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

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

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.

The red curve shows an example of $\frac{\beta_x}{\beta_y}$ *x* The normalized result is limited to ± 1 (property of a THAT component).

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

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

$$
\begin{pmatrix} \ddot{x} \\ \ddot{y} \end{pmatrix} = -\begin{pmatrix} \alpha_x \\ \alpha_y \end{pmatrix} \cdot \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} + \begin{pmatrix} \beta_x \\ \beta_y \end{pmatrix} \cdot \begin{pmatrix} \begin{pmatrix} 1-x & \text{for } x > 0 \\ 1-x & \text{for } x < 0 \\ \begin{pmatrix} 1-y & \text{for } y > 0 \\ 1-y & \text{for } y < 0 \end{pmatrix} \end{pmatrix} - \begin{pmatrix} \gamma_x \\ \gamma_y \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}
$$

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.

Colored wiring according the block chart above.

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 -y0 and vx0 a, ß and γ for the x-axel a, ß and γ for the y-axel

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