

2025-11-01

# E003: Plant Models and Dynamics

## The Physics Behind the Double Broomstick

Part 1 · Duration: 30-35 minutes

*Beginner-Friendly Visual Study Guide*

🎯 **Learning Objective:** Understand DIP physics, Lagrangian mechanics approach, and the three model variants for different speed/accuracy tradeoffs

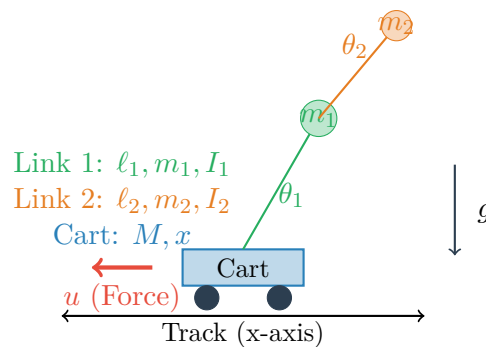
## What is the Plant?

### 💡 Key Concept

The "plant" is the physical system you're trying to control - the body that control decisions act upon.

**Key Question:** "If I push the cart with force  $F$  right now, how will angles and velocities change in the next millisecond?"

## Physical System Description



### Components:

- **Cart:** 1.5 kg (like a laptop), slides on track with friction
- **Pendulum 1:** 0.2 kg, 40 cm (wooden ruler weight/length)
- **Pendulum 2:** 0.15 kg, 30 cm (slightly lighter/shorter)

### Three Coordinates:

- `enumix` - Cart position (left/right)
- `enumiθ1` - First pendulum angle (from vertical)
- `enumiθ2` - Second pendulum angle (from vertical)

### 💡 Pro Tip

Based on actual control lab rigs - not arbitrary!

## Lagrangian Mechanics: The Elegant Shortcut

### Why NOT Use Newton's $F = ma$ Directly?

#### ⚠️ Common Pitfall

Newton's approach would require:

- `enumiFree-body` diagrams for cart + both pendulums
- `enumiAll` internal forces (pin forces, constraint forces)
- `enumiCoupled` force balance equations
- `enumiSolving` for dozen+ variables you don't care about!

**Result:** Nightmare of algebra with unknown internal forces

## The Lagrangian Shortcut: Ignore Internal Glue

### 💡 Key Concept

**Key Insight (1700s):** You don't need internal constraint forces if you focus on energy!

**Recipe:**

0. enumiCalculate total kinetic energy (motion)
0. enumiCalculate total potential energy (gravity)
0. enumiForm Lagrangian:  $\mathcal{L} = T - V$
0. enumiApply Euler-Lagrange equations (systematic calculus)
0. enumiGet equations of motion - NO internal forces!

## The Beautiful Result

### ⌂ Matrix Equation of Motion

$$\mathbf{M}(q)\ddot{q} + \mathbf{C}(q, \dot{q})\dot{q} + \mathbf{G}(q) = \mathbf{B}u + d$$

**Physical Meaning:**

- 0.  $\mathbf{M}(q)$  - Mass matrix: "How mass/inertia distributed at these angles?"
- $\mathbf{C}(q, \dot{q})$  - Spinning forces: Coriolis & centrifugal effects
- $\mathbf{G}(q)$  - Gravity: "How hard does gravity pull at these angles?"
- $\mathbf{B}$  - Input distribution: "Force only pushes cart directly"
- $u$  - Control force,  $d$  - Disturbances

## Mass Matrix Structure: Action and Reaction

### Diagonal Elements

#### "Self-inertia":

- $M_{11}$  = Total mass (cart + pendulums)
- $M_{22}$  = Rotational inertia of Pendulum 1
- $M_{33}$  = Rotational inertia of Pendulum 2

### Off-Diagonal Elements

#### Coupling terms:

- $M_{12}$  = "Cart acceleration  $\rightarrow$  Pendulum 1 torque"
- Depend on  $\cos(\theta_i)$
- Strongest when vertical

#### 💡 Key Concept

**Key Property - Symmetry:**  $M_{12} = M_{21}$ ,  $M_{13} = M_{31}$ ,  $M_{23} = M_{32}$

This is Newton's Third Law: **Action = Reaction**

Effect of Link 1 on Link 2 = Effect of Link 2 on Link 1 (opposite directions)

### Coriolis & Centrifugal Terms

#### 🔗 Example

**Coriolis Force:** Apparent force due to rotation

- Example: Walk straight on spinning merry-go-round  $\Rightarrow$  path curves
- Term:  $-c_{12} \sin(\theta_1 - \theta_2) \dot{\theta}_2$  couples pendulum velocities

