

New motivations to inspect the internal structure of N.E.A.s

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Internal structure of asteroids.

*The big
ones?*



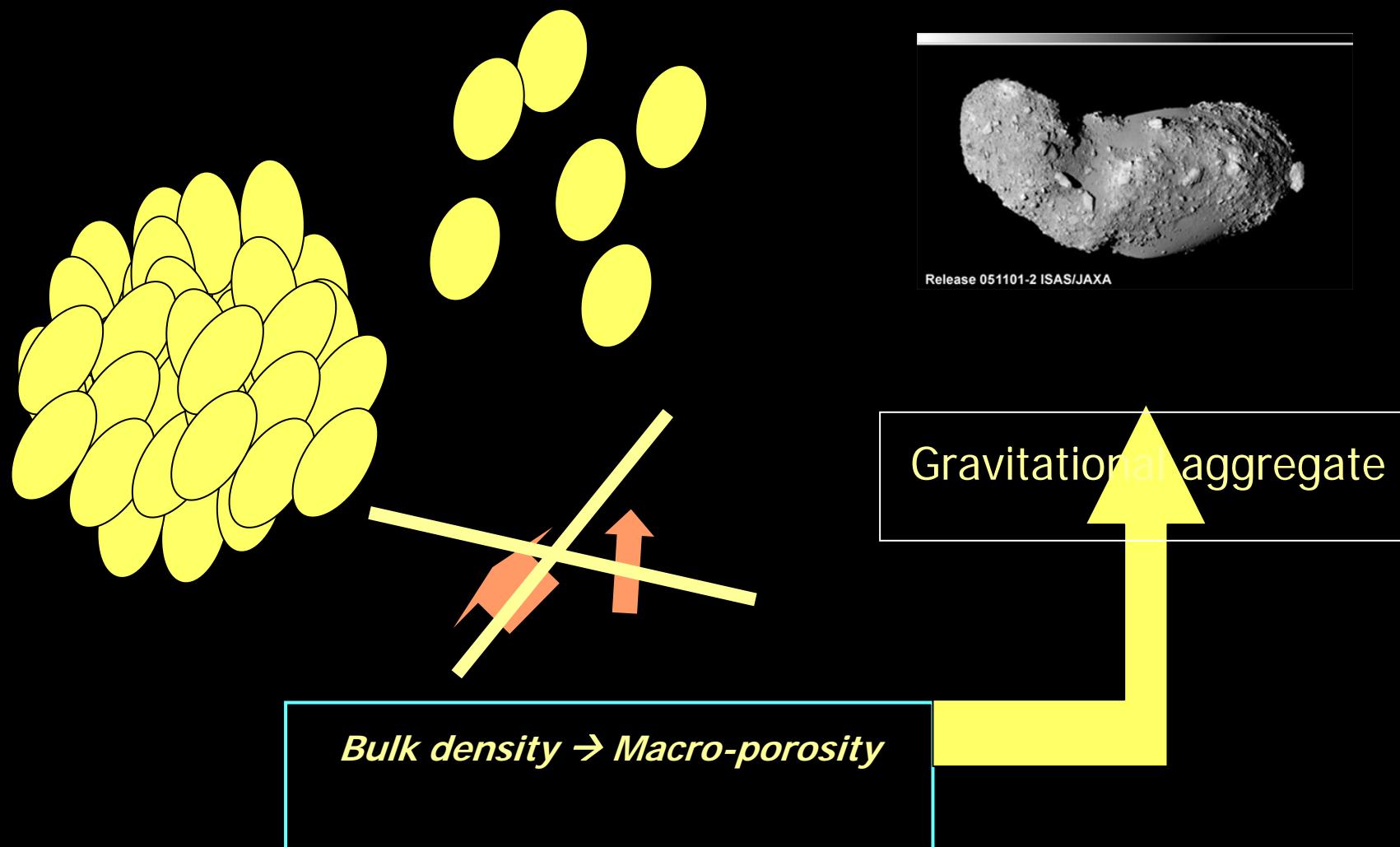
Coherent/
Monolithic

Fractured



Bulk density → Macro-porosity

Internal structure of asteroids.



