Calculating AVS Curves

QEA Boats Module

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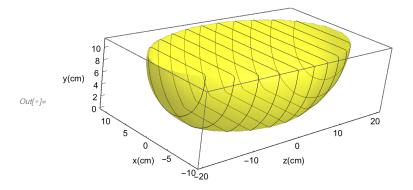
Explanation

This file contains Mathematica code for calculating the RM curve of a differently shaped three dimensional boats. First, we define our desired boats. Then, we define a function for finding the moment at a given heal angle. Finally, we map that function to several angles and generate a plot.

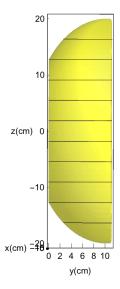
Code

```
 \begin{split} & \text{ImplicitRegion} \big[ \, (x) \, ^2 / \big( 10.16 \big) \, ^2 + \big( y - 7.62 \big) \, ^2 / \big( 7.62 \big) \, ^2 \, + z \, ^2 / \big( 20.32 \big) \, ^2 < 1 \, \& \, y \, < \, 7.62 , \\ & \left\{ \, \, \left\{ \, x \, , -20 \, , 20 \right\} \, , \left\{ \, z \, , -50 \, , 50 \right\} \, \right\} \big] \, ; \star \, \right) \\ & \text{boat = ImplicitRegion} \big[ \, (x) \, ^2 / \, \big( 11.25 \big) \, ^2 + \big( y \, - \, 10.24 \big) \, ^2 / \, \big( 13.24 \big) \, ^2 \, + \, z \, ^2 / \, \big( 20 \big) \, ^2 \, < \\ & 1 \, \& \, 0 \, < \, y \, < \, 11.24 \, , \, \left\{ \, \left\{ \, x \, , \, -20 \, , \, 20 \right\} \, , \, \left\{ \, y \, , \, -20 \, , \, 20 \right\} \, , \, \left\{ \, z \, , \, -50 \, , \, 50 \right\} \, \right] \, ; \\ & \text{mast = ImplicitRegion} \big[ \, x \, ^2 \, + \, \big( \, z \, - \, 0.9525 \, \big) \, ^2 \, \le \, 0.9525 \, ^2 \, 2 \, \& \, y \, \ge \, 0 \, \& \, y \, \le \, 50 \, , \, \, \left\{ \, x \, , \, y \, , \, z \, \right\} \, \Big] \\ & \text{Out[3]= ImplicitRegion} \big[ \, x \, ^2 \, + \, \big( \, - \, 0.9525 \, + \, z \, \big) \, ^2 \, \le \, 0.907256 \, \& \, \& \, y \, \ge \, 0 \, \& \, y \, \le \, 50 \, , \, \, \left\{ \, x \, , \, y \, , \, z \, \right\} \, \Big] \\ \end{aligned}
```

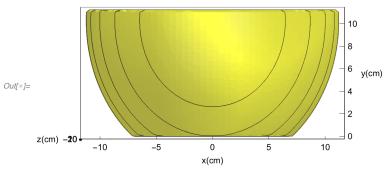
In[•]:= **Show**[RegionPlot3D[boat, PlotTheme \rightarrow "Web", AxesLabel \rightarrow {"x(cm)", "y(cm)", "z(cm)"}, PlotPoints → 55, PlotStyle → Directive[Yellow, Opacity[0.5]]]]



In [\emptyset]:= Show [%42, ViewPoint $\rightarrow \{\infty, 0, 0\}$]



In[@]:= Show[%42, ViewPoint $\rightarrow \{0, 0, \infty\}]$

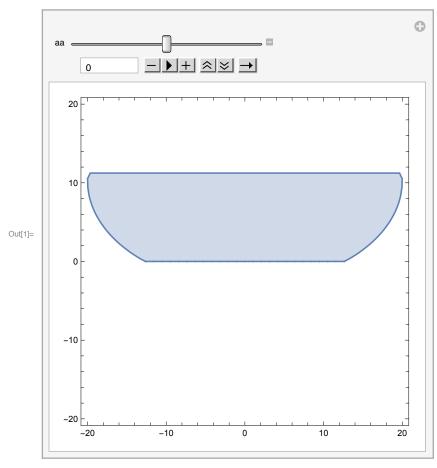


In[11]:= Volume[boat]

