# Rayleigh-Taylor Unstable Flames 

Elizabeth P. Hicks ${ }^{1,2}$ and Robert Rosner ${ }^{2}$

CIERA, Northwestern University ${ }^{1}$
University of Chicago ${ }^{2}$
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## Type la Supernovae



Image: NASA

## Deflagration to Detonation Transition (DDT)

In order to get the correct explosion properties the SN la flame must become supersonic.

- Deflagration: A subsonic flame
- Detonation: A supersonic flame with an associated shock wave

Two ways for this to occur:

- Zeldovich Gradient Mechanism
- Flame exceeds the sound speed because fluid instabilities (Rayleigh-Taylor instability) increase the surface area of the flame


## Rayleigh-Taylor Instability

The source of wrinkling: the Rayleigh-Taylor instability

- The fuel is more dense than the ash
- The flame propages upward against the direction of gravity


Image: LLNL

## Some important questions:

How do flows generated by the flame interact with the flame front?

- What causes changes in the surface area of the flame?
- At what G does the Rayleigh-Taylor instability become important?
- How much can Rayleigh-Taylor driven turbulence wrinkle the flame front?


## Difficulties for Simulations

1. Current Supercomputers are unable to resolve the flame and the whole white dwarf at the same time.

- Size of White Dwarf $=7 * 10^{8} \mathrm{~cm}$, Width of Flame $=.01-1 \mathrm{~cm}$
- Subgrid Models for flame behavior are necessary


## What kind of subgrid model is actually appropriate?

- Flame Speed = Rayleigh-Taylor speed
- Flame Speed determined by Kolmogorov Turbulence

2. Full Reaction Networks are very stiff and difficult to integrate

## Study Flames Directly

Avoid these problems and study a very simplified case:

1. A flame in a rectangular computational domain
2. Constant gravity
3. Use a simple, model reaction

## Flame in a Gravitational Field



## Important Parameters

Non-Dimensional Gravity:

$$
G=g\left(\frac{\triangle \rho}{\rho_{0}}\right) \frac{\delta}{s_{o}^{2}}
$$

Prandtl Number:

$$
\operatorname{Pr}=\frac{\nu}{\kappa}=1
$$

Non-Dimensional Box Size:

$$
L=\frac{l}{\delta}=128
$$

## What happens when gravity is increased?

Transition-to-turbulence type problem

- Look for low-dimensional dynamical systems and simple bifurcations when G is small
- Consider the effects of turbulence when $G$ is large


## Dynamical System

A dynamical system consists of a state space plus a rule for time evolution in that space.
$x=\dot{\Theta}$
$y=\dot{\Theta}$
$\dot{y}=-\frac{g}{L} \sin (x)$
$\dot{x}=y$


Image: S. Shadden

## Bifurcations

A bifurcation is a change in a system as a control parameter is increased. Example:

$$
\dot{y}=\lambda y-y^{3}
$$

$\lambda$ is the control parameter


## Low G Systems

General Strategy:

- Pick an observable to model (examples: velocity at a point, flame speed)
- Treat the observable as part of an underlying low-dimensional dynamical system.

Spatial behaviors can be understood temporally

## Flame: Fixed Point Example $(G=0.001)$

Temp. Vx Vy Vorticity


- The flame moves upward at a constant speed.



## Cusped Flame Front, Stable Rolls $(G=0.17)$

Temp. Vx Vy Vorticity


- Flame front becomes cusped.
- Stable rolls attach to the flame front
- Flame speed is still constant



## Unstable Rolls $(G=0.24)$

Temp. Vx Vy Vorticity

- Shear instability destabilizes the rolls
- Vortex Shedding begins!
- Flame speed is still constant
 shedding?


Image: Van Dyke

- Vortex shedding creates periodic behavior: Hopf bifurcation
- Similar system: flow past a cylinder (von Karman vortex street)
- Cylinder: Shedding at near critical Re governed by the Landau equation (Strykowski and Sreenivasan $1986,1987,1990$ )


## Landau Equation: Governs shedding behind the flame

The Landau equation is satisfied in the vortex forming region behind the flame.

$$
\frac{d A}{d t}=a A-\frac{1}{2} c|A|^{2} A
$$

- In this case, choose $V_{x}$ as $A$
- The beginning of periodic motion is a Hopf bifurcation.
- $G_{c r} \approx .22$

Vortex shedding is can be modelled by a time-dependent process with a secondary spatial dependence.

