

Lagrange's Method for Modeling Mechanical Systems

- alternative to free-body diagrams for writing equations of motion
- great for complicated multi-body systems
- comes from ideas about energy conservation

Steps in Lagrange's Method

- 1) Draw a picture of the system.
- 2) Determine if the bodies in the system translate, rotate, or both.
How many degrees of freedom?
- 3) Assign a system of generalized coordinates

- 4) Write down kinematic relationships
- 5) Compute gravitational potential energy of each mass and potential energy of each spring. $U = \text{potential energy}$
- 6) Compute translational and rotational kinetic energy for each body. $T = \text{kinetic energy}$
- 7) Compute the Lagrangian $L = T - U$
- 8) For the i^{th} generalized coordinate q_i (e.g. x for translation θ for rotation)

the related equation of motion is:

$$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}_i} \right) - \frac{\partial L}{\partial q_i} = F_i$$

F_i is the i^{th} generalized external force.

Example: Mass-spring system with gravity

1) picture - done

2) one translating body

one DoF

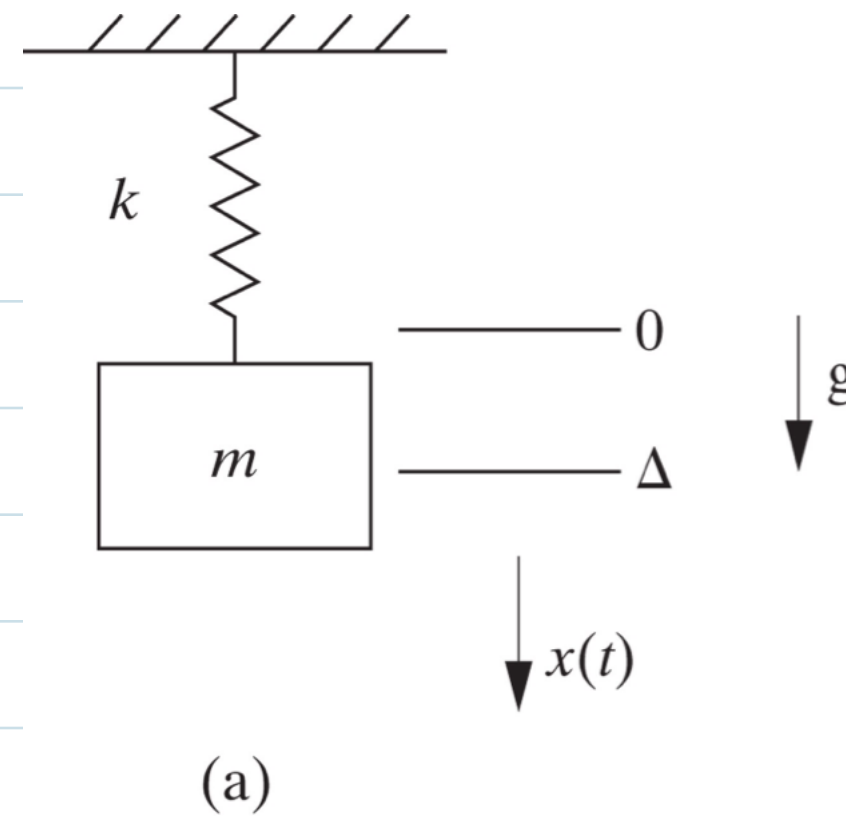
3) x is down, spring is unstretched
at $x=0$, 0 gravitational potential

a $x=0$ $x=q$

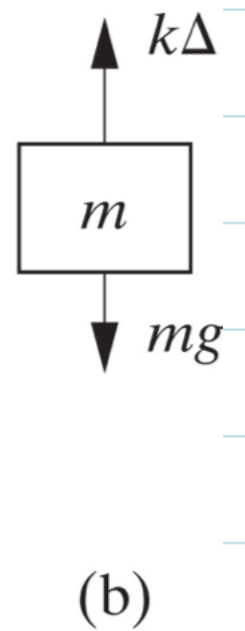
4) no fancy kinematic relationships $x=x$

5) $U_{\text{grav}} = -mgq$ $U_{\text{spring}} = \frac{1}{2}kq^2$

6) $T = \frac{1}{2}m\dot{q}^2$



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7) Lagrangian $L = T - U = \frac{1}{2} m \dot{q}^2 - \frac{1}{2} k q^2 + m g q$

