



# **System Modeling – Lecture 3 Mechanical Systems and Lagrange**

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### What is the goal of the lecture?

- Be able to understand, explain and use:
  - Kinetic and potential energy
  - Generalized and minimal coordinates
  - Degrees of freedom
  - Lagrange formalism
  - Holonomic and non-holonomic (more in Lecture 4)
  - Generalized forces

### **Theory – Potential Energy**

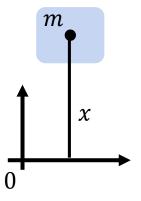
The potential energy can always be expressed as a function only of the body's coordinates, i.e.,

$$U = U(x, y)$$

Examples of potential energies for a mechanical system are:

#### **Gravitational**

$$U = mgx$$



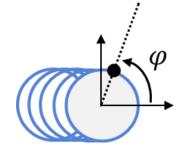
#### **Linear Spring**

$$U = \frac{1}{2} k_{l} (x - x_{0})^{2}$$

#### **Torsional Spring**

$$U = \frac{1}{2} \frac{k_r}{I} (\varphi - \varphi_0)^2$$

Spring constant



### Theory – Kinetic Energy

$$T = \frac{1}{2} m \bar{v}_P^T \bar{v}_P + m \bar{v}_P^T (\overline{\Omega} \times \bar{r}_{PS}) + \frac{1}{2} \overline{\Omega}^T \Theta_P \overline{\Omega}$$

$$\text{Translational Coupling Rotational term term}$$

#### where

 $\bar{v}_P$  is the velocity of the point P

 $\bar{r}_{PS}$  is the position vector from point P to the point of the body's center of gravity S

 $\overline{\Omega}$  is the rotational speed of the body

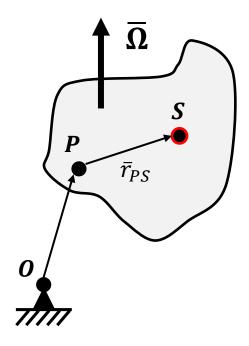
m is the mass of the body

 $\Theta_P$  is the moment of inertia of the body in the point P

 $\overline{\Omega}$  is the same

in each point

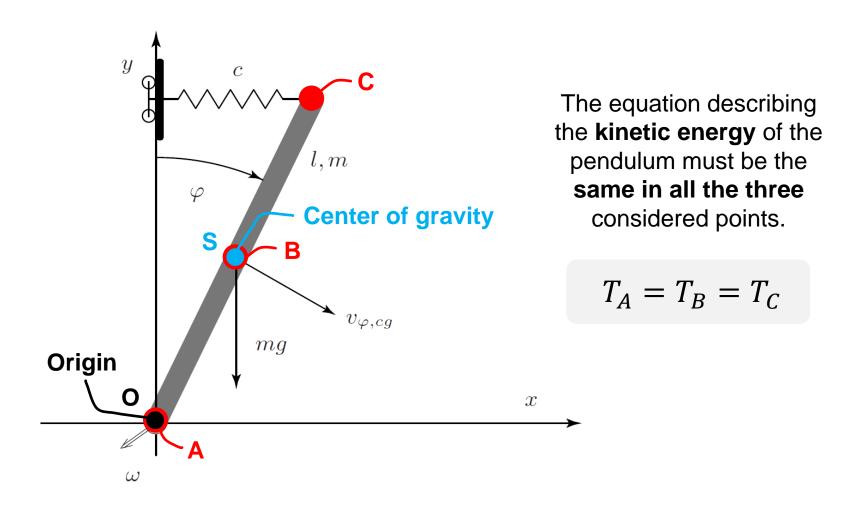
of the body!



#### Remark

the kinetic energy equation simplifies if the point *P* is chosen to be equal to *O* or *S* 

### **Example – Kinetic Energy**



### Example – Kinetic Energy – Point A

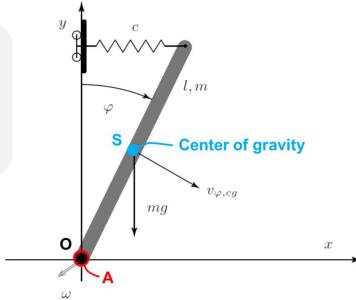
$$\bar{r}_{AS} = \begin{bmatrix} \frac{l}{2}\sin(\varphi) \\ \frac{l}{2}\cos(\varphi) \\ 0 \end{bmatrix} \qquad \dot{\bar{r}}_{OA} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\dot{\bar{r}}_{OA} = \bar{v}_{A} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\bar{r}_{OA} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\dot{ar{r}}_{OA} = ar{v}_A = egin{bmatrix} 0 \ 0 \ 0 \end{bmatrix}$$

