



Survey of Scientific Computing (SciComp 301)

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```

1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Windows.Forms;
9
10 namespace SimpleEvents
11 {
12     public partial class Form1 : Form
13     {
14         Person person = new Person();
15
16         public Form1()
17         {
18             InitializeComponent();
19             person.FirstName = "Christian";
20             person.LastName = "Pano";
21         }
22
23         private void button1_Click(object sender, EventArgs e)
24         {
25             person.MainColor = textBox1.Text;
26         }
27     }
28 }
  
```

Session 19
Computational Physics

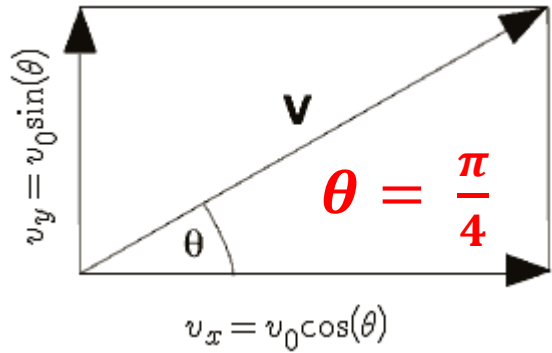
Session Goals

- How to simulate the **trajectory** of a circus cannon performer
- Implement **Euler's Method** for finding numerical solutions to physical laws represented as differential equations
 - Obtain Euler's Method from **Fermat's** definition of the **derivative**
 - Model the radioactive decay of Fluorine-18 and Carbon-14
- Appreciate the importance of **stability** in numerical solutions
 - Use Euler's Method to model the **simple harmonic motion** of a single (unforced, undamped) pendulum
 - Use the **Euler-Cromer** method to eliminate artificial energy gain in the long-term modeling of a system

Projectile Motion



Projectile Motion



Given Range = 400m,
what does v_0 need to be?

$$v_0 = \sqrt{\frac{\text{Range} * g}{\sin 2\theta}}$$

$$x = v_0 * t * \cos(\theta)$$

$$y = v_0 * t * \sin(\theta) - \frac{1}{2} g t^2$$

$$t = \frac{x}{v_0 * \cos(\theta)}$$

$$y = \tan(\theta) * x - \frac{g}{2 * v_0^2 * \cos^2(\theta)} * x^2$$

This is the **equation of motion** that allows us to **plot y as x increases** from launch point to trampoline

Open Lab 1 – Projectile Motion

```
void draw(SimpleScreen& ss)
{
    ss.Clear();
    ss.DrawAxes();
    ss.DrawRectangle("red", 390, 0, 20, 5);

    if (mode == drawMode::DRAW)
    {
        PointSet psTrajectory;

        // Set fixed angle of elevation (45 degrees converted to radians)
        double theta = 45.0 * M_PI / 180.0;

        // Set acceleration due to gravity in SI units
        double gravity = 9.81;

        // Calculate height and range of trajectory
        double trajectoryHeight = pow(initialVelocity, 2)
            * pow(sin(theta), 2) / (2 * gravity);
        double trajectoryRange = 4 * trajectoryHeight / tan(theta);
    }
}
```

The trampoline is
20m long x 5 m high
centered 400m
from cannon

View Lab 1 – Projectile Motion

```
// Set acceleration due to gravity in SI units
double gravity = 9.81;

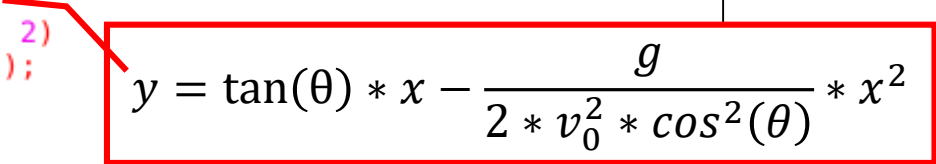
// Calculate height and range of trajectory
double trajectoryHeight = pow(initialVelocity, 2)
    * pow(sin(theta), 2) / (2 * gravity);
double trajectoryRange = 4 * trajectoryHeight / tan(theta);

// Set the number of intervals to draw across the domain
int intervals = 97;

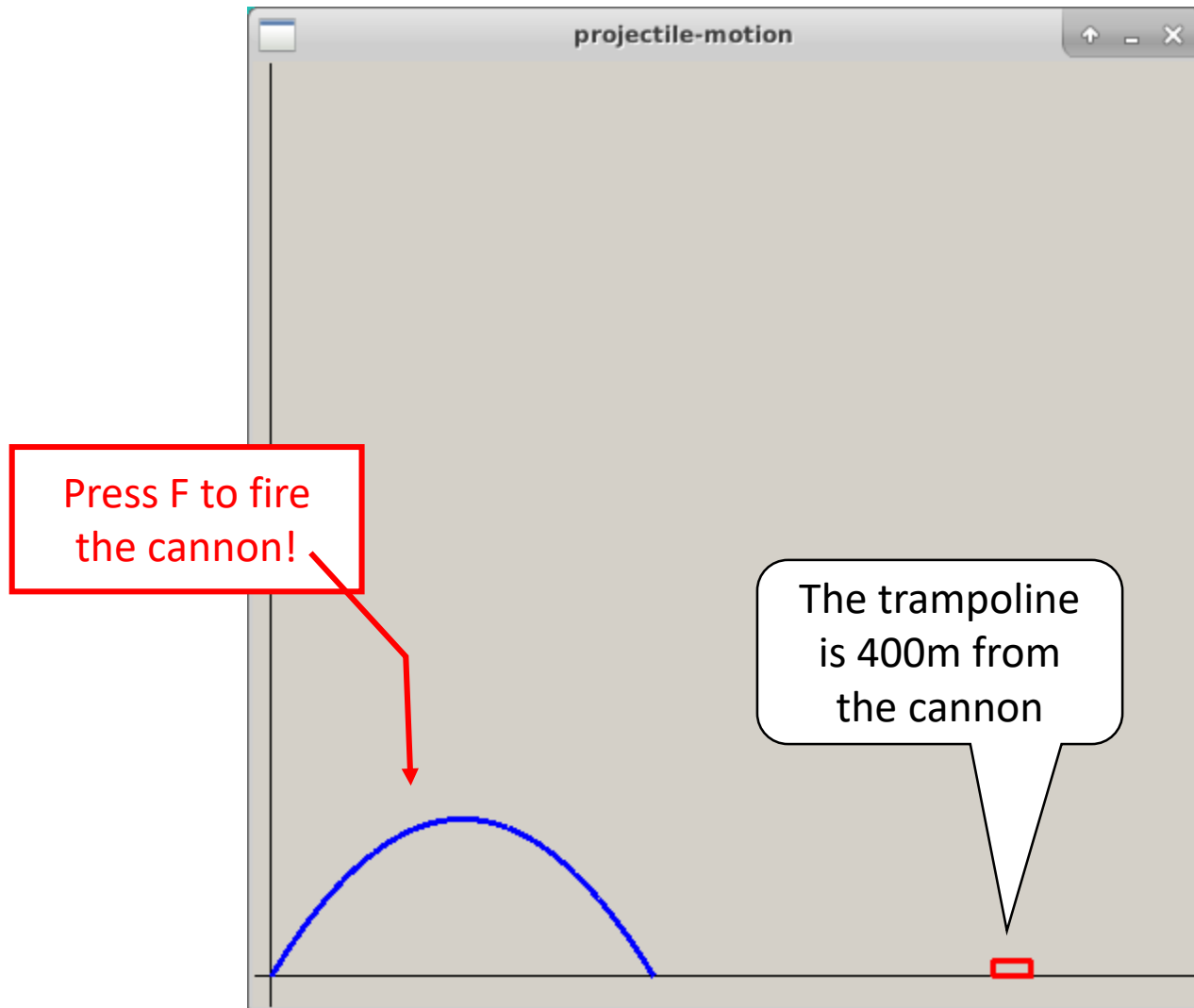
// Calculate rate to increment x with each new interval step
double deltaX = trajectoryRange / intervals;

// Calculate the trajectory of the performer
for (int i = 0; i <= intervals; i++)
{
    // Calculate WORLD coordinates for current x and f(x)
    double x = deltaX * i;
    double y = x * tan(theta) - pow(x, 2) *
        (gravity /
            (2 * pow(initialVelocity, 2)
                * pow(cos(theta), 2)));
    psTrajectory.add(x, y);
}

// Draw the trajectory
ss.DrawLines(&psTrajectory, "blue", 3, false, false, 10);
```


$$y = \tan(\theta) * x - \frac{g}{2 * v_0^2 * \cos^2(\theta)} * x^2$$

Run Lab 1 – Projectile Motion



Edit Lab 1 – Projectile Motion

```
int main()
{
    SimpleScreen ss(draw, eventHandler);
    ss.SetZoomFrame("white", 3);

    ss.SetWorldRect(-10, -10, 500, 300);
    initialVelocity = 45.0;

    cout << "Initial velocity = "
          << initialVelocity << " m/s" << endl
          << "Press F to fire, Q to quit..." << endl;

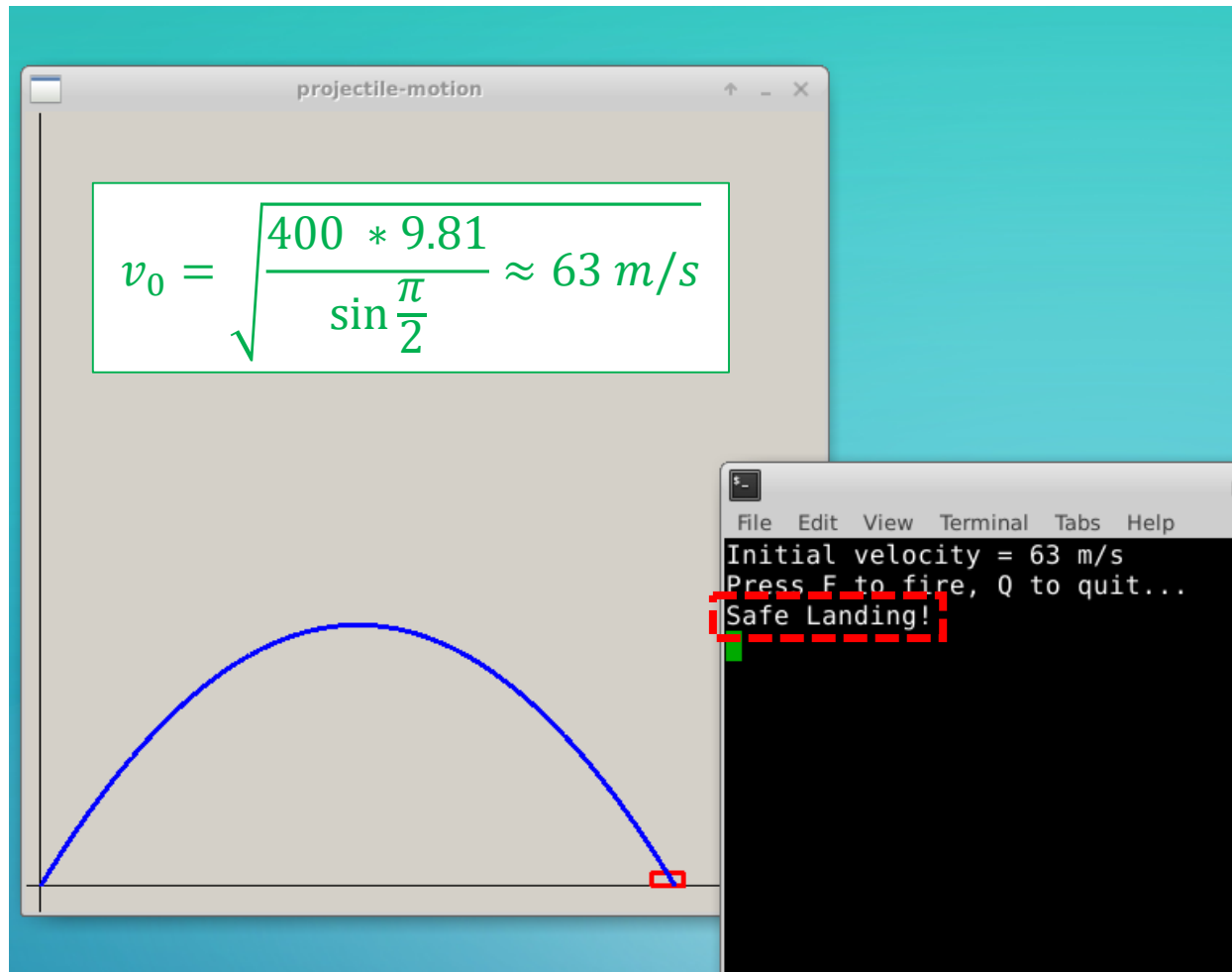
    ss.HandleEvents();

