

# Nuclear Structure with a Finite-Range Three-Body Interaction

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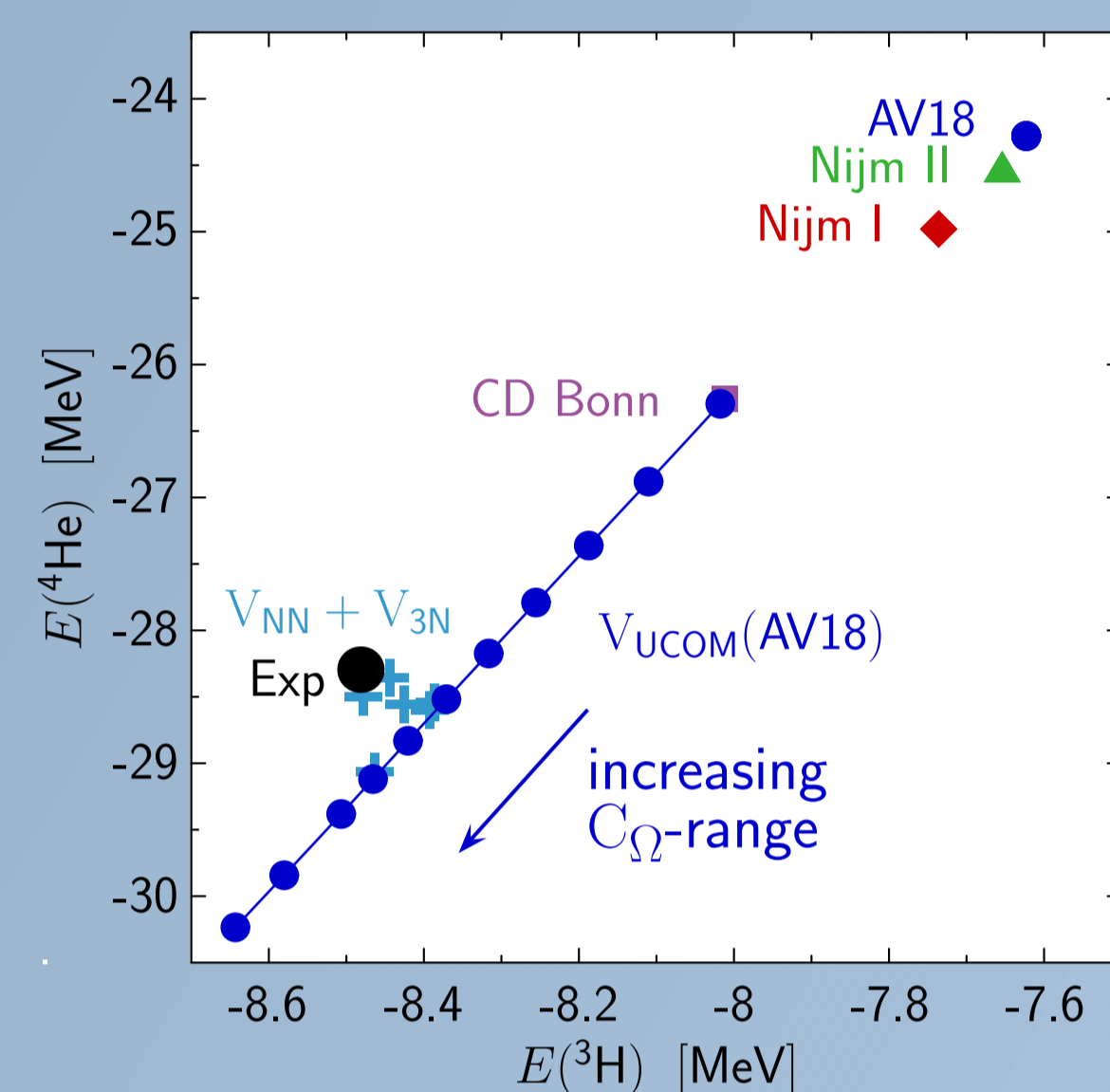
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## Summary & Motivation

- interest in predictive nuclear structure calculations for stable and exotic nuclei
- solve the nuclear many-body problem, starting from a realistic nuclear interaction
- two problems: construction of a realistic nuclear interaction and solution of quantum many-body problem
- we want to perform nuclear structure calculations across the whole nuclear chart, therefore we incorporate the dominant short-range correlations of the nuclear interaction explicitly by a unitary transformation [1]
- investigations with pure two-body interaction are generally in agreement with experiment [2]
- for further improvement we study the impact of a repulsive three-body interaction
- first investigations with a contact-interaction [3]
- replace contact-interaction by a finite-range three-body interaction which can also be used beyond the mean-field level

