

# Runaway growth in protoplanetary disks

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# Outline

- Characteristics of Runaway Growth (RG)
- Modeling RG
  - Continuous vs discrete methods
  - High dynamic range Monte Carlo method
- Planetesimal accretion in the Kuiper Belt

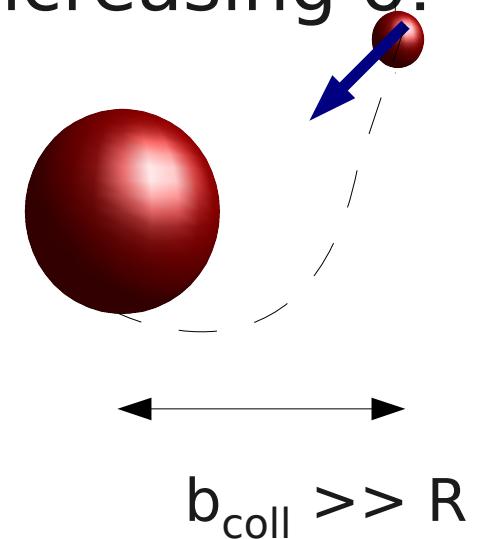
# Terminology

- Usage of “runaway growth”
  - Positive feedback (e.g., thermal runaway)
  - Accretion of gas on planet
  - Within a single population due to coagulation
    - e.g., dust grains, planetesimals, stellar systems
  - Mathematically, referred to as “gelation”  
Instantaneous!

# Gravitational focussing

- Massive particles (planetesimals) gravitationally attract each other, increasing  $\sigma$ :

$$\sigma_{ij} = \sigma_{\text{geom}} \left[ 1 + \left( \frac{v_{\text{esc}}}{\Delta v} \right)^2 \right]; \quad v_{\text{esc}}^2 = \frac{GM_{\text{big}}}{R}$$



Thus,  $\sigma \propto (M_{\text{big}})^{4/3}$  if  $\Delta v < v_{\text{esc}}$

- Potential for RG in grav.-dominated regime.

# Runaway growth (RG)

- Define RG as  $\frac{d(M_1/M_2)}{dt} > 0$ 
  - Particles **separate** in mass
  - Condition independent of absolute rate of growth
- $dM/dt$  determined by the collision kernel

$$K_{ij} = \sigma_{ij} \Delta v_{ij}; \quad \text{if } K_{ij} \propto M_i^\nu m_j^{\beta-\nu} \quad (M_i \gg m_j) \quad \text{then}$$

- It follows [e.g., Lee 2000; Ormel & Spaans (2008)]:
  - If  $\nu > 1$ : RG, instantaneous (!) in the limit  $N \rightarrow \infty$
  - If  $\nu \leq 1, \beta > 1$ : RG after a time  $t_0$
- Gravitational focusing  $\sigma \propto M^{4/3}$ ;  $\nu > 1$  possible

