

Treatment of Discontinuities

- Today, we shall look at the problem of dealing with discontinuities in models.
- Models from engineering often exhibit discontinuities that describe situations such as switching, limiters, dry friction, impulses, or similar phenomena.
- The modeling environment must deal with these problems in special ways, since they influence strongly the numerical behavior of the underlying differential equation solver.



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Numerical Differential Equation Solvers

- Most of the *differential equation solvers* that are currently on the market operate on *polynomial extrapolation*.
- The value of a state variable x at time $t+h$, where h is the current *integration step size*, is approximated by fitting a *polynomial of n^{th} order* through known supporting values of x and dx/dt at the current time t as well as at past instances of time.
- The value of the extrapolation polynomial at time $t+h$ represents the approximated solution of the differential equation.
- In the case of *implicit integration algorithms*, the state derivative at time $t+h$ is also used as a supporting value.



Examples

Explicit Euler Integration Algorithm of 1st Order:

$$x(t+h) \approx x(t) + h \cdot \dot{x}(t)$$

Implicit Euler Integration Algorithm of 1st Order:

$$x(t+h) \approx x(t) + h \cdot \dot{x}(t+h)$$



Discontinuities in State Equations

- *Polynomials* are always *continuous and continuously differentiable functions*.
- Therefore, when the *state equations* of the system:

$$\dot{x}(t) = f(x(t), t)$$

exhibit a discontinuity, the polynomial extrapolation is a very poor approximation of reality.

- Consequently, *integration algorithms* with a fixed step size exhibit a large *integration error*, whereas integration algorithms with a variable step size reduce the step size dramatically in the vicinity of a discontinuity.

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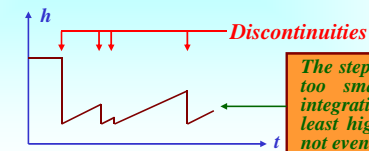
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Integration Across Discontinuities

- An integration algorithm of variable step size reduces the step size at every discontinuity.
- After passing the discontinuity, the step size is only slowly enlarged again, as the integration algorithm cannot distinguish between a *discontinuity* on one hand and a *point of large local stiffness* (with a large absolute value of the derivative) on the other.



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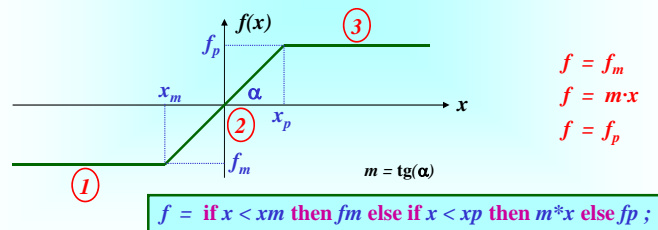
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The State Event

- These problems can be avoided by telling the integration algorithm explicitly, when and where discontinuities are contained in the model description.

Example: Limiter Function



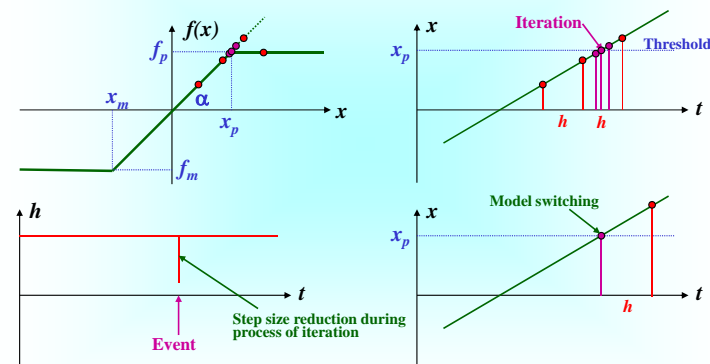
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Event Handling I




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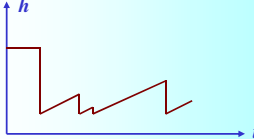


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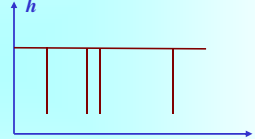
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Event Handling II



Step size as function of time
without event handling





Step size as function of time
with event handling

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Representation of Discontinuities


$$f = \text{if } x < x_m \text{ then } f_m \text{ else if } x < x_p \text{ then } m * x \text{ else } f_p ;$$


- In *Modelica*, discontinuities are represented as *if-statements*.
- In the process of translation, these statements are transformed into correct *event descriptions* (sets of *models with switching conditions*).
- The modeler does not need to concern him- or herself with the mechanisms of event descriptions. These are hidden behind the *if-statements*.

