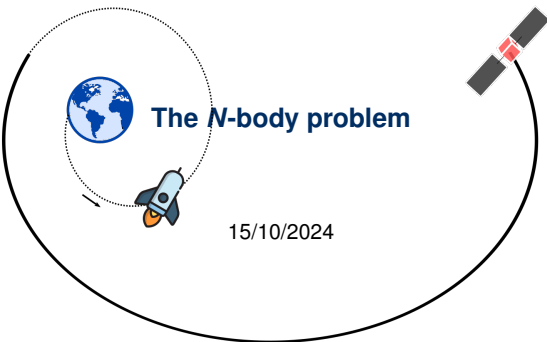


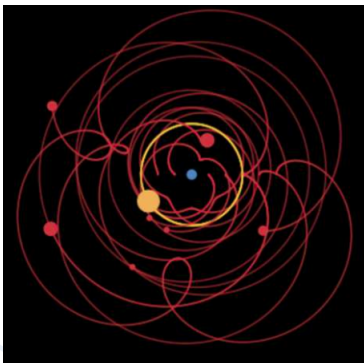
How do things move in Space?

Verónica Saz Ulibarrena



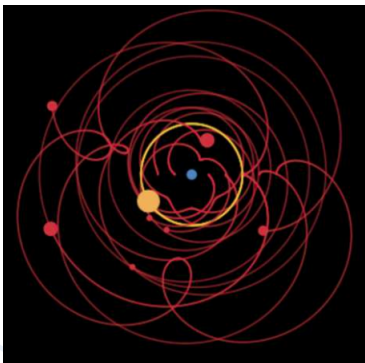
Historical introduction : Copernicus

Geocentric

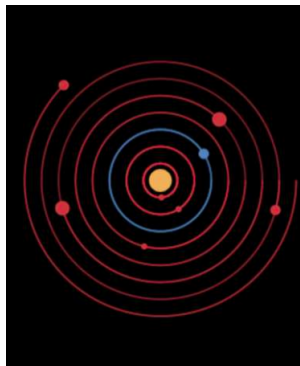


Historical introduction : Copernicus

Geocentric

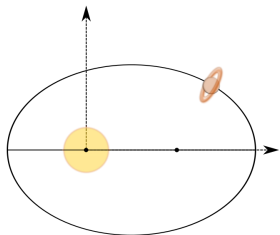


Heliocentric



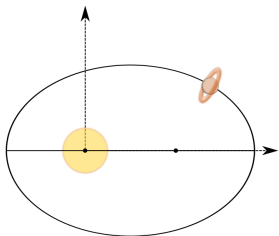
Historical introduction : Kepler

1. Elliptical orbits

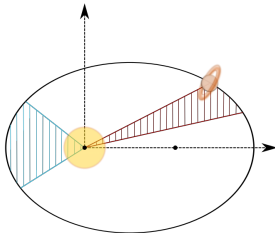


Historical introduction : Kepler

1. Elliptical orbits



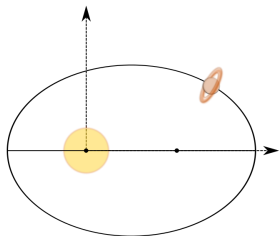
2. Angular velocity



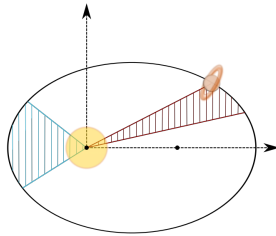
Equal areas in equal times

Historical introduction : Kepler

1. Elliptical orbits

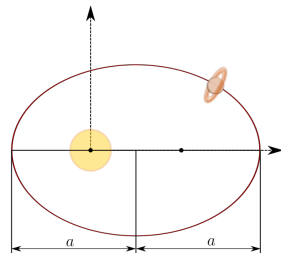


2. Angular velocity



Equal areas in equal times

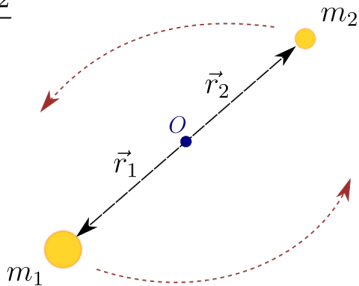
3. Period of the orbit



$$T^2 \propto a^3$$

Historical introduction : Newton

$$\vec{F} = G \frac{m_1 m_2}{r_{12}^2}$$



Historical introduction : Newton

$$\vec{F} = G \frac{m_1 m_2}{r_{12}^2}$$

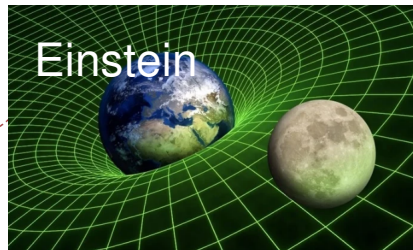
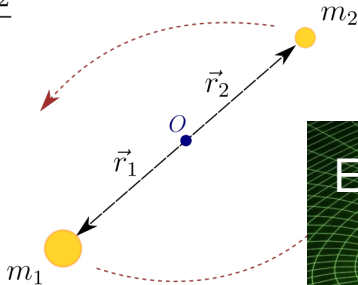


Image Credit : canbedone/Shutterstock.com

Historical introduction : Newton

$$\vec{F} = G \frac{m_1 m_2}{r_{12}^2}$$

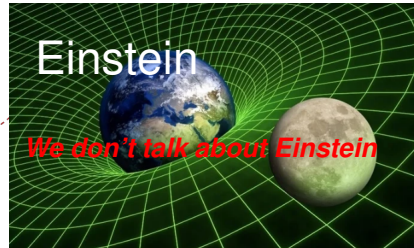
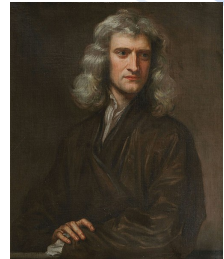
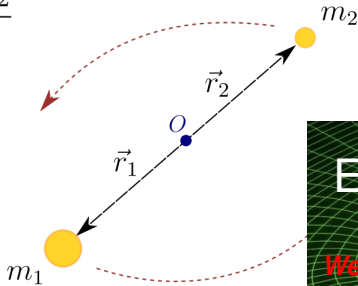


Image Credit : canbedone/Shutterstock.com

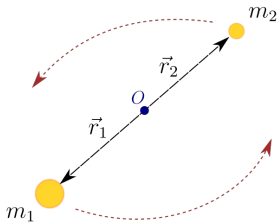
What is the 3-body problem ?

