

# Mechatronic Modeling and Design with Applications in Robotics

## Introduction to Modeling

1. What is specifically meant by modeling?
2. What is the use of models? *Input ~~to~~ Output*
3. What types of modeling are possible?
4. How to model a dynamic system?

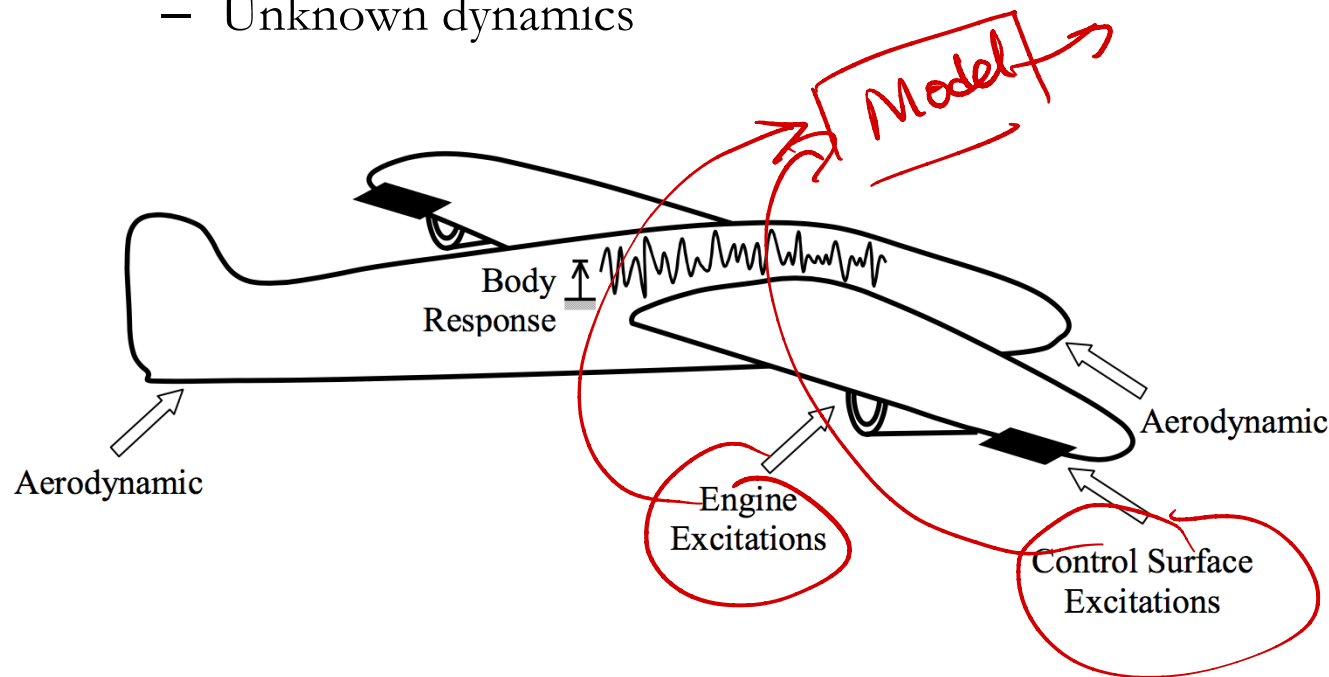
A way to develop an analytical model that has the four characteristics: **Integrated**, **Unified**, **Unique** and **Systematic**.

Make a **Dynamic System** behave in a desired manner, according to some **Performance Specifications**.

**Note:**

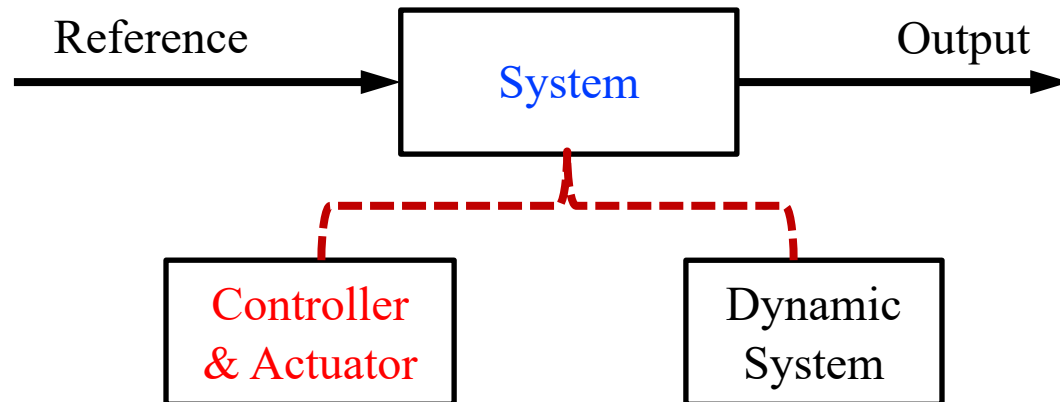
- Complex system
- Unknown excitations
- Unknown dynamics

