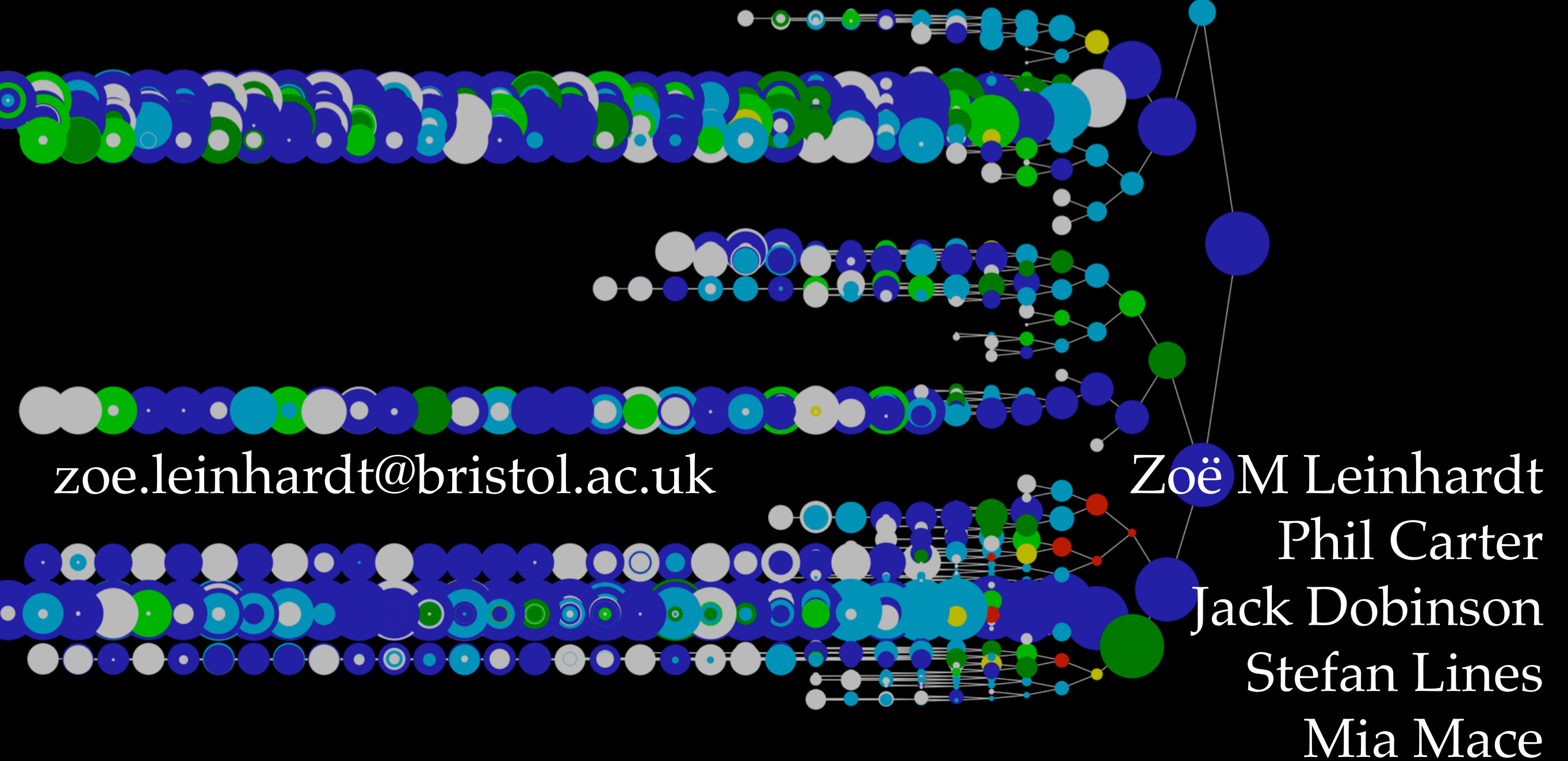


# University of Bristol Planet formation group



<http://www.star.bris.ac.uk/planets>

# Role of collisions in the formation & evolution of planets

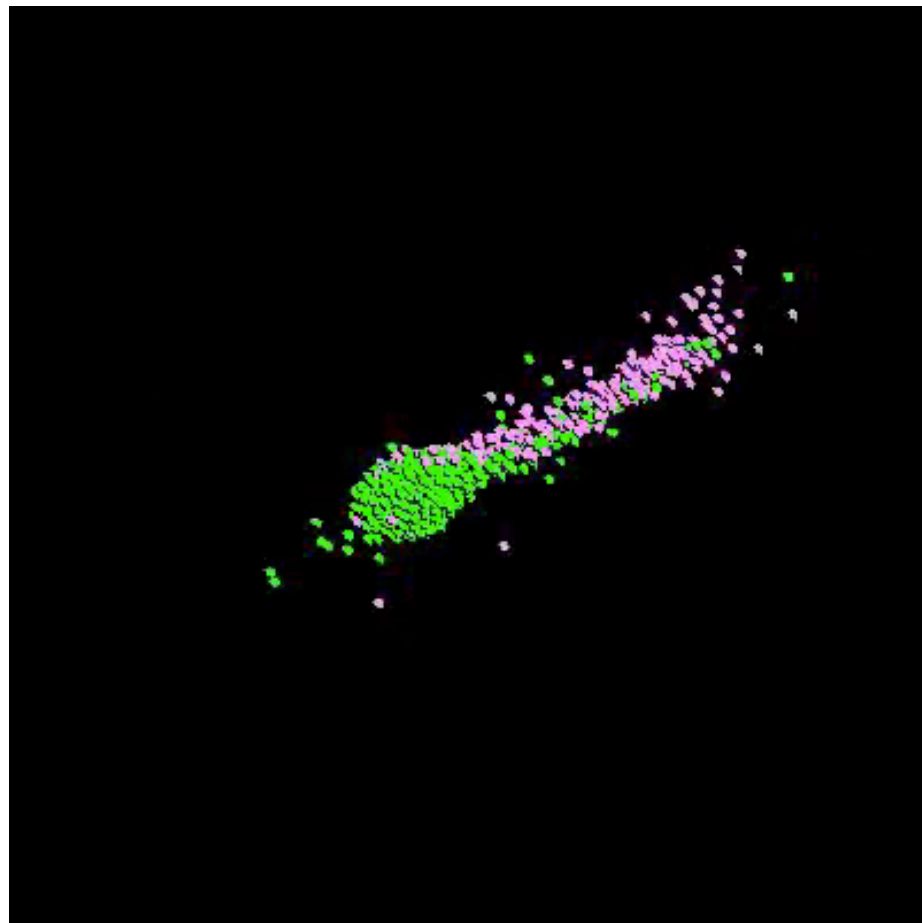
- ❖ Regardless of how the solar system formed collisions played an important role - i.e. giant impacts & asteroid family forming events
- ❖ Evidence for early planetesimal differentiation: ~Myr timescale (Kleine et al. 2005; Schersten et al. 2006; Markowski et al. 2006)
- ❖ Erosion of a differentiated body could result in compositional change (Asphaug et al. 2006; Marcus et al. 2010; Stewart & Leinhardt, 2012).  
What happens as a result of multiple accretion-dominated collisions?



