```
In [1]: import Pkg
    Pkg.activate(@__DIR__)
    Pkg.instantiate()
    using LinearAlgebra, Plots
    import ForwardDiff as FD
    import MeshCat as mc
    using Test
```

Activating project at `~/OCRL/HW1_S25`

Julia Warmup

Just like Python, Julia lets you do the following:

```
In [2]: let
            x = [1,2,3]
            @show x
            y = x # NEVER DO THIS, EDITING ONE WILL NOW EDIT BOTH
            y[3] = 100 # this will now modify both y and x
            x[1] = 300 \# this will now modify both y and x
            @show y
            @show x
        end
       x = [1, 2, 3]
       y = [300, 2, 100]
       x = [300, 2, 100]
       3-element Vector{Int64}:
        300
          2
        100
In [3]: # to avoid this, here are two alternatives
        let
            x = [1,2,3]
            @show x
            y1 = 1*x
                             # this is fine
            y2 = deepcopy(x) # this is also fine
            x[2] = 200 \# only edits x
            y1[1] = 400 # only edits y1
            y2[3] = 100 # only edits y2
            @show x
            @show y1
            @show y2
       x = [1, 2, 3]
       x = [1, 200, 3]
       y1 = [400, 2, 3]
       y2 = [1, 2, 100]
       3-element Vector{Int64}:
          1
          2
        100
```

Optional function arguments

We can have optional keyword arguments for functions in Julia, like the following:

```
In [4]: ## optional arguments in functions

# we can have functions with optional arguments after a; that have default values
let
    function fl(a, b; c=4, d=5)
        @show a,b,c,d
    end
```

```
f1(1,2)  # this means c and d will take on default value

f1(1,2;c = 100,d = 2) # specify c and d

f1(1,2;d = -30) # or we can only specify one of them

end

(a, b, c, d) = (1, 2, 4, 5)

(a, b, c, d) = (1, 2, 100, 2)

(a, b, c, d) = (1, 2, 4, -30)

(1, 2, 4, -30)
```

Q1: Integration (25 pts)

In this question we are going to integrate the equations of motion for a double pendulum using multiple explicit and implicit integrators. We will write a generic simulation function for each of the two categories (explicit and implicit), and compare 6 different integrators.

The continuous time dynamics of the cartpole are written as a function:

$$\dot{x} = f(x)$$

In the code you will see xdot = dynamics(params, x).

Part A (10 pts): Explicit Integration

Here we are going to implement the following explicit integrators:

- Forward Euler (explicit)
- Midpoint (explicit)
- RK4 (explicit)

```
In [5]: # these two functions are given, no TODO's here
                           function double_pendulum_dynamics(params::NamedTuple, x::Vector)
                                        \# continuous time dynamics for a double pendulum given state x,
                                        # also known as the "equations of motion".
                                        # returns the time derivative of the state, \dot{x} (dx/dt)
                                        # the state is the following:
                                        \theta 1, \theta 1, \theta 2, \theta 2 = x
                                        # system parameters
                                        m1, m2, L1, L2, g = params.m1, params.m2, params.L1, params.L2, params.g
                                        # dynamics
                                       c = cos(\theta 1 - \theta 2)
                                        s = sin(\theta 1 - \theta 2)
                                        \dot{x} = [
                                                    θ1;
                                                       (\ m2*g*sin(\theta2)*c - m2*s*(L1*c*\theta1^2 + L2*\theta2^2) - (m1+m2)*g*sin(\theta1) \ ) \ / \ (\ L1 *(m1+m2*s^2) + L2*\theta2^2) + (m1+m2)*g*sin(\theta1) + (m1+m2)*g*sin(
                                                      ((m1+m2)*(L1*\theta1^2*s - g*sin(\theta2) + g*sin(\theta1)*c) + m2*L2*\theta2^2*s*c) / (L2*(m1 + m2*s^2))
                                         return x
                           end
                           function double_pendulum_energy(params::NamedTuple, x::Vector)::Real
                                        \# calculate the total energy (kinetic + potential) of a double pendulum given a state x
                                        # the state is the following:
                                        \theta 1, \theta 1, \theta 2, \theta 2 = x
                                        # system parameters
                                        m1, m2, L1, L2, g = params.m1, params.m2, params.L1, params.L2, params.g
                                        # cartesian positions/velocities of the masses
                                        r1 = [L1*sin(\theta 1), \theta, -params.L1*cos(\theta 1) + 2]
                                        r2 = r1 + [params.L2*sin(\theta 2), \theta, -params.L2*cos(\theta 2)]
                                        v1 = [L1*\theta1*\cos(\theta1), 0, L1*\theta1*\sin(\theta1)]
                                        v2 = v1 + [L2*\theta2*cos(\theta2), 0, L2*\theta2*sin(\theta2)]
```

```
# energy calculation
kinetic = 0.5*(m1*v1*v1 + m2*v2*v2)
potential = m1*g*r1[3] + m2*g*r2[3]
return kinetic + potential
```

