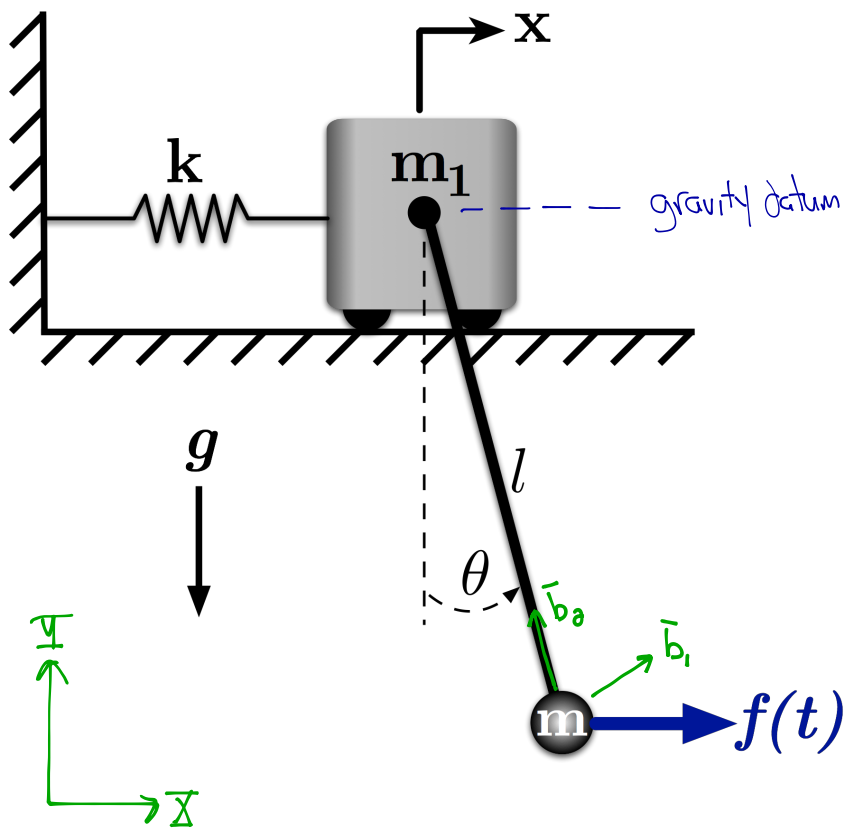


## Example



2 bodies, 2 DOF  $\rightarrow$  2 generalized coords and 2 Eq of Motion

Use generalized coords  $(x, \theta)$

The velocity of  $m_1$  is  $\dot{x}$ .

Q: What is the velocity of  $m$ ?

It depends on both  $x$  and  $\theta$

$$\vec{v}_2 = \dot{x}\vec{i} + l\dot{\theta}\vec{b}_1 \leftarrow \vec{b}_1 = \cos\theta\vec{i} + \sin\theta\vec{j}$$

$$= (\dot{x} + l\dot{\theta}\cos\theta)\vec{i} + (l\dot{\theta}\sin\theta)\vec{j}$$

Q: What should we choose as the gravity datum?

Let's choose the attachment point

(The book chooses the "lowest" pendulum point)

Now, form the energies, then the Lagrangian.

$$T = \frac{1}{2}m_1\dot{x}^2 + \frac{1}{2}m\vec{v}_2^T\vec{v}_2 = \frac{1}{2}m_1\dot{x}^2 + \frac{1}{2}m[(\dot{x} + l\dot{\theta}\cos\theta)\vec{i} + (l\dot{\theta}\sin\theta)\vec{j}] \cdot [(\dot{x} + l\dot{\theta}\cos\theta)\vec{i} + (l\dot{\theta}\sin\theta)\vec{j}]$$

(or  $\frac{1}{2}m\vec{v}_2 \cdot \vec{v}_2$ )

$$T = \frac{1}{2}m_1\dot{x}^2 + \frac{1}{2}m[(\dot{x} + l\dot{\theta}\cos\theta)^2 + (l\dot{\theta}\sin\theta)^2] \leftarrow \text{Total Kinetic energy}$$

$$V = V_{gr} + V_{sp} \quad V_{gr} = mgh = -mgl\cos\theta \quad \text{and} \quad V_{sp} = \frac{1}{2}kx^2$$

$$V = -mgl\cos\theta + \frac{1}{2}kx^2 \leftarrow \text{Total potential energy}$$

$$L = T - V \leftarrow \text{Lagrangian}$$

Q: What about the external force,  $f(t)$ ?  $\leftarrow$  We have to find the  $Q_i$  terms for Lagrange's Eq.

