

# **Comparing Barnes- Hut Tree structures with Physical and Computational Metrics**

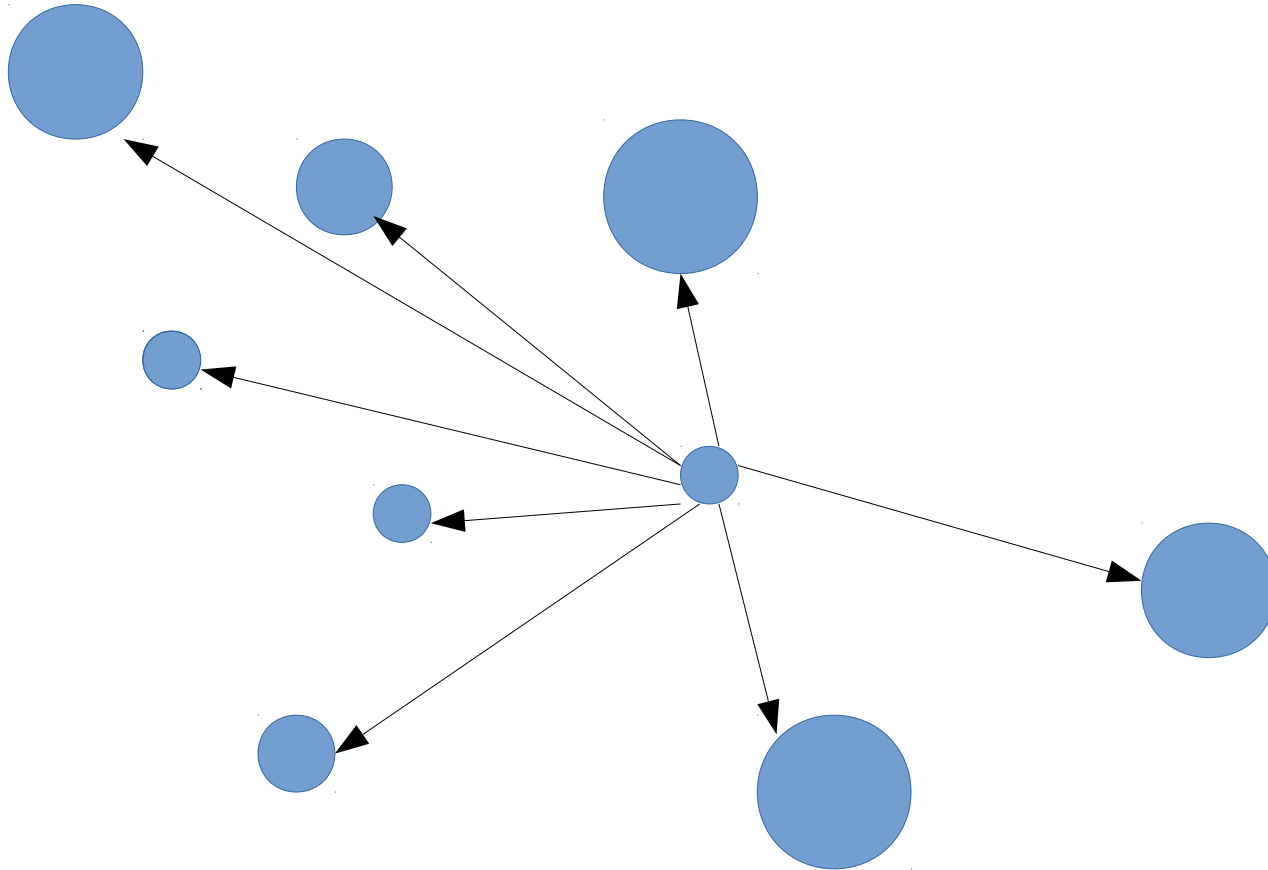
# What These Dazzling James Webb Telescopes Images Mean for Space



# How Do We Predict the Movement of the Planets, Stars, and Galaxies?

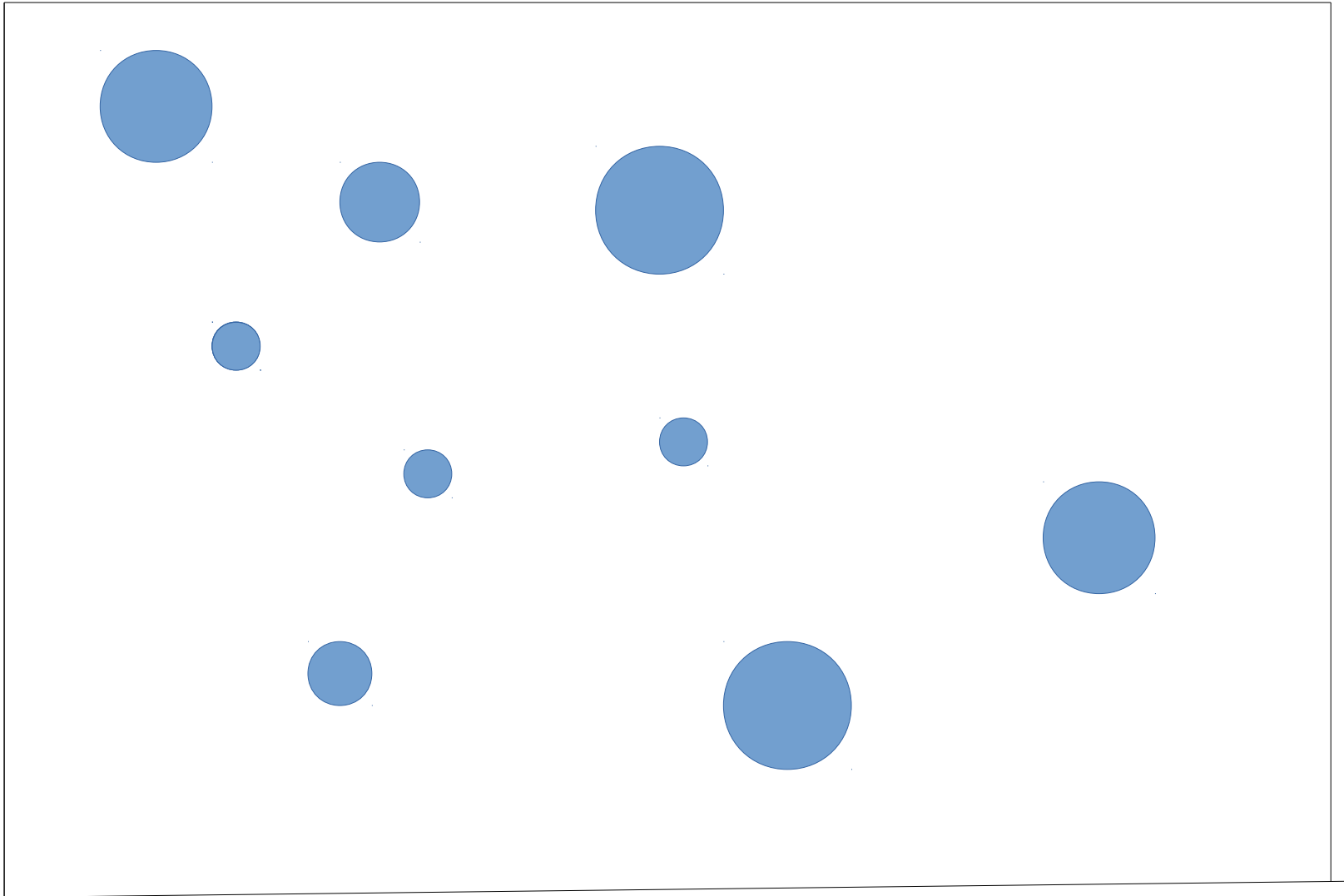
$$F = G \frac{m_1 m_2}{r^2}$$

# Direct Summation



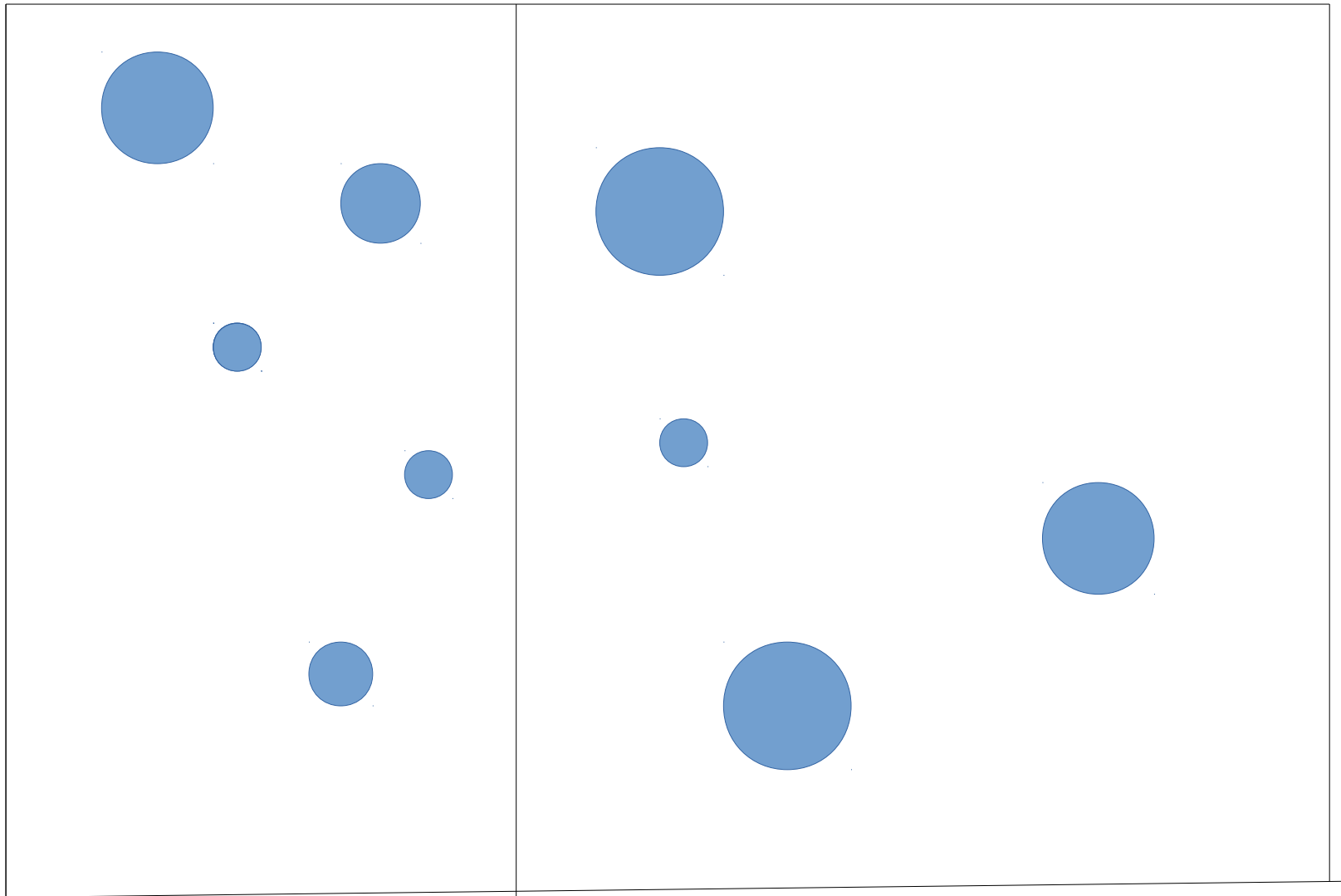
For every particle calculate the force between that particle and every other particle.

