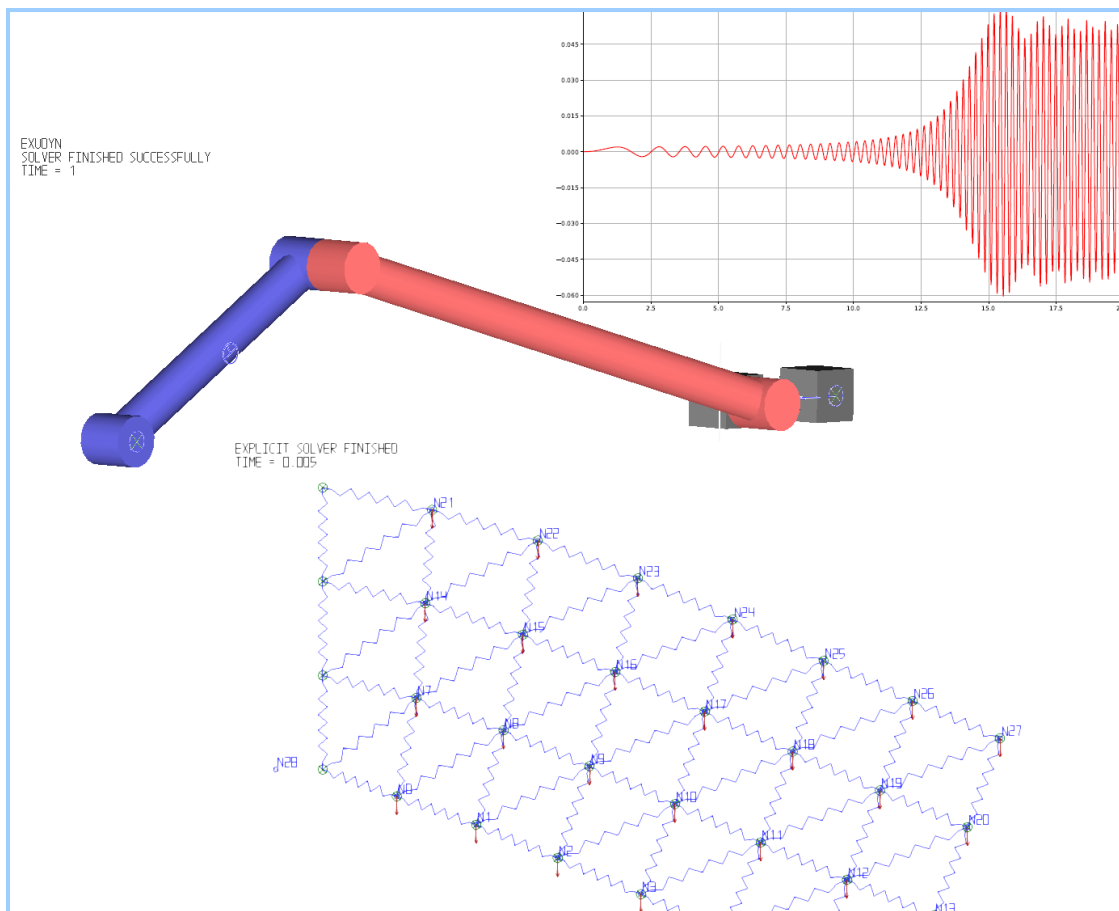


*Flexible Multibody Dynamics Systems with Python and C++*

# EXUDYN

(flexible multibody dynamics )

*User documentation*



EXUDYN version = 0.1.283

University of Innsbruck, Department of Mechatronics, February 12, 2020,

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# Chapter 1

## Getting Started

The documentation for EXUDYN is split into this introductory section, including a quick start up, code structure and important hints, as well as a couple of sections containing references to the available Python interfaces to interact with EXUDYN and finally some information on theory (e.g., 'Solver').

EXUDYN is hosted on GitHub:

- web: <https://github.com/jgerstmayr/EXUDYN/wiki>

For any comments, requests, issues, bug reports, send an email to:

- email: [reply.exudyn@gmail.com](mailto:reply.exudyn@gmail.com)

Thanks for your contribution!

### 1.1 Getting started

This section will show:

1. What is EXUDYN?
2. Who is developing EXUDYN?
3. How to install EXUDYN
4. How to link EXUDYN and Python
5. Goals of EXUDYN
6. Run a simple example in Spyder
7. FAQ – Frequently asked questions

#### 1.1.1 What is EXUDYN?

EXUDYN is a C++ based Python library for efficient simulation of flexible multibody dynamics systems. It is designed to easily set up complex multibody models, consisting of rigid and flexible bodies with joints, loads and other components.

The formulation is mostly based on redundant coordinates. This means that computational objects (rigid bodies, flexible bodies, ...) are added as independent bodies to the system. Hereafter,

connectors (e.g., springs or constraints) are used to interconnect the bodies. The connectors are using Markers on the bodies as interfaces, in order to transfer forces and displacements. For details on the interaction of nodes, objects, markers and loads see Section 2.2.

### 1.1.2 Who is developing EXUDYN?

EXUDYN is currently (2-2020) developed at the University of Innsbruck. In the first phase most of the core code has been (and still is) written by Johannes Gerstmayr, implementing ideas of earlier developments of HOTINT. 15 years of development led to a lot of lessons learned.

Some specific codes regarding pybind interface and parallelization have been written by Stefan Holzinger, who also supports the upload to GitLab. Important discussions with researchers from the community were important for the design and development of EXUDYN, where we like to mention Joachim Schöberl from TU-Vienna who influenced the design of the code. During a Comet-K2 cooperation project, several discussions with the TMECH/LCM group in Linz influenced the code development.

The cooperation and funding within the EU H2020-MSCA-ITN project 'Joint Training on Numerical Modelling of Highly Flexible Structures for Industrial Applications' will support the further development of the code.

### 1.1.3 How to link EXUDYN with Python (recommended for beginners)?

In order to run EXUDYN, you need an appropriate Python installation. We recommend to use

- Anaconda, 32bit, Python 3.6.5
- Spyder 3.2.8 (Python 3.6.5 32 bits)

If you plan to use 64bit and newer Python versions, we recommend to use VS2019 to compile your code, which offers Python 3.7 compatibility. However, you should know that Python versions and the version of the module must be identical (e.g., Python 3.6 32 **both** in the exudyn module and in Spyder).

The simplest way to start is, to copy the files (and possibly further files that are needed)

- `exudynUtilities.py`
- `itemInterface.py`
- `exudyn.pyd`

to your working directory and directly import the modules as described in tutorials and examples. The second way (**recommended**) is to use Python's `sys` module to link to your `WorkingRelease` directory, for example:

---

```
import sys
sys.path.append('C:\\DATA\\cpp\\EXUDYN_git\\main\\bin\\WorkingRelease')
```

---



In the future, there will also be a possibility to install the module using pip commands – we are happy, if somebody could do this!

### 1.1.4 How to install EXUDYN and using the C++ code (advanced)?

EXUDYN is still under intensive development of core modules. There are several ways to using the code, but you **cannot** install EXUDYN as compared to other executable programs and apps.

In order to make full usage of the C++ code and extending it, you can use:

- Windows / Microsoft Visual Studio 17 and above:
  - get the files from git
  - put them into a local directory (recommended: C:/DATA/cpp/EXUDYN\_git)
  - start `main_sln.sln` with Visual Studio
  - compile the code and run `main/pythonDev/pytest.py` example code
  - adapt `pytest.py` for your applications
  - extend the C++ source code
  - link it to your own code
  - NOTE: on some systems, you might need to replace `/'` with `'\'`
- Linux, etc.: not fully supported yet; however, all external libraries are Linux-compatible and thus should run with minimum adaptation efforts.

### 1.1.5 Goals of EXUDYN

After the first development phase (planned in Q4/2021), it will

- be a small multibody library, which can be easily linked to other projects,
- allow to efficiently simulate small scale systems (compute 100000s time steps per second for systems with  $n_{DOF} < 10$ ),
- allow to efficiently simulate medium scaled systems for problems with  $n_{DOF} < 1\,000\,000$  (planned: Q4 2020),
- use multi-threaded parallel computing techniques (planned: Q4 2020),
- be accessible safe and at a wide range via the Python interface,
- allow to add user defined objects in C++,
- allow to add user defined objects in Python (planned: 2021),
- allow to add user defined solvers in Python (finished: Q1 2020).

### 1.1.6 Run a simple example in Spyder

After performing the steps of the previous section, this section shows a simplistic model which helps you to check if EXUDYN runs on your computer.

In order to start, run the python interpreter Spyder. For the following example, either

Listing 1.1: My first example

```

from itemInterface import *      #conversion of data to exudyn dictionaries
import exudyn as exu            #C++ EXUDYN library
SC = exu.SystemContainer()      #container of systems
mbs = SC.AddSystem()            #add a new system to work with

nMP = mbs.AddNode(NodePoint2D(referenceCoordinates=[0,0]))
mbs.AddObject(ObjectMassPoint2D(physicsMass=10, nodeNumber=nMP ))
mMP = mbs.AddMarker(MarkerNodePosition(nodeNumber = nMP))
mbs.AddLoad(Force(markerNumber = mMP, loadVector=[0.001,0,0]))

mbs.Assemble()                  #assemble system and solve
simulationSettings = exu.SimulationSettings()
SC.TimeIntegrationSolve(mbs, 'GeneralizedAlpha', simulationSettings)

```

- open Spyder and copy the example provided in Listing 1.1 into a new file, or
- open myFirstExample.py from your WorkingRelease directory

Hereafter, press the play button or F5 in Spyder.

If successful, the IPython Console of Spyder will print something like:

---

```

runfile('C:/DATA/cpp/EXUDYN_git/main/bin/WorkingRelease/myFirstExample.py',
        wdir='C:/DATA/cpp/EXUDYN_git/main/bin/WorkingRelease')
Assemble nodes:
Set initial system coordinates (for ODE2, ODE1 and Data coordinates) ...
Time integration finished after 0.0011442 seconds.

```

---

If you check your current directory (where myFirstExample.py lies), you will find a new file coordinatesSolution.txt, which contains the results of your computation (with default values for time integration). The beginning and end of the file should look like:

---

```

#Exudyn generalized alpha solver solution file
#simulation started=2019-11-14,20:35:12
#columns contain: time, ODE2 displacements, ODE2 velocities, ODE2 accelerations, AE
    coordinates, ODE2 velocities
#number of system coordinates [nODE2, nODE1, nAlgebraic, nData] = [2,0,0,0]
#number of written coordinates [nODE2, nVel2, nAcc2, nODE1, nVel1, nAlgebraic, nData] =
    [2,2,2,0,0,0,0]
#total columns exported (excl. time) = 6
#number of time steps (planned) = 100
#
0,0,0,0,0,0.0001,0
0.02,2e-08,0,2e-06,0,0.0001,0
0.03,4.5e-08,0,3e-06,0,0.0001,0
0.04,8e-08,0,4e-06,0,0.0001,0

```

---

```

0.05,1.25e-07,0,5e-06,0,0.0001,0
...

0.96,4.608e-05,0,9.6e-05,0,0.0001,0
0.97,4.7045e-05,0,9.7e-05,0,0.0001,0
0.98,4.802e-05,0,9.8e-05,0,0.0001,0
0.99,4.9005e-05,0,9.9e-05,0,0.0001,0
1,5e-05,0,0.0001,0,0.0001,0
#simulation finished=2019-11-14,20:35:12
#Solver Info: errorOccurred=0,converged=1,solutionDiverged=0,total time steps=100,total
Newton iterations=100,total Newton jacobians=100

```

---

Within this file, the first column shows the simulation time and the following columns provide solution of coordinates, their derivatives and Lagrange multipliers on system level. As expected, the  $x$ -coordinate of the point mass has constant acceleration  $a = f/m = 0.001/10 = 0.0001$ , the velocity grows up to 0.0001 after 1 second and the point mass moves 0.00005 along the  $x$ -axis.

## 1.2 FAQ – Frequently asked questions

1. Where do I find the '.exe' file?

→ EXUDYN is only available via the python interface as exudyn.pyd library, which is located in folder: main/bin/WorkingRelease. This means that you need to run python (best: Spyder) and import the EXUDYN module.

2. Why does type auto completion does not work for mbs (Main system)?

→ most python environments only have information up to the first sub-structure, e.g., `SC=exu.SystemContai` provides full access to SC in the type completion, but `mbs=SC.AddSystem()` is at the second sub-structure of the module and is not accessible.

WORKAROUND: type `mbs=MainSystem()` **before** the `mbs=SC.AddSystem()` command and the interpreter will know what type mbs is. This also works for settings, e.g., simulation settings 'Newton'.

3. What is the difference between MarkerBodyPosition and MarkerBodyRigid?

→ Position markers (and nodes) do not have information on the orientation (rotation). For that reason, there is a difference between position based and rigid-body based markers. In case of a rigid body attached to ground with a SpringDamper, you can use both, MarkerBodyPosition or MarkerBodyRigid, markers. For a prismatic joint, you will need a MarkerBodyRigid.

4. Why can't I get the focus of the simulation window on startup (render window hidden)?

→ Starting EXUDYN out of Spyder might not bring the simulation window to front, because of specific settings in Spyder(version 3.2.8), e.g., Tools→Preferences→Editor→Advanced settings: uncheck 'Maintain focus in the Editor after running cells or selections'; Alternatively, set

SC.visualizationSettings.window.alwaysOnTop=True **before** starting the renderer with  
exu.StartRenderer()

5. When importing EXUDYN in python (windows) I get the error (or similar):

---

```
Traceback (most recent call last):  
  File "C:\DATA\cpp\EXUDYN_git\main\pythonDev\pytest.py", line 18, in <module>  
    import exudyn as exu  
ImportError: DLL load failed: %1 is no valid Win32 application.
```

---

→ probably this is a 32/64bit problem. Your Python installation and EXUDYN need to be **BOTH** either 64bit OR 32bit (Check in your python help; exudyn in WorkingRelease64 is the 64bit version, in WorkingRelease it is the 32bit version) and the Python installation and EXUDYN need to have **BOTH** the same version and 1st subversion number (e.g., 3.6.5 should be compatible with 3.6.2).

# Chapter 2

## Overview on EXUDYN

### 2.1 Module structure

This section will show:

- Overview of modules
- Conventions: dimension of nodes, objects and vectors
- Coordinates: reference coordinates and displacements
- Nodes, Objects, Markers and Loads

#### 2.1.1 Overview of modules

Currently, the module structure is simple:

- Python parts:
  - `itemInterface`: contains the interface, which transfers python classes (e.g., of a `NodePoint`) to dictionaries that can be understood by the C++ module
  - `exudynUtilities`: contains helper classes in Python, which allows simpler working with EXUDYN
- C++ parts, see Figs. 2.1 and 2.2:
  - `exudyn`<sup>1</sup>: on this level, there are just very few functions: `SystemContainer()`, `StartRenderer()`, `StopRenderer()`
  - `SystemContainer`: contains the systems (most important), solvers (static, dynamics, ...), visualization settings
  - `mbs`: system created with `mbs = SC.AddSystem()`, this structure contains everything that defines a solvable multibody system; a large set of nodes, objects, markers, loads can be added to the system, see Section 5;

---

<sup>1</sup>note that there is a second module, called `exudynFast`, which deactivates all range-, index- or memory allocation checks at the gain of higher speed (probably 30 percent in regular cases). To check which version you have, just type `exu.__doc__` and you will see a note on 'exudynFast' in the `exudynFast` module.

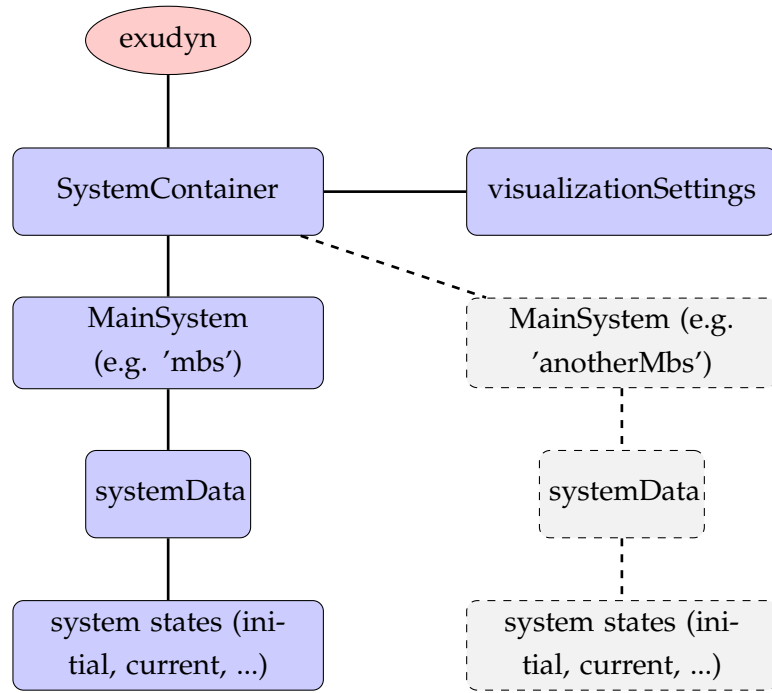


Figure 2.1: Overview of exudyn module.

- `mbs.systemData`: contains the initial, current, visualization, ... states of the system and holds the items, see Fig. 2.2

### 2.1.2 Conventions: items, indices, coordinates

In this documentation, we will use the term **item** to identify nodes, objects, markers and loads:

$$\text{item} \in \{\text{node}, \text{object}, \text{marker}, \text{load}\} \quad (2.1)$$

#### Indices: arrays and vector starting with 0:

As known from Python, all **indices** of arrays, vectors, etc. are starting with 0. This means that the first component of the vector  $v=[1, 2, 3]$  is accessed with  $v[0]$  in Python (and also in the C++ part of EXUDYN). The range is usually defined as  $\text{range}(0, 3)$ , in which '3' marks the index after the last valid component of an array or vector.

#### Dimensionality of objects and vectors:

As a convention, quantities in EXUDYN are 3D, such as nodes, objects, markers, loads, measured quantities, etc. For that reason, we denote planar nodes, objects, etc. with the suffix '2D', but 3D objects do not get this suffix.

Output and input to objects, markers, loads, etc. is usually given by 3D vectors (or matrices), such as (local) position, force, torque, rotation, etc. However, initial and reference values for nodes depend on their dimensionality. As an example, consider a `NodePoint2D`:

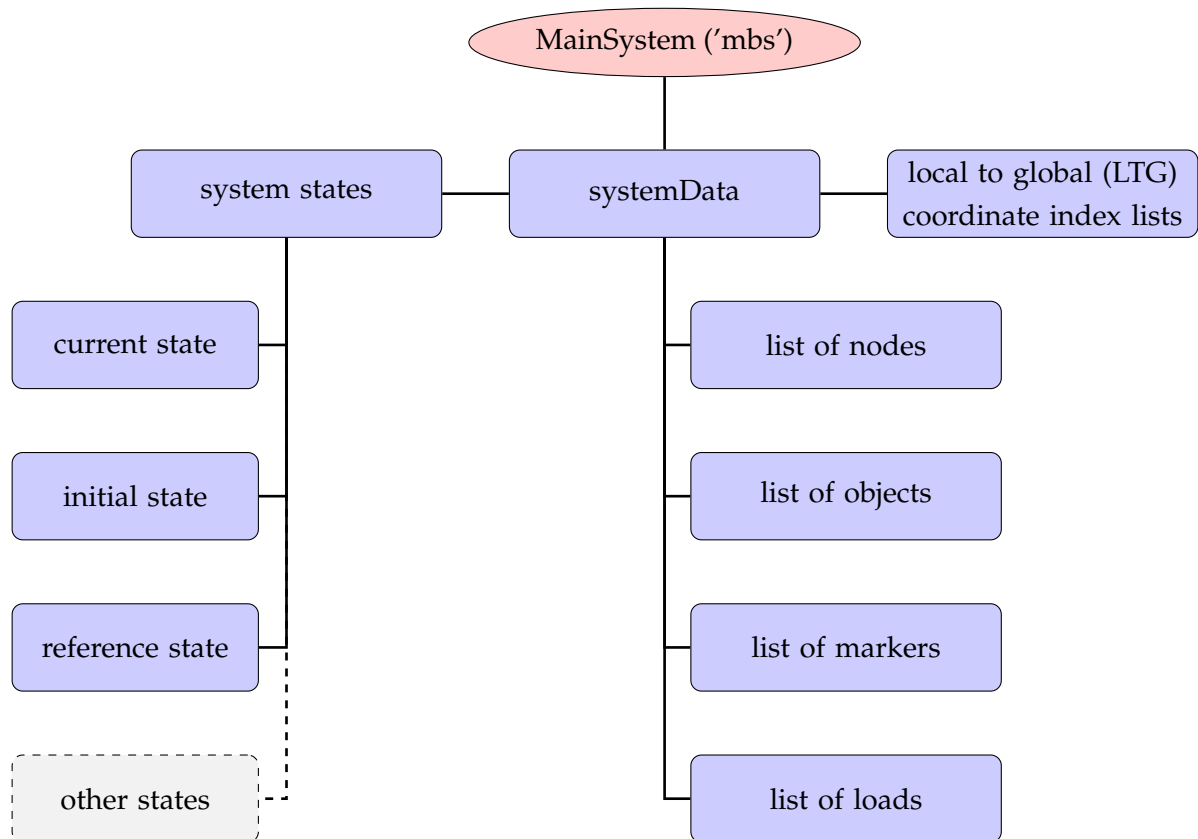


Figure 2.2: Overview of systemData, which connects items and states. Note that access to items is provided via functions in system.

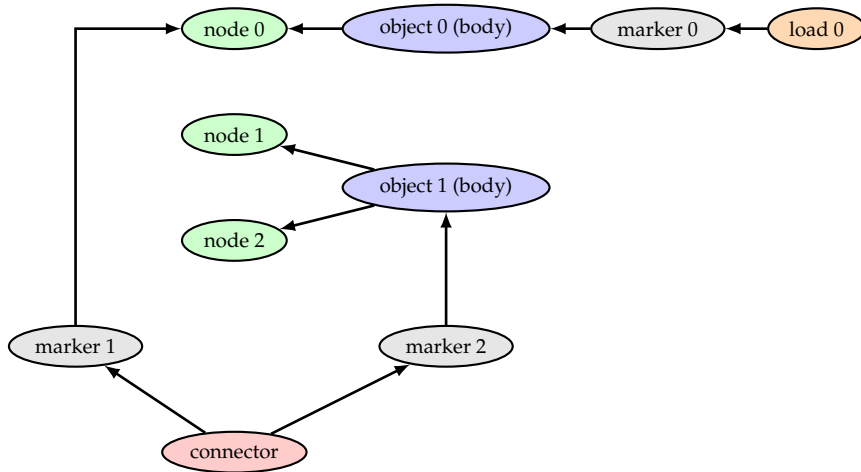


Figure 2.3: Typical interaction of items in a multibody system. Note that both, bodies and connectors/constraints are (computational) objects. The arrows indicate, that, e.g., object 1 has node 1 and node 2 (indices) and that marker 0 is attached to object 0, while load 0 uses marker 0 to apply the load. Sensors could additionally be attached to certain items.

- `referenceCoordinates` is a 2D vector (but could be any dimension in general nodes)
- measuring the current position of `NodePoint2D` gives a 3D vector
- when attaching a `MarkerNodePosition` and a `LoadForceVector`, the force will be still a 3D vector

Furthermore, the local position in 2D objects is provided by a 3D vector. Usually, the dimensionality is given in the reference manual. User errors in the dimensionality will be usually detected either by the python interface (i.e., at the time the item is created) or by the system-preprocessor

## 2.2 Items: Nodes, Objects, Loads, Markers, Sensors, ...

In this section, the most important part of EXUDYN are provided. An overview of the interaction of the items is given in Fig. 2.3

### 2.2.1 Nodes

Nodes provide the coordinates (and the degrees of freedom) to the system. They have no mass, stiffness or whatsoever assigned. Without nodes, the system has no unknown coordinates. Adding a node provides (for the system unknown) coordinates. In addition we also need equations for every nodal coordinate – otherwise the system cannot be computed (NOTE: this is currently not checked by the preprocessor).

### 2.2.2 Objects

Objects are ‘computational objects’ and they provide equations to your system. Objects additionally often provide derivatives and have measurable quantities (e.g. displacement) and they provide access, which can be used to apply, e.g., forces.



Objects can be a:

- general object (e.g. a controller, user defined object, ...; no example yet)
- body: has a mass or mass distribution; markers can be placed on bodies; loads can be applied; constraints can be attached via markers; bodies can be:
  - ground object: has no nodes
  - simple body: has one node (e.g. mass point, rigid body)
  - finite element and more complicated body (e.g. FFRF-object): has more than one node
- connector: uses markers to connect nodes and/or bodies; adds additional terms to system equations either based on stiffness/damping or with constraints (and Lagrange multipliers). Possible connectors:
  - algebraic constraint (e.g. constrain two coordinates:  $q_1 = q_2$ )
  - classical joint
  - spring-damper or penalty constraint

### 2.2.3 Markers

Markers are interfaces between objects/nodes and constraints/loads. A constraint (which is also an object) or load cannot act directly on a node or object without a marker. As a benefit, the constraint or load does not need to know whether it is applied, e.g., to a node or to a local position of a body.

Typical situations are:

- Node – Marker – Load
- Node – Marker – Constraint (object)
- Body(object) – Marker – Load
- Body1 – Marker1 – Joint(object) – Marker2 – Body2

### 2.2.4 Loads

Loads are used to apply forces and torques to the system. The load values are static values. However, you can use Python functionality to modify loads either by linearly increasing them during static computation or by using the 'preStepPyExecute' structure in order to modify loads in every integration step depending on time or on measured quantities (thus, creating a controller).

### 2.2.5 Sensors

Sensors are only used to measure output variables (values) in order to simpler generate the requested output quantities. They have a very weak influence on the system, because they are only evaluated after certain solver steps as requested by the user.

## 2.2.6 Reference coordinates and displacements

Nodes usually have separated reference and initial quantities. Here, `referenceCoordinates` are the coordinates for which the system is defined upon creation. Reference coordinates are needed, e.g., for definition of joints and for the reference configuration of finite elements. In many cases it marks the undeformed configuration (e.g., with finite elements), but not, e.g., for `ObjectConnectorSpringDamper`, which has its own reference length.

Initial displacement (or rotation) values are provided separately, in order to start a system from a configuration different from the reference configuration. As an example, the initial configuration of a `NodePoint` is given by `referenceCoordinates + initialDisplacements`, while the initial state of a dynamic system additionally needs `initialVelocities`.

## 2.3 Exudyn Basics

This section will show:

- Interaction with the EXUDYN module
- Simulation settings
- Visualization settings
- Generating output and results
- Graphics pipeline
- Generating animations

### 2.3.1 Interaction with the EXUDYN module

It is important that the EXUDYN module is basically a state machine, where you create items on the C++ side using the Python interface. This helps you to easily set up models using many other Python modules (numpy, sympy, matplotlib, ...) while the computation will be performed in the end on the C++ side in a very efficient manner.

#### Where do objects live?

Whenever a system container is created with `SC = exu.SystemContainer()`, the structure `SC` lives in C++ and will be modified via the python interface. Usually, the system container will hold at least one system, usually called `mbs`. Commands such as `mbs.AddNode(...)` add objects to the system `mbs`. The system will be prepared for simulation by `mbs.Assemble()` and can be solved (e.g., using `SC.TimeIntegrationSolve(...)`) and evaluated hereafter using the results files. Using `mbs.Reset()` will clear the system and allows to set up a new system. Items can be modified (`ModifyObject(...)`) after first initialization, even during simulation.

### 2.3.2 Simulation settings

The simulation settings consists of a couple of substructures, e.g., for `solutionSettings`, `staticSolver`, `timeIntegration` as well as a couple of general options – for details see Sections 6.1.1 – 6.1.7.

Simulation settings are needed for every solver. They contain solver-specific parameters (e.g., the way how load steps are applied), information on how solution files are written, and very specific control parameters, e.g., for the Newton solver.

The simulation settings structure is created with

---

```
simulationSettings = exu.SimulationSettings()
```

---

Hereafter, values of the structure can be modified, e.g.,

---

```
#10 seconds of simulation time:
simulationSettings.timeIntegration.endTime = 10

#1000 steps for time integration:
simulationSettings.timeIntegration.numberOfSteps = 1000

#assigns a new tolerance for Newton's method:
simulationSettings.timeIntegration.newton.relativeTolerance = 1e-9

#write some output while the solver is active (SLOWER):
simulationSettings.timeIntegration.verboseMode = 2

#write solution every 0.1 seconds:
simulationSettings.solutionSettings.solutionWritePeriod = 0.1

#use sparse matrix storage and solver (package Eigen):
simulationSettings.linearSolverType = exu.LinearSolverType.EigenSparse
```

---

### 2.3.3 Visualization settings

Visualization settings are used for user interaction with the model. E.g., the nodes, markers, loads, etc., can be visualized for every model. There are default values, e.g., for the size of nodes, which may be inappropriate for your model. Therefore, you can adjust those parameters. In some cases, huge models require simpler graphics representation, in order not to slow down performance – e.g., the number of faces to represent a cylinder should be small if there are 10000s of cylinders drawn. Even computation performance can be slowed down, if visualization takes lots of CPU power. However, visualization is performed in a separate thread, which usually does not influence the computation exhaustively. Details on visualization settings and its substructures are provided in Sections 6.2.1 – 6.2.13.

The visualization settings structure can be accessed in the system container SC (access per reference, no copying!), accessing every value or structure directly, e.g.,

---

```
SC.visualizationSettings.nodes.defaultSize = 0.001          #draw nodes very small

#change openGL parameters; current values can be obtained from SC.GetRenderState()
#change zoom factor:
SC.visualizationSettings.openGL.initialZoom = 0.2

#set the center point of the scene (can be attached to moving object):
SC.visualizationSettings.openGL.initialCenterPoint = [0.192, -0.0039, -0.075]
```

---

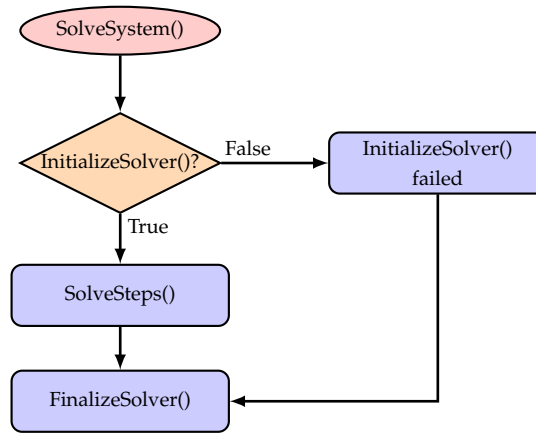


Figure 2.4: Basic solver flow chart for SolveSystem(). This flow chart is the same for static solver and for time integration.

```

#turn of auto-fit:
SC.visualizationSettings.general.autoFitScene = False

#change smoothness of a cylinder:
SC.visualizationSettings.general.cylinderTiling = 100

#make round objects flat:
SC.visualizationSettings.openGL.shadeModelSmooth = False

#turn on coloured plot, using y-component of displacements:
SC.visualizationSettings.contour.outputVariable = exu.OutputVariableType.
    Displacement
SC.visualizationSettings.contour.outputVariableComponent = 1 #0=x, 1=y, 2=z

```

---

### 2.3.4 Solver

Both in the static as well as in the dynamic case, the solver runs in a loop to solve a nonlinear system of (differential and/or algebraic) equations over a given time or load interval. For the time integration (dynamic solver), Fig. 2.4 shows the basic loops for the solution process. The inner loops are shown in Fig. 2.6 and Fig. 2.7. The static solver behaves very similar, while no velocities or accelerations need to be solved and time is replaced by load steps.

Settings for the solver substructures, like timer, output, iterations, etc. are described in Sections 6.3.1 – 6.3.5. The description of interfaces for solvers starts in Section 6.3.6.

### 2.3.5 Generating output and results

The solvers provide a number of options in solutionSettings to generate a solution file. As a default, exporting solution to the solution file is activated with a writing period of 0.01 seconds.

