

# BIOE 198MI Biomedical Data Analysis. Spring Semester 2019.

## Lab 2: Modelling Projectile Motion

### Problem Statement

You are tasked with firing a cannonball the objective of maximizing the distance that the cannonball travels. You can control the angle of elevation,  $\theta$  and initial velocity,  $v_0$ .



Assuming that the only external forces working on the projectile is gravity, how would you model the motion of the cannonball in MATLAB and find the optimal conditions?

### A. PLOT TRAJECTORY AT A FIXED INITIAL ANGLE

Useful equations:

$$\vec{d} = \vec{v}_0 t + \frac{1}{2} \vec{a} t^2$$

Set initial parameters

$$\vec{v}_0 = 25 \text{ m/s}, \theta = 60^\circ, (x_0, y_0) = (0, 0) \text{ m},$$

Other variables:

$$\vec{d}(t), t = ?, \vec{a} = ?$$

**Approach: Break 2D problem into 2 1D problems**

	x- component	y-component
$\vec{d}(t)$	$v_{0,x} \cdot t + \frac{1}{2} a_x \cdot t^2$	$v_{0,y} \cdot t + \frac{1}{2} a_y \cdot t^2$
$\vec{v}_0$	$v_0 \cos \theta$	$v_0 \sin \theta$
$\vec{a}$	$0 \text{ m/s}^2$	$-9.8 \text{ m/s}^2$

Strategy to plot the trajectory:

$$y(x) \Rightarrow \begin{cases} x = x(t) \\ y = y(t) \end{cases}$$

We transform our equation into a parametric equation. For given time  $t$ , we can calculate the corresponding  $x$  and  $y$ , then plot them in the figure.

```

%% Modeling & Plotting Projectile Motion
clear all; close all
%Setting initial variables
v_0 = 25; % meters/second
theta = 60; % degrees

t=0:0.1:20; % time range for calculation (seconds)

% X-component
v_0x = v_0*cosd(theta); % calculating x component of initial velocity
a_x = 0; % setting x component of acceleration

d_x = v_0x.*t + 0.5*a_x.*t.^2; % calculating x positions

% Y-component
v_0y = v_0*sind(theta); % calculating y component of initial velocity
a_y = -9.8; % setting y component of acceleration in m/s^2

d_y = v_0y.*t + 0.5*a_y.*t.^2; % calculating y positions

% Truncate the trajectory such that the curve is above the horizontal line
d_xplot=d_x(d_y>=0);
d_yplot=d_y(d_y>=0);

% Plotting final results
figure(1)
plot(d_xplot,d_yplot)
    xlabel('X position (m)')
    ylabel('Y position (m)')
hold on

```

There is another way of plotting this figure, we can try it and compare it with the first figure.  
How to do that?

Here is my code:

```

%% Another way of plotting it
%Setting initial variables
v_0 = 25; % meters/second
theta = 60; % degrees

% X-component
v_x = v_0*cosd(theta); % calculating x component of initial velocity
a_x = 0; % setting x component of acceleration

% Y-component
v_y = v_0*sind(theta); % calculating y component of initial velocity
a_y = -9.8; % setting y component of acceleration in m/s^2

d_x=0:1:60; % assign the range of displacement in x direction

```

```

                                % calculate the displacement in y direction(fill this
                                line)

% Truncate the trajectory such that the curve is above the horizontal line
d_xplot=d_x(d_y>=0);
d_yplot=d_y(d_y>=0);

% Plotting final results
figure(1)
plot(d_xplot,d_yplot,'o')
    xlabel('X position (m)')
    ylabel('Y position (m)')
hold off

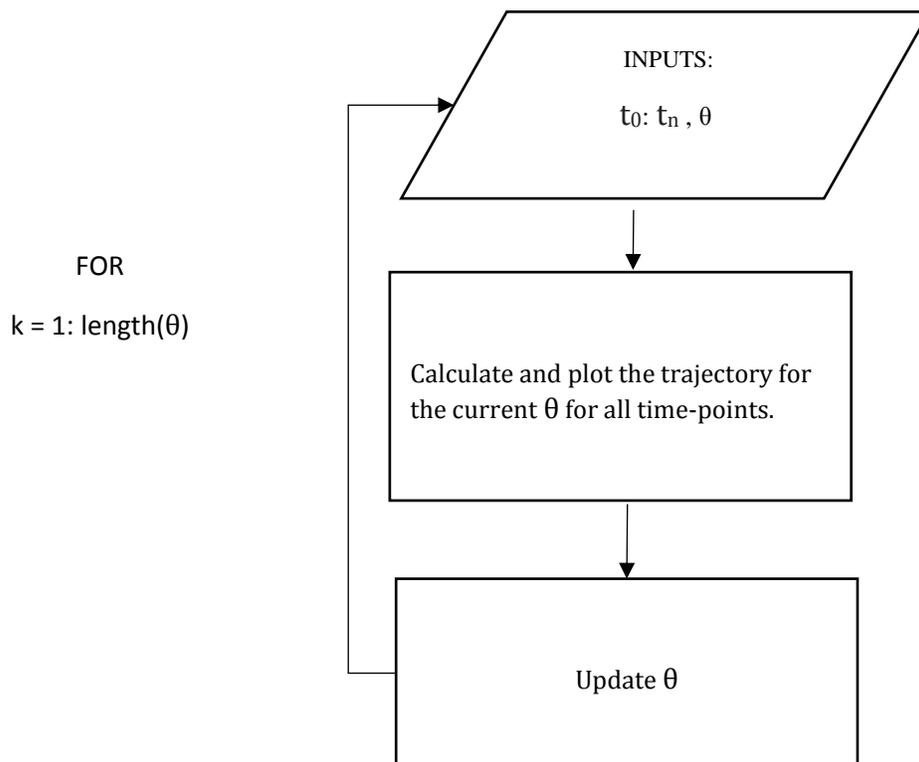
```

