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# FYS4150

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# Innhold

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# Abstract

# 1 Introduction

For thousand of years humankind have looked up to the beyond and wondered. Specifically our race has wondered about the motion of our solar system. Finally after Newton the mystery was solved. Newton developed the gravitational law, which made it possible to predict the motion of the planets. After a couple of centuries Einstein came with the thoery of general relativity and made a small refinement to the law of motion that Newton proposed.

These laws are not enough to solve the motion of the planets. The laws makes differential equation which are not trivial or even impossible to solve. This is where a our computational physics course comes in . With the tools developed in this course we can make a prediction to the motion of the planets in our solarsystem.

In this project we will make an object oriented code to solve the solar system with Forward Eulers method and Velocity Verlet. Both method will be derived, discussed, implemented and benchmarked for the Earth-Sun system.

Finally, a relativistic correction was made.....

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## 2 Theory

### 2.1 Gravitation

We will simulate the solar system with only the gravitational force affecting the planets. Newton's gravitational law is stated in equation (1). Where  $G$  is the gravitational constant ( $6.67 \cdot 10^{-11} \text{Nm}^2/\text{s}^2$ ),  $r$  is the distance between the planets,  $m$  is the mass of the object and  $M$  is the mass of the other object.

$$\vec{F}_G = \frac{GmM}{|\vec{r}|^3} \vec{r} \quad (1)$$

Thankfully for us the force is an attractive force. It is worth noting that if the sun is at origo distance is simply the norm position vector of the planet. From now on we will denote the different masses with  $M_{\text{planetname}}$  except for the sun that has the special symbol  $M_{\odot}$ .

If you have  $n$  object attracting each other the total gravitational force,  $F_k$ , for each object is:

$$F_k = \sum_{i=1}^N \vec{F}_i = \frac{Gm_k m_i}{|\vec{r}_k - \vec{r}_i|^3} (\vec{r}_k - \vec{r}_i) (1 - \delta_{k,i}) \quad (2)$$

Where  $\delta_{k,i}$  is the function:

$$\delta_{k,i} = \begin{cases} 1 & \text{if } k = i \\ 0 & \text{if } k \neq i \end{cases}$$

We can use Newton's second law to determine the acceleration of the planet. Newton's second law state  $F = m\vec{a}$ . Which translate to:

$$a_k = \sum_{i=1}^N \frac{Gm_i}{|\vec{r}_k - \vec{r}_i|^3} (\vec{r}_k - \vec{r}_i) (1 - \delta_{k,i}) \quad (3)$$

### 2.2 Units

As a famous person once said, If you use seconds and meters you will not finish within the deadline: I think our professor, Morten Hjorth-Jensen, is on to something. Seconds and meters are impractical in this project. Therefore we use more suitable units. The distance between the earth and sun, 149 597 870 691 meter, is defined as one astronomical unit (au). For time one year seems reasonable. These are the units that will be used in this project.

We can now express the gravitational constant with these units. To do this we use the formula for the acceleration for a circular orbit is  $\frac{v^2}{r}$ . Combine this with the gravitational law, we get:

$$\frac{v^2}{r} = \frac{GM_{\odot}}{|\vec{r}|^3} \vec{r} \implies G = \frac{v^2 r}{M_{\odot}} = \frac{\text{au}(2\pi \cdot \text{au/year})^2}{M_{\odot}} = \frac{4\pi^2}{M_{\odot}} \text{au}^3/\text{year}^2$$

Applying this to equation (3), we get:

$$a_k = \sum_{i=1}^N 4\pi \frac{m_i}{M_{\odot}} \frac{(\vec{r}_k - \vec{r}_i)}{|\vec{r}_k - \vec{r}_i|^3} (1 - \delta_{k,i}) \text{au}^3/\text{year}^2 \quad (4)$$

## 2.3 prehelion

## 2.4 Numerical methods

Equation (4) initial conditions for velocity and position determines the orbit of the planets. These equations are for x,y,z direction and when written out you get a coupled set of differential equations. This set is near impossible to solve analytically. It might be impossible. We will use numerical methods to solve this set. More specifically we will use the Forward Euler method and the Velocity-Verlet method. A given  $t_i$  is equal to  $t_0 + ih$ , where  $h = (t_0 + t_n)/n$ .