    return 0;
}
```

Change this initial
velocity v_0 !



Run Lab 1 – Projectile Motion



Modelling Nuclear Decay

$N(t) \equiv$ number of nuclei at time t

$\tau \equiv$ mean lifetime (half life)

$$\frac{dN}{dt} = -\frac{N(t)}{\tau}$$

$$\frac{dN}{dt} = \frac{N(t + \Delta t) - N(t)}{\Delta t}$$

Fermat's Difference
Quotient

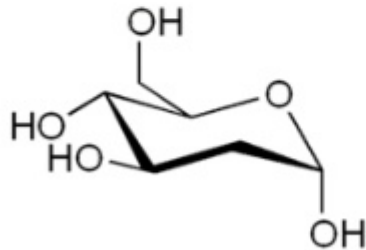
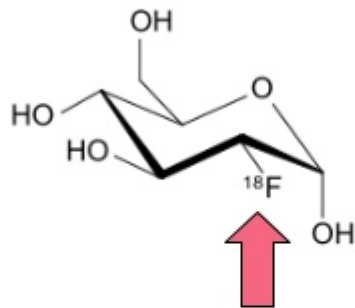
$$-\frac{N(t)}{\tau} = \frac{N(t + \Delta t) - N(t)}{\Delta t}$$

$$N(t + \Delta t) = N(t) - \frac{N(t)}{\tau} \Delta t$$

This is Euler's Method

Fluorine-18

Example: FDG

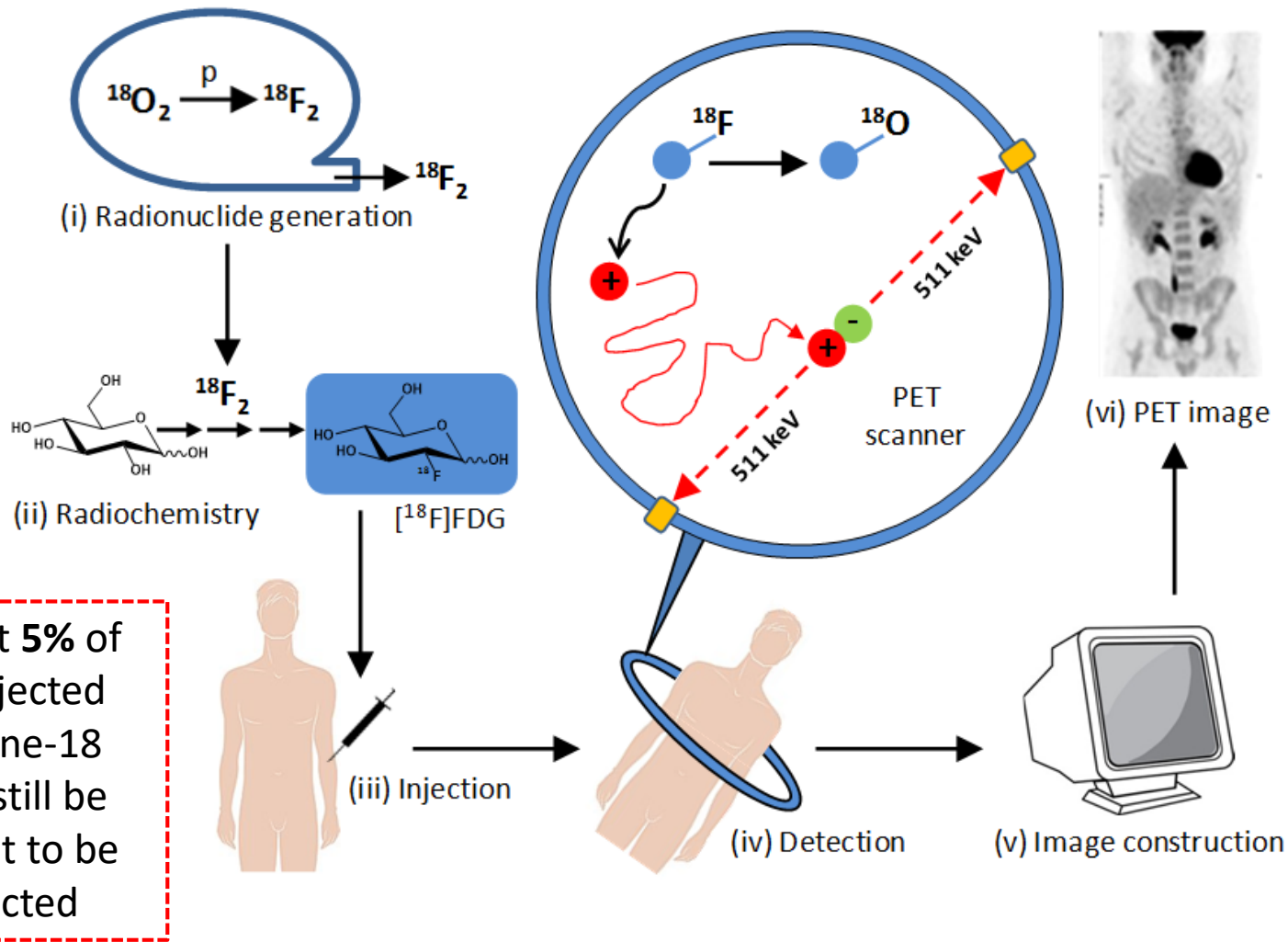


2-Deoxy-D-Glucose (2DG)

- Fluorodeoxyglucose is a radiopharmaceutical is a glucose analog with the radioactive isotope Fluorine-18 in place of OH
- ^{18}F has a half life of 110 minutes
- FDG is taken up by high glucose using cells such as brain, kidney, and cancer cells.
- Once absorbed, it undergoes a biochemical reaction whose products cannot be further metabolized, and are retained in cells.
- After decay, the ^{18}F atom becomes a harmless non-radioactive heavy oxygen $^{18}\text{O}^-$ that joins up with a hydrogen atom, and forms glucose phosphate that is eliminated via carbon dioxide and water

16 VIA 6A	17 VIIA 7A	18 VIIIA 8A
8 O Oxygen 15.999	9 F Fluorine 18.998	10 Ne Neon 20.180
16	17	18

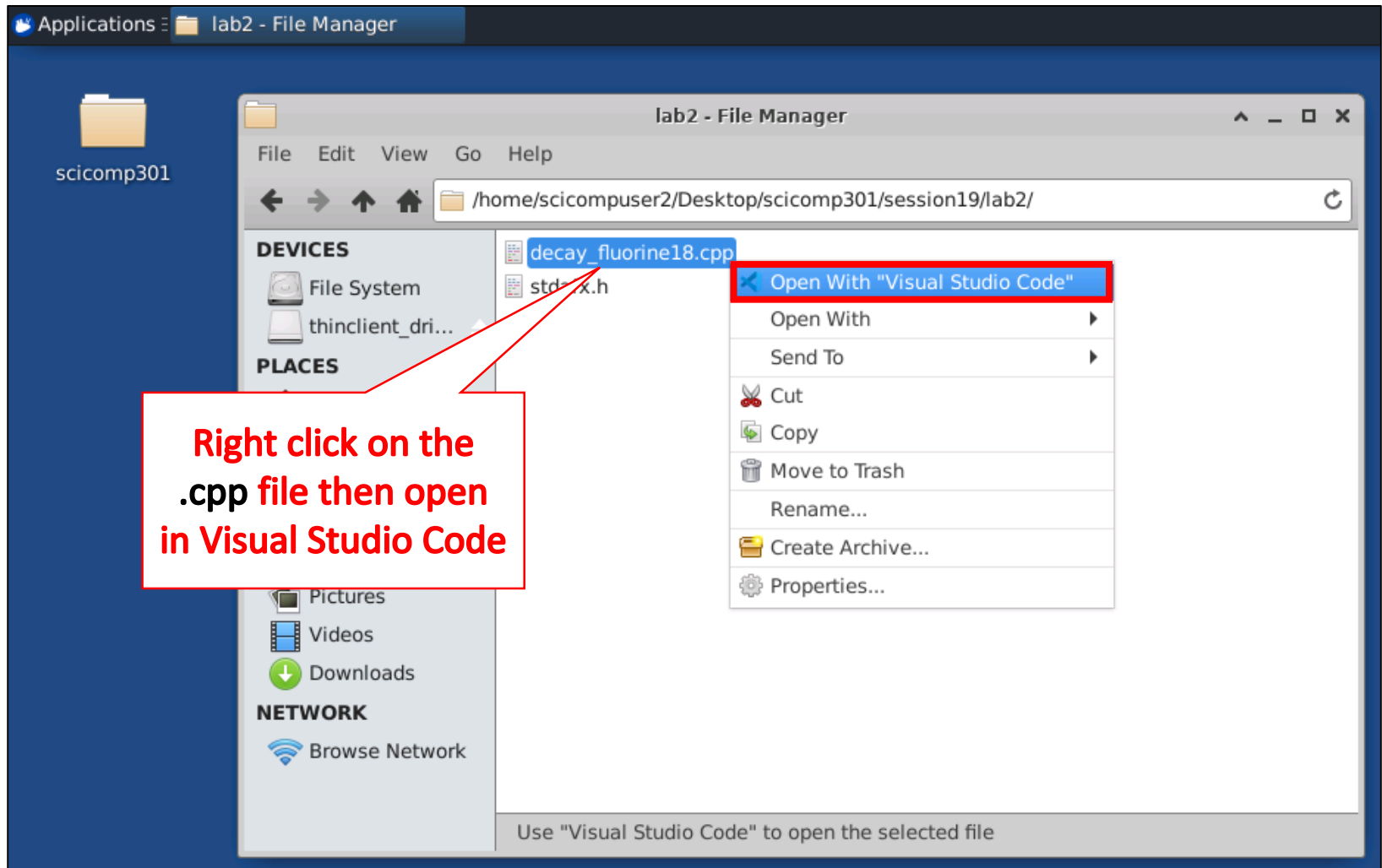
Fluorine-18



Lab 2 – Fluorine-18 Decay



Open Lab 2 – Fluorine-18 Decay



View Lab 2 – Fluorine-18 Decay

```
decay_fluorine18.cpp
1  #include "stdafx.h"
2
3  using namespace std;
4
5  void decay_fluorine18()
6  {
7      // Half-life of Fluorine-18 (secs to hours)
8      const double halfLife{6586.0 / 60 / 60};
9
10     // Set number of time steps in simulation
11     const int timeSteps{100};
12
13     // Duration of simulation (hours)
14     const double endTime{12};
15
16     // Calculate time step (delta t)
17     const double deltaTime{endTime / timeSteps};
18
19     // Calculate decay factor
20     const double decayFactor = deltaTime / halfLife;
21
```

ROOT uses underscores as word breakers in file names and the "main" function

View Lab 2 – Fluorine-18 Decay

$$\frac{dN}{dt} = -\frac{N}{\tau}$$

$$N(t + \Delta t) = N(t) - \frac{N(t)}{\tau} \Delta t$$

