
Ball and Beam System

NDSU ECE 463/663

Lecture #8

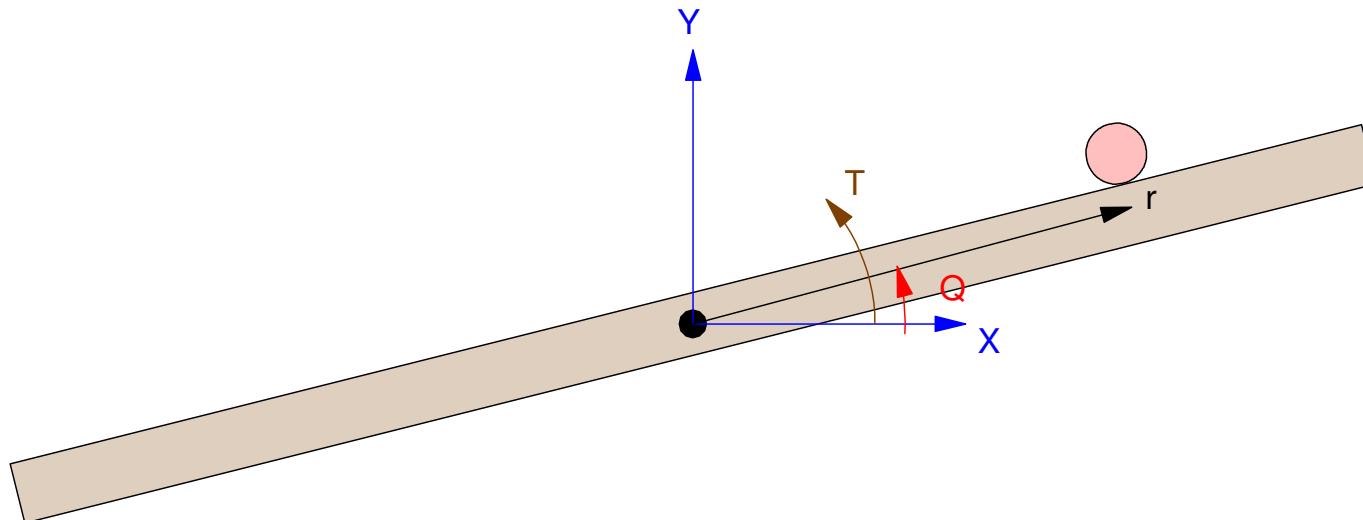
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Please visit Bison Academy for corresponding
lecture notes, homework sets, and solutions

Ball and Beam System

A ball rolls along a beam of length L.

- The ball has a mass of 1kg
- The beam has a rotational inertia of 0.2 kg m^2
- 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).



LaGrangian Dynamics

1) Write the position and velocity of the ball

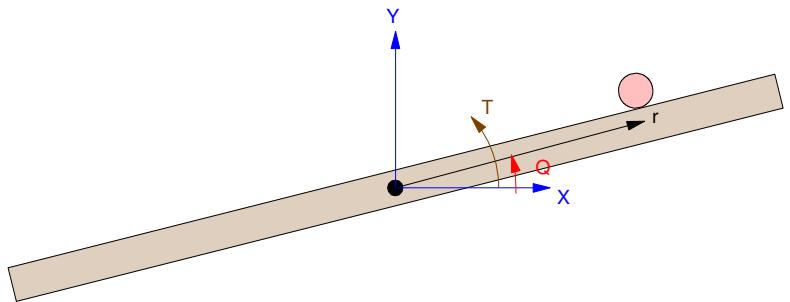
$$x = r \cos \theta \quad y = r \sin \theta$$

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

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...

