

 **TOPS**[®]

COMPOSITION BOOK

MAE 5730

DYNAMICS AND

VIBRATIONS

FALL 2013

Item No. 63796

College Rule • 100 Sheets • 9¾" x 7½"

8/28/13

Prof Andy Ruina

Office Hours: 12:15 - 2:15, Monday, Thurston 102, "The Conway Room"

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Office Hours: Tues 2:50 - 3:50, Th 102

Course Info: ① More MATLAB

② More mechanisms

③ Less "physicsy" stuff

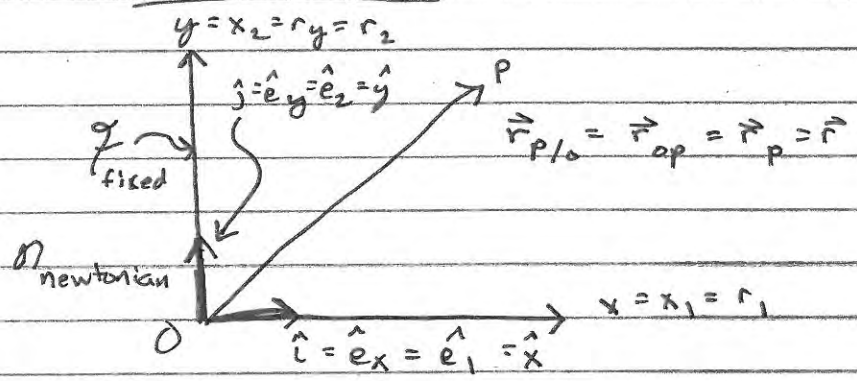
④ Less 3D

Textbooks: Taylor, Classical Mechanics

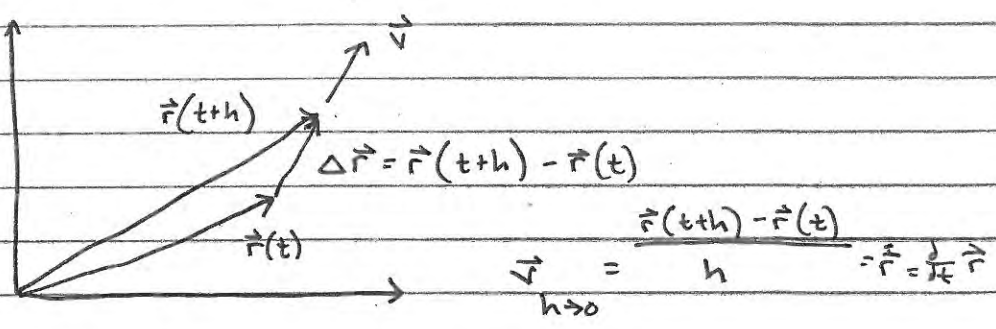
Tongue, Vibrations

Vectors:

Position Vectors



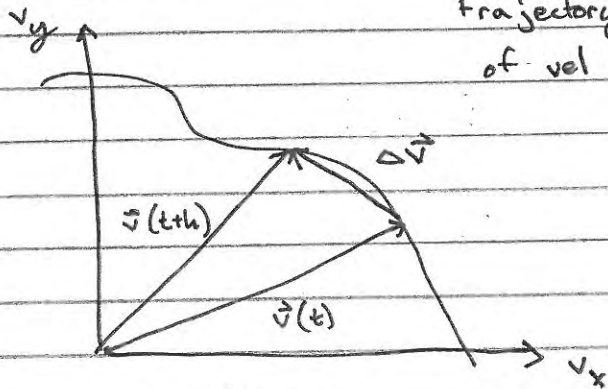
Velocity



$$\vec{v} = \dot{x}\hat{i} + \dot{y}\hat{j}$$

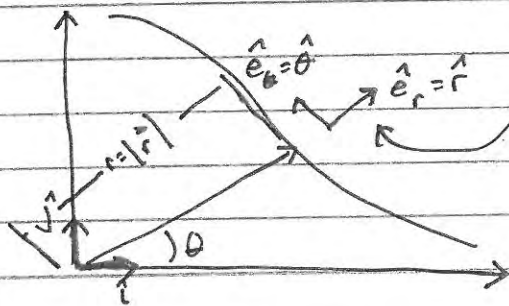
$$= \dot{x}\hat{x} + \dot{y}\hat{y}$$

acceleration



trajectory of the tip
of vel vector \Rightarrow "hodograph",
Hamilton

$$\vec{a} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{v}}{\Delta t} = \dot{v}_x \hat{i} + \dot{v}_y \hat{j} = \ddot{x} \hat{i} + \ddot{y} \hat{j}$$

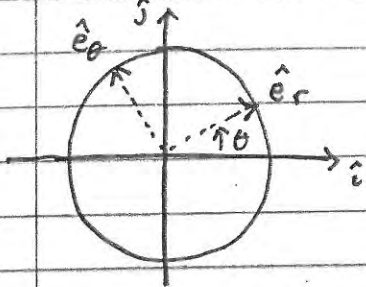


time dependent
base vectors

$$\hat{e}_r \equiv \frac{\vec{r}}{|\vec{r}|}$$

$$\vec{r} = r \hat{e}_r$$

$$\vec{v} = \frac{d}{dt} \vec{r} = \frac{d}{dt} r \hat{e}_r = \dot{r} \hat{e}_r + r \dot{\hat{e}}_r$$

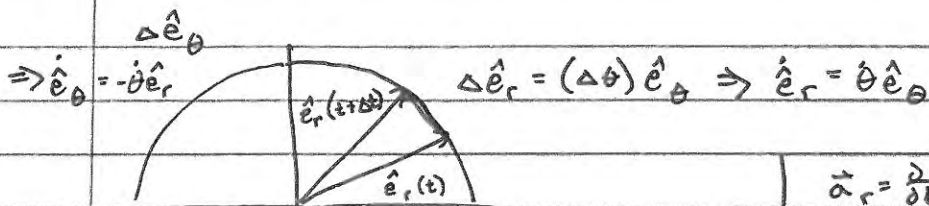


$$\hat{e}_r = \cos \theta \hat{i} + \sin \theta \hat{j}$$

$$\hat{e}_\theta = \sin \theta \hat{i} + \cos \theta \hat{j}$$

$$\dot{\hat{e}}_r = \dot{\theta} \hat{e}_\theta$$

$$\dot{\hat{e}}_\theta = -\dot{\theta} \hat{e}_r$$



back to \vec{v}

$$\vec{v} = \dot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta$$

$$= \dot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta$$

$$\vec{a} = \frac{d}{dt} \vec{v} = \frac{d}{dt} [\dot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta]$$

$$= \ddot{r} \hat{e}_r + \dot{r} \dot{\theta} \hat{e}_\theta + \dot{r} \dot{\theta} \hat{e}_\theta + r \ddot{\theta} \hat{e}_\theta + r \dot{\theta} \dot{\hat{e}}_\theta$$

$$= \ddot{r} \hat{e}_r + r \dot{\theta} \dot{\hat{e}}_\theta + r \ddot{\theta} \hat{e}_\theta + r \dot{\theta} (-\dot{\theta} \hat{e}_r)$$

$$\vec{a} = (\ddot{r} - r \dot{\theta}^2) \hat{e}_r + (r \ddot{\theta} + 2 \dot{r} \dot{\theta}) \hat{e}_\theta$$

NOTE: $\vec{r} = r \hat{e}_r$

$$x \hat{i} + y \hat{j} = r \hat{e}_r$$

$$\vec{v} = \dot{\vec{r}}$$

$$\dot{x} \hat{i} + \dot{y} \hat{j} = \dot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta$$

$$\vec{a} = \ddot{\vec{r}}$$

$$\ddot{x} \hat{i} + \ddot{y} \hat{j} = (\ddot{r} - r \dot{\theta}^2) \hat{e}_r + (r \ddot{\theta} + 2 \dot{r} \dot{\theta}) \hat{e}_\theta$$

$$\vec{a}_r = \frac{d}{dt} \dot{r} \hat{e}_r$$

$$\vec{a}_r = \dot{r} \hat{e}_r + r \dot{\hat{e}}_r$$

$$\vec{a}_r = \ddot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta$$

$$\vec{a}_\theta = \frac{d}{dt} (r \dot{\theta} \hat{e}_\theta)$$

$$\vec{a}_\theta = r \ddot{\theta} + 2 \dot{r} \dot{\theta}$$

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Procedure

① Reframe (0, coordinate system)

② EBD

③ LMB (AMB)

$$F = ma$$

$$F = m \frac{d^2 r}{dt^2}$$

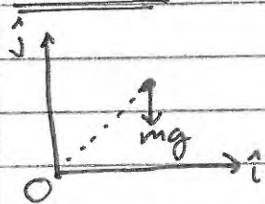
④ differential equation

↳ hand

↳ MATLAB

} energy methods

Ballistics



$$\vec{r}_0 = 0$$

$$\vec{v}_0 = v_0 \cos \theta \hat{i} + v_0 \sin \theta \hat{j}$$

$$\vec{F} = m\vec{a}$$

$$m \frac{d^2 \vec{r}}{dt^2} = -mg \hat{j}$$

$$\vec{r}'' = -g \hat{j}$$

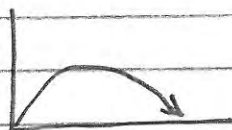
$$\vec{r}' = \vec{v}_0 - g t \hat{j}$$

$$\vec{r} = \vec{r}_0 + \vec{v}_0 t - \frac{1}{2} g t^2 \hat{j}$$

$$\Rightarrow \ddot{x} = 0$$

$$\ddot{y} = -g$$

$$\vec{r} = v_0 \cos \theta t \hat{i} + (v_0 \sin \theta t - \frac{1}{2} g t^2) \hat{j}$$



$$x = v_0 \cos \theta t$$

$$y = v_0 \sin \theta t - \frac{1}{2} g t^2$$

DRAG



$$F_{\text{linear}} = cv$$

viscous drag

opposite direction to velocity

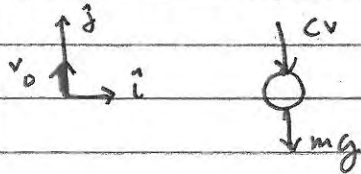
$$F_{\text{quadratic}} = cv^2$$

drag

opposite direction to velocity

$$= c_D \frac{1}{2} \rho A v^2$$

Ballistics (with linear drag)



$$\vec{F} = m\vec{a}$$

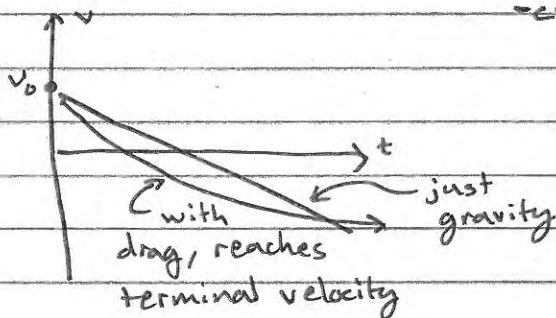
$$m\ddot{y} = -mg\hat{j} - cv\hat{j}$$

$$\ddot{y} = -g\hat{j} - \frac{c}{m}v\hat{j}$$

$$m\dot{y} = -cv - mg$$

$$m\dot{v} = -cv - mg$$

$$\frac{mdv}{-cv - mg} = dt$$



$$m \frac{dv}{dt} = -cv - mg$$

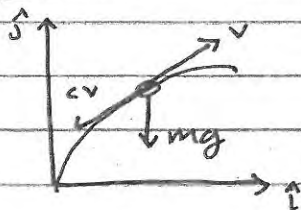
$$cv = -m \left(\frac{dv}{dt} + g \right)$$

$$v(t) = -v_t + (v_t - v_0)e^{-t/\tau}$$

$$\tau = m/c$$

Terminal velocity $\Rightarrow cv_T = -mg$

$$v_T = \frac{-mg}{c}$$



LMB

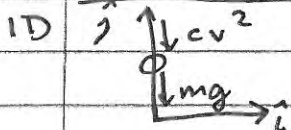
$$m \frac{d^2\vec{r}}{dt^2} = -mg\hat{j} - c\vec{v}$$

$$m(\ddot{x}\hat{i} + \ddot{y}\hat{j}) = -mg\hat{j} - c(\dot{x}\hat{i} + \dot{y}\hat{j})$$

$$m\ddot{x} = -c\dot{x}$$

$$m\ddot{y} = -c\dot{y} - mg$$

Ballistics (with Quadratic Drag)



$$m \frac{d^2\vec{r}}{dt^2} = -mg\hat{j} - cv^2\hat{j}$$

$$m\ddot{y} = -c\dot{y}^2 - mg$$

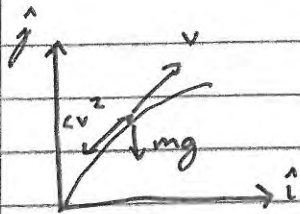
$$m\dot{v} = -cv^2 - mg \quad (v > 0)$$

$$m\dot{v} = cv^2 - mg \quad (v < 0)$$

terminal velocity:

$$v_t = \sqrt{\frac{mg}{c}}$$

2D



$$m\ddot{\mathbf{r}} = -mg\hat{j} - cv^2 \frac{\mathbf{v}}{|\mathbf{v}|}$$

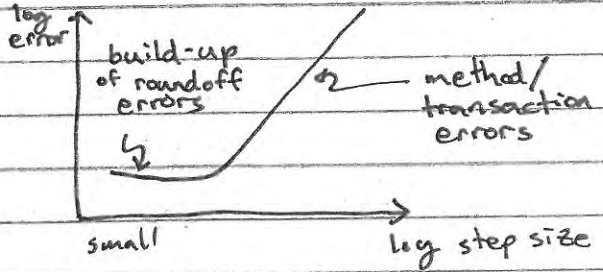
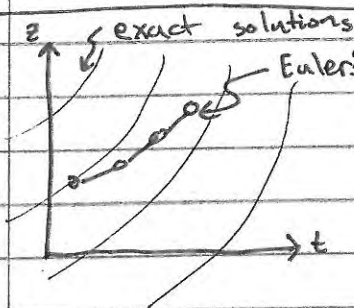
$$m\ddot{\mathbf{r}} = -mg\hat{j} - cv\dot{\mathbf{v}}$$

~~$$m\ddot{x} = -cx\sqrt{x^2+y^2}$$~~

$$m\ddot{y} = -mg - cy\sqrt{x^2+y^2}$$

$$m\ddot{x} = -cx\sqrt{x^2+y^2}$$

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Error in ODE soln

General Problem

$$\ddot{\mathbf{F}} = \ddot{\mathbf{F}}(\dot{\mathbf{r}}, \dot{\mathbf{v}}, t)$$

e.g. gravity

spring

$$\ddot{\mathbf{F}} = \begin{cases} -mg\hat{j} & \text{near earth} \\ -\frac{MmG}{r^2}\hat{r} & \text{big G} \end{cases}$$

$$\ddot{\mathbf{F}} = k(|\dot{\mathbf{r}}| - l_0) \frac{\dot{\mathbf{r}}}{|\dot{\mathbf{r}}|}$$

drag

$$\ddot{\mathbf{F}} = \begin{cases} -c\dot{\mathbf{v}} & \text{linear viscous} \\ -c|\dot{\mathbf{v}}|\dot{\mathbf{v}} & \text{quadratic viscous} \end{cases}$$

$$\boxed{\ddot{\mathbf{F}} = m\ddot{\mathbf{a}}} \quad \ddot{\mathbf{a}} = \ddot{\mathbf{F}}/m \quad \text{know } \ddot{\mathbf{F}}(\dot{\mathbf{r}}, \dot{\mathbf{v}}, t)$$

$$\dot{\vec{r}} = \vec{v} \quad \dot{\vec{v}} = \vec{a} \leftarrow \vec{F}/m$$

$\Rightarrow \dot{\vec{z}} = f(\vec{z}, t) \leftarrow$ calc of $\dot{\vec{r}} + \dot{\vec{v}}$

$$\vec{z} = \begin{bmatrix} z_1 \\ z_2 \\ z_3 \\ z_4 \end{bmatrix} = \begin{bmatrix} r_x \\ r_y \\ v_x \\ v_y \end{bmatrix}$$

Δ linear momentum balance

Ballistics Problem

LMB:

$$\vec{F} = -c|\vec{v}|\vec{v} - mg\hat{j}$$

$$\vec{F} = m\vec{a}$$

$\hookrightarrow c = c_D \rho_{air} A_{cross}$

$$-c|\vec{v}|\vec{v} - mg\hat{j} = m\vec{a}$$

$$\vec{a} = \frac{-c}{m} |\vec{v}|\vec{v} - g\hat{j}$$

$$\left. \begin{array}{l} \dot{\vec{r}} = \vec{v} \\ \dot{\vec{v}} = \vec{a} \\ \uparrow \frac{-c}{m} |\vec{v}|\vec{v} - g\hat{j} \end{array} \right\} 4 \text{ ODEs}$$

$$\left. \begin{array}{l} \Delta \vec{r} \approx \dot{\vec{r}} \Delta t \\ \Delta \vec{v} \approx \dot{\vec{v}} \Delta t \end{array} \right\} \text{Euler's method}$$

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① Continue numerical solution

② Properties of solutions of $\vec{F} = m\vec{a}$

① Numerical example

Lecture Demo

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Today change & Conservation of \vec{L}, \vec{H}, E for a particle
start with $\vec{F} = m\vec{a}$

$$\hookrightarrow \vec{F} = \vec{F}(t, \vec{r}, \vec{v})$$

want to know properties of solutions

why? I. to check solutions numerically or analytically
II. can use $\vec{L}, \vec{H} \& E$ to solve simple problems

Linear Momentum

$$\vec{F} = m\vec{a}$$

$$\hookrightarrow \vec{a} = \frac{d\vec{v}}{dt}$$

$$\underbrace{\frac{d}{dt}(m\vec{v})}_{\vec{L}}$$

$$\vec{L}$$

$$\left\{ \vec{F} = \dot{\vec{L}} \right\} = \dot{\vec{L}}$$

$$\int_{t_1}^{t_2} \left\{ \right\} dt \Rightarrow \int_{t_1}^{t_2} \vec{F} dt = \Delta \vec{L}$$

Principle of Impulse-momentum

$$\text{Impulse} = \int_{t_1}^{t_2} \vec{F} dt$$

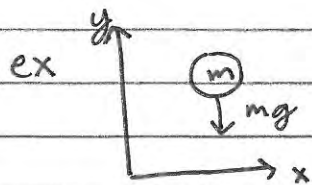
(Linear) momentum = $m\vec{v}$

special case: $\vec{F} = 0$

$$\int \vec{F} dt = 0 \Rightarrow \Delta \vec{L} = 0$$

$$\boxed{\vec{L} = \text{const}}$$

"conservation
of linear
momentum"



LMB: $\vec{F} = m\vec{a}$
 $-mg\hat{j} = \dot{\vec{L}}$

$$\{\vec{F} = m\vec{a}\} \cdot \hat{i}$$

$$\Rightarrow L_x = \text{const.}$$

Conservation of Lin Mom in x direction

Angular Momentum

$$\{\vec{F} = m\vec{a}\}$$

"scalars slide through a vector like mercury through a chicken"

$$\vec{r} \times \{\} \Rightarrow \vec{r} \times \vec{F} = \vec{r} \times (m\vec{a})$$

$$\begin{aligned} &= m\vec{r} \times \vec{a} \\ \text{Look at } &\left[\frac{d}{dt} (\vec{r} \times \vec{v}) \right] \\ &= \underbrace{\dot{\vec{r}} \times \vec{v}}_0 + \vec{r} \times \dot{\vec{v}} = \vec{r} \times \vec{a} \end{aligned}$$

$$\Rightarrow \vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times m\vec{v})$$

$$\vec{H} \neq \vec{L}$$

$$\{\vec{r} \times \vec{F} = \dot{\vec{H}}\}$$

$$\int \{\} dt \Rightarrow \int \vec{M} dt = \Delta \vec{H}$$

↑ moment vector


Special case $\vec{M} = \vec{0}$

$$\Rightarrow \vec{H} = \text{const}$$

conservation of angular momentum

ex) central force: $\vec{F} = F \frac{\vec{r}}{|\vec{r}|} = F\hat{e}_r$

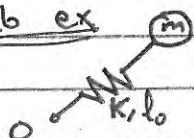
sub ex



$$\vec{F} = \frac{-mMG}{r^2} \hat{e}_r = \frac{-mMG\vec{r}}{r^3}$$

O •

sub ex



$$\vec{F} = -k(r-l_0) \hat{e}_r = \frac{-k(r-l_0)\vec{r}}{r}$$



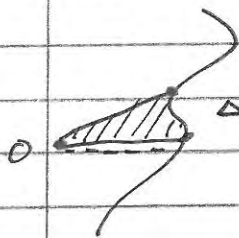
Comments on $\frac{d}{dt}$ Conservation of Ang Mom

$$\vec{M} = \vec{0} \Rightarrow \vec{H} = \text{const}$$

$$\uparrow \vec{M}_{l_0} \quad \uparrow \vec{H}_{l_0}$$

$$\Rightarrow \vec{r} \times m\vec{v} = \text{const}$$

\Rightarrow "Equal areas in equal times"

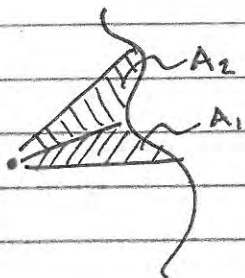


$$\Delta A = \frac{1}{2} r v_{\perp} \Delta t$$

$$\left[|\vec{r} \times \vec{v}| \right]$$

$$\Rightarrow \dot{A} = \text{const}$$

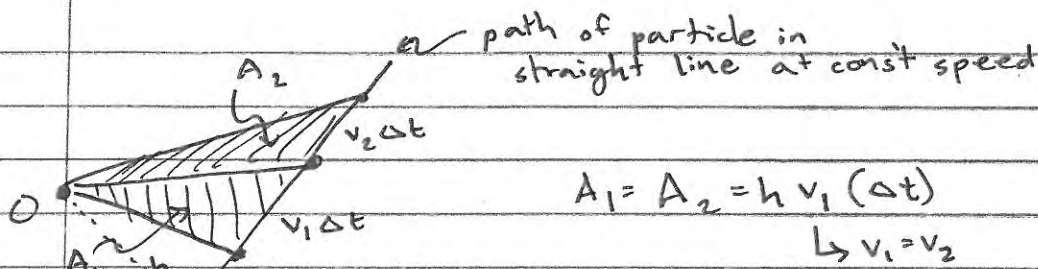
area swept per unit time is constant



if $(\Delta t)_1 = (\Delta t)_2$
then $A_1 = A_2$

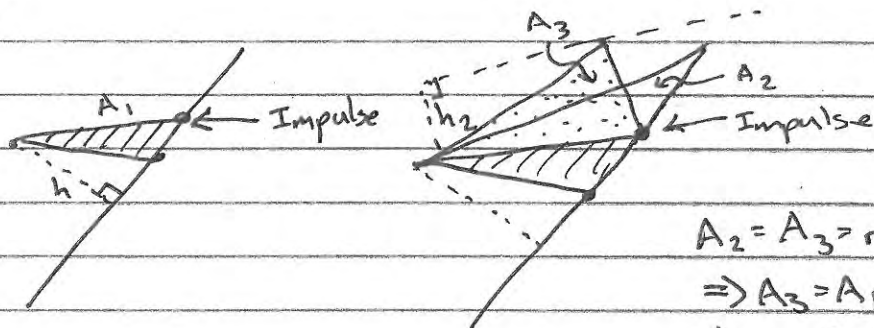


Aside: Watch Feynman Messenger Lectures "Character of Physical Law"



$$A_1 = A_2 = h v_1 (\Delta t)$$

$$\hookrightarrow v_1 = v_2$$



$$A_2 = A_3 = r_2 h_2$$

$$\Rightarrow A_3 = A_1$$

\Rightarrow central force has no effect on area swept

Energy

Review this math before next lecture :

Five equivalent facts about a vector field \vec{F} ,

- If 1 is true, all are true
- If 1 is false, all are false

I. \vec{F} is conservative

II. $\vec{F} = -\vec{\nabla} V$ V is a single valued potential

III. $\vec{\nabla} \cdot \vec{F} = 0$ everywhere

IV. $\int_{\vec{r}_1}^{\vec{r}_2} \vec{F} d\vec{r} = \text{path ind}$

V. $\oint \vec{F}_i d\vec{r} = 0$ all closed loops

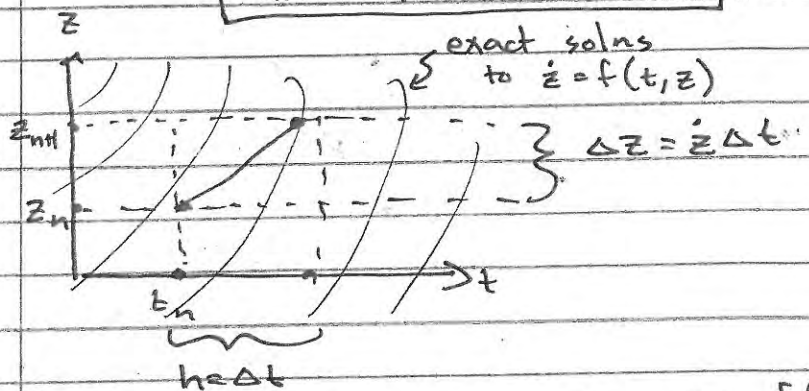
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TODAY: Midpoint Method

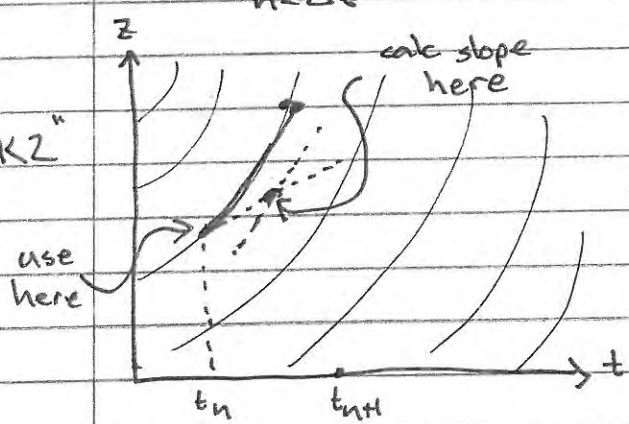
Work Energy for a particle

RECALL: Euler method for $\dot{z} = f(t, z)$

$$z_{n+1} = z_n + f(t_n, z_n) \cdot \Delta t$$



"RK2"



$$z_{temp} = z_n + f(t_n, z_n) \frac{h}{2}$$

$$z_{n+1} = z_n + f(t_n + \frac{h}{2}, z_{temp}) h$$

Multiply iterations by 1000 \Rightarrow

- Accuracy Euler's goes up by 1000
- Accuracy Midpoint goes up by 1000 000

Work + Energy

Recall

$$\int \{ \vec{F} = m\vec{a} \} dt \Rightarrow \text{Impulse momentum}$$

$$\vec{r} \times \{ \vec{F} = m\vec{a} \} \Rightarrow \text{Angular momentum}$$

Moving on:

$$\{ \vec{F} = m\vec{a} \}$$

$$\{ \} \cdot \vec{v} \Rightarrow \vec{F} \cdot \vec{v} = m\vec{a} \cdot \vec{v}$$

observe that $\frac{d}{dt}(v^2) = \frac{d}{dt}(\vec{v} \cdot \vec{v})$

$$= \dot{\vec{v}} \cdot \vec{v} + \vec{v} \cdot \dot{\vec{v}}$$
$$= 2\dot{\vec{v}} \cdot \vec{v}$$
$$= 2\vec{a} \cdot \vec{v}$$

$$\Rightarrow \vec{F} \cdot \vec{v} = \frac{d}{dt} \left(\frac{1}{2} m v^2 \right)$$

