

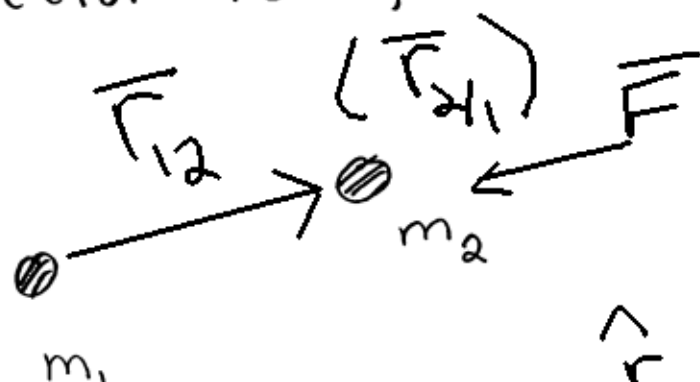
N-Body Problem

Newton's law of gravity (inverse square law)

$$F = \frac{G m_1 m_2}{r_{12}^2}$$

← Scalar
not vector

Universal gravitational constant
In vector form,



force on
 m_2 due to
 m_1

$$\vec{F} = - \frac{G m_1 m_2}{r_{12}^2} \frac{\vec{r}_{12}}{r_{12}}$$

negative b/c how defined \vec{r}_{12}

Newton's law of gravity 1.2

assumes point masses

ONLY valid when a body
can be modeled as a
point mass.

Why does it work for planets?

We are describing a

FORCE NOT shape or
volume

If the gravitational force for an actual
body can be written as the force for a
point mass, then it is a point
mass for gravitational purposes

