

AB INITIO PERSPECTIVE ON GIANT IMPACTS AND PROTOLUNAR DISKS

RAZVAN CARACAS

CNRS, ENS LYON

Laboratory Of Geology Of Lyon & Centre Blaise Pascal

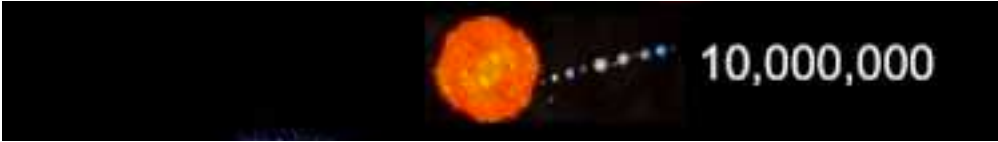
In collaboration with Sarah T. Stewart (UC Davis),
and the IMPACT team: Ema Bobocioiu, Anais Kobsch, Zhi Li, Natalia
Solomatova



10^{21}



10^{15}



10^7



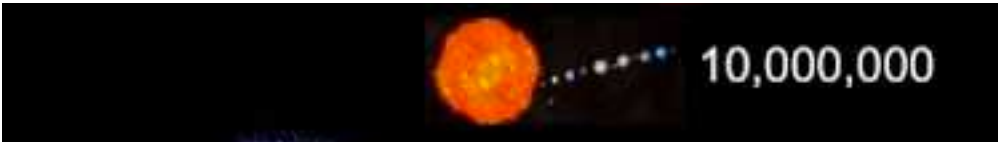
10^0



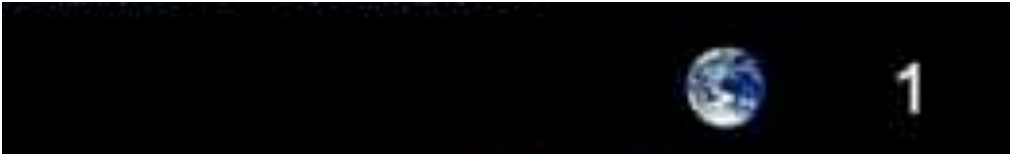
10^{21}



10^{15}



10^7



10^0



I am in the basement at $10^{-15} \dots -21$

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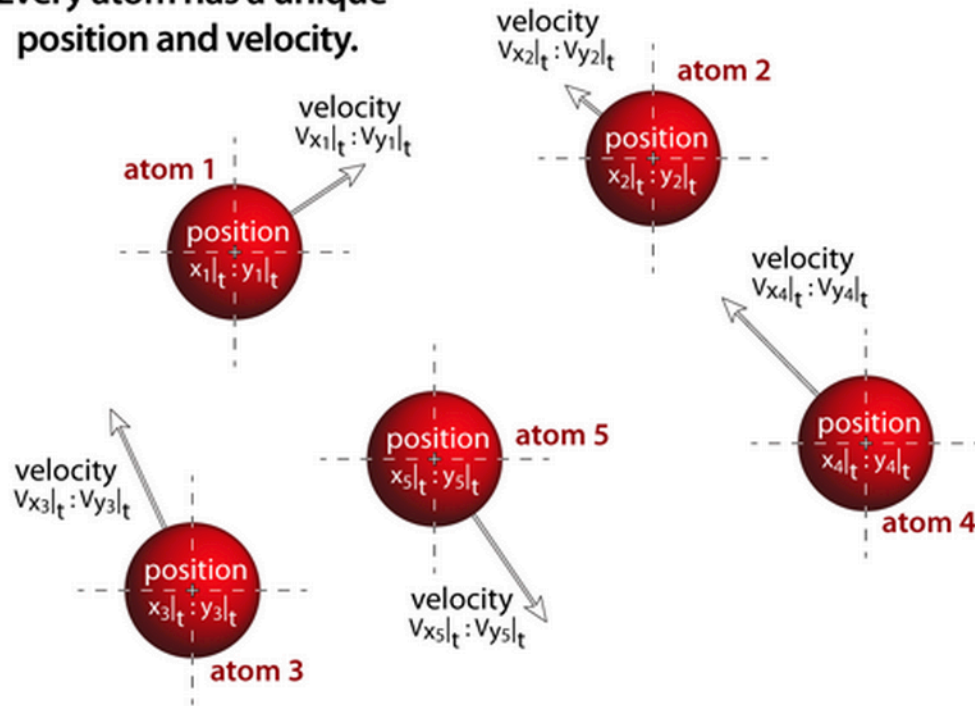
TOOLS:

- first-principles molecular dynamics (AIMD, NVT, DFT, PAW, GGA, etc.)
to study liquids, gases, supercritical fluids
- maximum of liquid-gas separation defines the super-critical point
- pure terms, complex phases, presence of volatiles

PROPERTIES:

- SUPERCRITICAL POINT & DOME
- liquid/gas equilibrium
- equation of states, speciation, element and isotope partitioning
- electronic (i.e. optical) properties, disk opacities, vibrational spectroscopy

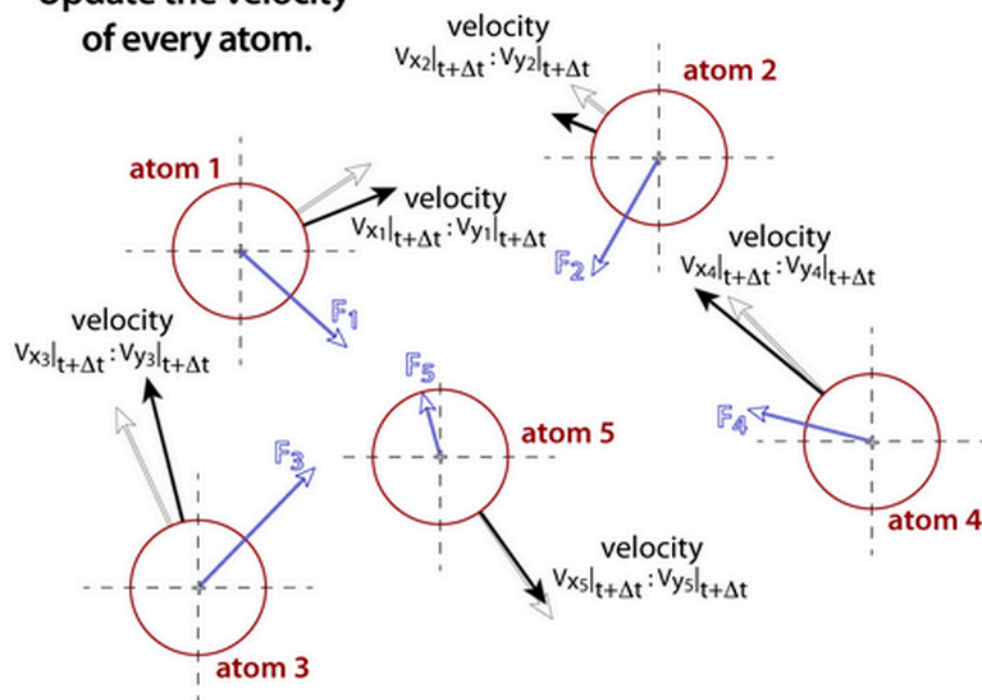
Every atom has a unique position and velocity.



step 1

Every atom has a unique position and velocity within the simulation, and all of the atomistic properties associated with that specific atom: atomic name, atomic mass, atomic radius, and the interatomic potential functions. All of the atoms are treated as if they are classical particles that move according to Newton's laws of motion (*i.e.* $F=ma$; thus, the acceleration (a) acting on any atom is determined by the net interatomic force (F) acting on the the atom divided by the atom's mass (m)).

