

# CS 101.3: Numerical Geometric Integration

## Homework Assignment #6

Due date: March 2nd 2009 at the beginning of class.

All code should be submitted by email.

### Abstract

In this assignment you will derive a higher-order variational integrator and implement a Lie group integrator. Please note that the honor code applies: do the derivations yourself. If you have questions email patrickm@cs.caltech.edu - I will be happy to meet upon request.

## 1 Theory Part

### 1.1 High Order Variational Integrator

From a continuous Lagrangian  $\mathcal{L}(q, \dot{q})$ , we define the discrete Galerkin Lagrangian  $L$  (mentioned in class) as:

$$L(q_k, q_{k+1}, h) = \underset{Q_1, \dots, Q_{s-1}}{\text{ext}} L^{\text{full}}(q_k, Q_1, \dots, Q_{s-1}, q_{k+1}, h) \quad (1)$$

with:

$$L^{\text{full}}(Q_0, Q_1, \dots, Q_s, h) = \sum_{i=1}^{i=s} w_i \mathcal{L} \left( \sum_{j=0}^{j=s} \phi_j(\alpha_i) Q_j, \frac{1}{h} \sum_{j=0}^{j=s} \dot{\phi}_j(\alpha_i) Q_j \right),$$

where  $(w_i)_{i=1..s}$  are quadrature weights associated with quadrature points  $0 \leq \alpha_1 < \dots < \alpha_s \leq 1$  of a quadrature method of order at least  $s$  ( $\int_0^1 f \sim \sum_i w_i f(\alpha_i)$ ), and  $(\phi_j)_{j=0..s}$  are Lagrange basis functions of order  $s$  from  $[0, 1]$  to  $\mathbb{R}$  such that  $\phi_j(\beta_i) = \delta_{ij}$ , i.e., a basis of order- $s$  polynomials.

- Choosing equally-spaced control times  $\beta_0 = 0, \beta_1 = \frac{1}{3}, \beta_2 = \frac{2}{3}, \beta_3 = 1$ , write out the Lagrange basis functions  $\phi_j$  (feel free to use Mathematica to derive them).
- The 3-point Lobatto quadrature corresponds to  $\alpha_1 = 0, \alpha_2 = 1/2, \alpha_3 = 1$  and  $w_1 = w_3 = 1/6, w_2 = 4/6$  (it should remind you of Simpson's rule). Using this quadrature deduce an implicit expression of  $L(q_k, q_{k+1}, h)$  based on the

extremization with respect to the additional points  $Q_1, Q_2$  in Eq. 1 for  $s = 3$ . The expression should be in terms of  $D_1\mathcal{L}$  and  $D_2\mathcal{L}$  along with your quadrature points, control points and basis functions.

- Using this discrete Lagrangian, derive a variational integrator based on the Lobatto quadrature. Write out the equations that need to be solved, and point out which are solved together and for what variables.

## 1.2 Discrete Mosler-Veselov Integration

Consider the dynamics of a rigid body only undergoing rotations (i.e., the evolution is purely on  $SO(3)$ ), generated by the Lagrangian  $\mathcal{L}(R, \dot{R}) = \frac{1}{2}\text{tr}((R^{-1}\dot{R})^T\Lambda(R^{-1}\dot{R}))$  with  $\Lambda$  a symmetric matrix based on moments of inertia as defined in class. In the discrete setting, we call  $R_k$  the rotation at time  $t_k$ .

- By discretizing

$$R^{-1}\dot{R} \equiv R_{k+1}^T \frac{R_{k+1} - R_k}{h},$$

provide an expression of the discrete Lagrangian  $L(R_k, R_{k+1})$ .

- Use  $R^{-1}\dot{R} \equiv R_k^T \frac{R_{k+1} - R_k}{h}$  instead. How does it affect the result?
- Use the properties of the trace and of rotation matrices to show that this last expression is equivalent to (up to a constant):

$$L(R_k, R_{k+1}) = -\frac{1}{h}\text{tr}(R_k\Lambda R_{k+1}^T)$$

- Now write the augmented action (with  $\lambda_k$  a matrix Lagrange multiplier) as:

$$S = \frac{1}{h} \left[ -\sum_k \text{tr}(R_k\Lambda R_{k+1}^T) + \sum_k \frac{1}{2}\text{tr}(\lambda_k(R_k R_k^T - I)) \right].$$

Extremizing this action considering an unconstrained rotation  $R_k$  yields:

$$R_{k+1}\Lambda + R_{k-1}\Lambda = \lambda_k R_k.$$

From this last update equation, deduce that the quantity:  $m_k = R_{k+1}\Lambda R_k^T - R_k\Lambda R_{k+1}^T$  is preserved due to the fact that  $\lambda_k = \lambda_k^T$ . Note that this is the discrete angular momentum.

- Find how  $m_k$  and the  $\mu_k$  (given in lecture 12) are related. Note that  $\mu_k$  is the *body-fixed* angular momentum (also called the body angular momentum, or the angular momentum w.r.t. the body).
- Infer the discrete spatial angular velocity from the discrete body-fixed angular velocity  $W_k$  given in class.

## 2 Implementation Part

Implement the dynamics on  $SO(3)$  (for say, moments of inertia  $J_1, J_2, J_3$  equal to 1, 2, and 3 respectively) discussed in class, using a "direct" or "parameterized" solution. Find a way to deal with initial conditions, and verify numerically that the spatial momentum is preserved. You can plot the body angular momentum as points on a sphere, and should be able to observe the orbits (for varying initial conditions) depicted in class.