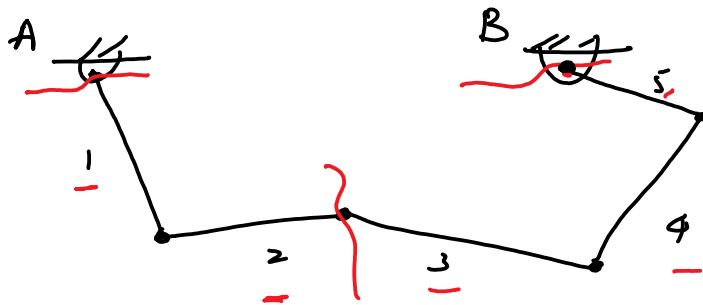
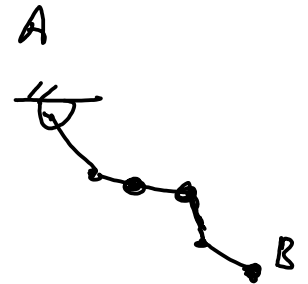


Modelling, simulation & animation of closed-loop systems.

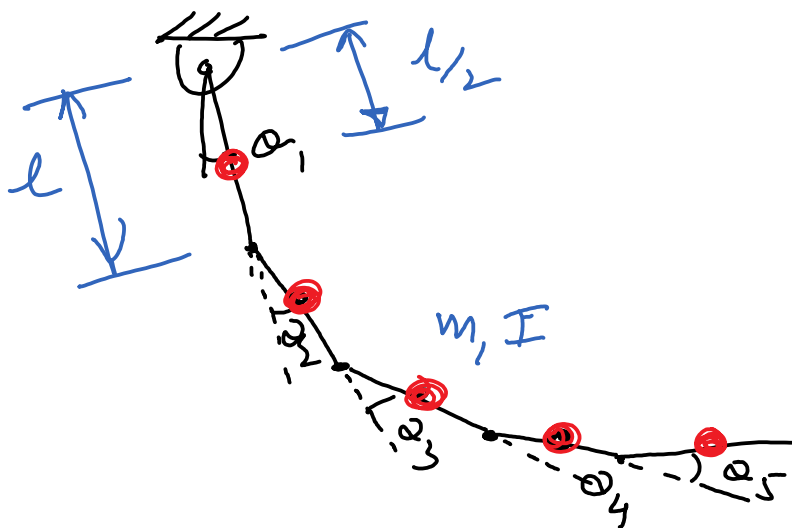


- 1) Break the system Break at B.
- 2) Derive equations of 5-link pendulum  
Euler-Lagrange (E-L)
- 3) Enforce the closed-loop at B using jacobian.



Use  $Q_j$  on the right side of E-L to enforce constraints at B.

2)



## Euler-Lagrange

1) Find positions & velocity  
- look at double pendulum

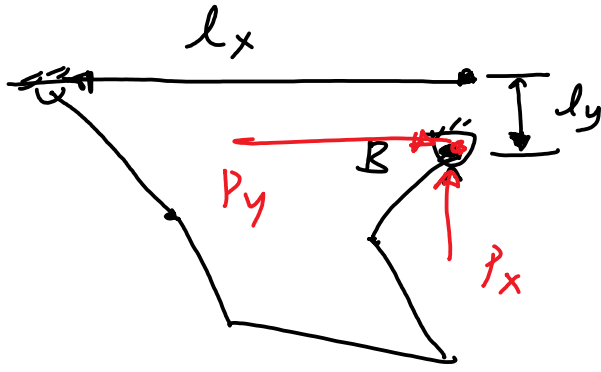
2)  $L = T - V$

3) 
$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_j} \right) - \frac{\partial L}{\partial q_j} = Q_j$$

$q_j = \theta_1, \theta_2, \theta_3, \theta_4, \theta_5 \Rightarrow 5$  equations

$Q_j = 0$  (for pendulum that has no external forces)

Next, head to MATLAB



$B(x_B, y_B)$

$P_x, P_y = ?$

$\underline{\underline{a_B = 0}} = \ddot{x}_B$   
 $\ddot{y}_B = 0$

Closed-loop.

(3)

$$\frac{d}{dt} \left( \frac{\partial \mathcal{L}}{\partial \dot{q}_j} \right) - \frac{\partial \mathcal{L}}{\partial q_j} = Q_j = 5 \times 1$$

}  $\textcircled{I}$

$Q_j = \text{torques at } \underline{j=1, 2, 3, 4, 5}$

$$= J_B^T P = \begin{bmatrix} P_x \\ P_y \end{bmatrix}$$

$$J_B = \begin{bmatrix} \partial x_B / \partial \theta_1 & \partial x_B / \partial \theta_2 & \dots & \partial x_B / \partial \theta_5 \\ \partial y_B / \partial \theta_1 & \partial y_B / \partial \theta_2 & \dots & \partial y_B / \partial \theta_5 \end{bmatrix}$$

2x5

$$= \underbrace{J_B^T}_{5 \times 2} P_{2 \times 1} = 5 \times 1$$

$$[M(\theta) \ddot{\theta} + C(\theta, \dot{\theta}) \dot{\theta} + G(\theta)] = \tau_{\text{motor}} + \underline{J_B^T} P$$

$\begin{matrix} 5 \times 1 \\ \text{=} \\ \text{?} \end{matrix}$ 
 $2 \times 1 = ?$

