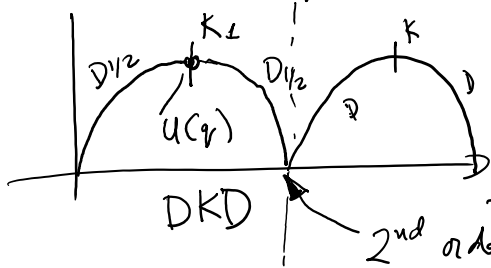


Variants of Leapfrog

Umbrella diagrams



$$D_{1/2} K_1 D_{1/2}$$

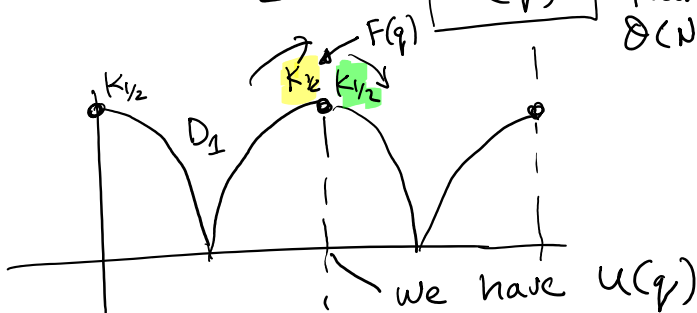
$$K_{1/2} D_1 K_{1/2}$$

$$H = p^2 + q^2$$

2nd order accurate ✓

$$E = T + U(q)$$

recompute this part!
 $\mathcal{O}(N^2)$



After $K_{1/2}$ we calculate Kinetic Energy using velocities and simply add $U(q)$ which can be calculated with the Forces. Only 1 $\mathcal{O}(N^2)$ force loops.

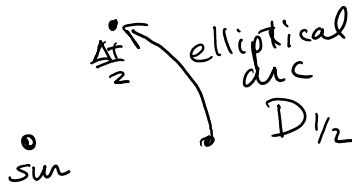
$$H = T + U$$

each is analytical to solve

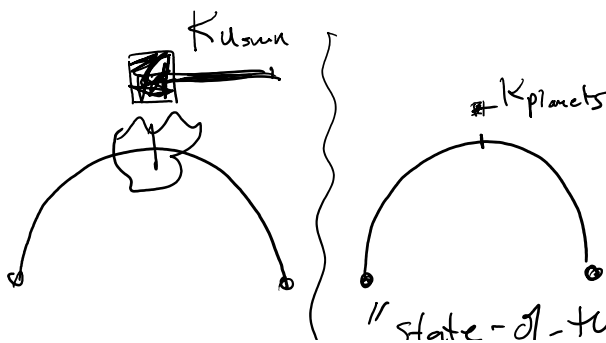
Solar System Hamiltonian

$$H = T + U = H_{P-S} + H_{P-P}$$

Kepler 2-body problem

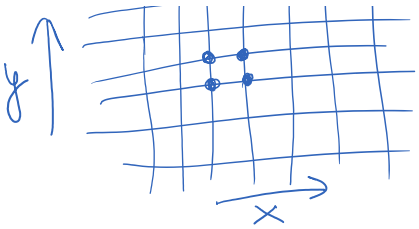


$H_{P-P} \rightarrow$ forces due to planets only



Strength of the Kick is $1/1000$ the strength in $T+U$ decomposition.

1000x more accurate
"state-of-the-art"

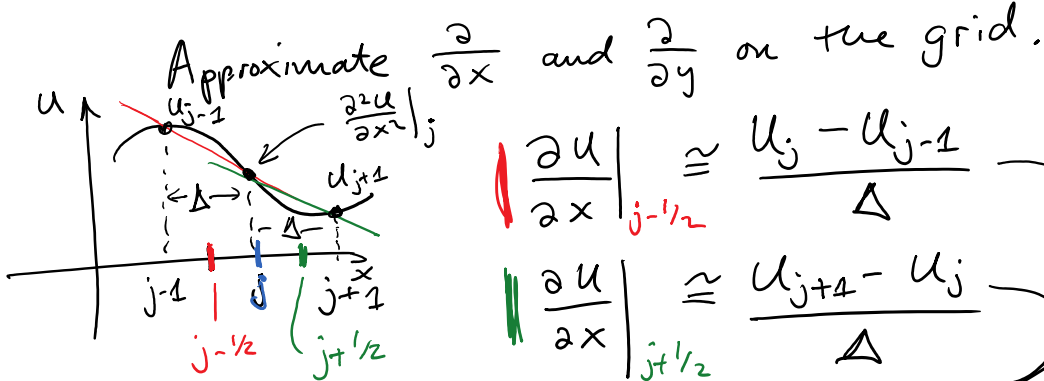


$$x_j = x_0 + j \Delta \quad \Delta \equiv \Delta x \equiv \Delta y$$

$$y_l = y_0 + l \Delta$$

$$j = 0, 1, 2, \dots, J \quad \Big\} N$$

$$l = 0, 1, 2, \dots, L \quad \Big\} N$$



$$\frac{\partial u}{\partial x} \Big|_{j-1/2} \approx \frac{u_j - u_{j-1}}{\Delta}$$

$$\frac{\partial u}{\partial x} \Big|_{j+1/2} \approx \frac{u_{j+1} - u_j}{\Delta}$$

$$\frac{\partial^2 u}{\partial x^2} \Big|_j \approx \frac{\frac{\partial u}{\partial x} \Big|_{j+1/2} - \frac{\partial u}{\partial x} \Big|_{j-1/2}}{\Delta}$$

Substitute!

