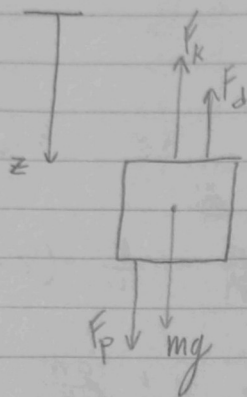


# HW 7

1)



$$F_k = -k(z - z_0) \quad , \quad z_0 \equiv \text{uncompressed spring length}$$

$$F_d = -d\dot{z}$$

$$F_p(t) \equiv \text{forcing term}$$

$$g = \|\vec{g}\| = 9.8$$

2)

$$\Sigma F = m\ddot{z} = mg + F_p - d\dot{z} - k(z - z_0)$$

3)

spring with mass at rest.

$$\dot{z} = 0 \quad , \quad F_p = 0 \quad , \quad \Sigma F = 0$$

$$0 = mg - k(z_e - z_0) \quad , \quad mg = k(z_e - z_0) \quad , \quad \frac{mg}{k} = z_e - z_0$$

$$z_e = \frac{mg}{k} + z_0$$

4)

$$\underline{z} = \begin{pmatrix} z \\ \dot{z} \end{pmatrix} \quad , \quad \dot{\underline{z}} = \begin{pmatrix} \dot{z} \\ \ddot{z} \end{pmatrix} = \underline{g}(\underline{z}, u) = \begin{pmatrix} \dot{z} \\ g + \frac{u}{m} - \frac{d\dot{z}}{m} - \frac{k}{m}(z - z_0) \end{pmatrix}$$

5)

$$\underline{z}^* = \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} \dot{z} \\ g + \frac{u}{m} - \frac{d\dot{z}}{m} - \frac{k}{m}(z^* - z_0) \end{pmatrix} \quad , \quad \dot{z} = 0 \quad , \quad u = 0$$

$$\underline{z}^* = \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ g - \frac{k}{m}(z^* - z_0) \end{pmatrix} \quad , \quad g = \frac{k}{m}(z^* - z_0) \quad , \quad \frac{gm}{k} = (z^* - z_0)$$

$$\frac{gm}{k} + z_0 = z^* = z_e \quad , \quad \text{it makes sense that } z_e = z^*$$

$z_e$  is defined as the location where  $\Sigma F = 0$  and this is also a requirement for equilibrium

6) let  $x = z - z^*$ ,  $z = x + z^*$

$\dot{x} = \dot{z}$ ,  $\ddot{x} = \ddot{z}$

let  $\underline{x} = \begin{pmatrix} x \\ \dot{x} \end{pmatrix}$ ,  $\underline{\dot{x}} = \begin{pmatrix} \dot{x} \\ \ddot{x} \end{pmatrix} = \begin{pmatrix} \dot{x} \\ g - \frac{d\dot{z}}{m} - \frac{k}{m}(z - z_0) \end{pmatrix}$

$z - z_0 = x + z^* - z_0 = x + \left(\frac{gm}{k} + z_0\right) - z_0 = x + \frac{gm}{k}$

$\underline{\dot{x}} = \begin{pmatrix} \dot{x} \\ g - \frac{d\dot{x}}{m} - \frac{k}{m}\left(x + \frac{gm}{k}\right) \end{pmatrix} = \begin{pmatrix} \dot{x} \\ g - \frac{d\dot{x}}{m} - \frac{k}{m}x - g \end{pmatrix}$

$\underline{\dot{x}} = \begin{pmatrix} \dot{x} \\ -\frac{d\dot{x}}{m} - \frac{kx}{m} \end{pmatrix}$

7)  $V = KE + PE$ ,  $KE = \frac{1}{2}m\dot{x}^2$ ,  $PE = \frac{1}{2}kx^2$

$V = \frac{1}{2}m\dot{x}^2 + \frac{1}{2}kx^2$

$V(0) = 0$ ,  $\nabla V = \begin{pmatrix} kx \\ m\dot{x} \end{pmatrix}$ ,  $\dot{V} = (\nabla V)^T \dot{x} =$

$kx\dot{x} + m\dot{x}\left(-\frac{d\dot{x}}{m} - \frac{kx}{m}\right) = kx\dot{x} - d\dot{x}\dot{x} - kx\dot{x} = -d\dot{x}\dot{x}$

assuming  $d \geq 0$ ,  $V \leq 0$ , so we know the system is stable, However since  $V=0$  for  $x=0$  or  $\dot{x}=0$ , Lyapunov function cannot prove asymptotic stability

$$8) \quad A = \begin{bmatrix} \frac{\partial \dot{x}_1}{\partial x_1} & \frac{\partial \dot{x}_1}{\partial x_2} \\ \frac{\partial \dot{x}_2}{\partial x_1} & \frac{\partial \dot{x}_2}{\partial x_2} \end{bmatrix} = \begin{bmatrix} \frac{\partial \dot{x}}{\partial x} & \frac{\partial \dot{x}}{\partial \dot{x}} \\ \frac{\partial \ddot{x}}{\partial x} & \frac{\partial \ddot{x}}{\partial \dot{x}} \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{d}{m} \end{bmatrix}$$

our system is linear already since

$Ax = \dot{x}$  for all  $x$  so any conclusions we draw will be global.

$$A - \lambda I = \begin{vmatrix} -\lambda & 1 \\ -\frac{k}{m} & -\frac{d}{m} - \lambda \end{vmatrix} = \frac{d}{m} \lambda + \lambda^2 + \frac{k}{m}$$

$$\lambda = \frac{-\frac{d}{m} \pm \sqrt{\frac{d^2}{m^2} - 4\frac{k}{m}}}{2} \quad \text{let } b = \frac{d}{m}, \quad c = \frac{k}{m}$$

$$\text{if } b^2 - 4c < 0$$

$$\text{Real}(\lambda) = -\frac{1}{2}b < 0$$

$$\text{if } b^2 - 4c = 0$$

$$\lambda = -\frac{1}{2}b < 0$$

$$\text{if } b^2 - 4c > 0$$

$$b^2 - 4c < b^2$$

$$\text{so } -b - \sqrt{b^2 - 4c} < 0$$

So in any case,  
 $\lambda < 0$  and we can conclude  
 global asymptotic stability