double_pendulum_energy (generic function with 1 method)

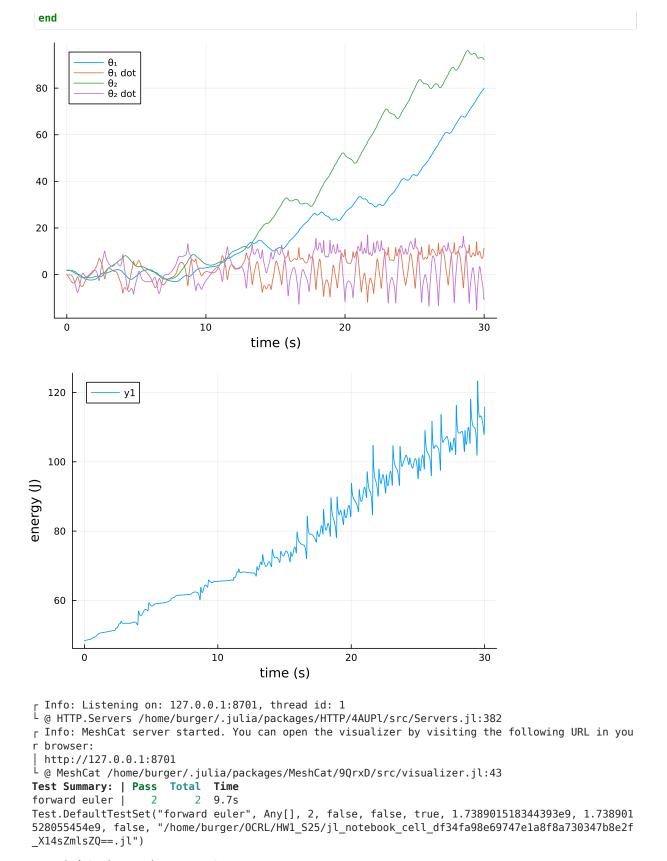
Now we are going to simulate this double pendulum by integrating the equations of motion with the simplest explicit integrator, the Forward Euler method:

```
x_{k+1} = x_k + \Delta t \cdot f(x_k) Forward Euler (explicit)
```

```
In [6]: """
             x_{k+1} = forward_euler(params, dynamics, x_k, dt)
         Given \dot{x} = dynamics(params, x), take in the current state \dot{x} and integrate it forward \dot{t}
         using Forward Euler method.
         function forward_euler(params::NamedTuple, dynamics::Function, x::Vector, dt::Real)::Vector
             \dot{x} = dynamics(params, x)
             # TODO: implement forward euler
             x_{k+1} = x + dt * \dot{x}
             #error("forward euler not implemented")
             return Xk+1
```

forward_euler

```
In [7]: include(joinpath(@ DIR , "animation.jl"))
        @testset "forward euler" begin
           # parameters for the simulation
           params = (
               m1 = 1.0,
               m2 = 1.0,
               L1 = 1.0,
               L2 = 1.0,
               g = 9.8
           # initial condition
           x0 = [pi/1.6; 0; pi/1.8; 0]
           # time step size (s)
           dt = 0.01
           tf = 30.0
           t_vec = 0:dt:tf
           N = length(t_vec)
           # store the trajectory in a vector of vectors
           X = [zeros(4) for i = 1:N]
           X[1] = 1*x0
           # TODO: simulate the double pendulum with `forward_euler`
           \# X[k] = `x_k`, so X[k+1] = forward\_euler(params, double\_pendulum\_dynamics, <math>X[k], dt)
           for k = 1: N-1
               X[k+1] = forward_euler(params, double_pendulum_dynamics, X[k], dt)
           # calculate energy
           E = [double pendulum energy(params,x) for x in X]
           @test norm(X[end]) > 1e-10 # make sure all X's were updated
           # plot state history, energy history, and animate it
           display(plot(t_vec, hcat(X...)', xlabel = "time (s)", label = ["01" "0i dot" "02" "02' dot"])
           display(plot(t_vec, E, xlabel = "time (s)", ylabel = "energy (J)"))
           meshcat_animate(params,X,dt,N)
```



