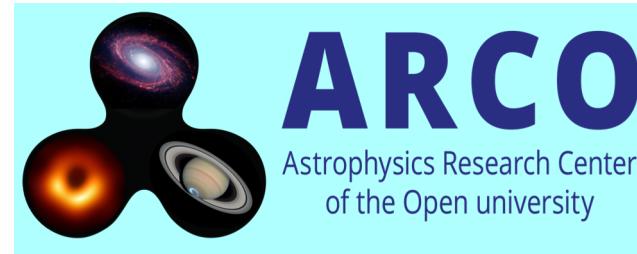


# Colliding Relativistic Shells: New Insights



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**Collaborators: S. M. Rahaman, P. Beniamini, M. Rabinovich, P. Bera, A. Charlet**

Rahaman, Granot & Beniamini 2024 a, b (MNRAS, 258, L45; MNRAS, 258, 160)

Granot & Rabinovich 2024 (Physics of Fluids, 36, 016142)

Bera, Granot, Rabinovich & Beniamini 2024 (Physics of Fluids, 36, 016141)

Charlet, Granot & Beniamini 2025 (submitted)

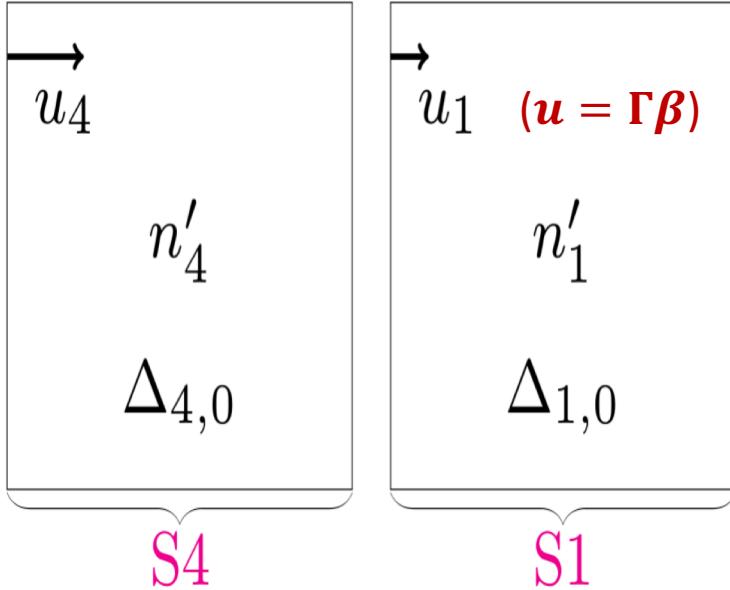
# Relativistic Bulk Collisions in Astrophysics: a fast shell overtakes and collides with a slower shell

- Blazars: internal shocks (Rees 1978)  $u = \Gamma\beta \sim 10 - 30$
- Gamma-Ray Bursts (GRBs): internal shocks (Rees & Meszaros 1994)  $u \sim 10^2 - 10^3$
- Magnetar Giant Flare (GF): outflow & external shell (JG et al. 2006)  $u \sim 1 - 10^2$
- Superluminous Supernovae (SLSNe): ejecta & external massive shell  
(Smith & McCray 2007)  $u \sim 10^{-2}$
- Fast Radio Bursts (FRBs): GF outflow + MWN or another GF outflow  
(Lyubarsky 2014; Metger+ 2017; Beloborodov 2017)  $u \sim 10^2 - 10^4$

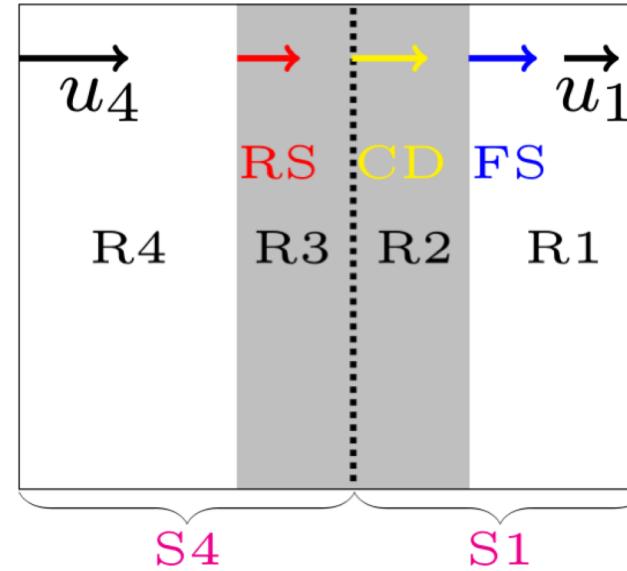
# A Two Shell Collisions: (Rahaman, JG & Beniamini 2024b)

(cold & uniform shells, in 1D planar symmetry)

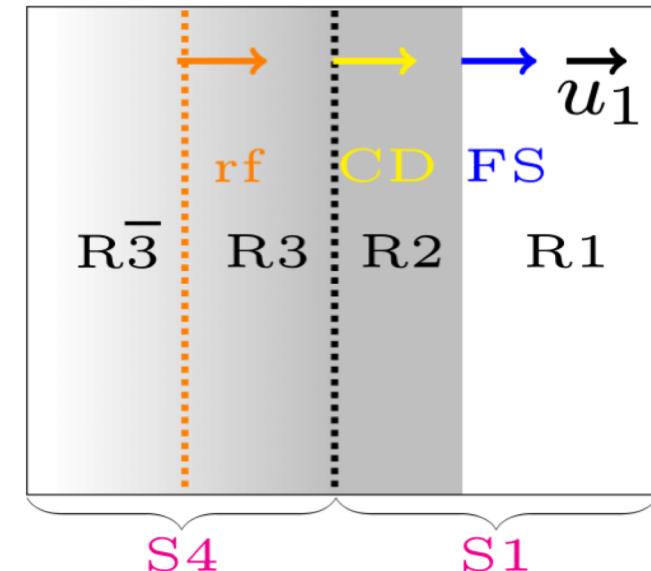
**Pre-collision**



**Post collision**



**Post reverse shock crossing (for  $t_{RS} < t_{FS}$ )**



**Proper density ratio:**  $f = n'_4/n'_1$

**Radial width ratio:**  $\chi = \frac{\Delta_{1,0}}{\Delta_{4,0}} \sim 1$

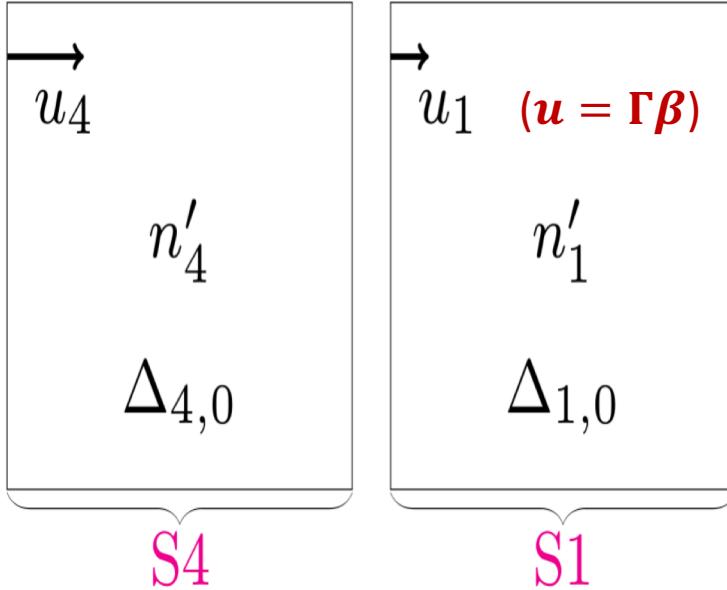
**Proper speed ratio:**  $a_u = u_4/u_1 > 1$

**Collision radius:**  $R_0 = \frac{\beta_1 \beta_4 c t_{\text{off}}}{\beta_4 - \beta_1}$

# A Two Shell Collisions: (Rahaman, JG & Beniamini 2024b)

(cold & uniform shells, in 1D planar symmetry)

## Pre-collision



- 10 unknowns ( $p_2, n_2, e_2, \beta_2, p_3, n_3, e_3, \beta_3, \beta_{FS}, \beta_{RS}$ )
  - 10 constraints (2 EoS - TM, 2 CD, 3 FS, 3 RS)
  - First Solve in the rest frame of Shell 1 :
- $$u_{21} = u_{31} = u_{41} \sqrt{\frac{2f^{3/2}\Gamma_{41}-f(1+f)}{2f(u_{41}^2+\Gamma_{41}^2)-1-f^2}}$$
- Then transform to the lab frame

Proper density ratio:  $f = n'_4/n'_1$

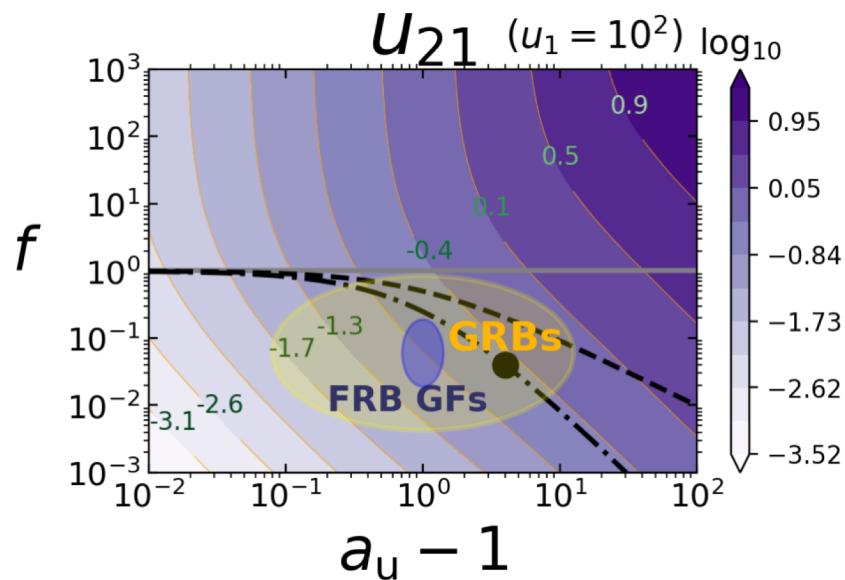
Radial width ratio:  $\chi = \frac{\Delta_{1,0}}{\Delta_{4,0}} \sim 1$

Proper speed ratio:  $a_u = u_4/u_1 > 1$

Collision radius:  $R_0 = \frac{\beta_1 \beta_4 c t_{\text{off}}}{\beta_4 - \beta_1}$

# A Two Shell Collisions:

- Gamma-Ray Bursts (GRBs): internal shocks
- Fast Radio Bursts (FRBs): GF outflow + MWN or GF outflow



$$f = n'_4 / n'_4$$

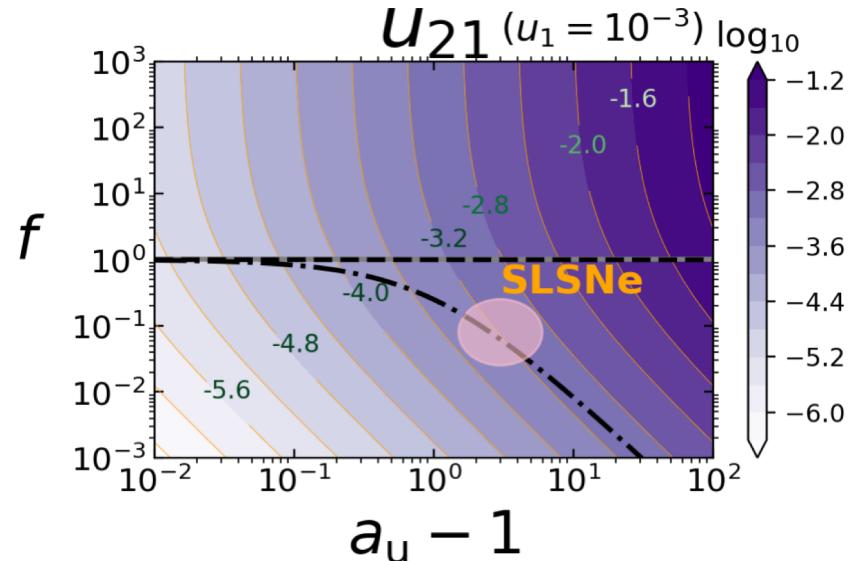
$$a_u = u_4 / u_1 > 1$$

$$u_{41} = \left( a_u \Gamma_1 - \sqrt{1 + a_u^2 u_1^2} \right) u_1$$

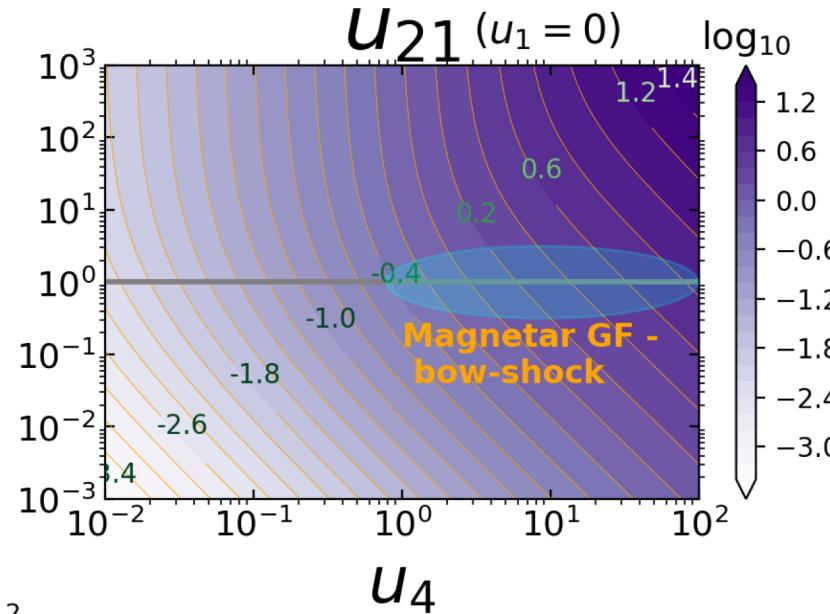
$$u_{21} = u_{41} \sqrt{\frac{2f^{3/2} \Gamma_{41} - f(1+f)}{2f(u_{41}^2 + \Gamma_{41}^2) - 1 - f^2}}$$

$$u = u_2 = u_3 = \Gamma_{21} \Gamma_1 (\beta_{21} + \beta_1)$$

- SLSNe – Superluminous Supernovae: ejecta & external massive shell



- Magnetar Giant Flare (GF): outflow & bow-shock shell



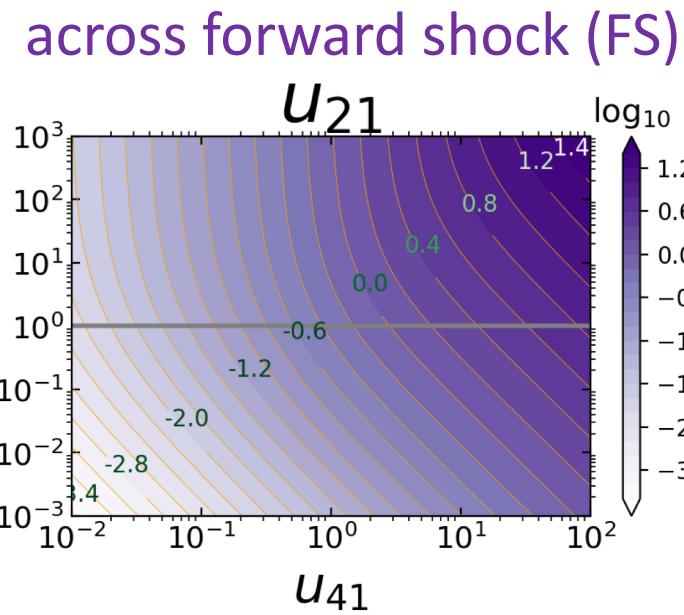
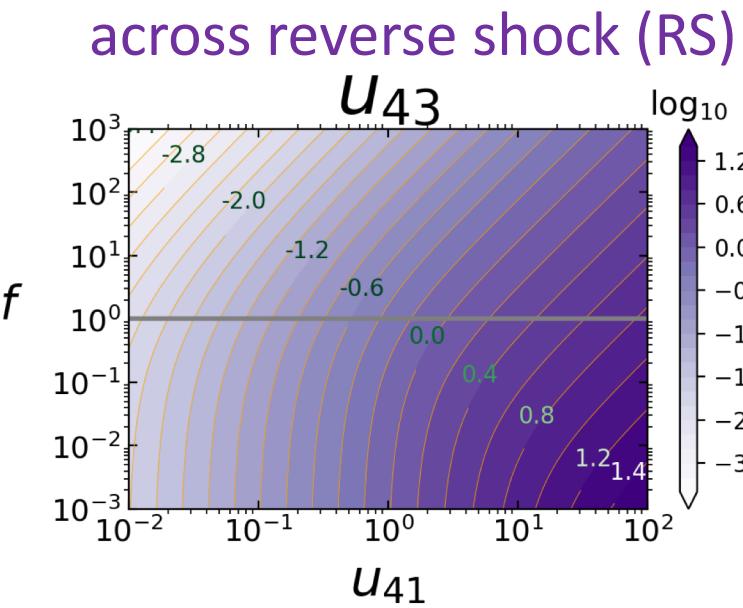
$U_{41}$  = pre-collision relative proper speed of the shells

$U_{21}$  = relative upstream to downstream proper speed across the forward shock

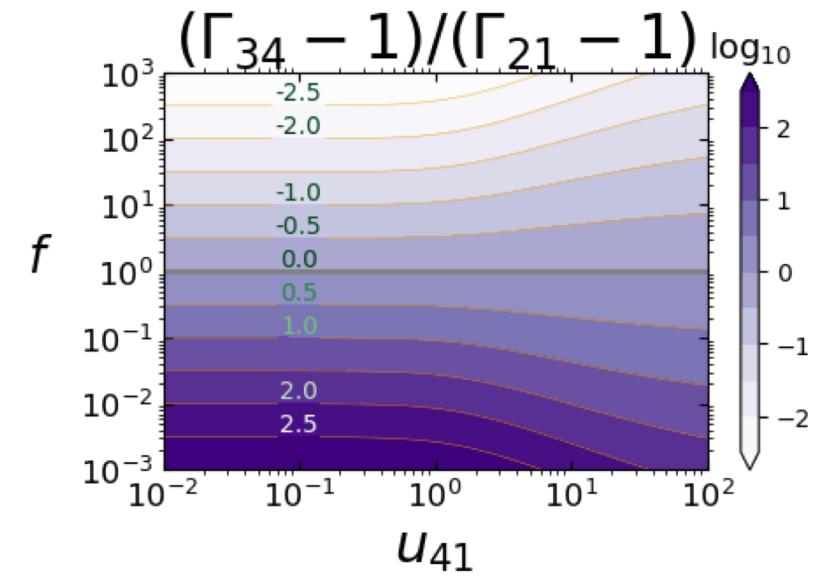
# A Two Shell Collisions:

