Bilaga i: Huvudprogram

Denna bilaga innehåller huvudkoden som använts i uppgiften.

```
% Projektarbete "Rymdskeppet Futten illa ute"
  % Andreas Fröderberg & Henrik Hvitfeldt
  close all; clear all; clc;
  M Declare variables
  c h e c k = 0;
               % Enables accuracy control of quadinterpol
   global alpha
  pm = char(177); % Plus minus sign
  h = 0.01; % Step length used in RK4
  bisec err = 0.0001;
1.1
  M Part 1: Test H-values and calculate passing r, t and
      phi for alpha = 90
  % Runge Kuttas method while not crash and while not pass
  disp('Part 1')
  alpha = 90;
  t list = [];
                                        % Empty vector of
      passing t:s
                                        % Empty vector of
  r list = [];
      passing r:s
                                        % Empty vector of
   phi list = [];
      passing phi:s
  H list = [];
                                        % Empty vector of
      passing phi:s
   crash list = [];
                                        % Empty vector of
20
      passing phi:s
  starting heights = [10, 8, 6, 2];
22
  % Test and plot trajectories for different H
  figure ()
   plotStyle = { 'b', 'g', 'r', 'm'};
                                                         %
      Set colors of trajectory plots
   for i = 1:length(starting heights)
                                                         %
      Test H:s
      H = starting heights(i);
27
       trajectory = RKeval(h, H);
                                                         %
          Evaluate trajecory with RK4
       trajectory .H=H;
       trajectories(i) = trajectory;
30
      % Plot trajectory
31
       polar(trajectory.phi, trajectory.r, plotStyle{i})
                                % Plot tracectory
```

```
view([90 -90])
                                             % Flip plot to 0
33
          deg up
       grid on; hold all;
34
       legendInfo{i} = ['Starting height ' num2str(H) '
          earth radii'];
                               \% Add legend info for use in
          legend command
  end
36
   title ('Trajectories for different starting altitudes, \
      alpha = 90'
                           % Set legends accoring to legend
   legend (legendInfo)
      info
39
  %find passing values for all trajectories
   for i = 1:length(starting heights)
41
       trajectories temp(i)=futten pass(trajectories(i));
42
43
   trajectories=trajectories temp;
45
  % Display results part 1
47
  make table(trajectories, 'pass.xls')
  M Part 2 Find H*, H when Futten just passes earth
  % Bisection method to determine critical starting height,
       H star, when
  % trajectory just passes earth.
52
                   %first start value for bisection method
   start1 = 3;
                   %second startvalue for bisection method
   \operatorname{start} 2 = 6;
   start = [start1 \ start2];
  H star = bisection meth(@futt extra, start, h);
  % Evaluate trajectory for H star
   trajectory star = RKeval(h, H star);
   trajectory star = futten pass(trajectory star);
   fprintf ('Futten passerar precis jordytan vid %0.3f%c%f
      jordradier\n', H star, pm, bisec err)
  fprintf('vilket ger passeringsradie %0.3f%c%f jordradier\
      n', trajectory_star.r_pass, pm, trajectory_star.r_err)
  fprintf ('Passeringshastigheten är då %0.3f%c%f jordradier
      /h \ n', trajectory star.v pass, pm, trajectory star.
      v err)
  %%
  % Calculate trajectory length
  [X. star, Y. star] = euklid (trajectory star.r, trajectory star.
      phi); %turns polar to kartesis kordi.
```

```
traj length = arclength(X.star, 0, Y.star); %distance
       traveled
   traj length 2h = \operatorname{arclength}((X.\operatorname{star}(1:2:\operatorname{end})), 0, Y.\operatorname{star}
       (1:2:end));
   fprintf ('och Futten har åkt avståndet %0.3f%c%f
       jordradier\n', traj length, pm, abs(traj length -
       traj length 2h))
70
   % Plot trajectory at H star
71
   figure()
   polar(trajectory_star.phi, trajectory_star.r,'r')
   title ('Trajectory at critical H, \alpha =90')
   view ([90 -90])
   hold on;
   phi earth = 0.360/(length(trajectory star.r)).360;
   r = arth = ones(1, length(trajectory star.r)+1);
