COMP5930M - Scientific Computing

Scientific Computing

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Coursework 1

COMP5930M - Scientific Computing

- 1. A floating sphere
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 - (b). the initial bracket plus justification for its validity
 - (c). two correct solutions plus the number of iterations
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2. Chemical engineering

- (a). nonlinear system for the steady-state problem and MATLAB code
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3. Control of a robot arm

- (a) system of equations
- (b) Implement in MATLAB code
- (c) two correct solutions, figures
- (d) Implement in MATLAB code about the path and the tracing function, and the table of angles

1. A floating sphere

(a). nonlinear function and MATLAB implementation

- The weight of water $W_w=\rho_w V_{cap}=\pi H^2(a-\frac{H}{3})$ and the weight of the sphere $W_s=\frac{4}{3}\,\pi\rho_s a^3$.
- Because of $W_w=W_s$, so the nonlinear equation $F_{a,\rho_s}(H)=W_w-W_s=0$. the nonlinear equation is down for given values of a and ρ_s :

$$F_{a,\rho_s}(H) = \pi H^2(a - \frac{H}{3}) - \frac{4}{3}\pi\rho_s a^3 = 0$$

• The implementation of MATLAB:

```
1. function f_h = fun_sphere(H, a, rhos)
2. % The nonlinear equations Fa,phos (H) = 0
3. % the weight of the water: W_w = pi*H.^2*(a - H/3)
4. % the weight of the sphere: W_s = 4/3*pi*rhos*a.^3
5. %
6. % function f_h = fun_sphere(H, a, rhos)
7. %
8. % Input:
9. % H - a depth below the water surface
10. % a - the radius of sphere, constant value
11. % rhos- the density of sphere, constant value
12. %
13. % Output:
14. % f_h - final function value
15. %
16.
17. f_h = pi*H.^2*(a - H/3) - 4/3*pi*rhos*a.^3;
18.
19. end
```

(b). the initial bracket plus justification for its validity

- the initial bracket: $[0 + \delta, 3a \delta], \delta = 10^{-6}$
- Because the H_L and H_R must meet the following conditions:
 - \circ (1). 0 < H < 3a, due to the $W_w > 0$
 - \circ (2). $F(x_L)F(x_R) \leq 0$
 - ° (3). The F(H) can be get a maximum at the point 2a, So, the suitable value can be $[0+\delta,2a]$, $\delta=10^{-6}$ OR $[2a,3a-\delta]$, $\delta=10^{-6}$ must be find a H to fit the F(H)=0.

(c). two correct solutions plus the number of iterations

- In given values a = 1 and $p_s = 0.45$,
- In Bisection method, the initial bracket $[10^{-6}, 3 10^{-6}]$, the solution is : H = 0.9332 and the number of iteration is 22.

```
>> bisection(@fun_sphere, 1e-6, 2-1e-6, 1e-6, 100)
   i
       x_i
                    |F(x_i)|
   0
       1.00000000
                    2.09e-01
   1
       0.50000050
                    1.23e+00
   2
       0.75000025
                    5.60e-01
   3
       0.87500013
                    1.81e-01
   4
       0.93750006
                    1.33e-02
   5
                    8.42e-02
       0.90625009
   6
       0.92187508
                    3.55e-02
                    1.11e-02
   7
       0.92968757
   8
       0.93359382
                   1.12e-03
   9
       0.93164069
                    4.98e-03
       0.93261725
  10
                    1.93e-03
       0.93310554
                    4.02e-04
  11
  12
       0.93334968
                    3.61e-04
  13
       0.93322761
                    2.04e-05
  14
       0.93328864
                    1.70e-04
       0.93325812
                    7.51e-05
  15
  16
       0.93324286
                    2.73e-05
  17
       0.93323524
                    3.47e-06
  18
       0.93323142
                    8.46e-06
  19
       0.93323333
                    2.50e-06
  20
       0.93323428
                   4.85e-07
  21
       0.93323428
                    4.85e-07
ans =
```

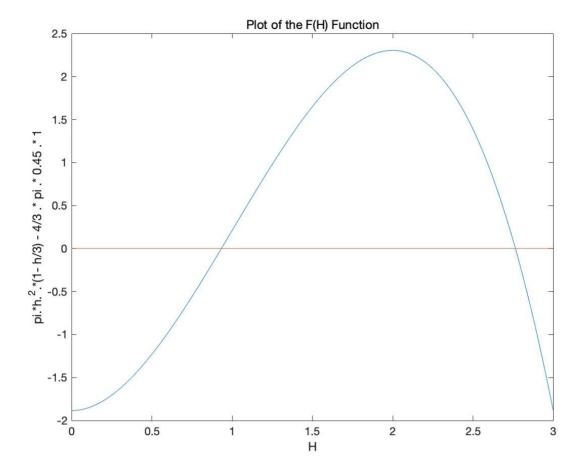
```
列 1 至 8
       1.0000
                 0.5000
                            0.7500
                                       0.8750
                                                  0.9375
                                                             0.9063
                                                                        0.9219
                                                                                   0.9297
    列 9 至 16
       0.9336
                 0.9316
                            0.9326
                                       0.9331
                                                  0.9333
                                                             0.9332
                                                                        0.9333
                                                                                   0.9333
    列 17 至 21
       0.9332
                 0.9332
                                       0.9332
                            0.9332
                                                  0.9332
f\underline{x} >>
```