# Modelling RG

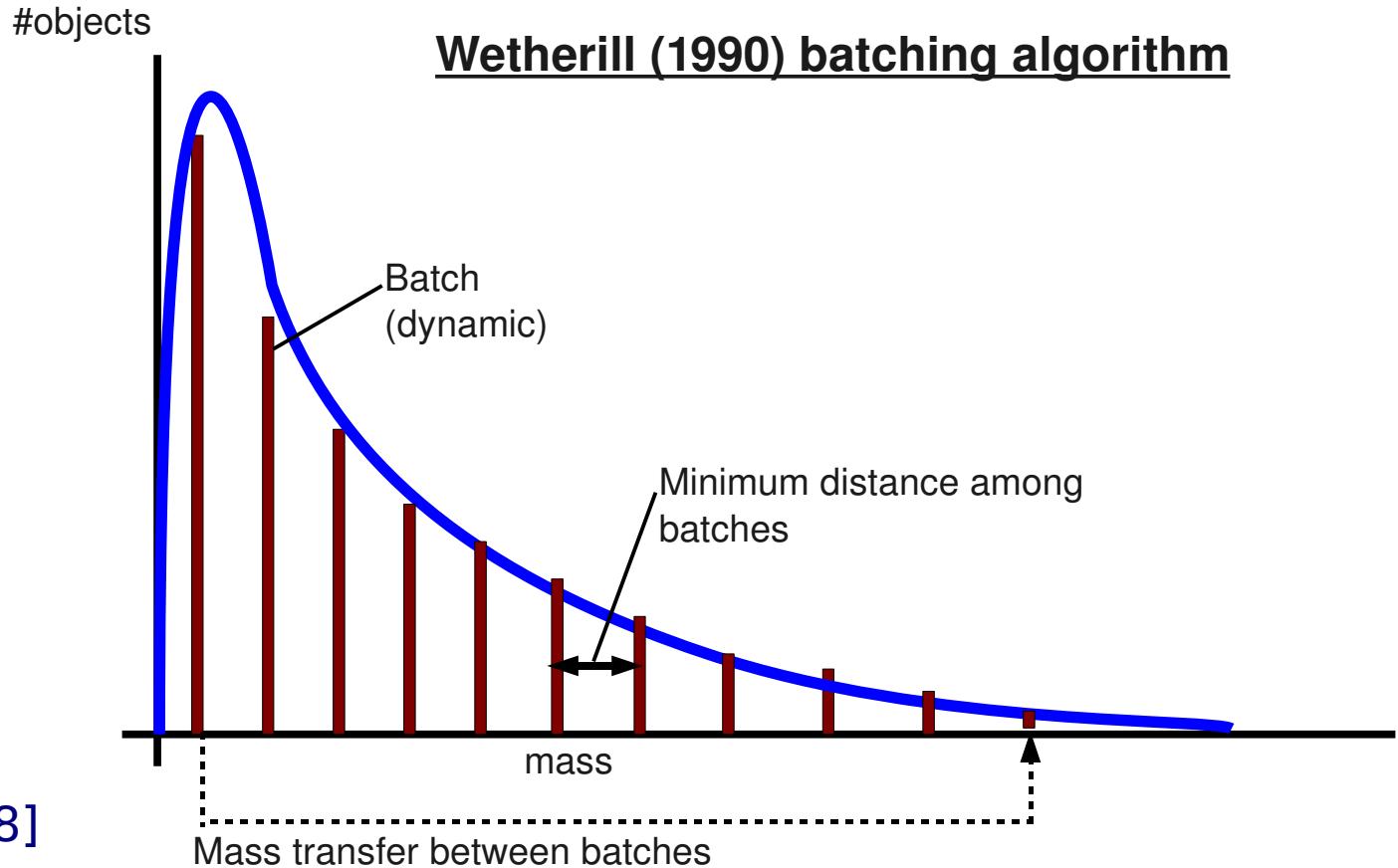
- Difficult for continuous methods

But see Lee (2000, 2001)

- Enforce  
discretization

[e.g., Wetherill 1990,  
Kenyon & Luu (1999),  
Inaba et al. (2001)]

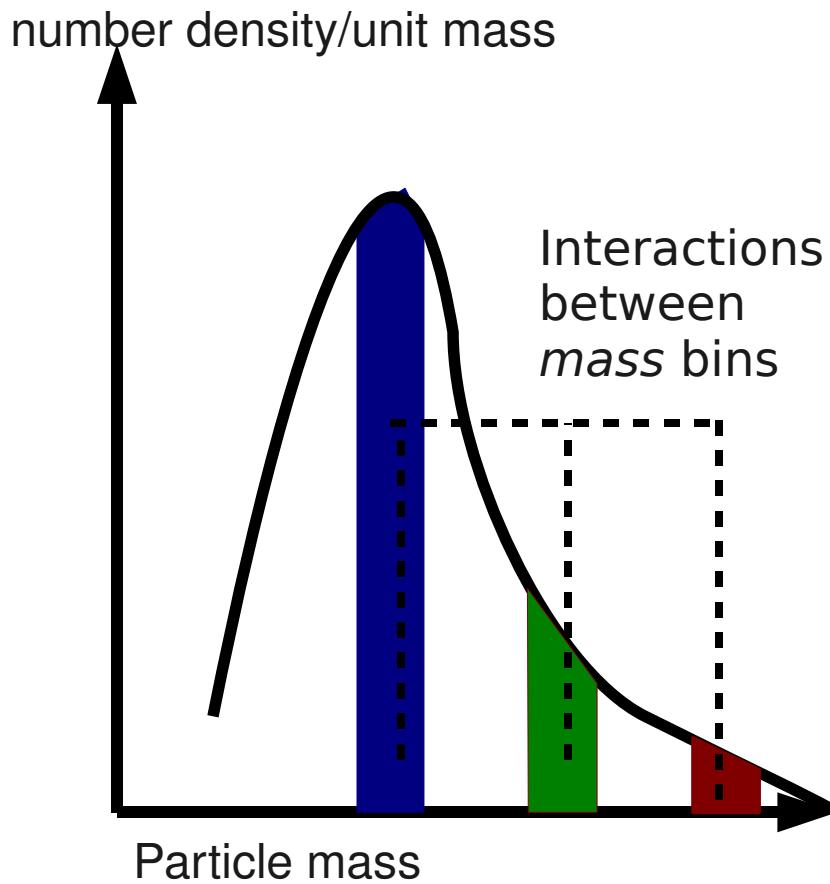
- Use a Monte  
Carlo method  
[Ormel & Spaans 2008]



