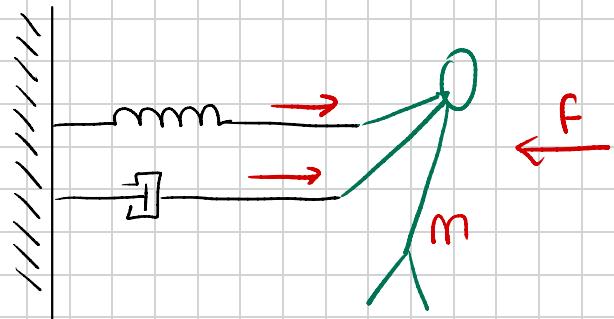


Clase 7f abierto

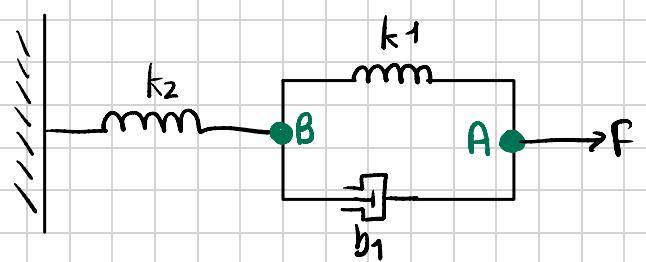


$$\begin{aligned} kx &\rightarrow \\ b\dot{x} &\rightarrow \\ m\ddot{x} &\rightarrow \end{aligned}$$

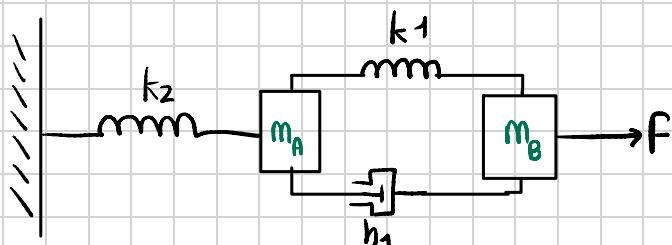
m

Caso 1: Aplicando fuerza hacia la derecha $\rightarrow F$
El resorte se estira:

Sistema mecánico rotacional

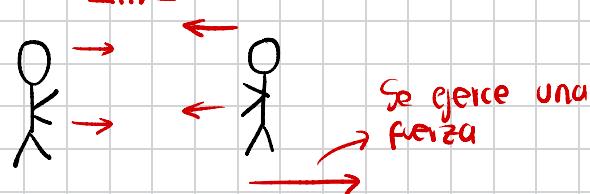


$$\begin{array}{c} \leftarrow \\ X_1 \end{array} \quad \begin{array}{c} \rightarrow \\ X_1 \end{array}$$



$$\begin{array}{c} \leftarrow \\ X_1 \end{array} \quad \begin{array}{c} \rightarrow \\ X_2 \end{array}$$

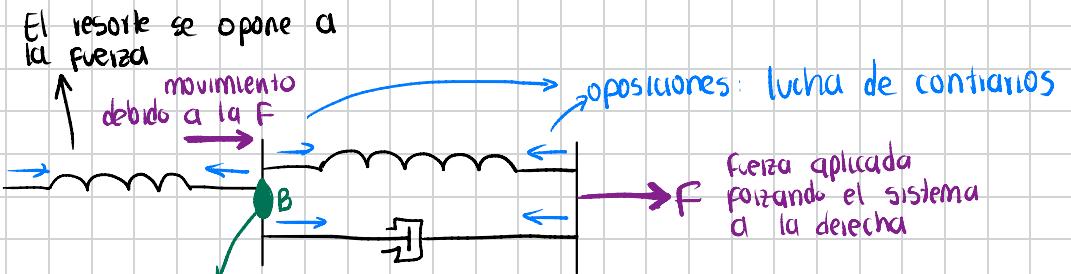
El resorte jala hacia la izquierda



Masas puntuales:

$$\begin{array}{c} \leftarrow \\ B \end{array} \quad \begin{array}{c} \rightarrow \\ A \end{array}$$