# Barnes-Hut: Binary Tree



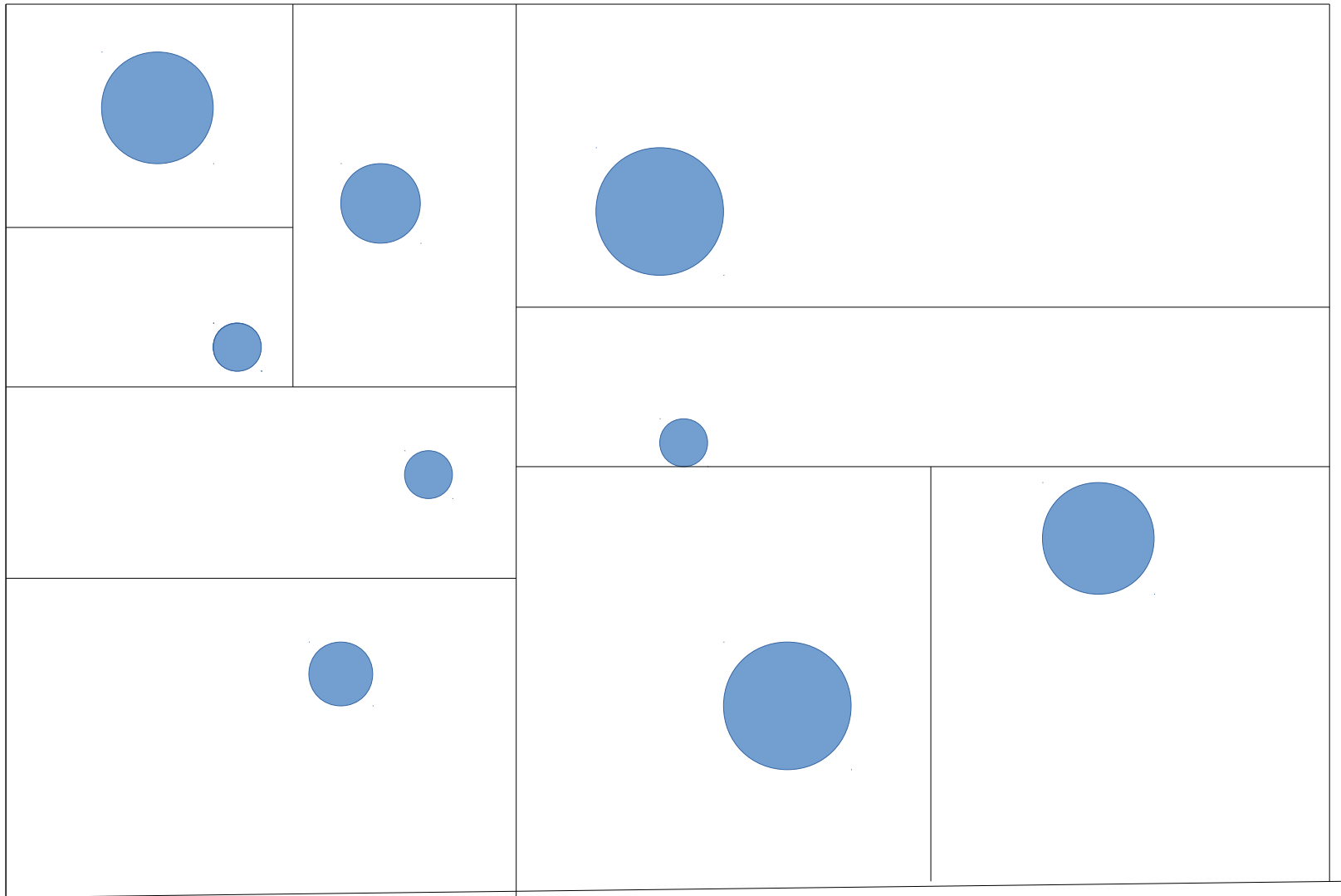
Put a box around all the particles

# Barnes-Hut: Binary Tree



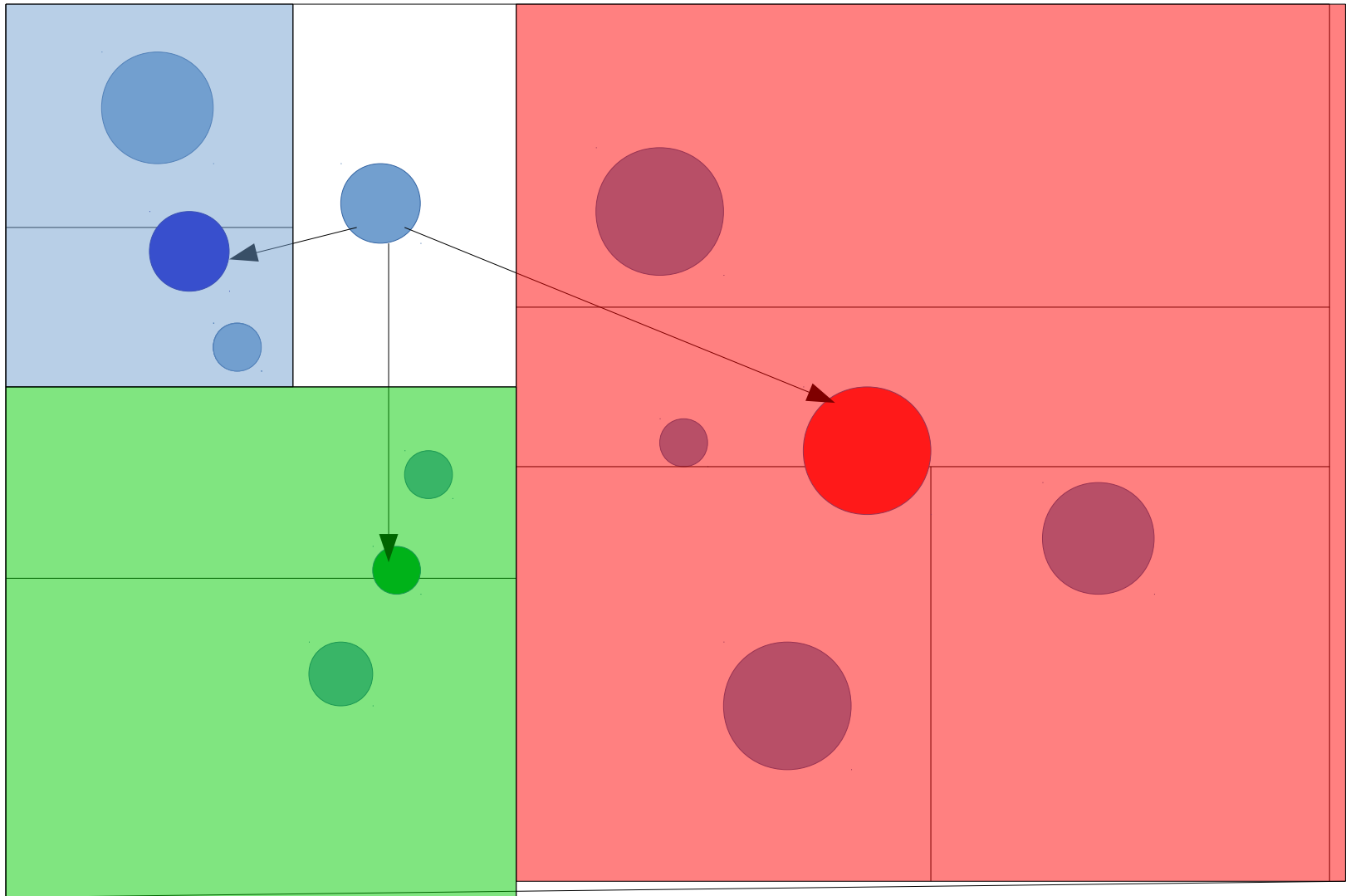
Cut it in half such that each new box has around the same amount of particles in it

# Barnes-Hut: Binary Tree



Keep cutting up the boxes until there is one particle per box

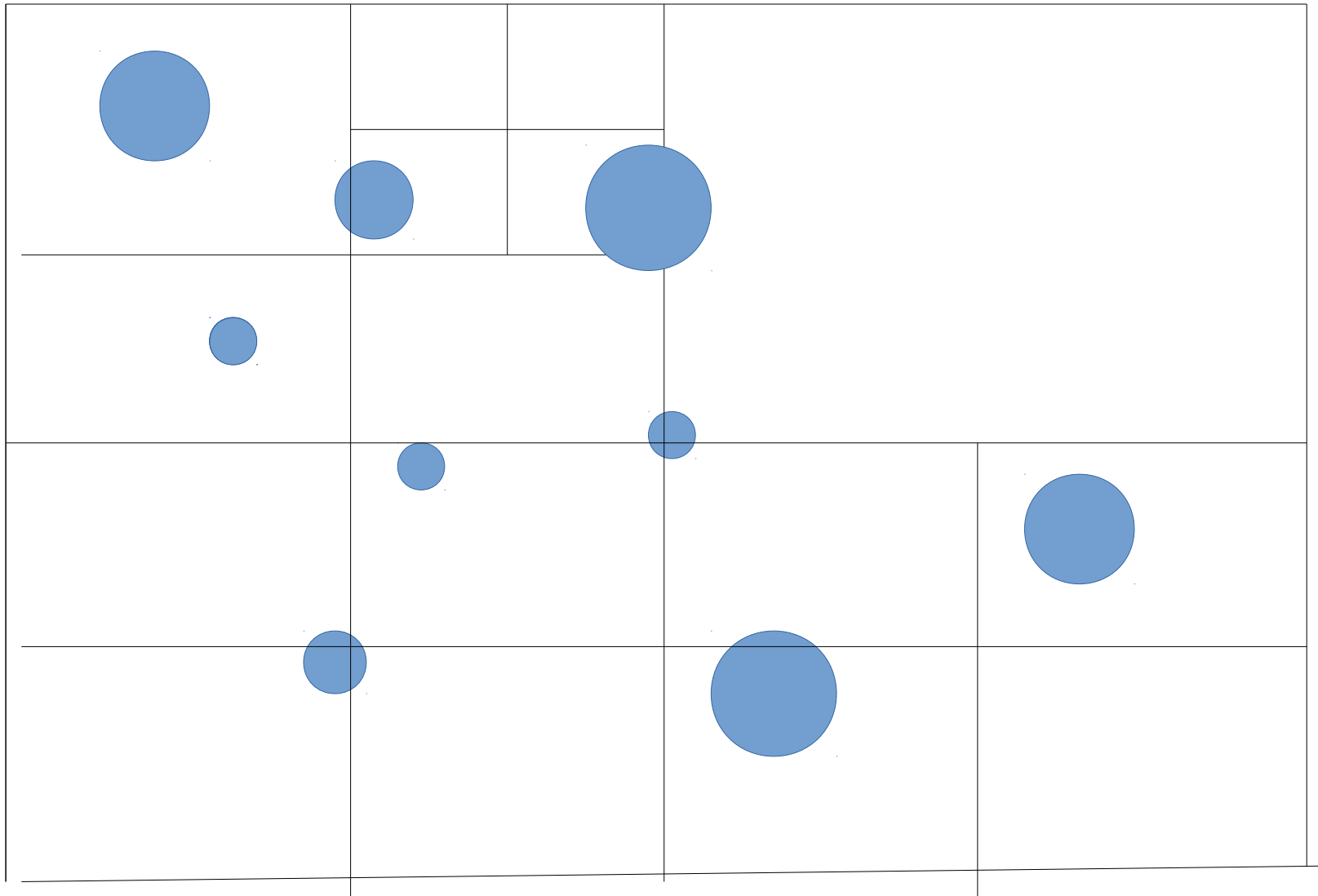
# Barnes-Hut: Binary Tree



For each box that a particle is in, attract it to that box's neighbor's center of mass

