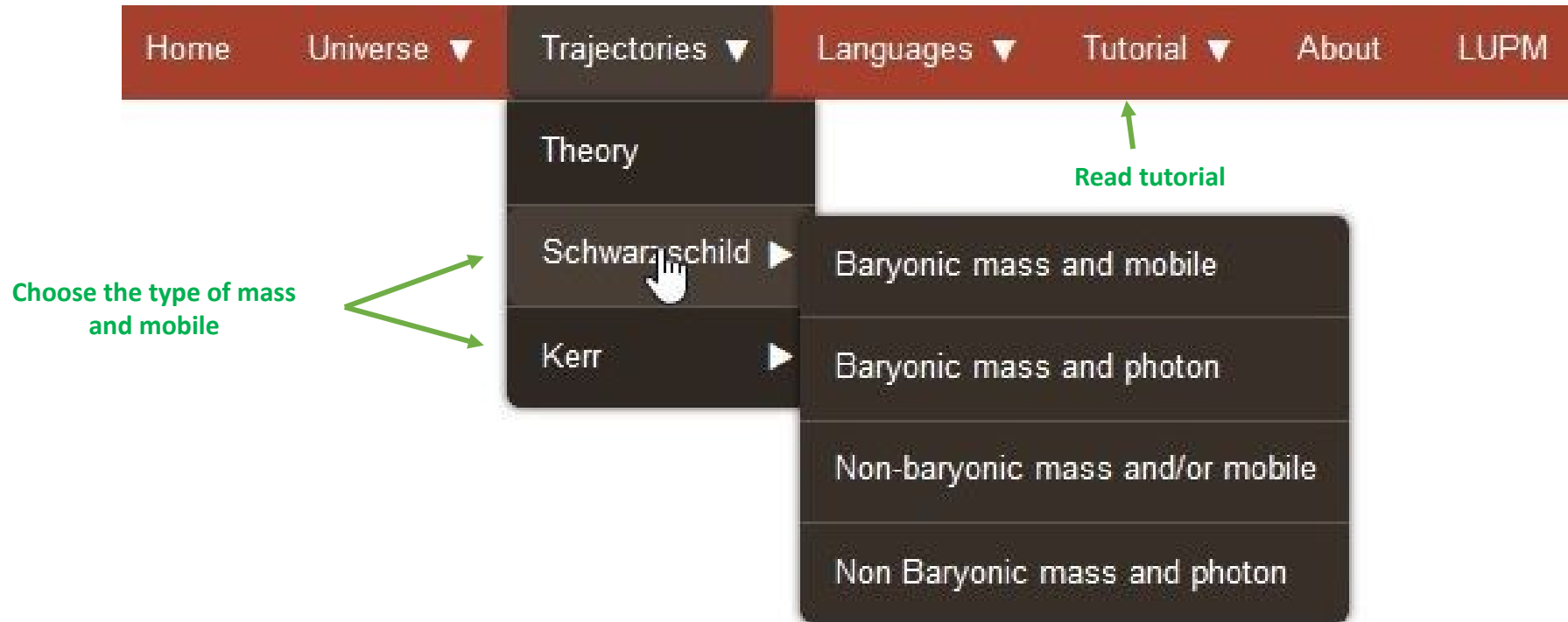


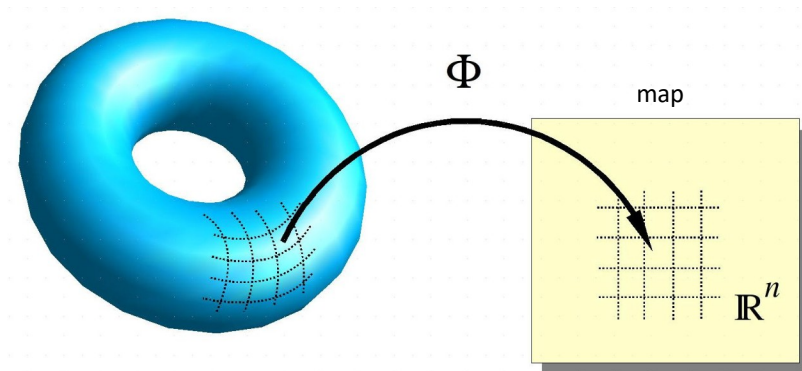
TRAJECTORIES with COSMOGRAVITY TUTORIAL

J.P. CORDONI 2022/08/08



Geometric frame

Relativity has merged space and time, two notions that were completely distinct in Galilean mechanics. Four numbers are needed to determine an event in the space-time continuum: three for its spatial location (e.g. its Cartesian coordinates $\{x, y, z\}$ or its spherical coordinates $\{r, \theta, \varphi\}$) and one for its date (t). The mathematical structure corresponding to this four-dimensional "continuum" is that of **variety**.



