

# REAL-TIME METHODS IN FLEXIBLE MULTIBODY DYNAMICS

A thesis submitted for the degree of  
Doctor Ingeniero Industrial

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University of La Coruña

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**Introduction**

**Formulation in Relative Coordinates**

**Inertia Shape Integrals**

**Geometric Stiffening**

**Conclusions and Future Research**

## Introduction

## Formulation in Relative Coordinates

## Inertia Shape Integrals

## Geometric Stiffening

## Conclusions and Future Research

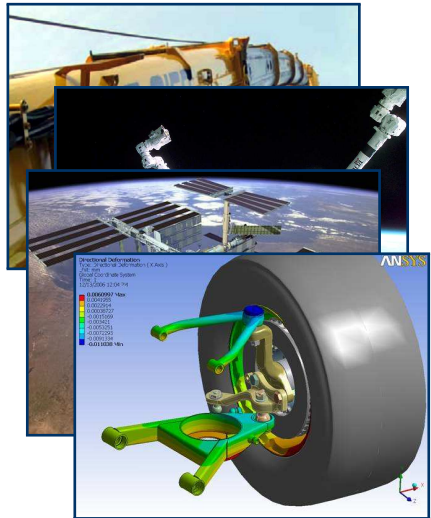
# Motivation (I)

- Our group has developed very efficient and robust formulations for the real-time simulation of rigid multibody systems



# Motivation (II)

- Objective: include flexibility in real-time applications
  - Simulators, virtual reality...
- Many multibody applications cannot neglect flexibility
  - Slender components
  - Newer lightweight materials
  - High operational speed
- Flexible bodies require a higher computational effort
  - Elastic forces
  - Variable mass matrix



# Existing Flexible MBS Approaches

## ■ Inertial frame

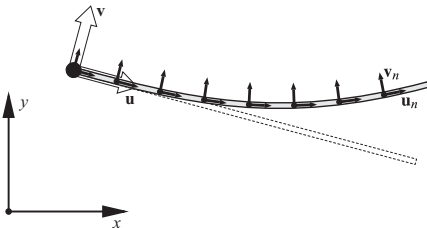
- One inertial frame common to all the bodies in the system
- J.C. Simó, L. Vu-Quoc, A. Cardona, M. Géradin, A.A. Shabana

## ■ Floating frame: most efficient

- One reference frame attached to each flexible body
- E.J. Haug, A.A. Shabana, R.A. Wehage

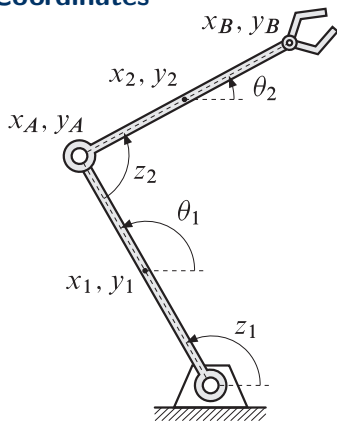
## ■ Corotational frame

- Each finite element has a local frame of reference
- T. Belytschko, B.J. Hsieh



## Reference Coordinates $\equiv$ Rigid Body Coordinates

- Reference point coordinates
  - Position and orientation in Cartesian coordinates
- Natural coordinates
  - Fully Cartesian
  - Points and unit vectors
- Relative coordinates
  - $O(n)$  fully-recursive formulations
  - $O(n^3)$  semi-recursive formulations



# Objectives and Scope of the Present Work

- Development of a semi-recursive  $O(n^3)$  FFR formulation
  - Based on an existing rigid-body one
- Comparison between natural and relative coordinates
  - Same comparison has been previously carried out in the rigid case
  - FFR formulation in natural coordinates as a reference
  - Both formulations share the same flexible body modeling
- Optimization of the inertia terms
  - Inertia Shape Integrals preprocessing
  - Implement in both absolute and relative coordinates
- Extension to nonlinear problems
  - Implementation and comparison of three techniques for capturing geometric stiffening in beams
  - Substructuring, Nonlinear stiffness matrix and Foreshortening



Introduction

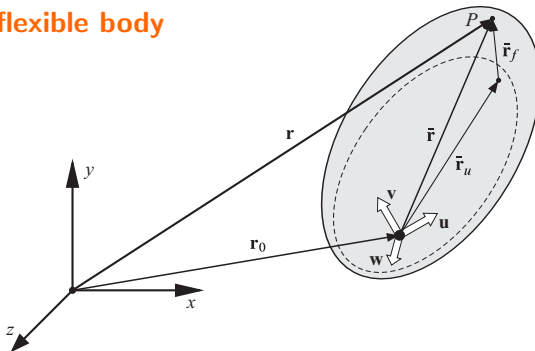
**Formulation in Relative Coordinates**

Inertia Shape Integrals

Geometric Stiffening

Conclusions and Future Research

## General flexible body

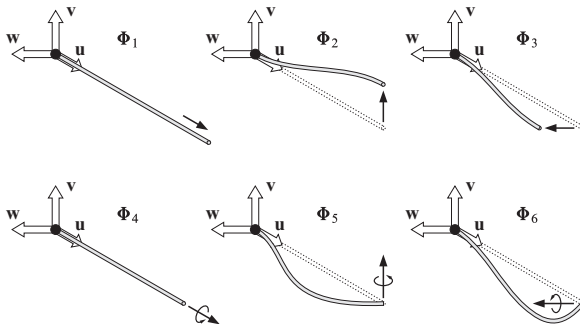


- Position of a point:  $\mathbf{r} = \mathbf{r}_0 + \mathbf{A} (\bar{\mathbf{r}}_u + \bar{\mathbf{r}}_f)$ ;  $\mathbf{A} = [\mathbf{u} \ \mathbf{v} \ \mathbf{w}]$
- Elastic displacement in local coordinates (Craig–Bampton)

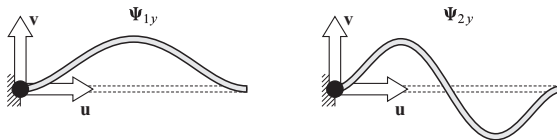
$$\bar{\mathbf{r}}_f = \sum_{i=1}^{n_s} \Phi_i \eta_i + \sum_{j=1}^{n_d} \Psi_j \xi_j = \mathbf{X} \mathbf{y}$$