$\underbrace{\quad}_{P = \text{power}}$

$\underbrace{\quad}_{E_k = \text{Kinetic Energy}}$

$$P = \dot{E}_k$$

$$\int \{ \} dt \Rightarrow \int_{t_1}^{t_2} P dt = \Delta E_k$$

$E_{k2} - E_{k1}$

$$\int_{t_1}^{t_2} P dt = \int_{t_1}^{t_2} \underbrace{\vec{F} \cdot \vec{v}}_{\frac{d\vec{r}}{dt}} dt$$

$$W = \int_{\vec{r}_1}^{\vec{r}_2} \vec{F} \cdot d\vec{r} = \sum \vec{F} \cdot \Delta \vec{r} = \text{"force-distance"}$$

$\underbrace{\quad}_{\text{work}} \quad \quad \quad \text{"F} \cdot \Delta x"$

$$W = \Delta E_k$$

Special cases: Conservative Forces

$$\vec{F}(t, \vec{r}, \vec{v}) = \vec{F}(\vec{r}) \text{ and they are conservative}$$

Conservative \Leftrightarrow some scalar $V(x, y) = V(\vec{r})$
exist with

$$\vec{F} = -\vec{\nabla} V \Leftrightarrow F_x = -\frac{\partial E_p}{\partial x}, F_y = -\frac{\partial V}{\partial y}$$

$\underbrace{\quad}_{V = E_p}$ potential energy

a) near earth gravity: $\vec{F} = -mg \hat{y}$

$$F_x = 0$$

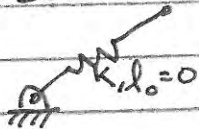
$$F_y = -mg$$

$$E_p = mgy$$

$$\text{check: } -\frac{\partial E_p}{\partial x} = -\frac{\partial mgy}{\partial x} = 0 \quad \checkmark$$

$$-\frac{\partial E_p}{\partial y} = -mg \quad \checkmark$$

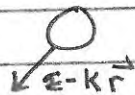
ex) zero-rest-length spring



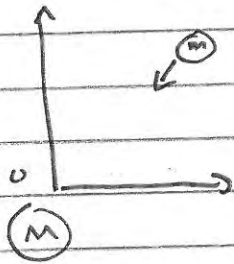
$$\vec{F} = -k\vec{r}$$

$$E_p = \frac{1}{2} k r^2$$

$$\text{check: } -\vec{\nabla} E_p = -k r \hat{e}_r$$



ex) Inverse square gravity



$$\vec{F} = -\frac{mMG}{r^2} \hat{e}_r \quad E_p = -\frac{mMG}{r}$$

$$\text{check: } -\vec{\nabla} E_p = -\left(-\frac{mMG}{r}\right) \hat{e}_r$$

$$-\vec{\nabla} E_p = \frac{mMG}{r^2} \hat{e}_r \quad \checkmark$$

$$\text{ex) } \vec{F} = y \hat{i} - x \hat{j}$$

$$F_x = y$$

$$F_y = -x$$

$$F_x = -\frac{\partial E_p}{\partial y} \quad F_y = \frac{\partial E_p}{\partial x}$$

$$\frac{\partial F_x}{\partial y} = 1 \quad \frac{\partial F_y}{\partial x} = -1$$

$$\frac{\partial^2 E_p}{\partial y \partial x} \neq \frac{\partial^2 E_p}{\partial x \partial y}$$

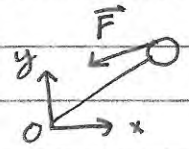
\Rightarrow No such E_p exists

\vec{F} is not conservative

9/13/13

TODAY

- 1) W-E (cont)
 - 2) Multiplicative systems
- Consider $\vec{F}(t, \vec{r}, \vec{v}) = \vec{F}(\vec{r})$



ex) $\vec{F} = k r \hat{e}_r$
 $= k(x\hat{i} + y\hat{j})$
 ex) $\vec{F} = k r \hat{e}_\theta$
 $= k(-y\hat{i} + x\hat{j})$

\vec{F} is conservative

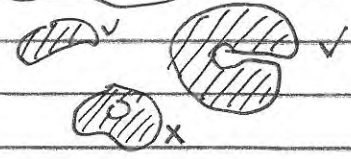


In a simply-connected region of interest

I. $E_p(\vec{r})$ exists with

$\vec{F} = -\vec{\nabla} E_p$
 $F_x = -\frac{\partial E_p}{\partial x}, F_y = -\frac{\partial E_p}{\partial y}$

ex 1) $E_p = kr^2/2, E_p =$ no such thing



II. $\vec{\nabla} \times \vec{F} = \vec{0}$

$\frac{\partial F_x}{\partial y} = \frac{\partial F_y}{\partial x}$

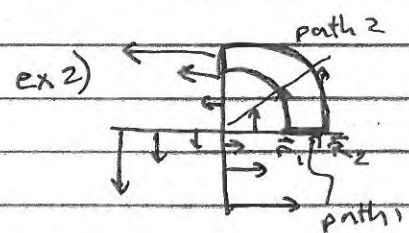
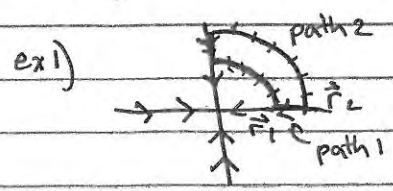
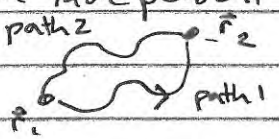
ex 1) $0 = 0 \checkmark$
 ex 2) $-1 \neq 1 \times$



III. For any pair \vec{r}_1 & \vec{r}_2 and any pair of paths between them

$\int_{\vec{r}_1}^{\vec{r}_2} \vec{F} \cdot d\vec{r}$ is path independent

the work integral



$\int \vec{F} \cdot d\vec{r} = 0$

path 1: no work
 path 2: lots of work

$\int \vec{F} \cdot d\vec{r} = 0$

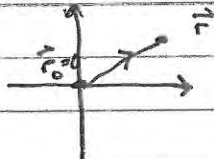
⇕

IV. $\oint \vec{F} \cdot d\vec{r} = 0$ all closed paths
 "net work of force when going on a "round trip" = 0"
 ex1) $\oint \vec{F} \cdot d\vec{r} = 0$ ex2) $\oint \vec{F} \cdot d\vec{r} \neq 0$

⇕

V. $E_p(\vec{r}) = \int_{\vec{r}_0}^{\vec{r}} \vec{F} \cdot d\vec{r}$ \vec{r} of your choice
 path of your choice

ex1) $\vec{F} = k\vec{r}$

$$\int_{\vec{r}_0}^{\vec{r}} \vec{F}(\vec{r}') \cdot d\vec{r}'$$


parameterize: $\vec{r}' = t\vec{r}$
 $0 \leq t \leq 1$

$$d\vec{r}' = d(t\vec{r}) = \vec{r} dt$$

$$\vec{F}(\vec{r}') = k\vec{r}' = k t\vec{r}$$

$$\vec{F}(\vec{r}') \cdot d\vec{r}' = (k t\vec{r}) \cdot (\vec{r} dt)$$

$$= r^2 k t dt$$

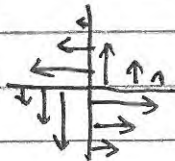
$$-\int_{\vec{r}_0}^{\vec{r}} \vec{F} \cdot d\vec{r}' = -\int_0^1 k r^2 t dt = -k r^2 \int_0^1 t dt$$

$$= -k r^2 / 2 = E_p$$

$\vec{F} = -y\hat{i} + x\hat{j}$ Non-conservative
 irrotational

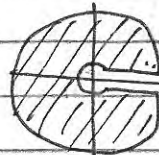
Subtle ex)

$$\vec{F} = \frac{1}{r} \hat{e}_\theta$$



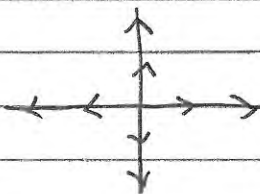
$$\vec{\nabla} \times \vec{F} = \vec{0}$$

everywhere but $\vec{0}$



conservative force
 field if does NOT
 include origin

ex) $\vec{F} = k\vec{r}$



Conservative

- closed paths are zero

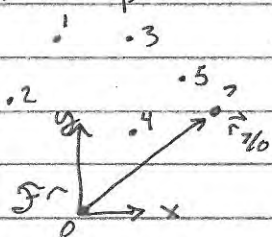
- infinite energy over infinite length

Multiparticle

$$\vec{F}^i = \vec{F}^i(t, \vec{r}^1, \vec{r}^2, \dots, \vec{r}^i, \vec{v}^1, \vec{v}^2, \dots, \vec{v}^n)$$

Multi-particle systems

9/16/13



$$\vec{r}_{75} = \vec{r}_{5/7} = \vec{r}_5 - \vec{r}_7$$

$$\vec{F}_{75} = -m_7 \vec{a}_7$$

need to know \vec{r}_i and \vec{v}_i of other particles

$$L = \vec{F}_7(t, \vec{r}_1, \vec{r}_2, \dots, \vec{r}_7, \vec{v}_1, \vec{v}_2, \dots, \vec{v}_7)$$

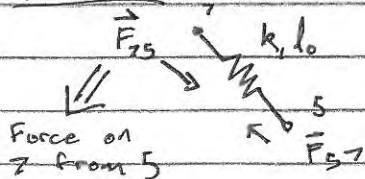
eg: $\vec{F}_7 = -m_7 g \hat{j} + k_{75} \left(|\vec{r}_5 - \vec{r}_7| - l_0 \right) \frac{\vec{r}_5 - \vec{r}_7}{|\vec{r}_5 - \vec{r}_7|}$

spring between particle 5 and 7

if n particles need $4n$ 1st order ODEs

given initial state \Rightarrow predict future, (Laplace, quantum mech, chaos)

For HW ..



$$\vec{F}_{75} = T_{75} \hat{e}_{75}$$

$$k(l_{75} - l_0) \frac{\vec{r}_5 - \vec{r}_7}{|\vec{r}_5 - \vec{r}_7|}$$

$$\hookrightarrow l_{75} = l_{57} = |\vec{r}_{5/7}| = |\vec{r}_7 - \vec{r}_5|$$

Linear Momentum

one particle: $\vec{F}_i = m_i \vec{a}_i$
 $\hookrightarrow F_i^{\text{tot}} \quad \hookrightarrow a_i^{\text{CM}}$

add up particles $\sum \vec{F}_i = \sum m_i \vec{a}_i$

$$\sum (\vec{F}_i^{\text{int}} + \vec{F}_i^{\text{ext}}) = \frac{d}{dt} \underbrace{\sum m_i \vec{v}_i}_{\vec{L}}$$

$$\underbrace{\sum \vec{F}_i^{\text{int}} + \sum \vec{F}_i^{\text{ext}}}_{= 0 \text{ for any of three choices}} = \frac{d}{dt} \vec{L}$$

① Classical reason (see book) assumes

central pairwise forces:

a) $F_i^{\text{int}} = \sum F_{ij}^{\text{int}}$

b) $\vec{F}_{ij} = -\vec{F}_{ji}$

c) $\vec{F}_{ij} = \vec{F}_{ij} \frac{(\vec{r}_{ij} - \vec{r}_i)}{r_{ij}}$

accurate in macroscopic scale, but forces don't act like this on micro scale

② $\vec{F}^{\text{int}} = 0$ by assumption \updownarrow both imply each other

③ $\vec{F}_i^{\text{ext}} = \dot{\vec{L}}$ by assumption \downarrow other

can be shown experimentally

Look at \vec{L}

$$\begin{aligned} \vec{L} &= \sum m_i \vec{v}_i = \sum m_i \dot{\vec{r}}_i \\ &= \frac{d}{dt} \sum m_i \vec{r}_i \\ &= \frac{d}{dt} (m_{\text{tot}} \vec{r}_G) \end{aligned}$$

center of mass

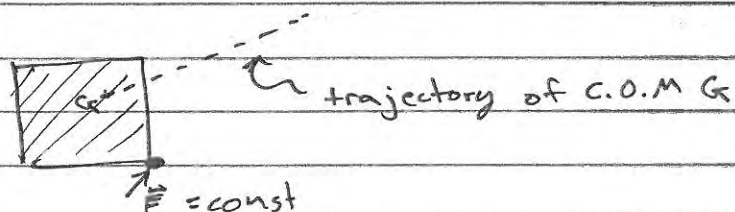
$$\begin{aligned} \vec{r}_G &= \frac{\sum m_i \vec{r}_i}{\sum m_i} \\ &\downarrow \\ m_{\text{tot}} \vec{r}_G &= \sum m_i \vec{r}_i \end{aligned}$$

LMB: $\vec{F}^{\text{ext}} = m \ddot{\vec{r}}_G$

$\vec{F} = m \ddot{\vec{a}}$ is correct & precise

$\vec{F} = \sum \vec{F}_i^{\text{ext}} \quad \hookrightarrow \vec{a} = \vec{a}^{\text{CM}}$

Ex) Start from rest



Angular Momentum

one particle $\{ \vec{F}_i = m_i \vec{a}_i \}$

$$\sum \vec{r}_{i/C} \times \{ \} \Rightarrow \sum \vec{r}_{i/C} \times (\vec{F}_i^{int} + \vec{F}_i^{ext}) = \sum \vec{r}_{i/C} \times m_i \vec{a}_{i/S}$$

ALWAYS TRUE!

Assume $\sum \vec{r}_{i/C} \times \vec{F}_i^{int} = 0$

\Rightarrow internal forces have no net torque for any C

$$\sum \vec{r}_{i/C} \times \vec{F}_i^{ext} = \sum \vec{r}_{i/C} \times (m_i \vec{a}_{i/S})$$

9/18/13

TODAY

* Multi-particles (cont'd)

* C.O.M. = G

Recall: 3 ways to go from 1 particle to many

1) Assume LMB & AMB apply to any "closed" system

$$\sum \vec{F}^{ext} = \vec{L}$$

$$\hookrightarrow \vec{L} = \sum m_i \vec{v}_i$$

$$\hookrightarrow \vec{L} \equiv \vec{J}_{i/S}$$

$$\sum \vec{M}_{i/C}^{ext} = \sum m_i \vec{r}_{i/C} \times \vec{a}_{i/S}$$

2) (Equiv to 1)

Assume

$$\sum \vec{F}^{int} = \vec{0} \quad + \quad \sum \vec{M}_{i/c}^{int} = \vec{0}$$

$$+ \quad \vec{F}^{TOT} = m\vec{a} \quad \text{for each particle}$$

3) Classical approach:



pairwise central equal & opposite forces

$$+ \quad \vec{F} = m\vec{a}$$

Problematic because

a) microscopic assumption

(^{none} ~~wise~~ of our business)

b) wrong physics

c) Bad macroscopic predictions, e.g. $\nu = 1/4$
 \vec{c} Poisson's ratio

Modern physics takes ① as a postulate
with $F=ma$ as a special condition

Ang Mom

$$\boxed{\sum \vec{M}_{i/c} = \sum \vec{r}_{i/c} \times (m\vec{a}_{i/c})} \quad \text{AMB}$$

$$\sum \vec{M}_{i/c} = \frac{d}{dt} (\vec{H}_{i/c})$$

↑ if we define $\vec{H}_{i/c}$ appropriately

What are good defs of $\vec{H}_{/C}$?

① C is a fixed pt

↳ fixed in any Newtonian frame

$$\vec{v} = \vec{v}_{/C} = \vec{v}_{/F}$$

$$\vec{H}_{/C} = \sum \vec{r}_{i/C} \times m_i \vec{v}_{i/C}$$

↳ $\vec{v}_{i/F}$

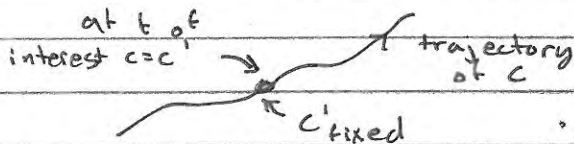
② C = G = COM = $\sum \vec{r}_i m_i / M_{tot}$

$$\vec{H}_{/G} = \sum \vec{r}_{i/G} \times m_i \vec{v}_{i/G}$$

$$\Rightarrow \sum \vec{M}_{i/G} = \vec{H}_{/G}$$

③ $\vec{H}_{/C} = \vec{r}_{i/C} \times m_i \vec{v}_{i/F}$

C' is a fixed pt inst. coinciding with C



Summary

define $\vec{H}_{/C}$

If $\frac{d}{dt} \vec{H}_{/C} = \sum \vec{r}_{i/C} \times m_i \vec{a}_{i/F}$ good

else

bad

Energy

$$\vec{F}_i = m_i \vec{a}_i$$

$$\vec{v}_i \cdot \vec{F}_i = m_i \vec{v}_i \cdot \vec{a}_i$$

$$\sum \vec{v}_i \cdot \vec{F}_i = \sum m_i \vec{v}_i \cdot \vec{a}_i$$

$$\uparrow \vec{F}_i = \vec{F}_i^{int} + \vec{F}_i^{ext}$$

Power of all forces

equal rate of change of kinetic energy

$$\boxed{P^{int} + P^{ext} = \dot{E}_k}$$

$$E_k = \sum \frac{1}{2} m_i v_i^2$$

Take cons. forces (int + ext)
 & associate pot. Energy with them

$$P_{nc}^{ext} + P_{nc}^{int} = \dot{E}_k + \dot{E}_p$$


\hookrightarrow non-conservative \uparrow $\sum E_p^{int} + E_p^{ext}$

often assumed $-P_{nc}^{int} = \dot{D} \geq 0$
 \hookrightarrow dissipation

$$P_{nc}^{ext} - \dot{D} = \dot{E}_{tot}$$

\hookrightarrow rocket engines, or things pushing on a system

Center of Mass

 $G, COM =$ average position of mass of system

$$m_{tot} \vec{r}_G = \sum \vec{r}_i m_i$$

Use COM to simplify $\vec{L}, \vec{H}_{ic}, E_k$

$$\begin{aligned} \vec{L} &= \sum m_i \vec{a}_i \\ &= \frac{d}{dt} (\sum m_i \vec{v}_i) = \frac{d}{dt} (m_{tot} \vec{v}_G) \end{aligned}$$

$$\boxed{\vec{L} = \frac{d}{dt} (\vec{r}_G M_{TOT})}$$

$$\vec{H}_{ic} = \sum \vec{r}_{ic} \times m_i \vec{v}_{i/c} \quad (C \text{ is a fixed point})$$

Aside: $\left\{ \begin{aligned} \vec{L} &= \sum m_i \vec{v}_i \\ &\quad \uparrow \vec{v}_G + \vec{v}_{i/c} \\ &= \sum m_i \vec{v}_G + \sum m_i \vec{v}_{i/c} \end{aligned} \right. \rightarrow \begin{aligned} \vec{L} &= \sum m_i \vec{v}_G + \sum m_i \vec{v}_{i/c} - \sum m_i \vec{v}_G \\ &= \sum m_i \vec{v}_{i/c} + m_{tot} \vec{v}_G - m_{tot} \vec{v}_G \\ &= \sum m_i \vec{v}_{i/c} = m_{tot} \vec{v}_G \end{aligned}$

Back to *

$$\vec{r}_{i/c} = \vec{r}_{G/c} + \vec{r}_{i/G}$$

$$\vec{v}_{i/c} = \vec{v}_{G/c} + \vec{v}_{i/G}$$

$$\vec{H}_{i/c} = \sum (\vec{r}_{G/c} + \vec{r}_{i/G}) \times (\vec{v}_G + \vec{v}_{i/G}) m_i$$

2 of 4 terms are 0 (see \vec{L} calc)

$$\Rightarrow \vec{H}_{i/c} = \vec{r}_{G/c} \times m_{\text{TOT}} \vec{v}_G + \sum \vec{r}_{i/G} \times \vec{v}_{i/G} m_i$$

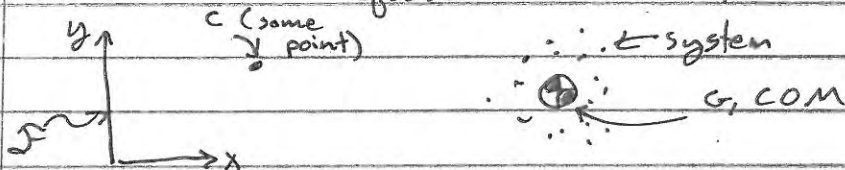
$$\vec{H}_{i/c} = \vec{H}_{G/c} + \vec{H}_{i/G}$$

TODAY

9/20/13

Multi-particles (cont):

The motion quantities: \vec{L}, \vec{H}, E



Linear Momentum

$$\vec{L} = \sum m_i \vec{v}_i \stackrel{\text{simplification}}{=} \frac{d}{dt} (m_{\text{TOT}} \vec{r}_G)$$

Any system is a particle

$$\vec{F}^{\text{TOT}} = m \vec{a}_G$$

Angular Momentum

$$\vec{H}_c = \sum \vec{r}_{i/c} \times m_i \vec{v}_{i/c}$$

where c is fixed in \mathcal{F}
and coinciding with C

$$\vec{M}_c = \underbrace{\sum \vec{r}_{i/c} \times m_i \vec{a}_{i/\mathcal{F}}}_{\vec{H}_c}$$

useful fact:

$$\sum \vec{M}_c = \dot{\vec{H}}_c$$

$$\vec{H}_{c/a} = \sum \vec{r}_{i/a} \times m_i \vec{v}_{i/a} \quad \left. \vphantom{\sum} \right\} \text{favorite in physics classes}$$

* $\vec{H}_c = \frac{\partial}{\partial \vec{L}}$ [there is no such thing!]

interesting things

Aside: Falling cat problem

Drop cat upside down. Angular momentum stays zero, but cat rotates

* ~~EXAMPLE~~

$$\vec{H}_c = \underbrace{\vec{r}_{c/c} \times m_{tot} \vec{v}_{c/c}}_{\vec{H}_{c/c}} + \underbrace{\sum \vec{r}_{i/a} \times m_i \vec{v}_{i/a}}_{\vec{H}_{i/a}}$$

$\vec{H}_{c/c}$

rotation about
point C

ex) Earth's orbit

$\vec{H}_{i/a}$

rotation about
its own axis

ex) Earth's rotation

$$\vec{M}_{/G} = \dot{\vec{H}}_{G/C} + \hat{H}_{/G}$$

$$\vec{r}_{G/C} \times \vec{F}^{\text{TOT}} + \vec{M}_{/G} = \text{" " + " "}$$

$$\Rightarrow \boxed{\begin{aligned} \vec{r}_{G/C} \times \vec{F}^{\text{TOT}} &= \hat{H}_{G/C} \\ \vec{M}_{/G} &= \dot{H}_{/G} \end{aligned}}$$

Energy E_k

König's Thm.

$$E_k = \frac{1}{2} m_{\text{tot}} v_{G/C}^2 + \frac{1}{2} \sum m_i \left[(\vec{v}_i - \vec{v}_G) \right]^2$$

$$\frac{1}{2} \sum m_i \vec{v}_{i/G} \cdot \vec{v}_{i/G}$$

* can't break into 2 simple eqs, BUT we do have 1:

$$\underbrace{\vec{F}^{\text{TOT}} \cdot \vec{v}_G}_{\text{"power"}} = \frac{d}{dt} \underbrace{E_{GK}}_{\frac{1}{2} m v_G^2}$$

has dimensions of power but is not a physical power of any forces

ex)

• total force = 0

• rate of change of kinetic

energy = 0

9/23/13

TODAY

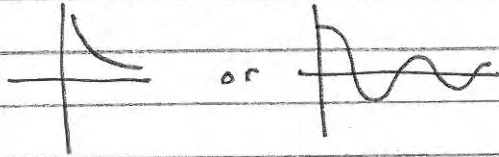
Vibrations (1 of 212)

sinusoidally - forced damped harmonic oscillator

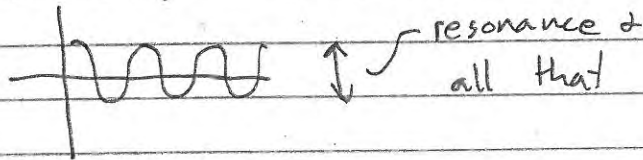
$$m\ddot{x} + c\dot{x} + kx = F_0 \cos(\omega_f t)$$

has

① Transient soln



② And steady state soln.



