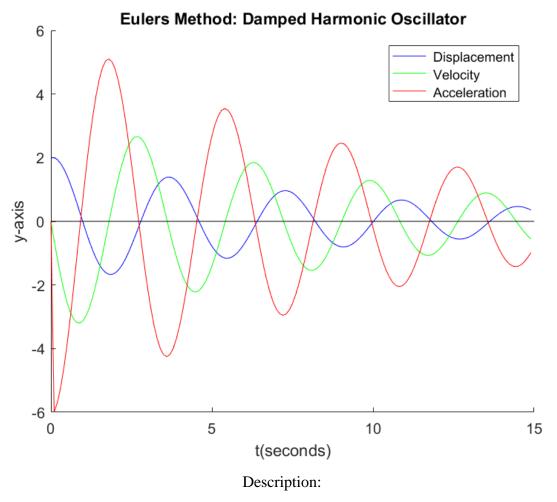
Andrew Camps Homework 4 9/23/16

Euler Method:



Graph shows the damped harmonic motion, velocity and acceleration of a weight on a spring with frictional force. The graph is calculated using Euler's Method with a step value of 0.1. There is a fair amount of error in the graph from this method but still fairly accurate.

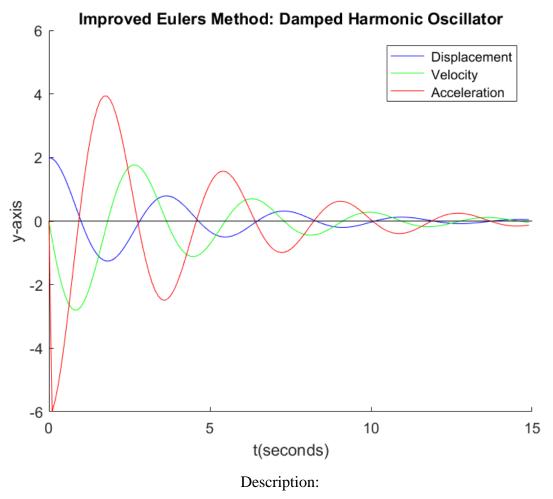
Code:

```
%Values%
M = 1; %Mass
K = 3;
B = 0.5;
x0 = 2; %initial displacement
v0 = 0; %initial velocity
```

clear

```
Int Time = 15;
%Values%
h = 0.1; %Step Value%
numPoints = Int_Time / h; %Number of points
t = (0:h:Int_Time - h); %x-axis
k = 1;
y1(1) = x0; %initial values
y2(1) = v0;
while k < numPoints</pre>
    y1(k + 1) = y1(k) + h * y2(k); %Potion %y2(k + 1) = y2(k) + h * ((-K / M) * y1(k)); %Velocity y2(k + 1) = y2(k) + h * ((-B / M) * y2(k) - (K / M) * y1(k)); %Velocity
    %y3(k + 1) = ((-K / M) * y1(k)); %Acceleration
    y3(k + 1) = ((-B / M) * y2(k) - (K / M) * y1(k)); %Acceleration
    k = k + 1;
end
hold on
xlabel('t(seconds)')
ylabel('y-axis')
title('Eulers Method: Damped Harmonic Oscillator')
axis([0 Int_Time -6 6])
plot(t, y1, '-b')
plot(t, y2, '-g')
plot(t, y3, '-r')
plot([0 Int Time],[0 0], '-k')
legend(' Displacement', ' Velocity', ' Acceleration')
```

Improved Euler Method:



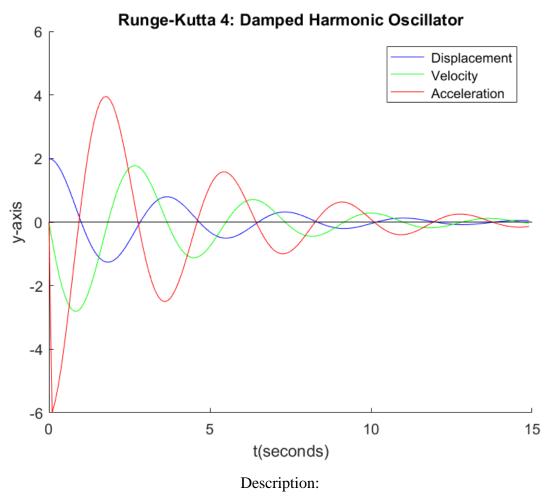
Graph shows the damped harmonic motion, velocity and acceleration of a weight on a spring with frictional force. The graph is calculated using the Improved Euler Method with a step value of 0.1. There is not as much error in the graph with this method as there was without the improved method. Error is increased by taking two different slope values and averaging inbetween them.

