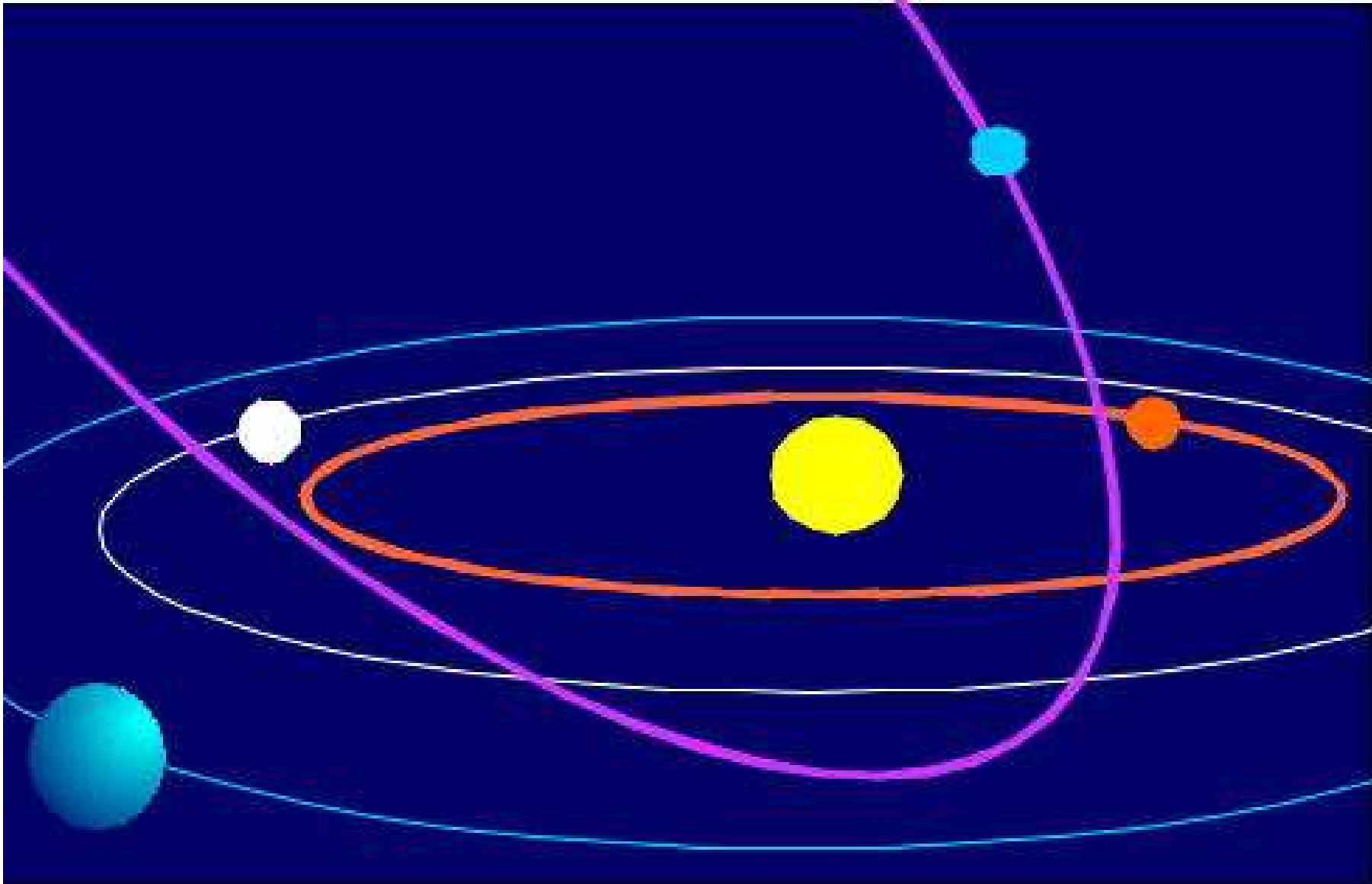


Celestial mechanics



Contribution to computational physics 6.5.2008
by Dr. Christian Anders

Overview for Celestial mechanics

1. Kepler's and Newton's laws,
equation of motion
2. Numerical solution: Runge-Kutta-Algorithmus
3. Orbit types
4. Restricted three-body-problem
5. Interactive simulation of 3 body interaction
 - Trojans in solar-system,
 - Comet capture, Voyager
 - Double star systems
6. Literature

1. Theory of Celestial mechanics

Keplers laws

inferred from observations
of Tycho Brahe

I+II [Astronomia nova, 1609]

