

Homework 2 - Mechanics of flexible structures and soft robots

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I. ASSIGNMENT 1

This assignment shall simulate the deformation of a discrete elastic rod undergoing bending, stretching, and twisting [1]. To clarify the implementation of this simulation, high-level pseudocode of the main Discrete Elastic Rod algorithm is given below [2].

Algorithm 1 Discrete Elastic Rod

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1: Physical Parameters:
2:    $nv, ne, ndof$            ▷ Nodes, edges, DOFs
3:    $rodLength, natR, r_0$     ▷ Rod's physical parameters
4:    $nodes$                    ▷ Matrix of nodes at  $t=0$ 
5:    $Y, nu, G, EA, EI, GJ$     ▷ Stiffness parameters

6: Time Parameters:
7:    $totaltime, dt$           ▷ Time stepping parameters
8:    $tol$                      ▷ Tolerance

9: Masses and Forces:
10:   $massvector, mMat$        ▷ Mass vector and matrix
11:   $Fg$                        ▷ Gravity
12:   $q_0$                      ▷ Initial displacement vector
13:   $u$                        ▷ Velocity

14: Reference Lengths and Frames:
15:   $a_1, a_2, m_1, m_2$       ▷ Reference and material frames
16:   $refLen$                   ▷ Undeformed length of edges
17:   $voronoiRefLen$           ▷ Undeformed length of nodes
18:   $refTwist$                 ▷ Reference twist
19:   $kappaBar$                 ▷ Natural curvature
20:   $twistBar$                 ▷ Natural twist

21: Initialize Loop Values:
22:   $Nsteps$                   ▷ Number of time steps
23:   $(fixedIndex, freeIndex)$  ▷ Boundary conditions

24: Time-Stepping Loop:
25: for  $timeStep = 1$  to  $Nsteps$  do
26:    $qGuess \leftarrow q_0$     ▷ Guess current displacement
27:    $q, u, a_1, a_2 \leftarrow objfun(\dots)$  ▷ Objective function
28:    $ctime \leftarrow ctime + dt$  ▷ Update time
29:    $q_0 \leftarrow q$         ▷ Update displacement
30:    $endZ[timeStep] \leftarrow q[-1]$  ▷ Store z-coordinate
31: end for

32: Plotting:
33:   $Plot(time, endZ)$        ▷ Plot z-coordinate of last node
```

A. Algorithm Explanation

As seen in the pseudocode, the algorithm begins by defining key variables, such as the physical parameters of the rod and nodes for discretization. The total time for the simulation to run and time step are then defined. Next, initial values for masses, forces, displacements, and velocities are defined. Then the reference and material frames are calculated using pre-defined helper functions. The undeformed length of each edge and node are calculated by looping through each of these values and geometrically solving for the length. The natural curvature, natural twist, and reference twist are all calculated using helper functions. Values for the time-stepping loop are then initialized, such as the number of time steps and the boundary conditions of the nodes.

The algorithm now begins the time-stepping loop which loops through all the time steps. The current displacement vector is used as a guess for the new displacement. The objective function which runs an iterative Newton-Raphson method is then used to calculate the current displacement. This uses elastic forces and the Jacobian of those forces to solve for the current displacement, and iteratively improves the solution until it is within an acceptable error margin. Time and displacement variables are then updated, and the z-coordinate of the last node is stored for plotting later. Following the end of the time-stepping loop, the z-coordinate of the last node is plotted against time to finish the algorithm.

B. Algorithm Outputs

The elastic rod was discretized into $N = 20$ nodes with a time step of $\Delta t = 0.01s$ [3]. The simulation of this discrete elastic rod under gravity was run from 0 to 5 seconds. The following plots give the output of the simulation at $t = 0s$ and $t = 5s$.

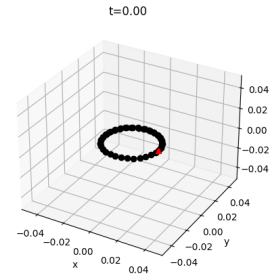


Fig. 1. Discrete Elastic Rob Structure at $t=0$ s

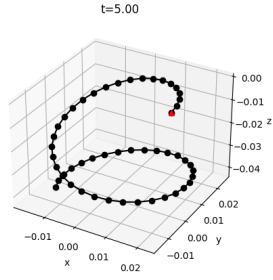


Fig. 2. Discrete Elastic Rod Structure at $t=5$ s

By comparing the initial and final structures, it is clear that the rod has undergone bending, twisting, and stretching based on the final deformed shape.

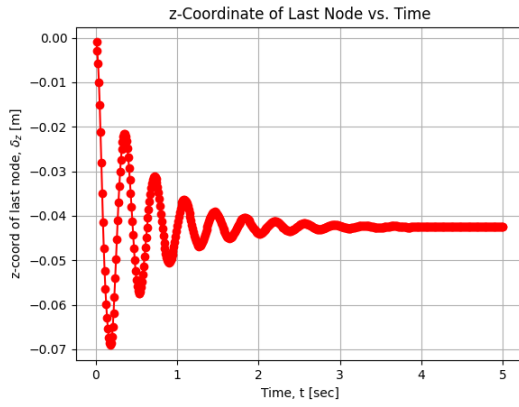


Fig. 3. z - Coordinate of Last Node vs. Time

Based on the plotted z -coordinate of the last node against time, the node initially oscillates up and down, but eventually reaches a steady-state of $\delta_z = -0.04m$. The shape of the plot resembles that of a damped oscillator.

REFERENCES

- [1] M. K. Jawed and S. Lim, "Discrete simulation of slender structures," *BruinLearn*, 2024.
- [2] Overleaf, "Algorithms in latex," *Overleaf.com*, 2024. [Online]. Available: <https://www.overleaf.com/learn/latex/Algorithms>
- [3] M. K. Jawed, "Discrete_elastic_rods.ipynb," *Google Colaboratory*, 2024.