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

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

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

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

$$L = KE - PE$$

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

Force on the Ball

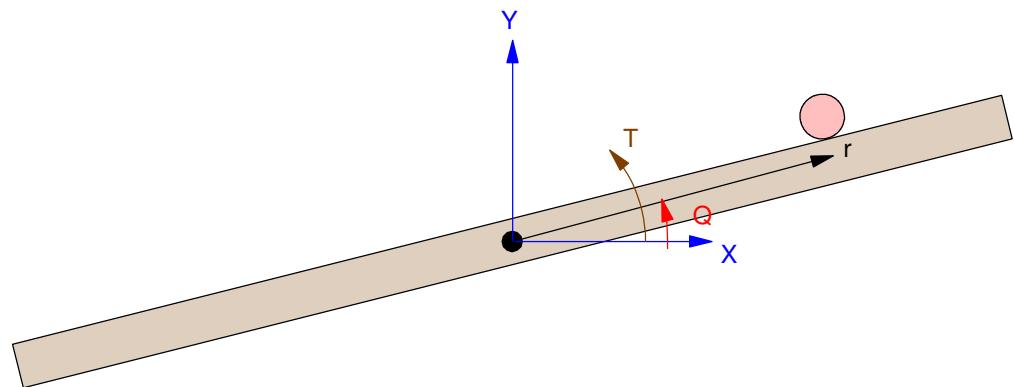
- i.e. if there was a motor driving the ball or friction

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

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

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

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



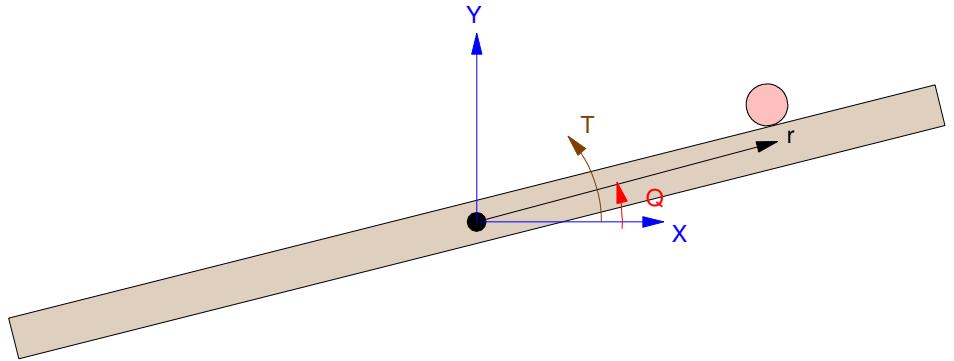
Torque on the Beam

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

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

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

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



Putting it together:

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

Nonlinear Model

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

Linearized Model:

- $r = 1.0$, angle = zero, $F = 0$, $m = 1\text{kg}$, $J = 0.2\text{kg m}^2$

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

In state-space

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

Eigenvalues and Eigenvectors are:

$$\lambda = \{ -2.7497 \ j2.7397 \ -j2.7497 \ +2.7497 \ }$$

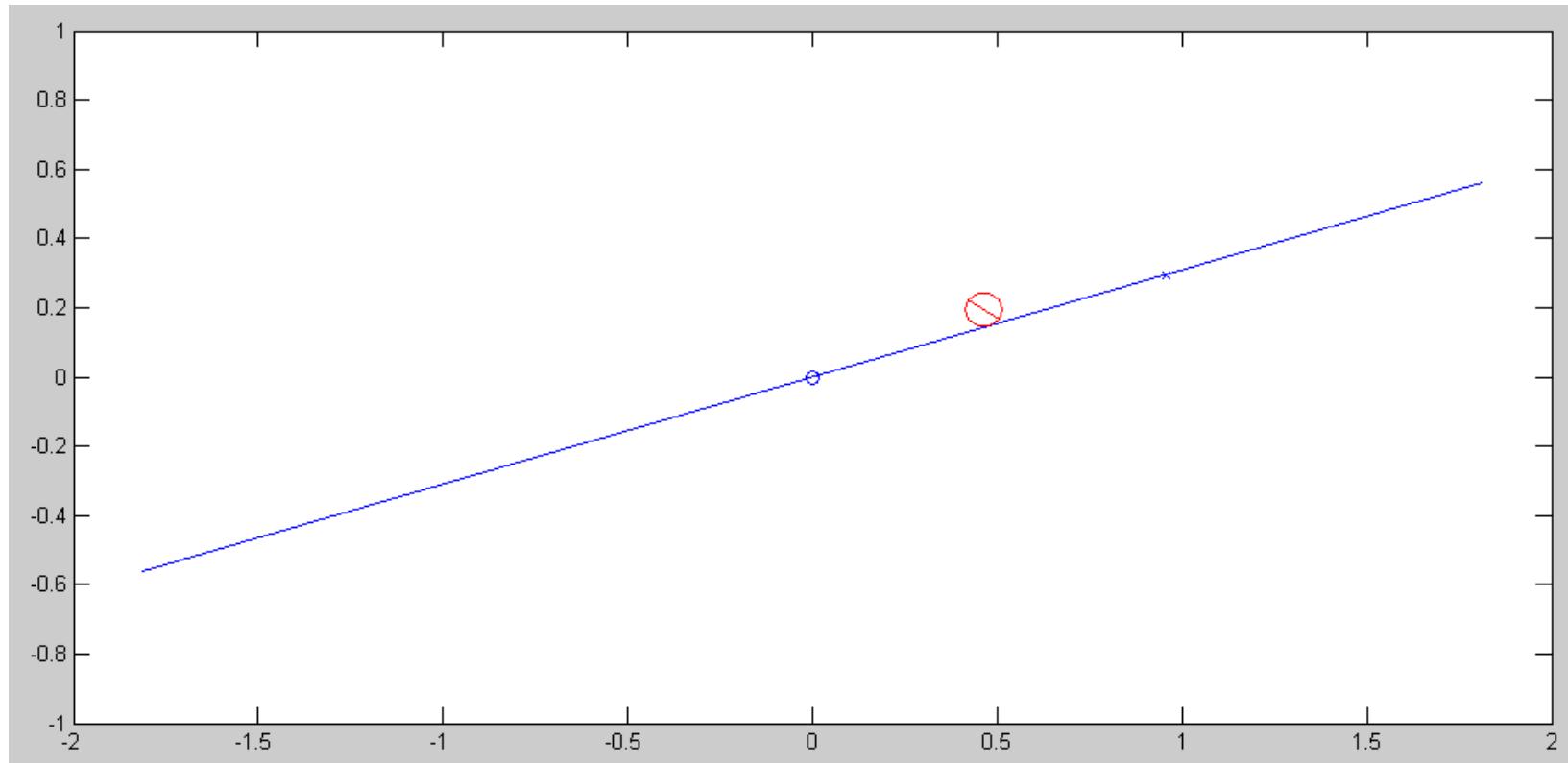
$$\Lambda = \left\{ \begin{pmatrix} -0.2322 \\ 0.2508 \\ 0.6384 \\ -0.68896 \end{pmatrix}, \begin{pmatrix} 0.2322 \\ 0.2508 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ -0.6384 \\ -0.6896 \end{pmatrix}, \begin{pmatrix} -0.2322 \\ 0.2508 \\ -0.6384 \\ 0.6896 \end{pmatrix} \right\}$$

This is very difficult to control by hand

- Open loop unstable, plus
- Two poles on the jw axis

Matlab Animation Files:

```
r    q    dr   dq      Ref  
>> BeamDisplay([0.5,0.3, 0,  0]', 1)
```



