

BINARIES



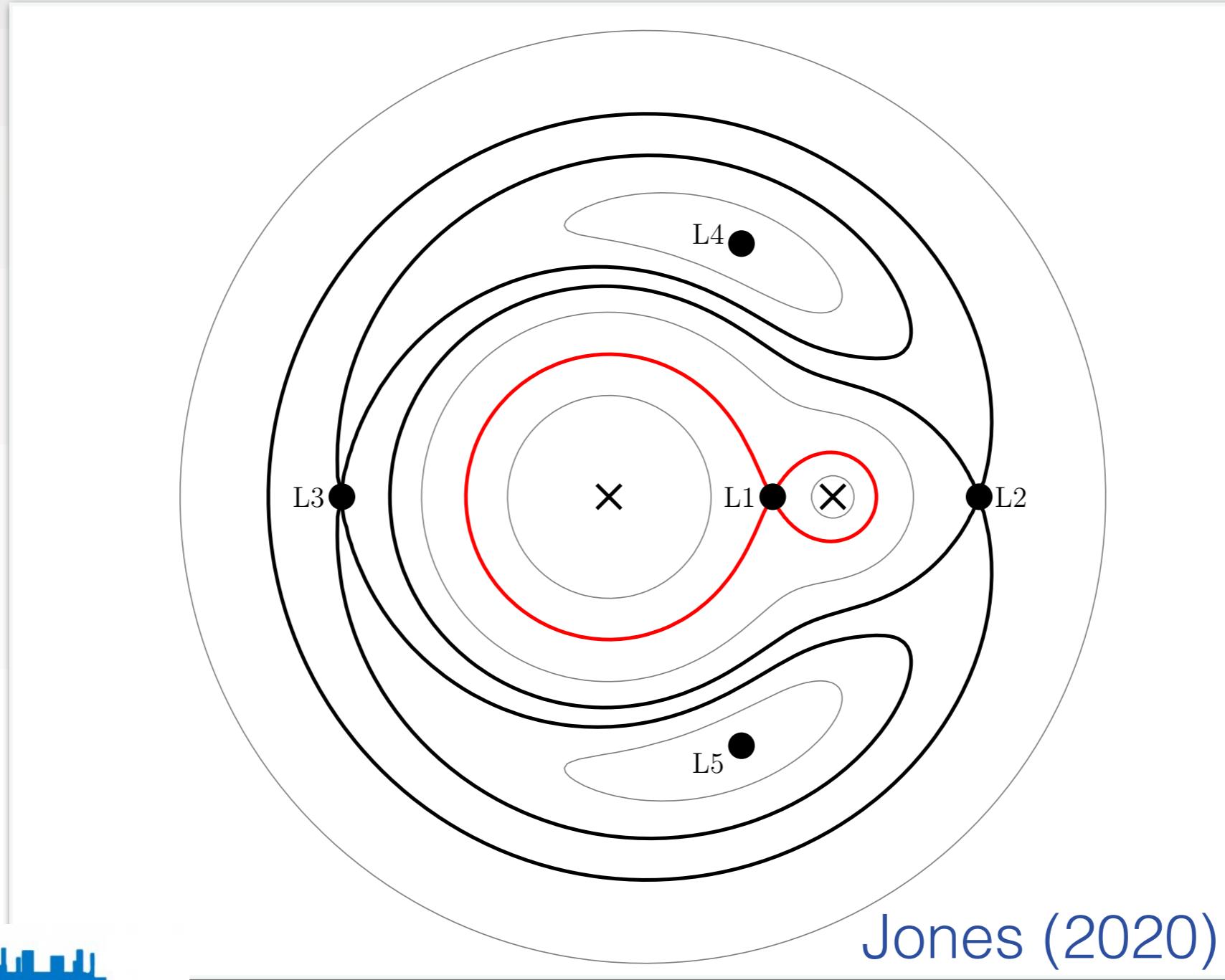
Binary basics

Different “classes” of binary:

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

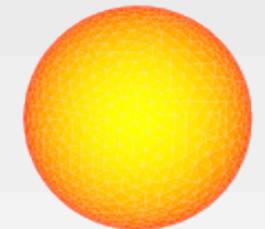
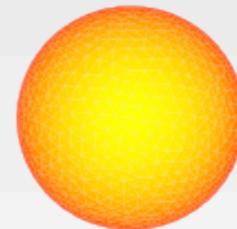


Roche model

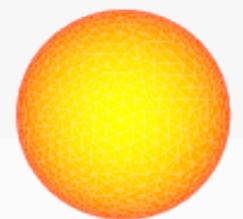
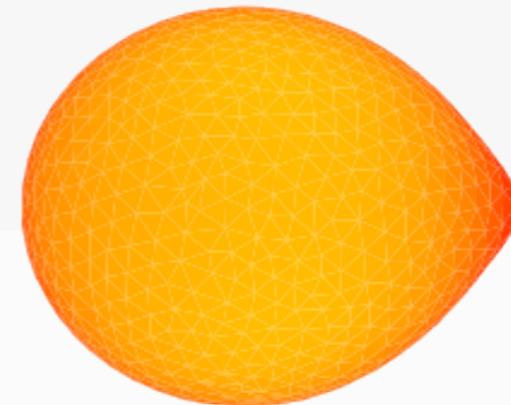


Photometric variables

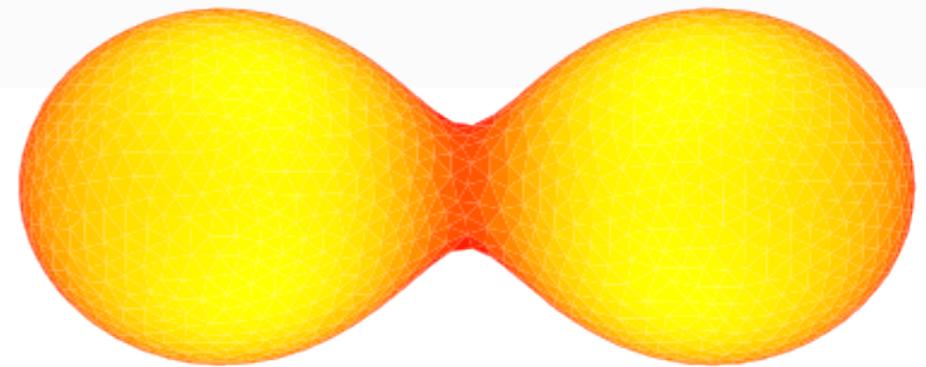
- Detached (Algol-type / EA)



- Semi-detached (β Lyr-type / EB)

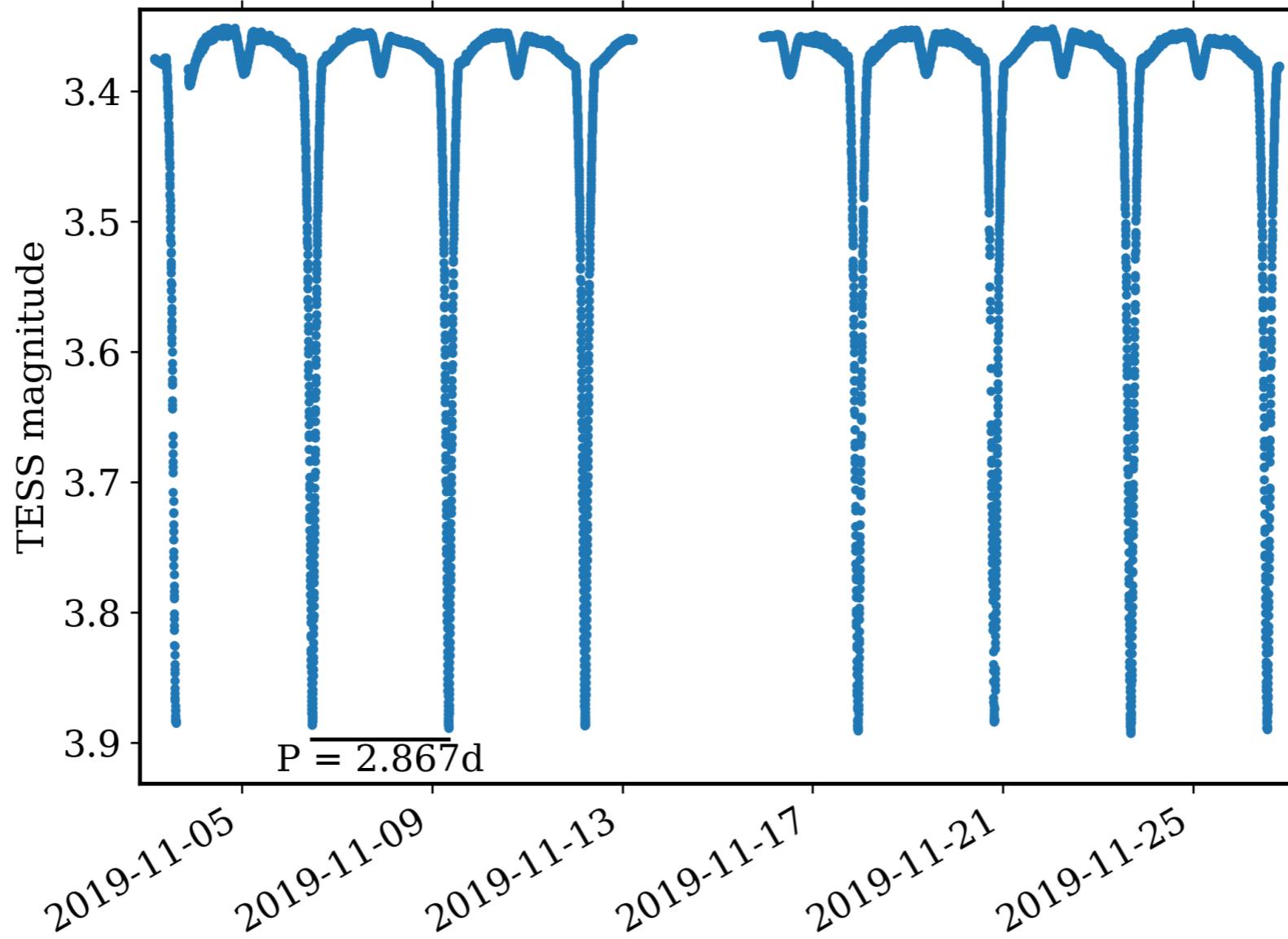


- Contact (W UMa-type / EW)