$k(x_1 - x_2)$ oposiciones
 $b(x_1 - x_2)$



la masa B siente que se mueve a la derecha

$$\begin{array}{c} \rightarrow \\ k_1(x_1) \end{array} \quad \begin{array}{c} \leftarrow \\ k_2(x_2) \end{array}$$

$b(x_1)$ $b(x_2)$

Caso 2: Aplicando fuerza hacia la izquierda $\leftarrow F$
El resorte se estira:

$$\begin{array}{c} \rightarrow \\ m_A \end{array} \quad \begin{array}{c} \leftarrow \\ m_B \end{array}$$

$k_1(x_1 - x_2)$
 $b_1(x_1 - x_2)$

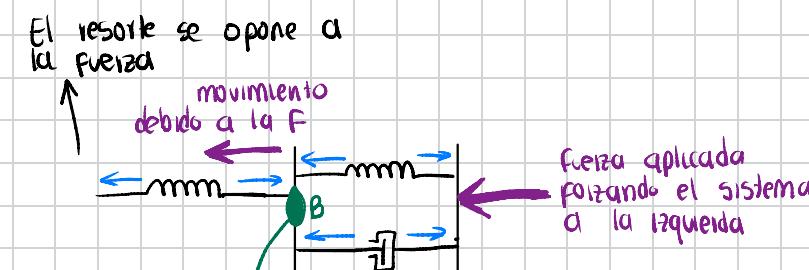
Masas puntuales

$$\begin{array}{c} \leftarrow \\ B \end{array} \quad \begin{array}{c} \rightarrow \\ A \end{array}$$

revisar sus oposiciones

$$\begin{array}{c} \downarrow \\ m\ddot{x} = 0 \end{array}$$

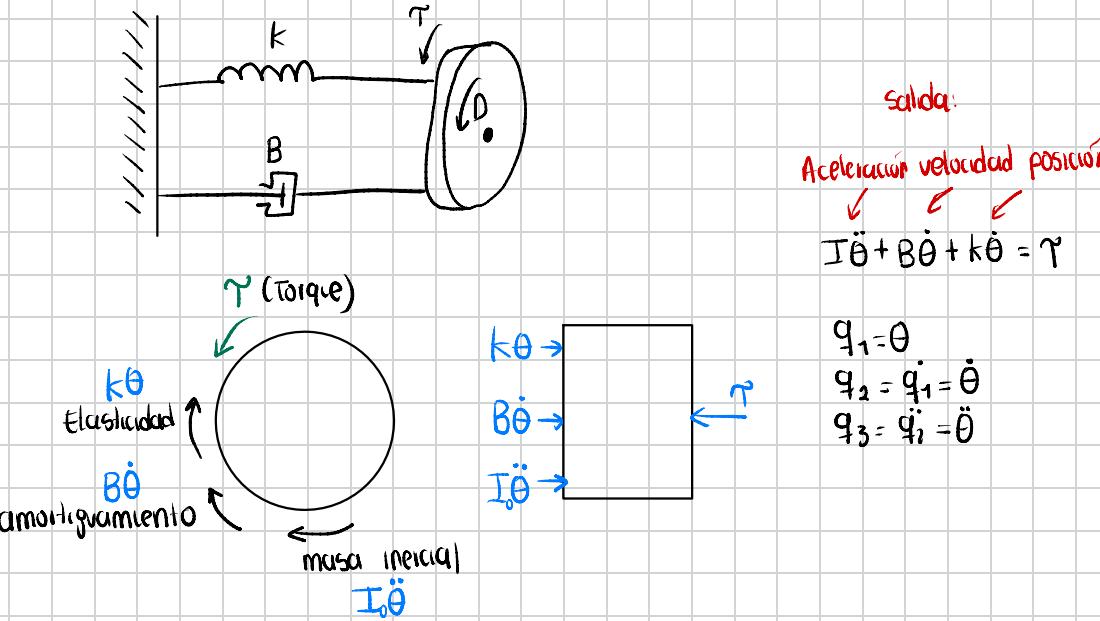
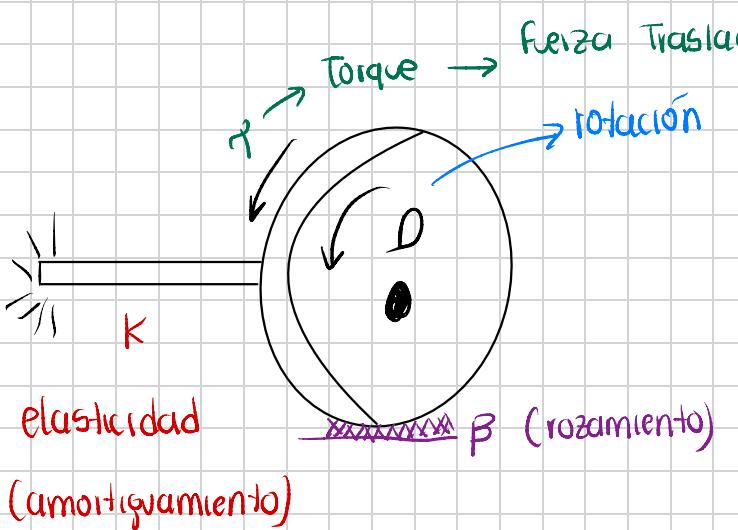
masa: 0 aceleración



