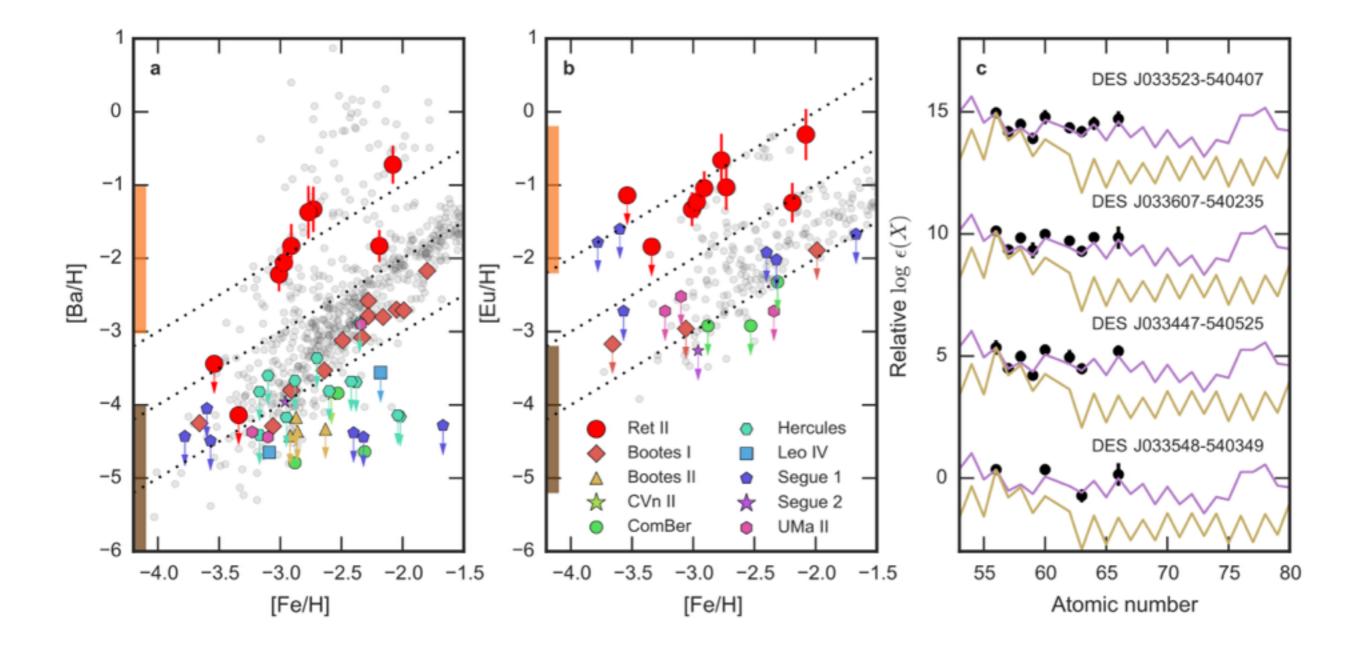
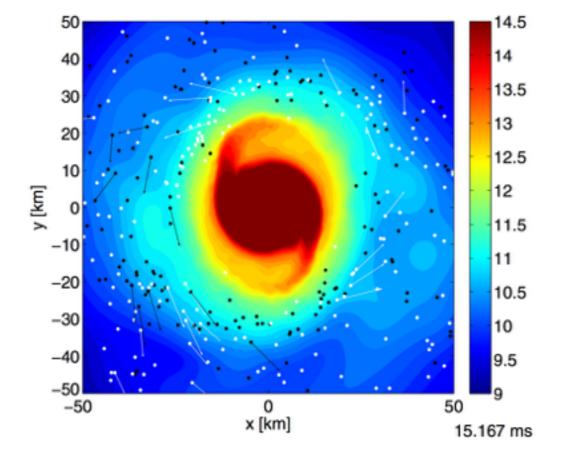
### Simulating Neutron Star Mergers as *r*-process Sources in Ultra Faint Dwarf Galaxies