$$\overline{\Omega} = \begin{bmatrix} 0 \\ 0 \\ -\dot{\varphi} \end{bmatrix}$$



$$\frac{1}{2}m\bar{v}_A^T\bar{v}_A=0$$

$$m\bar{v}_A^T(\bar{\Omega}\times\bar{r}_{AS}) = 0$$

$$\frac{1}{2}\bar{\Omega}^T\Theta_A\bar{\Omega} = \frac{1}{2}\Theta_A\dot{\varphi}^2 = \frac{1}{6}ml^2\dot{\varphi}^2$$

$$T_A = \frac{1}{6}ml^2\dot{\varphi}^2$$

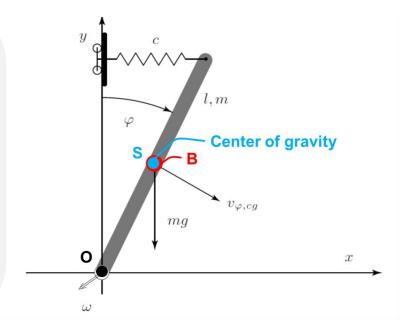
### Example – Kinetic Energy – Point B

$$\bar{r}_{BS} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\overline{\Omega} = \begin{bmatrix} 0 \\ 0 \\ -\dot{\varphi} \end{bmatrix}$$

$$\bar{r}_{OB} = \begin{bmatrix} \frac{l}{2}\sin(\varphi) \\ \frac{l}{2}\cos(\varphi) \\ 0 \end{bmatrix}$$

$$\dot{\bar{r}}_{OB} = \bar{v}_B = \begin{bmatrix} \frac{l}{2} \cos(\varphi) \dot{\varphi} \\ l \\ -\frac{l}{2} \sin(\varphi) \dot{\varphi} \\ 0 \end{bmatrix}$$



$$\frac{1}{2}m\bar{v}_B^T\bar{v}_B = \frac{1}{2}m\frac{l^2}{4}\dot{\varphi}^2(\cos^2(\varphi) + \sin^2(\varphi))$$

$$m\bar{v}_B^T(\bar{\Omega} \times \bar{r}_{BS}) = 0$$

$$\frac{1}{2}\bar{\Omega}^T\Theta_B\bar{\Omega} = \frac{1}{2}\Theta_B\dot{\varphi}^2 = \frac{1}{24}ml^2\dot{\varphi}^2$$

$$T_B = \frac{1}{6}ml^2\dot{\varphi}^2$$

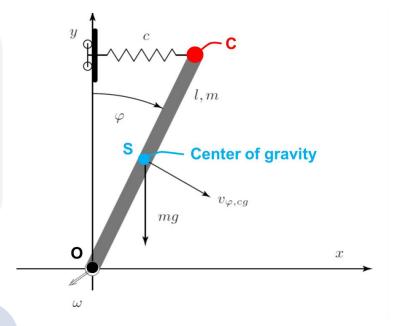
### **Example – Kinetic Energy – Point C**

$$\bar{r}_{CS} = \begin{bmatrix} -\frac{l}{2}\sin(\varphi) \\ \frac{l}{2}\cos(\varphi) \\ 0 \end{bmatrix}$$

$$\overline{\Omega} = \begin{bmatrix} 0 & 0 & -\dot{\varphi} \end{bmatrix}^T$$

$$\bar{r}_{OC} = \begin{bmatrix} l \sin(\varphi) \\ l \cos(\varphi) \\ 0 \end{bmatrix}$$

$$\dot{\bar{r}}_{OC} = \bar{v}_C = \begin{bmatrix} l\cos(\varphi)\dot{\varphi} \\ -l\sin(\varphi)\dot{\varphi} \\ 0 \end{bmatrix}$$



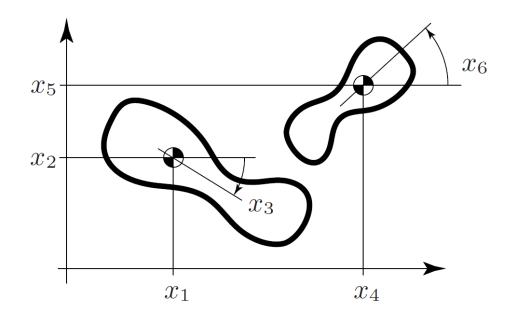
$$T_C = \frac{1}{6}ml^2\dot{\varphi}^2$$

#### Theory – Degrees of freedom

A planar mechanical system consists of *n* rigid bodies. Each body has 3 degrees of freedom:

- Horizontal
- Vertical
- Angular

Planar mechanical systems that are constrained in their movement by *k* holonomic constraints, only have 3n - k degrees of freedom.

