

Computing for the Physical Sciences

CSE1541M

Who Am I?

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Course Format

- ▶ everything you need to know is on the course website
 - ▶ <http://www.eecs.yorku.ca/course/1541>
- ▶ labs start next Tuesday (Jan 14)

CSE1541 Overview

- ▶ an introductory programming course using MATLAB
- ▶ examples and problems drawn from physics

What is MATLAB?

- ▶ a numerical computing environment that has its own programming language
 - ▶ interactive: the user can enter commands and "stuff" happens
 - ▶ visualization: rich set of plotting functionality
 - ▶ programmable: the user can create programs that can be run within the MATLAB environment

A Quick Tour of MATLAB

- ▶ the equation of a non-vertical line in 2D is:

$$y = mx + b$$

- ▶ plot the line

$$y = \frac{1}{2}x - 1$$

on the domain $-1 \leq x \leq 5$

Current Folder

<< MATLAB

Name

Details

```

>> x = -1:5

x =

    -1     0     1     2     3     4     5

>> y = 0.5 * x - 1

y =

Columns 1 through 5

-1.5000    -1.0000    -0.5000         0     0.5000

Columns 6 through 7

    1.0000    1.5000

>> plot(x, y, 'o-')
fx >>
  
```

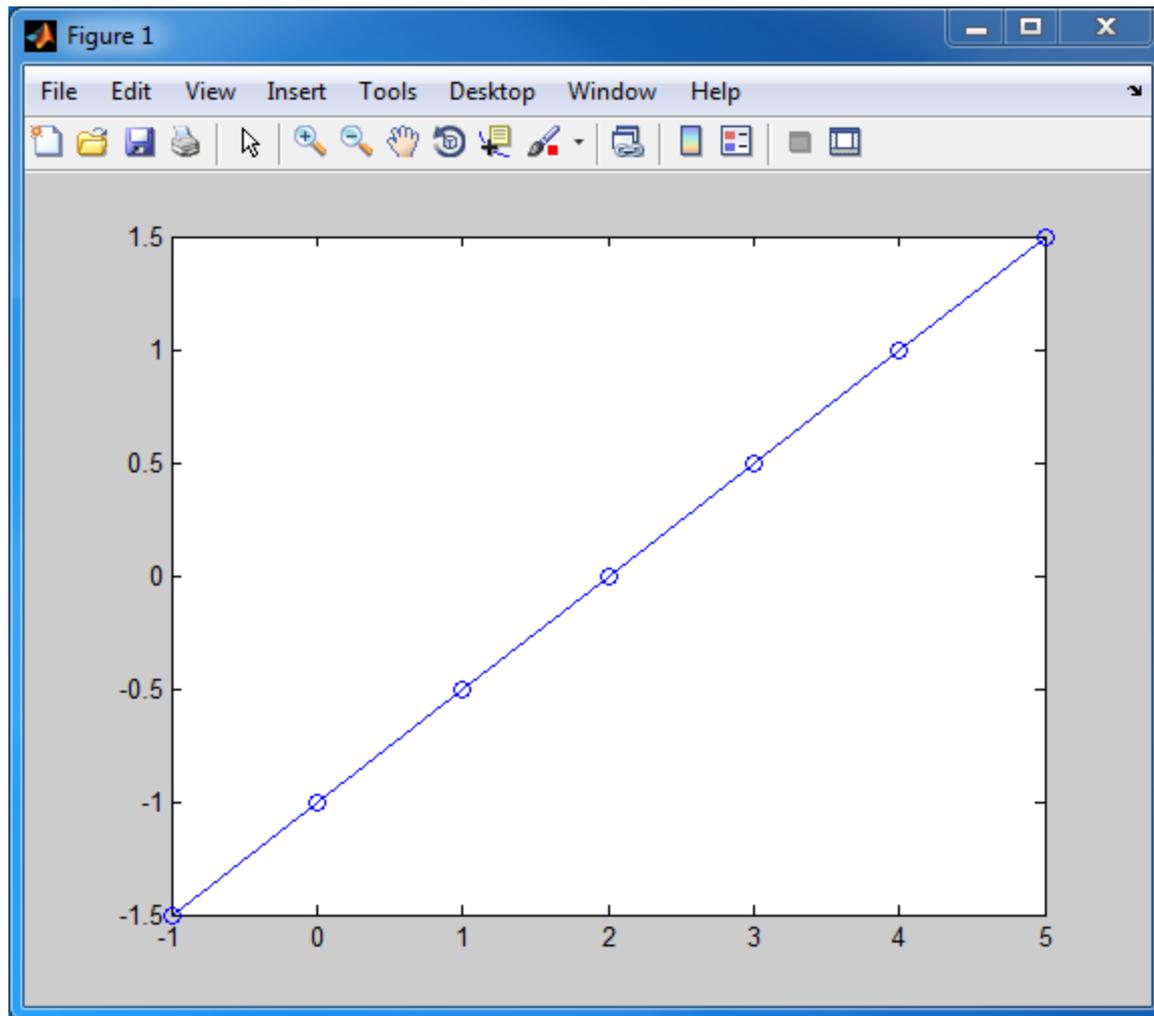
Workspace

Name	Value
x	[-1,0,1,2,3,4,5]
y	[-1.5000,-1,-0.5000,0,0.5000,1,1.5000]

Command History

```

1/6/2014 10:24
x = -1:5
y = 0.5 * x - 1
plot(x, y, 'o-')
  
```



A Quick Tour of MATLAB

- ▶ find the intersection of the two lines:

$$y = \frac{1}{2}x - 1$$

$$y = -\frac{1}{3}x + 2$$

File Edit Debug Parallel Desktop Window Help

Current Folder: C:\Users\burton\Documents\MATLAB

Shortcuts How to Add What's New

Current Folder

<< MATLAB

Name

Details

Select a file to view details

Command Window

>> y = -1 / 3 * x + 2

y =

Columns 1 through 5

2.3333 2.0000 1.6667 1.3333 1.0000

Columns 6 through 7

0.6667 0.3333

>> hold on

>> plot(x, y, 'r*-')

fx >>

Workspace

Name Value

x	[-1,0,1,2,3,4,5]
y	[2.3333,2,1.6667,1.3333,1,0.6667,0.3333]

Command History

1/6/2014 10:24

x = -1:5

y = 0.5 * x - 1

plot(x, y, 'o-')