• In Newton Method, the init guess $x_0 = 1.0$, the solution is : H = 0.9332 and the number of iteration is 3.

```
>> newtonSys(@fun_sphere, @dfun_sphere, 1.0, 1e-6, 100)
k |F(x_k)|
0 0.209
1 0.00031
2 2.06e-09
Converged
ans =
0.9332
```

(d). number of solutions and corresponding initial guesses

- By changing the initial guess x_0 , can be get 2 solutions, the first one is:
- H = 0.9332, the second one is H = 2.7645.



• if the initial guess $x_0 = 0.5$, the solution is : 0.9332.

• if the initial guess $x_0 = 2.5$, the solution is : 2.7645.

2. Chemical engineering

(a). nonlinear system for the steady-state problem and MATLAB code

• For the case n=5 reactors, the nonlinear equation system F(U) = 0.

(b). Jacobian matrix for the steady-state problem and MATLAB code

the Jacobian matrix

(c). numerical solution and values of |F|

- In case the n =5 with the following the parameters: V = 1.0, G = 35.0, k=0.6, a0=
 6.0.
- the values of |F| at each iterations:

iterations: |f(x)|

0 6.000000

1 1.379973

2 0.078314

3 0.000231

4 0.000000

5 0.000000

the solutions:

5.4844

5.0476

4.6732

4.3490

4.0656

(d). discretised time-dependent equations

• the time-dependent concentrations $a_i(t)$

$$\frac{da_i}{dt} = -\beta a_i^2 + a_{i-1} - a_i$$
 , $fort > 0$; and $a_i = a(t_i)$

- and the backward Euler(implicit) method is: $a_i = a_{i-1} + \Delta t f(t_i, a_i)$
- So we can get this formual:

=> from

$$a_i(t) = a_{i-1}(t) + \Delta t(-\beta a_i(t)^2 + a_{i-1}(t) - a_i(t))$$

$$a_i(t) - a_{i-1}(t) + \Delta t(\beta a_i(t)^2 + a_i(t) - a_{i-1}(t)) = 0$$

given an initial $a_i(0) = a_i^0$ for i = 1, ..., n.

$$a_i^0 - a_{i-1}^0 + \Delta t(\beta(a_i^0)^2 + a_i^0 - a_{i-1}^0) = 0$$

(e). Jacobian matrix for the time-dependent problem, behaviour for limit values of times step

• the Jacpbian matix is:

$$\begin{bmatrix} \frac{\partial f(a_i, a_{i-1})}{\partial a_{i-1}} \\ \frac{\partial f(a_i, a_{i-1})}{\partial a_i} \end{bmatrix} = \begin{bmatrix} -1 - \Delta t \\ 1 + \Delta t (2\beta a_i^0 + 1) \end{bmatrix}$$

- when $(\Delta t \rightarrow 0)$, the Jacobian matrix is [-1;1], the gradient is constant, this is steady-state.
- when $(\Delta t \rightarrow \infty)$, the gradient is big, and this not steady-state.

3. Control of a robot arm

(a) system of equations

- The system of nonlinear equations in the form F(x) = 0.
- Base on the equations of the location of the free end (loc_x, loc_y) and $(x_1, x_2) = (\theta, \phi)$:

$$loc_x = cos(\theta) + cos(\phi)$$

$$loc_v = sin(\theta) + sin(\phi)$$

 \circ So, **x** is the vector $\{x_1, x_2\}$, **F** is a set $\{F_1(\mathbf{x}), F_2(\mathbf{x})\}$ nonlinear equations:

$$F_1(x_1, x_2) = cos(x_1) + cos(x_2) - loc_x$$

$$F_2(x_1, x_2) = sin(x_1) + sin(x_2) - loc_v$$

• Find (x_1^*, x_2^*) such that $F_1(x_1^*, x_2^*) = 0$ and $F_2(x_1^*, x_2^*) = 0$.

$$cos(x_1) + cos(x_2) - loc_x = 0$$

$$sin(x_1) + sin(x_2) - loc_y = 0$$

(b) Implement in MATLAB code

the matlab filename: fun_arm.m

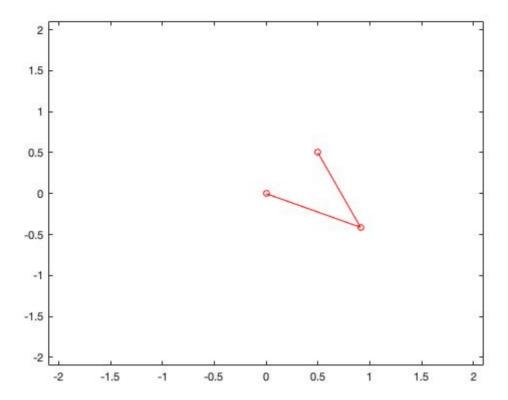
```
    function f = fun_arm(x, locx, locy)
    % Systems of nonlinear equations for control of a robot arm
    % system of 2 nonlinear equations
    % function f_x = fun_arm(x, locx, locy)
    %
    % Input: x - current solution
    % locx - current location x
    % locy - current location y
    %
    % Output: f - final function value
    f = [cos(x(1)) + cos(x(2)) - locx; sin(x(1)) + sin(x(2)) - locy];
    end
```

