

Last Time:

- History
- Newtonian Review
- Coordinate Invariance
- Pendulum

Today:

- State Space
- Euler Integration
- Energy
- Lyapunov Stability

R State Space

- Pendulum from last time:

$$\ddot{\theta} = -\frac{g}{l} \sin(\theta)$$

- This is a 2nd-order ODE:

$$\ddot{\theta} = f(\theta, \dot{\theta})$$

- To predict the system's motion we need θ and $\dot{\theta}$. Let's combine these into a "state" vector:

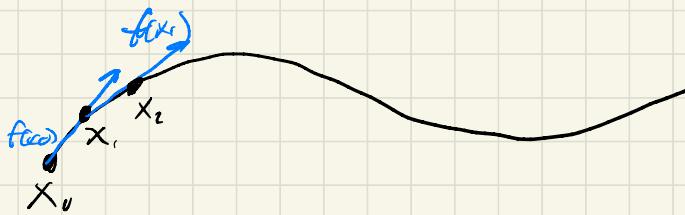
$$x = \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix}, \quad \dot{x} = f(x)$$

- We can always write ODEs in this 1st-order form.

- This is the form that standard ODE solvers use.
- * Our first "Simulator"
 - We usually can't solve these ODEs analytically, so we need numerical methods
 - The simplest one is Explicit Euler

$$x_{n+1} = x(t_n + h) \approx x_n + h \dot{x} = x_n + h f(x_n)$$

T
 time step (small)



- Intuition: take small steps along tangent vector to solution curve $x(t)$.

☞ Take-Aways from Simulation

- Simulations can produce unphysical behavior
- Structural things can change due to discretization errors
- You should probably never use explicit Euler

* Energy

- A scalar quantity that comes in 2 flavors
 - ↳ Kinetic (how much I'm moving)

$$T = \frac{1}{2} m \vec{v} \cdot \vec{v} \quad \text{for a particle}$$

- ↳ Potential (how much could I move based on where I am)

$$U_{\text{grav}} = mgz \quad \text{for constant gravity}$$

\swarrow height

- For a particle $m=1$ that falls $\Delta z=1$ from rest $\Rightarrow \Delta U = -g$, gain $T=g$ kinetic

$$\Rightarrow T = g = \frac{1}{2} m v^2 \Rightarrow v = \sqrt{2g}$$

- Note that U_{ex} is only ever a function of position (never velocity)

- Total Energy

$$E = T + U$$

- Forces can be calculated from a potential

$$F = -\nabla U_{\text{ex}}$$

$$\Rightarrow F_{\text{spring}} = -kx = -\frac{\partial}{\partial x} U_{\text{spring}}(x)$$

$$\Rightarrow U_{\text{spring}} = \frac{1}{2} kx^2$$

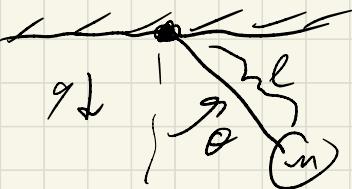
- Forces that can be derived from a potential are called "conservative" since they don't change total energy (just trade for kinetic).

- Friction, drag, damping are all non-conservative. They depend on V and change E .

* LAGRANGE STABILITY

- Pendulum Energy:

$$T = \frac{1}{2} m \dot{\theta}^2 = \frac{1}{2} m l^2 \dot{\theta}^2$$



$$U = mgy = mgl(1 - \cos(\theta))$$

$$\Rightarrow E = T + U = \frac{1}{2} m l^2 \dot{\theta}^2 + mgl(1 - \cos(\theta))$$

- Look at \ddot{E}

$$\dot{T} = \frac{\partial T}{\partial \dot{\theta}} \dot{\theta} = ml^2 \dot{\theta} \underbrace{\left[\frac{d}{dt} \sin(\theta) \right]}_{\text{plus in dynamics}} = -mgl \sin(\theta) \dot{\theta}$$

$$\dot{U} = \frac{\partial U}{\partial \dot{\theta}} \dot{\theta} = mgl \sin(\theta) \dot{\theta}$$

$$\Rightarrow \dot{E} = \dot{T} + \dot{U} = 0 \Rightarrow \text{energy is conserved}$$

- Based on this we can bound the region the system can move in in the state space

Given E_0 at $t < 0$

$$T = \frac{1}{2} m d^2 \dot{\theta}^2 \Rightarrow \|\dot{\theta}(t)\| \leq \sqrt{\frac{2}{m d} E_0} \quad \text{if } t < 0$$

$$V = mgd(1 - \cos(\theta)) \Rightarrow \|\theta(t)\| \leq \cos^{-1}\left(\frac{E_0}{mgd} - 1\right) \quad \text{if } t < 0$$

- When a system is guaranteed to stay within some region we call it "Lyapunov Stable"
- We can formalize/generalize this:

* If we can find a function $V(x) : \mathbb{R}^n \rightarrow \mathbb{R}$

$$1) V(x) \geq 0 \quad \forall x, \quad V(0) = 0$$

$$2) V(x) \rightarrow \infty \text{ as } \|x\| \rightarrow \infty$$

$$3) \dot{V}(x) = \underbrace{\frac{\partial V}{\partial x} f(x)}_{\dot{x}} \leq 0 \quad \forall x$$

