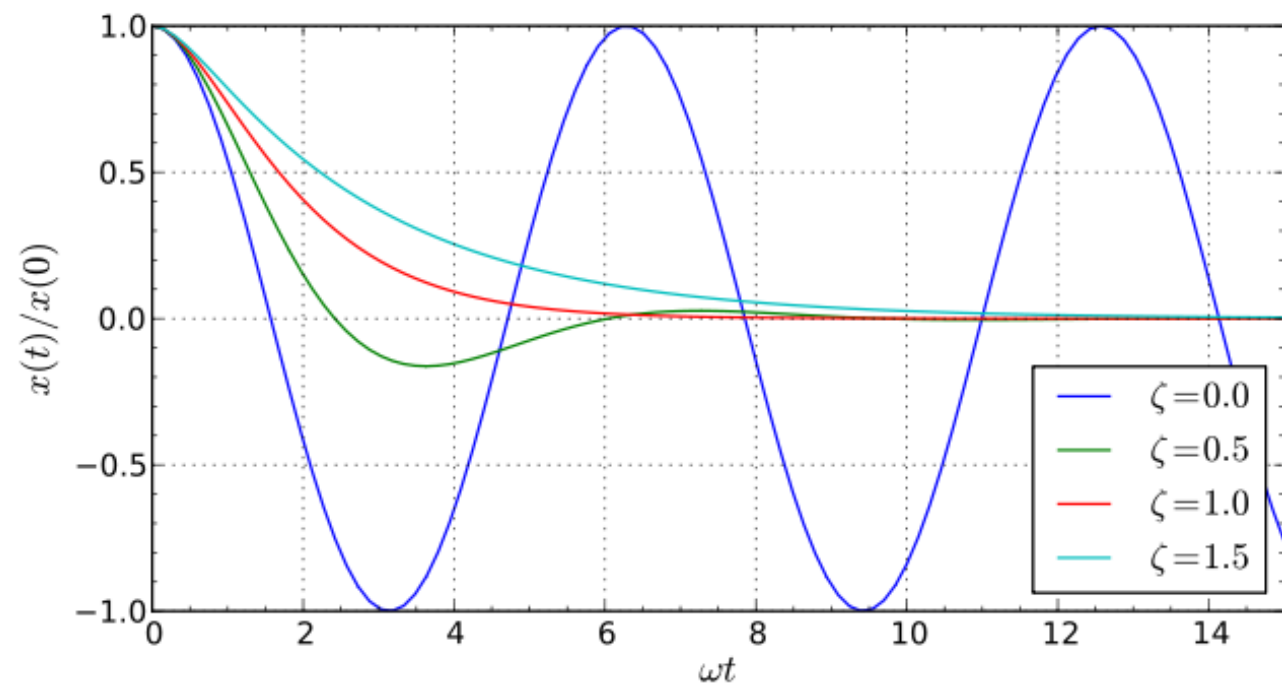
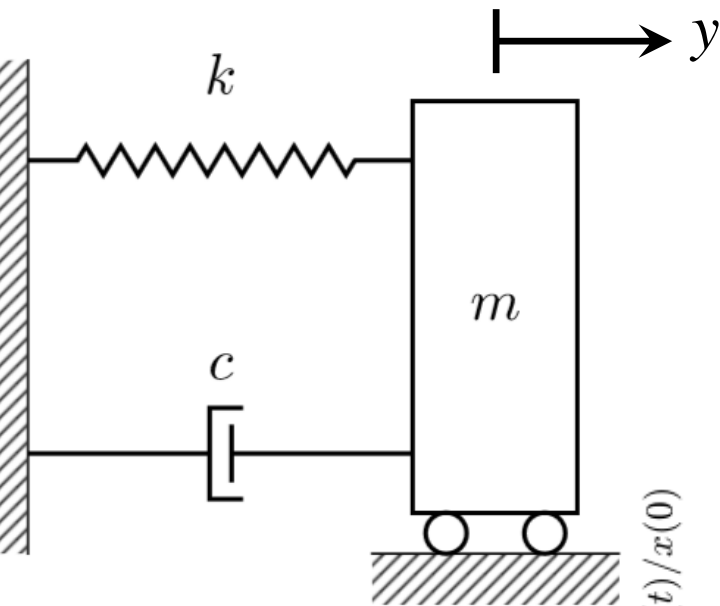


# Chapter 9c: Numerical Methods for Calculus and Differential Equations

- Higher-Order Differential Equations
  - Cauchy/State-Variable Form
  - Euler Method
  - MATLAB ODE Solver ode45
  - ode45 with Matrix Method
- Matrix Methods for Linear Equations
- Control System Toolbox

# Higher-Order Differential Equations

The methods used to solve first-order differential equations can be used to solve higher-order ordinary differential equations. Consider a **Spring-Mass-Damper** system:



# Higher-Order Differential Equations

The mass is  $m$ , the spring constant is  $k$ , and the damping coefficient is  $c$ . Newton's Second Law for this system is:

$$m\ddot{y} + c\dot{y} + ky = 0$$

where the first derivative of position with respect to time is  $\dot{y} = \frac{dy}{dt}$  and the second derivative is  $\ddot{y} = \frac{d^2y}{dt^2}$

Solve this equation by turning it into a system of two first-order differential equations. First, solve the equation for the second derivative:

$$\ddot{y} = -\frac{c}{m}\dot{y} - \frac{k}{m}y$$

# Cauchy/State-Variable Form

Let  $x_1 = y$  (Position) and  $x_2 = \dot{y}$  (Velocity). Taking the derivative of the first equation gives:

$$\dot{x}_1 = \dot{y} = x_2 \quad \text{or} \quad \dot{x}_1 = x_2$$

Taking the derivative of the second equation gives:

$$\dot{x}_2 = \ddot{y} = -\frac{c}{m}\dot{y} - \frac{k}{m}y \quad \text{or} \quad \dot{x}_2 = -\frac{c}{m}x_2 - \frac{k}{m}x_1$$

This is called the **Cauchy Form** or the **State-Variable Form**:

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -\frac{c}{m}x_2 - \frac{k}{m}x_1$$

# Euler Method

Now use the Euler Method to discretize the system of equations as follows:

$$x_{1,k+1} = x_{1,k} + \Delta t \cdot x_{2,k}$$

$$x_{2,k+1} = x_{2,k} + \Delta t \cdot \left( -\frac{c}{m} x_{2,k} - \frac{k}{m} x_{1,k} \right)$$

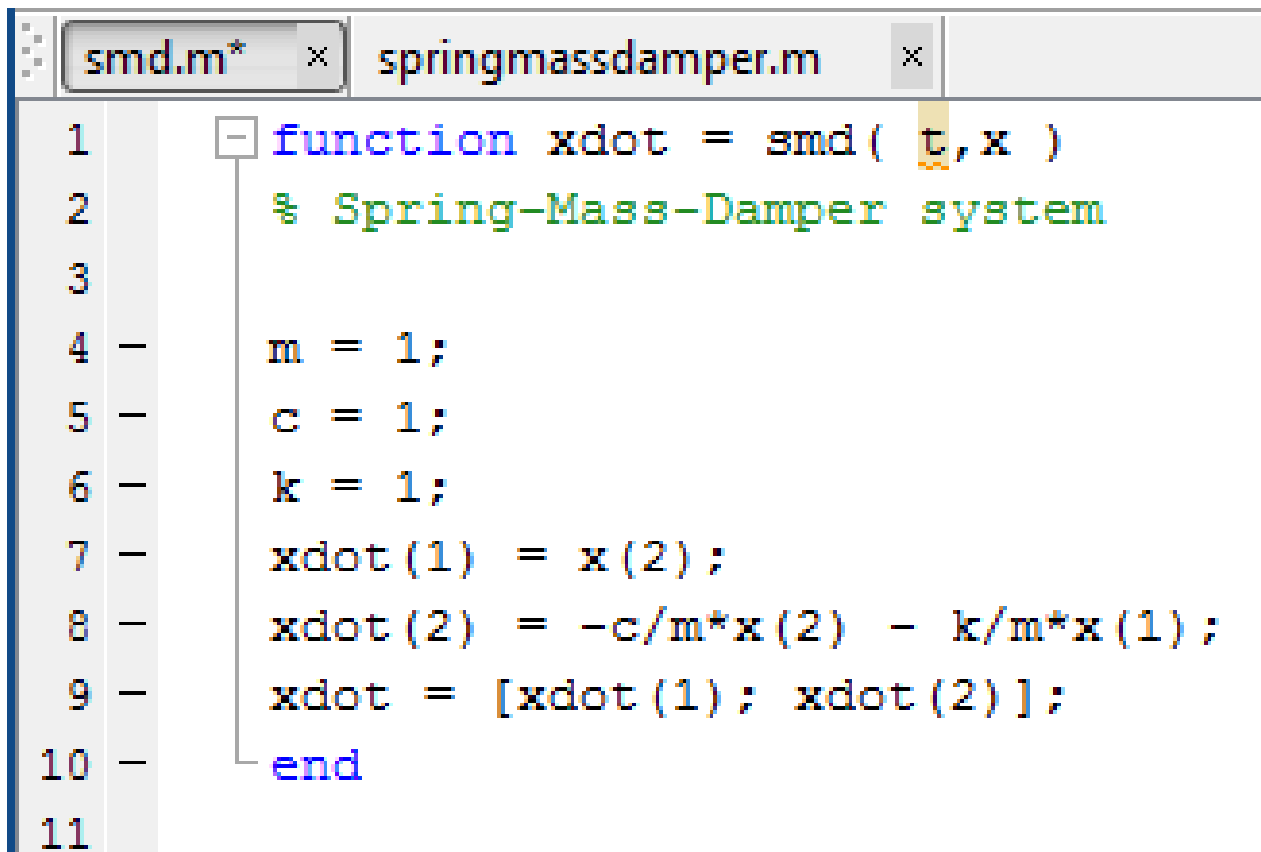
This system of equations is solved using the same **Time-Stepping** technique that was shown previously using the **Euler Method**.

