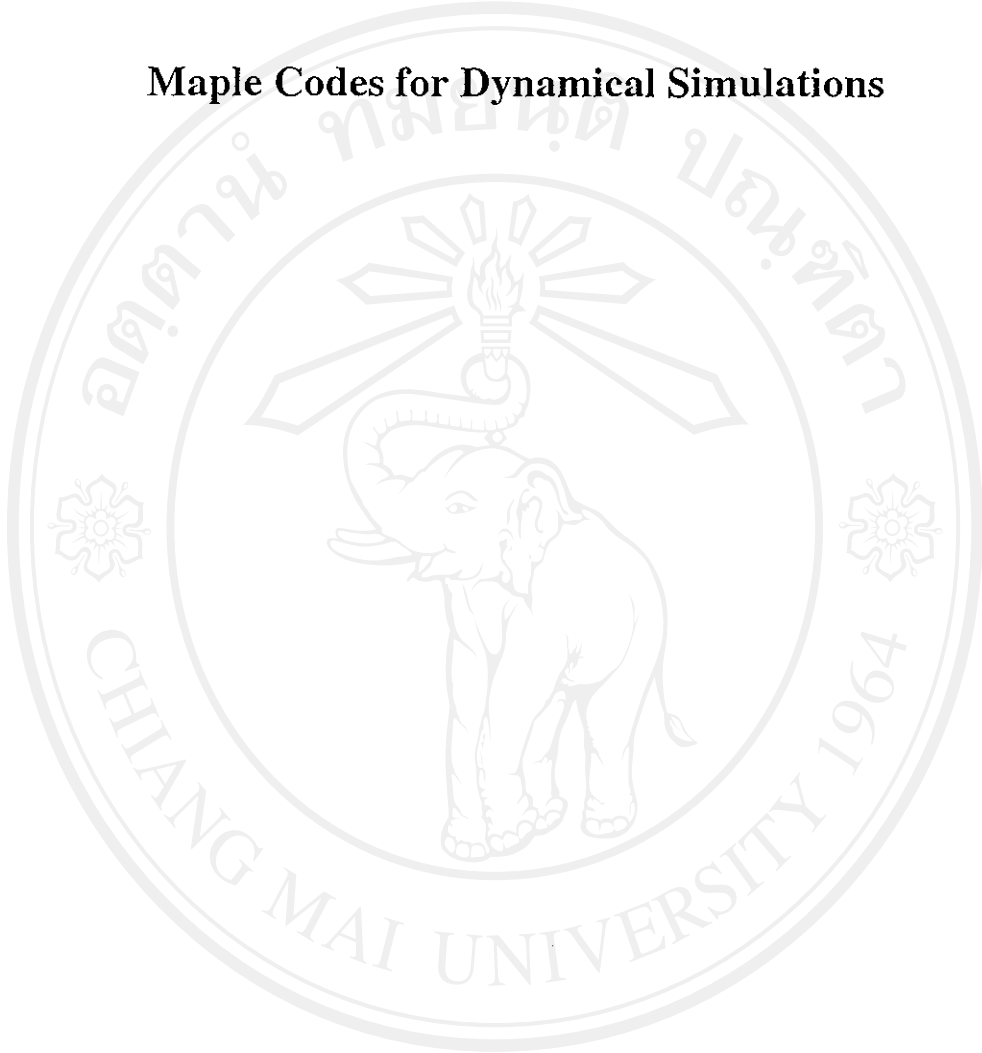


APPENDIX

Maple Codes for Dynamical Simulations



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New Orbit of Particles

Initializations

```
> with(plots):
Warning, the name changecoords has been redefined

> G:=1.184e-4; py:=evalf(Pi);
G := 0.0001184
py := 3.141592654

> r:=(alpha,epsilon,phi,theta)->alpha/(1-epsilon*cos(theta-phi*py/180));
r := (α, ε, φ, θ) → 
$$\frac{\alpha}{1 - \epsilon \cos\left(\theta - \frac{1}{180} \phi py\right)}$$


> M:=1/G;
M := 8445.945946
```

