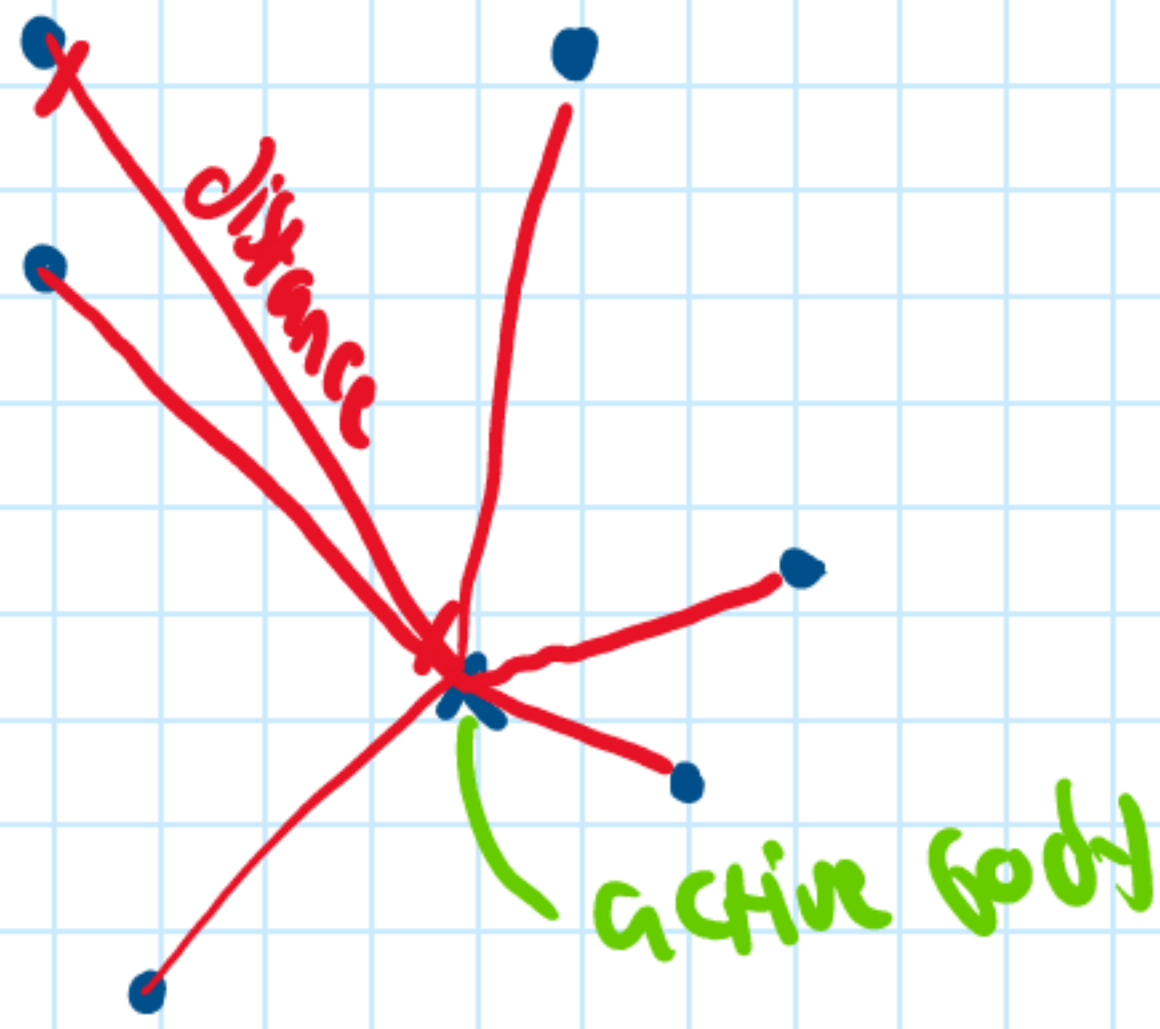