# Numerical Method: Building a Collision Model

Slow Collision (sub-sonic)

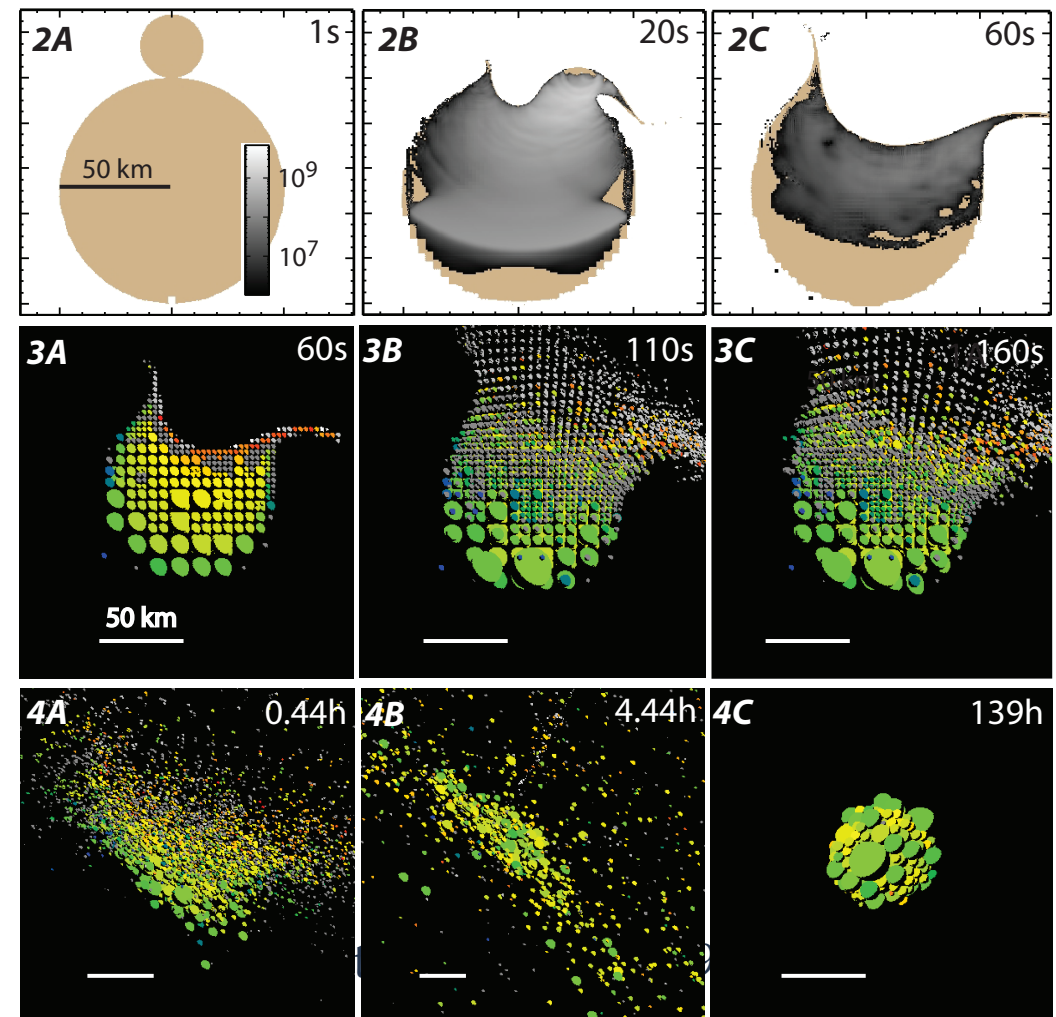
N-body integrator, rubble-pile impactors



Leinhardt & Richardson (2002)

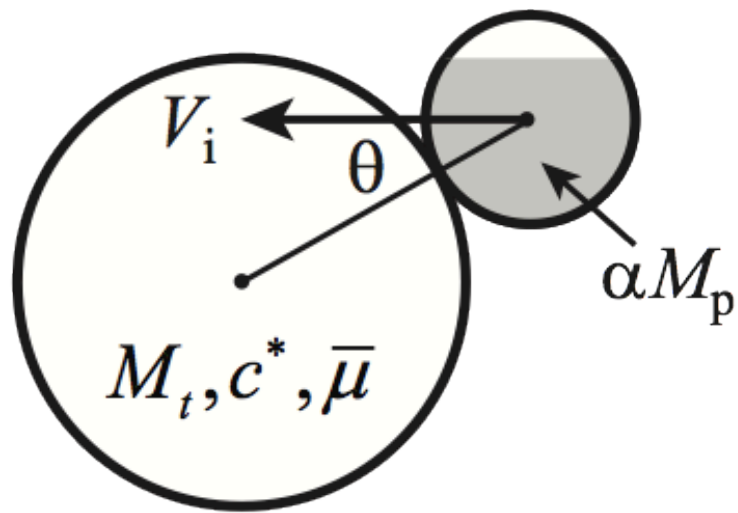
Fast Collision (super-sonic)

Hybrid: hydro + N-body



Simulate broad range of collisions in isolation. Fit scaling-laws to outcomes. Incorporate empirically derived collision model into planet formation code.

