Binary collisions in the planar 3-body problem with vanishing angular momentum

Danya Rose, joint work with Holger Dullin



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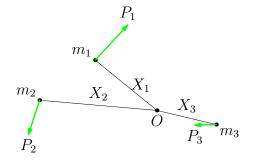


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Let $X_j, P_j \in \mathbb{C}$ be the positions and momenta of three point masses $m_i \in \mathbb{R}^+$, chosen such that

$$\sum m_j X_j = \sum P_j = \sum \bar{X}_j P_j = 0$$

centre of mass, centre of momentum and vanishing angular momentum, respectively.



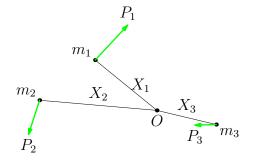
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Hamiltonian is

$$H = \sum \frac{|P_j|^2}{2m_j} - \sum \frac{m_k m_l}{|X_l - X_k|}$$

Global dynamics are typically studied through simplified models (circular restricted 3-body problem, elliptical restricted 3-body problem, ...), submanifolds of phase space (collinear 3-body problem, isosceles 3-body problem, equal masses, ...), "special" orbits (periodic orbits in general, free-fall orbits, choreographies, ...).



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Accessing collision orbits

Normally collisions are singularities and must be removed; trajectories that result in collisions must be terminated before the collision is reached, or all ICs (may be dense?) leading to collisions must be removed.



Regularisation allows inclusion of binary collisions. Waldvogel [2] gives a simultaneous regularisation of all three binary collisions for vanishing angular momentum.



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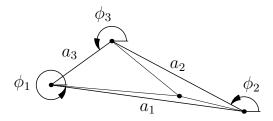


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Symmetry-reduced coordinates



Reduce by rotational symmetries:

$$a_j = |X_l - X_k|$$

is the length of the side opposite m_j and

$$\phi = \frac{1}{3} \left(\phi_1 + \phi_2 + \phi_3 \right)$$

a geometric rotation angle, where

$$\phi_j = \arg\left(X_l - X_k\right) \mod 2\pi$$

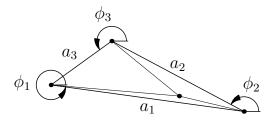
the angle of each side in an inertial frame.



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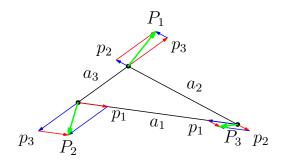
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Geometry of symmetry-reduced momenta

Now obtain canonically conjugated momenta to a_j and ϕ via a generating function: $p_j, p_\phi \in \mathbb{R}$, such that

$$P_j = p_k e^{i\phi_k} - p_l e^{i\phi_l} + \frac{ip_\phi}{3} \left(\frac{e^{i\phi_k}}{a_k} - \frac{e^{i\phi_l}}{a_l} \right)$$



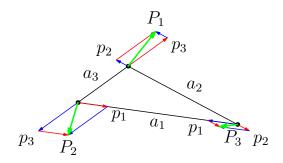
These are lengths of projections of the physical momenta P_j onto each side in the direction of the adjacent side when $p_{\pm} = 0$.



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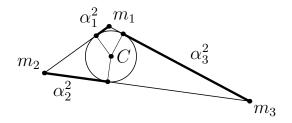
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Regularisation

Now define regularised coordinates $\alpha_i \in \mathbb{R}$ such that

$$a_j = \alpha_k^2 + \alpha_l^2.$$





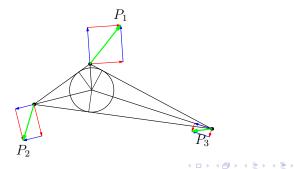
Regularised momenta

New regularised momenta are $\pi_j \in \mathbb{R}$ obtained from a generating function such that

$$p_j = rac{1}{4} \left(-rac{\pi_j}{lpha_j} + rac{\pi_k}{lpha_k} + rac{\pi_l}{lpha_l}
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Relationship to physical momenta is

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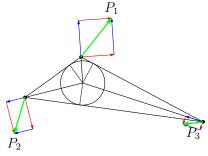
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Introduce fictional time τ such that $\frac{dt}{d\tau} = a_1 a_2 a_3$.

