

## 6. Why I love the 3-body problem

1. "Star-studded" history

... the great names of dynamics

2. A clean problem

... the only mess is in one's head

3. A cross-roads in science

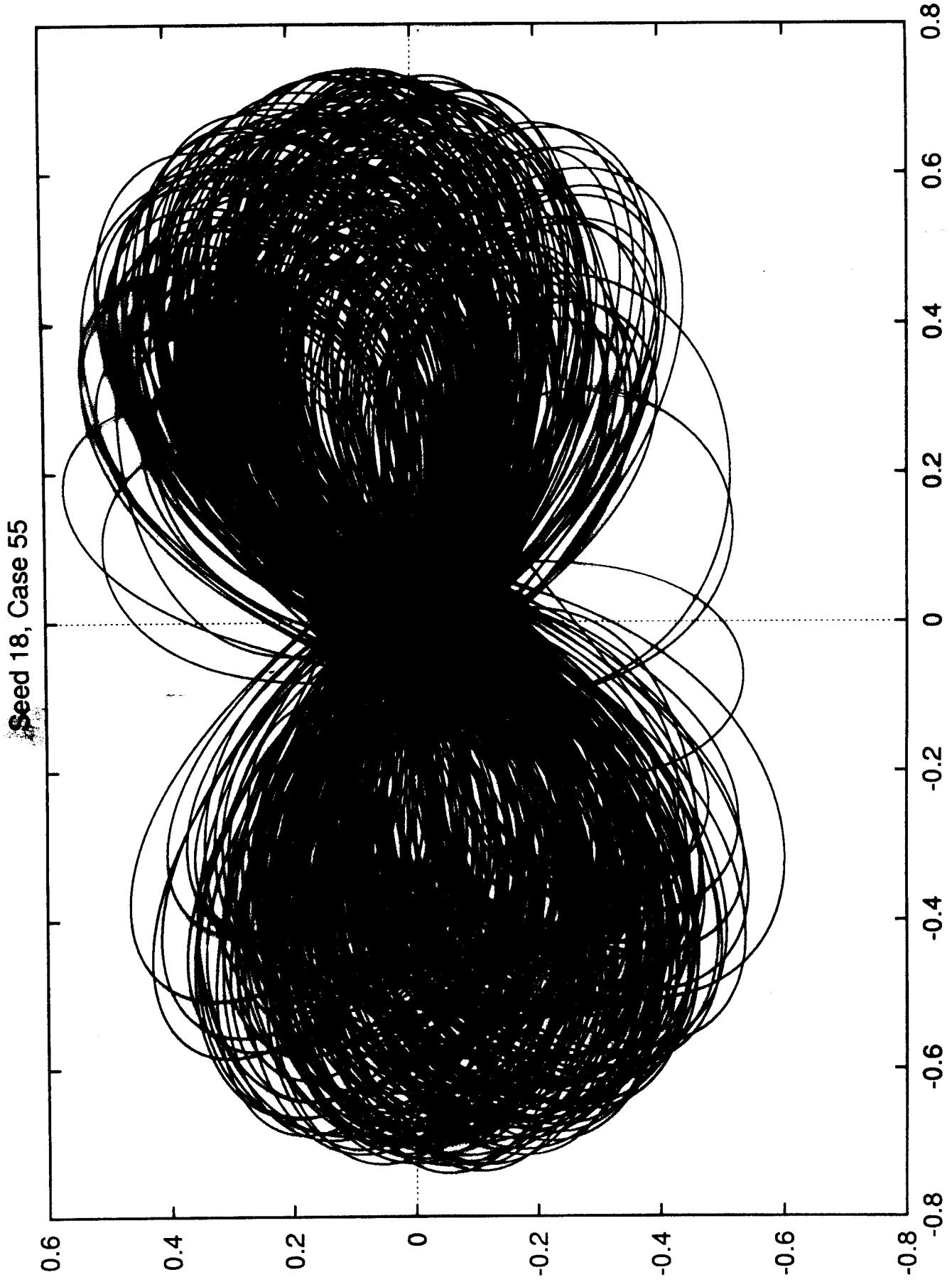
... where mathematics, physics  
and astronomy all meet.

4. Self-rejuvenating

... new problems always emerging  
from new applications and  
new insights.

"... every generation formulates and solves  
its own "fundamental questions in the  
three-body problem".

