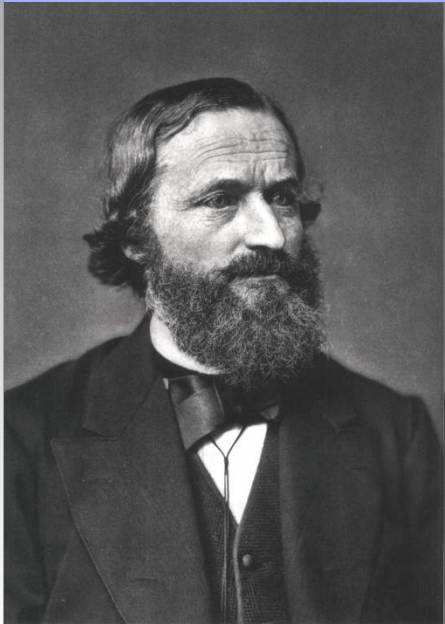


# Virtual Physics

## Equation-Based Modeling

TUM, November 08, 2022

Object-oriented formulation of physical systems – Part I



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- One of the first programming languages that was designed for the main purpose of general computer simulation was Simula 67.
- It was designed in the 1960s, and it is also known to be the first object-oriented language in programming language history.
- Whereas many concepts and design ideas of Simula have been quickly adopted by many mainstream programming languages like C++, JAVA, or Eiffel, the development of equation-based object-oriented modeling languages took unfortunately much longer.
- In spite of common origins, this led partly to a dissociation of the corresponding object-oriented terminologies. Object-orientation in programming languages is thus partly distinct from its representation in the equation-based counterparts.

- The history of equation-based modeling begins way before the invention of the first programming language.
- Although the term *object orientation* is a recent invention of computer science, its major concept can be traced back through centuries.
- The idea to compose a formal description of a system from its underlying objects is much older than computer science.
- So today is going to be a strange lecture in physics. We take a fresh look at the formulation of physical laws.

- It is a prerequisite for any object-oriented modeling approach that the behavior of the total system can be derived from the behavior of its components.
- A first manifestation of this problem can be found in the description of mechanical systems with rigidly connected bodies.

*“Given is a system of multiple bodies that are arbitrarily [rigidly] connected with each other. We suppose that each body exhibits a natural motion that it cannot follow due to the rigid connections with the other bodies. We search the motion that is imposed to all bodies.”*

**Jean-Baptiste le Rond d'Alembert, 1758**

- The method that leads to the solution of the problem is known today as d'Alembert's principle.
- His contribution is based, upon others, on the work of **Jakob I. and Daniel Bernoulli** and **Leonhard Euler**.
- It was brought to its final form by **Joseph-Louis de Lagrange** and is often presented today by the following equation:

$$\sum \mathbf{f} - m\mathbf{a} = 0$$



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Jakob I. Bernoulli



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Daniel Bernoulli

# D'Alembert's Principle

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$$\Sigma \mathbf{f} - m\mathbf{a} = 0$$



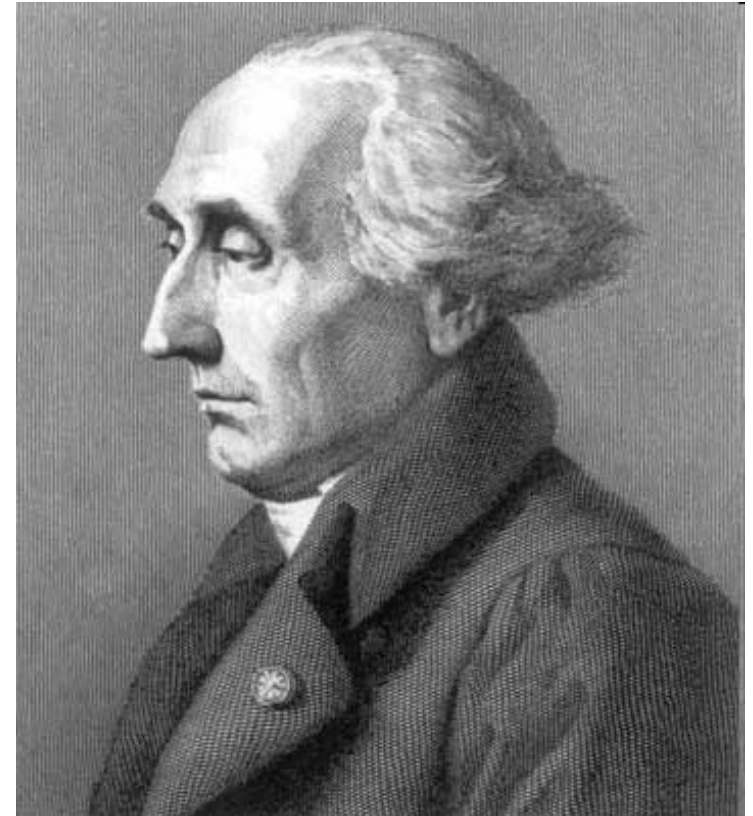
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Leonhard Euler



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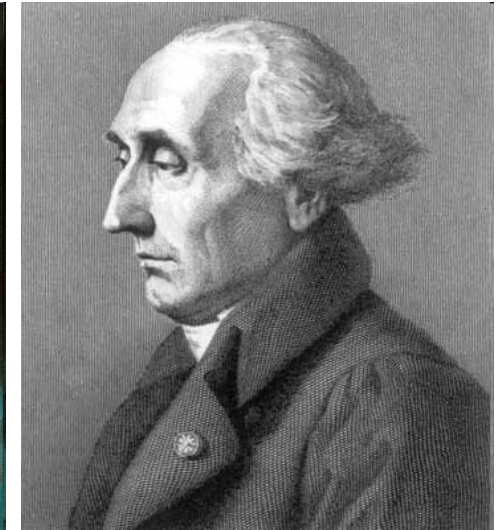
$$\Sigma \mathbf{f} - m\mathbf{a} = 0$$



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Joseph-Louis de Lagrange

# D'Alembert's Principle



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1691



1811

- It took 120 years and the brainpower of the greatest mathematicians to bring d'Alembert's Principle into its final form!
- 120 years for this equation:  $\sum \mathbf{f} - m\mathbf{a} = 0$  ???