Mirror symmetry (for a given  $u_{41}$ ): FS  $\leftrightarrow$  RS,  $f \leftrightarrow 1/f$

relative upstream to downstream proper speed



Shock strength ratio



# Ultra-Relativistic Shells:

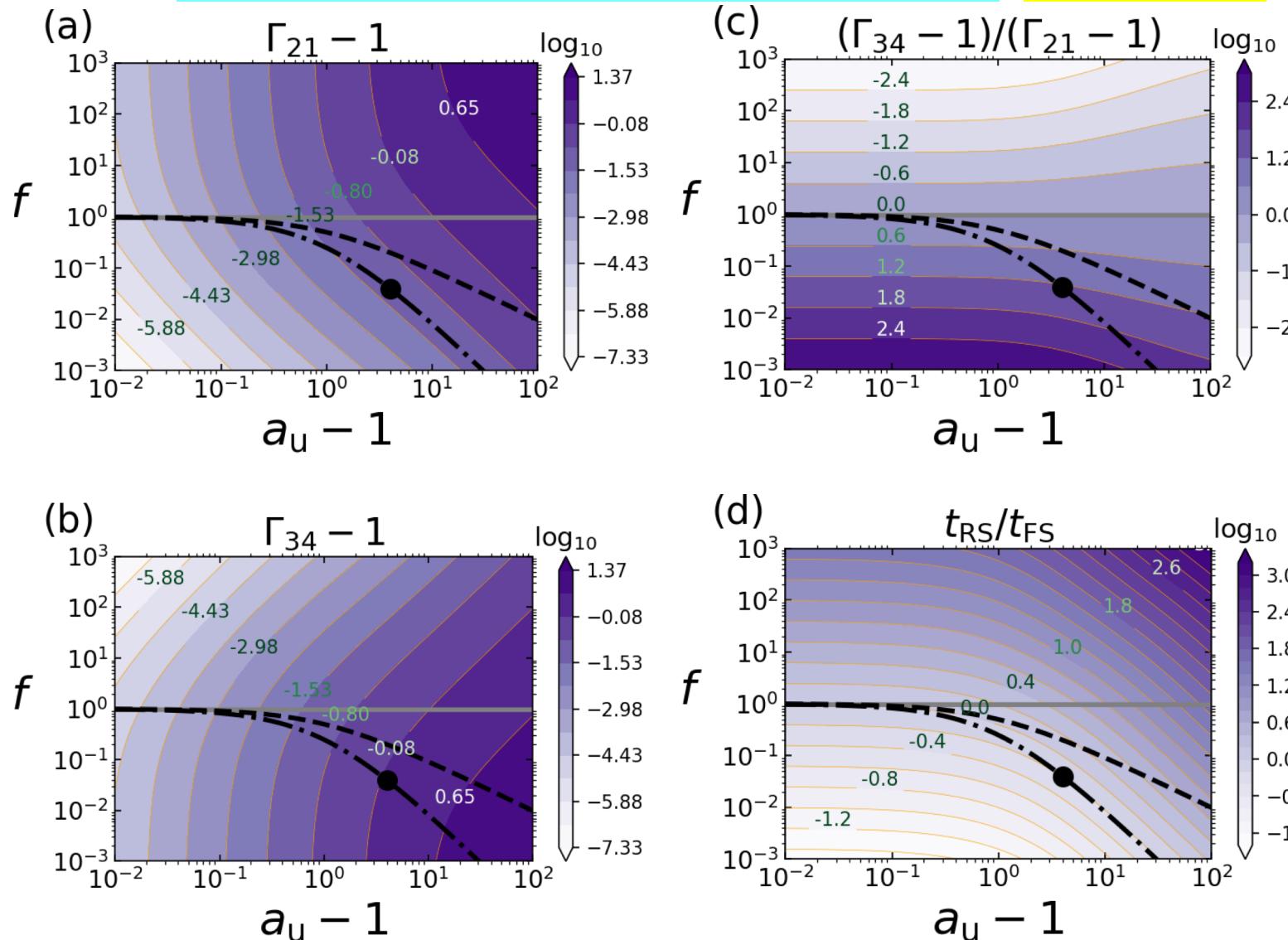
Mirror symmetry: FS  $\leftrightarrow$  RS,  $f \leftrightarrow 1/f$

$$u_1 = 100$$

$$(u_{41} \approx \frac{a_u^2 - 1}{2a_u})$$

$$\chi = \frac{\Delta_{1,0}}{\Delta_{4,0}} = 1$$

Equal proper density  
Equal mass  
Equal energy



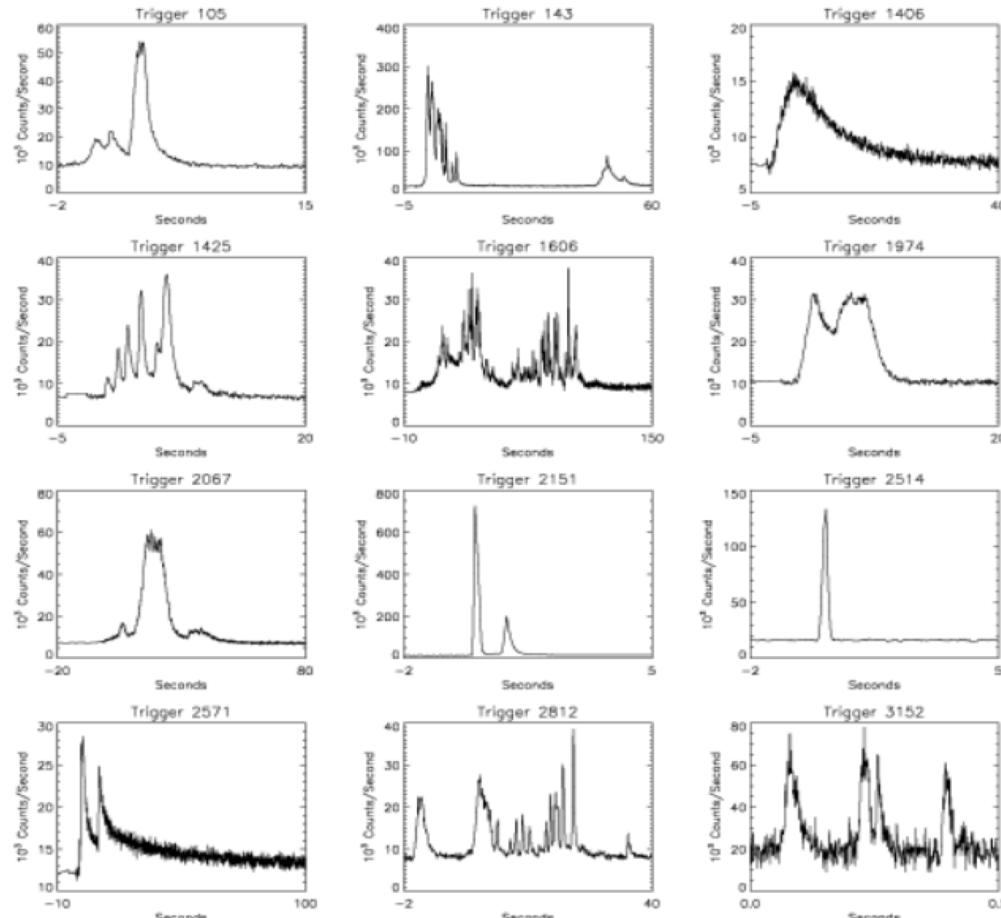
- For equal proper density:  
equal shock strength &  
FS crosses much earlier
- For equal mass shells:  
Reverse Shock is stronger  
but finishes crossing 2<sup>nd</sup>
- For equal energy shells:  
the RS is much stronger  
& finishes crossing first

# Prompt GRB Emission from Internal Shocks:

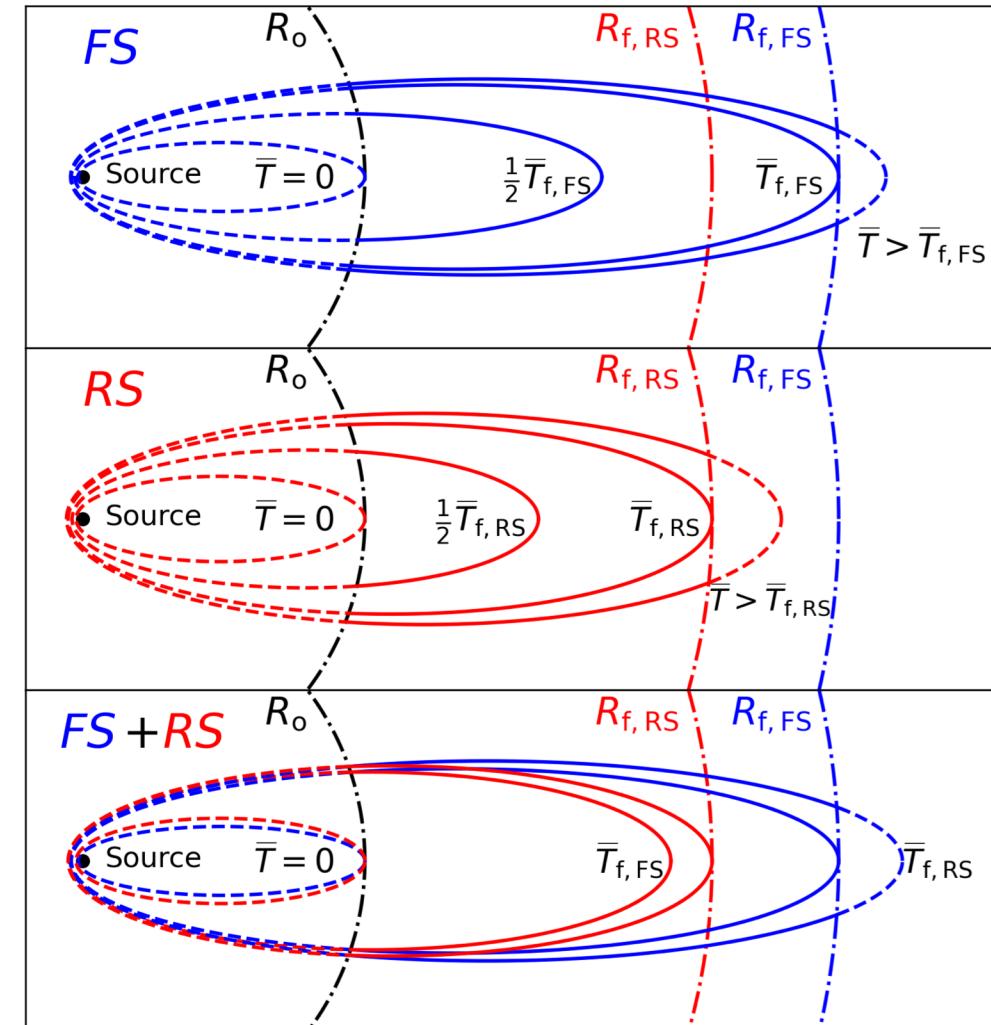
## (Rahaman, JG & Beniamini 2024a)

In our model:

1 collision  $\Rightarrow$  1 pulse in the lightcurve

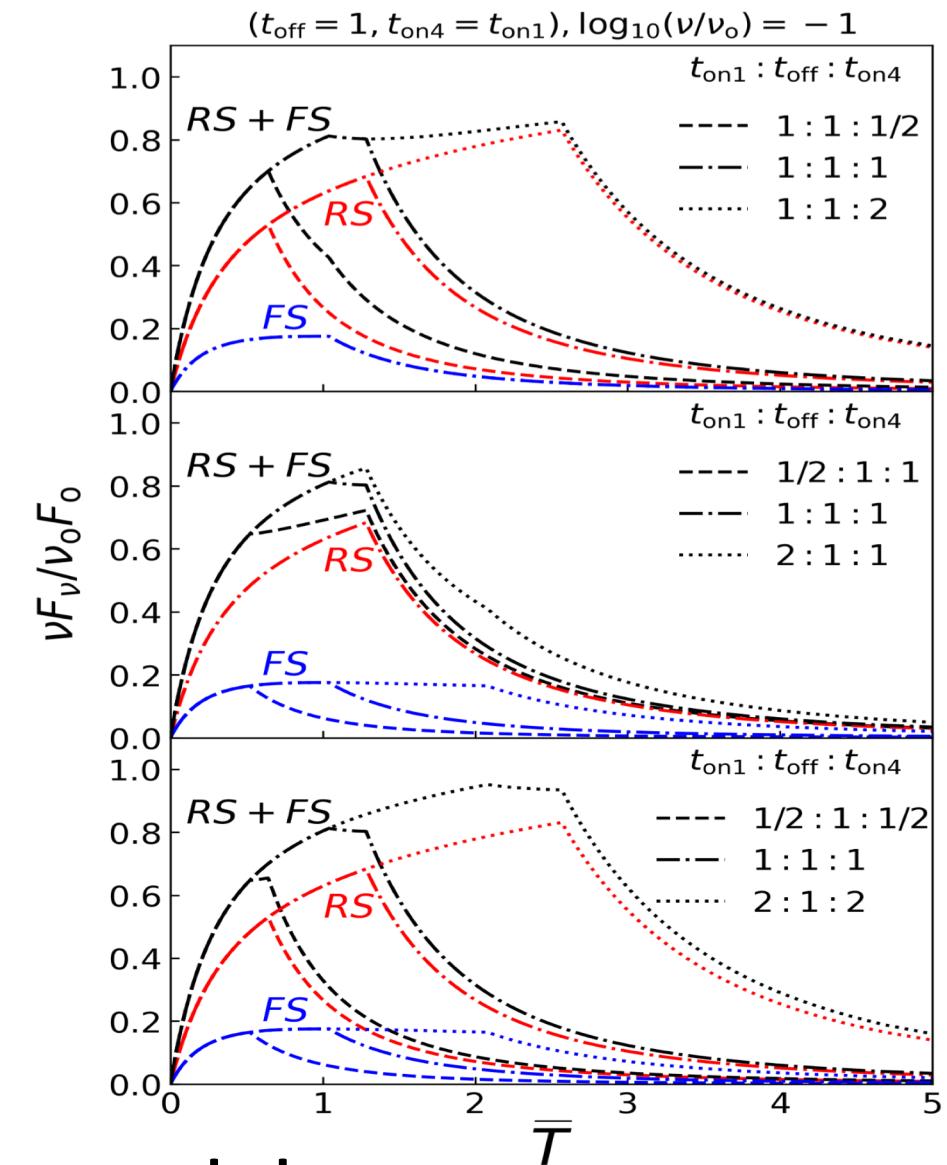
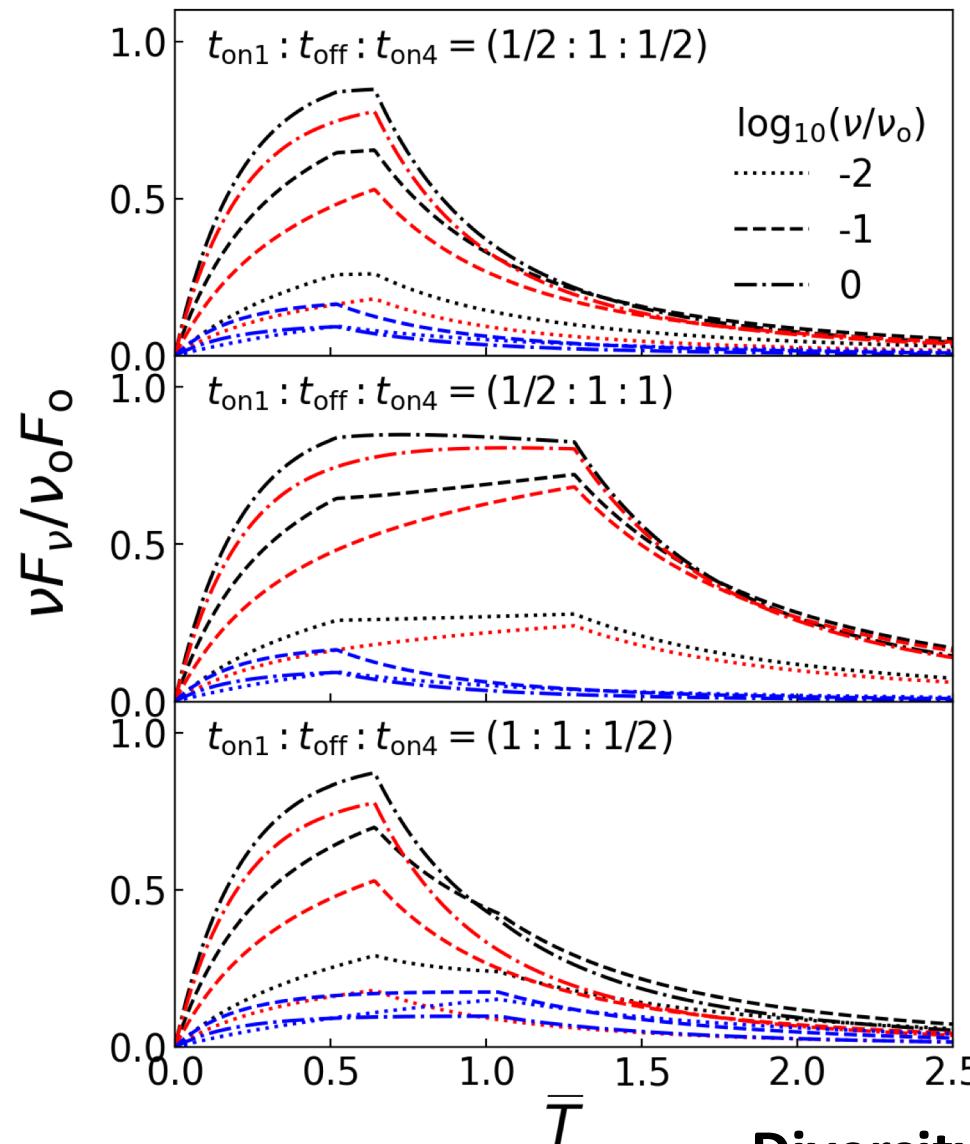


### Equal-Arrival-Time Surfaces (EATS)



**Contribution of both EATS must be taken at a given observed time.**

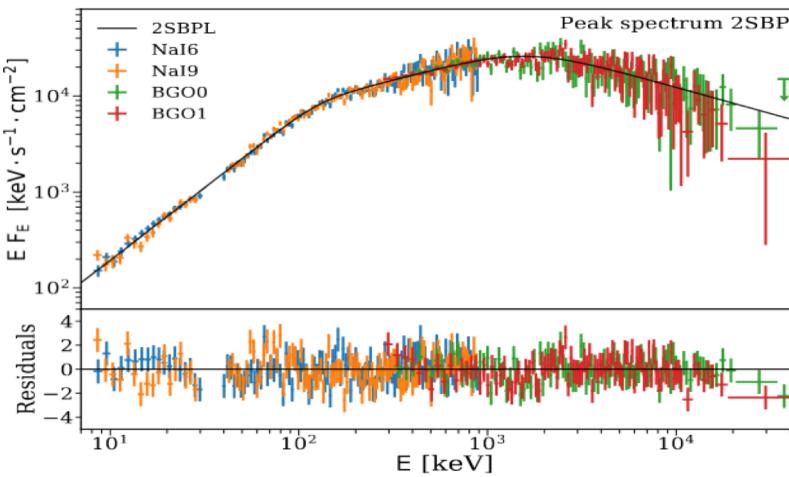
# Lightcurves (single pulse; Rahaman, JG & Beniamini 2024a):