---

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## clean up

```
clear all
close all
clc
```

## Solve ODE

```
options = odeset('RelTol', 1e-8, 'AbsTol', 1e-8);

tspan = [0,25];
X0 = [1;0];
w=1;

runs = {0;.25;1;2};
n = length(runs);
runs = cat(2,cell(4,1),runs);
runs = cat(2,cell(4,1),runs);
runs = cat(2,runs,{"undamped","underdamped","critically
damped","overdamped"});

for i = 1:n
    z = runs{i,3};
    [t,X]=ode45(@eom,tspan,X0,options,z,w);
    runs{i,1} = X;
    runs{i,2} = t;
end
```

## plot each

```
for i = 1:n
    figure
    axel = axes;
    title("State Phase "+string(runs{i,4}))
    xlabel("x [m]")
    ylabel("xdot [m/s]")
    axis('equal')
    ylim([-1,1])
    xlim([-1,1])
end
```

---

```

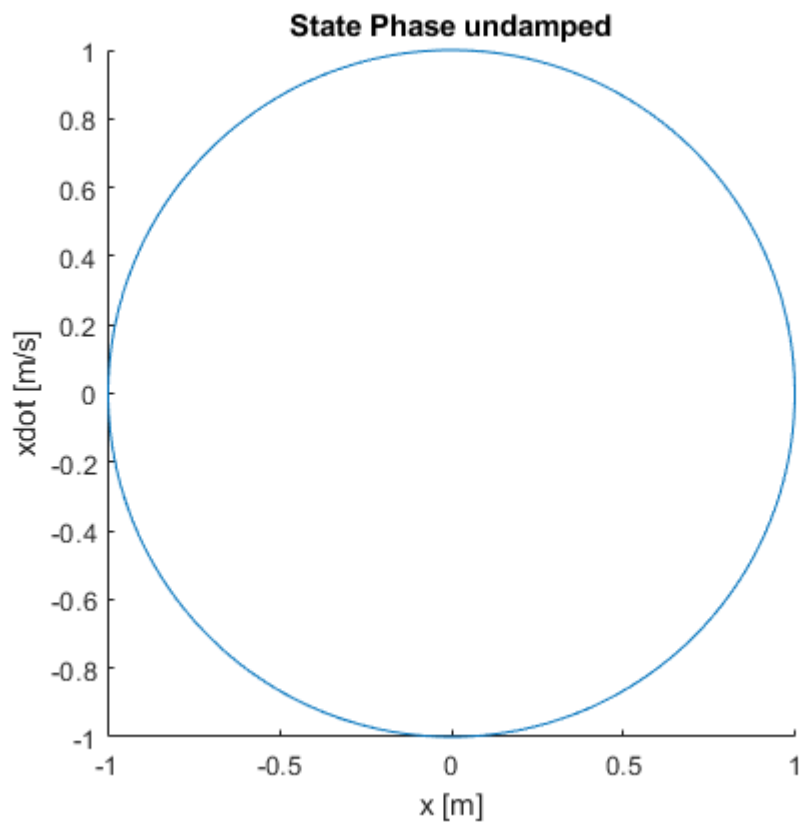
hold on

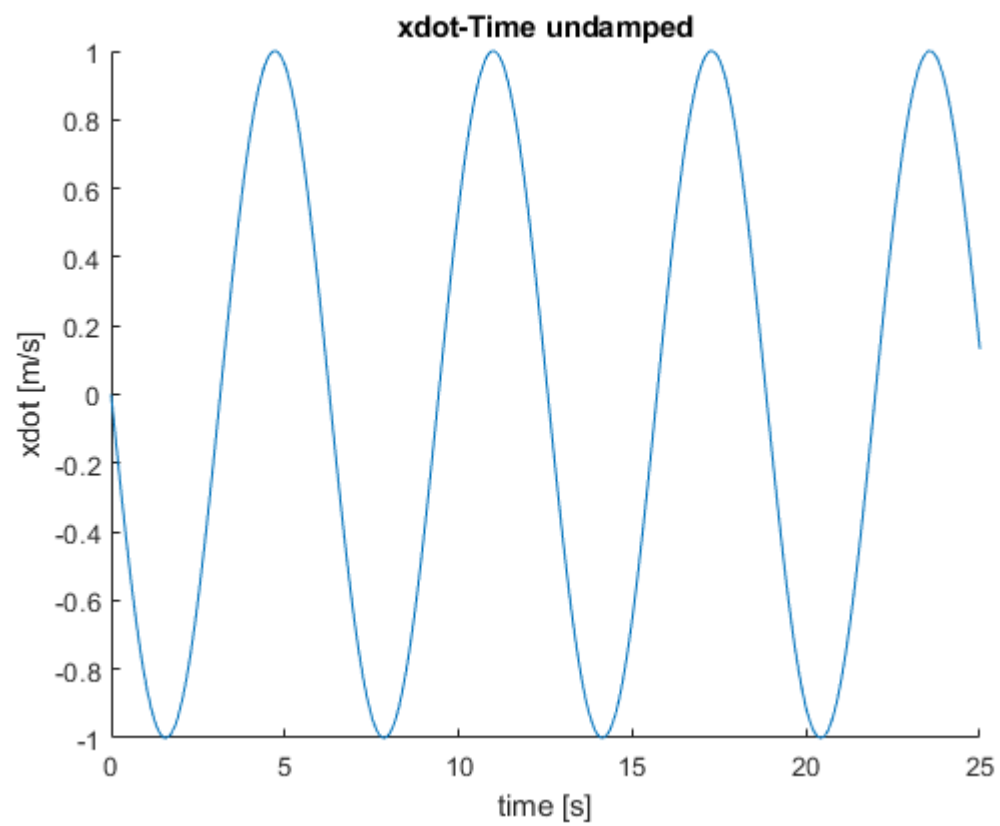
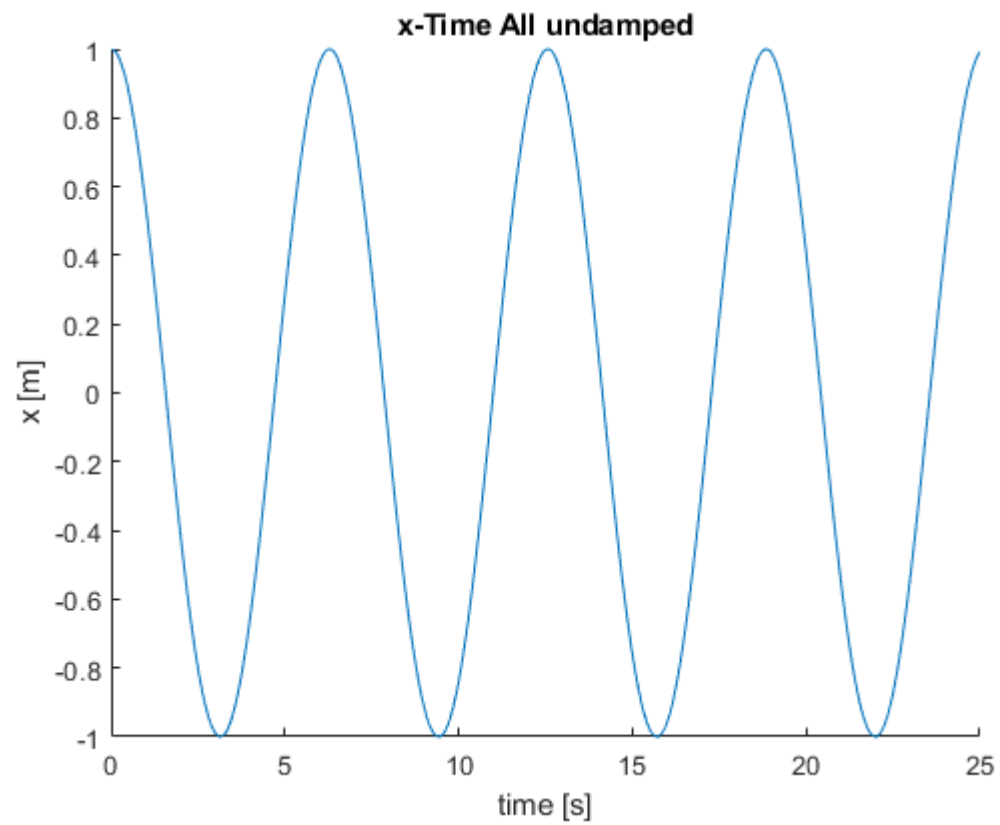
figure
axe2 = axes;
title("x-Time All "+string(runs{i,4}))
xlabel("time [s]")
ylabel("x [m]")
ylim([-1,1])
hold on