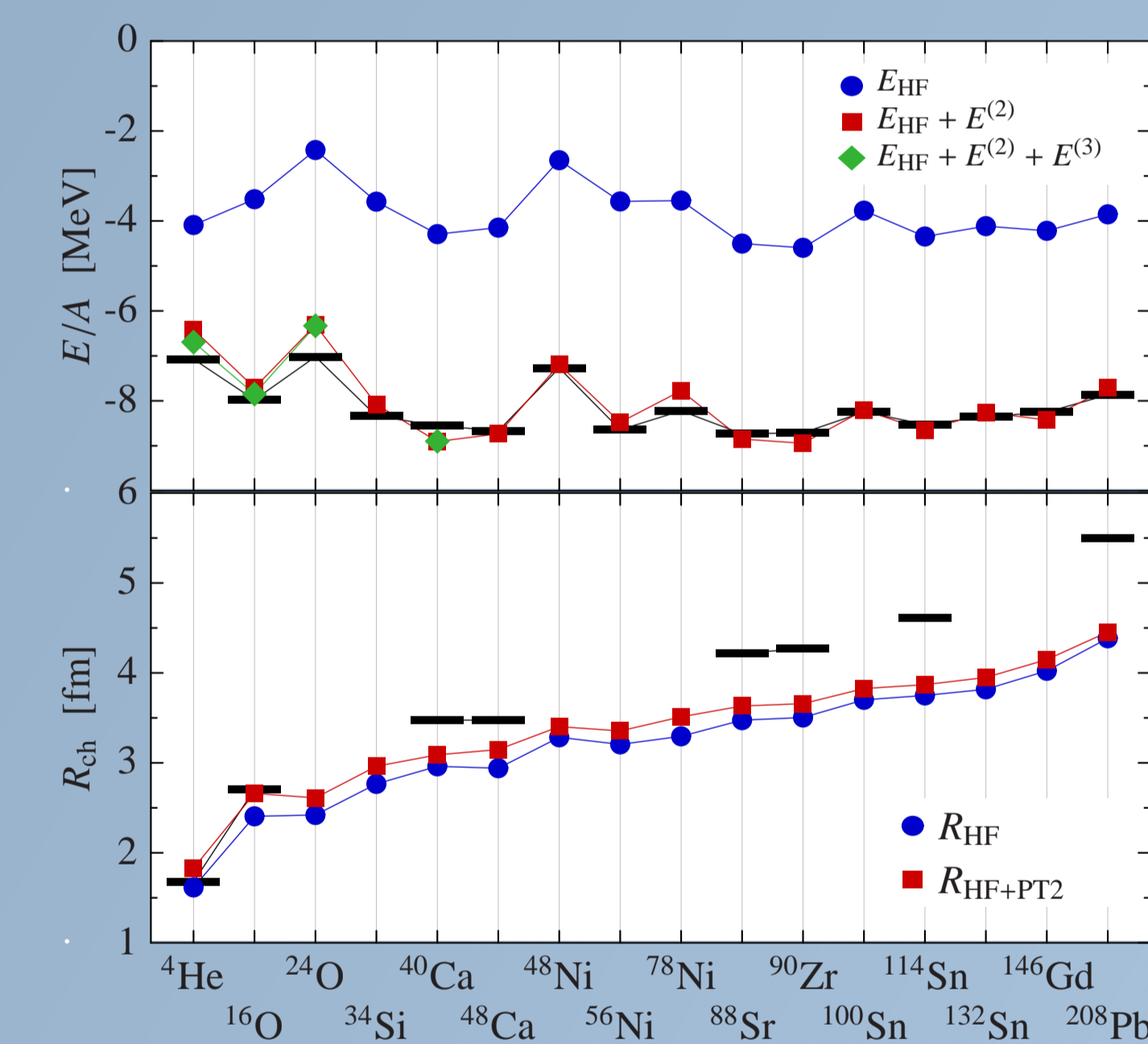
## Unitary Correlation Operator Method (UCOM)

