

Seminar

Modeling and Simulation of Dynamical Systems

Presented by the
IEEE Control Systems Society
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Session 5

Simulation with Software Tools

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Session 5: Software Tools

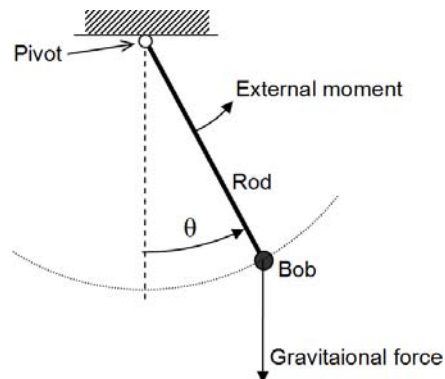
Topics:

- Example: Simple Pendulum
- Dynamical model:
 - Differential equation
 - Discrete time
 - Dynamics: numerical integration
- Software:
 - Commercial
 - Open source

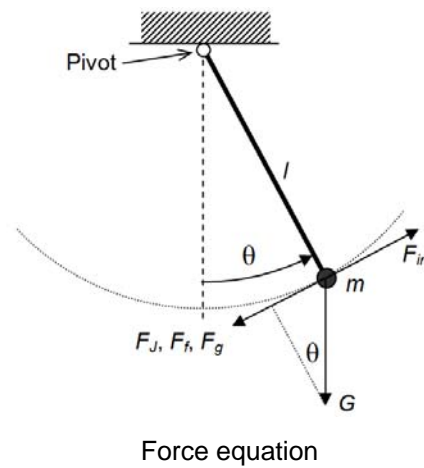
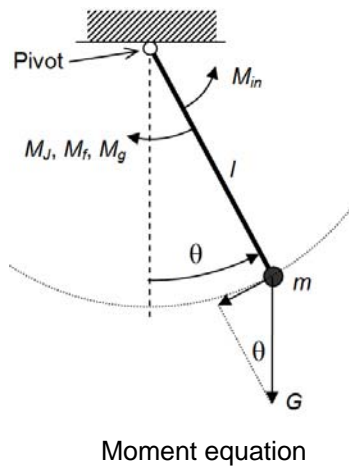
Example: Simple Pendulum

Dynamical model: differential equation

- Several methods available:
 - Moment equation
 - Force equation
 - Lagrange's method
 - Euler's method



Example: Simple Pendulum



Example: Simple Pendulum

Moment equation:

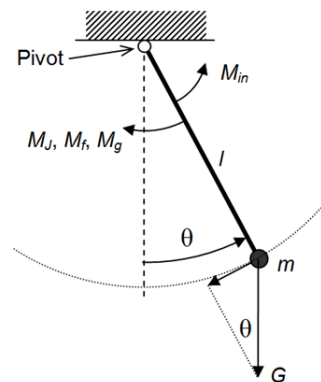
$$M_J + M_f + M_g - M_{in} = 0$$

With:

$$M_J = J \cdot \ddot{\theta} = m \cdot l^2 \cdot \ddot{\theta}$$

$$M_f = k \cdot l \cdot \dot{\theta} \cdot l = k \cdot l^2 \cdot \dot{\theta}$$

$$M_g = m \cdot g \cdot \sin(\theta) \cdot l$$



Example: Simple Pendulum

Differential equation:

$$m \cdot l^2 \cdot \ddot{\theta}(t) + k \cdot l^2 \cdot \dot{\theta}(t) + m \cdot g \cdot \sin(\theta(t)) \cdot l - \cancel{M_{in}} = 0 \quad =0 \text{ (unforced)}$$

As state equation:

$$\begin{aligned} \ddot{\theta}(t) &= \frac{1}{m \cdot l^2} (-k \cdot l^2 \cdot \dot{\theta}(t) - m \cdot g \cdot \sin(\theta(t)) \cdot l + M_{in}(t)) \\ &= -\frac{k}{m} \cdot \dot{\theta}(t) - \omega_0^2 \cdot \sin(\theta(t)) + \frac{1}{m \cdot l^2} M_{in}(t), \quad \omega_0 = \sqrt{\frac{g}{l}} \end{aligned}$$