New Orbit Procedures

```
> Neworb:=proc(m1,m2,L1,L2,ec1,ec2,k,phd)

# la->(latus rectum)/2
# ec->eccentricity
# phd->phase difference of orbits
# or_orb->original orbit of particle
# p->radial momentum
# L->angular momentum
# E->total energy of each particle
# col_ang->angle of collision point
# k->collision points, select whether 1 or 2
# Sign->sign of radial momentum
# _or->of original orbit
# _re->of recoil particle
# re_orb->new or bit of recoil particle
# col_point->collision point

local la_or1,la_or2,or_orb1,or_orb2,r_max1,r_max2,E_or1,E_or2,col_ang,K,
r_col,Sign1,Sign2,p_or1,p_or2,L_re1,L_re2,p_re1,p_re2,E_re1,E_re2,
la_re1,la_re2,ec_re1,ec_re2,ph_re1,ph_re2,re_orb1,re_orb2,col_point;

la_or1:=L1^2/(G*M*m1^2);
la_or2:=L2^2/(G*M*m2^2);

or_orb1:=plot(r(la_or1,ec1, 0 ,t),t=0..2*Pi,coords=polar,color=black,thickness=3);
or_orb2:=plot(r(la_or2,ec2,phd,t),t=0..2*Pi,coords=polar,color=black,thickness=3);

r_max1:=r(la_or1,ec1, 0 , 0 );
r_max2:=r(la_or2,ec2,phd,phd*Pi/180);

E_or1:=evalf(L1^2/(2*m1*r_max1^2)-G*M*m1/r_max1);
E_or2:=evalf(L2^2/(2*m2*r_max2^2)-G*M*m2/r_max2);

col_ang[1]:=max(solve(r(la_or1,ec1,0,t)=r(la_or2,ec2,phd,t))*180/py);
col_ang[2]:=min(solve(r(la_or1,ec1,0,t)=r(la_or2,ec2,phd,t))*180/py);

r_col[1]:=evalf(r(la_or1,ec1,0,col_ang[1]*Pi/180));
```

```

r_col[2]:=evalf(r(la_or1,ec1,0,col_ang[2]*Pi/180));

Sign1:=T->sign(evalf(subs(t=T,diff(r(la_or1,ec1,0,t),t))));
Sign2:=T->sign(evalf(subs(t=T,diff(r(la_or2,ec2,phd,t),t))));

p_or1:=(sqrt((E_or1+G*M*m1/r_col[k]-1/2*L1^2/m1/r_col[k]^2)*2*m1))*Sign1(col_ang[k]
*py/180);
p_or2:=(sqrt((E_or2+G*M*m2/r_col[k]-1/2*L2^2/m2/r_col[k]^2)*2*m2))*Sign2(col_ang[k]
*py/180);

L_re1:=(m1-m2)/(m1+m2)*L1+(2*m1/(m1+m2))*L2;
L_re2:=(2*m2/(m1+m2))*L1-(m1-m2)/(m1+m2)*L2;

p_re1:=(m1-m2)/(m1+m2)*p_or1+(2*m1/(m1+m2))*p_or2;
p_re2:=(2*m2/(m1+m2))*p_or1-(m1-m2)/(m1+m2)*p_or2;

E_re1:=p_re1^2/(2*m1)+L_re1^2/(2*m1*r_col[k]^2)-G*M*m1/r_col[k];
E_re2:=p_re2^2/(2*m2)+L_re2^2/(2*m2*r_col[k]^2)-G*M*m2/r_col[k];

la_re1:=L_re1^2/(G*M*m1^2);
la_re2:=L_re2^2/(G*M*m2^2);

ec_re1:=sqrt(1+2*E_re1*L_re1^2/(G^2*M^2*m1^3));
ec_re2:=sqrt(1+2*E_re2*L_re2^2/(G^2*M^2*m2^3));

K:=k->piecewise(k=1,1,k=2,-1,0);

ph_re1:=evalf(col_ang[k]-K(k)*arccos((1-la_re1/r_col[k])/ec_re1)*180/Pi);
ph_re2:=evalf(col_ang[k]-K(k)*arccos((1-la_re2/r_col[k])/ec_re2)*180/Pi);

re_orb1:=plot(r(la_re1,ec_re1,ph_re1,t),t=0..2*Pi,coords=polar,color=black,linestyle=DASHDOT);
re_orb2:=plot(r(la_re2,ec_re2,ph_re2,t),t=0..2*Pi,coords=polar,color=black);

col_point:=pointplot([r_col[k],col_ang[k]*py/180],coords=polar,symbol=circle,symbol
size=20);

print(l_ori=L1/L2);
print(l_rec=evalf(L_re1/L_re2));
print(Delta*phi=phd);
display(or_orb1,or_orb2,re_orb1,re_orb2,col_point,scaling=constrained);

end proc;

```

Evaluation of New Orbits

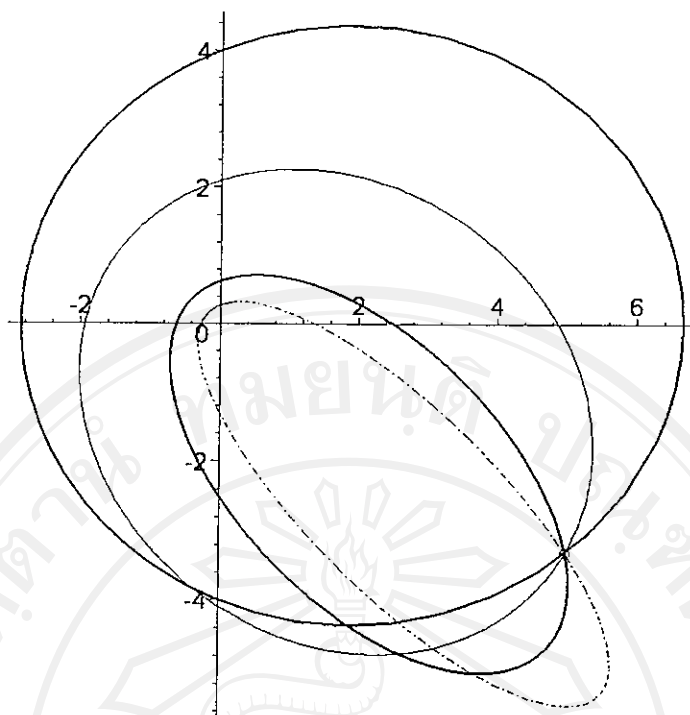
```
> Neworb(0.5,1,1,1,0.4,0.85,1,315);
```

$l_{ori} = 1$

$l_{rec} = 0.2000000001$

$\Delta \phi = 315$

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```
> for i from 0 to 7 do  
    Neworb(0.5,1,1,1,0.4,0.85,1,45*i);  
end do;  
>
```

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Two-Real-Body Collision

Initializations

```
> restart;
> with(plots):
Warning, the name changecoords has been redefined

> with(plottools):
Warning, the name arrow has been redefined

> G:=1.184e-4; py:=evalf(Pi);
G:=0.0001184
py:=3.141592654
> r:=(alpha,epsilon,phi,theta)->alpha/(1-epsilon*cos(theta-phi*py/180));
r:=(α,ε,φ,θ)→
$$\frac{\alpha}{1-\varepsilon \cos\left(\theta-\frac{1}{180}\phi py\right)}$$