8) Euler-Lagrange equation

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

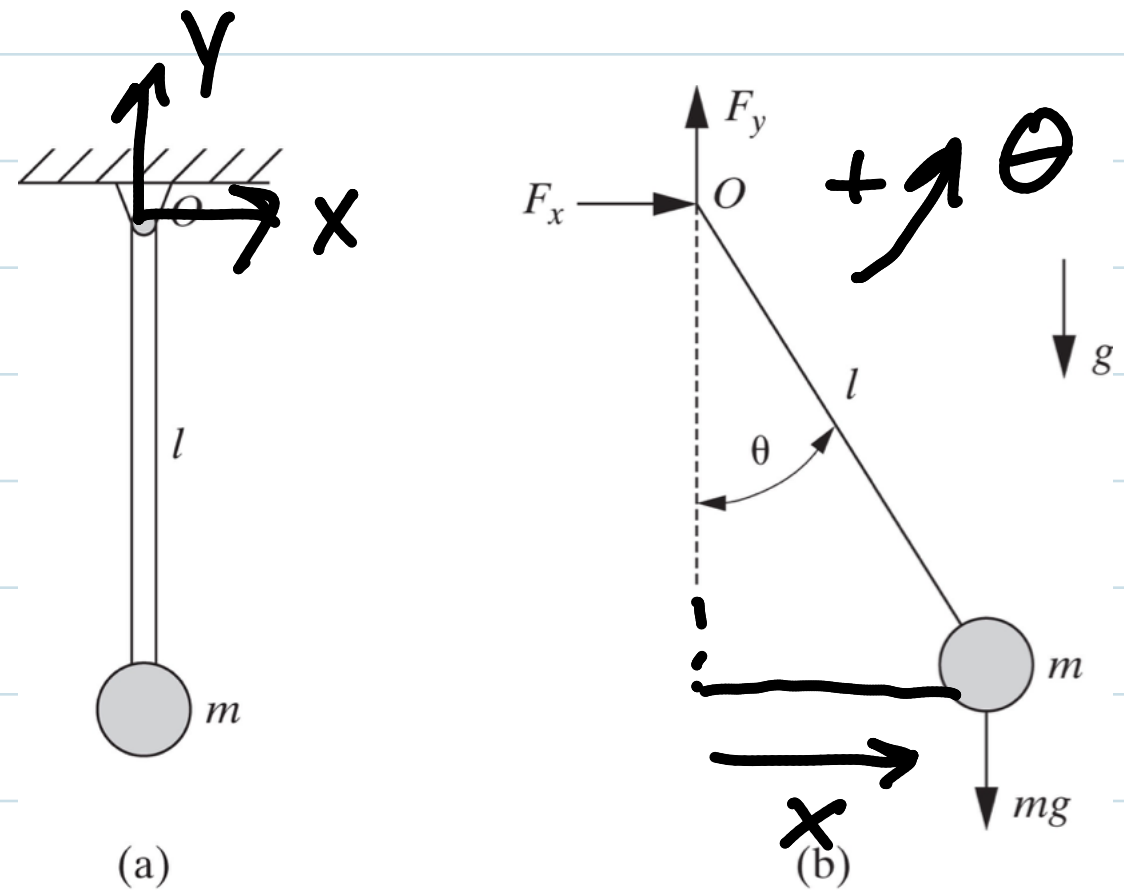
$$\frac{d}{dt} (m \dot{q}) + k q - m g = 0 \Rightarrow m \ddot{q} + k q - m g = 0$$

Example: Simple Pendulum

1) picture

2) one translating body
one degree of freedom

3) pick $\Theta = q$
zero potential energy at $\Theta = 0$



4) Kinematic relationships

$$x = l \sin \theta \quad y = -l \cos \theta$$

$$\dot{x} = l \dot{\theta} \cos \theta \quad \dot{y} = l \dot{\theta} \sin \theta$$

5) $U_{\text{grav}} = mg(l - l \cos \theta)$

6) $T = \frac{1}{2} m v^2 = \frac{1}{2} m (\dot{x}^2 + \dot{y}^2) = \frac{1}{2} m (l^2 \dot{\theta}^2 \cos^2 \theta + l^2 \dot{\theta}^2 \sin^2 \theta)$

$$= \frac{1}{2} m l^2 \dot{\theta}^2$$

7) $L = T - U = \frac{1}{2} m l^2 \dot{\theta}^2 - mg(l - l \cos \theta)$

8) $\frac{d}{dt} \frac{\partial L}{\partial \dot{\theta}} - \frac{\partial L}{\partial \theta} = 0$

$$\frac{d}{dt} (m l^2 \dot{\theta}) + m g l \sin \theta = 0 \Rightarrow m l^2 \ddot{\theta} + m g l \sin \theta = 0$$

