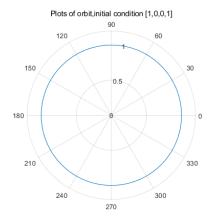
Homework3.3

Blue

20230224

1 Circular Orbit

Using the initial condition, we get the circular orbit. Although it's not a perfect circle, it looks close to it. Also, we have the energy of the planet. It has accuracy to 9 decimal places.



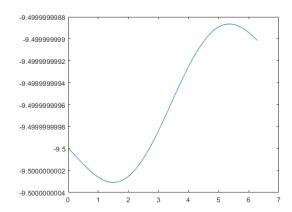


Figure 1: The circular orbit

Figure 2: The energy of circular orbit planet

If we change the initial condition. We can get a ellipse orbit. The energy of the ellipse orbit planet changes periodically.

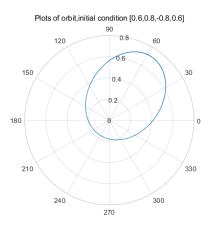


Figure 3: The Elliptical Orbit

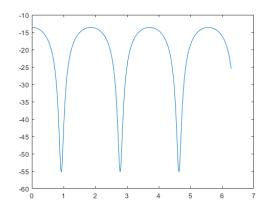
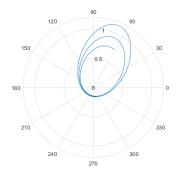


Figure 4: The energy of Elliptical Orbit planet

2 Elliptical Orbit

First we use forward Euler's method, it's not a good method as shown below. The orbit and the energy changes as the time grows. We set the initial condition as r = [0.36, 0.64], v = [-0.48, 0.48].

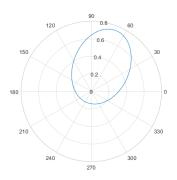


-0.65 -0.75 -0.85 -0.85 -0.95 -1 -1.05 -1.1

Figure 5: The Elliptical Orbit using forward Euler's method.

Figure 6: The energy of Elliptical Orbit planet

Then we try Verlet's method, whose accuracy is much better than Euler's method.

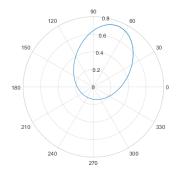


-1.13132 -1.13134 -1.13136 -1.1314 -1.13142 -1.13144 -1.13144

Figure 7: The Elliptical Orbit using Verlet's method

Figure 8: The energy of Elliptical Orbit planet

Finally, we try 0de45 which is the most accurate one.

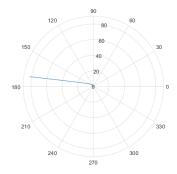


-1.1314 -1.1326 -1.1327 -1.1328 -1.1328 -1.1328 -1.1328 -1.1338 -1.1338 -1.1338 -1.1338 -1.1338

Figure 9: The Elliptical Orbit using ode45

Figure 10: The energy of Elliptical Orbit planet

If we set the initial speed larger than 1. We get a bad result, showing that the planet is escaping. We choose condition as r = [0.72, 1.2], v = [-0.96, 0.9]. Even the most accurate one ode45 shows that it will escape. The other two methods shows similarly.



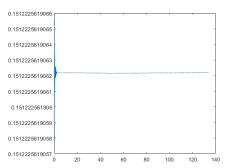


Figure 11: The Escaping planet using ode45

Figure 12: The energy of Escaping planet

If I need to choose between three methods, I will choose 0de45 since its a function built in MATLAB. Also it should be the most accurate one.

3 Multiple planets & Movies

I produce two movies. One is elliptical orbit, another is cicular orbit. I choose initial condition carefully. The scripts are attached to the end of the document.