   polar(phi_earth,r_earth,'b')
   legend ('Trajectory', 'Earth')
   pass speed = trajectory star.v pass;
   % least square and length
   figure()
   plot (X. star, Y. star)
   hold on
   grad = 2;
   [C]=least square (X. star, Y. star, grad); %C=poly coeffs, dC=
       derivate
   legendtext = sprintf('Interpolerad med polynom %0.2f%c
       ^2\%0.2f\%c + \%0.2f = r', C(1), 966, C(2), 966, C(3);
   title ('Kurva från RK4 mot interpolad till grad 2')
   leg = {'RK4' legendtext};
   % Plot interpolated
   plot (X. star, polyval (C, X. star))
   legend (leg)
   title ('Interporad kurva för Futten mot kurva frpn RK4')
   xlabel('x [jordradier]')
   ylabel ('y [jordradier]')
   % (analytiskt beräknad banlängd till 4.00492 från minsta
       kvadrat)
   fprintf ('Banlängden vid interpolering är %f jordradier \r\
       n', 4.00492)
100
   M Part 3 Find H* for different alphas
101
   H \text{ star alpha} = [];
103
   alpha list = [];
```

```
pass speed list = [];
   figure ()
   % Loop over alphas and plot trajectory
   i = 1;
   alpha_legend = \{\};
109
   alpha pass = [];
   alphas = [150: -10:50];
111
   for alpha = alphas
112
       H alpha = bisection meth(@futt extra, start, h);
113
                               %optimal height for different
       H star alpha = [H star alpha; H alpha];
114
                                         %list of optimal
           heights
        alpha list = [alpha list alpha];
115
                                                 %alpha list
        trajectory star alpha=RKeval(h, H alpha);
116
                                        %calculates the passing
            curve
        trajectory_pass_alpha=futten_pass(
117
           trajectory star alpha);
                                                %calculates the
           passing paramaters for above curve
        pass speed list = [pass speed list
118
                                               %corresponding
           trajectory_pass_alpha.v_pass];
           speed of angle 70:10:130
        polar (trajectory pass alpha.phi,
119
           trajectory pass alpha.r)
        view ([90 -90])
                                              % Flip plot to 0
120
           deg up
        hold on
121
       legend text = sprintf('\%c=\%d', 945, alpha);
122
        v_err(i) = trajectory_pass_alpha.v_err;
123
       H_err(i) = trajectory_pass_alpha.r_err;
124
        alpha_legend{i} = legend_text;
125
        pass speed(i) = trajectory pass alpha.v pass;
126
        i = i + 1;
127
   end
128
   % Flip to fit table
130
   alphas = alphas';
   pass_speed = pass_speed ';
   v_{err} = v_{err};
   H err = H err';
134
   % Calculate errors
136
137
```

```
title ('Trajectories at different starting angles')
   legend (alpha legend)
140
   alpha table = table(alphas, H star alpha, H err,
       pass_speed , v_err);
   disp ('Passing parameters for different alphas')
142
   disp(alpha table)
143
   writetable (alpha table, 'alphas.xls')
144
145
   % Convergence check for RK4
   disp ('Check convergence for RK4')
147
   alpha = 90;
148
   error_vektor = [];
   no of tests = 3;
150
151
   % Loop for different step length
152
   for a=0: no\_of\_tests-1
153
       h test = h*2^a;
154
       % Run convergence tests
155
        trajectory error=RKevalerror(h test, H star,2);
156
        trajectories err(a+1) = trajectory error;
       % Save all values
158
       end_value=[ trajectory_error.r(end),...
159
                     trajectory_error.rdot(end),...
160
                     trajectory error.phi(end),...
161
                     trajectory error.phidot(end);
162
       error vektor = [error vektor; end value];
163
164
165
   r = getTableData(error_vektor(:, 1));
166
   rdot = getTableData(error_vektor(:, 2));
   phi = getTableData(error_vektor(:, 3));
   phidot = getTableData(error vektor(:, 4));
169
170
   tab = table(r, rdot, phi, phidot);
171
   writetable (tab, 'RKerrors.xls');
   rows = { 'end(h)' 'end(2h)' 'end(4h)' 'diff(h; 2h)e6' '
       diff(2h; 4h)e6' 'kvot' 'rel error'};
   tab. Properties. RowNames = (rows);
174
   disp(tab)
176
   % Error of Hermite
   Hermitefel (H star);
```