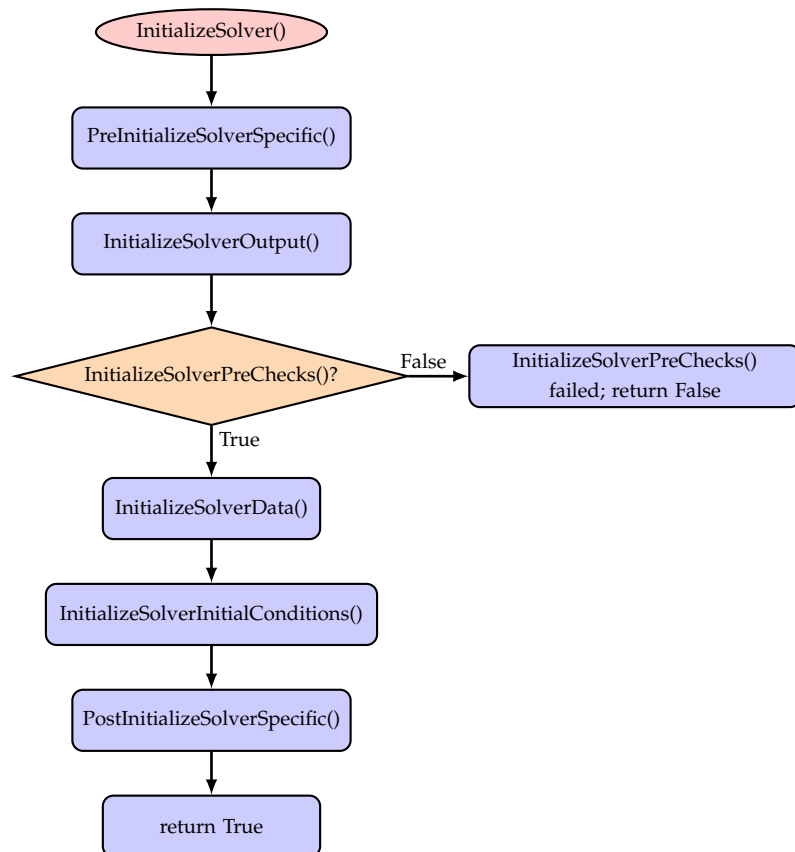


Figure 2.5: Basic solver flow chart for function `InitializeSolver()`.

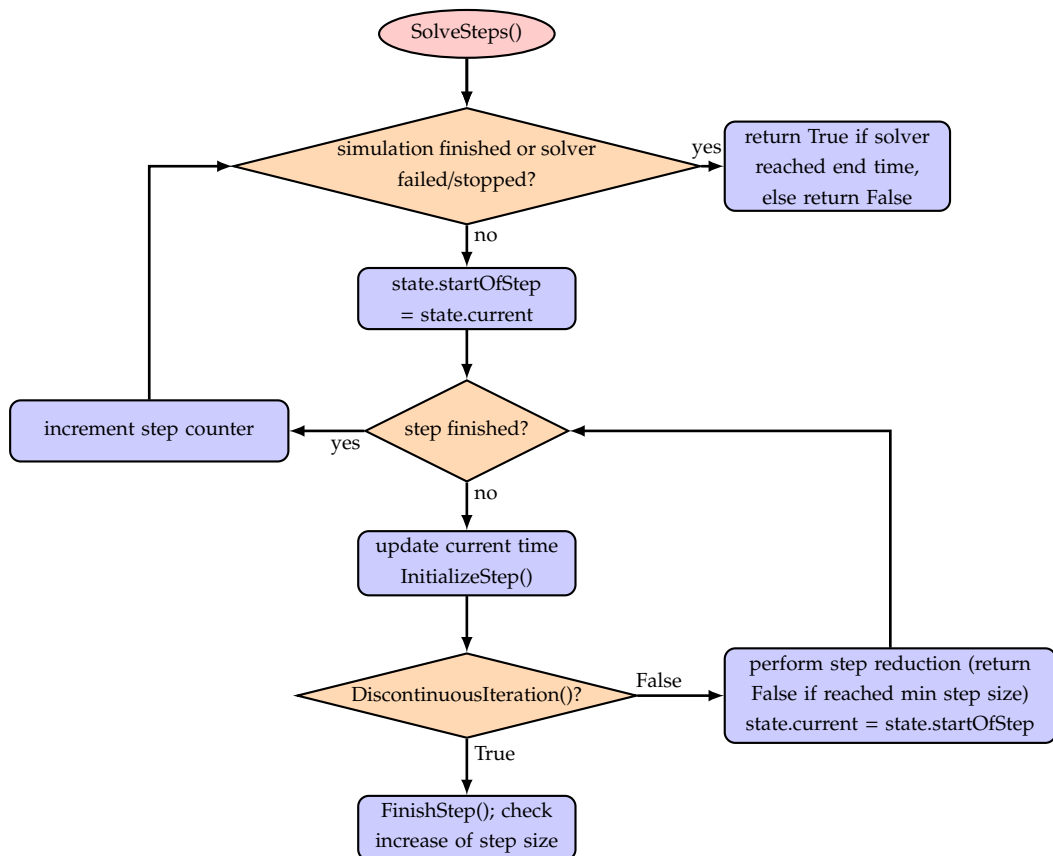


Figure 2.6: Solver flow chart for SolveSteps(), which is the inner loop of the solver.

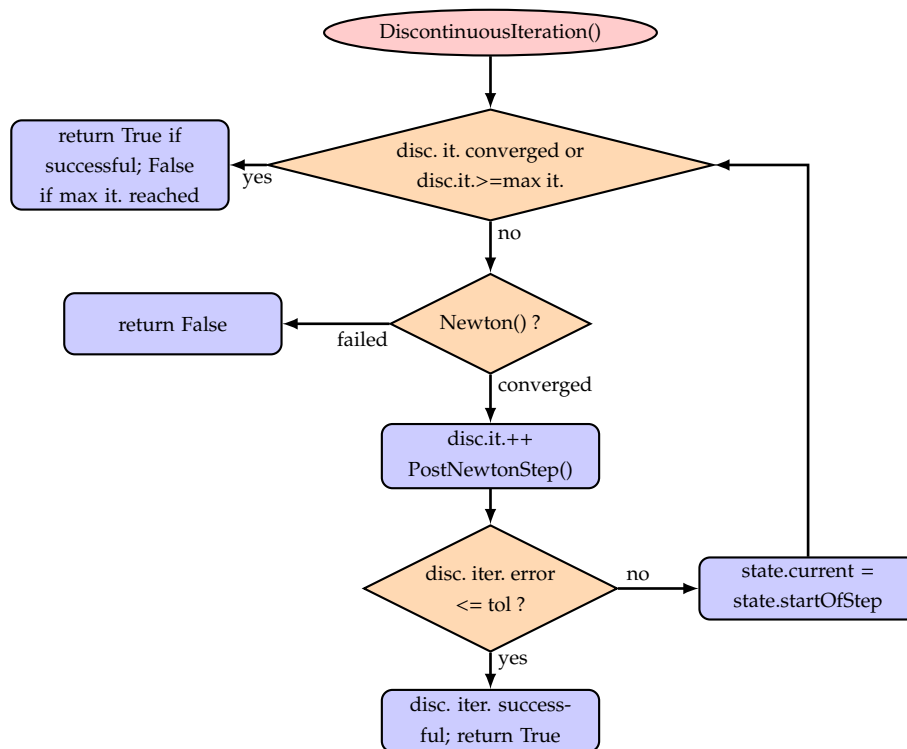


Figure 2.7: Solver flow chart for `DiscontinuousIteration()`, which is run for every solved step inside the static/dynamic solvers. If the `DiscontinuousIteration()` returns False, `SolveSteps()` will try to reduce the step size.

Typical output settings are:

---

```

#create a new simulationSettings structure:
simulationSettings = exu.SimulationSettings()

#activate writing to solution file:
simulationSettings.solutionSettings.writeSolutionToFile = True
#write results every 1ms:
simulationSettings.solutionSettings.solutionWritePeriod = 0.001

#assign new filename to solution file
simulationSettings.solutionSettings.coordinatesSolutionFileName= "myOutput.txt"

#do not export certain coordinates:
simulationSettings.solutionSettings.exportDataCoordinates = False
  
```

---

### 2.3.6 Graphics pipeline

The user cannot interact with the visualization part for now. There are basically two loops during simulation, which feed the graphics pipeline. The solver runs a loop:

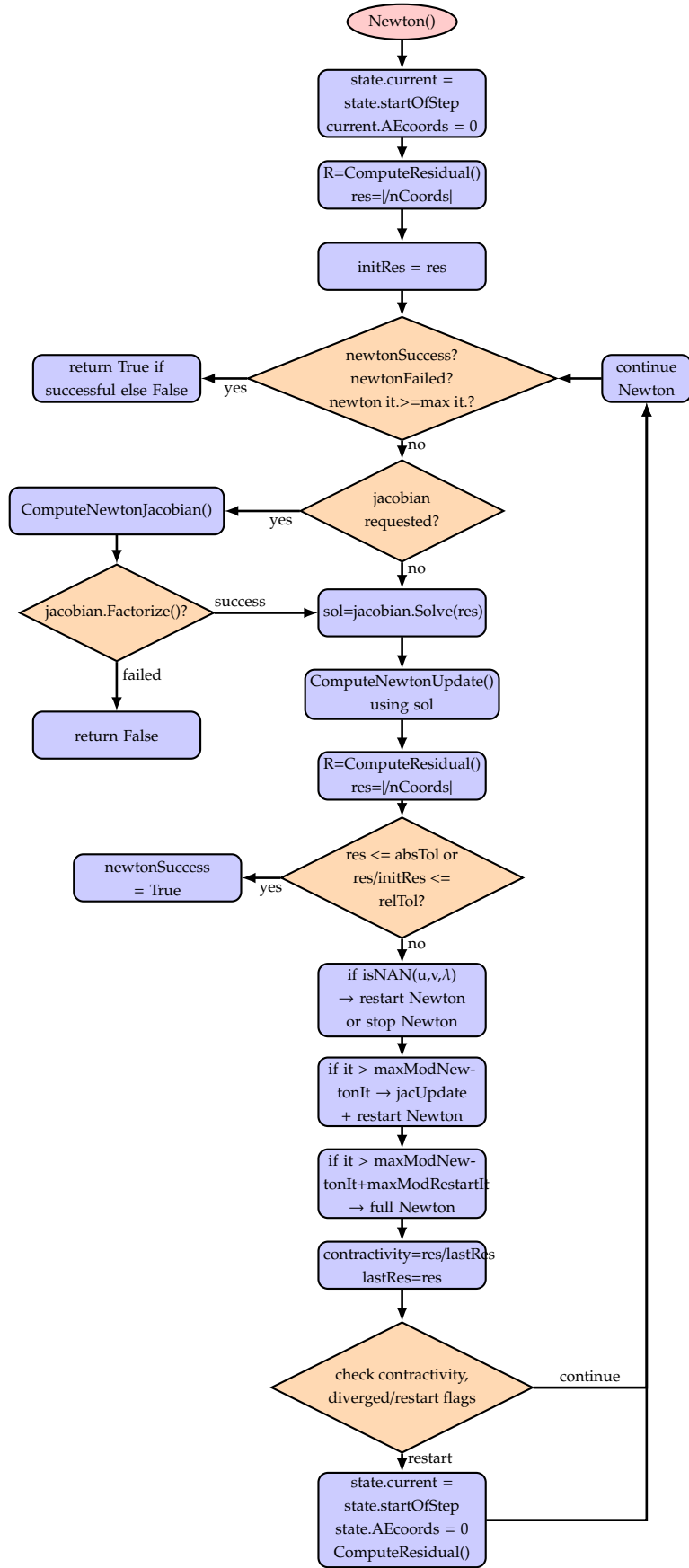


Figure 2.8: Solver flow chart for Newton(), which is run inside the DiscontinuousIteration(). The shown case is valid for newtonResidualMode = 0.



- compute new step
- finish computation step; results are in current state
- copy current state to visualization state (thread safe)
- signal graphics pipeline that new visualization data is available

The OpenGL graphics thread runs the following loop:

- render OpenGL scene with a given graphicsData structure (containing lines, faces, text, ...)
- go idle for some milliseconds
- check if OpenGL rendering needs an update (e.g. due to user interaction)
  - if update is needed, the visualization of all items is updated – stored in a graphicsData structure)
- check if new visualization data is available and the time since last update is larger than a prescribed value, the graphicsData structure is updated with the new visualization state

### 2.3.7 Generating animations

In many dynamics simulations, it is very helpful to create animations in order to better understand the motion of bodies. Specifically, the animation can be used to visualize the model much slower or faster than the model is computed.

Animations are created based on a series of images (frames, snapshots) taken during simulation. It is important, that the current view is used to record these images – this means that the view should not be changed during the recording of images. To turn on recording of images during solving, set the following flag to a positive value

- `simulationSettings.solutionSettings.recordImagesInterval = 0.01`

which means, that after every 0.01 seconds of simulation time, an image of the current view is taken and stored in the directory and filename (without filename ending) specified by

- `SC.visualizationSettings.exportImages.saveImageFileName = 'myFolder/frame'`

By default, a consecutive numbering is generated for the image, e.g., 'frame0000.tga, frame0001.tga,...'. Note that '.tga' files contain raw image data and therefore can become very large.

To create animation files, an external tool FFMPEG is used to efficiently convert a series of images into an animation. In windows, simple DOS batch files can do the job to convert frames given in the local directory to animations, e.g.:

---

```
echo off
REM 2019-12-23, Johannes Gerstmayr
REM helper file for EXUDYN to convert all frame00000.tga, frame00001.tga, ... files to a
    video
REM for higher quality use crf option (standard: -crf 23, range: 0-51, lower crf value
    means higher quality)

IF EXIST animation.mp4 (
```

```
        echo "animation.mp4 already exists! rename the file"
    ) ELSE (
        "C:\Program Files (x86)\FFMPEG\bin\ffmpeg.exe" -r 25 -start_number 0 -i frame%%05d.
        tga -c:v libx264 -vf "fps=25,format=yuv420p" animation.mp4
    )
```

---

After the video has been created, you should delete the single images:

---

```
REM 2019-12-23, Johannes Gerstmayr
REM helper file for EXUDYN
REM delete all .tga images of current directory

del *.tga
```

---

## 2.4 C++ Code

This section covers some information on the C++ code. For more information see the Open source code and use doxygen.

Exudyn was developed for the efficient simulation of flexible multi-body systems. Exudyn was designed for rapid implementation and testing of new formulations and algorithms in multibody systems, whereby these algorithms can be easily implemented in efficient C++ code. The code is applied to industry-related research projects and applications.

### 2.4.1 Focus of the C++ code

**Four principles:**

1. developer-friendly
2. error minimization
3. efficiency
4. user-friendliness

The focus is therefore on:

- A developer-friendly basic structure regarding the C++ class library and the possibility to add new components.
- The basic libraries are slim, but extensively tested; only the necessary components are available
- Complete unit tests are added to new program parts during development; for more complex processes, tests are available in Python
- In order to implement the sometimes difficult formulations and algorithms without errors, error avoidance is always prioritized.

- To generate efficient code, classes for parallelization (vectorization and multithreading) are provided. We live the principle that parallelization takes place on multi-core processors with a central main memory, and thus an increase in efficiency through parallelization is only possible with small systems, as long as the program runs largely in the cache of the processor cores. Vectorization is tailored to SIMD commands as they have Intel processors, but could also be extended to GPGPUs in the future.
- The user interface (Python) provides a 1:1 image of the system and the processes running in it, which can be controlled with the extensive possibilities of Python.

### 2.4.2 C++ Code structure

The functionality of the code is based on systems (MainSystem/CSystem) representing the multibody system or similar physical systems to be simulated. Parts of the core structure of Exudyn are:

- CSystem / MainSystem: a multibody system which consists of nodes, objects, markers, loads, etc.
- SystemContainer: holds a set of systems; connects to visualization (container)
- node: used to hold coordinates (unknowns)
- (computational) object: leads to equations, using nodes
- marker: defines a consistent interface to objects (bodies) and nodes; write access ('AccessFunction') – provides jacobian and read access ('OutputVariable')
- load: acts on an object or node via a marker
- computational objects: efficient objects for computation = bodies, connectors, connectors, loads, nodes, ...
- visualization objects: interface between computational objects and 3D graphics
- main (manager) objects: do all tasks (e.g. interface to visualization objects, GUI, python, ...) which are not needed during computation
- static solver, kinematic solver, time integration
- python interface via pybind11; items are accessed with a dictionary interface; system structures and settings read/written by direct access to the structure (e.g. SimulationSettings, VisualizationSettings)
- interfaces to linear solvers; future: optimizer, eigenvalue solver, ... (mostly external or in python)

### 2.4.3 C++ Code: Modules

The following internal modules are used, which are represented by directories in main/src:

- Autogenerated: item (nodes, objects, markers and loads) classes split into main (management, python connection), visualization and computation
- Graphics: a general data structure for 2D and 3D graphical objects and a tiny openGL visualization; linkage to GLFW

- Linalg: Linear algebra with vectors and matrices; separate classes for small vectors (SlimVector), large vectors (Vector and ResizableVector), vectors without copying data (LinkedDataVector), and vectors with constant size (ConstVector)
- Main: mainly contains SystemContainer, System and ObjectFactory
- Objects: contains the implementation part of the autogenerated items
- Pymodules: manually created libraries for linkage to python via pybind; remaining linking to python is located in autogenerated folder
- pythonGenerator: contains python files for automatic generation of C++ interfaces and python interfaces of items;
- Solver: contains all solvers for solving a CSystem
- System: contains core item files (e.g., MainNode, CNode, MainObject, CObject, ...)
- Tests: files for testing of internal linalg (vector/matrix), data structure libraries (array, etc.) and functions
- Utilities: array structures for administrative/managing tasks (indices of objects ... bodies, forces, connectors, ...); basic classes with templates and definitions

The following main external libraries are linked to Exudyn:

- LEST: for testing of internal functions (e.g. linalg)
- GLFW: 3D graphics with openGL; cross-platform capabilities
- Eigen: linear algebra for large matrices, linear solvers, sparse matrices and link to special solvers
- pybind11: linking of C++ to python

#### 2.4.4 Code style and conventions

This section provides general coding rules and conventions, partly applicable to the C++ and python parts of the code. Many rules follow common conventions (e.g., google code style, but not always – see notation):

- write simple code (no complicated structures or uncommon coding)
- write readable code (e.g., variables and functions with names that represent the content or functionality; AVOID abbreviations)
- put a header in every file, according to Doxygen format
- put a comment to every (global) function, member function, data member, template parameter
- ALWAYS USE curly brackets for single statements in 'if', 'for', etc.; example: if (i<n) i += 1;
- use Doxygen-style comments (use '//!' Qt style and '@ date' with '@' instead of 'for commands)
- use Doxygen (with preceding '@') 'test' for tests, 'todo' for todos and 'bug' for bugs
- USE 4-spaces-tab
- use C++11 standards when appropriate, but not exhaustively
- ONE class ONE file rule (except for some collectors of single implementation functions)
- add complete unit test to every function (every file has link to LEST library)

- avoid large classes (>30 member functions; > 15 data members)
- split up god classes (>60 member functions)
- mark changed code with your name and date
- REPLACE tabs by spaces: Extras->Options->C/C++->Tabstopps: tab stopp size = 4 (=standard) + KEEP SPACES=YES

### 2.4.5 Notation conventions

The following notation conventions are applied (**no exceptions!**):

- use lowerCamelCase for names of variables (including class member variables), consts, c-define variables, ...; EXCEPTION: for algorithms following formulas, e.g.,  $f = M * q_t t + K * q$ , GBar, ...
- use UpperCamelCase for functions, classes, structs, ...
- Special cases for CamelCase: write 'ODEsystem', BUT: 'ODE1Equations'
- '[...]Init' ... in arguments, for initialization of variables; e.g. 'valueInit' for initialization of member variable 'value'
- use American English throughout: Visualization, etc.
- for (abbreviations) in captial letters, e.g. ODE, use a lower case letter afterwards:
- do not use consecutive capitalized words, e.g. DO NOT WRITE 'ODEAE'
- for functions use ODEComputeCoords(), for variables avoid 'ODE' at beginning: use nODE or write odeCoords
- do not use '\_' within variable or function names; exception: derivatives, release\_assert
- use name which exactly describes the function/variable: 'numberOfItems' instead of 'size' or 'l'
- examples for variable names: secondOrderSize, massMatrix, mThetaTheta
- examples for function/class names: SecondOrderSize, EvaluateMassMatrix, Position(const Vector3D& localPosition)
- use the Get/Set...() convention if data is retrieved from a class (Get) or something is set in a class (Set); Use const T& Get()/T& Get if direct access to variables is needed; Use Get/Set for pybind11
- example Get/Set: Real\* GetDataPointer(), Vector::SetAll(Real), GetTransposed(), SetRotationalParar  
SetColor(...), ...
- use 'Real' instead of double or float: for compatibility, also for AVX with SP/DP
- use 'Index' for array/vector size and index instead of size\_t or int
- item: object, node, marker, load: anything handled within the computational/visualization systems

### 2.4.6 No-abbreviations-rule

The code uses a **minimum set of abbreviations**; however, the following abbreviation rules are used throughout: In general: DO NOT ABBREVIATE function, class or variable names: GetDataPointer() instead of GetPtr(); exception: cnt, i, j, k, x or v in cases where it is really clear (5-line member functions).

Exceptions to the NO-ABBREVIATIONS-RULE:

- ODE ... ordinary differential equations;
- ODE2 ... marks parts related to second order differential equations (SOS2, EvalF2 in HOTINT)
- ODE1 ... marks parts related to first order differential equations (ES, EvalF in HOTINT)
- AE ... algebraic equations (IS, EvalG in HOTINT); write 'AEcoordinates' for 'algebraicEquation-sCoordinates'
- 'C[...]' ... Computational, e.g. for ComputationalNode ==> use 'CNode'
- min, max ... minimum and maximum
- write time derivatives with underscore: \_t, \_tt; example: Position\_t, Position\_tt, ...
- write space-wise derivatives with underscore: \_x, \_xx, \_y, ...
- if a scalar, write coordinate derivative with underscore: \_q, \_v (derivative w.r.t. velocity coordinates)
- for components, elements or entries of vectors, arrays, matrices: use 'item' throughout
- '[...].Init' ... in arguments, for initialization of variables; e.g. 'valueInit' for initialization of member variable 'value'

## 2.5 Changes

The following list covers changes in the python interface and functionality:

- **Version 0.1.260 → Version 0.1.263**

Changes in the python interface:

- `mbs.systemData.GetCurrentTime()` → `mbs.systemData.GetTime()`
- `mbs.systemData.GetVisualizationTime()` → `mbs.systemData.GetTime(configurationType=exu.C)`

- **Version 0.1.244 → Version 0.1.245**

Changes in the implementation / solver (LEADS TO DIFFERENT RESULTS):

- **Solvers updated:** static solver and time integration have been updated; old solvers are still available with the 'OldSolver' extension

Changes in the python interface (new functions / interface to call the old solvers):

- `SC.SolveStaticOldSolver(...)`
- `SC.TimeIntegrationSolve(mbs, 'GeneralizedAlphaOldSolver', simulationSettings)`

- **Version 0.1.243 → Version 0.1.244**

Changes in the python interface:

- `simulationSettings.staticSolver.pauseAfterEachStep`  
→ `simulationSettings.pauseAfterEachStep` (merged with `timeIntegration.pauseAfterEachStep`)

- **Version 0.1.238 → Version 0.1.240**

Changes in the implementation / solver (LEADS TO DIFFERENT RESULTS):

- **generalizedAlpha**: corrected initialization of algorithmic acceleration for discontinuous iteration
- **time integration**: corrected time  $t$  for evaluation of RHS from beginning to end of time step (improves accuracy for time-dependent loads significantly)

Changes in the python interface:

- `simulationSettings.timeIntegration.pauseAfterEachStep`  
→ `simulationSettings.pauseAfterEachStep`
- ADDED: `simulationSettings.timeIntegration.verboseModeFile`
- ADDED: `simulationSettings.staticSolver.verboseModeFile`





## Chapter 3

# Tutorial

This section will show:

- A basic tutorial for a 1D mass and spring-damper with initial displacements, shortest possible model with practically no special settings
- A more advanced 2D rigid-body model (*coming soon*)
- Links to examples section

The python source code of this section can be found in the file:

```
main/pythonDev/Examples/springDamperTutorial.py
```

This tutorial will set up a mass point and a spring damper, dynamically compute the solution and evaluate the reference solution.

To start up, we set the system path to the directory of the library (needs to be adjusted!):

---

```
import sys
sys.path.append('C:\\\\DATA\\\\cpp\\\\EXUDYN_git\\\\main\\\\bin\\\\WorkingRelease') #for Spider
```

---

We import the exudyn library and the interface for all nodes, objects, markers and loads:

---

```
import exudyn as exu
from itemInterface import *
import numpy as np
```

---

Next, we need a SystemContainer, which contains all computable systems and add a new system. Per default, you always should name your system 'mbs' (multibody system), in order to copy/paste code parts from other examples, tutorials and other projects:

---

```
SC = exu.SystemContainer()
mbs = SC.AddSystem()
```

---

In order to check, which version you are using, you can printout the current EXUDYN version. This version is in line with the issue tracker and marks the number of open/closed issues added to EXUDYN:

---

```
print('EXUDYN version='+exu.__version__)
```

---

Using the powerful Python language, we can define some variables for our problem, which will also be used for the analytical solution:

---

```
L=0.5          #reference position of mass
mass = 1.6      #mass in kg
spring = 4000   #stiffness of spring-damper in N/m
damper = 8      #damping constant in N/(m/s)
f =80          #force on mass
```

---

For the simple spring-mass-damper system, we need initial displacements and velocities:

---

```
u0=-0.08       #initial displacement
v0=1           #initial velocity
x0=f/spring     #static displacement
print('resonance frequency = '+str(np.sqrt(spring/mass)))
print('static displacement = '+str(x0))
```

---

We first need to add nodes, which provide the coordinates (and the degrees of freedom) to the system. The following line adds a 3D node for 3D mass point<sup>1</sup>:

---

```
n1=mbs.AddNode(Point(referenceCoordinates = [L,0,0],
                    initialDisplacements = [u0,0,0],
                    initialVelocities = [v0,0,0]))
```

---

Here, Point (=NodePoint) is a Python class, which takes a number of arguments defined in the reference manual. The arguments here are `referenceCoordinates`, which are the coordinates for which the system is defined. The initial configuration is given by `referenceCoordinates + initialDisplacements`, while the initial state additionally gets `initialVelocities`.

While Point adds 3 unknown coordinates to the system, which need to be solved, we also can add ground nodes, which can be used similar to nodes, but they do not have unknown coordinates – and therefore also have no initial displacements or velocities. The advantage of ground nodes (and ground bodies) is that no constraints are needed to fix these nodes. Such a ground node is added via:

---

```
nGround=mbs.AddNode(NodePointGround(referenceCoordinates = [0,0,0]))
```

---

In the next step, we add an object<sup>2</sup>, which provides equations for coordinates. The MassPoint needs at least a mass (kg) and a node number to which the mass point is attached. Additionally, graphical objects could be attached:

---

```
massPoint = mbs.AddObject(MassPoint(physicsMass = mass, nodeNumber = n1))
```

---

---

<sup>1</sup>Note: Point is an abbreviation for NodePoint, defined in `itemInterface.py`.

<sup>2</sup>For the moment, we just need to know that objects either depend on one or more nodes, which are usually bodies and finite elements, or they can be connectors, which connect (the coordinates of) objects via markers, see Section 2.1.

In order to apply constraints and loads, we need markers. These markers are used as local positions (and frames), where we can attach a constraint later on. In this example, we work on the coordinate level, both for forces as well as for constraints. Markers are attached to the according ground and regular node number, additionally using a coordinate number (0 ... first coordinate):

---

```
groundMarker=mbs.AddMarker(MarkerNodeCoordinate(nodeNumber= nGround,
                                                    coordinate = 0))

#marker for springDamper for first (x-)coordinate:
nodeMarker  =mbs.AddMarker(MarkerNodeCoordinate(nodeNumber= n1,
                                                    coordinate = 0))
```

---

This means that loads can be applied to the first coordinate of node n1 via marker with number nodeMarker.

Now we add a spring-damper to the markers with numbers groundMarker and the nodeMarker, providing stiffness and damping parameters:

---

```
mbs.AddObject(CoordinateSpringDamper(markerNumbers = [groundMarker, nodeMarker],
                                       stiffness = spring,
                                       damping = damper))
```

---

Finally, a load is added to marker nodeMarker, with a scalar load with value f:

---

```
mbs.AddLoad(LoadCoordinate(markerNumber = nodeMarker,
                           load = f))
```

---

As our system is fully set, we can print the overall information and assemble the system to make it ready for simulation:

---

```
print(mbs)
mbs.Assemble()
```

---

We will use time integration and therefore define a number of steps (fixed step size; must be provided) and the total time span for the simulation:

---

```
steps = 1000 #number of steps to show solution
tEnd = 1     #end time of simulation
```

---

All settings for simulation, see according reference section, can be provided in a structure given from `exu.SimulationSettings()`. Note that this structure will contain all default values, and only non-default values need to be provided:

---

```
simulationSettings = exu.SimulationSettings()
simulationSettings.solutionSettings.solutionWritePeriod = 1e-2 #output interval
simulationSettings.timeIntegration.numberOfSteps = steps
simulationSettings.timeIntegration.endTime = tEnd
```

---

We are using a generalized alpha solver, where numerical damping is needed for index 3 constraints. As we have only spring-dampers, we can set the spectral radius to 1, meaning no numerical damping:

---

```
simulationSettings.timeIntegration.generalizedAlpha.spectralRadius = 1
```

---

In order to visualize the results online, a renderer can be started. As our computation will be very fast, it is a good idea to wait for the user to press SPACE, before starting the simulation (uncomment second line):

---

```
exu.StartRenderer()           #start graphics visualization
#mbs.WaitForUserToContinue()   #wait for pressing SPACE bar to continue
```

---

As the simulation is still very fast, we will not see the motion of our node. Using e.g. `steps=100000000` in the lines above allows you online visualize the resulting oscillations.

Finally, we start the solver, by telling which system to be solved, solver type and the simulation settings:

---

```
SC.TimeIntegrationSolve(mbs, 'GeneralizedAlpha', simulationSettings)
```

---

After simulation, our renderer needs to be stopped (otherwise it would stay in background and prohibit further simulations). Sometimes you would like to wait until closing the render window, using `WaitForRenderEngineStopFlag()`:

---

```
#SC.WaitForRenderEngineStopFlag()#wait for pressing 'Q' to quit
exu.StopRenderer()           #safely close rendering window!
```

---

There are several ways to evaluate results, see the reference pages. In the following we take the final value of node n1 and read its 3D position vector:

---

```
#evaluate final (=current) output values
u = mbs.GetNodeOutput(n1, exu.OutputVariableType.Position)
print('displacement=',u)
```

---

The following code generates a reference (exact) solution for our example:

---

```
import matplotlib.pyplot as plt
import matplotlib.ticker as ticker

omega0 = np.sqrt(spring/mass) #eigen frequency of undamped system
dRel = damper/(2*np.sqrt(spring*mass)) #dimensionless damping
omega = omega0*np.sqrt(1-dRel**2) #eigen freq of damped system
C1 = u0-x0 #static solution needs to be considered!
C2 = (v0+omega0*dRel*C1) / omega #C1, C2 are coeffs for solution

refSol = np.zeros((steps+1,2))
for i in range(0,steps+1):
    t = tEnd*i/steps
    refSol[i,0] = t
    refSol[i,1] = np.exp(-omega0*dRel*t)*(C1*np.cos(omega*t)+C2*np.sin(omega*t))+x0
```

---

```
plt.plot(refSol[:,0], refSol[:,1], 'r-') #exact solution
```

---

Now we can load our results from the default solution file `coordinatesSolution.txt`, which is in the same directory as your python tutorial file. For convenient reading the file containing commented lines, we use a numpy feature and finally plot the displacement of coordinate 0 or our mass point<sup>3</sup>:

---

```
data = np.loadtxt('coordinatesSolution.txt', comments='#', delimiter=',')
plt.plot(data[:,0], data[:,1], 'b-') #numerical solution
```

---

In order to get a nice plot within Spyder, the following options can be used<sup>4</sup>:

---

```
ax=plt.gca() # get current axes
ax.grid(True, 'major', 'both')
ax.xaxis.set_major_locator(ticker.MaxNLocator(10))
ax.yaxis.set_major_locator(ticker.MaxNLocator(10))
plt.tight_layout()
plt.show()
```

---

Further examples can be found in your copy of exudyn:

`main/pythonDev/Examples`

---

<sup>3</sup>`data[:,0]` contains the simulation time, `data[:,1]` contains displacement of (global) coordinate 0, `data[:,2]` contains displacement of (global) coordinate 1, ...)

<sup>4</sup>note, in some environments you need finally the command `plt.show()`



## Chapter 4

# Python-C++ command interface

This section lists the basic interface functions which can be used to set up a EXUDYN model in Python.

To import the module, just include the EXUDYN module in Python (for compatibility with examples and other users, we recommend to use the 'exu' abbreviation throughout)<sup>1</sup>:

```
import exudyn as exu
```

The exudyn module will usually hold one SystemContainer, which is a class that is initialized by assigning a system container to a variable, usually denoted as 'SC':

```
SC = exu.SystemContainer()
```

Furthermore, there are a couple of commands available directly in the EXUDYN module, given in the following subsections. Regarding the **(basic) module access**, functions are related to the 'exudyn = exu' module, see these examples:

---

```
import exudyn as exu
SC = exu.SystemContainer()
exu.InfoStat()
exu.Go()
nInvalid = exu.InvalidIndex()
```

---

Understanding the usage of functions for python object 'SystemContainer' provided by EXUDYN, the following examples might help:

---

```
import exudyn as exu
SC = exu.SystemContainer()
mbs = SC.AddSystem()
nSys = SC.NumberOfSystems()
print(nSys)
SC.Reset()
```

---

<sup>1</sup>note that there is a second module, called exudynFast, which does deactivates all range-, index- or memory allocation checks at the gain of higher speed (probably 30 percent in regular cases). To check which version you have, just type `exu.__doc__` and you will see a note on 'exudynFast' in the exudynFast module.