> M:=1/G; #central mass
m1:=0.5;
m2:=1.0;
M:=8445.945946
m1:=0.5
m2:=1.0

> a:=0.1; #radius of object
a:=0.1
```

Switching Function

```
> Rigidity:=1e8;
Rigidity:=0.1 109
> Sw:=(Status,r)->piecewise(Status=1 and r<=2*a,Rigidity,0);
Sw:=(Status,r)→piecewise(Status=1 and r≤2 a,Rigidity,0)
```

Solution of New Orbit

```
> Solution:=proc(r1,r2,u1,u2,v1,v2,ang1,ang2,St)
local System;
System:={
diff(x1(t),t,t)=-G*M*x1(t)/(x1(t)^2+y1(t)^2)^(3/2)
+G*m2*(x1(t)-x2(t))*Sw(St,sqrt((x1(t)-x2(t))^2+(y1(t)-y2(t))^2))/a^3,
diff(y1(t),t,t)=-G*M*y1(t)/(x1(t)^2+y1(t)^2)^(3/2)
+G*m2*(y1(t)-y2(t))*Sw(St,sqrt((x1(t)-x2(t))^2+(y1(t)-y2(t))^2))/a^3,
diff(x2(t),t,t)=-G*M*x2(t)/(x2(t)^2+y2(t)^2)^(3/2)
+G*m1*(x2(t)-x1(t))*Sw(St,sqrt((x1(t)-x2(t))^2+(y1(t)-y2(t))^2))/a^3,
```

```

diff(y2(t),t,t)=-G*M*y2(t)/(x2(t)^2+y2(t)^2)^(3/2)

+G*m2*(y2(t)-y1(t))*Sw(St,sqrt((x1(t)-x2(t))^2+(y1(t)-y2(t))^2))/a^3,

x1(0)= r1*cos(ang1*py/180), y1(0)= r1*sin(ang1*py/180),
x2(0)= r2*cos(ang2*py/180), y2(0)= r2*sin(ang2*py/180),

D(x1)(0)= u1*cos(ang1*py/180)-v1*sin(ang1*py/180),
D(y1)(0)= u1*sin(ang1*py/180)+v1*cos(ang1*py/180),
D(x2)(0)= u2*cos(ang2*py/180)-v2*sin(ang2*py/180),
D(y2)(0)= u2*sin(ang2*py/180)+v2*cos(ang2*py/180)
};

dsolve(System,numeric,output=listprocedure,maxfun=5000000);
end proc:

```

Determination of Initial Conditions Before Collision

```

> L1:=1;
  L2:=1.1;

                                L1:=1
                                L2:=1.1
> la1:=L1^2/(G*M*m1^2); la2:=L2^2/(G*M*m2^2);
  ec1:=0.4; ec2:=0.85;
  ph1:=0; ph2:=90; # ph1 must be 0

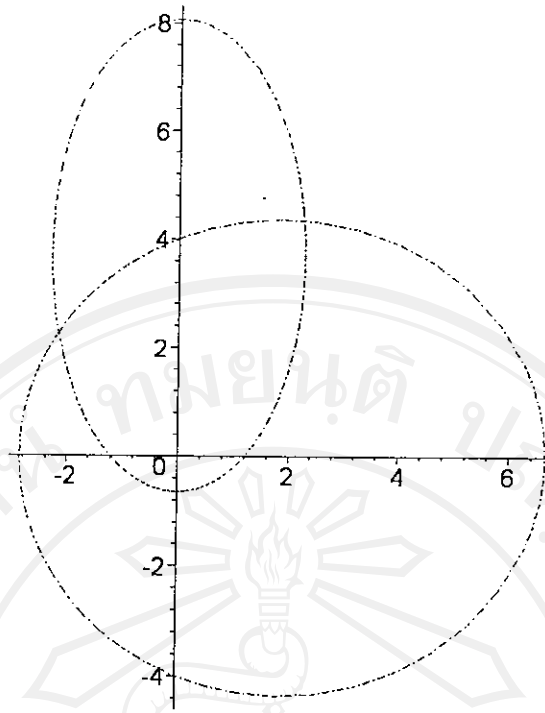
                                la1:=4.000000000
                                la2:=1.209999999
                                ec1:=0.4
                                ec2:=0.85
                                ph1:=0
                                ph2:=90
> r_max1:=r(la1,ec1,ph1,ph1*py/180);
  r_max2:=r(la2,ec2,ph2,ph2*py/180);
  r_min1:=r(la1,ec1,ph1,(ph1+180)*py/180);
  r_min2:=r(la2,ec2,ph2,(ph2+180)*py/180);

                                r_max1:=6.666666667
                                r_max2:=8.066666660
                                r_min1:=2.857142857
                                r_min2:=0.6540540535
> E1:=evalf(L1^2/(2*m1*r_max1^2)-G*M*m1/r_max1);
  E2:=evalf(L2^2/(2*m2*r_max2^2)-G*M*m2/r_max2);

