# **Analytical Dynamics**

#### Ref:

- Classical Mechanics, Ed.2, Herbert Goldstein, Addison-Wesley, London, 1980.
- J. García de Jalón and E. Bayo, Kinematic and Dynamic Simulation of Multibody Systems--The Real-Time Challenge, Springer-Verlag, 1994.

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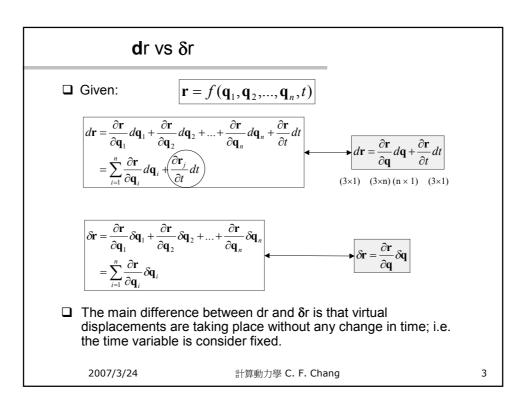
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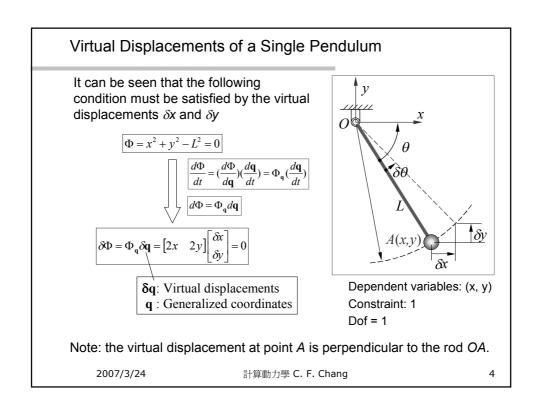
#### Virtual Displacements

- A virtual displacement is defined as an infinitesimal imaginary change of configuration of a system at a stationary time that is consistent with its boundary and constraint conditions.
  - 1. They are infinitesimal changes in the coordinates
  - They must be consistent with the constraints of the system, but they are otherwise arbitrary
  - 3. They are taking place without any change in time, so that the forces and constraints do not change during the process. In other words, the time variable is consider fixed.
  - 4. They are customarily denoted by  $\delta q$

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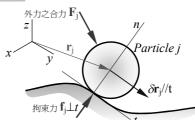
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## The Principle of Virtual Work

- ☐ The principle of virtual work is a powerful principle which is suitable for the dynamic analysis of connected rigid and flexible multibody systems
- For a system of particles in <u>static</u> equilibrium, the resultant force  $\mathbf{R}_{j}$  on each particle is zero, so that the associated virtual work  $\delta W = \sum \mathbf{R}_{i} \delta \mathbf{r}_{i} = 0$ .



$$\delta W = \sum_{j}^{N} \mathbf{R}_{j} \bullet \delta \mathbf{r}_{j} = \sum_{j}^{N} \left( \mathbf{F}_{j} + \mathbf{f}_{j} \right) \bullet \delta \mathbf{r}_{j} = \sum_{j}^{N} \mathbf{F}_{j} \bullet \delta \mathbf{r}_{j} + \sum_{j}^{N} \mathbf{f}_{j} \bullet \delta \mathbf{r}_{j} = 0$$

$$\mathbf{v} \cdot \mathbf{f}_{j} \bullet \delta \mathbf{r}_{j} = 0, \quad j = 1, \dots N$$

$$\delta W = \sum_{j}^{N} \mathbf{F}_{j} \bullet \delta \mathbf{r}_{j} = 0$$

$$\mathbf{E} \stackrel{\text{:}}{\approx} \mathbf{F}_{j} \stackrel{$$

- ☐ This is the mathematical expression of the principle of virtual work.
- ☐ Since rigid bodies can be regarded as systems of particles with constraints, this principle is also valid for rigid bodies.
- Constrain force is workless force. (拘束力不作功)

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## **Virtual Work and Generalized Forces**

 $\delta \mathbf{r}_{j} = \sum_{i=1}^{n} \frac{\partial \mathbf{r}_{j}}{\partial \mathbf{q}_{i}} \delta \mathbf{q}_{i}$ 

Generalized principle of virtual work

$$\delta W = \sum_{j}^{N} \mathbf{F}_{j} \bullet \delta \mathbf{r}_{j} = \sum_{j}^{N} \mathbf{F}_{j} \bullet \left(\sum_{i=1}^{n} \frac{\partial \mathbf{r}_{j}}{\partial \mathbf{q}_{i}} \delta \mathbf{q}_{i}\right) = \sum_{j}^{N} \left(\sum_{i=1}^{n} \mathbf{F}_{j} \bullet \frac{\partial \mathbf{r}_{j}}{\partial \mathbf{q}_{i}} \delta \mathbf{q}_{i}\right)$$

$$= \sum_{i}^{n} \left(\sum_{j}^{N} \mathbf{F}_{j} \bullet \frac{\partial \mathbf{r}_{j}}{\partial \mathbf{q}_{i}} \delta \mathbf{q}_{i}\right) = \sum_{i}^{n} \left(\sum_{j}^{N} \mathbf{F}_{j} \bullet \frac{\partial \mathbf{r}_{j}}{\partial \mathbf{q}_{i}}\right) \delta \mathbf{q}_{i} = \sum_{i}^{n} \mathbf{Q}_{i} \bullet \delta \mathbf{q}_{i} = 0$$

where 
$$\mathbf{Q}_i \equiv \sum_{j}^{N} \mathbf{F}_j \bullet \frac{\partial \mathbf{r}_j}{\partial \mathbf{q}_i} = \text{Generalized force}$$

 $\delta W = \delta \mathbf{r}^T \mathbf{F} = \left(\frac{\partial \mathbf{r}}{\partial \mathbf{q}} \delta \mathbf{q}\right)^T \mathbf{F}$  $= \delta \mathbf{q}^T \left\{ \left(\frac{\partial \mathbf{r}}{\partial \mathbf{q}}\right)^T \mathbf{F} \right\}$ 

☐ It can be written in a compact form as

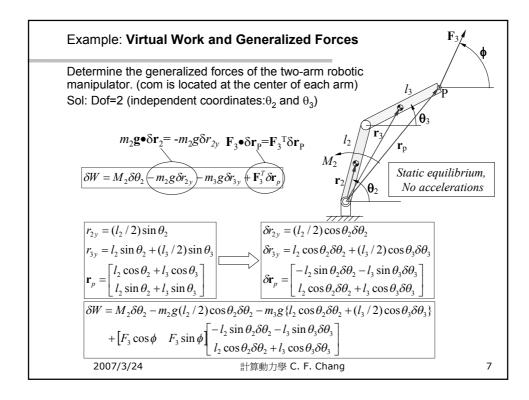
$$\delta W = \sum_{i}^{n} \mathbf{Q}_{i} \bullet \delta \mathbf{q}_{i} = \begin{bmatrix} \mathbf{Q}_{1} & \cdots & \mathbf{Q}_{n} \end{bmatrix} \begin{bmatrix} \delta \mathbf{q}_{1} \\ \vdots \\ \delta \mathbf{q}_{n} \end{bmatrix} = \mathbf{Q}^{T} \delta \mathbf{q} = \delta \mathbf{q}^{T} \mathbf{Q} = 0$$

