

# Simulations of vibration-driven regolith segregation



C. Maurel – ISAE-Supaéro (France)

R.-L. Ballouz – UMD (USA)

D.C. Richardson – UMD (USA)

P. Michel – OCA (France)

S.R. Schwartz – OCA (France)



# Summary

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Introduction: context and on-going work

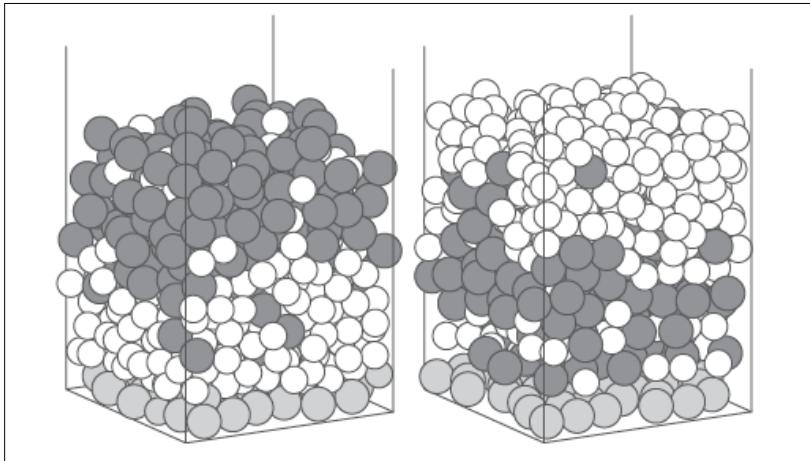
Simulations

Density segregation: influential factors

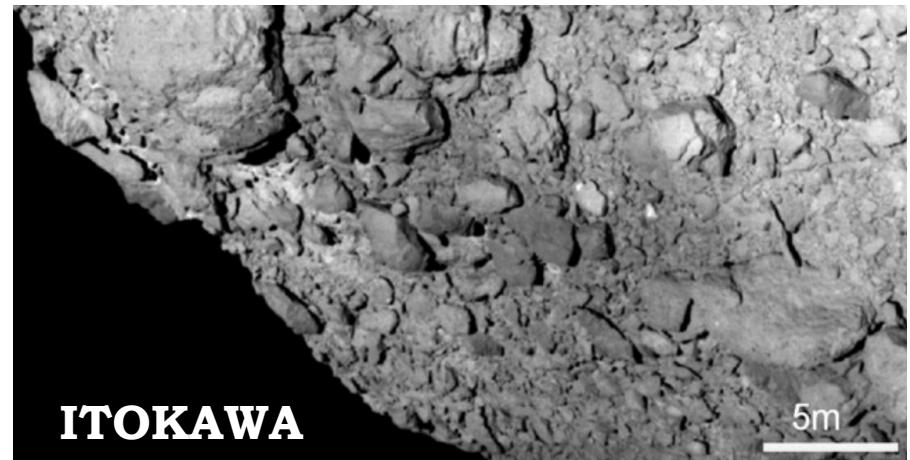
Conclusion and future work

# Introduction: context

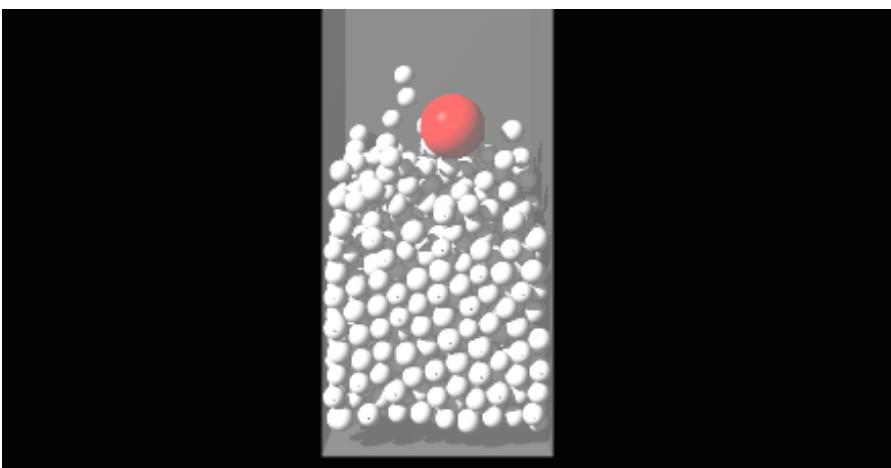
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M. Pica Ciamarra et al. (2006)