BeamDynamics

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

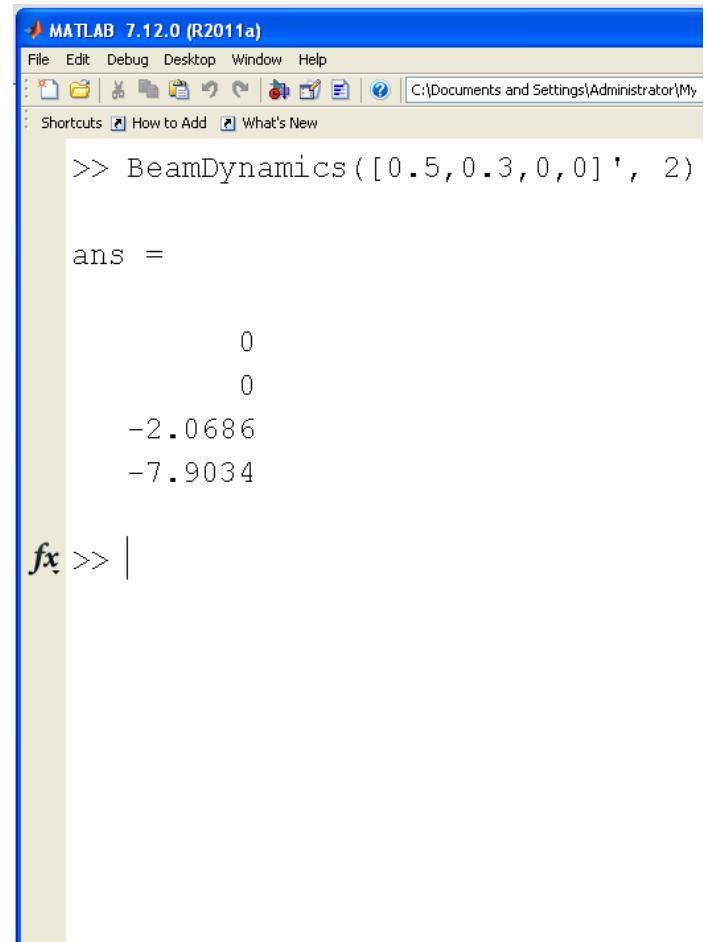
```
function [dX] = BeamDynamics( X, T )
% Ball and Beam:

r = X(1);
q = X(2);
dr = X(3);
dq = X(4);
g = 9.8;

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

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

end
```

