

## LAMPIRAN A

### PEMODELAN DINAMIKA KAPAL

Dinamika kapal dimodelkan berdasar dari spesifikasi kapal. Kapal yang digunakan adalah kapal PKR KRI Diponegoro Kelas SIGMA. Berikut spesifikasi umum dari kapal PKR KRI Diponegoro Kelas SIGMA:

$$\begin{aligned}L_{pp} &= 90.71 \text{ m} \\ B &= 13.02 \text{ m} \\ T &= 3.75 \text{ m} \\ \Delta &= 1818 \text{ ton} \\ U &= 14 \text{ m/s} \\ C_B &= 0.41 \\ X_G &= 2.25 \\ A_\delta &= 3.14 \text{ m}^2 \\ r &= 12.28 \text{ m} \\ m' &= 0.00000654\end{aligned}$$

Pemodelan dilakukan berdasarkan model matematik yang diturunkan Nomoto:

$$\frac{-Y'_v}{\pi(T/L)^2} = 1 + 0.16 \frac{C_B B}{T} - 5.1 \left(\frac{B}{L}\right)^2$$

$$\frac{-Y'_r}{\pi(T/L)^2} = 0.67 \left(\frac{B}{L}\right) - 0.0033 \left(\frac{B}{T}\right)^2$$

$$\frac{-N'_v}{\pi(T/L)^2} = 1.1 \left(\frac{B}{L}\right) - 0.041 \left(\frac{B}{T}\right)$$

$$\frac{-N'_r}{\pi(T/L)^2} = \frac{1}{12} + 0.017 \frac{C_B B}{T} - 0.33 \left(\frac{B}{L}\right)$$

$$\frac{-Y'_v}{\pi(T/L)^2} = 1 + 0.4 \frac{C_B B}{T}$$

$$\frac{-Y'_r}{\pi(T/L)^2} = -\frac{1}{2} + 2.2 \left(\frac{B}{L}\right) - 0.08 \left(\frac{B}{T}\right)$$

$$\frac{-N'_v}{\pi(T/L)^2} = \frac{1}{2} + 2.4 \left(\frac{T}{L}\right)$$

$$\frac{-N'_r}{\pi(T/L)^2} = \frac{1}{4} + 0.039 \frac{B}{T} - 0.56 \left(\frac{B}{L}\right)$$

Berdasar spesifikasi yang diketahui, koefisien-koefisien tak berdimensi dengan notasi (') dapat diketahui.

$Y'_{\dot{v}}$	$Y'_r$	$N'_{\dot{v}}$	$N'_r$
-0.00603	-0.000303	-0.0000834	-0.000321
$Y'_v$	$Y'_r$	$N'_v$	$N'_r$
-0.00843	0.00248	-0.00322	-0.00164
$Y'_\theta$	$N'_\theta$	$I'_z$	$I'_r$
12.566	-6.283	0.00099	0.00099

Kemudian dapat dibentuk menjadi matrik sebagai berikut:

$$M' = \begin{matrix} m' - Y'_{\dot{v}} & m' \cdot X_G - Y'_r \\ m' \cdot X_G - N'_{\dot{v}} & I'_z - N'_r \end{matrix}$$

$$M' = \begin{matrix} 0.00603 & 0.000303 \\ 0.000835 & 0.00131 \end{matrix}$$

$$N' = \begin{matrix} -Y'_v & m' u' - Y'_r \\ -N'_v & m' \cdot X_G \cdot u' - N'_r \end{matrix}$$

$$N' = \begin{matrix} 0.00843 & -0.00239 \\ 0.00322 & 0.00164 \end{matrix}$$

Matrik di atas dilinierisasi menjadi

$$M = \begin{matrix} m'_{11} \times L/U^2 & m'_{12} \times L^2/U^2 \\ m'_{21} \times L/U^2 & m'_{22} \times L^2/U^2 \end{matrix}$$