- the nuclear interaction induces strong central and tensor correlations, the short-range part of these correlations is treated explicitly by a unitary transformation
- transform the Argonne  $v_{18}$  potential into a phase-shift equivalent correlated interaction  $V_{UCOM}$  [1]



- variation of the range of the tensor correlator leads to a shift along the Tjon line
- range parameter fixed to  $I_{ij}^{(10)} = 0.09 \text{ fm}^3$  for calculations with pure two-body interaction

- binding energies are underestimated by Hartree-Fock calculations, since long-range correlations cannot be described [2]



- long-range correlations are included within many-body perturbation theory

→ good agreement with experiment

- charge radii are systematically too small, especially for heavier nuclei

- indications for missing three-body forces

- Similarity Renormalization Group (SRG) can be applied to derive correlation functions which improve the Hartree-Fock results [5]

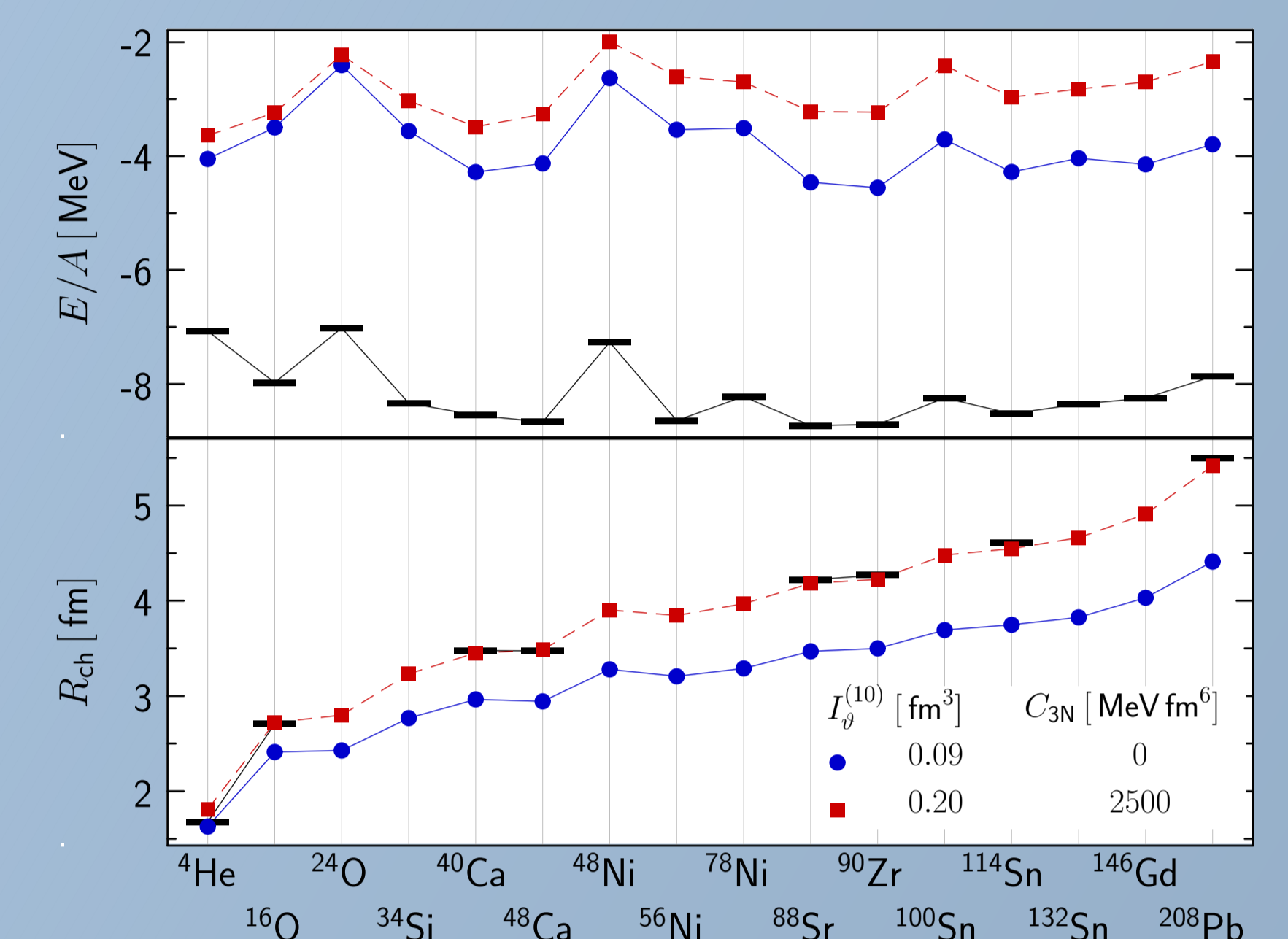
→ S. Reinhardt, HK 34.71

## Three-Body Contact-Interaction

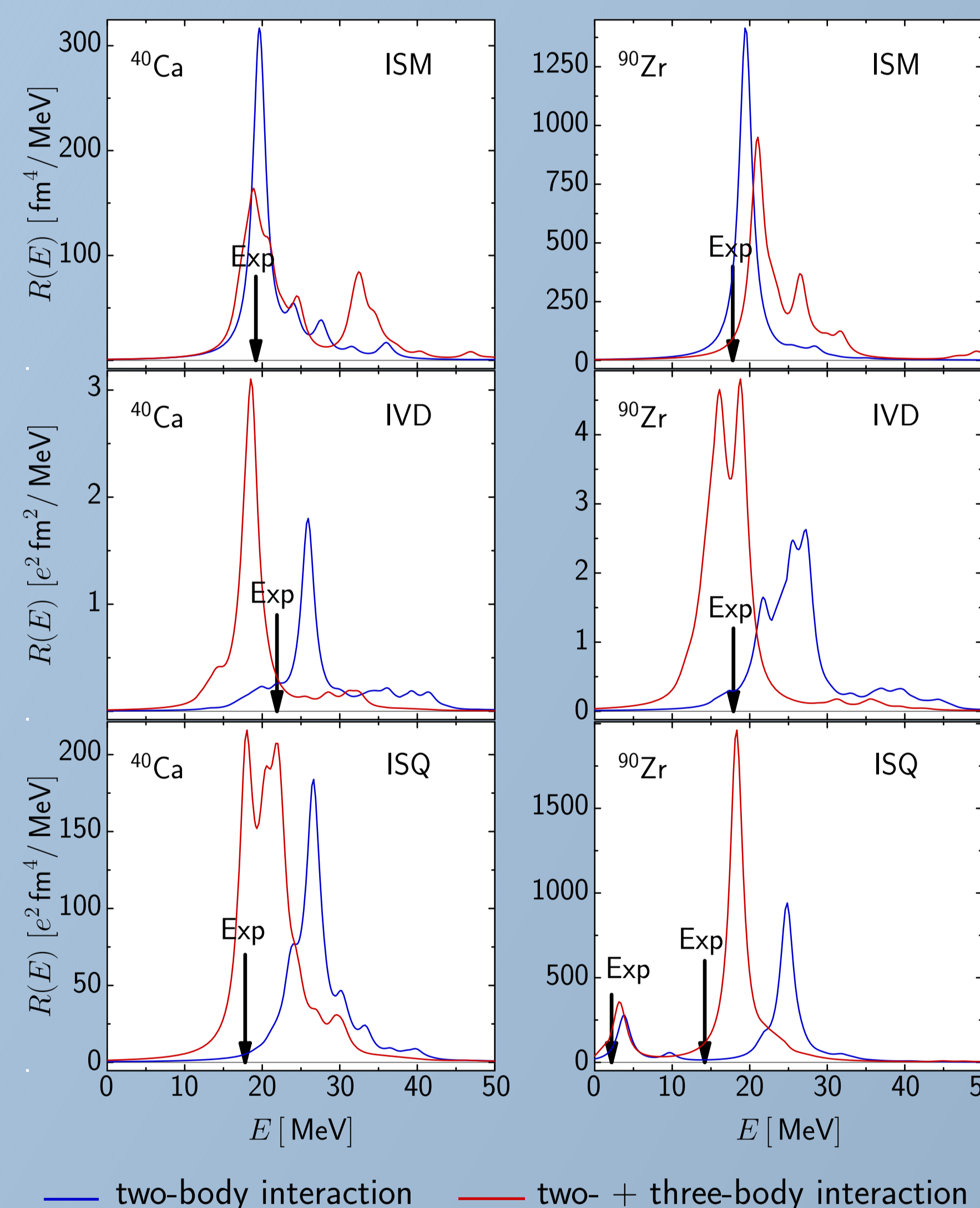
- repulsive three-body interaction
- simplest ansatz: contact-interaction with variable strength  $C_{3N}$

$$V_{3N} = C_{3N} \delta^{(3)}(\vec{r}_1 - \vec{r}_2) \delta^{(3)}(\vec{r}_1 - \vec{r}_3)$$

