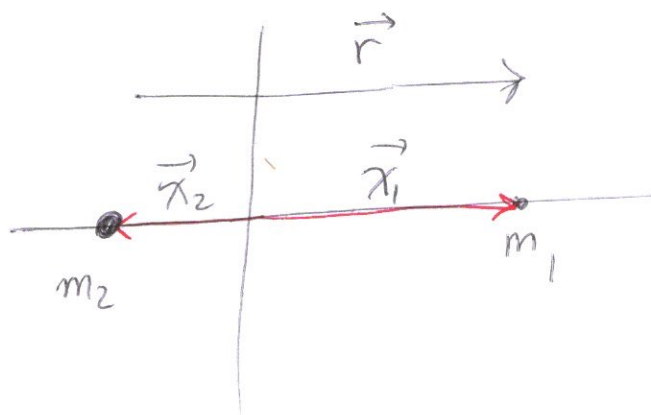


BINARIES

October 6th, 2020

(79)



$$\vec{r} \equiv \vec{x}_1 - \vec{x}_2$$

$$\vec{x}_1 = \vec{r} + \vec{x}_2$$

$$\vec{x}_1 = \vec{r} + \left(-\frac{m_1}{m_2} \vec{x}_2 \right)$$

$$\left(1 + m_1/m_2 \right) \vec{x}_1 = \vec{r}$$

$$\left(\frac{m_1 + m_2}{m_2} \right) \vec{x}_1 = \vec{r}$$

$$\frac{M}{m_2} \vec{x}_1 = \vec{r}$$

$$\vec{x}_1 = \left(\frac{m_2}{M} \right) \vec{r}$$

m_1, m_2 masses of stars 1 & 2
 $M = m_1 + m_2$ total mass of the system

$$m_1 \vec{x}_1 + m_2 \vec{x}_2 = 0$$

origin at the center of mass

$$-\vec{x}_2 = \vec{r} - \vec{x}_1$$

$$\vec{x}_2 = \vec{x}_1 - \vec{r}$$

$$\vec{x}_2 = -\frac{m_2}{m_1} \vec{x}_2 - \vec{r}$$

$$\left(1 + m_2/m_1 \right) \vec{x}_2 = -\vec{r}$$

$$\left(\frac{m_1 + m_2}{m_1} \right) \vec{x}_2 = -\vec{r}$$

$$\frac{M}{m_1} \vec{x}_2 = -\vec{r}$$

$$\vec{x}_2 = \left(\frac{m_1}{M} \right) \vec{r} \quad \underline{\underline{\text{w2.1.1}}}$$

(80)

For stars moving much slower than the speed of light,

$$F = m \frac{d^2 x}{dt^2}, \text{ so}$$

$$\left| m_1 \frac{d^2 \vec{x}_1}{dt^2} \right| = \left| \frac{G m_1 m_2}{r^2} \right| \quad \left| m_2 \frac{d^2 \vec{x}_2}{dt^2} \right| = \left| \frac{G m_1 m_2}{r^2} \right|$$

Since \vec{r} is parallel to \hat{i} ,

$$\frac{d^2 x_1}{dt^2} = -G m_2 \vec{r} / r^3 \quad \frac{d^2 x_2}{dt^2} = +G m_1 \vec{r} / r^3$$

$$\frac{d^2 \vec{r}}{dt^2} = \frac{d^2}{dt^2} (\vec{x}_1 - \vec{x}_2) = \frac{d^2}{dt^2} \left[-G m_2 \vec{r} / r^3 - G m_1 \vec{r} / r^3 \right]$$

$$\frac{d^2 \vec{r}}{dt^2} = -G (m_1 + m_2) \vec{r} / r^3 = -G M \vec{r} / r^3 \quad \underline{\underline{\text{W2.1.2}}}$$

★ So we reduce a 2-body problem into a 1-body problem.

This innocent-looking differential equation is actually pretty difficult to solve analytically as you need elliptic integrals. It is called an ORBIT EQUATION.

