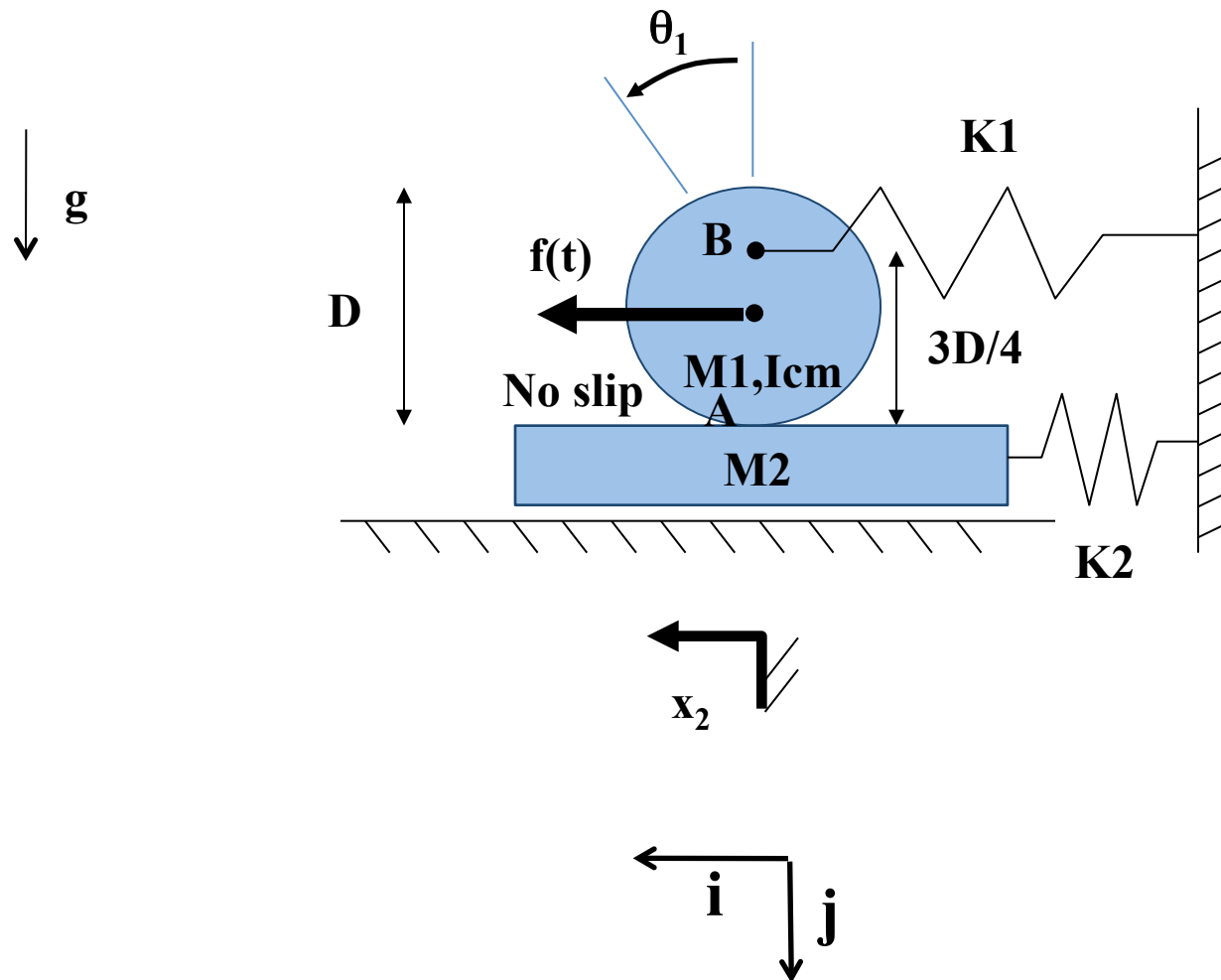


ME 563
Mechanical Vibrations
Lecture #6

Lagrange's Method for
Deriving Equations of Motion
(examples)

