



つづらな衝突

和田 浩二

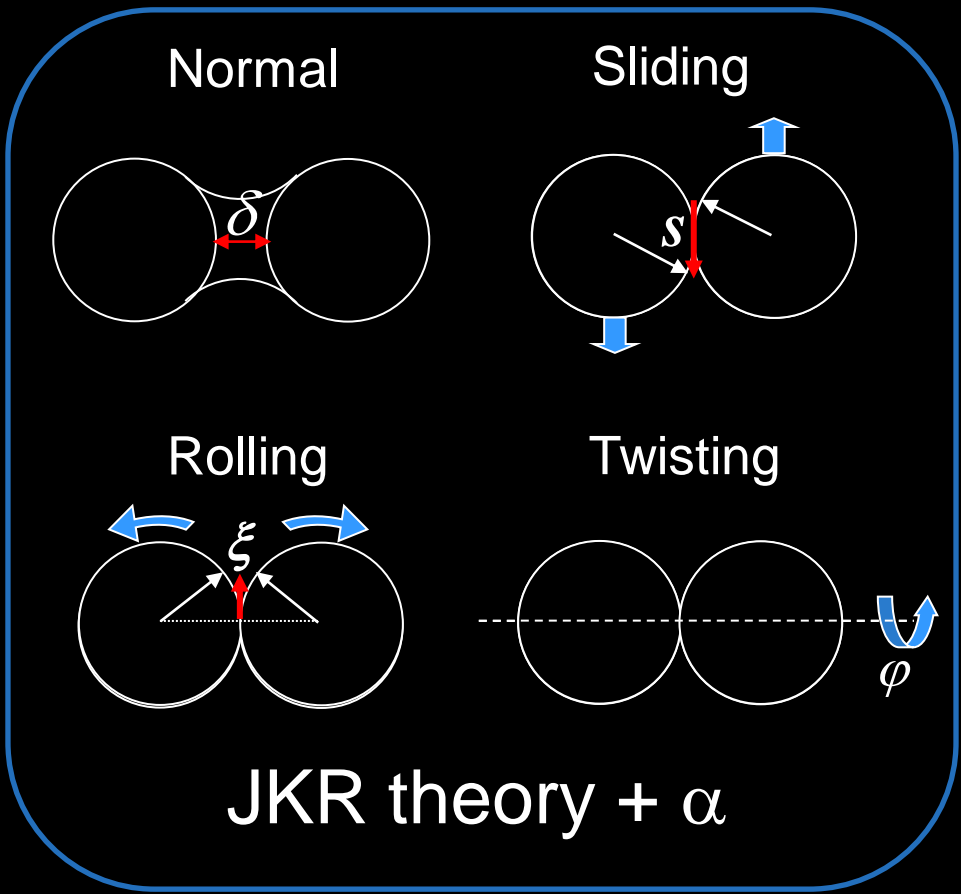
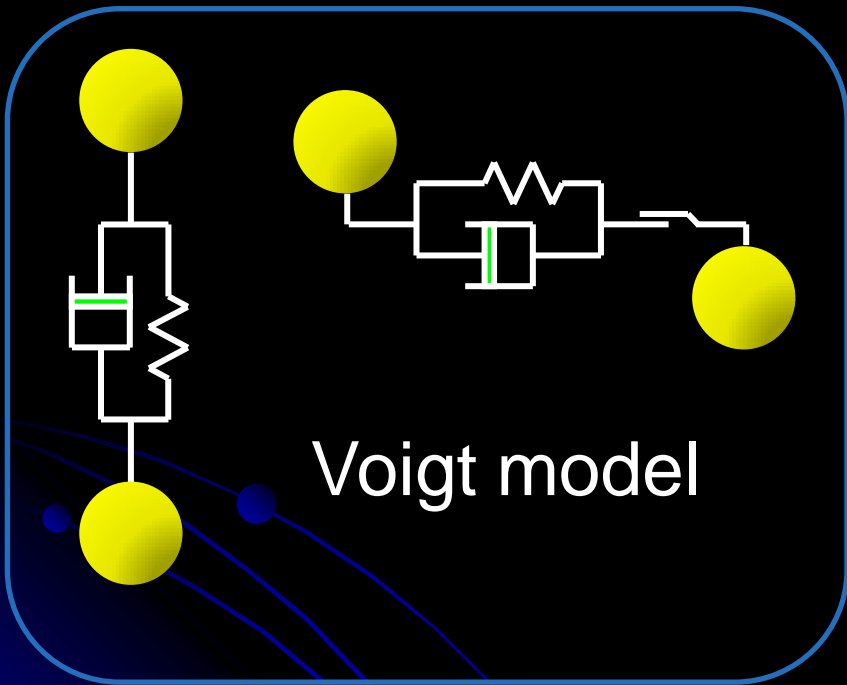
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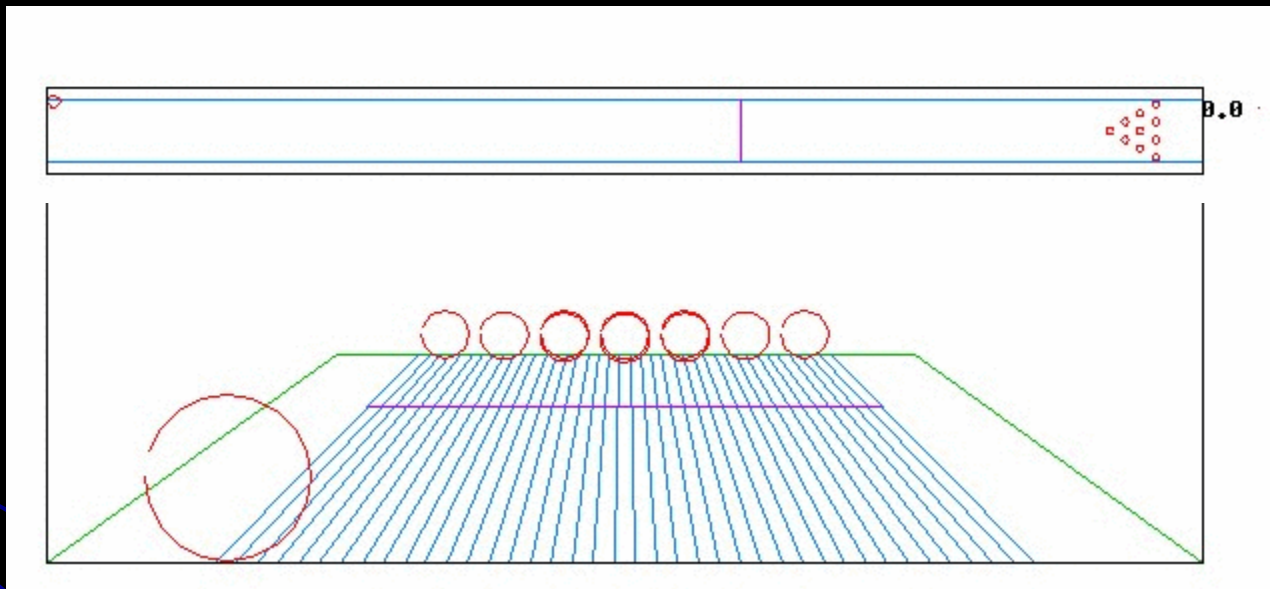
粒の衝突

