

# ME 340 Dynamics of Mechanical Systems

## **State-Space Representation**

# How to solve higher order ODEs?

---

- Typically ODEs can be written as first-order **vector** ODEs
  - ★ typically used for numerical simulations
- In general, a  $N$ th order homogenous nonlinear system can be written as

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

where the **state**  $x$  is a  $N \times 1$  vector

- If the non-homogenous terms are present (i.e. when  $u(t)$  in an ode are present), then the ode system can be written as

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

where the **state**  $x$  is a  $N \times 1$  vector

- In general, a  $N$ th order homogeneous linear system can be written as

$$\dot{x} = Ax$$

where the **state**  $x$  is a  $N \times 1$  vector and  $A$  is a  $N \times N$  matrix

- If the non-homogeneous terms are present (i.e. when  $u(t)$  in an ode are present), then the ode system can be written as

$$\dot{x} = Ax + Bu$$

where the **state**  $x$  is a  $N \times 1$  vector

# Examples

---

- Writing  $N$ th order ODEs as 1st order *vector* ODEs.

- ★ best learnt through examples:

- mass spring damper ODE:  $\ddot{x} + 2\zeta\omega_n\dot{x} + \omega_n^2x = u(t)$ 
  - Define  $x_1 = x, x_2 = \dot{x}$
  - This implies

$$\begin{aligned}\dot{x}_1 &= x_2 \\ \dot{x}_2 &= -2\zeta\omega_n x_2 - \omega_n^2 x_1 + u(t) \\ \Leftrightarrow \begin{pmatrix} \dot{x}_1 \\ \dot{x}_2 \end{pmatrix} &= \begin{pmatrix} 0 & 1 \\ -\omega_n^2 & -2\zeta\omega_n \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} + \begin{pmatrix} 0 \\ 1 \end{pmatrix} u(t)\end{aligned}$$

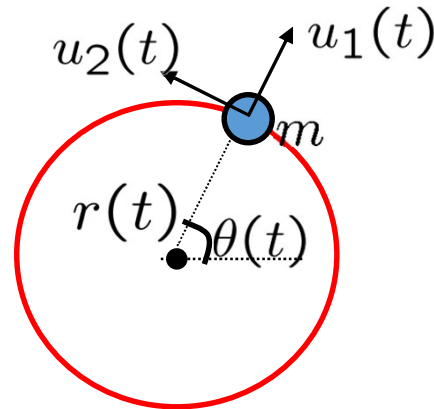
- note the vector equation has the form:  $\dot{\mathbf{x}} = \mathbf{Ax} + \mathbf{bu}$
- pendulum example ODE:  $\ddot{\theta} + \frac{g}{l}\sin\theta = 0$ 
  - Define  $\theta_1 = \theta, \theta_2 = \dot{\theta}$
  - This implies

$$\begin{pmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{pmatrix} = \begin{pmatrix} \theta_2 \\ -\frac{g}{l}\sin\theta_1 \end{pmatrix}$$

- note the vector equation has the form:  $\dot{\Theta} = f(\Theta)$
- ★ This vector space is called state space or phase space

# Example: satellite around earth

---



- Using Lagrange dynamics method to obtain the model

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

- ★ 2 DOF:  $q_1 = \text{radius } r$  and  $q_2 = \text{angle } \theta$ ,

$$- \quad p = \begin{pmatrix} r \cos \phi \\ r \sin \phi \end{pmatrix} \Rightarrow \dot{p} = \begin{pmatrix} -r\dot{\theta} \sin \phi + \dot{r} \cos \theta \\ r\dot{\theta} \cos \theta + \dot{r} \sin \theta \end{pmatrix}$$

- ★  $V = -\beta/r$ ,  $T = \frac{1}{2}m|\dot{p}|^2 = \frac{1}{2}(\dot{r}^2 + r^2\dot{\theta}^2)$ , Virtual Work:  $\delta W_{nc} = u_1\delta r + u_2r\delta\theta$