Understanding the usage of functions for the 'MainSystem' provided by SystemContainer, the following examples might help:

---

```
import exudyn as exu
SC = exu.SystemContainer()
mbs = SC.AddSystem()
mbs.Reset()
mbs.WaitForUserToContinue()
```

---

## 4.1 EXUDYN

These are the access functions to the EXUDYN module.

| function/structure name  | description   |
|--|---|
| Go()   | Creates a SystemContainer SC and a main system mbs  |
| InfoStat()   | Print some global (debug) information: linear algebra, memory allocation, threads, computational efficiency, etc.   |
| StartRenderer()  | Start OpenGL rendering engine (in separate thread)  |
| StopRenderer()   | Stop OpenGL rendering engine  |
| SetOutputPrecision(numberOfDigits)                                   | Set the precision (integer) for floating point numbers written to console (reset when simulation is started!)   |
| SetLinalgOutputFormatPython(flagPythonFormat)                        | true: use python format for output of vectors and matrices; false: use matlab format  |
| InvalidIndex()   | This function provides the invalid index, which depends on the kind of 32-bit, 64-bit signed or unsigned integer; e.g. node index or item index in list   |
| SetWriteToConsole(flag)  | set flag to write (true) or not write to console; default = true  |
| SetWriteToFile(filename, flagWriteToFile = true, flagAppend = false) | set flag to write (true) or not write to console; default value of flagWriteToFile = false; flagAppend appends output to file, if set true; in order to finalize the file, write <code>exu.SetWriteToFile("", False)</code> to close the output file<br><b>EXAMPLE:</b><br><code>exu.SetWriteToConsole(False) #no output to console</code><br><code>exu.SetWriteToFile(filename='testOutput.log', flagWriteToFile=True, flagAppend=False)</code><br><code>exu.Print('print this to file')</code><br><code>exu.SetWriteToFile("", False) #terminate writing to file which closes the file</code> |
| SetPrintDelayMilliseconds(delayMilliseconds)                         | add some delay (in milliseconds) to printing to console, in order to let Spyder process the output; default = 0   |
| Print()  | this allows printing via exudyn with similar syntax as in python <code>print(args)</code> except for keyword arguments: <code>print('test=',42)</code> ; allows to redirect all output to file given by <code>SetWriteToFile(...)</code> ; does not output in case that <code>SetWriteToConsole</code> is set to false  |



|           |  |
|-----------|--|
| variables | this dictionary may be used by the user to store exudyn-wide data in order to avoid global python variables; usage: <code>exu.variables["myvar"] = 42</code> |
| sys       | this dictionary is used by the system, e.g. for testsuite or solvers to store exudyn-wide data in order to avoid global python variables                     |

## 4.2 SystemContainer

The SystemContainer is the top level of structures in EXUDYN. The container holds all systems, solvers and all other data structures for computation. Currently, only one container shall be used. In future, multiple containers might be usable at the same time.

Example:

```
import exudyn as exu
SC = exu.SystemContainer()
mbs = SC.AddSystem()
```

| function/structure name  | description   |
|--|---|
| AddSystem()  | add a new computational system  |
| Reset()  | delete all systems and reset SystemContainer (including graphics)   |
| NumberOfSystems()  | obtain number of systems available in system container  |
| GetSystem(systemNumber)  | obtain systems with index from system container   |
| WaitForRenderEngineStopFlag()                                    | Wait for user to stop render engine (Press 'Q' or Escape-key)   |
| RenderEngineZoomAll()  | Send zoom all signal, which will perform zoom all at next redraw request  |
| GetRenderState()   | Get dictionary with current render state (openGL zoom, modelview, etc.)<br><b>EXAMPLE:</b><br><code>SC = exu.SystemContainer()</code><br><code>d = SC.GetRenderState()</code><br><code>print(d['zoom'])</code>  |
| RedrawAndSaveImage()   | Redraw openGL scene and save image (command waits until process is finished)  |
| TimeIntegrationSolve(mainSystem, solverName, simulationSettings) | Call time integration solver for given system with solverName ('RungeKutta1'...explicit solver, 'GeneralizedAlpha'...implicit solver); use simulationSettings to individually configure the solver<br><b>EXAMPLE:</b><br><code>simSettings = exu.SimulationSettings()</code><br><code>simSettings.timeIntegration.numberOfSteps = 1000</code><br><code>simSettings.timeIntegration.endTime = 2</code><br><code>simSettings.timeIntegration.verboseMode = 1</code><br><code>SC.TimeIntegrationSolve(mbs,'GeneralizedAlpha',simSettings)</code> |

|   |  |
|---|--|
| StaticSolve(mainSystem, simulationSettings) | Call solver to compute a static solution of the system, considering acceleration and velocity coordinates to be zero (initial velocities may be considered by certain objects)<br><b>EXAMPLE:</b><br><code>simSettings = exu.SimulationSettings()</code><br><code>simSettings.staticSolver.newton.relativeTolerance = 1e-6</code><br><code>SC.StaticSolve(mbs, simSettings)</code> |
| visualizationSettings                       | this structure is read/writeable and contains visualization settings, which are immediately applied to the rendering window.<br><b>EXAMPLE:</b><br><code>SC = exu.SystemContainer()</code><br><code>SC.visualizationSettings.autoFitScene=False</code>   |

### 4.3 MainSystem

This is the structure which defines a (multibody) system. In C++, there is a MainSystem (links to python) and a System (computational part). For that reason, the name is MainSystem on the python side, but it is often just called 'system'. It can be created, visualized and computed. Use the following functions for system manipulation.

Usage:

```
import exudyn as exu
SC = exu.SystemContainer()
mbs = SC.AddSystem()
```

| function/structure name               | description  |
|---------------------------------------|--|
| Assemble()                            | assemble items (nodes, bodies, markers, loads, ...); Calls CheckSystemIntegrity(...), AssembleCoordinates(), AssembleLTGLists(), and AssembleInitializeSystemCoordinates() |
| AssembleCoordinates()                 | assemble coordinates: assign computational coordinates to nodes and constraints (algebraic variables)  |
| AssembleLTGLists()                    | build local-to-global (ltg) coordinate lists for objects (used to build global ODE2RHS, MassMatrix, etc. vectors and matrices)   |
| AssembleInitializeSystemCoordinates() | initialize all system-wide coordinates based on initial values given in nodes  |
| Reset()                               | reset all lists of items (nodes, bodies, markers, loads, ...) and temporary vectors; deallocate memory   |
| WaitForUserToContinue()               | interrupt further computation until user input -> 'pause' function   |

|                            |   |
|----------------------------|---|
| SendRedrawSignal()         | this function is used to send a signal to the renderer that the scene shall be redrawn because the visualization state has been updated   |
| GetRenderEngineStopFlag()  | get the current stop simulation flag; true=user wants to stop simulation  |
| SetRenderEngineStopFlag()  | set the current stop simulation flag; set to false, in order to continue a previously user-interrupted simulation   |
| __repr__()                 | return the representation of the system, which can be, e.g., printed<br><b>EXAMPLE:</b><br><code>print(mbs)</code>  |
| systemIsConsistent         | this flag is used by solvers to decide, whether the system is in a solvable state; this flag is set to false as long as Assemble() has not been called; any modification to the system, such as Add...(), Modify...(), etc. will set the flag to false again; this flag can be modified (set to true), if a change of e.g. an object (change of stiffness) or load (change of force) keeps the system consistent, but would normally lead to systemIsConsistent=False |
| systemIsConsistent         | set this flag to true in order to invoke a Assemble() command in every system modification, e.g. AddNode, AddObject, ModifyNode, ...; this helps that the system can be visualized in interactive mode.   |
| variables                  | this dictionary may be used by the user to store model-specific data, in order to avoid global python variables in complex models; <code>mbs.variables["myvar"] = 42</code>   |
| sys                        | this dictionary is used by exudyn python libraries, e.g., solvers, to avoid global python variables   |
| solverSignalJacobianUpdate | this flag is used by solvers to decide, whether the jacobian should be updated; at beginning of simulation and after jacobian computation, this flag is set automatically to False; use this flag to indicate system changes, e.g. during time integration  |
| systemData                 | Access to SystemData structure; enables access to number of nodes, objects, ... and to (current, initial, reference, ...) state variables (ODE2, AE, Data,...)  |

#### 4.3.1 MainSystem: Node

This section provides functions for adding, reading and modifying nodes. Nodes are used to define coordinates (unknowns to the static system and degrees of freedom if constraints are not present). Nodes can provide various types of coordinates for second/first order differential equations (ODE2/ODE1), algebraic equations (AE) and for data (history) variables – which are not providing unknowns in the nonlinear solver but will be solved in an additional nonlinear iteration for e.g. contact, friction or plasticity.

| function/structure name  | description  |
|--|--|
| AddNode(itemDict)  | add a node with nodeDefinition in dictionary format; returns (global) node number of newly added node<br><b>EXAMPLE:</b><br>nodeDict = {'nodeType': 'Point',<br>'referenceCoordinates': [1.0, 0.0, 0.0],<br>'initialDisplacements': [0.0, 2.0, 0.0],<br>'name': 'example node'}<br>mbs.AddNode(nodeDict) |
| AddNode(pyObject)  | add a node with nodeDefinition from Python node class; returns (global) node number of newly added node<br><b>EXAMPLE:</b><br>item = Rigid2D( referenceCoordinates= [1,0.5,0], initialVelocities= [10,0,0])<br>mbs.AddNode(item)   |
| GetNodeNumber(nodeName)  | get node's number by name (string)<br><b>EXAMPLE:</b><br>n = mbs.GetNodeNumber('example node')   |
| GetNode(nodeNumber)  | get node's dictionary by index<br><b>EXAMPLE:</b><br>nodeDict = mbs.GetNode(0)   |
| ModifyNode(nodeNumber, nodeDict)   | modify node's dictionary by index<br><b>EXAMPLE:</b><br>mbs.ModifyNode(nodeNumber, nodeDict)   |
| GetNodeDefaults(typeName)  | get node's default values for a certain nodeType as (dictionary)<br><b>EXAMPLE:</b><br>nodeType = 'Point'<br>nodeDict = mbs.GetNodeDefaults(nodeType)  |
| GetNodeOutput(nodeNumber, variableType, configuration = ConfigurationType.Current) | get the output of the node specified with the OutputVariableType; default configuration = 'current'; output may be scalar or array (e.g. displacement vector)<br><b>EXAMPLE:</b><br>mbs.GetNodeOutput(nodeNumber=0, variableType='exu.OutputVariable.Displacement')                                      |
| GetNodeODE2Index(nodeNumber)   | get index in the global ODE2 coordinate vector for the first node coordinate of the specified node<br><b>EXAMPLE:</b><br>mbs.GetNodeODE2Index(nodeNumber=0)  |
| GetNodeParameter(nodeNumber, parameterName)  | get nodes's parameter from nodeNumber and parameterName; parameter names can be found for the specific items in the reference manual   |
| SetNodeParameter(nodeNumber, parameterName, value)                                 | set parameter 'parameterName' of node with nodeNumber to value; parameter names can be found for the specific items in the reference manual  |

### 4.3.2 MainSystem: Object

This section provides functions for adding, reading and modifying objects, which can be bodies (mass point, rigid body, finite element, ...), connectors (spring-damper or joint) or general objects. Objects provided terms to the residual of equations resulting from every coordinate given by the nodes. Single-noded objects (e.g. mass point) provides exactly residual terms for its nodal coordinates. Connectors constrain or penalize two markers, which can be, e.g., position, rigid or coordinate markers. Thus, the dependence of objects is either on the coordinates of the marker-objects/nodes or on nodes which the objects possess themselves.

| function/structure name   | description  |
|---|--|
| AddObject(itemDict)   | add a object with objectDefinition in dictionary format; returns (global) object number of newly added object<br><b>EXAMPLE:</b><br>objectDict = {'objectType': 'MassPoint',<br>'physicsMass': 10,<br>'nodeNumber': 0,<br>'name': 'example object'}<br>mbs.AddObject(objectDict) |
| AddObject(pyObject)   | add a object with objectDefinition from Python object class; returns (global) object number of newly added object<br><b>EXAMPLE:</b><br>item = MassPoint(name='heavy object', nodeNumber=0, physicsMass=100)<br>mbs.AddObject(item)  |
| GetObjectNumber(objectName)   | get object's number by name (string)<br><b>EXAMPLE:</b><br>n = mbs.GetObjectNumber('heavy object')   |
| GetObject(objectNumber)   | get object's dictionary by index<br><b>EXAMPLE:</b><br>objectDict = mbs.GetObject(0)   |
| ModifyObject(objectNumber, objectDict)  | modify object's dictionary by index<br><b>EXAMPLE:</b><br>mbs.ModifyObject(objectNumber, objectDict)   |
| GetObjectDefaults(typeName)   | get object's default values for a certain objectType as (dictionary)<br><b>EXAMPLE:</b><br>objectType = 'MassPoint'<br>objectDict = mbs.GetObjectDefaults(objectType)  |
| GetObjectOutput(objectNumber, variableType)                                   | get object's output variable from objectNumber and OutputVariableType  |
| GetObjectOutputBody(objectNumber, variableType, localPosition, configuration) | get body's output variable from objectNumber and OutputVariableType<br><b>EXAMPLE:</b><br>u = mbs.GetObjectOutputBody(objectNumber = 1,<br>variableType = exu.OutputVariableType.Position,<br>localPosition=[1,0,0], configuration =<br>exu.ConfigurationType.Initial)           |

|  |   |
|--|---|
| GetObjectParameter(objectNumber, parameterName)        | get objects's parameter from objectNumber and parameterName; parameter names can be found for the specific items in the reference manual        |
| SetObjectParameter(objectNumber, parameterName, value) | set parameter 'parameterName' of object with objectNumber to value; parameter names can be found for the specific items in the reference manual |

### 4.3.3 MainSystem: Marker

This section provides functions for adding, reading and modifying markers. Markers define how to measure primal kinematical quantities on objects or nodes (e.g., position, orientation or coordinates themselves), and how to act on the quantities which are dual to the kinematical quantities (e.g., force, torque and generalized forces). Markers provide unique interfaces for loads, sensors and constraints in order to address these quantities independently of the structure of the object or node (e.g., rigid or flexible body).

| function/structure name                | description  |
|--|--|
| AddMarker(itemDict)                    | add a marker with markerDefinition in dictionary format; returns (global) marker number of newly added marker<br><b>EXAMPLE:</b><br>markerDict = {'markerType': 'NodePosition',<br>'nodeNumber': 0,<br>'name': 'position0'}<br>mbs.AddMarker(markerDict) |
| AddMarker(pyObject)                    | add a marker with markerDefinition from Python marker class; returns (global) marker number of newly added marker<br><b>EXAMPLE:</b><br>item = MarkerNodePosition(name='my marker', nodeNumber=1)<br>mbs.AddMarker(item)                                 |
| GetMarkerNumber(markerName)            | get marker's number by name (string)<br><b>EXAMPLE:</b><br>n = mbs.GetMarkerNumber('my marker')  |
| GetMarker(markerNumber)                | get marker's dictionary by index<br><b>EXAMPLE:</b><br>markerDict = mbs.GetMarker(0)   |
| ModifyMarker(markerNumber, markerDict) | modify marker's dictionary by index<br><b>EXAMPLE:</b><br>mbs.ModifyMarker(markerNumber, markerDict)   |
| GetMarkerDefaults(typeName)            | get marker's default values for a certain markerType as (dictionary)<br><b>EXAMPLE:</b><br>markerType = 'NodePosition'<br>markerDict = mbs.GetMarkerDefaults(markerType)   |

|  |   |
|--|---|
| GetMarkerParameter(markerNumber, parameterName)        | get markers's parameter from markerNumber and parameterName; parameter names can be found for the specific items in the reference manual        |
| SetMarkerParameter(markerNumber, parameterName, value) | set parameter 'parameterName' of marker with markerNumber to value; parameter names can be found for the specific items in the reference manual |

#### 4.3.4 MainSystem: Load

This section provides functions for adding, reading and modifying operating loads. Loads are used to act on the quantities which are dual to the primal kinematic quantities, such as displacement and rotation. Loads represent, e.g., forces, torques or generalized forces.

| function/structure name                     | description  |
|---|--|
| AddLoad(itemDict)                           | add a load with loadDefinition in dictionary format; returns (global) load number of newly added load<br><b>EXAMPLE:</b><br>loadDict = {'loadType': 'ForceVector',<br>'markerNumber': 0,<br>'loadVector': [1.0, 0.0, 0.0],<br>'name': 'heavy load'}<br>mbs.AddLoad(loadDict) |
| AddLoad(pyObject)                           | add a load with loadDefinition from Python load class; returns (global) load number of newly added load<br><b>EXAMPLE:</b><br>item = mbs.AddLoad(LoadForceVector(loadVector=[1,0,0],markerNumber=0,<br>load'))<br>mbs.AddLoad(item)  |
| GetLoadNumber(loadName)                     | get load's number by name (string)<br><b>EXAMPLE:</b><br>n = mbs.GetLoadNumber('heavy load')   |
| GetLoad(loadNumber)                         | get load's dictionary by index<br><b>EXAMPLE:</b><br>loadDict = mbs.GetLoad(0)   |
| ModifyLoad(loadNumber, loadDict)            | modify load's dictionary by index<br><b>EXAMPLE:</b><br>mbs.ModifyLoad(loadNumber, loadDict)   |
| GetLoadDefaults(typeName)                   | get load's default values for a certain loadType as (dictionary)<br><b>EXAMPLE:</b><br>loadType = 'ForceVector'<br>loadDict = mbs.GetLoadDefaults(loadType)  |
| GetLoadParameter(loadNumber, parameterName) | get loads's parameter from loadNumber and parameterName; parameter names can be found for the specific items in the reference manual   |

|  |   |
|--|---|
| SetLoadParameter(loadNumber, parameterName, value) | set parameter 'parameterName' of load with loadNumber to value; parameter names can be found for the specific items in the reference manual |
|--|---|

### 4.3.5 MainSystem: Sensor

This section provides functions for adding, reading and modifying operating sensors. Sensors are used to measure information in nodes, objects, markers, and loads for output in a file.

| function/structure name                                | description   |
|--|---|
| AddSensor(itemDict)                                    | add a sensor with sensor definition in dictionary format; returns (global) sensor number of newly added sensor<br><b>EXAMPLE:</b><br><pre>sensorDict = {'sensorType': 'Node', 'nodeNumber': 0, 'fileName': 'sensor.txt', 'name': 'test sensor'} mbs.AddSensor(sensorDict)</pre> |
| AddSensor(pyObject)                                    | add a sensor with sensor definition from Python sensor class; returns (global) sensor number of newly added sensor<br><b>EXAMPLE:</b><br><pre>item = mbs.AddSensor(SensorNode(sensorType=exu.SensorType.Node, sensor')) mbs.AddSensor(item)</pre>                               |
| GetSensorNumber(sensorName)                            | get sensor's number by name (string)<br><b>EXAMPLE:</b><br><pre>n = mbs.GetSensorNumber('test sensor')</pre>  |
| GetSensor(sensorNumber)                                | get sensor's dictionary by index<br><b>EXAMPLE:</b><br><pre>sensorDict = mbs.GetSensor(0)</pre>   |
| ModifySensor(sensorNumber, sensorDict)                 | modify sensor's dictionary by index<br><b>EXAMPLE:</b><br><pre>mbs.ModifySensor(sensorNumber, sensorDict)</pre>   |
| GetSensorDefaults(typeName)                            | get sensor's default values for a certain sensorType as (dictionary)<br><b>EXAMPLE:</b><br><pre>sensorType = 'Node' sensorDict = mbs.GetSensorDefaults(sensorType)</pre>  |
| GetSensorParameter(sensorNumber, parameterName)        | get sensors's parameter from sensorNumber and parameterName; parameter names can be found for the specific items in the reference manual  |
| SetSensorParameter(sensorNumber, parameterName, value) | set parameter 'parameterName' of sensor with sensor-Number to value; parameter names can be found for the specific items in the reference manual  |



## 4.4 SystemData

This is the data structure of a system which contains Objects (bodies/constraints/...), Nodes, Markers and Loads. The SystemData structure allows advanced access to this data, which HAS TO BE USED WITH CARE, as unexpected results and system crash might happen.

Usage:

```
#obtain current ODE2 system vector (e.g. after static simulation finished):
```

```
u = mbs.systemData.GetODE2Coordinates()
```

```
#set initial ODE2 vector for next simulation:
```

```
mbs.systemData.SetODE2Coordinates(coordinates=u,configurationType=exu.ConfigurationType.Initial)
```

| function/structure name  |   | description  |
|--|---|--|
| NumberOfLoads()  |   | return number of loads in system<br><b>EXAMPLE:</b><br><a href="#">print(mbs.systemData.NumberOfLoads())</a>   |
| NumberOfMarkers()  |   | return number of markers in system<br><b>EXAMPLE:</b><br><a href="#">print(mbs.systemData.NumberOfMarkers())</a>   |
| NumberOfNodes()  |   | return number of nodes in system<br><b>EXAMPLE:</b><br><a href="#">print(mbs.systemData.NumberOfNodes())</a>   |
| NumberOfObjects()  |   | return number of objects in system<br><b>EXAMPLE:</b><br><a href="#">print(mbs.systemData.NumberOfObjects())</a>   |
| GetTime(configurationType<br>exu.ConfigurationType.Current)          | = | get configuration dependent time.<br><b>EXAMPLE:</b><br><a href="#">mbs.systemData.GetTime(exu.ConfigurationType.Initial)</a>  |
| SetTime(newTime, configurationType<br>exu.ConfigurationType.Current) | = | set configuration dependent time; use this access with care, e.g. in user-defined solvers.<br><b>EXAMPLE:</b><br><a href="#">mbs.systemData.SetTime(10., exu.ConfigurationType.Initial)</a>  |
| GetCurrentTime()   |   | DEPRICATED; get current (simulation) time; time is updated in time integration solvers and in static solver; use this function e.g. during simulation to define time-dependent loads<br><b>EXAMPLE:</b><br><a href="#">mbs.systemData.GetCurrentTime()</a> |
| SetVisualizationTime()   |   | DEPRICATED; set time for render window (visualization)<br><b>EXAMPLE:</b><br><a href="#">mbs.systemData.SetVisualizationTime(1.3)</a>  |
| Info()   |   | print detailed system information for every item; for short information use print(mbs)<br><b>EXAMPLE:</b><br><a href="#">mbs.systemData.Info()</a>   |

#### 4.4.1 SystemData: Access coordinates

This section provides access functions to global coordinate vectors. Assigning invalid values or using wrong vector size might lead to system crash and unexpected results.

| function/structure name   |   | description  |
|---|---|--|
| GetODE2Coordinates(configuration<br>exu.ConfigurationType.Current)                | = | get ODE2 system coordinates (displacements) for given configuration (default: exu.Configuration.Current)<br><b>EXAMPLE:</b><br><code>uCurrent = mbs.systemData.GetODE2Coordinates()</code>   |
| SetODE2Coordinates(coordinates, configuration<br>exu.ConfigurationType.Current)   | = | set ODE2 system coordinates (displacements) for given configuration (default: exu.Configuration.Current); invalid vector size may lead to system crash!<br><b>EXAMPLE:</b><br><code>mbs.systemData.SetODE2Coordinates(uCurrent)</code>       |
| GetODE2Coordinates_t(configuration<br>exu.ConfigurationType.Current)              | = | get ODE2 system coordinates (velocities) for given configuration (default: exu.Configuration.Current)<br><b>EXAMPLE:</b><br><code>vCurrent = mbs.systemData.GetODE2Coordinates_t()</code>  |
| SetODE2Coordinates_t(coordinates, configuration<br>exu.ConfigurationType.Current) | = | set ODE2 system coordinates (velocities) for given configuration (default: exu.Configuration.Current); invalid vector size may lead to system crash!<br><b>EXAMPLE:</b><br><code>mbs.systemData.SetODE2Coordinates_t(vCurrent)</code>        |
| GetODE1Coordinates(configuration<br>exu.ConfigurationType.Current)                | = | get ODE1 system coordinates (displacements) for given configuration (default: exu.Configuration.Current)<br><b>EXAMPLE:</b><br><code>qCurrent = mbs.systemData.GetODE1Coordinates()</code>   |
| SetODE1Coordinates(coordinates, configuration<br>exu.ConfigurationType.Current)   | = | set ODE1 system coordinates (displacements) for given configuration (default: exu.Configuration.Current); invalid vector size may lead to system crash!<br><b>EXAMPLE:</b><br><code>mbs.systemData.SetODE1Coordinates(qCurrent)</code>       |
| GetAECordinates(configuration<br>exu.ConfigurationType.Current)                   | = | get algebraic equations (AE) system coordinates for given configuration (default: exu.Configuration.Current)<br><b>EXAMPLE:</b><br><code>lambdaCurrent = mbs.systemData.GetAECordinates()</code>   |
| SetAECordinates(coordinates, configuration<br>exu.ConfigurationType.Current)      | = | set algebraic equations (AE) system coordinates for given configuration (default: exu.Configuration.Current); invalid vector size may lead to system crash!<br><b>EXAMPLE:</b><br><code>mbs.systemData.SetAECordinates(lambdaCurrent)</code> |
| GetDataCoordinates(configuration<br>exu.ConfigurationType.Current)                | = | get system data coordinates for given configuration (default: exu.Configuration.Current)<br><b>EXAMPLE:</b><br><code>dataCurrent = mbs.systemData.GetDataCoordinates()</code>  |
| SetDataCoordinates(coordinates, configuration<br>exu.ConfigurationType.Current)   | = | set system data coordinates for given configuration (default: exu.Configuration.Current); invalid vector size may lead to system crash!<br><b>EXAMPLE:</b><br><code>mbs.systemData.SetDataCoordinates(dataCurrent)</code>                    |

|   |                 |   |
|---|-----------------|---|
| GetSystemState(configuration<br>exu.ConfigurationType.Current)    | =               | get system state for given configuration (default: exu.Configuration.Current); state vectors do not include the non-state derivatives ODE1_t and ODE2_tt and the time; function is copying data - not highly efficient; format of pyList: [ODE2Coords, ODE2Coords_t, ODE1Coords, AEcoords, dataCoords]<br><b>EXAMPLE:</b><br>sysStateList = mbs.systemData.GetSystemState()   |
| SetSystemState(systemStateList,<br>exu.ConfigurationType.Current) | configuration = | set system data coordinates for given configuration (default: exu.Configuration.Current); invalid list of vectors / vector size may lead to system crash; write access to state vectors (but not the non-state derivatives ODE1_t and ODE2_tt and the time); function is copying data - not highly efficient; format of pyList: [ODE2Coords, ODE2Coords_t, ODE1Coords, AEcoords, dataCoords]<br><b>EXAMPLE:</b><br>mbs.systemData.SetDataCoordinates(sysStateList, configurationType = exu.ConfigurationType.Initial) |

#### 4.4.2 SystemData: Get object local-to-global (LTG) coordinate mappings

This section provides access functions the LTG-lists for every object (body, constraint, ...) in the system.

| function/structure name        | description  |
|--------------------------------|--|
| GetObjectLTGODE2(objectNumber) | get local-to-global coordinate mapping (list of global coordinate indices) for ODE2 coordinates; only available after Assemble()<br><b>EXAMPLE:</b><br>ltgObject4 = mbs.systemData.GetObjectLTGODE2(4)                     |
| GetObjectLTGODE1(objectNumber) | get local-to-global coordinate mapping (list of global coordinate indices) for ODE1 coordinates; only available after Assemble()<br><b>EXAMPLE:</b><br>ltgObject4 = mbs.systemData.GetObjectLTGODE1(4)                     |
| GetObjectLTGAE(objectNumber)   | get local-to-global coordinate mapping (list of global coordinate indices) for algebraic equations (AE) coordinates; only available after Assemble()<br><b>EXAMPLE:</b><br>ltgObject4 = mbs.systemData.GetObjectLTGODE2(4) |
| GetObjectLTGData(objectNumber) | get local-to-global coordinate mapping (list of global coordinate indices) for data coordinates; only available after Assemble()<br><b>EXAMPLE:</b><br>ltgObject4 = mbs.systemData.GetObjectLTGData(4)                     |

## 4.5 Type definitions

This section defines a couple of structures, which are used to select, e.g., a configuration type or a variable type. In the background, these types are integer numbers, but for safety, the types should be used as type variables.

Conversion to integer is possible:

```
x = int(exu.OutputVariableType.Displacement)
```

and also conversion from integer:

```
varType = exu.OutputVariableType(8)
```

### 4.5.1 OutputVariableType

This section shows the OutputVariableType structure, which is used for selecting output values, e.g. for GetObjectOutput(...) or for selecting variables for contour plot.

Available output variables and the interpretation of the output variable can be found at the object definitions. The OutputVariableType does not provide information about the size of the output variable, which can be either scalar or a list (vector). For vector output quantities, the contour plot option offers an additional parameter for selection of the component of the OutputVariableType.

| function/structure name | description  |
|-------------------------|--|
| None                    | no value; used, e.g., to select no output variable in contour plot   |
| Distance                | e.g., measure distance in spring damper connector  |
| Position                | measure 3D position, e.g., of node or body   |
| Displacement            | measure displacement; usually difference between current position and reference position                                 |
| Velocity                | measure (translational) velocity of node or object   |
| Acceleration            | measure (translational) acceleration of node or object   |
| RotationMatrix          | measure rotation matrix of rigid body node or object   |
| AngularVelocity         | measure angular velocity of node or object   |
| AngularVelocityLocal    | measure local (body-fixed) angular velocity of node or object  |
| AngularAcceleration     | measure angular acceleration of node or object   |
| Rotation                | measure, e.g., scalar rotation of 2D body, Euler angles of a 3D object or rotation within a joint                        |
| Coordinates             | measure the coordinates of a node or object; coordinates usually just contain displacements, but not the position values |
| Coordinates_t           | measure the time derivative of coordinates (= velocity coordinates) of a node or object                                  |
| SlidingCoordinate       | measure sliding coordinate in sliding joint  |
| Director1               | measure a director (e.g. of a rigid body frame), or a slope vector in local 1 or x-direction                             |
| Director2               | measure a director (e.g. of a rigid body frame), or a slope vector in local 2 or y-direction                             |
| Director3               | measure a director (e.g. of a rigid body frame), or a slope vector in local 3 or z-direction                             |
| Force                   | measure force, e.g., in joint or beam (resultant force)  |

|               |  |
|---------------|--|
| Torque        | measure torque, e.g., in joint or beam (resultant couple/-moment)  |
| Strain        | measure strain, e.g., axial strain in beam                         |
| Stress        | measure stress, e.g., axial stress in beam                         |
| Curvature     | measure curvature; may be scalar or vectorial: twist and curvature |
| EndOfEnumList | this marks the end of the list, usually not important to the user  |

### 4.5.2 ConfigurationType

This section shows the ConfigurationType structure, which is used for selecting a configuration for reading or writing information to the module. Specifically, the ConfigurationType.Current configuration is usually used at the end of a solution process, to obtain result values, or the ConfigurationType.Initial is used to set initial values for a solution process.

| function/structure name | description  |
|-------------------------|--|
| None                    | no configuration; usually not valid, but may be used, e.g., if no configurationType is required  |
| Initial                 | initial configuration prior to static or dynamic solver; is computed during mbs.Assemble() or AssembleInitializeSystemCoordinates()                      |
| Current                 | current configuration during and at the end of the computation of a step (static or dynamic)   |
| Reference               | configuration used to define deformable bodies (reference configuration for finite elements) or joints (configuration for which some joints are defined) |
| StartOfStep             | during computation, this refers to the solution at the start of the step = end of last step, to which the solver falls back if convergence fails         |
| Visualization           | this is a state completely de-coupled from computation, used for visualization   |
| EndOfEnumList           | this marks the end of the list, usually not important to the user  |

### 4.5.3 LinearSolverType

This section shows the LinearSolverType structure, which is used for selecting output values, e.g. for GetObjectOutput(...) or for selecting variables for contour plot.

| function/structure name | description  |
|-------------------------|--|
| None                    | no value; used, e.g., if no solver is selected   |
| EXUdense                | use dense matrices and according solvers for densely populated matrices (usually the CPU time grows cubically with the number of unknowns) |

|             |  |
|-------------|--|
| EigenSparse | use sparse matrices and according solvers; additional overhead for very small systems; specifically, memory allocation is performed during a factorization process |
|-------------|--|

## Chapter 5

# Objects, nodes, markers, loads and sensors reference manual

This section includes the reference manual for all objects (bodies/constraints), nodes, markers, loads and sensors.