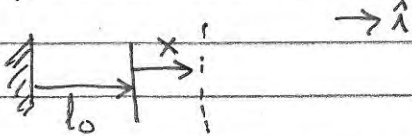
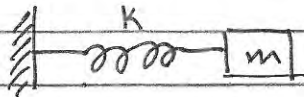
Core concept:

harmonic oscillator: $m\ddot{x} + kx = 0$

Three different frequencies: ω_f that provides max peaks
 ω_n natural frequency
frequency when unforced

All three are close

Harmonic Oscillator (spring-mass system)



FBD: $T \leftarrow \boxed{}$

$T \leftarrow \boxed{\text{---} \text{---} \text{---}} \rightarrow T = kx$

LMB: $\vec{F} = m\vec{a}$

$$\left\{ \begin{array}{l} -T\hat{i} = m\ddot{x}\hat{i} \\ \phantom{-T\hat{i}} \cdot \hat{i} = -T = m\ddot{x} \end{array} \right\}$$

$$m\ddot{x} = -kx$$

$$\boxed{\ddot{x} = -\frac{k}{m}x} \leftarrow \text{form for numerical soln}$$

$$\boxed{m\ddot{x} + kx = 0} \leftarrow \text{form for analytical soln}$$

Step 1
"know" the
solution

$$\boxed{\begin{array}{l} \dot{x} = v \\ \dot{v} = -\frac{k}{m}x \end{array}} \leftarrow \text{set up for computer} \\ \text{(state space)}$$

Soln $x = A\cos(\omega_0 t) + B\sin(\omega_0 t)$

$$\omega_0 = \sqrt{\frac{k}{m}} \text{ (natural frequency)}$$

Another approach

Guess: $x = e^{\lambda t} \Rightarrow m\lambda^2 + \cancel{c}\lambda + k = 0$

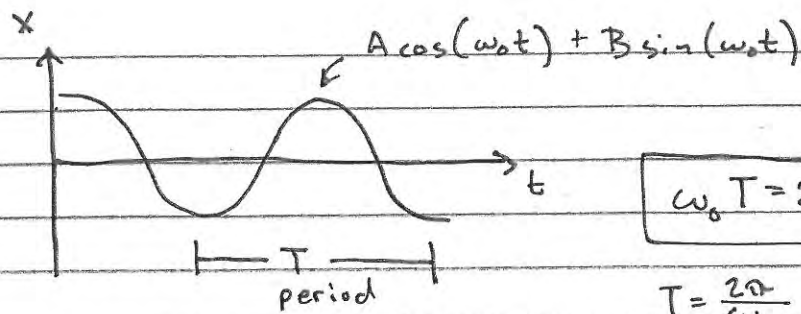
$$\lambda = \dots \pm i\sqrt{\frac{k}{m}} \Rightarrow x = e^{i\omega_0 t}$$

$$x = A \operatorname{Re}(e^{i\omega_0 t}) + B \operatorname{Im}(e^{i\omega_0 t})$$

or

$$x = Ce^{i\omega_0 t} + De^{-i\omega_0 t}$$

alternates: multiply both sides by \dot{x} , cons of energy, integral ... sin/cos



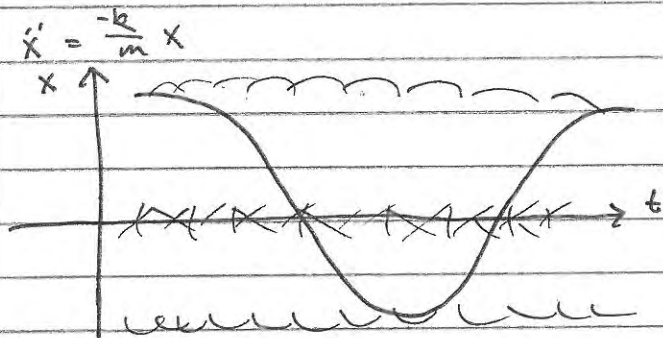
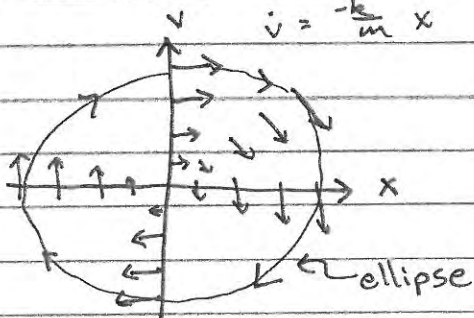
$$\omega_0 T = 2\pi$$

$$T = \frac{2\pi}{\omega_0} \Leftrightarrow \omega_0 = \frac{2\pi}{T}$$

ω_0 : angular frequency (rad/s)

$$f = \frac{1}{T} = \frac{\omega_0}{2\pi} = \text{frequency (cycles/s)}$$

Phase Plane $\dot{x} = v$
 $\dot{v} = -\frac{k}{m} x$



Energy

$$(m\ddot{x} + kx = 0)$$

$$(\cdot) \dot{x} \Rightarrow m\dot{x}\ddot{x} + kx\dot{x} = 0$$

$$\frac{d}{dt} \left(\frac{1}{2} m \dot{x}^2 + \frac{1}{2} k x^2 \right) = 0$$

$$E_{\text{tot}} = \frac{1}{2} m \dot{x}^2 + \frac{1}{2} k x^2 = \text{const}$$

derivation of
 conservation of
 energy

\Rightarrow amplitude of oscillation is CONST

Start w/ cons of energy

Derive ODE

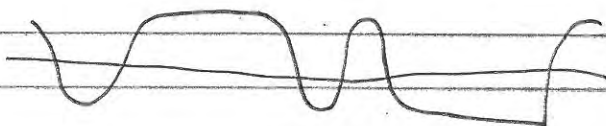
$$E_{\text{TOT}} = E_k + E_p$$

$$E_{\text{TOT}} = \frac{1}{2} m \dot{x}^2 + \frac{1}{2} k x^2$$

$$\frac{d}{dt} (E_{\text{TOT}}) = 0 \Rightarrow m \dot{x} \ddot{x} + k x \dot{x} = 0$$

$$\text{if } \dot{x} \neq 0 \Rightarrow \boxed{m \ddot{x} + kx = 0}$$

satisfies
cons of
energy if
you grab
mass at
extremes



Using only cons of energy
allows "unnatural" solutions

Lagrange Eqs

1 DOF: q

L.E.:

$$\frac{\partial \mathcal{L}}{\partial q} - \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}} = 0$$

$$\mathcal{L} = \mathcal{L}(q, \dot{q}) = E_k - E_p$$

$$E_p = \frac{1}{2} k x^2 \quad x = q$$

$$E_k = \frac{1}{2} m \dot{x}^2$$

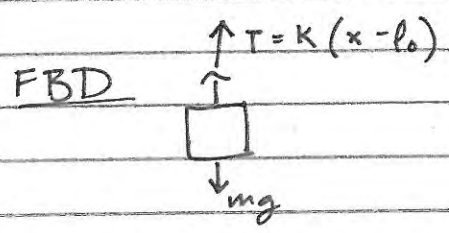
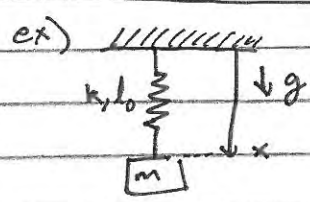
$$\mathcal{L} = \underbrace{E_k - E_p}_{\substack{\text{most books} \\ \text{"T-V"}}} = \underbrace{\frac{1}{2} m \dot{x}^2 - \frac{1}{2} k x^2}_{\mathcal{L}(x, \dot{x})}$$

$$\frac{\partial \mathcal{L}}{\partial x} - \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{x}}$$

$$-kx - \frac{d}{dt} (m\dot{x}) = 0 \Rightarrow \boxed{kx + m\ddot{x} = 0}$$

9/25/13

Harmonic Oscillator (cont)



LMB $m\ddot{x} = mg + k(x - l_0) - k(x - l_0)$

$$m\ddot{x} + kx = mg + kl_0$$

$$\ddot{x} + \frac{k}{m}x = g + \frac{k}{m}l_0$$

Method 1

$$x_{\text{general}} = x_h + x_p$$

↑ ↑
 general homogeneous solution any "particular" solution

$$\ddot{x}_h + \frac{k}{m}x_h = 0 \Rightarrow x_h = A \cos(\sqrt{\frac{k}{m}}t) + B \sin(\sqrt{\frac{k}{m}}t)$$

In general, particular solution resembles forcing function

$$x_p = \frac{mg}{k} + l_0$$

$$x = \frac{mg}{k} + l_0 + A \cos(\sqrt{\frac{k}{m}}t) + B \sin(\sqrt{\frac{k}{m}}t)$$

Method 2

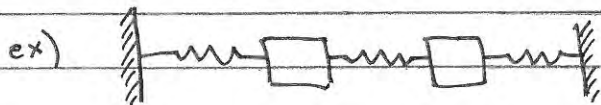
Define: $z = x - (\frac{mg}{k} + l_0)$

$$\Rightarrow \ddot{z} + \frac{k}{m}z = 0$$

soln. $z = A \cos(\) + B \sin(\)$

Summary

In the subject of vibrations, pos is generally measured relative to equilibrium



takes effort to find equilibrium

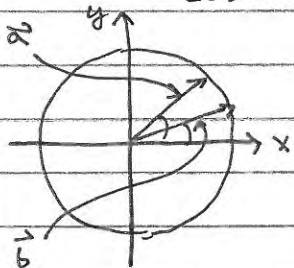
⇒ most vibrations textbooks setup problems already in equilibrium

Two forms of soln.

$$x = A \cos \sqrt{k/m} t + B \sin \sqrt{k/m} t \\ = C \cos (\sqrt{k/m} t - \delta)$$

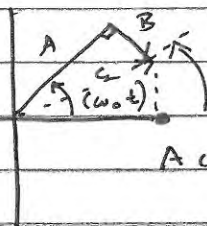
why?

$$\cos(\alpha - \beta) = \cos \alpha \cos \beta + \sin \alpha \sin \beta$$



$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos(\alpha - \beta) \Rightarrow \\ = a_x b_x + b_y a_y$$

$$\cos(\alpha - \beta) = \cos \alpha \cos \beta + \sin \alpha \sin \beta$$

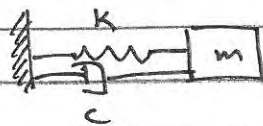


$$C = \sqrt{A^2 + B^2}$$

$$= \omega_0 t - \delta \tan(B/A)$$

$$C = \sqrt{A^2 + B^2}, \quad \delta = \begin{cases} \arctan(B/A) \\ \arctan 2(A, B) \end{cases}$$

Damped Harmonic Oscillator



FBD:



$$T_s = kx, \quad T_d = c\dot{x}$$

LMB: $\sum F_x = m\ddot{x}$
 $-c\dot{x} - kx = m\ddot{x}$

$$m\ddot{x} + c\dot{x} + kx = 0$$

Solve by guessing

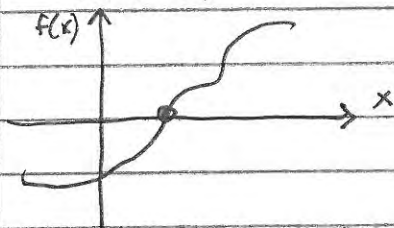
$$\ddot{x} + \frac{c}{m}\dot{x} + \frac{k}{m}x = 0$$

9/27/13 Aside on root finding and periodic orbits

$$x \rightarrow \text{black box} \rightarrow f(x)$$

puzzle: find x so that $f(x) = 0$
root finding

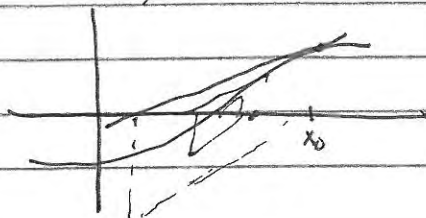
ex) $x \in \mathbb{R}^1$
 $f(x) \in \mathbb{R}^1$



2 approaches:

1) bisection

2) Newton's method



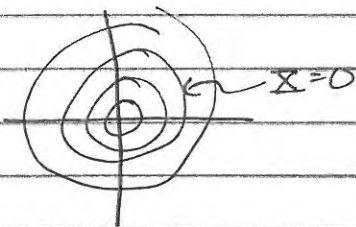
Root Finding w/ multi-variables

- 1) bisection doesn't work
- 2) Newton's method is O.K.

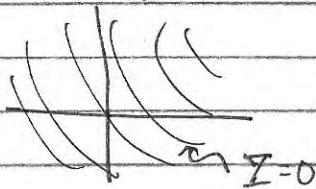
ex) "x" = \mathbb{R}^2
 $f = \mathbb{R}^2$

$$\left. \begin{array}{l} X = X(x, y) \\ Y = Y(x, y) \end{array} \right\} = f$$

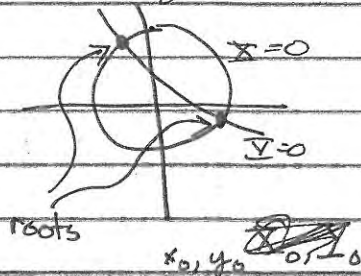
X level lines



~~Y~~ level lines



Plot together



Initial Guess:

$$x_0, y_0$$

$$\Rightarrow X_0, Y_0$$

\Rightarrow approximation

$$X = X_0 + (x - x_0) \frac{\partial X}{\partial x} + (y - y_0) \frac{\partial X}{\partial y}$$

$$Y = Y_0 + (x - x_0) \frac{\partial Y}{\partial x} + (y - y_0) \frac{\partial Y}{\partial y}$$

To find x_1, y_1 solve for x_1, y_1

$$\left. \begin{array}{l} 0 = X_0 + \frac{\partial X}{\partial x} (x_1 - x_0) + \frac{\partial X}{\partial y} (y_1 - y_0) \\ 0 = Y_0 + \frac{\partial Y}{\partial x} (x_1 - x_0) + \frac{\partial Y}{\partial y} (y_1 - y_0) \end{array} \right\} \begin{array}{l} \text{derivatives evaluated} \\ \text{at } x_0, y_0 \end{array}$$

known = B

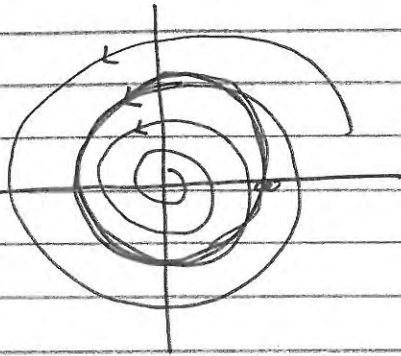
$$\begin{bmatrix} X_0 \\ Y_0 \end{bmatrix} + \begin{bmatrix} \frac{\partial X}{\partial x} & \frac{\partial X}{\partial y} \\ \frac{\partial Y}{\partial x} & \frac{\partial Y}{\partial y} \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \end{bmatrix} = \begin{bmatrix} J \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \end{bmatrix}$$

Solve $Ax = B$ for x

$\Rightarrow x$

repeat etc \Rightarrow Newton's

Find periodic solns of ODEs



fix one variable (eg. $y=0$)
"picking a Poincaré section"

guess: x_0, t_0

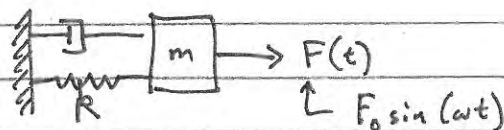
eqns $\Rightarrow x_1, y_1$

evaluate $f = \begin{bmatrix} x_1 - x_0 \\ y_1 - y_0 \end{bmatrix}$

9/30/13

vibes (cont'd)

1 DoF damped - forced vibrations



$$m\ddot{x} + c\dot{x} + kx = F(t) \quad \star$$

Various ways to shake something

- applying force $\Rightarrow F(t)$
- shaking base

$$\star \Rightarrow \ddot{x} + \frac{c}{m}\dot{x} + \frac{k}{m}x = \frac{F_0}{m}\sin(\omega t)$$

$$\ddot{x} + 2\zeta\omega_n\dot{x} + \omega_n^2x = \bar{F}_0\sin(\omega t) \quad \star$$

$$\omega_n = \sqrt{k/m} \quad \zeta = \text{damping ratio} = \frac{c}{2\sqrt{km}}$$

$$2\zeta\omega_n = \frac{c}{m}$$

Soln of \star $x(t)$

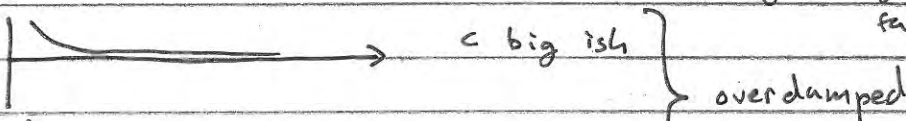
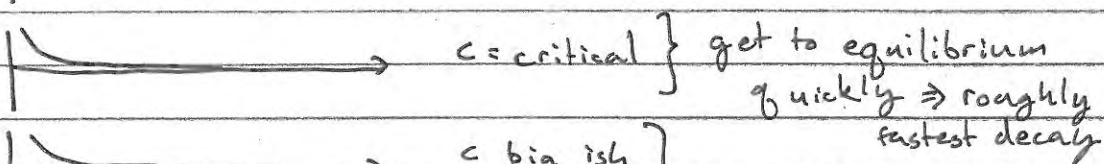
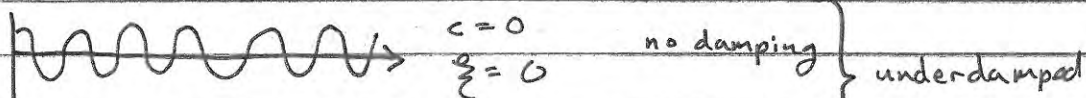
$$x(t) = x_h + x_p$$

\uparrow homogeneous soln (transient response)

\leftarrow particular soln (steady state response)

Homog. (transient) soln

set $F(t) = 0$



$\zeta = \frac{c}{c_{crit}}$ critical: $\sqrt{c^2 - 4km} = 0$
 $c_{crit} = 2\sqrt{km}$

$x_h =$ Lin comb of solns.
each is $\text{Re}(e^{\lambda t})$

λ roots of $\lambda = \frac{-2\zeta\omega_n \pm \sqrt{4\zeta^2\omega_n^2 - 4\omega_n^2}}{2}$

$\lambda = -\zeta\omega_n \pm \sqrt{\zeta^2 - 1} \omega_n$

$\lambda = \omega_n \left[-\zeta \pm \sqrt{\zeta^2 - 1} \right]$ 2 cases: real roots
complex roots

steady state soln: x_p



$F(t)$: very slow, amplitude $\propto k$, movement in phase with force

$F(t)$: very fast, movement completely opposite phase to ~~the~~ force

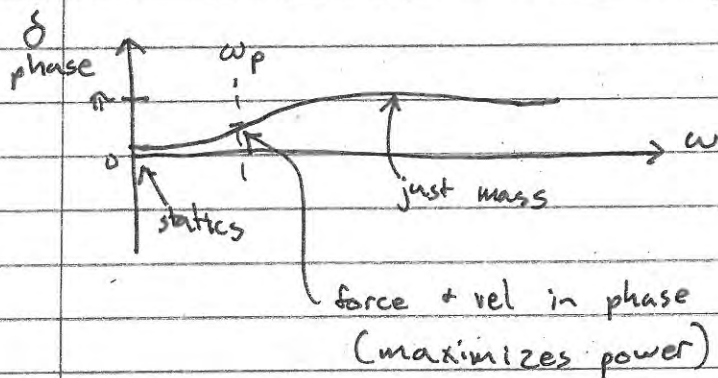
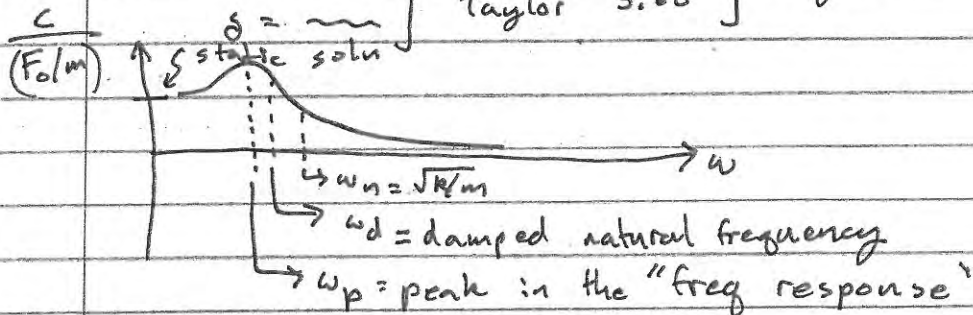
steady state solu: x_p

$$x_p = A \cos(\omega t) + B \sin(\omega t) \\ = C \sin(\omega t - \delta) \quad C = \sqrt{A^2 + B^2}$$

$A = \sim$
 $B = \sim$
 $C = \sim$
 $\delta = \sim$

Tongue 2.6.14
 RP 10.33
 Taylor 5.68

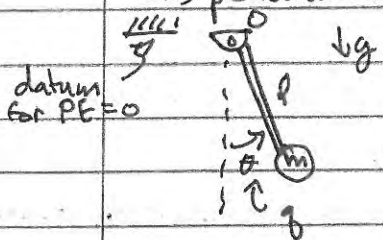
lots of algebra



Picking up on Lagrange eqns

For some class of probs, L.E. replace Newton's Laws
 1 DoF systems (see prev. lecture)

ex) pendulum



$$E_p = -mgh = -mgl \cos \theta = "V"$$

$$E_k = \frac{1}{2} m (l \dot{\theta})^2 = "T"$$

L.E.:

$$\frac{\partial \mathcal{L}}{\partial q} - \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}} = 0$$

$$\mathcal{L} = E_k - E_p = 0$$

$$L.E. : \frac{\partial \mathcal{L}}{\partial q} - \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}} = 0$$

$$\mathcal{L} = E_k - E_p = \frac{1}{2} m^2 l^2 \dot{\theta}^2 + mgl \cos \theta$$

$$\Rightarrow (-mgl \sin \theta) - \frac{d}{dt} (m^2 l^2 \dot{\theta}) = 0$$

$$-mgl \sin \theta - m^2 l^2 \ddot{\theta} = 0$$

$$\boxed{\ddot{\theta} + \frac{g}{l} \sin \theta = 0} \quad \text{The pendulum eqn}$$

has soln $\boxed{\theta = 0}$

Near equilibrium

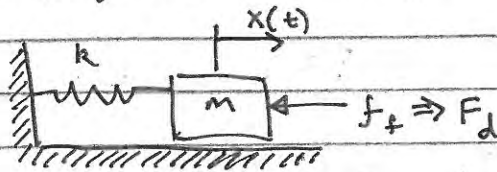
$$\theta \ll 1$$

$$\Rightarrow \boxed{\ddot{\theta} + \frac{g}{l} \theta = 0} \quad \text{linearized pend eqn}$$

10/2/13

Guest Lecture from Dr. Garcia

Damping Models Tongue 2.10-2.12



$$m\ddot{x} + kx = F_d$$

what generates damping?

$$F_d = -cx$$

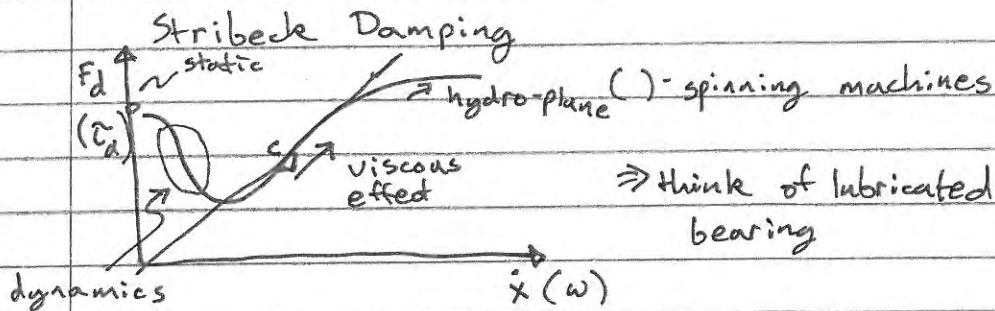
What else?

$$F_d = -\mu_s N \quad \left. \begin{array}{l} \\ \hookrightarrow N=mg \end{array} \right\} \text{static friction}$$

$$F_d = -\mu_d N \quad \left. \right\} \text{dynamic friction}$$

$$F_d = \frac{1}{2} \rho \dot{x}^2 A_{\text{block}} C_d \quad \left. \right\} \text{air drag}$$

$$F_d = -k\beta i \quad \left. \right\} \text{hysteretic damping in the spring}$$



Sec 2.10 (Tongue)

Identification of damping + natural frequency

- if damping is small, $\Rightarrow \omega_d \approx \omega_n$

$$\omega_d = \omega_n \sqrt{1 - \zeta^2}$$

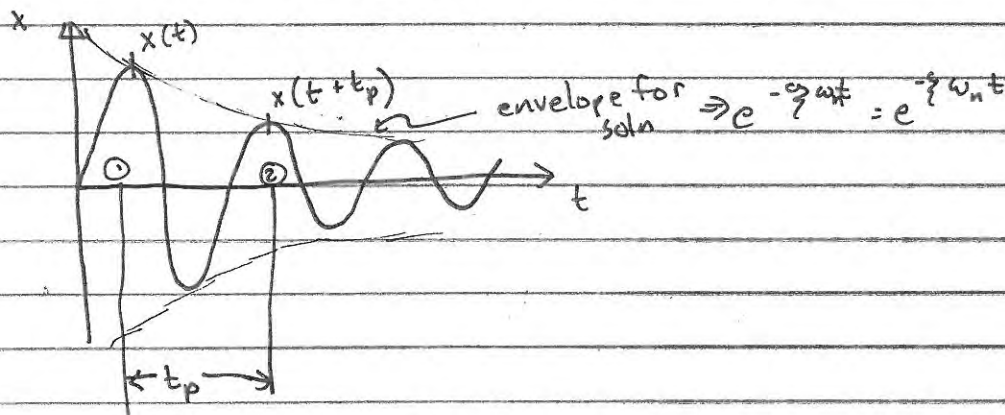
- if the system is damped, then

$$t_p = \frac{2\pi}{\omega_d} \leftarrow \text{period of the damped nat. frequency}$$

- this is nice, but we still don't know what ζ is, let's find it experimentally

define the decrement

$$\sigma = \ln \frac{x(t)}{x(t+t_p)} \quad \left. \vphantom{\sigma = \ln \frac{x(t)}{x(t+t_p)}} \right\} \text{from experiment}$$



$$\textcircled{1} \quad x(t) = A e^{-\zeta \omega_n t} \sin(\omega_d t + \phi)$$

$$\textcircled{2} \quad x(t+t_p) = A e^{-\zeta \omega_n (t+t_p)} \sin(\omega_d (t+t_p) + \phi)$$

$$\sigma = \ln \frac{A e^{-\zeta \omega_n t} \sin(\omega_d t + \phi)}{A e^{-\zeta \omega_n (t+t_p)} \sin(\omega_d (t+t_p) + \phi)}$$

$$\omega_d t_p = 2\pi$$

$$\therefore \sin(\omega_d t + \phi) = \sin(\omega_d (t) + 2\pi + \phi)$$

$$\therefore \sigma = \ln e^{\zeta \omega_n t_p} = \zeta \omega_n \frac{2\pi}{\omega_d \sqrt{1 - \zeta^2}}$$

- solving for ζ yields

$$\zeta = \frac{\sigma}{\sqrt{4\pi^2 + \sigma^2}} \quad \sigma \Rightarrow \text{any two successive peaks}$$

$\zeta \Rightarrow$ % critical damping

$$c_{cr} = 2\sqrt{km} \quad c = \zeta c_{cr}$$

- process of identifying

$[\omega_n, \zeta]$ over many modes is called modal analysis
mode shapes $\rightarrow u$

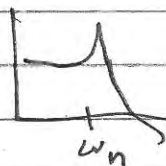
- for n peaks

$$\sigma = \frac{1}{n} \ln \left(\frac{x(t)}{x(t+nT_p)} \right)$$

- see (read!) examples 2.13, 2.14

$$|\bar{x}| = \frac{F}{m} \left(\frac{1}{\sqrt{\omega_n^2 - \omega^2 + 2\zeta\omega_n\omega}} \right)^2 \sim g(\omega)$$

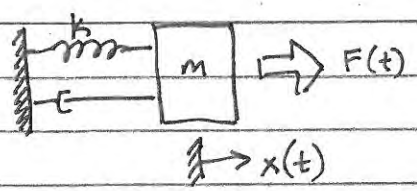
$$|g(\omega)| = \frac{1}{m \sqrt{(\omega_n^2 - \omega^2)^2 + (2\zeta\omega_n\omega)^2}}$$



$$g(\Omega) = \frac{1}{k \sqrt{(1 - \Omega^2)^2 + (2\zeta\Omega)^2}} \quad \Omega = \frac{\omega}{\omega_n}$$

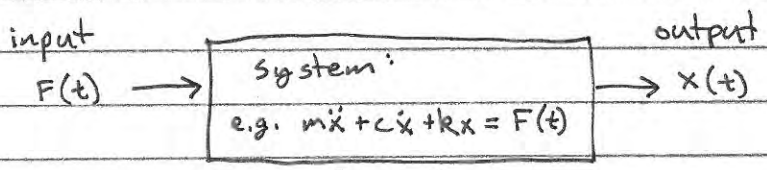
10/4/13

input-output: linear systems



$$m\ddot{x} + c\dot{x} + kx = F(t)$$

one view: input-output system



↳ system

Linear system:

If $F_1(t) \Rightarrow x_1(t)$ & $F_2(t) \Rightarrow x_2(t)$,

Then $c_1 F_1 + c_2 F_2 \Rightarrow c_1 x_1 + c_2 x_2$

for all F_1 & F_2

"Linear combination of known inputs
 \Rightarrow output is same linear combination
of corresponding outputs"

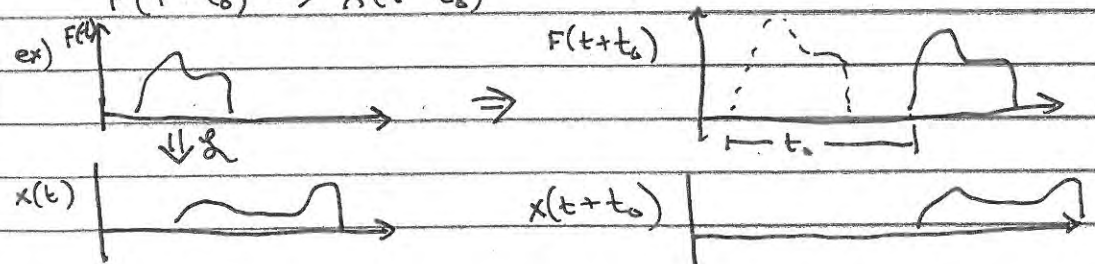
For 2-D + 3D mass/spring/dashpot systems \Rightarrow
linear system for small motion (geometric nonlinearities)

