IMPACTS LARGE AND SMALL: MODIFICATION OF THE LUNAR REGOLITH OBSERVED BY LRO DIVINER. J.-P. Williams¹, D. A. Paige¹, B. T. Greenhagen², and E. Sefton-Nash³, ¹Earth, Planetary, and Space Sciences, University of California, Los Angeles, CA 90095 (jpierre@mars.ucla.edu), ²Applied Physics Laboratory, Johns Hopkins University, Laurel, MD. ³European Space Agency, ESTEC 2200 AG Noordwijk, The Netherlands..

Introduction: The Diviner Lunar Radiometer Experiment onboard LRO has been acquiring solar reflectance and infrared radiance measurements nearly continuously since July of 2009 [1]. Diviner is providing the most comprehensive view of how regoliths on airless bodies store and exchange thermal energy with the space environment. Approximately a quarter trillion calibrated radiance measurements of the Moon, acquired over 5.5 years by Diviner, have been compiled into a 0.5° resolution global dataset with a 0.25 hour local time resolution. Maps generated with this dataset provide a global perspective of the surface energy balance of the Moon and reveal the complex and extreme nature of the lunar surface thermal environment [2]. Impact craters from meter-scale to basinscale are found to modify the thermophysical and radiative properties of the regolith over large distances as seen in reflectance and infrared observations demonstrating the dominating effect impacts, as a geologic process, have had on the global physical properties of the lunar surface.

Results: The hottest nighttime temperature anomalies are associated with young rayed Copernican-age craters. The thermal signature of Tycho is asymmetric, consistent with an oblique impact coming from the west and rays require material with a higher thermal inertial than nominal regolith. Rays are observable as thermal anomalies in nighttime temperatures indicating a contrast in thermophysical properties in addition to having a higher reflectance, however nighttime brightness temperatures do not display anisothermality indicating the thermal contrast of the ray must largely result from objects smaller than ~0.5 m. The coldest nighttime surfaces are associated with lunar cold spots [3], highly insulating regions around very young craters extending ~10–100 crater radii. The three largest cold spots have surfaces that remain >5 K colder than mean zonal temperatures and maintain this temperature difference throughout the night. The modification of the regolith by the formation of the Orientale basin is observable over a substantial portion of the western hemisphere despite its age (~3.8 Ga), and may have contributed to mixing of highland and mare material on the margin of Oceanus Procellarum where the gradient in radiative properties at the mare-highland contact is broad (~200 km). A lobe of the Montes Rook Formation extends beyond the Cordillera scarp in the southwest corner. The thermal signature is consistent with impact melt. A thermally distinct annulus of material ~300 - 600 km wide extending outward from the Cordillera ring corresponds to a region of low radar return [4] implying the unit is related to the radar-dark halos observed around other sizeable craters.

References: [1] Paige D. A. et al. (2010) *Space Sci. Rev.*, *150*, 125–160. [2] Williams J.-P. et al. (2016) *Icarus*, submitted. [3] Bandfield J. L. et al. (2014) *Icarus*, *231*, 221–231. [4] Ghent R. R. et al. (2008) *Geology*, *36*, 343–346.

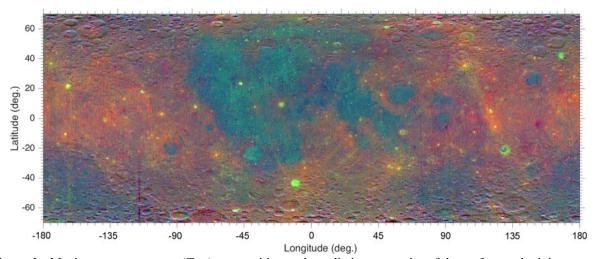


Figure 1: Maximum temperatures (T_{max}) are sensitive to the radiative properties of the surface and minimum temperatures (T_{min}) are sensitive to the thermophysical properties of the regolith. Anomalous T_{max} and T_{min} are highlighted by subtracting the zonal mean temperatures from maps. RGB channels are Diviner reflectance (red), T_{min} anomalies (green), and T_{max} anomalies (blue). Terrains can be characterized as low/high reflectance and low/high TI. Young craters and rays (yellow/orange) are bright and high TI. Cold spots and radar dark halos (magenta) are bright and low TI, mare (cyan/blue) are dark and high TI, pyroclastic deposits (blue) are dark and low TI.