

Eclipses and so Forth



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Goals

- Better understand Eclipses and how to predict them
- Better understand Solar System dynamics

History of Eclipses

- Ancient Greek noun ἔκλειψις (ékleipsis) - “the downfall”!
- 2300BC two Chinese astrologers beheaded for failing to predict an eclipse
- Herodotus claimed around 600BC that Thales predicted a solar eclipse

Antikythera Mechanism

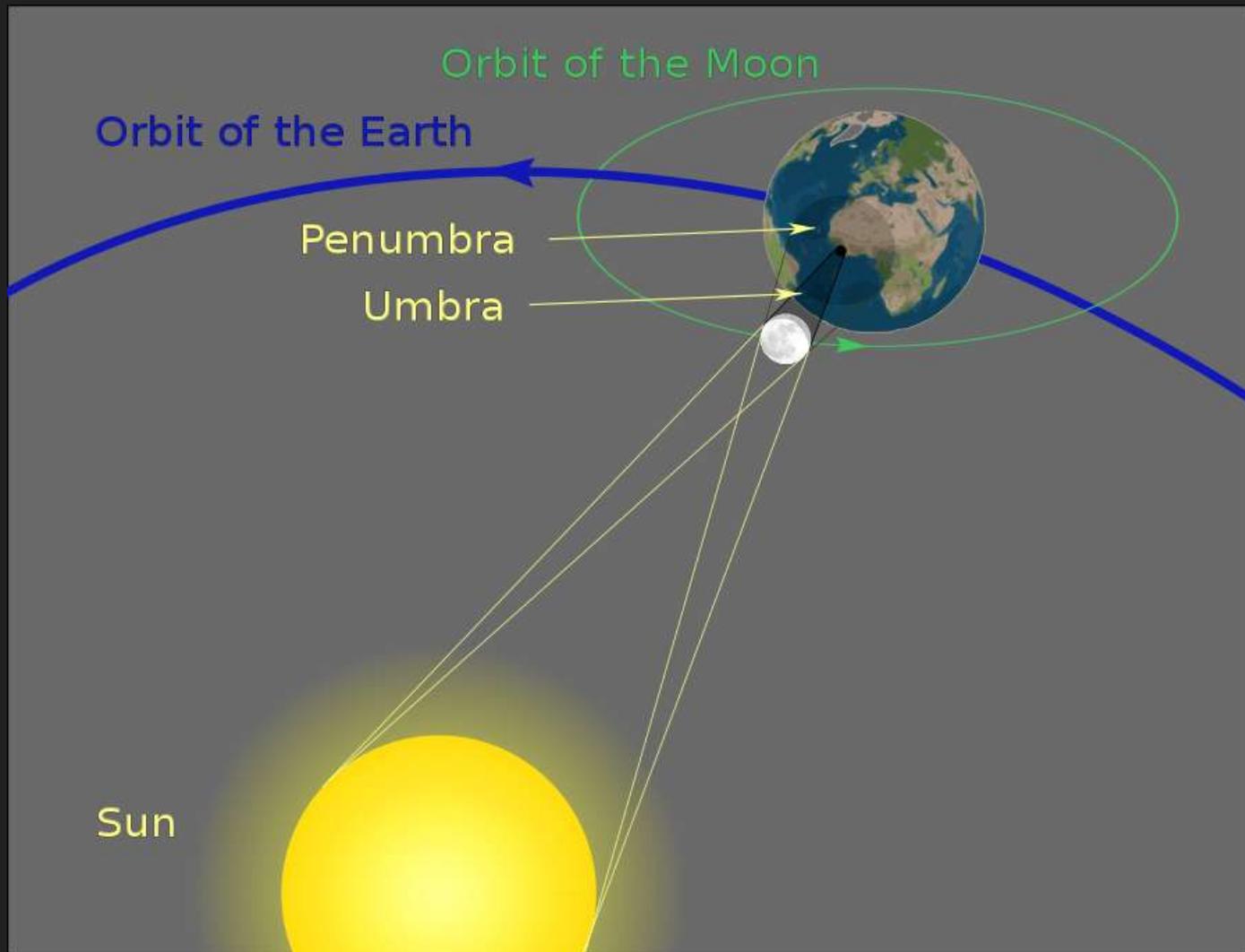


Antikythera Mechanism

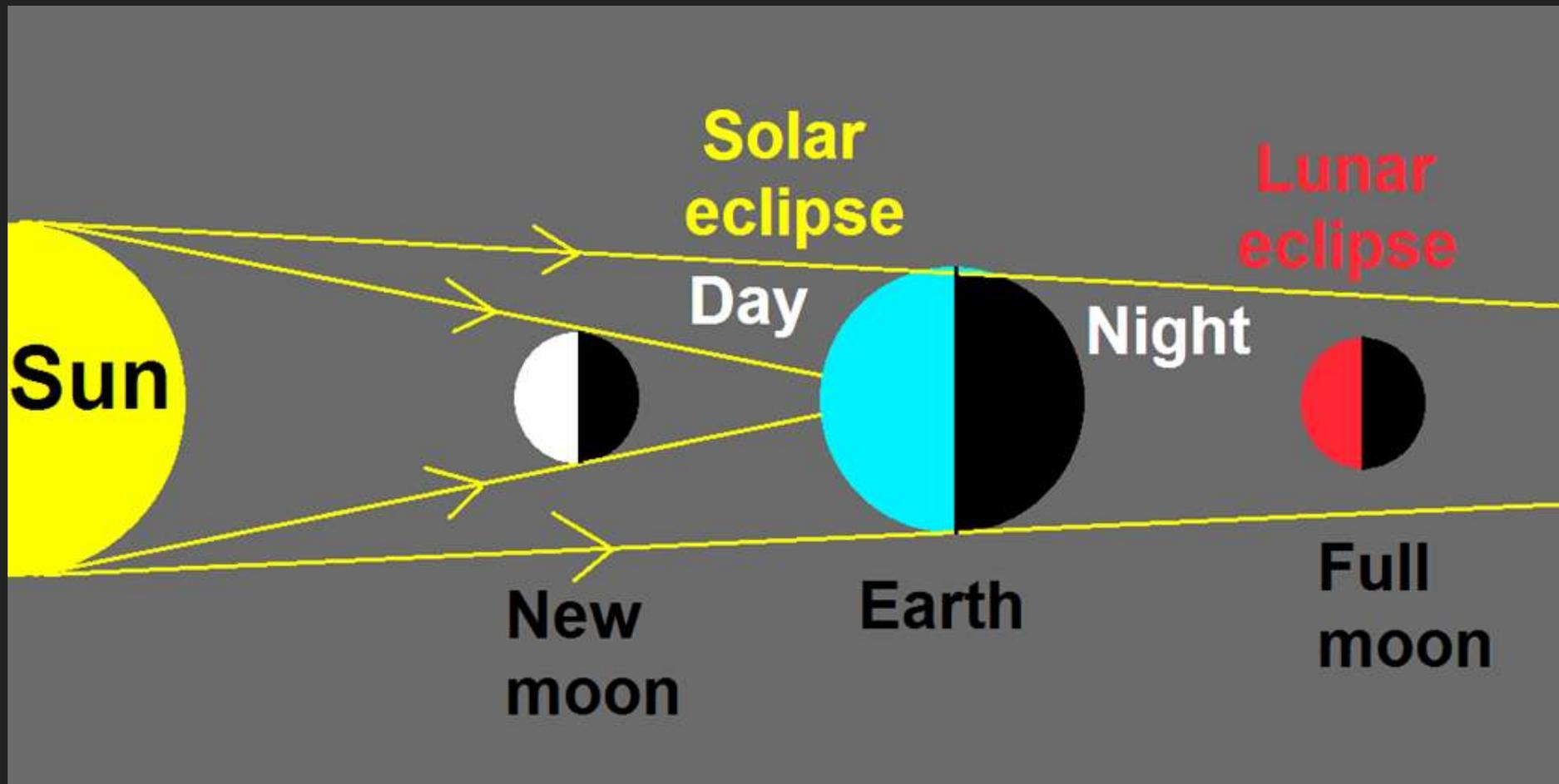


History of Eclipses

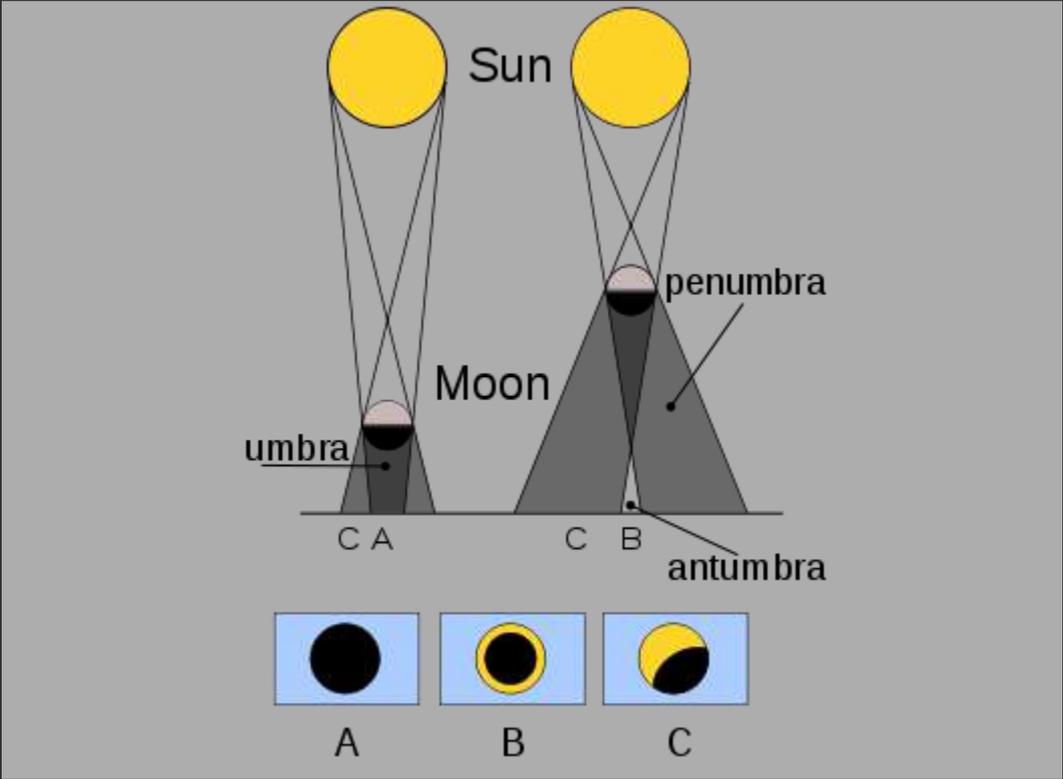
- February 29, 1504 - Columbus predicts lunar eclipse in Jamaica
- September 22, 1596 - Mateo Ricci predicts solar eclipse in China
- 1715 - Halley pushed back against contemporaries saying the eclipse: “foreshews the Destruction of the Fruits of the Earth, the Scarcity of Corn and Fruit, and a Danger of a Raging Pestilence.”





