
Subject: N-body integrator

Posted by [Gray](#) on Wed, 03 Nov 2010 20:45:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

Does anyone have an N-body integrator written (a) in IDL, or (b) in a DLM? I wrote an RK4 version, but there are much more efficient algorithms out there, and I was wondering if anyone had anything. Thanks!

--Gray

Subject: Re: N-body integrator

Posted by [Jeremy Bailin](#) on Thu, 04 Nov 2010 14:25:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Nov 3, 4:45 pm, Gray <grayliketheco...@gmail.com> wrote:

> Hi all,

>

> Does anyone have an N-body integrator written (a) in IDL, or (b) in a

> DLM? I wrote an RK4 version, but there are much more efficient

> algorithms out there, and I was wondering if anyone had anything.

> Thanks!

>

> --Gray

I have a Barnes-Hut tree force calculator with a leapfrog integrator that's written in IDL... the force calculator is standalone, but the integrator would require a few minutes of work to extract from the piece of code that it's in. Let me know if you need it and I can get the main parts out for you.

But... you **really** don't want to do it in IDL. It's inherently an iterative problem, which is not well-suited to IDL. Write it in C or python or something. :-)=

-Jeremy.
