

## MATLAB Electromagnetism simulations

## Main file

```

Tierra3D.m x +
1 - clear; clc; clf; close all;
2 - n = 7;
3 - % Paulo Ogando, Erika Marlene Garcia, Jose Luis Madrigal
4 - % Maximiliano Carrasco, Alan Said Martinez, Christian Parrish Gutierrez
5 - %Parametrización
6 - syms s px py pz dpx dpy dpz
7 - disp('¿Que quieres graficar?');
8 - opcion = input('1. Línea  2. Anillo  3. Solenoide  4.- Solenoide esferico: ');
9 - if opcion == 1
10 -     [q,m,xinicial,vinicial,dominio,l]=basicas(n);
11 -     I = 1;
12 -     Mew = 4*pi*I;
13 -     Const = (Mew*I)/4*pi;
14 -     smin = -20; smax = 20;
15 -     px(s) = 0;
16 -     py(s) = 0;
17 -     pz(s) = s;
18 - end
19 - if opcion == 2
20 -     [q,m,xinicial,vinicial,dominio,l]=basicas(n);
21 -     delta = .01;
22 -     I = 1;
23 -     Mew = 4*pi*I;
24 -     Const = (Mew*I)/4*pi;
25 -     smin = 0; smax = 2*pi;
26 -     px(s) = cos(s);
27 -     py(s) = sin(s);
28 -     pz(s) = 0;
29 -
[posx,posy,posZ] = malladoT3D(n,dominio);
[Bx, By, Bz] = camposM3D(posx,posy,posZ,Const,px,py,pz,dpx,dpy,dpz,doms);
[BxN, ByN, BzN,Mx] = NormalizarB(Bx,By,Bz,l);
[posiciones] = particulas(q, m, xinicial, vinicial, delta, Const,px,py,pz,dpx,dpy,dpz,doms);
GraficarB(posx,posy,posZ,BxN,ByN,BzN,Mx,px,py,pz,doms,posiciones);

```

```

Tierra3D.m x +
function [q,m,xinicial,vinicial,dominio,l]=basicas(n)

- xmin = -2; xmax = 2;
- ymin = -2; ymax = 2;
- zmin = -2; zmax = 2;
- dominio = [xmin,xmax,ymin,ymax,zmin,zmax];
- l = (xmax-xmin)/(2*n);
- q = 1;
- m = 1;
- Xi = 0;
- Xj = 0;
- Xk = 0;
- xinicial = [Xi,Xj,Xk];
- Vi = 1;
- Vj = 1;
- Vk = 1;
- vinicial = [Vi,Vj,Vk];
- end

```

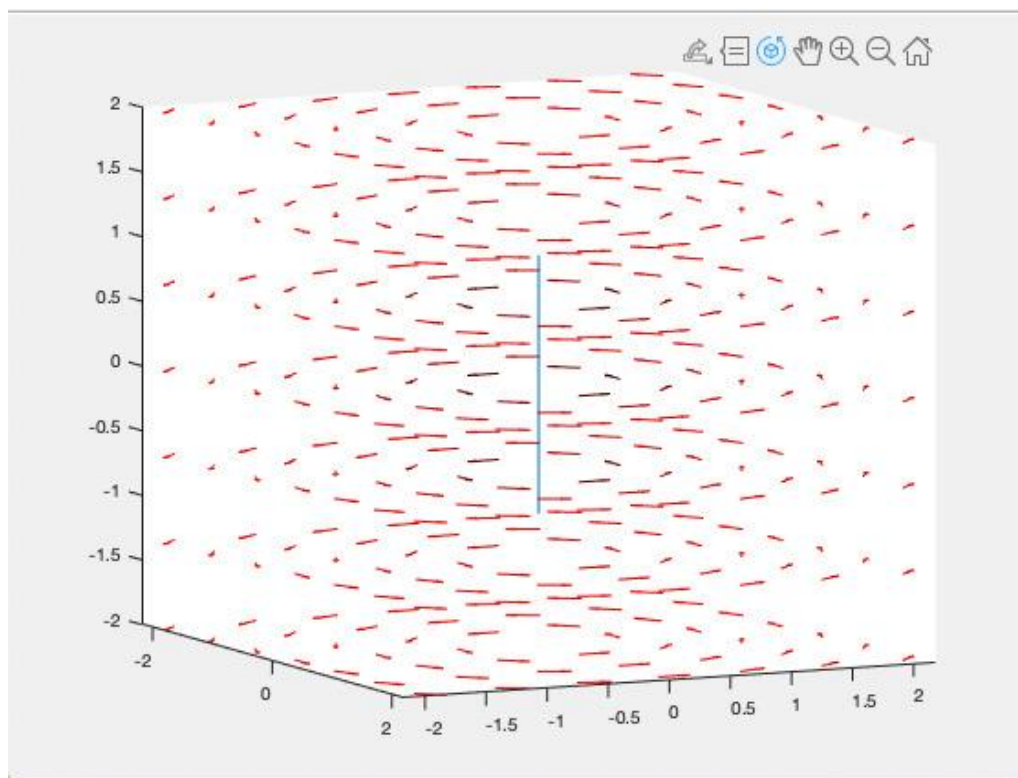
## Planet data

```
Tierra3D.m  x +
-   if opcion == 4
-       xmin = -7000000; xmax = 7000000;
-       ymin = -7000000; ymax = 7000000;
-       zmin = -7000000; zmax = 7000000;
-       dominio = [xmin,xmax,ymin,ymax,zmin,zmax];
-       l = (xmax-xmin)/(2*n);
-       q = -1.6*10^-19;
-       m = 9.11*10^-31;
-       Xi = 300000;
-       Xj = 149000;
-       Xk = 210000;
-       xinicial = [Xi,Xj,Xk];
-       Vi = 400000;
-       Vj = 400000;
-       Vk = 400000;
-       vinicial = [Vi,Vj,Vk];
-       delta = .000000525;
-       I = 12*10^5;
-       Mew = 4*pi*10^-7;
-       Const = (Mew*I)/4*pi;
-       smin = -99; smax = 99;
-       px(s) = 6371000*(sqrt(1-(0.01*s)^2).*cos(s));
-       py(s) = 6371000*(sqrt(1-(0.01*s)^2).*sin(s));
-       pz(s) = 6371000*(0.01.*s);
-   end
```

