ITOKAWA

A Global Shaked and Fractured Asteroid with Brasilian Nut Effect



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Facts I

- Impacts in small bodies produce global shaking and they can easily fracture the asteroid
- Global shaking produce the Brazilian nut effect
- Collisions that produce global shaking in Itokawa require projectiles d>2cm
- Collisions that produce catastrophic disruption in Itokawa require projectiles d>12m
- There are $> 10^7$ shaking collisions before a catastrophic one

The Brazilian Nut effect:

Shake a can of mixed nuts long enough and the biggest nuts end up on top. Studied since the 1930s but still poorly understood, this phenomenon--called the Brazil nut effect-also occurs in batches of particles ranging from stones to powders.















Shaking Nuts? What about Itokawa

Itokawa's surface is covered, as a first view, by gravels of different sizes distributed in roughly two apreciable regions.

By looking on the slopes models and the relative gravity-potential maps it is clear that boulder-size distributions can by linked with Itokawa's geometry.

With a high collision frecuency in the past, it is suggested that global vibration or "shaking" could be a major agent modeling the actual gravel distribution.

Facts II

- Itokawa has a low inclination orbit (i=1.6°), that implies a heavily and frequently collisioned object
- Itokawa comes from the inner belt (Michel & Yoshikawa 2006), a region with an even higher collisional rate

Hypothesis

- The distribution of boulders is due to the Brazilian nut effect on a heavyly fractured asteroids that suffers very frequent shaking impacts
- The distribution of boulders is correlated with the Gravitational+Rotational potential: large boulders in the Head&Bottom and small ones in the Muses Sea





Before Measurements

- For adequate selection of Bottom Region and Muses Sea images, we used SPICE.
- The SPICE output were the 3D Ellipsoid angle between major asteroid axis (x) and hayabusa spacecraft vector.
- Also SPICE determined the distance between Hayabusa Spacecraft and the Itokawa surface, in order to determine the footprint scale needed for the boulder size determination.
- SPICE also told us the date that the images were taken.
- Finally we selected global and close up images of both images of Bottom Region and Muses Sea.

Measurements

- In order to show unequal boulder distribution, we had to count for boulders in both Bottom region and Muses Sea region
- The boulder counting must record the pixel size of boulders. This was obtained by measuring the pixel area of each boulder considered as an ellipsoidal shape.
- Dpix=2*sqrt(Apix/pi)

Global Bottom Region Image

- Image (ST_2498167622_v.fits)
- R= 4.736 km
- theta= 175.6° (Ellipsoid)
- Date= 28/10/2005 (Home Position)
- Apix=40000 px2
- Plate Scale = 0.47 m/px
- Am2= 8800 m2

Close Up Bottom Region Image

- Image (ST_2498167622_v.fits)
- R=4.736 km
- theta= 175.6° (Ellipsoid)
- Date= 28/10/2005 (Home Position)
- Apix=40000 px2
- Plate Scale = 0.47 m/px
- Am2= 8800 m2

Global Muses Sea Region Image

- Image (ST_2498647696_v.fits)
- R=4.93 km
- theta=51.98° (Ellipsoid)
- Date= 28/10/2005 (Home Position)
- Apix=30000 px2
- Plate Scale= 0.489 m/px
- Am2 = 7173 m2

Global Muses Sea Region Image

- Image (ST_2563511720_v.fits)
- R=0.19 km
- theta=73.09°
- Date=19/11/2005 (Descent & Touching Down)
- Apix=819200 px2
- Plate Scale= 0.0188 m/px
- Am2= 289.5 m2



















Manual 🔻

Update

Maximum

+

2579.

Minimum

1535.

Muses Sea Region Counting





Counting...



Counting...



Counting...



Software used

- Counting Fits Viewer (NASA)
- Image display Fits Viewer (NASA)
- Data reduction Octave
- Graphics Matlab & GNUPlot
- Image Processing None (we didn't process images at this time, because we don't have much time)

Boulder Distribution



Boulder Distribution



Two pieces or a single rubble pile with bazilian nut effect?





Boulder Distribution



Thanks...