note: associated matlab script at github.com/treyfortmuller/me131

Work

Need to plot the unit step response of several linear ODEs in matlab to match the egn. to their graph of response.

A) y + y = u

step 1: take the Caplace fransform to obtain a transfer function

step2: throw the transfer function into matlab, sys.

step 3: step (sys) to plot the step nesponse.

$$H(s) = \frac{Y(s)}{U(s)} = \frac{1}{s+1}$$

· you can also have MATLAB take come of the Captace transform w/ the "tf" command

B)
$$\ddot{y} + 1.5 \dot{y} + (6\dot{y} = 16\dot{y})$$
 $s^2 \dot{y}(s) + 1.5 \dot{s} \dot{y}(s) + 16 \dot{y}(s) = 16 \dot{y}(s)$
 $\ddot{y}(s) \left(s^2 + 1.5 \dot{s} + 16\right) = 16 \dot{y}(s)$

H(s) = $\frac{\dot{y}(s)}{\dot{y}(s)} = \frac{16}{s^2 + 1.5 \dot{s} + 16}$

note:

we can also just compute the mosts of the characteristic polynomial of each diff. eg, then the time constant for the step response will be determined by the "slowest" root.

T = $\frac{1}{min |peal(pi)|}$ when $\frac{1}{s}$ are can use these to determine the matching example $\dot{y}(s)$ \dot

c)
$$\ddot{y} + \dot{y} + 4y = \ddot{u} + 4u$$
 $J \rightarrow c^2 Y(cs) + sY(cs) + 4Y(cs) = sU(cs) + 4U(cs)$
 $Y(cs) \left(s^2 + s + 4\right) = U(cs) \left(s + 4\right)$
 $V(cs) = \frac{V(cs)}{V(cs)} = \frac{s + 4}{s^2 + s + 4}$

D)
$$\ddot{y} + 2.4\dot{y} + 9\dot{y} = 5\ddot{u} - 9u$$

$$J = 3^{2} Y(s) + 2.4 s Y(s) + 9 Y(s) = 5 U(s) - 9 U(s)$$

$$Y(s) (s^{2} + 2.4s + 9) = U(s) (5s - 9)$$

$$T.F. H(s) = \frac{Y(s)}{U(s)} = \frac{5s - 9}{s^{2} + 2.4s + 9}$$

$$\begin{cases}
\frac{1}{3} + \frac{1}{3} + \frac{1}{3} + \frac{1}{3} + \frac{1}{3} = -\frac{1}{3} - \frac{1}{3} - \frac{1}{3} \\
-\frac{1}{3} + \frac{1}{3} +$$

$$f) \dot{y} + 4\dot{y} + 2y = -3\dot{u} + 2u$$

$$f = -3\dot{u} + 2y(x) + 2y(x) = -3x + 2y(x) = -3x + 2y(x)$$

$$+(x) = \frac{y(x)}{y(x)} = \frac{-3x}{x^2 + 4x + 2}$$

ME131 Lab 1 Deliverables

Trey Fortmuller, SID: 26037758

Navigating the CLI

1. Bad vibes directory and stresses.txt

```
trey@trey-thinkpad: ~/Dev/me131/bad-vibes
                         trey@trey-thinkpad: ~/Dev/me131/bad-vibes 92x49
  mel31 mkdir bad-vibes
  me131
  me131
  mel31 cd bad-vibes
  bad-vibes ls
  bad-vibes touch stress.txt
  bad-vibes vim stress.txt
  bad-vibes
  bad-vibes
  bad-vibes
  bad-vibes
  bad-vibes pwd
/home/trey/Dev/me131/bad-vibes
bad-vibes cat stress.txt
Stresses:
- school
grad school
  job search
  bad-vibes
```

Using the Sublime Text Editor

2. Python Hello World output

Python code at https://github.com/treyfortmuller/me131

```
trey@trey-thinkpad: ~/Dev/me131 92x49

→ me131 subl python-example.py

→ me131 python python-example.py

Hello World!

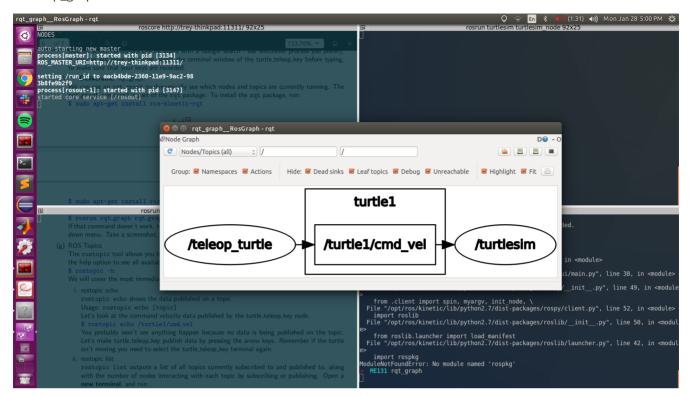
→ me131
```

Turtlesim

3. Turtle keyboard teleoperation Link to video:

https://drive.google.com/open?id=1Z2C-CCBdfcOmCmpeeHc1dNffXDeRylG7

4. rqt_graph



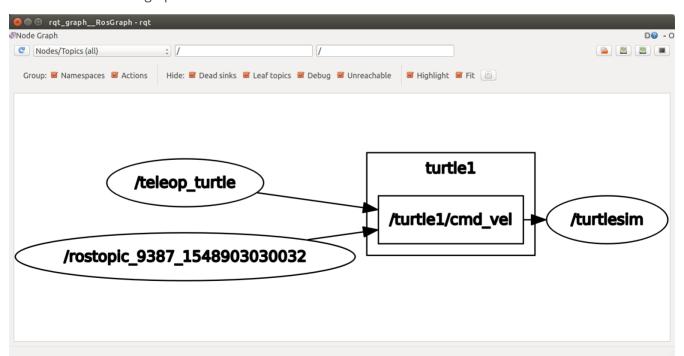
The rqt_graph shows that a node called /teleop_turtle is publishing to the /turtle1/cmd_vel topic, which the turtlesim node is subscribing to.

5. rostopic pub

Link to video:

https://drive.google.com/open?id=1iUvn4PzbReiJmPpkvCDxcJCUKXeikCXW

6. Circle movement graph



The graph shows that the <code>teleop_turtle</code> node is publishing to the <code>/turtle1/cmd_vel</code> node (because I never terminated that process). The new node <code>/rostopic_938...</code> is given an arbitrary identifier because it doesn't belong to a named process and is also publishing to <code>/turtle1/cmd_vel</code>. This node is publishing the circular <code>geometry_msgs/Twist</code> commands. Finally, the <code>/turtlesim</code> node is still subscribed to the <code>/turtle1/cmd_vel</code>, thus the visualized turtle is shown moving in a circle.

7. rqt_plot

Link to video:

https://drive.google.com/open?id=1IBcwL6C2qRjT2s07Ca9KKTE4YudiSQ8r

These x and y position values make sense because the projection of the turtle's position onto the x and y axis as a function of time should look like two sinusoids (cosine and sine for x and y respectively) oscillating 90 degrees out of phase, which can we see in the plot. The sinusoid's position along the y axis of the plot will be determined by the coordinates of the turtle in its window. It appears that the origin of the world frame for the turtle resides in the lower left corner of the rectangular blue window.