



# ABSciCON 2017

MESA, ARIZONA

1  
00:00:16,830 --> 00:00:12,250

[Music]

2  
00:00:20,670 --> 00:00:16,840

thank you first I wanted to acknowledge

3  
00:00:22,939 --> 00:00:20,680

my co-authors microwave David Amundsen

4  
00:00:25,529 --> 00:00:22,949

who did a lot of work for this talk and

5  
00:00:28,609 --> 00:00:25,539

I'm just the one up here delivering the

6  
00:00:31,319 --> 00:00:28,619

talk and the background of this slide is

7  
00:00:33,810 --> 00:00:31,329

what a climate modeler would like to

8  
00:00:39,560 --> 00:00:33,820

believe that Proxima Centauri B would

9  
00:00:44,940 --> 00:00:41,479

according to a number of people

10  
00:00:46,950 --> 00:00:44,950

including people in this room Proxima

11  
00:00:48,030 --> 00:00:46,960

Centauri B probably doesn't have an

12  
00:00:51,510 --> 00:00:48,040

atmosphere if it has an atmosphere

13  
00:00:52,500 --> 00:00:51,520

probably doesn't have water and I think

14

00:00:54,450 --> 00:00:52,510

we're going to hear another talk by

15

00:00:56,639 --> 00:00:54,460

rodrigo in a little while

16

00:00:59,370 --> 00:00:56,649

talking about the same type of thing and

17

00:01:03,210 --> 00:00:59,380

so but if you read these papers at least

18

00:01:05,340 --> 00:01:03,220

couple of them it may have water there

19

00:01:07,679 --> 00:01:05,350

are ways it could have formed farther

20

00:01:09,389 --> 00:01:07,689

out and migrated in it could have been

21

00:01:10,800 --> 00:01:09,399

formed with tons of water not lost all

22

00:01:13,380 --> 00:01:10,810

of it but formed by the hydrogen

23

00:01:16,109 --> 00:01:13,390

envelope and that burned off and left

24

00:01:19,410 --> 00:01:16,119

something reasonable behind so there are

25

00:01:21,870 --> 00:01:19,420

ways it could happen and so it's

26  
00:01:23,459 --> 00:01:21,880  
interesting actually as an experience to

27  
00:01:24,989 --> 00:01:23,469  
get up and give a talk about an

28  
00:01:28,010 --> 00:01:24,999  
atmosphere that may not actually exist

29  
00:01:30,569 --> 00:01:28,020  
but the purposes of the next 10 minutes

30  
00:01:32,340 --> 00:01:30,579  
let's be optimistic and imagine that it

31  
00:01:34,459 --> 00:01:32,350  
does exist and imagine what possible

32  
00:01:38,910 --> 00:01:34,469  
climates of such planet might look like

33  
00:01:42,449 --> 00:01:38,920  
and so climate models are optimistic in

34  
00:01:44,550 --> 00:01:42,459  
general there we have to be as I a model

35  
00:01:46,319 --> 00:01:44,560  
21st century earth climate change and if

36  
00:01:49,999 --> 00:01:46,329  
you if you're not an optimist about

37  
00:01:52,919 --> 00:01:50,009  
things it'll just drive you crazy so

38  
00:01:55,169 --> 00:01:52,929

anyway other people have tried to model

39

00:01:56,849 --> 00:01:55,179

the climate of Proxima be assuming it

40

00:01:57,779 --> 00:01:56,859

has different kinds of atmospheres and

41

00:02:00,089 --> 00:01:57,789

you can change the kind of atmosphere

42

00:02:01,349 --> 00:02:00,099

and get more warming in less Grumio more

43

00:02:03,569 --> 00:02:01,359

greenhouse warming less greenhouse

44

00:02:05,609 --> 00:02:03,579

warming and so on people usually start

45

00:02:07,800 --> 00:02:05,619

with earth-like type atmospheres with

46

00:02:09,600 --> 00:02:07,810

about a bar of nitrogen with some modest

47

00:02:11,240 --> 00:02:09,610

amount of something like co2 and so on

48

00:02:14,339 --> 00:02:11,250

and so forth and here are two examples

49

00:02:16,890 --> 00:02:14,349

from the literature from much orbit at

50

00:02:19,020 --> 00:02:16,900

all use Neil and D model and from boodle

51  
00:02:22,190 --> 00:02:19,030  
at all using the British Met office

52  
00:02:24,000 --> 00:02:22,200  
model both of them making the same