(dramatic music plays in the background)

Quick summary

2-body problem

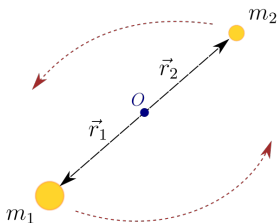
- 1 We can solve it analytically
- 2 We can predict it



Quick summary

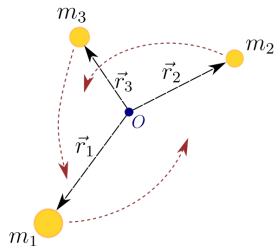
2-body problem

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3-body problem

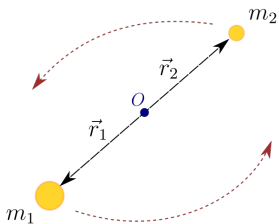
- 1 We have to solve it numerically
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Quick summary

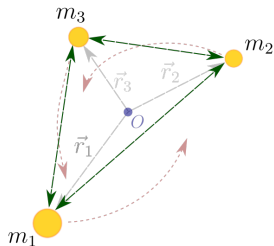
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3-body problem

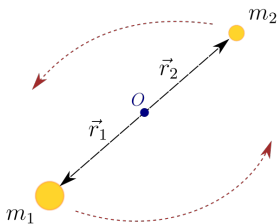
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Quick summary

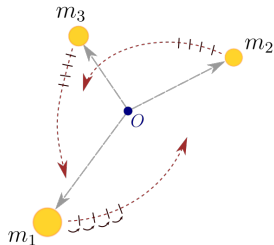
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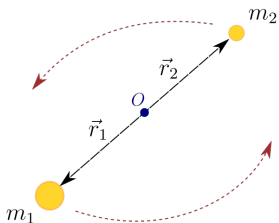
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Quick summary

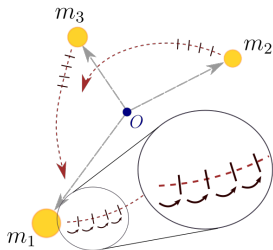
2-body problem

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3-body problem

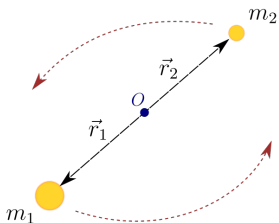
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Quick summary

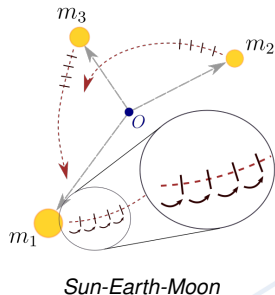
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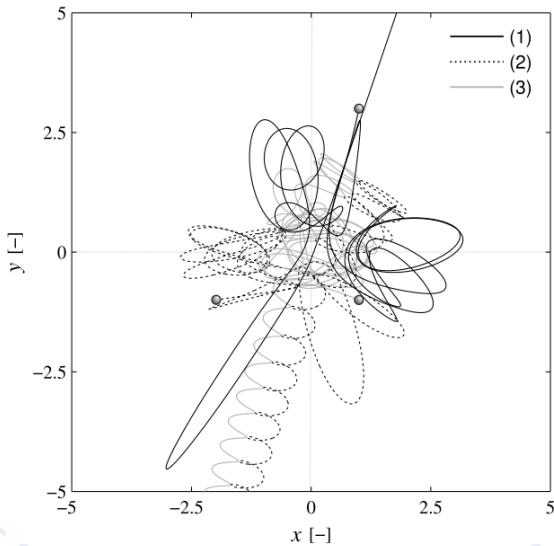


3-body problem

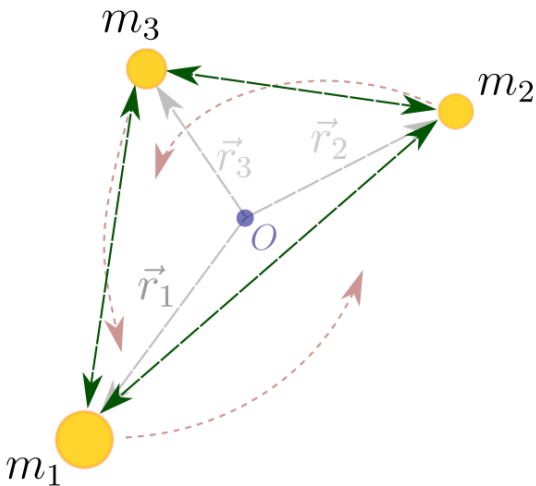
- 1 We have to solve it numerically
- 2 It is chaotic



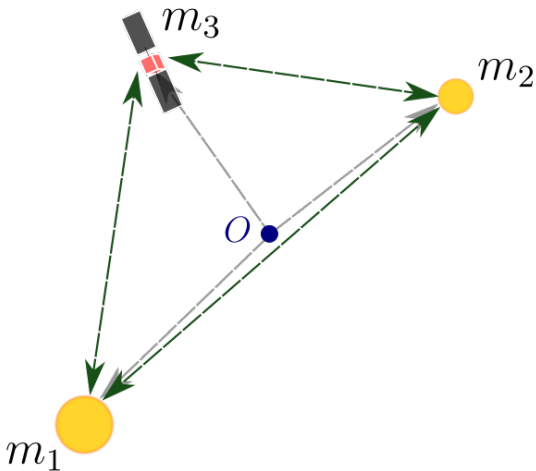
Chaos



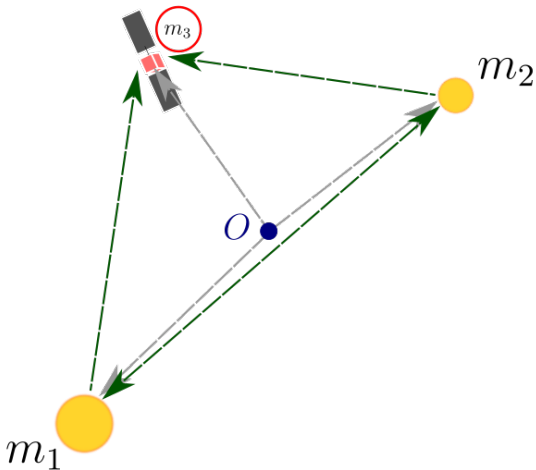
A special case...