Example: Simple Pendulum

State equation: vector-valued, nonlinear function

$$x_1 = \theta, \quad x_2 = \dot{x}_1, \quad u = M_{in}$$

$$\begin{bmatrix} \dot{x}_1(t) \\ \dot{x}_2(t) \end{bmatrix} = \begin{bmatrix} x_2(t) \\ -\omega_0^2 \cdot \sin(x_1(t)) - \frac{k}{m} \cdot x_2(t) \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{m \cdot l^2} \end{bmatrix} \cdot u(t)$$

Example: Simple Pendulum

Simulation of dynamics: num. integration

$$\dot{x} = f(t, x)$$

Simple approximation:

$$\dot{x} = \frac{dx}{dt} \approx \frac{x(n+1) - x(n)}{\Delta t}$$

$$x(n+1) = x(n) + \Delta t \cdot f(x(n))$$

Example: Simple Pendulum

More sophisticated: Runge-Kutta 4th order

$$\dot{x} = f(t, x)$$

$$x(n+1) = x(n) + \frac{1}{6} \Delta t \cdot (k_1 + 2k_2 + 2k_3 + k_4)$$

$$k_1 = f(t(n), x(n))$$

$$k_2 = f\left(t(n) + \frac{1}{2} \Delta t, x(n) + \frac{1}{2} \Delta t k_1\right)$$

$$k_3 = f\left(t(n) + \frac{1}{2} \Delta t, x(n) + \frac{1}{2} \Delta t k_2\right)$$

$$k_4 = f\left(t(n) + \Delta t, x(n) + \Delta t k_3\right)$$

Session 5: Software Tools

Good news:

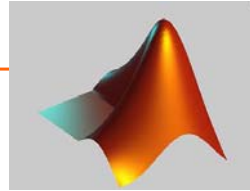
- We don't need to worry about numerical integration.
- There are many software packages available to perform such computations.
- Commercial SW and Open Source SW

Session 5: Software Tools

Commercial Software:

- LabView (presented earlier)
- MathCad (presented earlier)
- Matlab (general)
- Simulink (graphical programming)
- Mathematica (general)
- Maple (general)
- SPICE (simulates electrical circuits)

Session 5: Software Tools



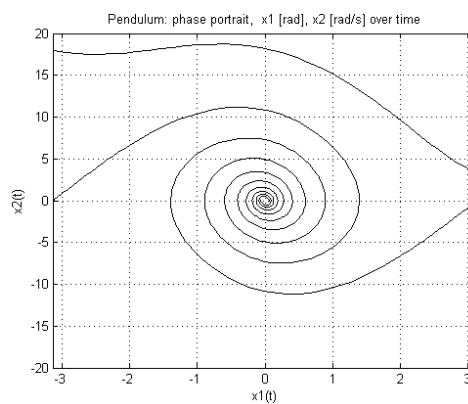
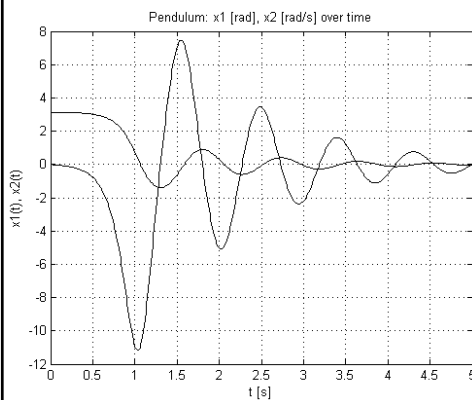
Pendulum in Matlab:

```
function xdot = pend(t, x)
xdot(1,1) = x(2);
xdot(2) = -k/m*x(2) - w0_2*sin(x(1)) + 1/(m*l^2)*u;

-----Calling Function-----
...
t = linspace (0.0, 5.0, 501);    % time axis in [s]
x0 = [pi-0.01; 0.0];            % initial condition
[tt,xa] = ode45(@pend,t,x0);
...
```

Session 5: Software Tools

Pendulum in Matlab: representations



Session 5: Software Tools

Open Source Software:

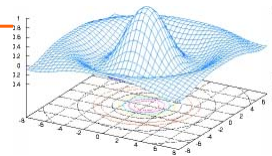
- GNU Octave (emulates Matlab)
- Scilab (emulates Matlab)
- Maxima (symbolic processing)
- Python (scripting language)
- Bullet Physics
- Open Dynamics Engine
- ...and many other packages