53  
00:02:26,429 --> 00:02:24,010  
assumption

54  
00:02:29,280 --> 00:02:26,439  
with an aqua planet that is an ocean

55  
00:02:31,979 --> 00:02:29,290  
covered surface no exposed land and a

56  
00:02:34,649 --> 00:02:31,989  
static ocean of thermodynamics or slab

57  
00:02:36,559 --> 00:02:34,659  
ocean and so the ocean sits there it

58  
00:02:40,050 --> 00:02:36,569  
absorbs sunlight if it absorbs this

59  
00:02:42,180 --> 00:02:40,060  
starlight it it is liquid if it doesn't

60  
00:02:44,190 --> 00:02:42,190  
it turns into ice that evaporates water

61  
00:02:47,910 --> 00:02:44,200  
does things like that but it doesn't

62  
00:02:50,580 --> 00:02:47,920  
move around and so basically at the sub

63  
00:02:53,610 --> 00:02:50,590

stellar point here you get liquid water

64

00:02:56,009 --> 00:02:53,620

and outside the zero degrees C Line you

65

00:02:59,069 --> 00:02:56,019

get ice alright and you can see similar

66

00:03:01,680 --> 00:02:59,079

results in both models and so for this

67

00:03:03,750 --> 00:03:01,690

type of planet what happens at the sub

68

00:03:06,180 --> 00:03:03,760

stellar point stays at the sub stellar

69

00:03:09,470 --> 00:03:06,190

point and rapier Homburg called that

70

00:03:13,020 --> 00:03:09,480

configuration eyeball earth alright and

71

00:03:15,539 --> 00:03:13,030

that's sort of the the the typical way

72

00:03:19,649 --> 00:03:15,549

that people who use 3d models try to

73

00:03:21,599 --> 00:03:19,659

simulate exoplanets because it's the

74

00:03:23,910 --> 00:03:21,609

quickest way of doing those calculations

75

00:03:26,670 --> 00:03:23,920

but oceans are a lot more interesting

76

00:03:29,039 --> 00:03:26,680

than that they do other things but

77

00:03:30,509 --> 00:03:29,049

actually matter to the climate so oceans

78

00:03:32,039 --> 00:03:30,519

have thermal inertia and depending on

79

00:03:33,270 --> 00:03:32,049

how deep you assume the ocean is it can

80

00:03:35,129 --> 00:03:33,280

have a lot of thermal inertia which

81

00:03:37,830 --> 00:03:35,139

really slows down the response of the

82

00:03:38,939 --> 00:03:37,840

climate to a change in installation

83

00:03:42,659 --> 00:03:38,949

alright

84

00:03:44,610 --> 00:03:42,669

oceans transport heat in GCMs without a

85

00:03:45,960 --> 00:03:44,620

dynamic ocean the atmosphere atmosphere

86

00:03:48,809 --> 00:03:45,970

transport seep of the ocean does not

87

00:03:51,330 --> 00:03:48,819

oceans transport heat and make it a lot

88

00:03:53,759 --> 00:03:51,340

easier to keep things warmer over a

89

00:03:55,530 --> 00:03:53,769

larger region of the atmosphere but they

90

00:03:57,509 --> 00:03:55,540

take heat away from the sub stellar

91

00:04:00,119 --> 00:03:57,519

region as we'll see in a minute and keep

92

00:04:01,619 --> 00:04:00,129

things cooler there and that was

93

00:04:04,379 --> 00:04:01,629

demonstrated in the paper by WHO and

94

00:04:07,229 --> 00:04:04,389

yang 2014 who uses dynamic ocean to

95

00:04:09,240 --> 00:04:07,239

simulate a generic planet orbiting an M

96

00:04:11,550 --> 00:04:09,250

star and then another point that hasn't

97

00:04:13,939 --> 00:04:11,560

been emphasized very much in this one

98

00:04:17,520 --> 00:04:13,949

paper by Colin at all is that oceans

99

00:04:19,770 --> 00:04:17,530

have salt in them and salinity depresses

100

00:04:21,270 --> 00:04:19,780

the freezing point that's a good thing

101  
00:04:22,439 --> 00:04:21,280  
if you're trying to make habitable

102  
00:04:24,540 --> 00:04:22,449  
planet people do a lot of

103  
00:04:25,560 --> 00:04:24,550  
experimentation with composition of the

104  
00:04:28,080 --> 00:04:25,570  
atmosphere they don't do much

105  
00:04:30,330 --> 00:04:28,090  
experimentation for composition of the

