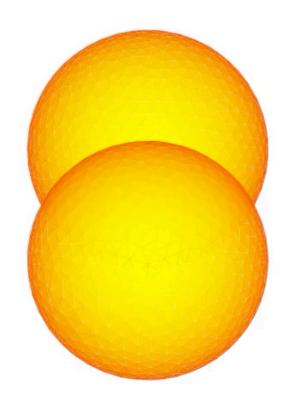
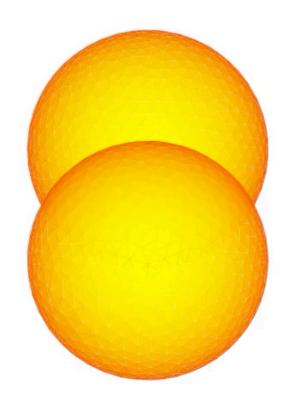
# BINARIES







# BINARIES







# Binary basics

Different "classes" of binary:

- Visual
- Spectroscopic
- Eclipsing (more generally, photometrically variable)
- Astrometric





## Binary basics

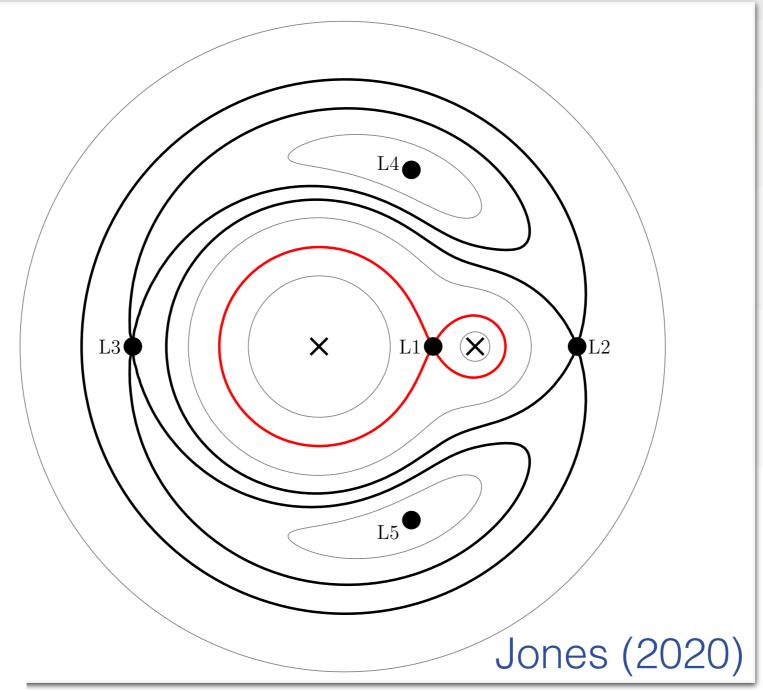
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# Binary basics

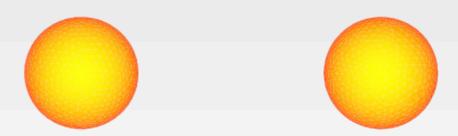




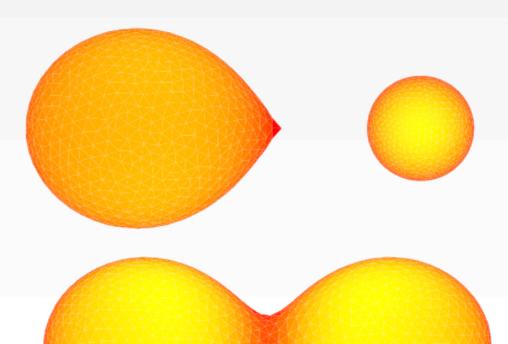


# Photometric variables

Detached (Algol-type / EA)



• Semi-detached ( $\beta$  Lyr-type / EB)