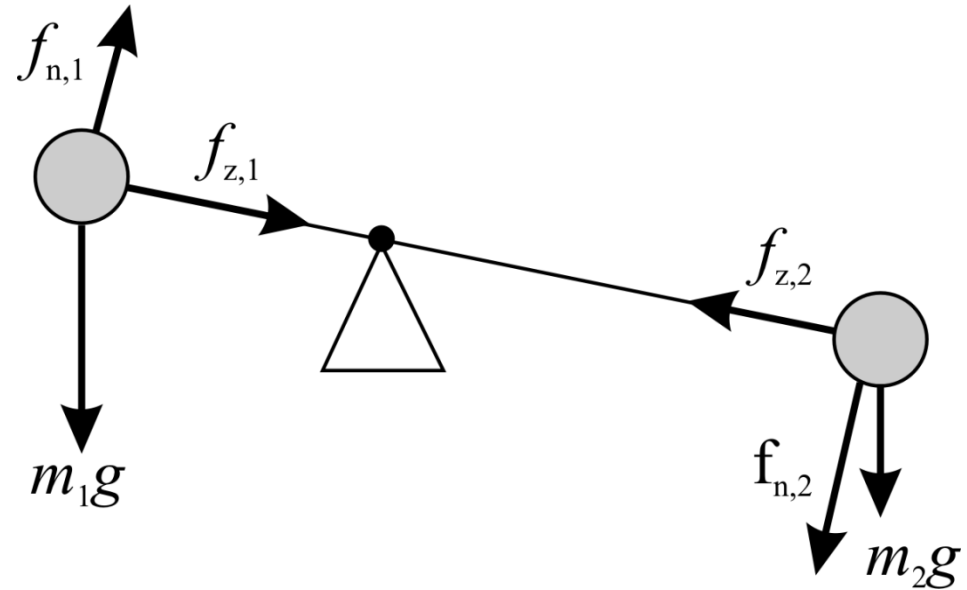
- Unjustifiably, the presentation of

$$\Sigma \mathbf{f} - m\mathbf{a} = 0$$

reduces a major mechanical principle to a trivial equation.

- Often it is mistakenly “derived” by transforming Newton’s law  $\mathbf{f} = m\mathbf{a}$ , but Newton’s law holds just for a single point of mass.
- D’Alembert’s principle applies to complete mechanic systems. Its central idea is to take the imposed motion as counteracting force.
- D’Alembert’s principle is best understood by applying it to an example...

- Let us model this asymmetric seesaw.  $l_1$  and  $l_2$  denote the lengths of the opposing lever arms.



- We start by the equations for the lever arm.

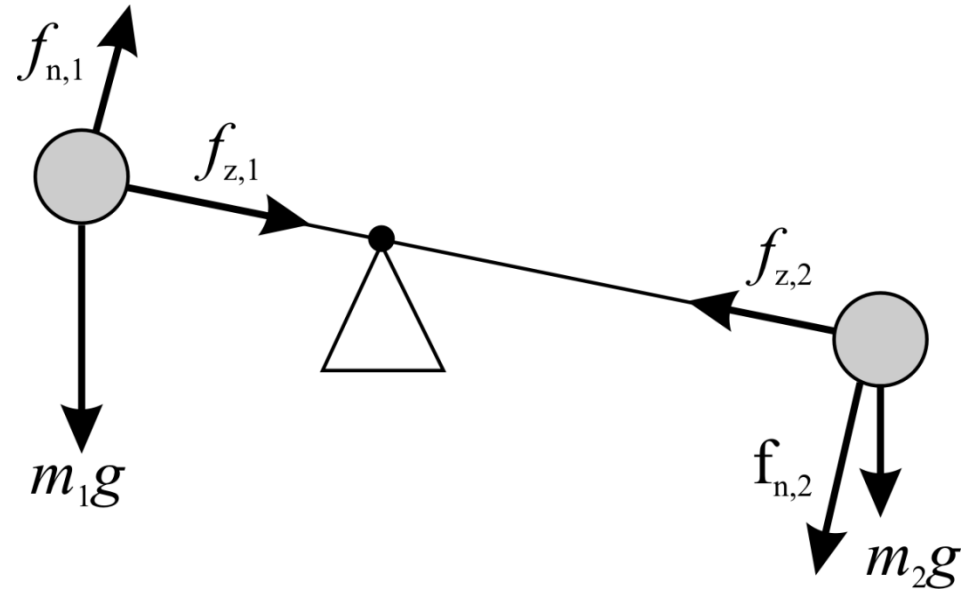
- Relation of velocity (in direction of  $\mathbf{e}_n$ , normal to the lever arm):

$$v_1 \cdot l_2 = -v_2 \cdot l_1$$

- Balance of force:

$$f_{n,1} \cdot l_1 + f_{n,2} \cdot l_2 = 0$$

- Each body element defines one differential equation since the acceleration is the time-derivative of the velocity.



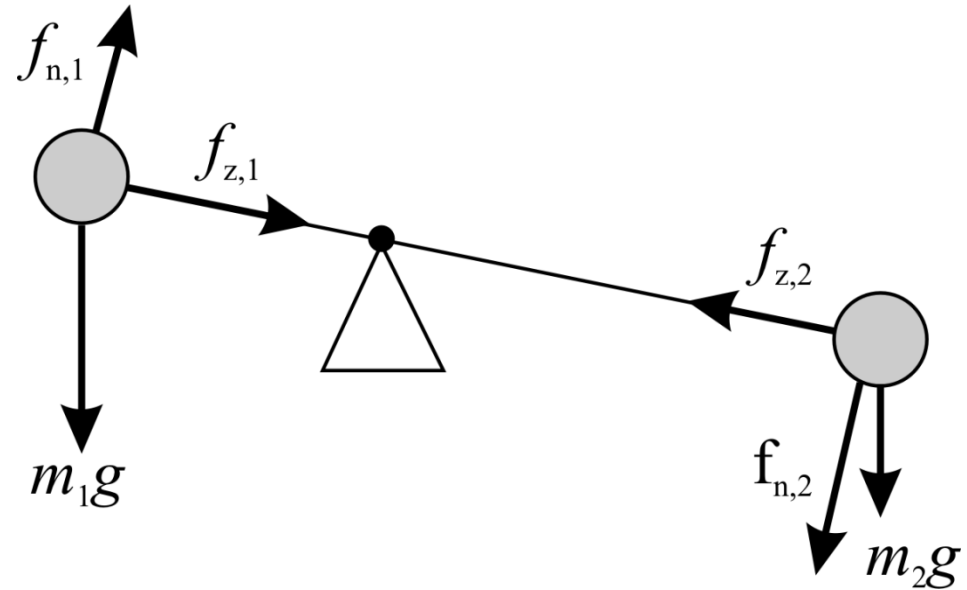
- Left Body:

$$dv_1/dt = a_1$$

- Right Body:

$$dv_2/dt = a_2$$

- D'Alembert's Principle can now be directly applied on the body components.
- The sum of all forces has to be in equilibrium with the imposed motion
- Left Body:



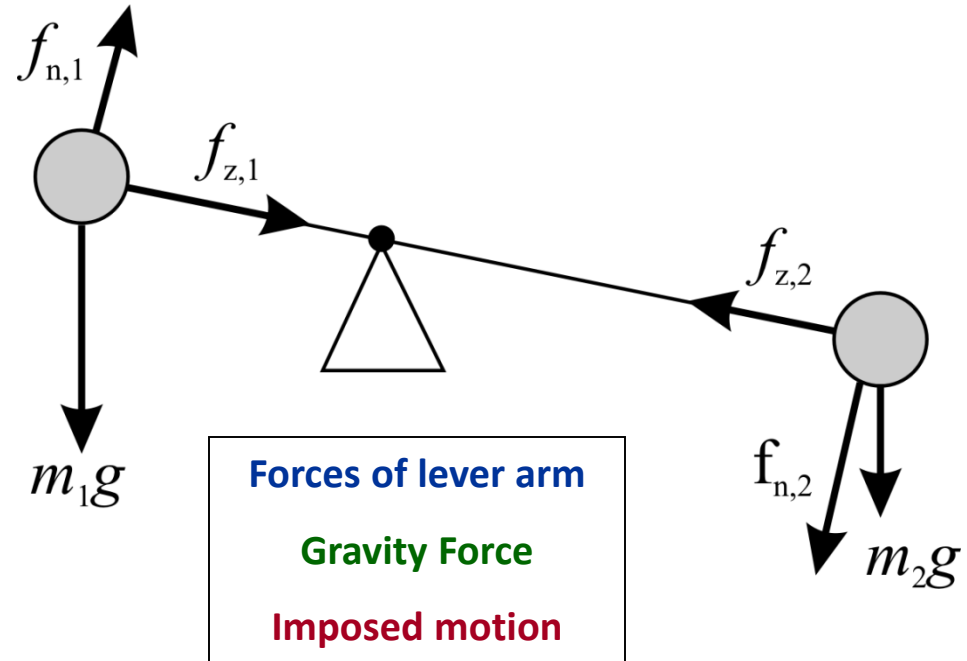
$$f_{n,1} \mathbf{e}_n + f_{z,1} \mathbf{e}_z + (0, -m_1 g)^\top - m_1 a_1 \mathbf{e}_n = \mathbf{0}$$

- Right Body:

$$f_{n,2} \mathbf{e}_n + f_{z,2} \mathbf{e}_z + (0, -m_2 g)^\top - m_2 a_2 \mathbf{e}_n = \mathbf{0}$$



- D'Alembert's Principle can now be directly applied on the body components.
- The sum of all forces has to be in equilibrium with the imposed motion
- Left Body:



$$f_{n,1} \mathbf{e}_n + f_{z,1} \mathbf{e}_z + (0, -m_1 g)^\top - m_1 a_1 \mathbf{e}_n = 0$$

- Right Body:

$$f_{n,2} \mathbf{e}_n + f_{z,2} \mathbf{e}_z + (0, -m_2 g)^\top - m_2 a_2 \mathbf{e}_n = 0$$

- In total, we have 8 unknowns:  $a_1, a_2, v_1, v_2, f_{n,1}, f_{n,2}, f_{z,1}, f_{z,2}$
- And 8 (4 + 2·2) scalar differential-algebraic equations:

$$v_1 \cdot l_2 = -v_2 \cdot l_1$$

$$f_{n,1} \cdot l_1 + f_{n,2} \cdot l_2 = 0$$

$$dv_1/dt = a_1$$

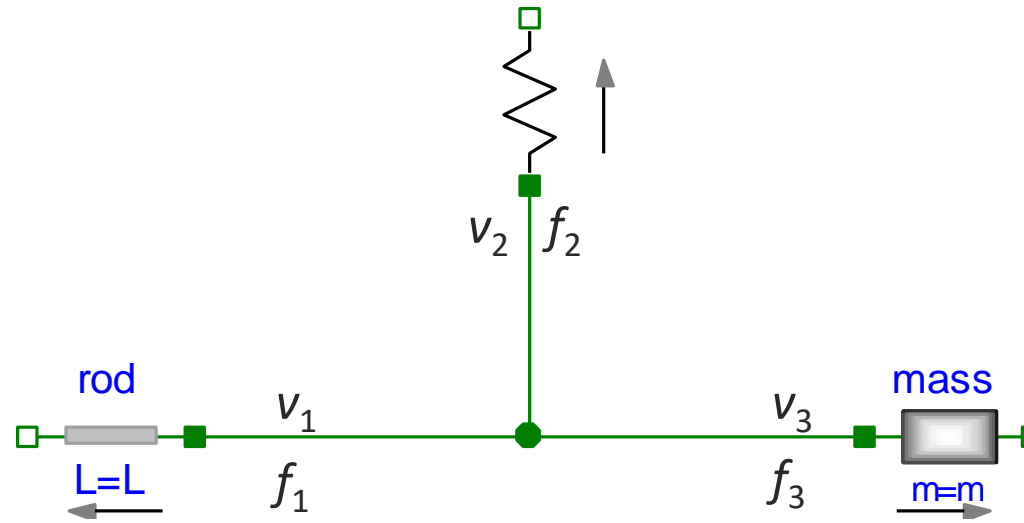
$$dv_2/dt = a_2$$

$$f_{n,1} \mathbf{e}_n + f_{z,1} \mathbf{e}_z + (0, -m_1 g)^T - m_1 a_1 \mathbf{e}_n = \mathbf{0} \quad (2 \text{ scalar equations})$$

$$f_{n,2} \mathbf{e}_n + f_{z,2} \mathbf{e}_z + (0, -m_2 g)^T - m_2 a_2 \mathbf{e}_n = \mathbf{0} \quad (2 \text{ scalar equations})$$