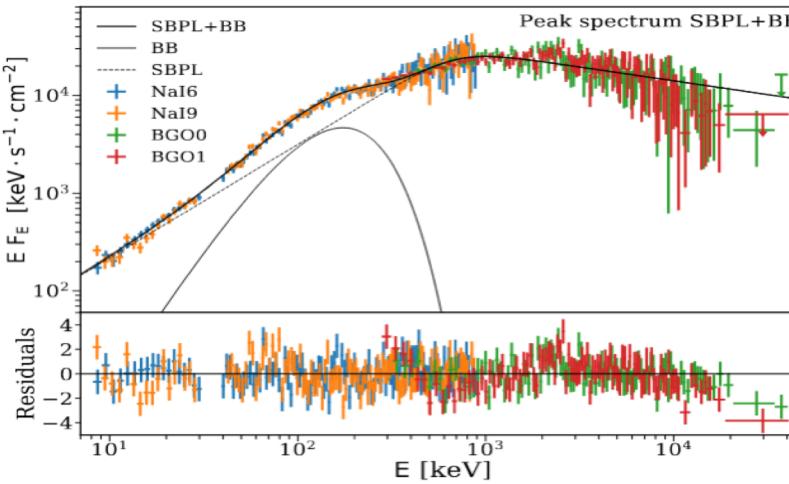
Diversity in pulse morphology

# Spectra (Rahaman, JG & Beniamini 2024a):

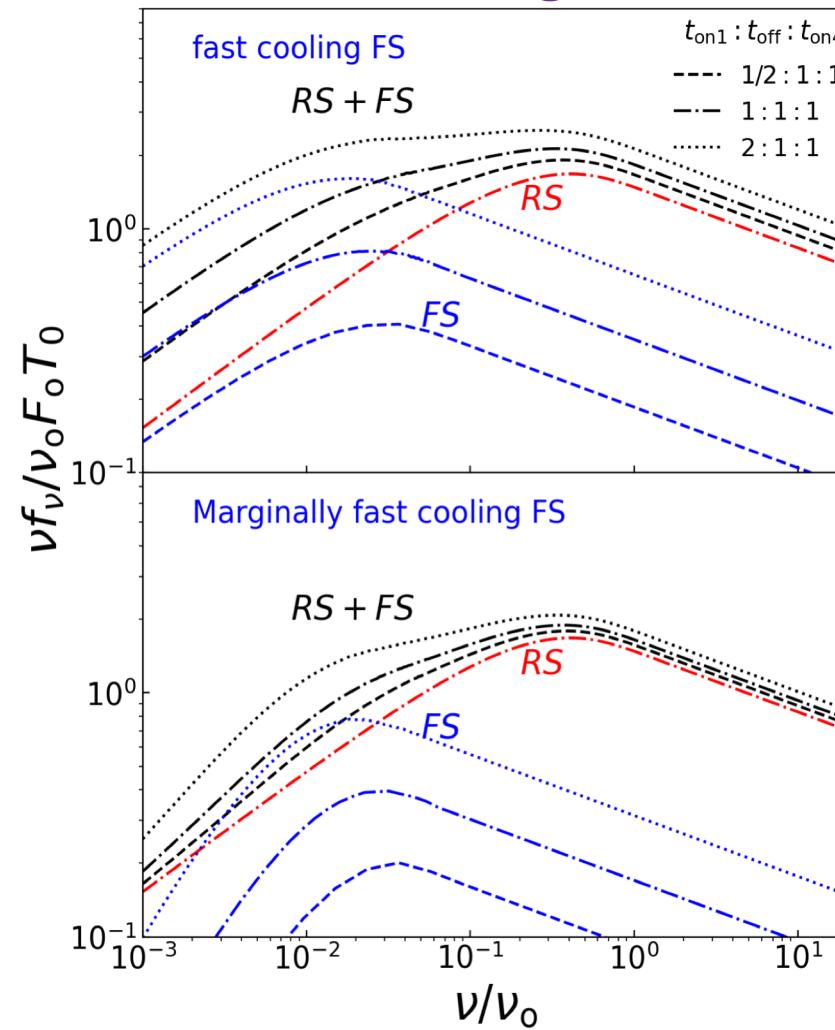
## Example of Observations



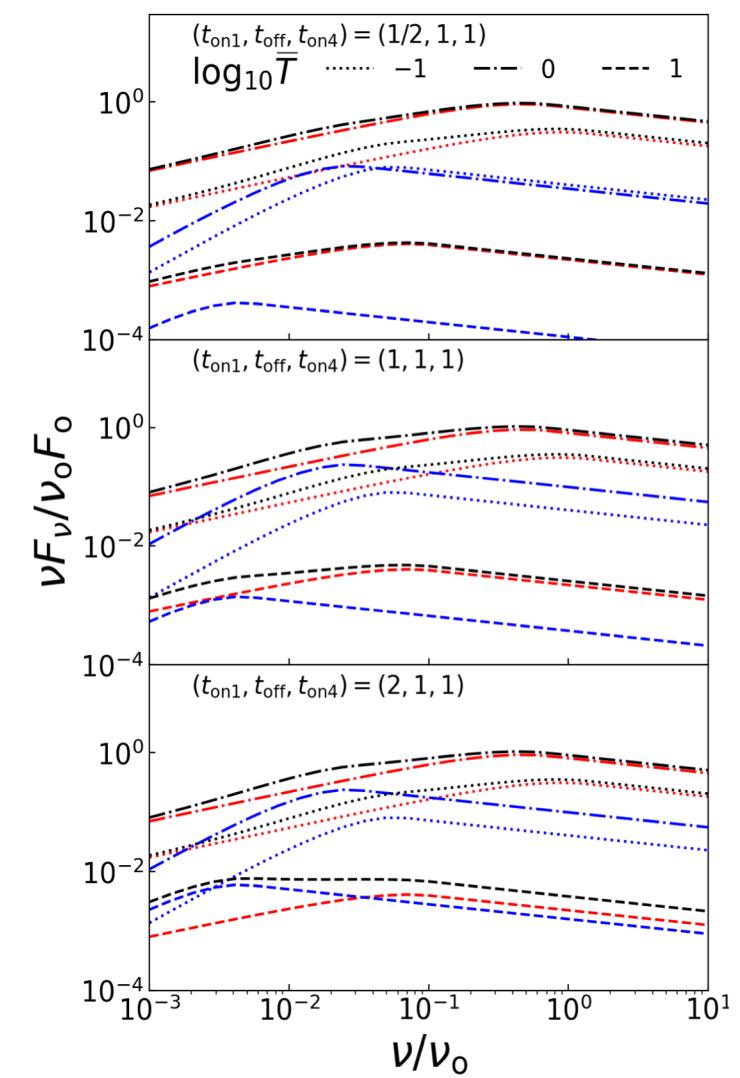
GRB 160625B Ravasio et al. 2018



## Time-Integrated

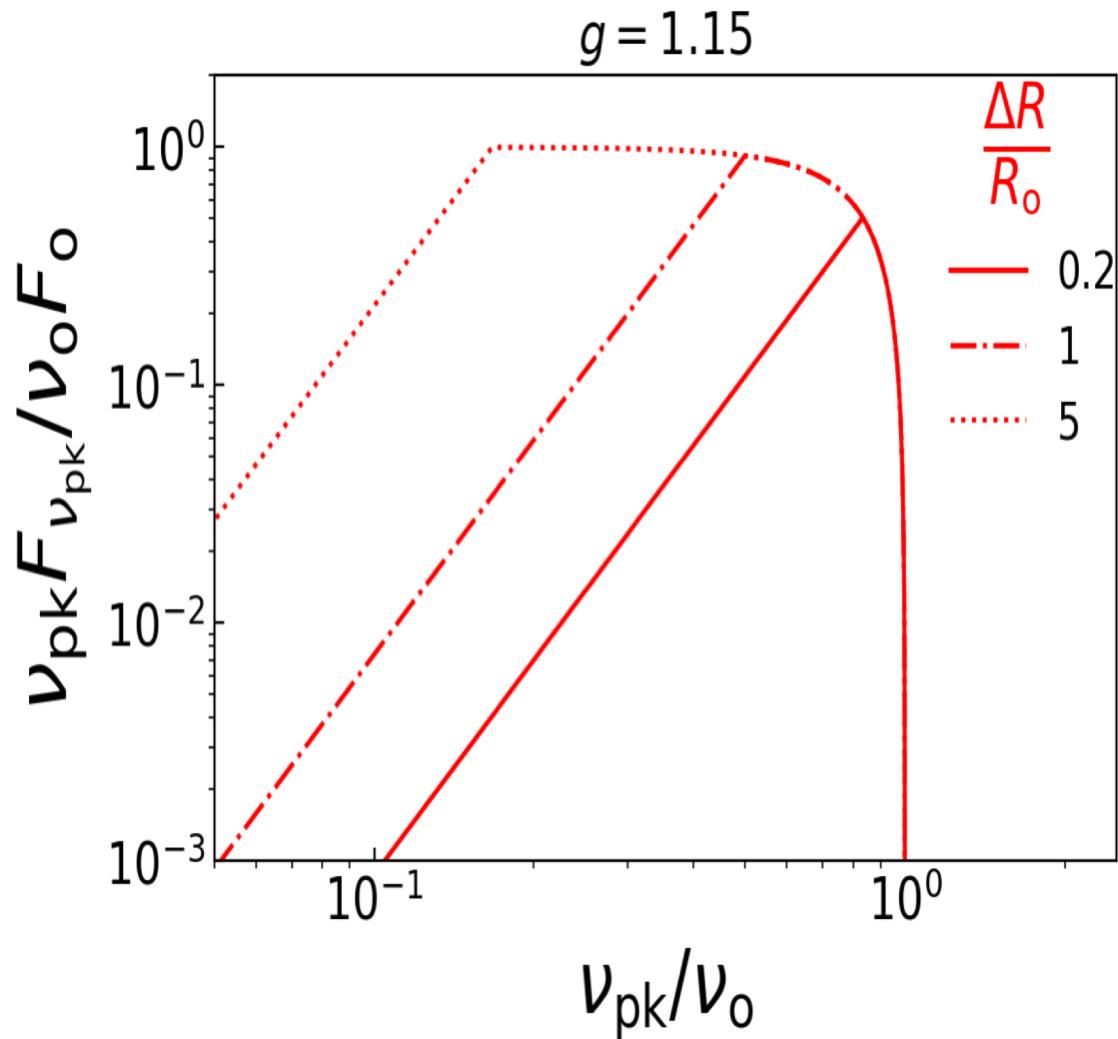


## Time-resolved

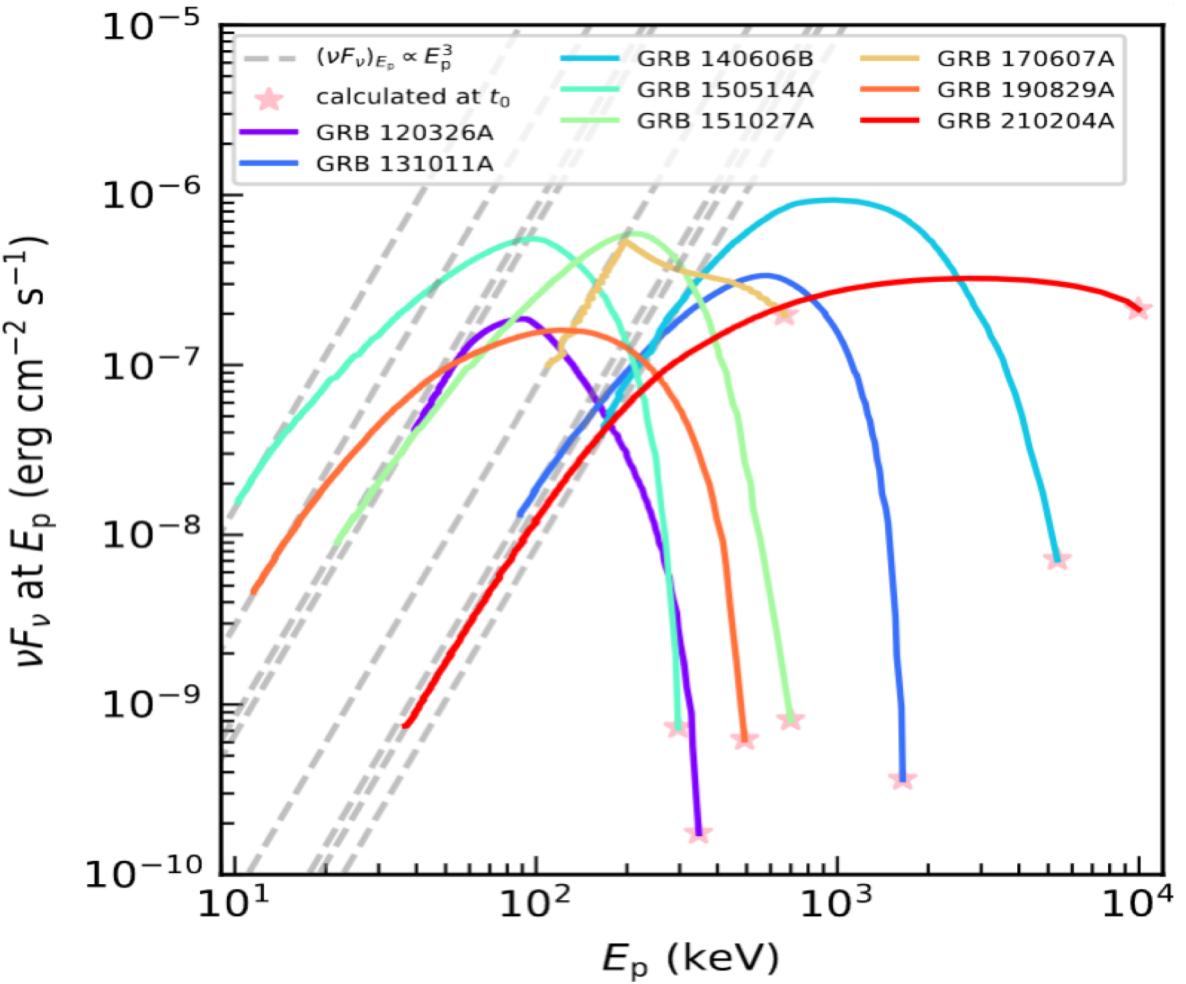


The weaker FS emission may mimic a “photospheric” quasi-thermal component or a low- $E_{\text{ph}}$  spectral break – features that have been inferred in an increasing number of GRBs

# Relating $F_\nu(t)$ to the colliding shells properties:



(Rahaman, JG & Beniamini 2024a)



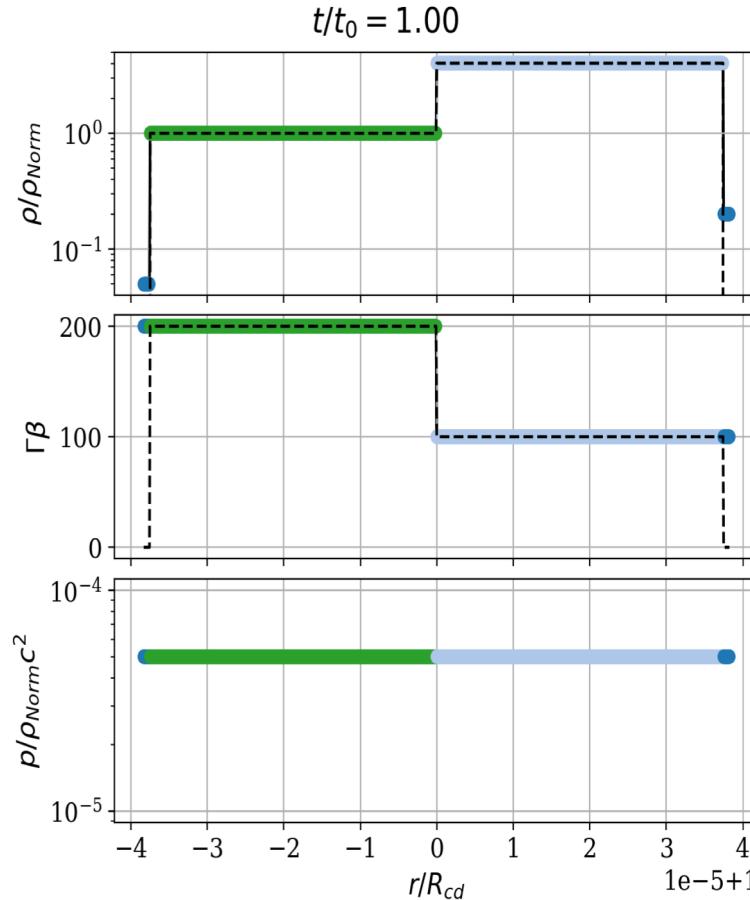
(Yan et al. 2023)

# Numerical Simulations of Spherical Internal Shocks:

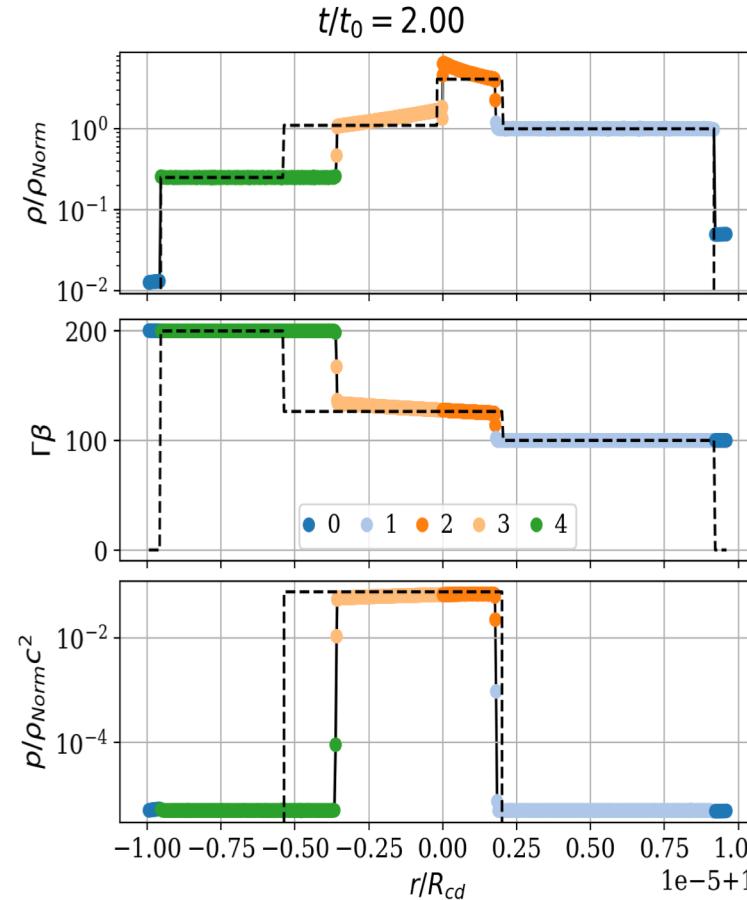
## (Charlet, JG & Beniamini 2025)