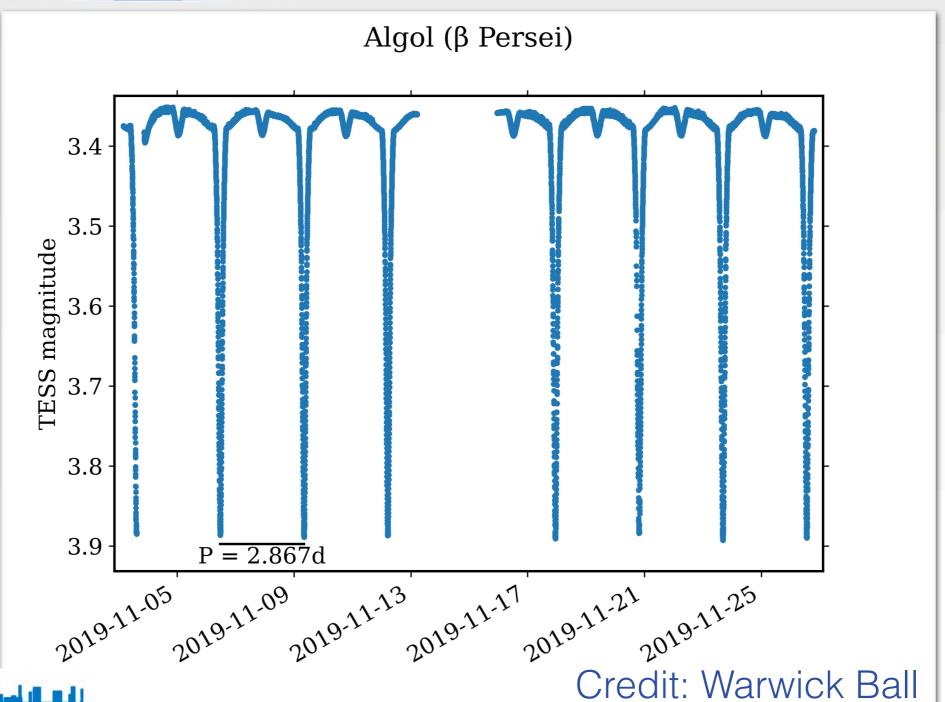


Contact (W UMa-type / EW)