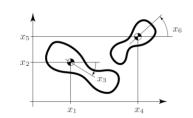


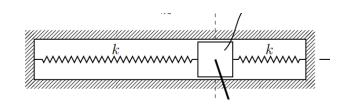
There is always a set of independent **generalized coordinates**  $q(t) = [q_1(t), ..., q_{3n-k}(t)]^T$  that describes the behaviour of the constrained system. The choice of the generalized coordinates is **not unique**.

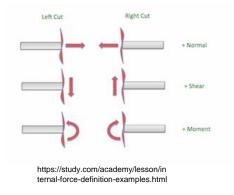
### Remarks – Lagrange Formalism

The **Lagrange formalism** is a powerful tool that allows to derive the equations of motion of a mechanical system. This method offers several advantages over the reservoir based approach or the Newton's law if:

- The system features multiple degrees of freedom and/or bodies.
- Constraint forces do not have to be explicitely accounted.
- No knowledge about internal forces is required.
- Direct inclusion of non-holonomic constraints in the equation of motion is sought (more in Lecture 4).







### Theory – Lagrange Formalism (Holonomic)

The **Lagrange function** for a *holonomic* mechanical system is defined as the difference between the **total** kinetic and the **total** potential energy.

$$L(q, \dot{q}) = \sum T(q, \dot{q}) - \sum U(q)$$

where the variables q represent the system's generalized coordinates completely describing the 3n - k degrees of freedom available, and  $\dot{q}$ their corresponding generalized velocities. According to the theory of Lagrangian mechanics, the system dynamics can be described by:

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{q}_i} \right\} - \frac{\partial L}{\partial q_i} = Q_i \qquad i = 1, \dots, 3n - k$$

where  $Q_i$  represents the ith generalized force (or torque) acting on the i<sup>th</sup> generalized coordinate  $q_i$ .



### Theory – Lagrange «Approach»

- Choose/identify a set of generalized coordinates q.
- Define the total kinetic and potential energy of the system as a function of the generalized coordinates.
- Define the Lagrange function:

$$L(q, \dot{q}) = \sum T(q, \dot{q}) - \sum U(q)$$

- If there are non-conservative forces and/or torques acting on the system, compute the generalized forces  $Q_i$ .
- Compute the system's equations using the Lagrange formalism for each generalized coordinate  $q_i$ :

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{q}_i} \right\} - \frac{\partial L}{\partial q_i} = Q_i \qquad i = 1, \dots, 3n - k$$

#### **Theory – Holonomic & Non-holonomic**

Constraints establish a mathematical relation between the generalized coordinates and their time derivatives. In general, non-holonomic constraints can be written as:

$$f(\boldsymbol{q}, \dot{\boldsymbol{q}}, t) = 0$$

A **non-holonomic** constraint can be thought as a <u>restriction of the</u> <u>trajectory</u> that the system takes to reach a certain configuration. When no dependency on  $\dot{q}$  is present, the constraint is called holonomic and reads:

$$f(\boldsymbol{q},t)=0$$

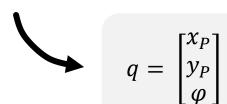
Remark: if the constraint depends on  $\dot{q}$  it is not necessarily non-holonomic.

A **holonomic** constraint can be interpreted as a restriction of the <u>reachable configurations</u> that the system can take.



### **Example – Holonomic & Minimal Coordinates**

One body  $\rightarrow n = 1$ 



But ...

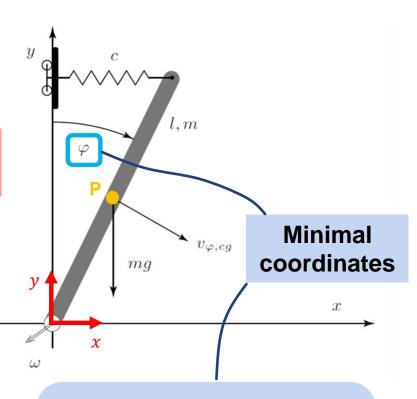
**Holonomic** constraints

 The coordinates x and y are geometrically coupled. In fact the position of the pendulum's CoG can be written as:

$$y_P = f(x_P) = \sqrt{\left(\frac{l}{2}\right)^2 - x_P^2}$$
$$x_P = f(\varphi) = \frac{l}{2}\sin(\varphi)$$

**Therefore** 

$$k = 2$$
 and the #DOF is  $3n - k = 3 - 2 = 1$ 



Due to the nature of the considered body (pendulum), an appropriate generalized coordinate is the angle  $\varphi$ 

