

CHE656 Course Slides

(10th Edition, 2020)

Modeling in Chemical Engineering with MATLAB

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Introduction

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What Is MATLAB?

- ❑ MATLAB = Matrix Laboratory
 - ❖ by The MathWorks, Inc. (www.mathworks.com)
- ❑ Originally developed for easy matrix manipulation
- ❑ Latest: Version R2020a (Version 9.8)
- ❑ Ours: Version R2020a with KMUTT license
- ❑ Software program for numerical computations
 - ❖ Simple arithmetic and function calculations
 - ❖ Vectors and matrix manipulations

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What Is MATLAB? (Cont'd)

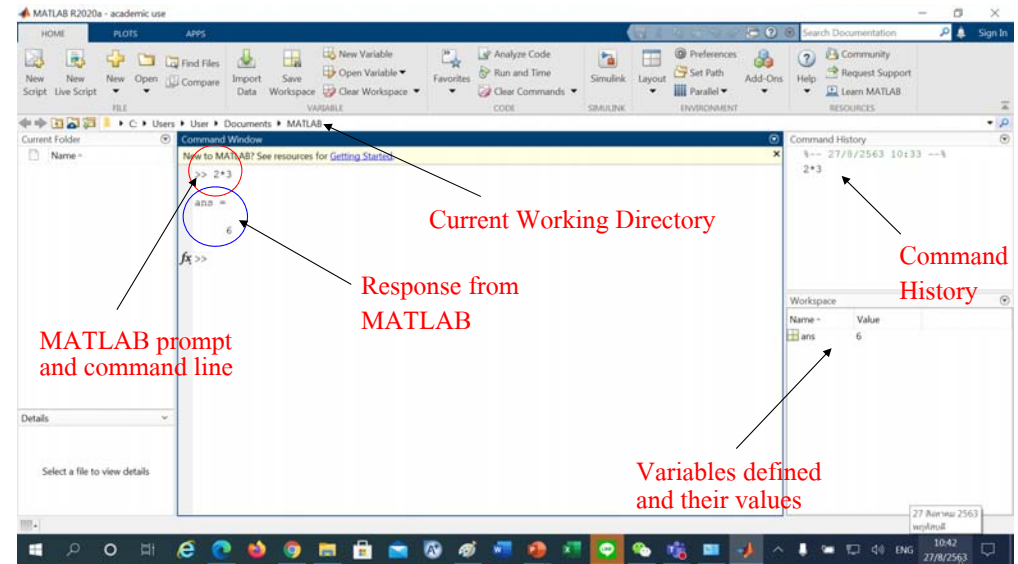
- ❖ Equations solving
 1. Linear algebraic equations
 2. Nonlinear algebraic equations
 3. Ordinary differential equations (ODEs)
 4. Partial differential equations (PDEs)
- ❖ Programming
- ❖ Plotting

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Getting Started

- ❑ On PCs, click on the MATLAB icon in Desktop
- ❑ Terminating a MATLAB session:
 1. Click on the “Close Window” button
 2. Select Exit MATLAB from the File pulldown menu
 3. Press Cntrl+Q on the command line
 4. Type exit or quit at the command line
 5. Cntrl+C will interrupt a MATLAB task but will not exit the program

Getting Started (Cont'd)



Getting Help in MATLAB

- ❑ Very extensive set of help at the command line:
 - `demo` Opens Help browser to MATLAB examples
 - `help topic` Display on-line help on a topic (with syntax and examples) at command line
 - Type `help` to view all topics
 - `doc` Online help and comprehensive
 - `helpwin` hypertext documentation and
 - `help` trouble-shooting

Lookfor vs. Help

- ❑ The `lookfor` command searches for functions based on a keyword in the first line of help text
- ❑ For example, MATLAB does not have a function named “inverse”:
 - `>> help inverse`
 - `inverse.m not found.` => response from MATLAB
 - `>> lookfor inverse` => will find many matches

Simple Arithmetic Capabilities

```
>> clc           % Clear the screen

>> clear        % Clear all the variables in session

>> 2+3          % Simple addition
ans =
    5

>> 2*3          % Simple multiplication
ans =
    6
```

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Simple Arithmetic Capabilities (Cont'd)

```
>> 3 / 6        % Simple division

>> 2^3          % Exponentiation of power

>> 10 / (3+2)   % More complex expression
ans =
    2
```

Arithmetic Operators:

+	Addition	/	Division
-	Subtraction	\	Left division
*	Multiplication	^	Power
()	Specify evaluation order by the degree of nesting		

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Other Tidbits

```
>> 6 / 3 , 3 \ 6   % Use , to execute more than 1 operation
ans =
    2

ans =
    2
```

The semicolon ; will suppress the output but save the result

```
>> 2+3 ;         % Will produce no output but save the result in ans
>> ans          % Retrieve the result
ans =
    5
```

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Other Tidbits (Cont'd)

- ❑ Use up-arrow to recall previously entered commands ↑
- ❑ A statement can be continued onto the next line with 3 or more periods followed by a return

```
>> 2 + 3 ...     % Use 3 periods to continue the next line
+ 10
ans =
    15
```

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Input and Output Format for Numbers

- ❑ All computations in MATLAB are done in double precision (16 digits)
- ❑ Uses conventional decimal notation
- ❑ Scientific notation uses the letter *e* to specify a power-of-ten scale factor
- ❑ Imaginary numbers use either *i* or *j* as a suffix

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Input and Output Format for Numbers

- ❑ Examples of legal numbers are:

3	-99	0.0001
9.6397238	1.60210e-20	6.02252e25
1i	-3.14159j	3e5i

- ❑ **Format** command is used to switch between different display formats.