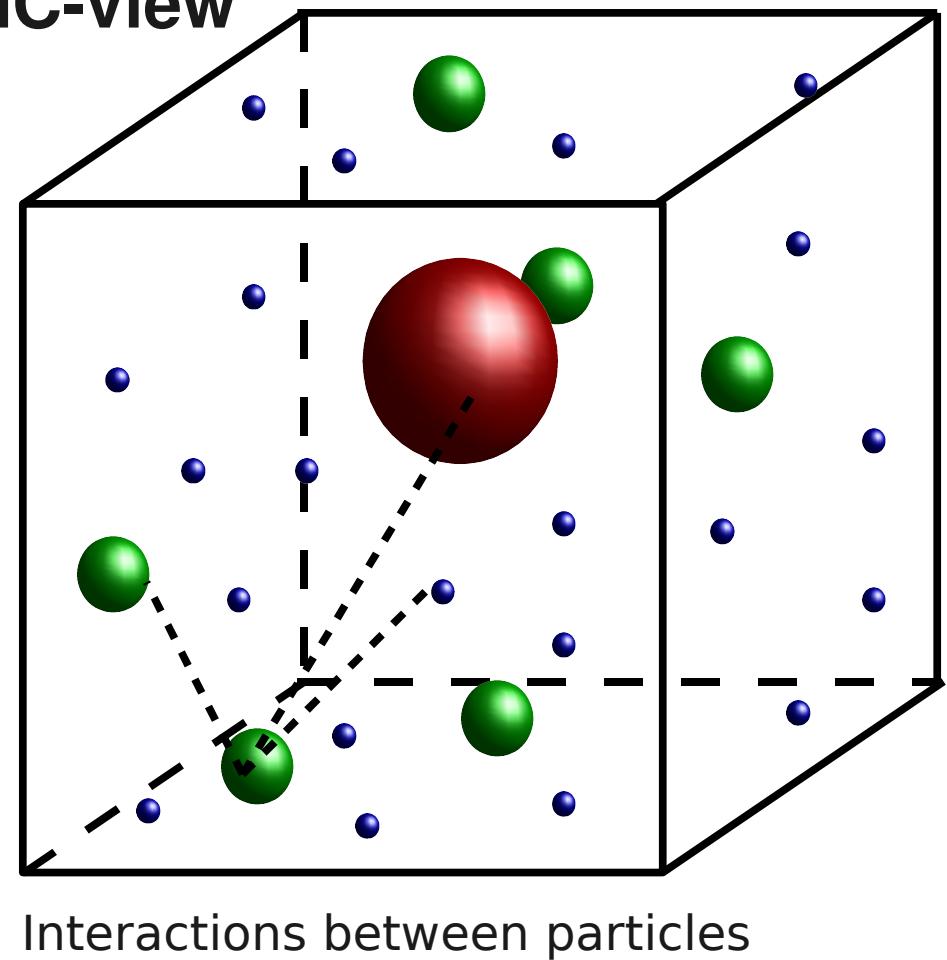
# Continuous vs Monte Carlo (MC)

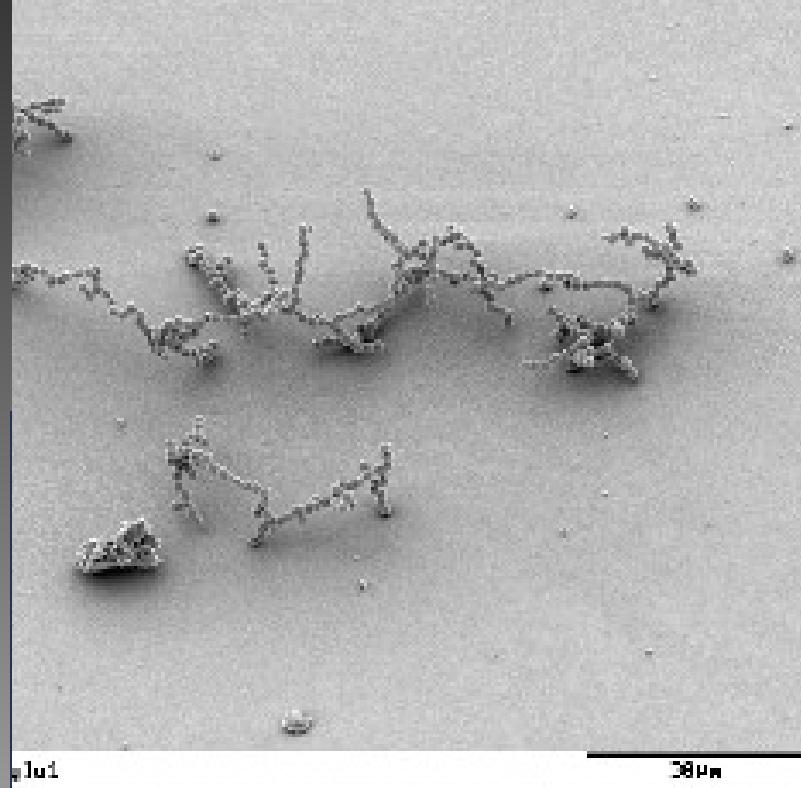
## Continuous view

(distribution method)



