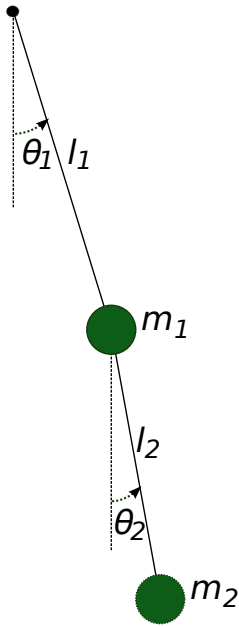


# Simulating the double pendulum

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## 1 Derivation of the equations of motion



The double pendulum has a mass  $m_1$  attached to the origin by a string of fixed length  $\ell_1$ ; attached to this is a second mass  $m_2$  by a string of length  $\ell_2$ . We restrict all initial positions and velocities such that they lie in a single plane with the origin, see figure. There are various ways to obtain equations of motion for the double pendulum. We will use a Lagrangian approach.

Our aim is to write down differential equations involving the angles  $\theta_1$  and  $\theta_2$  that the two pendulum bobs make with the vertical. First, we write down the positions of the masses in Cartesian coordinates:

$$\mathbf{r}_1 = (\ell_1 \sin \theta_1, -\ell_1 \cos \theta_1) \quad (1)$$

$$\mathbf{r}_2 = (\ell_1 \sin \theta_1 + \ell_2 \sin \theta_2, -\ell_1 \cos \theta_1 - \ell_2 \cos \theta_2) . \quad (2)$$

Now we differentiate to get velocities:

$$\mathbf{v}_1 = (\ell_1 \dot{\theta}_1 \cos \theta_1, \ell_1 \dot{\theta}_1 \sin \theta_1) \quad (3)$$

$$\mathbf{v}_2 = (\ell_1 \dot{\theta}_1 \cos \theta_1 + \ell_2 \dot{\theta}_2 \cos \theta_2, \ell_1 \dot{\theta}_1 \sin \theta_1 + \ell_2 \dot{\theta}_2 \sin \theta_2) . \quad (4)$$

Here dots denote derivatives with respect to time.

The kinetic energy of the system can now be written as

$$T = \frac{1}{2} m_1 \mathbf{v}_1 \cdot \mathbf{v}_1 + \frac{1}{2} m_2 \mathbf{v}_2 \cdot \mathbf{v}_2 \quad (5)$$

$$= \frac{1}{2} m_1 \ell_1^2 \dot{\theta}_1^2 + \frac{1}{2} m_2 \left[ \ell_1^2 \dot{\theta}_1^2 + 2 \ell_1 \ell_2 \dot{\theta}_1 \dot{\theta}_2 (\cos \theta_1 \cos \theta_2 + \sin \theta_1 \sin \theta_2) + \ell_2^2 \dot{\theta}_2^2 \right] \quad (6)$$

$$= \frac{1}{2} m_1 \ell_1^2 \dot{\theta}_1^2 + \frac{1}{2} m_2 \left[ \ell_1^2 \dot{\theta}_1^2 + 2 \ell_1 \ell_2 \dot{\theta}_1 \dot{\theta}_2 \cos(\theta_1 - \theta_2) + \ell_2^2 \dot{\theta}_2^2 \right] , \quad (7)$$

where we have used the trigonometric identity  $\cos(A - B) = \cos A \cos B + \sin A \sin B$ . It is this interaction term  $\cos(\theta_1 - \theta_2)$  that makes the double pendulum analytically intractable, and why we turn to a computer to simulate it.

The potential energy is more straightforward:

$$V = m_1 g \mathbf{r}_1 \cdot \hat{\mathbf{y}} + m_2 g \mathbf{r}_2 \cdot \hat{\mathbf{y}} \quad (8)$$

$$= -m_1 g \ell_1 \cos \theta_1 - m_2 g (\ell_1 \cos \theta_1 + \ell_2 \cos \theta_2) \quad (9)$$

in which  $\hat{\mathbf{y}}$  is the unit vector in the  $y$ -direction (vertically upwards) and  $g$  is the acceleration due to gravity.

We can now write down the Lagrangian  $\mathcal{L} = T - V$ , which is a function of the angles  $\theta_i$  and angular velocities  $\dot{\theta}_i$  (where  $i = 1, 2$ ). The equations of motion are then obtained by applying the Euler-Lagrange equation

$$\frac{d}{dt} \left( \frac{\partial \mathcal{L}}{\partial \dot{\theta}_i} \right) = \frac{\partial \mathcal{L}}{\partial \theta_i} \quad (10)$$

for  $i = 1, 2$ . The key thing to remember here is that  $\theta_i$  and  $\dot{\theta}_i$  are considered to be independent variables, but that both depend on time (so we will need to use the chain rule when doing the time derivative).