Variety: seen closely, a variety looks like \mathbb{R}^n ($n = 2$ on the figure), but this is not necessarily true at the global level.

It should be emphasized that the local similarity with \mathbb{R}^4 stops at the labeling of the points and does not extend to the Euclidean space structure of \mathbb{R}^4 . In particular, the choice of coordinate system is completely free.

These notes are from [Gourgoulhon-Relativité Générale](#)

In the **Cosmogravity** software the "trajectories" are the geodesics followed by the different particles (baryonic, non-baryonic, photons) represented by their coordinates (r, φ) in \mathbb{R}^2 as a function of the proper time (τ) of the particles or the time of the distant observer (t).

The distance that would be measured (using the scale of the simulation) between two positions of a particle is obviously not equal to the metric distance between these two positions.

Enter the physical parameters of the trajectory

Trajectory of a massive projectile with Schwarzschild metric

Start to run the simulation
Resume after a pause
Reset to return to initial parameters
Save for an image of the simulation
Last values to return to user parameters

Warning

Read the warning

Use tool tips

M (kg) = 2.6e30r_{physical} (m) = 11000r₀ (m) = 21000v₀ (m/s) = 1e8φ₀° = 0φ₀° = 90

Number of projectiles 1Show the potential's graph

Complete trajectory

Simple trajectory

Distant observer

Space Walker

Bounce

Resume

Reset

Save

Last values

Choose the reference frame

L1(m)	E1	rs = $\frac{2GM}{c^2}$ (m)	grav = $\frac{GM}{R^2} \frac{1}{9.81}$ (g)	Vlib = $c(\frac{rs}{R})^{1/2}$ (m.s ⁻¹)	T = 6.15 * 10 ⁻⁸ $\frac{M_{\odot}}{M}$ (K)	t = 6.6 * 10 ⁷⁴ ($\frac{M}{M_{\odot}}$) ³ (s)
7.430e+3	9.583e-1	3.861e+3	1.462e+11	1.776e+8		

r(m)	Proper time	Gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	Distant observer time	Spectral shift / Energy expended	V _{physique} (m.s ⁻¹)
2.054e+4	4.954e-3	8.718e+6	1.686e+6	1.020e+8	5.849e-3	1.801e-1	1.020e+8

Calculation on break

Calculated values during the simulation

Baryonic mass and particle

Inputs :

M = 2.600e+30 kg

r_{phr} = 1.100e+4 m

reference frame → Distant observer mobile1:

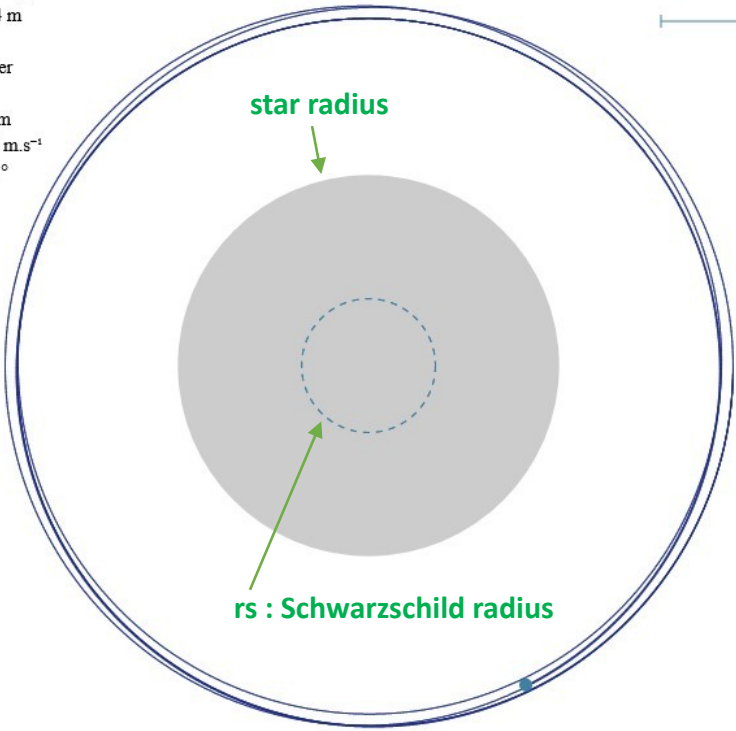
r₀ = 2.100e+4 m

V₀ = 1.000e+8 m.s⁻¹

φ₀ = 0.000e+0 °

Scale of the simulation

The Save button saves the graphic and the Inputs.
The Stop key ends the simulation and resets the inputs to the default values ... but the Last values key is used to recall the previous inputs.