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Display Output for Numbers with Format

- >> **format** % Default. Same as “format short”
- >> **format short** % Scaled fixed point format with 5 digits
- >> **format long** % Scaled fixed point format with 15 digits
- >> **format shorte** % Floating point format with 5 digits
- >> **format longe** % Floating point format with 15 digits
- >> **format shorteng** % Engineering format that has at least 5 digits and a power that is a multiple of three
- >> **format longeng** % Engineering format that has exactly 16 significant digits and a power that is a multiple of three
- >> **format compact** % Suppresses extra line-feeds
- >> **format loose** % Puts the extra line-fees back in

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Display Output for Numbers with Format

```
>> pi % Display value of pi using default format
ans =
    3.1416

>> format long, pi % Long, fixed format pi
ans =
    3.14159265358979

>> format shorte, pi % Short, scientific notation for pi
ans =
    3.1416e+00
```

Use **fprintf** command to write formatted data to file or screen

Syntax: `fprintf(fid, format, A,)`

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The fprintf Command

Syntax: `fprintf(fid, format, A,)`

where `fid` = output filename; if blank, output is screen

`format` = format control of data

`A` = variable name (e.g. vector, matrix, etc.)

```
>> A = pi;
```

```
>> fprintf('%10.6f', A) % print value of pi in fixed point  
% format with a maximum of 10  
% characters and 6 decimal places
```

```
3.141593
```

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The fprintf Command (Cont'd)

```
>> A = pi; B = 2*pi;
```

```
>> fprintf('%10.6f', A, B)
```

```
3.141593 6.283185
```

```
>> fprintf('%10.6f\n', A, B)
```

`% \n` forces a new line in output

```
3.141593
```

```
6.283185
```

Type '`help fprintf`' to view more information about the the command and how to write to an output file.

Another useful command to display output is `disp(x)`, where `x` could be an array or a string enclosed in ' '. The command displays the array without printing the array name.

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Predefined Variables

`ans` The most recent answer

`i, j` Imaginary unit

`pi` The value of π (3.141592653)

`Inf` Infinity

`NaN` Not-a-Number (i.e. 0/0 or Infinity/Infinity)

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Built-in Mathematical Functions

❑ MATLAB has many built-in mathematical functions

❑ Type "`help elfun`" and "`help specfun`" for a list of functions

❑ Some common ones are:

`abs(x)` Gives the absolute value of `x`

`sqrt(x)` Gives the square root of `x`

`exp(x)` Exponential of `x`

`log(x)` Natural logarithm of `x`

`log10(x)` Logarithm to the base 10 of `x`

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Built-in Mathematical Functions (Cont'd)

<code>sin(x)</code>	Sine of x, for x in radians
<code>asin(x)</code>	Arcsin(x)
<code>csc(x)</code>	Produces 1/sin(x)
<code>round(x)</code>	Gives the integer closest to x
<code>real(x)</code>	Gives the real part of a complex number

```
>> x = exp(1)           % Numerical value of e
x =
    2.7183
```

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An Example

```
%
% Here is a simple sequence of expressions to compute
% the volume of a cylinder, given its radius and length.
%
>> radius = 2;           % radius of cylinder
>> length = 4;          % length of cylinder
>> volume = pi*radius^2*length % volume of cylinder
volume =
    50.2655
```

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Writing a MATLAB Script File

- A script is an external text file containing a sequence of MATLAB statements.
 - ❖ Has the file extension `.m`
 - ❖ Very useful for running MATLAB non-interactively by executing many MATLAB statements with one Enter keystroke by typing the script filename.
 - ❖ The first character of the file name must be an alphabet, but the file name may contain numerals.
 - ❖ Must make sure the file name does not coincide with built-in MATLAB function names, e.g. `sum`, `sin`, `mean`.

Writing a MATLAB Script File (Cont'd)

- Two simple ways to create a MATLAB script file:
 1. Use a text editor in Windows or use the built-in Editor in MATLAB by choosing New Script in the ribbon.
 2. Use MATLAB *diary* command to record an interactive session.

```
>> diary filename
>> (some MATLAB commands)
>> (some MATLAB output)
>> diary off
```

Then edit the file to delete MATLAB output, including incorrect commands and any error messages. Save the file again with the extension `.m`.

Example of a Script File

- ❑ Create a script file named “Volume.m”

```
clear
clc
radius = 2;
length = 4;
volume = pi*radius^2*length;
fprintf('The volume of the cylinder = %4.2f\n', volume)
```

- ❑ Notice that the file name of a script is case-sensitive.
- ❑ Also, you are not allowed to use the same name for a variable in the script and the script file name.