# MATLAB ODE Solver ode45

Alternatively, use `ode45` to solve the system:

```
[t, x] = ode45(@xdot, tspan, x0)
```

Function File:



```
smd.m* × springmassdamper.m ×  
1 function xdot = smd( t, x )  
2 % Spring-Mass-Damper system  
3  
4 - m = 1;  
5 - c = 1;  
6 - k = 1;  
7 - xdot(1) = x(2);  
8 - xdot(2) = -c/m*x(2) - k/m*x(1);  
9 - xdot = [xdot(1); xdot(2)];  
10 - end  
11
```

# MATLAB ODE Solver ode45

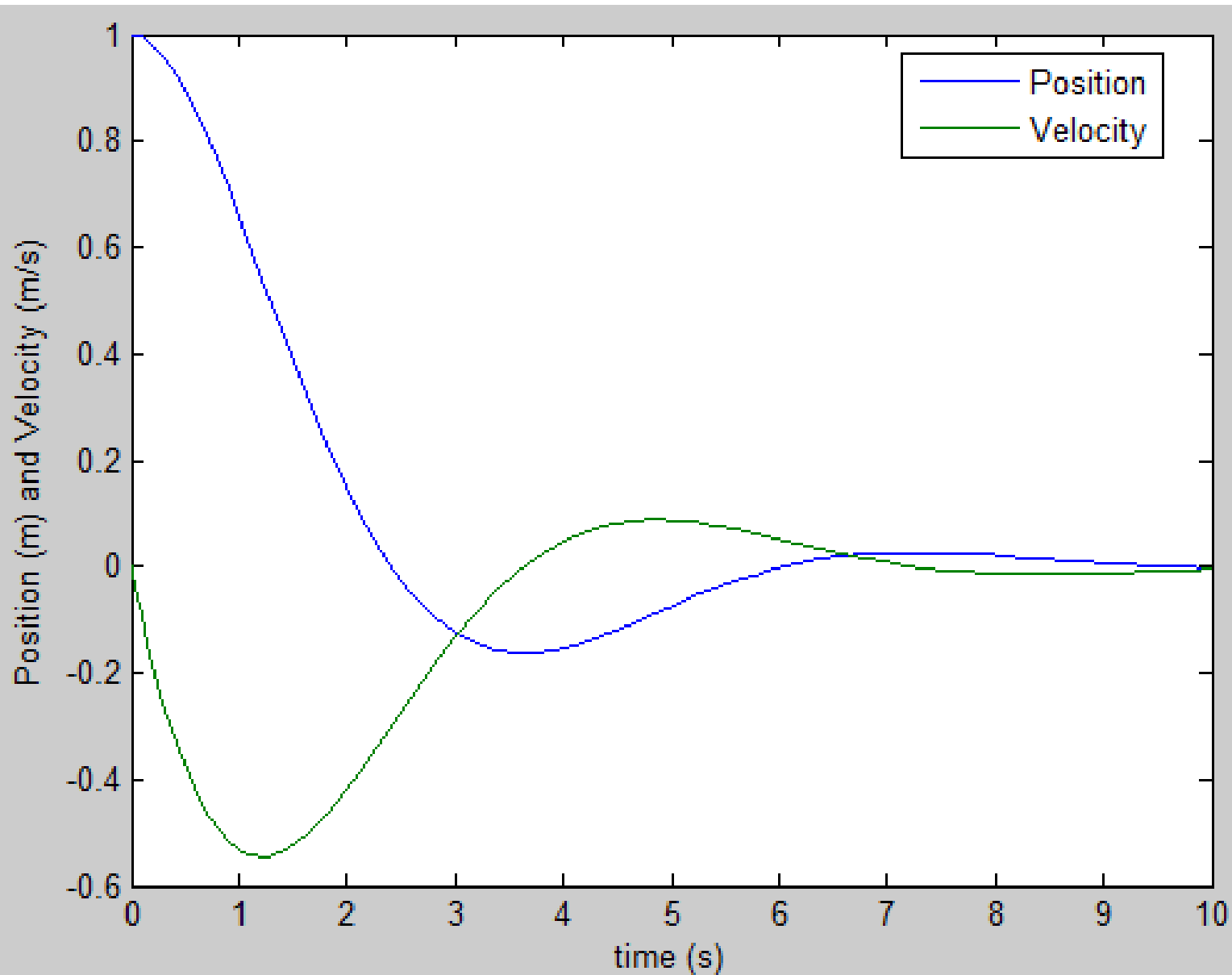
Script File:

smd.m\*

springmassdamper.m\*

```
1      % Spring-Mass-Damper system
2
3  -   clc
4  -   clear
5
6  -   [t,x] = ode45(@smd, [0, 10], [1, 0] );
7  -   x;
8  -   plot(t,x(:,1),t, x(:,2)), xlabel('time (s)')
9  -   ylabel('Position (m) and Velocity (m/s)')
10 -   legend('Position','Velocity','Location','Best')
11
```

# MATLAB ODE Solver ode45





# ode45 with Matrix Method

The general **Spring-Mass-Damper** problem, where  $u(t)$  is a forcing function, can be solved by casting the equation in **Matrix Form**:

$$m\ddot{y} + c\dot{y} + ky = u(t)$$

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = \frac{1}{m}u(t) - \frac{c}{m}x_2 - \frac{k}{m}x_1$$

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \cdot u(t)$$

# ode45 with Matrix Method

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \cdot u(t)$$

**In Matrix Form:**

$$\dot{\mathbf{x}} = \mathbf{A}\mathbf{x} + \mathbf{B} \cdot u(t)$$

where

$$\mathbf{A} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \quad \mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

# ode45 with Matrix Method

Function File:

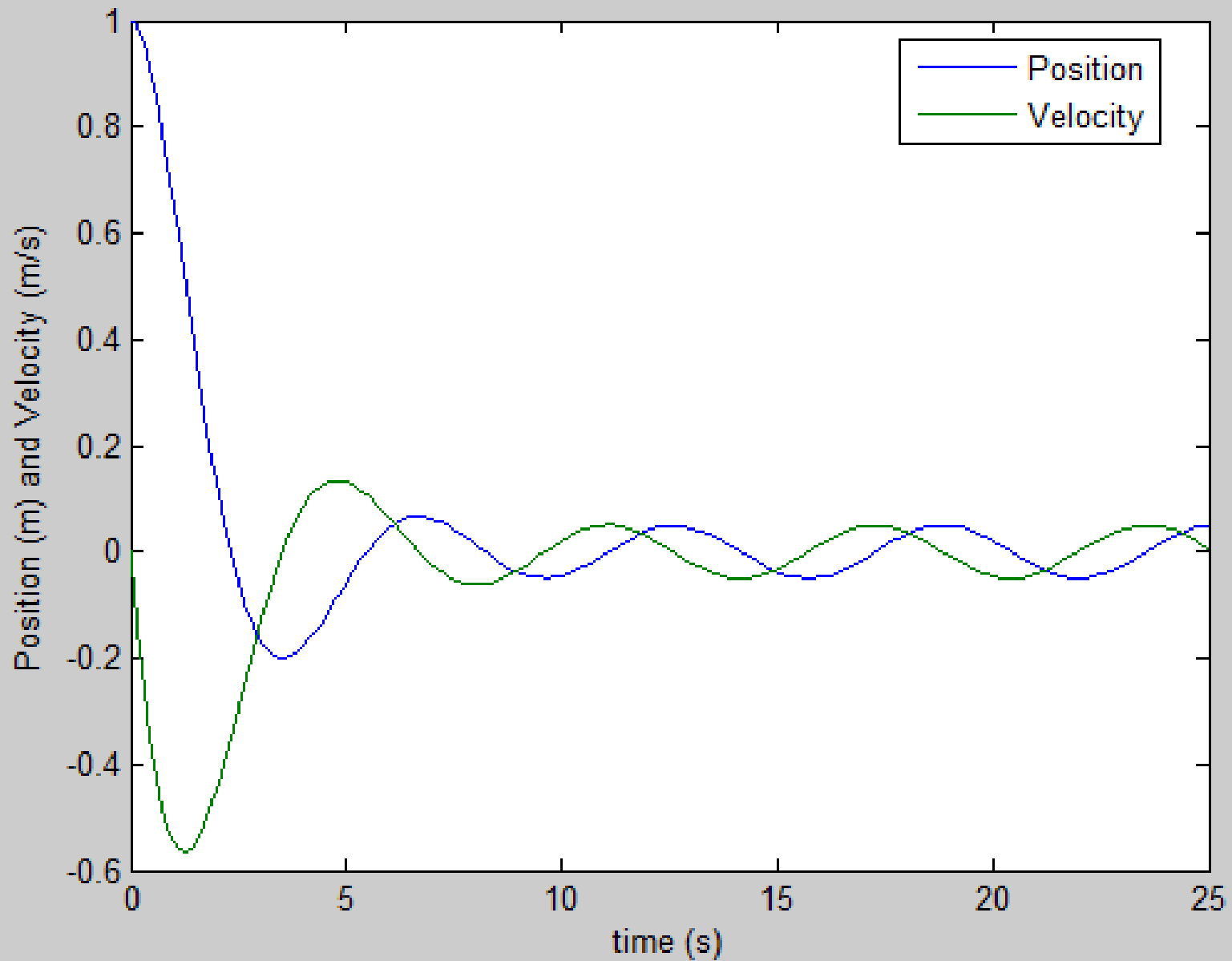
```
smd2.m* × springmassdamper2.m* ×
1  function xdot = smd2( t,x )
2  % Spring-Mass-Damper system
3
4  m = 1;
5  c = 1;
6  k = 1;
7  z = -0.05;
8  a = 1;
9  u = z*sin(a*t);
10 A = [0 1; -k/m -c/m];
11 B = [0; 1/m];
12 xdot = A*x + B*u;
13 end
14
```