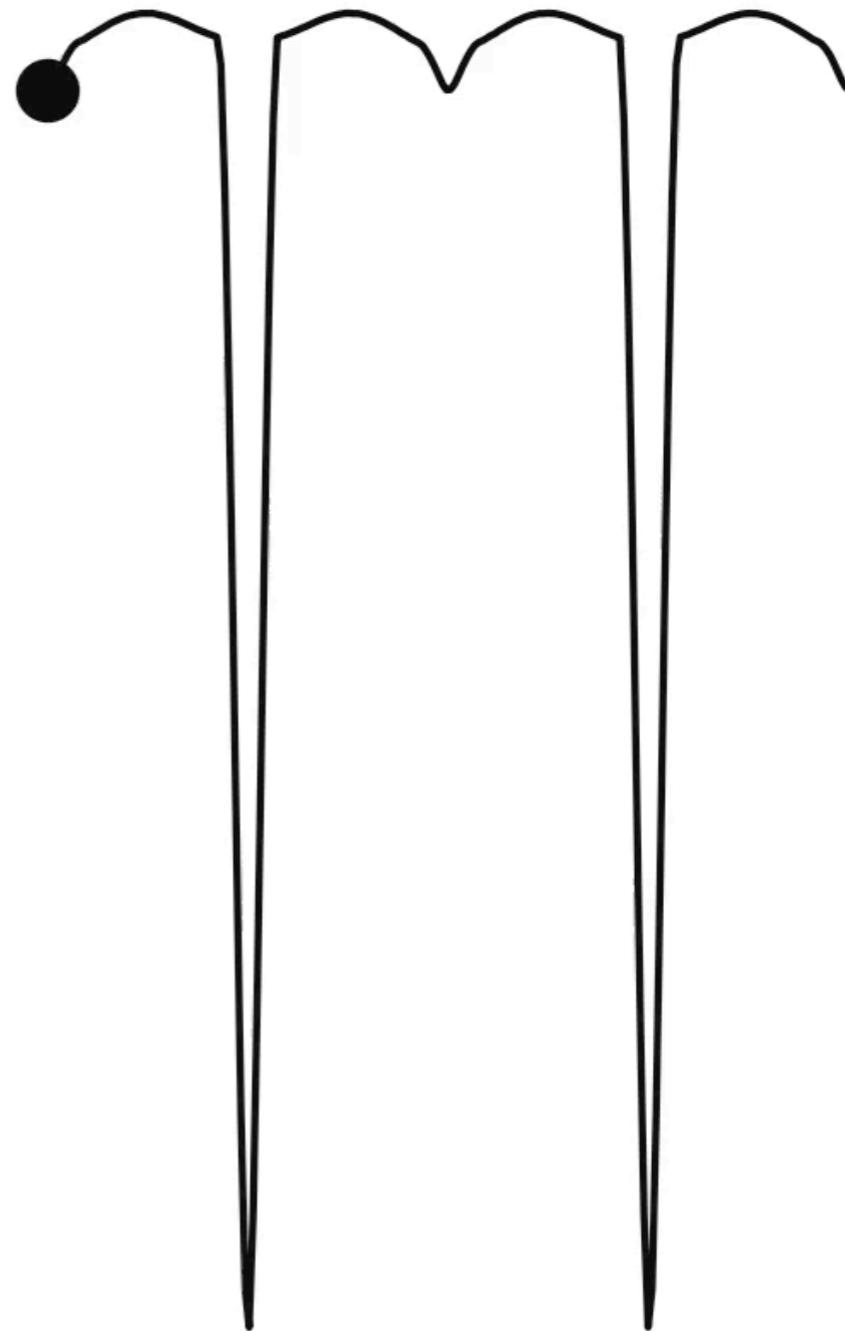
Detached

Algol (β Persei)



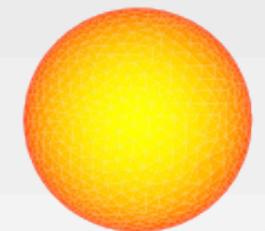
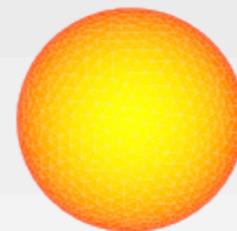
Credit: Warwick Ball

Detached

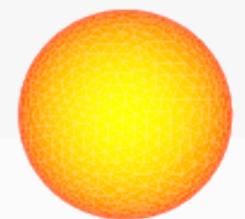
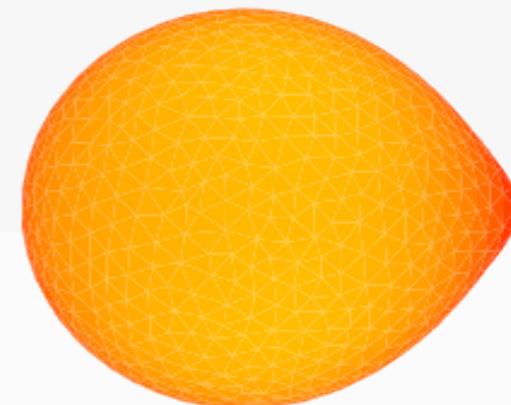