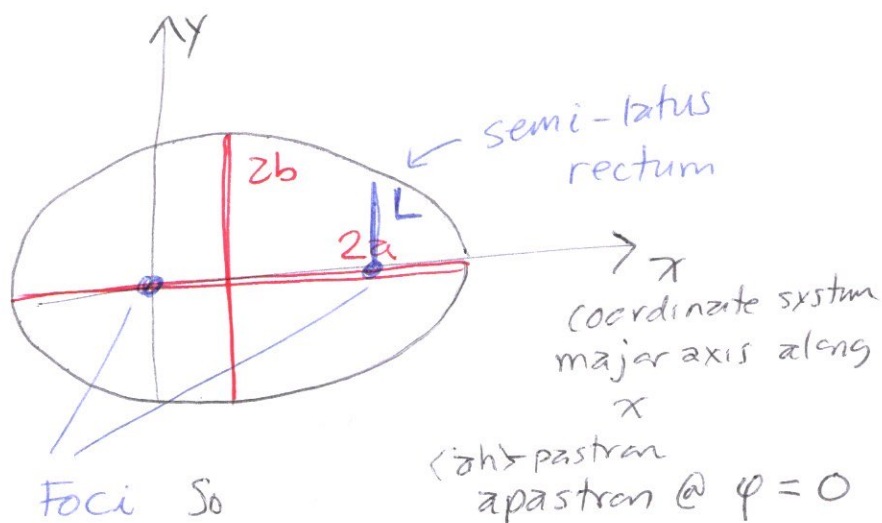
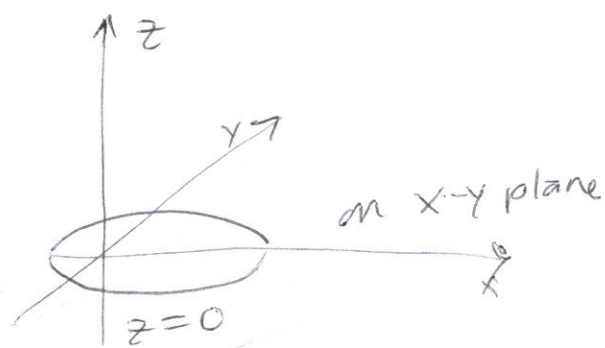
Luckily, we know the solution thanks to Euler and others.

$$\vec{r} = r (\cos \varphi, \sin \varphi, 0)$$

where $r = \frac{L}{1 - e \cos \varphi}$ $\frac{d\varphi}{dt} = \sqrt{\frac{GM}{L^3}} (1 - e \cos \varphi)^2$

e is the eccentricity and L the semi-latus rectum

for an ellipse with major axis $2a$ and minor axis $2b$, $e = \sqrt{1 - \frac{b^2}{a^2}}$ $L = a(1 - e^2)$



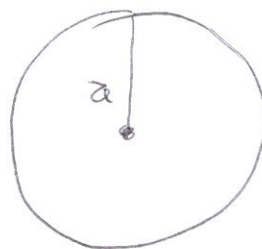
For low eccentricity ($e \approx 0$), orbit

looks circular

$$\sqrt{1 - \frac{b^2}{a^2}} \approx 0 \Rightarrow \frac{b^2}{a^2} \approx 1 \Rightarrow a \approx b$$

~~$$L \approx a(1 - e^2)$$~~
$$L = a(1 - e^2) \approx a$$

$$r_{\max} \approx a, \quad r_{\min} \approx a$$



$$r_{\max} = a(1 + e) \text{ aphelion}$$

in the case of the earth sun

periastron φ
@ $\varphi = \pi$

closest point

$$r_{\min} = a(1 - e)$$

perihelion for the earth sun

For high eccentricity ~~eccentricity~~ ($e \lesssim 1$)

