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Introduction

- There are many channels on Mars, but climate conditions were different than on Earth.
- Different sources of water have been proposed for Mars, including groundwater as main source for channel formation [1,2,3].

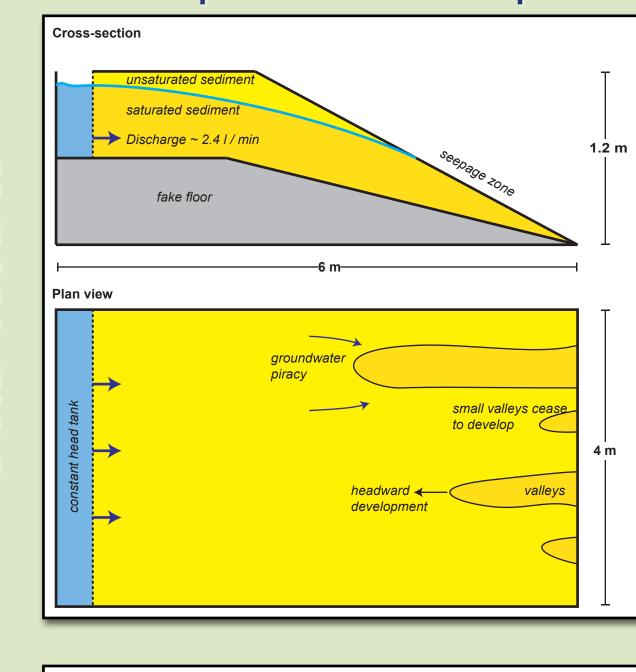
Aims

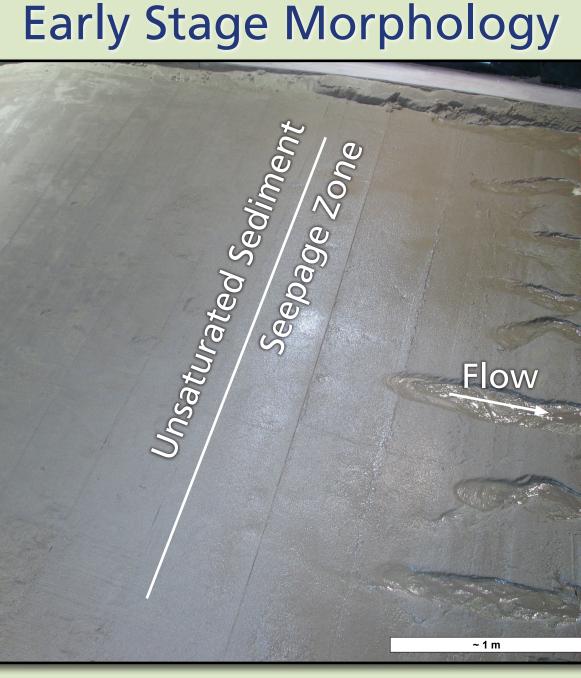
- Knowledge on groundwater-induced channels is minimal due to limited occurence on Earth.
- We aim to extend the knowledge on related processes and resulting morphology for these systems from scaled flume experiments.

Methods

- Experimental setup consists of a flume of 6 m long x 4 m wide and 1.20 m deep.
- Simulation of seepage from sub-surface groundwater level from a distant source using a constant head tank.
- Seepage from a local source (e.g. melt or precipitation) was simulated by rain simulators.
- Pressurized aquifer release using a subsurface drainage pipe with forced discharge, at:
- sub-lithostatic pressure (only seepage)
- super-lithostatic pressure (sediment lifted by water pressure)
- Data: time-lapse imagery and laser-scanned DEMs.