106  
00:04:33,659 --> 00:04:30,340  
ocean so let's look at a couple of those

107  
00:04:36,149 --> 00:04:33,669  
things so we're doing our simulations

108  
00:04:37,559 --> 00:04:36,159  
with a different 3d general circulation

109  
00:04:39,899 --> 00:04:37,569  
model called Rocky

110  
00:04:41,730 --> 00:04:39,909  
Reidy that's developed at NASA Goddard

111  
00:04:43,409 --> 00:04:41,740  
Institute for Space Studies as an

112  
00:04:46,889 --> 00:04:43,419  
outgrowth of our terrestrial climate

113  
00:04:49,589 --> 00:04:46,899

model and that model is described in a

114

00:04:53,219 --> 00:04:49,599

paper oops so I'm going away how do I go

115

00:04:54,989 --> 00:04:53,229

back let's see there we go it's

116

00:04:57,629 --> 00:04:54,999

described in a paper by microwave all

117

00:04:59,519 --> 00:04:57,639

that's been posted on the archive and

118

00:05:02,879 --> 00:04:59,529

it's under review and app.js supplement

119

00:05:04,889 --> 00:05:02,889

series it's four by five degree model

120

00:05:07,859 --> 00:05:04,899

with 40 layers in the atmospheres we're

121

00:05:09,899 --> 00:05:07,869

using a 900 meter deep ocean with nine

122

00:05:11,339 --> 00:05:09,909

layers assuming an actual planet like

123

00:05:13,409 --> 00:05:11,349

the previous studies we're doing runs

124

00:05:15,089 --> 00:05:13,419

with synchronous rotation but we're also

125

00:05:16,969 --> 00:05:15,099

doing runs with three two spin orbit

126

00:05:19,309 --> 00:05:16,979

orbit resonance one with zero

127

00:05:21,869 --> 00:05:19,319

eccentricity and learn with 0.3

128

00:05:23,219 --> 00:05:21,879

eccentricity which is close to the upper

129

00:05:26,309 --> 00:05:23,229

limit that people think is reasonable

130

00:05:28,709 --> 00:05:26,319

we're using sort of typical for earth

131

00:05:29,939 --> 00:05:28,719

type atmosphere for today's top but

132

00:05:31,769 --> 00:05:29,949

we're trying other compositions and

133

00:05:33,359 --> 00:05:31,779

we're using an ocean with different

134

00:05:35,609 --> 00:05:33,369

salinities something typical of the

135

00:05:37,939 --> 00:05:35,619

earth something that's fresh water and

136

00:05:41,579 --> 00:05:37,949

something that's more like the Dead Sea

137

00:05:44,070 --> 00:05:41,589

and so here are examples of what you get

138

00:05:46,049 --> 00:05:44,080

with such a model on the left just as a

139

00:05:48,290 --> 00:05:46,059

sanity check we ran our model first with

140

00:05:50,850 --> 00:05:48,300

a thermodynamic ocean that the previous

141

00:05:52,320 --> 00:05:50,860

modeling papers use just to show you

142

00:05:55,139 --> 00:05:52,330

that we can get the same result for that

143

00:05:58,499 --> 00:05:55,149

type of simulation I bowler but now here

144

00:06:00,149 --> 00:05:58,509

is the result for the ocean the dynamic

145

00:06:02,459 --> 00:06:00,159

ocean and it looks very much actually

146

00:06:05,790 --> 00:06:02,469

like what whoo and Yanks on their 2014

147

00:06:07,230 --> 00:06:05,800

paper what happens that in response to

148

00:06:10,469 --> 00:06:07,240

the heating at the sub stellar point

149

00:06:13,129 --> 00:06:10,479

over here you get these atmospheric

150

00:06:16,739 --> 00:06:13,139

waves Rossby waves on either side of the

151

00:06:18,389 --> 00:06:16,749

of the equator upstream of the sub

152

00:06:20,489 --> 00:06:18,399

stellar point and then you get a Kelvin

153

00:06:23,489 --> 00:06:20,499

way downstream creates this unusual

154

00:06:25,739 --> 00:06:23,499

pattern of above freezing temperatures

155

00:06:27,719 --> 00:06:25,749

and I should but say by the way that I'm

156

00:06:29,670 --> 00:06:27,729

using a color bar convention in which

157

00:06:31,709 --> 00:06:29,680