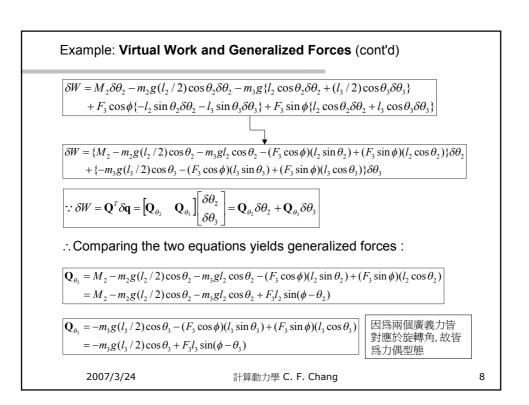
□ Since  $q_i$  is independent, we can choose  $\delta q_i$ =0 for all  $i\neq k$  to yield  $\delta W = Q_k \delta q_k$  Thus,  $Q_k$  is the force associated with  $\delta q_k$ , and  $Q_k = \delta W/\delta q_k$ 

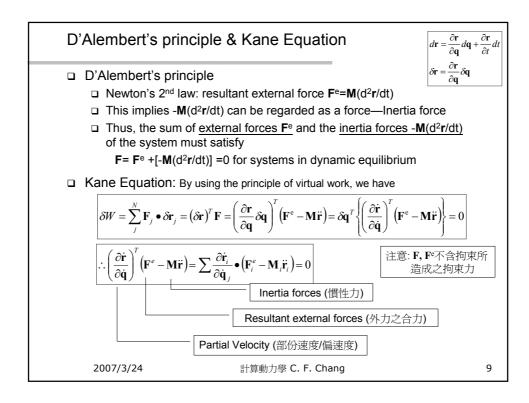
注意:廣義力 $\mathbf{Q}$ 爲來自 $\mathbf{F}$ ,它可以是力或力偶,但不含<u>不作功之拘束力和力偶</u>.

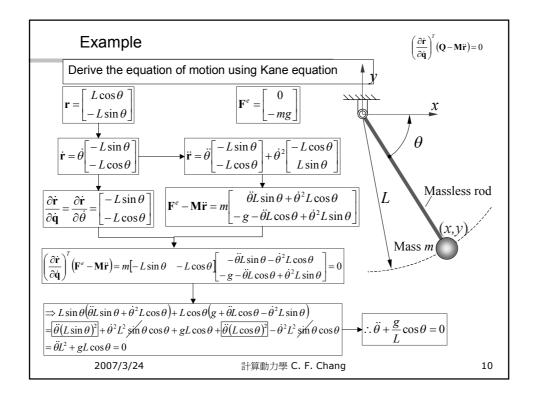
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## Lagrange's Equation

- Lagrange (1736-1813) created the powerful tool <u>the principle of virtual work</u>, and used it as the starting point to formulate <u>Lagrange's equation of motion</u>
- Using the principle of virtual work in dynamics, one concludes that
  - if the *n* generalized <u>coordinates are independent</u>, the system equations of motions can be written as

$$\left| \frac{d}{dt} \left( \frac{\partial T}{\partial \dot{q}_j} \right) - \frac{\partial T}{\partial q_j} = Q_j \right| \qquad \boxed{j = 1, 2, ..., n.}$$

*T* : system's kinetic energy

q<sub>i</sub>: the independent generalized coordinates

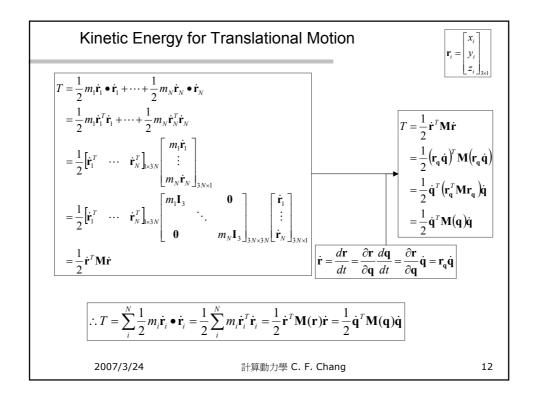
 $Q_i$ : the generalized forces associated with the coordinate  $q_i$ 

注意: 此處之廣義力**Q**將由虛功原理決定, 故它可以是力或力偶, 但不含不作功之拘束力和力偶.

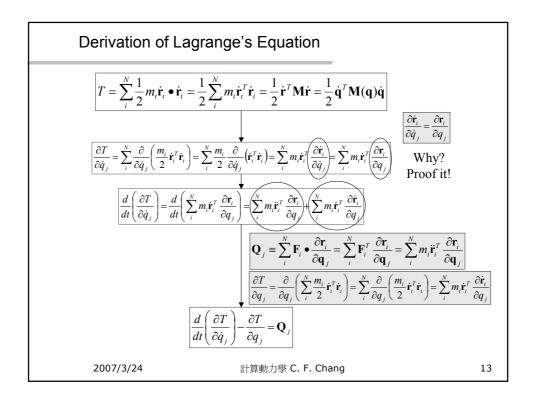
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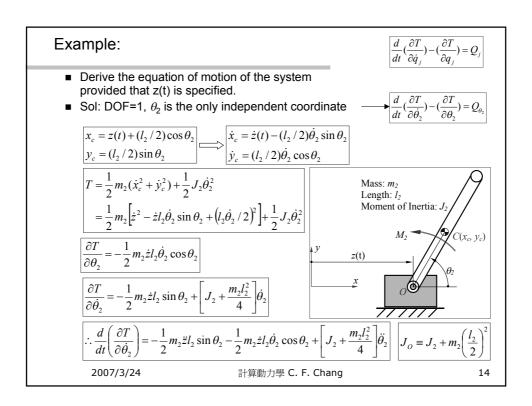
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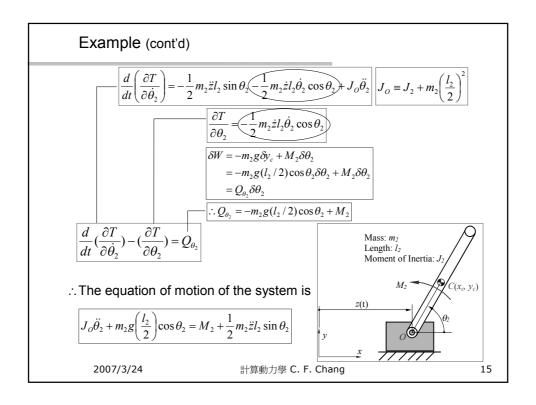
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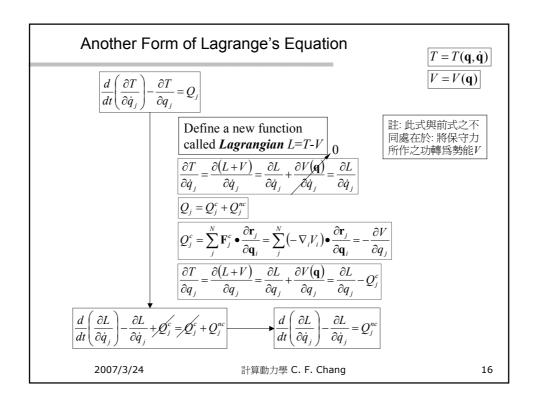


