

- Dany system diferencialnich rovnic v sobe zahrnuje nespocetne mnozstvi ruznych pohybu:

Zde uvadim nektere hodnoty ,ktere kdyz se dosadi na zacatku ,dostane se pozadovany pohyb.

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[ q=1, m=1,Vx=0 ,Vy=0, Vz=0 ,Bx=0 ,By=0, Bz=0 ,Ex=5 ,Ey=3 ,Ez=1
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[ Pred kazdou novou volbou je nutne stisknout restart.
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[ > restart:
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[ > with(linalg):
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[ > with(plots):
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[ > with(plottools):
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Zadavani

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[ > q:=1:
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[ > m:=1:
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[ > Vx:=0:
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Vlastnosti castice:

q=Naboj castice

m=hmotnost castice

Rychlost:

Vx = x-ova slozka vektoru rychlosti

[Treti z diferencialnich rovnic pro z-ovou slozku:

```
> dif_rov_z := m*D(D(z))(t) = Ez+D(x)(t)*By-D(y)(t)*Bx;
```

$$dif_rov_z := (D^{(2)})(z)(t) = 0$$

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[Laplaceova transformace diferencialni rovnice pro x-slozku .

```
> lap_x := inttrans[laplace](dif_rov_x,t,s);
```

$$lap_x := s^2 \text{laplace}(x(t), t, s) - 1. D(x)(0.) - 1. s x(0.) = \\ 0.3000000000 s \text{laplace}(y(t), t, s) - 0.3000000000 y(0.)$$

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[Laplaceova transformace diferencialni rovnice pro y-slozku .

```
> lap_y := inttrans[laplace](dif_rov_y,t,s);
```

$$lap_y := s^2 \text{laplace}(y(t), t, s) - 1. D(y)(0.) - 1. s y(0.) = \\ -0.3000000000 s \text{laplace}(x(t), t, s) + 0.3000000000 x(0.)$$

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[Laplaceova transformace diferencialni rovnice pro z-slozku .

```
> lap_z := inttrans[laplace](dif_rov_z,t,s);
```

$$lap_z := s^2 \text{laplace}(z(t), t, s) - D(z)(0) - s z(0) = 0$$

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[Reseni soustavy linearnich rovnic pro Laplaceovy obrazy:

```
> Obraz:=solve({lap_x,lap_y,lap_z},{laplace(x(t),t,s),laplace(y(t),t,s),laplace(z(t),t,s)}):
```

```
> assign(Obraz);
```

[>

```
> reseni_x:=laplace(x(t),t,s);
```

$$reseni_x := \frac{100. s D(x)(0) + 100. s^2 x(0) + 9. x(0) + 30. D(y)(0)}{s (9. + 100. s^2)}$$

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```
> reseni_y := laplace(y(t),t,s);
```

$$reseni_y := - \frac{1. (-100. s D(y)(0) - 9. y(0) - 100. y(0) s^2 + 30. D(x)(0))}{s (9. + 100. s^2)}$$

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```
reseni_z := laplace(z(t),t,s);
```

$$reseni_z := \frac{D(z)(0) + s z(0)}{s^2}$$

>
>
Pocatecni podminky odpovidaji tomu ze x-ova , y-ova a z-ova slozka polohoveho vektoru v case nula jsou nulove a x-ova y-ova a z-ova slozka rychlosti v case nula je po rade Vx , Vy , Vz (jak bylo zvoleno na zacatku pri zadavani)

```
> Pocatecni_podminky  
:= ({D(x)(0)=Vx,D(y)(0)=Vy,D(z)(0)=Vz,x(0)=0,y(0)=0,z(0)=0});
```

```
Pocatecni_podminky :=
```

```
{x(0)=0,y(0)=0,z(0)=0,D(x)(0)=0,D(y)(0)=10,D(z)(0)=10}
```

```
> reseni_x :=subs(Pocatecni_podminky,reseni_x);
```

$$reseni_x := \frac{300.}{s(9. + 100. s^2)}$$

```
> reseni_y :=subs(Pocatecni_podminky,reseni_y);
```

$$reseni_y := \frac{1000.}{9. + 100. s^2}$$

```
> reseni_z :=subs(Pocatecni_podminky,reseni_z);
```

$$reseni_z := \frac{10}{s^2}$$

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>
Nyni budu aplikovat inverzni Laplaceovu transformace:

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>
Hledana skalarni funkce x(t) x-ove slozky polohoveho vektoru ziskana pomoci inverzni Laplaceovy transformaci.

```
> slozka_x:=inttrans[invlaplace](reseni_x,s,t);
```

$$slozka_x := 33.33333333 - 33.33333333 \cos(0.3000000000 t)$$

