Chesick Scholars - Intro to computer programming in STEM

Prof. Dan Grin

Deep Patel

Where

H204 - SCIENCE BUILDING

When

Tuesday 8/23 1-2:30 PM

Wednesday 8/24 11-11:30AM

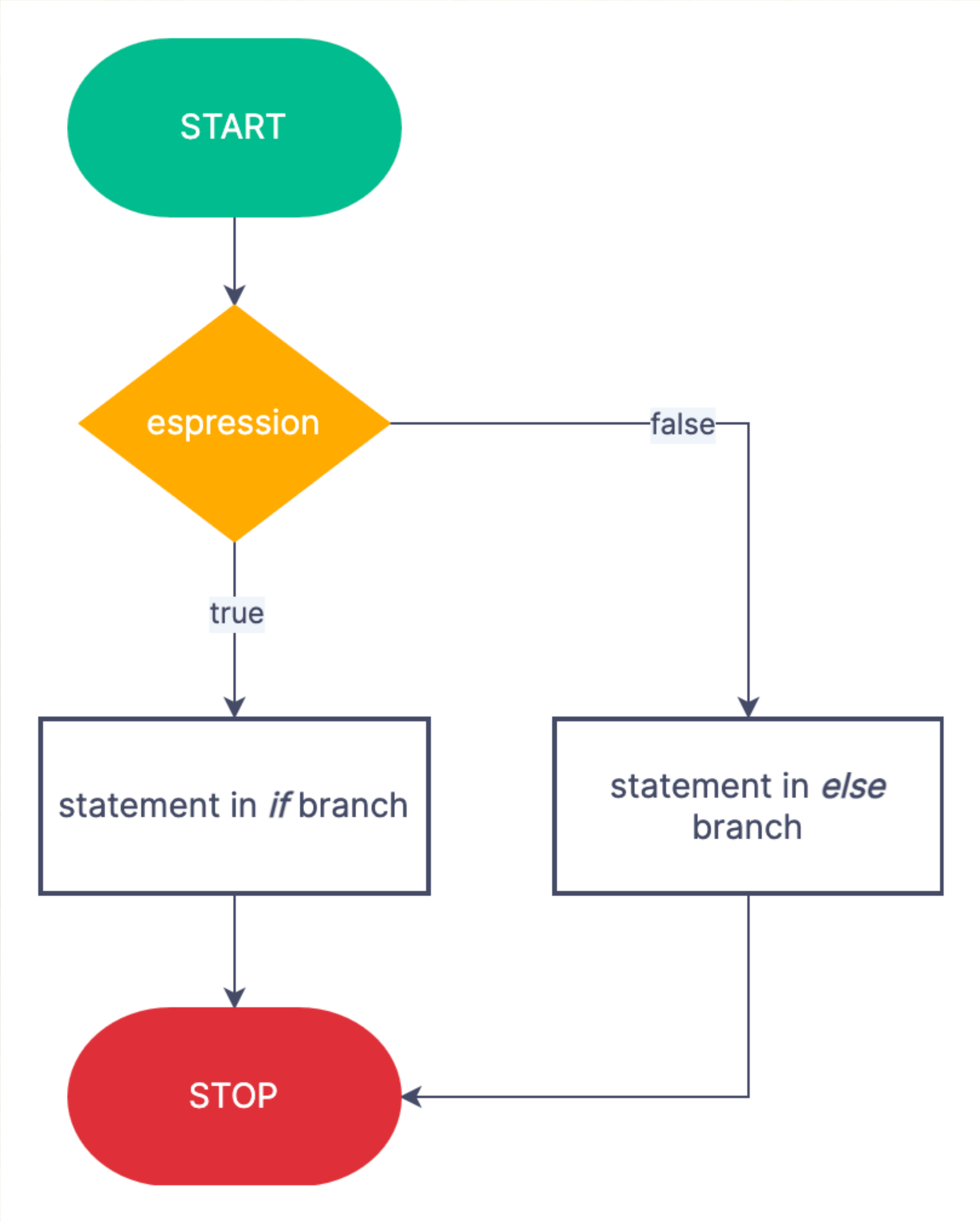
Today's agenda

- Example- moving planet — *your job, add the moon and extra-solar planets*
- Example — simple harmonic motion
- Mini-project — projectile motion

Strategy

- Plan code logic first on white board — check in with Deep and Prof. Grin, especially if stuck
- Sometimes tempting to just modify old code, stop and plan first!
- Draw a picture for Earth moon

