

## 3D Projectile

```
=====
====
GENERATES 3D PROJECTILE DATASET
=====
====
load('3D-projectile.mat')

N = 3000

num_launches = 750;

dt = 1/N; %1 second divided by the number of iterations

index = 1;

for k = 1 : num_launches

%initial positions
x0 = 0;
y0 = 0;
z0 = 1.8 + .1*rand();

x(1) = x0;
y(1) = y0;
z(1) = z0;

%x and y velocities

if(rand() >= .75)

vx = 35 + 5*rand();
vy = 30 + 2.5*rand();

else

vx = 28 + 2.5*rand();
vy = 30 + 5*rand();

endif

for i = 2 : N

%z velocity

vz = -9.8*i*dt;

x(i) = x(i-1) + vx*dt;
y(i) = y(i-1) + vy*dt;
```

## 3D Projectile

```
z(i) = z(i-1) + vz*dt;
```

```
endfor
```

```
temp = [x y z];
```

```
data_array1{index} = temp;
```

```
index = index + 1;
```

```
endfor
```

```
=====
DISPLAYS DATA
=====
```

```
m = 8
```

```
X = [];
```

```
Y = [];
```

```
Z = [];
```

```
S = [];
```

```
C = [];
```

```
for i = 1 : m
```

```
temp = data_array1{i};
```

```
x(1:N) = temp(1 : N);
```

```
y(1:N) = temp(N + 1 : 2*N);
```

```
z(1:N) = temp(2*N + 1 : 3*N);
```

```
s(1:N) = 15;
```

```
c(1:N,1) = rand();
```

```
c(1:N,2) = rand();
```

```
c(1:N,3) = rand();
```

```
X = [X x];
```

```
Y = [Y y];
```

```
Z = [Z z];
```

```
S = [S s];
```

```
C = [C; c];
```

```
endfor
```

## 3D Projectile

```
scatter3(X,Y,Z,S,C, '.')
view(160,20)
title('Figure 8')
```

```
=====
GENERATES DATA TREE
=====
```

```
dimension = 3*N;
```

```
[category_tree delta_tree anchor_tree] = generate_data_tree_N(data_array,dimension);
```

```
=====
GENERATES NEW ITEM
=====
```

```
%initial positions
```

```
x0 = 0;
```

```
y0 = 0;
```

```
z0 = 1.8 + .1*rand();
```

```
x(1) = x0;
```

```
y(1) = y0;
```

```
z(1) = z0;
```

```
%x and y velocities
```

```
if(rand() >= .75)
```

```
vx = 35 + 5*rand();
```

```
vy = 30 + 2.5*rand();
```

```
else
```

```
vx = 28 + 2.5*rand();
```

```
vy = 30 + 5*rand();
```

```
endif
```

```
for i = 2 : N
```

```
%z velocity
```

### 3D Projectile

```
vz = -9.8*i*dt;

x(i) = x(i-1) + vx*dt;
y(i) = y(i-1) + vy*dt;
z(i) = z(i-1) + vz*dt;

endfor

scatter3(x,y,z, '.')
view(160,20)

new_data_item{1} = [x y z];

=====
GENERATES PREDICTIONS
=====

M = 1750;

missing_data_vector = [M + 1 : N]; %generates missing x data
missing_data_vector = [missing_data_vector (N + 2 + M : 2*N)]; %generates missing y
data
missing_data_vector = [missing_data_vector (2*N + 2 + M : 3*N)]; %generates missing
z data

[category_index predicted_vector final_delta min_difference predicted_vector_array]
= predict_best_fit_tree_N(anchor_tree, delta_tree, new_data_item, 1, 1,
missing_data_vector, dimension);

num_predictions = size(predicted_vector_array,2)

=====
DISPLAYS PREDICTIONS
=====

X = [];
Y = [];
Z = [];
S = [];
C = [];

%loads the best-fit match
```

### 3D Projectile

```
temp = predicted_vector;

x(1:N) = temp(1 : N);
y(1:N) = temp(N + 1 : 2*N);
z(1:N) = temp(2*N + 1 : 3*N);

s(1:N) = 85;
c(1:N,1) = rand();
c(1:N,2) = rand();
c(1:N,3) = rand();

X = x;
Y = y;
Z = z;
S = s;
C = c;

figure

hold

scatter3(X,Y,Z,S,C, '.')

%calculates and loads the average of all matches

avg_vector = predicted_vector_array{1};

for i = 2 : num_predictions
    avg_vector = avg_vector + predicted_vector_array{i};
endfor

avg_vector = avg_vector / num_predictions;

temp = avg_vector;

x(1:N) = temp(1 : N);
y(1:N) = temp(N + 1 : 2*N);
z(1:N) = temp(2*N + 1 : 3*N);

s(1:N) = 85;
c(1:N,1) = rand();
c(1:N,2) = rand();
c(1:N,3) = rand();

X = x;
Y = y;
```

### 3D Projectile

```
Z = z;  
S = s;  
C = c;
```

```
scatter3(X,Y,Z,S,C, '.')
```

```
%loads the actual path
```

```
temp = new_data_item{1};
```

```
x(1:N) = temp(1 : N);  
y(1:N) = temp(N + 1 : 2*N);  
z(1:N) = temp(2*N + 1 : 3*N);
```

```
s(1:N) = 85;  
c(1:N,1) = rand();  
c(1:N,2) = rand();  
c(1:N,3) = rand();
```

```
X = x;  
Y = y;  
Z = z;  
S = s;  
C = c;
```

```
scatter3(X,Y,Z,S,C, '.')  
legend('best-fit', 'average fit', 'actual path')
```

```
view(100,20)
```

```
=====
```

```
CALCULATES AND DISPLAYS ERROR
```

```
=====
```

```
actual_vector = new_data_item{1};
```

```
clear avg_vector
```

```
cnt = 1;
```

```
for M = 0 : 25 : 3000
```

```
missing_data_vector = [M + 1 : N]; %generates missing x data  
missing_data_vector = [missing_data_vector (N + 2 + M : 2*N)]; %generates missing y  
data
```

### 3D Projectile

```
missing_data_vector = [missing_data_vector (2*N + 2 + M : 3*N)]; %generates missing
z data

[category_index predicted_vector final_delta min_difference predicted_vector_array]
= predict_best_fit_tree_N(anchor_tree, delta_tree, new_data_item, 1, 1,
missing_data_vector, dimension);

avg = 0;

for i = M + 1 : 3*N

avg = avg + abs(predicted_vector(i) - actual_vector(i))/(.0001 +
abs(actual_vector(i)));

endfor

avg = avg/(3*N);

avg_vector(cnt) = avg;

cnt = cnt + 1;

endfor

plot(0 : 25 : 3000, 100*avg_vector)
```