Example

Rolling Disc on a Moving Cart



Example

Rolling Disc on a Moving Cart

$$\longrightarrow T = \frac{1}{2} M_1 \dot{x}_1^2 + \frac{1}{2} I_{cm} \dot{\theta}_1^2 + \frac{1}{2} M_2 \dot{x}_2^2$$

$$\longrightarrow V = \frac{1}{2} K_1 x_B^2 + \frac{1}{2} K_2 x_2^2$$

\downarrow **Eliminate constraints**
(keep x_2 and θ_1)

$$\longrightarrow T = \frac{1}{2} M_1 \left(\dot{x}_2 + \frac{D}{2} \dot{\theta}_1 \right)^2 + \frac{1}{2} I_{cm} \dot{\theta}_1^2 + \frac{1}{2} M_2 \dot{x}_2^2$$

$$\longrightarrow V = \frac{1}{2} K_1 \left(x_2 + \frac{3D}{4} \theta_1 \right)^2 + \frac{1}{2} K_2 x_2^2$$

Example

Rolling Disc on a Moving Cart

$$\begin{aligned}
 \rightarrow Q_{\theta_1}^* &= \sum_{i=1}^N (\mathbf{F}_{i,nc}) \cdot \frac{\partial \mathbf{r}_i}{\partial \theta_1} & \rightarrow Q_{x_2}^* &= \sum_{i=1}^N (\mathbf{F}_{i,nc}) \cdot \frac{\partial \mathbf{r}_i}{\partial x_2} \\
 &= \sum_{i=1}^N f(t) \mathbf{i} \cdot \frac{\partial \left(\left(x_2 + \frac{D}{2} \theta_1 \right) \mathbf{i} \right)}{\partial \theta_1} & \rightarrow &= \sum_{i=1}^N f(t) \mathbf{i} \cdot \frac{\partial \left(\left(x_2 + \frac{D}{2} \theta_1 \right) \mathbf{i} \right)}{\partial x_2} \\
 \rightarrow &= f(t) \mathbf{i} \cdot \frac{D}{2} \mathbf{i} & \rightarrow &= f(t) \mathbf{i} \cdot \mathbf{1i} \\
 \rightarrow &= \frac{D}{2} f(t) & \rightarrow &= f(t)
 \end{aligned}$$

Example

Rolling Disc on a Moving Cart

$$\rightarrow \frac{d}{dt} \frac{\partial T}{\partial \dot{q}_r} - \frac{\partial T}{\partial q_r} + \frac{\partial V}{\partial q_r} - Q_r^*$$

$$\rightarrow \theta_1 : \frac{d}{dt} \left(\frac{D}{2} M_1 \left(\dot{x}_2 + \frac{D}{2} \dot{\theta}_1 \right) + I_{cm} \dot{\theta}_1 \right) - 0 + \frac{3D}{4} K_1 \left(x_2 + \frac{3D}{4} \theta_1 \right) - \frac{D}{2} f(t) = 0$$

$$\frac{D}{2} M_1 \left(\ddot{x}_2 + \frac{D}{2} \ddot{\theta}_1 \right) + I_{cm} \ddot{\theta}_1 + \frac{3D}{4} K_1 \left(x_2 + \frac{3D}{4} \theta_1 \right) = \frac{D}{2} f(t)$$