# ode45 with Matrix Method

Script File:

```
smd2.m* × springmassdamper2.m ×  
1      % Spring-Mass-Damper system: Matrix Method  
2  
3 -    clc  
4 -    clear  
5  
6 -    [t,x] = ode45(@smd2, [0, 25], [1, 0] );  
7 -    x;  
8 -    plot(t,x(:,1),t, x(:,2)), xlabel('time (s)')  
9 -    ylabel('Position (m) and Velocity (m/s)')  
10 -   legend('Position', 'Velocity', 'Location', 'Best')  
11
```

# ode45 with Matrix Method



# Matrix Methods for Linear Equations

Spring-Mass-Damper system in **Reduced Form** or **Transfer Function Form**:

$$m\ddot{y} + c\dot{y} + ky = u(t)$$

SMD in **State-Variable** or **State-Space Form**:

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = \frac{1}{m}u(t) - \frac{c}{m}x_2 - \frac{k}{m}x_1$$

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \cdot u(t)$$

# Matrix Methods for Linear Equations

SMD in **Matrix Form**:

$$\dot{\mathbf{x}} = \mathbf{A}\mathbf{x} + \mathbf{B} \cdot u(t)$$

where

$$\mathbf{A} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \quad \mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

All three forms describe the same second-order differential equation. When the coefficients are constant, the above representation is called a **Linear, Time-Invariant** equation, or an **LTI Object** or **LTI System**.

# Matrix Methods for Linear Equations

$$\dot{\mathbf{x}} = \mathbf{A}\mathbf{x} + \mathbf{B} \cdot u(t)$$

$$\mathbf{A} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \quad \mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

In this case, there are only two outputs:  $x_1$  and  $x_2$ , which represent the position and the velocity of the mass  $m$ . The outputs are given in the following matrix:

$$\mathbf{y} = \mathbf{C}\mathbf{x} + \mathbf{D}u(t)$$

If the position of the mass is desired,  $\mathbf{C} = [1,0]$ . If the velocity is desired,  $\mathbf{C} = [0,1]$ . In all cases,  $\mathbf{D} = 0$ .



# Control System Toolbox

The most general case for a second-order **LTI System** in **Reduced Form** is:

$$a \frac{d^2 y}{dx^2} + b \frac{dy}{dx} + cy = d \frac{du}{dx} + eu$$

This system can be input to MATLAB as follows:

```
sys = tf(right,left)
```

where `tf` stands for **Transfer Function**. The right- and left-hand coefficient vectors are:

```
right = [d, e] and left = [a, b, c]
```

# Control System Toolbox

Alternatively, the **LTI System** can be input to MATLAB in **State-Space Form** directly:

$$A = [0, 1; -k/m, -c/m]$$

$$B = [0; 1/m]$$

$$C = [1, 0] \text{ for position of mass}$$

$$D = 0$$

$$\text{sys} = \text{ss}(A, B, C, D)$$

	Function	Required Form	Initial Conditions
<code>initial(sys, x0)</code>	Free Response (Undriven)	State	Default Zero or Input
<code>impulse(sys)</code>	Impulse Response	Transfer or State	Zero
<code>step(sys)</code>	Unit-Step	Transfer or State	Zero
<code>lsim(sys, u, t, x0)</code>	Arbitrary Input Response	Transfer or State	Default Zero or Input

# Initial-Condition Response

`initial(sys, x0)` gives the **Undriven Response** of the system of equations, where  $u(t) = 0$ , subject to a set of initial conditions:

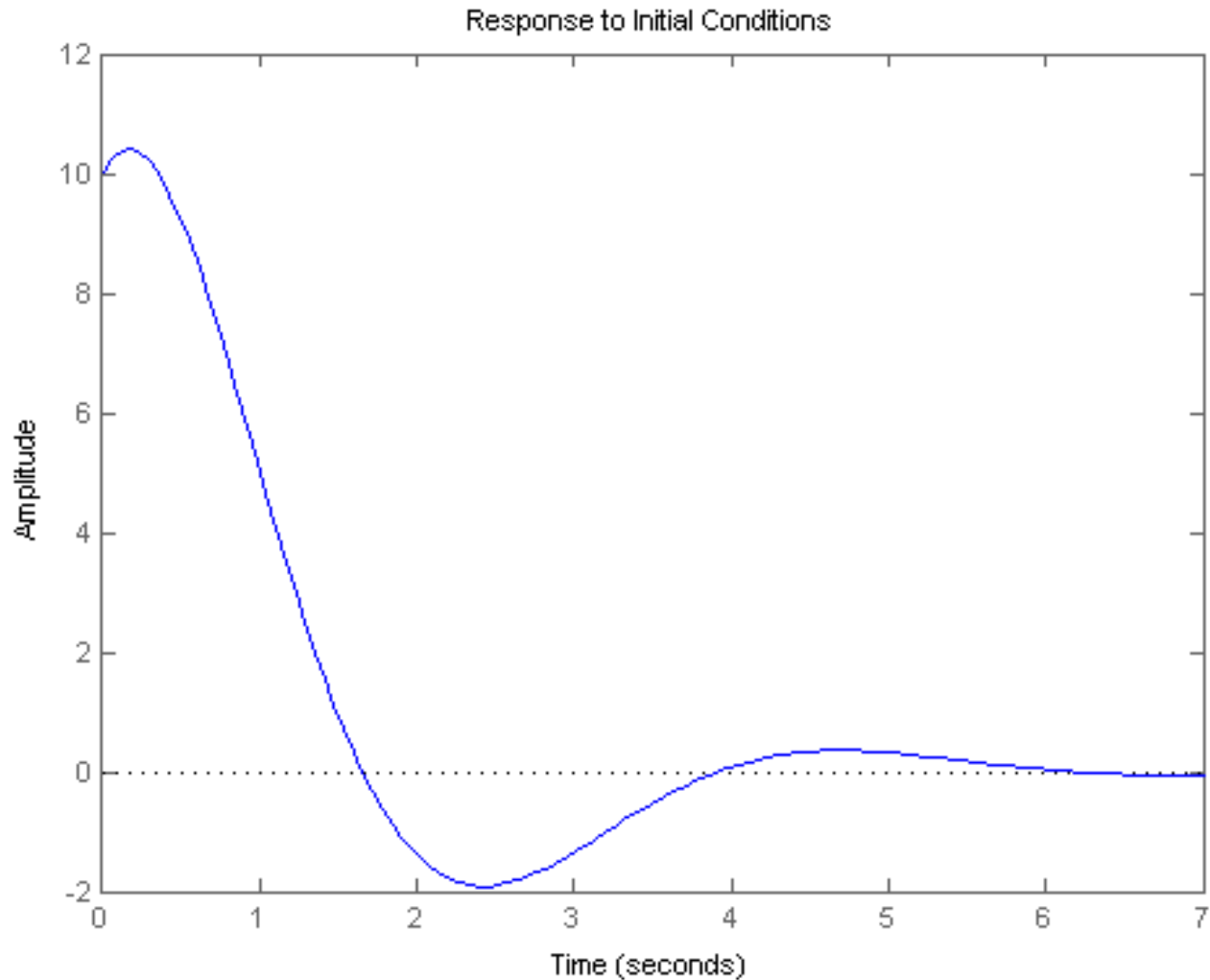
$$2\ddot{y} + 3\dot{y} + 5y = u(t), \quad y(0) = 10, \quad \dot{y}(0) = 5$$

$$\mathbf{A} = \begin{bmatrix} 0 & 1 \\ -\frac{5}{2} & -\frac{3}{2} \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 0 \\ 1 \\ \frac{2}{2} \end{bmatrix}$$

The system must be cast into **State-Variable** or **State-Space** (ss) form.

