

# Oscillations and Waves Exam 1 — Naval Battle

Eli's Solution

Very nice! 20 / 20

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I can't remember what assistance I gave you during the exam. Make sure you are fluent in whatever that was.

You only have work to do in Parts 1, 2, 4, 5, 6, and 8. *The biggest part is Part 5. Glance ahead to that part so you know where you are going, and then get started on Part 1.*

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## 1. Warmup — Using NestList[] (2 pts)

(a) Write a super-simple function that doubles whatever it gets and returns that as its result. I have started the function for you:

In[201]:=

```
doubler[valueToDouble_] := (2 (valueToDouble))
```

 No need for the extra two sets of parenthesis.

(b) Repeatedly call the function you just wrote using NestList[]. Start with 1 as the original value. After NestList does 5 calls of **doubler[]**, **NestList[]** should return {1, 2, 4, 8, 16, 32}.

**NestList[]** takes three arguments that I have called rooster, pig, and rabbit. That is what you are fixing up:

In[202]:=

```
NestList[doubler, 1, 5]
```

 Perfect.

Out[202]=

```
{1, 2, 4, 8, 16, 32}
```

In[203]:=

```
{1, 2, 4, 8, 16, 32}
```

Out[203]=

```
{1, 2, 4, 8, 16, 32}
```

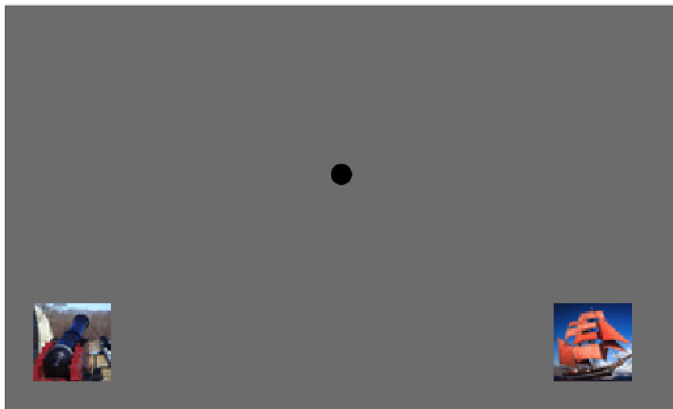
## 2. Naval Battle Graphics (3 pts)

In[204]:=

```
sailingShip = ImageResize[, {40, 40}];
```

```
cannon = ImageResize[, {40, 40}];
```

The goal of Part 2 is to make a graphic that looks like this:



You will be starting with the `cannonballGraphic[]` function below.

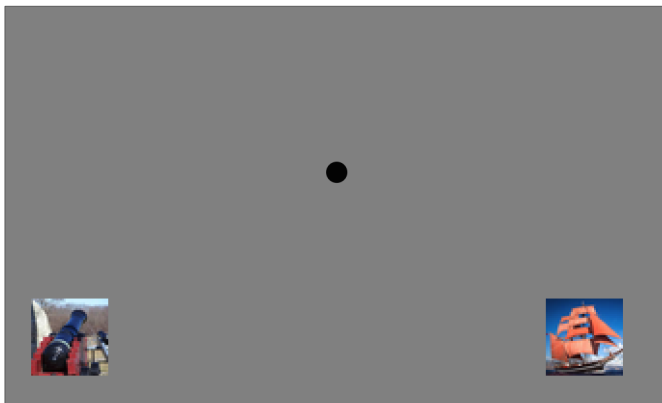
(a) Add a line that insets `sailingShip` to position `{6.0,0.0}`.

(b) Add one point, with the position specified by the argument *cannonballPosition*. Your point should be styled to have a point size of 0.03.