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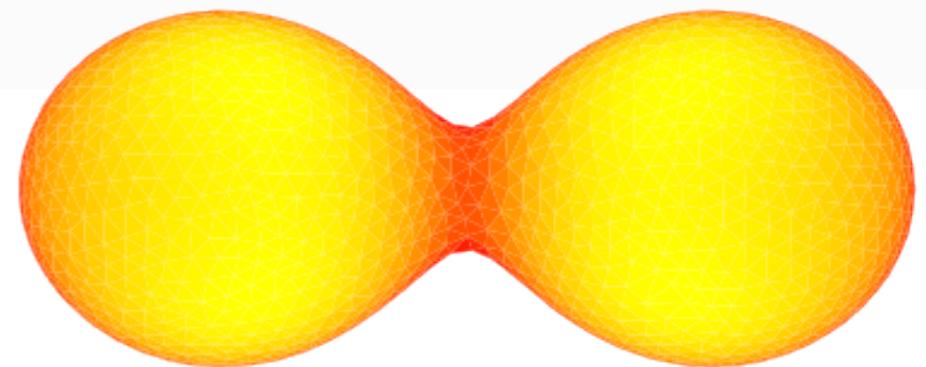
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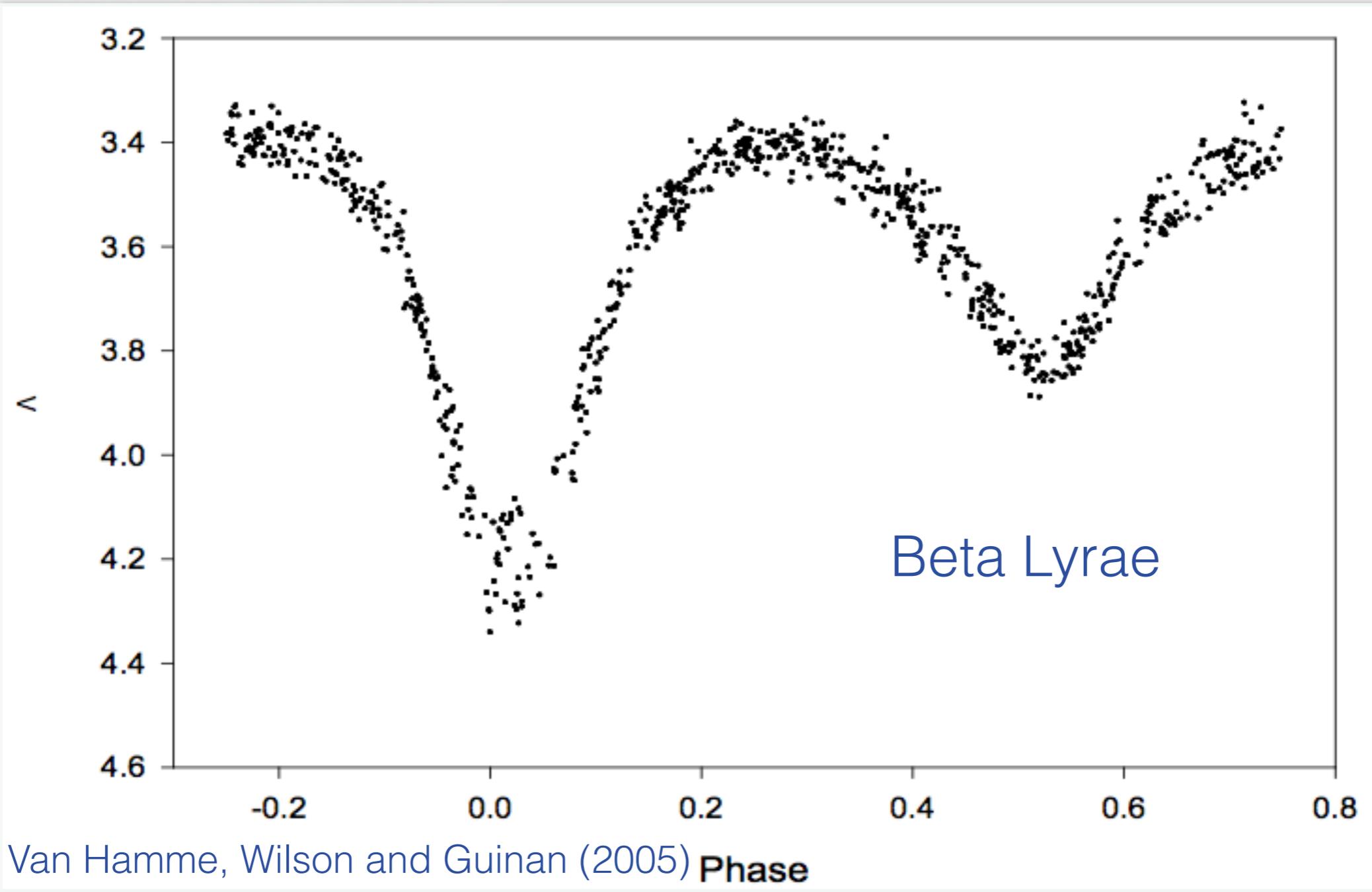
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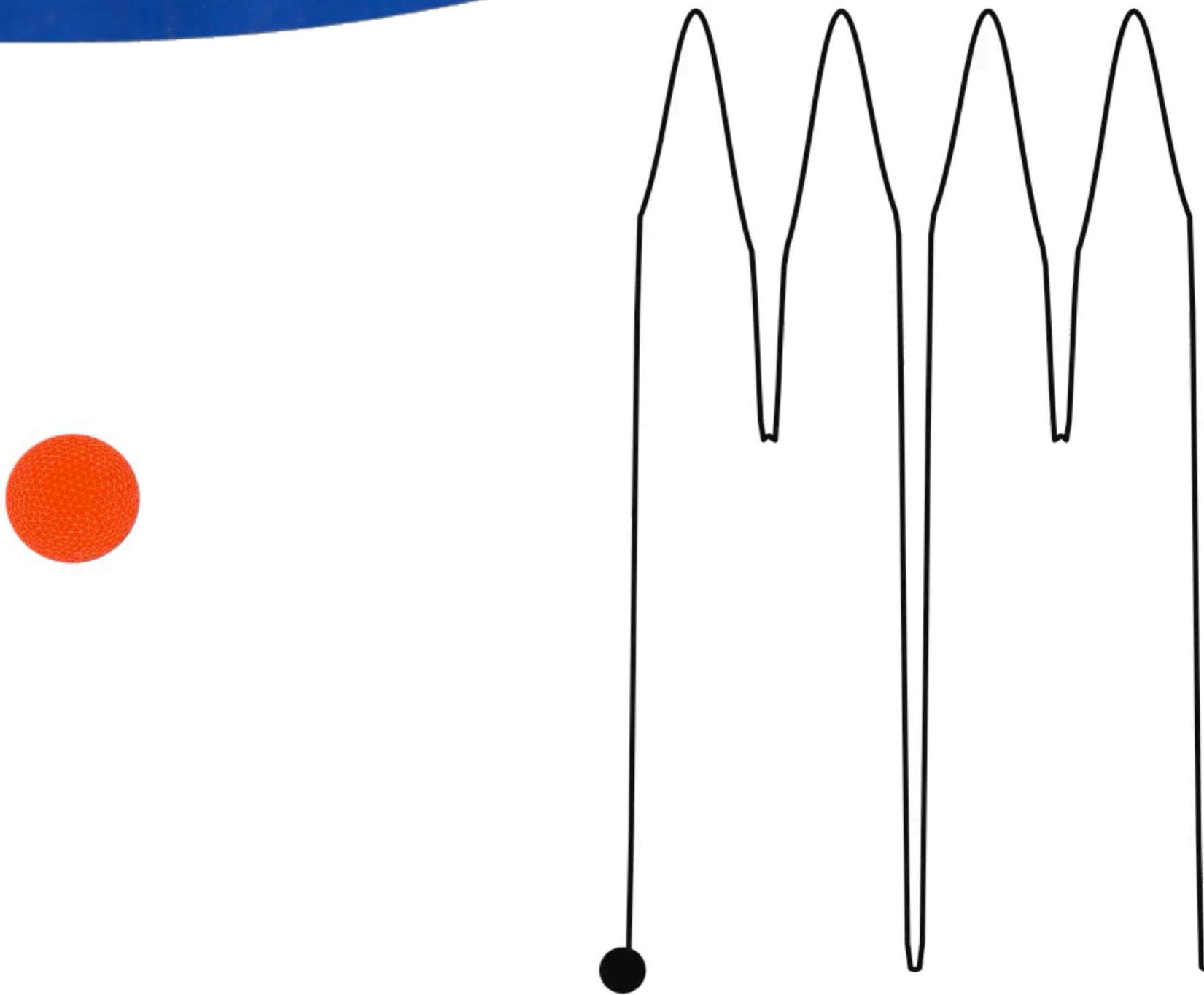
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Semi-detached

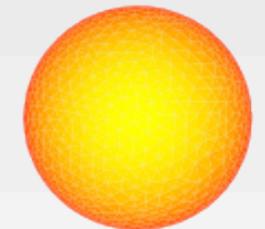
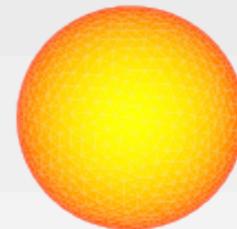


Semi-detached

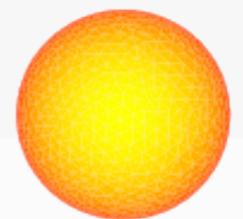
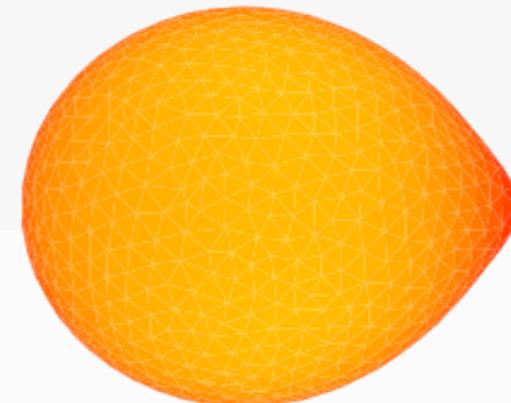


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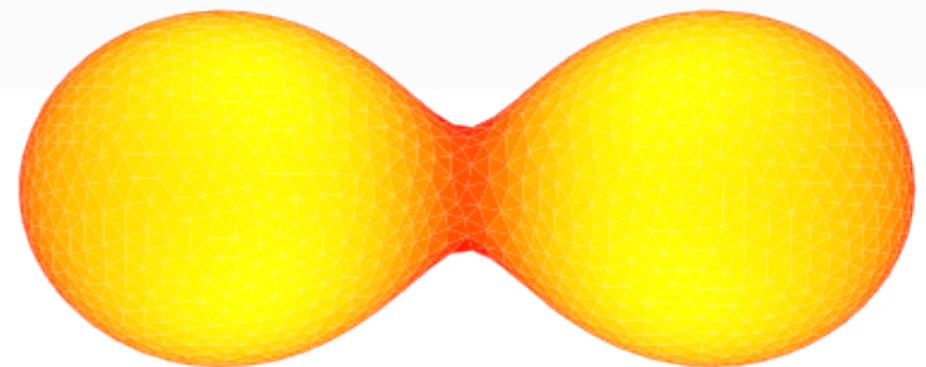
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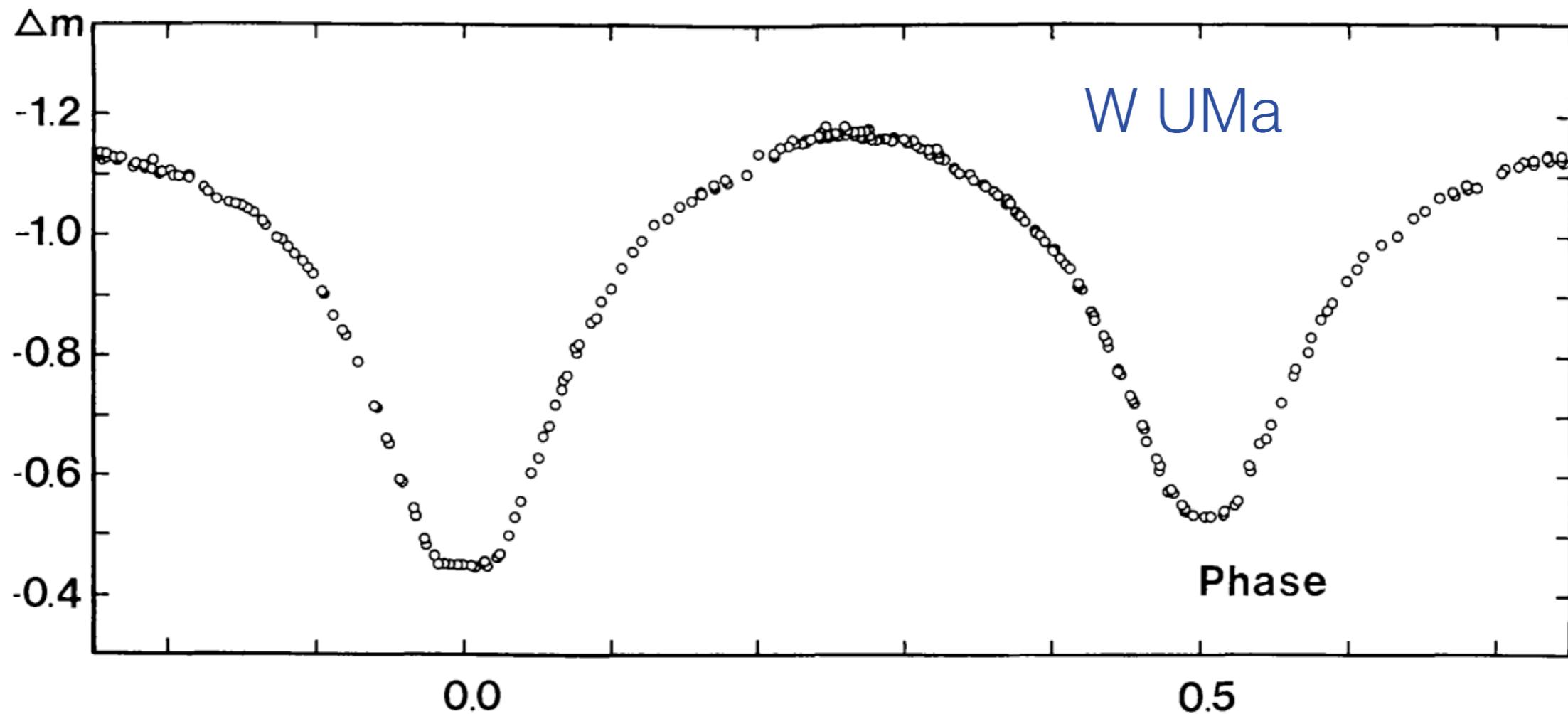