since this is not implemented in the code yet nothing is written

### 2.4.1 Forward Euler

Both method use a Taylor polynomial approximation to solve the set of differential equation. The Forward Euler use the first order Taylor polynomial. With  $r'(t) = v(t)$  and  $v'(t) = a(t)$  the Forward Euler method result in:

$$\vec{r}_i(t+h) \approx \vec{r}_i(t) + h\vec{v}_i(t) \quad (5)$$

$$\vec{v}_i(t+h) \approx \vec{v}_i(t) + h\vec{a}(t) \quad (6)$$

The error for a first order taylor polynomial goes as  $\mathcal{O}(h^2)$ . This is the error for each step. The error is accumulated for each step and will thereby be proportional to h.

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### 2.4.2 Velocity-Verlet

You guessed it, this is the second order Taylor polynomial. . As I said the Velocity-Verlet method is based on a Taylor polynomial approximation. And this is the second order.

$$\vec{r}_i(t+h) \approx \vec{r}_i(t) + h\vec{v}_i(t) + \frac{1}{2}h^2\vec{a}(t) \quad (7)$$

$$\vec{v}_i(t+h) \approx \vec{v}_i(t) + h\vec{a}(t) + \frac{1}{2}h^2\vec{a}'(t) \quad (8)$$

Since we have no formula for the derivative of  $\vec{a}$ , we use the approximation:

$$\vec{a}'(t) \approx \frac{\vec{a}(t+h) - \vec{a}(t)}{h}$$

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We simply update the position first. We keep the old acceleration and calculate the acceleration at the new position. Using this equation (8) we get:

$$\begin{aligned} \vec{v}_i(t+h) &\approx \vec{v}_i(t) + h\vec{a}(t) + \frac{1}{2}h(\vec{a}(t+h) - \vec{a}(t)) \\ \vec{v}_i(t+h) &\approx \vec{v}_i(t) + \frac{1}{2}h(\vec{a}(t+h) + \vec{a}(t)) \end{aligned}$$

The error for a first order Taylor polynomial goes as  $\mathcal{O}(h^2)$ . This is the error for each step. The error is accumulated for each step and will thereby be proportional to  $h^2$ . This is one order of magnitude better, than the Forward Euler method.

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## 3 Method

### 3.1 Implementation of code

The implementation is written in c++ and is object oriented. We found it natural to divide the project in to two classes and one main program.

We made one class for the planet ([planet.cpp](#) and [planet.h](#)). This class has the variables for the position, velocity and mass for the specific planet. As well as a filename to write the output to. The class has methods for updating position, velocity and acceleration as well as methods for writing to a file.

The second class is for the solarsystem ([solarsystem.cpp](#) and [solsystem.h](#)). The solar system contain a list with all the planets and has methods to make the planets move and react to each other. You can look at the solar system as a class with for-loops for the planets.

The [main.cpp](#) program is where all the inputs to the solar system is given. Here all the initial condition for the planets are stated and organized for proper input to the solarsystem class.

All these programs are combined with [makefile](#). When this is done the [solsys.exe](#) will be made. Takes in three arguments. The first argument is the number of planets that you would like to simulate. This is a preset list of the bodies in the solarsystem. Where the Sun is the first element, Earth is the second and Jupiter is the third. After that they ascend based on radius. The second argument is the end time measured in years from now. The start time is set to 19th of october 2017. This is because this is the time that the intial values were obtained from NASA . Finally the third argument is the number of steps, n.

Finally, in our github repository there is directories where earlier versions can be found. For instance the [3a](#) directory is the first version with no object oriented code.