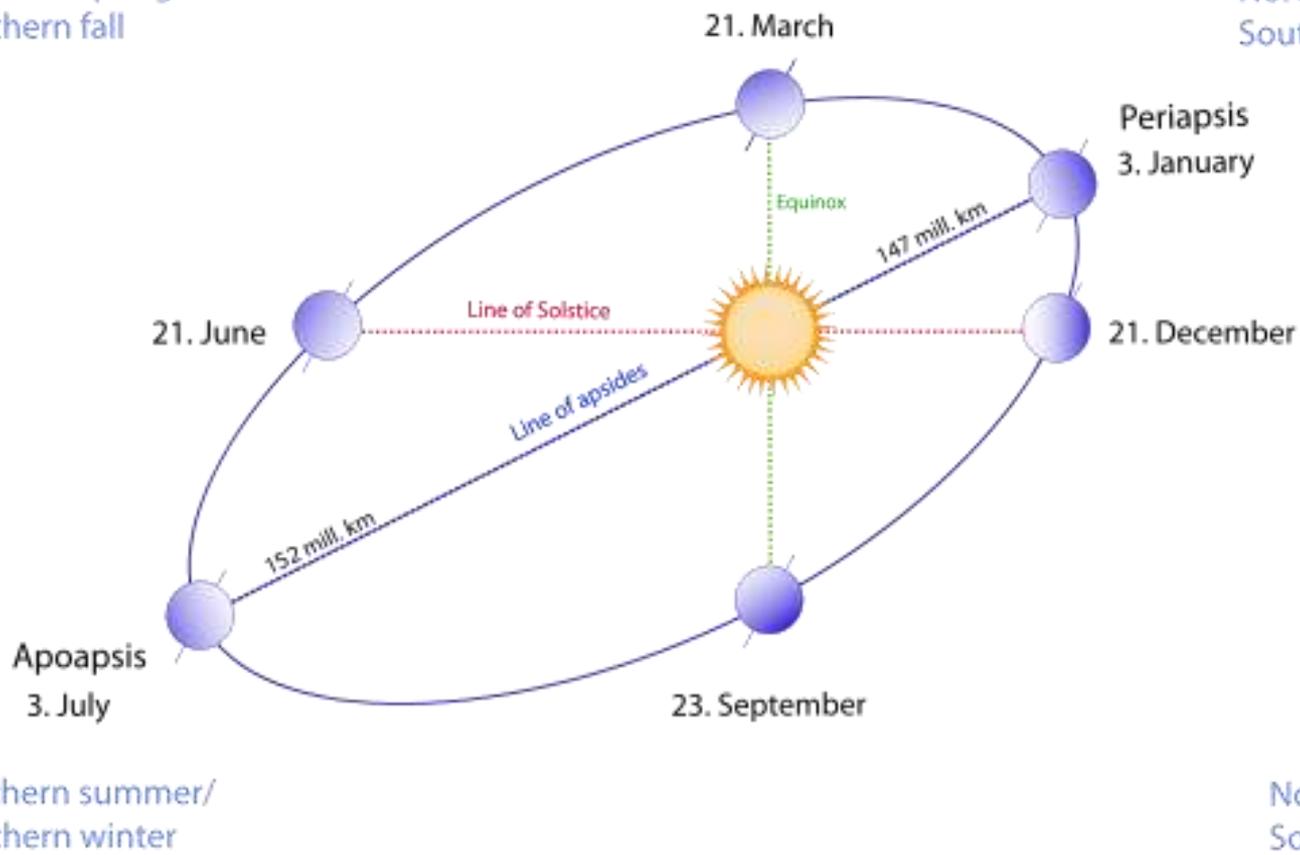


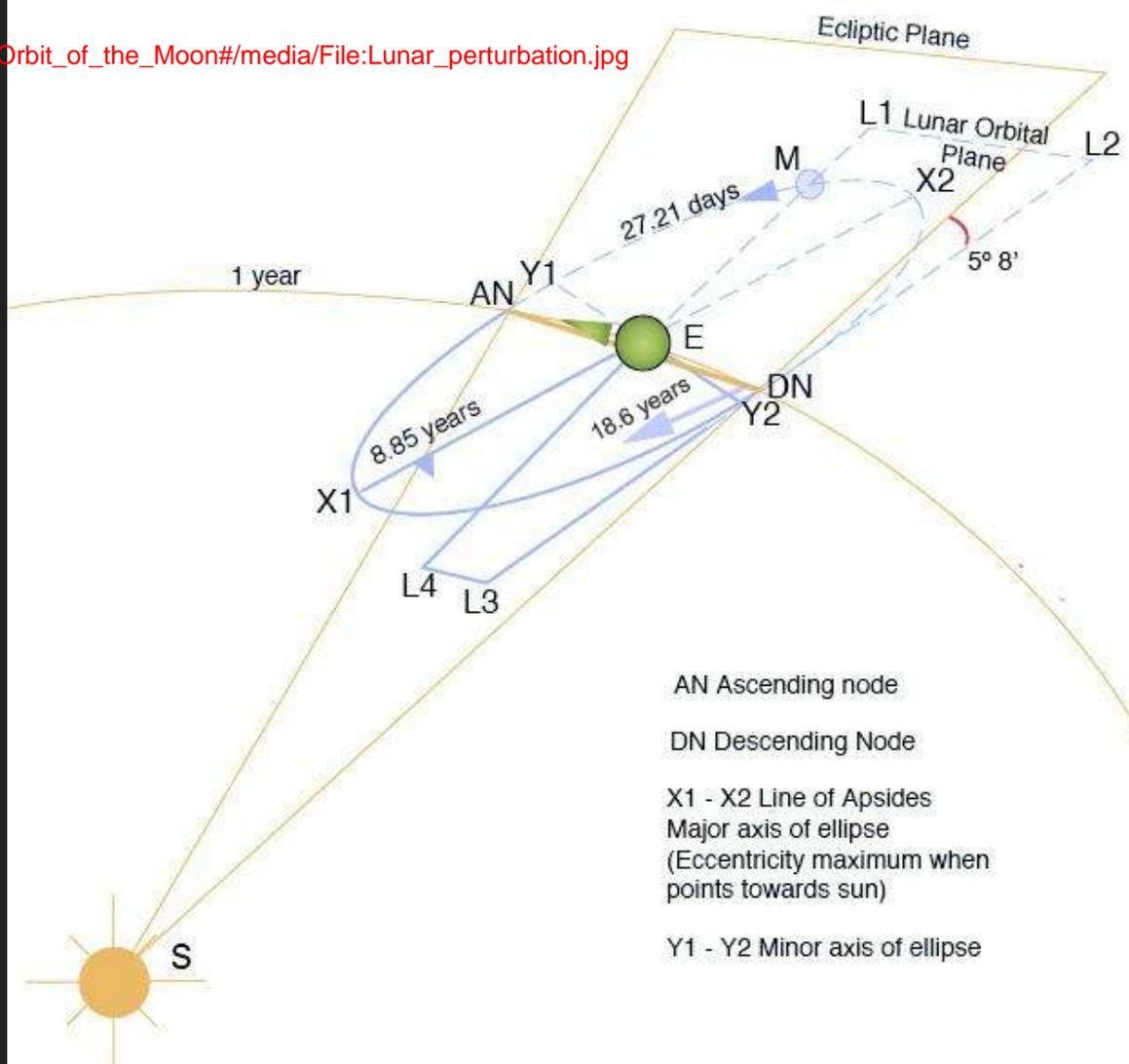
Partial Eclipses



Northern spring/
Southern fall

Northern winter/
Southern summer





Routes to Prediction

- Saros Cycle
 - 6,585.3 days between similar geometry
 - x3 for same location
- Other Formulas
- Simplified Model
- Leverage NASA Data!

JPL Ephemerides

- Data Online
 - <ftp://ssd.jpl.nasa.gov/pub/eph/>