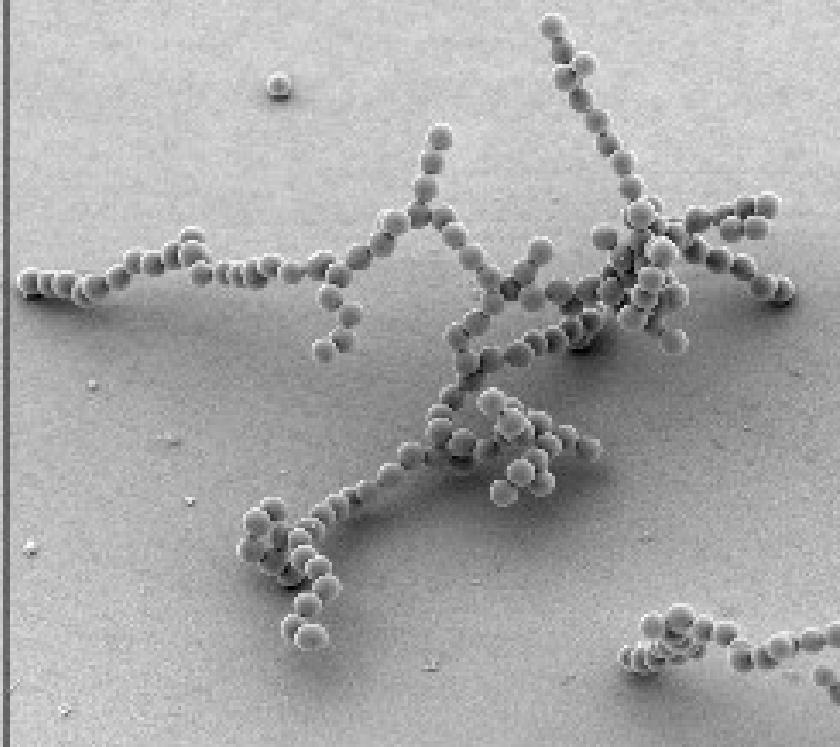
## MC-view





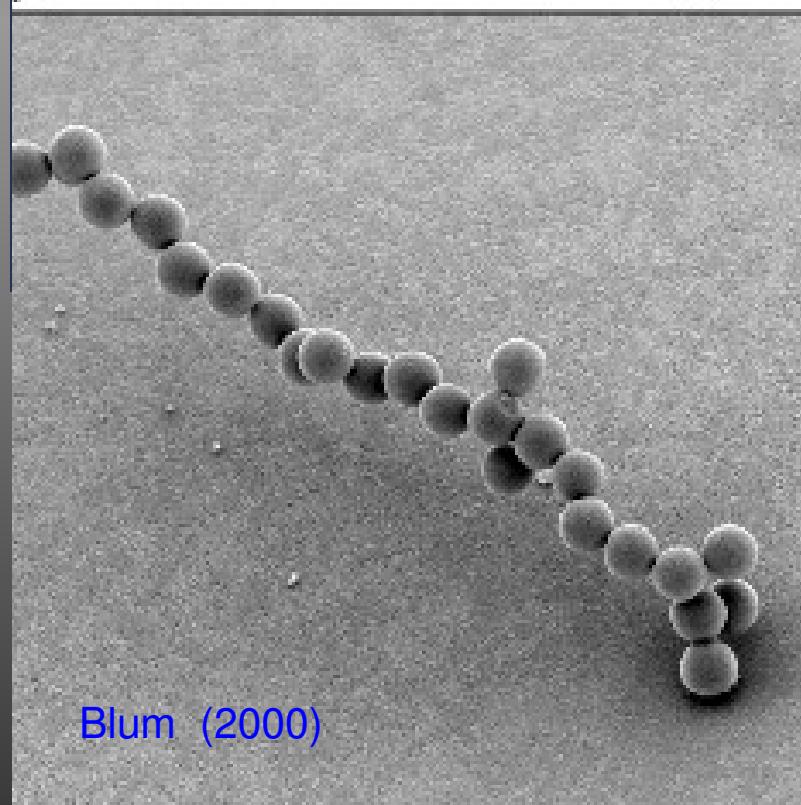
glu

38  $\mu\text{m}$

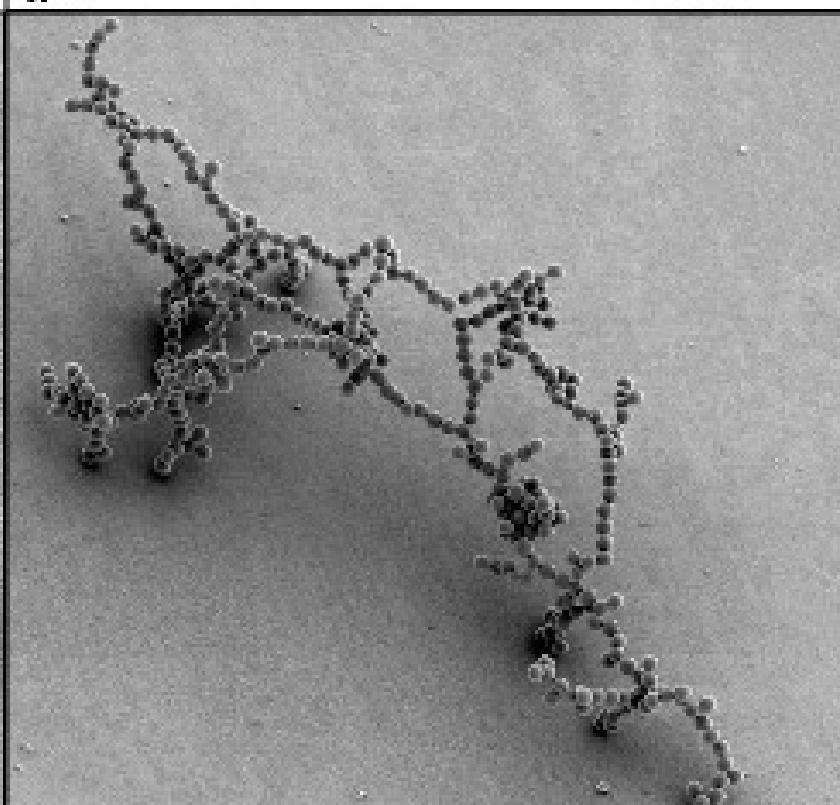


agg. inc?