                                E1:=-0.05250000000
                                E2:=-0.1146694216
> Ori_orb1:=plot(r(la1,ec1,ph1,t),t=0..2*Pi,coords=polar,linestyle=DASHDOT,color=black);
  Ori_orb2:=plot(r(la2,ec2,ph2,t),t=0..2*Pi,coords=polar,linestyle=DASHDOT,color=black);
  display(Ori_orb1,Ori_orb2,scaling=constrained);

```

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```

> solve(r(la1,ec1,ph1,t)=r(la2,ec2,ph2,t))*180/py; #collision angles
133.7708857, 62.43269328
> angP[1]:=max(solve(r(la1,ec1,ph1,t)=r(la2,ec2,ph2,t))*180/py);
angP[2]:=min(solve(r(la1,ec1,ph1,t)=r(la2,ec2,ph2,t))*180/py);
angP1 := 133.7708857
angP2 := 62.43269328
> r_inP[1]:=r(la1,ec1,ph1,angP[1]*py/180);
r_inP[2]:=r(la2,ec2,ph2,angP[2]*py/180);
r_inP1 := 3.133051620
r_inP2 := 4.908674813
> P:=2; #collision point, select whether 1 or 2
P := 2
> Sign1:=theta->sign(evalf(subs(t=theta,diff(r(la1,ec1,ph1,t),t))));
Sign2:=theta->sign(evalf(subs(t=theta,diff(r(la2,ec2,ph2,t),t))));
Sign1 :=  $\theta \rightarrow \text{sign}\left(\text{evalf}\left(\text{subs}\left(t = \theta, \frac{\partial}{\partial t} r(la1, ec1, ph1, t)\right)\right)\right)$ 
Sign2 :=  $\theta \rightarrow \text{sign}\left(\text{evalf}\left(\text{subs}\left(t = \theta, \frac{\partial}{\partial t} r(la2, ec2, ph2, t)\right)\right)\right)$ 
Determine radial velocity "u" and azimuthal velocity "v" of particles.
> u1:=evalf((sqrt((E1+G*M*m1/(r_inP[P])-1/2*L1^2/m1/(r_inP[P])^2)*2/m1)))*Sign1(angP[
P]*py/180);
u2:=evalf((sqrt((E2+G*M*m2/(r_inP[P])-1/2*L2^2/m2/(r_inP[P])^2)*2/m2)))*Sign2(angP[
P]*py/180);
u1 := -0.1772935589
u2 := 0.3576106766
> v1:=L1/(m1*r_inP[P]);
v2:=L2/(m2*r_inP[P]);
v1 := 0.4074419423
v2 := 0.2240930683

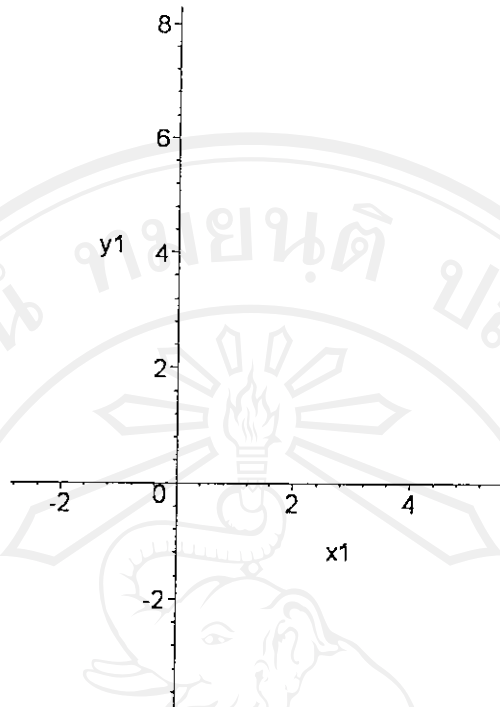
```

Substitute the initial conditions at collision point P. Run simulation **without** collision by put 0 in the last argument of Solution().

```

> K:=Solution(r_inP[P],r_inP[P],u1,u2,v1,v2,angP[P],angP[P],0):
Display the tracks of both particles without collision.
> Track1:=odeplot(K,[x1(t),y1(t)],-10..20,frames=21,numpoints=300,color=black):
Track2:=odeplot(K,[x2(t),y2(t)],-10..20,frames=21,numpoints=300,color=black):
> display(Track1,Track2,scaling=constrained);

```



Construct the *new* coordinates, velocities and angles of the particles.

```

> R1:=eval(sqrt(x1(t)^2+y1(t)^2),K);
U1:=eval(diff(sqrt(x1(t)^2+y1(t)^2),t),K);
V1:=t->L1/(m1*R1(t));
Ango1:=eval(x1(t)/sqrt(x1(t)^2+y1(t)^2),K);
Ang1:=t->arccos(Ango1(t))*180/py;

```

```

R2:=eval(sqrt(x2(t)^2+y2(t)^2),K);
U2:=eval(diff(sqrt(x2(t)^2+y2(t)^2),t),K);
V2:=t->L2/(m2*R2(t));
Ango2:=eval(x2(t)/sqrt(x2(t)^2+y2(t)^2),K);
Ang2:=t->arccos(Ango2(t))*180/py;

```

$$R1 := \sqrt{(\text{proc}(t) \dots \text{end proc})^2 + (\text{proc}(t) \dots \text{end proc})^2}$$

$$U1 := \frac{1}{2} \frac{2 (\text{proc}(t) \dots \text{end proc}) (\text{proc}(t) \dots \text{end proc}) + 2 (\text{proc}(t) \dots \text{end proc}) (\text{proc}(t) \dots \text{end proc})}{\sqrt{(\text{proc}(t) \dots \text{end proc})^2 + (\text{proc}(t) \dots \text{end proc})^2}}$$

$$V1 := t \rightarrow \frac{L1}{m1 R1(t)}$$

$$Ango1 := \frac{\text{proc}(t) \dots \text{end proc}}{\sqrt{(\text{proc}(t) \dots \text{end proc})^2 + (\text{proc}(t) \dots \text{end proc})^2}}$$

$$Ang1 := t \rightarrow \frac{180 \arccos(Ango1(t))}{py}$$

$$R2 := \sqrt{(\text{proc}(t) \dots \text{end proc})^2 + (\text{proc}(t) \dots \text{end proc})^2}$$

$$U2 := \frac{1}{2} \frac{2 (\text{proc}(t) \dots \text{end proc}) (\text{proc}(t) \dots \text{end proc}) + 2 (\text{proc}(t) \dots \text{end proc}) (\text{proc}(t) \dots \text{end proc})}{\sqrt{(\text{proc}(t) \dots \text{end proc})^2 + (\text{proc}(t) \dots \text{end proc})^2}}$$

$$V2 := t \rightarrow \frac{L2}{m2 R2(t)}$$

$$Ango2 := \frac{\text{proc}(t) \dots \text{end proc}}{\sqrt{(\text{proc}(t) \dots \text{end proc})^2 + (\text{proc}(t) \dots \text{end proc})^2}}$$

$$Ang2 := t \rightarrow \frac{180 \arccos(Ango2(t))}{\pi}$$

Points Evaluation

Evaluate the new initial conditions by run simulation back to the past. For more precision, |T| should be small.

```
> T:=-0.5;R1(T);R2(T);U1(T);U2(T);V1(T);V2(T);Ang1(T);Ang2(T);
```

```
T:=-0.5
```

```
4.996347988
```

```
4.725878393
```

```
-0.1733735511
```

```
0.3737451344
```

```
0.4002923745
```

```
0.2327609618
```

```
60.09667011
```

```
61.07463738
```