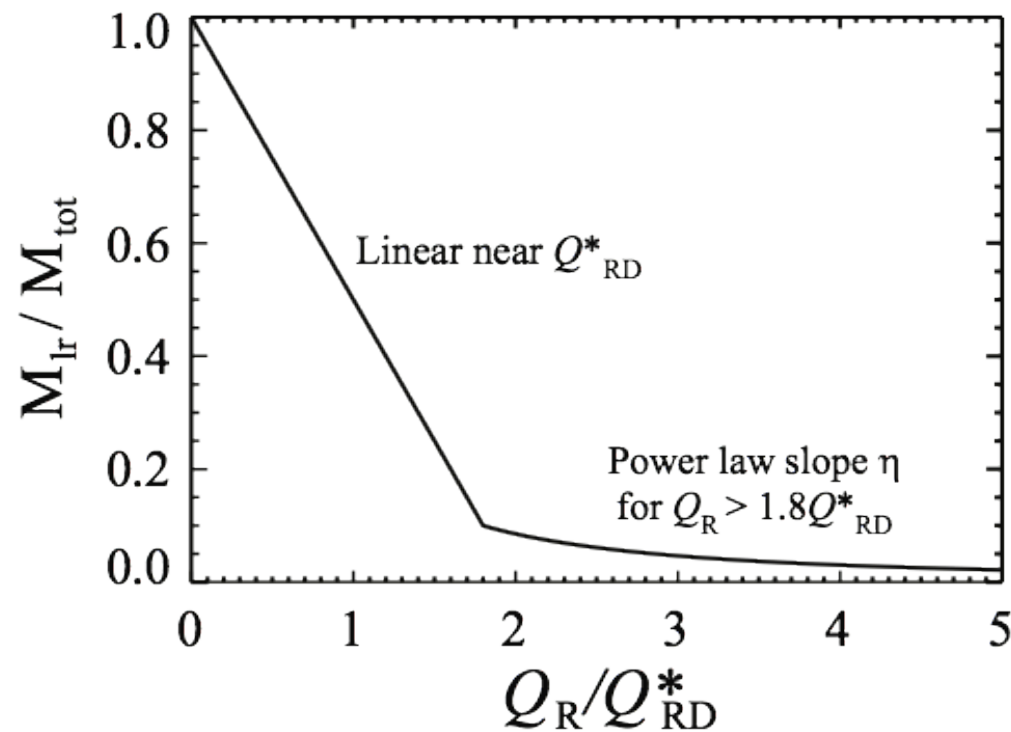
### A. Collision parameters



Specific impact energy

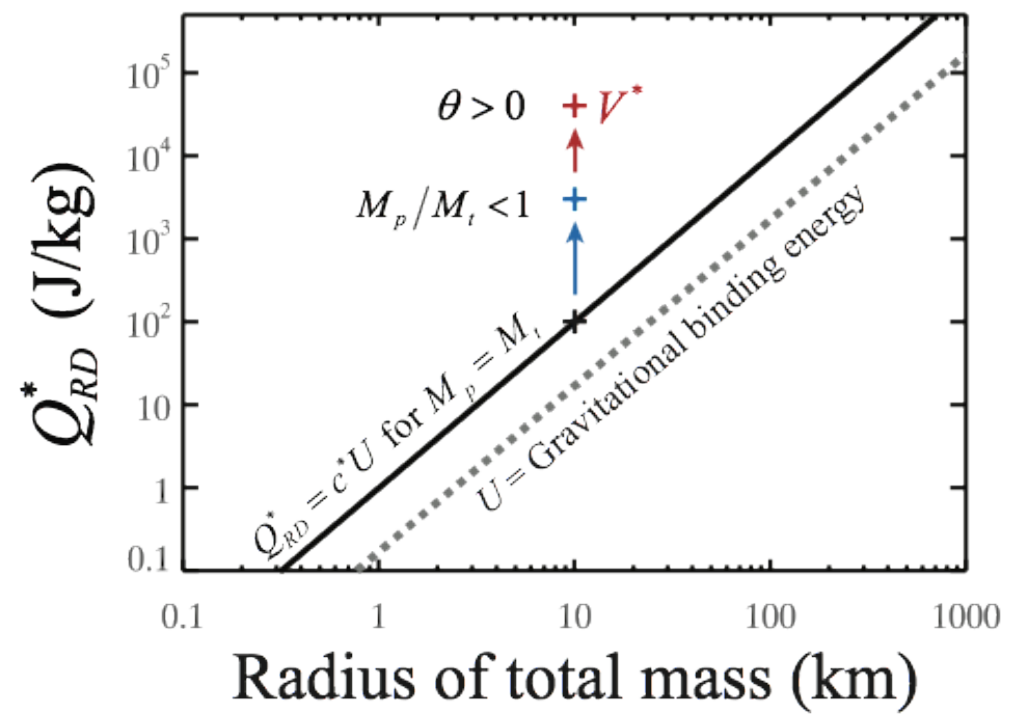
$$Q_R = \frac{(\alpha M_p M_t / (\alpha M_p + M_t)) V_i^2}{2(\alpha M_p + M_t)}$$

### C. Mass of the largest remnant



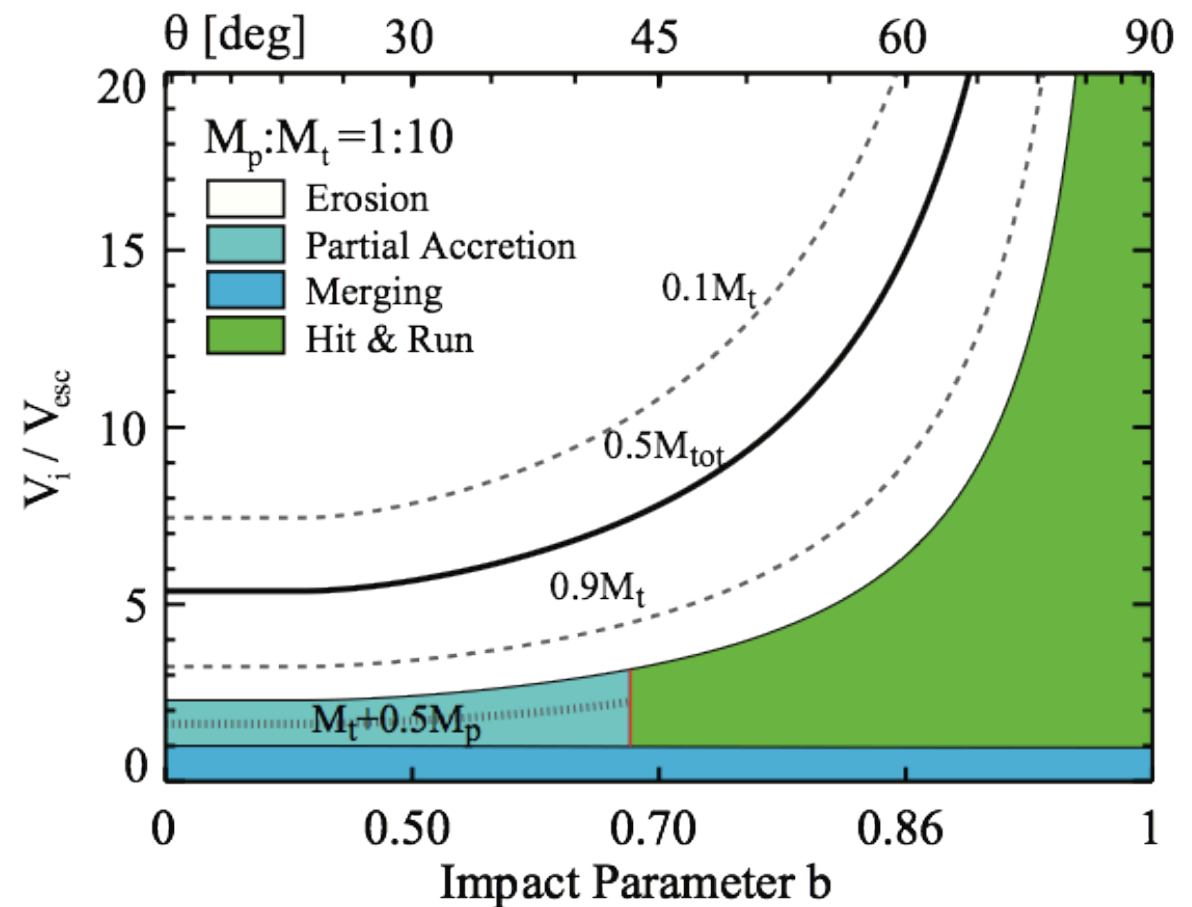
$$M_{lr} / M_{tot} = \mathcal{F}(Q_R / Q_{RD}^*, \eta)$$