Session 5: Software Tools

Pendulum in GNU Octave:

```
function xdot = pend(x, t)
xdot(1,1) = x(2);
xdot(2) = -k/m*x(2) - w0_2*sin(x(1)) + 1/(m*l^2)*u;

-----Calling Function-----
...
t = linspace (0.0, 5.0, 501);      % time axis in [s]
x0 = [pi-0.01; 0.0];              % initial condition
xa = lsode("pend", x0, t);
...
```



Bullet Physics (Open Source)

Software Development Kit (SDK), Library:

- Collision detection, rigid body dynamics, cloth
- Open source (Zlib lic.)
- C++
- PlayStation 3, Xbox 360, Multi-core CPUs

Animation Movies



Computer Games



Bullet Physics: SDK, Library

“2012”: Destroying Los Angeles

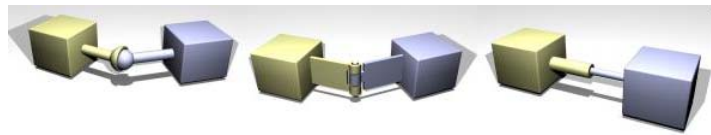
Remember: this is open source software!



Open Dynamics Engine

Open source SDK:

- Simulating rigid body dynamics
- Advanced joints, collision detection with friction
- Simulating vehicles, objects in virtual reality environments, virtual creatures
- C/C++ API

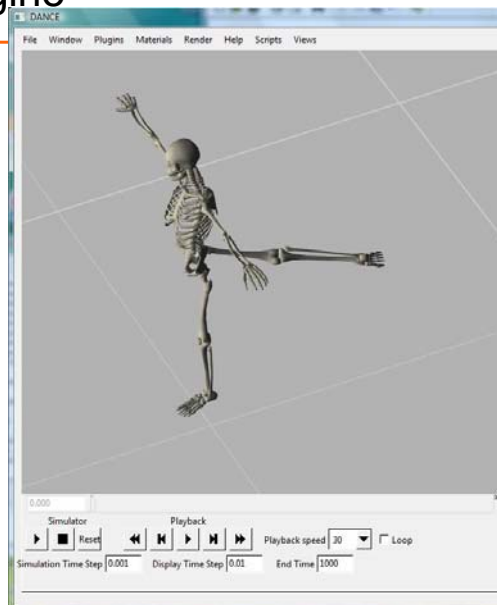


Open Dynamics Engine

Physics-based skater animation

Youri Dimitrov, Cheng Zhang,
2008

(<http://www.cse.ohio-state.edu/~zhangche/788parent.htm>)



Session 3: Simulation

Annotated bibliography

- <http://www.mathworks.com>. Home page of Matlab, a "technical computing language."
- <http://www.wolfram.com>. "Application for computations."
- <http://www.gnu.org/software/octave>. GNU Octave is a high-level language, primarily intended for numerical computations.
- <http://www.scilab.org>. Home page of Scilab, free and open source software for numerical computation.
- <http://bulletphysics.org/wordpress>. Bullet Physics' website with downloadable distribution, tutorials, documentation, demos.
- <http://www.ode.org>. ODE is an open source, high performance library for simulating rigid body dynamics.

Session 5: Software Tools

Q & A

Program

Welcome	08:45 – 09:10am	Coffee and bagels, Seminar kickoff at 9:00am
Session 1	09:10 – 10:00am	Mathematical models of dynamical systems Dr. P.K. Menon, Optimal Synthesis
Session 2	10:10 – 11:00am	System Identification - Theory and Practice Dr. Mark B. Tischler, Ames Research Center
Session 3	11:10 – 12:00am	Visualization and Virtual Environments Dr. Hadi Aggoune, Cogswell Polytech. College
Lunch	12:00 – 12:40pm	Sandwiches, sodas, discussions and product demos
Session 4	12:40 – 01:30pm	Applications of Hardware-in-the-Loop Simulators Christoph Wimmer, National Instruments
Session 5	01:40 – 2:30pm	Simulation with Software Tools Elliot English, Dr. Martin Aalund, Dr. Karl Mathia

Sponsors

