

# Assignment 3 of Computational Astrophysics in NTHU

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## 1 Written Assignments

### Q1 : Linear Algebra

$$A = \begin{bmatrix} 2 & 0 & -1 \\ 5 & 1 & 0 \\ 0 & 1 & 3 \end{bmatrix}$$

determinant of the  $3 \times 3$  matrix:

$$\begin{aligned} \det A &= \begin{vmatrix} 2 & 0 & -1 \\ 5 & 1 & 0 \\ 0 & 1 & 3 \end{vmatrix} = 2 \begin{vmatrix} \times & \times & \times \\ \times & 1 & 0 \\ \times & 1 & 3 \end{vmatrix} - 0 \begin{vmatrix} \times & \times & \times \\ 5 & \times & 0 \\ 0 & \times & 3 \end{vmatrix} - 1 \begin{vmatrix} \times & \times & \times \\ 5 & 1 & \times \\ 0 & 1 & \times \end{vmatrix} \\ &= 2 \begin{vmatrix} 1 & 0 \\ 1 & 3 \end{vmatrix} - \begin{vmatrix} 5 & 1 \\ 0 & 1 \end{vmatrix} = 6 - 5 = 1 \end{aligned}$$

inverse of the  $3 \times 3$  matrix:

$$A^{-1} = \frac{1}{\det A} A_{adj} \quad (1)$$

For the adjugate matrix,

$$Matrix = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \quad adj(Matrix) = \begin{bmatrix} + \begin{bmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{bmatrix} - \begin{bmatrix} a_{12} & a_{13} \\ a_{32} & a_{33} \end{bmatrix} + \begin{bmatrix} a_{12} & a_{13} \\ a_{22} & a_{23} \end{bmatrix} \\ - \begin{bmatrix} a_{21} & a_{23} \\ a_{31} & a_{33} \end{bmatrix} + \begin{bmatrix} a_{11} & a_{13} \\ a_{31} & a_{33} \end{bmatrix} - \begin{bmatrix} a_{11} & a_{13} \\ a_{21} & a_{23} \end{bmatrix} \\ + \begin{bmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} - \begin{bmatrix} a_{11} & a_{12} \\ a_{31} & a_{32} \end{bmatrix} + \begin{bmatrix} a_{11} & a_{21} \\ a_{21} & a_{22} \end{bmatrix} \end{bmatrix} \quad (2)$$

So we put matrix A into Eq.1 and apply Eq.2, and finally get the result  $A^{-1}$

$$A^{-1} = \begin{bmatrix} 3 & -1 & 1 \\ -15 & 6 & -5 \\ 5 & -2 & 2 \end{bmatrix}$$

### Q2 : Special Relativity

For Lorentz transformation,

$$x \text{ direction } LT_x = \begin{bmatrix} \gamma & -\beta_x \gamma & 0 & 0 \\ -\beta_x \gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad y \text{ direction } LT_y = \begin{bmatrix} \gamma & 0 & -\beta_y \gamma & 0 \\ 0 & 1 & 0 & 0 \\ -\beta_y \gamma & 0 & \gamma & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (3)$$

Where  $\beta_x = \frac{v_x}{c}, \beta_y = \frac{v_y}{c}$

Because the feature of matrix calculate, the matrix next to the last element in the equation will be the first one affect to the element. So,  $LT_x LT_y A$  will first perform y-direction boost on matrix A.

$$v_x \rightarrow v_y \quad LT_y LT_x = \begin{vmatrix} \gamma^2 & -\beta_x \gamma^2 & -\beta_x \gamma & 0 \\ -\beta_x \gamma & \gamma & 0 & 0 \\ -\beta_y \gamma^2 & -\beta_x \beta_y \gamma^2 & \gamma & 0 \\ 0 & 0 & 0 & 1 \end{vmatrix} \quad v_y \rightarrow v_x \quad LT_x LT_y = \begin{vmatrix} \gamma^2 & -\beta_x \gamma & -\beta_y \gamma^2 & 0 \\ -\beta_x \gamma^2 & \gamma & -\beta_x \beta_y \gamma^2 & 0 \\ -\beta_y \gamma^2 & 0 & \gamma & 0 \\ 0 & 0 & 0 & 1 \end{vmatrix}$$

