

## Estimation of the contribution of the effect of collisions of objects larger than 1 cm in size

A.I.Nazarenko<sup>1</sup>, Scientific and Technological Center “Cosmonit”, Roscosmos, [anazarenko32@mail.ru](mailto:anazarenko32@mail.ru)

### Problem

The results of studying the effect of catalogued objects' collisions on the near-Earth space (NES) contamination have been considered at last IADC sessions [1]. Collisions of smaller objects have not been considered. The author believes that this is explained by two reasons:

1. Existing fragmentation models are poorly suited to accounting for diverse collision conditions.
2. A great number (millions) of non-catalogued objects cause high methodological and computation difficulties in modeling the collisions.

That's why these problems have been primarily considered in our work.

### Fragmentation model

The fragmentation model is based on the known relationship [2, 3] for a number of formed particles having mass larger than  $m$

$$N(> m) = A \cdot (m/M)^B. \quad (1)$$

At catastrophic collision  $M = m_1 + m_2$  is the mass of colliding objects.

Some inaccuracies of known models were revealed in the analysis process. Namely:

- The error was found in the known formula for determining the mass of a maximum fragment  $m_{\max} = M \cdot (1+B)/(-B)$ . The correct formula is as follows:

$$m_{\max} = M \cdot (B+1) / [1 + B \cdot (m_{\min}/m_{\max})^{B+1}]. \quad (2)$$

- There is no substantiation of choice of fragments' minimum size.
- The formula for determining the energy released at collision is a particular case of a more general formula applicable for various collision conditions

$$u = U/M = \frac{1}{2} \cdot k_1 \cdot k_2 \cdot V_{imp}^2 \quad (3)$$

Here  $k_1 = m_1/M$ ,  $k_2 = m_2/M$ .

In calculating the energy required for forming the fragment having the destruction surface area  $S_j$  we use the assumption that this energy is proportional to the destruction surface area, i.e.

$$u_j = S_j \cdot g. \quad (4)$$

Here  $g$  is some constant, which depends on fragment's material.

The algorithm for calculating, on a model, the collision consequences, that takes into account the released energy estimate ( $u$ ), consists of the following operations:

1. The maximum mass and size of fragments are calculated.
2. The cycle over possible (discrete) values of fragments' size ( $d_{j-1}$ ), beginning with the largest fragment, is organized;
3. For each fragment size in the range of ( $d_j, d_{j+1}$ ) one calculates the values of the mean destruction surface area  $S_j$ , the volume and mass value  $m_j$ . Here, the assumptions on

---

<sup>1</sup> This work was supported by Roscosmos