[Wintner]



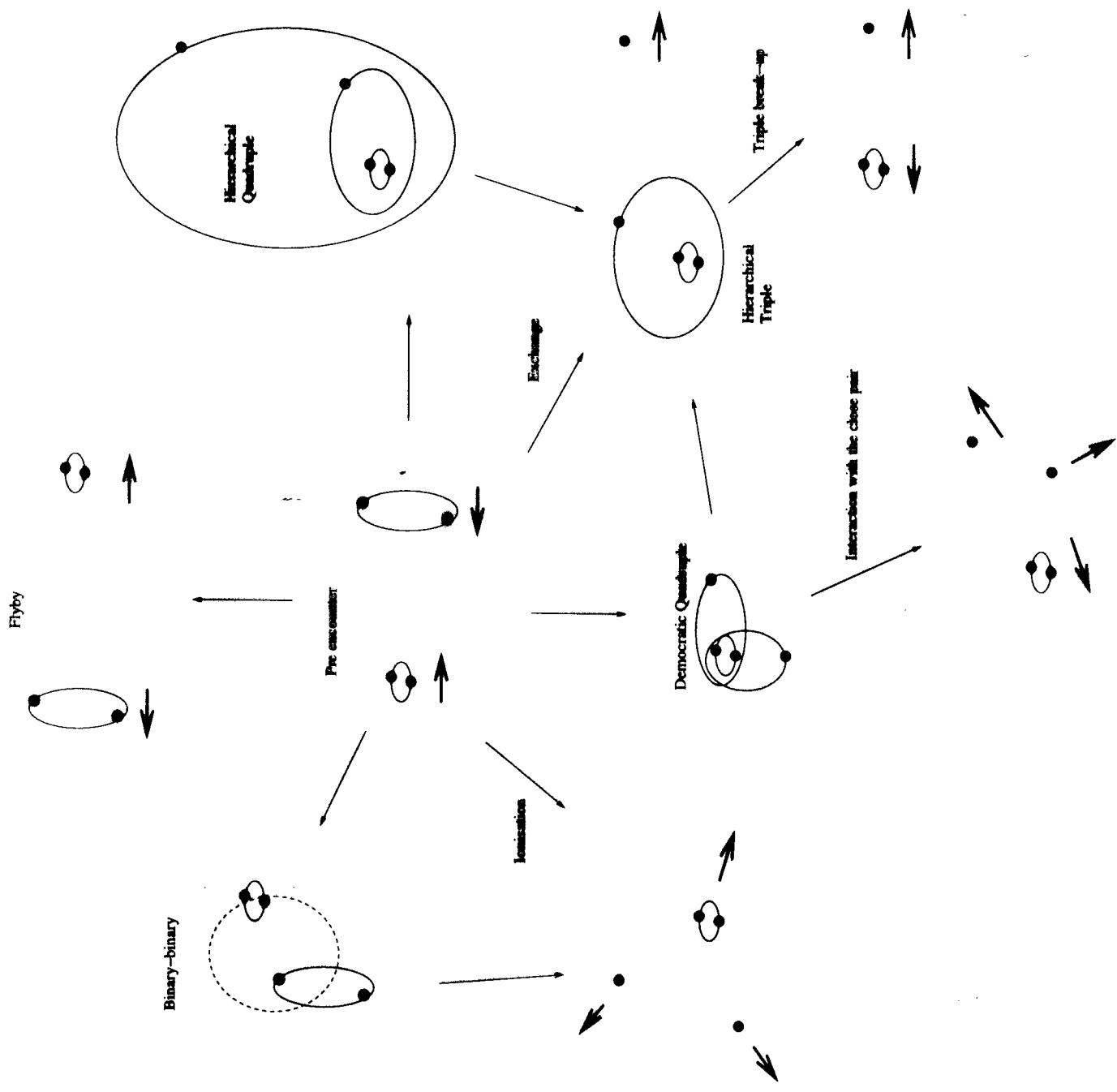
#### 4. Proportion of 8-like systems

- (a) select  $x_i, y_i, u_i, v_i$  uniformly on  $(0, 1)$
- (b) shift to barycentre
- (c) rotate to make  $\sum m_i r_i \cdot x_i v_i = 0$
- (d) scale to virial equilibrium  $2T - U = 0$ .
- (e) scale to standard units:  $M = G = 4T = 2U = 1$ .