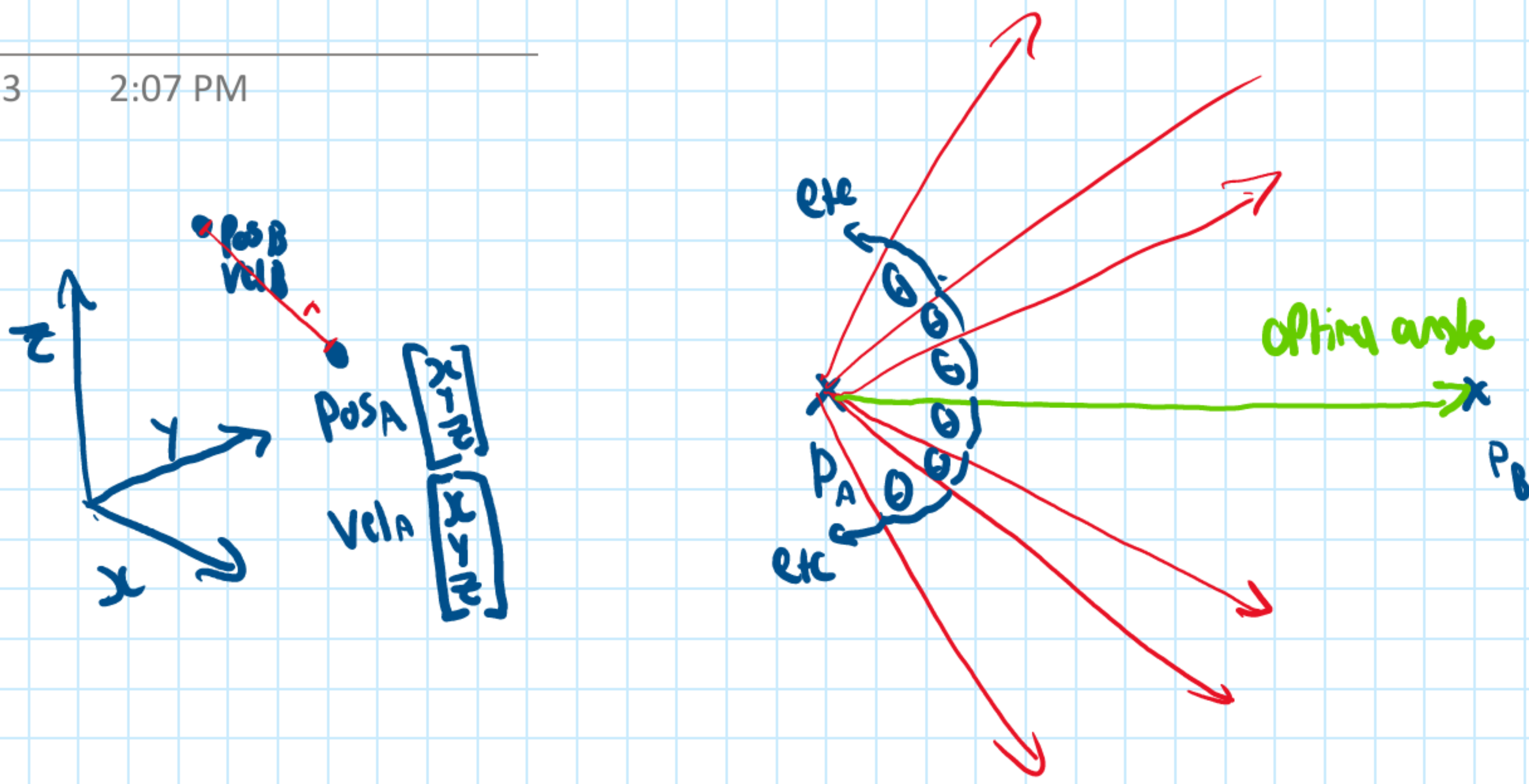