5 equations

7 unknowns

We are missing 2 constraint  $\underline{\ddot{x}_B} = \underline{\ddot{y}_B} = 0$

$$\begin{pmatrix} \dot{x}_B \\ \dot{y}_B \end{pmatrix} = \underline{J_B} \dot{\theta} \quad \Rightarrow \quad \underline{\dot{z}_B} = \underline{J_B} \dot{\theta}$$

$\begin{matrix} 2 \times 5 & 5 \times 1 \\ \hline 2 \times 1 \end{matrix}$

$$0 = \underline{\ddot{z}_B} = \begin{pmatrix} \ddot{x}_B \\ \ddot{y}_B \end{pmatrix} = \underline{J_B} \ddot{\theta} + \underline{\dot{J}_B} \dot{\theta} \quad - \text{2 more equations}$$

$\begin{matrix} 2 \times 5 \end{matrix}$

Summary

$$\underline{M} \ddot{\theta} + \underline{C} \dot{\theta} + \underline{G} - \underline{J_B^T} P = 0$$

$$\underline{J_B} \ddot{\theta} + \underline{\dot{J}_B} \dot{\theta} = 0$$

$$\Rightarrow \begin{bmatrix} M & -J_B^T \\ J_B & 0 \end{bmatrix} \begin{bmatrix} \ddot{\theta} \\ P \end{bmatrix} = \begin{bmatrix} -C\dot{\theta} - G \\ -\dot{J}_B \dot{\theta} \end{bmatrix}$$

# Pendulum

$$M\ddot{\theta} = -C\dot{\theta} - G$$

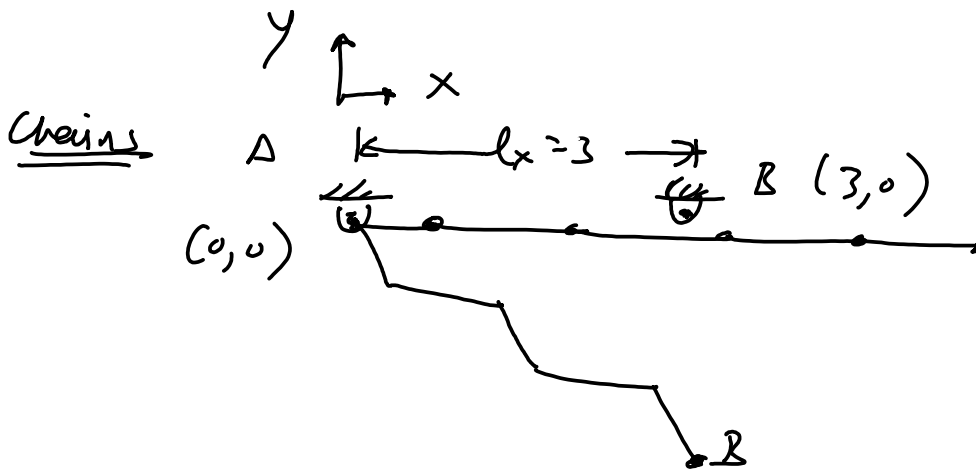
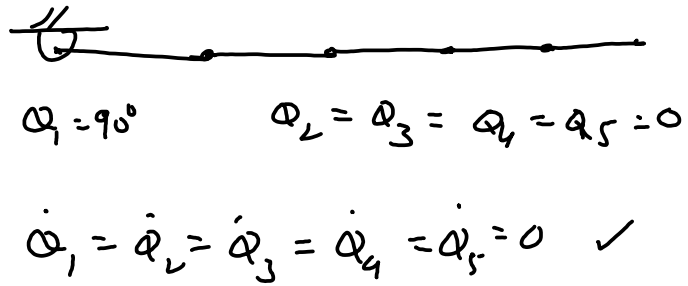
Chain

$$\begin{bmatrix} M & -J_B^T \\ J_B & 0 \end{bmatrix} \begin{bmatrix} \ddot{\theta} \\ p \end{bmatrix} = \begin{bmatrix} -C\dot{\theta} - G \\ -J_B \dot{\theta} \end{bmatrix}$$

↑  
forces at B

$$\begin{matrix} 5 \times 1 \\ 2 \times 1 \end{matrix} \begin{bmatrix} \ddot{\theta} \\ p \end{bmatrix} = \begin{bmatrix} M & -J_B^T \\ J_B & 0 \end{bmatrix}^{-1} \begin{bmatrix} -C\dot{\theta} - G \\ -J_B \dot{\theta} \end{bmatrix}$$

Simulations  
Pendulums



Need to ensure  $q_1, q_2, q_3, q_4, q_5$  are such that

①  $\left. \begin{array}{l} x_B = l_x = 3 \\ y_B = l_y = 0 \end{array} \right\}$

→ Inverse kinematics to get  $\left. \begin{array}{l} \text{Use fsolve} \\ \text{2 outputs} \\ \text{5 inputs} \end{array} \right\}$

$q_1, \dots, q_5$

②  $\left. \begin{array}{l} \dot{x}_B = 0 \\ \dot{y}_B = 0 \end{array} \right\}$

find  $q_1, q_2, q_3, q_4, q_5$  such that

fsolve — 2 outputs  $\dot{q}_1, \dot{q}_2, \dots, \dot{q}_5$

5 inputs  $q_1, q_2, \dots, q_5$