Now let's implement the next two integrators:

Midpoint:

$$x_m = x_k + \frac{\Delta t}{2} \cdot f(x_k) \tag{1}$$

$$x_{k+1} = x_k + \Delta t \cdot f(x_m) \tag{2}$$

RK4:

```
k_{1} = \Delta t \cdot f(x_{k}) 
k_{2} = \Delta t \cdot f(x_{k} + k_{1}/2) 
k_{3} = \Delta t \cdot f(x_{k} + k_{2}/2) 
k_{4} = \Delta t \cdot f(x_{k} + k_{3}) 
x_{k+1} = x_{k} + (1/6) \cdot (k_{1} + 2k_{2} + 2k_{3} + k_{4}) 
(3)
(4)
(5)
k_{3} = \Delta t \cdot f(x_{k} + k_{3}) 
(6)
(7)
```

```
 \label{thm:continuous} \mbox{In [8]: } \mbox{ } \mbox{function midpoint(params::NamedTuple, dynamics::Function, x::Vector, dt::Real)::Vector \mbox{ } \mb
                                                      # TODO: implement explicit midpoint
                                                      \dot{x} = dynamics(params, x)
                                                      x_m = x + (dt/2) * \dot{x}
                                                      x_{k+1} = x + dt * dynamics(params, x_m)
                                                      #error("midpoint not implemented")
                                                      return Xk+1
                                     function rk4(params::NamedTuple, dynamics::Function, x::Vector, dt::Real)::Vector
                                                      # TODO: implement RK4
                                                      #error("rk4 not implemented")
                                                     k_1 = dt * dynamics(params, x)
                                                      k_2 = dt * dynamics(params, x + (k_1/2))
                                                      k_3 = dt * dynamics(params, x + (k_2/2))
                                                     k_4 = dt * dynamics(params, x + k_3)
                                                      X_{k+1} = X + (k_1 + 2*k_2 + 2*k_3 + k_4)/6
                                                       return Xk+1
                                     end
```

rk4 (generic function with 1 method)

simulate explicit (generic function with 1 method)

```
In [10]: # initial condition
    const x0 = [pi/1.6; 0; pi/1.8; 0]

const params = (
         m1 = 1.0,
         m2 = 1.0,
         L1 = 1.0,
         L2 = 1.0,
         g = 9.8
)

(m1 = 1.0, m2 = 1.0, L1 = 1.0, L2 = 1.0, g = 9.8)
```

Part B (10 pts): Implicit Integrators

Explicit integrators work by calling a function with x_k and Δt as arguments, and returning x_{k+1} like this:

$$x_{k+1} = f_{explicit}(x_k, \Delta t)$$

Implicit integrators on the other hand have the following relationship between the state at x_k and x_{k+1} :

$$f_{implicit}(x_k,x_{k+1},\Delta t)=0$$

This means that if we want to get x_{k+1} from x_k , we have to solve for a x_{k+1} that satisfies the above equation. This is a rootfinding problem in x_{k+1} (our unknown), so we juse have to use Newton's method.

Here are the three implicit integrators we are looking at, the first being Backward Euler (1st order):

$$f(x_k, x_{k+1}, \Delta t) = x_k + \Delta t \cdot \dot{x}_{k+1} - x_{k+1} = 0$$
 Backward Euler

Implicit Midpoint (2nd order)

$$x_{k+1/2} = \frac{1}{2}(x_k + x_{k+1}) \tag{8}$$

$$f(x_k, x_{k+1}, \Delta t) = x_k + \Delta t \cdot \dot{x}_{k+1/2} - x_{k+1} = 0 \qquad \text{Implicit Midpoint}$$

$$\tag{9}$$

Hermite Simpson (3rd order)

$$x_{k+1/2} = \frac{1}{2}(x_k + x_{k+1}) + \frac{\Delta t}{8}(\dot{x}_k - \dot{x}_{k+1})$$
(10)

