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Digital Simulation Error Curves for a Spring-Mass-Damper System

The problem:

Reduce the excessive number of samples per cycle and the unnecessary iterations which increase cost and computation time on digital simulations of continuous data systems.

$A = \omega \left(\frac{1}{\zeta} \right)$ is the normalized integration gain.
 ω_D is the effective angular resonance frequency.
 ω_p is the programmed angular resonance frequency.
 ζ_p is the programmed damping ratio.
 T is the sampling interval in seconds.

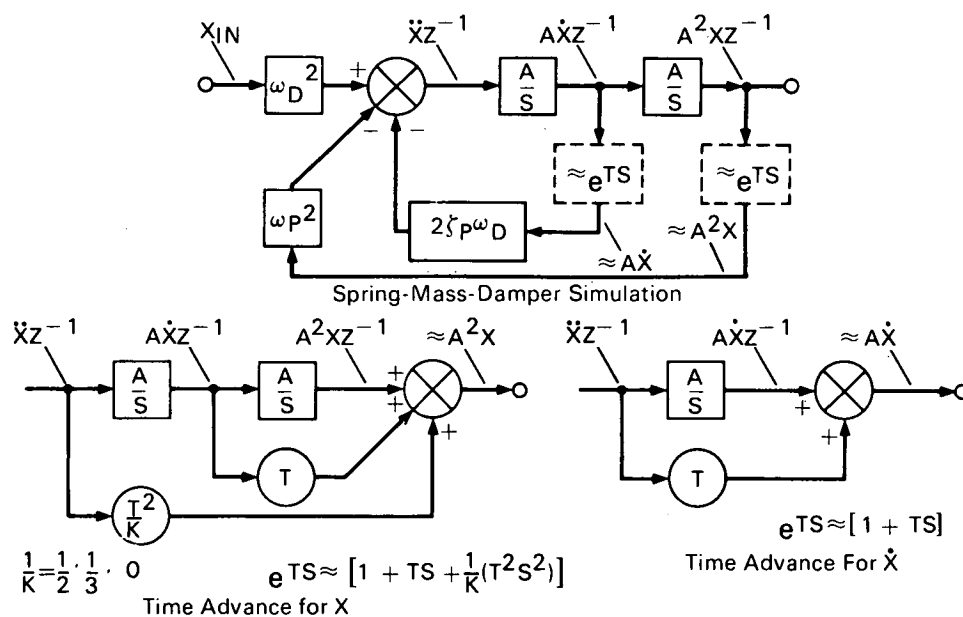


Figure 1

The solution:

Plot the digital simulation errors for a spring-mass-damper system. Using these error curves, select the type of integration, the feedback update method, and the number of samples per cycle at resonance.

How it's done:

Block diagrams of a spring-mass-damper simulation and the preferred time advance update method are shown in Figure 1, where:

Z^{-1} is a transfer function for T seconds time delay.
 e^{TS} is a transfer function for T seconds time advance.
 $\frac{1}{K}$ is a constant for time advance update.
 I is the number of iterations for iteration update.
 X , \dot{X} , and \ddot{X} represent the mass displacement, velocity, and acceleration, respectively.
 S is the Laplace operator.
 N_R is the number of samples per cycle at resonance.

The effective damping ratio is: $\zeta_D \approx \zeta_p + \xi_R$

(continued overleaf)

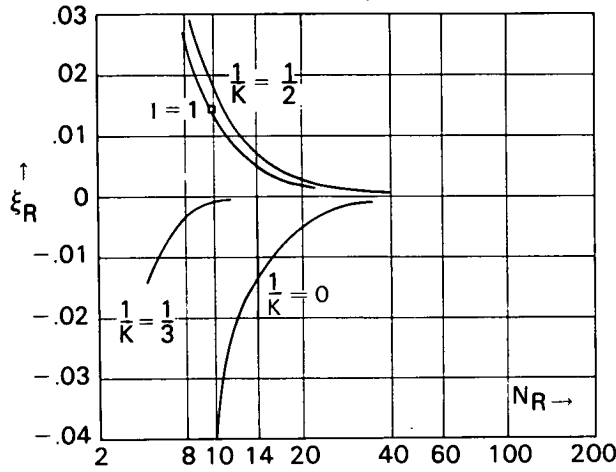
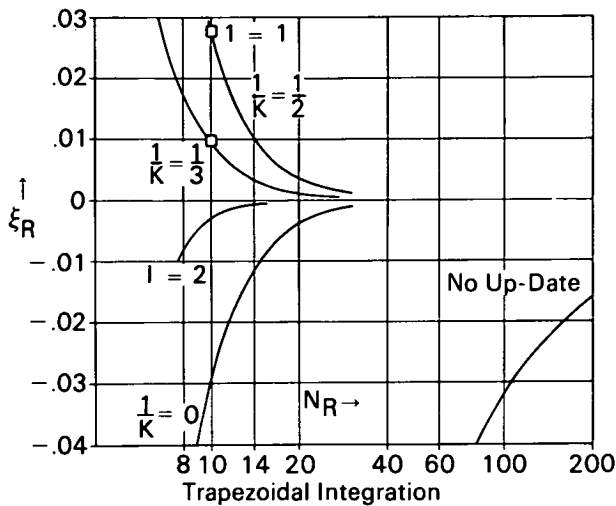


