



**Bangladesh University of Engineering and Technology  
Department of Electrical and Electronic Engineering  
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**Course No:** EEE212

**Course Title:** Numerical Techniques Laboratory

## **Project Report on “Damped Spring-mass System”**

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**Section:** B2

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## Project Introduction:

In this project of regarding spring-mass system, we had to plot the position and velocity of the mass attached to the system with respect to time. Here I have calculated the position and velocity numerically. Differential equation of a springmass system is

$$m \frac{d^2x}{dt^2} + b \frac{dx}{dt} + kx = F(t)$$

**Now, simplifying this equation, we get**

$$X''(t) = \frac{F(t)}{m} - \frac{b}{m}X'(t) - \frac{k}{m}X(t) \quad \text{Now let's consider } x(t) = u$$

$$X'(t) = v$$

$$x''(t) = v'$$

$$\text{Now, } v' = \frac{F(t)}{m} - \frac{b}{m}v - \frac{k}{m}u \quad \dots\dots\dots(1)$$

$$\text{And} \quad u' = v \quad \dots\dots\dots(2)$$

To solve these two equations

$$\begin{pmatrix} v' \\ u' \end{pmatrix} = \begin{pmatrix} -\frac{b}{m} & -\frac{k}{m} \\ 1 & 0 \end{pmatrix} \begin{pmatrix} v \\ u \end{pmatrix} + F(t) \begin{pmatrix} \frac{1}{m} \\ 0 \end{pmatrix}$$

$$U_{n+1} = U_n + u' dt$$

$$V_{n+1} = V_n + v' dt$$

Next, we have to build a user interface where the user will be able to give inputs in MKS units. For a second order spring mass system the inputs will be an exciting function **F(t)**, the mass of the object **m**, damping constant **b**, spring constant **k**, and the initial conditions of position(**u0**) and velocity(**v0**). The user will be able to see the graph of **Position(x) vs. time** and **velocity (dx/dt) vs. time** and damping condition when he will click the solve button.