接触粒子間相互作用 + 個々の粒子の運動を計算

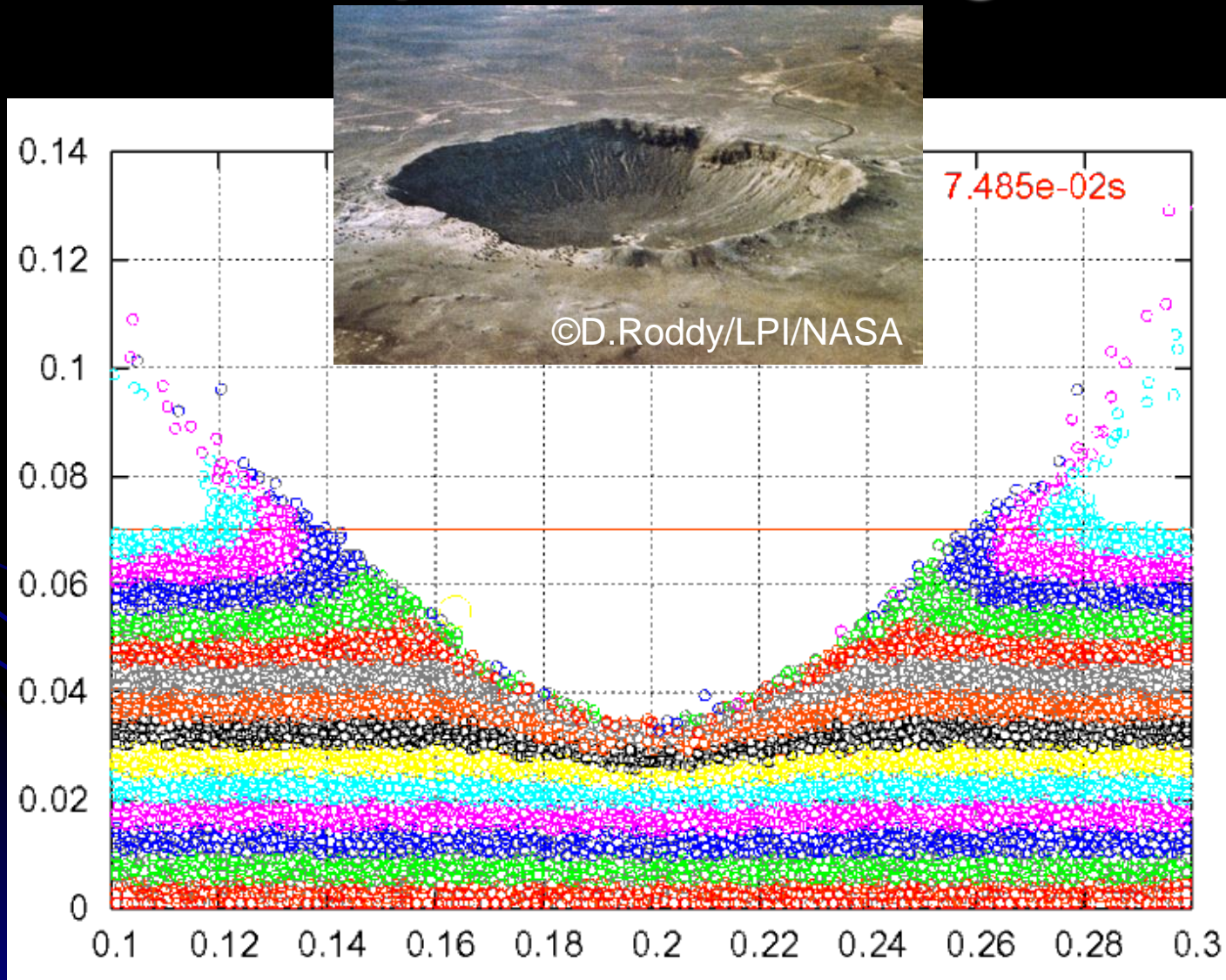


粒の衝突

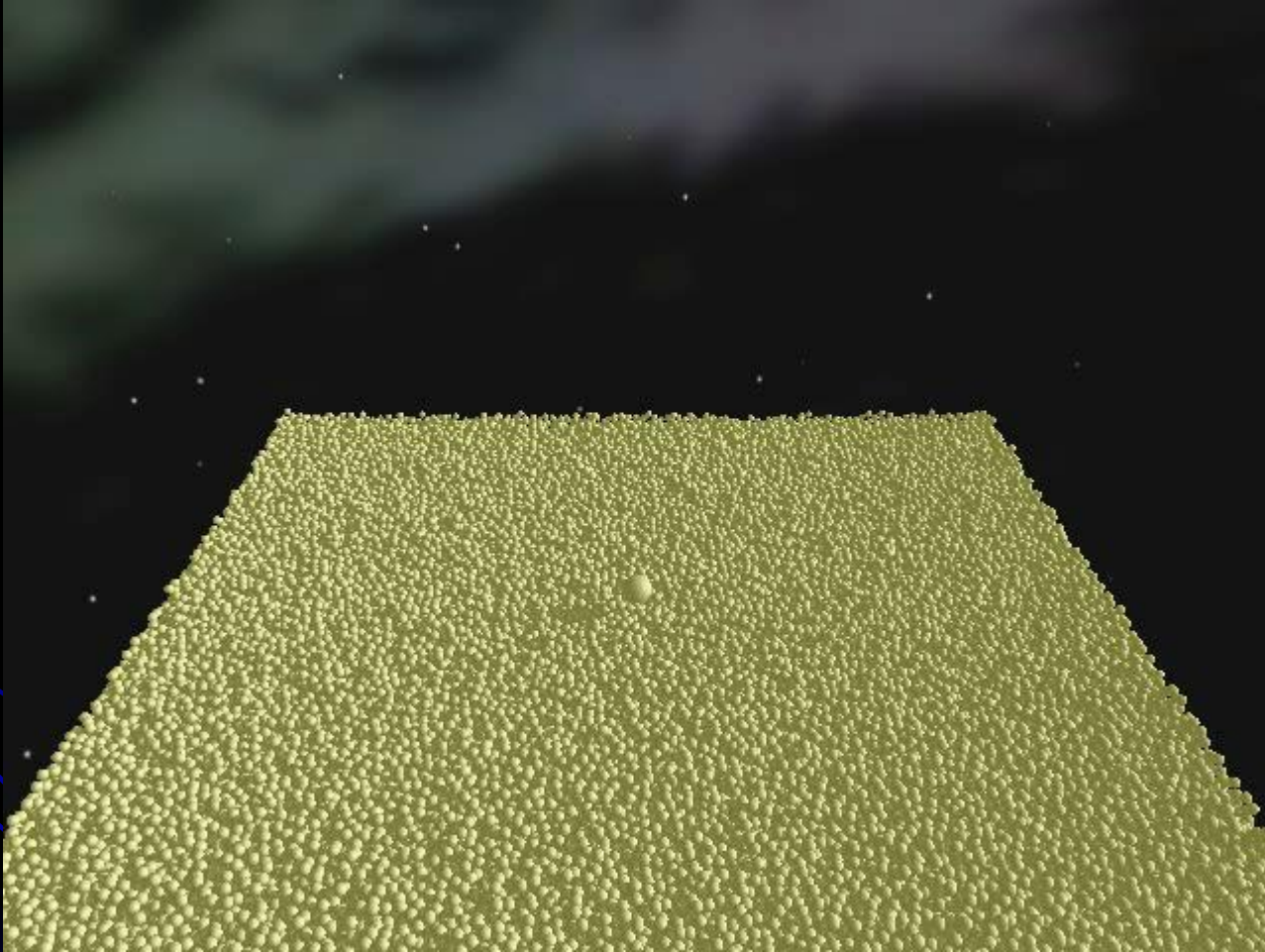
接触粒子間相互作用 + 個々の粒子の運動を計算



Impact cratering



Impact cratering



CG by Dr. T. Takeda, NAOJ

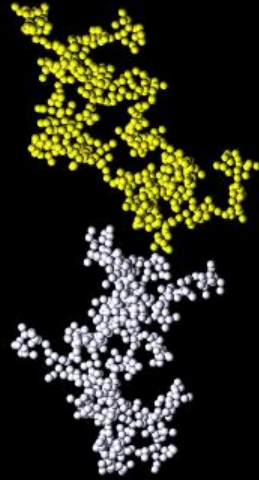
Impact cratering



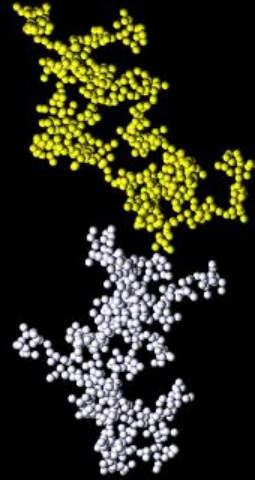
CG by Dr. T. Takeda, NAOJ

Dust aggregate collisions

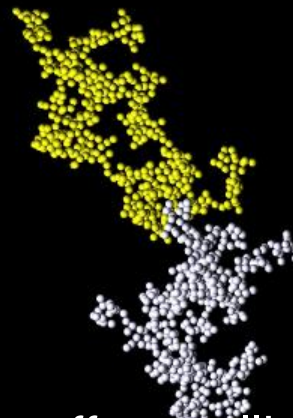
0.4 m/s



9 m/s



50 m/s



offset collision

Ice aggregates, $N = 1024$

Background



Collisional growth of dust
($< \mu\text{m}$)



Planetesimal formation
($> \text{km}$)

Structure evolution of dust aggregates in protoplanetary disks

When and how are aggregates compressed and/or disrupted ?

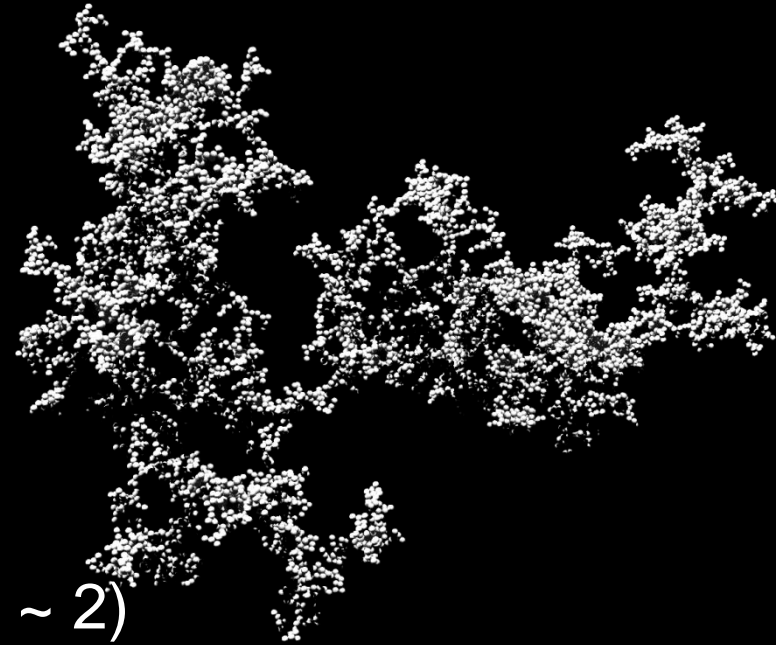
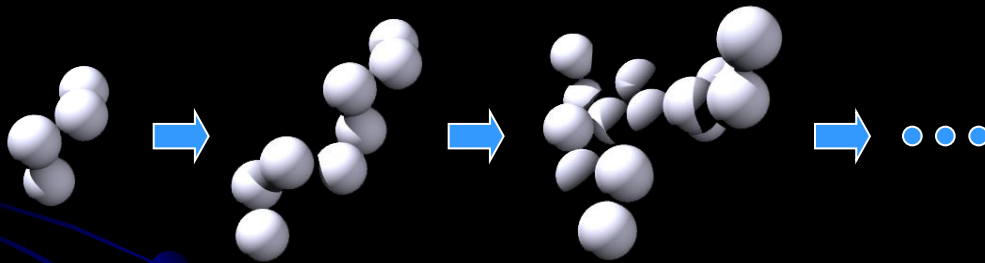


Numerical simulation of dust aggregate collisions!

Ballistic Cluster-Cluster Aggregation (BCCA)

✓ In the early growth stage, **undeformed BCCAs** are formed because of their low collision velocity ($< \text{mm/s}$)

- A series of hit-and sticks of comparable aggregates



- **Fluffy** structure (fractal dimension $< \sim 2$)

How are the BCCA structures compressed ?

Dominik & Tielens 1997;

Wada et al. 2007, 2008; Suyama et al. 2008

Background

Collision velocity of dust
in protoplanetary disks $<$ several 10 m/s

e.g., $<$ ~ 50 m/s (Hayashi model, without turbulence)



Is it possible for dust to grow through collisions ?

Maybe possible in head-on collisions

Experimental: Blum & Wurm 2000, Wurm et al. 2005

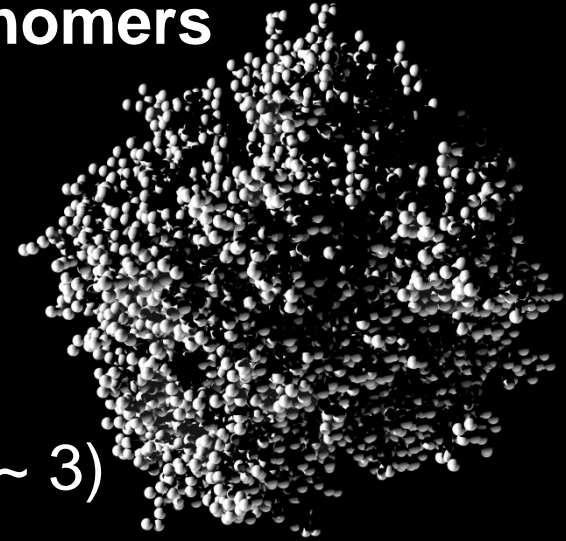
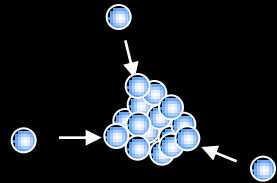
Numerical: Dominik & Tielens 1997, Wada et al. 2008

What if in offset collisions ?

Ballistic Particle-Cluster Aggregation (BPCA)



- Formed by one-by-one sticking of monomers



- **Compact** structure (fractal dimension ~ 3)

Dust is expected to be compact

- at high velocity collisions causing their disruption

Collisions of BPCA clusters

→ implication for growth and disruption of dust

Wada et al. 2009, Paszun & Dominik 2009

Objective



To construct a macroscopic model of aggregate structure evolution by numerical simulations of aggregate collisions

Collisions of BCCA & BPCA clusters

- Compression process (BCCAs)

Gyration radius \rightarrow scaling law

圧縮アグリゲイトのフラクタル次元 = ~ 2.5

- Growth and Disruption process (BPCAs)

Number of particles in largest fragments

\rightarrow growth efficiency

氷アグリゲイトの破壊臨界速度 = ~ 50 m/s



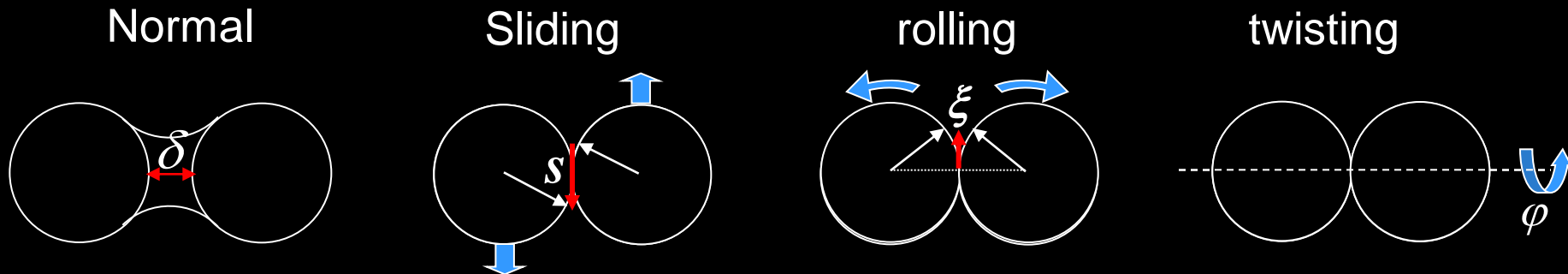
Simulation Method



Grain interaction model

Johnson, Kendall and Roberts (1971); Johnson (1987); Chokshi et al. (1993)
 Dominik and Tielens (1995,96); Wada et al. (2007)

Elastic spheres having surface energy



Contact & Separation

$s, \xi, \phi >$ critical displacements

→ Energy dissipation

E_{break} : Energy to break a contact

E_{roll} : Energy to roll a pair of grains by 90°

Previous study

Dominik and Tielens (1997)

Each grain motion is directly calculated, taking into account particle interactions

DUST AGGREGATE COLLISIONS
(c) 1996
C. DOMINIK and A. TIELENS

TYPE: CLUSTER-CLUSTER
MATERIAL: ICE
SIZES: 1E-5 .. 1E-5 CM

✓ modeling grain interactions seriously

D&T "recipe" Limitations:

- 2-D, Head-on collision
- $E_{\text{impact}} = \begin{cases} \sim n_k E_{\text{roll}} & \rightarrow \text{Max. compression} \\ > 10 n_k E_{\text{break}} & \rightarrow \text{Catastrophic disruption} \end{cases}$
- Small size (40+40 grains)
- Initial structure: only 1 type

