

Simplification of Differential Algebraic Equations by the Projection Method¹

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- 2 Hessenberg Form
- 3 Generalized Projection Method
- 4 Benchmarks

Motivation and history

- Goal: reduce higher index DAE to index 1 or ODE
- Method: project dynamic equations onto constraint manifold to systematically eliminate Lagrange multipliers

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Hessenberg form

DAE in general form: $\mathbf{F}(\dot{\mathbf{x}}, \mathbf{x}) = 0$

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Mixed index Hessenberg form

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$$\mathbf{h}_{\mathbf{x}} \cdot \mathbf{g}_{\mathbf{y}} \cdot \mathbf{f}_{\mathbf{z}} \text{ nonsingular}$$

- Hessenberg mixed index 1,3:

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$$0 = \mathbf{h}(\mathbf{x}, \mathbf{z}_1)$$

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- \mathbf{x} generalized positions
- \mathbf{y} generalized velocities
- \mathbf{z} algebraic variables (Lagrange multipliers)

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Classical index reduction

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$$\#\mathbf{f} = \#\mathbf{y} = n$$

$$\#\mathbf{g} = \#\mathbf{x} = n$$

$$\#\mathbf{h} = \#\mathbf{z} = k \leq n$$

$\mathbf{h}_x \cdot \mathbf{g}_y \cdot \mathbf{f}_z$ nonsingular

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(diff)

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(subs)

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In the paper: also non-autonomous, $\#\mathbf{x} \neq \#\mathbf{y}$, mixed index

Projection

- diff: $0 = \mathbf{h}_x \cdot \dot{\mathbf{x}} = \mathbf{C} \cdot \dot{\mathbf{x}} \implies \dot{\mathbf{x}}$ tangential to $\mathbf{h} = 0$
- Idea: introduce new velocities \mathbf{u} in the tangent space

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 - Project onto normal space:
- $$\mathbf{C} \cdot \dot{\mathbf{D}} \cdot \mathbf{u} + \mathbf{C} \cdot \mathbf{D} \cdot \dot{\mathbf{u}} = \mathbf{C} \cdot \mathbf{g}_x \cdot \mathbf{g} + \mathbf{C} \cdot \mathbf{g}_y \cdot \mathbf{f}$$

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■ Project onto normal space: AE for \mathbf{z}
 $\mathbf{C} \cdot \dot{\mathbf{D}} \cdot \mathbf{u} = \mathbf{C} \cdot \mathbf{g}_x \cdot \mathbf{g} + \mathbf{C} \cdot \mathbf{g}_y \cdot \mathbf{f}$

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$$\mathbf{D}^T \cdot \dot{\mathbf{D}} \cdot \mathbf{u} + \mathbf{D}^T \cdot \mathbf{D} \cdot \dot{\mathbf{u}} = \mathbf{D}^T \cdot \mathbf{g}_x \cdot \mathbf{g} + \mathbf{D}^T \cdot \mathbf{g}_y \cdot \mathbf{f}$$

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■ DE for \mathbf{x} : $\dot{\mathbf{x}} = \mathbf{D} \cdot \mathbf{u}$

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■ Project onto tangent space: DE for \mathbf{u}
 $\mathbf{D}^T \cdot \dot{\mathbf{D}} \cdot \mathbf{u} + \mathbf{D}^T \cdot \mathbf{D} \cdot \dot{\mathbf{u}} = \mathbf{D}^T \cdot \mathbf{g}_x \cdot \mathbf{g} + \mathbf{D}^T \cdot \mathbf{g}_y \cdot \mathbf{f}$

■ DE for \mathbf{x} : $\dot{\mathbf{x}} = \mathbf{D} \cdot \mathbf{u}$

■ AE for \mathbf{y} : $\mathbf{D} \cdot \mathbf{u} = \mathbf{g}$

\implies index 1, $\#\text{DE} = 2n - k, \#\text{AE} = n + k$

Projection

■ diff: $0 = \mathbf{h}_x \cdot \dot{\mathbf{x}} = \mathbf{C} \cdot \dot{\mathbf{x}} \implies \dot{\mathbf{x}}$ tangential to $\mathbf{h} = 0$

■ Idea: introduce new velocities \mathbf{u} in the tangent space

■ \mathbf{D} orthogonal complement: $\mathbf{C} \cdot \mathbf{D} = 0$

■ Ansatz: $\dot{\mathbf{x}} = \mathbf{D} \cdot \mathbf{u} = \mathbf{g}, \quad \#\mathbf{u} = n - k$

■ diff&subs: $\dot{\mathbf{D}} \cdot \mathbf{u} + \mathbf{D} \cdot \dot{\mathbf{u}} = \mathbf{g}_x \cdot \mathbf{g} + \mathbf{g}_y \cdot \mathbf{f}$

■ Project onto normal space: AE for \mathbf{z}
 $\mathbf{C} \cdot \dot{\mathbf{D}} \cdot \mathbf{u} = \mathbf{C} \cdot \mathbf{g}_x \cdot \mathbf{g} + \mathbf{C} \cdot \mathbf{g}_y \cdot \mathbf{f}$