### Main Code:

```
s=get(handles.fun,'string');

d=strcat('@(t)',s);
f=str2func(d);
x0=str2num(get(handles.u,'string'));
dx0=str2num(get(handles.v,'string'));
m=str2num(get(handles.m,'string'));
b=str2num(get(handles.b,'string'));
k=str2num(get(handles.k,'string'));
tstart=str2num(get(handles.ts,'string'));
tend=str2num(get(handles.tend,'string'));
dt=0.0001;

t=tstart:dt:tend; %y=f(t)
len=(tend-tstart)/dt;
us=zeros(1,len);
vs=zeros(1,len);
A=[-(b/m) -(k/m);1 0];
M=[(1/m);0];
UV=[dx0;x0];
us(1)=x0;
vs(1)=dx0;
for i=1:len
    UVp=A*UV+f(t(i))*M;
```

```

UV=UV+UVp.*dt;
vs(i+1)=UV(1);
us(i+1)=UV(2);
end
if b==sqrt(4*m*k)
    disp("critically damped")
    s=1;
end
if b>sqrt(4*m*k)
    disp("overdamped")
    s=2;
end
if b<sqrt(4*m*k)
    disp("Underdamped")
    s=3;
end

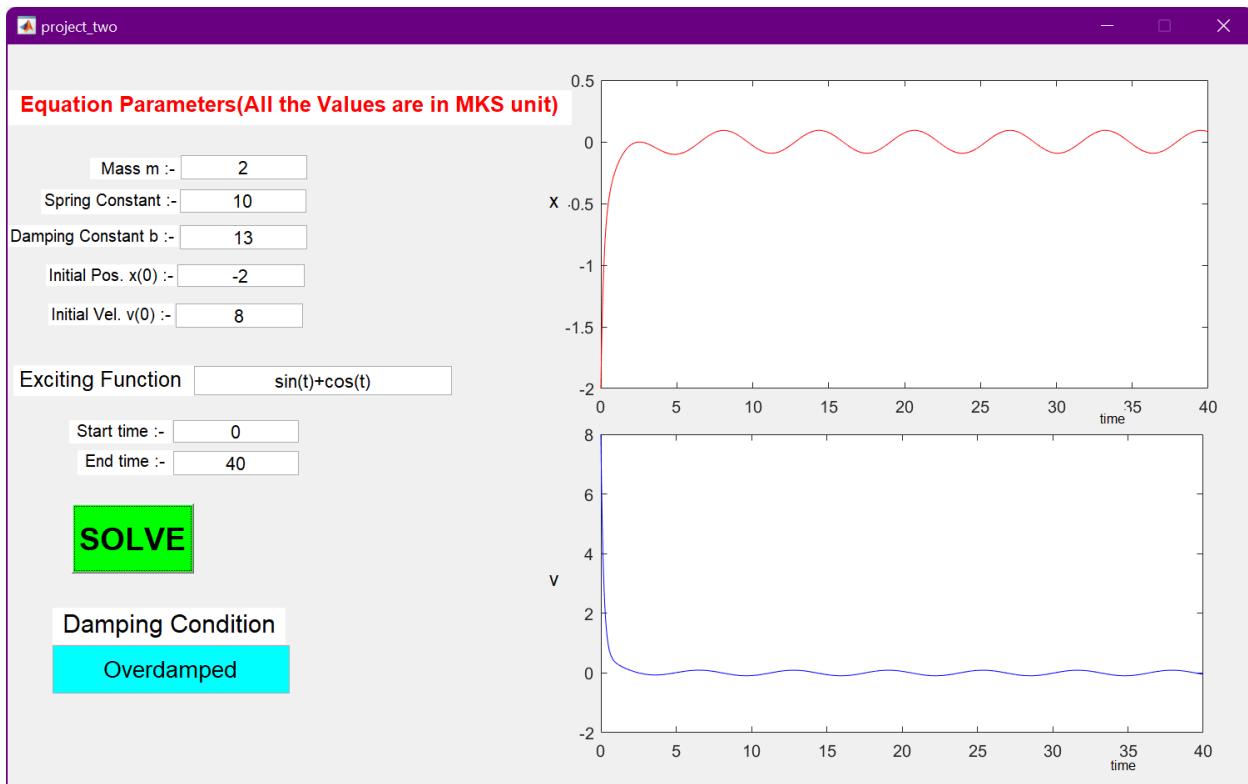
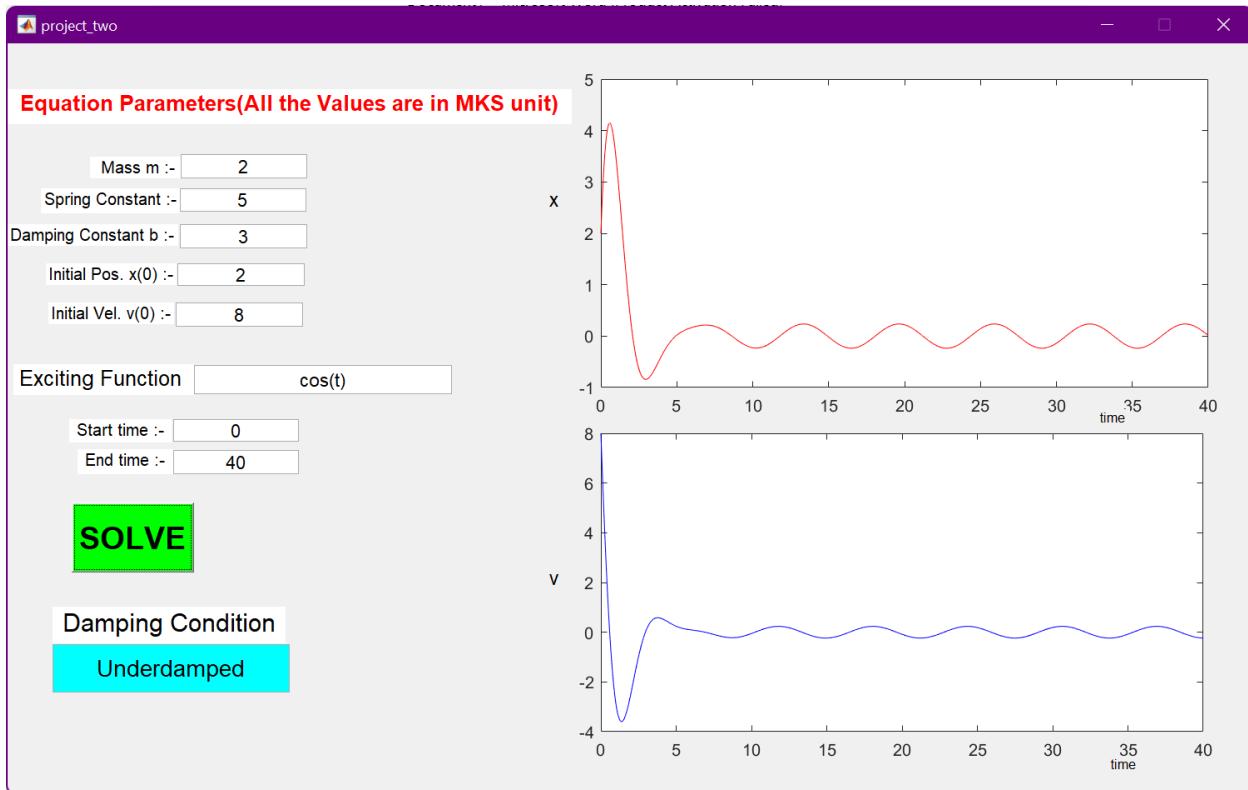
axes(handles.axes1);
plot(tstart:dt:tend,us,'r')