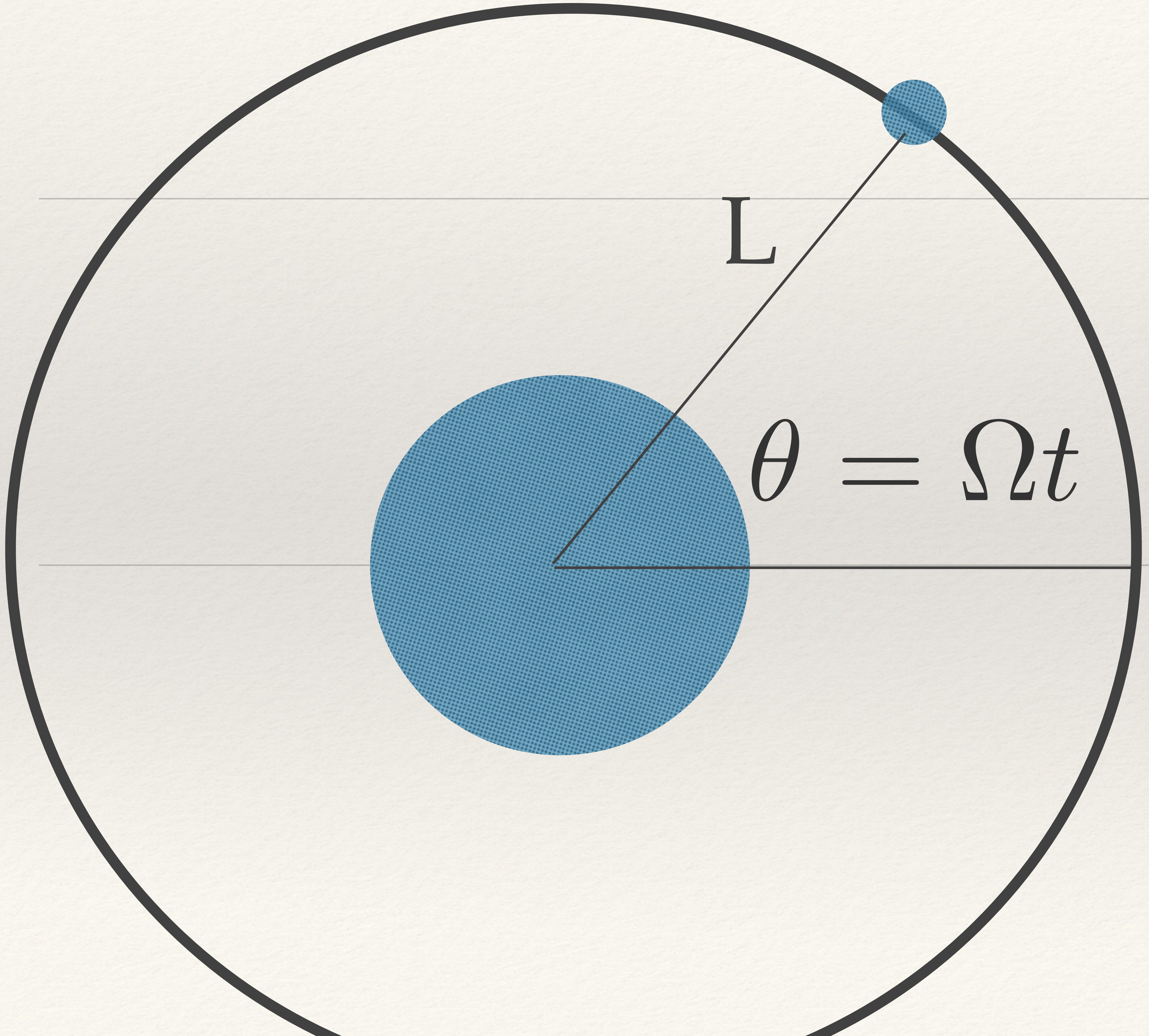
if/then program flow control



Use to impose table boundary

Your turn – make the ball roll to the right once it hits table

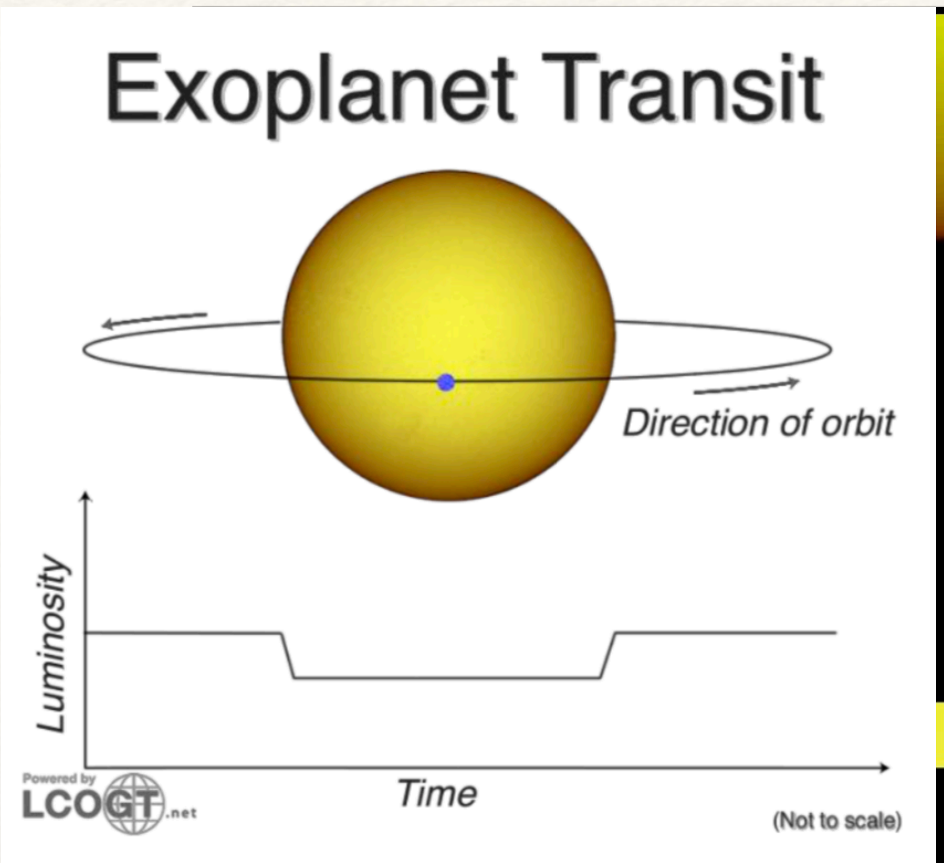
