Triple Systems in PHOEBE (coming soon... someday)

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Universe of Binaries, Binaries in the Universe September 10, 2019 Telc, Czech Republic

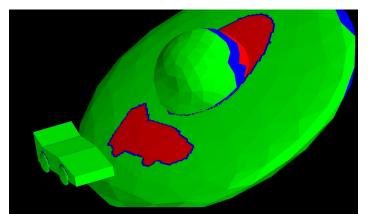


0.2 (2003) - original version of PHOEBE released by Andrej

0.3 (2007) - now referred to as PHOEBE legacy or PHOEBE 1

2010 - Pieter DeGroote and Steven Bloemen pitch python wrapper to Andrej

2011 - Begin complete rewrite of a general framework for modeling EBs





2.0 (2017) - Initial release of complete-rewrite with Python framework

2.1 (2018) - Support for spin-orbit misalignment and spectral line profiles

2.2 (soon) - Interstellar extinction and better atmosphere support

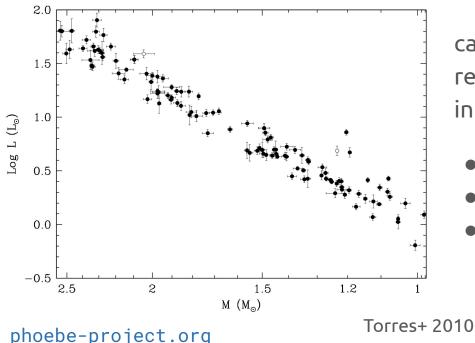
In progress:

- Triples & Multiples
- Pulsations
- Bayesian Fitting
- GUI and web-based UI

Benefits to Modeling Triples



Benchmark EBs: 2-3% uncertainties in fundamental parameters

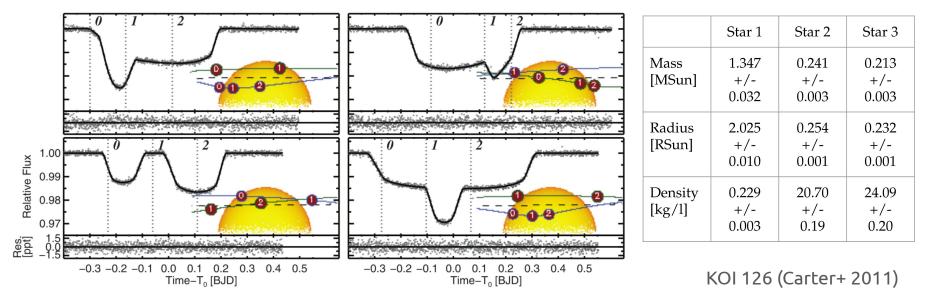


calibration of stellar models and relationships would benefit by an increase in precision, but our precision is limited by:

- uncertainties in data (fixed by Kepler)
- precision of model (goal of PHOEBE)
- **inherent degeneracies** (radius vs incl)

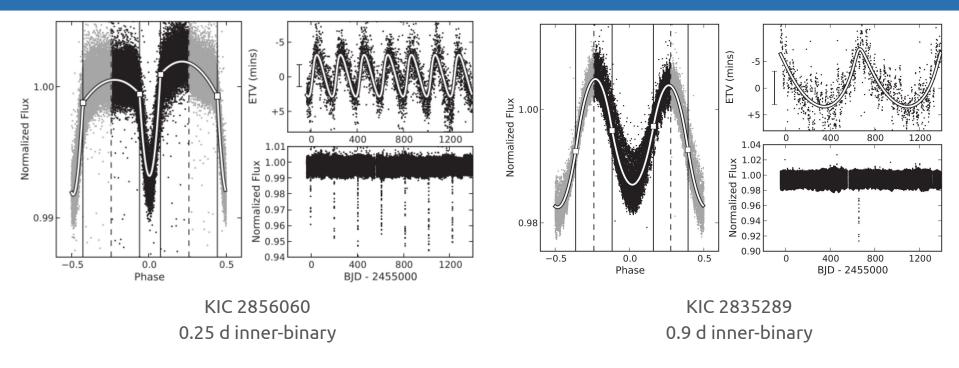
Benefits to Modeling Triples

Benchmark EBs: 2-3% uncertainties in fundamental parameters (Torres+ 2010) Kepler multiples: <1%





Tight Inner-Binary Formation Theories



Conroy+ 2014

Overview of Existing Codes

Wilson-Devinney:

• modeling ETVs caused by third body

photodynam (Josh Carter):

- full dynamical treatment
- spherical stars
- quadratic limb-darkening

ELC (Jerry Orosz):

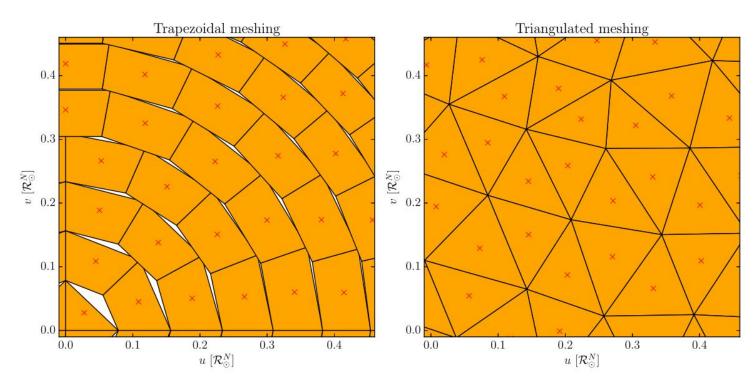
- up to 10 bodies
- "nested" only (with exception of double binary)
- UBVRIJHK passbands
- linear, logarithmic, and quadratic limb-darkening

lightcurvefactory (Tamas Borkovits)

Cannot adequately model triples with tight inner-binaries!