E_{roll} : Energy to roll a grain by 90°

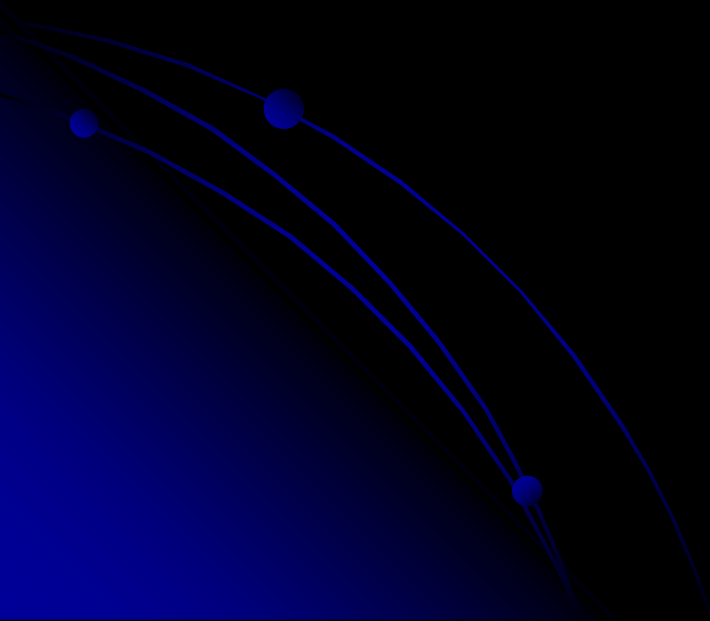
E_{break} : Energy to break a contact

n_k : Number of contacts in initial aggregates



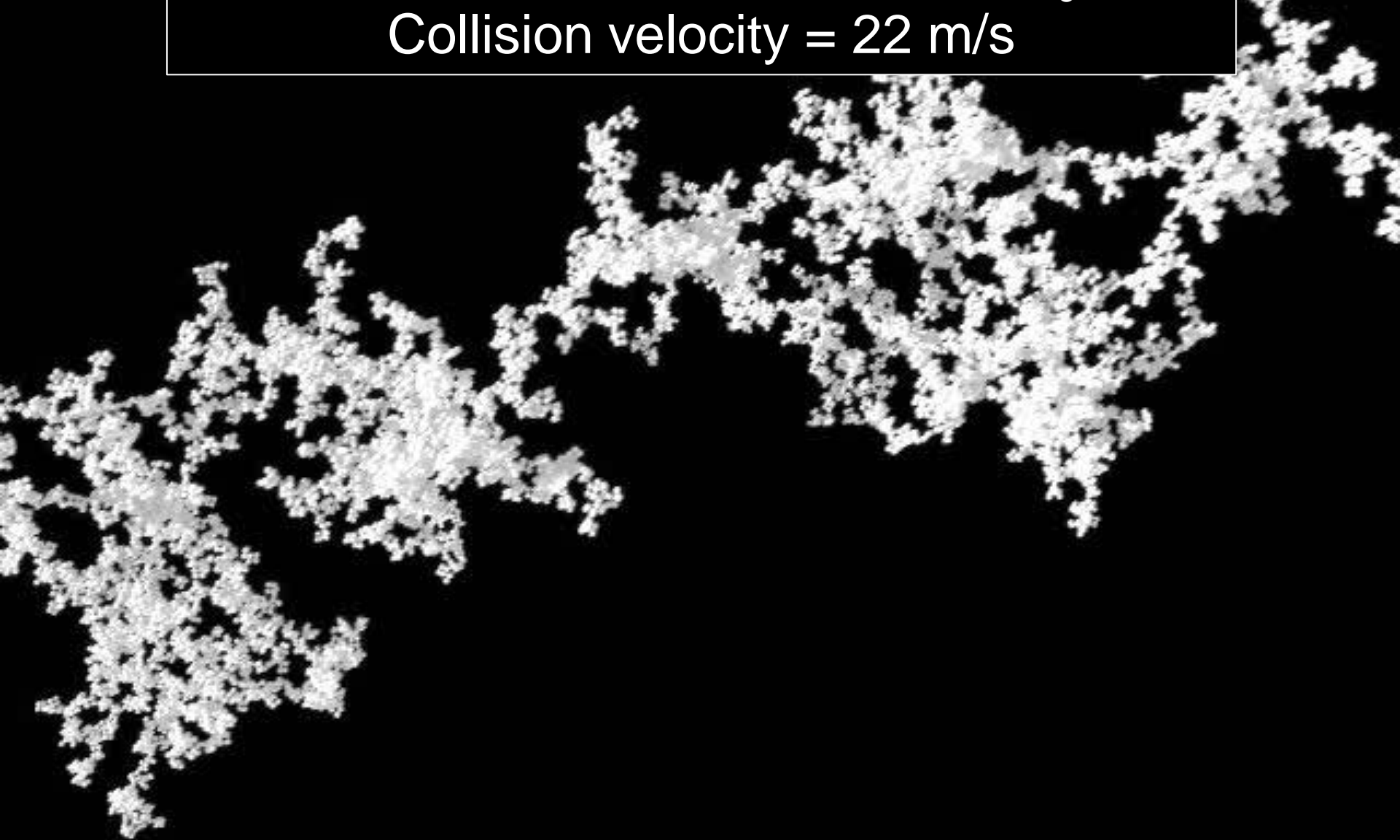
Collisions between BCCA clusters

: Compression process



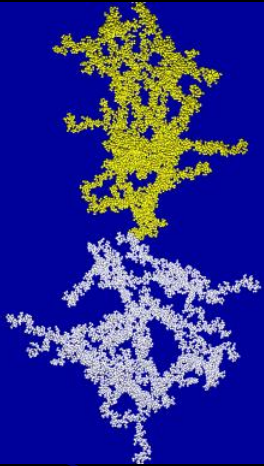


A collision of BCCAs
8192+8192 ice particles ($r=0.1\mu\text{m}$, $\xi_c = 8\text{\AA}$)
Collision velocity = 22 m/s



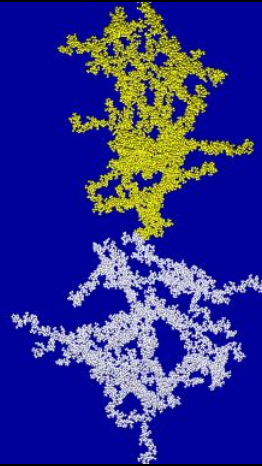
Example of simulations

Ice, 8192 + 8192, $\xi_{\text{crit}} = 8 \text{ \AA}$



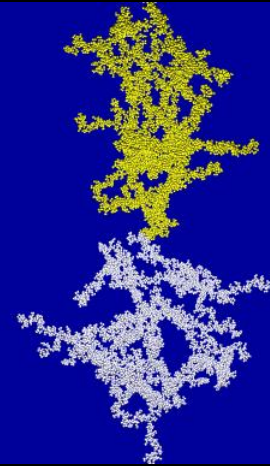
$$E_{\text{impact}} \sim 0.7 E_{\text{roll}}$$