For the case  $i = 1$ , we find

$$\frac{d}{dt} \left[ (m_1 + m_2) \ell_1^2 \dot{\theta}_1 + m_2 \ell_1 \ell_2 \dot{\theta}_2 \cos(\theta_1 - \theta_2) \right] = -m_2 \ell_1 \ell_2 \dot{\theta}_1 \dot{\theta}_2 \sin(\theta_1 - \theta_2) - (m_1 + m_2) g \ell_1 \sin \theta_1 \quad (11)$$

which, after performing the differentiation and rearranging, becomes

$$(m_1 + m_2) \ell_1^2 \ddot{\theta}_1 + m_2 \ell_1 \ell_2 \ddot{\theta}_2 \cos(\theta_1 - \theta_2) = -m_2 \ell_1 \ell_2 \dot{\theta}_1^2 \sin(\theta_1 - \theta_2) - (m_1 + m_2) g \ell_1 \sin \theta_1 . \quad (12)$$

Likewise, for  $i = 2$ , we find first

$$\frac{d}{dt} \left[ m_2 \ell_1 \ell_2 \dot{\theta}_1 \cos(\theta_1 - \theta_2) + m_2 \ell_2^2 \dot{\theta}_2 \right] = m_2 \ell_1 \ell_2 \dot{\theta}_1 \dot{\theta}_2 \sin(\theta_1 - \theta_2) - m_2 g \ell_2 \sin \theta_2 \quad (13)$$

and then

$$m_2 \ell_1 \ell_2 \ddot{\theta}_1 \cos(\theta_1 - \theta_2) + m_2 \ell_2^2 \ddot{\theta}_2 = m_2 \ell_1 \ell_2 \dot{\theta}_1^2 \sin(\theta_1 - \theta_2) - m_2 g \ell_2 \sin \theta_2 . \quad (14)$$

Equations (12) and (14) constitute the equations of motion for the system.

## 2 Expression as a system of first-order ordinary differential equations

Equation (12) and (14) are a set of *coupled, second-order* differential equations. Computational algorithms usually require the system to be expressed as a set of *first-order* equations of the form

$$\frac{d}{dt} y_i = f_i(y_1, y_2, \dots, y_n, t) \quad (15)$$

for each variable  $y_i$ ,  $i = 1, 2, \dots, n$  depending on time  $t$ . That is, each time derivative is expressed as some (possibly nonlinear) combination of the variables  $y_i$  that we want to solve for.

To turn the second-order into first-order equations we use a standard trick, which is to replace  $\dot{\theta}_i$  with  $\omega_i$ , and hence  $\ddot{\theta}_1 = \dot{\omega}_1$ . Then, all the second derivatives in (12) and (14) disappear—but we now have four unknowns to solve for:

$$y_1 = \theta_1 , \quad y_2 = \theta_2 , \quad y_3 = \omega_1 \quad \text{and} \quad y_4 = \omega_2 . \quad (16)$$

The first two  $f_i$  functions are easy to identify:

$$\frac{d}{dt} y_1 = \dot{\theta}_1 = \omega_1 = y_3 \implies f_1(y_1, y_2, y_3, y_4, t) = y_3 \quad (17)$$

$$\frac{d}{dt} y_2 = \dot{\theta}_2 = \omega_2 = y_4 \implies f_2(y_1, y_2, y_3, y_4, t) = y_4 . \quad (18)$$

The remaining two are a little harder. We obtain them by noting that the structure of the equations (12) and (14) is

$$A \dot{\omega}_1 + B \dot{\omega}_2 = E \quad (19)$$

$$C \dot{\omega}_1 + D \dot{\omega}_2 = F \quad (20)$$

where  $A, B, C, D, E$  and  $F$  are various combinations of  $\theta_i$  and  $\omega_i$  (i.e., the  $y_i$ ). Solving this linear system yields the expressions

$$\frac{d}{dt}y_3 = \dot{\omega}_1 = \frac{DE - BF}{AD - BC} \quad (21)$$

$$\frac{d}{dt}y_4 = \dot{\omega}_2 = \frac{AF - CE}{AD - BC} . \quad (22)$$

The quantities  $A, B, \dots, F$  can now be obtained by inspecting Eqs. (12) and (14). Before we do, however, it is useful to introduce the three parameters

$$\alpha = \frac{m_2}{m_1} , \quad \beta = \frac{\ell_2}{\ell_1} \quad \text{and} \quad \gamma = \frac{g}{\ell_1} . \quad (23)$$

Then, (12) and (14) can be written as

$$[1 + \alpha] \dot{\omega}_1 + [\alpha\beta \cos(\theta_1 - \theta_2)] \dot{\omega}_2 = [-(1 + \alpha)\gamma \sin \theta_1 - \alpha\beta\omega_2^2 \sin(\theta_1 - \theta_2)] \quad (24)$$

$$[\cos(\theta_1 - \theta_2)] \dot{\omega}_1 + [\beta] \dot{\omega}_2 = [-\gamma \sin \theta_2 + \omega_1^2 \sin(\theta_1 - \theta_2)] \quad (25)$$

