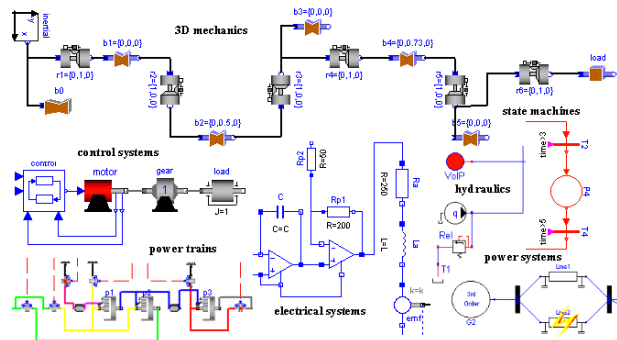


# Advanced Modelica Tutorial: Developing Modelica Libraries

Martin Otter, DLR  
Hilding Elmqvist, Dynasim

Modelica 2003, November 3-4, Linköping University



Advanced Modelica Tutorial, Modelica'2003, Nov. 3-4, 2003

1

## Contents

1. Overview
2. Modelica Libraries
3. Packages
4. Connectors
5. Replaceable Components
6. Datasheet Libraries
7. Component Arrays
8. Global Variables
9. Initialization
10. Version Handling

Advanced Modelica Tutorial, Modelica'2003, Nov. 3-4, 2003

2

# 1. Overview

**Learn** how to use Modelica and Dymola for developing your **own Modelica libraries** to model complex systems.

- New **Modelica 2.1** language constructs
- Advanced **Modelica language constructs**, such as "replaceable" (+ usage in Dymola's graphical user interface).
- Advanced **modeling** issues (e.g., initialization, state selection)
- **New annotations** to allow convenient usage of your libraries (e.g., nicer parameter menus, version handling)
- **Examples** from new libraries (MultiBody, Modelica\_Media)
- An **exercise** to try out the learned topics on your notebook  
Note: Install Beta-release of Modelica\_Media manually from CD: Modelica'2003 Material\readme.txt

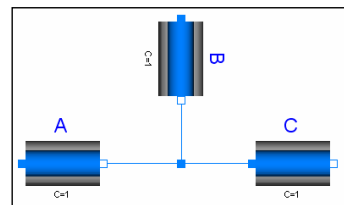
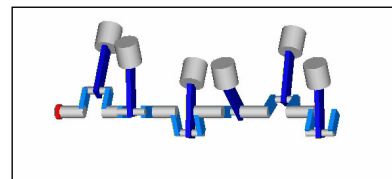
## Changes since the last conference, Modelica'2002

### 1. Development of **new libraries**

- 3-dimensional mechanical systems (MultiBody)
- Thermo-fluid systems (Modelica\_Media, \_Fluid)

required:

- new Modelica language constructs
- new symbolic transformation algorithms
- non-standard way of writing equations to achieve "arbitrary connection feature"



## 2. Modelica, **version 2.1**

(nearly ready, release after the next Modelica design meeting)

- Overdetermined connectors (DAE with more equations as unknowns)
- Arrays and array indices of Enumerations
- Connections into hierarchical connectors (e.g. for buses)
- *break* (while loop); *return* (Modelica function)
- Optional output arguments of Modelica functions.
- *isPresent(..)* (inquire whether actual argument is present).
- *String(..)* (string representation of Boolean, Integer, Real, Enumer.)
- *Integer(..)* (Integer representation of an Enumeration type).
- *semiLinear(..)* (upstream property calculation in flow systems)
- Annotations for version handling and revisions
- Fixing some minor errors in the grammar and semantic specification.
- ...

## 2. Modelica Libraries

Use as much as possible from available libraries, see

**Modelica library page:** <http://www.Modelica.org/libraries.shtml>

### Modelica Standard Library

- **SI unit types** (450 types)
- **Control** systems (continuous/sampled)
- **Electric** and **electronic** systems
- **1-dim. translational mechanics**
- **1-dim. rotational mechanics** (clutches, brakes, ...)
- **1-dim. heat transfer**

soon (see conference papers):

- **3-dim. mechanical systems**
- **1-dim. thermo-fluid systems**  
(incompressible/compressible, single/multiple substances, one/multiple phases, ....)
- **Fluid media** (1240 gases, IF97 water, refrigerants, ...)

## Under development for Modelica Standard Library

- **Digital electrical** systems
- **Advanced Sampled ↔ Continuous**
- **Interpolation** (B-Splines)
- **Linear algebra** (LAPACK)
- **Electrical motors**

## Other "public domain" libraries

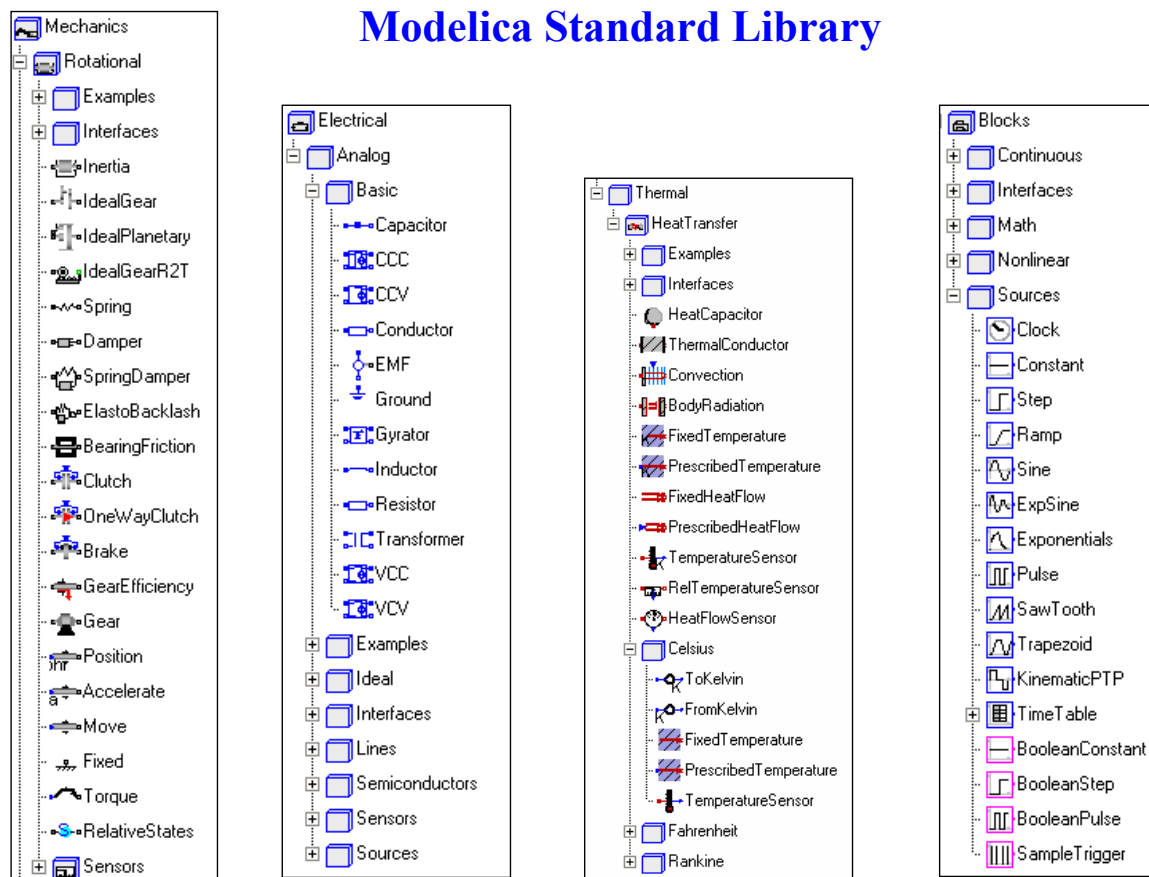
- **ThermoFluid**
- **Hydraulic** components (HyLibLight)
- **Pneumatic** components (PneuLibLight)
- **Electric power** systems
- **Vehicle dynamics** (Beta)

## Commercial libraries

- **Hydraulic** components (HyLib)
- **Pneumatic** components (PneuLib)
- **Vehicle power trains** (PowerTrain)

## Conversions (commercial)

- **Modelica → Simulink** converter (Dymola option)
- **Simulink → Modelica** converter (Simelica)



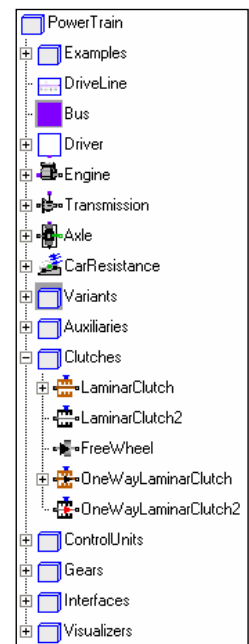
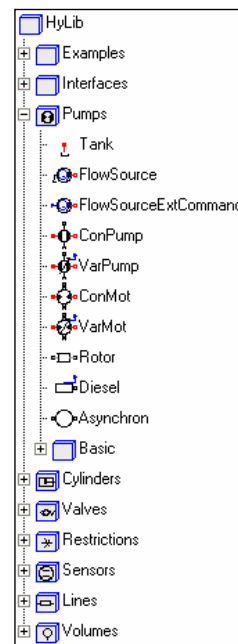
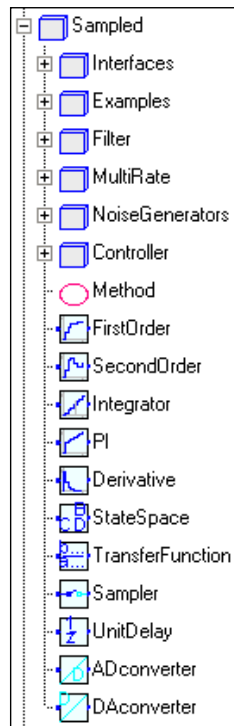
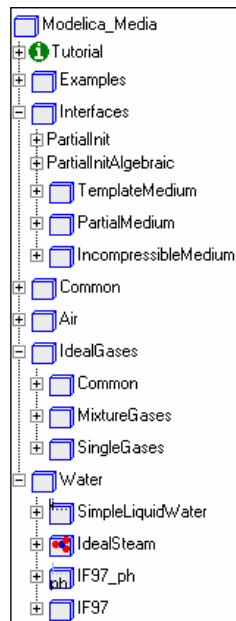
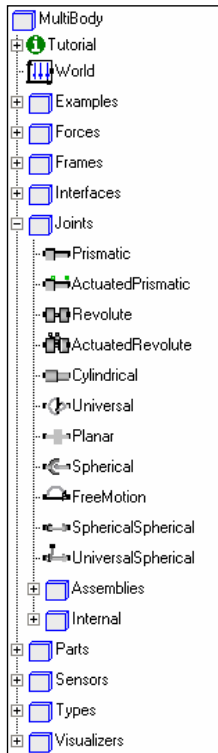
## MultiBody

## Modelica\_Media

## Sampled

## Hydraulics (commercial)

## PowerTrain (commercial)



## 3. Packages

Modelica models are structured in hierarchical **libraries (package)**

```
package Modelica
  package Mechanics
    package Rotational
      model Inertia ← Modelica.Mechanics.Rotational.Inertia
        ...
      end Inertia;

      model Torque
        ...
      end Torque;
    end Rotational;
  end Mechanics;
  ...
end Modelica;
```

The **first** part of a **hierarchical name** is searched from "**lower**" to "**upper**" hierarchies **within** a package:

```
package Modelica
  package Mechanics
    package Rotational
      package Interfaces
        connector Flange_a
          ...
        end Flange_a;
      end Interfaces

      model Inertia
        Interfaces.Flange_a flange_a;
        Modelica.Mechanics.Rotational.Interfaces.Flange_a a;
      end Inertia;
      ...
    end Rotational;
  end Mechanics;
  ...
end Modelica;
```

The diagram illustrates the search process for the identifier 'Flange\_a'. A box labeled 'identical definitions' has two arrows pointing to the 'Interfaces.Flange\_a' definition in the 'model Inertia' block and the 'connector Flange\_a' definition in the 'package Interfaces' block. A dashed line also connects the 'Interfaces.Flange\_a' definition to the 'model Inertia' block.

