



# Simulating MultiBody Applications with OpenModelica

– Current Status –

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1. Introduction
2. Feature Status
3. Performance by looking at Examples
  - a. Examples
  - b. Translation
  - c. Compilation
  - d. Simulation
4. Possible Future Directions

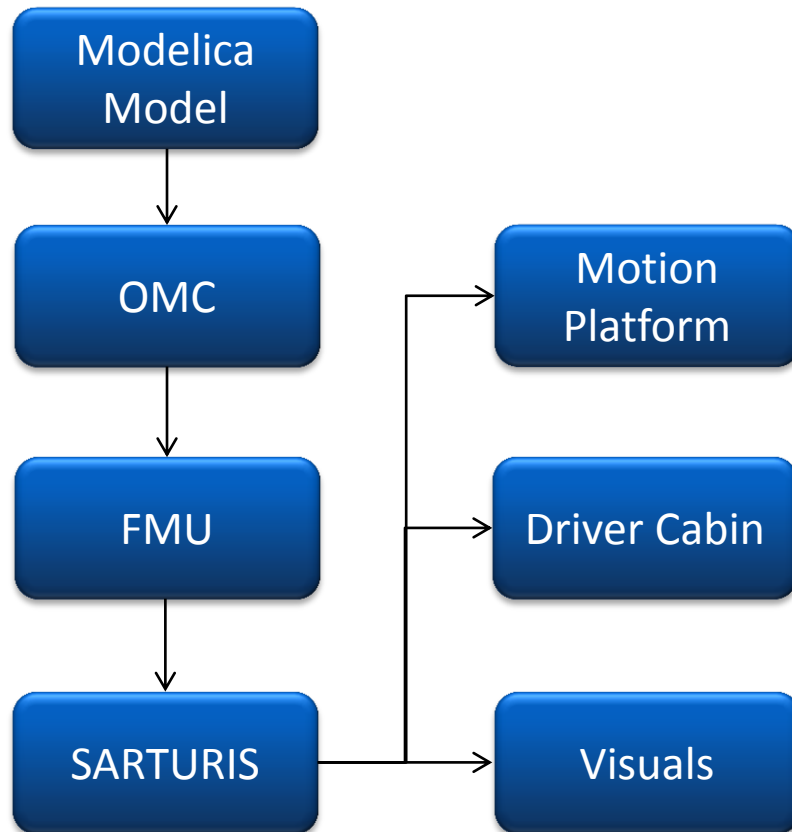
## Models



## Simulator








## Toolchain











=> Performance is most important to us



## Required Features

Handling of Records, Vectors, Matrices	
Overconstrained Connection Graph	
Annotations: Inline, (__Dymola_)InlineAfterIndexReduction, derivative, noDerivative, Evaluate	
Dynamic State Selection	
Handling of replaceable gravityFunction	

## Performance/Comfort Features

Tearing Reducing size of sparse blocks	 / 
Nonlinear Solver (Kinematic Loops)	
Analytic Jacobians	
Robust and fast Event Handling	
Support for large models	
Visualization	 / 

Necessary features implemented

Workaround for gravityFunction

⇒ Multibody should work

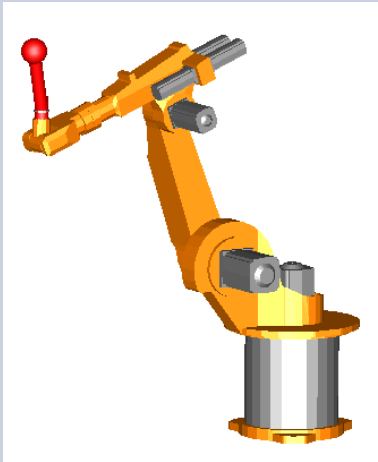
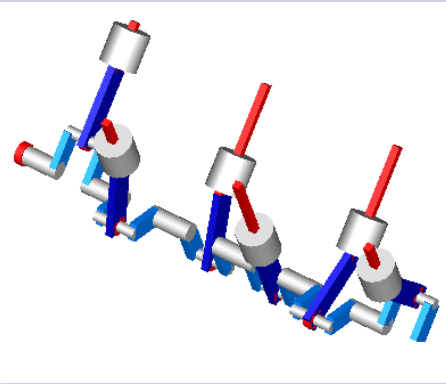
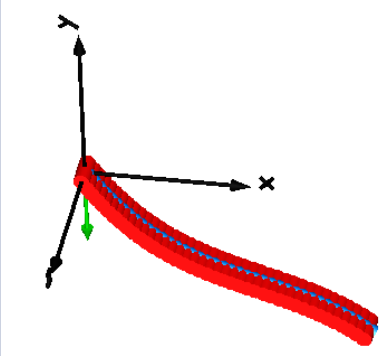
⇒ One test from MSL 3.2.1 fails:

