiment  
× Long wavelength only

# Two-dimensional simulations reproduce trends in experimental data



- Experiment
- × Long wavelength only
- Long + intermediate + short wavelengths

# DRACO simulations indicate that the best target performance occurs around $\alpha \sim 3$ , consistent with the experiment



# A trade-off between compression and stability has been identified for implosions with different adiabats

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- Plastic shells were imploded on OMEGA using tailored pulse shapes that set the shell on varying adiabats.
- Two-dimensional *DRACO* simulations indicate that short wavelengths play an important role in determining target performance for low-adiabat implosions.
- In contrast to high-adiabat implosions, target performance for low-adiabat implosions is also significantly influenced by the nonuniformity between OMEGA beams, which manifest in long-wavelength perturbations.
- The best target performance is obtained for an intermediate adiabat, consistent with the experiment.