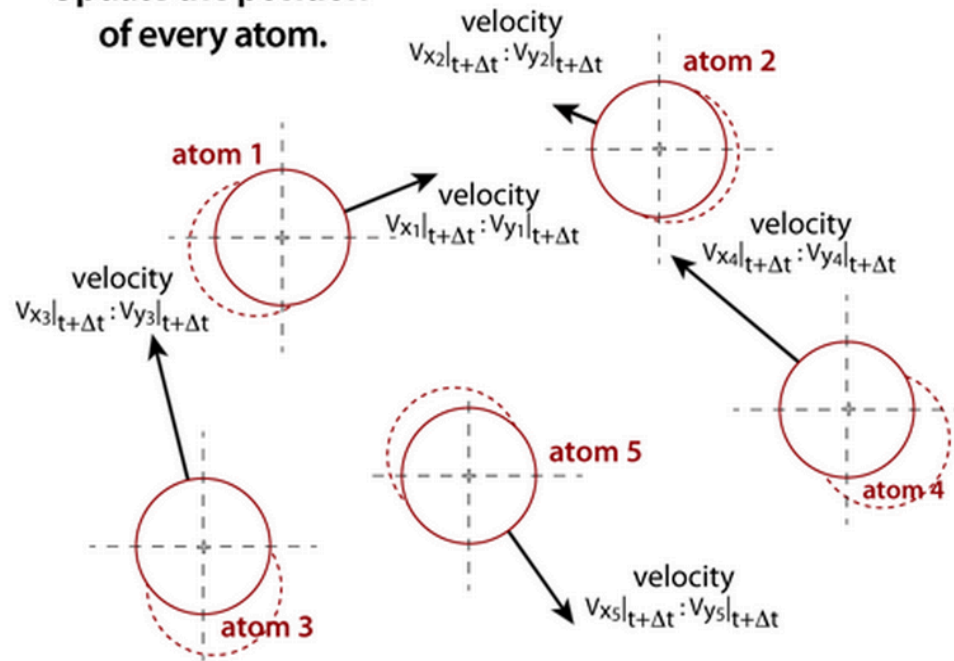
Update the velocity
of every atom.



step 5

Once the net force on each of the atoms is known, the velocities can be estimated from Newton's law assuming that the forces are constant over a small enough increment in time. The time steps in molecular dynamics simulations are very small, typically between femtoseconds ($1\text{fs} = 1 \times 10^{-15}\text{ s}$) and picoseconds ($1\text{ps} = 1 \times 10^{-12}\text{ s}$). Essentially, the acceleration on the atom is multiplied by the time step to determine the change in velocity. After all of the velocities are determined, a thermostat is used to scale the velocities in such a way that the appropriate energy of the system is maintained.

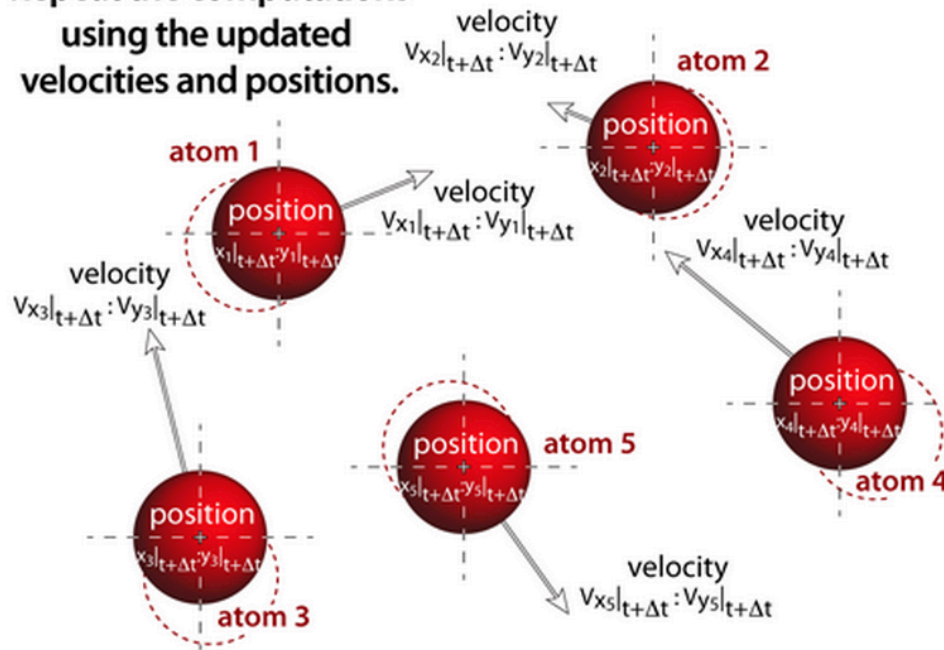
Update the position
of every atom.



step 6

The positions of each atom must also be updated. Once the net forces that are acting on the atoms are known, then the positions of each atom can be updated through very accurate integration algorithms. These integrators, such as the Verlet or Leap-Frog algorithms, will increment the position of an atom from its current position based on the net force, velocity, and time step. The integration methods, thermostats, and time steps must be selected based on compromises between accuracy, stability, and speed.

Repeat the computations
using the updated
velocities and positions.

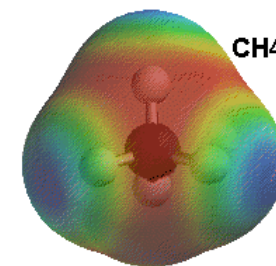
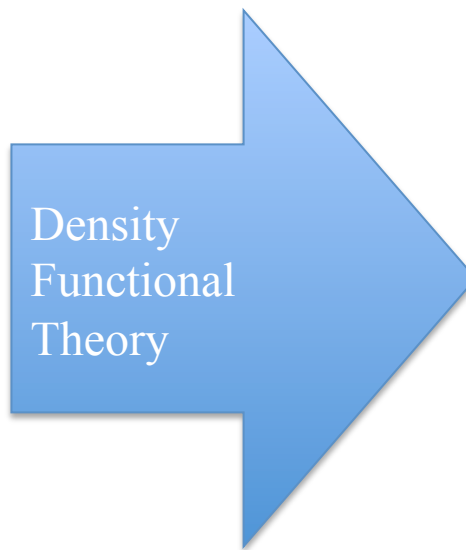
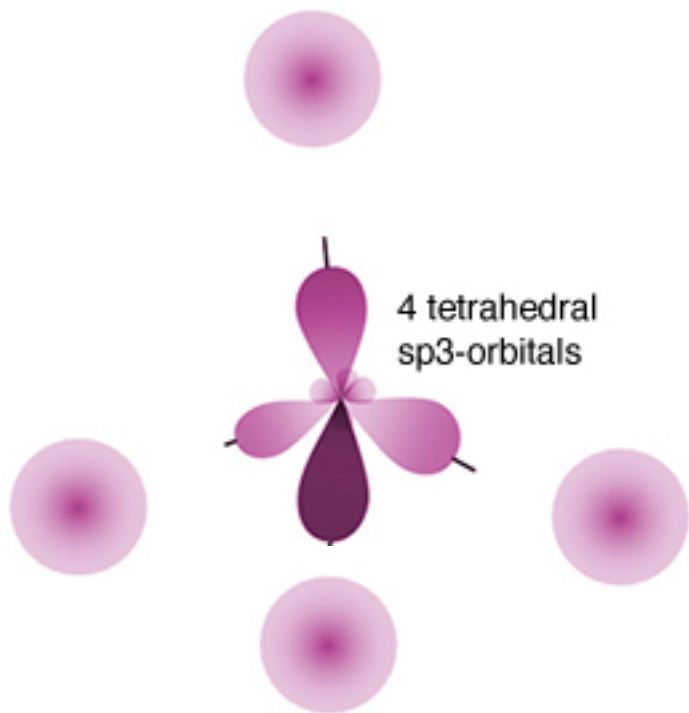


