## ME751-Assignment 5

**Problem 1**. Going back to slide 23 of lecture 12-20191002, derive the expression of  $\hat{\gamma}$  for the four basic constraints when using the  $\mathbf{r} - \mathbf{p}$  formulation.

**Problem 2.** [MATLAB/Python/C] Implement two (possibly more, if you choose to) functions that provide all the computational kinematics quantities that are associated with the basic GCons  $\Phi^{DP1}$  and  $\Phi^{CD}$ , respectively. Stick with the  $\mathbf{r} - \mathbf{p}$  formulation. Specifically, your code should be able to return any or all of the following quantities:

- (i) The value of the expression of the constraint
- (ii) The right-hand side of the velocity equation  $\nu$
- (iii) The right-hand side of the acceleration equation  $\gamma$
- (iv) The expression of the partial derivatives  $\Phi_{\mathbf{r}}$  and  $\Phi_{\mathbf{p}}$

You might decide to have one function for  $\Phi^{DP1}$  and yet another function for  $\Phi^{CD}$  to produce for these two GCons the quantities in (i) through (iv) above. Since you don't need all these quantities all the time, you should devise a methodology (perhaps using flags) to instruct the subroutine what quantities are actually needed.

Observation 1: There are two ways to go about specifying the attributes of your GCon; i.e., who i is, who j is, where point P is, what  $\bar{\mathbf{a}}_i$  is, etc.:

- Harder approach, but it puts you on a good trajectory: use an input file that contains information about the attributes of your model's GCons. You will also have to think about the format in which you expect the user to provide the required attributes. In conclusion, think about how you want the model attributes to be provided to you, and then generate a file with extension ".mdl" (from model) that actually stores the attributes. As an example, take a look at the ADAMS adm file that is available here. If you want to push it to an extreme, you can actually start using adm files as your model definition files. To put things in perspective, this mdl file is the input file; i.e., what the simEngine3D code parses to generate the actual GCons that you have in your model. For another possible setup of this ".mdl" input file that specifies the model's definition and initial conditions, take a look at the example provided at the end of this document. This is a sample definition file that a ME451 student came up with. It was used for 2D dynamics though.
- Easier: Hard code for now the attributes of the GCons you have in your mechanism. This means that you have another file, call it driver.py that calls your two functions and provides the right arguments to your function. Upon return from the function call, your driver prints out the values that were computed by the two functions.

Observation 2: Keep in mind that body j can be the ground. In this case, j = 0. This is relevant since the number of columns in the Jacobian will be half – there are no partial derivatives with respect to  $\mathbf{r}_j$  or  $\mathbf{p}_j$ . You will have to be able to properly dimension the size of the vectors/matrices that you work with to account for the fact that one of the bodies in the GCon is ground and as such it does not bring generalized coordinates along.

**Problem 3.** [Extra credit] Derive the EOM when using the Euler Angles to characterize the orientation of a rigid body. That is, take care of the  $\mathbf{r} - \epsilon$  formulation. Your derivation can be guided by the discussion and slides on this topic, see lecture12-20191002.

Please upload a zipped folder on Canvas including your code (as separate files/folders) and a pdf (the pen and paper problems).

An example of how a simEngine3D input file might look like (this was for 2D dynamics):

```
{
    "name": "Pendulum2",
    "gravity": [0, -9.81],
    "bodies":
    {
            "name": "pend",
            "id": 1,
            "mass": 2.0,
            "jbar": 0.3,
            "q0": [2, 0, 0],
            "qd0": [0, 0, 0]
        }
    ],
    "constraints":
    {
            "name": "absX_pend",
            "id": 1,
            "type": "AbsoluteX",
            "body1": 1,
            "sP1": [-2, 0],
            "fun": "0"
        },
        {
            "name": "absY_pend",
            "id": 2,
            "type": "AbsoluteY",
            "body1": 1,
            "sP1": [-2, 0],
            "fun": "0"
        }
    ]
}
```