Low Energy Target Designs

using higher implosion velocities and higher intensity*

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* Reduce substantially the required laser energy

- * Take advantage of KrF short wavelength (for constant $I\lambda^2$, allow double intensity compared to 1/3 µm laser)
- * Make use of spike pulse to improve target gain and/or stability

Conditions for ignition:

 $ho R > 0.4 ext{ g/cm}^2$ and $ext{T} > 5 ext{ keV}$ (mean free-path for α 's < R) (α heating > rad. losses)

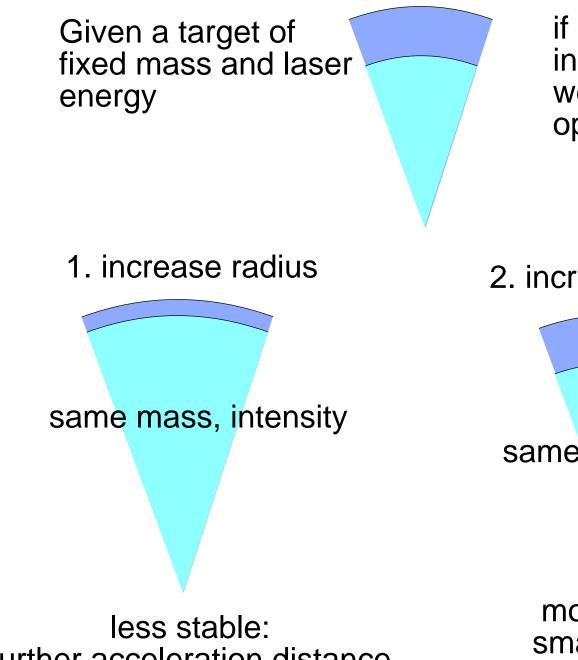
At stagnation, kinetic energy is converted into thermal energy:

From isobaric model (Meyer-ter-Vehn),

$$E_{ign} \sim \alpha^3 / v_{imp}^{10}$$

(in another model,
$$E_{ign} \sim \alpha^{1.7} / v_{imp}^{5.5}$$
)

ignition energy is very sensitive to implosion velocity!



if we want to increase its velocity, we have two options:

2. increase intensity

same mass, radius

further acceleration distance

more stable: smaller IFAR, higher ablation velocity e-folds < 6 (may be less because smaller size, RM instability)

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$$\gamma_{cl} = (kg)^{1/2}$$

Using R= gt²/2, k = $2\pi/\lambda$ and $\lambda = \Delta R$ then $\gamma t \sim (R/\Delta R)^{1/2}$

In fact, we use for 1D stability analysis:

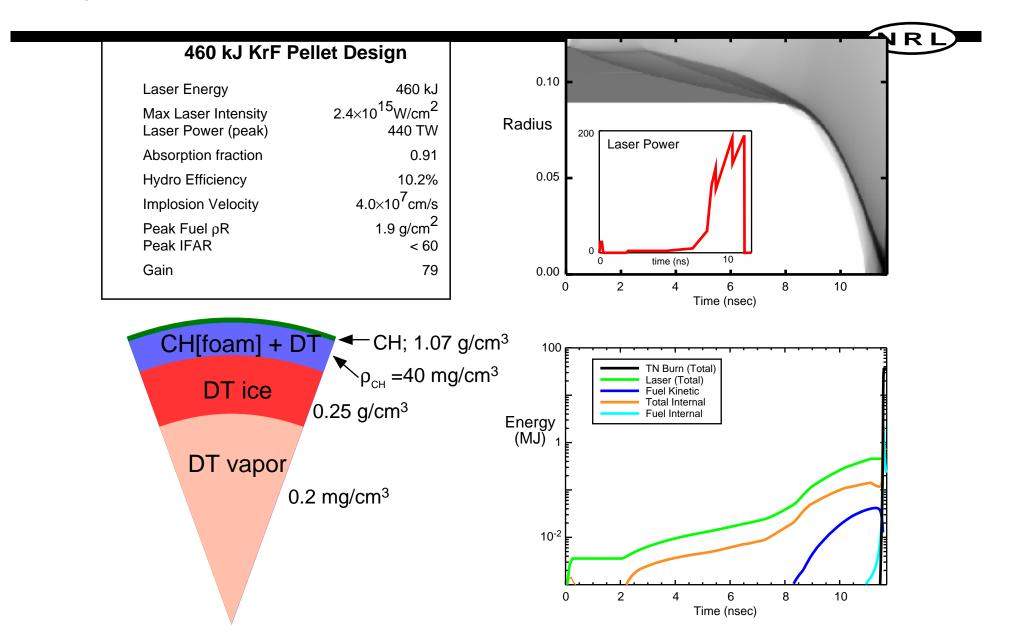
 $\gamma = [kg/(1+kL)]^{1/2} - 3 k v_a$ (Modified Bodner-Takabe)