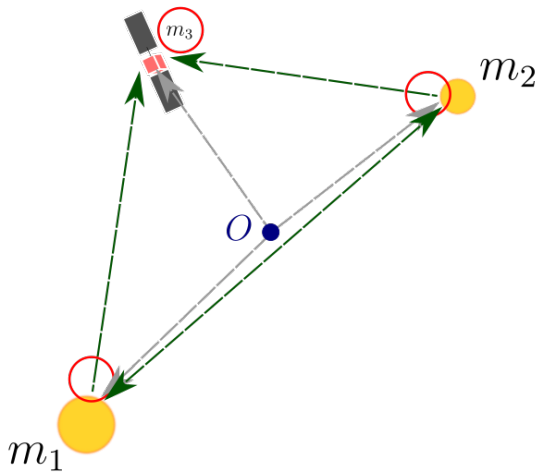
A special case...



A special case...



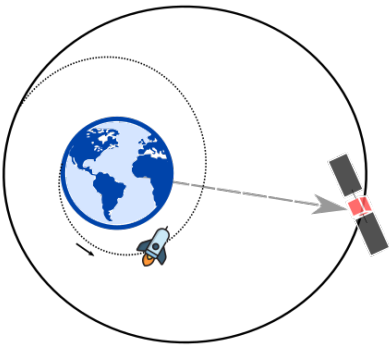
A special case...



How do we get to other planets ?