the transition from blue to yellow is

158

00:06:34,949 --> 00:06:31,719

the transition from below to above

159

00:06:36,649 --> 00:06:34,959

freezing not below to above zero degrees

160

00:06:38,999 --> 00:06:36,659

C because it's different with salt so

161

00:06:41,219 --> 00:06:39,009

anything this yellow is is liquid water

162

00:06:44,069 --> 00:06:41,229

and this was called Baku and yang

163

00:06:47,610 --> 00:06:44,079

Lobster Earth instead of eyeball earth

164

00:06:49,870 --> 00:06:47,620

and you go from a planet that has only

165

00:06:51,700 --> 00:06:49,880

20% open ocean without the dynamic ocean

166

00:06:54,760 --> 00:06:51,710

into something has open more than twice

167

00:06:56,440 --> 00:06:54,770

the open ocean even though the maximum

168

00:06:58,720 --> 00:06:56,450

temperature the substellar point is a

169

00:07:02,020 --> 00:06:58,730

lot cooler than it is with the

170

00:07:04,240 --> 00:07:02,030

thermodynamic ocean still this barely

171

00:07:06,490 --> 00:07:04,250

above freezing seemingly water is

172

00:07:09,700 --> 00:07:06,500

covering a fairly large fraction in the

173

00:07:11,740 --> 00:07:09,710

planet okay something else people worry

174

00:07:13,480 --> 00:07:11,750

about for habitability is the transition

175

00:07:15,970 --> 00:07:13,490

to a moist greenhouse especially around

176

00:07:17,680 --> 00:07:15,980

m-step planets around M stars where

177

00:07:19,960 --> 00:07:17,690

there's lots of shortwave absorption by

178

00:07:21,070 --> 00:07:19,970

water vapor that can wind up putting

179

00:07:23,650 --> 00:07:21,080

lots of water vapor into the

180

00:07:26,050 --> 00:07:23,660

stratosphere and get you to an on

181

00:07:28,150 --> 00:07:26,060

habitable climate sooner than you like

182

00:07:30,580 --> 00:07:28,160

and that's a concern for n star M stars

183

00:07:33,880 --> 00:07:30,590

this is a figure from a paper that we

184

00:07:35,920 --> 00:07:33,890

have in review by Yuka Fuji in app j

185

00:07:39,010 --> 00:07:35,930

showing how the stratosphere water vapor

186

00:07:41,560 --> 00:07:39,020

changes with total incident flux for

187

00:07:43,210 --> 00:07:41,570

four different kinds of stars here this

188

00:07:45,040 --> 00:07:43,220

is the same thing plotted versus surface

189

00:07:46,510 --> 00:07:45,050

temperature substellar point and this is

190

00:07:47,890 --> 00:07:46,520

the same thing plotted versus the near

191

00:07:50,080 --> 00:07:47,900

IR flux which is actually the

192

00:07:50,710 --> 00:07:50,090

fundamental parameter for stratospheric

193

00:07:53,110 --> 00:07:50,720

water vapor

194

00:07:54,810 --> 00:07:53,120

just to show you Proxima B just gets too

195

00:07:57,760 --> 00:07:54,820

little installation it's nowhere near

196

00:07:59,110 --> 00:07:57,770

this place up here where you start to

197

00:08:02,080 --> 00:07:59,120

worry about moist greenhouses so

198

00:08:04,990 --> 00:08:02,090

whatever else may be bad about Proxima

199

00:08:06,640 --> 00:08:05,000

be moist greenhouse is not one of them

200

00:08:10,900 --> 00:08:06,650

given how little installation it

201  
00:08:12,940 --> 00:08:10,910  
receives okay onto more exotic types of

202  
00:08:14,710 --> 00:08:12,950  
oceans on the Left we've shown the

203  
00:08:17,620 --> 00:08:14,720  
result with the experiment which we've

204  
00:08:20,950 --> 00:08:17,630  
used a fresh water ocean zero salinity

205  
00:08:23,170 --> 00:08:20,960  
and on the right we've used this dead

206  
00:08:25,780 --> 00:08:23,180  
sea salinity of two hundred and sixty

207  
00:08:28,300 --> 00:08:25,790  
practical salinity units that's grams

208  
00:08:30,490 --> 00:08:28,310  
per kilogram well talk about the

209  
00:08:33,100 --> 00:08:30,500  