Study of collisions on Gravitational Aggregates.

- Collisions and gravitational interactions by PKDGRAV N-body numerical code.
- Targets made of N spherical (equal, at the moment) particles ($\rho=2500 \text{ kg/m}^3$; N: 100-5000)

Restitution coefficient:

$$\begin{aligned}v_N &= \varepsilon_N u_N \\v_P &= \varepsilon_P u_P\end{aligned}$$

($\varepsilon_N=0.3-0.5$; $\varepsilon_P=0.8$)

Negligible dependence on ε_p , but sensible to ε_N

- Checked against spurious biases
(time step, # time steps, etc.)

Study of collisions on Gravitational Aggregates.

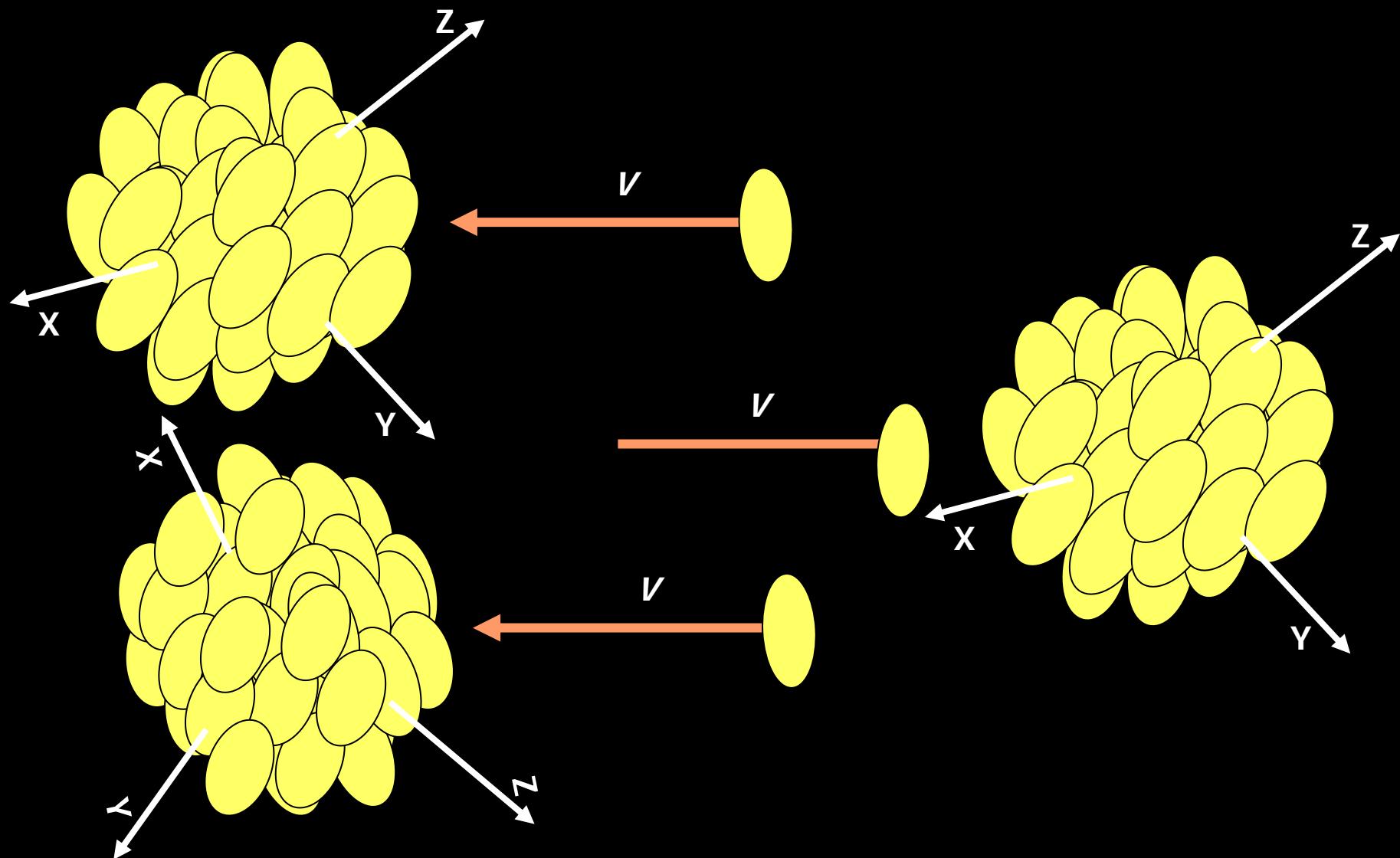
$$Q^*_D = E_p/M_t \quad | \quad f_r = M_r/M_t = 0.5$$

