

## **Physics of Explosive Magma-Water Interactions at High Confining Pressures**

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Because observable explosive magma-water interactions produce vast amounts of steam, many researchers conclude that in deep subaqueous conditions where hydrostatic pressure is in excess of water's critical pressure, steam is not produced during magma-water interaction, precluding explosive behavior. This conclusion is supported by the apparent paucity of hydroclastic material in samples recovered from deep marine environments. Review of magma-water interaction physics, however, indicates that explosive interaction is indeed possible at supercritical pressures. Physical phenomena that must be addressed are: (1) the pressure- and temperature-dependent rates of heat exchange between magma and water, based on the heat capacities and conductivities of magma and water; (2) the thermodynamic behavior of water at high pressure and temperatures and its rapid variability near the critical point; (3) the hydrodynamic behavior of supercritical water in response to pressure fluctuations; and (4) the role of "detonation" physics in explosive vaporization. Thermodynamic predictions show that the conversion of thermal to mechanical energy is only high enough to support explosive behavior for a narrow range of water-to-magma mass ratios. In subaqueous conditions, apparent mass ratios are too high for explosive behavior, but true mass ratios, involved during interaction, depends upon characteristic times, determined by local water sound speed and interface geometry. An important concept is the interface contact temperature of the film of water at the interface with magma; it is predicted to exceed 800 K (for basaltic magmas). At supercritical pressures, this temperature causes the film (a supercritical fluid) to expand in volume by greater than an order of magnitude. With expansion, the film cools and collapses back to the interface, imparting kinetic energy into the magma, causing magma fragmentation. Magma fragmentation is also promoted by quench contraction as magma rapidly loses its heat. With fragmentation more magma surface area is exposed to water, and supercritical film growth/collapse is repeated on a millisecond (or less) interval as an escalating process. The film becomes hydrodynamically unstable and prone to detonation, especially if perturbed by some external pressure wave, such as that produced by volcanic seismicity. There are numerous factors that prevent this system from attaining detonation, but if it does, the expansion wave that follows the detonation wave allows steam to be generated at explosive rates.