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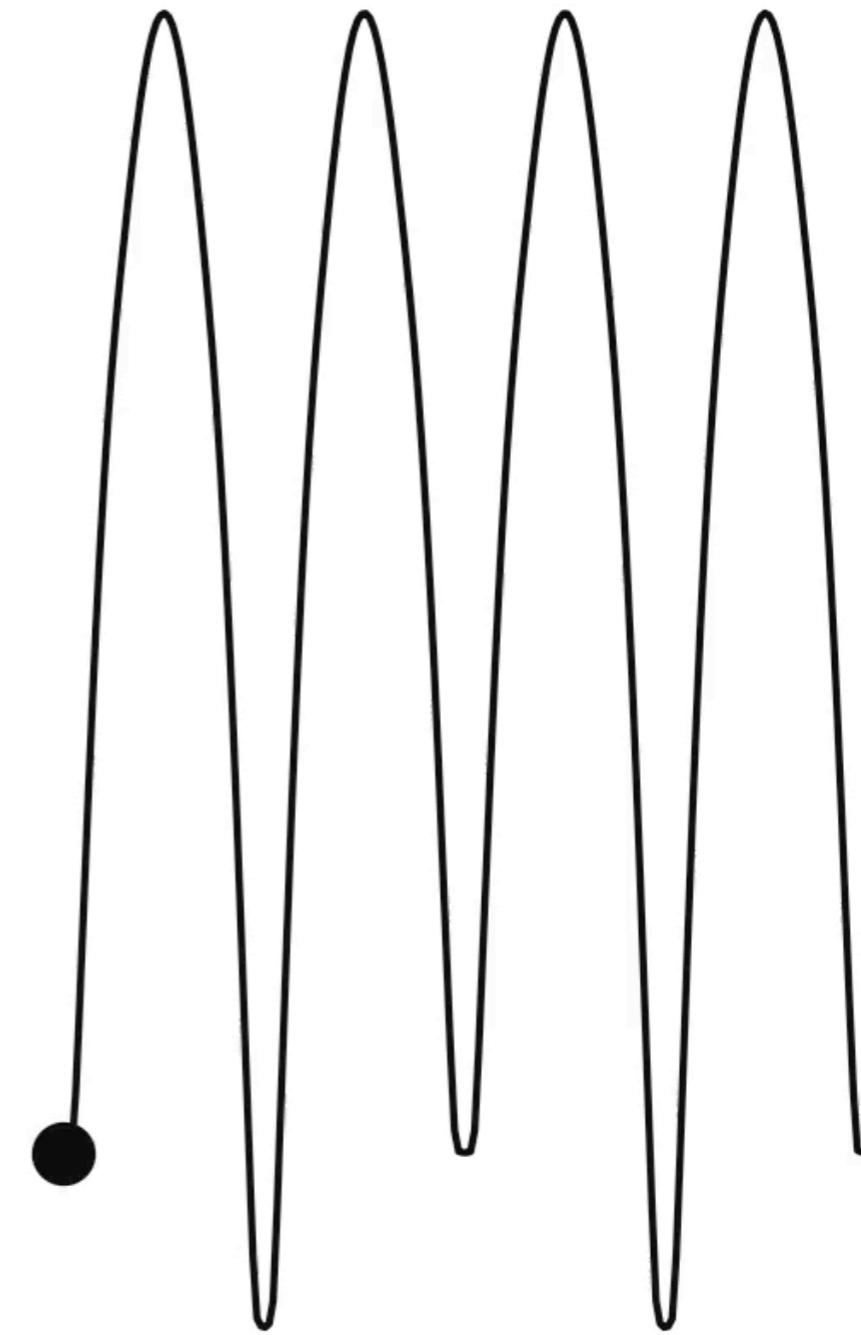


Contact

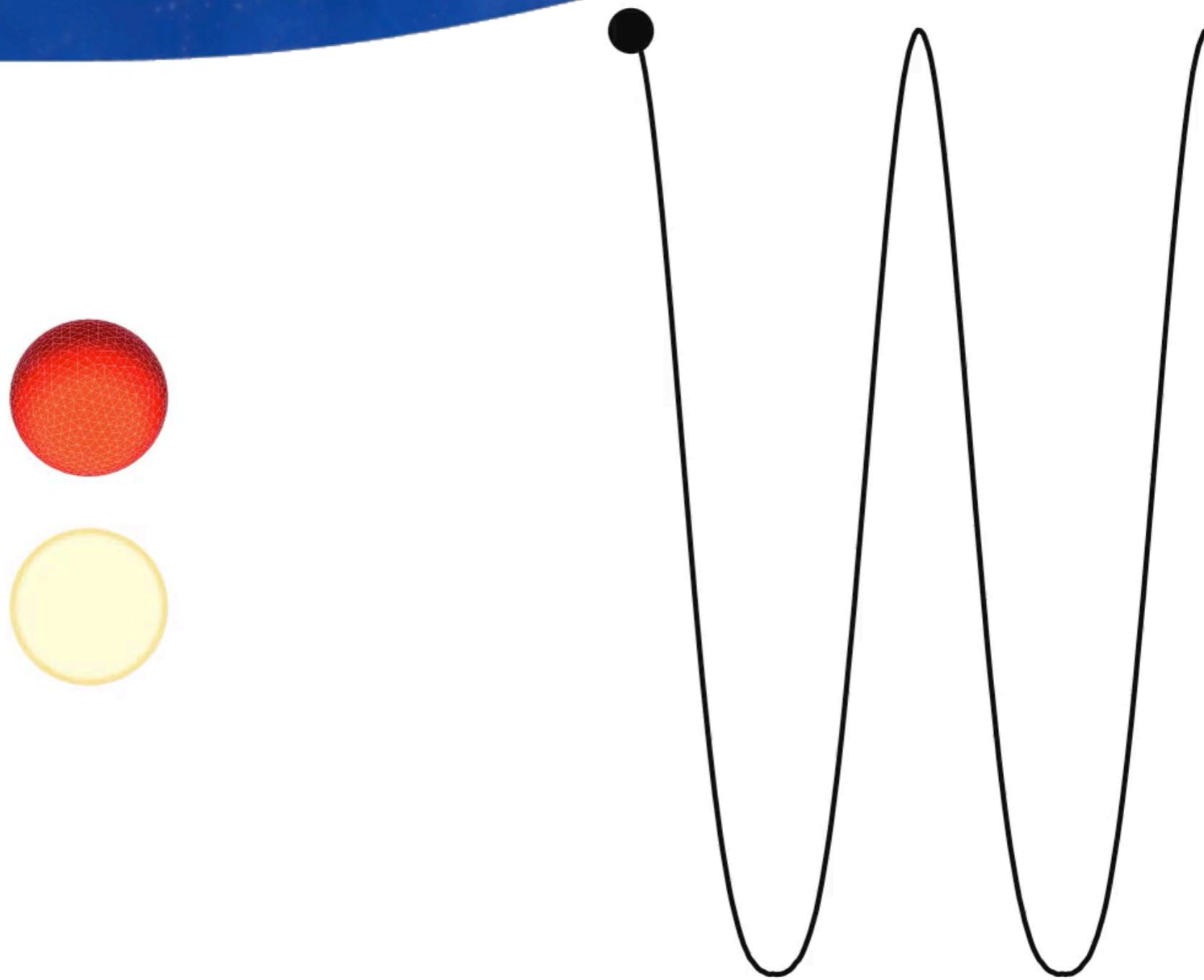
ROBERT A. BREINHORST (1970)