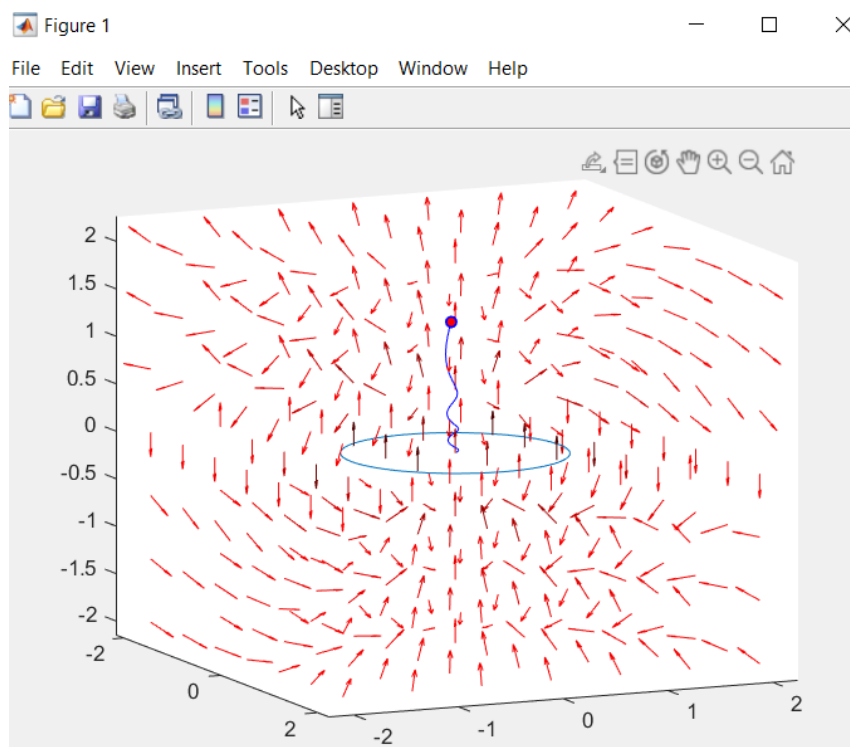
## File of one function: Biot Savart

```
BiotSavart.m  x +
1  function [Bx, By, Bz] = BiotSavart(Const,posx,posy,posz,px,py,pz,dpx,dpy,dpz,doms)
2  -   syms s
3  -   %Vector r
4  -   rx = posx - px;
5  -   ry = posy - py;
6  -   rz = posz - pz;
7
8  -   %Magnitud del vector r
9  -   Magr = (rx.^2 + ry.^2 + rz.^2).^(3/2);
10
11  -   %Producto cruz
12  -   Cruzei = (dpy*rz - ry*dpz);
13  -   Cruzej = -(dpx*rz - rx*dpz);
14  -   Cruzk = (dpx*ry - rz*dpy);
15
16  -   %Integrando
17  -   dBx(s) = Cruzei / Magr;
18  -   dBy(s) = Cruzej / Magr;
19  -   dBz(s) = Cruzk / Magr;
20
21  -   %Integracion
22
23  -   Bx = Const * TrapezoidaTierra(dBx,20,doms(1),doms(2));
24  -   By = Const * TrapezoidaTierra(dBy,20,doms(1),doms(2));
25  -   Bz = Const * TrapezoidaTierra(dBz,20,doms(1),doms(2));
```