Figure 2 Simpson's Integration

where ξ_R is the damping bias error. This error is plotted (Figure 2) for trapezoidal integration and Simpson's 1/3 formula, where N_R is the number of samples per cycle at resonance. Curves are shown for the iteration update method where $l = 1$, and for the time advance update method where $1/K = 0, 1/3$, and $1/2$.

The normalized resonance frequency, ω_D/ω_P , shown in Figure 3, is for trapezoidal integration and Simpson's 1/3 formula.

For the curves for trapezoidal integration, the time advance update method with $1/K = 1/3$ has smaller errors at 20 samples per cycle than the one-iteration update method at 30 samples per cycle. Thus, for the same accuracy, the time advance update method will solve the simulated problem in half the time of the one-iteration update method. This is based on an added time per iteration of $T/4$, i.e., one-quarter of the computation time without iteration.

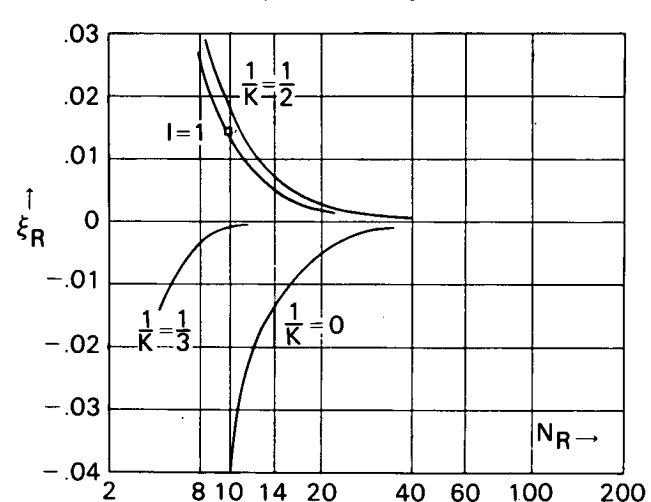
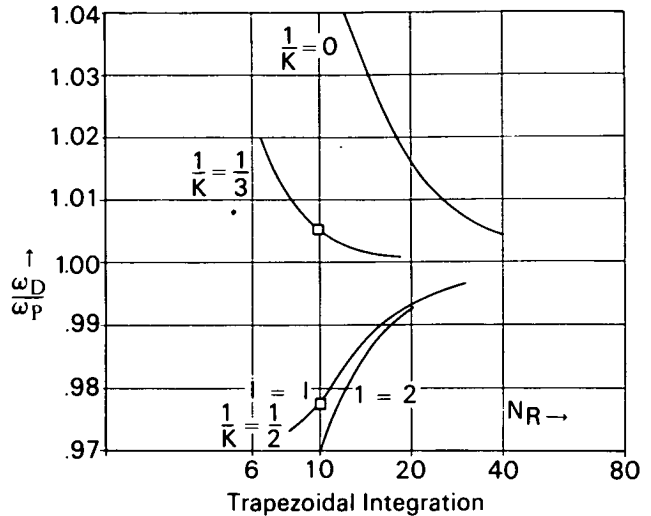


Figure 3 Simpson's Integration

Note:

Requests for further information may be directed to:

Technology Utilization Officer
 Marshall Space Flight Center
 Code A&TS-TU
 Huntsville, Alabama 35812
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Patent status:

No patent action is contemplated by NASA.

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