## Time Series Analysis of the Flame Speed

Observe the flame speed to learn about the underlying "dynamical system"

- When vortex shedding moves close enough to the flame front, the flame speed begins to oscillate. $(G \approx 0.3)$
- Period Doubling: Left/Right Symmetry Breaks ( $G \approx 0.6$ )
- Torus Bifurcation: Cusp Breaks ( $G \approx 0.85$ )

| $\mathrm{G}=0.24$ | 0.25 | 0.26 | 0.27 | 0.28 | 0.29 | 0.3 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |

## Period Doubling



- Between $G=0.5$ and $G=0.7$ a period doubling occurs.


## Period Doubling: Power Spectra



## Period Doubling- Left/Right Symmetry Breaks



- Base Period: Up/down motion of the flame
- Doubled Period:
Side-to-side motion


## Torus bifurcation



- An extra, incommensurate frequency develops.


## Torus bifurcation: Power Spectra



## Torus Bifurcation: Cusp Breaking $(G=0.9)$

Temp. Vx Vy Vorticity

- New Frequency introduced by cusp breaking
- The cusp is broken when the Rayleigh-Taylor instability begins to overwhelm burning.



## Summary for $G \leq 1$



## Conclusions for low-G flames

Dynamical systems theory gives simple, but powerful, models for understanding complex-looking flame behaviors.

What causes changes in the surface area of the flame?

- At low G, the cusp creates vortex rolls which become unstable by a shear instability. These rolls affect the flame surface from behind.
- The flame front is disturbed by material behind it even at low values of $G$.
At what $G$ does the Rayleigh-Taylor instability become important?
- R-T becomes directly important at $G=0.9$


## High G Flames $(G \geq 1)$



Two important questions:

1. What is the flame speed?
2. How well is turbulence able to wrinkle the flame front?

## Flame Speed Scaling

The average flame speed scales as $s \propto \sqrt{G L}$.

Average Flame Speed vs. G


Subgrid models should be based on the Rayleigh-Taylor flame speed!

## Box-Counting (Fractal) Dimension

$$
D_{\text {frac }}=-\lim _{\epsilon \rightarrow 0} \frac{\log (N(\epsilon))}{\log (\epsilon)}
$$


(Mandelbrot 1967)
Image: Wikipedia

## Measuring Flame Wrinkling- Fractal Dimension

Average Fractal Dimension


- The flame front is wrinkled by turbulence, but the amount of wrinkling levels off.
- Claim: At high values of G, large-scale stretching of the flame by the RT instability controls the flame dynamics.


## Fractal Dimension Model for the Flame Speed

The flame speed is proportional to the flame area:

$$
\frac{s}{s_{0}}=\frac{L_{f}}{L}
$$

The length of the flame is determined by:

- Large-scale Rayleigh-Taylor stretching
- Wrinkling at all scales by turbulence

What are the contributions from each of these effects?

A model for the flame area:

$$
L_{f}=L_{R T}(G) *\left(\frac{L}{\eta(G)}\right)^{D_{F}-1}
$$

$L=$ the size of the largest eddies (the box size)
$\eta=$ the size of the smallest eddies (the Kolmogorov cutoff scale)

Some useful relations:

- For large values of G, $D_{F} \rightarrow 1.5$.
- For 2D turbulence, $\eta=L * R e^{-1 / 2}$.
- $R e=L\left(1+0.2 L\left(G-G_{1}\right)\right)^{0.56}$

Altogether this gives:

$$
L_{f} \propto L_{R T}(G) * G^{0.14}
$$

We already know that $s \propto \sqrt{G L}$ so:

- Rayleigh-Taylor stretching scales as: $G^{0.36}$
- Turbulent wrinkling scales as: $G^{0.14}$

Large-scale Rayleigh-Taylor stretching dominates the flame speed for high values of G.

