

Energy Cascades in Granular Gases

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talk, papers available: <http://cnls.lanl.gov/~ebn>



Plan

- 1. Granular gases in nature**
- 2. Nonequilibrium distributions**
- 3. Driven steady-states**
- 4. Cascade dynamics and stationary states**
- 5. Associated time dependent states**
- 6. Conclusions & outlook**

Frozen granular gases

Saturn's rings



Christoph Hormann

snow avalanche

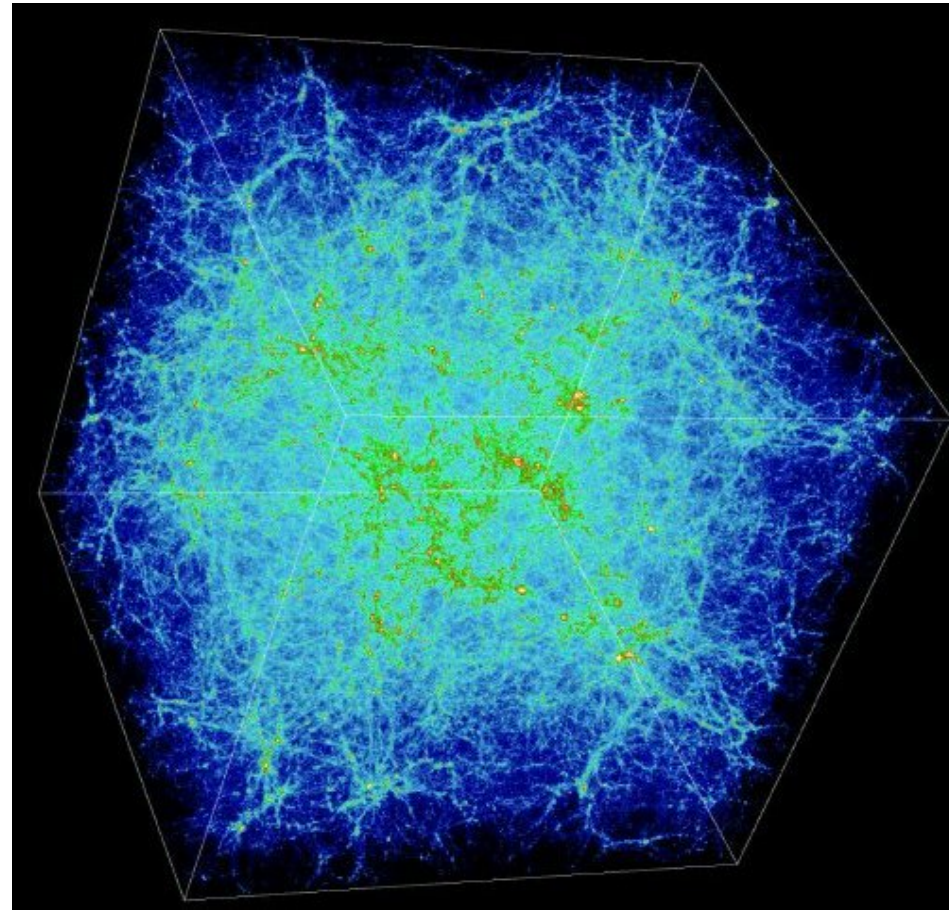


Swiss institute for snow and
avalanch research

Large scale formation of matter in the universe

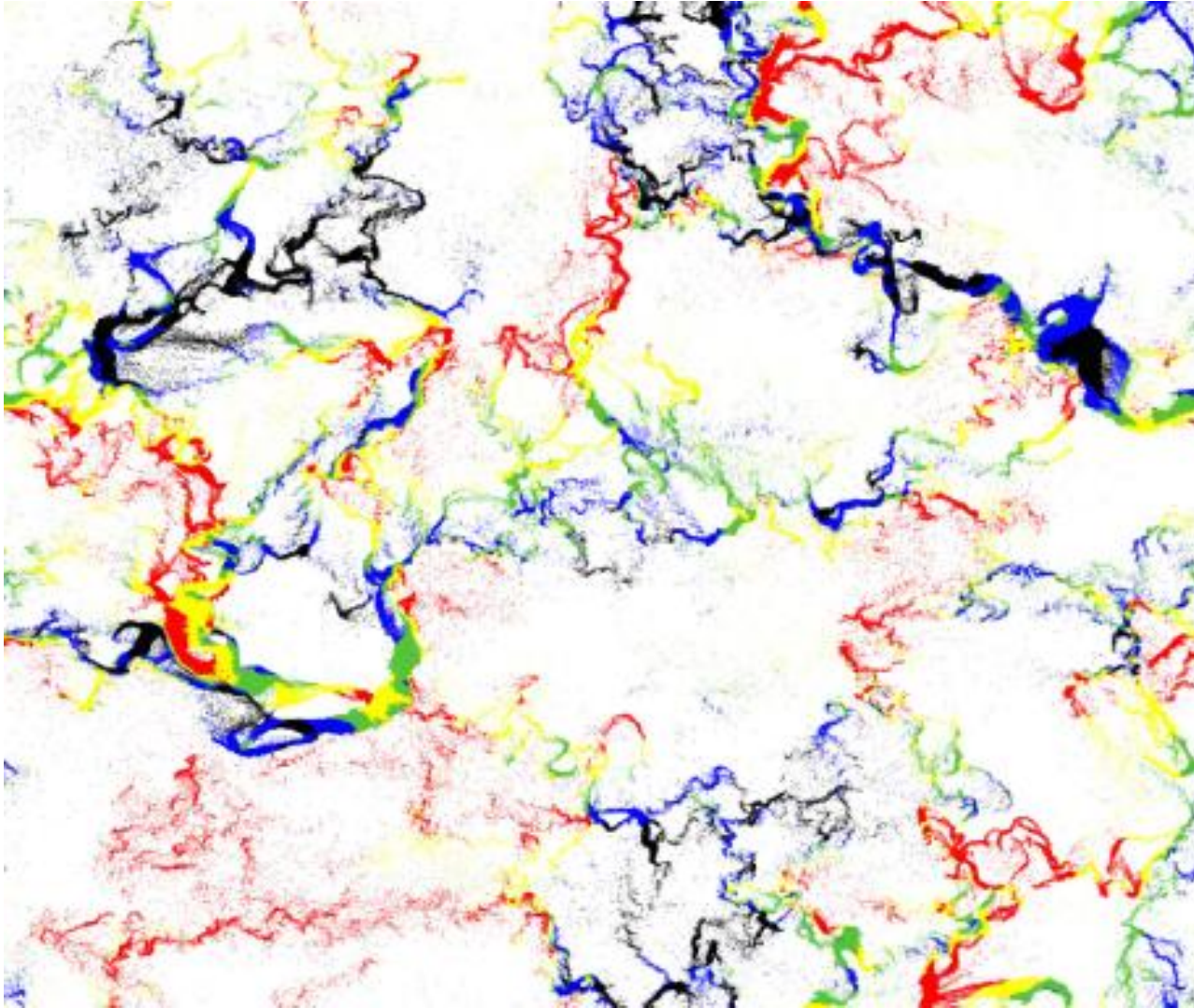


Max Tegmark, UPenn
Sloan Digital Survey



Michael Warren
Los Alamos

Filaments in granular gases



Energy dissipation in granular matter

◆ Responsible for collective phenomena

- » **Clustering** I Goldhirsch, G Zanetti 93
- » **Hydrodynamic instabilities** E Khain, B Meerson 04
- » **Pattern formation** P Umbanhower, H Swinney 96

◆ Anomalous statistical mechanics