Spherical effects cause the shock strengths to decrease with radius

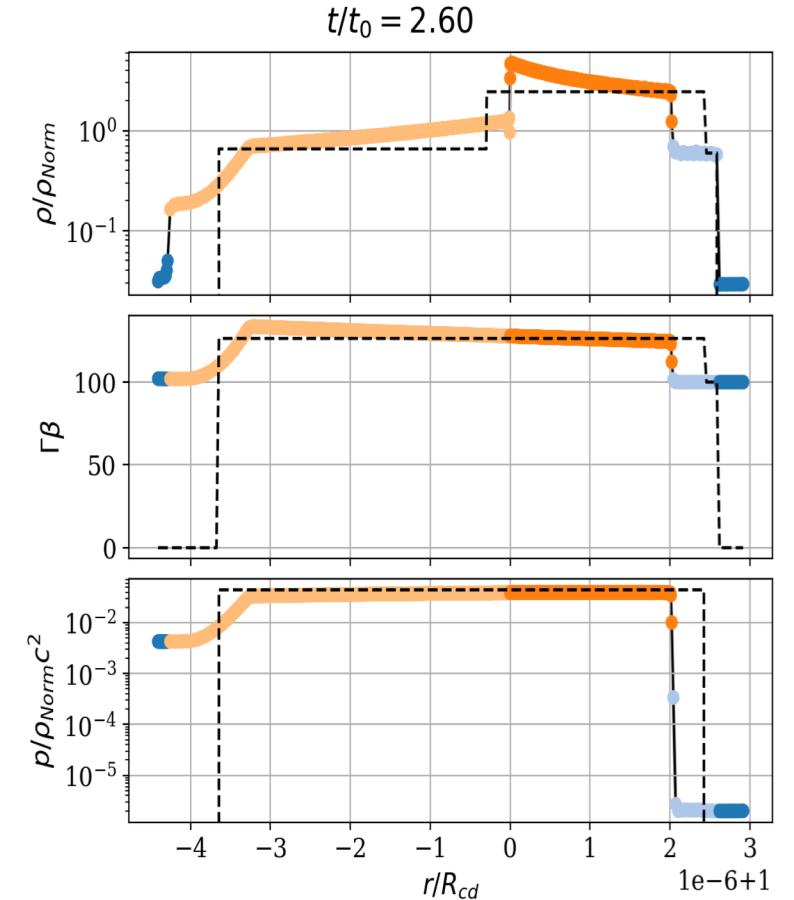
Initial Shell Collision



With both shocks active



After reverse shock crossing

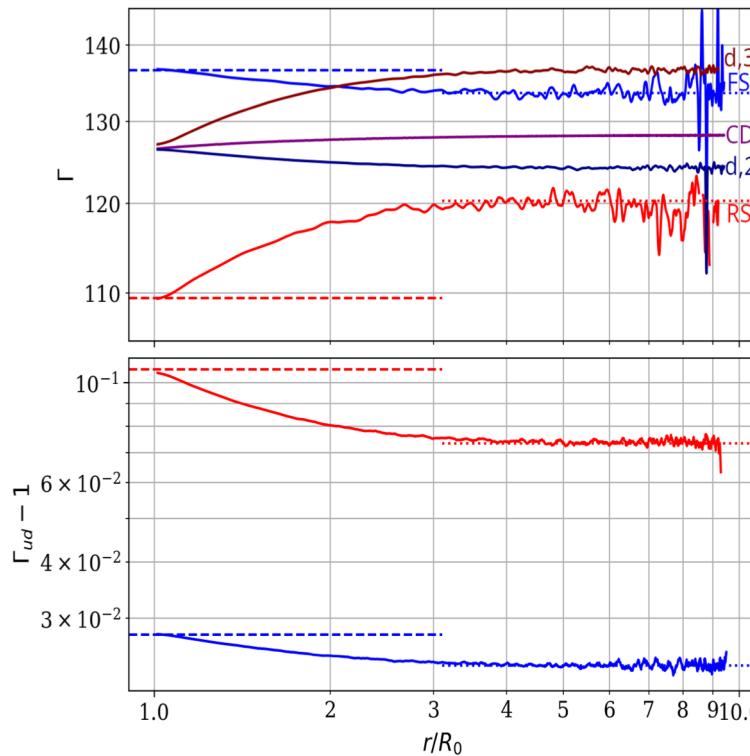


# Numerical Simulations of Spherical Internal Shocks:

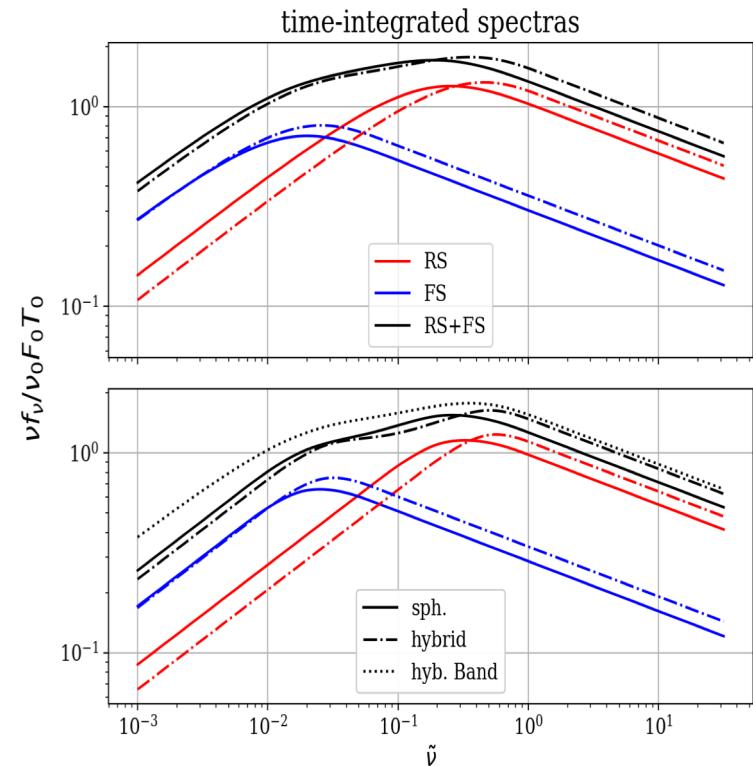
## (Charlet, JG & Beniamini 2025)

Spherical effects cause the shock strengths to decrease with radius

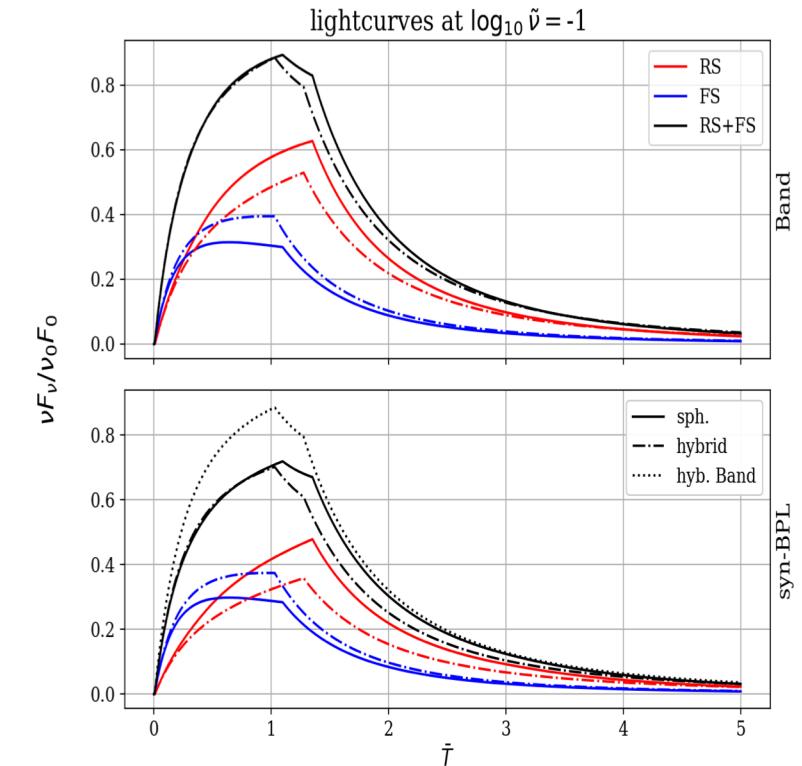
### Lorentz Factors & Shock Strengths



### Time integrated Spectrum



### Lightcurves / Pulse Shapes

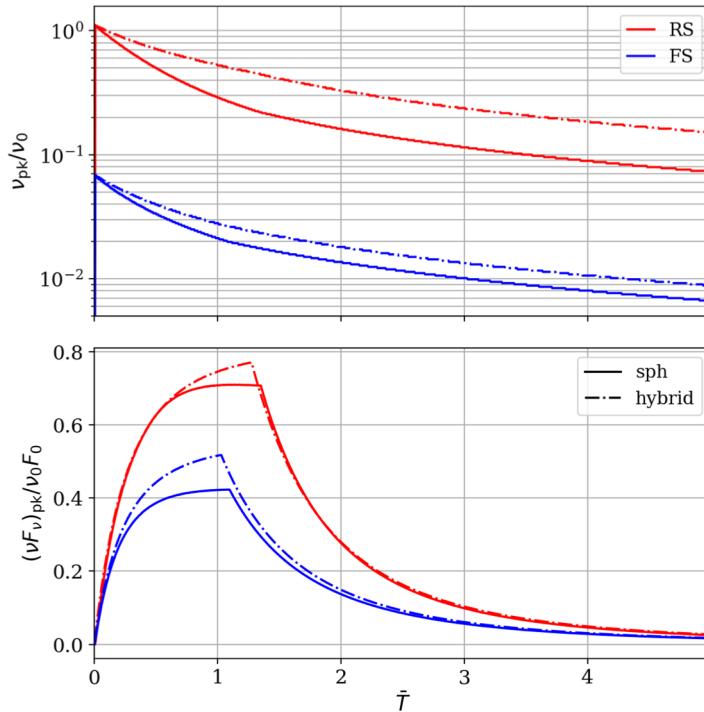


# Numerical Simulations of Spherical Internal Shocks:

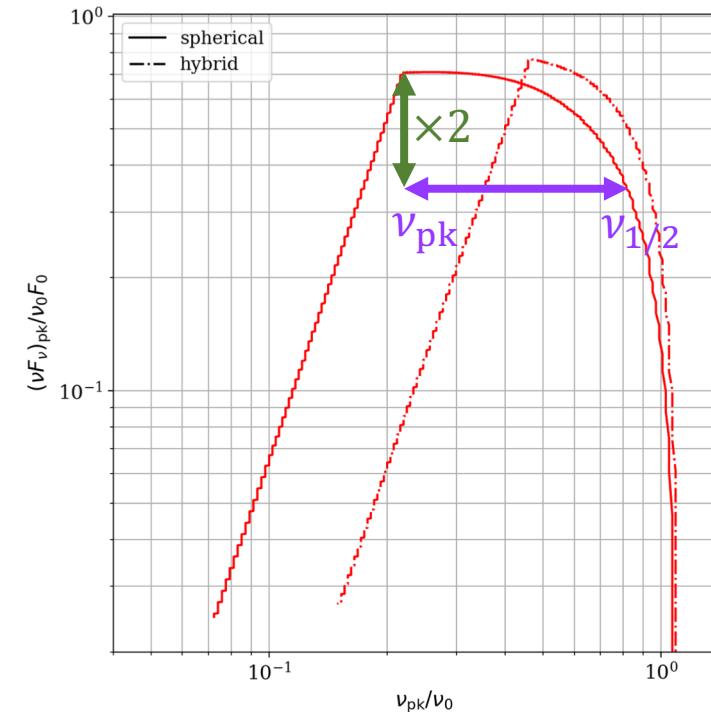
## (Charlet, JG & Beniamini 2025)

Spherical effects cause the shock strengths to decrease with radius

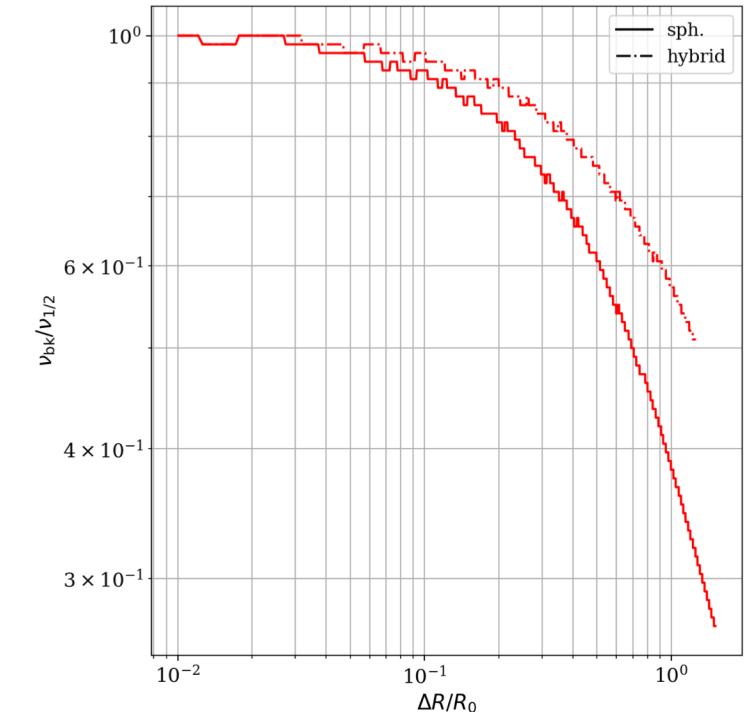
### Evolution of Peak Frequencies & Flux



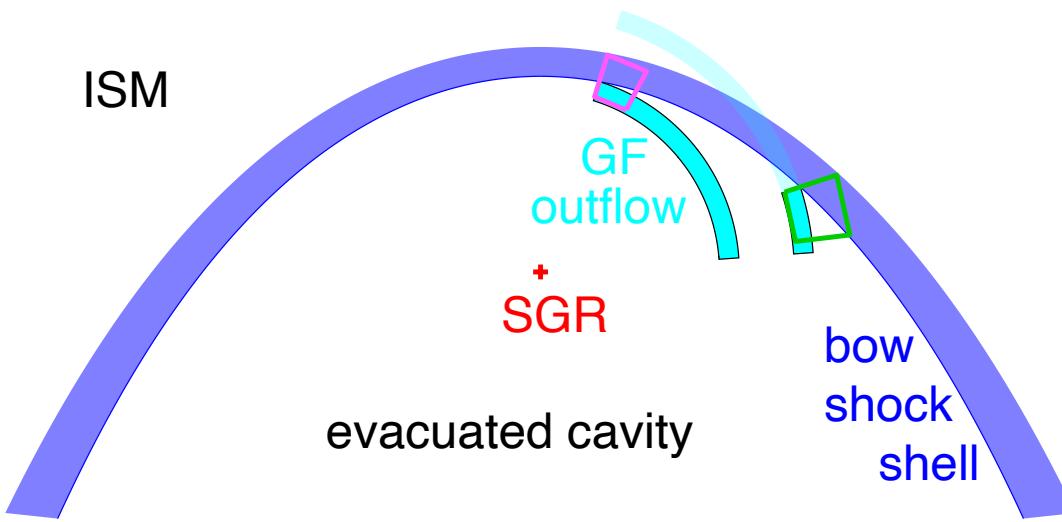
### Peak Flux vs. Frequency: spherical vs. hybrid models



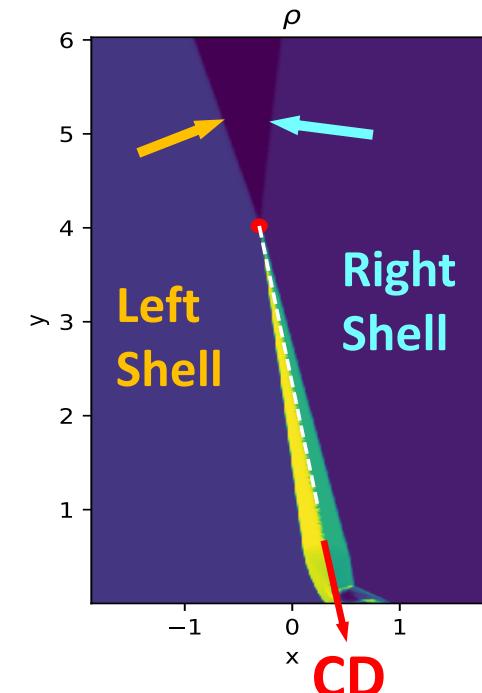
### Lightcurves / Pulse Shapes



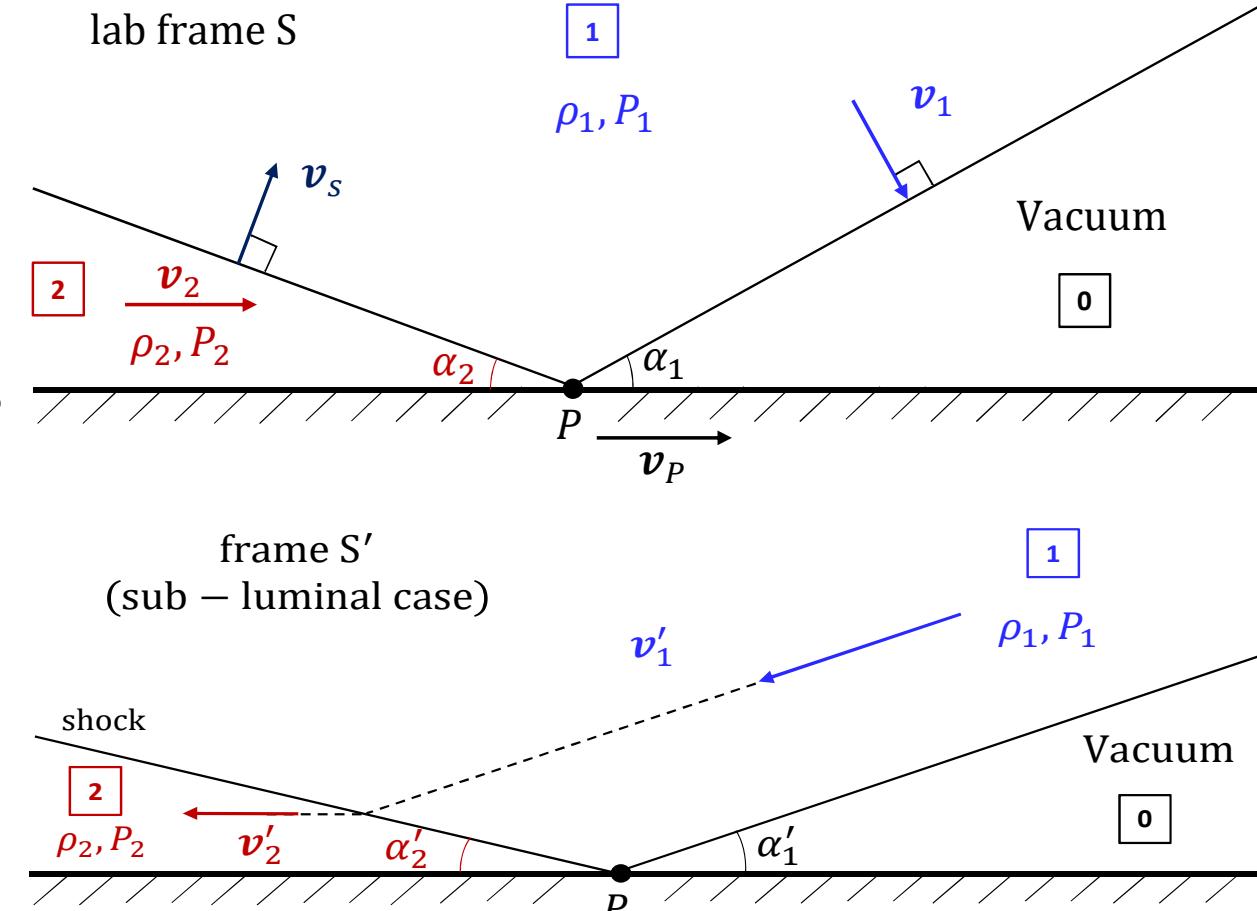
# An Oblique Two Shell Collision in 2D: Motivation & Reduction



