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## **Problem Statement:**

In this assignment the task is create a model of the n-body problem, which is a famous problem in physics. In this case, the system is designated to be celestial bodies who's force of action is the gravitational force exerted by each body on each other. This is a problem that is notoriously difficult to solve analytically (it was actually shown by Poincarè that there is no analytical solution given by algebraic expressions and integrals), and it can also exhibit chaotic behavior. Due to these facts it is often solved with a numerical solution, also making it an appropriate problem to apply equation-free methods in order to extract the dynamics from the data. A database of the movement of celestial bodies would be an ideal place to gather data for equation-free modeling, and is available from NASA and other astronomical societies. In this work no specific system is modeled, however a general case of the n-body problem will be simulated using the ODE solver in Matlab, which will then be compared with equation-free models.

## Solution to the N-Body Problem:

The n-body problem can be generalized with an equation of motion that can be applied to each body of the system. When all bodies are considered, the system will provide the motion of each body with the consideration of the gravitational forces from every other body. The equations of motion are given by,

$$m_i \frac{d^2 \mathbf{q}_i}{dt^2} = \sum_{\substack{j=1\\i\neq i}}^n \frac{Gm_i m_j (\mathbf{q}_j - \mathbf{q}_i)}{\|\mathbf{q}_j - \mathbf{q}_i\|^3} = \frac{\partial U}{\partial \mathbf{q}_i}$$
(1)

where  $\mathbf{q_i}$  is the position vector of the  $i^{th}$  body,  $m_i$  is the mass of the  $i^{th}$  body, and G is the universal gravitational constant. Using (1) it can be seen that in three spatial dimensions, the number of differential equations used to solve the system is on the order of 6n (where n is the number of bodies), which can become increasing computationally expensive for sets of large particles. The ODE's, written in code as **n\_body.m** (listing 1), is solved using Matlab's built-in ODE solver **ode113.m**.

Listing 1: Matlab code – n\_body.m

- 1 function  $dx = n_body(~, x)$
- 2 % GM = 1; % Normalized G\*mass

<sup>3</sup> GM = 1e2; % Mass\*G that "works well" for our initial distances and ↔ velocities

```
4 \%x = reshape(x, [2, 6]);
5 N = size(x,1)/6;
 \mathbf{6} \ \mathbf{x} = \operatorname{reshape}(\mathbf{x}, \ [6, \ N])'; % reshape from vector to matrix
7 \%x = [x(1:6) '; x(7:end) '];
8 dx(:,1) = x(:,4); % set velocity in x
9 dx(:,2) = x(:,5); % set velocity in y
10 dx(:,3) = x(:,6); \% set velocity in z
   for i = 1: size (x, 1)
11
12
        dx(i, 4:6) = 0;
        for j = 1: size (x, 1)
13
14
             if(j^{-}=i)
15
                  df = x(j,1:3) - x(i,1:3); \% get difference between each pair \leftrightarrow
                      of particles
16
                  dx(i, 4:6) = dx(i, 4:6) + GM^*(df) / (df * df. ').^{(3/2)}; \%  compute
                       gravitational effects
17
             end
18
        end
19
   end
20
   dx = reshape(dx', [N*6, 1]); \% ODE must output a column vector
21
   end
```

In this code, ode113 is used instead of ode45 due to its improvement in accuracy. When using ode45 to solve these equations, the round-off error in the implementation of the Runge-Kutta method was causing the system to lose energy artificially over time. The ode113 method is variable-step, variable order (VSVO) Adams-Bashforth-Moulton solver of orders 1 to 13, and has been noted for its ability to be used in celestial mechanics problems (which is similar, if not equivalent to this problem). Using this solver and the code in **n\_body.m**, we generate the micro-scale model that is necessary to perform equation-free modeling.