For 1D m/s/d systems \Rightarrow always linear

"Time invariant" = "autonomous" = "time independent"

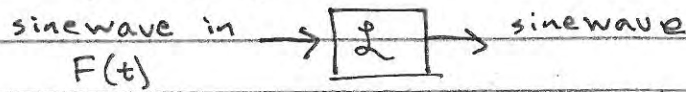
For all $F(t)$ w/ $F(t) \rightarrow x(t)$

$$F(t-t_0) \Rightarrow x(t-t_0)$$



engineering
Common set of systems are linear, stable,
time invariant

Amazing Property



diff phase

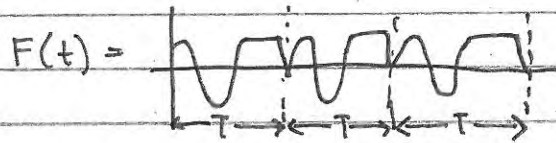
diff amp

same freq & shape

Fourrier Series

Any periodic function $F(t)$

$$F(t) = A_0 + \sum A_n \cos(\omega_n t) + B_n \sin(\omega_n t)$$



Already know

$$\cos(\omega_n t) \Rightarrow F_{cn} \cos(\omega_n t) + F_{sn} \sin(\omega_n t)$$

$$\sin(\omega_n t) \Rightarrow F_{cn} \cos(\omega_n t) + F_{sn} \sin(\omega_n t)$$

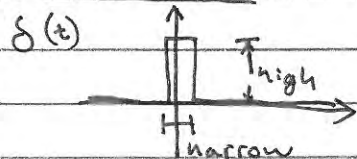
$$F(t) = A_0 + \sum A_n \cos(\omega_n t) + B_n \sin(\omega_n t)$$

$$\text{Output} \approx F_0 + \sum A_n \left[\begin{array}{l} x_{cn}^c \cos(\omega_n t) + x_{sn}^c \sin(\omega_n t) \\ + \\ x_{cn}^s \cos(\omega_n t) + x_{sn}^s \sin(\omega_n t) \end{array} \right]$$

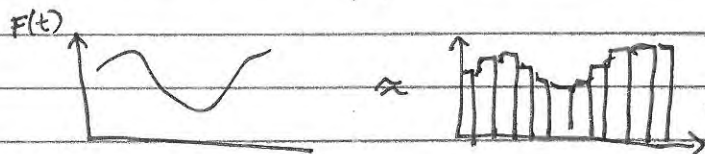
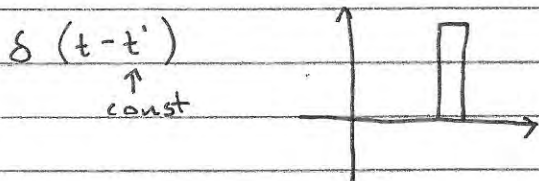
sin response is not ind of cosine response

Same ideas apply w/ Fourier Transform (in Tongue)

Impulse response



Area = 1
 highness $\rightarrow \infty$
 narrowness $\rightarrow 0$



$$F(t) = \int_{-\infty}^{\infty} F(t') \underbrace{\delta(t-t')}_{\substack{\text{width } dt \\ \text{height } A=1}} dt'$$



$$x(t) = \int_{-\infty}^{\infty} F(t') h(t-t') dt'$$

convolution integral

10/7/13

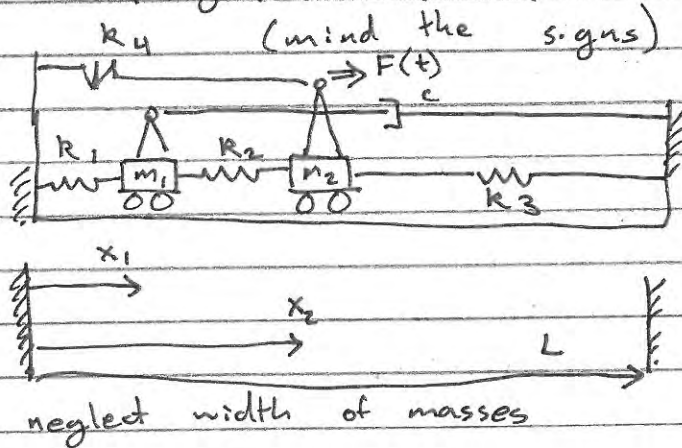
Multi-DOF (first of several)

[Ch 4 of Tongue]

Goal: understand solns of

$$m\ddot{x} + c\dot{x} + kx = F(t)$$

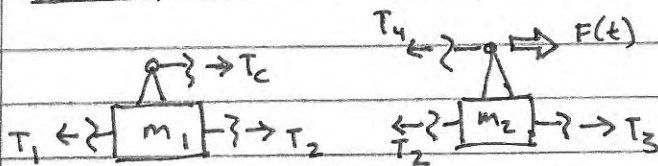
ex): springs, masses, dashpots



Goal: write eqns

- solve a) computer
 - b) analytical
- understand

FBDs: (Tension is positive)



LMB: $\sum F = ma$

$$\left\{ \sum \vec{F} = m\ddot{\vec{x}} \right\} \hat{i}$$

$$m_1: T_2 + T_c - T_1 = m_1 \ddot{x}_1$$

$$m_2: T_3 - T_2 - T_4 + F(t) = m_2 \ddot{x}_2$$

$$T_1 = k_1 (x_1 - l_1)$$

$$T_2 = k_2 (x_2 - x_1 - l_2)$$

$$T_3 = \cancel{k_3 (x_2 - l_3)} = T_3 = k_3 (L - x_2 - l_3)$$

$$T_4 = k_4 (x_2 - l_4)$$

$$T_c = -c \dot{x}_1$$

Substitute

$$m_1 \Rightarrow k_2 (x_2 - x_1 - l_2) + -c \dot{x}_1 - k_1 (x_1 - l_1) = m_1 \ddot{x}_1$$

$$m_2 \Rightarrow k_3 (L - x_2 - l_3) - k_2 (x_2 - x_1 - l_2) - k_4 (x_2 - l_4) + F(t) = m_2 \ddot{x}_2$$

write in matrix form

$$\underbrace{\begin{bmatrix} m_1 & 0 \\ 0 & m_2 \end{bmatrix}}_M \underbrace{\begin{bmatrix} \ddot{x}_1 \\ \ddot{x}_2 \end{bmatrix}}_x + \underbrace{\begin{bmatrix} c & 0 \\ 0 & 0 \end{bmatrix}}_C \underbrace{\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix}}_{\dot{x}} + \underbrace{\begin{bmatrix} (k_1+k_2) & -k_2 \\ -k_2 & (k_2+k_3+k_4) \end{bmatrix}}_K \underbrace{\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}}_x = \underbrace{\begin{bmatrix} k_2 l_2 + k_1 l_1 \\ k_3 L + k_4 l_4 - k_3 l_3 + k_3 L + F(t) \end{bmatrix}}_{F(t)}$$

$$\begin{bmatrix} -k_2 l_2 + k_1 l_1 \\ k_2 l_2 + k_4 l_4 - k_3 l_3 + k_3 L + F(t) \end{bmatrix}$$

$$[M] \ddot{\vec{x}} + [C] \dot{\vec{x}} + [K] \vec{x} = \vec{B} + \begin{bmatrix} 0 \\ F(t) \end{bmatrix}$$

Equilibrium (soln): $F(t) = 0$, steady state

$$[K] \vec{x} = \vec{B} \Rightarrow \vec{x}_{ss} = \text{"K \setminus B"}$$

↳ MATLAB function

Define $\vec{y} = \vec{x} - \vec{x}_{ss}$

$$m \ddot{\vec{y}} + c \dot{\vec{y}} + k \vec{y} = \vec{F}(t)$$

Simple Case: No damping $c=0$
No forcing $F=0$

$$\Rightarrow M\ddot{\vec{x}} + k\vec{x} = \vec{0}$$

↑ given

Method 1: ODE 45, etc.

Method 2: Guess solution

guess: $\vec{x}(t) = \vec{x} e^{i\omega t}$

↑
const vector

$$M(\vec{x} e^{i\omega t}) + K\vec{x} e^{i\omega t} = \vec{0} \quad e^{i\omega t} \neq 0$$

$$-\omega^2 M\vec{x} + K\vec{x} = \vec{0}$$

$$\underbrace{(K - \omega^2 M)}_A \vec{x} = \vec{0} \quad A\vec{x} = \vec{0}$$

reduce DE problem to
linear algebra problem

$$\Rightarrow A \setminus \vec{0}$$

random matrix
99.99% invertible

$$\Rightarrow \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

- To get nonzero solns, A
must be singular

- choose ω such that A is singular

A must be singular \Leftrightarrow

$$\vec{x} \neq \vec{0} \text{ solns}$$

$$\Leftrightarrow \det(A) = 0$$

$$\Leftrightarrow \det(-\omega^2 M + K) = 0$$

quadratic formula in ω^2

$$\omega_1 = + \sqrt{\quad}$$

$$\omega = \begin{bmatrix} \omega_1 \\ \omega_2 \end{bmatrix} \quad \text{roots of "characteristic" polynomial}$$

$$\Rightarrow \vec{x}(t) = c_1 e^{i\omega_1 t} \vec{x}_1 + c_2 e^{i\omega_2 t} \vec{x}_2$$

Multi: DOF cont

10/9/13

Recall:

Spring & masses $\Rightarrow m \ddot{\vec{x}} + k \vec{x} = \vec{0}$ ①

ICs $\Rightarrow \vec{x}(0) = \vec{x}_0, \dot{\vec{x}}(0) = \vec{v}_0$ ②

↑ constraints

How to solve ① & ② "IVP" initial value problem

Algorithm

① Guess $\vec{x} = \bar{x} e^{i\omega t}$

↑ const.

plug into ①

② $(- \omega^2 M + K) \bar{x} = \vec{0}$

$\Rightarrow \det(A) = 0$

\Rightarrow polynomial in ω^2

$\omega_1 = + \sqrt{\omega_1^2}$

$\omega_2 = + \sqrt{\omega_2^2} \Rightarrow$ positive real

⋮

roots

e.g. for 2x2

\Rightarrow quadratic eqn in ω^2

③ For ω_1 we solve

$(- \omega_1^2 M + k) \bar{x} = \vec{0}$ ③

$\Rightarrow \bar{x}_1$

$\Rightarrow \bar{x}_2$

④ General solution

$\vec{x}(t) = c_1 \bar{x}_1 e^{i\omega_1 t} + c_2 \bar{x}_2 e^{i\omega_2 t} + \dots$

Real soln

④ = $\bar{x}_1 [c_{1c} \cos(\omega_1 t) + c_{1s} \sin(\omega_1 t)] + \bar{x}_2 [c_{2c} \cos(\omega_2 t) + c_{2s} \sin(\omega_2 t)]$

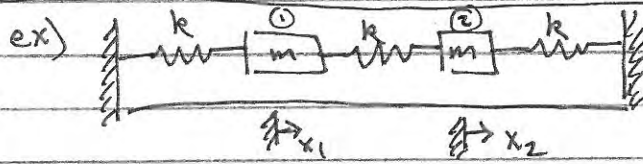
⑤ IVP

④ $\Rightarrow \vec{x}(0), \dot{\vec{x}}(0)$

set $\vec{x}(0) = \vec{x}_0$

$\dot{\vec{x}}(0) = \vec{v}_0$

\Rightarrow 4 eqns for $c_{1s}, c_{1c}, c_{2s}, c_{2c}$
 \uparrow e.g.



LMB₁ $m\ddot{x}_1 + kx_1 - k(x_2 - x_1) = 0$

LMB₂ $m\ddot{x}_2 + kx_2 + k(x_2 - x_1) = 0$

M

K

$$\begin{bmatrix} m_1 & 0 \\ 0 & m_2 \end{bmatrix} \ddot{\vec{x}} + \begin{bmatrix} 2k & -k \\ -k & 2k \end{bmatrix} \vec{x} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

① Guess $\vec{x} = \vec{x} e^{i\omega t} \Rightarrow \det(-\omega^2 M + K) = 0$

$$\det \begin{bmatrix} 2k - \omega^2 m & -k \\ -k & 2k - \omega^2 m \end{bmatrix} = 0$$

$$(2k - \omega^2 m)^2 - k^2 = 0$$

$$4k^2 - 4k\omega^2 m + \omega^4 m^2 - k^2 = 0$$

$$m^2(\omega^2)^2 - 4km\omega^2 + 3k^2 = 0$$

$$\omega^2 = \frac{4km \pm \sqrt{16k^2 m^2 - 12m^2 k^2}}{2m^2}$$

$$\omega^2 = \frac{k}{m} (2 \pm 1)$$

$$\omega_1 = \sqrt{\frac{k}{m} 3}$$

$$\omega_2 = \sqrt{\frac{k}{m} 1}$$

Solve eqn ③:

$$\omega_2^2 = \frac{k}{m}$$

$$\Rightarrow \begin{bmatrix} k & -k \\ -k & k \end{bmatrix} \begin{bmatrix} \bar{x}_{11} \\ \bar{x}_{12} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\Rightarrow \bar{x}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\omega_1^2 = 3\frac{k}{m}$$

$$\Rightarrow \begin{bmatrix} -k & -k \\ -k & -k \end{bmatrix} \begin{bmatrix} \bar{x}_{21} \\ \bar{x}_{22} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\Rightarrow \bar{x}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

Gen solution:

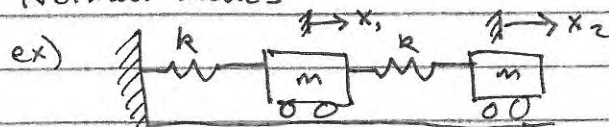
$$\vec{x}(t) = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \left(c_{1c} \cos \sqrt{\frac{k}{m}} t + c_{1s} \sin \sqrt{\frac{k}{m}} t \right) + \begin{bmatrix} 1 \\ -1 \end{bmatrix} \left(c_{2c} \cos \sqrt{3\frac{k}{m}} t + c_{2s} \sin \sqrt{3\frac{k}{m}} t \right)$$

10/11/13

Multi-DOF con't

Vibration absorption

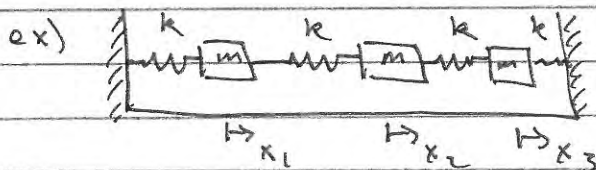
Normal modes



method 1
$$\begin{bmatrix} m_1 & 0 \\ 0 & m_2 \end{bmatrix} \begin{bmatrix} \ddot{x}_1 \\ \ddot{x}_2 \end{bmatrix} + \begin{bmatrix} 2k & -k \\ -k & k \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

Guess $\vec{x} = \vec{x} e^{i\omega t}$
 \uparrow
 const

$$\Rightarrow [-\omega^2 M + k] \vec{x} = \vec{0}$$



$$\begin{bmatrix} m & 0 & 0 \\ 0 & m & 0 \\ 0 & 0 & m \end{bmatrix} \begin{bmatrix} \ddot{x}_1 \\ \ddot{x}_2 \\ \ddot{x}_3 \end{bmatrix} + \begin{bmatrix} 2k & -k & 0 \\ -k & 2k & -k \\ 0 & -k & 2k \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Guess 1: $\vec{x} = \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix}$, $\omega_1 = \sqrt{\frac{2k}{m}}$, $\vec{x} = \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix}$

Guess 2: $\vec{x} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ Does not work because middle mass can't move without force, can't have force if $(x_3 - x_2) = (x_2 - x_1) = 0$

Guess: $\begin{bmatrix} 1 \\ a \\ 1 \end{bmatrix}$

check: $\left(\frac{k}{m}\right)_{\text{eff}} \Big|_1 = \left(\frac{k}{m}\right)_{\text{eff}} \Big|_2$

$$\frac{F_1/d_1}{m_1} \stackrel{?}{=} \frac{F_2/d_2}{m_2}$$

$$\frac{(2k-ak)/1}{m_1} = \frac{2k(a-1)/a}{m_2}$$

$$\frac{2k(2-a)}{m_1} = \frac{2k(a-1)}{a m_2}$$

$$(2-a)a = (a-1)2$$

$$2a - a^2 = 2a - 2$$

~~$$a^2 - 2a - 2 + 2 = 0$$~~

$$0 = a^2 - 2$$

~~$$(a-1)^2 = 0$$~~

$$a = \pm\sqrt{2}$$

$$a = 4$$

$$\Rightarrow \bar{x}_2 = \begin{bmatrix} 1 \\ \sqrt{2} \\ 1 \end{bmatrix}$$

$$\bar{x}_3 = \begin{bmatrix} 1 \\ -\sqrt{2} \\ 1 \end{bmatrix}$$

~~$$\omega_1 = \sqrt{\frac{k}{m}}, \omega_2 = \sqrt{\frac{k}{m}}$$~~

$$\omega_1 = \sqrt{\frac{k}{m}(2-\sqrt{2})}$$

$$\omega_2 = \sqrt{\frac{k}{m}(2+\sqrt{2})}$$

Add in forcing

$$m\ddot{\vec{x}} + k\vec{x} = \vec{F}_0 \sin(\omega t)$$

e.g. $\vec{F}_0 = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$

$\vec{x}_h(t \rightarrow \infty) = \vec{0}$ homogenous dies away

A particular soln

guess: $\vec{x}(t) = \bar{x} \sin(\omega t)$

$$M\ddot{\vec{x}} + k\vec{x} = \vec{F}_0 \sin(\omega t)$$

$$\underbrace{(-\omega^2 M + K)}_A \bar{x} = \vec{F}_0$$

A

Assuming $\omega \neq \omega_i \leftarrow$ modal solutions

$$\bar{x} = (-\omega^2 M + K)^{-1} \vec{F}_0$$

⇒ force a system w/ $\sin(\omega t)$, eventually it shakes sinusoidally

10/16/13

Lagrange Eqs:

$$\mathcal{L} = E_k - E_p$$

$$\text{for all: } \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}_i} - \frac{\partial \mathcal{L}}{\partial q} = 0$$

conservative holonomic time ind.

Near equilibrium: $\vec{q} = \vec{0}$

$$\left. \begin{matrix} \ddot{\vec{q}} \\ \vec{q} = \vec{0} \end{matrix} \right| = 0$$

stable equilibrium: $E_p > 0$ $\vec{q} \neq \vec{0}$

potential energy minimum: $E_p = 0$ $\vec{q} = \vec{0}$

Kinetic energy always positive:

$$E_k = \frac{\sum m_i v_i^2}{2}$$

Near equilibrium

$$E_k = \frac{1}{2} \left[\sum \sum \frac{\partial E_k}{\partial \dot{q}_i \partial \dot{q}_j} \right]_{\dot{q}_i=0} \dot{q}_i + \dot{q}_j + \dots$$

M_{ij}

symmetric

$$M_{ij} \dot{q}_i \dot{q}_j > 0$$

positive definite

ex) $c x^2$ positive definite if $c > 0$ for all $\vec{q} \neq \vec{0}$

ASIDE

General Taylor Series $\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \end{bmatrix}$

$$f(\vec{x}) = f(\vec{0}) + \sum \frac{\partial f}{\partial x_i} \Big|_{\vec{x}=\vec{0}} x_i + \frac{1}{2} \sum \sum \frac{\partial^2 f}{\partial x_i \partial x_j} x_i x_j + \sum \sum \sum \dots$$

for potential energy

↑
does not matter can add constant

↑
only important term

↑
negligible

Lagrange Eqs

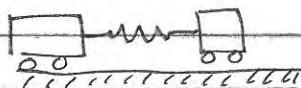
$$\mathcal{L} = E_k - E_p = \frac{1}{2} \sum \sum M_{ij} \dot{q}_i \dot{q}_j + \frac{1}{2} \sum \sum K_{ij} q_i q_j$$

$$\Rightarrow M \ddot{\vec{q}} + K \vec{q} = \vec{0}$$

↑ symmetric and positive definite

Actually all we need is K positive semi-definite

e.g.



How to solve $M \ddot{\vec{x}} + K \vec{x} = \vec{0}$

with $\vec{x}(0) = \vec{x}_0$, $\dot{\vec{x}}(0) = \vec{v}_0$

Method 1: $\vec{z} = \begin{bmatrix} \vec{x} \\ \vec{v} \end{bmatrix};$
 $\vec{z}_0 = \begin{bmatrix} \vec{x}_0 \\ \vec{v}_0 \end{bmatrix};$
 $\dot{\vec{x}} = \vec{v};$
 $\dot{\vec{v}} = -M^{-1}(K \vec{x});$

Method 2: guess $\vec{x} = \bar{\vec{x}} \cos(\omega t)$
 $\Rightarrow (-\omega^2 M + K) \bar{\vec{x}} = \vec{0}$
 $\det(\) = 0$

polynomial \Rightarrow solve

\Rightarrow find $\bar{\vec{x}}$

\Rightarrow add up solns

$$\vec{x} = \sum_i \eta_i \bar{\vec{x}}_i \cos(\omega_i t) + \text{sin terms like this}$$

↑ constants ↓

$$M + K \Rightarrow \omega_i, \bar{\vec{x}}_i$$

$$I \Rightarrow \eta_{ci} + \eta_{si}$$

Method 2b) Short Cut

$$[V, D] = \text{eig}[K, M]$$

$$\begin{array}{l} \hookrightarrow \begin{bmatrix} \omega_1^2 & & 0 \\ & \omega_2^2 & \\ 0 & & \ddots \end{bmatrix} \\ \hookrightarrow [\vec{x}_1 | \vec{x}_2 | \dots] \end{array}$$

Method 2c

$$M^{-1} \{ M \ddot{\vec{x}} + K \vec{x} = \vec{0} \}$$

$$\ddot{\vec{x}} + \underbrace{M^{-1}K}_{\text{nonsingular matrix}} \vec{x} = \vec{0}$$

nonsingular matrix

M^{-1}, K are symmetric \Rightarrow product may or may not be symmetric, usually not

$$\Rightarrow [V, D] = \text{eig}(M^{-1}K)$$

$$\hookrightarrow \begin{bmatrix} \omega_1^2 & & 0 \\ & \omega_2^2 & \\ 0 & & \ddots \end{bmatrix}$$

$$\hookrightarrow [\vec{x}_1 | \vec{x}_2 | \dots | \vec{x}_n]$$

works but we don't have confidence because $M^{-1}K$ generally not symmetric
insecure: maybe not enough eigenvectors to span set of initial conditions

10/18/13

Today

$$M \ddot{\vec{x}} + K \vec{x} = \vec{0}$$

$$\Rightarrow \ddot{\vec{x}} + M^{-1} K \vec{x} = \vec{0}$$

guess $\vec{x} = \underbrace{\bar{x}}_{\text{const}} \cos \omega t$

$$\Rightarrow -\omega^2 \bar{x} + M^{-1} K \bar{x} = \vec{0}$$

$$\Rightarrow M^{-1} K \bar{x} = \omega^2 \bar{x}$$

$$[A \bar{x} = \lambda \bar{x}]$$

standard e-vector, e-value problem

But! A generally not symmetric

\Rightarrow can't be sure there are n e-vectors

\odot e-vectors not mutually \perp

Slightly diff approach:

[change of coords
before guessing soln]

Define $U = [\bar{x}_1 | \bar{x}_2 | \bar{x}_3 | \dots | \bar{x}_n]$
e-vectors of $M^{-1}K$

$$\vec{x} = \bar{x}_1 z_1(t) + \bar{x}_2 z_2(t) + \dots$$

↑ ↑ ...
new coords

$$\vec{H} = \begin{bmatrix} z_1(t) \\ z_2(t) \\ \vdots \end{bmatrix}$$

$$\Rightarrow \vec{x} = U \vec{H}$$

\hookrightarrow linear combination of columns of the matrix

$$\text{EOM: } \Rightarrow \{ U \ddot{\vec{H}} + M^{-1} K U \vec{H} = \vec{0} \}$$

$$\Delta = \begin{bmatrix} \lambda_1 & 0 & 0 \\ 0 & \lambda_2 & 0 \\ 0 & 0 & \lambda_3 \dots \end{bmatrix}$$

$$U^{-1} \{ \} \Rightarrow \ddot{\vec{H}} + \Delta \vec{H} = \vec{0}$$

comp by comp

$$\begin{cases} \ddot{\eta}_1 + \lambda_1 \eta_1 = 0 \\ \ddot{\eta}_2 + \lambda_2 \eta_2 = 0 \\ \vdots \end{cases} \left. \begin{array}{l} \text{decoupled harmonic oscillation} \\ \text{equations} \end{array} \right\} \begin{array}{l} \uparrow \\ \text{modal coordinates} \end{array}$$

Aside:

$$[V, D] = \text{eig}(A)$$
$$\Rightarrow A = V^{-1} D V$$
$$\begin{bmatrix} 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & \dots \\ \vdots & \vdots & \vdots & \ddots \end{bmatrix}$$

$$\Rightarrow \eta_1 = A_1 \cos(\omega_1 t) + B_1 \sin(\omega_1 t)$$

$$\eta_2 = A_2 \dots \dots \dots$$

⋮

$$\Rightarrow \vec{x} = U \cdot \vec{H} = [\bar{x}_1 \mid \bar{x}_2 \mid \dots] \begin{bmatrix} \eta_1 \\ \eta_2 \\ \vdots \end{bmatrix}$$

official Normal Modes Method

$$M \ddot{\vec{x}} + K \vec{x} = \vec{0}$$

$$\text{Assume } \vec{q} = M^{-1/2} \vec{x}$$

$$\vec{x} = M^{1/2} \vec{q}$$

M positive definite and symmetric

$\Rightarrow M^{1/2}$ is sym, positive def exists

★ ★ ★ symmetric real matrix has real eigenvalues and eigenvectors and they are orthogonal ★

Facts to remember:

A is symmetric \Rightarrow has n e-vectors mutually orthogonal
 λ are real

A positive definite $\Rightarrow \lambda_i > 0$

$$\{ M M^{-1/2} \ddot{\vec{q}} + K M^{-1/2} \vec{q} = \vec{0} \}$$

$$M^{-1/2} \{ \} \Rightarrow M^{-1/2} M M^{-1/2} \ddot{\vec{q}} + M^{-1/2} K M^{-1/2} \vec{q} = \vec{0}$$

$$\hookrightarrow M^{1/2} \cdot M^{1/2} \quad \tilde{K}$$

$$\Rightarrow \ddot{\vec{q}} + \overbrace{M^{-1/2} K M^{-1/2}}^{\tilde{K}} \vec{q} = \vec{0}$$

\tilde{K} is symmetric positive definite

FIND e-values & r vectors of \tilde{K}

$$\Rightarrow P = [\vec{q}_1 \mid \vec{q}_2 \mid \dots] \quad \Lambda = \begin{bmatrix} \lambda_1 & & \\ & \lambda_2 & \\ & & \dots \end{bmatrix}$$

\hookrightarrow e-vectors of \tilde{K} \hookrightarrow e-values of \tilde{K}

Another change of variables

$$\vec{q} = P \vec{r} = \vec{q}_1 r_1(t) + \vec{q}_2 r_2(t) + \vec{q}_3 r_3(t) + \dots$$