- calculation of matrix-elements in harmonic oscillator basis
- optimal strength of the three-body interaction is determined on the basis of Hartree-Fock calculations:  $C_{3N} = 2500 \text{ MeV fm}^6$  [3]



- increase range of the tensor correlator ( $I_{ij}^{(10)} = 0.20 \text{ fm}^3$ ) to compensate the additional repulsion
- binding energies are again underestimated, similar to the results obtained with the pure two-body interaction while charge radii are well reproduced across the nuclear chart



- study of collective excitations within RPA framework [4]

- isoscalar monopole giant resonance: fragmentation of response function

- isovector dipole and isoscalar quadrupole giant resonances: shift to lower excitation energies

- further improvement can be achieved by increasing the single-particle space

- inclusion of a simple three-body interaction cures some of the discrepancies observed with the pure two-body interaction

- problem of contact-interaction: not suitable for calculations beyond mean-field, need for regulators which complicate the calculations

## Finite-Range Three-Body Interaction

- introduce a phenomenological finite-range three-body interaction which is also suitable for calculations beyond the mean-field level

- finite-range three-body interaction with gaussian shape with variable strength  $C_{3N}$  and variable width  $a_{3N}$

$$V_{3N} = C_{3N} \exp\left\{-\frac{1}{a_{3N}^2}\left\{(\vec{r}_1 - \vec{r}_2)^2 + (\vec{r}_2 - \vec{r}_3)^2 + (\vec{r}_3 - \vec{r}_1)^2\right\}\right\}$$

- matrix-elements are calculated in the basis of the cartesian harmonic oscillator

- the full 3-dimensional three-body matrix-element can be separated into a product of three one-dimensional three-body matrix-elements, since the interaction as well as the states can be separated into the three cartesian coordinates

- separation of the full three-body matrix-element:

$$\begin{aligned} & \langle n_{x_1} n_{y_1} n_{z_1}, n_{x_2} n_{y_2} n_{z_2}, n_{x_3} n_{y_3} n_{z_3} | V_{3N} | \bar{n}_{x_1} \bar{n}_{y_1} \bar{n}_{z_1}, \bar{n}_{x_2} \bar{n}_{y_2} \bar{n}_{z_2}, \bar{n}_{x_3} \bar{n}_{y_3} \bar{n}_{z_3} \rangle \\ & = \langle n_{x_1}, n_{x_2}, n_{x_3} | V_{3N}^{(x)} | \bar{n}_{x_1}, \bar{n}_{x_2}, \bar{n}_{x_3} \rangle \langle n_{y_1}, n_{y_2}, n_{y_3} | V_{3N}^{(y)} | \bar{n}_{y_1}, \bar{n}_{y_2}, \bar{n}_{y_3} \rangle \langle n_{z_1}, n_{z_2}, n_{z_3} | V_{3N}^{(z)} | \bar{n}_{z_1}, \bar{n}_{z_2}, \bar{n}_{z_3} \rangle \end{aligned}$$

- transform the states of the 3-dimensional cartesian into the spherical harmonic oscillator:

$$\begin{aligned} & \langle n_r, l, m | n_x, n_y, n_z \rangle \\ & = 2\pi^{3/2} (-1)^{n_r} \frac{n_x! n_y! n_z! N_{n_x n_y n_z}}{\Gamma(n_r + l + 3/2) N_{n_r l}} \sqrt{\frac{2l+1}{4\pi}} (l+m)! (l-m)! \\ & \times \sum_{a=0}^{n_r} \sum_{p=0}^{\frac{1}{2}(l-m)} \sum_{b=0}^p \frac{(-1)^{n_r - n_x - a - b} i^{m-n_x}}{p!(p+m)!(l-m-2p)! 2^{2p+m}} \binom{n_r}{a} \binom{a}{(n_x + 2p - l + m)/2} \binom{p}{b} \binom{p+m}{2n_r + 2p - 2a + m - n_x - b} \end{aligned}$$

- transformation brackets were derived by means of generating functions [6]

- calculation of matrix-elements is time-consuming due to the transformation

- currently development of a suitable storage scheme in order to handle the large number of non-vanishing matrix-elements efficiently