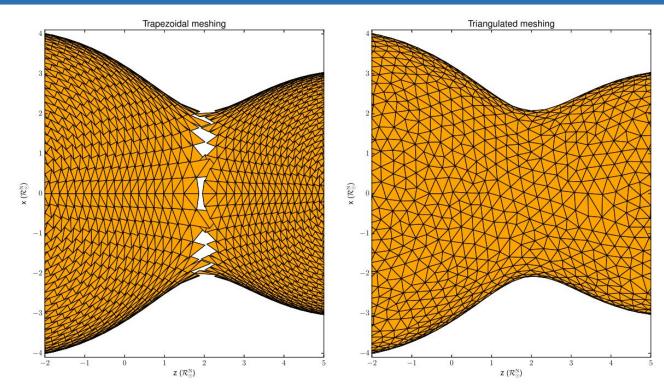






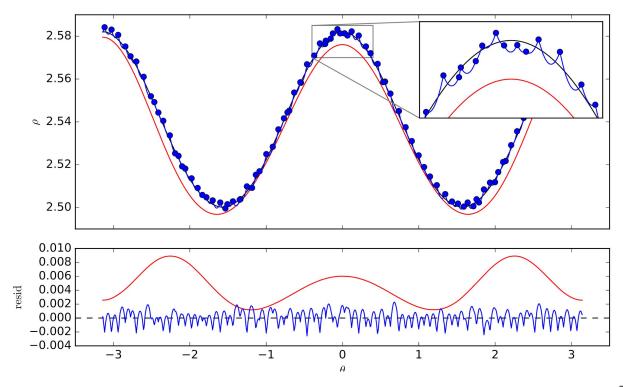
phoebe-project.org





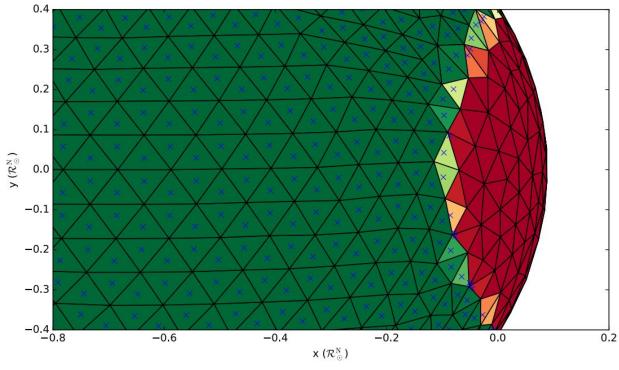
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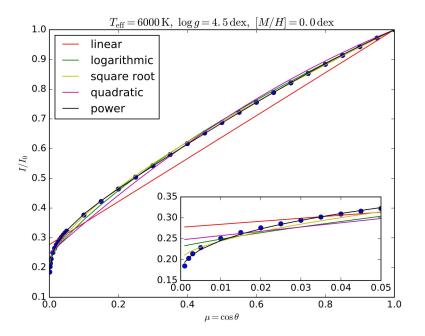
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Prsa+ 2016

PHOEBE's precision and advanced effects

Atmospheres:

- Castelli-Kurucz or blackbody
- Interpolated or analytical limb-darkening
- ~50 passbands, including Kepler, LSST, TESS
- Doppler boosting
- Spin-orbit misalignment
- Irradiation with Lambert scattering





Support for "alternate backends"



All of these things come at a cost... **computational efficiency**

Goal:

- support triples in PHOEBE to benefit from these high-precision (but expensive) effects
- continue to develop support for "alternate backends" to both compare models and to explore parameter space with "cheaper" codes before switching to more-expensive but hopefully more-robust treatment in PHOEBE

Considerations in applying to multiples



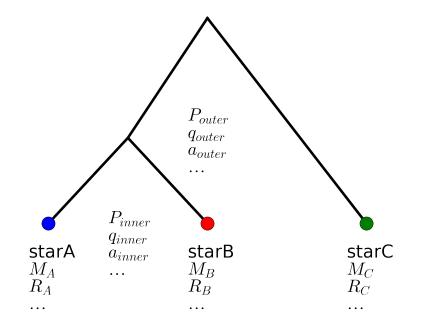
- Flexible hierarchies (1+2, 2+1, 2+2, etc)
- Treat dynamics as either hierarchical Keplerian orbits or fully dynamical via N-body treatment
- Account for tidal effects in dynamics???
- Allow for distortion effects (for both Keplerian and Nbody)
- Ability to model ETVs