To do so, we'll use virtual displacements and virtual work

We know that  $\vec{v}_2 = (\dot{x} + l\dot{\theta}\cos\theta)\vec{i} + (l\dot{\theta}\sin\theta)\vec{j} \leftarrow$  This is the point the force is applied. We'll use this velocity to figure out the virtual displacements.

$$\frac{d\vec{r}_2}{dt} = \left(\frac{dx}{dt} + l\frac{d\theta}{dt}\cos\theta\right)\vec{i} + \left(l\frac{d\theta}{dt}\sin\theta\right)\vec{j} \leftarrow \text{multiply by } dt \text{ and replace } dq_i \text{ with } \delta q_i$$

$$\delta\vec{r}_2 = (\delta x + l\delta\theta\cos\theta)\vec{i} + (l\delta\theta\sin\theta)\vec{j} \leftarrow \text{virtual displacement of } m$$

## Example (cont.)

To find  $Q_i$ , we need to find the virtual work done by the force (= Force  $\cdot$  virtual displacement)

$$\delta W = f \bar{I} \cdot \delta \vec{r}_2 = f \bar{I} \cdot [ (dx + l d\theta \cos\theta) \bar{I} + (l d\theta \sin\theta) \bar{J} ] = F(dx + l d\theta \cos\theta)$$

$$\delta W = \underbrace{F dx}_{Q_1 \delta q_1} + \underbrace{(Fl \cos\theta) d\theta}_{Q_2 \delta q_2}$$

Now, apply Lagrange's Eq for each  $q_i$  -  $\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_i} \right) - \frac{\partial L}{\partial q_i} = Q_i$

$$\underline{q_1 = x}$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{x}} \right) - \frac{\partial L}{\partial x} = Q_1$$

$$\frac{\partial L}{\partial \dot{x}} = m_1 \dot{x} + \frac{1}{2} m [ 2(x + l\theta \cos\theta) ]$$

$$\frac{\partial L}{\partial x} = -kx$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{x}} \right) = m_1 \ddot{x} + m(\ddot{x} + l\ddot{\theta} \cos\theta - l\dot{\theta}^2 \sin\theta)$$

$$Q_1 = F$$

$$(m_1 + m)\ddot{x} + ml\ddot{\theta} \cos\theta - ml\dot{\theta}^2 \sin\theta + kx = F$$

$$\underline{q_2 = \theta}$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\theta}} \right) - \frac{\partial L}{\partial \theta} = Q_2$$

$$\frac{\partial L}{\partial \dot{\theta}} = \frac{1}{2} m [ 2(x + l\theta \cos\theta)(l \cos\theta) + 2(l\theta \sin\theta)(l \sin\theta) ]$$

$$= m [ lx \cos\theta + l^2 \dot{\theta} \cos^2\theta + l^2 \dot{\theta} \sin^2\theta ] = m(lx \cos\theta + l^2 \dot{\theta})$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\theta}} \right) = m(l\dot{x} \cos\theta - l\dot{x} \dot{\theta} \sin\theta + l^2 \ddot{\theta})$$

$$\frac{\partial L}{\partial \theta} = \frac{1}{2} m [ 2(x + l\theta \cos\theta)(-l\dot{\theta} \sin\theta) + 2(l\theta \sin\theta)(l\dot{\theta} \cos\theta) ] - mgl \sin\theta$$

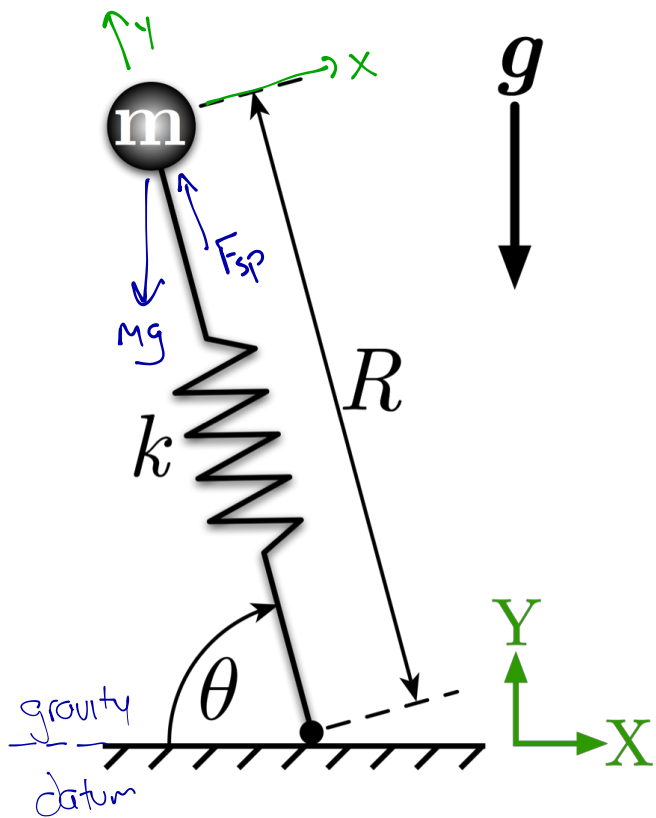
$$= m [ -l\dot{x} \dot{\theta} \sin\theta - gl \sin\theta ]$$