Code:

```
clear
%Values%
M = 1; %Mass
K = 3;
B = 0.5;
x0 = 2; %initial displacement
v0 = 0; %initial velocity
Int_Time = 15;
%Values%
h = 0.1; %Step Value%
```

```
numPoints = Int Time / h; %Number of points
t = (0:h:Int Time - h); %x-axis
k = 1;
y1(1) = x0; %initial values
y2(1) = v0;
while k < numPoints
   p1(1) = y2(k);
   p2(2) = ((-K / M) * (y1(k) + h * p1(1))); %problem4
   p2(2) = ((-B / M) * (y2(k) + h * p2(1)) - (K / M) * (y1(k) + h * p1(1)));
   y1(k + 1) = y1(k) + (h / 2) * (p1(1) + p1(2)); %Potion
   y2(k + 1) = y2(k) + (h / 2) * (p2(1) + p2(2)); %Velocity
   %y3(k + 1) = ((-K / M) * y1(k)); %Acceleration problem4
   y\bar{3}(k + 1) = ((-B / M) * y\bar{2}(k) - (K / M) * y1(k)); %Acceleration
   k = k + 1;
end
hold on
xlabel('t(seconds)')
ylabel('y-axis')
%title('Improved Eulers Method: Damped Harmonic Oscillator(No Friction)') %Problem4
title('Improved Eulers Method: Damped Harmonic Oscillator')
%axis([0 Int Time -12 12]) %Problem4
axis([0 Int Time -6 6])
plot(t, y1, '-b')
plot(t, y2, '-g')
plot(t, y3, '-r')
plot([0 Int_Time],[0 0], '-k')
legend(' Displacement', ' Velocity', ' Acceleration')
```

Runge-Kutta Method:



Graph shows the damped harmonic motion, velocity and acceleration of a weight on a spring with frictional force. The graph is calculated using Runge-Kutta Method with a step value of 0.1. This method is by far the most accurate of the three methods using four different slope values to get a well estimated value at each step point.

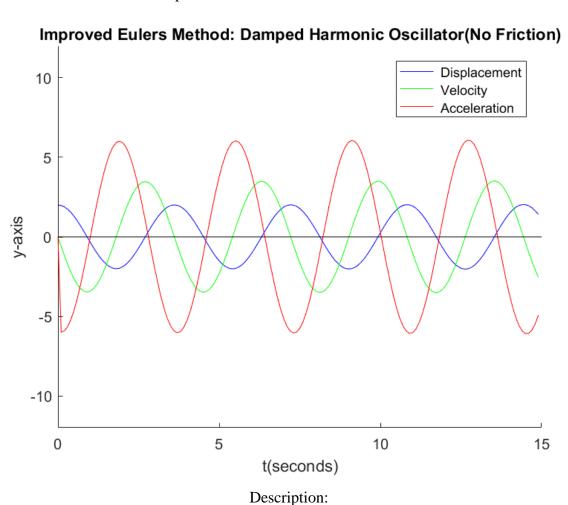
Code:

```
clear
%Values%
M = 1; %Mass
K = 3;
B = 0.5;
x0 = 2; %initial displacement
v0 = 0; %initial velocity
Int_Time = 15;
%Values%
h = 0.1; %Step Value%
```

```
numPoints = Int Time / h; %Number of points
t = (0:h:Int Time - h); %x-axis
k = 1;
y1(1) = x0; %initial values
y2(1) = v0;
while k < numPoints
                p1(1) = y2(k);
                p2(2) = ((-B / M) * (y2(k) + (h / 2) * p1(2)) - (K / M) * (y1(k) + (h / 2) * p1(2)) - (K / M) * (y1(k) + (h / 2) * p1(2)) + (
p1(1)));
                p2(2) = ((-K / M) * (y1(k) + (h / 2) * p1(1))); %Problem 4
                p3(1) = y2(k) + (h / 2) * p2(2);
                 p3(2) = ((-B / M) * (y2(k) + (h / 2) * p2(2)) - (K / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / 2) * (h / M) * (y1(k) + (h / M) * (h / M) * (y1(k) + (h / M) * (h / M) * (h / M) * (y1(k) + (h / M) * (h 
                p3(2) = ((-K / M) * (y1(k) + (h / 2) * p2(1))); %Problem 4
                p4(1) = y2(k) + h * p3(2);
                 p4(2) = ((-B / M) * (y2(k) + h * p3(2)) - (K / M) * (y1(k) + h * p3(1)));
                p4(2) = ((-K / M) * (y1(k) + h * p3(1))); %Problem 4
                y1(k + 1) = y1(k) + h * (p1(1) / 6 + p2(1) / 3 + p3(1) / 3 + p4(1) / 6); %Potion
                y2(k + 1) = y2(k) + h * (p1(2) / 6 + p2(2) / 3 + p3(2) / 3 + p4(2) / 6); %Velocity %y3(k + 1) = ((-B / M) * y2(k) - (K / M) * y1(k)); %Acceleration
                y3(k + 1) = ((-K / M) * y1(k)); %Acceleration %Problem 4
                 k = k + 1;
end
hold on
xlabel('t(seconds)')
ylabel('y-axis')
%title('Runge-Kutta 4: Damped Harmonic Oscillator')
title('Runge-Kutta 4: Damped Harmonic Oscillator(No Friction)') %Problem 4
%axis([0 Int Time -6 6])
axis([0 Int_Time -12 12]) %Problem 4
plot(t, y1, '-b')
plot(t, y2, '-g')
plot(t, y3, '-r')
plot([0 Int_Time],[0 0], '-k')
legend(' Displacement', ' Velocity', ' Acceleration')
```