#### **Example – Holonomic & Non-holonomic**

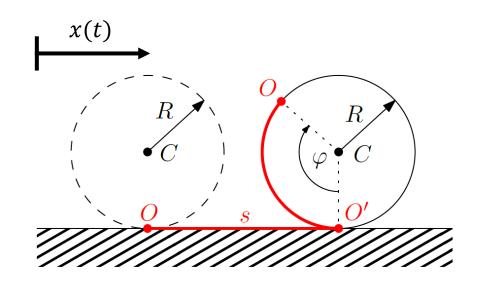
#### No slip condition

$$\dot{x}(t) = R \cdot \dot{\varphi}(t)$$

Is this a **holonomic** or a **non-holonomic** constraint?

→ Holonomic, why?

The constraint contains the time derivative of the generalized coordinates. For this reason it can be both: holonomic or non-holonomic (recall remark slide 13).



If you integrate the no slip condition:

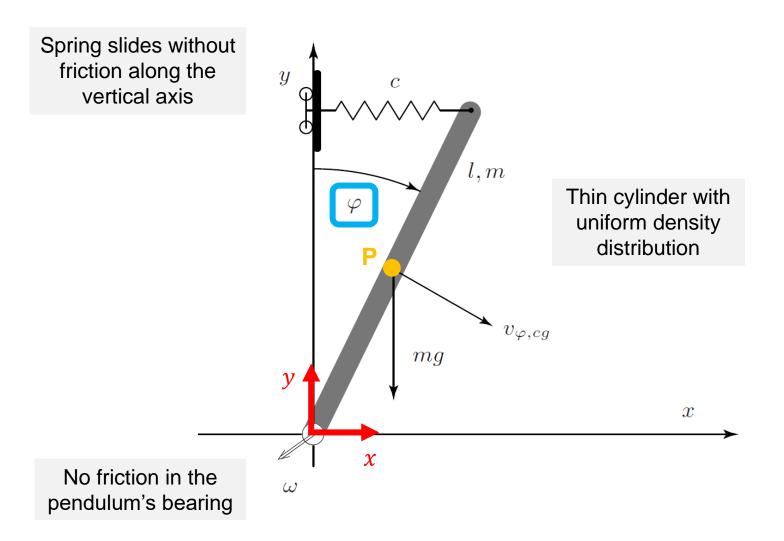
$$\Delta x(t) = R \cdot \Delta \varphi(t)$$

And rearranging the terms one can get:

$$x(t) = x_0 + R \cdot (\varphi(t) - \varphi_0)$$



### Example – Lagrange (Pendulum with Spring)



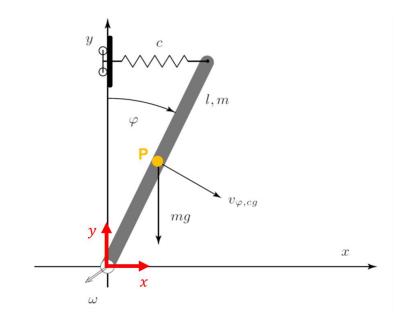
### Example – Lagrange (Pendulum with Spring)

#### **Pendulum**

$$\bar{r}_{OP} = \begin{bmatrix} \frac{l}{2}\sin(\varphi) \\ \frac{l}{2}\cos(\varphi) \end{bmatrix}$$

$$ar{r}_{OP} = egin{bmatrix} rac{l}{2}\sin(\varphi) \\ rac{l}{2}\cos(\varphi) \end{bmatrix} \qquad ar{v}_P = egin{bmatrix} rac{l}{2}\cos(\varphi)\,\dot{\varphi} \\ -rac{l}{2}\sin(\varphi)\,\dot{\varphi} \end{bmatrix}$$

$$\overline{\Omega}_P = \omega \cdot \bar{e}_z = -\dot{\varphi} \cdot \bar{e}_z$$



$$\begin{split} T_{pendulum} &= \frac{1}{2} m \frac{l^2}{4} \, \dot{\varphi}^2 + \frac{1}{2} \frac{1}{12} m l^2 \dot{\varphi}^2 = \frac{1}{6} m l^2 \dot{\varphi}^2 \\ U_{pendulum} &= m g \frac{l}{2} cos(\varphi) \\ U_{spring} &= \frac{1}{2} c(l \sin(\varphi))^2 \end{split}$$