- **No energy equipartition** R Wildman, D Parker 02
- **Nonequilibrium energy distributions**

$$P(E) \neq \exp(-E/kT)$$

Experiments

◆ Friction

D Blair, A Kudrolli 01

◆ Rotation

K Feitosa, N Menon 04

◆ Driving strength

W Losert, J Gollub 98

◆ Dimensionality

J Urbach & Olafsen 98

◆ Boundary

J van Zon, H Swinney 04

◆ Fluid drag

K Kohlstedt, I Aronson, EB 05

◆ Long range interactions

D Blair, A Kudrolli 01; W Losert 02

K Kohlstedt, J Olafsen, EB 05

◆ Substrate

G Baxter, J Olafsen 04

Deviations from equilibrium distribution

Driven Granular gas

- ◆ Vigorous driving
- ◆ Spatially uniform system
- ◆ Particles undergo binary collisions
- ◆ Velocities change due to

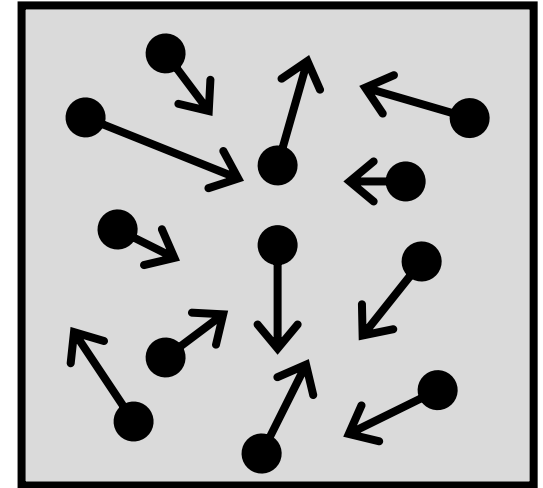
1. Collisions: lose energy
2. Forcing: gain energy

- ◆ What is the typical velocity (granular “temperature”)?

$$T = \langle v^2 \rangle$$

- ◆ What is the velocity distribution?

$$f(v)$$



Non-Maxwellian velocity distributions

JC Maxwell, Phil Trans Roy. Soc. 157 49 (1867)