### B. Catastrophic disruption criteria



$$Q_{RD}^* = \mathcal{F}(c^*, M_{tot}, M_p / M_t, \theta, V^*, \bar{\mu})$$

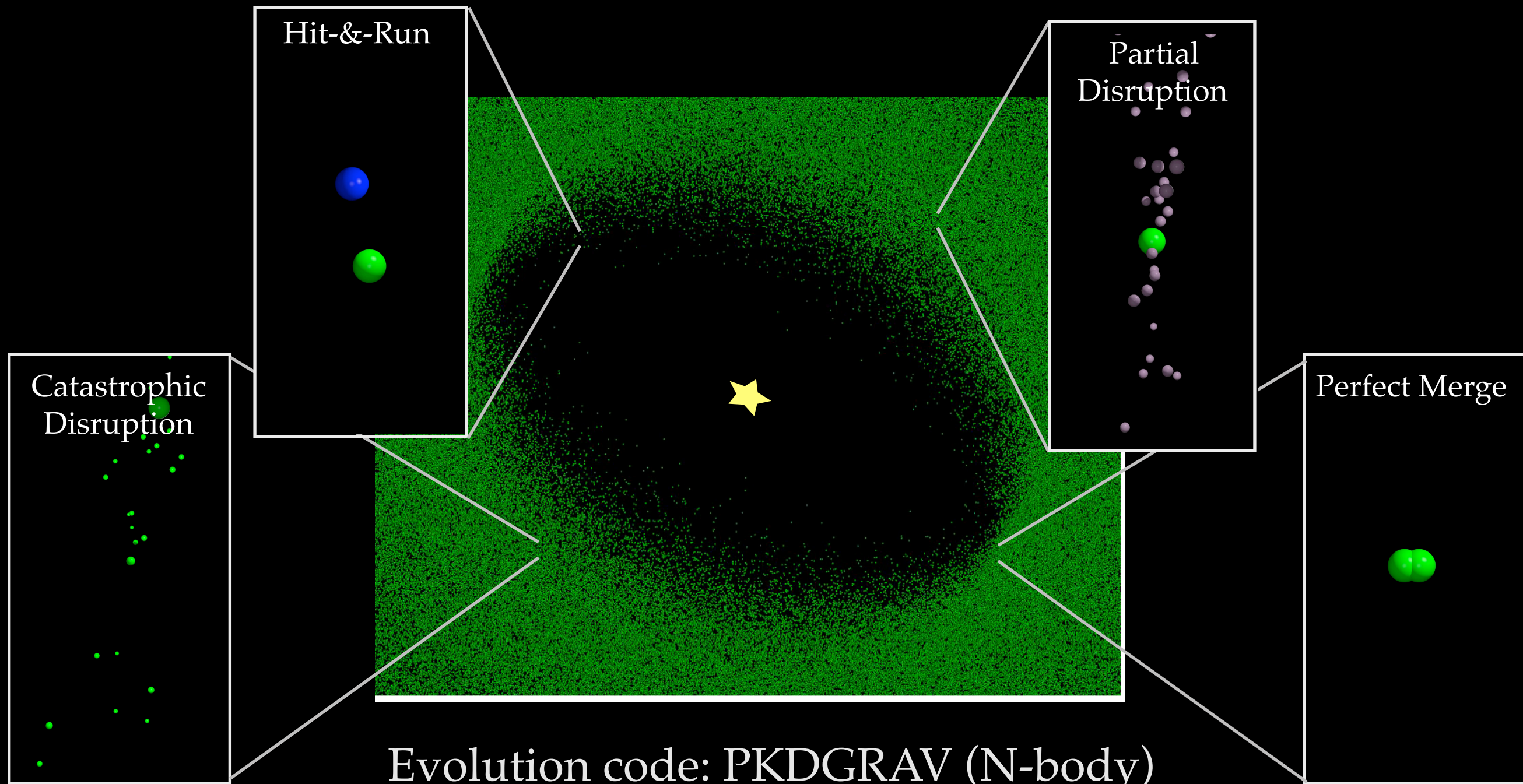
### D. Maps of collision outcomes



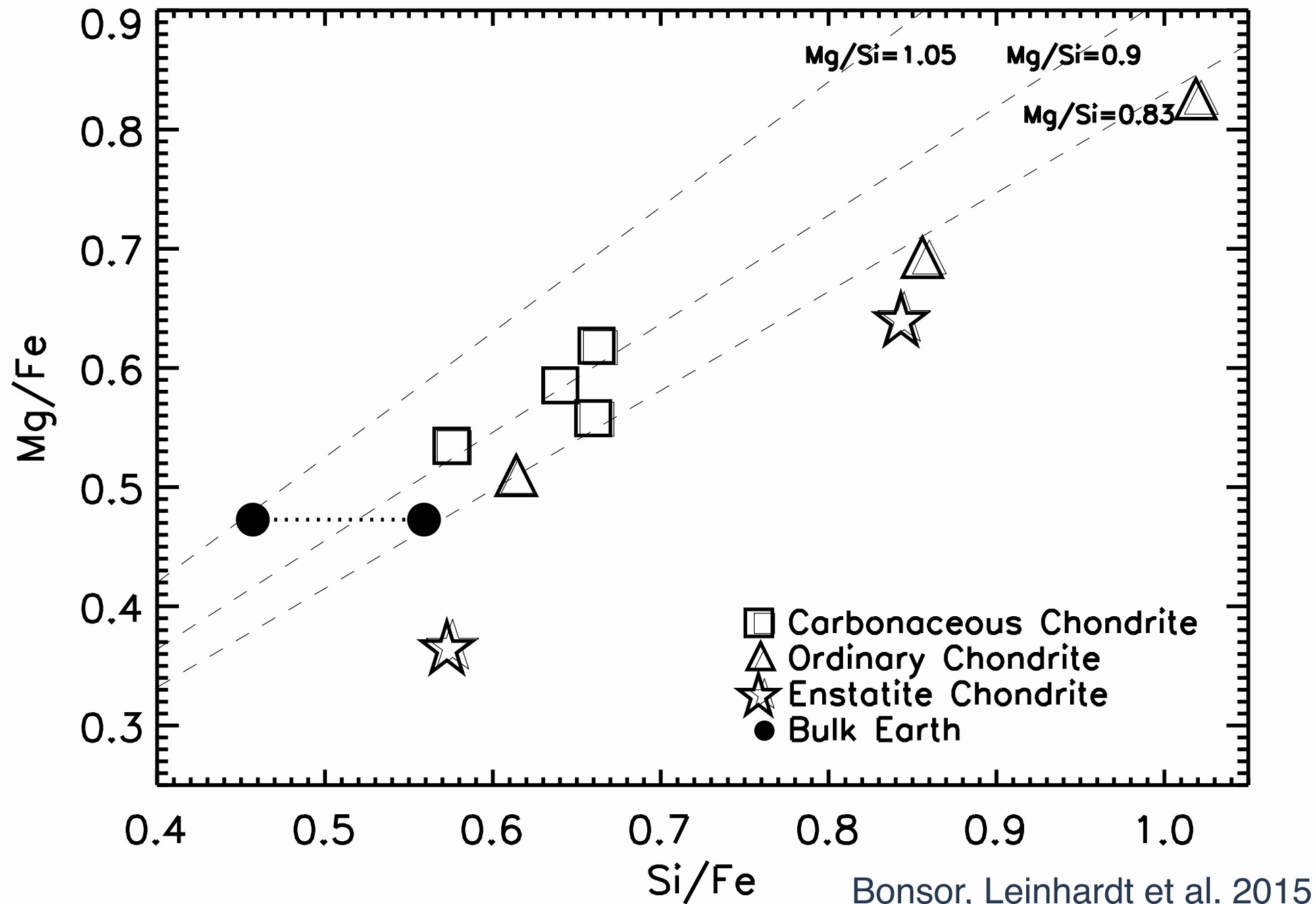
Leinhardt & Stewart (2012)



