

5 — Binary Systems (I) [*Revision* : 1.2]

- Binary Systems

- A pair of stars orbiting around their common center of mass
- (Can also have triple, quadruple systems, etc.)
- Not uncommon: more stars in multiple systems than single
- Only direct way to measure mass of star → important
- Various types
 - * **Optical double** — not real binary
 - * **Visual binary** — can resolve both stars
 - * **Eclipsing binary** — stars pass in front of each other
 - * **Spectrum binary** — can see signature of each star in combined spectrum
 - * **Spectroscopic binary** — can see orbital motion of one/both stars from spectral Doppler shifts

- Kepler's Laws

- Originally developed to describe orbit of planets around Sun
- Three laws:
 1. Orbits are **ellipses**, with the Sun at one focus
 - * Semi-major axis a ↔ distance from center to long edge
 - * Semi-minor axis b ↔ distance from center to short edge
 - * Eccentricity ↔ distance from center to focus (also, $b^2 = a^2(1 - e^2)$)
 2. Area swept out per unit time is constant
 3. Square of orbital period proportional to cube of semi-major axis

$$P^2 = a^3,$$

with P in years and a in AU.

- Laws are direct consequence of Newton's laws of motion and gravitation
- Apply equally to *any* pair of orbiting bodies — incl. stars
- Updated versions: orbits of bodies are ellipses, with common **center of mass** at focus
- Orbits expressed in terms of equivalent problem of reduced mass

$$\mu \equiv \frac{m_1 m_2}{m_1 + m_2}$$

in elliptical orbit around *fixed* central mass

$$M \equiv m_1 + m_2$$

- Components have position vectors

$$\mathbf{r}_1 = -\frac{\mu}{m_1} \mathbf{r}$$

$$\mathbf{r}_2 = -\frac{\mu}{m_2} \mathbf{r}$$

where \mathbf{r} is position of reduced mass in equivalent system

- In polar coordinates, reduced mass located at

$$r = \frac{L^2/\mu^2}{GM(1 + e \cos \theta)}$$

(this is equation for ellipse). Total angular momentum of system:

$$L = \mu \sqrt{GMa(1 - e^2)}$$

where a is semi-major axis of equivalent system ($a = a_1 + a_2$),

- Note: eccentricity e and period P is same for each star and equivalent system
- Kepler's third law becomes

$$P^2 = \frac{4\pi^2}{G(m_1 + m_2)} a^3$$

(P and a now in 'ordinary' units, e.g. cgs or SI)