Bilaga ii: Runge-Kutta 4

Denna bilaga innehåller koden till Runge-Kutta 4 som använts, samt dess hjälpfunktioner.

RKeval itererar RK4 tills jorden passerats, alltså när $\dot{r} = 0$.

function [trajectory] = RKeval (h, H)

```
% RKEVAL (h, H) Evaluates system until earth is passed or
       crashed into for
  % starting height H and step lengt h.
  % Used RK4step for evaluation.
  % Returns struct with trajectory parameters
  u = [H \ 0 \ 0 \ 0];
                                              % Initial
      conditions
                                                       %
   t = 0;
      Starting t
                             't',
   trajectory = struct(
                                          t , . . .
                             'r',
                                          u\left( 1\right) \ ,\ldots
10
                             'rdot',
                                          u(2),...
11
                             'phi',
                                          u(3),...
                             'phidot',
                                          u(4));
13
15
  % Evaluates while rdot is negative
   while trajectory rdot <= 0
17
       [t, u] = RK4step(t, u, h);
                                           % RK step evaluation
18
       trajectory.t = [trajectory.t; t];
19
       trajectory.r = [trajectory.r; u(1)];
20
       trajectory.rdot = [trajectory.rdot; u(2)];
21
       trajectory.phi = [trajectory.phi; u(3)];
22
       trajectory.phidot = [trajectory.phidot; u(4)];
23
  end
  RKstep utför ett steg av RK4.
  function [tout, uout] = RK4step (t, u, h)
  % RK4STEP (t, u, h) calculates a step with RK4 method
      with step length h.
  % RK4 factors
  k1 = h*F(t, u);
  k2 = h*F(t+0.5*h, u+0.5*k1);
  k3 = h*F(t+0.5*h, u+0.5*k2);
  k4 = h*F(t+h, u+k3);
```

F innehåller differentialekvationerna.

```
_{1} function [u_{ut}] = F(t, u)
2 % F (t, u) returns derivatives of physical system.
3 % Output is [r rdot phi phidot]
  global alpha % Is global so no input is needed (for use
      in ode45)
7 % Define parameters
                           % Gravity constant [earth radii/
  g = 20;
      hour]
9 R = 1;
                           % Radius of earth
_{10} G = Grav (u(1), g, R);
                         % Engine force
  x1 = u(2);
  x2 = u(1)*u(4)^2+G*cosd(alpha)-g*(R/u(1))^2;
x3 = u(4);
x4 = (G*sind(alpha)-2*u(2)*u(4))/u(1);
u_ut = [x1 \ x2 \ x3 \ x4];
```

Bilaga iii: Passering

Denna bilaga innehåller funktionen som använts för att beräkna Futtens passeringsvärden, samt Hermite- och linjär interpolering.