$$V_{\text{impact}} = 0.2 \text{ m/s}$$



$$E_{\text{impact}} \sim 0.3 n_k E_{\text{roll}}$$

$$V_{\text{impact}} = 17 \text{ m/s}$$

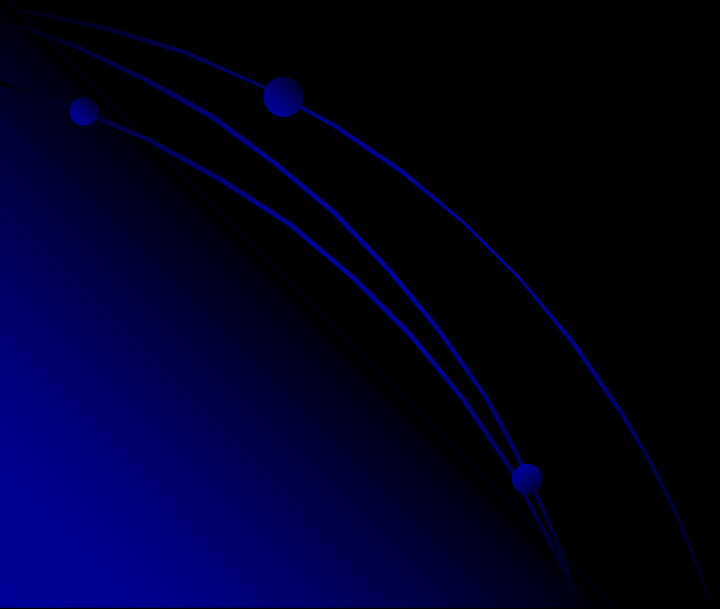


$$E_{\text{impact}} \sim 13 n_k E_{\text{break}}$$

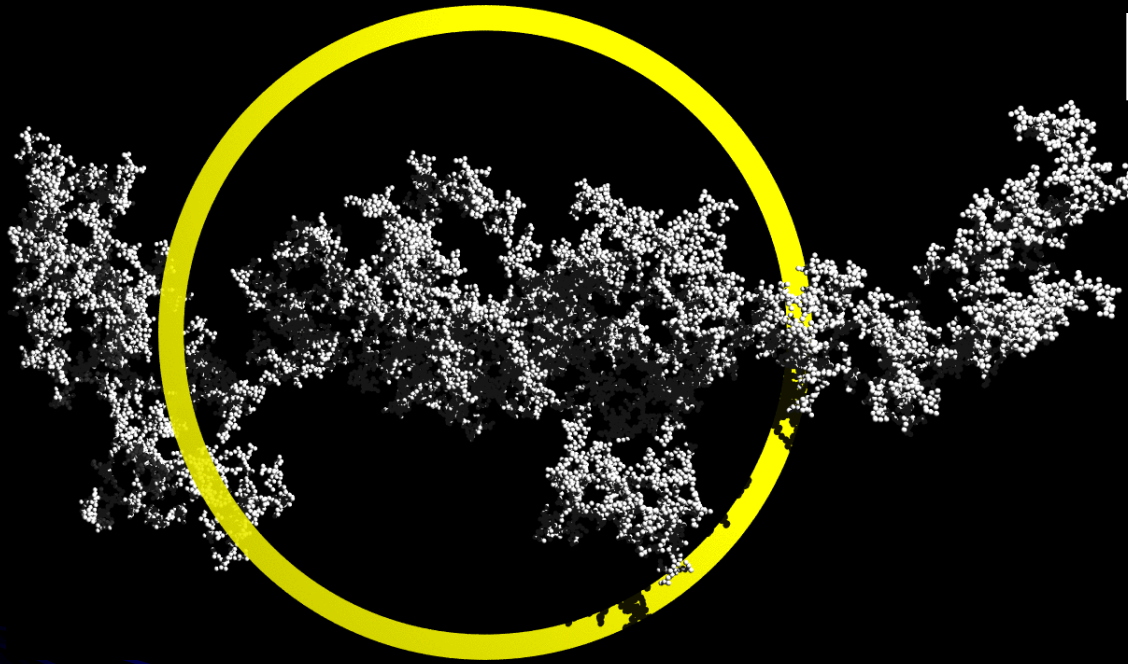
$$V_{\text{impact}} = 39 \text{ m/s}$$



Numerical Results on Gyration Radius



Gyration radius r_g : *compression process*

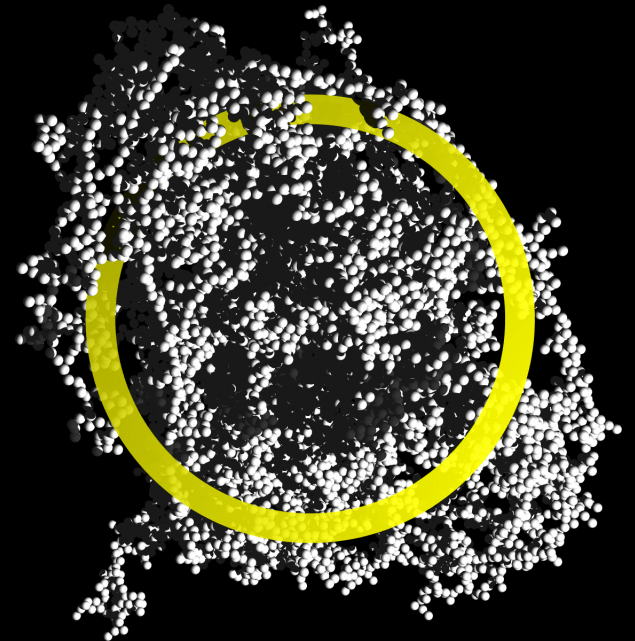


$$E_{\text{impact}} \sim 0.01 E_{\text{roll}}$$

Impact velocity: 0.024 m/s

$$E_{\text{impact}} \sim 0.19 N E_{\text{roll}}$$

Impact velocity: 13 m/s

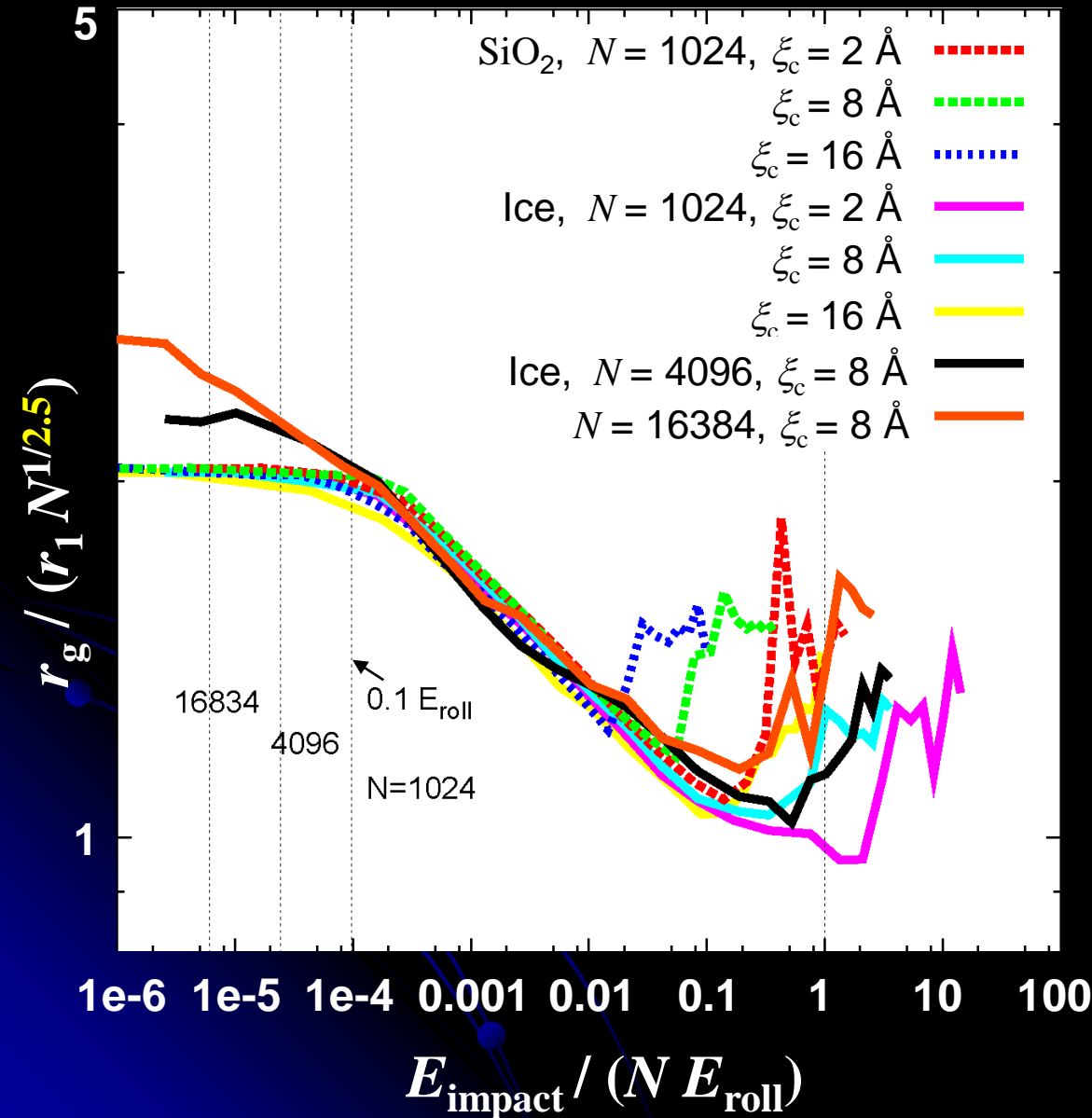


Ice, 8192 + 8192, $\xi_{\text{crit}} = 8 \text{ \AA}$

$$r_g = \sqrt{\frac{1}{N} \sum_i |x_i - x_g|^2}$$

x_g : center of mass

Gyration radius r_g : compression process



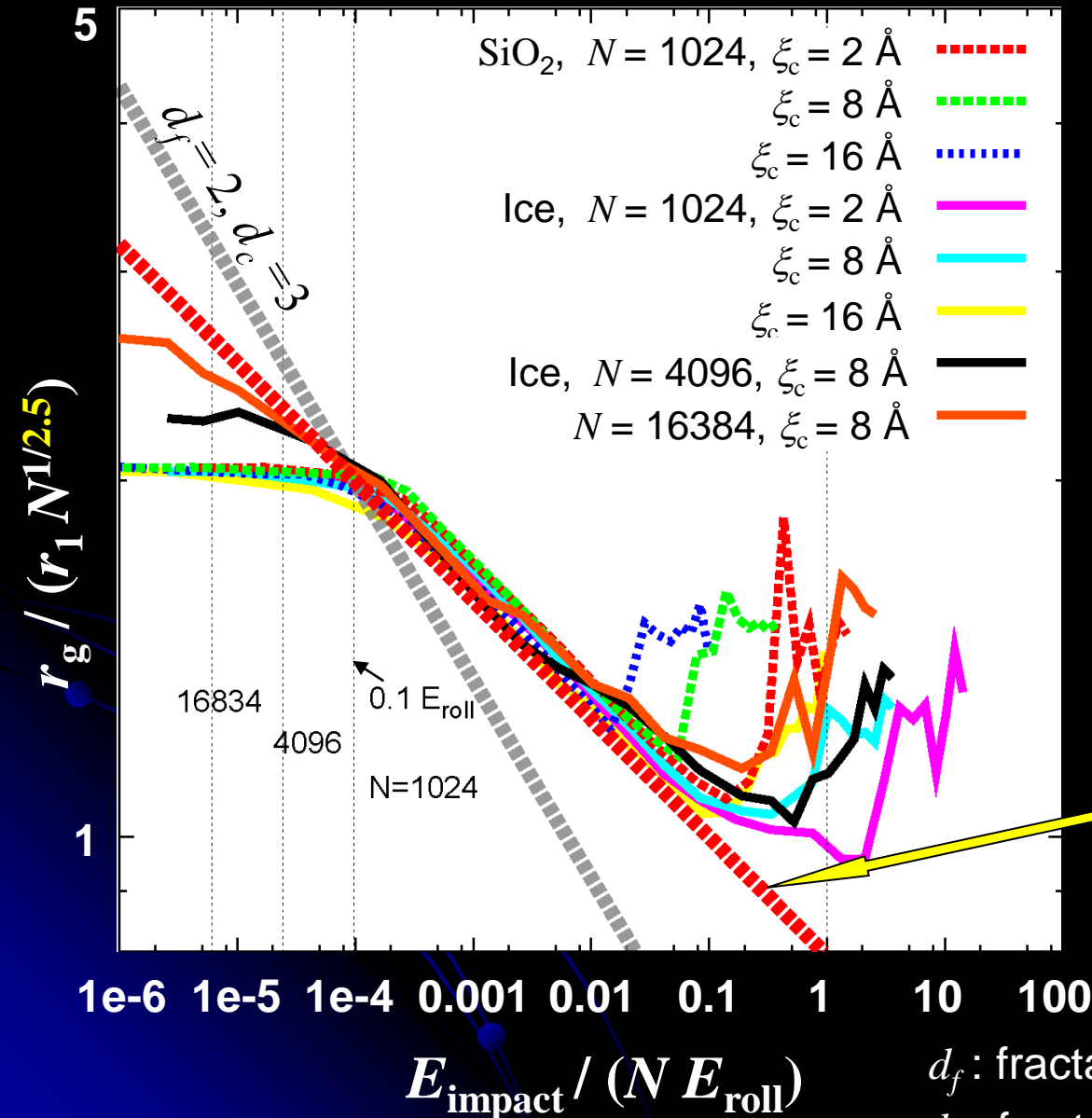
✓ Scaled by

$$E_{\text{impact}} / (N E_{\text{roll}})$$

✓ r_g is normalized by

$$r_1 N^{\frac{1}{2.5}}$$

Gyration radius r_g : compression process



✓ Scaled by

$$E_{\text{impact}} / (N E_{\text{roll}})$$

✓ r_g is normalized by

$$r_1 N^{\frac{1}{2.5}}$$

✓ Not fully compressed

$$\frac{r_g}{r_1 N^{1/2.5}} \approx 0.8 \left(\frac{E_{\text{impact}}}{N E_{\text{roll}}} \right)^{-0.1}$$

$$(d_f = 2, d_c = 2.5)$$

d_f : fractal dimension of BCCA

d_c : fractal dimension of max. compression

Successive collisions in a BCCA mode

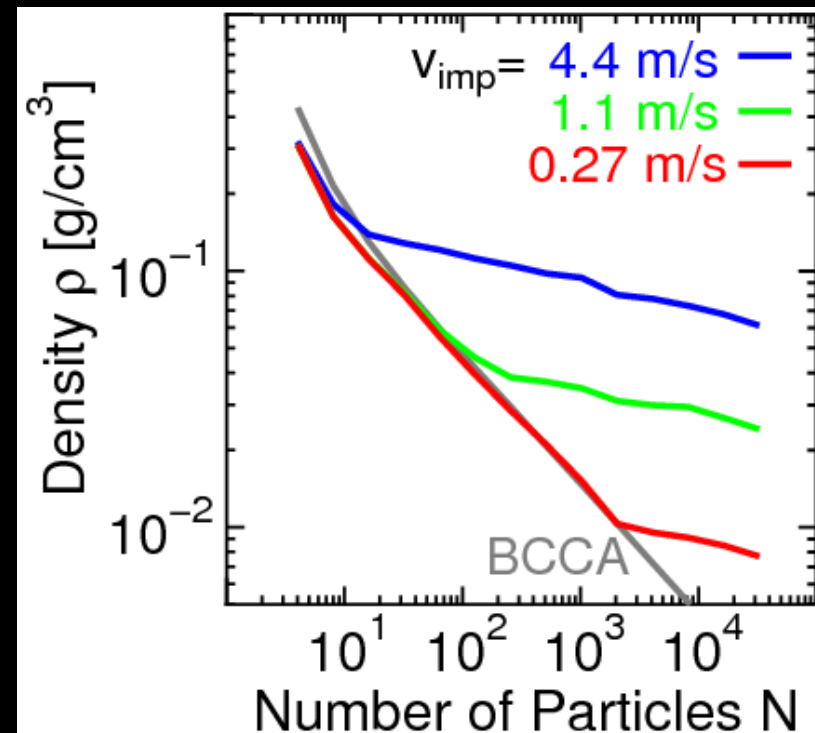


Suyama et al. 2008

- ✓ Fractal dimension ~ 2.5
- ✓ Decrease in density



CG by Dr. T. Takeda, 4D2Uproject, NAOJ





Collisions between BPCA clusters

: Growth and Disruption process





A collision of BPCAs
8000+8000 ice particles ($r=0.1\mu\text{m}$, $\xi_c = 8\text{\AA}$)
Collision velocity = 57 m/s



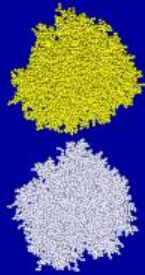
CG by Dr. T. Takeda,
4D2Uproject, NAOJ

Collisions of BPCA clusters



$N=8000+8000$, ice, $\xi_c = 8\text{\AA}$, $v_{\text{imp}} = 70\text{ m/s}$ ($E_{\text{imp}} = 42 NE_{\text{break}}$)