[Elementary.UserDefinedGravityField](#)

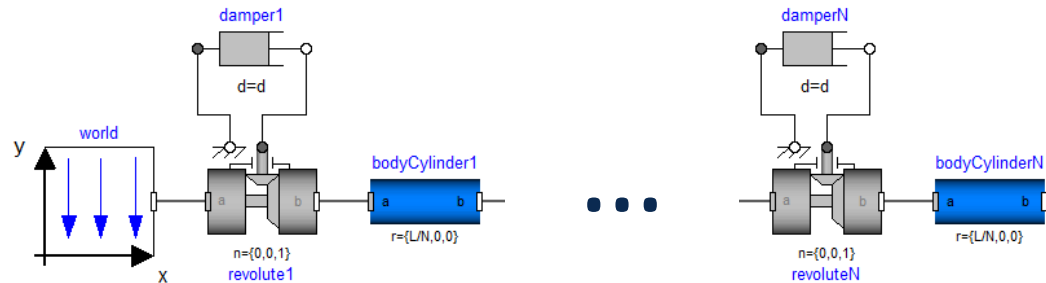
Performance/Comfort functions not finished

Let us see how they perform



	RobotR3	EngineV6	Pendulum N
Picture			
#Vars	4921	12491	$\approx 242$ N
#States	36	4	2 N
#NIs	0	6	0
Linear	137 -> 6	322 -> 31	$\approx 12$ N -> N

## Pendulum with N bodies



```
model Pendulum_N
```

```
  constant Integer N = 2;
```

```
  inner World world;
```

```
  Revolute revolute[N];
```

```
  BodyCylinder bodyCylinder[N];
```

```
  Damper damper[N];
```

```
equation
```

```
  connect(world.frame_b, revolute[1].frame_a);
```

```
  connect(revolute.frame_b, bodyCylinder.frame_a);
```

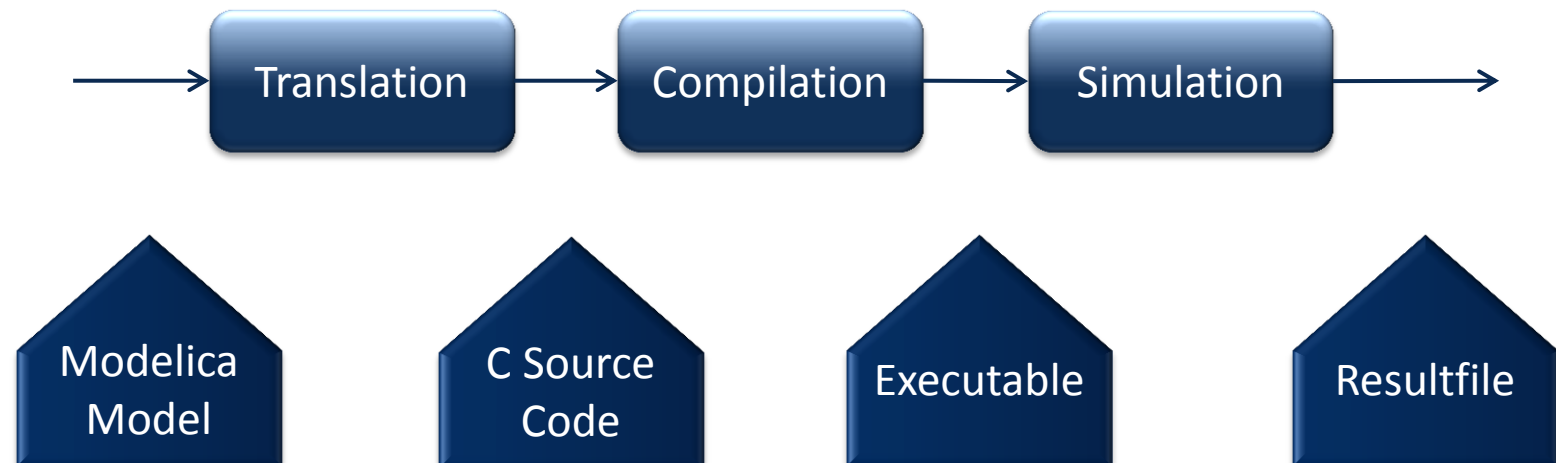
```
  connect(damper.flange_a, revolute.support);
```

```
  connect(damper.flange_b, revolute.axis);
```

```
  connect(bodyCylinder[1:N-1].frame_b, revolute[2:N].frame_a);
```