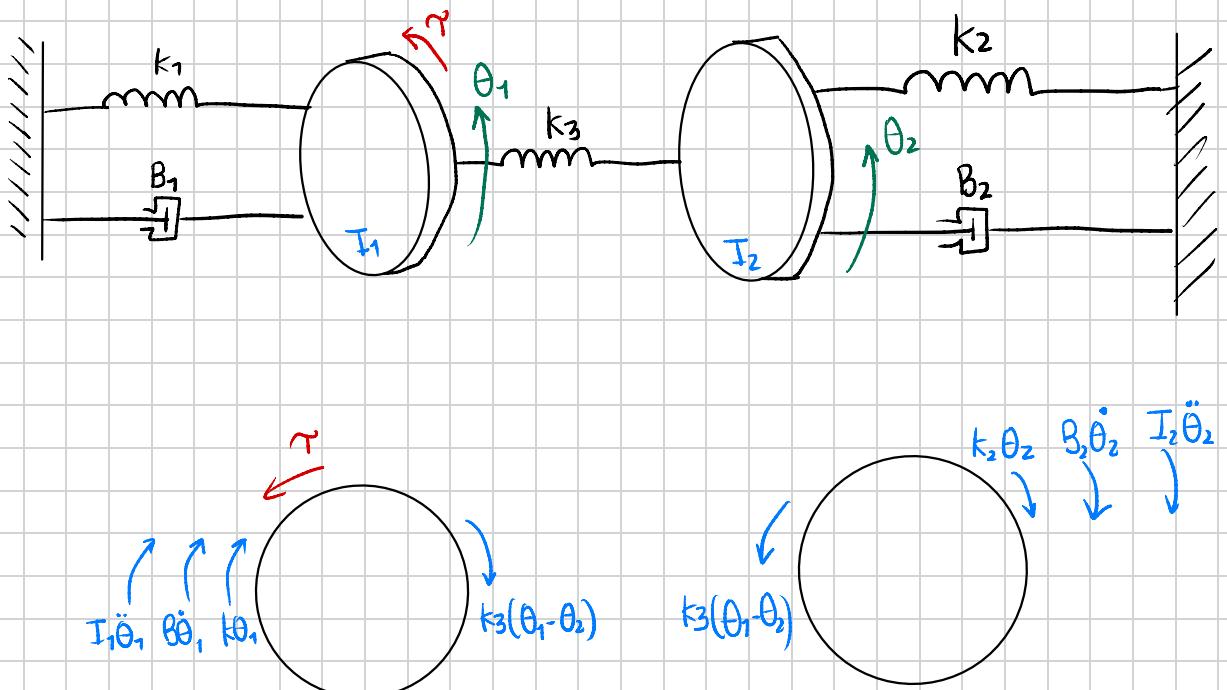
la masa B siente que se mueve hacia la izquierda

$$\begin{array}{c} \rightarrow \\ k(x_1) \end{array} \quad \begin{array}{c} \leftarrow \\ k(x_2) \end{array}$$