1. Velocity distribution is isotropic

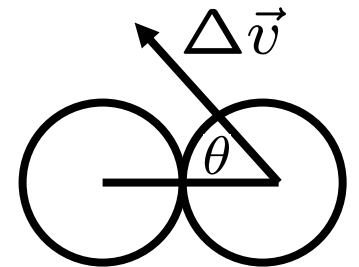
$$f(v_x, v_y, v_z) = f(|v|)$$

2. No correlations between velocity components

$$f(v_x, v_y, v_z) \neq f(v_x)f(v_y)f(v_z)$$

Only possibility is Maxwellian

$$f(v_x, v_y, v_z) \neq C \exp\left(-\frac{v_x^2 + v_y^2 + v_z^2}{2T}\right)$$



Granular gases: collisions create correlations

Deviation from Maxwell-Boltzmann

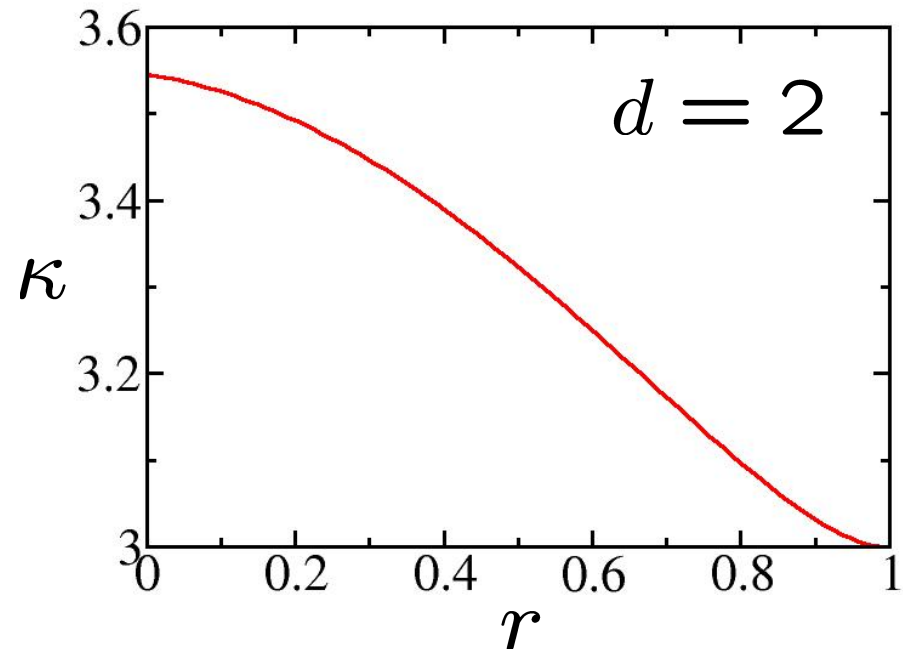
◆ Kurtosis κ

$$\kappa = \langle v^4 \rangle / \langle v^2 \rangle^2$$

$$\kappa = 3 + \frac{18(1-r)^2(1+r)}{33 - 25r + 3r^2 - 3r^3}$$

◆ Restitution coefficient r

$$\Delta E \propto (1 - r^2) (\Delta v)^2$$



1. Velocity distribution independent of driving strength
2. Stronger dissipation yields stronger deviation

Exact solution of Maxwell's kinetic theory: thermal forcing balances dissipation

Nonequilibrium velocity distributions

A Mechanically vibrated beads

F Rouyer & N Menon 00

B Electrostatically driven powders

I Aronson & J Olafsen 05

◆ Gaussian core

◆ Overpopulated tail

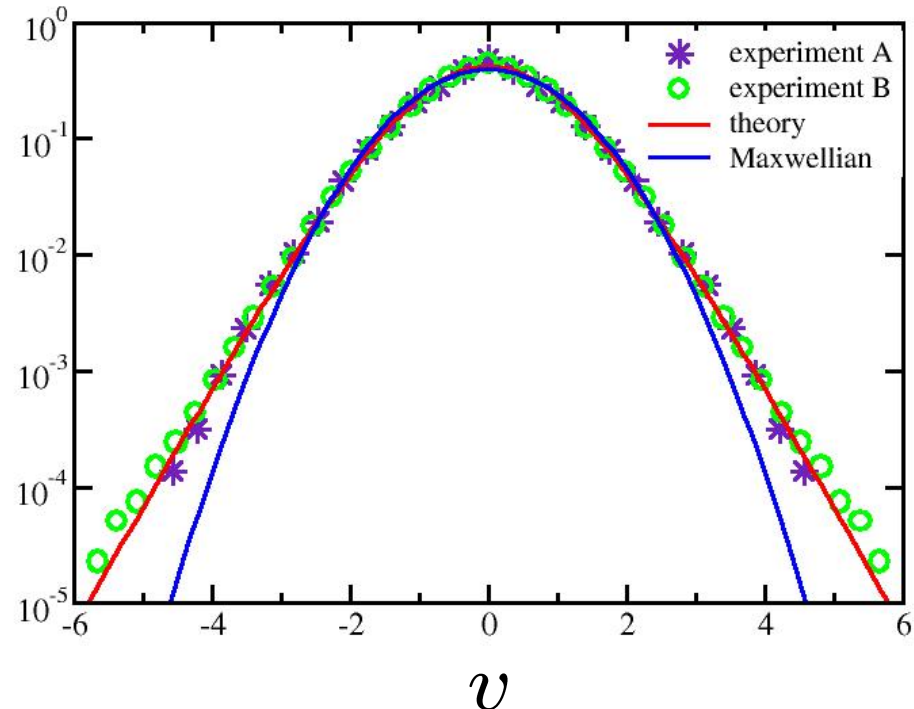
$$f(v) \sim \exp(-|v|^\delta)$$

$$1 \leq \delta \leq 3/2$$

◆ Kurtosis

$$\kappa = \begin{cases} 3.55 & \text{theory} \\ 3.6 & \text{experiment} \end{cases}$$

$$f(v)$$



Excellent agreement between theory and experiment

balance between
collisional dissipation,
energy injection from walls

Inelastic Collisions

- ◆ Relative velocity reduced by $0 < r < 1$

$$v_1 - v_2 = -r(u_1 - u_2)$$

- ◆ Momentum is conserved

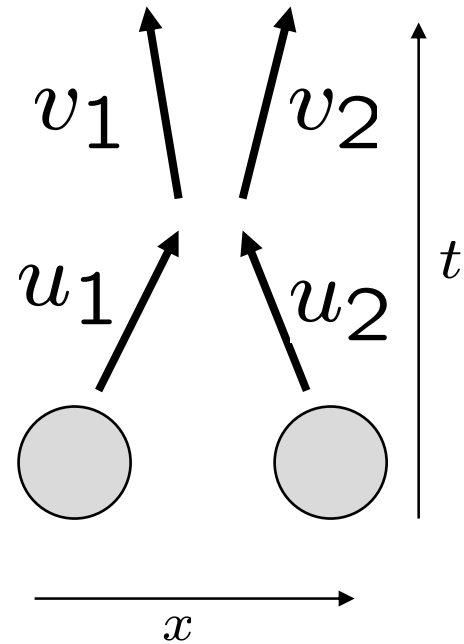
$$v_1 + v_2 = u_1 + u_2$$

- ◆ Energy is dissipated

$$\Delta E \propto (1 - r)(\Delta v)^2$$

- ◆ Limiting cases

$$r = \begin{cases} 0 & \text{completely inelastic } (\Delta E = \max) \\ 1 & \text{elastic } (\Delta E = 0) \end{cases}$$



