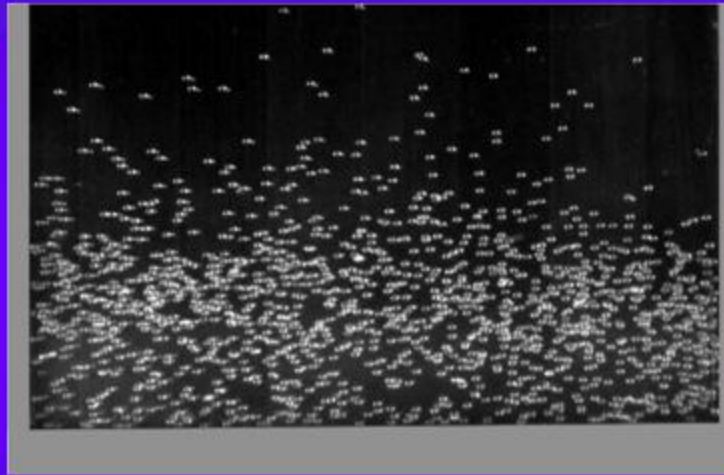


Phase Diagram of Vertically Shaken Granular Matter



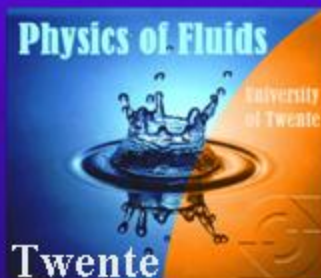
Peter Eshuis

Robert Bos

Ko van der Weele

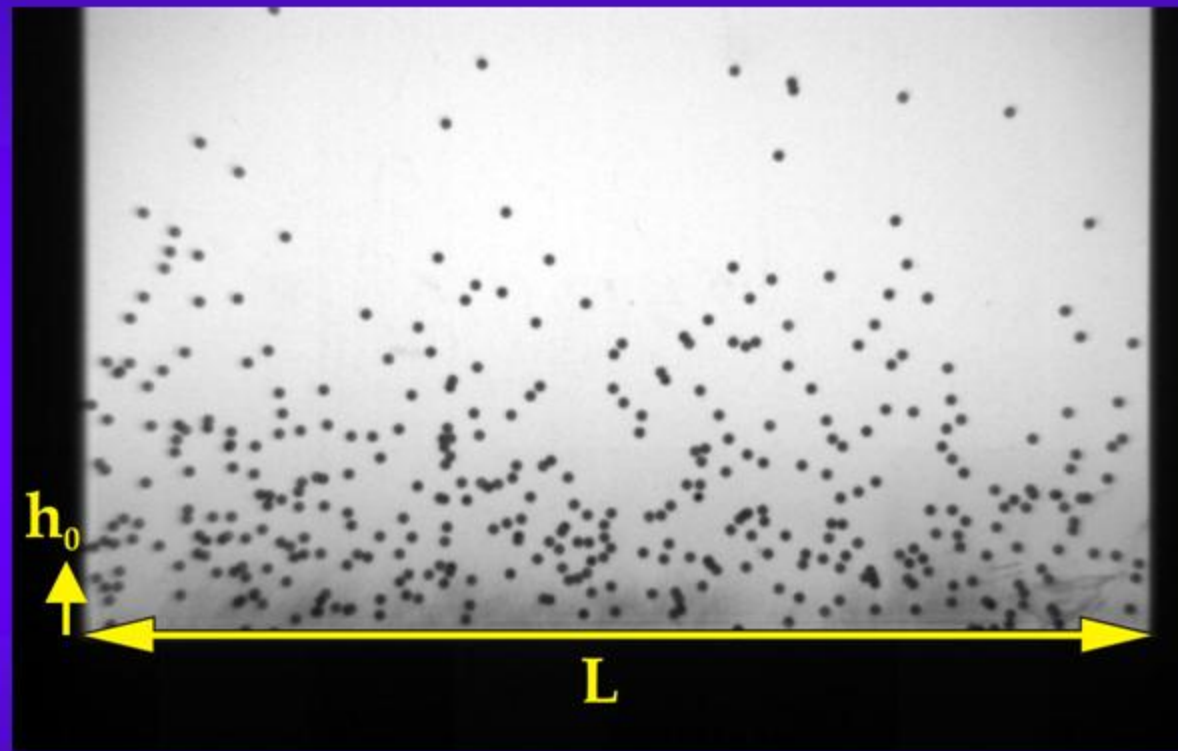
Devaraj van der Meer

Detlef Lohse



Quasi 2-D container

$$L \times D \times H = 101 \times 5 \times 150 \text{ mm}$$



- Glass beads: $d = 1.0 \text{ mm}$, $e \approx 0.95$
- Frequency f linearly increased, amplitude a fixed

What are the dimensionless control parameters?