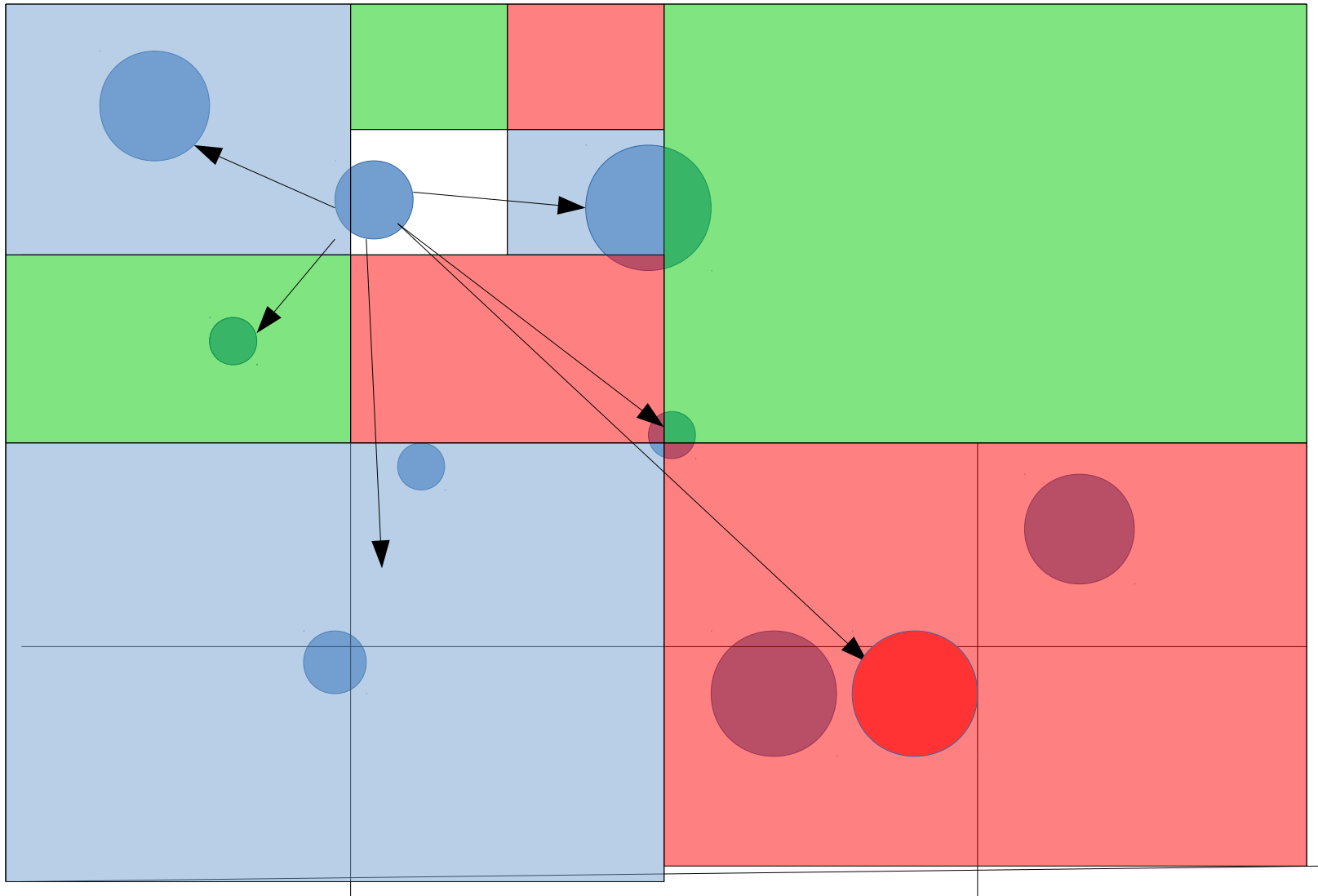


# Barnes-Hut: Octree



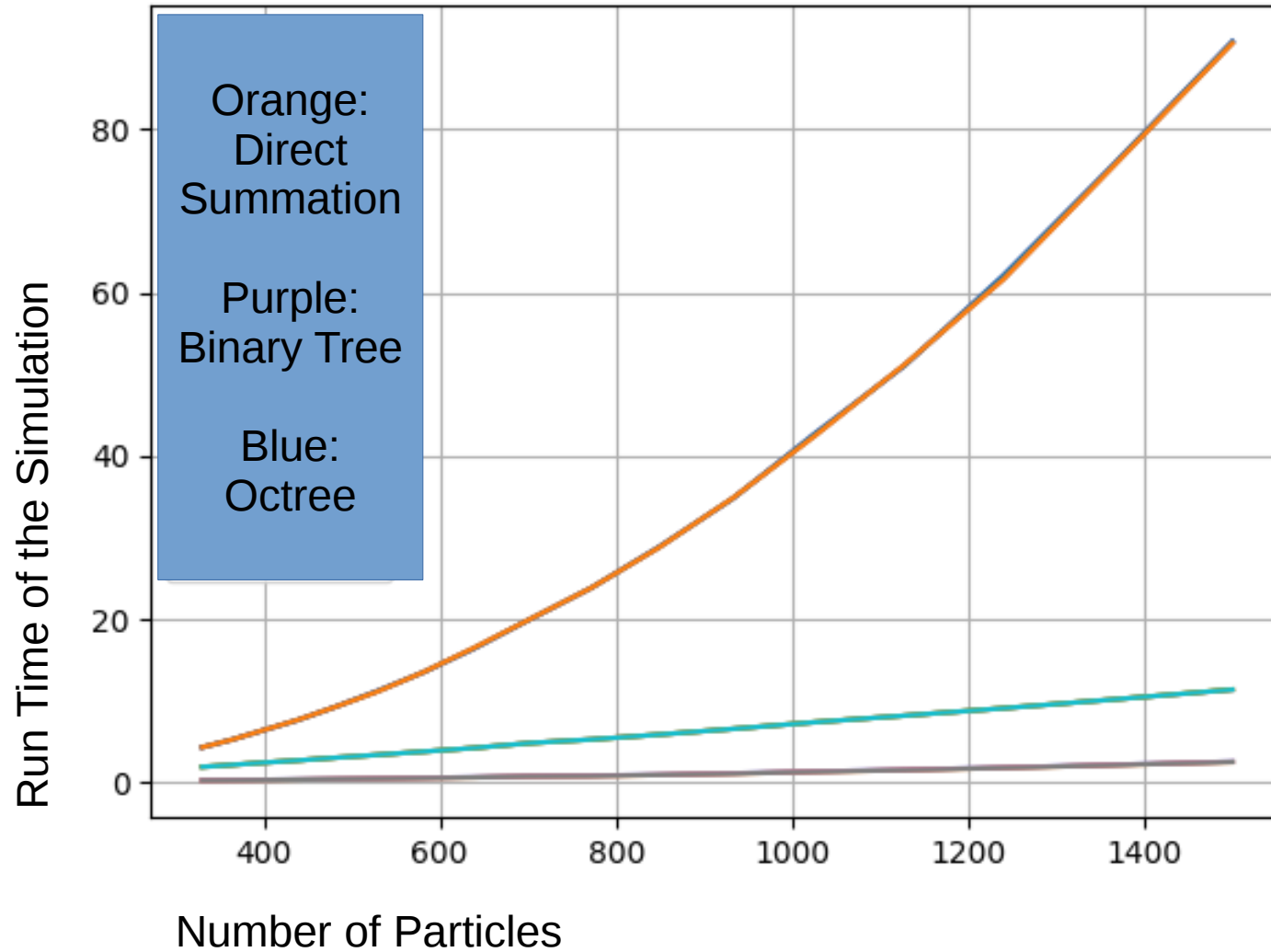
Instead of cutting the boxes by particles just  
cut them in fourths

# Barnes-Hut: Octree

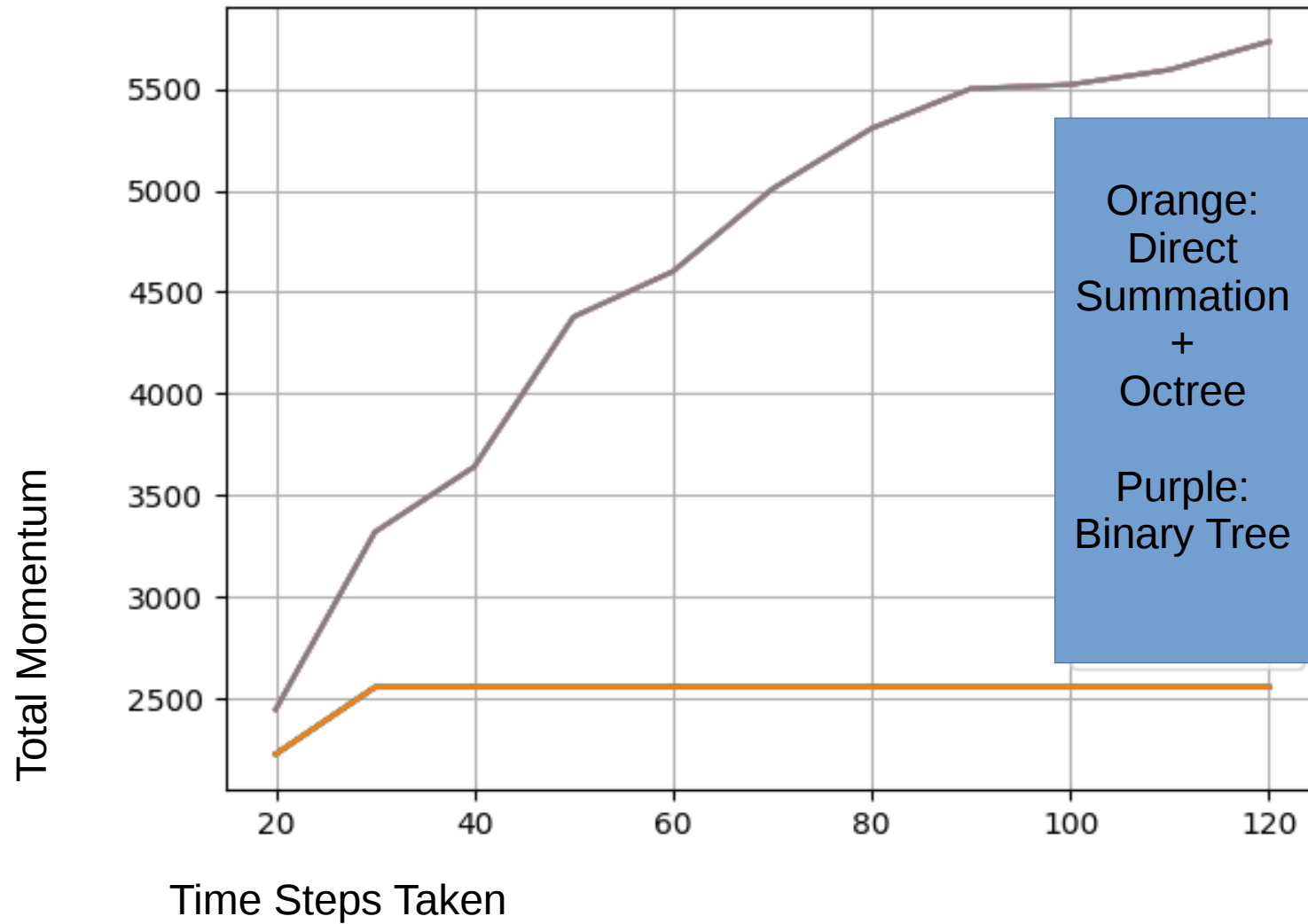


For each box a particle is in attract that particle  
to all its neighbors' centers of mass