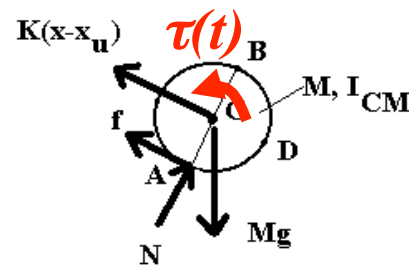
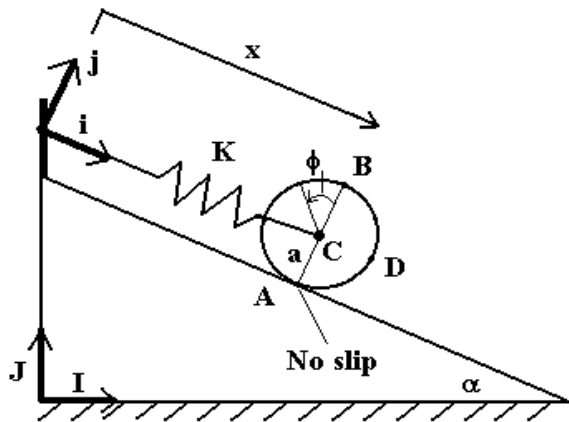
$$\rightarrow x_2 : \frac{d}{dt} \left(M_1 \left(\dot{x}_2 + \frac{D}{2} \dot{\theta}_1 \right) + M_2 \dot{x}_2 \right) - 0 + K_1 \left(x_2 + \frac{3D}{4} \theta_1 \right) + K_2 x_2 - f(t) = 0$$

$$M_1 \left(\ddot{x}_2 + \frac{D}{2} \ddot{\theta}_1 \right) + M_2 \ddot{x}_2 + K_1 \left(x_2 + \frac{3D}{4} \theta_1 \right) + K_2 x_2 = f(t)$$

Torque Example

Rolling Disc on Incline

In the last slide, we considered forces but what about a torque applied at the center of mass of the rolling disc? How do we compute the generalized “force.”



**Torque, $\tau(t)$, acting
about point C**

We need to think in terms of
torque acting about a point

Explanation

Rolling Disc on Incline

There are several things to keep in mind with a torque:

- A torque is not a force; therefore, the generalized coordinate we need to use is ϕ not x .
- Our intuition about torques and where they are applied can let us down; when we apply a torque, we say it is applied about a point in the plane, not at a point x .
- To understand the solution, we can think in terms of the work done by the generalized “forces”; the work done by these forces must be equal to the actual work done by the forces and torques applied to the body.

Option #1

Rolling Disc on Incline

So the work done by a force $p(t)$ applied at c is:

$$dW = p(t)\mathbf{i} \cdot d\mathbf{r}_c = p(t)\mathbf{i} \cdot dx\mathbf{i} = \underline{p(t)dx} = Q_x^* dx$$

And the work done by a torque $\tau(t)$ applied about c is:

$$dW = \tau(t)\mathbf{k} \cdot d\boldsymbol{\theta}_c = \tau(t)\mathbf{k} \cdot d\phi\mathbf{k} = \underline{\tau(t)d\phi} = Q_\phi^* d\phi$$

Then we can find the generalized “force” by equating the last two expressions in the these two equations.

Option #2

Rolling Disc on Incline

Or, we can solve for the generalized “force” by applying the equation we used in all the other examples we have done:

Force $p(t)$ at \mathbf{c} , $\mathbf{r}_C = x\mathbf{i}$

$$Q_r^* = \sum_{i=1}^N (\mathbf{F}_{i,nc}) \cdot \frac{\partial \mathbf{r}_i^{(k)}}{\partial q_r^{(k)}}$$

$$Q_x^* = \sum_{i=1}^N (p(t))\mathbf{i} \cdot \frac{\partial \mathbf{r}_C}{\partial x}$$

$$= p(t)\mathbf{i} \cdot \mathbf{i}$$

$$= p(t)$$

Torque $\tau(t)$ about \mathbf{c} , $\theta_C = \phi\mathbf{k}$

$$Q_r^* = \sum_{i=1}^N (\mathbf{F}_{i,nc}) \cdot \frac{\partial \mathbf{r}_i^{(k)}}{\partial q_r^{(k)}}$$