(i) Shaking parameter: $\frac{a^2 \omega^2}{g \ell}$ ($\omega = 2\pi f$, $g = 9.81 \text{ m/s}^2$)

! {

- *Mild* fluidization: $\ell \propto a \Rightarrow \frac{a \omega^2}{g} = \Gamma$

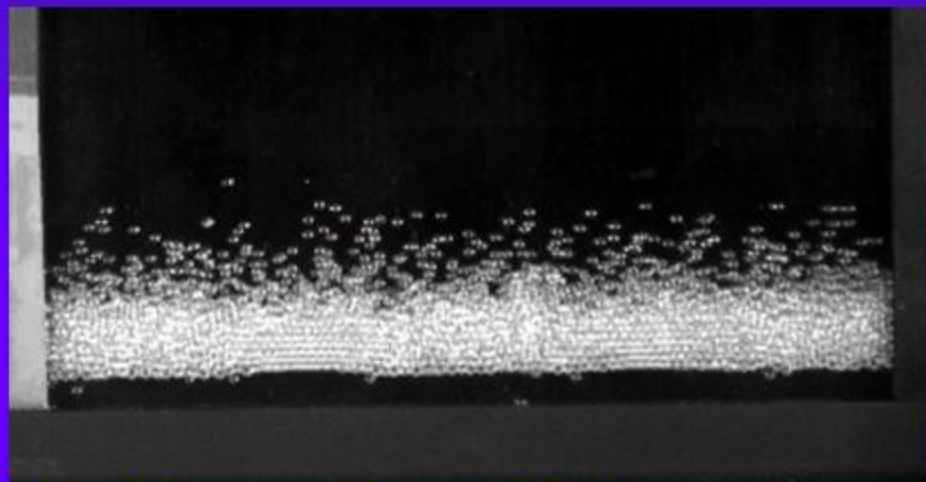
- *Strong* fluidization: $\ell \propto d \Rightarrow \frac{a^2 \omega^2}{g d} \equiv S$

(ii) Number of particle layers: F

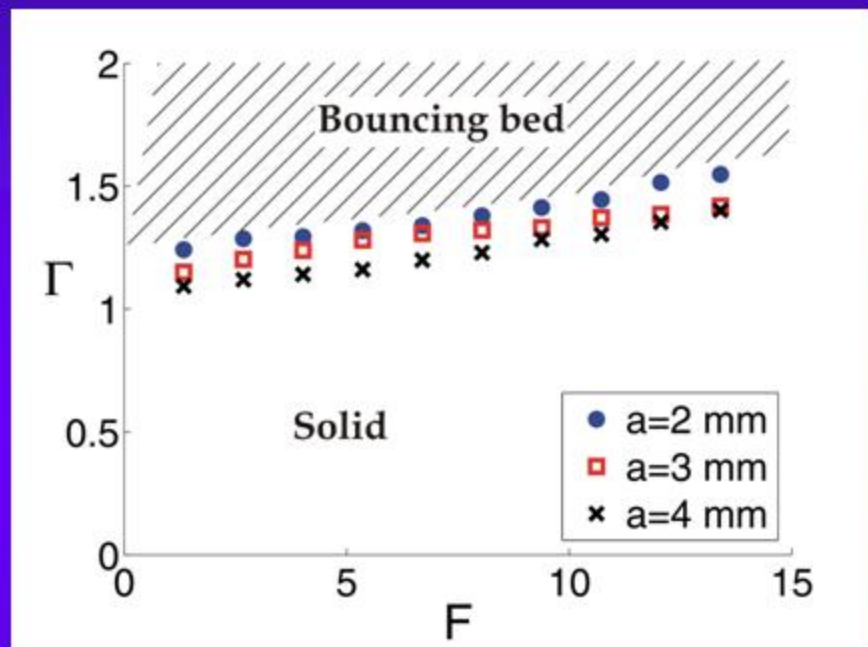
(iii) Inelasticity: $\varepsilon = (1 - e^2) = \text{constant}$ (≈ 0.1)