Timesteps ~ 1 femtosecond

Statistics after \sim ten(s) of picoseconds

step 7

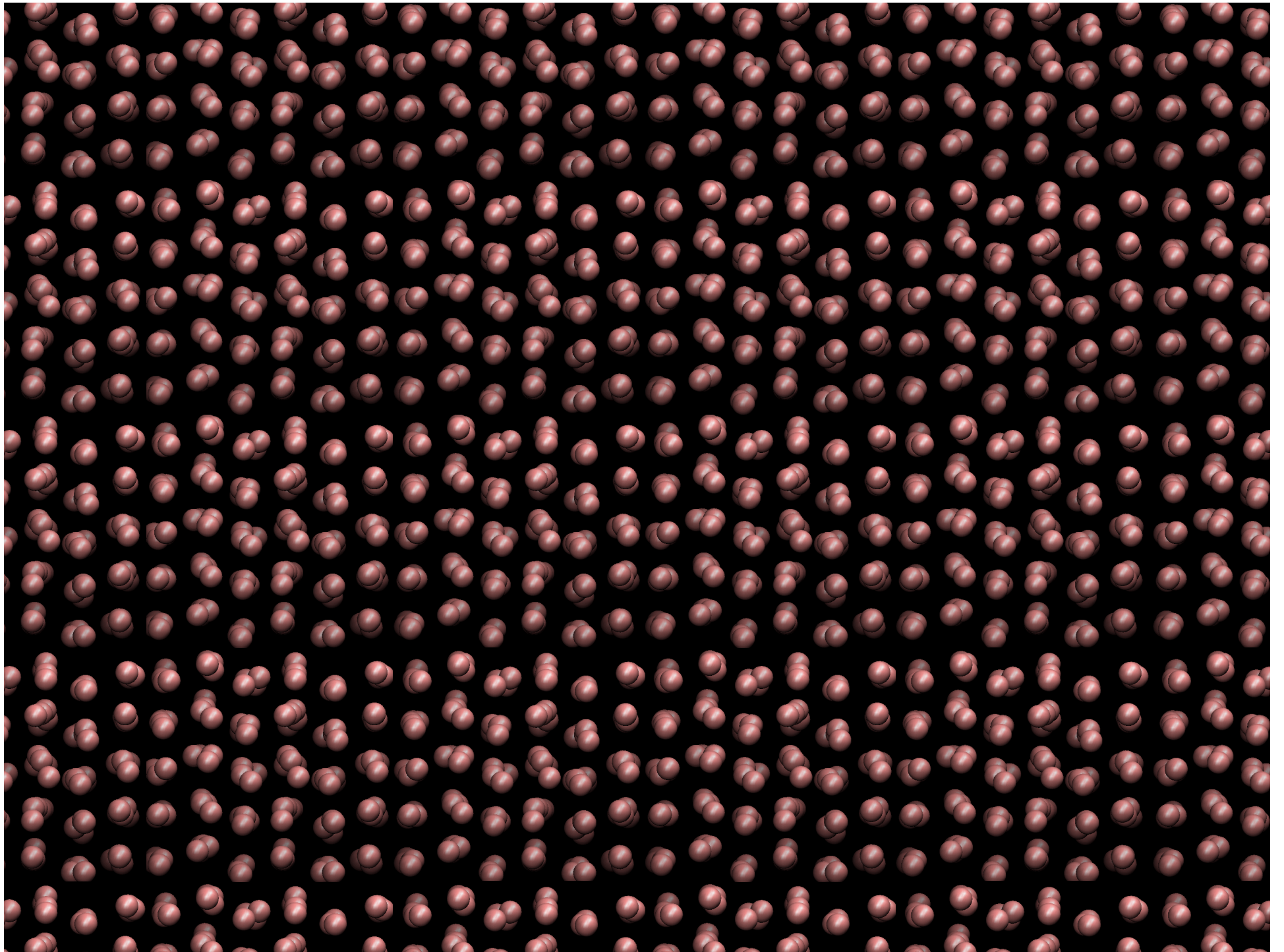
Molecular dynamics experiments proceed iteratively, where the output from one iteration becomes the input to the next (*i.e.* this step now becomes step 1 and the process repeats!). The above sequence of steps represents the computational process that occurs numerous times before the atoms are rendered to the screen. In these simulations, this computational loop will actually be repeated 5-20 times (depending on the number of atoms within the simulation) before the atoms are drawn to the screen. As the number of atoms in the simulation increases the time it takes to compute the new positions and velocities also increases. And in an effort to keep the simulation interactive, the atoms are drawn more frequently as the simulation size increases; this results in the atoms appearing to move more slowly as the number of atoms increases — *an unavoidable consequence of complex "real-time" computational simulations.*