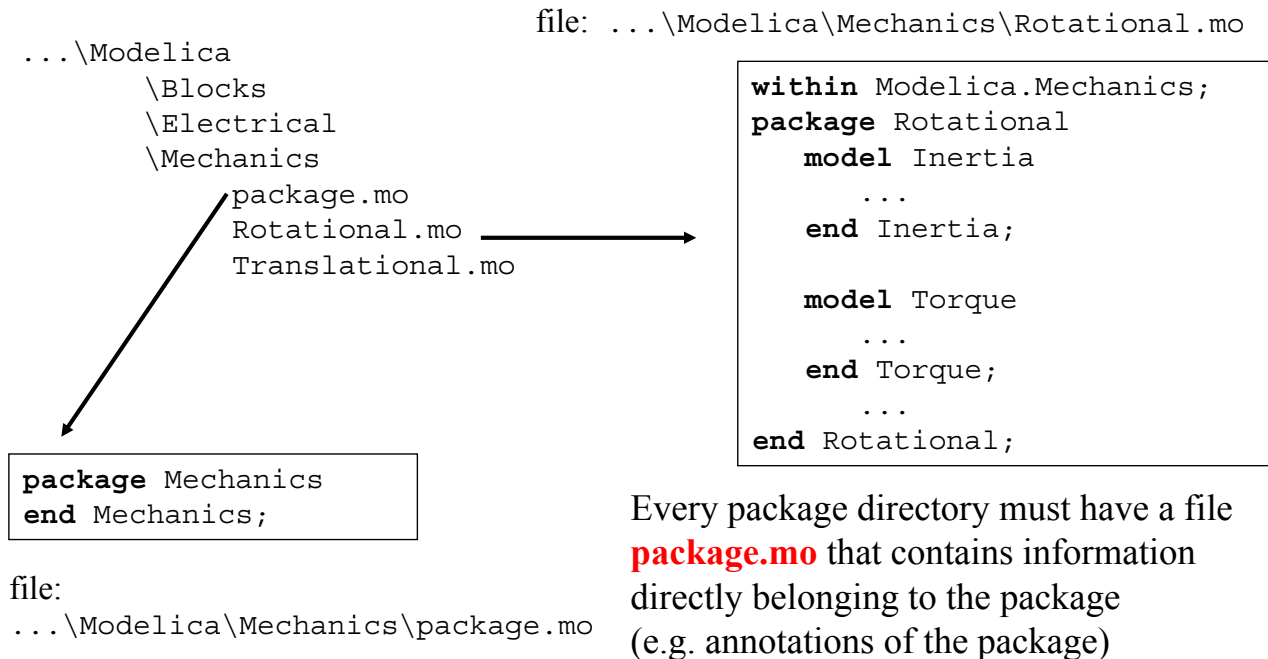
A **hierarchical package** can be **stored in one** file, e.g.,

file: Modelica.mo

```
package Modelica
  package Mechanics
    package Rotational
      model Inertia
        ...
      end Inertia;

      model Torque
        ...
      end Torque;
      ...
    end Rotational;
  end Mechanics;
  ...
end Modelica;
```

A **hierarchical** package can be stored on **several files**.  
**Package hierarchy** is **mapped** to corresponding **directory hierarchy**.  
 Example:



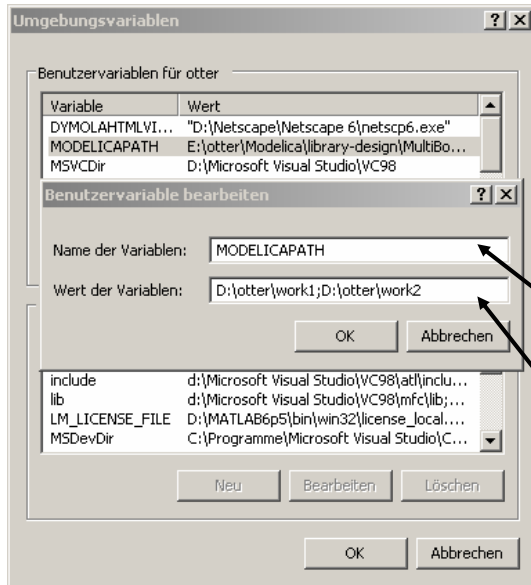
Even when a package does **not** use **annotations**, a file **package.mo** must be present on which the package name is defined. This file is used to **uniquely** define the **package name**, since, e.g., **directory names** in **Windows** are **not case sensitive** whereas in **Modelica** they are **case sensitive**.

File: ... \Modelica \Mechanics \package.mo

```

package Mechanics
end Mechanics;
  
```

A **hierarchical Modelica name**, such as **A.B.C**, is first searched in the “current directory” (file **A.mo** or **A\package.mo**).  
 If not found, search in directories defined in “**MODELICAPATH**”.  
 If not found, search in vendor specific directories (e.g. Dymola\Modelica\libraries)



In Windows'NT, '2000, 'XP, environment variables are defined under "System".

In Windows'95, '98, .. in “autoexec.bat”

**MODELICAPATH**

list of directory names, e.g.:  
 “D:\otter\work1; D:\otter\work2”

## Define a package.

```

package ServoLib
  model Motor
    ...
  end Motor;

  model Gear
  end Gear;

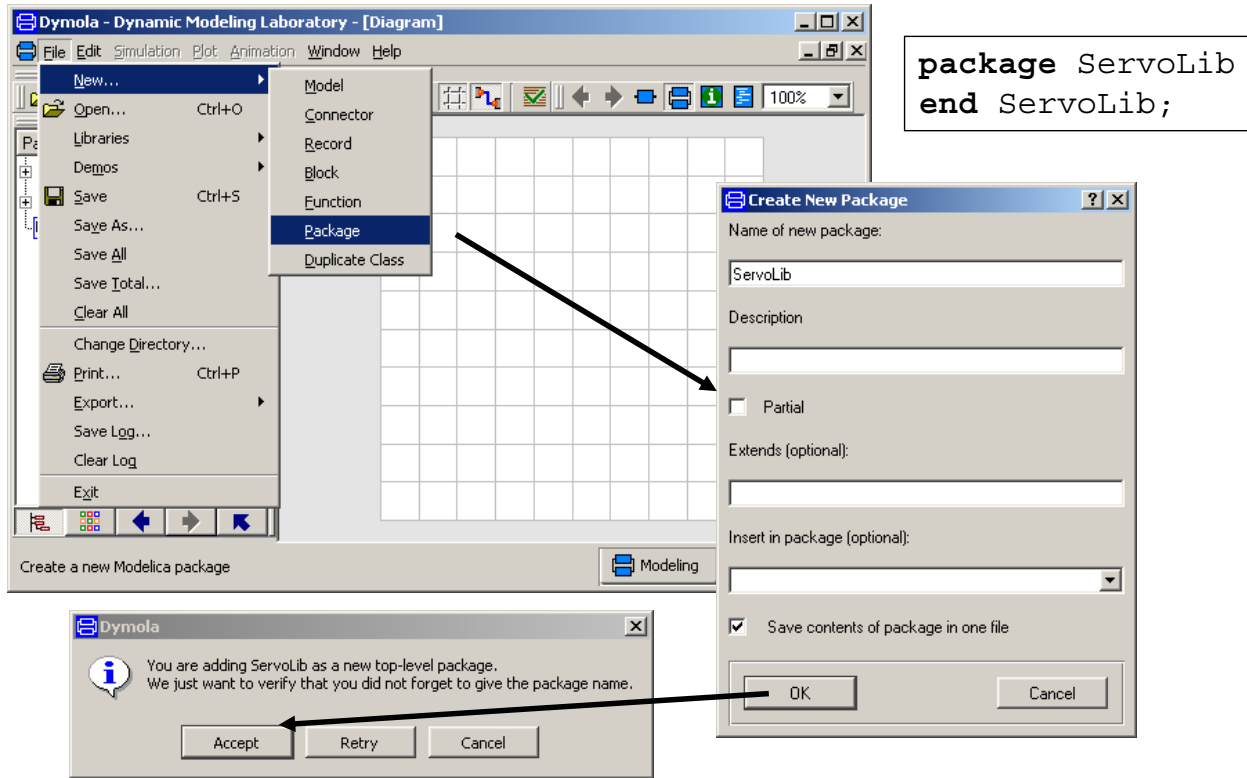
  model Load
  end Load;
end ServoLib;
  
```

Seems simple, but one needs to **generate, copy, remove, rename, resort** etc. models and sublibraries (important for convenience of "daily work").

