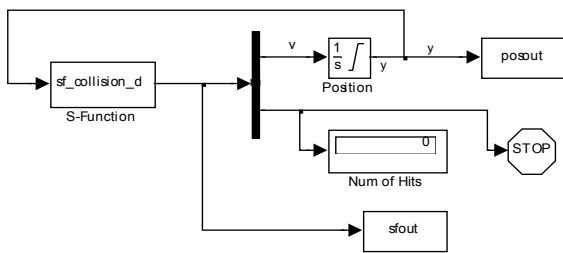


## C12 Collision of Spheres – MATLAB / Simulink

### Numerical Simulation / Event-oriented Model

**Simulator:** MATLAB is a widely used software tool based on numerical vector and matrix manipulation. SIMULINK is a graphical extension for block oriented simulation. S-functions provide a mechanism for extending the capabilities of SIMULINK by adding own blocks. The functionality of these blocks is defined in m-code or C-like programming language.

**Model:** The main components of the SIMULINK model are the s-function that provides the velocities and times of collisions and an integrator that calculates the positions of the spheres (following pic.).



Since the zero-detection-block is not available in the presence of an s-function, integration was limited to  $[0, \infty)$ . For the s-function an event-driven approach was chosen: using state- (current velocities) and input- (current distances) information the s-function calculates state update and the time when it should be called again (time of next collision).

```
function sys=mdlGetTimeOfNextVarHit(t,v,u,e)
global thit stop hittype
% get time of next collision
v_0=-eps;y_0=realmin;
thit = 0;
hittype = 0;
if (v(2) < v_0) & (u(2) > y_0)
    thit = - u(2) / v(2); hittype = 1;
end
if (v(3) < v_0) & (u(3) > y_0)
    ...

```

**Task a:** Figure 1 shows the distance-time function for  $e=0.2$ . For  $e=1$  final velocities are  $v_{x1}=v_{x2}=v_{x3}=0$  and  $v_{x4}=1$ .

The smallest  $e$  for which the model is computable is  $e=0.154504$ . (quasi-plastic case). Smaller values of  $e$  lead to times between two collisions that are smaller than Simulinks minimum timestep ( $\sim 10^{-14}$ ). In this dimension the collision-model is definitely not valid so no extensions have been made.

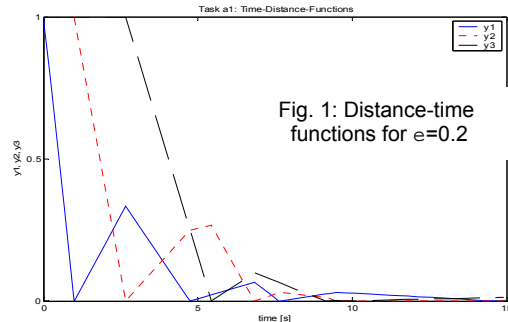


Fig. 1: Distance-time functions for  $e=0.2$

**Task b:** Figures 2 shows the numbers of collisions and final velocities  $v_4$  for simulation runs with  $e$  varied from 1 down to 0.154504.

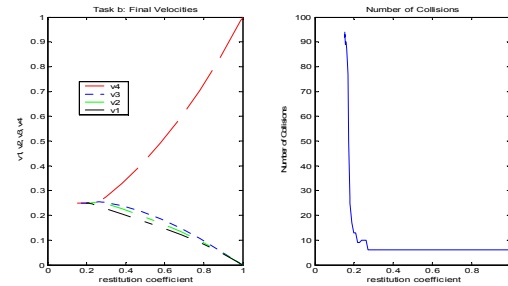


Figure 2: Final Velocities and Number of Hits

**Task c:** The boundary value problem was solved using the results of task b and cubic interpolation. To get  $v_4=v_0/2$  the restitution coefficient has to be  $e=0.587401$ .

The statistic parameters obtained from 1000 samples are: mean value:  $v_4=0.422762$  standard deviation:  $s=0.0422665$  and 95% confidence interval:  $[0.42014 \leq \mu \leq 0.42539]$

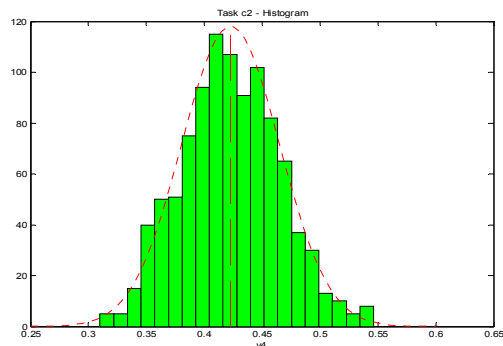


Fig.3: Histogram of final velocity  $v_4$  for  $e$  out of  $N(0.5, 0.005)$

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