

- Conditional expressions and hybrid modeling
- High index problems
- Stiff systems

#### **Conditional expressions**

equation

- throttle = if distance > 100 then FullThrottle
  else if distance > 40 then MediumThrottle
  else BreakFull;
- der(x) = if x > 0 then -1
  else if ((-0.01 < x) and (x < 0.01)) then 0
  else +1;</pre>

## Hybrid modeling

model BouncingBall constant Real g = 9.81 ''Gravity constant''; parameter Real c = 0.9 ''Coefficient of restitution''; parameter Real radius = 0.1 ''Radius of the ball''; Real height (start = 1) ''Height of the ball''; Real velocity (start = 0) ''Velocity of the ball'';

#### equation

der(height) = velocity; der(velocity) = -g; when height <= radius then reinit(velocity,-c\*pre(velocity)); end when; end BouncingBall;

#### **High Index Problems**

- + A great advantage with Modelica is the ability to handle DAE systems, without having to rewrite them to ODEs. Just enter the model equations as they are given in the physical model (acausal modeling).
- The drawback is that it may be non-trivial to find the correct degree of freedom and the number of initial conditions to set.

Pendulum - radial coord.

Pendulum - cartesian coord.

 $\dot{\theta} = \omega$  $\dot{\omega} = -g/L\sin\theta$ 

# $$\begin{split} m\ddot{x} &= -Fx/L\\ m\ddot{y} &= -Fy/L - mg\\ x^2 + y^2 &= L^2 \end{split}$$



### **High Index Problems 2**

- May appear when connecting components in e.g. mechanics, thermodynamics and chemical equilibria.
- The user needs to understand the process and the remaining degrees of freedom to set a correct number of initial conditions.
- Change of states may give better numerical properties.
- Dymola offers dynamic state selection.

#### **Examples on High Index Problems - Electric**



A stiff model includes both very fast and very slow dynamics, e.g. very large and very small tanks in a water pipe model or chemical reactions with equilibrium.



- Use a suitable solver (DASSL in Dymola already default)
- Approximate very fast dynamics with algebraic (steady-state) equations.
- Approximate very slow dynamics with constants.
- ► Change the time constants to decrease the difference.