Example: more complex spring-mass system

1) picture

2) 2 translating masses

2 DoF

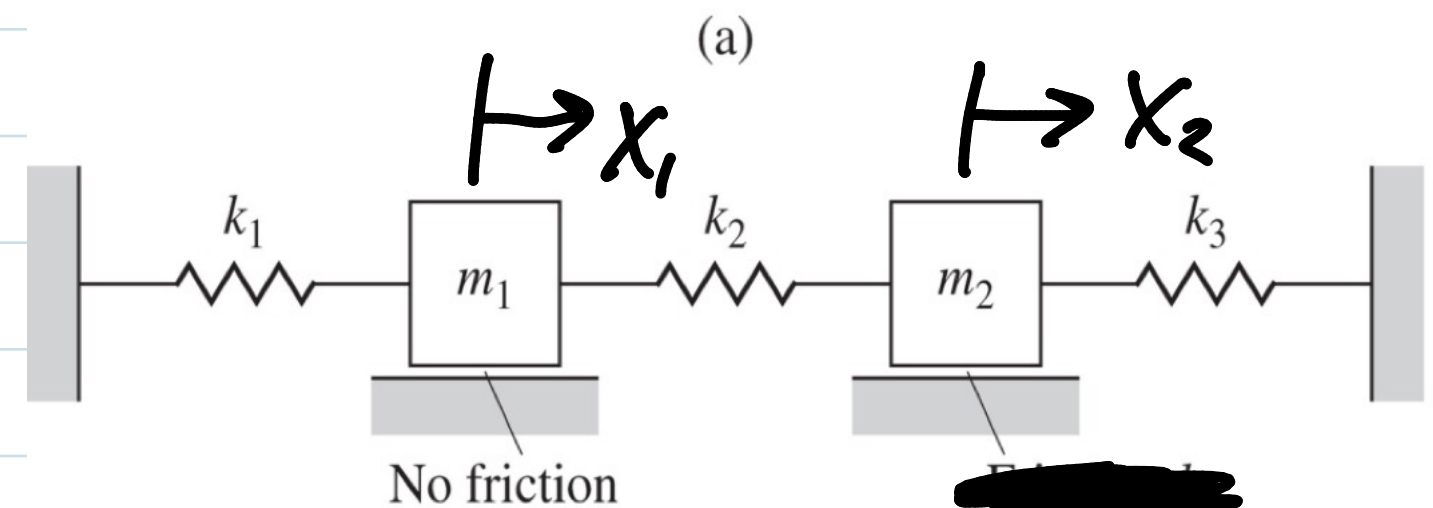
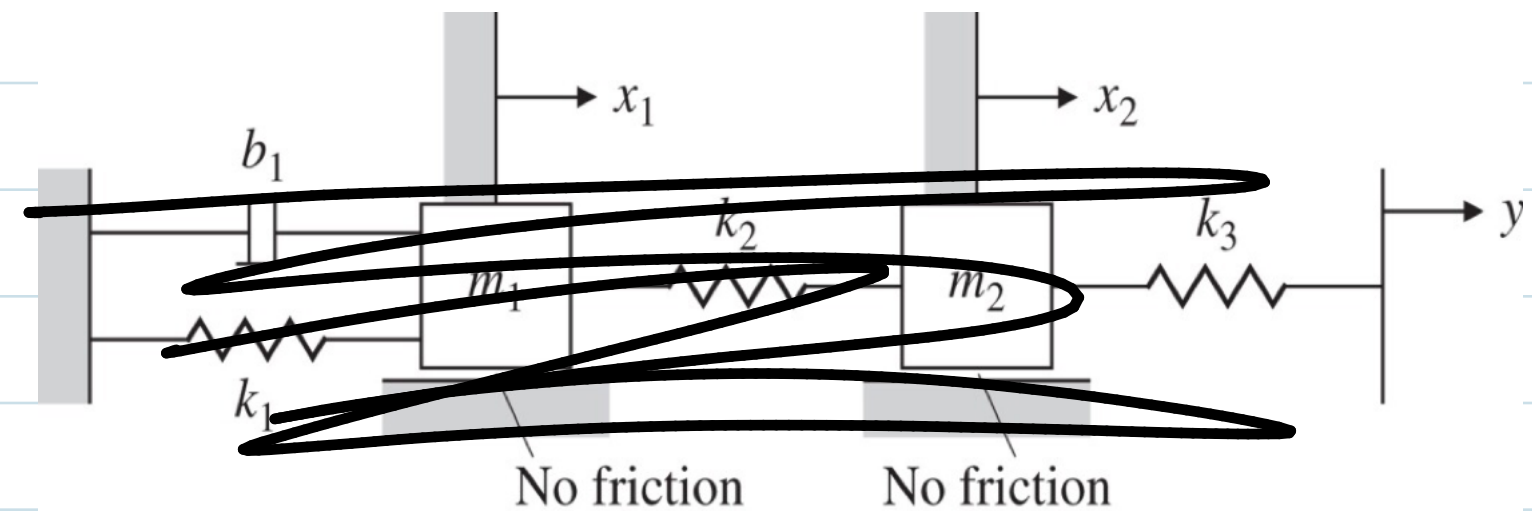
3) $q = [x_1, x_2]$

4) no kinematic relationships

$$5) U_{\text{spr}} = \frac{1}{2} k_1 x_1^2 + \frac{1}{2} k_2 (x_2 - x_1)^2 + \frac{1}{2} k_3 (-x_2)^2$$

$$6) T = \frac{1}{2} m_1 \dot{x}_1^2 + \frac{1}{2} m_2 \dot{x}_2^2$$

$$7) L = T - U = \frac{1}{2} k_1 x_1^2 - \frac{1}{2} k_2 (x_2 - x_1)^2 - \frac{1}{2} k_3 x_2^2 + \frac{1}{2} m_1 \dot{x}_1^2 + \frac{1}{2} m_2 \dot{x}_2^2$$



(b)

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$$8) \quad \frac{d}{dt} \frac{\partial L}{\partial \dot{x}_1} - \frac{\partial L}{\partial x_1} = 0$$

$$\frac{d}{dt} (m_1 \dot{x}_1) - (-k_1 x_1 + k_2 (x_2 - x_1)) = 0$$

$$m_1 \ddot{x}_1 + k_1 x_1 - k_2 x_2 + k_2 x_1 = 0$$

①

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{x}_2} - \frac{\partial L}{\partial x_2} = 0$$

$$\frac{d}{dt} (m_2 \dot{x}_2) - (-k_2 (x_2 - x_1) - k_3 x_2) = 0$$

$$m_2 \ddot{x}_2 + k_2 x_2 - k_2 x_1 + k_3 x_2 = 0$$

②

What about dissipative forces?