$$Q_2 = fl \cos\theta$$

$$m(l\dot{x} \cos\theta - l\dot{x} \dot{\theta} \sin\theta + l^2 \ddot{\theta}) - m(-l\dot{x} \dot{\theta} \sin\theta - gl \sin\theta) = fl \cos\theta$$

$$ml^2 \ddot{\theta} + ml\dot{x} \cos\theta + mgl \sin\theta = fl \cos\theta$$

## Example



Spring Loaded Inverted Pendulum (SLIP) Model  
often used to model walking

Here, we'll assume we're always in contact with the ground

$L_0 \equiv$  equil length of the spring

$$\bar{q} = (R, \theta)$$

$$\bar{U}_m = R\dot{\theta}\bar{c} + \dot{R}\bar{j}$$

$$T = \frac{1}{2}m\dot{\bar{U}}_m \cdot \dot{\bar{U}}_m = \frac{1}{2}m(R\dot{\theta}^2 + \dot{R}^2)$$

This would be called  
the stance phase  
of locomotion

$$V = U_{\text{grav}} + U_{\text{sp}}$$

$$U_{\text{grav}} = mgR \sin \theta$$

$$U_{\text{sp}} = \frac{1}{2}k\Delta^2 = \frac{1}{2}k(R - L_0)^2$$

$$V = mgR \sin \theta + \frac{1}{2}k(R - L_0)^2$$

$$L = T - V = \frac{1}{2}mR^2\dot{\theta}^2 + \frac{1}{2}m\dot{R}^2 - mgR \sin \theta - \frac{1}{2}k(R - L_0)^2$$

Now, write Lagrange's Equations for each gen. coord

for  $q_1 = R$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{R}} \right) - \frac{\partial L}{\partial R} = 0$$

$$\frac{\partial L}{\partial \dot{R}} = m\dot{R}$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{R}} \right) = m\ddot{R}$$

$$\frac{\partial L}{\partial R} = 2mR\dot{\theta}^2 - mg \sin \theta + k(R - L_0)$$

$$m\ddot{R} - 2mR\dot{\theta}^2 + mg \sin \theta - k(R - L_0) = 0$$

## Example (cont.)

$$L = T - V = \frac{1}{2} m R^2 \dot{\theta}^2 + \frac{1}{2} m \dot{R}^2 - mgR \sin \theta - \frac{1}{2} k (R - L_0)^2$$

for  $q_2 = \theta$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\theta}} \right) - \frac{\partial L}{\partial \theta} = 0$$

$$\frac{\partial L}{\partial \dot{\theta}} = m R^2 \dot{\theta}$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\theta}} \right) = 2mR\dot{R}\dot{\theta} + mR^2\ddot{\theta}$$

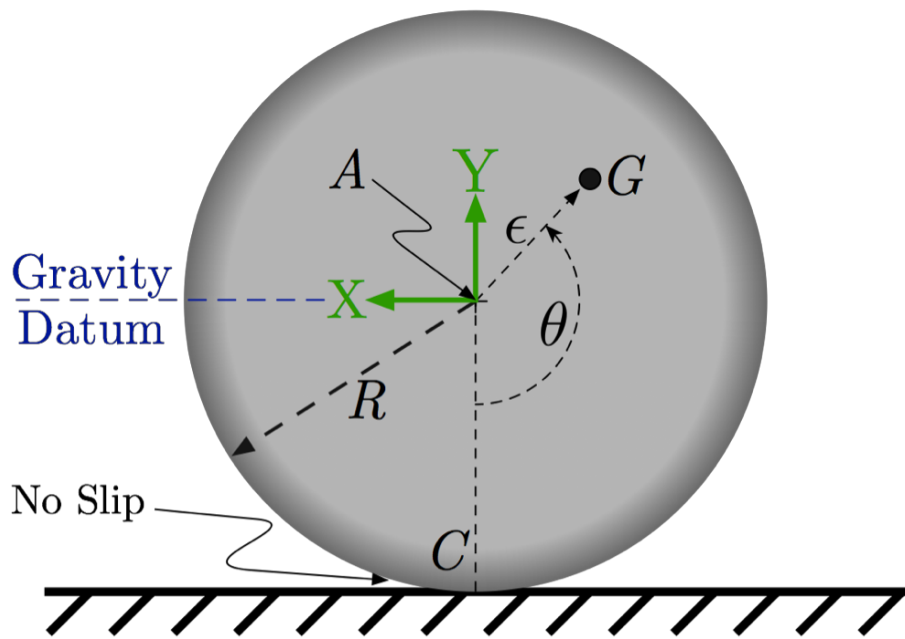
$$\frac{\partial L}{\partial \theta} = -mgR \cos \theta$$