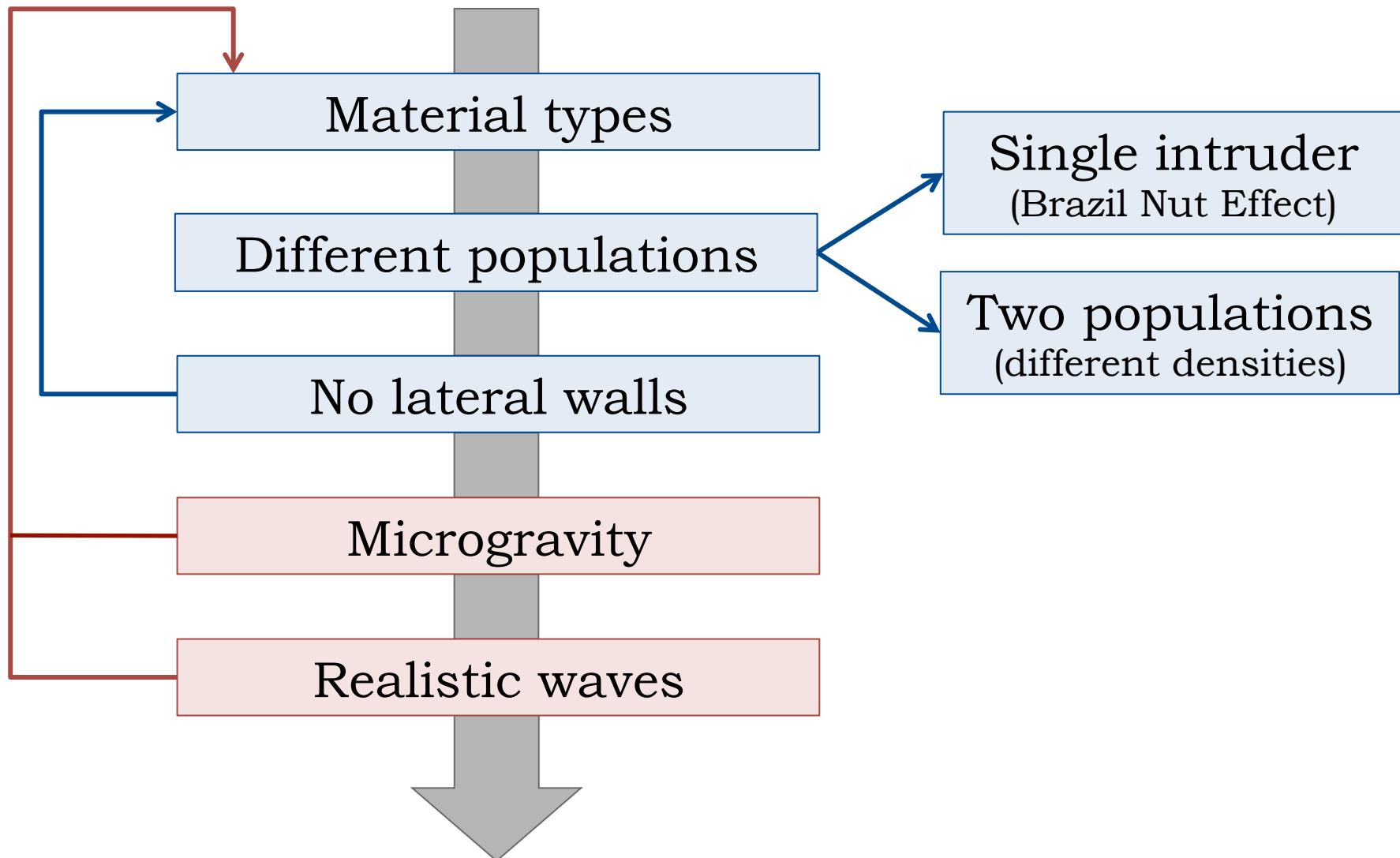


Miyamoto et al. (2007)



