

Center Of Mass

Friday, November 28, 2025 8:20 PM

`import numpy as np` → library for handling arrays and math efficiently
`import astropy.units as u` → allows one to attach physical units (kpc, km s⁻¹, Myr) to numbers
`from ReadFile import Read` → function to load a snapshot file and return data

`class CenterOfMass:`

↳ The blueprint to calculate the galaxy's COM for the data in a given snapshot.

```
def __init__(self, filename, ptype):  
    self.time, self.total, self.data = Read(filename)
```

• `__init__` is the constructor

A constructor is a special method that gets called automatically when an object is created from a class.

The `__init__` method initializes the newly created instance and is commonly used. It is called immediately after the object is created by `__new__` method and is responsible for initializing the attributes of the instance

→ Source: geeksforgeeks

```
self.index = np.where(self.data['type'] == ptype)
```

Finds which rows in data correspond to the particle types I want.

`self.index` is an array of indices (positions in the array) of particles of the selected type.

```
self.m = self.data['m'][self.index]  
self.x = self.data['x'][self.index]  
self.y = self.data['y'][self.index]  
self.z = self.data['z'][self.index]  
self.vx = self.data['vx'][self.index]  
self.vy = self.data['vy'][self.index]  
self.vz = self.data['vz'][self.index]
```

each line extracts only the selected particle type from the snapshot.

```
self.vy = self.data['vy'][self.index]
self.vz = self.data['vz'][self.index]
```

from the snapshot.

function to calculate COM using the standard formula

```
def COMdefine(self, a, b, c, m):
    a_com = np.sum(a*m)/np.sum(m)
    b_com = np.sum(b*m)/np.sum(m)
    c_com = np.sum(c*m)/np.sum(m)
    return a_com, b_com, c_com
```

• Computes a weighted average along 3 axes using particle masses.
 ↳ takes arrays a, b, c (positions or velocities) and m (masses).

```
def COM_P(self, delta=0.1):
```

Computes the center of mass iteratively using the shrinking sphere method.

delta = convergence tolerance, the computation stops when COM position changes by less than delta kpc.

```
x_COM, y_COM, z_COM = self.COMdefine(self.x, self.y, self.z, self.m)
r_COM = np.sqrt(x_COM**2 + y_COM**2 + z_COM**2)
```

```
x_new = self.x - x_COM
```

```
y_new = self.y - y_COM
```

```
z_new = self.z - z_COM
```

```
r_new = np.sqrt(x_new**2 + y_new**2 + z_new**2)
```

This chunk of code computes the distance of each particle from the COM estimate.
 Prepares for shrinking the sphere in the iterative process.

$$r_max = np.max(r_new)/2.0$$

$$change = 1000.0$$

This sets the initial radius of the sphere (half the farthest particle distance)
change tracks how much COM moves each iteration.

while change > delta:

$$index2 = np.where(r_new < r_max)$$

$$x2, y2, z2 = self.x[index2], self.y[index2], self.z[index2]$$

$$m2 = self.m[index2]$$

keeps shrinking until the COM converges.

Only considers the particles currently inside the sphere r_max .

$$x_COM2, y_COM2, z_COM2 = self.COMdefine(x2, y2, z2, m2)$$

$$r_COM2 = np.sqrt(x_COM2**2 + y_COM2**2 + z_COM2**2)$$

$$change = np.abs(r_COM - r_COM2)$$

$$r_max /= 2.0$$

This computes the new COM with the smaller sphere.

It updates change — aka how the COM has moved.

Then, it shrinks the radius by half for the next iteration.

$$x_new = self.x - x_COM2$$

$$y_new = self.y - y_COM2$$

$$z_new = self.z - z_COM2$$

$$r_new = np.sqrt(x_new**2 + y_new**2 + z_new**2)$$

$$x_COM, y_COM, z_COM = x_COM2, y_COM2, z_COM2$$

$$r_COM = r_COM2$$

This updates distances for the next loop iteration .

It updates the current COM reference.

```
p_COM = np.array([x_COM, y_COM, z_COM]) * u.kpc
```

```
return np.round(p_COM, 2)
```

This returns the final 3D COM position as an array with the units in kpc.