Playing with points

Geometrical points are entities characterized by their position with respect to a given reference frame. In Anakin, the class point allows creating them.

Start by importing the Anakin framework into Matlab. Be sure to include Anakin's base directory before you run this line:

```
import anakin.*
```

Object creation

The default geometric point is the canonical origin:

Points can be created by passing their position vector or its canonical coordinates:

```
ra = tensor([1;2;3])

ra =
Vector with canonical components:
    1     2     3

A = point(ra) % as a vector

A =
Point with canonical position vector components:
    1     2     3

A = point([4;5;6]) % as a column array
```

```
A =
Point with canonical position vector components:
    4
    5
    6
```

```
A = point([7,8,9]) \% as a row array
```

```
A =
Point with canonical position vector components:
    7
    8
    9
```

The components that define the point can be given in another reference frame. Internally, the point object stores only its coordinates in the canonical reference frame:

```
01 = point([1;2;3]);
B1 = basis([1;0;0],[0;cos(pi/6);sin(pi/6)],[0;-sin(pi/6);cos(pi/6)]);
S1 = frame(01,B1);

A = point([1,1,1],S1)

A =
Point with canonical position vector components:
    2.0000
    2.3660
    4.3660
```

For convenience, any object of point class or a subclass can be passed as input. The result is converted to class point:

```
P = particle; % a particle object, subclass of point
A = point(P); % converted to point
```

Basic functionality

To obtain the position vector of a point with respect to the origin of a reference frame, use method pos:

```
01 = point([1;2;3]);
S1 = frame(01);
A = point([1,1,1],S1);

A.pos

ans =
Vector with canonical components:
    2
    3
    4
```

```
A.pos(S1)
```

```
ans =
Vector with canonical components:
    1
```

1

Coordinates can be extracted similarly:

```
A.coordinates(S1)

ans = 3×1
    1
    1
    1
    1
    1
    1

A.x(1,S1)

ans = 1

A.x(2,S1)

ans = 1

A.x(3,S1)
```

One can displace the position of a point by a given vector:

```
A = point([1,2,3]);
v = tensor([2;2;2]);

A.displace(v)

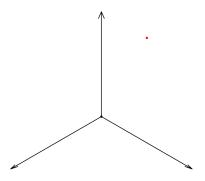
ans =
Point with canonical position vector components:
    3
    4
    5
```

A numeric point can be plotted using plot:

```
ax = axes('DataAspectRatio',[1,1,1]);
ax.XAxis.Visible = 'off';
ax.YAxis.Visible = 'off';
ax.ZAxis.Visible = 'off';
view([1,1,1]);

S1.plot; % plot the frame first

A = point([1;1.5;2],S1);
A.plot('color','r'); % pass quiver3 plotting arguments to change color, style, etc.
```



Symbolic points

Points with symbolic coordinates have additional functionality (running this requires the Symbolic Math Toolbox installed):

```
syms t xi(t) eta(t) zeta(t) phi(t); % declare symbolic variables
assume([in(t, 'real'), in(xi(t), 'real'), in(eta(t), 'real'), in(zeta(t), 'real'), in(phi(t),

A = point([xi,eta,zeta]) % a symbolic point

A =
Point with canonical position vector components:
    xi(t)
    eta(t)
```

One may compute the velocity and acceleration of a point with respect to a given reference frame. If no reference frame is provided, the canonical one is assumed:

```
A.vel
```

zeta(t)

```
ans =
Vector with canonical components:
    diff(xi(t), t)
```

```
diff(eta(t), t)
diff(zeta(t), t)
```

A.accel

```
ans =
Vector with canonical components:
    diff(xi(t), t, t)
    diff(eta(t), t, t)
    diff(zeta(t), t, t)
```

```
0 = point([xi^2,0,0]);
B1 = basis([1;0;0],[0;cos(phi);sin(phi)],[0;-sin(phi);cos(phi)]);
S1 = frame(0,B1);
A.vel(S1)
```

A.accel(S1)

To particularize a symbolic point at particular values of its parameters, one may use subs, by specifying them in a list:

```
A.subs({xi},{6}) % replace xi with 6
```

```
ans =
Point with canonical position vector components:
     6
  eta(t)
zeta(t)
```