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## Summary: Various Forms of Lagrange's Equation

If the coordinates q are independent

$$\begin{split} \frac{d}{dt}(\frac{\partial T}{\partial \dot{q}_{j}}) - (\frac{\partial T}{\partial q_{j}}) &= Q_{j} \\ \frac{d}{dt}(\frac{\partial L}{\partial \dot{q}_{j}}) - (\frac{\partial L}{\partial q_{j}}) &= Q_{j}^{nc} \\ where \ L &= T - V \\ Q_{j}^{nc} &= Nonconservative \ forces \end{split}$$

Q<sub>i</sub>: the generalized forces associated with the coordinate q<sub>i</sub>

If the coordinates q are not independent (變數非獨立故須加入拘束條件和拘束力)

$$\left| \frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_{i}} \right) - \left( \frac{\partial L}{\partial q_{i}} \right) + \Phi_{q}^{T} \lambda = Q_{j}^{nc} \right|$$

$$\frac{d}{dt}\left(\frac{\partial L}{\partial \dot{q}_{j}}\right) - \left(\frac{\partial L}{\partial q_{j}}\right) + \boldsymbol{\Phi}_{q}^{T}\lambda = Q_{j}^{nc}$$

$$\frac{d}{dt}\left(\frac{\partial L}{\partial \dot{\mathbf{q}}}\right) - \left(\frac{\partial L}{\partial \mathbf{q}}\right) + \boldsymbol{\Phi}_{q}^{T}\lambda = \mathbf{Q}^{nc}$$
Matrix form

- where  $\lambda$  are the so called Lagrange multipliers, they are selected to make the equality of the two sides of the equation
- In fact,  $\Phi_{\bf q}^{\ \ T}\lambda$  are the constraint forces. Columns of  $\Phi_{\bf q}^{\ \ T}$  (=rows of  $\Phi_{\bf q})$ give the direction of constraint forces, and  $\lambda$  is the vector of their magnitudes)

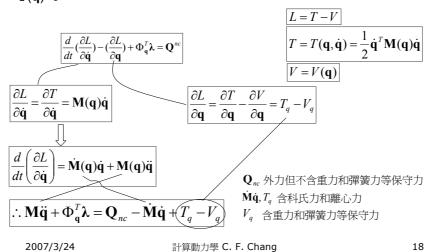
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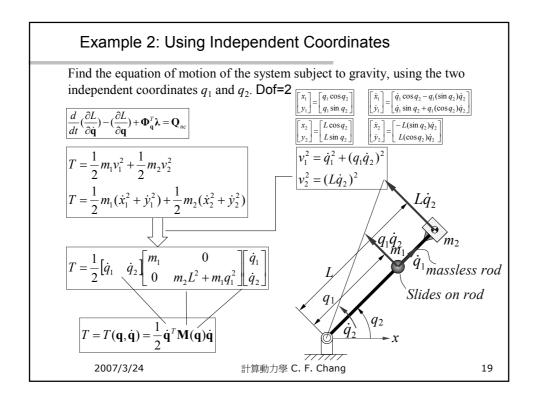
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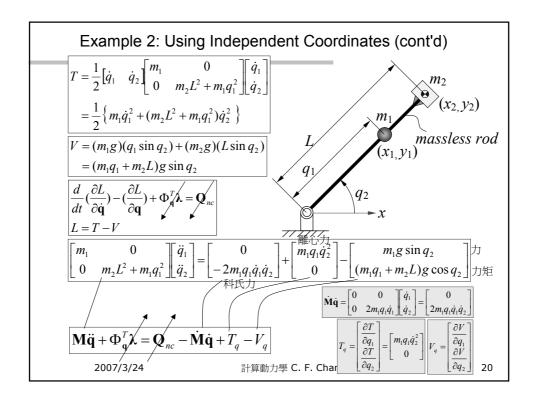
## Example 1: Lagrange Equation ⇒ Equation of Motion

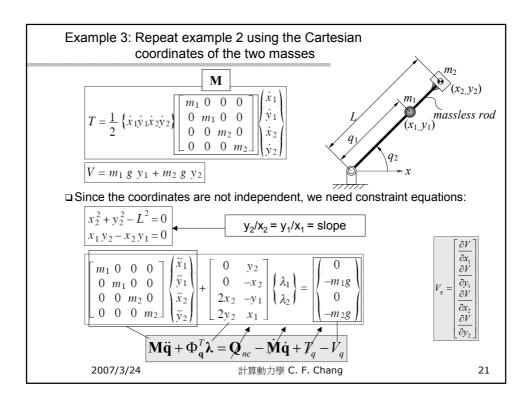
Use the Lagrange's equation to write the equations of motion of a mechanical system with kinetic energy *T*, potential energy *V*, external forces  $Q_{\text{ex}}$ , and whose constraint conditions are  $\Phi(q)=0$ 



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#### Discussion

- If using dependent coordinates (Example 3),
  - the number of equations is increased when compared to the results of using independent coordinates(Example 2)
  - the mass matrix M and gravity forces V<sub>q</sub> are constant
  - The degree of non-linearity is decreased, since there are neither velocity dependent terms nor transcendental functions (e.g., cosq<sub>2</sub>)
  - The Jacobian matrix of the constraints is linear in q

$$\begin{bmatrix} m_1 & 0 & 0 & 0 \\ 0 & m_1 & 0 & 0 \\ 0 & 0 & m_2 & 0 \\ 0 & 0 & 0 & m_2 \end{bmatrix} \begin{pmatrix} \ddot{x}_1 \\ \ddot{y}_1 \\ \ddot{x}_2 \\ \ddot{y}_2 \end{pmatrix} + \begin{bmatrix} 0 & y_2 \\ 0 & -x_2 \\ 2x_2 & -y_1 \\ 2y_2 & x_1 \end{bmatrix} \begin{pmatrix} \lambda_1 \\ \lambda_2 \end{pmatrix} = \begin{pmatrix} 0 \\ -m_1 g \\ 0 \\ -m_2 g \end{pmatrix}$$