$$\frac{\partial^2 u}{\partial x^2} \Big|_j \approx \frac{1}{\Delta^2} [u_{j+1} - 2u_j + u_{j-1}]$$

$$\left[\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} \right] \approx \frac{1}{\Delta^2} [u_{j+1,l} + u_{j-1,l} + u_{j,l+1} + u_{j,l-1} - 4u_{j,l}]$$

$$\nabla^2 u \approx \frac{1}{\Delta^2} \begin{bmatrix} & +1 & \\ +1 & -4 & +1 \\ & +1 & \end{bmatrix}$$

Stencil for ∇^2

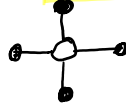
the equation: $\nabla^2 \phi = 0$ Continuous

$$\begin{bmatrix} \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet \end{bmatrix} \phi = 0 \quad \text{Discrete}$$

$$\phi_{j+1,l} + \phi_{j-1,l} + \phi_{j,l+1} + \phi_{j,l-1} - 4\phi_{j,l} = 0$$

$$\phi_{j,l} = \frac{1}{4} (\phi_{j+1,l} + \phi_{j-1,l} + \phi_{j,l+1} + \phi_{j,l-1})$$

Take the average

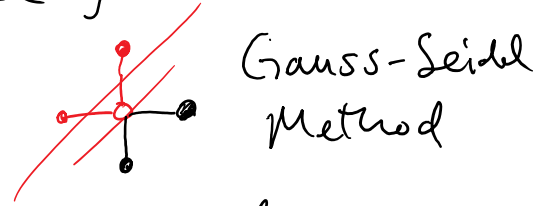
$$\Phi_{j,e} = \frac{1}{4} (\Phi_{j+1,e} + \Phi_{j-1,e} + \Phi_{j,e+1} + \Phi_{j,e-1})$$


Take the average of the 4 neighbor points.

We have to iterate this until the change in $\Phi_{j,e}$ over the grid is small!

$$\Phi_{j,e}^{(n+1)} = \frac{1}{4} (\Phi_{j+1,e}^{(n)} + \Phi_{j-1,e}^{(n)} + \Phi_{j,e+1}^{(n)} + \Phi_{j,e-1}^{(n)})$$

One sweep over the grid is one iteration.



Jacobi Method
very slow: needs a lot of iterations.

Niter $\sim \frac{1}{2} p N^2$ on an $N \times N$ grid to reduce the error by a factor of 10^{-p}

Φ is potential in volts. 1 volt precision with 1000V boundary condition

$$Niter = \frac{3}{2} N^2$$

How many operations for 1 iteration
3+, 1* 4 ops per grid point
and there are N^2 grid points
 $4N^2$ ops/iteration

$$Nops \approx \frac{3}{2} N^2 \times 4N^2 = 6N^4 \text{ operations!}$$

$$O(N^4)$$

Successive Over Relaxation (SOR-method)
// over do it a bit*

$$\Phi_{j,e}^{(n+1)} = \omega \Phi_{j,e}^{(n)} + (1-\omega) \left(\frac{1}{4} (\Phi_{j+1,e}^{(n)} + \Phi_{j-1,e}^{(n)} + \Phi_{j,e+1}^{(n)} + \Phi_{j,e-1}^{(n)}) \right)$$

// over do it a bit ~

$$\Phi_{j,e}^{(n+1)} = \Phi_{j,e}^{(n)} + \frac{\omega}{4} (\Phi_{j+1,e}^{(n)} + \Phi_{j-1,e}^{(n)} + \dots - 4\Phi_{j,e}^{(n)})$$

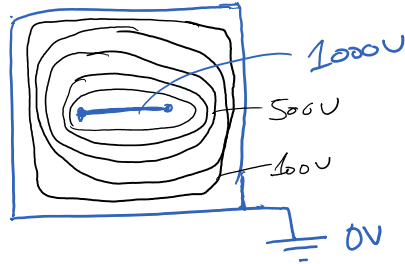
$\omega = 1 \Rightarrow$ Jacobi

$\omega > 1 \Rightarrow$ SOR ($\omega < 2$)
Unstable

If ω is optimal \Rightarrow Niter $\sim \frac{1}{3} p N!$

$\omega \approx \frac{2}{1 + \pi/N}$ } should work fairly well in most problems.

SOR $\Rightarrow \mathcal{O}(N^3)$



BCs are blue here

0V and 1000V

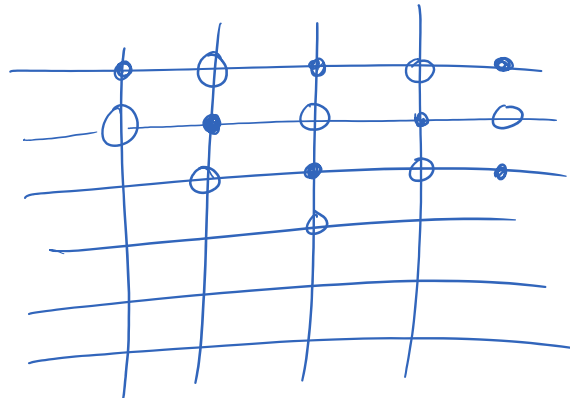
we want $\Phi_{j,e}^{(n+1)} = \Phi_{j,e}^{(n)}$

for the other points we want update $\frac{\omega}{4}(\dots)$

Use another grid of values

$$R_{j,e} = \begin{cases} 0, & \text{for a boundary } j,e \\ \frac{\omega}{4}, & \text{for other } j,e \end{cases}$$

$$\Phi_{j,e}^{(n+1)} = \Phi_{j,e}^{(n)} + R_{j,e} \cdot \left(\begin{array}{c} \circ \\ \circ \\ \circ \\ \circ \\ \circ \\ \circ \\ \circ \\ \circ \\ \circ \\ \circ \end{array} \right)$$



Sweep in a chess-board pattern.

1 iteration = sweep over black

and sweep over white points