(iv) Aspect ratio: $\frac{L}{h_0}$ remains large ($h_0 = \text{bed height at rest}$)

1. Bouncing bed



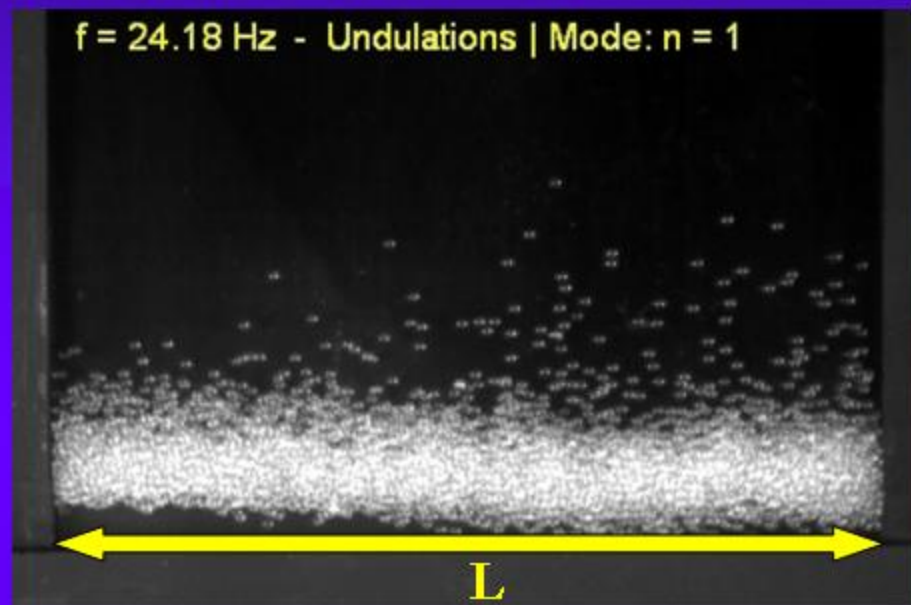
$F = 8.1$ layers, $a = 4.0$ mm, $f = 12$ Hz



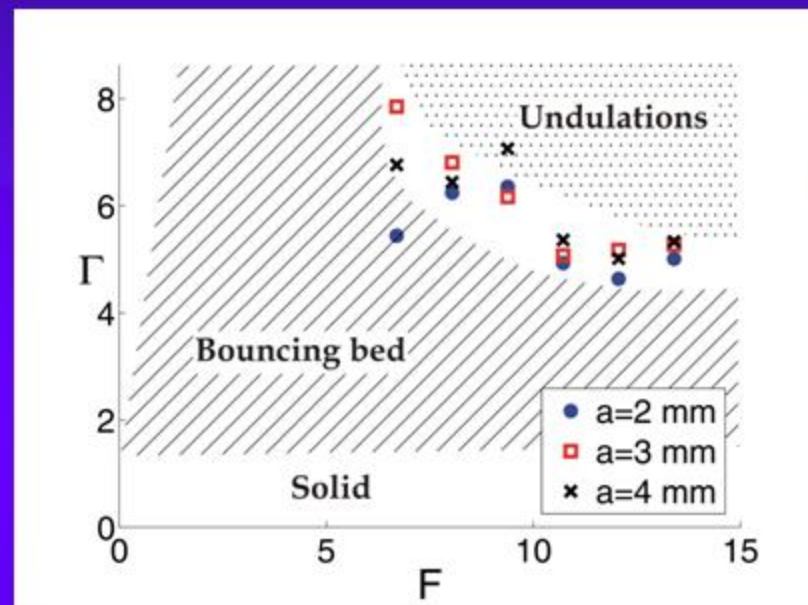
The granular bed bounces as a single body