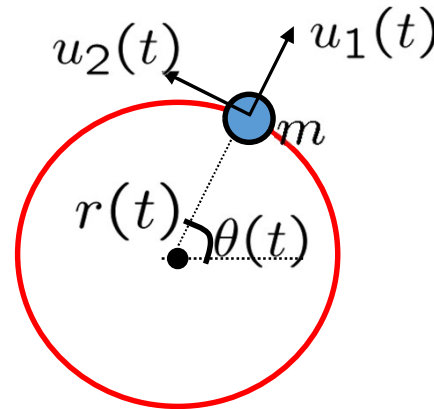
- ★  $L = T - V = \frac{1}{2}(\dot{r}^2 + r^2\dot{\theta}^2) + \beta/r$ ,  $F_r = \left. \frac{\delta W_{nc}}{\delta r} \right|_{\delta\theta=0} = u_1$ ,  $F_\theta = \left. \frac{\delta W_{nc}}{\delta \theta} \right|_{\delta r=0} = u_2r$

- Equations:

$$\begin{aligned} \ddot{r} &= r\dot{\theta}^2 - \beta/r^2 + u_1 \\ \ddot{\theta} &= -2\frac{\dot{r}\dot{\theta}}{r} + \frac{u_2}{r} \end{aligned}$$

# Example: satellite around earth

---



- Define  $x_1 = r$ ,  $x_2 = \dot{r}$ ,  $x_3 = \theta$ , and  $x_4 = \dot{\theta}$
- this implies  $\dot{x}_1 = x_2$ ,  $\dot{x}_2 = x_1 x_4^2 - \beta/x_1^2 + u_1$ ,  $\dot{x}_3 = x_4$ , and  $\dot{x}_4 = -(2x_2 x_4)/x_1 + u_2/x_1$ ,
- That is the state space model is given by

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \end{bmatrix} = \begin{bmatrix} x_2 \\ x_1 x_4^2 - \beta/x_1^2 + u_1 \\ x_4 \\ -(2x_2 x_4)/x_1 + u_2/x_1 \end{bmatrix}$$

state-space  
representation

# Examples

---

- 

$$\begin{aligned}(1 + 2x^2)\ddot{x} + x^2y + y^2 &= u \\ \dot{y} + y^3x &= u\end{aligned}$$

- ★ Define  $x_1 = x, x_2 = \dot{x}, x_3 = y$

- ★ This implies

$$\begin{aligned}\dot{x}_1 &= x_2 \\ \dot{x}_2 &= \frac{-x_1^2x_3 - x_3^2 + u(t)}{1 + 2x_1^2} \\ \dot{x}_3 &= -x_3^3x_1 + u\end{aligned}$$

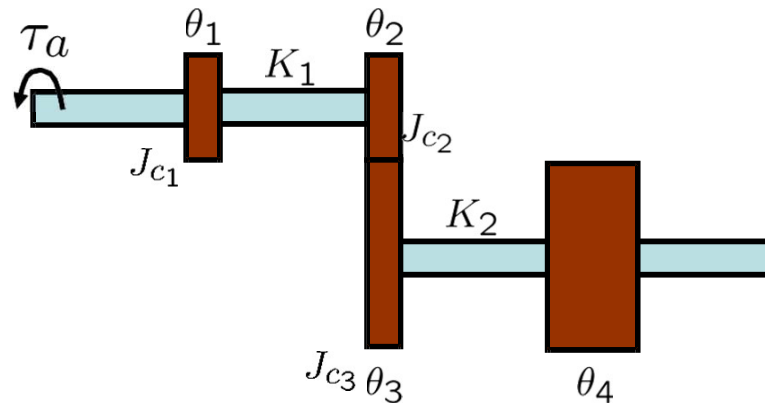
That is

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix} = \begin{bmatrix} x_2 \\ \frac{-x_1^2x_3 - x_3^2 + u(t)}{1 + 2x_1^2} \\ -x_3^3x_1 + u \end{bmatrix}$$

- note the vector equation has the form:  $\dot{\mathbf{x}} = f(\mathbf{x})$

# Example: Gear Train

---



- From Newton's laws we can obtain ODE that describes this system

★ Model Equations:

$$\begin{aligned}
 J_{c1} \ddot{\theta}_1 + K_1 \theta_1 &= K_1 \theta_2 \\
 \left( J_{c2} + J_3 \left( \frac{r_2}{r_3} \right)^2 \right) \ddot{\theta}_2 + \left( K_1 + K_2 \left( \frac{r_2}{r_3} \right)^2 \right) \theta_2 &= K_1 \theta_1 + K_2 \left( \frac{r_2}{r_3} \right) \theta_4 \\
 J_{c4} \ddot{\theta}_4 + K_2 \theta_4 &= K_2 \left( \frac{r_2}{r_3} \right) \theta_2
 \end{aligned}$$

