

**Submission Instruction:** Please submit this homework on Canvas in a single pdf format. The filename should be "HWXX\_FullName\_RedID.pdf" (ex. HW05\_JamesGault\_12345678.pdf). Please copy your Matlab code in the given box. Adjust the box size as needed. Please also submit all your m files separately. **Don't zip them.**

---

**Full Name:** Evan Peres

**Red ID:** 129964468

**Email address:** eperes2481@sdsu.edu

---

### Cell Array and Structure (Write your code in the box.)

1. Write a function with header [newStudent] = myNewStudent (name, id, grades) that inputs a name, id, and grades, and generates a  $1 \times 1$  struct array newStudent. ( / 10)

Test Cases:

```
>> student = myNewStudent('Tim', 1, [100, 98])
student =
```

struct with fields:

```
name: 'Tim'
id: 1
grades: [100 98]
```

```
function [newStudent] = myNewStudent(name, id, grades)
    % Create a struct array with fields: name, id, and grades
    newStudent.name = name;
    newStudent.id = id;
    newStudent.grades = grades;
end
```

2. Let C be a square connectivity matrix containing zeros and ones. We say that point i has a connection to point j, or i is connected to j, if  $C(i,j) = 1$ . Note that connections in this context are one-directional, meaning  $C(i,j)$  is not necessarily the same as  $C(j,i)$ . For example, think of a one-way street from point A to point B. If A is connected to B, then B is not necessarily connected to A.

Write a function with header [node] = myConnectivityMat2Struct(C, names) where C is a connectivity matrix and names is a cell array of strings (i.e., each element of names is a string) that denote the name of a point. That is, names(i) is the name of the i – th point.

The output variable node should be a struct with fields .name and .neighbors. The i – th element of node is defined as node(i).name = names(i) and node(i).neighbors is a row vector containing the

indices,  $j$ , such that  $C(i,j) = 1$ . In other words, `node(i).neighbors` is a list of points that point  $i$  is connected to.

Warning: Make sure the field names are exactly correct: `.name` and `.neighbors`. ( / 10)

Test Cases:

```
>> C= [0 1 0 1; 1 0 0 1; 0 0 0 1; 1 1 1 0];
>> names = {'Los Angeles', 'New York', 'Miami', 'Dallas'};
>> node = myConnectivityMat2Struct(C, names);
>> node(1)
ans =
    name: 'Los Angeles'
    neighbors: [2 4]
>> node(2)
ans =
    name: 'New York'
    neighbors: [1 4]
>> node(3)
ans =
    name: 'Miami'
    neighbors: 4
>> node(4)
ans =
    name: 'Dallas'
    neighbors: [1 2 3]
```

```
function [node] = myConnectivityMat2Struct(C, names)
    % Initialize the output struct array
    n = length(names); % Number of points (nodes)
    node = struct('name', cell(1, n), 'neighbors', cell(1, n));

    % Populate the struct array
    for i = 1:n
        node(i).name = names{i}; % Set the name
        node(i).neighbors = find(C(i, :) == 1); % Find indices where C(i, j) = 1
    end
end
```

### Custom Functions (Write your code in the box.)

3. Let  $Q(x)$  be the quadratic equation  $Q(x) = ax^2 + bx + c$  for some scalar values  $a$ ,  $b$ , and  $c$ . A root of  $Q(x)$  is an  $r$  such that  $Q(r) = 0$ . The two roots of a quadratic equation can be described by the quadratic formula, which is

$$r = \frac{-b \pm \sqrt{(b^2 - 4ac)}}{2a}$$

A quadratic equation has either two real roots (i.e.  $b^2 > 4ac$ ), two imaginary roots (i.e.  $b^2 < 4ac$ ), or one root, (i.e.  $b^2 = 4ac$ ).

Write a function with header `[nRoots, r] = myNRoots(a,b,c)` where  $a$ ,  $b$ , and  $c$  are the coefficients of the quadratic  $Q(x)$ ,  $nRoots$  is 2 if  $Q$  has 2 real roots, 1 if  $Q$  has 1 root, -2 if  $Q$  has two imaginary roots, and  $r$  is an array containing the roots of  $Q$ . (10)

Test Cases:

`>> [nRoots, r] = myNRoots(1, 0, -9)`

$nRoots = 2$

$r =$

3      -3

`>> [nRoots, r] = myNRoots(3, 4, 5)`

$nRoots = -2$

$r =$

-0.6667 + 1.1055i      -0.6667 - 1.1055i

`>> [nRoots, r] = myNRoots(2, 4, 2)`

$nRoots = 1$

$r =$

-1

```
function [nRoots, r] = myNRoots(a, b, c)
    % Calculate the discriminant
    discriminant = b^2 - 4*a*c;

    % Check the number of roots based on the discriminant
    if discriminant > 0
        % Two real roots
        nRoots = 2;
        r = [(-b + sqrt(discriminant)) / (2*a), (-b - sqrt(discriminant)) / (2*a)];
    else
        % One real root
        nRoots = 1;
        r = [-b / (2*a)];
    end
end
```

```

elseif discriminant == 0
    % One real root
    nRoots = 1;
    r = -b / (2*a);
else
    % Two imaginary roots
    nRoots = -2;
    realPart = -b / (2*a);
    imaginaryPart = sqrt(-discriminant) / (2*a);
    r = [realPart + imaginaryPart*1i, realPart - imaginaryPart*1i];
end
end

```

4. Write a function with header `[h] = mySplitFunction(f,g,a,b,x)` where `f` and `g` are handles to functions  $f(x)$  and  $g(x)$ , respectively. The output argument `h` should be  $f(x)$  if  $x \leq a$ ,  $g(x)$  if  $x \geq b$ , and 0 otherwise. You may assume that  $b > a$ . (10)

Test Cases:

```

>> h = mySplitFunction(@exp, @sin, 2, 4, 1)
h= 2.7183
>> h = mySplitFunction(@exp, @sin, 2, 4, 3)
h= 0
>> h = mySplitFunction(@exp, @sin, 2, 4, 5)
h= -0.9589

```

```

function [h] = mySplitFunction(f, g, a, b, x)
    % If x <= a, return f(x)
    if x <= a
        h = f(x);
    % If x >= b, return g(x)
    elseif x >= b
        h = g(x);
    % Otherwise, return 0
    else
        h = 0;
    end
end

```

5. Write a function with header `[area, perimeter] = rectInfo (w, l)` that outputs the area and perimeter of a rectangle, given that the two inputs are the width and length of the rectangle. If the user provides too few inputs, set both outputs to -1. (10)

Test Cases:

```
>> [area, perimeter] = rectInfo (10, 20)
```

```
area = 200
```

```
perimeter = 60
```

```
>> [area, perimeter] = rectInfo (10)
```

```
area = -1
```

```
perimeter = -1
```

```
function [area, perimeter] = rectInfo(w, l)
    % Check if the user has provided both width and length
    if nargin < 2
        % If not, set area and perimeter to -1
        area = -1;
        perimeter = -1;
    else
        % Otherwise, calculate area and perimeter
        area = w * l;
        perimeter = 2 * (w + l);
    end
end
```

### Recursion (Write your code in the box.)

6. Chebyshev polynomials are defined recursively. Chebyshev polynomials of the first kind,  $T_n(x)$ , is defined by the following recurrence relation:

$$T_n(x) = \begin{cases} 1 & \text{if } n = 0 \\ x & \text{if } n = 1 \\ 2xT_{n-1}(x) - T_{n-2}(x) & \text{otherwise} \end{cases}$$

Write a function with header  $[y] = \text{myChebyshevPoly1}(n,x)$  where  $y$  is the  $n$ -th Chebyshev polynomial of the first kind evaluated at  $x$ . Be sure your function can take **array inputs** for  $x$ . You may assume that  $x$  is a row vector. The output variable,  $y$ , must be a row vector also. (10)

Test Cases:

```
>> myChebyshevPoly1(0,1:5)
```

```
ans =
```

```
     1      1      1      1      1
```

```
>> myChebyshevPoly1(1,1:5)
```

```
ans =
```

```
     1      2      3      4      5
```

```
>> myChebyshevPoly1(3,1:5)
```

```
ans =
```

```
     1     26     99    244    485
```

```

function [y] = myChebyshevPoly1(n, x)
    % Initialize the first two Chebyshev polynomials
    T0 = 1; % T0(x) = 1
    T1 = x; % T1(x) = x

    % For n = 0 or n = 1, return the corresponding Chebyshev polynomial
    if n == 0
        y = T0 * ones(size(x)); % T0(x) = 1 for all x
    elseif n == 1
        y = T1; % T1(x) = x
    else
        % For n > 1, use the recurrence relation to calculate the nth Chebyshev polynomial
        Tn_2 = T0; % T(n-2)
        Tn_1 = T1; % T(n-1)

        for k = 2:n
            % Recurrence relation: Tn(x) = 2*x*T(n-1)(x) - T(n-2)(x)
            Tn = 2 * x .* Tn_1 - Tn_2;
            % Update for the next iteration
            Tn_2 = Tn_1;
            Tn_1 = Tn;
        end

        % Return the nth Chebyshev polynomial
        y = Tn;
    end
end

```

7. The golden ratio,  $\phi$ , is the limit of  $\frac{F(n+1)}{F(n)}$  as  $n$  goes to infinity and  $F(n)$  is the  $n$ -th Fibonacci number, which can be shown to be exactly  $\phi = \frac{1+\sqrt{5}}{2}$ , and is approximately 1.62. We say that  $G(n) = \frac{F(n+1)}{F(n)}$  is the  $n$ -th approximation of the golden ratio, and  $G(1)=1$ .