Example – orbits

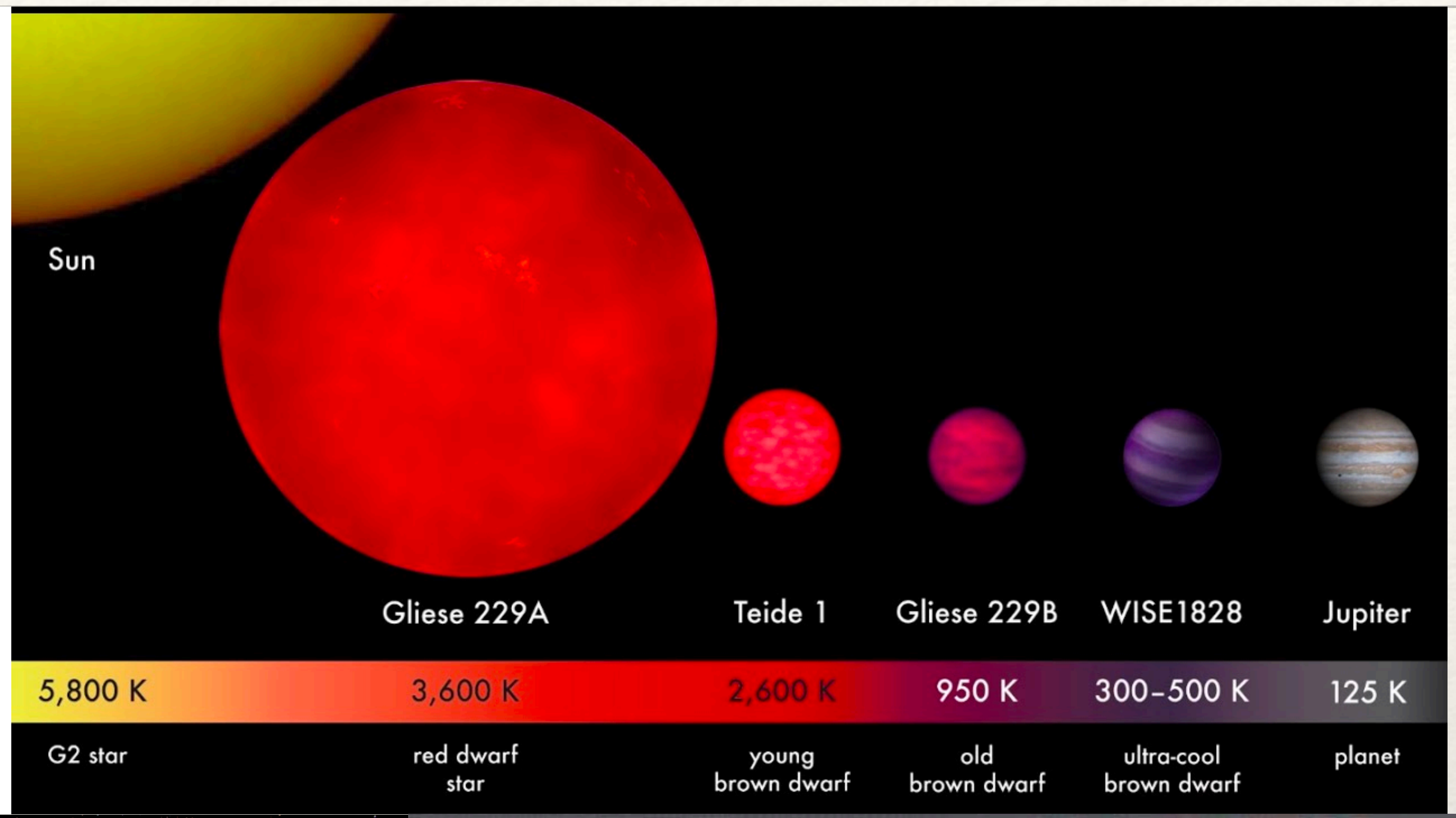


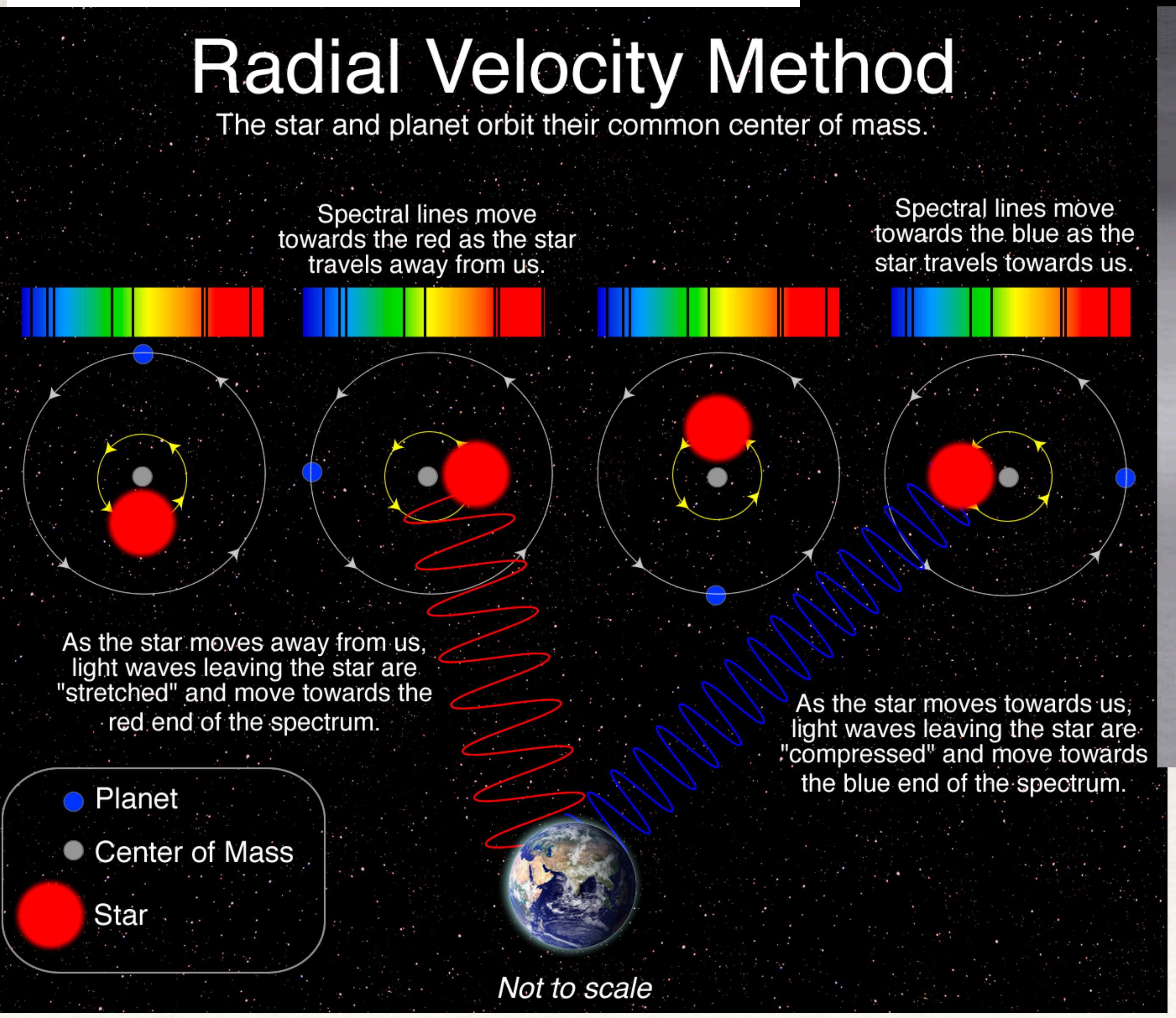
$$x = L\cos\left(\Omega \times t\right)$$
$$y = L\sin\left(\Omega \times t\right)$$