S. Matsumura (2014)

# Introduction: overall approach



# Simulations

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**Pkdgrav** with Soft Sphere option *Schwartz et al. (2012)*

## Material parameters

(restitution) normal  $\varepsilon_n$  & tangential  $\varepsilon_t$   
 (friction) static  $\mu_s$  & rolling  $\mu_r$

*Source: Yu et al. (2014) :*

### **SMOOTH**

$$\varepsilon_n = 0.95 \quad \varepsilon_t = 1.0 \quad | \quad \mu_s = 0.0 \quad \mu_r = 0.0$$

### **GLASS BEADS**

$$\varepsilon_n = 0.95 \quad \varepsilon_t = 1.0 \quad | \quad \mu_s = 0.43 \quad \mu_r = 0.1$$

### **GRAVEL**

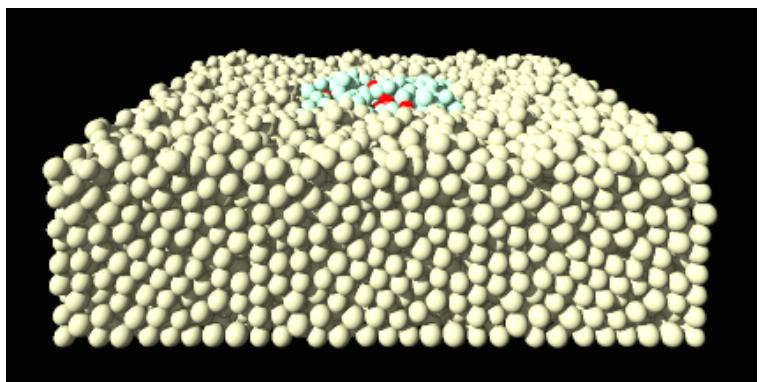
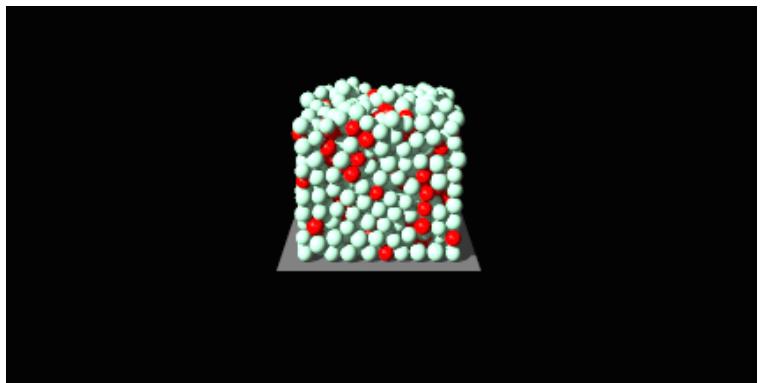
$$\varepsilon_n = 0.55 \quad \varepsilon_t = 0.55 \quad | \quad \mu_s = 1.31 \quad \mu_r = 3.0$$

*Source: Matsumura et al. (2014) :*

### **MODERATE FRICTION**

$$\varepsilon_n = 0.5 \quad \varepsilon_t = 0.5 \quad | \quad \mu_s = 0.8 \quad \mu_r = 0.2$$

## Periodic Boundary Conditions



# Density segregation

## Influential factors

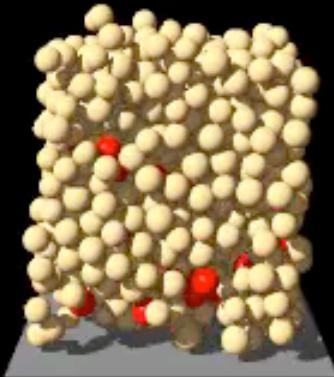
Walls

Material: friction  
parameters

Density ratio  
 $D/d$

Amplitude and  
frequency of the  
oscillation:  
 $\Gamma = A\omega^2 / g$

Population ratio  
 $N/n$



Gravity

(video approximately 10 times slower than real speed)

# Density segregation

## At the surface of an asteroid?

Walls !

Density ratio ?

Population ratio ?

→ Material: friction parameters ?

?