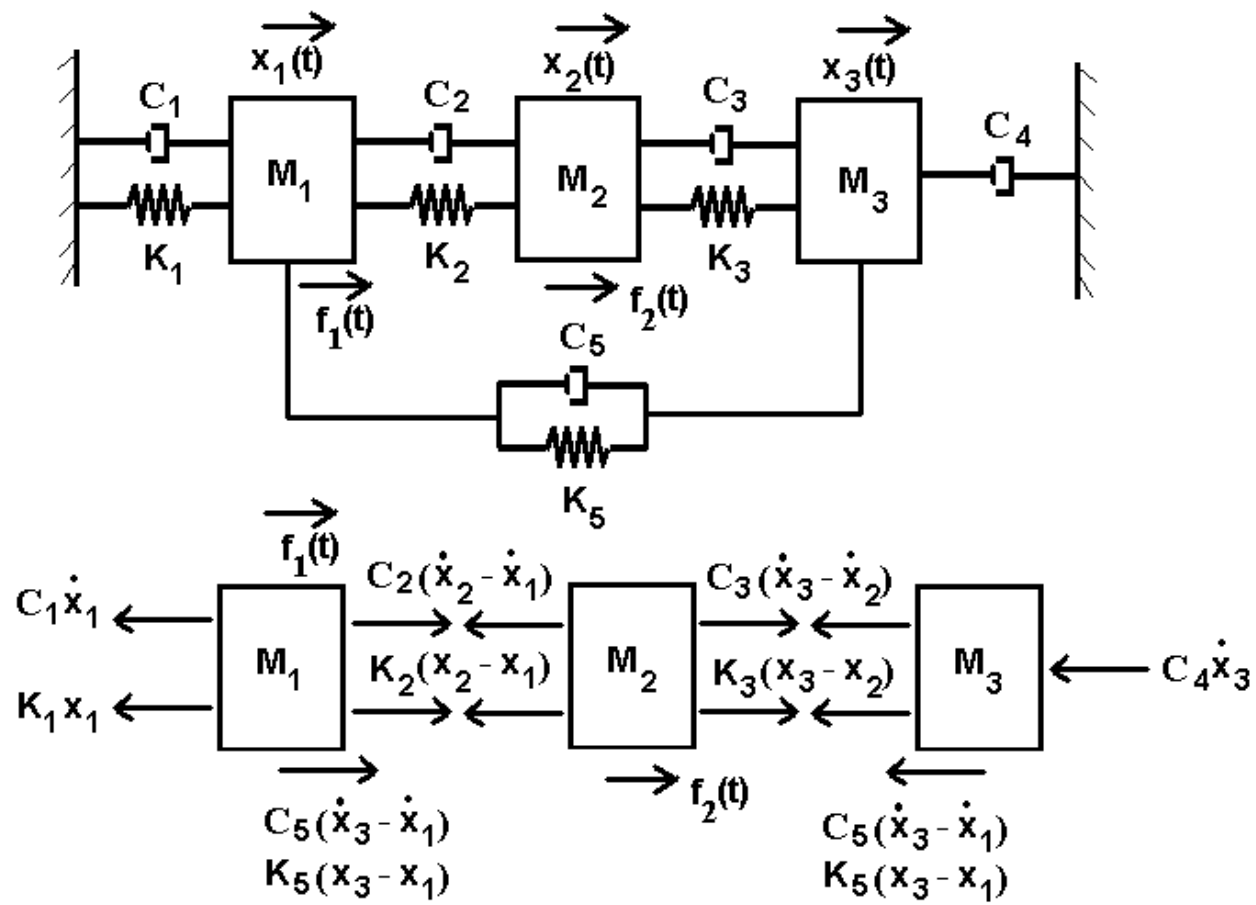
$$Q_\phi^* = \sum_{i=1}^N (\tau(t))\mathbf{k} \cdot \frac{\partial \theta_C}{\partial \phi}$$

$$= \tau(t)\mathbf{k} \cdot \mathbf{k}$$

$$= \tau(t)$$

Example

Two Degree of Freedom System



Example

Two Degree of Freedom System

$$\rightarrow T = \frac{1}{2} M_1 \dot{x}_1^2 + \frac{1}{2} M_2 \dot{x}_2^2 + \frac{1}{2} M_3 \dot{x}_3^2$$

$$\rightarrow V = \frac{1}{2} K_1 x_1^2 + \frac{1}{2} K_2 (x_2 - x_1)^2 + \frac{1}{2} K_3 (x_3 - x_2)^2 + \frac{1}{2} K_5 (x_3 - x_1)^2$$