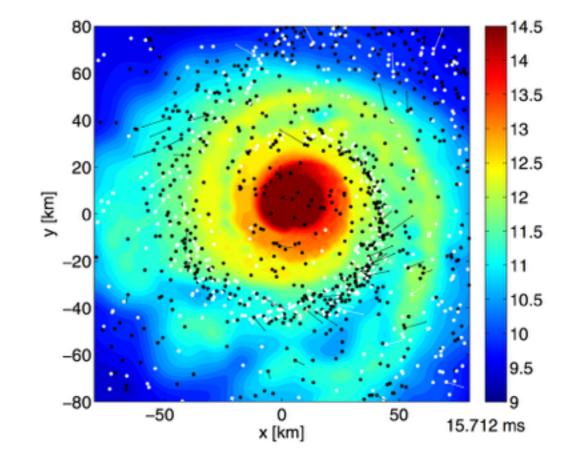
Mohammad Safarzadeh & Evan Scannapieco

Arizona State University

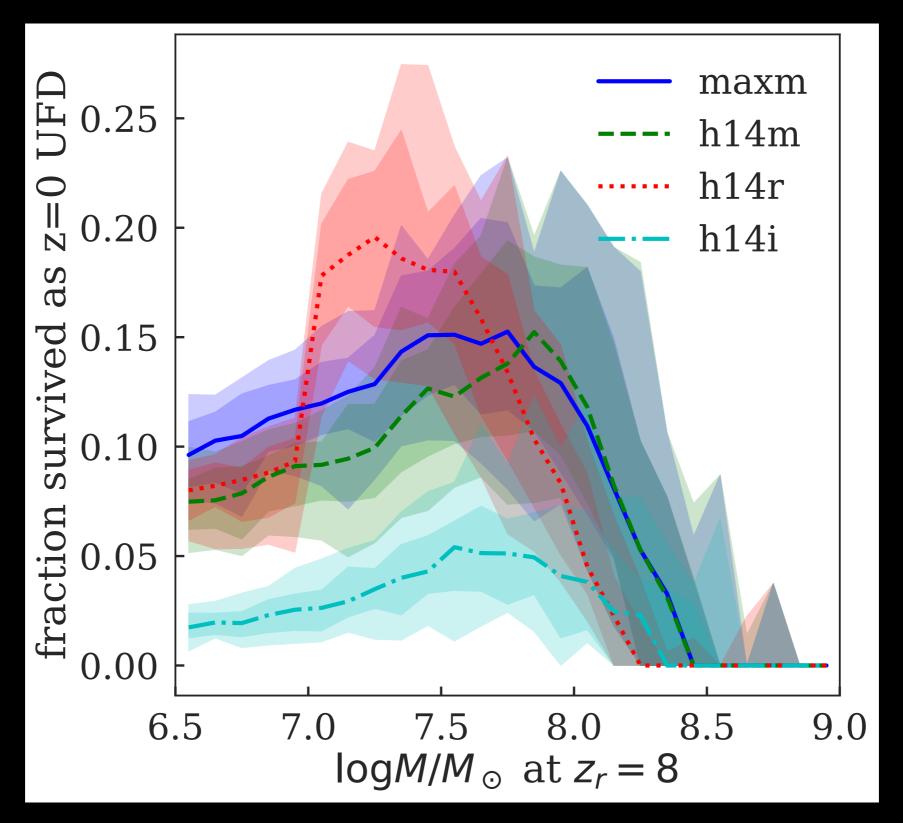
Frontiers 2017, Lansing, MI





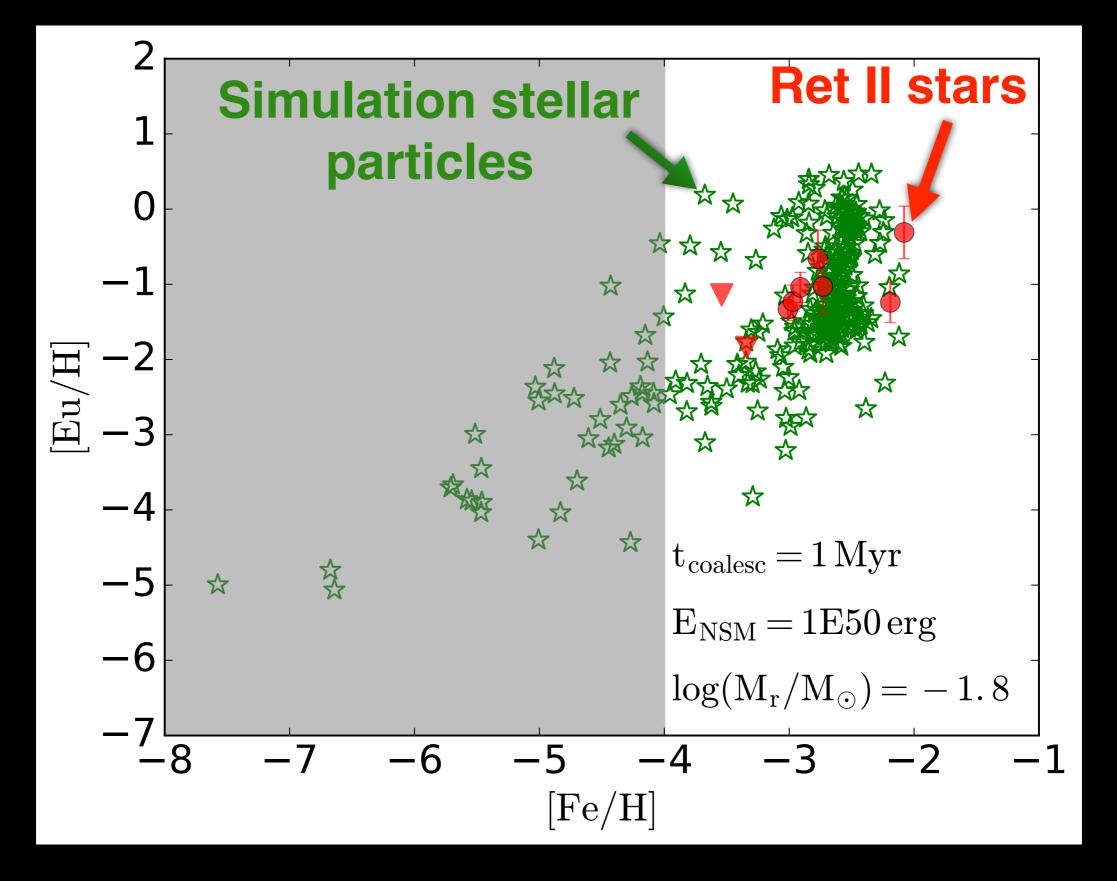


### What are the chances that a halo survives intact?

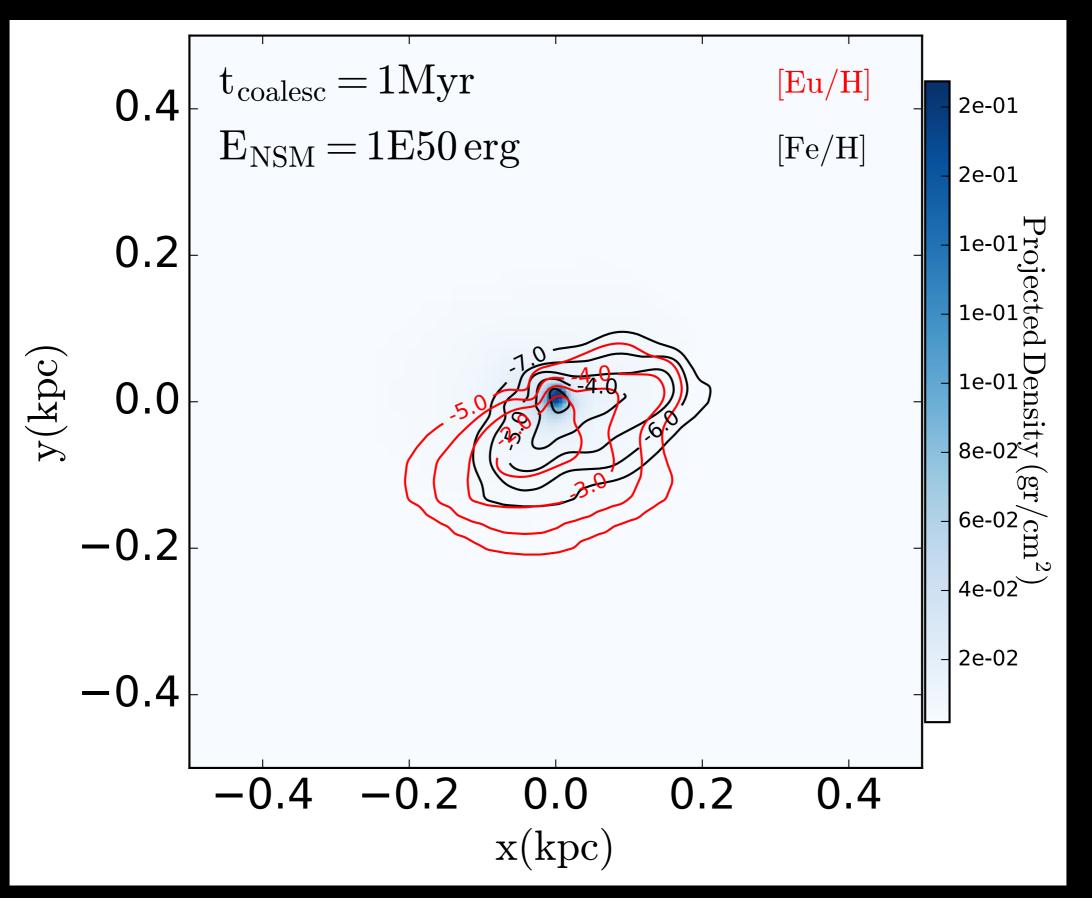


Safarzadeh & Ji (in prep)

