

# Animating Planetary Motion

Animating planetary orbits is easier than understanding how these orbits result from a central force. In this document, the animation formulae are presented first, but in such a way that the central force may be found by continuing the calculation. The opposite approach is often taken. See for example

<https://physics.stackexchange.com/questions/353239/elliptic-orbit-solution-based-on-initial-conditions>.

## Circular Orbits

Let  $r$  be the radius and let  $T$  be the period. Then the animation is given by

$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} r \cos \frac{2\pi t}{T} \\ r \sin \frac{2\pi t}{T} \end{bmatrix}$$

where  $t$  is the elapsed time. Continuing the calculation,

$$\begin{bmatrix} x''(t) \\ y''(t) \end{bmatrix} = -\left(\frac{2\pi}{T}\right)^2 \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}$$

showing that the acceleration is central. The force law is apparently linear, but since  $r$  is constant, the acceleration is also consistent with the inverse square law.

If the right side is compared with  $\frac{-GM}{r^3} \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}$ , it is found that  $\frac{r^3}{T^2} = \frac{GM}{4\pi^2}$ .

## Elliptical Orbits

Let  $a$ ,  $b$  and  $c$  be the semi-axes and distance to foci of the ellipse, where  $a^2 = b^2 + c^2$ . Parametrize the ellipse so that one focus is at the origin:

$$\begin{aligned} x(\alpha) &= a \cos \alpha + c \\ y(\alpha) &= b \sin \alpha \end{aligned}$$

where  $\alpha \in [0, 2\pi]$ . Note that  $\alpha$  is not the polar angle of the point  $(x(\alpha), y(\alpha))$ , but is the angle from the center of the ellipse.

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## Swept Area

Let  $A(\alpha)$  be the area swept out. The rate of change of area with respect to  $\alpha$  is:

$$\begin{aligned} A'(\alpha) &= \frac{1}{2} \det \begin{bmatrix} x(\alpha) & x'(\alpha) \\ y(\alpha) & y'(\alpha) \end{bmatrix} \\ &= \frac{1}{2} (ab + bc \cos \alpha) \end{aligned}$$

Integrate arranging that  $A(0) = 0$ .

$$A(\alpha) = \frac{1}{2} (ab\alpha + bc \sin \alpha).$$

Notice for example that  $A(\pi/2)$  is the sum of the area of a triangle and a quarter the area of the ellipse.

## Inverse of the Area Function

It will be necessary to calculate  $\alpha = A^{-1}(S)$  where  $S$  is a given amount of swept area. To this end, let  $[p_i, q_i]$  be a sequence of brackets for  $\alpha$ , using the fact that  $A(\alpha)$  is an increasing function. To find the inverse for any  $S$ , let

$$[p_0, q_0] = \left[ 2\pi \text{floor} \left( \frac{S}{\pi ab} \right), 2\pi \text{ceil} \left( \frac{S}{\pi ab} \right) \right]$$

which will simply be  $[0, 2\pi]$  when  $S \in (0, \pi ab)$ . Then, according to the bisection method, iterate

$$\alpha_i = \frac{p_i + q_i}{2}$$

$$[p_{i+1}, q_{i+1}] = \begin{cases} [p_i, \alpha_i] & \text{if } A(\alpha_i) > S \\ [\alpha_i, q_i] & \text{if } A(\alpha_i) < S \end{cases}$$

so that  $\alpha_i \rightarrow \alpha$  until  $q_i - p_i$  is smaller than the desired tolerance.

## Parametrization by Time

For elapsed time  $t$  and period  $T$ , the fraction of the time elapsed must equal the fraction of the area swept.

$$\frac{t}{T} = \frac{A(\alpha)}{\pi ab}$$

Define

$$f(t) = \alpha = A^{-1} \left( \frac{\pi ab}{T} t \right)$$

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The animation is then given by

$$\begin{aligned}x(t) &= a \cos f(t) + c \\y(t) &= b \sin f(t).\end{aligned}$$

### The Changing Radius

Let  $r(t)$  be the distance from the origin to the point  $(x(t), y(t))$  and use the relation  $b^2 = a^2 - c^2$ .

$$\begin{aligned}(r(t))^2 &= (x(t))^2 + (y(t))^2 \\&= (a \cos f(t) + c)^2 + b^2 \sin^2 f(t) \\&= a^2 \cos^2 f(t) + 2ac \cos f(t) + c^2 + (a^2 - c^2) \sin^2 f(t) \\&= (a + c \cos f(t))^2.\end{aligned}$$

Therefore  $r(t) = a + c \cos f(t)$ .