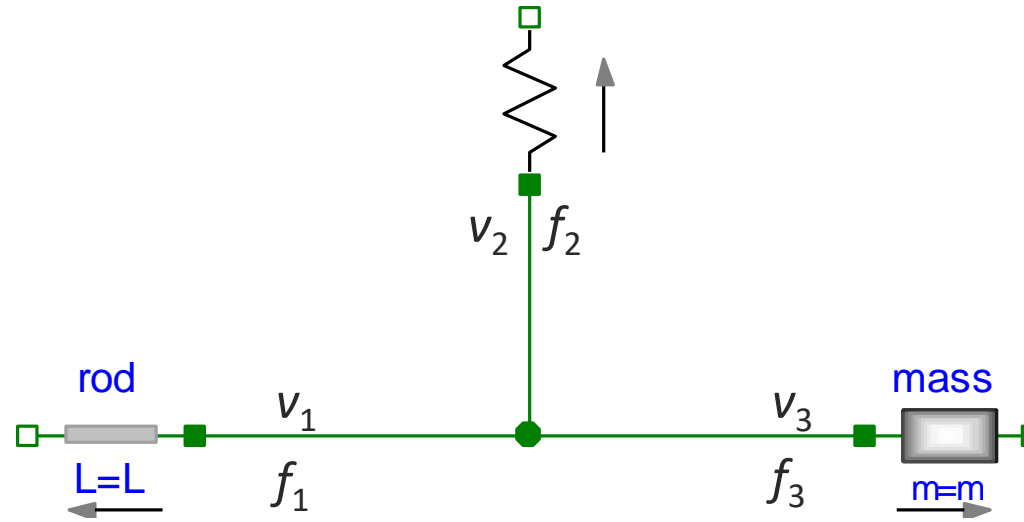
- So the system is complete and regular. Mission accomplished.

There is a different perspective on D'Alembert's Principle



- Let us look at a mechanical node (or flange, if you prefer) that rigidly connects different mechanical components.
- Each component defines its own velocity  $v_1, v_2, \dots, v_n$  and its own force  $f_1, f_2, \dots, f_n$ .

No we can state the following equations for this node:



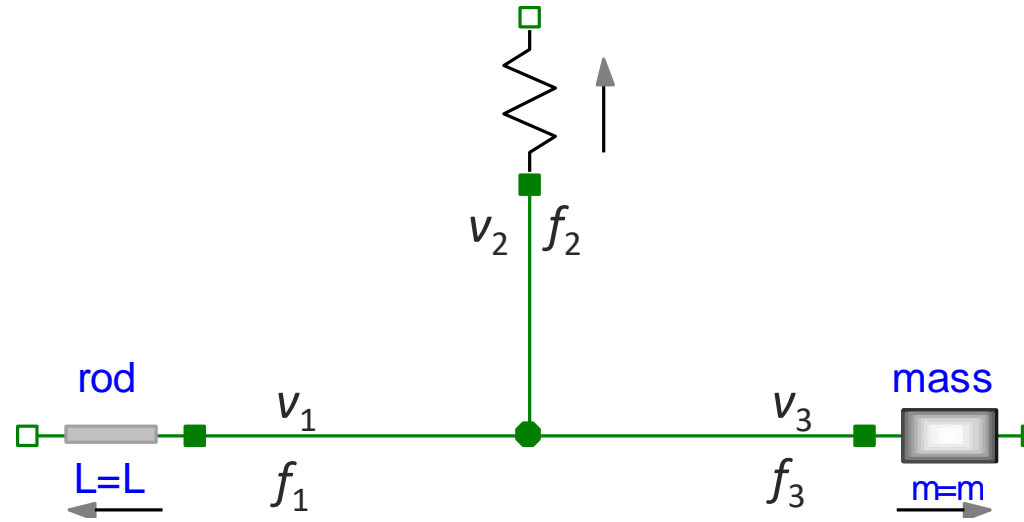
- Since the connection is rigid, all velocities must be equal:

$$v_1 = v_2 = \dots = v_n$$

- And d'Alembert's principle is telling us that there is a balance of force:

$$f_1 + f_2 + \dots + f_n = 0$$

# D'Alembert: The node equations

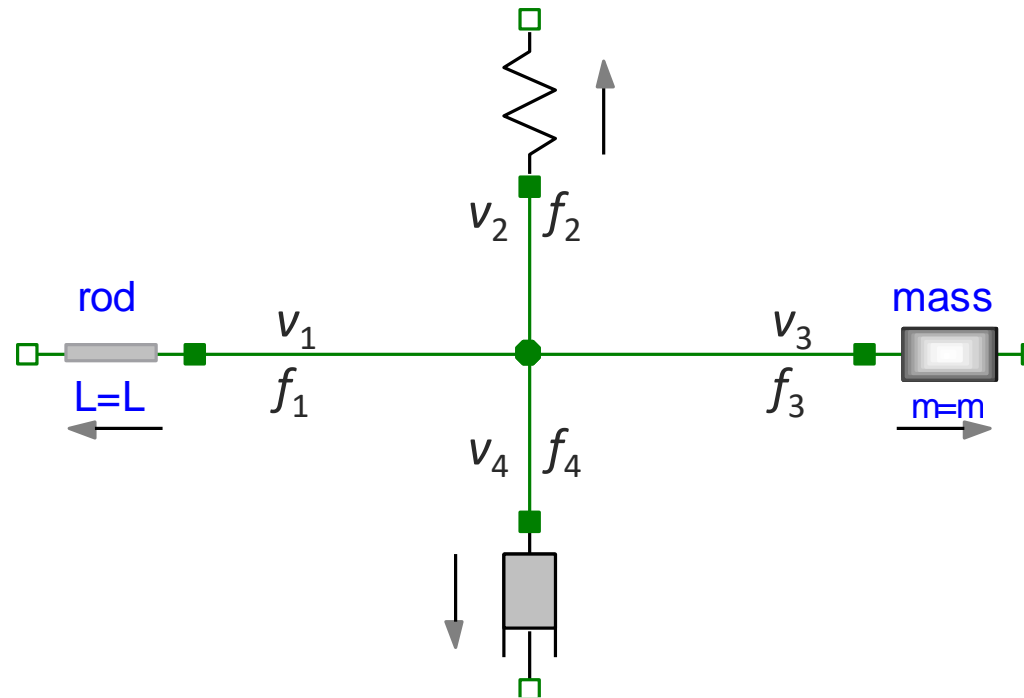


- If we do so, the body equations are represented by:

$$dv/dt = a$$

$$f = ma$$

When we add another component to the node....