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## 4 Result

### 4.1 Earth-Sun system

#### 4.1.1 Stability

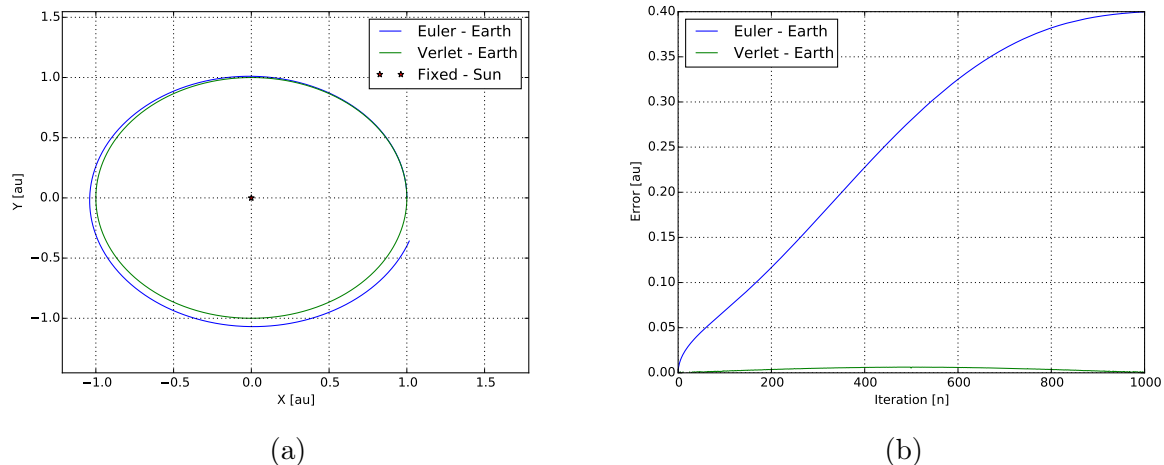


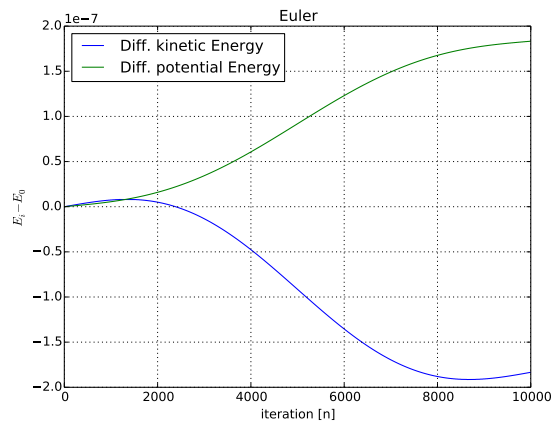
Figure 1: a) show the orbit of earth around the sun. The initial velocity is set to  $2\pi$  in y direction and the start position to 1 au in x direction. b) shows how the error behaves. The initial values should give a perfect circular motion. So the error is calculated by  $r_i - r_0$ . It is clear that Verlet-Velocity method is superior. This simulation was with 1000 points with the end time of 1 year. Both simulations were produced by `plot_earth_sun.py`

n	Forward-Euler	Verlet-Velocity	fastest	<i>slowest</i> <i>fastest</i>
10	0.000136	0.000148	Euler	1.08823529412
100	0.000208	0.000179	Verlet	1.16201117318
1000	0.000392	0.000389	Verlet	1.00771208226
10000	0.002427	0.002426	Verlet	1.00041220115
100000	0.022931	0.022293	Verlet	1.02861884897
1000000	0.167022	0.175944	Euler	1.05341811258
10000000	1.58721	1.52666	Verlet	1.03966174525
100000000	15.1786	15.1176	Verlet	1.00403503202

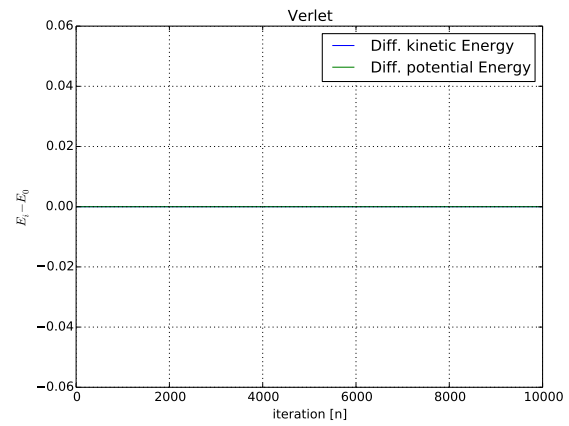
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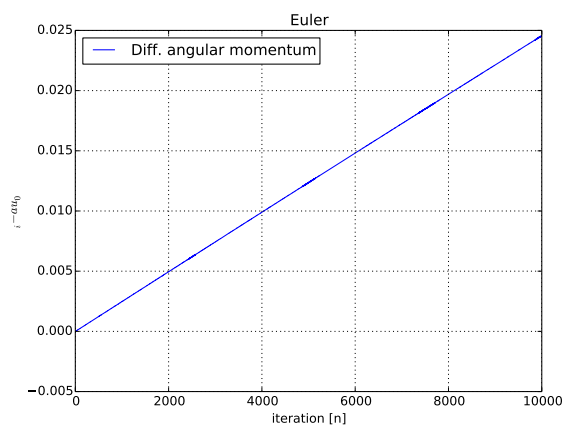
### 4.1.2 Conserved quantities