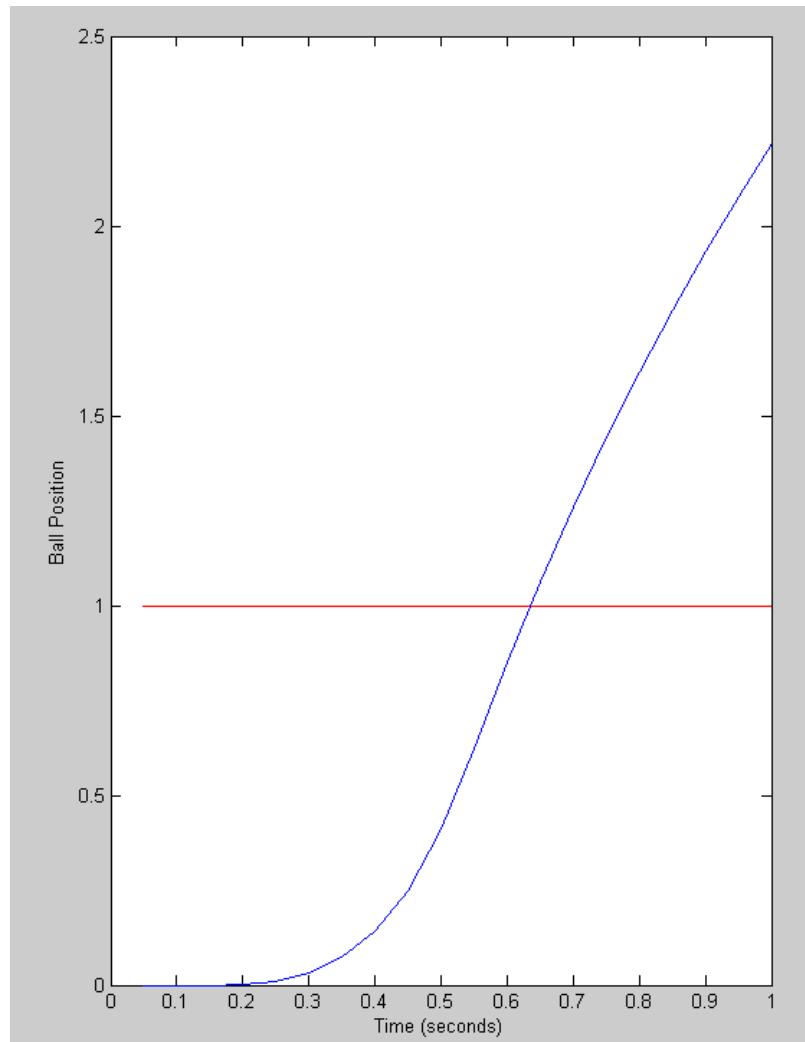


Beam:

- PD Control won't stabilize the system
- (ECE 461 Method)

```
% Ball & Beam System
% [x q dx dq]
X = [0, 0, 0, 0]';
dt = 0.01;
t = 0;
Ref = 1;
y = [];

while(t < 5)
    U = 10*(Ref-X(1)) + 5*(0-X(3));
    dX = BeamDynamics(X, U);
    X = X + dX * dt;
    y = [y ; Ref, X(1)];
    t = t + dt;
    BeamDisplay(X, Ref);
end
```



