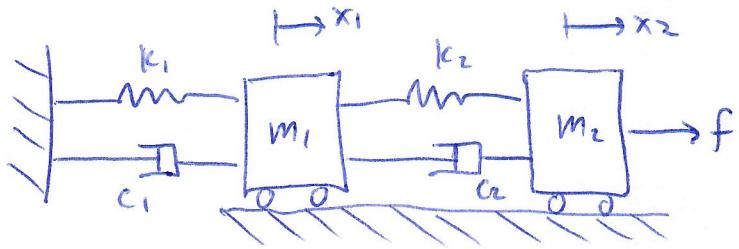


# ME 4555 - Lecture 10 - Simscape + Linearity

①

Consider two-mass spring-mass-damper system:



$$\text{with } m_1 = m_2 = 1$$

$$c_1 = c_2 = 1$$

$$k_1 = k_2 = 5$$

Simulink diagram is rather complicated  
(see previous lecture for diagram)

Investigate: (see if you can predict response!)

\* what happens if  $k_1 = 100$  ?

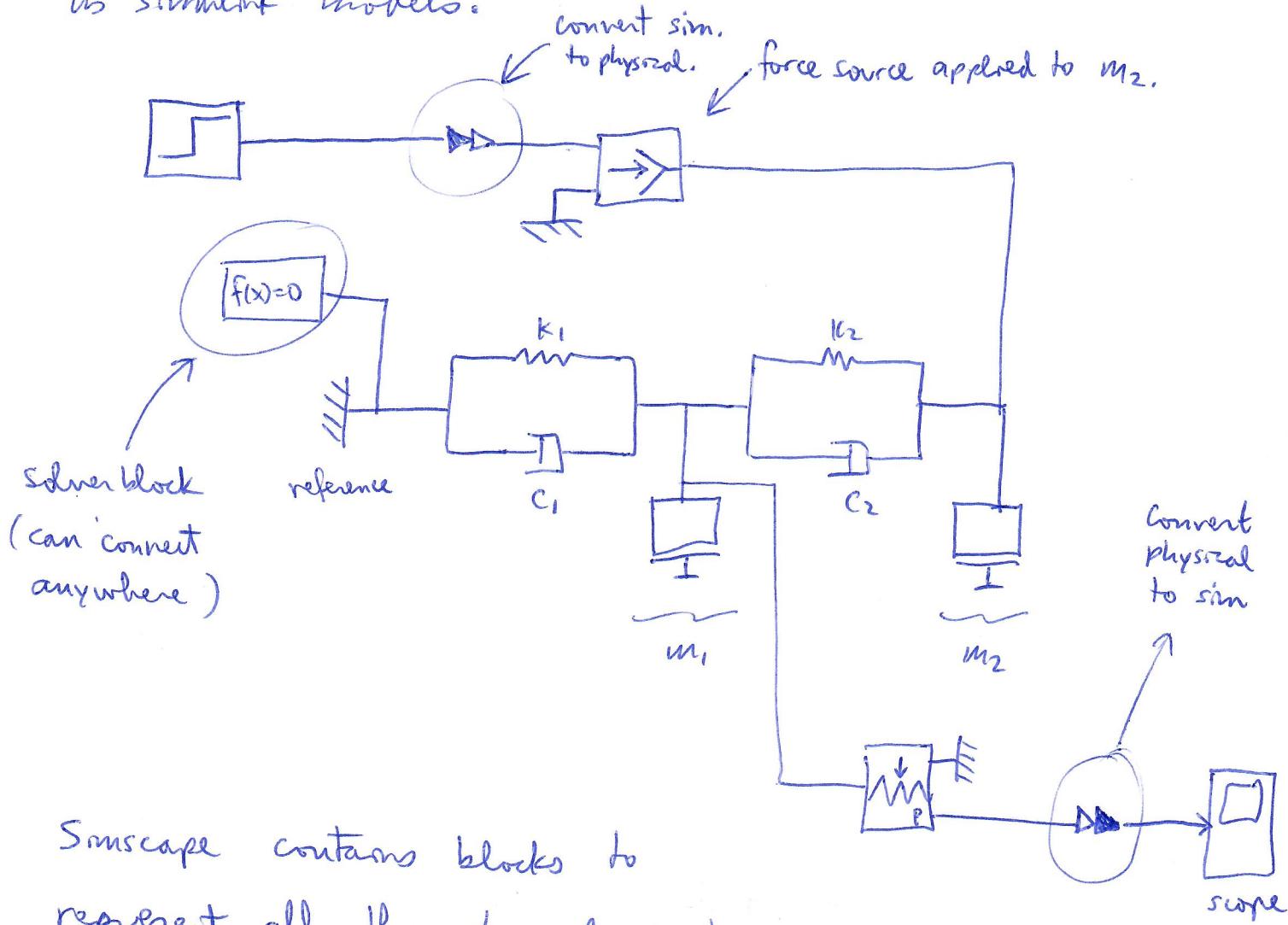
\* what if we also make  $c_2 = 2$  ?