**Motivation: Magnetar (SGR) Giant Flares (GF)**  
**Radio nebula powered by the SGR 1806–20**  
**27 Dec. 2004 GF ( $u \sim 1$ )**  
The 15 April 2020,  
magnetar GF from the  
Sculptor galaxy,  
 $D = 3.5 \text{ Mpc}$ ;  $u \sim 100$ )

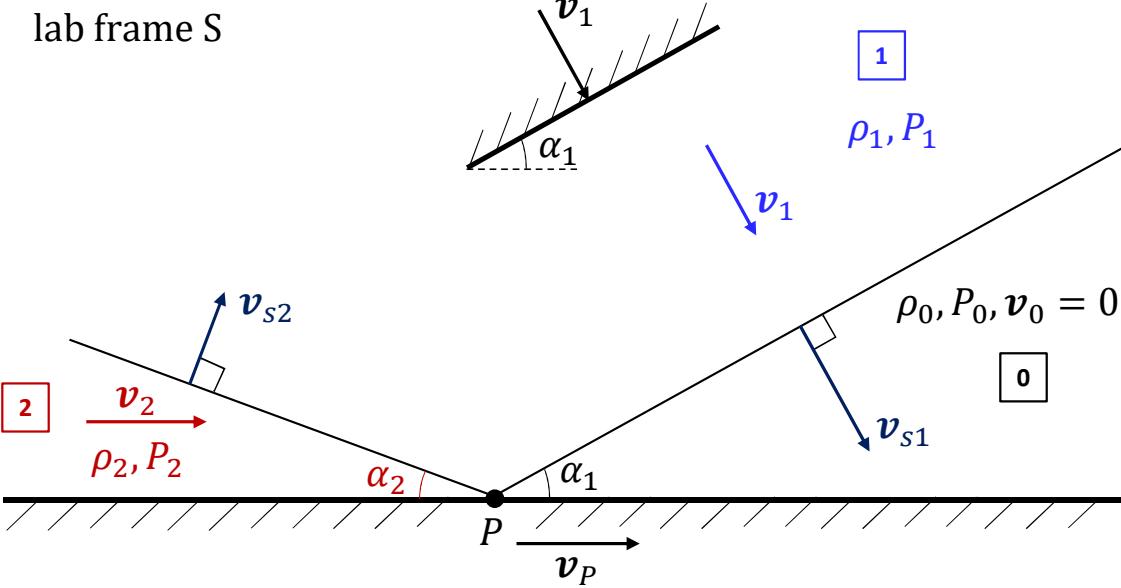


2-shell collision  $\rightarrow 2 \times 1 \text{ shell - wall collision}$   
(the **CD** that forms may be regarded as a **wall**)

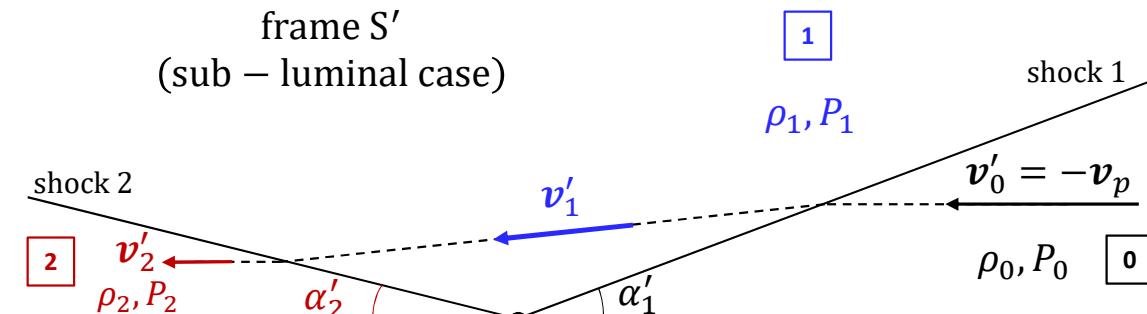


# Analogous to Shock reflection (a classic problem):

## Shock Reflection

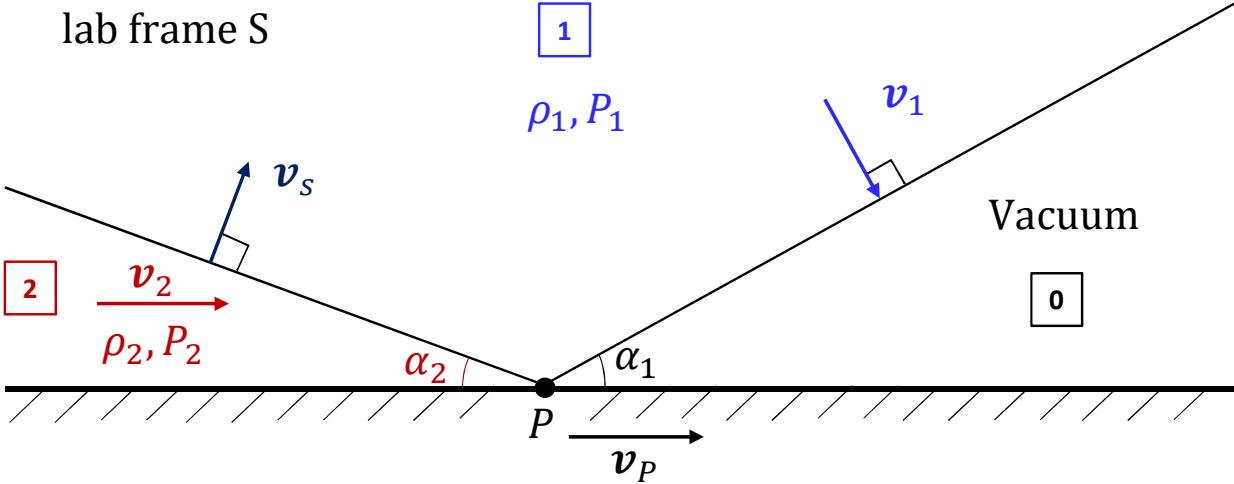


frame S'  
(sub - luminal case)

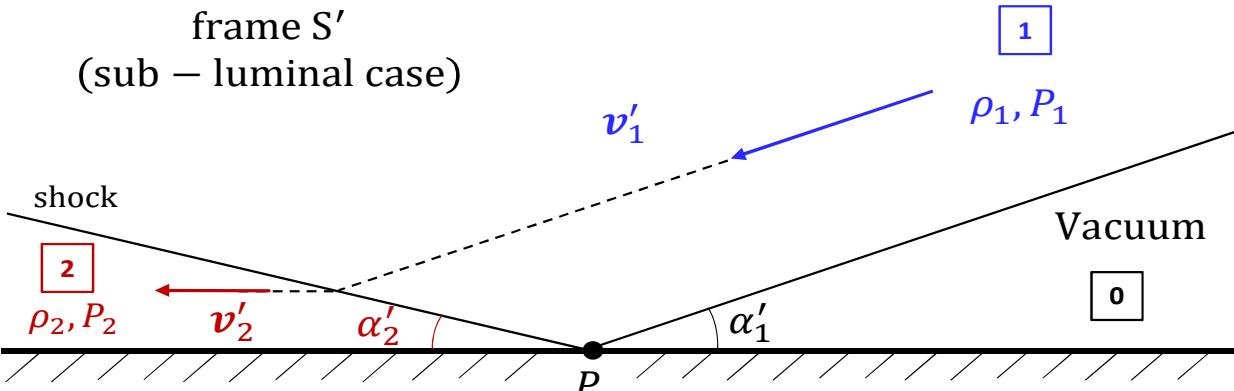


(JG & Rabinovich 2024)

## Single Shell - Wall Collision



frame S'  
(sub - luminal case)

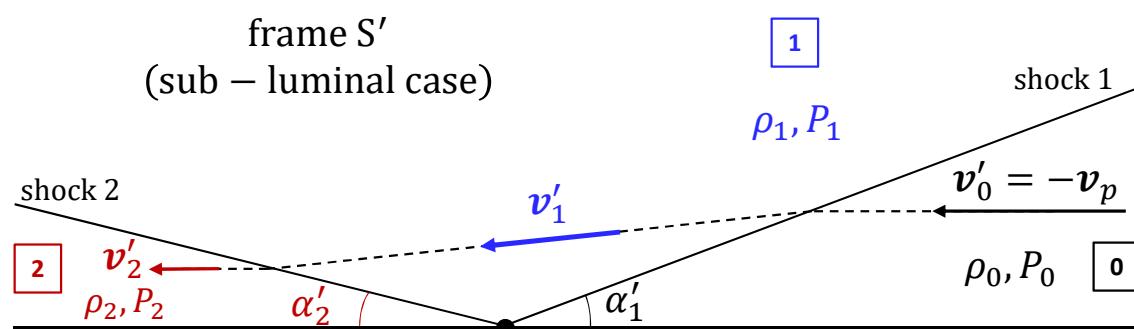
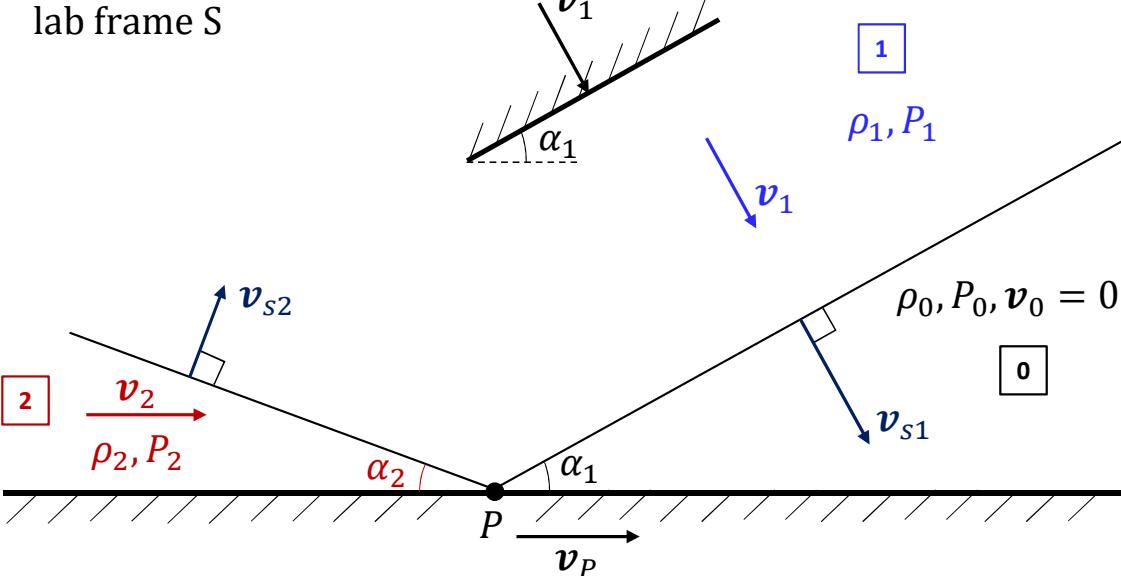


(JG et al. in prep.)

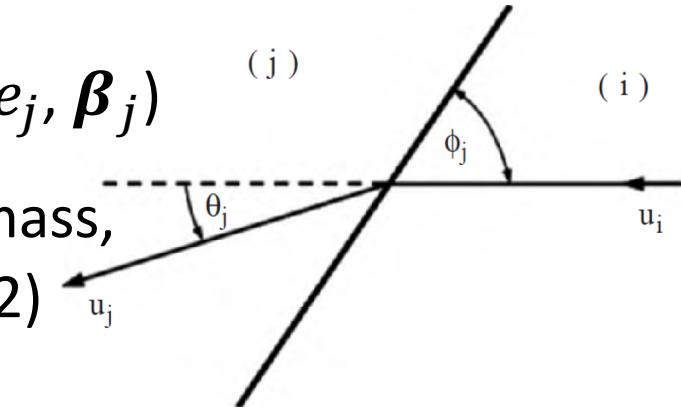
# Shock reflection (a classic problem):

## Oblique Shock

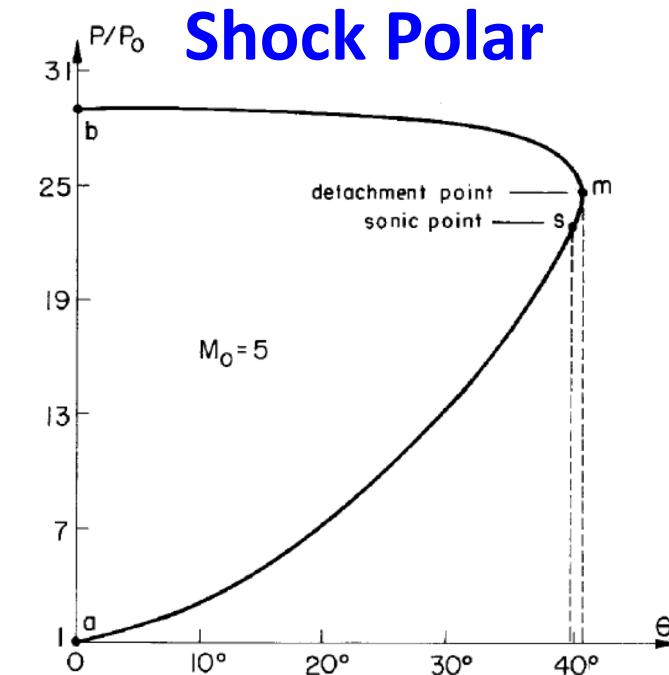
### Shock Reflection



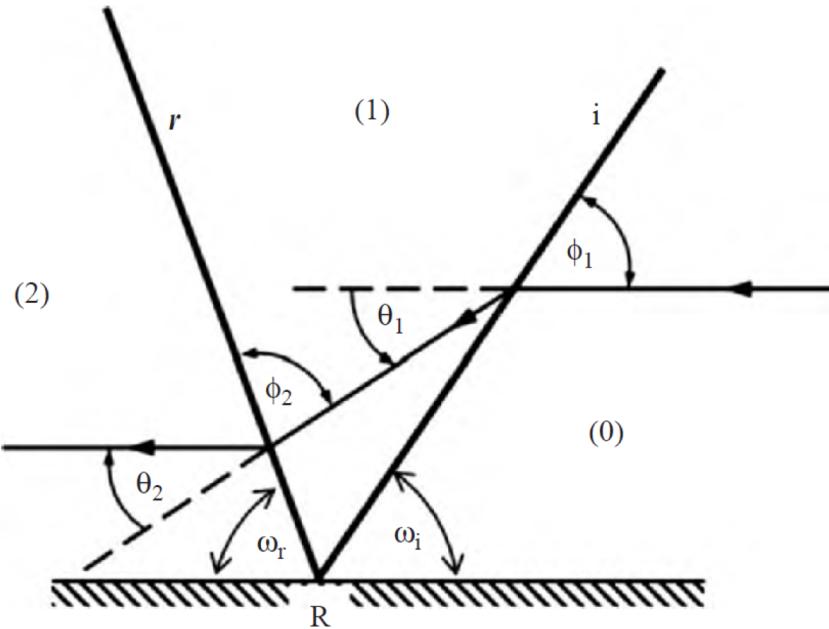
- 5 unknowns ( $p_j, n_j, e_j, \beta_j$ )
- 5 constraints (EoS, mass, energy, momentum  $\times 2$ )



There is a maximum deflection angle  $\theta_{\max}$



# Newtonian Shock reflection: studied in the steady state frame

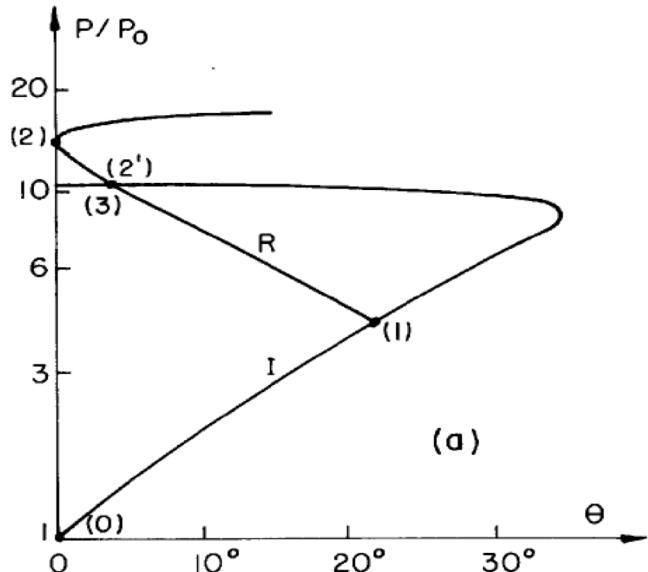
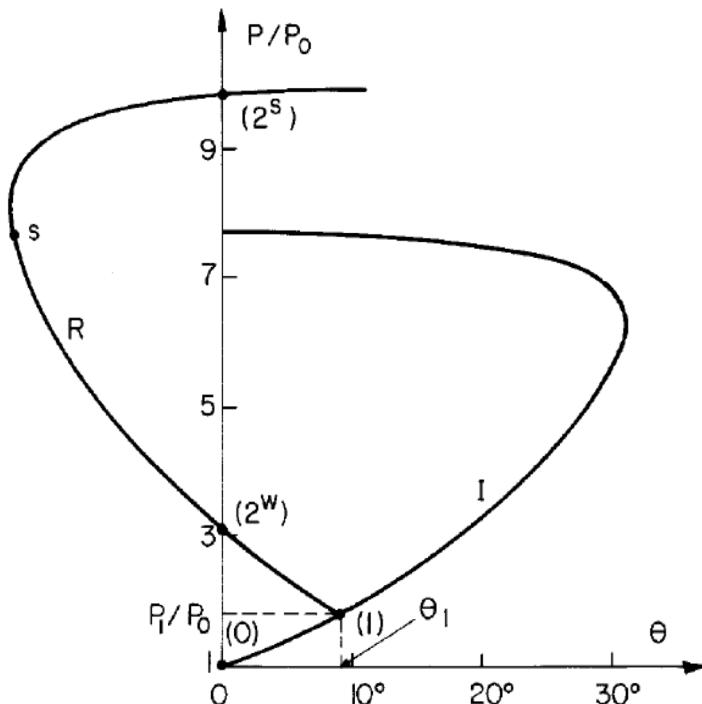


