

A Design Study Approach to Classical Control

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Homework E.a

Create a simulink animation of the ball on beam. The inputs should be sliders for z and θ . Turn in a screen capture of the animation.

Solution

The drawing function for the ball on beam system is listed below.

```
1 function ballbeam_animation(u, P)
2
3     % process inputs to function
4     z      = u(1);
5     theta  = u(2);
6     %zdot   = u(3);
7     %thetadot = u(4);
8     t      = u(5);
9
10    % define persistent variables
11    persistent ball_handle
12    persistent beam_handle
13
14    % first time function is called, initialize plot and persistent
15    % vars
16    if t==0
17        figure(1), clf
18        plot([0,P.length],[0,0],'k'); % plot track
```

```

19         hold on
20         ball_handle = drawBall(z, theta, P.radius, []);
21         beam_handle = drawBeam(theta, P.length, []);
22         axis([-P.length/5, P.length+P.length/5, -0.7*P.length, 0.7*P.length]);
23         axis('square');
24
25
26         % at every other time step, redraw base and rod
27     else
28         drawBall(z, theta, P.radius, ball_handle);
29         drawBeam(theta, P.length, beam_handle);
30     end
31 end
32
33
34 %
35 %=====
36 % drawBall
37 % draw the ball
38 % return handle if 3rd argument is empty, otherwise use 3rd arg
39 % as handle
40 %=====
41 %
42 function handle = drawBall(z, theta, R, handle)
43
44     N = 20;
45     xi = 0:(2*pi/N):2*pi;
46     X = z*cos(theta)-R*sin(theta)+R*cos(xi);
47     Y = z*sin(theta)+R*cos(theta)+R*sin(xi);
48
49     if isempty(handle)
50         handle = fill(X,Y,'b');
51     else
52         set(handle,'XData',X,'YData',Y);
53         drawnow
54     end
55 end
56
57 %
58 %=====
59 % drawBeam
60 % draw the beam
61 % return handle if 3rd argument is empty, otherwise use
62 % 3rd arg as handle
63 %=====

```

```

64 %
65 function handle = drawBeam(theta, L,handle)
66
67
68     X = [0, L*cos(theta)];
69     Y = [0, L*sin(theta)];
70
71     if isempty(handle)
72         handle = plot(X, Y, 'g', 'LineWidth',2);
73     else
74         set(handle, 'XData',X, 'YData',Y);
75         drawnow
76     end
77 end

```

The complete solution is given on the wiki associated with the book.