

```
oo
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o       oooo
ooooooo  ooo
o       ooo
```

```
oo
oooooo
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```

```
o
oooooo
ooo
```

## *WP@ELAB training, the calculus day*

Vojtech Svoboda, Pavel Kuriscek, Frantisek Lustig

November 16, 2021



## Table of Contents

- 1 *Introduction*
- 2 *1D problem in cartesian coordinates: free fall*
- 3 *1D problem in rotational system: pendulum*
- 4 *Numerical simulation versus experiment*
- 5 *Final remarks*
- 6 *Summary*

# *First of all ...*

*Companion website*

<http://buon.fjfi.cvut.cz/wp>



- This presentation (in latex) .. to be reused/adapted for education.
- All used examples (ready to be used for education).
- Other relevant info.
- Resources.



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# Motivation

## Scientific problem

Theory, **Numerical simulation**, Experiment

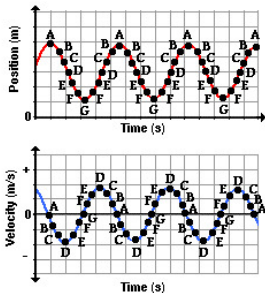
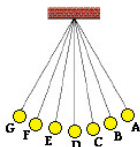
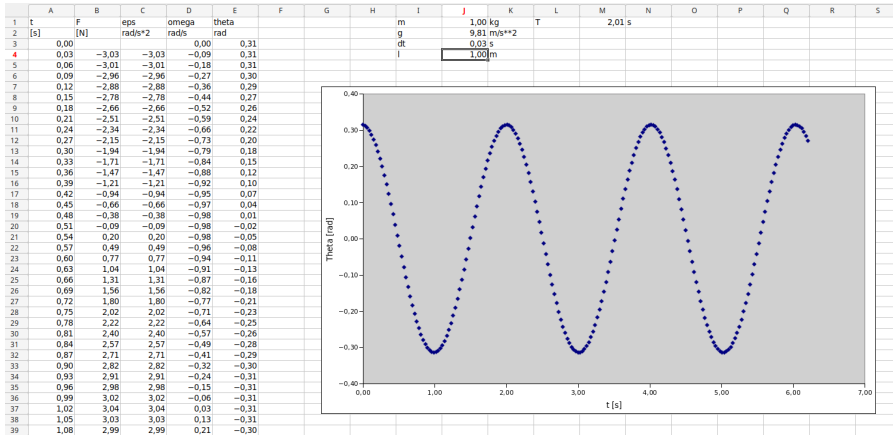


Figure: Pendulum analysis © [Hen20]

Figure: Soberenia Pendulum

# Screenshot: Pendulum basic @ spreadsheet



# Screenshot: Pendulum basic @ processing

← → ↻ 🏠 <https://editor.p5js.org/vojtech.svob/sketches/VTEaAkgs>

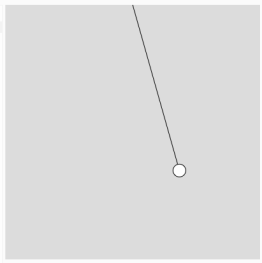
📧 M 🌐 C 🇨🇵 N 📁 Ggs 📁 TVBj 📁 Trelo 📁 Aktual 📁 KnowH 📁 GM 📁 Dg 📁 GW 📁 #0 📁 GMrM 📁 Osobni 📁 Duše 📁 Galleries 📁 Viol 🇻🇪 YT 📁 BckgM 🇨🇵 Spánek 📁 WP

**p5** File Edit Sketch Help

▶ Auto-refresh Pendulum - basic version by vojtech.svob

> sketch.js Saved: 3 minutes ago Preview