1. Dependence of Q^*_D on target and projectile texture (N particles)
2. Determination of Q^*_D vs. D_t
3. Dependence of Q^*_D on impact angle
4. Dependence of Q^*_D on momentum of projectile (same K.E.)
5. Dependence of Q^*_D on target's rotation

1. Dependence of Q^*_D on texture

- Targets: 333 m; 1 km; 10 km
- Non-rotating targets
- $N = 100, 250, 500, 1000, 2500$ and 5000.
- 6 head-on collisions on each N-particle target
- $V_{\text{col}}=4800 \text{ m/s}$

Same energy collisions on same target at same impact angles,
but from different directions.



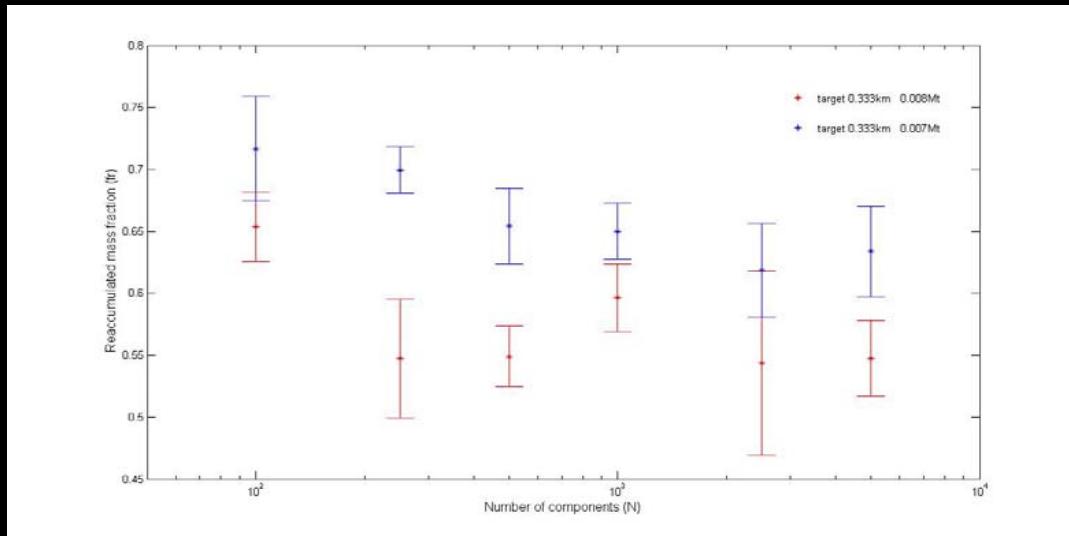


Table 1. Dispersion rows colour code. White to green: increasing dispersion.

Target size: 333 m. Impact Energy: 0.007 Mt

N	100	250	500	1000	2500	5000	$\langle f_R \rangle$ dispersion
$\langle f_R \rangle$	0,72	0,699	0,65	0,650	0,62	0,63	0,10
st. dev.	0,04	0,019	0,03	0,023	0,04	0,04	
dispersion	0,27	0,123	0,20	0,154	0,25	0,21	

Target size: 333 m. Impact Energy: 0.008 Mt

N	100	250	500	1000	2500	5000	$\langle f_R \rangle$ dispersion
$\langle f_R \rangle$	0,65	0,55	0,549	0,60	0,54	0,55	0,11
st. dev.	0,03	0,05	0,024	0,03	0,07	0,03	
dispersion	0,17	0,30	0,156	0,17	0,54	0,12	