$$M = \begin{matrix} 0.00264 & 0.012 \\ 0.0000365 & 0.0519 \end{matrix}$$

$$N = \begin{matrix} n'_{11} / U & n'_{12} \times L/U \\ n'_{21} / U & n'_{22} \times L/U \end{matrix}$$

$$N = \begin{matrix} 0.000585 & -0.015 \\ 0.000223 & 0.0103 \end{matrix}$$

Determinan dari matrik M dan N adalah sebagai berikut:

$$\det(M) = 0.0001366$$

$$\det(N) = 0.00009397$$

Persamaan di bawah ini digunakan untuk mencari fungsi transfer kapal berdasar pada perhitungan di atas.

$$\frac{\psi}{\delta_R}(s) = \frac{K_R(1+T_3s)}{s(1+T_1s)(1+T_2s)}$$

$$T_1 T_2 = \frac{\det(M)}{\det(N)}$$

$$T_1 + T_2 = \frac{n_{11}m_{22} + n_{22}m_{11} - n_{12}m_{21} - n_{21}m_{12}}{\det(N)}$$

$$K_R = \frac{n_{21}b_1 - n_{11}b_2}{\det(N)}$$

$$K_R T_3 = \frac{m_{21}b_1 - m_{11}b_2}{\det(N)}$$

$$T_1 T_2 = 14.539$$

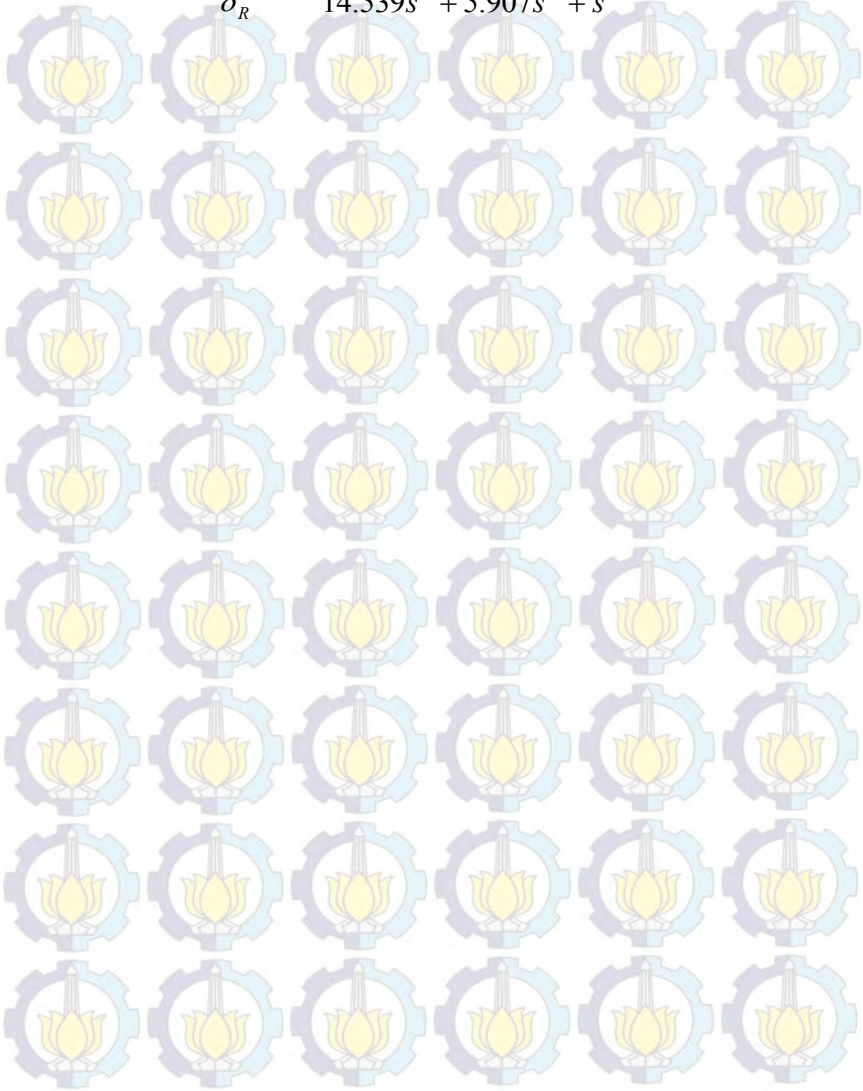