- Planets
- Satellites
- Small Bodies
- Spacecraft

JPL - Development Ephemerides

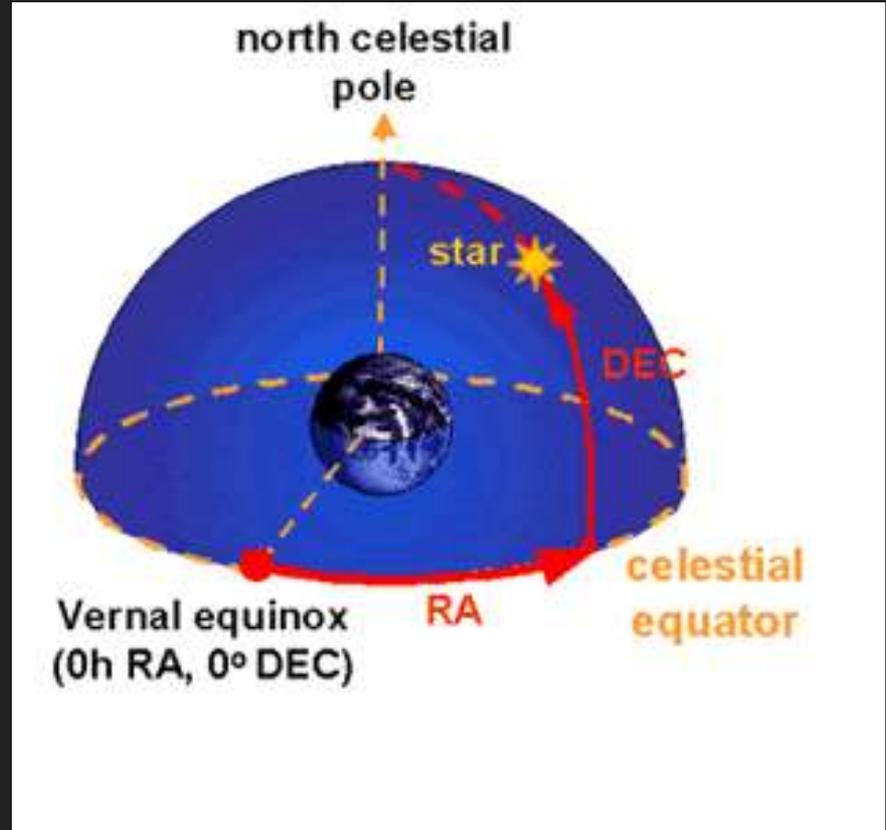
- Caltech - Jet Propulsion Lab
- Dates at least to the 1960s
- DE(number)
- DE69 - 1969 replaced then common DE19
- Originally distributed on magnetic tape
- Geocentric coordinates of the Moon
- DE402 - 1995
- DE432 - April 2014 (Updated for New Horizons)

