

Optimal flapping strokes for self-propulsion in a perfect fluid

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In this talk

Design and control of vehicles with articulated bodies

- Jointed four-link model of self-propulsion via large shape changes
- Geometric structure of propulsive shape change strokes
- Efficient strokes: mechanical structure preserving optimal control code

Locomotion model

Symmetrical four-link model propelling from rest

- vortex shedding not solely responsible for locomotion, as noted by Saffman [1967]
- applies methods used previously on three-link carangiform fish (Kanso et al. [2005])



Locomotion model

example of "holonomy drive"

- seen in, e.g., self-propulsion of microorganisms at low Reynolds number
- locomotion based on sequence of shapes, not relative speed of shape change
- but, **control effort** is based on relative speed of shape change



less efficient

Four-link flapper model



- \mathcal{F} is assumed to be inviscid, incompressible and irrotational for all time • Potential flow (u = $\nabla \phi$, $\nabla^2 u = 0$) with slip across solid boundaries
- Articulated body of four 4 rigid links \mathcal{B}_i connected by hinge joints
- Bilaterally symmetric "flapping": four links is minimum necessary for locomotion in potential flow; allows for non-reciprocal shape changes

Four-link flapper model



- Neutrally buoyant identical links
- Links: slender ellipsoidal geometry with axes a, b, where $b/a \ll 1$
- Joints: equipped with muscles which generate torques to achieve a desired stroke
 g = (β, x, y), orientation, position of B₃ w.r.t. {e₁, e₂} net locomotion variables
 θ = (θ₁, θ₂), orientation of B₁, B₂, and B₄ relative to B₃ shape space variables

Solid-fluid Lagrangian $L = T_s + T_f$

• Lagrangian = solid + fluid kinetic energy,

$$L = \sum_{i=1}^{4} T_{\mathcal{B}_i} + T_f = \frac{1}{2} \sum_{i=1}^{4} \xi_i^T \mathbb{I} \xi_i,$$

with $\xi_i = (\Omega_i, v_i)^T$ the velocity of the link \mathcal{B}_i w.r.t. the \mathcal{B}_i -fixed frame and $\mathbb{I}_{ij} = \mathbb{I}$, including the added inertia, is the same for all links.

• The Lagrange-d'Alembert variational principle yields the forced Euler-Lagrange equations:

$$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{g}_i} \right) - \frac{\partial L}{\partial g_i} = 0, \qquad i = 1, 2, 3, \tag{1}$$

$$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{\theta}_i} \right) - \frac{\partial L}{\partial \theta_i} = \tau_i, \qquad i = 1, 2, \tag{2}$$

where the internal torques $\tau(t)$ are exerted by actuators (or muscles) associated with the joints.

Geometric mechanics description



 \circ When the motion starts from rest, (1) yields

$$g^{-1}\dot{g} = -\mathcal{A}(\theta)\dot{\theta},\tag{3}$$

where $g \in SE(2)$, the group of rotations and translations in \mathbb{R}^2 .

• Given a curve $\theta(t) = (\theta_1(t), \theta_2(t)), t \in [0, T]$, we solve (3) for $g(t) = (\beta(t), x(t), y(t))$ and solve (2) for the torques $\tau(t)$

Stroke: closed loop in shape space



• A stroke: if $\theta(t)$ traces out a closed loop γ in shape space Θ from time 0 to T,

$$g(T) = g(0) \exp\left(-\int_{S} d\mathcal{A}(\theta)\right).$$

where S is the region of Θ whose boundary is the loop γ

 \circ Note: independent of time parametrization of curve γ

Net locomotion from one stroke



• i.e., net locomotion achieved, g(T) - g(0), is a function of the loop geometry only (not on the instantaneous speeds along which the loop is traversed)

Net locomotion from one stroke



 \circ When a flapper has completed one stroke, it is back to its original shape, but has translated a distance $D(\gamma)$

• $D(\gamma) = D([\gamma])$ where $[\gamma] =$ equivalence class of strokes w.r.t. time reparametrization

Example stroke loops γ



• simple expressions for closed curves $(\theta_1(t), \theta_2(t))$

Example stroke loops γ



• simple expressions for closed curves $(\theta_1(t), \theta_2(t))$

Optimal stroke loops

• Optimal strokes minimize the (torque) control effort per unit distance travelled

$$\delta(\gamma) = W(\gamma)/D([\gamma])$$

where

$$W(\gamma) = \int_0^T |\tau|^2 dt,$$

Optimal stroke loops

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- Approximate $q(t) = (g(t), \theta(t))$ by a discrete path q_n at $t_n = \{0, h, 2h, \dots, Nh\}$ And approximate control $\tau(t)$ by discrete torques τ_n .
- Use DMOC (Discrete Mechanics & Optimal Control) algorithm of Junge, et al. [2005]
- Based on discretization of Lagrange D'Alembert variational principle
 ⇒ discrete forced Euler-Lagrange equations
- Preserves mechanical structure; conserves momentum

 \circ Search over initial curves γ_{init}

• DMOC algorithm



 \circ Search over initial curves γ_{init}

• DMOC algorithm



Implemented using SQP package of Matlab

 ${\rm \circ}$ With N=100, optimization usually takes a few minutes





Summary

 Developed a jointed four-link model of self-propulsion via cyclic strokes in a 2D perfect fluid.



Summary

• Determined which stroke yields the greatest locomotive efficiency, minimizing the control effort (muscle activity) per unit distance traveled.