During the simulation you can :

- enlarge it (Zoom+)
- reset
- decrease it (Zoom-)
- slow it down
- pause
- speed it up



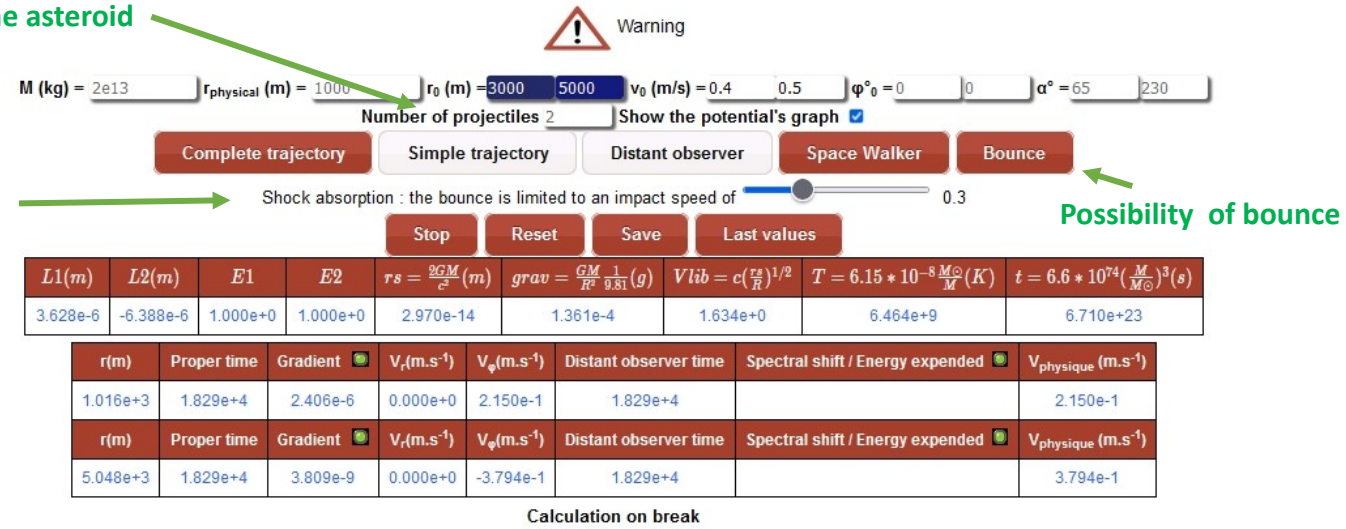
More (warning, calculations will be accurateless)

Example : Neutron star

Trajectory of a massive projectile with Schwarzschild metric

2 mobiles around the asteroid

Choose the impact absorption coefficient



Possibility of bounce

Baryonic mass and particle

Inputs :

M = 2.000e+13 kg

r_{phy} = 1.000e+3 m

Shock absorption : the bounce is limited to an impact speed of = 0.3

Space Walker

mobile1:

r₀ = 3.000e+3 m

V₀ = 4.000e-1 m.s⁻¹

φ = 0.000e+0

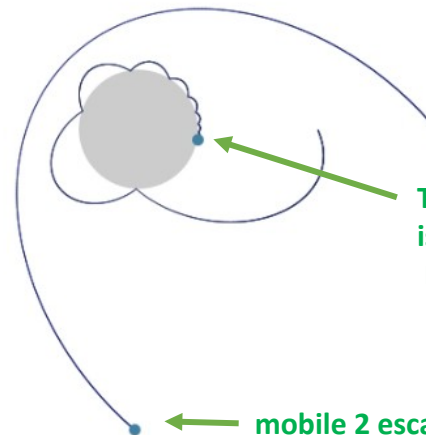
mobile2:

r₀ = 5.000e+3 m

V₀ = 5.000e-1 m.s⁻¹

φ = 0.000e+0

reference frame



The speed impact of mobile 1 is less than 300 m/s : It lands on the asteroid

mobile 2 escapes

Example : Small asteroid

Example : Photons trajectories

Trajectory of a photon with Schwarzschild metric

Warning

M (kg) = 2e30

r_{physical} (m) = 0

r₀ (m) = 10000

8000

φ° = 50

210

α° = 135

135

Number of projectiles 2

Show the potential's graph

Complete trajectory

Simple trajectory

Distant observer

Photon

Bounce

Stop

Reset

Save

Last values

L1(m)	L2(m)	E1	E2	rs = $\frac{2GM}{c^2}$ (m)	grav = $\frac{GM}{R^2} \frac{1}{9.81}$ (g)	Vlib = $c(\frac{r_g}{R})^{1/2}$	T = $6.15 * 10^{-8} \frac{M_{\odot}}{M}$ (K)	t = $6.6 * 10^{74} (\frac{M}{M_{\odot}})^3$ (s)
8.434e+3	7.134e+3	1.000e+0	1.000e+0	2.970e+3			6.464e-8	6.710e+74

r(m)	Proper time	Gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	Distant observer time	V _{physique} (m.s ⁻¹)
9.912e+3	0.000e+0		2.105e+8	2.135e+8	6.735e-5	2.99792458e+8
r(m)	Proper time	Gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	Distant observer time	V _{physique} (m.s ⁻¹)
0.000e+0	0.000e+0				Infinity	

Calculation on break

The proper time of a photon is always zero.

Baryonic mass and photon

Inputs :
M = 2.000e+30 kg
r_{phr} = 0.000e+0 m

Photon
mobile1:
r₀ = 1.000e+4 m
V₀ = 2.998e+8 m.s⁻¹
φ = 8.727e-1
mobile2:
r₀ = 8.000e+3 m
V₀ = 2.998e+8 m.s⁻¹
φ = 3.665e+0

For the distant observer the mobile takes an infinite time to reach rs

The speed of the photon is meaningless inside the black hole horizon

The speed of the photon is identical in all reference frames

The trajectory of photon 1 is deviated in the gravitational field of the black hole

The photon 2 falls into the black hole



Trajectory of a massive projectile with Schwarzschild metric
(non baryonic case)



Warning

M (kg) = 2e30 r_{physical} (m) = 7e8 r₀ (m) = 9e8 4e8 6e8 v₀(m.s⁻¹) = 3e5 3e5 3e5 φ₀ = 0 90 180 α° = 90 90 90

Number of projectiles 3 Show the potential's graph ☒

Complete trajectory Simple trajectory Distant observer Space Walker

Stop Reset Save Last values

L1(m)	L2(m)	L3(m)	E1	E2	E3	$r_s = \frac{2GM}{c^2}$ (m)	$grav = \frac{GM}{R^2} \frac{1}{9.81}$ (g)	$V_{lib} = c(\frac{r_s}{R})^{1/2}$	$T = 6.15 * 10^{-8} \frac{M_{\odot}}{M} (K)$	$t = 6.6 * 10^{74} (\frac{M}{M_{\odot}})^3 (s)$
9.006e+5	4.003e+5	6.004e+5	1.000e+0	1.000e+0	1.000e+0	2.970e+3	2.777e+1	6.176e+5	6.464e-8	6.710e+74

r(m)	Proper time	Gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	Distant observer time	Spectral shift / Energy expended	V _{physique} (m.s ⁻¹)
8.546e+8	2.176e+4	1.773e-8	7.706e+4	3.159e+5	2.176e+4	2.326e-6	3.252e+5
r(m)	Proper time	Gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	Distant observer time	Spectral shift / Energy expended	V _{physique} (m.s ⁻¹)
4.593e+8	2.176e+4	1.360e-6	4.372e+4	2.613e+5	2.176e+4	3.116e-6	2.649e+5
r(m)	Proper time	Gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	Distant observer time	Spectral shift / Energy expended	V _{physique} (m.s ⁻¹)
5.177e+8	2.176e+4	1.742e-6	-7.006e+4	3.477e+5	2.176e+4	3.302e-6	3.547e+5

Calculation on break

Nonbaryonic mass and or particle

Inputs :