freshwater case first you can see

210  
00:08:34,870 --> 00:08:33,110  
compared to the nominal Lobster earth

211  
00:08:36,370 --> 00:08:34,880  
pattern the pattern is still there but

212  
00:08:40,390 --> 00:08:36,380  
it's a lot smaller this is kind of a

213  
00:08:41,890 --> 00:08:40,400

baby lobster the reason the reason is

214

00:08:43,630 --> 00:08:41,900

that in the ocean you have two different

215

00:08:46,240 --> 00:08:43,640

kinds of heat transport you have a

216

00:08:47,650 --> 00:08:46,250

wind-driven heat transport that's

217

00:08:49,530 --> 00:08:47,660

usually in the upper layers and then you

218

00:08:51,790 --> 00:08:49,540

have a density driven or thermohaline

219

00:08:53,620 --> 00:08:51,800

circulation in which the density

220

00:08:55,480 --> 00:08:53,630

differences that drive it are due to

221

00:08:57,820 --> 00:08:55,490

temperature differences and salinity

222

00:08:59,710 --> 00:08:57,830

differences you take away the salt and

223

00:09:01,750 --> 00:08:59,720

you only have the temperature component

224

00:09:03,300 --> 00:09:01,760

so you weaken thermohaline circulation

225

00:09:04,949 --> 00:09:03,310

you can't transport as

226

00:09:07,110 --> 00:09:04,959

and then there's the peculiar feature of

227

00:09:09,780 --> 00:09:07,120

fresh water that its density peaks at

228

00:09:11,610 --> 00:09:09,790

four degrees C which is not the case for

229

00:09:13,439 --> 00:09:11,620

salty water and so as you move away from

230

00:09:15,059 --> 00:09:13,449

the substellar point and move towards

231

00:09:16,860 --> 00:09:15,069

zero you actually get to this four

232

00:09:18,509 --> 00:09:16,870

degrees C contour and all the water

233

00:09:20,040 --> 00:09:18,519

starts to sink around the edges there

234

00:09:22,139 --> 00:09:20,050

and it's not available actually to

235

00:09:23,939 --> 00:09:22,149

transport the near near surface water

236

00:09:27,420 --> 00:09:23,949

around to the Nightside so you get a

237

00:09:29,600 --> 00:09:27,430

very confined region of of open oceans

238

00:09:32,579 --> 00:09:29,610

only 32% but you go to very high

239

00:09:34,290 --> 00:09:32,589

salinity and pun intended

240

00:09:36,689 --> 00:09:34,300

take the simulation with a grain of salt

241

00:09:40,350 --> 00:09:36,699

these this ocean model was not intended

242

00:09:42,030 --> 00:09:40,360

to go up to things like 260 PSU but the

243

00:09:43,889 --> 00:09:42,040

one thing that you probably can't count

244

00:09:47,309 --> 00:09:43,899

on is that the freezing point is very

245

00:09:49,410 --> 00:09:47,319

very depressed at 260 PSU it's down

246

00:09:51,739 --> 00:09:49,420

there minded but it's about it and at

247

00:09:54,360 --> 00:09:51,749

the eutectic point it's about

248

00:09:56,040 --> 00:09:54,370

closed-toed minus 21 degrees or

249

00:09:58,799 --> 00:09:56,050

something like that and so you wind up

250

00:10:03,210 --> 00:09:58,809

having a planet that is not above 0

251  
00:10:05,790 --> 00:10:03,220  
degrees C anywhere on the planet yet 97%

252  
00:10:07,499 --> 00:10:05,800  
of the planet is liquid water ok and so

253  
00:10:09,900 --> 00:10:07,509  
you don't have to build up bars of co2

254  
00:10:11,460 --> 00:10:09,910  
to make a planet that is technically

255  
00:10:13,290 --> 00:10:11,470  
habitable in its ability to sustain

256  
00:10:15,629 --> 00:10:13,300  
surface liquid water you can make

257  
00:10:18,360 --> 00:10:15,639  
something that looks completely cold but

258  
00:10:21,749 --> 00:10:18,370  
still could be habitable with the price

259  
00:10:23,900 --> 00:10:21,759  
you pay that it's really really salty ok

260  
00:10:26,549 --> 00:10:23,910  
is a really really salty ocean

261  
00:10:28,259 --> 00:10:26,559  
