

2D Dynamics

Newton's law (2nd law)

$$F = ma$$

$$T = I\alpha$$

a = linear acceleration

α = angular "

m = mass

I = inertia

F, T = Force, Torque

- ① Free Body Diagram X
 - ② Use Newton's laws X
 $F = ma$ / $T = I\alpha$
 - ③ Given F, T, m, I ✓
solve for a, α — Equations of motion (EOM)
- UGrad dynamics

Euler-Lagrange Method

- Compute EOM without using Free Body Diagrams

Algorithm for Euler-Lagrange Method

- ① Write down the equations for the position and velocity of the center of mass of objects/links with respect to world frame

→ Homogenous transformation

$$g^0 = H_i^0 g^i$$

Use Jacobian

$$\underline{v}_G = \underline{J}_G \dot{q}$$

② $\mathcal{L} = T - V$

\mathcal{L} - Lagrangian

$$T = \frac{1}{2} \sum_{i=1}^n (m_i v_i^2 + I_i \omega_i^2) \quad \text{kinetic energy}$$

v_i = linear speed

ω_i = angular speed

$$V = \sum_{i=1}^n m_i g_i y_{G_i} + \frac{1}{2} \sum_{i=1}^n k_{p_i} (r_{p_i} - r_{p_0})^2$$

g_i - gravity

k_{p_i} - spring constant

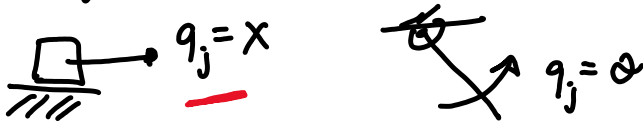
r_{p_i}, r_{p_0} - spring length, spring length in rest configuration

③ Equations of motion

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

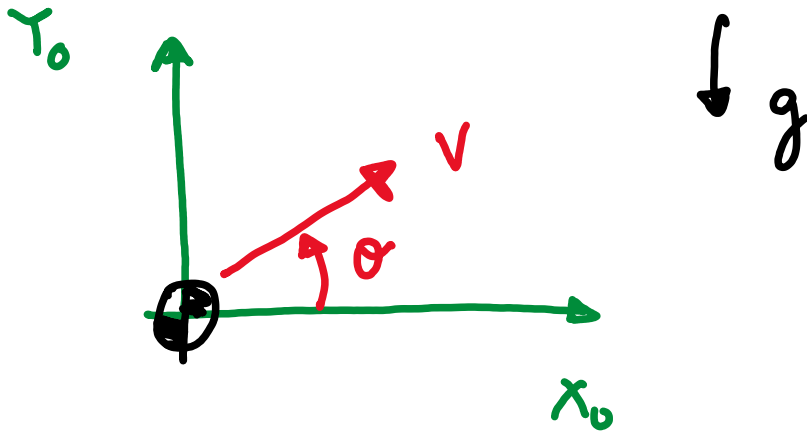
Same as
 $F = ma$
 $T = I\alpha$

q_j = degrees of freedom



Q_j - External force including damping

EXAMPLE: Projectile motion under a quadratic drag force



Derive the equations of motion

Quadratic drag (F_d): $\vec{F}_d = -c v^2 \hat{v}$

v^2 - magnitude of the drag force

\hat{v} - unit vector along velocity

$\vec{v} = \dot{x} \hat{i} + \dot{y} \hat{j}$ \hat{i}, \hat{j} unit vectors along x -, y -

$v^2 = |\vec{v}|^2 = \dot{x}^2 + \dot{y}^2$ $c = \text{constant}$

$\hat{v} = \frac{\vec{v}}{|\vec{v}|} = \frac{\dot{x} \hat{i} + \dot{y} \hat{j}}{\sqrt{\dot{x}^2 + \dot{y}^2}}$