**Centrifugal Force:** Outward push from rotation

- Example: Car turn  $\Rightarrow$  pushed against door
- Term:  $-c_1 \sin(\theta_1) \dot{\theta}_1^2$  pushes cart sideways

### Gravity Vector

$$\mathbf{G}(q) = \begin{bmatrix} 0 \\ -g_1 \sin(\theta_1) \\ -g_2 \sin(\theta_2) \end{bmatrix}$$

- No gravity on cart (horizontal motion)
- Pendulum torques:  $g \approx 9.81 \text{ m/s}^2$
- **Sign:** Upright ( $\theta = 0$ ) is unstable - gravity torque pushes away!

### Singularities: When Math Locks Up

#### Physical Analogy:

Your arm fully extended with locked elbow - can't push further. Geometry "locks up."

Same happens with pendulums in specific configurations.

#### Condition Number ( $\kappa$ ):

Health score for mass matrix:

- $\kappa = 1-100$ : Healthy 🧐
- $\kappa > 10^6$ : Sick ⚠️
- $\kappa \rightarrow \infty$ : Singular ⚠️

**⚠ Common Pitfall**

**Singularity Occurs:** Both pendulums horizontal (lying flat)

**How We Handle:**

enumiCheck  $\kappa$  before inverting  $\mathbf{M}$

- 0. enumiIf  $\kappa > 10^8$ : Switch to pseudoinverse with regularization
- 0. enumiPrevents division-by-near-zero crashes

**In Practice:** Near upright,  $\kappa = 10$ -100 (safe). Controller avoids dangerous configs.

## Three Model Variants: The Team

### 💡 Key Concept

Trade-off: **Speed** vs. **Accuracy**

Different tasks need different balances. Meet the three teammates!

### Model 1: The Sprinter (Simplified Linear)

**Personality:** Fast, agile, assumes near-perfect

**Assumptions:**

0.  $\sin(\theta) \approx \theta$  (small angles)

- $\cos(\theta) \approx 1$
- Constant mass matrix
- Ignores coupled effects

**Superpowers:**

- 🎯 10-100x faster than full model
- 🎯 Perfect for PSO (1500 sims)
- 🎯 Great for teaching

**Kryptonite:**

- ⚠️ Can't handle angles  $> 10^\circ$
- ⚠️ Lies about nonlinear effects
- ⚠️ Swing-up? Garbage results!

**When to Use:**

- Initial prototyping
- PSO gain optimization
- Educational demos
- Near-upright operation

### Model 2: The Simulator (Full Nonlinear)

**Personality:** Slow, heavy, brutally honest

**Reality Check:**

- Every trig term computed exactly
- All Coriolis effects
- All coupling captured
- Angle-dependent matrices

**Superpowers:**

- 🎯 Truth: Full operating range
- 🎯 Accurate: Hanging  $\rightarrow$  upright
- 🎯 Publishable benchmark results

**Kryptonite:**

- ⚠️ 10-100x slower
- ⚠️ Overkill for simple tasks
- ⚠️ Sledgehammer to crack a nut

**When to Use:**

- Final validation
- Swing-up control
- Research benchmarks
- Hardware deployment prep

### Model 3: The Efficient Pro (Low-Rank POD)

**Personality:** Smart compromise

**Clever Trick:** Proper Orthogonal Decomposition

enumiRun Simulator 1000x times

- enumiCollect data snapshots
- enumiSVD: Find important patterns
- enumiKeep signal, discard noise

**Superpowers:**

0. 🎯 10-50x speedup

- 🎯 Preserves key dynamics
- 🎯 Real-time capable (HIL)

**Kryptonite:**

- ⚠ Needs training (run Simulator first)
- ⚠ Can miss rare edge cases
- ⚠ Not drop-in replacement

**When to Use:**

- Monte Carlo (1000 sims)
- Parameter sweeps
- Sensitivity analysis
- HIL testing

**Model Accuracy Comparison (MT-6 Benchmark)****Validation Test Results**

**Setup:**  $\theta_1 = 10^\circ$ ,  $\theta_2 = 5^\circ$ , Classical SMC, 10 seconds

Model	Settling [s]	Overshoot [°]	RMS Error [°]	Speed [sims/s]
Simplified	2.31	4.2	0.12	450
Full Nonlinear	2.58	5.1	0.15	8
Low-Rank (k=10)	2.54	4.9	0.14	95

**Observations:**

- Simplified: Optimistic (underestimates settling time)
- Full: Conservative (most realistic)
- Low-Rank: Sweet spot (2% error, 12x speedup)

**Pro Tip****The Bottom Line:**

- Quick prototyping? **Sprinter**
- Final validation? **Simulator**
- Massive data crunching? **Efficient Pro**

Like having hammer, precision screwdriver, and power drill - use the right tool!