*No perfect model*  
**Modeling** is an optimistic approach where we attempt to accurately represent the system or required system behavior



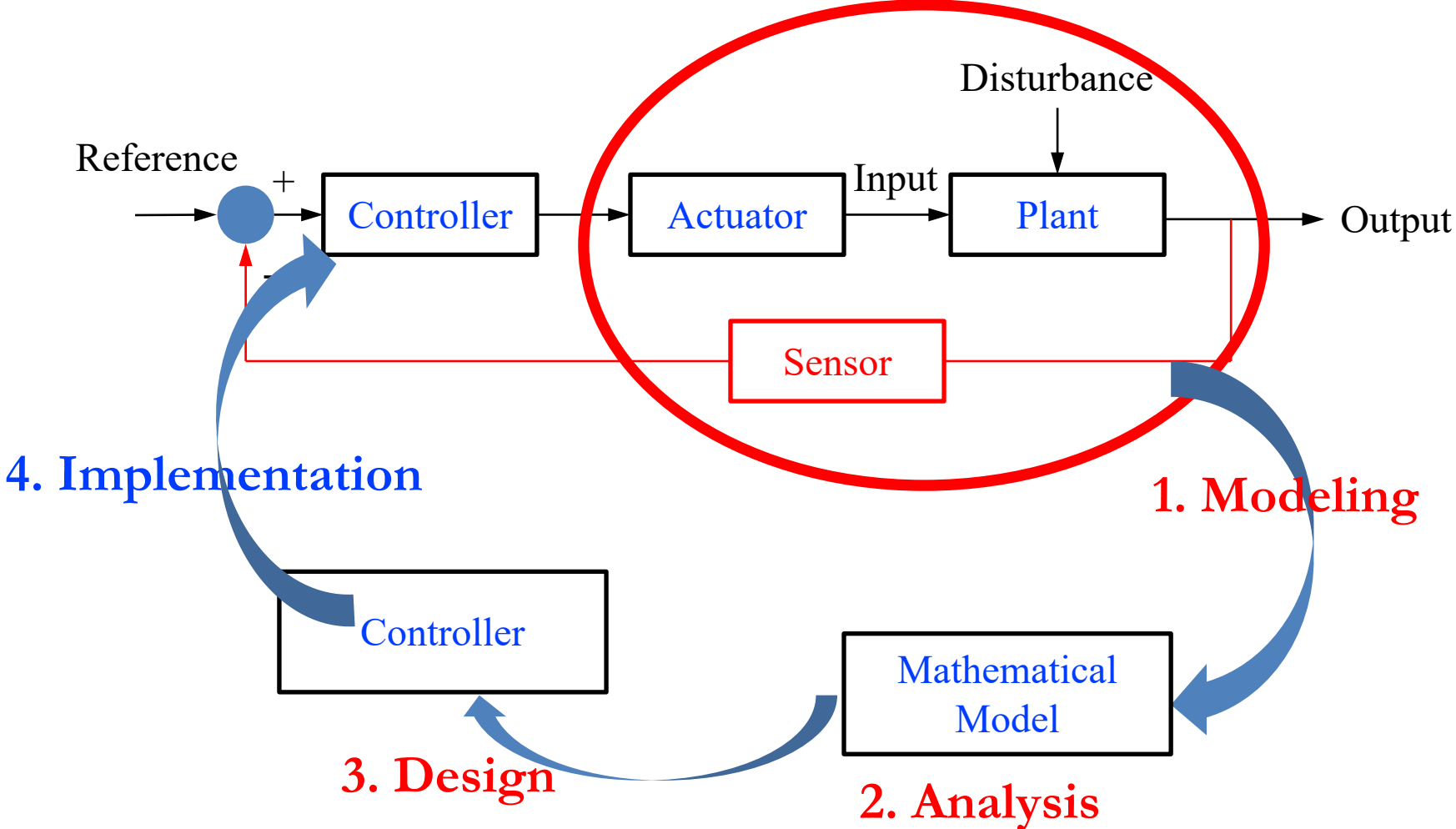
- Room temperature control
- Car/bicycle driving
- Balanced of bank account
- Laundry machine
- Airplane, rocket, satellite.
- DC motor

- **Initial Design:** The beginning of a design process (desired system does not exist)
- **Design Optimization:** design iteration, particularly prototyping can become very costly and time consuming
- **Monitoring and Fault Diagnosis:** identify faulty/degraded parts, provide suggestions
- **Design Evolution:** guide the design process by computer simulations