### Detached

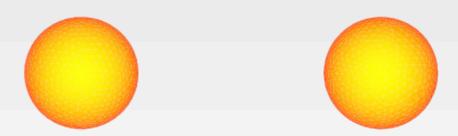




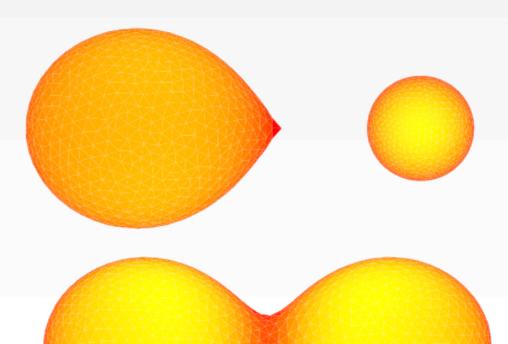


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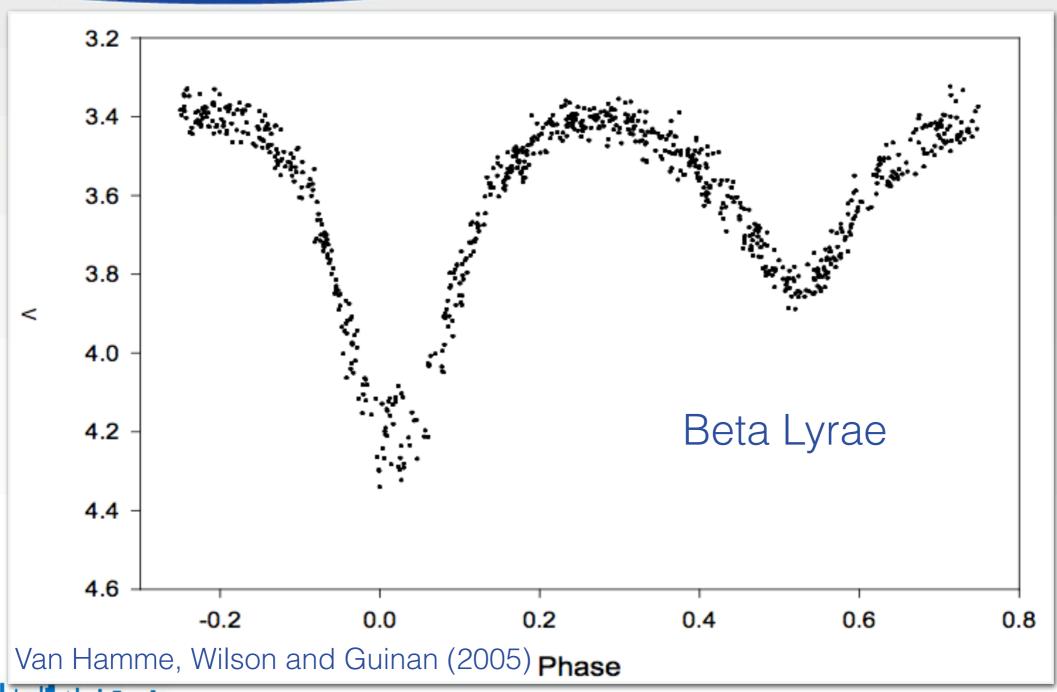


Contact (W UMa-type / EW)





# Semi-detached

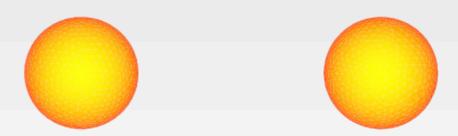




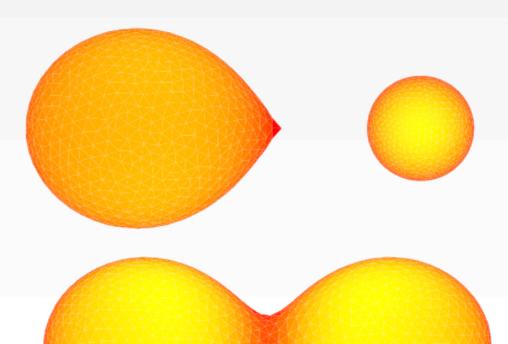


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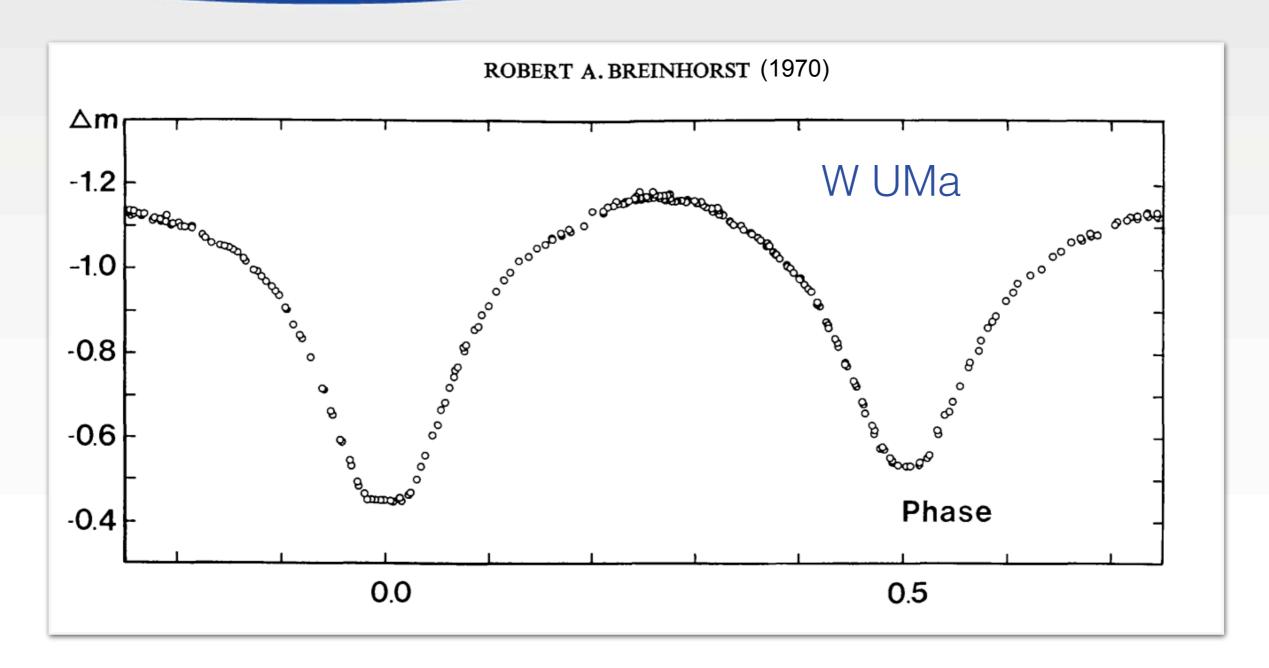