Vector and Matrix Manipulations

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Matrices and Vectors

Vectors and One-Dimensional Arrays

1. Row Vector

```
>> a = [1 3 9 25 1]      % Syntax for a row vector with
                        % elements separated by a space
>> a = [1, 3, 9, 25, 1] % Syntax for a row vector with
                        % elements separated by a comma
a =
     1     3     9    25     1
```

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Matrices and Vectors (Cont'd)

2. Column Vector

```
>> b = [1; 3; 2; 5]    % Syntax for a column vector with
                        % elements separated by a semicolon
b =
     1
     3
     2
     5
```

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Some Vector Operations/Manipulations

```
>> a(2)      % Determine the value of the 2nd element of the vector
ans =
     3

>> length(a) % Determine the number of elements in vector
ans =
     5

>> a(7) = 49 % Add an additional element to the vector a
a =
     1     3     9    25     1     0    49
```

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Some Vector Operations/Manipulations

```
>> a(6) = 16 % Change the 6th element of the vector
a =
     1     3     9    25     1    16    49

Many of the functions introduced can be applied to a vector
>> sqrt(a) % Determine the square root of each element
ans =
     1.0000     1.7321     3.0000     5.0000     1.0000
     4.0000     7.0000

Other useful functions are:
min(a), max(a), mean(a), median(a)
```

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Some Vector Operations/Manipulations

```
>> c = [2 4 5 3]' % c is the transpose of the row vector
c =
     2
     4
     5
     3

>> 3*b - c % array operations can be performed on each element
ans =
     1
     5
     1
    12
```

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Some Vector Operations/Manipulations

```
Arrays can be combined
>> [c ; b] % Join two column vectors to form a new one
ans =
     2
     4
     5
     3
     1
     3
     2
     5
```

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Some Vector Operations/Manipulations

When division, exponentiation, or other operators are involved, the syntax is to put a period '.' before the operator without any spacing:

```
>> a./2           % Divide each array element by 2
```

```
ans =  
    0.5000    1.5000    4.5000   12.5000    0.5000  
    8.0000   24.5000
```

```
>> b'.*c'        % Form product of the individual elements,  
                  i.e. [b1c1, b2c2, ..., bncn]
```

```
ans =  
     2    12    10    15
```

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Some Vector Operations/Manipulations

```
>> (b'.*c').^2    % Another example of exponentiation and .
```

```
ans =  
     4    144    100    225
```

Vector inner and outer products:

```
>> c'*b          % Form inner product of 2 vectors → a scalar
```

```
ans =  
     39
```

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Some Vector Operations/Manipulations

```
>> b*c'          % Form the outer product of 2 vectors → a matrix
```

```
ans =  
     2     4     5     3  
     6    12    15     9  
     4     8    10     6  
    10    20    25    15
```

Matrices:

Some basic conventions:

1. Separate the element of a row with a blanks or commas

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Matrices (Cont'd)

2. Use semicolons ; to indicate the end of each row

3. Surround the entire list of elements with square brackets, []

```
>> A = [1 2 3; 5 7 4]           % Entering a 2x3 matrix
```

```
A =  
     1     2     3  
     5     7     4
```

```
>> A(2,1)          % Access element of second row, first column
```

```
ans =  
     5
```

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Matrices (Cont'd)

Consider a larger matrix:

```
>> B = [2 3 1 5 7; 3 5 1 6 7; 8 3 2 1 4; 5 7 10 3 4]
```

B =

```
     2     3     1     5     7
     3     5     1     6     7
     8     3     2     1     4
     5     7    10     3     4
```

Sub-matrices can be extracted from B using the colon operator

The syntax is: (start_row:end_row, start_column:end_column)

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Matrices (Cont'd)

```
>> B_submatrix = B(2:3, 2:4) % Extract a 2x3 sub-matrix
```

```
B_submatrix =
     5     1     6
     3     2     1
```

```
>> A(:, 3) = [ ] % Delete the third column of matrix A
```

A =

```
     1     2
     5     7
```

```
>> A(:, 3) = [3; 4] % Add another column to A
```

```
A =
     1     2     3
     5     7     4
```

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Matrices (Cont'd)

Some useful functions for manipulating matrices:

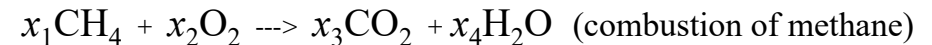
- diag(A)** - Produces the diagonal of matrix A
- inv(A)** - Finds the inverse of matrix A
- eig(A)** - Computes the eigenvalues of matrix A
- eye(n)** - Generates an $n \times n$ identity matrix
- zeros(n, m)** - Generates an $n \times m$ matrix of zeros
- ones(n, m)** - Generates an $n \times m$ matrix of ones

Matrix manipulations can be used to solve a system of algebraic equations!!!

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Example of the Use of Matrices

To solve a Stoichiometric Balance Problem:



The balance equations are:

$$x_1 = x_3, \quad 4x_1 = 2x_4, \quad 2x_2 = 2x_3 + x_4$$

3 equations but 4 unknowns \implies set $x_1 = 1$

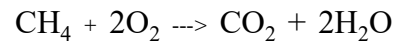
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Example of the Use of Matrices (Cont'd)

The matrix form is:

$$\begin{pmatrix} 1 & 0 & -1 & 0 \\ 4 & 0 & 0 & -2 \\ 0 & 2 & -2 & -1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

The solution from MATLAB is:



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Solving Nonlinear Algebraic Equations

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Solving Nonlinear Equations

□ There are 3 important MATLAB functions for solving nonlinear equations: $f(\underline{x}) = 0$

1. **roots** → special function to solve for polynomial roots
2. **solve** → generalized *symbolic* solver for roots of a set of nonlinear equations
3. **fsolve** → generalized *numerical* solver for roots of a set of nonlinear equations

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Syntax of **Roots** Function

□ Syntax of **roots** is:

ROOTS(*C*) computes the roots of the polynomial whose coefficients are the elements of the vector *C*.