Ephemerides for Planets

- <ftp://ssd.jpl.nasa.gov/pub/eph/planets/>
- Position, Velocity, Acceleration
- Numerical Integration minimizing error against multiple data
- Takes relativistic effects into account
- Encoded as Chebyshev Polynomials
- Barycentric rectangular coordinates of Sun + 9 “planets”

Coordinate System

- Equatorial Coordinates
- X - Towards Vernal Equinox
- Y - 6h RA, 0 DEC
- Z - North Celestial Pole
- Centered on Solar System center of mass, excluding Earth



Julian Day

- Day 0:
 - January 1, 4713 BC, proleptic Julian calendar
 - November 24, 4714 BC
- Julian Period proposed by Joseph Scaliger, a classical scholar, in 1583
- Greenwich -> Alexandria
- Fractional part for portion of a day
- Many variations

Chebyshev Polynomials

$$T_0(x) = 1$$

$$T_1(x) = 2x$$

$$T_n(x) = 2xT_{n-1}(x) - T_{n-2}(x)$$

- Useful for good data fit
- Avoids ringing
- Easy to find derivatives for velocity + acceleration
- Easy to integrate over time

Format

- ASCII Text
- File with headers in “Groups”
- Separate data files per century
- Each Time sample prefixed with index and length
- Series of doubles
- Fortran +1.2345D+123 convention

Format

- Start time in Julian Days
- End time in Julian Days
- Mercury
 - N x Segments
 - M x Coefficients for X
 - M x Coefficients for Y
 - M x Coefficients for Z
- Venus

Fortran Code

- Converter from ASCII to binary (for lookup speed)
- Shockingly old and new (VAXes + updated in 2016)
- Uses number convention 1-9 for planets, 10 for Moon, 11 for Sun
- Meant to be library for other programs

Applying the Data

- Find “record” containing time period of interest
 - Uniform layout or binary search
- Find the start offset containing the body of interest
- Find the uniform sub-segment of interest
- Scale time to -1 to 1 for this sub-segment
- For each component
 - Calculate Chebyshev terms
 - Multiply by coefficients and tally