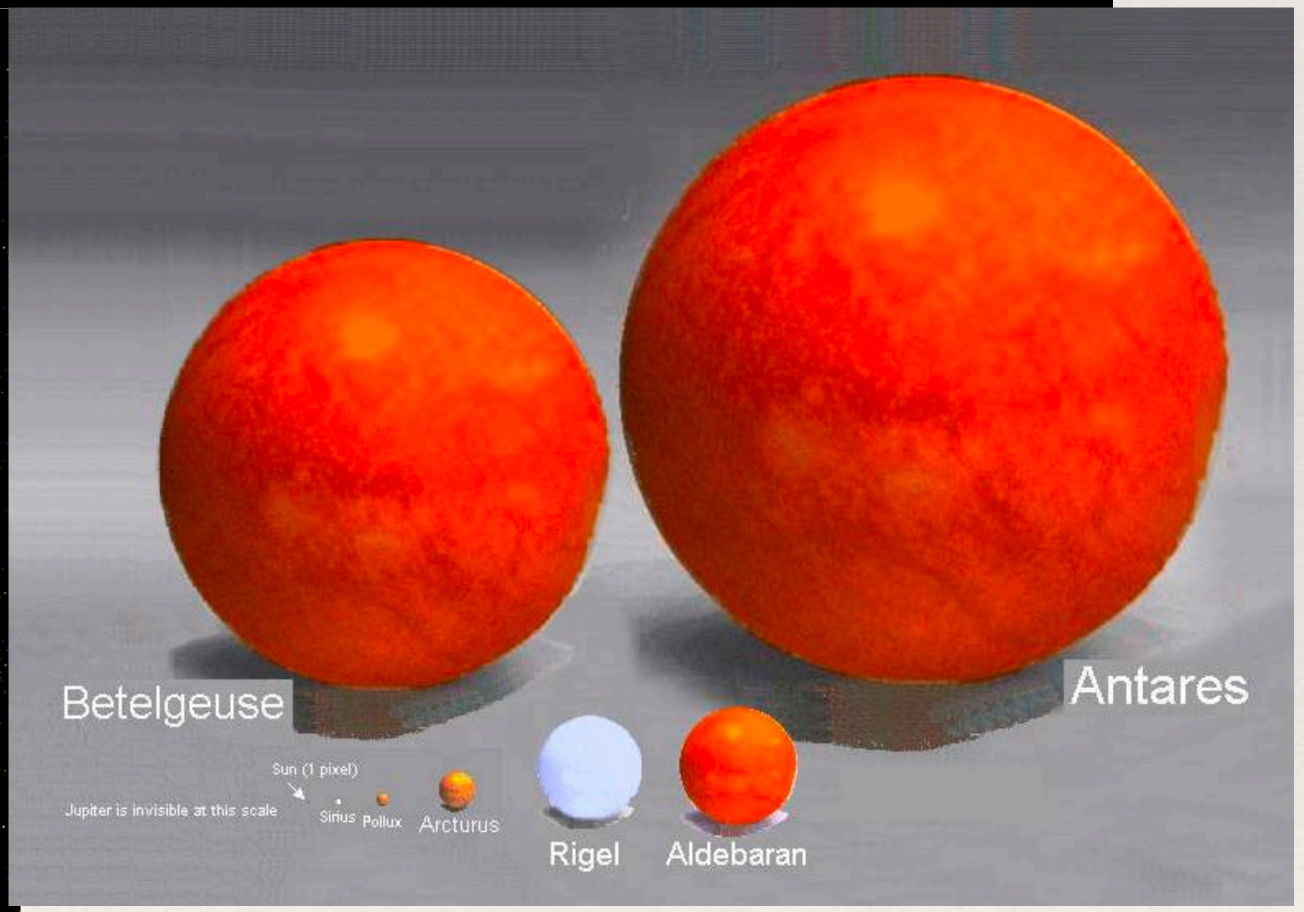
Your turn – add the moon

Minerva, John Johnson







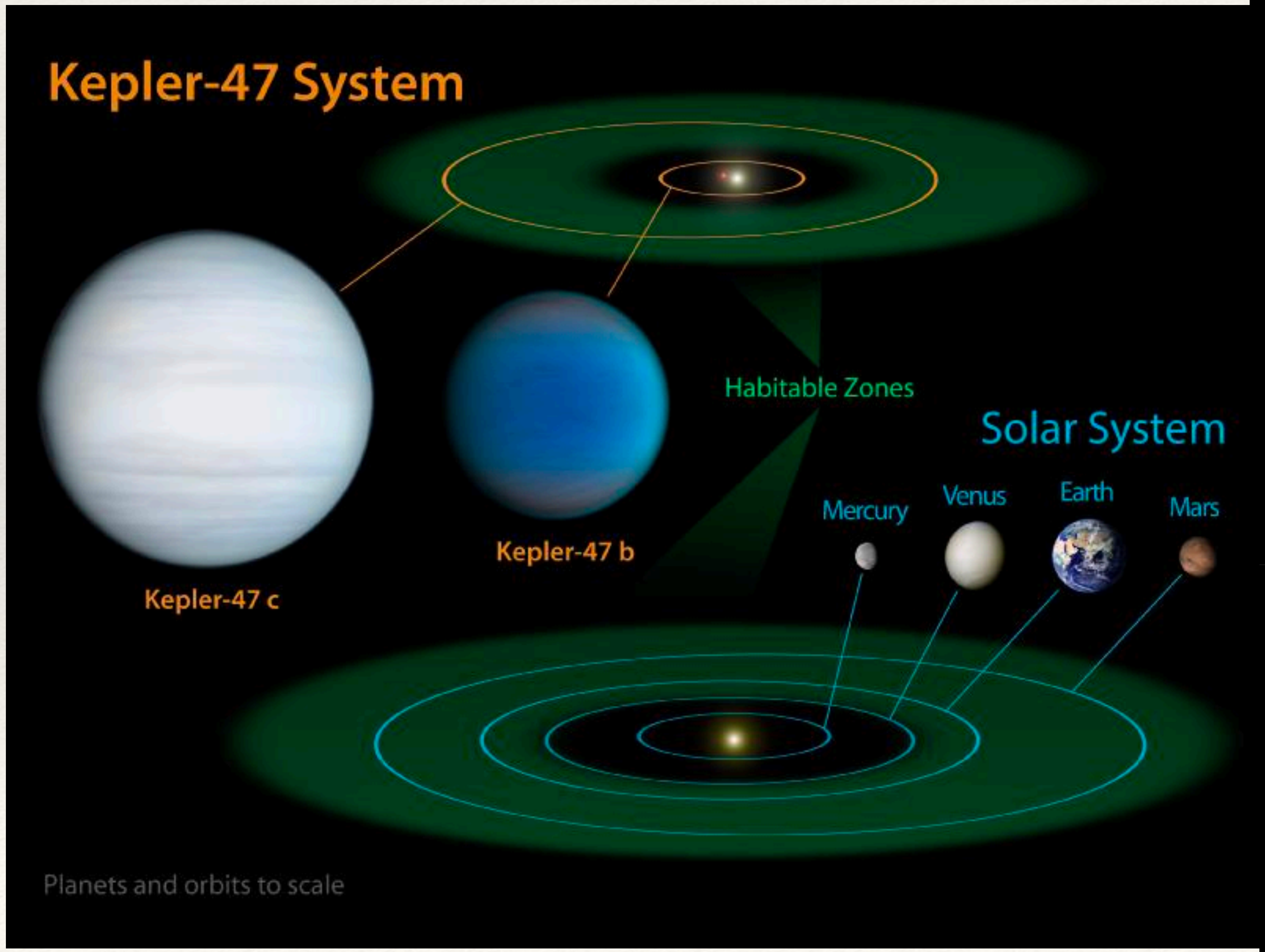


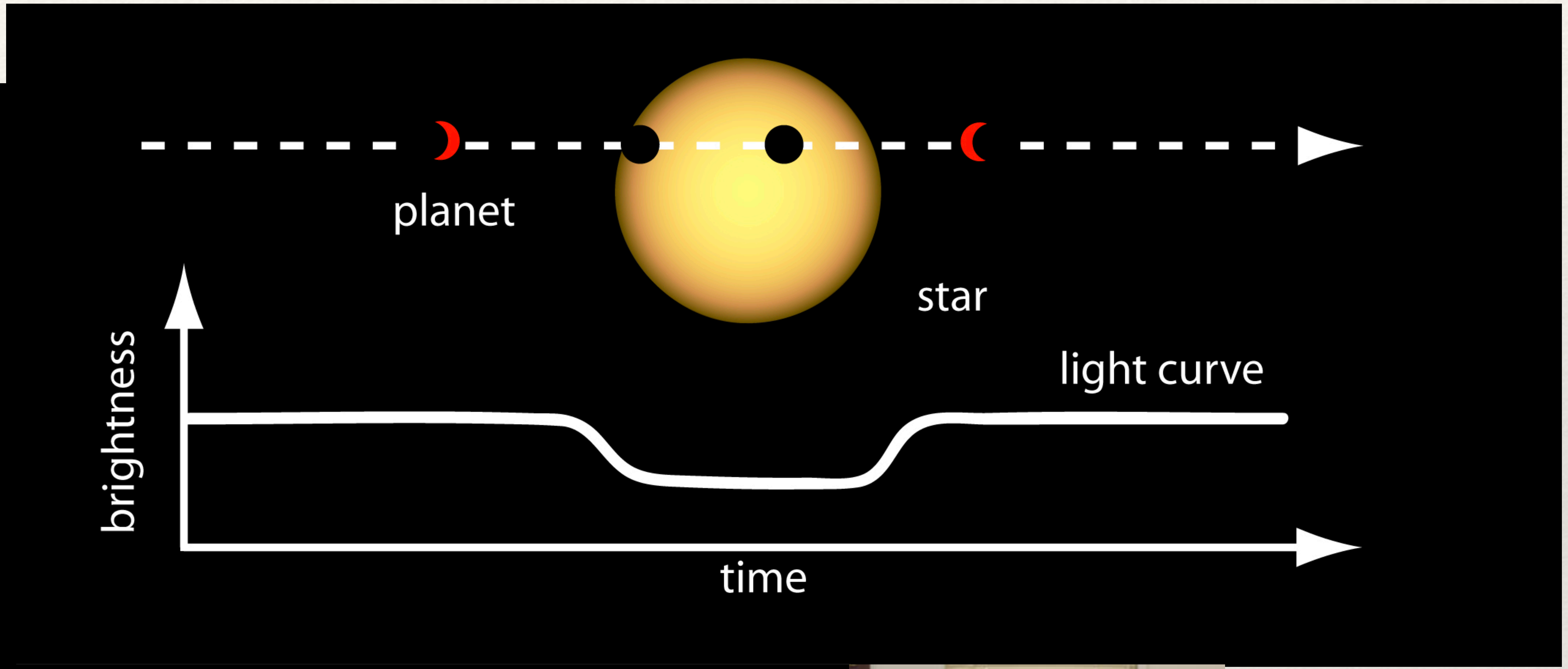
https://lweb.cfa.harvard.edu/minerva/

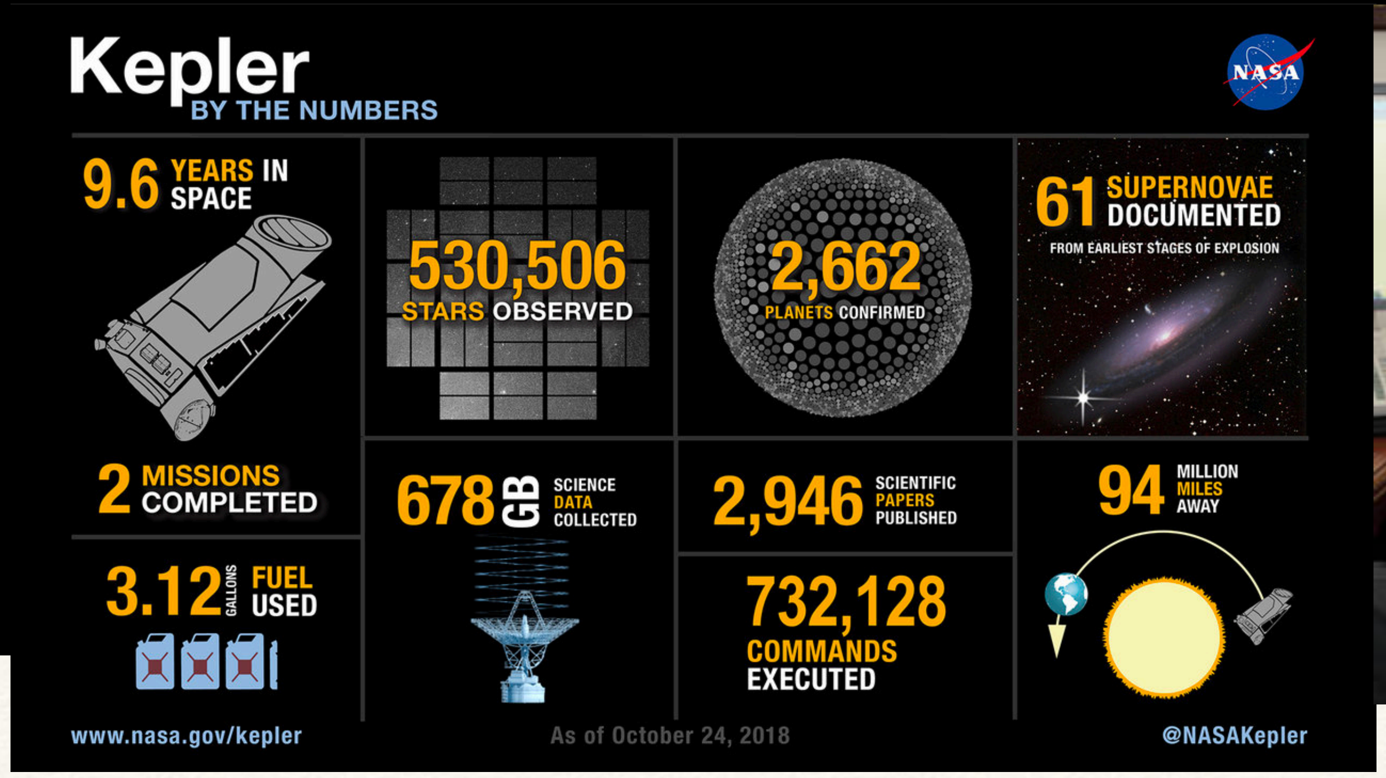