In[206]:=

```
cannonballGraphic[cannonballPosition_] := Graphics[{
  (* the first line makes a gray rectangle *)
  {EdgeForm[Thin], Gray, Polygon[{{-1, -0.8}, {7, -0.8}, {7, 4}, {-1, 4}}]},
  (* Don't mess with the next line -- that puts the cannon in *)
  Inset[cannon, {-0.2, 0.0}],
  (* (a) now you add a one-
    liner that puts the sailing ship in the graphics at (6.0, 0.0) *)
  Inset[sailingShip, {6.0, 0.0}],
  (* (b) then add a one-
    liner that puts the cannonball in at cannonballPosition *)
  PointSize[0.03],
  Point[cannonballPosition]
  (* and styles the point to have point size 0.03! *)
}]
cannonballGraphic[{3, 2}]
```

Out[207]=



### 3. Initial Conditions

There is nothing for you to do in Part 3 yet! You will be coming back to it at the very end, but do glance through it, especially the three-line comment towards the end.

```

In[208]:=
muzzleVelocity = 0.3; (* cannonball muzzle velocity in miles / second *)
muzzleAngle = 60 °; (* you will be adjusting this -- initially it is set to 60° *)
mass = 100; (* a 100 pound cannonball *)
initialx = 0.0;
initialy = 0.3;
initialVx = muzzleVelocity Cos[muzzleAngle];
initialVy = muzzleVelocity Sin[muzzleAngle];
tInitial = 0.0;
tFinal = 100.0;

(* This is the first time you have ever
   seen a problem with both x and y coordinates *)
(* we need t, the x position, the y position,
   the x velocity and the y velocity *)
(* in cc[[1]], cc[[2]], cc[[3]], cc[[4]], and cc[[5]]. *)
initialConditions = {tInitial, initialx, initialy, initialVx, initialVy};

```

## 4. Forces on the Cannonball — Getting Acceleration (3 pts)

```

In[218]:=
dragCoefficient = 12.0;
(* the units of the drag coefficient are a screwball unit *)
(* similar to but not precisely pounds/(mile/second)2 *)
dragFx[vx_, vy_] := -dragCoefficient vx Sqrt[vx2 + vy2]
dragFy[vx_, vy_] := -dragCoefficient vy Sqrt[vx2 + vy2]
forceOfGravity[] := -mass 0.007
(* gravity in miles/second2 is very small because a mile is a big unit *)

```

In this problem there is an  $x$ -component and a  $y$ -component to the motion, and so we need to define an acceleration in the  $x$ -direction and an acceleration in the  $y$ -direction. What you are about to code is:

$a_x = F_x / m$  where  $F_x$  is the drag force's  $x$ -component I have given you above  
 $a_y = F_y / m$  where  $F_y$  is the sum of the drag force's  $y$ -component plus the force of gravity

(a) Code the acceleration in the  $x$  direction.

```

In[222]:=
ax[vx_, vy_] := dragFx[vx, vy] / mass    Perfect.

```

(b) Code the acceleration in the  $y$  direction (include the drag force's  $y$ -component and the force of gravity):

```

In[223]:=
ay[vx_, vy_] := (forceOfGravity[] + dragFy[vx, vy]) / mass    Perfect.

```

## 5. Implementing Second-Order Runge-Kutta (8 pts)

In[224]:=

```
steps = 5000;
deltaT = (tFinal - tInitial) / steps;
```

Your job is to finish implementing `rungeKutta2[]` below. To make implementation easier, I am going to go straight to the midpoint version of Runge-Kutta ( $\lambda = 1/2$ ). Then the Second-Order Runge-Kutta equations simplify a bunch. Also, notice that in Part 4(a) and 4(b)  $a_x$  and  $a_y$  only depended on  $v_x$  and  $v_y$ . So that makes your Second-Order Runge-Kutta easier to implement too! Here are all seven equations you will be implementing:

$$v_x^* = v_x(t_i) + a_x(v_x(t_i), v_y(t_i)) \cdot \frac{\Delta t}{2}$$

$$v_y^* = v_y(t_i) + a_y(v_x(t_i), v_y(t_i)) \cdot \frac{\Delta t}{2}$$

$$t_{i+1} = t_i + \Delta t$$

$$v_x(t_{i+1}) = v_x(t_i) + a_x(v_x^*, v_y^*) \cdot \Delta t$$

$$v_y(t_{i+1}) = v_y(t_i) + a_y(v_x^*, v_y^*) \cdot \Delta t$$

$$x(t_{i+1}) = x(t_i) + (v_x(t_i) + v_x(t_{i+1})) \frac{\Delta t}{2}$$

$$y(t_{i+1}) = y(t_i) + (v_y(t_i) + v_y(t_{i+1})) \frac{\Delta t}{2}$$

In[226]:=

```

rungeKutta2[cc_] := (
  currentTime = cc[[1]];
  currentx = cc[[2]];
  currenty = cc[[3]];
  currentVx = cc[[4]];
  currentVy = cc[[5]];
  (* And what is missing here!? *)
  (* Your main work is the next seven lines: *)
  vxStar = currentVx + ax[currentVx, currentVy]  $\frac{\text{deltaT}}{2}$ ;
  vyStar = currentVy + ay[currentVx, currentVy]  $\frac{\text{deltaT}}{2}$ ;

  newTime = currentTime + deltaT;
  newVx = currentVx + ax[vxStar, vyStar] deltaT;
  newVy = currentVy + ay[vxStar, vyStar] deltaT;
  newX = currentx + (currentVx + newVx) deltaT / 2;
  newY = currenty + (currentVy + newVy) deltaT / 2;
  (* Do not mess with the rest of this stuff. *)
  (* It stops the cannonball from going off the right edge of the *)
  (* graphic, and also stops it from going below the water. *)
  newX = If[newx ≥ 6.7, 6.7, newX];
  newY = If[newy ≤ -0.2, -0.2, newY];
  {newTime, newX, newY, newVx, newVy}
)

(* As a test, your function should return *)
(* {0.018,0.00269913,0.304674,0.149903, 0.259513} *)
(* when given the initial conditions. *)
rungeKutta2[initialConditions]

```

Perfect.

Out[227]=

```
{0.02, 0.00299892, 0.305193, 0.149892, 0.259481}
```

## 6. Computing and Collecting the Results (2 pts)

You are going to call `NestList[]` on your `rungeKutta2` functions, with `initialConditions` as the original value, and make `NestList[]` do `steps` calls of the function.

(a) Fix up the call to `NestList[]`.

(b) After `NestList[]` does all the hard work, you also need to do the right thing with `Transpose[]` to get positions to be a list of all the {x, y} pairs.

Can't remember what to do? Go back to Part 1(b) and look at what you did in that warmup problem.

In[228]:=

```
(* fix up the NestList call *)
results = NestList[rungeKutta2, initialConditions, steps];
transposedResults = Transpose[results];
times = transposedResults[[1]];
xPositions = transposedResults[[2]];
yPositions = transposedResults[[3]];
(* assemble xPositions and yPositions into a bunch of points *)
positions = Transpose[{xPositions, yPositions}];
```

Perfect! This is where the computer does the thousands of steps of work :)

