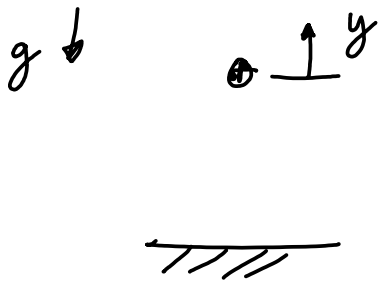


# Basics of hybrid systems

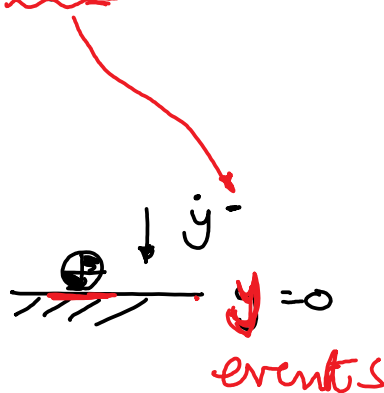
- have different equations depending on which mode they are operating in

## Example: Bouncing ball

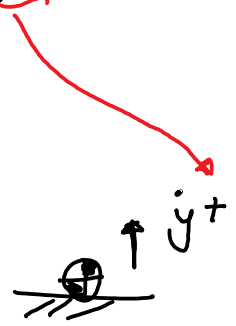
a) Free ball



b) Before bounce

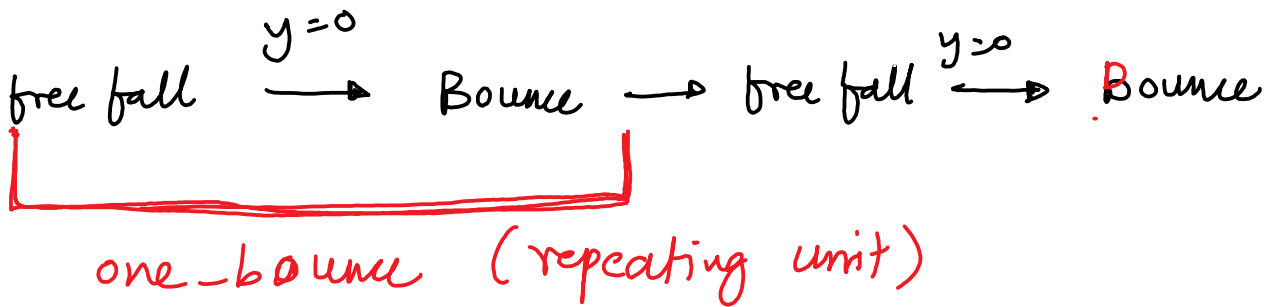


c) After bounce



a) free fall:  $\ddot{y} = -g$

b) bounce:  $\dot{y}^+ = -e \dot{y}^-$   $e = \text{co-efficient of restitution}$   
 $y = 0$   $0 \leq e \leq 1$



### Code

ode45 has 'events' to detect  $y = 0$  & stop integration