BI BANNEKER INSTITUTE

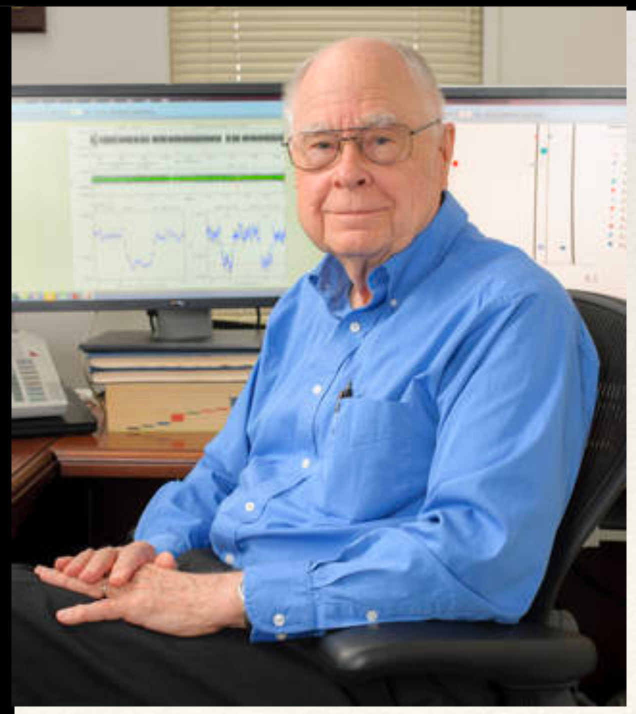
Your turn — extrasolar planets

https://exoplanetarchive.ipac.caltech.edu/cgi-bin/TblView/nph-tblView?app=ExoTbls&config=PS

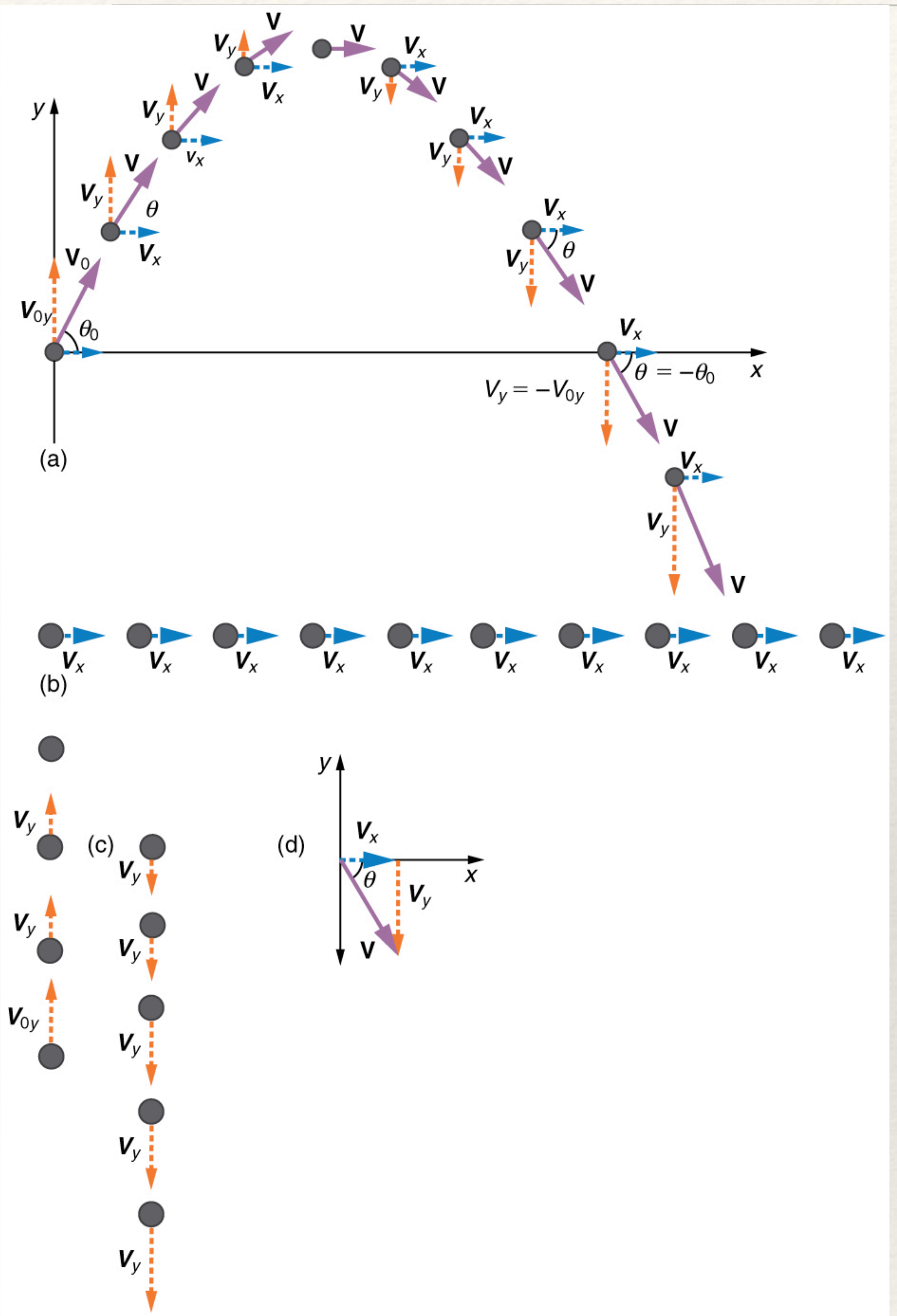