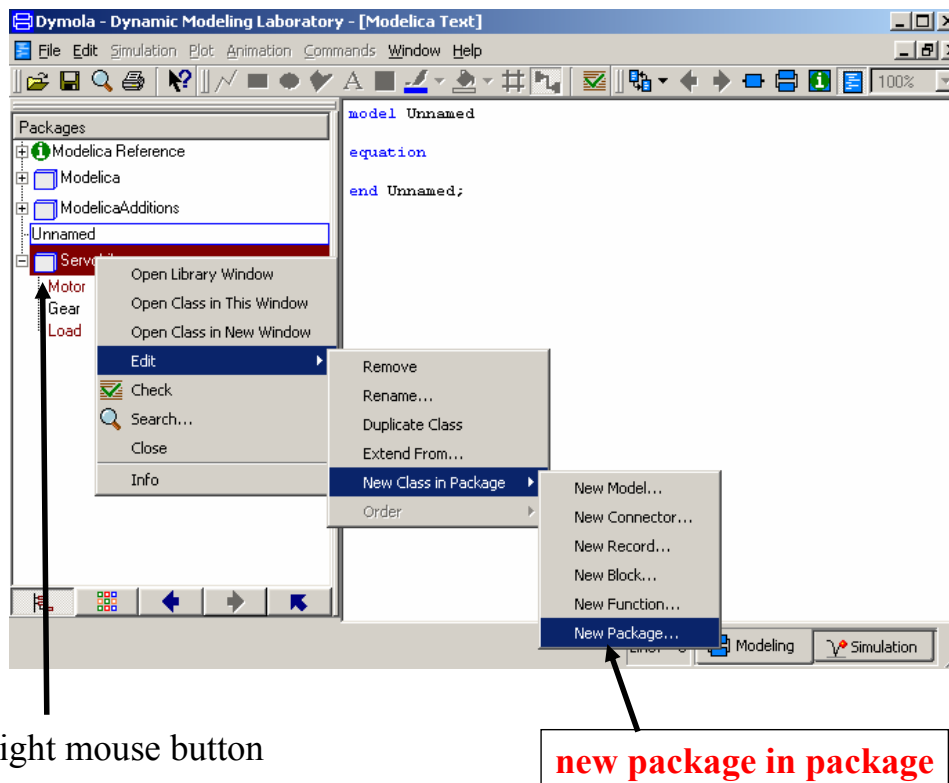
On the following slides, it is shown how this is performed with Dymola.



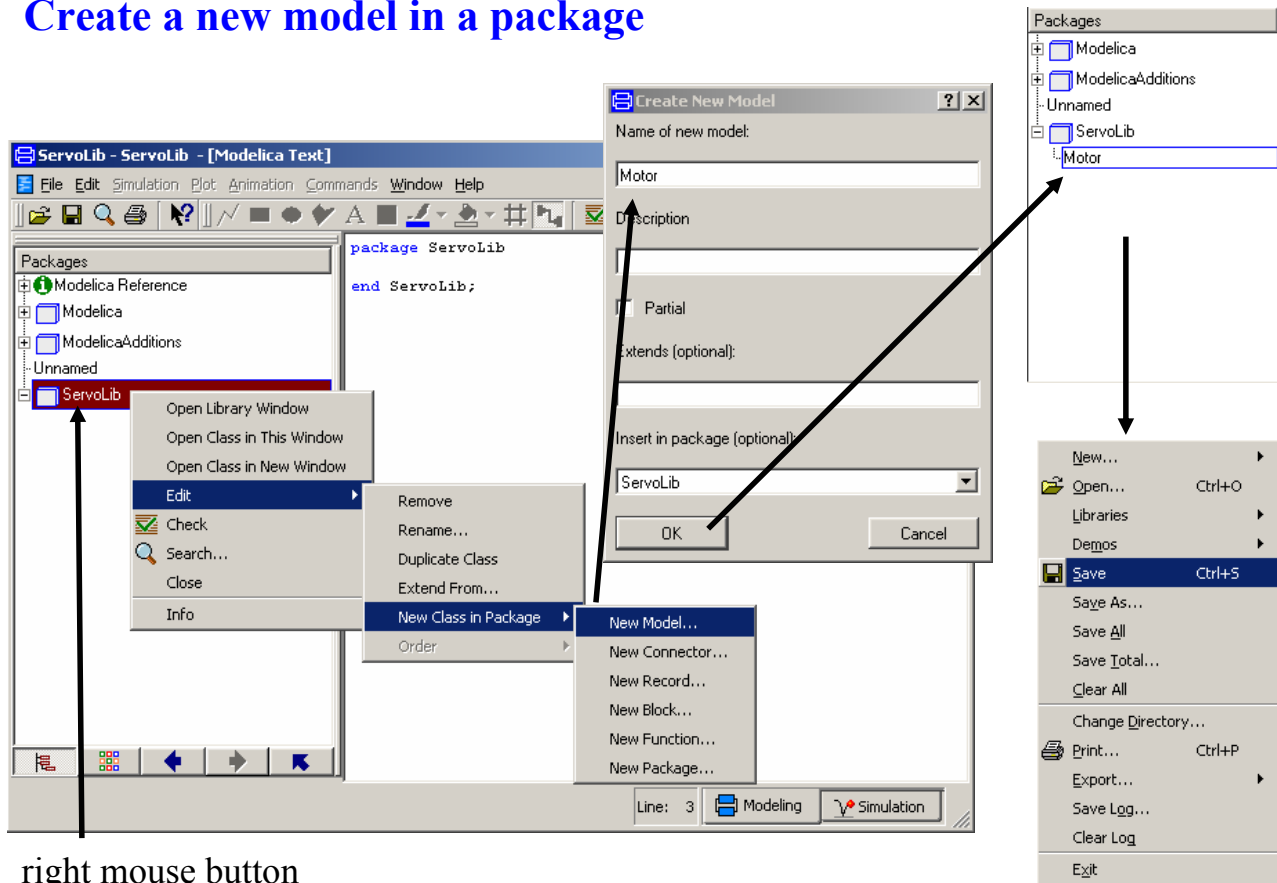
# Dymola: Create a new package (i.e., a library)



# Create a new subpackage



## Create a new model in a package

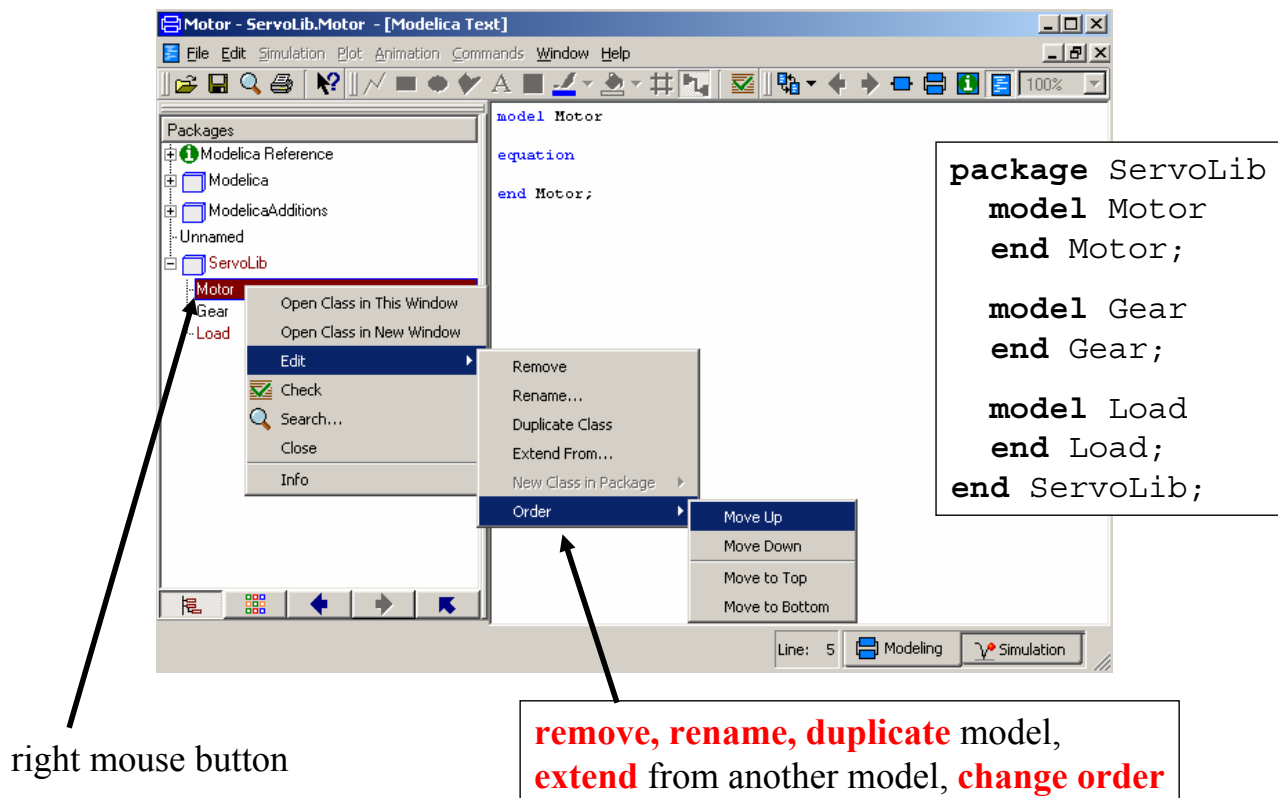


right mouse button

Advanced Modelica Tutorial, Modelica'2003, Nov. 3-4, 2003

19

## Changing a package



right mouse button













Advanced Modelica Tutorial, Modelica'2003, Nov. 3-4, 2003

20

## 4. Connectors

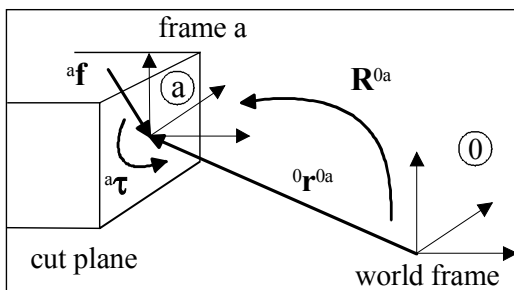
### 4.1 Elementary Connectors

For your components, use connectors from available libraries, in order that components from these libraries can be utilized (also difficult to design connectors). Most important:



type	potential	flow	location	icon
<b>electrical</b>	electrical potential	current	Modelica.Electrical.Analog.Interfaces.PositivePin	 PositivePin  NegativePin
<b>translational</b>	position	force	Modelica.Mechanics.Translational.Interfaces.Flange_a	 Flange_a  Flange_b
<b>rotational</b>	angle	torque	Modelica.Mechanics.Rotational.Interfaces.Flange_a	 Flange_a  Flange_b
<b>heat transfer</b>	temperature	heat flow rate	Modelica.Thermal.HeatTransfer.Interfaces.HeatPort_a	 HeatPort_a  HeatPort_b
<b>hydraulic</b>	pressure	volume flow rate	HyLibLight.Interfaces.Port_A	 Port_A  Port_B
<b>pneumatic</b>	pressure	mass flow rate	PneuLibLight.Interfaces.Port_1	 Port_1  Port_2

### 3-dim. mechanics

### MultiBody.Interfaces



```
connector Frame
  import SI = Modelica.SIunits;
  SI.Position      r_0[3] "= 0r^0a";
  Frames.Orientation R    "= R^0a";
  flow SI.Force    f[3]  "= a_f";
  flow SI.Torque   t[3]  "= a_tau";
end Frame;
```

```
connector Frame_a = Frame;  Frame_a
connector Frame_b = Frame;  Frame_b
```