- There are 2 solutions:  
Weak Shock (W) &  
Strong Shock (S)

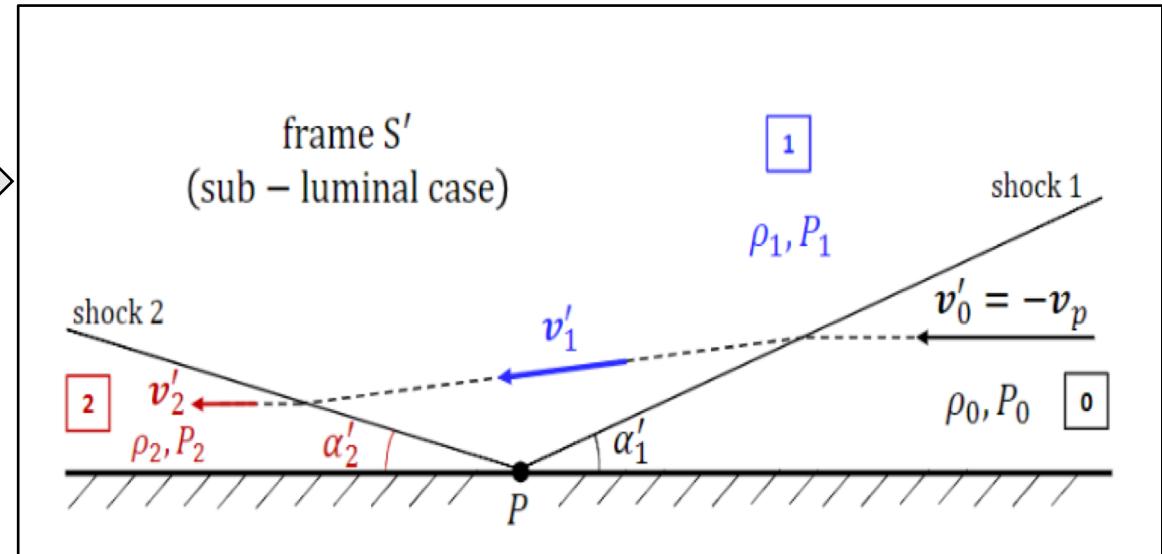
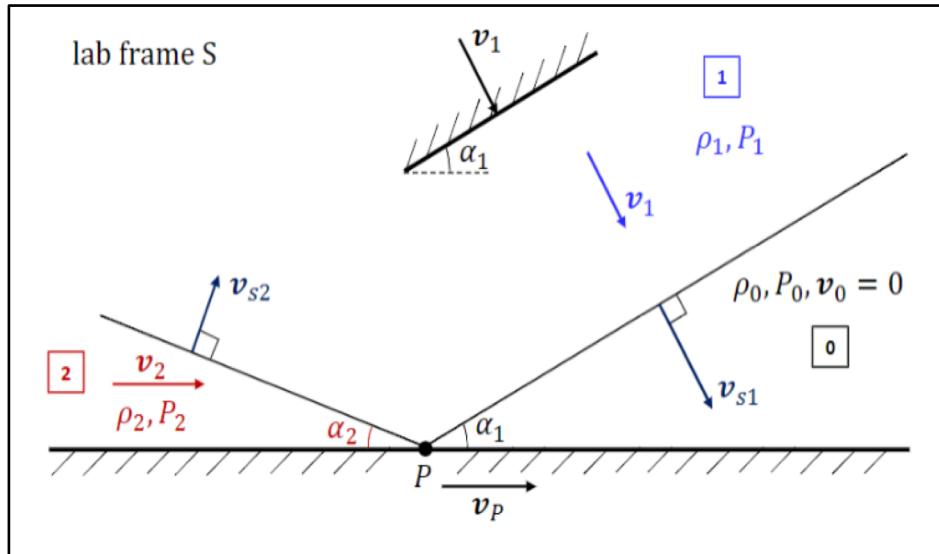
**Regular Reflection:** Shocks attach to the wall

- 10 unknowns ( $p_1, n_1, e_1, \beta_1, p_2, n_2, e_2, \beta_2$ )
- 10 constraints (2 EoS, 2 shocks  $\times$  [mass, energy, momentum  $\times$  2] conserved)

**Detachment Criterion:**  
(close to sonic criterion)



# Relativistic Shock reflection (JG & Rabinovich 2024; Bera et al. 2024):



$$v_p = \frac{v_{s1}}{\sin \alpha_1} = \frac{v_{s2}}{\sin \alpha_2}$$

If  $v_p > c$  (the super-luminal regime/region)  
then the usual method of working in the rest-frame of point P is inapplicable

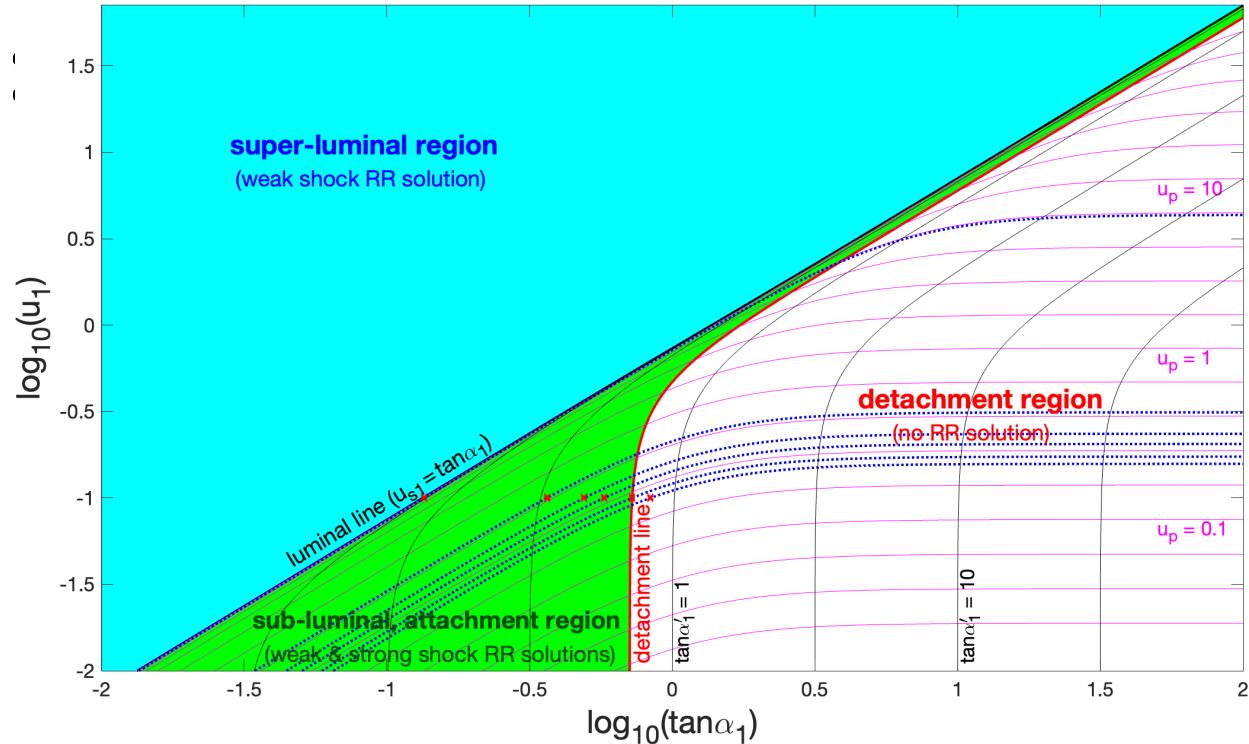
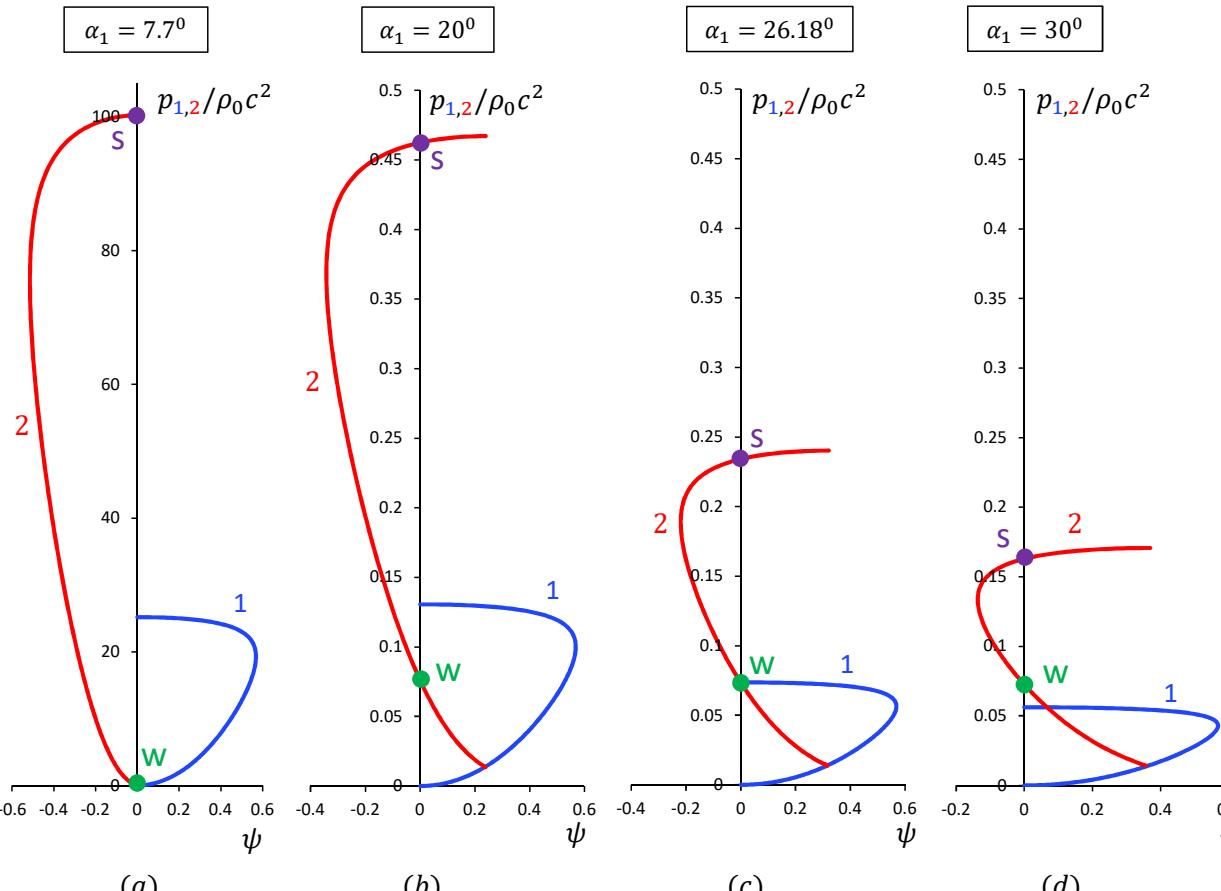
- A. Incident shock 1, driven by a piston, is the well known 1D shock tube problem
- B. For reflected shock 2 & regular reflection we use integral conservation laws

# Relativistic Shock reflection

(JG & Rabinovich 2024)

Shock 2 polar:  $u_1 = 0.1$

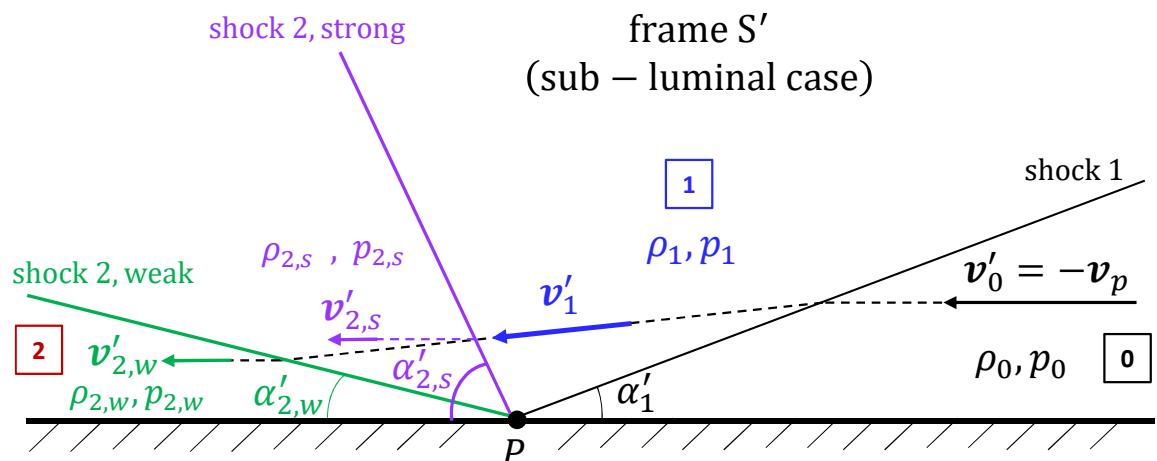
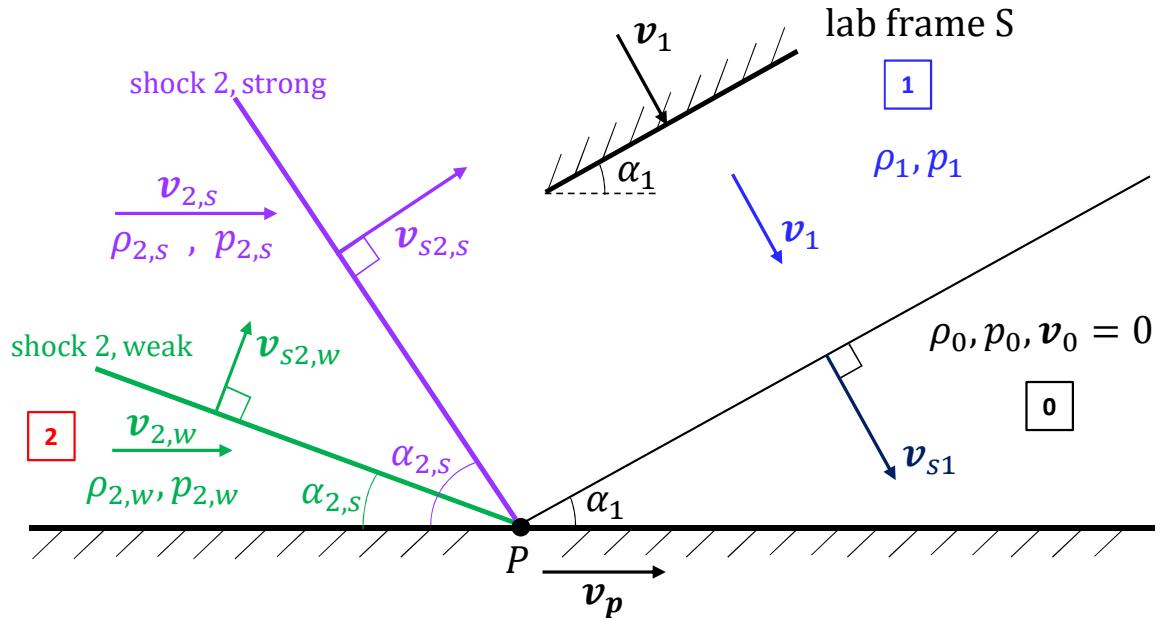
Shock 1 polar:  $u_p = 6.12, 0.419, 0.314,$   
 $0.274, 0.231, 0.210$



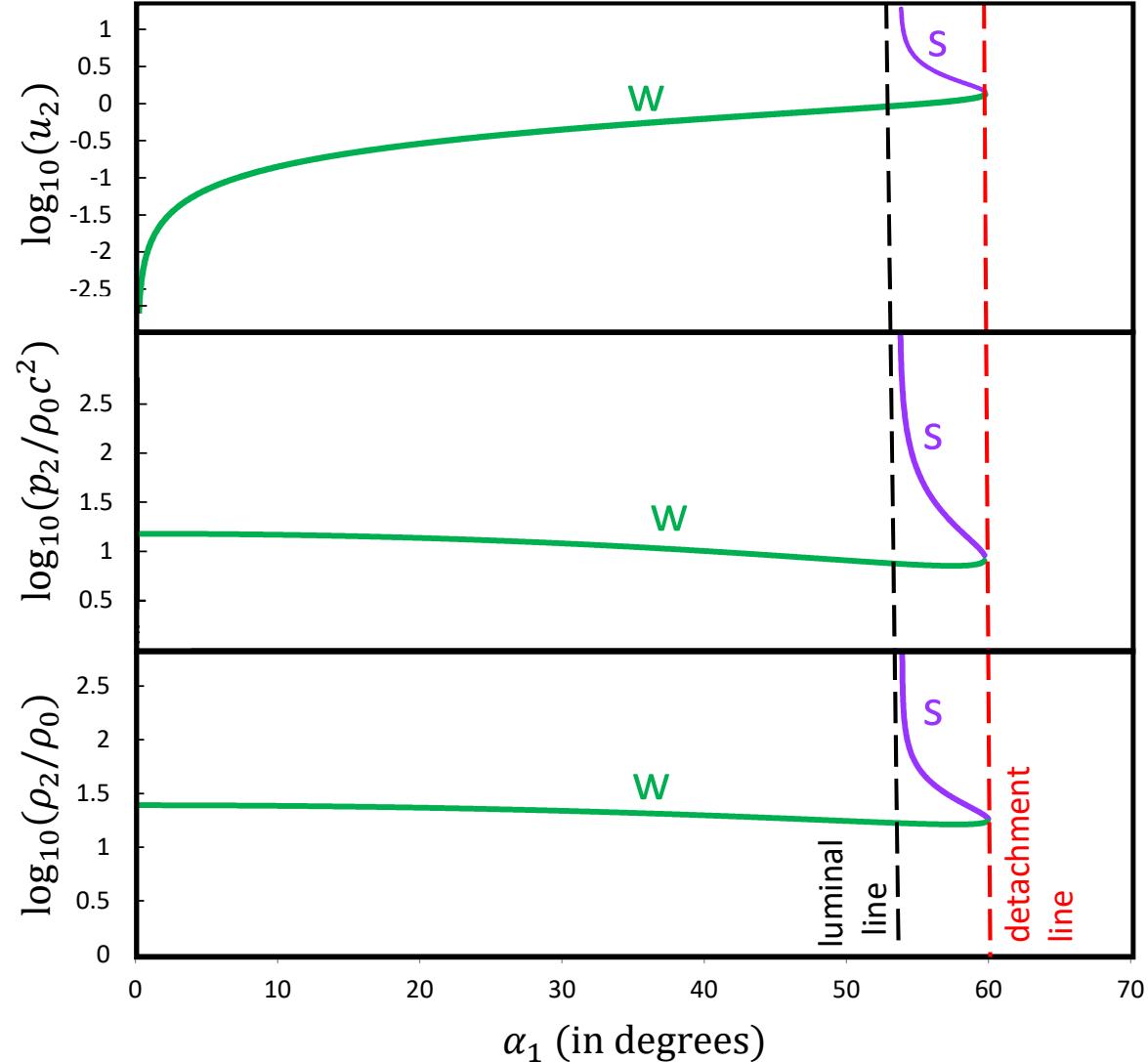
A shock polar analysis  
can only be done in the  
sub-luminal region