```
21
22 // Initialize domain and range vectors
23 vector<double> time(timeSteps, 0);
24 vector<double> nuclei(timeSteps, 0);
25
26 // Set percent of nuclei initially present
27 nuclei.at(0) = 100;
28
29 // Perform Euler method to estimate differential equation
30 for (int step{}; step < timeSteps - 1; ++step)
31 {
32     nuclei.at(step + 1) = nuclei.at(step) - nuclei.at(step) * decayFactor;
33     time.at(step + 1) = time.at(step) + deltaTime;
34 }
35
```

This is Euler's Method

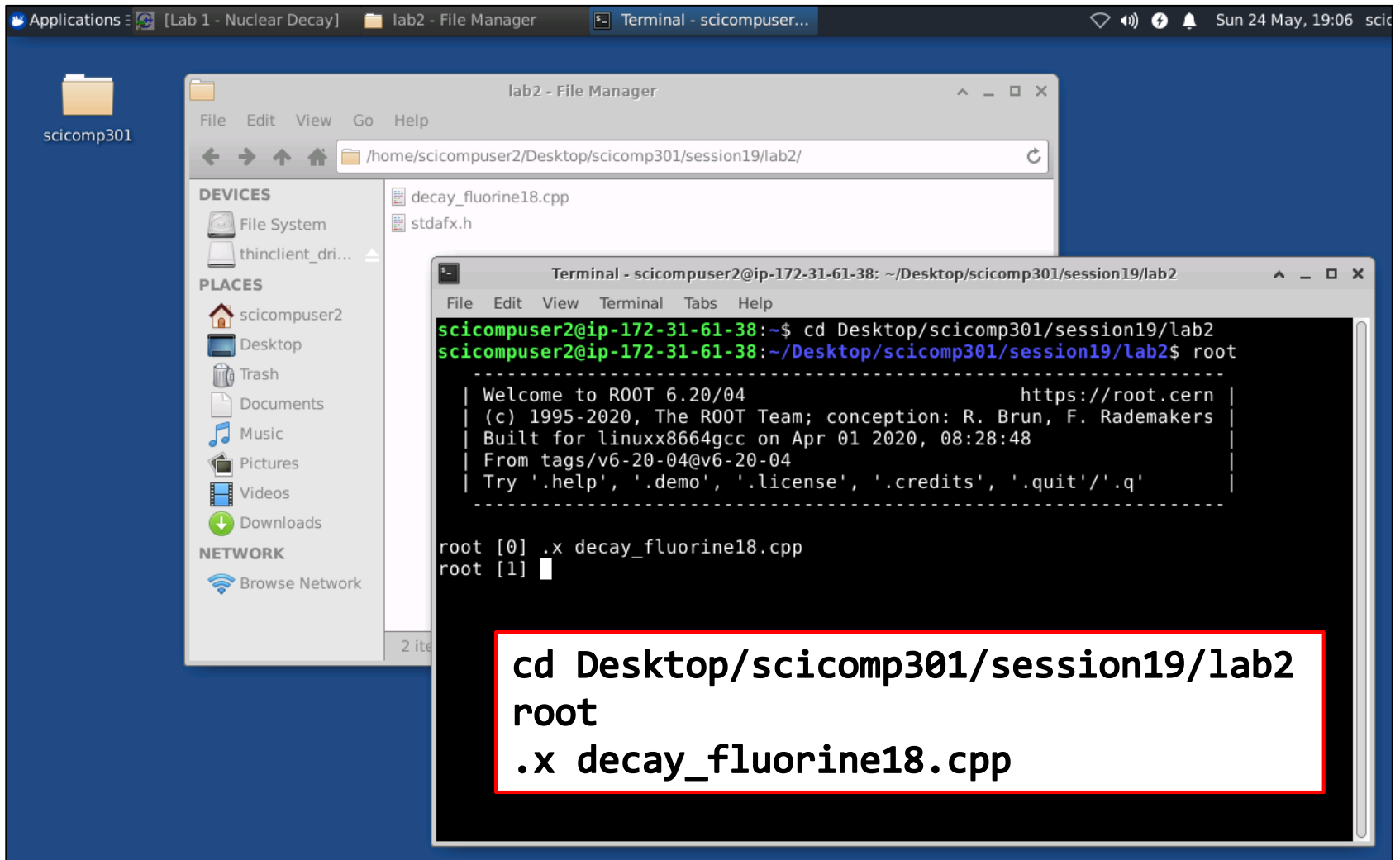
View Lab 2 – Fluorine-18 Decay

```
36 // Graph the decay curve using CERN's ROOT libraries
37 TCanvas *c1 = new TCanvas("Fluorine-18 Tau Graph");
38 c1->SetTitle("Lab 2 - Nuclear Decay");
39
40 TGraph *g1 = new TGraph(timeSteps, time.data(), nuclei.data());
41
42 g1->SetTitle("Radioactive Decay of Fluorine-18;time (h);% of Original Amount");
43 g1->SetMarkerStyle(kFullDotMedium);
44 g1->SetLineColor(2);
45 g1->Draw();
46 }
47
```

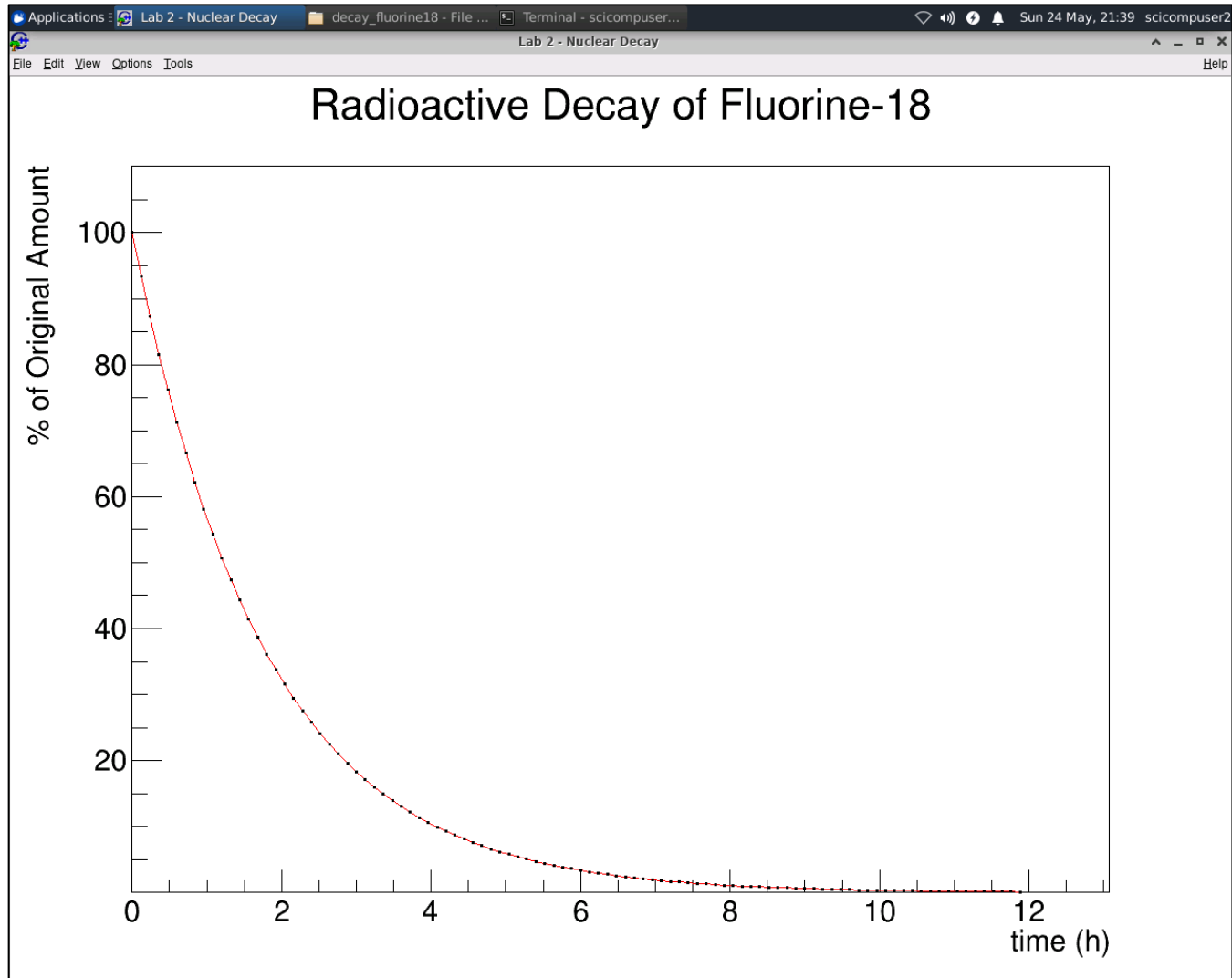
independent

dependent

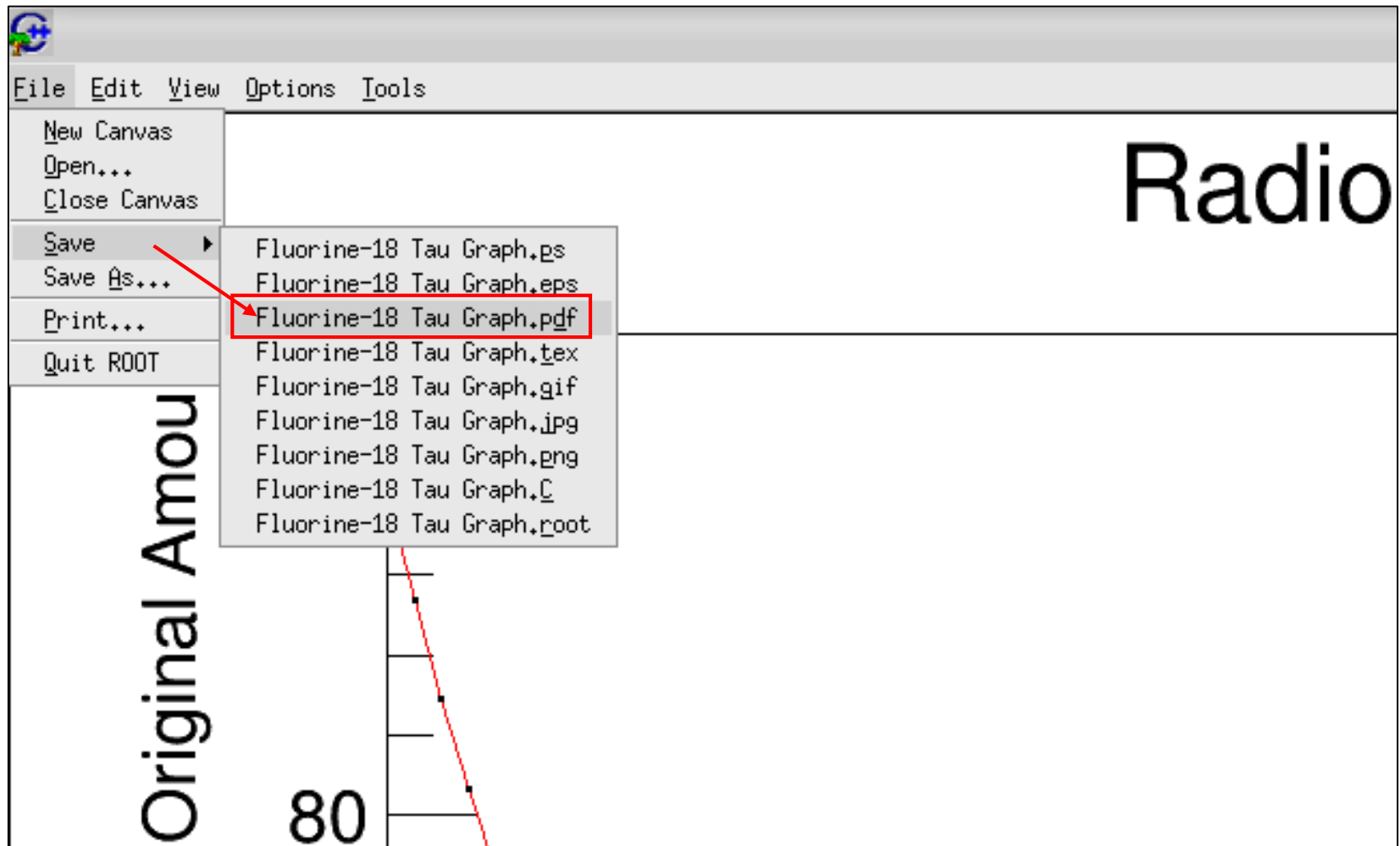
Run Lab 2 – Fluorine-18 Decay



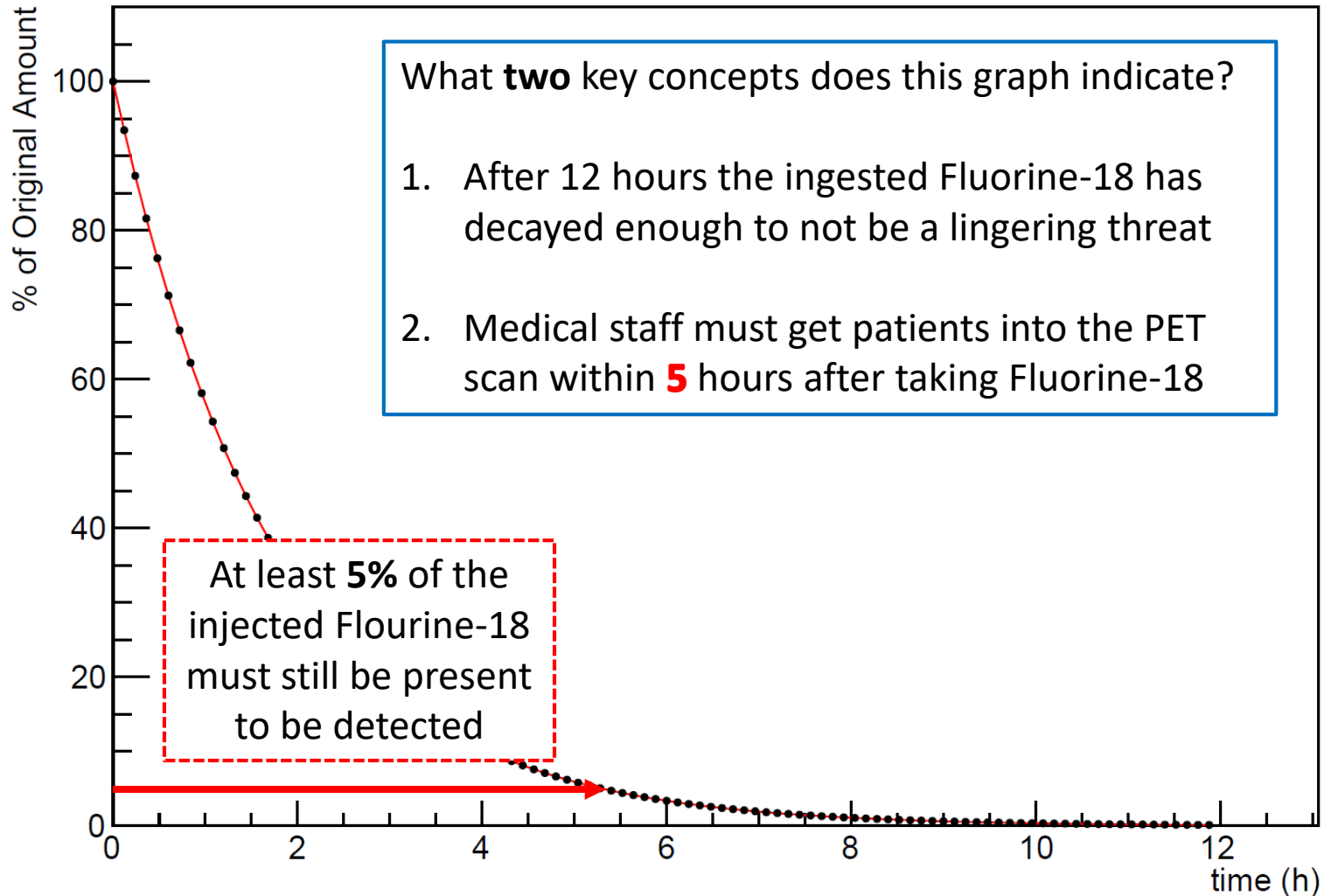
Run Lab 2 – Fluorine-18 Decay



Check Lab 2 – Fluorine-18 Decay



Radioactive Decay of Fluorine-18



Hidden Figures, Fox 2000 Pictures, 2016



70-15
381 797

TECHNICAL NO. D-233

DETERMINATION OF AZIMUTH ANGLE AT BURN
SATELLITE OVER A SELECTED EARTH

By T. H. Skopinski and Katherine G.

Langley Research Center
Langley Field, Va.

Time from perigee is expressed as

$$t(\theta) = \frac{T}{2\pi}(E - e \sin E) \quad (8)$$

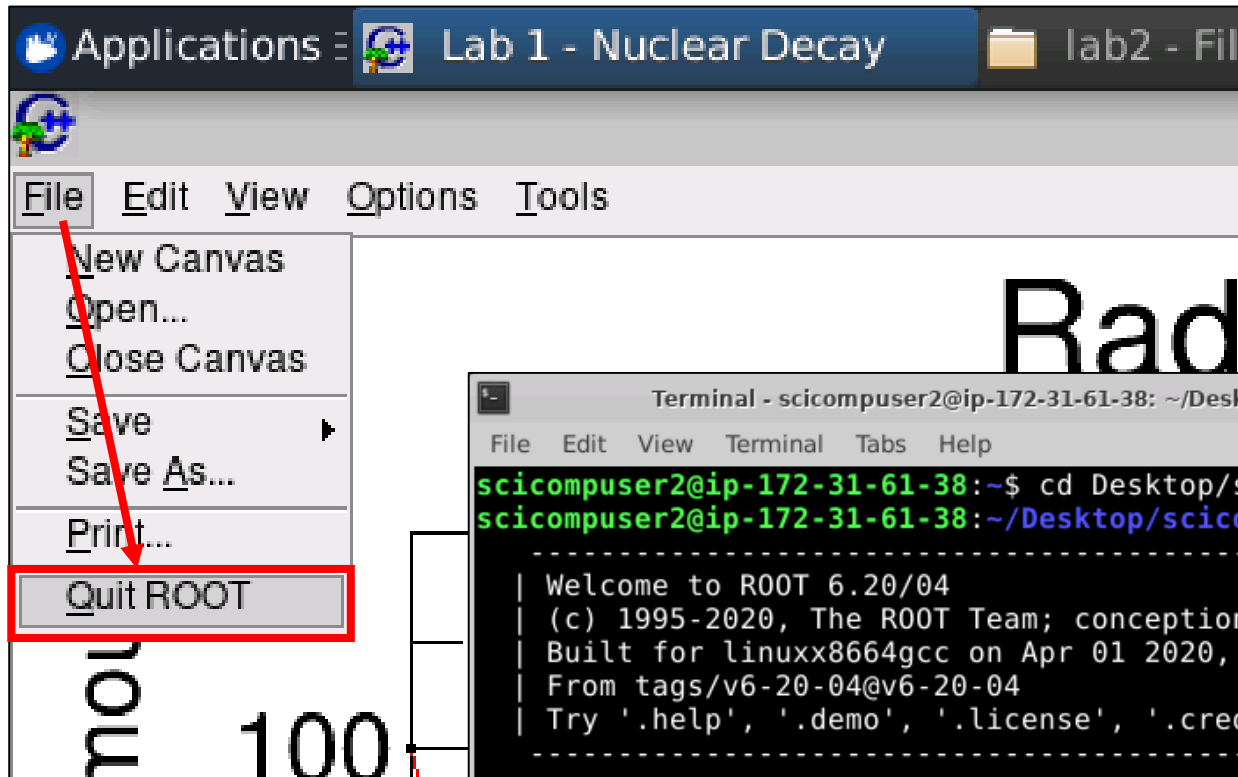
Eccentric anomaly (fig. 1(b)) is given by

$$E = 2 \tan^{-1} \left(\sqrt{\frac{1-e}{1+e}} \tan \frac{\theta}{2} \right) \quad (9)$$

Euler's Method

In the use of equations (19) and (20) an iterative procedure is required, since the time $t(\theta_{2e})$ from perigee to the equivalent position is not known initially. A satisfactory first approximation is to assume that

Quit Lab 2 – Fluorine-18 Decay



Two ways
to close
ROOT apps