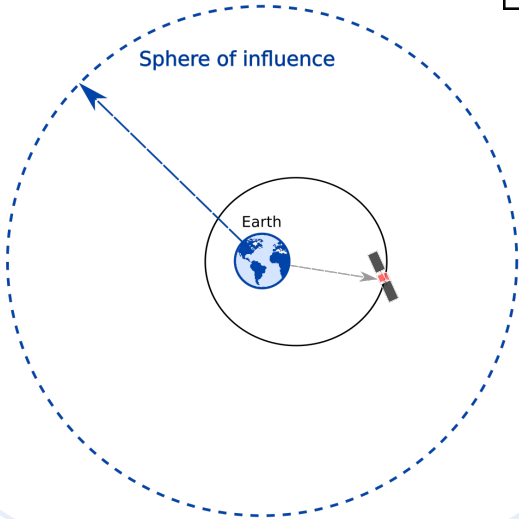
Starting point : The Earth

Zoom in

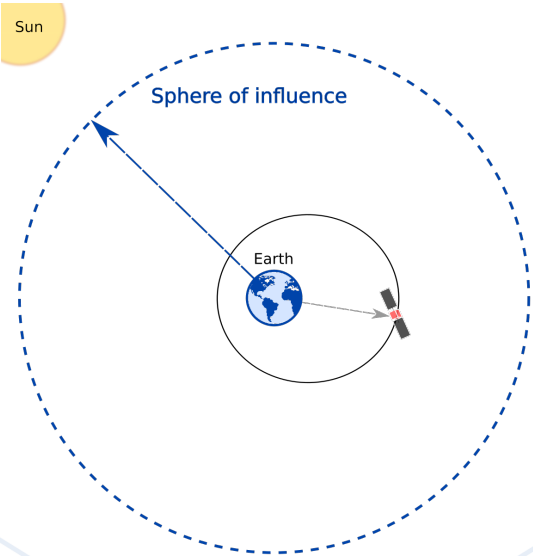


Starting point : The Earth

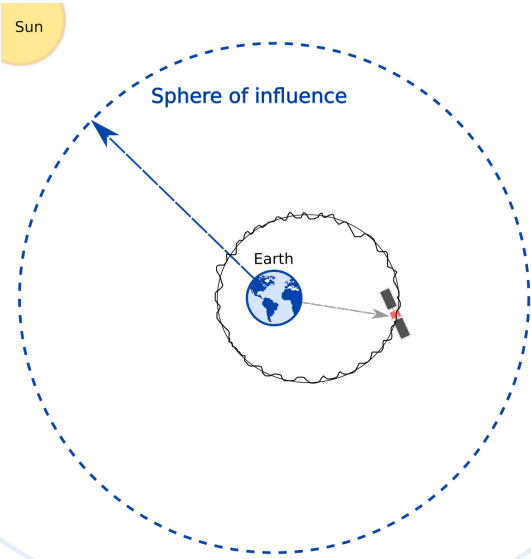
Zoom out



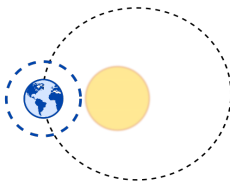
Starting point : The Earth



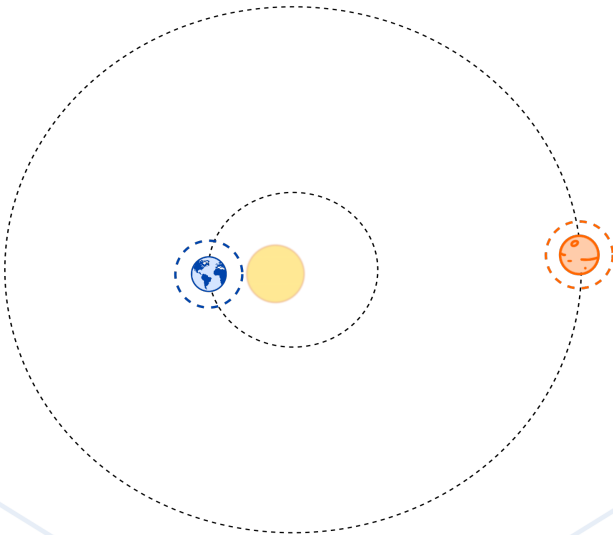
Starting point : The Earth



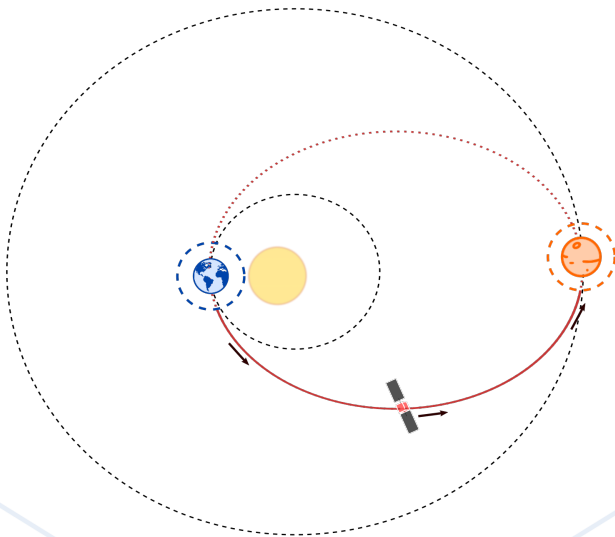
The interplanetary trip



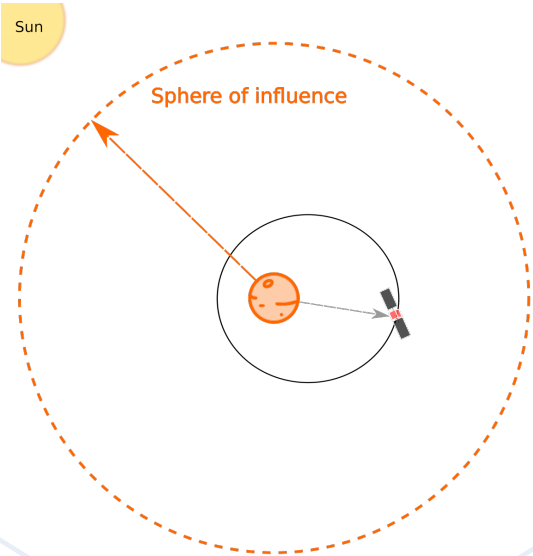
The interplanetary trip



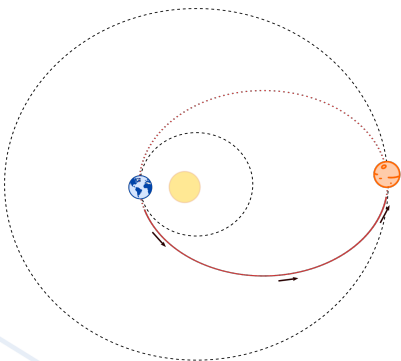
The interplanetary trip



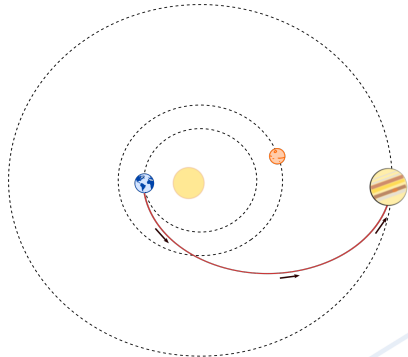
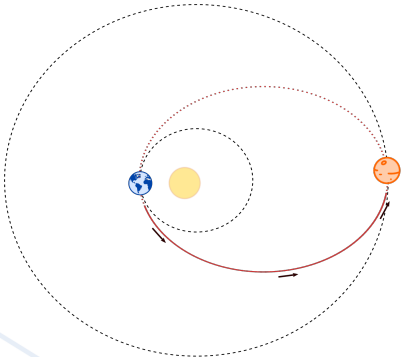
Arrival



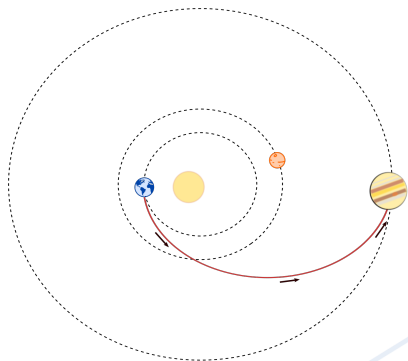
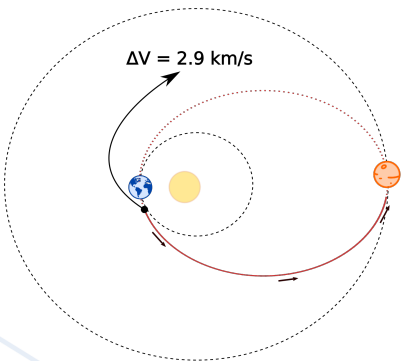
Going to the outer Solar System



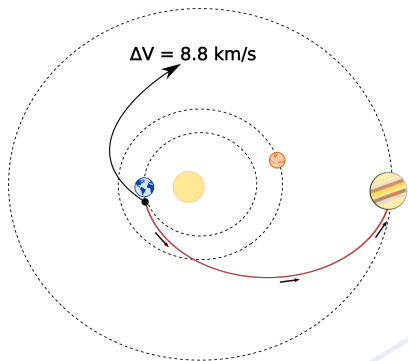
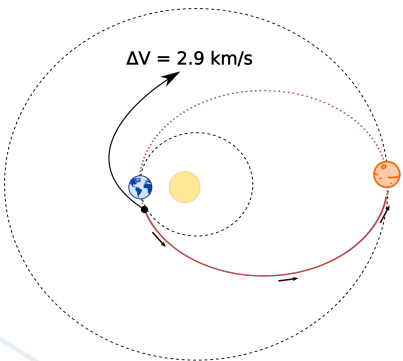
Going to the outer Solar System