\uparrow modal coords \uparrow e-vectors of $\tilde{K} = M^{-1/2} K M^{-1/2}$

$$P \ddot{\vec{r}} + \tilde{K} P \vec{r} = \vec{0}$$

$$P \ddot{\vec{r}} + \tilde{K} P \vec{r} = \vec{0}$$

$$\{ P \ddot{\vec{r}} + P \Lambda \vec{r} = \vec{0} \}$$

$$P^{-1} \{ \} \quad \ddot{\vec{r}} + \Lambda \vec{r} = \vec{0}$$

\uparrow diagonal

$$\left. \begin{aligned} \ddot{r}_1 + \lambda_1 r_1 &= 0 \\ \ddot{r}_2 + \lambda_2 r_2 &= 0 \end{aligned} \right\} \text{decoupled harmonic oscillators}$$

$$\Rightarrow \vec{r}(t)$$

$$\underbrace{P \vec{r}(t)}_{\vec{q}} = \vec{x}(t) = M^{-1/2} P \vec{r}(t)$$

NOTE $\vec{q}_1, \vec{q}_2, \dots$ are mutually orthogonal

10/21/13

$$\text{Goal: } M\ddot{\vec{x}} + C\dot{\vec{x}} + K\vec{x} = \vec{F}(t)$$

Look at simple comparison problem

$$M\ddot{\vec{x}} + K\vec{x} = \vec{0} \quad *$$

\Rightarrow Normal modes (superposition)

Forcing w/ no damping

$$M\ddot{\vec{x}} + K\vec{x} = \vec{F}(t)$$

$$\hookrightarrow \vec{F}_0 \sin \omega t + \vec{F}_c$$

$\vec{F}_c \Rightarrow$ const soln

$$\vec{F} = \vec{0} \Rightarrow *$$

$$\vec{F} = \vec{F}_0 \sin \omega t$$

If $\omega \neq \omega_i$

\uparrow normal mode freq

$$\Rightarrow \vec{x}(t) = \bar{x} \sin \omega t$$

$$\bar{x} = (-\omega^2 M + K)^{-1} \vec{F}_0$$

To do:

- 1) Damping w/ no forcing
- 2) Damping w/ forcing

DAMPING:

$$M\ddot{\vec{x}} + C\dot{\vec{x}} + K\vec{x} = \vec{0} \quad (**)$$

Might guess:

$$\vec{x}(t) = \bar{x} e^{-\lambda t} (A \cos(\omega t) + B \sin(\omega t))$$

Wishful thinking! Does not work out like that (always)

First order form

$$\text{Define } \vec{v} = \dot{\vec{x}} \quad (1)$$

$$(**) \Rightarrow M\dot{\vec{v}} + C\vec{v} + K\vec{x} = \vec{0}$$

$$\dot{\vec{v}} = -(M^{-1}C\vec{v} + M^{-1}K\vec{x}) \quad (2)$$

(1) + (2) are $2n$ first order ODEs

$2n$

$2n \times 1$

$A: 2n \times 2n$

$$\begin{bmatrix} \vec{x} \\ \vec{v} \end{bmatrix} = \begin{bmatrix} [0]_{n \times n} & [I] \\ [-M^{-1}k] & [-M^{-1}c] \end{bmatrix} \begin{bmatrix} \vec{x} \\ \vec{v} \end{bmatrix}$$

$$\vec{z} = \begin{bmatrix} \vec{x} \\ \vec{v} \end{bmatrix} \quad \dot{\vec{z}} = A \vec{z} \quad (***)$$

$$A = \begin{bmatrix} 0 & I \\ -M^{-1}k & -M^{-1}c \end{bmatrix} \neq \text{symmetric}$$

has complex e-values & complex e-vectors
unless $c = [0]$

To solve (***)

$$\begin{aligned} \text{guess } \vec{z}(t) &= \vec{z} e^{\lambda t} \Rightarrow \frac{d}{dt}(\vec{z} e^{\lambda t}) = A \vec{z} e^{\lambda t} \\ \lambda \vec{z} e^{\lambda t} &= A \vec{z} e^{\lambda t} \\ \lambda \vec{z} e^{\lambda t} &= A \vec{z} e^{\lambda t} \\ A \vec{z} &= \lambda \vec{z} \end{aligned} \quad \left. \begin{array}{l} \text{in terms} \\ \text{of } \vec{z} \end{array} \right\}$$

$$[v, D] = \text{eig}(A)$$

$$v = [v_1 | v_2 | \dots] \quad D = \begin{bmatrix} \lambda_1 & & 0 \\ & \lambda_2 & \\ 0 & & \ddots \end{bmatrix}$$

$$\vec{z}(t) = c_1 \vec{z}_1 e^{\lambda_1 t} + c_2 \vec{z}_2 e^{\lambda_2 t} + \dots + c_n \vec{z}_n e^{\lambda_n t}$$

NOTE: \vec{z}_1 is complex

λ_1 is complex

2 ways to deal with complex solutions:

- 1) Pick complex c_i to kill imaginary parts
- 2) Take real part and separately Imaginary part of soln

Lets' look at 1st mode

$$\vec{z}(t) = e^{(\lambda_r t + i\omega t)} \vec{z}$$

$$= e^{\lambda_r t} (\cos \omega t + i \sin \omega t) [\vec{z}_r + i \vec{z}_i]$$

$$\mathcal{R}(\vec{z}(t)) = e^{\lambda_r t} [\cos(\omega t) \vec{z}_r - \sin(\omega t) \vec{z}_i]$$

⇒ a single damped oscillator

$$\vec{z}_r \neq \vec{z}_i$$

$$\text{Re}(\lambda) = \lambda_r$$

$$\text{Im}(\lambda) = \omega$$

ASIDE Freshman Calculus

$$\dot{x} = ax \quad \text{scalar eqn}$$

one way to solve: Assume soln

has Taylor series

$$x = c_0 + c_1 t + c_2 t^2 + \dots$$

$$c_1 = \dot{x}|_0$$

$$c_2 = \frac{1}{2} \ddot{x}|_0$$

$$c_3 = \frac{1}{3!} \dddot{x}|_{t=0}$$

10/23/13 Calculus Review

Scalar eqn.

$$\dot{x} = ax \quad \text{w/ } x(0) = x_0$$

soln is $x(t)$

$$\dot{x} = ax$$

$$\ddot{x} = \frac{\partial}{\partial t} ax = a\dot{x} = a(ax) = a^2 x$$

$$\dddot{x} = \frac{\partial}{\partial t} (\ddot{x}) = a^2 \dot{x} = a^2(ax) = a^3 x$$

if: given 1st order ODE

+ given soln at one t

⇒ Taylor series for soln at "all" times

Taylor series at $x=0$

$$x(t) = x_0 + \dot{x}t + \frac{1}{2}\ddot{x}t^2 + \frac{1}{3!}\dddot{x}t^3 + \dots$$

$$x(t) = x_0 + ax_0t + \frac{a^2x_0t^2}{2} + \frac{a^3x_0t^3}{3!} + \dots$$

$$= x_0 \left(1 + at + \frac{a^2t^2}{2} + \frac{a^3t^3}{3!} + \dots \right)$$

$$x(t) = x_0 e^{at}$$

$$\frac{d}{dt} x(t) = 0 + a + a^2t + \frac{3a^3t^2}{2 \cdot 3} + \dots$$

$$= ax(t)$$

$$\dot{x} = ax \text{ w/ } x(0) = x_0$$

has soln $x = x_0 e^{at}$

Back to multivar world

$$M\ddot{\vec{x}} + c\dot{\vec{x}} + K\vec{x} = \vec{0}$$

$$\ddot{\vec{z}} = A\vec{z}$$

$$\text{w/ } \vec{z}(0) = \vec{z}_0$$

$$\vec{z} = \begin{bmatrix} \vec{x} \\ \vec{v} \end{bmatrix}, \quad A = \begin{bmatrix} 0 & I \\ -M^{-1}K & -M^{-1}c \end{bmatrix}$$

Guess Taylor series soln.

$$\vec{z}(t) = \vec{z}_0 \left(1 + At + \frac{A^2t^2}{2} + \frac{A^3t^3}{3!} + \dots \right)$$

check: $\ddot{\vec{z}} = A\vec{z}$

$$\begin{aligned} &\uparrow \quad \hookrightarrow \vec{z}_0 \left(I + At + \frac{A^2t^2}{2} + \dots \right) \\ &\downarrow \frac{d^2}{dt^2} \left[\vec{z}_0 \left(I + At + \frac{A^2t^2}{2} + \dots \right) \right] \end{aligned}$$

define $e^{At} = \left(I + At + \frac{A^2t^2}{2} + \frac{A^3t^3}{3!} + \dots \right)$

soln of $\ddot{\vec{z}} = A\vec{z}$ w/ $\vec{z}(0) = \vec{z}_0$

~~$$\vec{z} = \vec{z}_0 e^{At}$$~~

$$\vec{z} = e^{At} \vec{z}_0$$

Why better than

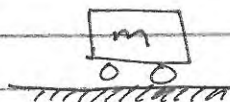
$$\vec{z} = c_1 e^{\lambda_1 t} \vec{z}_1 + c_2 e^{\lambda_2 t} \vec{z}_2 + \dots$$

$\vec{z}_i, \lambda_i = e$ -things of A

① Tidy

② Don't have problem of missing e -vectors

ex)



1) old method

$$m\ddot{x} + \overset{0}{c}\dot{x} + \overset{0}{k}x = 0$$

guess: $\vec{z} = \begin{bmatrix} x \\ v \end{bmatrix} = \vec{z} e^{\lambda t}$

$$\vec{z} = \underbrace{\begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}}_A \vec{z}$$

$$\det(A - \lambda I) = 0$$

$$\det \begin{bmatrix} -\lambda & 1 \\ 0 & -\lambda \end{bmatrix} = \lambda^2 = 0$$

Look for e -vector \vec{w} for $\lambda_1 = 0$

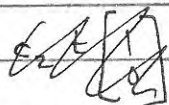
$$\begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \vec{z}_1 \\ \vec{z}_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\Rightarrow \vec{z}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$\Rightarrow \vec{z}(t) = c_1 e^{0t} \begin{bmatrix} 1 \\ 0 \end{bmatrix} + ?$$

$$= c_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + ?$$

trick



$$c_2 \left(\begin{bmatrix} t \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right)$$

$$\begin{bmatrix} x \\ v \end{bmatrix} = \begin{bmatrix} x_0 \\ v_0 \end{bmatrix} + \begin{bmatrix} v_0 t \\ 0 \end{bmatrix}$$

Try matrix exponential soln

$$\begin{aligned} \vec{x} &= \begin{bmatrix} x_0 \\ v_0 \end{bmatrix} e^{At} = e^{At} \begin{bmatrix} x_0 \\ v_0 \end{bmatrix} \\ &= \begin{bmatrix} x_0 \\ v_0 \end{bmatrix} \left(I + At + \frac{A^2 t^2}{2!} \right) \end{aligned}$$

$$= \left(I + At + \frac{A^2 t^2}{2!} \right) \begin{bmatrix} x_0 \\ v_0 \end{bmatrix}$$

$$= \left(I + \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} t + 0 + 0 \right) \begin{bmatrix} x_0 \\ v_0 \end{bmatrix}$$

$$\begin{bmatrix} x \\ v \end{bmatrix} = \begin{bmatrix} x_0 \\ v_0 \end{bmatrix} + \begin{bmatrix} 0 & t \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x_0 \\ v_0 \end{bmatrix}$$

$$= \begin{bmatrix} x_0 + v_0 t \\ v_0 \end{bmatrix} \quad \checkmark$$

$$\ddot{\vec{x}} + C\dot{\vec{x}} + K\vec{x} = \vec{F}(t)$$

$e^{At} \Rightarrow$ anal solution to homogeneous eqns
(transient soln)

What about particular soln?

$$M\ddot{\vec{x}} + C\dot{\vec{x}} + K\vec{x} = \vec{F}e^{\lambda t}$$

$M, C, K, \vec{F}, \lambda$ given

FIND $\vec{x}(t)$

$\vec{x} = \bar{x}e^{i\omega t}$ good guess unless $C = [0]$ & $\omega = \omega_i$

$$-\omega^2 M \bar{x} + i\omega c (\dot{\bar{x}} + K \bar{x}) = \bar{F}$$

$$(-\omega^2 M + i\omega c + K) \bar{x} = \bar{F}$$

$$\bar{x} = [-\omega^2 M + i\omega c + K]^{-1} \bar{F}$$

\bar{x} is complex, only taking real part

10/25/13

GARCIA

MDOF Systems

-damping

$$M \ddot{x} + K x = B_f f_i(t)$$

-physical coordinates

$$x = M^{-1/2} q$$

and pre-multiplying by $M^{-1/2}$

$$M^{-1/2} M M^{-1/2} \ddot{q} + M^{-1/2} K M^{-1/2} q = M^{-1/2} B_f f(t)$$

= 0 homogeneous

to get e-values

and e-vectors

$$I \ddot{q} + \tilde{K} q = 0 \Rightarrow$$

Why change variables?

$M^{-1/2} K M^{-1/2} \Rightarrow$ symm, positive definite,

orthogonal eigenvectors

$M^{-1} K \Rightarrow$ non-symmetric (symmetric if $m_1 = m_2 = \dots$)

$$|\tilde{K} - \lambda I| = 0 \quad \lambda_1, \lambda_2$$

e-vectors v_1, v_2 are \perp

Create a modal matrix

$$P = [v_1 : v_2]$$

$$P^T P = I$$

where v_i : orthonormal

$$v_1^T v_1 = 1$$

$$v_1^T v_2 = 0$$

not required,
but neater

$$M^{-1}K : \begin{matrix} u_1, u_2 \\ u_1^T u_2 \neq 0 \end{matrix}$$

$q = M^{-1/2} \xi$ } q has no physical meaning

$$\Rightarrow I \ddot{q} + \tilde{K} q = M^{-1/2} B_f f(t)$$

$$q = P \xi$$

$$I P \ddot{\xi} + \tilde{K} P \xi = M^{-1/2} B_f f(t)$$

pre multiply by P^T

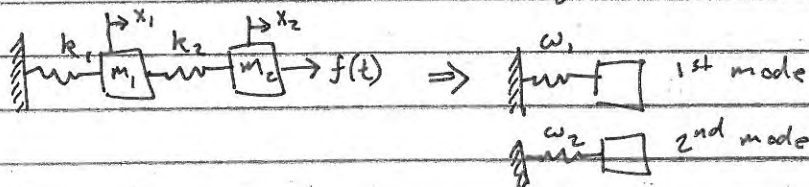
$$P^T I P \ddot{\xi} + P^T \tilde{K} P \xi = P^T M^{-1/2} B_f f(t)$$

$$I \ddot{\xi} + \Lambda_K \xi = P^T M^{-1/2} B_f f(t)$$

ξ = modal coordinates

$$\xi = \begin{Bmatrix} \xi_1(t) \\ \xi_2(t) \\ \vdots \end{Bmatrix}$$

transformed to a bunch of
1DOF systems

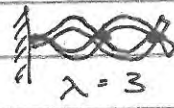
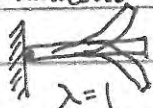


ex $m_1 = 8, m_2 = 1$ } try and decouple the
 $K_1 = 24, K_2 = 3$ } system
 $\omega_1^2 = 2$
 $\omega_2^2 = 4$

$$\mathbf{I} \ddot{\underline{\xi}} + \Delta_K \underline{\xi} = \begin{bmatrix} \vdots \\ i \end{bmatrix} f(t)$$

↑
modal participation factors

Continuous beam



Damping in MDOF systems

$$\mathbf{M} \ddot{\underline{x}} + \mathbf{D} \dot{\underline{x}} + \mathbf{K} \underline{x} = \mathbf{B}_f f(t)$$

where $\mathbf{D} = \alpha \mathbf{M} + \beta \mathbf{K}$

α, β = chosen and allow a form of damping that permits us to decouple the system

$$\left. \begin{aligned} \underline{x} &= \mathbf{M}^{-1/2} \underline{q} \\ \underline{q} &= \mathbf{P} \underline{\xi} \end{aligned} \right\} \underline{x} = \mathbf{M}^{-1/2} \mathbf{P} \underline{\xi}$$

$$\mathbf{M} \mathbf{M}^{-1/2} \mathbf{P} \ddot{\underline{\xi}} + \mathbf{D} \mathbf{M}^{-1/2} \mathbf{P} \dot{\underline{\xi}} + \mathbf{K} \mathbf{M}^{-1/2} \mathbf{P} \underline{\xi} = \mathbf{B}_f f(t)$$

- assume we found \mathbf{P} from $\hat{\mathbf{K}}$

- pre multiply by $\mathbf{P}^T \mathbf{M}^{-1/2}$

$$\mathbf{P}^T \mathbf{M}^{-1/2} \mathbf{M} \mathbf{M}^{-1/2} \mathbf{P} \ddot{\underline{\xi}} + \mathbf{P}^T \mathbf{M}^{-1/2} \mathbf{D} \mathbf{M}^{-1/2} \mathbf{P} \dot{\underline{\xi}} + \mathbf{P}^T \mathbf{M}^{-1/2} \mathbf{K} \mathbf{M}^{-1/2} \mathbf{P} \underline{\xi} = \mathbf{P}^T \mathbf{M}^{-1/2} \mathbf{B}_f f(t)$$

$$\mathbf{I} \ddot{\underline{\xi}} + \Delta_D \dot{\underline{\xi}} + \Delta_K \underline{\xi} = \Gamma^T f(t)$$

$$\Delta_D = \mathbf{P}^T \mathbf{M}^{-1/2} (\alpha \mathbf{M} + \beta \mathbf{K}) \mathbf{M}^{-1/2} \mathbf{P}$$

10/28/13

Today

Normal mode damping (cont'd)
Structural Vibes

Start with
 $M\ddot{x} + C\dot{x} + Kx = F(t)$ + try to decouple the eqns into separate 1-DOF systems
 (1) $\ddot{x} = M^{-1/2} \ddot{q}$

$$M^{-1/2} \ddot{q} \Rightarrow \ddot{q} + M^{-1/2} C M^{-1/2} \dot{q} + M^{-1/2} K M^{-1/2} q = M^{-1/2} F(t)$$

$P = e$ -vectors of K
normalized

$$\ddot{q} = P \ddot{r}$$

normal mode shapes

Normal modes:

• nodes are fixed

- modes being real numbers, not complex

$y_i = M^{-1/2} x_i$ have to convert e-vectors

$\ddot{x}_i = M^{-1/2} \ddot{q}_i$

to physical coordinates to get modes

$$\Delta_D = \alpha P^T M^{-1/2} M^{-1/2} P + \beta P^T M^{-1/2} K M^{-1/2} P$$

$$\Delta_D = \alpha I + \beta \Delta_K = \omega_i^2 \text{ at diagonal}$$

NOTE: $\tilde{K}P = P\Lambda$

NOTE: $P^{-1} = P'$
 $P^{-1} * \{ \} \Rightarrow$

inv(P)

$$\ddot{\tilde{r}} + \underbrace{P'M^{-1/2}CM^{1/2}P'}_{\tilde{C} \text{ is a mess}} \dot{\tilde{r}} + \Lambda \tilde{r} = P'M^{-1/2} \tilde{F}$$

$$\Lambda = \begin{bmatrix} \omega_1^2 & 0 \\ 0 & \omega_2^2 \end{bmatrix}$$

e-values of \tilde{K}

$$\ddot{\tilde{r}}_7 + [\tilde{C} \dot{\tilde{r}}]_7 + \omega_7^2 \tilde{r}_7 = [P'M^{-1/2} \tilde{F}]_7 * *$$

* is decoupled but for damping terms.

⇒ can't decouple the eqns

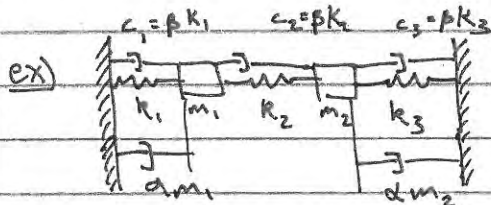
⇒ wish the problem away

Method 1: Assume $C = \alpha M + \beta K$

$$\Rightarrow \ddot{\tilde{r}} + (\alpha I + \beta \Lambda) \dot{\tilde{r}} + \Lambda \tilde{r} = \tilde{F}$$

$$\ddot{\tilde{r}}_z + (\alpha + \beta \omega_z^2) \dot{\tilde{r}}_z + \omega_z^2 \tilde{r}_z = [\tilde{F}]_z$$

decoupled eqn



add dashpot next to every spring $c_i = \beta k_i$

add dashpot to ground for every mass $c_j = \alpha m_j$

*** β has biggest affect on high freq modes
 α has biggest affect on low freq modes

*** low freq modes occur when masses move together
 *** high freq modes occur when masses move opposite each other

Method 2

$$P^{-1} M^{-1/2} C M^{-1/2} P = \tilde{C}$$

$$\tilde{C} = \begin{bmatrix} a & \times & \times \\ \times & b & \times \\ \times & \times & c \end{bmatrix} \quad \text{cross out off-diag terms}$$

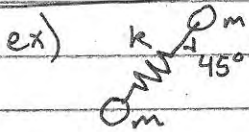
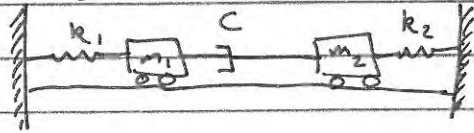
a) given model set

$$\tilde{C}_{ij} = 0 \quad \text{if } i \neq j$$

b) Exp in syst with no model

- * excite one mode i
- * look at its rate of decay
- * pick damping for that mode
- * call it \tilde{c}_i

ex) bad case



10/30/13

$$P = \begin{bmatrix} 1 & 0 & 1 & 1 \\ 0 & 1 & -1 & 1 \\ 1 & 0 & -1 & -1 \\ 0 & 1 & 1 & -1 \end{bmatrix} \quad \text{where } \vec{x} = \begin{bmatrix} x_1 \\ y_1 \\ x_2 \\ y_2 \end{bmatrix}$$

$$\omega^2 = 0 \quad \hookrightarrow \omega^2 = \frac{2k}{m}$$

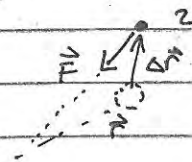
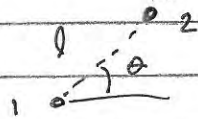
$$M = \begin{bmatrix} m_1 & 0 \\ 0 & m_1 \\ 0 & m_2 \\ 0 & m_2 \end{bmatrix}$$

$$K = \begin{bmatrix} & \\ & \\ & \\ & \end{bmatrix}$$

$|\Delta \vec{r}| \ll \vec{r}$

$$\Delta l = \Delta \vec{r} \cdot \hat{r}$$

$$\Delta l = \Delta \vec{r} \cdot \frac{\vec{r}}{|\vec{r}|}$$



$$\vec{F} = K(\Delta l) \frac{\vec{r}}{|\vec{r}|}$$

$$\vec{F} = K \Delta \vec{r} \cdot \frac{\vec{r}}{|\vec{r}|^2}$$

$$\vec{F} = \frac{-k \Delta \vec{r} \cdot \hat{r}}{|\vec{r}|^2} \quad \vec{F} = \begin{bmatrix} F_x \\ F_y \end{bmatrix} \quad \vec{r} = \begin{bmatrix} r_x \\ r_y \end{bmatrix}$$

$$\begin{bmatrix} F_x \\ F_y \end{bmatrix} = \frac{-k}{|\vec{r}|^2} \begin{bmatrix} r_x r_x & r_x r_y \\ r_y r_x & r_y r_y \end{bmatrix} \begin{bmatrix} \Delta r_x \\ \Delta r_y \end{bmatrix}$$

$$= -k \begin{bmatrix} \cos^2 \theta & \cos \theta \sin \theta \\ \cos \theta \sin \theta & \sin^2 \theta \end{bmatrix} \begin{bmatrix} \Delta r_x \\ \Delta r_y \end{bmatrix}$$

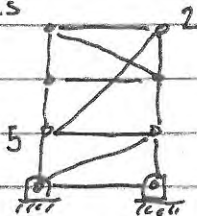
$-K$

$$K = \begin{bmatrix} \hat{x} & -\hat{x} \\ -\hat{x} & \hat{x} \end{bmatrix}$$

11/1/13

Structural Vibes

ex) each bar is a spring



focus bar 2-5

What is force \vec{F} on node 2 due to spring/bar 2-5?