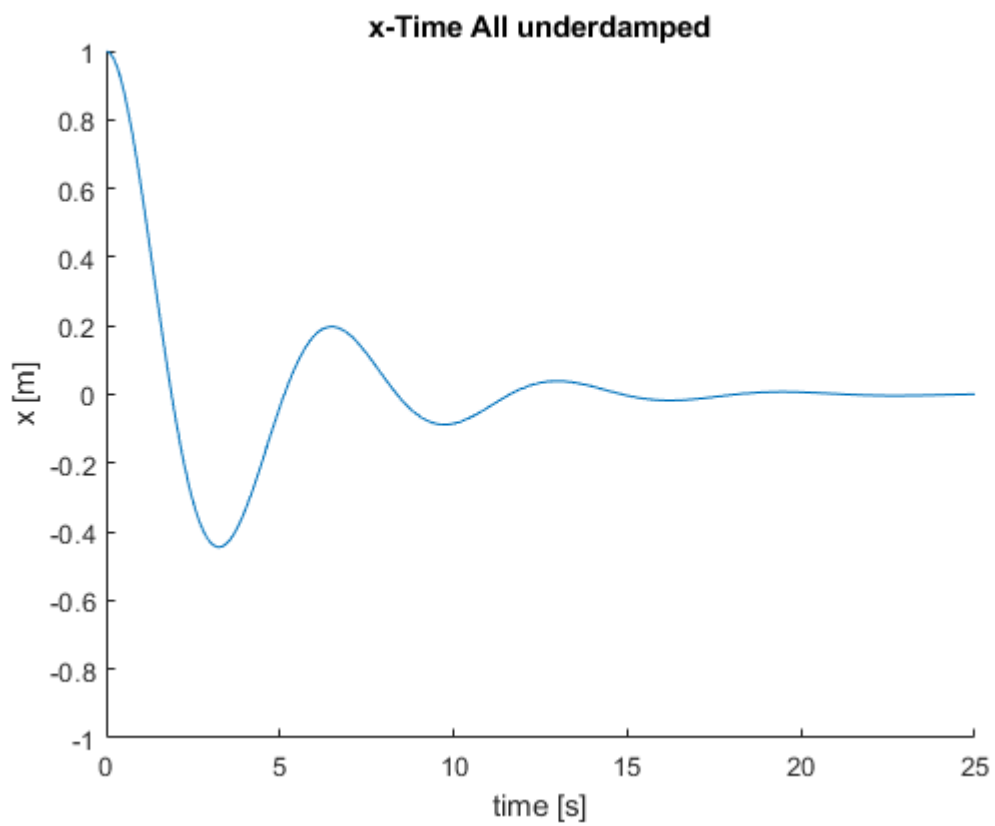
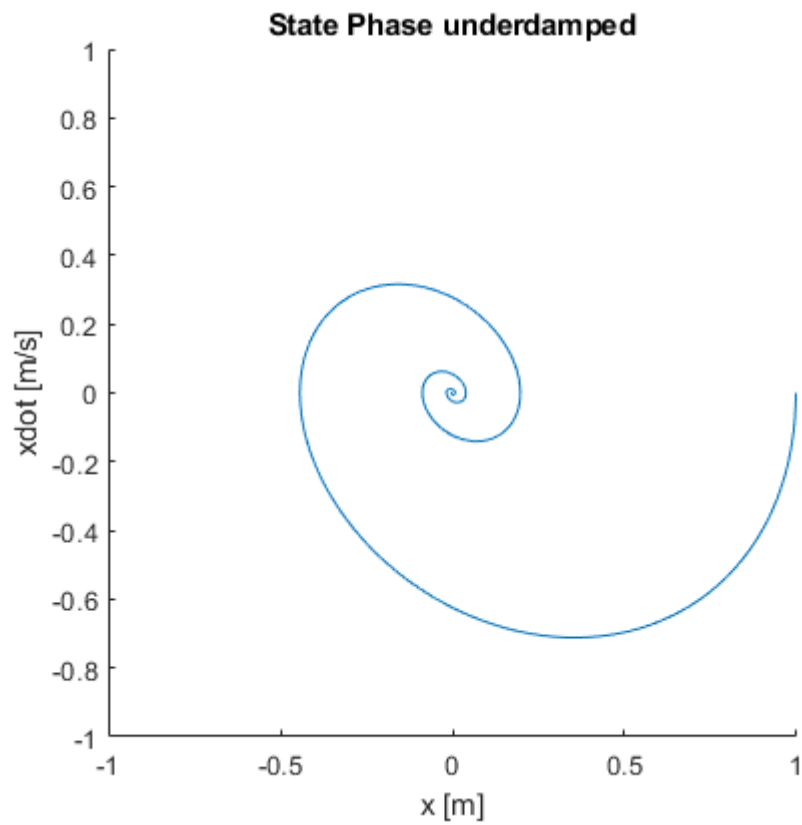
figure
axe3 = axes;
title("xdot-Time "+string(runs{i,4}))
xlabel("time [s]")
ylabel("xdot [m/s]")
ylim([-1,1])
hold on

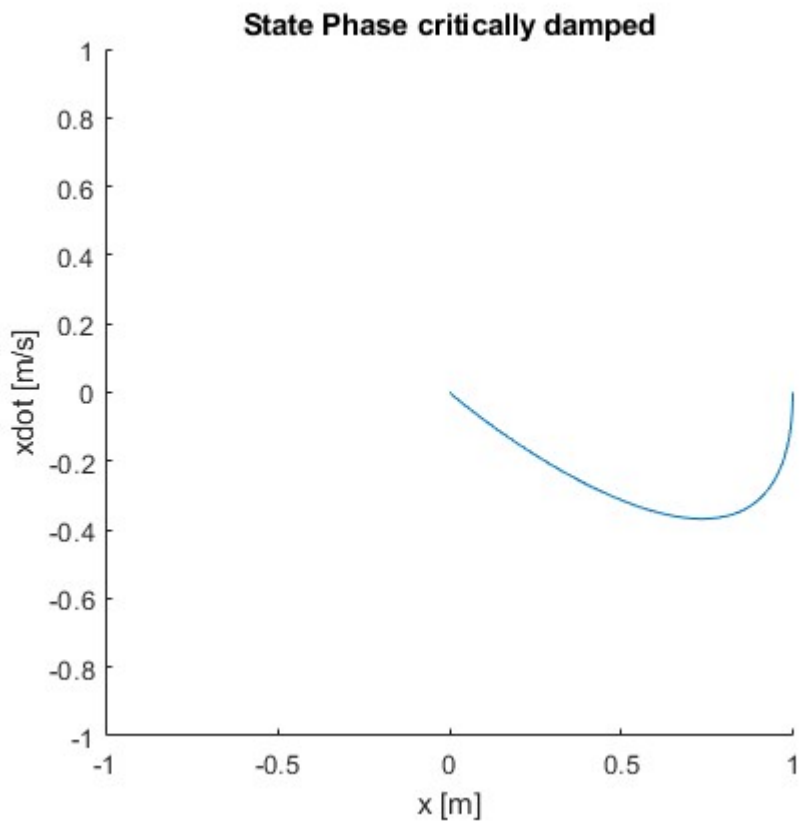
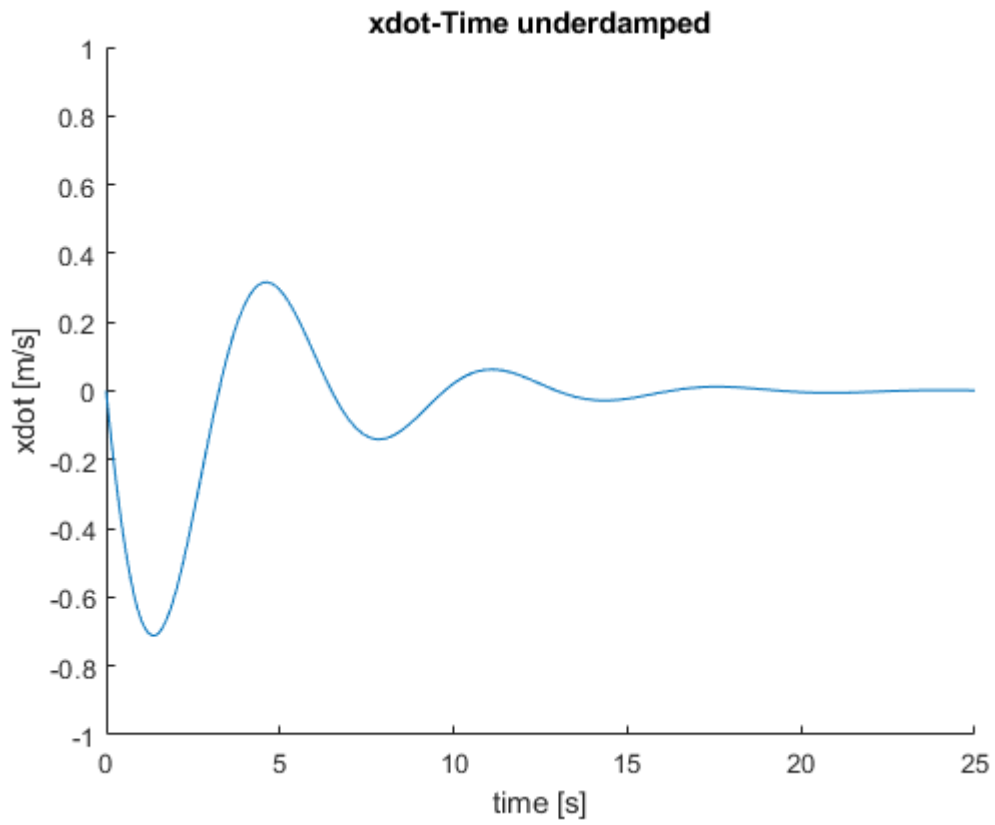
plot(axe1,runs{i,1}(:,1),runs{i,1}(:,2))
plot(axe2,runs{i,2},runs{i,1}(:,1))
plot(axe3,runs{i,2},runs{i,1}(:,2))
%     title(axe1,runs{i,4})
%     title(axe2,runs{i,4})
%     title(axe3,runs{i,4})
end