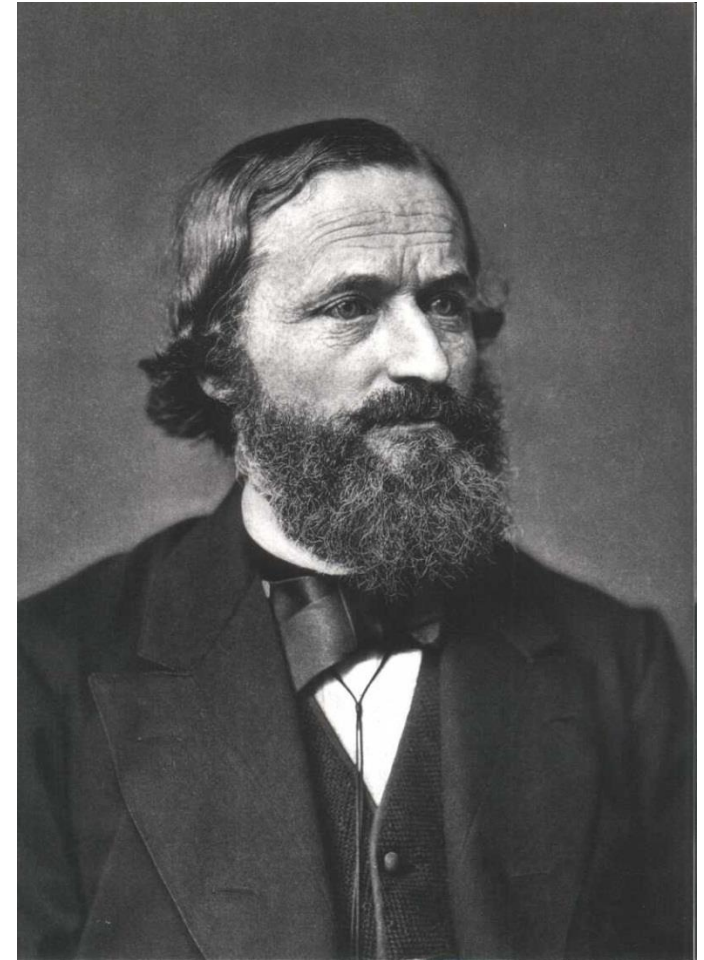


- ...only the equations of the node change, but the equations of the individual components remain untouched.



- D'Alembert's principle is not an actual physical law. It represents a methodology to obtain a correct set of differential-algebraic equations for arbitrary mechanical systems.
- D'Alembert's principle reveals itself to be simple and elegant for this purpose, but it is by no means a triviality.

- Whereas D'Alembert's principle provides a method to derive a correct set of equations for rigidly constrained mechanical components, *Gustav Kirchhoff* accomplished a similar task for the electrical domain.
- In 1845, he stated his two famous circuit laws.

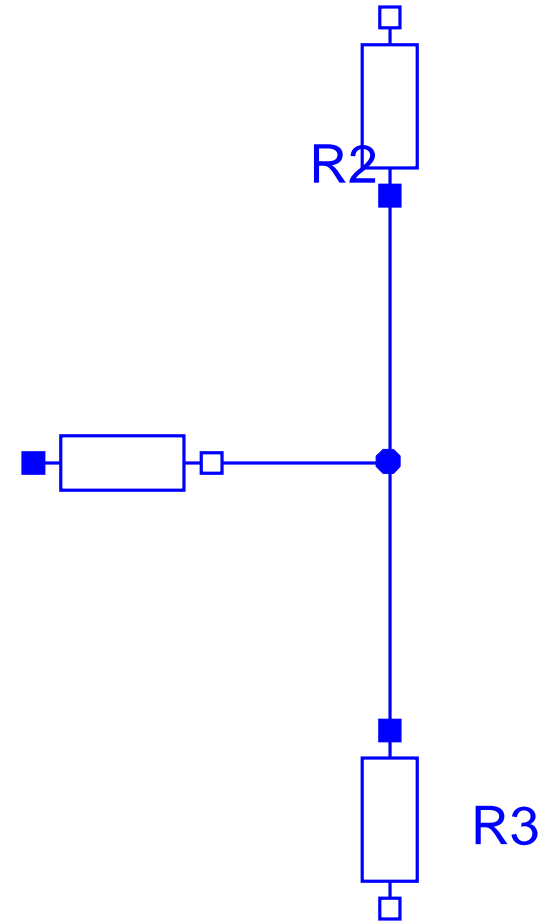


Gustav Robert Kirchhoff  
1824 - 1887

- The first circuit law states that for each electrical node, the sum of the incoming currents must equal the sum of the outgoing currents.

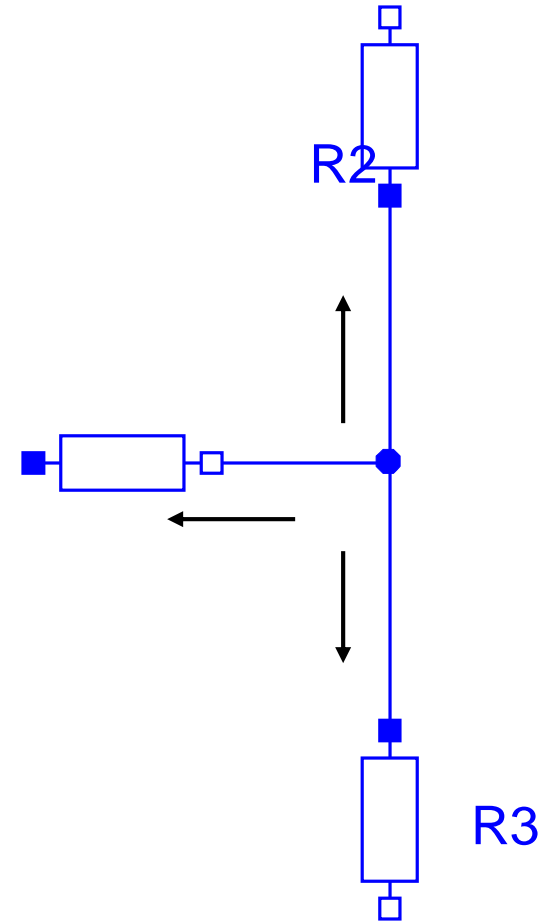
$$\sum i_{in} = \sum i_{out}$$

- Unfortunately, it not always clear in what direction the current is flowing.