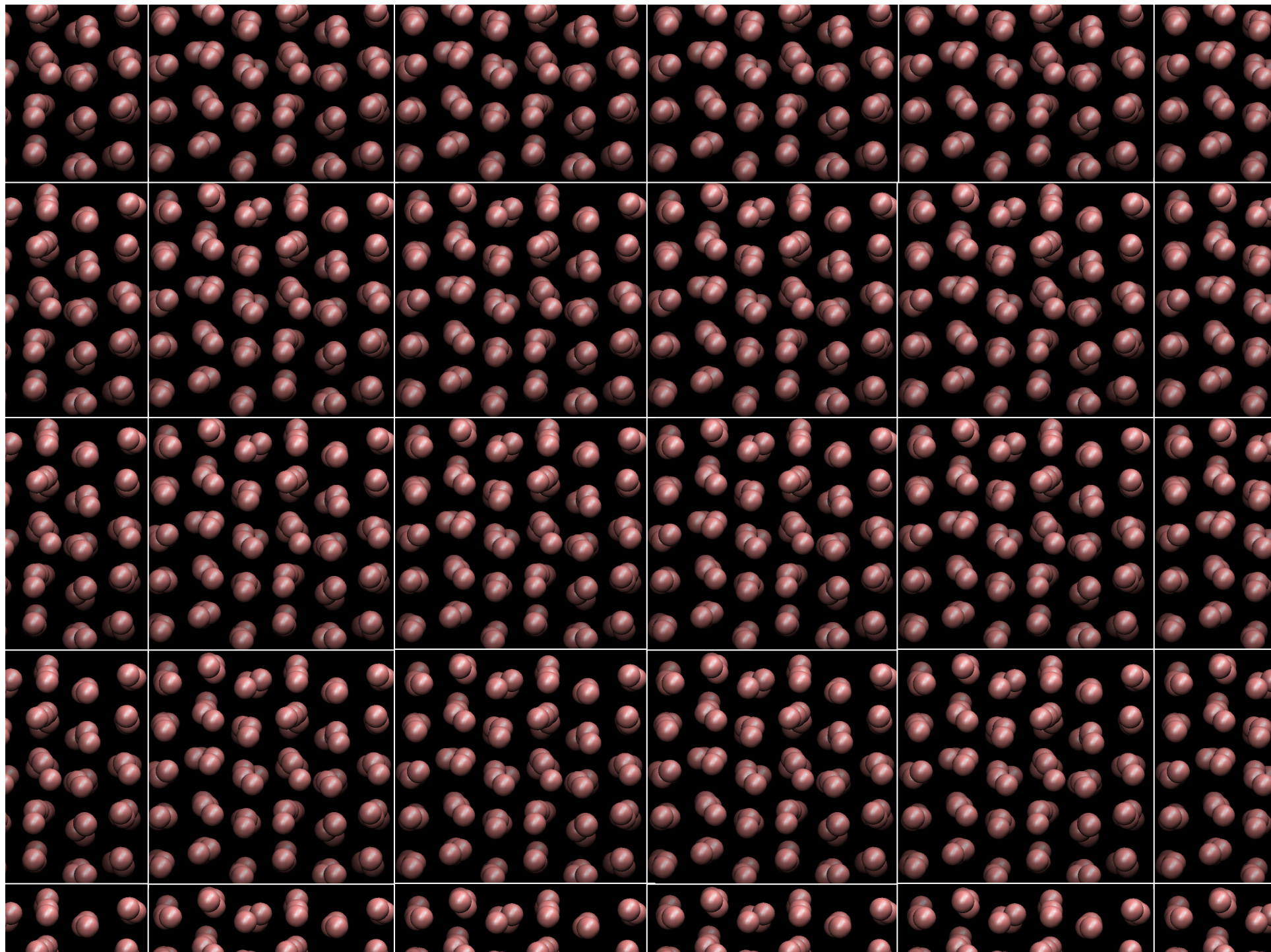


ENERGY + CHARGE

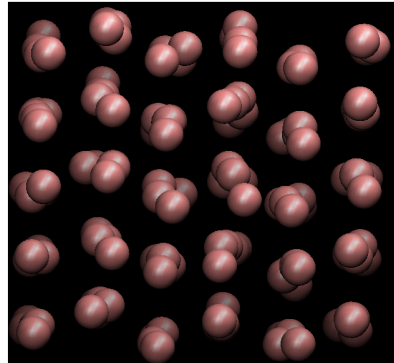


ALL PHYSICAL PROPERTIES





PROCEDURE



We calculate the
forces acting on the atoms

=>

From there we obtain
velocities

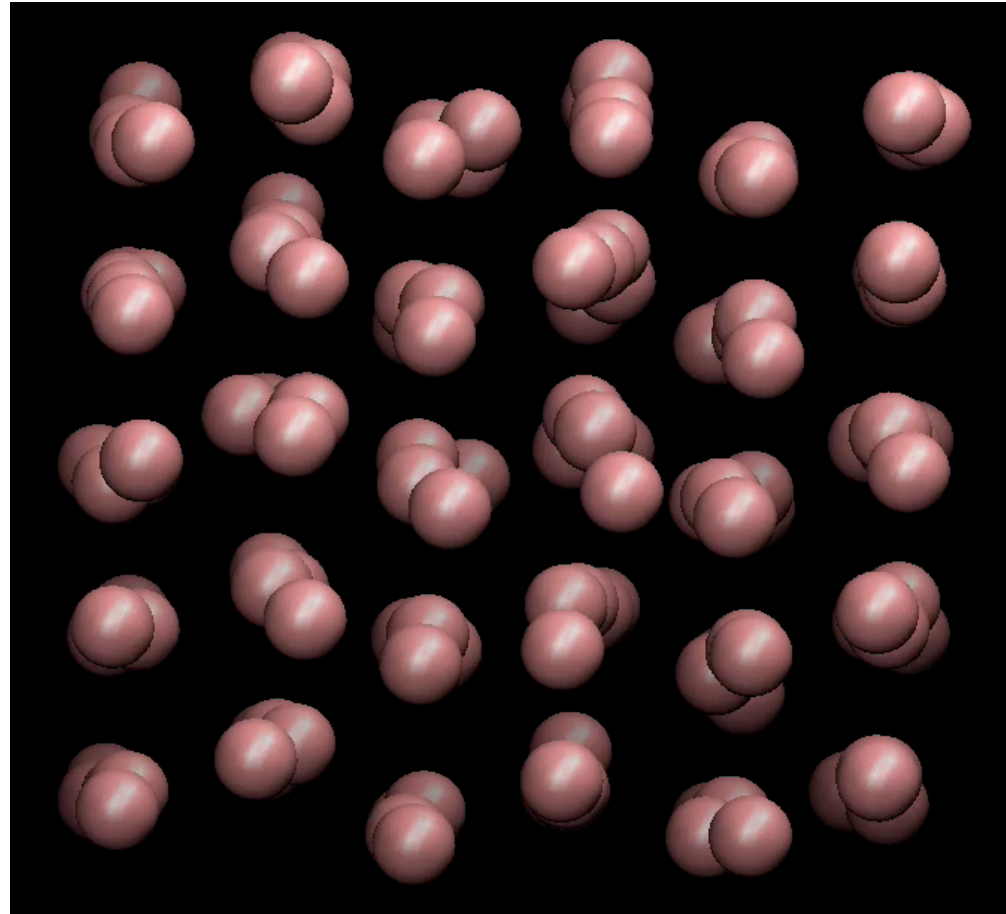
=> thanks to Newton,

We calculate the new positions

Time step on the order of 1 fs (1 femtosecond = 10^{-15} seconds !!!!)

PROCEDURE

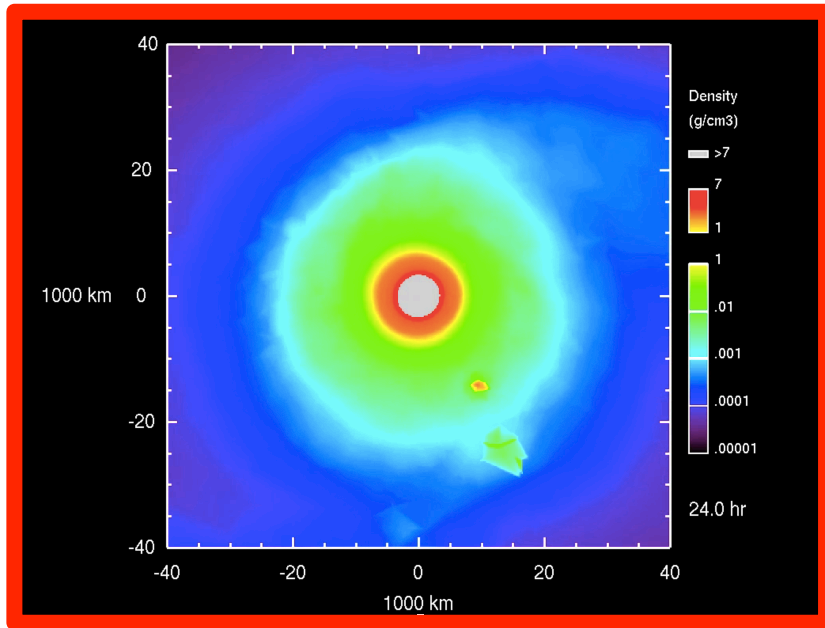
We start with a snapshot of a vibrating solid and heat it up until it melts.
Overheating!
Velocity of moving atoms scales with temperature.



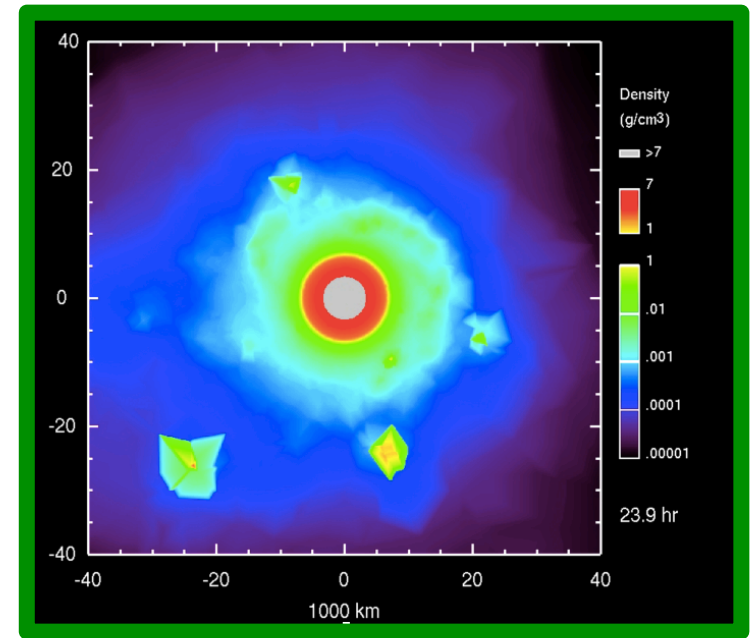
Simulation time on the order of a few ps

(1 picosecond = 10^3 femtoseconds)