```

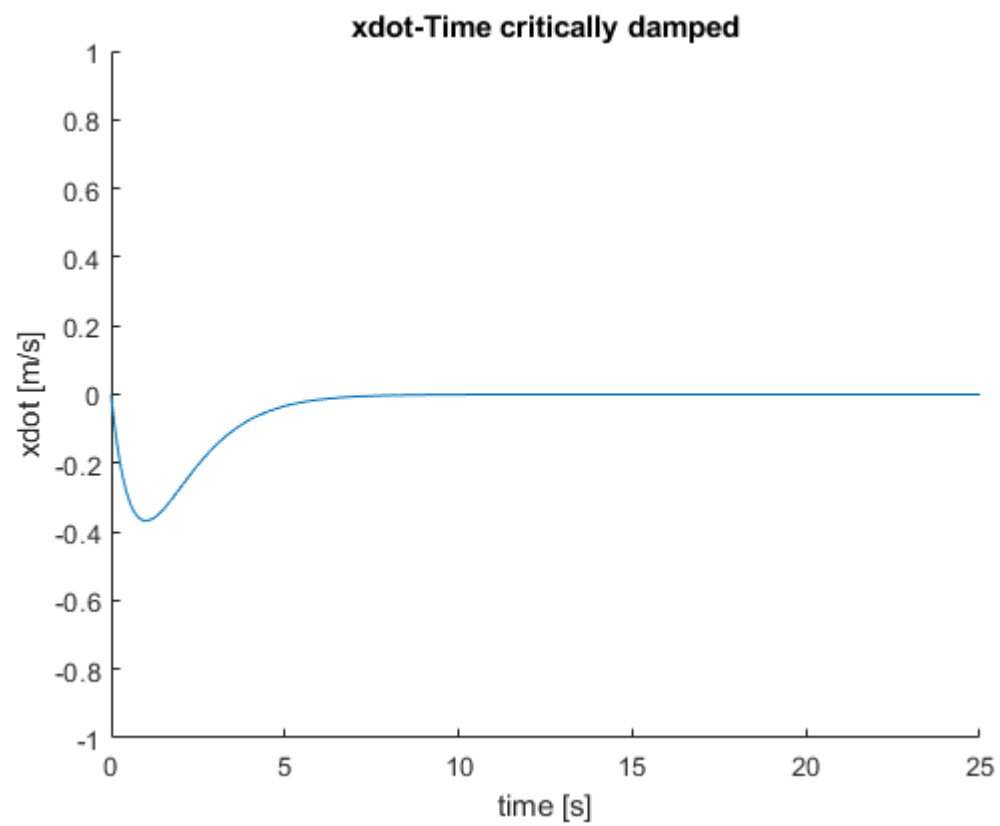
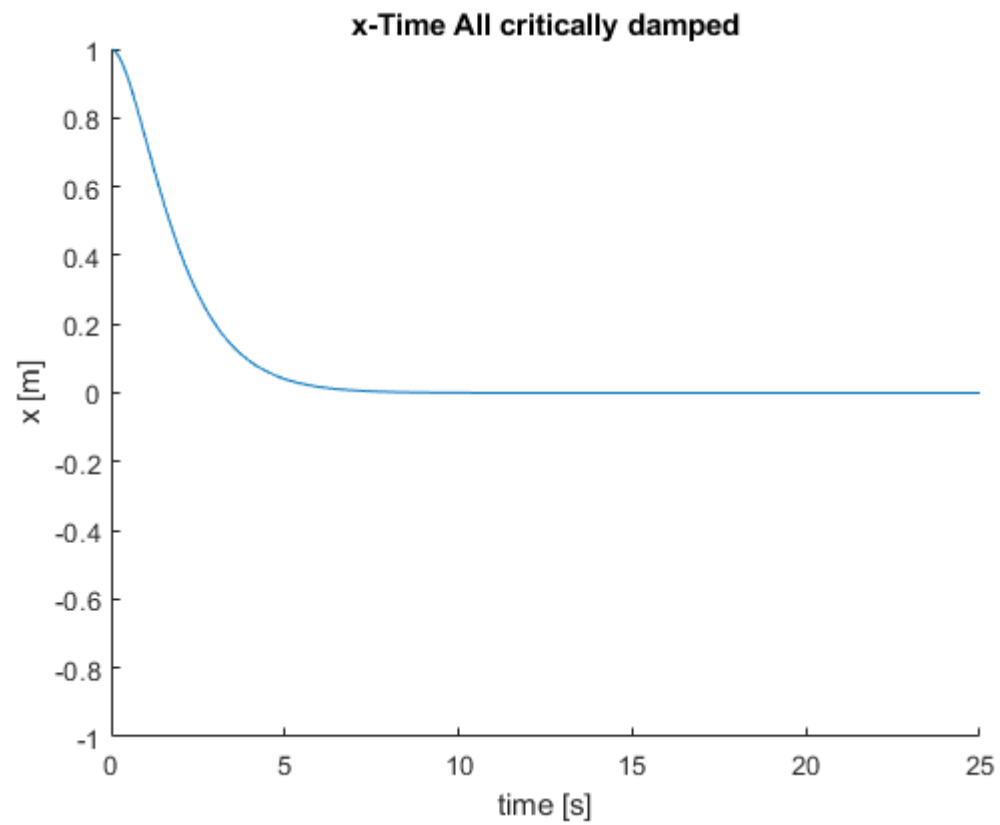