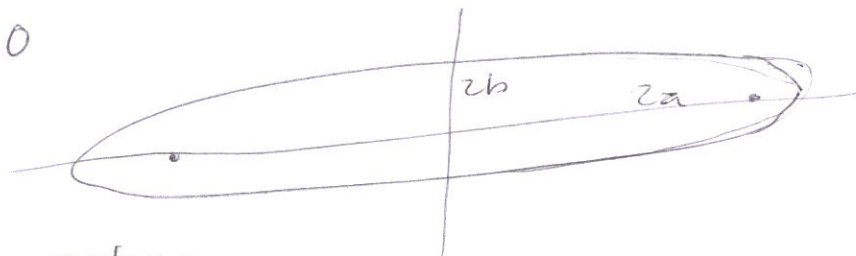
orbit is elongated

$$\sqrt{1 - \frac{b^2}{a^2}} \lesssim 1 \Rightarrow \frac{b^2}{a^2} \lesssim 0 \Rightarrow b \lesssim 0$$

or $a \lesssim \infty$

$$L = a(1 - e^2) \gtrsim 0$$

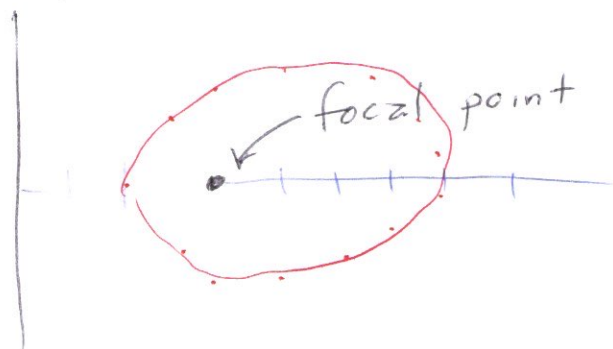
$$\Rightarrow a \gtrsim \infty$$



Definition of ~~ellipse~~ ^{conic section} - Locus of set of points P

whose distance ~~from p to~~ to focus is a constant e of the distance from p to directrix

directrix



$e = 0$ for circle
 $0 < e < 1$ for ellipse
 $e = 1$ for parabola
 $e > 1$ for hyperbola

Notice that $\frac{d\varphi}{dt} = \sqrt{\frac{GM}{L^3}} (1 - e \cos \varphi)^2$

For periastron (closest point) $\varphi = \pi \Rightarrow \cos \varphi = -1$

$$\left. \frac{d\varphi}{dt} \right|_{\varphi=\pi} = \sqrt{\frac{GM}{L^3}}$$

For apastron (furthest point) $\varphi = 0 \Rightarrow \cos \varphi = 1$

$$\left. \frac{d\varphi}{dt} \right|_{\varphi=0} = \sqrt{\frac{GM}{L^3}} (1 - e)^2 < \left. \frac{d\varphi}{dt} \right|_{\varphi=\pi}$$

NEWTONIAN
GRAVITATION

★ DOES IT MAKES SENSE FROM

Total energy

$$E = \underbrace{\frac{m_1 \dot{\vec{x}}_1^2}{2} + \frac{m_2 \dot{\vec{x}}_2^2}{2}}_{\text{kinetic}} - \underbrace{\frac{Gm_1 m_2}{r}}_{\text{potential}}$$

83

Angular momentum

$$\vec{J} = \vec{r} \times \vec{p} = \vec{r} \times m\vec{v}$$

~~$\vec{J} = m_1 \vec{x}_1 \times \dot{\vec{x}}_1$~~

$$\vec{J} = m_1 \vec{x}_1 \times \dot{\vec{x}}_1 + m_2 \vec{x}_2 \times \dot{\vec{x}}_2$$

$$|\vec{J}| = \frac{m_1 m_2}{m_1 + m_2} \sqrt{GML}$$

$$E = - \frac{m_1 m_2}{m_1 + m_2} \frac{MG}{2a}$$

negative because it is
bound
gravitationally

Binaries ~~Optic~~

- Visual binary - stars can be resolved independently
Far enough apart from each other
and close enough to earth
- Eclipsing binary - Orbital planes oriented along
earth line of sight and
periodically pass in front of each
other. Change in luminosity.

• Spectrum binary - Two spectrums superimposed (84)

if some component is in the line of
of the velocity

sight, then the spectra will be shifted

(Dopler shift, $v_{\text{obs}} = v_{\text{rest}} \sqrt{\frac{1 - v/c}{1 + v/c}}$)

• Spectroscopic binary - if r is small, then the period will
be short (s)

$$\frac{\Delta v_1}{v_1} = \frac{m_2}{M} \sqrt{\frac{MG}{Lc^2}} \sin i \left[\right.$$

i angle between line of sight and orbit