### Example – Lagrange (Pendulum with Spring)

$$L = (T_{pendulum}) - (U_{pendulum} + U_{spring})$$

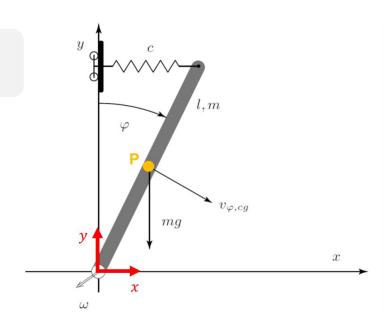
$$L = \frac{1}{6}ml^2\dot{\varphi}^2 - mg\frac{l}{2}cos(\varphi) - \frac{1}{2}c(l\sin(\varphi))^2$$

#### Generalized coordinate $\varphi$

$$\frac{\partial L}{\partial \varphi} = \frac{1}{2} mgl \sin(\varphi) - cl^2 \sin(\varphi) \cos(\varphi)$$

$$\frac{\partial L}{\partial \dot{\varphi}} = \frac{1}{3} m l^2 \dot{\varphi} \qquad \longrightarrow \qquad \frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}} \right\} = \frac{1}{3} m l^2 \ddot{\varphi}$$

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}} \right\} - \frac{\partial L}{\partial \varphi} = Q_{\varphi} \quad \longrightarrow \quad$$

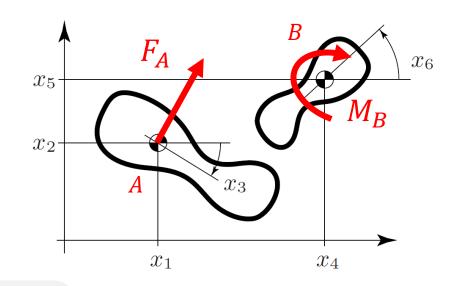


$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}} \right\} - \frac{\partial L}{\partial \varphi} = Q_{\varphi} \qquad \qquad \frac{1}{3} m l^2 \ddot{\varphi} - \frac{1}{2} m g l \sin(\varphi) - c l^2 \sin(\varphi) \cos(\varphi) = 0$$

### **Theory – Generalized Forces**

Suppose to have a **force**  $F_A$  acting on body 1 in point A and/or a **torque**  $M_B$  acting on body 2 in point B.

How do we compute the **generalized forces**  $Q_1$ ,  $Q_2$ , i.e., the forces/torques written as a function of the generalized coordinates?



#### **Force**

$$v_A = J_A \cdot \dot{q} + \xi_A$$
$$Q_A = J_A^T F_A$$

 $v_A$  velocity in A  $\xi_A$  offset term

#### **Torque**

$$\omega_B = J_B \cdot \dot{q} + \xi_B$$
$$Q_B = J_B^T M_B$$

 $\omega_B$  angular velocity in B  $\xi_B$  offset term

Similarly to the coordinate transformation (recall Analysis), the **Jacobian matrix** J is used to transform the forces/torques written in (x, y) to  $(q_1, q_2)$  system of coordinates.

### **Example – Generalized Forces**

#### **Position**

$$\bar{r}_B = \begin{bmatrix} l_1 \cos(\alpha) + l_2 \cos(\beta) \\ l_1 \sin(\alpha) - l_2 \sin(\beta) \end{bmatrix}$$

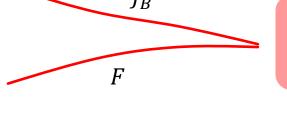
#### **Velocity**

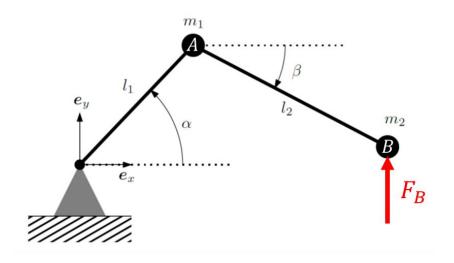
$$\bar{v}_B = \begin{bmatrix} -l_1 \sin(\alpha) \,\dot{\alpha} - l_2 \sin(\beta) \dot{\beta} \\ l_1 \cos(\alpha) \dot{\alpha} - l_2 \cos(\beta) \,\dot{\beta} \end{bmatrix}$$

$$\bar{v}_B = \begin{bmatrix} -l_1 \sin(\alpha) & -l_2 \sin(\beta) \\ l_1 \cos(\alpha) & -l_2 \cos(\beta) \end{bmatrix} \cdot \begin{bmatrix} \dot{\alpha} \\ \dot{\beta} \end{bmatrix}$$