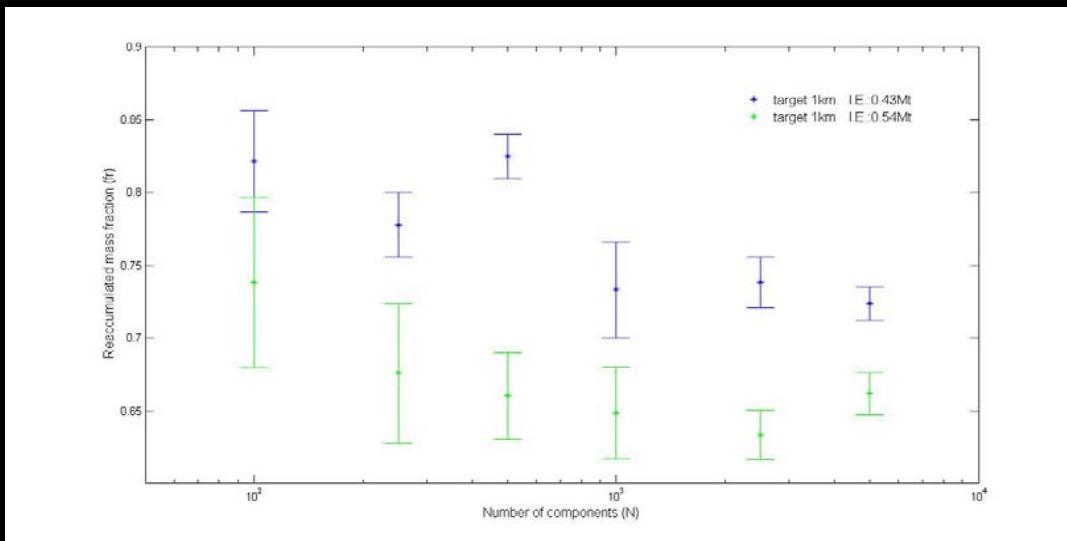


Table 2. Dispersion rows colour code. White to green: increasing dispersion.

