Nonlinear dynamics of cross-beam energy transfer in conditions relevant to OMEGA implosions



Khanh Linh Nguyen Laboratory for Laser Energetics – University of Rochester Los Alamos National Laboratory

64th APS DPP, Spokane WA October 16th-21st, 2022







Lin Yin, Brian Albright Los Alamos National Laboratory

Dana Edgell, Russell Follett, David Turnbull, Dustin Froula, John Palastro Laboratory for Laser Energetics





The nonlinear dynamics of CBET in plasma conditions relevant to OMEGA implosions depend on the plasma density (n_e)



- Collisional vector particle-in-cell (VPIC) simulations were performed to model CBET in plasma conditions relevant to OMEGA implosions
- For low plasma densities, $n_e = 0.10 n_{cr}$, ion trapping can enhance CBET
- For intermediate plasma densities, $n_e = 0.20 n_{cr}$, the seed beam can become unstable to stimulated Raman backscatter, which can reduce the apparent energy transfer
- For high plasma densities, $n_e = 0.30 n_{cr}$, CBET can saturate due to pump depletion



Cross-beam energy transfer (CBET) is the exchange of energy between two laser beams mediated by their mutually driven ion acoustic wave (IAW)



TC16129

Linear CBET theory predicts maximum energy transfer when the detuning frequency of the laser beams is equal to the Doppler-shifted frequency of the IAW



Previous studies on the OMEGA TOP9 platform revealed that CBET can saturate through ion-trapping induced detuning^{1,2}



TC16133a



Previous studies on the OMEGA TOP9 platform revealed that CBET can saturate through ion-trapping induced detuning^{1,2}



Thermalization of trapped ions increased the ion temperature and detuned the resonant IAW frequency



Previous studies on the OMEGA TOP9 platform revealed that CBET can saturate through ion-trapping induced detuning^{1,2}



Thermalization of trapped ions increased the ion temperature and detuned the resonant IAW frequency

How does CBET saturate in conditions relevant to a direct-drive implosions where the plasma is hotter, denser, non-uniform, and flowing?



Collisional vector particle-in-cell (VPIC) simulations were conducted to explore CBET saturation in conditions relevant to an OMEGA implosion



Plasma conditions were extracted from a LILAC simulation of an OMEGA implosion



At each density, CBET was simulated between a pump and seed with a relative angle that maximized the gain factor



TC16239

- Density gradients were observed to impact the saturation mechanism and were included
- CBET resonance was achieved by shifting the seed wavelength, which was verified to give nearly identical results to using a constant flow



At low plasma densities, $n_e = 0.10 n_{cr}$, ion trapping enhanced CBET by reducing Landau damping





 At lower density, collisional de-trapping takes longer, leading to stronger and persistent ion-trapping At intermediate densities, $n_e = 0.20 n_{cr}$, the seed undergoes Raman backscattering, which reduces the apparent energy transfer

0.6

0.4

0.2

0.0

60

50

40

Ey normalized

z (*µ*m)

0

-10

-20 L

10

Kochester

20

30

 $x (\mu m)$



The seed beam propagates in a near-uniform plasma, tangential to the density gradient, exacerbating SRS

Despite SRS backscattering of the seed, the energy lost from the pump beam is in good agreement with the linear theory

 The density gradient and energy transfer to the seed suppress SRS backscatter of the pump beam

At high plasma density, $n_e = 0.30 n_{cr}$, CBET saturates due to pump depletion

The nonlinear dynamics of CBET in plasma conditions relevant to OMEGA implosions depend on the plasma density (n_e)

- Collisional vector particle-in-cell (VPIC) simulations were performed to model CBET in plasma conditions relevant to OMEGA implosions
- For low plasma densities, $n_e \le 0.10 n_{cr}$, ion trapping can enhance CBET
- For intermediate plasma densities, $n_e = 0.20 n_{cr}$, the seed beam can become unstable to stimulated Raman backscatter, which can reduce the apparent energy transfer
- For high plasma densities, $n_e = 0.30 n_{cr}$, CBET can saturate due to pump depletion