Time dependent states

Haff, JFM 1982

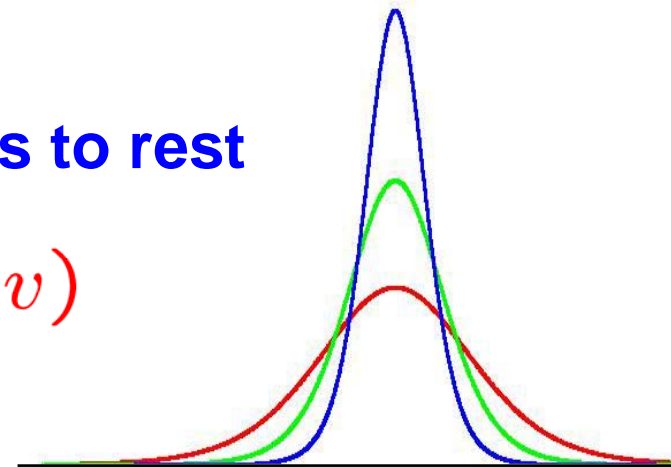
- ◆ Energy loss $\Delta T \sim (\Delta v)^2$
- ◆ Collision rate $\Delta t \sim 1/(\Delta v)^\lambda$
- ◆ Energy balance equation

$$\frac{\Delta T}{\Delta t} \sim -(\Delta v)^{2+\lambda} \quad \Rightarrow \quad \frac{dT}{dt} \sim -T^{1+\lambda/2}$$

- ◆ Temperature decays, system comes to rest

$$T \sim t^{-2/\lambda} \quad \Rightarrow \quad f(v) \rightarrow \delta(v)$$

Trivial steady-state



Kinetic Theory

- ◆ **Collision rule (linear)** $r = 1 - 2p, \quad p + q = 1$

$$(u_1, u_2) \rightarrow (pu_1 + qu_2, pu_2 + qu_1)$$

- ◆ **Boltzmann equation (nonlinear and nonlocal)**

$$\frac{\partial P(v)}{\partial t} = \iint du_1 du_2 f(u_1) f(u_2) |u_1 - u_2|^\lambda [\delta(v - pu_1 - qu_2) - \delta(v - u_2)]$$

collision rate gain loss

- ◆ **Collision rate related to interaction potential**

$$U(r) \sim r^{-\gamma} \quad \lambda = 1 - 2 \frac{d-1}{\gamma} = \begin{cases} 0 & \text{Maxwell molecules} \\ 1 & \text{Hard spheres} \end{cases}$$

Theory: non-linear, non-local, dissipative

Are there nontrivial steady states?

◆ Stationary Boltzmann equation

$$0 = \iint du_1 du_2 f(u_1) f(u_2) |u_1 - u_2|^\lambda [\underbrace{\delta(v - pu_1 - qu_2)}_{\text{collision rate}} - \underbrace{\delta(v - u_2)}_{\text{gain}}] \underbrace{\delta(v - u_2)}_{\text{loss}}$$

Naive answer: NO!

◆ According to the energy balance equation

$$\frac{dT}{dt} = -\Gamma$$

◆ Dissipation rate is positive

$$\Gamma > 0$$

An exact solution

- ◆ One-dimensional Maxwell molecules

- ◆ Fourier transform obeys a closed equation $F(k) = \int dv e^{ikv} f(v)$

$$F(k) = F(pk)F(qk)$$

- ◆ Exponential solution

$$F(k) = \exp(-v_0|k|)$$

- ◆ Lorentzian velocity distribution

$$f(v) = \frac{1}{\pi v_0} \frac{1}{1 + (v/v_0)^2}$$

Nontrivial stationary states do exist!

Cascade Dynamics (1D)

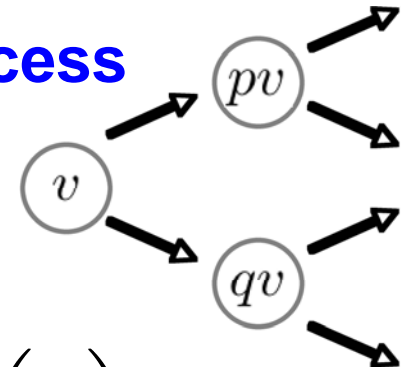
- ◆ Collision rule: arbitrary velocities

$$(u_1, u_2) \rightarrow (pu_1 + qu_2, pu_2 + qu_1)$$



- ◆ Large velocities: linear but nonlocal process

$$v \rightarrow (pv, qv)$$



- ◆ High-energies: linear equation

$$f(v) = \frac{1}{p^{1+\lambda}} f\left(\frac{v}{p}\right) + \frac{1}{q^{1+\lambda}} f\left(\frac{v}{q}\right)$$

loss

gain

gain

- ◆ Power-law tail

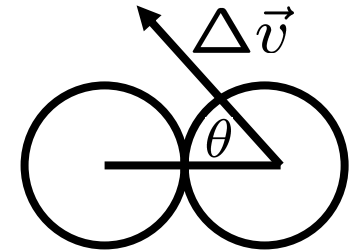
$$f(v) \sim v^{-2-\lambda}$$

Cascade Dynamics (any D)

- ◆ Collision process: large velocities



$$v \rightarrow (\alpha v, \beta v)$$



- ◆ Stretching parameters related to impact angle

$$\alpha = (1 - p) \cos \theta \quad \beta = \sqrt{1 - (1 - p^2) \cos^2 \theta}$$

- ◆ Energy decreases, velocity magnitude increases

$$\alpha^2 + \beta^2 \geq 1 \quad \alpha + \beta \leq 1$$

- ◆ Steady state equation

$$f(v) = \left\langle \frac{1}{\alpha^{d+\lambda}} f\left(\frac{v}{\alpha}\right) + \frac{1}{\beta^{d+\lambda}} f\left(\frac{v}{\beta}\right) \right\rangle$$