Contact (W UMa-type / EW)





### Contact







### Parameterisation

#### Stellar parameters

Masses, temperatures, radii

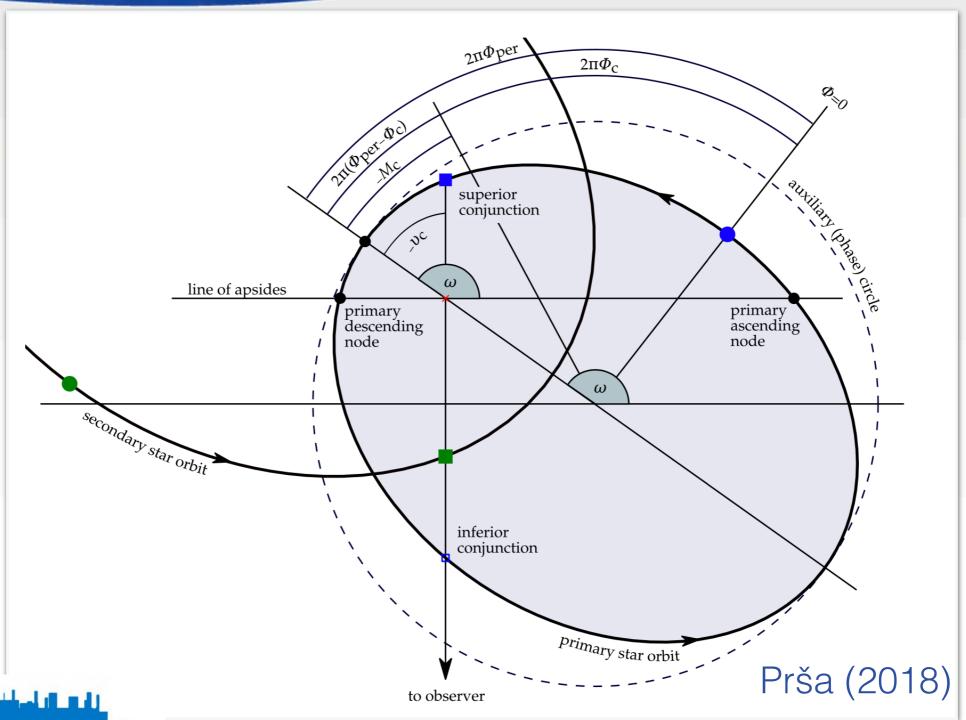
#### Orbital parameters

- Period (plus time of superior conjunction and dp/dt)
- Eccentricity (and argument of periastron)
- Inclination