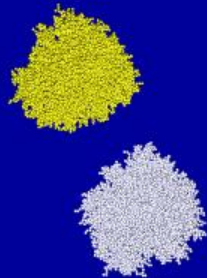
$b = 0$



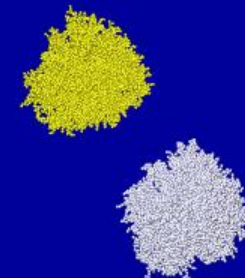
$b = 0.39$



$b = 0.69$



$b = 1.00$

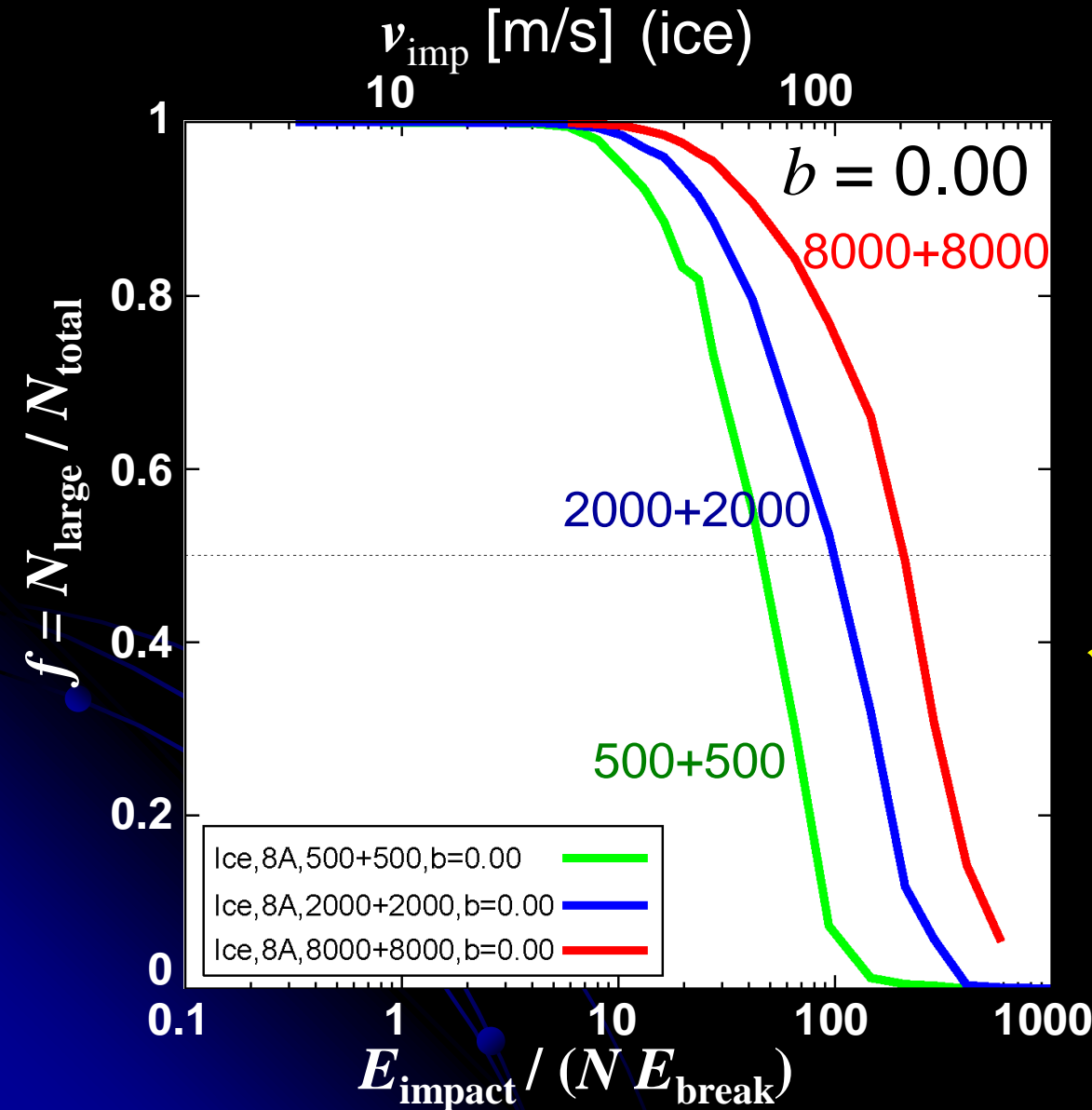




Growth Efficiency For Collisions of **BPCAs**



Largest fragment mass N_{large} : *growth efficiency*



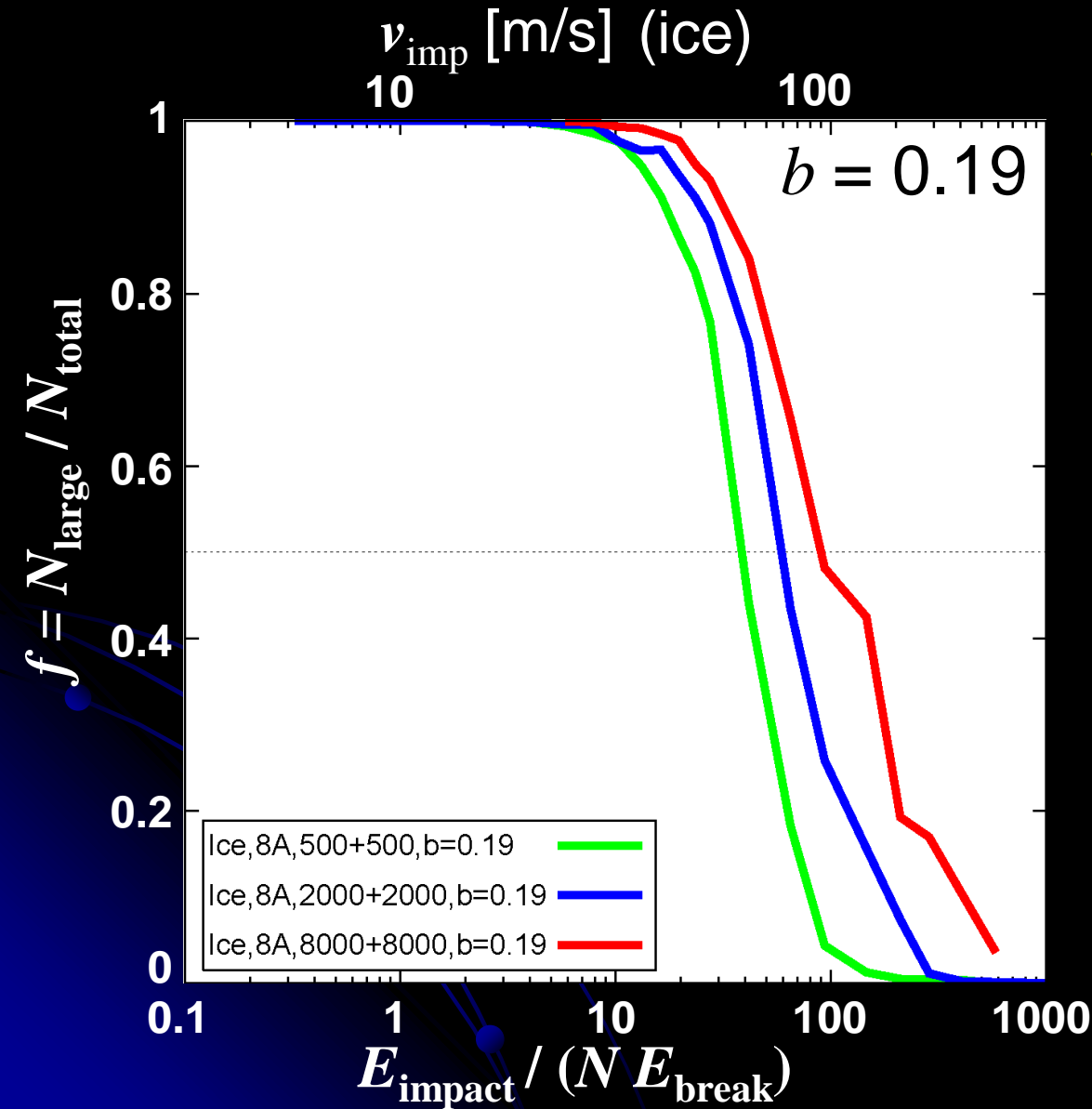
$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: **growth efficiency**

$f > 0.5 \rightarrow + \text{ growth}$
 $f < 0.5 \rightarrow - \text{ growth}$

✓ dependent on N

Largest fragment mass N_{large} : *growth efficiency*

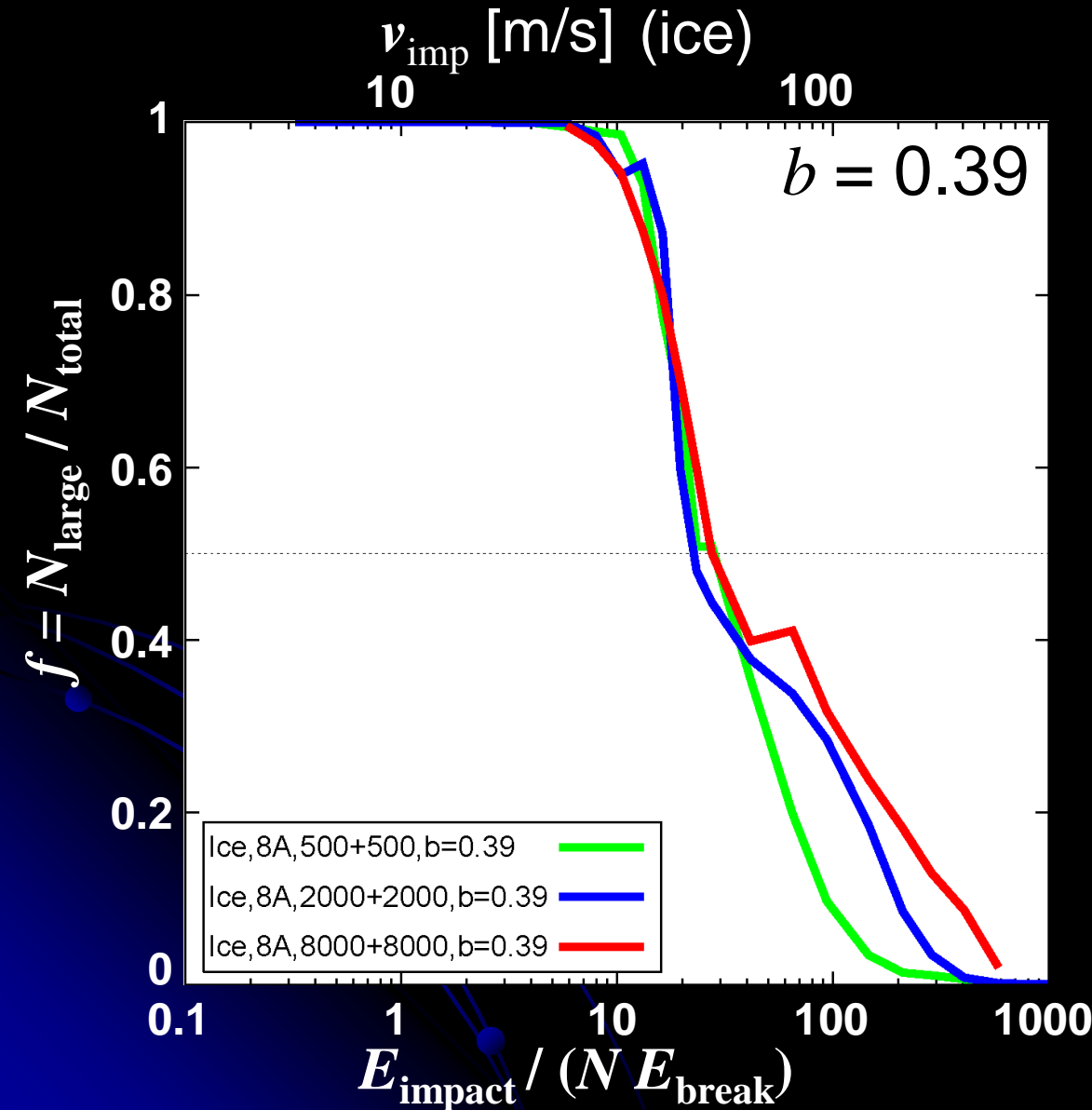


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: **growth efficiency**

$f > 0.5 \rightarrow +$ growth
 $f < 0.5 \rightarrow -$ growth

Largest fragment mass N_{large} : *growth efficiency*

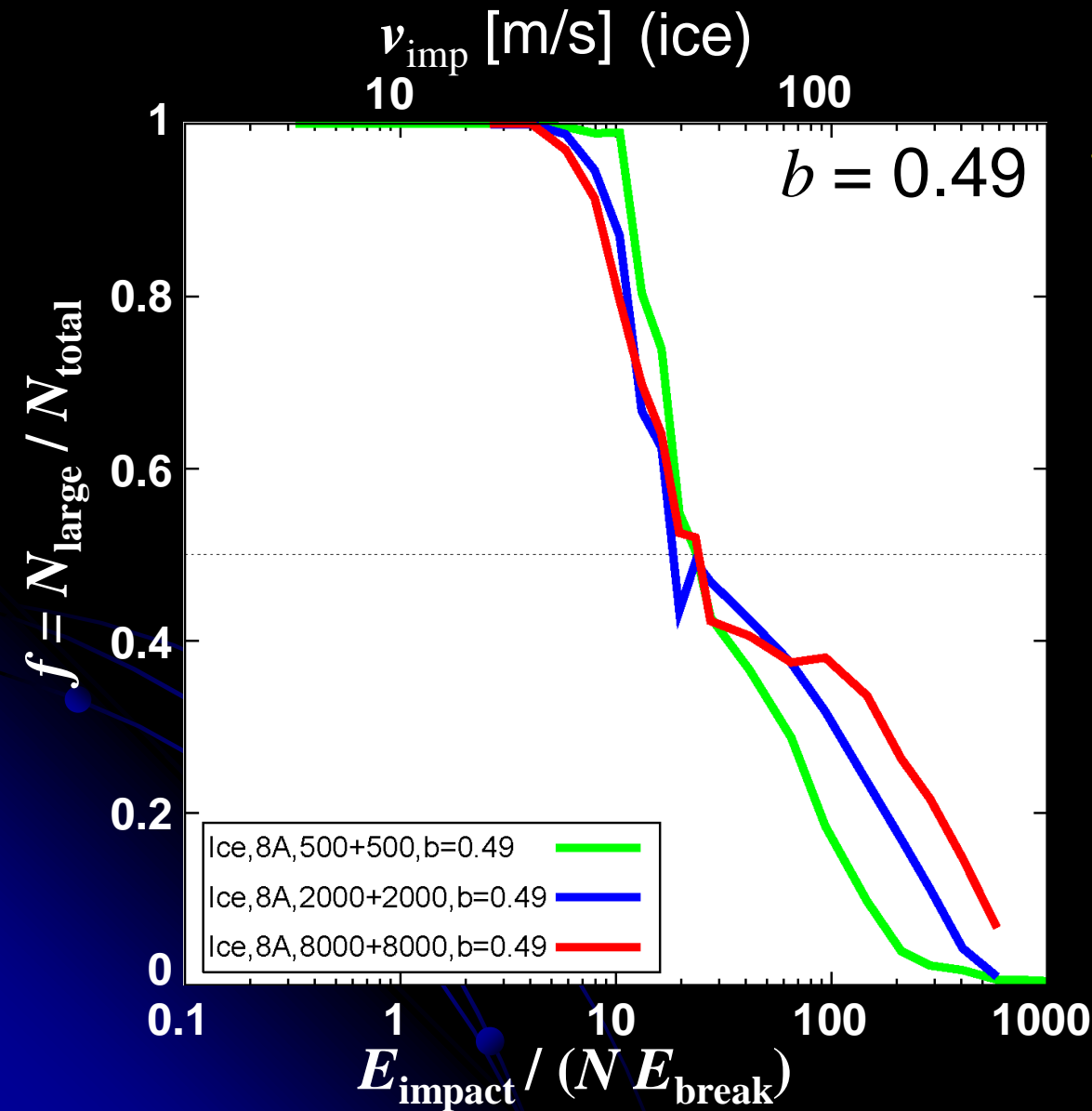


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: growth efficiency

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Largest fragment mass N_{large} : *growth efficiency*