Experiment Setup

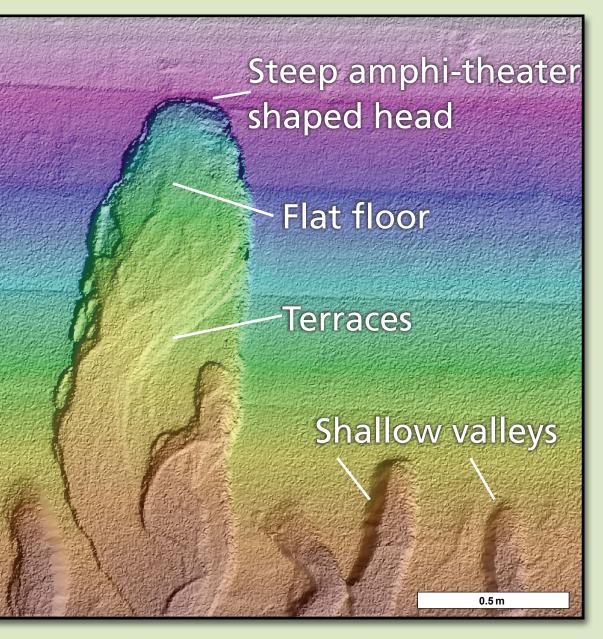




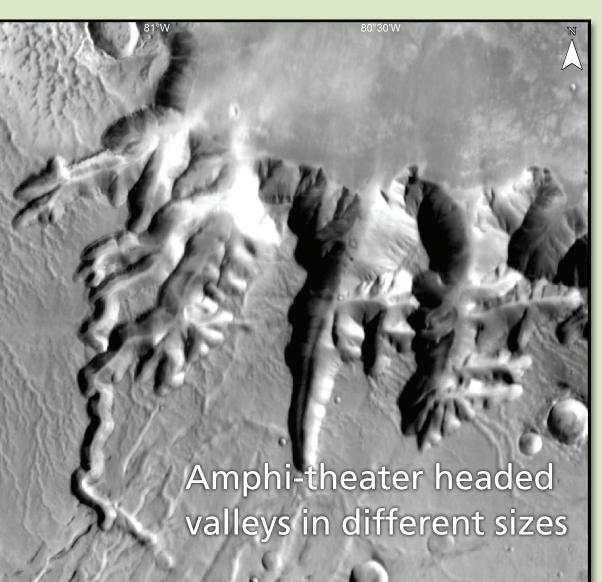
Final Morphology



Shaded DEM



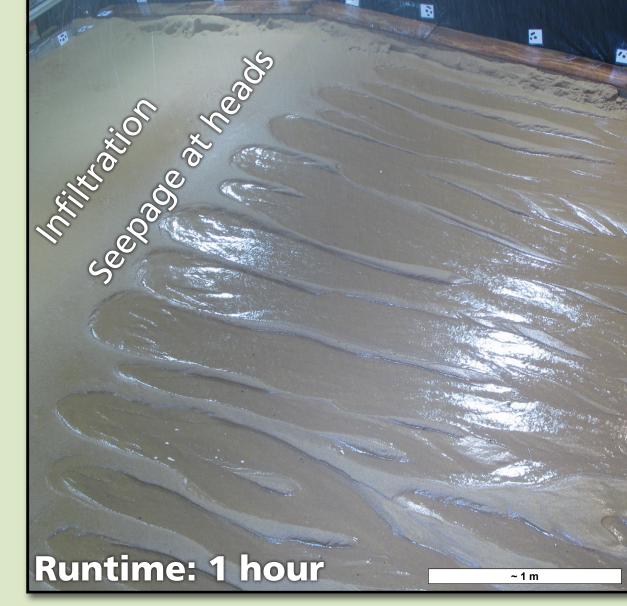
Mars Look-alike

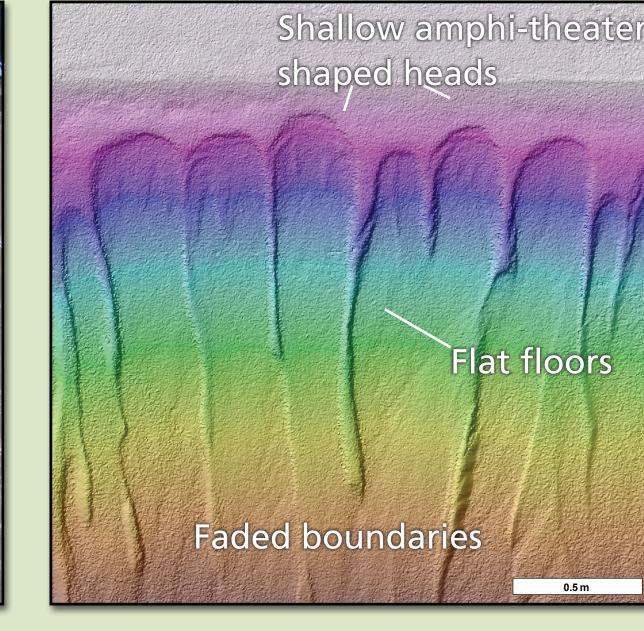


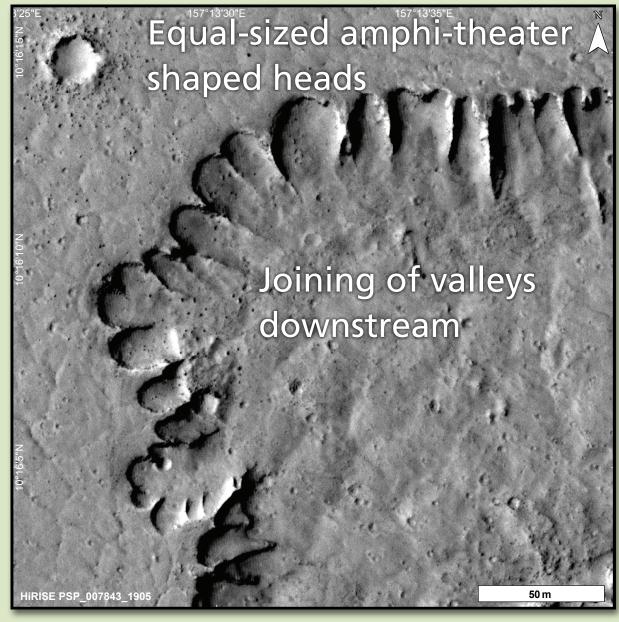
Key Features

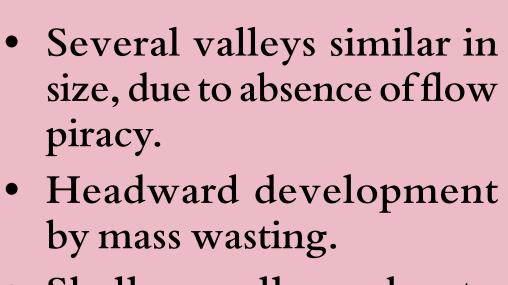
- Different sizes of valleys due to flow piracy.
- Theater-shaped valley heads due to mass wasting processes.
- Valley depth relates to groundwater level.
- Further developed valleys are deeper as groundwater level is deeper upstream.

(rain simulator above entire reach)

