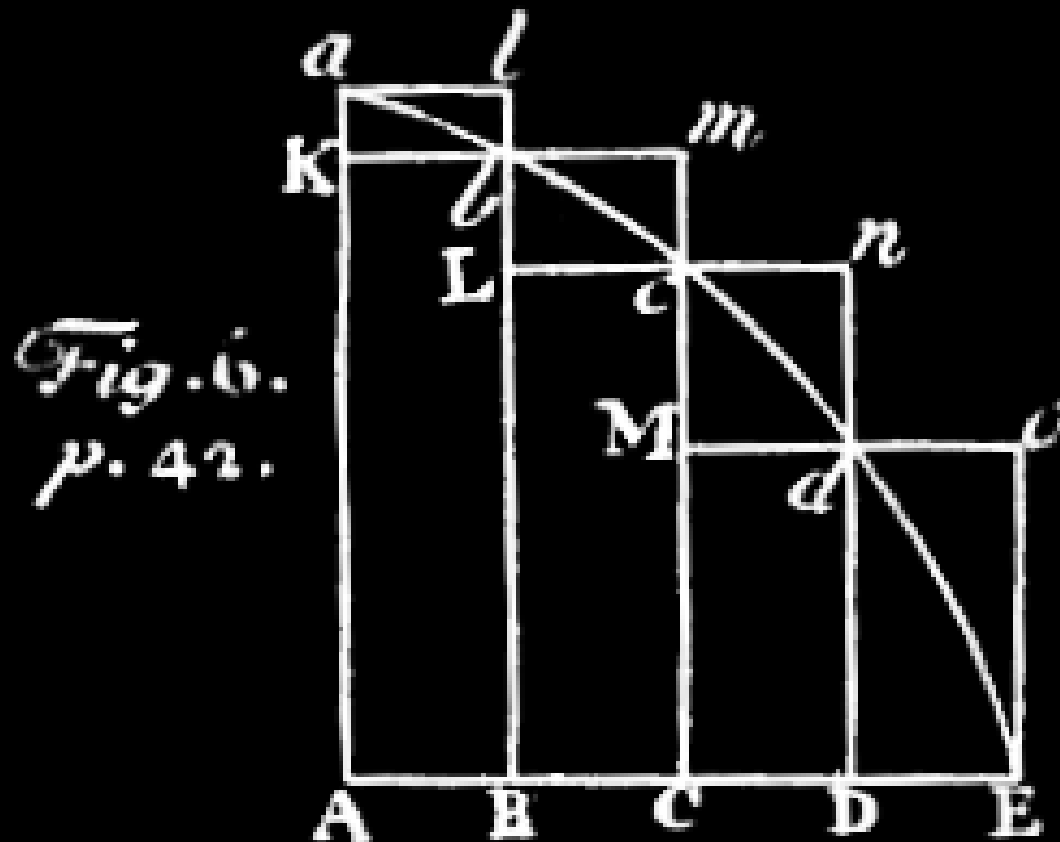


Building Models with AMUSE

introductory tutorial



GD & SE

BHtree

hermite0

phiGRAPE

twobody

smallN

octgrav

mercury

huayno

mmc

sse

bse

evtwin

mesa

GD

imports

```
import numpy
from amuse.community.mercury.interface import MercuryWayWard
from amuse.ext.solarsystem import Solarsystem
from amuse.support.units import units
from amuse.support.data.values import VectorQuantity as Vq
from amuse.plot import *
```

initial
conditions

```
def integrate_and_store():
```

```
    sun, planets = Solarsystem.new_solarsystem()
    timerange = Vq.arange(0!units.day, 120!units.yr, 1!units.day))
```

setup code

```
    instance = MercuryWayWard()
    instance.initialize_code()
    instance.central_particle.add_particles(sun)
    instance.orbiters.add_particles(planets)
    instance.commit_particles()
    channels = instance.orbiters.new_channel_to(planets)
```

evolve

```
    for time in timerange:
        err = instance.evolve_model(time)
        channels.copy()
        planets.savepoint(time)

    instance.stop()
    return planets
```