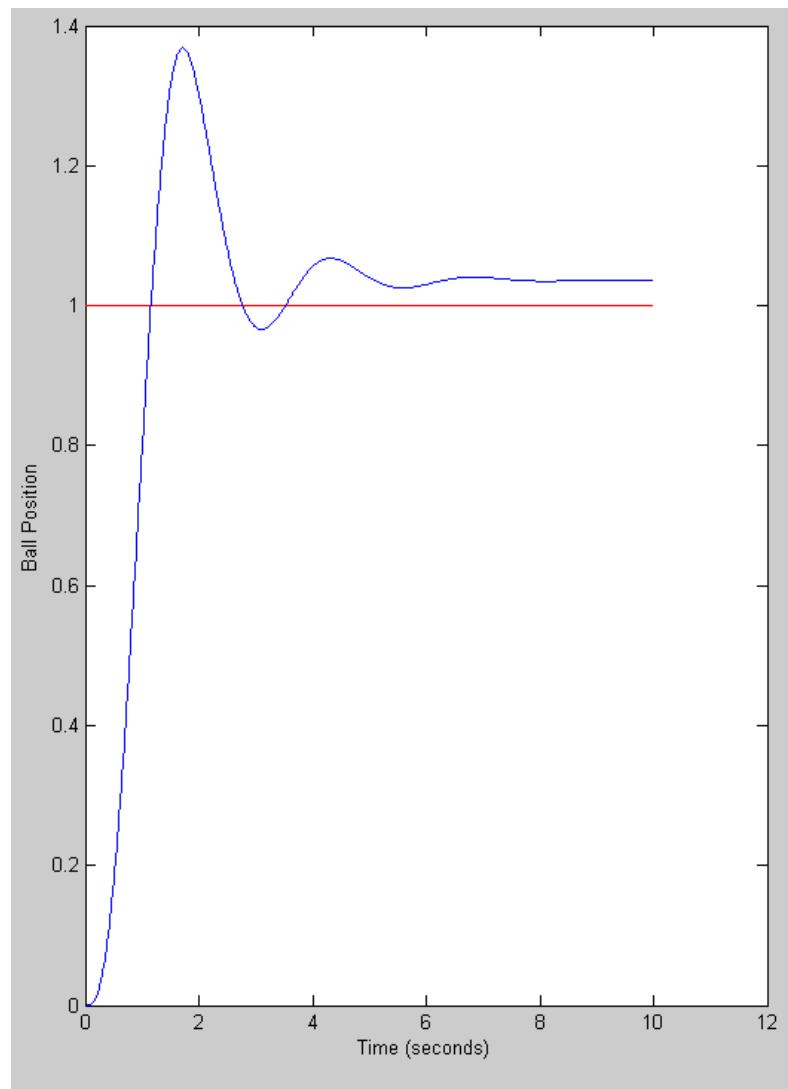
Full-State can stabilize this system

- ECE 463 method

```
% Ball & Beam System

X = [0, 0, 0, 0]';
dt = 0.01;
t = 0;
Kx = [-59    93   -32     23 ];
Kr = -51;
Ref = 1;
y = [];

while(t < 10)
    U = Kr*Ref - Kx*X;
    dX = BeamDynamics(X, U);
    X = X + dX * dt;
    y = [y ; Ref, X(1)];
    t = t + dt;
    BeamDisplay(X, Ref);
end
```



Variation: Input = $\dot{\theta}$

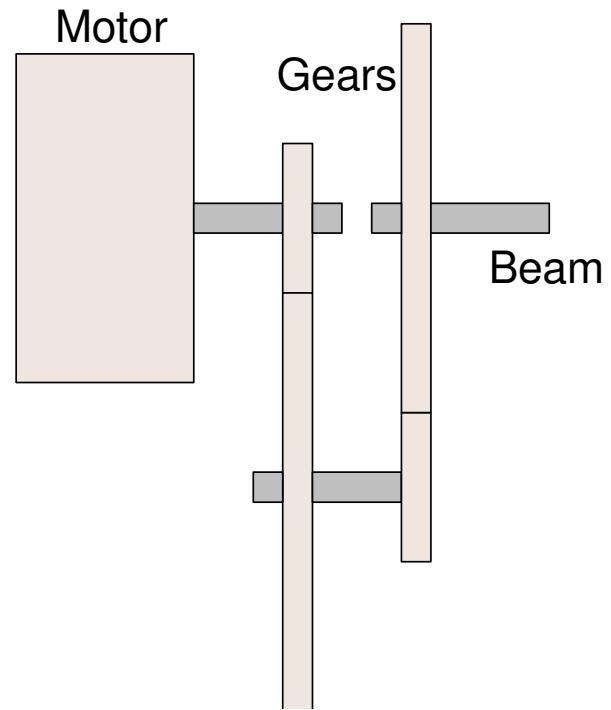
- Geared motor driving the beam
- Voltage \approx Speed

Nonlinear Dynamics become

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

The Linearized Dynamics become

$$\begin{bmatrix} r \\ \dot{r} \\ \theta \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 7 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} r \\ \dot{r} \\ \theta \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \dot{\theta}$$



Poles are at $\{0, 0, 0\}$ (tripple integrator)

- Still very hard to control

Variation

Add friction

$$F = -\dot{r}$$

Add feedback to the motor

$$\dot{\theta} = 10(R - \theta)$$

The nonlinear dynamics become

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

The linearized dynamics become

$$s \begin{bmatrix} r \\ \dot{r} \\ \theta \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & -0.7 & 7 \\ 0 & 0 & -10 \end{bmatrix} \begin{bmatrix} r \\ \dot{r} \\ \theta \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} R$$