Use Poincaré's trick: new Hamiltonian is

 $K=(H-h)a_1a_2a_3,$

where *h* is the value of *H* along a solution, so $K \equiv 0$ for all physical solutions. Now a polynomial degree 6.

$$K = \pi^{T} B(\alpha) \pi - \sum m_{k} m_{l} a_{k} a_{l} - h a_{1} a_{2} a_{3}$$

$$B = \begin{pmatrix} A_1 & B_3 & B_2 \\ B_3 & A_2 & B_1 \\ B_2 & B_1 & A_3 \end{pmatrix}$$
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Discrete symmetry group of un-regularised equal-mass system is $C_2 \times C_2 \times S_3$, order 24:

 σ_j : permutes indices k and l c, c^2 : cycle indices by 1, 2 ($c^3 = I$) ρ : spatial reflection, $\rho((\alpha, \pi)) = (-\alpha, \pi)$ τ : "time reflection", $\tau((\alpha, \pi)) = (\alpha, -\pi)$.

Regularisation introduces new symmetries that act as identity on physical trajectories:

s_j : swaps signs of α_k , α_l , π_k , π_l simultaneously. e.g. *s*₁ (($\alpha_1, \alpha_2, \alpha_3, \pi_1, \pi_2, \pi_3$)) = ($\alpha_1, -\alpha_2, -\alpha_3, \pi_1, -\pi_2, -\pi_3$)

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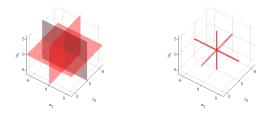
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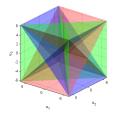
Geometry of regularised space

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Call it *kl*-collision when $\alpha_k = \alpha_l = 0$.



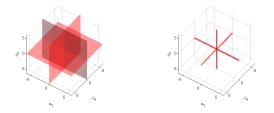
The six planes $\alpha_k^2 = \alpha_l^2$ for each pair *k*, *l* are isosceles configurations with $a_k = a_l$.



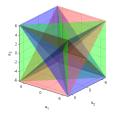


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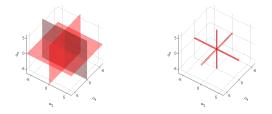
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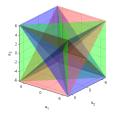


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Now the regularised Hamiltonian gives constraints on π_k and π_l , but none on π_j . We have

$$\pi_k^2 + \pi_l^2 = \frac{8m_k^2m_l^2}{m_k + m_l}$$

So let

$$\pi_k = R \cos \theta$$
$$\pi_l = R \sin \theta,$$

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Vector field at 23-collision

Let $z = (\alpha_1, \alpha_2, \alpha_3, \pi_1, \pi_2, \pi_3)^T$ be the phase space of shape variables. At 23-collision, the vector field becomes

$$\dot{z} \rightarrow \begin{pmatrix} 0 \\ \frac{1}{4}\alpha_1^4 \pi_2 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) \\ \frac{1}{4}\alpha_1^4 \pi_3 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) \\ 0 \\ \frac{\alpha_1^3 \pi_1 \pi_2}{4m_3} \\ \frac{\alpha_1^3 \pi_1 \pi_3}{4m_2} \end{pmatrix} = \begin{pmatrix} 0 \\ \frac{1}{4}\alpha_1^4 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) R \cos \theta \\ \frac{1}{4}\alpha_1^4 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) R \sin \theta \\ 0 \\ \frac{\alpha_1^3 \pi_1 R}{4m_3} \cos \theta \\ \frac{\alpha_1^3 \pi_1 R}{4m_2} \sin \theta \end{pmatrix}$$



Recall
$$p_j = \frac{1}{4} \left(-\frac{\pi_j}{\alpha_j} + \frac{\pi_k}{\alpha_k} + \frac{\pi_l}{\alpha_l} \right)$$
 and, when p_{ϕ} vanishes,
 $P_j = p_k e^{i\phi_k} - p_l e^{i\phi_l}$.

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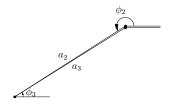
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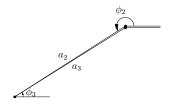


Furthermore, $(e^{i\phi_2} - e^{i\phi_3})$ points from incentre to X_1 . Consequently, $P_1 \rightarrow 0$ as $\tau \rightarrow 0$ is possible *only* when (a) $p_{\phi} = 0$ and (b) if $\pi_1 \rightarrow 0$ as $\tau \rightarrow 0$, otherwise (a) some nonzero transverse component exists or (b) some parallel component exists.

