# Dust Growth in Protoplanetary Disks







Are dust aggregates sticky enough? Yes. Is that true?

## **Problems in Planetesimal Formation**

#### **Two formation processes**

- Gravitational Instability (or Stream Instability)
   Problem: Turbulent diffusion decreases dust concentration.
   Gas drag force is too strong!
   (Streaming instability requires dust particles > 10cm-size.)
- Direct Dust Growth

**Problem:** Fragmentation Barrier

"Can m-sized dust particles stick each other?"
(Collision speed is ~50m/sec [~200km/hr]!)

The answer is YES! (Wada's talk)

# Why do the aggregates stick?

- Sticking force between two monomer particles in contact comes from van der Waals force for silicate particles (or hydrogen bond for icy particles).
- Particle interaction model
  - The binding energy between two particles is determined by their surface tension. (Johnson, Kendall & Roberts' theory, 1970's)
  - Drag force against sliding, rolling, & twisting motions (*Dominik & Tielens* 1995,1996, *Wada et al.* 2007)



Wada et al. use this interaction model.

### N-body Simulations of Aggregate Collisions

#### **Collision Outcomes** (Wada et al. 2007, 2008, 2009)

- compression of aggregates at collisions
- condition for fragmentation



in case of

### N-body Simulations of Aggregate Collisions

#### Density evolution in successive collisions (Suyama et al. 2008)

- formulation of density changes during growth
- formation of extremely low density aggregates
  - (  $\rho = 10^{-4}$  g/cm<sup>3</sup> for m-sized aggregates! )



### Summary of Our N-body simulations

- Icy aggregates can grow if the impact velocity
  - < 60m/sec. This overcomes the fragmentation barrier!
- •Large aggregates have an extremely low bulk densities.

Planetesimal formation by "direct dust growth" is possible! (for icy planetesimals in the outer disk region).

# Are aggregates really sticky & fluffy?

*Yes*, as long as the particle interaction model of JKR theory (+Dominik & Tielens) is correct.

Next question: *Is the interaction model correct?* 

Answer is "We don't know yet".

We should re-examine the interaction with Laboratory Experiments and Molecular Dynamics S



# Molecular Dynamics Simulation of Monomer Particle Collisions

- Each monomer consists of 3millions of molecules. (FCC crystal)
- Lennard-Jones molecules (Surface tension & Young modulus are known.)
- Head-on collision
- In the case of Ar, monomer radius = 30nm impact velocity = 9m/sec



### **MD** Simulation of Monomer Collisions



# Molecular Dynamics Simulation of Monomer Particle Collisions

### **Preliminary Results :**

- JKR theory almost agrees with MD simulation.
- Extra energy dissipation exists, which comes from plastic deformation of the monomers.

Rolling (& sliding) dissipation can be also examined with this MD simulations.

Monomer Interaction can be examined with MD simulation.

More laboratory experiments on monomer interaction are also necessary.