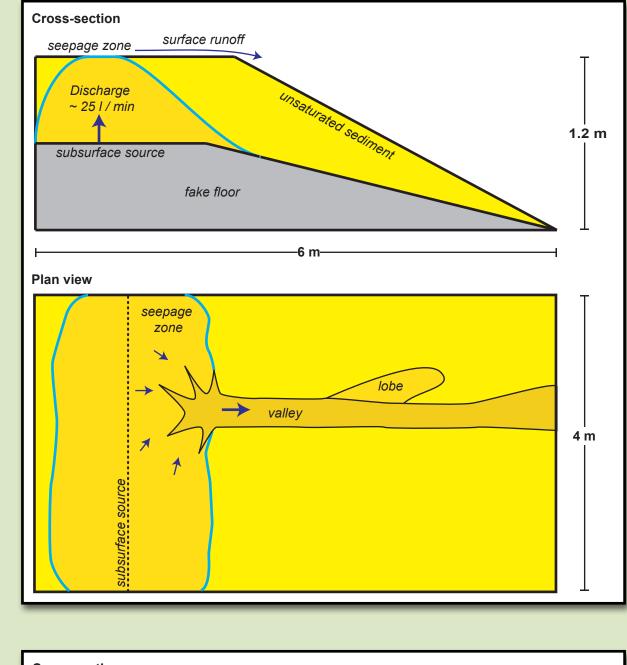


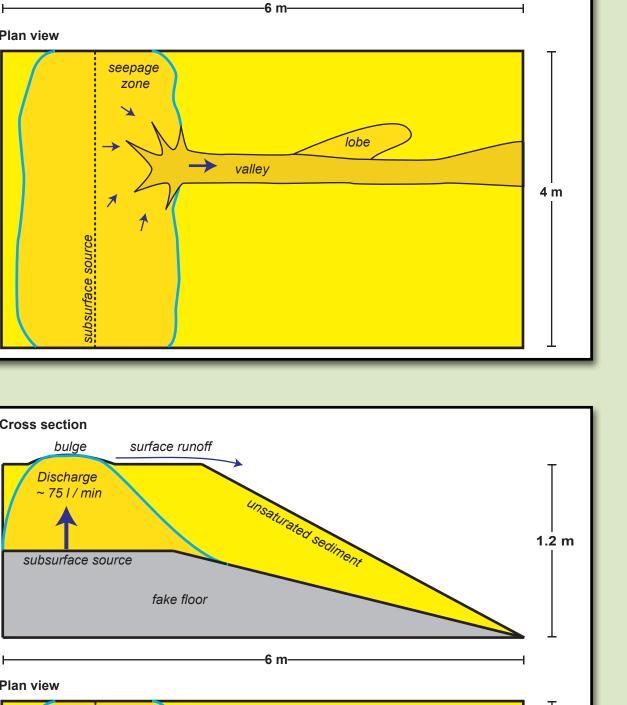


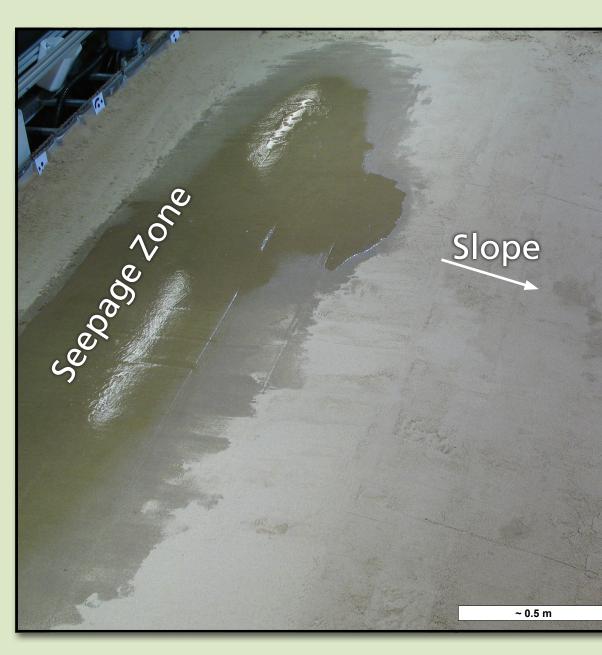




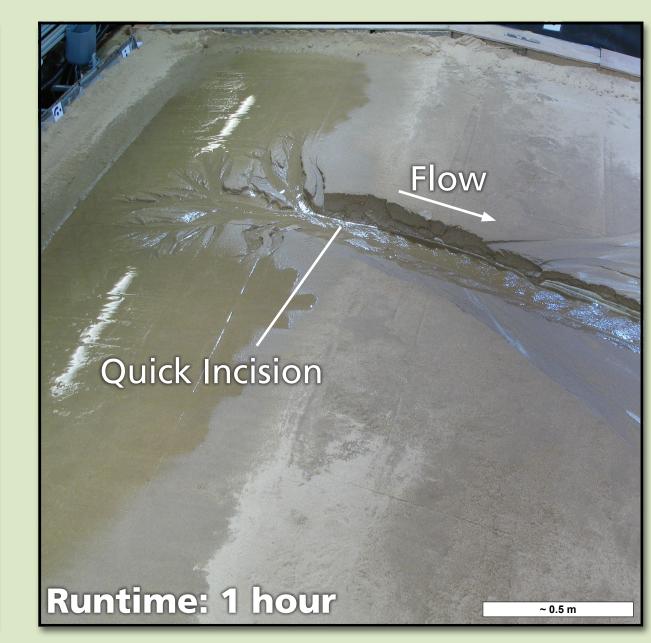
- Shallow valleys, due to high groundwater level.
- Simulated in experiment as precipitation, but could be melt of snow or subsurface ice.