Power-laws are generic

- ◆ Velocity distributions always has power-law tail

$$f(v) \sim v^{-\sigma}$$

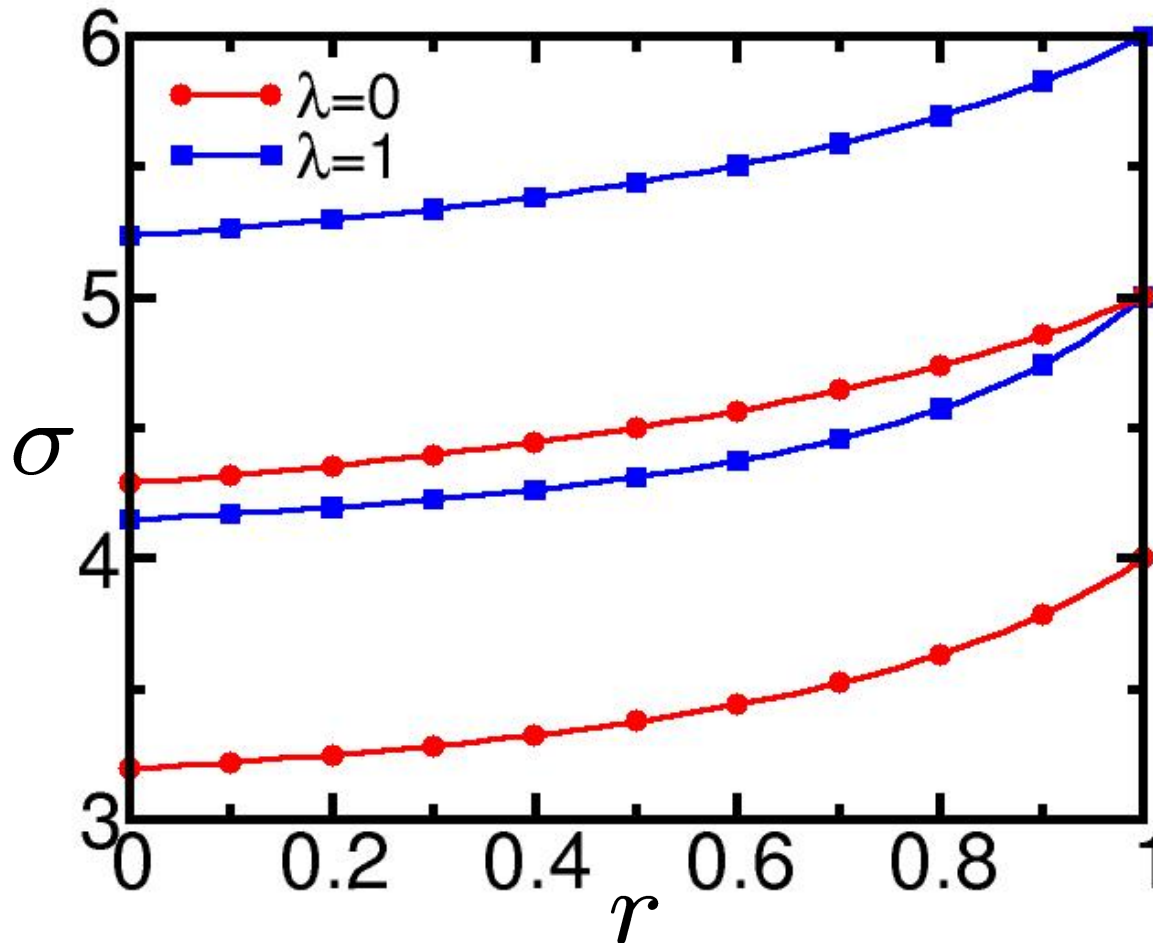
- ◆ Exponent varies with parameters

$$\frac{{}_1F_2\left(\frac{d+\lambda-\sigma}{2}, \frac{\lambda+1}{2}, \frac{d+\lambda}{2}, 1-p^2\right)}{(1-p)^{\sigma-d-\lambda}} = \frac{\Gamma\left(\frac{\sigma-d+1}{2}\right)\Gamma\left(\frac{d+\lambda}{2}\right)}{\Gamma\left(\frac{\sigma}{2}\right)\Gamma\left(\frac{\lambda+1}{2}\right)}$$

- ◆ Tight bounds $1 \leq \sigma - d - \lambda \leq 2$
- ◆ Elastic limit is singular $\sigma \rightarrow d + 2 + \lambda$