```
1 function setup() {
2   createCanvas(400, 400);
3   m=2
4   l=2.705
5   g=9.814
6   dt=0.02
7   t=0
8   theta = 3.14/10; // Pendulum initial angle theta
9   omega = 0; // Initial angular velocity
10  C = 2; // Center point
11 }
12
13 function draw() {
14   background(220);
15   // physics
16   t = t + dt;
17   F=-m*g*sin(theta)
18   epsilon = (F/m)/l; //angular acceleration
19   omega = omega + epsilon * dt;
20   theta = theta + omega * dt;
21   xp = C - l * sin(theta); // X coordinate of pendulum ball
22   yp = l * cos(theta); // Y coordinate of pendulum ball
23   //draw it
24   ppm=100 //scale it to the canvas (from meters to pixels)
25   line(C*ppm, 0, xp*ppm, yp*ppm);
26   ellipse(xp*ppm, yp*ppm, 20, 20);
27 }
```



▶ See example

# Objectives

*(World) Pendulum ... as a gate to physics*

Numerical simulations point of view

- A comprehensive, as simple as possible numerical approach to the Pendulum problem using Euler scheme for solving ordinary differential equations (ODE) developed under various Computer Algebraic Systems:
  - spreadsheet (Excel, LibreOffice Calc, Google, gnumeric),
  - p5\* processing,
  - jupyter notebook (python),
  - octave (matlab).
- Wide range of simple examples (ready to be used for education)
- Way to avoid the complex math problems (ODE) in the (early) physics education.



# Outline of the talk

- 1 *Introduction*
  - Motivation
  - Vojtech Svoboda @ CTU
  - Euler method
- 2 *1D problem in cartesian coordinates: free fall*
  - Spreadsheet
  - Processing
  - Python
- 3 *1D problem in rotational system: pendulum*
  - Basic analysis (spreadsheet & processing & octave)
  - Pendulum with friction (spreadsheet & processing)
  - Pendulum - phase space (spreadsheet)
  - Pendulum - energy conservation (spreadsheet)
  - Pendulum - small angle approximation analysis (spreadsheet)
  - Two pendulums (processing)
- 4 *Numerical simulation versus experiment*
  - Prague
  - World pendulum
- 5 *Final remarks*
  - 2D problem in cartesian coordinates: horizontal launch
  - Runge Kutta
  - ODE solving with standard functions



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# Faculty of Nuclear Sciences and Physical Engineering Czech Technical University in Prague



FNSPE main building in Prague



FNSPE insignia

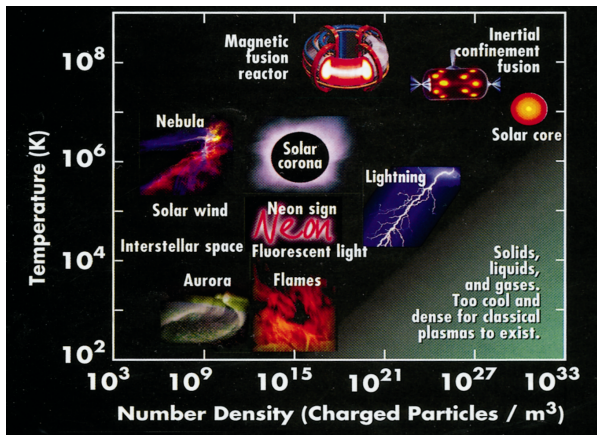


CTU ceremony hall

- CTU founded in 1707 by the emperor Joseph I.
- CTU approximately 2200 staff members, 16000 undergraduate students, 9000 graduate and PhD students. ( $\approx$  2500 foreign students).
- FNSPE established in 1955 with the mission to train new experts for the emerging Czechoslovak nuclear programme.
- FNSPE currently a centre of education and research specialised in boundary fields between modern science and their applications in technologies, medicine, economy, biology, ecology, and other fields.

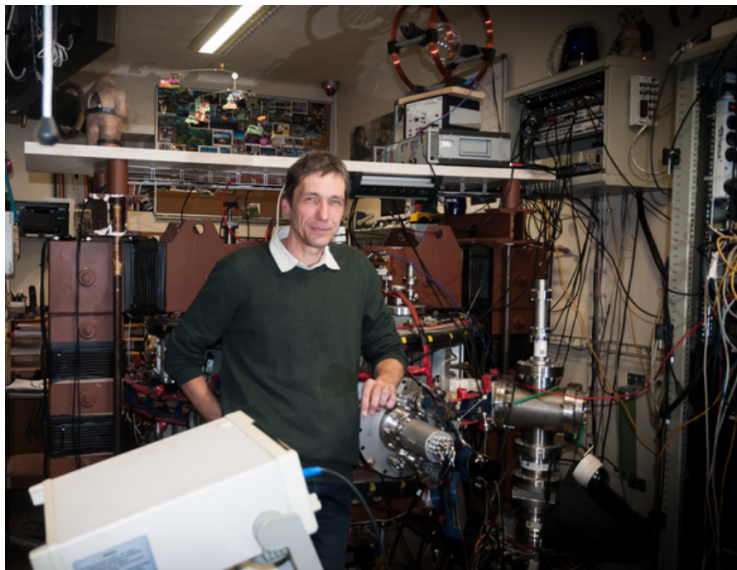
Scientific group/ education specialization

# The Physics of Plasma and Thermonuclear fusion

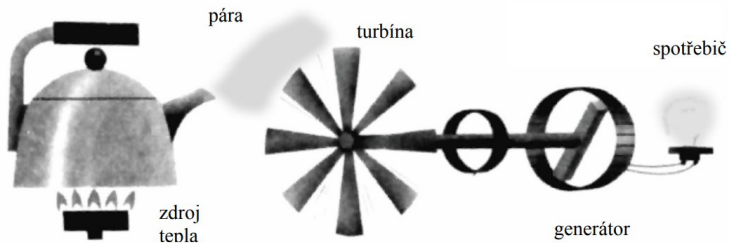


99.999 % Universe is in the Plasma state of matter

# Tokamak GOLEM & Vojtěch Svoboda



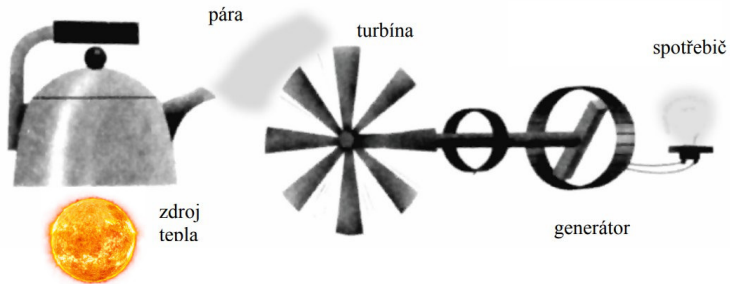
# Thermal power plant - basic principle



The question:

?? WHAT TO BURN ??

# Small $\mu$ Sun in the terrestrial conditions ??



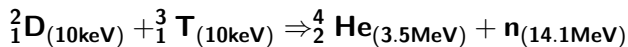
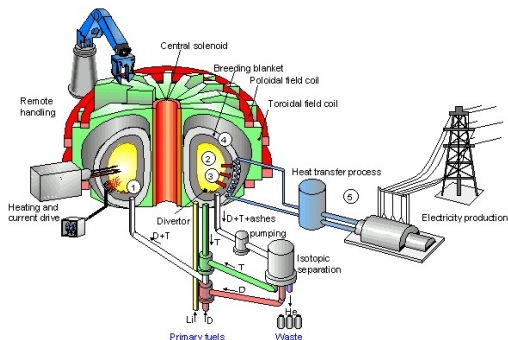
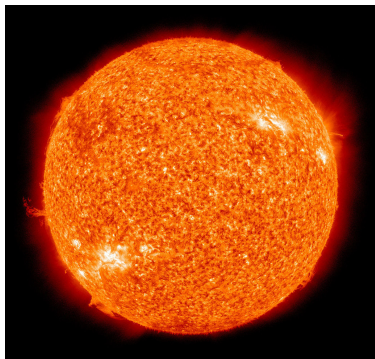
# The challenge



**Can we harness the energy  
that drives the Sun/stars?**



# Tokamak mission: to create $\mu$ Sun in the terrestrial conditions



The task: to heat (up to 100 million degrees) DT fuel and confine it (up to 30 years) in the high temperature plasma state of matter to produce He & fusion energy.



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## Initial value problem

Let's have a general force field  $F(t, x, v)$  applying on an object of a mass  $m$ , having some initial conditions  $t_0, v_0, x_0$ :

- Differential solution: having  $dt$  time progress:  $a = F/m$ , then  $v(t) = \int_{t_0}^t a dt$ , and  $x(t) = \int_{t_0}^t v dt$
- Discrete solution: having  $\Delta t$  time progress, in principal, we are looking for a time series of object position  $(t_0, x_0), (t_1, x_1), \dots (t_n, x_n)$ :  $a_i = F_i/m$ , then  $v_{i+1} = v_i + a \cdot \Delta t$ , and  $x_{i+1} = x_i + v_i \cdot \Delta t$

# Discrete solution - towards algorithmization

## Recurring principle/algorithm

ideal for computer algebraic systems

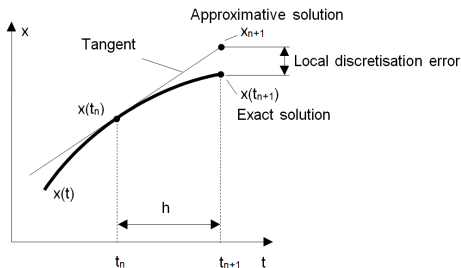
Having  $\Delta t$  time progress, in principal, we are looking for a time series of object position  $(t_0, x_0), (t_1, x_1), \dots (t_n, x_n)$ :  $a_i = F_i/m$ , then  $v_{i+1} = v_i + a \cdot \Delta t$ , and  $x_{i+1} = x_i + v_i \cdot \Delta t$

time	$F(t, x, v)$	$a(t)$	$v(t)$ calculation	$x(t)$ calculation
$t_0$	$F_0 = F(t_0, x_0, v_0)$	$a_0 = F_0/m$	$v_0$ (initial cond.)	$x_0$ (initial cond.)
$t_1 = t_0 + \Delta t$	$F_1 = F(t_1, x_1, v_1)$	$a_1 = F_1/m$	$v_1 = v_0 + a_1 \Delta t$	$x_1 = x_0 + v_1 \Delta t$
$t_2 = t_1 + \Delta t$	$F_2 = F(t_2, x_2, v_2)$	$a_2 = F_2/m$	$v_2 = v_1 + a_2 \Delta t$	$x_2 = x_1 + v_2 \Delta t$
..	..	..	..	..
$t_n = t_{n-1} + \Delta t$	$F_n = F(t_n, x_n, v_n)$	$a_n = F_n/m$	$v_n = v_{n-1} + a_n \Delta t$	$x_n = x_{n-1} + v_n \Delta t$

# Euler method solving ODE - the principle

Let an initial value problem be specified:

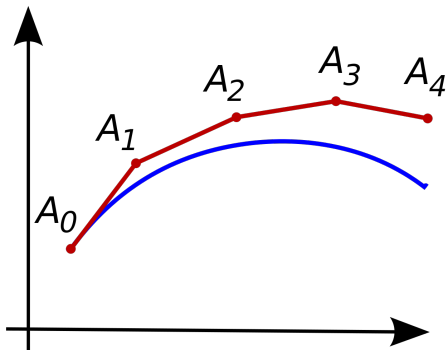
$$\dot{y} = f(t, y), \quad y(t_0) = y_0$$



$$y_{n+1} = y_n + h f(t_n, y_n),$$
$$t_{n+1} = t_n + h$$

Figure: credit:[Sza14]

## *Euler method solving ODE - repetition (loop)*

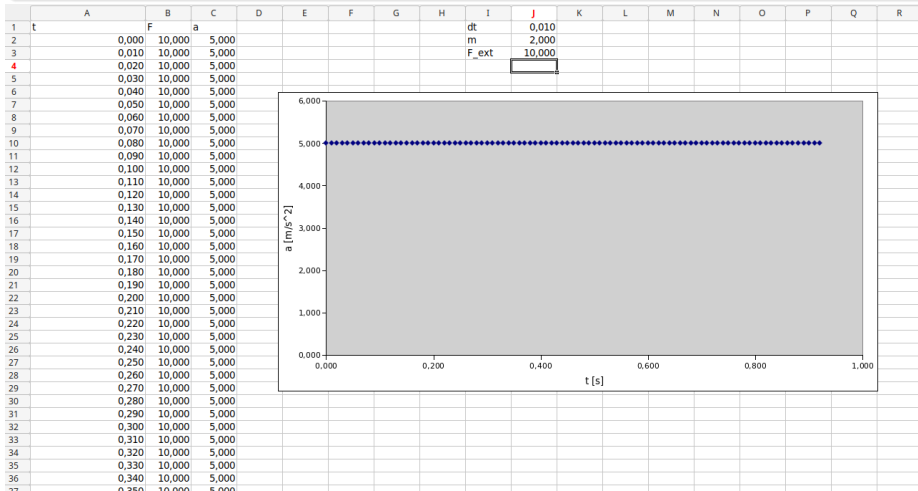


*Figure:* credit:[Wik20a]

# Screenshot: Let's dive into a problem

0<sup>th</sup> order ODE: Constant force

$$F_{\text{ext}} = k$$

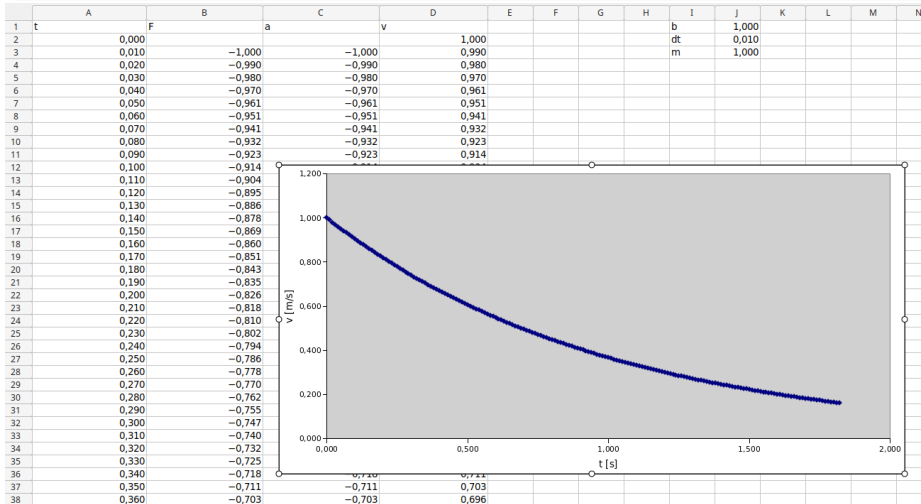


▶ See example

# Screenshot: Let's dive into a problem

1<sup>st</sup> order ODE: Friction force

$$F_{\text{ext}} = -b \cdot v$$



See example





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## Free fall set-up

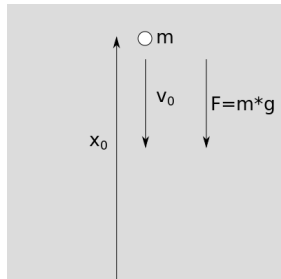


Figure: Experiment set-up

Equation of motion:

$$F_{\text{ext}} = -mg,$$

$$a = F_{\text{ext}}/m$$

$$dv/dt = a$$

$$dx/dt = v$$

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## *A spreadsheet approach*

time	$F(t, x, v)$	$a(t)$	$v(t)$ calculation	$x(t)$ calculation
$t_0$	$F_0 = F(t_0, x_0, v_0)$	$a_0 = F_0/m$	$v_0$ (initial cond.)	$x_0$ (initial cond.)
$t_1 = t_0 + \Delta t$	$F_1 = F(t_1, x_1, v_1)$	$a_1 = F_1/m$	$v_1 = v_0 + a_1 \Delta t$	$x_1 = x_0 + v_1 \Delta t$
$t_2 = t_1 + \Delta t$	$F_2 = F(t_2, x_2, v_2)$	$a_2 = F_2/m$	$v_2 = v_1 + a_2 \Delta t$	$x_2 = x_1 + v_2 \Delta t$
..	..	..	..	..
$t_n = t_{n-1} + \Delta t$	$F_n = F(t_n, x_n, v_n)$	$a_n = F_n/m$	$v_n = v_{n-1} + a_n \Delta t$	$x_n = x_{n-1} + v_n \Delta t$

Let us have a force in a cell L2, object mass in a cell I2, time advance in a cell I4, initial height in a cell E4 and initial velocity in a cell D4, then

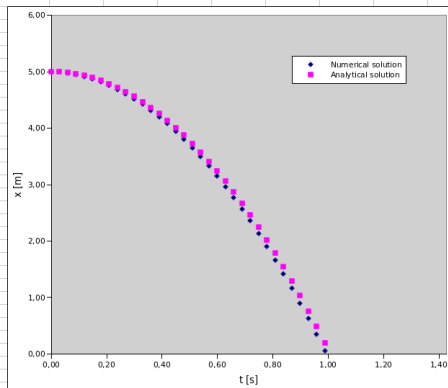
row	column A	column B	column C	column D	column E
4	0	-L2	B4/I2	any number ( $v_0$ initial cond.)	any number ( $x_0$ initial cond.)
5	A4+I4	-L2	B5/I2	D4+C5*I4	E4+D5*I4
6	A5+I4	-L2	B6/I2	D5+C6*I4	E5+D6*I4
7..N-1	..	..	..	..	..
N	A(N-1)+I4	-L2	BN/I2	D(N-1)+CN*I4	E(N-1)+DN*I4

So it is possible to specify only row #5 and then use copy row #5 and paste special to the consequent rows from #6 to #N.

[▶ See example](#)

# Screenshot: Free fall (numerical and analytical comparison)

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	Discrete solution			Analytical solution												
2	t	F	a	v	x			m	1,00 kg	F	9,81 N					
3	[s]	[N]	[m/s/s]	[m/s]	m			g	9,81 m/s/s	t_fall	1,01 s					
4	0,00			0,00	5,00	5,00		dt	0,03 s							
5	0,03	-9,81	-9,81	-0,29	4,99	5,00										
6	0,06	-9,81	-9,81	-0,59	4,97	4,98										
7	0,09	-9,81	-9,81	-0,88	4,95	4,96										
8	0,12	-9,81	-9,81	-1,18	4,91	4,93										
9	0,15	-9,81	-9,81	-1,47	4,87	4,89										
10	0,18	-9,81	-9,81	-1,77	4,81	4,84										
11	0,21	-9,81	-9,81	-2,06	4,75	4,78										
12	0,24	-9,81	-9,81	-2,35	4,68	4,72										
13	0,27	-9,81	-9,81	-2,65	4,60	4,64										
14	0,30	-9,81	-9,81	-2,94	4,51	4,56										
15	0,33	-9,81	-9,81	-3,24	4,42	4,47										
16	0,36	-9,81	-9,81	-3,53	4,31	4,36										
17	0,39	-9,81	-9,81	-3,83	4,20	4,25										
18	0,42	-9,81	-9,81	-4,12	4,07	4,13										
19	0,45	-9,81	-9,81	-4,41	3,94	4,01										
20	0,48	-9,81	-9,81	-4,71	3,80	3,87										
21	0,51	-9,81	-9,81	-5,00	3,65	3,72										
22	0,54	-9,81	-9,81	-5,30	3,49	3,57										
23	0,57	-9,81	-9,81	-5,59	3,32	3,41										
24	0,60	-9,81	-9,81	-5,89	3,15	3,23										
25	0,63	-9,81	-9,81	-6,18	2,96	3,05										
26	0,66	-9,81	-9,81	-6,47	2,77	2,86										
27	0,69	-9,81	-9,81	-6,77	2,56	2,66										
28	0,72	-9,81	-9,81	-7,06	2,35	2,46										
29	0,75	-9,81	-9,81	-7,36	2,13	2,24										
30	0,78	-9,81	-9,81	-7,65	1,90	2,02										
31	0,81	-9,81	-9,81	-7,95	1,66	1,78										
32	0,84	-9,81	-9,81	-8,24	1,42	1,54										
33	0,87	-9,81	-9,81	-8,53	1,16	1,29										
34	0,90	-9,81	-9,81	-8,83	0,89	1,03										
35	0,93	-9,81	-9,81	-9,12	0,62	0,76										
36	0,96	-9,81	-9,81	-9,42	0,34	0,48										
37	0,99	-9,81	-9,81	-9,71	0,05	0,19										
38	1,02	-9,81	-9,81	-10,01	-0,25	-0,10										
39	1,05	-9,81	-9,81	-10,30	-0,56	-0,41										



▶ See example

## *A spreadsheet approach cont.*

row	column A	column B	column C	column D	column E
4	0	-L2	B4/I2	any number ( $v_0$ initial cond.)	any number ( $x_0$ initial cond.)
5	A4+I4	-L2	B5/I2	D4+C5*I4	E4+D5*I4
6	A5+I4	-L2	B6/I2	D5+C6*I4	E5+D6*I4
7..N-1	..	..	..	..	..
N	A(N-1)+I4	-L2	BN/I2	D(N-1)+CN*I4	E(N-1)+DN*I4

A more convenient way is to name basic parameters, e.g. Let us have a force in a cell L2 named  $F$ , object mass in a cell I2 named  $m$ , time advance in a cell I4 named  $dt$ , initial height in a cell E4 and initial velocity in a cell D4, then

row	column A	column B	column C	column D	column E
4	0	$-F$	B4/ $m$	any number ( $v_0$ initial cond.)	any number ( $x_0$ initial cond.)
5	A4+ $dt$	$-F$	B5/ $m$	D4+C5* $dt$	E4+D5* $dt$
6	A5+ $dt$	$-F$	B6/ $m$	D5+C6* $dt$	E5+D6* $dt$
7..N-1	..	..	..	..	..
N	A(N-1)+ $dt$	$-F$	BN/ $m$	D(N-1)+CN* $dt$	E(N-1)+DN* $dt$

▶ See example



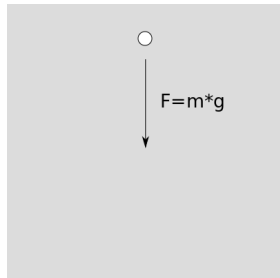
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## A processing approach

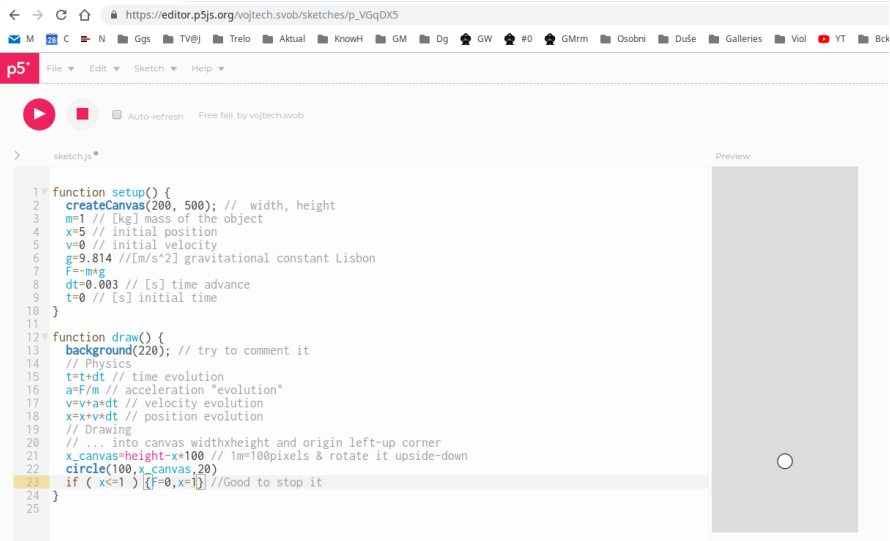
```
function setup() {  
  createCanvas(200, 500); // width, height  
  m=1 // [kg] mass of the object  
  x=5 // initial position  
  v=0 // initial velocity  
  g=9.814 //[m/s^2] gravitational constant Lisbon  
  F=-m*g  
  dt=0.003 // [s] time advance  
  t=0 // [s] initial time  
}
```