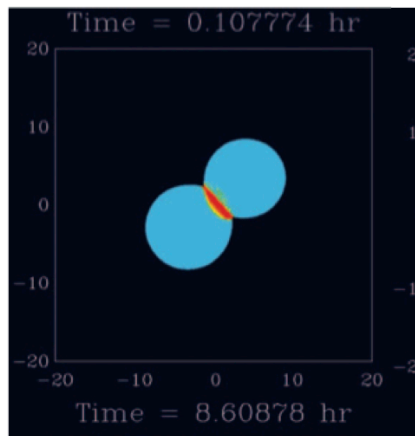
THE GIANT IMPACT



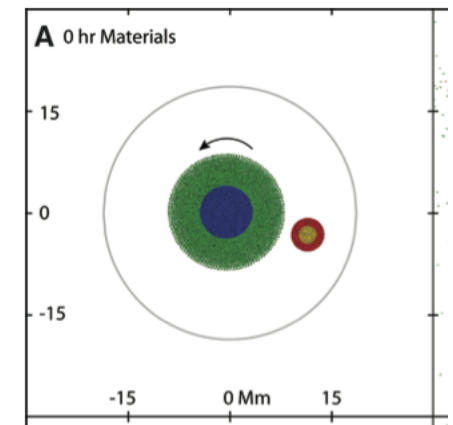
similar sized impactor and proto-Earth



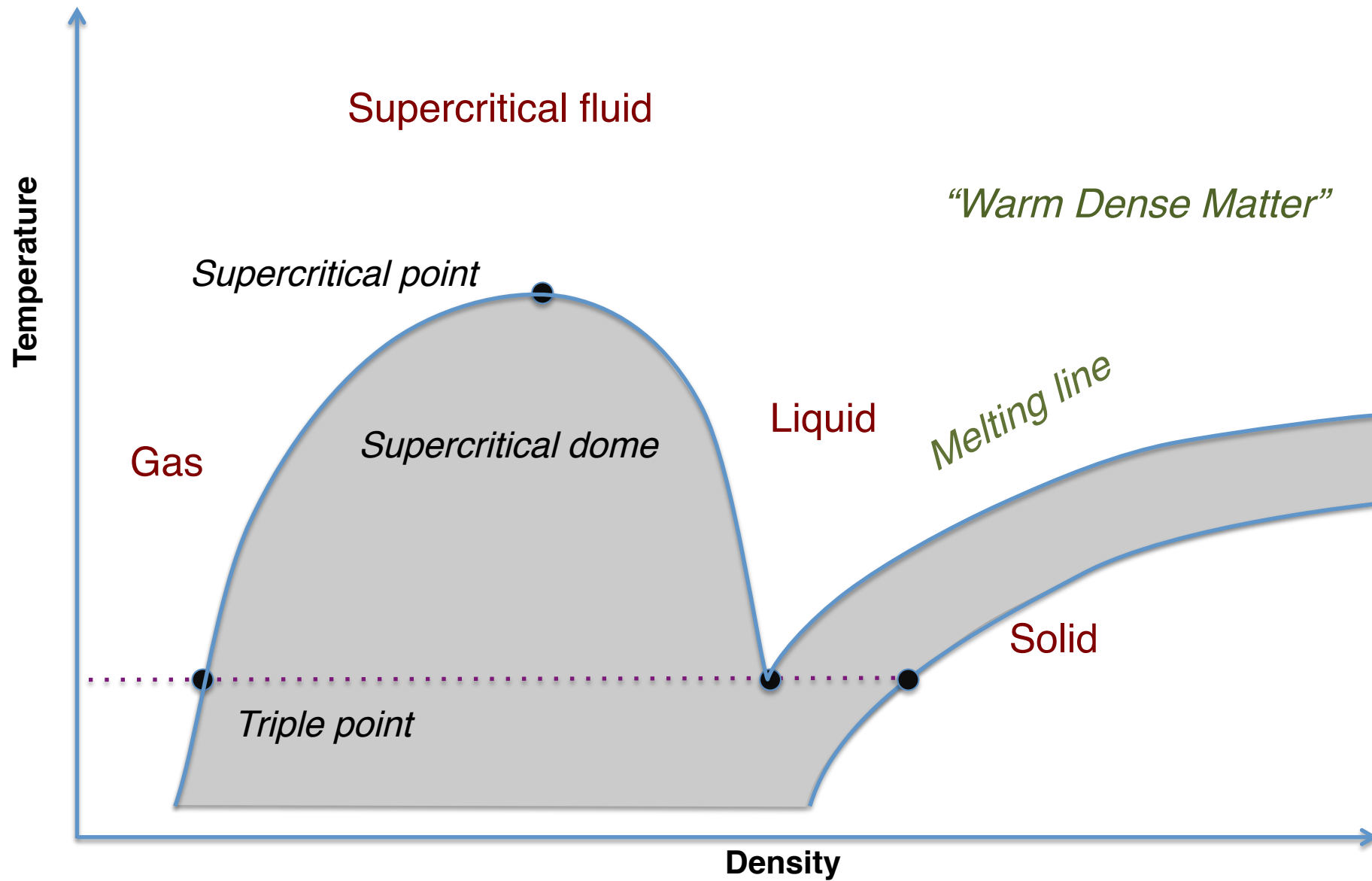
fast-spinning large proto-Earth + small impactor