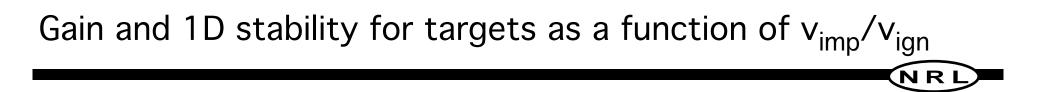
Restriction used in study:

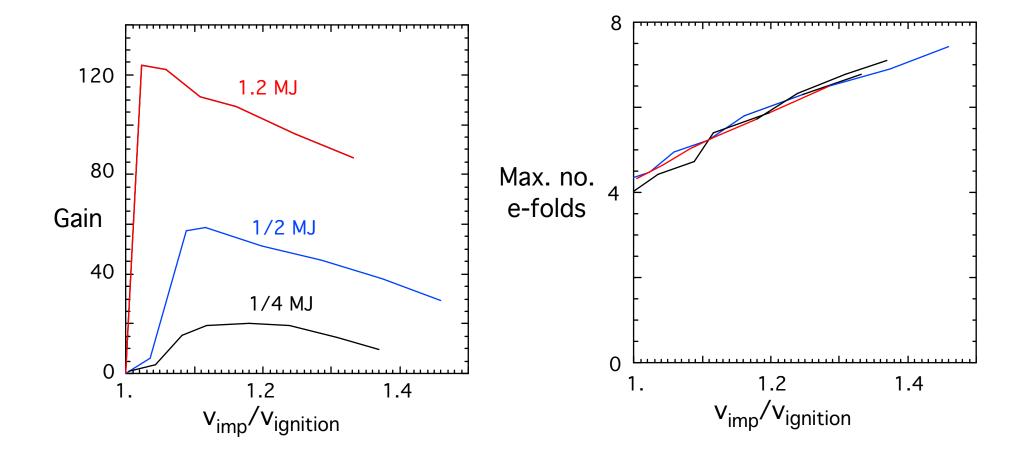
LCR (laser contrast ratio) < 100 (α > 3)

As I max increases, strength of initial shock increases and adiabat increases (target should be more stable)

Low Energy KrF-driven target produces gain with high laser intensity and implosion velocity