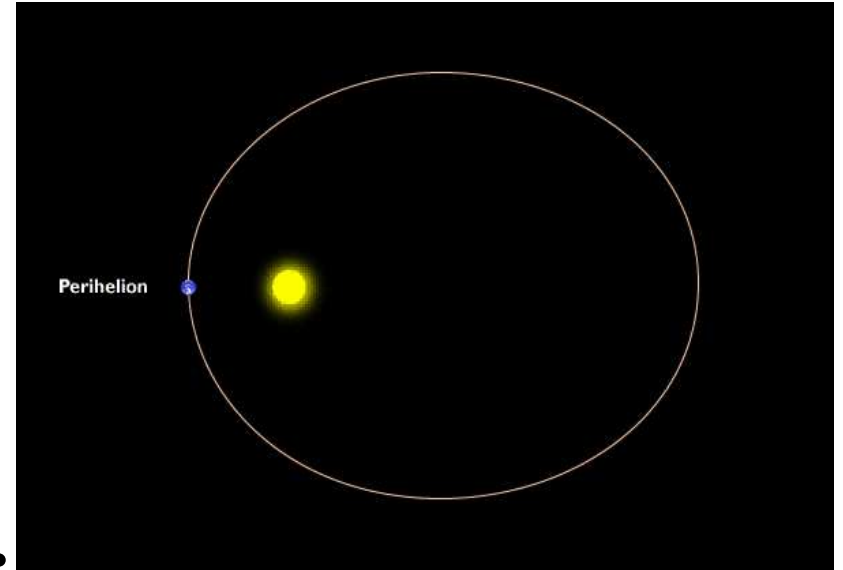
**I. The planets move in ellipses
with the sun in one of the foci.**

**II. The pointer to a planet moves over equal
areas in equal times**
(\Leftrightarrow Conservation of angular Momentum)

III. [Harmonices mundi, 1619]

$a^3/T^2 = \text{const}$ (approximately)

$$\frac{a_1^3}{a_2^3} = \frac{T_1^2 (M_s + m_1)}{T_2^2 (M_s + m_2)} \quad (\text{exactly})$$



Newtonian mechanics

- **Law of Gravitation** [Newton, 1687]:

$$F = -GMm/r^2, F = ma$$

- acceleration of object i : $\vec{a}_i = \frac{d^2}{dt^2} \vec{x}_i = -G \sum_{i \neq j} \frac{m_j (\vec{x}_i - \vec{x}_j)}{|\vec{x}_i - \vec{x}_j|^3}$

- system of n 2nd order diff. equations ! ($xyz \rightarrow 3n$)

- phase-space: x and v as independent variables
composed vector

$$\vec{y} \equiv (\vec{x}, \vec{v}), \vec{x} = (\vec{x}_1, \dots, \vec{x}_n), \vec{v} = (\vec{v}_1, \dots, \vec{v}_n)$$

- $2n$ 1st order diff. equation to integrate ($xyz \rightarrow 6n$)

$$\frac{d\vec{y}}{dt} = \begin{pmatrix} \frac{d\vec{x}}{dt} \\ \frac{d\vec{v}}{dt} \end{pmatrix} = \begin{pmatrix} \vec{v} \\ \vec{a}(\vec{x}) \end{pmatrix} = \vec{g}(\vec{y})$$

for composed derivative g

(*)

2. Numerical Solution

- Simple Euler recursion for time step h :

$$\vec{y}(t+h) = \vec{y}(t) + h\vec{g}(\vec{y}(t), t) + o(h^2)$$

- **Runge-Kutta-Algorithm**

[Press et al., Numerical Recipes in C etc.]

$$\vec{k}_1 = h \cdot \vec{g}(\vec{y}(t), t)$$

$$\vec{k}_2 = h \cdot \vec{g}\left(\vec{y}(t) + \frac{1}{2}\vec{k}_1, t + \frac{1}{2}h\right)$$