For each node i

$$\vec{F}_i = m_i \vec{a}_i$$

$\hookrightarrow \sum$ Forces from springs

Look at one spring from node 5 to node 2:

Force on ② from spring: 2-5:

$$\vec{F} = -\Delta l k \frac{\vec{r}}{|\vec{r}|} = -k(\Delta l) \hat{\lambda}$$

$$= -k \frac{|\vec{r}| - |\vec{r}_0|}{|\vec{r}|} \vec{r}$$

NOTE:

$$\sqrt{1+\epsilon} \approx 1 + \frac{\epsilon}{2}$$

$$\frac{1}{1+\epsilon} \approx 1 - \epsilon$$

$$= -k \left[|\vec{r}_0 + \Delta\vec{r}| - |\vec{r}_0| \right] \frac{\vec{r}_0 + \Delta\vec{r}}{|\vec{r}_0 + \Delta\vec{r}|}$$

$$= -k \left[\sqrt{(\vec{r}_0 + \Delta\vec{r}) \cdot (\vec{r}_0 + \Delta\vec{r})} - \sqrt{\vec{r}_0 \cdot \vec{r}_0} \right] \frac{\vec{r}_0 + \Delta\vec{r}}{\sqrt{(\vec{r}_0 + \Delta\vec{r}) \cdot (\vec{r}_0 + \Delta\vec{r})}}$$

$$= -k \left[\sqrt{\vec{r}_0 \cdot \vec{r}_0 + 2\Delta\vec{r} \cdot \vec{r}_0 + \Delta\vec{r} \cdot \Delta\vec{r}} - \sqrt{\vec{r}_0 \cdot \vec{r}_0} \right] \frac{\vec{r}_0 + \Delta\vec{r}}{\sqrt{\vec{r}_0 \cdot \vec{r}_0 + 2\Delta\vec{r} \cdot \vec{r}_0 + \Delta\vec{r} \cdot \Delta\vec{r}}}$$

divide by r_0

$$= -k \sqrt{1 + 2\frac{\Delta\vec{r} \cdot \vec{r}_0}{|\vec{r}_0|^2} + \frac{\Delta\vec{r} \cdot \Delta\vec{r}}{|\vec{r}_0|^2}} \cdot \frac{\vec{r}_0 + \Delta\vec{r}}{\sqrt{1 + 2\frac{\Delta\vec{r} \cdot \vec{r}_0}{|\vec{r}_0|^2} + \frac{\Delta\vec{r} \cdot \Delta\vec{r}}{|\vec{r}_0|^2}}}$$

$$\frac{|\Delta\vec{r}|}{|\vec{r}_0|} \ll 1$$

$$\approx -k \left[1 + \frac{\Delta\vec{r} \cdot \vec{r}_0}{|\vec{r}_0|^2} + \dots - 1 \right] \cdot (\vec{r}_0 + \Delta\vec{r}) \left(1 - \frac{\Delta\vec{r} \cdot \vec{r}_0}{|\vec{r}_0|^2} + \dots \right)$$

keep highest order terms

$$\Rightarrow \vec{F} = -k \frac{\Delta\vec{r} \cdot \vec{r}_0}{|\vec{r}_0|^2} \vec{r}_0$$

$$\vec{F} = -k \hat{\lambda}_0 (\hat{\lambda}_0 \cdot \Delta\vec{r})$$

$$[\vec{F}] = -k [\hat{\lambda}_0] [\hat{\lambda}_0]^T [\Delta\vec{r}] = -k [\lambda_x \lambda_x \lambda_x \lambda_y \lambda_y \lambda_y] [\Delta\vec{r}]$$

Aside: $[\hat{\lambda}_0] [\hat{\lambda}_0]^T \stackrel{2D}{=} \begin{bmatrix} \lambda_x & \lambda_y \\ \lambda_x & \lambda_y \end{bmatrix} \begin{bmatrix} \lambda_x & \lambda_y \\ \lambda_x & \lambda_y \end{bmatrix}$

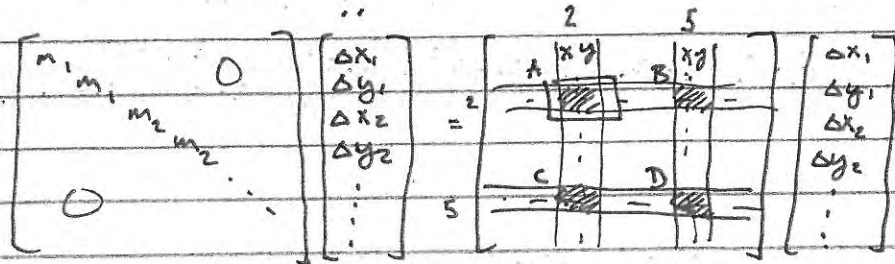
$$\begin{aligned} \lambda_x &= \cos\theta & \lambda_y &= \sin\theta \\ \lambda_x &= \cos\theta & \lambda_y &= \sin\theta \end{aligned} \quad = \begin{bmatrix} \lambda_x \lambda_x & \lambda_x \lambda_y \\ \lambda_x \lambda_y & \lambda_y \lambda_y \end{bmatrix}$$

$$m_2 \begin{bmatrix} \ddot{x}_2 \\ \ddot{y}_2 \end{bmatrix} = -k \begin{bmatrix} \lambda_x^2 & \lambda_x \lambda_y \\ \lambda_x \lambda_y & \lambda_y^2 \end{bmatrix} \begin{bmatrix} \Delta x_2 - \Delta x_5 \\ \Delta y_2 - \Delta y_5 \end{bmatrix} + \text{contribution other springs}$$

$$[\Delta\vec{r}] = \begin{bmatrix} \Delta x_2 - \Delta x_5 \\ \Delta y_2 - \Delta y_5 \end{bmatrix}$$

Put together in system eqns

$$M \Delta \ddot{x} = -K \Delta x$$



A, D

k_{11}^1	k_{12}^1
k_{12}^1	k_{22}^1

$\leftarrow k^1$ matrix for 2-5 spring
 \leftarrow effect of m_2 on itself

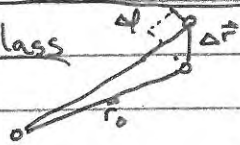
B, C

$-k_{11}^1$	$-k_{12}^1$
$-k_{12}^1$	k_{22}^1

\leftarrow effect of m_5 on m_2

"Assembly" of K
 add up K for each spring

Last Class



$$\Delta l \approx \frac{\Delta \vec{r} \cdot \hat{\lambda}_0}{|\hat{\lambda}_0|}$$

$$\vec{F} = -K \frac{\Delta \vec{r} \cdot \hat{\lambda}_0}{|\hat{\lambda}_0|} \frac{\hat{\lambda}_0}{|\hat{\lambda}_0|} = \boxed{\vec{F} = -K \hat{\lambda}_0 \hat{\lambda}_0 \cdot \Delta \vec{r}}$$

Constrained Systems (1 of n)

11/4/13

Recall: for ~~each~~ each particle

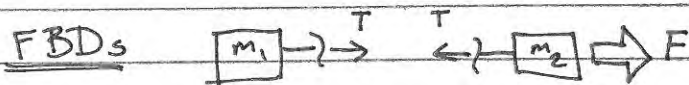
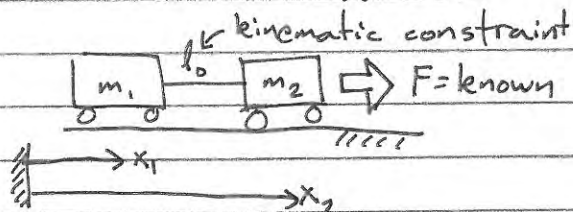
$$\vec{F}_i = m_i \vec{a}_i$$

$$\Rightarrow \vec{a}_i = \vec{F}_i / m_i$$

if know $\vec{F}_i = \vec{F}_i(\vec{r}_i, \vec{v}_i, t, \text{parameters})$
 \uparrow known fn.

\Rightarrow can integrate to get soln.
 \uparrow ode45

what if we have kinematic constraints?



Problematic:

e.g. $\Sigma F = ma$

~~$F - T = m_1 \ddot{x}_1$~~

$$\ddot{x}_1 = (F - T) / m_1$$

① Naive approach: start with LMB + add kinematic constraints

LMB 2: $F - T = m_2 \ddot{x}_2$ ①

LMB 1: $T = m_1 \ddot{x}_1$ ②

Kin const: $x_2 - x_1 = l_0 \Rightarrow \ddot{x}_2 - \ddot{x}_1 = 0$ ③

3 eqns for $\ddot{x}_1, \ddot{x}_2, T$ at every instant in time

$$\begin{bmatrix} m_1 & 0 & -1 \\ 0 & m_2 & 1 \\ -1 & 1 & 0 \end{bmatrix} \begin{bmatrix} \ddot{x}_1 \\ \ddot{x}_2 \\ T \end{bmatrix} = \begin{bmatrix} 0 \\ F \\ 0 \end{bmatrix}$$

\Rightarrow put inside RHS file for ode45 \Rightarrow numerical solution

accel \uparrow \uparrow forces and vel² terms (also vel terms)

Shortcuts:

a) Add eqns ① & ②

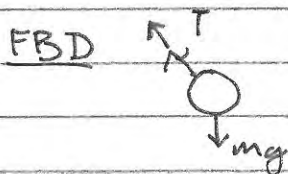
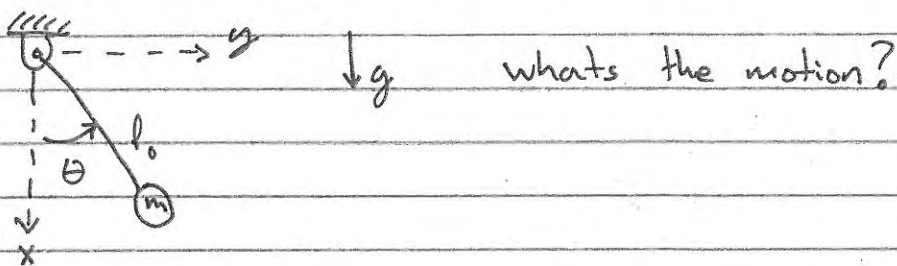
⇒ eliminates T

$$\text{set } \ddot{x} = \ddot{x}_1 = \ddot{x}_2$$

b) LMB for syst:

$$\Rightarrow F = m_1 \ddot{x}_1 + m_2 \ddot{x}_1$$

ex) Simple Pendulum



LMB $\Sigma \vec{F} = m\vec{a}$

$$mg \hat{i} + T(-\hat{e}_r) = m\ddot{\vec{r}}$$

$$\hat{e}_r = \vec{r}/|\vec{r}|$$

$$Lx\hat{i} + y\hat{j}$$

$$\ddot{\vec{r}} = g\hat{i} - T\hat{e}_r/|m|$$

↳ ?

Naive method:

$$\star \Rightarrow \ddot{x} = g - \frac{Tx}{\sqrt{x^2+y^2}m} \quad \text{①}$$

$$\ddot{y} = \frac{-Ty}{m\sqrt{x^2+y^2}} \quad \text{②}$$

$$x^2 + y^2 = l_0^2 \Rightarrow 2x\dot{x} + 2y\dot{y} = 0$$

$$\Rightarrow x\ddot{x} + y\ddot{y} + \dot{x}^2 + \dot{y}^2 = 0 \quad \text{③}$$

$$\Rightarrow \begin{bmatrix} m & 0 & \frac{x}{\sqrt{x^2+y^2}} \\ 0 & m & \frac{y}{\sqrt{x^2+y^2}} \\ \frac{x}{\sqrt{x^2+y^2}} & \frac{y}{\sqrt{x^2+y^2}} & 0 \end{bmatrix} \begin{bmatrix} \ddot{x} \\ \ddot{y} \\ T \end{bmatrix} = \begin{bmatrix} mg \\ 0 \\ -\frac{x^2+y^2}{\sqrt{x^2+y^2}} \end{bmatrix}$$

$$\underbrace{\begin{bmatrix} M & J \\ J^T & 0 \end{bmatrix}}$$

← can solve at every instance inside RHS for ode 45

Shortcuts

1 generalized coord

1 DOF

LMB: $\vec{F} = m\vec{a}$

$$-T\hat{e}_r + mg\hat{1} = m\vec{a}$$

$$\vec{a} = \cancel{(\ddot{r} - r\dot{\theta}^2)}\hat{e}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta})\hat{e}_\theta$$

$$r = \text{const} \Rightarrow \dot{r} = 0, \ddot{r} = 0$$

$$\left\{ -T\hat{e}_r + mg\hat{1} = m[r\ddot{\theta}\hat{e}_\theta - r\dot{\theta}^2\hat{e}_r] \right\}$$

$$\left\{ \right\} \cdot \hat{e}_\theta \Rightarrow mg\hat{1} \cdot \hat{e}_\theta = m r \ddot{\theta}$$

$$\underbrace{-\sin\theta}$$

$$\ddot{\theta} + \frac{g}{r} \sin\theta = 0$$

Method 3

AMB/o

$$\sum \vec{M}_o = \vec{H}_o$$

$$\vec{r}_o \times [-T\hat{e}_r + mg\hat{1}] = \vec{r} \times (r\ddot{\theta}\hat{e}_\theta - r\dot{\theta}^2\hat{e}_r) m$$

$$\vec{r} \times \hat{e}_r = 0$$

$$\left\{ -mg \sin\theta \hat{k} = r^2 \ddot{\theta} m \hat{k} \right\}$$

$$\vec{r} \times \hat{1} = -\sin\theta$$

$$\left\{ \right\} \cdot \hat{k} \Rightarrow \ddot{\theta} + \frac{g}{r} \sin\theta = 0$$

Method 4: $F_T = \text{const}$

$$\Rightarrow \dot{E}_T = 0 \Rightarrow \ddot{\theta} + \frac{g}{l} \sin\theta = 0$$

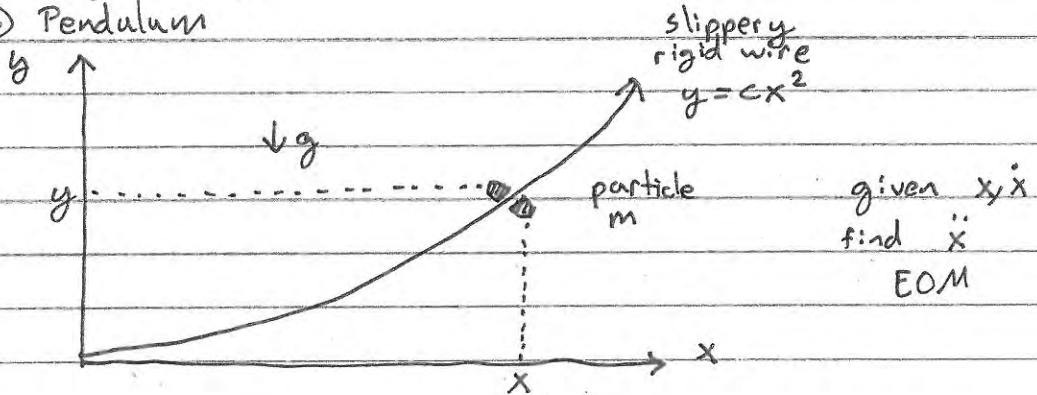
Methods | Lag. Eqns.

11/6/13

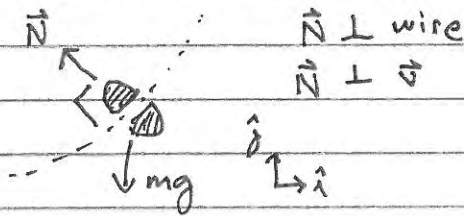
① Particle Kin. const

② Rigid objects

③ Pendulum



Newton Approach (Newton-Euler Approach)



LMB: $\sum \vec{F} = m\vec{a}$

$$\vec{N} - mg\hat{j} = m\vec{a} \quad (1)$$

Generalized coord: x

$$\Rightarrow y = cx^2$$

Kinematics

$$\vec{r} = x\hat{i} + y\hat{j}$$

$$= x\hat{i} + cx^2\hat{j}$$

$$\vec{v} = \dot{\vec{r}} = \dot{x}\hat{i} + 2cx\dot{x}\hat{j}$$

$$\vec{a} = \dot{\vec{v}} = \ddot{x}\hat{i} + (2c\dot{x}^2 + 2cx\ddot{x})\hat{j}$$

$$\{\circledast\} \cdot \vec{v}$$

$$\Rightarrow \vec{v} \cdot \vec{v} = 0$$

$$-mg \hat{j} \cdot \vec{v} = m \dot{\alpha} \cdot \vec{v}$$

$$-mg 2c \dot{x} x = m \left[\dot{x} \ddot{x} + 4c^2 \dot{x}^3 x + 4c^2 x^2 \dot{x} \ddot{x} \right]$$

$$-g 2cx = \ddot{x} + 4c^2 \dot{x}^2 x + 4c^2 x^2 \dot{x}$$

$$\Rightarrow \underbrace{\ddot{x} = f(x, \dot{x}, c)}_{\text{E.o.M.}}$$

Method: just like pendulum

$$\{\vec{F} = m\vec{a}\} \cdot \left[\text{vector } \perp \text{ to const force} \right]$$

Lag. Eqns

$$\mathcal{L} = E_k - E_p = "T - V"$$

$$= \frac{1}{2} m v^2 - mgh$$

$$= \frac{1}{2} m (\dot{x}^2 + (2c\dot{x}x)^2) - mgcx^2$$

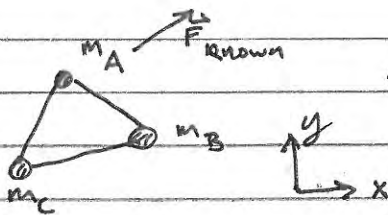
$$\text{L.E.} : = \frac{1}{2} m (\dot{x}^2 + 4c^2 \dot{x}^2 x^2) - mgcx^2$$

$$\frac{\partial \mathcal{L}}{\partial x} - \frac{\partial}{\partial t} \frac{\partial \mathcal{L}}{\partial \dot{x}} = 0$$

$$\left[4mc^2 \dot{x}^2 x - 2mgcx \right] - \frac{\partial}{\partial t} \left[m\dot{x} + 4c^2 \dot{x} x^2 m \right] = 0$$

$$\Rightarrow \ddot{x} = f(x, \dot{x}, c) \quad \checkmark \text{ same as previous method}$$

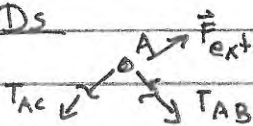
ex) How does this move?



rigid massless rods

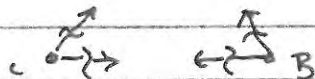
Set up the DAEs (Differential Algebraic Eqs)

FBDs



Kin Constraints

$$|\vec{r}_{AB}| = l_{AB} = \text{const}$$



$$|\vec{r}_{BC}| =$$

$$|\vec{r}_{CA}| =$$

LMB:

$$\left. \begin{aligned} \sum_{\alpha \neq A} \vec{F} &= m \vec{a}_A \\ &\vdots \\ &\vdots \end{aligned} \right\}$$

6 scalar eqns for \ddot{x}_A, \ddot{y}_A
 \ddot{x}_B, \ddot{y}_B
 \ddot{x}_C, \ddot{y}_C

6 eqns \rightarrow 9 unknowns \Rightarrow need 3 more indep eqns (constraints)

Kin Const:

e.g. $\vec{r}_{AB} \cdot \vec{r}_{AB} = \text{const}$

$$\Rightarrow \frac{d^2}{dt^2} ((x_B - x_A)^2 + (y_B - y_A)^2) = 0$$

same for other bars = 0

\Rightarrow 3 more eqns

*** Aside! Matthew Cook "Two Neurons can control a bicycle"

\Rightarrow 9 eqns for $\ddot{x}_A, \ddot{y}_A, \ddot{x}_B, \ddot{y}_B, \dots$

T_{AB}, T_{BC}, T_{AC}
 in terms of $\vec{F}_{ext}, x_A, y_A, x_B, \dots$
 $\dot{x}_A, \dot{y}_A, \dots$

ex) constraint: $x = 7$
 $\ddot{x} = 0$

I.C. $x_0 = 7$ & $\dot{x}_0 = 7$ & $\ddot{x} = 0 \Rightarrow x = 7$
 all t

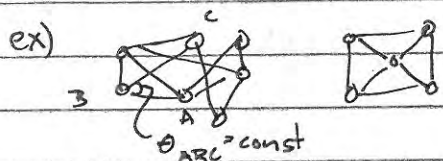
2D Rigid Objects $\vec{\omega}, \vec{L}, \vec{H}$ & E_K

11/8/13

Consider lots of m masses w/ enough massless bars
 so the object is rigid

$\# b \geq (\# \text{ masses}) * 2 - 3$ ← read about trusses in RP (or any statics book)

If too many bars
 \Rightarrow incompatibility or indeterminacy
 still can find motion!



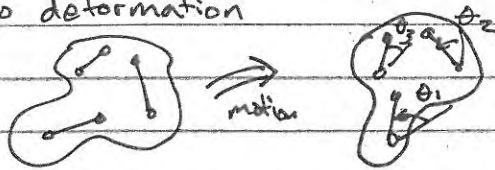
Naive approach: DAEs

Rigid object rigid "body"

all lengths between pts const in time.

all marked angles between line segments
 const in time

No deformation

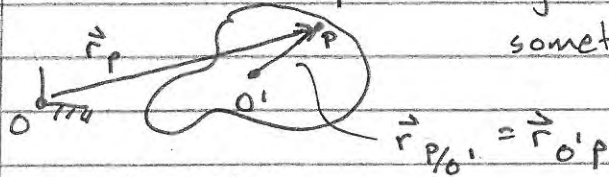


$$\theta_1 = \theta_2 = \theta_3 = \theta$$

↑ the rotation of the object

$\star \quad \omega = \text{angular velocity}$ $\quad = \dot{\theta}$	\star
$\star \quad \vec{\omega} = \omega \hat{k} = \dot{\theta} \hat{k}$	\star

O' = material pt on object



sometimes $O' =$
 \star C.O.M.
 \star hinge

$$\vec{r}_p = \vec{r}_{O'} + \vec{r}_{P/O'}$$

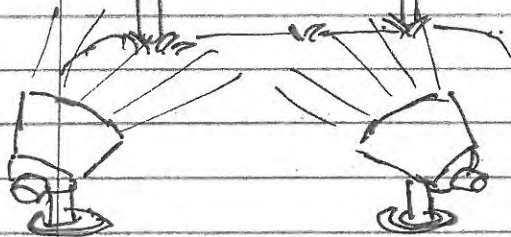
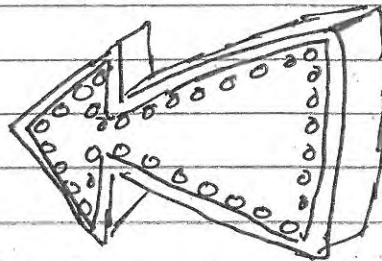
$$\vec{v}_p = \vec{v}_{O'} + \frac{d}{dt} \vec{r}_{P/O'}$$

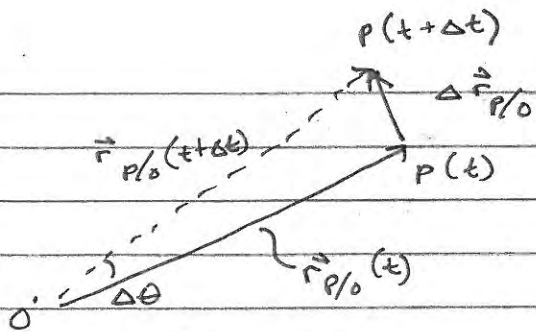
$$\vec{a}_p = \vec{a}_{O'} + \frac{d}{dt} \vec{v}_{P/O'}$$

$$\vec{v}_{P/O'} \equiv \vec{v}_p - \vec{v}_{O'}$$

$$\vec{a}_{P/O'} = \vec{a}_p - \vec{a}_{O'}$$

$\star \star \star$
 $\vec{v}_{P/O'} = \vec{\omega} \times \vec{r}_{P/O'}$





P and O on a rigid object

$$\Delta \vec{r}_{P/O} = |\vec{r}_{P/O}| \cdot \Delta\theta \cdot \hat{n}$$

$L \perp \text{to } \vec{r}_{P/O}$

$$= [(\Delta\theta) \hat{k}] \times \vec{r}_{P/O}$$

$$\vec{v}_{P/O} = \frac{\Delta \vec{r}_{P/O}}{\Delta t} = \frac{\Delta\theta}{\Delta t} \hat{k} \times \vec{r}_{P/O}$$

$$= \vec{\omega} \times \vec{r}_{P/O}$$

RP booke
Taylor booke

$$\vec{a}_{P/O} = \frac{d}{dt} \vec{v}_{P/O}$$

$$= \frac{d}{dt} (\vec{\omega} \times \vec{r}_{P/O})$$

$$= \dot{\vec{\omega}} \times \vec{r}_{P/O} + \vec{\omega} \times (\dot{\vec{r}}_{P/O})$$

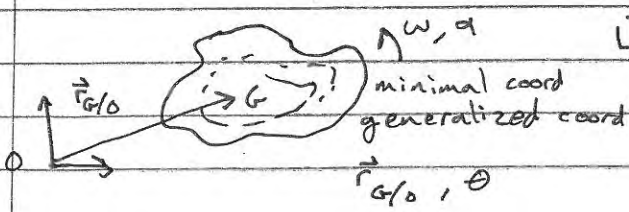
$$\vec{a}_{P/O} = \dot{\vec{\omega}} \times \vec{r}_{P/O} + (\vec{\omega}) \times (\vec{\omega} \times \vec{r}_{P/O})$$

$$= \dot{\theta} \hat{k} \times \vec{r}_{P/O} + \omega^2 \vec{r}_{P/O}$$

$\dot{\theta} \hat{k} = \dot{\vec{\omega}} = \vec{\alpha} = \text{ang. accel of object}$

$$\vec{a}_{P/O} = \dot{\theta} \hat{k} \times \vec{r}_{P/O} + -\omega^2 \vec{r}_{P/O}$$

Look at object & calc motion quantities



$$\vec{L} = \sum m_i \vec{r}_i \times \vec{v}_i = m_{tot} \vec{v}_G$$

$$\vec{L} = m_{tot} \vec{a}_G$$

$$\vec{H}_{/C} = \underbrace{\vec{r}_{G/C} \times (m_{\text{tot}} \vec{v}_G)}_{\vec{H}_{G/C}} + \underbrace{\sum \vec{r}_{i/G} \times m_i \vec{v}_{i/G}}_{\vec{H}_{/G}}$$

$$\begin{aligned} \vec{H}_{/G} &= \sum \vec{r}_{i/G} \times (m_i \vec{\omega} \wedge \vec{r}_{i/G}) = \sum r_{i/G}^2 \omega m_i \hat{k} \\ &= \omega \hat{k} \sum m_i r_i^2 \end{aligned}$$

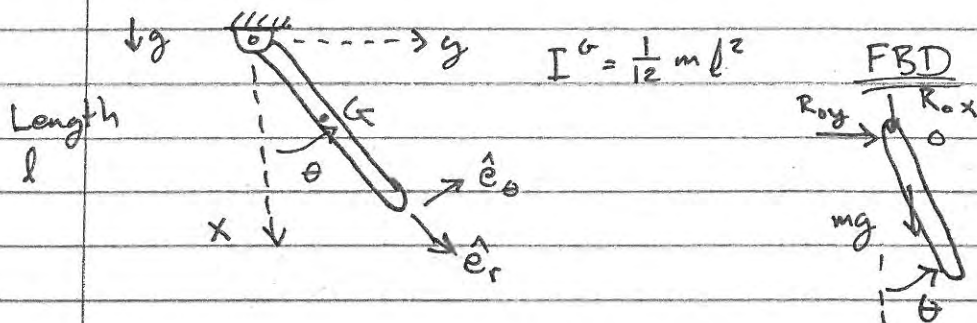
$$\begin{aligned} I^G &= \text{moment of inertia about } G \\ &= \sum m_i r_i^2 \\ &= \int r^2 dm \leftarrow \text{continuous system} \end{aligned}$$

$$\vec{H}_{/C} = \vec{r}_{G/C} \times m_{\text{tot}} \vec{v}_G + I^G \dot{\theta} \hat{k}$$

$$\dot{\vec{H}}_{/C} = \vec{r}_{G/C} \times m_{\text{tot}} \vec{a}_G + I^G \ddot{\theta} \hat{k}$$

$$E_K = \frac{1}{2} m_{\text{tot}} v_G^2 + \frac{1}{2} I^G \dot{\theta}^2$$

\Rightarrow can find EOM for rigid objects
eg) Pendulum



Angular Mom Balance /o

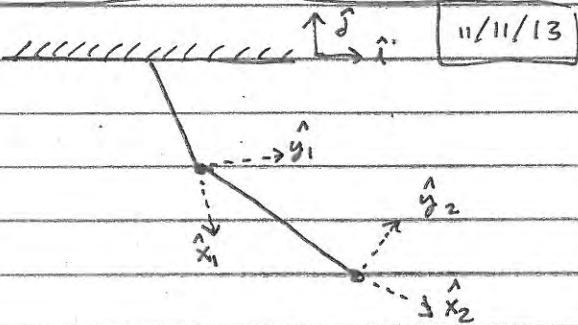
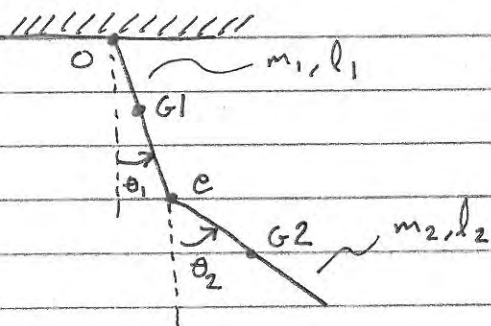
$$\sum \vec{M}_{/o} = \dot{\vec{H}}_{/o}$$

$$\vec{r}_{G/o} \times (mg \hat{i}) = \vec{r}_{G/o} \times (m \vec{a}_G) + I^G \ddot{\theta} \hat{k}$$

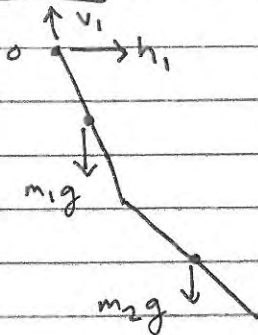
$$\perp \frac{l}{2} \hat{e}_r$$

$$\vec{a}_G = \ddot{\theta} \hat{k} \times \vec{r}_{G/o} - \dot{\theta}^2 \vec{r}_{G/o}$$

$$\Rightarrow mg \frac{l}{2} \sin \theta = - \underbrace{(I^G + m \frac{l^2}{4})}_{I^o} \ddot{\theta}$$