# Example: Gear Train – State Space Representation

---

- Let  $x_1 = \theta_1, x_2 = \dot{\theta}_1, x_3 = \theta_2, x_4 = \dot{\theta}_2, x_5 = \theta_4, x_6 = \dot{\theta}_4$

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \\ \dot{x}_5 \\ \dot{x}_6 \end{bmatrix} = \begin{bmatrix} x_2 \\ (-K_1 x_1 + K_1 x_3)/J_{c1} \\ x_4 \\ -((K_1 + K_2 (\frac{r_2}{r_3})^2) x_3 + K_1 x_1 + K_2 (\frac{r_2}{r_3}) x_5)/J_{eq} \\ x_5 \\ (-K_2 x_5 + K_2 (\frac{r_2}{r_3}) x_3)/J_{c4} \end{bmatrix}$$

$$y = r_4 x_6$$

where  $J_{eq} = (J_{c2} + J_3 (\frac{r_2}{r_3})^2)$ . that is,

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \\ \dot{x}_5 \\ \dot{x}_6 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 & 0 \\ -\frac{K_1}{J_{c1}} & 0 & \frac{K_1}{J_{c1}} & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ \frac{K_1}{J_{eq}} & 0 & -\frac{(K_1 + K_2 (\frac{r_2}{r_3})^2)}{J_{eq}} & 0 & \frac{K_2 (\frac{r_2}{r_3})}{J_{eq}} & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & \frac{K_2 (\frac{r_2}{r_3})}{J_{c4}} & 0 & -\frac{K_2}{J_{c4}} & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{bmatrix}$$

$$y = [0 \ 0 \ 0 \ 0 \ 0 \ r_4] \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{bmatrix}$$

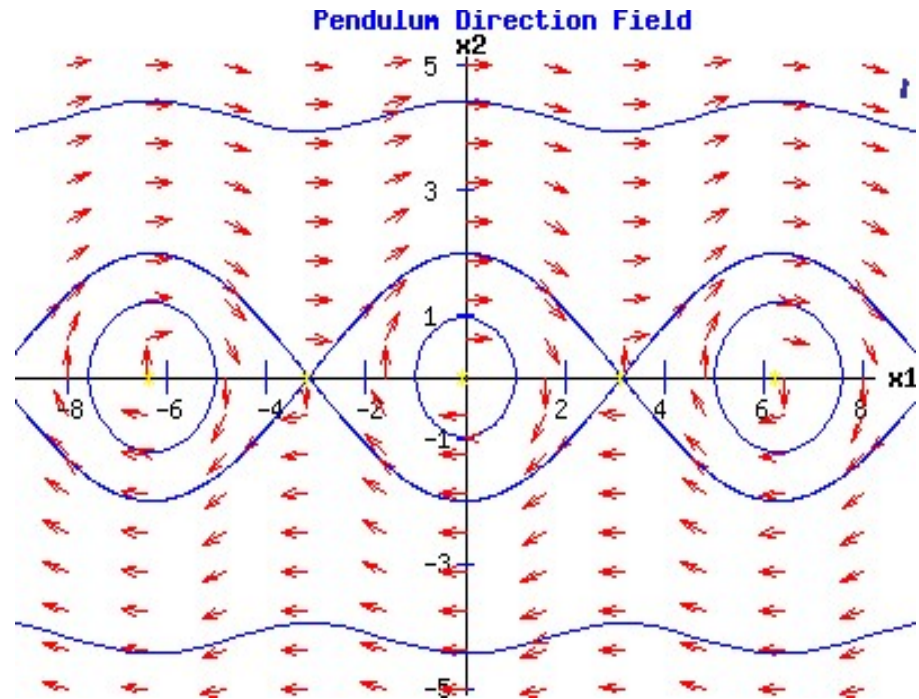


# Phase Portraits

- we can go to each point  $x$  and compute the velocity  $\dot{x} = f(x)$  at that point and put a corresponding arrow there
- the solution is tangential to these vectors
- plots of trajectories in the state-space or phase space
- phase portrait of the pendulum equation

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} x_2 \\ -\sin x_1 \end{bmatrix}$$

- ★ good visual treatment for second order differential equations
- ★ for each initial condition plot  $x_2(t)$  vs  $x_1(t)$  for  $t > 0$ .