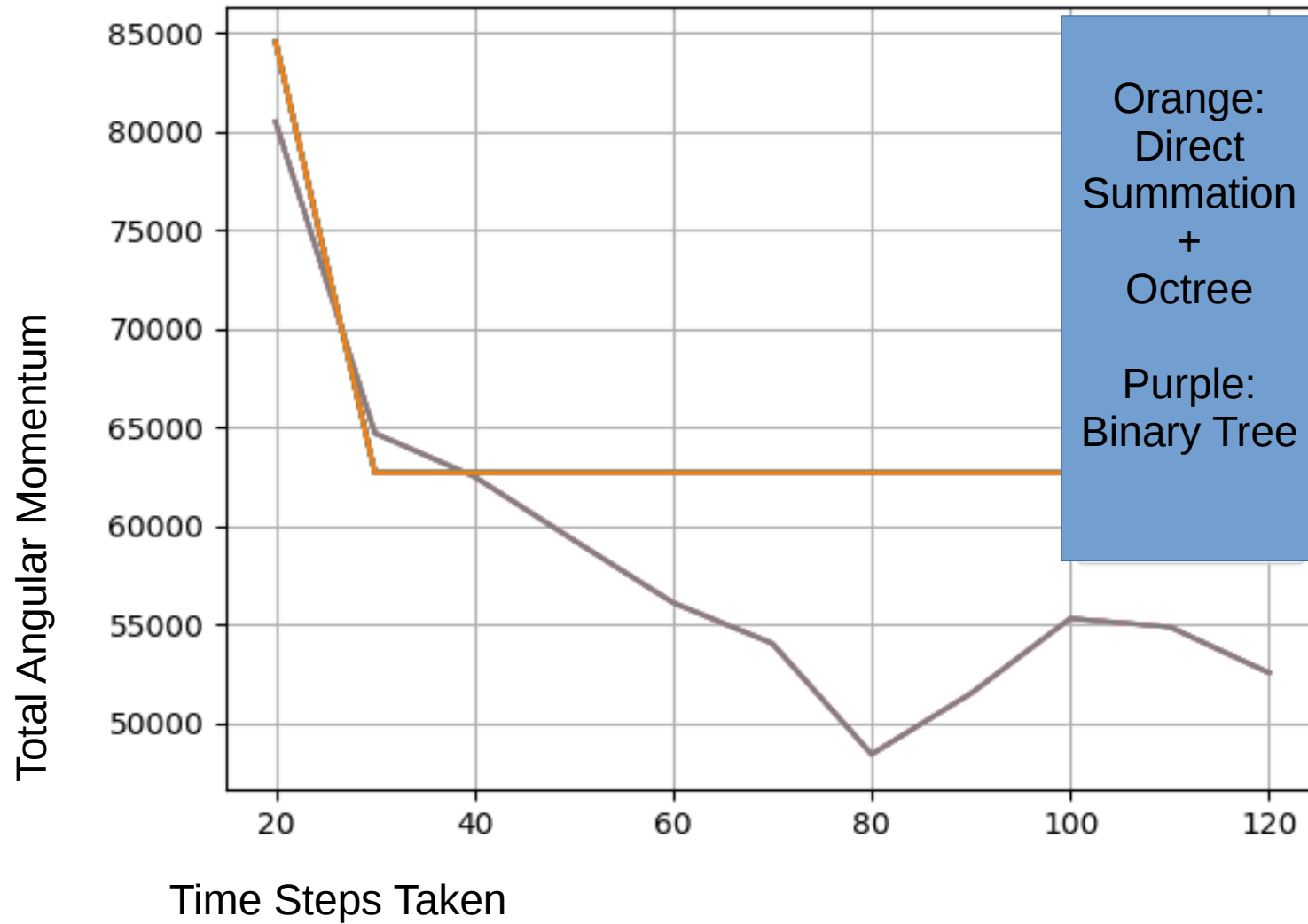
# $O(n^2)$ vs $O(n\log(n))$



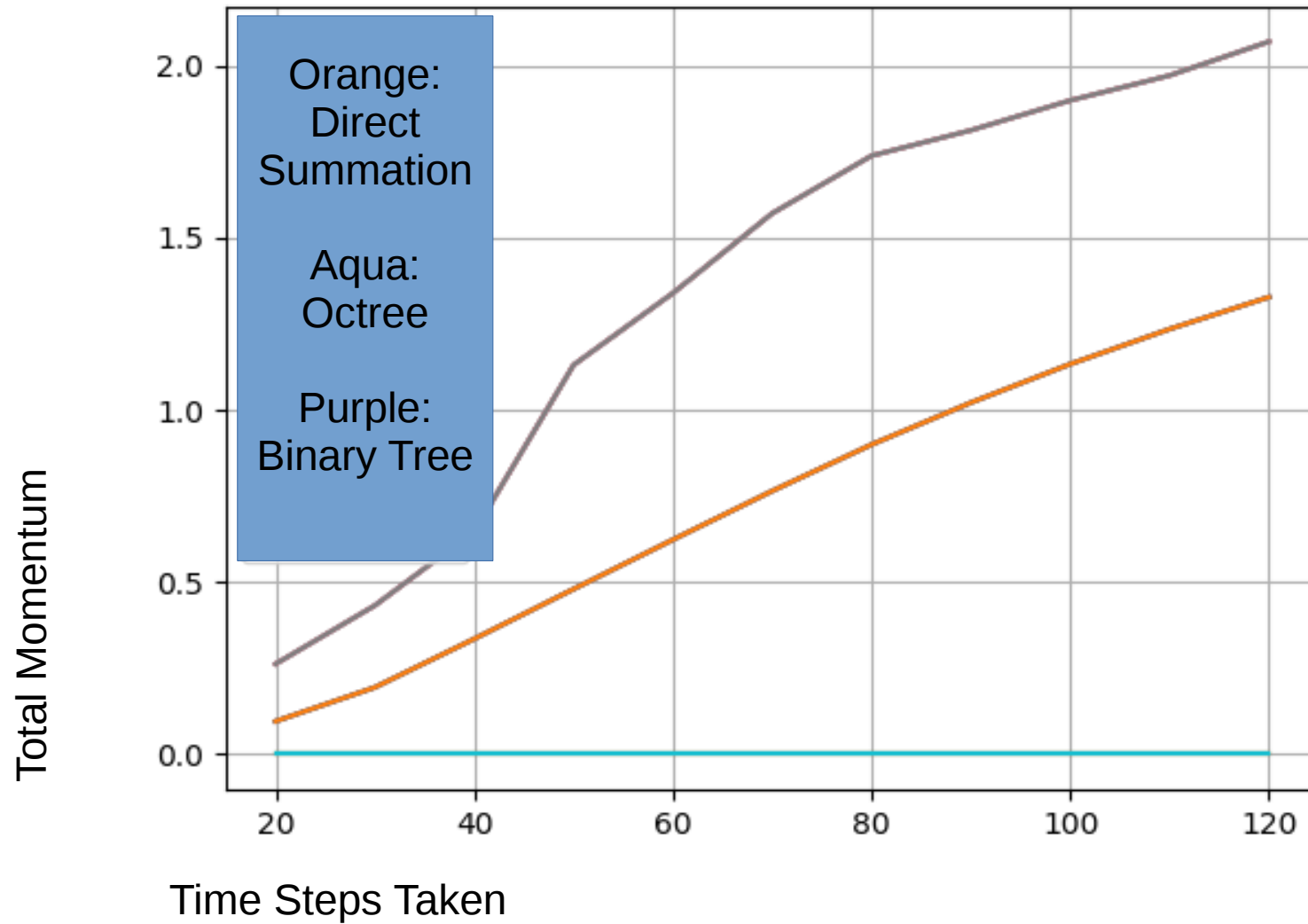
# So Why not Just use the Binary tree



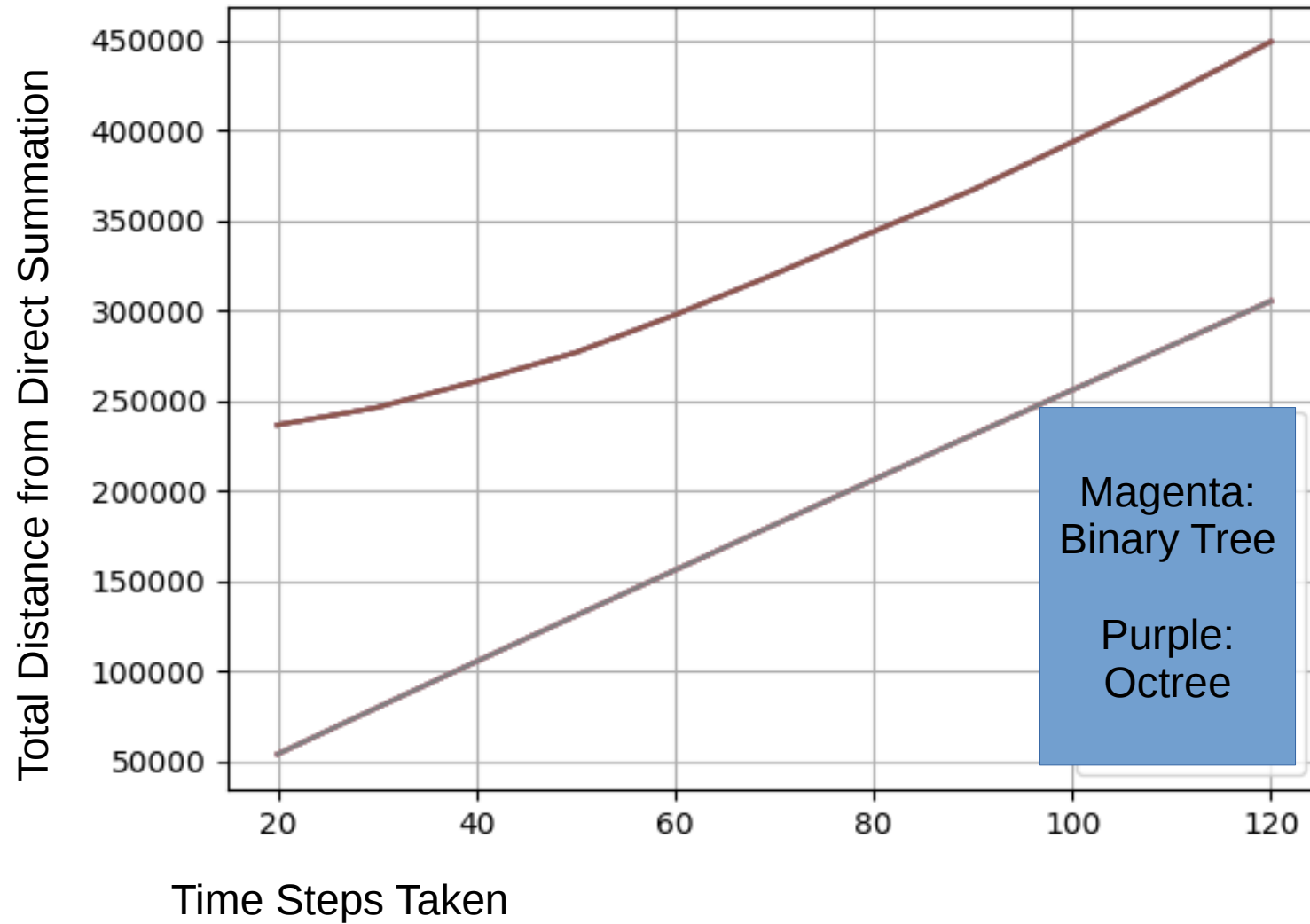
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# Why are There Only Two Lines?