Result

- (i)  $\approx 5\%$  8-like to  $t=10$
- (ii)  $\lesssim 1\%$  8-like to  $t=100$
- (iii)  $\approx 0.1\%$  8-like to  $t=1000$

Conclusion: quite an improbable outcome of  
binary-binary scattering



# Binary-Binary Scattering

1. Outcome analysed in terms of asymptotic solutions
2. New possible outcome

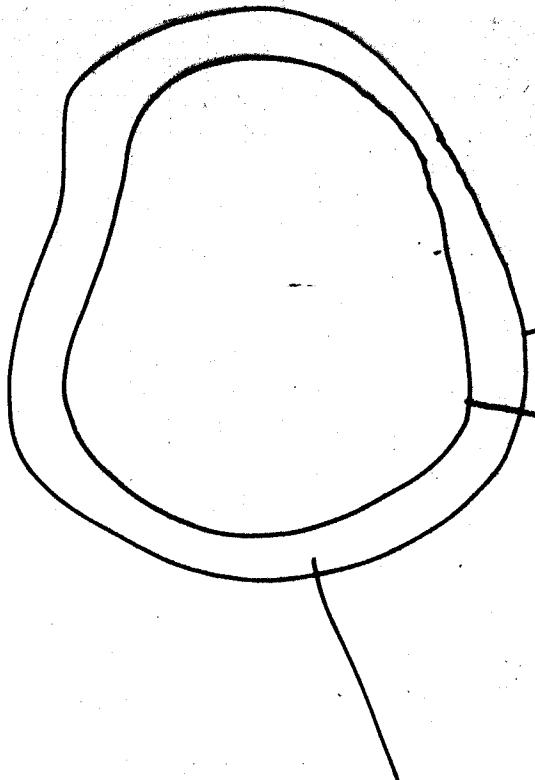


3. Recognising an 8-like orbit automatically

- (i) find change in orientation, i.e. sign change in  $(\underline{r}_2 - \underline{r}_1) \times (\underline{r}_3 - \underline{r}_1)$ , to detect collinearity
- (ii) determine central body at each collinear config
- (iii) look for sequence ... 123123123... or reverse  
(Such a system is described as "8-like").

## The impossibility of permanent capture

Let  $R$  be some region in phase space with finite volume, e.g.  $|r_i - \bar{r}_i| < L$ ,  $i=1,2,J$



I: all  $x(0)$  s.t.  $x(t) \in R \forall t \geq 0$

II: all  $x(1)$  s.t.  $x(t) \in R \forall t \geq 0$

= all  $x(0)$  s.t.  $x(t) \in R \forall t \geq -1$

$\subset$  all  $x(0)$  s.t.  $x(t) \in R \forall t \geq 0$

III: 0 volume -

all  $x(0)$  s.t.  $x(t) \in R \forall t \geq 0$

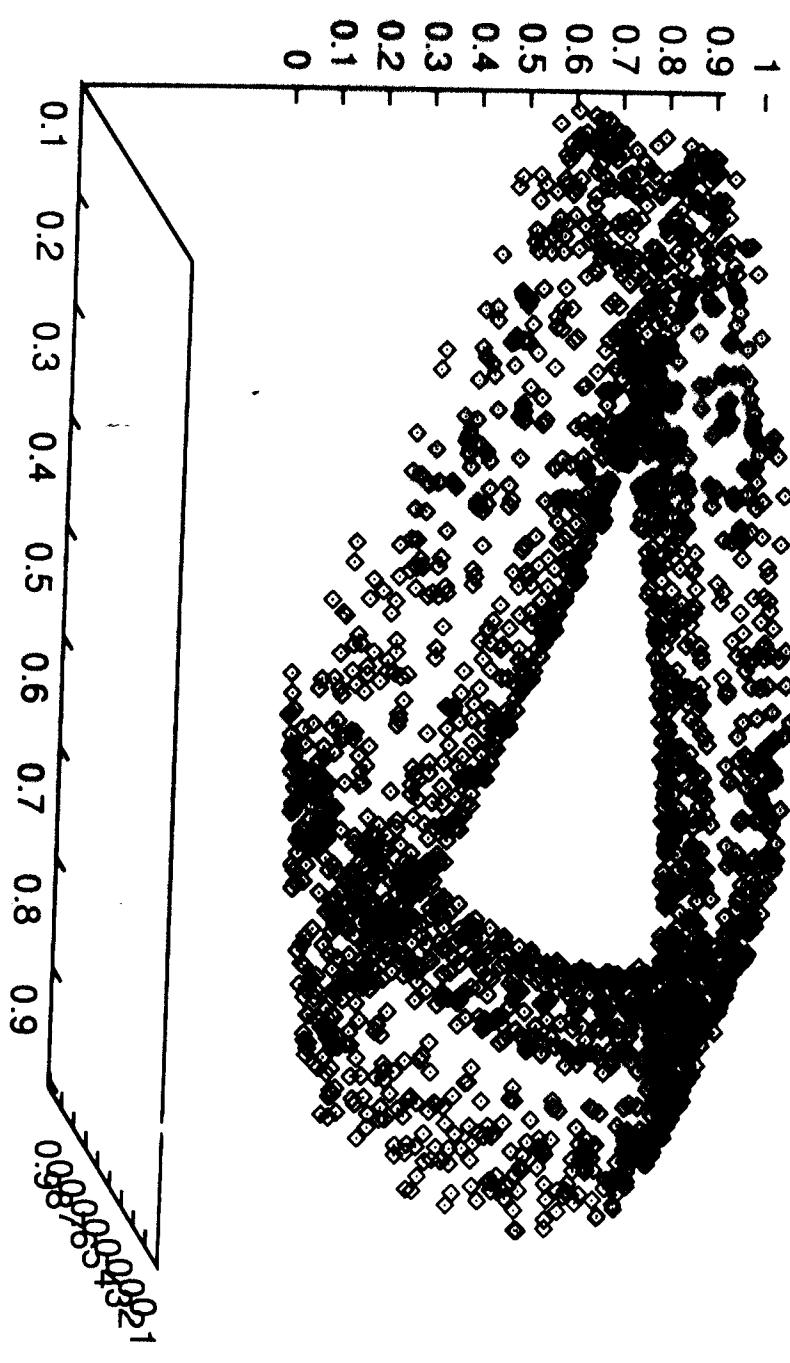
&  $x(t) \notin R$  for some  $t \in [-1, 0]$