$$|v|$$

$$\sqrt{\dot{x}^2 + \dot{y}^2}$$

$$F_d = -c \underline{v^2} |\hat{v}|$$

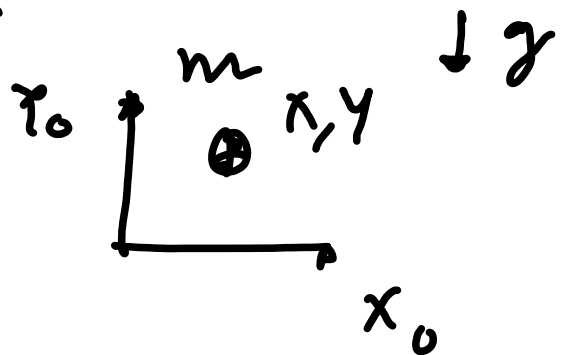
$$= -c \underline{(\dot{x}^2 + \dot{y}^2)} \left[\frac{\dot{x} \hat{i} + \dot{y} \hat{j}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right]$$

$$F_d = \underbrace{-c \sqrt{\dot{x}^2 + \dot{y}^2} \dot{x}}_{F_{dx}} \hat{i} - \underbrace{c \sqrt{\dot{x}^2 + \dot{y}^2} \dot{y}}_{F_{dy}} \hat{j}$$

Euler-Lagrange Equations

① positions: x, y

velocities: \dot{x}, \dot{y}



② $\mathcal{L} = T - V$

$$T = \frac{1}{2} m \underline{v^2} = \frac{m}{2} (\dot{x}^2 + \dot{y}^2)$$

$$V = mgy$$

$$\mathcal{L} = \frac{m}{2} (\dot{x}^2 + \dot{y}^2) - mgy$$

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

$$q_j = \underline{x}, y \quad ; \quad Q_j = \underline{F}_{dx}, \underline{F}_{dy}$$

(i) $q_j = x$:

$$\frac{d}{dt} \left(\frac{\partial}{\partial \dot{x}} \left[\frac{m}{2} (\dot{x}^2 + \dot{y}^2) - mgy \right] \right) - \frac{\partial}{\partial x} \left[\frac{m}{2} (\dot{x}^2 + \dot{y}^2) - mgy \right] = F_{dx}$$

$$\frac{d}{dt} \left(m \dot{x} \right) - 0 = F_{dx}$$

$$\frac{d}{dt} (m \dot{x}) = F_{dx}$$

$$m \ddot{x} = F_{dx} = -c \sqrt{\dot{x}^2 + \dot{y}^2} \dot{x}$$

$$\ddot{x} = -\frac{c}{m} \sqrt{\dot{x}^2 + \dot{y}^2} \dot{x}$$

$$(ii) q_j = y$$

$$\frac{d}{dt} \left(\frac{\partial}{\partial \dot{y}} \left[\frac{m}{2} (\dot{x}^2 + \dot{y}^2) - mgy \right] \right) - \frac{\partial}{\partial y} \left[\frac{m}{2} (\dot{x}^2 + \dot{y}^2) - mgy \right] = F_{dy}$$

$$\frac{d}{dt} \left(m [0 + \dot{y}] - 0 \right) - [0 + 0 - mg] = F_{dy}$$

$$m \ddot{y} + mg = F_{dy} = -c \sqrt{\dot{x}^2 + \dot{y}^2} \dot{y}$$

$$\ddot{y} = -\frac{c}{m} \sqrt{\dot{x}^2 + \dot{y}^2} \dot{y} - g$$

④ Simulate the system : Integrate the equations of motion

- h : step size
- h fixed { (a) Euler's method
(b) Runge - kutta's method (RK4)
- h variable (c) Adaptive Runge - kutta method
- ode 45

$z = \text{odeint}(\text{ode fn}, \text{init-cond}, t, \text{arguments})$
python integration (c) $\rightarrow [x_0, v_{x0}, y_0, v_{y0}]$

odefn: x, v_x, y, v_y
 \ddot{x} \ddot{y}

$$\begin{aligned}\dot{x} &= v_x \\ \dot{v}_x &= -\frac{c}{m} \sqrt{v_x^2 + v_y^2} v_x \\ \dot{y} &= v_y \\ \dot{v}_y &= -\frac{c}{m} \sqrt{v_x^2 + v_y^2} v_y - g\end{aligned}$$