```
function draw() {  
  background(220); // try to comment it  
  // Physics  
  t=t+dt // time evolution  
  a=F/m // acceleration "evolution"  
  v=v+a*dt // velocity evolution  
  x=x+v*dt // position evolution  
  // Drawing  
  // ... into canvas widthxheight and origin left-up corner  
  x_canvas=height-x*100 // 1m=100pixels & rotate it upside-down  
  circle(100,x_canvas,20)  
  if ( x<=0 ) {F=0,x=0} //Good to stop it  
}
```





# Screenshot: Free fall



The screenshot shows a web browser window with the URL `https://editor.p5js.org/vojtech.svob/sketches/p_VGqDX5`. The browser's address bar and tabs are visible at the top. Below the browser is the p5.js editor interface. The editor has a menu bar with 'File', 'Edit', 'Sketch', and 'Help'. Below the menu bar are playback controls: a play button, a stop button, and a checkbox for 'Auto-refresh'. The main area is split into two panes: 'sketch.js\*' on the left and 'Preview' on the right. The 'sketch.js\*' pane contains the following code:

```
1 function setup() {
2   createCanvas(200, 500); // width, height
3   m=1 // [kg] mass of the object
4   x=5 // initial position
5   v=0 // initial velocity
6   g=9.814 //[m/s^2] gravitational constant Lisbon
7   F=-m*g
8   dt=0.003 // [s] time advance
9   t=0 // [s] initial time
10 }
11
12 function draw() {
13   background(220); // try to comment it
14   // Physics
15   t=t+dt // time evolution
16   a=F/m // acceleration "evolution"
17   v=v+a*dt // velocity evolution
18   x=x+v*dt // position evolution
19   // Drawing
20   // ... into canvas widthxheight and origin left-up corner
21   x_canvas=height-x*100 // 1m=100pixels & rotate it upside-down
22   circle(100,x_canvas,20)
23   if ( x<=1 ) {F=0,x=1} //Good to stop it
24 }
25
```

The 'Preview' pane shows a gray rectangular area with a small white circle in the center, representing the object in the simulation.

▶ See example



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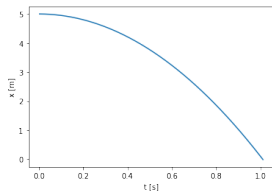
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# A python@Jupyter notebook approach

```
m=1 # [kg] mass of the object
x=5;# initial position
v=0 # initial velocity
g=9.814 #[m/s^2] gravitational constant Lisbon
F=-m*g
dt=0.003 # [s] time advance
t=0 # [s] initial time
```

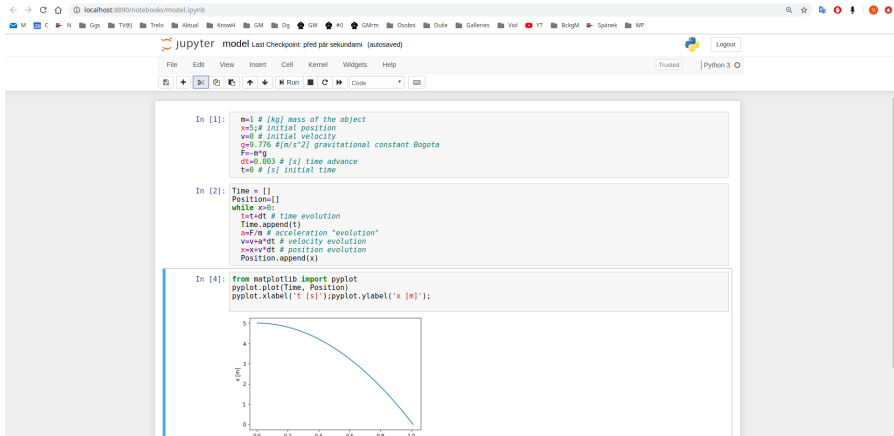
```
Time = []
Position=[]
while x>0:
    t=t+dt # time evolution
    Time.append(t)
    a=F/m # acceleration "evolution"
    v=v+a*dt # velocity evolution
    x=x+v*dt # position evolution
    Position.append(x)

from matplotlib import pyplot
pyplot.plot(Time, Position)
pyplot.xlabel('t_[s]'); pyplot.ylabel('x_[m]');
```



▶ See example

# Screenshot: Free fall



▶ See example

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○ ○○○  
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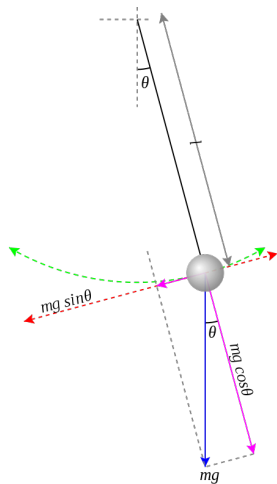
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## Pendulum set-up



Equation of motion:

$$F = -mg \sin \theta = ma,$$

$$a = -g \sin \theta$$

$$a = \frac{d^2s}{dt^2} = l \frac{d^2\theta}{dt^2} = l\epsilon,$$

$$\frac{d^2\theta}{dt^2} + \frac{g}{l} \sin \theta = 0,$$

$$\frac{d^2\theta}{dt^2} + \frac{g}{l} \theta = 0 \quad (\text{small angle approx.}).$$

*Figure:* Pendulum setup.  
credit:[Wik20c]

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- Pendulum - small angle approximation analysis (spreadsheet)
- Two pendulums (processing)

## 4 Numerical simulation versus experiment

## *A spreadsheet approach modification from translational to rotational system*

time	$F(t, \theta, \omega)$	$\epsilon(t)$	$\omega(t)$ calculation	$\theta(t)$ calculation
$t_0$	$F_0 = F(t_0, \theta_0, \omega_0)$	$\epsilon_0 = F_0/m$	$\omega_0$ (initial cond.)	$\theta_0$ (initial cond.)
$t_1 = t_0 + \Delta t$	$F_1 = F(t_1, \theta_1, \omega_1)$	$\epsilon_1 = F_1/m$	$\omega_1 = \omega_0 + \epsilon_1 \Delta t$	$\theta_1 = \theta_0 + \omega_1 \Delta t$
$t_2 = t_1 + \Delta t$	$F_2 = F(t_2, \theta_2, \omega_2)$	$\epsilon_2 = F_2/m$	$\omega_2 = \omega_1 + \epsilon_2 \Delta t$	$\theta_2 = \theta_1 + \omega_2 \Delta t$
..	..	..	..	..
$t_n = t_{n-1} + \Delta t$	$F_n = F(t_n, \theta_n, \omega_n)$	$\epsilon_n = F_n/m$	$\omega_n = \omega_{n-1} + \epsilon_n \Delta t$	$\theta_n = \theta_{n-1} + \omega_n \Delta t$

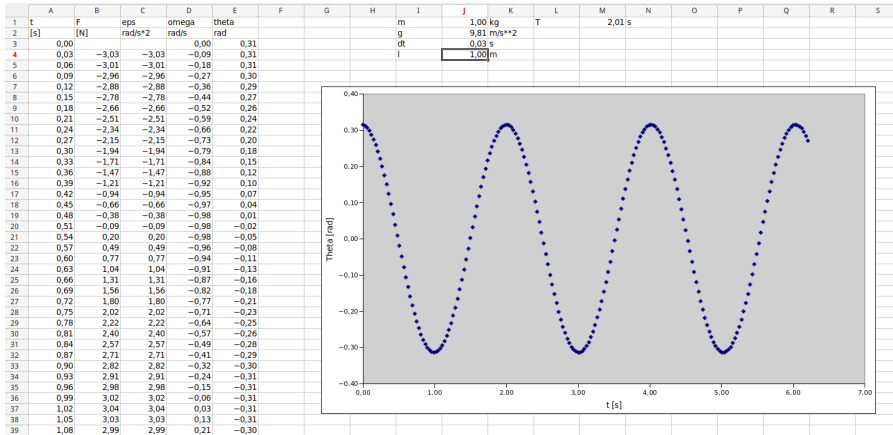
Let's specify and name basic parameters: object mass in a cell J1 named  $m$ , time advance in a cell J3 named  $dt$ , length of the pendulum in J4 named  $l$ , gravitational constant in J2 named  $g$ , initial angle in a cell E4 and initial velocity in a cell D4, then

row	column A	column B	column C	column D	column E
4	0		B4/ $m$	any number ( $\omega_0$ initial cond.)	any number ( $\theta_0$ initial cond.)
5	A4+ $dt$	$-m \cdot g \cdot \sin(E4)$	B5/ $m$	D4+C5* $dt$	E4+D5* $dt$
6	A5+ $dt$	$-m \cdot g \cdot \sin(E5)$	B6/ $m$	D5+C6* $dt$	E5+D6* $dt$
7..N-1	..	..	..	..	..
N	A(N-1)+ $dt$	$-m \cdot g \cdot \sin(E(N-1))$	BN/ $m$	D(N-1)+CN* $dt$	E(N-1)+DN* $dt$

► See example



# Screenshot: Pendulum basic @ spreadsheet



# Screenshot: Pendulum basic @ processing

← → ↻ 🏠 <https://editor.p5js.org/vojtech.svob/sketches/VTEaKgs>

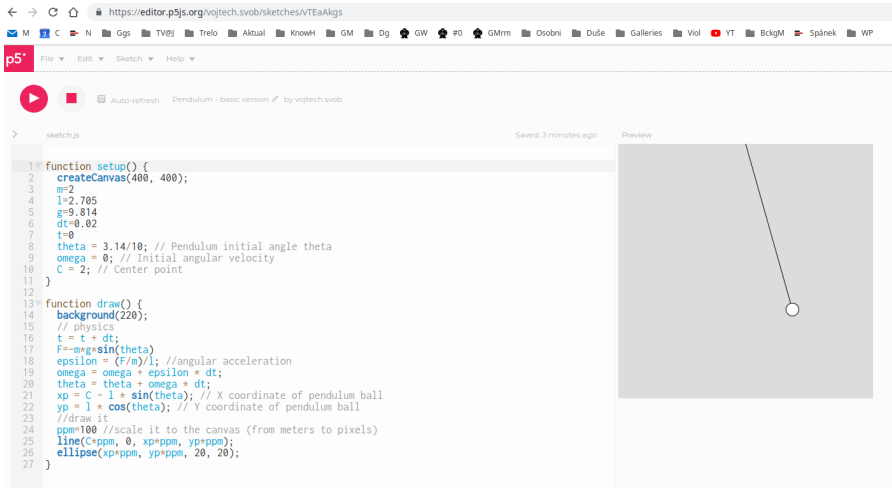
📧 M 📄 C 🇨🇵 N 📁 Ggs 📁 TVBj 📁 Trelo 📁 Aktual 📁 KnowH 📁 GM 📁 Dg 📁 GW 📁 #0 📁 GMrM 📁 Osobni 📁 Duše 📁 Galleries 📁 Viol 🇻🇪 YT 📁 BckgM 🇨🇵 Spánek 📁 WP

**p5\*** File Edit Sketch Help

▶ Auto-refresh Pendulum - basic version by vojtech.svob

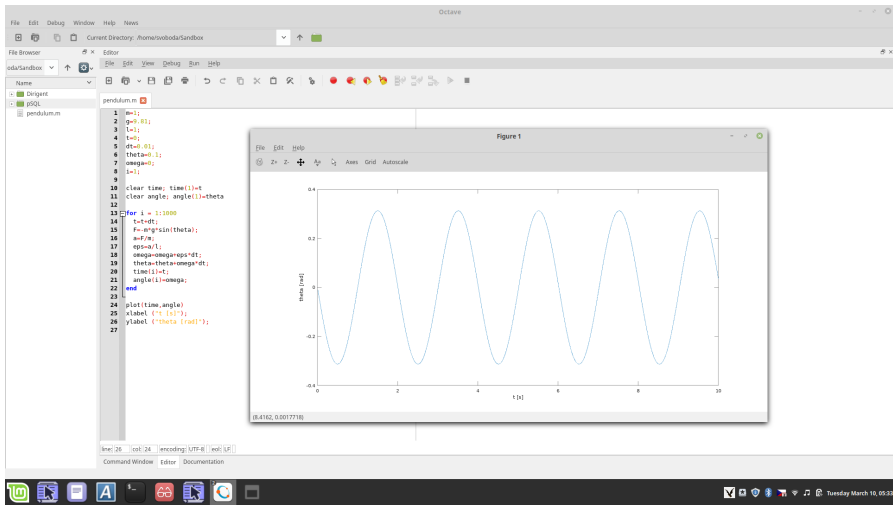
> sketch.js Saved: 3 minutes ago Preview