```
Terminal - scicompuser2@ip-172-31-61-38: ~/Desktop/scicomp301/session19/lab2
File Edit View Terminal Tabs Help
scicompuser2@ip-172-31-61-38:~$ cd Desktop/scicomp301/session19/lab2
scicompuser2@ip-172-31-61-38:~/Desktop/scicomp301/session19/lab2$ root

-----
| Welcome to ROOT 6.20/04                                     | https://root.cern |
| (c) 1995-2020, The ROOT Team; conception: R. Brun, F. Rademakers |
| Built for linuxx8664gcc on Apr 01 2020, 08:28:48             |
| From tags/v6-20-04@v6-20-04                                 |
| Try '.help', '.demo', '.license', '.credits', '.quit'/'.'q' |
|-----|



root [0] .x decay_fluorine18.cpp
root [1] .q
scicompuser2@ip-172-31-61-38:~/Desktop/scicomp301/session19/lab2$
```

Modelling Carbon-14 Decay

- Radio carbon dating uses C^{14} isotopes to date items
- During their lifetime, organisms absorb a certain amount of **Carbon-14** that naturally exists in their environment
- When an organism dies, it **stops ingesting new Carbon-14** atoms, and the amount already present in the tissues begins to undergo radioactive decay
- It is known that C^{14} has a half-life of **5,730 years** and at least **0.1%** of the original amount of C^{14} must be present to be detectable
- Given the half-life, **how far back in time** can scientists can use radio carbon dating to determine the age of an item?

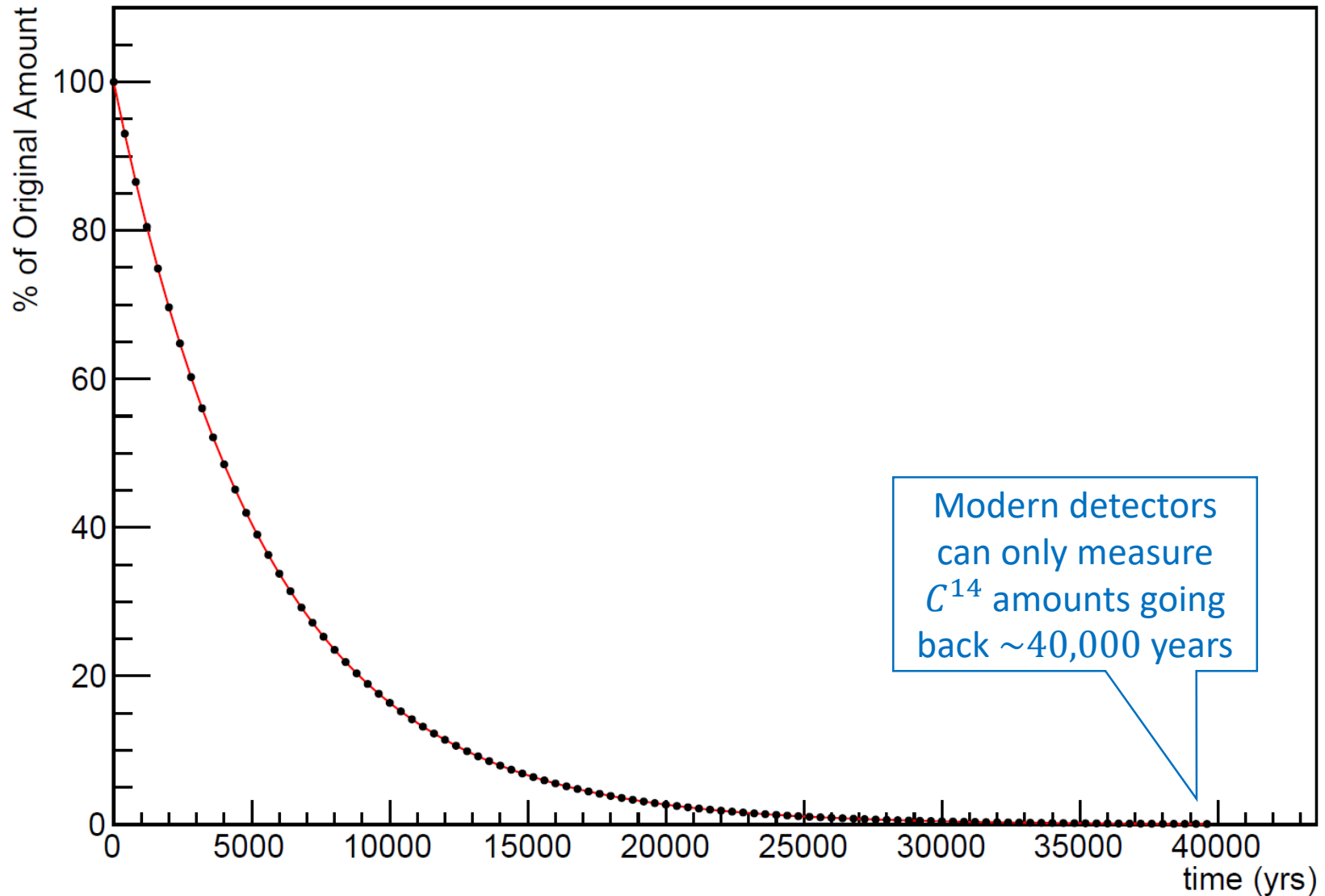
Edit Lab 3 – Modelling Carbon-14 Decay