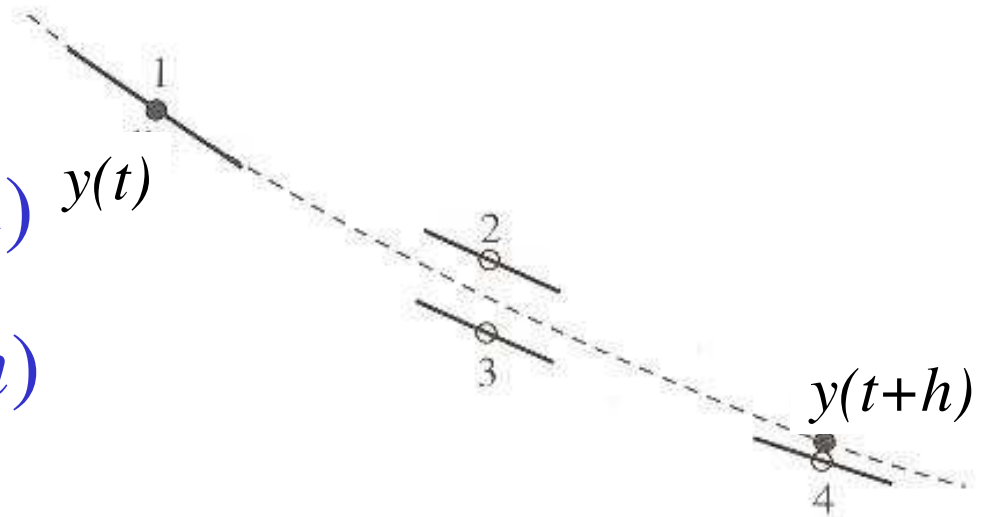
$$\vec{k}_3 = h \cdot \vec{g}\left(\vec{y}(t) + \frac{1}{2}\vec{k}_2, t + \frac{1}{2}h\right)$$

$$\vec{k}_4 = h \cdot \vec{g}(\vec{y}(t) + \vec{k}_3, t + h)$$

$$\vec{y}(t+h) = \vec{y}(t) + \frac{1}{6}[\vec{k}_1 + 2\vec{k}_2 + 2\vec{k}_3 + \vec{k}_4] + o(h^4)$$

accuracy $o(h^4)$ by intermediate derivatives $g \rightarrow k$

Further improvement: adaptive Stepzize

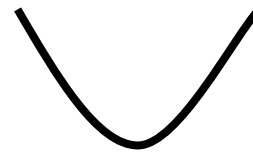


3. Orbit types

- Energy of planet in two body system
- $E = \frac{1}{2} \mu v^2 - \frac{GMm}{r}$, $\mu = \frac{Mm}{M+m}$ m : Planet, M : Star
- Semimayoraxis $a = -\frac{1}{2}GMm/E$

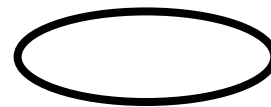
- Type of orbit

$E > 0 \Rightarrow$ hyperbolic



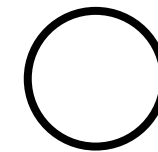
$E = 0 \Rightarrow$ parabolical

$E < 0 \Rightarrow$ elliptical



$E = -\frac{1}{2} \frac{GMm}{r} \Rightarrow$ circular orbit if $v \perp r$

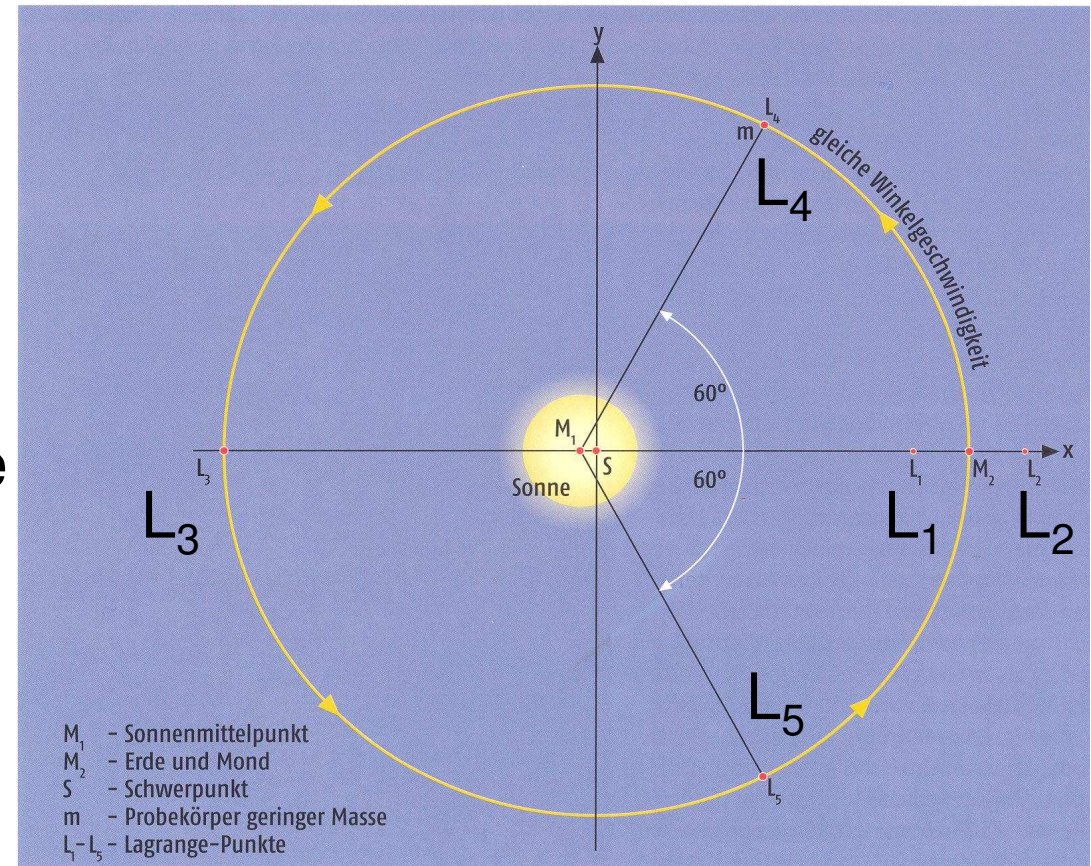
$$\frac{\mu v^2}{r} = \frac{GMm}{r^2} \Rightarrow v = \sqrt{\frac{GM}{r}} \quad (m \ll M)$$