Amplitude and frequency of the oscillation:

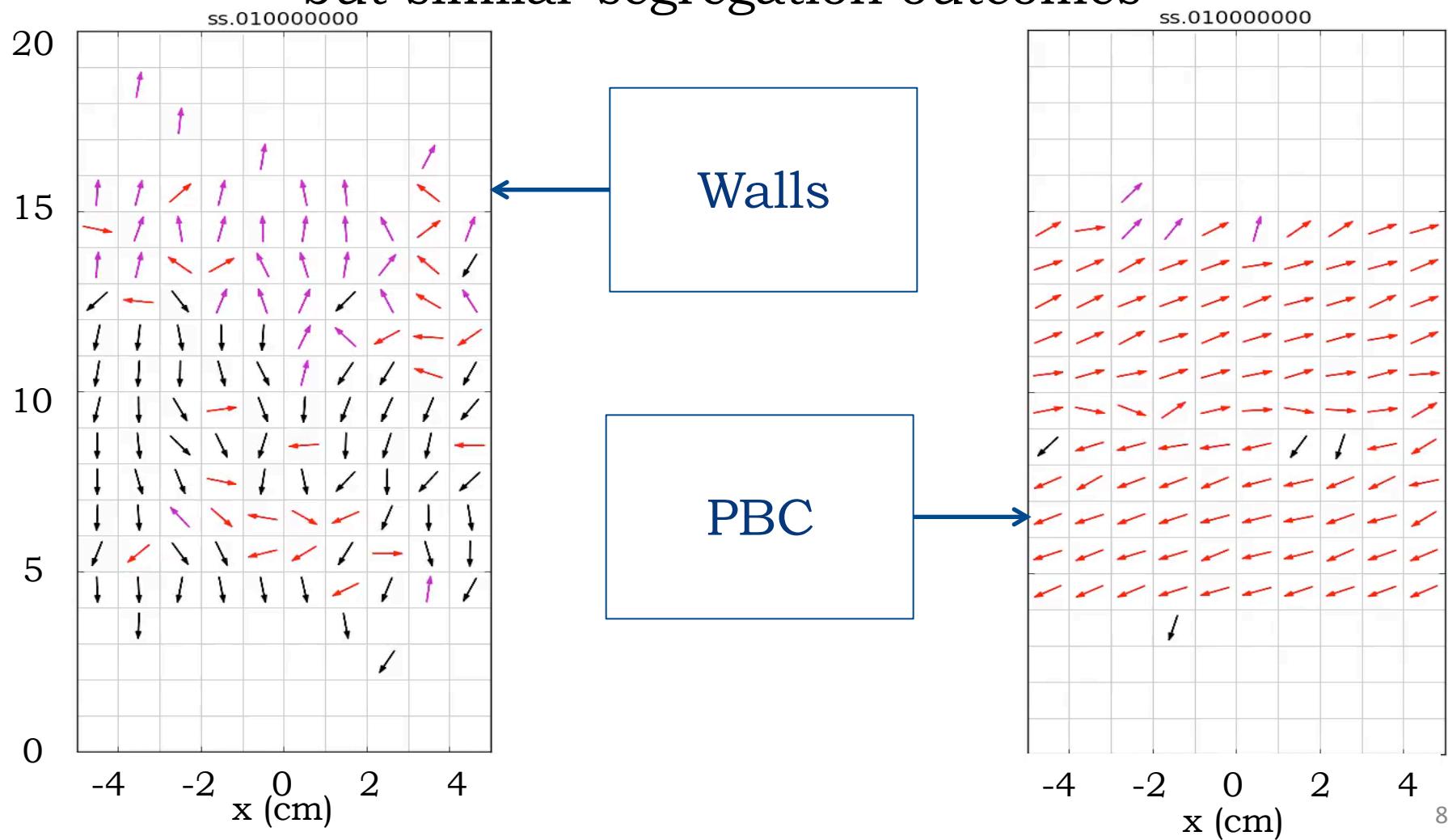
$$\Gamma = A\omega^2 / g \quad ?$$

Gravity:

*Tancredi et al. (2012) ; Matsumura et al. (2014) ; ...*

# Removing walls: Periodic Boundary Conditions (PBC)

Different macroscopic behavior of the whole system  
but similar segregation outcomes