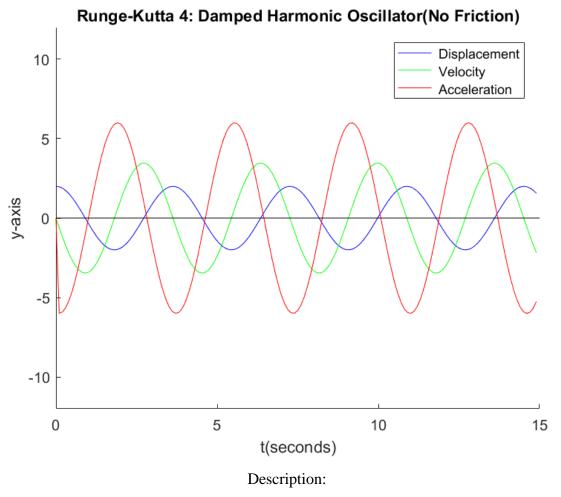
Problem 2: Taking out Frictional Force

Improved Euler Method with no friction:



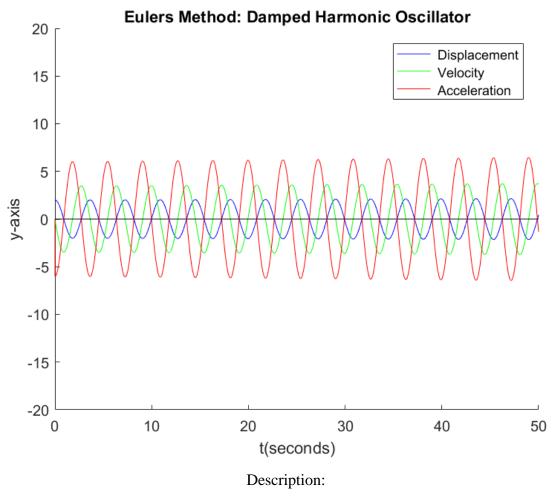
This graph shows the damped harmonic motion without any frictional force with a step value of h=0.1. As you can see from the graph the mass looks stable at this point and is staying at the same amplitude each cycle.

Runge-Kutta Method no frictional force:



This graph shows the damped harmonic motion without any frictional force with a step value of h=0.1 using Runge-Kutta Method. As you can see from the graph the mass looks stable at this point and is staying at the same amplitude each cycle.

Euler Method No Friction Limit of h:



In order to find out the value of h that makes the error for each cycle less than 1%, I first found the period of the mass on the spring by finding the angular frequency $w = \operatorname{sqrt}(K / M)$ and then using this to get the period. Once I had this info I basically did a guess and check as I decreased the step value of h. I found that at $y(t + T) \le y(t)$ at a step value y(t) = 0.001. With this step value the mass is basically stable but required at least two orders of magnitude less than that of the improved method or Runge-Kutta method.