# Collision Model & N-body Code

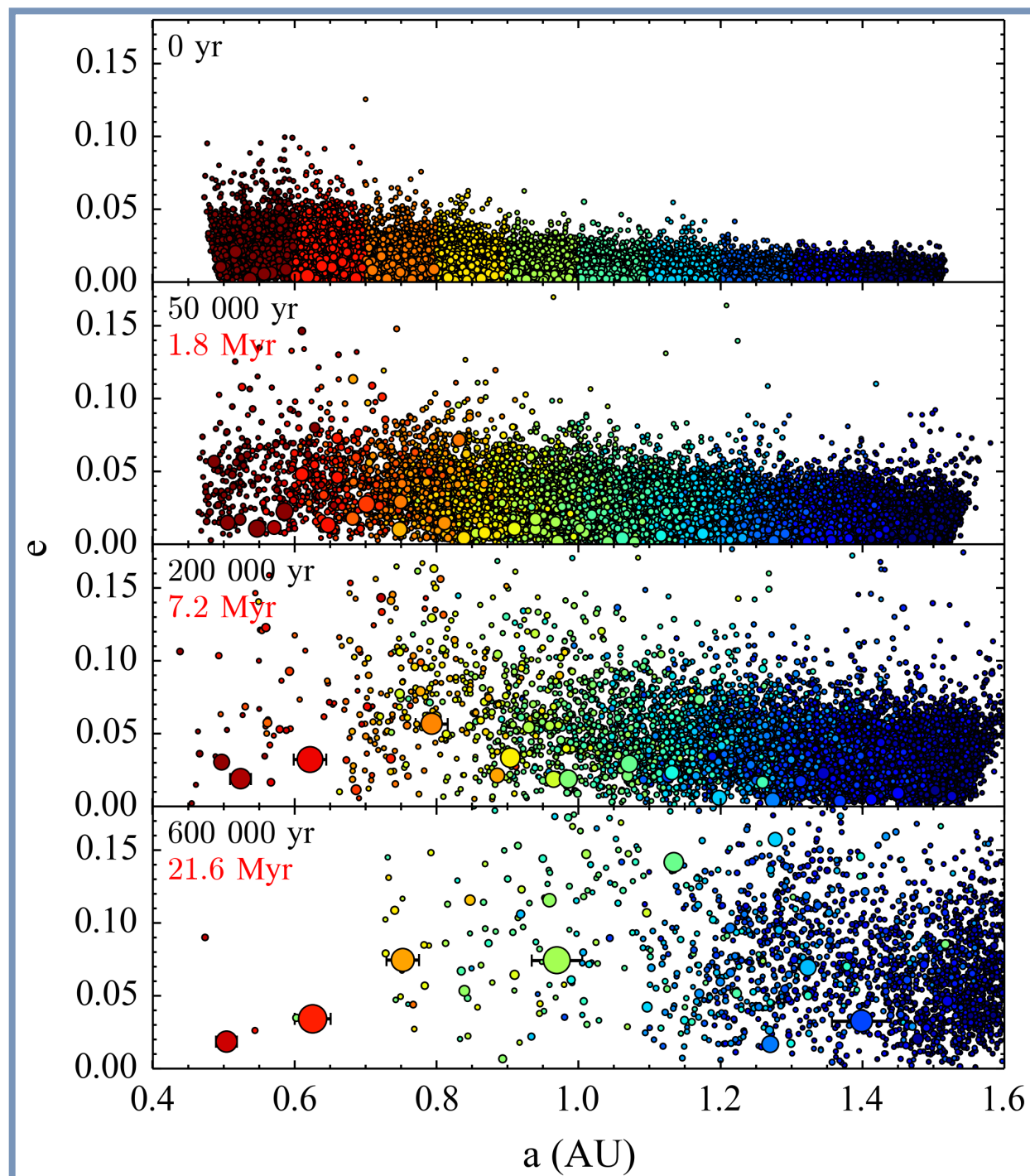


# The Non-chondritic Earth



1. Hidden reservoir
  2. Heterogeneous nebula
- Collisions

# Formation of Terrestrial Embryos with EDACM



Colour:

A. Proxy for composition, indicates degree of radial mixing  
B. Calculated using a mass-weighted histogram of all material accreted by each particle

Time:

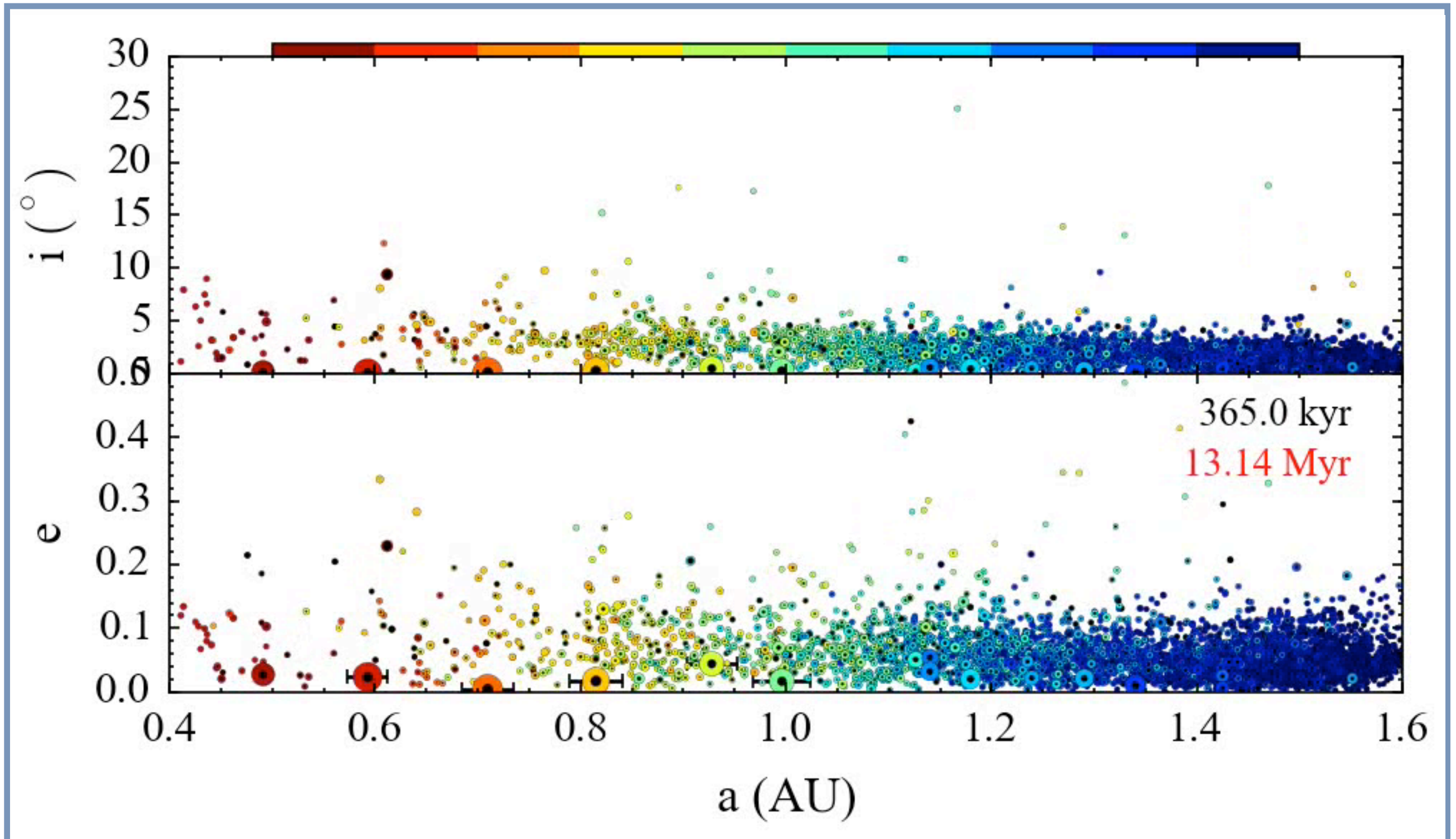
A. Particles are radially inflated ( $f = 6$ ) to accelerate evolution  
B. Effective time  $\sim f^2 \times$  simulated time