4 code

4.1 Circular Orbit

```
G=1:
    m0=10;
    n0=2;
    t0=2*pi;
    \mathbf{r}\,\mathbf{0} = [\,\mathbf{1}\,\,,\mathbf{0}\,\,,\mathbf{0}\,\,,\mathbf{1}\,]\,;
    r1 = [0.4, 0.6, -0.6, 0.4];
    opt1=odeset('MaxStep',t0/200);
    [T1,R1] = ode45(@(t,r) myode(t,r,n0),[0 t0],r0,opt1);
    [T2,R2] = ode45(@(t,r) myode(t,r,n0),[0 t0],r1,opt1);
    [\text{theta1}, \text{rho1}] = \frac{\text{cart2pol}}{\text{R1}}(\text{R1}(:,1), \text{R1}(:,2));
10
    figure (1)
11
    polarplot (theta1, rho1);
12
    [theta2, rho2] = cart2pol(R2(:,1), R2(:,2));
13
    title ('Plots _{\square} of _{\square} orbit, initial _{\square} condition _{\square} [1,0,0,1]');
    figure (2)
15
    polarplot (theta2, rho2);
16
    title ('Plots \Box of \Box orbit, initial \Box condition \Box [0.6, 0.8, -0.8, 0.6]');
17
    figure (3)
    E=zeros(size(T1));
19
    [m, n] = size(T1);
20
    for i=1:m
21
          E(i,:) = -G*m0/norm(R1(i,1:2)) + (norm(R1(i,3:4))^2)/2;
23
    plot (T1,E)
24
    figure (4)
```

```
E=zeros(size(T2));
  [m, n] = size(T2);
  for i=1:m
28
     E(i,:) = -G*m0/norm(R2(i,1:2)) + (norm(R2(i,3:4))^2)/2;
29
  end
  plot (T2,E)
31
  dirivative
  G=1;
  m0 = 1.0;
34
  drdt = zeros(2*n,1);
35
  r2 = norm(r(1:n));
  for i=1:n
37
      drdt(i)=r(n+i);
38
      drdt(n+i) = -G*m0*r(i)/(r2^3);
39
  end
41
  end
```

4.2 Elliptical Orbit

```
G=1;
   m0=1;
   n0=2;
   N=10000;
   %r and v are row vector each one
   r=zeros(N+1,n0);
   v=zeros(N+1,n0);
   a = 0.6;
   b = 0.8;
   \cos 1 = 0.6;
   \sin 1 = 0.8;
11
   \% a=1;
   \% b = 1;
   \% \ cos1 = sqrt(2)/2;
   \% \ sin1 = sqrt(2)/2;
   r(1,:) = [a*cos1, b*sin1];
   v(1,:) = [-a*sin1, b*cos1];
   T=2*pi*norm(r(1,:))/norm(v(1,:));
18
   dt=T/N;
19
   for i = 2:N+1
20
        r(i,:)=r(i-1,:)+dt*v(i-1,:);
21
        v(i,:)=v(i-1,:)+dt*(-G*m0*r(i-1,:)/(norm(r(i-1,:)))^3);
22
   end
23
   figure (1)
   [\text{theta1}, \text{rho1}] = \text{cart2pol}(r(:,1), r(:,2));
   polarplot (theta1, rho1);
26
   figure (2)
27
   t1 = linspace(0,T,N+1);
   E=zeros(N+1,1);
   for i = 1:N+1
30
        E(i,:) = -G*m0/norm(r(i,:)) + (norm(v(i,:))^2)/2;
31
   end
   plot (t1,E);
33
34
   %Verlet's method
```

```
r1=zeros(N+1,n0);
   v1=zeros(N+1,n0);
   r1(1:2,:)=r(1:2,:);
   v1(1:2,:)=v(1:2,:);
   for i=3:N+1
       r1(i,:) = 2*r1(i-1,:)-r1(i-2,:)+dt^2*(-G*m0*r1(i-1,:)/(norm(r1(i-1,:)))^3);
41
       v1(i-1,:)=(r1(i,:)-r1(i-2,:))/(2*dt);
42
   end
43
   v1(N+1,:)=v1(N,:)+dt*(-G*m0*r1(N,:)/(norm(r1(N,:)))^3);
44
   figure (3)
45
   [\text{theta2}, \text{rho2}] = \text{cart2pol}(\text{r1}(:,1), \text{r1}(:,2));
   polarplot (theta2, rho2);
47
   figure (4)
   t2 = linspace(0, T, N+1);
49
   E1=zeros(N+1,1);
50
   for i=1:N+1
51
        E1(i,:) = -G*m0/norm(r1(i,:)) + (norm(v1(i,:))^2)/2;
52
   end
53
   plot (t2,E1);
54
55
56
   \%ode45
57
   r0 = [a*cos1, b*sin1, -a*sin1, b*cos1];
58
   opt1=odeset ('MaxStep', T/500);
   [T1,R1] = ode45(@(tk,rk) myode(tk,rk,n0),[0 20*T],r0,opt1);
60
   figure (5)
61
   [\text{theta3}, \text{rho3}] = \text{cart2pol}(\text{R1}(:,1), \text{R1}(:,2));
62
   polarplot (theta3, rho3);
   figure (6)
64
   t2=linspace(0,T,N+1);
65
   E2=zeros(size(T1));
   [m, n] = size(T1);
   for i=1:m
68
        E2(i, :) = -G*m0/norm(R1(i, 1:2)) + (norm(R1(i, 3:4))^2)/2;
69
   end
70
   plot (T1, E2)
71
   function drdt=myode(t,r,n)\% in r and drdt 1-n is the original function, n+1-2n is
72
         dirivative
   G=1;
73
   m0 = 1.0;
   drdt = zeros(2*n,1);
75
   r2 = norm(r(1:n));
76
   for i=1:n
77
        drdt(i)=r(n+i);
78
        drdt(n+i) = -G*m0*r(i)/(r2^3);
79
   end
80
   end
```

