

# Programming Language: MatLab

1<sup>st</sup> Semester 2015

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# Content

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# For loop

## Description:

Repeat action(s) with specify number of times

## Syntax:

```
For index = starting value : step size : end value
    Action(s)    % Whatever action you wanted
End
```

## Example:

```
j = 1
k = 0.2
l = 5

for i = j:k:l
    i
end
```

$l > j$ ,  $k$  should be positive

$j < l$ ,  $k$  should be negative

$k$ , can be integer or decimal

# An simple application: Free-Fall

Newton 2<sup>nd</sup> law:

$$\mathbf{F} = m\mathbf{a}$$

**a**: acceleration,  
velocity change per unit time,  $\Delta\mathbf{v}/\Delta t$

**v**: velocity,  
displacement per unit time,  $\Delta\mathbf{x}/\Delta t$

Algorithm: Consider the motion along y-axis

$t = 0$

$$y(0) = 0$$

$$v_y(0) = 0$$

$\Delta t$

$$y(\Delta t) = y(0) + v_y(0) * \Delta t$$

$$v_y(\Delta t) = v_y(0) + a_y(0) * \Delta t$$

$2\Delta t$

$$y(2\Delta t) = y(\Delta t) + v_y(\Delta t) * \Delta t$$

$$v_y(2\Delta t) = v_y(\Delta t) + a_y * \Delta t$$

...

$t' + \Delta t$

$$y(t' + \Delta t) = y(t') + v_y(t') * \Delta t$$

$$v_y(t' + \Delta t) = v_y(t') + a_y(t') * \Delta t$$

...

...

e.g.  $a_y(t) = -g$  for all  $t$   
=>  $a_y(t)$  denote as  $a$

# An simple application: Free-Fall

For a free fall:

$F_y = -mg$ ,  $g$ : acceleration of gravity

$y = v_y = 0$  @  $t = 0$

In principle, if  $\Delta t \rightarrow 0$ , then you can get the exact solution as the analytic solution

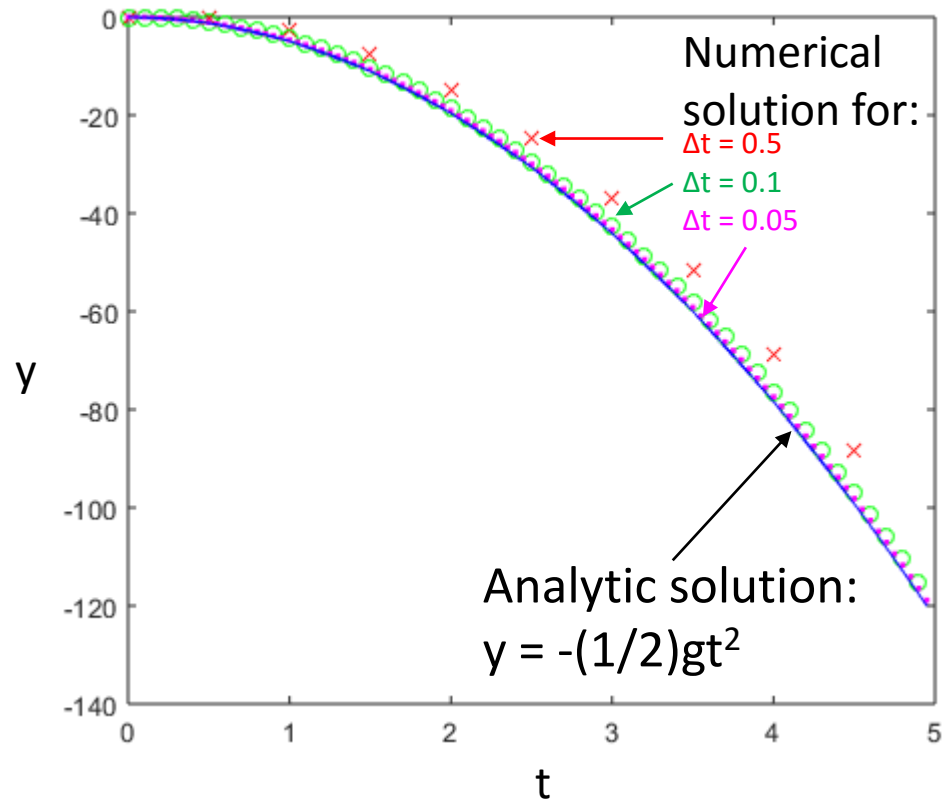
```
Dur = 5. % simulate duration
dt = 0.05 %time step
g = 9.8 % gravity

Nstep = ceil(Dur/dt) % number of step
y = zeros(Nstep,1) % y(t)
vy = zeros(Nstep,1) % vy(t)
t = zeros(Nstep,1) % time

t(1) = 0 % initial condition
y(1) = 0
vy(1) = 0

for i = 2: Nstep
    vy(i) = vy(i-1) + (-g)*dt;
    y(i) = y(i-1) + vy(i-1)*dt;
    t(i) = (i-1)*dt;
end

yana = (-0.5)*g*t.^2 % analytic solution
plot(t,y,'m.',t,yana,'b')
```