# How do we use the forces to calculate the movement?

## Leapfrog Integrator:

$$x_{i+1} = x_i + v_{i+1/2} \delta t,$$

$$v_{i+3/2} = v_{i+1/2} + f(x_{i+1}) \delta t,$$

$O(dt^2)$

Time reversible meaning  
it is very stable

## Runge Kutta Integrator:

$O(dt^4)$

$$\frac{dy}{dt} = f(t, y), \quad y(t_0) = y_0.$$

$$y_{n+1} = y_n + \frac{1}{6} (k_1 + 2k_2 + 2k_3 + k_4) h,$$

$$t_{n+1} = t_n + h$$

$$k_1 = f(t_n, y_n),$$

$$k_2 = f\left(t_n + \frac{h}{2}, y_n + h \frac{k_1}{2}\right),$$

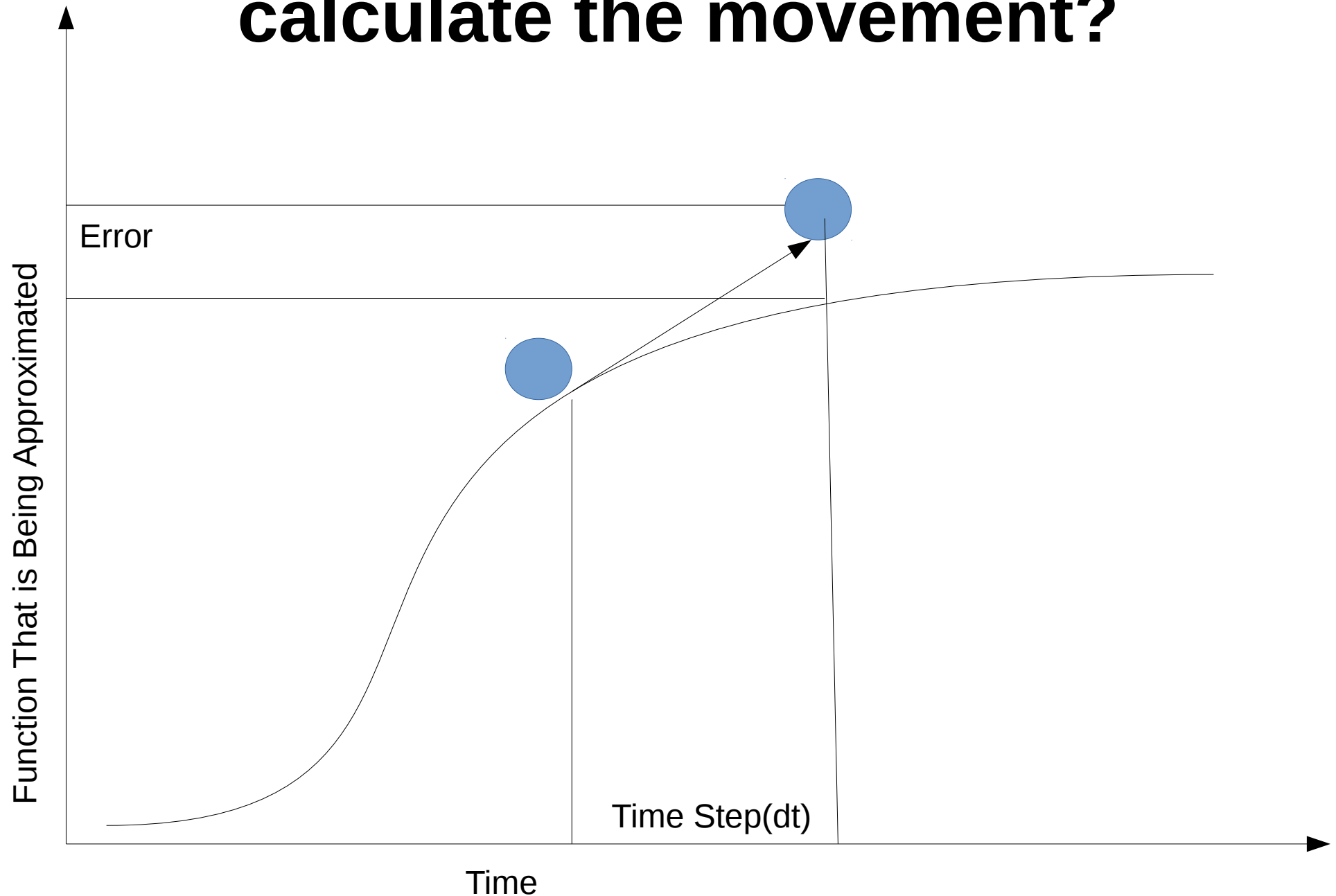
$$k_3 = f\left(t_n + \frac{h}{2}, y_n + h \frac{k_2}{2}\right),$$

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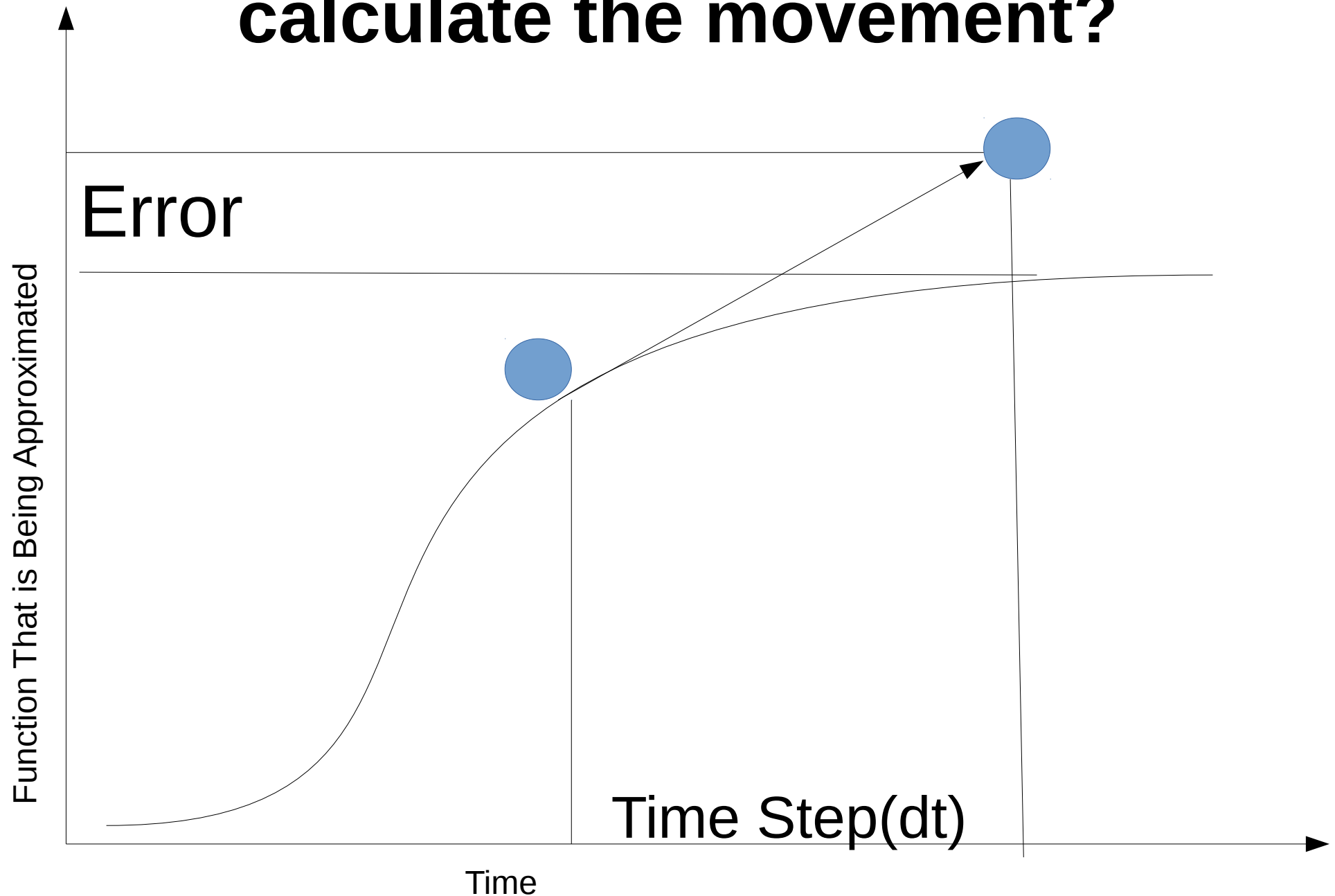
Averages 4 slopes  
together to get very  
accurate integration