## 2 Programming Assignments

### Q1 : Python Exercise

#### 1a.Redo fortran with Python

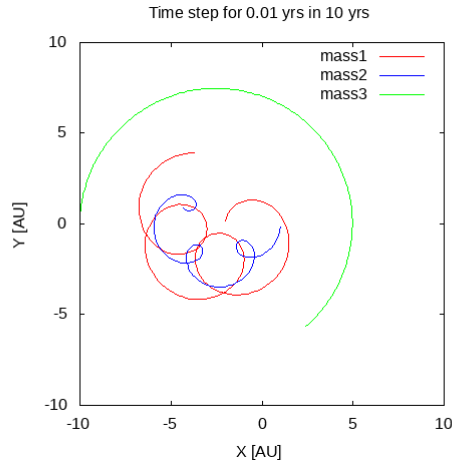


Figure 1: Result of 3-body system in Python.

(a) fortran vs Python in update pos/vel

<pre> do i =1, N   ! update pos/vel/acc/time   ! 先更新 位置pos, 在更新 速度vel   stars(i)%xt = stars(i)%x +stars(i)%vx *dt   stars(i)%xt = 0.5*(stars(i)%x +(stars(i)%xt +stars(i)%vxt *dt))   stars(i)%yt = stars(i)%y +stars(i)%vy *dt   stars(i)%yt = 0.5*(stars(i)%y +(stars(i)%yt +stars(i)%vyt *dt))   stars(i)%vxt = stars(i)%vx +stars(i)%ax *dt   stars(i)%vxt = 0.5*(stars(i)%vx +(stars(i)%vxt +stars(i)%ax *dt))   stars(i)%vyt = stars(i)%vy +stars(i)%ay *dt   stars(i)%vyt = 0.5*(stars(i)%vy +(stars(i)%vyt +stars(i)%ay *dt)) enddo do j=1, N </pre>	<pre> 37 38 39 for i in np.arange(0, N): 40     yin = np.array([starnp[i][2], 41                    starnp[i][3], 42                    starnp[i][4], 43                    starnp[i][5]]) 44 45     yout = rk2(dt, yin, derive, starnp, i) 46 47     starnp[i][2]=yout[0] 48     starnp[i][3]=yout[1] 49     starnp[i][4]=yout[2] 50     starnp[i][5]=yout[3] 51 52 53 for j in np.arange(0, N): </pre>
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(b) fortran vs Python in update acc

<pre> do j=1, N   fx=0   fy=0   fxt=0   fyt=0   do k=1, N     if (j&lt;k) then       x = stars(j)%x - stars(k)%x       y = stars(j)%y - stars(k)%y     else if (j&gt;k) then       x = -(stars(j)%x - stars(k)%x)       y = -(stars(j)%y - stars(k)%y)     endif      rsq = x**2 + y**2     angle = atan2(y,x)     force = G *stars(j)%mass *stars(k)%mass /rsq      if (j&lt;k) then       fx=fx-force*cos(angle)       fy=fy-force*sin(angle)     else if (j&gt;k) then       fx=fx+force*cos(angle)       fy=fy+force*sin(angle)     endif   enddo   stars(j)%ax = fx/stars(j)%mass   stars(j)%ay = fy/stars(j)%mass </pre>	<pre> 53 for j in np.arange(0, N): 54     fx=0 55     fy=0 56 57     for k in np.arange(0, N): 58         if j==k: 59             continue 60         if j&lt;k: 61             x =starnp[j][2]-starnp[k][2] 62             y =starnp[j][3]-starnp[k][3] 63         elif j&gt;k: 64             x =-(starnp[j][2]-starnp[k][2]) 65             y =-(starnp[j][3]-starnp[k][3]) 66 67         rsq = x**2 + y**2 68         angle = math.atan2(y,x) 69         force = G *starnp[j][1] *starnp[k][1] /rsq 70 71         if j&lt;k: 72             fx=fx-force*math.cos(angle) 73             fy=fy-force*math.sin(angle) 74         elif j&gt;k: 75             fx=fx+force*math.cos(angle) 76             fy=fy+force*math.sin(angle) 77 78     starnp[j][6] = fx/starnp[j][1] 79     starnp[j][7] = fy/starnp[j][1] 80 81 82 return starnp </pre>
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Figure 2: fortran vs Python

In this part, I use the same structure as the last lecture's assignment to code my python program. I try to use the generalized version, which can make binary system extend to simulate in n body system. In this program, time will mainly take on the second part(Fig.1(b).) in my update function in *physics* file, because in this part the program need to calculate the distance between each two stars to measure the total force to act on every single star, the loop will take much time.