FBD1

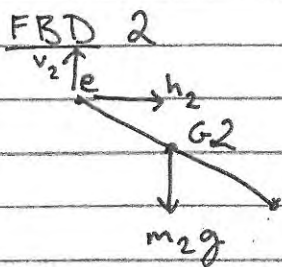


$$\sum \vec{M}_{/o} = \dot{\vec{H}}_{/o}$$

$$\sum \vec{M}_{/o} = \vec{r}_{G1/o} \times (-m_1 g \hat{j}) + \vec{r}_{G2/o} \times (-m_2 g \hat{j})$$

$$\dot{\vec{H}}_{/o} = \vec{r}_{G1/o} \times (m_1 \ddot{\vec{r}}_{G1/o}) + I_{1/G1} \ddot{\theta}_1 \hat{k}$$

$$+ \vec{r}_{G2/o} \times (m_2 \ddot{\vec{r}}_{G2/o}) + I_{2/G2} \ddot{\theta}_2 \hat{k}$$



$$\sum \vec{M}_{/e} = \dot{\vec{H}}_{/e}$$

$$\sum \vec{M}_{/e} = \vec{r}_{G2/e} \times (-m_2 g \hat{j})$$

$$\dot{\vec{H}}_{/e} = \vec{r}_{G2/e} \times (m_2 \ddot{\vec{r}}_{G2/e}) + I_{e/G2} \ddot{\theta}_2 \hat{k}$$

$$\hat{x}_1 = \sin \theta_1 \hat{i} - \cos \theta_1 \hat{j}$$

$$\hat{y}_1 = \cos \theta_1 \hat{i} + \sin \theta_1 \hat{j}$$

$$\hat{x}_2 = \sin \theta_2 \hat{i} - \cos \theta_2 \hat{j}$$

$$\hat{y}_2 = \cos \theta_2 \hat{i} + \sin \theta_2 \hat{j}$$

$$\dot{\hat{x}}_1 = \frac{d}{dt}(\hat{x}_1) = \frac{d}{dt}(\sin \theta_1 \hat{i} - \cos \theta_1 \hat{j})$$

$$\dot{\hat{x}}_1 = \dot{\theta}_1 \cos \theta_1 \hat{i} + \dot{\theta}_1 \sin \theta_1 \hat{j} = \dot{\theta}_1 \hat{y}_1$$

ASIDE $\dot{\hat{q}} = \vec{\omega} \times \hat{q}$

$$\dot{\hat{x}}_1 = (\dot{\theta}_1 \hat{k}) \times (\hat{x}_1) = \dot{\theta}_1 \hat{y}_1$$

$$\begin{cases} \dot{\hat{x}}_1 = \dot{\theta}_1 \hat{y}_1 \\ \dot{\hat{y}}_1 = -\dot{\theta}_1 \hat{x}_1 \end{cases} \quad \begin{cases} \dot{\hat{x}}_2 = \dot{\theta}_2 \hat{y}_2 \\ \dot{\hat{y}}_2 = -\dot{\theta}_2 \hat{x}_2 \end{cases}$$

$$\begin{cases} \ddot{\hat{x}}_1 = \ddot{\theta}_1 \hat{y}_1 + \dot{\theta}_1 \dot{\hat{y}}_1 = \ddot{\theta}_1 \hat{y}_1 - \dot{\theta}_1^2 \hat{x}_1 \\ \ddot{\hat{y}}_1 = -\ddot{\theta}_1 \hat{x}_1 - \dot{\theta}_1^2 \hat{y}_1 \end{cases}$$

$$\ddot{\hat{x}}_2 = \ddot{\theta}_2 \hat{y}_2 - \dot{\theta}_2^2 \hat{x}_2$$

$$\ddot{\hat{y}}_2 = -\ddot{\theta}_2 \hat{x}_2 - \dot{\theta}_2^2 \hat{y}_2$$

$$\vec{r}_{G1/O} = \frac{1}{2} l_1 \hat{x}_1$$

$$\ddot{\vec{r}}_{G1/O} = \frac{1}{2} l_1 \ddot{\hat{x}}_1$$

$$\vec{r}_{G2/O} = l_1 \hat{x}_1 + \frac{1}{2} l_2 \hat{x}_2$$

$$\ddot{\vec{r}}_{G2/O} = l_1 \ddot{\hat{x}}_1 + \frac{1}{2} l_2 \ddot{\hat{x}}_2$$

$$\vec{r}_{G2/e} = \frac{1}{2} l_2 \hat{x}_2$$

$$\ddot{\vec{r}}_{G2/e} = \frac{1}{2} l_2 \ddot{\hat{x}}_2$$

$$\begin{aligned} \sum \vec{M}_{/O} &= -m_1 g (\vec{r}_{G1/O} \times \hat{j}) - m_2 g (\vec{r}_{G2/O} \times \hat{j}) \\ &= -m_1 g \left(\frac{l_1}{2} \sin \theta \right) - m_2 g \left((l_1 \hat{x}_1 + \frac{1}{2} l_2 \hat{x}_2) \times \hat{j} \right) \\ &= -m_1 g \left(\frac{l_1}{2} \sin \theta \right) - m_2 g \left(l_1 \sin \theta + \frac{1}{2} l_2 \sin \theta_2 \right) \end{aligned}$$

$$I_{1/O} = \frac{1}{12} m_1 l_1^2$$

$$I_{2/O} = \frac{1}{12} m_2 l_2^2$$

* Double angle problem Angular momentum balance
Bhounsule,



PLOT TWIST: Controls ▽



11/11/13

Exam Thursday @ 7:30 - 9:30

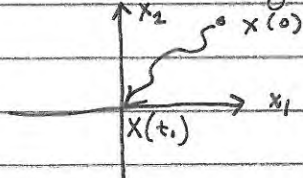
Statler Hall Rm 265

Topics: root locus, discrete-time, Bode plot,
gain/phase margin, lead/lag design,
Nyquist stability

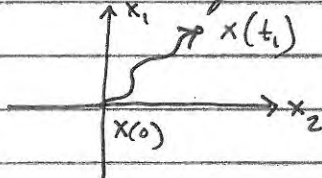
Review: ~~Thu~~ Tuesday 12:50 - ? Thurston 202

Today

Controllability



Reachability



2. Overview

- a) Motivation: manipulate system to exhibit behavior
- b) Goals: determine whether input u that drives the system from $x(t_0)$ to desired $x(t_1)$

c) Reachability

i) def'n x_f is reachable if there exist u that transfers state $x(t_0) = 0$ to $x(t_1) = x_f$

ii) continuous-time check

x_f is reachable if and only if $x_f \in \text{Im } C$
where $C = \begin{bmatrix} B & A'B & \dots & A^{n-1}B \end{bmatrix}$
 $\dot{x} = Ax + Bu, x \in \mathbb{R}^n$

iii) Discrete-time has the same result for $x(t+1) = Ax(t) + Bu(t)$

d) Controllability

i) def'n x_0 is controllable if \exists input u that transfers the state from $x(t_0) = x_0$ to $x(t_1) = 0$

ii) continuous-time check same as the reachability check (replace x_f with x_0)

iii) Discrete-time all reachable states are controllable, but not vice versa

e.g. x_0 controllable \nRightarrow x_f reachable

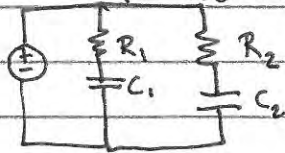
why? A may not be full-rank

3. Discrete-Time Reachability examples

a) overview

obj: find which states x_f are reachable for

RC network



Continuous time:

$$\dot{x} = \begin{bmatrix} -1/R_1 C_1 & 0 \\ 0 & -1/R_2 C_2 \end{bmatrix} x + \begin{bmatrix} 1/R_1 C_1 \\ 1/R_2 C_2 \end{bmatrix} u$$

where x_1, x_2 are voltages of capacitors

Discretized dynamics

$$x(t+1) = \bar{A} x(t) + \bar{B} u(t)$$

$$\bar{A} = \begin{bmatrix} a_1 & 0 \\ 0 & a_2 \end{bmatrix} \quad a_1 = e^{\left(\frac{-1}{R_1 C_1}\right)T} \quad a_2 = e^{\left(\frac{-1}{R_2 C_2}\right)T}$$

$$\bar{B} = A^{-1} (1 - e^{AT}) B$$

~~$$\bar{B} = \begin{bmatrix} 1/R_1 C_1 & 0 \\ 0 & 1/R_2 C_2 \end{bmatrix} (1 - e^{AT}) \begin{bmatrix} 1/R_1 C_1 \\ 1/R_2 C_2 \end{bmatrix}$$~~

~~$$\bar{B} = \begin{bmatrix} 1/R_1 C_1 & 0 \\ 0 & 1/R_2 C_2 \end{bmatrix} (1 - e^{AT}) \begin{bmatrix} 1/R_1 C_1 \\ 1/R_2 C_2 \end{bmatrix}$$~~

$$\bar{B} = \begin{bmatrix} -R_1 C_1 & 0 \\ 0 & -R_2 C_2 \end{bmatrix} \begin{bmatrix} 1 - a_1 & 0 \\ 0 & 1 - a_2 \end{bmatrix} R$$

$$\bar{B} = \text{MAGIC!}$$

$$\bar{B} = \begin{bmatrix} -1 + a_1 \\ -1 + a_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

- Determine $x(2)$ in terms of $x(0)$ and u

- Apply the state space eqns

$$x(1) = \bar{A} x(0) + \bar{B} u(0)$$

$$x(2) = \bar{A} x(1) + \bar{B} u(1)$$

Eliminate $x(1)$

$$x(2) = \bar{A} (\bar{A} x(0) + \bar{B} u(0)) + \bar{B} u(1)$$

$$x(2) = \bar{A}^2 x(0) + \bar{A} \bar{B} u(0) + \bar{B} u(1)$$

Reachability:

Given $x(0) = 0$, find $u = \{u(0), u(1)\}$

such that $x(2) = x_f$

$$\Rightarrow x(2) = \begin{bmatrix} \bar{A} \bar{B} & \bar{B} \end{bmatrix} \begin{bmatrix} u(0) \\ u(1) \end{bmatrix} = \begin{bmatrix} \bar{B} & \bar{A} \bar{B} \end{bmatrix} \begin{bmatrix} u(1) \\ u(0) \end{bmatrix}$$

if $C = \begin{bmatrix} \bar{B} & \bar{A}\bar{B} \end{bmatrix}$ is full rank then there exists such a u

$$\Rightarrow u = C^{-1} x_f$$

remark won't necessarily stay @ x_f if x_f not an eq. point

$$\text{ex) } x(3) = \begin{bmatrix} \bar{B} & \bar{A}\bar{B} & \bar{A}^2\bar{B} \end{bmatrix} \begin{bmatrix} u(2) \\ u(1) \\ u(0) \end{bmatrix}$$

Does there exist $u = \{u(0), u(1), u(2)\}$ such that $x(3) = x_f$?

YES $\begin{bmatrix} u(2) \\ u(1) \end{bmatrix} = \begin{bmatrix} \bar{B} & \bar{A}\bar{B} \end{bmatrix}^{-1} x_f$

Why $C = \begin{bmatrix} \bar{B} & \bar{A}\bar{B} & \dots & \bar{A}^{n-1}\bar{B} \end{bmatrix}$
Cayley-Hamilton theorem

what if we can't reach x_f in n steps then it's not reachable

When is $C = \begin{bmatrix} \bar{B} & \bar{A}\bar{B} \end{bmatrix}$ full rank?
 $= \begin{bmatrix} b_1 & a_1 b_1 \\ b_2 & a_2 b_2 \end{bmatrix}$

◦ linearly independent columns

◦ $\det C = b_1 b_2 a_2 - b_1 b_2 a_1$

$$= b_1 b_2 (a_2 - a_1)$$

\Rightarrow full rank $a_2 \neq a_1, b_1 \neq 0, b_2 \neq 0$

What if $a_1 = a_2$

$\Rightarrow C$ is not full rank

x_f reachable if $x_f \in \text{Im } C = \text{Im} \begin{bmatrix} b_1 & a_1 b_1 \\ b_2 & a_1 b_2 \end{bmatrix}$

$x_f \in \text{Im } C$ if $x_f = \alpha \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$ where $\alpha \in \mathbb{R}$

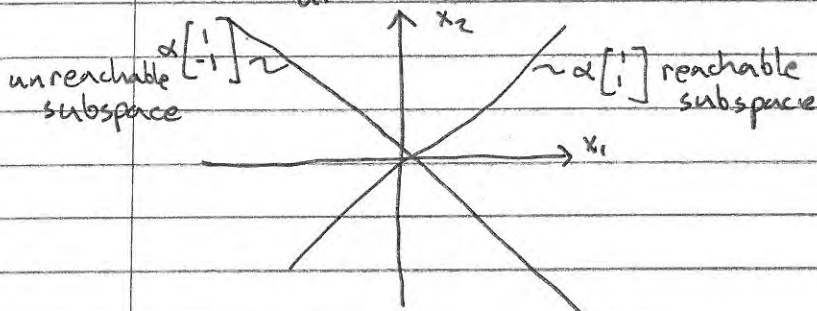
~~Transfer function~~

⇒ unreachable subspace

$$x_{ur} \text{ s.t. } x_{ur} \perp \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$\begin{bmatrix} b_1 \\ b_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \Rightarrow x_{ur} = \alpha \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$x_{ur} \in \text{Ker } C^T$ (unreachable subspace)



Transfer Function

$$\begin{aligned} y(t) &= x_1(t) + x_2(t) \\ &= \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \end{aligned}$$

take Z transform

$$\begin{aligned} \frac{Y(z)}{U(z)} &= \frac{b_1}{z-a_1} + \frac{b_2}{z-a_2} \\ &= \frac{(b_1+b_2)z - (b_1a_2 + b_2a_1)}{(z-a_1)(z-a_2)} \end{aligned}$$

⇒ pole @ $z = a_1, a_2$

zero @ $z = \frac{b_1a_2 + b_2a_1}{b_1 + b_2}$

if $a_1 = a_2$, then zero @ $z = a_1 = a_2$

⇒ pole-zero cancellation

Take-away: not controllable, then pole-zero cancellation

11/13/13

Kinematic Synthesis - LIPSON

- homogenization algorithm - static design
- kinematic synthesis - poorly understood
analytic methods for special cases
⇒ Chebyshev
- Robert Willis - The Principles of Mechanisms, 1841
- Kempe How to draw a straight line 1877

^{based} Relaxation Simulation of Kinematic Mechanisms

treat each member like spring

⇒ calc force at each node and move

"small" amount in that direction

⇒ repeat using "stretch of spring" to calc new forces and new node displacement

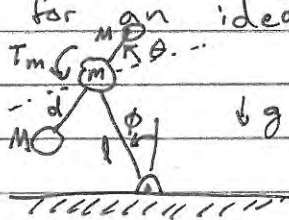
⇒ repeat ad infinitum

Can teach analysis, but not synthesis

11/15/13

PSIAKI: Apply Lagrange's Equations

w/ generalized forces to develop a model for an idealized tight-rope walker



T_m : torque applied by the tight rope walker to the balance beam

generalized coordinates ϕ : tight rope walker lean angle relative to vertical
 θ : rotation angle of the balance beam relative to the walker's hips

$$L = T - V$$

↳ potential energy
 ↳ kinetic energy

Lagrange's eqns (if $T_m = 0$)

$$\frac{d}{dt} \left[\frac{\partial L}{\partial \dot{\phi}} \right] - \frac{\partial L}{\partial \phi} = 0 \quad \frac{d}{dt} \left[\frac{\partial L}{\partial \dot{\theta}} \right] - \frac{\partial L}{\partial \theta} = 0$$

If $T_m \neq 0$, a non-conservative force

$$\frac{d}{dt} \left[\frac{\partial L}{\partial \dot{\phi}} \right] - \frac{\partial L}{\partial \phi} = Q_\phi$$

$\begin{bmatrix} Q_\phi \\ Q_\theta \end{bmatrix}$ Generalized force vector corresponding

$$\frac{d}{dt} \left[\frac{\partial L}{\partial \dot{\theta}} \right] - \frac{\partial L}{\partial \theta} = Q_\theta$$

T_m is the generalized coordinate space $\begin{bmatrix} \phi \\ \theta \end{bmatrix}$

Determine Q_ϕ determining the virtual work done by a virtual displacement $\delta\phi$, while holding θ const

By definition $\delta W_\phi = Q_\phi \delta\phi = 0$ in this case
 $\Rightarrow Q_\phi = \frac{\partial}{\partial \phi} = 0$

Determine Q_θ using virtual work

$$\delta W_\theta = \otimes \delta\theta = T_m \delta\theta$$

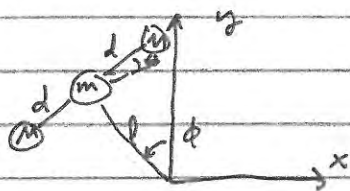
$$\text{so } Q_\theta = T_m$$

Now determine $T+V$ in terms of $\phi, \dot{\phi}, \theta, \dot{\theta}$

Get cartesian position coordinates of each mass as functions of d, ϕ

Differentiate to get their velocities, then $T = \frac{1}{2} m v_{el}^2$

$$V = mgh$$



Central Mass

$$x_m = -l \sin \phi$$

$$V_a = mg y_m = mgl \cos \phi$$

$$y_m = l \cos \phi$$

$$\dot{x}_m = -l \dot{\phi} \cos \phi$$

$$T_a = \frac{1}{2} m (\dot{x}_m^2 + \dot{y}_m^2)$$

$$\dot{y}_m = -l \dot{\phi} \sin \phi$$

$$= \frac{1}{2} m l^2 \dot{\phi}^2$$

Right mass M

$$x_{MR} = -l \sin \phi + d \cos(\phi + \theta)$$

$$y_{MR} = l \cos \phi + d \sin(\phi + \theta)$$

$$\dot{x}_{MR} = -l \dot{\phi} \cos \phi - d(\dot{\phi} + \dot{\theta}) \sin(\phi + \theta)$$

$$\dot{y}_{MR} = -l \dot{\phi} \sin \phi + d(\dot{\phi} + \dot{\theta}) \cos(\phi + \theta)$$

$$V_B = M g y_{MR} = M g [l \cos \phi + d \sin(\phi + \theta)]$$

$$T_B = \frac{1}{2} M (\dot{x}_{MR}^2 + \dot{y}_{MR}^2)$$

$$= \frac{1}{2} M [l^2 \dot{\phi}^2 + l d \dot{\phi}(\dot{\phi} + \dot{\theta}) \sin \theta + d^2 (\dot{\phi} + \dot{\theta})^2]$$

flip
d

$$\left\{ \begin{array}{l} V_c = M g [l \cos \phi - d \sin(\phi + \theta)] \\ T_c = \frac{1}{2} M [l^2 \dot{\phi}^2 - l d \dot{\phi}(\dot{\phi} + \dot{\theta}) \sin \theta + d^2 (\dot{\phi} + \dot{\theta})^2] \end{array} \right.$$

Totalling T & V

$$T = T_a + T_b + T_c = \frac{1}{2} (m + 2M) l^2 \dot{\phi}^2 + M d^2 (\dot{\phi} + \dot{\theta})^2$$

$$V = V_a + V_b + V_c = (m + 2M) l g \cos \phi$$

Apply Lagrange

$$\frac{d}{dt} \left(\frac{\partial T}{\partial \dot{\phi}} \right) - \frac{\partial T}{\partial \phi} + \frac{\partial V}{\partial \phi} = 0$$

$$\frac{d}{dt} \left[(m + 2M) l^2 \dot{\phi} + 2M d^2 (\dot{\phi} + \dot{\theta}) \right] - [m + 2M] l g \cos \phi = 0$$

$$\star \left[(m + 2M) l^2 + 2M d^2 \right] \ddot{\phi} + [2M d^2] \ddot{\theta} - [m + 2M] l g \sin \phi = 0$$

$$\frac{d}{dt} \left[\frac{\partial T}{\partial \dot{\theta}} \right] - \frac{\partial T}{\partial \theta} + \frac{\partial V}{\partial \theta} = T_m$$

$$\frac{d}{dt} [2M d^2 (\dot{\phi} + \dot{\theta})] = T_m$$

$$[2M d^2] \ddot{\phi} + [2M d^2] \ddot{\theta} = T_m$$

Solving for $\ddot{\phi}$ and $\ddot{\theta}$

$$\ddot{\phi} = \frac{g}{l} \sin \phi - \left[\frac{1}{(m + 2M) l^2} \right] T_m$$

$$\ddot{\theta} = \frac{-g}{l} \sin \phi + \left[\frac{m l^2 + 2M (l^2 + d^2)}{2M d^2 (m + 2M) l^2} \right] T_m$$

↳ where $T_m = 0$, simplifies to basic pendulum problem

Question

$$\dot{E} \stackrel{?}{=} T_m \dot{\theta} \quad ?$$

$$\dot{E} = \frac{\partial T}{\partial \dot{\phi}} \ddot{\phi} + \frac{\partial T}{\partial \dot{\theta}} \ddot{\theta} + \frac{\partial V}{\partial \phi} \dot{\phi}$$

$$= \frac{\partial T}{\partial \dot{\phi}} \left[\frac{g}{l} \sin \phi - (\dots) T_m \right] + \frac{\partial T}{\partial \dot{\theta}} \left[\frac{g}{l} \sin \phi + (\dots) T_m \right] + \frac{\partial V}{\partial \phi} \dot{\phi} \dots = T_m \dot{\theta}$$

where $T_m = 0$, $\dot{E} = 0$.

Grab the balance beam

$$\theta = 0, \dot{\theta} = 0, \ddot{\theta} = 0$$

$$0 = \frac{g}{l} \sin \theta + [\dots] T_m$$

and solve for T_m and put in $\ddot{\phi}$ eq

$$\ddot{\phi} = \left[\frac{(m+2M)l^2}{(m+2M)l^2 + 2Md^2} \right] \frac{g}{l} \sin \phi$$

larger d , smaller $\ddot{\phi}$
slow down the fall

1/18/13 TODAY

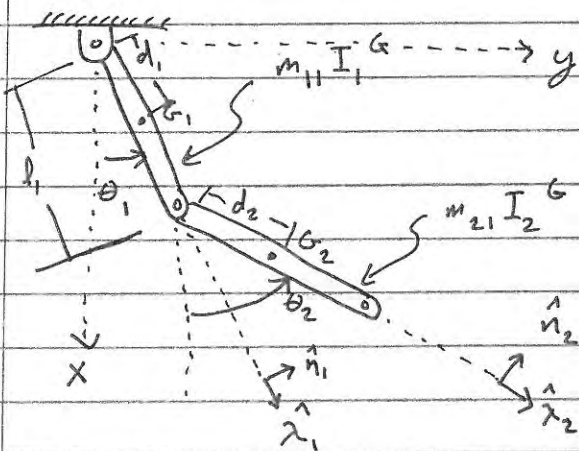
- ① 2D Rigid Object Dyn. Review
- ② Double Pendulum (3/n, n=3?4?)
(on computer)

2D Rigid Object Summary

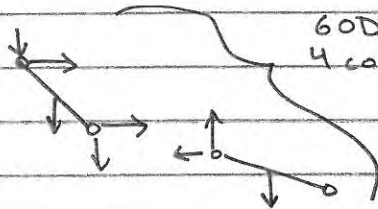
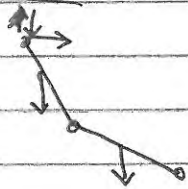
- ① Draw FBDs of parts and collections of parts.
- ② Pick coords. ($q_i = \theta, x, y$ of parts, usually)
↳ minimal or generalized coord + others
- ③ Write LMB & AMB for each FBD (3 scalar eqns)
- ④ Kinematic constraint eqms
- ⑤ Given q_i, \dot{q}_i , parameters, we solve for \ddot{q}_i , and constraint forces
↳ Eqs of motion (EOM)

[Eqs are linear in \ddot{q}_i , F_j^{const} , applied forces]
 [non-linear in \dot{q}_i, q_i]

Double Pendulum (see also lectures from Nov 11 & 15)



FBDs



6ODEs
 4 constraint eqns

Solve for $\ddot{\theta}_1, \ddot{\theta}_2, \ddot{x}_1, \ddot{y}_1$
 $\ddot{x}_2, \ddot{y}_2, 4$ constraint
 forces [10 things,
 10 eqns]

MATLAB Code Testing

11/20/13

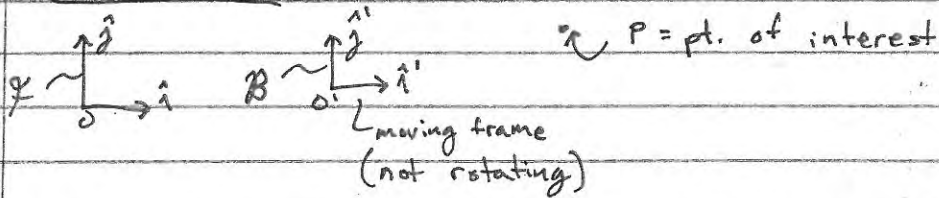
Checks:

- * energy ~~cons~~ conserved?
- * $g=0$, is Ang Mom conserved
- * ~~sped~~ special case and extreme cases
- * animation

11/22/13 TODAY

- 3 ① Accel ref frames (intro)
- ② Pendulum w/ moving base

FIXED FRAME



All of mechanics based on

- ① $\vec{F} = m\vec{a}$ calculated in Newtonian frame
- ② Action and Reaction
- ③ Internal forces have no net force, no net moment

Consider moving frame

$$\vec{r}_{P/O} = \vec{r}_{O/O} + \vec{r}_{P/O'}$$

$$\vec{r} = (x_{O/O} \hat{i} + y_{O/O} \hat{j}) + x'_{P/O'} \hat{i}' + y'_{P/O'} \hat{j}'$$

For non-rotating frame $\hat{i}' = \hat{i}$, $\hat{j}' = \hat{j}$

$$\vec{v} = \dot{\vec{r}}$$

$$\vec{a} = \dot{\vec{v}}$$

$$\vec{a} = \ddot{x}_{O/O} \hat{i} + \ddot{y}_{O/O} \hat{j} + \ddot{x}'_{P/O'} \hat{i}' + \ddot{y}'_{P/O'} \hat{j}'$$

$$\rightarrow = \ddot{x}'_{P/O'} \hat{i}' + \ddot{y}'_{P/O'} \hat{j}'$$

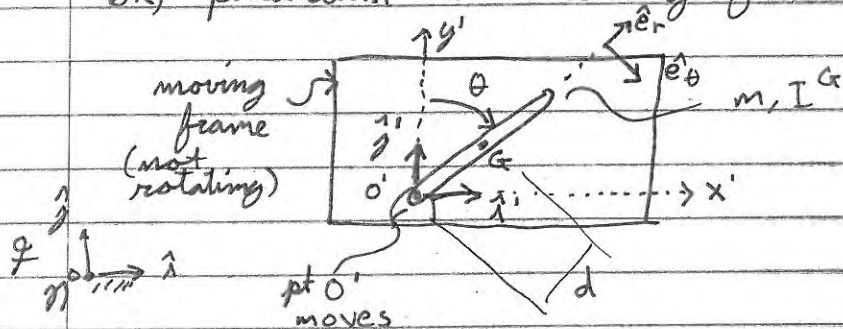
$\vec{a}_{P/O'}$ = acc. of P w.r.t ref from β
 = keep base vectors fixed, change comps.

This is a test of writing in cursive. My name is Bryan Park.