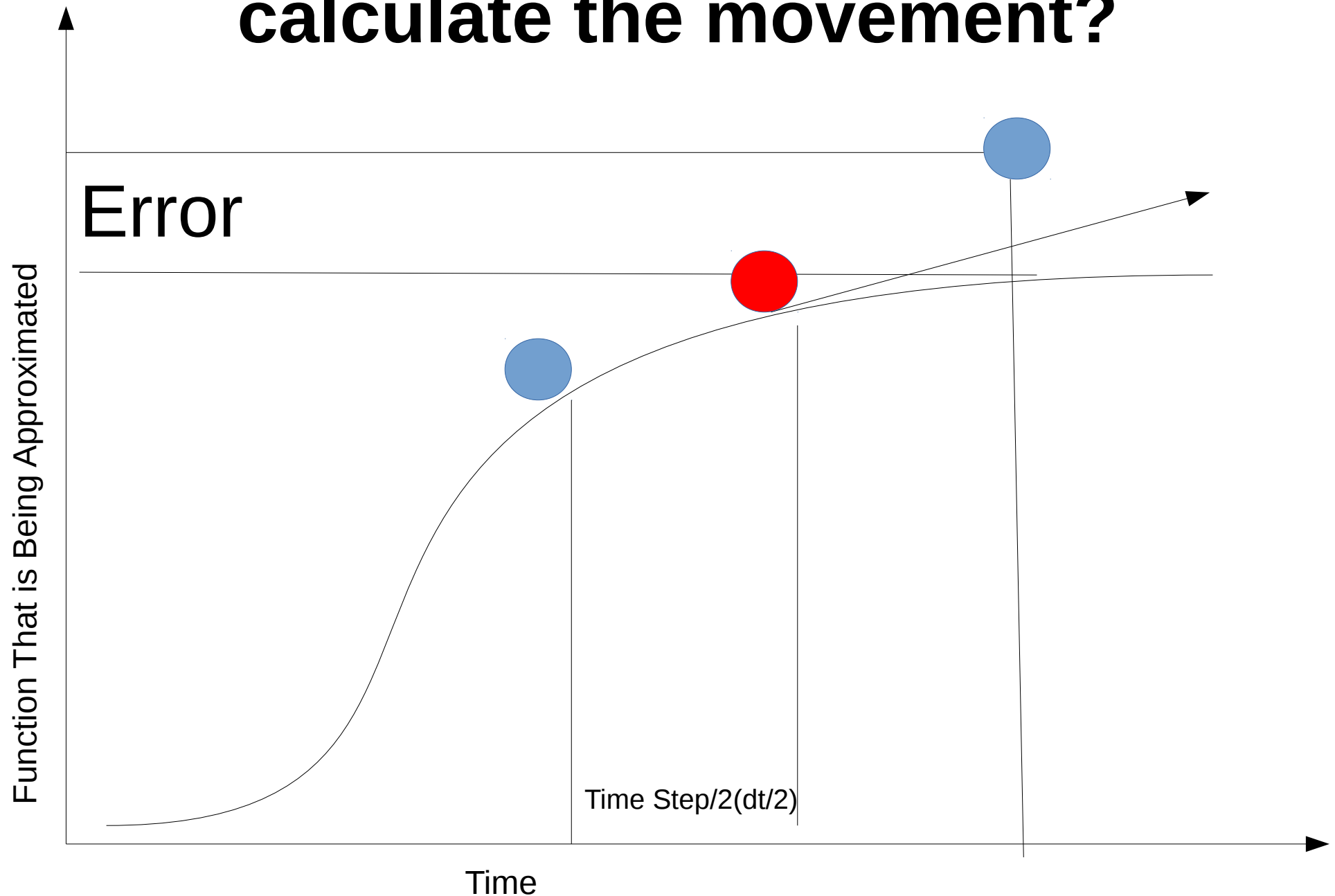
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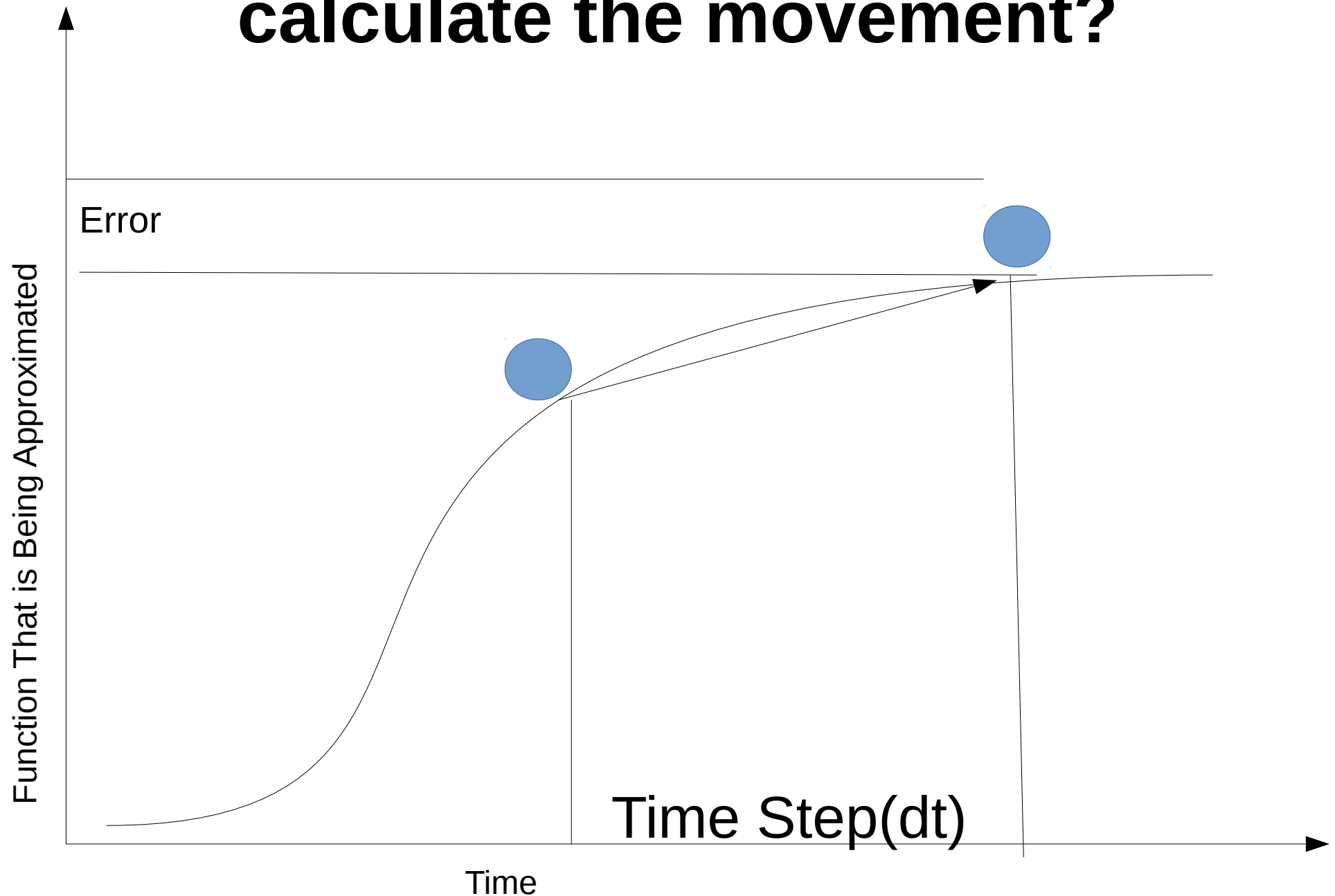
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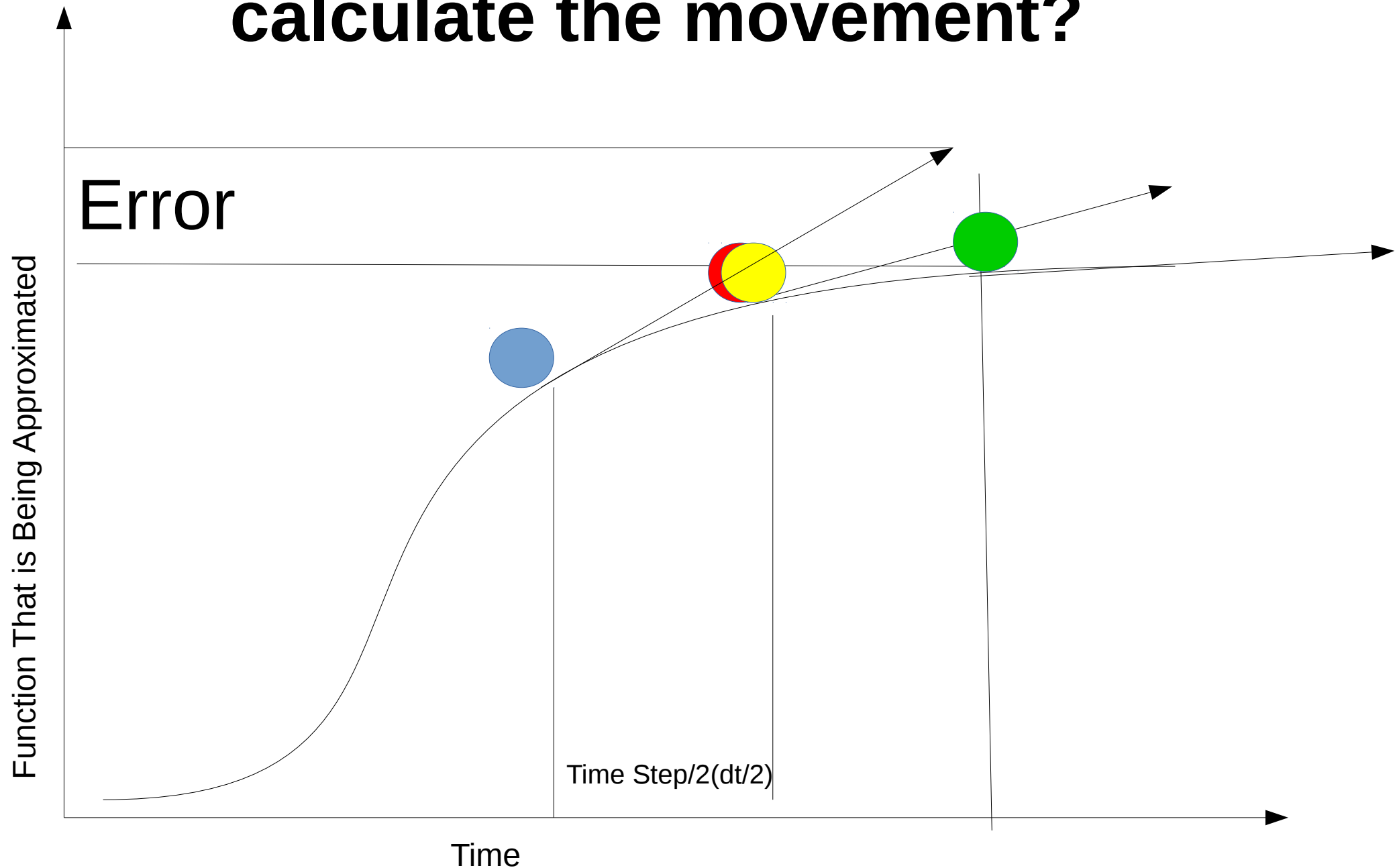
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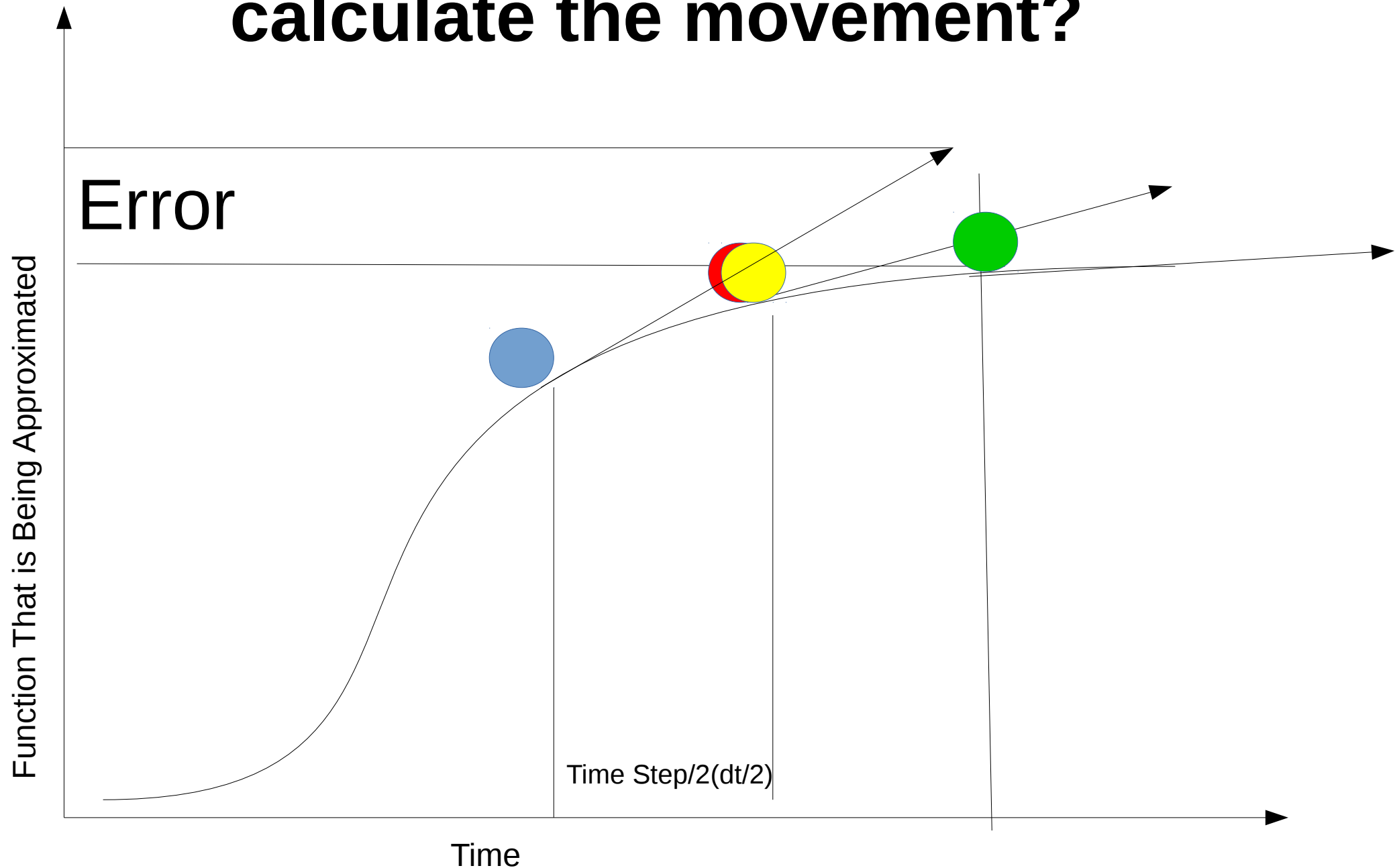
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$$t_{n+1} = t_n + h$$