#### Numerical Implementation Formulation in Independent Coordinates

- $\bullet \quad \text{ Define: } \quad y = \begin{bmatrix} q \\ \dot{q} \end{bmatrix} \quad \Longrightarrow \quad \dot{y} = \begin{bmatrix} \dot{q} \\ \ddot{q} \end{bmatrix}$
- Start at a time t in which the <u>positions</u> and <u>velocities</u> are known
- Determine <u>accelerations</u> at time t

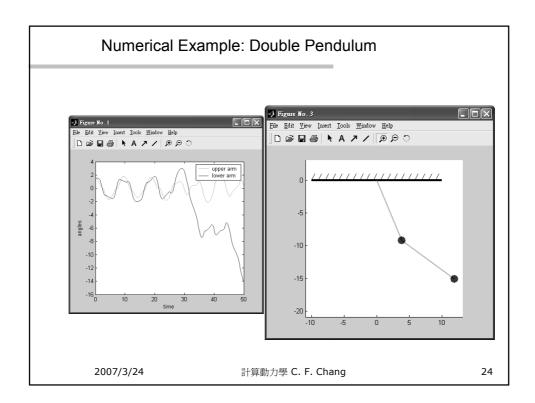
$$\mathbf{M}\ddot{\mathbf{q}} + \mathbf{\Phi}_{\mathbf{q}}^{T} \overleftarrow{\mathbf{\lambda}} = \mathbf{Q}_{nc} - \dot{\mathbf{M}}\dot{\mathbf{q}} + T_{q} - V_{q}$$

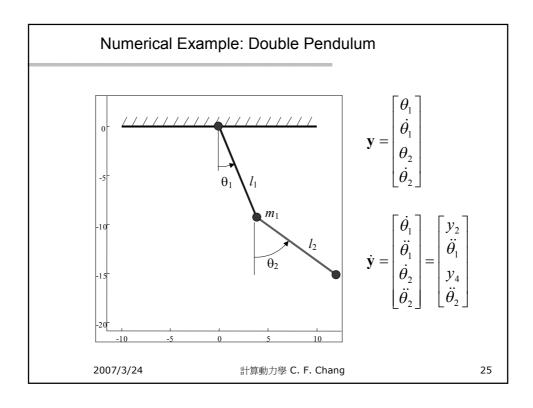
Integrate dy(t)/dt, current velocities and accelerations, to obtain state variables y(t+∆t), new positions and velocities. That is,

$$\dot{\mathbf{y}}_{t} = \begin{bmatrix} \dot{\mathbf{q}} \\ \ddot{\mathbf{q}} \end{bmatrix}_{t} \quad \text{Numerical integration} \quad \mathbf{y}_{t+\Delta t} = \begin{bmatrix} \mathbf{q} \\ \dot{\mathbf{q}} \end{bmatrix}_{t+\Delta t}$$

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Numerical Example: Double Pendulum
function ydot = f(t,y,l,m)
g=9.8;
                                                                                                                                                                                                                                                                                                                                    y =
a = y(3)-y(1);
                                                                                                                                                                                                                                                                                                                                                                  \theta_2
sa = sin(a);
ca = cos(a);
temp = (I(1)*m(2)*y(2)*y(2)*sa*ca + m(2)*g*sin(y(3))*ca +
                 m(2)*I(2)*y(4)*y(4)*sa - (m(1)+m(2))*g*sin(y(1))) / (I(1)*(m(1)+m(2))-m(2))*g*sin(y(1))) / (I(1)*(m(1)+m(2))-m(2))*g*sin(y(1)) / (I(1)*(m(1)+m(2))-m(2))*g*sin(y(1)
                 I(1)*m(2)*ca*ca);
ydot = [ y(2);
                               temp;
                                                                                                                                                                                                                                                                                                                                             \ddot{\theta_1}
                                                                                                                                                                                                                                                                                                                                                                                          \ddot{\theta_{\rm l}}
                               y(4);
                                                                                                                                                                                                                                                                                                                                             \dot{\theta}_2
                                                                                                                                                                                                                                                                                                                                                                                        y_4
                               -l(1)/l(2)*( \ temp*ca+y(2)*y(2)*sa \ )-g/l(2)*sin(y(3)) \ ];
                                                                                                                                                                                                                                                                                                                                                                                        \ddot{\theta}_2
y = [q1, q1p, q2, q2p] = [y(1), y(2), y(3), y(4)]
\% \ ydot = [q1p, \ q1pp, \ q2p, \ q2pp] = [y(2), q1pp, y(4), q2pp];
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                                                                                                                                                                     計算動力學 C. F. Chang
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## Numerical Example : Double Pendulum function double\_pendulum I = [10, 10]; % link length m = [2, 2]; % mass [t,Q]=ode45( @f,... [0:0.01:50],... % t [pi/2,0.0,pi/2,0.0],... %y [],... % option I,... % my extra argument 1 m... % my extra argument 2 ); % ode solver returns new state variable in Q % Q = [q1, q1d, q2, q2d] = [theta1, omega1, theta2, omega2] y1=-I(1)\*cos(Q(:,1));% position of sphere1 x1=I(1)\*sin(Q(:,1));y2=y1-I(2)\*cos(Q(:,3));% position of sphere2 x2=x1+l(2)\*sin(Q(:,3));27 2007/3/24 計算動力學 C. F. Chang

## MATLAB Functions: ODE Solvers Solve initial value problems for ordinary differential equations

Solver	Problem Type	Order of Accuracy	When to Use
ode45	Nonstiff	Medium	Most of the time. This should be the first solver you try
ode23	Nonstiff	Low	If using crude error tolerances or solving moderately stiff problems
ode113	Nonstiff	Low to high	If using stringent error tolerances or solving a computationally intensive ODE file
ode15s	Stiff	Low to medium	If ode45 is slow because the problem is stiff
ode23s	Stiff	Low	If using crude error tolerances to solve stiff systems and the mass matrix is constant
ode23t	Moderately Stiff	Low	If the problem is only moderately stiff and you need a solution without numerical damping
ode23tb	Stiff	Low	If using crude error tolerances to solve stiff systems

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## What Is A Stiff System

- A stiff system is referred to as any initial-value problem in which the complete solution consists of fast and slow components.
- Technically, when the eigenvalues are widely spread, the system is said to be stiff.
- A stiff solver is the one that is well-suited for solving "stiff" equations
- A "stiff differential equation" is the one whose response changes rapidly over a time scale that is short compared to the time scale over which we are interested in the solution.
- A stable differential equation is called **stiff** when it has a decaying exponential particular solution with a *time constant* which is very small relative to the interval over which it is being solved.
- The *time constant* of a solution to a differential equation is the time it takes to decay by a factor of 1/e.
- For instance, the equation y'=-ky has the solution ce<sup>-ky</sup>. This solution decays by a factor of 1/e in time 1/k. So, the time constant is 1/k.