10  $\mu\text{m}$



Blum (2000)

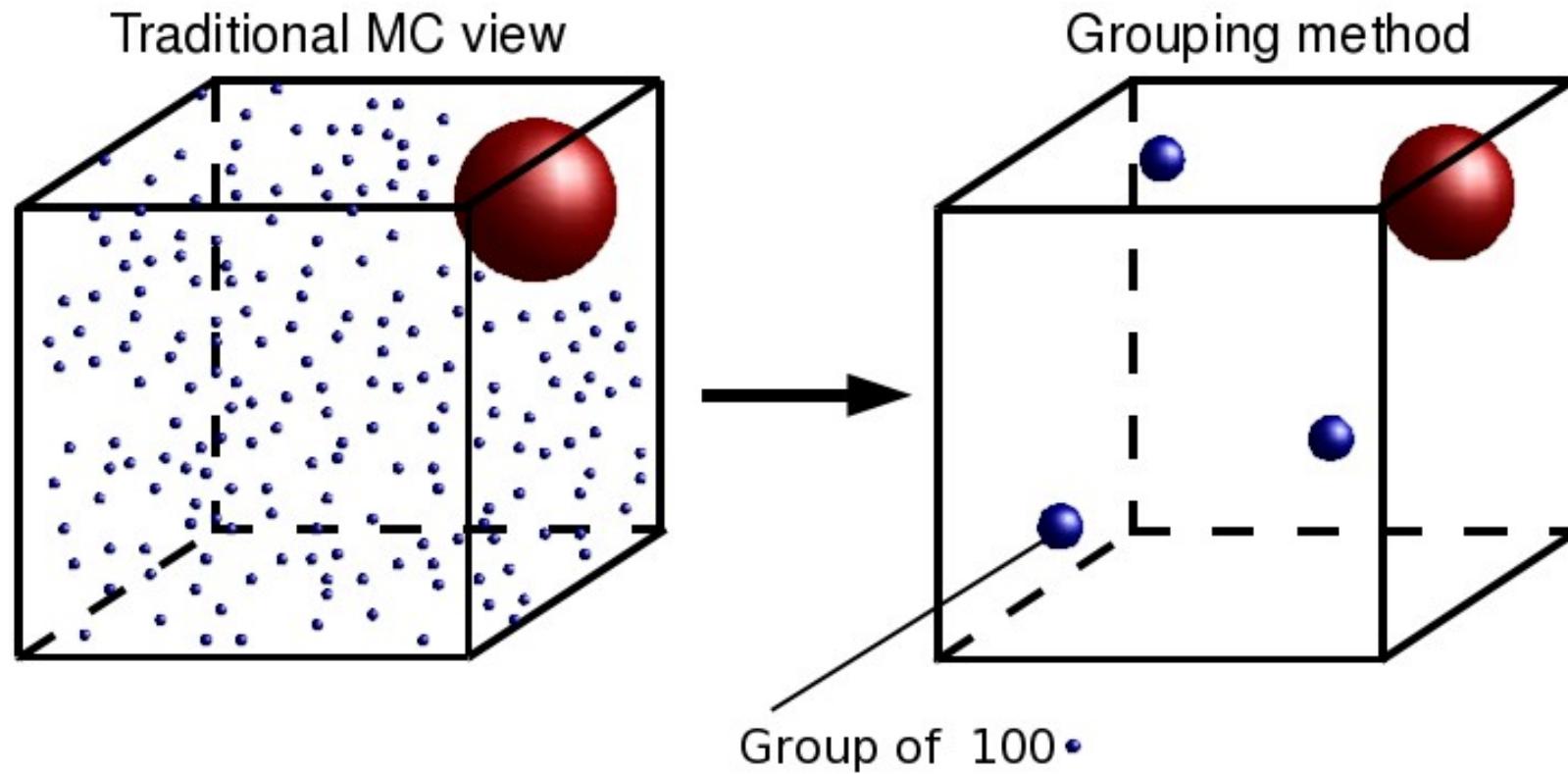


# Monte Carlo coagulation

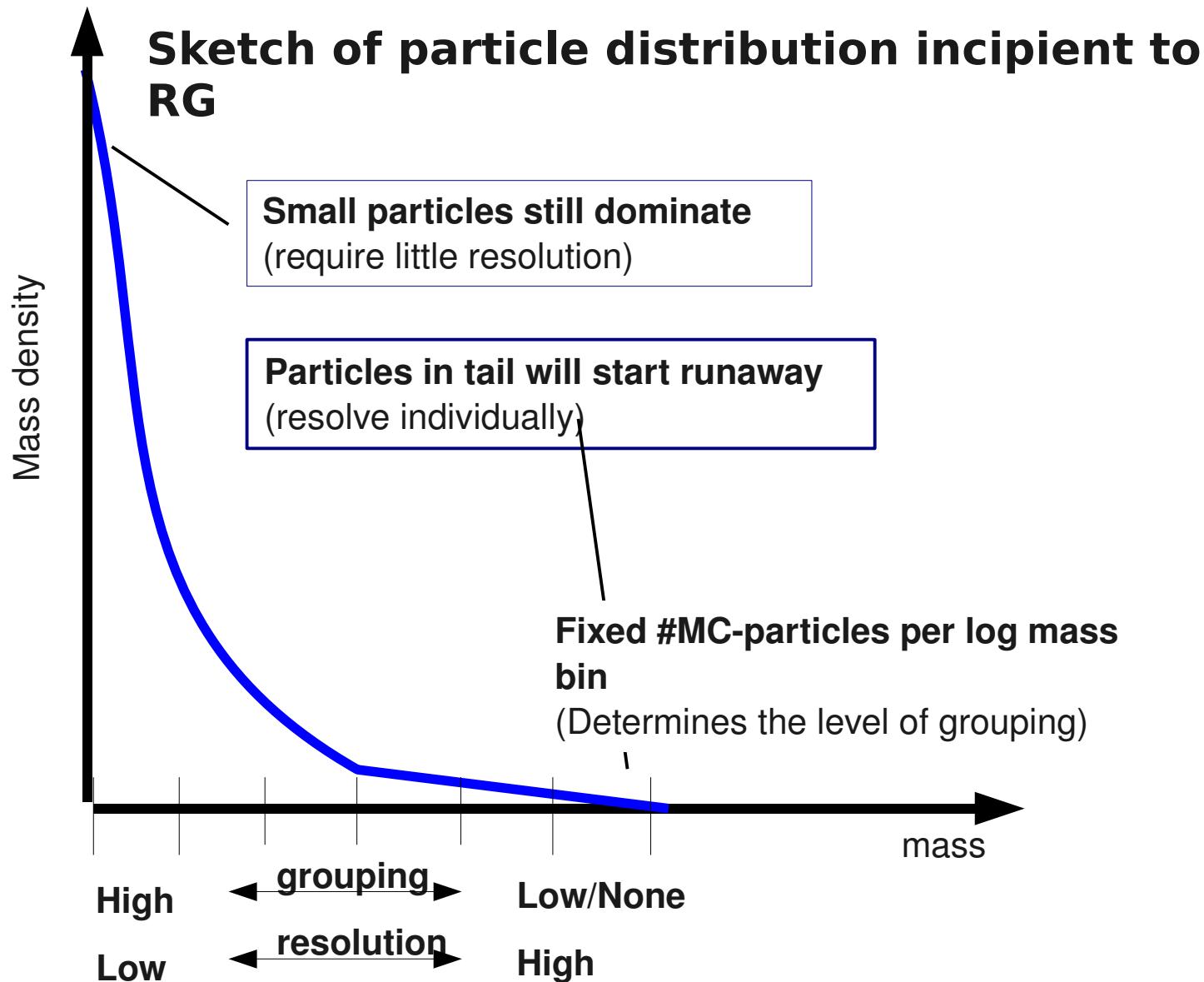
- Main advantage: include “particle” properties
  - E.g., porosity, composition, eccentricity, etc.
  - See poster P5.5 by A. Zsom et al.
- But how to manage  $10^x$  dust particles/planetesimals with MC?
- MC at high dynamic range: 2 tricks