futten pass beräknar värdena för futtens passering.

```
function [trajectory] = futten pass(trajectory)
  % FUTTEN PASS (trajectory) calculates the different
      passing parameters
  %r, phi, t, v using linear interpolation and hermit for when
       rdot equals zero
  %i.e spaceship is heading to space again.
  % Predefined errors
  RK r err = 1.002e-6;
  RK phi err = 9.1e - 07;
  RK phidot err = 8.3e-07;
  herm relerr = 0.302e-6;
11
  rdot pass = 0;
^{12}
13
  % Calculate passing values
   [t pass, t err] = linpol(
                                      trajectory.rdot(end-2:end
15
      ) , . . .
                                      trajectory.t(end-2:end)
16
                                     rdot pass);
17
   r pass=herm(
                    t pass,...
18
                    trajectory.t(end-1:end),...
19
20
                    trajectory.r(end-1:end),...
                    trajectory.rdot(end-1:end));
21
   phi pass=herm (
                    t pass, ...
22
                    trajectory.t(end-1:end),...
23
                    trajectory.phi(end-1:end),...
24
                    trajectory.phidot(end-1:end));
   [phidot pass, phidot err] = linpol( trajectory.rdot(end
26
      -2: end),...
                                          trajectory.phidot(end
27
                                             -2: end),...
                                          rdot pass);
28
  v_pass=phidot_pass*r_pass;
30
   v pass err = phidot err + phidot pass*RK phidot err;
31
32
  %add to struct
```

```
trajectory.t_pass = t_pass;
trajectory.t_err = t_err;
trajectory.r_pass = r_pass;
trajectory.r_err = r_pass*(herm_relerr + RK_r_err);
trajectory.phi_pass = phi_pass;
trajectory.phi_err = phi_pass*(herm_relerr + RK_phi_err);
trajectory.v_pass = v_pass;
trajectory.v_pass = v_pass;
```

linpol är en funktion för linjärinterpolering.

```
function [y_out, err]=linpol (x,y,xq)
% LINPOL (x,y,xq) returns y(xq) with a linear
    interpolation of the points
% x=[x1 x2] and y=[y1 y2]. Also returns error of
    estimation.

*
Calculate interpolated point
y_out = y(2)+(y(3)-y(2))/(x(3)-x(2))*(xq-x(2));

*
Calculate interpolation at double step size
y_out_2h = y(1)+(y(2)-y(1))/(x(2)-x(1))*(xq-x(1));

*
Calculate error
12 calculate error
13 calculate error
14 calculate error
15 calculate error
16 calculate error
17 calculate error
18 calculate error
19 calculate error
```

herm är en funtion för Hermite-interpolering.

```
function yut = herm (xq, x, y, k)
_{2} % HERM (xq,x,y,k)
x = x(1);
_{4} x2=x(2);
y1=y(1);
  y2=y(2);
  k1=k(1);
  k2=k(2);
  h = x2-x1;
11
  c1 = y1 ;
  c2 = (y2-y1)/h;
  c3 = (k2-c2)/h^2;
  c4 = (k1-c2)/h^2;
  yut = c1+c2*(xq-x1)+c3*(xq-x1)^2*(xq-x2)+c4*(xq-x1)*(xq-x2)
      x2)^2;
```

```
18
19
20 end
```

bisection meth innehåller sekantmetoden.

```
function [root] = bisection meth (fhandle, start, h)
  % BISECTION METH (fhandle, f, start, it allowed, delta, h
      , c1)
3 % fhandle is the function evaluated with bisection method
       to find roots, f is the
4 % variable searched for if the function outputs a struct,
       else it should be set to 0=zero.
  %start is the start values, It allowed is the number of
      iterations allowed. delta is
  \% the allowed h. h is not right and neither is c1.
  % Finds root for function 'fhandle' using bisection
      method. Precision is
  % size of h (dx) allowed.
  delta = 0.0001;
  it allowed = 100;
  x0 = start(1);
  x1 = start(2);
                 \% Starting values, it = iteration counter
  it = 1;
   [out] = feval(fhandle, h, x0); % Evaluate function at
      starting value 1
  f0 = out;
   deltax = 1;
  % Bisection method
   while abs(deltax) > delta
      % Convergence ceiling
21
       if it > it allowed
22
           disp('Bisection iteration timeout')
23
           break
24
25
       [out] = feval(fhandle, h, x1);
                                                  % Evaluate
          function at x1
       f1 = out;
       deltax = (x1 - x0)/(f1 - f0)*f1;
                                                 % Calculate
28
          dx
      x0 = x1;
29
       f0 = f1;
                                   % New best guess
      x1 = x1 - deltax;
                                                 % New best x
3.1
           = old best x - h
```