### 1-dim. thermo-fluid flow (one/multiple substances/phases, incomp./compressible)

```
connector FluidPort
  replaceable model Medium = PartialMedium;

  Medium.AbsolutePressure      p;
  flow Medium.MassFlowRate     m_dot;

  Medium.SpecificEnthalpy      h;
  flow Medium.EnthalpyFlowRate H_dot;

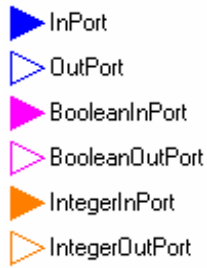
  Medium.MassFraction           X[Medium.nX];
  flow Medium.MassFlowRate     mX_dot[Medium.nX];
end FluidPort;
```

### Modelica\_Media.Interfaces

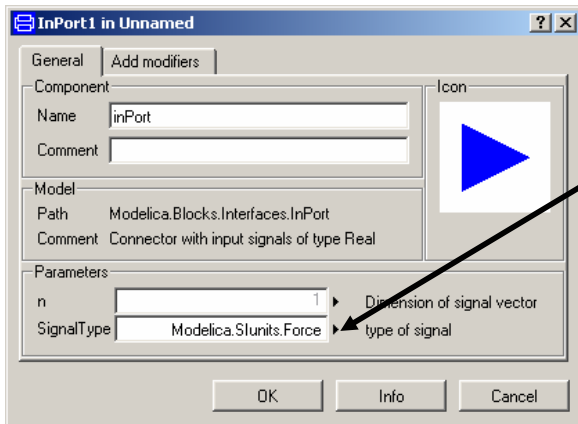
 FluidPort\_a  
 FluidPort\_b

## signal connectors

Modelica.Blocks.Interfaces



```
connector InPort
  parameter Integer n=1;
  replaceable type SignalType = Real;
  input SignalType signal[n];
end InPort;
```



When using InPort/OutPort, the type may be redefined (to get units in the plot window)

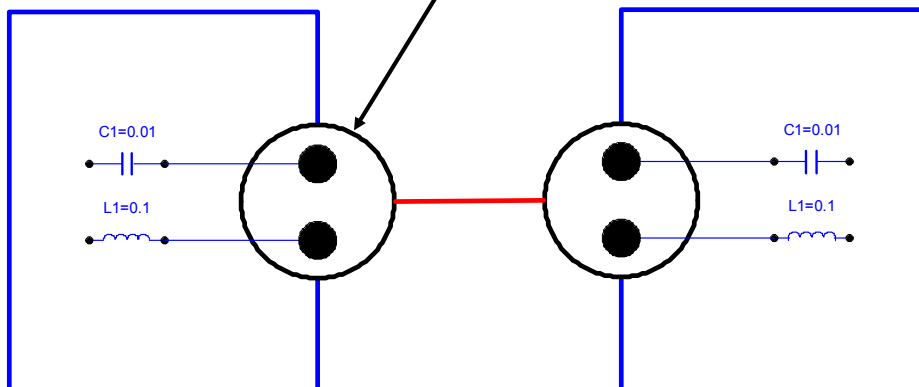
## 4.2 Hierarchical Connectors

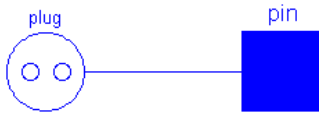
```
connector Pin
  import SI=Modelica.SIunits;
  SI.Voltage v
  flow SI.Current i;
end Pin;
```

```
connector Plug
  Pin phase, ground;
end Plug;
```

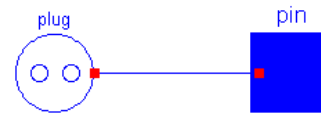
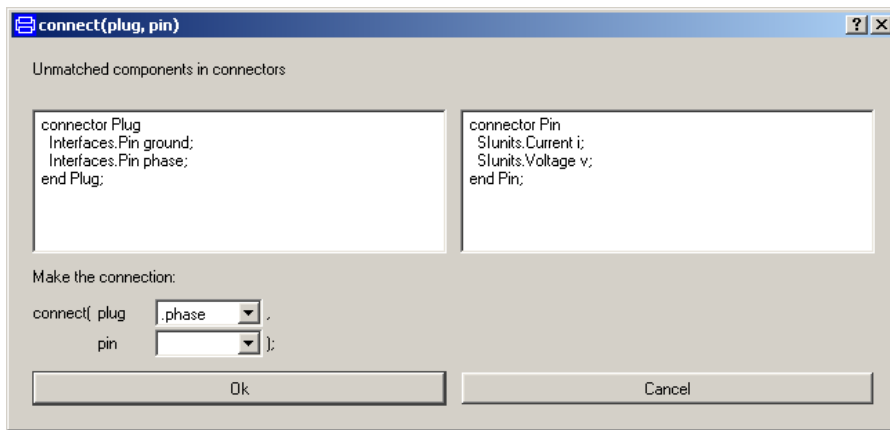
is equivalent to:

```
connector PlugExpanded
  import SI=Modelica.SIunits;
  SI.Voltage phase.v
  SI.Voltage ground.v
  flow SI.Current phase.i;
  flow SI.Current ground.i;
end PlugExpanded;
```

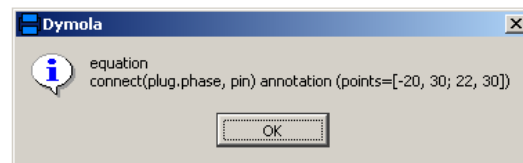




connect **plug** und **pin** connector



Click on connection line to get information what is connected



Using „**nodes**“ to simplify connections

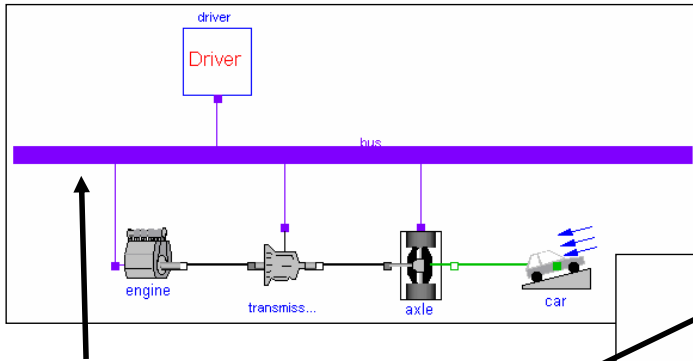
```

model testNodes
  import A = Modelica.Electrical.Analog;
  A.Basic.Resistor R1 a;
  A.Basic.Resistor R2 a;
  A.Basic.Resistor R3 a;
  A.Basic.Resistor R4 a;
  a;
  protected
  A.Interfaces.NegativePin n1 a;
  equation
  connect(R1.n, n1) a;
  connect(n1, R4.p) a;
  connect(n1, R2.p) a;
  connect(R3.n, n1) a;
end testNodes;
  
```

A new connector instance is generated

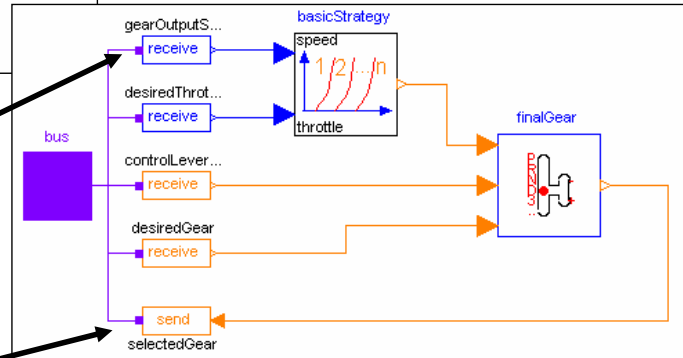
### 4.3 Bus Connectors

Signal connections in technical systems become easily quite complicated. In reality, often field buses are used. This can be mimicked with Modelica.



Example:  
PowerTrain library

"Usual" connector, that is drawn in form of a "bus"  
"receive" block to get a variable  
"send" block to set a variable



### Bus, version 1:

```
connector Bus
  import SI = Modelica.SIunits;
  SI.Velocity      vehicleSpeed;
  SI.AngularVelocity engineSpeed;
  Real             desiredThrottle;
  Integer          desiredGear;
  Boolean          ignition;
  ...
end Bus;
```

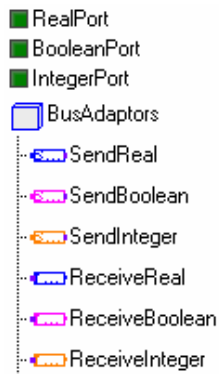
Drawback:

It is not possible to connect to single variables, such as vehicleSpeed. Every model needs to know the complete bus.

It is only possible to connect to connectors. Therefore, we need single variable connectors.

## Bus, version 2:

Modelica.Blocks.Interfaces.



Connector for a single variable

```
connector RealPort
  replaceable type SignalType = Real;
  extends SignalType;
end RealPort;
```

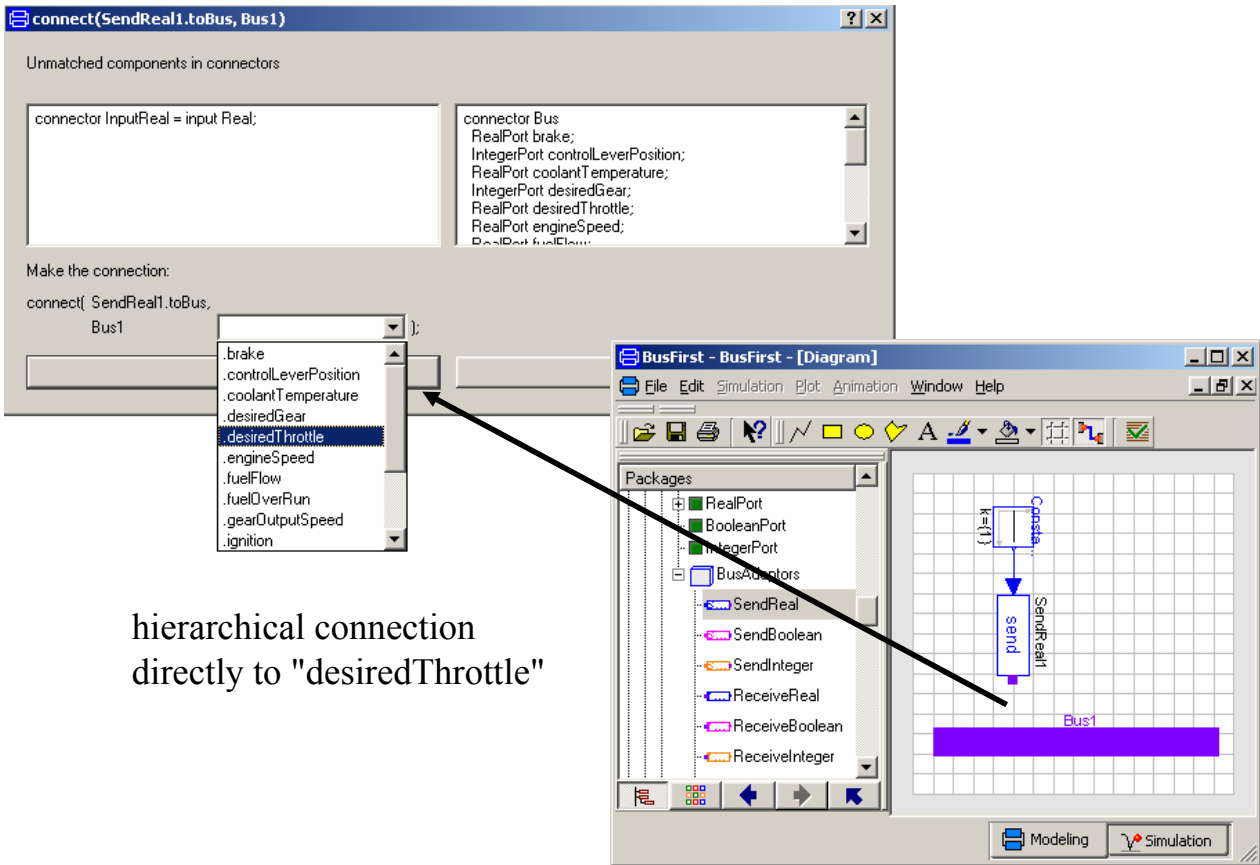
default: `connector RealPort = Real;`

```
connector Bus
  extends Modelica.Blocks.Interfaces.*;
  RealPort    vehicleSpeed;
  RealPort    engineSpeed;
  RealPort    desiredThrottle;
  IntegerPort desiredGear;
  BooleanPort ignition;
  ...
end Bus;
```

