

# Analytical Mechanics: MATLAB

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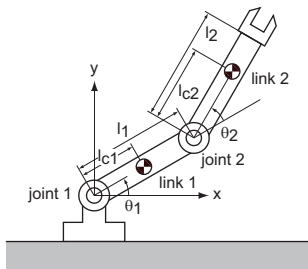
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## Agenda

- 1 Vector and Matrix
- 2 Graph
- 3 Ordinary Differential Equations
- 4 Optimization
- 5 Parameter Passing
- 6 Random Numbers
- 7 Summary

## Problem

We drive a 2-DOF open loop manipulator based on joint PID control.  
Let us simulate the motion of the manipulator.



## Problem

- Step 1. Derive equations of motion (kinematics / dynamics)
- Step 2. Numerically solve the derived equations of motion
- Step 3. Describe the derived numerical solution by graphs or movies (visualization)
- Step 4. Analyze the simulated motion

## Problem

Solving a set of simultaneous linear equations

$$\begin{bmatrix} H_{11} & H_{12} \\ H_{12} & H_{22} \end{bmatrix} \begin{bmatrix} \dot{\omega}_1 \\ \dot{\omega}_2 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \end{bmatrix}$$

↓

Solving a set of ordinary differential equations

$$\begin{aligned} \dot{\theta}_1 &= \omega_1 \\ \dot{\theta}_2 &= \omega_2 \\ \begin{bmatrix} \dot{\omega}_1 \\ \dot{\omega}_2 \end{bmatrix} &= \begin{bmatrix} \cdots (\theta_1, \theta_2, \omega_1, \omega_2) \\ \cdots (\theta_1, \theta_2, \omega_1, \omega_2) \end{bmatrix} \end{aligned}$$

## What is MATLAB?

- 1 Software for numerical calculation
- 2 can handle vectors or matrices directly
- 3 Functions such as ODE solvers and optimization
- 4 Toolboxes for various applications
- 5 both programming and interactive calculation

## What is MATLAB?

### MATLAB environment

MATLAB Total Academic Headcount (TAH)  
MATLAB with all toolboxes is available

### Information

<https://it.support.ritsumei.ac.jp/hc/ja>

## What is MATLAB?

- Install MATLAB into your own PC or mobile
- Sample programs are on the web of the class

## Vector and Matrix

### Column vector

```
x = [ 2; 3; -1 ];
```

### Row vector

```
y = [ 2, 3, -1 ];
```

### Matrix

```
A = [ 4, -2, 1; ...  
      -2, 5, 2; ...  
      -2, 3, 2 ];
```

## Vector and Matrix

Symbol ... implies that the sentence continues.

### Column vector

```
x = [ 2; ...  
      3; ...  
      -1 ];
```

### Column vector

```
x = [ 2; 3; -1 ];
```

## Vector and Matrix

### Multiplication

```
p = A*x;  
q = y*A;
```

```
>> p
```

```
p =
```

```
1  
9  
3
```

```
>>
```

## Vector and Matrix

### Multiplication

```
p = A*x;  
q = y*A;
```

```
>> q
```

```
q =
```

```
4 8 6
```

```
>>
```

## Matrix operations

```
>> A
```

```
A =
```

```
4 -2 1  
-2 5 2  
-2 3 2
```

```
>> A(3,2)
```

```
ans =
```

```
3
```

## Matrix operations

```
>> A
```

```
A =
```

```
4 -2 1  
-2 5 2  
-2 3 2
```

```
>> A(3,2) = 6;
```

```
>> A
```

```
A =
```

```
4 -2 1  
-2 5 2  
-2 6 2
```

## Matrix operations

```
>> A(3,:) = 6;
```

```
ans =
```

```
-2 3 2
```

```
>> A(:,2) = 6;
```

```
ans =
```

```
-2  
5  
3
```

## Matrix operations

```
>> A
```

```
A =
```

```
4 -2 1  
-2 5 2  
-2 3 2
```

```
>> A(:,2) = [ 0; 2; 1 ];
```

```
>> A
```

```
A =
```

```
4 0 1  
-2 2 2  
-2 1 2
```