- Fortunately, we can transform this law into a more convenient form, by defining the flow direction and allowing negative currents.
- If we define that the current always flows from the node into the components, we can state:

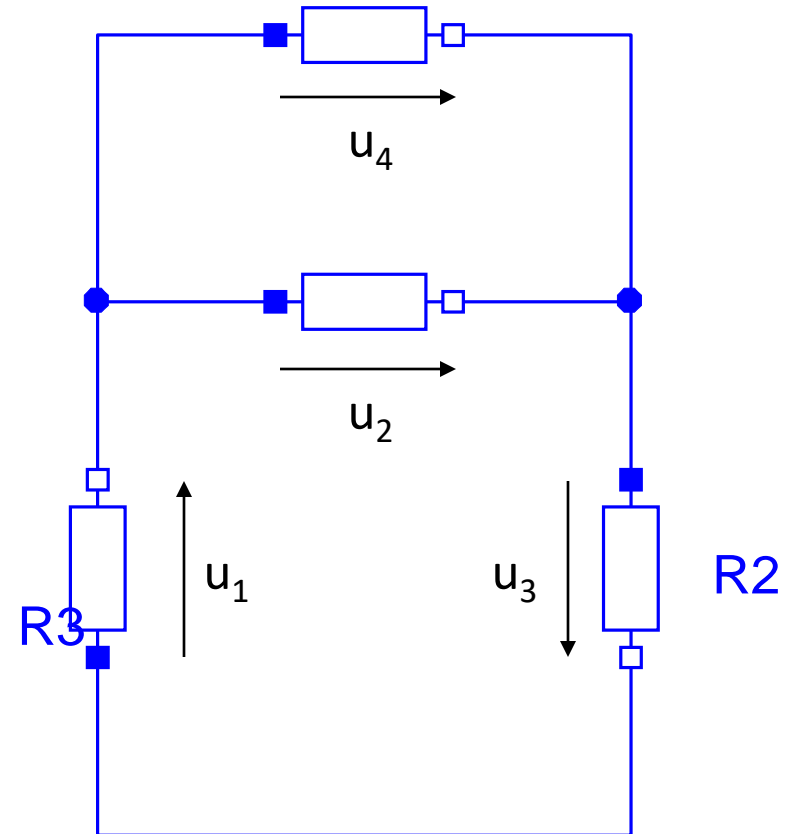
$$\sum i_n = 0$$



- The second circuit law is the mesh (or loop) rule.
- It states that the directed sum of the electrical voltages around any closed circuit must be zero.

$$\sum u_n = 0$$

- This form is rather inconvenient since it requires to decompose the electric circuit into its loops.

