Chapter 2 – Single DOF Forced Vibration

Step Inputs (Sec. 2.2)

Instantaneous change between 2 (desired) states/setpoints

Can be a change in position, velocity, accel., force, etc.

ex) Move from point A to point B right now Change velocity from 0 to 60 mph (right now)

Note: The book calls "position-based" inputs seismic inputs.



Intuitively, we know that the solution is oscillation about the steady-state offset, so let's assume a solution of the form:

$$X(t) = X_{0} + e^{i\omega_{0}t} (a cascult + bsinult)$$
Steady-state Urbaction and it
offset Note: The back calls this variable C
Naw, just use initial conditions to solve for a and b:

$$X(0) = 0$$

$$X(0) = 0$$

$$X(0) = X_{0} = 0$$

$$X(0) = X_{0} = 0$$

$$X(0) = X_{0} = 0$$

$$X(0) = -\xi \omega_{n} e^{i\omega_{0}t} (a cascult + b sinult) + e^{-\xi \omega_{0}t} (-a\omega_{0} sinult + b\omega_{0} cascult)$$

$$(a = -X_{0} + b\omega_{0} = 0$$

$$X(0) = -\xi \omega_{n} a + b\omega_{0} = 0$$

$$D = \frac{\xi \omega_{n} x_{0}}{\omega_{n} (\omega_{0})^{2}} = \frac{-\xi x_{0}}{(1-\xi^{2})^{2}}$$

$$D = \frac{\xi \omega_{n} x_{0}}{\omega_{n} (\omega_{0})^{2}} = \frac{-\xi x_{0}}{(1-\xi^{2})^{2}}$$

Step Inputs (cont.)



Controls Preview/Review

For 2nd-order underdamped systems, all of these performance measures can be written in closed-form as functions of the natural frequency and damping ratio.

They are also often used as specifications for control systems.

Harmonic, Seismic (Position) Inputs (Sec. 2.3)



Now, we want to continue to move the mass "back-and-forth" indefinitely.

<u>Q</u>: What happens to this system respose (x) if we *slowly* move y (the input) between two positions?

It should track y pretty well.

Q: What if we change our input (y) rapidly?

(Almost) nothing. We create very little motion in x.

Q: What if we move y "back-and-forth" at the system's natural frequency?

Theory - amp. of vibration increases toward infinity <--- Resonance

Actual - amp. increases until somthing breaks.



Undamped Response to Harmonic, Seismic Inputs



(Remember This is the <u>undamped</u>) solution Undamped Response to Harmonic, Seismic Inputs (cont.)

Q: What does the cosine terms disappearing mean physically? (given the input is a sine wave)

The response is either exactly: in-phase - x is always moving in the same direction as y

or

out-of-phase - x is always moving in the opposite direction of y





Normalization

We like to have more "general" ideas of the solution. So, let's normalize to remove the natural frequency from the response.

To do so, let's divide the numerator and denominator by the natural frequency squared.

We found the solution to be
$$x(t) = \left[\frac{(\lambda_n^2)}{(\lambda_n^2 + v^2)}\right] \overline{y} \sin v t \frac{1}{2} + \frac{1}{2} + \frac{1}{2} \sin v t \frac{1}{2} + \frac{1}{2} \sin v t \frac{1}{2} + \frac{1}{2} +$$



<u>Q</u>: What would a similar (frequency response) plot for the acceleration of m look like?



Q: When might we care about acceleration?

When a human involved – we "feel" accleration (F=ma) (or force/accel. sensitive equipment)

Q: What happens if the input is a "direct" force instead?



We should expect similar characteristics.

Direct Force Excitation with No Damping (Sec. 2.4)





Normalization

We can also normalize this by using the nondimensional frequency, ${\mathcal Q}$.

To even further normalize, we can scale the amplitude such that it is 1 when the excitation frequency is 0.

