Newton's Law of Heating Simulation (Part 1: Constant Ambient Temperature)

1 Introduction

This simulation concerns itself with the temperature of a glass of iced tea, initially at 1°C, after it is placed in a refrigerator with a constant interior ambient temperature of 6°C. For this simulation, the object's temperature is assumed to obey Newton's Law of Heating.

2 Mathematical modeling

Starting with Newton's Law of Heating,

$$dT/dt = 1/2/min (6^{\circ}C - T)$$
 with $T(0) = 1^{\circ}C$ (1)

(Elected to use simple fractions instead of dealing with decimals.)

Replacing dT/dt with \dot{T} and omitting units for clarity,

$$\dot{T} = 1/2 (6 - T)$$
 with $T(0) = 1$ (2)

Using differential equation techniques,

$$T = -5e^{(-t/2)} + 6$$
 (3)

This analytical solution will be compared with the analog computation solution on page 3.

3 Computer setup



Figure 1: Computer setup for Newton's Law of Heating Simulation ($T_A = constant$)

4 Results



Figure 2: Temperature vs time simulation (constant ambient temperature)*

Analog Computation	Analog Computation	Analytical
t(s)	T(°C)	T(°C)
Oscilloscope	Oscilloscope Estimate	Calculator
Scale: 0.5 min per small	Scale: 0.4°C per small division	Rounded to two
division	_	decimal places
0.00	1.0	1.0
5.00	5.6	5.6
10.0	6.0	$6.0 = T_{max}$

Table 1: Solution Comparison: Analog Computation vs Analytical

Newton's Law of Heating Simulation (Part 2: Linearly Decreasing Ambient Temperature)

1 Introduction

This part of the simulation concerns itself with the temperature of a glass of iced tea, initially at 1°C, after it is placed in a refrigerator with an interior ambient temperature initially at 6°C but then begins to decrease linearly. For this simulation, the object's temperature is assumed to obey Newton's Law of Heating.

2 Mathematical modeling

Starting with Newton's Law of Heating and $T_A = (-1/3 \text{ °C/min } t + 6 \text{ °C})$,

$$dT/dt = 1/2/\min(-1/3^{\circ}C/\min t + 6^{\circ}C - T)$$
 with $T(0) = 1^{\circ}C$ (1)

(Elected to use simple fractions instead of dealing with decimals.)

Replacing dT/dt with \dot{T} and omitting units for clarity,

$$\dot{T} = 1/2 (-t/3 + 6 - T)$$
 with $T(0) = 1$ (2)

Rewriting (2),

$$\dot{T} + T/2 = -t/6 + 3$$
 (3)

First, seek a complementary solution (T_c) by setting the right-hand side of (3) equal to zero.

$$\dot{T}_c + T_c/2 = 0$$
$$\dot{T}_c = -T_c/2$$

Integrating by inspection,

$$\ln(T_c) = -t/2 + constant$$

Setting the constant = $\ln(\alpha)$,

$$\ln(T_c/\alpha) = -t/2$$

$$T_c = \alpha e^{(-t/2)}$$
(4)

Next, seek a particular solution (T_p) by selecting a trial function.

Assuming $T_p = \beta t + \gamma$

$$\dot{T}_{p} = \beta \tag{5}$$

Substituting the expressions for (4) and (5) into (3),

$$\beta + (\beta t + \gamma)/2 = -t/6 + 3$$

$$\beta/2 t + \beta + \gamma/2 = -t/6 + 3$$
 (6)

Comparing coefficients of like terms on each side of (6),

 $\beta/2 = -1/6$ $\beta = -1/3$ and

$$\beta + \gamma/2 = 3$$

$$-1/3 + \gamma/2 = 3$$
$$\gamma = 20/3$$

Thus,

$$T_p = -t/3 + 20/3$$

and

$$T = T_c + T_p = \alpha e^{(-t/2)} - t/3 + 20/3$$

Invoking the initial condition T(0) = 1,

$$1 = \alpha + 20/3$$
$$\alpha = -17/3$$

yielding

$$T = -17/3 e^{(-t/2)} - t/3 + 20/3$$
(6)

This analytical solution will be compared with the analog computation solution on page 7.

Differentiating (3) and setting it equal to zero will yield T_{max} .

$$\dot{T} = 17/6 e^{-t/2} - 1/3$$

 $0 = 17/6 e^{-t'/2} - 1/3$

Using algebra,

$$t' = -2\ln(2/17) \cong 4.28$$

and

$$T_{max} \cong -17/3 \ e^{(-4.28/2)} - 4.28/3 + 20/3 \cong 4.57$$

3 Ambient temperature generator computer setup

Final computer setup

4



Figure 1: Computer setup to generate decreasing ambient temperature



Figure 2: Computer setup for Newton's Law of Heating Simulation

5 Results



Figure 3: Temperature vs time simulation (decreasing ambient temperature)*

Analog Computation	Analog Computation	Analytical
t(s)	T(°C)	T(°C)
Oscilloscope	Oscilloscope Estimate	Calculator
Scale: 0.5 min per small division	Scale: 0.4°C per small division	
0.00	1.0	1.0
4.28 = t'	4.8	$4.6 = T_{max}$
10	3.6	3.3

Table 1: Solution Comparison: Analog Computation vs Analytical

*For this application note, each display was produced during a single run by a differential equation analog computer prototype using discrete components with tolerances between 1% and 10%.

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