clc

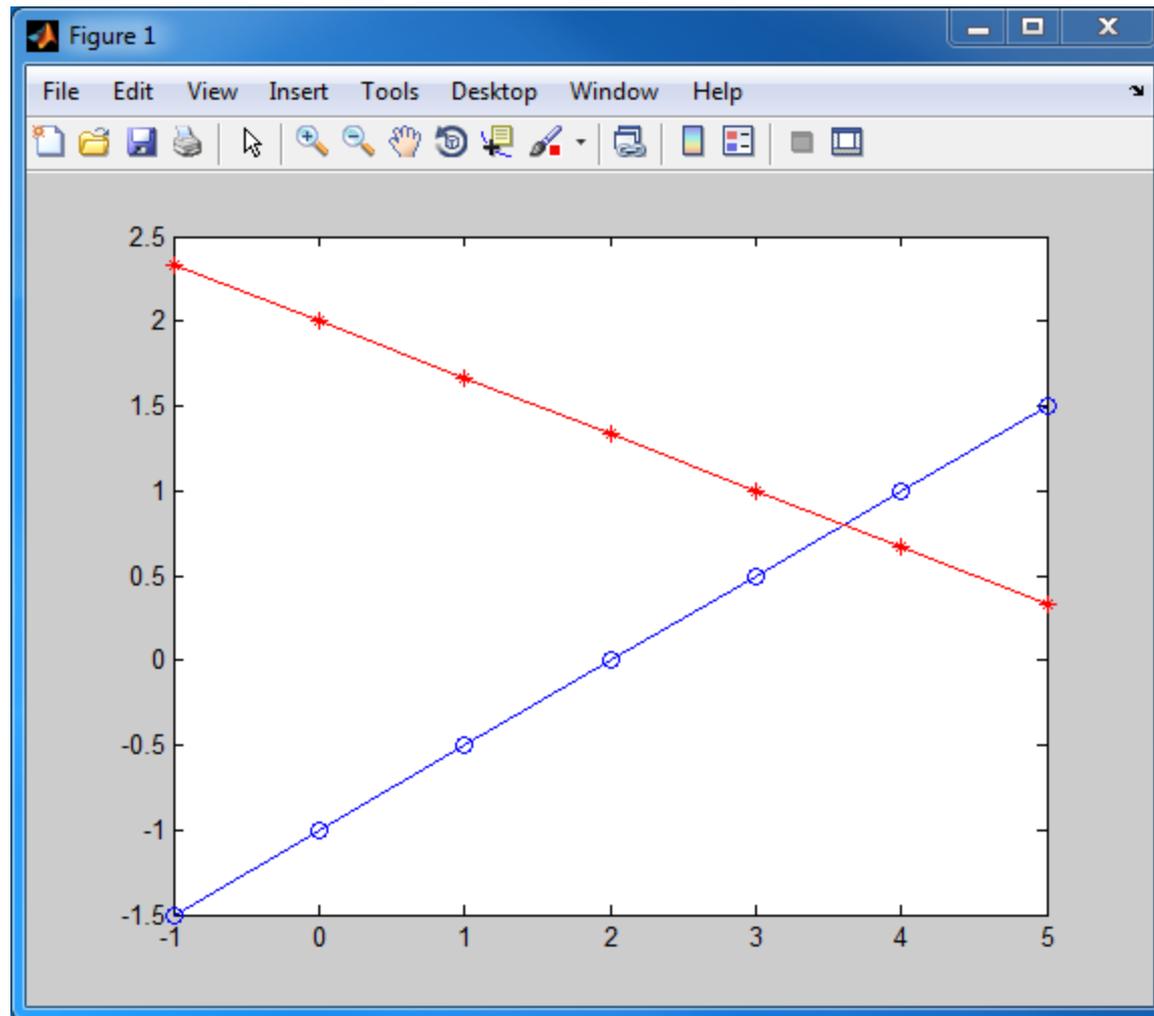
y = -1 / 3 * x + 2

hold on

plot(x, y, 'r*-')

OVR

10:46 PM
1/6/2014



A Quick Tour of MATLAB

- ▶ it looks like the intersection point is somewhere around

$$\begin{bmatrix} 3.7 \\ 0.7 \end{bmatrix}$$

- ▶ can we find the exact intersection point?

A Quick Tour of MATLAB

- ▶ rewrite the equations of the lines as:

$$\frac{1}{2}x - y = 1$$

$$\frac{1}{3}x + y = 2$$

- ▶ this system of two equations can be written in matrix form as:

$$\begin{bmatrix} \frac{1}{2} & -1 \\ \frac{1}{3} & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

