

Last Time:

- History
- Newtonian Review
- Coordinate Invariance
- Pendulum

Today:

- State Space
- Euler Integration
- Energy
- Lyapunov Stability

* 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

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

τ_{small} time step

- Intuitively: take small steps along tangent vector to solution curve.

* Take-Aways from Simulation

- Simulators can produce unphysical behavior
- Structural things can change about the system due to discretization.
- You should probably never use explicit Euler

* Energy

- A scalar quantity that comes in 2 flavors
- Kinetic (how much I'm moving)
$$T = \frac{1}{2} m \vec{v} \cdot \vec{v}$$
 for a particle
- Potential (how much could I move based on where I am)

$$U_{grav} = mgz$$

z height

for constant gravity

- For a particle $m=1$ that falls $\Delta z = 1$ from rest $\Rightarrow \Delta U = -g$, gain $T = \frac{1}{2}mv^2 = \frac{1}{2}m v^2 \Rightarrow v = \sqrt{2g}$

$$U_{\text{spring}} = \frac{1}{2} k x^2 \quad \text{for a spring}$$

$\underbrace{k}_{\text{stiffness}}$

- Note that $U(x)$ is only ever a function of position (never velocity)

\Rightarrow Total Energy

$$E = T + U$$

- Forces can be calculated from a potential

$$\vec{F} = -\nabla U(x)$$

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

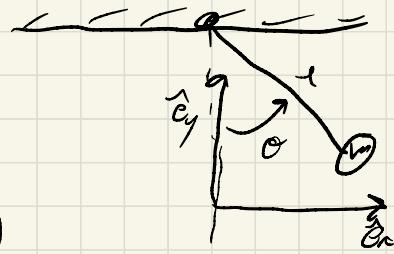
- Forces that can be derived from a potential are "conservative" since they don't change total energy (just trade for kinetic).
- Friction, damping, and drag are all non-conservative. They depend on velocity and change E.

* Lyapunov Stability

- Pendulum Energy:

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

$$U = mgy = mg l (1 - \cos(\theta))$$



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

- Look at \dot{E}

$$\dot{T} = \frac{\partial T}{\partial \theta} \dot{\theta} = m l^2 \dot{\theta} \left[-g \sin(\theta) \right] = -m g l \sin(\theta) \dot{\theta}$$

Plug in dynamics
for $\dot{\theta}$

$$\dot{U} = \frac{\partial U}{\partial \theta} \dot{\theta} = m g l \sin(\theta) \dot{\theta}$$

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

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

Given E_0 at $t=0$

$$T = \frac{1}{2} m l^2 \dot{\theta}^2 \Rightarrow \|\dot{\theta}(t)\| \leq \sqrt{\frac{2}{m g} E_0} \quad \forall t$$

for all time

$$U = m g l (1 - \cos(\theta)) \Rightarrow \|\theta(t)\| \leq \cos^{-1}\left(\frac{E_0}{m g l}\right) - 1 \quad \forall t$$

- When a system is guaranteed to stay within some region we call it "Lyapunov stable"

- We can generalize/formalize 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) $V(x) \rightarrow \infty$ as $\|x\| \rightarrow \infty$

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

\Rightarrow The system is stable about the origin

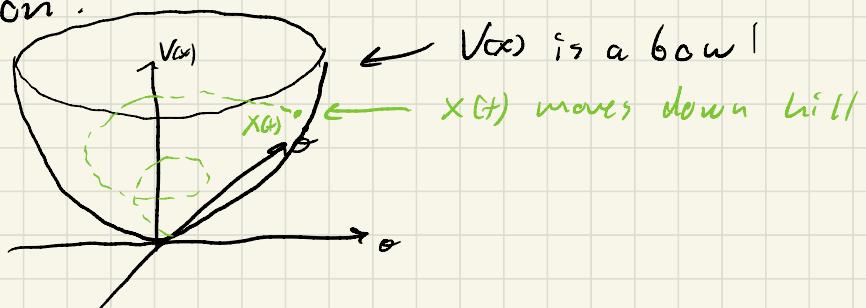
- We can always change coordinates to make some other point X^* the origin:

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

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

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

- Intuition:



* Pendulum With Euler Integration

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

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

$$\Delta U_n = U_{n+1} - U_n = m g l (\cos(\theta_{n+1}) - \cos(\theta_n))$$

- Plug in Euler-integrated dynamics for X_{n+1}

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

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

$$\Delta U_n = m g l \underbrace{[\cos(\theta_{n+1}) - \cos(\theta_n + h \dot{\theta}_n)]}_{\text{Taylor expand assuming } h \ll 1}$$

$$\approx \cos(\theta_n) - \sin(\theta_n) h \dot{\theta}_n$$

$$= h m g l \sin(\theta_n) \dot{\theta}_n$$

$$\Rightarrow \Delta E_n = \Delta T_n + \Delta U_n = \underbrace{\frac{1}{2} h^2 m g^2 \sin^2(\theta_n)}_{\text{Always Positive!}} \geq 0$$

\Rightarrow The discretized system is always unstable!

* Local Stability

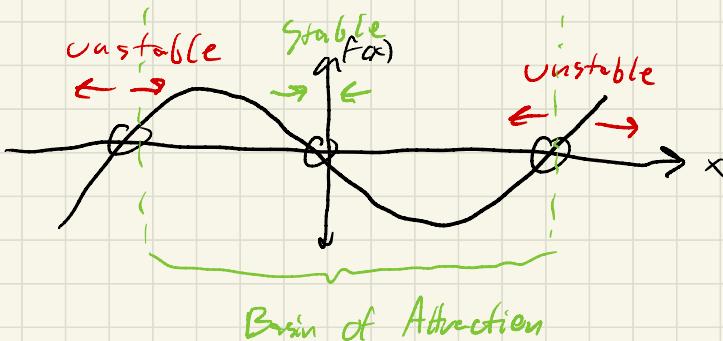
- Often we can't find a Lyapunov function, but we can still get weaker local stability results.
- We can do this around points, trajectories, and orbits
- Most commonly look at equilibrium points
- Equilibrium $\Rightarrow \dot{x} = f(x) = 0$ (system won't move)
- For Pendulum we have 2:

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

integer



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

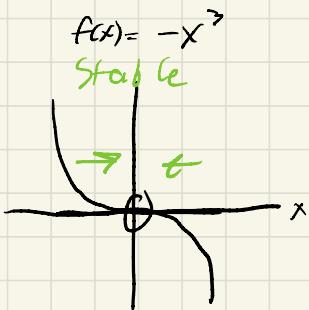
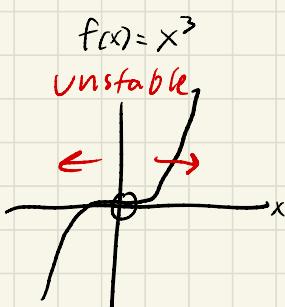


$\frac{\partial f}{\partial x} \Big|_{x^*} < 0 \Rightarrow x^* \text{ is locally stable}$

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

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

- Examples of inconclusive systems:



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