↳ centrobatic body

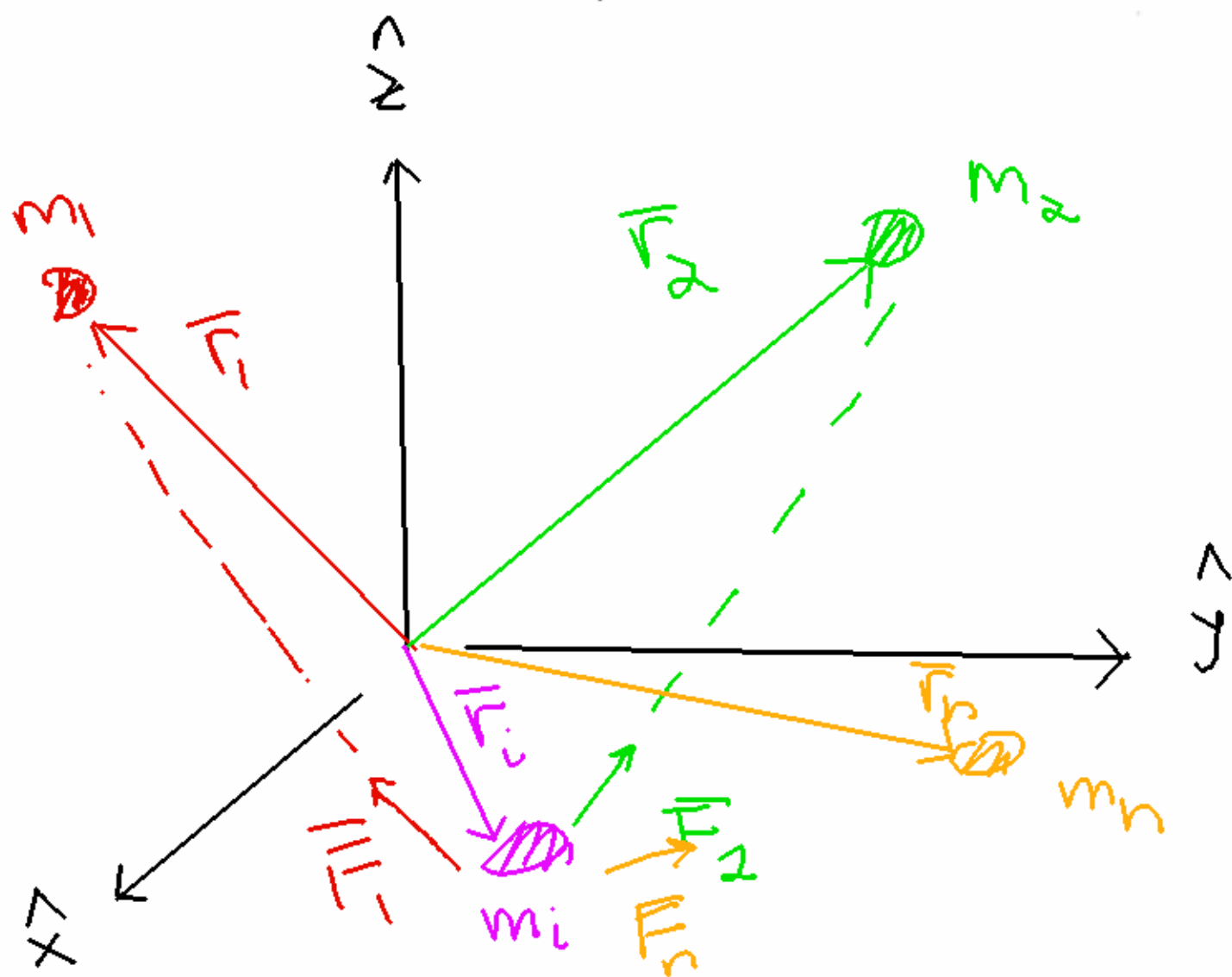
Planets work because

we can think of them as
concentric shells. Not for asteroids

N-Body Problem

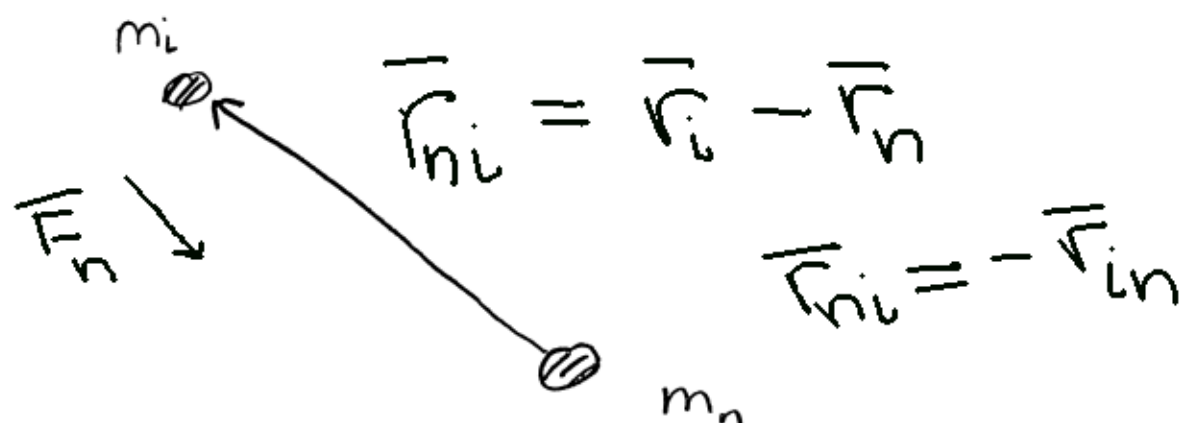
Assume

- Gravity is the only force
- System of n bodies (m_1, m_2, \dots, m_n)
- Spherically symmetric masses



Note

O: inertial pt
 $\vec{r}_i = \vec{r}_{Oi}$



Force on m_i due to m_n is

$$\vec{F}_n = - \frac{G m_i m_n}{r_{ni}^3} \vec{r}_{ni}$$

Sum all forces

$$\vec{F} = \sum_{\substack{j=1 \\ j \neq i}}^n \vec{F}_j = -G m_i \sum_{\substack{j=1 \\ j \neq i}}^n \frac{m_j}{r_{ji}^3} \vec{r}_{ji}$$

Now we can write EOM from Newton's second law

$$\frac{d}{dt}(m_i \vec{v}_i) = \vec{F}$$

Assume constant mass,

$$\begin{aligned} \frac{d}{dt}(m_i \vec{v}_i) &= m_i \frac{d}{dt}(\vec{v}_i) + \vec{v}_i \frac{dm_i}{dt} \\ &= m_i \vec{a}_i = m_i \ddot{\vec{r}}_i \end{aligned}$$

$$\ddot{\vec{r}}_i = - \sum_{\substack{j=1 \\ j \neq i}}^n \frac{G m_j}{r_{ji}^3} \vec{r}_{ji}$$

N-Body motion

If we have n bodies, can we
solve $\vec{r}_i(t)$?