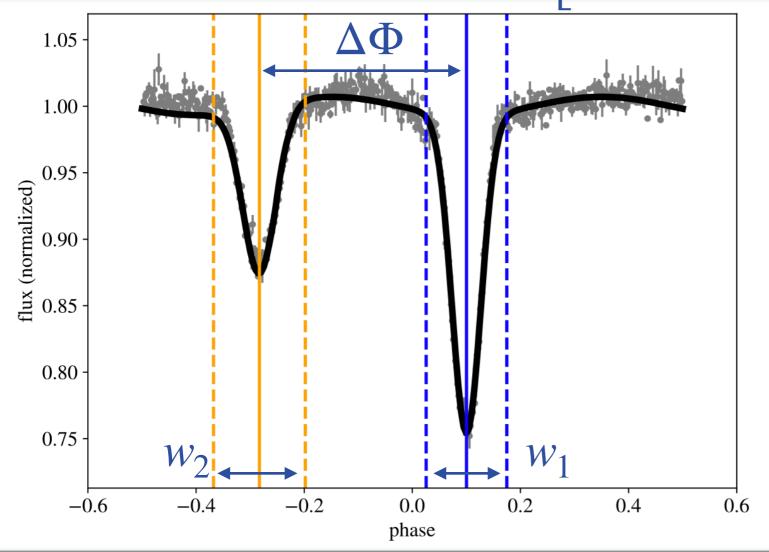
# Parameterisation





### Direct from observations

$$e = \left[ \sin^2 \left( \frac{\psi - \pi}{2} \right) + \left( \frac{w_2 - w_1}{w_2 + w_1} \right)^2 \cos^2 \left( \frac{\psi - \pi}{2} \right) \right]^{1/2}$$



 $2\pi\Delta\Phi = \psi - \sin\psi$ 

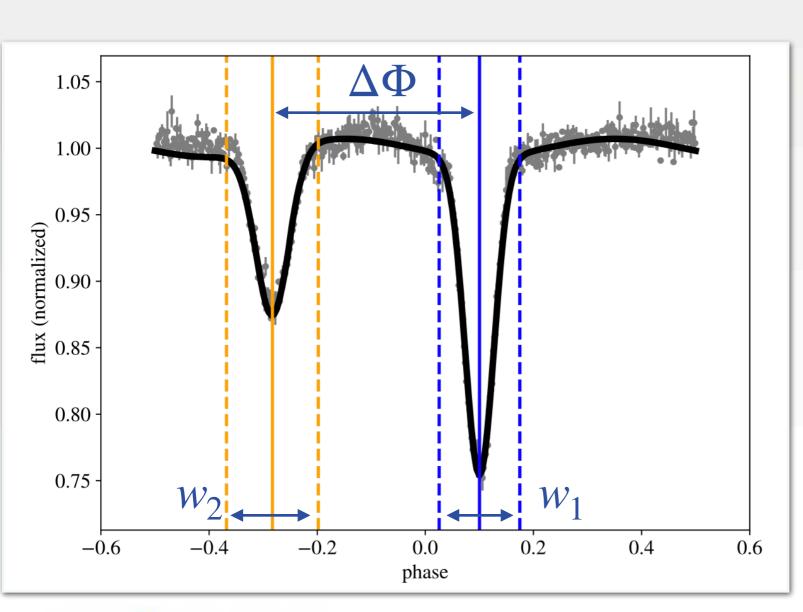


Conroy et al. (2020)



