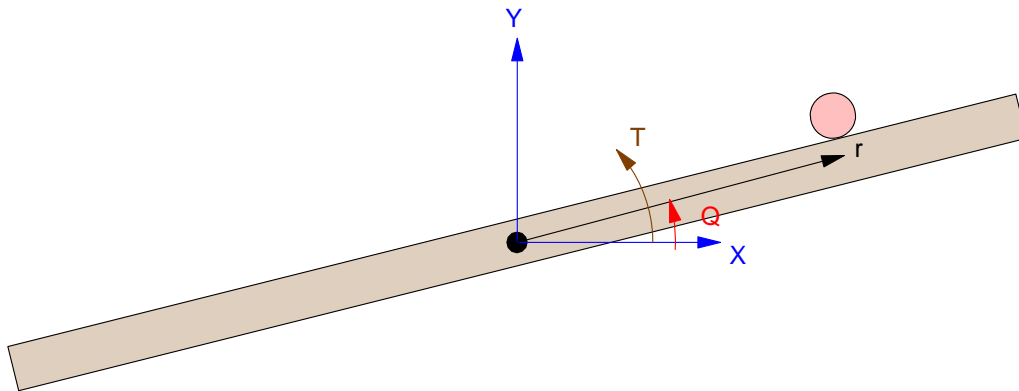


## Ball and Beam System

Find the dynamics for the following system: A 1kg ball rolls along a beam of length  $L$ . The nominal position of the ball is at 0.5 meters.

- The ball has a mass of 1kg
- The beam has a rotational inertia of 0.2 kg m<sup>2</sup>
- A motor applies a torque to the beam ( $T$ ).
- The goal is to balance the ball at a certain spot (1.0 meters in this case).



1) Write the position and velocity of the ball

$$x = r \cos \theta$$

$$y = r \sin \theta$$

$$\dot{x} = \dot{r} \cos \theta - r \sin \theta \dot{\theta}$$

$$\dot{y} = \dot{r} \sin \theta + r \cos \theta \dot{\theta}$$

2) Write the energy in the system

$$PE = mgy = mgr \sin \theta$$

$$KE = \frac{1}{2} J \dot{\theta}^2 + \frac{1}{2} m (\dot{x}^2 + \dot{y}^2) + \frac{1}{5} m \dot{r}^2$$

Note that the kinetic energy has three terms:

- The rotational energy of the beam
- The translational energy of the ball, and
- The rotational energy of the ball. Assume a solid sphere.

Substituting...

$$KE = \frac{1}{2}J\dot{\theta}^2 + \frac{1}{2}m(\dot{x}^2 + \dot{y}^2) + \frac{1}{5}m\dot{r}^2$$

$$KE = \frac{1}{2}J\dot{\theta}^2 + \frac{1}{2}m\left(\left(\dot{r}\cos\theta - r\sin\theta\dot{\theta}\right)^2 + \left(\dot{r}\sin\theta + r\cos\theta\dot{\theta}\right)^2\right) + \frac{1}{5}m\dot{r}^2$$

$$KE = \frac{1}{2}J\dot{\theta}^2 + \frac{1}{2}m\left(\dot{r}^2 + r^2\dot{\theta}^2\right) + \frac{1}{5}m\dot{r}^2$$

Pluggin in numbers ( $J = 0.2$ ,  $m = 1$ )

$$KE = 0.1\dot{\theta}^2 + 0.7\dot{r}^2 + 0.5r^2\dot{\theta}^2$$

So, the LaGrangian is

$$L = KE - PE$$

$$L = \left(0.1\dot{\theta}^2 + 0.7\dot{r}^2 + 0.5r^2\dot{\theta}^2\right) - (gr\sin\theta)$$

The force on the ball (i.e. if there was a motor driving the ball or friction)

$$L = \left(0.1\dot{\theta}^2 + 0.7\dot{r}^2 + 0.5r^2\dot{\theta}^2\right) - (gr\sin\theta)$$

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

$$F = \frac{d}{dt}(1.4\dot{r}) - \left(r\dot{\theta}^2 - g\sin\theta\right)$$

$$F = 1.4\ddot{r} - r\dot{\theta}^2 + g\sin\theta$$

The torque on the rod is

$$L = \left(0.1\dot{\theta}^2 + 0.7\dot{r}^2 + 0.5r^2\dot{\theta}^2\right) - (gr\sin\theta)$$

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

$$T = \frac{d}{dt}\left(0.2\dot{\theta} + r^2\dot{\theta}\right) - (-gr\cos\theta)$$

$$T = 0.2\ddot{\theta} + r^2\ddot{\theta} + 2r\dot{r}\dot{\theta} + gr\cos\theta$$

Putting it together:

$$\begin{bmatrix} 1.4 & 0 \\ 0 & 0.2 + r^2 \end{bmatrix} \begin{bmatrix} \dot{r} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} r\dot{\theta}^2 - g\sin\theta \\ -2r\dot{r}\dot{\theta} - gr\cos\theta \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} T$$

Linearized Model: At  $r = 1.0$ , angle = zero,  $F = 0$ ,  $m = 1\text{kg}$

$$\begin{bmatrix} 1.4 & 0 \\ 0 & 1.2 \end{bmatrix} \begin{bmatrix} \dot{r} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} -g\theta \\ -gr \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} T$$

In state-space

$$s \begin{bmatrix} r \\ \theta \\ \dot{r} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & -7 & 0 & 0 \\ -8.167 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} r \\ \theta \\ \dot{r} \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0.833 \end{bmatrix} T$$