# First-Order Form of ODEs

---

Q: what can be done with the First-order form?

- ★ solve it?

*This is unusual*

- ★ simulate it?

*Yes! to predict future behavior*

– *given  $z(0)$  find  $z(t)$  for  $t \geq 0$  numerically*

- ★ Analysis?

*Yes. analyze the ODE to get qualitative and quantitative info about the solutions; design trade-offs; and control the system. e.g. get an ODE that describes car suspension; analyze  $x_c(t)$  w.r.t. different road conditions; study trade-offs between ride-comfort and actuation power/cost; and design active suspension  $f$  to achieve a specified ride comfort*

# Solving First-Order Forms

---

$$\frac{d}{dt}y = f(y, u) = f(y, t)$$

- Algebraic solution:

$$\begin{aligned}y(t) &= y_o + \int_0^t \frac{dy}{dt} dt \\&= y_o + \int_0^t f(y, t) dt\end{aligned}$$

- Numerical integration?

# Euler's Method

---

- Simplest

Let  $y = y$  (look at only one variable solution)

$$\frac{dy}{dt} = \frac{y_{n+1} - y_n}{\Delta t}$$

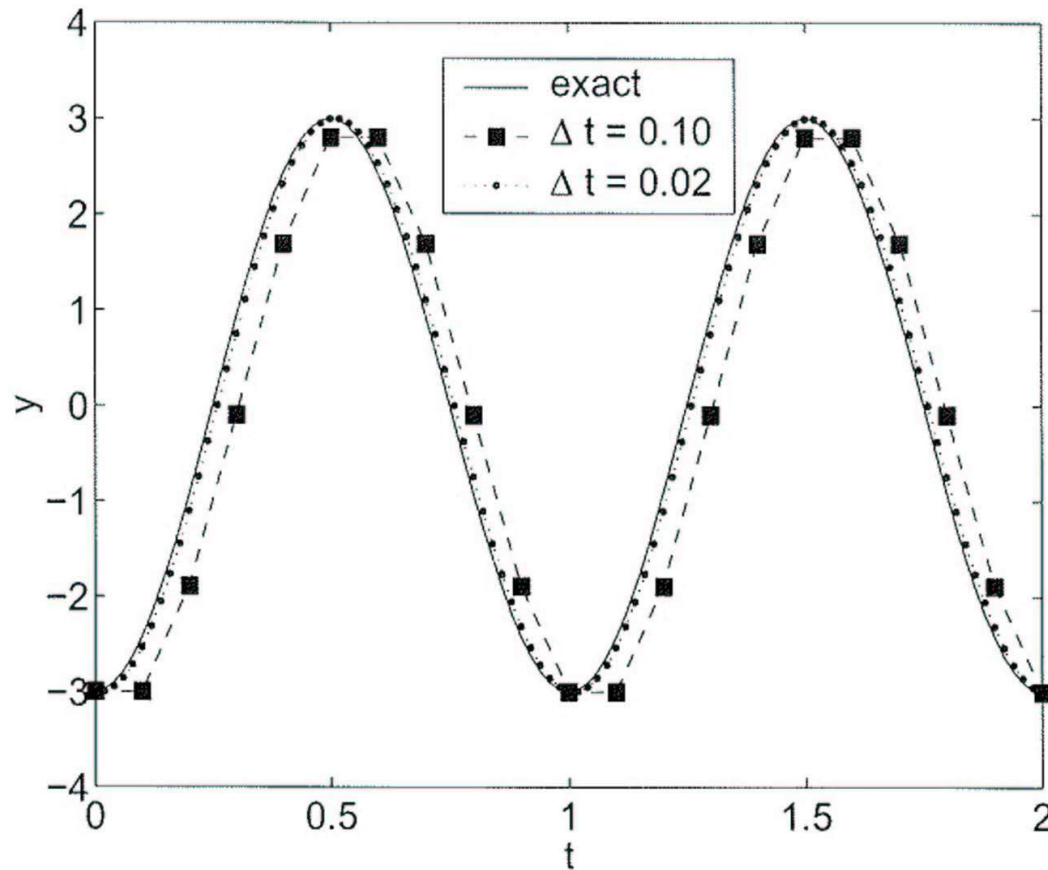
then  $\frac{y_{n+1} - y_n}{\Delta t} = f(y_n, t_n)$