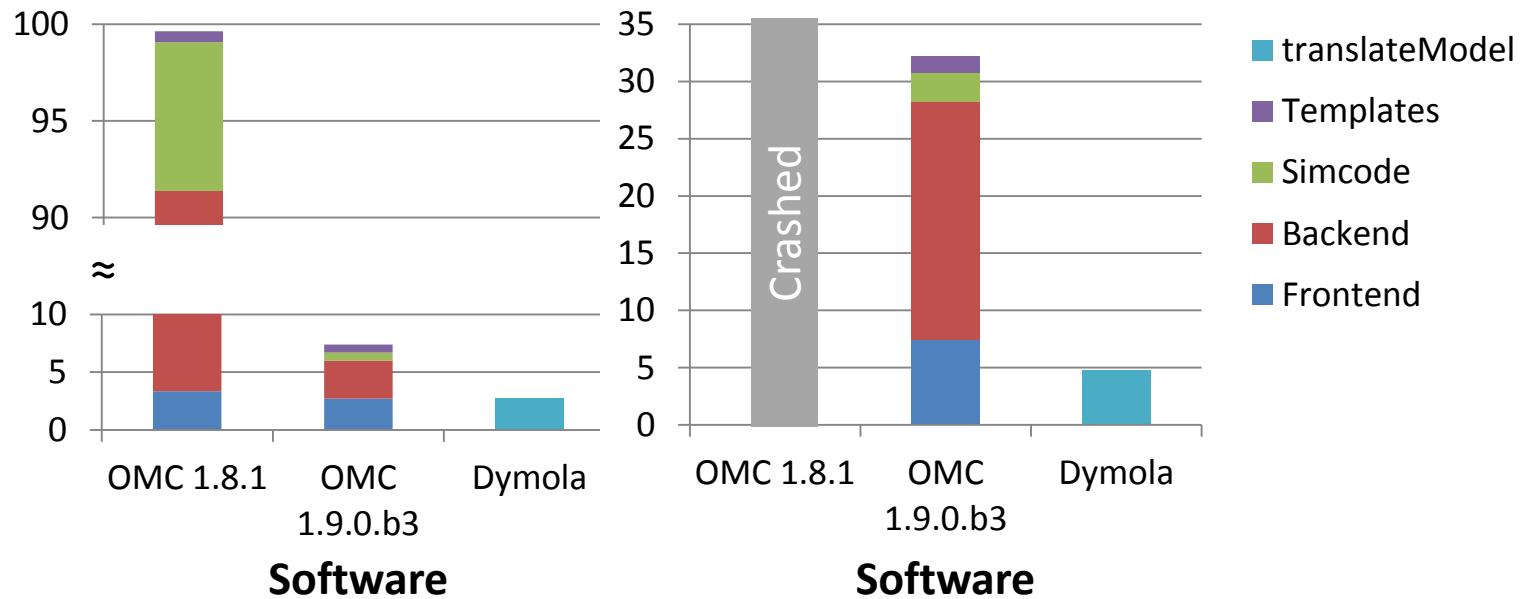
```
end Pendulum_N;
```

## Division into three steps

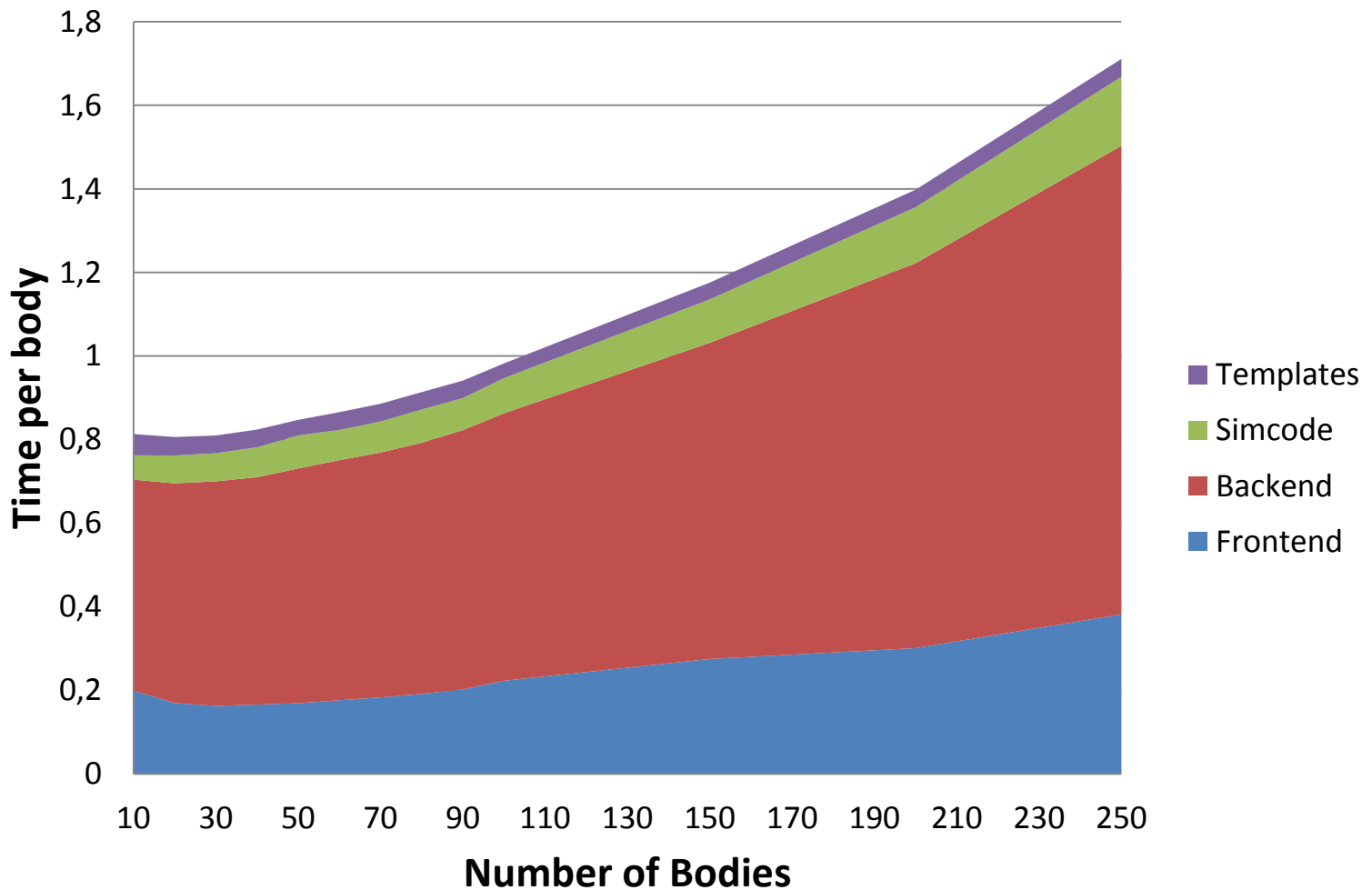