Projectile motion



and

$$x = x_0 + v_{x0}t + \frac{1}{2}a_x t^2;$$

$$v_x = v_{x0} + a_x t;$$

$$v_x^2 = v_{x0}^2 + 2a_x(x - x_0).$$

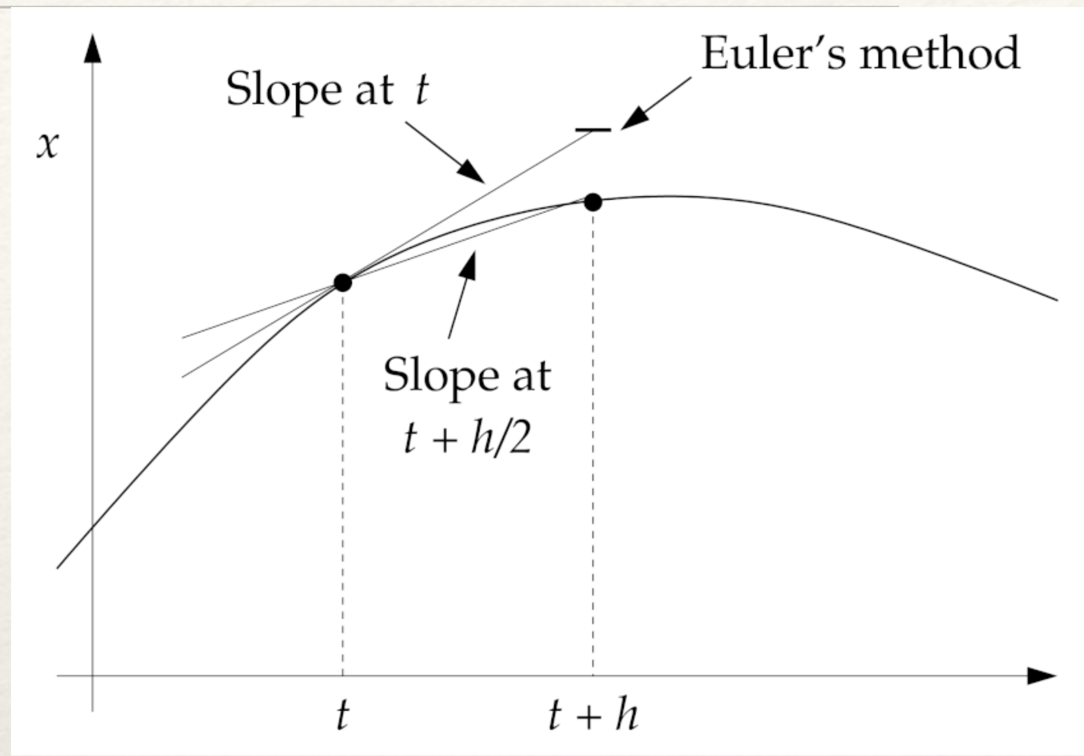
Your turn (work in pairs, make sure to write pseudo code + lots of comments):