Euler-Lagrange equations become

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}_i} - \frac{\partial L}{\partial q_i} = F_i + \frac{\partial D}{\partial \dot{q}_i}$$

where D is a dissipation function

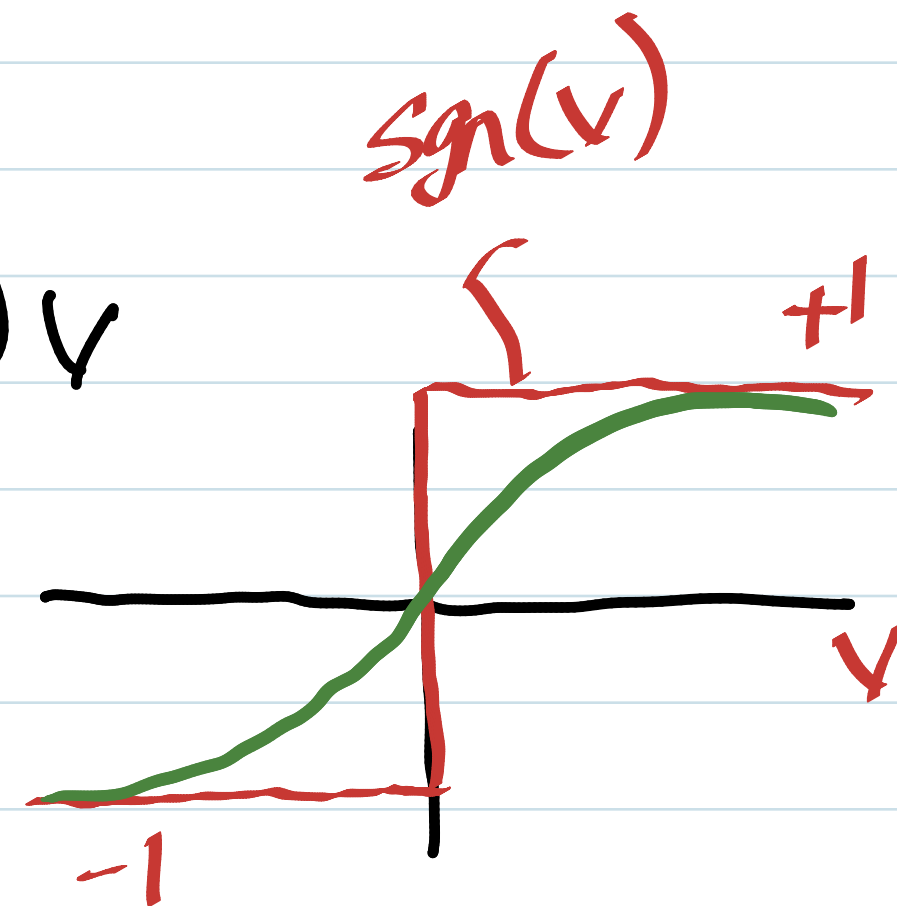
- for damping $D = -\frac{1}{2} b v^2$

↑
damping
coefficient

- for Coulomb friction $D = -\mu N \operatorname{sgn}(v) v$

↑
friction
coeff

↑
normal
force



generalize dissipative force $F_{di} = \frac{\partial \Delta}{\partial \dot{q}_i}$

Example:

1) picture

2) 2 translating bodies

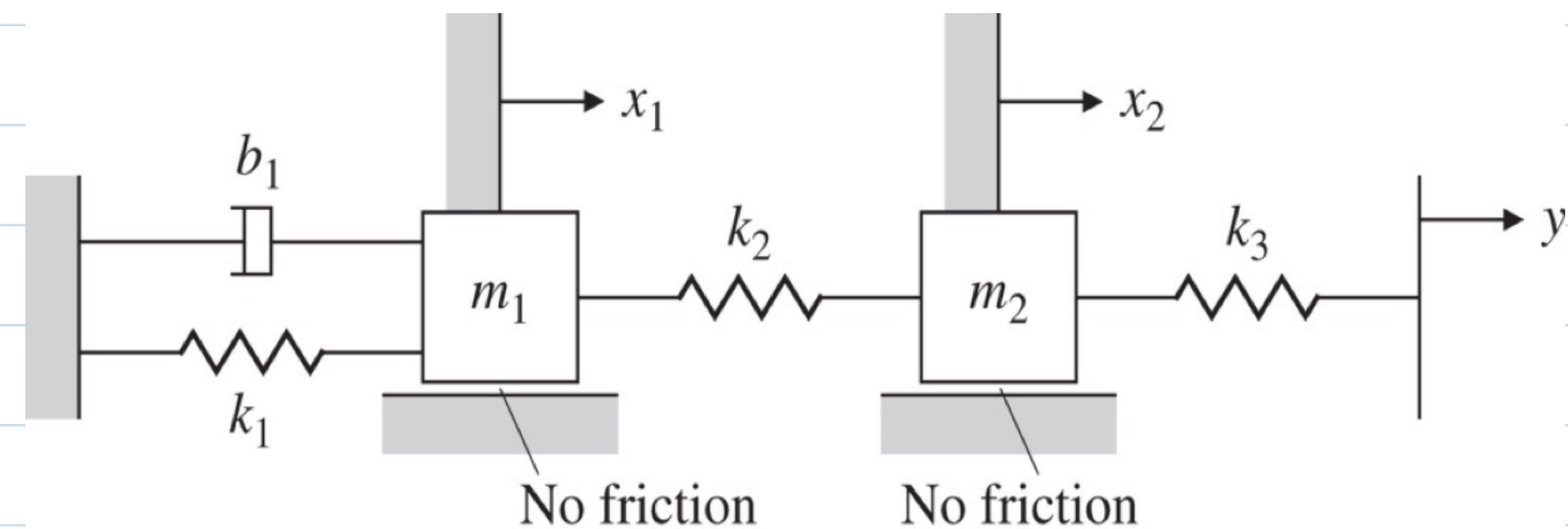
2 DoF

3) $q = [x_1, x_2]$

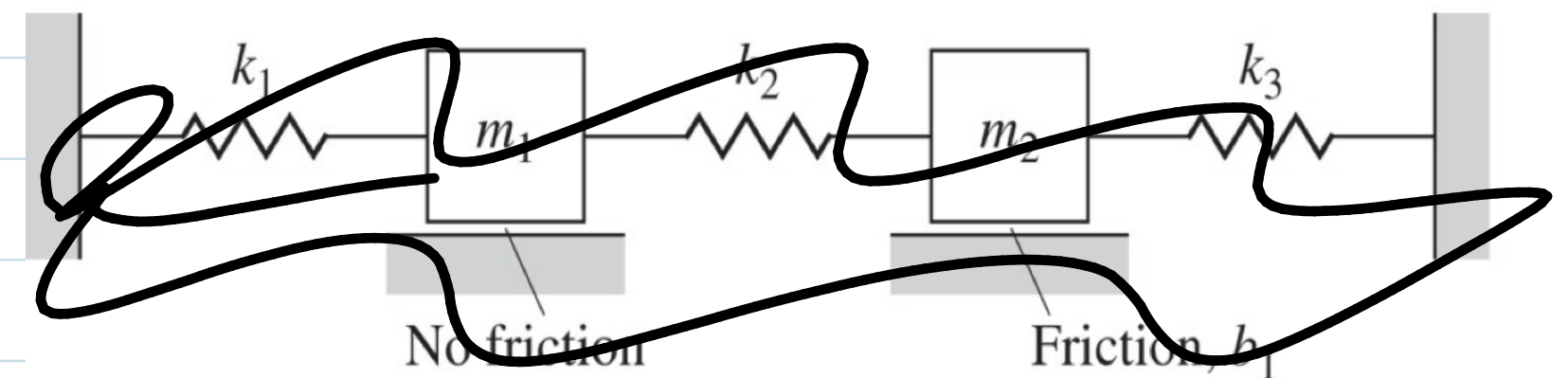
4) $x_1 = X_1, \quad x_2 = X_2$

5) $U = \frac{1}{2} k_1 x_1^2 + \frac{1}{2} k_2 (x_2 - x_1)^2 + \frac{1}{2} k_3 (y - x_2)^2$

6) $T = \frac{1}{2} m_1 \dot{x}_1^2 + \frac{1}{2} m_2 \dot{x}_2^2$



(a)



(b)

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$$7) L = T - U = \frac{1}{2} m_1 \dot{x}_1^2 + \frac{1}{2} m_2 \dot{x}_2^2 - \left[\frac{1}{2} k_1 x_1^2 + \frac{1}{2} k_2 (x_2 - x_1)^2 + \frac{1}{2} k_3 (y - x_2)^2 \right]$$

$$8) \frac{d}{dt} \frac{\partial L}{\partial \dot{x}_1} - \frac{\partial L}{\partial x_1} = \frac{\partial D}{\partial \dot{x}_1} \quad D = -\frac{1}{2} b_1 \dot{x}_1^2$$

$$\frac{d}{dt} (m_1 \dot{x}_1) + k_1 x_1 - k_2 (x_2 - x_1) = -b_1 \dot{x}_1$$

$$m_1 \ddot{x}_1 + k_1 x_1 + k_2 x_1 - k_2 x_2 + b_1 \dot{x}_1 = 0 \quad \star$$

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{x}_2} - \frac{\partial L}{\partial x_2} = \frac{\partial D}{\partial \dot{x}_2}$$