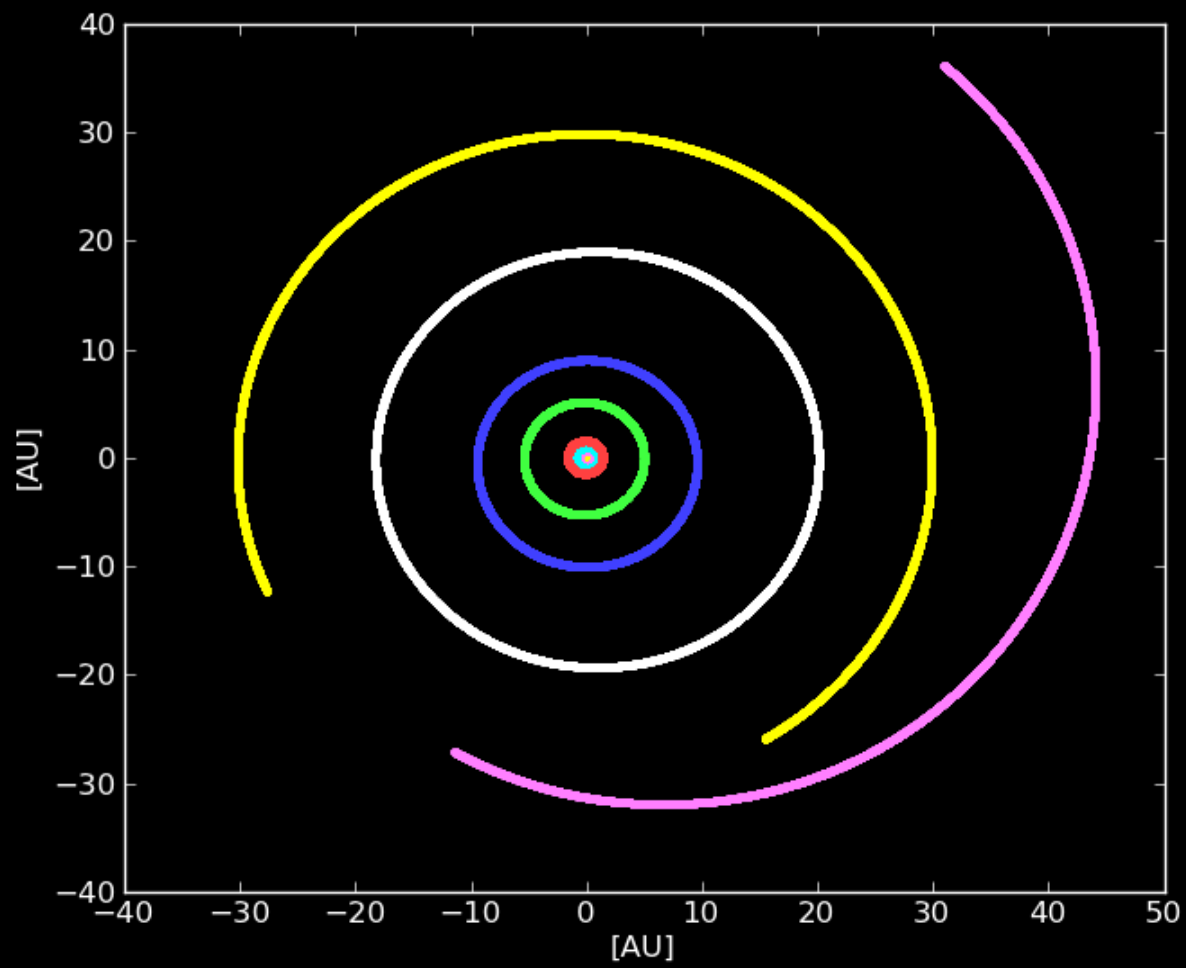
process

```
def plotdata(planets):
```

```
    for planet in planets:
        t, x = planet.get_timeline_of_attribute_as_vector("x")
        t, y = planet.get_timeline_of_attribute_as_vector("y")
        plot(x, y, '.')

    native_plot.show()
```

```
if __name__ == "__main__":
    planets = integrate_and_store()
    plotdata(planets)
```



