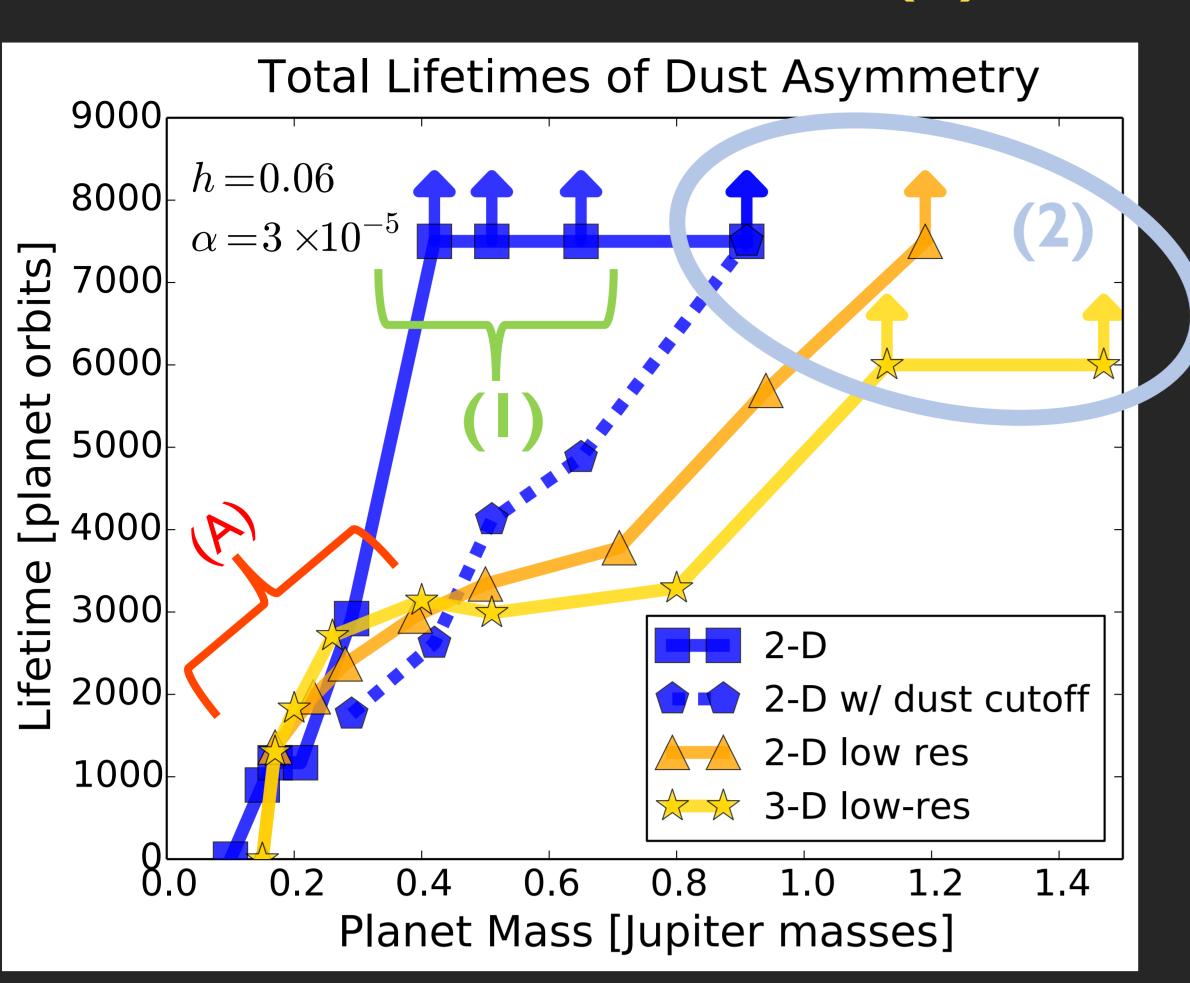
New ways to create longer-lived dust asymmetries

(I) Re-triggered Vortices (2) High-mass planets (3) Planet Migration (4) VSI



MH+ 23 on arXiv



How it happens!! (MH+ 23) With <u>high enough resolution (29 / h)</u>, highmass planets re-trigger vortices early. These new elongated vortices develop compact cores that may not decay in the dust even after the gas vortex is gone. Even though Jupiter-mass planets still induce (2)elongated vortices, they're compact enough that they do not decay in the gas. The vortex's dust asymmetry can survive (3)indefinitely because it is left behind when

Context

Our previous work (MH+ 17, 19, 21) found that incorporating the planet's growth into simulations shortens the lifetimes of a vortex's dust asymmetry.

That's because the resulting vortices are elongated instead of compact.

Only low-mass planets can produce long-lived dust asymmetries by retriggering vortices (MH+ 21).

Doesn't work! (MH+ 23) (A) Low-mass planets still re-trigger long-lived vortices in high-mass but not in low-mass discs. (B) With <u>high enough vertical</u> resolution in 3-D, the dust clumps produced by <u>dust feedback</u> no longer survive indefinitely.

the planet migrates inwards. (4) The VSI can seed the RWI with compact vortices that do not decay.

We found four new ways to make planet-induced vortices survive longer in simulations, which contradicts how rare asymmetries are

in mm-dust images of protoplanetary discs.

With a <u>low-mass planet</u>, planet-induced vortices are

