# x-pendula

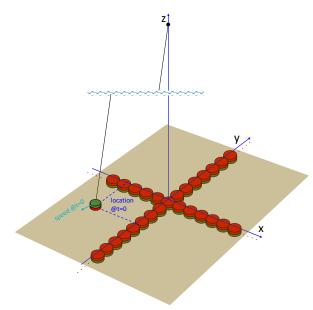
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#### Goal

Example of a chaotic pendulum by using a single THAT and an oscilloscope in xy operation mode. This application shall correspond to a roulette table with 4 steady states and a ball with adjustable starting speed and starting position.

#### Setup

The setup is generated for enabling the implementation of the differential equation with a single THAT.



The ball is represented by an infinite small magnet at the end of a long fiber. The fiber is fixed on  $(0;0; \rightarrow \infty)$ ; the magnet hovers shortly above the xy-plane.

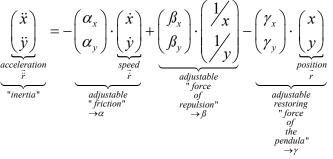
At the xy-axels infinite small magnets are mounted.

The ball hat 2 initialized conditions: location and speed @t=0.

## Equation

The balanced forces can be described easily, assuming ball and magnets are on z=0:

normalized different equation



Hint: The symbol · shall represent a standard multiplication only, not a scalar product.

Unfortunately we get at x=0 or at y=0: division by zero. Putting the ball to z=h avoids division by zero:

normalized different equation

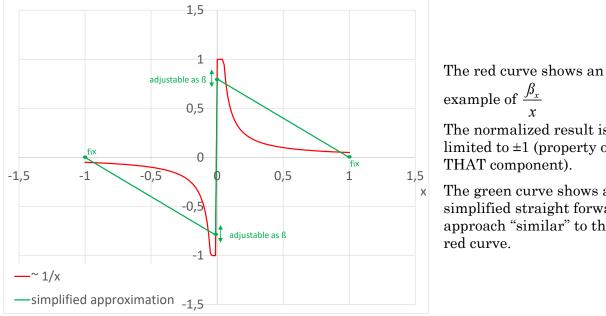
$$\begin{pmatrix} \ddot{x} \\ \ddot{y} \end{pmatrix} = - \begin{pmatrix} \alpha_x \\ \alpha_y \end{pmatrix} \cdot \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} + \begin{pmatrix} \beta_x \\ \beta_y \end{pmatrix} \cdot \begin{pmatrix} x/x^2 + h^2 \\ y/y^2 + h^2 \end{pmatrix} - \begin{pmatrix} \gamma_x \\ \gamma_y \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$

Now it's easy to be implemented, however one THAT does not offer enough calculation components (4 multipliers are required here, 2 are offered by THAT).

#### Hint:

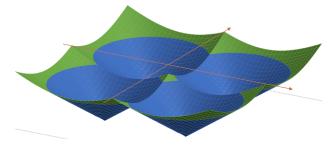
1/x cannot be implemented for  $x \in [-1;+1]$  in THAT (the denominator has to be >0 always).

Let's simplify more just to get it implementable.



example of  $\frac{\beta_x}{\beta_x}$ The normalized result is limited to  $\pm 1$  (property of a

The green curve shows a simplified straight forward approach "similar" to the



Based on the simplification above, the 3Dmap of the static forces shows the steady state operating points clearly: one by quadrant.