Sistemas rotacionales



Ejemplo:



$$\tau = I_1 \ddot{\theta}_1 + B_1 \dot{\theta}_1 + k_1 \theta_1 + k_3 (\theta_1 - \theta_2)$$

$$\tau = I_1 \ddot{\theta}_1 + B_1 \dot{\theta}_1 + k_1 \theta_1 + k_3 \theta_1 - k_3 \theta_2$$

$$[\tau = I_1 \ddot{\theta}_1 + B_1 \dot{\theta}_1 + (k_1 + k_3) \theta_1 - k_3 \theta_2] \quad (1)$$

$$k_3 (\theta_1 - \theta_2) - k_2 \theta_2 - B_2 \dot{\theta}_2 - I_2 \ddot{\theta}_2 = 0$$

$$k_3 \theta_1 - k_3 \theta_2 - k_2 \theta_2 - B_2 \dot{\theta}_2 - I_2 \ddot{\theta}_2 = 0$$

$$[I_2 \ddot{\theta}_2 + B_2 \dot{\theta}_2 - k_3 \theta_2 + (k_2 + k_3) \theta_2 = 0] \quad (2)$$

Tarea: hacerlo en SS

salida:

Aceleración velocidad posición

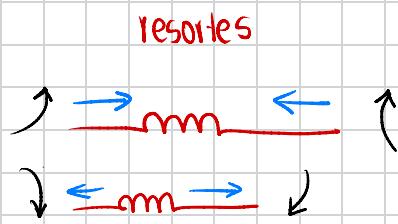
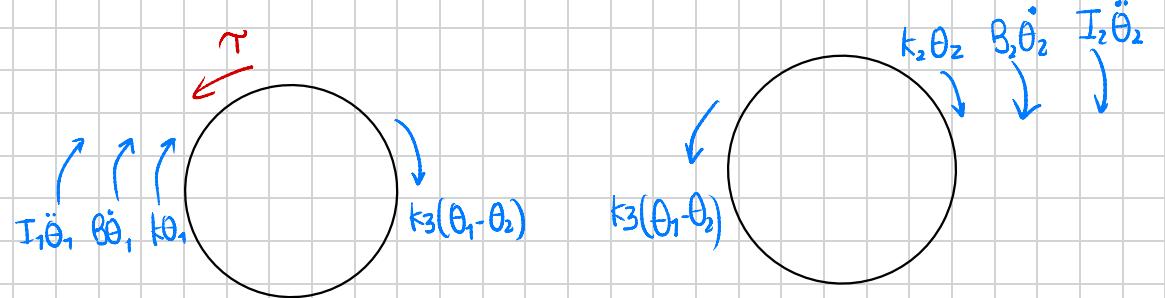
$$I\ddot{\theta} + B\dot{\theta} + k\theta = \tau$$

$$q_1 = \theta$$

$$q_2 = q_1 = \dot{\theta}$$

$$q_3 = q_2 = \ddot{\theta}$$

Solución Tarea 1



Tarea: hazlo en SG

$$\tau = I_1 \ddot{\theta}_1 + B_1 \dot{\theta}_1 + k_1 \theta_1 + k_3 (\theta_1 - \theta_2)$$

$$\tau = I_1 \ddot{\theta}_1 + B_1 \dot{\theta}_1 + k_1 \theta_1 + k_3 \theta_1 - k_3 \theta_2$$

