

# ph 332: ODE examples

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# lunar lander

given in problem:

$$M_{\text{tot}} = M_{\text{ship}} + M_{\text{fuel}}$$

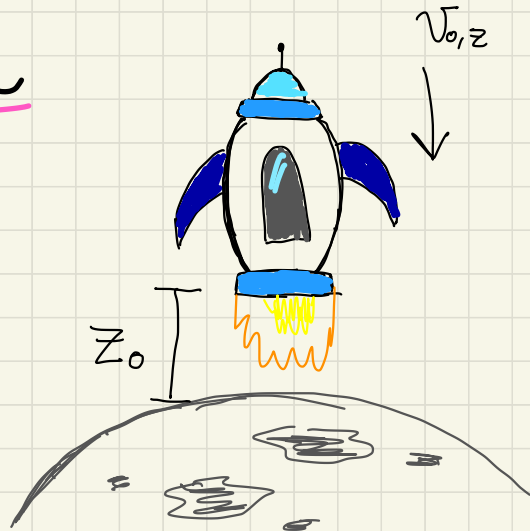
$$v_{0,z} = -5 \text{ m/s}$$

$$z_0 = 500 \text{ m}$$

$$F = T_{\text{max}} k - M_{\text{tot}} g$$

$$k \in [0, 1]$$

$$v_{\text{nozz}} = \text{const.}$$



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$$M_{\text{tot}} \ddot{z} = T_{\text{max}} k - M_{\text{tot}} g$$

$$\ddot{z} = \frac{T_{\text{max}} k}{M_{\text{tot}}} - g$$

( 2<sup>nd</sup> order  
ODE )

we can break this up into 2  
1<sup>st</sup> order ODEs

$$(1) \quad \dot{z} = v_z$$

$$(2) \quad \dot{v}_z = \frac{T_{\text{max}} k}{M_{\text{tot}}} - g$$

$M_{\text{tot}}$  also changed in time,  
we need an ODE for that.

from lecture:

$$(3) \quad \dot{M}_{\text{fuel}} = - \frac{T_{\text{max}} k}{v_{\text{nozz}}}$$

last,  $k$  could depend on time  
(but doesn't now) so,

$$(4) \quad \dot{k} = 0$$

we can change  
this later if we  
want  $k$  to be  
time-dependent

the code already has

$$y = \begin{bmatrix} z \\ v_z \\ M_{\text{fuel}} \\ k \end{bmatrix}$$

you need to write the  
corresponding derivative  
vector

$$\frac{dy}{dt} = \begin{bmatrix} ? \\ ? \\ ? \\ ? \end{bmatrix}$$

our "x" is  $t$   
for this problem

# kepler



force of gravity on  $m_1$  from  $m_2$ :

$$\vec{F}_g = m_1 \ddot{\vec{r}}_1 = \frac{G m_1 m_2}{r^2} \hat{r}$$

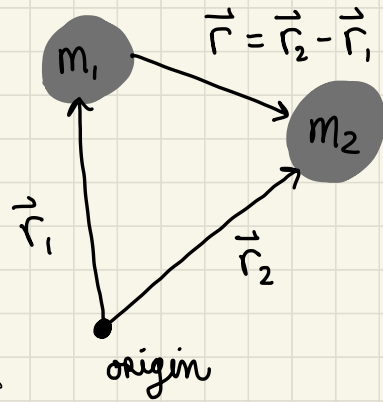
where  $r$  is the distance between them

$$\vec{r} = \vec{r}_2 - \vec{r}_1$$

$$r = |\vec{r}| = |\vec{r}_2 - \vec{r}_1|$$

$\hat{r}$  is the unit vector along  $\vec{r}$

$$\text{so, } \hat{r} = \frac{\vec{r}}{|\vec{r}|}$$



two 2<sup>nd</sup> order ODEs for  $m_1$

$$\ddot{\vec{r}}_1 = \frac{G m_2}{|\vec{r}_2 - \vec{r}_1|^3} (\vec{r}_2 - \vec{r}_1)$$

we need to break this up into cartesian ( $x$  &  $y$ ) components  
general  $\vec{r}$  vector in cartesian:

$$\vec{r} = x \hat{x} + y \hat{y}$$

so, what we need is

$$\vec{r}_2 - \vec{r}_1 = (x_2 - x_1) \hat{x} + (y_2 - y_1) \hat{y}$$

also, let's define

$$u_i = \dot{x}_i \quad \& \quad v_i = \dot{y}_i$$

to break the 2<sup>nd</sup> order ODEs  
into 1<sup>st</sup> order

ODEs for  $m_1$  in the presence of  $m_2$ : <sup>only</sup>

$$\left\{ \begin{array}{l} \dot{x}_1 = vx_1 \\ \dot{y}_1 = vy_1 \\ \dot{vx}_1 = + \frac{GM_2}{|\vec{r}_2 - \vec{r}_1|^3} (x_2 - x_1) \\ \dot{vy}_1 = + \frac{GM_2}{|\vec{r}_2 - \vec{r}_1|^3} (y_2 - y_1) \end{array} \right.$$

note: the sign here depends on the order of this difference

Remember, forces are additive

$$\vec{F}_{\text{tot},i} = \sum_j \vec{F}_j$$

so we can generalize this.

$$\begin{cases} \dot{x}_i = G \sum_j m_j \frac{(x_j - x_i)}{|\vec{r}_j - \vec{r}_i|^3} \\ \dot{y}_i = G \sum_j m_j \frac{(y_j - y_i)}{|\vec{r}_j - \vec{r}_i|^3} \end{cases}$$

\* where  $i \neq j$  (a body doesn't experience a force from itself!)  
& note that:

$$|\vec{r}_2 - \vec{r}_1| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

i would make  
a variable for  
this in your  
loop to use in  
the u & v eqs.  
it will be  
cleaner than  
writing the  
full expression  
in the denominator

$$\begin{cases} \dot{x}_i = u_i \\ \dot{y}_i = v_i \end{cases}$$

these ODEs are  
unchanged  
when we add  
more bodies

4 first order ODEs per body

optional

a trick to speed things up

now, according to Newton's 3<sup>rd</sup> law,  
the force from  $m_1$  on  $m_2$   
is equal & opposite to  
the force from  $m_2$  on  $m_1$

so, we only need one force calculation  
per pair !

$$\ddot{u}_{21} = - \ddot{u}_{12}$$

$$\dot{v}_{21} = - \dot{v}_{12}$$

this will save us computing time !