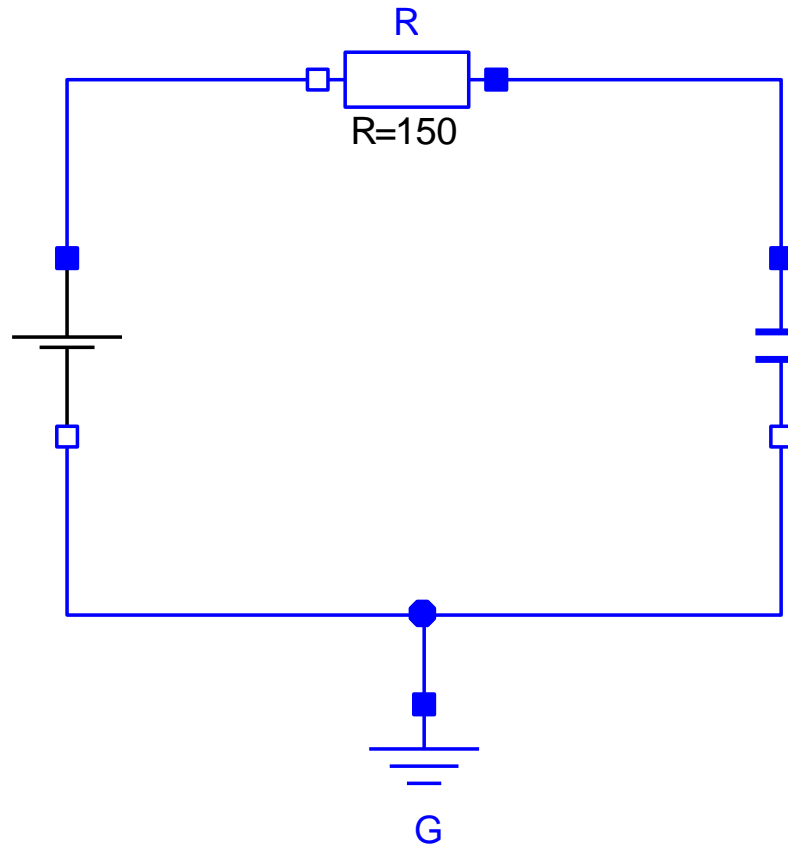






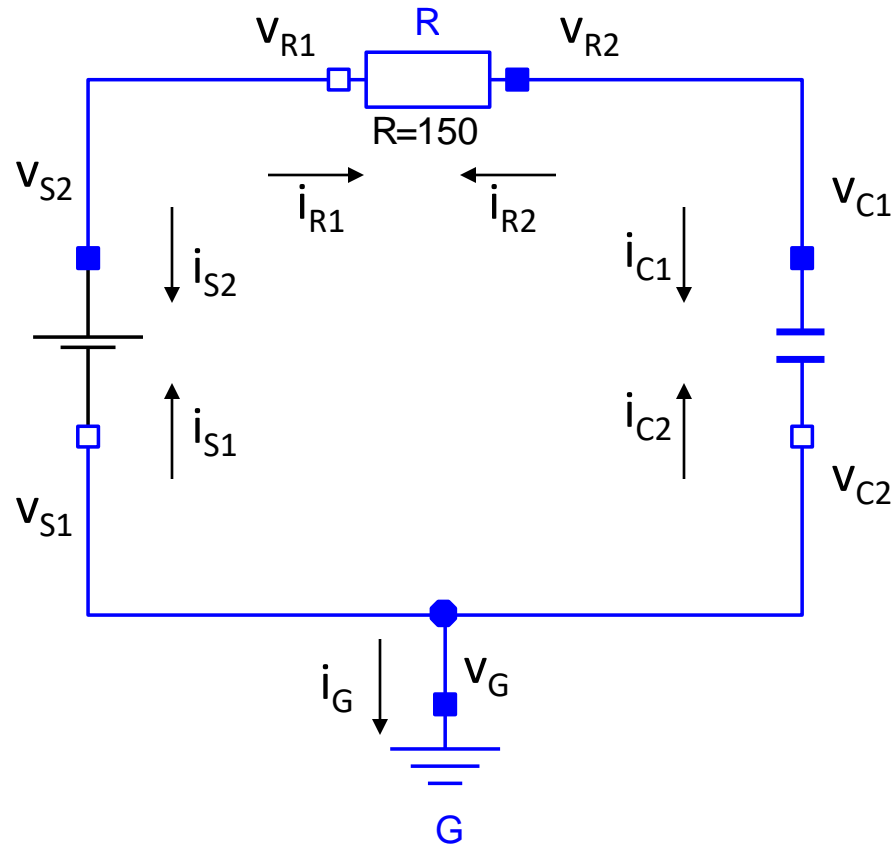
# Kirchhoff's Laws in Action

Let us model a simple electric circuit:



# Kirchhoff's Laws in Action

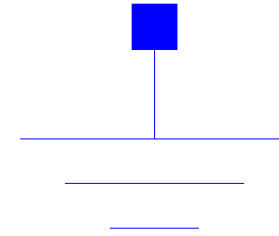
Let us model a simple electric circuit:



First we start with the component equations

- The grounding is easy  
(2 unknowns, 1 equation):

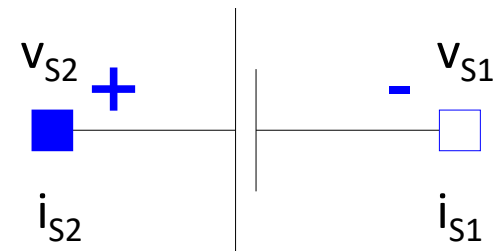
$$V_G = 0$$



- The voltage source connects two nodes:  
(4 unknowns, 2 equations)

$$i_{S1} + i_{S2} = 0$$

$$v_{S1} + 10V = v_{S2}$$



First we start with the component equations

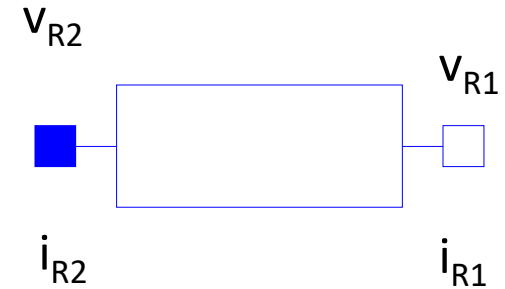
- The resistor is modeled by famous Ohm's law: (5 unknowns, 3 equations)

with

$$u_R = R \cdot i_{R1}$$

$$i_{R1} + i_{R2} = 0$$

$$v_{R1} + u_R = v_{R2}$$



First we start with the component equations

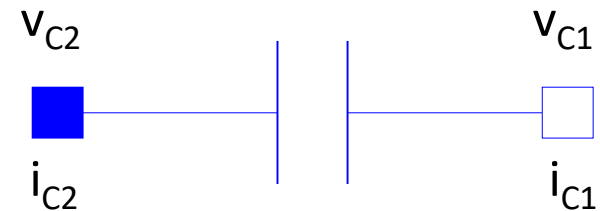
- The capacitor contains a differential equation. The voltage is induced by a charge. The derivative of the charge is the current. (5 unknowns, 3 equations)

$$C \cdot du_C / dt = i_{C1}$$

with

$$i_{C1} + i_{C2} = 0$$

$$v_{C1} + u_C = v_{C2}$$



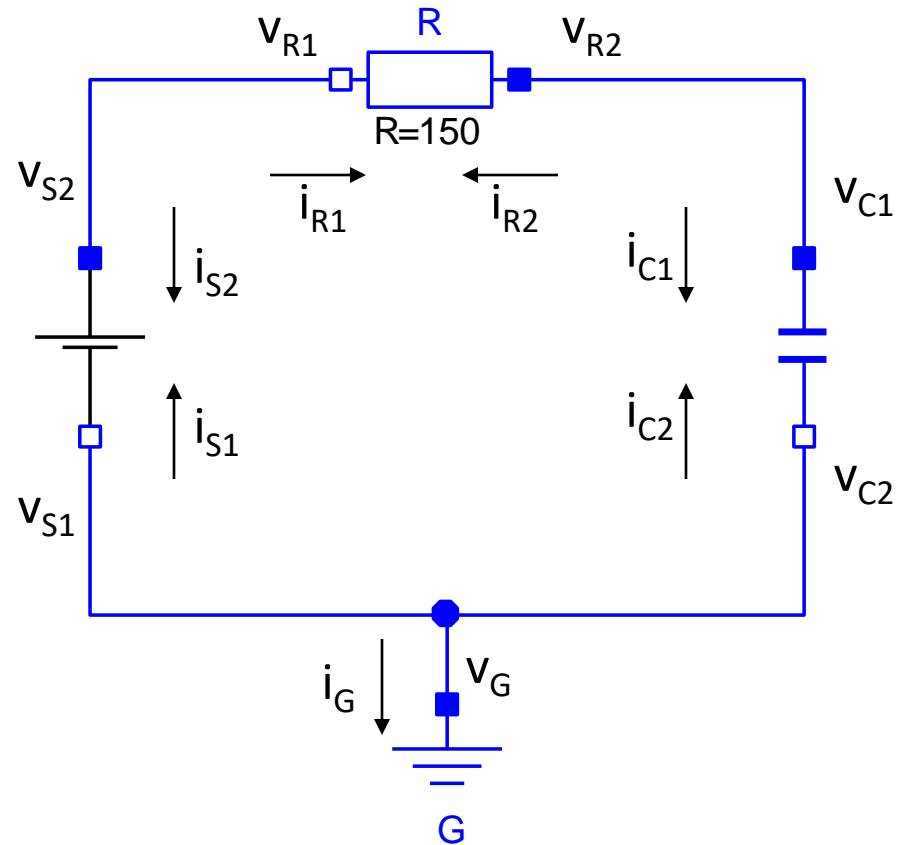
# Kirchhoff's Laws in Action

Then we continue by applying  
Kirchhoff's law for each node:

$$V_{S2} = V_{R1}$$
$$i_{S2} + i_{R1} = 0$$

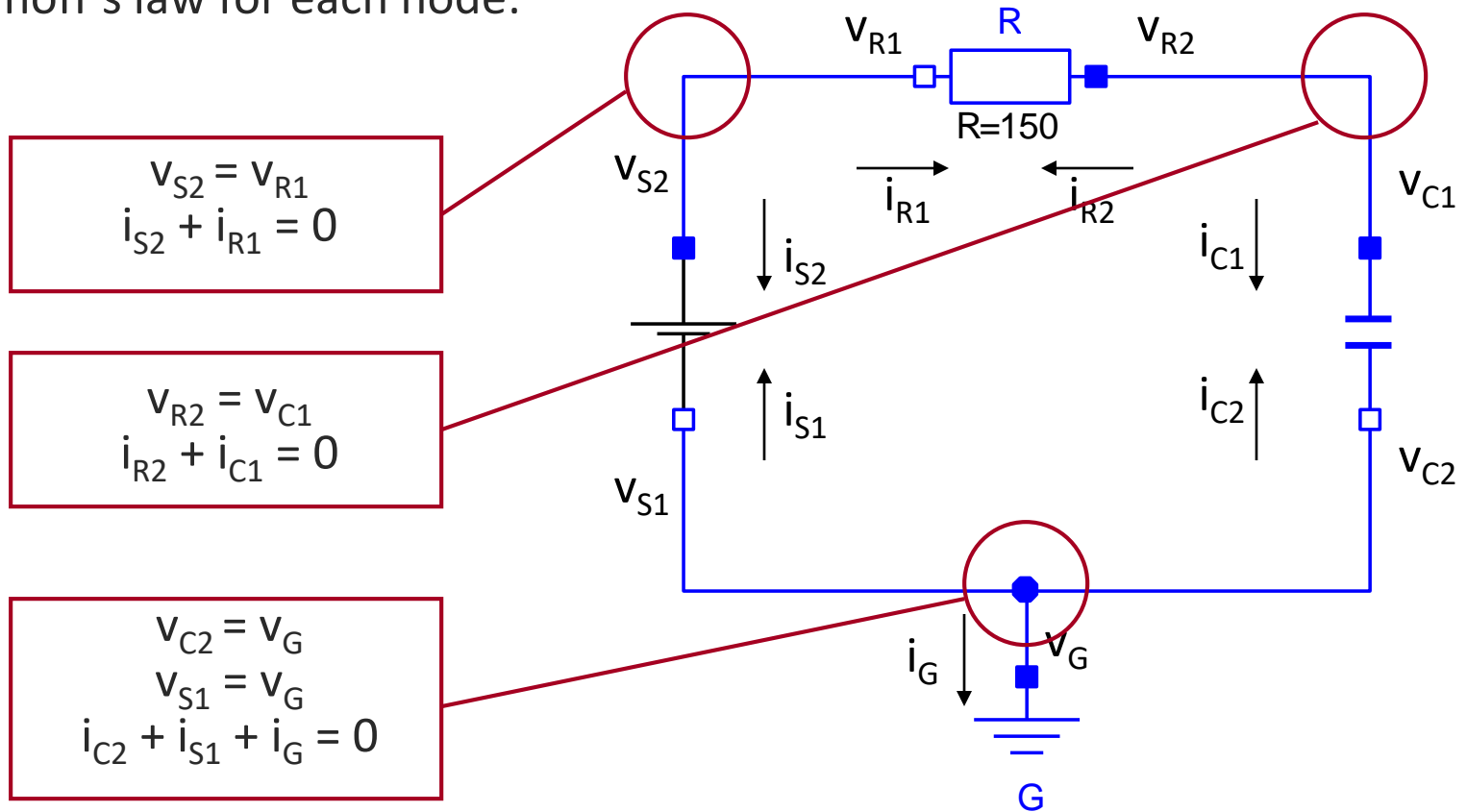
$$V_{R2} = V_{C1}$$
$$i_{R2} + i_{C1} = 0$$

$$V_{C2} = V_G$$
$$V_{S1} = V_G$$
$$i_{C2} + i_{S1} + i_G = 0$$



# Kirchhoff's Laws in Action

Then we continue by applying  
Kirchhoff's law for each node:



When we collect all equations, we count 16 equations and 16 unknowns.  
The system of differential-algebraic equations is complete.

$$\begin{aligned}v_{S2} &= v_{R1} \\ i_{S2} + i_{S1} &= 0\end{aligned}$$

$$\begin{aligned}v_{R2} &= v_{C1} \\ i_{R2} + i_{C1} &= 0\end{aligned}$$

$$\begin{aligned}v_{C2} &= v_G \\ v_{S1} &= v_G \\ i_{C2} + i_{S1} + i_G &= 0\end{aligned}$$

Node equations

$$v_G = 0$$

$$\begin{aligned}i_{S1} + i_{S2} &= 0 \\ v_{S1} + 10V &= v_{S2}\end{aligned}$$

$$\begin{aligned}u_R &= R \cdot i_{R1} \\ I_{R1} + I_{R2} &= 0 \\ v_{R1} + u_R &= v_{R2}\end{aligned}$$

$$\begin{aligned}C \cdot du_C/dt &= i_{C1} \\ I_{C1} + I_{C2} &= 0 \\ v_{C1} + u_C &= v_{C2}\end{aligned}$$

Component Equations



In this way, Kirchhoff enabled the object-oriented modeling of electric systems.

- By having general laws for the junctions between components, the equations of the individual components become **generally applicable and reusable**.
- Kirchhoff's laws prove that the junction structure of an electrical circuit provides a general interface for all potential electric components. The implementation of a component (its internal equations) can therefore be **separated from the interface** (its nodes).
- The interface of a component describes how the components can be applied, whereas the implementation describes what is its internal functionality. Components with equivalent interface can be **generically interchanged**.
- Known circuits can be **extended** by adding further junctions and components. Knowledge can be **inherited**.

- The highlighted terms represent keywords or motivations common to object-oriented programming.
- Next week, we are going to see how the modeling perspective of object-orientation is realized within a computer language.

**Questions?**