```
1 function setup() {
2   createCanvas(400, 400);
3   m=2
4   l=2.705
5   g=9.814
6   dt=0.02
7   t=0
8   theta = 3.14/10; // Pendulum initial angle theta
9   omega = 0; // Initial angular velocity
10  C = 2; // Center point
11 }
12
13 function draw() {
14   background(220);
15   // physics
16   t = t + dt;
17   F=-m*g*sin(theta)
18   epsilon = (F/m)/l; //angular acceleration
19   omega = omega + epsilon * dt;
20   theta = theta + omega * dt;
21   xp = C - l * sin(theta); // X coordinate of pendulum ball
22   yp = l * cos(theta); // Y coordinate of pendulum ball
23   //draw it
24   ppm=100 //scale it to the canvas (from meters to pixels)
25   line(C*ppm, 0, xp*ppm, yp*ppm);
26   ellipse(xp*ppm, yp*ppm, 20, 20);
27 }
```



▶ See example

# Screenshot: Pendulum basic @ octave (matlab)



▶ See example



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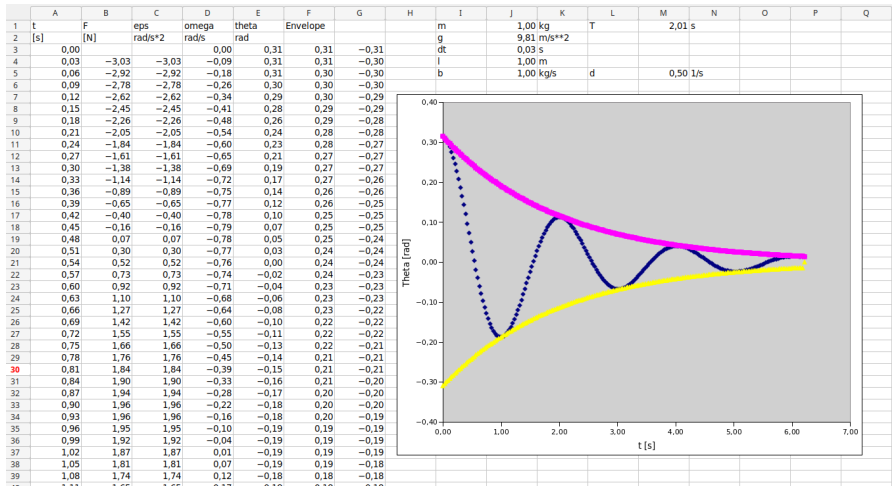
- Basic analysis (spreadsheet & processing & octave)
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# Screenshot: Pendulum with friction



▶ See example

# Screenshot: Pendulum with friction @ processing

p5\* File Edit Sketch Help

▶ Auto-refresh Pendulum with friction

