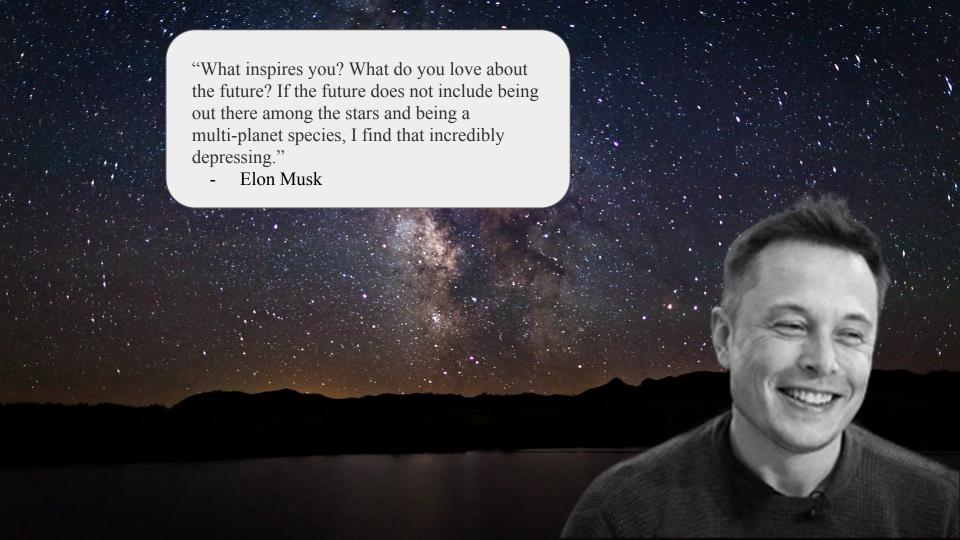
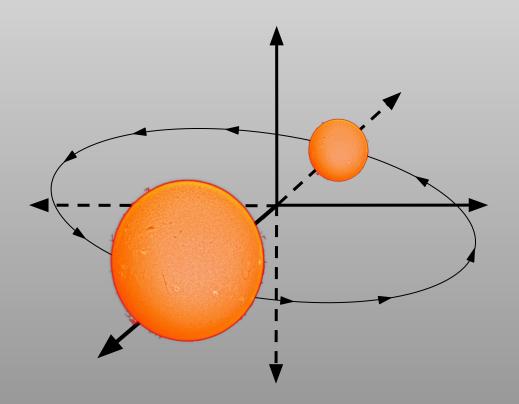
N-body Simulation of Binary Star Mass Transfer using Nvidia GPUs

Mason McCallum, Dr. Bryant Wyatt and Dr. Shaukat Goderya

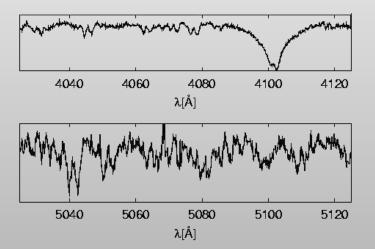


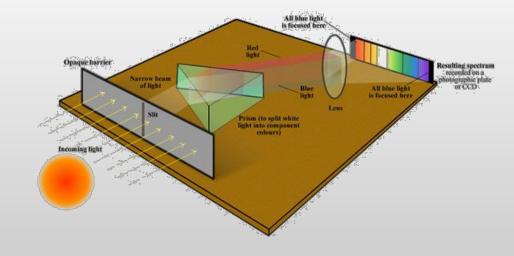


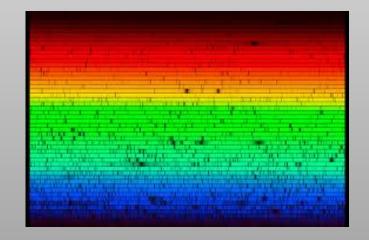
What is a Binary Star System?



Spectroscopy





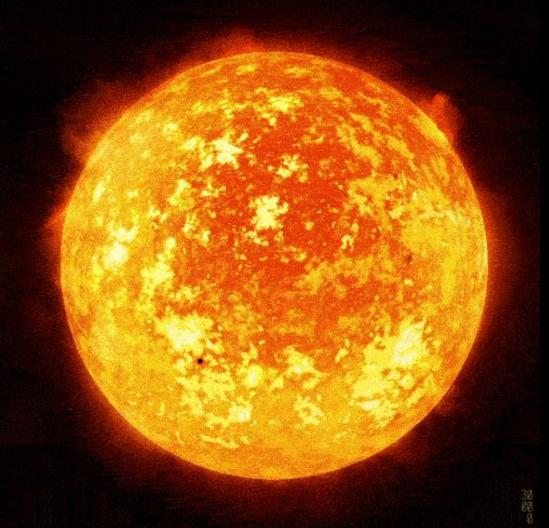


Our Goal

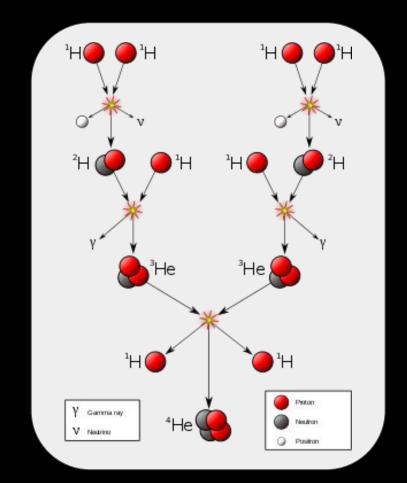


Determine initial conditions for a contact binary system to remain in stable orbit.

Our approach

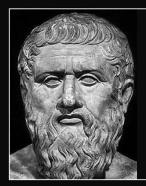


The life cycle of a Star



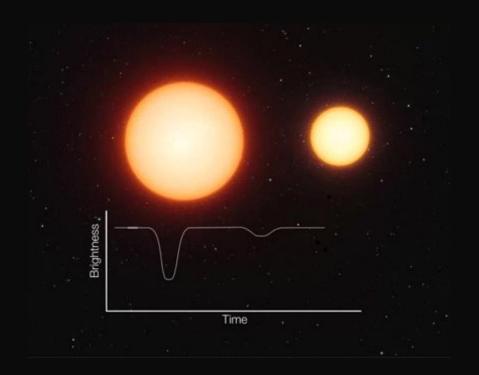
Goals and Future Work

- Develop model on more powerful hardware
- Develop graphics engine to analyze simulation



Astronomy compels the soul to look upwards and leads us from this world to another.

— Plato —





Thank you for your time!

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