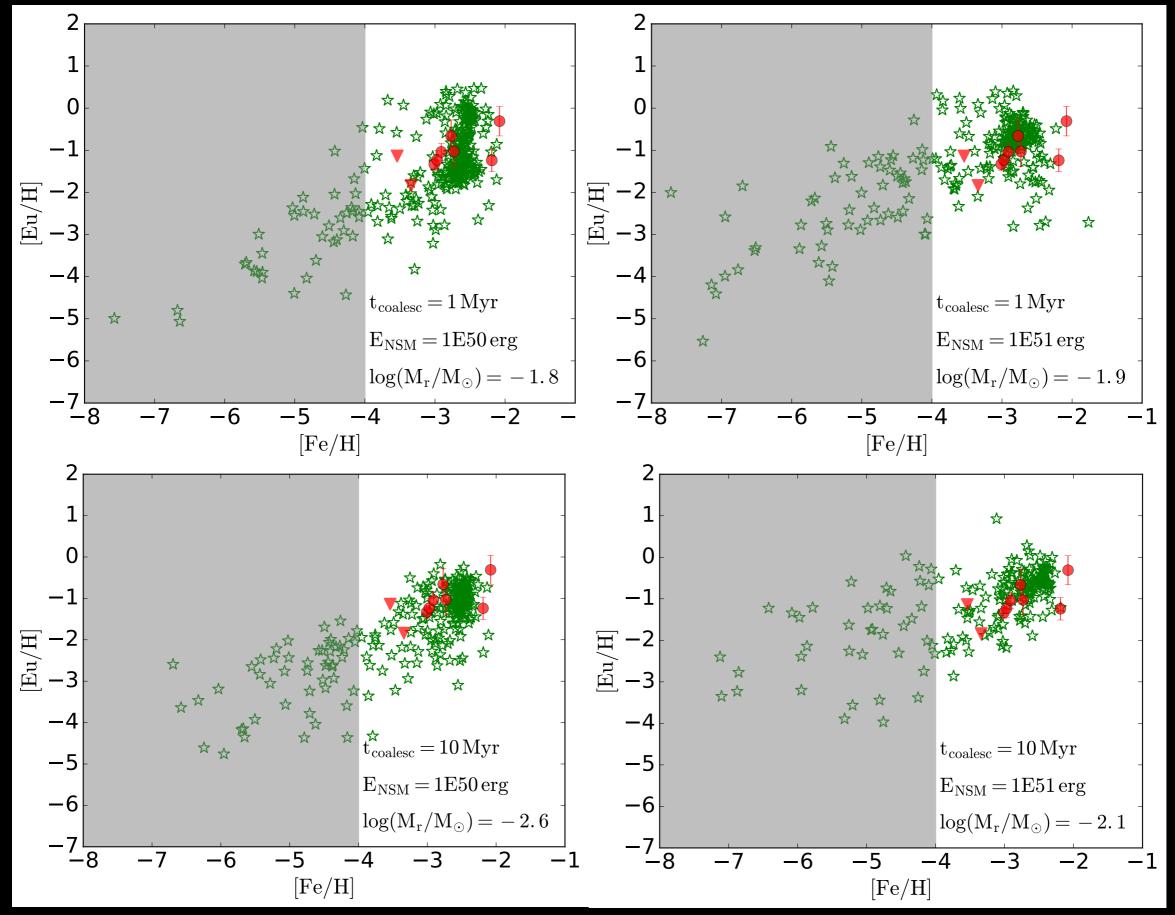
#### Comparing the results to Ret II

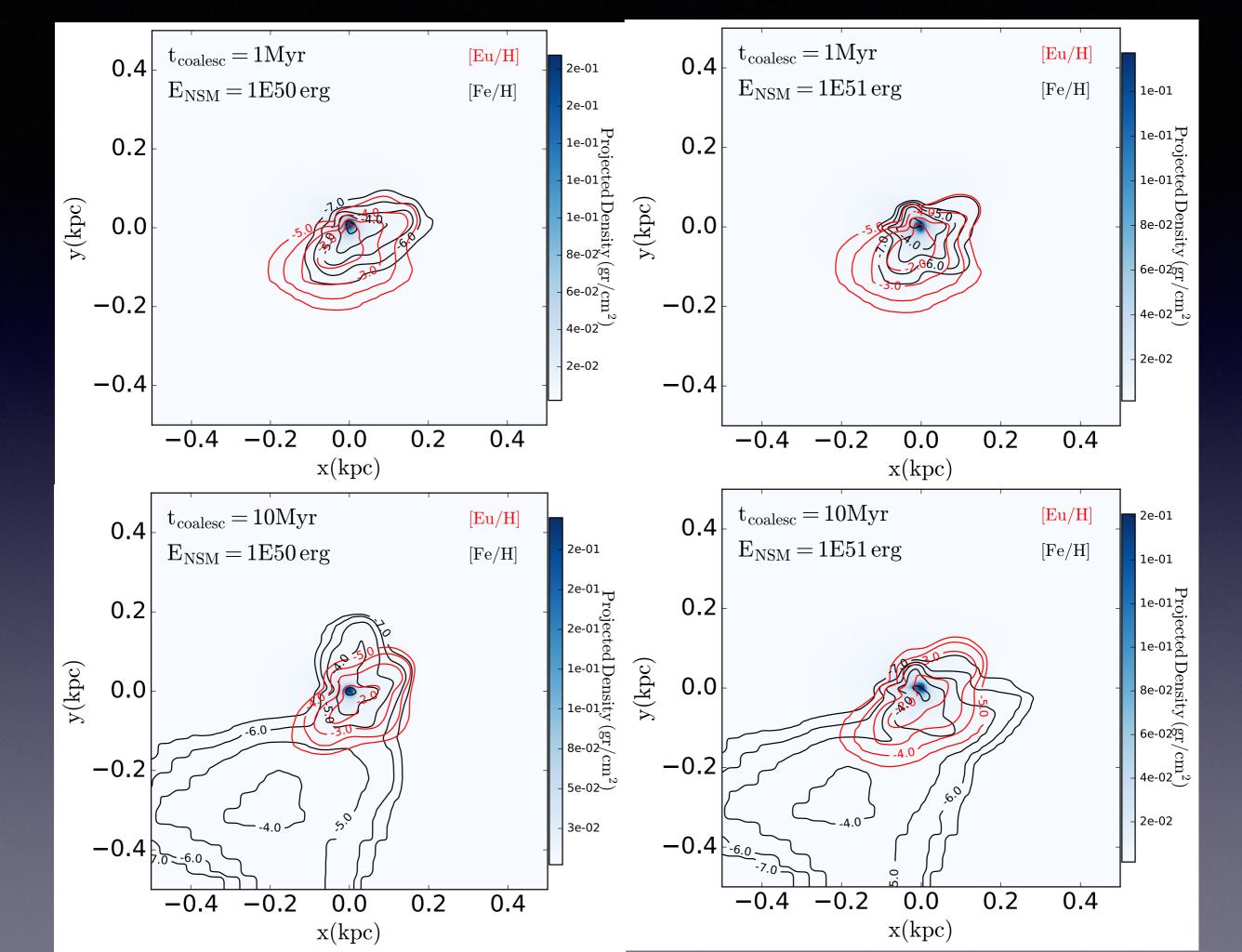


### Projected [Eu/H] vs. [Fe/H] for the gas