# Ingredient #1: grouping

MC grouping: group particles and collisions



# Ingredient #2: flexible grouping



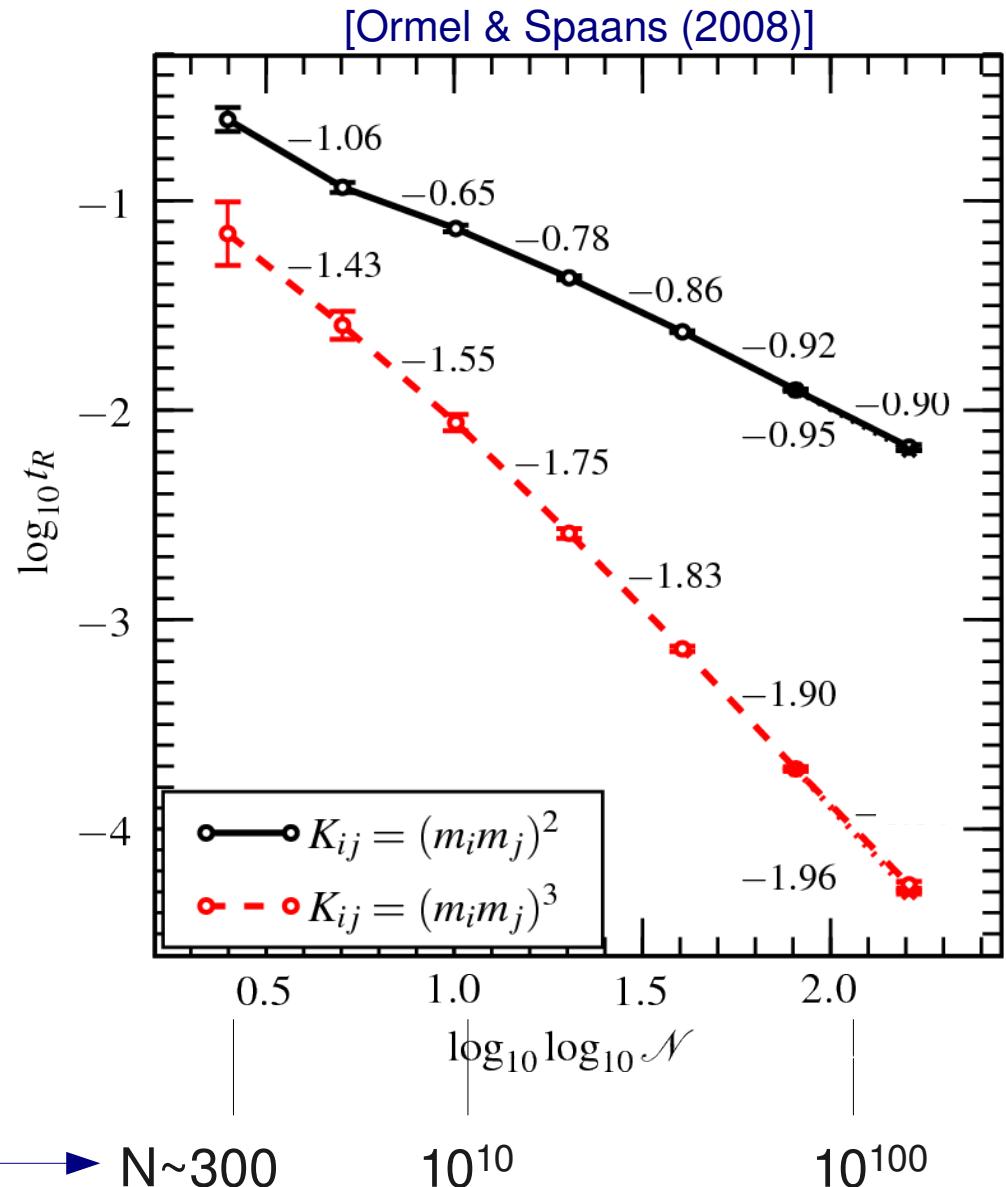
# Strong runaway growth

- Test behavior of kernels  $K \propto (m_i m_j)^\nu$  with  $\nu=2,3$ 
  - Prediction: runaway time  $t_R$  scales as [Malyskin & Goodman (2001)]

$$t_R \propto (\log N)^{1-\nu}$$

slope -1, -2

Note:  $N$  (initial #particles) sets simulation size; number density same in all models!