$$2mR\dot{R}\dot{\theta} + mR^2\ddot{\theta} + mgR \cos \theta = 0$$

Q: How would we handle integrating the flight phase? (when foot/spring leaves the ground)

Generate a separate model for that phase. In simulation, we'd need to check for the spring going into extension at each step. At that transition, we'd switch to the flight model, using the system states at that transition as the initial conditions for the flight phase of simulation. During the flight phase of the simulation, we'd check for ground contact at each step of the solution. Once we see contact, we'd use the state at contact as the initial condition for the next stance phase. This process would repeat over the simulation duration.

## Example



What the equations of motion

$$\bar{V}_A = R\dot{\theta}\bar{I}$$

$$\bar{V}_G = \bar{V}_A + \bar{\omega} \times \bar{r}_{G/A} \quad \bar{\omega} = -\dot{\theta}\bar{K}$$

$$= R\dot{\theta}\bar{I} + (-\dot{\theta}\bar{K} \times \epsilon(-\sin\theta\bar{I} - \cos\theta\bar{J}))$$

$$= R\dot{\theta}\bar{I} + (\epsilon\dot{\theta}\sin\theta\bar{J} - \epsilon\dot{\theta}\cos\theta\bar{I})$$

$$\bar{V}_G = (R\dot{\theta} - \epsilon\dot{\theta}\cos\theta)\bar{I} + (\epsilon\dot{\theta}\sin\theta)\bar{J}$$

For kinetic energy, we need to consider both translation and rotation

$$T = \frac{1}{2} I_{\text{disk}, z_{zz}} \dot{\theta}^2 + \frac{1}{2} m \bar{V}_G \cdot \bar{V}_G = \frac{1}{2} I_{zz} \dot{\theta}^2 + \frac{1}{2} m \left( (R\dot{\theta} - \epsilon\dot{\theta}\cos\theta)^2 + (\epsilon\dot{\theta}\sin\theta)^2 \right)$$

$$= \frac{1}{2} I_{zz} \dot{\theta}^2 + \frac{1}{2} m \left( R^2 \dot{\theta}^2 - 2R\epsilon\dot{\theta}^2 \cos\theta + \epsilon^2 \dot{\theta}^2 \cos^2\theta + \epsilon^2 \dot{\theta}^2 \sin^2\theta \right)$$

$$= \frac{1}{2} I_{zz} \dot{\theta}^2 + \frac{1}{2} m \left( R^2 \dot{\theta}^2 + \epsilon^2 \dot{\theta}^2 - 2R\epsilon\dot{\theta}^2 \cos\theta \right)$$

$$T = \frac{1}{2} (I_{zz} + mR^2 + m\epsilon^2) \dot{\theta}^2 - R\epsilon\dot{\theta}^2 \cos\theta$$

Aside:  $Q_1 = 0$ ... why?

Only potential energy is from the eccentricity,

$$V = mgh = mg(-\epsilon\cos\theta)$$

If assuming no slip, then neither for N or virtual work.

So,  $L = T - V$

$$L = \frac{1}{2} (I_{zz} + mR^2 + m\epsilon^2) \dot{\theta}^2 - mR\epsilon\dot{\theta}^2 \cos\theta + mg\epsilon \cos\theta$$

for  $q = \theta$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\theta}} \right) - \frac{\partial L}{\partial \theta} = 0$$

$$\frac{\partial L}{\partial \dot{\theta}} = (I_{zz} + mR^2 + m\epsilon^2) \dot{\theta} - 2mR\epsilon\dot{\theta} \cos\theta$$

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{\theta}} \right) = (I_{zz} + mR^2 + m\epsilon^2) \ddot{\theta} - 2mR\epsilon\ddot{\theta} \cos\theta + 2mR\epsilon\dot{\theta}^2 \sin\theta$$

$$\frac{\partial L}{\partial \theta} = mR\epsilon\dot{\theta}^2 \sin\theta - mg\epsilon \sin\theta$$

$$(I_{zz} + mR^2 + m\epsilon^2 - 2mR\epsilon \cos\theta) \ddot{\theta} + mR\epsilon\dot{\theta}^2 \sin\theta + mg\epsilon \sin\theta = 0$$