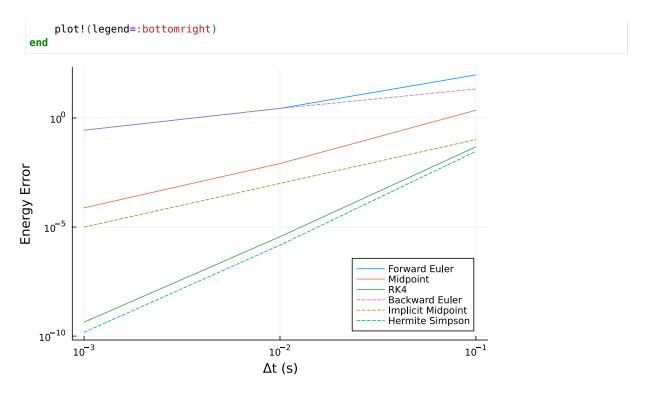
$$f(x_k, x_{k+1}, \Delta t) = x_k + \frac{\Delta t}{6} \cdot (\dot{x}_k + 4\dot{x}_{k+1/2} + \dot{x}_{k+1}) - x_{k+1} = 0$$
 Hermite-Simpson (11)

When you implement these integrators, you will update the functions such that they take in a dynamics function, x_k and x_{k+1} , and return the residuals described above. We are NOT solving these yet, we are simply returning the residuals for each implicit integrator that we want to be 0.

```
In [18]: # since these are explicit integrators, these function will return the residuals described above
         # NOTE: we are NOT solving anything here, simply return the residuals
         function backward_euler(params::NamedTuple, dynamics::Function, x1::Vector, x2::Vector, dt::Real
              residual_be = x1 + dt * dynamics(params, x2) - x2
              return residual_be
              #error("backward euler not implemented")
         function implicit_midpoint(params::NamedTuple, dynamics::Function, x1::Vector, x2::Vector, dt::
             \#x_{k+i} = 0.5 * (x1 + x2)
             #residual im = x1 + dt * x_{k+i} - x2
             x_{k+i} = 0.5 * (x1 + x2)
              residual im = x1 + dt * dynamics(params, x_{k+i}) - x2
              return residual im
              #error("implicit midpoint not implemented")
         function hermite_simpson(params::NamedTuple, dynamics::Function, x1::Vector, x2::Vector, dt::Red
             x_{k+h} = 0.5 * (x1 + x2) +
                     0.125 * dt * (dynamics(params,x1) - dynamics(params,x2))
              residual_hs = x1 + (dt/6) * (dynamics(params, x1) +
                 4 * dynamics(params, x_{k+h}) + dynamics(params, x_2)) - x_2
              return residual hs
              #error("hermite simpson not implemented")
```