The eigenvalues and eigenvectors are:

```
>> A = [0,0,1,0 ; 0,0,0,1 ; 0,-7,0,0 ; -8.167,0,0,0];
>> eig(A)

-2.7497
-0.0000 + 2.7497i
-0.0000 - 2.7497i
2.7497
```

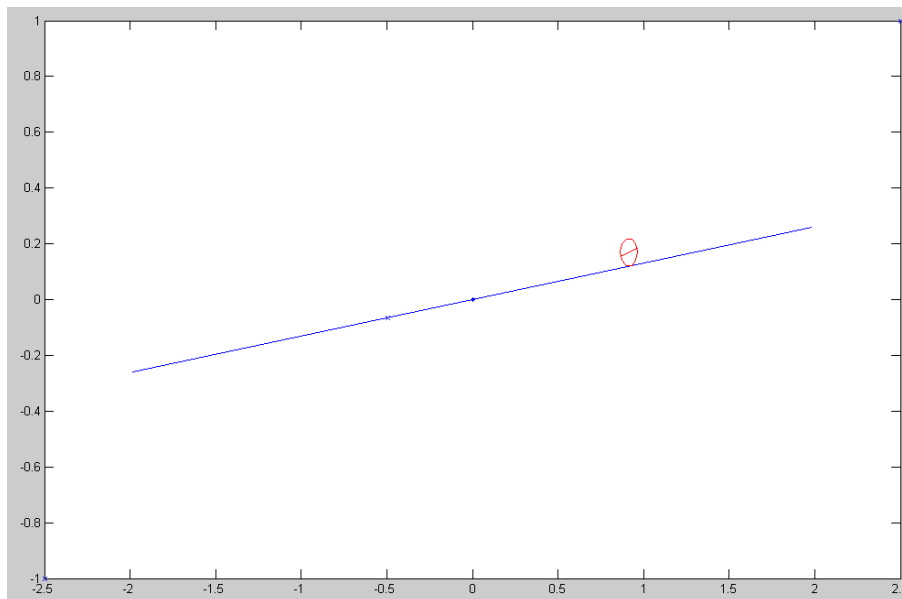
The eigenvectors are:

```
>> [a,b] = eig(A)

-0.2322          0.0000 + 0.2322i    0.0000 - 0.2322i   -0.2322
 0.2508          -0.0000 + 0.2508i   -0.0000 - 0.2508i    0.2508
 0.6384          -0.6384 + 0.0000i   -0.6384 - 0.0000i   -0.6384
-0.6896          -0.6896              -0.6896              0.6896
```

This is a difficult system to control since you have an unstable pole and two complex poles. Trying to control the torque by hand to get the ball to a certain position is very hard.

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**Matlab Animation Files:****Main Callint Routine ( Beam.m )**

```
X = [0.1, 0, 0, 0]';
Ref = 0.2;
dt = 0.01;
t = 0;

% magic we'll get to later
Kx = [-4.3058, 28.8754, -10.6567, 5.1004];
Kr = -13.7652;

while(t < 20)

    Ref = sign(sin(t)) * 0.5;

    U = Kr*Ref - Kx*X;

    dX = BeamDynamics(X, U);

    X = X + dX * dt;
    t = t + dt;

    if (X(1) > 2)
        X(3) = -abs(X(3));
    end
    if (X(1) < -2)
        X(3) = abs(X(3));
    end

    BeamDisplay(X, Ref);

end
```

## Beam Dynamics Routine

$$\begin{bmatrix} 1.4 & 0 \\ 0 & 0.2 + r^2 \end{bmatrix} \begin{bmatrix} \dot{r} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} r\dot{\theta}^2 - g\sin\theta \\ -2r\dot{r}\dot{\theta} - g\cos\theta \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} T$$

```
function [dX] = BeamDynamics( X, T )
```

```
r = X(1);
q = X(2);
dr = X(3);
dq = X(4);
```

```
g = 9.8;
F = 0;
```

```
M = [1.4, 0; 0, 0.2+r*r];
B1 = F + r*dq*dq - g*sin(q);
B2 = T - 2*r*dr*dq - g*r*cos(q);
```

```
dZ = inv(M)*[B1; B2];
dX = [dr; dq; dZ];
```

```
end
```

---

**Beam Display Routine**

```
function [] = BeamDisplay( X, Ref )
x = X(1);
q = X(2);
dx = X(3);
dq = X(4);

% draw the beam

x1 = -2*cos(q);
y1 = -2*sin(q);
x2 = 2*cos(q);
y2 = 2*sin(q);

clf;
plot([-2.5,2.5],[-1,1], 'x');
hold on

plot([x1,x2],[y1,y2], 'b');
plot(0,0, '.');

% draw the ball

i = [0:0.1:1]' * 2*pi;
xb = x*cos(q) + 0.05*cos(i) - 0.05*sin(q);
yb = x*sin(q) + 0.05*sin(i) + 0.05*cos(q);
plot(xb,yb, 'r');

% draw a line through the ball so you can see it roll

Q = -x / 0.05;
x1 = x*cos(q) - 0.05*sin(q) + 0.05*cos(Q);
y1 = x*sin(q) + 0.05*cos(q) + 0.05*sin(Q);

Q = Q + pi;
x2 = x*cos(q) - 0.05*sin(q) + 0.05*cos(Q);
y2 = x*sin(q) + 0.05*cos(q) + 0.05*sin(Q);
plot([x1,x2],[y1,y2], 'r-');

plot(Ref*cos(q),Ref*sin(q), 'bx');

pause(0.01);
end
```