## Matrix operations

```
>> A
A =
     4     -2     1
    -2     5     2
    -2     3     2

>> A(3,:) = [ 3, -5, -1 ];

>> A
A =
     4     -2     1
    -2     5     2
     3     -5    -1
```

## Matrix operations

```
>> A
A =
     4     -2     1
    -2     5     2
    -2     3     2

>> B = A([1,3],:);

>> B
B =
     4     -2     1
    -2     3     2
```

## Matrix operations

```
>> A
A =
     4     -2     1
    -2     5     2
    -2     3     2

>> C = A(:, [2,1]);

>> C
C =
    -2     4
     5     -2
     3     -2
```

## Basic row operations

```
A(3,:) = 5*A(3,:);      multiply the 3rd row by 5
A(1,:) = A(1,:) + 4*A(2,:); add 4-times of the 2nd row
                        to the 1st row
A([3,1],:) = A([1,3],:); exchange the 1st
                        and the 3rd rows
```

## Solving simultaneous linear equation

```
A = [ 4, -2, 1; ...
      -2, 5, 2; ...
      -2, 3, 2 ];
p = [ 1; 9; 3 ];
Solve a simultaneous linear equation  $Ax = p$ 

>> x = A \ p;
>> x
x =
     2
     3
    -1

>> A*x

ans =
```

## Solving simultaneous linear equation

- operator `\` is general but less effective
- when coefficient matrix is positive-definite and symmetric, apply Cholesky decomposition
- inertia matrices are positive-definite and symmetric

### Cholesky decomposition

positive-definite and symmetric matrix  $M$  can be decomposed as

$$M = U^T U$$

where  $U$  is an upper triangular matrix.

$$Mx = b \implies U^T Ux = b \implies \begin{cases} U^T y = b \\ Ux = y \end{cases}$$

## Cholesky decomposition

program `Cholesky.m`

```
fprintf('Cholesky decomposition\n');
```

```
M = [ 4, -2, -2; ...
      -2, 2, 0; ...
      -2, 0, 3 ];
```

```
U = chol(M);
U
```

```
U'*U
```

## Cholesky decomposition

```
>> Cholesky
Cholesky decomposition
```

```
U =
     2     -1     -1
     0     1     -1
     0     0     1
```

```
ans =
     4     -2     -2
    -2     2     0
    -2     0     3
```

## Cholesky decomposition

program

```
b = [ 4; 2; -7 ];
y = U'\b;
x = U\y;
x
```

result

```
x =
     2
     3
    -1
```

## Graph

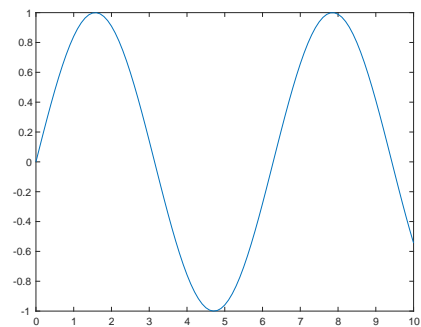
```
>> t = [0:0.1:10]';
t =
     0
    0.1000
    0.2000
    0.3000
     ...
>> x = sin(t)
x =
     0
    0.0998
    0.1987
    0.2955
     ...
```

## Graph

```
>> x = [0:10]';
x =
     0
     1
     2
     3
     ...
>> f = x.*x
f =
     0
     1
     4
     9
     ...
```

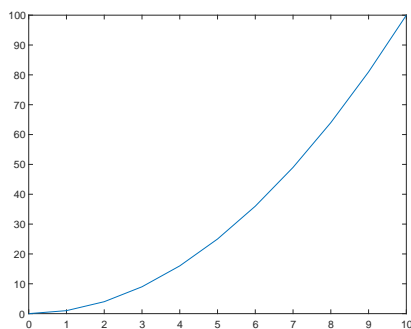
## Graph

```
>> plot(t,x)
```



## Graph

```
>> plot(x,f)
```



## Vectorized functions

Functions such as **cos**, **sin**, **exp**, and **log** accept vectors as their arguments.