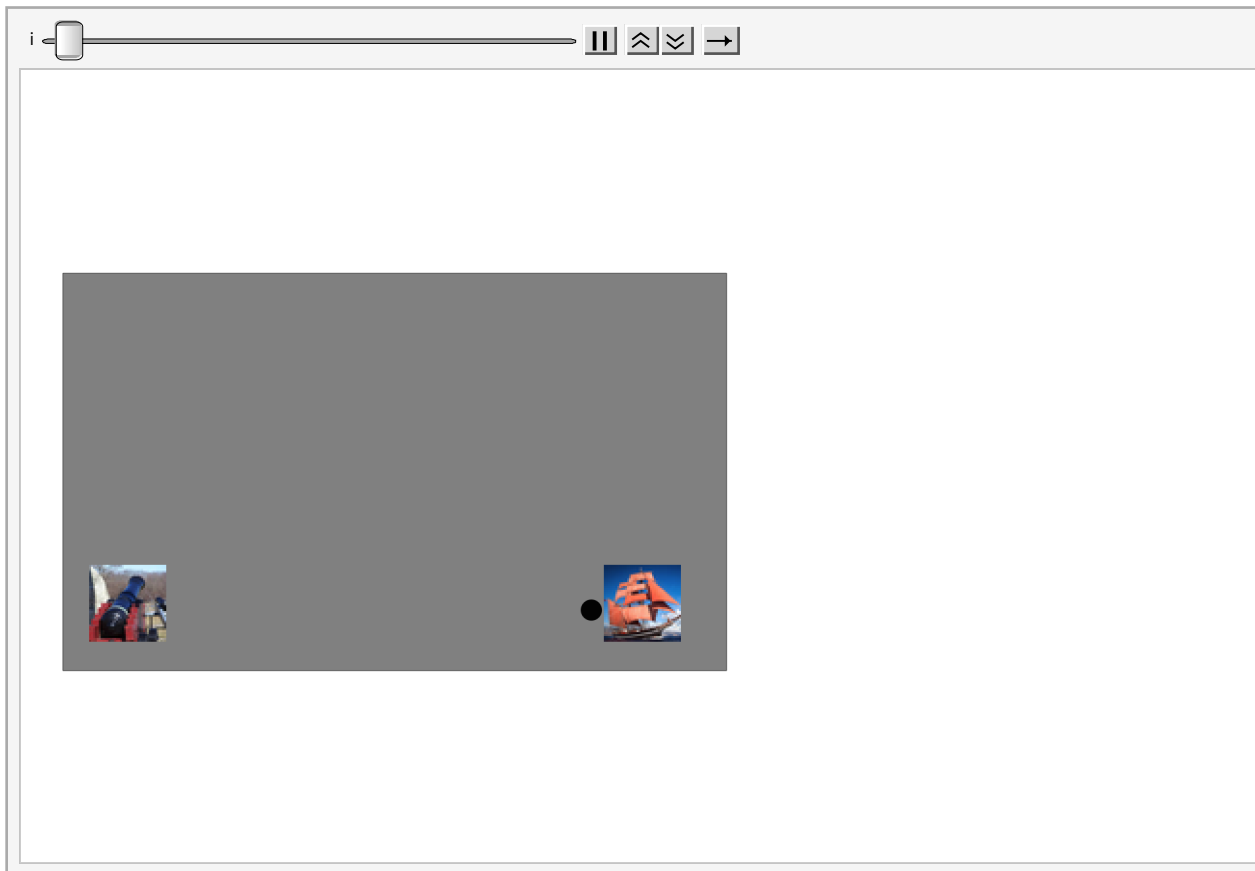
## 7. Animating the Results

There is nothing for you to do in this part. If everything has gone well, you will see an animation.

In[234]:=

```
Animate[cannonballGraphic[positions[[i]], {i, 1, steps, 1}]
```

Out[234]=



---

## 8. Initial Conditions — Adjusting the Muzzle Angle (2 pts)

Now you get to go back to Part 3 and do something. You are going to adjust the muzzle angle.

**Try every  $10^\circ$  from  $10^\circ$  to  $60^\circ$ . That's six different re-executions of the notebook.**

For which angles does the cannonball do a broadside into the ship? (I find two such angles.)

(a) Low angle that causes the best broadside: \_\_\_\_20\_\_\_\_ (nearest  $10^\circ$ )

(b) High angle that causes the best broadside: \_\_\_\_60\_\_\_\_ (nearest  $10^\circ$ ) Hmmm. I get  $50^\circ$  as the better hit. Retry it and tell me if you disagree.

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## 9. Game Over