+ Possible to connect directly to, e.g., vehicleSpeed  
- Variables have no units

## Bus, version 3 (recommended):

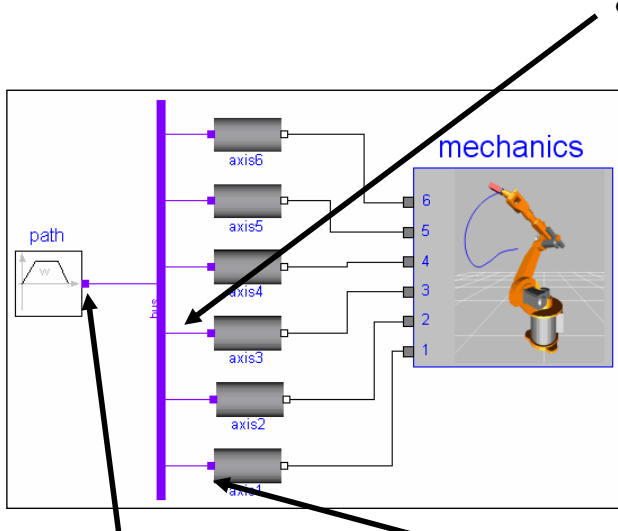
```
connector Bus
  import SI = Modelica.SIunits;
  extends Modelica.Blocks.Interfaces.*;
  RealPort    vehicleSpeed(redeclare type SignalType
                           = SI.Velocity);
  RealPort    engineSpeed(redeclare type SignalType
                           = SI.AngularVelocity);
  RealPort    desiredThrottle;
  IntegerPort desiredGear;
  BooleanPort ignition;
  ...
end Bus;
```



hierarchical connection  
 directly to "desiredThrottle"

## Hierarchical buses

Example: Robot with 6 axes.



```
connect(axis3.bus, bus.axis[3]);
```

```
connector Bus
  parameter Integer naxis=6;
  AxisBus axis[naxis];
end Bus
```

Bus for one axis:

```
connector AxisBus
  BooleanPort motion_ref;
  RealPort angle_ref(..);
  RealPort speed_ref(..);
  BooleanPort motorOn;
  ...
end AxisBus;
```



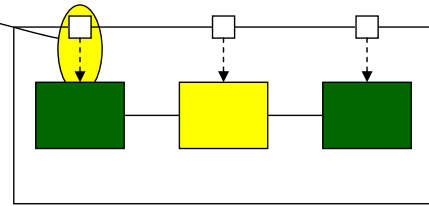
## 5. Replaceable components

- Redeclare **component** model
- Individually change model
- Keep connections and parameters
- Checking for consistency

```

model C
  replaceable GreenModel comp1(p1=5);
  replaceable YellowModel comp2;
  replaceable GreenModel comp3;
  connect(...);
end C;

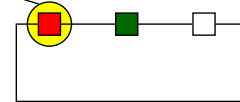
```



```

model C2 =
  C(redeclare RedModel comp1,
    redeclare GreenModel comp2);

```

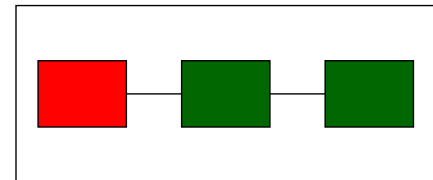


Equivalent to

```

model C
  RedModel comp1(p1=5);
  GreenModel comp2;
  GreenModel comp3;
  connect(...);
end C;

```

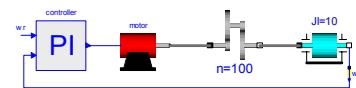


## Example - redeclare component model

```

model MotorDrive
  replaceable PI controller;
  Motor      motor;
  Gearbox    gearbox(n=100);
  Shaft      J1(J=10);
  Tachometer wl;
equation
  connect(controller.out, motor.inp);
  connect(motor.flange, gearbox.a);
  connect(gearbox.b, J1.a);
  connect(J1.b, wl.a);
  connect(wl.w, controller.inp);
end MotorDrive;

```



```

model MotorDrive2 = MotorDrive
  (redeclare AutoTuningPI controller);

```

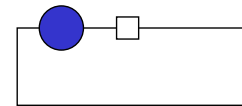
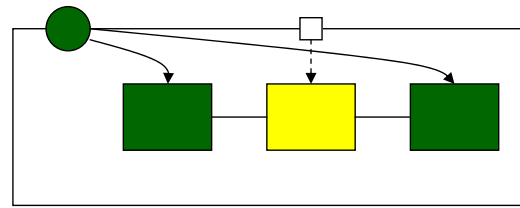
## Replaceable models

- Redeclare **model**
- replace the model of many components

```

model C
  replaceable model ColouredClass = GreenClass;
  ColouredClass comp1 (p1=5);
  replaceable YellowClass comp2;
  ColouredClass comp3;
  connect (...);
end C;

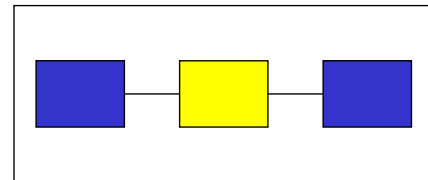
class C2 =
  C (redeclare model ColouredClass = BlueClass);
  
```



Equivalent to

```

model C
  BlueClass comp1 (p1=5);
  YellowClass comp2;
  BlueClass comp3;
  connect (...);
end C;
  
```



## Replaceable packages Example: medium model

```

PartialMedium
- mediumName
- substanceNames
- incompressible
- reducedX
- rX
BasePropertiesRecord
BaseProperties
dynamicViscosity
thermalConductivity
specificEntropy
cp
cv
isentropicExponent
velocityOfSound
surfaceTension
AbsolutePressure
Density
DynamicViscosity
EnthalpyFlowRate
MassFlowRate
MassFraction
IsentropicExponent
SpecificEnergy
SpecificInternalEnergy
SpecificEnthalpy
SpecificEntropy
  
```

A medium "model" consists of several definitions.  
**Collect everything** in one replaceable package

**constants** (e.g. mediumName)

**models** (e.g. basic medium properties)

**functions** (e.g. optional medium properties)

**types**

e.g. medium specific definitions:

**type** Temperature = SI.Temperature (min=293)

## Replaceable packages continued

package Components

```
replaceable package PackageMedium = PartialMedium
    annotation (choicesAllMatching=true);
```

```
model Pipe
    replaceable package Medium = PackageMedium extends PartialMedium;
    Medium.BaseProperties medium; // basic medium model
```

```
...
equation
    U = m*medium.u;
...
end Pipe;
```

```
...
end Components;
```

package can be replaced

Default medium

### Constraining class:

All used packages for Medium, must have the public components of PartialMedium. Within model Tank, only definitions from PartialMedium can be used!!!

A selection box contains all loaded classes that extend from PartialMedium

Advanced Modelica Tutorial, Modelica'2003, Nov. 3-4, 2003

37

double click

Tank1 101325 level\_sta... 2

shortPipe 1000 from\_bar(0.01)

Tank2 101325 level\_sta... 1

Tank1 in Modelica\_Media\_Work.Fluid.TwoTanks

General Add modifiers

Component

Name Tank1

Comment

Icon

Model

Path Modelica\_Fluid.Components.Tank

Comment Tank with one bottom inlet/outlet

Parameters

Medium Modelica\_Media.Water.SimpleLiquidWater Medium in the component

area Modelica\_Media.Water.SimpleLiquidWater m2 Tank area

p\_ambient Air: Detailed model of air as an ideal gas f Pa Tank surface pressure

Initialization

level\_start Ideal gas "Ag" from NASA Glenn coeffic 2 m Initial tank level

T\_start Ideal gas "Ag+" from NASA Glenn coeffic 50 K Initial tank temperature

Initialization

X\_start Ideal gas "Air" from NASA Glenn coeffic

Independent tank mass fractions m\_i/m

Modelica\_Media.Water.SimpleLiquidWater

1 m2 Tank area

101325 Pa Tank surface pressure

2 m Initial tank level

from\_degC(50) K Initial tank temperature

only for multi-substance flow]

zeros(Medium.nX) kg/kg Initial independent tank mass fractions m\_i/m

OK Cancel

List of all loaded packages that extend from PartialMedium due to choicesAllMatching = true

Advanced Modelica Tutorial, Modelica'2003, Nov. 3-4, 2003

38

1. **Multiple select:** Select all components where the medium should be set

2. **Right mouse button:** choose "Parameters"

3. The **intersection** of the parameters of selected components is shown:

4. **Changing this parameter,** changes parameters in all selections

```

model ThreeTanks
  replaceable package Medium = Media.Water.SimpleLiquidWater
  extends PartialMedium
  annotation (choicesAllMatching=true);

  Components.Tank tank1(
    redeclare package Medium = Medium, ...);
  ...
end ThreeTanks;
  