$$\sin \begin{bmatrix} 0 \\ \pi/6 \\ \pi/3 \end{bmatrix} = \begin{bmatrix} \sin(0) \\ \sin(\pi/6) \\ \sin(\pi/3) \end{bmatrix} = \begin{bmatrix} 0 \\ 1/2 \\ \sqrt{3}/2 \end{bmatrix}$$

$$\exp \begin{bmatrix} 0 \\ \log 2 \\ \log 3 \end{bmatrix} = \begin{bmatrix} \exp(0) \\ \exp(\log 2) \\ \exp(\log 3) \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

## Element-wise operations

Operators such as **.\*** and **./** perform element-wise operation.

$$\begin{bmatrix} 2 \\ 5 \\ -3 \end{bmatrix} .* \begin{bmatrix} 3 \\ -1 \\ -3 \end{bmatrix} = \begin{bmatrix} 6 \\ -5 \\ 9 \end{bmatrix}$$

$$\begin{bmatrix} 6 \\ -5 \\ 1 \end{bmatrix} ./ \begin{bmatrix} 3 \\ -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 2 \\ 5 \\ 1/2 \end{bmatrix}$$

## Graph

file draw\_graph.m

```
t = [0:0.1:10]';
x = sin(t);
plot(t,x);
title('time and position'); % title of the graph
xlabel('time'); % label of horizontal axis
ylabel('position'); % label of vertical axis
ylim([-1.5,1.5]); % range of vertical axis
saveas(gcf,'draw_sine_graph.png');
% save the graph to the specified file
```

running file draw\_graph.m draws a graph and save the graph to an image file.

## Solving Ordinary Differential Equations

van der Pol equation

$$\ddot{x} - 2(1 - x^2)\dot{x} + x = 0$$

↓

$$\begin{cases} \dot{x} = v \\ \dot{v} = 2(1 - x^2)v - x \end{cases}$$

↓

$$\mathbf{q} = \begin{bmatrix} x \\ v \end{bmatrix}, \quad \dot{\mathbf{q}} = \mathbf{f}(t, \mathbf{q}) = \begin{bmatrix} v \\ 2(1 - x^2)v - x \end{bmatrix}$$

## Solving Ordinary Differential Equations

File `van_der_Pol.m` describes function  $\mathbf{f}(t, \mathbf{q})$

```
function dotq = van_der_Pol (t, q)
    x = q(1);
    v = q(2);
    dotx = v;
    dotv = 2*(1-x^2)*v - x;
    dotq = [dotx; dotv];
end
```

File name "van\_der\_Pol" should be consistent to function name "van\_der\_Pol".

## Solving Ordinary Differential Equations

Program `van_der_Pol_solve.m`

```
interval = 0.00:0.10:10.00;
qinit = [ 2.00; 0.00 ];
[time, q] = ode45(@van_der_Pol, interval, qinit);
```

## Solving Ordinary Differential Equations

Draw a graph of time  $t$  and variable  $x$

```
plot(time, q(:,1), '-');
```

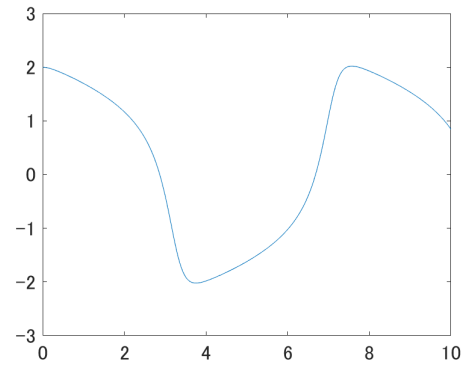
Draw a graph of time  $t$  and variable  $v$

```
plot(time, q(:,2), '-');
```

'-' solid line  
'--' broken line  
'-.' dot-dash line  
'.' dotted line

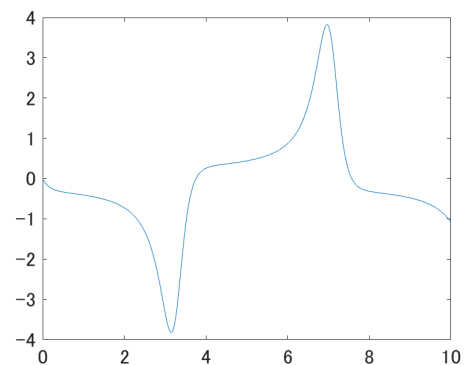
## Solving Ordinary Differential Equations

graph of time  $t$  and variable  $x$



## Solving Ordinary Differential Equations

graph of time  $t$  and variable  $v$



## Optimization

Minimizing Rosenbrock function

$$\text{minimize } f(x_1, x_2) = 100(x_2 - x_1^2)^2 + (1 - x_1)^2$$

File `Rosenbrock.m`

```
function f = Rosenbrock( x )
    x1 = x(1); x2 = x(2);
    f = 100*(x2 - x1^2)^2 + (1 - x1)^2;
end
```