If *C* has *N*+1 components, the polynomial is $C(1)*X^N + C(2)*X^{(N-1)} + \dots + C(N)*X + C(N+1)$.

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Example of Using **Roots**

Solve the following polynomial equation:

$$3x^4 + 2x^3 + x^2 + 4x - 6 = 0$$

```
>> c = [3 2 1 4 -6];
```

```
>> roots(c)
```

```
ans =
```

```
-1.5476
```

```
0.0435 + 1.2750i
```

```
0.0435 - 1.2750i
```

```
0.7940
```

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Syntax of the Function **Solve**

- The **solve** function can be used to solve nonlinear algebraic equations either symbolically or numerically if no analytical solution is available.

The most widely used syntax is (see help too):

```
solve(eqn1, eqn2, ..., eqnN)
```

```
solve(eqn1, eqn2, ..., eqnN, var1, var2, ..., varN)
```

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Some Examples of Using **Solve**

```
>> syms a b c x
```

```
>> solve(a*x^2+b*x+c==0, x) % Produce an analytical  
solution
```

```
ans =
```

```
-(b + (b^2 - 4*a*c)^(1/2))/(2*a)
```

```
-(b - (b^2 - 4*a*c)^(1/2))/(2*a)
```

```
>> syms x
```

```
>> solve(x-cos(x)==0) % Produce a numerical result, or
```

```
>> solve(x==cos(x))
```

```
ans =
```

```
0.73908513321516064165531208767387
```

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More Examples of Using **Solve**

Consider the following set of nonlinear equations:

$$x^2 + x - y^2 = 1 \quad \text{and} \quad y - \sin(x^2) = 0$$

```
>> syms x y
```

```
>> xy = solve(x^2+x-y^2-1==0, y - sin(x^2)==0)
```

```
xy =
```

```
struct with fields:
```

```
x: [1×1 sym]
```

```
y: [1×1 sym]
```

```
>> xy.x
```

```
ans =
```

```
0.90908536662905988691187687185816
```

```
>> xy.y
```

```
ans =
```

```
0.73552157044815211836599760477997
```

```
[x y] = solve(...)
```

```
x =
```

```
0.909085...
```

```
y =
```

```
0.735521...
```

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Using the Double Command

- `DOUBLE(X)` returns the double precision value for X. If X is already a double precision array, `DOUBLE` has no effect.
- `DOUBLE` is very useful in converting symbolic numbers into double-precision numbers.

```
>> format short
>> syms x
>> z = solve(3*x^2-4*x-10==0)
z =
2/3 - 34^(1/2)/3
34^(1/2)/3 + 2/3
>> double(z)
ans =
-1.2770
2.6103
```

`% Combine commands: disp + double`
`disp(double(xy.x))`
0.9091
`disp(double(xy.y))`
0.7355

`% or if using [x y] = solve(...)`
`double(x)`
`double(y)`

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Specifying equations outside *Solve*

- Another way to use *Solve*? First just one unknown:

```
>> a = 4;
>> b = a/2;
>> syms x % define a symbolic variable
>> F = a*x-b*cos(x);
>> answer = solve(F);
>> disp(double(answer))
0.4502
```

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Using Parameters in *Solve* Function

- Now solve for 2 unknowns from 2 nonlinear equations:

```
% Solve a*y-cos(z)=0 and y+b*log(z) = 0
```

```
>> syms y z
>> F1 = a*y-cos(z);
>> F2 = y+b*log(z);
>> yz = solve(F1, F2);
>> disp(double(yz.y)), disp(double(yz.z))
0.1499
0.9278
```

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Syntax of The Function *fsolve*

- The *fsolve* function solves a system of nonlinear equations of several variables.

- The most widely used syntax is (see help too):

```
x = fsolve(fun, x0)
```

where

fun = an M-file function containing the system of nonlinear equations

x0 = the initial guesses of the variables

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Example of Using `fsolve`

- Solve: $2x_1 - x_2 - \exp(-x_1) = 0$ and $-x_1 + 2x_2 - \exp(-x_2) = 0$ starting at $x_1 = -5$ and $x_2 = -5$
- First, write an M-file that computes F, the values of the equations at x.

```
function F = myfun(x)
```

```
F = [2*x(1) - x(2) - exp(-x(1)); -x(1) + 2*x(2) - exp(-x(2))];
```

```
>> x0 = [-5 -5];
```

```
>> x = fsolve(@myfun, x0)
```

```
x =
```

```
0.5671 0.5671
```

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Solving Ordinary Differential Equations

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Solving ODEs in MATLAB

- The most widely used functions in MATLAB to solve a system of 1st-order ODEs are: **ODE23** and **ODE45**

$$dy/dt = f(t, y) \quad \text{s.t. } y(0) = a$$

- Based on the Runge-Kutta numerical method
- ODE23 is low-order while ODE45 is medium-order
- The higher the order, the more accurate the numerical algorithm

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Solving ODEs in MATLAB (Cont'd)

- A function is written for the ODEs as an M-file.