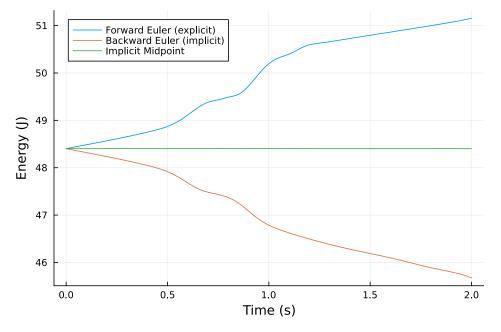
hermite simpson (generic function with 1 method)

```
end
             end
             error("implicit integrator solve failed")
         end
        implicit_integrator_solve (generic function with 1 method)
In [19]: @testset "implicit integrator check" begin
             dt = 1e-1
             x1 = [.1, .2, .3, .4]
             for integrator in [backward_euler, implicit_midpoint, hermite_simpson]
                 println("----testing $integrator -----")
                 x2 = implicit_integrator_solve(params, double_pendulum_dynamics,
                         integrator, x1, dt)
                 @test norm(integrator(params, double_pendulum_dynamics, x1, x2, dt)) < 1e-10
             end
         end
        ----testing backward_euler -----
        ----testing implicit_midpoint -----
        -----testing hermite_simpson -----
        Test Summary:
                                  | Pass Total Time
        implicit integrator check |
                                      3
                                              3 0.1s
        Test.DefaultTestSet("implicit integrator check", Any[], 3, false, false, true, 1.738902056656421
        e9, 1.738902056798949e9, false, "/home/burger/OCRL/HW1_S25/jl_notebook_cell_df34fa98e69747e1a8f8
        a730347b8e2f_X25sZmlsZQ==.jl")
In [ ]: | function simulate_implicit(params::NamedTuple,dynamics::Function,implicit_integrator::Function,)
             t vec = 0:dt:tf
             N = length(t vec)
             X = [zeros(length(x0)) for i = 1:N]
             X[1] = x0
             # TODO: do a forward simulation with the selected implicit integrator
             # hint: use your `implicit_integrator_solve` function
             for k = 1:N-1
                 X[k+1] = implicit_integrator_solve(params, double_pendulum_dynamics,
                             implicit_integrator, X[k], dt)
             end
             E = [double_pendulum_energy(params,x) for x in X]
             @assert length(X)==N
             @assert length(E)==N
             return X, E
        simulate_implicit (generic function with 1 method)
In [15]: function max_err_E(E)
             E0 = E[1]
             err = abs.(E.-E0)
             return maximum(err)
         function get_explicit_energy_error(integrator::Function, dts::Vector)
             [max err E(simulate explicit(params,double pendulum dynamics,integrator,x0,dt,tf)[2]) for d
         end
         function get_implicit_energy_error(integrator::Function, dts::Vector)
             [max_err_E(simulate_implicit(params,double_pendulum_dynamics,integrator,x0,dt,tf)[2]) for d
         end
         const tf = 2.0
         let
             # here we compare everything
             dts = [1e-3, 1e-2, 1e-1]
             explicit_integrators = [forward_euler, midpoint, rk4]
             implicit_integrators = [backward_euler, implicit_midpoint, hermite_simpson]
             explicit_data = [get_explicit_energy_error(integrator, dts) for integrator in explicit_integ
             implicit_data = [get_implicit_energy_error(integrator, dts) for integrator in implicit_integ
             plot(dts, hcat(explicit_data...),label = ["Forward Euler" "Midpoint" "RK4"],xaxis=:log10,ya
             plot!(dts, hcat(implicit_data...),ls = :dash, label = ["Backward Euler" "Implicit Midpoint"
```



What we can see above is the maximum energy error for each of the integration methods. In general, the implicit methods of the same order are slightly better than the explicit ones.

```
In [16]: @testset "energy behavior" begin
             # simulate with all integrators
             dt = 0.01
              t vec = 0:dt:tf
             \overline{E1} = simulate explicit(params,double pendulum dynamics,forward euler,x0,dt,tf)[2]
             E2 = simulate implicit(params, double pendulum dynamics, backward euler, x0, dt, tf)[2]
             E3 = simulate\_implicit(params,double\_pendulum\_dynamics,implicit\_midpoint,x0,dt,tf)[2]
             E4 = simulate implicit(params,double pendulum dynamics,hermite simpson,x0,dt,tf)[2]
             E5 = simulate_explicit(params,double_pendulum_dynamics,midpoint,x0,dt,tf)[2]
             E6 = simulate_explicit(params,double_pendulum_dynamics,rk4,x0,dt,tf)[2]
             # plot forward/backward euler and implicit midpoint
             plot(t_vec,E1, label = "Forward Euler (explicit)")
             plot!(t_vec,E2, label = "Backward Euler (implicit)")
             display(plot!(t_vec,E3, label = "Implicit Midpoint",xlabel = "Time (s)", ylabel="Energy (J)"
              # test energy behavior
             E0 = E1[1]
             [etest 2.5 < (E1[end] - E0) < 3.0]
             [\text{@test -3.0} < (\text{E2[end] - E0}) < -2.5]
             @test abs(E3[end] - E0) < 1e-2
             (etest abs(E0 - E4[end]) < 1e-4)
             @test abs(E0 - E5[end]) < 1e-1
              @test abs(E0 - E6[end]) < 1e-4
         end
```



Another important takeaway from these integrators is that explicit Euler results in unstable behavior (as shown here by the growing energy), and implicit Euler results in artificial damping (losing energy). Implicit midpoint however maintains the correct energy. Even though the solution from implicit midpoint will vary from the initial energy, it does not move secularly one way or the other.