$$\frac{d}{dt} (m_2 \dot{x}_2) + k_2 (x_2 - x_1) - k_3 (y - x_2) = 0$$

$$m_2 \ddot{x}_2 - k_2 x_1 + k_2 x_2 + k_3 x_2 - k_3 y = 0 \quad \star$$

Double pendulum Lagrange example

1) draw a picture

2) assign coordinates x, y 2 DoF

3) $q = [q_1, q_2]$

4) Kinematic relationships

$$x_1 = r_1 \cos q_1 \quad y_1 = r_1 \sin q_1$$

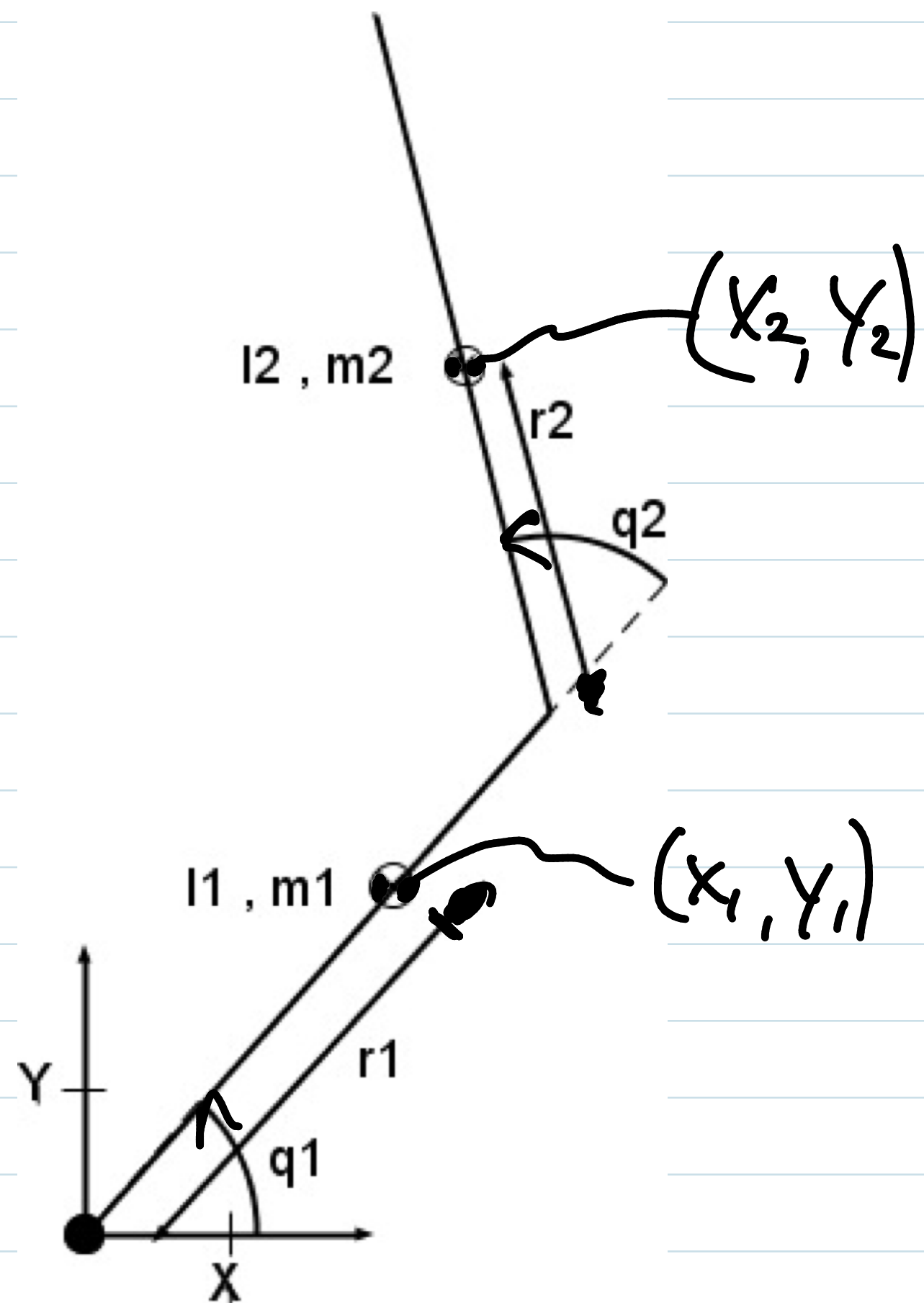
$$\dot{x}_1 = -\dot{q}_1 r_1 \sin q_1 \quad \dot{y}_1 = \dot{q}_1 r_1 \cos q_1$$

$$x_2 = l_1 \cos q_1 + r_2 \cos(q_1 + q_2)$$

$$\dot{x}_2 = -\dot{q}_1 l_1 \sin q_1 - (\dot{q}_1 + \dot{q}_2) r_2 \sin(q_1 + q_2)$$

$$y_2 = l_1 \sin q_1 + r_2 \sin(q_1 + q_2)$$

$$\dot{y}_2 = \dot{q}_1 l_1 \cos q_1 + (\dot{q}_1 + \dot{q}_2) r_2 \cos(q_1 + q_2)$$



5) Potential energy: Define zero potential energy when
COM of body is at $y=0$

Link 1 potential energy $U_1 = m_1 g y_1 = m_1 g r_1 \sin q_1$

$$U_2 = m_2 g y_2 = m_2 g (l_1 \sin q_1 + r_2 \sin(q_1 + q_2))$$

6) Compute translational and rotational kinetic energy

$$T_{\text{trans}} = \frac{1}{2} m_1 \dot{y}_1^2 = \frac{1}{2} m_1 (\dot{x}_1^2 + \dot{y}_1^2) = \frac{1}{2} m_1 [\dot{q}_1^2 r_1^2 \sin^2 q_1 + \dot{q}_1^2 r_1^2 \cos^2 q_1]$$

$$\dot{x}_1 = \dot{q}_1 r_1 \sin q_1 \quad \dot{y}_1 = \dot{q}_1 r_1 \cos q_1 \quad = \frac{1}{2} m_1 \dot{q}_1^2 r_1^2$$

$$T_{\text{rot}} = \frac{1}{2} I_1 \dot{q}_1^2 \quad I_1 \text{ is moment of inertia about COM}$$

$$\dot{x}_2 = -\dot{q}_1 l_1 \sin q_1 - (\dot{q}_1 + \dot{q}_2) r_2 \sin(q_1 + q_2)$$

$$\dot{y}_2 = \dot{q}_1 l_1 \cos q_1 + (\dot{q}_1 + \dot{q}_2) r_2 \cos(q_1 + q_2)$$