# Relativistic Shock reflection:

(JG & Rabinovich 2024)

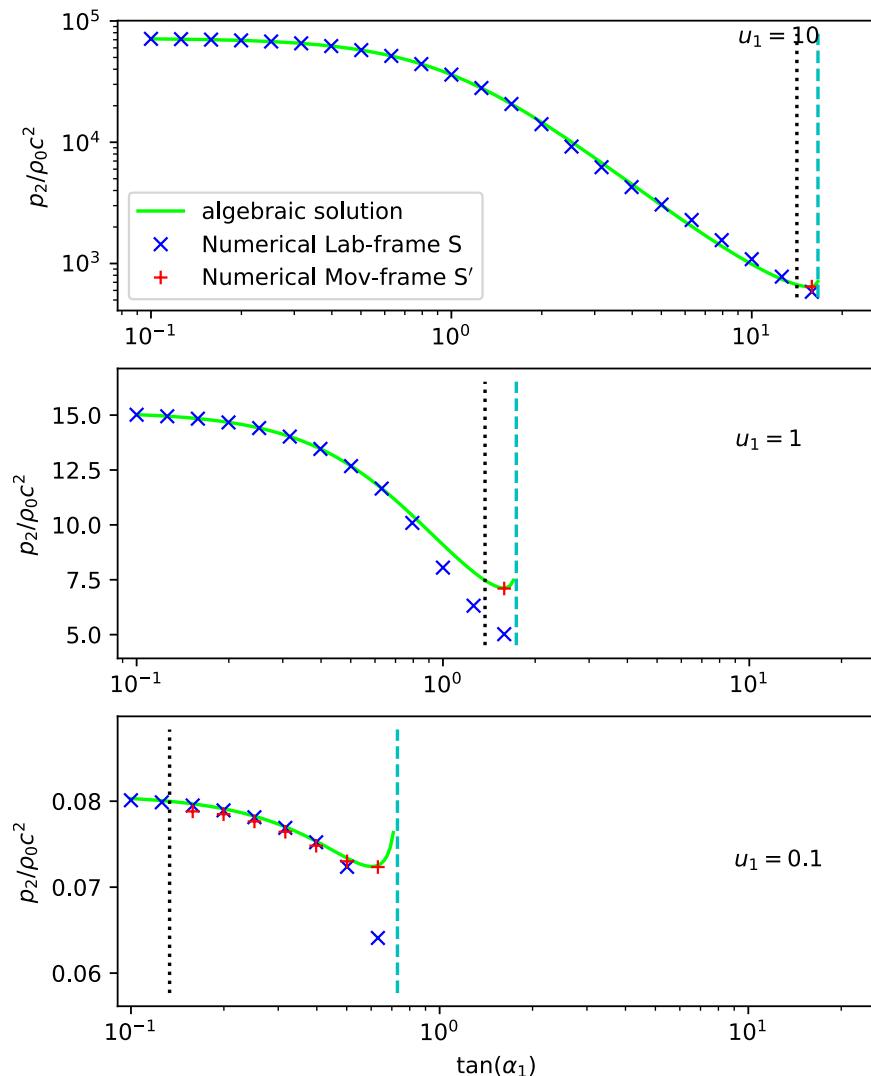


The **Strong Shock** solution cannot cross the luminal line as it diverges

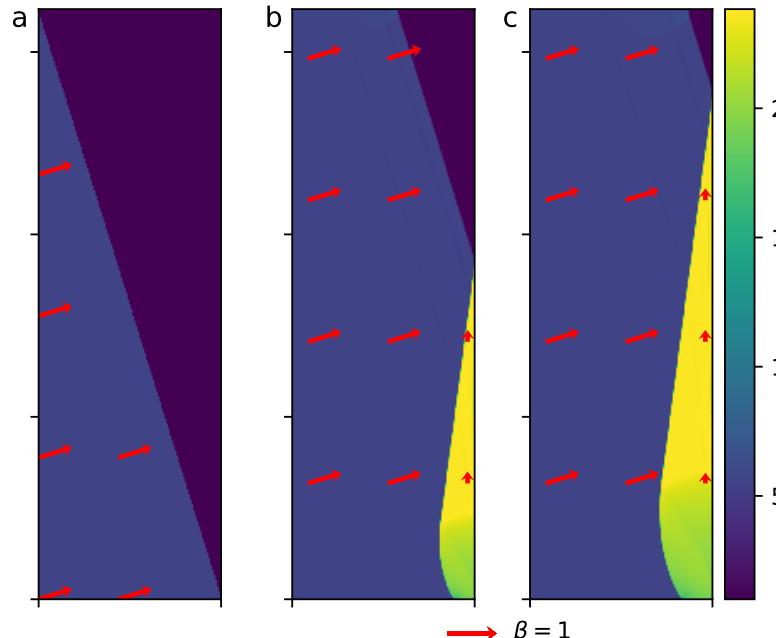


# Relativistic Shock reflection (Bera et al. 2024):

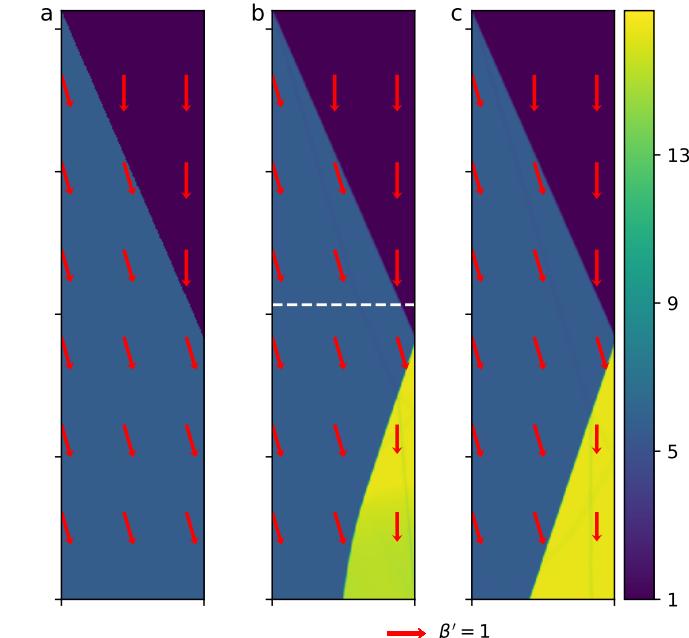
Reproduces the analytic  
weak shock solution



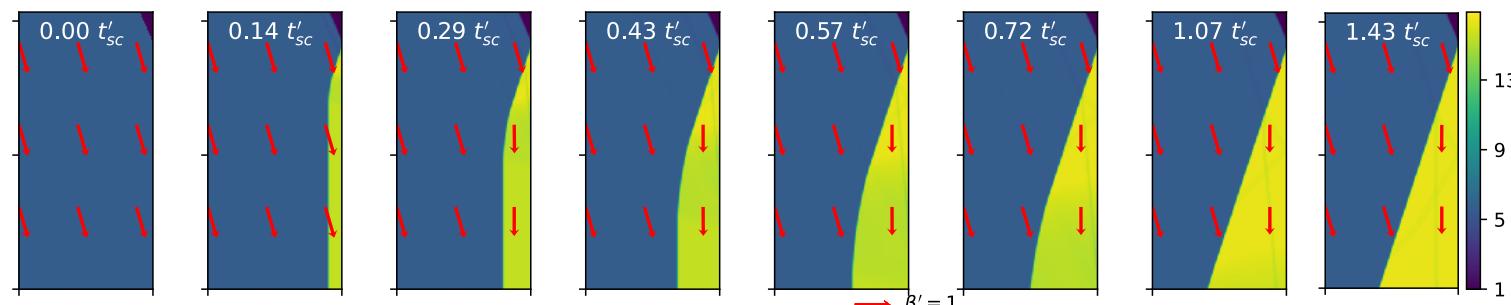
Lab frame (density)



Steady frame (density)

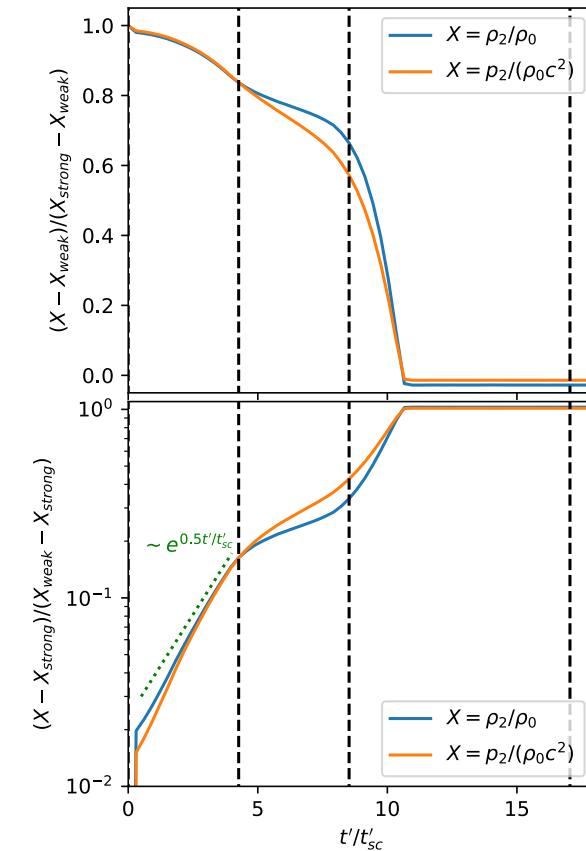
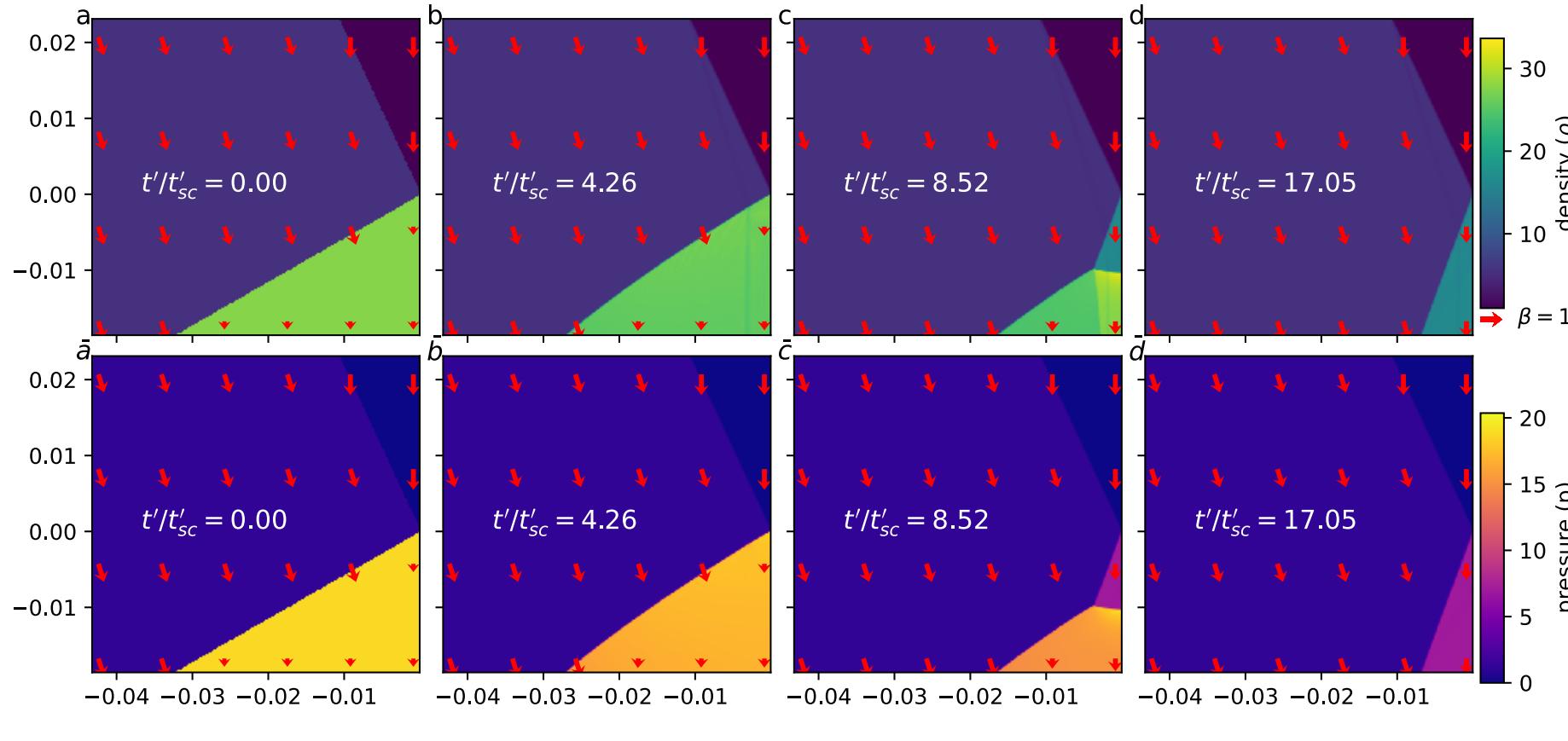


Gradually achieving steady state (density):



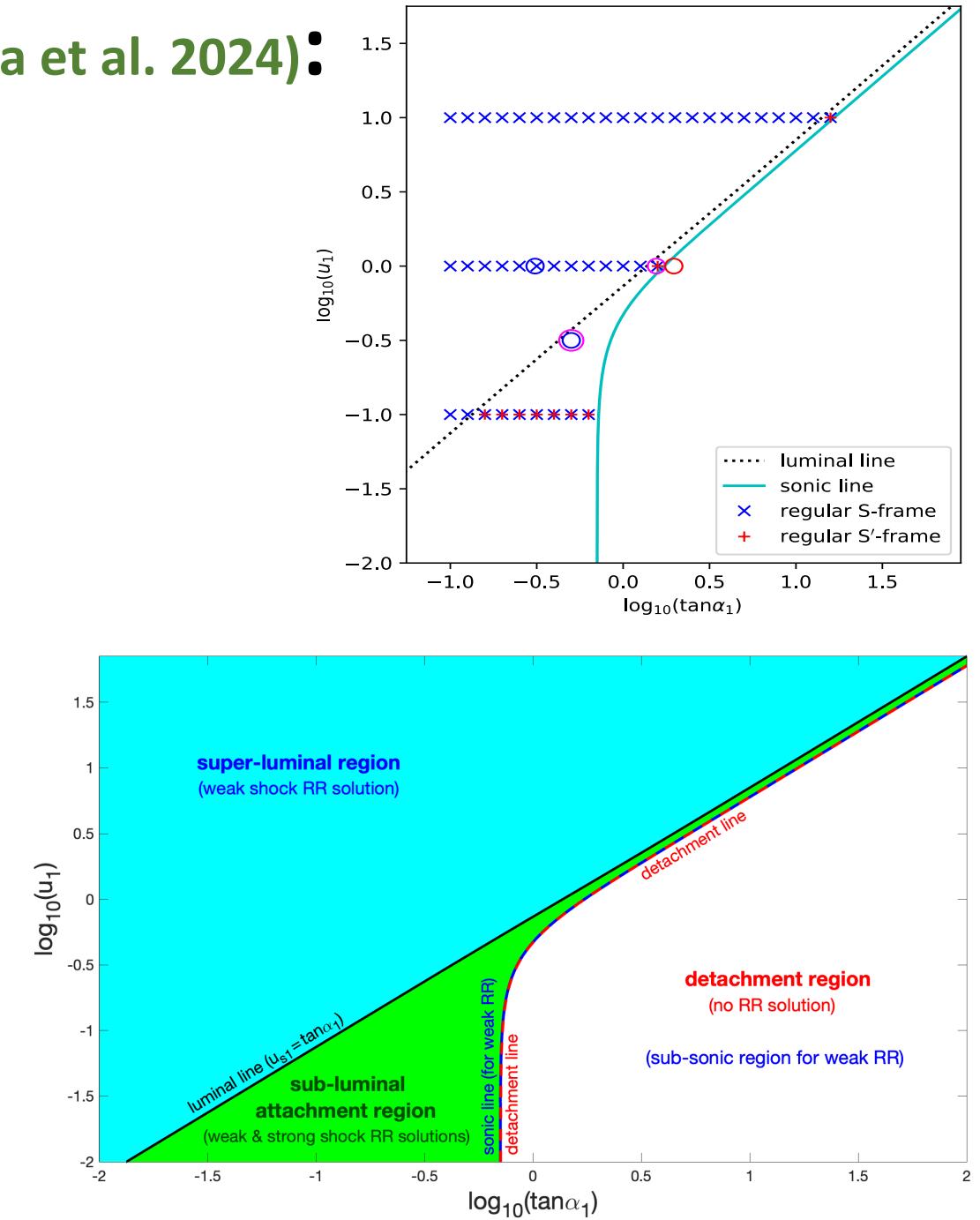
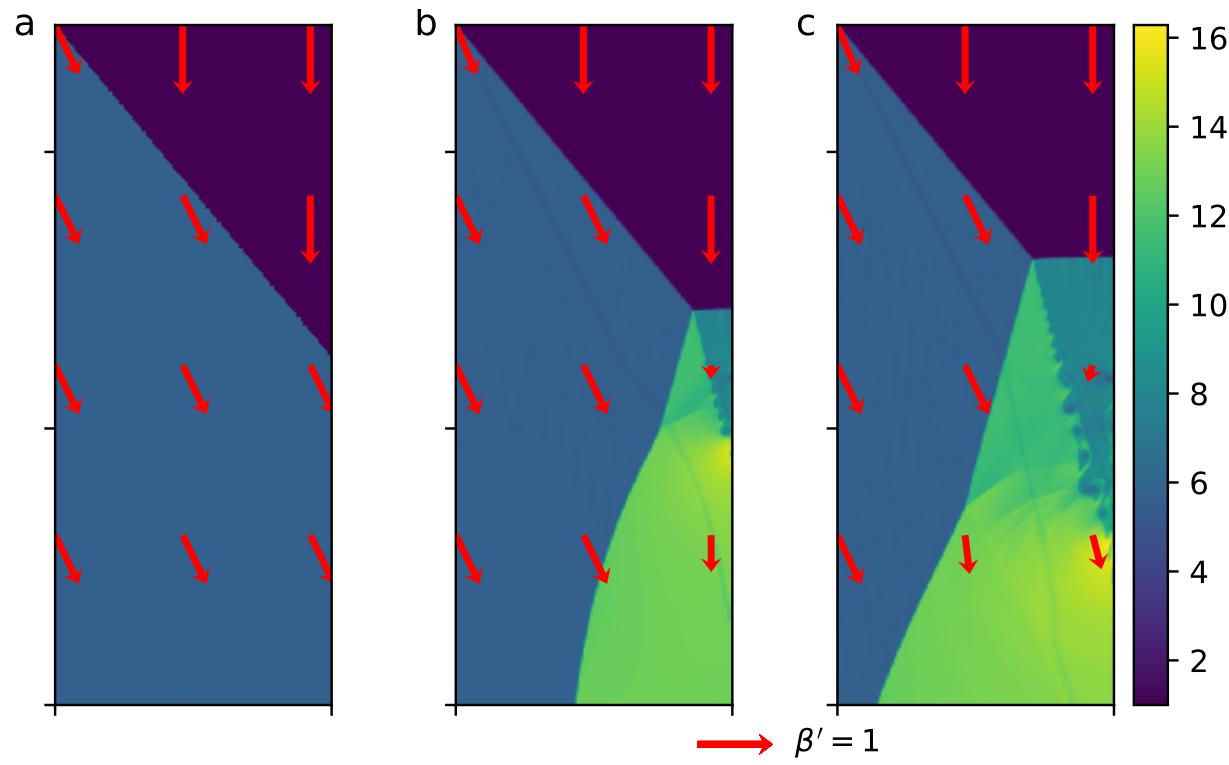
# Relativistic Shock reflection (Bera et al. 2024):