= all  $x(0)$  s.t.  $x(t)$  becomes

trapped in  $[-1, 0]$

Displaced central particle

'triple.out' ◇



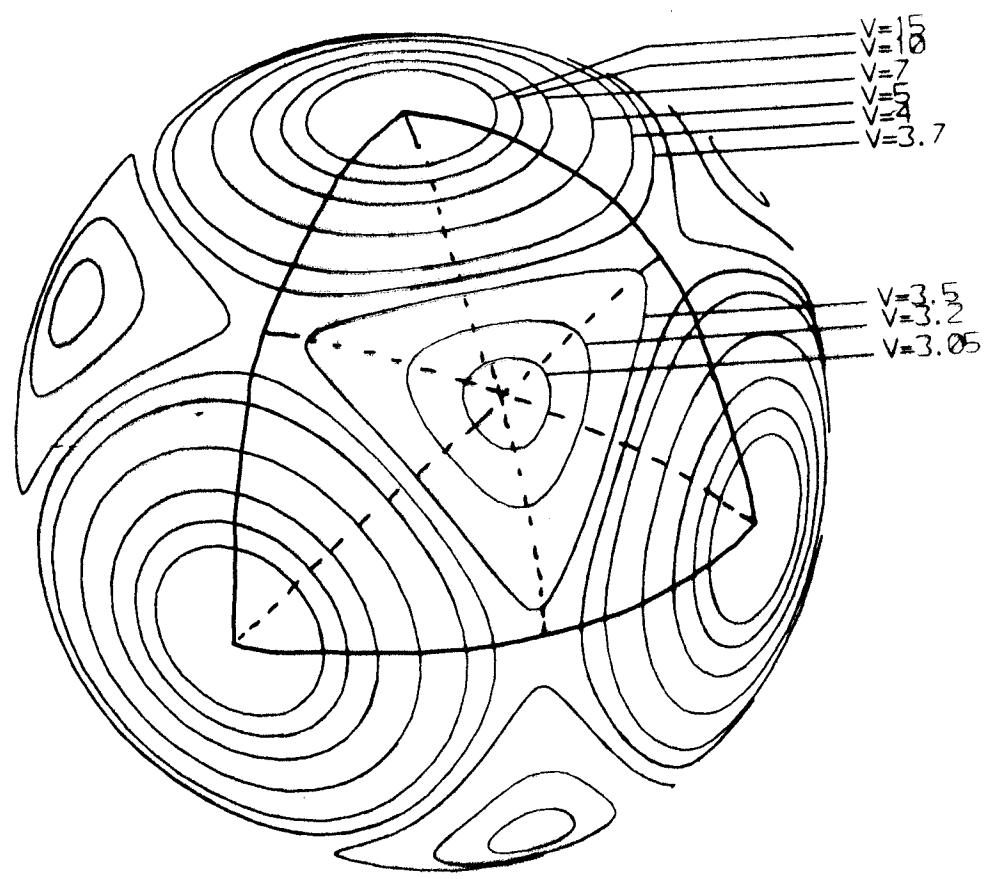


Fig. 4. The surface  $I = \text{const}$  of Equation (58) in configuration space  $(\tilde{x}_1, \tilde{x}_2, \tilde{x}_3)$ . The lines are contours  $\tilde{U} = \text{const}$ . Equal mass case  $m_1 = m_2 = m_3$ .