\Rightarrow The system is stable about the origin

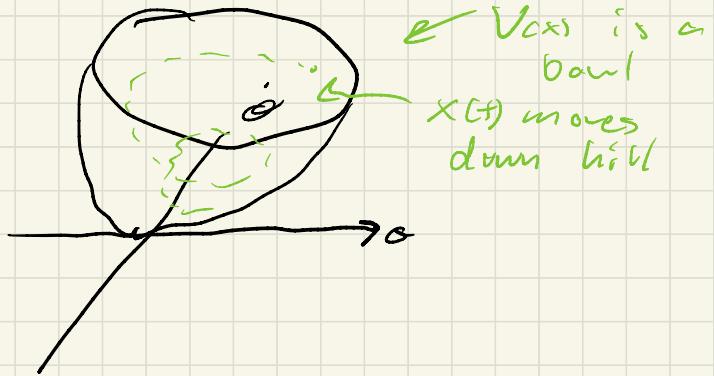
- We can always change coordinates to make some other point x^* the origin

$$\tilde{x} = x - x^*$$

= $\dot{V}(x) = 0 \Rightarrow$ "Lyapunov stable"

- $\dot{V}(x) < 0 \Rightarrow$ "Asymptotically stable"

~ Intuition:



V(x) is a bowl
 $x(t)$ moves down hill

* Pendulum with Euler Integration

- We can do the same analysis in discrete time by looking at ΔE (or ΔV) instead of E or V

$$\Delta T_n = T_{n+1} - T_n = \frac{1}{2} m l^2 (\dot{\theta}_{n+1}^2 - \dot{\theta}_n^2)$$

$$\Delta V_n = V_{n+1} - V_n = mg l (\cos(\theta_n) - \cos(\theta_{n+1}))$$

- Plug in Euler integrated dynamics:

$$\begin{bmatrix} \theta_{n+1} \\ \dot{\theta}_{n+1} \end{bmatrix} = \begin{bmatrix} \theta_n + h \dot{\theta}_n \\ \dot{\theta}_{n+1} - h \frac{g}{l} \sin(\theta_n) \end{bmatrix}$$

$$\Rightarrow \Delta T_n = \frac{1}{2} m l^2 (\dot{\theta}_n^2 - 2h \frac{g}{l} \sin(\theta_n) \dot{\theta}_n + h^2 \frac{g^2}{l^2} \sin^2(\theta_n) - \dot{\theta}_{n+1}^2)$$

$$= -h mg l \sin(\theta_n) \dot{\theta}_n + \frac{1}{2} h^2 m g^2 \sin^2(\theta_n) - \dot{\theta}_{n+1}^2$$

$$\Delta V_n = mg l [\cos(\theta_n) - \cos(\theta_n + h \dot{\theta}_n)]$$

Taylor expand assuming $h \ll 1$
 $\approx \cos(\theta_n) - \sin(\theta_n) h \dot{\theta}_n$

$$\approx h mg l \sin(\theta_n) \dot{\theta}_n$$

$$DE_n = OT_n + \partial U_n = \underbrace{\frac{1}{2} h^2 mg^2 \sin^2(\theta_n)}_{\text{Always positive!!}} \geq 0$$

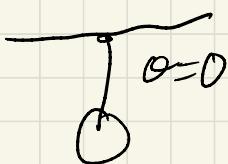
\Rightarrow The discretized system is always unstable!

* Local Stability

- Often we can't find a Lyapunov function but we can still get weaker local stability results.
- We can do this around points, trajectories, orbits
- Most commonly look at equilibrium points
 - * Equilibrium $\Rightarrow \dot{x} = f(x) = 0$ (system won't move)
- For pendulum we have 2:

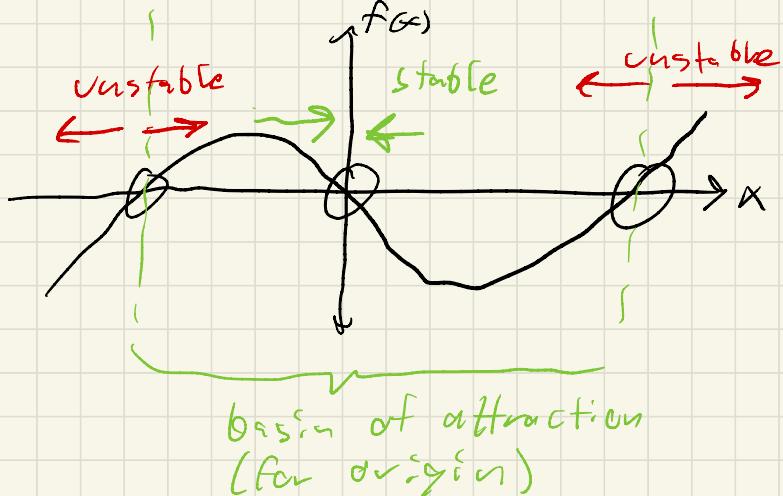
$$x = \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \sin(\theta) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \text{ if } x^* = \begin{bmatrix} \pi n \\ 0 \end{bmatrix}, n \in \mathbb{Z}$$

integer



$$\theta = \pi$$

- Let's look at 1D system ($x \in \mathbb{R}$)



$$\frac{\partial f}{\partial x} \Big|_{x^*} < 0 \Rightarrow x^* \text{ is locally stable}$$

$$\frac{\partial f}{\partial x} \Big|_{x^*} > 0 \Rightarrow x^* \text{ is unstable}$$

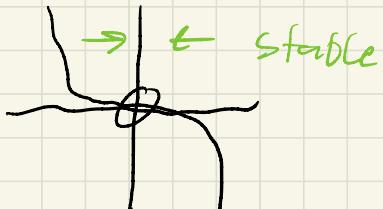
$$\frac{\partial f}{\partial x} \Big|_{x^*} = 0 \Rightarrow \text{inconclusive}$$

- Examples of inconclusive cases:

$$f(x) = x^3$$



$$f(x) = -x^3$$



$$x^* = 0$$

$$\frac{\partial f}{\partial x} \Big|_{x^*} = 0$$