Select a file to view details

```
>> A = [1 / 2 -1;
        1 / 3 1]
```

```
A =
    0.5000 -1.0000
    0.3333 1.0000
```

```
>> b = [1;
        2]
```

```
b =
    1
    2
```

```
>> u = A \ b
```

```
u =
    3.6000
    0.8000
```

fx >> |

Name	Value
A	[0.5000,-1;0.3333,1]
ans	[3.6000;0.8000]
b	[1;2]
u	[3.6000;0.8000]
x	[-1,0,1,2,3,4,5]
y	[2.3333,2,1.6667]

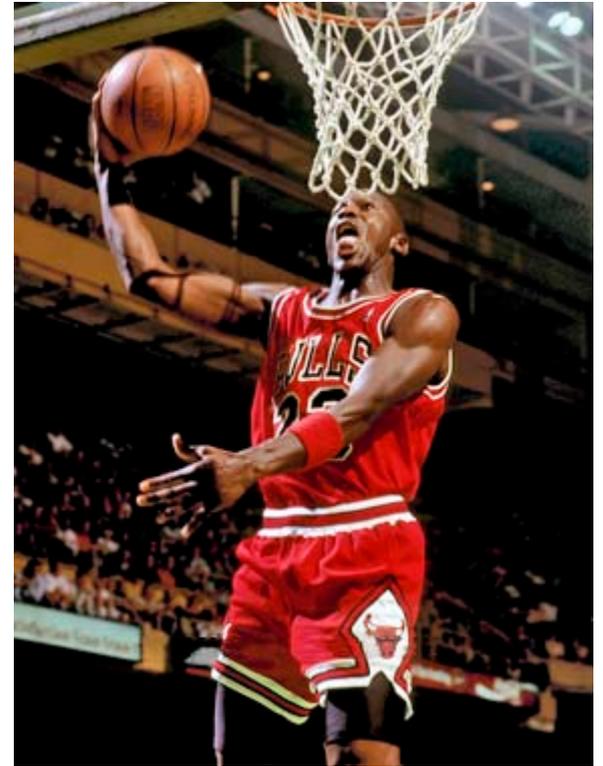
```

plot(x, y, 'r*')
clc
y = -1 / 3 * x
hold on
plot(x, y, 'r*')
clc
A = [1 / 2 -1;
1 / 3 1]
b = [1;
2]
u = A \ b