4.3 Multiple planets and Movies

4.3.1 Elliptical Orbit

```
n0=2;
t0=8*pi;
a=0.8;
b=1.4;
```

```
\cos 1 = 0.6;
   \sin 1 = 0.8;
   r0 = [0.4*a*cos1, 0.4*b*sin1, -a*sin1/sqrt(0.4), b*cos1/sqrt(0.4)];
   r1 = [0.45*a*cos1, 0.45*b*sin1, -a*sin1/sqrt(0.45), b*cos1/sqrt(0.45)];
   r2 = [0.6*a*cos1, 0.6*b*sin1, -a*sin1/sqrt(0.6), b*cos1/sqrt(0.6)];
   r3 = [0.8*a*cos1, 0.8*b*sin1, -a*sin1/sqrt(0.8), b*cos1/sqrt(0.8)];
10
   r4 = [a*cos1, b*sin1, -a*sin1, b*cos1];
11
   opt1=odeset('MaxStep', 2*pi/50);
12
   sol0 = ode45(@(t,r) myode(t,r,n0),[0 t0],r0,opt1);
   sol1 = ode45(@(t,r) myode(t,r,n0),[0 t0],r1,opt1);
14
   sol2 = ode45(@(t,r) myode(t,r,n0),[0 t0],r2,opt1);
15
   sol3 = ode45(@(t,r) myode(t,r,n0),[0 t0],r3,opt1);
   sol4 = ode45(@(t,r) myode(t,r,n0),[0 t0],r4,opt1);
17
   Nt = 400;
18
   t = linspace(0, t0, Nt);
19
   R0=deval(sol0,t);
21
   R1=deval(sol1,t);
   R2=deval(sol2,t);
22
   R3=deval(sol3,t);
23
   R4=deval(sol4,t);
24
   vidobj = VideoWriter('movie1.mp4', 'mpeg-4');
26
   open (vidobj);
27
   for k=1:Nt
28
       scatter (0,0,50, 'rd', 'markerfacecolor', 'r'); hold on;
29
       scatter (R0(1,k),R0(2,k),20,'ok','markerfacecolor','k');
30
       31
33
34
       plot (R0(1,1:80),R0(2,1:80));
35
       plot (R1(1,:),R1(2,:));
       plot (R2(1,:),R2(2,:));
37
       plot(R3(1,:),R3(2,:));
       plot (R4(1,:),R4(2,:));
       x \lim ([-3 \ 1]);
40
       ylim ([-1.3 \ 2.1]);
41
       pbaspect ([100 100 1])
42
       set (gca, 'FontSize', 20);
43
       set (gcf, 'color', 'w');
       box on;
45
       title ('My solar system');
46
       currFrame = getframe(gcf);
47
       hold off;
48
       writeVideo(vidobj, currFrame);
49
   end
50
   close (vidobj);
51
52
53
   function drdt=myode(t,r,n)\% in r and drdt 1-n is the original function, n+1-2n is
54
        dirivative
   G=1;
55
   m0 = 1.0;
   drdt = zeros(2*n,1);
57
   r2 = norm(r(1:n));
   for i=1:n
```

```
drdt(i)=r(n+i);
                     drdt(n+i) = -G*m0*r(i)/(r2^3);
61
         end
62
         end
63
         4.3.2
                       Circular Orbit