Example: Solve the following ODEs

$$dy_1/dt = 2y_1 - 0.001y_1y_2$$

$$dy_2/dt = -10y_2 + 0.002y_1y_2$$

$$\text{s.t. } y_1(0) = 5000$$

$$y_2(0) = 100$$

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Solving ODEs in MATLAB (Cont'd)

□ The syntax of ODE23 and ODE45 is:

```
[t, y] = ode23(odefun, tspan, y0)
```

where odefun is the name of the M-file containing the ODE functions; tspan is the length of simulation; y0 is the initial condition
Create an M-file called 'fxy.m', which contains the following code:

```
function fy = ode(t, y)
fy = zeros(2,1); % Initialize fy as 2 x 1 matrix to zeros
fy(1) = 2*y(1)-0.001*y(1)*y(2);
fy(2) = -10*y(2)+0.002*y(1)*y(2);
```

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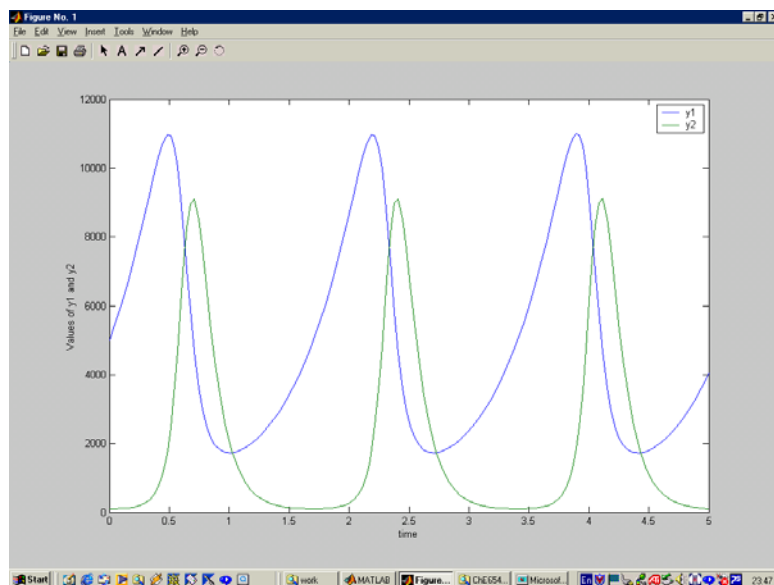
Solving ODEs in MATLAB (Cont'd)

The solution of the ODEs can now be obtained by entering the following MATLAB commands, or put them into a script file:

```
>> simtime = 5; % Length of simulation
>> inity = [5000, 100]; % Initial values at t=0
>> [t, y] = ode23('fxy', simtime, inity) % Solve the ODEs
>> plot(t,y);
>> xlabel('time')
>> ylabel('Values of y1 and y2')
>> legend('y1', 'y2')
```

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Solving ODEs in MATLAB (Cont'd)



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Plotting in MATLAB

MATLAB has extensive facilities for displaying vectors and matrices as graph, as well as annotating and printing these graphs.

```
>> x = [0 1 2 3 4 5 6 7 8 9 10]; % Setting the x values
>> y = x.^2; % y = x^2
>> plot(x,y) % Plot of a quadratic
>> title('Graph of a Quadratic') % Put in a title for the graph
>> xlabel('Values of x') % Label the x-axis
>> ylabel('y = x^2') % Label the y-axis
>> legend('y') % Put in a legend for multiple lines
```

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Solving Higher-Order ODEs

- For higher-order ODEs (e.g. 2nd-order, 3rd-order, etc.), must reduce them to a system of 1st-order ODEs.
- There are 2 kinds of higher-order ODE problems:
 - Initial-value problems (IVPs)
 - Boundary-value problems (BVPs)

$$y'' + 3y' - xy = \sin(x), \quad y'(0) = 0, y(0) = 1 \quad \Rightarrow \text{IVP}$$

$$y'' - xy' + y = \exp(-x), \quad y'(0) = 0, y(1) = 2 \quad \Rightarrow \text{BVP}$$

$$y''' + y'' + 3y' - y = 0, \quad y''(0) = 0, y'(0) = 1, y(2) = 5 \quad \Rightarrow \text{BVP}$$

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Reducing Higher-Order ODEs

- Consider the 2nd order ODE:

$$d^2y/dt^2 = 3 dy/dt + 6y - \cos(t), \quad y'(0) = 0, y(0) = 1$$

The ODE can be converted into a pair of 1st-order ODEs:

Define $x = dy/dt$ so that

$$dx/dt = 3x + 6y - \cos(t) \quad (1)$$

$$dy/dt = x \quad (2)$$

subject to $x(0) = 0, y(0) = 1$

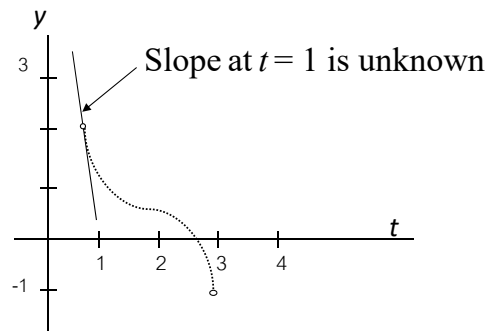
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Solving Boundary-Value Problems

- Shooting Method - Trial and Error

Consider the following 2nd-order ODE:

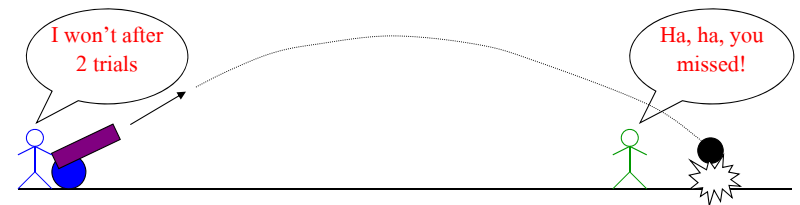
$$d^2y/dt^2 - (1 - t/5)y = t, \quad y(1) = 2, y(3) = -1$$



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Shooting Method (Cont'd)

- Based on the mechanics of an artillery problem



- Solve the ODE as an IVP by guessing the slope $y'(1)$ to get $y(3)$.
- If $y(3) > -1$, then the guess is too high. Guess a lower value for y' .
- If $y(3) < -1$, then the guess is too low. Guess a higher value for y' .
- After 2 trials, linearly interpolate or extrapolate for a third trial.