Going to the outer Solar System

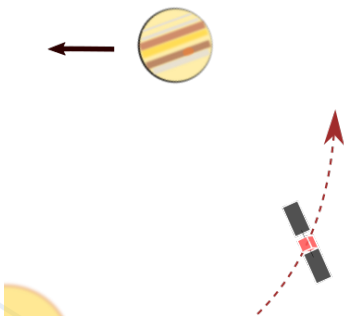


Going to the outer Solar System



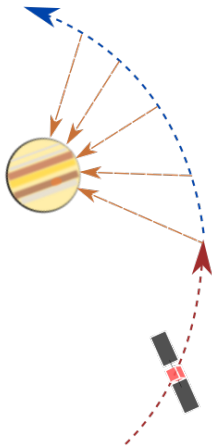
Gravitational Assists (slingshot)

Speed-up



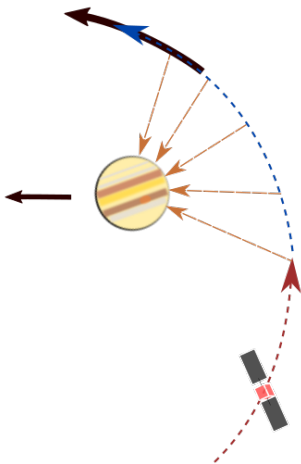
Gravitational Assists (slingshot)

Speed-up



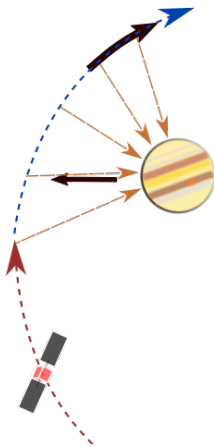
Gravitational Assists (slingshot)

Speed-up

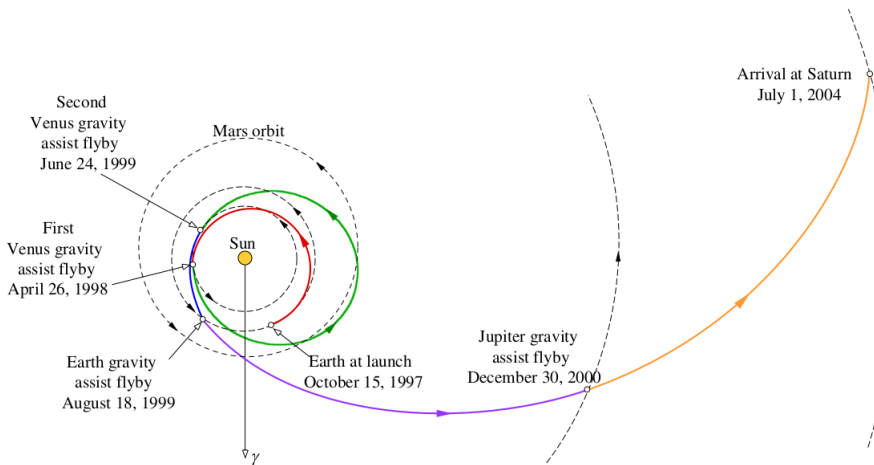


Gravitational Assists (slingshot)