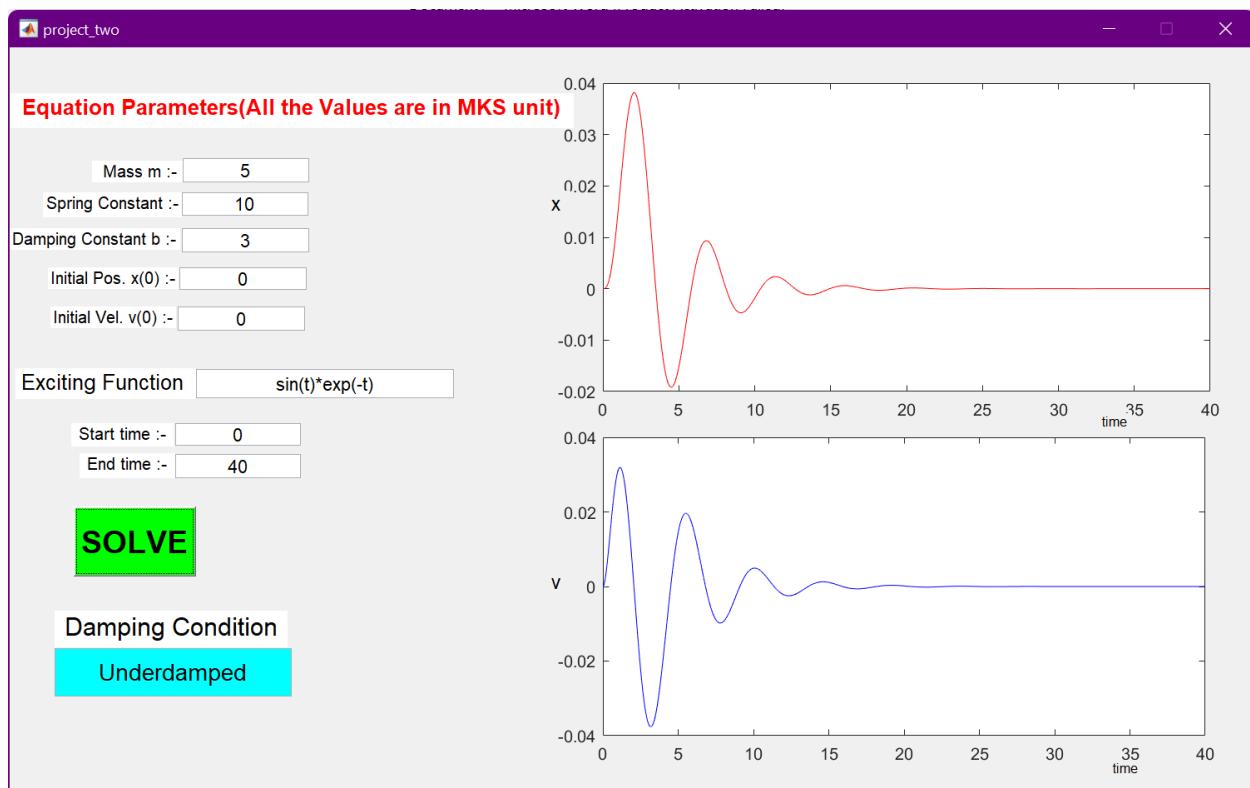
axes(handles.axes2);
plot(tstart:dt:tend,vs,'b')

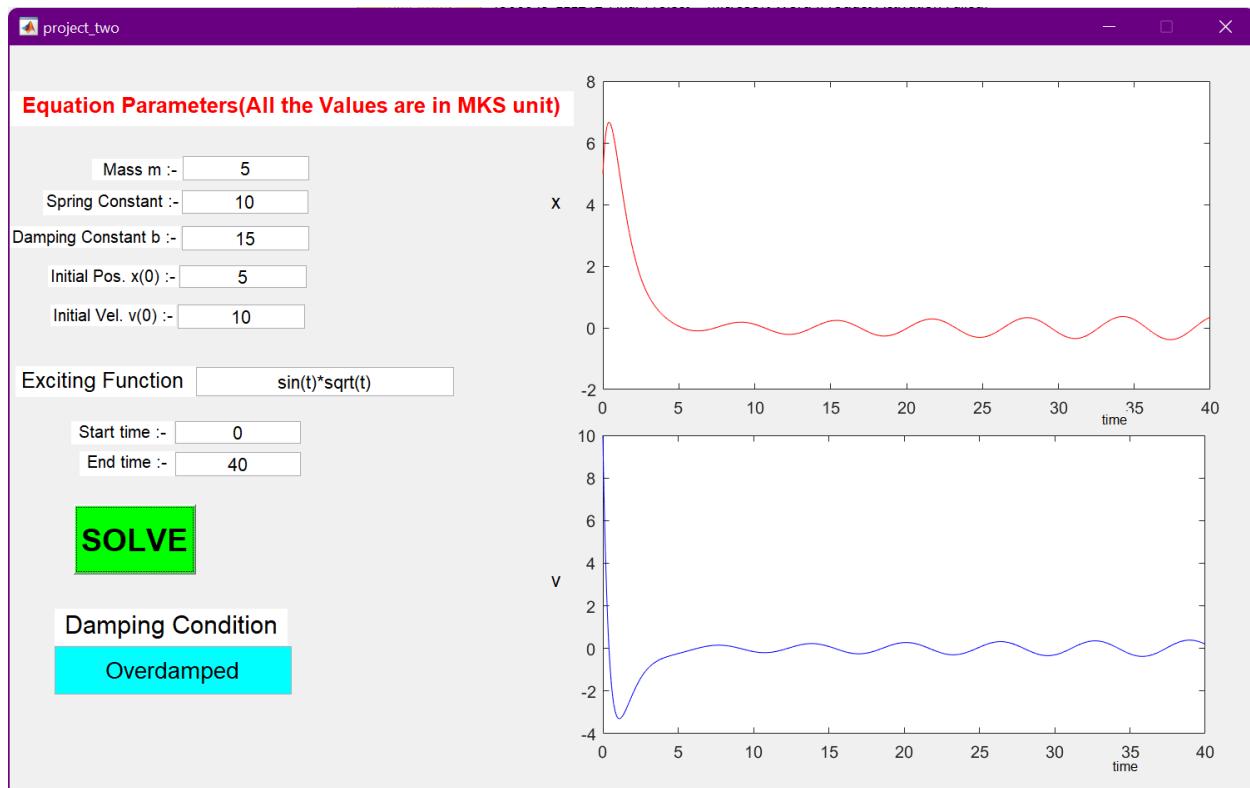
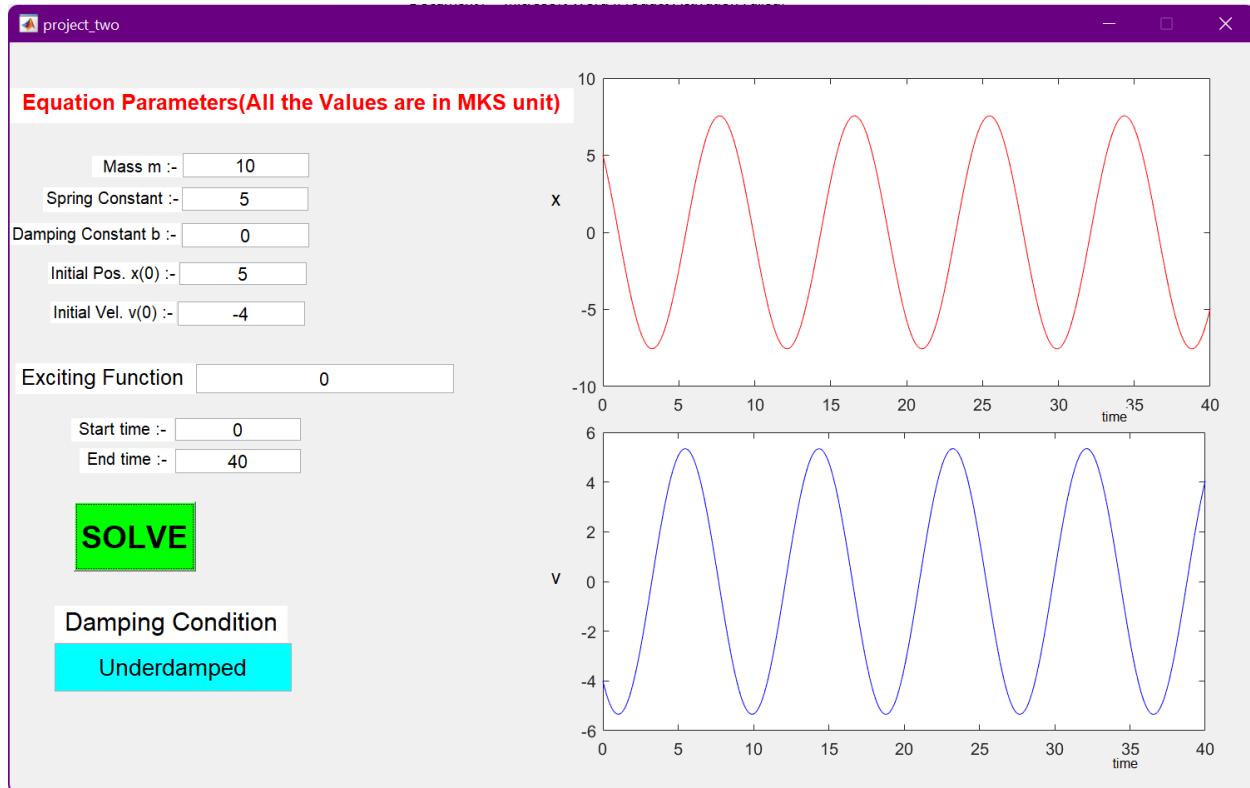
if s==1
    set(handles.testoutput, 'string','Critically damped');
