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Advances in high performance Direct Drive targets**

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Honey, I shrunk the target !



all targets use KrF (0.25 μ m) light with laser-spot zooming

The Shock Ignition approach: implode low-aspect-ratio targets at low velocities and ignite with a separate ignition spike

NR



Time

1D parameter space scans for shock ignition have been done...



Low resolution simulations show that gain drops as surface perturbation increases

- The low-mode simulations (860 x 64 pts)
- Use a spike power that is ~2x minimum required (750TW)



High-resolutions simulation shows pellet survives 1xNIF spec surface perturbation and produces gain ~60

NRD



Three different sources have been simulated: outer and inner surface perturbations and laser imprint. Outer surface perturbations are dominant



Simulations show pellet survives typical 1-3 μm inner surface perturbations with near 1D yield











The target is sensitive to the outer surface perturbation amplitude



Current design constraints for shock ignition target

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Inner surface finish: $\leq 4 \ \mu m \ rms$ in modes $\ell = 2-512$

beam aiming: $< 1\% r_0$??

power balance:

??



Shock ignition targets have been designed at 4 different energies





R. Betti et al., Phys.Rev.Lett.* **98, 155001 (2007)

Laser IFE gain curve can be constructed by plotting runs at all scales





Laser IFE gain curve comparison to previous conventional ignition designs



Bodner et al., IAEA Madrid meeting, June 2000.

Laser IFE gain curve comparison to FTF sub-MJ designs



Bodner et al., IAEA Madrid meeting, June 2000. Colombant et al., Phys. Plasmas 14 056317 (2007).

Laser IFE gain curve comparison to Fast Ignition designs



Bodner et al., IAEA Madrid meeting, June 2000. Colombant et al., Phys. Plasmas 14 056317 (2007). Betti et al., Phys. Plasmas 13, 100703 (2006).

Increasing the compression power, without adding an ignition spike, will eventually produce conventional central spark ignition

(NRL)



The biggest constraint for shock ignition may be the high convergence ratio



The convergence ratios are lower for conventional ignition, but are similar to marginal shock ignition cases (except they also use more laser energy)

High convergence ratios imply more stringent requirements for laser beam alignment and power imbalances

How much more efficient is KrF light (0.25 μ m) than Nd:Glass light (0.35 μ m)?

NRD

The scale 1 target was simulated with frequency-tripled Nd:glass laser drive; the pulse shape was changed so the drive pressure was as close as possible to the original.

The importance of zooming was also tested by turning it off.



- Shock ignition targets have been designed and investigated at ~ 250kJ, 500 kJ, 800kJ and 1.2 MJ laser energies
- The target at 250kJ has been analyzed extensively and found to be robust to:

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low-mode and broad-spectrum NIF-spec surface perturbations low-mode drive asymmetry broad-spectrum ISI and inner-ice perturbations

however, all perturbation sources have not yet been simultaneously simulated.

- gains can be much higher than conventional spark-ignition direct-drive targets, and can be of order 100 particularly for KrF laser drive with zooming.
- The high convergence ratio (smaller hot-spot) of the shock ignition appears to make the shock ignition targets more sensitive to low-mode perturbations
- There is a significant advantage in using zooming and shorter wavelength laser light