## Final Exam, Part II: EAS 596

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**Question 1:** (a) The solution of the initial value problem using a fourth order Runge-Kunga method: ode45 comes out to be 0.367891 at time step number 57.

(b)

1(b) Given initial value problem:

$$\dot{y} = \begin{cases} y(-2t + \frac{1}{t}), & t \neq 0 \\ 1, & t = 0 \end{cases}$$

$$\dot{y} = y(-2t + \frac{1}{t})$$

$$\Rightarrow \frac{dy}{dt} = -2t dt + \frac{dt}{t}$$
Above is the integral problem for the given initial value problem.

Integrating both sides,

$$ln y + c_1 = -t^2 + ln t + c_2$$

$$\Rightarrow ln (\frac{y}{ct}) = -t^2 [combining all constants as c]$$

$$\Rightarrow y = ct e^{-t^2} - t^2 [combining all constants as c]$$
To determine the integration constant, c
$$\frac{dy}{dt} = c(e^{-t^2} - 2t^2e^{-t^2}) ... egcii)$$
We know,  $\frac{dy}{dt} = 1$ 

:. 
$$c(e^{\circ}-0)=1 \Rightarrow c=1$$

Thus, we get
$$y = te$$

$$y = (1-2t^{2})e^{-t^{2}}$$

$$y = (1-2t^{2})e^{-t^{2}}$$
(c) Exact solution,  $y(1)$ 

$$y(1) = 1.e^{-(1)^{2}}$$

$$= 0.3678$$

(d) The solution obtained using 2 point Guass Quadrature rule is: 0.367885 for number of guass intervals = 4. Thus, the number of points needed for 2 point Guass Quadrature Rule to get within 1% accuracy of the exact solution is 4 whereas the number of timesteps required using ode45 is 57. The function to calculate Guass Quadrature is used from the homework solutions.

#### Question 2:

(a)

# Given Equations:

$$x = L_1 \cos \theta_1 + L_2 \cos \theta_2$$

$$h = L_1 \sin \theta_1 + L_2 \sin \theta_2$$

 $\theta_1$ , L, L<sub>2</sub> and h are given and unknowns are  $\theta_2$  and x.

The following equations will be the system of non-linear equations for which we use Root finding methods such as Newton-Raphson:

$$x - L_{1} \cos \theta_{1} - L_{2} \cos \theta_{2} = 0 \Rightarrow f_{1}(x, \theta_{2}) = 0$$
  
 $h - L_{1} \sin \theta_{1} - L_{2} \sin \theta_{2} = 0 \Rightarrow f_{2}(x, \theta_{2}) = 0$ 

Thus, our root problem has the above two equations and our system of non-linear equation looks as follows:

$$\frac{f(x) = 0}{f(x)} = \frac{x}{2} = \begin{bmatrix} x \\ \theta_2 \end{bmatrix}$$

$$\frac{f(x) = 0}{f(x)} = \begin{bmatrix} x - L, \cos\theta, -L_2\cos\theta_2 \\ L - L, \sin\theta, -L_2\sin\theta_2 \end{bmatrix}$$

- (b) ii: The function newton\_sys.m, to solve the root problem for the given nonlinear system of equation using Newton's method is taken from the homework solutions.
- (b) iii: The required plot is shown in figures 1.

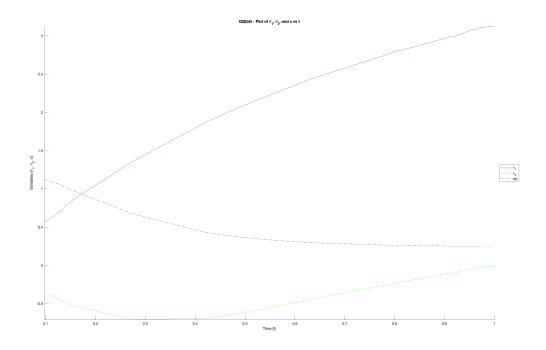


Figure 1: Q2(b) iii: Plot for  $\theta_1,\theta_2,x$  vs. t

- (b) vi: The work done by the piston is -29.592988.
- (b) v: The plot for computed piston force vs. x is shown in figure 2.

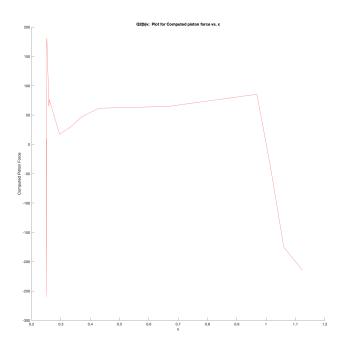


Figure 2: Q2(b) v: Computed piston force vs. x

(c) The coefficients  $c_1$  and  $c_2$  are 6.2185 and 0.9826 respectively. The plot for the data and the best curve fit is shown in figure 3.

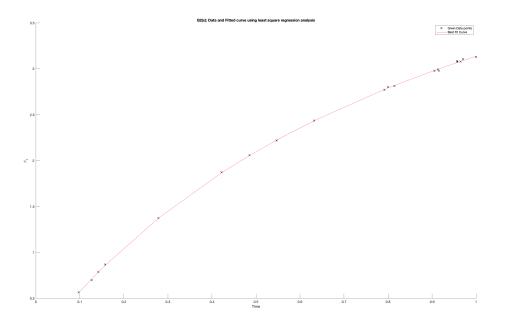


Figure 3: Q2(c): Data and the best curve fit for  $\theta_1$  using least square regression analysis

(d) The work done by the piston when using the best curve fit values for  $\theta_1$  is -20.102428. The required plots are shown in figures 4 and 5.

