## Spin∞

### Recent analytic results for spin effects of black hole binaries

Justin Vines, Jan Steinhoff (speaker)





Max-Planck-Institute for Gravitational Physics (Albert-Einstein-Institute), Potsdam-Golm, Germany

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# Spin ⇒ Twisted Spacetime

#### angular momentum:

pics/GPB

- gravito-magnetic field
- dragging of reference frames

measured by Gravity Probe B  $\rightarrow$ 

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pics/GW151226spins

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for spinning binary black holes (BBHs)?

# post-Newtonian (PN) approximation: expansion around $\frac{1}{c} \rightarrow 0$ (Newton)

Structure of the binding energy e as a function of  $x\sim \omega^{2/3}$  at nPN order:

- nonspinning:  $e(x) \sim x^{n+1} f_{NS}(m_1, m_2)$
- spin-orbit:  $e(x) \sim x^{n+1} f_{SO}(m_1, m_2) \vec{S}_1 \cdot \vec{L}$
- higher orders in spin:  $e(x) \sim \text{polynomial}$  in  $\vec{S}_i \cdot \vec{L}, \quad \vec{S}_i \cdot \vec{n}, \quad \vec{S}_i \cdot (\vec{n} \times \vec{L})$  Important for the strong-field regime!

Calibration to numerical relativity in the last case?

⇒ probably a whack-a-mole game!

(too many free functions to calibrate

But: higher order spin effects are rather simple to calculate analytically

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# Results in post-Newtonian approximation with spin

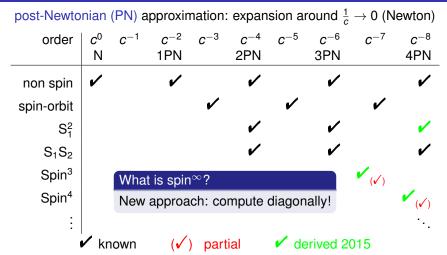
conservative part of the motion of the binary

post-Newtonian (PN) approximation: expansion around $\frac{1}{c} \rightarrow 0$ (Newton)									
order	<i>c</i> <sup>0</sup> N	$c^{-1}$	c <sup>-2</sup> 1PN	<i>c</i> <sup>-3</sup>	<i>c</i> −4 2PN	$c^{-5}$	<i>с</i> <sup>-6</sup> 3РN	<i>c</i> <sup>-7</sup>	c <sup>-8</sup> 4PN
non spin	<b>✓</b>		<b>✓</b>		<b>✓</b>		/		✓
spin-orbit				/		/		✓	
S <sub>1</sub> <sup>2</sup>					<b>✓</b>		/		<b>✓</b>
$S_1S_2$					/		/		✓
Spin <sup>3</sup>								<b>✓</b> (✓)	
Spin <sup>4</sup>								• •	<b>✓</b> (√)
:									• .
known (V) partial V derived 2015									

Work by many people ("just" for the spin sector): Barker, Blanchet, Bohé, Buonanno, O'Connell, Damour, D'Eath, Faye, Hartle, Hartung, Hergt, Jaranowski, Marsat, Levi, Ohashi, Owen, Perrodin, Poisson, Porter, Porto, Rothstein, Schäfer, Steinhoff, Tagoshi, Thorne, Tulczyjew, Vaidya

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# Summing spin to infinity (leading PN order)

Started with a conjecture from looking at  $S^2$ ,  $S^3$ , and  $S^4$ . An effective action computation leads to:

$$\textit{H}_{\text{LO}}^{\text{BBH}} = \frac{\vec{P}^2}{2\mu} - \mu \textit{U} + 4\vec{P} \cdot \vec{\textit{A}} + \frac{1}{2}\vec{\textit{P}} \times \left[\frac{\vec{S_1}}{\textit{m}_1^2} + \frac{\vec{S_2}}{\textit{m}_2^2}\right] \cdot \vec{\nabla} \mu \textit{U}$$

$$U = \cos(\vec{a}_0 \cdot \vec{\nabla}) \frac{M}{R}, \qquad \vec{A} = -\frac{1}{2} \vec{a}_0 \times \vec{\nabla} \frac{\sin(\vec{a}_0 \cdot \vec{\nabla})}{\vec{a}_0 \cdot \vec{\nabla}} \frac{M}{R}$$

where 
$$M = m_1 + m_2$$
,  $\mu = M_1 m_2 / M$ ,  $\vec{a}_0 = \vec{a}_1 + \vec{a}_2$ ,  $\vec{a}_i = \vec{S}_i / m_i$ 

Trigonometric functions due to:

 $(mass I-pole) + i (current I-pole) = m(ia)^{I}$ 

Closed form in oblate spheroidal coord.:

$$U = \frac{Mr}{r^2 + a_0^2 \cos^2 \theta}, \quad \vec{A} = -\frac{U}{2} \frac{\vec{R} \times \vec{a}_0}{r^2 + a_0^2}$$
linearized harmonic-gauge Kerr metric

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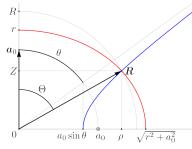
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oblate-spheroidal coord. r,  $\theta$ 

## Interpretation of the result

Spin interactions to leading PN order:

$$\sum_{l_1} \sum_{l_2} (\mathit{I}_1\text{-pole}) \times (\mathit{I}_2\text{-pole}) \sim \text{mass moving in a spacetime with Kerr radius } a_0$$

where  $a_0 = (\text{Kerr radius of BH 1}) + (\text{Kerr radius of BH 2})$ radii of the ring singularities add

Similar: in Newtonian gravity, the binary motion corresponds to a motion of a reduced mass  $\mu$  in the field of the total mass  $M = m_1 + m_2$ .

⇒ Important for the Effective-One-Body (EOB) waveform model

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- not an approximation with well defined purpose
- but the result gives insights into the structure spin interactions of BBH!
   "compute-what-you-can-and-look-for-structure" approximation
- insight: relations between test-body and binary motion.
- very interesting for improving/building an EOB(-like) waveform model.

#### to be explored

- approximation schemes other than PN
- connection to Newman-Janis algorithm
- connection to higher-spin field

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calculate interactions that are hard to extract from numerical simulations look for structure and resummations

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