```
decay_carbon14.cpp ×
E: > DaveB > Repos > scicomp-labs-cpp > decay_carbon14 > decay_carbon14.cpp > ...
1  #include "stdafx.h"
2
3  using namespace std;
4
5  void decay_carbon14()
6  {
7      // Half-life of Carbon-14 (years)
8      const double halfLife{1};
9
10     // Duration of simulation (years)
11     const double endTime{1};
12
13     // Set number of time steps in simulation
14     const int timeSteps{100};
15
16     // Calculate time step (delta t)
17     const double deltaTime{endTime / timeSteps};
18
19     // Calculate decay factor
20     const double decayFactor = deltaTime / halfLife;
21
```

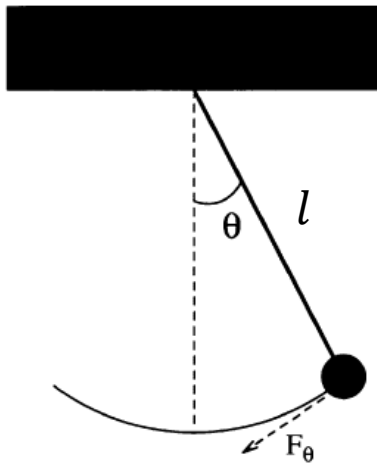


Provide correct values for these two constants

Radioactive Decay of Carbon-14



Modelling a Simple Pendulum



$$F_{\theta} = -mg \sin \theta$$

Gravity is a restoring force

$$ml \frac{d^2 \theta}{dt^2} = -mg \sin \theta$$

$$\sin \theta \approx \theta \text{ (for } \theta < 22^\circ \text{)}$$

$$s = l\theta$$

$$F = ma$$

$$\frac{d^2 s}{dt^2} = l \frac{d^2 \theta}{dt^2}$$

$$F = m \frac{d^2 s}{dt^2}$$

$$F_{\theta} = ml \frac{d^2 \theta}{dt^2}$$

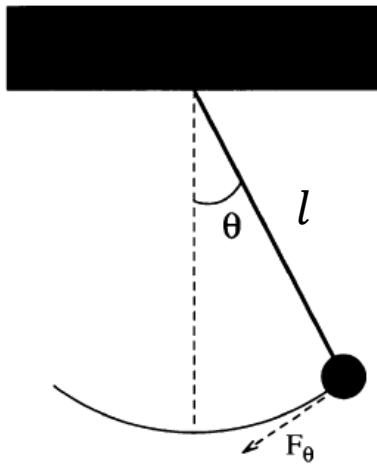
$$\frac{d^2 \theta}{dt^2} = -\frac{g}{l} \theta$$

But Euler's Method works only on **first order** ODEs! ☹️

$$\begin{aligned} \frac{d\omega}{dt} &= -\frac{g}{l} \theta \\ \frac{d\theta}{dt} &= \omega \end{aligned}$$

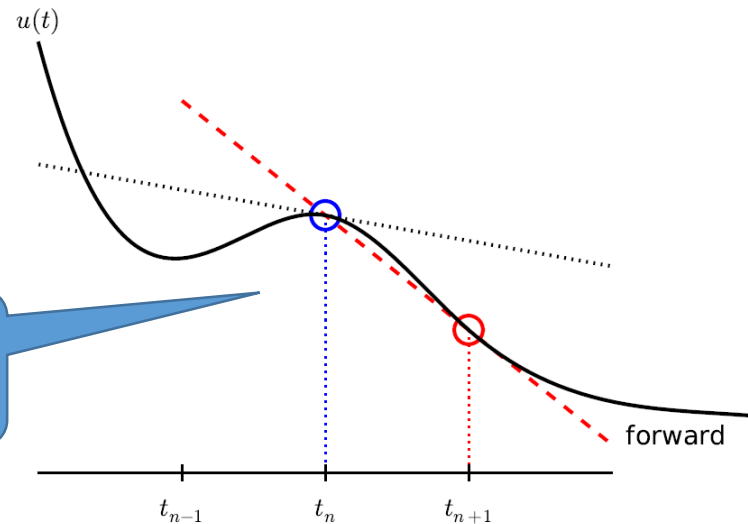
We can break the 2nd order ODE into two linked first order ODEs and use **Euler's method** on each

Modelling a Simple Pendulum



$$\frac{d\omega}{dt} = -\frac{g}{l}\theta \longrightarrow \omega_{i+1} = \omega_i - \frac{g}{l}\theta_i\Delta t$$
$$\frac{d\theta}{dt} = \omega \longrightarrow \theta_{i+1} = \theta_i + \omega_i\Delta t$$

This is Euler's Method



Open Lab 4 – Simple Pendulum

```
5 void pendulum()  
6 {  
7     const double length = 1.0; // (m)  
8     const double g = 9.8;      // (m/s^2)  
9     const double phaseConstant = g / length;  
10  
11     // Set number of time steps in simulation  
12     const int timeSteps{250};  
13  
14     // Duration of simulation (secs)  
15     const double endTime{10};  
16  
17     // Calculate time step (delta t)  
18     const double deltaTime{endTime / timeSteps};  
19  
20     vector<double> time(timeSteps,0);  
21     vector<double> omega(timeSteps,0);  
22     vector<double> theta(timeSteps,0);  
23
```



$$\frac{d\omega}{dt} = -\frac{g}{l}\theta$$

$$\frac{d\theta}{dt} = \omega$$

View Lab 4 – Simple Pendulum

```
24 // Set initial pendulum angular velocity
25 omega.at(0) = 0.0;
26
27 // Set initial pendulum displacement
28 theta.at(0) = M_PI / 18.0;  $\longrightarrow 10^\circ = 10 \times \frac{2\pi}{360^\circ} = \frac{\pi}{18} = 0.1745 \text{ rad}$ 
29
30 // Perform Euler method to estimate differential equation
31 for (int step{}; step < timeSteps - 1; ++step)
32 {
33     omega.at(step + 1) = omega.at(step) - phaseConstant * theta.at(step) * deltaTime;
34     theta.at(step + 1) = theta.at(step) + omega.at(step) * deltaTime;
35     time.at(step + 1) = time.at(step) + deltaTime;
36 }
37
```

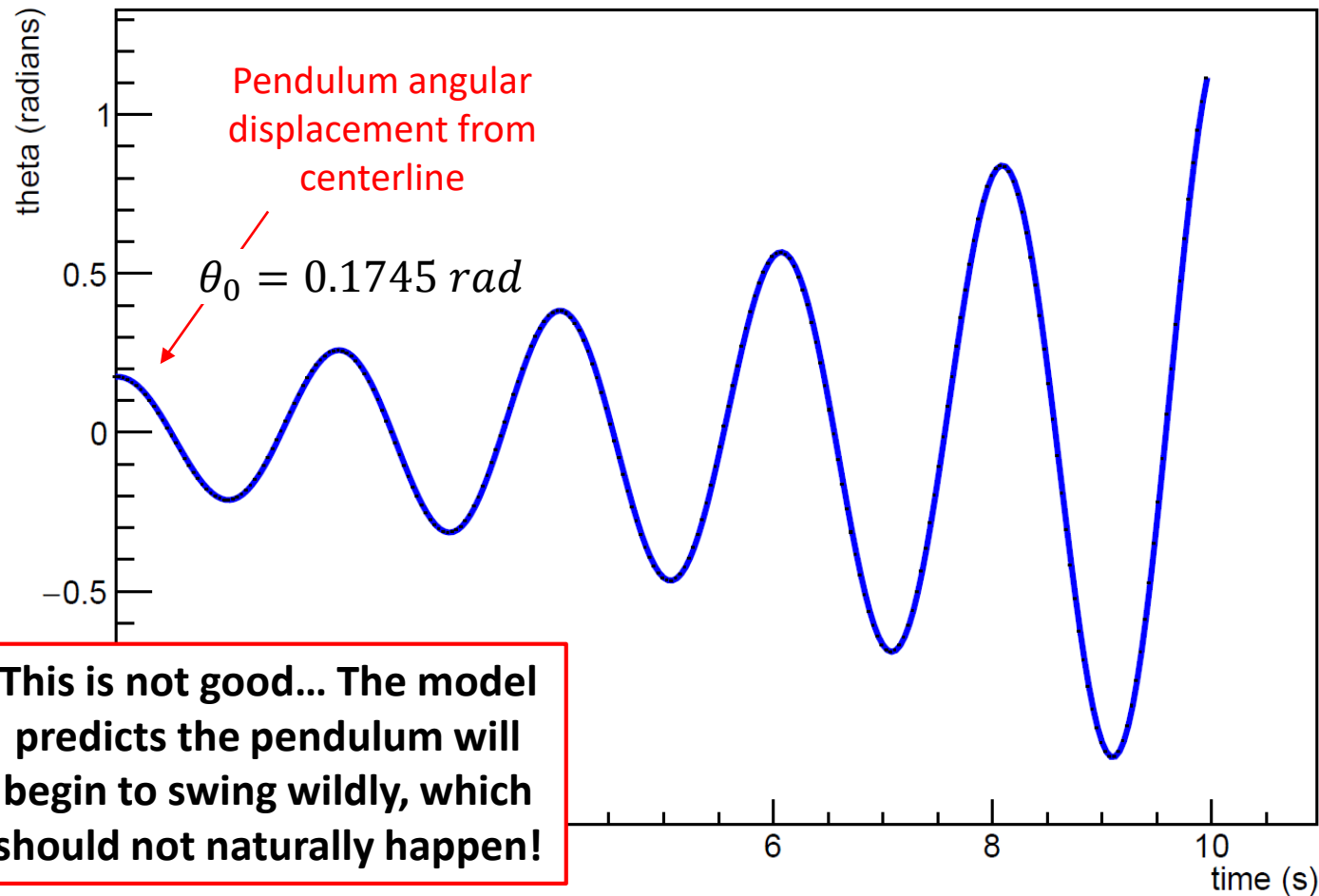
$$\omega_{i+1} = \omega_i - \frac{g}{l} \theta_i \Delta t$$

$$\theta_{i+1} = \theta_i + \omega_i \Delta t$$



Run Lab 4 – Harmonic Motion

Simple Pendulum - Euler Method



Instability of Euler Method For Highly Oscillatory Modes

- Increasing **timeSteps 10x** does not prevent the displacement from **growing** after each oscillation
- This simple Euler method worked fine for modelling radioactive decay – but it is **unstable** for harmonic motion
- The **energy** in the system is **artificially** growing **over time** without any bounds

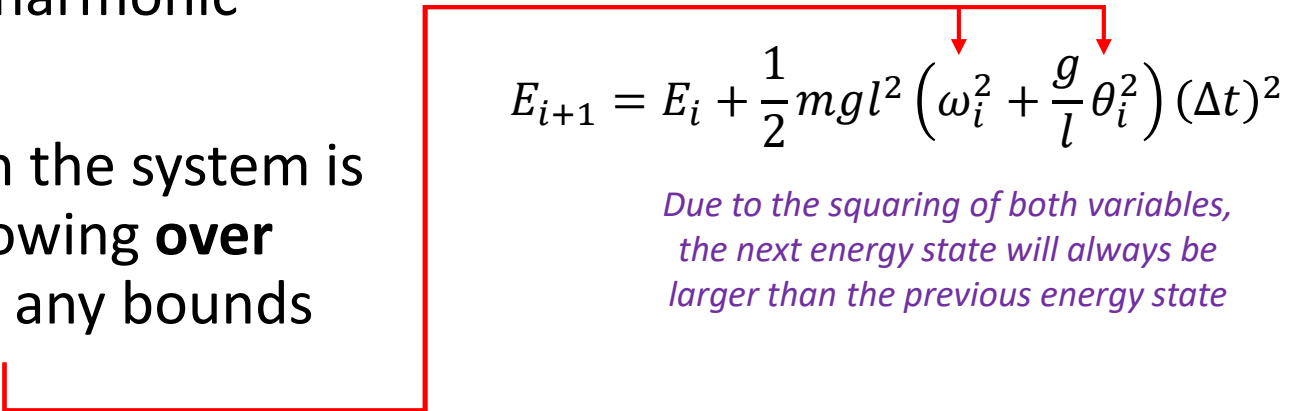
kinetic

potential

$$E = \frac{1}{2}ml^2\omega^2 + mgl(1 - \cos \theta)$$

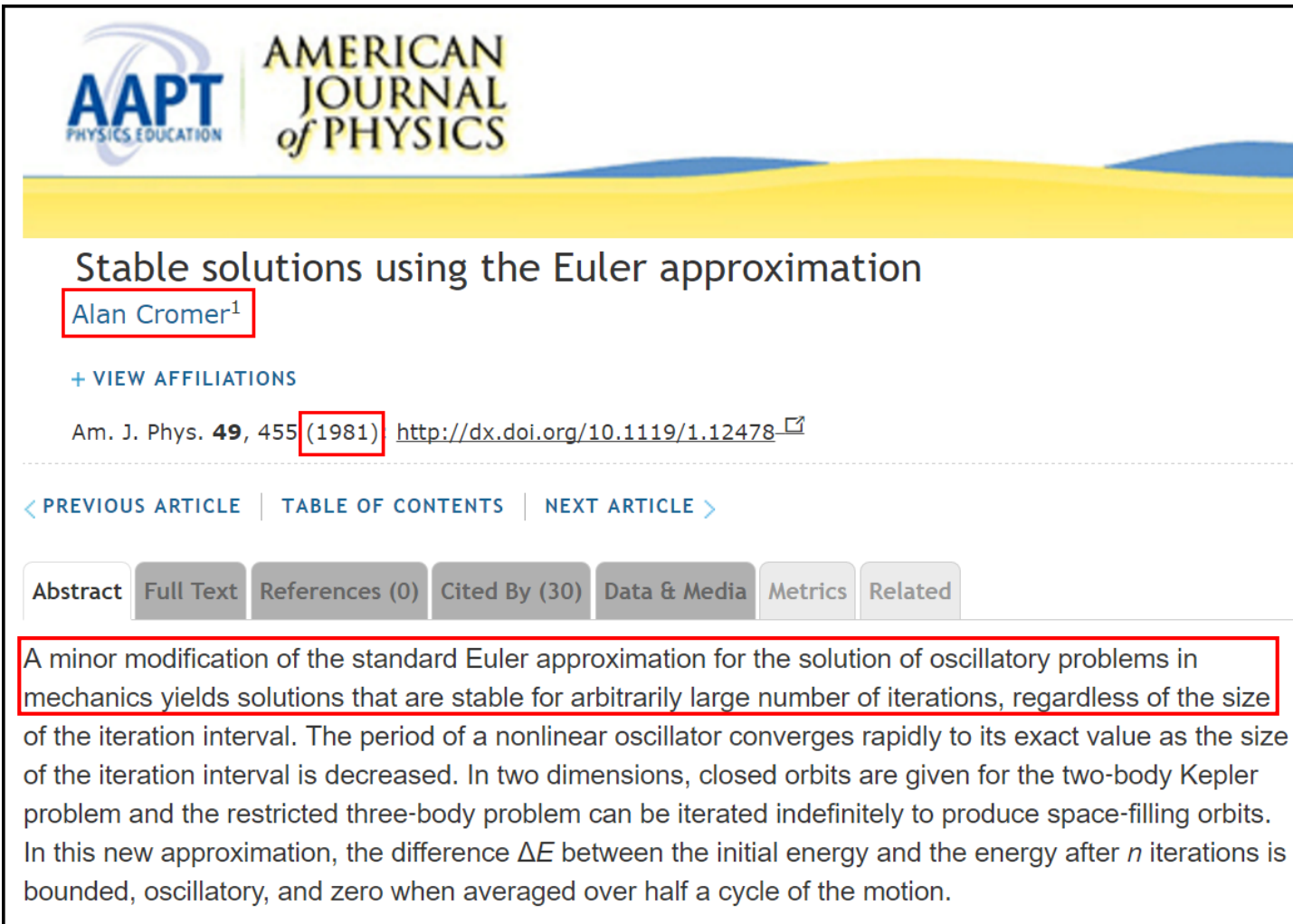
$$\left(\theta < 22^\circ, \cos \theta \approx 1 - \frac{\theta^2}{2} \right)$$

$$E = \frac{1}{2}ml^2 \left(\omega^2 + \frac{g}{l} \theta^2 \right)$$


$$E_{i+1} = E_i + \frac{1}{2}mgl^2 \left(\omega_i^2 + \frac{g}{l} \theta_i^2 \right) (\Delta t)^2$$

Due to the squaring of both variables, the next energy state will always be larger than the previous energy state

The Euler-Cromer Method



The screenshot shows the top portion of a web page for an article in the American Journal of Physics. At the top left is the AAPT Physics Education logo. To its right is the journal title 'AMERICAN JOURNAL of PHYSICS'. Below this is a yellow horizontal bar. The article title 'Stable solutions using the Euler approximation' is centered. Below the title is the author's name 'Alan Cromer¹', which is highlighted with a red box. Underneath the author's name is a link '+ VIEW AFFILIATIONS'. The publication information 'Am. J. Phys. 49, 455 (1981)' is followed by a DOI link 'http://dx.doi.org/10.1119/1.12478', with the year '(1981)' highlighted by a red box. Below this is a navigation bar with links: '< PREVIOUS ARTICLE', 'TABLE OF CONTENTS', and 'NEXT ARTICLE >'. Underneath the navigation bar is a row of tabs: 'Abstract', 'Full Text', 'References (0)', 'Cited By (30)', 'Data & Media', 'Metrics', and 'Related'. The 'Abstract' tab is selected. The abstract text is displayed below the tabs, with the first sentence highlighted by a red box. The text describes a modification to the Euler method for solving oscillatory problems in mechanics, noting its stability and convergence properties.


AAPT
PHYSICS EDUCATION

AMERICAN
JOURNAL
of PHYSICS

Stable solutions using the Euler approximation

Alan Cromer¹

[+ VIEW AFFILIATIONS](#)

Am. J. Phys. **49**, 455 (1981) <http://dx.doi.org/10.1119/1.12478> 

[< PREVIOUS ARTICLE](#) | [TABLE OF CONTENTS](#) | [NEXT ARTICLE >](#)

Abstract Full Text References (0) Cited By (30) Data & Media Metrics Related

A minor modification of the standard Euler approximation for the solution of oscillatory problems in mechanics yields solutions that are stable for arbitrarily large number of iterations, regardless of the size of the iteration interval. The period of a nonlinear oscillator converges rapidly to its exact value as the size of the iteration interval is decreased. In two dimensions, closed orbits are given for the two-body Kepler problem and the restricted three-body problem can be iterated indefinitely to produce space-filling orbits. In this new approximation, the difference ΔE between the initial energy and the energy after n iterations is bounded, oscillatory, and zero when averaged over half a cycle of the motion.

Edit Lab 4 – Harmonic Motion

Euler

$$\begin{aligned}\omega_{i+1} &= \omega_i - \frac{g}{l} \theta_i \Delta t \\ \theta_{i+1} &= \theta_i + \omega_i \Delta t\end{aligned}$$

Euler-Cromer

$$\begin{aligned}\omega_{i+1} &= \omega_i - \frac{g}{l} \theta_i \Delta t \\ \theta_{i+1} &= \theta_i + \omega_{i+1} \Delta t\end{aligned}$$

Add the **+1** to the term in line #34