#### Listing 2: Matlab code - Micro-scale simulation

```
1 %% n-body problem simulation
2
3 N = 50; % number of bodies
4 pdim = 3; % number of spatial dimensions
5 vdim = 3; \% number of velocity dimensions
   vvar = 1e0; % variance for initial velocity of particles
6
7
   \max = 1e2; \% \max distance for initial positions of particles
8
   positions = -max + (max + max) \cdot rand(N, pdim);
9
10
   velocities = sqrt(vvar)*randn(N, vdim);
   ic = [positions, velocities];
11
12 ic = reshape(ic.', [1, N^*6]);
13
14 \% set time parameters
15 t start = 0;
```

```
16 t end = 1e4;
17 % t step = 5e1;
   t = [t \text{ start } t \text{ end}];
18
19
20
   tic
21
    [T,Y] = ode113(@n body, t, [ic]); \% Solve ODE's
22
   \operatorname{toc}
23
24~\% get output in correct form to plot time-series
25 Y plot = zeros (pdim+vdim, N, size (T,1));
26
   for i = 1: size(T, 1)
27
        Y plot(:,:,i) = reshape(Y(i,:).', [pdim+vdim, N]);
28
   end
29
30 %% Plot output
31
   figure
32 hold all
   grid on
33
34
   grid minor
35
   box on
36
   for i = 1: size(T, 1)
37
        if (i = 1 \& i = size(T, 1))
38
39
             plot3(Y plot(1,:,i), Y plot(2,:,i), Y plot(3,:,i), b.', ' \leftarrow
                MarkerSize', 3) % plot particle path with blue marker
40
        elseif(i = 1)
41
             plot3(Y_plot(1,:,i), Y_plot(2,:,i), Y_plot(3,:,i), 'g.', ' \leftarrow
                MarkerSize', 10) % plot starting point with green marker
42
        else
             plot3(Y_plot(1,:,i), Y_plot(2,:,i), Y_plot(3,:,i), 'r.', ' \leftrightarrow
43
                MarkerSize', 10)% plot end point with red marker
44
        end
45
   end
46 xlabel('x')
47 ylabel('y')
48 zlabel('z')
49
   title (['n-body simulation for n = (num2str(N)))
```

Since the equations cannot be solved analytically, as stated above, a numerical solution in Matlab has been obtained. The solver will compute the position and velocity vectors for each particle in the system. Several different values for the number of particles will be considered, and several graphs will show the output from each solution. In the solver, the initial conditions for position of each particle in the system are generated from a uniform random distribution, while the initial velocities are generated from a Gaussian distribution. Further, each mass is of equal magnitude, and all have been normalized so that  $m_i G = 1$  (where  $m_i$  is the mass of the  $i^{th}$ 

n-body simulation for n = 3 n-body simulation for n = 3 1500 4000 1000 2000 0 500 -400 -2000 0 4000 -200 -4000 2000 500 2000 0 1500 0 1000 -500 500 y х 0 ν х (a) n-body simulation for n = 3(b) n-body simulation for n = 3n-body simulation for n = 5 n-body simulation for n = 5 1000 100 500 0 -100 0 N -200 -500 -300 -1000 -400 2000 -500

body, G is the universal gravitational constant). This is to limit the complexity of the simulation and keep the computation times as small as possible.

(c) n-body simulation for n = 5

500-600



-400

-600

-200

0

200

400

Figure 1: Solutions to the n-body problem for n = 3, and n = 5 bodies. Each mass in the system is equal, with only the initial conditions being different. Two trials of each case are shown, and it is clear that the initial conditions play a large role in the manifested dynamics of the system.

200

-2000

-800

y

0

-200

٧

-400

From Figure 1 it appears that the nbody simulator is working correctly for the n = 3 and n = 5 cases. It is now important to test situations where the number of bodies is significantly higher. Tests for n = 50 and n = 100 are given in Figures 2 and 3. These tests caused a large rise in computational complexity, this is due to the fact that the number of equations that are solved by the ODE solver in Matlab is on the order of 6n (n being the number of bodies). As the

-1000

-500

х

0







Figure 2: Solutions to the n-body problem for n = 50 bodies. Each mass in the system is equal, with only the initial conditions being different. Again, the starting positions of each mass is labeled with a green dot, with the final position shown as a red dot. Sub-figures (a) and (b) are from the same simulation, with different angles. Sub-figures (c),(d),(e), and (f) go together and show a longer time evolution. Assignment № 7



(a) Angle 1, n-body simulation for n = 100



Figure 3: The images are similar to the previous n-body simulations, with only the number of particles being different. The system, as in the other figures, is heavily dependent on the initial conditions of particle position and velocity (on the micro-scale).

