

Physics Immersion Week, Day 1
June 21, 2021

The Classical Two-Body Problem

Velocity - Verlet method

Need to Discretize

$$v(t) = \int_{t_0}^t a \, dt = v_0 + at$$

↳ analytical solution
↳ continuous

Numerical methods
↳ discretize

time $t = \text{any number}$

$$t = [t_0, t_0 + \Delta t, t_0 + 2\Delta t, \dots]$$

↓
time step
 $\Delta t \ll 1$

$$= [t_0, t_1, t_2, t_3, \dots] \quad \hookrightarrow t_n$$

give F

$$\rightarrow F = ma \Rightarrow a = F/m$$

$$v = \int a \, dt$$

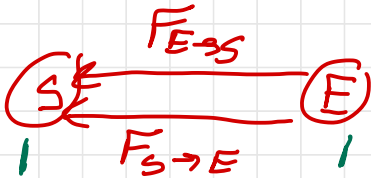
$$x = \iint a \, dt = \int v \, dt$$

Velocity - Verlet Method

$$x_{i+1} = x_i + v_i \Delta t + \frac{(\Delta t)^2}{2} a_i$$

$$v_{i+1} = v_i + \frac{\Delta t}{2} (a_{i+1} + a_i)$$

Classical Two-Body



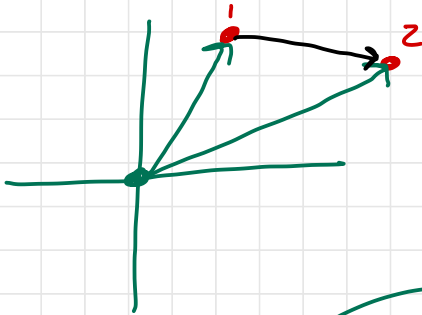
Newton's 3rd Law

$$F_G \sim 1/r^2$$

Relative and Center-of-mass

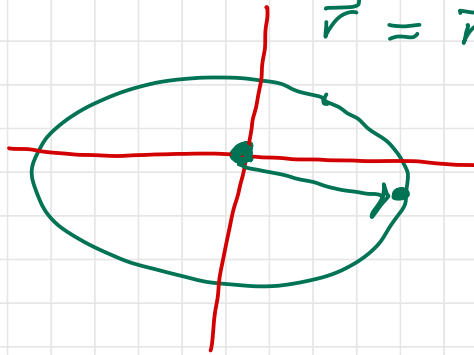
Given a system
Object 1: \vec{r}_1, m_1
Object 2: \vec{r}_2, m_2]

Relative Coordinates



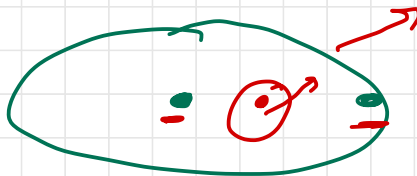
$$\vec{r}_1, \vec{r}_2$$
$$\Downarrow$$

$$\vec{r} = \vec{r}_1 - \vec{r}_2$$



Center-of-mass Coordinates

$$\vec{R} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2}{m_1 + m_2} \quad \text{] average}$$



Earth-Sun Problem

$$\vec{F}_G(\vec{r}) = -G \frac{m_1 m_2}{|\vec{r}_1 - \vec{r}_2|^2} \hat{r}_{12}$$

$$\hat{r} = \frac{\vec{r}}{|\vec{r}|}$$

$$\vec{r} = \langle x, y, z \rangle$$

$$|\vec{r}| = \sqrt{x^2 + y^2 + z^2}$$

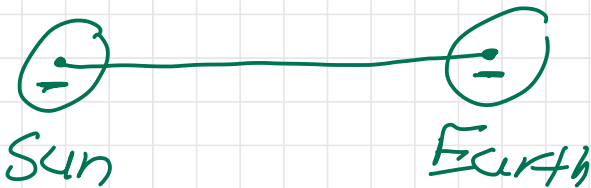
$$\hat{r} = \frac{\vec{r}}{|\vec{r}|} \Rightarrow \text{direction}$$

$$F_G(\vec{r}) = -G \frac{m_1 m_2}{|\vec{r}_1 - \vec{r}_2|^3} \vec{r}_{12}$$

$$F_G(\vec{r}) = -G \frac{m_{\odot} m_E}{|\vec{r}_{E\odot}|^3} \vec{r}_{E\odot}$$

Sun is origin

$$g = 9.81 \text{ m/s}^2$$



Acceleration of Earth

$$F_{GE} = -G \frac{m_o m_E}{|\vec{r}|^2} \hat{r}$$

$$F = ma \Rightarrow a = F/m$$

$$\rightarrow \frac{F_{GE}}{m_E} = -G \frac{m_o}{|\vec{r}|^2} \hat{r}$$

$$F_g = -mg$$