

GUIDE MATLAB
Membuat Grafik 3D dan 2D
difusi fokker-plank

Riki Chandra Wijaya,M.Pd.,M.T.

Persamaan Difusi Fokker Planck

Dengan Visualisasi 3-D dari perubahan pdf satu unit pada sumbu $x=0.1$ mil

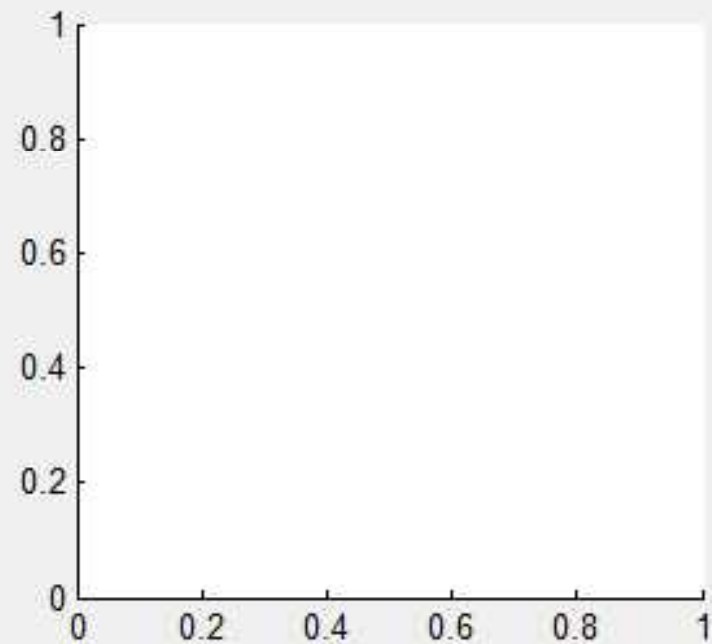
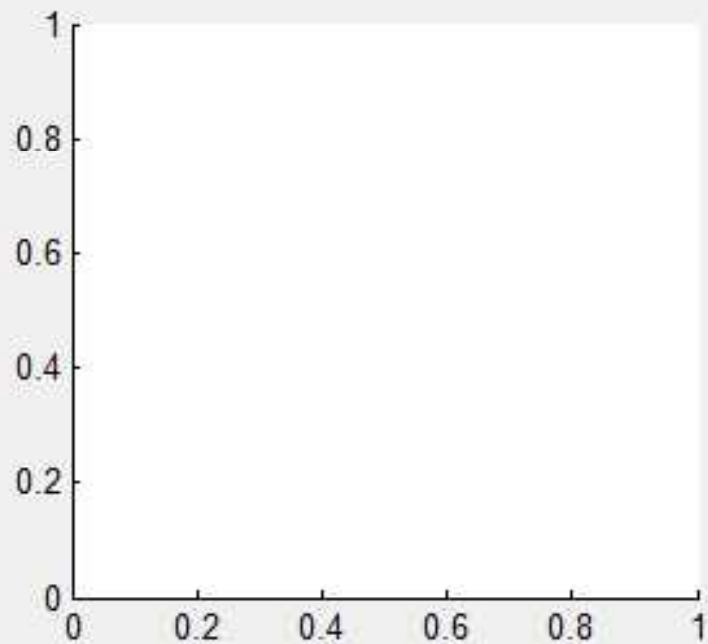
c

Solusi 3-D

Solusi 2-D

d

Reset



Desain figure

- Static text 3 buah
 1. Judul 1 buah
 2. Variabel input 2 buah
- Push button 3 buah
 1. Grafik 2 buah
 2. Reset 1 buah

Function push_button1

- `axes(handles.axes1)`
- `c=str2num(get(handles.edit1,'String'))`
- `d=str2num(get(handles.edit2,'String'))`
- `t=[0 0.25 0.5 1 2];`
- `x=c*t`
- `[x,t]=meshgrid(0.006:0.1:10,0.006:0.03:1);`
- `p=(1./sqrt(4*pi.*d.*t)).*exp(-(x-2.*c.*t).^2./(4.*d.*t));`
- `p1=p/3.6112;`
- `axis([0 100 0 35 0 0.8]);`
- `%hold on;`
- `mesh(p1);`
- `%hold off;`
- `Title('Solusi persamaan Difusi Fokker-Planck ');`
- `xlabel('Sumbu x (unit = 0.1 mil)');`
- `ylabel('sumbu y (unit = 3 menit)');`
- `zlabel('p(t,x)');`