# **Equation Free Modeling:**

Due to the fact that this model becomes computationally expensive for sets of large particles or over long periods of time, it is appropriate to consider an equation free modeling approach. The equation-free modeling algorithm consists of two main aspects, restricting and lifting. In restriction, a selection of macroscopic variables is made in order to generate a model of the system. The restriction operator converts the microscopic (fine) model into the macroscopic (course) model. The restriction operator generally completes the task of projecting the principal components of the microscopic variables, onto the chosen macroscopic variables (using methods such as SVD/PCA/POD). This is described in (2),

$$\mathbf{U} = \mathcal{M}\mathbf{u},\tag{2}$$

where U is the system of variables for the macroscopic behavior,  $\mathcal{M}$  is the restriction operator, and u is the system of variables for the microscopic behavior. It is important to note that  $\mathbf{U} \in \mathbb{R}^{M}$  and  $\mathbf{u} \in \mathbb{R}^{m}$ , where generally  $M \ll m$ . Assuming that the microscopic system can be adequately modeled by the macroscopic variables U, then the the remaining statistical characteristics at the microscopic scale should be properly approximated by functionals of the those selected for the restriction operation. If we say that the microscopic dynamics can be transformed to a new set of variables, this gives a system of differential equations,

$$\frac{d\mathbf{v}_1}{dt} = g(\mathbf{v}_1, \mathbf{v}_2),\tag{3}$$

where  $\mathbf{v} = (\mathbf{v}_1, \mathbf{v}_2)$  is partitioned into M and m - M components. Then the variable  $\mathbf{v}_1$  corresponds to with the macroscopic variable U so that,

$$\frac{d\mathbf{U}}{dt} = \frac{d\mathbf{v}_1}{dt} = g(\mathbf{v}_1, r(\mathbf{v}_1)) = F(\mathbf{U}).$$
(4)

Thus, the functions g, r, and F can be constructed systematically (not in closed form) to give the process its equation-free approach.

In this work the cumulative distribution is used as the restriction operator. This portion of the code computes the cumulative distributions of radial distance and radial velocity. The Lifting operation is performed to bring the simulation from a lower-dimensional macroscale simulation to a higher dimensional microscale model. The lifting operator generates initial conditions from the macroscale variables for the individual particles in the simulation. The overall process can be summarized in order by performing a Lift, evolving the microscopic variables in fine-scale time (Evolve), and then Restricting to the to the macroscopic variables for coarse-time evolution. The code for the three steps mentioned previously (Lift, Evolve, Restrict) can be found in listing 3 below. In this case, the lifting operator will be performing Dynamic Mode Decomposition (DMD) analysis (listing 4, **dmd.m**) on the chosen variables. This will also allow us to evolve the system in time.