The poles are now

$$\lambda = \{ 0, -0.7, -10 \}$$

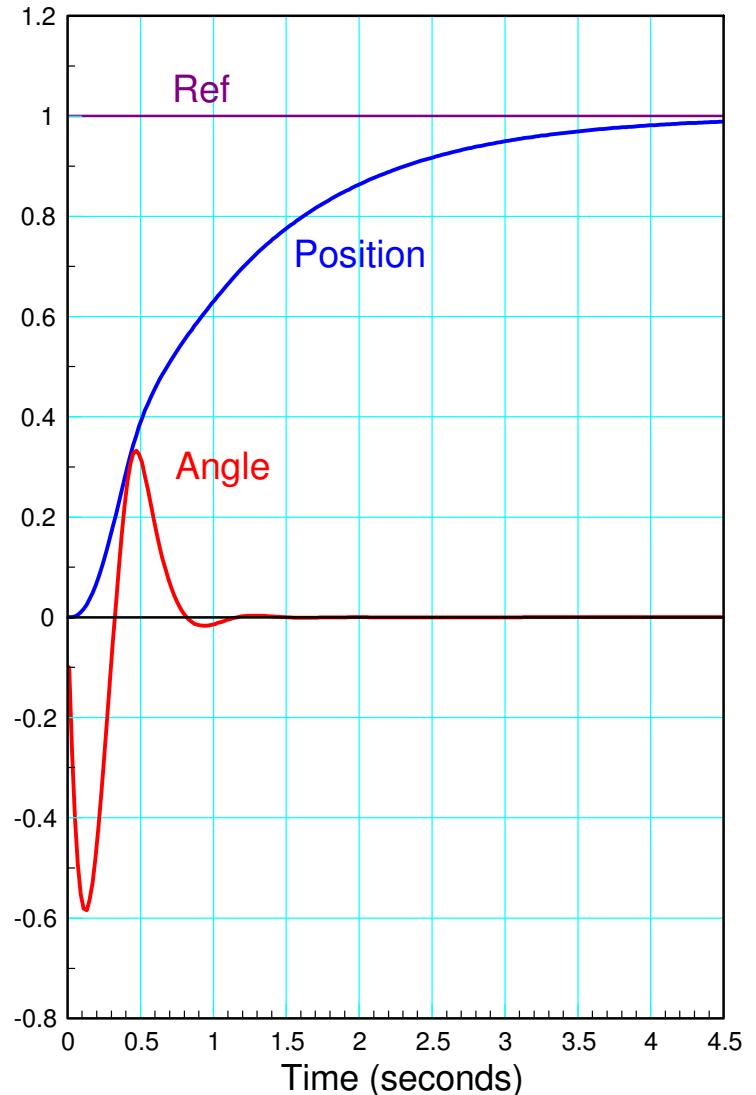
PD Control now works

- PD Control (ECE 461) works best with systems are open-loop stable
- Full-State feedback (ECE 463) works with any system

```
while(t < 5)
    U = 1*(Ref - r) + 1*(0 - dr);
    dq = 10*(-U - q);
    ddr = (r*dq*dq - 9.8*sin(q) - dr);

    dr = dr + ddr*dt;
    r = r + dr*dt;
    q = q + dq*dt;
    t = t + dt;

    BeamDisplay([r; q; dr; dq], Ref);
end
```



Summary

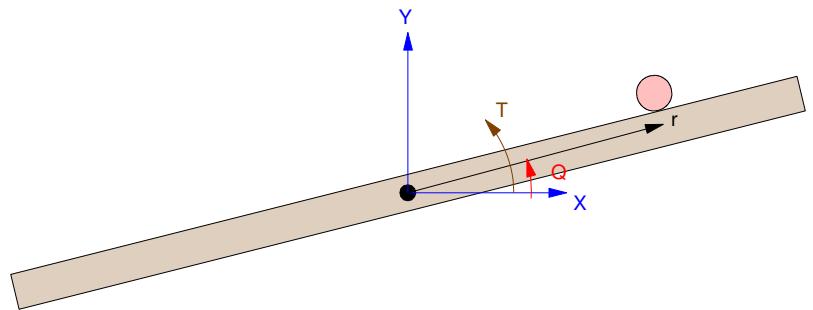
- $J = 0.2 \text{ kg m}^2, M = 1.0 \text{ kg}$

results in

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

At $r = 1.0 \text{ m}$

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



We'll be designing feedback controllers for this system in the upcoming lectures