$$T_{2\text{trans}} = \frac{1}{2} m_2 V_2^2 = \frac{1}{2} m_2 \left[\dot{q}_1^2 l_1^2 + (\dot{q}_1^2 + 2\dot{q}_1 \dot{q}_2 + \dot{q}_2^2) r_2^2 + 2\dot{q}_1 (\dot{q}_1 + \dot{q}_2) \dots \right. \\ \left. \dots l_1 r_2 \cos q_2 \right]$$

$$T_{2\text{rot}} = \frac{1}{2} I_2 (\dot{q}_2 + \dot{q}_1)^2$$

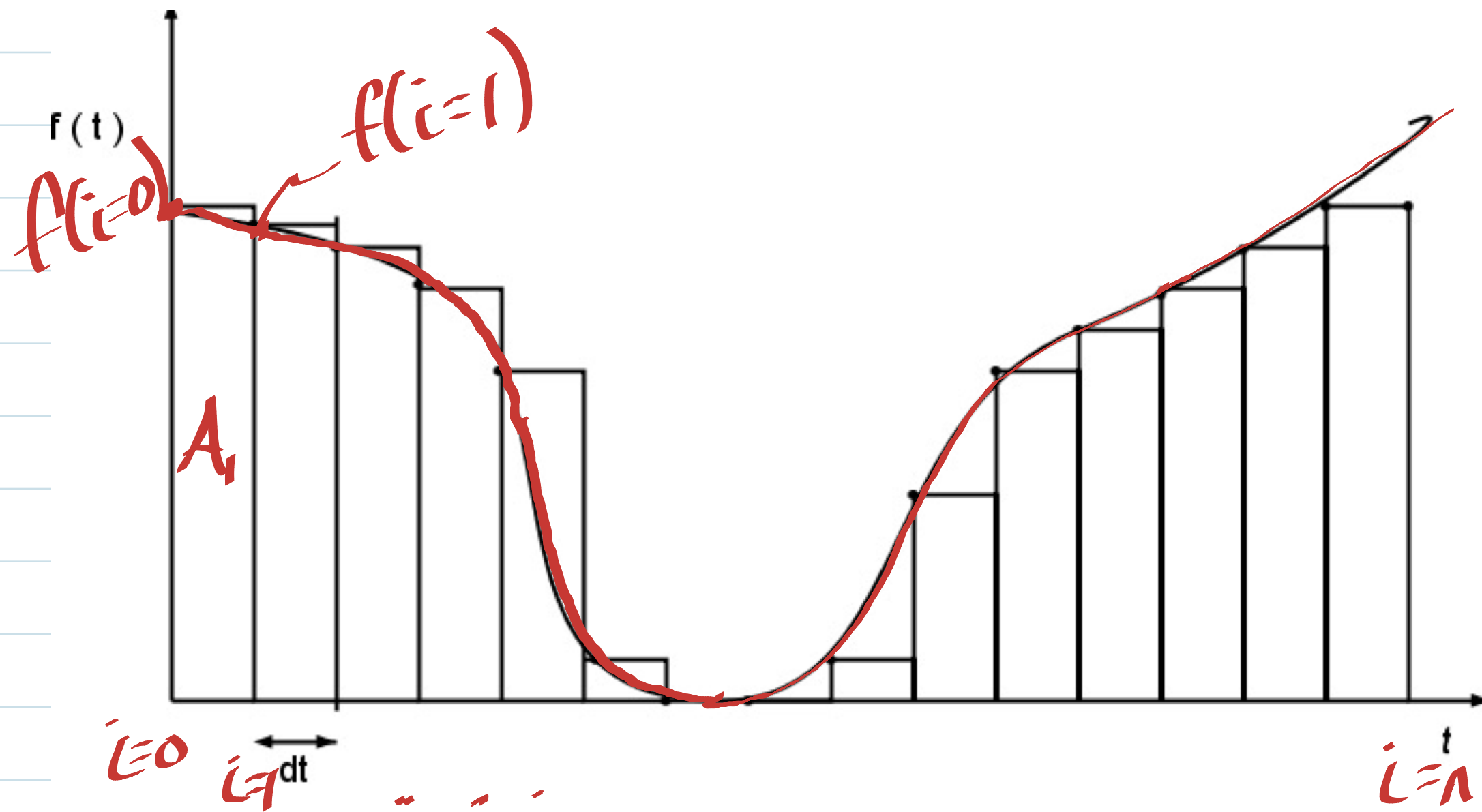
$$T_{\text{tot}} = T_{1\text{trans}} + T_{1\text{rot}} + T_{2\text{trans}} + T_{2\text{rot}}$$

$$\rightarrow L = T - V$$

8) have Matlab symbolic math compute partial derivatives for Euler-Lagrange eqs.

How to solve the Euler-Lagrange equations

First how do you integrate a function numerically?