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Problems

- The modeler needs to take into account that the discontinuous solution is temporarily left during iteration.

$$q = \sqrt{|\Delta p|}$$

$$\begin{aligned} \Delta p &= p_1 - p_2 ; \\ \text{abs} \Delta p &= \text{if } \Delta p > 0 \text{ then } \Delta p \text{ else } -\Delta p ; \\ q &= \text{sqrt}(\text{abs} \Delta p) ; \end{aligned}$$

may be dangerous, since *abs* Δp can become temporarily negative.

⇒


$$\begin{aligned} \Delta p &= p_1 - p_2 ; \\ \text{abs} \Delta p &= \text{noEvent}(\text{if } \Delta p > 0 \text{ then } \Delta p \text{ else } -\Delta p) ; \\ q &= \text{sqrt}(\text{abs} \Delta p) ; \end{aligned}$$


solves this problem.

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The “noEvent” Construct


$$\begin{aligned} \Delta p &= p_1 - p_2 ; \\ \text{abs} \Delta p &= \text{noEvent}(\text{if } \Delta p > 0 \text{ then } \Delta p \text{ else } -\Delta p) ; \\ q &= \text{sqrt}(\text{abs} \Delta p) ; \end{aligned}$$

- The *noEvent* construct has the effect that *if-statements* or *Boolean expressions*, which normally would be translated into simulation code containing correct event handling instructions, are handed over to the integration algorithm untouched.
- Thereby, management of the simulation across these discontinuities is left to the step size control of the numerical Integration algorithm.

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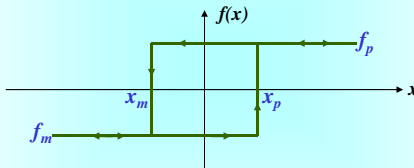
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Multi-valued Functions I

- The language constructs that have been introduced so far don't suffice to describe *multi-valued functions*, such as the *dry hysteresis function* shown below.



- When x *becomes greater* than x_p , f must be switched from f_m to f_p .
- When x *becomes smaller* than x_m , f must be switched from f_p to f_m .

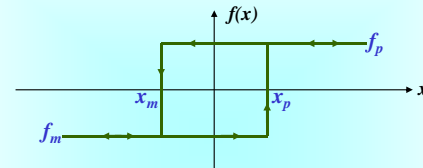
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Multi-valued Functions II



```

when initial() then
  reinit(f, fp);
end when;
when  $x > x_p$  or  $x < x_m$  then
  f = if  $x > 0$  then fp else fm;
end when;

```

← Executed *at the beginning* of the simulation.

} These statements are only executed, when either x becomes larger than x_p , or when x becomes smaller than x_m .

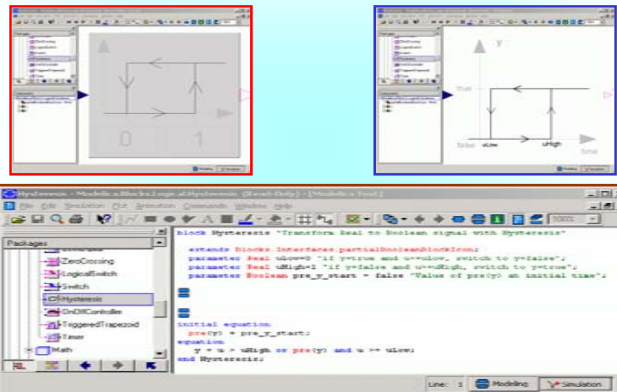
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Multi-valued Functions III



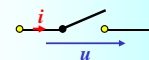
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The Electrical Switch I



When the switch is *open*, the current is $i=0$.
When the switch is *closed*, the voltage is $u=0$.

$$0 = \text{if } open \text{ then } i \text{ else } u ;$$


The *if-statement* in *Modelica* is *a-causal*. It is being sorted together with all other statements.

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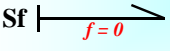
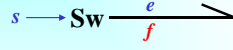
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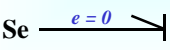
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The Electrical Switch II

Possible Implementation: Switch open: $s = 1$
Switch closed: $s = 0$

$\Rightarrow 0 = s \cdot i + (1 - s) \cdot u$


Switch open:

 \Rightarrow



Switch closed:

The causality of the switch element is a function of the value of the control signal s .