## Conclusions

- At low G, flames can be described by simple, low-dimensional bifurcation models.
- The initial disturbance of the flame surface is due to a shear instability behind the flame front.
- At large G, the Rayleigh-Taylor instability controls the burning rate by stretching the flame front.
- Subgrid models should be based on the Rayleigh-Taylor flame speed.
- The DDT transition is not possible for flames under these conditions.


## Nek5000

## DNS/LES computational fluid dynamics solver

Developers: Paul Fischer (chief architect), Aleks Obabko, James Lottes, Stefan Kerkemeier, Katie Heisey

## Features:

- Spectral Element Code
- Incompressible or low-Mach number
- Very fast and efficient
- Low memory use
- Scales up to 100, 000 processors
- Works very well with solid boundaries

Website: http://nek5000.mcs.anl.gov

## Flame Simulations

Parameters-WD

| $\rho_{9}$ | $\mathbf{G}$ | $\mathbf{L}$ | $\mathbf{G L}$ |
| :---: | :---: | :---: | :---: |
| 10 | $3.1 * 10^{-13}$ | $7.9 * 10^{12}$ | 2.44 |
| 8 | $6.4 * 10^{-13}$ | $6.1 * 10^{12}$ | 3.9 |
| 6 | $1.9 * 10^{-12}$ | $4 * 10^{12}$ | 7.6 |
| 4 | $9.5 * 10^{-12}$ | $2 * 10^{12}$ | 19.5 |
| 2 | $2.1 * 10^{-10}$ | $5.4 * 10^{11}$ | 114 |
| 1 | $6.5 * 10^{-9}$ | $1.4 * 10^{11}$ | 910 |
| .5 | $2.1 * 10^{-7}$ | $3.6 * 10^{10}$ | 7500 |
| .2 | $6.8 * 10^{-5}$ | $4.9 * 10^{9}$ | $3.3 * 10^{5}$ |
| .1 | $2 * 10^{-2}$ | $1.2 * 10^{8}$ | $2.5 * 10^{6}$ |
| .05 | $8.7 * 10^{-1}$ | $4.3 * 10^{7}$ | $3.8 * 10^{7}$ |
| .01 | $4.5 * 10^{2}$ | $1.2 * 10^{7}$ | $5.2 * 10^{9}$ |

Parameters-Simulations

| $\mathbf{G}$ | $\mathbf{L}$ | $\mathbf{G L}$ |
| :---: | :---: | :---: |
| .25 | 128 | 32 |
| .5 | 128 | 64 |
| 1 | 128 | 128 |
| 2 | 128 | 256 |
| 4 | 128 | 512 |
| 8 | 128 | 1024 |
| 16 | 128 | 2048 |
| 32 | 128 | 4096 |
| 64 | 128 | 8192 |
| 128 | 128 | 16384 |

## The Equations

## Bistable Reaction:

- Use the Boussinesq

Approximation

## Equations

Navier-Stokes Equation:

$$
\frac{D \mathbf{u}}{D t}=-\left(\frac{1}{\rho_{o}}\right) \nabla p+\frac{\rho \mathbf{g}}{\rho_{o}}+\nu \nabla^{2} \mathbf{u}
$$

Heat Equation:

$$
\frac{D T}{D t}=\kappa \nabla^{2} T+R(T)
$$

Continuity Equation:

$$
\nabla \cdot \mathbf{u}=0
$$

$$
R(T)=2 T^{2}(1-T)
$$

## Definitions

Laminar Flame Speed:

$$
s_{o}=\sqrt{\alpha \kappa}
$$

Flame Width:

$$
\delta=\sqrt{\frac{\kappa}{\alpha}}
$$

$\kappa$ is the thermal diffusivity
$\frac{1}{\alpha}$ is the reaction time

## Non-Dimensional Equations

## Equations

Navier-Stokes Equation:

$$
\frac{D \mathbf{u}}{D t}=-\left(\frac{1}{\rho_{o}}\right) \nabla p+G T+\operatorname{Pr} \nabla^{2} \mathbf{u}
$$

Heat Equation:

$$
\frac{D T}{D t}=\nabla^{2} T+2 T^{2}(1-T)
$$

Continuity Equation:

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\nabla \cdot \mathbf{u}=0
$$

## Control Parameters

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