

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 type 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.

$\text{self.vy} = \text{self.data}['vy'][\text{self.index}]$
 $\text{self.vz} = \text{self.data}['vz'][\text{self.index}]$

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.

$x_{\text{COM}}, y_{\text{COM}}, z_{\text{COM}} = \text{self.COMdefine}(\text{self.x}, \text{self.y}, \text{self.z}, \text{self.m})$

$r_{\text{COM}} = \sqrt{x_{\text{COM}}^2 + y_{\text{COM}}^2 + z_{\text{COM}}^2}$

$x_{\text{new}} = \text{self.x} - x_{\text{COM}}$

$y_{\text{new}} = \text{self.y} - y_{\text{COM}}$

$z_{\text{new}} = \text{self.z} - z_{\text{COM}}$

$r_{\text{new}} = \sqrt{x_{\text{new}}^2 + y_{\text{new}}^2 + z_{\text{new}}^2}$

This chunk of code computes the distances of each particle from the COM estimate.

Prepares for shrinking the sphere in the iterative process.

$$r_{\text{max}} = \text{np.max}(r_{\text{new}})/2.0$$

$$\text{change} = 1000.0$$

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

while change > delta:

$$\text{index2} = \text{np.where}(r_{\text{new}} < r_{\text{max}})$$

$$x_2, y_2, z_2 = \text{self.x[index2]}, \text{self.y}[index2], \text{self.z}[index2]$$

$$m_2 = \text{self.m}[index2]$$

keeps shrinking until the COM converges.

Only consider the particles currently inside the sphere r_{max} .

$$x_{\text{COM2}}, y_{\text{COM2}}, z_{\text{COM2}} = \text{self.COMdefine}(x_2, y_2, z_2, m_2)$$

$$r_{\text{COM2}} = \text{np.sqrt}(x_{\text{COM2}}**2 + y_{\text{COM2}}**2 + z_{\text{COM2}}**2)$$

$$\text{change} = \text{np.abs}(r_{\text{COM}} - r_{\text{COM2}})$$

$$r_{\text{max}} /= 2.0$$

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.

$$x_{\text{new}} = \text{self.x} - x_{\text{COM2}}$$

$$y_{\text{new}} = \text{self.y} - y_{\text{COM2}}$$

$$z_{\text{new}} = \text{self.z} - z_{\text{COM2}}$$

$$r_{\text{new}} = \text{np.sqrt}(x_{\text{new}}**2 + y_{\text{new}}**2 + z_{\text{new}}**2)$$

$$x_{\text{COM}}, y_{\text{COM}}, z_{\text{COM}} = x_{\text{COM2}}, y_{\text{COM2}}, z_{\text{COM2}}$$

$$r_{\text{COM}} = r_{\text{COM2}}$$

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.