Mild fluidization $\rightarrow \Gamma$

2. Undulations



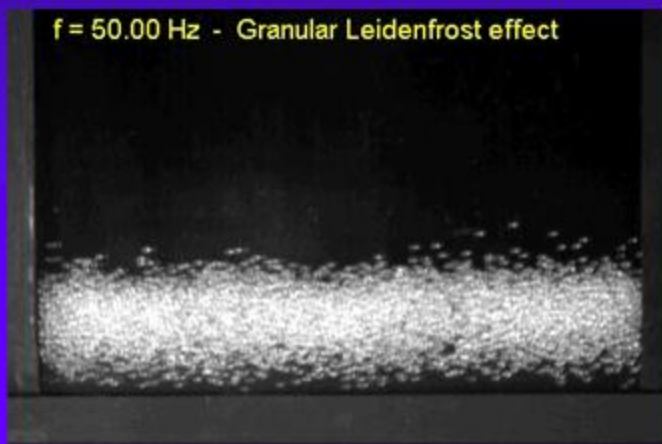
$F = 8.1$ layers, amplitude $a = 3.0$ mm



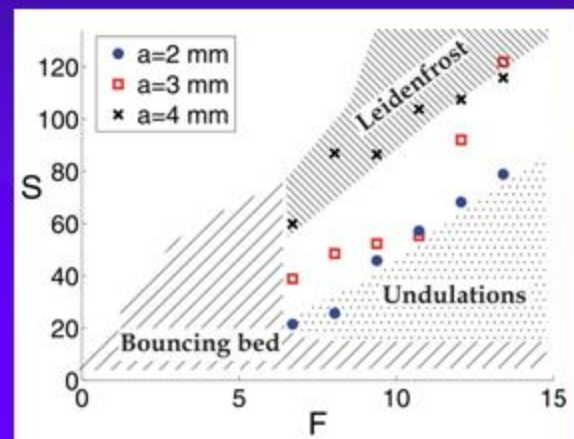
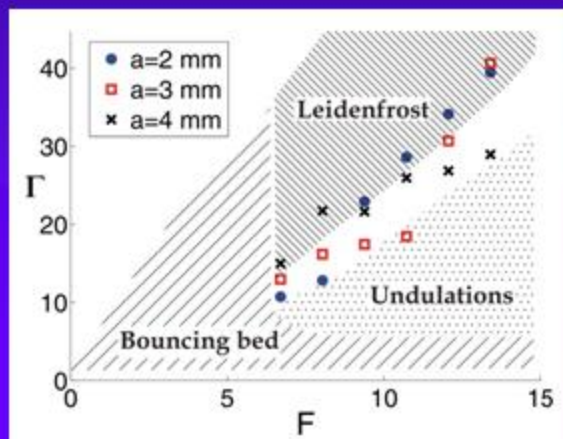
Standing wave pattern oscillating at $2T$