$$T_1 + T_2 = 5.907$$

$$K_R = 403.378$$

$$K_R T_3 = 1060.369$$

Sehingga dapat diperoleh model dinamika kapal Ferry:

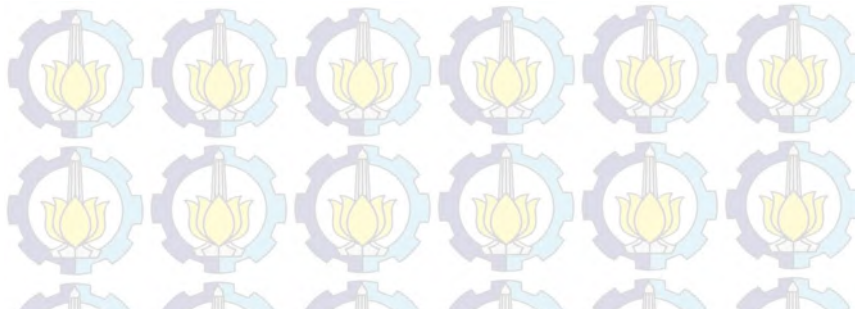
$$\frac{\psi}{\delta_R}(s) = \frac{1060.369 + 403.378s}{14.539s^3 + 5.907s^2 + s}$$



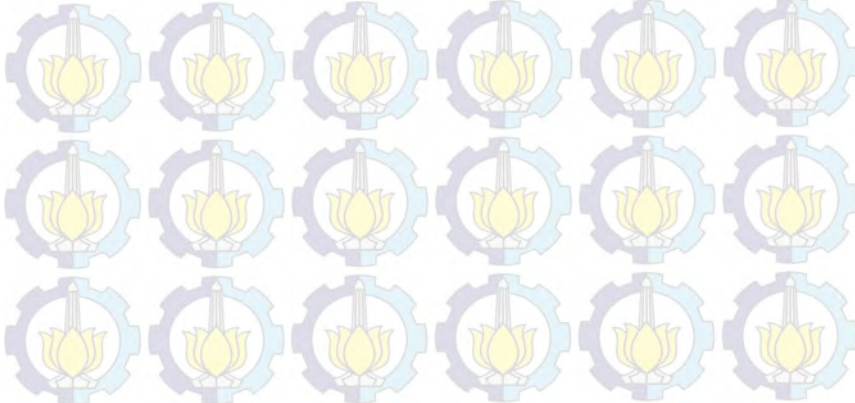
## LAMPIRAN B PEMODELAN GANGGUAN KAPAL

Gangguan yang digunakan pada tugas akhir ini adalah gelombang laut state satu sampai tujuh. Gangguan gelombang laut bersifat mendorong kapal saat berlayar di lautan. Pemodelan gangguan gelombang laut state satu sampai tujuh adalah sebagai berikut:

<b>Kode</b>	<b>Deskripsi</b>	<b>Ketinggian (m)</b>
0	Calm (glassy)	0
1	Calm (rippled)	0-0.1
2	Smooth (wavelest)	0.1-0.5
3	Sligth	0.5-1.25
4	Moderate	1.25-2.5
5	Rough	2.5-4
6	Very rough	4-6
7	High	6-9
8	Very High	9-14
9	Phenomenal	>14