Decelerate

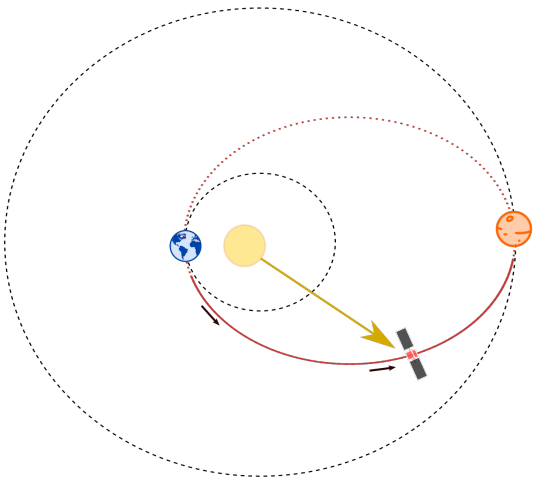


A real transfer : the orbit of Cassini

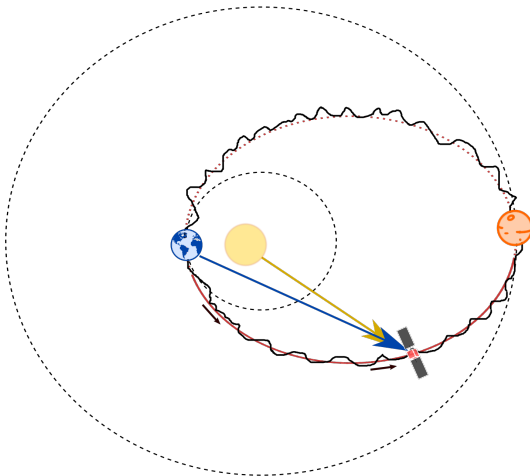


Source : Howard Curtis, *Orbital Mechanics for Engineering Students*

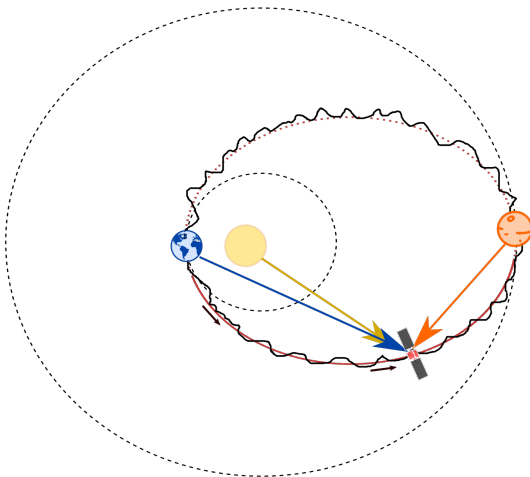
The reality of interplanetary transfers



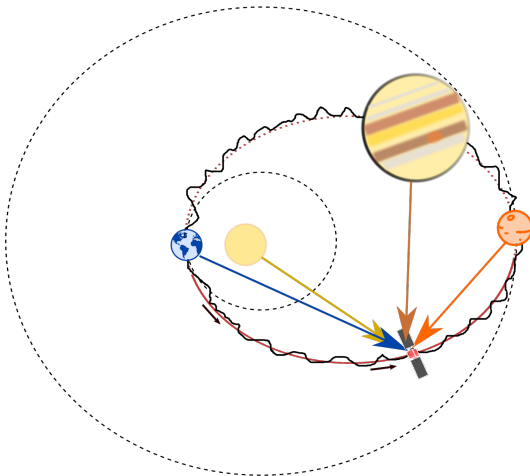
The reality of interplanetary transfers



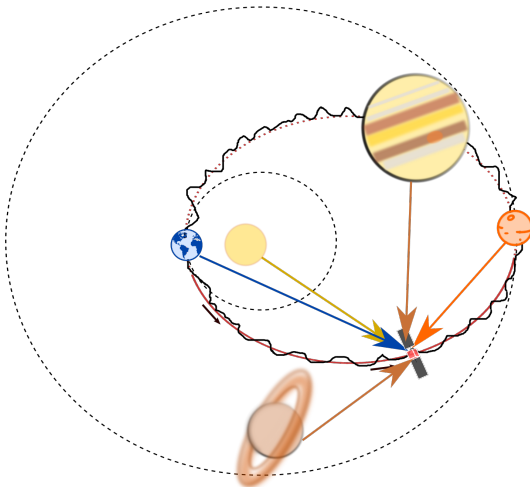
The reality of interplanetary transfers



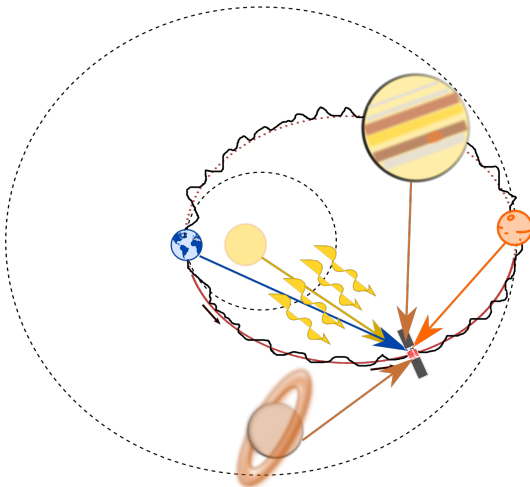
The reality of interplanetary transfers



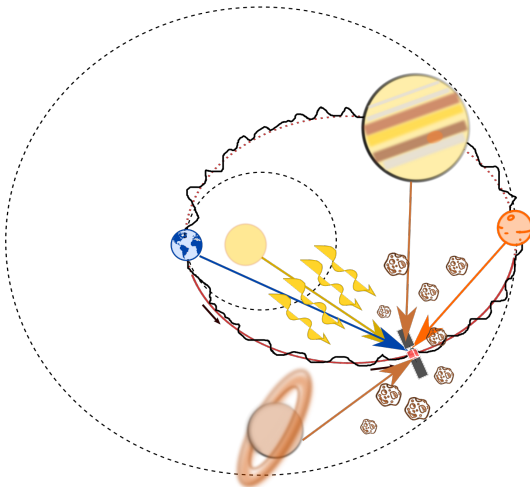
The reality of interplanetary transfers



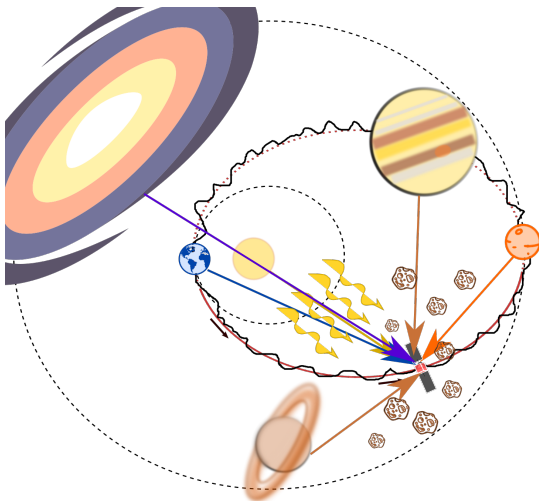
The reality of interplanetary transfers



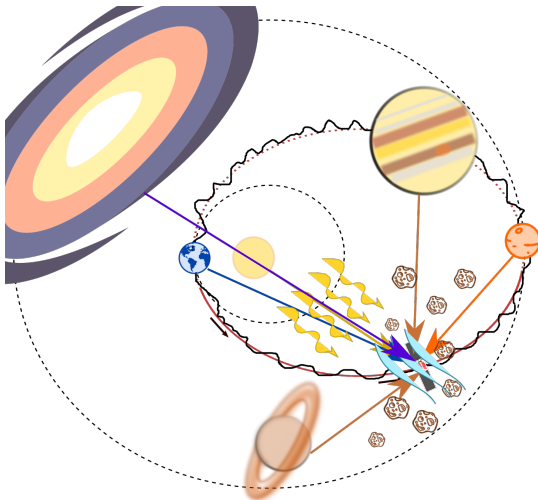
The reality of interplanetary transfers



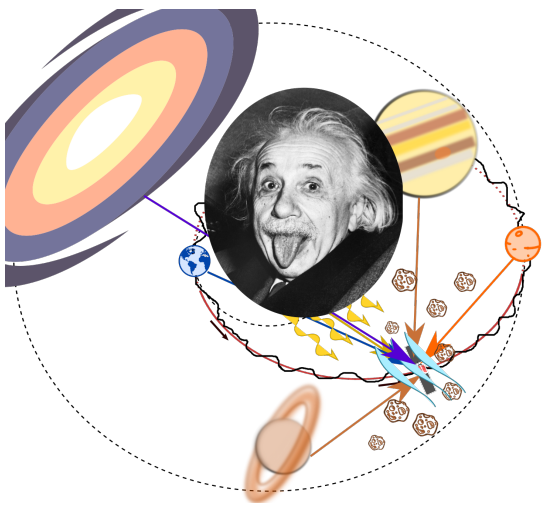
The reality of interplanetary transfers



The reality of interplanetary transfers



The reality of interplanetary transfers

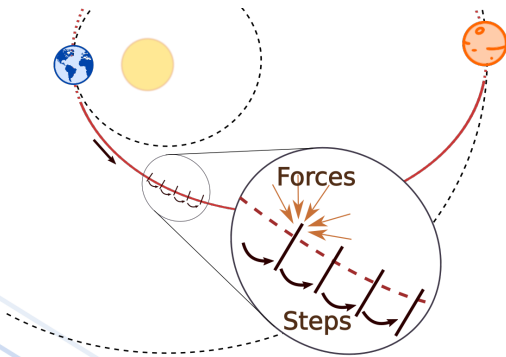


Numerical integrators

We can make approximate calculations using 2-body problems, but reality is an N -body problem

Numerical integrators

We can make approximate calculations using 2-body problems, but reality is an N -body problem