# Craig-Bampton Reduction

## Static modes: unit displacements at boundaries



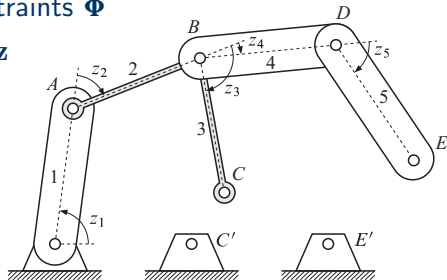
## Dynamic modes: normal eigenmodes with fixed boundaries



# Recursive Kinematics

- Closed loops are cut  $\implies$  constraints  $\Phi$
- Dependent relative coordinates  $\mathbf{z}$
- Intermediate dynamic terms in Cartesian coordinates:  $\bar{\mathbf{M}}, \bar{\mathbf{Q}}$
- Cartesian coordinates defined at velocity level (reference)

$$\mathbf{Z}^T = \{ \dot{\mathbf{s}}^T \quad \boldsymbol{\omega}^T \quad \dot{\mathbf{y}}^T \}$$

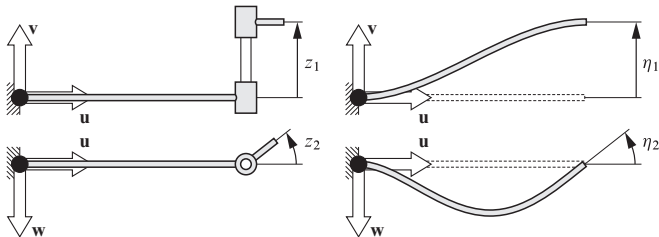


- Recursive relationships for velocities and accelerations

$$\left. \begin{aligned} \mathbf{Z}_{rj} &= \mathbf{Z}_{ri} + \mathbf{b}_j \dot{z}_j \\ \dot{\mathbf{Z}}_{rj} &= \dot{\mathbf{Z}}_{ri} + \mathbf{b}_j \ddot{z}_j + \mathbf{d}_j \end{aligned} \right\} \implies \mathbf{Z} = \mathbf{R} \dot{\mathbf{z}}$$

# Projection of the Dynamic Terms

- Static modes behave analogously as kinematic joints



- Kinematic relations include now joints and static modes

$$\left. \begin{aligned} \mathbf{Z}_{rj} &= \mathbf{Z}_{ri} + \mathbf{b}_j \dot{z}_j + \boldsymbol{\varphi}_j^P \dot{\eta}_j^P \\ \dot{\mathbf{Z}}_{rj} &= \dot{\mathbf{Z}}_{ri} + \mathbf{b}_j \ddot{z}_j + \boldsymbol{\varphi}_j^P \ddot{\eta}_j^P + \mathbf{d}_j + \boldsymbol{\gamma}_j^P \end{aligned} \right\} \Rightarrow \mathbf{Z} = \mathbf{R} \dot{\mathbf{z}}$$

- Projection into  $\mathbf{z}$ :  $\mathbf{M} = \mathbf{R}^T \bar{\mathbf{M}} \mathbf{R}; \quad \mathbf{Q} = \mathbf{R}^T (\bar{\mathbf{Q}} - \bar{\mathbf{M}} \dot{\mathbf{R}} \dot{\mathbf{z}})$

# Calculation of the Inertia Terms

- Corotational approximation

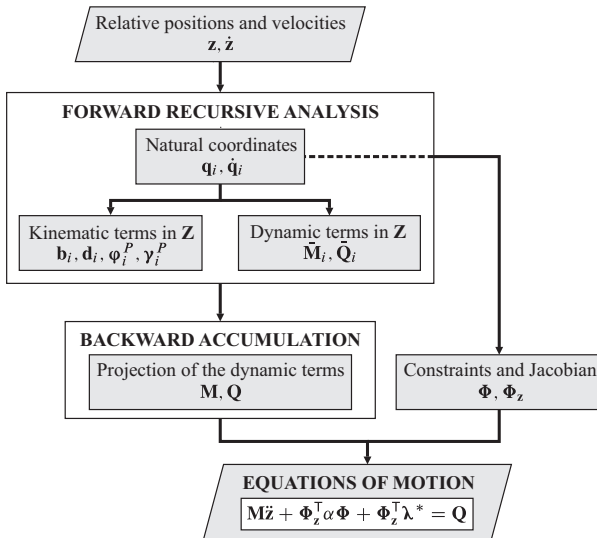
$$T = \frac{1}{2} \int_V \dot{\mathbf{r}}^T \dot{\mathbf{r}} dm = \frac{1}{2} \dot{\mathbf{r}}^{*\top} \left( \int_V \mathbf{N}^T \mathbf{N} dm \right) \dot{\mathbf{r}}^* = \frac{1}{2} \dot{\mathbf{r}}^{*\top} \mathbf{M}^* \dot{\mathbf{r}}^*$$

- Transformation matrix  $\mathbf{B}$ , assembled for the whole body

$$\mathbf{B}^* = \begin{bmatrix} \mathbf{B}_1 \\ \mathbf{B}_2 \\ \dots \\ \mathbf{B}_n \end{bmatrix} = \begin{bmatrix} \mathbf{I}_3 & -\tilde{\mathbf{r}}_1 & \mathbf{A}\mathbf{X}_1 \\ \mathbf{I}_3 & -\tilde{\mathbf{r}}_2 & \mathbf{A}\mathbf{X}_2 \\ \dots & \dots & \dots \\ \mathbf{I}_3 & -\tilde{\mathbf{r}}_n & \mathbf{A}\mathbf{X}_n \end{bmatrix} \implies \dot{\mathbf{r}}^* = \mathbf{B}^* \dot{\mathbf{z}}$$