Write a program to simulate this- make the projectile stop when it hits ground - is the range consistent with

$$R = \frac{v_0^2 \sin 2\theta}{g} \quad ?$$

Velocity

$$v_{avg} = \frac{\Delta x}{\Delta t} = \frac{x_2 - x_1}{\Delta t}$$



$$x = x + v * dt$$

Chop motion into segments/**assign** new position

Euler's method

$$x_2 = x_1 + v\Delta t,$$

Animation/integration

```
GlowScript 2.7 VPython

# Defining the "graph"
g1=graph(width=400, height=250)
xDots=gdots(color=color.green, graph=g1)

# Defining the Object
obj=sphere(pos=vector(-1,0,0),radius=0.1,color=color.red)

# Setting initial conditions and step size, dt
t=0
dt=0.05
x=-3.0
v=2.0

# This is main part - the loop
while t<3:
    rate(10)
    obj.pos=vector(x,0,0)
    xDots.plot(t,x)
    # Updating the position
    x=x+v*dt
    t=t+dt
```

Integration rather than exact formula

Last example - a more realistic method

$$x = x + v * dt$$

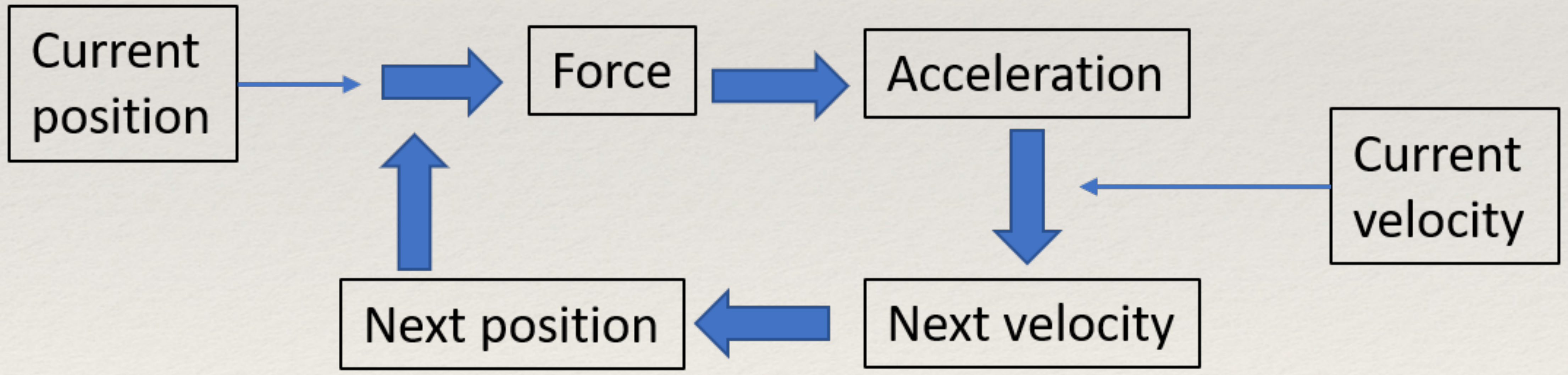
Assumed constant velocity

$$\vec{F} = m\vec{a} = \frac{\Delta \vec{v}}{\Delta t}$$

$$\vec{v} = \frac{\Delta \vec{x}}{\Delta t}$$

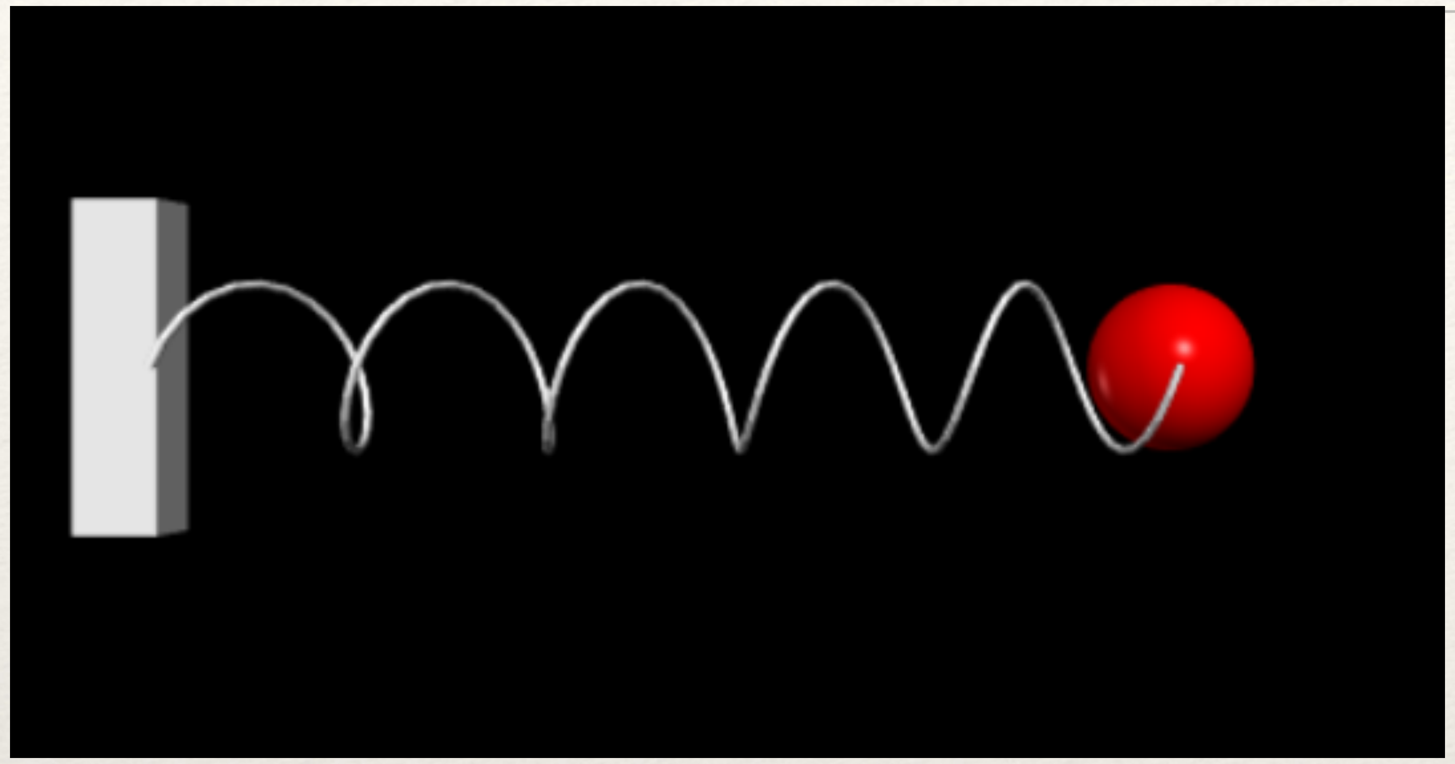
More realistic

```
F=-k*x
a=F/m
v=v+a*dt
x=x+v*dt
t=t+dt
```