### 5.1 List of Items

The following items are available in EXUDYN:

- NodePoint
- NodePoint2D
- NodeRigidBodyEP
- NodeRigidBodyRxyz
- NodeRigidBodyRotVecLG
- NodeRigidBody2D
- NodePoint2DSlope1
- NodeGenericODE2
- NodeGenericData
- NodePointGround
- ObjectMassPoint
- ObjectMassPoint2D
- ObjectRigidBody
- ObjectRigidBody2D
- ObjectANCFcable2D
- ObjectALEANCFcable2D
- ObjectGround
- ObjectConnectorSpringDamper

- ObjectConnectorCartesianSpringDamper
- ObjectConnectorRigidBodySpringDamper
- ObjectConnectorCoordinateSpringDamper
- ObjectConnectorDistance
- ObjectConnectorCoordinate
- ObjectContactCoordinate
- ObjectContactCircleCable2D
- ObjectContactFrictionCircleCable2D
- ObjectJointSliding2D
- ObjectJointALEMoving2D
- ObjectJointGeneric
- ObjectJointRevolute2D
- ObjectJointPrismatic2D
- MarkerBodyMass
- MarkerBodyPosition
- MarkerBodyRigid
- MarkerNodePosition
- MarkerNodeRigid
- MarkerNodeCoordinate
- MarkerBodyCable2DShape
- MarkerBodyCable2DCoordinates
- LoadForceVector
- LoadTorqueVector
- LoadMassProportional
- LoadCoordinate
- SensorNode
- SensorBody



## 5.2 Nodes

### 5.2.1 NodePoint

A 3D point node for point masses or solid finite elements which has 3 displacement degrees of freedom for second order differential equations.

**Short name** for Python: **Point**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **Velocity:** global 3D velocity vector of node
- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodePoint has the following parameters:

| Name                 | type       | size | default value | description   |
|----------------------|------------|------|---------------|---|
| type = 'Point'       |            |      |               | <i>item typename for initialization</i>   |
| name                 | String     |      | "             | node's unique name  |
| referenceCoordinates | Vector3D   | 3    | [0.,0.,0.]    | reference coordinates of node ==> e.g. ref. coordinates for finite elements; global position of node without displacement |
| initialDisplacements | Vector3D   | 3    | [0.,0.,0.]    | initial displacement coordinate   |
| initialVelocities    | Vector3D   | 3    | [0.,0.,0.]    | initial velocity coordinate   |
| visualization        | VNodePoint |      |               | parameters for visualization of item  |

The item VNodePoint has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

### 5.2.2 NodePoint2D

A 2D point node for point masses or solid finite elements which has 2 displacement degrees of freedom for second order differential equations.

**Short name** for Python: **Point2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **Velocity:** global 3D velocity vector of node
- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodePoint2D has the following parameters:

| Name                 | type         | size | default value | description   |
|----------------------|--------------|------|---------------|---|
| type = 'Point2D'     |              |      |               | <i>item typename for initialization</i>   |
| name                 | String       |      | "             | node"s unique name  |
| referenceCoordinates | Vector2D     | 2    | [0.,0.]       | reference coordinates of node ==> e.g. ref. coordinates for finite elements; global position of node without displacement |
| initialDisplacements | Vector2D     | 2    | [0.,0.]       | initial displacement coordinate   |
| initialVelocities    | Vector2D     | 2    | [0.,0.]       | initial velocity coordinate   |
| visualization        | VNodePoint2D |      |               | parameters for visualization of item  |

The item VNodePoint2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

### 5.2.3 NodeRigidBodyEP

A 3D rigid body node based on Euler parameters for rigid bodies or beams; the node has 3 displacement coordinates (displacements of center of mass - COM: ux,uy,uz) and four rotation coordinates (Euler parameters = quaternions); all coordinates lead to second order differential equations; additionally there is one constraint equation for quaternions; The rotation matrix  $\mathbf{A}$ , transforming local (body-fixed) 3D positions  $\mathbf{p}_{loc} = [p_{loc}^x \ p_{loc}^y \ p_{loc}^z]^T$  to global 3D positions  $\mathbf{p}_{glob} = [p_{glob}^x \ p_{glob}^y \ p_{glob}^z]^T$ ,

$$\mathbf{p}_{glob} = \mathbf{A}\mathbf{p}_{loc}, \quad (5.1)$$

is defined according to the book of Shabana, same with the transformation matrix  $\mathbf{G}$  between time derivatives of Euler parameters and angular velocities.

Short name for Python: **RigidEP**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **RotationMatrix:** vector with 9 components of the rotation matrix (row-major format)
- **Rotation:** vector with 3 components of the Euler angles in xyz-sequence ( $R=R_x*R_y*R_z$ ), recomputed from rotation matrix
- **Velocity:** global 3D velocity vector of node
- **AngularVelocity:** global 3D velocity vector of node
- **AngularVelocityLocal:** local (body-fixed) 3D velocity vector of node
- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodeRigidBodyEP has the following parameters:

| Name                 | type             | size | default value           | description  |
|----------------------|------------------|------|-------------------------|--|
| type = 'RigidBodyEP' |                  |      |                         | <i>item typename for initialization</i>  |
| name                 | String           |      | "                       | node"s unique name   |
| referenceCoordinates | Vector7D         | 7    | [0.,0.,0., 0.,0.,0.,0.] | reference coordinates (x-pos,y-pos,z-pos and 4 Euler parameters) of node ==> e.g. ref. coordinates for finite elements or reference position of rigid body (e.g. for definition of joints) |
| initialDisplacements | Vector7D         | 7    | [0.,0.,0., 0.,0.,0.,0.] | initial displacement coordinates: ux,uy,uz and 4 Euler parameters relative to reference coordinates  |
| initialVelocities    | Vector7D         | 7    | [0.,0.,0., 0.,0.,0.,0.] | initial velocity coordinate: time derivatives of ux,uy,uz and 4 Euler parameters   |
| visualization        | VNodeRigidBodyEP |      |                         | parameters for visualization of item   |

The item VNodeRigidBodyEP has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

## 5.2.4 NodeRigidBodyRxyz

A 3D rigid body node based on Euler / Tait-Bryan angles for rigid bodies or beams; the node has 3 displacement coordinates (displacements of center of mass - COM:  $[u_x, u_y, u_z]$ ) and three rotation coordinates (angles  $[\varphi_x, \varphi_y, \varphi_z]$  for rotations around x,y, and z-axis); all coordinates lead to second order differential equations; The rotation matrix  $\mathbf{A} = \mathbf{R}_x \mathbf{R}_y \mathbf{R}_z$  transforms local (body-fixed) 3D positions  $\mathbf{p}_{loc} = [p_{loc}^x \ p_{loc}^y \ p_{loc}^z]^T$  to global 3D positions  $\mathbf{p}_{glob} = [p_{glob}^x \ p_{glob}^y \ p_{glob}^z]^T$ ,

$$\mathbf{p}_{glob} = \mathbf{A} \mathbf{p}_{loc} \quad (5.2)$$

; the transformation matrix  $\mathbf{G}$  between time derivatives of Euler angles and angular velocities is defined as according to the book of Nikravesh. NOTE that this node has a singularity if the second rotation parameter reaches  $k \times \pi/2$ , with  $k \in \{\dots, -3, -1, 1, 3, \dots\}$ .

**Short name** for Python: **RigidRxyz**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **RotationMatrix:** vector with 9 components of the rotation matrix (row-major format)
- **Rotation:** vector with 3 components of the Euler angles in xyz-sequence ( $\mathbf{R}=\mathbf{R}_x*\mathbf{R}_y*\mathbf{R}_z$ )
- **Velocity:** global 3D velocity vector of node
- **AngularVelocity:** global 3D velocity vector of node
- **AngularVelocityLocal:** local (body-fixed) 3D velocity vector of node
- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodeRigidBodyRxyz has the following parameters:

| Name                   | type               | size | default value        | description  |
|------------------------|--------------------|------|----------------------|--|
| type = 'RigidBodyRxyz' |                    |      |                      | <i>item typename for initialization</i>  |
| name                   | String             |      | "                    | node's unique name   |
| referenceCoordinates   | Vector6D           | 3    | [0.,0.,0., 0.,0.,0.] | reference coordinates (x-pos,y-pos,z-pos and 3 xyz Euler angles) of node ==> e.g. ref. coordinates for finite elements or reference position of rigid body (e.g. for definition of joints) |
| initialDisplacements   | Vector6D           | 3    | [0.,0.,0., 0.,0.,0.] | initial displacement coordinates: ux,uy,uz and 3 Euler angles (xyz) relative to reference coordinates  |
| initialVelocities      | Vector6D           | 3    | [0.,0.,0., 0.,0.,0.] | initial velocity coordinate: time derivatives of ux,uy,uz and of 3 Euler angles (xyz)  |
| visualization          | VNodeRigidBodyRxyz |      |                      | parameters for visualization of item   |

The item VNodeRigidBodyRxyz has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

### 5.2.5 NodeRigidBodyRotVecLG

A 3D rigid body node based on rotation vector and Lie group methods for rigid bodies or beams; the node has 3 displacement coordinates (displacements of center of mass - COM:  $[u_x, u_y, u_z]$ ) and three rotation coordinates (rotation vector  $\mathbf{v} = [v_x, v_y, v_z]^T = \varphi \cdot \mathbf{n}$ , defining the rotation axis  $\mathbf{n}$  and the angle  $\varphi$  for rotations around x,y, and z-axis); the velocity coordinates are based on the translational (global) velocity and the (local/body-fixed) angular velocity vector; this node can only be integrated using special Lie group integrators; NOTE that this node has a singularity if the rotation is zero or multiple of  $2\pi$ .

**Short name** for Python: **RigidRotVecLG**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **RotationMatrix:** vector with 9 components of the rotation matrix (row-major format)
- **Rotation:** vector with 3 components of the Euler angles in xyz-sequence ( $R=R_x \cdot R_y \cdot R_z$ )
- **Velocity:** global 3D velocity vector of node
- **AngularVelocity:** global 3D velocity vector of node
- **AngularVelocityLocal:** local (body-fixed) 3D velocity vector of node
- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodeRigidBodyRotVecLG has the following parameters:

| Name                       | type     | size | default value        | description   |
|----------------------------|----------|------|----------------------|---|
| type = 'RigidBodyRotVecLG' |          |      |                      | item typename for initialization  |
| name                       | String   |      | "                    | node's unique name  |
| referenceCoordinates       | Vector6D | 3    | [0.,0.,0., 0.,0.,0.] | reference coordinates (x-pos,y-pos,z-pos and rotation vector) of node ==> e.g. ref. coordinates for finite elements or reference position of rigid body (e.g. for definition of joints) |

|                      |                        |   |                      |  |
|----------------------|------------------------|---|----------------------|--|
| initialDisplacements | Vector6D               | 3 | [0.,0.,0., 0.,0.,0.] | initial displacement coordinates: ux,uy,uz and rotation vector relative to reference coordinates |
| initialVelocities    | Vector6D               | 3 | [0.,0.,0., 0.,0.,0.] | initial velocity coordinate: time derivatives of ux,uy,uz and angular velocity vector            |
| visualization        | VNodeRigidBodyRotVecLG |   |                      | parameters for visualization of item   |

The item VNodeRigidBodyRotVecLG has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

### 5.2.6 NodeRigidBody2D

A 2D rigid body node for rigid bodies or beams; the node has 2 displacement degrees of freedom (displacement of center of mass - COM: ux,uy) and one rotation coordinate (rotation around z-axis: uphi); all coordinates lead to second order differential equations; The rotation matrix  $\mathbf{A}$ , transforming local (body-fixed) 3D positions  $\mathbf{p}_{loc} = [p_{loc}^x \ p_{loc}^y \ 0]^T$  to global 3D positions  $\mathbf{p}_{glob} = [p_{glob}^x \ p_{glob}^y \ p_{glob}^z]^T$ ,

$$\mathbf{p}_{glob} = \mathbf{A}\mathbf{p}_{loc}, \quad (5.3)$$

is defined as

$$\mathbf{A} = \begin{bmatrix} \cos(\varphi) & -\sin(\varphi) \\ \sin(\varphi) & \cos(\varphi) \end{bmatrix}. \quad (5.4)$$

**Short name for Python: Rigid2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **Velocity:** global 3D velocity vector of node
- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodeRigidBody2D has the following parameters:

| Name                 | type             | size | default value                           | description  |
|----------------------|------------------|------|---|--|
| type = 'RigidBody2D' |                  |      | <i>item typename for initialization</i> |  |
| name                 | String           |      | "                                       | node"s unique name   |
| referenceCoordinates | Vector3D         | 3    | [0.,0.,0.]                              | reference coordinates (x-pos,y-pos and rotation phi) of node ==> e.g. ref. coordinates for finite elements; global position of node without displacement |
| initialDisplacements | Vector3D         | 3    | [0.,0.,0.]                              | initial displacement coordinates: ux, uy and uphi  |
| initialVelocities    | Vector3D         | 3    | [0.,0.,0.]                              | initial velocity coordinate: vx, vy, omega   |
| visualization        | VNodeRigidBody2D |      |   | parameters for visualization of item   |

The item VNodeRigidBody2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

### 5.2.7 NodePoint2DSlope1

A 2D point/slope vector node for planar Bernoulli-Euler ANCF (absolute nodal coordinate formulation) beam elements; the node has 4 displacement degrees of freedom (2 for displacement of point node and 2 for the slope vector 'slopex'); all coordinates lead to second order differential equations; the slope vector defines the directional derivative w.r.t the local axial (x) coordinate, denoted as ('); in straight configuration aligned at the global x-axis, the slope vector reads  $\mathbf{r}' = [r'_x \ r'_y]^T = [1 \ 0]^T$ .

**Short name** for Python: **Point2DS1**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=displacement+reference position)
- **Displacement:** global 3D displacement vector of node
- **Velocity:** global 3D velocity vector of node
- **Coordinates:** coordinates vector of node (2 displacement coordinates + 2 slope vector coordinates)
- **Coordinates\_t:** velocity coordinates vector of node (derivative of the 2 displacement coordinates + 2 slope vector coordinates)

The item NodePoint2DSlope1 has the following parameters:

| Name                   | type               | size | default value | description   |
|------------------------|--------------------|------|---------------|---|
| type = 'Point2DSlope1' |                    |      |               | <i>item typename for initialization</i>   |
| name                   | String             |      | "             | node"s unique name  |
| referenceCoordinates   | Vector4D           | 4    | [0.,0.,1.,0.] | reference coordinates (x-pos,y-pos; x-slopes, y-slopes) of node; global position of node without displacement |
| initialDisplacements   | Vector4D           | 4    | [0.,0.,0.,0.] | initial displacement coordinates: ux, uy and x/y "displacements" of slopes                                    |
| initialVelocities      | Vector4D           | 4    | [0.,0.,0.,0.] | initial velocity coordinates  |
| visualization          | VNodePoint2DSlope1 |      |               | parameters for visualization of item  |

The item VNodePoint2DSlope1 has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

### 5.2.8 NodeGenericODE2

A node containing a number of ODE2 variables; use e.g. for scalar dynamic equations (Mass1D) or for the ALECable element.

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Coordinates:** coordinates vector of node
- **Coordinates\_t:** velocity coordinates vector of node

The item NodeGenericODE2 has the following parameters:

| Name                 | type   | size | default value | description  |
|----------------------|--------|------|---------------|--|
| type = 'GenericODE2' |        |      |               | <i>item typename for initialization</i>  |
| name                 | String |      | "             | node"s unique name   |
| referenceCoordinates | Vector |      | []            | generic reference coordinates of node; must be consistent with numberOfODE2Coordinates |
| initialCoordinates   | Vector |      | []            | initial displacement coordinates; must be consistent with numberOfODE2Coordinates      |
| initialCoordinates_t | Vector |      | []            | initial velocity coordinates; must be consistent with numberOfODE2Coordinates          |



|                         |                  |  |   |                                      |
|-------------------------|------------------|--|---|--------------------------------------|
| numberOfODE2Coordinates | Index            |  | 0 | number of generic ODE2 coordinates   |
| visualization           | VNodeGenericODE2 |  |   | parameters for visualization of item |

The item VNodeGenericODE2 has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | False         | set true, if item is shown in visualization and false if it is not shown |

### 5.2.9 NodeGenericData

A node containing a number of data (history) variables; use e.g. for contact (active set), friction or plasticity (history variable).

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Coordinates:** data coordinates (history variables) vector of node

The item NodeGenericData has the following parameters:

| Name                    | type             | size | default value | description  |
|-------------------------|------------------|------|---------------|--|
| type = 'GenericData'    |                  |      |               | <i>item typename for initialization</i>                |
| name                    | String           |      | "             | node's unique name                                     |
| initialCoordinates      | Vector           |      | []            | initial data coordinates                               |
| numberOfDataCoordinates | Index            |      | 0             | number of generic data coordinates (history variables) |
| visualization           | VNodeGenericData |      |               | parameters for visualization of item                   |

The item VNodeGenericData has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | False         | set true, if item is shown in visualization and false if it is not shown |

### 5.2.10 NodePointGround

A 3D point node fixed to ground. The node can be used as NodePoint, but does not lead to equations. Applied or reaction forces do not have any effect.

**Short name** for Python: **PointGround**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global 3D position vector of node (=reference position)
- **Displacement:** zero 3D vector
- **Velocity:** zero 3D vector
- **Coordinates:** vector of length zero
- **Coordinates\_t:** vector of length zero

The item NodePointGround has the following parameters:

| Name                 | type             | size | default value | description   |
|----------------------|------------------|------|---------------|---|
| type = 'PointGround' |                  |      |               | <i>item typename for initialization</i>   |
| name                 | String           |      | "             | node"s unique name  |
| referenceCoordinates | Vector3D         | 3    | [0.,0.,0.]    | reference coordinates of node ==> e.g. ref. coordinates for finite elements; global position of node without displacement |
| visualization        | VNodePointGround |      |               | parameters for visualization of item  |

The item VNodePointGround has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown  |
| drawSize | float  |      | -1.               | drawing size (diameter, dimensions of underlying cube, etc.) for item; size == -1.f means that default size is used |
| color    | Float4 | 4    | [-1.,-1.,-1.,-1.] | Default RGBA color for nodes; 4th value is alpha-transparency; R=-1.f means, that default color is used             |

## 5.3 Objects

### 5.3.1 ObjectMassPoint

A 3D mass point which is attached to a position-based node. Equations of motion with the displacements  $[u_x \ u_y \ u_z]^T$ , the mass  $m$  and the residual of all forces  $[R_x \ R_y \ R_z]^T$  are given as

$$\begin{bmatrix} m \cdot \ddot{u}_x \\ m \cdot \ddot{u}_y \\ m \cdot \ddot{u}_z \end{bmatrix} = \begin{bmatrix} R_x \\ R_y \\ R_z \end{bmatrix}. \quad (5.5)$$

Short name for Python: **MassPoint**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of translated local position

- **Displacement:** global displacement vector of center point
- **Velocity:** global velocity vector of center point

The item ObjectMassPoint has the following parameters:

| Name               | type             | size | default value | description                             |
|--------------------|------------------|------|---------------|---|
| type = 'MassPoint' |                  |      |               | <i>item typename for initialization</i> |
| name               | String           |      | "             | objects"s unique name                   |
| physicsMass        | UReal            |      | 0.            | mass [SI:kg] of mass point              |
| nodeNumber         | Index            |      | MAXINT        | node number for mass point              |
| visualization      | VObjectMassPoint |      |               | parameters for visualization of item    |

The item VObjectMassPoint has the following parameters:

| Name         | type             | size | default value | description  |
|--------------|------------------|------|---------------|--|
| show         | bool             |      | True          | set true, if item is shown in visualization and false if it is not shown                               |
| graphicsData | BodyGraphicsData |      |               | Structure contains data for body visualization; data is defined in special list / dictionary structure |

### 5.3.2 ObjectMassPoint2D

A 2D mass point which is attached to a position-based 2D node. Equations of motion with the displacements  $[u_x \ u_y]^T$ , the mass  $m$  and the residual of all forces  $[R_x \ R_y]^T$  are given as

$$\begin{bmatrix} m \cdot \ddot{u}_x \\ m \cdot \ddot{u}_y \end{bmatrix} = \begin{bmatrix} R_x \\ R_y \end{bmatrix}. \quad (5.6)$$

**Short name for Python:** **MassPoint2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of translated local position
- **Displacement:** global displacement vector of center point
- **Velocity:** global velocity vector of center point

The item ObjectMassPoint2D has the following parameters:

| Name                 | type               | size | default value | description                             |
|----------------------|--------------------|------|---------------|---|
| type = 'MassPoint2D' |                    |      |               | <i>item typename for initialization</i> |
| name                 | String             |      | "             | objects"s unique name                   |
| physicsMass          | UReal              |      | 0.            | mass [SI:kg] of mass point              |
| nodeNumber           | Index              |      | MAXINT        | node number for mass point              |
| visualization        | VObjectMassPoint2D |      |               | parameters for visualization of item    |

The item VObjectMassPoint2D has the following parameters:

| Name         | type             | size | default value | description  |
|--------------|------------------|------|---------------|--|
| show         | bool             |      | True          | set true, if item is shown in visualization and false if it is not shown                               |
| graphicsData | BodyGraphicsData |      |               | Structure contains data for body visualization; data is defined in special list / dictionary structure |

### 5.3.3 ObjectRigidBody

A 3D rigid body which is attached to a 3D rigid body node. Equations of motion with the displacements  $[u_x \ u_y \ u_z]^T$  of the center of mass and the rotation parameters (Euler parameters)  $\mathbf{q}$ , the mass  $m$ , inertia  $\mathbf{J} = [J_{xx}, J_{xy}, J_{xz}; J_{yx}, J_{yy}, J_{yz}; J_{zx}, J_{zy}, J_{zz}]$  and the residual of all forces and moments  $[R_x \ R_y \ R_z \ R_{q0} \ R_{q1} \ R_{q2} \ R_{q3}]^T$  are given as ...

**Short name** for Python: **RigidBody**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of rotated and translated local position
- **Displacement:** global displacement vector of local position
- **RotationMatrix:** vector with 9 components of the rotation matrix (row-major format)
- **Rotation:** vector with 3 components of the Euler angles in xyz-sequence ( $R=R_x \cdot R_y \cdot R_z$ ), recomputed from rotation matrix
- **Velocity:** global velocity vector of local position
- **AngularVelocity:** angular velocity of body
- **AngularVelocityLocal:** local (body-fixed) 3D velocity vector of node

The item ObjectRigidBody has the following parameters:

| Name               | type             | size | default value        | description   |
|--------------------|------------------|------|----------------------|---|
| type = 'RigidBody' |                  |      |                      | <i>item typename for initialization</i>   |
| name               | String           |      | "                    | objects"s unique name   |
| physicsMass        | UReal            |      | 0.                   | mass [SI:kg] of mass point  |
| physicsInertia     | Vector6D         |      | [0.,0.,0., 0.,0.,0.] | inertia components [SI:kgm <sup>2</sup> ]: $[J_{xx}, J_{yy}, J_{zz}, J_{yz}, J_{xz}, J_{xy}]$ of rigid body w.r.t. center of mass |
| nodeNumber         | Index            |      | MAXINT               | node number for rigid body node   |
| visualization      | VObjectRigidBody |      |                      | parameters for visualization of item  |

The item VObjectRigidBody has the following parameters:

| Name         | type             | size | default value | description  |
|--------------|------------------|------|---------------|--|
| show         | bool             |      | True          | set true, if item is shown in visualization and false if it is not shown                               |
| graphicsData | BodyGraphicsData |      |               | Structure contains data for body visualization; data is defined in special list / dictionary structure |

### 5.3.4 ObjectRigidBody2D

A 2D rigid body which is attached to a rigid body 2D node. Equations of motion with the displacements  $[u_x \ u_y]^T$  of the center of mass and the rotation  $\varphi$  (positive rotation around z-axis), the mass  $m$ , inertia around z-axis  $J$  and the residual of all forces and moments  $[R_x \ R_y \ R_\varphi]^T$  are given as

$$\begin{bmatrix} m \cdot \ddot{u}_x \\ m \cdot \ddot{u}_y \\ J\ddot{\varphi} \end{bmatrix} = \begin{bmatrix} R_x \\ R_y \\ R_\varphi \end{bmatrix}. \quad (5.7)$$

**Short name** for Python: **RigidBody2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of rotated and translated local position
- **Displacement:** global displacement vector of local position
- **Velocity:** global velocity vector of local position
- **Rotation:** scalar rotation angle of body
- **AngularVelocity:** angular velocity of body
- **RotationMatrix:** rotation matrix in vector form (stored in row-major order)

The item ObjectRigidBody2D has the following parameters:

| Name                 | type               | size | default value | description  |
|----------------------|--------------------|------|---------------|--|
| type = 'RigidBody2D' |                    |      |               | <i>item typename for initialization</i>                            |
| name                 | String             |      | "             | objects"s unique name  |
| physicsMass          | UReal              |      | 0.            | mass [SI:kg] of mass point   |
| physicsInertia       | UReal              |      | 0.            | inertia [SI:kgm <sup>2</sup> ] of rigid body w.r.t. center of mass |
| nodeNumber           | Index              |      | MAXINT        | node number for 2D rigid body node                                 |
| visualization        | VObjectRigidBody2D |      |               | parameters for visualization of item                               |

The item VObjectRigidBody2D has the following parameters:

| Name | type | size | default value | description |
|------|------|------|---------------|-------------|
|------|------|------|---------------|-------------|

|              |                  |  |      |  |
|--------------|------------------|--|------|--|
| show         | bool             |  | True | set true, if item is shown in visualization and false if it is not shown                               |
| graphicsData | BodyGraphicsData |  |      | Structure contains data for body visualization; data is defined in special list / dictionary structure |

### 5.3.5 ObjectANCFCable2D

A 2D cable finite element using 2 nodes of type NodePoint2DSlope1; the element has 8 coordinates and uses cubic polynomials for position interpolation; the Bernoulli-Euler beam is capable of large deformation as it employs the material measure of curvature for the bending.

**Short name** for Python: **Cable2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of local axis (1) and cross section (2) position
- **Displacement:** global displacement vector of local axis (1) and cross section (2) position
- **Velocity:** global velocity vector of local axis (1) and cross section (2) position
- **Director1:** (axial) slope vector of local axis position
- **Strain:** axial strain (scalar)
- **Curvature:** axial strain (scalar)
- **Force:** (local) section normal force (scalar)
- **Torque:** (local) bending moment (scalar)

The item ObjectANCFCable2D has the following parameters:

| Name                    | type   | size | default value | description  |
|-------------------------|--------|------|---------------|--|
| type = 'ANCFCable2D'    |        |      |               | <i>item typename for initialization</i>  |
| name                    | String |      | "             | objects"s unique name  |
| physicsLength           | UReal  |      | 0.            | reference length $L$ [SI:m] of beam; such that the total volume (e.g. for volume load) gives $\rho AL$   |
| physicsMassPerLength    | UReal  |      | 0.            | mass $\rho A$ [SI:kg/m <sup>2</sup> ] of beam  |
| physicsBendingStiffness | UReal  |      | 0.            | bending stiffness $EI$ [SI:Nm <sup>2</sup> ] of beam; the bending moment is $m = EI(\kappa - \kappa_0)$ , in which $\kappa$ is the material measure of curvature           |
| physicsAxialStiffness   | UReal  |      | 0.            | axial stiffness $EA$ [SI:N] of beam; the axial force is $f_{ax} = EA(\varepsilon - \varepsilon_0)$ , in which $\varepsilon =  \mathbf{r}'  - 1$ is the axial strain        |
| physicsBendingDamping   | UReal  |      | 0.            | bending damping $d_{EI}$ [SI:Nm <sup>2</sup> /s] of beam; the additional virtual work due to damping is $\delta W_{\dot{\kappa}} = \int_0^L \dot{\kappa} \delta \kappa dx$ |
| physicsAxialDamping     | UReal  |      | 0.            | axial stiffness $d_{EA}$ [SI:N/s] of beam; the additional virtual work due to damping is $\delta W_{\dot{\varepsilon}} = \int_0^L \dot{\varepsilon} \delta \varepsilon dx$ |

|                             |                    |  |                   |   |
|-----------------------------|--------------------|--|-------------------|---|
| physicsReferenceAxialStrain | UReal              |  | 0.                | reference axial strain of beam (pre-deformation) $\varepsilon_0$ [SI:1] of beam; without external loading the beam will statically keep the reference axial strain value  |
| physicsReferenceCurvature   | UReal              |  | 0.                | reference curvature of beam (pre-deformation) $\kappa_0$ [SI:1/m] of beam; without external loading the beam will statically keep the reference curvature value   |
| nodeNumbers                 | Index2             |  | [MAXINT, MAX-INT] | two node numbers ANCF cable element   |
| useReducedOrderIntegration  | Bool               |  | False             | false: use Gauss order 9 integration for virtual work of axial forces, order 5 for virtual work of bending moments; true: use Gauss order 7 integration for virtual work of axial forces, order 3 for virtual work of bending moments |
| visualization               | VObjectANCFcable2D |  |                   | parameters for visualization of item  |

The item VObjectANCFcable2D has the following parameters:

| Name       | type   | size | default value     | description  |
|------------|--------|------|-------------------|--|
| show       | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown |
| drawHeight | float  |      | 0.                | if beam is drawn with rectangular shape, this is the drawing height      |
| color      | Float4 |      | [-1.,-1.,-1.,-1.] | RGBA color of the object; if R=-1, use default color                     |

### 5.3.6 ObjectALEANCFcable2D

A 2D cable finite element using 2 nodes of type NodePoint2DSlope1 and a axially moving coordinate of type NodeGenericODE2; the element has 8+1 coordinates and uses cubic polynomials for position interpolation; the element in addition to ANCFcable2D adds an Eulerian axial velocity by the GenericODE2 coordiante

**Short name** for Python: **ALEcable2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of local axis (1) and cross section (2) position
- **Displacement:** global displacement vector of local axis (1) and cross section (2) position
- **Velocity:** global velocity vector of local axis (1) and cross section (2) position
- **Director1:** (axial) slope vector of local axis position
- **Strain:** axial strain (scalar)
- **Curvature:** axial strain (scalar)

- **Force:** (local) section normal force (scalar)
- **Torque:** (local) bending moment (scalar)

The item ObjectALEANCFcable2D has the following parameters:

| Name                        | type   | size | default value            | description   |
|-----------------------------|--------|------|--------------------------|---|
| type = 'ALEANCFcable2D'     |        |      |                          | <i>item typename for initialization</i>   |
| name                        | String |      | "                        | objects's unique name   |
| physicsLength               | UReal  |      | 0.                       | reference length $L$ [SI:m] of beam; such that the total volume (e.g. for volume load) gives $\rho A L$   |
| physicsMassPerLength        | UReal  |      | 0.                       | mass $\rho A$ [SI:kg/m <sup>2</sup> ] of beam   |
| physicsMovingMassFactor     | UReal  |      | 1.                       | this factor denotes the amount of $\rho A$ which is moving; physicsMovingMassFactor=1 means, that all mass is moving; physicsMovingMassFactor=0 means, that no mass is moving; factor can be used to simulate e.g. pipe conveying fluid, in which $\rho A$ is the mass of the pipe+fluid, while $physicsMovingMassFactor \cdot \rho A$ is the mass per unit length of the fluid |
| physicsBendingStiffness     | UReal  |      | 0.                       | bending stiffness $EI$ [SI:Nm <sup>2</sup> ] of beam; the bending moment is $m = EI(\kappa - \kappa_0)$ , in which $\kappa$ is the material measure of curvature  |
| physicsAxialStiffness       | UReal  |      | 0.                       | axial stiffness $EA$ [SI:N] of beam; the axial force is $f_{ax} = EA(\varepsilon - \varepsilon_0)$ , in which $\varepsilon =  \mathbf{r}'  - 1$ is the axial strain   |
| physicsBendingDamping       | UReal  |      | 0.                       | bending damping $d_{EI}$ [SI:Nm <sup>2</sup> /s] of beam; the additional virtual work due to damping is $\delta W_{\kappa} = \int_0^L \kappa \delta \kappa dx$  |
| physicsAxialDamping         | UReal  |      | 0.                       | axial stiffness $d_{EA}$ [SI:N/s] of beam; the additional virtual work due to damping is $\delta W_{\varepsilon} = \int_0^L \dot{\varepsilon} \delta \varepsilon dx$  |
| physicsReferenceAxialStrain | UReal  |      | 0.                       | reference axial strain of beam (pre-deformation) $\varepsilon_0$ [SI:1] of beam; without external loading the beam will statically keep the reference axial strain value  |
| physicsReferenceCurvature   | UReal  |      | 0.                       | reference curvature of beam (pre-deformation) $\kappa_0$ [SI:1/m] of beam; without external loading the beam will statically keep the reference curvature value   |
| physicsUseCouplingTerms     | bool   |      | True                     | true: correct case, where all coupling terms due to moving mass are respected; false: only include constant mass for ALE node coordinate, but deactivate other coupling terms (behaves like ANCFcable2D then)   |
| nodeNumbers                 | Index3 |      | [MAXINT, MAXINT, MAXINT] | two node numbers ANCF cable element, third node=ALE GenericODE2 node  |



|                            |                |         |       |   |
|----------------------------|----------------|---------|-------|---|
| useReducedOrderIntegration | Bool           |         | False | false: use Gauss order 9 integration for virtual work of axial forces, order 5 for virtual work of bending moments; true: use Gauss order 7 integration for virtual work of axial forces, order 3 for virtual work of bending moments |
| visualization              | VObjectALEANCF | Cable2D |       | parameters for visualization of item  |

The item VObjectALEANCF\_Cable2D has the following parameters:

| Name       | type   | size | default value     | description  |
|------------|--------|------|-------------------|--|
| show       | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown |
| drawHeight | float  |      | 0.                | if beam is drawn with rectangular shape, this is the drawing height      |
| color      | Float4 |      | [-1.,-1.,-1.,-1.] | RGBA color of the object; if R==-1, use default color                    |

### 5.3.7 ObjectGround

A ground object behaving like a rigid body, but having no degrees of freedom; used to attach body-connectors without an action.