- Projection of the finite element mass matrix:  $\bar{\mathbf{M}} = \mathbf{B}^{*\top} \mathbf{M}^* \mathbf{B}^*$
- Velocity-dependent inertia forces:  $\bar{\mathbf{Q}}_v = -\mathbf{B}^{*\top} \mathbf{M}^* \dot{\mathbf{B}}^* \dot{\mathbf{z}}$

# Assembly of the Equations of Motion



# Dynamic Formulation and Numerical Integration

## Index-3 Augmented Lagrangian

$$\begin{aligned} \mathbf{M}\ddot{\mathbf{z}} + \Phi_z^T \alpha \Phi + \Phi_z^T \lambda^* &= \mathbf{Q} \\ \lambda_{i+1}^* &= \lambda_i^* + \alpha \Phi \quad i = 1, 2, \dots \end{aligned}$$

## Newmark integrator

$$\begin{aligned} \dot{\mathbf{z}}_{n+1} &= f(\mathbf{z}_{n+1}, \mathbf{z}_n, \dot{\mathbf{z}}_n, \ddot{\mathbf{z}}_n) \\ \ddot{\mathbf{z}}_{n+1} &= f(\mathbf{z}_{n+1}, \mathbf{z}_n, \dot{\mathbf{z}}_n, \ddot{\mathbf{z}}_n) \end{aligned}$$

## Combination of formulation and integrator: Newton-Raphson

$$\begin{aligned} \mathbf{f}_z &\approx \mathbf{M} + \gamma h \mathbf{C} + \beta h^2 \left( \Phi_z^T \alpha \Phi_z + \mathbf{K} \right) \\ \mathbf{f} &= \beta h^2 \left( \mathbf{M}\ddot{\mathbf{q}} + \Phi_z^T \alpha \Phi + \Phi_z^T \lambda^* - \mathbf{Q} \right) \end{aligned}$$

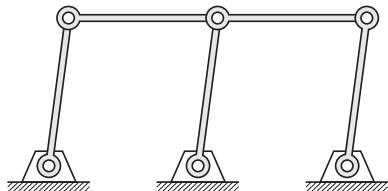
## Velocity and acceleration projections

$$\begin{aligned} \mathbf{f}_z \dot{\mathbf{z}} &= \mathbf{W} \dot{\mathbf{z}}^* - \beta h^2 \Phi_z^T \alpha \Phi_t \\ \mathbf{f}_z \ddot{\mathbf{z}} &= \mathbf{W} \ddot{\mathbf{z}}^* - \beta h^2 \Phi_z^T \alpha \left( \dot{\Phi}_z \dot{\mathbf{z}} + \dot{\Phi}_t \right) \end{aligned}$$



# First Example: 2D Double Four-Bar Mechanism

- Five 1 Kg, 1 m long steel bars
- All bars can be flexible or not
- 2 static modes and 2 dynamic modes per bar
- 1 m/s initial velocity, gravity
- Integration: 5 s (2,5 turns)

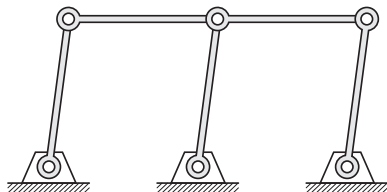


**Table:** Number of coordinates

# flexible bars	0	1	2	3	4	5
Absolute	6	13	20	27	34	41
Relative	5	8	11	14	17	20

# First Example: 2D Double Four-Bar Mechanism

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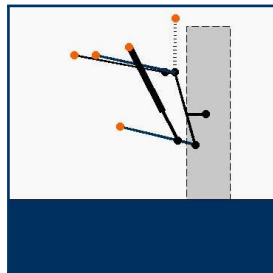
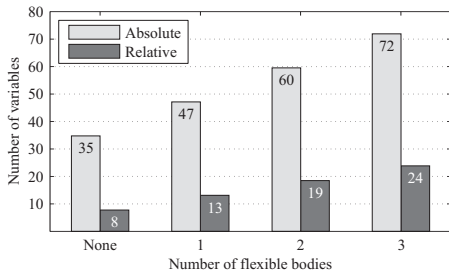
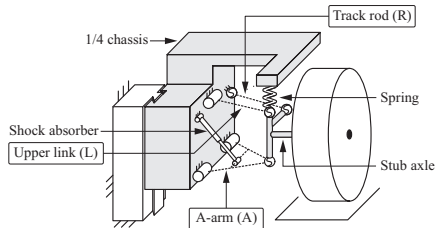


**Table:** CPU-times

# flexible bars	0	1	2	3	4	5
Absolute	0.91	3.30	6.24	9.61	11.51	15.22
Relative	4.85	9.11	12.62	15.74	17.74	20.92

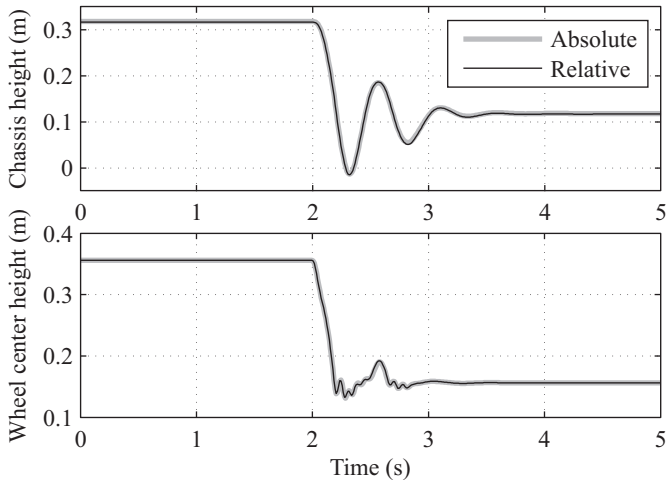
## Second Example: Itis Suspension

- Up to three flexible bodies
- Structural damping added
- Initial equilibrium position
- Runs down 20 cm step
- Motion integrated along 5 s
- Implemented in FORTRAN