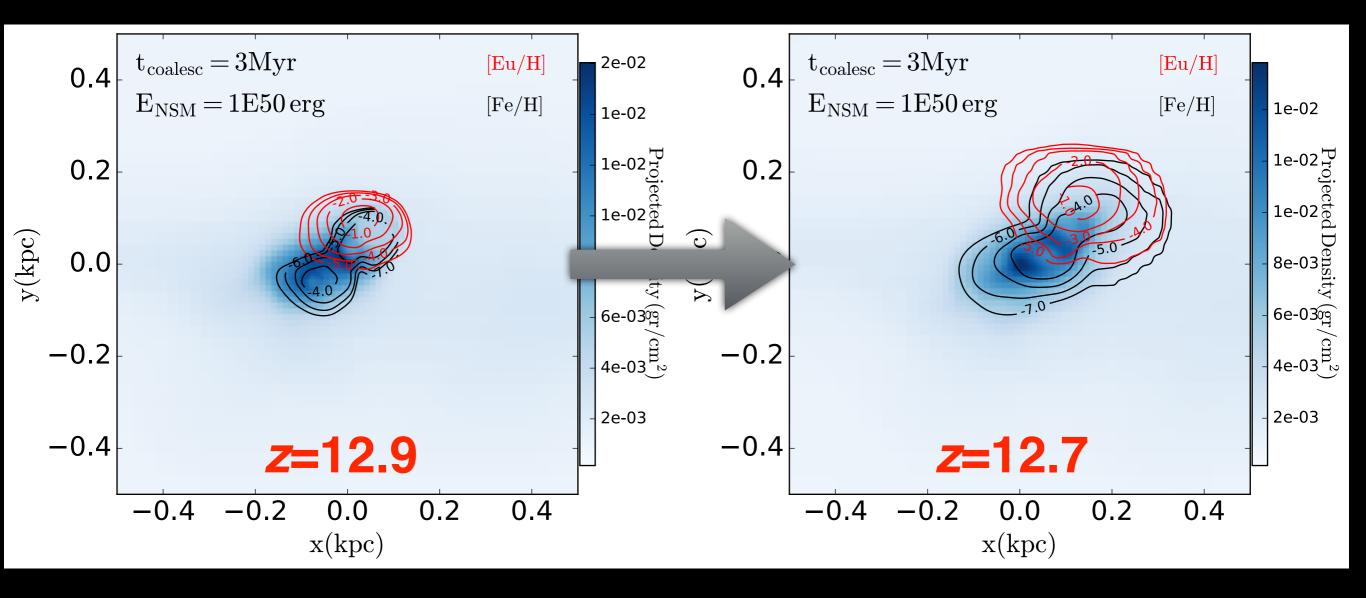


### varying coalescence time scale and Explosion energy

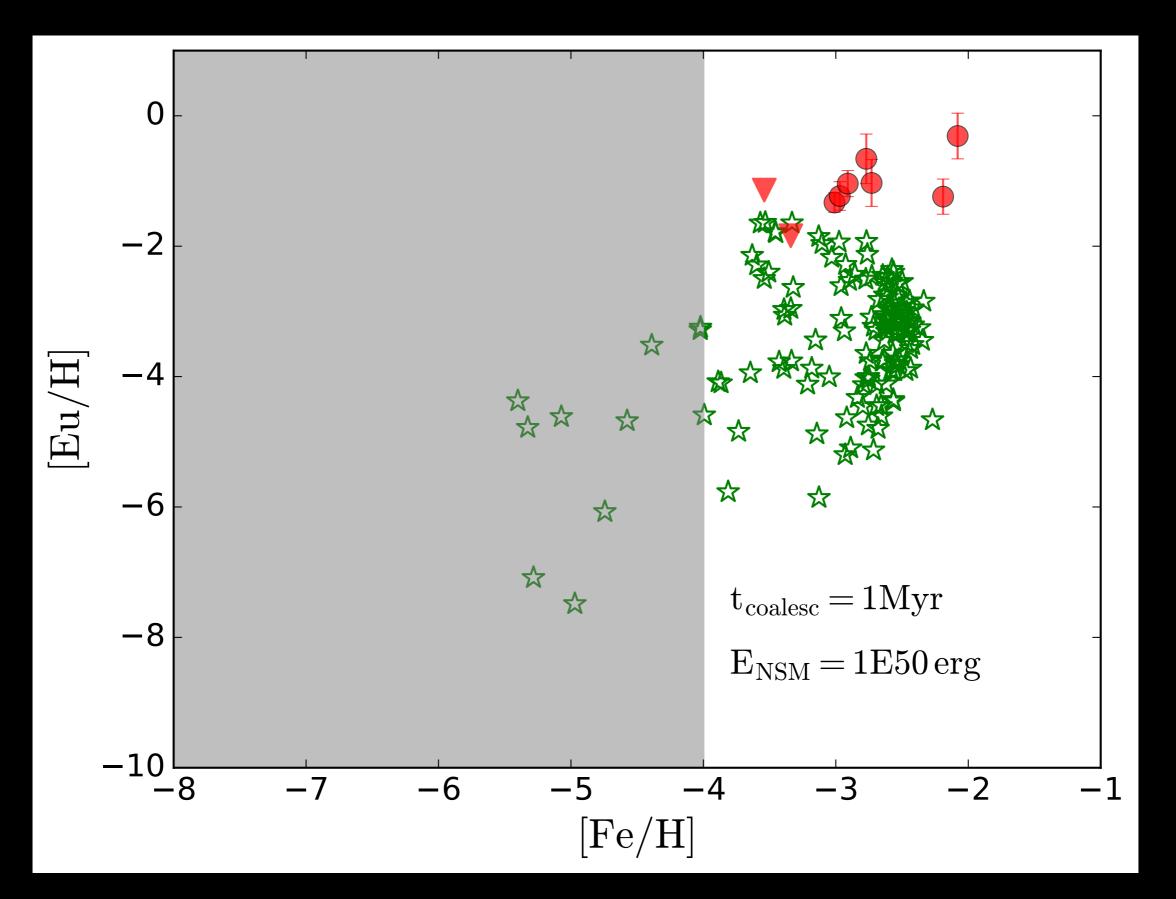




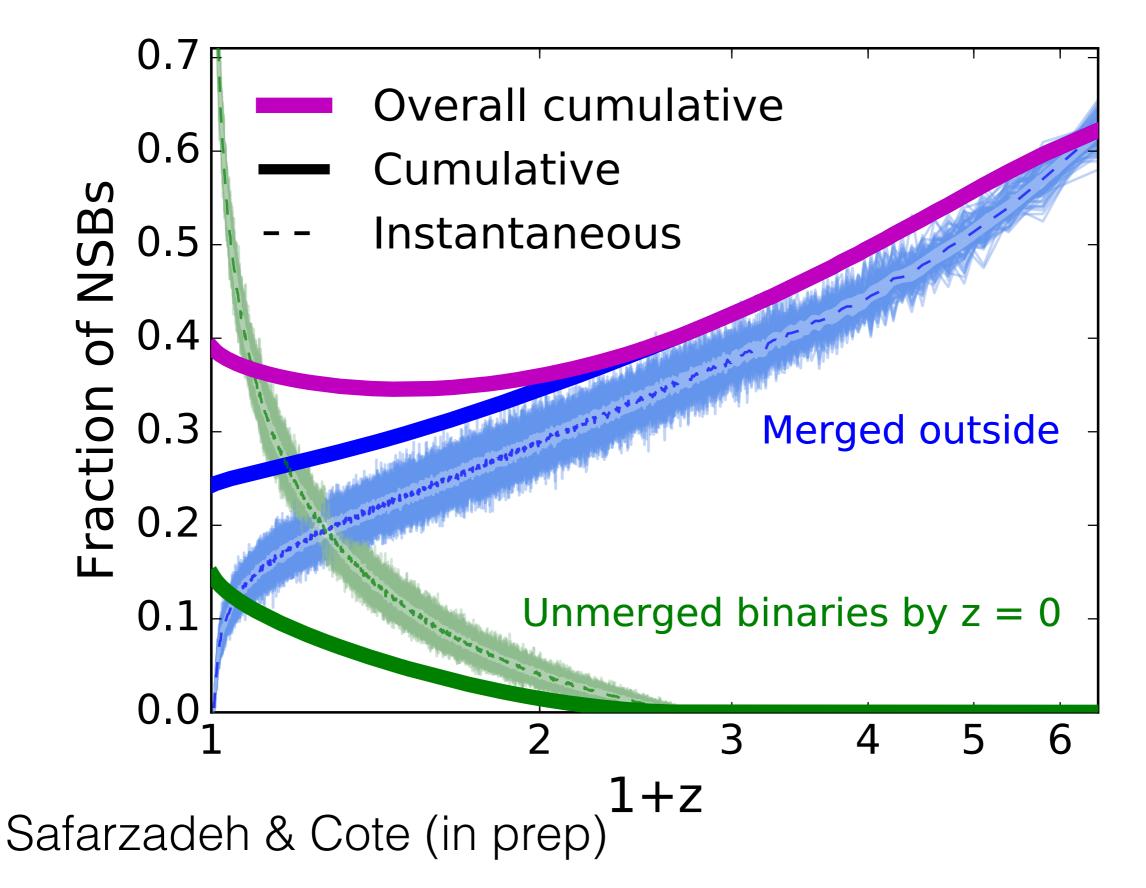