# Application: runaway growth in Kuiper Belt

- Model characteristics/approximations
  - Include velocity evolution; i.e., encounters can result in:
    - Collisions
    - Dynamical friction (energy equipartition)
    - Viscous stirring
  - Use order-of-magnitude expressions [Greenberg et al. (1991); Goldreich et al. (2004)]
  - Assume eccentricities~inclinations; calculate (random) velocity change.

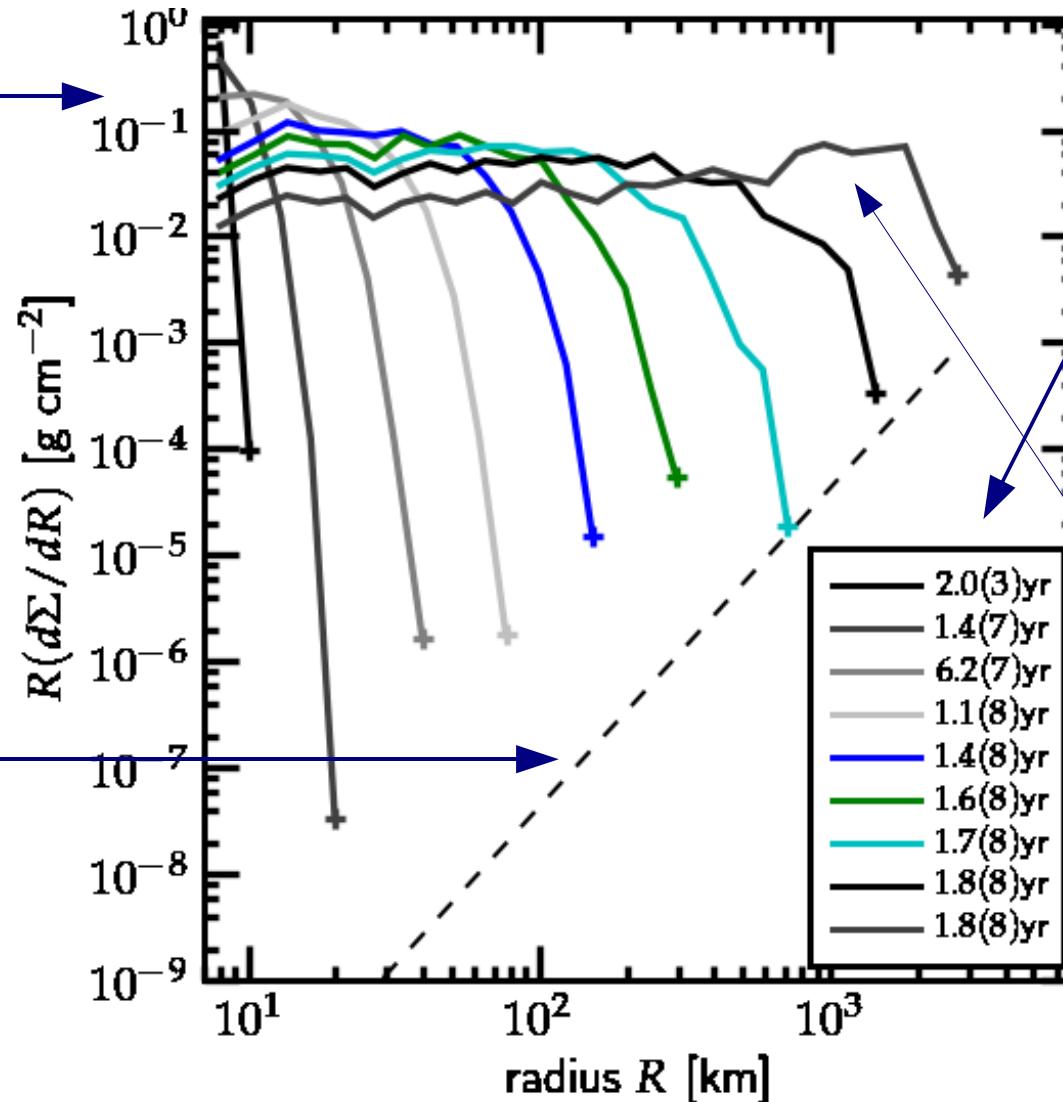
# Approximations (ctd)