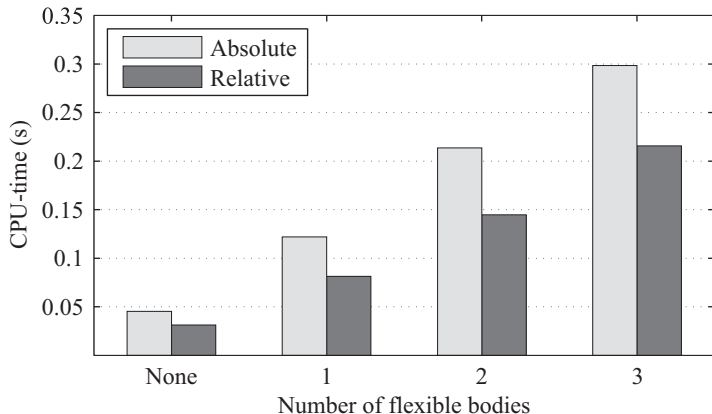


# Results: Itis Suspension

## Time histories in the vertical direction

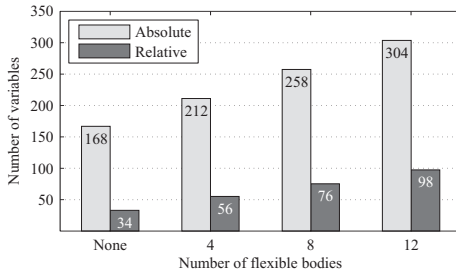
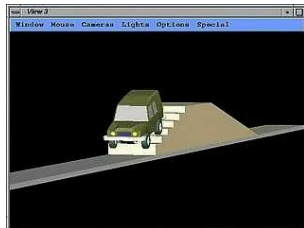


## CPU-time vs. number of flexible bodies

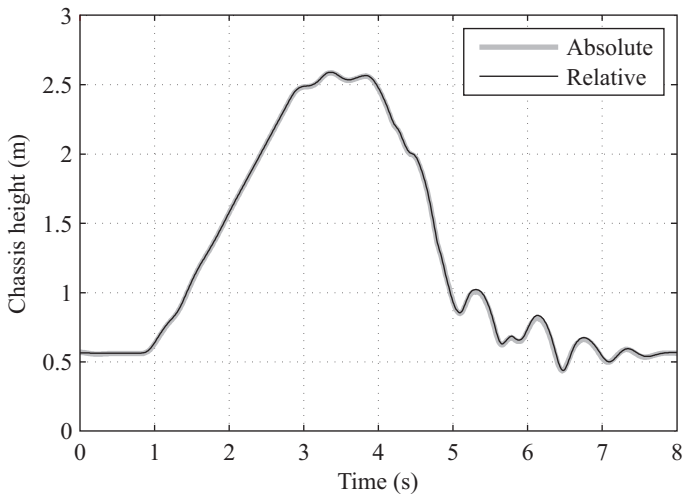


# Third Example: Full Vehicle

- Itlis vehicle: 4 suspensions
- Structural damping added
- Initial velocity: 5 m/s
- Road profile: ramp + steps
- Motion integrated along 8 s
- Implemented in FORTRAN

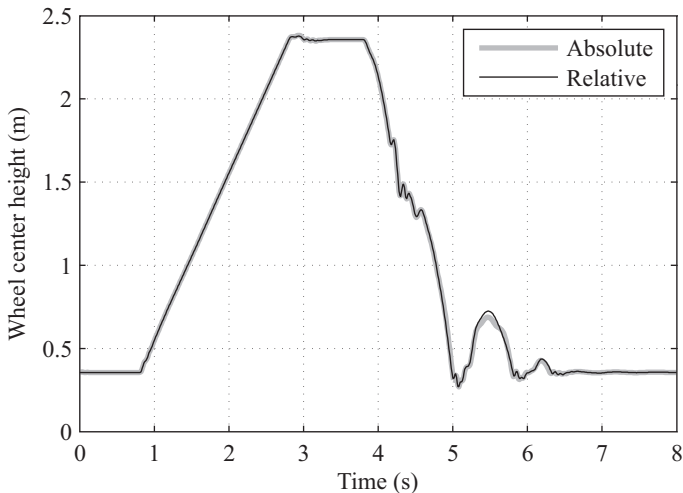


## Time history in vertical direction: chassis



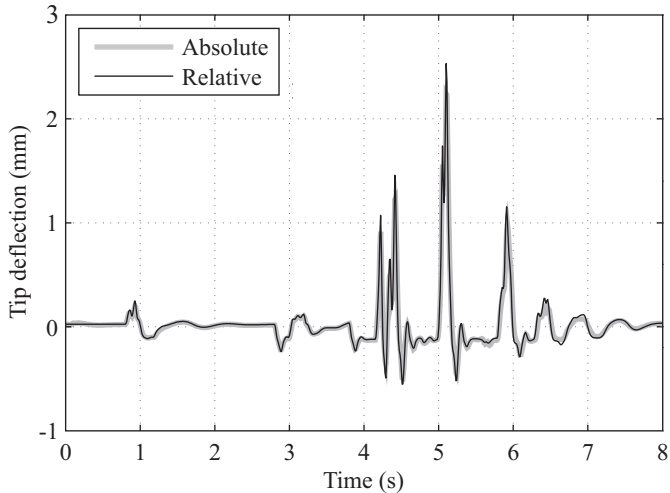
# Results: Full Vehicle

## Time history in vertical direction: center of front left wheel

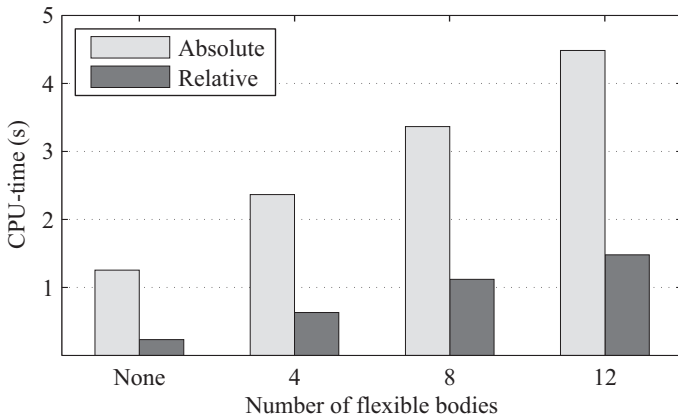




## Time history of the deflection of the A-arm



## CPU-time vs. number of flexible bodies



# Conclusions of the Second Chapter

- New semi-recursive  $O(n^3)$  FFR formulation successfully implemented and tested
- Very good correlation of results between both formulations
- Results in the flexible case similar to the rigid case
  - Absolute coordinates are faster in small systems
  - Relative coordinates are more efficient for large systems
- Common bottleneck: the inertia terms
  - Projection of finite element mass matrix is time-consuming
  - Solution addressed in the third chapter: Inertia Shape Integrals