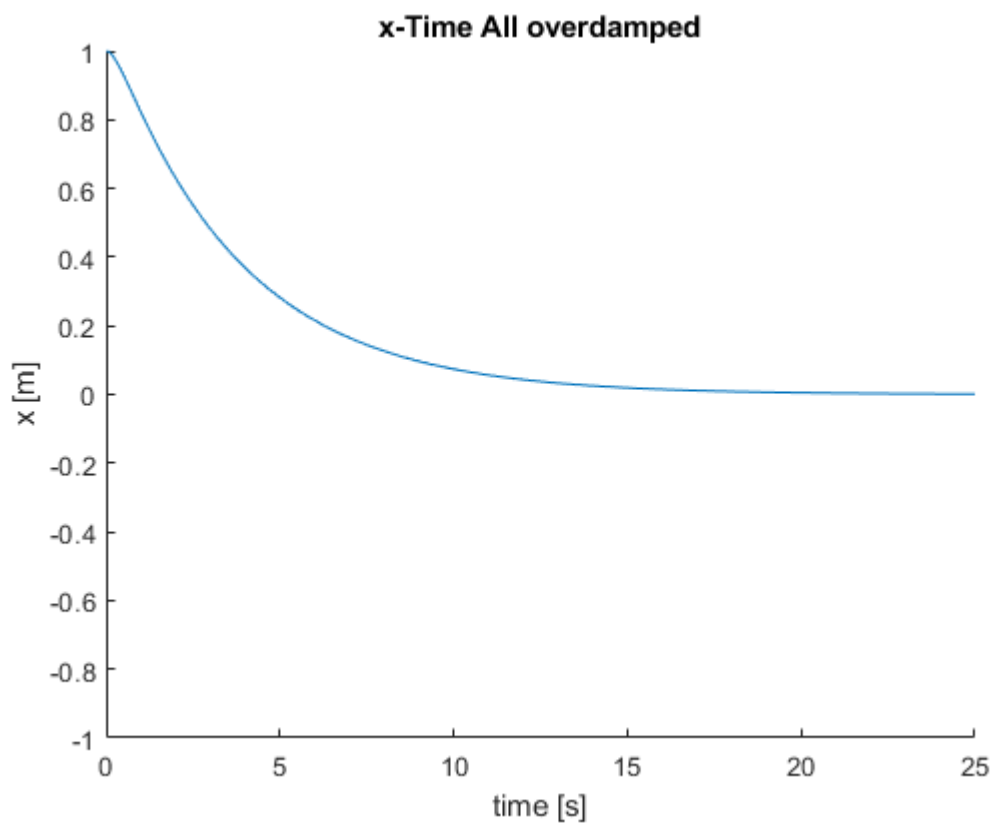
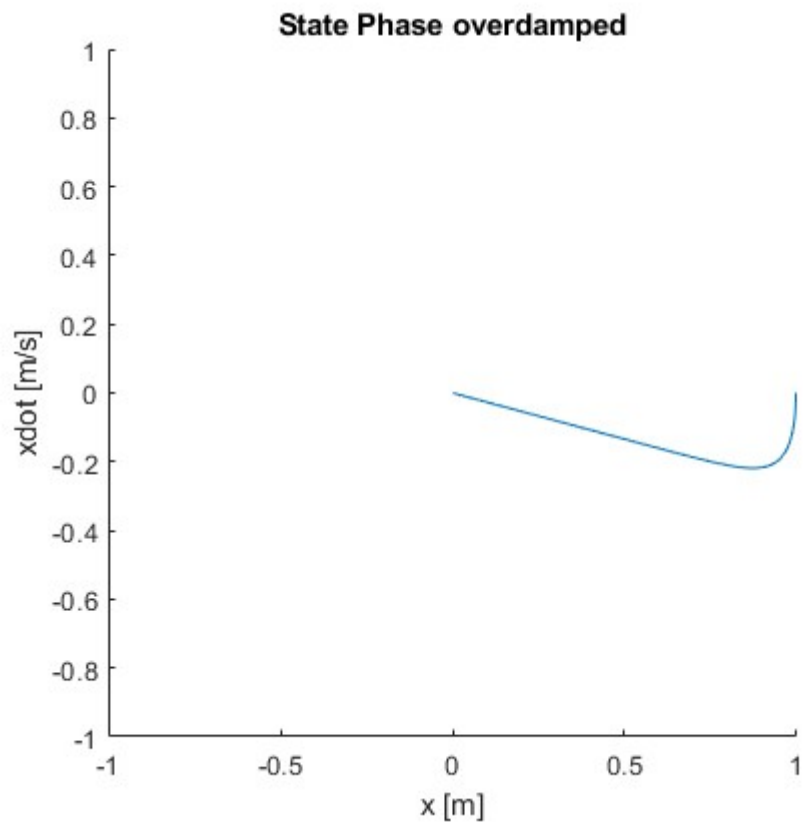