```
30 // Perform Euler method to estimate differential equation
31 for (int step{}; step < timeSteps - 1; ++step)
32 {
33     omega.at(step + 1) = omega.at(step) - phaseConstant * theta.at(step) * deltaTime;
34     theta.at(step + 1) = theta.at(step) + omega.at(step + 1) * deltaTime;
35     time.at(step + 1) = time.at(step) + deltaTime;
36 }
```

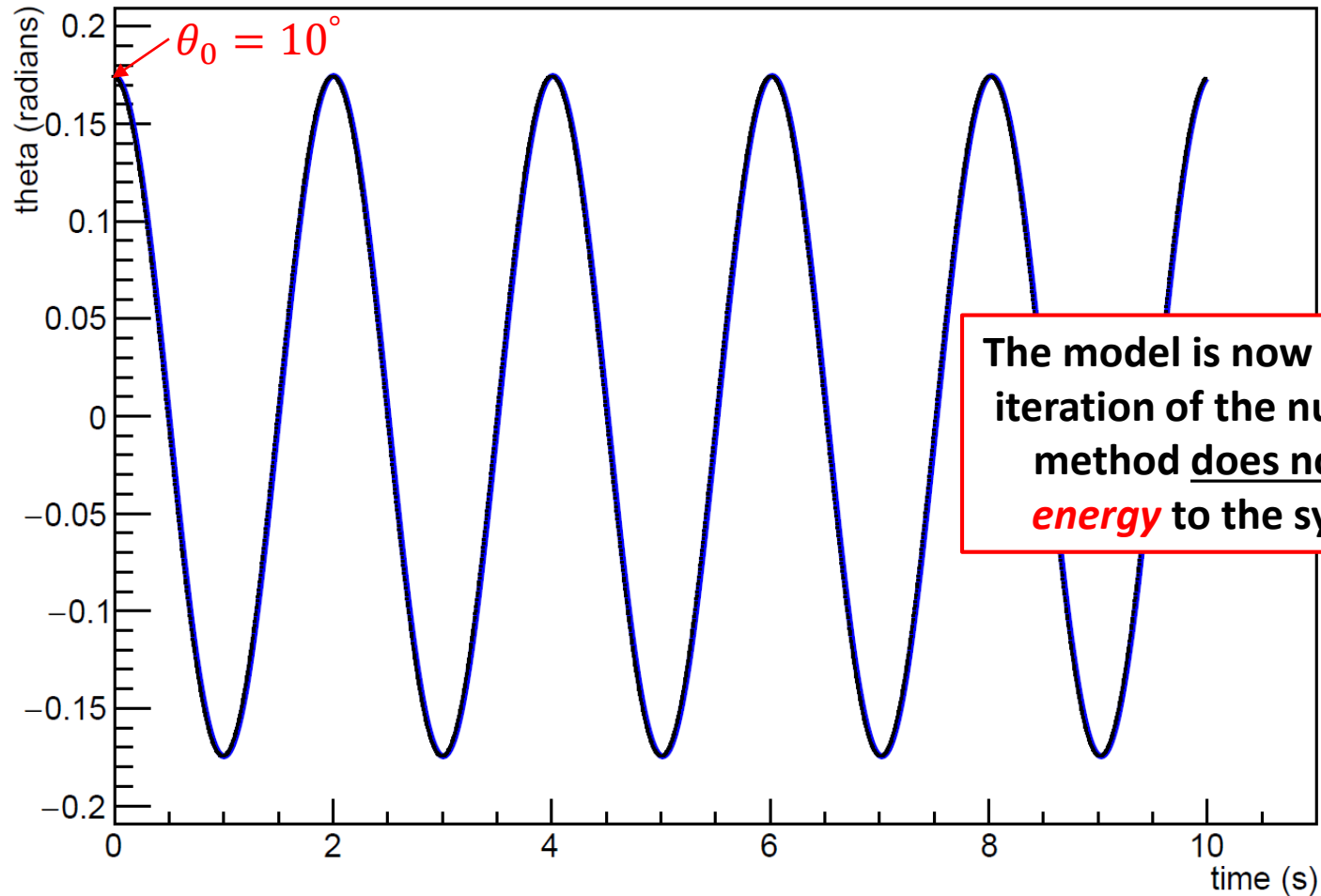


Mr. Cromer was also the author of several widely-used textbooks, including "Physics for the Life Sciences," which was one of the first textbooks to draw connections between physics and the more biological sciences. Similarly, he connected physics to its applications in industry with "Physics in Science and Industry." Those books are still widely in use, not only at Northeastern but at colleges nationwide.

"I think he was one of the first people to recognize the importance of having a text book for biological physics," Nath said.

Run Lab 4 – Harmonic Motion

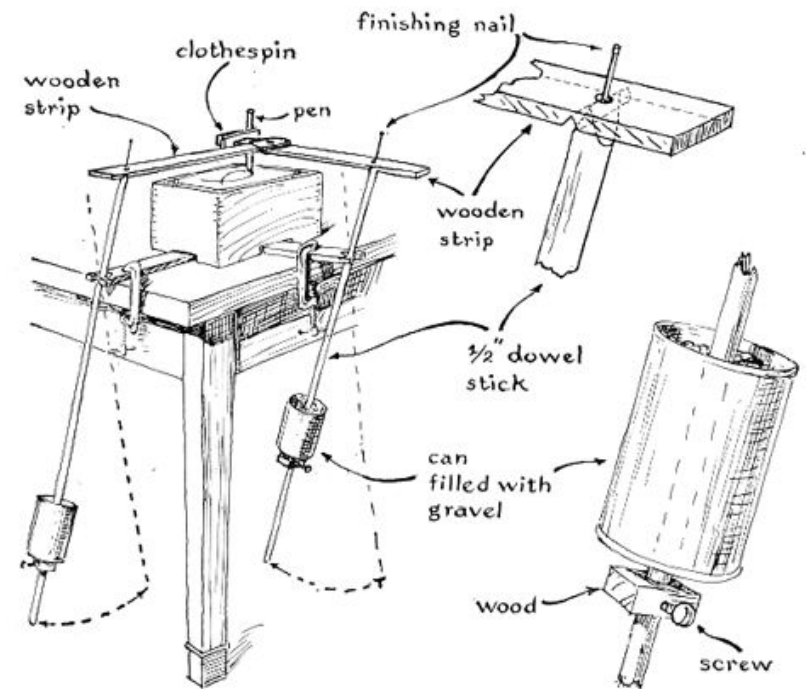
Simple Pendulum - Euler-Cromer Method



Coupled Harmonograph



Coupled Harmonograph



Open Lab 5 – Coupled Harmonograph



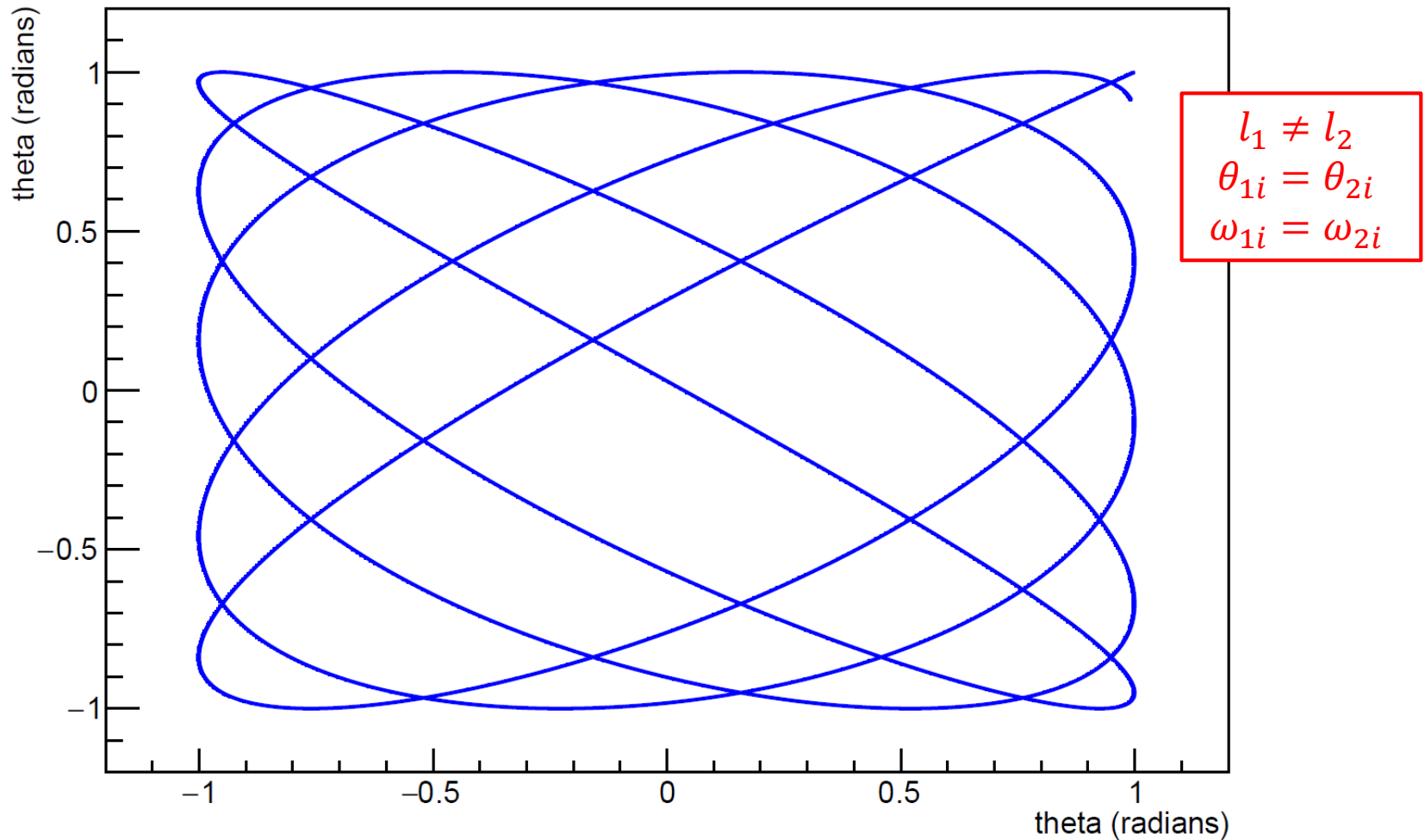
```
5 void harmonograph()
6 {
7     const double g = 9.8; // (m/s^2)
8
9     const int timeSteps{2500};
10    const double endTime{10};
11    const double deltaTime{endTime / timeSteps};
12
13    vector<double> time(timeSteps, 0);
14    vector<double> omega1(timeSteps, 0);
15    vector<double> theta1(timeSteps, 0);
16    vector<double> omega2(timeSteps, 0);
17    vector<double> theta2(timeSteps, 0);
18
19    // Set first pendulum initial conditions
20    const double length1 = 1.0; // (m)
21    theta1.at(0) = M_PI / 18.0; // (~10 degrees)
22    omega1.at(0) = 0.0; // (rads/s)
23
24    // Set second pendulum initial conditions
25    const double length2 = 1.5; // (m)
26    theta2.at(0) = M_PI / 18.0; // (~10 degrees)
27    omega2.at(0) = 0.0; // (rads/s)
28
29    const double phaseConstant1 = g / length1;
30    const double phaseConstant2 = g / length2;
31
```


View Lab 5 – Coupled Harmonograph