Run simulation with collision by put 1 in the last argument of Solution().

```
> S:=Solution(R1(T),R2(T),U1(T),U2(T),V1(T),V2(T),Ang1(T),Ang2(T),1);
```

Evaluate position of both objects.

```
> Pm1:=[
    eval(x1(t),S),
    eval(y1(t),S)];
```

```
Pm2:=[
    eval(x2(t),S),
    eval(y2(t),S)];
```

Simulation Display

Choose the time and smoothness of simulation.

```
> Start:=-10; Finish:=50; Smooth:=1; Step:=(Finish-Start)*Smooth;
```

```
Start:=-10
```

```
Finish:=50
```

```
Smooth:=1
```

```
Step:=60
```

```
> Obj1:=display(seq(disk(Pm1(Start+j/Smooth),a,color=red),j=0..Step),insequence=true)
:
```

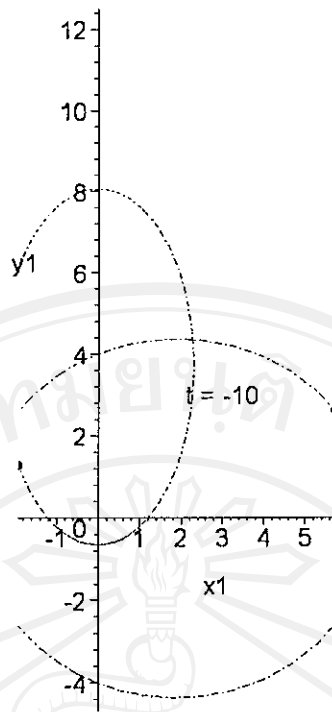
```
Obj2:=display(seq(disk(Pm2(Start+j/Smooth),a,color=blue),j=0..Step),insequence=true)
):
```

```
TRACK1:=odeplot(S,[x1(t),y1(t)],Start..Finish,frames=Step+1,numpoints=300):
```

```
TRACK2:=odeplot(S,[x2(t),y2(t)],Start..Finish,frames=Step+1,numpoints=300):
```

```
TIME:=display(seq(textplot([3,3,t=round(Start+j/Smooth)],color=blue),j=0..Step),insequence=true):
```

```
> display(Ori_orb1,Ori_orb2,Obj1,Obj2,TRACK1,TRACK2,TIME,scaling=constrained);
```



- >
- ☐ If the new tracks disappear, please increase the radius of particles.
- ☐ If the particles do not collide, please shorten the time $|T|$.
- ☐ If the new orbits are not related to the original orbits, please consider the solution of collision angles provided by "solve", sometime it may give us four values but two of them are trivial. Select them again by copy and paste on `angP[1]` or `angP[2]` to assign the precise collision angle.

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Orbital Motion in the Resisting Medium

Initializations

```
> with(plots):
  with(plottools):
Warning, the name changecoords has been redefined
Warning, the name arrow has been redefined

> G:=1.184e-4;
                                     G:= 0.0001184
> M:=1/G;
                                     M:= 8445.945946
```

Trigger

```
> Thickness:=0.1; #thickness of disk cloud
                                     Thickness:= 0.1
> ON:=0; #starting time of applying interaction
                                     ON:= 0
> kappa:=0.3; #retarding factor
                                     kappa:= 0.3
> K:=(z,t)->piecewise(t>=ON and abs(z)<=Thickness,kappa,0);
                                     K:=(z,t) -> piecewise(ON ≤ t and |z| ≤ Thickness, kappa, 0)
> fx:=1; fy:=1; fz:=1;
#component that retarding force does not exist can be defined by 0
                                     fx:= 1
                                     fy:= 1
                                     fz:= 1
```

Solution

```
> Solution:=proc(r,v,inc)
  local Equaton;

  Equaton:={
diff(x(t),t,t)=-G*M*x(t)/(x(t)^2+y(t)^2+z(t)^2)^(3/2)-fx*K(z(t),t)*abs(diff(x(t),t)
+sqrt(G*M)*y(t)/(x(t)^2+y(t)^2)^(3/4))*(diff(x(t),t)+sqrt(G*M)*y(t)/(x(t)^2+y(t)^2)
^(3/4)),

diff(y(t),t,t)=-G*M*y(t)/(x(t)^2+y(t)^2+z(t)^2)^(3/2)-fy*K(z(t),t)*abs(diff(y(t),t)
-sqrt(G*M)*x(t)/(x(t)^2+y(t)^2)^(3/4))*(diff(y(t),t)-sqrt(G*M)*x(t)/(x(t)^2+y(t)^2)
^(3/4)),

diff(z(t),t,t)=-G*M*z(t)/(x(t)^2+y(t)^2+z(t)^2)^(3/2)-fz*K(z(t),t)*abs(diff(z(t),t)
)*diff(z(t),t),

x(0)=r*cos(inc*Pi/180) , D(x)(0)=0,
y(0)=0 , D(y)(0)=v,
z(0)=r*sin(inc*Pi/180) , D(z)(0)=0
```

```
};
```