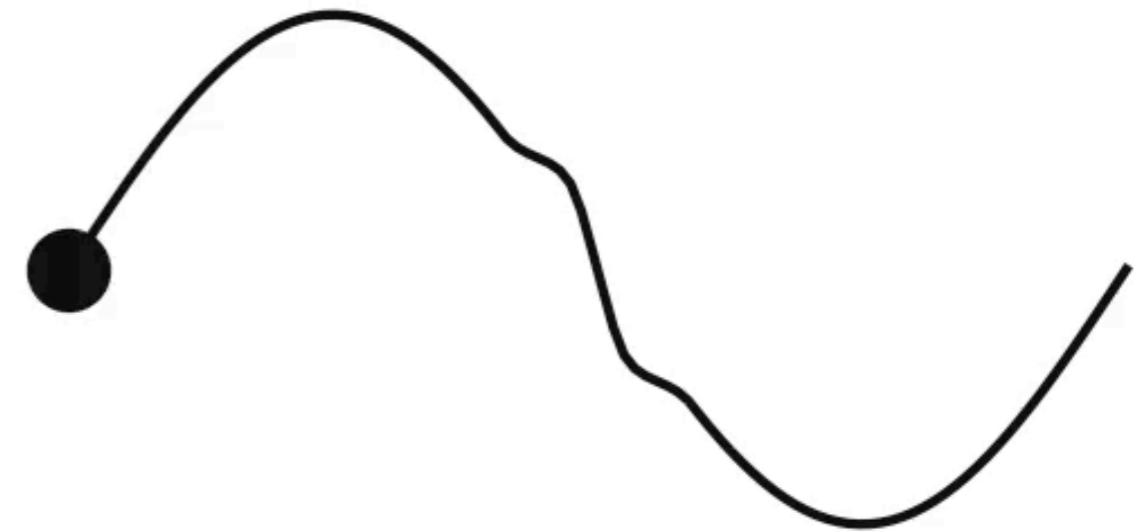
Contact



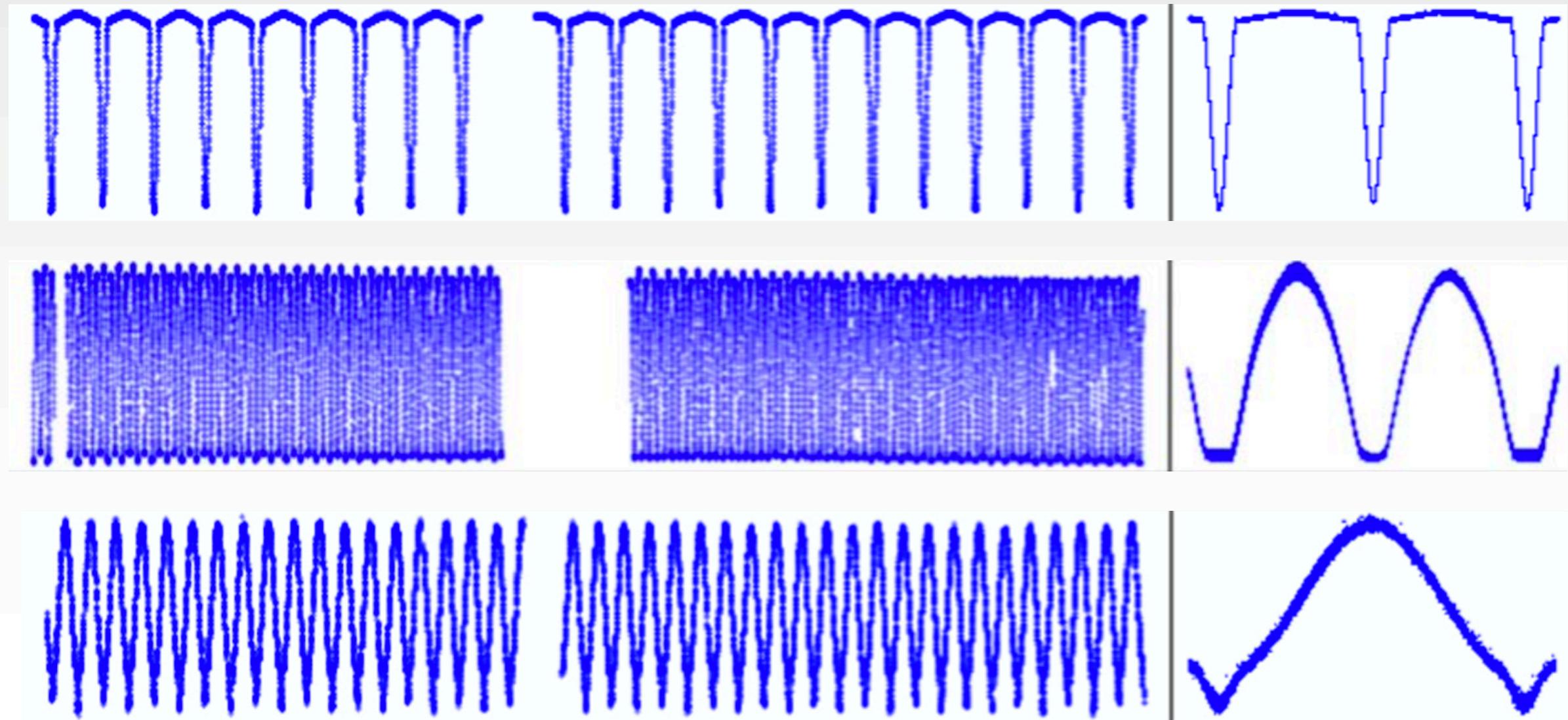
Irradiated



Rossiter-McLaughlin effect



Binary game!



Prsa et al. (2022)

Binary game!



Prsa et al. (2022)