### Derivatives of f

Write

$$\frac{1}{2} (abf(t) + bc \sin f(t)) = A(f(t)) = \frac{\pi ab}{T} t$$

and differentiate implicitly.

$$f'(t) = \frac{2\pi}{T} \frac{1}{(1 + \frac{c}{a} \cos f(t))}.$$

The second derivative is then

$$f''(t) = \left( \frac{2\pi}{T} \right)^2 \frac{\frac{c}{a} \sin f(t)}{(1 + \frac{c}{a} \cos f(t))^3}.$$

### Velocity

$$\begin{bmatrix} x'(t) \\ y'(t) \end{bmatrix} = \begin{bmatrix} -a \sin f(t) \\ b \cos f(t) \end{bmatrix} f'(t).$$

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## Acceleration

$$\begin{aligned}\begin{bmatrix} x''(t) \\ y''(t) \end{bmatrix} &= \begin{bmatrix} -a \sin f(t) \\ b \cos f(t) \end{bmatrix} f''(t) + \begin{bmatrix} -a \cos f(t) \\ -b \sin f(t) \end{bmatrix} (f'(t))^2 \\ &= -\left(\frac{2\pi}{T}\right)^2 \frac{1}{(1 + \frac{c}{a} \cos f(t))^3} \begin{bmatrix} x(t) \\ y(t) \end{bmatrix} \\ &= -\left(\frac{2\pi}{T}\right)^2 \frac{a^3}{(r(t))^3} \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}.\end{aligned}$$

If this is compared with  $\frac{-GM}{(r(t))^3} \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}$  it is found that  $\frac{a^3}{T^2} = \frac{GM}{4\pi^2}$

For example:

$$M_{\text{sun}} = 1.98847 \times 10^{30} \text{kg}$$

$$G = 6.67430 \times 10^{-11} \text{Nm}^2/\text{kg}^2$$

$$a_{\text{earth}} = 149.60 \times 10^9 \text{m}$$

$$T_{\text{earth}} = 31558150 \text{ seconds}$$

## Initial Conditions

$$f(0) = 0$$

$$f'(0) = \frac{2\pi}{T} \frac{1}{1 + \frac{c}{a}}$$

$$x(0) = a + c$$

$$y(0) = 0$$

$$x'(0) = 0$$

$$y'(0) = b \frac{2\pi}{T} \frac{1}{1 + \frac{c}{a}}$$

## Notes

Inverting the area formula is Kepler's anomaly method in disguise, but the area formula is more general. For any parametrized curve  $(x(\alpha), y(\alpha))$  that is oriented counterclockwise relative to the origin, the area swept out satisfies

$$A'(\alpha) = \frac{1}{2} \det \begin{bmatrix} x(\alpha) & x'(\alpha) \\ y(\alpha) & y'(\alpha) \end{bmatrix}.$$

This may be proven directly or as a special case of Green's theorem. It may be also be shown that  $A'(\alpha)$  is constant if and only if  $(x(\alpha), y(\alpha))$  is parallel to  $(x''(\alpha), y''(\alpha))$ . In the special case when the parameter is time,

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$$A'(t) = \frac{1}{2} \det \begin{bmatrix} x(t) & x'(t) \\ y(t) & y'(t) \end{bmatrix}$$

so that sweeping equal areas in equal times is equivalent to a central acceleration. When mass is considered and  $z(t) \equiv 0$ , the angular momentum is

$$\mathbf{L} = m \left( 0, 0, \det \begin{bmatrix} x(t) & x'(t) \\ y(t) & y'(t) \end{bmatrix} \right) = (0, 0, 2mA'(t))$$

In the case of the elliptical orbit, using the formulas for position and velocity, the derivative of area with respect to time is

$$\begin{aligned} A'(t) &= \frac{1}{2} \det \begin{bmatrix} a \cos f(t) + c & -a \sin f(t) \\ b \sin f(t) & b \cos f(t) \end{bmatrix} \frac{2\pi}{T} \frac{1}{(1 + \frac{c}{a} \cos f(t))} \\ &= \frac{\pi ab}{T} \end{aligned}$$

as expected.

## Elliptical Orbits with Precession

In keeping with the theme of starting with the animation, and later finding the force, seek a solution of the form

$$\begin{bmatrix} X(t) \\ Y(t) \end{bmatrix} = \begin{bmatrix} \cos g(t) & -\sin g(t) \\ \sin g(t) & \cos g(t) \end{bmatrix} \begin{bmatrix} x(t) \\ y(t) \end{bmatrix},$$

where the previously found solution  $(x(t), y(t))$  is rotated by the angle  $g(t)$ . Then

$$\begin{bmatrix} X'(t) \\ Y'(t) \end{bmatrix} = \begin{bmatrix} \cos g(t) & -\sin g(t) \\ \sin g(t) & \cos g(t) \end{bmatrix} \begin{bmatrix} x'(t) - y(t)g'(t) \\ y'(t) + x(t)g'(t) \end{bmatrix}$$

The swept area is given by

$$\begin{aligned} A'(t) &= \frac{1}{2} \det \begin{bmatrix} X(t) & X'(t) \\ Y(t) & Y'(t) \end{bmatrix} \\ &= \frac{\pi ab}{T} + \frac{1}{2}((x(t))^2 + (y(t))^2)g'(t). \end{aligned}$$

In order to sweep equal areas in equal times, let  $H$  be a constant such that

$$g'(t) = \frac{H}{(x(t))^2 + (y(t))^2}$$

Recalling that  $r(t) = a + c \cos f(t)$ , write

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$$g'(t) = \frac{H}{(a + c \cos f(t))^2}$$