## 2. Exclude collisions

(a) Suppose collision between  $m_2$  &  $m_3$ . Then

$$\int (T_{\text{def}} + U) dt > \int (T_{\text{def}}^* + U^*) dt$$

$$T|_{m_2=0} \quad U|_{m_2=0}$$

$$\geq A_2 = \inf \int (T_{\text{def}}^* + U^*) dt$$

2-body  
collision orbits

(b) Construct non-collision path  $C$  from  $L_3 \cap I_3$  to  $I_1$ , along contour of constant  $U$ , described at constant speed; length =  $l_0$ .

$$\text{Then } \inf \int_C (T_{\text{def}} + U) dt < \int (T_{\text{def}} + U) dt < A_2$$

$$\text{provided that } l_0 < \frac{\pi}{5}.$$

Numerical quadrature shows

$$l_0 < \frac{\pi}{5.08235...}$$

3. Show that minimiser joins smoothly

(to next segment from  $I_1$  to  $L_2 \cap I_2$ )

## Existence of Segment from $L_3 \cap I_3$ to $I_1$

i. Extremise action  $\int L dt$

where  $L = T + U$  ↗  $\sum_{i < j} \frac{m}{|\Sigma_i - \Sigma_j|}$   
↑  
kinetic energy

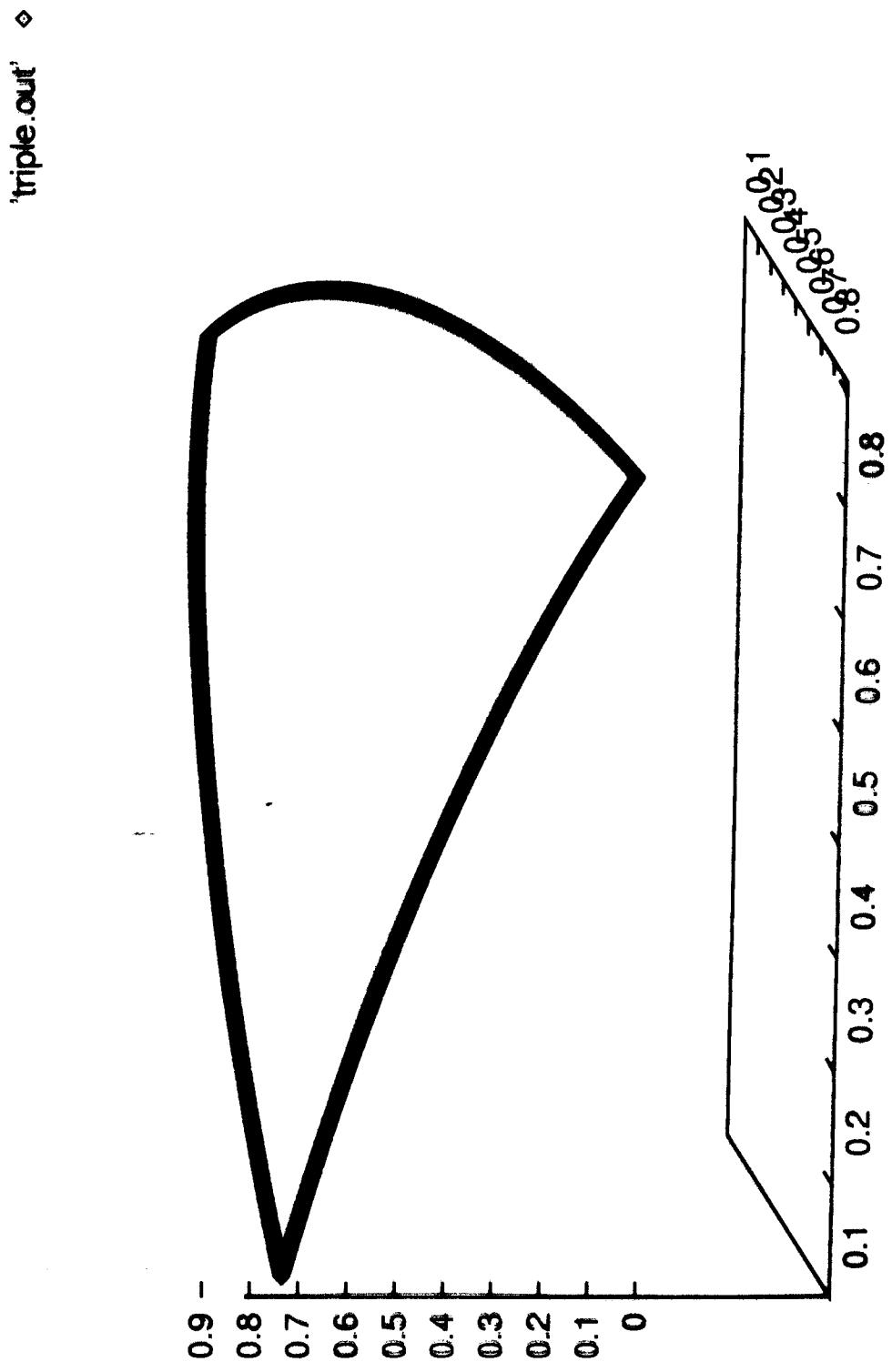
(a)  $T = T_{\text{rot}} + T_{\text{def}}$  ↗ k.e. of deformation