Wave height, m	Wave Period $T_1$ , sec										Total
	2.5	6.5	8.5	10.5	12.5	14.5	16.5	18.5	20.5	Over 21	
0-1	24.0470	4.6416	0.9954	0.3316	0.1253	0.0440	0.0245	0.0147	0.1041	0.5480	30.8762
1-2	15.5208	17.0941	6.1091	1.7475	0.5498	0.1784	0.0626	0.0175	0.0194	0.0910	41.3902
2-3	1.3763	6.0543	6.0000	2.6736	0.8712	0.2668	0.0778	0.0188	0.0054	0.0057	17.3499
3-4	0.2008	1.2153	2.1165	1.6245	0.7848	0.2611	0.0817	0.0226	0.0026	0.0030	6.3129
4-5	0.0506	0.3278	0.6969	0.6998	0.4151	0.1726	0.0687	0.0196	0.0033	0.0020	2.4564
5-6	0.0187	0.0604	0.1469	0.1614	0.1063	0.0509	0.0180	0.0033	0.0012	0.0014	0.5685
6-7	0.0158	0.0587	0.1275	0.1551	0.1039	0.0490	0.0215	0.0039	0.0010	0.0011	0.5375
7-8	0.0032	0.0240	0.0622	0.0702	0.0501	0.0249	0.0120	0.0026	0.0008	0.0012	0.2512
8-9	0.0028	0.0102	0.0266	0.0380	0.0311	0.0169	0.0084	0.0018	0.0013	0.0011	0.1382
9-10	0.0013	0.0064	0.0182	0.0308	0.0247	0.0174	0.0093	0.0041	0.0022	0.0012	0.1156
10-11		0.0003	0.0002	0.0006	0.0006	0.0003	0.0001	0.0001			0.0022
11+		0.0001	0.0001	0.0004	0.0007			0.0001			0.0014
Totals	41.2373	29.4932	16.2996	7.5335	3.0636	1.0823	0.3846	0.1090	0.1414	0.6557	100.000



Gangguan Gelombang Sea State 1, Calm Water (0-0,1m) dan Gangguan Gelombang Sea State 2, Smooth Water (0,1-0,5m)

$$\omega_0 = \frac{2\pi}{T} = \frac{2(3,14)}{2,5} = 2,512$$

$$\begin{aligned} K\omega &= 2 \xi \omega_0 \sigma_m \\ &= 2(0,1)(2,512)(3,16) \\ &= 1,8086 \end{aligned}$$

$$h(s) = \frac{K\omega s}{s^2 + 2\xi\omega_0 s + \omega_0^2}$$

$$h(s) = \frac{1,8086s}{s^2 + 2(0,1)(2,512)s + (2,512)^2}$$

$$h(s) = \frac{1,8086s}{s^2 + 0,5024s + 6,31}$$

Gangguan Gelombang Sea State 3, Slight Water (0,5 – 1,25m) dan Gangguan Gelombang Sea State 4, Moderate Water (1,25 – 2,5m)

$$\omega_0 = \frac{2\pi}{T} = \frac{2(3,14)}{6,5} = 0,966$$

$$\begin{aligned} K\omega &= 2 \xi \omega_0 \sigma_m \\ &= 2(0,1)(0,6105)(3,16) \\ &= 0,6105 \end{aligned}$$

$$h(s) = \frac{K\omega s}{s^2 + 2\xi\omega_0 s + \omega_0^2}$$

$$h(s) = \frac{0,6105s}{s^2 + 2(0,1)(0,966)s + (0,966)^2}$$

$$h(s) = \frac{0,6105s}{s^2 + 0,1932s + 0,933}$$

Gangguan Gelombang Sea State 5, Rought Water (2,5 – 4m)

$$\omega_0 = \frac{2\pi}{T} = \frac{2(3,14)}{8,5} = 0,738$$

$$\begin{aligned} K\omega &= 2 \xi \omega_0 \sigma_m \\ &= 2(0,1)(0,738)(3,16) \\ &= 0,4664 \end{aligned}$$