To find  $g(t)$ , let  $I = \int \frac{1}{(a + c \cos f(t))^2} dt$ . Substitute  $u = f(t)$  to obtain

$$I = \frac{T}{2\pi a} \int \frac{1}{a + c \cos u} du$$

Then using Weierstrass substitution  $w = \tan \frac{u}{2}$ ,

$$\begin{aligned} I &= \frac{T}{2\pi a} \int \frac{1}{a + c \frac{1-w^2}{1+w^2}} \frac{2}{1+w^2} dw \\ &= \frac{T}{\pi a \sqrt{(a+c)(a-c)}} \arctan \left( \sqrt{\frac{a-c}{a+c}} w \right) \end{aligned}$$

Replace  $\arctan(k \tan())$  with  $\arctan \tan()$ , the unique function that agrees with  $\arctan(k \tan())$  on  $(-\frac{\pi}{2}, \frac{\pi}{2})$  and has derivative  $\frac{k}{\cos^2 x + k^2 \sin^2 x}$  on the whole of  $\mathbb{R}$ . Here  $k = \sqrt{\frac{a-c}{a+c}}$ . This gives the formula for  $g(t)$ .

$$g(t) = H \frac{T}{\pi ab} \arctan \tan \left( \frac{f(t)}{2} \right)$$

It remains to interpret the constant  $H$ . The function  $f$  maps whole multiples of the period  $T$  to whole multiples of  $2\pi$ , and the function  $\arctan \tan()$  acts as the identity on whole multiples of  $\pi$ .

$$f(nT) = 2\pi n$$

$$\begin{aligned} g(nT) &= H \frac{T}{\pi ab} \arctan \tan(\pi n) \\ &= H \frac{T}{\pi ab} \pi n \end{aligned}$$

On the other hand, if the solution  $(X(t), Y(t))$  has period  $P$ , then  $g(P) = 2\pi$ . This permits solving for  $H$  in the case that  $P$  is a whole multiple of  $T$ .

$$H = \frac{2\pi ab}{P}$$

This completes the animation formula, where  $P$  is the (rather large) period of precession, a more intuitive input parameter than  $H$ .

By writing  $H$  in terms of  $P$ , the rate of change of area becomes

$$A'(t) = \frac{\pi ab}{T} + \frac{\pi ab}{P}.$$

If the animation without precession were run for total time  $nT$ , the area would be traced out  $n$  times, but at the rate above, it is traced one more time, suggesting that  $n + 1$  is the winding number of the path.

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## Acceleration

To make the calculation less cluttered, drop the  $(t)$ . Differentiating the velocity, the acceleration may be written

$$\begin{bmatrix} X'' \\ Y'' \end{bmatrix} = \begin{bmatrix} \cos g & -\sin g \\ \sin g & \cos g \end{bmatrix} \left\{ \begin{bmatrix} x'' \\ y'' \end{bmatrix} + \begin{bmatrix} E \\ F \end{bmatrix} \right\}$$

where

$$\begin{aligned} E &= -yg'' - 2y'g' - x(g')^2 \\ F &= xg'' + 2x'g' - y(g')^2. \end{aligned}$$

Now recall that  $g'$  and hence  $g''$  may be written in terms of  $r$ .

$$\begin{aligned} g' &= \frac{H}{x^2 + y^2} = \frac{H}{r^2} \\ g'' &= \frac{-2H(xx' + yy')}{(x^2 + y^2)^2} = \frac{-2H(xx' + yy')}{r^4}. \end{aligned}$$

This leads to

$$\begin{aligned} E &= \frac{1}{r^4} Hx \left( -4\frac{\pi ab}{T} - H \right) \\ F &= \frac{1}{r^4} Hy \left( -4\frac{\pi ab}{T} - H \right). \end{aligned}$$

It follows that

$$\begin{bmatrix} X''(t) \\ Y''(t) \end{bmatrix} = - \left( \left( \frac{2\pi}{T} \right)^2 \frac{a^3}{(r(t))^3} + \frac{1}{(r(t))^4} H \left( 4\frac{\pi ab}{T} + H \right) \right) \begin{bmatrix} X(t) \\ Y(t) \end{bmatrix}.$$

The magnitude of the central force has the form inverse square plus inverse cube.

## Initial Conditions

$$\begin{aligned} g(0) &= 0 \\ g'(0) &= \frac{H}{(a+c)^2} \\ X(0) &= x(0) \\ Y(0) &= y(0) \\ X'(0) &= 0 \\ Y'(0) &= y'(0) + x(0)g'(0) \end{aligned}$$

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## Sun Centered Elliptical Orbits

It is perhaps worth mentioning the animation

$$\begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = \begin{bmatrix} a \cos \frac{2\pi t}{T} \\ b \sin \frac{2\pi t}{T} \end{bmatrix}$$

which does sweep equal areas in equal times.

It follows that

$$\begin{bmatrix} x''(t) \\ y''(t) \end{bmatrix} = -\left(\frac{2\pi}{T}\right)^2 \begin{bmatrix} a \cos \frac{2\pi t}{T} \\ b \sin \frac{2\pi t}{T} \end{bmatrix}$$

showing that the acceleration is central and the force law is linear.