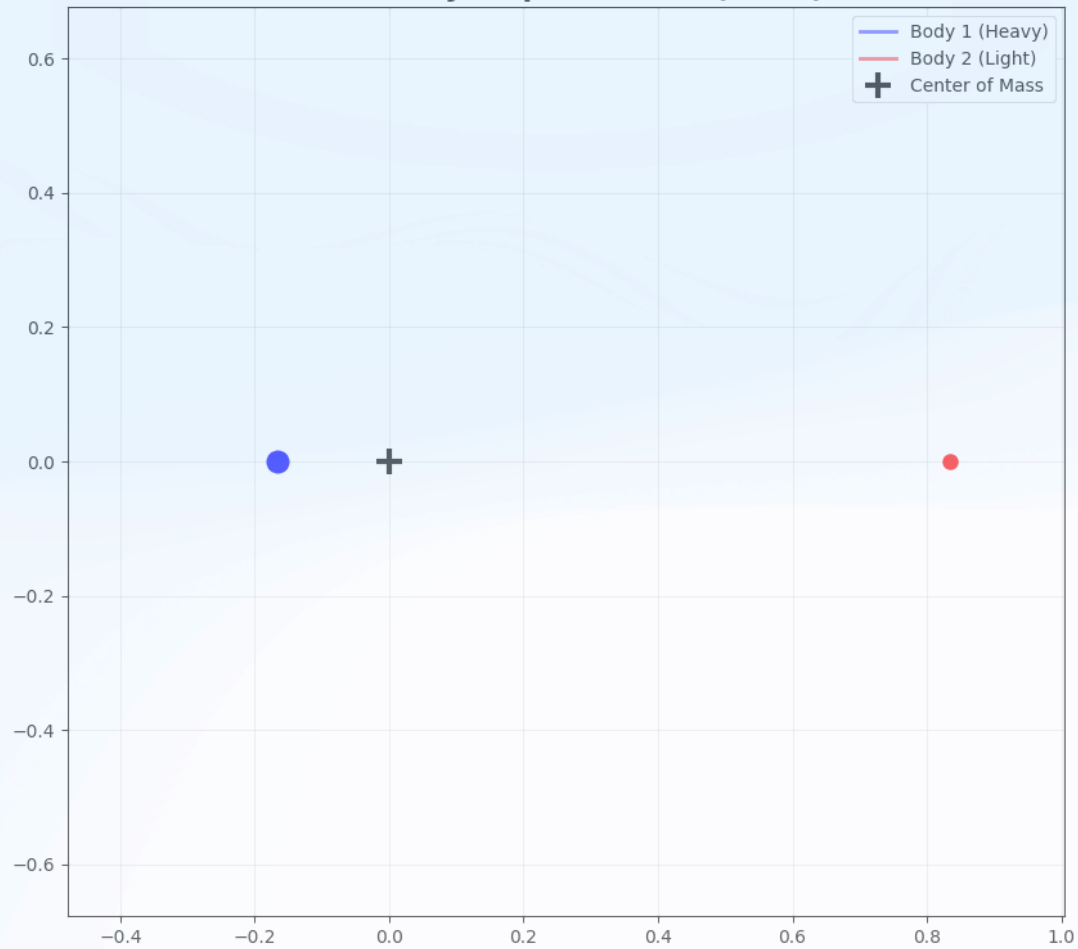


# TWO-BODY ORBITAL SIMULATION

## RK<sub>4</sub> v/s RK<sub>45</sub>



# Problem Statement!

- How do different numerical integration methods perform for long-term orbital simulations?
- Where in this case we just care about about (non-relativistic )Two body motion —under influence of gravitation!

# Overview

*Here I am.....*

- Simulating two-body gravitational motion
- Comparing RK4 (fixed-step) and RK45 (adaptive-step)
- Finally....plotting trajectories, energy, separation, and efficiency

# Physics Background

- Two bodies attract via Newton's law of gravitation

$$\frac{d^2 \vec{r}_1}{dt^2} = \frac{Gm_2(\vec{r}_2 - \vec{r}_1)}{|\vec{r}_2 - \vec{r}_1|^3}$$

$$\frac{d^2 \vec{r}_2}{dt^2} = \frac{Gm_1(\vec{r}_1 - \vec{r}_2)}{|\vec{r}_1 - \vec{r}_2|^3}$$

- Equations reduce to 8 coupled first-order ODEs
- Conserved quantities: total energy and momentum (both angular and linear)
- Orbital dynamics depend on initial separation and eccentricity

# Numerical Methods

## **RK4:**

- Fourth-order solver
- Fixed time step ( $dt = 0.005$ )

## **RK45 (Cash–Karp):**

- Embedded 4th/5th order
- Adaptive step control using error estimates
- Accept–reject mechanism