```

A Quick Tour of MATLAB

- ▶ elite basketball players seemingly defy gravity by hanging in the air
- ▶ in his prime, Michael Jordan's (MJ) vertical leap was approximately 1.2 m. Assuming $g = 9.8 \text{ m/s}^2$, MJ would have to jump vertically with an initial velocity $v_0 = 4.8497 \text{ m/s}$ to achieve a maximum height of 1.2m
- ▶ explain why elite jumpers appear to hang in midair



A Quick Tour of MATLAB

- ▶ from the equations of projectile motion, we know that the vertical displacement of the jumper is given by:

$$y(t) = v_0 t - \frac{1}{2} g t^2$$

- ▶ let's plot $y(t)$ for $0 \leq t \leq 1$

Current Folder

<< MATLAB

Name

Details

Select a file to view details

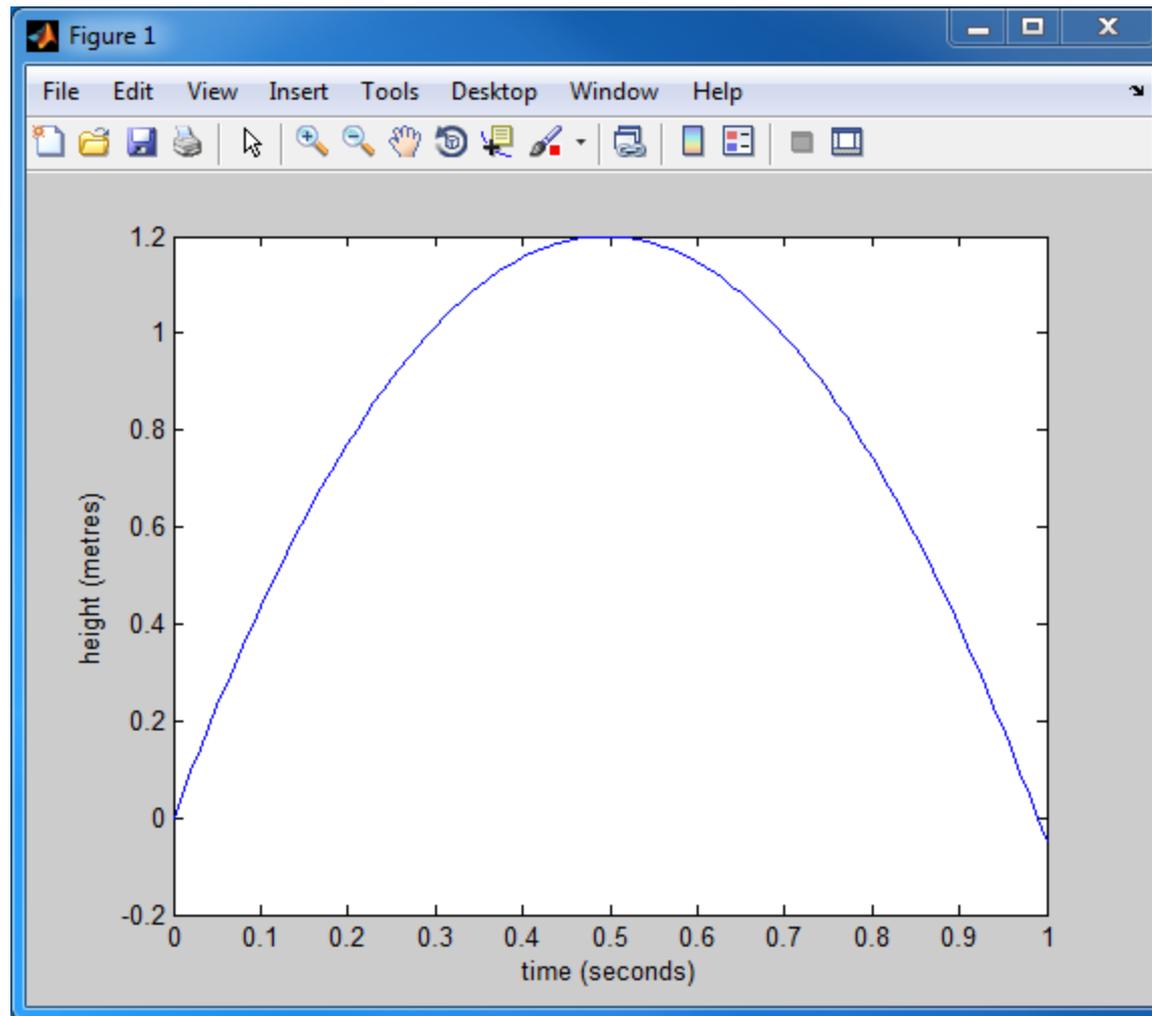
```
>> g = 9.8;
>> v0 = 4.8497;
>> t = 0:0.01:1;
>> y = v0 * t - 0.5 * g * t .* t;
>> plot(t, y);
>> xlabel('time (seconds)')
>> ylabel('height (metres)')
fx >>
```