```
32     // Perform Euler-Cromer method to estimate differential equation
33     for (int step{}; step < timeSteps - 1; ++step)
34     {
35         // First pendulum
36         omega1.at(step + 1) = omega1.at(step) - phaseConstant1 * theta1.at(step) * deltaTime;
37         theta1.at(step + 1) = theta1.at(step) + omega1.at(step + 1) * deltaTime;
38         // Second pendulum
39         omega2.at(step + 1) = omega2.at(step) - phaseConstant2 * theta2.at(step) * deltaTime;
40         theta2.at(step + 1) = theta2.at(step) + omega2.at(step + 1) * deltaTime;
41         // Update time
42         time.at(step + 1) = time.at(step) + deltaTime;
43     }
44
45     // Graph the decay curve using CERN's ROOT libraries
46     TCanvas *c1 = new TCanvas("Two Pendulum Harmonograph");
47     c1->SetTitle("Two Pendulum Harmonograph - Euler-Cromer Method");
48
49     TGraph *g1 = new TGraph(timeSteps, theta1.data(), theta2.data());
50
```

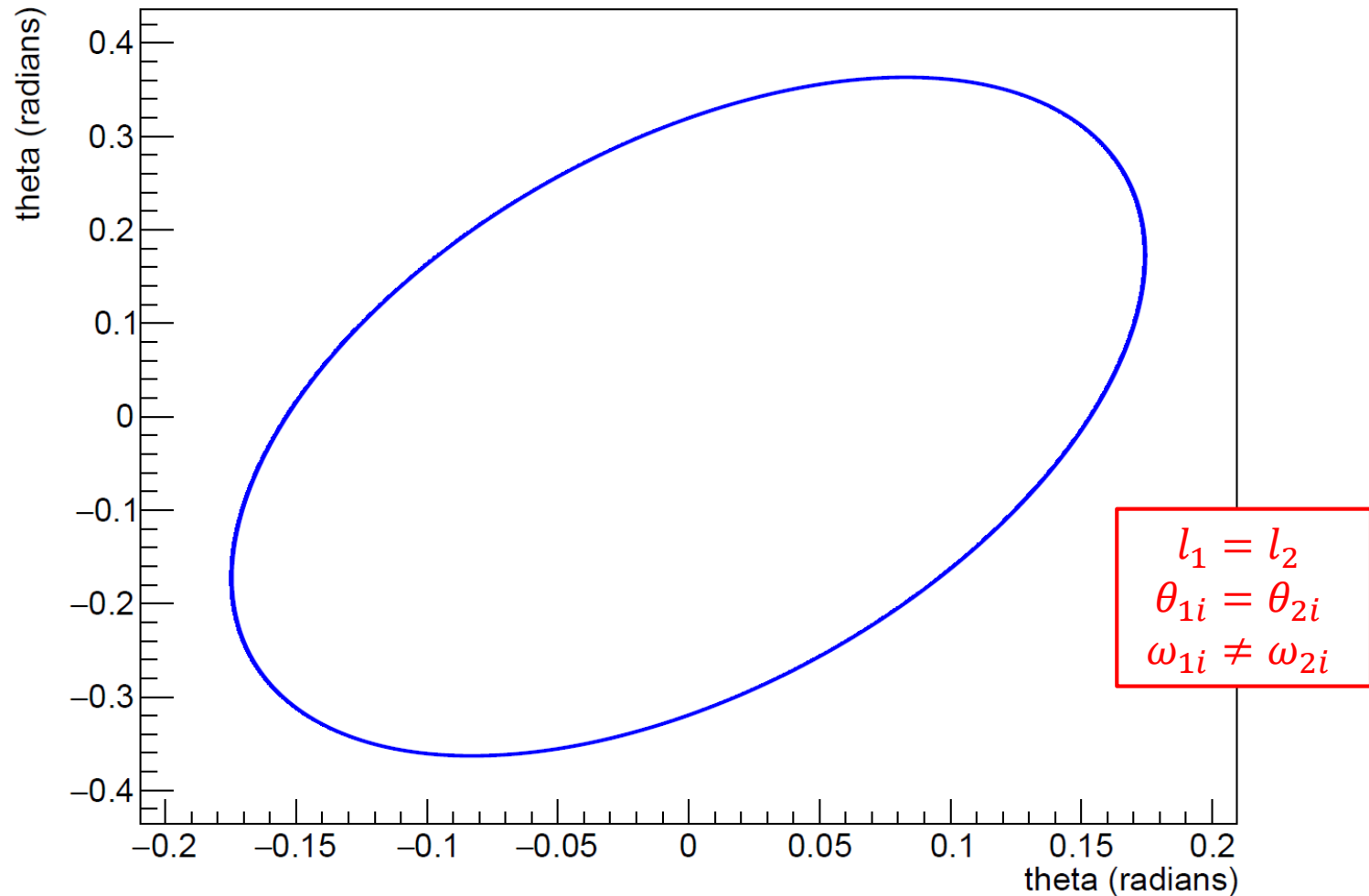
Run Lab 5 – Coupled Harmonograph

Two Pendulum Harmonograph - Euler-Cromer Method



Edit Lab 5 – Coupled Harmonograph

Two Pendulum Harmonograph - Euler-Cromer Method



Lissajous Figures

Jules Antoine Lissajous

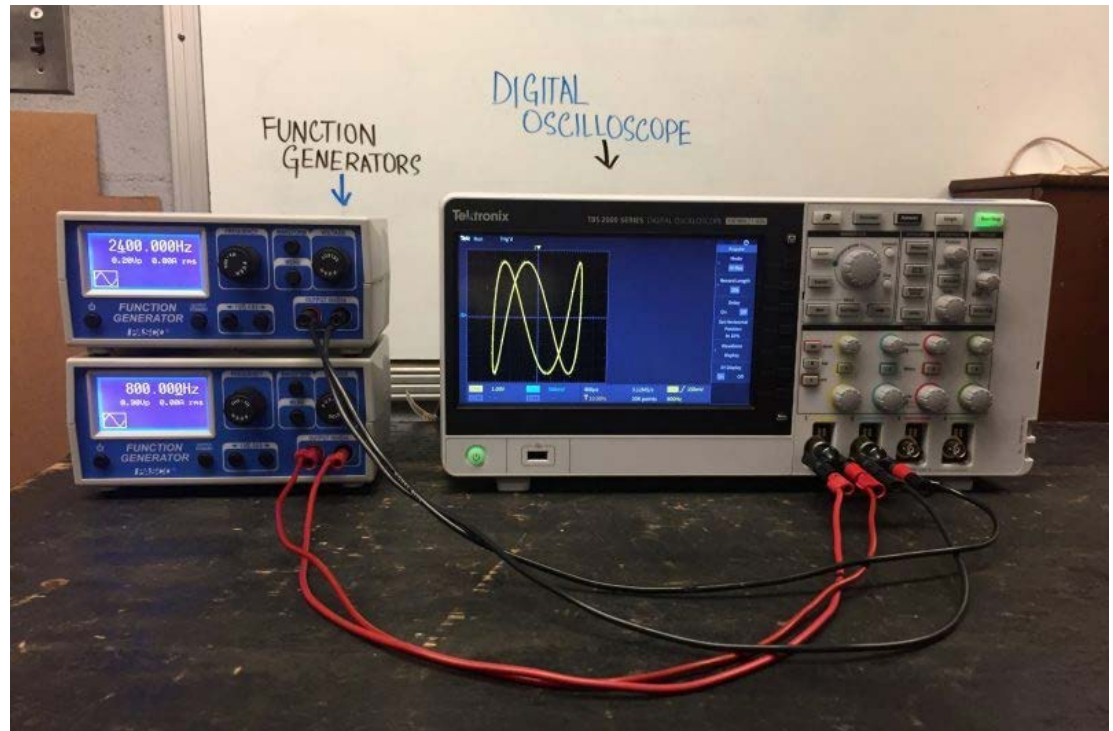


Jules Antoine Lissajous, date and photographer unknown

Born March 4, 1822
Versailles, France