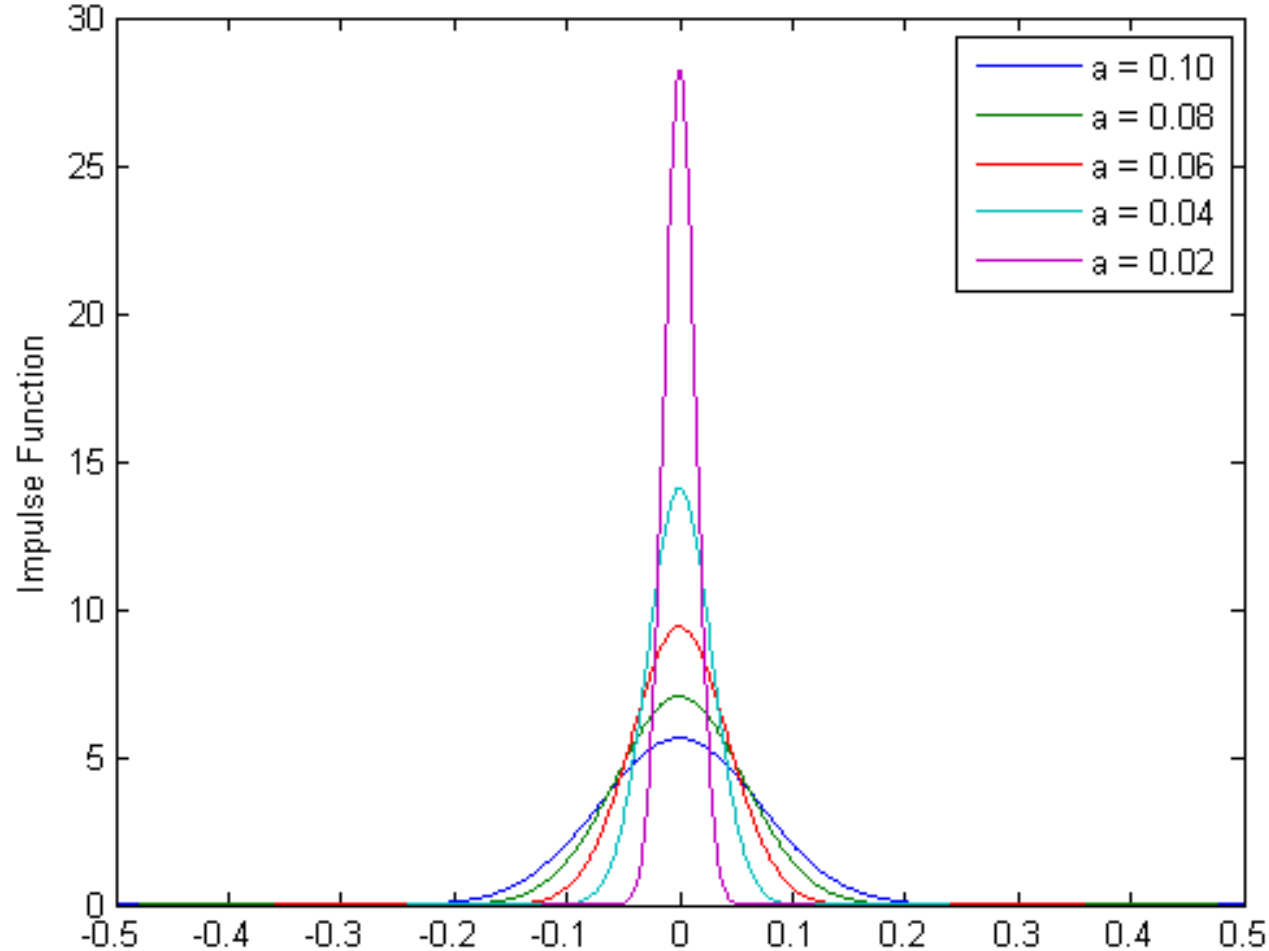
# Initial-Condition Response

```
A = [0 1; -5/2 -3/2];  
B = [0; 1/2];  
C = [1 0];  
D = 0;  
sys_ss = ss(A,B,C,D);  
x0 = [10 5];  
initial(sys_ss, x0)
```



# Impulse Response

`impulse(sys)`  
gives the response of  
the system of equations  
to an **Impulse  
Function**, where the  
initial conditions are set  
to zero.

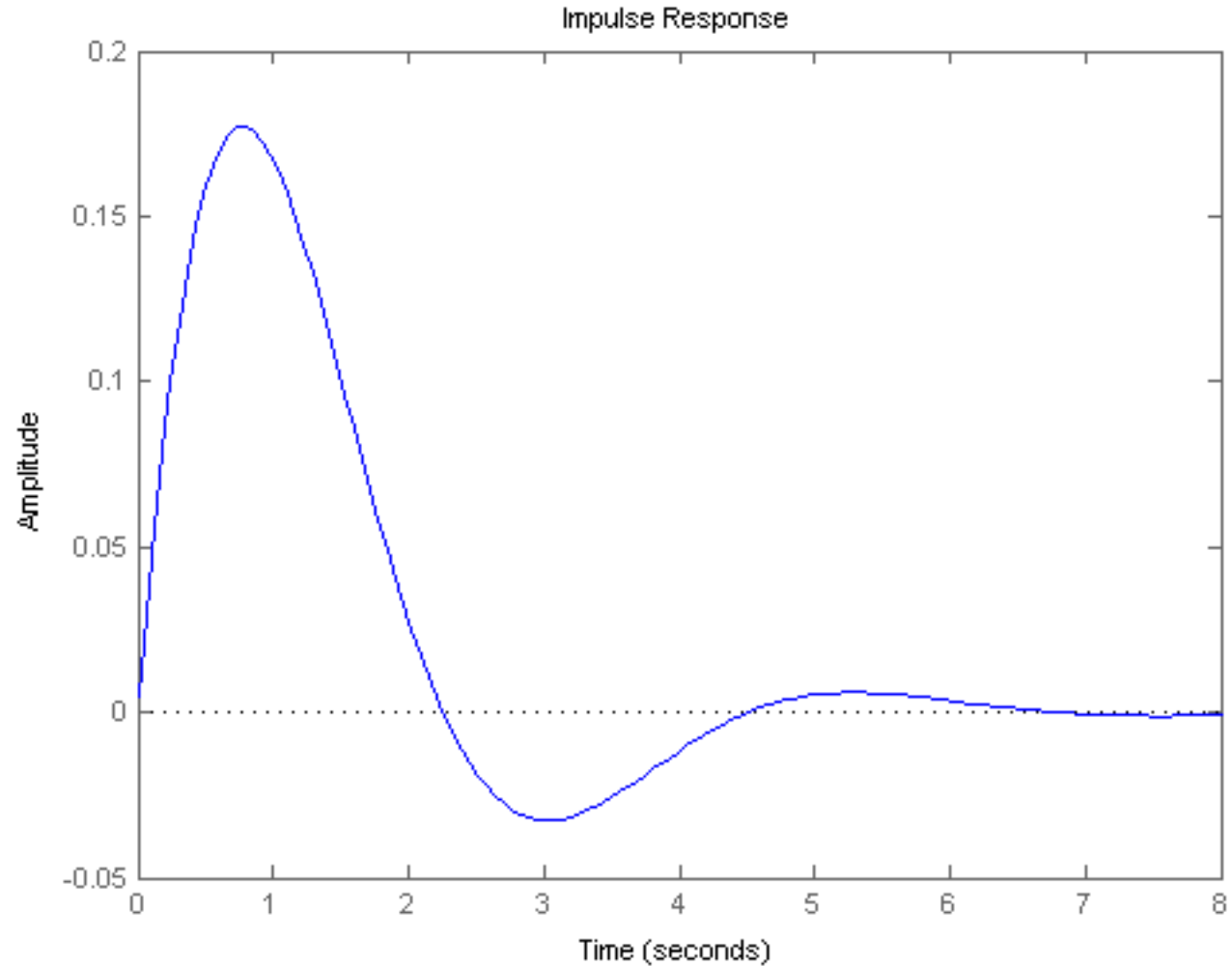


**Impulse Function:**

$$u(t) = \frac{1}{a\sqrt{\pi}} e^{-x^2/a^2} \quad \text{as } a \rightarrow 0$$

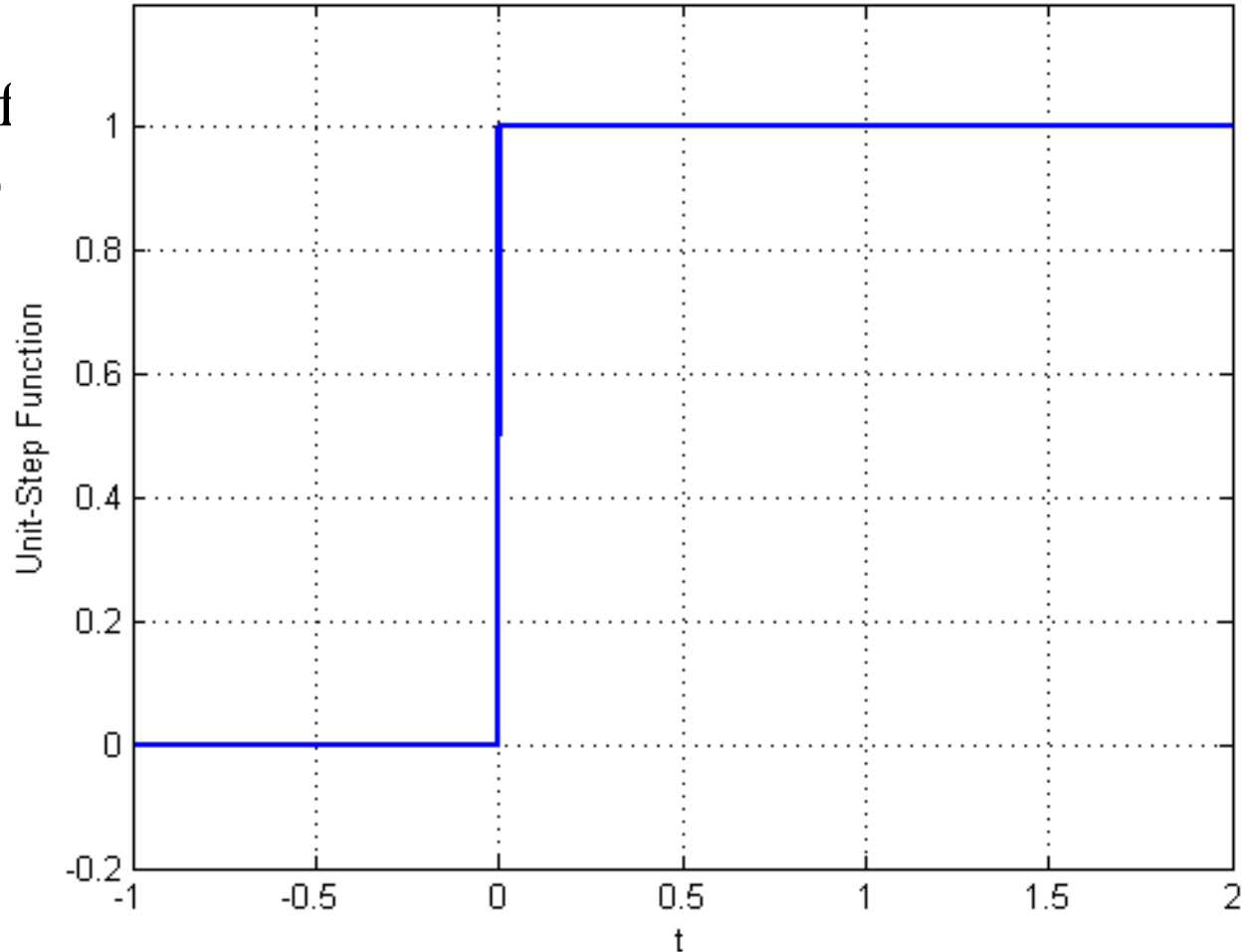
# Impulse Response

```
A = [0 1; -5/2 -3/2];  
B = [0; 1/2];  
C = [1 0];  
D = 0;  
sys_ss = ss(A,B,C,D);  
impulse(sys_ss)
```



# Unit-Step Response

`step(sys)` gives the response of the system of equations to a **Unit-Step Function**, where the initial conditions are set to zero.