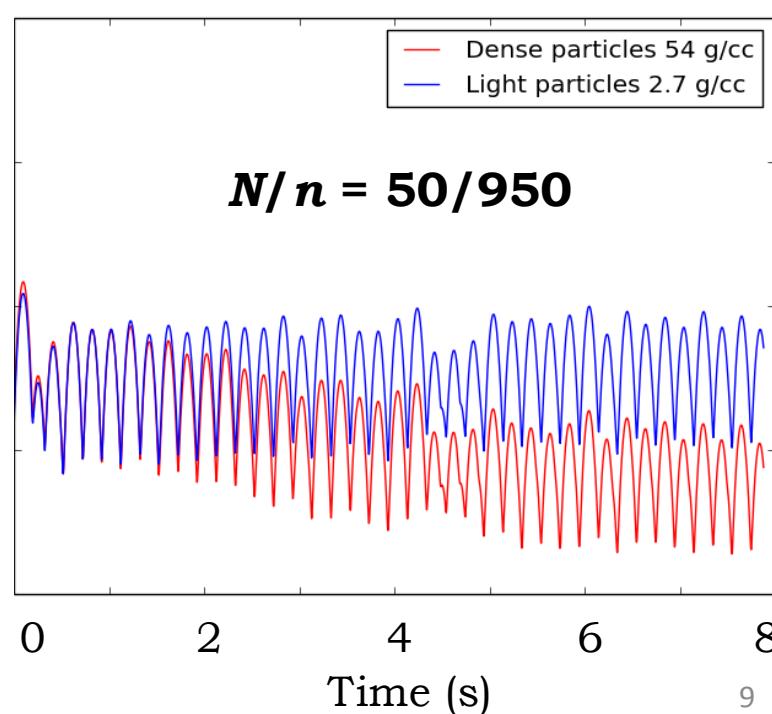
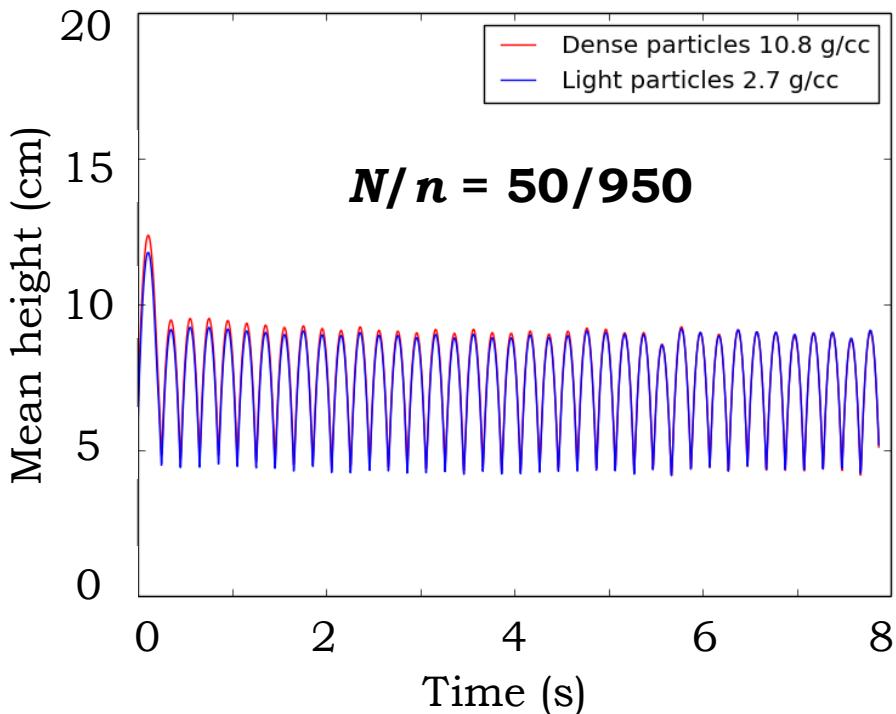
# Density segregation