Died June 24, 1880 (aged 58)
Plombières-les-Dijon, France

Known for Lissajous figures



Lissajous Orbits

DSCOVR Lissajous with "Frozen Phase" Segment

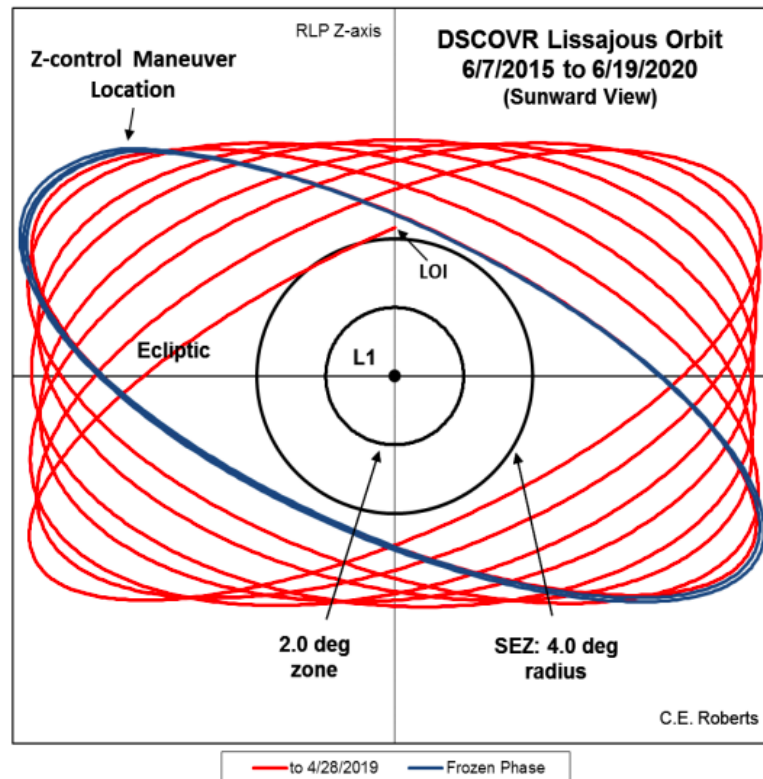
First Z-control

Burn at +Z
extremum
on
4/28/2019

ΔV_z negative
toward SEP

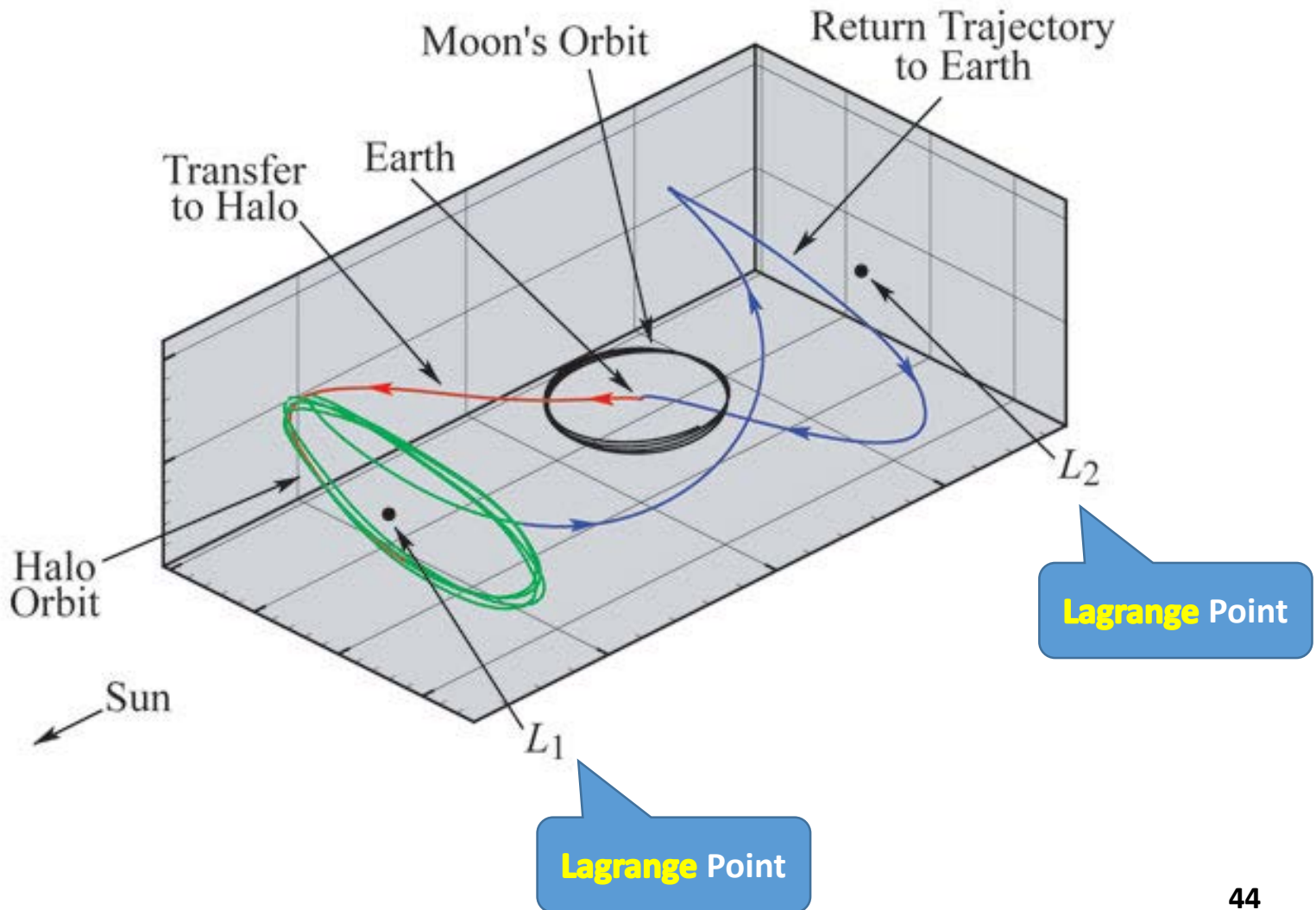
2-stage
targeting
achieves -Z
position then
the +Z
position at
RLP XZ plane

Repeat at
each return to
+Z extremum

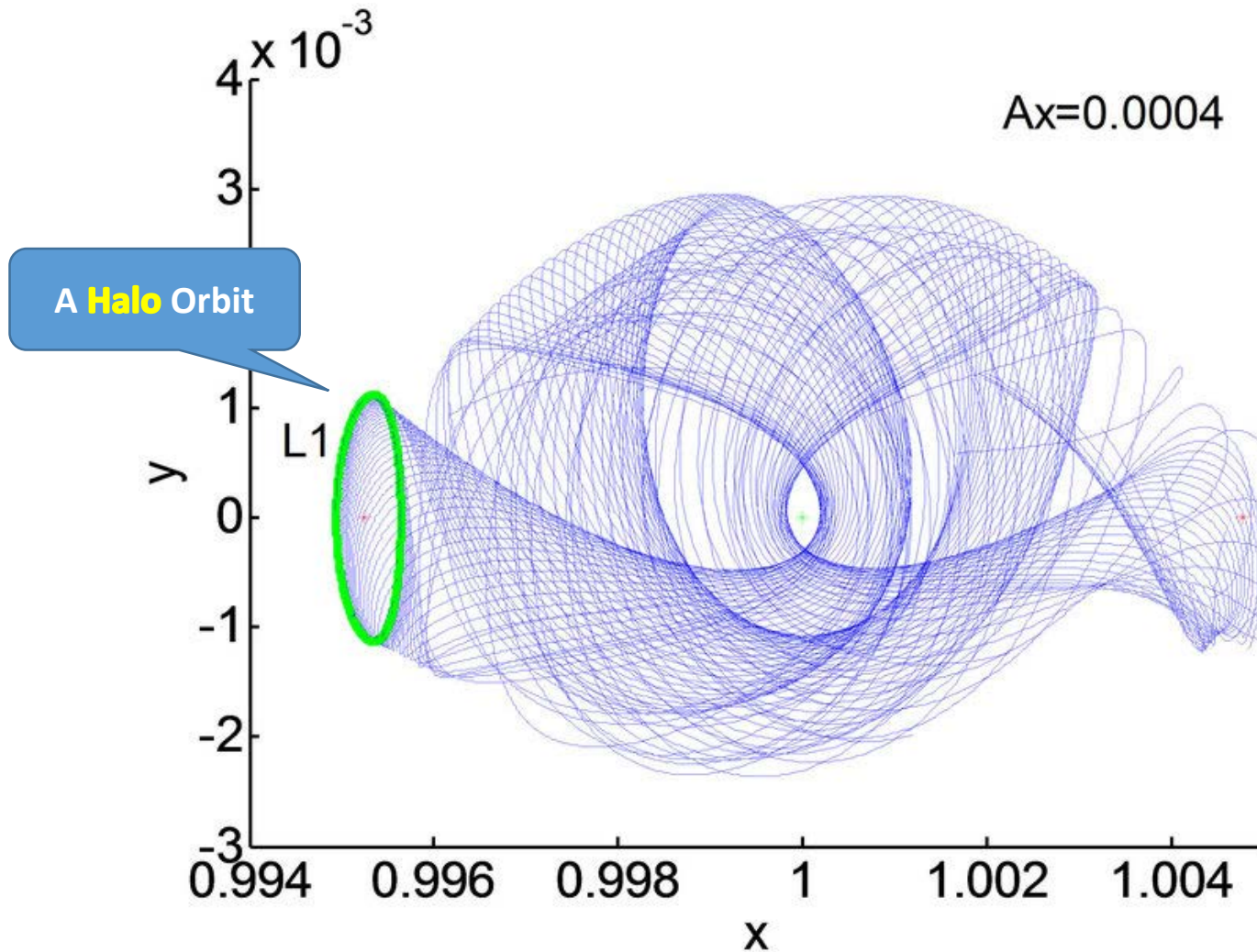


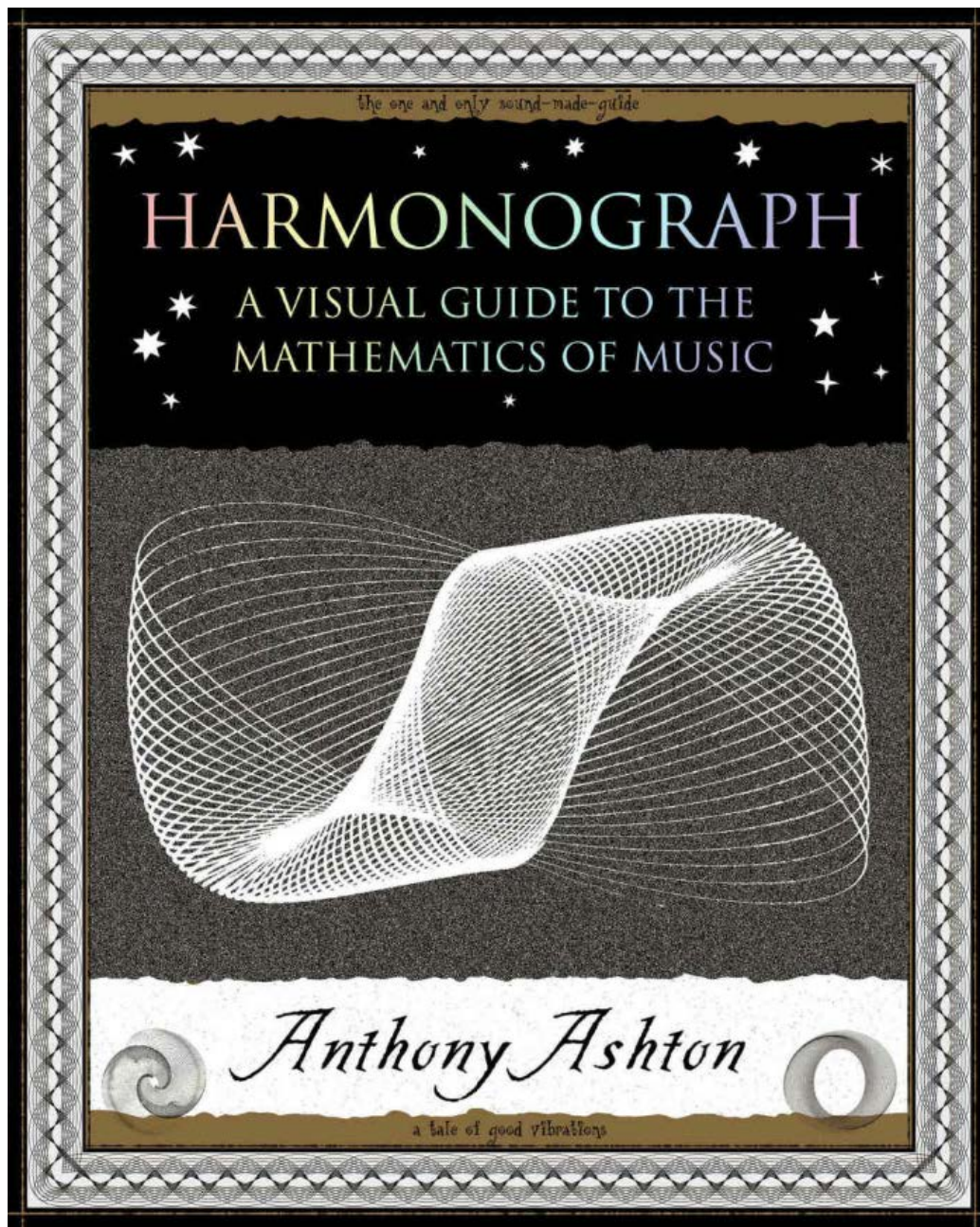
Performed in
conjunction with
SK ΔV_x
for stability

Lissajous Orbits



Lissajous Orbits





Now you know...

- How to develop the **equations of motion** to accurately plot the 2D trajectory of a projectile moving through a uniform gravitational field
- Euler's Method (**time step analysis**) yields numeric solutions to differential equations
 - We model 2nd order differentials by representing them as a **chain of linked 1st order equations**
 - Euler-Cromer is better when modelling **harmonic oscillators**
- Increasing the number of time steps (i.e. decreasing Δt) improves the accuracy of the estimations
 - However using more time steps also causes the program to take much longer to produce an answer - scientific computing aims to balance the competing demands between greater accuracy and greater speed