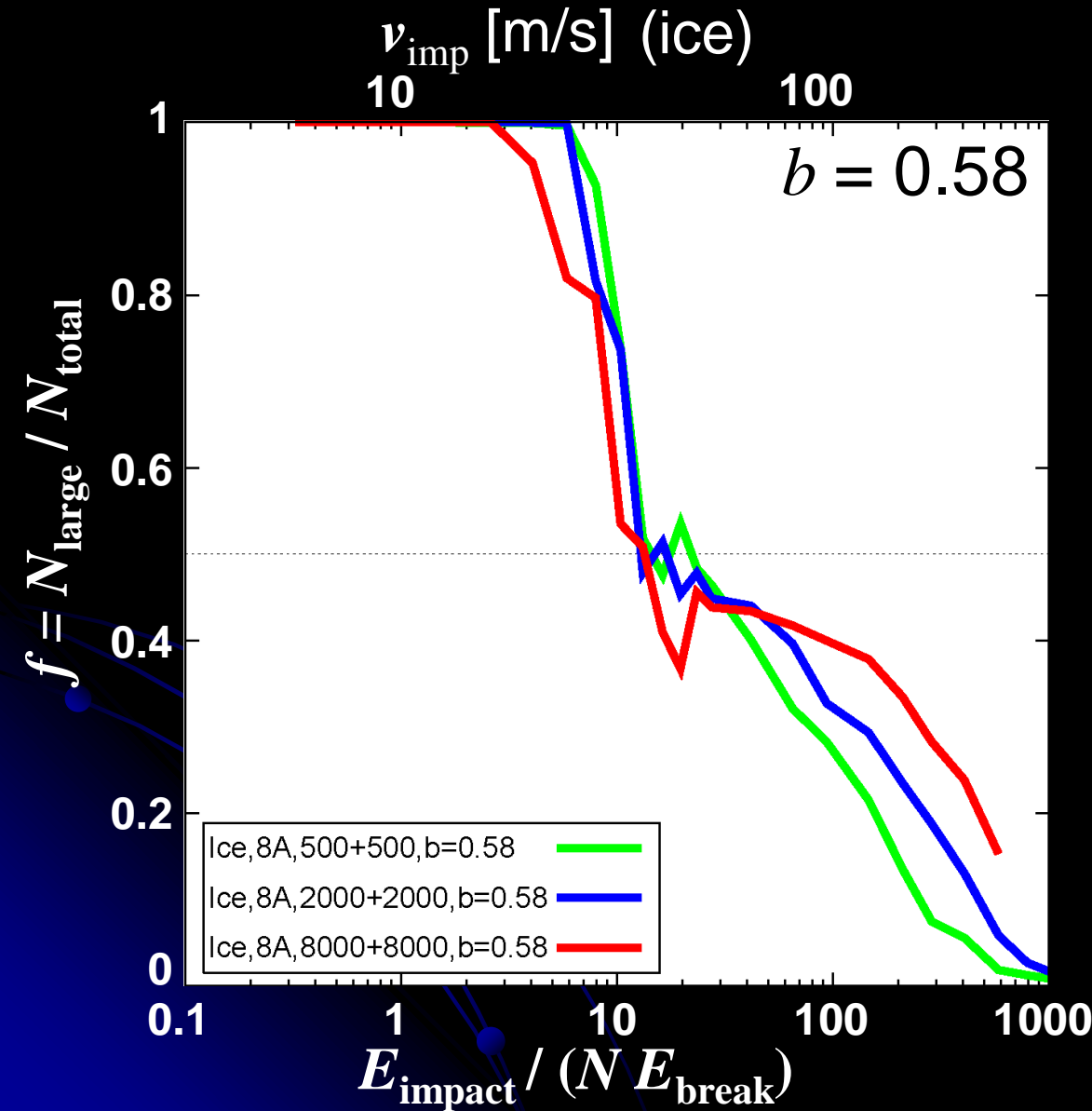


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: growth efficiency

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Largest fragment mass N_{large} : *growth efficiency*

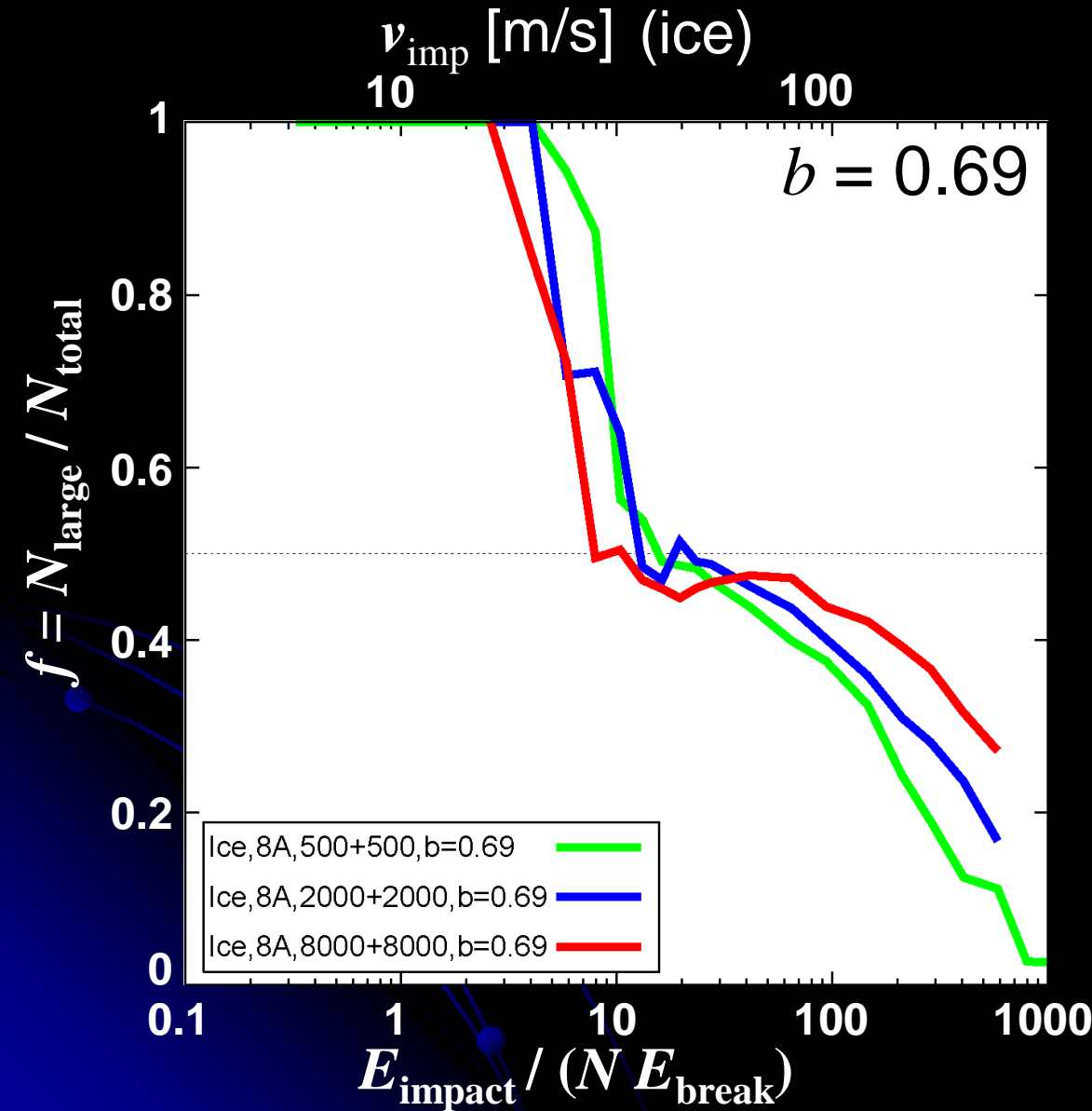


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: **growth efficiency**

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 $f < 0.5 \rightarrow -$ growth