Raleigh's dissipation function

$$\rightarrow \mathfrak{R} = \frac{1}{2} C_1 \dot{x}_1^2 + \frac{1}{2} C_2 (\dot{x}_2 - \dot{x}_1)^2 + \frac{1}{2} C_3 (\dot{x}_3 - \dot{x}_2)^2 + \frac{1}{2} C_5 (\dot{x}_3 - \dot{x}_1)^2 + \frac{1}{2} C_4 \dot{x}_3^2$$

$$\rightarrow \frac{d}{dt} \frac{\partial L}{\partial \dot{q}_r} - \frac{\partial L}{\partial q_r} + \frac{\partial \mathfrak{R}}{\partial \dot{q}_r} = Q_r^*$$

Example

Two Degree of Freedom System

$$\begin{aligned}
 & \begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \\
 & \begin{bmatrix} M_1 & 0 & 0 \\ 0 & M_2 & 0 \\ 0 & 0 & M_3 \end{bmatrix} \begin{Bmatrix} \ddot{x}_1 \\ \ddot{x}_2 \\ \ddot{x}_3 \end{Bmatrix} + \begin{bmatrix} C_1 + C_2 + C_5 & -C_2 & -C_5 \\ -C_2 & C_2 + C_3 & -C_3 \\ -C_5 & -C_3 & C_5 + C_3 + C_4 \end{bmatrix} \begin{Bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{Bmatrix} + \\
 & \begin{matrix} \rightarrow \end{matrix} \begin{bmatrix} K_1 + K_2 + K_5 & -K_2 & -K_5 \\ -K_2 & K_2 + K_3 & -K_3 \\ -K_5 & -K_3 & K_5 + K_3 \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} = \begin{Bmatrix} f_1(t) \\ f_2(t) \\ 0 \end{Bmatrix}
 \end{aligned}$$

Check for accuracy through symmetry and positive definiteness of element matrices.