SE

```

import numpy
from amuse.community.sse.interface import SSE
from amuse.support.data import core
from amuse.support.units import units
from amuse.ext.solarsystem import Solarsystem
from amuse.plot import *

def plottillagb():
    sse = SSE()
    sun, planets = Solarsystem.new_solarsystem()
    sse.particles.add_particles(sun)
    sse.commit_particles()
    channel = sse.particles.new_channel_to(sun)
    channel.copy()

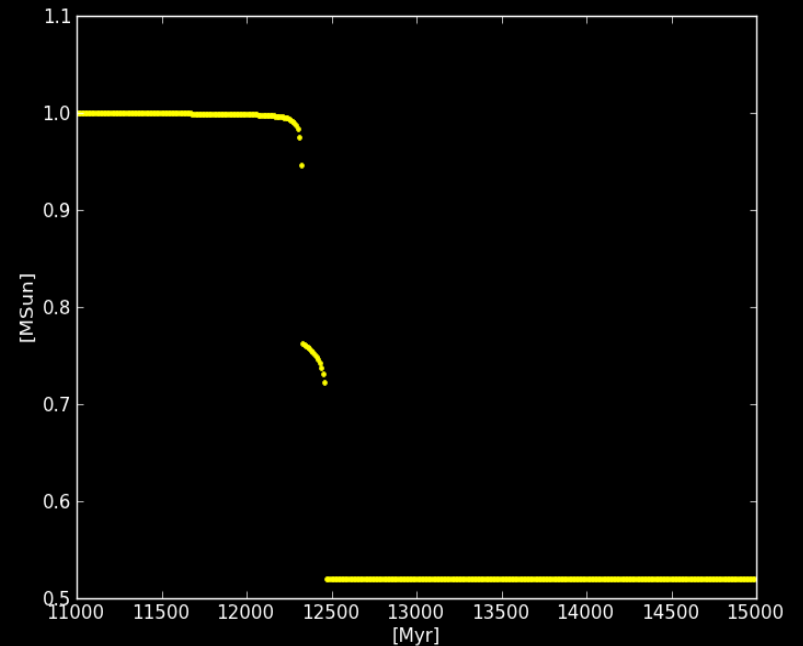
    timerange = units.Myr(numpy.arange(11000, 15000, 100))
    masses = []*units.MSun

    for time in timerange:
        sse.evolve_model(time)
        channel.copy()
        masses.append(sse.particles[0].mass)

    sse.stop()
    plot(timerange, masses, '.')
    native_plot.show()

if __name__ in ("__main__", "__plot__"):
    plottillagb()

```



```

def plottillagb():
    sse = SSEWithMassEvolve()
    sse.commit_parameters()
    sun, planets = Solarsystem.new_solarsystem()
    sse.particles.add_particles(sun)
    sse.commit_particles()
    channel = sse.particles.new_channel_to(sun)
    channel.copy()

    massrange = units.MSun(numpy.arange(1, 0.8, -0.001))
    masses = []
    timerange = []

    for mass in massrange:
        #sse.evolve_model(time)
        sse.evolve_mass(mass)
        timerange.append(sse.evolve_mass(mass))
        channel.copy()
        masses.append(sse.particles[0].mass)

    sse.stop()
    plot(massrange, timerange, '.')
    native_plot.show()

if __name__ == "__main__":
    plottillagb()