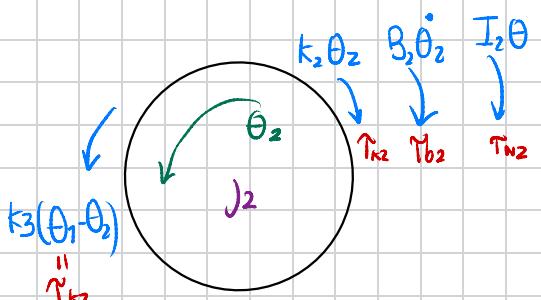
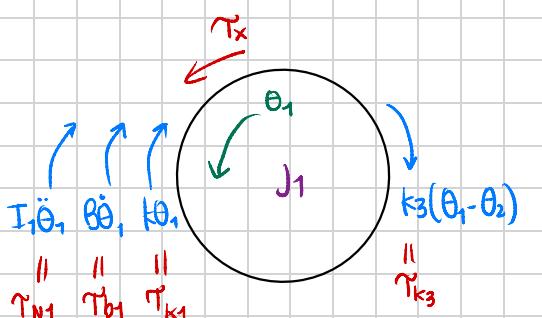
$$\boxed{\gamma = I_1 \ddot{\theta}_1 + B_1 \dot{\theta}_1 + (k_1 + k_3) \theta_1 - k_3 \theta_2} \quad (1)$$

$$k_3 (\theta_1 - \theta_2) - k_2 \theta_2 - B_2 \dot{\theta}_2 - I_2 \ddot{\theta}_2 = 0$$

$$k_3 \theta_1 - k_3 \theta_2 - k_2 \theta_2 - B_2 \dot{\theta}_2 - I_2 \ddot{\theta}_2 = 0$$

$$\boxed{I_2 \ddot{\theta}_2 + B_2 \dot{\theta}_2 - k_3 \theta_2 + (k_2 + k_3) \theta_2 = 0} \quad (2)$$

Definiendo: $\theta_1 > \theta_2$



Definimos estados:

Definimos la salida $u = \gamma_x$

$$x_1 = \theta_1$$

$$x_2 = \dot{\theta}_1$$

$$x_3 = \theta_2$$

$$x_4 = \dot{\theta}_2$$

$$T_{K1} = k_1 x_1$$

$$T_{K2} = k_2 x_3$$

$$T_{K3} = k_3 (x_1 - x_3)$$

$$T_{B1} = b_1 x_2$$

$$T_{B2} = b_2 x_4$$

$$T_{N1} = J_1 \dot{x}_2$$

$$T_{N2} = J_2 \dot{x}_4$$

Salidas x_1 y x_3

$$u = J_1 \dot{x}_2 + k_1 x_1 + b_1 x_2 + k_3 (x_1 - x_3)$$

$$k_3 (x_1 - x_3) = J_2 \dot{x}_4 + k_2 x_3 + b_2 x_4$$

$$\dot{x}_2 = -\left(\frac{k_1 + k_3}{J_1}\right)x_1 - \frac{b_1}{J_1}x_2 + \frac{k_3}{J_1}x_3 + \frac{u}{J_1}$$

$$\dot{x}_4 = \frac{k_3}{J_2}x_1 - \left(\frac{k_2 + k_3}{J_2}\right)x_3 - \frac{b_2}{J_2}x_4$$

$$\vec{x} = \begin{bmatrix} 0 & 1 & 0 & 0 \\ \frac{-k_1 + k_3}{J_1} & \frac{-b_1}{J_1} & \frac{k_3}{J_1} & 0 \\ 0 & 0 & 0 & 1 \\ \frac{k_3}{J_2} & 0 & \frac{-k_2 + k_3}{J_2} & \frac{-b_2}{J_2} \end{bmatrix} \vec{x} + \begin{bmatrix} 0 \\ \frac{1}{J_1} \\ 0 \\ 0 \end{bmatrix} u$$

$$\vec{y} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \vec{x} + \vec{o} u$$