### Direct from observations

$$\omega_1 = \arcsin\left(\frac{1}{e} \frac{w_2 - w_1}{w_2 + w_1}\right)$$



$$\omega_2 = \arccos\left(\frac{\sqrt{1 - e^2}}{2e\tan(\psi - \pi)}\right)$$

If 
$$\omega_1 \geq 0$$
,  $\omega = \omega_2$ 

else if  $\omega_1 < 0$ ,  $\omega = 2\pi - \omega_2$ 

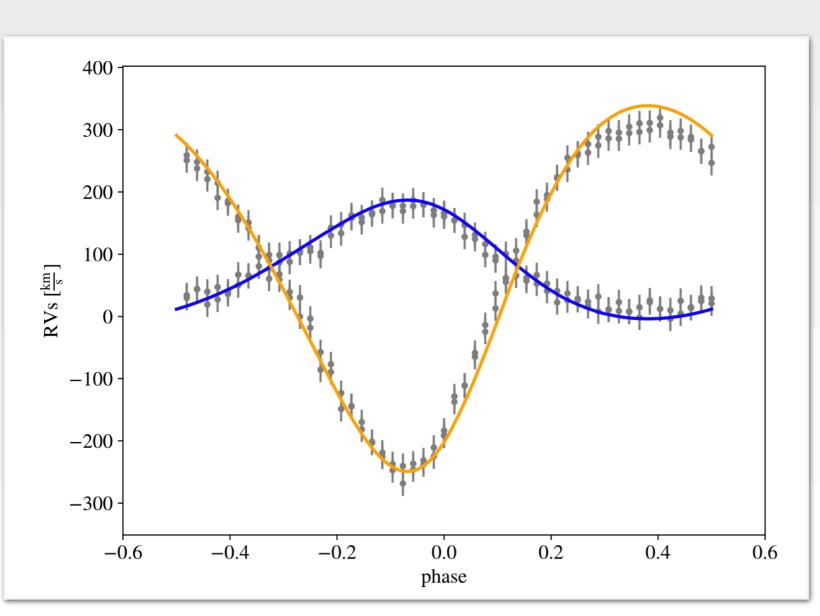
$$\psi = \pi + 2 \arctan \frac{e \cos \omega}{\sqrt{1 - e^2}}$$



Conroy et al. (2020)



### Direct from observations



$$v_{\gamma} = \frac{RV_1(\theta) + q RV_2(\theta)}{1 + q}$$

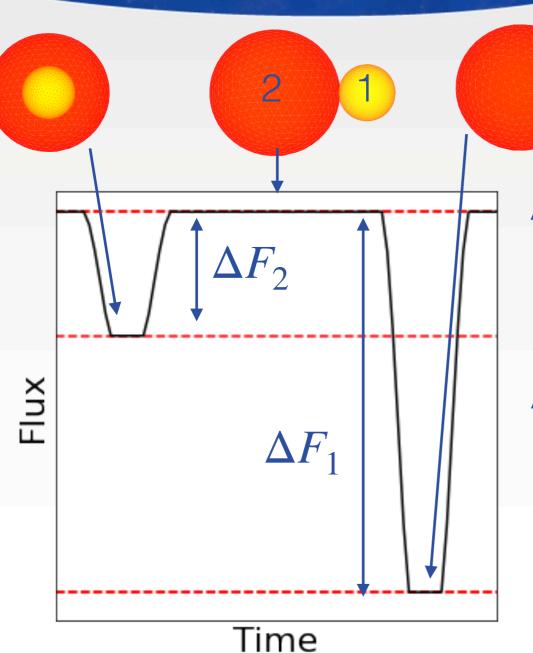
$$q = \frac{RV_1(\theta) - v_{\gamma}}{-RV_2(\theta) + v_{\gamma}}$$

Conroy et al. (2020)