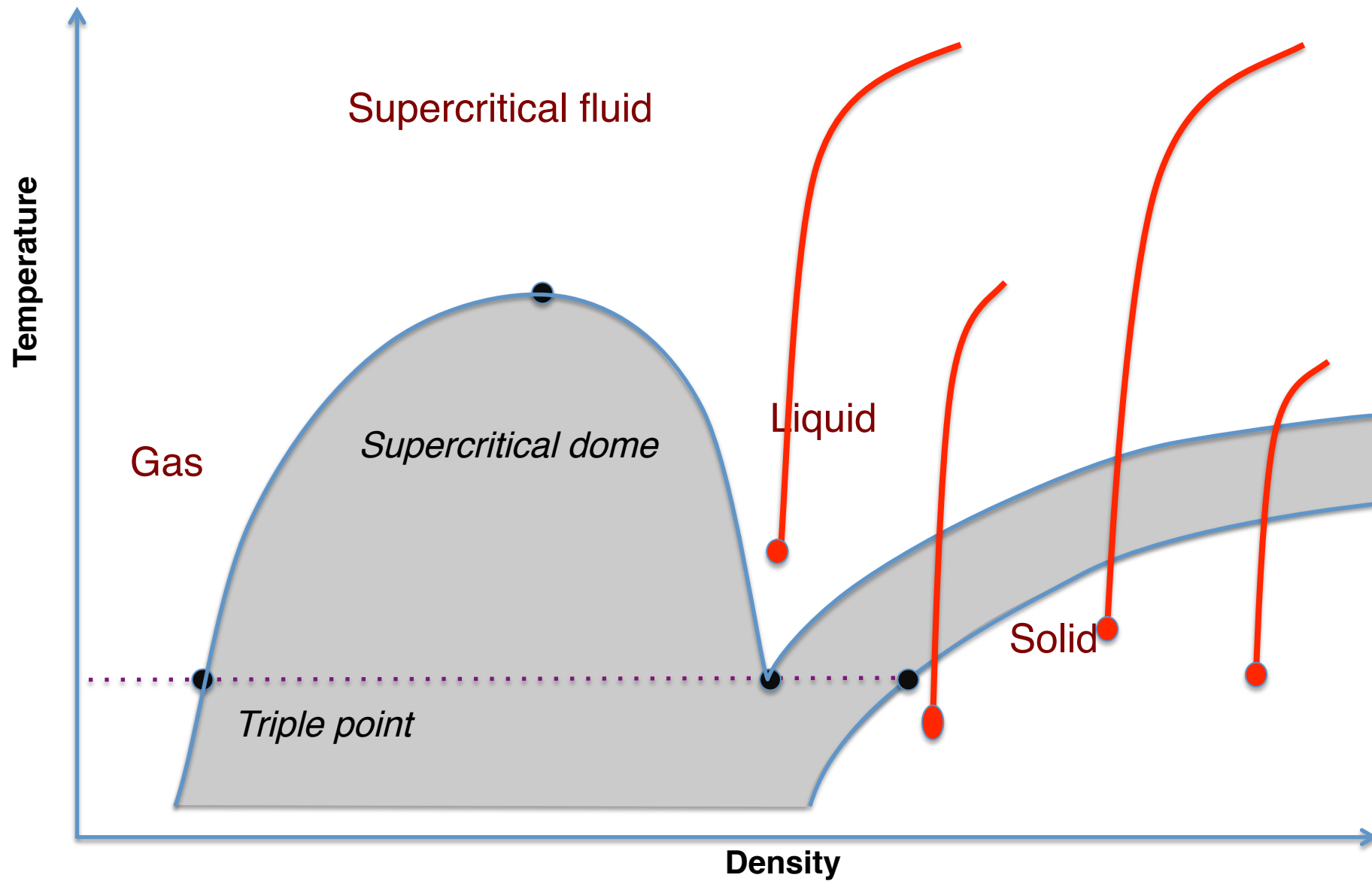


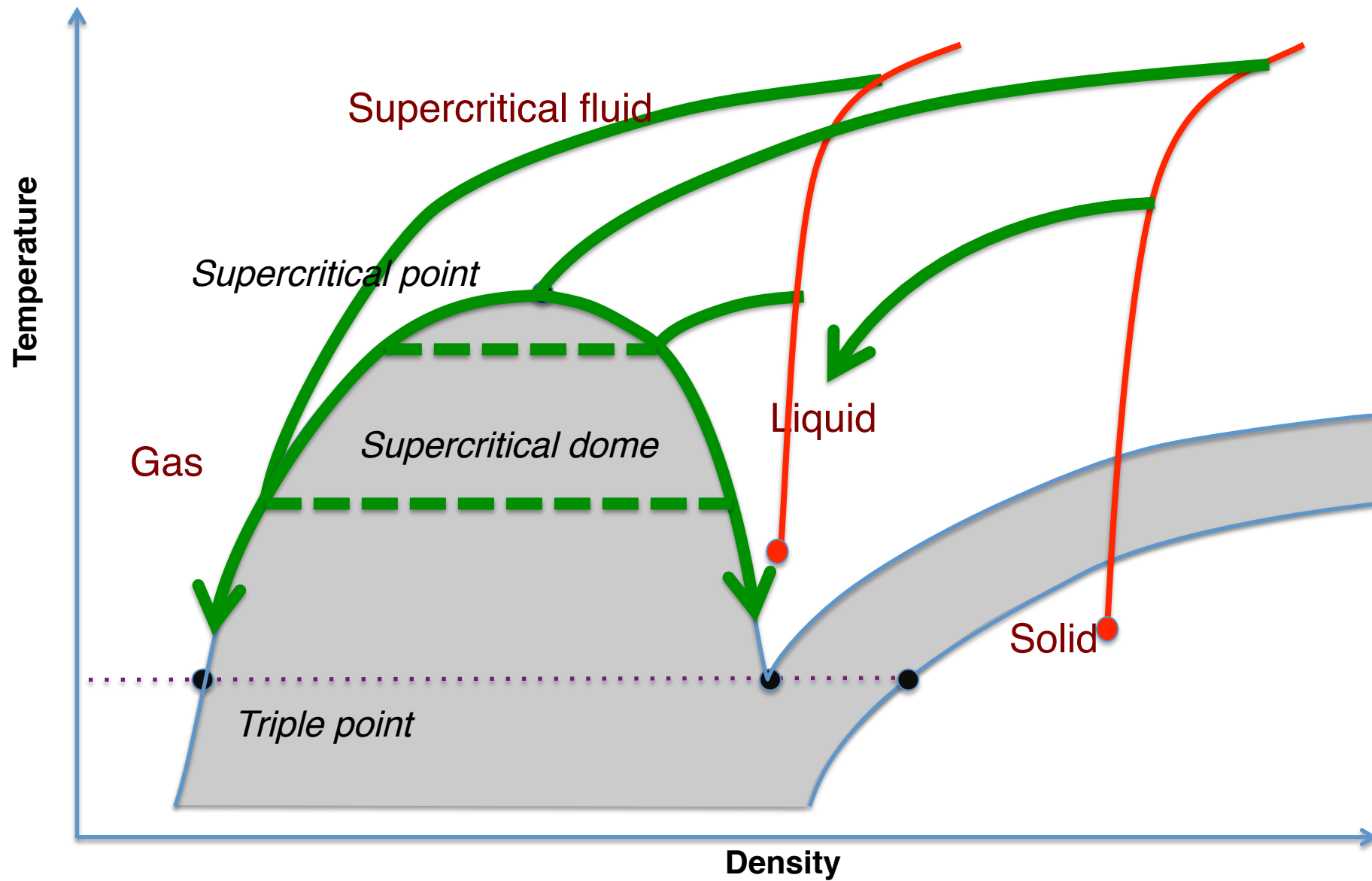
Canup et al., Science 2012

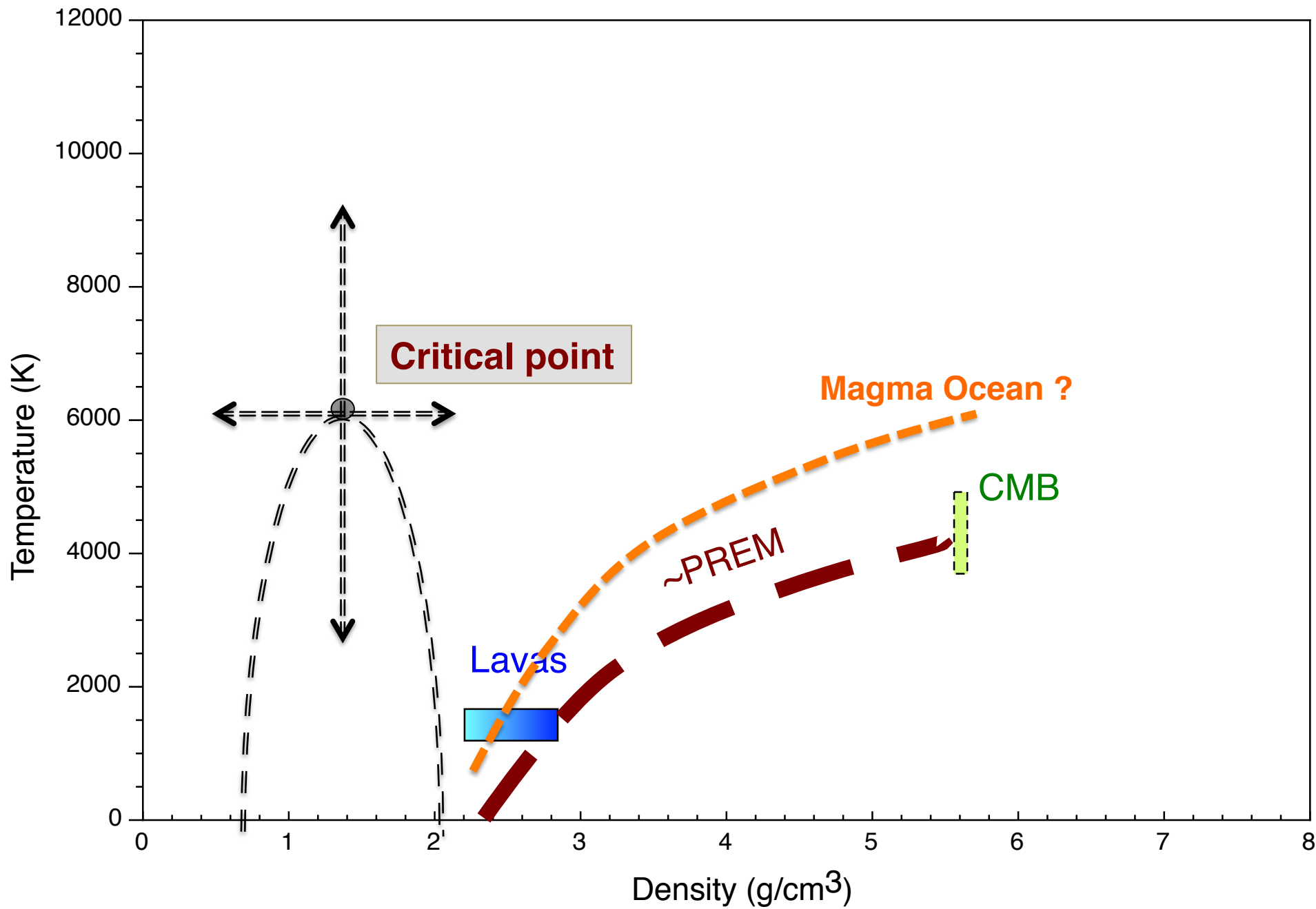


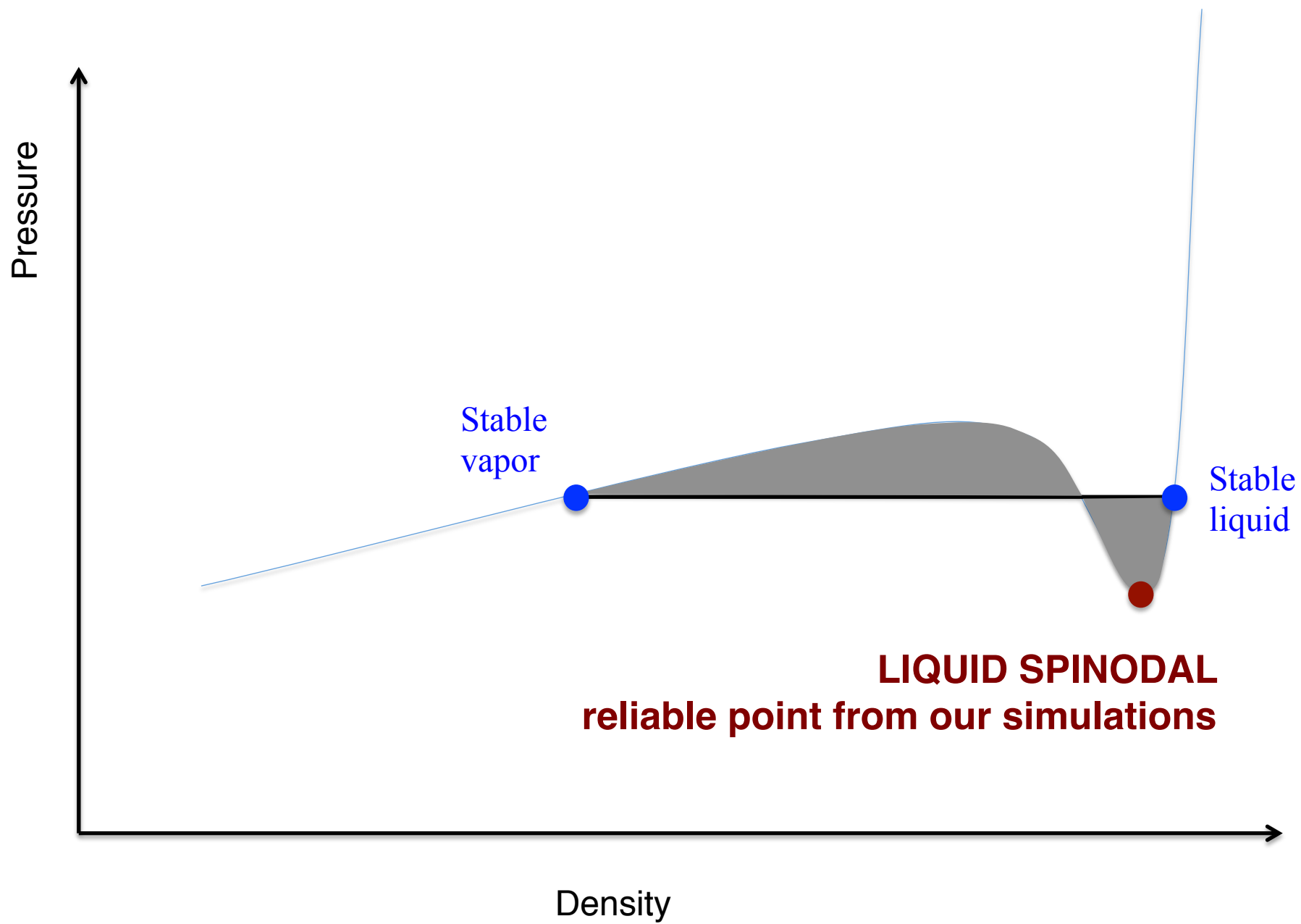
Ćuk and Stewart, Science 2012

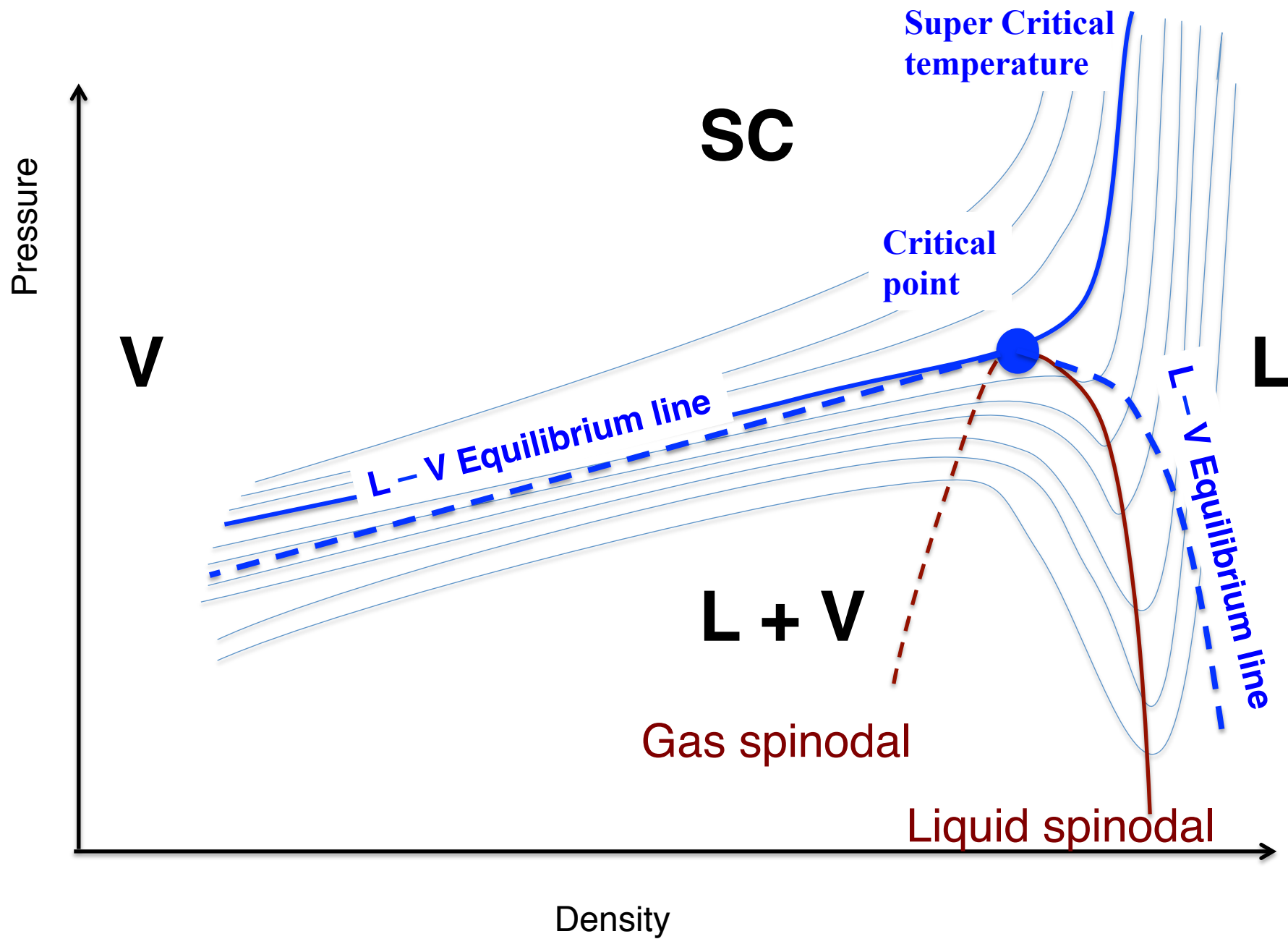


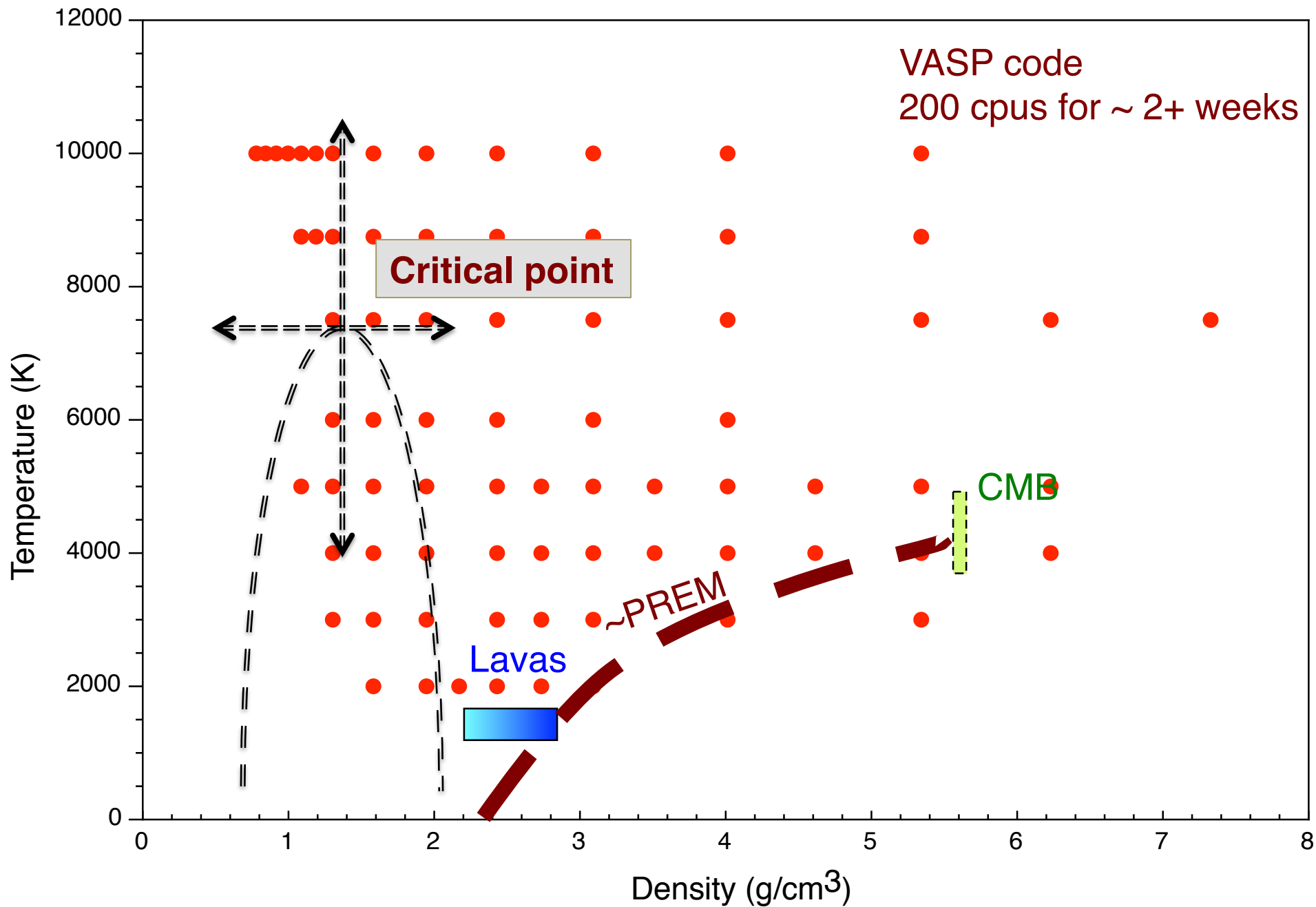










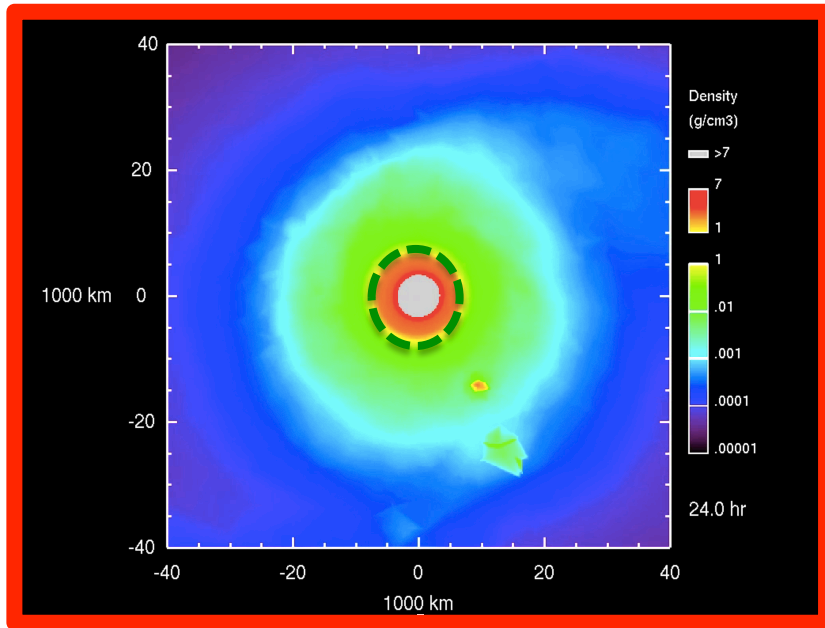