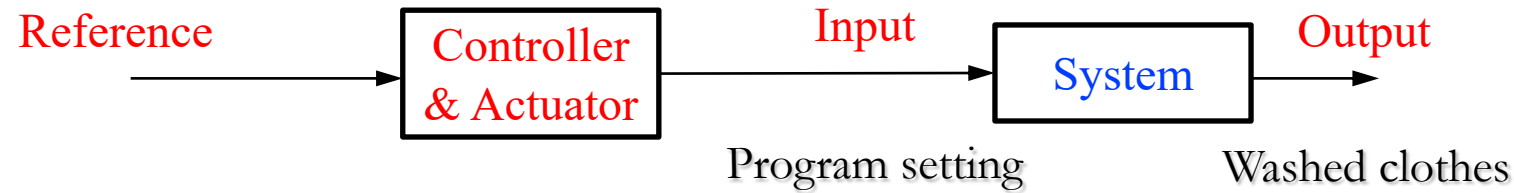


Engineering Examples:

- ✓ Room temperature control
- ✓ Liquid-level control
- ✓ Steam pressure control
- ✓ Voice volume control

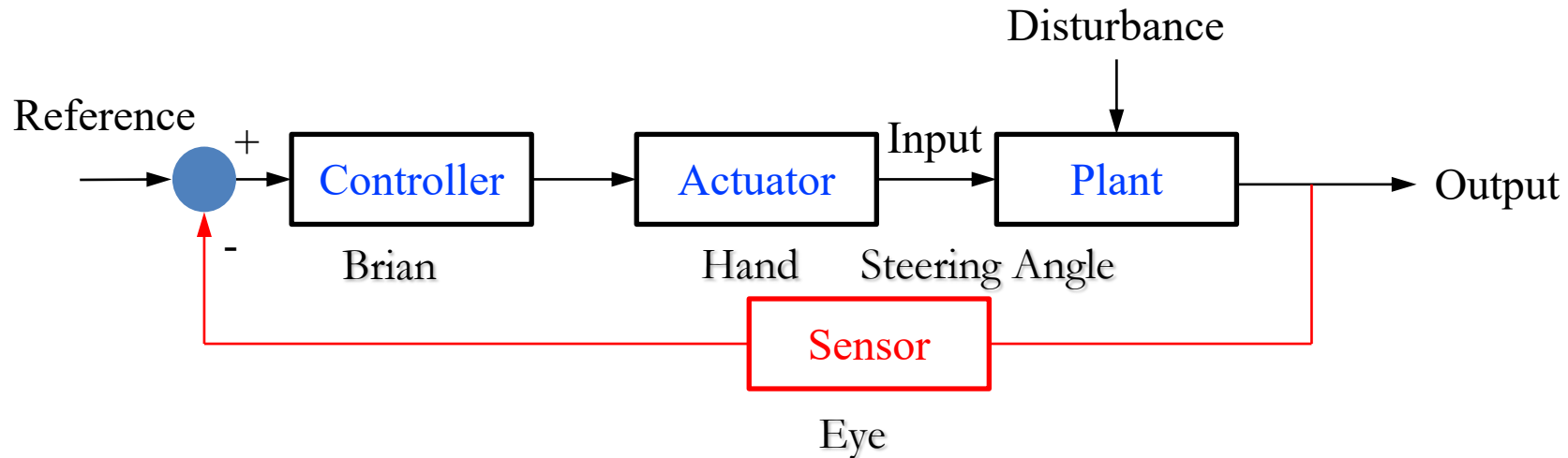


- A laundry machine washes clothes, by setting a program.