Workspace

Name	Value
A	[0.5000,-1;0.3
ans	0.3960
b	[1;2]
g	9.8000
t	<1x101 doub
u	[3.6000;0.800
v0	4.8497
x	[-1,0,1,2,3,4,5
y	<1x101 doub

Command History

```
u = A \ b
A * u
clc
g = 9.8;
v0 = 4.8497;
t = 0:0.01:1;
y = v0 * t - 0
plot(t, y);
xlabel('time (s)')
ylabel('height (m)')
```



A Quick Tour of MATLAB

- ▶ this still doesn't really explain why the jumper seems to hang mid-air
- ▶ what fraction of the total time spent in the air is the jumper at a height of 1m or more?
- ▶ we could solve this exactly using the quadratic equation
- ▶ we could estimate this by counting the number of values of y where $y \geq 1$

Current Folder

<< MATLAB

Name

Details

```

>> sum(y >= 1) / sum(y >= 0)

ans =

    0.4040

fx >> |

```

Workspace

Name	Value
A	[0.5000,-1;0.3
ans	0.4040
b	[1;2]
g	9.8000
t	<1x101 doub
u	[3.6000;0.800
v0	4.8497
x	[-1,0,1,2,3,4,5
y	<1x101 doub

Command History

```

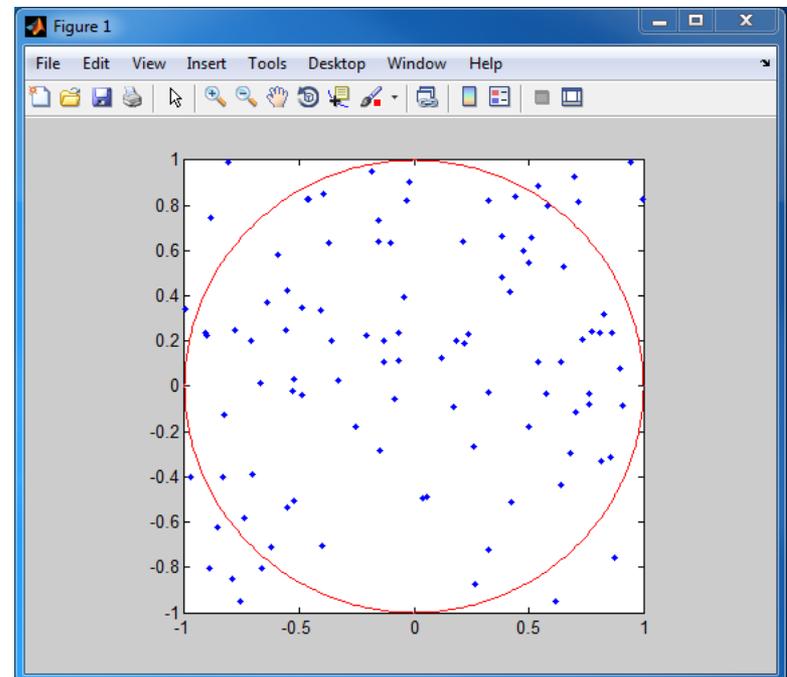
clc
g = 9.8;
v0 = 4.8497;
t = 0:0.01:1;
y = v0 * t - 0.5 * g * t.^2;
plot(t, y);
xlabel('time (s)');
ylabel('height (m)');
clc
sum(y >= 1) / sum(y >= 0)