```

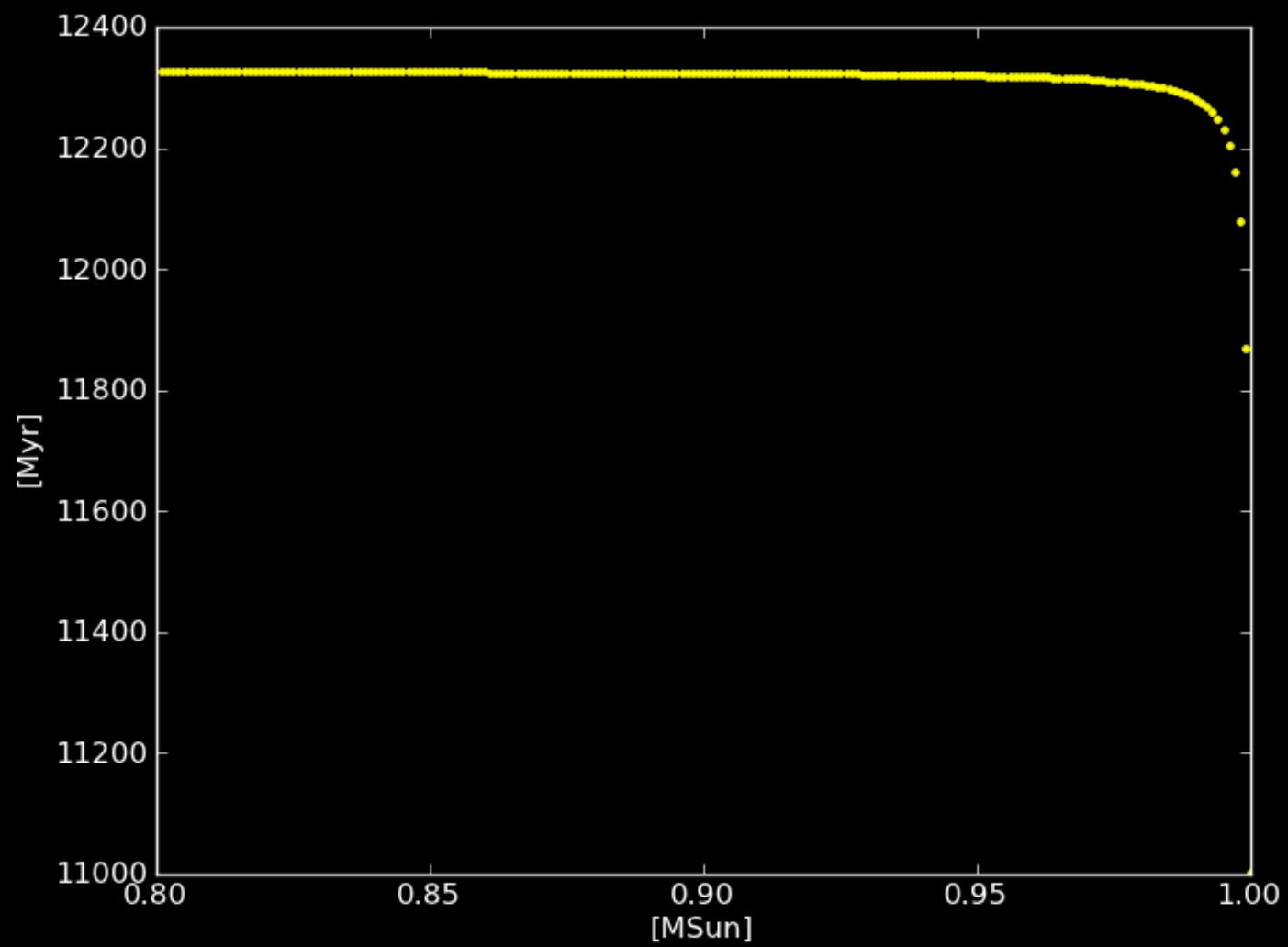
```

class SSEWithMassEvolve(SSE):
    def __init__(self, **options):
        SSE.__init__(self, convert_nbody = None,
                    **options)

    def evolve_mass(self, mass):
        timestep = 1.0 * units.Myr
        current_mass = self.particles[0].mass
        current_time = self.particles[0].age

        while current_mass >= mass:
            current_time += timestep
            self.evolve_model(current_time)
            current_mass = self.particles[0].mass
        return current_time

```

```

sun, planets = Solarsystem.new_solarsystem()
gd, se = setup_codes(sun, planets)

channelp = gd.orbiters.new_channel_to(planets)
channels = se.particles.new_channel_to(sun)

prev_mass = sun[0].mass

massrange = units.MSun(numpy.arange(0.9, 0.89999, -1e-9))
masses = []
units.MSun
timerange = [] : units.Myr

for i, mass in enumerate(massrange):
    time, dummymass = se.evolve_mass(mass)
    err = gd.evolve_model(gdtime)
    channelp.copy()
    planets.savepoint(time)
    channels.copy()
    gd.central_particle.mass = sun[0].mass

gd.stop()
se.stop()

```