conceivable well maybe I don't really

262  
00:10:30,299 --> 00:10:28,269  
actually know that much about that but

263  
00:10:32,549 --> 00:10:30,309

people who study Europa there's a paper

264

00:10:35,309 --> 00:10:32,559

from Han and Chava where these Galileo

265

00:10:38,429 --> 00:10:35,319

magnetometer data to try to figure out

266

00:10:39,929 --> 00:10:38,439

how saline Europa's subsurface ocean may

267

00:10:41,340 --> 00:10:39,939

be and in the end they kind of came to

268

00:10:44,100 --> 00:10:41,350

the conclusion by the way Europa they

269

00:10:45,660 --> 00:10:44,110

think is not sodium chloride dominated

270

00:10:48,929 --> 00:10:45,670

ocean they think it's a magnesium

271

00:10:50,249 --> 00:10:48,939

sulfate epsom salts dominated ocean but

272

00:10:51,900 --> 00:10:50,259

they came to the conclusion that the

273

00:10:54,540 --> 00:10:51,910

Galileo magnetometer results are

274

00:10:56,100 --> 00:10:54,550

actually most consistent with a salinity

275

00:10:59,249 --> 00:10:56,110

of that ocean that's very close to

276  
00:11:01,650 --> 00:10:59,259  
saturation for magnesium sulfate and so

277  
00:11:03,210 --> 00:11:01,660  
the idea of a really really salty ocean

278  
00:11:05,119 --> 00:11:03,220  
we may actually even have an example

279  
00:11:07,860 --> 00:11:05,129  
right in our own solar system who knows

280  
00:11:10,860 --> 00:11:07,870  
could anything live in an ocean that

281  
00:11:13,889 --> 00:11:10,870  
salty and that cold well it's amazing

282  
00:11:16,590 --> 00:11:13,899  
the paper by McKittrick at all 2012 and

283  
00:11:20,490 --> 00:11:16,600  
they found this hello file

284  
00:11:23,490 --> 00:11:20,500  
planta caucus hello cryo Phyllis or 1 in

285  
00:11:25,410 --> 00:11:23,500  
Arctic permafrost and they run it back

286  
00:11:29,100 --> 00:11:25,420  
to the lab and got it to grow and divide

287  
00:11:31,439 --> 00:11:29,110  
at minus 15 degrees C at 180 practical

288  
00:11:34,290 --> 00:11:31,449

salinity units so you know not bad Vic

289

00:11:37,379 --> 00:11:34,300

yeah life will find a way it's amazing

290

00:11:41,490 --> 00:11:37,389

right so the other thing that we did is

291

00:11:43,499 --> 00:11:41,500

to try to simulate Proxima Centauri B

292

00:11:46,139 --> 00:11:43,509

now not in synchronous rotation but in

293

00:11:48,059 --> 00:11:46,149

three two spin orbit resonance you get a

294

00:11:49,170 --> 00:11:48,069

very different situation depending on

295

00:11:51,210 --> 00:11:49,180

whether you assume there's any

296

00:11:52,920 --> 00:11:51,220

eccentricity or not without any

297

00:11:55,170 --> 00:11:52,930

eccentricity this is the pattern of

298

00:11:58,439 --> 00:11:55,180

incident stellar radiation without any

299

00:12:01,079 --> 00:11:58,449

eccentricity then you get an even a

300

00:12:02,639 --> 00:12:01,089

climatologically even there's a diurnal

301  
00:12:04,379 --> 00:12:02,649  
cycle of course because it's not in

302  
00:12:06,230 --> 00:12:04,389  
synchronous rotation but you get a

303  
00:12:09,329 --> 00:12:06,240  
climatologically even pattern of

304  
00:12:11,910 --> 00:12:09,339  
installation at all longitudes but if

305  
00:12:15,120 --> 00:12:11,920  
you add eccentricity this is the point

306  
00:12:17,009 --> 00:12:15,130  
three case then you don't because then

307  
00:12:18,329 --> 00:12:17,019  
basically every time you come around

308  
00:12:21,540 --> 00:12:18,339  
again

309  
00:12:24,030 --> 00:12:21,550  
a different side of the planet is

310  
00:12:26,850 --> 00:12:24,040  
spacing the star and so you get two

311  
00:12:29,460 --> 00:12:26,860  
preferred longitudes of high

312  
00:12:31,740 --> 00:12:29,470  
installation with weaker installation

313  
00:12:33,240 --> 00:12:31,750