↑  
k.e. of rotation =  $\frac{c^2}{I}$  ↗ angular momentum  
I ↗ moment of inertia

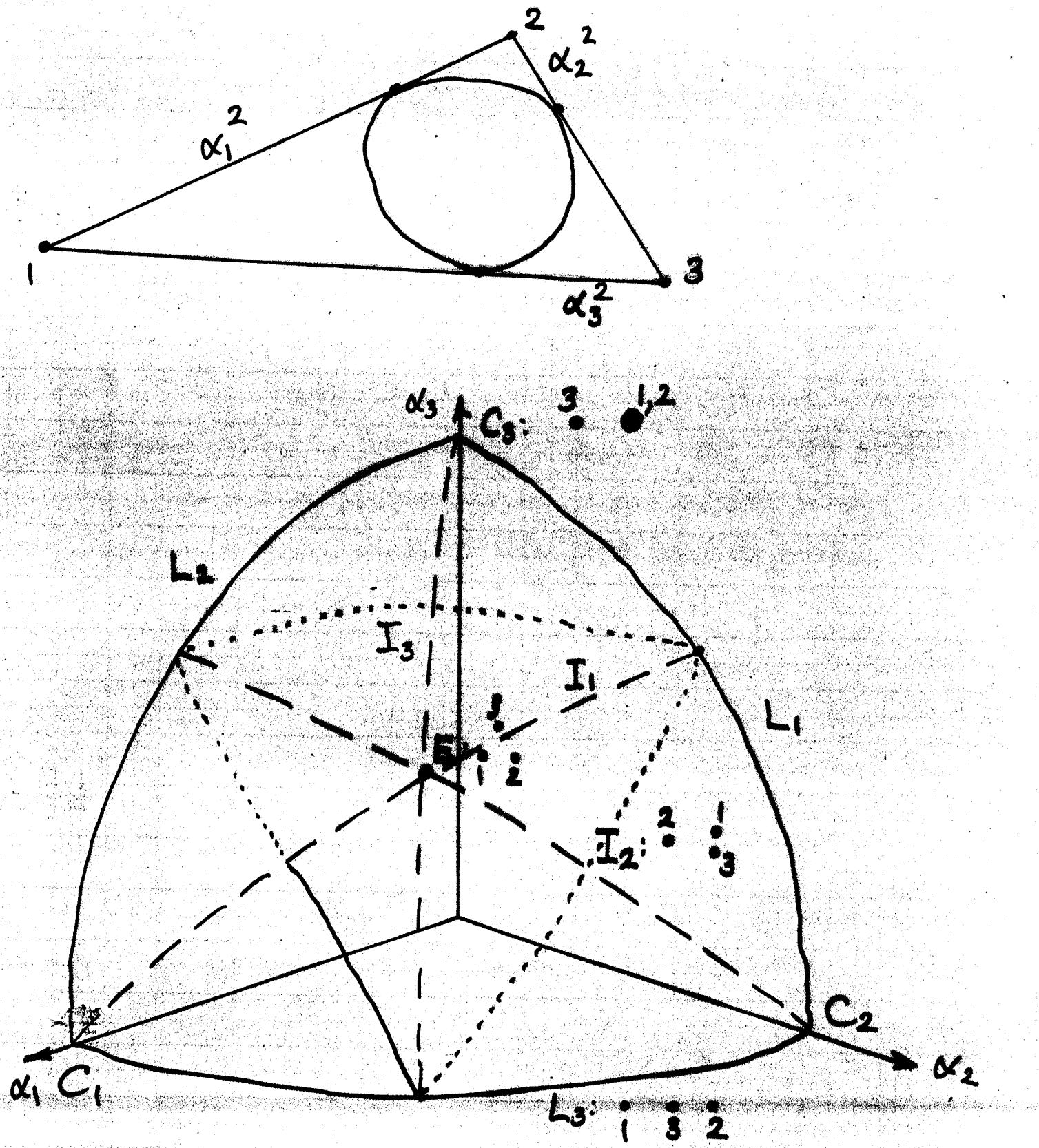
attempt to minimise  $\int L dt$  by assuming  $c=0$ ,  
i.e.  $\delta \int (T_{\text{def}} + U) dt = 0$ .