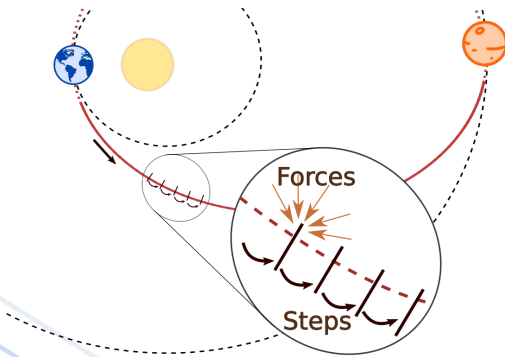


Numerical integrators

$$\vec{F} \rightarrow \vec{a} \rightarrow \vec{v}$$

Numerical integrators

We can make approximate calculations using 2-body problems, but reality is an N -body problem



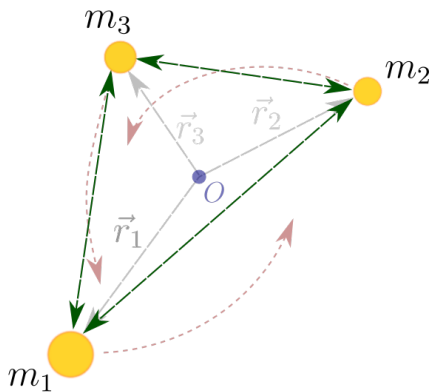
Numerical integrators

$$\vec{F} \rightarrow \vec{a} \rightarrow \vec{v}$$

- 1 Propagate in space
- 2 Calculate effect of all forces in the system
- 3 Propagate in space
- 4 Repeat

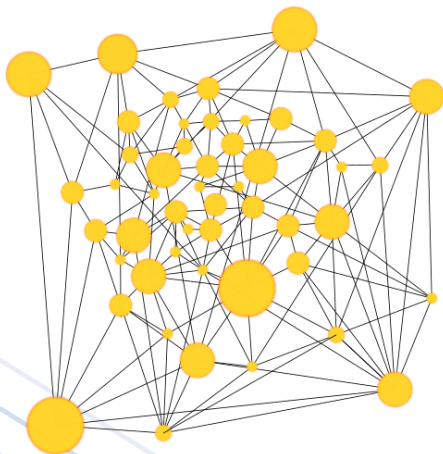
Different types for different cases

Direct integrators



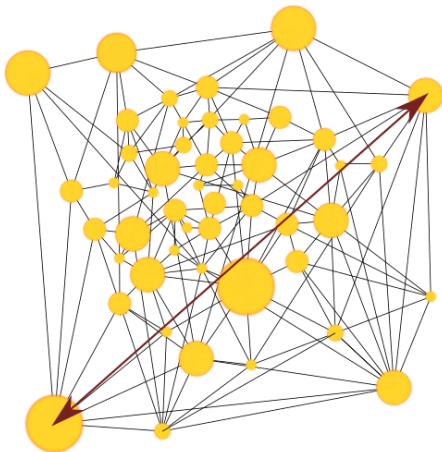
Different types for different cases

Direct integrators



- Very expensive
- Quite accurate

Alternative integrators



Alternative integrators

Tree codes

Adaptive quadtree where no square contains more than 1 particle

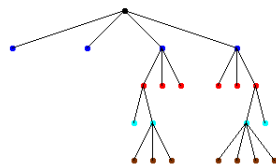
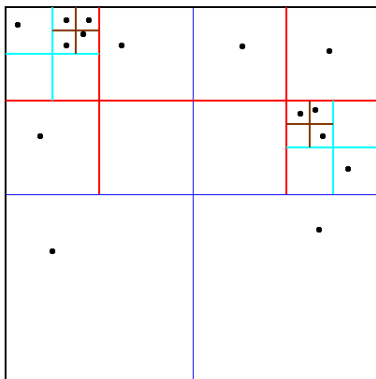


FIGURE – Berkeley

Alternative integrators

Nemesis

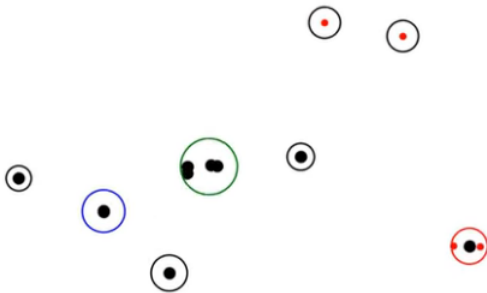


FIGURE – Erwan Hochart

Alternative integrators

Nemesis

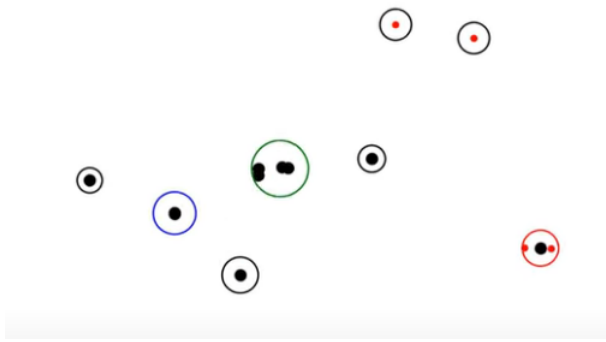


FIGURE – Erwan Hochart

How do we choose small or big time-steps ?