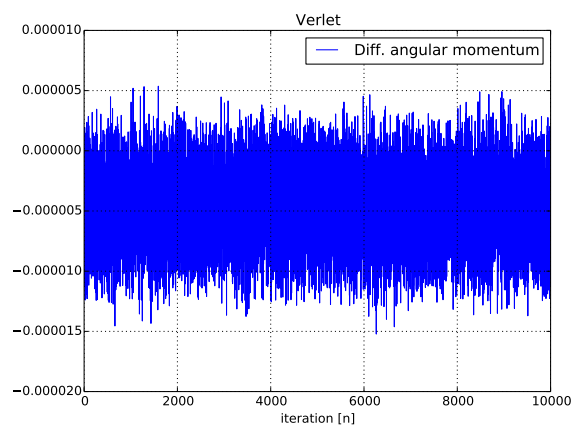
(a)



(b)

Figur 2: `plot_earth_sun.py`

(a)

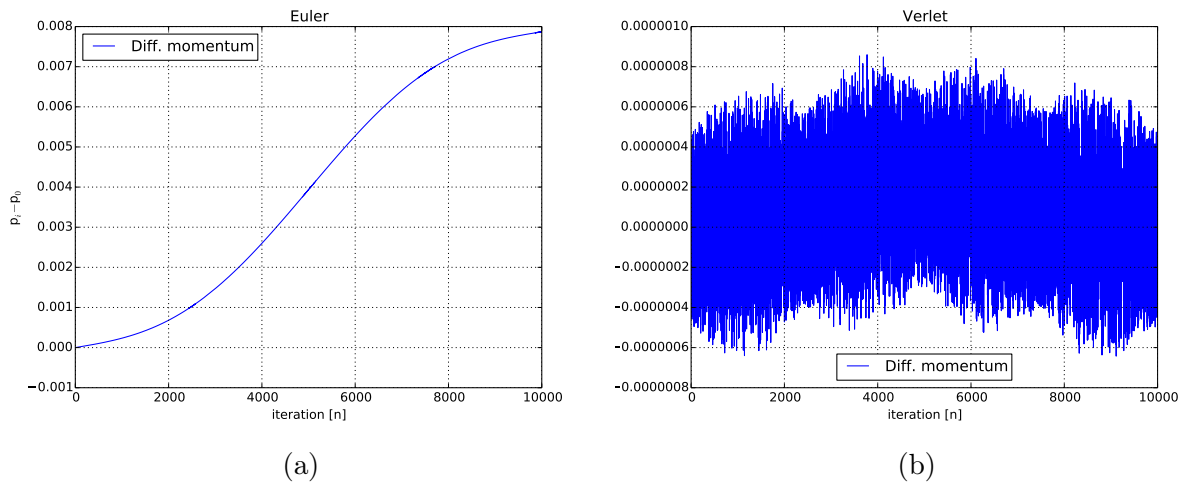


(b)

Figur 3: `plot_earth_sun.py`

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Figure 4: `plot_earth_sun.py`