```
sketch.js*  
1  
2 function setup() {  
3   createCanvas(400, 400);  
4   m=2  
5   l=2.705  
6   g=9.814  
7   dt=0.02  
8   b=0.1 //friction coefficient  
9   t=0  
10  theta = 3.14/10; // Pendulum initial angle theta  
11  omega = 0; // Initial angular velocity  
12  C = 2; // Center point  
13  }  
14  
15 function draw() {  
16   background(220);  
17   // physics  
18   t = t + dt;  
19   F=-m*g*sin(theta)-b*(l*omega)  
20   epsilon = (F/m)/l; //angular acceleration  
21   omega = omega + epsilon * dt;  
22   theta = theta + omega * dt;  
23   xp = C - l * sin(theta); // X coordinate of pendulum ball  
24   yp = l * cos(theta); // Y coordinate of pendulum ball  
25   //draw it  
26   ppm=100 //scale it to the canvas (from meters to pixels)  
27   line(C*ppm, 0, xp*ppm, yp*ppm);  
28   ellipse(xp*ppm, yp*ppm, 20, 20);  
29 }
```

Preview

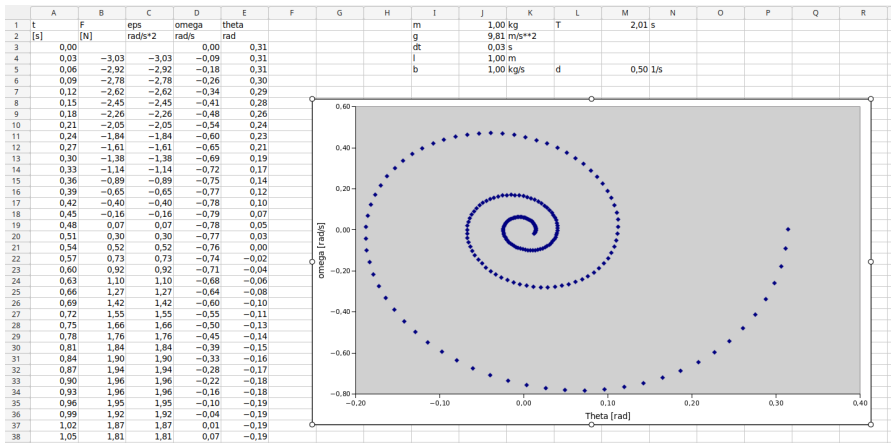
▶ See example



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# Screenshot: Pendulum with friction - phase space



▶ See example





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# Energy of the Pendulum

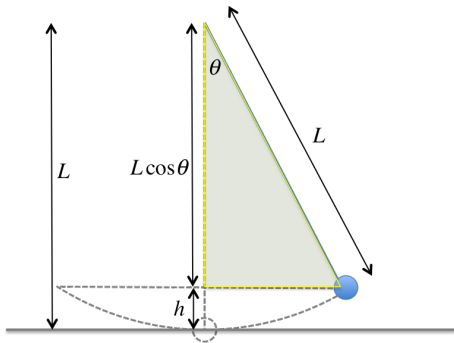
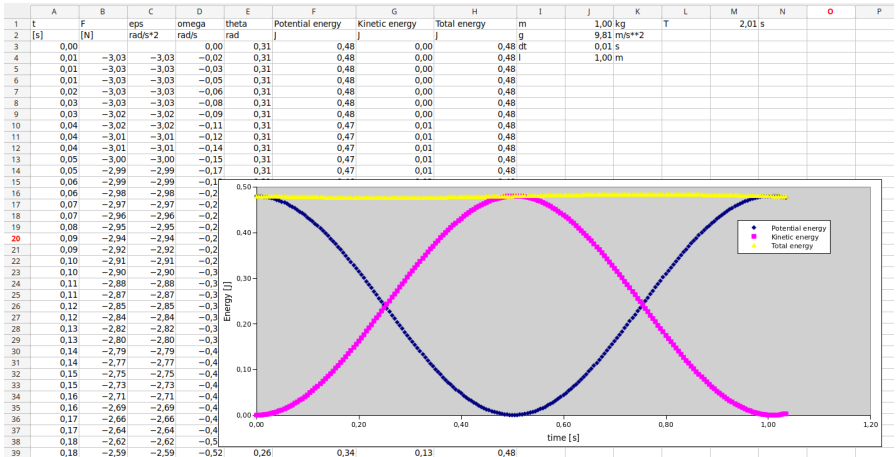


Figure: credit:[Lee20]

# Screenshot: Pendulum - energy conservation analysis



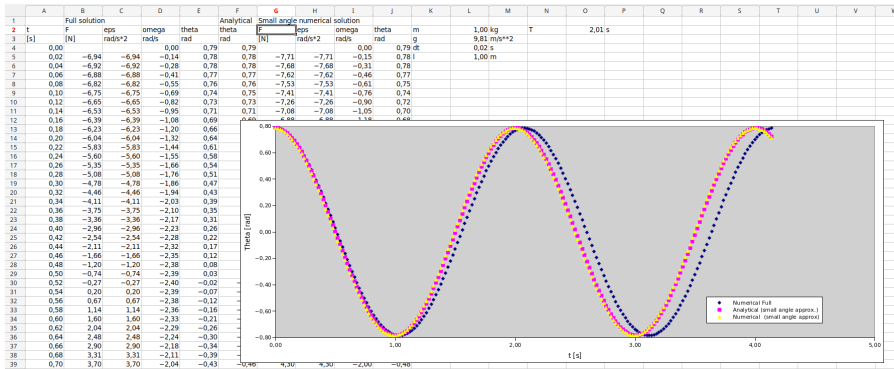
▶ See example



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# Screenshot: Pendulum - small angle approximation analysis



▶ See example



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# Screenshot: Two pendulums

p5\* File Edit Sketch Help

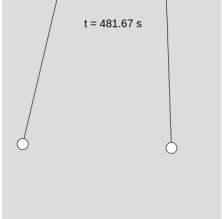
Auto-refresh Two pendulums by vjtechsavo

sketch.js Saved just now Preview

```
function setup() {
  createCanvas(400, 400);
  m=2
  l=2.705
  //https://en.wikipedia.org/wiki/Gravity_of_Earth
  g1=9.78 //equator T1=3.304 s
  g2=9.832 //pole T2=3.296 s
  dt=0.02
  t=0
  theta1 = theta2 = 3.14/10; // Pendulum initial angle theta
  omega1 = omega2 = 0; // Initial angular velocity
  C1 = 1; C2 = 3; // Center points
}

function draw() {
  background(220);
  t = t + dt;
  // First pendulum
  F1=-m*g1*sin(theta1)
  epsilon1 = (F1/m)/l; //angular acceleration
  omega1 = omega1 + epsilon1 * dt;
  theta1 = theta1 + omega1 * dt;
  x1 = C1 - l * sin(theta1); // X coordinate of pendulum ball
  y1 = l * cos(theta1); // Y coordinate of pendulum ball
  //draw it
  ppm=100 //scale it to the canvas (from meters to pixels)
  line(C1*ppm, 0, x1*ppm, y1*ppm);
  ellipse(x1*ppm, y1*ppm, 20, 20);
  // Second pendulum
  F2=-m*g2*sin(theta2)
  epsilon2 = (F2/m)/l; //angular acceleration
  omega2 = omega2 + epsilon2 * dt;
  theta2 = theta2 + omega2 * dt;
  x2 = C2 - l * sin(theta2); // X coordinate of pendulum ball
  y2 = l * cos(theta2); // Y coordinate of pendulum ball
  //draw it
  ppm=100 //scale it to the canvas (from meters to pixels)
  line(C2*ppm, 0, x2*ppm, y2*ppm);
  ellipse(x2*ppm, y2*ppm, 20, 20);

  textSize(20); text("t = "+nf(t,0,2)+" s", 150,50);
}
```



t = 481.67 s

▶ See example

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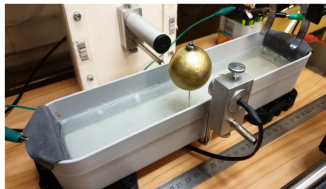
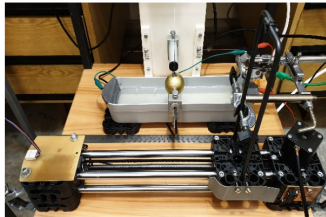
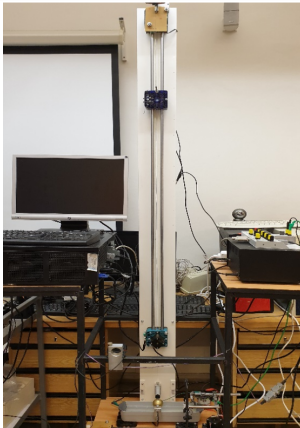
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# Pendulum in Prague

## Parameters:

$l = 1.637$  m,  $g = 9.810$  (Charles Univ.) or  $9.834$  (Wolfram) or  $9.813$  (Wiki)  $\text{m/s}^2$



# Screenshot: Pendulum “advanced” @ processing

The screenshot displays the p5.js IDE interface. The top menu bar includes 'File', 'Edit', 'Sketch', and 'Help'. Below the menu, there are control buttons for play, stop, and auto-refresh, along with the text 'Auto-refresh' and 'Prague pendulum by vojtech.svb'. The main workspace is split into two panes: 'sketch.js' on the left and 'Preview' on the right. The 'sketch.js' pane contains the following code:

```
1 //Author:Pavel Kuriscak
2
3 function setup() {
4   createCanvas(400, 400);
5
6   ppm = 100; // Number of pixels per meter
7
8
9   th = 0.1; // Pendulum angle theta
10  v_th = 0; // Angular velocity
11
12  C = 2; // Center point
13  L = 1.637; // Length of pendulum
14  g = 9.81;
15  dt = 1/50;
16
17  t = 0; // Current time
18  num_swings = -0.25; //Number of swings
19  period = 0;
20 }
21
22 function draw() {
23   background(220);
24
25   old_th = th; //Remember theta before calculation
26
27   t = t + dt;
28   a_th = -g/L*th;
29   v_th = v_th + a_th*dt;
30   th = th + v_th*dt;
31
32
33   yp = C - L*sin(th); // Y coordinate of pendulum ball
```

The 'Preview' pane shows a simple pendulum simulation. A white circle representing the pendulum ball is suspended by a black line. The text in the preview pane reads: 't = 63.26', 'N = 24.25', and 'Period = 2.566'.

▶ See example


# Screenshot: Pendulum in Prague

## Pendulum in Prague

Ideas for World Pendulum - WP@ELAB


Experiment view

[www.lses.info](http://www.lses.info)



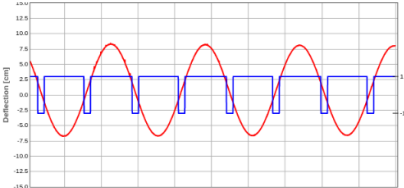
Play Stop High resolution ▾

[www.lses.info](http://www.lses.info)



Play Stop High resolution ▾

Experiment plot - deflection, photogate



Deflection [cm]

Time / s (each section is 1s)

Length control

Ready 90 cm 100 cm 120 cm 140 cm 163.7 cm

163.7 cm

Release control

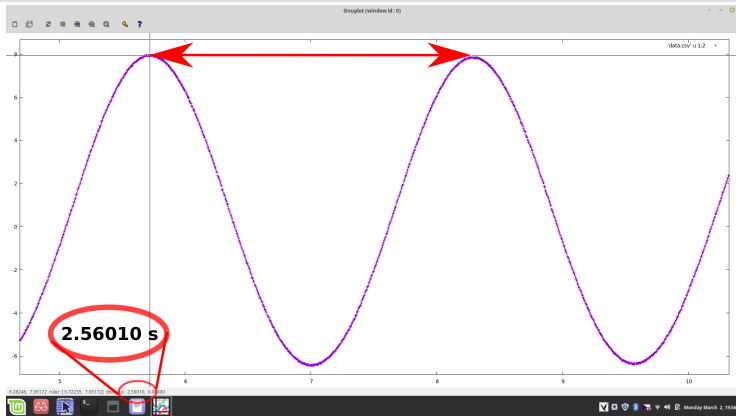
Prepare 1 (0.3 cm) Prepare 2 (0.3 cm) Release

▶ See example

# Period

via *Gnuplot*