Mild fluidization $\rightarrow \Gamma$

3. Granular Leidenfrost effect



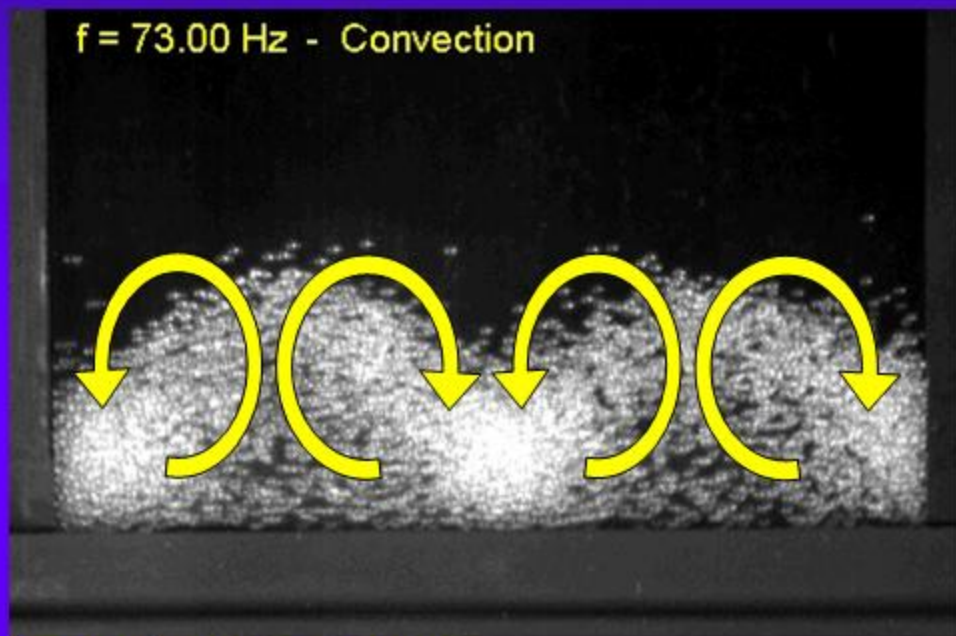
$F = 8.1$ layers, $a = 3.0$ mm



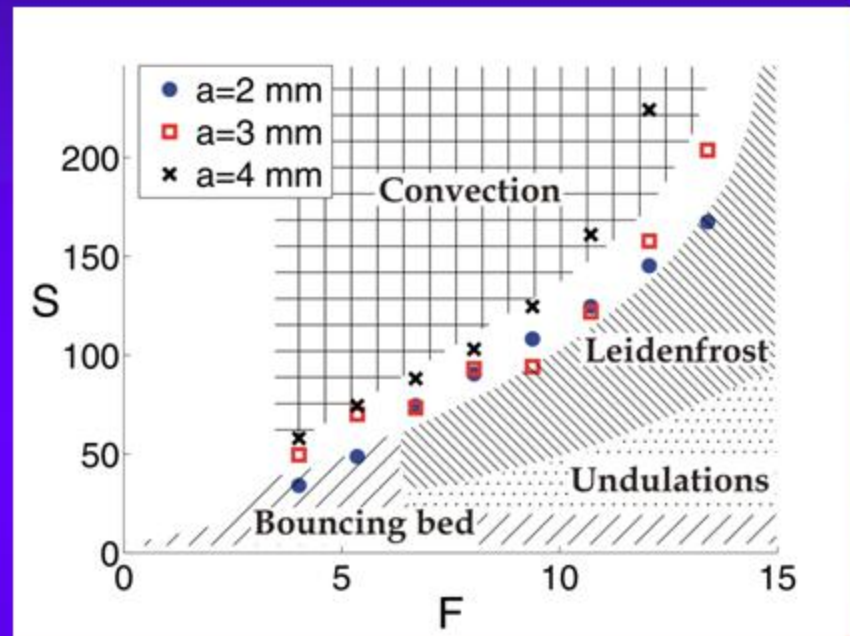
Dense cluster elevated by dilute layer of fast particles

Intermediate fluidization: fluidization candidates...