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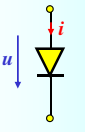
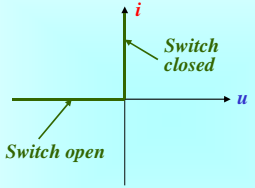


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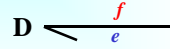
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The Ideal Diode I

When $u < 0$, the switch is open. No current flows through.


When $u > 0$, the switch is closed. Current may flow. The ideal diode behaves like a short circuit.


$open = u < 0 ;$
 $0 = \text{if open then } i \text{ else } u ;$


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The Ideal Diode II

- Since current flowing through a diode cannot simply be interrupted, it is necessary to slightly modify the diode model.


$open = u \leq 0 \text{ and not } i > 0 ;$
 $0 = \text{if open then } i \text{ else } u ;$


- The variable **open** must be declared as **Boolean**. The value to the right of the Boolean expression is assigned to it.

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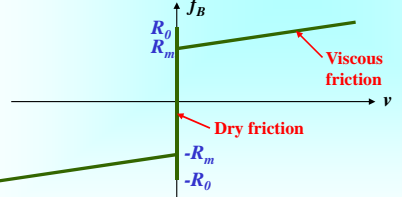
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The Friction Characteristic I

- More complex phenomena, such as friction characteristics, must be carefully analyzed case by case.
- The approach is discussed here by means of the friction example.




When $v \neq 0$, the friction force is a function of the velocity.


When $v = 0$, the friction force is computed such that the velocity remains 0.

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The Friction Characteristic II


- We distinguish between five situations:


$v = 0$ $a = 0$	Sticking: The friction force compensates the sum of all forces attached, except if $ \Sigma f > R_0$.
$v > 0$	Moving forward: The friction force is computed as: $f_B = R_v \cdot v + R_m$.
$v < 0$	Moving backward: The friction force is computed as: $f_B = R_v \cdot v - R_m$.
$v = 0$ $a > 0$	Beginning of forward motion: The friction force is computed as: $f_B = R_m$.
$v = 0$ $a < 0$	Beginning of backward motion: The friction force is computed as: $f_B = -R_m$.

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The State Transition Diagram

- The set of events can be described by a *state transition diagram*.

```


graph TD
    Start([Start]) -- "v < 0" --> BM[Backward motion  
(v < 0)]
    Start -- "v > 0" --> FM[Forward motion  
(v > 0)]
    Start -- "v = 0, Σf < -R0" --> BA[Backward acceleration  
(a < 0)]
    Start -- "v = 0, Σf > +R0" --> FA[Forward acceleration  
(a > 0)]
    Start -- "v = 0, Σf < +R0" --> S[Sticking  
(a = 0)]
    Start -- "v = 0, Σf > -R0" --> S
    BM -- "v ≥ 0" --> S
    BA -- "a ≥ 0 and not v < 0" --> S
    FA -- "a ≤ 0 and not v > 0" --> S
    FM -- "v ≤ 0" --> S
    S -- "v < 0" --> BM
    S -- "v > 0" --> FM


```

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The Friction Model I

```

model Friction;
parameter Real R0, Rm, Rv;
parameter Boolean ic=false;
Real fB, fc;
Boolean Sticking (final start = ic);
Boolean Forward (final start = ic), Backward (final start = ic);
Boolean StartFor (final start = ic), StartBack (final start = ic);


fB = if Forward then Rv*v + Rm else
    if Backward then Rv*v - Rm else
    if StartFor then Rm else
    if StartBack then -Rm else fc;
0 = if Sticking or initial() then a else fc;


```

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The Friction Model II

```

when Sticking and not initial() then
    reinit(v,0);
end when;


Forward = initial() and v > 0 or
    pre(StartFor) and v > 0 or
    pre(Forward) and not v <= 0;
Backward = initial() and v < 0 or
    pre(StartBack) and v < 0 or
    pre(Backward) and not v >= 0;


```

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The Friction Model III

```

StartFor = pre(Sticking) and fc > R0 or
           pre(StartFor) and not (v > 0 or a <= 0 and not v > 0);
StartBack = pre(Sticking) and fc < -R0 or
            pre(StartBack) and not (v < 0 or a >= 0 and not v < 0);
Sticking = not (Forward or Backward or StartFor or StartBack);


end Friction;


```

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