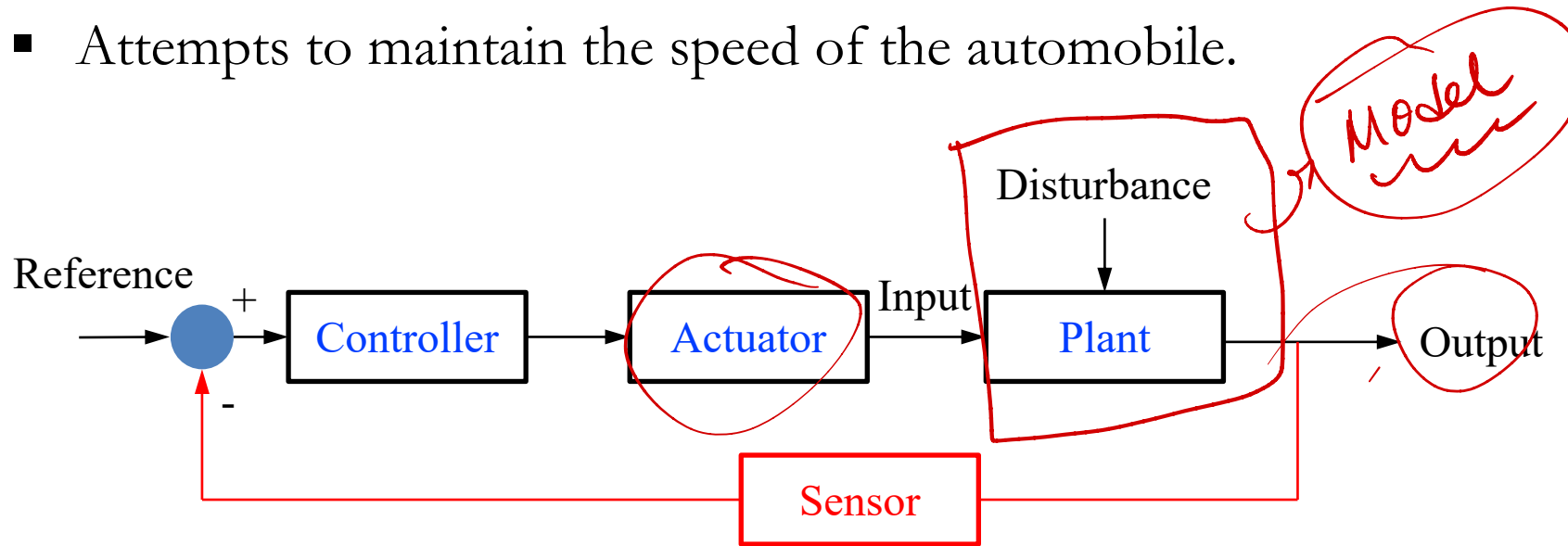
- A laundry machine does **not measure** how clean the clothes become.
- Control without measuring devices (sensors) are called ***open-loop control***.

- Attempts to change the direction of the automobile.



- Manual closed-loop (**feedback**) control.
- Although the controlled system is “Automobile”, the **input** and the **output** of the system can be different, depending on **control objectives**!

- Attempts to maintain the speed of the automobile.

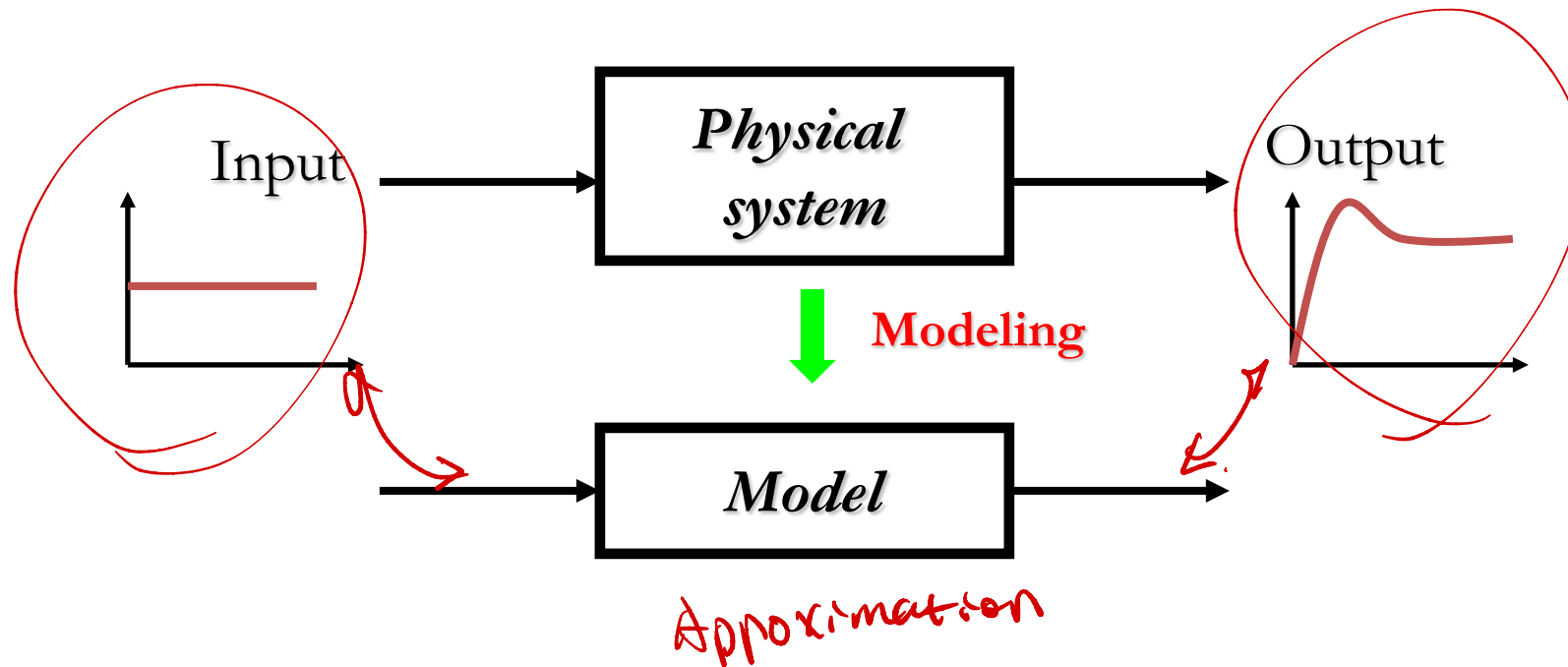


- Cruise control can be both manual and automatic.
- Note the similarity of the diagram above to the diagram in the previous slide!