        n0=2;
         t0 = 2*pi;
         r0 = [0.2, 0, 0, sqrt(1/0.2)];
         r1 = [0.4, 0, 0, sqrt(1/0.4)];
         r2 = [0.6, 0, 0, sqrt(1/0.6)];
         r3 = [0.8, 0, 0, sqrt(1/0.8)];
         r4 = [1, 0, 0, 1];
         opt1=odeset('MaxStep', 2*pi/50);
         sol0 = ode45(@(t,r) myode(t,r,n0),[0 t0],r0,opt1);
         sol1 = ode45(@(t,r) myode(t,r,n0),[0 t0],r1,opt1);
10
         sol2 = ode45(@(t,r) myode(t,r,n0),[0 t0],r2,opt1);
11
         sol3 = ode45(@(t,r) myode(t,r,n0),[0 t0],r3,opt1);
12
         sol4 = ode45(@(t,r) myode(t,r,n0),[0 t0],r4,opt1);
         Nt = 300;
14
         t = linspace(0, t0, Nt);
15
        R0=deval(sol0,t);
16
        R1=deval(sol1,t);
        R2=deval(sol2,t);
18
         R3=deval(sol3,t);
19
         R4=deval(sol4,t);
20
21
         vidobj = VideoWriter('movie.mp4', 'mpeg-4');
22
         open (vidobj);
23
         for k=1:Nt
24
                     scatter(0,0,100,'rd','markerfacecolor','r'); hold on;
                    scatter\left(R0(1,k),R0(2,k),20,'ok','markerfacecolor','k');\\ scatter\left(R1(1,k),R1(2,k),20,'ok','markerfacecolor','y');\\ scatter\left(R1(1,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k),R1(2,k)
26
27
                    scatter (R2(1,k), R2(2,k), 40, 'ok', 'markerfacecolor',
28
                     scatter (R3(1,k), R3(2,k), 40, 'ok', 'markerfacecolor', 'r');
                     scatter (R4(1,k),R4(2,k),80,'ok','markerfacecolor','m');
30
                     plot(R0(1,1:80),R0(2,1:80));
31
                     plot (R1(1,:),R1(2,:));
                     plot (R2(1,:),R2(2,:));
33
                     plot(R3(1,:),R3(2,:));
34
                     plot(R4(1,:),R4(2,:));
35
                     x \lim ([-1 \ 1])
36
                     y \lim (\begin{bmatrix} -1 & 1 \end{bmatrix})
37
```

pbaspect ([100 100 1])

set(gcf, 'color', 'w');

box on;

hold off;

close(vidobj);

set (gca, 'FontSize', 20);

title ('My solar system');

currFrame = getframe(gcf);

writeVideo(vidobj, currFrame);

38

39

41

42

43 44

45

46

47

end