Largest fragment mass N_{large} : *growth efficiency*

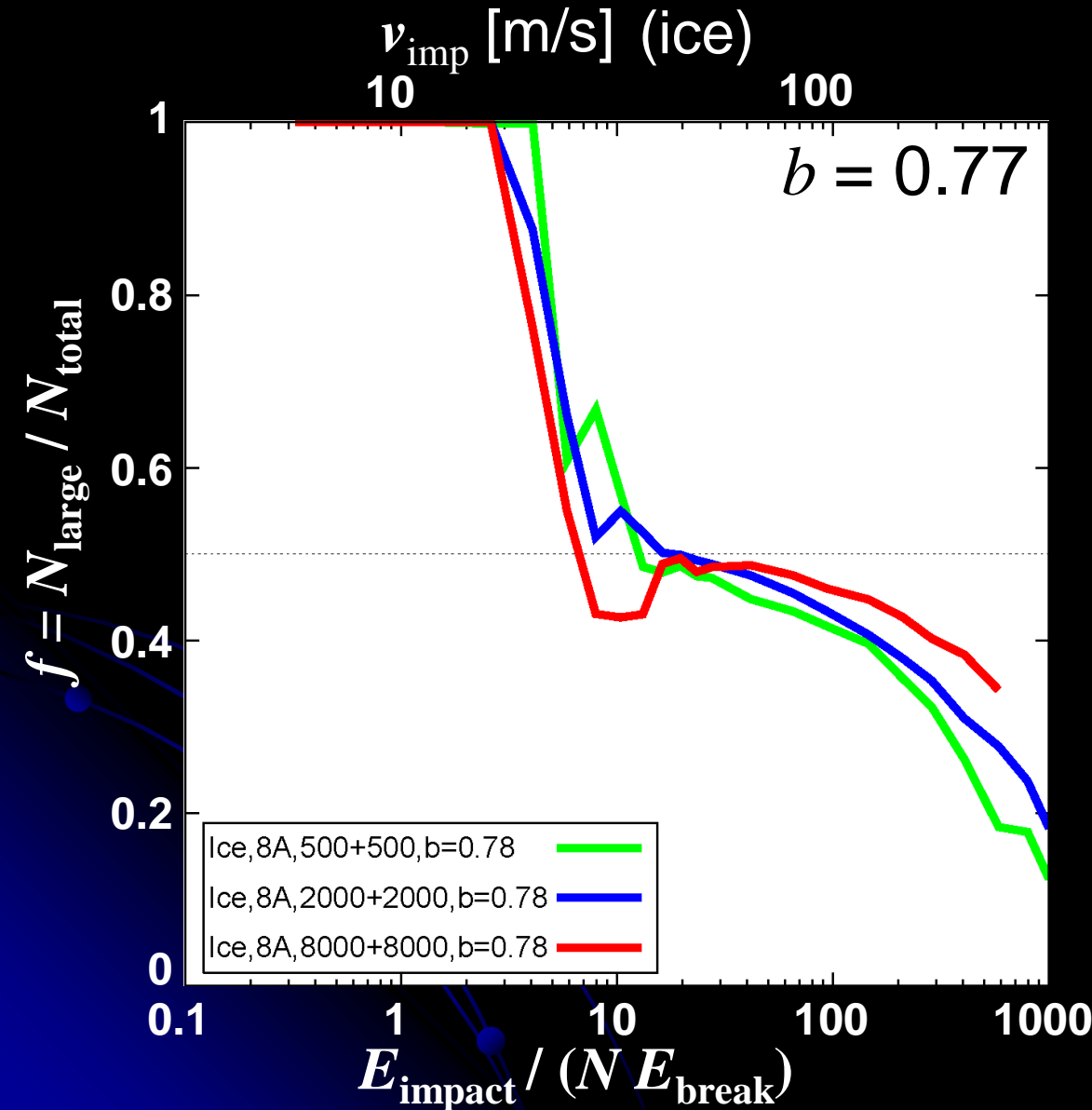


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: growth efficiency

$f > 0.5 \rightarrow +$ growth
 $f < 0.5 \rightarrow -$ growth

Largest fragment mass N_{large} : *growth efficiency*

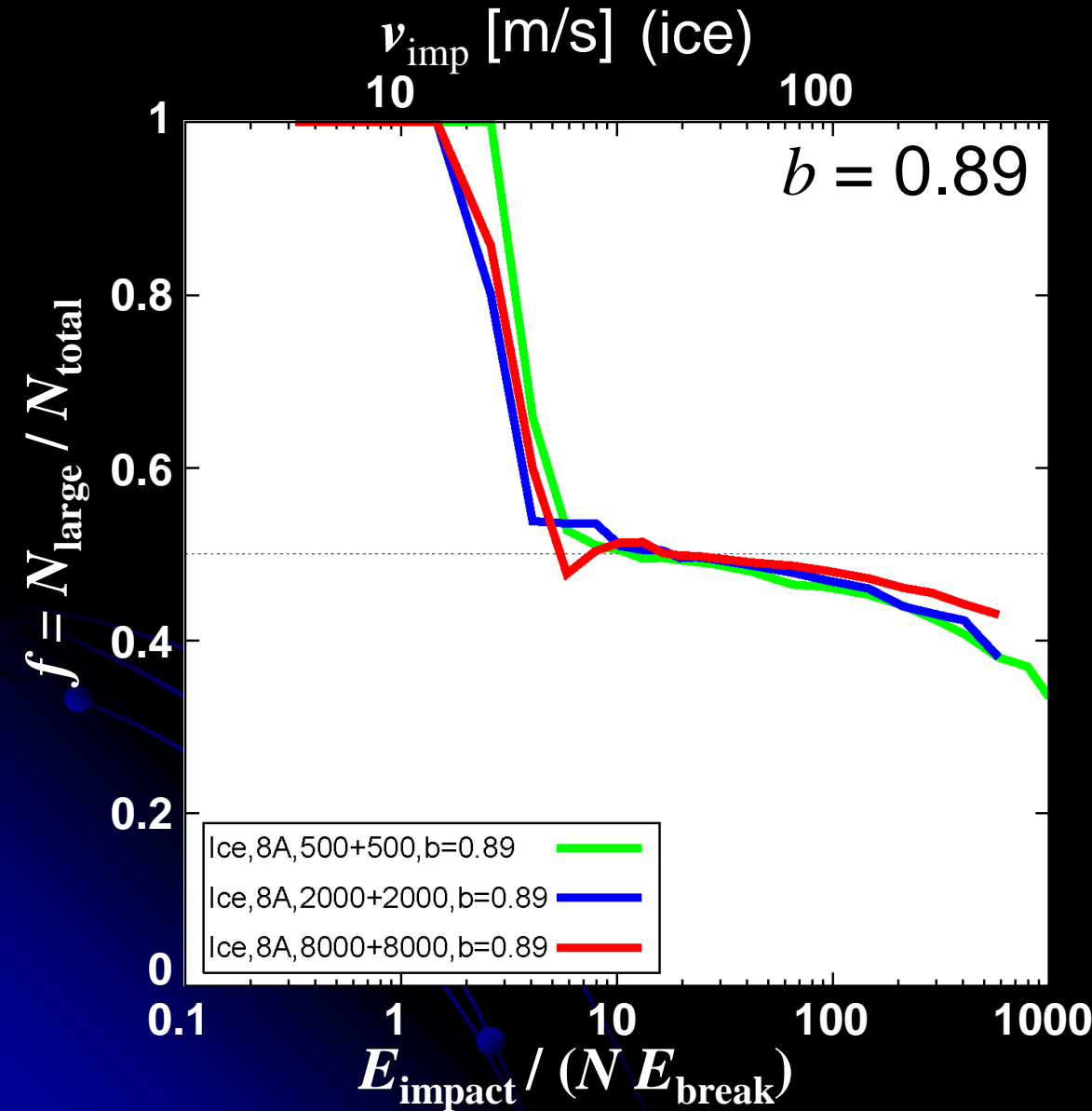


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: growth efficiency

$f > 0.5 \rightarrow +$ growth
 $f < 0.5 \rightarrow -$ growth

Largest fragment mass N_{large} : *growth efficiency*

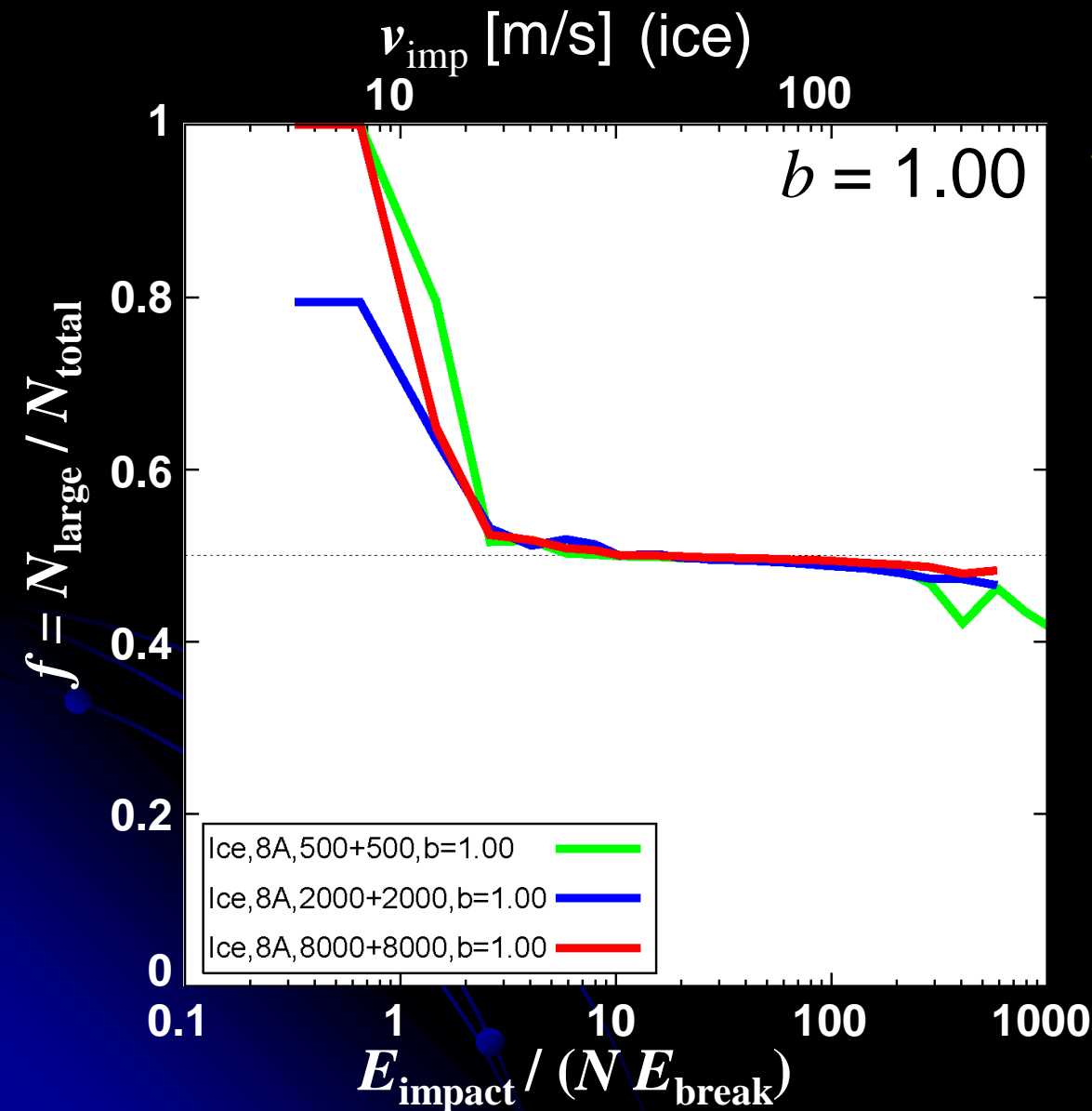


$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: growth efficiency

$f > 0.5 \rightarrow +$ growth
 $f < 0.5 \rightarrow -$ growth

Largest fragment mass N_{large} : *growth efficiency*



$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: **growth efficiency**

$f > 0.5 \rightarrow +$ growth

$f < 0.5 \rightarrow -$ growth

✓ Offset collisions



independent of N



Growth efficiency averaged

Averaged for b^2

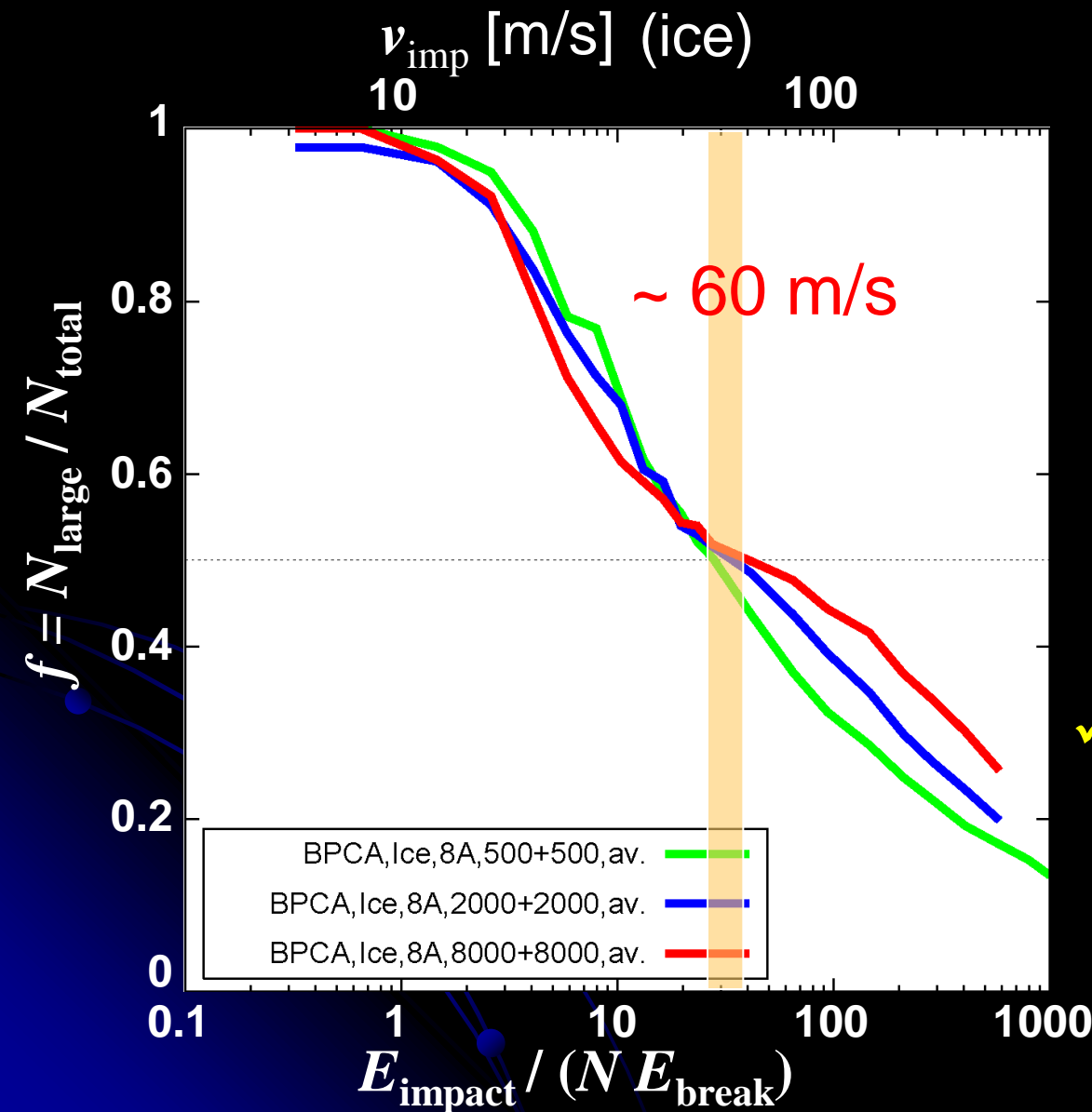
$$f \equiv N_{\text{large}} / N_{\text{total}}$$