<b>System</b>	<b>Typical Input</b>	<b>Typical Output</b>
<b>Human Body</b>	Neuroelectric pulses	Muscle contraction, body movements
<b>Company</b>	Information	Decisions, finished products
<b>Power plant</b>	Fuel rate	Electric power, Pollution rate
<b>Automobile</b>	Steering wheel movement	Front wheel turn, direction of heading
<b>Robot</b>	Voltage to Joint	Joint motions, effector motion

- Representation of the input-output relation of a physical system



- A model is used for the **analysis** and **design** of control systems.

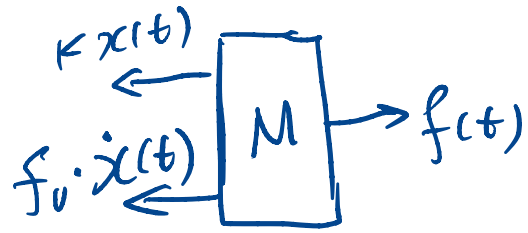
- Modeling is the **most important and difficult task** in control system design.
- No mathematical model exactly represents a physical system.

Math model  $\neq$  Physical system

Math model  $\approx$  Physical system

- Do not confuse **models** with **physical systems**!
- Selecting a model **close enough** to a physical system and yet **simple enough** to be studied analytically is the **most important and difficult task**.
- In this course, we may use the term “**system**” to mean a mathematical/analytical model.

1. Draw FBD (Free Body Diagram)



Apply Newton's 2nd law of motion

$$\Sigma F = m \cdot a = M \ddot{x}(t)$$

$$f(t) - kx(t) - f_v \cdot \dot{x}(t) = M \cdot \ddot{x}(t)$$

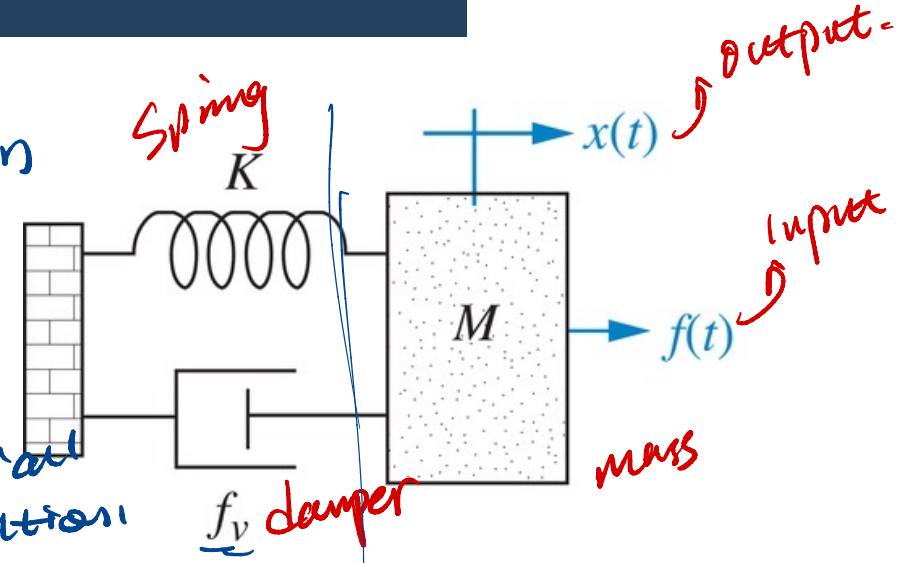
$$M \ddot{x}(t) + f_v \cdot \dot{x}(t) + kx(t) = f(t)$$

↙ differential equation  
↘ input.

Assuming zero initial conditions

$$M X(s) s^2 + f_v \cdot X(s) s + k X(s) = F(s)$$

$$G(s) = \frac{X(s)}{F(s)} = \frac{1}{Ms^2 + f_v s + k}$$



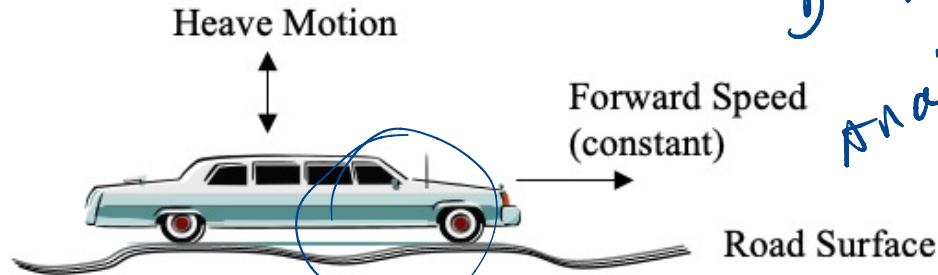
TF: Input-output

$$G(s) = \frac{\text{output}}{\text{input}}$$

S domain - TF.