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** global position vector of rotated and translated local position
- **Displacement:** global displacement vector of local position
- **Velocity:** global velocity vector of local position
- **AngularVelocity:** angular velocity of body
- **RotationMatrix:** rotation matrix in vector form (stored in row-major order)

The item ObjectGround has the following parameters:

| Name              | type          | size | default value | description  |
|-------------------|---------------|------|---------------|--|
| type = 'Ground'   |               |      |               | <i>item typename for initialization</i>  |
| name              | String        |      | "             | objects"s unique name  |
| referencePosition | Vector3D      | 3    | [0.,0.,0.]    | reference position for ground object; local position is added on top of reference position for a ground object |
| visualization     | VObjectGround |      |               | parameters for visualization of item   |

The item VObjectGround has the following parameters:

| Name         | type             | size | default value     | description  |
|--------------|------------------|------|-------------------|--|
| show         | bool             |      | True              | set true, if item is shown in visualization and false if it is not shown                               |
| color        | Float4           |      | [-1.,-1.,-1.,-1.] | RGB node color; if R==-1, use default color  |
| graphicsData | BodyGraphicsData |      |                   | Structure contains data for body visualization; data is defined in special list / dictionary structure |

### 5.3.8 ObjectConnectorSpringDamper

An simple spring-damper element with additional force; connects to position-based markers.

**Short name** for Python: **SpringDamper**

**Requested marker type** = Marker::Position

The item ObjectConnectorSpringDamper has the following parameters:

| Name                           | type                         | size | default value      | description   |
|--------------------------------|------------------------------|------|--------------------|---|
| type = 'ConnectorSpringDamper' |                              |      |                    | <i>item typename for initialization</i>   |
| name                           | String                       |      | "                  | connector"s unique name   |
| markerNumbers                  | ArrayIndex                   |      | [ MAXINT, MAXINT ] | list of markers used in connector   |
| referenceLength                | UReal                        |      | 0.                 | reference length [SI:m] of spring   |
| stiffness                      | UReal                        |      | 0.                 | stiffness [SI:N/m] of spring; acts against (length-initialLength)   |
| damping                        | UReal                        |      | 0.                 | damping [SI:N/(m s)] of damper; acts against d/dt(length)   |
| force                          | UReal                        |      | 0.                 | added constant force [SI:N] of spring; scalar force; f=1 is equivalent to reducing initialLength by 1/stiffness; f > 0: tension; f < 0: compression   |
| activeConnector                | bool                         |      | True               | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint  |
| springForceUserFunction        | PyFunctionScalar5            |      | 0                  | A python function which defines the spring force with parameters (deltaL, deltaL_t, Real stiffness, Real damping, Real springForce); the parameters are provided to the function using the current values of the SpringDamper object; The python function will only be evaluated, if activeConnector is true, otherwise the SpringDamper is inactive; Example for python function: def f(u, v, k, d, F0): return k*u + d*v + F0 |
| visualization                  | VObjectConnectorSpringDamper |      |                    | parameters for visualization of item  |

The item VObjectConnectorSpringDamper has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | Bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |      | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.9 ObjectConnectorCartesianSpringDamper

An 3D spring-damper element acting accordingly in three directions (x,y,z); connects to position-based markers; represents a penalty-based spherical joint; the resulting force in the spring-damper reads ( $m0 = \text{marker}[0]$  and  $m1 = \text{marker}[1]$ ):

$$\text{force}_x = (m1.\text{position}_x - m0.\text{position}_x - \text{offset}_x) \cdot \text{stiffness}_x + (m1.\text{velocity}_x - m0.\text{velocity}_x) \cdot \text{damping}_x, \text{etc.} \quad (5.8)$$

Short name for Python: **CartesianSpringDamper**

Requested marker type = Marker::Position

The item ObjectConnectorCartesianSpringDamper has the following parameters:

| Name                                    | type                                  | size | default value       | description  |
|---|---------------------------------------|------|---------------------|--|
| type = 'ConnectorCartesianSpringDamper' |                                       |      |                     | item typename for initialization   |
| name                                    | String                                |      | "                   | connector's unique name  |
| markerNumbers                           | ArrayIndex                            |      | [ MAXINT, MAX-INT ] | list of markers used in connector  |
| stiffness                               | Vector3D                              |      | [0.,0.,0.]          | stiffness [SI:N/m] of springs; act against relative displacements in x, y, and z-direction                     |
| damping                                 | Vector3D                              |      | [0.,0.,0.]          | damping [SI:N/(m s)] of dampers; act against relative velocities in x, y, and z-direction                      |
| offset                                  | Vector3D                              |      | [0.,0.,0.]          | offset between two springs   |
| activeConnector                         | bool                                  |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint |
| visualization                           | VObjectConnectorCartesianSpringDamper |      |                     | parameters for visualization of item   |

The item VObjectConnectorCartesianSpringDamper has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | Bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |      | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.10 ObjectConnectorRigidBodySpringDamper

An 3D spring-damper element acting on relative displacements and relative rotations of two rigid body (position+orientation) markers; connects to (position+orientation)-based markers; represents a penalty-based rigid joint; the resulting force in the spring-damper reads ( $m0 = \text{marker}[0]$  and  $m1 = \text{marker}[1]$ ):

$$\text{force}_x = (A0loc \cdot A0) \cdot \text{stiffness}_x \cdot (A0loc \cdot A0)^T (m1.\text{position}_x - m0.\text{position}_x - \text{offset}_x) + (A0loc \cdot A0) \cdot \text{damping}_x \cdot (A0loc \cdot A0)^T (m1.\text{velocity}_x - m0.\text{velocity}_x) \quad (5.9)$$

and accordingly for rotation coordinates, which act on  $(\text{rotationMarker0} \cdot Rxyz0)^T \cdot (\text{rotationMarker1} \cdot Rxyz1)$  rotations (0...rotation of marker0, 1...rotation of marker1).

**Short name** for Python: **RigidBodySpringDamper**

**Requested marker type** = (Marker::Type)((Index)Marker::Position + (Index)Marker::Orientation)

The item ObjectConnectorRigidBodySpringDamper has the following parameters:

| Name                                    | type                                  | size | default value       | description   |
|---|---------------------------------------|------|---------------------|---|
| type = 'ConnectorRigidBodySpringDamper' |                                       |      |                     | item typename for initialization  |
| name                                    | String                                |      | "                   | connector's unique name   |
| markerNumbers                           | ArrayIndex                            |      | [ MAXINT, MAX-INT ] | list of markers used in connector   |
| stiffness                               | Matrix6D                              |      | Matrix6D[6,6,0.]    | stiffness [SI:N/m or Nm/rad] of translational, torsional and coupled springs; act against relative displacements in x, y, and z-direction as well as the relative angles (calculated as Euler angles) |
| damping                                 | Matrix6D                              |      | Matrix6D[6,6,0.]    | damping [SI:N/(m/s) or Nm/(rad/s)] of translational, torsional and coupled dampers;   |
| rotationMarker0                         | Matrix3D                              |      | Matrix3D[3,3,1.]    | local rotation matrix for marker 0; stiffness, damping, etc. components are measured in local coordinates relative to rotationMarker0   |
| rotationMarker1                         | Matrix3D                              |      | Matrix3D[3,3,1.]    | local rotation matrix for marker 1; stiffness, damping, etc. components are measured in local coordinates relative to rotationMarker1   |
| offset                                  | Vector6D                              |      | [0.,0.,0.,0.,0.,0.] | translational and rotational offset considered in the spring force calculation  |
| activeConnector                         | bool                                  |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint  |
| visualization                           | VObjectConnectorRigidBodySpringDamper |      |                     | parameters for visualization of item  |

The item VObjectConnectorRigidBodySpringDamper has the following parameters:

| Name | type | size | default value | description |
|------|------|------|---------------|-------------|
|------|------|------|---------------|-------------|

|          |        |  |                   |   |
|----------|--------|--|-------------------|---|
| show     | Bool   |  | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |  | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |  | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.11 ObjectConnectorCoordinateSpringDamper

A 1D (scalar) spring-damper element acting on single ODE2 coordinates; connects to coordinate-based markers; NOTE that the coordinate markers only measure the coordinate (=displacement), but the reference position is not included as compared to position-based markers!; the spring-damper can also act on rotational coordinates; the resulting force in the spring-damper reads ( $m0 = \text{marker}[0]$  and  $m1 = \text{marker}[1]$ ):

$$f = (m1.coordinate - m0.coordinate - offset) \cdot stiffness + (m1.coordinate_t - m0.coordinate_t) \cdot damping \quad (5.10)$$

If dry (Coulomb) friction is non-zero, an additional term

$$\text{sign}(m1.coordinate_t - m0.coordinate_t) \cdot dryFriction \quad (5.11)$$

is added to the force  $f$ .

**Short name** for Python: **CoordinateSpringDamper**

**Requested marker type** = Marker::Coordinate

The item ObjectConnectorCoordinateSpringDamper has the following parameters:

| Name                                     | type       | size | default value       | description   |
|--|------------|------|---------------------|---|
| type = 'ConnectorCoordinateSpringDamper' |            |      |                     | item typename for initialization  |
| name                                     | String     |      | "                   | connector"s unique name   |
| markerNumbers                            | ArrayIndex |      | [ MAXINT, MAX-INT ] | list of markers used in connector   |
| stiffness                                | Real       |      | 0.                  | stiffness [SI:N/m] of spring; acts against relative value of coordinates  |
| damping                                  | Real       |      | 0.                  | damping [SI:N/(m s)] of damper; acts against relative velocity of coordinates   |
| offset                                   | Real       |      | 0.                  | offset between two coordinates (reference length of springs), see equation  |
| dryFriction                              | Real       |      | 0.                  | dry friction coefficient against relative velocity  |
| dryFrictionProportionalZone              | Real       |      | 0.                  | limit velocity [m/s] up to which the friction is proportional to velocity (for regularization / avoid numerical oscillations) |
| activeConnector                          | bool       |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint                |

|                         |  |  |   |   |
|-------------------------|--|--|---|---|
| springForceUserFunction | PyFunctionScalar7                      |  | 0 | A python function which defines the spring force with parameters (deltaL, deltaL <sub>t</sub> , Real stiffness, Real damping, Real offset, Real dryFriction, Real dryFrictionProportional-Zone); the parameters are provided to the function using the current values of the SpringDamper object; note that $u = (m1.coordinate - m0.coordinate)$ , not including the offset; The python function will only be evaluated, if activeConnector is true, otherwise the SpringDamper is inactive; Example for python function: def f(u, v, k, d, offset, mu, muProp): return k*u + d*v + F0 |
| visualization           | VObjectConnectorCoordinateSpringDamper |  |   | parameters for visualization of item  |

The item VObjectConnectorCoordinateSpringDamper has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | Bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |      | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.12 ObjectConnectorDistance

Connector which enforces constant or prescribed distance between two bodies/nodes.

**Short name for Python:** DistanceConstraint

**Requested marker type** = Marker::Position

The item ObjectConnectorDistance has the following parameters:

| Name                       | type                     | size | default value       | description  |
|----------------------------|--------------------------|------|---------------------|--|
| type = 'ConnectorDistance' |                          |      |                     | <i>item typename for initialization</i>  |
| name                       | String                   |      | "                   | constraints"s unique name  |
| markerNumbers              | ArrayIndex               |      | [ MAXINT, MAX-INT ] | list of markers used in connector  |
| distance                   | UReal                    |      | 0.                  | prescribed distance [SI:m] of the used markers   |
| activeConnector            | bool                     |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint |
| visualization              | VObjectConnectorDistance |      |                     | parameters for visualization of item   |

The item VObjectConnectorDistance has the following parameters:

| Name     | type   | size | default value     | description  |
|----------|--------|------|-------------------|--|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown         |
| drawSize | float  |      | -1.               | drawing size = link size; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color                                 |

### 5.3.13 ObjectConnectorCoordinate

A coordinate constraint which constrains two (scalar) coordinates of Marker[Node|Body]Coordinates attached to nodes or bodies. The constraint must fulfill the condition:

$$factorValue1 * marker[1].value - marker[0].value - offset = 0 \quad (5.12)$$

**Short name** for Python: **CoordinateConstraint**

**Requested marker type** = Marker::Coordinate

The item ObjectConnectorCoordinate has the following parameters:

| Name                         | type              | size | default value       | description  |
|------------------------------|-------------------|------|---------------------|--|
| type = 'ConnectorCoordinate' |                   |      |                     | <i>item typename for initialization</i>  |
| name                         | String            |      | "                   | constraints"s unique name  |
| markerNumbers                | ArrayIndex        |      | [ MAXINT, MAX-INT ] | list of markers used in connector  |
| offset                       | UReal             |      | 0.                  | An offset between the two values   |
| factorValue1                 | UReal             |      | 1.                  | An additional factor multiplied with value1 used in algebraic equation   |
| velocityLevel                | bool              |      | False               | If true: connector constrains velocities (only works for ODE2 coordinates!); offset is used between velocities; in this case, the offsetUserFunction_t is considered and offsetUserFunction is ignored   |
| offsetUserFunction           | PyFunctionScalar2 |      | 0                   | A python function which defines the time-dependent offset with parameters (t, offset); the offset represents the current value of the object; it is highly RECOMMENDED to use sufficiently smooth functions, having consistent initial offsets with initial configuration of bodies, zero or compatible initial offset-velocity, and no accelerations; Example for python function: def f(t, offset): return offset*(1-np.cos(t*10*2*np.pi)) |

|                      |                            |  |      |  |
|----------------------|----------------------------|--|------|--|
| offsetUserFunction_t | PyFunctionScalar2          |  | 0    | time derivative of offsetUserFunction; needed for "velocityLevel=True", or for index2 time integration and for computation of initial accelerations in SecondOrderImplicit integrators |
| activeConnector      | bool                       |  | True | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint   |
| visualization        | VObjectConnectorCoordinate |  |      | parameters for visualization of item   |

The item VObjectConnectorCoordinate has the following parameters:

| Name     | type   | size | default value     | description  |
|----------|--------|------|-------------------|--|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown         |
| drawSize | float  |      | -1.               | drawing size = link size; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color                                 |

### 5.3.14 ObjectContactCoordinate

A penalty-based contact condition for one coordinate; the contact gap  $g$  is defined as  $g = \text{marker.value}[1] - \text{marker.value}[0] - \text{offset}$ ; the contact force  $f_c$  is zero for  $\text{gap} > 0$  and otherwise computed from  $f_c = g * \text{contactStiffness} + g * \text{contactDamping}$ ; during Newton iterations, the contact force is activated only, if  $\text{dataCoordinate}[0] \leq 0$ ; dataCoordinate is set equal to gap in nonlinear iterations, but not modified in Newton iterations.

**Requested marker type** = Marker::Coordinate

The item ObjectContactCoordinate has the following parameters:

| Name                       | type       | size | default value      | description  |
|----------------------------|------------|------|--------------------|--|
| type = 'ContactCoordinate' |            |      |                    | item typename for initialization   |
| name                       | String     |      | "                  | connector's unique name  |
| markerNumbers              | ArrayIndex |      | [ MAXINT, MAXINT ] | markers define contact gap   |
| nodeNumber                 | Index      |      | MAXINT             | node number of a NodeGenericData for 1 dataCoordinate (used for active set strategy ==> holds the gap of the last discontinuous iteration) |
| contactStiffness           | UReal      |      | 0.                 | contact (penalty) stiffness [SI:N/m]; acts only upon penetration   |
| contactDamping             | UReal      |      | 0.                 | contact damping [SI:N/(m s)]; acts only upon penetration   |
| offset                     | UReal      |      | 0.                 | offset [SI:m] of contact   |



|                 |                          |  |      |  |
|-----------------|--------------------------|--|------|--|
| activeConnector | bool                     |  | True | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint |
| visualization   | VObjectContactCoordinate |  |      | parameters for visualization of item   |

The item VObjectContactCoordinate has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | Bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |      | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.15 ObjectContactCircleCable2D

A very specialized penalty-based contact condition between a 2D circle (=marker0, any Position-marker) on a body and an ANCF Cable2DShape (=marker1, Marker: BodyCable2DShape), in xy-plane; a node NodeGenericData is required with the number of coordinates according to the number of contact segments; the contact gap  $g$  is integrated (piecewise linear) along the cable and circle; the contact force  $f_c$  is zero for  $gap > 0$  and otherwise computed from  $f_c = g * contactStiffness + \dot{g} * contactDamping$ ; during Newton iterations, the contact force is activated only, if  $dataCoordinate[0] \leq 0$ ; dataCoordinate is set equal to gap in nonlinear iterations, but not modified in Newton iterations.

**Requested marker type** = Marker::None

The item ObjectContactCircleCable2D has the following parameters:

| Name                          | type       | size | default value      | description   |
|-------------------------------|------------|------|--------------------|---|
| type = 'ContactCircleCable2D' |            |      |                    | <i>item typename for initialization</i>   |
| name                          | String     |      | "                  | connector's unique name   |
| markerNumbers                 | ArrayIndex |      | [ MAXINT, MAXINT ] | markers define contact gap  |
| nodeNumber                    | Index      |      | MAXINT             | node number of a NodeGenericData for nSegments dataCoordinates (used for active set strategy ==> hold the gap of the last discontinuous iteration and the friction state) |
| numberOfContactSegments       | Index      |      | 3                  | number of linear contact segments to determine contact; each segment is a line and is associated to a data (history) variable; must be same as in according marker        |

|                  |                             |  |      |  |
|------------------|-----------------------------|--|------|--|
| contactStiffness | UReal                       |  | 0.   | contact (penalty) stiffness [SI:N/m/(contact segment)]; the stiffness is per length of the beam axis; specific contact forces (per length) $f_N$ act in contact normal direction only upon penetration |
| contactDamping   | UReal                       |  | 0.   | contact damping [SI:N/(m s)/(contact segment)]; the damping is per length of the beam axis; acts in contact normal direction only upon penetration   |
| circleRadius     | UReal                       |  | 0.   | radius [SI:m] of contact circle  |
| offset           | UReal                       |  | 0.   | offset [SI:m] of contact, e.g. to include thickness of cable element   |
| activeConnector  | bool                        |  | True | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint   |
| visualization    | VObjectContactCircleCable2D |  |      | parameters for visualization of item   |

The item VObjectContactCircleCable2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | Bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |      | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.16 ObjectContactFrictionCircleCable2D

A very specialized penalty-based contact/friction condition between a 2D circle (=marker0, any Position-marker) on a body and an ANCF Cable2DShape (=marker1, Marker: BodyCable2DShape), in xy-plane; a node NodeGenericData is required with  $3 \times (\text{number of contact segments})$  – containing per segment: [contact gap, stick/slip (stick=1), last friction position]; the contact gap  $g$  is integrated (piecewise linear) along the cable and circle; the contact force  $f_c$  is zero for  $gap > 0$  and otherwise computed from  $f_c = g * contactStiffness + \dot{g} * contactDamping$ ; during Newton iterations, the contact force is activated only, if  $dataCoordinate[0] \leq 0$ ; dataCoordinate is set equal to gap in nonlinear iterations, but not modified in Newton iterations.

**Requested marker type** = Marker::None

The item ObjectContactFrictionCircleCable2D has the following parameters:

| Name                                  | type       | size | default value       | description                             |
|---------------------------------------|------------|------|---------------------|---|
| type = 'ContactFrictionCircleCable2D' |            |      |                     | <i>item typename for initialization</i> |
| name                                  | String     |      | "                   | connector's unique name                 |
| markerNumbers                         | ArrayIndex |      | [ MAXINT, MAX-INT ] | markers define contact gap              |

|                         |                                     |  |        |   |
|-------------------------|-------------------------------------|--|--------|---|
| nodeNumber              | Index                               |  | MAXINT | node number of a NodeGenericData with $3 \times n\text{Segments}$ dataCoordinates (used for active set strategy ==> hold the gap of the last discontinuous iteration and the friction state)  |
| numberOfContactSegments | Index                               |  | 3      | number of linear contact segments to determine contact; each segment is a line and is associated to a data (history) variable; must be same as in according marker  |
| contactStiffness        | UReal                               |  | 0.     | contact (penalty) stiffness [SI:N/m/(contact segment)]; the stiffness is per length of the beam axis; specific contact forces (per length) $f_N$ act in contact normal direction only upon penetration                                    |
| contactDamping          | UReal                               |  | 0.     | contact damping [SI:N/(m s)/(contact segment)]; the damping is per length of the beam axis; acts in contact normal direction only upon penetration  |
| frictionVelocityPenalty | UReal                               |  | 0.     | velocity dependent penalty coefficient for friction [SI:N/(m s)/(contact segment)]; the coefficient causes tangential (contact) forces against relative tangential velocities in the contact area   |
| frictionStiffness       | UReal                               |  | 0.     | CURRENTLY NOT IMPLEMENTED: displacement dependent penalty/stiffness coefficient for friction [SI:N/m/(contact segment)]; the coefficient causes tangential (contact) forces against relative tangential displacements in the contact area |
| frictionCoefficient     | UReal                               |  | 0.     | friction coefficient $\mu$ [SI: 1]; tangential specific friction forces (per length) $f_T$ must fulfill the condition $f_T \leq \mu f_N$  |
| circleRadius            | UReal                               |  | 0.     | radius [SI:m] of contact circle   |
| offset                  | UReal                               |  | 0.     | offset [SI:m] of contact, e.g. to include thickness of cable element  |
| activeConnector         | bool                                |  | True   | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint  |
| visualization           | VObjectContactFrictionCircleCable2D |  |        | parameters for visualization of item  |

The item VObjectContactFrictionCircleCable2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | Bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                  |
| drawSize | float  |      | -1.               | drawing size = diameter of spring; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.17 ObjectJointSliding2D

A specialized sliding joint (without rotation) in 2D between a Cable2D (marker1) and a position-based marker (marker0); the data coordinates provide [0] the current index in slidingMarkerNumbers, and [1] the local position in the cable element at the beginning of the timestep; the algebraic variables are

$$\mathbf{q}_{AE} = [\lambda_x \ \lambda_y \ s]^T \quad (5.13)$$

in which  $\lambda_x$  and  $\lambda_y$  are the Lagrange multipliers for the position of the sliding joint and  $s$  is the (algebraic) sliding coordinate relative to the value at the beginning at the solution step; the data coordinates are

$$\mathbf{q}_{Data} = [i_{marker} \ s_0]^T \quad (5.14)$$

in which  $i_{marker}$  is the current local index to the slidingMarkerNumber list and  $s_0$  is the sliding coordinate (which is the total sliding length along all cable elements in the cableMarkerNumber list) at the beginning of the solution step.

**Short name** for Python: **SlidingJoint2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** position vector of joint given by marker0
- **Velocity:** velocity vector of joint given by marker0
- **SlidingCoordinate:** global sliding coordinate along all elements; the maximum sliding coordinate is equivalent to the reference lengths of all sliding elements
- **Force:** joint force vector (3D)

**Requested marker type** = Marker::None

The item ObjectJointSliding2D has the following parameters:

| Name                    | type       | size | default value       | description   |
|-------------------------|------------|------|---------------------|---|
| type = 'JointSliding2D' |            |      |                     | <i>item typename for initialization</i>   |
| name                    | String     |      | "                   | constraints"s unique name   |
| markerNumbers           | ArrayIndex |      | [ MAXINT, MAX-INT ] | marker0: position-marker of mass point or rigid body; marker1: updated marker to Cable2D element, where the sliding joint currently is attached to; must be initialized with an appropriate (global) marker number according to the starting position of the sliding object; this marker changes with time (PostNewtonStep) |
| slidingMarkerNumbers    | ArrayIndex |      | []                  | these markers are used to update marker1, if the sliding position exceeds the current cable"s range; the markers must be sorted such that marker(i) at x=cable.length is equal to marker(i+1) at x=0  |

|                      |                       |  |        |  |
|----------------------|-----------------------|--|--------|--|
| slidingMarkerOffsets | Vector                |  | []     | this list contains the offsets of every sliding object (given by slidingMarkerNumbers) w.r.t. to the initial position (0): marker0: offset=0, marker1: offset=Length(cable0), marker2: offset=Length(cable0)+Length(cable1), ... |
| nodeNumber           | Index                 |  | MAXINT | node number of a NodeGenericData for 1 dataCoordinate showing the according marker number which is currently active and the initial (global) sliding position  |
| activeConnector      | bool                  |  | True   | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint   |
| visualization        | VObjectJointSliding2D |  |        | parameters for visualization of item   |

The item VObjectJointSliding2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                        |
| drawSize | float  |      | -1.               | drawing size = radius of revolute joint; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

### 5.3.18 ObjectJointALEMoving2D

A specialized axially moving joint (without rotation) in 2D between a ALE Cable2D (marker1) and a position-based marker (marker0); the data coordinate [0] provides the current index in slidingMarkerNumbers, and the ODE2 coordinate [0] provides the (given) moving coordinate in the cable element; the algebraic variables are

$$\mathbf{q}_{AE} = [\lambda_x \ \lambda_y]^T \quad (5.15)$$

, in which  $\lambda_x$  and  $\lambda_y$  are the Lagrange multipliers for the position constraint of the moving joint; the data coordinate is

$$\mathbf{q}_{Data} = [i_{marker}]^T \quad (5.16)$$

in which  $i_{marker}$  is the current local index to the slidingMarkerNumber list.

**Short name** for Python: **ALEMovingJoint2D**

**Output variables** (chose type, e.g., OutputVariableType.Position):

- **Position:** position vector of joint given by marker0
- **Velocity:** velocity vector of joint given by marker0
- **SlidingCoordinate:** global sliding coordinate along all elements + slidingOffset

- **Coordinates:** provides two values: [0] = current sliding marker index, [1] = ALE sliding coordinate
- **Coordinates\_t:** provides one value: [0] ALE sliding velocity
- **Force:** joint force vector (3D)

**Requested marker type** = Marker::None

The item ObjectJointALEMoving2D has the following parameters:

| Name                      | type                    | size | default value       | description   |
|---------------------------|-------------------------|------|---------------------|---|
| type = 'JointALEMoving2D' |                         |      |                     | <i>item typename for initialization</i>   |
| name                      | String                  |      | "                   | constraints"s unique name   |
| markerNumbers             | ArrayIndex              |      | [ MAXINT, MAX-INT ] | marker0: position-marker of mass point or rigid body; marker1: updated marker to Cable2D element, where the sliding joint currently is attached to; must be initialized with an appropriate (global) marker number according to the starting position of the sliding object; this marker changes with time (PostNewtonStep) |
| slidingMarkerNumbers      | ArrayIndex              |      | []                  | these markers are used to update marker1, if the sliding position exceeds the current cable"s range; the markers must be sorted such that marker(i) at x=cable.length is equal to marker(i+1) at x=0  |
| slidingMarkerOffsets      | Vector                  |      | []                  | this list contains the offsets of every sliding object (given by sliding-MarkerNumbers) w.r.t. to the initial position (0): marker0: offset=0, marker1: offset=Length(cable0), marker2: offset=Length(cable0)+Length(cable1), ...   |
| slidingOffset             | Real                    |      | 0.                  | offset [SI:m] used set the sliding position relative to the chosen Eulerian (NodeGenericODE2) coordinate; the following relation is used: $slidingPosition = posALE + slidingOffset$  |
| nodeNumbers               | ArrayIndex              |      | [ MAXINT, MAX-INT ] | node numbers of: [0] NodeGenericData for 1 dataCoordinate showing the according marker number which is currently active; [1] of the GenericNodeODE2 of the ALE sliding coordinate   |
| activeConnector           | bool                    |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint  |
| visualization             | VObjectJointALEMoving2D |      |                     | parameters for visualization of item  |

The item VObjectJointALEMoving2D has the following parameters:

| Name | type | size | default value | description |
|------|------|------|---------------|-------------|
|------|------|------|---------------|-------------|

|          |        |  |                   |   |
|----------|--------|--|-------------------|---|
| show     | bool   |  | True              | set true, if item is shown in visualization and false if it is not shown                        |
| drawSize | float  |  | -1.               | drawing size = radius of revolute joint; size == -1.f means that default connector size is used |
| color    | Float4 |  | [-1.,-1.,-1.,-1.] | RGB connector color; if R=-1, use default color   |

### 5.3.19 ObjectJointGeneric

A generic joint in 3D; constrains components of the absolute position and rotations of two points given by PointMarkers or RigidMarkers; an additional local rotation can be used to define three rotation axes and/or sliding axes

**Short name** for Python: **GenericJoint**

**Requested marker type** = (Marker::Type)((Index)Marker::Position + (Index)Marker::Orientation)

The item ObjectJointGeneric has the following parameters:

| Name                              | type       | size | default value       | description  |
|-----------------------------------|------------|------|---------------------|--|
| type = 'JointGeneric'             |            |      |                     | <i>item typename for initialization</i>  |
| name                              | String     |      | "                   | constraints"s unique name  |
| markerNumbers                     | ArrayIndex | 2    | [ MAXINT, MAX-INT ] | list of markers used in connector  |
| constrainedAxes                   | ArrayIndex | 6    | [1,1,1,1,1,1]       | flag, which determines which translation (0,1,2) and rotation (3,4,5) axes are constrained; 0=free, 1=constrained  |
| rotationMarker0                   | Matrix3D   |      | Matrix3D[3,3,1.]    | local rotation matrix for marker 0; translation and rotation axes for marker0 are defined in the local body coordinate system and additionally transformed by rotation-Marker0 |
| rotationMarker1                   | Matrix3D   |      | Matrix3D[3,3,1.]    | local rotation matrix for marker 1; translation and rotation axes for marker1 are defined in the local body coordinate system and additionally transformed by rotation-Marker1 |
| activeConnector                   | bool       |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint   |
| forceTorqueUserFunctionParameters | Vector6D   |      | [0.,0.,0.,0.,0.,0.] | vector of 6 parameters for joint"s force-TorqueUserFunction  |
| offsetUserFunctionParameters      | Vector6D   |      | [0.,0.,0.,0.,0.,0.] | vector of 6 parameters for joint"s offsetUser-Function   |

|                         |                     |        |               |   |
|-------------------------|---------------------|--------|---------------|---|
| forceTorqueUserFunction | PyFunctionVector6D  | Scalar | Vector6D<br>0 | A python function which defines the time-dependent force (indices 0,1,2) and torque (indices 3,4,5) joint coordinates with parameters (t, forceTorqueUserFunctionParameters); the offset represents the current value of the object; it is highly RECOMMENDED to use sufficiently smooth functions, having consistent initial offsets with initial configuration of bodies, zero or compatible initial offset-velocity, and no accelerations; Example for python function: <code>def f(t, forceTorqueUserFunctionParameters):<br/>return [forceTorqueUserFunctionParameters[0]*(1 - np.cos(t*10*2*np.pi)), 0,0,0,0,0]</code>            |
| offsetUserFunction      | PyFunctionVector6D  | Scalar | Vector6D<br>0 | A python function which defines the time-dependent (fixed) offset of translation (indices 0,1,2) and rotation (indices 3,4,5) joint coordinates with parameters (t, offsetUserFunctionParameters); the offset represents the current value of the object; it is highly RECOMMENDED to use sufficiently smooth functions, having consistent initial offsets with initial configuration of bodies, zero or compatible initial offset-velocity, and no accelerations; Example for python function: <code>def f(t, offsetUserFunctionParameters):<br/>return [offsetUserFunctionParameters[0]*(1 - np.cos(t*10*2*np.pi)), 0,0,0,0,0]</code> |
| offsetUserFunction_t    | PyFunctionVector6D  | Scalar | Vector6D<br>0 | time derivative of offsetUserFunction using the same parameters; needed for "velocityLevel=True", or for index2 time integration and for computation of initial accelerations in SecondOrderImplicit integrators  |
| visualization           | VObjectJointGeneric |        |               | parameters for visualization of item  |

The item VObjectJointGeneric has the following parameters:

| Name       | type   | size | default value     | description  |
|------------|--------|------|-------------------|--|
| show       | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown |
| axesRadius | float  |      | 0.1               | radius of joint axes to draw   |
| axesLength | float  |      | 0.4               | length of joint axes to draw   |
| color      | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R== -1, use default color                        |



### 5.3.20 ObjectJointRevolute2D

A revolute joint in 2D; constrains the absolute 2D position of two points given by PointMarkers or RigidMarkers

**Short name** for Python: **RevoluteJoint2D**

**Requested marker type** = Marker::Position

The item ObjectJointRevolute2D has the following parameters:

| Name                     | type                   | size | default value       | description  |
|--------------------------|------------------------|------|---------------------|--|
| type = 'JointRevolute2D' |                        |      |                     | <i>item typename for initialization</i>  |
| name                     | String                 |      | "                   | constraints"s unique name  |
| markerNumbers            | ArrayIndex             |      | [ MAXINT, MAX-INT ] | list of markers used in connector  |
| activeConnector          | bool                   |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint |
| visualization            | VObjectJointRevolute2D |      |                     | parameters for visualization of item   |

The item VObjectJointRevolute2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                        |
| drawSize | float  |      | -1.               | drawing size = radius of revolute joint; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R== -1, use default color   |

### 5.3.21 ObjectJointPrismatic2D

A prismatic joint in 2D; allows the relative motion of two bodies, using two RigidMarkers; the vector  $\mathbf{t}_0$  = axisMarker0 is given in local coordinates of the first marker's (body) frame and defines the prismatic axis; the vector  $\mathbf{n}_1$  = normalMarker1 is given in the second marker's (body) frame and is the normal vector to the prismatic axis; using the global position vector  $\mathbf{p}_0$  and rotation matrix  $\mathbf{A}_0$  of marker0 and the global position vector  $\mathbf{p}_1$  rotation matrix  $\mathbf{A}_1$  of marker1, the equations for the prismatic joint follow as

$$(\mathbf{p}_1 - \mathbf{p}_0)^T \cdot \mathbf{A}_1 \cdot \mathbf{n}_1 = 0 \quad (5.17)$$

$$(\mathbf{A}_0 \cdot \mathbf{t}_0)^T \cdot \mathbf{A}_1 \cdot \mathbf{n}_1 = 0 \quad (5.18)$$

The lagrange multipliers follow for these two equations  $[\lambda_0, \lambda_1]$ , in which  $\lambda_0$  is the transverse force and  $\lambda_1$  is the torque in the joint.