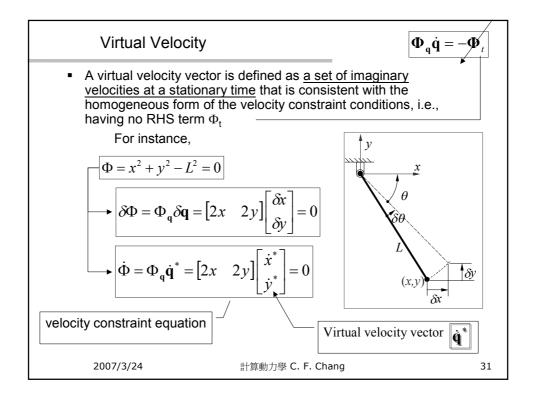
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## Syntax for Calling ODE Solver

- Syntax:
  - [T,Y,TE,YE]=solver(odefun,tspan,y0,options, p1,p2...)
  - p1,p2...are optional parameters that the solver passes to odefun and all the functions specified in options..
- For instance,
  - y0 = [20; 0];
  - options = odeset('Events',@events);
  - [t,y,te,ye] = ode23(@f,[tstart:0.01:tfinal],y0,options,R);
  - Prarmeter R will be passed to @f and @events

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### Virtual Velocity (盧速度) vs. Variation of Velocity (速度之變分)

- > Virtual velocities need not be infinitesimal
- $\triangleright$  A virtual velocity (finite) is a virtual displacement (infinitesimal) divided by  $\delta t$  (infinitesimal)

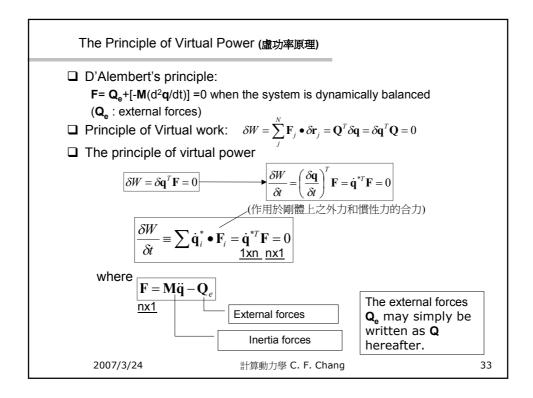
$$\dot{\mathbf{q}}^* = \frac{\delta \mathbf{q}}{\delta t} \neq \delta \dot{\mathbf{q}}$$
Variation of velocity

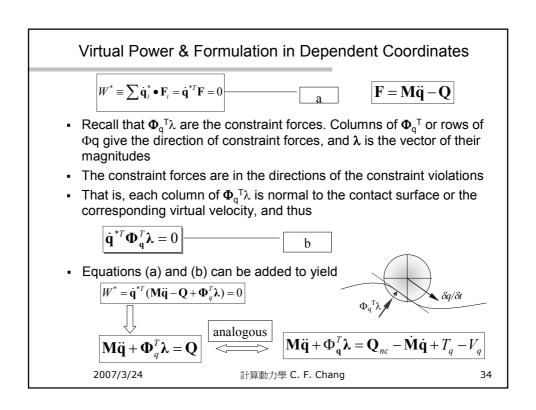
Virtual velocity

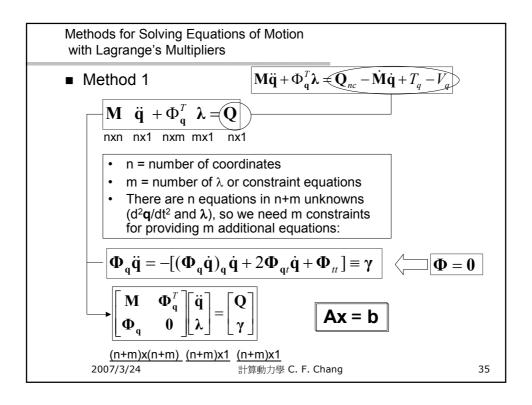
➤ Since a virtual velocity is derived from a virtual displacement, it satisfies the kinematic constraints, and thus is referred to as a kinematically admissible virtual velocity(虚速度必須滿足運動拘束).

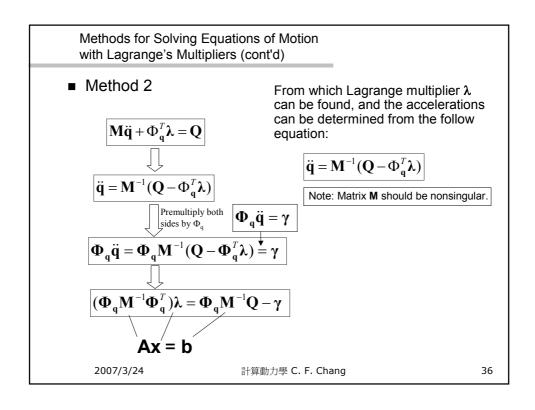
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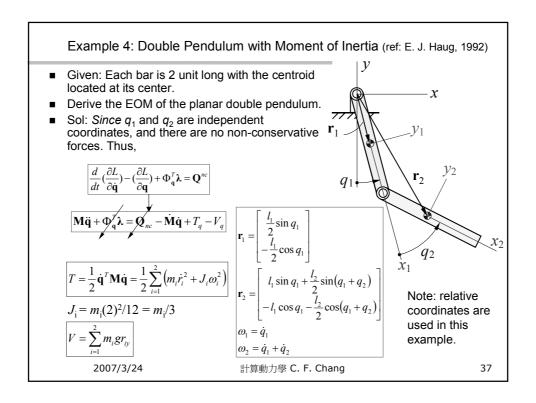
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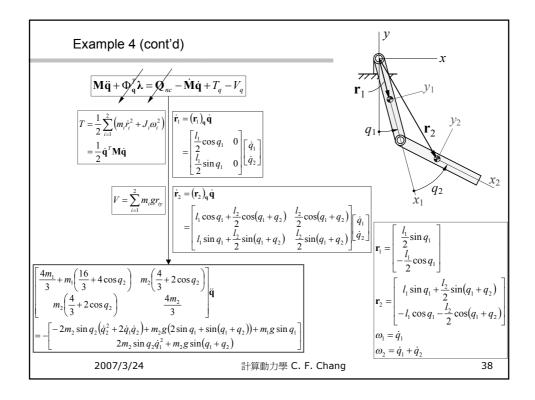