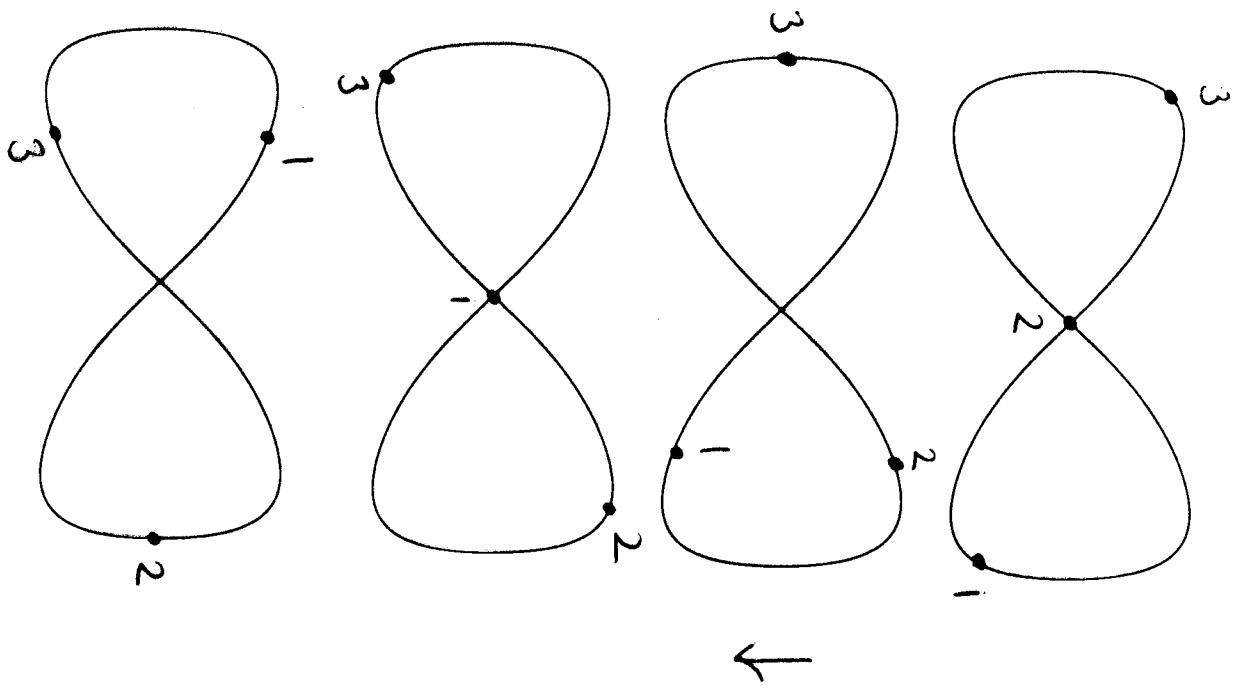
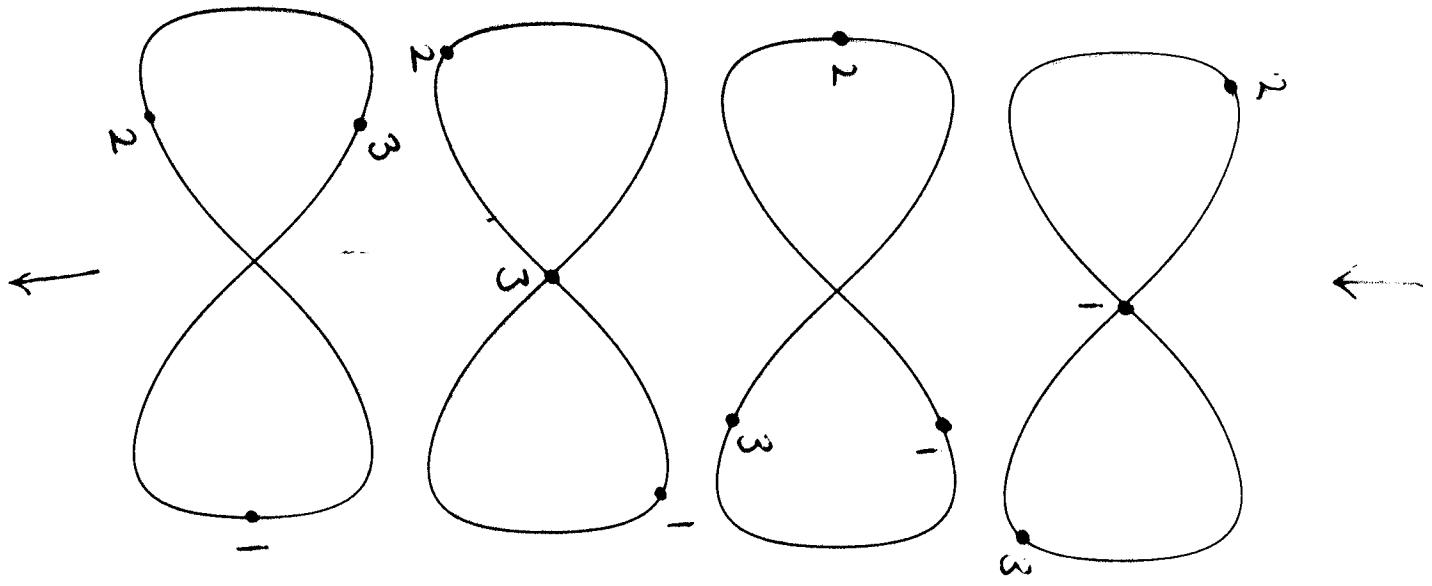
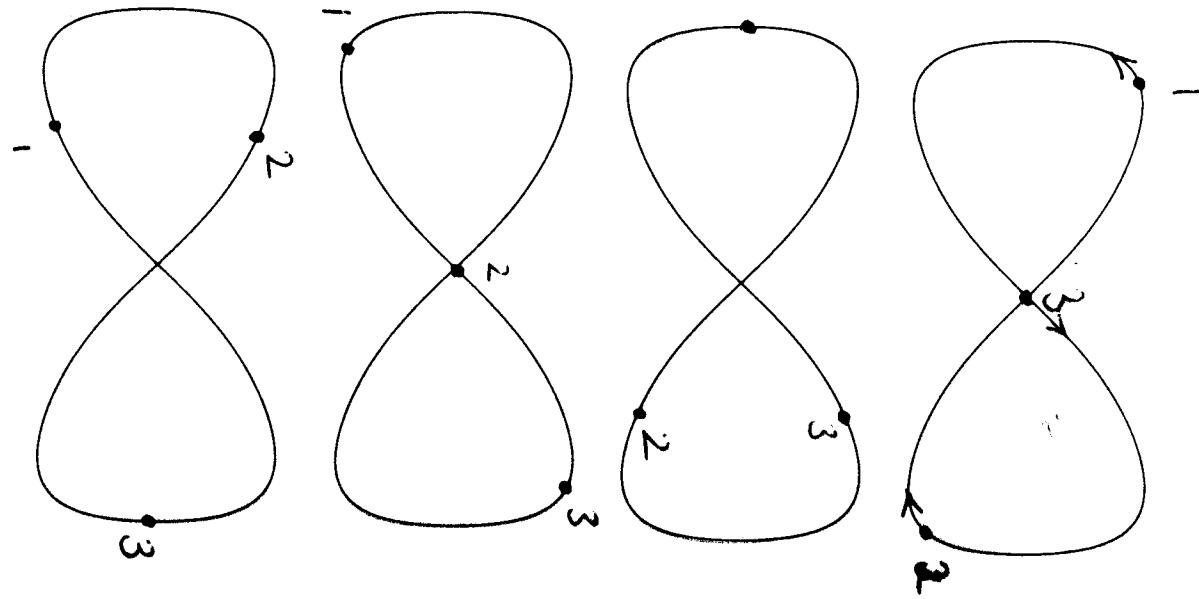
Existence of minimiser "standard".

Figure 8

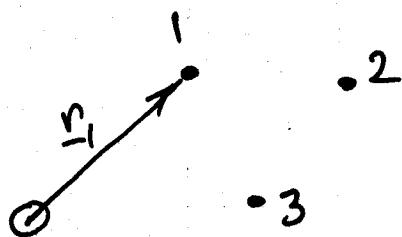


# Lemaître's Parametrisation





# Classical Gravitational 3-Body Problem



$$\ddot{r}_i = -G \sum_{\substack{j=1 \\ j \neq i}}^3 m_j \frac{\underline{r}_i - \underline{r}_j}{|\underline{r}_i - \underline{r}_j|^3}, i=1,2,3$$

Take  $Gm_i=1$  (scaled, equal masses)  
 $\underline{r}_i \in \mathbb{R}^2$  (planar)

At  $t=0$

$$\underline{r}_1 = (a, b), \quad a = -0.97000436 \\ b = -0.24308753$$

$$\dot{\underline{r}}_1 = -\underline{v}_1$$

$$\underline{r}_3 = \underline{0}$$

$$\dot{\underline{r}}_3 = (c, d), \quad c = 0.93240737 \\ d = 0.86473146$$

Source <http://area.ucsc.edu/~rmont/index.html>