Other:

A. Particle size proportional to radius  
B. Protoplanets - gravitational extent indicated by error bars

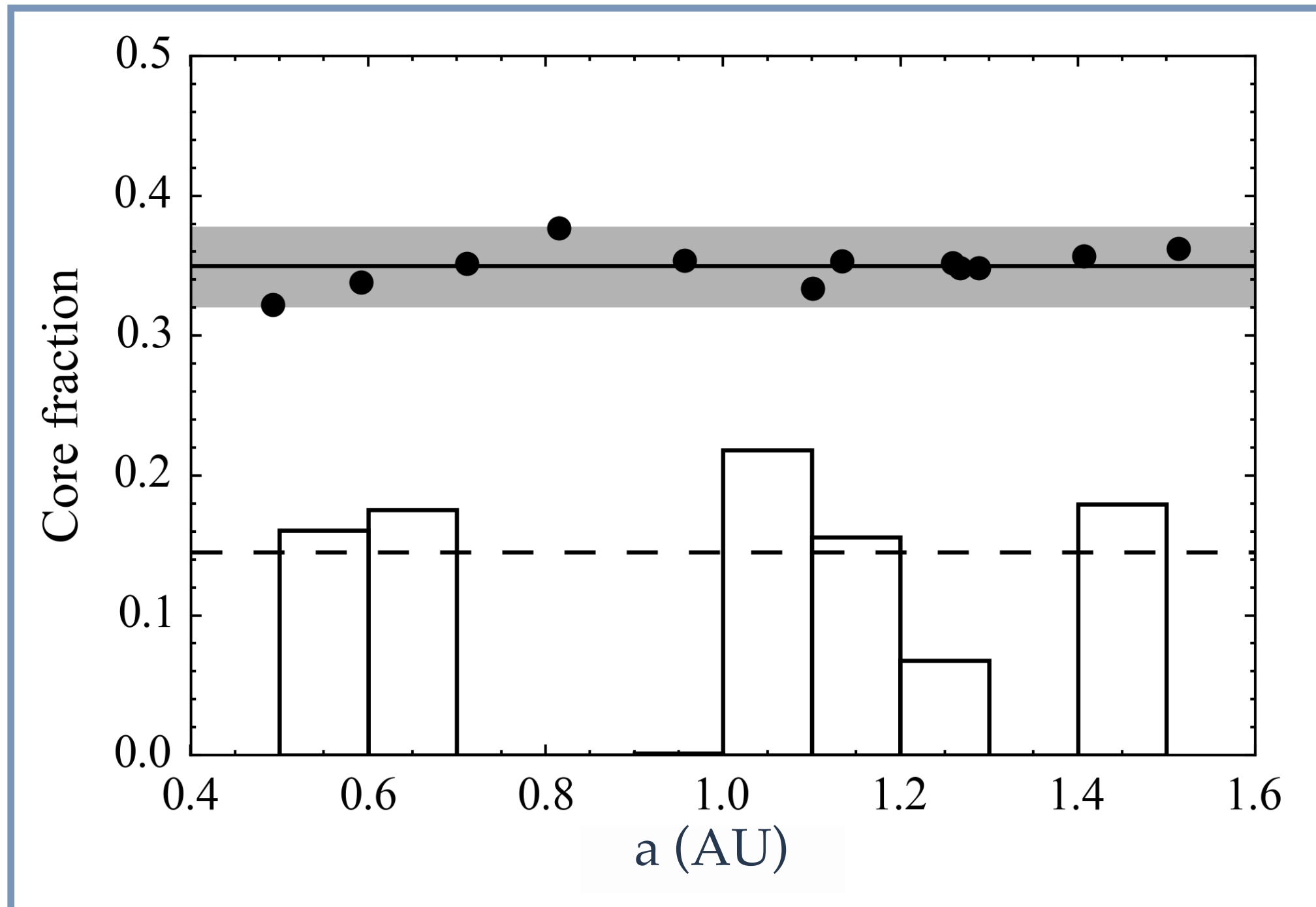