Plan for supporting generic multiple hierarchies in PHOEBE



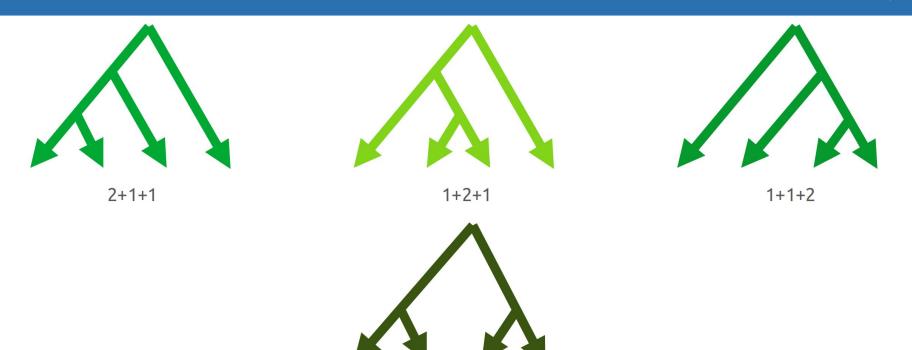
Hierarchy





Hierarchy



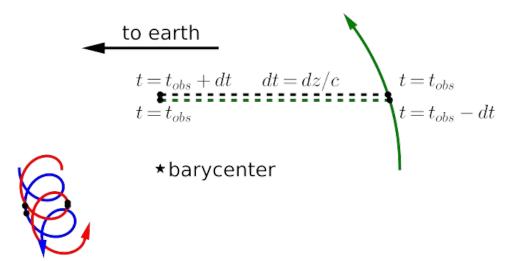


2+2





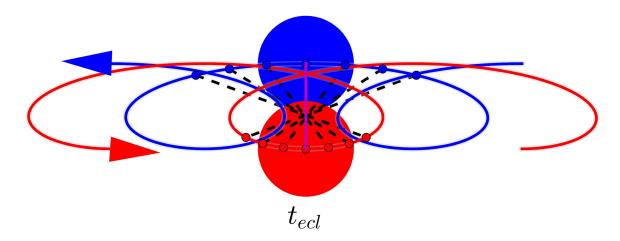
N-body **-or-** nested Keplerian orbits, with LTTE



Numerical ETVs

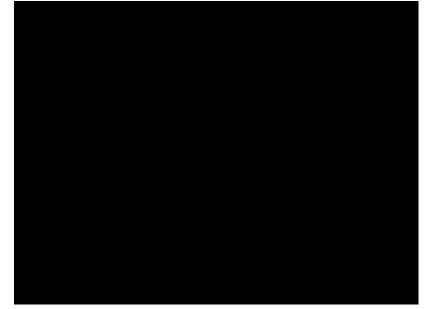


Eclipse times determined by "crossing times" numerically without needing to simulate entire eclipse light curve.



Dynamical Distortion







Fit an instantaneous Keplerian orbit to each star from Nbody positions & velocities.

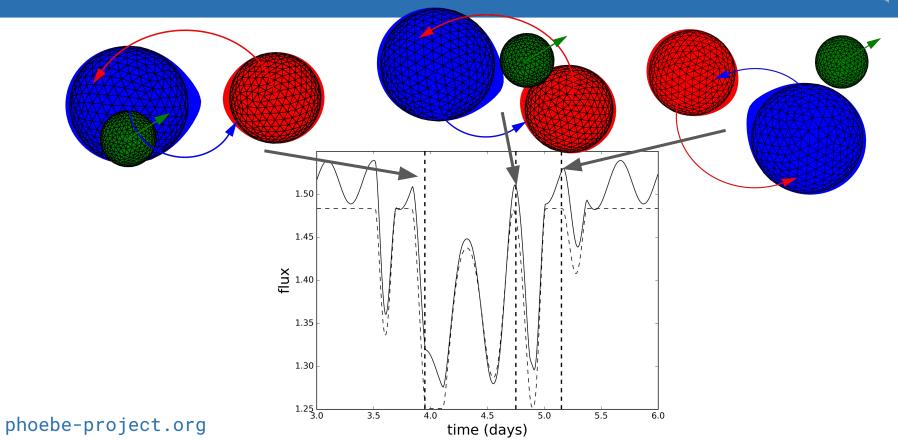
- P (period)
- a (semi-major axis)
- e (eccentricity)

Then, compute instantaneous values for Roche parameters:

- q (mass-ratio, fixed)
- F (Porb / Prot, Prot is fixed)
- δ (instantaneous separation)
- Ω (volume fixed)

Dynamical Distortion





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Once complete, PHOEBE will support a robust (but slow) treatment of triples with **dynamics**, tidal **distortion**, and **full atmosphere/passband** treatment.

Alternate backends will allow directly comparing multiple codes from a unified parameterization.

- Don't need expensive treatment: use the fast model and compare against the full treatment to make sure assumptions don't affect results.
- Otherwise: use the fast model to search parameter space and then switch to PHOEBE for final convergence.