M = 2.000e+30 kg

r_{phv} = 7.000e+8 m

Distant observer

mobile1:

r₀ = 9.000e+8 m

V₀ = 3.000e+5 m.s⁻¹

φ = 0.000e+0

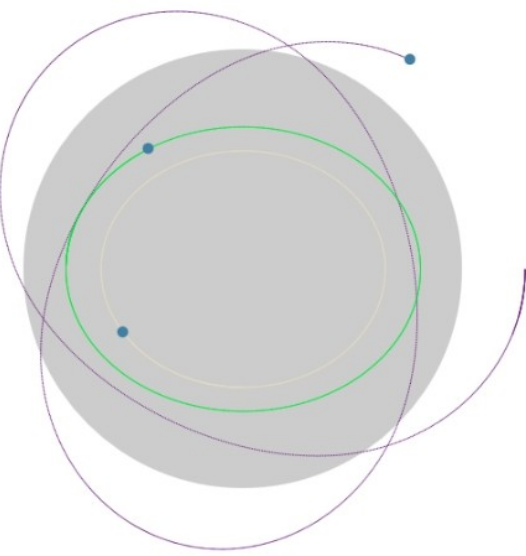
mobile2:

r₀ = 4.000e+8 m

V₀ = 3.000e+5 m.s⁻¹

φ = 1.571e+0

3.0e+8 m



For the calculation of the spectral shift
the observer is assumed to be very far
(non-cosmological distance)
in a direction perpendicular to the
trajectory plane

Example : Matter of the Sun
supposed to be non-baryonic
with constant mass density

The three particles of baryonic matter
are subject only to the gravitational
field of the central mass

Example :

photon and massive rotating black hole

Trajectory of a photon with Kerr metric

Warning

M (kg) = 2e39 r₀ (m) = 5e12 J (kg.m².s⁻¹) = 8.4e59 φ₀ (°) = 0 φ_D (°) = 138 nzoom = -5 Show the potential's graph ☒

Complete trajectory Simple trajectory Distant observer Photon

Stop Reset Save Last values Pre-zoom

L(m)	E	$r_s = \frac{2GM}{c^2}$ (m)	$a = \frac{J}{cM}$ (m)	Rh+ (m)	Rh- (m)	$g = \frac{c^2}{2Rh+} \frac{(Rh+^2 - a^2)}{(Rh+^2 + a^2)} (m.s^{-2})$
3.686e+12	1.000e+0	2.970e+12	1.401e+12	1.978e+12	9.921e+11	1.492e+16

r(m)	Proper time	Acceleration gradient	V _r (m.s ⁻¹)	V _φ (m.s ⁻¹)	V _{physique} (m.s ⁻¹)	Distant observer time
1.97829545e+12	0.00000000e+0					2.11961102e+5

Calculation on break

Choose a decrease - or an increase + of scale before the plot

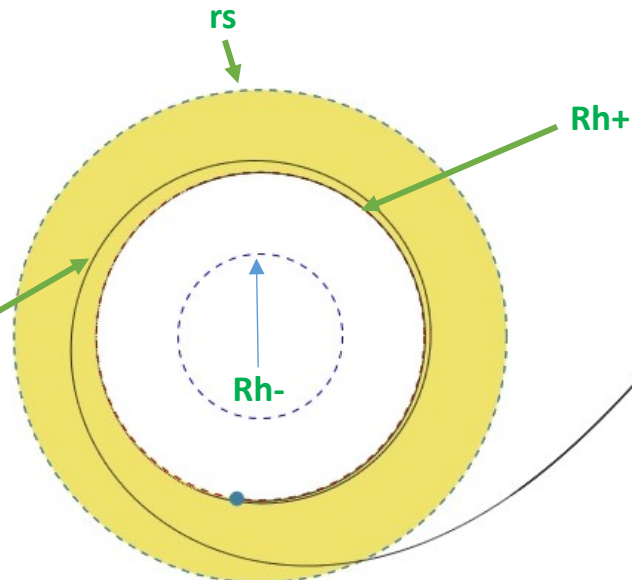
Trajectory of a photon with Kerr metric

Inputs :

M = 2.000e+39 kg
r₀ = 5.000e+12 m
a = 1.401e+12 m
φ = 1.380e+2 °
Distant observer

Reference frame

The proper time of a photon is always zero.



In the reference frame of the distant observer, the photon wraps itself indefinitely around the event horizon Rh+

Potential graph (see Theory)

