

CDS 230

Modeling and Simulation I

Module 2

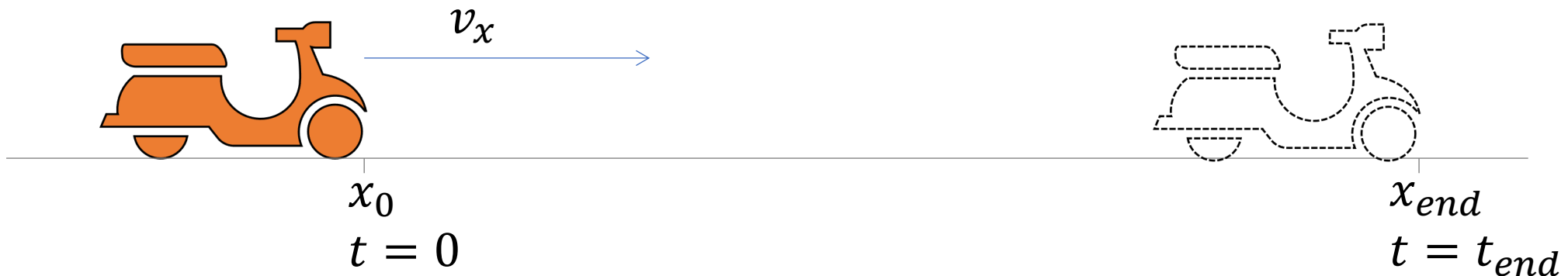
Simple Physics Models

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Linear motion

- Based on Newton's first law (i.e., the principle of inertia)
 - An object with no net forces acting upon them will remain still or move with constant speed.



$$x_{end} = x_0 + v_x t$$

This equation will determine where an object is after time t_{end} .

Starting location is x_0 . Velocity is v_x . The time is t .

Linear motion

$$x_{end} = x_0 + v_x t \quad \text{re-arrange the equation as} \quad t = \frac{x_{end} - x_0}{v_x}$$

In this equation, we have the starting position, the ending position, and the velocity.

We can determine the amount of time needed to make journey.

Let's represent this equation in Python

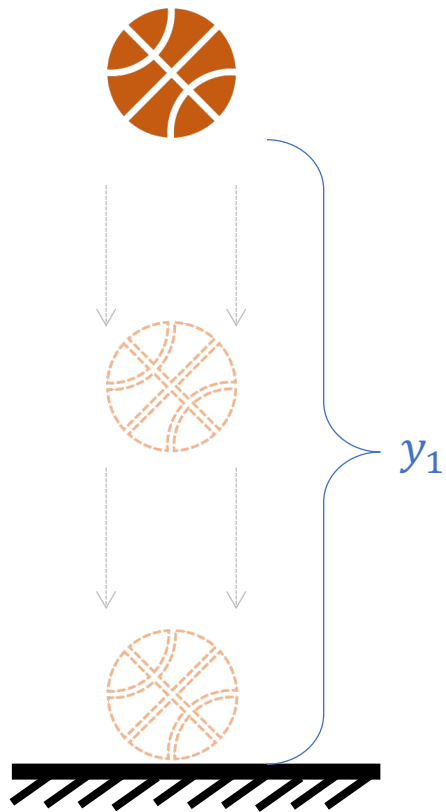
```
x0 = 0
x_end = 10
vx = 1.3
t = (x_end-x0)/vx

print("Time it takes to move from x1 to x2 is ", t, "seconds")
```

```
Time it takes to move from x1 to x2 is 7.692307692307692 seconds
```

Free fall

Watch: <https://www.youtube.com/watch?v=E43-CfukEgs>



Free fall formula:
$$y_2 = y_1 + v_y t - \frac{1}{2} g t^2$$

This equation also applies if a person is just dropping something from a height. In this case y_1 would be a larger number.

Starting height = y_1 .
Ending height = y_2 .
Initial velocity = v_y .
Gravity = $g = 9.8$ (For Earth)
Time = t

Free fall (code)

```
y1=50 # initial position  
vy=0 # initial velocity  
t=3 # time  
g=9.8 # gravity
```

```
new_position = y1+vy*t-0.5*g*t**2
```

```
print("The new position after free fall is ", new_position)
```

```
The new position after free fall is 5.8999999999999999
```

Predicting Time

$$y_2 = y_1 + v_y t - \frac{1}{2} g t^2$$

Predicting time is a little more involved because there is a t and a t^2 .

This equation is of the form: $a t^2 + b t + c = 0$

Do you remember the quadratic equation?

$$t = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Thus..

$$y_2 = y_1 + v_y t - \frac{1}{2} g t^2$$

Solving for t becomes:

$$t = \frac{-v_y \pm \sqrt{v_y^2 + 2g(y_1 - y_2)}}{-g}$$

In Python use ****0.5** for the square root or `math.sqrt()`.

Need two equations for the two cases: \pm . One equation will use + and the other equation will use -.

Questions?

Sources:

<https://www.britannica.com/science/linear-motion>