6 — PHY 494: Homework assignment (20 points total)

Due Thursday, March 15, 2018, 11:59pm.

Submission is to your private GitHub repository.

Read the following instructions carefully. Ask if anything is unclear.

1. cd into your assignment repository (change YourGitHubUsername to your GitHub username) and run the update script ./scripts/update.sh (replace YourGitHubUsername with your GitHub username):

```
cd assignments-2018-YourGitHubUsername
bash ./scripts/update.sh
```

It should create three subdirectories assignment_06/Submission, assignment_06/Grade, and assignment_06/Work.

- 2. You can try out code in the assignment_06/Work directory but you don't have to use it if you don't want to. Your grade with comments will appear in assignment_06/Grade.
- 3. Create your solution in assignment_06/Submission. Use Git to git add files and git commit changes.
 - You can create a PDF, a text file or Jupyter notebook inside the assignment_06/Submission directory as well as Python code (if required). Name your files hw06.pdf or hw06.txt or hw06.ipynb, depending on how you format your work. Files with code (if requested) should be named exactly as required in the assignment.
- 4. When you are ready to submit your solution, do a final git status to check that you haven't forgotten anything, commit any uncommited changes, and git push to your GitHub repository. Check on your GitHub repository web page² that your files were properly submitted.

You can push more updates up until the deadline. Changes after the deadline will not be taken into account for grading.

Homeworks must be legible and intelligible or may otherwise be returned ungraded with 0 points.

If you implement the function as specified you can run the tests in the file Submission/test_hw04.py with pytest

```
cd Submission
pytest -v test_outerplanets.py
```

¹If the script fails, file an issue in the Issue Tracker for PHY494-assignments-skeleton and just create the directories manually.

²https://github.com/ASU-CompMethodsPhysics-PHY494/assignments-2018-YourGitHubUsername

planet	${\rm mass}~(M_{\rm sol})$	distance (AU)	orbital period (yr)	angular position (1690) θ
Sun	1		_	_
Uranus	4.366244×10^{-5}	19.1914	84.0110	205.640°
Neptune	5.151389×10^{-5}	30.0611	164.7901	288.380°

Table 1: Parameters for Uranus and Neptune

and all tests should pass. If you have errors, have a look at the output and try to figure out what is still not working. Having the tests pass is not a guarantee that you will get full points (but it is general a very good sign!).

Collaboration: Up to three students may form a team and solve the homework together. Each student may submit the same solution to their own repo. Add a text file COLLABORATION.txt to the repository in which you

- list the names of all team members (last name, first name), and
- provide a brief statement (< half a page) as to who in the team contributed what to the solution

If you solved the problem on your own, just put your own name as the single name in COLLABORATION.txt and state in the file "I solved and completed the homework by myself.".

6.1 Discovery of Neptune (3-body problem) (20 points)

Historically, the planet Neptune was discovered because of its (small) observable influence on the orbit of Uranus. Neptune attracts Uranus and this leads to small changes in Uranus' orbital velocity. In this problem you are studying a simplified situation only containing the Sun, Uranus and Neptune.³

Assume that to a first approximation that the orbits of Uranus and Neptune are circular (so that you can easily calculate the initial angular velocity)⁴ and co-planar. The initial position is given by an angle θ relative to the x-axis and the distance r from the sun, as listed in Table 1.

Calculate the variation in the angular velocity of Uranus $\Delta\omega_U(t)$ due to the influence of Neptune: Compare the instantaneous angular velocity⁵ $\omega_U(t)$ to the one in the absence of

$$v = \frac{2\pi r}{T} = \omega r$$
$$\omega = \frac{2\pi}{T} = \frac{v}{r}$$

 $^{^3}$ For more background, see e.g., Computational Physics 9.7.

⁴In your simulation, do not enforce circular orbits, though. With the given parameters, orbits should turn out to be nearly circular.

⁵The angular velocity ω for circular motion is

Neptune, ω_U^0 :

$$\Delta\omega_U(t) = \omega_U(t) - \omega_U^0 \tag{1}$$

by plotting $\Delta\omega_U(t)$ over t and briefly comment on your result.

6.1.1 General considerations and requirements

- Use astronomical units: AU for length (1 AU is the distance of the earth from the sun), year for time, mass in terms of solar masses (i.e. sun's mass M=1) all as provided in Table 1, gravitational constant (in Eq. 2) in AU: $G=4\pi^2$
- Use the *Velocity Verlet* algorithm⁶ with a time step of 0.1 years to integrate the equations of motions of Uranus and Neptune.
- The sun can be considered stationary $(M \gg m_U \approx m_N)$.
- Analyze 160 years (almost one complete orbit of Neptune).
- Skeleton code is provided in outerplanets.py; you can use it but you don't have to. However, you must write your code so that
 - 1. it can be imported as import outerplanets
 - 2. it contains a function integrate_orbits (dt=0.1, t_max=320, coupled=True) to do the integration; the function has to return a tuple time, r, v (see outerplanets.py for details).

A test case test_outerplanets.py is provided; you can run

and all tests should pass if you have done everything correctly.

- Also plot the orbits of Uranus and Neptune.
- The file outerplanets.py must be a separate file. Provide the two figures as individual PDFs⁷ (use ax.figure.savefig("filename.pdf")). Other descriptions and code can be submitted as a notebook or in other suitable forms.

To calculate $\Delta\omega$ in Eq. 1 you need to run your integration

- 1. without the interaction between Neptune and Uranus (coupled=False) and
- 2. with the gravitational interaction.

where T is the period and v the speed (velocity is normal to the radial vector \mathbf{r} , r is the distance from the center).

⁶Hidden Bonus: Try using another integration algorithm such as RK4 and compare the results to the calculation with Velocity Verlet. [bonus +5*]

⁷If PDF does not work for whatever reason, use the JPG format instead of PDF.

6.1.2 Angular velocity

You can calculate the instantaneous angular velocity as⁸

$$\omega(t) = \frac{v(t)}{r(t)}, \quad r = |\mathbf{r}|, \ v = |\mathbf{v}|$$

where position $\mathbf{r}(t)$ and velocity $\mathbf{v}(t)$ are determined from the integrator.

6.1.3 Interactions

This is a *three-body* problem. You must compute the forces for Uranus and for Neptune, using the three interactions

- 1. Uranus Sun, $\mathbf{F}_{U,S}$
- 2. Neptune Sun, $\mathbf{F}_{N,S}$
- 3. Uranus Neptune, $\mathbf{F}_{U,N}$

Thus, for example, the force on Uranus is $\mathbf{F}_U = \mathbf{F}_{U,S} + \mathbf{F}_{U,N}$. Newton's force law for gravitation is

$$\mathbf{F} = -\frac{GmM}{r^2}\hat{\mathbf{r}}$$

$$\hat{\mathbf{r}} = \frac{1}{\sqrt{x^2 + y^2}} \begin{pmatrix} x \\ y \end{pmatrix}$$
(2)

where G is the gravitational constant, m and M are the masses of the two bodies, and \mathbf{r} is the vector between the positions of the two bodies. Remember that Newton's third law states

$$\mathbf{F}_{12} = -\mathbf{F}_{21}.\tag{3}$$

⁸The code contains the function omega() to perform the calculation.