- .....
- No fragmentation; all collisional collisions result in accretion; no gas drag
- No spatial inhomogeneities
- Simulate accretion @35 AU in a 6AU annulus (few Earth masses;
- Start monodisperse planetesimal population of 8km and  $\Delta v = 3$  m/s. (cf. Kenyon & Luu, 1999)

# Results: w/o velocity evol.

-Y-axis indicates relative contribution by mass

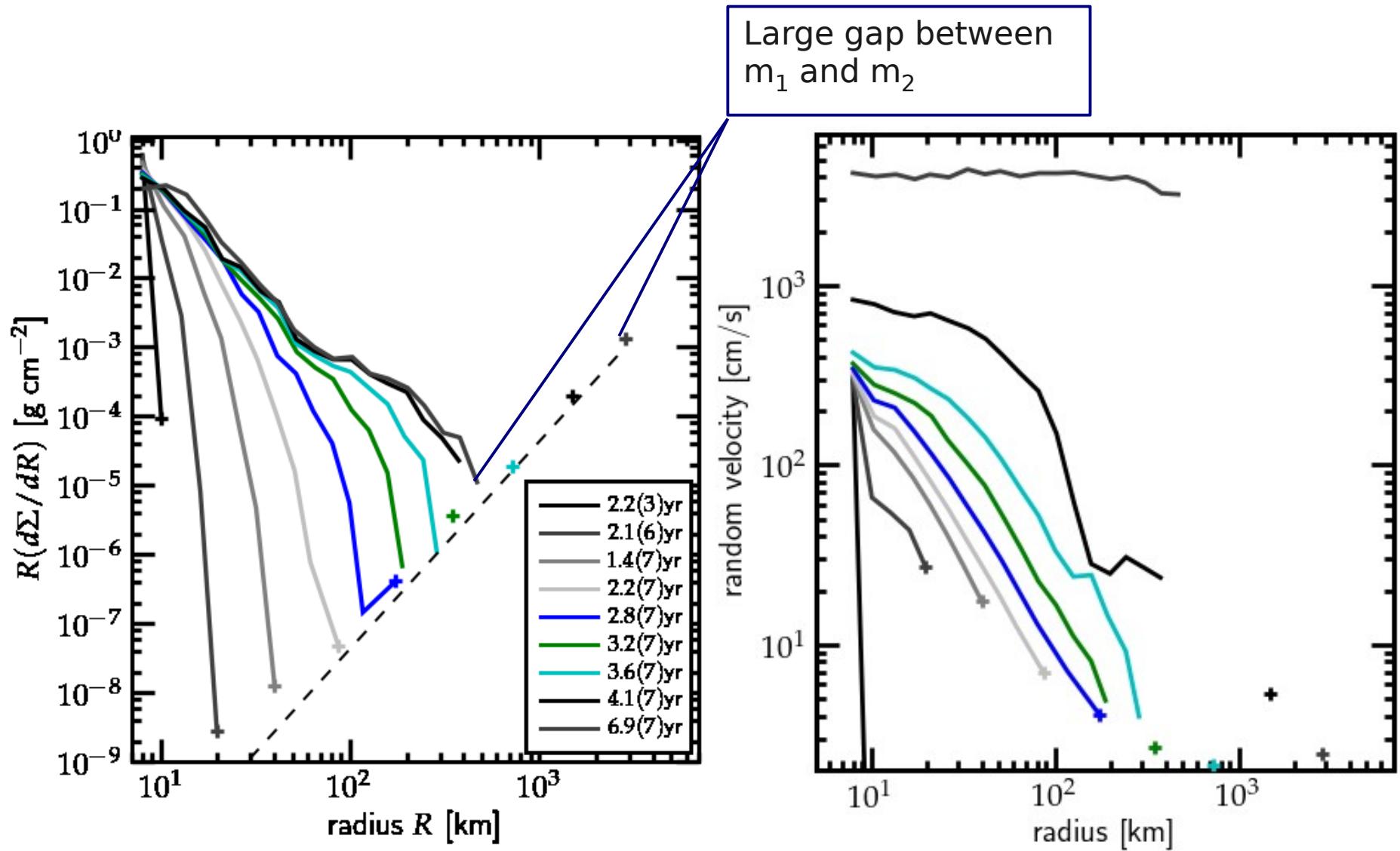
1 particle/bin line



Distribution plotted after each factor of 2 increase in radius

3m/s < Hill velocity big bodies: runaway growth ceases

# w/ velocity evolution



# Conclusions/outlook

- Runaway accretion code tested
  - RG required for Kuiper Belt [cf. Kenyon & Luu, 1999]
  - Follow collisional evolution in more detail
  - E.g. model internal state of bodies (e.g., asteroids), binarity, etc.
- TBDs
  - Include fragmentation, gas drag, spatial inhomogeneities (oligarchy!), etc.
  - Compare/merge with N-body code