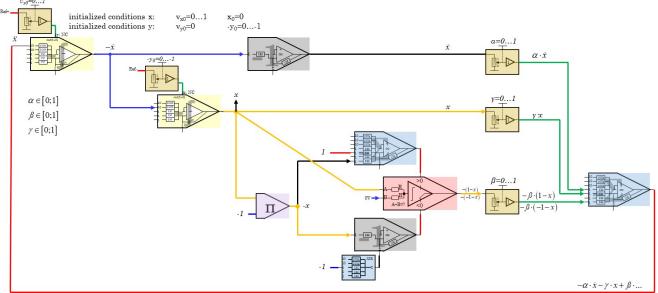
It can be expected that the 1/x and the approximated behavior are going to produce more or less similar results.

finally normalized different equation

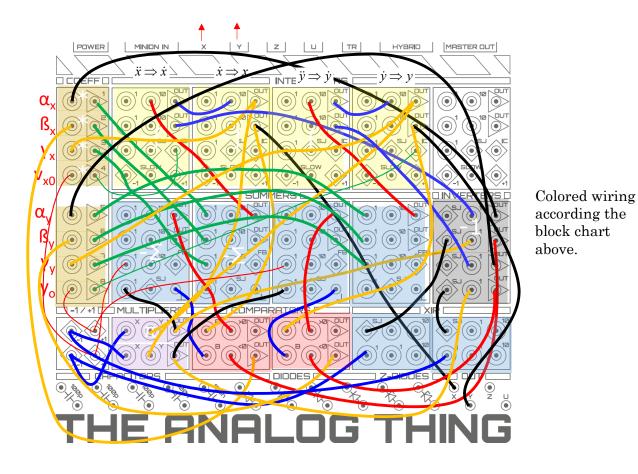
$ \begin{pmatrix} \ddot{x} \\ \ddot{y} \\ \vdots \\ \vdots \\ \vdots \end{pmatrix} = - \begin{pmatrix} \alpha_x \\ \alpha_y \end{pmatrix} \cdot \begin{pmatrix} \dot{x} \\ \dot{y} \\ \vdots \\ \vdots \\ \vdots \end{pmatrix} + \begin{pmatrix} \beta_x \\ \beta_y \end{pmatrix} \cdot $	$ \left\{\begin{array}{ll} 1-x & for x>0\\ -1-x & for x<0\\ 1-y & for y>0\\ -1-y & for y<0 \end{array}\right\} $	$ - \begin{pmatrix} \gamma_x \\ \gamma_y \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ \vdots \\ r \end{pmatrix} $
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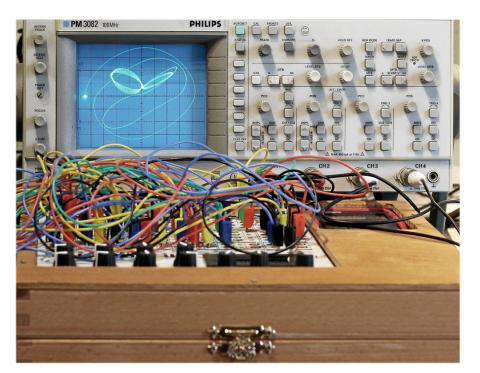
This equation is designed for being implemented in THAT: as many components as possible shall be used (further simplifications of the equation are possible).

## Implementation



The block chart has to be implemented twice: for x and for y. Hint: I'm a hard core electronics engineer – I prefer an "electronics" block chart.



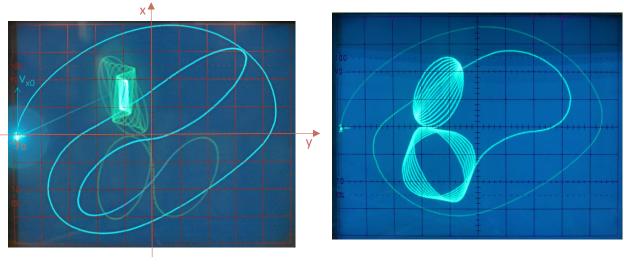


Real implementation in operation: the chaotic behaviour can be seen easily.

Hint: The oscilloscope shows the y-axel horizontally and the x-axel vertically.

Hint: I put THAT together with a litle single channel oscilloscope into a wooden case.

## Results



Three examples with various adjustments.

Adjustable parameter: initialized conditions  $-y_0$  and  $v_{x0}$  a,  $\beta$  and  $\gamma$  for the x-axel a,  $\beta$  and  $\gamma$  for the y-axel