Bilaga iv: Övriga funktioner

Denna bilaga innehåller funktioner som inte lika lätt kan presenteras i sammanhang av uppgiftslösningen.

```
least square är en funtion för minstakvadratanpassning.
```

cartesian gör om polära koordinater till kartesiska.

```
function [x, y] = cartesian(R, phi)
    % CARTESIAN (R, phi) transforms polar coordinates to
        cartesian space

y=R.*sin(phi);
    x=R.*cos(phi);
```

arclength beräknar banlängden för en kurva med givna punkter i kartesiska koordinater.

```
_{1} function [ L ] = arclength(x, C,y)
  % this function determin the length of a vector function
      . further is uses the
  % formula sum sqprt (1+f'^2) h=>0.
  dL = [];
   for a=1: length(x)-1;
       deltax = x(a+1) - x(a);
       % If a polynomial, get intermediate points
       if y==0
       deltay = polyval(C, x(a+1)) - polyval(C, x(a));
       % If a set of descrete points, use linear sumation
11
       elseif C==0
           deltay = y(a+1) - y(a);
13
       end
  dS = sqrt (deltax^2 + deltay^2);
  dL = [dL \ dS];
```

```
\begin{array}{ll} {}_{17} & {\color{red} end} \\ {\color{blue} 18} & {\color{blue} L = sum (dL);} \end{array}
```

Hermitefel räknar ut felskattningen för Hermiteinterpolering.

```
function [] = Hermitefel (H)
  % HERMITFEL
  % Define parameters
  h = 0.01;
   u = [H \ 0 \ 0 \ 0];
   \%bana big = RKeval(h*2, H);
   bana_small = RKeval(h, H);
   bana big = struct (
                                   bana small.t(1:2:end),...
                          , r , ,
                                   bana small.r(1:2:end),...
10
                          'rdot',
                                   bana small.rdot(1:2:end),...
11
                                   bana_small.phi(1:2:end),...
^{12}
                          'phidot',
                                        bana small.phidot(1:2:end
13
                              ));
   x1 = [];
   y1 = [];
   x2 = [];
  y2 = [];
   phi1 = [];
   phi2 = [];
   k = 2;
  % Get interpolation for 2*h
   for n = 1: length(bana_big.t) - 1
        [x, y, phi] = herm step(bana big, n, k);
25
       x1 = [x1 \ x];
       y1 = [y1 \ y];
       phi1 = [phi1 phi];
        hold on
29
   end
31
   k = 1;
   % Get interpolation for h
   for n = 1: length(bana small.t) - 1
       [x, y, phi] = herm\_step(bana\_small, n, k);
       \mathbf{x}^2 = [\mathbf{x}^2 \ \mathbf{x}];
       y2 = [y2 \ y];
37
       phi2 = [phi2 phi];
       hold on
  end
```

```
41
42  err_abs = max(abs(y1 - y2));
43  ind = find(max(abs(y1 - y2)) == err_abs);
44  err_rel = err_abs/y1(ind);
45
46
47  fprintf('Hermitefel %fe-6\n', err_rel*1e6)
```

herm_step Hermiteinterpolerar mellan två punkter och returnerar interpolerade värden mellan kurvorna (används for att plotta hel interpolerad kurva).

```
function [xpos, v, phi] = herm_step(bana, n, k)
   points = 100*k;
   xpos = [];
   v = [];
   p hi = [];
   x1 = bana.t(n);
   x2 = bana.t(n + 1);
   for i = 1: points
11
       x = x1 + (x2-x1)*i/points;
       p = herm(
                       x , . . .
13
                           [x1, x2], \dots
14
                           [bana.r(n), bana.r(n + 1)], \dots
15
                           [bana.rdot(n), bana.rdot(n + 1)]);
       p2= herm (
                       \mathbf{x} , . . .
17
                           [x1, x2], \dots
18
                           [ bana.phi(n), bana.phi(n + 1) ], \dots
19
                           [bana.phidot(n), bana.phidot(n + 1)]
20
                               ;
21
       v = [v p];
22
        phi = [phi, p2];
23
       xpos = [xpos x];
   end
25
```