Parameterisation

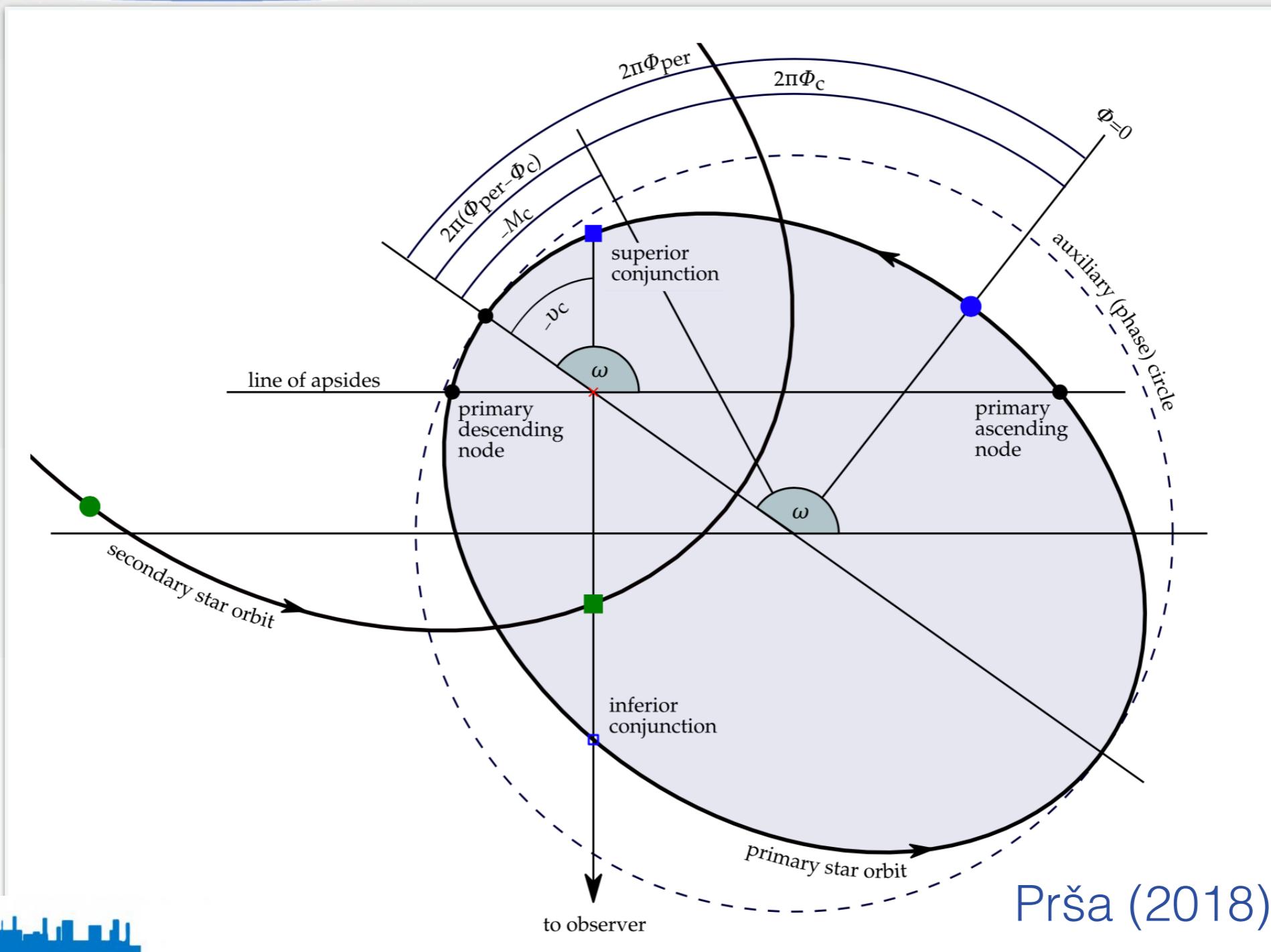
Stellar parameters

- Masses, temperatures, radii

Orbital parameters

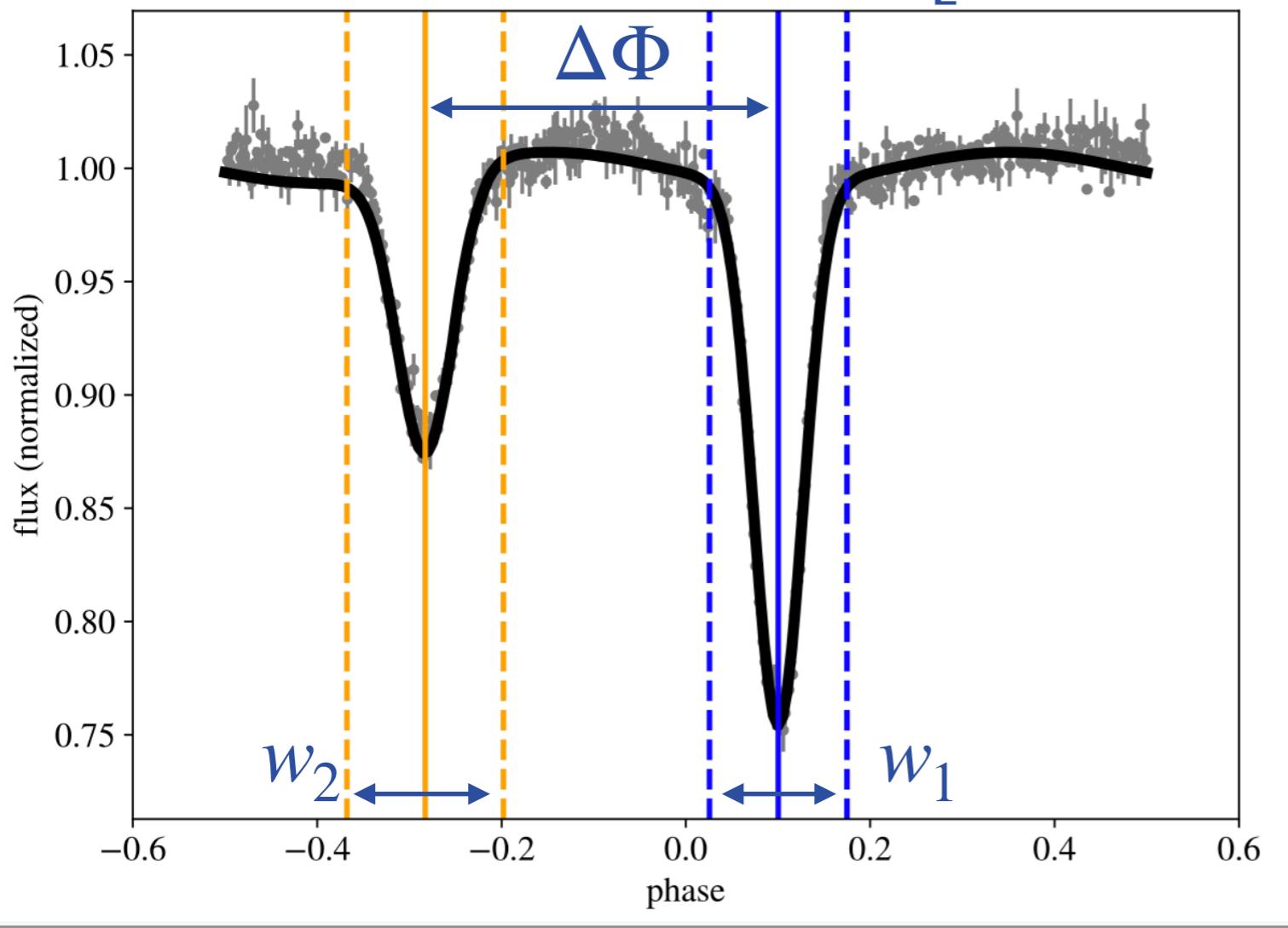
- Period (plus time of superior conjunction and dp/dt)
- Eccentricity (and argument of periastron)
- Inclination

Parameterisation



Direct from observations

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

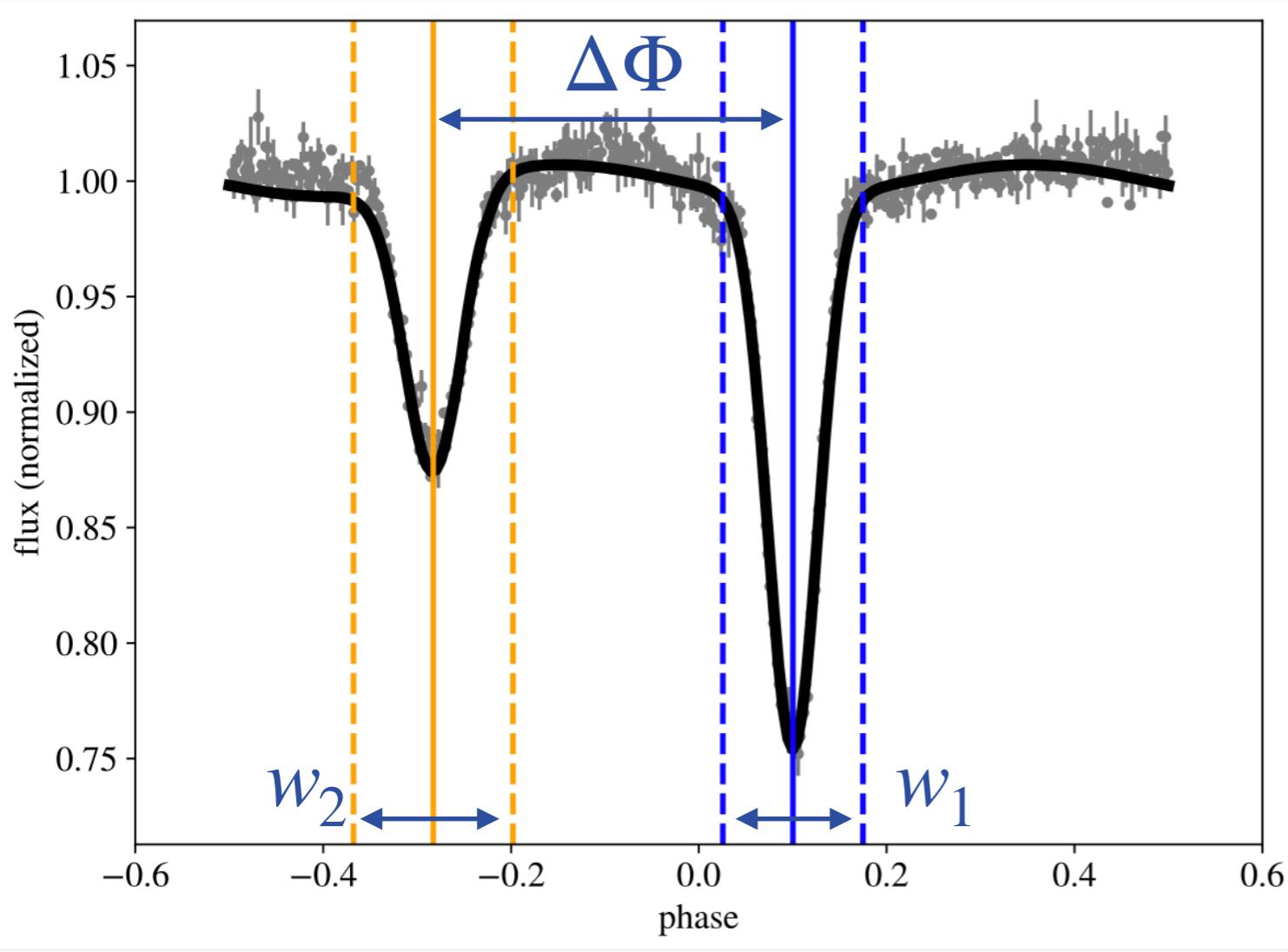


$$2\pi\Delta\Phi = \psi - \sin\psi$$

Conroy et al. (2020)

Direct from observations

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



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

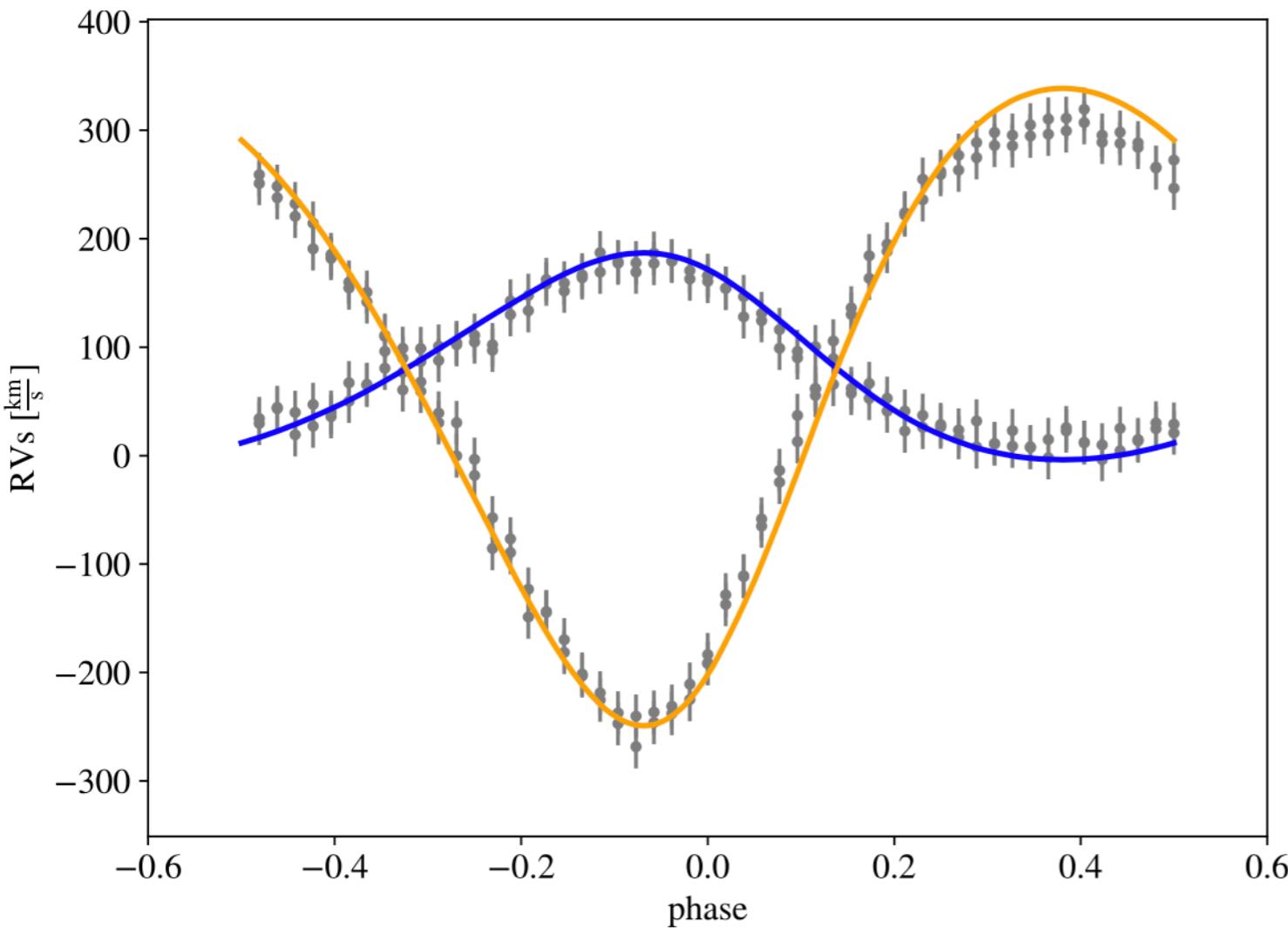
If $\omega_1 \geq 0$, $\omega = \omega_2$