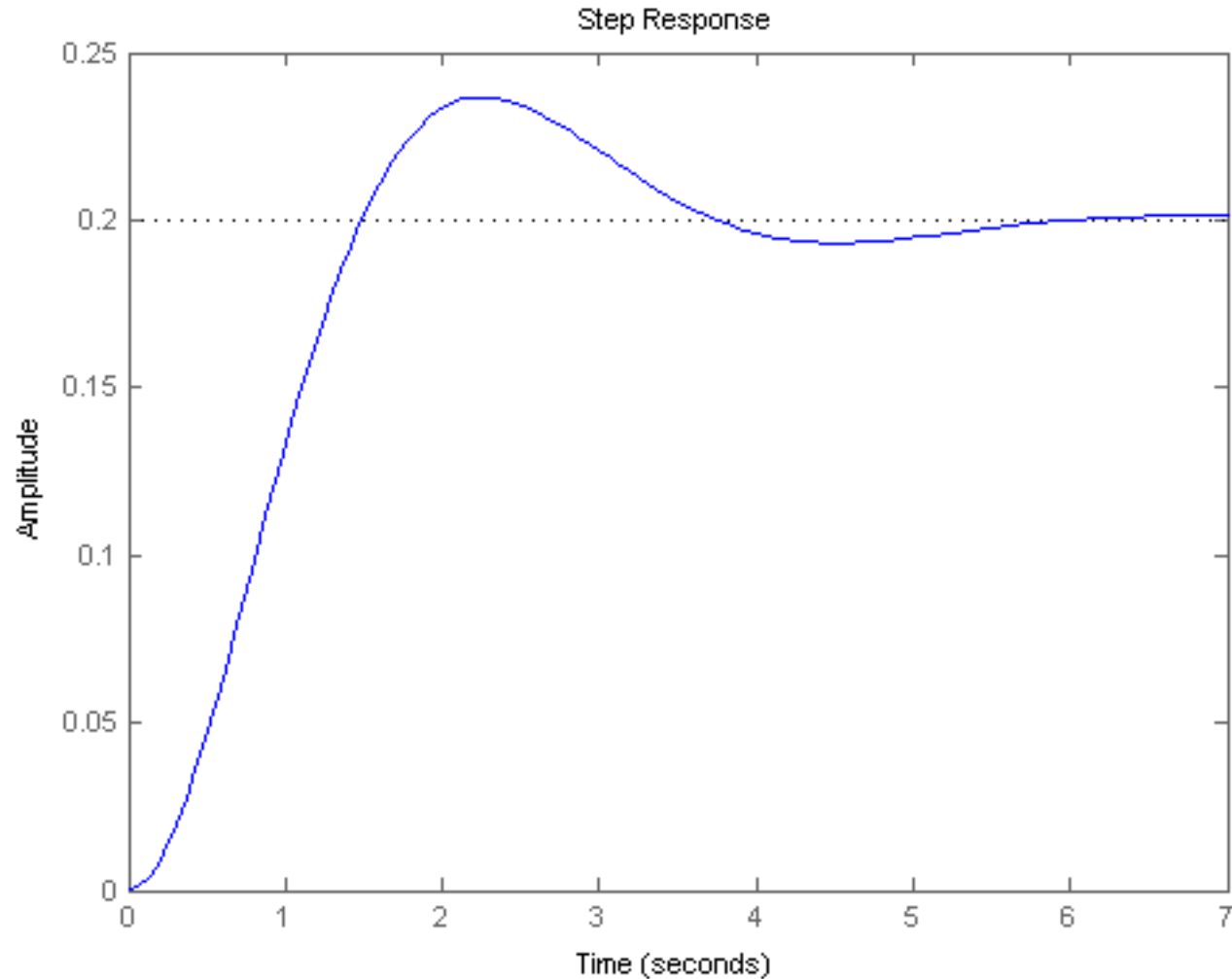


**Unit-Step Function:**

$$u(t) = \begin{cases} 0, & t < 0 \\ 1, & t \geq 0 \end{cases}$$

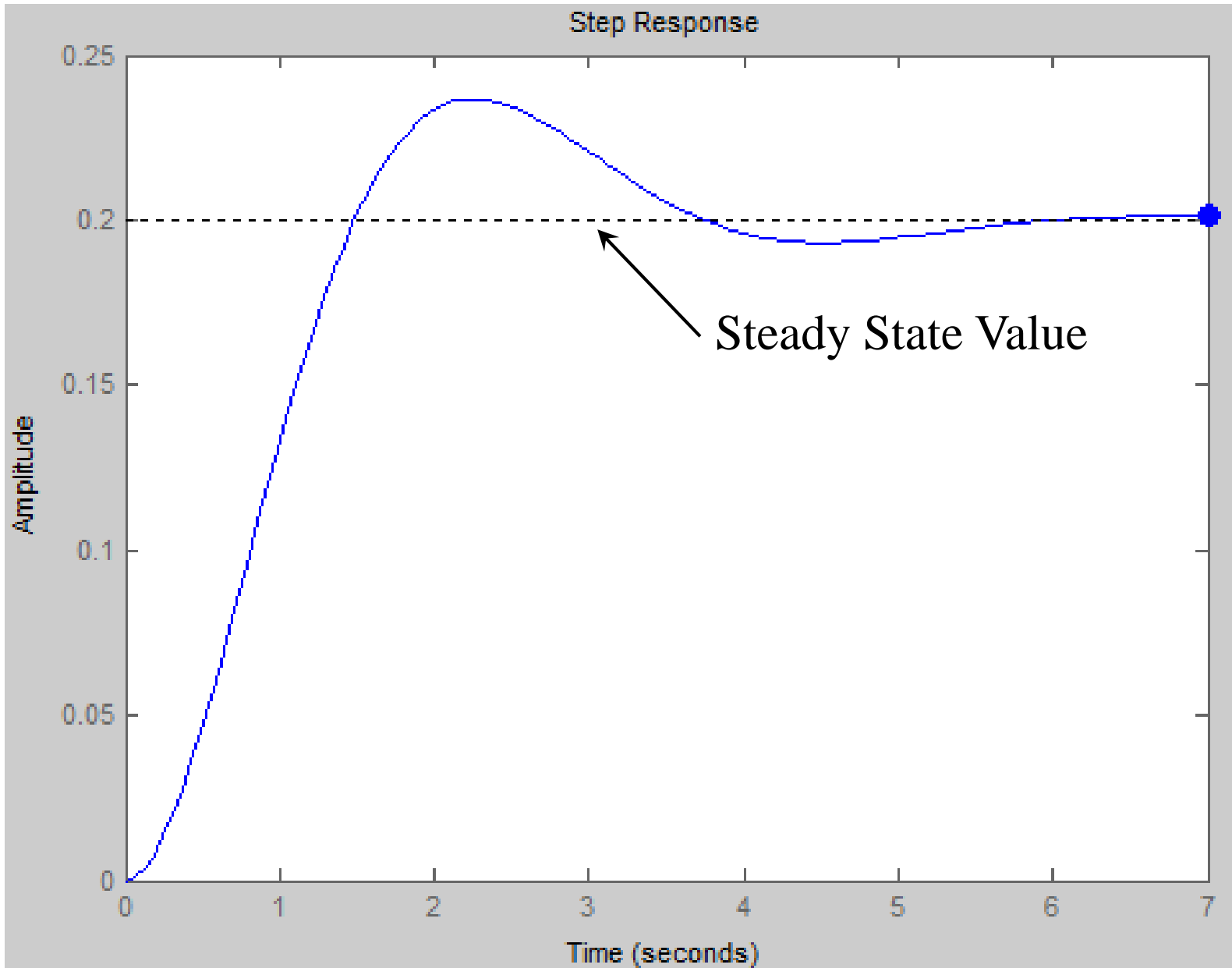
# Unit-Step Response

```
A = [0 1; -5/2 -3/2];  
B = [0; 1/2];  
C = [1 0];  
D = 0;  
sys_ss = ss(A,B,C,D);  
step(sys_ss)
```