# Embryo Formation with Core/Mantle Tracking

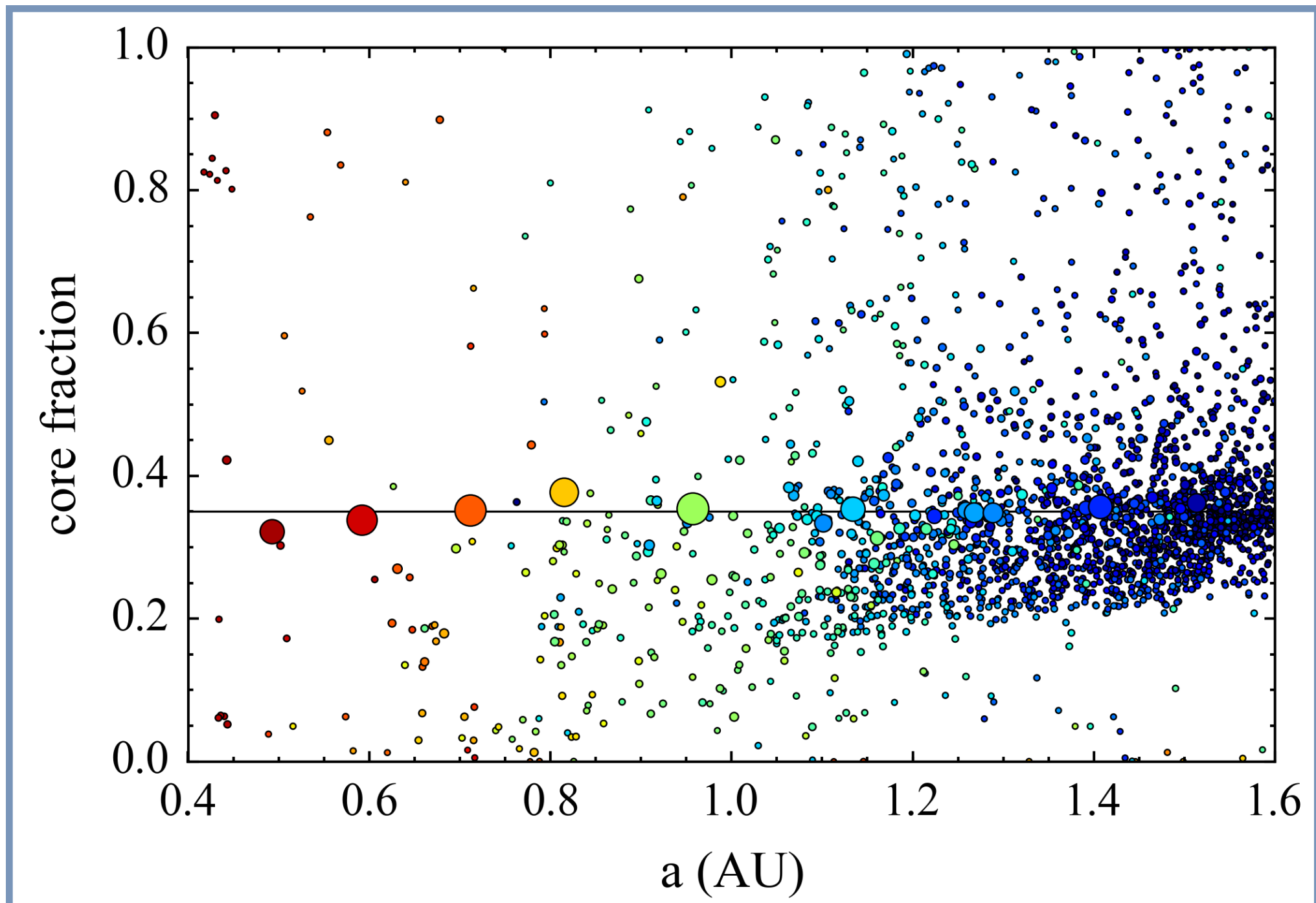




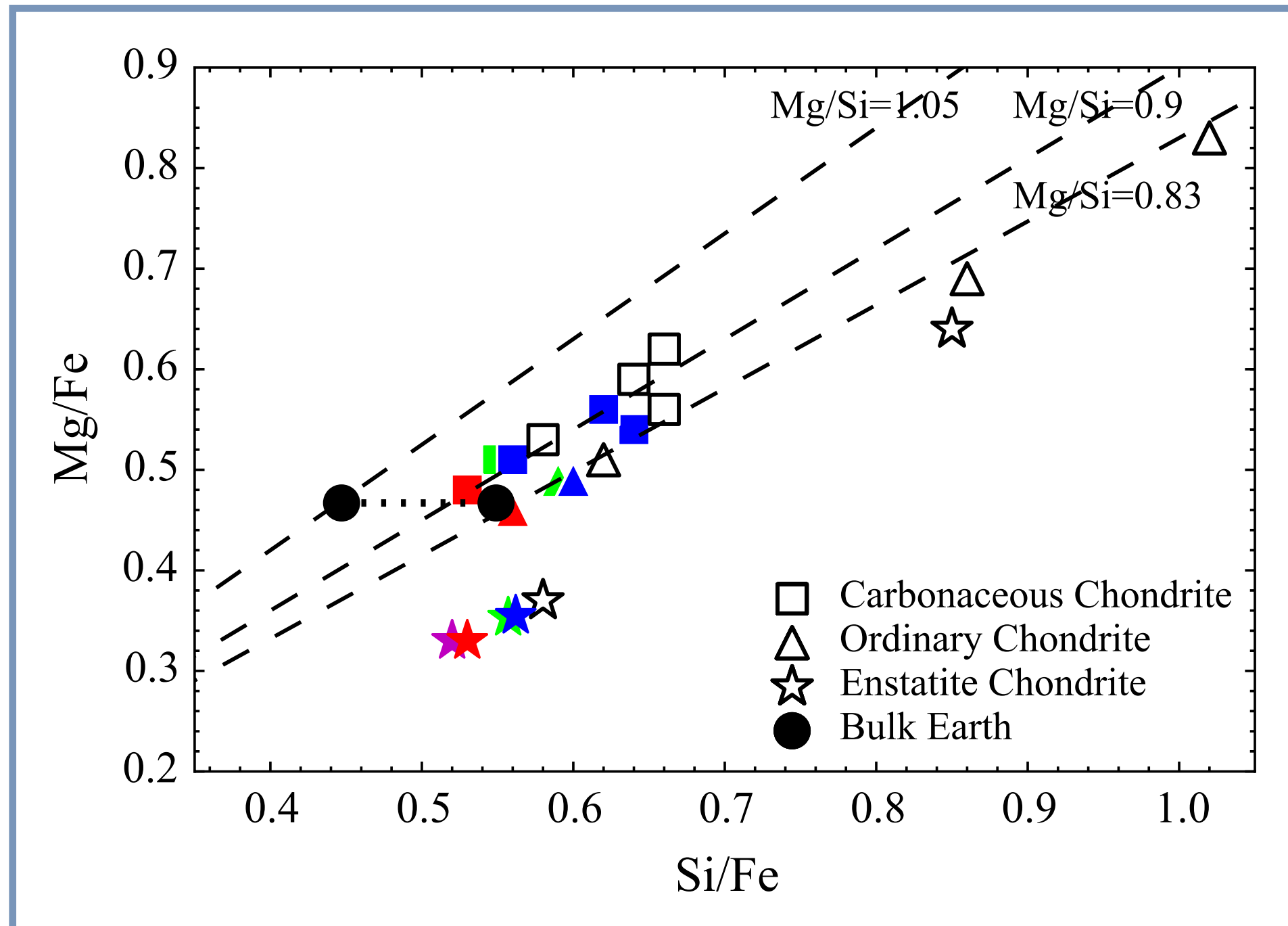
# Core Fraction of Largest and Smallest Mass