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

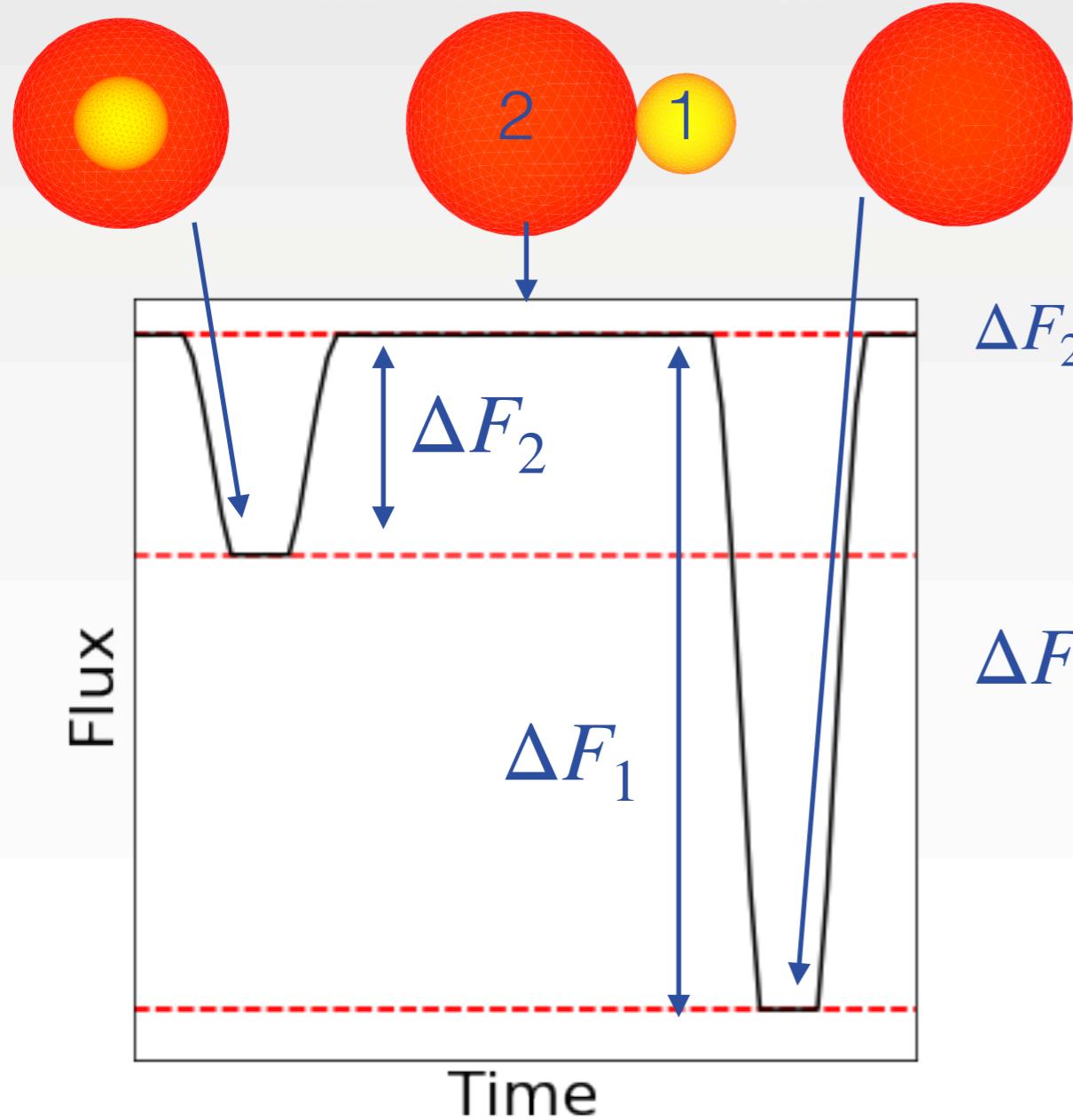


Conroy et al. (2020)

$$v_\gamma = \frac{\text{RV}_1(\theta) + q \text{ RV}_2(\theta)}{1 + q}$$

$$q = \frac{\text{RV}_1(\theta) - v_\gamma}{-\text{RV}_2(\theta) + v_\gamma}$$

Rough temperatures



For blackbodies:

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

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

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

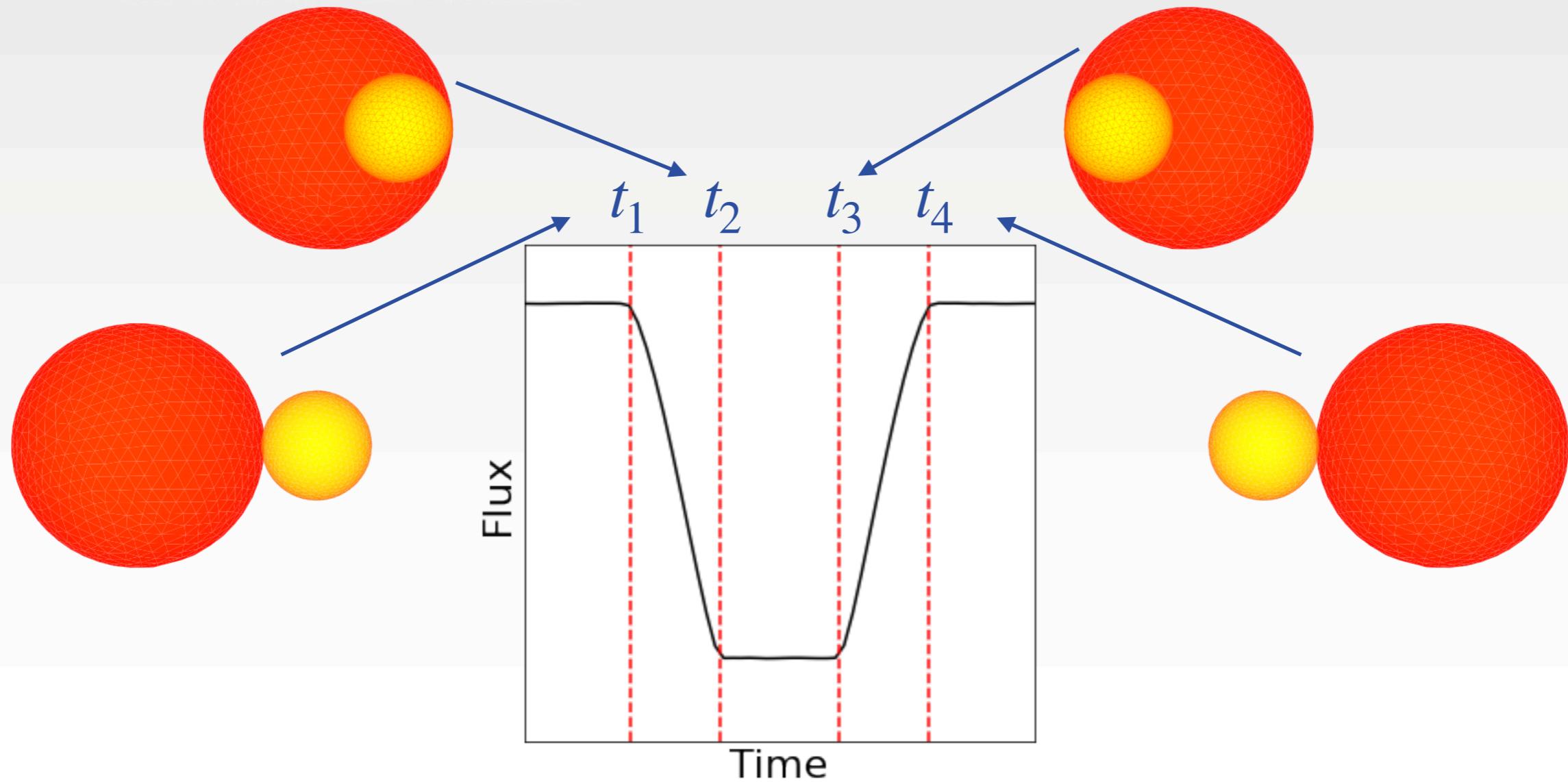
$$\Delta F_1 = R_1^2 T_1^4 + R_2^2 T_2^4 - R_2^2 T_2^4$$

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

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

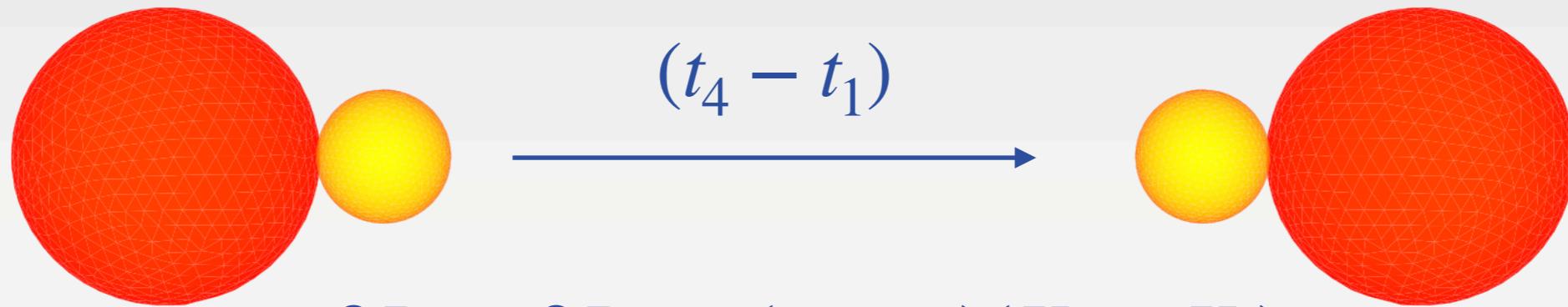
Assumes blackbodies, bolometric
observations and total eclipses