It can be shown that is also the limit of the continued fraction:

$$\phi = 1 + \cfrac{1}{1 + \cfrac{1}{1 + \cfrac{1}{1 + \cfrac{1}{1 + \dots}}}}$$

Write a recursive function with header  $[G] = \text{myGoldenRatio}(n)$  where  $G$  is the  $n$ -th approximation of the golden ratio according to the continued fraction recursive relationship. You should use the

continued fraction approximation for the Golden ratio, not the  $G(n) = F(n+1)/F(n)$  definition.  
 However for both definitions,  $G(1) = 1$ . (10)

Test Cases:

```
>> format long  
>> G = myGoldenRatio(10)
```

G= 1.618181818181818

```
>> (1 + sqrt(5))/2
```

ans =

1.618033988749895

```
function [G] = myGoldenRatio(n)
% Base case: for n = 1, G(1) = 1
if n == 1
  G = 1;
else
  % Recursive case: G(n) = 1 + 1 / G(n-1)
  G = 1 + 1 / myGoldenRatio(n-1);
end
end
```

8. The greatest common divisor of two integers a and b is the largest integer that divides both numbers without remainder, and the function to compute it is denoted by  $\text{GCD}(a,b)$ . The GCD function can be written recursively.  
 If b equals 0, then a is the greatest common divisor. Otherwise,  $\text{GCD}(a,b) = \text{GCD}(b, \text{rem}(a,b))$  where  $\text{rem}(a,b)$  is the remainder of a divided by b. You may assume that a and b are  $1 \times 1$  integer doubles.  
 Write a recursive function with header  $[\text{gcd}] = \text{myGCD}(a,b)$  that computes the greatest common divisor of a and b. You may assume that a and b are  $1 \times 1$  integer doubles. (10)

Test Cases:

```
>> gcd = myGCD(10,4)
gcd = 2
>> gcd = myGCD(33,121)
gcd = 11
>> gcd = myGCD (18,0)
gcd = 18
```

```
function [gcd] = myGCD(a, b)
% Base case: if b is 0, then the GCD is a
if b == 0
  gcd = a;
else
```

```
% Recursive case: GCD(a, b) = GCD(b, rem(a, b))
gcd = myGCD(b, rem(a, b));
end
end
```

## Simulink (20)

9. Consider a small aircraft/drone as a point-mass dynamics model that is moving in a 2D space. The dynamics equations are

$$m\dot{V} = -mg \sin\gamma - kV^2$$

$$mV\dot{\gamma} = -mg \cos\gamma$$

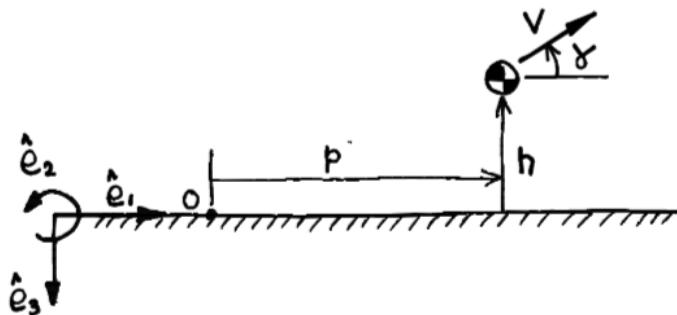
And

$$\dot{p} = V \cos\gamma$$

$$\dot{h} = V \sin\gamma$$

Where  $p$  is called the horizontal range and  $h$  is the altitude or height of the aircraft.  $V$  is the speed and  $\gamma$  is the flight path angle, and  $k = \rho S C_D / 2$ ,

The parameters are given as gravity constant:  $g = 9.81$ , mass of aircraft:  $m = 1$ , air density:  $\rho = 0.3809$ , drag coefficient:  $C_D = 0.4$ , reference area:  $S = 0.1$ ,  $\kappa = \rho * S * C_D / 2$



Please build a SIMULINK model of this aircraft model with state variables,  $V, \gamma, p, h$ . Test your model with the following initial conditions:

$$V = 10, \gamma = \pi/4, p = 0, h = 100.$$

Run your Simulink for 20s.

Put a snapshot of the SIMULINK diagram in this pdf file; illustrate your results with plots of the time histories of  $V$ ,  $\gamma$  and  $h$  (height); also plot the aircraft trajectory, that is,  $h$  vs  $p$ .

Please also submit your SIMULINK diagram file with Matlab code on canvas(if any)

