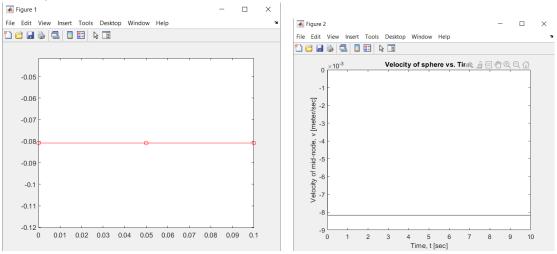
MAE 259B HW1

JIAHUI XI

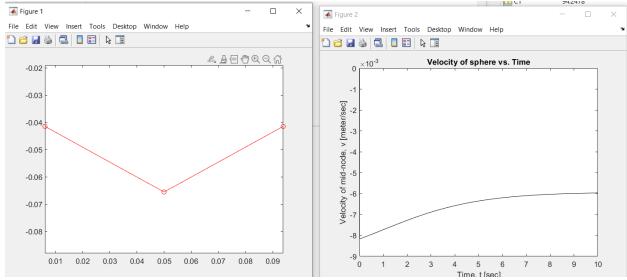
UID:005730084

Problem 1: Section 4.2

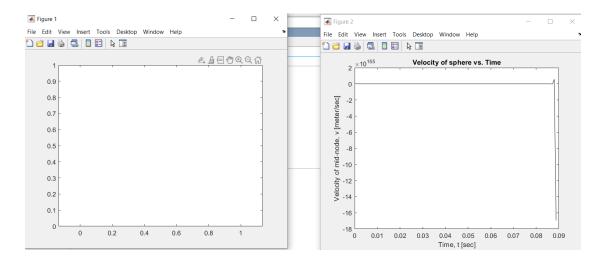
1. When R1 = R2 = R3, the three ball will drop uniformly in the viscous fluid. The turning angle will be equal to zero. The velocity line will be horizontal. (As shown below); the simulation agrees with my intuition.



2. Originally, when I used the step size close to 1e-5 for explicit method. It gives almost same answer as implicit method as the following shown.

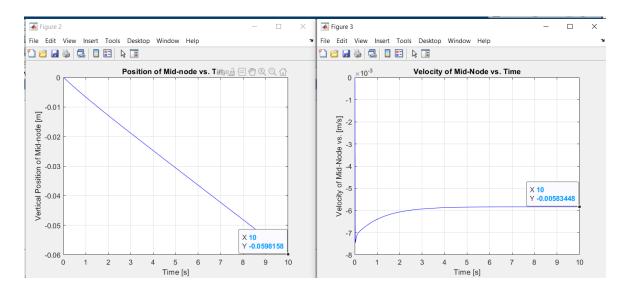


When I decrease the step size to 1e-3, the implicit method is just slower to simulate the sphere drop case. However, when I increase the step size for explicit method to 8e-4, it cannot the simulate the case because explicit method for solving large step size will deviate from its true value

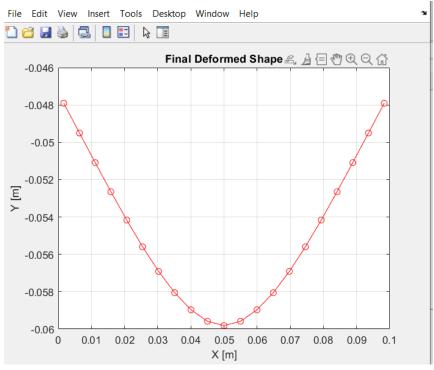


Problem 2: Section 4.3

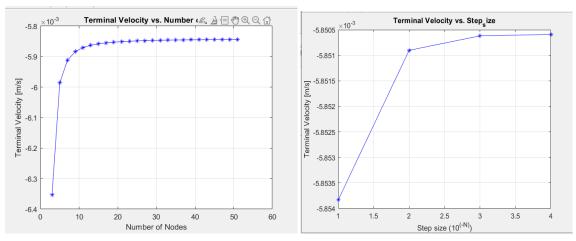
 The vertical position and velocity of the middle node with time Terminal Position = -0.0598 [m]
 Terminal Velocity = -0.05834x10⁻³ [m/s]



2. the final deformed shape of the beam



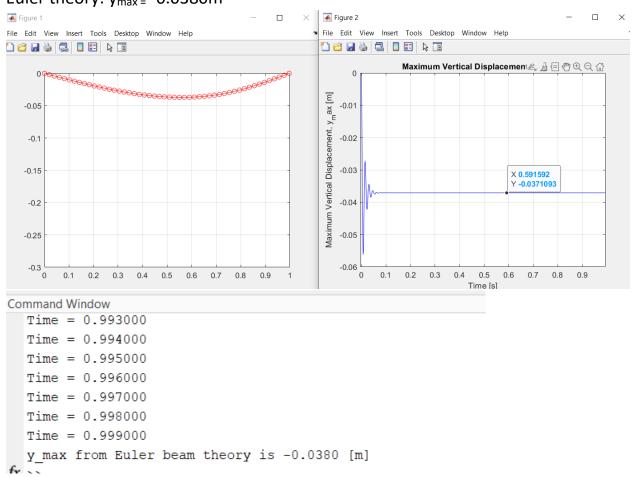
3. plots of terminal velocity vs. the number of nodes & terminal velocity vs. the time step size.



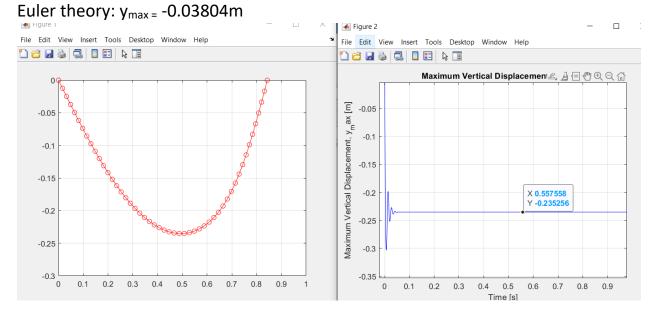
As we can see, the terminal velocity almost keeps the same as number nodes or time step length changes

Problem 3: Section 4.4

1. When p = 2000N, $y_{max} = -0.0371m$ (as shown) Euler theory: $y_{max} = -0.0380m$



2. When p = 20000N, $y_{max} = -0.02352m$ (as shown)



```
Time = 0.993000
Time = 0.995000
Time = 0.996000
Time = 0.997000
Time = 0.998000
Time = 0.999000
Time = 0.999000
Time = 0.999000
Time = 0.998000
Time = 0.998000
Time = 0.999000
```

So as we can see the implicit is more tolerant then traditional theoretical analysis when deformation is getting much bigger.