The square brackets enclose the expressions that need to be substituted into (21) and (22). We ultimately find

$$f_3(y_1, y_2, y_3, y_4, t) = - \frac{(1 + \alpha)\gamma \sin y_1 + \alpha\beta y_4^2 \sin(y_1 - y_2) + \alpha \cos(y_1 - y_2) [y_3^2 \sin(y_1 - y_2) - \gamma \sin y_2]}{1 + \alpha \sin^2(y_1 - y_2)} \quad (26)$$

$$f_4(y_1, y_2, y_3, y_4, t) = \frac{(1 + \alpha) [y_3^2 \sin(y_1 - y_2) - \gamma \sin y_2] + \cos(y_1 - y_2) [(1 + \alpha)\gamma \sin y_1 + \alpha\beta y_4^2 \sin(y_1 - y_2)]}{\beta[1 + \alpha \sin^2(y_1 - y_2)]} \quad (27)$$

### 3 Runge-Kutta algorithm for solving a set of first-order ordinary differential equations

The Runge-Kutta algorithm is a method for solving a set of first-order ordinary differential equations, and works by estimating the value of some function  $y(t + h)$  given its value at  $y(t)$ , and evaluating derivatives at the initial time point  $t$  and at intermediate points. This way, the error in the estimate of  $y(t + h)$  is of order  $h^5$  rather  $h^2$  as it is with simpler schemes.

The algorithm can be expressed mathematically as follows. We compute four  $n$ -dimensional vectors (where  $n$  is the number of variables to solve for)  $\mathbf{a}, \mathbf{b}, \mathbf{c}$  and  $\mathbf{d}$  whose elements are the derivatives of  $y_i$ , that is the functions  $f_1, \dots, f_n$  discussed above, evaluated at various points:

$$a_i = hf_i(y_1, \dots, y_n, t) \quad (28)$$

$$b_i = hf_i(y_1 + \frac{1}{2}a_1, \dots, y_n + \frac{1}{2}a_n, t + \frac{1}{2}h) \quad (29)$$

$$c_i = hf_i(y_1 + \frac{1}{2}b_1, \dots, y_n + \frac{1}{2}b_n, t + \frac{1}{2}h) \quad (30)$$

$$d_i = hf_i(y_1 + c_1, \dots, y_n + c_n, t + h) . \quad (31)$$

The estimate of  $y_i(t + h)$  is then given as

$$y_i(t + h) = y_i(t) + \frac{a_i}{6} + \frac{b_i}{3} + \frac{c_i}{3} + \frac{d_i}{6} + O(h^5) . \quad (32)$$

It is worth spending a few moments working out how to code this efficiently in a computer program, bearing in mind that computers don't work the same way that humans (or mathematicians) do. We need a sequence of steps that performs the sum (32), ideally using as few intermediate arrays as possible (since creation of arrays is a costly enterprise).

Suppose the current state of the system (the  $y_i$  values at time  $t$ ) is stored in an array called `state`. At the end of one iteration, we want `state` to be updated so it contains the estimate of the  $y_i$  values at time  $t + h$ , as given by (32). We can do this with the help of three further arrays, `midpoint`, to hold the midpoint positions that we will evaluate the derivatives at, `derivatives` to hold the derivatives themselves and `previous`, to keep a copy of the state of the system at time  $t$  as we are updating it. Then, the algorithm can be implemented as

- Copy the array `state` into `previous` and `midpoint`.
- Evaluate the derivatives at `midpoint` and time  $t$ , and store the results in `derivatives`.
- Modify each element of `state` by adding to it  $\frac{h}{6}$  multiplied by the corresponding element of `derivatives`.
- Set up the next `midpoint` by setting each of its elements to the corresponding element of `previous` plus  $\frac{h}{2}$  multiplied by the corresponding element of `derivatives`.
- Evaluate the derivatives at `midpoint` and time  $t + \frac{h}{2}$ , and store the results in `derivatives`.
- Modify each element of `state` by adding to it  $\frac{h}{3}$  multiplied by the corresponding element of `derivatives`.
- Set up the next `midpoint` by setting each of its elements to the corresponding element of `previous` plus  $\frac{h}{2}$  multiplied by the corresponding element of `derivatives`.
- Evaluate the derivatives at `midpoint` and time  $t + \frac{h}{2}$ , and store the results in `derivatives`.
- Modify each element of `state` by adding to it  $\frac{h}{3}$  multiplied by the corresponding element of `derivatives`.
- Set up the final `midpoint` by setting each of its elements to the corresponding element of `previous` plus  $h$  multiplied by the corresponding element of `derivatives`.
- Evaluate the derivatives at `midpoint` and time  $t + h$ , and store the results in `derivatives`.
- Modify each element of `state` by adding to it  $\frac{h}{6}$  multiplied by the corresponding element of `derivatives`.

You should check that after performing this sequence of steps, the array `state` contains the values  $y_i(t + h)$  as given by Equation (32).