Euler-Cromer method

Simple harmonic oscillator



To illustrate the method, let's get our feet wet with a relatively simple problem - a mass on a horizontal spring. All we have to remember is Hooke's law for ideal springs,

$$F(x) = -kx, \tag{6.5}$$

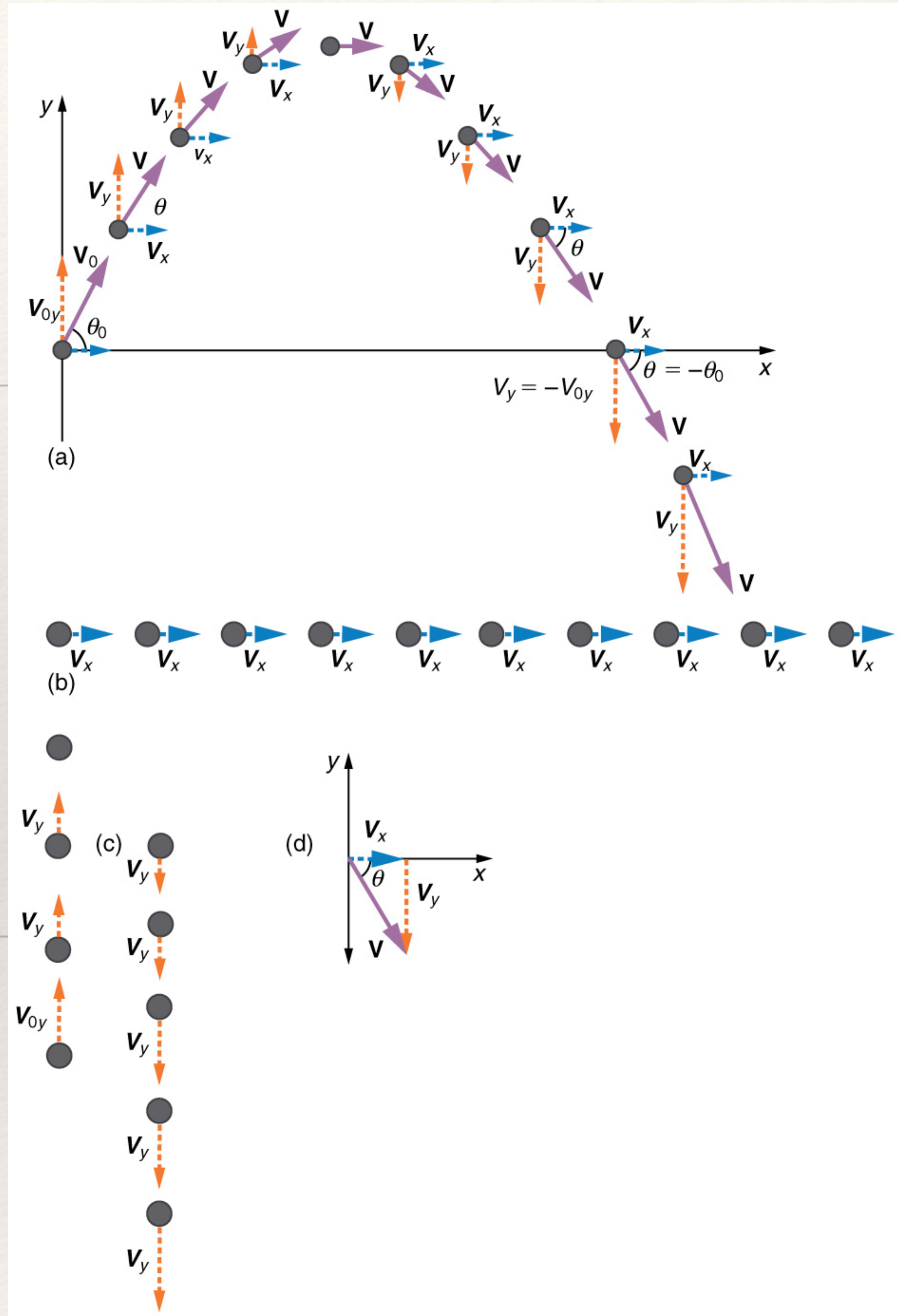
1) Try DG example code
2) Change the initial conditions of the mass, how does that change the graphs?
3) *Change k and m? How does quadrupling k or m change the period of oscillation?*
4) *Compare your results with the formula*

$$T = 2\pi\sqrt{\frac{m}{k}}$$

Your turn - projectile motion with drag.

1) Redo projectile motion with Euler-Cromer method (check agreement with exact formulae)
work in pairs, make sure to write pseudo code + lots of comments

$$v_x = v_x$$
$$v_y = v_y + a_y t$$
$$x = x + v_x t$$
$$y = y + v_y t$$
$$a_y = -g = -9.8 \text{ m s}^{-2}$$



2) Add drag force (air resistance)

$$\vec{F}_D = \frac{1}{2}\rho A C_D v^2(-\hat{v}), \qquad \hat{v} = \vec{v}/|v|.$$

- **mag(A)** and **mag2(A)**, where the output yields the length and length-squared of that vector, respectively.
- **A.hat**, which produces from the vector **A** its unit vector (by dividing it by its length). This syntax treats the directionality (given by the unit vector) as a *property* of the vector. It is just like any other property of a vector, such as **A.x**, which yields the x-component of the vector **A**.

Projectile motion

- *How does the range quantitatively compare with before?*