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Shooting Method (Cont'd)

- The formula for linear interpolation/extrapolation is:

$$y'(1) = G1 + \frac{G2 - G1}{R2 - R1} (D - R1)$$

where G1 = first guess at initial slope
 G2 = second guess at initial slope
 R1 = first result at endpoint (using G1)
 R2 = second result at endpoint (using G2)
 D = desired value at the endpoint

Note: The third trial always gives the correct results if the ODE is *linear* => An ODE is linear if the coefficients of each derivative term and the forcing function are not functions of y .

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Shooting Method in MATLAB

- First reduce the 2nd-order ODE into a pair of 1st-order ODEs:

$$dy/dt = x \text{ and } dx/dt - (1 - t/5)y = t, \quad y(1) = 2, y(3) = -1$$

- MATLAB m-file: fshoot.m

```
function fy = ode(t, y)
fy = zeros(2,1);
fy(1) = y(2);
fy(2) = (1-t/5)*y(1) + t;
```

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Shooting Method in MATLAB (Cont'd)

- First trial => guess $y'(1) = x(1) = -1.5$

```
clc
clear
simtime = [1:0.2:3];
inity = [2, -1.5];
[t, y] = ode45('fshoot', simtime, inity);
```

Run from $t = 1$ to $t = 3$ with $\Delta t = 0.2$

y	2.0000	-1.5000
	1.7514	-0.9886
	1.6043	-0.4814
	1.5597	0.0389
	1.6218	0.5876
	1.7976	1.1783
	2.0967	1.8227
	2.5309	2.5310
	3.1139	3.3116
	3.8608	4.1706
	4.7876	5.1119

x or y'

y(t=3) which is > -1.0 wanted
 so y'(1) is too large

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Shooting Method in MATLAB (Cont'd)

- Second trial => guess $y'(1) = x(1) = -3.0$

```
clc
clear
simtime = [1:0.2:3];
inity = [2, -3.0];
[t, y] = ode45('fshoot', simtime, inity);
```

Run from $t = 1$ to $t = 3$ with $\Delta t = 0.2$

y	2.0000	-3.0000
	1.4498	-2.5118
	0.9921	-2.0719
	0.6192	-1.6598
	0.3275	-1.2580
	0.1163	-0.8512
	-0.0118	-0.4259
	-0.0520	0.0299
	0.0029	0.5266
	0.1620	1.0732
	0.4360	1.6773

x or y'

y(t=3) is > -1.0
 so y'(1) is still too large

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The Complete MATLAB File

```
% Shooting Method to solve a 2nd-order ODE
clc
clear
% first trial
simtime = [1:0.2:3];
g1 = -1.5;
inity = [2, g1];
[t, y] = ode45('fshoot', simtime, inity)
r1 = y(11,1);
% second trial
g2 = -3.0;
inity = [2, g2];
[t, y] = ode45('fshoot', simtime, inity)
r2 = y(11,1);
% third trial and the solution
g3 = g1 + (g2-g1)/(r2-r1)*(-1-r1);
inity = [2, g3];
[t, y] = ode45('fshoot', simtime, inity)
```

Output:

```
2.0000 -3.4950
1.3503 -3.0145
0.7900 -2.5967
0.3088 -2.2204
-0.0997 -1.8671
-0.4385 -1.5209
-0.7076 -1.1679
-0.9043 -0.7955
-1.0237 -0.3925
-1.0586 0.0511
-1.0000 0.5439
```

y(t=3)

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Programming in MATLAB

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Programming in MATLAB

- MATLAB is both a powerful programming language as well as an interactive computational environment
- Files that contain code in the MATLAB language are called M-files (file names must end with the extension '.m')
- There are 2 kinds of M-files:
 - Scripts, a simple text file where you can place MATLAB commands.
 - Functions, which can accept input arguments and return output arguments

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The IF Condition Statement

- The IF statement evaluates a logical expression and executes a group of statements when the expression is true.

The general form of the IF statement is

```
IF expression
statements
ELSEIF expression
statements
ELSE
statements
END
```

The ELSEIF and ELSE parts are optional. The valid operators in the expression are =, <, <=, >, >=, and ~=.