mass-spring-damper

Modeling of automobile suspension system



*accuracy & simple.*  
*Analytical ≈ physical*

FBD of  $M_1$  &  $M_2$

$$\sum F = ma$$

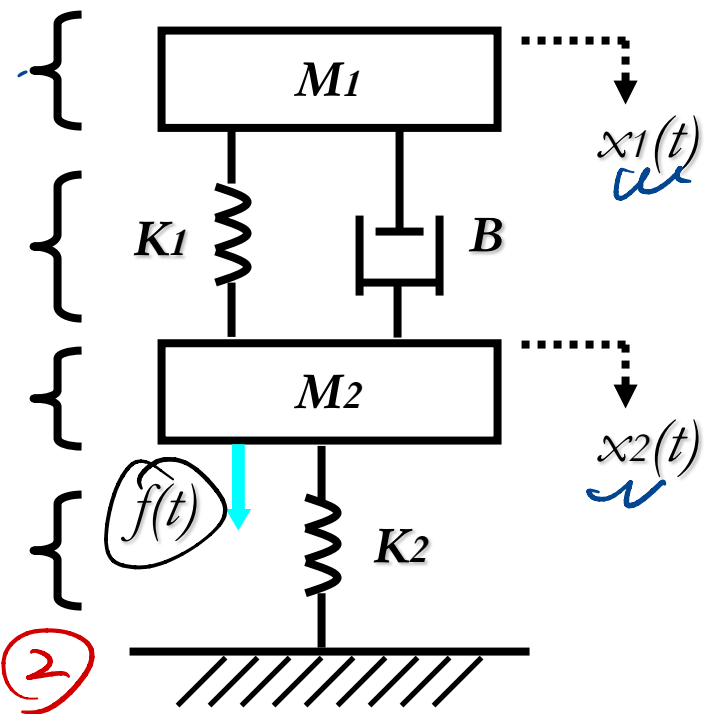
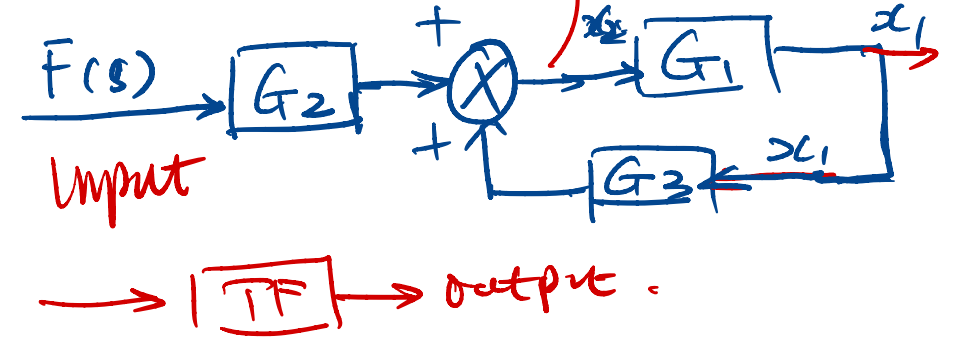
$$\begin{cases} -k_1(x_1 - x_2) - B(\dot{x}_1 - \dot{x}_2) = M_1 \ddot{x}_1 \\ -k_2 x_2 + f(t) + k_1(x_1 - x_2) + B(\dot{x}_1 - \dot{x}_2) = M_2 \ddot{x}_2 \end{cases}$$

TF:  $X_1 = \frac{Bs + k_1}{M_1 s^2 + Bs + k_1} \cdot X_2$  *Eq. 1*

$$X_1 = \frac{1}{M_2 s^2 + Bs + k_1 + k_2} F(s) + \frac{Bs + k_1}{M_2 s^2 + Bs + k_1 + k_2} X_2$$