- Correction for $m \rightarrow M$ in COM System $v_p = \sqrt{\frac{GM}{r} \frac{M}{m+M}}$, $v_s = \sqrt{\frac{Gm}{r} \frac{m}{m+M}}$

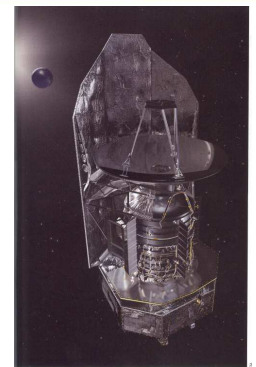
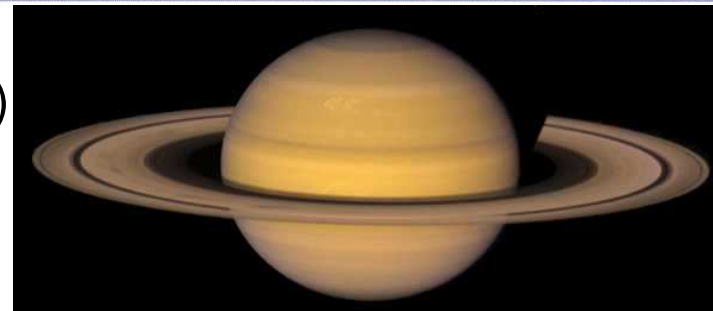
4. Restricted Three-body-problem

- [Lagrange 1772] analytically solvable: heavy M_1 and M_2 with $M_2 < 38,5\%$ (M_1+M_2) and a light $m \ll (M_1+M_2)$
- **Observing in a frame rotating with the baseline M_1-M_2**
 M_1 , M_2 and m remain on a triangle with equal edges.
- More than mathematical curiosity: Trojans of Jupiter (N>2000), Mars + Eureka + 3T, Neptun + 5 T



Saturn's natural laboratory:

Thetys (1060 km) + Telesto, Calypso (26 km)
Dione (1118 km) + Helene (32 km),
Janus + Epimetheus (horseshoe orbit)



Application for space-probes: (eternal sun or shadow)

SOHO (L_1), WMAP (L_2), HERSCHEL+PLANCK (L_2), JWST (L_2), DARWIN (L_2 ?)