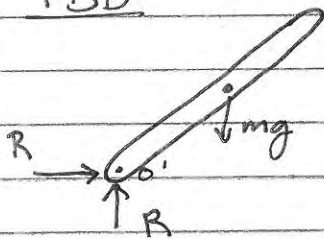
$\vec{a}_{/B}$ = loose language for

$\vec{a}_{/B}$ ref. frame that has O' fixed in it, & doesn't rotate

ex) pendulum in moving frame



FBD



$$\begin{aligned} \text{AMB } /O' \\ \sum \vec{M}_{/O'} &= \vec{H}_{/O'} \\ \vec{r}_{G/O'} \times (-mg \hat{j}) &= \vec{r}_{G/O'} \times m \vec{a}_G + I_G \ddot{\theta} \hat{k} \\ & \quad \downarrow \quad \quad \downarrow \\ & \quad d \hat{e}_r \quad \quad \vec{a}_{O'} + \vec{a}_{P/B} \\ & \quad \quad \quad \downarrow \\ & \quad \quad \quad L \ddot{x}' \hat{i}' + \ddot{y}' \hat{j}' \\ & \quad \quad \quad = d \ddot{\theta} \hat{e}_\theta - d \dot{\theta} \dot{\hat{e}}_r \end{aligned}$$

$$-d \sin(\theta) mg \hat{k} = \vec{r}_{G/O'} \times (m \vec{a}_{O'}) + d^2 m \ddot{\theta} \hat{k} - I_G \ddot{\theta} \hat{k}$$

$$dmg \sin \theta \hat{k} = (I + d^2 m) \ddot{\theta} \hat{k} - \vec{r}_{G/O'} \times m \vec{a}_{O'}$$

Special Cases:

1) horiz accel:

⇒ pend balancing

11/25/13

TODAY

- ① Slight Recap
- ② Chaplygin Sleigh (Chaplygin)
- ③ Rotating coords

$\vec{a}_\beta = \vec{a}_{\beta/\alpha}$

Recap Frame β accelerates but does not rotate

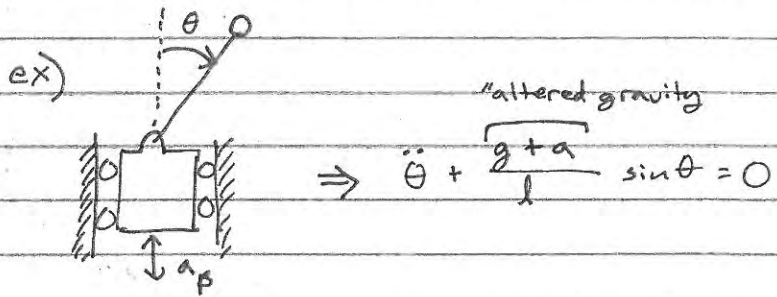
$$\sum \vec{M}_{i/c} = \sum \vec{r}_{i/c} \times m_i \vec{a}_i$$

$$\sum \vec{M}_{i/c}^{other} + \sum \vec{r}_{i/c} \times m_i \vec{g} = \sum \vec{r}_{i/c} \times m [\vec{a}_0 + \vec{a}_{i/\beta}]$$

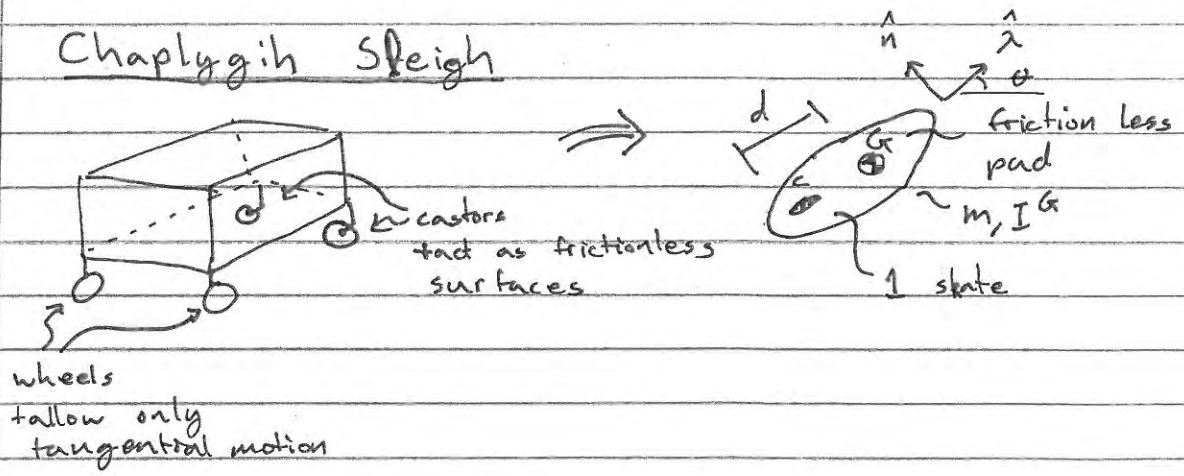
$$\sum \vec{M}_{i/c}^{other} + \sum \vec{r}_{i/c} \times m (\vec{g} + \vec{a}_{\beta/\alpha}) = \sum \vec{r}_{i/c} \times m \vec{a}_{i/\beta}$$

\downarrow \vec{a}_β
 altered gravity field

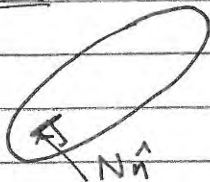
\uparrow if we use accel rel to moving frame



Chaplygin Sleigh



FBD



"minimal coord": θ, v_c

$$\vec{r}_G = \vec{r}_c + d \hat{\lambda}$$

$$\vec{v}_G = \vec{v}_c + \vec{v}_{G/c}$$

$$\vec{a}_G = \vec{a}_c + \vec{a}_{G/c}$$

$$\dot{\vec{r}}_c = \dot{x}_c \hat{i} + \dot{y}_c \hat{j} = v_c \hat{\lambda}$$

$$\hookrightarrow \cos\theta \hat{i} + \sin\theta \hat{j}$$

$$\vec{a}_G = \vec{a}_c + \vec{a}_{G/c}$$

$$\left\{ \begin{array}{l} -d\omega^2 \hat{\lambda} + d\dot{\omega} \hat{n} \end{array} \right.$$

$$\vec{a}_c = \frac{d}{dt} \vec{v}_c = \frac{d}{dt} v_c \hat{\lambda} = \dot{v}_c \hat{\lambda} + v_c \dot{\hat{\lambda}}$$

$$\hookrightarrow \vec{\omega} \times \hat{\lambda} = \dot{\theta} \hat{k} \times \hat{\lambda} = \dot{\theta} \hat{n}$$

ASIDE:

\vec{A} such that $|\vec{A}| \text{ const}$

$$\dot{\vec{A}} = \dot{\theta} \hat{k} \times \vec{A}$$

LMB · $\hat{\lambda}$ and AMB/c

LMB · $\hat{\lambda}$

$$\left\{ \sum \vec{F} = m \vec{a}_G \right\} \cdot \hat{\lambda}$$

$$0 = \left[(\dot{v}_c \hat{\lambda} + v_c \dot{\theta} \hat{n}) + (-d\omega^2 \hat{\lambda} + d\dot{\omega} \hat{n}) \right] \cdot \hat{\lambda}$$

$$\boxed{\dot{v}_c = d\omega^2}$$

AMB/c

$$\sum M/c = \dot{H}/c$$

$$0 = \vec{r}_{G/c} \times m \vec{a}_G + I^G \vec{\omega} \dot{\theta} \hat{k}$$

$$0 = (d\hat{\lambda}) \times m (\dot{v}_c \hat{\lambda} + v_c \dot{\theta} \hat{n} - d\omega^2 \hat{\lambda} + d\dot{\omega} \hat{n}) + I^G \dot{\theta} \hat{k}$$

$$\left\{ \begin{array}{l} 0 = dm\dot{\theta} v_c \hat{k} + d^2 m \dot{\omega} \hat{k} + I^G \dot{\theta} \hat{k} \end{array} \right\} \cdot \hat{k}$$

$$0 = md\dot{\theta} v_c + d^2 m \dot{\omega} + I^G \dot{\theta}$$

$$0 = md\dot{\theta} v_c + (d^2 m + I^G) \dot{\theta} \Rightarrow \dot{\theta} = \frac{-d\omega v_c \dot{\theta}}{d^2 m + I^G}$$

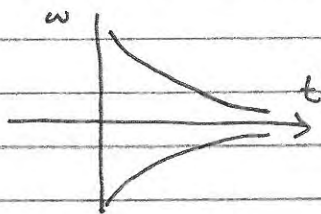
EOM $\dot{v}_c = d\omega^2$ ①

$$\dot{\omega} = \frac{-dm v_c \omega}{d^2 m + I_G} \quad \text{②}$$

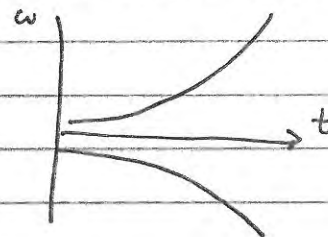
$$\dot{x}_c = v_c \cos \theta \quad \text{③}$$

$$\dot{y}_c = v_c \sin \theta \quad \text{④}$$

Overall behavior iff $v_c > 0$



$v_c < 0$



Non holonomic: ice skates, rolling

configuration variables > number of ways it can move

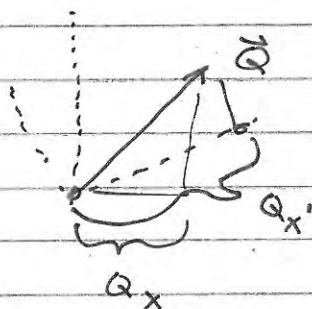
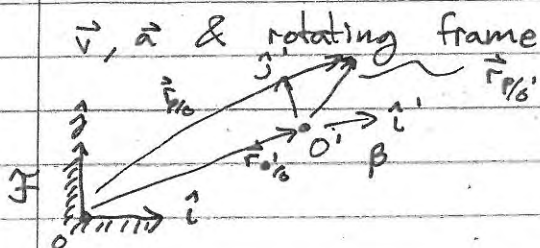
eg) need x, y, θ to
define position

can only move tangential
or rotate about one point

derivation of Lagrange does not work because
non integrable

NOTE: Thanksgiving Wednesday

11/27/13



$$\vec{Q} = \vec{Q}$$

$$\vec{Q} = Q_x \hat{i} + Q_y \hat{j} = Q_{x'} \hat{i}' + Q_{y'} \hat{j}'$$

\vec{Q} can be represented in any reference frame

Time derivative

$$\dot{\vec{Q}} \equiv \mathcal{F} \dot{\vec{Q}} \equiv \dot{Q}_x \hat{i} + \dot{Q}_y \hat{j}$$

Derivative with respect to a moving frame

$$\mathcal{P} \dot{\vec{Q}} = \dot{Q}_{x'} \hat{i}' + \dot{Q}_{y'} \hat{j}' = \underbrace{\dot{Q}_{x''} \hat{i}'' + \dot{Q}_{y''} \hat{j}''}_{\text{a different coordinate system}}$$

\mathcal{P} "glued" to β

Frame vs. Coordinate system

↳ set of all coordinate systems that move together

Relationship between $\mathcal{F} \dot{\vec{Q}}$ and $\mathcal{P} \dot{\vec{Q}}$

$$\begin{aligned} \mathcal{F} \dot{\vec{Q}} &= \dot{Q}_x \hat{i} + \dot{Q}_y \hat{j} = \frac{d}{dt} (Q_{x'} \hat{i}' + Q_{y'} \hat{j}') \\ &= \dot{Q}_{x'} \hat{i}' + Q_{x'} \dot{\hat{i}}' + \dot{Q}_{y'} \hat{j}' + Q_{y'} \dot{\hat{j}}' \end{aligned}$$

$$\vec{\omega} \equiv \vec{\omega}_{P/F}$$

$$\dot{\hat{i}}' = \vec{\omega} \times \hat{i}'$$

$$\dot{\hat{j}}' = \vec{\omega} \times \hat{j}'$$

ASIDE: $\hat{i}' = \cos\theta \hat{i} + \sin\theta \hat{j}$

$$\dot{\hat{i}}' = -\dot{\theta} \sin\theta \hat{i} + \dot{\theta} \cos\theta \hat{j}$$

$$= \dot{\theta} (-\sin\theta \hat{i} + \cos\theta \hat{j})$$

$$= \dot{\theta} \hat{k} \times \hat{i}'$$

$$\boxed{\mathcal{F} \dot{\vec{Q}} = \mathcal{P} \dot{\vec{Q}} + \vec{\omega} \times \vec{Q}} \quad \text{Q dot formula}$$

Apply to position, velocity, acceleration

$$\vec{r}_{P/O} = \vec{r}_{O'/O} + \vec{r}_{P/O'}$$

$$\dot{\vec{r}}_{P/F} = \dot{\vec{r}}_{O'/O} + \frac{d}{dt} \mathcal{F} \vec{r}_{P/O'} = \dot{\vec{r}}_{O'/O} + \dot{\vec{r}}_{P/O'} + \vec{\omega} \times \vec{r}_{P/O'}$$

$$\dot{\vec{r}}_{P/F} = \mathcal{P} \dot{\vec{r}}_{P/O'} \quad \text{velocity in moving frame}$$

For acceleration apply concept one more time, term by term

$$\ddot{\vec{r}}_{P/F} = \frac{d}{dt} \dot{\vec{r}}_{P/F} = \mathcal{F} \ddot{\vec{r}}_{P/O'} = \ddot{\vec{r}}_{O'/O} + \frac{d}{dt} \mathcal{F} (\dot{\vec{r}}_{P/O'}) + \frac{d}{dt} \mathcal{F} (\vec{\omega} \times \vec{r}_{P/O'})$$

$$= \ddot{\vec{r}}_{O'/O} + \ddot{\vec{r}}_{P/O'} + \vec{\omega} \times \dot{\vec{r}}_{P/O'} + \dot{\vec{\omega}} \times \vec{r}_{P/O'} + \vec{\omega} \times (\dot{\vec{r}}_{P/O'} + \vec{\omega} \times \vec{r}_{P/O'})$$

$$\ddot{\vec{r}}_{P/F} = \ddot{\vec{r}}_{O'/O} + \ddot{\vec{r}}_{P/O'} + \underbrace{2(\vec{\omega} \times \dot{\vec{r}}_{P/O'})}_{\text{Coriolis term}} + \underbrace{\dot{\vec{\omega}} \times \vec{r}_{P/O'} + \vec{\omega} \times \vec{\omega} \times \vec{r}_{P/O'}}_{\text{angular acceleration + centripetal term}}$$

accel of O' wrt \mathcal{F}

accel of P wrt O'

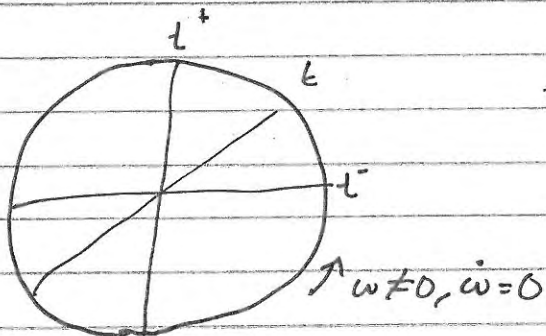
Coriolis term

\vec{r} goes in circles around O' (angular acceleration + centripetal term)

Coriolis Effect

Consider turn table

$$\begin{aligned} \dot{O} &= 0 \\ \dot{a}_1 &= 0 \\ \dot{r}_1 &= 0 \end{aligned}$$



- bug walk on line at const speed
- look when p at p' at O'

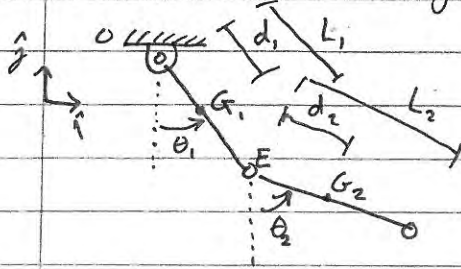
$v_0 \rightarrow \uparrow v_E$ { change in velocity = acceleration
also tangential velocity changes = acceleration
 \rightarrow factor of 2 in coriolis

12/2/13

TODAY

① Lag Eqs in MATLAB

② DAEs for linkages



$$m_1, I_1 = I_1^G$$

$$m_2, I_2 = I_2^G$$

where $\theta_2 - \theta_1 = \phi$

Lagrange Eqs (Conservative Holonomic)

$$\mathcal{L} = E_K - E_P = "T - V"$$

$$\hookrightarrow E_P = E_P(q_1, q_2, \dots)$$

$$\hookrightarrow E_K = E_K(q_1, q_2, \dots, \dot{q}_1, \dot{q}_2, \dots)$$

LE:

$$\frac{\partial \mathcal{L}}{\partial q_1} - \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}_1} = 0$$

$$\frac{\partial \mathcal{L}}{\partial q_2} - \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}_2} = 0$$

$\frac{\partial \mathcal{L}}{\partial \dot{q}_i} \Rightarrow$ treat \dot{q}_i as a variable

$$F(q_1, q_2, \dots, \dot{q}_1, \dot{q}_2, \dots)$$

$$\frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}_i} = \frac{d}{dt} F = \frac{\partial F}{\partial q_1} \dot{q}_1 + \frac{\partial F}{\partial q_2} \dot{q}_2 + \dots + \frac{\partial F}{\partial \dot{q}_1} \ddot{q}_1 + \frac{\partial F}{\partial \dot{q}_2} \ddot{q}_2 + \dots$$

ASIDE: MATLAB SYMBOLIC

$$A = \text{jacobian}(a, b)$$

↑ list of variables

↓ list of expressions (rows or cols)

output A = matrix

each element

$$A_{ij} = \frac{\partial a_i}{\partial b_j}$$

TODAY

12/4/13

① DAEs

② Rolling

DAEs: Recall: $\vec{F} = m\vec{a}$

easy for 1 particle collection w/ known interaction forces

"known": $\vec{F} = \vec{F}$ (positions and vels)

and not acceleration

Difficulty in dynamics: constraints
How to solve?

a) naive (DAE)

b) advanced (finesse the problem)

Naive: For each part: $\vec{F} = m\vec{a}$

↑ include const. forces

Const. egs: differentiate twice

⇒ restrictions on $\ddot{x}_3, \ddot{y}_3, \text{etc}$

solve set simultaneously at every inst
in time

Advanced: ① Treat collection of rigidly connected particles as a rigid object

$$\Rightarrow \vec{M}_G = I^G \alpha \hat{k} \quad \& \quad \text{LMB}$$

↑ (internal forces have no net torque)

② use judicious dot products & cross products to elim const forces

What happens if we have a collection of rigid objects?

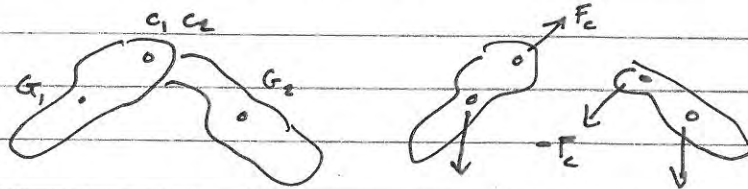
If forces known:

$$\left. \begin{aligned} M/G &= I^G \alpha \\ \sum F_x &= m\ddot{x} \\ \sum F_y &= m\ddot{y} \end{aligned} \right\} \begin{array}{l} 3 \text{ eqs for each} \\ \text{rigid object (2D)} \end{array}$$

I) If forces are "known"

$$F_i = F_i(\text{pos, angles, vel, rates})$$

II) What about constraints?



LMB & AMB \Rightarrow 6 scalar eqs

unknowns: $\ddot{x}_1, \ddot{x}_2, \ddot{y}_1, \ddot{y}_2, \ddot{\theta}_1, \ddot{\theta}_2$

$F_{cx}, F_{cy} \Rightarrow$ 8 unknowns

Need two more eqns

$$\vec{a}_{c1} = \vec{a}_{c2} \Rightarrow 2 \text{ eqns.}$$

$$\begin{aligned} \hookrightarrow \vec{a}_{G2} + \vec{a}_{c2/G2} &= \ddot{x}_{G2} \hat{i} + \ddot{y}_{G2} \hat{j} - \ddot{\theta}_2 r_{c2/G2} \\ &\quad + \ddot{\theta}_2 \hat{k} \times r_{c2/G2} \\ \hookrightarrow \vec{a}_{G1} + \vec{a}_{c1/G1} &= \ddot{x}_{G1} \hat{i} + \ddot{y}_{G1} \hat{j} - \ddot{\theta}_1 r_{c1/G1} \\ &\quad + \ddot{\theta}_1 \hat{k} \times r_{c1/G1} \end{aligned}$$

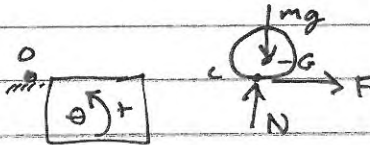
Can handle any number of rigid objects connected by hinges

ASIDE Freudenstein's formulas

Disk on table



FBD



$$\sum \text{LMB} \cdot \hat{j} \Rightarrow N = mg$$

$$\sum \text{AMB} \cdot \hat{k} \text{ dt} \Rightarrow \vec{H}_c(t) = \vec{H}_c(0) = 0 \hat{k} \Rightarrow -mr\dot{x}_c \hat{k} + I^G \dot{\theta} \hat{k} = 0$$

at end of exp:

~~at end~~

$$-mr\dot{x}_c + I^G \dot{\theta} = 0 \quad (1)$$

Rolling constraint applies at end: $\vec{v}_c = \vec{0}$

$$\Rightarrow \dot{x}_c + r\dot{\theta} = 0 \quad (2)$$

(1) & (2) Linear Eqns (homog & ind) in

$$\dot{x} \text{ \& \; } \dot{\theta} \Rightarrow \boxed{\dot{x} = 0, \dot{\theta} = 0}$$

12/6/13

TODAY

- ① Generalized forces Q_i
- ③ 3 Advertisements

Problem: Not all forces are conservative
ex: applied, viscous, constraint

$$\text{Soln: } -\frac{\partial \mathcal{L}}{\partial q_i} + \frac{d}{dt} \left(\frac{\partial \mathcal{L}}{\partial \dot{q}_i} \right) = Q_i$$

Q_i is generalized force associated w/ q_i
How to find Q_i ?

Key idea: $\overbrace{dW = dW}^{\text{increments in work}}$

$$\sum \vec{F}_{\text{applied}}^i \cdot d\vec{r}_i = \sum Q_i dq_i$$

$$\Rightarrow \sum \vec{F}_i \cdot d\vec{r}_i = Q_7 dq_7$$

↳ motion associated with small change in only q_7

$$Q_i dq_i = \sum_j F_j \frac{\partial x_j}{\partial q_i} dq_i$$

↳ x's & y's

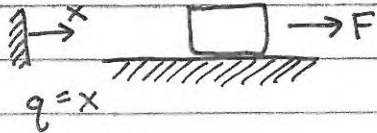
$$Q_i dq_i = \sum_j F_j \frac{\partial x_j}{\partial q_i} dq_i$$

"a" jacobian

$$J = \frac{\partial x_i}{\partial q_i}$$

↳ all x: where forces apply

ex) 1D mass



$$\mathcal{L} = E_k - E_p = "T - V"$$

$$= \frac{1}{2} m \dot{q}^2$$

L.E.: $-\frac{\partial \mathcal{L}}{\partial q} + \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{q}}$

$$m \ddot{q} = Q$$

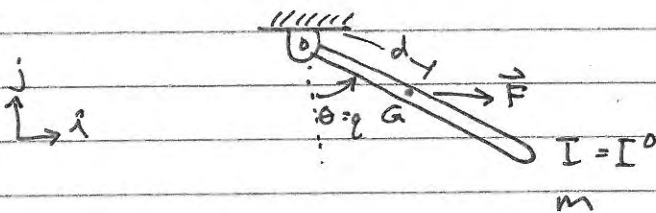
$$dW = dW$$

$$Q dq = F dx$$

$$Q = F$$

$$m \ddot{x} = F$$

ex) Pendulum



$$\mathcal{L} = \frac{1}{2} I \dot{\theta}^2$$

L.E.: $-\frac{\partial \mathcal{L}}{\partial \theta} + \frac{d}{dt} \left(\frac{\partial \mathcal{L}}{\partial \dot{\theta}} \right) = Q_\theta$

$$I \ddot{\theta} = Q_\theta$$

$$Q_\theta d\theta = \vec{F} \cdot (d\vec{r}_G)$$

$$= \vec{F} \cdot \frac{\partial \vec{r}_G}{\partial \theta} d\theta$$

$$= \vec{F} \cdot \frac{d}{d\theta} \underbrace{(-l \cos\theta \vec{i} - l \sin\theta \vec{j})}_{\text{Wahl von } \vec{r}}$$

$$Q_\theta d\theta = \vec{F} \cdot (\hat{k} d\theta) \times \vec{r}_{G/O}$$

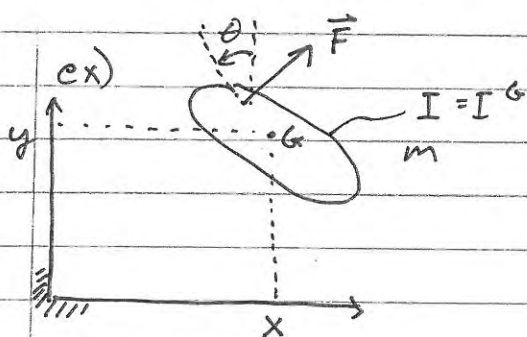
$$= (\vec{r}_{G/O} \times \vec{F}) \cdot \hat{k} d\theta$$

⇓ mixed triple product
craziness

$$\Rightarrow I\ddot{\theta} = \vec{r}_{G/O} \times \vec{F} \cdot \hat{k}$$

$$= M_{/O}$$

L ex) $M_{/O} = -mgd \sin\theta$



$$q = [x \quad y \quad \theta] = [q_1 \quad q_2 \quad q_3]$$

$$\mathcal{L} = \frac{1}{2} m \dot{q}_1^2 + \frac{1}{2} m \dot{q}_2^2 + \frac{1}{2} I \dot{q}_3^2$$

$$\text{L.E.: } x: \quad \frac{-\partial \mathcal{L}}{\partial x} + \frac{d}{dt} \frac{\partial \mathcal{L}}{\partial \dot{x}} = Q_x$$

$$m\ddot{x} = Q_x$$

$$y: \quad m\ddot{y} = Q_y$$

$$\theta: \quad I\ddot{\theta} = Q_\theta$$

$$Q_x dx = \vec{F} \cdot \underline{d\vec{r}_c}$$

when only $dx \neq 0$

$$= F_x dx$$

$$Q_x = F_x$$

also $Q_y = F_y$

$$Q_\theta d\theta = \vec{F} \cdot \vec{r}_c$$

└ when only $d\theta \neq 0$

$$= \vec{F} \cdot \frac{\partial \vec{r}_c}{\partial \theta} d\theta$$

$$Q_\theta = \vec{F} \cdot \frac{\partial \vec{r}_c}{\partial \theta}$$

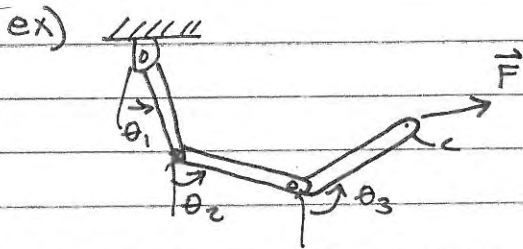
} 3rd column of $J_{2 \times 3}$ dotted w/ \vec{F}

$$Q_\theta = (\vec{r}_{c/A} \times \vec{F}) \cdot \vec{k}$$

Can supplement eqns w/ kinematic constraint eqs:
e.g. $\ddot{\vec{r}}_c = \vec{0}$

Solve constrained eqns

\Rightarrow set of DAEs



Calc q_{θ_1} , q_{θ_2} , q_{θ_3}

look at work done by changing each θ

$$\vec{a}_c = \vec{0}$$

3 diff eqn + 2 constraint eqns



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