Example

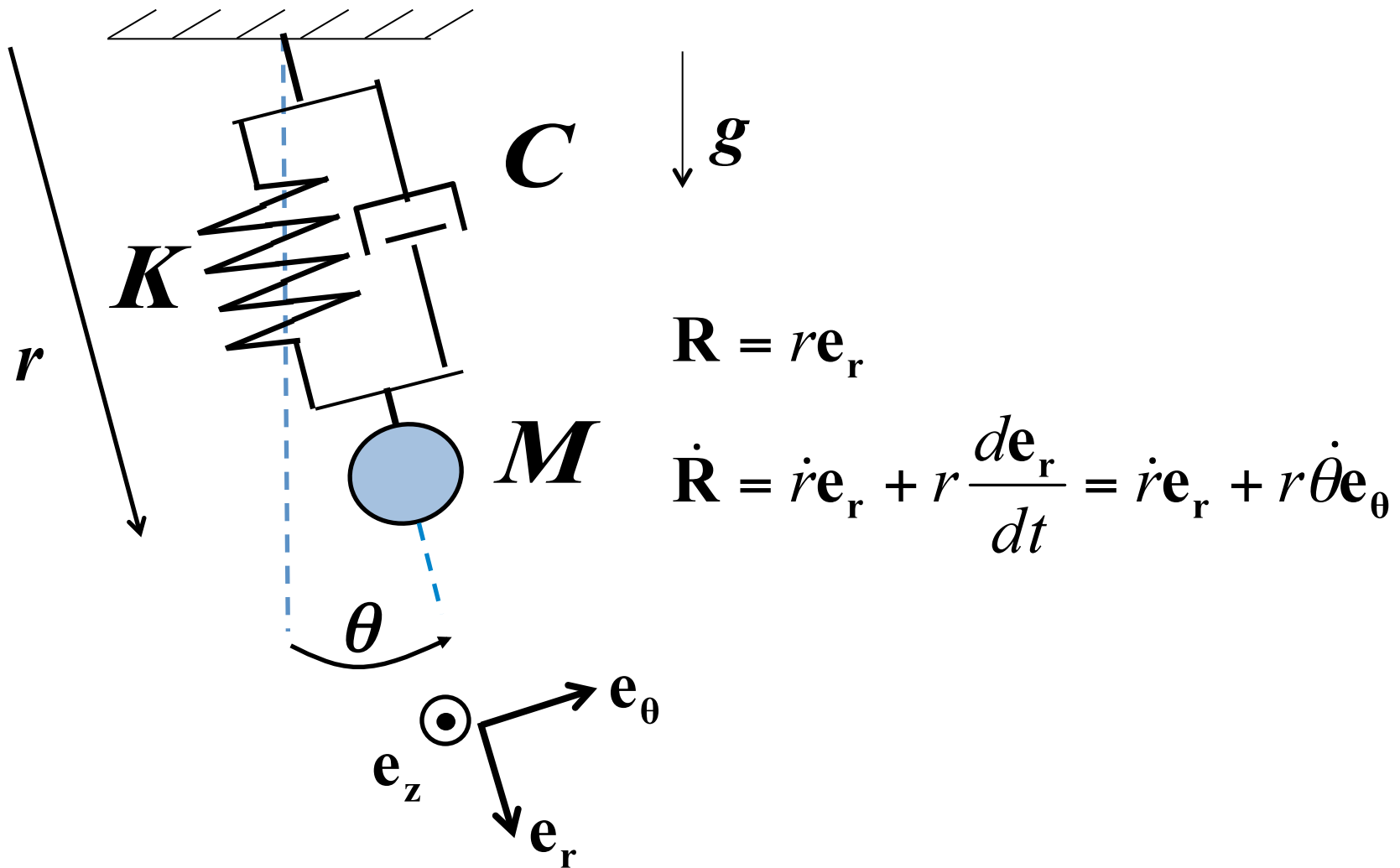
Two Degree of Freedom System

$$\begin{bmatrix} M_1 & 0 & 0 \\ M_1 & M_2 & 0 \\ 0 & 0 & M_3 \end{bmatrix} \begin{Bmatrix} \ddot{x}_1 \\ \ddot{x}_2^* \\ \ddot{x}_3 \end{Bmatrix} + \begin{bmatrix} C_1 + C_5 & -C_2 & -C_5 \\ C_3 & C_2 + C_3 & -C_3 \\ -C_5 - C_3 & -C_3 & C_5 + C_3 + C_4 \end{bmatrix} \begin{Bmatrix} \dot{x}_1 \\ \dot{x}_2^* \\ \dot{x}_3 \end{Bmatrix} + \begin{bmatrix} K_1 + K_2 + K_5 & -K_2 & -K_5 \\ K_3 & K_2 + K_3 & -K_3 \\ -K_5 - K_3 & -K_3 & K_5 + K_3 \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2^* \\ x_3 \end{Bmatrix} = \begin{Bmatrix} f_1(t) \\ f_2(t) \\ 0 \end{Bmatrix}$$

$$x_2^* = x_2 - x_1$$

Use of relative coordinates will distort symmetry.