Function push_button2

- `set(handles.edit1,'String',' ');`
- `set(handles.edit2,'String',' ');`

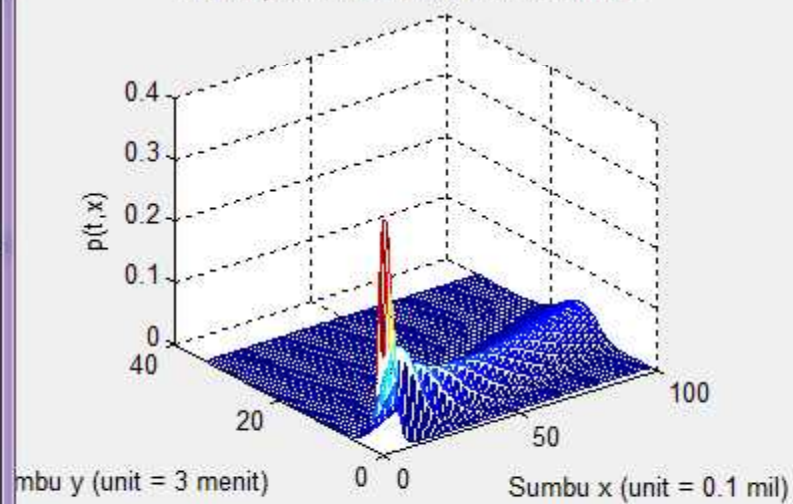
Function push_button3

- `axes(handles.axes2)`
- `c=str2num(get(handles.edit1,'String'))`
- `d=str2num(get(handles.edit2,'String'))`
- `t=[0 0.25 0.5 1 2];`
- `x=c*t`
- `[x,t]=meshgrid(0.006:0.1:10,0.006:0.03:1);`
- `p=(1./sqrt(4*pi.*d.*t)).*exp(-(x-2.*c.*t).^2./(4.*d.*t));`
- `p1=p/3.6112;`
- `axis([0 100 0 35 0 0.8]);`
- `%hold on;`
- `plot(p1,'-');`
- `%hold off;`
- `Title('Solusi persamaan Difusi Fokker-Planck dengan c=7, d=3');`
- `xlabel('Sumbu x (unit = 0.1 mil)');`
- `ylabel('sumbu y (unit = 3 menit)');`

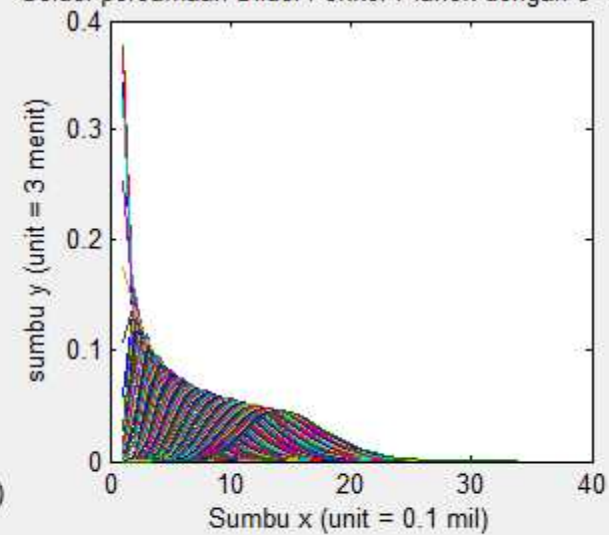
Persamaan Difusi Fokker Planck
 Dengan Visualisasi 3-D dari perubahan pdf satu unit pada sumbu $x=0.1$ mil

c	12	<input type="button" value="Solusi 3-D"/>	<input type="button" value="Solusi 2-D"/>
d	7	<input type="button" value="Reset"/>	

Solusi persamaan Difusi Fokker-Planck



Solusi persamaan Difusi Fokker-Planck dengan $c=7$, $d=3$



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rikichandrawijaya.unja.ac.id