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Example of IF Condition Statements

Given a positive integer number, determine if the number is divisible by 5.

```
clc
clear
number = input('Please enter a positive integer number: ')
if number < 0
    fprintf('Sorry, %5i is not a positive number \n', number)
elseif round(number) - number ~= 0
    fprintf('Sorry, %10.5f is not an integer number \n', number)
elseif rem(number, 5) == 0
    fprintf('%5i is divisible by 5 \n', number)
else
    fprintf('%5i is not divisible by 5 \n', number)
    remainder = rem(number,5);
    fprintf('%5i is the remainder \n', remainder)
end
```

The m-file is called "ifthenelse"

Returns the remainder if not divisible by 5

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Example of IF Statements (Cont'd)

In MATLAB, type: `ifthenelse`

Please enter a positive integer number: -25

Sorry, -25 is not a positive number

>>

Please enter a positive integer number: 15.23

Sorry, 15.23000 is not an integer number

>>

Please enter a positive integer number: 80

80 is divisible by 5

>>

Please enter a positive integer number: 34

34 is not divisible by 5

4 is the remainder

>>

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The FOR Statement

□ The FOR statement repeats a group of statements a fixed, predetermined number of times.

The general form of the FOR statement is

```
FOR variable = expr
    statements
END
```

where `expr` is often of the form `X:Y`

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Example of FOR Loop Statements

Given a positive integer number n , calculate the sum of $(1+2+3+\dots+n)$

```
clc
clear
number = input('Please enter a positive integer number: ')
if number < 0
    fprintf('Sorry, %5i is not a positive number \n', number)
else
    sum = 0;
    for i = 1:number
        sum = sum + i;
    end
    fprintf('The sum is %8i \n', sum)
end
```

The m-file is called "forloop"

In MATLAB, type: `forloop`

Please enter a positive integer number: 100

The sum is 5050

>>

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The WHILE and BREAK Statements

- The WHILE loop repeats a group of statements an indefinite number of times, under control of a logical condition.

The general form of the WHILE statement is

```
WHILE expression
statements
END
```

- The BREAK statement lets you exit early from a FOR or WHILE loop. This prevents MATLAB from going into an infinite loop.

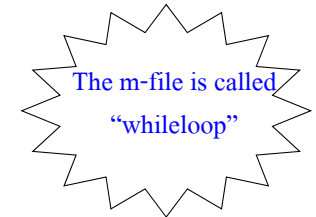
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Example of WHILE Statements

The Hi-Lo game:

Objective: Try to correctly guess an integer between 0 and 100 generated by the computer in as few trials as possible.

```
clc
clear
myinteger = round(100*rand);
flag = 0;
while flag == 0
    fprintf('\n')
    guess = input('Please guess an integer between 0 and 100 I have in mind: ');
```



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Example of WHILE Statements (Cont'd)

```
if guess == myinteger
    flag = 1;
    fprintf('\n')
    fprintf('You guessed right!!!\n')
    fprintf('My number is %3i \n', myinteger)
elseif guess < myinteger
    fprintf('Your number is too low. Please guess again\n')
else
    fprintf('Your number is too high. Please guess again\n')
end
end
```

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Example of WHILE Statements (Cont'd)

```
Please guess an integer between 0 and 100 I have in mind: 50
Your number is too low. Please guess again
Please guess an integer between 0 and 100 I have in mind: 75
Your number is too low. Please guess again
Please guess an integer between 0 and 100 I have in mind: 88
Your number is too high. Please guess again
Please guess an integer between 0 and 100 I have in mind: 82
Your number is too high. Please guess again
Please guess an integer between 0 and 100 I have in mind: 79
Your number is too low. Please guess again
Please guess an integer between 0 and 100 I have in mind: 81
You guessed right!!!
My number is 81
>>
```

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Workshops

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Workshop 1: Basic Calculations

Use MATLAB to carry out the following calculations:

- Solve the equation: $2x^2 - 5x - 20 = 0$, using the quadratic formula. Report your answers in 6 decimal places.
- What is the product of the two roots of the quadratic equation: $4x^2 + 3x + 13 = 0$. Report your answer in 4 decimal places.
- Compute the distance between two points, namely (2, -4, 9) and (-3, 1, -7), given in the Cartesian coordinates.
- Convert the Cartesian coordinates (4, 15) into the polar coordinates (r, θ). Report your answers in 2 decimal places and show θ in both degree and radian.

Workshop 1: Basic Calculations (Cont'd)

Use MATLAB to carry out the following calculations:

- (e) A quick search on the Internet shows that the vapor pressure of acetone is given by:

$$\log_{10}(P^{\text{VAP}}) = 7.2316 - \frac{1277.03}{T + 237.23} \quad \text{T in } ^\circ\text{C and P in mmHg}$$

Verify the accuracy of this vapor pressure at $T = 25^\circ\text{C}$ by comparing it (in terms of relative % error with 5 decimal places) with the following vapor pressure equation reported by Ambrose, Sprake, *et al.* (1974):

$$\log_{10}(P^{\text{VAP}}) = 4.42448 - \frac{1312.253}{T - 32.445} \quad \text{T in Kelvin and P in bar}$$

Workshop 2: Matrix Manipulations

- (a) Consider the following arrays:

$$\mathbf{A} = \begin{pmatrix} 1 & 4 & 2 \\ 2 & 4 & 100 \\ 7 & 9 & 7 \\ 3 & \pi & 42 \end{pmatrix} \quad \mathbf{B} = \ln(\mathbf{A})$$

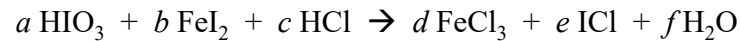
Use MATLAB to do the following (use “format short”):

- Select just the second row of \mathbf{B} .
- Determine the sum of the second row of \mathbf{B} .
- Multiply the second column of \mathbf{B} and the first column of \mathbf{A} (element-by-element)
- Determine the maximum value in the vector resulting from element-by-element multiplication of the second column of \mathbf{B} with the first column of \mathbf{A} .
- Determine the sum of the first row of \mathbf{A} divided element-by-element by the first three elements of the third column of \mathbf{B} .