Visualization

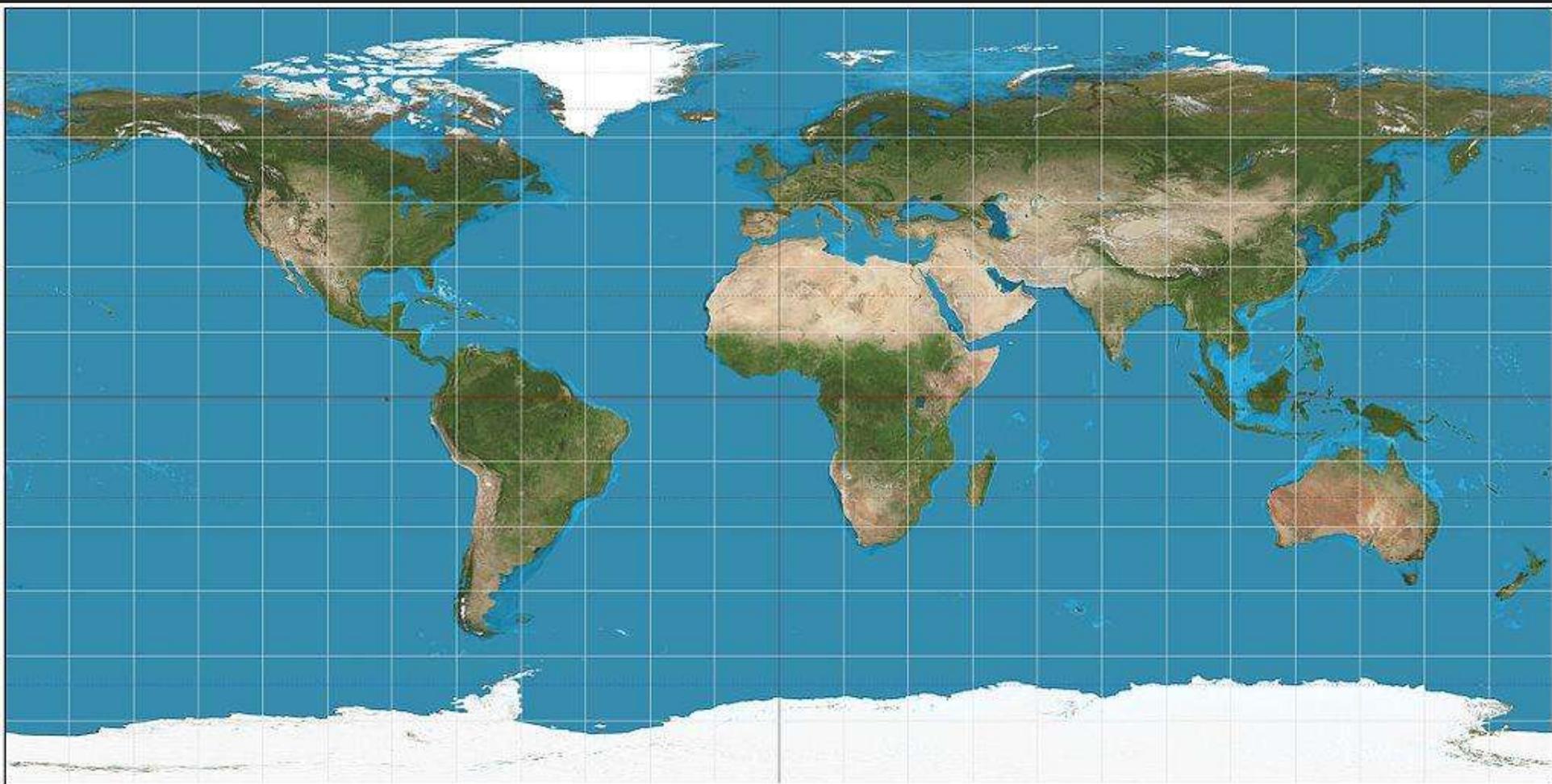
- Show world map
- Show markers for celestial bodies (direction to them)
- Keys to move time
- Print time + date to console

Graphics + Text

- Use gforth
- Use xlib bindings and grf library from simplefont project
 - Get keystrokes + mouse events
 - Draw screen by filling buffer with 32-bit pixel values
- Use console for text

Equidistant Cylindrical Projection

- Marinus of Tyre (Syria) - 120AD
- Greek Geographer, credited by Ptolemy
- Latitude and Longitude map linearly



Conversion

- ImageMagick
- Convert to BGRA 4-bytes per pixel

Vectors

vector <name>

v+ v-

Vdot vdup

Vscale vunit vdist

v@ v!

