The outcome of protoplanetary dust growth: pebbles, boulders or planetesimals?

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INTRODUCTION



OUR GOAL

Understand better the initial growth, coagulation process:

- I. Use all available laboratory experiments for silicates
- 2. Construct a collision model
- 3. Implement this into a numerical code

LAB EXPERIMENTS

An example (1 out of 19):

- dust cake + projectiles
- $v_{col} = Im/s$
- slow motion movie
- free-fall conditions in the Bremen drop tower
- penetration (I out of 9 collision types)



30 mm

• Langkowski et al. 2008

COLLISION TYPES



THE COLLISION MODEL

- Güttler et al, accepted in A&A
 - 19 experiments
 - 9 different collision types
 - the experiments do not cover the whole parameter space => extrapolation
 - the parameters are:
 - masses
 - porosities
 - collision velocity

The parameter space



The parameter space

Güttler et al, accepted in A&A

mass increase bouncing mass decrease



SIMULATIONS

- Local box approach
 - I AU at the midplane of the MMSN disk
 - alpha= 10⁻⁴



Zsom et al, submitted to A&A



Another way to visualize the results



Millimeter sized particles



Compaction



CONCLUSIONS

- Growth is halted earlier because of bouncing (sizes of ~1 mm)
- Fragmentation barrier (sizes of ~1 m) is not reached

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Growth from 'dust' to planetary building blocks

Bouncing barrier

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Growth from 'dust' to planetary building blocks

Bouncing barrier^{ize barrier}

- Possible ways to overcome the barriers:
 - Cuzzi et al, 2008 'sandpile' planetesimals
 - Johansen et al, 2007 gravitationally unstable clumps
 - Using stickier materials? Ices, monomers with organic mantel?

COLLISION SPEEDS