end
if s==2
    set(handles.testoutput, 'string','Overdamped');
end
if s==3
    set(handles.testoutput, 'string','Underdamped');
end

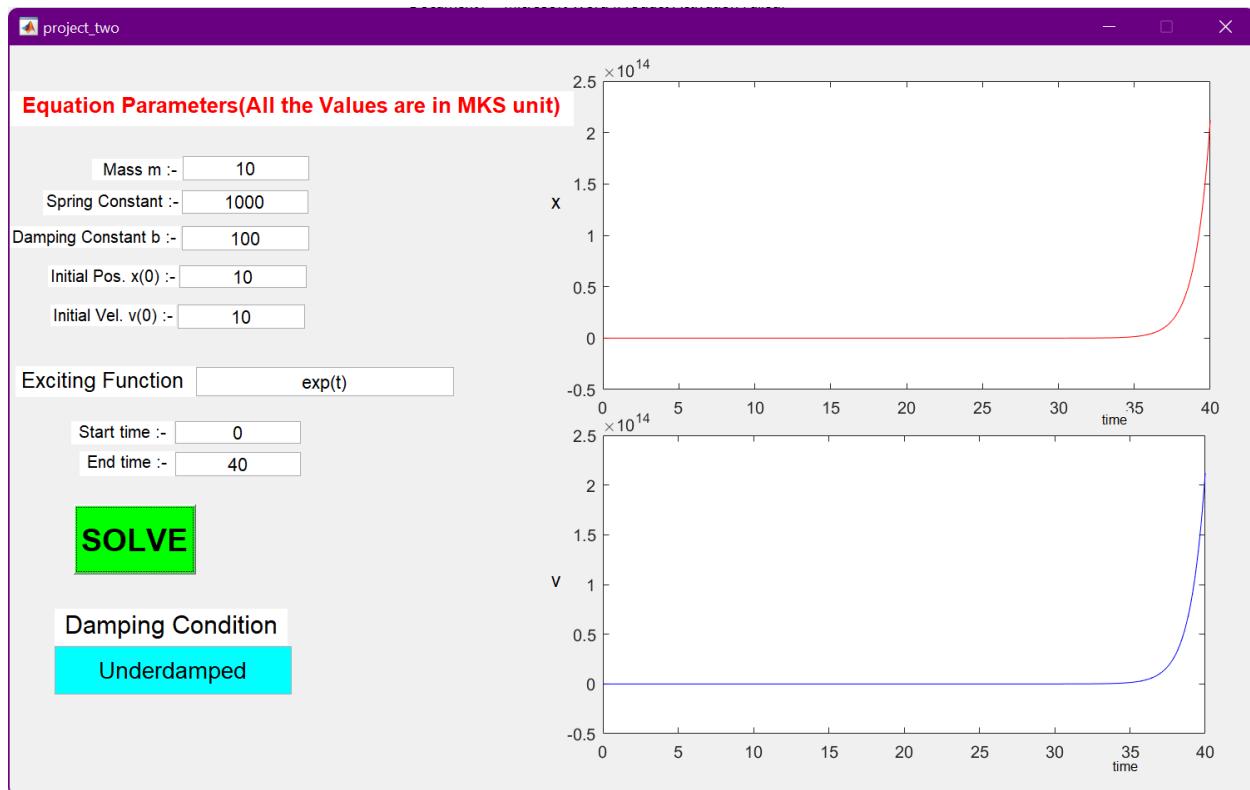
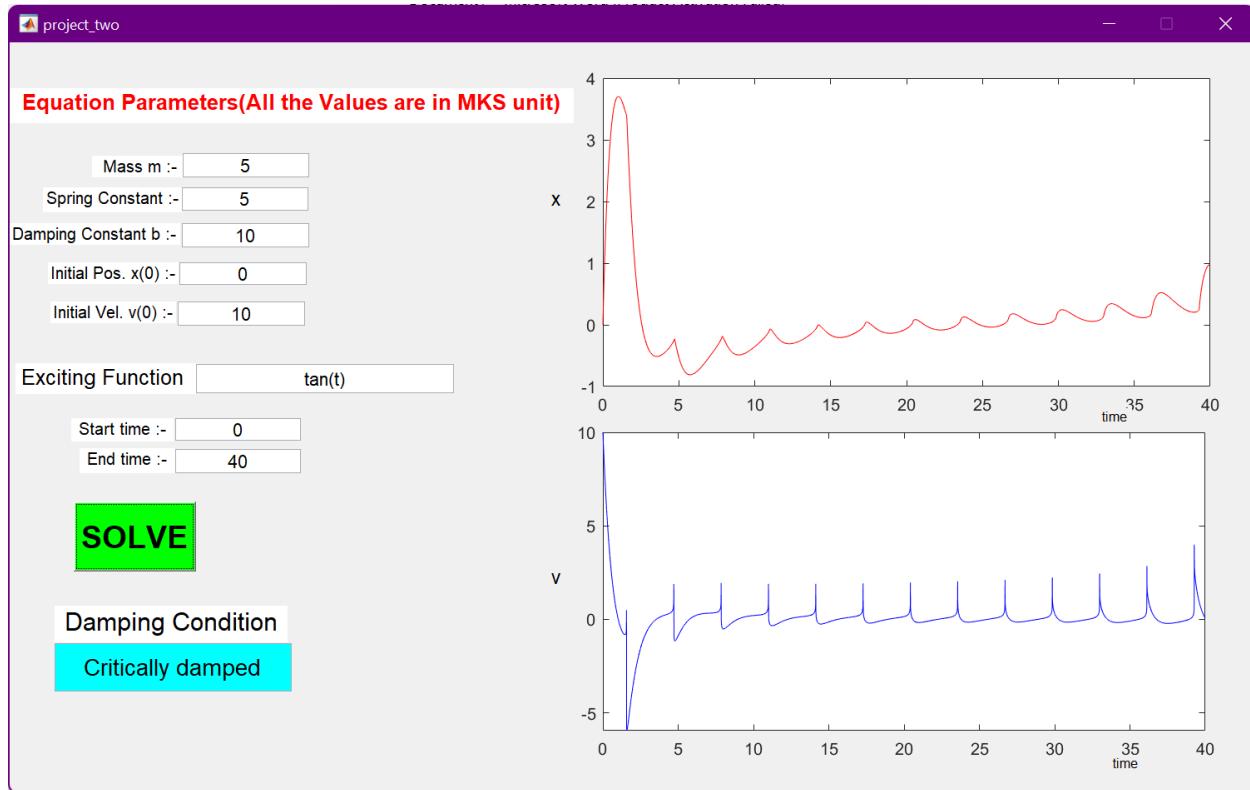
```