### Rough temperatures



For blackbodies:

$$F \propto R^2 T^4$$

$$\Delta F_2 = R_1^2 T_1^4 + R_2^2 T_2^4 - [(R_2^2 - R_1^2)T_2^4 + R_1^2 T_1^4]$$

$$\Delta F_2 = R_1^2 T_2^4$$

$$\Delta F_1 = R_1^2 T_1^4 + R_2^2 T_2^4 - R_2^2 T_2^4$$

$$\Delta F_1 = R_1^2 T_1^4$$

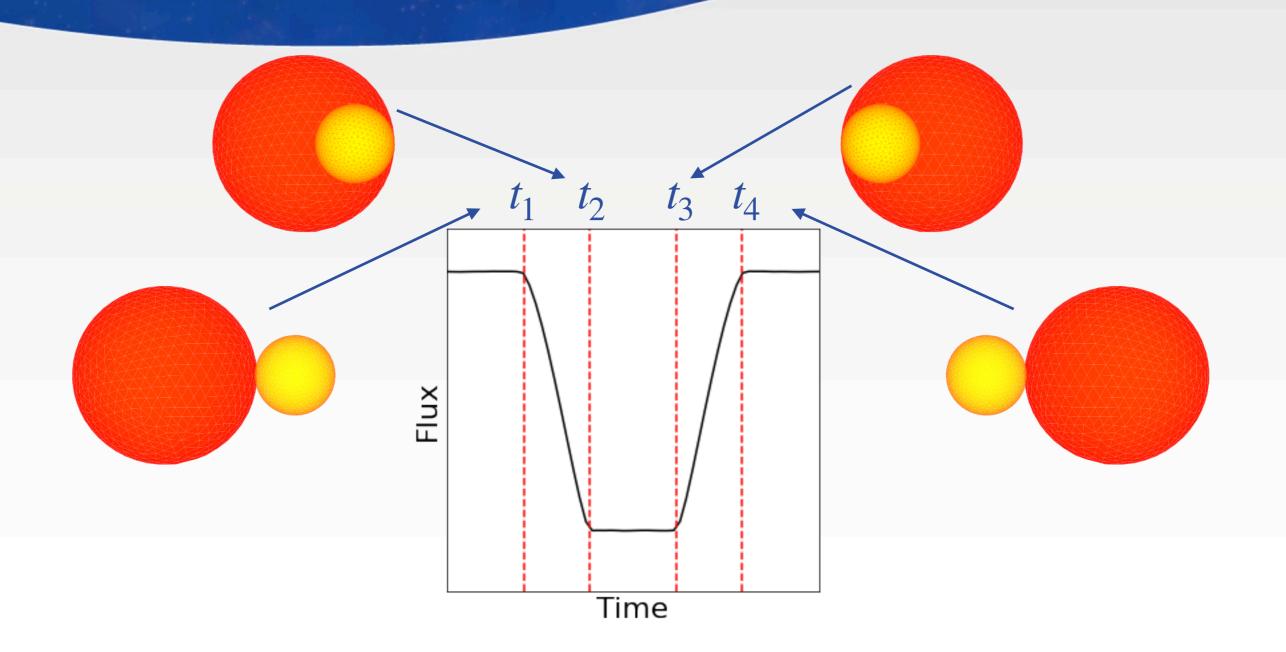
$$\frac{\Delta F_1}{\Delta F_2} = \left(\frac{T_1}{T_2}\right)^4$$