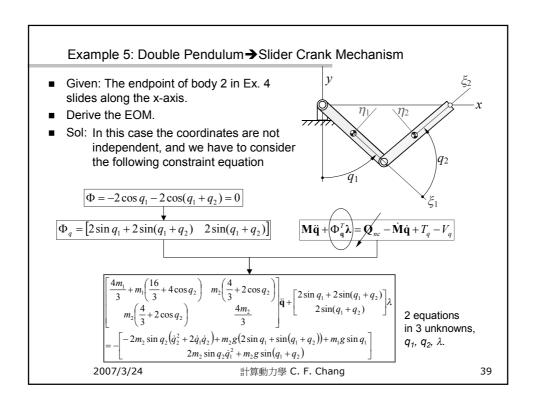


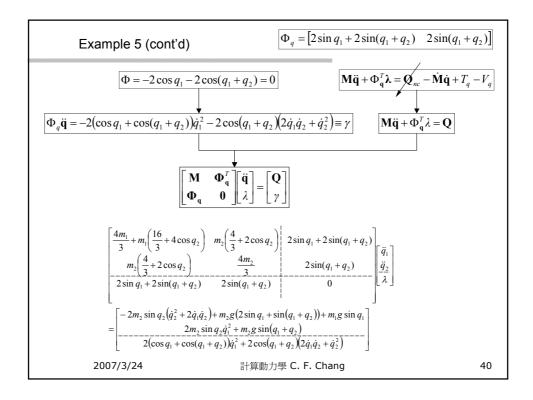


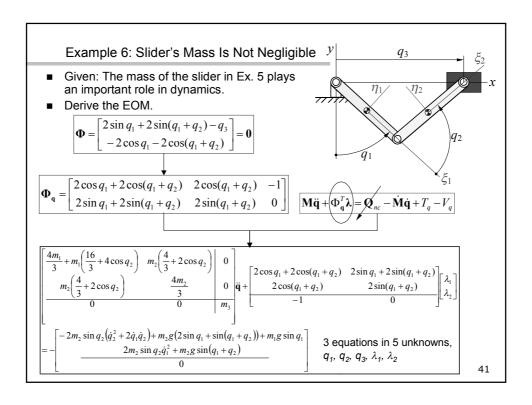


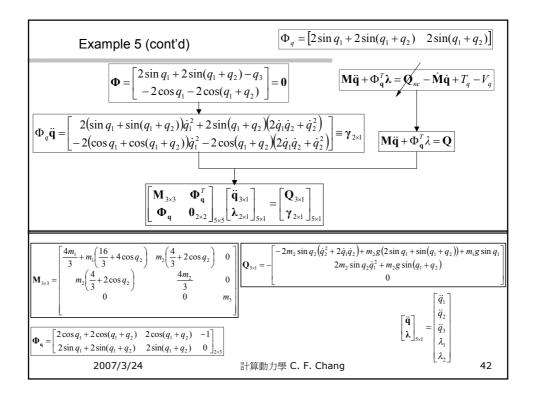












Solving Method Based on the Projection Matrix R Review SVD in Basic Concepts

 $\Box$  Let  $\mathbf{r}_i$  be a set of k=n-m linearly independent vectors that constitute a basis for the null space of  $\Phi_q$ . Any velocity vector dq/dt can be expressed as a linear combination of this basis as follows:

$$\begin{vmatrix} \dot{\mathbf{q}}_{n\times 1} = \mathbf{r}_1 \dot{z}_1 + \mathbf{r}_1 \dot{z}_2 + \dots + \mathbf{r}_k \dot{z}_k \\ = \begin{bmatrix} \mathbf{r}_1 & \cdots & \mathbf{r}_k \end{bmatrix}_{n\times k} \begin{bmatrix} \dot{z}_1 \\ \vdots \\ \dot{z}_k \end{bmatrix}_{k\times 1} \\ = \mathbf{R}_{n\times k} \dot{\mathbf{z}}_{k\times 1} \end{vmatrix}$$

- ☐ Matrix R plays an important role in some of the most efficient formulation for dynamic analysis.
- ☐ From the previous discussion, we know that

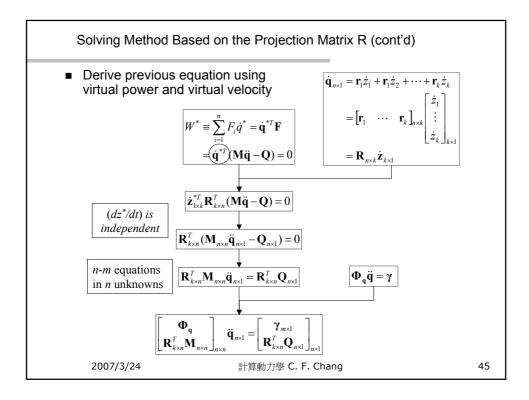
$$\boxed{\boldsymbol{\Phi}_{\mathbf{q}}\mathbf{r}_{i} = \mathbf{0} \quad (i = 1, \dots, k)} \qquad \boldsymbol{\Phi}_{\mathbf{q}}\begin{bmatrix} \mathbf{r}_{1} & \cdots & \mathbf{r}_{k} \end{bmatrix} = \boldsymbol{\Phi}_{\mathbf{q}}\mathbf{R} = \mathbf{0}$$

- $lue{}$  Matrix R can be determined by calculating the SVD of  $\Phi q^T$
- Let  $A=\Phi_q^T=$  LSV $^T\Rightarrow A^TU_i=\Phi_qU_i=0$  (Note: we had proven in chapter 3 that  $\mathbf{A}^TU_i=U_i^T\mathbf{A}=\mathbf{0})\Rightarrow \mathbf{R}=\mathbf{U}_i$  2007/3/24 計算動力學 C. F. Chang

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Solving Method Based on the Projection Matrix R (cont'd)  $\begin{array}{c} \mathbf{M} \quad \ddot{\mathbf{q}} \ + \mathbf{\Phi}_{\mathbf{q}}^T \quad \lambda = \mathbf{Q} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{M}_{n \times n} \ddot{\mathbf{q}}_{n \times 1} \ + \mathbf{R}_{k \times n}^T \mathbf{\Phi}_{\mathbf{q}}^T \quad \lambda_{m \times 1} = \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{M}_{n \times n} \ddot{\mathbf{q}}_{n \times 1} \ + \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{M}_{n \times n} \ddot{\mathbf{q}}_{n \times 1} \ = \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf{Q}_{m \times 1} \\ \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \ = \mathbf$ 

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Numerical Implementation Solving Method Based on the Projection Matrix R

☐ Start at a time t in which the positions and velocities are known

Define 
$$y = \begin{bmatrix} q \\ \dot{q} \end{bmatrix} \quad \ \ \dot{y} = \begin{bmatrix} \dot{q} \\ \ddot{q} \end{bmatrix}$$

- $f \Box$  Determine matrix **R** by calculating the null space of of  $f \Phi_a^T$ .
- Solving the the following equation for the dependent accelerations

$$\begin{bmatrix} \mathbf{\Phi}_{\mathbf{q}} \\ \mathbf{R}_{k \times n}^T \mathbf{M}_{n \times n} \end{bmatrix}_{n \times n} \ddot{\mathbf{q}}_{n \times 1} = \begin{bmatrix} \mathbf{\gamma}_{m \times 1} \\ \mathbf{R}_{k \times n}^T \mathbf{Q}_{n \times 1} \end{bmatrix}_{n \times 1}$$