Rays + Spheres

```
ray ( target origin -- )  
sphere ( center radius -- )  
intersect ( -- points )  
hit ( -- closest )
```

Ray Sphere Intersection

$$x = p_x t + q_x$$

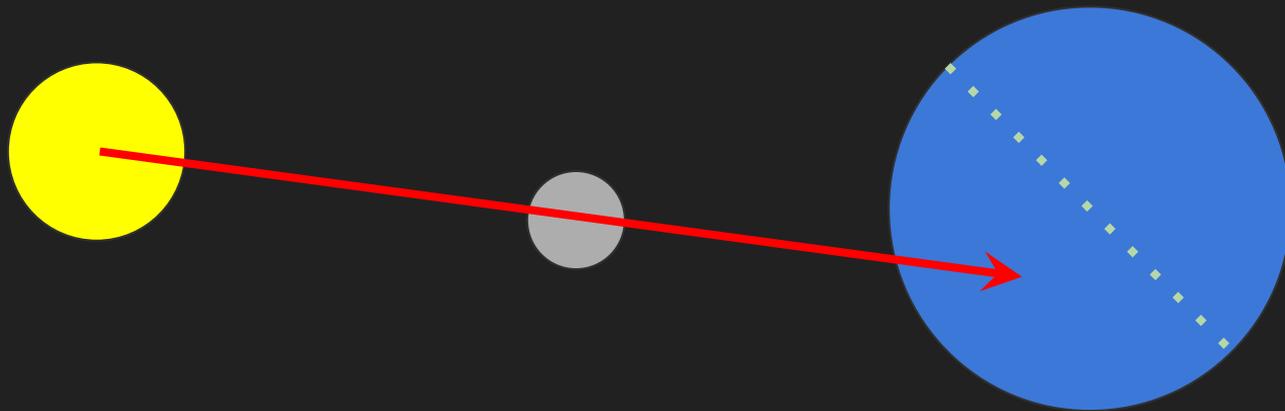
$$y = p_y t + q_y$$

$$z = p_z t + q_z$$

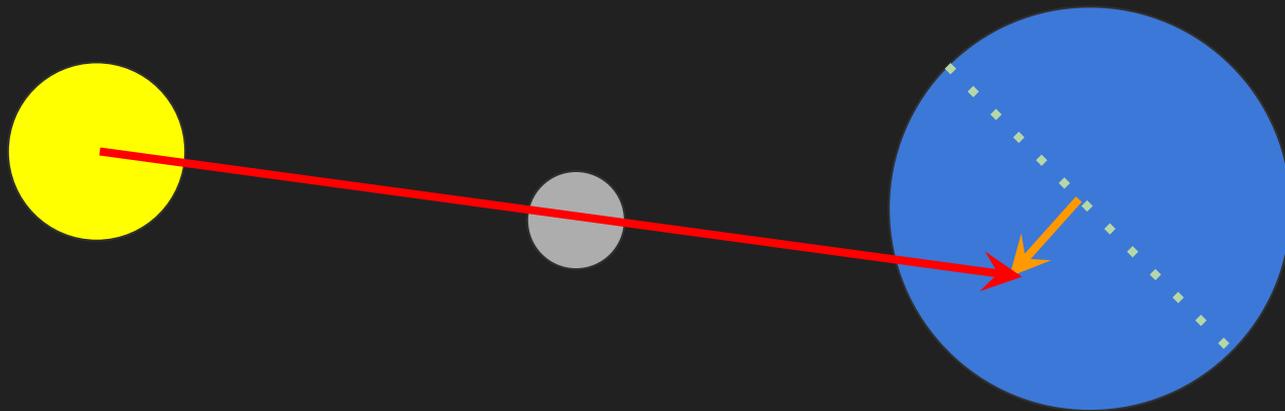
$$x^2 + y^2 + z^2 = r^2$$

$$(p_x^2 + p_y^2 + p_z^2) t^2 + 2(p_x q_x + p_y q_y + p_z q_z) t + (q_x^2 + q_y^2 + q_z^2 - r^2) = 0$$

Detecting an Eclipse



Detecting an Eclipse



Nuances

- Radius of Earth (6,371 km) required
- Same approach applies to lunar eclipses
- Partial can be trickier (as this requires taking solar + lunar radius into account)
- Nutations of the Earth

Size of the Code

```
58 convert.fs
139 eclipse.fs
100 eph.fs
206 grf.fs
39 julian.fs
28 math.fs
27 ray.fs
38 vector.fs
88 xlib.fs
723 total
```


Questions?