## Density ratios

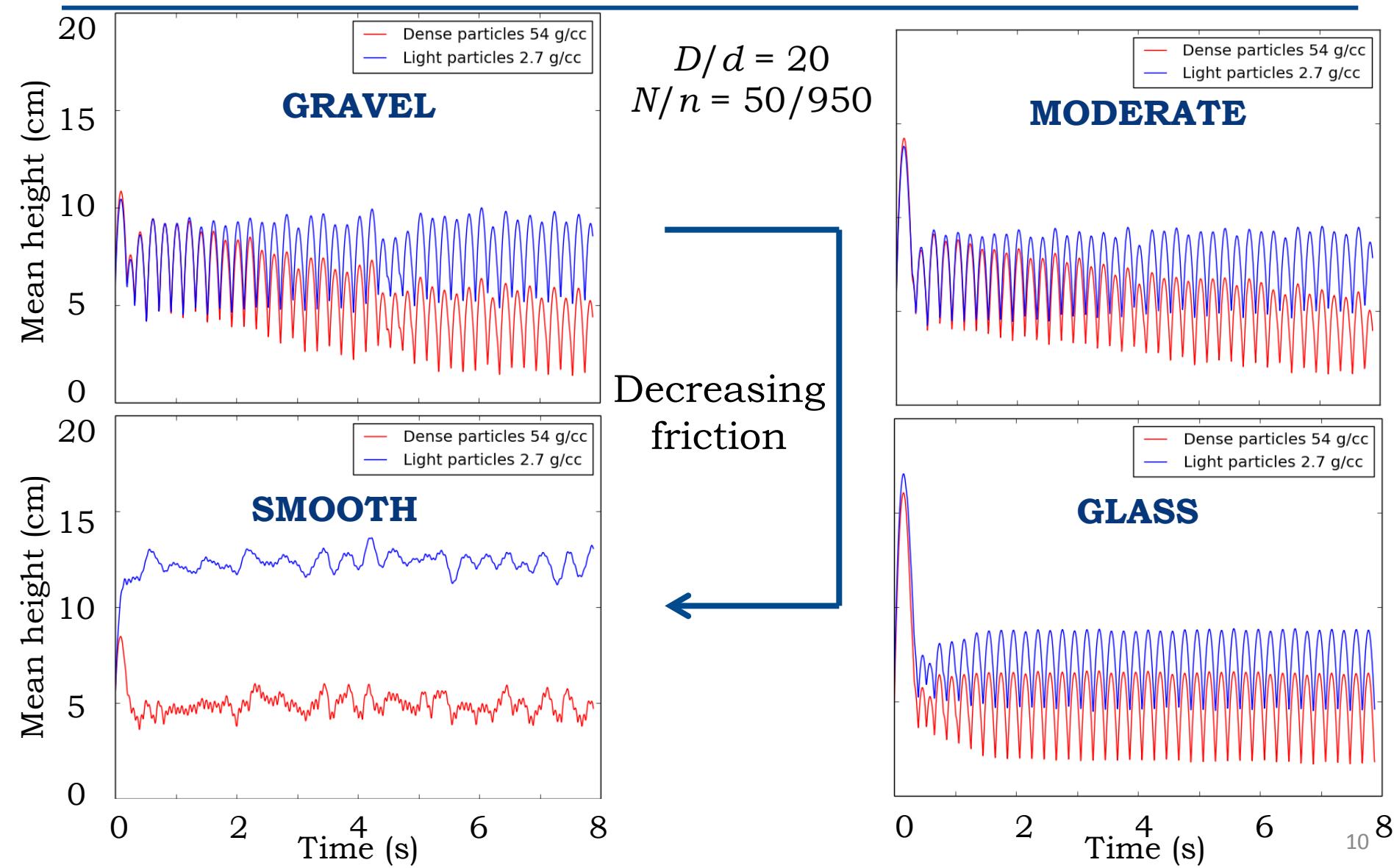
Same friction parameters: **GRAVEL**

$$\frac{D}{d} = 4$$

$$\frac{D}{d} = 20$$



# Density segregation Friction



# Conclusion and future work

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**Different types of density segregation**

**Outcomes HIGHLY dependent on parameters and conditions**

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**Criteria for segregation in Earth gravity**

**Working toward the asteroid environment:**

More realistic system

Microgravity

More realistic amplitudes and frequencies

Shock waves [ *Murdoch et al. (2015)* ]