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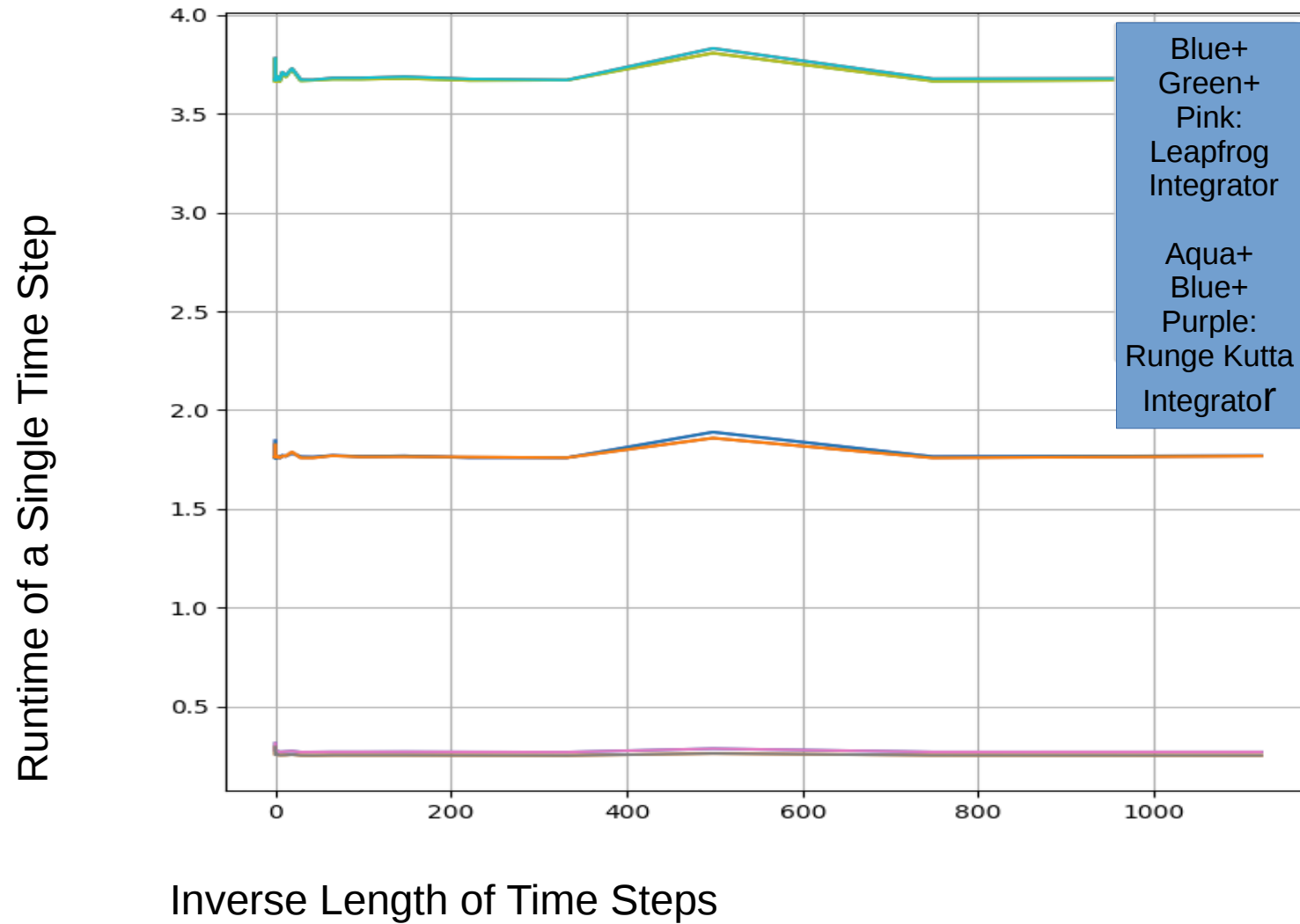
$$k_2 = f\left(t_n + \frac{h}{2}, y_n + h \frac{k_1}{2}\right),$$

$$k_3 = f\left(t_n + \frac{h}{2}, y_n + h \frac{k_2}{2}\right),$$

$$k_4 = f(t_n + h, y_n + h k_3).$$

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# How do These Integration Methods Work in Practice?

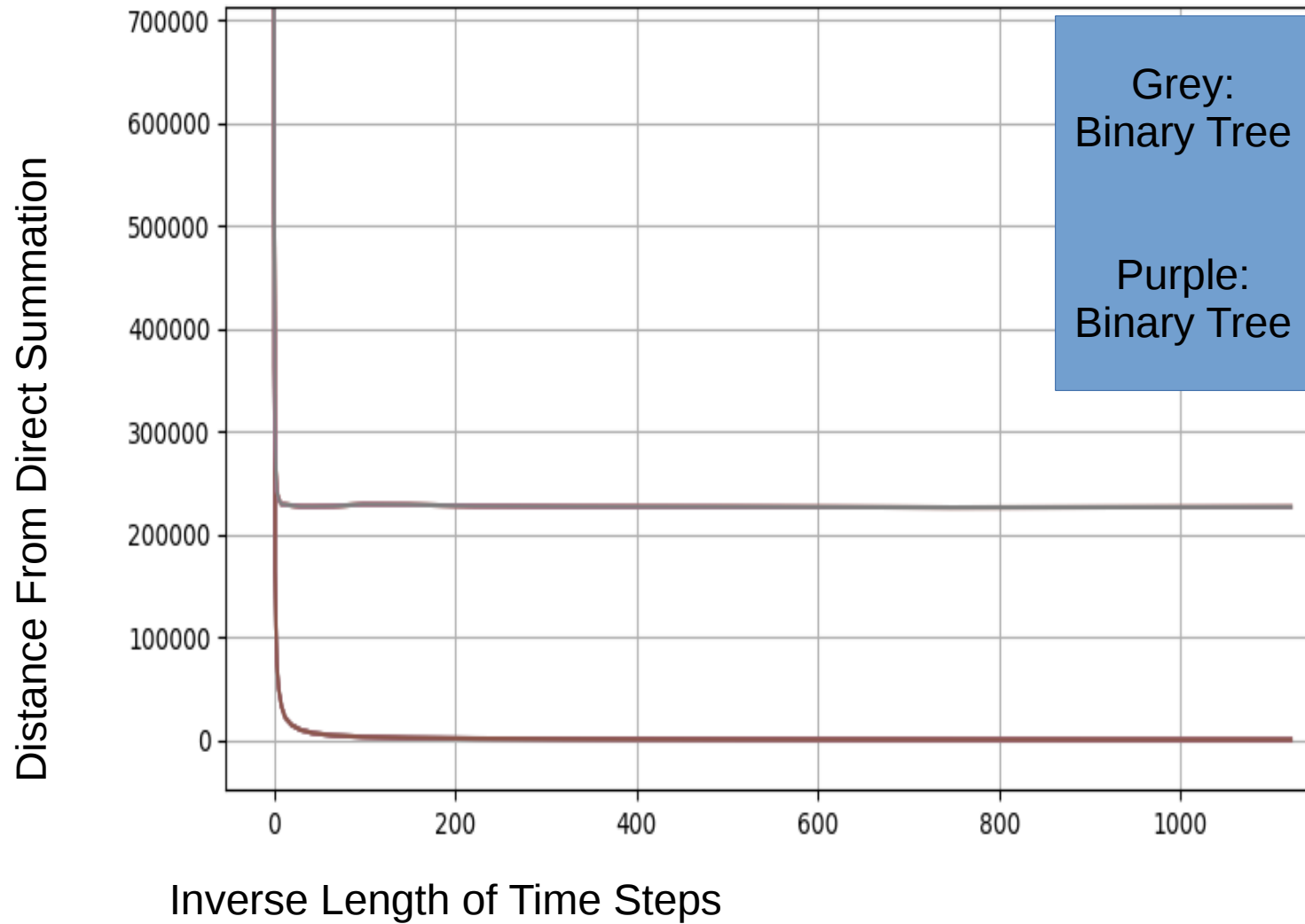




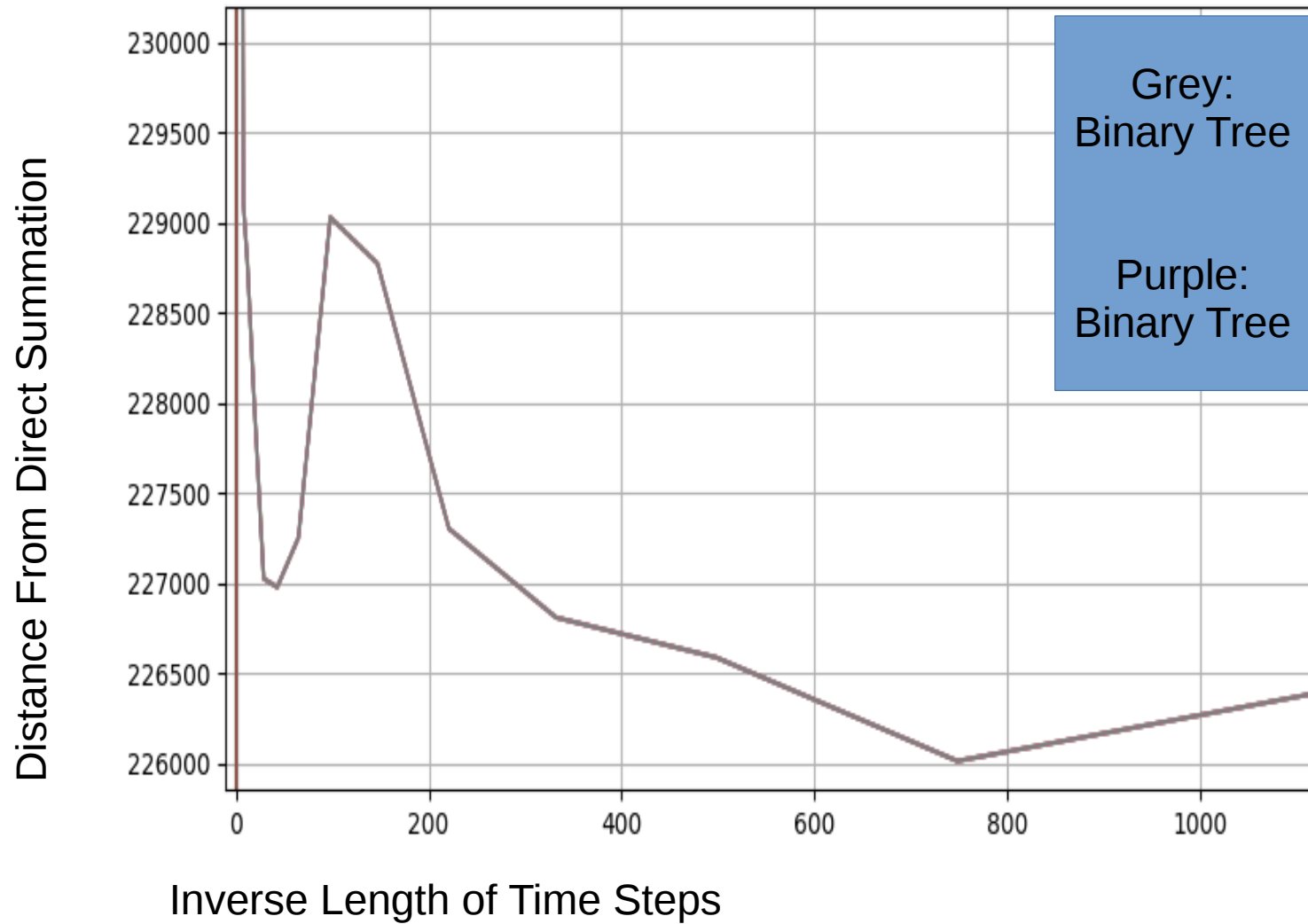
# **What about accuracy?**

All the previous graphs have shown both integration methods but there has been no variation in accuracy