*Eq. 2*

Block Diagram



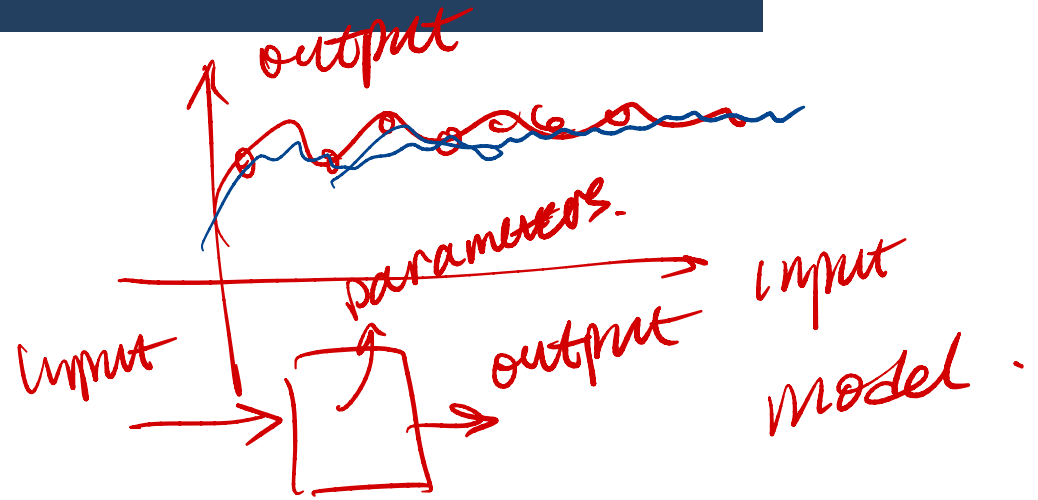
$$F(s) \cdot G_2 + G_3 X_1$$

output

**Model:** A “representation” of a system

## Types of Models:

- Physical Models (Prototypes)
- Analytical Models
- Computer (Numerical) Models (Data Tables, Curves, Programs, Files, etc.)
- Experimental Models (use input/output experimental data for model “identification”)



**Dynamic System:** Response variables are functions of time, with non-negligible rates of changes about an operating condition.

**Note the implication of “approximation” in modeling**

**Universal Model** (which considers all aspects of the system) is **unrealistic**

E.g.: An automobile model that represents ride quality, energy consumption, traction characteristics, handling, structural strength, capacity, load characteristics, cost, safety, control, etc. can be complex and impractical



A model may address a few specific aspects of interest/application

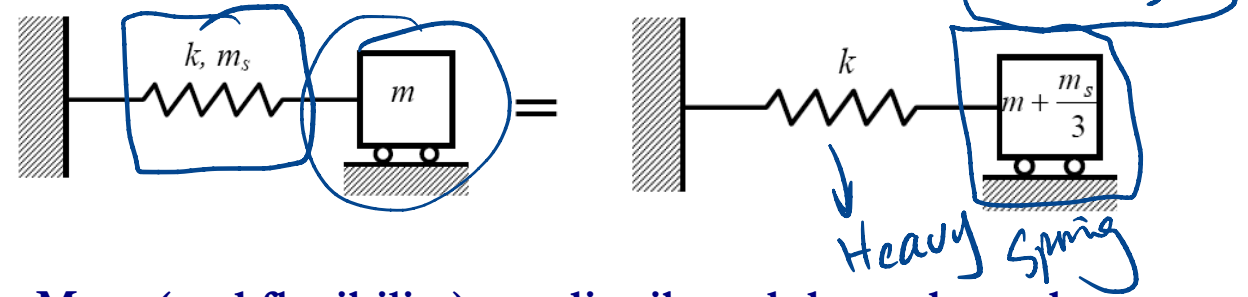
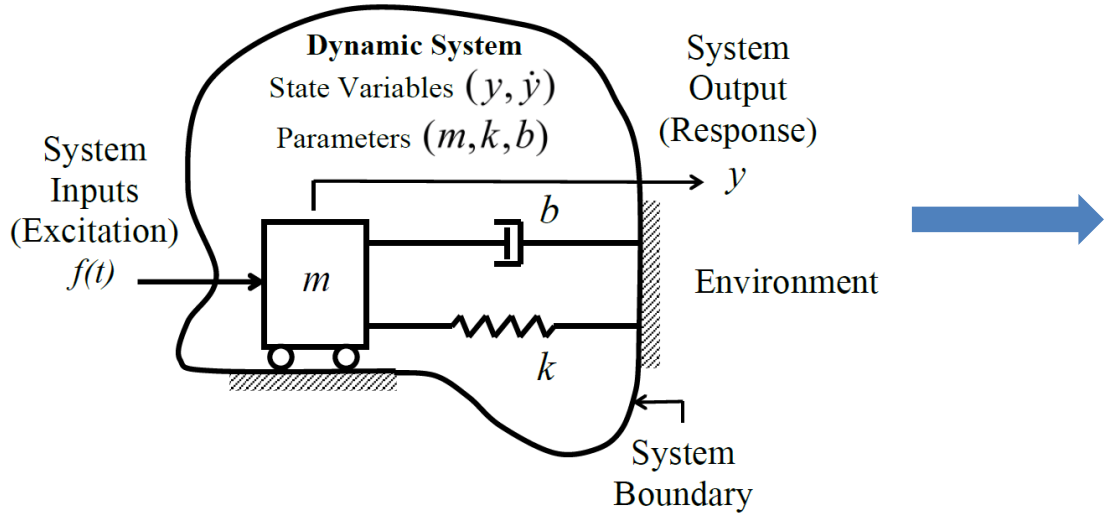
Model should be as simple as possible (Approximate modeling, model reduction, etc. are applicable here)