## RobotR3

## EngineV6

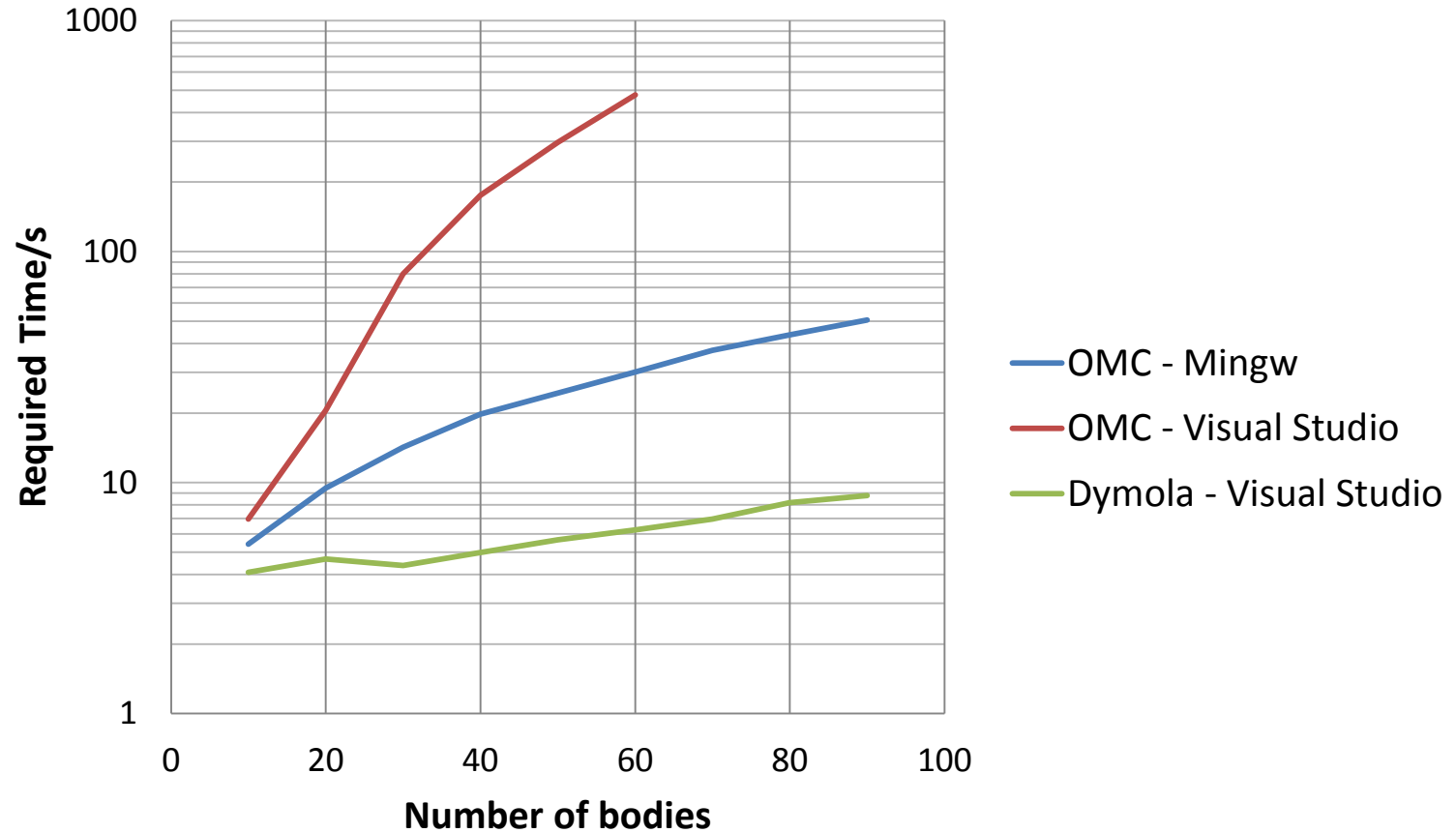


## Normalized Time for Translation (with Tearing)



- Translation lies within factor 10 of Dymola
- Translation scales with  $O(N^2)$
- Problems have been identified and are being fixed