Out[11]= 6500.52

In[1]:= Manipulate RegionPlot

$$\begin{array}{l} \text{(aa) } ^2 / \left(11.25\right) ^2 + \left(y - 10.24\right) ^2 / \left(13.24\right) ^2 + \left(z\right) ^2 / \left(20\right) ^2 < 1 & & 0 < y < 11.24, \\ \left\{z, -20, 20\right\}, \left\{y, -20, 20\right\}\right], \left\{aa, -19.8, 19.8\right\} \end{array}$$



• Code for calculating moment of arbitrary ImplicitRegion boat at a heel angle

```
<code>ln[*]:= UnitConvert[Quantity[9.8, "Meters"/"Seconds"<sup>2</sup>], "Centimeters"/"Seconds"<sup>2</sup>]</code>
Out[\circ]= 980. cm/s<sup>2</sup>
in[14]:= boatmass[boatregion_, density_] :=
      mass = N[(Volume[boatregion] * density) + 700., 5]
     boatcom[boatregion_, density_] :=
      com = N[
    boatmass[DiscretizeRegion[boatregion], density]
          NIntegrate[density * {x, y, z}, {x, y, z} ∈ DiscretizeRegion[boatregion]], 5]
    moment[hullshape_, mass_, com_, density_, theta_] := Module[{},
       rads = theta * (Pi/180);
       water = ImplicitRegion[If[rads < Pi / 2, y < Tan[rads] * x + d, y > Tan[rads] * x + d],
          \{ \{x, -20, 20\}, \{y, -20, 20\}, \{z, -25, 25\} \} \};
       under = RegionIntersection[hullshape, water];
       disp = Integrate[1, \{x, y, z\} \in under];
       draft = N[d /. FindRoot[disp == mass, {d, -20, 20}][[1]]];
       cob = RegionCentroid[under /. {d → draft}];
        (* consider the mast as part of the equation*)
       com[[2]] = \frac{(mass * com[[2]]) + (100 * 25)}{mass + 100};
       (*Should the gravity here be 980 cm/s^2?*)
       buoyancy = mass * 980 * {-Sin[rads], Cos[rads], 0};
       torque = Cross[cob - com, buoyancy][[3]];
       torque
     momentrender[hullshape_, mass_, com_, density_, theta_] := Module[{},
       rads = theta * (Pi / 180);
       (*TODO: add var for the draft offset due to moving the origin*)
       water = ImplicitRegion[If[rads < Pi / 2, y < Tan[rads] * x + 15.24 + d,
           y > Tan[rads] * x + d], { \{x, -20, 20\}, \{y, -20, 20\}, \{z, -25, 25\}\}];
       under = RegionIntersection[hullshape, water];
       (* we should define units globally or something,
       I forgot to change the density of water here earlier*)
       disp = Integrate[1, \{x, y, z\} \in under];
       draft = N[d /. FindRoot[disp == mass, {d, -20, 20}][[1]]];
       cob = RegionCentroid[under /. {d → draft}];
       com[[2]] = \frac{(mass * com[[2]]) + (100 * 25)}{mass + 100};
       buoyancy = (mass + 100) * 980 * {-Sin[rads], Cos[rads], 0};
       torque = Cross[cob - com, buoyancy][[3]];
       Print[StringForm["draft (cm): `` then ``", N[draft, 1]]];
       Print[StringForm["Mass (g): ``", N[mass + 100, 1]]];
       Print[StringForm["cob (cm): ``", N[cob, 1]]];
```

```
Print[StringForm["com (cm): ``", N[com, 1]]];
      Print[StringForm["Buoyancy Force (g/cm/s^2): ``", N[buoyancy, 1]]];
      Print[StringForm["Gravitational Force (g/cm/s^2): ``", N[mass * 980, 1]]];
      Print[StringForm["Net Torque (g/cm^2/s^2): ``", N[(mass + 100) * 980, 1]]];