Introduction

Formulation in Relative Coordinates

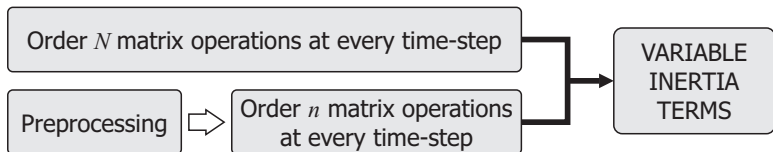
**Inertia Shape Integrals**

Geometric Stiffening

Conclusions and Future Research

# Background

- Starting point: two efficient FFR formulations
  - Method in absolute (natural) coordinates
  - Method in relative coordinates
- Finite element model reduced from order  $N$  to order  $n$
- Variable inertia terms obtained by order  $N$  velocity projections
- Bottleneck: projections take up to 80% CPU-time



- Solution: preprocessing (inertia shape integrals)
- Order  $n$  matrix operations at every time-step

# Preprocessing Approach

- The mass matrix can be directly obtained by integrating  $\mathbf{B}^T \mathbf{B}$

$$T = \frac{1}{2} \int_V \dot{\mathbf{r}}^T \dot{\mathbf{r}} dm = \frac{1}{2} \dot{\mathbf{q}}^T \left( \int_V \mathbf{B}^T \mathbf{B} dm \right) \dot{\mathbf{q}} \implies \boxed{\mathbf{M} = \int_V \mathbf{B}^T \mathbf{B} dm}$$

- Different integrals are needed depending on the formulation

- Absolute:  $\mathbf{M} = \int_V \begin{bmatrix} \mathbf{I}_3 & \bar{r}_1 \mathbf{I}_3 & \bar{r}_2 \mathbf{I}_3 & \bar{r}_3 \mathbf{I}_3 & \mathbf{A}\mathbf{X} \\ & \bar{r}_1^2 \mathbf{I}_3 & \bar{r}_1 \bar{r}_2 \mathbf{I}_3 & \bar{r}_1 \bar{r}_3 \mathbf{I}_3 & \bar{r}_1 \mathbf{A}\mathbf{X} \\ & & \bar{r}_2^2 \mathbf{I}_3 & \bar{r}_2 \bar{r}_3 \mathbf{I}_3 & \bar{r}_2 \mathbf{A}\mathbf{X} \\ & sym. & & \bar{r}_3^2 \mathbf{I}_3 & \bar{r}_3 \mathbf{A}\mathbf{X} \\ & & & & \mathbf{X}^T \mathbf{X} \end{bmatrix} dm$

- Relative:  $\bar{\mathbf{M}} = \int_V \begin{bmatrix} \mathbf{I}_3 & -\tilde{\mathbf{r}} & \mathbf{A}\mathbf{X} \\ & -\tilde{\mathbf{r}}\tilde{\mathbf{r}} & \tilde{\mathbf{r}}\mathbf{A}\mathbf{X} \\ sym. & & \mathbf{X}^T \mathbf{X} \end{bmatrix} dm$

- Centrifugal and Coriolis forces are obtained as  $-\int_V \mathbf{B}^T \dot{\mathbf{B}} \dot{\mathbf{q}} dm$

- 13 constant integrals, including scalars, vectors and matrices
  - Mass, undeformed static moment and planar inertia tensor

$$m = \int_V dm; \quad \bar{\mathbf{m}}_u = \int_V \bar{\mathbf{r}}_u dm; \quad \bar{\mathbf{P}}_u = \int_V \bar{\mathbf{r}}_u \bar{\mathbf{r}}_u^T dm$$

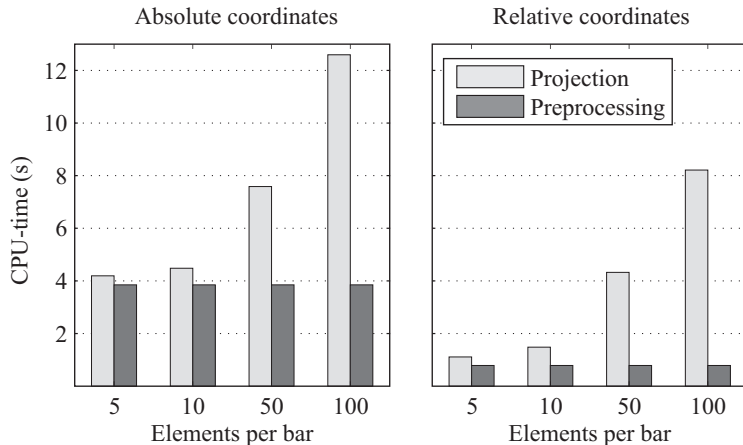
- Four  $3 \times n$  matrices

$$\mathbf{S} = \int_V \mathbf{X} dm; \quad \mathbf{S}^i = \int_V \bar{r}_{ui} \mathbf{X} dm; \quad i = 1, 2, 3$$

- Six  $n \times n$  matrices

$$\mathbf{S}^{ij} = \int_V \mathbf{X}_i^T \mathbf{X}_j dm; \quad i, j = 1, 2, 3$$

## CPU-time vs. Finite Element Mesh Size





# Conclusions of the Third Chapter

- Preprocessing using inertia shape integrals has been implemented in both the absolute and the relative formulations
- The formulation in relative coordinates keeps its advantage over the absolute one for large size problems
- The use of preprocessing always improves efficiency
  - Improvement obtained even for small finite element models
  - Preprocessing time has no significant impact
  - The **B** matrix method is easier to implement
- Small models (<10 finite elements): **B** matrix
- Large models (>20 finite elements): inertia shape integrals