## Compilation - Pendulum N

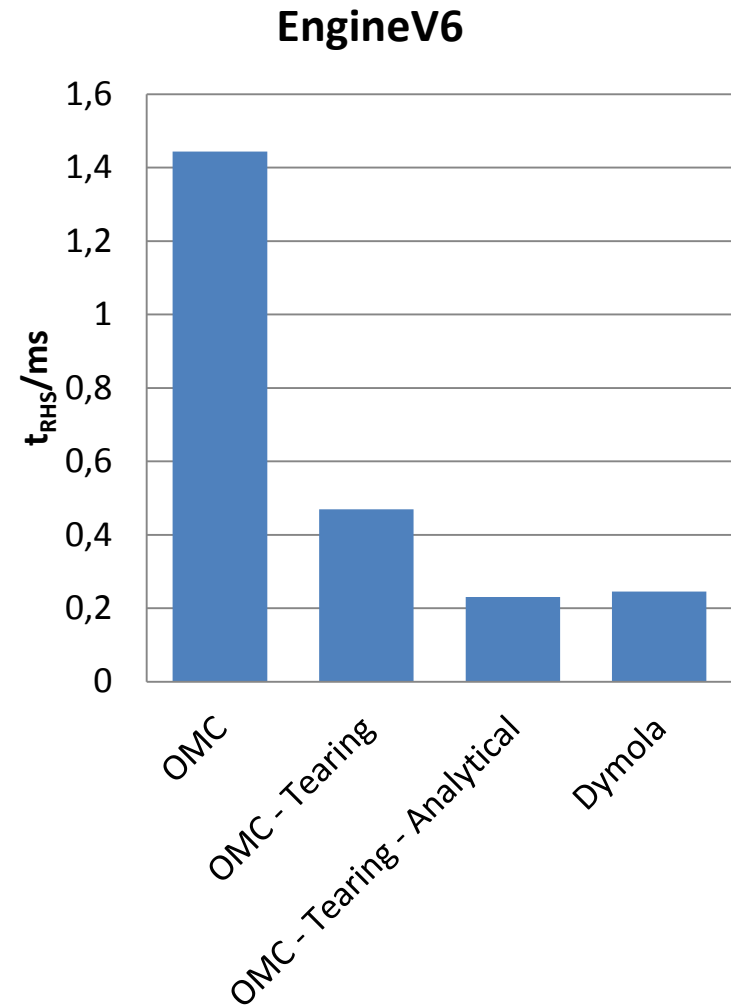
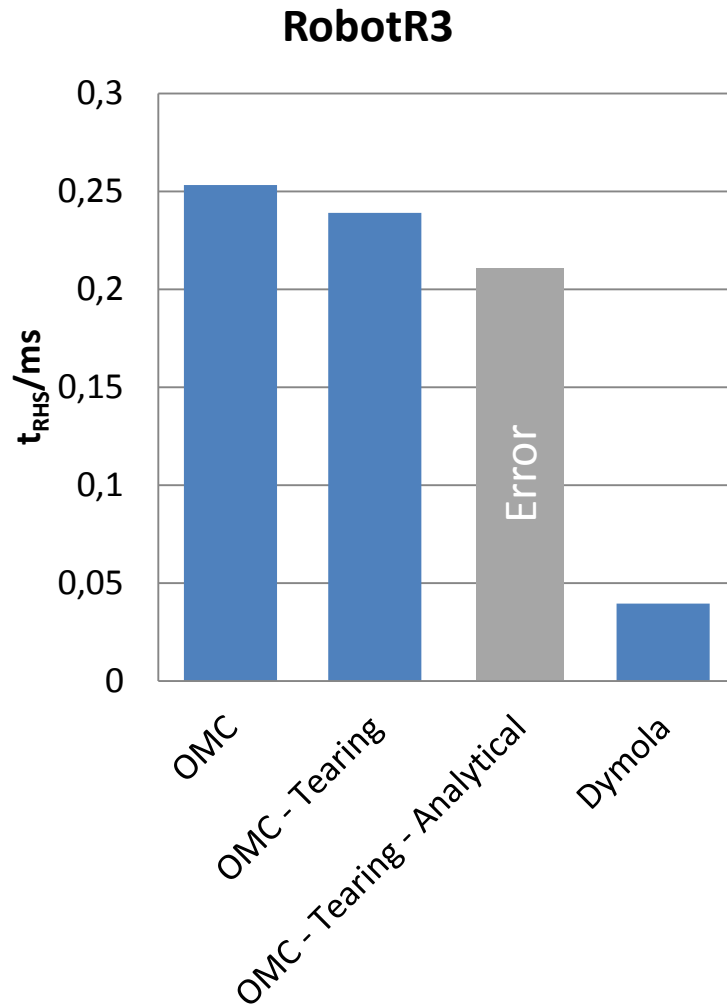


- Compilation as long as translation
- Compilation limits model size
- gcc faster than Visual Studio
- much slower than Dymola

