# Computer Modeling Homework in Introductory Mechanics Michael F. Schatz<sup>1</sup>, Marcos D. Caballero<sup>1</sup>, Matthew A. Kohlmyer<sup>2</sup> and John B. Burk<sup>3</sup>

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#### Abstract

We present an overview of the computational component in our large (N  $\sim$  500) introductory physics course and the development of homework exercises to enhance students' understanding of numerical computation and visualization introduced in the mechanics course.

### Computation in Intro. Physics

Students taking introductory physics are rarely exposed to computation (using numerical methods to model systems and solve complex problems). Computation can provide students with new opportunities not afforded to them by a standard approach to physics [1]. A course that includes computation allows students to explore "intractable" systems, simulate "impossible" experiments and visualize problems more readily.

At Georgia Tech, we have taught computation using VPython [2] in an introductory course based on the Matter and Interactions (M&I) textbook. VPython is conveniently coupled to M&I allowing us to leverage our years of experience with teaching M&I. While our implementation builds on our M&I experience, it is not limited to it.

With the increasing demand on our graduates to be fluent with computation in the work place, we have begun to extend the computational experience beyond the laboratory. Students taking the M&I course at Georgia Tech utilize their lab-developed code to solve new and different problems on their homework sets.

#### References

- [1] R. Chabay, B. A. Sherwood. *Matter and Interactions*, 3<sup>rd</sup> ed., Wiley and Sons, 2010
- [2] Freely available at vpython.org.

## Funding

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## Design Philosophy

#### No Programming Experience

We aimed to develop an instructional strategy that helps computation permeate the course, but does not require that students have previous programming experience.

#### Easily Deployable

This implementation had to be easily *deployable* across large lecture sections; the setting in which most introductory calculus-based courses are taught.

#### Informed by Professional Practice

Our philosophy was informed by what research scientists do this quite often; they write a program to solve a problem and then alter that program to solve a different problem that is of interest to them.

#### Lots of Practice

We envisioned developing computational activities that would start with guided inquiry and exploration in the laboratory followed by indepen*dent practice* on homework.

#### Final Result

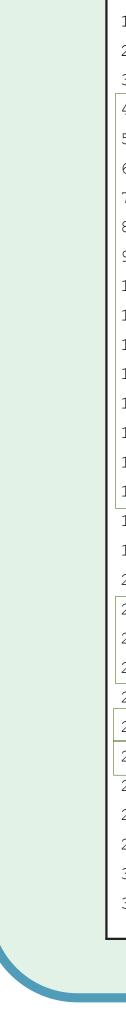
Students work in groups and with TAs in the labora*tory* to develop a program that solves a problem. Students then use that program individually to solve a variety of problems on their homework by making any modifications that are necessary.

## Sample Computational Lab

In this lab, students write a program that integrates the system of two gravitationally interacting bodies.

They must prepare the objects, setup the loop structure, write the force law and update the momentum and position of the less massive object (i.e., a spacecraft).

After completing the lab, students have a VPython code that will integrate this system for any arbitrary amount of time.



## Schedule

Laboratory Activity	Homework Exercis
Introduction to Computation	No Homework
1D Constant Force	2D Constant Force, Alt
Gravitational Orbit I	Gravitational Orbit I, A
No Associated Lab	Electric Force HW, Inco
Gravitational Orbit II	Gravitational Orbit II, A
Gravitational Orbit III	Gravitational Orbit III,
Spring Motion	Spring Motion I, Alter
	Spring Motion II, Alter
Air Resistance	Air Resistance, Alter IC
Spring Energy	Anharmonic Spring H
No Associated Lab	Lennard-Jones HW, Ind
<b>Evaluation Assignment</b>	Central Force Problem