```

A Quick Tour of MATLAB

- ▶ Monte Carlo integration is a technique for numerical integration that uses random numbers
- ▶ a classic example is calculating the area of a circle of radius 1

1. generate n random points inside the square containing the circle
2. count the number of points m inside the circle
3. estimate the area as $4 * m / n$



```
>> n = 100;  
>> x = rand(1, n) * 2 - 1;  
>> y = rand(1, n) * 2 - 1;  
>> m = sum(x.^2 + y.^2 < 1);  
>> area = 4 * m / n
```

```
area =
```

```
3.16
```

```
fx >>
```

A	[0.5000,-1
a	<1x360 d
ans	-0.0021
area	3.1600
b	[1;2]
c	<2x510 d
g	9.8000
h	174.0065
m	79
n	100
r2	<1000x10
t	<1x101 d

```
%-- 1/7/2014 1:00  
n = 100;  
x = rand(1, n) *  
y = rand(1, n) *  
m = sum(x.^2 +  
area = 4 * m / n
```

Select a file to view details

A Quick Tour of MATLAB

- ▶ if you repeat the process, you will probably get a different answer
 - ▶ because the points are chosen at random

Current Folder

<< MATLAB

Name

Details

Select a file to view details

```
>> x = rand(1, n) * 2 - 1;
>> y = rand(1, n) * 2 - 1;
>> m = sum(x.^2 + y.^2 < 1);
>> area = 4 * m / n

area =

                3.36

fx >>
```

