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%Determine what torque and RPM we need to achieve our accelerations

## Z accleration torque calculation

```
a = 2.5;
t = .25;
tstep = .001;
zdots = a*tstep:a*tstep:a*t;

theta_curr = pi/2;
pos_curr = 0;
theta_dots = [];
thetas = [];
positions = [];
for zdot = zdots
    theta_dot_curr = findThetaDot(zdot,theta_curr);
    theta_dots = [theta_dots theta_dot_curr];
    theta_curr = theta_curr + theta_dot_curr*tstep;
    thetas = [thetas theta_curr];
    pos_curr = pos_curr + zdot*tstep;
    positions = [positions pos_curr];
end
figure(1)
subplot(2,2,2)
plot(tstep:tstep:tstep*length(zdots),theta_dots./(2*pi).*60)
ylabel("$\dot{\theta}$ (rpm)", 'Interpreter', 'Latex', 'FontSize', 14)
xlabel("Time (s)", 'FontSize', 14)
subplot(2,2,1)
plot(tstep:tstep:tstep*length(zdots),thetas.*180./pi)
ylabel("$\theta$ (deg)", 'Interpreter', 'Latex', 'FontSize', 14)
xlabel("Time (s)", 'FontSize', 14)
subplot(2,2,3)
plot(tstep:tstep:tstep*length(zdots),positions)
ylabel("Z position (m)", 'FontSize', 14)
xlabel("Time (s)", 'FontSize', 14)

%calculate torque
theta_change = thetas(1) - thetas(end);
m = 20;
v_final = zdots(end);
num_motors = 3;

avg_torque = ((.5*m*v_final^2)+m*9.81*positions(end))/num_motors/
theta_change

taus = [0];
max_tau = 0;
vel_at_max_tau = 0;
for i = 2:length(thetas)

    curr_tau = abs((.5*m*(zdots(i)^2-zdots(i-1)^2) + (positions(i)-
positions(i-1))*m*9.81)/(thetas(i)-thetas(i-1))/num_motors);
```

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```

        if curr_tau > max_tau
            max_tau = curr_tau;
            vel_at_max_tau = theta_dots(i);
        end
        taus = [taus curr_tau];
    end
    subplot(2,2,4)
    plot(tstep:tstep:tstep*length(zdots),taus)
    ylabel("Torque (N*m)", 'FontSize',14)
    xlabel("Time (s)", 'FontSize',14)
    max_tau
    vel_at_max_tau/2/pi*60
    max_rpm = max(abs(theta_dots./(2*pi)).*60))

```

## Angular Acceleration

```
plat_rad = .508/2; alpha = 1.5; %rad/s^2 omegas = alpha*tstep:alpha*tstep:alpha*t;
```

```
theta_curr = pi/2; pos_curr = 0; theta_dots = []; thetas = []; positions = [];
```

```

theta_dots = []; thetas = []; positions = []; for omega = omegas %calculate corresponding linear velocity
v_curr = omega*plat_rad; theta_dot_curr = findThetaDot(v_curr,theta_curr); theta_dots = [theta_dots
theta_dot_curr]; theta_curr = theta_curr + theta_dot_curr*tstep; thetas = [thetas theta_curr]; pos_curr
= pos_curr + zdot*tstep; positions = [positions pos_curr]; end figure(4) plot(tstep:tstep:tstep*length(z-
dots),theta_dots./(2*pi).*60) ylabel("$\dot{\theta}$ (rpm)", 'Interpreter','Latex') xlabel("time") figure(5)
plot(tstep:tstep:tstep*length(zdots),thetas.*180./pi) ylabel("theta (deg)") xlabel("time") figure(6) plot(t-
step:tstep:tstep*length(zdots),positions) ylabel("z pos") xlabel("time")

```

```

%calculate torque
% theta_change = thetas(1) - thetas(end);
% m = 30;
% v_final = omegas(end)*plat_rad;
% num_motors = 3;
%
% torque = (.5*m*v_final^2)/num_motors/theta_change
% max_rpm = max(abs(theta_dots./(2*pi)).*60))

```

```

function theta_dot = findThetaDot(zdot,theta)
    a_len = 0.1;
    s_len = 0.4;

    theta_dot = zdot / (-a_len*sin(theta) + 0.5*s_len/sqrt(1-a_len^2/
s_len^2*sin(theta)^2)*(-2*a_len^2/s_len^2*sin(theta))*cos(theta));
end

```

```
avg_torque =
```

```
8.0334
```

```
max_tau =
```

```
8.4539
```

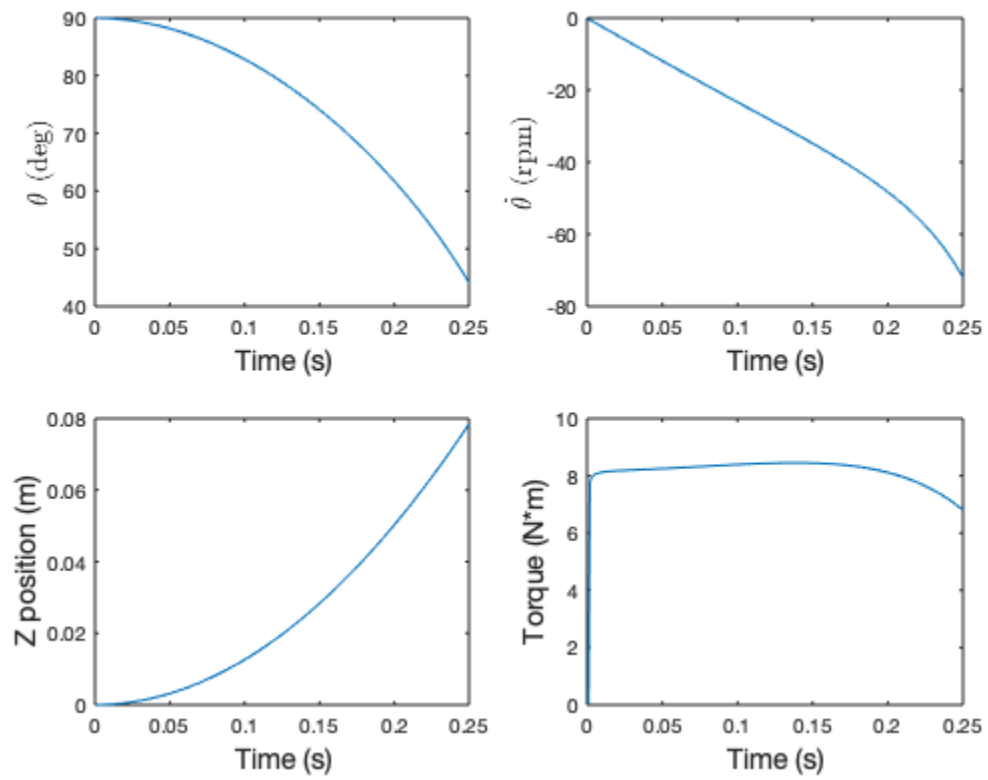
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`ans =`

`-31.9581`

`max_rpm =`

`72.0311`



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