Alternative integrators

Variable-time step integrators

Different time step per **step** ←

Different time step per **body** ←

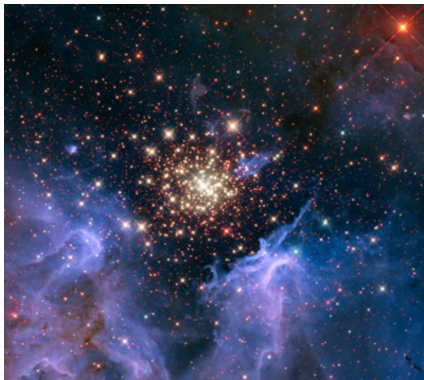


FIGURE – NGC 3603 Source : Banerjee et al.

Alternative integrators

Tricks

- Ignore particles far away
- Ignore the effect of small particles
- Separate into different codes

Alternative integrators

Tricks

- Ignore particles far away
- Ignore the effect of small particles
- Separate into different codes

Specialized integrators

- Symplectic integrators for planetary systems
- Tree codes for star clusters
- ...

What is Machine Learning ?

"Machine Learning is a method which learns how to perform a specific task and provide accurate results by identifying patterns"

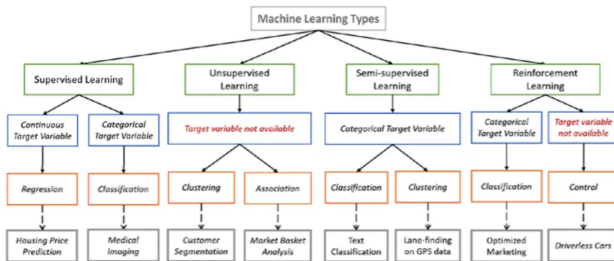


FIGURE – Source : Priyanka Parashar

Why do we want to use it ?

If we know the equations

Speed up calculations

Why do we want to use it ?

If we know the equations

Speed up calculations

If we don't know the equations

Find unknown relations

Why do we want to use it ?

If we know the equations

Speed up calculations

If we don't know the equations

Find unknown relations

If we need to make decisions

Optimize for us

Why do we want to use it ?

If we know the equations

Speed up calculations

If we don't know the equations

Find unknown relations

If we need to make decisions

Optimize for us

If we don't know the equations

Find new equations

Application 1 : substitution of the integrator

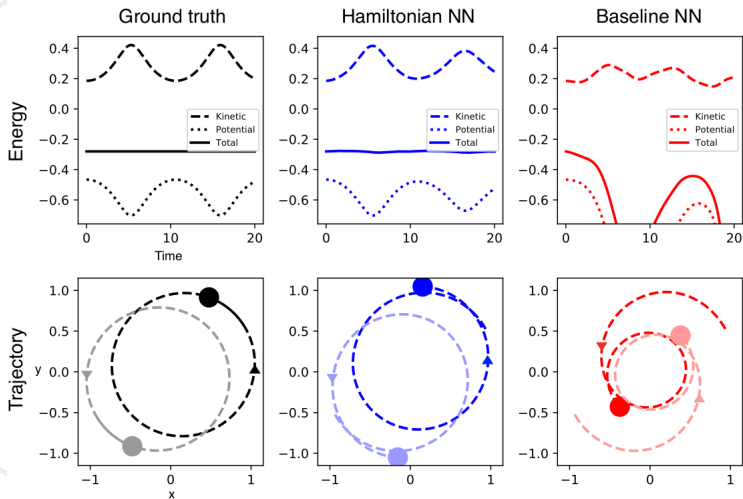


FIGURE – 2-body problem. Source : Greydanus et al., Hamiltonian Neural Networks, 2019

Application 1 : substitution of the integrator

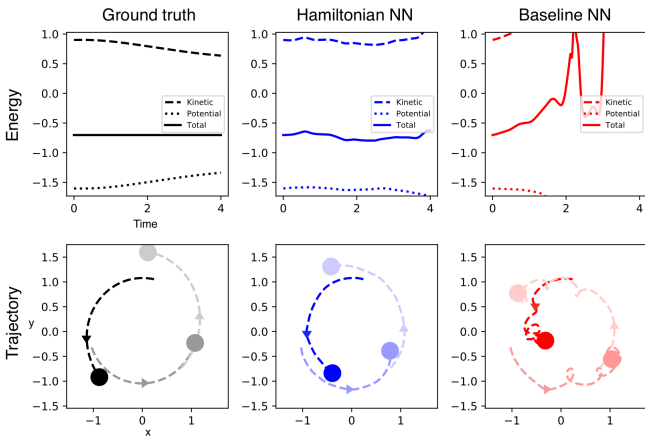


FIGURE – 3-body problem. Source : Greydanus et al., Hamiltonian Neural Networks, 2019

Application 2 : infer unknown parameters

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  "max_steps": 50,
  "check_step": 0.01,
  "t_step_global": 1e-2,
  "t_step_local": 1e-2,
  "integrator_global": "Ph4",
  "integrator_local": "Huayno",
  "max_error_accepted": 1e2,
  "plot": false,
  "bridge": "modified"
```

- Initial conditions
- Type of integrator
- Time step
- Integration time

Current challenges

- New development
- Adapting to astrophysics problems
- Training and development time
- Large dynamic range
- Chaotic nature
- Accuracy requirements

Final thoughts

The 2-body problem

- Analytical solution
- Fast!!

The N -body problem

- No analytical solution
- Gets more expensive as N increases → bigger computers, more time

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Numerical integrators

- Numerical integrators have been developed for >70 years.
- Every time we need more computation power to make larger, more accurate simulations.
- New techniques being involved such as Artificial intelligence.

Questions ?