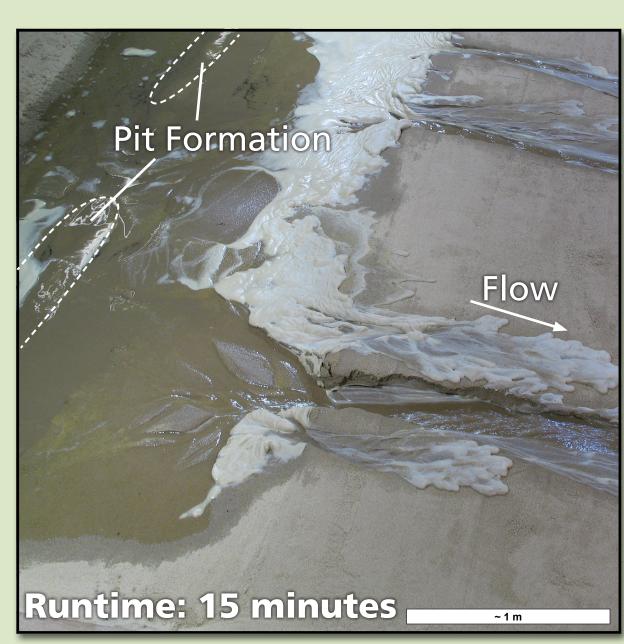


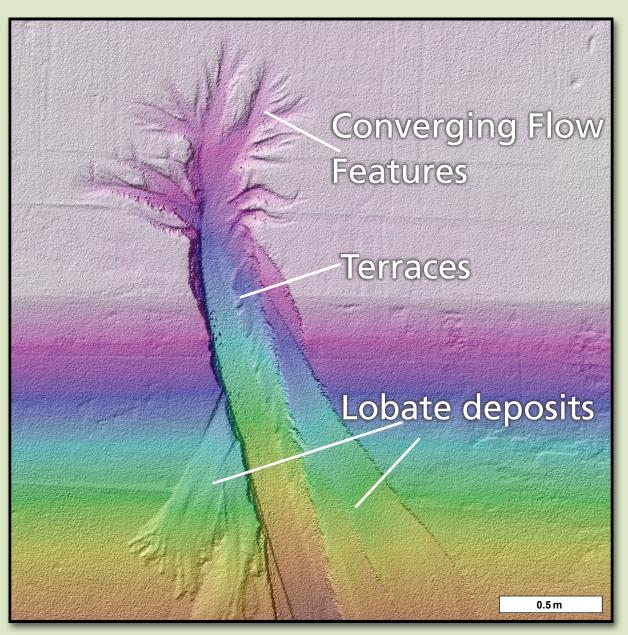


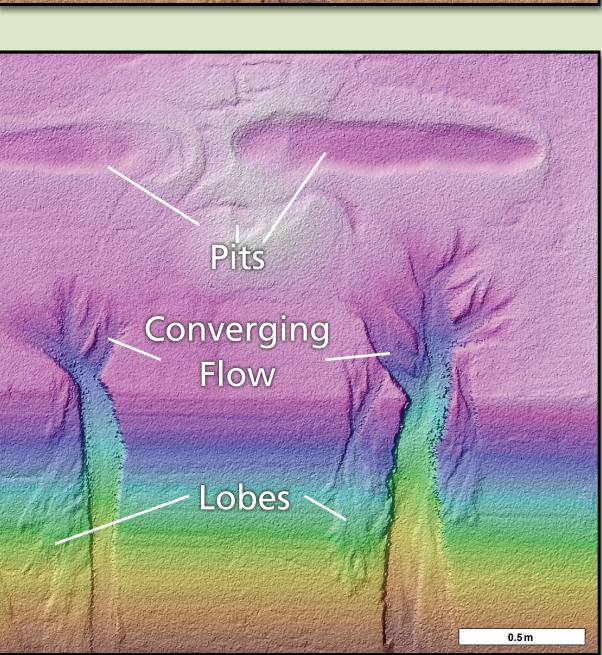




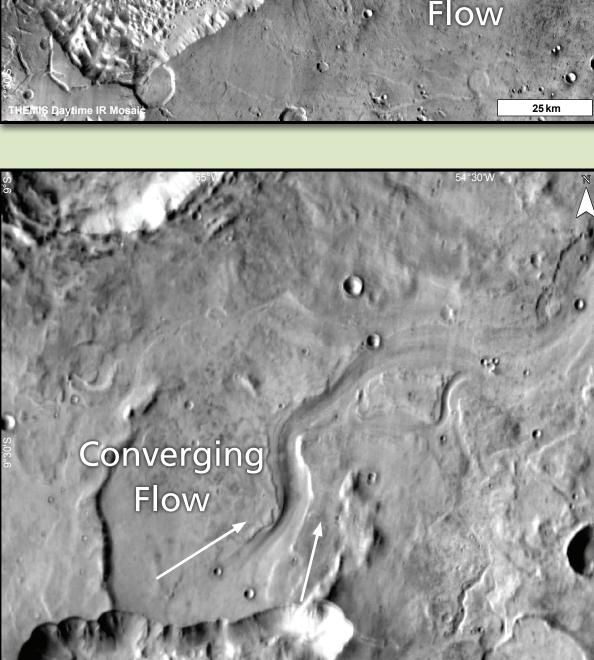












- Converging flow features upstream: feather-shaped head.
- Deposition of lobes after first overflow due to infiltration in unsaturated substrate (sieve deposits).
- No morphology left by actual seepage process.
- Not found on Mars without pits or chaos (see next).
- Similar features as sublithostatic pressure, but:
- Cracks and breaking of surface due to superlithostatic pressure.
- Pits in source area carved by emerging groundwater.
- Converging flow features disconnected from source area.

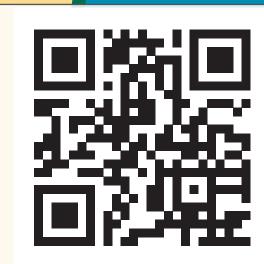
Conclusions

- Different sources of groundwater for channel formation produce distinct types of valleys and channels.
- Groundwater sapping:
- Produces theater-shaped valley heads.
- Flow piracy occurs when the water source is distal, this focusses flow and enhances development of a few channels.
- Pressurized groundwater release:
- Results in channel head with converging flow features.
- Downstream lobate deposits on unsaturated sediment.
- Super-lithostatic pressure breaks surface and forms pits in the source area.

Upcoming papers

- Paper on these experiments (and others): formative timescales, diagnostic morphology and hydrological modeling.
- Interpretation of Martian morphology.
- Morphodynamical modeling of these systems.

Movies of the experiments: http://goo.gl/gfUbO



References [1] Howard A.D. & McLane C.F. (1988) WRR 24(1), 1659-1674. [2] Kite E.S. et al. (2011) JGR 116, E07002. [3] Andrews-Hanna J.C. & Phillips R.J. (2007) JGR 112, E08001. Image credits HiRISE: NASA/JPL/University of Arizona, THEMIS: NASA/JPL/ ASU. Funding WAM is supported by NWO grant ALW-GO-PL/10-01 to MGK.