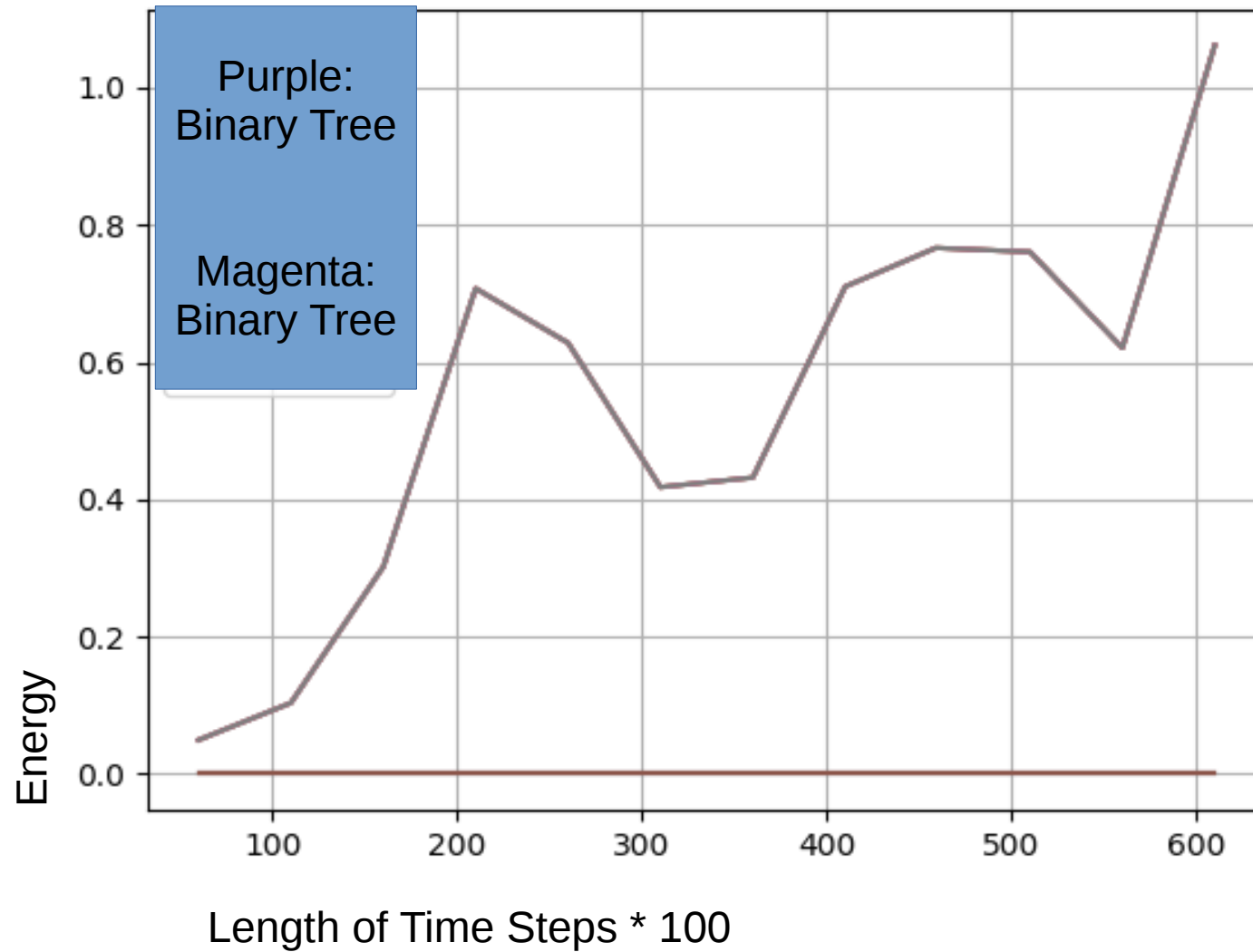
# How Does Length of the Time Step Affect the Simulation?



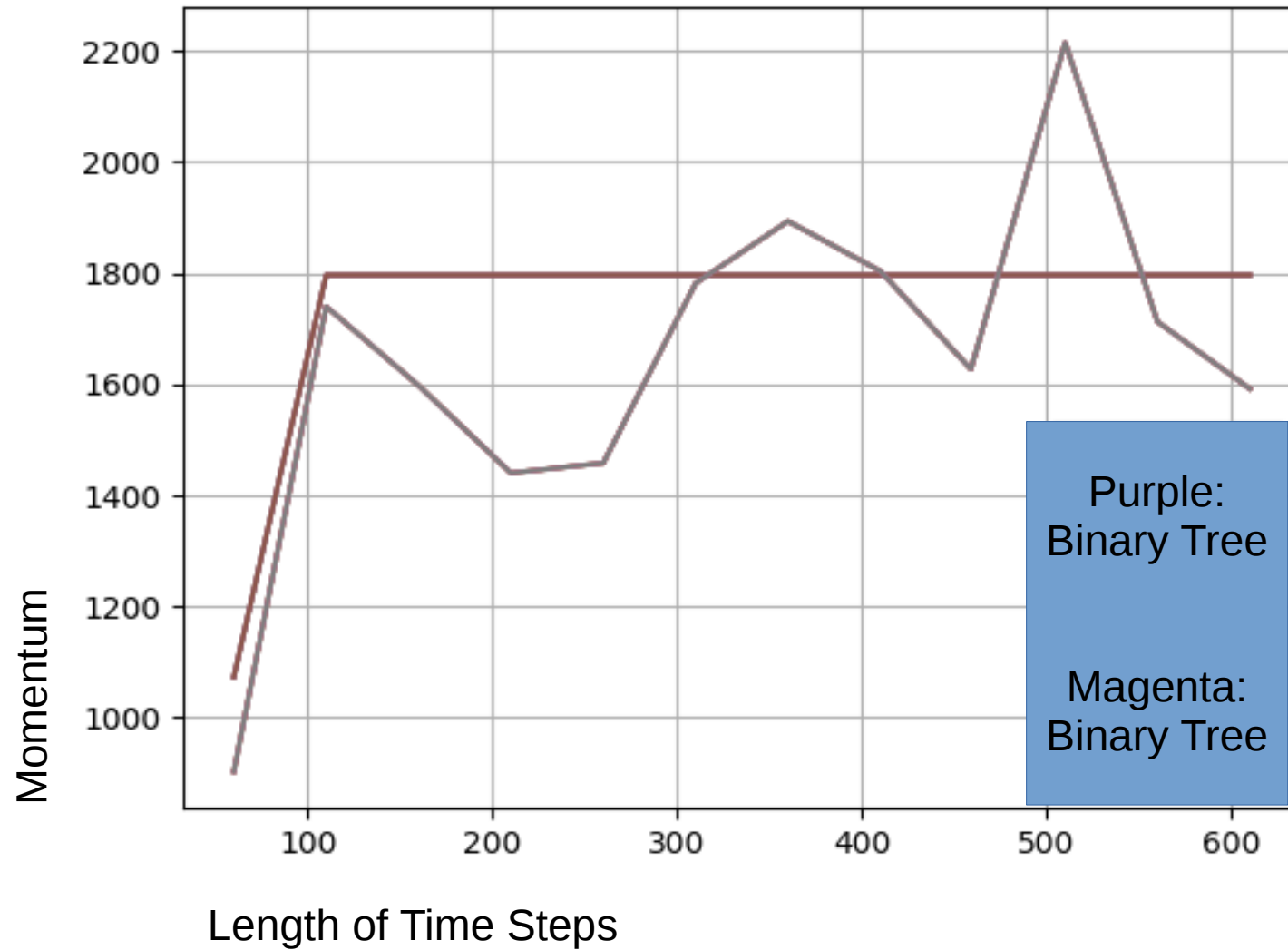
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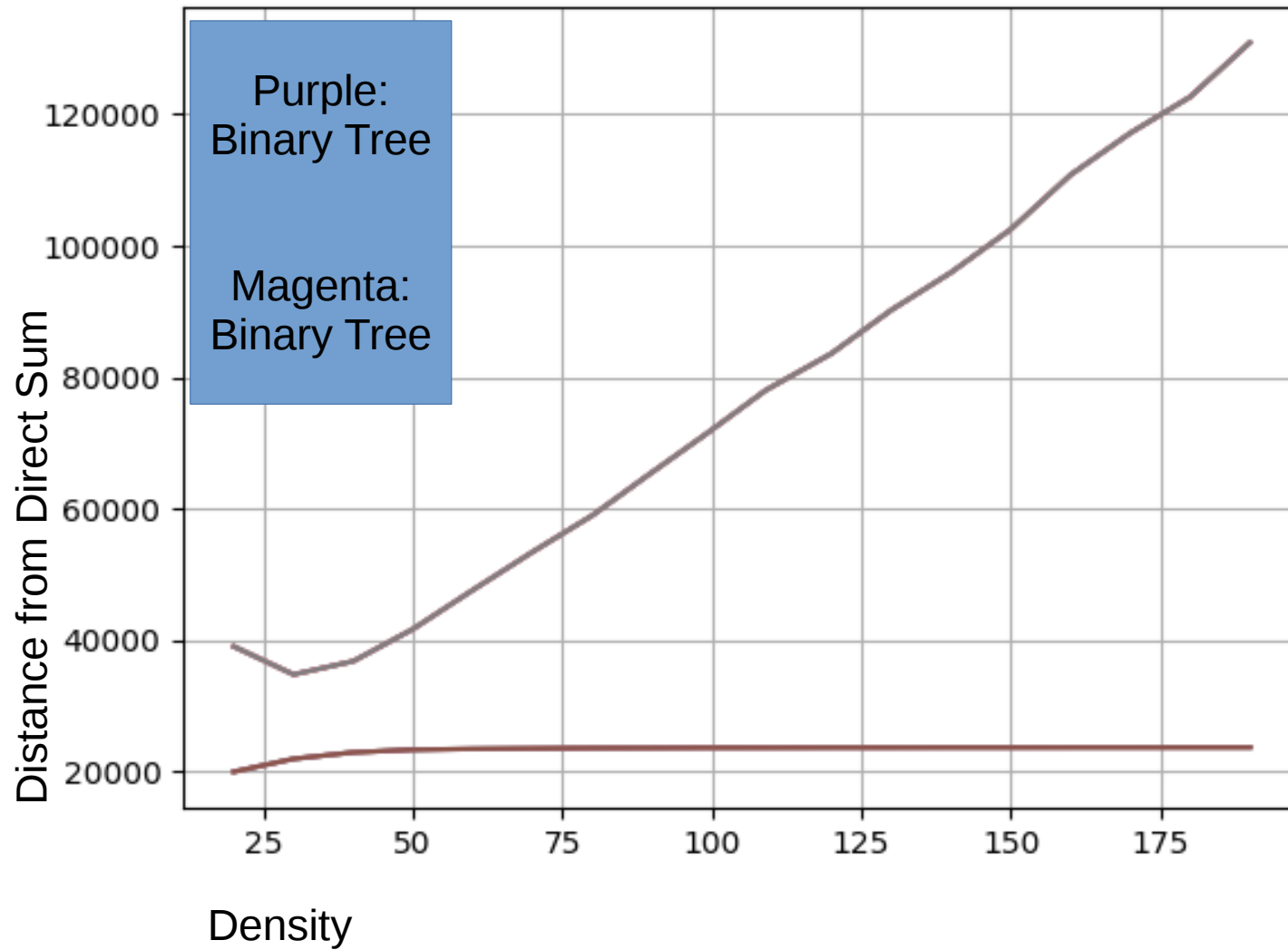
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# Does a Higher Initial Density of the Particles change the accuracy?



# Acknowledgements:

Owen Young

Johnny Powell