## Off-center explosion



### leads to low enrichment by r-process elements



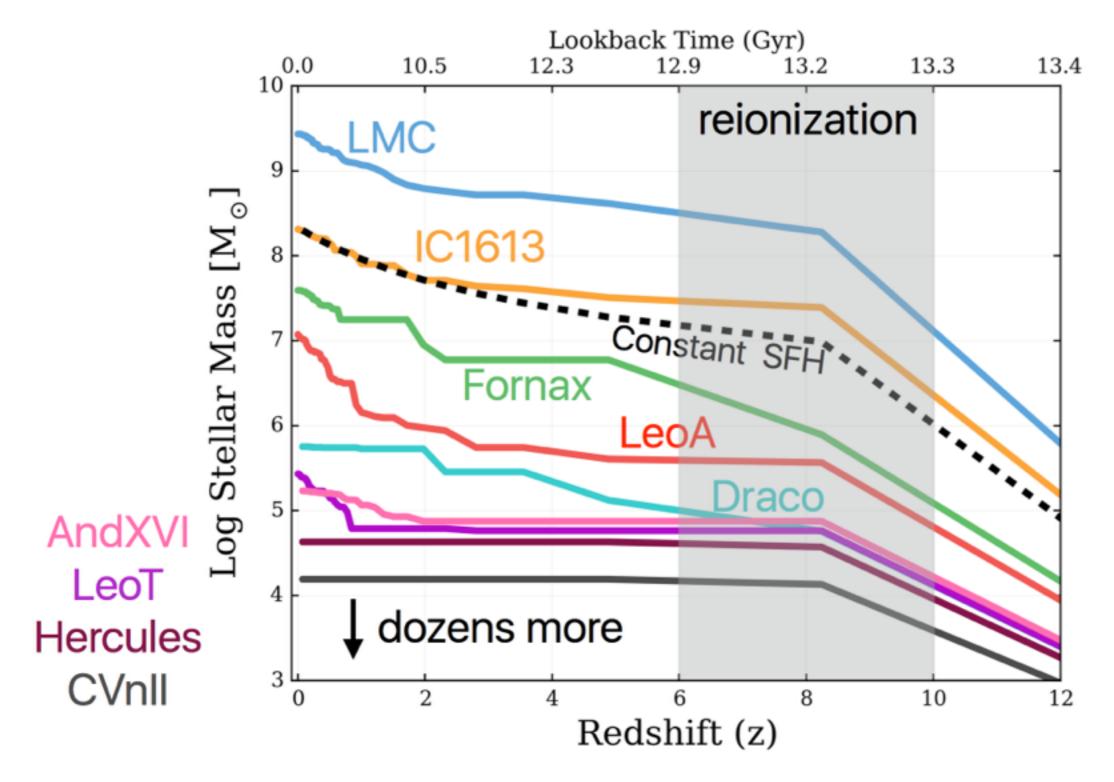
Impact of natal kicks on galactic *r*-process enrichment