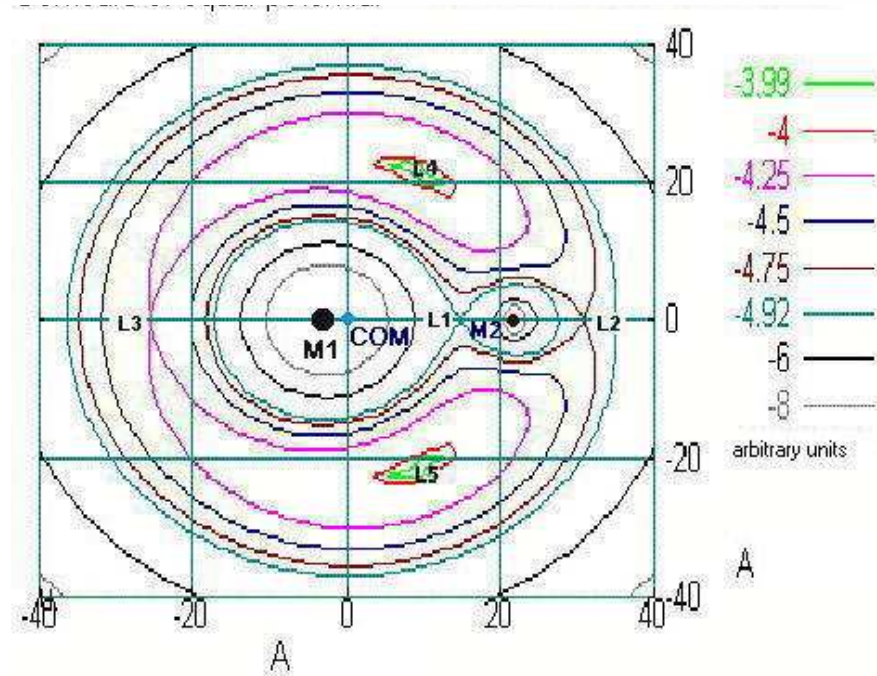
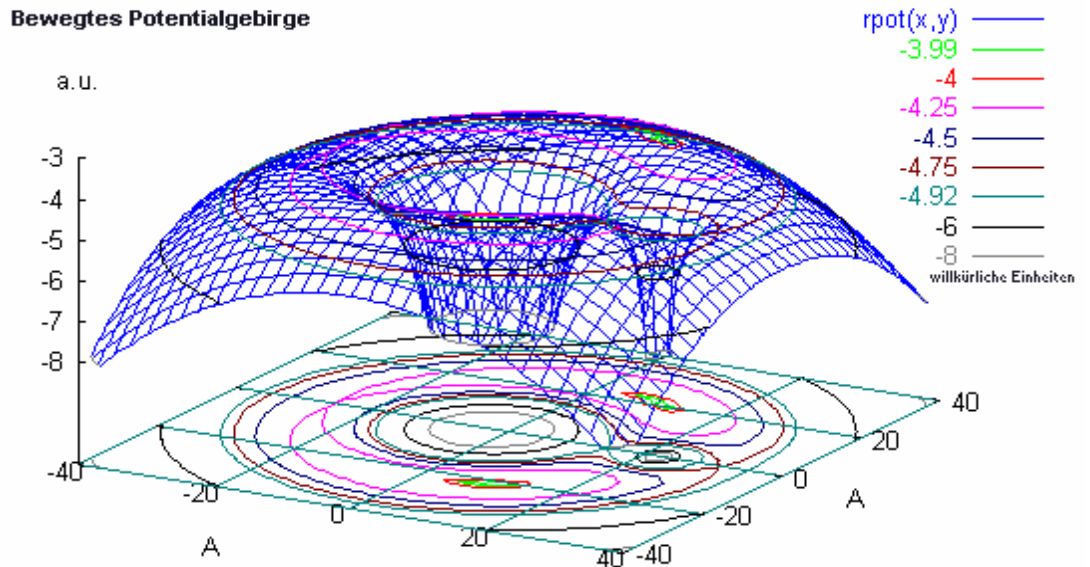
Trojan Exoplanets

Lagrange Points

- **Effective Potential:**

$$V(\vec{r}) = -\frac{GM_1}{|\vec{r} - \vec{R}_1|} - \frac{GM_2}{|\vec{r} - \vec{R}_2|} - \frac{\omega^2 r^2}{2}$$

- r : Distance to COM,
 ω : angular speed,
 G : gravitational constant
- Stable positions: L_4, L_5
=> natural place for Trojans
- Instable positions: L_1, L_2, L_3
=> for space-probes with correction motors
- Richard Greenberg & Donald Davis: 'Stability at potential maxima: The L_4 and L_5 points of the restricted three-body problem' in American Journal of Physics, 46, Vol 10, Oct. 1978.



Orbits in rotating frame



- Yellow: Sun, white point: Jupiter. magenta: disurbed Object at L4. 9
blue, white, red: Objects placed at different distances to Lagrangian Point L5

5. Simulation

<http://www.physik.uni-kl.de/urbassek/research/anders/Gravity/Gravitation.html>

6. Literature

- Richard Greenberg & Donald Davis: 'Stability at potential maxima: The L4 and L5 points of the restricted three-body problem' in American Journal of Physics, 46, Vol 10, Oct. 1978. p 1068 ff
- CD with Kepler-ellipse movie in Kaufmann and Freedmann, Universe, 1999
- Keller, Kompendium der Astromomie, Stuttgart 2008
- Press et al., Numerical Recipes in C, Cambridge 1992, Reprint 1999
- Sterne und Weltraum 1/2008 (Planck + Herschel mission)
- Lecture Prof. Urbassek Solar System WS 06/07
- Trojan Exoplanets:
<http://www.trojanplanets.appstate.edu>