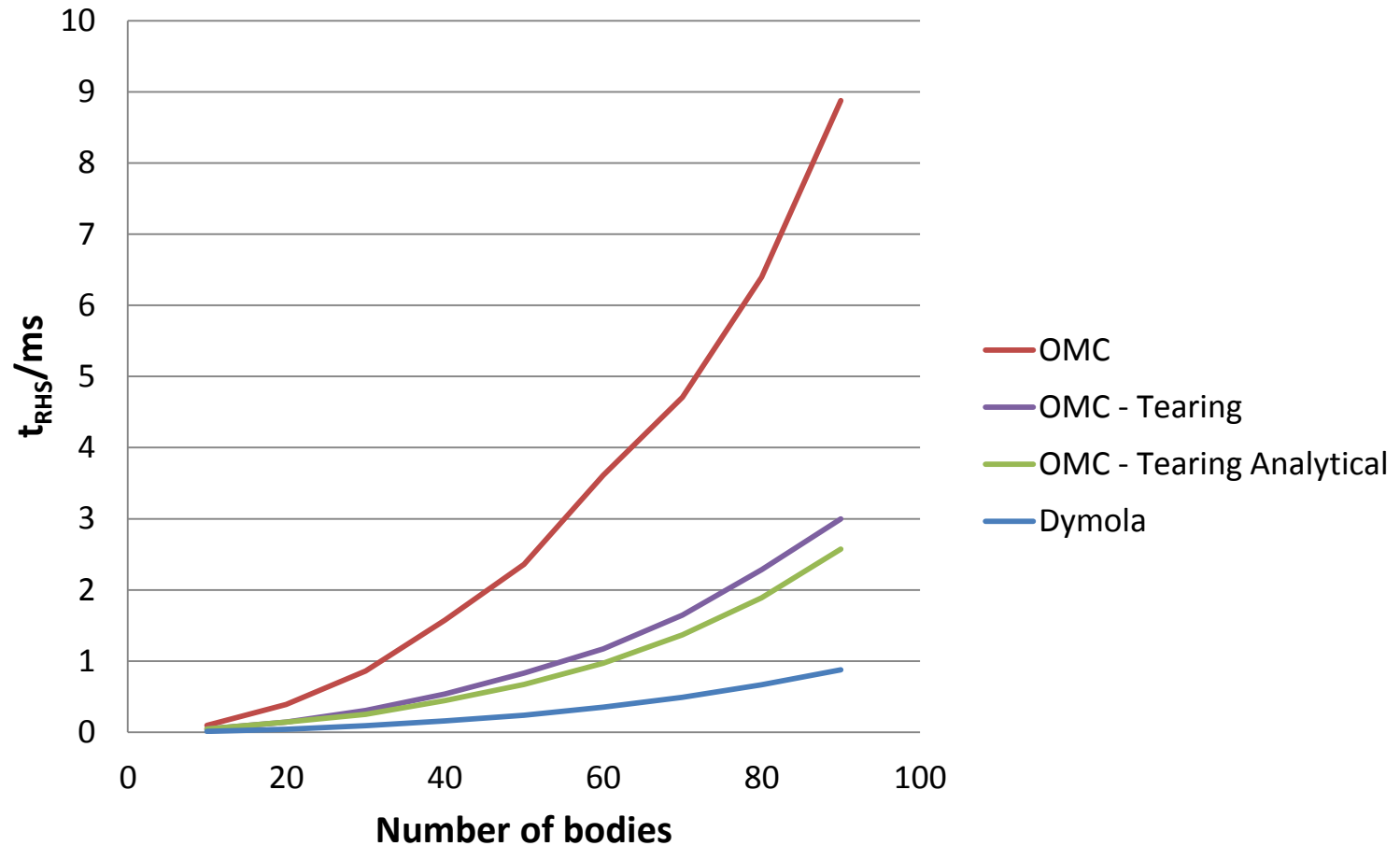


## Tearing

- Deactivated by default for linear systems
  - +d=doLinearTearing
- Always treated as nonlinear system
  - => Numerical Jacobian
- Much faster/more robust with symbolic Jacobian
  - +d=doLinearTearing,NLSanalyticJacobian



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



## EngineV6 ( $f(t, \mathbf{x})$ equally fast)

	OMC	Dymola
Simulation time[s]	9,72	5,18
steps	8081	7912
events	544	335
F-Evaluations	12273	24548
Jacobians	3338	3215

Not everything is counted!  
Event detection has to be improved

Pendulum with 40 bodies ( $f(t, \mathbf{x})$  3x slower)

	OMC	Dymola
Simulation time[s]	0,951	0,421
steps	257	240
events	0	0
F-Evaluations	364	1837
Jacobians	14	17

Short term goals: Finishing

- Dynamic State Selection
- Tearing
- Analytic Jacobians

Mid term goal:

- Visualization
- Clean up OpenModelica-Trac

Long term goal:

**A complete redesign of the  
generated code should be considered**



## »Wissen schafft Brücken.«

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