      Print[Rotate[Show[
         RegionPlot3D[boat, PlotTheme → "Web", AxesLabel → {"x", "y", "z"},
           PlotPoints → 55, PlotStyle → Directive[Yellow, Opacity[0.2]]],
         RegionPlot3D[water /. {d \rightarrow draft}, PlotTheme \rightarrow "Web", AxesLabel \rightarrow {"x",
             "y", "z"}, PlotPoints → 55, PlotStyle → Directive[Blue, Opacity[0.3]]],
         RegionPlot3D[under /. {d → draft}, PlotTheme → "Web", AxesLabel →
            {"x", "y", "z"}, PlotPoints → 55, PlotStyle → Directive[Blue, Opacity[0.2]]],
         RegionPlot3D[mast, PlotTheme → "Web", AxesLabel → {"x(cm)", "y(cm)", "z(cm)"},
           PlotPoints → 55, PlotStyle → Directive[Yellow, Opacity[0.2]]],
         ListPointPlot3D[{com}, PlotStyle → Directive[Cyan, Opacity[1]]],
         ListPointPlot3D[{cob}, PlotStyle → Directive[Red, Opacity[1]]],
         ListPointPlot3D[{{0, 25, 0}}, PlotStyle → Directive[Red, Opacity[1]]]
        ], rads]]
In[8]:= findAVS[boat_, density_] := (
       a = \{\};
       b = \{1, 21, 41, 61, 81, 101, 121, 141, 161\};
       For[i = 1, i < 180, i += 20, Print[i];
        a = Append[a, Quiet[moment[boat, boatmass[boat, N[density, 1]],
             boatcom[boat, N[density, 1]], N[density, 1], N[i, 1]]]]];
       data = Transpose@{b, a};
       boatfunction = Interpolation[data];
       Values@FindRoot[boatfunction[x] == 0, {x, 100}])[[1]]
    plotAVS[boat_, density_] := (
       b = \{1, 21, 41, 61, 81, 101, 121, 141, 161\};
       For[i = 1, i < 180, i += 20, Print[i];
        a = Append[a, Quiet[moment[boat, boatmass[boat, N[density, 1]],
             boatcom[boat, N[density, 1]], N[density, 1], N[i, 1]]]];
       data = Transpose@{b, a};
       boatfunction = Interpolation[data];
       Print[Show[
          ListPlot[data], Plot[boatfunction[x], {x, 0, 180}]]];
       Values@FindRoot[boatfunction[x] == 0, \{x, 100\}])[[1]]
```

```
In[*]:= boatmass[boat, N[0.01]]
        boatcom[boat, N[0.01]]
Out[*]= 1047.59
Out[\circ]= \left\{3.58863 \times 10^{-6}, 0.269909, -8.42422 \times 10^{-6}\right\}
In[10]:= avsangle = plotAVS[boat, 0.01]
       21
       41
       61
       81
       101
       121
       141
       161
        6 \times 10^{6}
        5 \times 10^{6}
        4 \times 10^{6}
        3 \times 10^{6}
        2 \times 10^6
        1 \times 10^{6}
                                  50
                                                      100
                                                                          150
       -1 × 10<sup>6</sup>
Out[10]= 140.455
In[22]:= momentrender[boat, boatmass[boat, N[0.1, 1]],
```

boatcom[boat, N[0.1, 1]], N[0.1, 1], N[45, 1]]

draft (cm): -14.3988 then ``

Mass (g): 1450.0515422758158`

cob (cm): $\{5.9668, 4.16628, -6.5953 \times 10^{-17}\}$

com (cm): $\{0.0000751428, 3.03057, -0.000198175\}$

Buoyancy Force (g/cm/s^2): $\left\{-1.00483 \times 10^6, 1.00483 \times 10^6, 0.\right\}$

Gravitational Force (g/cm/s^2): 1.3230505114302994`*^6

Net Torque $(g/cm^2/s^2)$: 1.4210505114302994 $^**^6$