### 4.1.3 Escape velocity

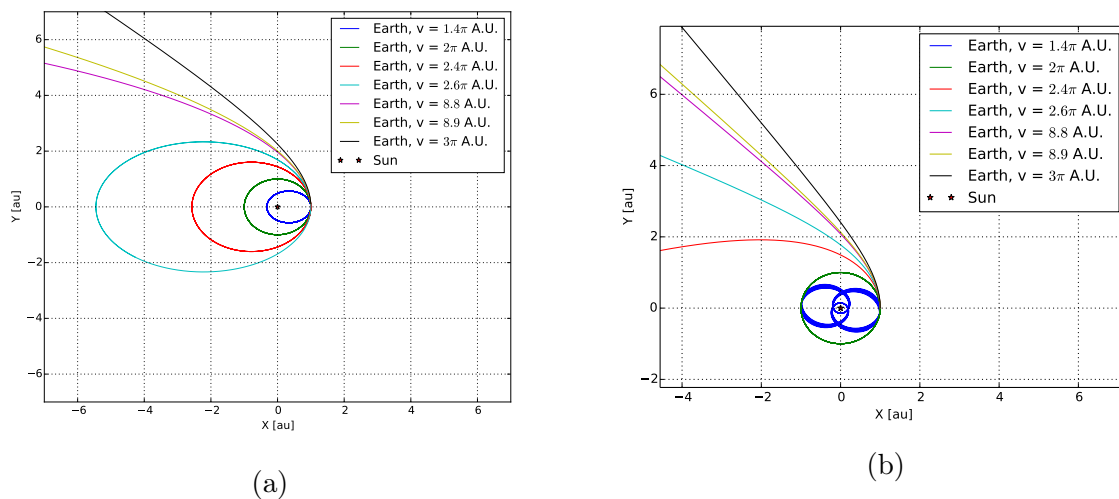


Figure 5: a) Show how the orbits of earths with different initial velocity are. b) Shows the same as a) but this time the dependency of  $r$  in equation (1) is set to 3.5. The plots were made by the data and python scripts in `plot_earth_sun.py`.

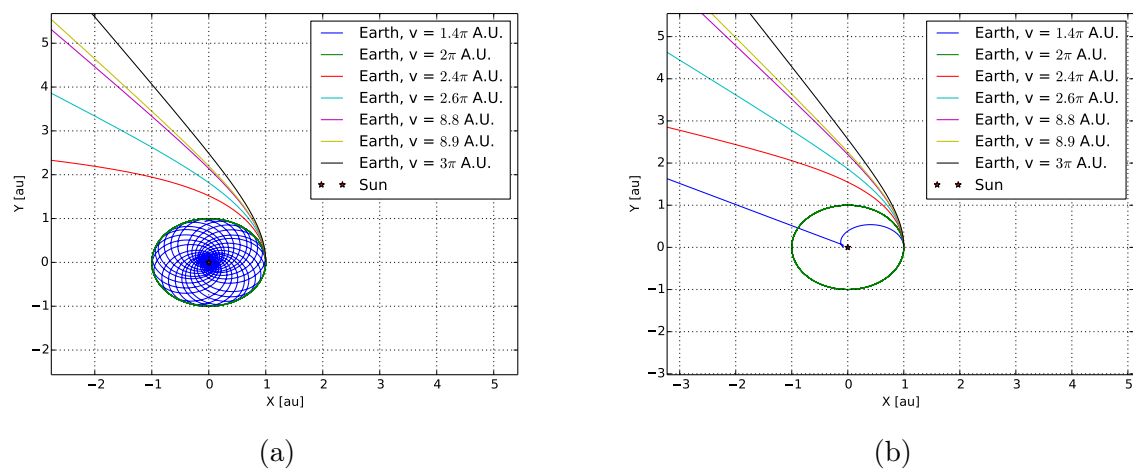
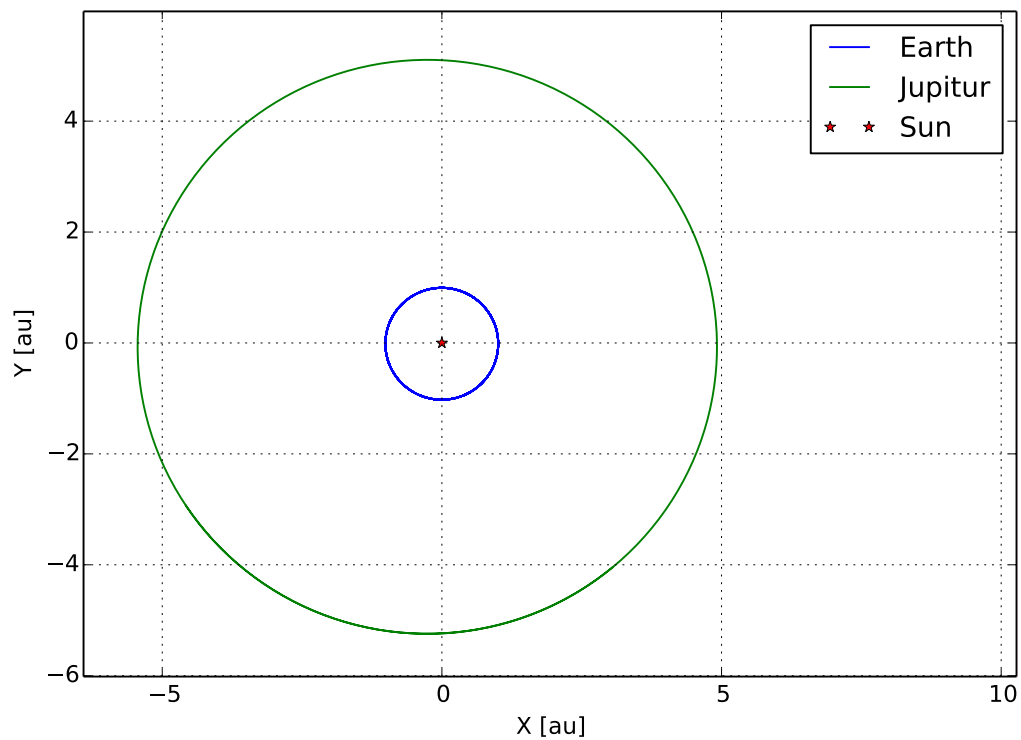