 $\Box$  Integrate dy(t)/dt to obtain the new state variables y(t+ $\Delta$ t). That is,

$$\dot{\mathbf{y}}_{t} = \begin{bmatrix} \dot{\mathbf{q}} \\ \ddot{\mathbf{q}} \end{bmatrix}_{t} \quad \text{Numerical integration} \quad \mathbf{y}_{t+\Delta t} = \begin{bmatrix} \mathbf{q} \\ \dot{\mathbf{q}} \end{bmatrix}_{t+\Delta t}$$

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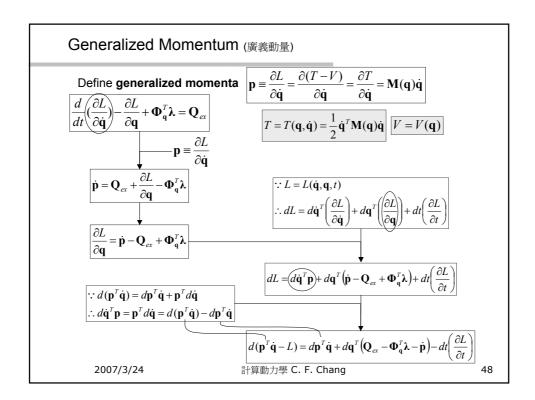
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## Hamiltonian Formulation--Velocity-Based Formulation

- The preceding equations of motion are a set of 2<sup>nd</sup> order differential equations. The technique is called acceleration-based formulations since the accelerations of the bodies are involved
- Hamilton introduced a transformation that leads to a set of first order differential equations
- The derived equations are called the canonical or Hamilton's equations

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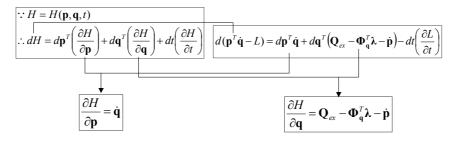
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## Hamiltonian Function & Canonical Equations

Define Hamiltonian function





- These equations are called the canonical equations of Hamilton.
- These 2n first-order differential equations can replace the n secondorder differential equations

$$\dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} \qquad \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} + \mathbf{Q}_{ex} - \mathbf{\Phi}_{\mathbf{q}}^T \lambda$$

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Procedure for Using the Canonical Equations (Formulation in Independent Coordinates)

$$\Phi_{\mathbf{q}}^T \lambda = 0$$

- 1. Define the Lagrangian *L* as a function of the coordinates and velocities using *L*=*T*-*V*
- 2. Define the vector of generalized momenta using Eq. (a)
- 3. Define the Hamiltonian H using Eq. (b)
- 4. Obtain the first-order differential equations of the system by substituting the H into Eq. (c)

$$\mathbf{p} = \frac{\partial L}{\partial \dot{\mathbf{q}}} = \frac{\partial T}{\partial \dot{\mathbf{q}}} \quad (a)$$

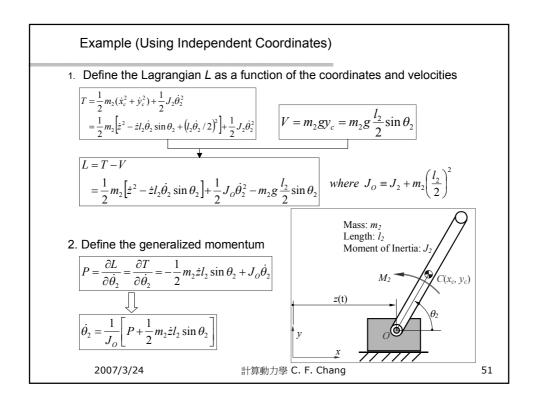
$$H \equiv \mathbf{p}^T \dot{\mathbf{q}} - L \quad (b)$$

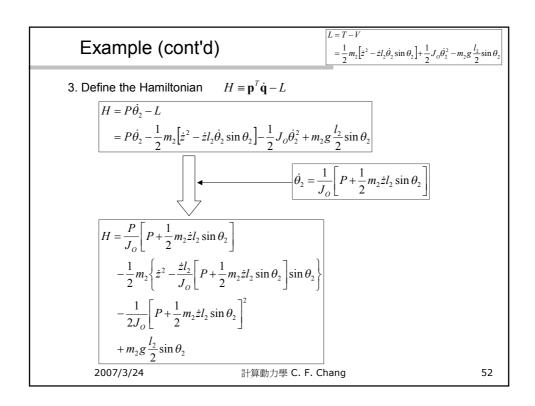
$$\dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}}$$

$$\dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} + \mathbf{Q}_{ex} - \mathbf{\Phi}_{\mathbf{q}}^{\mathbf{y}} \mathbf{\lambda} \quad (c)$$

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Example (cont'd)
$$\begin{bmatrix}
 H = \frac{P}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right] \\
 - \frac{1}{2} m_z \left\{ \dot{z}^2 - \frac{\dot{z} l_z}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right] \sin \theta_z \right\} \\
 - \frac{1}{2J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]^2 \\
 + m_z g \frac{l_z}{2} \sin \theta_z
 \end{bmatrix}$$

$$\dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} + \mathbf{Q}_{nc} - \mathbf{\Phi}_{\mathbf{q}}^{\gamma} \lambda \quad (c)$$
4. Obtain the first-order differential equations using Eq. (c)
$$\dot{p} = -\frac{\partial H}{\partial \theta_z} + M_2$$

$$= -\frac{P}{2J_o} m_z \dot{z} l_z \cos \theta_z - \frac{1}{4J_o} \left[ m_z \dot{z} l_z \right]^2 \sin \theta_z \cos \theta_z - m_z g \frac{l_z}{2} \cos \theta_z + M_z$$

$$\ddot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$
1. Start at time t when  $p$  and  $\mathbf{q}(\theta_z)$  are known 2. Determine  $\mathbf{d}\theta_z / \mathbf{d}t$  and  $\mathbf{d}p / \mathbf{d}t$  3. Integrate to determine  $\theta_z$  and  $\mathbf{p}$  at time t +Δt 4. Update state and go to step 2

$$\dot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$

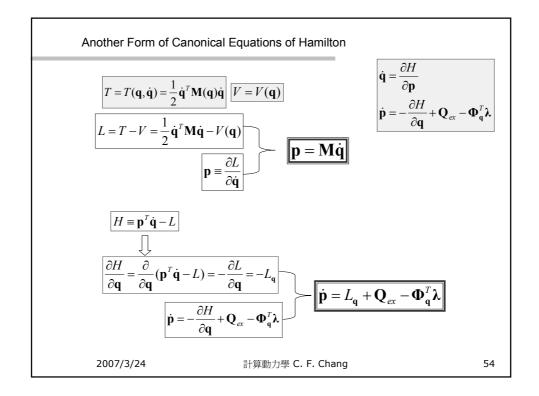
$$\dot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$