## Optimization

File `Rosenbrock_minimize.m`

```
xinit = [ -1.2; 1.0 ];
[xmin, fmin] = fminsearch(@Rosenbrock, xinit);
xmin
fmin
```

Result

```
>> Rosenbrock_minimize
xmin =
    1.0000
    1.0000
fmin =
    8.1777e-10
```

## ODE with Parameter

ordinary differential equation

$$\ddot{x} + b\dot{x} + 9x = 0$$

where  $b$  is a parameter

↓

$$\dot{x} = v$$

$$\dot{v} = -bv - 9x$$

## Global Variable

Function

```
function dotq = damped_vibration (t, q)
    global b;
    x = q(1); v = q(2);
    dotx = v; dotv = -b*v - 9*x;
    dotq = [dotx; dotv];
end
```

Program

```
global b;
interval = [0,10];
qinit = [2.00;0.00];
b = 1.00;
[time,q] = ode45(@damped_vibration,interval,qinit);
```

## Nested Function

Function with arguments of time, state variable vector, and parameter

```
function dotq = damped_vibration_param (t, q, b)
    x = q(1); v = q(2);
    dotx = v; dotv = -b*v - 9*x;
    dotq = [dotx; dotv];
end
```

Program

```
interval = [0,10];
qinit = [2.00;0.00];
b = 1.00;
damped_vibration = @(t,q) damped_vibration_param (t,q,b);
[time,q] = ode45(damped_vibration,interval,qinit);
```

## Global Variable vs Nested Function

### Global Variable

Simple program

Global variables may conflict against local variables

### Nested Function

Somewhat complicated

Must perform function definition whenever parameter values change

Never conflict with other variables

## Uniform Random Numbers

Uniform Random Numbers in interval (0, 1)

```
rng('shuffle', 'twister');
for k=1:10
    x = rand;
    s = num2str(x);
    disp(s);
end
```

Symbol `'shuffle'` generates different random numbers whenever the program runs.

## Uniform Random Numbers

Uniform Random Numbers in interval (0, 1)

```
rng(0, 'twister');
for k=1:10
    x = rand;
    s = num2str(x);
    disp(s);
end
```

specifying seed `0` generates unique random numbers whenever the program runs.

## dice.m

```
function k = dice()
% simulating a dice
x = rand;
if x < 1/6.00      k = 1;
elseif x < 2/6.00 k = 2;
elseif x < 3/6.00 k = 3;
elseif x < 4/6.00 k = 4;
elseif x < 5/6.00 k = 5;
else              k = 6;
end
end
```

## dice\_run.m

```
for i=1:10
    s = [];
    for j=1:10
        k = dice();
        s = [s, ' ', num2str(k)];
    end
    disp(s);
end
```

## dice\_run.m

```
>> dice_run
2 4 6 5 6 3 3 4 2 5
4 4 2 1 3 3 5 5 5 1
1 4 2 6 6 2 5 6 4 6
6 4 5 4 1 3 4 4 3 6
5 6 3 4 6 6 5 2 4 1
3 5 6 5 3 5 3 6 6 6
3 3 2 5 6 6 4 4 1 6
3 2 6 5 6 2 5 4 1 3
2 5 2 6 5 3 3 5 6 4
4 2 3 5 6 5 1 5 3 3
>> dice_run
1 5 2 2 3 3 4 4 3 3
4 4 6 5 3 5 1 1 1 1
2 2 1 4 1 1 4 6 6 4
6 4 4 2 3 3 1 6 1 3
```

## Summary

### Numerical calculation using MATLAB

- linear calculation (vectors and matrices)
- solving simultaneous linear equations
- solving ordinary differential equations numerically
- optimization
- parameter passing
- random numbers