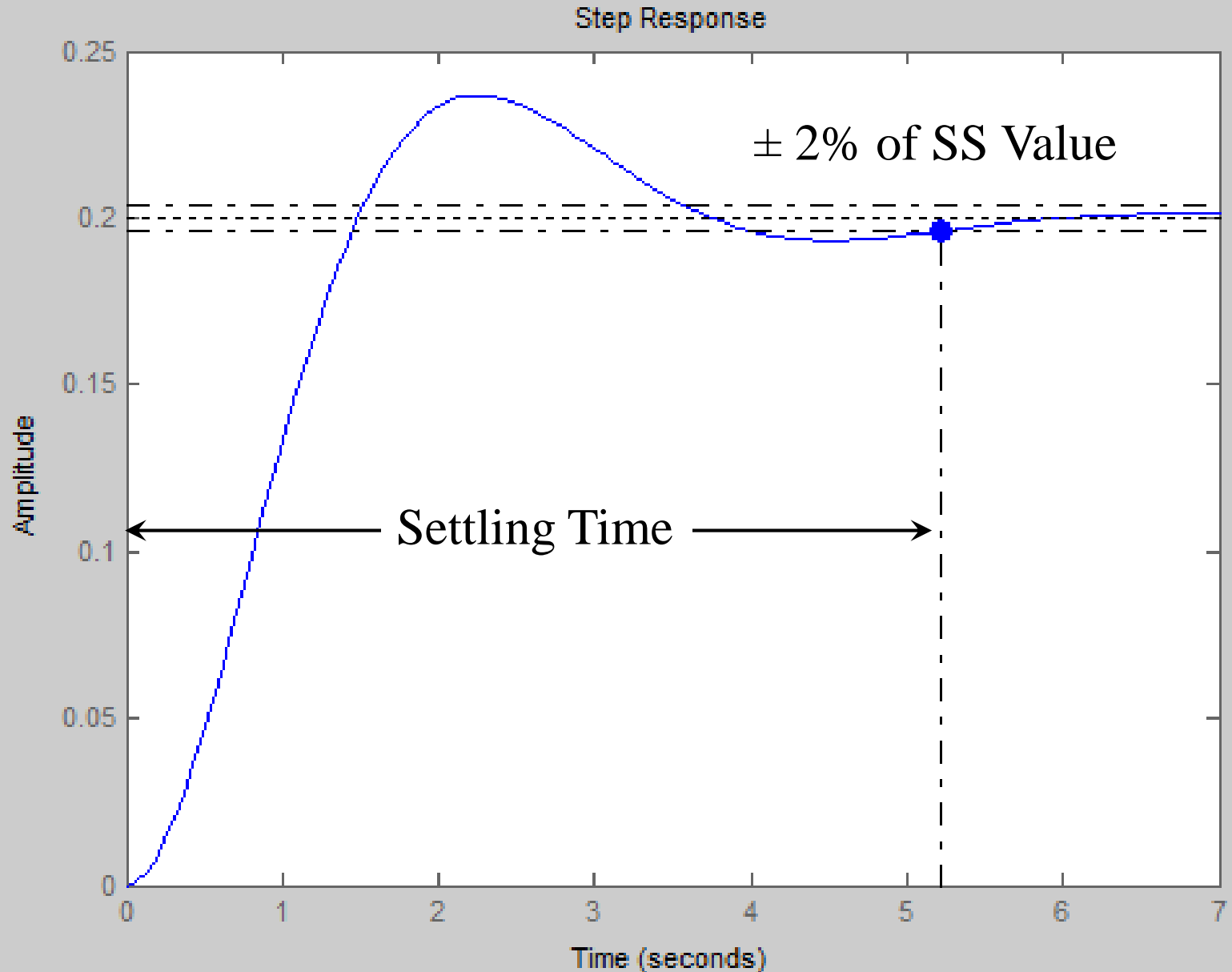




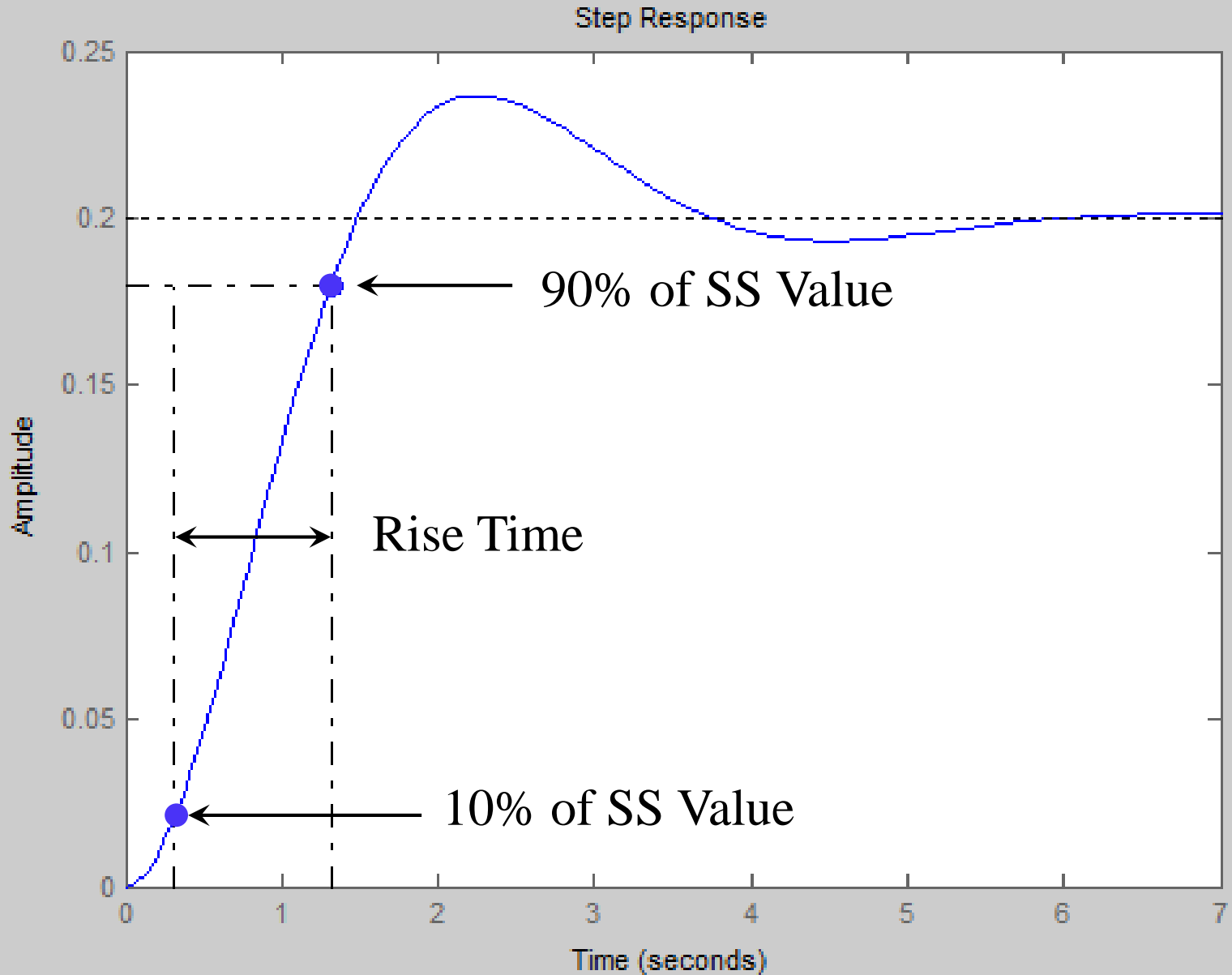
# Unit-Step Response



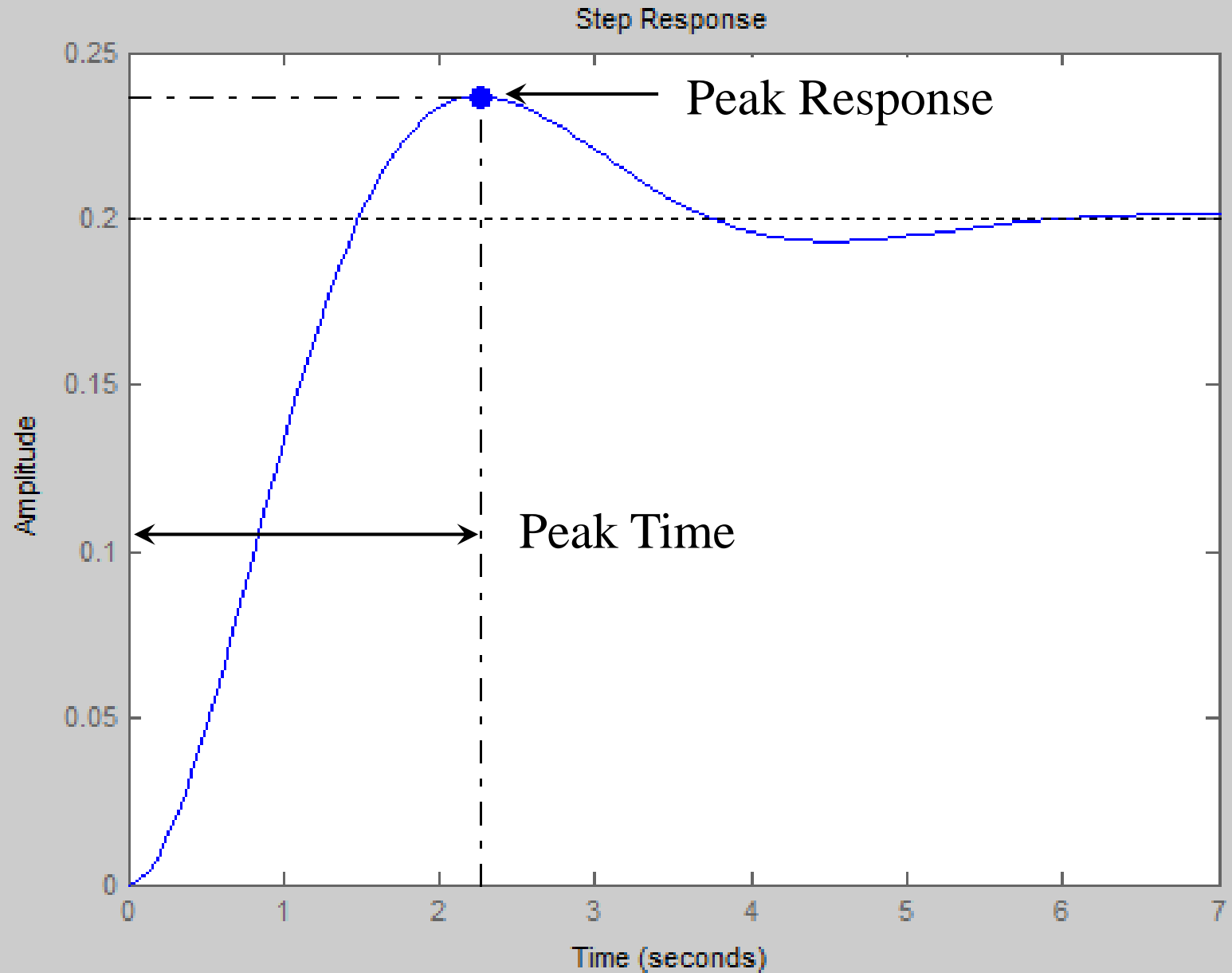
# Unit-Step Response



# Unit-Step Response

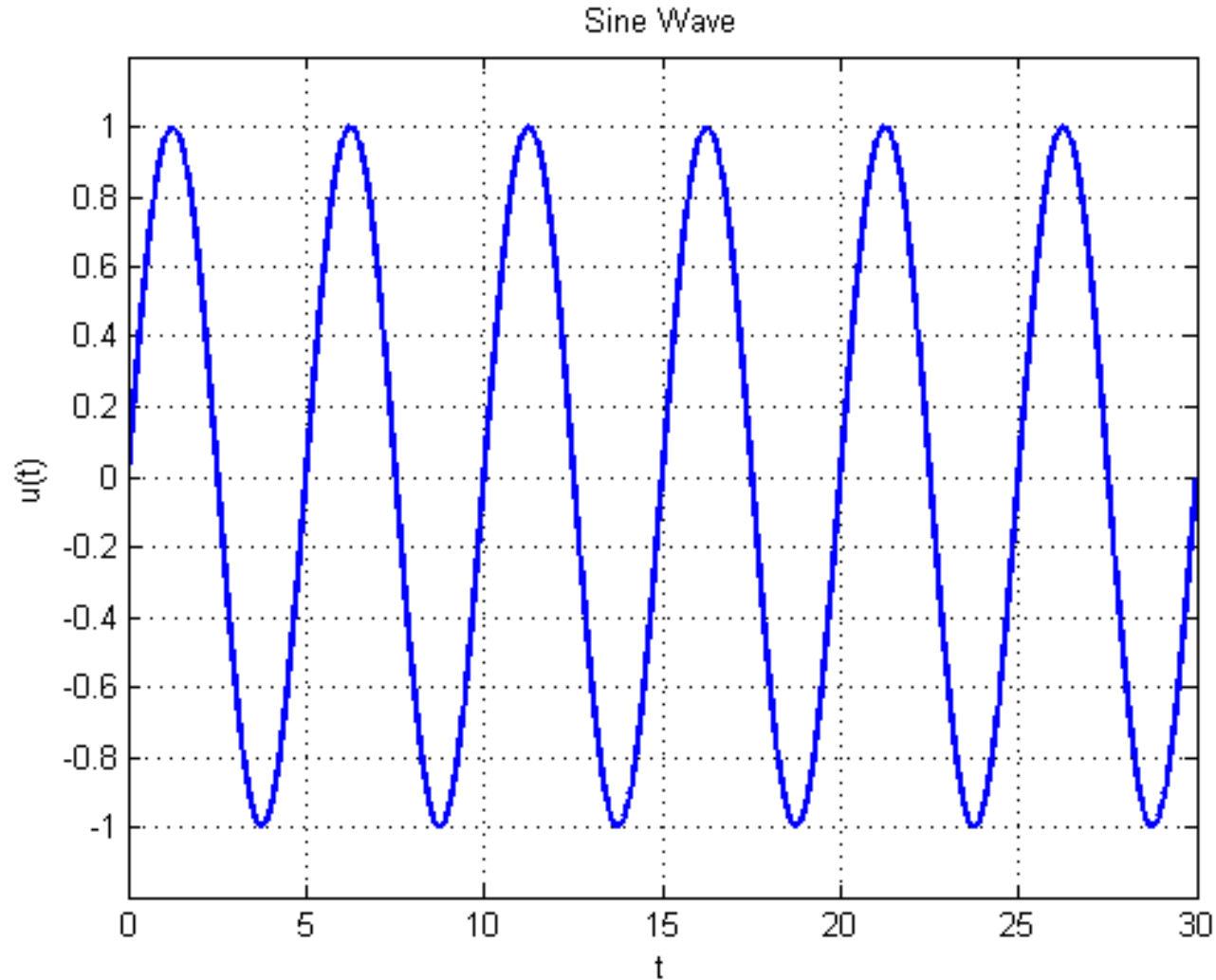