■ Project onto tangent space: DE for \mathbf{u}
 $\mathbf{D}^T \cdot \dot{\mathbf{D}} \cdot \mathbf{u} + \mathbf{D}^T \cdot \mathbf{D} \cdot \dot{\mathbf{u}} = \mathbf{D}^T \cdot \mathbf{g}_x \cdot \mathbf{g} + \mathbf{D}^T \cdot \mathbf{g}_y \cdot \mathbf{f}$

■ DE for \mathbf{x} : $\dot{\mathbf{x}} = \mathbf{D} \cdot \mathbf{u}$

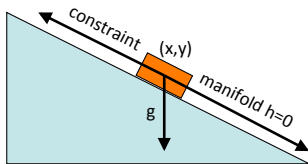
■ AE for \mathbf{y} : $\mathbf{D} \cdot \mathbf{u} = \mathbf{g}$

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In the paper: also for higher index

Example

Sliding mass on a slope

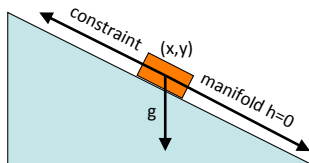


$$\begin{pmatrix} \ddot{x} \\ \ddot{y} \end{pmatrix} = \begin{pmatrix} \lambda \\ 2\lambda - g \end{pmatrix}$$

$$0 = x + 2y - 4$$

Example

Sliding mass on a slope



$$\mathbf{y} = \begin{pmatrix} v \\ w \end{pmatrix}$$

$$\mathbf{x} = \begin{pmatrix} x \\ y \end{pmatrix}$$

$$\mathbf{z} = \lambda$$

$$\begin{pmatrix} \dot{v} \\ \dot{w} \end{pmatrix} = \begin{pmatrix} \lambda \\ 2\lambda - g \end{pmatrix} = \mathbf{f}$$

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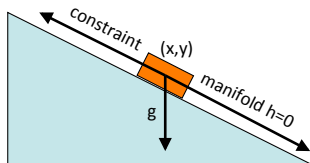
$$0 = x + 2y - 4 = \mathbf{h}$$

Example

Sliding mass on a slope

$$\mathbf{C} = \left(\frac{\partial h}{\partial x}, \frac{\partial h}{\partial y} \right) = (1, 2),$$

$$\mathbf{D} = \begin{pmatrix} -2 \\ 1 \end{pmatrix}$$



$$\mathbf{y} = \begin{pmatrix} v \\ w \end{pmatrix}$$

$$\mathbf{x} = \begin{pmatrix} x \\ y \end{pmatrix}$$

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$$\begin{pmatrix} \dot{v} \\ \dot{w} \end{pmatrix} = \begin{pmatrix} \lambda \\ 2\lambda - g \end{pmatrix} = \mathbf{f}$$

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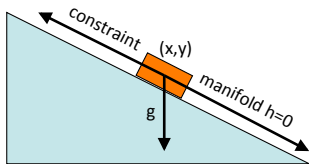
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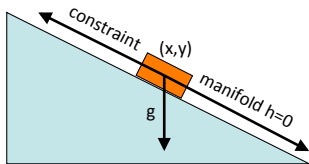
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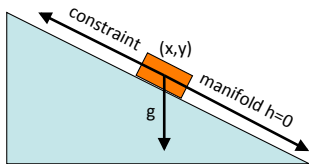
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$$\mathbf{z} = \lambda \quad 0 = x + 2y - 4 = \mathbf{h}$$

$$(-2, 1) \cdot \begin{pmatrix} -2 \\ 1 \end{pmatrix} \dot{u} = (-2, 1) \cdot \begin{pmatrix} \lambda \\ 2\lambda - g \end{pmatrix} \quad (\text{project})$$

$$5\dot{u} = 2g \quad (\text{simplify})$$

Special cases

$$\#\mathbf{x} = \#\mathbf{y} = n, \quad \#\mathbf{h} = k$$

Method	#DE	#AE
Classical	$2n$	k

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(3) \mathbf{f} linear	$2n - k$	n

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(2) \mathbf{g} linear	$2n - k$	k
(3) \mathbf{f} linear	$2n - k$	n
(2+3) \mathbf{f}, \mathbf{g} linear	$2n - k$	0

Original Projection Method has (2+3); in fact, $\mathbf{f} = \mathbf{a}(\mathbf{x}, \mathbf{y}) + \mathbf{C}^T \cdot \mathbf{z}$

Benchmarks for some index 3 models

Model	Version	#DE	#AE	#SE	PM Time
DoublePendulum1	HF	22	7	112	0.91s
	PM	14	0	129	
FourBar	HF	30	11	166	13.03s
	PM	16	0	194	
Pendulum1	HF	12	3	58	0.29s
	PM	8	0	67	
SliderCrank	HF	29	10	215	2.15s
	PM	18	0	231	
TriplePendulum1	HF	32	11	165	1.86s
	PM	20	0	199	

Maple implementation

HLMT models converted to (mixed-index) Hessenberg form first (HF)

SE: "solved equations"