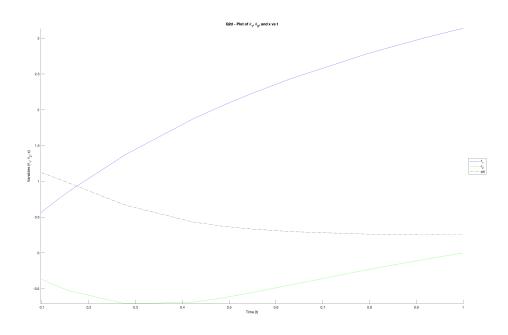


Figure 4: Q2d iii: Plot for  $\theta_1, \theta_2, x$  vs. t in case of best curve fit values

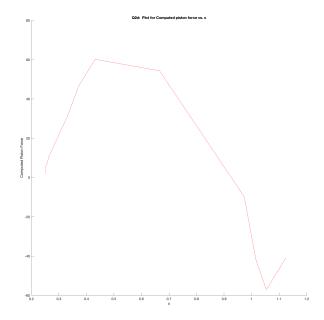


Figure 5: Q2d v: Computed piston force vs. x in case of best curve fit values

### Question 3:

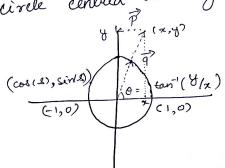
3(a) In the given question points on the where as  $\vec{p}$  is any point in the two-dimensional space.

Thus, in two-dimensional space the point which is closest to  $\vec{p}$  will have minimum value of the distance from  $\vec{p}$ .

Thus, the function is denoted as  $|\vec{q}-\vec{p}|$ 

3(b)  $\chi(s) = \cos(s)$  $y(s) = \sin(s)$   $s \in [0, 2\pi]$ 

Thus, our parametric interface here is a cult sircle centred at origin (sin'x + cus'x = 1)



Clearly,  $|\vec{q}| = 1$   $|\vec{q} - \vec{p}|$  will be minimum in the case drawn in the figure (i.e. when the points  $p, q \in (0,0)$  lie on the same line).

$$\theta = \tan^{-1}\left(\frac{y}{x}\right)$$

$$\therefore \vec{q} \text{ becomes} \qquad \cos \theta \hat{i} + \sin \theta \hat{j}$$

$$= \frac{x}{\sqrt{x^2 + y^2}} \hat{i} + \frac{y}{\sqrt{x^2 + y^2}} \hat{j}$$

(C) Distance between points p and q,  

$$d = \sqrt{(x - \cos(s))^2 + (y - \sin(s))^2}$$

$$\frac{O(d)}{ds} = 0$$

$$3) 0 \Rightarrow \frac{1}{2} \times \frac{2((x - \cos(x)) \cdot \sin(x) + 2(y - \sin(x)) (-\cos(x))}{\sqrt{(x - \cos(x))^{2} + (y - \sin(x))^{2}}}$$

$$\Rightarrow$$
  $\chi \sin(3) - \sin(3) \cos(3) - y \cos(3) + \sin(3) \cos(3) = 0$ 

$$\Rightarrow$$
  $x \sin(x) = y\cos(x)$ 

$$= \frac{y}{x} \quad \text{or } s = \tan^{-1}\left(\frac{y}{x}\right)$$

which is same as the 0 obtained in part (b) for point q to be closest to point p

- (d) The analytic solution for  $\vec{q}$  corresponding to  $\vec{p}=(4,2)$  is (0.8944, 0.447217) which is same as the one obtained using fminbnd which is (0.894427, 0.447214). The distance between  $\vec{q}$  and  $\vec{p}$  in both the cases is 3.4721.
- (e) The closest point  $\vec{q}$  to the point  $\vec{p}$  using Newtons method(initial guess is taken to be 0.5) is (0.893410, 0.449242) which is quite similar to the previous case.
- (f) It is clear from figure 6 that different points are obtained for different initial guesses.

Closest point  $\vec{q}$  to the point  $\vec{p}$  using Newton's method for Initial Guess s = 0: (0.943991, 0.381088) (red point in the graph). This is the best guess and we get the point on the interface which is closest to the point  $\vec{p}$ . The initial guess in this case is (1.5,0).

Closest point  $\vec{q}$  to the point  $\vec{p}$  using Newton's method for Initial Guess s =  $\pi/2$ : (0.353375, 0.353733) (blue point in the graph). In this case, the solution gets trapped at a local maxima, when we start at an initial guess of (0,1.5).

Closest point  $\vec{q}$  to the point  $\vec{p}$  using Newton's method for Initial Guess s =  $5\pi/4$ : (-0.353553, -0.353553) (green point in the graph). In this case, the solution gets trapped at a local minima, when we start at an initial guess of  $(-1/2\sqrt(2), -1/2\sqrt(2))$ .

The required plot is shown in figures 6.

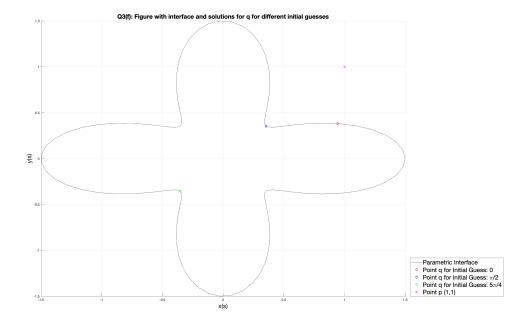


Figure 6: Q3f : Figure with interface and solutions for  $\vec{q}$  for different initial guesses