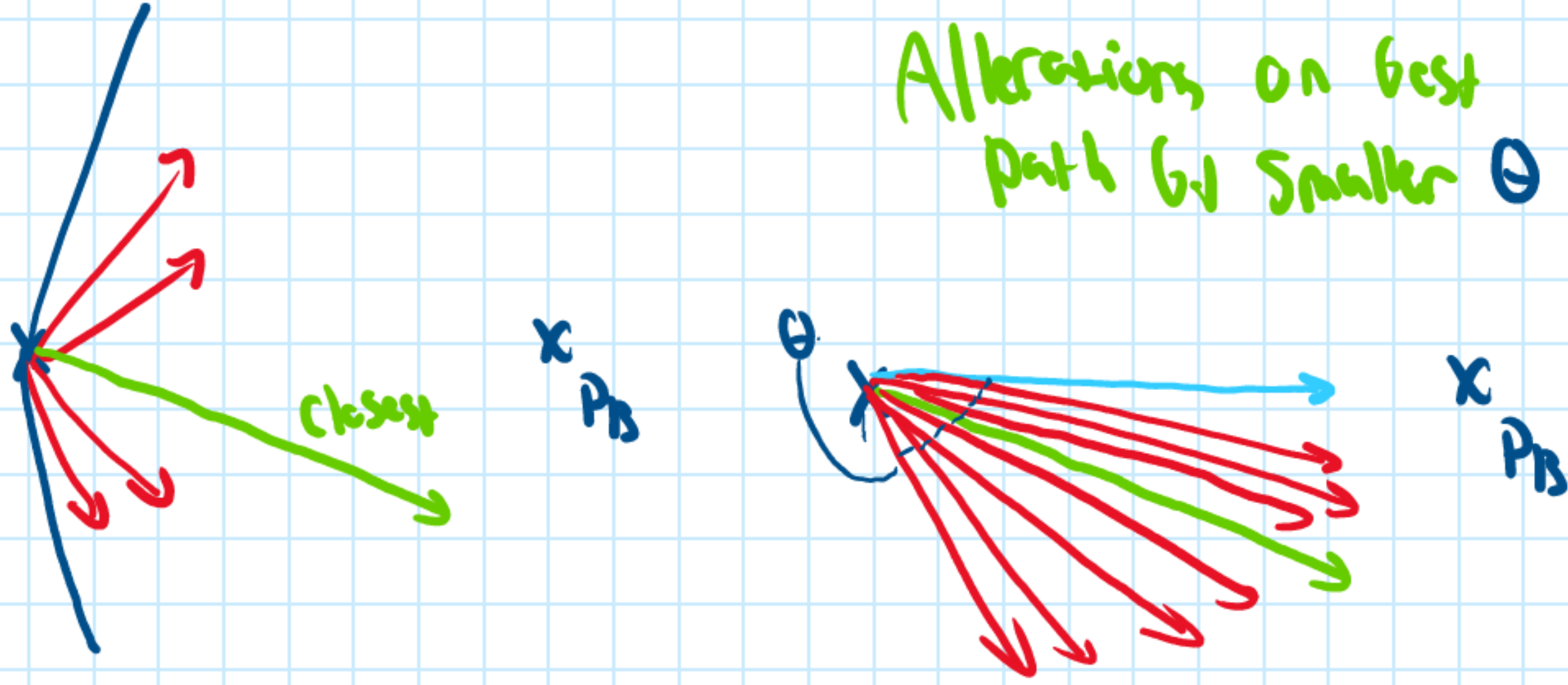
N-body

Friday, 12 May 2023 2:07 PM



Current Trajectory Optimiser

Alterations on best path by smaller theta



Calculate effect of every other body on active body then switch active body

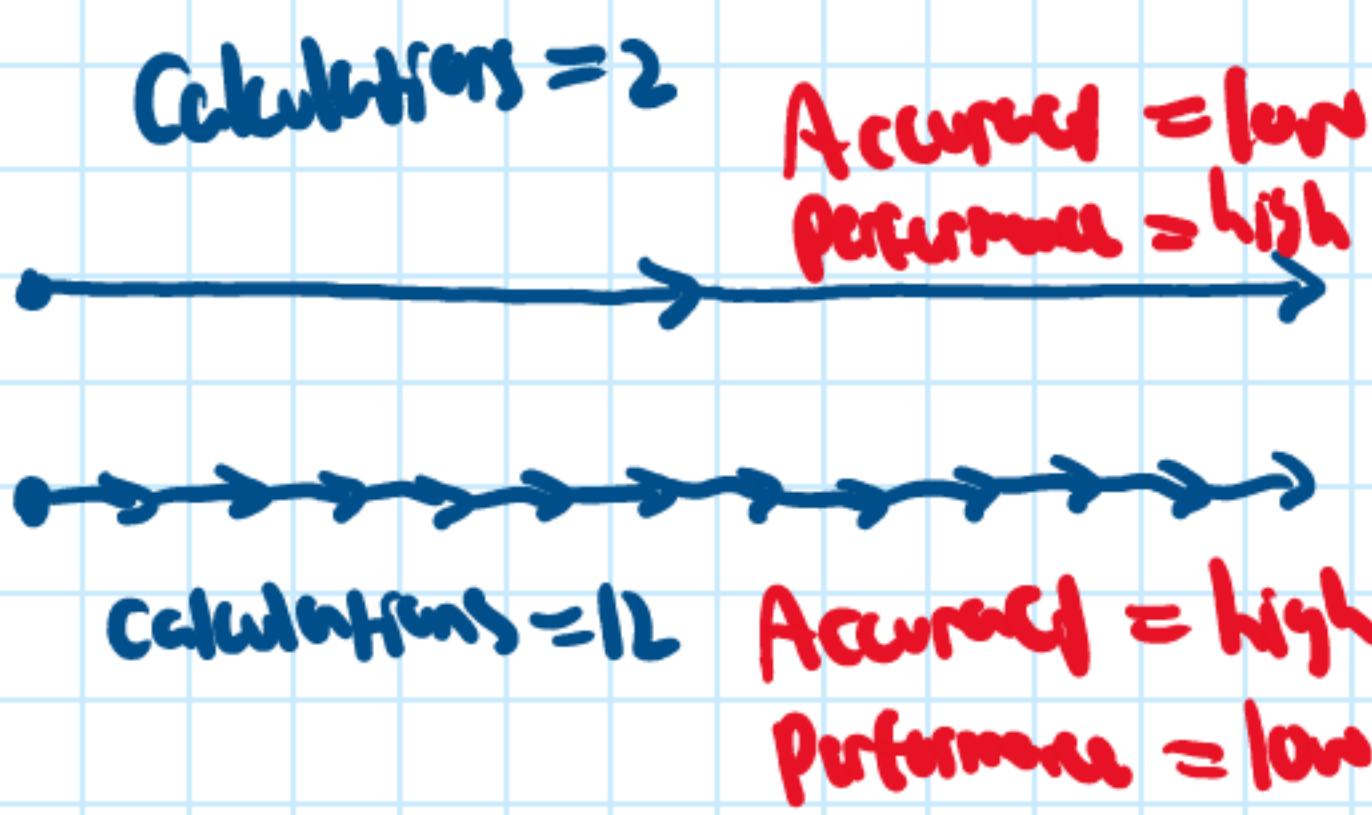


n_A ... [where n_A != n_N]