**Dissipation rate always divergent
Energy finite or infinite**

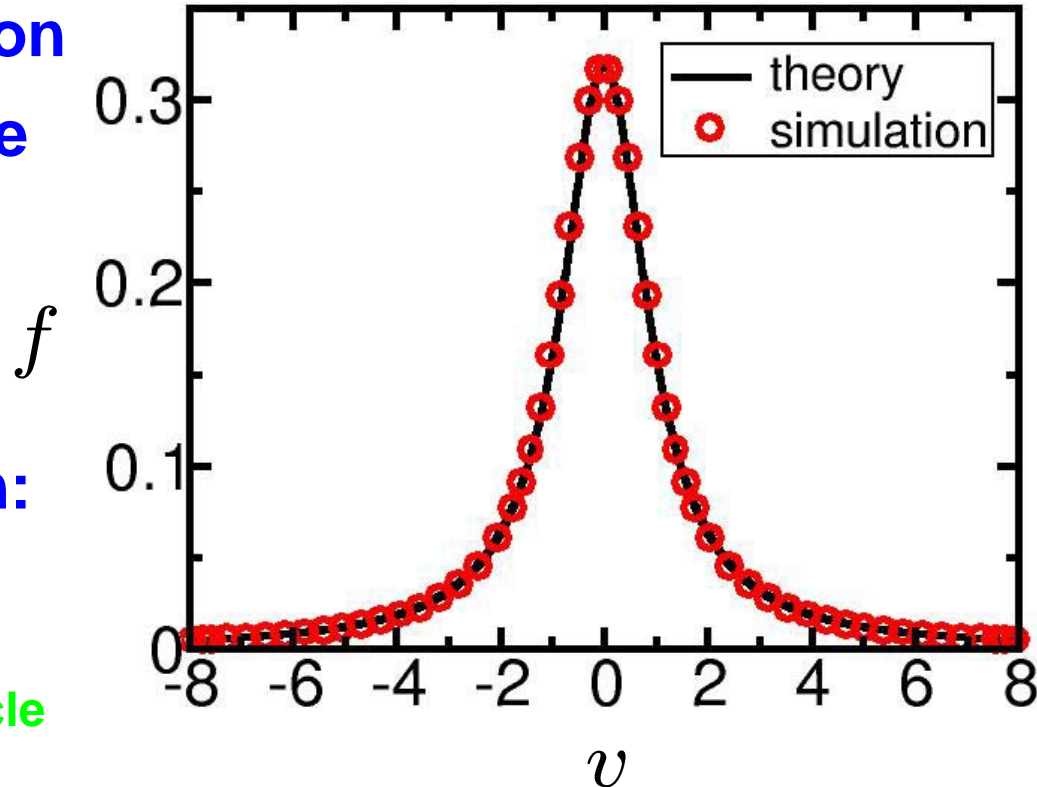
The characteristic exponent σ



σ varies with spatial dimension, collision rules

Monte Carlo Simulations

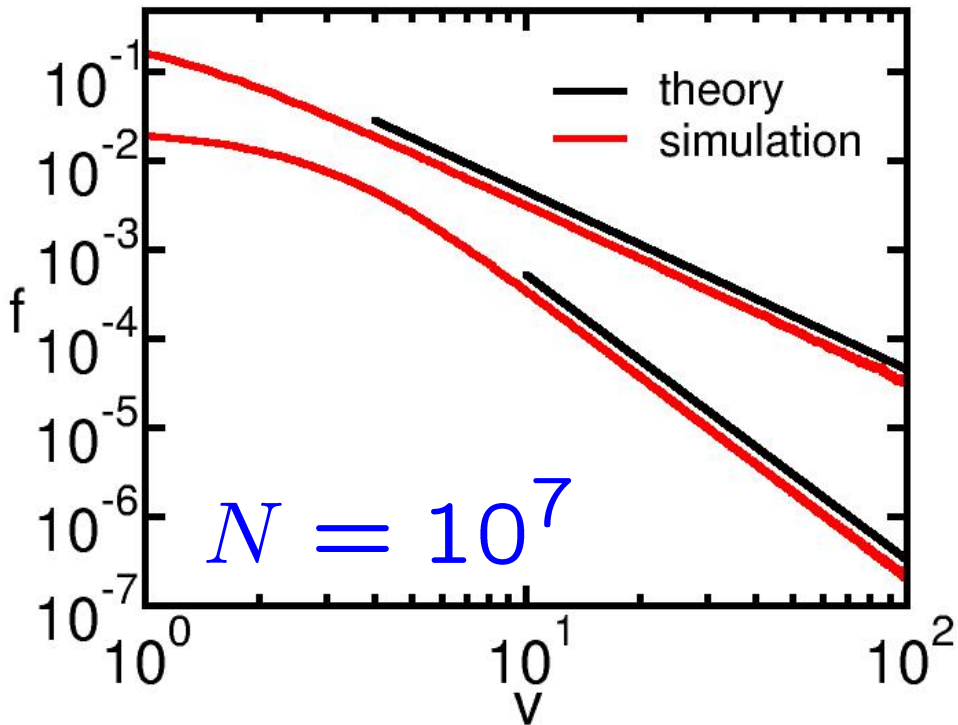
- ◆ Compact initial distribution
- ◆ Inject energy at very large velocity scales only
- ◆ Maintain constant total energy
- ◆ “Lottery” implementation:
 - Keep track of total energy dissipated, E_T
 - With small rate, boost a particle by E_T



Excellent agreement between theory and simulation

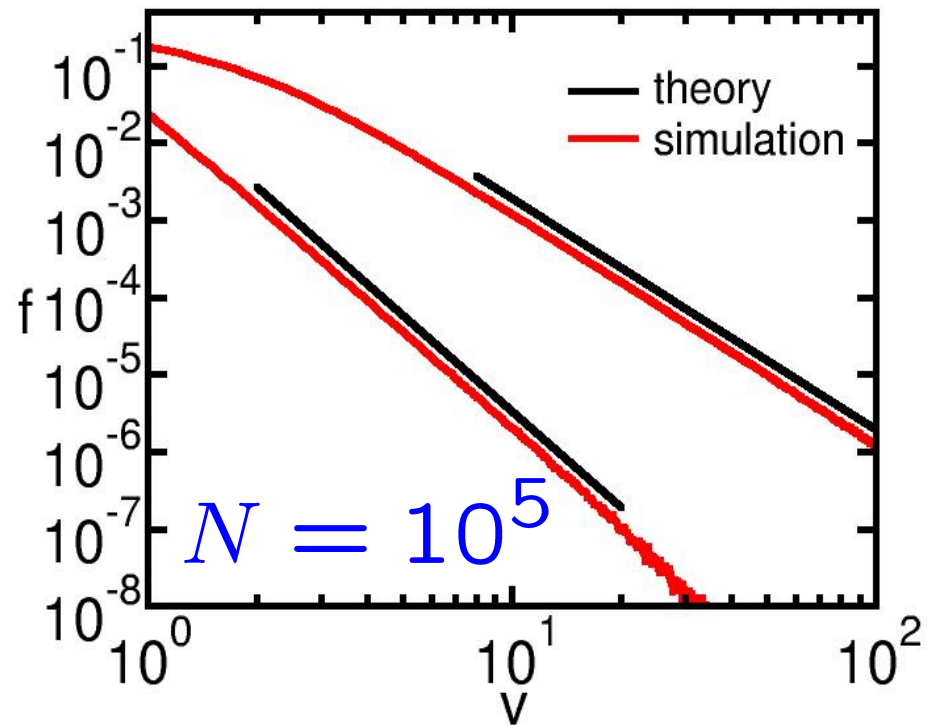
Further confirmation

Maxwell molecules (1D, 2D)