#### **Force**

$$\bar{F} = \begin{bmatrix} 0 \\ F_B \end{bmatrix}$$

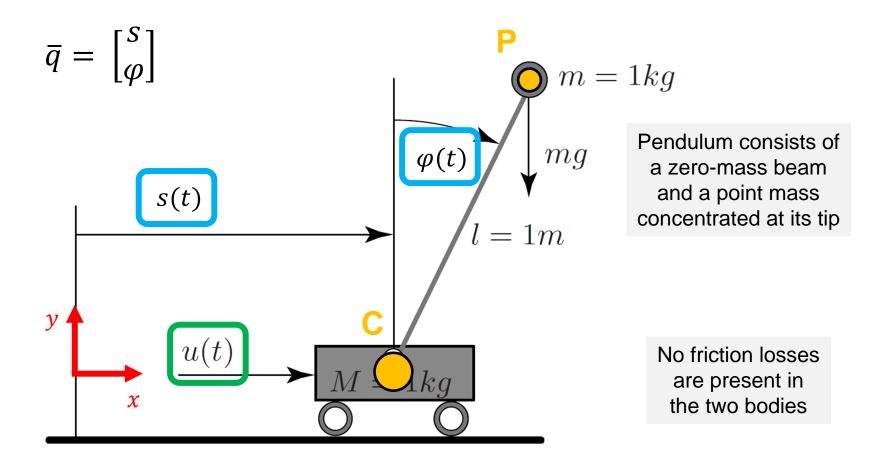




#### **Generalized Forces**

$$Q_B = J_B^T F = \begin{bmatrix} F_B l_1 \cos(\alpha) \\ -F_B l_2 \cos(\beta) \end{bmatrix} = \begin{bmatrix} Q_\alpha \\ Q_\beta \end{bmatrix}$$



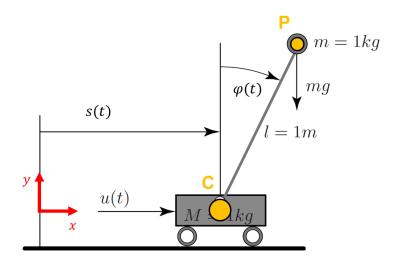


#### **Cart**

$$\bar{r}_{OC} = \begin{bmatrix} s \\ 0 \end{bmatrix}$$
  $\bar{v}_C = \begin{bmatrix} \dot{s} \\ 0 \end{bmatrix}$ 

$$T_{cart} = \frac{1}{2}M\dot{s}^2 + 0$$

$$U_{cart} = 0$$



#### **Pendulum**

$$\bar{r}_{OP} = \begin{bmatrix} s + l \sin(\varphi) \\ l \cos(\varphi) \end{bmatrix}$$
  $\bar{v}_P = \begin{bmatrix} \dot{s} + l \cos(\varphi)\dot{\varphi} \\ -l \sin(\varphi)\dot{\varphi} \end{bmatrix}$ 

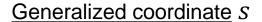
$$T_{pendulum} = \frac{1}{2}m \left( \dot{s}^2 + 2l\cos(\varphi)\dot{s}\,\dot{\varphi} + l^2\dot{\varphi}^2 \right) + \boxed{0}$$

$$U_{pendulum} = mglcos(\varphi)$$

The moment of inertia of a point mass is equal to zero.

$$L = (T_{cart} + T_{pendulum}) - (U_{cart} + U_{pendulum})$$

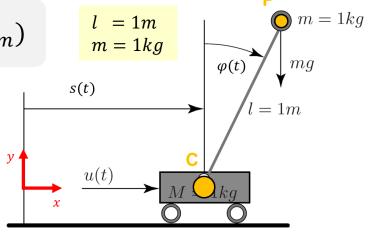
$$L = \dot{s}^2 + \cos(\varphi)\dot{s}\,\dot{\varphi} + \frac{1}{2}\dot{\varphi}^2 - \cos(\varphi)\,g$$



$$\frac{\partial L}{\partial s} = 0$$

$$\frac{\partial L}{\partial \dot{s}} = 2\dot{s} + \cos(\varphi)\dot{\varphi} \longrightarrow \frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{s}} \right\} = 2\ddot{s} - \sin(\varphi)\dot{\varphi}^2 + \cos(\varphi)\ddot{\varphi}$$

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{s}} \right\} - \frac{\partial L}{\partial s} = Q_s \qquad \longrightarrow \qquad 2\ddot{s} - \sin(\varphi)\dot{\varphi}^2 + \cos(\varphi)\,\ddot{\varphi} = u(t)$$



$$L = (T_{cart} + T_{pendulum}) - (U_{cart} + U_{pendulum})$$

$$L = \dot{s}^2 + \cos(\varphi)\dot{s}\,\dot{\varphi} + \frac{1}{2}\dot{\varphi}^2 - \cos(\varphi)\,g$$