**Short name** for Python: **PrismaticJoint2D**

**Requested marker type** = (Marker::Type)(Marker::Position + Marker::Orientation)

The item ObjectJointPrismatic2D has the following parameters:

| Name                      | type                    | size | default value       | description   |
|---------------------------|-------------------------|------|---------------------|---|
| type = 'JointPrismatic2D' |                         |      |                     | <i>item typename for initialization</i>   |
| name                      | String                  |      | "                   | constraints"s unique name   |
| markerNumbers             | ArrayIndex              |      | [ MAXINT, MAX-INT ] | list of markers used in connector   |
| axisMarker0               | Vector3D                |      | [1.,0.,0.]          | direction of prismatic axis, given as a 3D vector in Marker0 frame  |
| normalMarker1             | Vector3D                |      | [0.,1.,0.]          | direction of normal to prismatic axis, given as a 3D vector in Marker1 frame  |
| constrainRotation         | bool                    |      | True                | flag, which determines, if the connector also constrains the relative rotation of the two objects; if set to false, the constraint will keep an algebraic equation set equal zero |
| activeConnector           | bool                    |      | True                | flag, which determines, if the connector is active; used to deactivate (temporarily) a connector or constraint  |
| visualization             | VObjectJointPrismatic2D |      |                     | parameters for visualization of item  |

The item VObjectJointPrismatic2D has the following parameters:

| Name     | type   | size | default value     | description   |
|----------|--------|------|-------------------|---|
| show     | bool   |      | True              | set true, if item is shown in visualization and false if it is not shown                        |
| drawSize | float  |      | -1.               | drawing size = radius of revolute joint; size == -1.f means that default connector size is used |
| color    | Float4 |      | [-1.,-1.,-1.,-1.] | RGB connector color; if R==-1, use default color  |

## 5.4 Markers

### 5.4.1 MarkerBodyMass

A marker attached to the body mass; use this marker to apply a body-load (e.g. gravitational force).

The item MarkerBodyMass has the following parameters:

| Name              | type            | size | default value | description                                |
|-------------------|-----------------|------|---------------|--|
| type = 'BodyMass' |                 |      |               | <i>item typename for initialization</i>    |
| name              | String          |      | "             | marker"s unique name                       |
| bodyNumber        | Index           |      | MAXINT        | body number to which marker is attached to |
| visualization     | VMarkerBodyMass |      |               | parameters for visualization of item       |

The item VMarkerBodyMass has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.4.2 MarkerBodyPosition

A position body-marker attached to local position (x,y,z) of the body.

The item MarkerBodyPosition has the following parameters:

| Name                  | type                | size | default value | description   |
|-----------------------|---------------------|------|---------------|---|
| type = 'BodyPosition' |                     |      |               | <i>item typename for initialization</i>   |
| name                  | String              |      | "             | marker's unique name  |
| bodyNumber            | Index               |      | MAXINT        | body number to which marker is attached to  |
| localPosition         | Vector3D            | 3    | [0.,0.,0.]    | local body position of marker; e.g. local (body-fixed) position where force is applied to                                   |
| bodyFixed             | Bool                |      | False         | if bodyFixed is true, the force/sensor is using body-fixed coordinates (orientation); otherwise, it uses global coordinates |
| visualization         | VMarkerBodyPosition |      |               | parameters for visualization of item  |

The item VMarkerBodyPosition has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.4.3 MarkerBodyRigid

A rigid-body (position+orientation) body-marker attached to local position (x,y,z) of the body.

The item MarkerBodyRigid has the following parameters:

| Name               | type     | size | default value | description   |
|--------------------|----------|------|---------------|---|
| type = 'BodyRigid' |          |      |               | <i>item typename for initialization</i>   |
| name               | String   |      | "             | marker's unique name  |
| bodyNumber         | Index    |      | MAXINT        | body number to which marker is attached to  |
| localPosition      | Vector3D | 3    | [0.,0.,0.]    | local body position of marker; e.g. local (body-fixed) position where force is applied to |

|               |                  |  |       |   |
|---------------|------------------|--|-------|---|
| bodyFixed     | Bool             |  | False | if bodyFixed is true, the force/sensor is using body-fixed coordinates (orientation); otherwise, it uses global coordinates |
| visualization | VMarkerBodyRigid |  |       | parameters for visualization of item  |

The item VMarkerBodyRigid has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

#### 5.4.4 MarkerNodePosition

A node-Marker attached to a position-based node.

The item MarkerNodePosition has the following parameters:

| Name                  | type                | size | default value | description                                |
|-----------------------|---------------------|------|---------------|--|
| type = 'NodePosition' |                     |      |               | <i>item typename for initialization</i>    |
| name                  | String              |      | "             | marker's unique name                       |
| nodeNumber            | Index               |      | MAXINT        | node number to which marker is attached to |
| visualization         | VMarkerNodePosition |      |               | parameters for visualization of item       |

The item VMarkerNodePosition has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

#### 5.4.5 MarkerNodeRigid

A rigid-body (position+orientation) node-marker attached to a rigid-body node.

The item MarkerNodeRigid has the following parameters:

| Name               | type             | size | default value | description                                |
|--------------------|------------------|------|---------------|--|
| type = 'NodeRigid' |                  |      |               | <i>item typename for initialization</i>    |
| name               | String           |      | "             | marker's unique name                       |
| nodeNumber         | Index            |      | MAXINT        | node number to which marker is attached to |
| visualization      | VMarkerNodeRigid |      |               | parameters for visualization of item       |

The item VMarkerNodeRigid has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.4.6 MarkerNodeCoordinate

A node-Marker attached to a ODE2 coordinate of a node; for other coordinates (ODE1,...) other markers need to be defined.

The item MarkerNodeCoordinate has the following parameters:

| Name                    | type                  | size | default value | description                                       |
|-------------------------|-----------------------|------|---------------|---|
| type = 'NodeCoordinate' |                       |      |               | <i>item typename for initialization</i>           |
| name                    | String                |      | "             | marker's unique name                              |
| nodeNumber              | Index                 |      | MAXINT        | node number to which marker is attached to        |
| coordinate              | Index                 |      | MAXINT        | coordinate of node to which marker is attached to |
| visualization           | VMarkerNodeCoordinate |      |               | parameters for visualization of item              |

The item VMarkerNodeCoordinate has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.4.7 MarkerBodyCable2DShape

A special Marker attached to a 2D ANCF beam finite element with cubic interpolation and 8 coordinates.

The item MarkerBodyCable2DShape has the following parameters:

| Name                      | type   | size | default value | description   |
|---------------------------|--------|------|---------------|---|
| type = 'BodyCable2DShape' |        |      |               | <i>item typename for initialization</i>   |
| name                      | String |      | "             | marker's unique name  |
| bodyNumber                | Index  |      | MAXINT        | body number to which marker is attached to  |
| numberOfSegments          | Index  |      | 3             | number of number of segments; each segment is a line and is associated to a data (history) variable; must be same as in according contact element |

|               |                         |                                      |
|---------------|-------------------------|--------------------------------------|
| visualization | VMarkerBodyCable2DShape | parameters for visualization of item |
|---------------|-------------------------|--------------------------------------|

The item VMarkerBodyCable2DShape has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

## 5.4.8 MarkerBodyCable2DCoordinates

A special Marker attached to the coordinates of a 2D ANCF beam finite element with cubic interpolation.  
The item MarkerBodyCable2DCoordinates has the following parameters:

| Name                            | type                          | size | default value | description                                |
|---------------------------------|-------------------------------|------|---------------|--|
| type = 'BodyCable2DCoordinates' |                               |      |               | <i>item typename for initialization</i>    |
| name                            | String                        |      | "             | marker's unique name                       |
| bodyNumber                      | Index                         |      | MAXINT        | body number to which marker is attached to |
| visualization                   | VMarkerBodyCable2DCoordinates |      |               | parameters for visualization of item       |

The item VMarkerBodyCable2DCoordinates has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

## 5.5 Loads

### 5.5.1 LoadForceVector

Load with (3D) force vector; attached to position-based marker.

**Short name** for Python: **Force**

**Requested marker type** = Marker::Position

The item LoadForceVector has the following parameters:

| Name                 | type   | size | default value | description                              |
|----------------------|--------|------|---------------|--|
| type = 'ForceVector' |        |      |               | <i>item typename for initialization</i>  |
| name                 | String |      | "             | load's unique name                       |
| markerNumber         | Index  |      | MAXINT        | marker's number to which load is applied |

|                        |                          |          |            |   |
|------------------------|--------------------------|----------|------------|---|
| loadVector             | Vector3D                 |          | [0.,0.,0.] | vector-valued load [SI:N]   |
| loadVectorUserFunction | PyFunctionVector3DScalar | Vector3D | 0          | A python function which defines the time-dependent load with parameters (Real t, Vector3D load); the load represents the current value of the load; WARNING: this factor does not work in combination with static computation (load-Factor); Example for python function: <code>def f(t, loadVector): return [loadVector[0]*np.sin(t*10*2*3.1415),0,0]</code> |
| visualization          | VLoadForceVector         |          |            | parameters for visualization of item  |

The item VLoadForceVector has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.5.2 LoadTorqueVector

Load with (3D) torque vector; attached to rigidbody-based marker.

**Short name** for Python: **Torque**

**Requested marker type** = Marker::Orientation

The item LoadTorqueVector has the following parameters:

| Name                   | type                     | size     | default value | description   |
|------------------------|--------------------------|----------|---------------|---|
| type = 'TorqueVector'  |                          |          |               | <i>item typename for initialization</i>   |
| name                   | String                   |          | "             | load's unique name  |
| markerNumber           | Index                    |          | MAXINT        | marker's number to which load is applied  |
| loadVector             | Vector3D                 |          | [0.,0.,0.]    | vector-valued load [SI:N]   |
| loadVectorUserFunction | PyFunctionVector3DScalar | Vector3D | 0             | A python function which defines the time-dependent load with parameters (Real t, Vector3D load); the load represents the current value of the load; WARNING: this factor does not work in combination with static computation (load-Factor); Example for python function: <code>def f(t, loadVector): return [loadVector[0]*np.sin(t*10*2*3.1415),0,0]</code> |
| visualization          | VLoadTorqueVector        |          |               | parameters for visualization of item  |

The item VLoadTorqueVector has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.5.3 LoadMassProportional

Load attached to BodyMass-based marker, applying a 3D vector load (e.g. the vector [0,-g,0] is used to apply gravitational loading of size g in negative y-direction).

**Short name** for Python: **Gravity**

**Requested marker type** = Marker::BodyMass

The item LoadMassProportional has the following parameters:

| Name                      | type                     | size | default value | description   |
|---------------------------|--------------------------|------|---------------|---|
| type = 'MassProportional' |                          |      |               | <i>item typename for initialization</i>   |
| name                      | String                   |      | "             | load's unique name  |
| markerNumber              | Index                    |      | MAXINT        | marker's number to which load is applied  |
| loadVector                | Vector3D                 |      | [0.,0.,0.]    | vector-valued load [SI:N/kg = m/s <sup>2</sup> ]  |
| loadVectorUserFunction    | PyFunctionVector3DScalar |      | Vector3D<br>0 | A python function which defines the time-dependent load with parameters (Real t, Vector3D load); the load represents the current value of the load; WARNING: this factor does not work in combination with static computation (loadFactor); Example for python function: def f(t, loadVector): return [loadVector[0]*np.sin(t*10*2*3.1415),0,0] |
| visualization             | VLoadMassProportional    |      |               | parameters for visualization of item  |

The item VLoadMassProportional has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.5.4 LoadCoordinate

Load with scalar value, which is attached to a coordinate-based marker; the load can be used e.g. to apply a force to a single axis of a body, a nodal coordinate of a finite element or a torque to the rotatory DOF of a rigid body.

**Requested marker type** = Marker::Coordinate

The item LoadCoordinate has the following parameters:



| Name                | type              | size | default value | description  |
|---------------------|-------------------|------|---------------|--|
| type = 'Coordinate' |                   |      |               | <i>item typename for initialization</i>  |
| name                | String            |      | "             | load's unique name   |
| markerNumber        | Index             |      | MAXINT        | marker's number to which load is applied   |
| load                | Real              |      | 0.            | scalar load [SI:N]   |
| loadUserFunction    | PyFunctionScalar2 |      | 0             | A python function which defines the time-dependent load with parameters (Real t, Real load); the load represents the current value of the load; WARNING: this factor does not work in combination with static computation (loadFactor); Example for python function: def f(t, load): return load*np.sin(t*10*2*3.1415) |
| visualization       | VLoadCoordinate   |      |               | parameters for visualization of item   |

The item VLoadCoordinate has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

## 5.6 Sensors

### 5.6.1 SensorNode

A sensor attached to a node. The sensor measures OutputVariables and outputs values into a file, showing time, sensorValue[0], sensorValue[1], ... . A user function can be attached to modify sensor values accordingly. The item SensorNode has the following parameters:

| Name               | type               | size | default value      | description  |
|--------------------|--------------------|------|--------------------|--|
| type = 'Node'      |                    |      |                    | <i>item typename for initialization</i>  |
| name               | String             |      | "                  | marker's unique name   |
| nodeNumber         | Index              |      | MAXINT             | node number to which sensor is attached to   |
| writeToFile        | bool               |      | True               | true: write sensor output to file  |
| fileName           | String             |      | "                  | directory and file name for sensor file output; default: empty string generates sensor + sensorNumber + outputVariableType |
| outputVariableType | OutputVariableType |      | OutputVariableType | OutputVariableType for sensor  |
| visualization      | VSensorNode        |      |                    | parameters for visualization of item   |

The item VSensorNode has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

### 5.6.2 SensorBody

A sensor attached to a body with local position. As a difference to other ObjectSensors, the body sensor has a local position at which the sensor is attached to. The sensor measures OutputVariableBody and outputs values into a file, showing time, sensorValue[0], sensorValue[1], ... . A user function can be attached to postprocess sensor values accordingly.

The item SensorBody has the following parameters:

| Name               | type               | size | default value      | description  |
|--------------------|--------------------|------|--------------------|--|
| type = 'Body'      |                    |      |                    | <i>item typename for initialization</i>  |
| name               | String             |      | "                  | marker's unique name   |
| bodyNumber         | Index              |      | MAXINT             | body (=object) number to which sensor is attached to   |
| localPosition      | Vector3D           | 3    | [0.,0.,0.]         | local (body-fixed) body position of sensor   |
| writeToFile        | bool               |      | True               | true: write sensor output to file  |
| fileName           | String             |      | "                  | directory and file name for sensor file output; default: empty string generates sensor + sensorNumber + outputVariableType |
| outputVariableType | OutputVariableType |      | OutputVariableType | OutputVariableType for sensor  |
| visualization      | VSensorBody        |      |                    | parameters for visualization of item   |

The item VSensorBody has the following parameters:

| Name | type | size | default value | description  |
|------|------|------|---------------|--|
| show | bool |      | True          | set true, if item is shown in visualization and false if it is not shown |

## 5.7 GraphicsData

Some items may include a 'graphicsData' structure. GraphicsData contains a list of graphicsData items, i.e. graphicsData = [graphicsItem1, graphicsItem2, ...]. Every single graphicsItem may be defined as one of the following structures using a specific 'type':

| Name                          | type   | default value | description  |
|-------------------------------|--------|---------------|--|
| <b>type = 'Line':</b>         |        |               | <i>draws a polygonal line between all specified points</i>   |
| color                         | list   | [0,0,0,1]     | list of 4 floats to define RGB-color and transparency  |
| data                          | list   | mandatory     | list of float triples of x,y,z coordinates of the line floats to define RGB-color and transparency; Example: data=[0,0,0, 1,0,0, 1,1,0, 0,1,0, 0,0,0] ... draws a rectangle with side length 1   |
| <b>type = 'Circle':</b>       |        |               | <i>draws a circle with center point, normal (defines plane of circle) and radius</i>   |
| color                         | list   | [0,0,0,1]     | list of 4 floats to define RGB-color and transparency  |
| radius                        | float  | mandatory     | radius   |
| position                      | list   | mandatory     | list of float triples of x,y,z coordinates of center point of the circle   |
| normal                        | list   | [0,0,1]       | list of float triples of x,y,z coordinates of normal to the plane of the circle; the default value gives a circle in the (x, y)-plane  |
| <b>type = 'Text':</b>         |        |               | <i>places the given text at position</i>   |
| color                         | list   | [0,0,0,1]     | list of 4 floats to define RGB-color and transparency  |
| text                          | string | mandatory     | text to be displayed   |
| position                      | list   | mandatory     | list of float triples of [x,y,z] coordinates of the left upper position of the text; e.g. position=[20,10,0]   |
| <b>type = 'TriangleList':</b> |        |               | <i>draws a flat triangle mesh for given points and connectivity</i>  |
| points                        | list   | mandatory     | list [x0,y0,z0, x1,y1,z1, ...] containing $n \times 3$ floats (grouped x0,y0,z0, x1,y1,z1, ...) to define x,y,z coordinates of points, $n$ being the number of points (=vertices)  |
| colors                        | list   | empty         | list [R0,G0,B0,A0, R1,G2,B1,A1, ...] containing $n \times 4$ floats to define RGB-color and transparency A, where $n$ must be according to number of points; if field 'colors' does not exist, default colors will be used               |
| normals                       | list   | empty         | list [n0x,n0y,n0z, ...] containing $n \times 3$ floats to define normal direction of triangles per point, where $n$ must be according to number of points; if field 'normals' does not exist, default normals [0,0,0] will be used       |
| triangles                     | list   | mandatory     | list [T0point0, T0point1, T0point2, ...] containing $n_{trig} \times 3$ floats to define point indices of each vertex of the triangles (=connectivity); point indices start with index 0; the maximum index must be $\leq$ points.size() |

Examples of GraphicsData can be found in the Python examples and in exudynUtilities.py.



## Chapter 6

# EXUDYN Settings

This section includes the reference manual for settings which are available in the python interface, e.g. simulation settings, visualization settings, and others.

### 6.1 Simulation settings

This section includes hierarchical structures for simulation settings, e.g., time integration, static solver, Newton iteration and solution file export.

#### 6.1.1 SolutionSettings

General settings for exporting the solution (results) of a simulation.

SolutionSettings has the following items:

| Name                   | type/function return type | size | default value / function args | description   |
|------------------------|---------------------------|------|-------------------------------|---|
| writeSolutionToFile    | bool                      |      | True                          | flag (true/false), which determines if (global) solution vector is written to file  |
| appendToFile           | bool                      |      | False                         | flag (true/false); if true, solution is appended to existing file (otherwise created)                                       |
| writeFileHeader        | bool                      |      | True                          | flag (true/false); if true, file header is written (turn off, e.g. for multiple runs of time integration)                   |
| writeFileFooter        | bool                      |      | True                          | flag (true/false); if true, information at end of simulation is written: convergence, total solution time, statistics       |
| solutionWritePeriod    | UReal                     |      | 0.01                          | time span (period), determines how often the solution is written during a simulation  |
| sensorsAppendToFile    | bool                      |      | False                         | flag (true/false); if true, sensor output is appended to existing file (otherwise created)                                  |
| sensorsWriteFileHeader | bool                      |      | True                          | flag (true/false); if true, file header is written for sensor output (turn off, e.g. for multiple runs of time integration) |
| sensorsWritePeriod     | UReal                     |      | 0.01                          | time span (period), determines how often the sensor output is written during a simulation                                   |

|                             |          |  |                           |  |
|-----------------------------|----------|--|---------------------------|--|
| exportVelocities            | bool     |  | True                      | solution is written as displacements, velocities[, accelerations] [,algebraicCoordinates] [,DataCoordinates]   |
| exportAccelerations         | bool     |  | True                      | solution is written as displacements, [velocities,] accelerations [,algebraicCoordinates] [,DataCoordinates]   |
| exportAlgebraicCoordinates  | bool     |  | True                      | solution is written as displacements, [velocities,] [accelerations,], algebraicCoordinates (=Lagrange multipliers) [,DataCoordinates]  |
| exportDataCoordinates       | bool     |  | True                      | solution is written as displacements, [velocities,] [accelerations,] [,algebraicCoordinates (=Lagrange multipliers)] ,DataCoordinates  |
| coordinatesSolutionFileName | FileName |  | 'coordinatesSolution.txt' | filename and (relative) path of solution file containing all coordinates versus time   |
| solverInformationFileName   | FileName |  | 'solverInormation.txt'    | filename and (relative) path of text file showing detailed information during solving; detail level according to your Solver.verboseModeFile   |
| solutionInformation         | String   |  | "                         | special information added to header of solution file (e.g. parameters and settings, modes, ...)  |
| outputPrecision             | Index    |  | 10                        | precision for floating point numbers written to solution and sensor files  |
| recordImagesInterval        | Real     |  | -1.                       | record frames (images) during solving: amount of time to wait until next image (frame) is recorded; set recordImages = -1. if no images shall be recorded; set, e.g., recordImages = 0.01 to record an image every 10 milliseconds (requires that the time steps / load steps are sufficiently small!); for file names, etc., see VisualizationSettings.exportImages |

### 6.1.2 NumericalDifferentiationSettings

Settings for numerical differentiation of a function (needed for computation of numerical jacobian e.g. in implicit integration); HOTINT1:  $\text{relativeEpsilon} * \text{Maximum}(\text{minimumCoordinateSize}, \text{fabs}(x(i)))$ .

NumericalDifferentiationSettings has the following items:

| Name | type/function return type | size | default value / function args | description |
|------|---------------------------|------|-------------------------------|-------------|
|------|---------------------------|------|-------------------------------|-------------|

|                                  |       |  |       |  |
|----------------------------------|-------|--|-------|--|
| relativeEpsilon                  | UReal |  | 1e-7  | relative differentiation parameter epsilon; the numerical differentiation parameter $\varepsilon$ follows from the formula ( $\varepsilon = \varepsilon_{\text{relative}} * \max(q_{\min},  q_i + [q_i^{\text{Ref}}]  )$ ), with $\varepsilon_{\text{relative}} = \text{relativeEpsilon}$ , $q_{\min} = \text{minimumCoordinateSize}$ , $q_i$ is the current coordinate which is differentiated, and $q_{\text{Ref}i}$ is the reference coordinate of the current coordinate |
| minimumCoordinateSize            | UReal |  | 1e-2  | minimum size of coordinates in relative differentiation parameter  |
| doSystemWideDifferentiation      | bool  |  | False | true: system wide differentiation (e.g. all ODE2 equations w.r.t. all ODE2 coordinates); false: only local (object) differentiation  |
| addReferenceCoordinatesToEpsilon | bool  |  | False | true: for the size estimation of the differentiation parameter, the reference coordinate $q_i^{\text{Ref}}$ is added to ODE2 coordinates -> see; false: only the current coordinate is used for size estimation of the differentiation parameter   |

### 6.1.3 NewtonSettings

Settings for Newton method used in static or dynamic simulation.

NewtonSettings has the following items:

| Name                        | type/function return type        | size | default value / function args | description   |
|-----------------------------|----------------------------------|------|-------------------------------|---|
| numericalDifferentiation    | NumericalDifferentiationSettings |      |                               | numerical differentiation parameters for numerical jacobian (e.g. Newton in static solver or implicit time integration)   |
| useNumericalDifferentiation | bool                             |      | False                         | flag (true/false); false = perform direct computation of jacobian, true = use numerical differentiation for jacobian  |
| useNewtonSolver             | bool                             |      | True                          | flag (true/false); false = linear computation, true = use Newton solver for nonlinear solution  |
| relativeTolerance           | UReal                            |      | 1e-8                          | relative tolerance of residual for Newton (general goal of Newton is to decrease the residual by this factor)   |
| absoluteTolerance           | UReal                            |      | 1e-10                         | absolute tolerance of residual for Newton (needed e.g. if residual is fulfilled right at beginning); condition: $\sqrt{q \cdot q} / \text{numberOfCoordinates} \leq \text{absoluteTolerance}$ |

|                                    |       |  |       |  |
|------------------------------------|-------|--|-------|--|
| weightTolerancePerCoordinate       | bool  |  | False | flag (true/false); false = compute error as L2-Norm of residual; true = compute error as (L2-Norm of residual) / (sqrt(number of coordinates)), which can help to use common tolerance independent of system size  |
| newtonResidualMode                 | Index |  | 0     | 0 ... use residual for computation of error (standard); 1 ... use change of solution increment for error (set relTol and absTol to same values!) ==> may be advantageous if residual is zero, e.g., in kinematic analysis; TAKE CARE with this flag  |
| adaptInitialResidual               | bool  |  | True  | flag (true/false); false = standard; true: if initialResidual is very small (or zero), it may increase dramatically in first step; to achieve relativeTolerance, the initialResidual will be updated by a higher residual within the first Newton iteration  |
| modifiedNewtonContractivity        | UReal |  | 0.5   | maximum contractivity (=reduction of error in every Newton iteration) accepted by modified Newton; if contractivity is greater, a Jacobian update is computed  |
| useModifiedNewton                  | bool  |  | False | true: compute Jacobian only at first step; no Jacobian updates per step; false: Jacobian computed in every step  |
| modifiedNewtonJacUpdatePerStep     | bool  |  | False | true: compute Jacobian at every time step, but not in every iteration (except for bad convergence ==> switch to full Newton)   |
| maxIterations                      | Index |  | 25    | maximum number of iterations (including modified + restart Newton steps); after that iterations, the static/dynamic solver stops with error  |
| maxModifiedNewtonIterations        | Index |  | 8     | maximum number of iterations for modified Newton (without Jacobian update); after that number of iterations, the modified Newton method gets a Jacobian update and is further iterated   |
| maxModifiedNewtonRestartIterations | Index |  | 7     | maximum number of iterations for modified Newton after a Jacobian update; after that number of iterations, the full Newton method is started for this step   |
| maximumSolutionNorm                | UReal |  | 1e38  | this is the maximum allowed value for solutionU.L2NormSquared() which is the square of the square norm (value= $u_1^2 + u_2^2 + \dots$ ), and solutionV/A...; if the norm of solution vectors are larger, Newton method is stopped; the default value is chosen such that it would still work for single precision numbers (float) |
| maxDiscontinuousIterations         | Index |  | 5     | maximum number of discontinuous (post Newton) iterations   |



|                                  |       |  |      |   |
|----------------------------------|-------|--|------|---|
| ignoreMaxDiscontinuousIterations | bool  |  | True | continue solver if maximum number of discontinuous (post Newton) iterations is reached (ignore tolerance)   |
| discontinuousIterationTolerance  | UReal |  | 1    | absolute tolerance for discontinuous (post Newton) iterations; the errors represent absolute residuals and can be quite high  |
| stepInformation                  | Index |  | 2    | 0 ... only current step time, 1 ... show time to go, 2 ... show newton iterations (Nit) per step, 3 ... show discontinuous iterations (Dit) and newton jacobians (jac) per step |

### 6.1.4 GeneralizedAlphaSettings

Settings for generalized-alpha, implicit trapezoidal or Newmark time integration methods.

GeneralizedAlphaSettings has the following items:

| Name                        | type/function return type | size | default value / function args | description   |
|-----------------------------|---------------------------|------|-------------------------------|---|
| newmarkBeta                 | UReal                     |      | 0.25                          | value beta for Newmark method; default value beta = $\frac{1}{4}$ corresponds to (undamped) trapezoidal rule  |
| newmarkGamma                | UReal                     |      | 0.5                           | value gamma for Newmark method; default value gamma = $\frac{1}{2}$ corresponds to (undamped) trapezoidal rule  |
| useIndex2Constraints        | bool                      |      | False                         | set useIndex2Constraints = true in order to use index2 (velocity level constraints) formulation   |
| useNewmark                  | bool                      |      | False                         | if true, use Newmark method with beta and gamma instead of generalized-Alpha  |
| spectralRadius              | UReal                     |      | 0.9                           | spectral radius for Generalized-alpha solver; set this value to 1 for no damping or to $0 < \text{spectralRadius} < 1$ for damping of high-frequency dynamics; for position-level constraints (index 3), spectralRadius must be $< 1$ |
| computeInitialAccelerations | bool                      |      | True                          | true: compute initial accelerations from system EOM in acceleration form; false: use zero accelerations   |

### 6.1.5 TimeIntegrationSettings

General parameters used in time integration; specific parameters are provided in the according solver settings, e.g. for generalizedAlpha.

TimeIntegrationSettings has the following items:

| Name             | type/function return type | size | default value / function args | description  |
|------------------|---------------------------|------|-------------------------------|--|
| newton           | NewtonSettings            |      |                               | parameters for Newton method; used for implicit time integration methods only  |
| startTime        | UReal                     |      | 0                             | start time of time integration (usually set to zero)   |
| endTime          | UReal                     |      | 1                             | end time of time integration   |
| numberOfSteps    | UInt                      |      | 100                           | number of steps in time integration; stepsize is computed from (endTime-startTime)/numberOfSteps   |
| adaptiveStep     | bool                      |      | True                          | true: use step reduction if step fails; false: constant step size  |
| minimumStepSize  | UReal                     |      | 1e-8                          | lower limit of time step size, before integrator stops   |
| verboseMode      | Index                     |      | 0                             | 0 ... no output, 1 ... show short step information every 2 seconds (error), 2 ... show every step information, 3 ... show also solution vector, 4 ... show also mass matrix and jacobian (implicit methods), 5 ... show also Jacobian inverse (implicit methods) |
| verboseModeFile  | Index                     |      | 0                             | same behaviour as verboseMode, but outputs all solver information to file  |
| generalizedAlpha | GeneralizedAlphaSettings  |      |                               | parameters for generalized-alpha, implicit trapezoidal rule or Newmark (options only apply for these methods)  |
| preStepPyExecute | String                    |      | "                             | Python code to be executed prior to every step and after last step, e.g. for postprocessing  |

### 6.1.6 StaticSolverSettings

Settings for static solver linear or nonlinear (Newton).