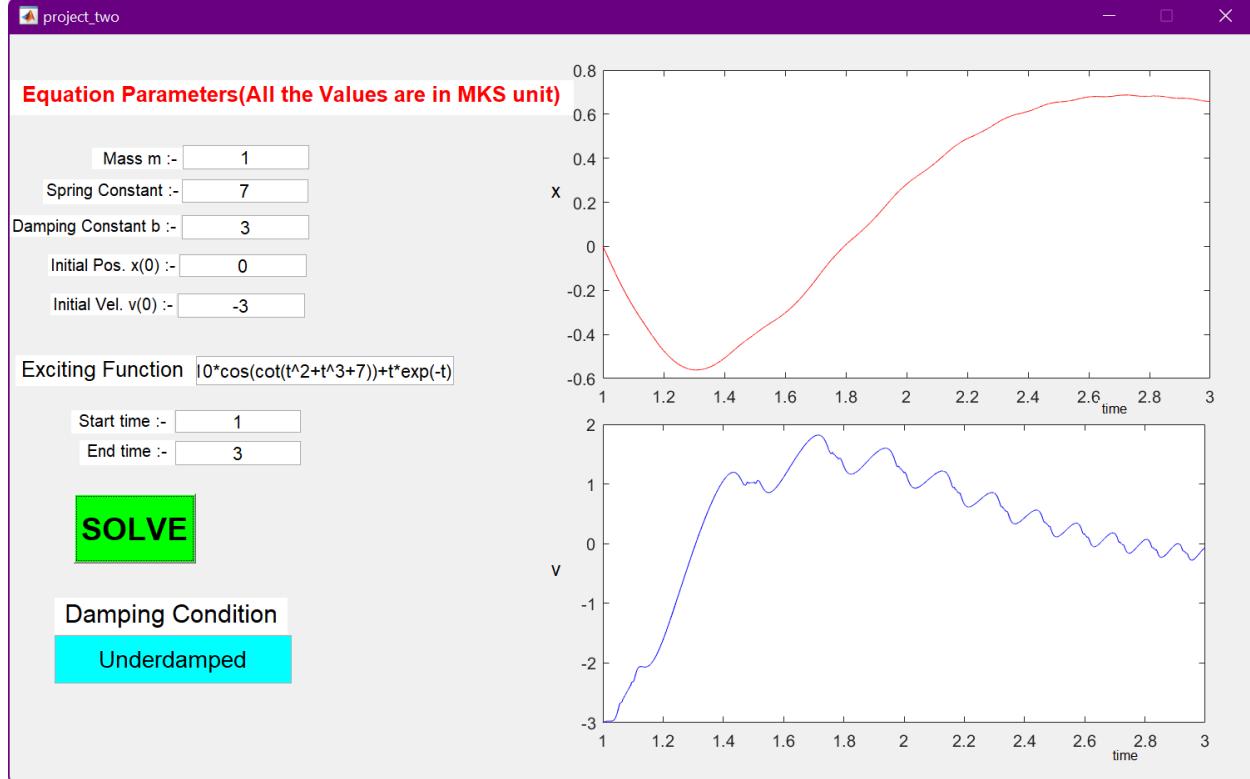
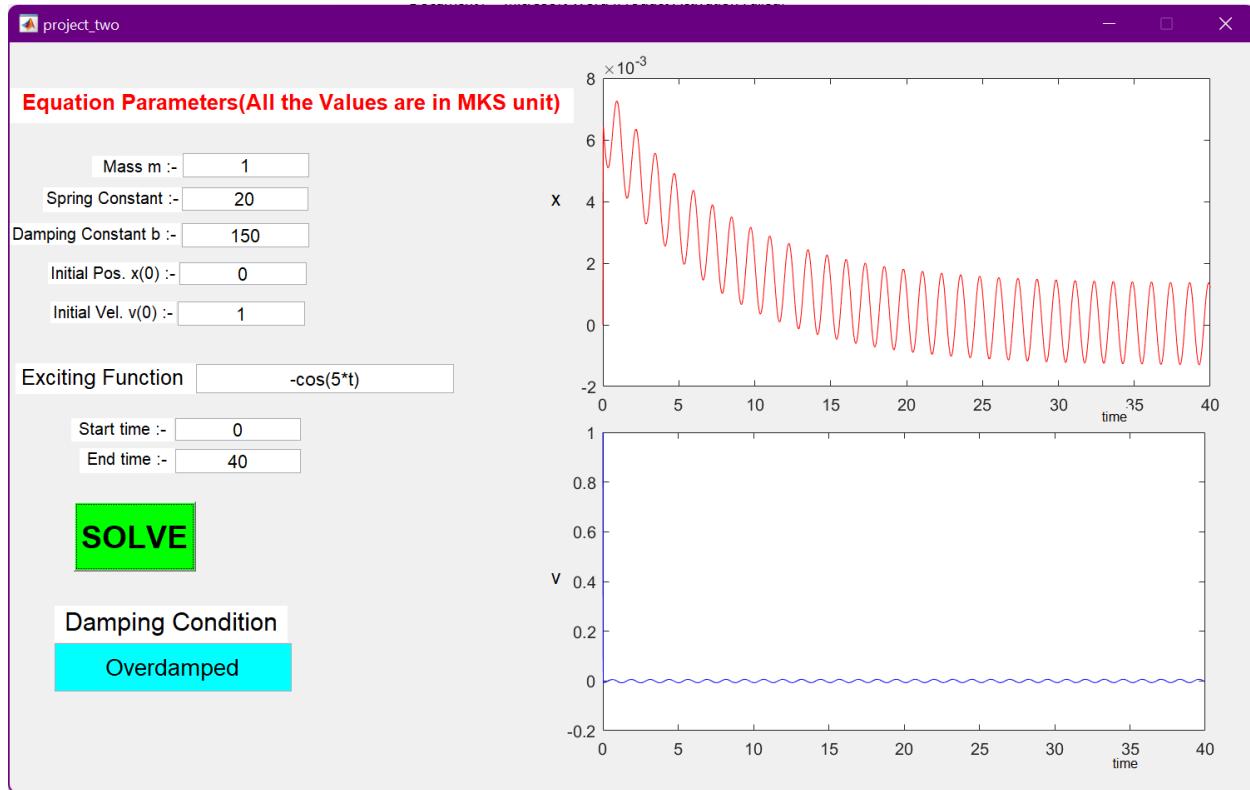
## Output for 10 Test Cases:











## **Conclusion:**

In this project, the goal was to provide the user with a simple and easy-to-use program to simulate the position and velocity for different time instant. Anyone can simulate the position and velocity of the system by using the interface for his/her need. This simulation also shows us the damping condition of the system. The person has nothing to do with the code. Thus, this project has a great advantage over simulating the position and velocity of a spring-mass damped system.