Introduction

Formulation in Relative Coordinates

Inertia Shape Integrals

**Geometric Stiffening**

Conclusions and Future Research

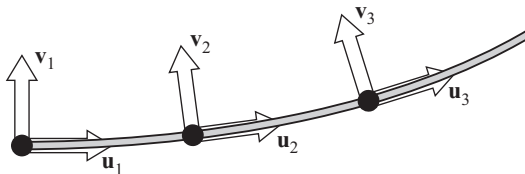
# Background

- Geometric stiffening appears in rotating beams, such as helicopter or turbine blades, increasing bending stiffness with rotation speed
- When FFR formulations are used, this effect can be lost if linear elastic displacements are assumed in the FE model



- Objective: extend the range of usability of FFR formulations by including geometric stiffening
- Three different techniques are studied
  - Substructuring
  - Nonlinear stiffness matrix
  - Foreshortening
- These techniques are implemented and compared in absolute and relative coordinates (substructuring only in relative coordinates)

- The beam is divided into several substructures:



- Each substructure is a standard FFR flexible body
- Substructures are interconnected by *bracket joints*
- Most general approach, the FFR formulation is not modified
- Tested only in relative coordinates
  - Natural coordinates:  $12 + n_m$  variables per substructure
  - Relative coordinates:  $n_m$  variables per substructure

# Nonlinear Stiffness Matrix: Potential Energy

- Strain energy of an Euler–Bernoulli beam

$$U = \underbrace{\frac{1}{2} \int_0^L EAu_0'^2 dx + \frac{1}{2} \int_0^L EIv_0''^2 dx}_{\text{Linear formulation}} + \underbrace{\frac{1}{2} \int_0^L EAu_0'v_0'^2 dx}_{\text{First nonlinear}} + \underbrace{\frac{1}{8} \int_0^L EA v_0'^4 dx}_{\text{Second nonlinear}}$$

- Linear formulation: only the first two terms are retained
  - Axial and transversal displacements are independent
- First nonlinear formulation: the third term is added
  - Introduces coupling between axial and transversal displacement
- Second nonlinear formulation: full strain energy expression

## ■ Linear formulation

- Constant stiffness matrix
- No coupling between axial and transversal stiffness

$$\mathbf{F}_{el} = -\mathbf{K}_L \mathbf{y}$$

## ■ First nonlinear formulation

- Variable stiffness matrix
- $\mathbf{K}_G$  couples axial and transversal stiffness

$$\mathbf{F}_{el} = -(\mathbf{K}_L + \mathbf{K}_G) \mathbf{y}; \quad \mathbf{K}_G = \sum_{i=1}^{ns} \eta_i \mathbf{K}_{Gi} + \sum_{j=1}^{nd} \xi_j \mathbf{K}_{Gj}$$

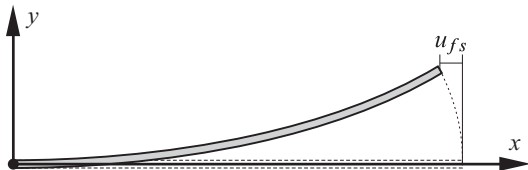
## ■ Second nonlinear formulation

- Highly nonlinear stiffness matrix

$$\mathbf{F}_{el} = -(\mathbf{K}_L + \mathbf{K}_G + \mathbf{K}_H) \mathbf{y} + \mathbf{Q}_g$$

# Foreshortening

- Foreshortening: axial shortening produced by deflection



- Modified axial displacement

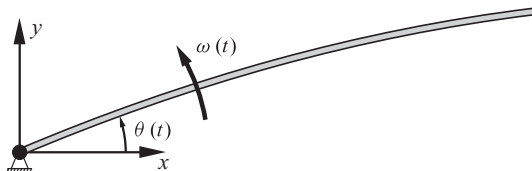
$$u_0 = s + u_{fs}; \quad u_{fs}(x) = -\frac{1}{2} \int_{x_0}^x v_0'^2 dx$$

- Strain energy equivalent to second nonlinear formulation
- Introduced in the axial components of the mode shapes  $\mathbf{X}$ 
  - It renders the  $\mathbf{X}$  matrix variable  $\implies \mathbf{B}^*$  projection
  - Linear elastic forces with unmodified  $\mathbf{K}_L$  matrix
  - Geometric stiffening is introduced at the kinematics level
- Captures the effect with no axial modes



# System Under Test: Rotating Beam

- Steel beam pinned at one end



- Guided rotation about the origin

$$\omega(t) = \begin{cases} \frac{\Omega_s}{T_s} \left[ t - \left( \frac{T_s}{2\pi} \right) \sin \left( \frac{2\pi t}{T_s} \right) \right] & 0 \leq t < T_s \\ \Omega_s & T_s \leq t \end{cases}$$

- 2D and 3D cases studied; motion is integrated along 20 s
- Deflection at the tip is measured for  $\Omega_s=6$  rad/s,  $T_s=15$  s
- Results are compared to a reference solution (ANCF or FEM)

# Results: Horizontal Deflection in the 2D Case

## Linear formulation

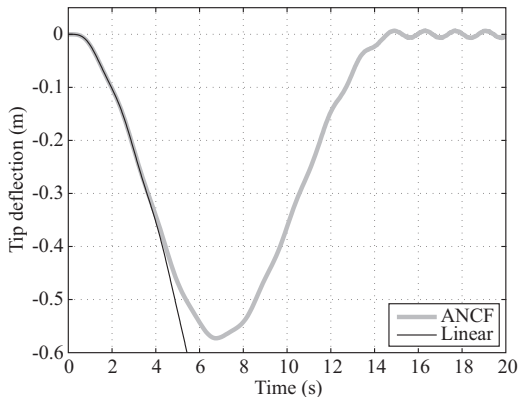


Table: CPU-times (s)

Method	AC <sup>1</sup>	RC <sup>2</sup>
FNL1	0.266	0.094
FNL2	0.297	0.125
FS0	<b>0.266</b>	<b>0.094</b>