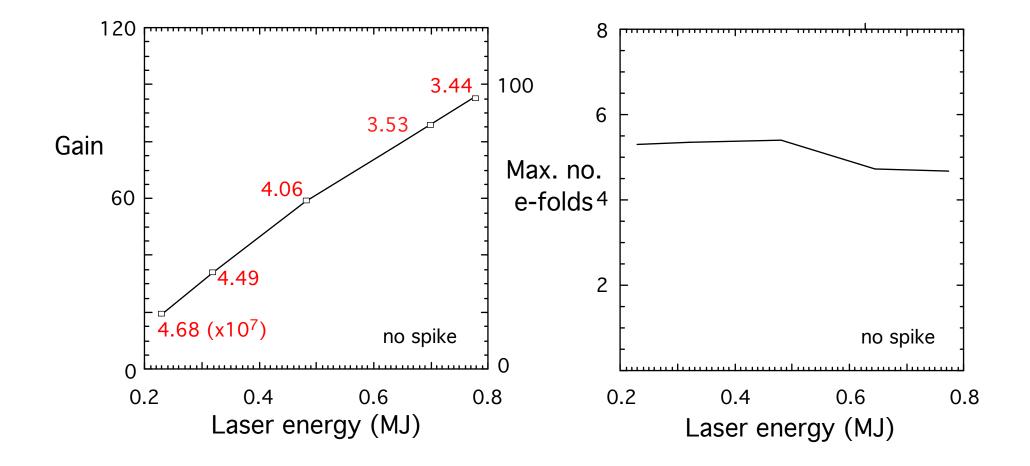




Gain and 1D stability vs. laser energy

 $(0.25\mu, 2.2-2.7x10^{15} \text{ W/cm}^2)$

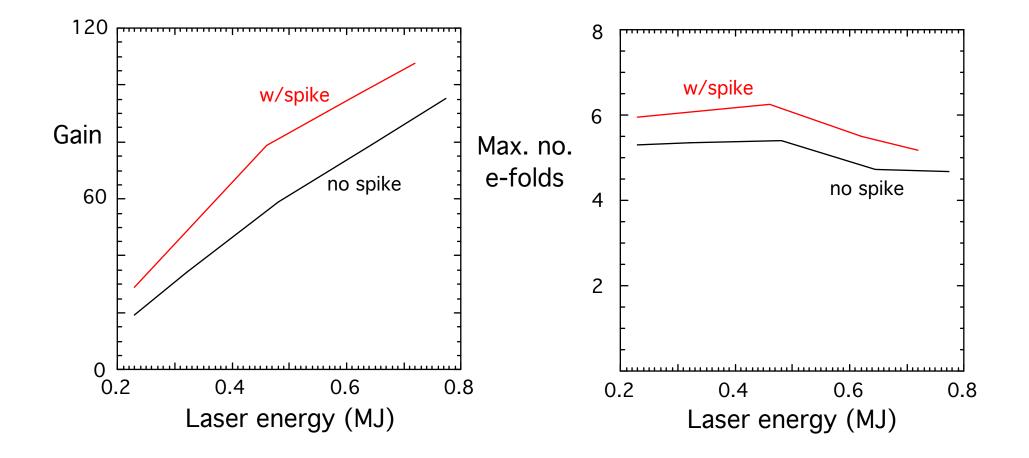
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Gain and 1D stability vs. laser energy w/ spike

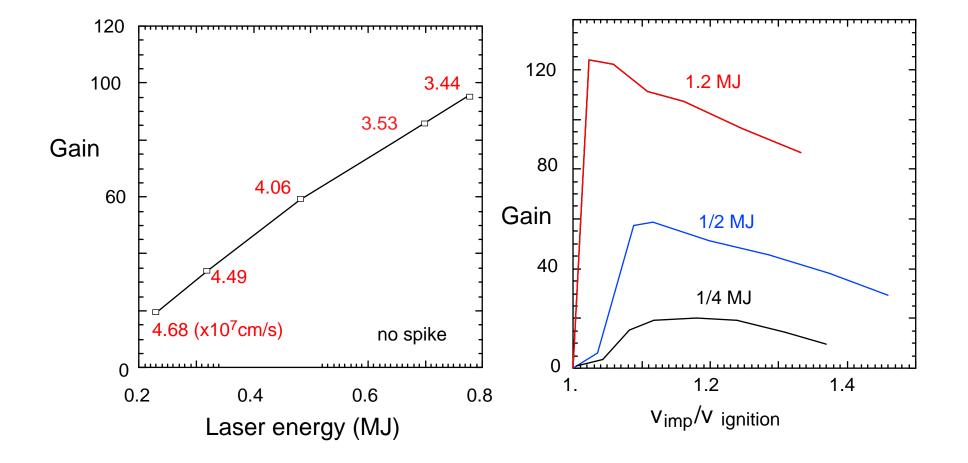
 $(0.25\mu, 2.2-2.7x10^{15} \text{ W/cm}^2)$