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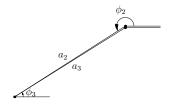
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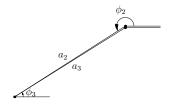


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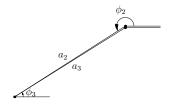


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Investigation of brake-collisions

Suppose now that at $\tau = 0$ we have $\alpha_2 = \alpha_3 = \pi_1 = 0$, $\alpha_1 \neq 0$, $\pi_2 = R \cos \theta$ and $\pi_3 = R \sin \theta$: 23-brake-collision conditions. Vector field becomes

$$\dot{z} \rightarrow \begin{pmatrix} 0 \\ \frac{1}{4}\alpha_1^4 \pi_2 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) \\ \frac{1}{4}\alpha_1^4 \pi_3 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) \\ 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ \frac{1}{4}\alpha_1^4 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) R\cos\theta \\ \frac{1}{4}\alpha_1^4 \left(\frac{1}{m_2} + \frac{1}{m_3}\right) R\sin\theta \\ 0 \\ 0 \\ 0 \end{pmatrix}$$



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We have from the full vector field that

$$\begin{aligned} \dot{\alpha}_{1} \left(\alpha_{1}, \alpha_{2}, \alpha_{3}, \pi_{1}, \pi_{2}, \pi_{3} \right) &= -\dot{\alpha}_{1} \left(\alpha_{1}, -\alpha_{2}, -\alpha_{3}, -\pi_{1}, \pi_{2}, \pi_{3} \right) \\ \dot{\alpha}_{2} \left(\alpha_{1}, \alpha_{2}, \alpha_{3}, \pi_{1}, \pi_{2}, \pi_{3} \right) &= \dot{\alpha}_{2} \left(\alpha_{1}, -\alpha_{2}, -\alpha_{3}, -\pi_{1}, \pi_{2}, \pi_{3} \right) \\ \dot{\alpha}_{3} \left(\alpha_{1}, \alpha_{2}, \alpha_{3}, \pi_{1}, \pi_{2}, \pi_{3} \right) &= \dot{\alpha}_{3} \left(\alpha_{1}, -\alpha_{2}, -\alpha_{3}, -\pi_{1}, \pi_{2}, \pi_{3} \right) \\ \dot{\pi}_{1} \left(\alpha_{1}, \alpha_{2}, \alpha_{3}, \pi_{1}, \pi_{2}, \pi_{3} \right) &= \dot{\pi}_{1} \left(\alpha_{1}, -\alpha_{2}, -\alpha_{3}, -\pi_{1}, \pi_{2}, \pi_{3} \right) \\ \dot{\pi}_{2} \left(\alpha_{1}, \alpha_{2}, \alpha_{3}, \pi_{1}, \pi_{2}, \pi_{3} \right) &= -\dot{\pi}_{2} \left(\alpha_{1}, -\alpha_{2}, -\alpha_{3}, -\pi_{1}, \pi_{2}, \pi_{3} \right) \\ \dot{\pi}_{3} \left(\alpha_{1}, \alpha_{2}, \alpha_{3}, \pi_{1}, \pi_{2}, \pi_{3} \right) &= -\dot{\pi}_{3} \left(\alpha_{1}, -\alpha_{2}, -\alpha_{3}, -\pi_{1}, \pi_{2}, \pi_{3} \right) \end{aligned}$$

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Lemma

An orbit with two brake-collisions, two brake-points or a brake-collision and a brake-point must be periodic.

Proof.

Brake-collisions (and brake-points) cause the masses to trace backwards over their physical trajectories. Any trajectory that joins two such points can only be periodic.

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Types of periodic collision orbits: isosceles

Definition

A *kl*-isosceles orbit is an orbit on either of the invariant manifolds where $\alpha_k = \pm \alpha_l$ and $\pi_k = \pm \pi_l$, requiring that $m_k = m_l$.

These manifolds intersect only with the α_j -axis. I.e. $\alpha_k = \alpha_l = 0$, so only *kl*-collisions may (and must) occur for such orbits.



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Types of periodic collision orbits: collinear

Definition A *j*-collinear orbit is an orbit on the invariant manifold $\alpha_j = \pi_j = 0.$

This manifold intersects with the α_k - and α_l -axes, so both *jk*and *jl*-collisions may (must) occur.

Classify orbits by number of collisions. Possibilities are:

Type-0: no collisions;



Classify orbits by number of collisions. Possibilities are:

 Type-1: trajectory passes through exactly one axis (isosceles or not);



Classify orbits by number of collisions. Possibilities are:

 Type-2: trajectory passes through exactly two axes (collinear or not);

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Classify orbits by number of collisions. Possibilities are: Type-3: trajectory passes through all three axes.

So far in numerical work, only encountered types 0, 1, 2. No evidence so far that type-3 orbits exist.

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