

Introduction to Computational Physics

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1 Administration

Receive Homework assignment on wednesday, hand in next week's Friday. Tutorials will start 26.04.2019

Tutor Email: yun@mpia.de

220 Points - 60% required on the exercise Sheets

The art of scientific Computing (Literature recommendation)

This lecture is all about making good choices. For example we can approximate π by creating a geometric shape and counting the circumference while adding corners. For the algorithm we should use only additions, no subtractions, since that will mitigate rounding errors better.

Ordinary Differential Equations

1. Example: **Gravitational 2-Body Problem**

Look at relative Position between two bodies

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

Newton:

$$\ddot{\vec{r}} = \frac{\partial^2 \vec{r}}{\partial t^2} = -G \frac{M}{r^2} \frac{\vec{r}}{r}$$
$$r = |\vec{r}|; G = 6.67 \cdot 10^{-8} \text{cm}^3/\text{gs}^2$$

Force 2 on 1:

$$\vec{F}_{12} = m_1 \vec{a}_1$$

Force 1 on 2:

$$\vec{F}_{21} = m_2 \vec{a}_2$$

Newton:

$$\vec{F}_{21} = -\vec{F}_{12} \rightarrow \vec{a}_2 = -\frac{m_1}{m_2} \vec{a}_1$$
$$\vec{a} = \vec{a}_1 - \vec{a}_2 = \vec{a}_1 + \frac{m_1}{m_2} \vec{a}_1 = \frac{m_1 + m_2}{m_1 m_2} m_1 \vec{a}_1 = \frac{m_1 + m_2}{m_1 m_2} \vec{F}_{12}$$
$$\mu = \frac{m_1 + m_2}{m_1 m_2}$$
$$\ddot{\mu \vec{r}} = -G \frac{m_1 m_2}{r^2} \frac{\vec{r}}{r}$$

How to simplify?

$$\vec{r} = \vec{u}$$
$$\ddot{\vec{u}} = -\frac{GM}{r^2} \frac{\vec{r}}{r}$$

ODE of order N \rightarrow system of 1st order ODEs