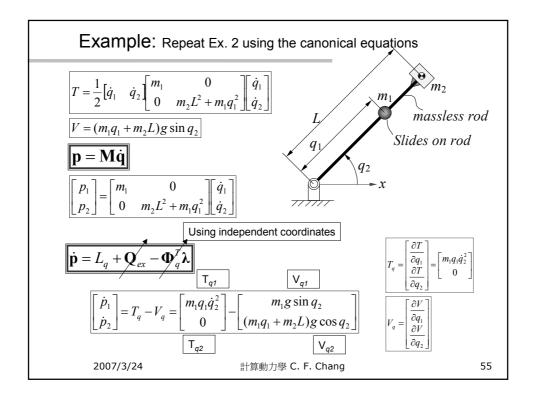
$$\dot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$

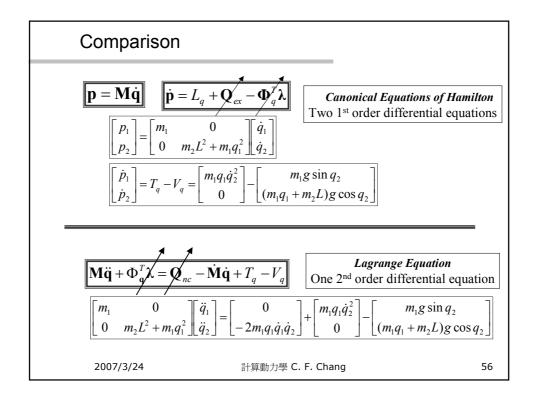
$$\dot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$

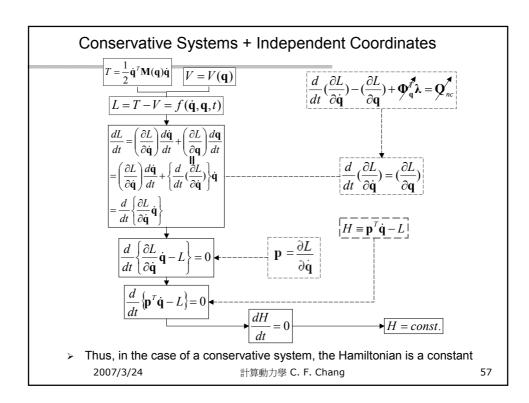
$$\dot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$

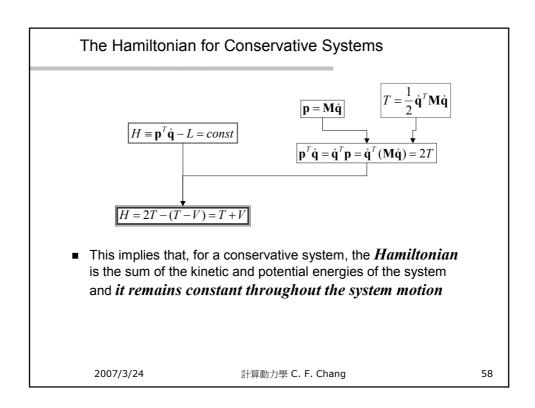
$$\dot{\theta}_z = \frac{\partial H}{\partial P} = \frac{1}{J_o} \left[ P + \frac{1}{2} m_z \dot{z} l_z \sin \theta_z \right]$$
3. Integrate to determine  $\theta_z$  and  $\theta_z$  and

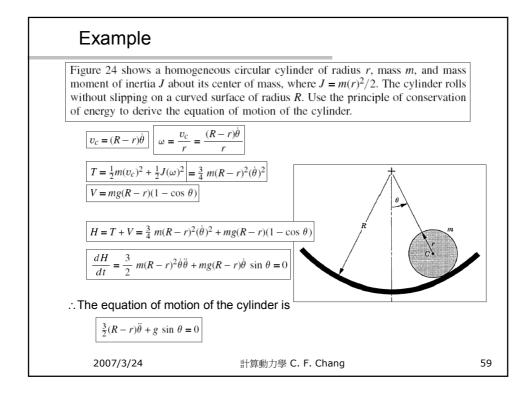


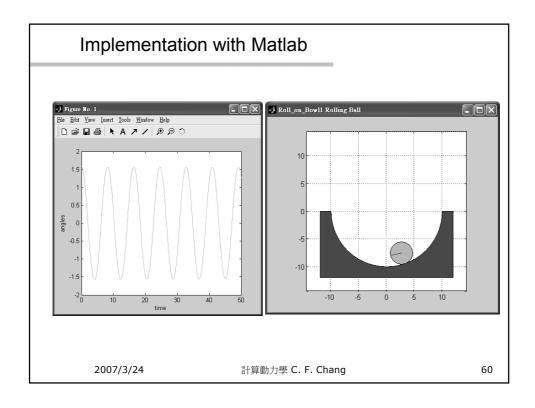


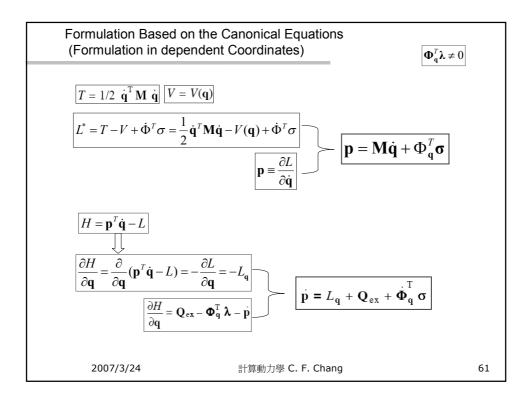












# **Solving Procedures**

- 1. Start at time t when **p** and **q** are known
- 2. Solve for dq/dt and  $\sigma$  at time t

$$\begin{bmatrix} \mathbf{M} & \mathbf{\Phi}_{\mathbf{q}}^{T} \\ \mathbf{\Phi}_{\mathbf{q}} & 0 \end{bmatrix} \begin{pmatrix} \dot{\mathbf{q}} \\ -\mathbf{\sigma} \end{pmatrix} = \begin{pmatrix} \mathbf{p} \\ 0 \end{pmatrix}$$
$$\dot{\mathbf{\Phi}} = \mathbf{\Phi}_{\mathbf{q}} \dot{\mathbf{q}}$$

- 3. Compute
- $\dot{\mathbf{p}} = L_{\mathbf{q}} + \mathbf{Q}_{\mathbf{ex}} + \dot{\mathbf{\Phi}}_{\mathbf{q}}^{\mathsf{T}} \mathbf{\sigma}$
- 4. Obtain the vectors  $\mathbf{p}$  and  $\mathbf{q}$  at time  $\mathbf{t}+\Delta\mathbf{t}$  by the numerical integration:
- 5. Update the time variable and go to step 2

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