StaticSolverSettings has the following items:

| Name              | type/function return type | size | default value / function args | description  |
|-------------------|---------------------------|------|-------------------------------|--|
| newton            | NewtonSettings            |      |                               | parameters for Newton method (e.g. in static solver or time integration)                                 |
| numberOfLoadSteps | Index                     |      | 1                             | number of load steps; if numberOfLoadSteps=1, no load steps are used and full forces are applied at once |
| loadStepDuration  | UReal                     |      | 1                             | quasi-time for all load steps (added to current time in load steps)                                      |

|                        |        |  |       |  |
|------------------------|--------|--|-------|--|
| loadStepStart          | UReal  |  | 0     | a quasi time, which can be used for the output (first column) as well as for time-dependent forces; quasi-time is increased in every step $i$ by $\text{loadStepDuration}/\text{numberOfLoadSteps}$ ; $\text{loadStepTime} = \text{loadStepStart} + i * \text{loadStepDuration}/\text{numberOfLoadSteps}$ , but $\text{loadStepStart}$ untouched $\Rightarrow$ increment by user   |
| loadStepGeometric      | bool   |  | False | if $\text{loadStepGeometric}=\text{false}$ , the load steps are incremental (arithmetic series, e.g. 0.1,0.2,0.3,...); if true, the load steps are increased in a geometric series, e.g. for $n = 8$ $\text{numberOfLoadSteps}$ and $d = 1000$ $\text{loadStepGeometricRange}$ , it follows: $1000^{1/8}/1000 = 0.00237$ , $1000^{2/8}/1000 = 0.00562$ , $1000^{3/8}/1000 = 0.0133$ , ..., $1000^{7/8}/1000 = 0.422$ , $1000^{8/8}/1000 = 1$ |
| loadStepGeometricRange | UReal  |  | 1000  | if $\text{loadStepGeometric}=\text{true}$ , the load steps are increased in a geometric series, see $\text{loadStepGeometric}$   |
| useLoadFactor          | bool   |  | True  | true: compute a load factor $\in [0,1]$ from static step time; all loads are scaled by the load factor; false: loads are always scaled with 1 – use this option if time dependent loads use a userFunction   |
| stabilizerODE2term     | UReal  |  | 0     | add mass-proportional stabilizer term in ODE2 part of jacobian for stabilization (scaled), e.g. of badly conditioned problems; the diagonal terms are scaled with $\text{stabilizer} = (1 - \text{loadStepFactor}^2)$ , and go to zero at the end of all load steps: $\text{loadStepFactor} = 1 \rightarrow \text{stabilizer} = 0$   |
| adaptiveStep           | bool   |  | True  | true: use step reduction if step fails; false: fixed step size   |
| minimumStepSize        | UReal  |  | 1e-8  | lower limit of step size, before nonlinear solver stops  |
| verboseMode            | Index  |  | 1     | 0 ... no output, 1 ... show errors and load steps, 2 ... show short Newton step information (error), 3 ... show also solution vector, 4 ... show also jacobian, 5 ... show also Jacobian inverse   |
| verboseModeFile        | Index  |  | 0     | same behaviour as $\text{verboseMode}$ , but outputs all solver information to file  |
| preStepPyExecute       | String |  | "     | Python code to be executed prior to every load step and after last step, e.g. for post-processing  |

### 6.1.7 SimulationSettings

General Settings for simulation; according settings for solution and solvers are given in subitems of this structure.

SimulationSettings has the following items:

| Name                   | type/function return type | size | default value / function args | description   |
|------------------------|---------------------------|------|-------------------------------|---|
| timeIntegration        | TimeIntegrationSettings   |      |                               | time integration parameters   |
| solutionSettings       | SolutionSettings          |      |                               | settings for solution files   |
| staticSolver           | StaticSolverSettings      |      |                               | static solver parameters  |
| linearSolverType       | LinearSolverType          |      | LinearSolverType::EXUdense    | selection of numerical linear solver: exu.LinearSolverType.EXUdense (dense matrix inverse), exu.LinearSolverType.EigenSparse (sparse matrix LU-factorization), ... (enumeration type) |
| cleanUpMemory          | bool                      |      | False                         | true: solvers will free memory at exit (recommended for large systems); false: keep allocated memory for repeated computations to increase performance                                |
| displayStatistics      | bool                      |      | False                         | display general computation information at end of time step (steps, iterations, function calls, step rejections, ...)   |
| displayComputationTime | bool                      |      | False                         | display computation time statistics at end of solving   |
| pauseAfterEachStep     | bool                      |      | False                         | pause after every time step or static load step(user press SPACE)   |
| outputPrecision        | Index                     |      | 6                             | precision for floating point numbers written to console; e.g. values written by solver  |
| numberOfThreads        | Index                     |      | 1                             | number of threads used for parallel computation (1 == scalar processing); not yet implemented (status: Nov 2019)  |

## 6.2 Visualization settings

This section includes hierarchical structures for visualization settings, e.g., drawing of nodes, bodies, connectors, loads and markers and furthermore OpenGL, window and save image options.

### 6.2.1 VSettingsGeneral

General settings for visualization.

VSettingsGeneral has the following items:

| Name | type/function return type | size | default value / function args | description |
|------|---------------------------|------|-------------------------------|-------------|
|------|---------------------------|------|-------------------------------|-------------|

|                        |        |   |               |   |
|------------------------|--------|---|---------------|---|
| graphicsUpdateInterval | float  |   | 0.1           | interval of graphics update during simulation in seconds; 0.1 = 10 frames per second; low numbers might slow down computation speed |
| autoFitScene           | bool   |   | True          | automatically fit scene within first second after StartRenderer()   |
| textSize               | float  |   | 12.           | general text size if not overwritten  |
| minSceneSize           | float  |   | 0.1           | minimum scene size for initial scene size and for autoFitScene, to avoid division by zero; SET GREATER THAN ZERO                    |
| backgroundColor        | Float4 | 4 | [1.,1.,1.,1.] | red, green, blue and alpha values for background of render window (white=[1,1,1,1]; black = [0,0,0,1])                              |
| coordinateSystemSize   | float  |   | 0.4           | size of coordinate system relative to screen  |
| drawCoordinateSystem   | bool   |   | True          | false = no coordinate system shown  |
| showComputationInfo    | bool   |   | True          | false = no info about computation (current time, solver, etc.) shown  |
| pointSize              | float  |   | 0.01          | global point size (absolute)  |
| circleTiling           | Index  |   | 16            | global number of segments for circles; if smaller than 2, 2 segments are used (flat)  |
| cylinderTiling         | Index  |   | 16            | global number of segments for cylinders; if smaller than 2, 2 segments are used (flat)  |
| sphereTiling           | Index  |   | 8             | global number of segments for spheres; if smaller than 2, 2 segments are used (flat)  |
| axesTiling             | Index  |   | 12            | global number of segments for drawing axes cylinders and cones (reduce this number, e.g. to 4, if many axes are drawn)              |

### 6.2.2 VSettingsWindow

Window and interaction settings for visualization; handle changes with care, as they might lead to unexpected results or crashes.

VSettingsWindow has the following items:

| Name             | type/function return type | size | default value / function args | description  |
|------------------|---------------------------|------|-------------------------------|--|
| renderWindowSize | Index2                    | 2    | [1024,768]                    | initial size of OpenGL render window in pixel  |
| startupTimeout   | Index                     |      | 5000                          | OpenGL render window startup timeout in ms (change might be necessary if CPU is very slow) |
| alwaysOnTop      | bool                      |      | False                         | true: OpenGL render window will be always on top of all other windows                      |
| maximize         | bool                      |      | False                         | true: OpenGL render window will be maximized at startup                                    |

|                         |       |  |      |   |
|-------------------------|-------|--|------|---|
| showWindow              | bool  |  | True | true: OpenGL render window is shown on startup; false: window will be iconified at startup (e.g. if you are starting multiple computations automatically) |
| keypressRotationStep    | float |  | 5.   | rotation increment per keypress in degree (full rotation = 360 degree)  |
| mouseMoveRotationFactor | float |  | 1.   | rotation increment per 1 pixel mouse movement in degree   |
| keypressTranslationStep | float |  | 0.1  | translation increment per keypress relative to window size  |
| zoomStepFactor          | float |  | 1.15 | change of zoom per keypress (keypad +/-) or mouse wheel increment   |

### 6.2.3 VSettingsOpenGL

OpenGL settings for 2D and 2D rendering.

VSettingsOpenGL has the following items:

| Name                 | type/function return type | size | default value / function args            | description  |
|----------------------|---------------------------|------|--|--|
| initialCenterPoint   | Float3                    | 3    | [0.,0.,0.]                               | centerpoint of scene (3D) at renderer startup; overwritten if autoFitScene = True  |
| initialZoom          | float                     |      | 1.                                       | initial zoom of scene; overwritten/ignored if autoFitScene = True  |
| initialMaxSceneSize  | float                     |      | 1.                                       | initial maximum scene size (auto: diagonal of cube with maximum scene coordinates); used for 'zoom all' functionality and for visibility of objects; overwritten if autoFitScene = True  |
| initialModelRotation | StdArray33F               | 3x3  | [Matrix3DF[3,3,1.,0.,0.,1.,0.,0.,0.,1.]] | initial model rotation matrix for OpenGL; in python use e.g.: initialModelRotation=[[1,0,0],[0,1,0],[0,0,1]]   |
| multiSampling        | Index                     | 1    | 1  | multi sampling turned off (<=1) or turned on to given values (2, 4, 8 or 16); increases the graphics buffers and might crash due to graphics card memory limitations; only works if supported by hardware; if it does not work, try to change 3D graphics hardware settings! |
| lineWidth            | float                     | 1    | 1.                                       | width of lines used for representation of lines, circles, points, etc.   |
| lineSmooth           | bool                      | 1    | True                                     | draw lines smooth  |
| textLineWidth        | float                     | 1    | 1.                                       | width of lines used for representation of text   |
| textLineSmooth       | bool                      | 1    | False                                    | draw lines for representation of text smooth   |

|                   |        |   |                 |   |
|-------------------|--------|---|-----------------|---|
| showFaces         | bool   | 1 | True            | show faces of triangles, etc.; using the options showFaces=false and showFaceEdges=true gives wire frame representation           |
| showFaceEdges     | bool   | 1 | False           | show edges of faces; using the options showFaces=false and showFaceEdges=true gives wire frame representation                     |
| shadeModelSmooth  | bool   | 1 | True            | true: turn on smoothing for shaders, which uses vertex normals to smooth surfaces   |
| materialSpecular  | Float4 | 4 | [1.,1.,1.,1.]   | 4f specular color of material   |
| materialShininess | float  | 1 | 60.             | shininess of material   |
| enableLight0      | bool   | 1 | True            | turn on/off light0  |
| light0position    | Float4 | 4 | [1.,1.,-10.,0.] | 4f position vector of GL light0; 4th value should be 0, otherwise the vector obtains a special interpretation, see opengl manuals |
| light0ambient     | float  | 1 | 0.25            | ambient value of GL light0  |
| light0diffuse     | float  | 1 | 0.4             | diffuse value of GL light0  |
| light0specular    | float  | 1 | 0.4             | specular value of GL light0   |
| enableLight1      | bool   | 1 | True            | turn on/off light1  |
| light1position    | Float4 | 4 | [0.,3.,2.,0.]   | 4f position vector of GL light1; 4th value should be 0, otherwise the vector obtains a special interpretation, see opengl manuals |
| light1ambient     | float  | 1 | 0.25            | ambient value of GL light1  |
| light1diffuse     | float  | 1 | 0.4             | diffuse value of GL light1  |
| light1specular    | float  | 1 | 0.              | specular value of GL light1   |
| drawFaceNormals   | bool   | 1 | False           | draws triangle normals, e.g. at center of triangles; used for debugging of faces  |
| drawVertexNormals | bool   | 1 | False           | draws vertex normals; used for debugging  |
| drawNormalsLength | float  | 1 | 0.1             | length of normals; used for debugging   |

## 6.2.4 VSettingsContour

Settings for contour plots; use these options to visualize field data, such as displacements, stresses, strains, etc. for bodies, nodes and finite elements.

VSettingsContour has the following items:

| Name                    | type/function return type | size | default value / function args | description  |
|-------------------------|---------------------------|------|-------------------------------|--|
| outputVariableComponent | Index                     | 1    | 0                             | select the component of the chosen output variable; e.g., for displacements, 3 components are available: 0 == x, 1 == y, 2 == z component; if this component is not available by certain objects or nodes, no value is drawn |

|                |                    |   |                          |  |
|----------------|--------------------|---|--------------------------|--|
| outputVariable | OutputVariableType |   | OutputVariableType::None | selected contour plot output variable type; select OutputVariableType.None to deactivate contour plotting. |
| minValue       | float              | 1 | 0                        | minimum value for contour plot; set manually, if automaticRange == False                                   |
| maxValue       | float              | 1 | 1                        | maximum value for contour plot; set manually, if automaticRange == False                                   |
| automaticRange | bool               |   | True                     | if true, the contour plot value range is chosen automatically to the maximum range                         |
| showColorBar   | bool               |   | True                     | show the colour bar with minimum and maximum values for the contour plot                                   |
| colorBarTiling | Index              | 1 | 12                       | number of tiles (segments) shown in the colorbar for the contour plot                                      |

### 6.2.5 VSettingsExportImages

Functionality to export images to files (.tga format) which can be used to create animations; to activate image recording during the solution process, set SolutionSettings.recordImagesInterval accordingly.

VSettingsExportImages has the following items:

| Name                 | type/function return type | size | default value / function args | description  |
|----------------------|---------------------------|------|-------------------------------|--|
| saveImageTimeOut     | Index                     |      | 5000                          | timeout for saving a frame as image to disk; this is the amount of time waited for re-drawing; increase for very complex scenes                                      |
| saveImageFileName    | FileName                  |      | 'images/rame'                 | filename (without extension!) and (relative) path for image file(s) with consecutive numbering (e.g., frame0000.tga, frame0001.tga,...); folders must already exist! |
| saveImageFileCounter | Index                     |      | 0                             | current value of the counter which is used to consecutively save frames (images) with consecutive numbers  |
| saveImageSingleFile  | bool                      |      | False                         | true: only save single files with given filename, not adding numbering; false: add numbering to files, see saveImageFileName   |

### 6.2.6 VSettingsNodes

Visualization settings for nodes.

VSettingsNodes has the following items:

| Name | type/function return type | size | default value / function args | description |
|------|---------------------------|------|-------------------------------|-------------|
|------|---------------------------|------|-------------------------------|-------------|



|                 |        |   |                 |  |
|-----------------|--------|---|-----------------|--|
| show            | bool   |   | True            | flag to decide, whether the nodes are shown                                    |
| showNumbers     | bool   |   | False           | flag to decide, whether the node number is shown                               |
| defaultSize     | float  |   | -1.             | global node size; if -1.f, node size is relative to openGL.initialMaxSceneSize |
| defaultColor    | Float4 | 4 | [0.2,0.2,1.,1.] | default cRGB olor for nodes; 4th value is alpha-transparency                   |
| showNodalSlopes | Index  |   | False           | draw nodal slope vectors, e.g. in ANCF beam finite elements                    |

## 6.2.7 VSettingsBeams

Visualization settings for beam finite elements.

VSettingsBeams has the following items:

| Name        | type/function return type | size | default value / function args | description                                     |
|-------------|---------------------------|------|-------------------------------|---|
| axialTiling | Index                     |      | 8                             | number of segments to discretise the beams axis |

## 6.2.8 VSettingsBodies

Visualization settings for bodies.

VSettingsBodies has the following items:

| Name         | type/function return type | size | default value / function args | description   |
|--------------|---------------------------|------|-------------------------------|---|
| show         | bool                      |      | True                          | flag to decide, whether the bodies are shown                              |
| showNumbers  | bool                      |      | False                         | flag to decide, whether the body(=object) number is shown                 |
| defaultSize  | Float3                    | 3    | [1.,1.,1.]                    | global body size of xyz-cube  |
| defaultColor | Float4                    | 4    | [0.2,0.2,1.,1.]               | default cRGB olor for bodies; 4th value is                                |
| beams        | VSettingsBeams            |      |                               | visualization settings for beams (e.g. AN-CFCable or other beam elements) |

## 6.2.9 VSettingsConnectors

Visualization settings for connectors.

VSettingsConnectors has the following items:

| Name                     | type/function return type | size | default value / function args | description   |
|--------------------------|---------------------------|------|-------------------------------|---|
| show                     | bool                      |      | True                          | flag to decide, whether the connectors are shown                                |
| showNumbers              | bool                      |      | False                         | flag to decide, whether the connector(=object) number is shown                  |
| showJointAxes            | bool                      |      | False                         | flag to decide, whether contact joint axes of 3D joints are shown               |
| jointAxesLength          | float                     |      | 0.2                           | global joint axes length  |
| jointAxesRadius          | float                     |      | 0.02                          | global joint axes radius  |
| showContact              | bool                      |      | False                         | flag to decide, whether contact points, lines, etc. are shown                   |
| defaultSize              | float                     |      | 0.1                           | global connector size; if -1.f, connector size is relative to maxSceneSize      |
| contactPointsDefaultSize | float                     |      | 0.02                          | global contact points size; if -1.f, connector size is relative to maxSceneSize |
| defaultColor             | Float4                    | 4    | [0.2,0.2,1.,1.]               | default cRGB color for connectors; 4th value is alpha-transparency              |

### 6.2.10 VSettingsMarkers

Visualization settings for markers.

VSettingsMarkers has the following items:

| Name         | type/function return type | size | default value / function args | description  |
|--------------|---------------------------|------|-------------------------------|--|
| show         | bool                      |      | True                          | flag to decide, whether the markers are shown                        |
| showNumbers  | bool                      |      | False                         | flag to decide, whether the marker numbers are shown                 |
| defaultSize  | float                     |      | -1.                           | global marker size; if -1.f, marker size is relative to maxSceneSize |
| defaultColor | Float4                    | 4    | [0.1,0.5,0.1,1.]              | default cRGB color for markers; 4th value is alpha-transparency      |

### 6.2.11 VSettingsLoads

Visualization settings for loads.

VSettingsLoads has the following items:

| Name | type/function return type | size | default value / function args | description                                 |
|------|---------------------------|------|-------------------------------|---|
| show | bool                      |      | True                          | flag to decide, whether the loads are shown |

|                |        |   |                  |   |
|----------------|--------|---|------------------|---|
| showNumbers    | bool   |   | False            | flag to decide, whether the load numbers are shown  |
| defaultSize    | float  |   | 0.2              | global load size; if -1.f, load size is relative to maxSceneSize  |
| fixedLoadSize  | bool   |   | True             | if true, the load is drawn with a fixed vector length in direction of the load vector, independently of the load size |
| loadSizeFactor | float  |   | 0.1              | if fixedLoadSize=false, then this scaling factor is used to draw the load vector                                      |
| defaultColor   | Float4 | 4 | [0.7,0.1,0.1,1.] | default cRGB color for loads; 4th value is alpha-transparency   |

### 6.2.12 VSettingsSensors

Visualization settings for sensors.

VSettingsSensors has the following items:

| Name         | type/function return type | size | default value / function args | description  |
|--------------|---------------------------|------|-------------------------------|--|
| show         | bool                      |      | True                          | flag to decide, whether the sensors are shown                        |
| showNumbers  | bool                      |      | False                         | flag to decide, whether the sensor numbers are shown                 |
| defaultSize  | float                     |      | -1.                           | global sensor size; if -1.f, sensor size is relative to maxSceneSize |
| defaultColor | Float4                    | 4    | [0.6,0.6,0.1,1.]              | default cRGB color for sensors; 4th value is alpha-transparency      |

### 6.2.13 VisualizationSettings

Settings for visualization.

VisualizationSettings has the following items:

| Name         | type/function return type | size | default value / function args | description   |
|--------------|---------------------------|------|-------------------------------|---|
| general      | VSettingsGeneral          |      |                               | general visualization settings  |
| window       | VSettingsWindow           |      |                               | visualization window and interaction settings                                 |
| openGL       | VSettingsOpenGL           |      |                               | OpenGL rendering settings   |
| contour      | VSettingsContour          |      |                               | contour plot visualization settings   |
| exportImages | VSettingsExportImages     |      |                               | settings for exporting (saving) images to files in order to create animations |
| nodes        | VSettingsNodes            |      |                               | node visualization settings   |

|            |                     |  |  |                                  |
|------------|---------------------|--|--|----------------------------------|
| bodies     | VSettingsBodies     |  |  | body visualization settings      |
| connectors | VSettingsConnectors |  |  | connector visualization settings |
| markers    | VSettingsMarkers    |  |  | marker visualization settings    |
| loads      | VSettingsLoads      |  |  | load visualization settings      |
| sensors    | VSettingsSensors    |  |  | sensor visualization settings    |

## 6.3 Solver substructures

This section includes structures contained in the solver, which can be accessed via the python interface during solution or for building a customized solver in python.

### 6.3.1 CSolverTimer

Structure for timing in solver. Each Real variable is used to measure the CPU time which certain parts of the solver need. This structure is only active if the code is not compiled with the `__FAST_EXUDYN_LINALG` option and if `displayComputationTime` is set True. Timings will only be filled, if `useTimer` is True.

CSolverTimer has the following items:

| Name               | type/function return type | size | default value / function args | description   |
|--------------------|---------------------------|------|-------------------------------|---|
| useTimer           | bool                      |      | True                          | flag to decide, whether the timer is used (true) or not                         |
| total              | Real                      |      | 0.                            | total time measured between start and end of computation (static/dynamics)      |
| factorization      | Real                      |      | 0.                            | solve or inverse  |
| newtonIncrement    | Real                      |      | 0.                            | $Jac^{-1} * RHS$ ; backsubstitution   |
| integrationFormula | Real                      |      | 0.                            | time spent for evaluation of integration formulas                               |
| ODE2RHS            | Real                      |      | 0.                            | time for residual evaluation of ODE2 right-hand-side                            |
| AERHS              | Real                      |      | 0.                            | time for residual evaluation of algebraic equations right-hand-side             |
| totalJacobian      | Real                      |      | 0.                            | time for all jacobian computations  |
| jacobianODE2       | Real                      |      | 0.                            | jacobian w.r.t. coordinates of ODE2 equations (not counted in sum)              |
| jacobianODE2_t     | Real                      |      | 0.                            | jacobian w.r.t. coordinates_t of ODE2 equations (not counted in sum)            |
| jacobianAE         | Real                      |      | 0.                            | jacobian of algebraic equations (not counted in sum)                            |
| massMatrix         | Real                      |      | 0.                            | mass matrix computation   |
| reactionForces     | Real                      |      | 0.                            | $CqT * \lambda$   |
| postNewton         | Real                      |      | 0.                            | post newton step  |
| writeSolution      | Real                      |      | 0.                            | time for writing solution   |
| overhead           | Real                      |      | 0.                            | overhead, such as initialization, copying and some matrix-vector multiplication |
| python             | Real                      |      | 0.                            | time spent for python functions   |

|                 |        |  |                |  |
|-----------------|--------|--|----------------|--|
| visualization   | Real   |  | 0.             | time spent for visualization in computation thread   |
| Reset(...)      | void   |  | useSolverTimer | reset solver timings to initial state by assigning default values; useSolverTimer sets the useTimer flag |
| Sum()           | Real   |  |                | compute sum of all timers (except for those counted multiple, e.g., jacobians)                           |
| StartTimer(...) | void   |  | value          | start timer function for a given variable; subtracts current CPU time from value                         |
| StopTimer(...)  | void   |  | value          | stop timer function for a given variable; adds current CPU time to value                                 |
| ToString()      | String |  |                | converts the current timings to a string   |

### 6.3.2 SolverLocalData

Solver local data structure for solution vectors, system matrices and temporary vectors and data structures.

SolverLocalData has the following items:

| Name                         | type/function return type | size | default value / function args | description  |
|------------------------------|---------------------------|------|-------------------------------|--|
| nODE2                        | Index                     |      | 0                             | number of second order ordinary diff. eq. coordinates                                |
| nODE1                        | Index                     |      | 0                             | number of first order ordinary diff. eq. coordinates                                 |
| nAE                          | Index                     |      | 0                             | number of algebraic coordinates  |
| nData                        | Index                     |      | 0                             | number of data coordinates   |
| nSys                         | Index                     |      | 0                             | number of system (unknown) coordinates<br>= nODE2+nODE1+nAE                          |
| startAE                      | Index                     |      | 0                             | start of algebraic coordinates, but set to zero if nAE==0                            |
| systemResidual               | ResizableVector           |      |                               | system residual vector (vectors will be linked to this vector!)                      |
| newtonSolution               | ResizableVector           |      |                               | Newton decrement (computed from residual and jacobian)                               |
| tempODE2                     | ResizableVector           |      |                               | temporary vector for ODE2 quantities; use in initial accelerations and during Newton |
| temp2ODE2                    | ResizableVector           |      |                               | second temporary vector for ODE2 quantities; use in static computation               |
| tempODE2F0                   | ResizableVector           |      |                               | temporary vector for ODE2 Jacobian   |
| tempODE2F1                   | ResizableVector           |      |                               | temporary vector for ODE2 Jacobian   |
| startOfStepStateAAlgorithmic | ResizableVector           |      |                               | additional term needed for generalized alpha (startOfStep state)                     |
| aAlgorithmic                 | ResizableVector           |      |                               | additional term needed for generalized alpha (current state)                         |
| CleanUpMemory()              | void                      |      |                               | if desired, temporary data is cleaned up to safe memory                              |

|                          |                  |  |                  |   |
|--------------------------|------------------|--|------------------|---|
| SetLinearSolverType(...) | void             |  | linearSolverType | set linear solver type and matrix version: links system matrices to according dense/sparse versions |
| GetLinearSolverType()    | LinearSolverType |  |                  | return current linear solver type (dense/sparse)  |

### 6.3.3 SolverIterationData

Solver internal structure for counters, steps, step size, time, etc.; solution vectors, residuals, etc. are SolverLocalData. The given default values are overwritten by the simulationSettings when initializing the solver. SolverIterationData has the following items:

| Name                         | type/function return type | size | default value / function args | description  |
|------------------------------|---------------------------|------|-------------------------------|--|
| maxStepSize                  | Real                      |      | 0.                            | constant or maximum stepSize   |
| minStepSize                  | Real                      |      | 0.                            | minimum stepSize for static/dynamic solver; only used, if adaptive step is activated   |
| currentStepSize              | Real                      |      | 0.                            | stepSize of current step   |
| numberOfSteps                | Index                     |      | 0                             | number of time steps (if fixed size); $n$  |
| currentStepIndex             | Index                     |      | 0                             | current step index; $i$  |
| adaptiveStep                 | bool                      |      | True                          | if true, the step size may be adaptively controlled  |
| currentTime                  | Real                      |      | 0.                            | holds the current simulation time, copy of state.current.time; interval is [start-Time,tEnd]; in static solver, duration is loadStepDuration |
| startTime                    | Real                      |      | 0.                            | time at beginning of time integration  |
| endTime                      | Real                      |      | 0.                            | end time of static/dynamic solver  |
| discontinuousIteration       | Index                     |      | 0                             | number of current discontinuous iteration  |
| newtonSteps                  | Index                     |      | 0                             | number of current newton steps   |
| newtonStepsCount             | Index                     |      | 0                             | count total Newton steps   |
| newtonJacobiCount            | Index                     |      | 0                             | count total Newton jacobian computations   |
| rejectedModifiedNewtonSteps  | Index                     |      | 0                             | count the number of rejected modified Newton steps (switch to full Newton)   |
| discontinuousIterationsCount | Index                     |      | 0                             | count total number of discontinuous iterations (min. 1 per step)   |
| ToString()                   | String                    |      |                               | convert iteration statistics to string; used for displayStatistics option  |

### 6.3.4 SolverConvergenceData

Solver internal structure for convergence information: residua, iteration loop errors and error flags. For detailed behavior of these flags, visit the source code!. SolverConvergenceData has the following items:

| Name                          | type/function return type | size | default value / function args | description  |
|-------------------------------|---------------------------|------|-------------------------------|--|
| stepReductionFailed           | bool                      |      | False                         | true, if iterations over time/static steps failed (finally, cannot be recovered)           |
| discontinuousIterationsFailed | bool                      |      | False                         | true, if discontinuous iterations failed (may be recovered if adaptive step is active)     |
| linearSolverFailed            | bool                      |      | False                         | true, if linear solver failed to factorize   |
| newtonConverged               | bool                      |      | False                         | true, if Newton has (finally) converged  |
| newtonSolutionDiverged        | bool                      |      | False                         | true, if Newton diverged (may be recovered)  |
| jacobianUpdateRequested       | bool                      |      | True                          | true, if a jacobian update is requested in modified Newton (determined in previous step)   |
| massMatrixNotInvertible       | bool                      |      | True                          | true, if mass matrix is not invertible during initialization or solution (explicit solver) |
| discontinuousIterationError   | Real                      |      | 0.                            | error of discontinuous iterations (contact, friction, ...) outside of Newton iteration     |
| residual                      | Real                      |      | 0.                            | current Newton residual  |
| lastResidual                  | Real                      |      | 0.                            | last Newton residual to determine contractivity  |
| contractivity                 | Real                      |      | 0.                            | Newton contractivity = geometric decay of error in every step                              |
| errorCoordinateFactor         | Real                      |      | 1.                            | factor may include the number of system coordinates to reduce the residual                 |
| InitializeData()              | void                      |      |                               | initialize SolverConvergenceData by assigning default values                               |

### 6.3.5 SolverOutputData

Solver internal structure for output modes, output timers and counters.  
 SolverOutputData has the following items:

| Name                 | type/function return type | size | default value / function args | description   |
|----------------------|---------------------------|------|-------------------------------|---|
| finishedSuccessfully | bool                      |      | False                         | flag is false until solver finished successfully (can be used as external trigger)                  |
| verboseMode          | Index                     |      | 0                             | this is a copy of the solvers verboseMode used for console output                                   |
| verboseModeFile      | Index                     |      | 0                             | this is a copy of the solvers verboseMode-File used for file  |
| writeToSolutionFile  | bool                      |      | False                         | if false, no solution file is generated and no file is written                                      |
| writeToSolverFile    | bool                      |      | False                         | if false, no solver output file is generated and no file is written                                 |
| sensorValuesTemp     | ResizableVector           |      |                               | temporary vector for per sensor values (overwritten for every sensor; usually contains last sensor) |

|                     |      |  |    |  |
|---------------------|------|--|----|--|
| lastSolutionWritten | Real |  | 0. | simulation time when last solution has been written                                  |
| lastSensorsWritten  | Real |  | 0. | simulation time when last sensors have been written                                  |
| lastImageRecorded   | Real |  | 0. | simulation time when last image has been recorded                                    |
| cpuStartTime        | Real |  | 0. | CPU start time of computation (starts counting at computation of initial conditions) |
| cpuLastTimePrinted  | Real |  | 0. | CPU time when output has been printed last time                                      |
| InitializeData()    | void |  |    | initialize SolverOutputData by assigning default values                              |

### 6.3.6 MainSolverStatic

PyBind interface (trampoline) class for static solver. With this interface, the static solver and its substructures can be accessed via python. NOTE that except from SolveSystem(...), these functions are only intended for experienced users and they need to be handled with care, as unexpected crashes may happen if used inappropriate. Furthermore, the functions have a lot of overhead (performance much lower than internal solver) due to python interfaces, and should thus be used for small systems. To access the solver in python, write:

```
solver = MainSolverStatic()
```

and hereafter you can access all data and functions via 'solver'.