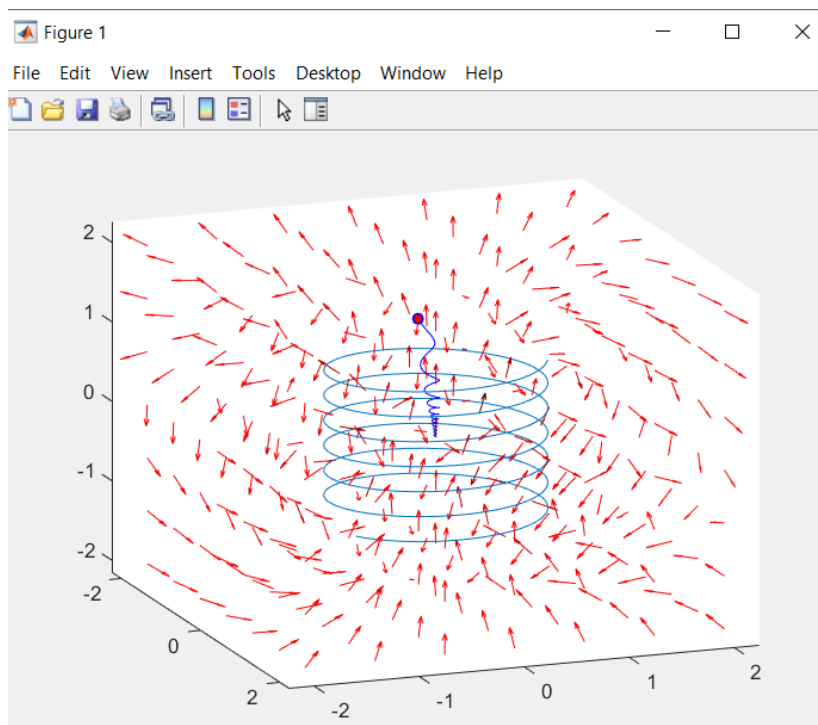
**Option 1: Current line (we couldn't get the correct delta to see the trajectory, so this is a screenshot of the first deliverable, just the magnetic field)**



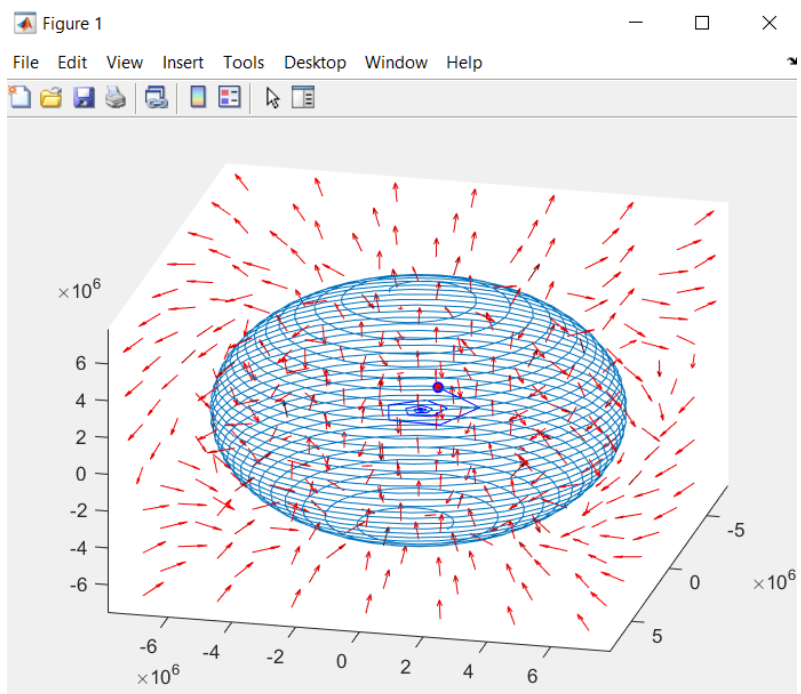
**Option 2: Ring (remember this is an animation)**



### Option 3: Solenoid



### Option 4: Spherical Solenoid (Earth)



José Luis Madrigal

### **Acknowledgments**

To my friend who helped me better understand some concepts, Pol (with the Physics laws).