Step Size:

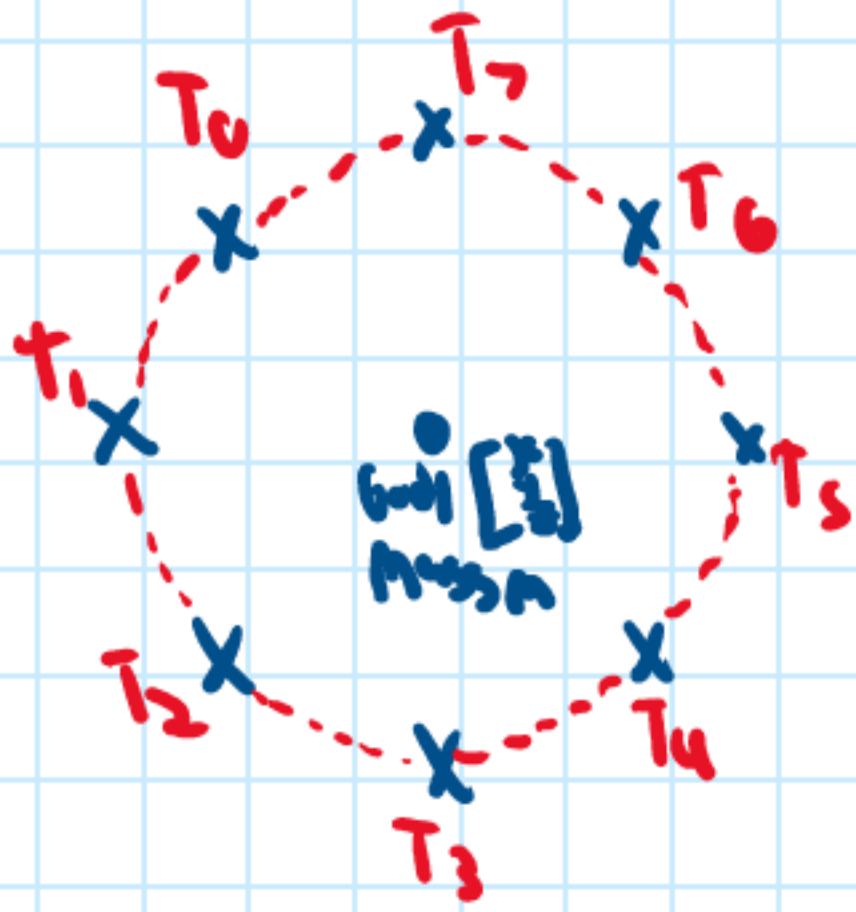


Steps/calculations Per Second



Somewhere in between?

Higher Step Size
Chaos is more of an issue, lower accuracy but performance lower with reduced



redirection



$|V_1| = |V_2| = \dots = |V_n|$

When to adjust theta?