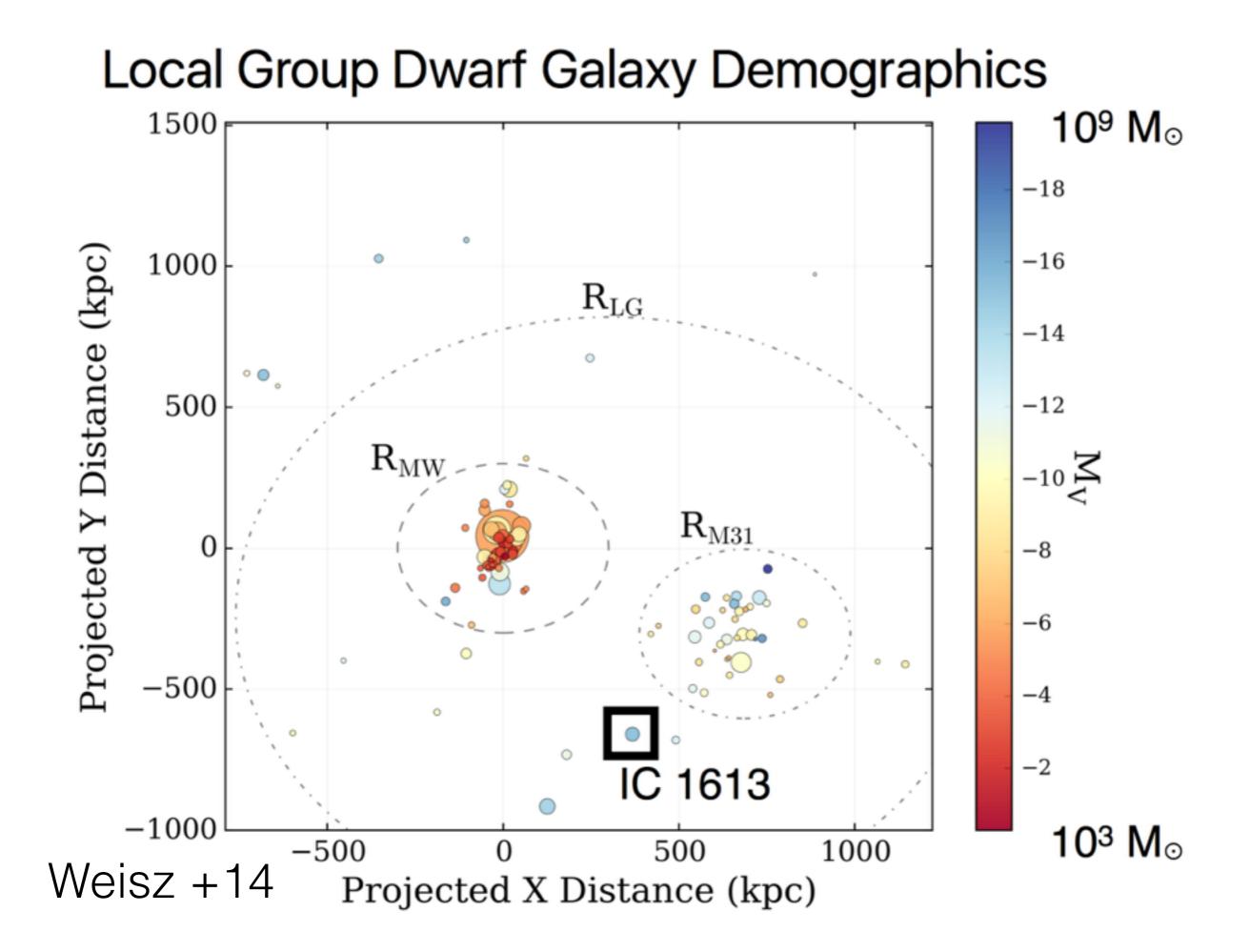
# Summary

- A single NSM event in star formation history of a UFD is compatible with Ret II observations.
- Ejection energy and coalescence time scale have minor impacts on the enrichment level.
- *r*-process enrichment efficiency is highly dependent on the location of NSM event.