```
set datafile separator ',';plot 'data.csv' u 1:2
```



▶ data.csv



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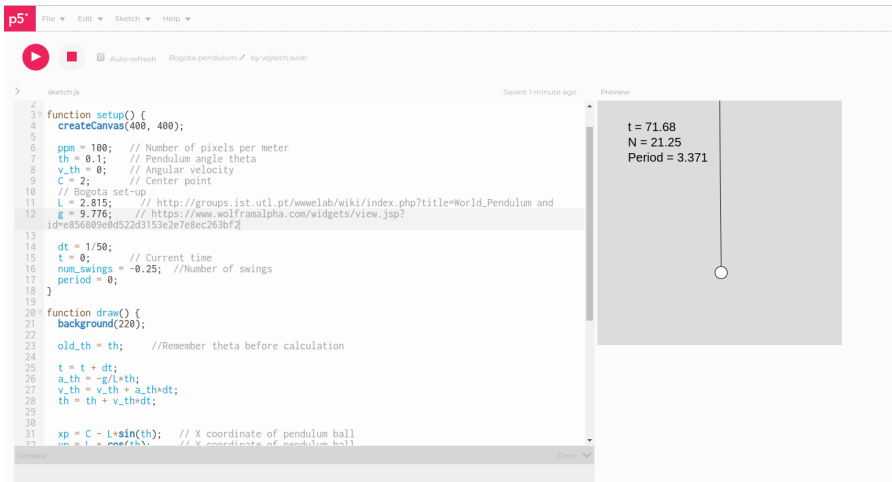
# World Pendulum

*Parameters:*

$l \approx 2.81 \text{ m}$ ,  $g \approx 9.8 \text{ m/s}^2$



# Screenshot: Pendulum “advanced” @ processing



The screenshot shows the p5.js IDE interface. The top menu bar includes File, Edit, Sketch, and Help. Below the menu is a toolbar with a play button, a stop button, and an auto-refresh button. The main area is split into two panes: a code editor on the left and a preview window on the right.

The code editor displays the following JavaScript code:

```
2  
3 function setup() {  
4   createCanvas(400, 400);  
5  
6   ppm = 100; // Number of pixels per meter  
7   th = 0.1; // Pendulum angle theta  
8   v_th = 0; // Angular velocity  
9   C = 2; // Center point  
10  // Bogota set-up  
11  L = 2.815; // http://groups.ist.utl.pt/wwwelab/wiki/index.php?title=World_Pendulum and  
12  g = 9.776; // https://www.wolframalpha.com/widgets/view.jsp?id=e856809e0d522d3153e2e7e8ec263bf2  
13  
14  dt = 1/50;  
15  t = 0; // Current time  
16  num_swings = -0.25; //Number of swings  
17  period = 0;  
18 }  
19  
20 function draw() {  
21   background(220);  
22  
23   old_th = th; //Remember theta before calculation  
24  
25   t = t + dt;  
26   a_th = -g/L*th;  
27   v_th = v_th + a_th*dt;  
28   th = th + v_th*dt;  
29  
30  
31   xp = C - L*sin(th); // X coordinate of pendulum ball  
32   yp = C + L*cos(th); // Y coordinate of pendulum ball
```

The preview window shows a simple pendulum simulation. A vertical line represents the string, and a small white circle represents the bob. The text in the preview window indicates the current state of the simulation:

t = 71.68  
N = 21.25  
Period = 3.371

▶ See example



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```

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```

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```

```

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```

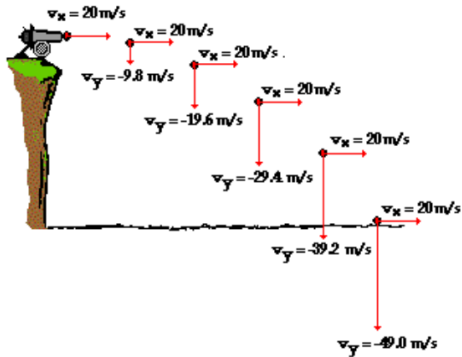
```

o
ooooo
ooo
  
```

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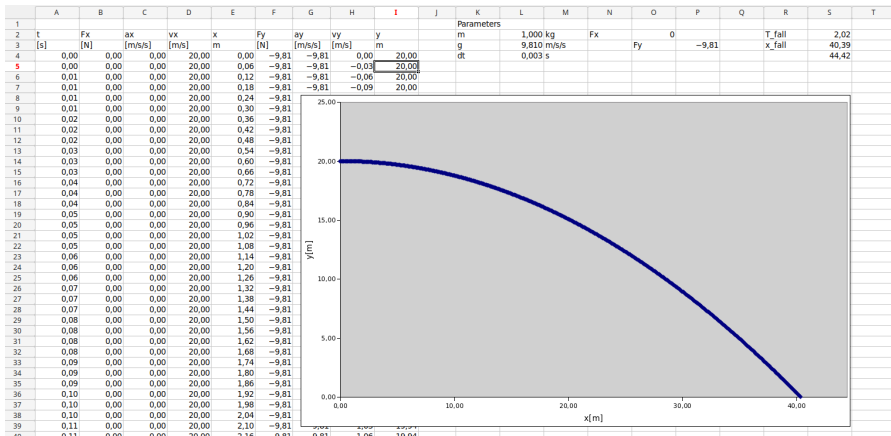
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  - 2D problem in cartesian coordinates: horizontal launch
  - Runge Kutta
  - ODE solving with standard functions
  - Foucault pendulum
  - Satellite motion

*Screenshot: Experiment setup  
(credit: The Physics classroom)*



▶ See example

# Screenshot: Spreadsheet approach



▶ See example

# Screenshot: Processing approach

The screenshot shows the p5.js IDE interface. The top bar includes the p5.js logo and menu items: File, Edit, Sketch, and Help. Below the menu is a toolbar with a play button, a stop button, and a refresh button. The main area is split into two panes: a code editor on the left and a preview window on the right. The code editor shows the following code:

```
function setup() {
  createCanvas(500, 500); // width, height
  m=1 // [kg] mass of the object
  x=0;y=5 // initial position
  vx=5;vy=0 // initial velocity
  g=9.814 // [m/s^2] gravitational constant Lisbon
  Fy=-m*g;Fx=0
  dt=0.001 // [s] time advance
  t=0 // [s] initial time
}

function draw() {
  background(220); // try to comment it
  // Physics
  t=t+dt // time evolution
  ax=Fx/m // acceleration "evolution"
  vx=vx+ax*dt // velocity evolution
  x=x+vx*dt // position evolution
  ay=Fy/m // acceleration "evolution"
  vy=vy+ay*dt // velocity evolution
  y=y+vy*dt // position evolution
  // Drawing
  // ... into canvas widthxheight and origin left-up corner
  x_canvas=x+100 // 1m=100pixels & rotate it upside-down
  y_canvas=height-y+100 // 1m=100pixels & rotate it upside-down

  circle(x_canvas,y_canvas,20)
  if ( x<=0 ) {F=0,x=0} //Good to stop it
}
```

The preview window shows a gray background with a small white circle in the center, representing the object's position in the simulation.

▶ See example

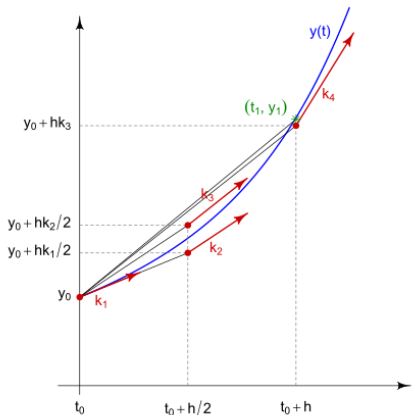
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# Runge Kutta method

Let an initial value problem be specified:

$$\dot{y} = f(t, y), \quad y(t_0) = y_0$$



$$y_{n+1} = y_n + \frac{1}{6} (k_1 + 2k_2 + 2k_3 + k_4),$$
$$t_{n+1} = t_n + h$$

$$k_1 = h f(t_n, y_n),$$

$$k_2 = h f\left(t_n + \frac{h}{2}, y_n + \frac{k_1}{2}\right),$$

$$k_3 = h f\left(t_n + \frac{h}{2}, y_n + \frac{k_2}{2}\right),$$

$$k_4 = h f(t_n + h, y_n + k_3).$$

Figure: Slopes used by the classical Runge-Kutta method [Wik20e]

# Runge-Kutta versus Euler method

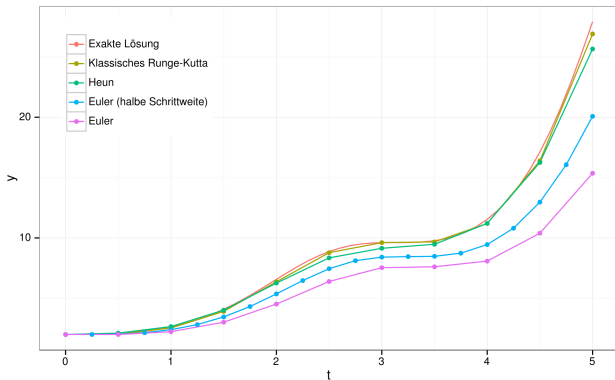


Figure: Runge-Kutta methods for the differential equation  $y' = \sin(t)^2 \cdot y$  [Wik20e]