**Strong Shock** solution is found to be unstable & transitions to **Weak Shock** solution



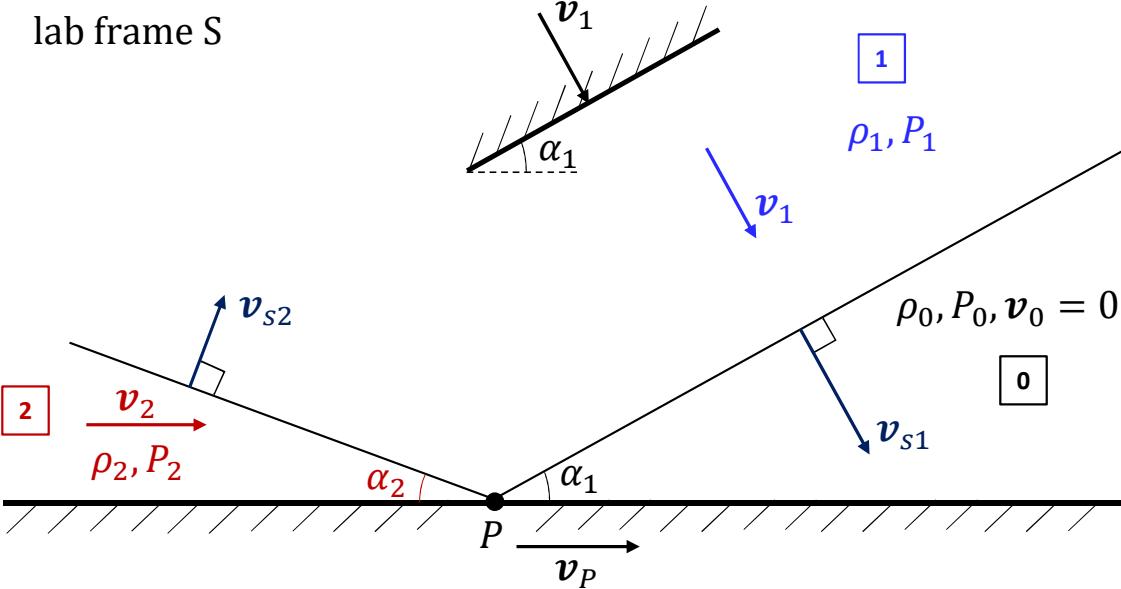
# Relativistic Shock reflection (Bera et al. 2024):

In the detachment region: Mach reflection

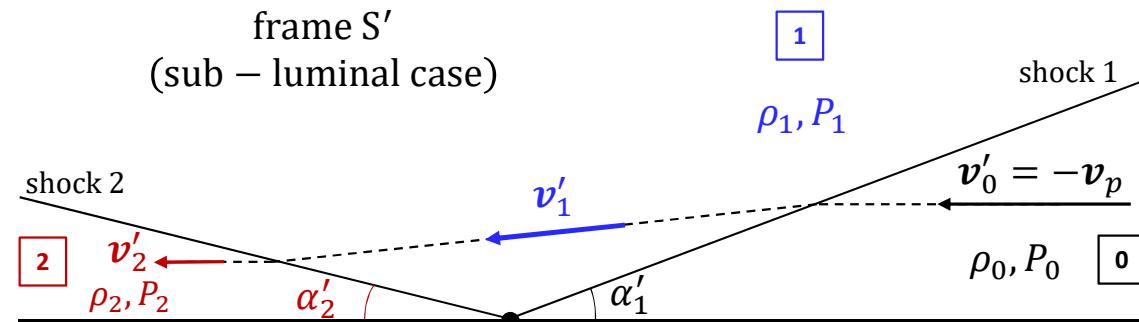


# Single Shell – Wall Collision (JG et al. in prep.):

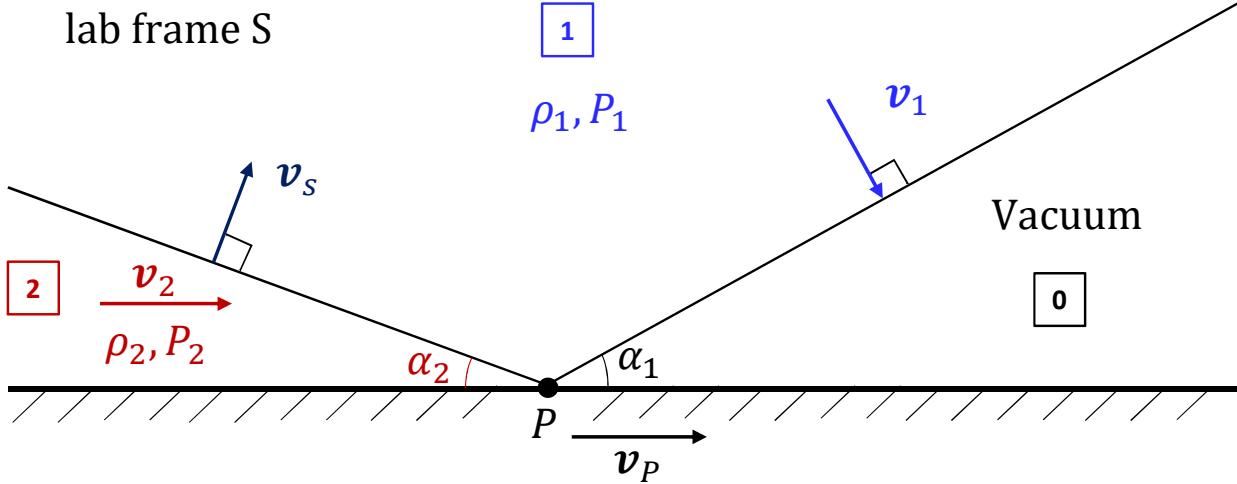
## Shock Reflection



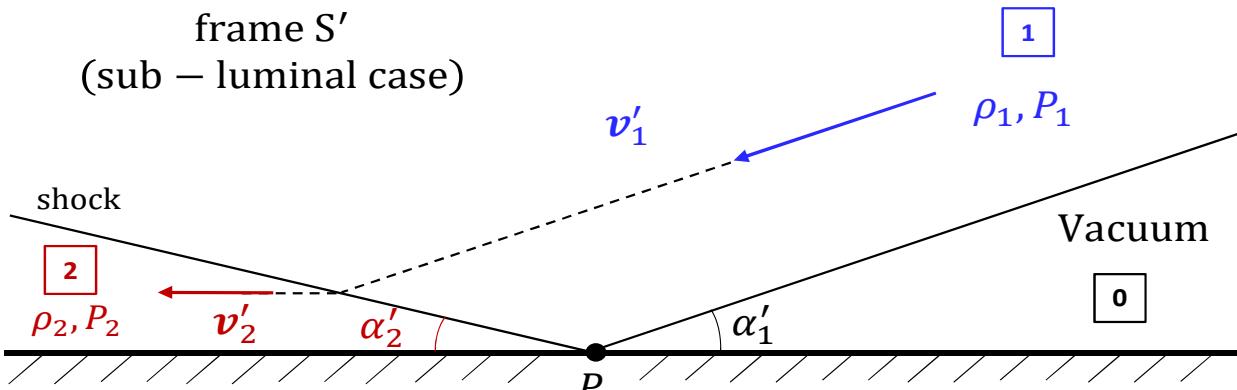
frame S'  
(sub – luminal case)



## Single Shell - Wall Collision



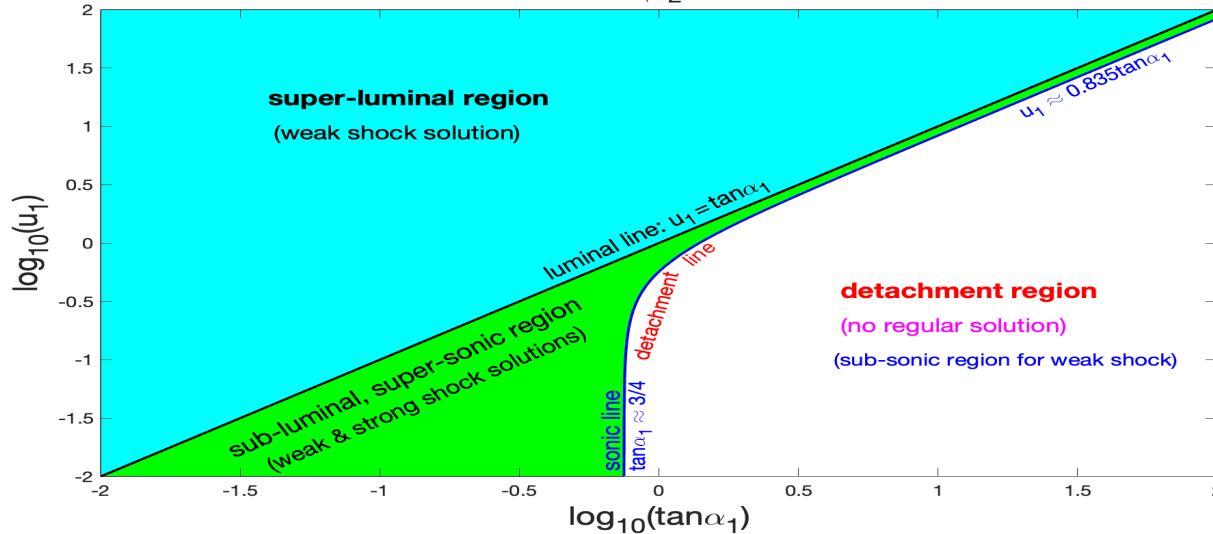
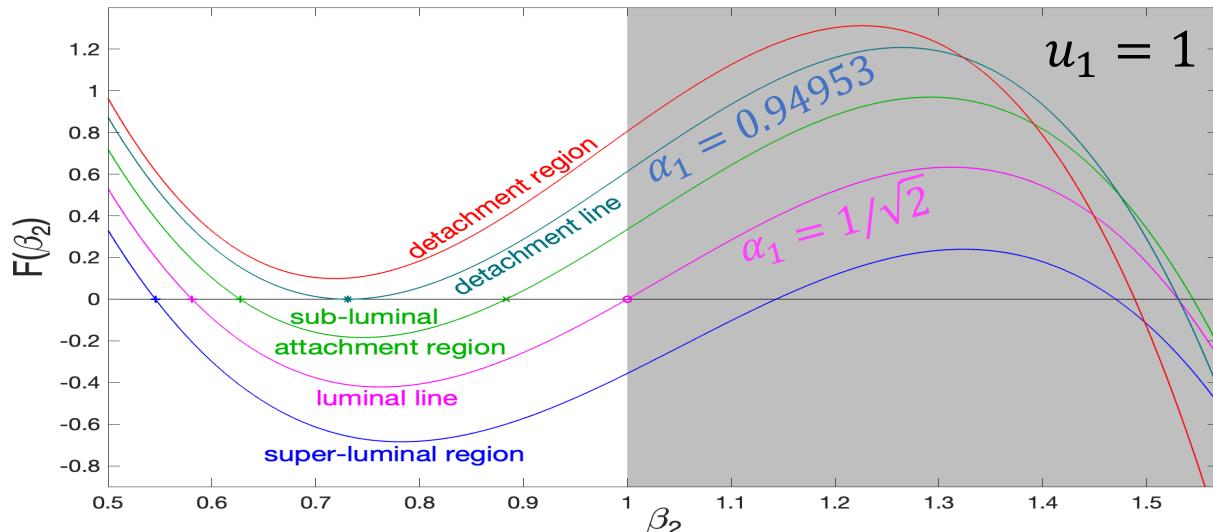
frame S'  
(sub – luminal case)



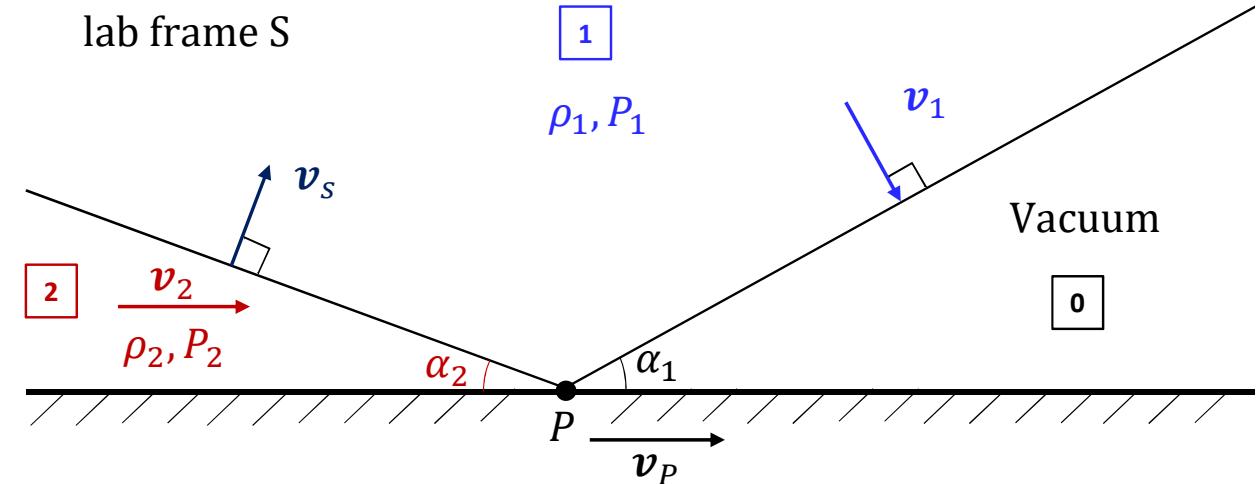
# Single Shell – Wall Collision (JG et al. in prep.):

Fully analytic regular solution:

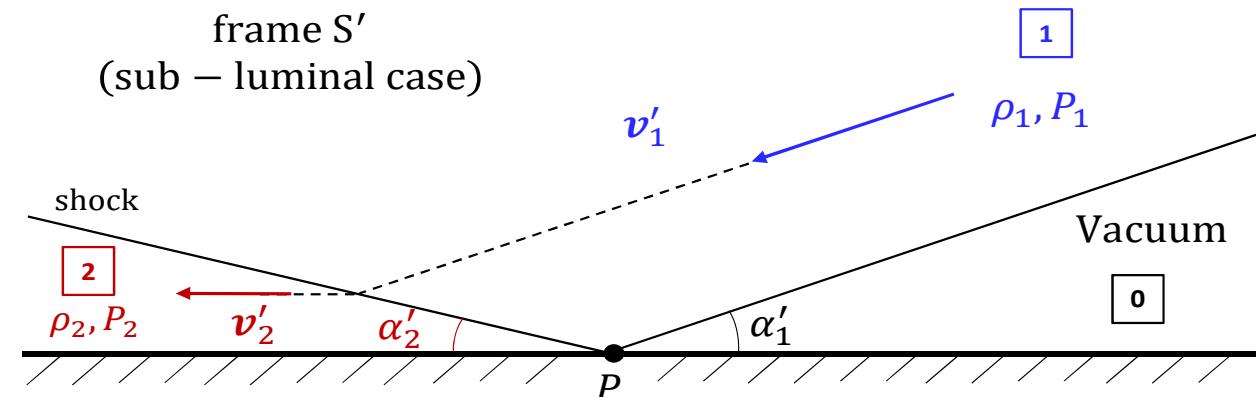
$$F(\beta_2) = A\beta_2^3 + B\beta_2^2 + C\beta_2 + D = 0$$



## Single Shell - Wall Collision



frame  $S'$   
(sub – luminal case)



# Conclusions: Colliding Relativistic Shells

- Such collisions are expected in GRBs, blazars, magnetar GFs, SLSNe, FRBs,...
- One collision produces two shocks: forward shock (FS) & reverse shock (RS)
- The reverse shock is typically stronger, dominating  $\nu F_\nu$  near  $E_{\text{peak}}$
- The forward shock peaks below  $E_{\text{peak}}$  & might mimic photospheric emission
- RS + FS produce diverse pulse shapes & spectra (also time-integrated)
- Fits to data can help constrain important physical parameters of the outflow
- Oblique collisions are analogous to the classical shock reflection problem
- Both have analytic “regular” solutions for initially cold fluids
- There is a super-luminal regime where only the weak shock solution exists
- Between luminal & detachment lines an unstable strong shock solution exists
- Oblique collisions modify  $\beta$  of  $\Gamma \gg 1$  shells, affecting their beamed emission

The End