4. Convection



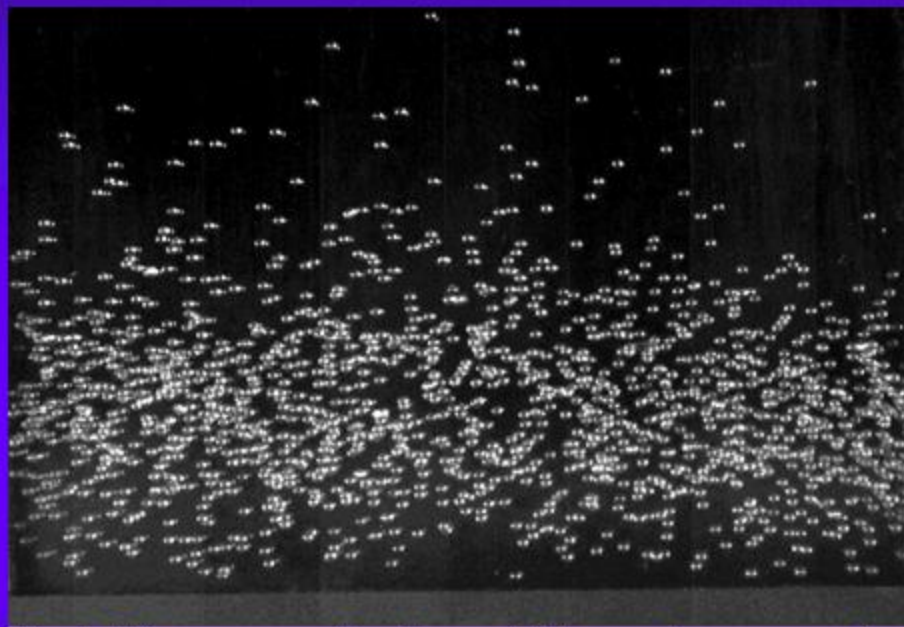
$F = 8.1$ layers, $a = 3.0$ mm



Counter-rotating rolls like Rayleigh-Bénard convection

Strong fluidization \rightarrow S

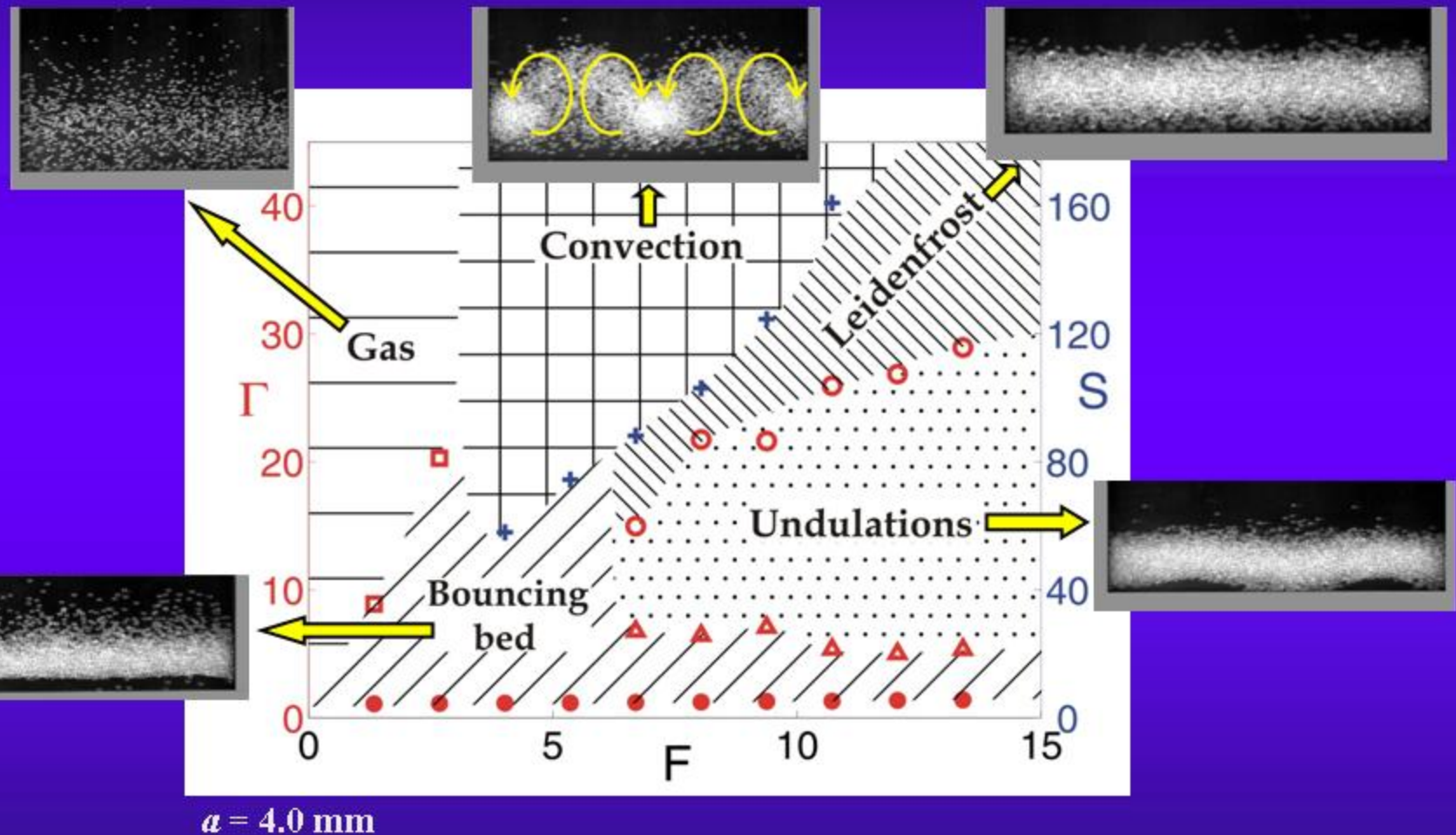
5. Gas



$F = 2.7$ layers, amplitude $a = 3.0$ mm, frequency $f = 50$ Hz

Shaking parameter \rightarrow either Γ (from bouncing bed)
or S (from convection)

Conclusion



P. Eshuis, K. van der Weele, D. van der Meer, R. Bos, and D. Lohse, "Phase Diagram of Vertically Shaken Granular Matter", preprint ArXiv.org: physics/0608283 (2006)