# Unit-Step Response



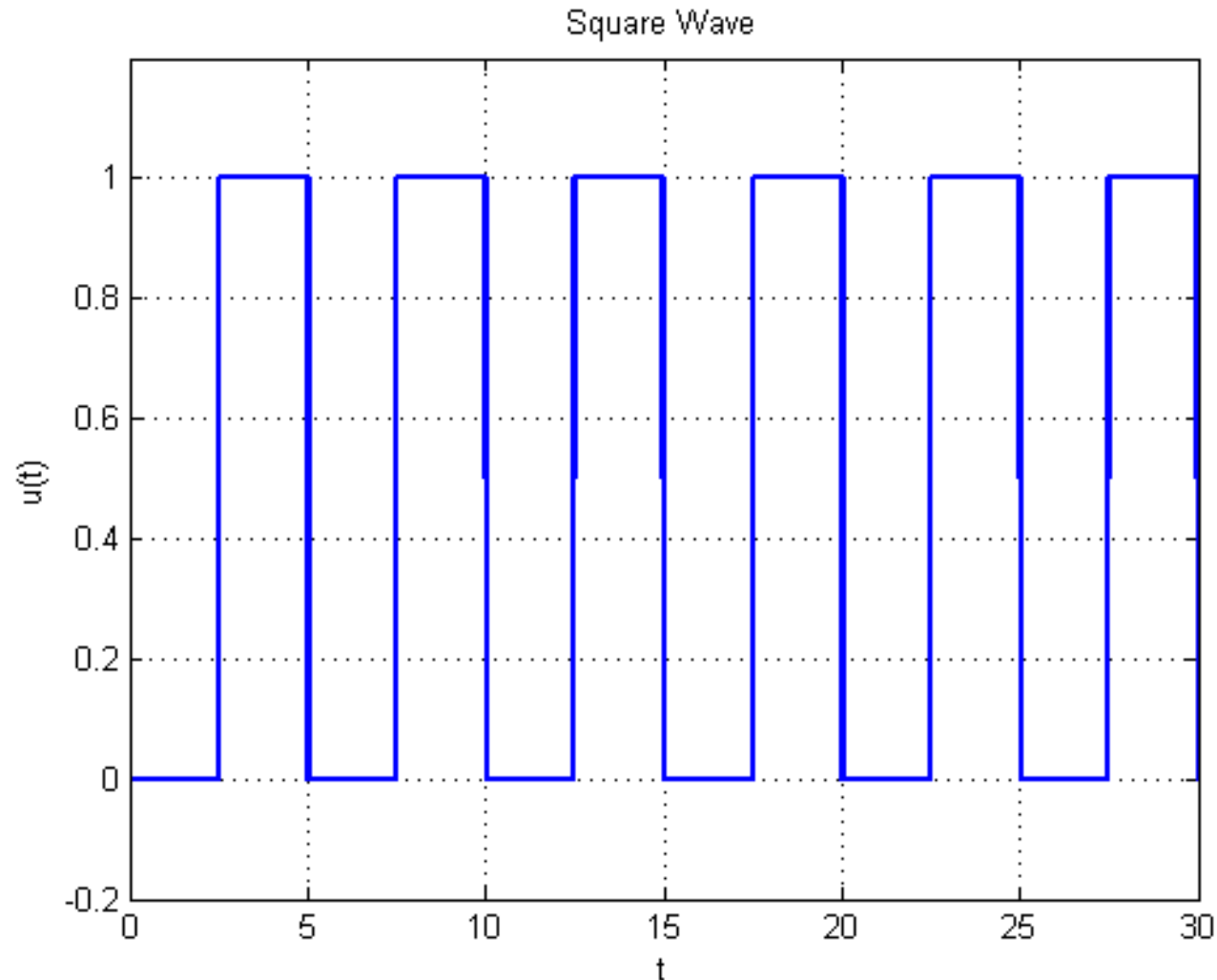
# Signal Generator: Sine Wave

```
[u,t] = gensig('sin',5,30,0.01)  
plot(t, u, 'LineWidth',2)  
xlabel('t'), ylabel('u(t)')  
axis([0 30 -1.2 1.2])  
grid on  
title('Sine Wave')
```