# Fixed Step Logic (RK4)

$$k_1 = f(t_n, y_n)$$

$$k_2 = f(t_n + \frac{h}{2}, y_n + \frac{h}{2}k_1)$$

$$k_3 = f(t_n + \frac{h}{2}, y_n + \frac{h}{2}k_2)$$

$$k_4 = f(t_n + h, y_n + hk_3)$$

$$y_{n+1} = y_n + \frac{h}{6}(k_1 + 2k_2 + 2k_3 + k_4)$$

# Adaptive Step Logic (RK45)

Uses two estimates —4th and 5th order

$$\text{Error} = |y_5 - y_4|$$

If (error < tolerance):  $\rightarrow$  accept step

Else:  $\rightarrow$  reject and reduce time step

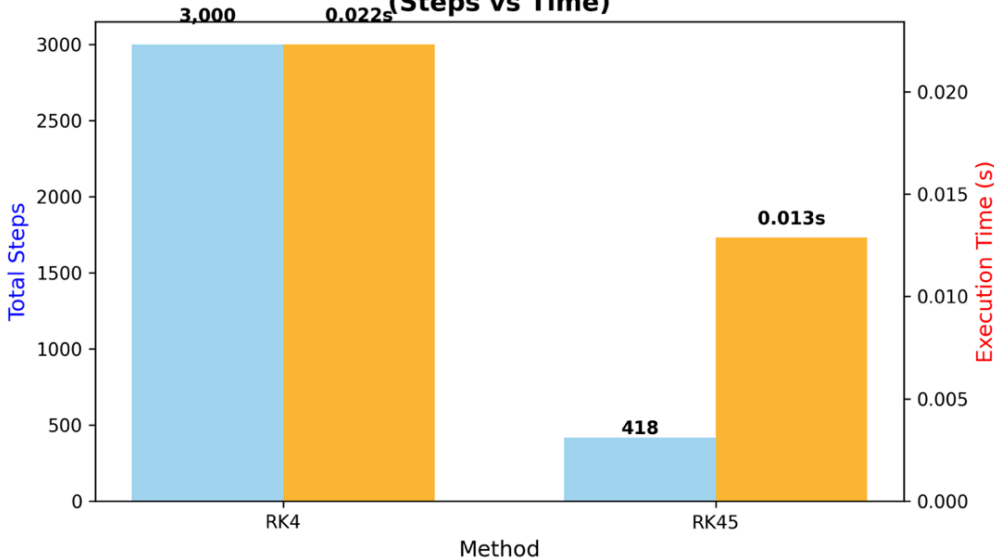
Ensures accuracy while reducing computation cost.

# Code Architecture

- Class TwoBody encapsulates physics and solvers
- Key functions:
  - deriv(): returns time derivatives
  - rk4(): fixed-step integrator
  - rk45(): adaptive-step integrator
  - run\_rk4() / run\_rk45(): simulation loops
  - energy() and energy\_stats(): diagnostics



**Computational Efficiency  
(Steps vs Time)**



Clearly,.....RK45 takes lesser steps than RK4(almost 7.2 times fewer!)

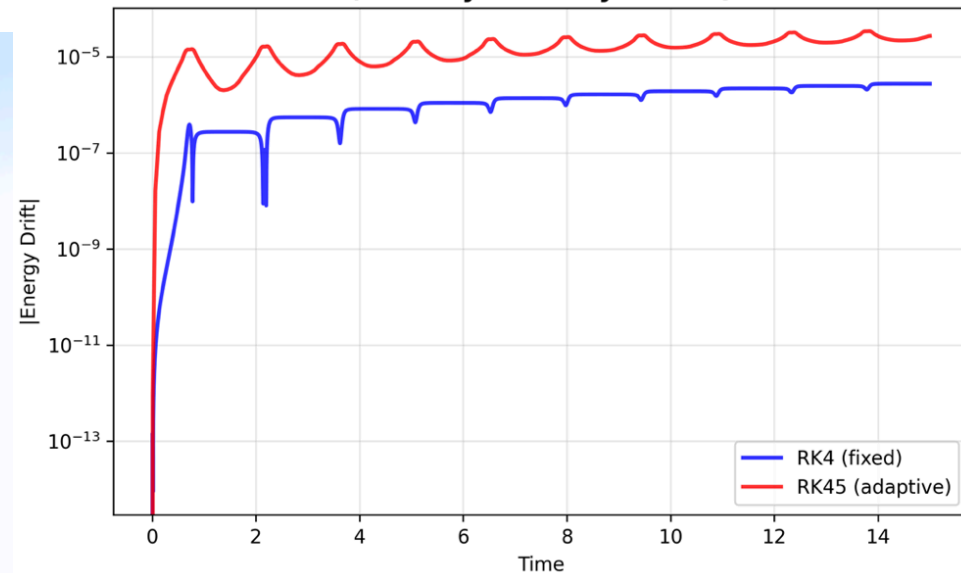
But....!!

After certain amount of periods.....RK4 appears to be more precise than RK45!!