```

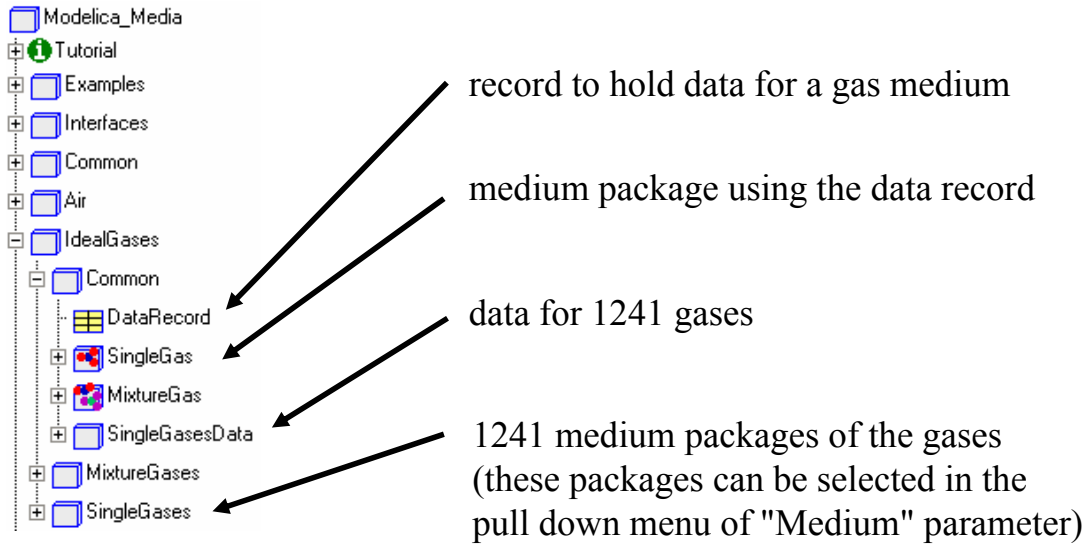
Modification

Changing Medium at this place, will exchange the Medium for all components

## 6. Datasheet Libraries

**Goal:** Use records and packages to store **product data** for the **same model**

Examples: Library of ideal gas models (Modelica\_Media.IdealGases)  
Library of motor models.



### Variant 1: Using constant record instances (= allowed in packages)

```
record DataRecord "based on NASA Glenn coefficients"  
  String          name "Name of ideal gas";  
  SI.MolarMass   MM    "Molar mass";  
  SI.SpecificEnthalpy Hf "Enthalpy of formation at 298.15K";  
  SI.SpecificEnthalpy H0 "H0(298.15K) - H0(0K)";  
  ...  
end DataRecord;
```


```
partial package SingleGas  
  constant DataRecord data;  
  ... // use data in models and functions  
end SingleGas;
```

**No value** for **constant** given. This is allowed,  
provided a value is given in a class that uses SingleGas

Define **constant record instances** for the 1241 gases

```
package SingleGasData
  constant DataRecord Air(
    name = "Air",
    MM    = 0.0289651159,
    Hf    = -4333.833858403446,
    H0    = 298609.6803431054, ...) ;
  constant DataRecord AL  ( ... ) ;
  constant DataRecord ALBr ( ... ) ;
  ...
end SingleGasData;
```

constant record  
instance (cannot be  
changed anymore)



Define media packages for the 1241 gases

```
package SingleGases
  package Air = SingleGas(data = SingleGasData.Air);
  package AL  = SingleGas(data = SingleGasData.AL);
  ...
end SingleGases;
```

### **Advantage:**

Several different components (packages, models, functions, ...) can access the constant data records (by name).

### **Disadvantage:**

It is not possible to modify the data records since they are declared as constant.

Note:

It is not allowed to have parameter instances in packages.

## Variant 2: Using parameter record classes

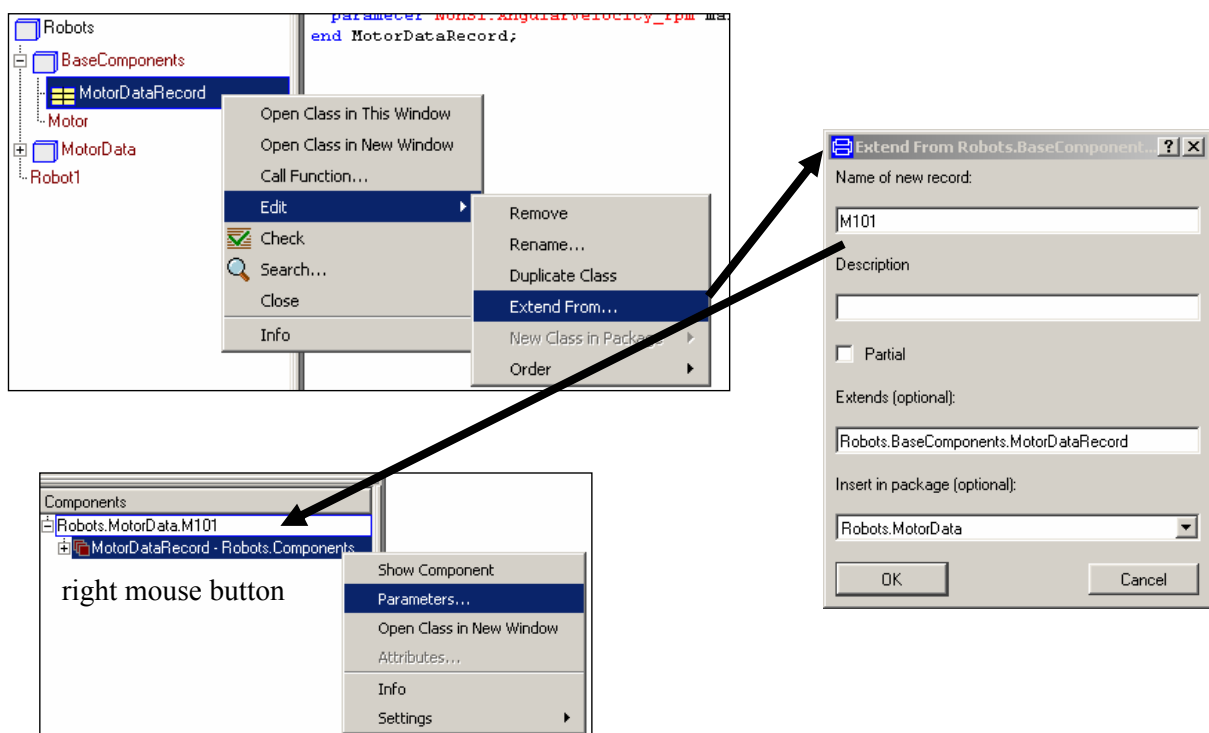
```
package Components
```

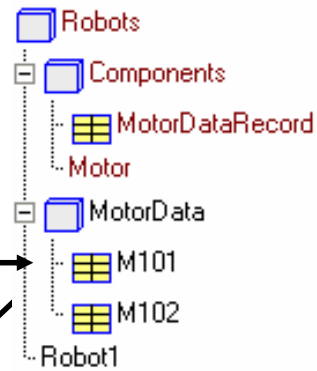
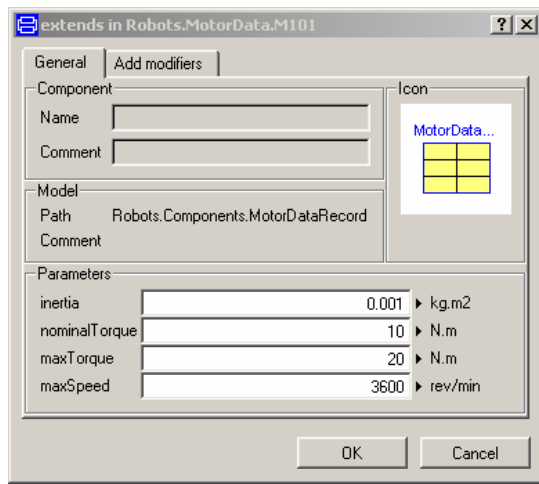
```
record MotorDataRecord "Data defining a motor"
  import SI      = Modelica.SIunits;
  import NonSI  = Modelica.SIunits.Conversions.NonSIunits;
  parameter SI.Inertia          inertia;
  parameter SI.Torque          nominalTorque;
  parameter SI.Torque          maxTorque;
  parameter NonSI.AngularVelocity_rpm maxSpeed;
  ...
end MotorDataRecord;
```

```
model Motor "Motor model"
  MotorDataRecord data;
  ...
equation
  ...
end Motor
end Components;
```

Record with parameters

Build up a library of motor data, by extending from MotorDataRecord and providing values for the parameters





```

record M101
  extends Components.MotorDataRecord(
    inertia      = 0.001,
    nominalTorque = 10,
    maxTorque    = 20,
    maxSpeed     = 3600);
end M101;

```

Using the motor model and the data of particular motors:

```

model Robot1
  Components.Motor motor1 (data=MotorData.M101());
  Components.Motor motor2 (data=MotorData.M102(maxTorque=21));
  ...
end Robot1;

```

**record constructor:**

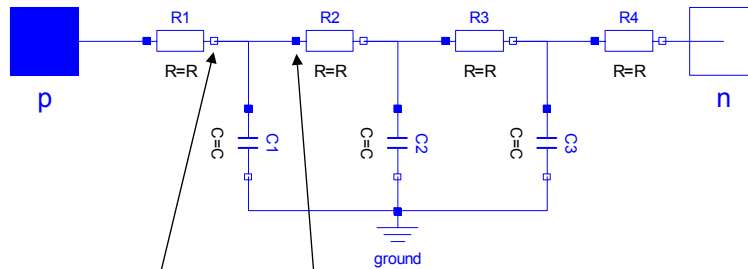
- A function that has the same name as the record
- All record variables are input arguments to this function
- The output argument is an instance of the record
- Allows to modify the original record data when using it



## 7. Component Arrays

**Arrays** cannot only be constructed from **Real** variables, but from **every model class**. Example:

**electrical line with losses**



```

import Modelica.Electrical.Analog.Basic;
parameter Integer n=4;
Basic.Resistor Rvec[n] // 4 Resistances
equation
for i in 1:n-1 loop
  connect(Rvec[i].n, Rvec[i+1].p); // connect resistors
end for;

```

**Modification** of parameters of component arrays:

```

Basic.Resistor Rvec1[n] (each R = 100); // same value each
Basic.Resistor Rvec2[3] (R = {10, 20, 10}); // different values
Basic.Resistor Rvec3[n] (R = vector( [10; fill(20,n-2); 10] ));

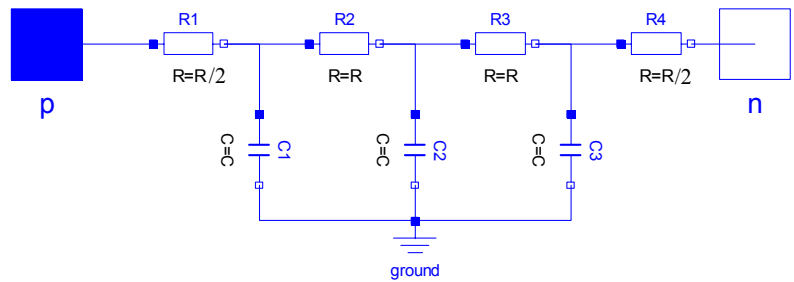
```