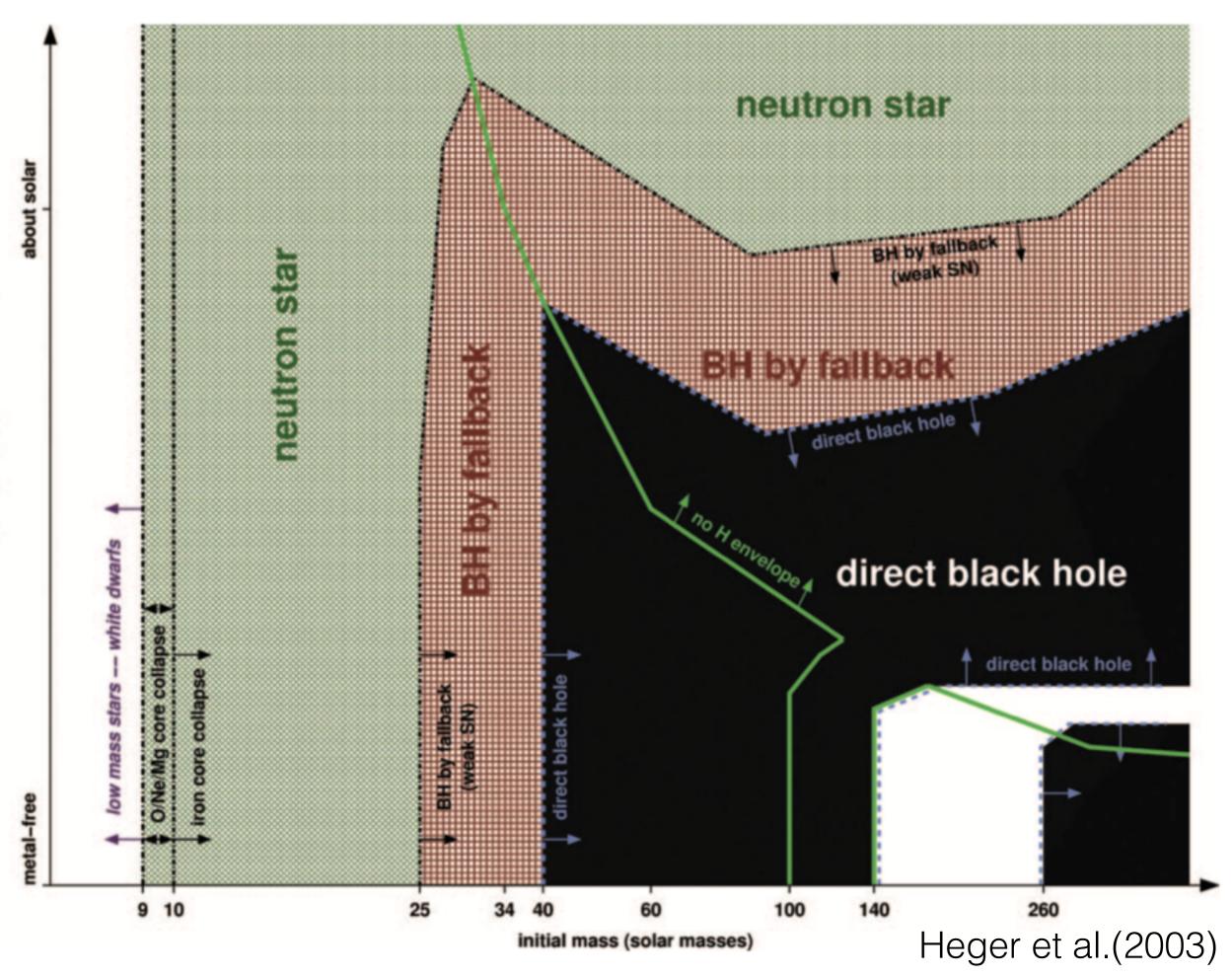
## Low-Mass Galaxies Across Cosmic Time

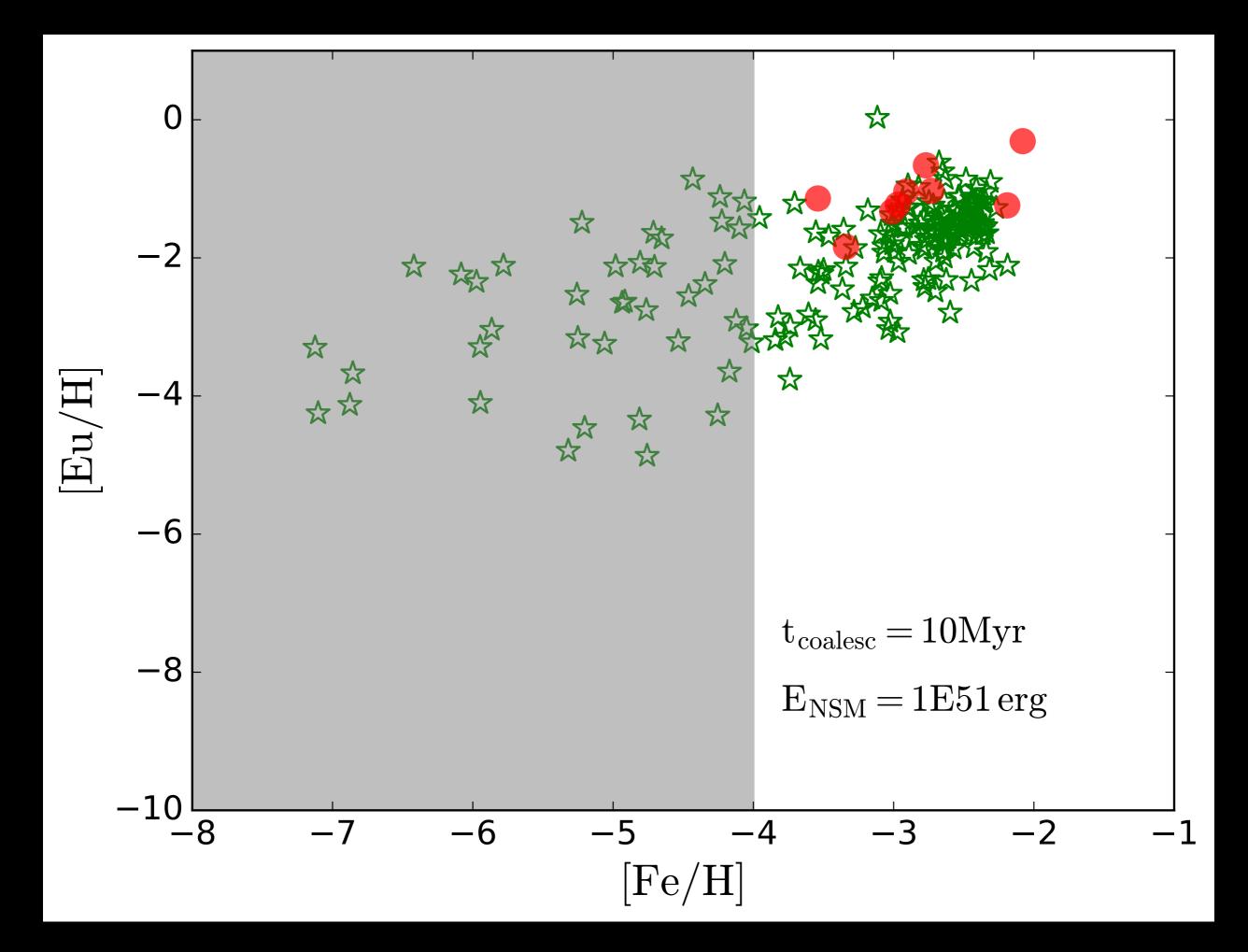


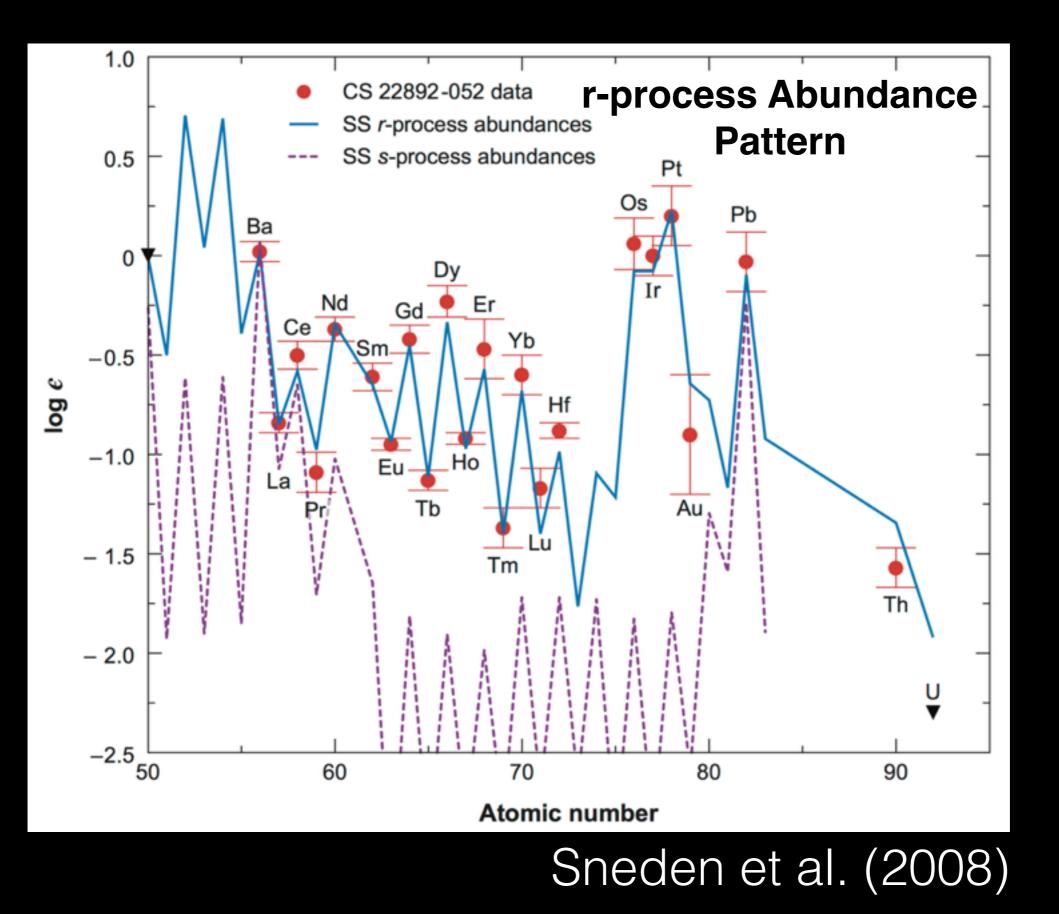
e.g., Weisz+ 2012, 2014a; Brown+ 2014; Skillman+ 2014







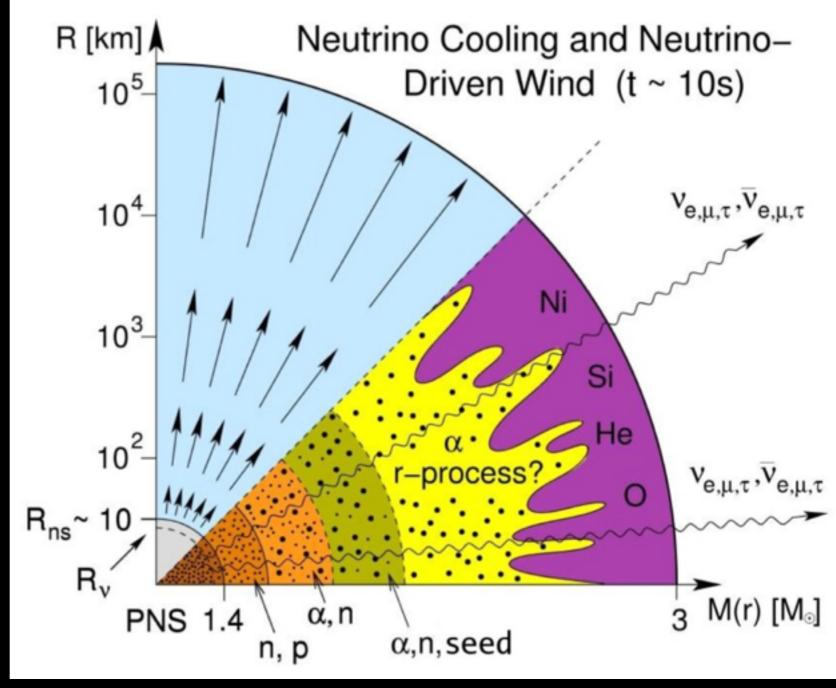




## Core-collapse SN

#### $\nu_e + n \to p + e^ \bar{\nu}_e + p \to n + e^+$

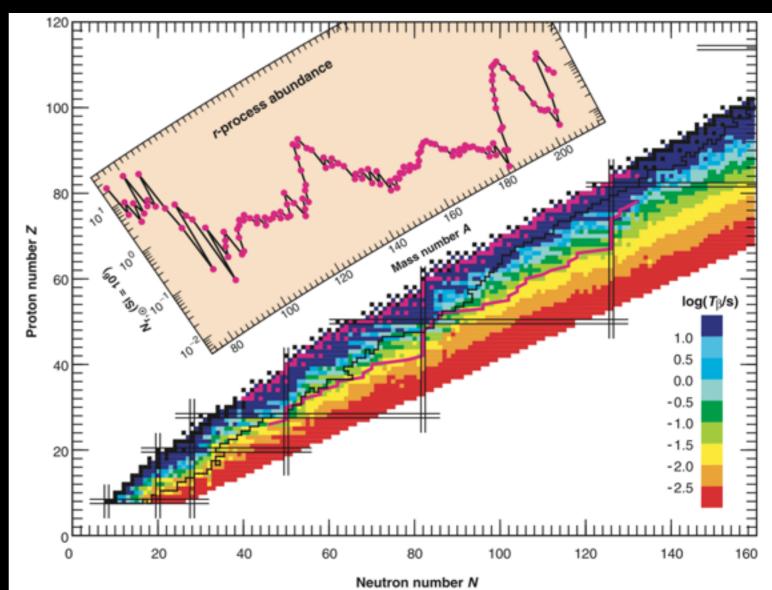
- Neutrino winds expels material from the surface of the NS
- Small r-process yield (<10<sup>-7.5</sup> M<sub>sun</sub> Eu per SN)
- Produced after any episode of star formation



Woosley & Janka (2005)

## r-process elements

- All Z>30 elements are formed by capture of free neutron by a Fepeak nuclei with a subsequent beta decay. All these elements are called n-capture elements.
- If there is enough time for a betadecay between successive neutron capture events, the moving up of the ladder in Z is slow and therefore it is called slow(s-)process elements. (nearly half of the isotopes are formed through this channel.
- SNe II and neutron star mergers are plausible candidates



### Sneden & Conway (2004)