## 1b. Compare the performance

In conclusion, the performance of python used in *numpy* package is more efficient than fortran.

I use *timeit* package in python to calculate the time program run 5 times, the result is approximately 9.10[sec](Fig.2(a)). In fortran, I use the command *system\_clock()* to do measurement. (Note: *system\_clock()* measure the time take by whole program, if only want to measure CPU time, can use the command *cpu\_time()*) The time fortran takes in 1 time is about 4.8[sec](Fig.2(b).) in average.

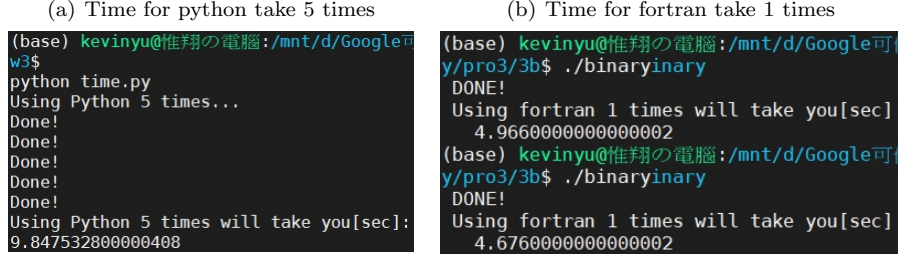


Figure 3: Time spend by python vs fortran

## Q2 : Gravitational Potential of 3-Body System

In this part, I use the command called: *contourf*, which is the instruction of package *matplotlib.pyplot*.

About x & y axis value, I Divide these axis by AU to make the axis more readable. The gravitational potential is also divided by AU, so the power of it come to  $10^{13}$ . The following are levels I chose to plot the equipotential contours.

- level1.  $3.000 \times 10^{12}$  (white – gray blue)
- level2.  $6.870 \times 10^{12}$  (gray blue – light blue)
- level3.  $1.000 \times 10^{13}$  (light blue – middle blue)
- level4.  $1.821 \times 10^{13}$  (middle blue – dark blue)
- level5.  $3.000 \times 10^{13}$  (dark blue – white)

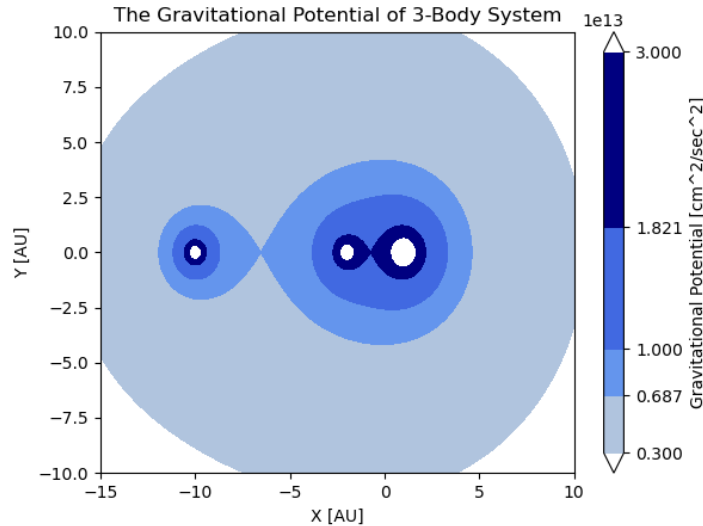


Figure 4: Gravitational Potential of 3-Body System in log scale when time=0.

Special remark **level2** & **level3**, they all can imply there are points where have balanced gravitational force <sup>1</sup> in this 3-body system. (Lagrangian point 2 which lies on the line between two objects.).

In Fig.4., we can see two Lagrangian points: One is implied by line2,  $L_2$  is on the line between left star ( $x=-10$ [AU]) & binary star in the right side. The other one is implied by line4,  $L_2$  is inside the binary system.

<sup>1</sup>Lagrangian point: [https://en.wikipedia.org/wiki/Lagrange\\_point](https://en.wikipedia.org/wiki/Lagrange_point)