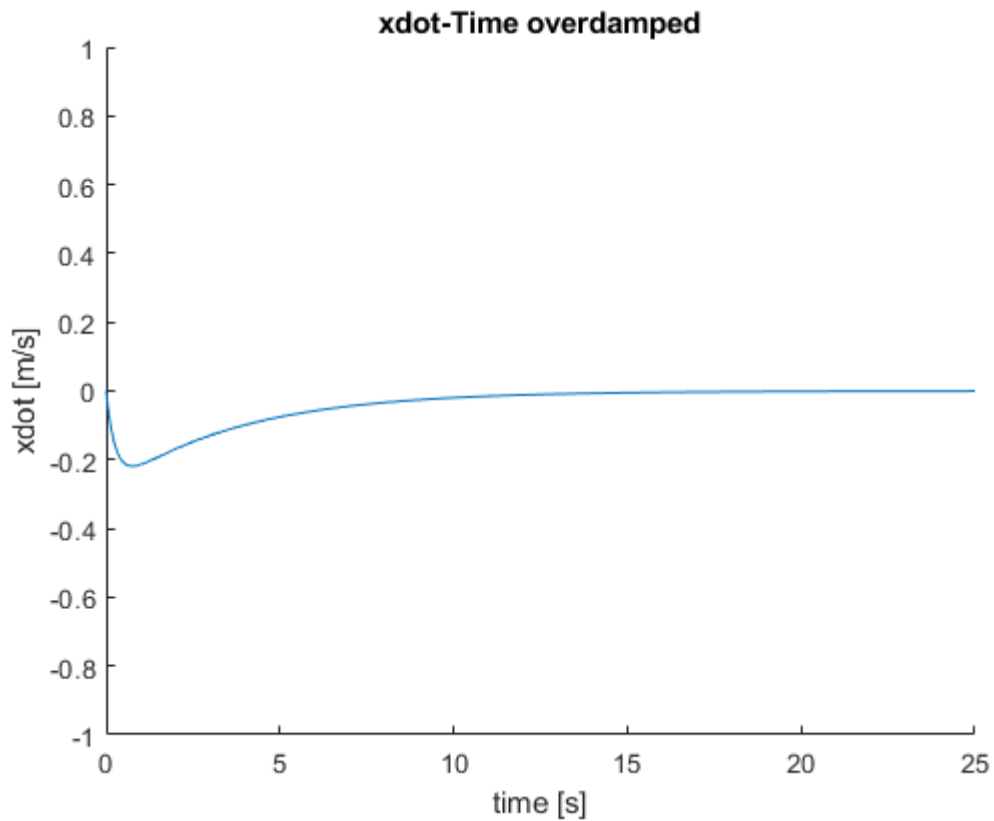












## plot all 4

```
figure
axe1 = axes;
title("State Phase All 4")
xlabel("x [m]")
ylabel("xdot [m/s]")
axis('equal')
ylim([-1,1])
xlim([-1,1])
hold on
```

```
figure
axe2 = axes;
title("x-Time All 4")
xlabel("time [s]")
ylabel("x [m]")
ylim([-1,1])
hold on
```

```
figure
axe3 = axes;
title("xdot-Time All 4")
xlabel("time [s]")
```