To integrate I need to add together the areas of the rectangles

$$A_1 = \Delta t f(i=0)$$

$$A_2 = \Delta t f(i=1) \quad A_{12} = A_1 + f(i=1)\Delta t$$

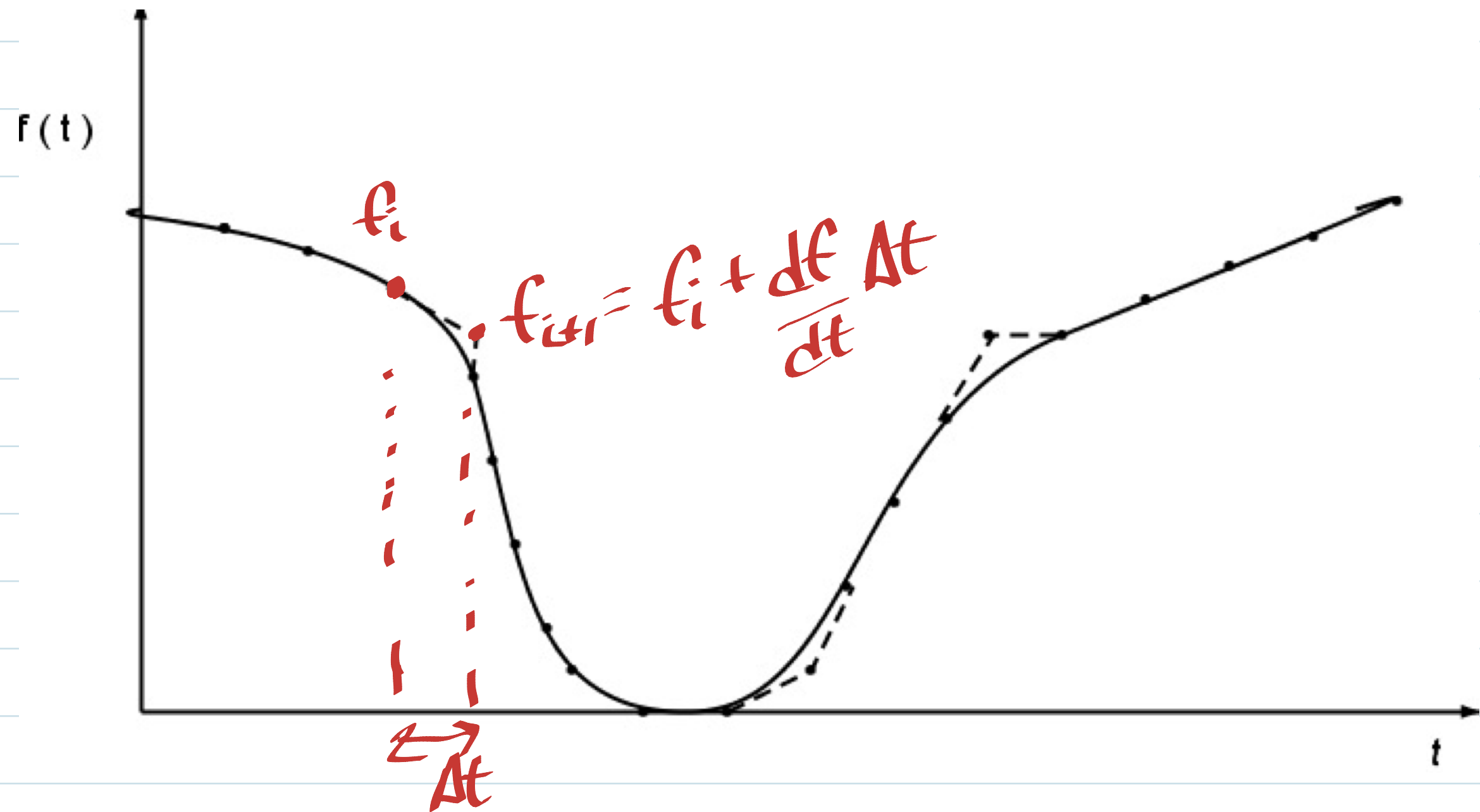
$$\vdots \quad A_{123} = A_{12} + f(i=2)\Delta t$$

$$A_n = \Delta t f(i=n-1) \quad A_{1,2,\dots,n} = A_{1,\dots,n-1} + f(i=n-1)\Delta t$$

From the definition of an integral

$$\frac{df(t_i)}{dt} = \lim_{\Delta t \rightarrow 0} \frac{f(t_{i+1}) - f(t_i)}{\Delta t}$$

$$\Rightarrow f(t_{i+1}) \approx f(t_i) + \frac{df(t_i)}{dt} \Delta t \quad \text{Euler integration}$$



$$f(t_{i+1}) \approx f(t_i) + \frac{df(t_i)}{dt} \Delta t$$

Say you have a 2nd-order differential eqn

$$\ddot{x} + c_1 \dot{x} + c_2 x = 0$$

How to integrate this numerically?

1) Solve algebraically for \ddot{x}

$$\ddot{x} = -c_1 \dot{x} - c_2 x$$

2) start with initial conditions $\dot{x}(0) = a$ $x(0) = b$

3) compute $\ddot{x}(0) = -c_1 \dot{x}(0) - c_2 x(0) = -c_1 a - c_2 b \leftarrow$

4) take an Euler integration step

$$x(\Delta t) = x(0) + \dot{x}(0) \Delta t = b + a \Delta t$$

$$\dot{x}(\Delta t) = \dot{x}(0) + \ddot{x}(0) \Delta t = a + (-c_1 a - c_2 b) \Delta t$$

5) Iterate

$$x_{i+1} = x_i + \dot{x}_i \Delta t$$

$$\dot{x}_{i+1} = \dot{x}_i + \ddot{x}_i \Delta t$$

$$\ddot{x}_i = -c_1 \dot{x}_i - c_2 x_i$$