between so if you do if you apply this

314

00:12:35,069 --> 00:12:33,250

type of installation pattern to a

315

00:12:37,050 --> 00:12:35,079

thermodynamic ocean like the ones I

316

00:12:39,720 --> 00:12:37,060

showed you earlier then you don't get an

317

00:12:41,699 --> 00:12:39,730

eyeball or if you get a to eyeball earth

318

00:12:44,550 --> 00:12:41,709

is basically what you get with ice in

319

00:12:45,960 --> 00:12:44,560

between this is the sea ice cover that

320

00:12:49,110 --> 00:12:45,970

we get from the model with a dynamic

321

00:12:51,030 --> 00:12:49,120

ocean with this version of the

322

00:12:53,639 --> 00:12:51,040

installation there's just not there's

323

00:12:55,410 --> 00:12:53,649

you melt the planet on the day side in

324

00:12:57,629 --> 00:12:55,420

the equatorial region but it freezes up

325

00:13:00,120 --> 00:12:57,639

again on the night side so you get kind

326

00:13:02,280 --> 00:13:00,130

of climatologically partial sea ice

327

00:13:04,379 --> 00:13:02,290

cover in a small band near the equator

328

00:13:06,660 --> 00:13:04,389

and ice everywhere else no place that's

329

00:13:07,800 --> 00:13:06,670

completely ice-free but with this

330

00:13:11,819 --> 00:13:07,810

pattern where you're actually getting

331

00:13:14,819 --> 00:13:11,829

fairly intense installation in two

332

00:13:16,590 --> 00:13:14,829

places on the globe then you get open

333

00:13:17,970 --> 00:13:16,600

ocean and because the ocean transports

334

00:13:19,800 --> 00:13:17,980

heat because the ocean has a lot of

335

00:13:21,960 --> 00:13:19,810

thermal inertia so that it doesn't

336

00:13:23,460 --> 00:13:21,970

automatically freeze over once the

337

00:13:25,230 --> 00:13:23,470

planet moves over onto the night side

338

00:13:27,090 --> 00:13:25,240

you actually get a permanent

339

00:13:29,640 --> 00:13:27,100

what would people people would call a

340

00:13:32,220 --> 00:13:29,650

water belt of liquid water all around

341

00:13:33,660 --> 00:13:32,230

the planet so that's a fairly habitable

342

00:13:38,870 --> 00:13:33,670

looking planet and that's what normal

343

00:13:42,150 --> 00:13:38,880

earth type salinity okay so to conclude

344

00:13:45,030 --> 00:13:42,160

dynamic ocean implies that you might

345

00:13:48,180 --> 00:13:45,040

have a much colder but a broader

346

00:13:50,880 --> 00:13:48,190

habitable region then a static ocean

347

00:13:52,530 --> 00:13:50,890

would imply if you have a synchronously

348

00:13:55,320 --> 00:13:52,540

rotating planet with an earth-like

349

00:13:57,750 --> 00:13:55,330

atmosphere if you have a highly saline

350

00:14:00,630 --> 00:13:57,760

ocean you have this possibility of an

351  
00:14:04,980 --> 00:14:00,640  
almost completely liquid covered planet

352  
00:14:07,340 --> 00:14:04,990  
that nonetheless stays below zero

353  
00:14:10,020 --> 00:14:07,350  
degrees C everywhere on the planet and

354  
00:14:11,940 --> 00:14:10,030  
we have examples on earth of critters

355  
00:14:14,400 --> 00:14:11,950  
that actually grow in conditions like

356  
00:14:16,380 --> 00:14:14,410  
that amazingly if you have a planet in

357  
00:14:18,030 --> 00:14:16,390  
three to spin-orbit residence then with

358  
00:14:20,610 --> 00:14:18,040  
eccentricity you can produce a nice

359  
00:14:23,250 --> 00:14:20,620  
habitable belt of water around the

360  
00:14:25,800 --> 00:14:23,260  
equator and of course all of this is on

361  
00:14:28,080 --> 00:14:25,810  
the condition that Proxima B has an

362  
00:14:31,140 --> 00:14:28,090  
atmosphere and then it has water which

363  
00:14:32,610 --> 00:14:31,150

it probably doesn't but maybe let's be

364

00:14:38,950 --> 00:14:32,620

optimistic thank

365

00:14:41,480 --> 00:14:38,960

[Applause]