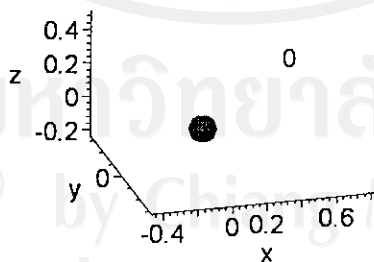
```
dsolve(Equaton,numeric,output=listprocedure,maxfun=500000);  
end proc;
```

Object Evaluation

```
> f:=0.8; #f>0,for f:=1 the orbit is circle  
f:=0.8  
> r:=1; v:=f*sqrt(G*M/r); inc:=30; #initial conditions  
r:=1  
v:=0.8000000000  
inc:=30  
> Obj:=[eval(x(t),Solution(r,v,inc)),eval(y(t),Solution(r,v,inc)),eval(z(t),Solution(r,v,inc))];  
Obj:=[proc(t) ... end proc,proc(t) ... end proc,proc(t) ... end proc]
```

Simulation Display

```
> Start:=0; Finish:=50; Smooth:=2; Step:=(Finish-Start)*Smooth;  
Start:=0  
Finish:=50  
Smooth:=2  
Step:=100  
> Center:=display(sphere([0,0,0],0.08,color=red),style=patchcontour):  
  
Object:=display(seq(pointplot3d(Obj(Start+j/Smooth),symbol=circle,color=blue),j=0..Step),insequence=true):  
  
Time:=display(seq(textplot3d([r/2,0,r/3,round(Start+j/Smooth)],color=black),j=0..Step),insequence=true):  
  
Track:=odeplot(Solution(r,v,inc),[x(t),y(t),z(t)],Start..Finish,frames=Step+1,numpoints=500,color=green):  
  
> display(Center,Object,Time,Track,scaling=constrained,axes=frame,orientation=[-105,70]);
```



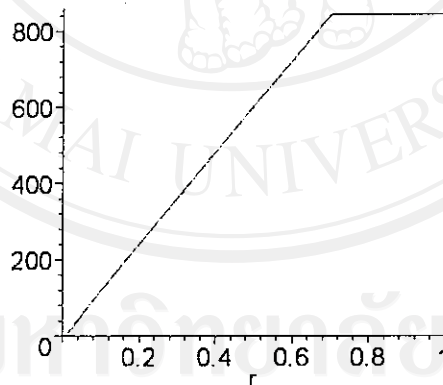
Tidal Induction with Mass Distribution Function

Initializations

```
[ > restart;
[ > with(plots):
Warning, the name changecoords has been redefined
[ > with(plottools):
Warning, the name arrow has been redefined
[ > G:=1.184e-4;
G := 0.0001184
[ > M:=0.1/G; #M1=M2=M
M := 844.5945946
```

Mass Distribution Function

```
[ > r_max:=0.7; #maximum radius of cluster
r_max := 0.7
[ > a:=50; #distribution factor
a := 50
[ > mdf:=r->M*piecewise(r<=r_max,(1-exp(-a*r))*r/r_max,r>r_max,1);
mdf := r -> M piecewise( r ≤ r_max, (1 - e(-a r)) r / r_max, r_max < r, 1 )
[ > plot(mdf(r),r=0..1); #mass distribution
```

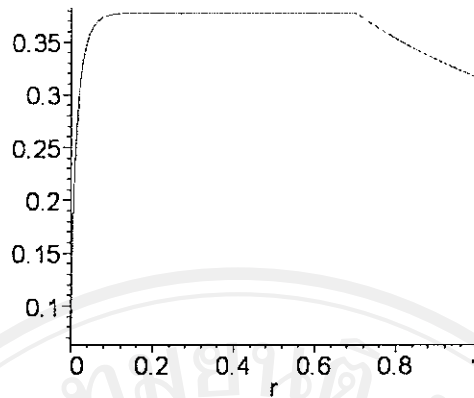


```
[ > v:=r->sqrt(G*mdf(r)/r); #circular velocity of particle
```

$$v := r \rightarrow \sqrt{\frac{G \text{mdf}(r)}{r}}$$

```
[ > plot(v(r),r=0..1); #velocity distribution
```

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Circular Positions

```
[ > rx:=(r,angle)->evalf(r*cos(angle*Pi/180)):
[ > ry:=(r,angle)->evalf(r*sin(angle*Pi/180)):
```

Circular Velocities

```
[ > vx:=(r,angle)->evalf(-v(r)*sin(angle*Pi/180)):
[ > vy:=(r,angle)->evalf(v(r)*cos(angle*Pi/180)):
```

Solution

```
> Solution:=proc(R,ecc,x0,y0,u0,v0)
  local System,V;
  V:=sqrt(G*M*(1-Ecc)/(2*R)); #V->launching azimuthal velocity
  System:={

    diff(X1(t),t,t)=G*M*(X2(t)-X1(t))/((X1(t)-X2(t))^2+(Y1(t)-Y2(t))^2)^(3/2),
    diff(Y1(t),t,t)=G*M*(Y2(t)-Y1(t))/((X1(t)-X2(t))^2+(Y1(t)-Y2(t))^2)^(3/2),

    diff(X2(t),t,t)=G*M*(X1(t)-X2(t))/((X1(t)-X2(t))^2+(Y1(t)-Y2(t))^2)^(3/2),
    diff(Y2(t),t,t)=G*M*(Y1(t)-Y2(t))/((X1(t)-X2(t))^2+(Y1(t)-Y2(t))^2)^(3/2),

    diff(x(t),t,t)=G*M*(X2(t)-x(t))/((X2(t)-x(t))^2+(Y2(t)-y(t))^2)^(3/2)
    +G*mdf(sqrt((X1(t)-x(t))^2+(Y1(t)-y(t))^2))*(X1(t)-x(t))/((X1(t)-x(t))^2+(Y1(t)-y(t))^2)^(3/2),

    diff(y(t),t,t)=G*M*(Y2(t)-y(t))/((X2(t)-x(t))^2+(Y2(t)-y(t))^2)^(3/2)
    +G*mdf(sqrt((X1(t)-x(t))^2+(Y1(t)-y(t))^2))*(Y1(t)-y(t))/((X1(t)-x(t))^2+(Y1(t)-y(t))^2)^(3/2),

    X1(0)=R/2, Y1(0)=0, D(X1)(0)=0, D(Y1)(0)=V,
    X2(0)=-R/2, Y2(0)=0, D(X2)(0)=0, D(Y2)(0)=-V,

    x(0)=x0+R/2, y(0)=y0,
    D(x)(0)=u0-V*y0/(R/2), D(y)(0)=v0+V*(R/2+x0)/(R/2)

  };
  dsolve(System,numeric,output=listprocedure,maxfun=500000);
end proc;
```