Workspace

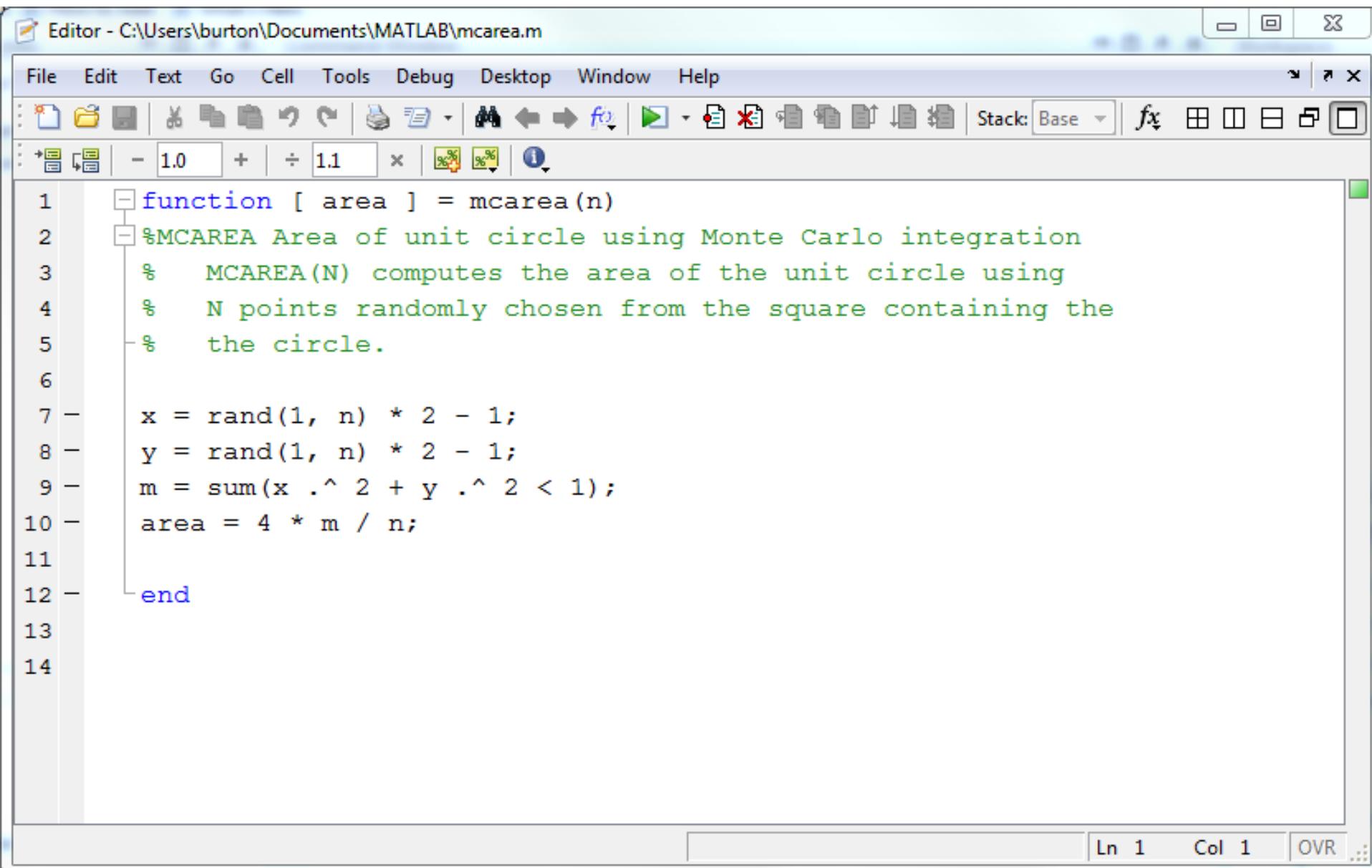
Name	Value
A	[0.5000,-1
a	<1x360 d
ans	-0.0021
area	3.3600
b	[1;2]
c	<2x510 d
g	9.8000
h	174.0065
m	84
n	100
r2	<1000x10
t	<1x101 d

Command History

```
n = 100;
x = rand(1, n)
y = rand(1, n)
m = sum(x.^2
area = 4 * m /
clc
x = rand(1, n)
y = rand(1, n)
m = sum(x.^2
area = 4 * m /
```

A Quick Tour of MATLAB

- ▶ we might want to repeat the calculation many times to find out:
 - ▶ how much the estimate varies for a given value of n
 - ▶ how accurate the estimate is for a given value of n
 - ▶ how the precision and accuracy vary as a function of n
- ▶ to repeat a calculation made up of several commands you can put the commands in a user-defined function
 - ▶ you (or anyone else) can then call the function with a single command



The image shows a MATLAB Editor window titled "Editor - C:\Users\burton\Documents\MATLAB\mcarea.m". The window contains the following MATLAB code:

```
1 function [ area ] = mcarea(n)
2 %MCAREA Area of unit circle using Monte Carlo integration
3 % MCAREA(N) computes the area of the unit circle using
4 % N points randomly chosen from the square containing the
5 % the circle.
6
7 x = rand(1, n) * 2 - 1;
8 y = rand(1, n) * 2 - 1;
9 m = sum(x .^ 2 + y .^ 2 < 1);
10 area = 4 * m / n;
11
12 end
```

The status bar at the bottom right of the window shows "Ln 1 Col 1 OVR".

Current Folder

<< MATLAB

Name
mcaream

Details

```

>> area = mcaream(10)

area =

           3.6

>> area = mcaream(1000)

area =

       3.096

>> area = mcaream(1000000)

area =

    3.141324

fx >>

```

Workspace

Name	Value
A	[0.5000,-1
a	<1x360 d
ans	-0.0021
area	3.1413
b	[1;2]
c	<2x510 d
g	9.8000
h	174.0065
m	84
n	100
r2	<1000x10
t	<1x101 d

Command History

```

area = 4 * m /
clc
area = mcaream(
area = mcaream(
area = mcaream(
area = mcaream(
clc
area = mcaream(
area = mcaream(
area = mcaream(

```