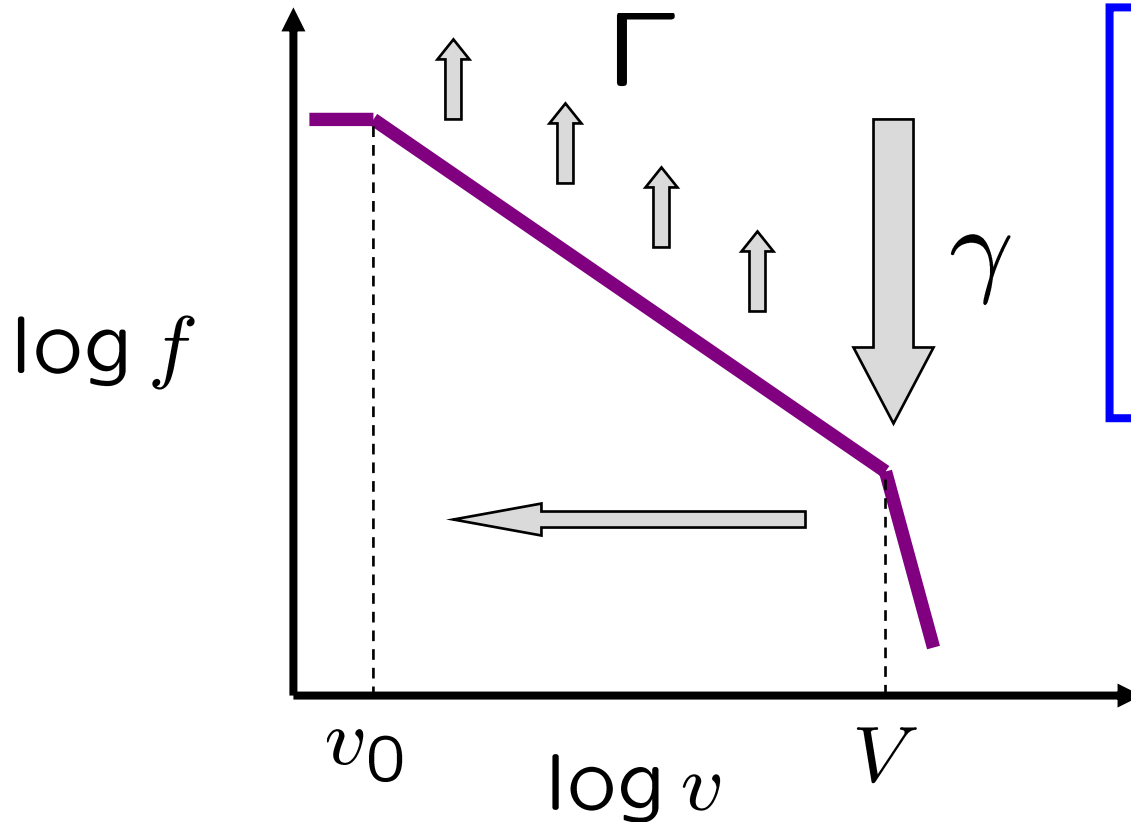
d	theory	simulation
1	2	1.995
2	3.19520	3.19

Hard spheres (1D, 2D)



d	theory	simulation
1	3	2.994
2	4.14922	4.15

Injection, cascade, dissipation



Experimental realization?
Energetic particle
“shot” into static
medium

Energy balance
 $\Gamma \sim \gamma V^2$

- ❖ Energy is injected at large velocity scales
- ❖ Energy cascades from large velocities to small velocities
- ❖ Energy dissipated at small velocity scales

Energy balance

- ◆ Energy injection rate γ
- ◆ Energy injection scale V
- ◆ Typical velocity scale v_0
- ◆ Balance between energy injection and dissipation

$$\gamma \sim V^\lambda (V/v_0)^{d-\sigma}$$

- ◆ For “lottery” injection: injection scale diverges with injection rate

$$V \sim \begin{cases} \gamma^{-1/(2-\lambda)} & \sigma < d + 2 \\ \gamma^{-1/(\sigma-d-\lambda)} & \sigma > d + 2 \end{cases}$$

Traditional forcing: Injection, dissipation

T van Noije, M Ernst 97

- ◆ Energy injection: thermal forcing (at all scales)

$$dv/dt = \eta$$

- ◆ Energy dissipation: inelastic collision

$$v \rightarrow (pv, qv)$$

- ◆ Steady state equation

$$0 = D \frac{d^2 f(v)}{d^2 v} + v^\lambda \left[\frac{1}{p^{1+\lambda}} f\left(\frac{v}{p}\right) + \frac{1}{q^{1+\lambda}} f\left(\frac{v}{q}\right) - f(v) \right]$$

- ◆ Stretched exponentials

$$f(v) \sim \exp\left(-v^{1+\lambda/2}\right)$$

Self-similar collapse

◆ Self-similar distribution

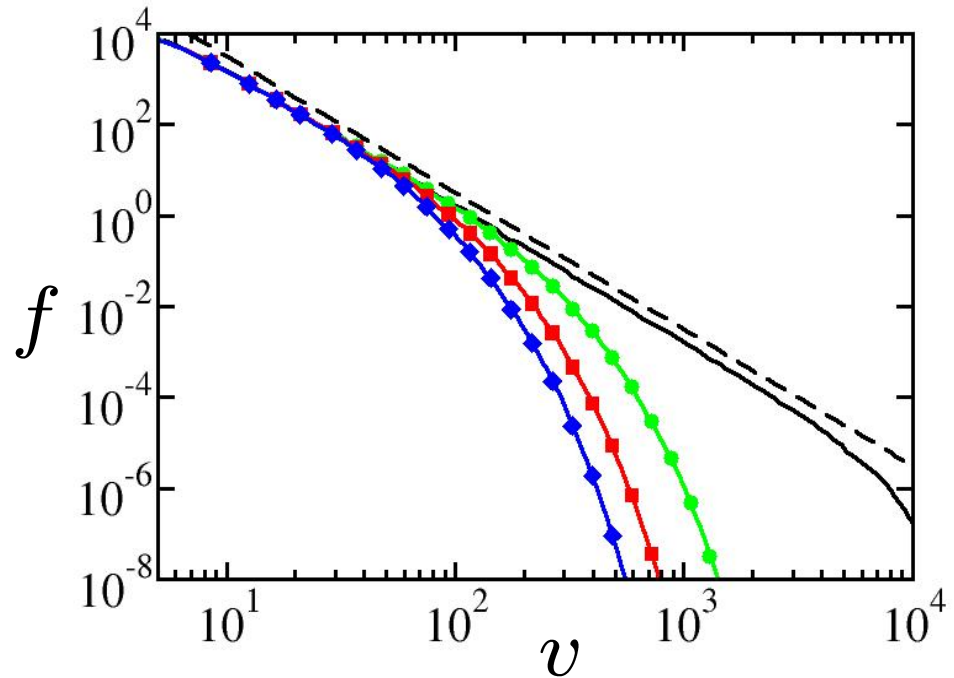
$$f(v, t) \simeq v^{-\sigma} \Phi \left(\frac{v}{V(t)} \right)$$