<code>fill(20,n-2)</code>	vector with n-2 elements
<code>[10; fill(20,n-2); 10]</code>	column matrix with n rows
<code>vector(...)</code>	vector with n elements

```

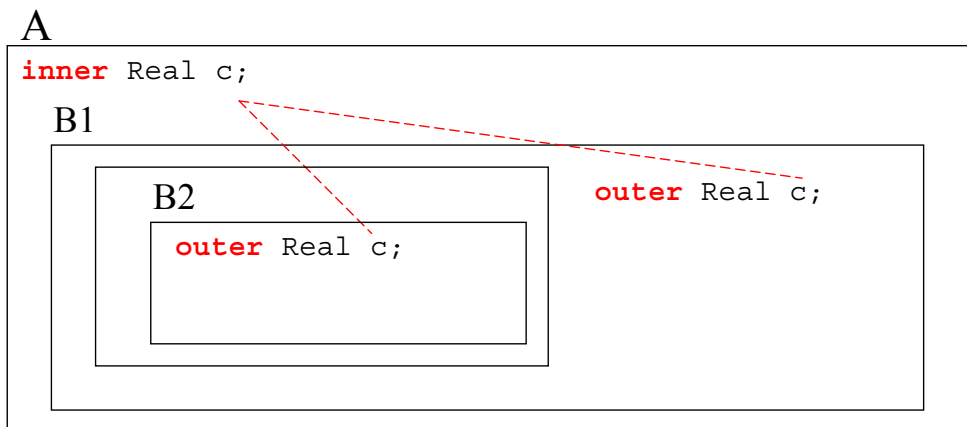
model ULine "Lossy RC Line"
  import A=Modelica.Electrical.Analog;
  A.Interfaces.Pin p, n;
  parameter Integer N(final min=1) = 1 "Number of lumped segments";
  parameter Real r = 1 "Resistance per meter";
  parameter Real c = 1 "Capacitance per meter";
  parameter Real L = 1 "Length of line";
protected
  parameter Real Re = r*L/(N + 1);
  A.Basic.Resistor R[N + 1] (R = vector([Re/2; fill(Re,N-1); Re/2]) );
  A.Basic.Capacitor C[N] (each C = c*L/N);
  A.Basic.Ground g;
equation
  for i in 1:N loop
    connect(R[i].n, R[i + 1].p);
    connect(R[i].n, C[i].p);
    connect(C[i].n, g);
  end for;
  connect(p, R[1].p);
  connect(R[N + 1].n, n);
end ULine

```



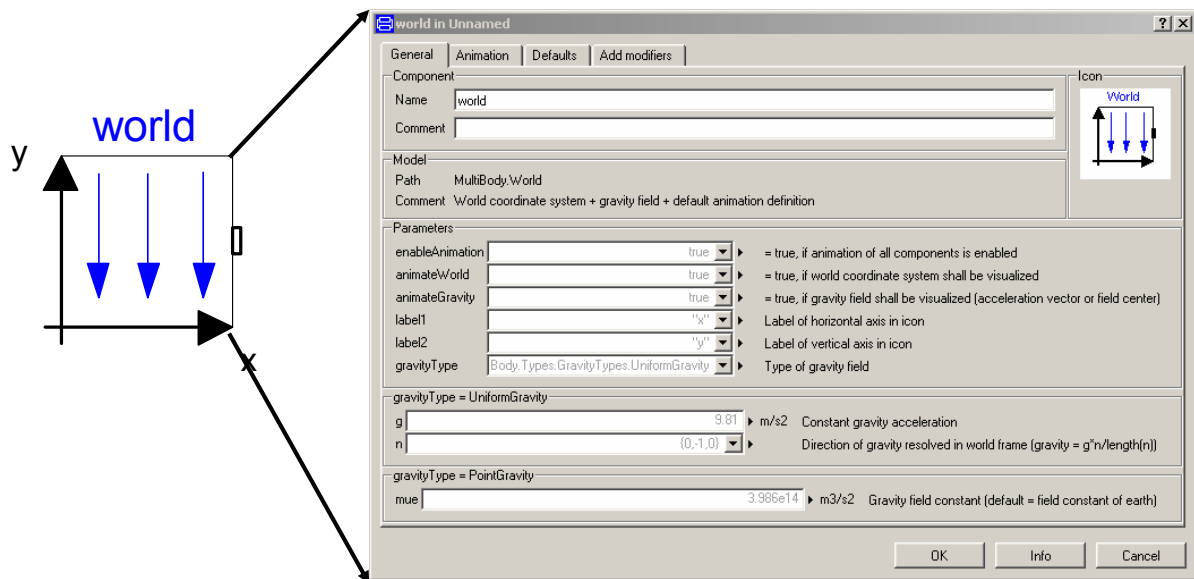
## 8. Global Variables

A component *c* with an **outer** prefix in an object B1 or B2 is a **reference** on a component with the same name and the **inner** prefix in an object A. This is only possible if objects B1 and/or B2 are within A.



Previously, some drawbacks when using inner/outer

## Example: MultiBody.World



Contains  
 definition of **gravity field** (inquired by all bodies via inner/outer) and  
**animation defaults** (inquired by all models via inner/outer)

New annotations to allow convenient usage

```

model World
  annotation (
    { defaultComponentName = "world",
      defaultAttributes     = "inner",
      missingInnerMessage = "
  
```

No 'world' component is defined. A default world component with the default gravity field will be used (g=9.81 in negative y-axis). If this is not desired, drag MultiBody.World into the top level of your model.

```

    " );
    ...
  end World;
  
```

When dragging model "World" into the diagram layer, a **declaration** is **generated**:

```

  inner World world;
  
```

When the user does **not** drag the **World** object, an **"inner"** object is **missing**:  
 A default "inner World world" is automatically generated for the simulation and the "missingInnerMessage" is printed as warning.

## 9. Initialization

**DAE (Differential Algebraic Equation system)**  
derived from Modelica model

$$(1) \quad \mathbf{0} = \mathbf{f}(\dot{\mathbf{x}}, \mathbf{x}, \mathbf{y}, t)$$

$\mathbf{x}$ : variables appearing differentiated  
 $\mathbf{y}$ : algebraic variables

**State space form**

$$\begin{cases} \dot{\mathbf{x}} = \mathbf{f}_1(\mathbf{x}, t) \\ \mathbf{y} = \mathbf{f}_2(\mathbf{x}, t) \end{cases} \quad (2)$$

For solving (1) or (2) **initial conditions** have to be provided.

**Simple:** Provide  $\mathbf{x}(t_0)$ . Compute  $\dot{\mathbf{x}}(t_0)$ ,  $\mathbf{y}(t_0)$   
by solving the non-linear system of equations (1)

**General:** Provide  $\dim(\mathbf{x})$  additional equations  $\mathbf{g}(\dots)$  and solve

$$\begin{cases} \mathbf{0} = \mathbf{f}(\dot{\mathbf{x}}(t_0), \mathbf{x}(t_0), \mathbf{y}(t_0), t_0) \\ \mathbf{0} = \mathbf{g}(\dot{\mathbf{x}}(t_0), \mathbf{x}(t_0), \mathbf{y}(t_0), t_0) \end{cases} \quad \text{for } \dot{\mathbf{x}}(t_0), \mathbf{x}(t_0), \mathbf{y}(t_0)$$

Example: **steady-state** initialization

$$\begin{cases} \mathbf{0} = \mathbf{f}(\dot{\mathbf{x}}(t_0), \mathbf{x}(t_0), \mathbf{y}(t_0), t_0) \\ \mathbf{0} = \dot{\mathbf{x}}(t_0) \end{cases}$$

This means that for the initialization the additional equations

$$\mathbf{0} = \dot{\mathbf{x}}(t_0)$$

have to be added.

Note, that not all components can be initialized in steady-state, e.g., signal sources or integrators such as in a PI controller.

In principle **two different codes** need to be generated:

- **one code** for **initialization**  
(equations  $f(\dots)$  and  $g(\dots)$ ; all variables are unknown)
- **one code** for **simulation**  
(equations  $f(\dots)$ ; variables  $x(t)$  are known,  $\dot{x}(t)$ ,  $y(t)$  are computed)

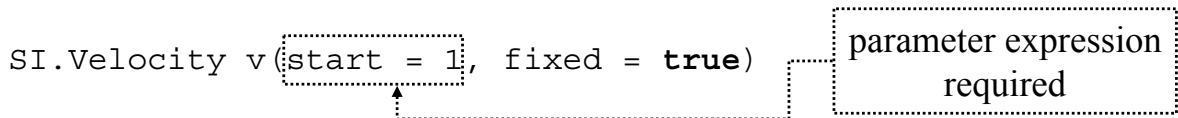
**Advantage:**

In both cases the **symbolic** engine is used to determine a robust and efficient solution of the algebraic equations with good diagnostics in problematic cases (e.g., if structurally redundant initial conditions are given).

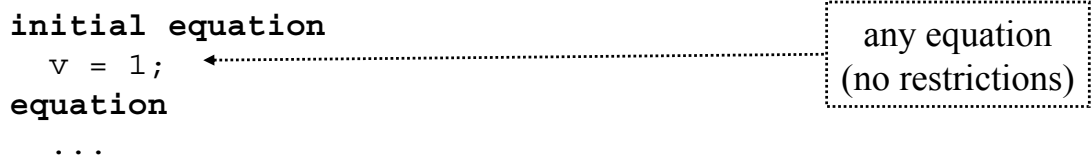
Initial conditions  $g(\dots)$  can be defined in Modelica in two ways.