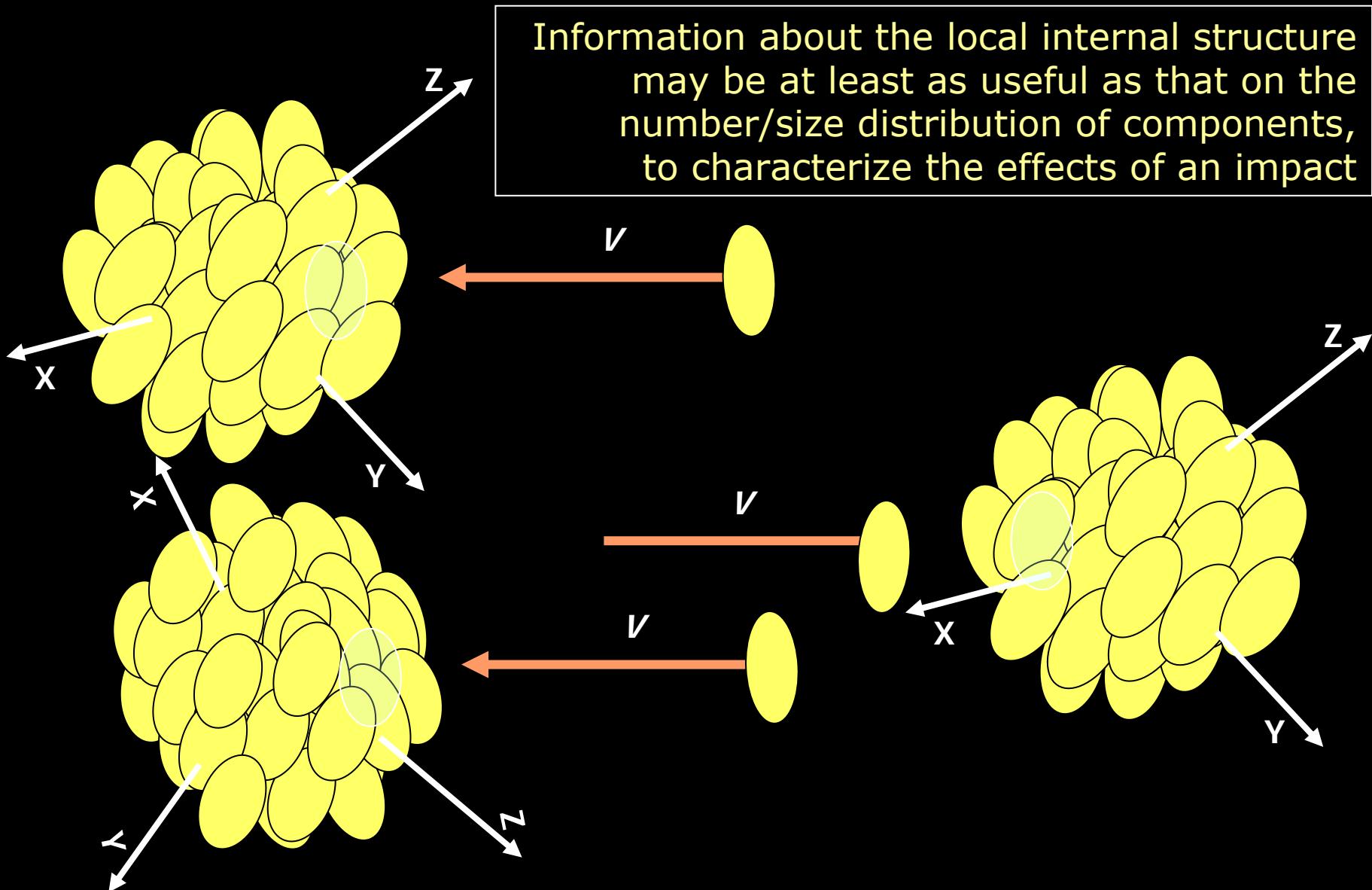
Target size: 1 km. Impact Energy: 0.43 Mt

N	100	250	500	1000	2500	5000	$\langle f_R \rangle$ dispersion
$\langle f_R \rangle$	0,82	0,778	0,825	0,73	0,739	0,724	0,101
st. dev.	0,04	0,022	0,015	0,03	0,017	0,011	
dispersion	0,19	0,130	0,106	0,24	0,104	0,076	

Target size: 1 km. Impact Energy: 0.54 Mt

N	100	250	500	1000	2500	5000	$\langle f_R \rangle$ dispersion
$\langle f_R \rangle$	0,74	0,68	0,66	0,65	0,633	0,662	0,105
st. dev.	0,06	0,05	0,03	0,03	0,017	0,014	
dispersion	0,32	0,30	0,19	0,20	0,126	0,095	

The dispersion of the averages $\langle f_r \rangle$ is normally smaller than the dispersion of f_r in different direction impacts on the same target.



Conclusions

Inspecting internal structure of asteroids is needed because...

- *It is interesting for science, and*
- *It can't be derived from bulk density measures
(but we already knew that)*

New motivation:

- *This information may be crucial in case an hazardous N.E.A. should be mitigated by a deflection/dispersion strategy.*

What is the internal structure of asteroids ?

Are they monolithic bodies, or gravitational aggregates?

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GOOD GRAVY !
THEY'RE NOT EVEN GLUED TOGETHER !

SEE ? THEY'RE JUST CINDERNS AND ROCKS, LIKE I SAID ! I'LL HOP OUT AND CHECK THE GRAVITY !

Don't panic !
We can try some numerical simulations...!

Study of collisions on Gravitational Aggregates.

$$Q^*_D = E_p/M_t \quad | \quad f_r = M_r/M_t = 0.5$$

1. Dependence of Q^*_D on target and projectile texture (N particles)
2. Determination of Q^*_D vs. D_t
3. Dependence of Q^*_D on impact angle
4. Dependence of Q^*_D on momentum of projectile (same K.E.)
5. Dependence of Q^*_D on target's rotation