$$h(s) = \frac{K\omega s}{s^2 + 2\xi\omega_0 s + \omega_0^2}$$

$$h(s) = \frac{0,4664s}{s^2 + 2(0,1)(0,738)s + (0,738)^2}$$

$$h(s) = \frac{0,4664s}{s^2 + 0,1476s + 0,544}$$

Gangguan Gelombang Sea State 6, Very Rought Water (4 – 6m) dan Gangguan Gelombang Sea State 7, high Water (6 – 9m)

$$\omega_0 = \frac{2\pi}{T} = \frac{2(3,14)}{10,5} = 0,598$$

$$K\omega = 2 \xi \omega_0 \sigma_m$$

$$= 2 (0,1)(0,598)(3,16)$$

$$= 0,3779$$

$$h(s) = \frac{K\omega s}{s^2 + 2\xi\omega_0 s + \omega_0^2}$$

$$h(s) = \frac{0,3779s}{s^2 + 2(0,1)(0,598)s + (0,598)^2}$$

$$h(s) = \frac{0,3779s}{s^2 + 0,1196s + 0,346}$$



## LAMPIRAN C PEMODELAN ROLL DAMPER

$$M\dot{v} + Nv + G\eta = Bu$$

Dimana  $v = [v, p, r]^T$  dan  $\eta = [y, \phi, \psi]^T$  adalah keadaan dan  $u = [\alpha, \delta]^T$  adalah vektor kontrol

$$M = \begin{bmatrix} m - Y_{\dot{v}} & -mz_G - Y_{\dot{p}} & mx_G - Y_{\dot{r}} \\ -mz_G - Y_{\dot{v}} & I_x - K_{\dot{p}} & mx_G - K_{\dot{r}} \\ mx_G - N_{\dot{v}} & mx_G - N_{\dot{p}} & I_z - N_{\dot{r}} \end{bmatrix}$$

$$N = \begin{bmatrix} -Y_v & -Y_p & mu_o - Y_r \\ -K_v & -K_p & -mz_G u_o - K_r \\ -N_v & -N_p & mx_G u_o - N_r \end{bmatrix}$$

$$G = \begin{bmatrix} 0 & 0 & 0 \\ 0 & \overline{WGM_T} & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$B = \begin{bmatrix} Y_\alpha & Y_\delta \\ K_\alpha & K_\delta \\ N_\alpha & N_\delta \end{bmatrix}$$

$Y'_{\dot{v}}$	$Y'_{\dot{r}}$	$N'_{\dot{v}}$	$N'_{\dot{r}}$
-0.00603	-0.000303	-0.0000834	-0.000321
$Y'_v$	$Y'_r$	$N'_v$	$N'_r$
-0.00843	0.00248	-0.00322	-0.00164
$Y'_\delta$	$N'_\delta$	$I'_z$	$I'_r$
12.566	-6.283	0.00099	0.00099
$K'_\delta$	$Y'_p$	$K'_p$	$N'_p$
-0.02375	0.000062	0.000062	0.000062
$K'_\alpha$	$Y'_\alpha$	$N'_\alpha$	$K'_{\dot{p}}$
0.001	0.001	0.001	0.000006
		$K'_{\dot{v}}$	

$$\begin{array}{cccc}
 \mathbf{Y}'_{\dot{p}} & \mathbf{N}'_{\dot{p}} & 0.000006 & \mathbf{K}'_v \\
 0.000006 & 0.000006 & & 0.00006
 \end{array}$$

$$\mathbf{M} = \begin{bmatrix} 1818.007 & 9544.49 & 9544.5 \\ 0.000028 & 0.00098 & 0.000028 \\ 9544.50 & 9544.49 & 274037.2 \end{bmatrix}$$

$$\mathbf{N} = \begin{bmatrix} 0.0102 & 0.000062 & 26179.203 \\ 0.000062 & 0.000062 & 0.000433 \\ 0.00321 & 0.000062 & 1374440.802 \end{bmatrix}$$