366

00:14:42,920 --> 00:14:41,490

all right so we're about three minutes

367

00:14:49,730 --> 00:14:42,930

ahead of schedule so we have time for

368

00:14:51,650 --> 00:14:49,740

maybe a few quick questions so this is

369

00:14:53,900 --> 00:14:51,660

with an earth-like atmosphere but what

370

00:14:56,420 --> 00:14:53,910

happens if you increase the co2 maybe

371

00:15:01,160 --> 00:14:56,430

four five times or even more than that

372

00:15:04,040 --> 00:15:01,170

so so we're doing runs right now with an

373

00:15:06,200 --> 00:15:04,050

hour key and earth type atmosphere we're

374

00:15:09,110 --> 00:15:06,210

specifically doing runs with non

375

00:15:11,270 --> 00:15:09,120

atmosphere like what char net all looked

376

00:15:13,310 --> 00:15:11,280

at in their 2013 paper their case a

377

00:15:16,130 --> 00:15:13,320

which as I guess about point nine

378

00:15:20,620 --> 00:15:16,140

millibars of co2 point nine millibars of

379

00:15:23,750 --> 00:15:20,630

methane as well and you get a broader

380

00:15:26,360 --> 00:15:23,760

region of open ocean water but not a

381

00:15:27,650 --> 00:15:26,370

completely open ocean region for that if

382

00:15:29,510 --> 00:15:27,660

you go up to very high co2

383

00:15:31,850 --> 00:15:29,520

concentrations we have not done that

384

00:15:34,580 --> 00:15:31,860

experiment yet but tibetan all did that

385

00:15:37,040 --> 00:15:34,590

experiment with a one-bar co2 atmosphere

386

00:15:41,740 --> 00:15:37,050

for one-bar co2 atmosphere you can make

387

00:15:45,230 --> 00:15:43,730

another question about parameter

388

00:15:46,880 --> 00:15:45,240

sensitivity what happens if you change

389

00:15:50,150 --> 00:15:46,890

the rotation rate does the mat-su know

390

00:15:52,730 --> 00:15:50,160

gill pattern changes well or so so yeah

391

00:15:55,460 --> 00:15:52,740

so it the the details of it will change

392

00:15:59,060 --> 00:15:55,470

you'll still get the same basic pattern

393

00:16:01,220 --> 00:15:59,070

and I can tell you that for a fact that

394

00:16:02,450 --> 00:16:01,230

it changes the shape a little bit of the

395

00:16:03,770 --> 00:16:02,460

pattern but doesn't change the pattern

396

00:16:05,780 --> 00:16:03,780

because the first time we ran these

397

00:16:06,980 --> 00:16:05,790

experiments we mistakenly having the

398

00:16:09,260 --> 00:16:06,990

mistake in the code that gave us a

399

00:16:12,170 --> 00:16:09,270

rotation rate that was that was twice as

400

00:16:13,880 --> 00:16:12,180

slow as the actual rotation rate so

401  
00:16:15,410 --> 00:16:13,890  
changes the look of the pattern a little

402  
00:16:18,500 --> 00:16:15,420  
bit but the mat-su Nabeel pattern is

403  
00:16:21,830 --> 00:16:18,510  
still there all right make your last

404  
00:16:23,270 --> 00:16:21,840  
question quick okay I'll hold off on

405  
00:16:25,250 --> 00:16:23,280  
some of the comments that I had just a

406  
00:16:27,560 --> 00:16:25,260  
quick couple comments about two oceans

407  
00:16:29,330 --> 00:16:27,570  
in our own solar system i Jerry's still

408  
00:16:32,030 --> 00:16:29,340  
out about whether your opposition's

409  
00:16:33,560 --> 00:16:32,040  
magazine sulfate or sodium chloride in

410  
00:16:35,030 --> 00:16:33,570  
hand provided a lower bound the other

411  
00:16:36,650 --> 00:16:35,040  
thing is that if you're looking for a

412  
00:16:39,740 --> 00:16:36,660  
saturated ocean Callisto might be a good