## Numerical Integration Methods

### Three Integrators Available

#### ⚡ Euler (1st Order)

##### Algorithm:

```
lstnumberstate_dot = f(state, u)
lstnumberstate_new = state + state_dot * dt
```

**Pros:** Simplest, fastest    **Cons:** Inaccurate (large errors)

**Use:** Educational only, NOT for research

#### ⚡ RK4 (4th Order)

##### Algorithm: Four slope evaluations per step

```
lstnumberk1 = f(state, u)
lstnumberk2 = f(state + 0.5*dt*k1, u)
lstnumberk3 = f(state + 0.5*dt*k2, u)
lstnumberk4 = f(state + dt*k3, u)
lstnumberstate_new = state + (dt/6) * (k1 + 2*k2 + 2*k3 + k4)
```

**Pros:** Good balance    **Cons:** Fixed step size

**Use:** Standard choice with  $dt = 0.001s$  (1 kHz)

#### ⚡ RK45 (Adaptive)

##### Algorithm: SciPy's solve\_ivp with automatic step sizing

**Error Control:**  $rtol=1e-6$ ,  $atol=1e-9$

**Pros:** Most accurate, adaptive    **Cons:** Slower

**Use:** High-accuracy validation, research benchmarks

### Quick Reference: Key Equations

#### 📄 Equation of Motion

$$\mathbf{M}(q)\ddot{q} + \mathbf{C}(q, \dot{q})\dot{q} + \mathbf{G}(q) = \mathbf{B}u$$

Solve for acceleration:  $\ddot{q} = \mathbf{M}^{-1} [\mathbf{B}u - \mathbf{C}\dot{q} - \mathbf{G}]$

#### 📄 State Vector

$$x = [x, \theta_1, \theta_2, \dot{x}, \dot{\theta}_1, \dot{\theta}_2]^T$$

Derivative:  $\dot{x} = [\dot{x}, \dot{\theta}_1, \dot{\theta}_2, \ddot{x}, \ddot{\theta}_1, \ddot{\theta}_2]^T$

#### 📄 Condition Number Check

$$\kappa(\mathbf{M}) = \frac{\sigma_{\max}}{\sigma_{\min}}$$

If  $\kappa > 10^8$ : Use pseudoinverse with regularization

## Implementation Workflow

### ☰ Quick Summary

#### Full Nonlinear Model (Python):

- enumiUnpack state: Extract  $q = [x, \theta_1, \theta_2]$  and  $\dot{q} = [\dot{x}, \dot{\theta}_1, \dot{\theta}_2]$
0. enumiBuild mass matrix:  $\mathbf{M}(q)$  based on current angles (trig functions)
  0. enumiCalculate Coriolis:  $\mathbf{C}(q, \dot{q})$  with velocity coupling
  0. enumiCalculate gravity:  $\mathbf{G}(q)$  angle-dependent torques
  0. enumiApply control: Force  $u$  enters through  $\mathbf{B}$
  0. enumiSolve for  $\ddot{q}$ : Invert  $\mathbf{M}$  (check  $\kappa$  first!)
  0. enumiReturn derivative: Pack  $[\dot{q}, \ddot{q}]$  for integrator

**NumPy makes it simple:** `accel = np.linalg.solve(M, B*u - C@vel - G)`

## Configuration Parameters

### Physical:

- 0. Cart mass:  $M = 1.5$  kg
- Pendulum 1:  $m_1 = 0.2$  kg,  $L_1 = 0.4$  m
- Pendulum 2:  $m_2 = 0.15$  kg,  $L_2 = 0.3$  m
- Gravity:  $g = 9.81$  m/s<sup>2</sup>

### Numerical:

- Time step:  $dt = 0.001$  s (1 kHz)
- Integrator: RK4 (standard)
- Singularity threshold:  $\kappa > 10^8$
- Duration: 10 s (typical)

## What's Next?

### 💡 Key Concept

**E004: PSO Optimization** - How to automatically tune controller gains using particle swarm intelligence

**E005: Simulation Engine** - The runner, vectorized simulators, and how we achieve 100x speedups

**Remember:** Now you understand the physics. Next, we optimize the control to make it work perfectly!