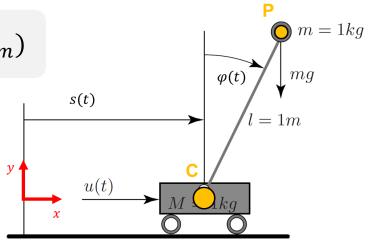
#### Generalized coordinate $\varphi$

$$\frac{\partial L}{\partial \varphi} = -\sin(\varphi)\dot{\varphi}\,\dot{s} + \sin(\varphi)\,g$$

$$\frac{\partial L}{\partial \dot{\varphi}} = \cos(\varphi) \, \dot{s} + \dot{\varphi} \qquad \longrightarrow \qquad \frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}} \right\} = -\sin(\varphi) \dot{\varphi} \, \dot{s} + \cos(\varphi) \, \ddot{s} + \ddot{\varphi}$$

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}} \right\} - \frac{\partial L}{\partial \varphi} = Q_{\varphi}$$

$$\ddot{\varphi} + \cos(\varphi) \ddot{s} - \sin(\varphi) g = 0$$



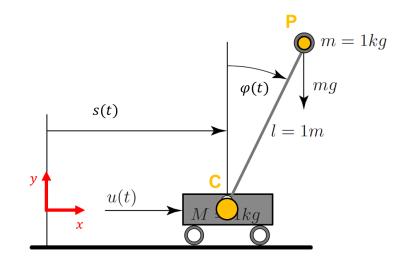


#### Generalized coordinate S

$$2\ddot{s} - \sin(\varphi)\dot{\varphi}^2 + \cos(\varphi)\,\ddot{\varphi} = u(t)$$

#### Generalized coordinate $\varphi$

$$\ddot{\varphi} + \cos(\varphi) \ddot{s} - \sin(\varphi) g = 0$$



Solving for the two generalized coordinates s and  $\phi$  yields

$$\ddot{s} = \frac{\sin(\varphi)\dot{\varphi}^2 - \cos(\varphi)\sin(\varphi)g + u}{2 - \cos^2(\varphi)}$$
$$\ddot{\varphi} = \frac{2g\sin(\varphi) - \cos(\varphi)\sin(\varphi)\dot{\varphi}^2 - \cos(\varphi)u}{2 - \cos^2(\varphi)}$$



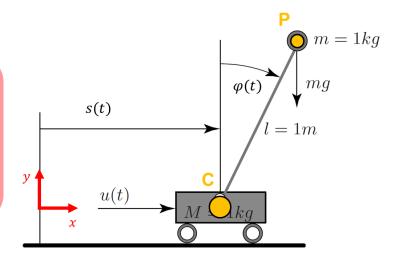
### Remarks – Lagrange (Pendulum on a Cart)

#### **Equation of motion**

$$\ddot{s} = \frac{\sin(\varphi)\dot{\varphi}^2 - \cos(\varphi)\sin(\varphi)g + u}{2 - \cos^2(\varphi)}$$

$$2a\sin(\varphi) - \cos(\varphi)\sin(\varphi)\dot{\varphi}^2 - \cos(\varphi)\dot{\varphi}^2 - \cos(\varphi)\sin(\varphi)\dot{\varphi}^2 - \cos(\varphi)\dot{\varphi}^2 - \cos(\varphi$$

$$\ddot{\varphi} = \frac{2g\sin(\varphi) - \cos(\varphi)\sin(\varphi)\dot{\varphi}^2 - \cos(\varphi)u}{2 - \cos^2(\varphi)}$$



The Langrangian formalism produces in general equations of the form:

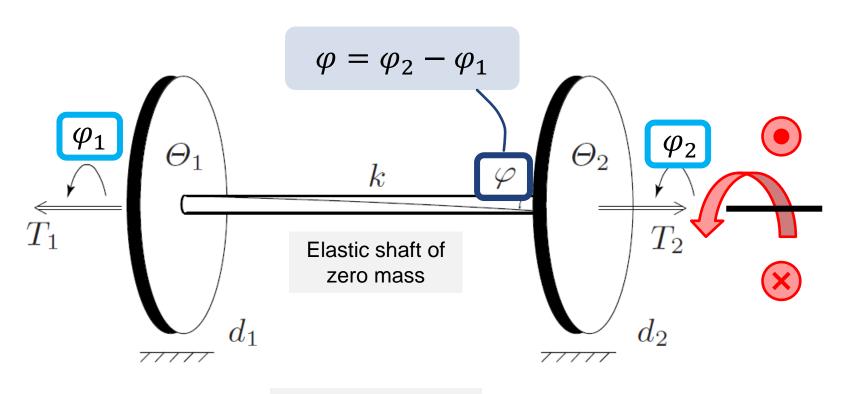
Number of generalized coordinates

$$M(q(t)) \cdot \ddot{q}(t) = f(q(t), \dot{q}(t), u(t))$$

where M is an  $n_q \times n_q$  mass matrix. For the class of mechanical systems analyzed, the matrix M is **regular** and therefore **invertible**. Hence, an **explicit formulation** of the system's dynamic equations is always possible:

$$\ddot{q}(t) = M^{-1}(q(t)) \cdot f(q(t), \dot{q}(t), u(t))$$





Friction losses are present in both disks/masses

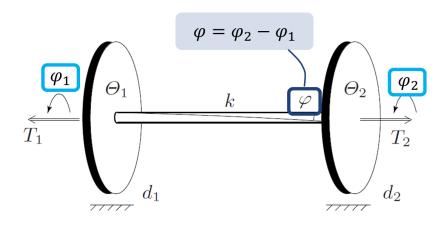


#### Body 1

$$T_1 = \frac{1}{2} \Theta_1 \dot{\varphi}_1^2$$

$$U_1 = 0$$

$$Q_1 = -T_1 - d_1 \, \dot{\varphi}_1$$



#### Body 2

$$T_2 = \frac{1}{2}\Theta_2 \dot{\varphi}_2^2$$

$$U_2 = 0$$

$$Q_2 = T_2 - d_2 \, \dot{\varphi}_2$$

#### **Elastic Body**

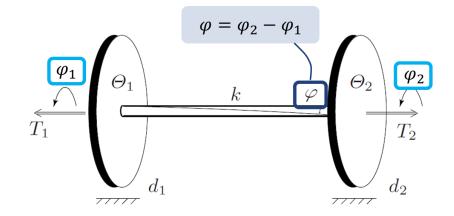
$$T_e = 0$$

$$U_e = \frac{1}{2}k(\varphi_2 - \varphi_1)^2$$

 $Q_e = 0$ 

$$L = (T_1 + T_2) - (U_e)$$

$$L = \frac{1}{2}\Theta_1\dot{\varphi}_1^2 + \frac{1}{2}\Theta_2\dot{\varphi}_2^2 - \frac{1}{2}k(\varphi_2 - \varphi_1)^2 \qquad T_1$$



#### Generalized coordinate $\varphi_1$

$$\frac{\partial L}{\partial \varphi_1} = k(\varphi_2 - \varphi_1)$$

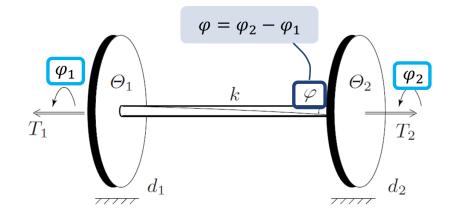
$$\frac{\partial L}{\partial \dot{\varphi}_1} = \Theta_1 \dot{\varphi}_1 \qquad \longrightarrow \qquad \frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}_1} \right\} = \Theta_1 \ddot{\varphi}_1$$

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}_1} \right\} - \frac{\partial L}{\partial \varphi_1} = Q_{\varphi_1} \qquad \longrightarrow$$

$$\Theta_1 \ddot{\varphi}_1 = -T_1 - d_1 \dot{\varphi}_1 + k(\varphi_2 - \varphi_1)$$

$$L = (T_1 + T_2) - (U_e)$$

$$L = \frac{1}{2}\Theta_1\dot{\varphi}_1^2 + \frac{1}{2}\Theta_2\dot{\varphi}_2^2 - \frac{1}{2}k(\varphi_2 - \varphi_1)^2 \qquad T_1$$



#### Generalized coordinate $\varphi_2$

$$\frac{\partial L}{\partial \varphi_2} = -k(\varphi_2 - \varphi_1)$$

$$\frac{\partial L}{\partial \dot{\varphi}_2} = \Theta_2 \dot{\varphi}_2 \qquad \longrightarrow \qquad \frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}_2} \right\} = \Theta_2 \ddot{\varphi}_2$$

$$\frac{d}{dt} \left\{ \frac{\partial L}{\partial \dot{\varphi}_2} \right\} - \frac{\partial L}{\partial \varphi_2} = Q_{\varphi_2} \qquad \longrightarrow$$

$$\Theta_2 \ddot{\varphi}_2 = T_2 - d_2 \dot{\varphi}_2 - k(\varphi_2 - \varphi_1)$$