<sup>1</sup>AC: Absolute Coordinates

<sup>2</sup>RC: Relative Coordinates

# Results: Horizontal Deflection in the 2D Case

## First nonlinear formulation

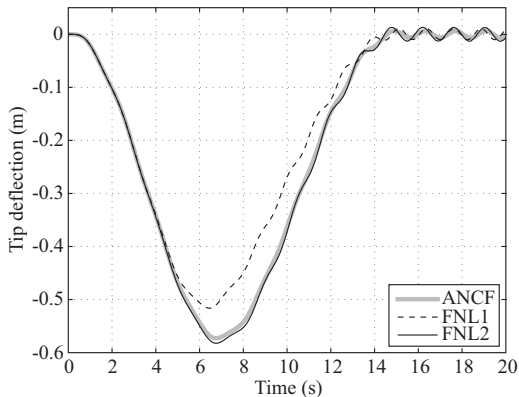


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# Results: Horizontal Deflection in the 2D Case

## Foreshortening

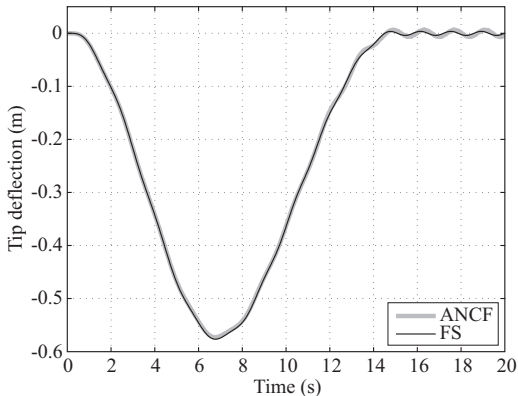


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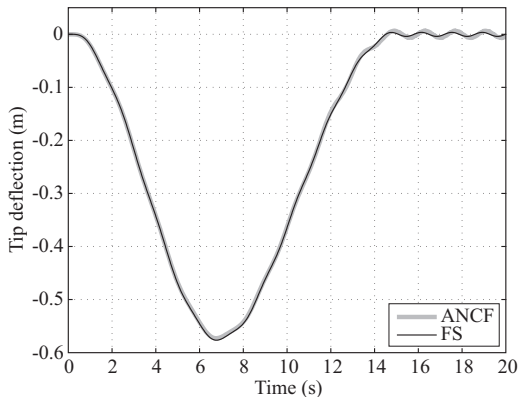
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# Results: Horizontal Deflection in the 2D Case

## Foreshortening



**Table:** CPU-times (s)

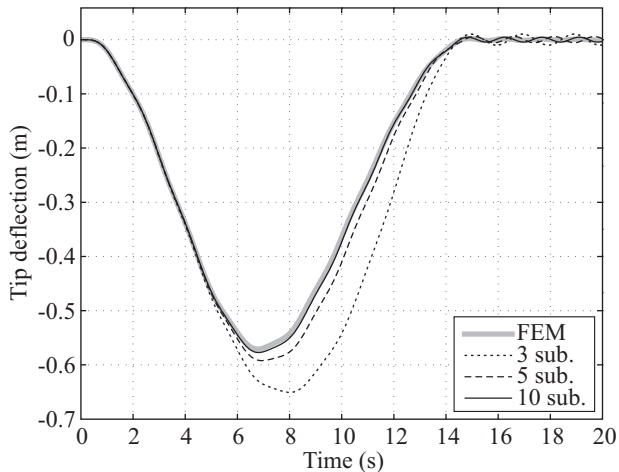
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FNL1	0.266	0.094
FNL2	0.297	0.125
FS0	<b>0.266</b>	<b>0.094</b>

<sup>1</sup>AC: Absolute Coordinates

<sup>2</sup>RC: Relative Coordinates

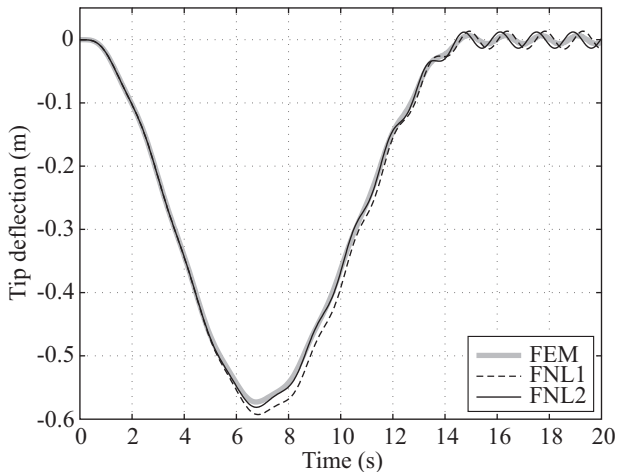
# Results: Horizontal Deflection in the 3D Case

## Substructuring



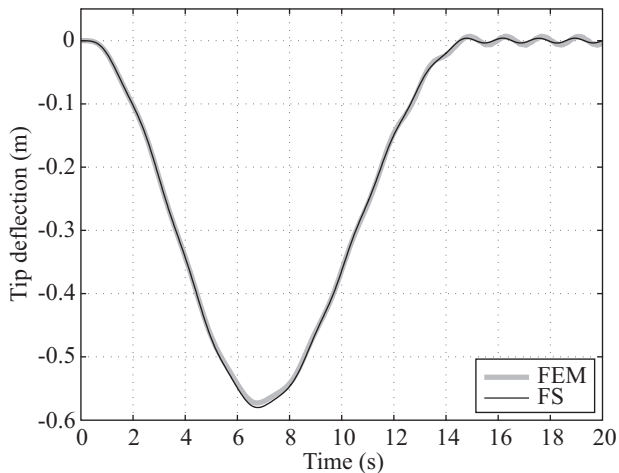
# Results: Horizontal Deflection in the 3D Case