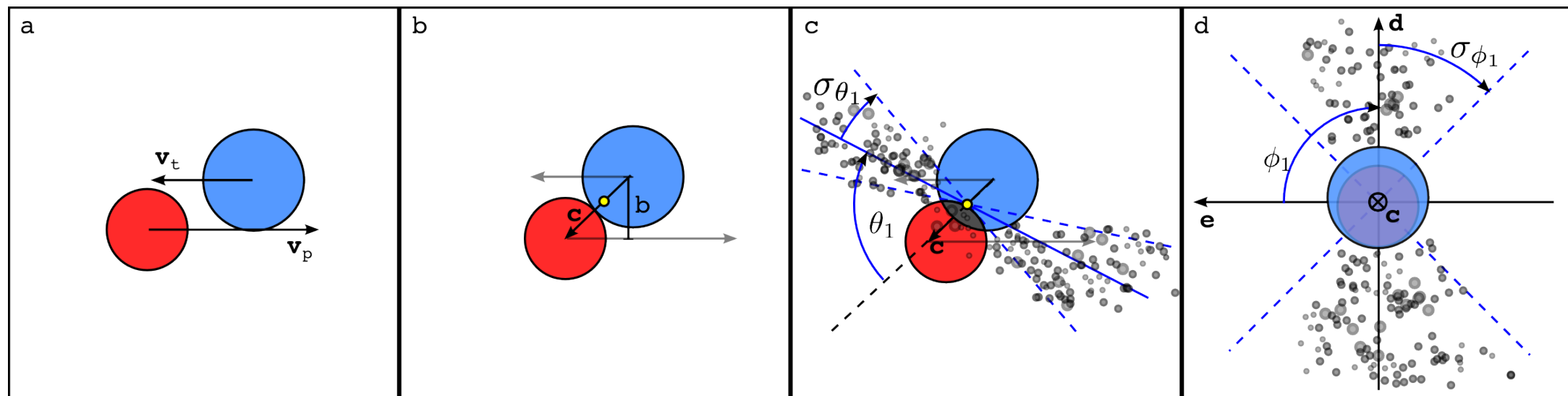
# Core Fraction of Resolved Particles



# The Non-chondritic Earth



# Model Fragment Distribution of Collisions



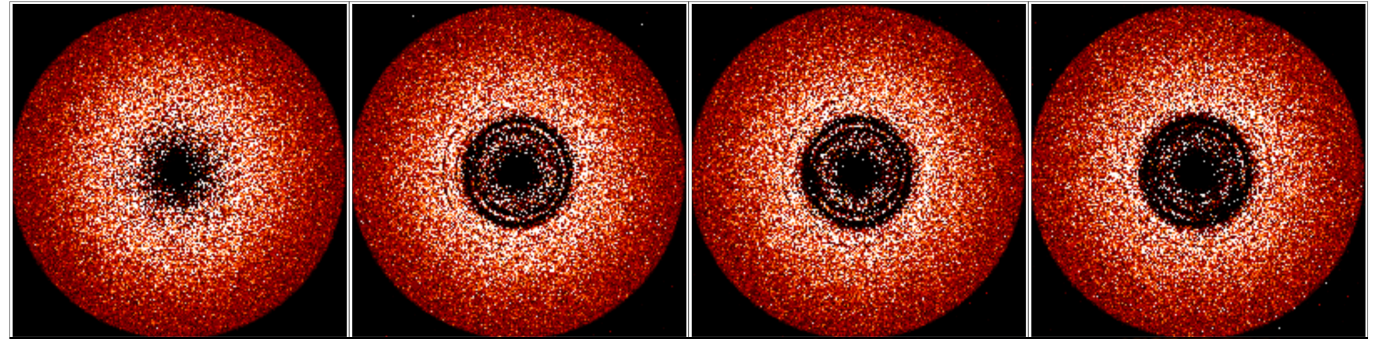
- Fragments produced in a collision are ejected in a range of patterns
- Two main patterns: Jets and Disks
- Variation of theta and phi gives a range of patterns from jet-like to disk-like



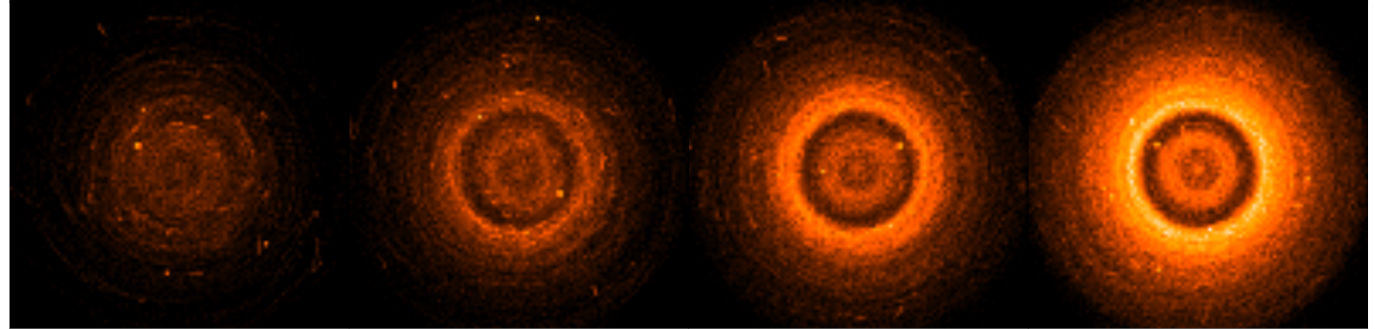
# Follow Collision Fragments to Produce Dust Density Map

Dobinson et al., 2013

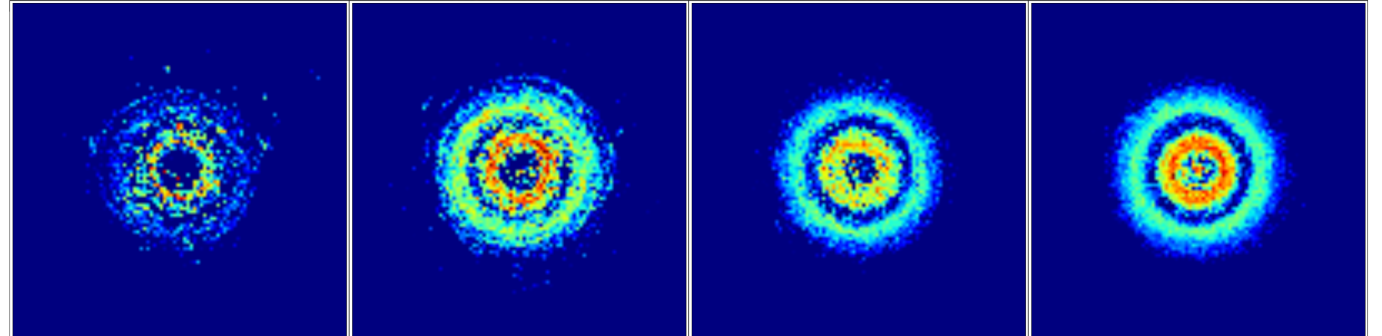
Surface Density



Dust Density



Radiative Transfer  
10  $\mu\text{m}$



Dobinson et al., submitted  
Dobinson et al., in prep

- Collisions between planetesimals are logged and re-simulated to produce fragments.
- 100 fragment tracers are used per collision and evolved as massless particles, with the star and planet as the only gravitating bodies.
- Radiative transfer modelling using RADMC3D at 10  $\mu\text{m}$  shows what a telescope would see.

# Circumbinary Planet Formation: *N*-body & Hydrodynamical Simulations