MainSolverStatic has the following items:

| Name                    | type/function return type | size | default value / function args | description  |
|-------------------------|---------------------------|------|-------------------------------|--|
| timer                   | CSolverTimer              |      |                               | timer which measures the CPU time of solver sub functions  |
| it                      | SolverIterationData       |      |                               | all information about iterations (steps, discontinuous iteration, newton,...)                                  |
| conv                    | SolverConvergenceData     |      |                               | all information about tolerances, errors and residua   |
| output                  | SolverOutputData          |      |                               | output modes and timers for exporting solver information and solution  |
| newton                  | NewtonSettings            |      |                               | copy of newton settings from timeint or staticSolver   |
| loadStepGeometricFactor | Real                      |      |                               | multiplicative load step factor; this factor is computed from loadStepGeometric parameters in SolveSystem(...) |
| CheckInitialized(...)   | bool                      |      | mainSystem                    | check if MainSolver and MainSystem are correctly initialized ==> otherwise raise SysError                      |
| ComputeLoadFactor(...)  | Real                      |      | simulationSettings            | for static solver, this is a factor in interval [0,1]; MUST be overwritten                                     |



|  |             |  |  |  |
|--|-------------|--|--|--|
| GetSolverName()                        | std::string |  |  | get solver name - needed for output file header and visualization window   |
| IsStaticSolver()                       | bool        |  |  | return true, if static solver; needs to be overwritten in derived class  |
| GetSimulationEndTime(...)              | Real        |  | simulationSettings                       | compute simulation end time (depends on static or time integration solver)   |
| ReduceStepSize(...)                    | bool        |  | mainSystem, simulationSettings, severity | reduce step size (1..normal, 2..severe problems); return true, if reduction was successful   |
| IncreaseStepSize(...)                  | void        |  | mainSystem, simulationSettings           | increase step size if convergence is good  |
| InitializeSolver(...)                  | bool        |  | mainSystem, simulationSettings           | initialize solverSpecific,data,it,conv; set/compute initial conditions (solver-specific!); initialize output files   |
| PreInitializeSolverSpecific(...)       | void        |  | mainSystem, simulationSettings           | pre-initialize for solver specific tasks; called at beginning of InitializeSolver, right after Solver data reset   |
| InitializeSolverOutput(...)            | void        |  | mainSystem, simulationSettings           | initialize output files; called from InitializeSolver()  |
| InitializeSolverPreChecks(...)         | bool        |  | mainSystem, simulationSettings           | check if system is solvable; initialize dense/sparse computation modes   |
| InitializeSolverData(...)              | void        |  | mainSystem, simulationSettings           | initialize all data,it,conv; called from InitializeSolver()  |
| InitializeSolverInitialConditions(...) | void        |  | mainSystem, simulationSettings           | set/compute initial conditions (solver-specific!); called from InitializeSolver()  |
| PostInitializeSolverSpecific(...)      | void        |  | mainSystem, simulationSettings           | post-initialize for solver specific tasks; called at the end of InitializeSolver   |
| SolveSystem(...)                       | bool        |  | mainSystem, simulationSettings           | solve System: InitializeSolver, SolveSteps, FinalizeSolver   |
| FinalizeSolver(...)                    | void        |  | mainSystem, simulationSettings           | write concluding information (timer statistics, messages) and close files  |
| SolveSteps(...)                        | bool        |  | mainSystem, simulationSettings           | main solver part: calls multiple InitializeStep(...)/ DiscontinuousIteration(...)/ FinishStep(...); do step reduction if necessary; return true if success, false else |
| UpdateCurrentTime(...)                 | void        |  | mainSystem, simulationSettings           | update currentTime (and load factor); MUST be overwritten in special solver class  |
| InitializeStep(...)                    | void        |  | mainSystem, simulationSettings           | initialize static step / time step; python-functions; do some outputs, checks, etc.  |
| FinishStep(...)                        | void        |  | mainSystem, simulationSettings           | finish static step / time step; write output of results to file  |
| DiscontinuousIteration(...)            | bool        |  | mainSystem, simulationSettings           | perform discontinuousIteration for static step / time step; CALLS ComputeNewtonResidual  |
| Newton(...)                            | bool        |  | mainSystem, simulationSettings           | perform Newton method for given solver method  |
| ComputeNewtonResidual(...)             | void        |  | mainSystem, simulationSettings           | compute residual for Newton method (e.g. static or time step); store result in system-Residual   |

|                               |             |  |   |  |
|-------------------------------|-------------|--|---|--|
| ComputeNewtonUpdate(...)      | void        |  | mainSystem, simulationSettings  | compute update for currentState from newtonSolution (decrement from residual and jacobian)   |
| ComputeNewtonJacobian(...)    | void        |  | mainSystem, simulationSettings  | compute jacobian for newton method of given solver method; store result in systemJacobian  |
| WriteSolutionFileHeader(...)  | void        |  | mainSystem, simulationSettings  | write unique file header, depending on static/ dynamic simulation  |
| WriteCoordinatesToFile(...)   | void        |  | mainSystem, simulationSettings  | write unique coordinates solution file   |
| IsVerboseCheck(...)           | bool        |  | level   | return true, if file or console output is at or above the given level  |
| VerboseWrite(...)             | void        |  | level, str  | write to console and/or file in case of level  |
| GetODE2size()                 | Index       |  |   | number of ODE2 equations in solver   |
| GetODE1size()                 | Index       |  |   | number of ODE1 equations in solver (not yet implemented)   |
| GetAEsize()                   | Index       |  |   | number of algebraic equations in solver  |
| GetDataSize()                 | Index       |  |   | number of data (history) variables in solver   |
| GetSystemJacobian()           | NumpyMatrix |  |   | get locally stored / last computed system jacobian of solver   |
| GetSystemMassMatrix()         | NumpyMatrix |  |   | get locally stored / last computed mass matrix of solver   |
| GetSystemResidual()           | NumpyVector |  |   | get locally stored / last computed system residual   |
| GetNewtonSolution()           | NumpyVector |  |   | get locally stored / last computed solution (=increment) of Newton   |
| SetSystemJacobian(...)        | void        |  | systemJacobian  | set locally stored system jacobian of solver; must have size nODE2+nODE1+nAE   |
| SetSystemMassMatrix(...)      | void        |  | systemMassMatrix  | set locally stored mass matrix of solver; must have size nODE2+nODE1+nAE   |
| SetSystemResidual(...)        | void        |  | systemResidual  | set locally stored system residual; must have size nODE2+nODE1+nAE   |
| ComputeMassMatrix(...)        | void        |  | mainSystem, scalarFactor=1.   | compute systemMassMatrix (multiplied with factor) in cSolver and return mass matrix  |
| ComputeJacobianODE2RHS(...)   | void        |  | mainSystem, scalarFactor=1.   | set systemJacobian to zero and add jacobian (multiplied with factor) of ODE2RHS to systemJacobian in cSolver   |
| ComputeJacobianODE2RHS_t(...) | void        |  | mainSystem, scalarFactor=1.   | add jacobian of ODE2RHS_t (multiplied with factor) to systemJacobian in cSolver  |
| ComputeJacobianAE(...)        | void        |  | mainSystem, scalarFactor_ODE2=1., scalarFactor_ODE2_t=1., velocityLevel=false | add jacobian of algebraic equations (multiplied with factor) to systemJacobian in cSolver; the scalarFactors are scaling the derivatives w.r.t. ODE2 coordinates and w.r.t. ODE2_t (velocity) coordinates; if velocityLevel == true, the constraints are evaluated at velocity level |
| ComputeODE2RHS(...)           | void        |  | mainSystem  | compute the RHS of ODE2 equations in systemResidual in range(0,nODE2)  |

|                                |      |  |                                 |  |
|--------------------------------|------|--|---------------------------------|--|
| ComputeAlgebraicEquations(...) | void |  | mainSystem, velocityLevel=false | compute the algebraic equations in systemResidual in range(nODE2+nODE1, nODE2+nODE1+nAE) |
|--------------------------------|------|--|---------------------------------|--|

### 6.3.7 MainSolverImplicitSecondOrder

PyBind interface (trampoline) class for dynamic implicit solver. Note that this solver includes the classical Newmark method (set useNewmark True; with option of index 2 reduction) as well as the generalized-alpha method. With the interface, the dynamic implicit solver and its substructures can be accessed via python. NOTE that except from SolveSystem(...), these functions are only intended for experienced users and they need to be handled with care, as unexpected crashes may happen if used inappropriate. Furthermore, the functions have a lot of overhead (performance much lower than internal solver) due to python interfaces, and should thus be used for small systems. To access the solver in python, write

```
solver = MainSolverImplicitSecondOrder()
```

and hereafter you can access all data and functions via 'solver'. In this solver, user functions are possible to extend the solver at certain parts, while keeping the overall C++ performance.

MainSolverImplicitSecondOrder has the following items:

| Name                  | type/function return type | size | default value / function args | description   |
|-----------------------|---------------------------|------|-------------------------------|---|
| timer                 | CSolverTimer              |      |                               | timer which measures the CPU time of solver sub functions                                 |
| it                    | SolverIterationData       |      |                               | all information about iterations (steps, discontinuous iteration, newton,...)             |
| conv                  | SolverConvergenceData     |      |                               | all information about tolerances, errors and residua                                      |
| output                | SolverOutputData          |      |                               | output modes and timers for exporting solver information and solution                     |
| newton                | NewtonSettings            |      |                               | copy of newton settings from timeint or staticSolver                                      |
| newmarkBeta           | Real                      |      |                               | copy of parameter in timeIntegration.generalizedAlpha                                     |
| newmarkGamma          | Real                      |      |                               | copy of parameter in timeIntegration.generalizedAlpha                                     |
| alphaM                | Real                      |      |                               | copy of parameter in timeIntegration.generalizedAlpha                                     |
| alphaF                | Real                      |      |                               | copy of parameter in timeIntegration.generalizedAlpha                                     |
| spectralRadius        | Real                      |      |                               | copy of parameter in timeIntegration.generalizedAlpha                                     |
| factJacAlgorithmic    | Real                      |      |                               | locally computed parameter from generalizedAlpha parameters                               |
| CheckInitialized(...) | bool                      |      | mainSystem                    | check if MainSolver and MainSystem are correctly initialized ==> otherwise raise SysError |

|  |             |  |  |  |
|--|-------------|--|--|--|
| ComputeLoadFactor(...)                     | Real        |  | simulationSettings                       | for static solver, this is a factor in interval [0,1]; MUST be overwritten   |
| GetAAAlgorithmic()                         | NumpyVector |  |  | get locally stored / last computed algorithmic accelerations   |
| GetStartOfStepStateAAAlgorithmic()         | NumpyVector |  |  | get locally stored / last computed algorithmic accelerations at start of step                                      |
| SetUserFunctionUpdateCurrentTime(...)      | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionInitializeStep(...)         | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionFinishStep(...)             | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionDiscontinuousIteration(...) | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionNewton(...)                 | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionComputeNewtonUpdate(...)    | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionComputeNewtonResidual(...)  | void        |  | mainSystem, user-Function                | set user function  |
| SetUserFunctionComputeNewtonJacobian(...)  | void        |  | mainSystem, user-Function                | set user function  |
| GetSolverName()                            | std::string |  |  | get solver name - needed for output file header and visualization window   |
| IsStaticSolver()                           | bool        |  |  | return true, if static solver; needs to be overwritten in derived class  |
| GetSimulationEndTime(...)                  | Real        |  | simulationSettings                       | compute simulation end time (depends on static or time integration solver)   |
| ReduceStepSize(...)                        | bool        |  | mainSystem, simulationSettings, severity | reduce step size (1..normal, 2..severe problems); return true, if reduction was successful                         |
| IncreaseStepSize(...)                      | void        |  | mainSystem, simulationSettings           | increase step size if convergence is good  |
| InitializeSolver(...)                      | bool        |  | mainSystem, simulationSettings           | initialize solverSpecific,data,it,conv; set/compute initial conditions (solver-specific!); initialize output files |
| PreInitializeSolverSpecific(...)           | void        |  | mainSystem, simulationSettings           | pre-initialize for solver specific tasks; called at beginning of InitializeSolver, right after Solver data reset   |
| InitializeSolverOutput(...)                | void        |  | mainSystem, simulationSettings           | initialize output files; called from InitializeSolver()  |
| InitializeSolverPreChecks(...)             | bool        |  | mainSystem, simulationSettings           | check if system is solvable; initialize dense/sparse computation modes   |
| InitializeSolverData(...)                  | void        |  | mainSystem, simulationSettings           | initialize all data,it,conv; called from InitializeSolver()  |
| InitializeSolverInitialConditions(...)     | void        |  | mainSystem, simulationSettings           | set/compute initial conditions (solver-specific!); called from InitializeSolver()                                  |
| PostInitializeSolverSpecific(...)          | void        |  | mainSystem, simulationSettings           | post-initialize for solver specific tasks; called at the end of InitializeSolver                                   |

|                              |             |  |                                |  |
|------------------------------|-------------|--|--------------------------------|--|
| SolveSystem(...)             | bool        |  | mainSystem, simulationSettings | solve System: InitializeSolver, SolveSteps, FinalizeSolver   |
| FinalizeSolver(...)          | void        |  | mainSystem, simulationSettings | write concluding information (timer statistics, messages) and close files  |
| SolveSteps(...)              | bool        |  | mainSystem, simulationSettings | main solver part: calls multiple InitializeStep(...)/ DiscontinuousIteration(...)/ FinishStep(...); do step reduction if necessary; return true if success, false else |
| UpdateCurrentTime(...)       | void        |  | mainSystem, simulationSettings | update currentTime (and load factor); MUST be overwritten in special solver class  |
| InitializeStep(...)          | void        |  | mainSystem, simulationSettings | initialize static step / time step; python-functions; do some outputs, checks, etc.  |
| FinishStep(...)              | void        |  | mainSystem, simulationSettings | finish static step / time step; write output of results to file  |
| DiscontinuousIteration(...)  | bool        |  | mainSystem, simulationSettings | perform discontinuousIteration for static step / time step; CALLS ComputeNewton-Residual   |
| Newton(...)                  | bool        |  | mainSystem, simulationSettings | perform Newton method for given solver method  |
| ComputeNewtonResidual(...)   | void        |  | mainSystem, simulationSettings | compute residual for Newton method (e.g. static or time step); store result in system-Residual   |
| ComputeNewtonUpdate(...)     | void        |  | mainSystem, simulationSettings | compute update for currentState from newtonSolution (decrement from residual and jacobian)   |
| ComputeNewtonJacobian(...)   | void        |  | mainSystem, simulationSettings | compute jacobian for newton method of given solver method; store result in system-Jacobian   |
| WriteSolutionFileHeader(...) | void        |  | mainSystem, simulationSettings | write unique file header, depending on static/ dynamic simulation  |
| WriteCoordinatesToFile(...)  | void        |  | mainSystem, simulationSettings | write unique coordinates solution file   |
| IsVerboseCheck(...)          | bool        |  | level                          | return true, if file or console output is at or above the given level  |
| VerboseWrite(...)            | void        |  | level, str                     | write to console and/or file in case of level  |
| GetODE2size()                | Index       |  |                                | number of ODE2 equations in solver   |
| GetODE1size()                | Index       |  |                                | number of ODE1 equations in solver (not yet implemented)   |
| GetAEsize()                  | Index       |  |                                | number of algebraic equations in solver  |
| GetDataSize()                | Index       |  |                                | number of data (history) variables in solver   |
| GetSystemJacobian()          | NumpyMatrix |  |                                | get locally stored / last computed system jacobian of solver   |
| GetSystemMassMatrix()        | NumpyMatrix |  |                                | get locally stored / last computed mass matrix of solver   |
| GetSystemResidual()          | NumpyVector |  |                                | get locally stored / last computed system residual   |
| GetNewtonSolution()          | NumpyVector |  |                                | get locally stored / last computed solution (=increment) of Newton   |

|                                |      |  |   |  |
|--------------------------------|------|--|---|--|
| SetSystemJacobian(...)         | void |  | systemJacobian  | set locally stored system jacobian of solver; must have size nODE2+nODE1+nAE   |
| SetSystemMassMatrix(...)       | void |  | systemMassMatrix  | set locally stored mass matrix of solver; must have size nODE2+nODE1+nAE   |
| SetSystemResidual(...)         | void |  | systemResidual  | set locally stored system residual; must have size nODE2+nODE1+nAE   |
| ComputeMassMatrix(...)         | void |  | mainSystem, scalarFactor=1.   | compute systemMassMatrix (multiplied with factor) in cSolver and return mass matrix  |
| ComputeJacobianODE2RHS(...)    | void |  | mainSystem, scalarFactor=1.   | set systemJacobian to zero and add jacobian (multiplied with factor) of ODE2RHS to systemJacobian in cSolver   |
| ComputeJacobianODE2RHS_t(...)  | void |  | mainSystem, scalarFactor=1.   | add jacobian of ODE2RHS_t (multiplied with factor) to systemJacobian in cSolver  |
| ComputeJacobianAE(...)         | void |  | mainSystem, scalarFactor_ODE2=1., scalarFactor_ODE2_t=1., velocityLevel=false | add jacobian of algebraic equations (multiplied with factor) to systemJacobian in cSolver; the scalarFactors are scaling the derivatives w.r.t. ODE2 coordinates and w.r.t. ODE2_t (velocity) coordinates; if velocityLevel == true, the constraints are evaluated at velocity level |
| ComputeODE2RHS(...)            | void |  | mainSystem  | compute the RHS of ODE2 equations in systemResidual in range(0,nODE2)  |
| ComputeAlgebraicEquations(...) | void |  | mainSystem, velocityLevel=false   | compute the algebraic equations in systemResidual in range(nODE2+nODE1, nODE2+nODE1+nAE)   |

## Chapter 7

# 3D Graphics Visualization

The 3D graphics visualization window is kept simple, but useful to see the animated results of the multibody system.

### 7.1 Mouse input

The following table includes the mouse functions.

| Button             | action       | remarks   |
|--------------------|--------------|---|
| left mouse button  | move model   | keep left mouse button pressed to move the model in the current x/y plane             |
| right mouse button | rotate model | keep right mouse button pressed to rotate model around current current $X_1/X_2$ axes |
| mouse wheel        | zoom         | use mouse wheel to zoom (on touch screens 'pinch-to-zoom' might work as well)         |

### 7.2 Keyboard input

The following table includes the keyboard shortcuts available in the window.

| Key(s)               | action                     | remarks   |
|----------------------|----------------------------|---|
| 1,2,3,4 or 5         | visualization update speed | the entered digit controls the visualization update, which can be changed from 1=1 update per 20ms to 5=1 update per 100s |
| '.' or KEYPAD '+'    | zoom in                    | zoom one step into scene (additionally press CTRL to perform small zoom step)   |
| ',' or KEYPAD '-'    | zoom out                   | zoom one step out of scene (additionally press CTRL to perform small zoom step)   |
| 0 or KEYPAD '0'      | reset rotation             | set rotation such that the scene is oriented in the x/y plane   |
| A                    | zoom all                   | set zoom such that the whole scene is visible   |
| CURSOR UP, DOWN, ... | move scene                 | use cursor keys to move the scene up, down, left, and right   |

|               |                             |  |
|---------------|-----------------------------|--|
| <b>C</b>      | show/hide connectors        | pressing this key switches the visibility of connectors  |
| <b>CTRL+C</b> | show/hide connector numbers | pressing this key switches the visibility of connector numbers   |
| <b>B</b>      | show/hide bodies            | pressing this key switches the visibility of bodies  |
| <b>CTRL+B</b> | show/hide body numbers      | pressing this key switches the visibility of body numbers  |
| <b>L</b>      | show/hide loads             | pressing this key switches the visibility of loads   |
| <b>CTRL+L</b> | show/hide load numbers      | pressing this key switches the visibility of load numbers  |
| <b>M</b>      | show/hide markers           | pressing this key switches the visibility of markers   |
| <b>CTRL+M</b> | show/hide marker numbers    | pressing this key switches the visibility of marker numbers  |
| <b>N</b>      | show/hide nodes             | pressing this key switches the visibility of nodes   |
| <b>CTRL+N</b> | show/hide node numbers      | pressing this key switches the visibility of node numbers  |
| <b>S</b>      | show/hide sensors           | pressing this key switches the visibility of sensors   |
| <b>CTRL+S</b> | show/hide sensor numbers    | pressing this key switches the visibility of sensor numbers  |
| <b>Q</b>      | stop simulation             | simulation is stopped and cannot be recovered  |
| <b>X</b>      | execute command             | open dialog to enter a python command (in global python scope)   |
| <b>V</b>      | visualization settings      | open dialog to modify visualization settings   |
| <b>ESCAPE</b> | close render window         | stops the simulation and closes the render window  |
| <b>SPACE</b>  | continue simulation         | if simulation is paused, it can be continued by pressing space; use SHIFT+SPACE to continuously activate 'continue simulation' |



# Chapter 8

## Solver

### 8.1 Jacobian computation

The computation of the global jacobian matrix is time consuming for the static solver or implicit time integration. The equations are split into 2<sup>nd</sup> order differential equations, 1<sup>st</sup> order differential equations and algebraic equations parts. From this structure, in the general non-symmetric case,  $3 \times 3$  submatrices result for the jacobian. Every submatrix of the jacobian has a certain meaning and needs to be computed individually. Specifically, in implicit time integration the 2<sup>nd</sup> order differential equations  $\times$  2<sup>nd</sup> order differential equations term includes the (tangent) stiffness matrix and the mass matrix.

For efficient computation purpose, the elements provide a list of flags, which determine the dependencies as well as available (analytical) functions to compute the local (object) jacobian:

- ODE2\_ODE2 ... derivative of ODE2 equations with respect to ODE2 variables
- ODE2\_ODE2\_t ... derivative of ODE2 equations with respect to ODE2\_t (velocity) variables
- ODE1\_ODE1 ... derivative of ODE1 equations with respect to ODE1 variables (NOT YET AVAILABLE)
- AE\_ODE2 ... derivative of AE (algebraic) equations with respect to ODE2 variables
- AE\_ODE2\_t ... derivative of AE (algebraic) equations with respect to ODE2\_t (velocity) variables (NOT YET AVAILABLE)
- AE\_ODE1 ... derivative of AE (algebraic) equations with respect to ODE1 variables (NOT YET AVAILABLE)
- AE\_AE ... derivative of AE (algebraic) equations with respect to AE variables

If one of these flags is set (binary; e.g. ODE2\_ODE2 + ODE2\_ODE2\_t), then the according local jacobian is computed and assembled into the global jacobian in the static or implicit dynamic solver.

Jacobians can also be supplied in analytical (function) form, which is indicated by an additional flag with the same name but an additional term '\_function', e.g. 'ODE2\_ODE2\_function' indicates that the derivative of ODE2 equations with respect to its ODE2 coordinates is provided in an analytical form (this is the tangent stiffness matrix).

Two **object** functions are used to compute the local jacobians:

- **ComputeJacobianODE2\_ODE2(Matrix& jacobian, Matrix& jacobian\_ODE2\_t):** computes the ODE2\_ODE2 and ODE2\_ODE2\_t jacobians
- **ComputeJacobianAE(Matrix& jacobian, Matrix& jacobian\_AE):** computes the AE\_ODE2 and AE\_AE jacobians of the object ITSELF

Two **connector** functions are used to compute the local jacobians, using **MarkerData**:

- **ComputeJacobianODE2\_ODE2(Matrix& jacobian, Matrix& jacobian\_ODE2\_t, const MarkerDataStructure& markerData):** computes the ODE2\_ODE2 and ODE2\_ODE2\_t jacobians of the connector; e.g. for spring-damper
- **ComputeJacobianAE(Matrix& jacobian, Matrix& jacobian\_AE, const MarkerDataStructure& markerData):** computes the AE\_ODE2 and AE\_AE jacobians of the connector; e.g. for coordinate constraint

The system jacobian has the structure (2= ODE2, 1= ODE1,  $\lambda$  = AE;  $\bar{\mathbf{f}}_2$  = according system residual including dynamic (mass matrix) terms in time integration;  $\mathbf{g}_\lambda$  = algebraic equations):

$$\begin{bmatrix} \frac{\partial \bar{\mathbf{f}}_2}{\partial \mathbf{q}_2} & 0 & \left( \frac{\partial \mathbf{g}_\lambda}{\partial \mathbf{q}_2} \right)^T \\ 0 & \frac{\partial \bar{\mathbf{f}}_1}{\partial \mathbf{q}_1} & \left( \frac{\partial \mathbf{g}_\lambda}{\partial \mathbf{q}_1} \right)^T \\ \frac{\partial \mathbf{g}_\lambda}{\partial \mathbf{q}_2} & \frac{\partial \mathbf{g}_\lambda}{\partial \mathbf{q}_1} & \frac{\partial \mathbf{g}_\lambda}{\partial \mathbf{q}_\lambda} \end{bmatrix} \quad (8.1)$$

Two system jacobian functions are currently available:

- **JacobianODE2RHS(temp, newton, factorODE2, factorODE2\_t, jacobian\_ODE2, jacobian\_ODE2\_t):** compute analytical/numerical differentiation of ODE2RHS w.r.t. ODE2 and ODE2\_t coordinates; if analytical/functional version of jacobian is available and Newton flag 'useNumericalDifferentiation'=false, then the according jacobian is computed by its according function; results are 2 jacobians; the factors 'factor\_ODE2' and 'factor\_ODE2\_t' are used to scale the two jacobians; if a factor is zero, the according jacobian is not computed.
- **JacobianAE(temp, newton, jacobian, factorODE2, velocityLevel, fillIntoSystemMatrix):** compute constraint jacobian of AE with respect to ODE2 ('fillIntoSystemMatrix'=true: also w.r.t. [ODE1] and AE) coordinates → direct computation given by access functions; 'factorODE2' is used to scale the ODE2-part of the jacobian (to avoid postmultiplication); velocityLevel = true: velocityLevel constraints are used, if available; 'fillIntoSystemMatrix'=true: fill in both  $\frac{\partial \bar{\mathbf{f}}_1}{\partial \mathbf{q}_2}$ ,  $\frac{\partial \bar{\mathbf{f}}_1}{\partial \mathbf{q}_2}^T$  AND  $\frac{\partial \bar{\mathbf{f}}_1}{\partial \mathbf{q}_\lambda}$  at according locations into system matrix; 'fillIntoSystemMatrix'=false: (this is a temporary/WORKAROUND function):

The system jacobian functions compute the local jacobians either by means of a provided function or numerically, using the 'NumericalDifferentiation' settings of 'Newton'.

## 8.2 Implicit trapezoidal rule solver

This solver represents a class of solvers, which are based on the implicit trapezoidal rule. This integration includes the start value and the end value of a time step for the interpolation, thus being a trapezoidal integration rule. In some specializations, e.g. the Newmark method, the interpolation might only depend on the start value or the end value.

Most important representations of this rule:

- Trapezoidal rule (= Newmark with  $\beta = \frac{1}{4}$  and  $\gamma = \frac{1}{2}$ )
- Newmark method
- Generalized- $\alpha$  method (= generalized Newmark method with additional parameters)

## 8.3 Representation of coordinates and equations of motion

Nomenclature:

- '2' ... second order equations (usually of a mechanical system)
- '1' ... first order equations (e.g. of a controller, fluid, etc.)
- 'λ' ... algebraic equations (usually of joints)
- **M** ... mass matrix
- **q<sub>2</sub>** ... 'displacement' coordinates of ODE2 equations
- **q̇<sub>2</sub>** ... 'velocity' coordinates of ODE2 equations
- **q̈<sub>2</sub>** ... 'acceleration' coordinates of ODE2 equations
- **q<sub>1</sub>** ... coordinates of ODE1 equations
- **q̇<sub>1</sub>** ... 'velocity' coordinates of ODE1 equations
- **q<sub>λ</sub>** ... Lagrange multipliers
- **f<sub>2</sub>** ... right-hand-side of ODE2 equations (except for action of joint reaction forces)
- **f<sub>1</sub>** ... right-hand-side of ODE1 equations
- **g** ... algebraic equations
- **K** ... (tangent) stiffness matrix
- **D** ... damping/gyroscopic matrix
- **h** ... step size of time integration method

The equations of motion in EXUDYN are represented as

$$\mathbf{M}\ddot{\mathbf{q}}_2 + \frac{\partial \mathbf{g}}{\partial \mathbf{q}_2^T} \mathbf{q}_\lambda = \mathbf{f}_2(\mathbf{q}_2, \dot{\mathbf{q}}_2, t) \quad (8.2)$$

$$\dot{\mathbf{q}}_1 + \frac{\partial \mathbf{g}}{\partial \mathbf{q}_1^T} \mathbf{q}_\lambda = \mathbf{f}_1(\mathbf{q}_1, t) \quad (8.3)$$

$$\mathbf{g}(\mathbf{q}_2, \dot{\mathbf{q}}_2, \mathbf{q}_1, \mathbf{q}_\lambda, t) = 0 \quad (8.4)$$

Note that the term  $\frac{\partial \mathbf{g}}{\partial \mathbf{q}_1} \mathbf{q}_\lambda$  is not yet implemented, such that algebraic equations may not yet depend on 1<sup>st</sup> order differential equations coordinates.

It is important to note, that for linear mechanical systems, **f<sub>2</sub>** becomes

$$\mathbf{f}_2^{lin} = \mathbf{f}^a - \mathbf{K}\mathbf{q}_2 - \mathbf{D}\dot{\mathbf{q}}_1 \quad (8.5)$$

in which **f<sup>a</sup>** represents applied forces and **K** and **D** become part of the system Jacobian for time integration.

## 8.4 Newmark method

The Newmark method obtains two parameters  $\beta$  and  $\gamma$ . The main ideas are

- Interpolate the displacements and the velocities linearly using the accelerations of the beginning of the time step (subindex '0') and the end of the time step (subindex 'T').
- Solve the system equations at the end of the time step for the unknown accelerations as well as for 1<sup>st</sup> order differential equations and algebraic equations coordinates.

We abbreviate the unknown accelerations by  $\ddot{\mathbf{q}} = \mathbf{a}$  and the unknown velocities  $\dot{\mathbf{q}} = \mathbf{v}$ . Thus, the equations at the end of the time step read (bring all terms to LHS):

$$\mathbf{f}_2^{\text{Newmark}} = \mathbf{M}\mathbf{a}_2^T + \frac{\partial \mathbf{g}}{\partial \mathbf{q}_2^T} \mathbf{q}_\lambda^T - \mathbf{f}_2(\mathbf{q}_2^T, \dot{\mathbf{q}}_2^T, t) = 0 \quad (8.6)$$

$$\mathbf{f}_1^{\text{Newmark}} = \mathbf{v}_1^T + \frac{\partial \mathbf{g}}{\partial \mathbf{q}_1^T} \mathbf{q}_\lambda^T - \mathbf{f}_1(\mathbf{q}_1^T, t) = 0 \quad (8.7)$$

$$\mathbf{f}_\lambda^{\text{Newmark}} = \mathbf{g}(\mathbf{q}_2^T, \dot{\mathbf{q}}_2^T, \mathbf{q}_1^T, \mathbf{q}_\lambda^T, t) = 0 \quad (8.8)$$

Within Eq. (8.6), the 2<sup>nd</sup> order differential equations displacements and velocities and for 1<sup>st</sup> order differential equations coordinates are given by

$$\begin{aligned}\mathbf{q}_2^T &= \mathbf{q}_2^0 + h\dot{\mathbf{q}}_2^0 + h^2\left(\frac{1}{2} - \beta\right)\mathbf{a}_2^0 + h^2\beta\mathbf{a}_2^T \\ \dot{\mathbf{q}}_2^T &= \dot{\mathbf{q}}_2^0 + h(1 - \gamma)\mathbf{a}_2^0 + h\gamma\mathbf{a}_2^T \\ \mathbf{q}_1^T &= \mathbf{q}_1^0 + h(1 - \gamma)\mathbf{v}_1^0 + h\gamma\mathbf{v}_1^T\end{aligned}\quad (8.9)$$

The unknowns for the Newton method are

$$\mathbf{q}^{\text{Newton}} = \begin{bmatrix} \mathbf{a}_2^T \\ \mathbf{v}_1^T \\ \mathbf{q}_\lambda^T \end{bmatrix} \quad (8.10)$$

For the Newton method, we need to compute an update for the unknowns Eq. (8.10), using the known residual  $\mathbf{r}_{i-1}$  and the inverse of the Jacobian  $\mathbf{J}_{i-1}$  of step  $i - 1$ ,

$$\mathbf{q}_i^{\text{Newton}} = \mathbf{q}_{i-1}^{\text{Newton}} - \mathbf{J}^{-1}(\mathbf{q}_{i-1}^{\text{Newton}}) \mathbf{r}(\mathbf{q}_{i-1}^{\text{Newton}}) \quad (8.11)$$

The Jacobian has the following  $3 \times 3$  structure,

$$\mathbf{J} = \begin{bmatrix} \mathbf{J}_{22} & \mathbf{J}_{21} & \mathbf{J}_{2\lambda} \\ \mathbf{J}_{12} & \mathbf{J}_{11} & \mathbf{J}_{1\lambda} \\ \mathbf{J}_{\lambda 2} & \mathbf{J}_{\lambda 1} & \mathbf{J}_{\lambda\lambda} \end{bmatrix} \quad (8.12)$$

Note that currently, all terms related to '1' are not implemented. The other terms are only evaluated in the specific jacobian computation, if according flags are set in GetAvailableJacobian(). Otherwise, the constraint needs to be implemented as object which can employ all kinds of coordinates, which do not depend on coordinates of markers.

The available Jacobians need to be rewritten in terms of the Newton unknowns (8.10), and thus read

$$\begin{aligned}\mathbf{J}_{22} &= \frac{\partial \mathbf{f}_2^{\text{Newmark}}}{\partial \mathbf{a}_2^T} = \frac{\partial \mathbf{f}_2^{\text{Newmark}}}{\partial \mathbf{q}_2^T} \frac{\mathbf{q}_2}{\mathbf{a}_2^T} + \frac{\partial \mathbf{f}_2^{\text{Newmark}}}{\partial \dot{\mathbf{q}}_2^T} \frac{\dot{\mathbf{q}}_2}{\mathbf{a}_2^T} = h^2\beta\mathbf{K} + h\gamma\mathbf{D} \\ \mathbf{J}_{2\lambda} &= \frac{\partial \mathbf{f}_2^{\text{Newmark}}}{\partial \mathbf{q}_\lambda^T} = \frac{\partial \mathbf{g}}{\partial \mathbf{q}_\lambda^T} \\ \mathbf{J}_{\lambda 2} &= \frac{\partial \mathbf{f}_\lambda^{\text{Newmark}}}{\partial \mathbf{a}_2^T} = \frac{\partial \mathbf{g}}{\partial \mathbf{a}_2^T} = \frac{\partial \mathbf{g}}{\partial \mathbf{q}_2^T} \frac{\mathbf{q}_2}{\mathbf{a}_2^T} + \frac{\partial \mathbf{g}}{\partial \dot{\mathbf{q}}_2^T} \frac{\dot{\mathbf{q}}_2}{\mathbf{a}_2^T} = h^2\beta \frac{\partial \mathbf{g}}{\partial \mathbf{q}_2^T} + h\gamma \frac{\partial \mathbf{g}}{\partial \dot{\mathbf{q}}_2^T} \\ \mathbf{J}_{\lambda\lambda} &= \frac{\partial \mathbf{f}_\lambda^{\text{Newmark}}}{\partial \mathbf{q}_\lambda^T} = \frac{\partial \mathbf{g}}{\partial \mathbf{q}_\lambda^T}\end{aligned}\quad (8.13)$$

Note that the derivative  $\frac{\mathbf{q}_2}{\mathbf{a}_2^T}$  follows from the Newmark interpolation (8.9) using the relation between  $\mathbf{q}_2^T$  and  $\mathbf{a}_2^T$ . The tangent stiffness matrix  $\mathbf{K}$  must also include derivatives of applied forces  $\mathbf{f}^a$ , which is currently not implemented. Furthermore, the Jacobian is not symmetric, which could be obtained by according scaling.

Once an update  $\mathbf{q}_i^{\text{Newton}}$  has been computed, the interpolation formulas (8.9) need to be evaluated before the next residual and Jacobian can be computed.

## Chapter 9

# References

coming soon!



# Chapter 10

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