---

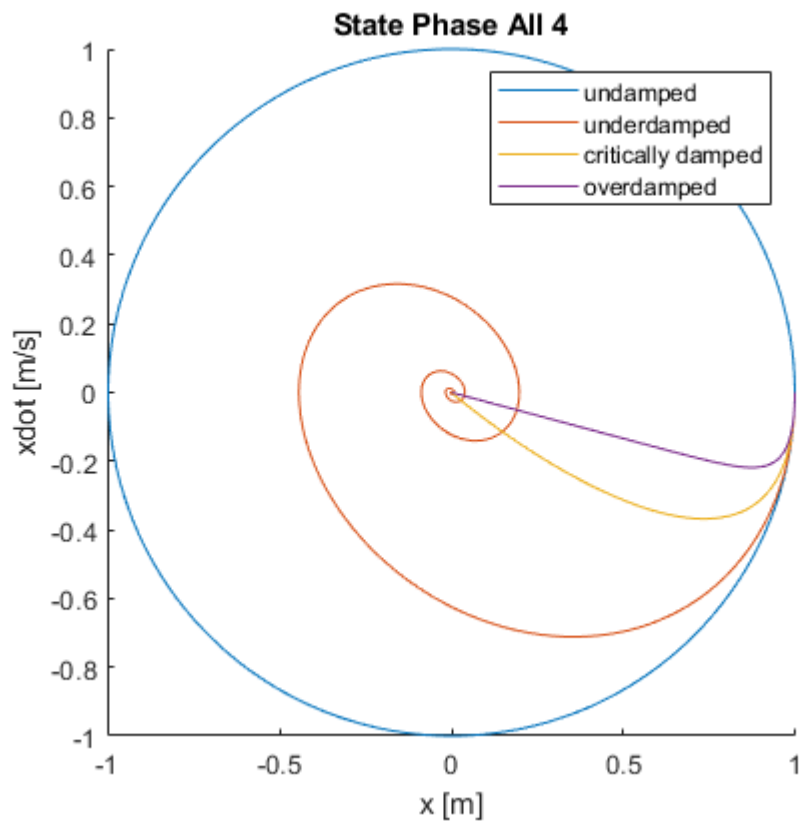
```

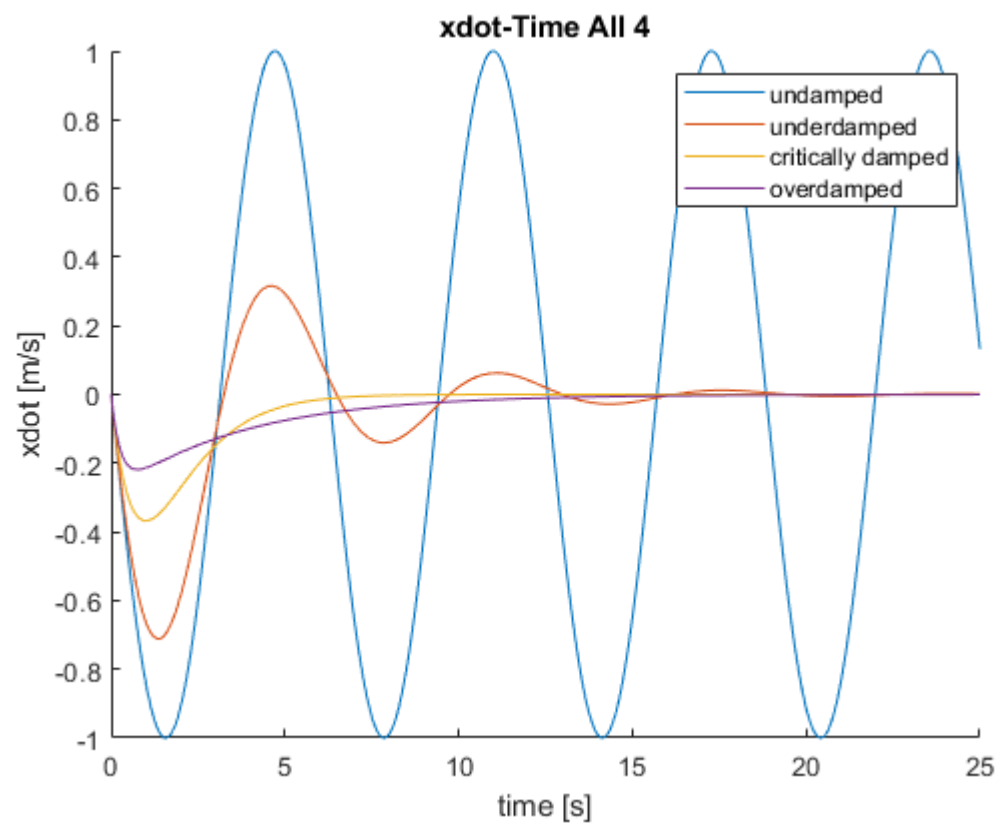
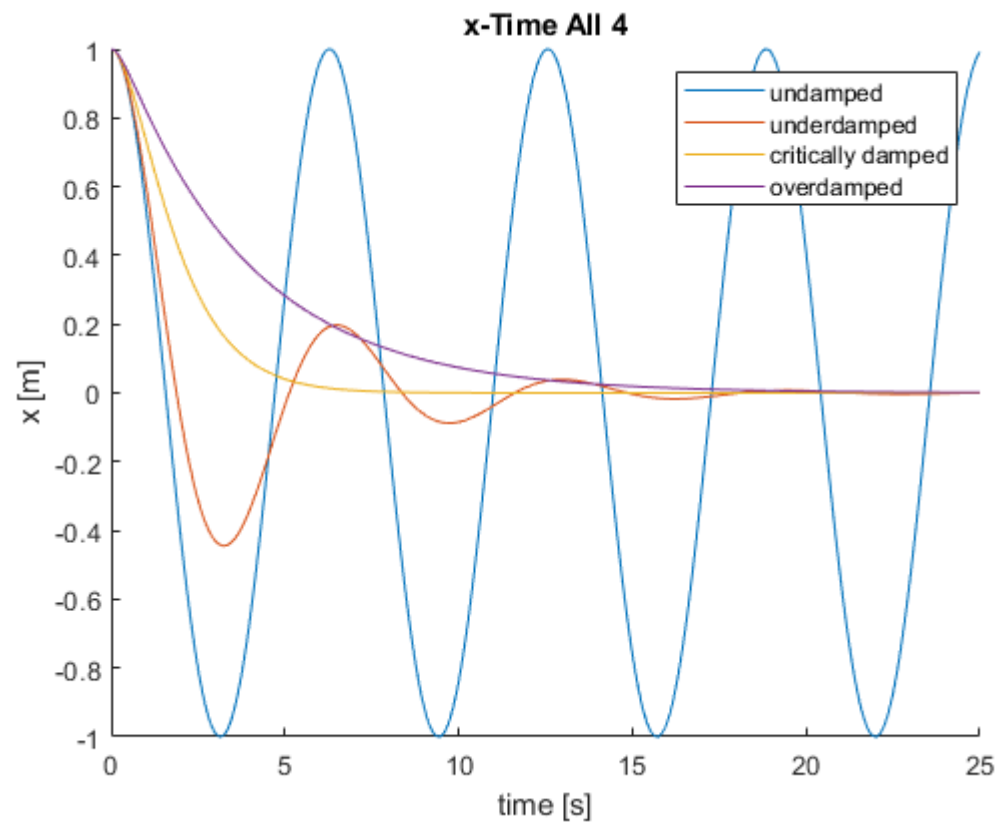
ylabel("xdot [m/s]")
ylim([-1,1])
hold on

for i = 1:n
    plot(axe1,runs{i,1}(:,1),runs{i,1}(:,2))
    plot(axe2,runs{i,2},runs{i,1}(:,1))
    plot(axe3,runs{i,2},runs{i,1}(:,2))
end

legend(axe1,runs{:,4})
legend(axe2,runs{:,4})
legend(axe3,runs{:,4})

```





---

# functions

```
function Xdot = eom(t,X,z,w)
% d/m = 2wz
% sqrt(k/m) = w
Xdot1 = X(2);
%      Xdot2 = -(d/m)*X(2) - (k/m)*X(1);
Xdot2 = -(2*w*z)*X(2) - (w^2)*X(1);
Xdot = [Xdot1;Xdot2];
end
```

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11. From the  $x$ -time graph you can tell that the critically damped scenario is the fastest to converge on the equilibrium point. This may be useful for applications like car shock absorbers.