1. By **additional attributes**

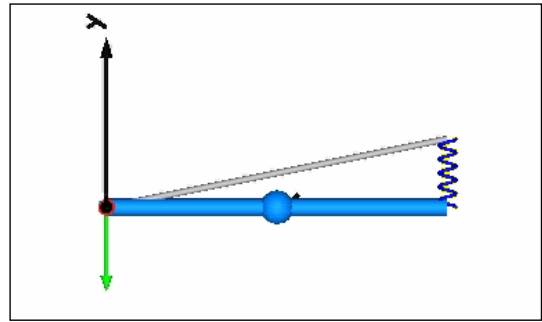
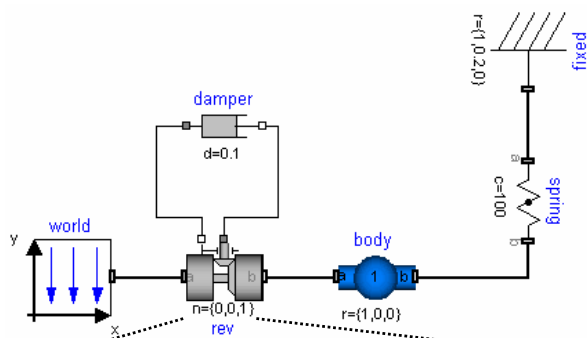
<b>start</b>	initial value of variable at $t_0$ (default = 0)
<b>fixed</b>	<p>= <b>true</b> : <math>v(\text{start}=v_0, \text{fixed}=\text{true})</math> results in the additional initial equation: "<math>v = v_0</math>" (<b>default</b> for <b>parameter</b>)</p> <p>= <b>false</b>: "start" is a <b>guess value</b> that may be changed during initialization (= default for non-parameter variables)</p>



2. By equations in the “**initial equation**” or “initial algorithm” section. The equations/assignments in these sections are only used during initialization



## Example: MultiBody library



Parameters	
animation	<input type="checkbox"/> true ▶ = true, if animation shall be enabled (show axis as cylinder)
n	{0,0,1} ▶ Axis of rotation resolved in frame_a (= same as in frame_b)
phi_offset	0 deg ▶ Relative angle offset (angle = phi + from_deg(phi_offset))
Initialization	
initType	MultiBody.Types.Init.PositionVelocity ▶ Type of initialization (defines usage of start values below)
phi_start	0 deg ▶ Initial value of rotation angle phi (fixed or guess value)
w_start	0 deg/s ▶ Initial value of relative angular velocity w = der(phi)
a_start	0 deg/s <sup>2</sup> ▶ Initial value of relative angular acceleration a = der(w)

start from given start angle  $\phi_{start} = 0$   
and start speed  $w_{start} = 0$

```
MultiBody.Types.Init.PositionVelocity
free (no initialization)
initialize generalized position and velocity variables
initialize in steady state (velocity and acceleration are zero)
initialize only generalized position variable(s)
initialize only generalized velocity variable(s)
initialize generalized velocity and acceleration variables
initialize generalized position, velocity and acceleration variables
```

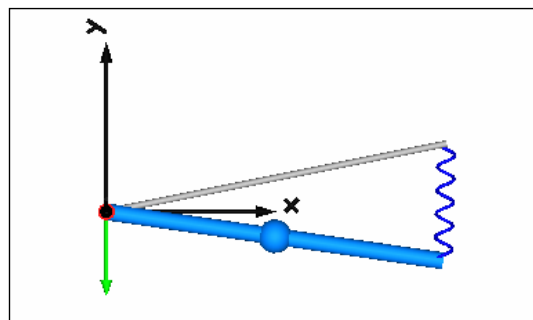
## initialize in **steady-state**

```
MultiBody.Types.Init.SteadyState
free (no initialization)
initialize generalized position and velocity variables
initialize in steady state (velocity and acceleration are zero)
initialize only generalized position variable(s)
initialize only generalized velocity variable(s)
initialize generalized velocity and acceleration variables
initialize generalized position, velocity and acceleration variables
```

$$w = 0, \text{der}(w) = 0,$$

$\phi_{start}$  is used as guess value (for non-linear equation)

```
MultiBody.Joints.ActuatedRevolute rev(n={0,0,1},
    initType = MultiBody.Types.Init.SteadyState)
```



determine **spring constant**, such that  
 **$\phi = 0, w = 0, \text{der}(w) = 0$**  at initial time

joint

```
MultiBody.Types.Init.PositionVelocityAcceleration
free (no initialization)
initialize generalized position and velocity variables
initialize in steady state (velocity and acceleration are zero)
initialize only generalized position variable(s)
initialize only generalized velocity variable(s)
initialize generalized velocity and acceleration variables
initialize generalized position, velocity and acceleration variables
```

spring

Parameters	
animation	true
showMass	true
c	20 N/m
s_unstretched	0.1 m
m	0 kg
lengthFraction	0.5

- Edit
- Edit Text
- Copy Default
- View Parameter Settings
- Propagate
- Component reference
- Select Class

c in InitSpringConstant

General

Component

Name: c

Comment:

---

Model

Path: Real

Comment:

---

Parameters

quantity: [ ]

unit: [ ]

displayUnit: [ ]

min: [ ]

max: [ ]

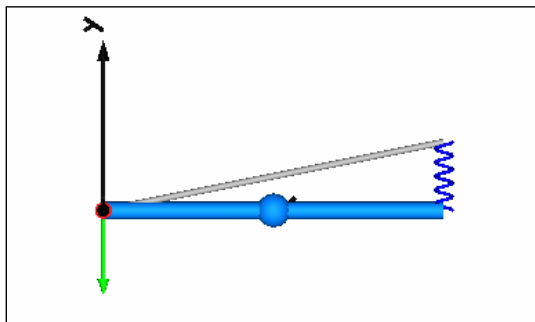
start: 20

fixed: **false**

nominal: [ ]

stateSelect: [ ]

OK Cancel



spring(c(start=20, fixed=false)

c = 49.05  
(plot window/Advanced/Time = 0)

## Implementation:

Every joint, that has potential states, is implemented in the following way:

### 1. Define choices for initialization

Should be performed with **enumerations** (Modelica 2.0).

Emulate enumerations with a package of constants if not yet supported by tool (e.g. not in Dymola):

```
package Init
  constant Integer Free = 1;
  constant Integer PositionVelocity = 2;
  constant Integer SteadyState = 3;
  constant Integer Position = 4;
  constant Integer Velocity = 5;
  constant Integer VelocityAcceleration = 6;
  constant Integer PositionVelocityAcceleration = 7;


  type Temp
    extends Integer;
    annotation (choices(
      choice=MultiBody.Types.Init.Free "free (no initialization)",
      choice=MultiBody.Types.Init.PositionVelocity
        "initialize generalized position and velocity variables",
      ...));
  end Temp;
end Init;
```

scroll down menu

## 2. Declare variables to define initialization

```
parameter Types.Init.Temp initType = Types.Init.Free;
parameter SI.Angle phi_start = 0;
parameter SI.AngularVelocity w_start = 0;
parameter SI.AngularAcceleration a_start = 0;

SI.Angle phi(start = phi_start);
SI.AngularVelocity w;
SI.AngularAcceleration a;
```



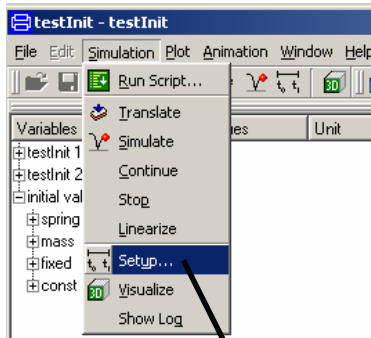
use **phi\_start** always as **guess value**

(if non-linear equations occur during initialization, the configuration of the multi-body system is defined with the guess values of the generalized joint coordinates).

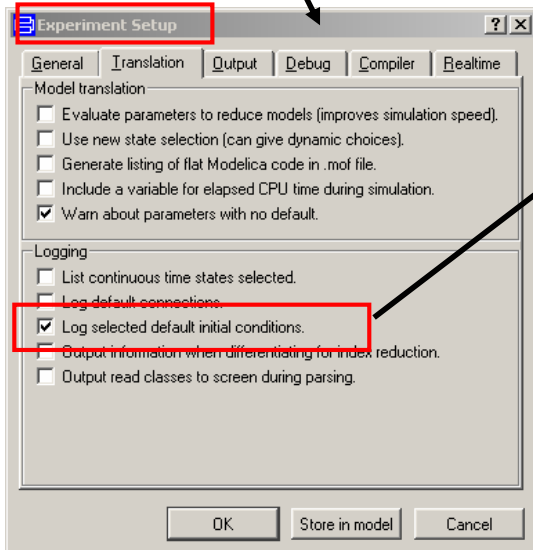
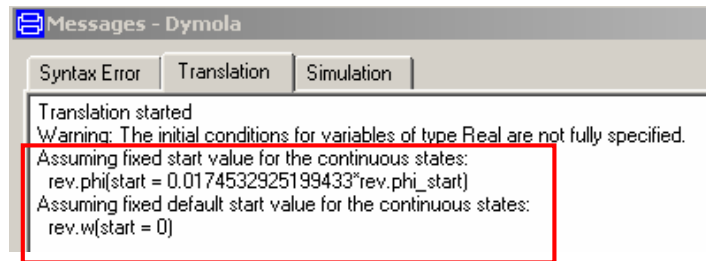
## 3. Definite initialization equations

```
initial equation
  if initType == Types.Init.PositionVelocity then
    phi = phi_start;
    w = w_start;
  elseif initType == Types.Init.SteadyState then
    w = 0;
    a = 0;
  elseif initType == Types.Init.Position then
    phi = phi_start;
  elseif initType == Types.Init.Velocity then
    w = w_start;
  elseif initType == Types.Init.VelocityAcceleration then
    w = w_start;
    a = a_start;
  elseif initType == Types.Init.PositionVelocityAcceleration then
    phi = phi_start;
    w = w_start;
    a = a_start;
  end if;
equation
  w = der(phi);
  a = der(w);
  ...
```





If it is unknown how many initial conditions shall be set, **log** the selected default **initial conditions**:



If **no initial values** are given, Dymola uses as initial values appropriate states with their start values. The number of „default start values“ defines how many initial conditions have still to be **fixed**.

## 10. Version Handling

Annotations introduced in Modelica 2.1:

A top-level package or model can specify the **version** of top-level classes it **uses**, its **own version** number, and if possible how to **convert** from previous versions.

```

package MultiBody
  annotation (version="0.98",
              conversion(noneFromVersion = "0.95 Beta 1",
                        from(version="0.96",
                            script="convertTo_0.98.mos")));
  ...
end MultiBody;

model Robot
  annotation (version="1.0", uses (MultiBody (version="0.98")));
  ...
end Robot;

model B
  annotation (uses (MultiBody (version="0.95 Beta 1")));
  ...
end B;

```

**Conversion script** is tool dependent (not standardized)

For example in Dymola:

```
convertClear();
convertClass ("oldClass", "newClass");
convertElement ("oldClass", "oldElement", "newElement");
convertModifiers ("oldClass", oldParameterBindings,
                 newParameterBindings);
```

### Examples

(for details, see Dymola\Documentation\Dymola5Manual.pdf, page 261):

```
convertClass ("Modelica.Rotational1D",
             "Modelica.Rotational")

convertModifiers ("MultiBody.Joints.Cylindrical",
                 {"startValuesFixed=false"},
                 {"initType=if %startValuesFixed% then
                  MultiBody.Types.Init.PositionVelocity
                  else MultiBody.Types.Init.Free"});
```