CONCLUSIONS

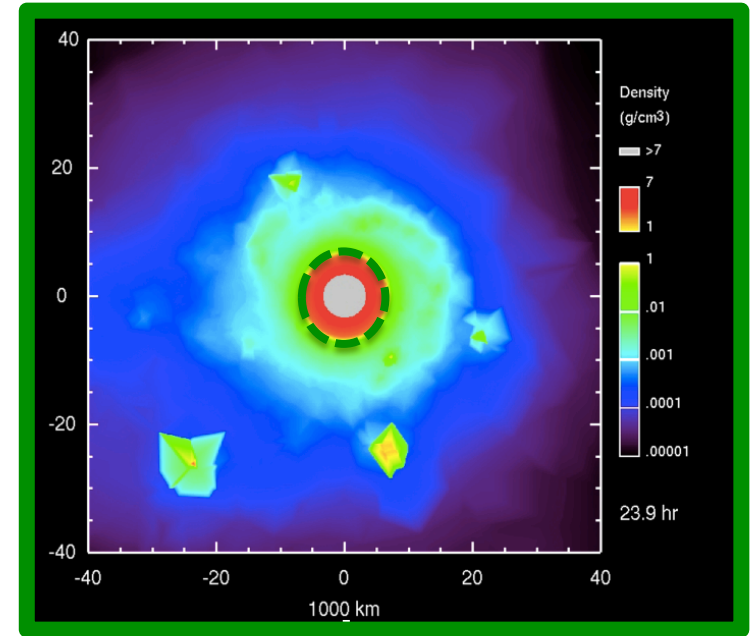
Identifying the vapor vs liquid vs supercritical state is not trivial

- Bubbles nucleation spontaneous => marks the spinodal – the moment when the liquid becomes unstable
- This allows us to constrain the condensation of the protolunar disk
- The melt in supercritical state has peculiar properties, like speciation

CONCLUSIONS



similar sized impactor and proto-Earth



fast-spinning large proto-Earth + small impactor

Outer-green part:

- smaller than supercritical density \Rightarrow L + V
- volatiles and melt separate on cooling

Inner-green part:

- larger than supercritical density \Rightarrow L
- volatiles dissolved into melt, less degassing