(N R

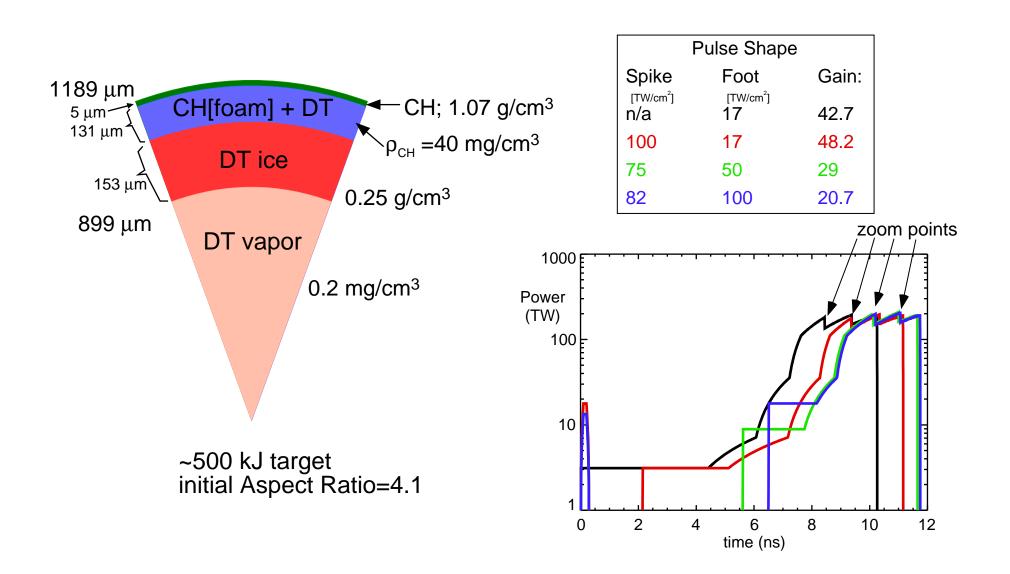


Gain vs. laser energy and Gain vs. $v_{\text{imp}}/v_{\text{ign}}$

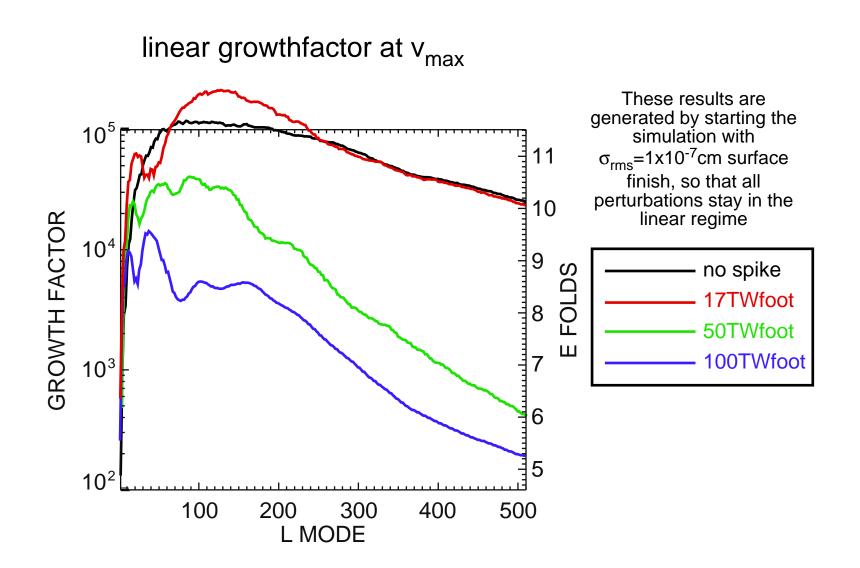
 $(\lambda=0.25 \ \mu\text{m}; \ I = 2.2-2.7 \times 10^{15} \text{W/cm}^2)$



The pulse shape can be used to control the stability of the designs we use the ~500 kJ design as an example