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Workshop 2 (Cont'd)

(b) Use MATLAB to determine the stoichiometric ratios of molecular species in the following reaction. You must find the lowest integer number for each stoichiometric coefficient.



where HIO_3 = Iodic Acid, FeI_2 = Ferrous Iodide,
 FeCl_3 = Ferric Chloride, and ICl = Iodine Monochloride

Answers:

$$a = \underline{\hspace{2cm}} \quad b = \underline{\hspace{2cm}} \quad c = \underline{\hspace{2cm}} \quad d = \underline{\hspace{2cm}}$$

$$e = \underline{\hspace{2cm}} \quad f = \underline{\hspace{2cm}}$$

Workshop 3: Molar Volume and Z from Redlich-Kwong-Soave Equation of State

The Redlich-Kwong-Soave equation of state contains 2 empirical parameters a and b , and is given by:

$$P = \frac{RT}{\underline{V} - b} - \frac{a}{\underline{V}(\underline{V} + b)} \quad \text{where}$$

$$a = 0.42747[R^2 T_C^2/P_C]\alpha(T)$$

$$b = 0.08664[R T_C/P_C]$$

$$\alpha(T) = [1 + m(1 - T_r^{1/2})]^2 \quad \text{and} \quad T_r = T/T_C$$

$$m = 0.480 + 1.57w - 0.176w^2$$

$$w = -1.0 - \log_{10} [P^{\text{VAP}}(T_r = 0.7)/P_C] = \text{Pitzer acentric factor}$$

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Workshop 3: Molar Volume and Z from Redlich-Kwong-Soave Equation of State

The variables are defined by:

- \mathbf{P} = pressure in atm
- $\underline{\mathbf{V}}$ = molar volume in L/gmole
- \mathbf{T} = temperature in K
- \mathbf{R} = gas constant (0.08206 atm-L/gmole-K)
- \mathbf{T}_C = the critical temperature (405.5 K for ammonia)
- \mathbf{P}_C = the critical pressure (111.3 atm for ammonia)
- \mathbf{P}^{VAP} = vapor pressure (6.2 atm at $\mathbf{T}_r = 0.7$ for ammonia)

Use MATLAB to answer the following questions:

- (a) Calculate the molar volume and compressibility factor \mathbf{Z} for gaseous ammonia at a pressure $\mathbf{P} = 56$ atm and a temperature $\mathbf{T} = 450$ K.
- (b) Repeat the calculations for the following reduced pressures: $\mathbf{P}_r = 1, 2, 4, 10,$ and 20 .

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Workshop 4: Solving an ODE

Write a MATLAB script file to solve the following 4th-order ODE using ode23:

$$d^4y/dt^4 = y + 7.5\sin(2t) + 16\sin^2t - 14\cos^2t + t^3$$

$$\text{s.t. } y(0) = 0, \quad dy(0)/dt = 3, \quad d^2y(0)/dt^2 = 6, \quad d^3y(0)/dt^3 = -8$$

The above ODE has an analytical solution of:

$$y(t) = c_1 e^t + c_2 \sin(2t) - c_3 \cos^2(t) + c_4 t^3$$

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Workshop 4: Solving an ODE (Cont'd)

Make a plot of the numerical solution (y versus t) from MATLAB. Then, compare your MATLAB solution with the analytical solution below by reporting the relative % differences. Run the simulation from $t = 0$ to $t = 1$ with an increment of 0.1. Include 6 decimal places in reporting all your numbers.

Note: You must do all your work in MATLAB, which includes determining the constants c_1 , c_2 , c_3 , and c_4 in the analytical solution.

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Workshop 5: Newton's Method

Consider the following system of nonlinear equations:

$$f_1(x, y, z) = xyz - x^2 + y^2 - 1.34 = 0$$

$$f_2(x, y, z) = xy - z^2 - 0.09 = 0$$

$$f_3(x, y, z) = e^x - e^y + z - 0.41 = 0$$

Write a MATLAB program to do the following:

- (a) Solve for the roots of the above equations using Newton's method. Use an initial guess of $(x, y, z) = (1, 1, 1)$. Accept the solution only when $|f_1|$, $|f_2|$, and $|f_3| \leq 10^{-3}$.

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Workshop 5: Newton's Method (Cont'd)

- (b) Solve the equations again using the function *solve* in MATLAB.
- (c) Compare the % relative errors between the values of x , y , and z obtained from Newton and from MATLAB. Report the errors with 5 decimal places.

Recall that the iterative formula for Newton's method is:

$$\mathbf{x}_{k+1} = \mathbf{x}_k - \mathbf{J}^{-1}(\mathbf{x}_k) * \mathbf{f}(\mathbf{x}_k)$$

where \mathbf{J}^{-1} is the inverse of the Jacobian matrix, \mathbf{J}

$$\mathbf{J} = \begin{Bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} & \dots & \frac{\partial f_1}{\partial x_n} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} & \dots & \frac{\partial f_2}{\partial x_n} \\ \dots & \dots & \dots & \dots \\ \frac{\partial f_n}{\partial x_1} & \frac{\partial f_n}{\partial x_2} & \dots & \frac{\partial f_n}{\partial x_n} \end{Bmatrix}$$

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