\* what if  $m_1 = 10$  and  $c_2 = 0.1$  ?

Complicated systems can be made into subsystems  
to simplify Simulink model.

②  
New (as of ~2017) functionality in Simulink: Simscape

Allows for a more natural representation of physical systems as Simulink models.



Simscape contains blocks to represent all the physical systems we've modeled in class so far:

electrical, mechanical, motors, hydraulic, and more!

(3)

The systems we've been studying recently

(spring-mass-damper, RLC, ideal motor, op amp, hydraulic)

are "linear time-invariant" (LTI) systems.

They have the following 4 properties (assuming zero initial conditions on all states)

1) homogeneity: scaling the input scales the output.

$$\text{if } u(t) \rightarrow [G] \rightarrow y(t)$$

$$\text{then } k \cdot u(t) \rightarrow [G] \rightarrow k \cdot y(t)$$

2) superposition: adding inputs adds outputs.

$$\text{if } u_1(t) \rightarrow [G] \rightarrow y_1(t)$$

$$\text{and } u_2(t) \rightarrow [G] \rightarrow y_2(t)$$

$$\text{then } u_1(t) + u_2(t) \rightarrow [G] \rightarrow y_1(t) + y_2(t)$$

these together  
are called  
"linearity"

3) time-invariance: delaying input delays output

$$\text{if } u(t) \rightarrow [G] \rightarrow y(t)$$

$$\text{then } u(t-\tau) \rightarrow [G] \rightarrow y(t-\tau) \text{ for all } \tau$$

4) causality: future can't affect the past.

LTI systems have very nice properties we will make use of later on... But how can we check whether a set of ODEs is LTI?

(4)

\* it must only contain terms of the form

$\underbrace{a \cdot x^{(k)}(t)}$  and they must be added together  
constant  $k^{\text{th}}$  derivative of  $x(t)$  or any other signal.

For example:

$$m\ddot{x} + c\dot{x} + kx = f \quad \text{is } \underline{\text{linear}} \text{ (LTI)}$$

$$ml^2\ddot{\theta} + mgl \underbrace{\sin\theta}_{\text{nonlinear term.}} = 0 \quad \text{is } \underline{\text{not linear}} \text{ (not LTI)}$$

$$ml^2\ddot{\theta} + mgl\theta = 0 \quad \text{is LTI once we made the small-angle approximation.}$$

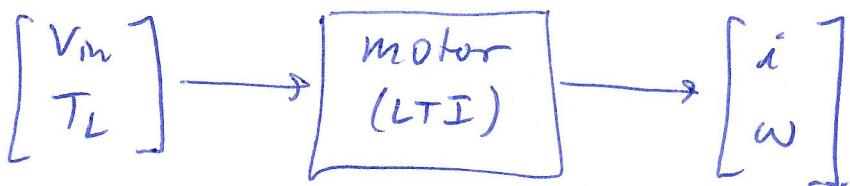
Terms like  $\dot{\theta}^2$ ,  $\sin\theta$ ,  $\theta\dot{\theta}$ , etc... all are nonlinear.

(5)

Linearity also works if there are multiple equations, and multiple signals. For example:

motor equation: 
$$\begin{cases} L \frac{di}{dt} + Ri + K_b \omega = V_{in} \\ J \dot{\omega} + b\omega - k_t i = -T_L \end{cases}$$

→ all terms are linear, so this is an LTI system.



So, for example, if  $\begin{bmatrix} V_{in}^{(1)} \\ T_L^{(1)} \end{bmatrix} \xrightarrow{\text{motor}} \begin{bmatrix} i_1 \\ \omega_1 \end{bmatrix}$   
and  $\begin{bmatrix} V_{in}^{(2)} \\ T_L^{(2)} \end{bmatrix} \xrightarrow{\text{motor}} \begin{bmatrix} i_2 \\ \omega_2 \end{bmatrix}$  then  $\begin{bmatrix} V_{in}^{(1)} + V_{in}^{(2)} \\ T_L^{(1)} + T_L^{(2)} \end{bmatrix} \xrightarrow{\text{motor}} \begin{bmatrix} i_1 + i_2 \\ \omega_1 + \omega_2 \end{bmatrix}$

Can verify directly by combining equations.

if  $m\ddot{x}_1 + c\dot{x}_1 + kx_1 = f_1$   
and  $m\ddot{x}_2 + c\dot{x}_2 + kx_2 = f_2$

$$\left. \begin{array}{l} m\ddot{x}_1 + c\dot{x}_1 + kx_1 = f_1 \\ m\ddot{x}_2 + c\dot{x}_2 + kx_2 = f_2 \end{array} \right\} \Rightarrow m(\ddot{x}_1 + \ddot{x}_2) + c(\dot{x}_1 + \dot{x}_2) + k(x_1 + x_2) = f_1 + f_2$$

$$\frac{d^2}{dt^2}(x_1 + x_2) \quad \frac{d}{dt}(x_1 + x_2)$$

so if  $f_1(t) + f_2(t)$  is used as input, the solution will be  $x_1(t) + x_2(t)$ .