## First nonlinear formulation



# Results: Horizontal Deflection in the 3D Case

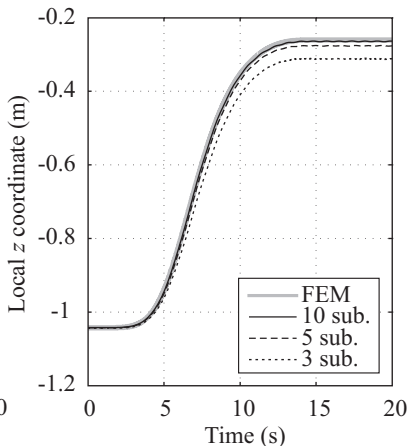
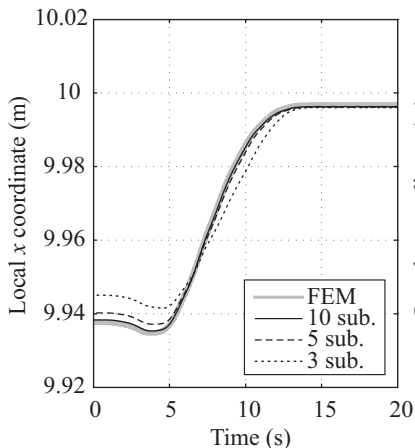
## Foreshortening





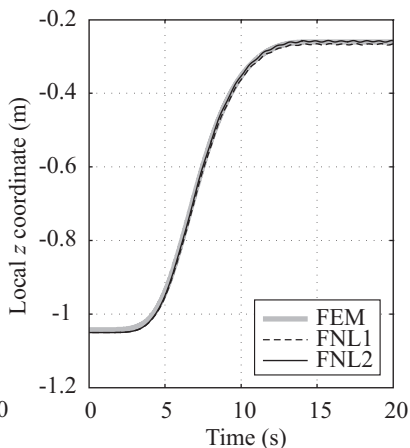
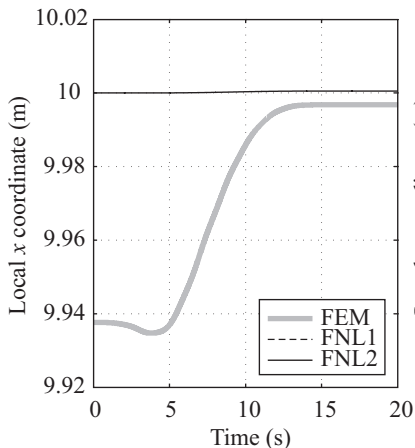
# Results: Vertical and Axial Displacements

## Substructuring



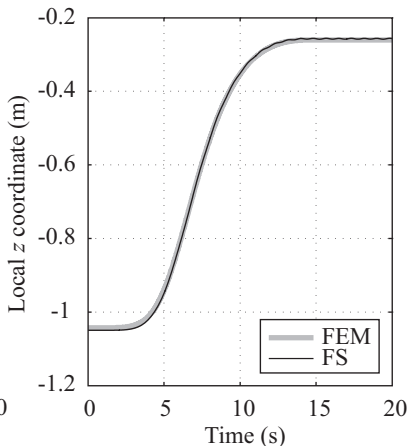
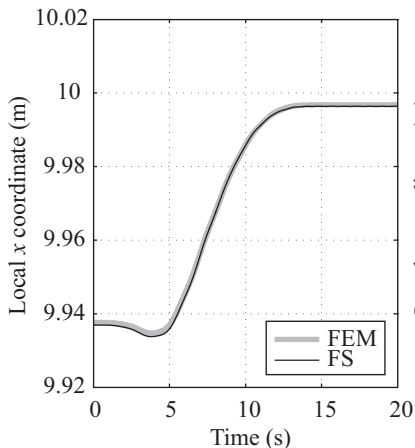
# Results: Vertical and Axial Displacements

## First nonlinear formulation



# Results: Vertical and Axial Displacements

## Foreshortening



# Results: 3D Efficiency and Accuracy

## 3D spin-up beam results

Method		SB10	SB20	FNL1	FNL2	FS0
CPU-time (s)	AC <sup>1</sup>	–	–	0.271	0.286	<b>0.250</b>
	RC <sup>2</sup>	1.312	4.578	0.105	0.125	<b>0.105</b>
$\Delta x$ (mm)		0.502	<b>0.320</b>	27.944	27.947	0.500
$\Delta y$ (mm)		3.193	<b>1.481</b>	10.680	5.757	3.140
$\Delta z$ (mm)		2.329	<b>0.742</b>	7.606	3.876	4.796

<sup>1</sup>AC: Absolute Coordinates    <sup>2</sup>RC: Relative Coordinates

# Conclusions of the Fourth Chapter

- Linear FFR method cannot capture geometric stiffening effect
- Substructuring method
  - Best accuracy, increasing with the number of substructures
  - Easy implementation into FFR codes, no modifications required
  - High CPU-times if compared to other methods
- First nonlinear formulation
  - Very fast and easy to implement, only affects the  $\mathbf{K}$  matrix
  - No foreshortening  $\implies$  highest error in axial direction
  - Axial modes are required
- Foreshortening
  - Almost as accurate and much faster than substructuring
  - No axial modes are required  $\implies$  numerical integrator friendly
  - More involved implementation, requires preprocessing

Introduction

Formulation in Relative Coordinates

Inertia Shape Integrals

Geometric Stiffening

Conclusions and Future Research

- New semi-recursive  $O(n^3)$  FFR formulation
  - Efficiency improvement for systems above 25 variables
  - More robust than the formulation in absolute coordinates
  - More involved implementation
- Shape integrals preprocessing implemented in both formulations
  - Always more efficient than  $\mathbf{B}^*$  matrix projection
  - Projection is much simpler and fast enough for small models
  - It is also more convenient for including foreshortening
- Three methods for modeling nonlinear beams have been tested
  - Substructuring is the most accurate approach
  - The  $\mathbf{K}_G$  method is extremely simple and yields acceptable results
  - Foreshortening obtains the best efficiency/accuracy ratio

- Study of different model reduction methods
  - Krylov subspaces are based on response characteristics
- Mode selection techniques
  - The selection of mode shapes is left to the analyst
  - Development of automated techniques
- Further optimization of the calculation of the inertia terms
  - Check relative weights of the different terms
  - The number of operations depends on the reference conditions