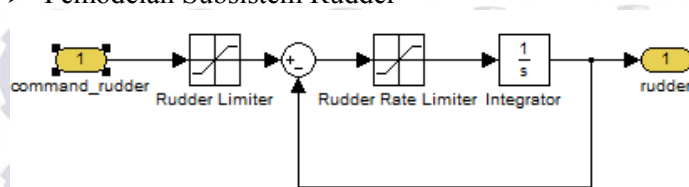
$$\mathbf{G} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 2.94 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\mathbf{B} = \begin{bmatrix} 0.001 & 12.566 \\ 0.001 & -0.0237 \\ 0.001 & -6.283 \end{bmatrix}$$

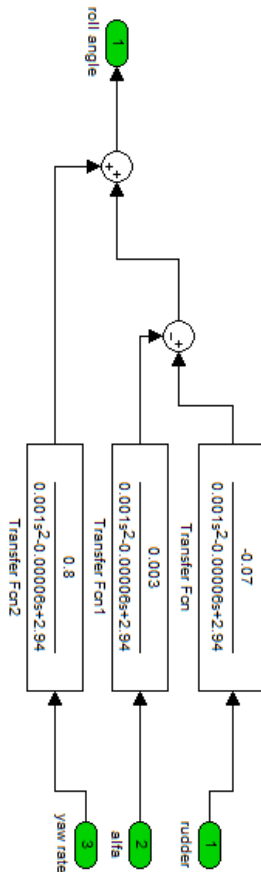
$$\phi(s) = \frac{-0.07\delta(s) + 0.003\alpha(s) - 0.8r(s)}{0.001s^2 - 0.00006s + 2.94}$$