Sprung Pendulum



Sprung Pendulum

$$\rightarrow \dot{\mathbf{R}} = \dot{r}\mathbf{e}_r + r\frac{d\mathbf{e}_r}{dt} = \dot{r}\mathbf{e}_r + r\dot{\theta}\mathbf{e}_\theta$$

Rate of change of
unit vector

$$\rightarrow T = \frac{1}{2} M \dot{\mathbf{R}} \cdot \dot{\mathbf{R}}$$

$$\begin{aligned} \frac{d\mathbf{e}_r}{dt} &= \vec{\omega} \times \mathbf{e}_r = \dot{\theta}\mathbf{e}_z \times \mathbf{e}_r \\ &= \dot{\theta}\mathbf{e}_\theta \end{aligned}$$

$$\rightarrow = \frac{1}{2} M (\dot{r}\mathbf{e}_r + r\dot{\theta}\mathbf{e}_\theta) (\dot{r}\mathbf{e}_r + r\dot{\theta}\mathbf{e}_\theta)$$

$$\rightarrow = \frac{1}{2} M (\dot{r}^2 + 0 + r^2\dot{\theta}^2)$$

$$\rightarrow V = \frac{1}{2} K (r - r_u)^2 - Mgr\cos\theta$$

$$\rightarrow \mathfrak{K} = \frac{1}{2} C\dot{r}^2$$

Sprung Pendulum

$$\rightarrow \frac{d}{dt} \frac{\partial L}{\partial \dot{q}_r} - \frac{\partial L}{\partial q_r} + \frac{\partial \mathfrak{K}}{\partial \dot{q}_r} = Q_r^*$$

$$\rightarrow \frac{\partial L}{\partial \dot{r}} = M\dot{r} \quad \frac{\partial L}{\partial \dot{\theta}} = Mr^2\dot{\theta}$$

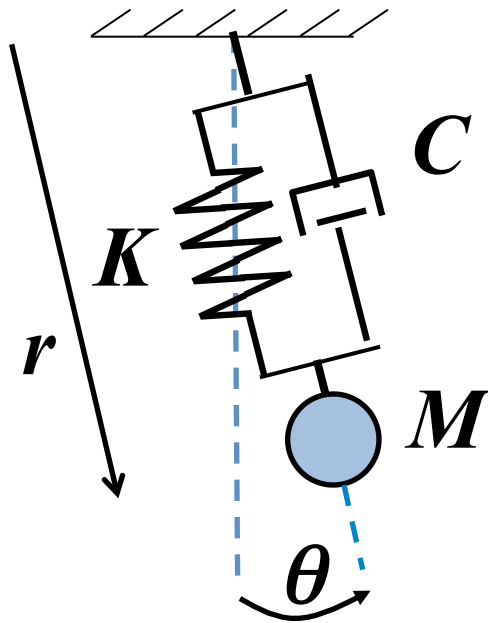
$$\rightarrow \frac{\partial L}{\partial r} = Mr\dot{\theta}^2 - K(r - r_u) + Mg\cos\theta \quad \frac{\partial L}{\partial \theta} = -Mgr\sin\theta$$

$$\rightarrow \frac{\partial \mathfrak{K}}{\partial \dot{r}} = C\dot{r} \quad \frac{\partial \mathfrak{K}}{\partial \dot{\theta}} = 0$$

$$\rightarrow r : M(\ddot{r} - r\dot{\theta}^2) + K(r - r_u) - Mg\cos\theta + C\dot{r} = 0$$

$$\rightarrow \theta : M(2r\dot{r}\dot{\theta} + r^2\ddot{\theta}) + Mgr\sin\theta = 0$$

Sprung Pendulum



$$\underbrace{M(\ddot{r} - r\dot{\theta}^2)}_{M\ddot{x}} + \underbrace{Kr}_{Kx} + \underbrace{C\dot{r}}_{C\dot{x}} = Kr_u + Mg\cos\theta$$

$$\underbrace{M(2r\dot{r}\dot{\theta} + r^2\ddot{\theta})}_{M\ddot{x}} + \underbrace{Mgr\sin\theta}_{Kx} = 0$$

What if r is fixed?

$$Mr^2\ddot{\theta} + Mgr\sin\theta = 0$$

What if θ is fixed?

$$M\ddot{r} + C\dot{r} + Kr = Kr_u + Mg$$