The Jacobian function: **Jfun_arm(x)**:

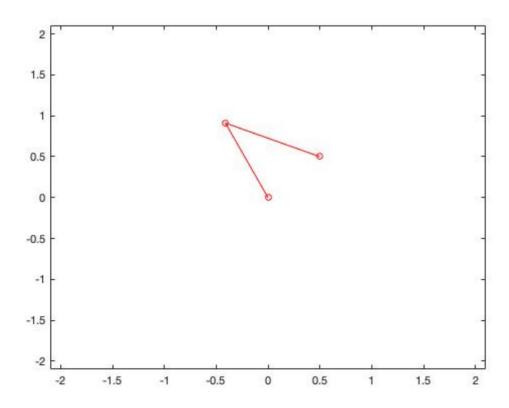
(c) two correct solutions, figures

Case i, the initial x_0 for Newton method, when x_0 at location $(x_1, x_2) = (-1, 1)$ the solution is: $(\theta, \phi) = (x_1, x_2) = (-0.4240, 1.9948)$

the figure:



Case ii, the initial x_0 for Newton method, when x_0 at location $(x_1, x_2) = (2, 0)$ the solution is: $(\theta, \phi) = (x_1, x_2) = (1.9948, -0.4240)$ the figure:



(d) Implement in MATLAB code about the path and the tracing function, and the table of angles

```
1. - the traceFn is the function defining the path. the code: filename: **traceFn.m**
```

the matlab filename: "traceArm.m"

```
1. function t_out = traceArm(traceFn,nSteps, x0)
2.
3.     % Trace path of the free end of arm at initial x0
4.     %
5.     % function t_out = traceArm(traceFn,nSteps, x0)
6.     %
7.     % Input:
8.     %
9.     % traceFn -to create the location (x,y)
10.     % nSteps -the number of steps for t splitting the t
11.     % x0     -the init guess value for Newton method
12.     %
```

```
% Output:
    step = 2 / (nSteps -1);
    i = 1;
    step_list = [];
   t = [];
   x_list = [];
   y_list = [];
   theta_list = [];
    phi_list = [];
   for st = -1:step:1
        [locx, locy] = feval(traceFn, st)
        [xx, f] = newtonSys2(@fun_arm, @Jfun_arm, x0, 1e
-10, 100, locx, locy);
        t = [t st];
        step_list = [step_list i];
        x_list = [x_list locx];
        y_list = [y_list locy];
        theta_list = [theta_list xx(1,:)];
        phi_list = [phi_list xx(2,:)];
        i = i + 1;
    nSteps = step_list';
    nT = t';
    nLocx = x_list';
   nLocy = y_list';
    Theta = theta_list';
    Phi
          = phi_list';
    t_out = table(nSteps,nT, nLocx, nLocy,Theta,Phi);
```

• In case the x0: (0.5, 0.5), the θ and ϕ at each step, following down:

	1	2	3	4	5	6	7
	nSteps	nT	nLocx	nLocy	Theta	Phi	
1	1	-1	-1	-0.4985	-1.7012	2.6260	
2	2	-0.9000	-0.9000	-0.6457	-1.5354	2.7801	
3	3	-0.8000	-0.8000	-0.7632	48.8708	53.1839	
4	4	-0.7000	-0.7000	-0.8463	-3.2513	-1.2724	
5	5	-0.6000	-0.6000	-0.8917	-1.1596	3.1166	
6	6	-0.5000	-0.5000	-0.8975	3.1728	5.2354	
7	7	-0.4000	-0.4000	-0.8636	-7.2129	-3.0794	
8	8	-0.3000	-0.3000	-0.7912	-0.7993	3.2160	
9	9	-0.2000	-0.2000	-0.6833	-0.6487	3.2208	
10	10	-0.1000	-0.1000	-0.5442	-0.4620	3.2402	
11	11	0	0	-0.3794	3.3325	6.0923	
12	12	0.1000	0.1000	-0.1955	28.8571	31.7787	
13	13	0.2000	0.2000	1.6658e-04	-1.4698	1.4715	
14	14	0.3000	0.3000	0.1998	-0.8020	1.9772	
15	15	0.4000	0.4000	0.3955	-0.5059	2.0655	
16	16	0.5000	0.5000	0.5794	-0.3193	2.0370	
17	17	0.6000	0.6000	0.7442	-0.1802	1.9647	
18	18	0.7000	0.7000	0.8833	-0.0715	1.8728	
19	19	0.8000	0.8000	0.9912	0.0114	1.7721	
20	20	0.9000	0.9000	1.0636	0.0684	1.6686	
21	21	1	1	1.0975	0.0977	1.5660	
22							