: growth efficiency

$f > 0.5 \rightarrow +$ growth

$f < 0.5 \rightarrow -$ growth

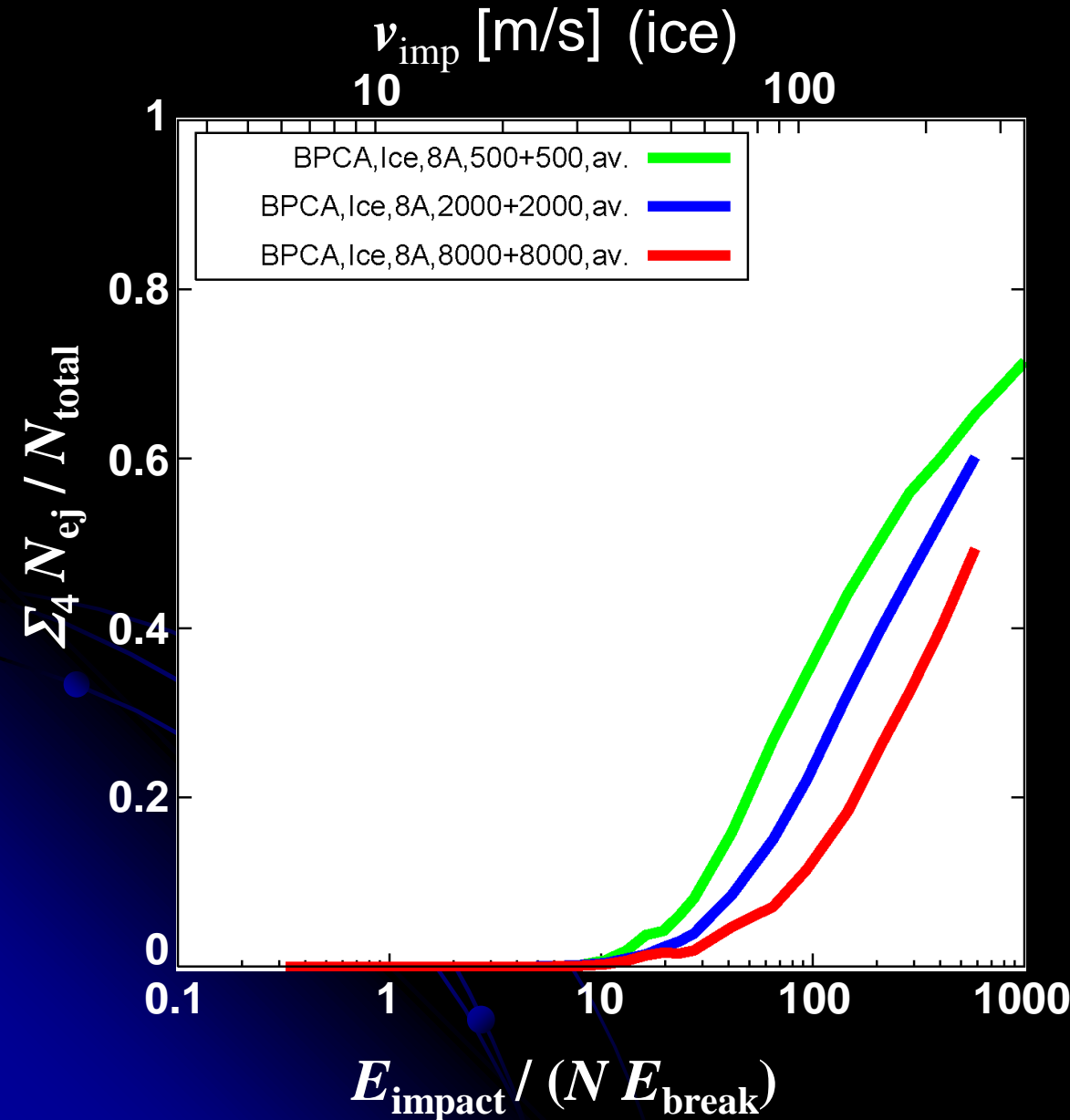
✓ small dependence on N



Amount of ejecta mass: $\Sigma_4 N_{ej}$, *averaged*



Averaged over b^2



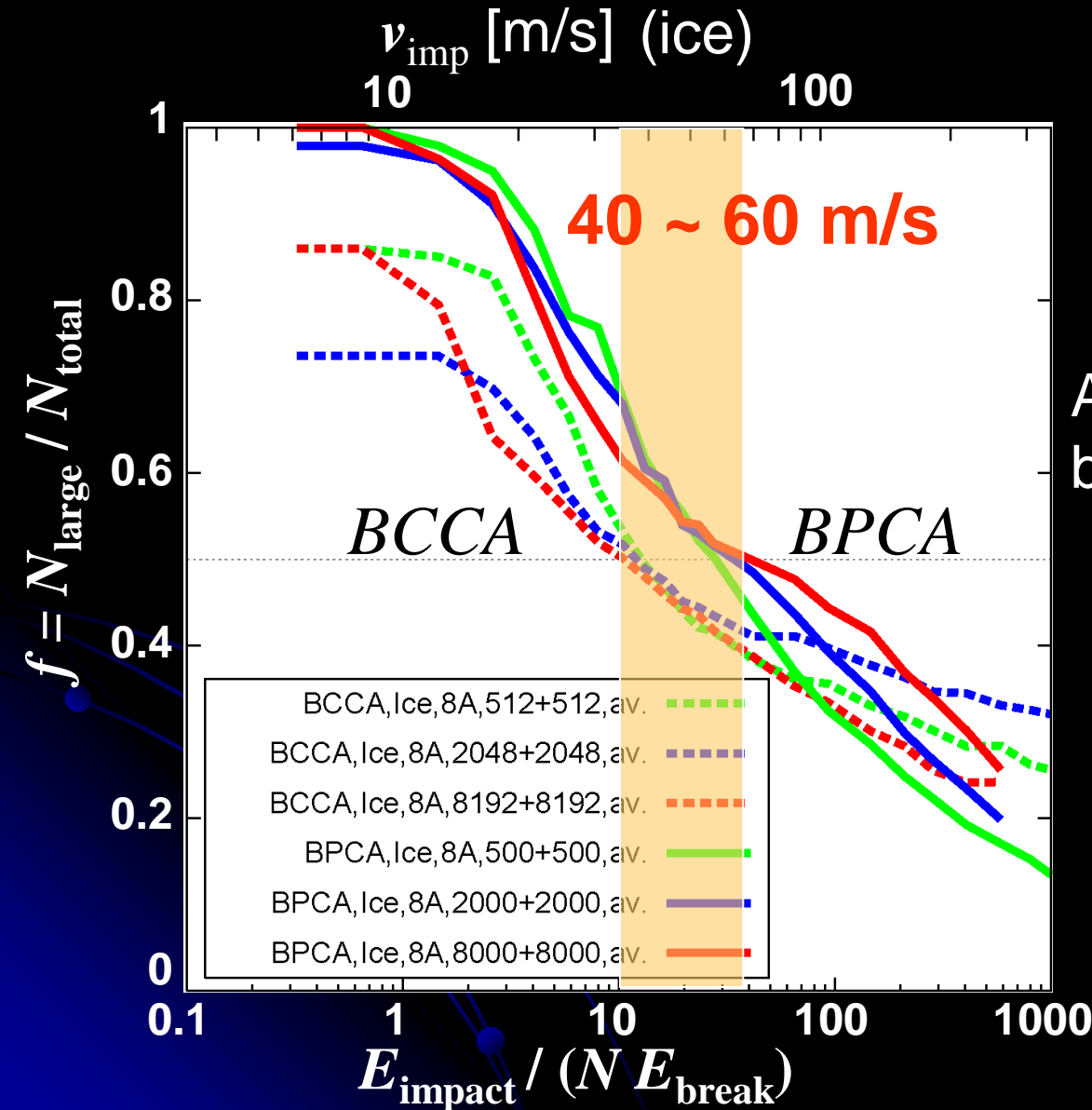
✓ dependent on N

The larger aggregates,
the smaller amount of ejecta.

Averaged growth efficiency : *BCCA* & *BPCA*



Averaged over b^2



Actual dust structure:
between **BCCA** and **BPCA**



Summary and Implications

- Dust aggregates remain fluffly (fractal dimension ~ 2.5).

Very fluffy planetesimals could be formed !?

Other processes to compress aggregates are necessary.

- Icy aggregates can grow at collision velocity < 60 m/s.

Planetesimals can be formed through collisions of dust.

Animation by Prof. H. Tanaka



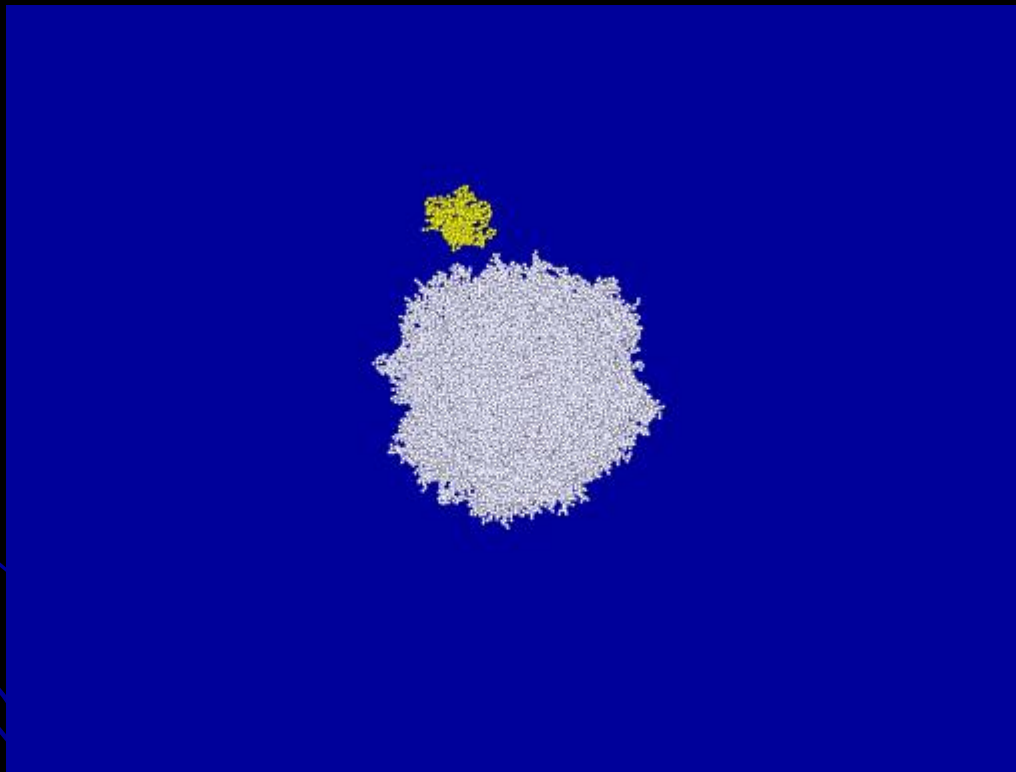
What's next?



Collisions between different sized aggregates

BPCA, $N = 32000 + 500$, ice, $\xi_c = 8\text{\AA}$, $u_{\text{col}} = 70\text{ m/s}$

$b = 0.39$



Bouncing problem

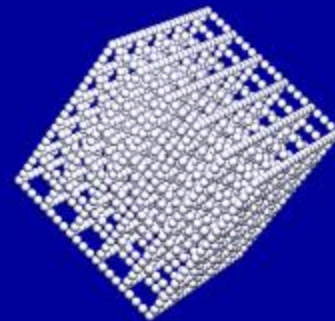
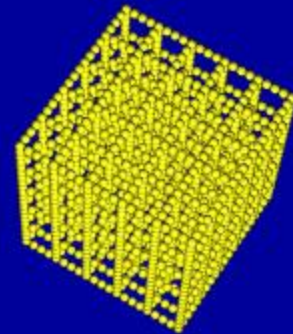
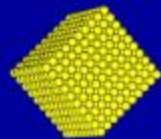
“Bouncing” prevents dust from growing

In experiments: Bouncing at $u_{col} < \sim 1$ m/s

Blum & Münch 1993; Blum and Wurm 2008; Güttler et al. 2009



In our simulation: No bouncing for coordination number < 6



What's next?

焼結の影響

非球形粒子の影響

粒子のサイズ分布の影響

粒子間相互作用モデルの改良・検証

静的圧縮の効果

帯電の影響

破片のサイズ分布・構造

彗星・小惑星の表層進化

衝突クレーター



ありがとうございました





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Blum & Munch 1993
<http://adsabs.harvard.edu/abs/1993Icar..106..151B>

Blum and Wurm 2008
<http://adsabs.harvard.edu/abs/2008ARA%26A..46...21B>

Guttler et al. 2009
<http://adsabs.harvard.edu/abs/2009ApJ...701..130G>