

## N-Body.py

```
import matplotlib.pyplot as plt
import numpy as np
from numpy import inf
import time

def acceleration(limit, G, M, R):
    xx=R[:,0:1]
    yy=R[:,1:2]
    zz=R[:,2:3]
    Dx=xx.T-xx
    Dy=yy.T-yy
    Dz=zz.T-zz
    #3x3->[[0,x2-x1,x3-x1],[x1-x2,0,x3-x2],[x1-x3,x2-x3,0]]

    invR3=(Dx**2+Dy**2+Dz**2+limit**2)
    #all elements of invR3 raised to power -3/2
    invR3=np.power(invR3,-1.5)
    #replacing all infinities produced by exponentiation process
    invR3[invR3==inf]=0

    Ax=G*(Dx*invR3)@M
    Ay=G*(Dy*invR3)@M
    Az=G*(Dz*invR3)@M
    A=np.hstack((Ax,Ay,Az))
    return A

def main():
    N=100##of particles
    t=0#time
    et=3.0#endtime
    dt=0.01#timestep
    limit=0.1#limit length
    G=1.0#value of Gravitational Constant used for the simulation

    np.random.seed(int(time.time()))

    M=100.0*np.ones((N,1))/N#total M of particles is 100
    R=np.random.randn(N,3)#randomly selected positions and velocities
    vel=np.random.randn(N,3)
    #hang on frame of c.o.m
    vel-=np.mean(M*vel,0)/np.mean(M)
    acc=acceleration(limit,G,M,R)

    #timestep
    Nt=int(np.ceil(et/dt))
    pos=np.zeros((N,3,Nt+1))
    pos[:, :, 0]=R

    plt.style.use('dark_background')
```

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for i in range(Nt):
    #leapfrog integration
    vel+=acc*dt/2.0

    #drift
    R+=vel*dt

    acc=acceleration(limit,G,M,R)
    vel+=acc*dt/2.0
    t+=dt
    #update and save positions for plotting trail
    pos[:, :, i+1]=R

    plt.cla()
    xp=pos[:, 0, max(i-50, 0):i+1]
    yp=pos[:, 1, max(i-50, 0):i+1]
    #plotting
    plt.scatter(xp, yp, s=1, color='red')
    plt.scatter(R[:, 0], R[:, 1], s=10, color='blue')
    plt.pause(0.001)
    plt.show()
    return 0
if __name__=="__main__":
    main()

```

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