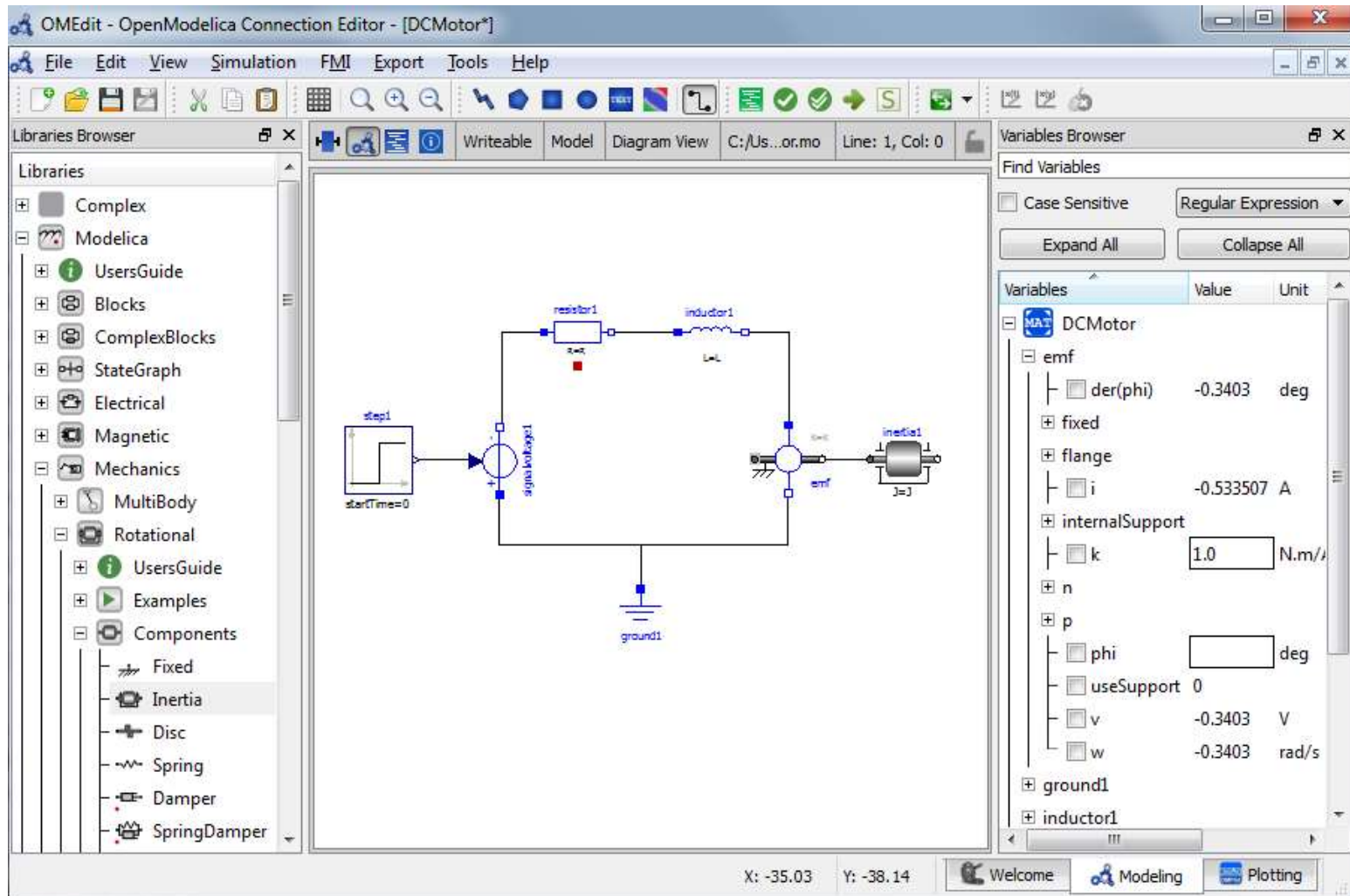


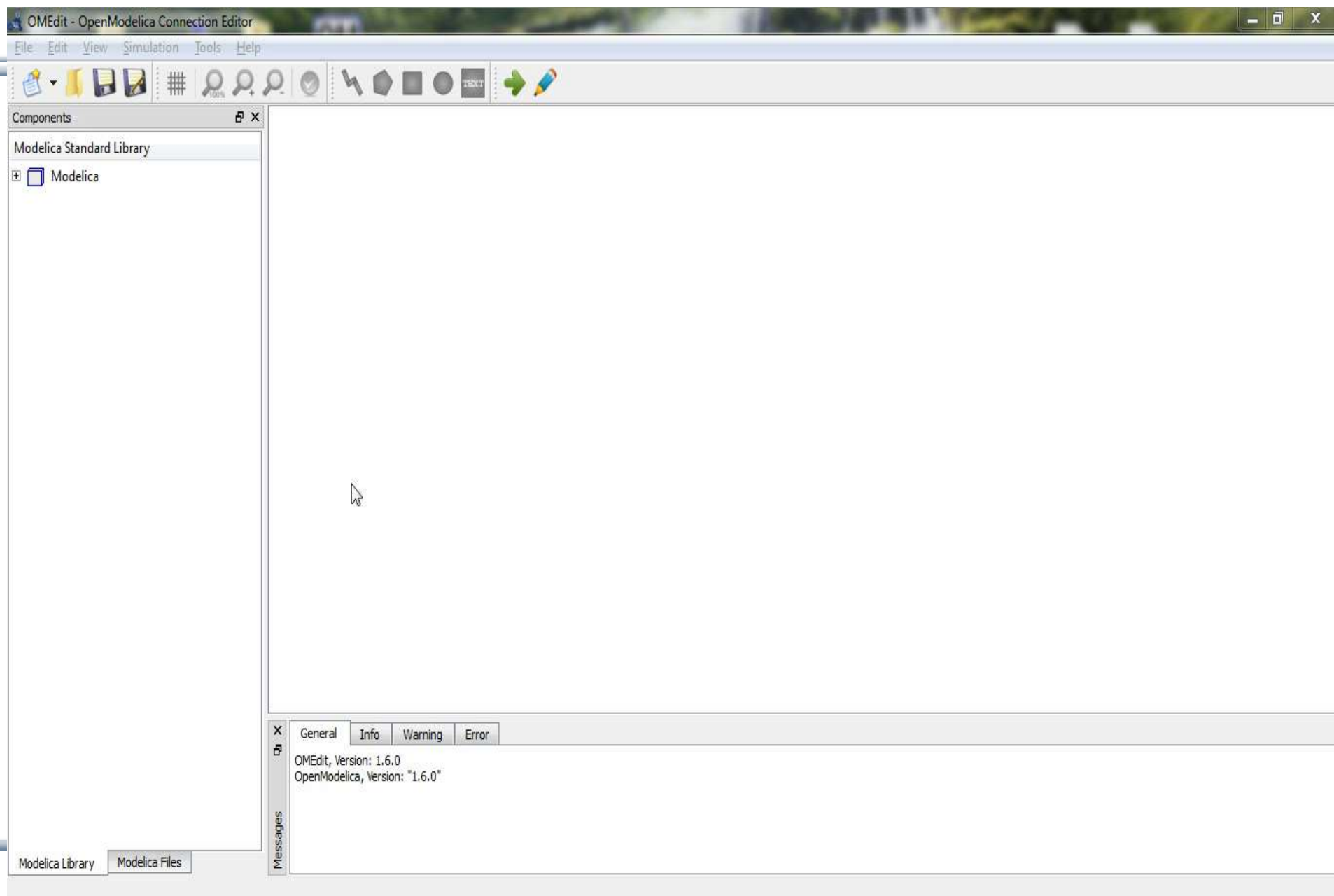
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# **More Graphical Modeling Exercises with Libraries using OpenModelica**

# Graphical Modeling - Using Drag and Drop Composition



# Graphical Modeling Animation – DCMotor



# Multi-Domain (Electro-Mechanical) Modelica Model

- A DC motor can be thought of as an electrical circuit which also contains an electromechanical component

**model** DCMotor

Resistor R(R=100);

Inductor L(L=100);

VsourceDC DC(f=10);

Ground G;

ElectroMechanicalElement EM(k=10,J=10, b=2);

Inertia load;