◆ Cutoff velocity decays

$$V(t) \sim t^{-1/\lambda}$$

◆ Scaling function

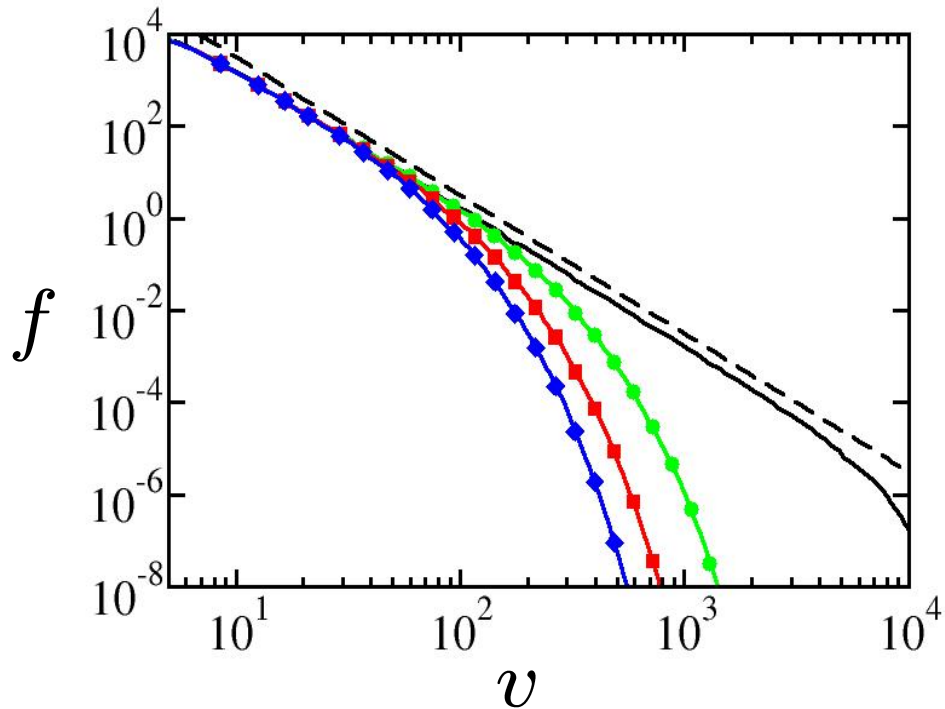
$$\Phi(x) = \sum_{n=1}^{\infty} A_n \exp \left[-(2^n x)^\lambda \right] \quad A_n = \prod_{\substack{k=1 \\ k \neq n}}^{\infty} \frac{1}{1 - 2^{\lambda(n-k)}}$$



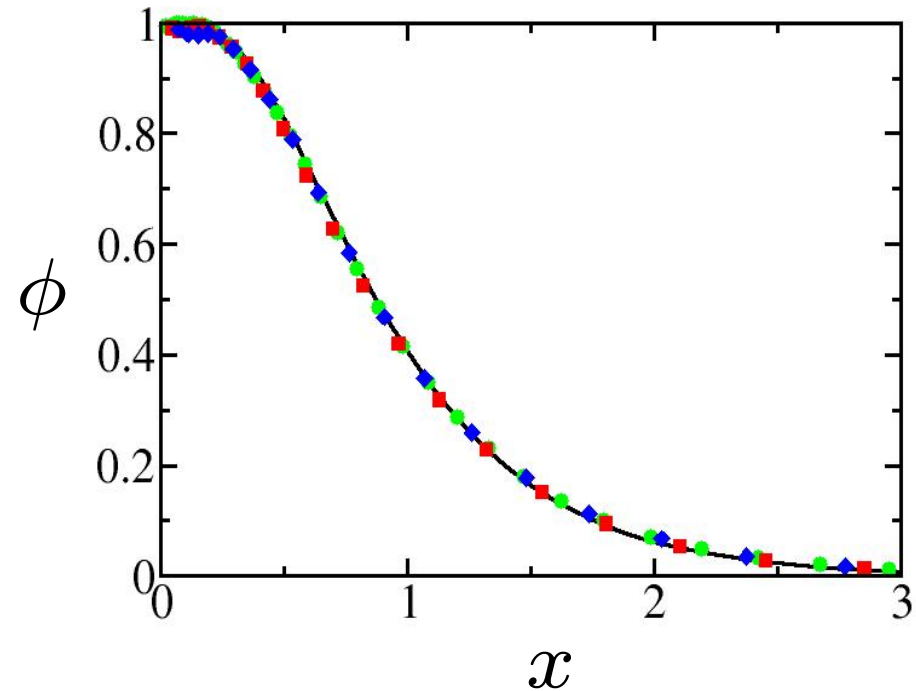
Hybrid between steady-state and time dependent state

Numerical confirmation

Velocity distribution



Scaling function



A third family of solutions exists

Conclusions

- ◆ **New class of nonequilibrium stationary states**
- ◆ **Energy cascades from large to small velocities**
- ◆ **Power-law high-energy tail**
- ◆ **Energy input at large scales balances dissipation**
- ◆ **Associated similarity solutions exist as well**
- ◆ **Temperature insufficient to characterize velocities**
- ◆ **Experimental realization: requires a different driving mechanism**

Outlook

- ◆ **Spatially extended systems**
- ◆ **Spatial structures**
- ◆ **Polydispersed granular media**
- ◆ **Experimental realization**

E. Ben-Naim and J. Machta, PRL 91 (2005) cond-mat/0411473