Figure 6: a) Shows the same as figure (5) but this time the dependency of  $r$  in equation (1) is set to 4. b) Shows the same as a) but this time the dependency of  $r$  in equation (1) is set to 4. The plots were made by the data and python scripts in [plot\\_earth\\_sun.py](#).

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## 4.2 Three body system

### 4.2.1 Fixed mass for jupitur



Figur 7: `plot_earth_sun.py`

### 4.2.2 Varying mass for jupitur

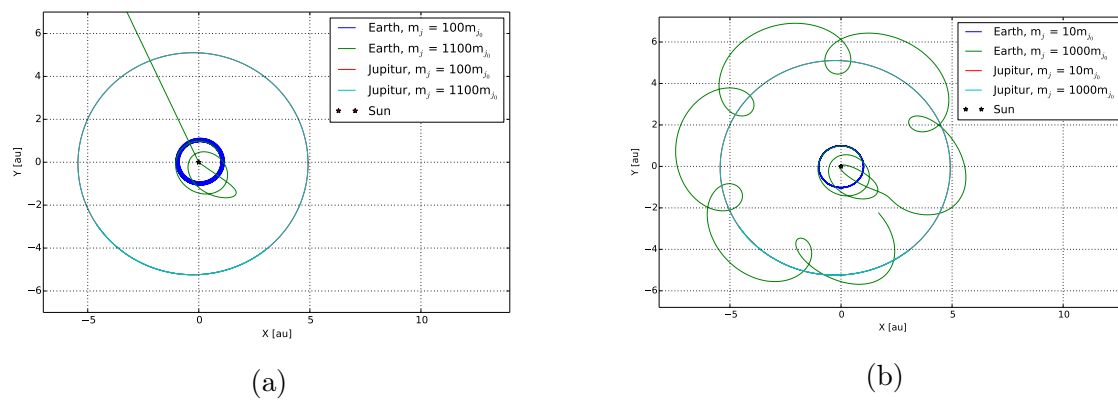


Figure 8: `plot_earth_sun.py`

### 4.3 Solar system

#### 4.3.1 Three planets and all moving

#### 4.3.2 Solar system all moving

### 4.4 The perihelion precession of Mercury

#### 4.4.1 missing this part

## 5 Discussion

## 6 Conclusion

## 7 Appendix