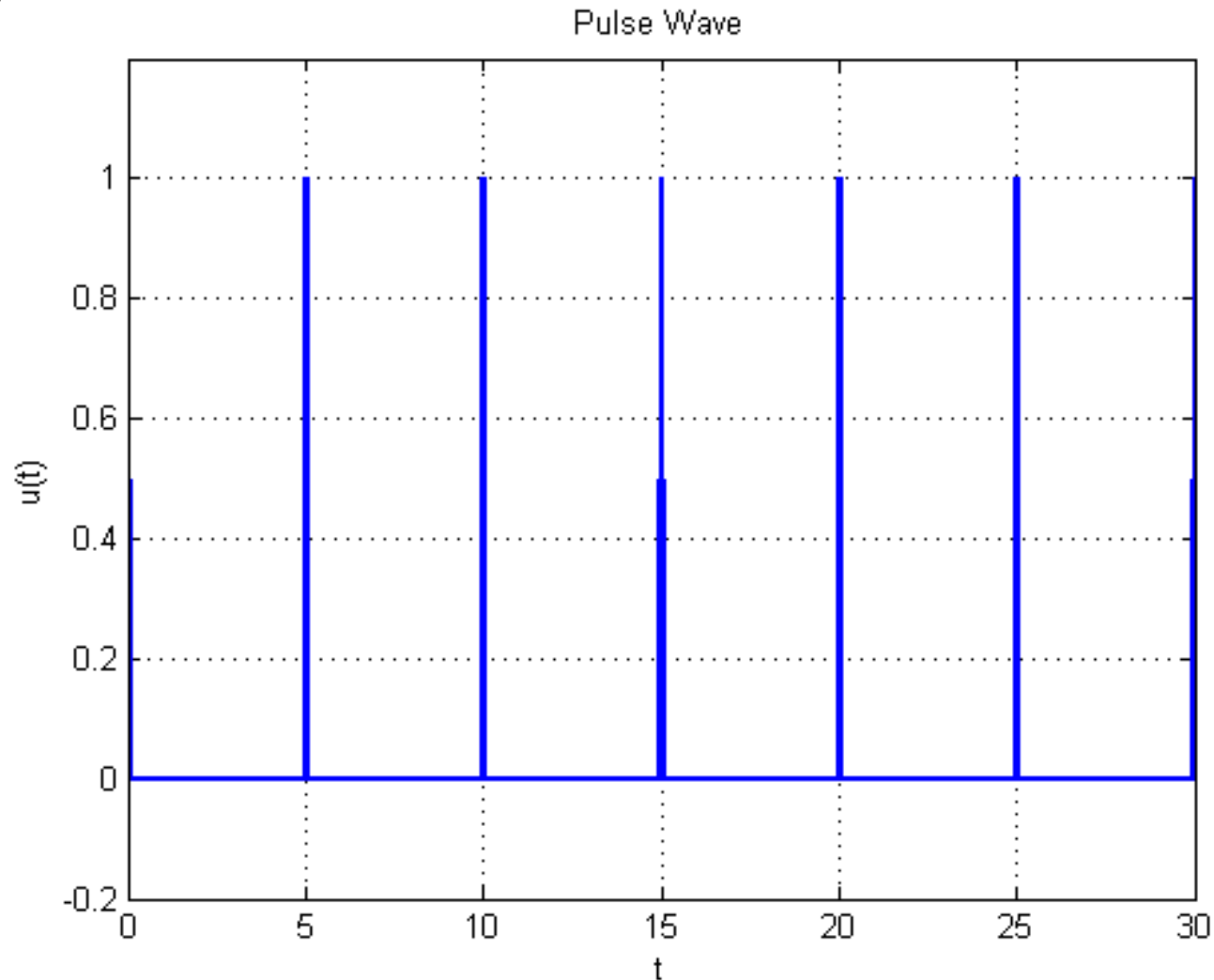
# Signal Generator: Square Wave

```
[u,t] = gensig('square',5,30,0.01)  
plot(t, u, 'LineWidth',2)  
xlabel('t'), ylabel('u(t)')  
axis([0 30 -1.2 1.2])  
grid on  
title('Square Wave')
```



# Signal Generator: Pulse Wave

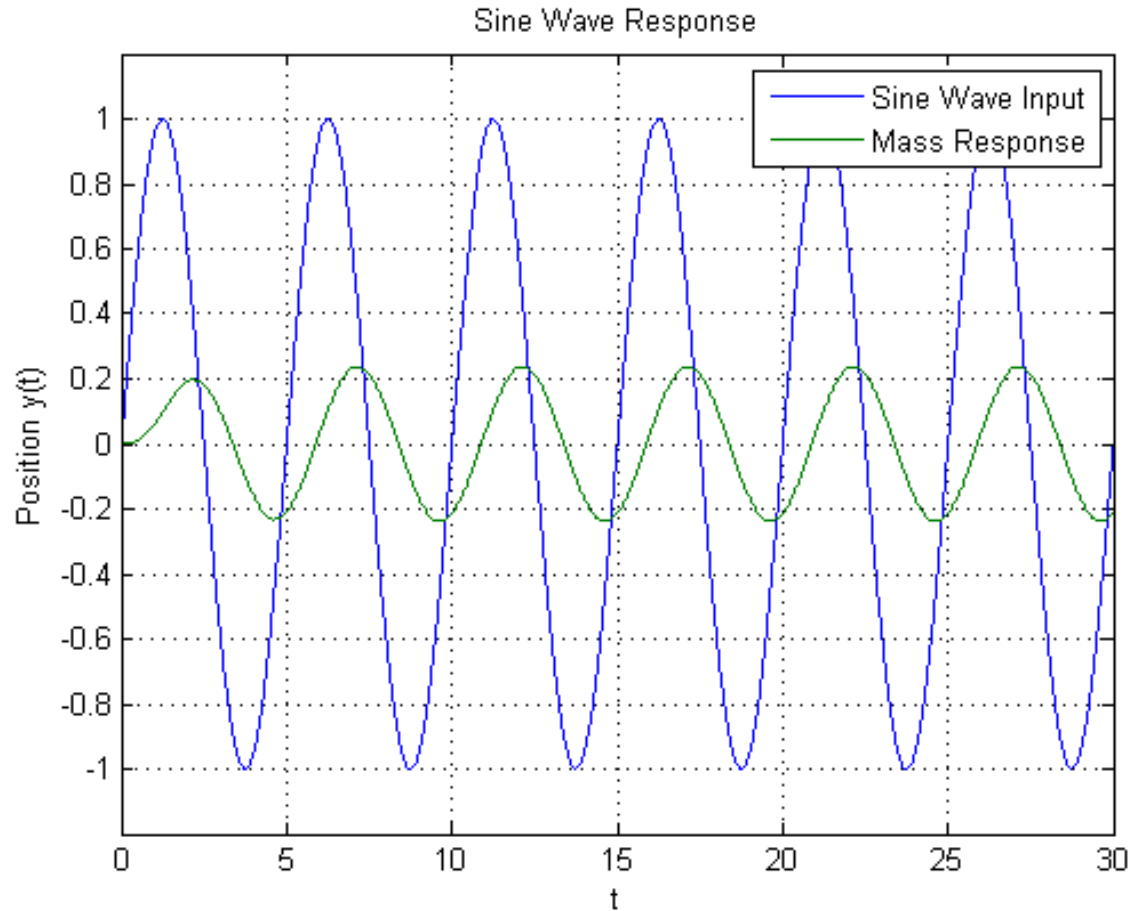
```
[u,t] = gensig('pulse',5,30,0.01)
plot(t, u, 'LineWidth',2)
xlabel('t'), ylabel('u(t)')
axis([0 30 -1.2 1.2])
grid on
title('Pulse Wave')
```



# Arbitrary Input Response

`lsim(sys, u, t)` gives the response of the system of equations to an **Arbitrary Input Function**, where the initial conditions are set to zero.

```
A = [0 1; -5/2 -3/2];  
B = [0; 1/2];  
C = [1 0];  
D = 0;  
sys_ss = ss(A,B,C,D);  
[u,t] = gensig('sin',5,30,0.01);  
[y, t] = lsim(sys_ss, u,t);  
plot(t, u, t, y),xlabel('t')
```





### **Problem 9.30:**

30. The following equation describes the motion of a certain mass connected to a spring, with viscous friction on the surface

$$3\ddot{y} + 18\dot{y} + 102y = f(t)$$

where  $f(t)$  is an applied force. Suppose that  $f(t) = 0$  for  $t < 0$  and  $f(t) = 10$  for  $t \geq 0$ .

a. Plot  $y(t)$  for  $y(0) = \dot{y}(0) = 0$ .

b. Plot  $y(t)$  for  $y(0) = 0$  and  $\dot{y}(0) = 10$ . Discuss the effect of the nonzero initial velocity.

Solve using the **Euler Method**. This is a second-order ordinary differential equation. Rewrite the equation by solving for the second derivative.

$$\ddot{y} = -\frac{18}{3}\dot{y} - \frac{102}{3}y + \frac{10}{3} = -6\dot{y} - 34y + \frac{10}{3}$$

### **Problem 9.30:**

Let  $x_1 = y$  and  $x_2 = \dot{y}$ . Taking the derivative of the first equation gives

$$\dot{x}_1 = \dot{y} = x_2 \quad \text{or} \quad \dot{x}_1 = x_2$$

Taking the derivative of the second equation gives

$$\dot{x}_2 = \ddot{y} = -6\dot{y} - 34y + \frac{10}{3} = -6x_2 - 34x_1 + \frac{10}{3}$$

or

$$\dot{x}_2 = -6x_2 - 34x_1 + \frac{10}{3}$$

The original second-order ordinary differential equation is now converted into two first-order ordinary differential equations that are coupled.

$$\dot{x}_1 = x_2, \quad \dot{x}_2 = -6x_2 - 34x_1 + \frac{10}{3}, \quad x_1(0) = 0, \quad x_2(0) = 0$$

The system of equations can be discretized as follows:

$$x_{1,k+1} = x_{1,k} + \Delta t \cdot x_{2,k}$$
$$x_{2,k+1} = x_{2,k} + \Delta t \cdot \left( -6x_{2,k} - 34x_{1,k} + \frac{10}{3} \right)$$

### **Problem 9.30:**

The initial conditions are  $y(0) = x_1(0) = 0$  and  $\dot{y}(0) = x_2(0) = 0$ . Let  $\Delta t = 0.01$  seconds.

For  $k = 1$ :

$$x_1(2) = x_1(1) + \Delta t \cdot x_2(1) = (0.0) + (0.01)(0.0) = 0.0$$

$$x_2(2) = x_2(1) + \Delta t[-6x_2(1) - 34x_1(1) + 10/3]$$

$$x_2(2) = (0.0) + (0.01)[-(6)(0.0) - (34)(0.0) + 10/3] = 0.0\bar{3}$$

For  $k = 2$ :

$$x_1(3) = x_1(2) + \Delta t \cdot x_2(2) = (0.0) + (0.01)(0.0\bar{3}) = 0.000\bar{3}$$

$$x_2(3) = x_2(2) + \Delta t[-6x_2(2) - 34x_1(2) + 10/3]$$

$$x_2(3) = (0.0\bar{3}) + (0.01)[-(6)(0.0\bar{3}) - (34)(0.0) + 10/3] = 0.064\bar{6}$$

# Problem 9.30:

Problem 9.30: Scott Thomas