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# Screenshot: odeint: Python solver

Jupyter model (autosaved)



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Trusted

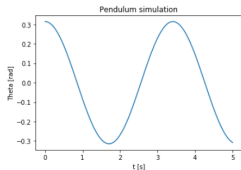
Python 3

Run Cell Code

```
In [1]: import numpy as np
import matplotlib.pyplot as plt
from scipy.integrate import odeint

In [10]: g=9.81
l=2.85
b=0.0 #With friction
def dTheta dt(Theta, t):
    return [Theta[1], -b*Theta[1] -g/l*np.sin(Theta[0])]
Theta0 = [np.pi/10, 0]
t = np.linspace(0, 5, 200)
ThetaSolution = odeint(dTheta_dt, [np.pi/10, 0], t)
ThetaDraw = ThetaSolution[:,0]
T=2*np.pi*np.sqrt(l/g);print("T=%2.2f s"%T)
T=3.39 s
```

```
In [11]: plt.xlabel("t [s]")
plt.ylabel("Theta [rad]")
plt.title("Pendulum simulation")
plt.plot(t,ThetaDraw);
```



▶ See example

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# *Foucault pendulum*



*Figure:* [Wik20b]

# Foucault pendulum - dynamic equations

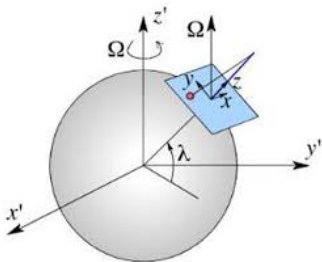


Figure: Foucault pendulum - setup

Coriolis force:

$$F_{c,x} = 2m\Omega \frac{dy}{dt} \sin \varphi$$

$$F_{c,y} = -2m\Omega \frac{dx}{dt} \sin \varphi$$

Restoring force (small angle approximation):

$$F_{g,x} = -m\omega^2 x$$

$$F_{g,y} = -m\omega^2 y.$$

Then dynamic equations:

$$\frac{d^2 x}{dt^2} = -\omega^2 x + 2\Omega \frac{dy}{dt} \sin \varphi$$

$$\frac{d^2 y}{dt^2} = -\omega^2 y - 2\Omega \frac{dx}{dt} \sin \varphi.$$

# Screenshot: Foucault pendulum @ processing

https://editor.p5js.org/vjtech/sketches/DMgh0Cq

name to not an **inertial frame**, but rotates about the local vertical at an effective rate of  $\Omega$  radians per day. A simple method employing parallel transport within cones tangent to the Earth's surface can be used to describe the rotation angle of the swing plane of Foucault's pendulum.<sup>[12][13]</sup>

From the perspective of an Earth-bound coordinate system with its  $x$ -axis pointing east and its  $y$ -axis pointing north, the precession of the pendulum is described by the Coriolis force. Consider a planar pendulum with natural frequency  $\omega$  in the **small angle approximation**. There are two forces acting on the pendulum bob: the restoring force provided by gravity and the wire, and the Coriolis force. The Coriolis force at latitude  $\phi$  is horizontal in the small angle approximation and is given by

$$F_{c,x} = 2m\Omega \frac{dy}{dt} \sin \phi$$
$$F_{c,y} = -2m\Omega \frac{dx}{dt} \sin \phi$$

where  $\Omega$  is the rotational frequency of Earth,  $F_{c,x}$  is the component of the Coriolis force in the  $x$ -direction and  $F_{c,y}$  is the component of the Coriolis force in the  $y$ -direction.

The restoring force, in the **small-angle approximation**, is given by

$$F_{R,x} = -m\omega^2 x$$
$$F_{R,y} = -m\omega^2 y$$

Using **Newton's laws of motion** this leads to the system of equations

$$\frac{d^2 x}{dt^2} = -\omega^2 x + 2\Omega \frac{dy}{dt} \sin \phi$$
$$\frac{d^2 y}{dt^2} = -\omega^2 y - 2\Omega \frac{dx}{dt} \sin \phi$$

Switching to complex coordinates  $z = x + iy$ , the equations read

$$\frac{d^2 z}{dt^2} + 2i\Omega \frac{dz}{dt} \sin \phi + \omega^2 z = 0.$$

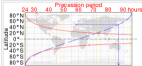
To first order in  $\frac{\Omega}{\omega}$  this equation has the solution

$$z = e^{-i\Omega \sin \phi t} (c_1 e^{i\omega t} + c_2 e^{-i\omega t}).$$

If time is measured in days, then  $\Omega = 2\pi$  and the pendulum rotates by an angle of  $-2\pi \sin \phi$  during one day.

**Related physical systems** [\[ edit \]](#)


Many physical systems precess in a similar manner to a Foucault pendulum. As early as 1836, the Scottish mathematician **Edward Sang** contrived and explained the precession of a spinning top<sup>[14]</sup>. In 1851, **Charles Wheatstone**<sup>[15]</sup> described an apparatus that consists of a vibrating spring that is mounted on top of a disk so that it makes a fixed angle  $\phi$  with the disk. The spring is struck so that it oscillates in a plane. When the disk is turned, the plane of



31 30 40 50 60 70 80 90 hours

80°N  
60°N  
40°N  
20°N  
0°  
20°S  
40°S  
60°S  
80°S

Precession period and precession  $\Delta\phi$  per sidereal day vs latitude. The sign changes as a Foucault pendulum rotates anticlockwise in the Southern Hemisphere and clockwise in the Northern Hemisphere. The example shows that one in Paris precesses 21° each sidereal day, taking 31.8 hours per rotation.



p5.js File Edit Sketch Help

Auto-refresh Foucault pendulum.p5 by vjtech/sketches

sketch.js Saved 2 minutes ago Preview

```
function setup() {
  createCanvas(400, 400);
  //https://en.wikipedia.org/wiki/Foucault_pendulum
  //m=28; l=67; phi=-(48+52/60)/360*2*PI; g=9.832
  //Pantheon@Paris
  //m=28; l=67; phi=(0)/360*2*PI; g=9.780
  //Pantheon@Equator
  //m=28; l=67; phi=(90)/360*2*PI; g=9.832
  //Pantheon@Pole
  //m=100; l=18.5; phi=(33+27/60)/360*2*PI; g=9.832 //FCM Santiago de Chile
  Omega=2*PI/(24+60/60) //the rotational frequency of the Earth
  t=0; dt=0.01; x=1; y=0; vx=0; vy=0 //initials
  omega=2*PI
}

function draw() {
  //background(270);
  //Coriolis force
  Fcx=2*m*Omega*vy*sin(phi); Fcy=-2*m*Omega*vz+vx*omega2
  in(phi)
  //the restoring force, in the small-angle approximation
  Fgx=-m*omega2*x; Fgy=-m*omega2*y
  ax=(Fgx+Fcx)/m; ay=(Fgy+Fcy)/m
  //Euler
  vx=vx+ax*dt; vy=vy+ay*dt
  x=x+vx*dt; y=y+vy*dt
  ppm=150; circle(x+150*200, y+15000*200, 1) //x and y not in the same scale!
}
```

▶ See example

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# Screenshot: Satellite motion @ processing

p5 File Edit Sketch Help

Auto-refresh Satellite motion by vojtech.svob

sketch.js Saved: 25 seconds ago Preview

```
function setup() {  
  createCanvas(400, 400);  
  kappa=6.672E-11  
  m=1  
  M=5.972E24  
  //Initial conditions  
  t=0;dt=100;x=10E6;y=0;vx=0;vy=7.5E3  
}  
  
function draw() {  
  background(220);  
  r=sqrt(sq(x)+sq(y))  
  Fg=kappa*m*M/(sq(r))  
  Fx=-Fg*(x/r);Fy=-Fg*(y/r)  
  ax=Fx/m;ay=Fy/m  
  vx=vx+ax*dt;vy=vy+ay*dt  
  x=x+vx*dt;y=y+vy*dt  
  t=t+dt  
  
  mpp=100000  
  circle(200,200,2*6.378E6/mpp)  
  if (r>6.378E6) {circle(200+x/mpp,200+y/mpp,10)}  
  //circle(200+x/mpp,200+y/mpp,10)  
}
```

▶ See example



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## 1 *Introduction*

- Motivation
- Vojtech Svoboda @ CTU
- Euler method

## 2 *1D problem in cartesian coordinates: free fall*

- Spreadsheet
- Processing
- Python

## 3 *1D problem in rotational system: pendulum*

- Basic analysis (spreadsheet & processing & octave)
- Pendulum with friction (spreadsheet & processing)
- Pendulum - phase space (spreadsheet)
- Pendulum - energy conservation (spreadsheet)
- Pendulum - small angle approximation analysis (spreadsheet)
- Two pendulums (processing)

## 4 *Numerical simulation versus experiment*

- Prague
- World pendulum

## 5 *Final remarks*

*To be continued..*

*Thank you*

for your attention



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