Assumes blackbodies, bolometric observations and total eclipses



# Rough radii

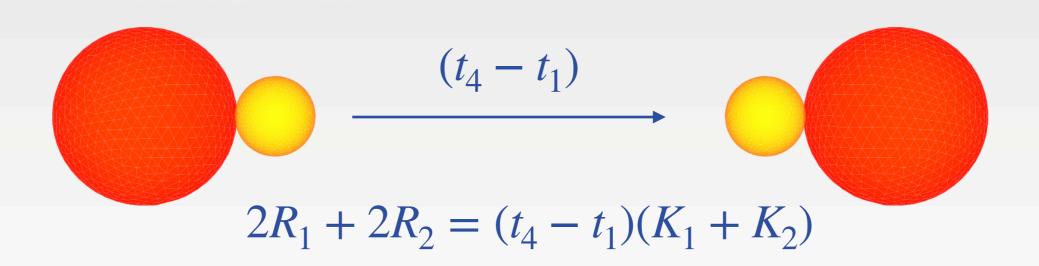


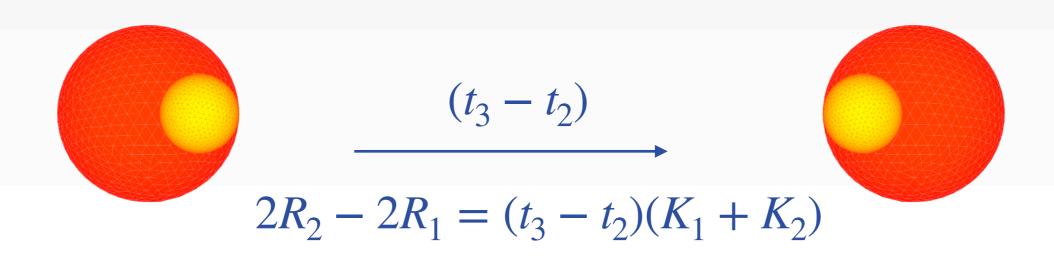




## Rough radii

Assumes e=0 and i=90°



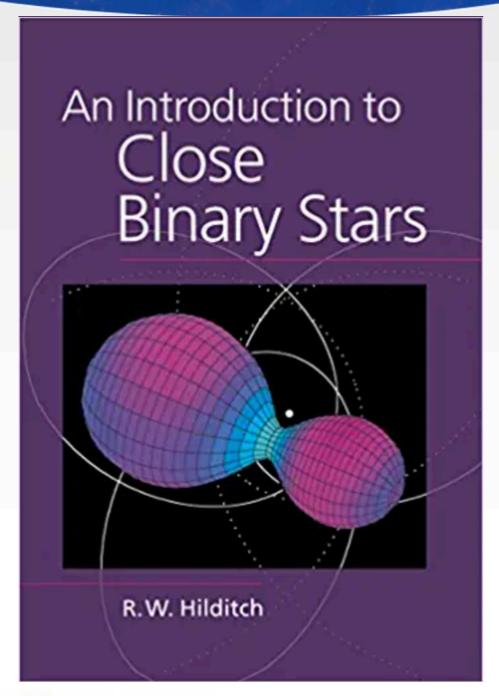


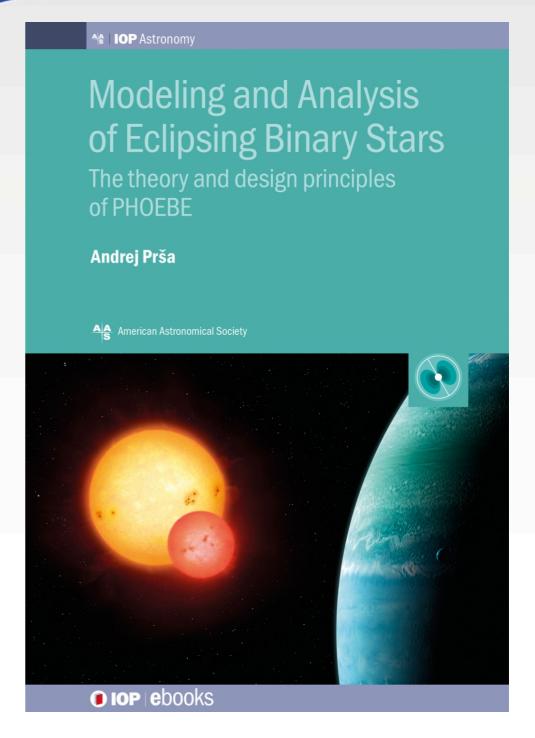
Add or subtract and solve for the radius!





# Further reading...









# Simulating a binary

- Geometric model and choice of meshing
  - Informed by orbital and stellar parameters
- Emergent flux
  - Model atmosphere
  - Limb-darkening
  - Gravity brightening
- Integrate exposed mesh elements at chosen times/phases