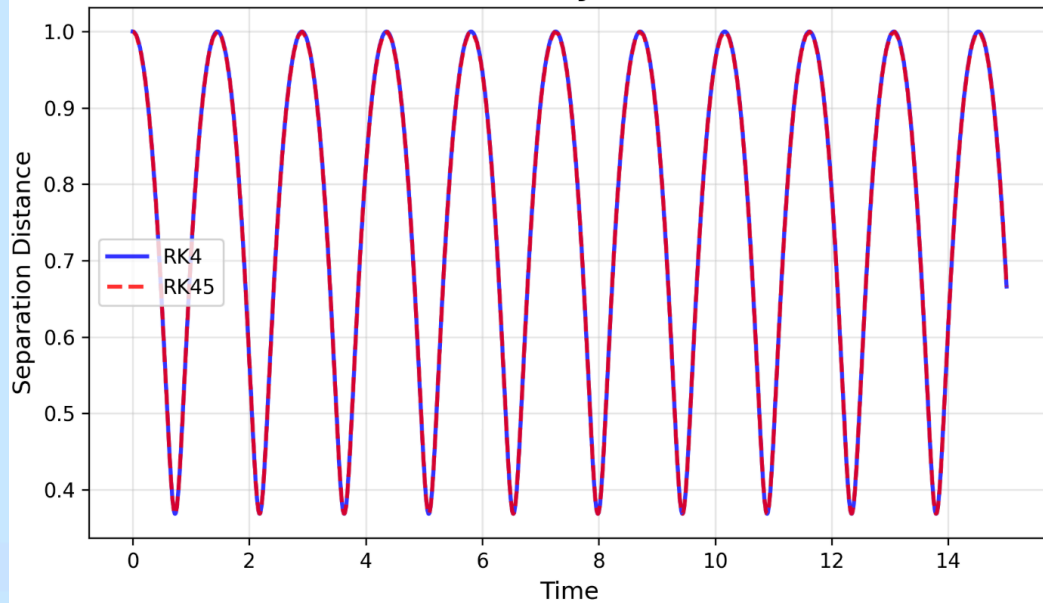
HENCE

RK4's smaller, uniform time steps provide more consistent accuracy, while RK45 trades some precision for computational efficiency through larger adaptive steps.

**Energy Conservation Error  
(Primary Stability Metric)**



**Inter-body Distance  
(Orbital Dynamics)**



**Remarks:**

Just a plot of “  $|r|$  v/s.  $t$  “.....

...clearly there there not much significant difference in both for different methods

**Remarks:**

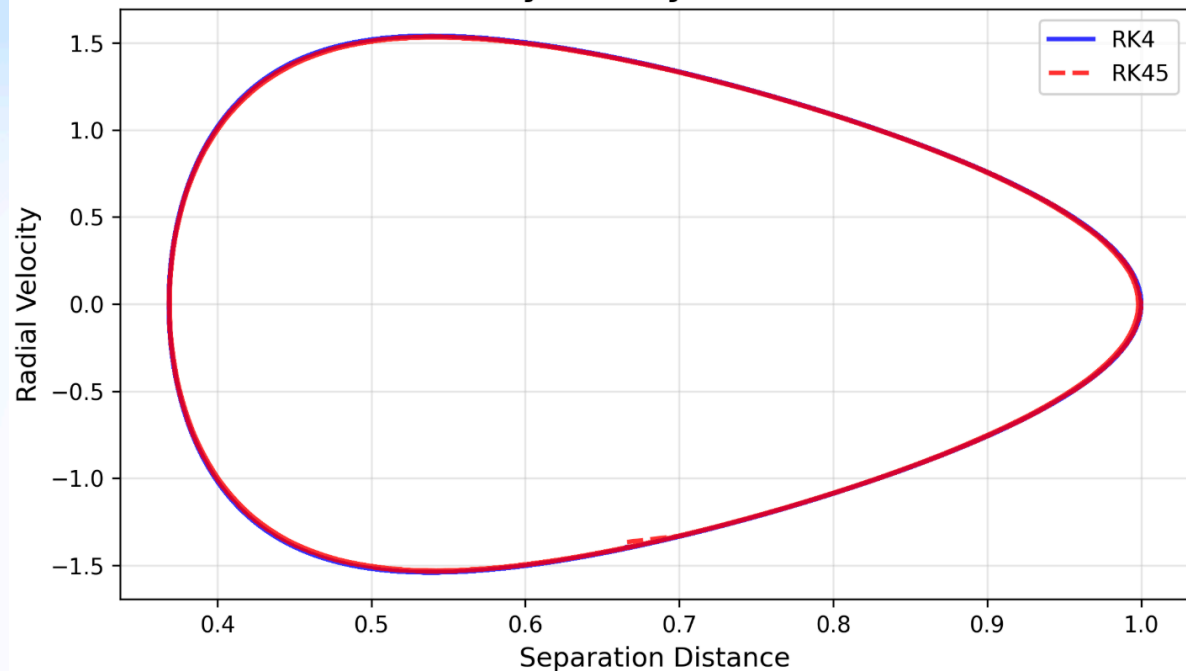
The Phase-Space-Plot .....

$q \rightarrow |r|$  and

$p \rightarrow (\text{change in } |r| \text{ wrt } t)$

This depicts an egg like shape which is deviation from ellipse (reason being  $e \neq 0$  instead  $e=0$ !!)

**Phase Space Plot  
(System Dynamics)**



*Thank You*