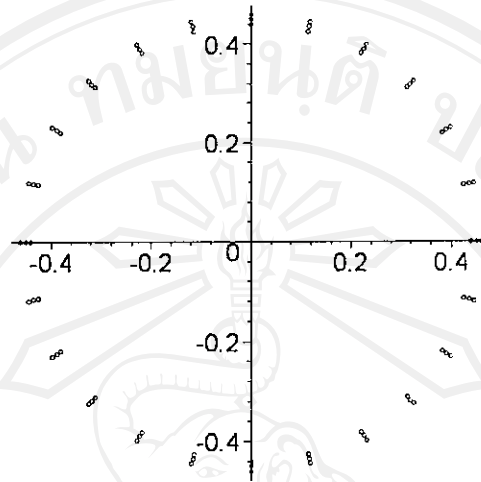
Ring Construction

```
[ > rings:=3;
                                rings:=3
[ > in_ring_radius:=0.44; #innermost ring radius
                                in_ring_radius:=0.44
[ > for k from 1 to rings do r[k]:=in_ring_radius+(k-1)/100; end do;
```

```

r1 := 0.4400000000
r2 := 0.4500000000
r3 := 0.4600000000
> phase:=15; N:=24; #phase and total number of particle on the ring
  #N*phase=360
      phase := 15
      N := 24
> display(seq(seq(pointplot([r[k], i*phase*Pi/180], symbol=circle, coords=polar), i=0..N)
, k=1..rings), scaling=constrained);

```



Initial Conditions

```

> R_max:=10; #distance between clusters
      R_max := 10
> Ecc:=0.75; #eccentricity of both clusters
      Ecc := 0.75
> R_min:=R_max*(1-Ecc)/(1+Ecc);
      R_min := 1.428571429
> R_from_CM:=R_min/2;
  radius_of_outermost_ring:=r[rings];
      R_from_CM := 0.7142857145
      radius_of_outermost_ring := 0.4600000000
> # HDR Induction occurs when R_from_CM >> radius_of_outermost_ring
  # Mass transfer occurs when R_from_CM ~ radius_of_outermost_ring
> a:=R_max/(1+Ecc); #semi-major axis
      a := 5.714285714
> tau:=evalf(sqrt(4*Pi^2*a^3/G/(M+M))); #period of both orbits
      tau := 191.9145038
> x0:=(i,k)->rx(r[k], i*phase):
  y0:=(i,k)->ry(r[k], i*phase):
> u0:=(i,k)->vx(r[k], i*phase):
  v0:=(i,k)->vy(r[k], i*phase):

```

Points Evaluation

```

> S:=(i,k)->Solutione(R_max,Ecc,x0(i,k),y0(i,k),u0(i,k),v0(i,k));
      S := (i, k) -> Solutione(R_max, Ecc, x0(i, k), y0(i, k), u0(i, k), v0(i, k))
> MMRest:=
  [eval(X1(t), S(1,1)), eval(Y1(t), S(1,1))],
  [eval(X2(t), S(1,1)), eval(Y2(t), S(1,1))]:

RingRest:=seq(seq([eval(x(t), S(i,k)), eval(y(t), S(i,k))], i=0..N), k=1..3):

```

```
MarkRest:=seq([eval(x(t),S(N,k)),eval(y(t),S(N,k))],k=1..3):
```

```
MMRot:=eval(sqrt(X1(t)^2+Y1(t)^2),S(1,1)):
```

```
RingRot:=seq(seq([
eval(x(t)*X1(t)/sqrt(X1(t)^2+Y1(t)^2)+y(t)*Y1(t)/sqrt(X1(t)^2+Y1(t)^2),S(i,k)),
eval(-x(t)*Y1(t)/sqrt(X1(t)^2+Y1(t)^2)+y(t)*X1(t)/sqrt(X1(t)^2+Y1(t)^2),S(i,k))],
i=0..N),k=1..3):
```

Simulation Display

```
> tau/2;
```

```
95.95725190
```

```
> Start:=85; Finish:=105; Smooth:=5; Step:=(Finish-Start)*Smooth;
```

```
Start:=85
```

```
Finish:=105
```

```
Smooth:=5
```

```
Step:=100
```

Tracks

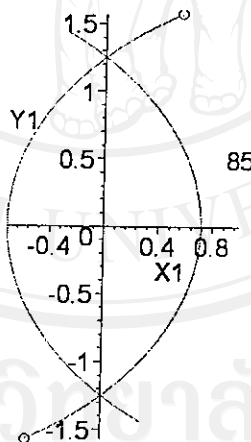
```
> CENTER_REST:=display(seq(pointplot({MMRest(Start+j/Smooth)}),symbol=circle,symbol
size=20),j=0..Step),insequence=true):
```

```
TRACK1:=odeplot(S(N,1),[X1(t),Y1(t)],Start..Finish,numpoints=300):
```

```
TRACK2:=odeplot(S(N,1),[X2(t),Y2(t)],Start..Finish,numpoints=300):
```

```
T_REST:=display(seq(textplot([0.2*R_max/2,0.1*R_max/2,round(Start+j/Smooth)]),j=
0..Step),insequence=true):
```

```
> display(CENTER_REST,TRACK1,TRACK2,T_REST, scaling=constrained);
```