# Extend to the case with friction

For a free fall:

$$F_y = ma_y = -mg - \beta v_y,$$

$$y = v_y = 0 \text{ @ } t = 0$$

$$a_y = -g - (\beta/m)v_y$$

$g$ : acceleration of gravity

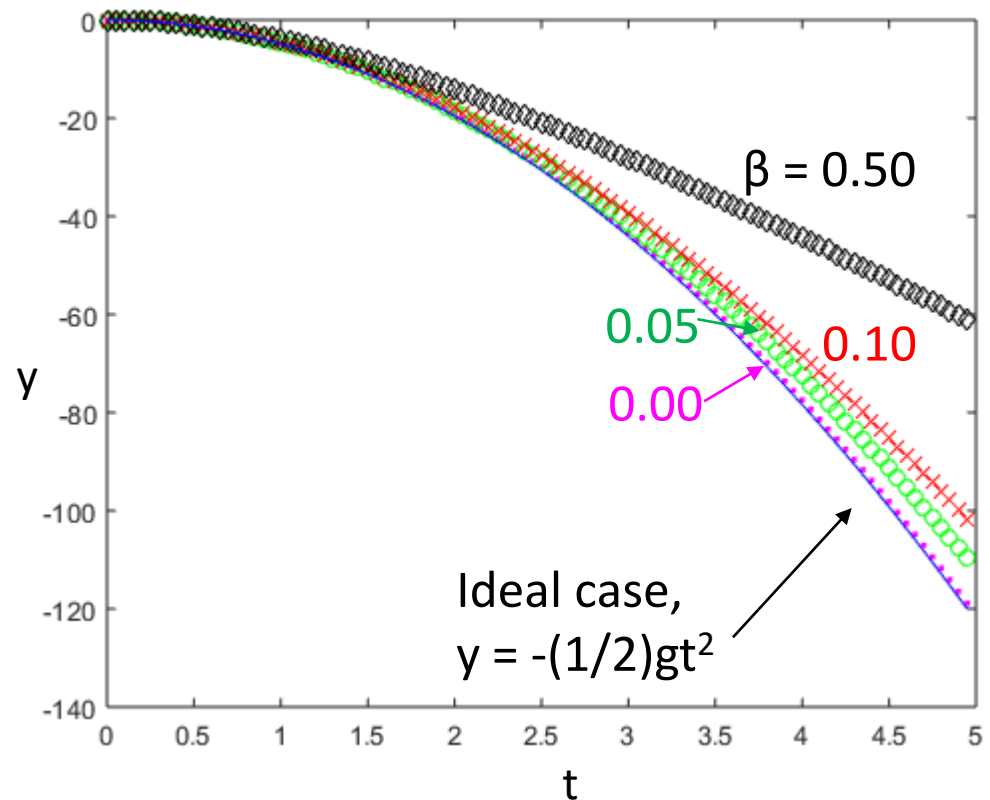
$\beta$ : friction coefficient

```
Dur = 5; % simulate duration
dt = 0.05 % time step
g = 9.8 % gravity
m = 1 % mass
b = 0.5 % friction

Nstep = ceil(Dur/dt) % number of step
y = zeros(Nstep,1) % y(t)
vy = zeros(Nstep,1) % vy(t)
t = zeros(Nstep,1) % time

t(1) = 0 % initial condition
y(1) = 0
vy(1) = 0

for i = 2: Nstep
    vy(i) = vy(i-1) + (-g - (b/m)*vy(i-1))*dt;
    y(i) = y(i-1) + vy(i-1)*dt;
    t(i) = (i-1)*dt;
end
```



# Homework

Consider there are  $N$  particles located at origin while  $t = 0$ . They are randomly moving along x-axis as  $X_i(t+1) = X_i(t) + \mathbf{D} * \xi$  at each time step, where  $\mathbf{D}$  and is the coefficient to describe the fluctuation strength, and  $\xi$  is a random number with zero mean. Try to use “for loop” to simulate the particle motion and showing your result by

- a) Using “subplot (2,1,1)” to plot the figure of  $\langle x \rangle$  vs  $t$  for  $N = 50$  (dark dash line), 500 (green circle), 5000 (red \*)
- b) Using “subplot (2,1,2)” to plot the figure of  $\langle x^2 \rangle$  vs  $t$  for  $N = 50$  (dark dash line), 500 (green circle), 5000 (red \*)
- c) Describe what do you observed as increasing  $N$
- d) Try to describe the physical meaning of the coefficient  $\mathbf{D}$

## Extra point:

- e) Try to extend the motion to y-axis and plotting the trajectories
- f) Using subplot to plot the figure as below, where  $r = (x^2 + y^2)^{1/2}$

$\langle x \rangle$ vs $t$	$\langle y \rangle$ vs $t$	$\langle r \rangle$ vs $t$
$\langle x^2 \rangle$ vs $t$	$\langle y^2 \rangle$ vs $t$	$\langle r^2 \rangle$ vs $t$

# Homework

## Cation:

- 1) Please naming the file name of you home work as “HW01\_G##\_XXX\_XXX.ppt”, where ## and XXX are the group number and the last three digits of your student ID, respectively.  
(do not use any Chinese on the file name)
- 2) Please submit your homework on time (before Friday noon)
- 3) Please specify your group, name and contribution in the first page
- 4) Please **do not** copy your HW from your classmate, but you can discuss