rearrange to get

$$y_{n+1} = y_n + f(y_n, t_n)\Delta t$$

Euler's Method equation

# Euler's Method - example



Analytic equation:

$$\frac{dy}{dt} = 6\pi \sin(2\pi t)$$

Initial condition:

$$y(t=0) = -3$$

Analytic (exact) solution:

$$y(t) = -3\cos(2\pi t)$$

Error:  $O(\Delta t)$

# Second-order Runga-Kutta(Midpoint) method

---

- Midpoint method (vs. Euler) improves accuracy because also evaluates derivative at midpoint

$$t = t_n + \frac{1}{2} \Delta t$$

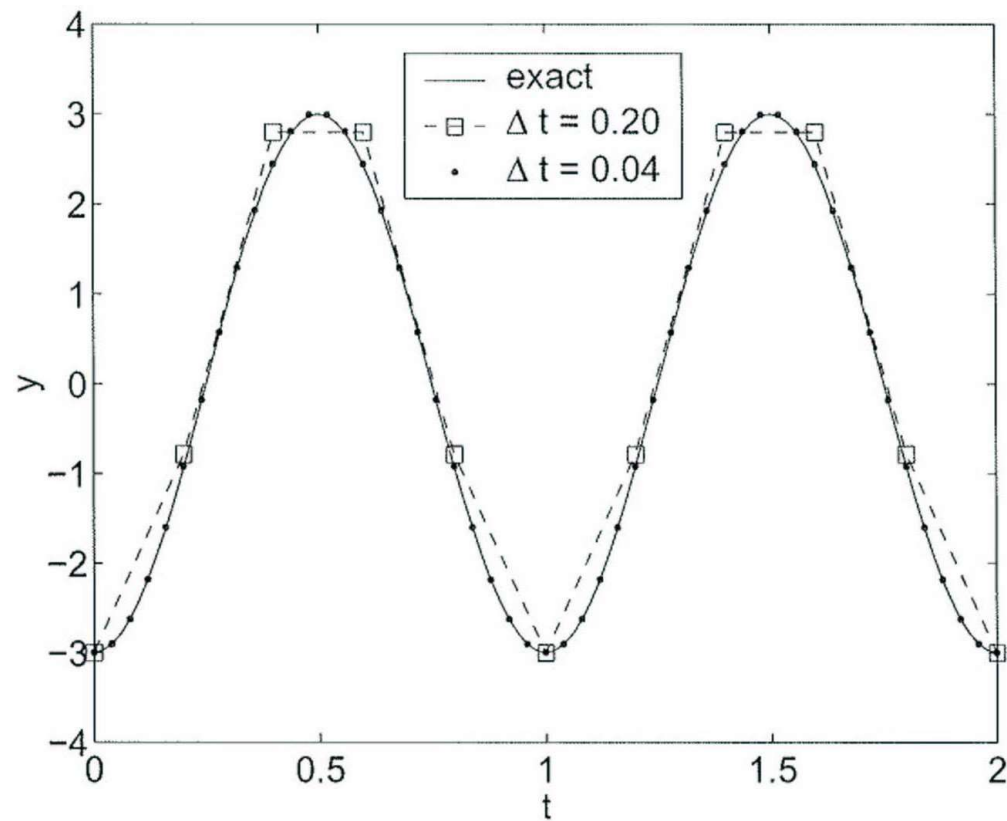
- Have 2 equations per time step:

$$y_a = y_n + \frac{1}{2} f(y_n, t_n) \Delta t$$

$$y_{n+1} = y_n + f(y_a, t_n + \frac{\Delta t}{2}) \Delta t$$

# Midpoint method: example

---



# Fourth-order Runga-Kutta method

---

- Most popular numerical integrator
- Balances run-time cost and accuracy
- 4 equations per time step