Rough radii

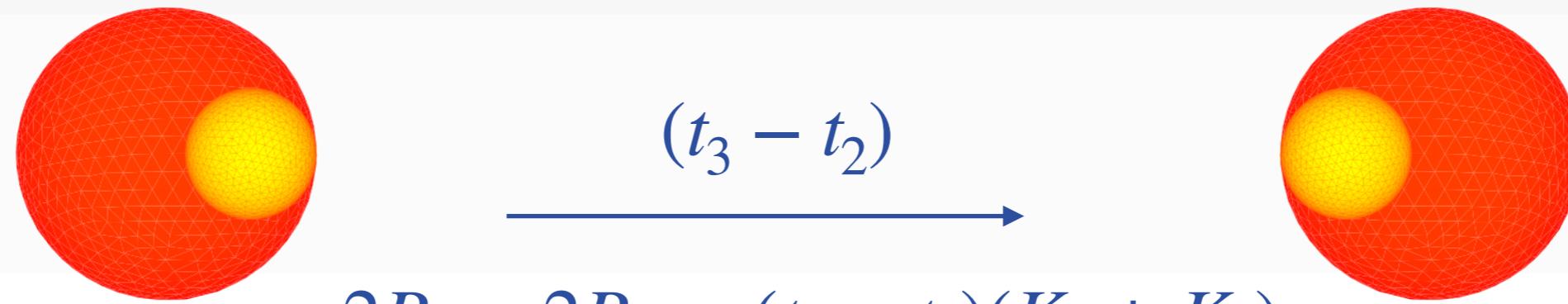


Rough radii

Assumes $e=0$ and $i=90^\circ$



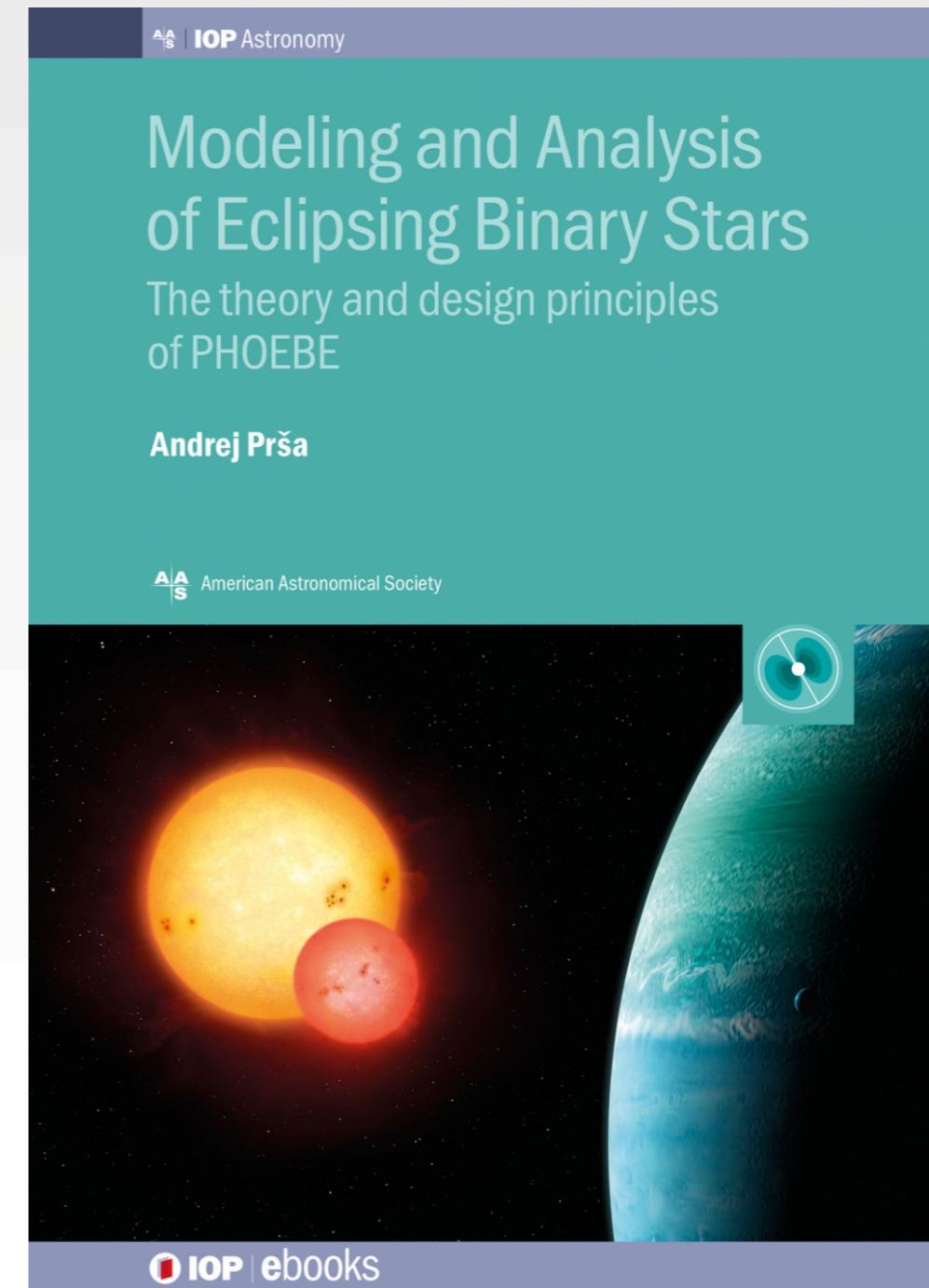
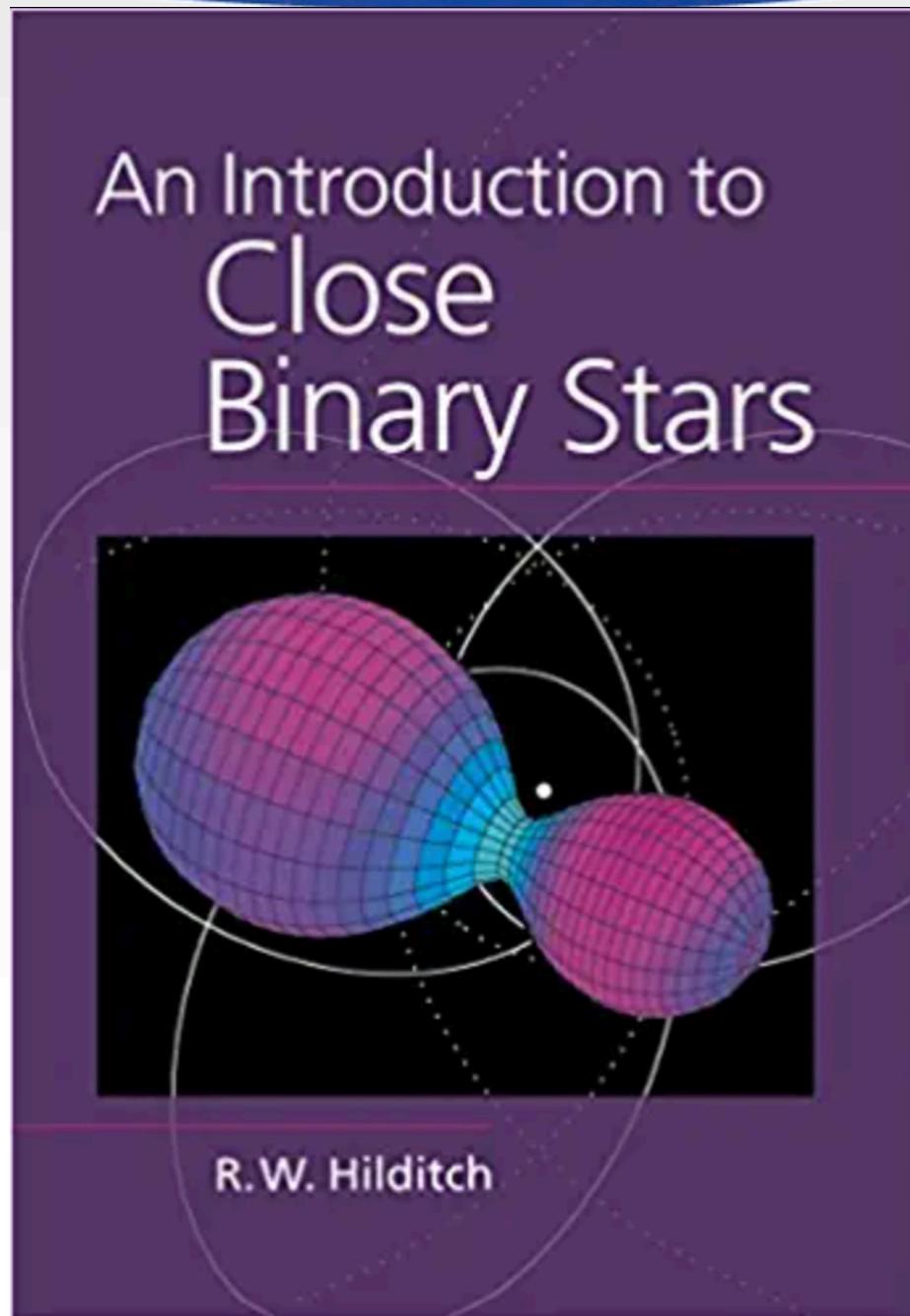
$$2R_1 + 2R_2 = (t_4 - t_1)(K_1 + K_2)$$



$$2R_2 - 2R_1 = (t_3 - t_2)(K_1 + K_2)$$

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