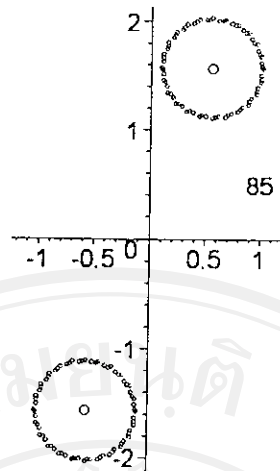


Rest View

```
> RING_REST1:=display(seq(pointplot({RingRest(Start+j/Smooth)}),symbol=circle,symbol
size=8,color=blue),j=0..Step),insequence=true):
```

```
RING_REST2:=display(seq(pointplot({-RingRest(Start+j/Smooth)}),symbol=circle,symbol
size=8,color=blue),j=0..Step),insequence=true):
```

```
> display(CENTER_REST,RING_REST1,RING_REST2,T_REST,scaling=constrained);
```

Rot View

```
> CENTER_ROT1:=display(seq(disk([MMRot(Start+j/Smooth),0],0.05,color=black),j=0..Step),insequence=true):

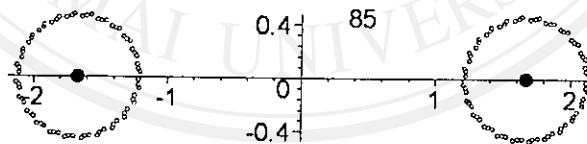
CENTER_ROT2:=display(seq(disk([-MMRot(Start+j/Smooth),0],0.05,color=black),j=0..Step),insequence=true):

RING_ROT1:=display(seq(pointplot({RingRot(Start+j/Smooth)}),symbol=circle,symbolsize=8,color=blue),j=0..Step),insequence=true):

RING_ROT2:=display(seq(pointplot({-RingRot(Start+j/Smooth)}),symbol=circle,symbolsize=8,color=blue),j=0..Step),insequence=true):

T_ROT:=display(seq(textplot([r[3],r[3],round(Start+j/Smooth)]),j=0..Step),insequence=true):

> display(CENTER_ROT1,CENTER_ROT2,RING_ROT1,RING_ROT2,T_ROT,scaling=constrained);
```



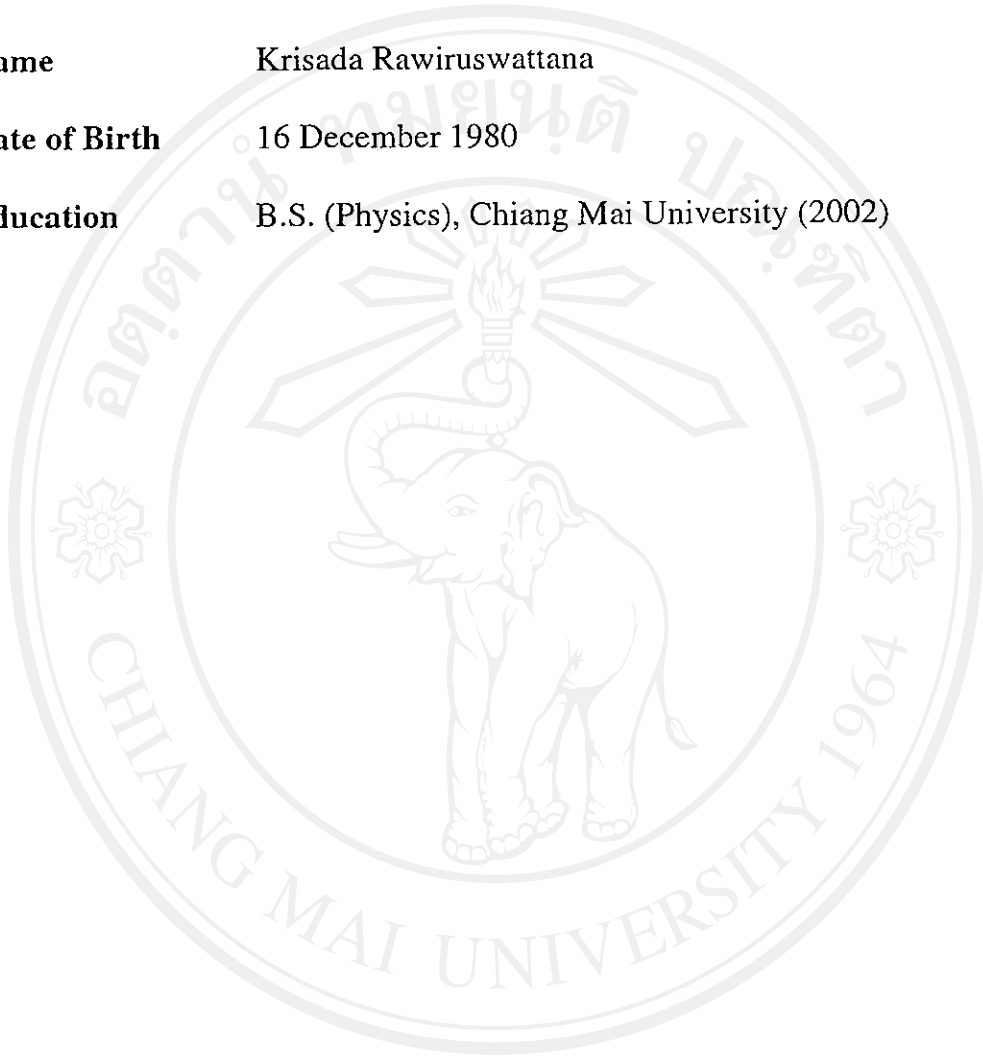
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