Listing 3: Matlab code - Lift -> Evolve -> Restrict

```
1 %Alex DeWitt & Kevin Mack
2 %
 3 %% n-body problem simulation
 4 clear
 5
 6 N = 50; % number of bodies
 7 pdim = 3; % number of spatial dimensions
8 vdim = 3; \% number of velocity dimensions
9 vvar = 5e0; % variance for initial velocity of particles
10 max = 1e3; % max distance for inital positions of particles
11
12 positions = -\max(\max+\max). * rand (N, pdim);
13 velocities = sqrt(vvar)*randn(N, vdim);
14 ic = [positions, velocities].';
15 output 600 t = zeros(10+1,6,N);
16 output_600_t(1, :, :) = ic;
17 num iters = 100;
18 start = 1;
19 quarter = floor (num iters /4);
20 half = floor (num iters /2);
   three quarter = floor (3* num iters /4);
21
22
23 for iterator = 1:num_iters
24 ic = output 600 t(iterator,:,:);
25 ic = reshape(ic, [1, N^*6]);
26 % set time parameters
27 t start = 0;
28 t end = 5e2;
29 t = [t \text{ start:1:t end}];
30
31
   tic
   [T,Y] = ode113(@n body, t, [ic]); \% Solve ODE's
32
33 toc
34 Tc = size(T,1);
35 % get output in correct form to plot time-series
36 Y plot = zeros(pdim+vdim, N, Tc);
37
   for i = 1:Tc
38
       Y plot(:,:,i) = reshape(Y(i,:).', [pdim+vdim, N]);
39
   end
40
41 Y r = zeros(Tc,N);
42 hboxs r = linspace(0, 4000, 10);
43 for i = 1:Tc
44 Y_r(i,:) = Y_plot(1,:,i).^2+Y_plot(2,:,i).^2+Y_plot(3,:,i).^2;
45 Y r(i,:) = sqrt(Y r(i,:));
46 r_h(i,:) = hist(Y_r(i,:),hboxs_r);
47 end
```

```
48
49
50 Y v = zeros(Tc,N);
51 hboxs v = 0:1:10;
52 for i = 1:Tc
53 Y_v(i,:) = Y_plot(4,:,i).^2+Y_plot(5,:,i).^2+Y_plot(6,:,i).^2;
54 Y_v(i,:) = sqrt(Y_v(i,:));
55 v h(i, :) = hist(Y v(i, :), hboxs v);
56 end
57
58 % DMD
59 X = [r h, v h].';
60 dt = (t \text{ end-} t \text{ start})/(\text{Tc-}1);
61 t = [T;T(2:100)+T(end)];
62 [,X dmd, modes] = dmd(t,X,dt);
63 X dmd = real (X dmd);
64
66 xx = linspace(0, 5000, 1000);
67 dT = 5000/1000;
68 \quad [pos_pdf] = csaps(hboxs_r, X_dmd(1:10, t(end)), .99, xx); \% \text{ smooth with spline}
69 pos pdf(pos pdf < 0) = 0;
70 pos cdf = cumtrapz(xx, pos pdf);
71
   pos cdf = pos cdf. / pos cdf(end);
72
73 pos r = zeros(N,1);
74
   uni = rand(N,1);
75
76 for i = 1:N
77 pos r(i) = find(pos cdf>uni(i), 1).*dT;
78
   end
79
   theta = rand(N,1) * 2* pi;
80
81
   phi
        = rand (N, 1) * pi;
82
83 oj = zeros(6,N);
84 oj (1,:) = pos r.*sin (phi).*cos (theta);
85 oj (2,:) = pos r.*sin (phi).*sin (theta);
86 oj (3,:) = pos_r.*cos(phi);
87
88 cdf dummy = @cumtrapz;
89 %radial velocity
90 xx = linspace(0, 10, 1000);
91 dT = 10/1000;
92 [v pdf] = csaps(hboxs v, X dmd(11:21, t(end)), .99, xx);% smooth with spline
93 v pdf(v pdf < 0) = 0;
94 v cdf = cdf dummy(xx, v pdf);
```

```
95 v cdf = v cdf./v cdf(end);
96
97 v r = zeros(N,1);
98 uni = rand (N, 1);
99 for i = 1:N
100 v r(i) = find (v cdf>uni(i),1).*dT;
101
    end
102
103 % plot histograms and graphs
104
    if (iterator = start || iterator = quarter || iterator = half || \leftrightarrow
        iterator == three quarter || iterator == num iters)
105
         bins pos = floor(sqrt(size(pos r, 1)));
106
         bins v = floor(sqrt(size(v r, 1)));
107
         figure
108
         hold on
109
         histogram(pos_r, bins_pos)
         title({'Histogram of Radial Distances, iteration ' iterator })
110
111
112
         figure
113
         hold on
114
         histogram (pos r, bins v)
         title({'Histogram of Radial Velocities, iteration ' iterator })
115
116
117
         figure
         hold on
118
119
         grid on
120
         grid minor
121
         box on
122
         plot(v pdf)
         title({ 'CDF of Radial Velocity, iteration ' iterator })
123
124
    end
125
126 %radial velocity is in the direction as r
127
    oj(4,:) = v r.*sin(phi).*cos(theta);
128 oj(5,:) = v_r.*sin(phi).*sin(theta);
129 oj (6,:) = v r.*cos(phi);
130
131 %tangential velocity is proportional to r
132 theta = rand (N, 1) * 2* pi;
133
    phi = phi + pi/2;
134
135 % compute circular orbits
136 v t = sqrt (100*N. / \text{pos} r);\%
137 oj(4,:) = oj(4,:) + v_t.*sin(phi).*cos(theta);
    oj(5,:) = oj(5,:) + v t.*sin(phi).*sin(theta);
138
139
    oj(6,:) = oj(6,:) + v_t.*cos(phi);
140
```

```
141
    %%%%%%%oj = new Y vector%%%%%%%%%%%%
142
143
    output 600 t(iterator +1,:,:) = oj;
144
    end
145
146
    markers = { 'k. ', 'b. ', 'g. ', 'r. ', 'm. '};
147
    plots = 0;
    figure
148
149 hold on
150
    % Plot bodies at different points in the simulation
151
    for i=1:iterator
152
         if (i = start || i = quarter || i = half || i = three quarter || i \leftrightarrow
            = num iters)
153
              plot3(squeeze(output_600_t(i,1,:)), squeeze(output_600_t(i,2,:)), \leftrightarrow
                 squeeze(output 600 t(i,3,:)), markers{plots})
154
              axis ([-5000,5000,-5000,5000,-5000,5000]);
155
         end
156
    end
```