Which method is good, why?

## B. OPTIMIZATION ON INITIAL ANGLE

Still use the same code in part A(first method). Changing initial angle and see what you get. Try  $\theta = 20^\circ, 40^\circ, 60^\circ, 80^\circ$ .

For-loops are a useful tool for performing the same calculation multiple times and for recursive calculations.



Here is the code:

```
clear all; close all
%Setting initial variables
v_0 = 25; % meters/second

t=0:0.1:20; % time range for calculation (seconds)
a_x = 0; % setting x component of acceleration
a_y = -9.8; % setting y component of acceleration in m/s^2
theta_range=0:1:89; %%varying theta from 0 to 89
dist=zeros(1,length(theta_range));%%store the distance value for each theta

for i=1:length(theta_range)

    %get current theta value
    % calculating x component of initial velocity
    % calculating y component of initial velocity
    % calculating x positions
    % calculating y positions

    % Truncate the trajectory such that the curve is above the horizontal
    line
    d_xplot=d_x(d_y>=0);
    d_yplot=d_y(d_y>=0);

    dist(i)=max(d_xplot);
end

figure(2)

%plot that result and see how dist change with respect to theta(fill this
line)
hold on
```

What kind of shape is it? Can you explain it with mathematical expression?

### C. OPTIMIZATION ON INITIAL VELOCITY

Similar process as part B. The only difference is that, instead of varying theta, we are going to vary  $v_0$ .

```
clear all; close all
%Setting initial variables
theta = 60; % meters/second

t=0:0.1:20; % time range for calculation (seconds)
a_x = 0; % setting x component of acceleration
a_y = -9.8; % setting y component of acceleration in m/s^2
v0_range=10:1:30; % varying theta from 10 to 30

%% finish the rest of your code and plot your result
```

### Assignment:

Consider how accounting for drag would affect this problem.

Let's assume that the drag force,  $F_d$ , can be modeled as:

$$F_d = -b \cdot \vec{v}(t)$$

Where  $b$  is the drag coefficient. This leads to an acceleration due to drag that can be written as:

$$\vec{a} = -\frac{b}{m} \cdot \vec{v}(t)$$

For homework, add the impact of drag along both the  $x$  and  $y$  components to your existing model. Graph a similar series of modeled trajectories to model the impact of drag and determine what values would be need for  $v_0$  with  $\theta$  set at  $45^\circ$  to hit a target that is 18 meters away.

For the sake of simplicity, let  $\frac{b}{m} = 1$ , so that  $\vec{a}(t) = -\vec{v}(t)$

*Let's break this down like before:*

Initial parameters

$$\vec{v}_0 = ?? \text{ m/s}, \theta = 45^\circ$$

Other variables:

$$t, \vec{d}(t), \vec{v}(t), \vec{a}(t), g = -9.8 \text{ m/s}^2$$

### Approach: Break 2D problem into 2 1D problems

	x- component	y-component
$\vec{d}(t)$	$-v_{0,x}e^{-t} + v_{0,x}$	$g * t - (v_{0,y} - g) * (e^{-t} - 1)$
$\vec{v}(t)$	$v_{0,x}e^{-t}$	$g + (v_{0,y} - g)e^{-t}$
$\vec{a}(t)$	$-v_x(t)$	$g - v_y(t)$

Hint:

1. Use similar code in part C to get the right answer.

2. Searching range of  $\vec{v}_0$  is [10,30]

3. Since it is difficult to get exact the same answer. After you get *dist* vector which has the same meaning in part C. We can use the following code to get the final answer.

```
[value, position]=min(abs(dist-18));  
v0_ans=v0_range(position);
```