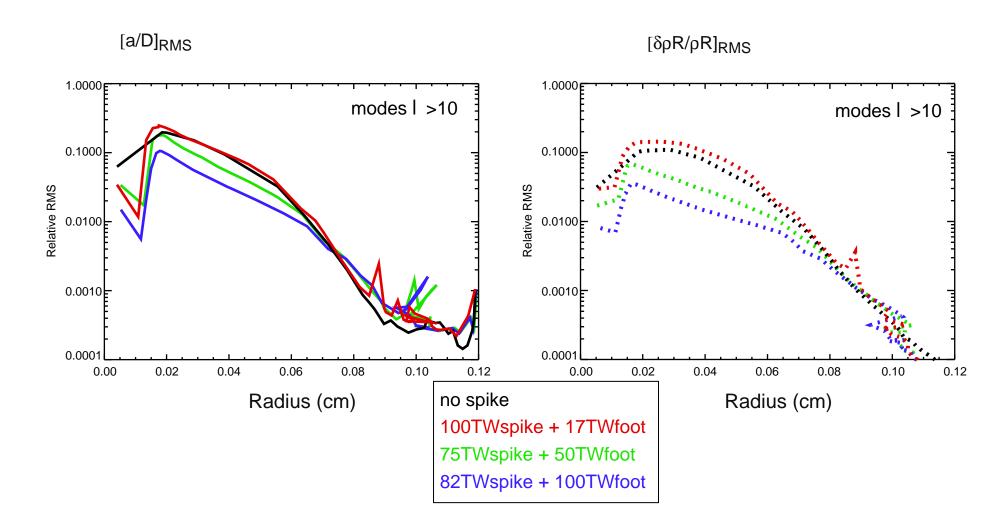


Total instability growth is lower when used with a large foot pulse



Using the spike with a large foot increases the pellet stability

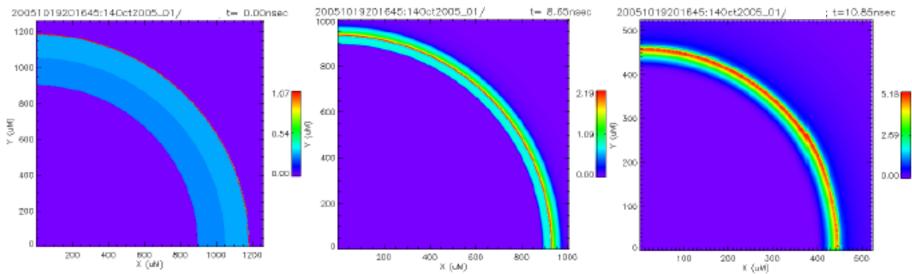
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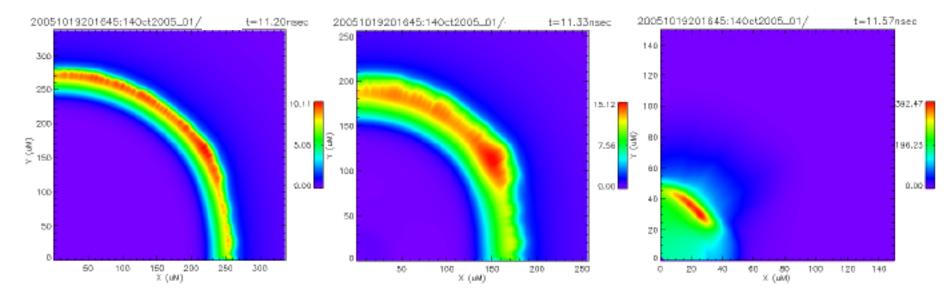


A/d (rms amplitude/target-thickness) is found by using the density at the ablation surface and via quasi-linear (Haan) analysis; $\delta\rho R/\rho R$ is strictly a linear scaling

With NIF-spec outer surface perturbations (0.125 μ m, I =2:512), simulations show a ~19% decrease in yield.

470kJ KrF pulse: 81TWcm² spike+100TW/cm² foot; 7.8MJ yield density is shown at different times through the implosion







We have looked at designs with low energy (250 kJ-750 kJ), high velocity ($3.4-5x10^7$ cm/s), high intensity ($2.2-2.7x10^{15}$ W/cm²) and found that moderate/high gains can be achieved. 1d stability studies used for estimates of RT growth.

We have studied the 2d stability of targets designed to be driven by a KrF laser system with about 500 kJ of absorbed energy and relatively high intensity $(2.5 \times 10^{15} \text{W/cm}^2)$ and implosion velocity ~4-5x10⁷ cm/s.

We find that the stability can be substantially altered by judicious use of spike pulses, and a small energy pellet (480kJ) can be stabilized enough to produce order 1d yield.

These are preliminary results. We are still looking at stability of targets (more complete studies) and at various ways of improving their robustness (high-Z layer, initial density gradient/ spike).