$$y_a = y_n + \frac{1}{2} f(y_n, t_n) \Delta t$$

$$y_b = y_n + \frac{1}{2} f\left(y_a, t_n + \frac{\Delta t}{2}\right) \Delta t$$

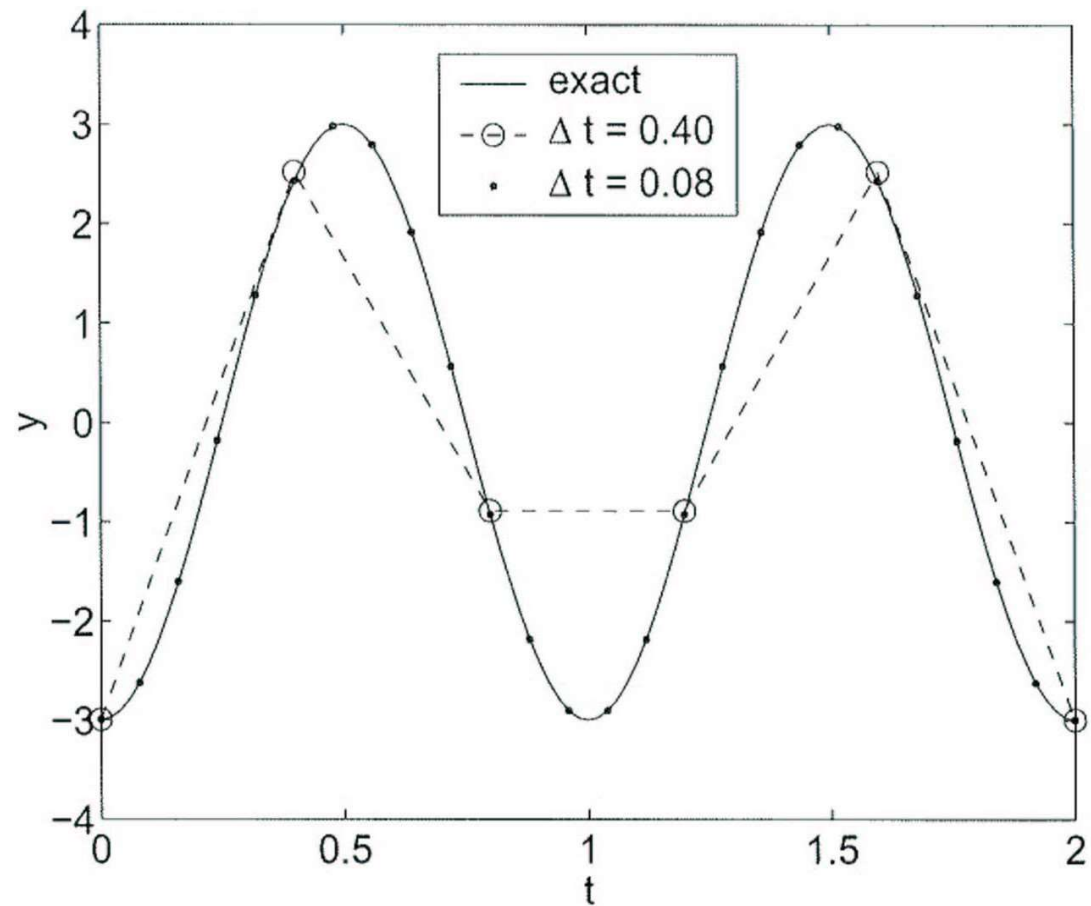
$$y_c = y_n + f\left(y_b, t_n + \frac{\Delta t}{2}\right) \Delta t$$

$$y_{n+1} = y_n + \left[ \frac{1}{6} f(y_n, t_n) + \frac{1}{3} f\left(y_a, t_n + \frac{\Delta t}{2}\right) + \frac{1}{3} f\left(y_b, t_n + \frac{\Delta t}{2}\right) + \frac{1}{6} f\left(y_c, t_n + \frac{\Delta t}{2}\right) \right] \Delta t$$



# Fourth-order Runge-Kutta: example

---



# Error vs time step size

---

Maximum absolute error =  $\max |y_n - y(t_n)|$