### Listing 4: Matlab code - dmd.m

```
function [t, u_dmd, u_modes] = dmd(t, X, dt)
1
                         \% create intial conditions
2 u = X(:,1);
3 X1 = X(:, 1: end - 1);
4 X2 = X(:, 2:end);
5
6 %perform dmd
7 [U, Sigma, V] = svd(X1, econ');
8 Sigma = Sigma + diag(10^{-10*} \text{ ones}(\text{ size}(\text{Sigma}, 1), 1));
9 Sigma inv = diag(1./diag(Sigma));
10 S = U'*X2*V*Sigma inv;
11 [ev, D] = eig(S);
12 mu = diag(D);
13 omega = \log(mu) / (dt);
14 Phi = U^* ev;
15
16 y_0 = pinv(Phi)^*u; %pseudo-inverse on initial conditions
17
   u modes = zeros(size(V,2), length(t));
18
   for iter = 1: length(t)
19
        u modes(:, iter) = (y0.*exp(omega*t(iter)));
20
   end
21
   u dmd = Phi^*u modes; \% return the dmd modes
```

In conclusion, the code above provides the macro-evolution of the system, with the aid from simulating small steps in the microscale evolution at regular time intervals. This allows for the

modeling of the behavior of the chosen macro-scale variables (radial distance and radial velocity) over comparatively large time scales to the microscale simulation. Figures 4 and 5 represent some of the histograms created for the restriction operator. As for the initial conditions of the simulation, the starting positions of the particles were computed from a uniform distribution, while the initial velocities were computed from a random normal distribution. For the lifting operator, the new initial conditions for microscale simulation were again generated from random distributions, but this time in compliance with the histograms of the macro-scale variables at that specific time. The overall result is the evolution of the macro-scale variables across coarse time (Figures 4 and 5). The graphs were generated through 100 iterations (meaning 100 instances of micro-scale iterations).



(e) CDF of radial position for iteration 100

(f) CDF of radial velocity for iteration 100

Figure 4: The figures in the left column represent the CDF of the radial position, with the right column being the distribution for the radial velocity for the particles in the simulation. The CDF is used in the restriction phase of the simulation.



(a) Histogram of radial position for iteration 1



(c) Histogram of radial position for iteration 50



(e) Histogram of radial position for iteration 100



(b) Histogram of radial velocity for iteration 1



(d) Histogram of radial velocity for iteration 50



(f) Histogram of radial velocity for iteration 100

Figure 5: The histograms in the left column represent the radial distances of the particles at different points in the simulation, withe the histograms on the right representing the radial velocities. These histograms represent the evolution of the macro-scale variables over coarse-scale time.