

## Appendix III

# The Leap Frog Formulas

Choose a positive time step  $\Delta t$  and let  $t_k = k\Delta t, k = 0, 1, 2, \dots$ . For  $i = 1, 2, 3, \dots, N$ , let  $P_i$  have mass  $m_i$  and at  $t_k$  let it be at

$$\vec{r}_{i,k} = (x_{i,k}, y_{i,k}, z_{i,k});$$

have velocity

$$\vec{v}_{i,k} = (v_{i,k,x}, v_{i,k,y}, v_{i,k,z}),$$

and have acceleration

$$\vec{a}_{i,k} = (a_{i,k,x}, a_{i,k,y}, a_{i,k,z}).$$

The leap frog formulas, which relate position, velocity and acceleration are

$$\frac{\vec{v}_{i,1/2} - \vec{v}_{i,0}}{(1/2)\Delta t} = \vec{a}_{i,0}, \quad (\text{Starter}) \quad (1.10)$$

$$\frac{\vec{v}_{i,k+1/2} - \vec{v}_{i,k-1/2}}{\Delta t} = \vec{a}_{i,k}, \quad k = 1, 2, 3, \dots, \quad (1.11)$$

$$\frac{\vec{r}_{i,k+1} - \vec{r}_{i,k}}{\Delta t} = \vec{v}_{i,k+1/2}, \quad k = 0, 1, 2, 3, \dots, \quad (1.12)$$

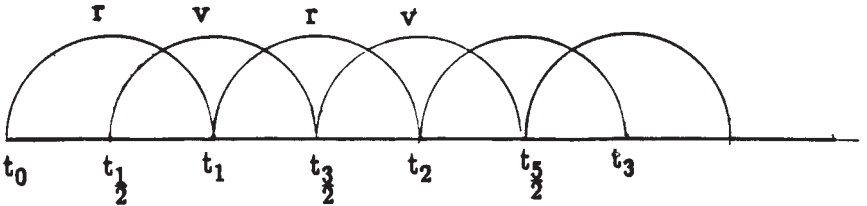


Figure A3.1. Leap frog.

or, explicitly,

$$\vec{v}_{i,\frac{1}{2}} = \vec{v}_{i,0} + \frac{1}{2}(\Delta t)\vec{a}_{i,0}, \quad (\text{Starter}) \quad (1.13)$$

$$\vec{v}_{i,k+\frac{1}{2}} = \vec{v}_{i,k-\frac{1}{2}} + (\Delta t)\vec{a}_{i,k}, \quad k = 1, 2, 3, \dots, \quad (1.14)$$

$$\vec{r}_{i,k+1} = \vec{r}_{i,k} + (\Delta t)\vec{v}_{i,k+\frac{1}{2}}, \quad k = 0, 1, 2, 3 \dots \quad (1.15)$$

Note that (1.11) and (1.12) are two point central difference formulas. The name *leap frog* derives from the way position and velocity are defined at alternate, sequential time values. As shown in the Figure A3.1, the  $r$  values are defined at the times  $t_0, t_1, t_2, t_3, \dots$ , while the  $v$  values are defined at the times  $t_{\frac{1}{2}}, t_{\frac{3}{2}}, t_{\frac{5}{2}}, t_{\frac{7}{2}}, \dots$ . The figure also symbolizes the children's game "leap frog".