1	<pre>fromfuture import division</pre>	
2	<pre>from visual import *</pre>	
3		
4	<pre>craft = sphere(pos = vector(10e7,0,0), color = co</pre>	lor.white, radius = 1e6)
5	Earth = sphere(pos = vector(0,0,0), color = color.blue, radius = 6.3e6)	
6	<pre>trail = curve(color = craft.color)</pre>	
7		
8	G = 6.67e - 11	
9	mcraft = 1500	
10	mEarth = 5.97e24	<b>Initial Conditions</b>
11		
12	vcraft = vector(0, 2400, 0)	
13	<pre>pcraft = mcraft*vcraft</pre>	
14		
15	t = 0	
16	deltat = 60	
17	$tf = 365 \times 24 \times 60 \times 60$	
18		
19	<pre>while t &lt; tf:</pre>	
20		
21	r = craft.pos-Earth.pos	
22	<pre>rhat = r/mag(r)</pre>	<b>Force Calculation</b>
23	<pre>Fgrav = -G*mEarth*mcraft/mag(r)**2*rhat</pre>	
24		
25	pcraft = pcraft+Fgrav*deltat	Newton's Second Law
26	<pre>craft.pos = craft.pos + pcraft/mcraft*deltat</pre>	<b>Position Update</b>
27		
28	<pre>trail.append(pos = craft.pos)</pre>	
29	t = t + deltat	
30		
31	<pre>print 'Craft final position: ', craft.pos, 'meter</pre>	s.'

#### se

*lter Initial Conditions (ICs) Alter ICs & Create Arrows for*  $\vec{p}$  *and*  $\vec{a}$ complete Code: Add ICs & Num. Integration , Alter ICs & Create Arrows for  $\frac{d|\vec{p}|}{dt}\hat{p}$  and  $|\vec{p}|\frac{d\hat{p}}{dt}$ , Alter ICs & Add'l Calculations · ICs & Create Arrows for  $\frac{d|\vec{p}|}{dt}\hat{p}$  and  $|\vec{p}|\frac{d\hat{p}}{dt}$ r ICs & Add'l Calculations [Cs & Create Arrows for  $\frac{d|\vec{p}|}{dt}\hat{p}$  and  $|\vec{p}|\frac{d\hat{p}}{dt}$ ] IW, Inc. Code: Add ICs & Num. Integration ic. Code: Add ICs & Num. Integration n, Inc. Code: Add ICs & Num. Integration

#### Sample Computational Homework

We have written more than a dozen laboratory and homework questions using the WebAssign homework system.

Initial conditions for these problems are randomized on a per student basis.

In the sample problem below, students were asked to write additional code to compute (and represent as arrows)  $\frac{d|\vec{p}|}{dt}\hat{p}$  and  $|\vec{p}|\frac{d\hat{p}}{dt}$  (i.e., the radial and tangential components of the net force).

section.	e - Make sure that your program produces correct solutions in the Test Case before completing th
Using this pr	ogram set the conditions of your experiment to the following:
Mass of the s Time step, dt	pacecraft: 15000 kg :: 60s
	n of the spacecraft: <-65920000,-5056000,0> m y of the spacecraft: <469,2653,0> m/s
Model the mo	otion until 59040 s have passed
Make sure th program is d	at your model is printing the spacecraft's position, velocity, and force acting on the spacecraft after the one running.
(a) What is t <	he vector position of the spacecraft after your simulation stops running? 6.48e+07, $3.47e+07$ , $0> m$
(b) What is t <	he vector velocity of the spacecraft after your simulation stops running?
(c) What is th <	The gravitational force acting on the spacecraft after your simulation stops running? $2^{2}$ -983, $2^{2}$ -529, 0 > N
The diagram	will help you analyze the situation.
Use letters a	-j to answer questions about directions (+x to the right, +y up): $g \xrightarrow{h} \overbrace{f} \overbrace{e} d$
(d) Which an $\underline{d}  \vec{p} _{\hat{p}}$	ow best represents the direction of parallel component of rate of change of the spacecraft's momentum
	elect 🛊 🔑 h he magnitude of parallel force component? 🔑 330 N
	ow best represents the direction of the perpendicular component of the rate of change of the spacecraft $\vec{p}   \frac{d\hat{p}}{dt}$ ?Select +
	t ?Select 🗘 🌽 f he magnitude of the perpendicular force component? 21070 N
	row best represents the direction of the spacecraft's momentum vector, $\vec{p}$ ?Select 🗘 🌽 d

## Challenges to Student Success

Students' programs are not reviewed, only their numerical solutions are graded.

Some programs are susceptible to round-off error; numerical solutions are marked incorrect by WebAssign.

## Current & Future Work

We have begun to:



· determine how computation challenges students, · assess students' attitudes towards computation • and diversify implementation beyond colleges.