To know $\vec{r}_i(t)$, need to find $\vec{r}_j(t)$

BUT motion m_i changes the
force on m_j

→ different force

→ different acceleration

→ different position

$\vec{r}_i + \vec{r}_j$ are coupled!

To solve, we need to know the vector
positions + velocities of all the bodies.

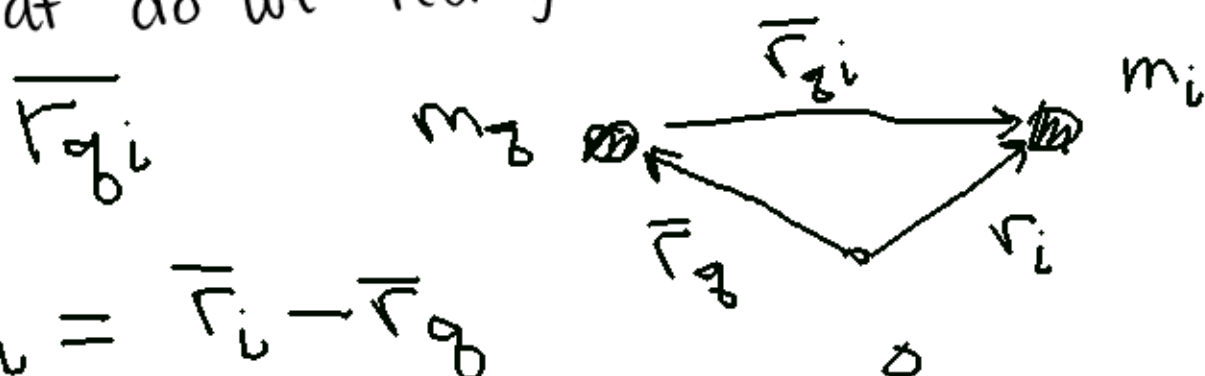
We need $6n$ equations.

Only have 10 (integrals)

If $n=2$, need $12 > 10$
can't solve!

Do we really care about \vec{r}_i, \vec{r}_g ?

what do we really care about?



$$\vec{r}_{gi} = \vec{r}_i - \vec{r}_g$$

$$\ddot{\vec{r}}_{gi} = \ddot{\vec{r}}_i - \ddot{\vec{r}}_g$$

we have expressions for $\ddot{\vec{r}}_i$ and $\ddot{\vec{r}}_g$:

$$\ddot{\vec{r}}_{gi} = -G \sum_{\substack{j=1 \\ j \neq i}}^n \frac{m_j}{r_{ji}^3} \vec{r}_{ji} + G \sum_{\substack{j=1 \\ j \neq g}}^n \frac{m_j}{r_{jg}^3} \vec{r}_{jg}$$

dominant
acceleration

remove g
term

remove i
term

$$\ddot{\vec{r}}_{gi} = -G \frac{(m_i + m_g)}{r_{gi}^3} \vec{r}_{gi}$$

$$+ G \sum_{\substack{j=1 \\ j \neq gi}}^n m_j \left(\underbrace{\frac{\vec{r}_{ij}}{r_{ij}^3}}_{\text{direct}} - \underbrace{\frac{\vec{r}_{gj}}{r_{gj}^3}}_{\text{indirect}} \right)$$

relative
n-body
motion

indirect
perturbing
accel.

If $n \geq 3$, still can't solve. Need

$\vec{r}_{S/K0}, \vec{r}_{\Phi0}, \vec{r}_{S/K\mathcal{C}}, \vec{r}_{\Phi\mathcal{C}}$ + velocities
24 eqns

What happens if $n=3$ (remove \mathcal{C})?

Still need $\vec{r}_{S/K0}, \vec{r}_{\Phi0}, \vec{r}_{S/K0}, \vec{r}_{\Phi0}$

Need 12 constants only
have 10

How about 2? 2nd order DE with
one unknown position!

$$\ddot{\vec{r}}_{12} + \frac{G(m_1 + m_2)}{r_{12}^3} \vec{r}_{12} = 0$$

solvable! relative 2-body
motion

$\mu = G(m_1 + m_2)$ but $m_2 \ll m_1$
so ignore m_2

$$\ddot{\vec{r}}_{12} + \frac{\mu \vec{r}_{12}}{r_{12}^3} = 0$$