**equation**

**connect** (DC.p,R.n);

**connect** (R.p,L.n);

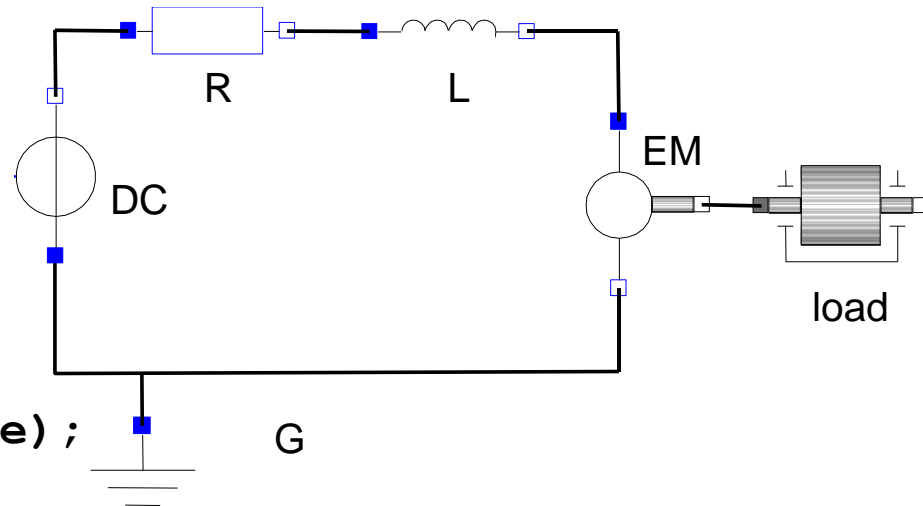
**connect** (L.p, EM.n);

**connect** (EM.p, DC.n);

**connect** (DC.n,G.p);

**connect** (EM.flange,load.flange);

**end** DCMotor



# Corresponding DCMotor Model Equations

The following equations are automatically derived from the Modelica model:

0 == DC.p.i + R.n.i	EM.u == EM.p.v - EM.n.v	R.u == R.p.v - R.n.v
DC.p.v == R.n.v	0 == EM.p.i + EM.n.i	0 == R.p.i + R.n.i
	EM.i == EM.p.i	R.i == R.p.i
0 == R.p.i + L.n.i	EM.u == EM.k * EM.ω	R.u == R.R * R.i
R.p.v == L.n.v	EM.i == EM.M / EM.k	
	EM.J * EM.ω == EM.M - EM.b * EM.ω	L.u == L.p.v - L.n.v
0 == L.p.i + EM.n.i		0 == L.p.i + L.n.i
L.p.v == EM.n.v	DC.u == DC.p.v - DC.n.v	L.i == L.p.i
	0 == DC.p.i + DC.n.i	L.u == L.L * L.i'
0 == EM.p.i + DC.n.i	DC.i == DC.p.i	
EM.p.v == DC.n.v	DC.u == DC.Amp * Sin[2 π DC.f * t]	
0 == DC.n.i + G.p.i		
DC.n.v == G.p.v		

(load component not included)

Automatic transformation to ODE or DAE for simulation:

$$\frac{dx}{dt} == f[x, u, t]$$

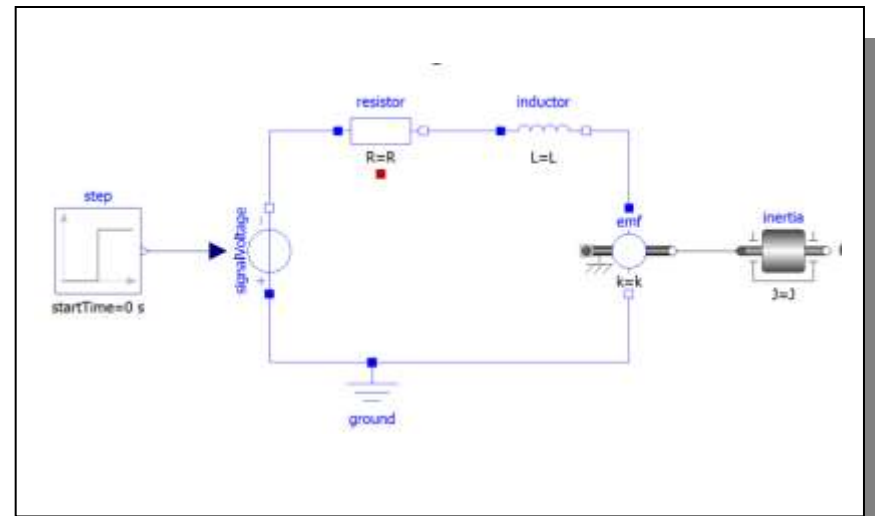
$$g\left[\frac{dx}{dt}, x, u, t\right] == 0$$

## Exercise 3.1

- Draw the `DCMotor` model using the graphic connection editor using models from the following Modelica libraries:

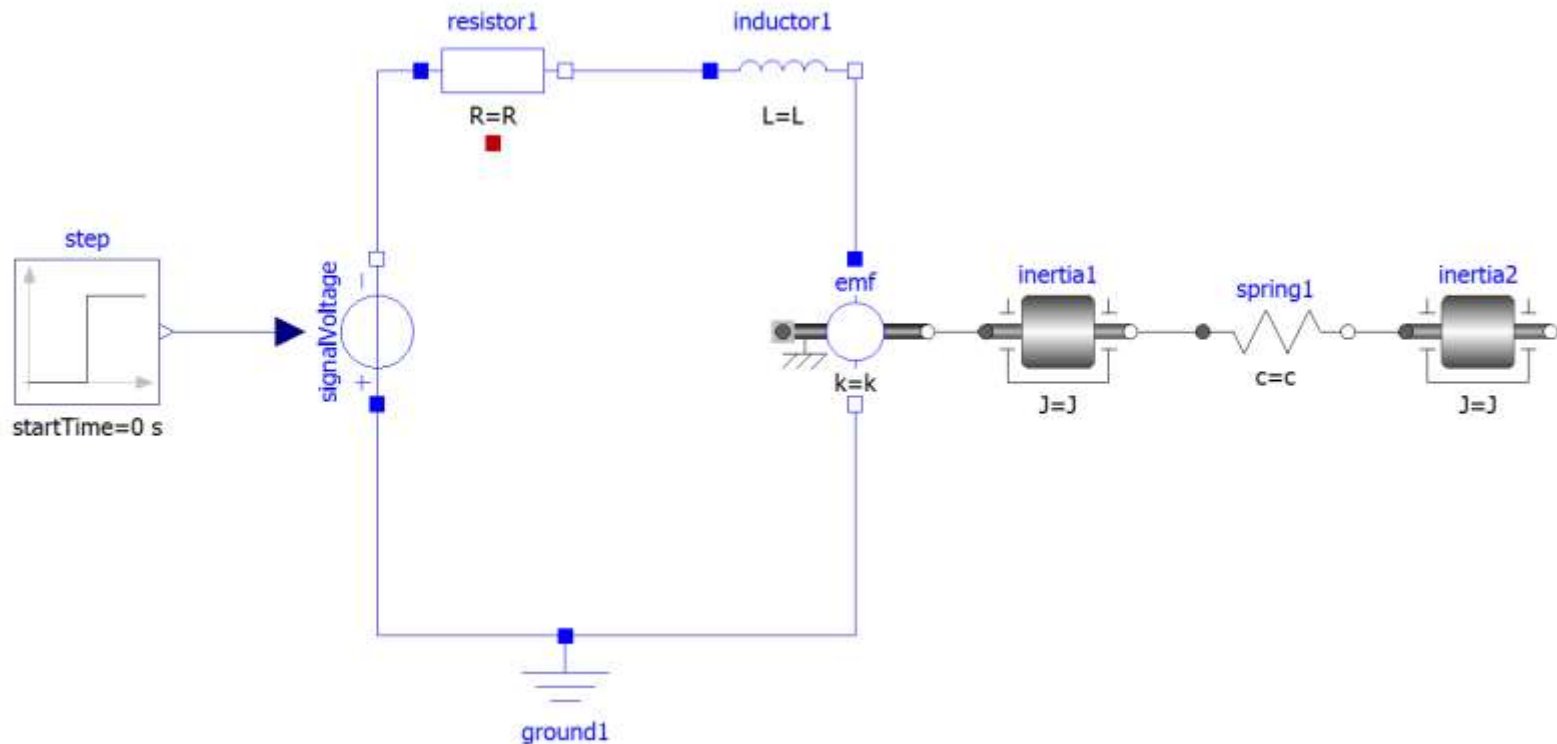
`Mechanics.Rotational.Components,`  
`Electrical.Analog.Basic,`  
`Electrical.Analog.Sources` - `signalVoltage`  
`Step in Blocks.Sources`

- Simulate it for 15s and plot the variables for the outgoing rotational speed on the inertia axis and the voltage on the voltage source in the same plot.



## Exercise 3.2

- Add a torsional spring to the outgoing shaft and another inertia element. Simulate again and see the results. Adjust some parameters to make a rather stiff spring.



## Exercise 3.3

- Add a PI controller to the system and try to control the rotational speed of the outgoing shaft. Verify the result using a step signal for input. Tune the PI controller by changing its parameters in OMEdit.
- **PI controller** in `Blocks.Continuous, Feedback` in `Math library`, **Step** in `Blocks.Sources`