- Modern, high-capacity, high-speed computers can accommodate complex analytical models
- Models can be modified quickly, and conveniently, at low cost
- High flexibility of making structural and parametric changes
- Naturally amenable to computer simulation
- Can be integrated with computer/numerical/experimental/ hardware models
- Can be done well before a prototype is built (and can be instrumental in deciding whether to prototype)

**Note:** Can't be easily understand and modified (an abstraction of the physical system)



- **Nonlinear:** Nonlinear differential equations (**principle of superposition** does not hold)
- **Linear:** Linear differential equations (principle of superposition holds)
- **Distributed (Continuous)-parameter:** Partial differential equations (Dependent variables are functions of time and space)  

- **Lumped-parameter:** Ordinary differential equations (Dependent variables are functions of time, not space)
- **Time-varying (Non-stationary, Non-autonomous):** Differential equations with time-varying coefficients (Model parameters vary with time)
- **Time-invariant (Stationary, Autonomous):** Differential equations with constant coefficients (Model parameters are constant)
- **Random (Stochastic):** Stochastic differential equations (Variables and/or parameters are governed by probability distributions)
- **Deterministic:** Non-stochastic differential equations (not governed by probabilities—repeat test under same conditions → same results)
- **Continuous-time:** Differential equations (Time variable is continuously defined)
- **Discrete-time:** Difference equations (Time variable is defined as **discrete** values at a sequence of time points)  




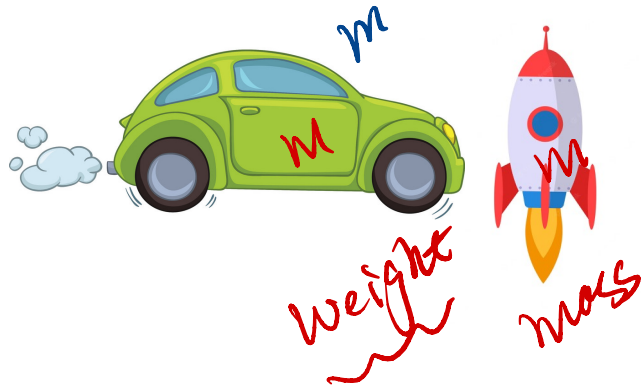
Mass (and flexibility) are distributed throughout the spring (not located at just a few discrete points)

$$m\ddot{y} + b\dot{y} + ky = f(t)$$

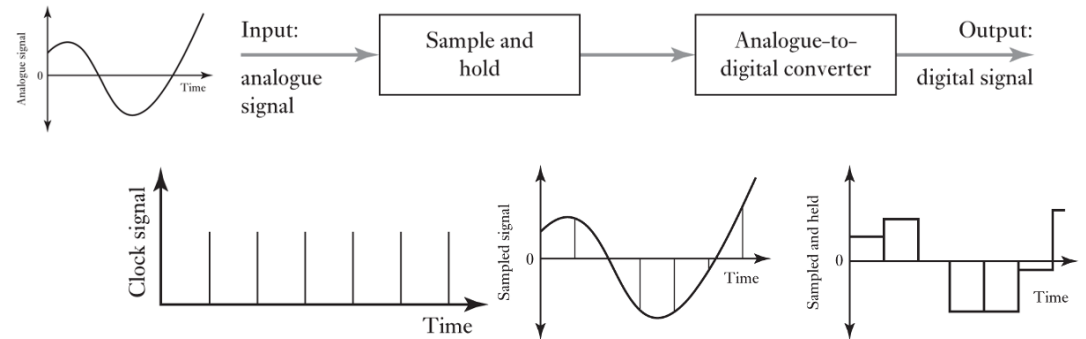
Nonlinear  
Damping

$$m\ddot{y} + c(\dot{y})\dot{y}^2 + ky = f(t)$$

Time varying



Analog to Digital Conversion



Differential Equations to Difference Equations

- Modeling: It is a representation of a dynamic system
- Useful in analysis, simulation, design, modification, control/operation, and evaluation/testing (e.g., qualification)
- An engineering (e.g., Mechatronic) physical system consists of a mixture of different types of components
- An engineering (e.g., Mechatronic) system is typically a multi-domain (or multi-physics or mixed) system

## Next:

- Integrated: All domains are modeled together (concurrent)
- Unified: Use analogous procedures to model all components (in analytical modeling)
- Analogies exist in mechanical, electrical, ~~fluid~~, and ~~thermal~~ systems