### ➤ Pemodelan Subsistem Rudder

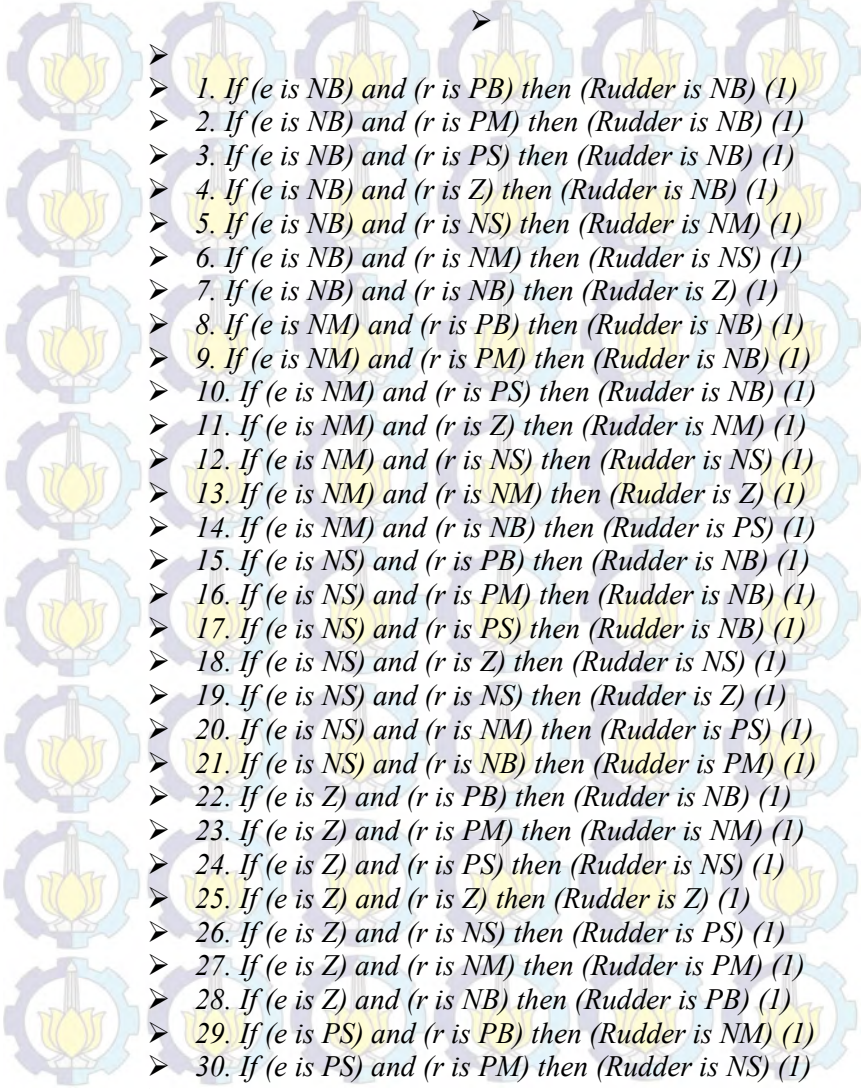


### ➤ Pemodelan subsistem Roll Damper



## ➤ LAMPIRAN E

### ➤ RULE BASE KONTROL LOGIKA FUZZY

- 
- 1. *If (e is NB) and (r is PB) then (Rudder is NB) (1)*
  - 2. *If (e is NB) and (r is PM) then (Rudder is NB) (1)*
  - 3. *If (e is NB) and (r is PS) then (Rudder is NB) (1)*
  - 4. *If (e is NB) and (r is Z) then (Rudder is NB) (1)*
  - 5. *If (e is NB) and (r is NS) then (Rudder is NM) (1)*
  - 6. *If (e is NB) and (r is NM) then (Rudder is NS) (1)*
  - 7. *If (e is NB) and (r is NB) then (Rudder is Z) (1)*
  - 8. *If (e is NM) and (r is PB) then (Rudder is NB) (1)*
  - 9. *If (e is NM) and (r is PM) then (Rudder is NB) (1)*
  - 10. *If (e is NM) and (r is PS) then (Rudder is NB) (1)*
  - 11. *If (e is NM) and (r is Z) then (Rudder is NM) (1)*
  - 12. *If (e is NM) and (r is NS) then (Rudder is NS) (1)*
  - 13. *If (e is NM) and (r is NM) then (Rudder is Z) (1)*
  - 14. *If (e is NM) and (r is NB) then (Rudder is PS) (1)*
  - 15. *If (e is NS) and (r is PB) then (Rudder is NB) (1)*
  - 16. *If (e is NS) and (r is PM) then (Rudder is NB) (1)*
  - 17. *If (e is NS) and (r is PS) then (Rudder is NB) (1)*
  - 18. *If (e is NS) and (r is Z) then (Rudder is NS) (1)*
  - 19. *If (e is NS) and (r is NS) then (Rudder is Z) (1)*
  - 20. *If (e is NS) and (r is NM) then (Rudder is PS) (1)*
  - 21. *If (e is NS) and (r is NB) then (Rudder is PM) (1)*
  - 22. *If (e is Z) and (r is PB) then (Rudder is NB) (1)*
  - 23. *If (e is Z) and (r is PM) then (Rudder is NM) (1)*
  - 24. *If (e is Z) and (r is PS) then (Rudder is NS) (1)*
  - 25. *If (e is Z) and (r is Z) then (Rudder is Z) (1)*
  - 26. *If (e is Z) and (r is NS) then (Rudder is PS) (1)*
  - 27. *If (e is Z) and (r is NM) then (Rudder is PM) (1)*
  - 28. *If (e is Z) and (r is NB) then (Rudder is PB) (1)*
  - 29. *If (e is PS) and (r is PB) then (Rudder is NM) (1)*
  - 30. *If (e is PS) and (r is PM) then (Rudder is NS) (1)*
  - 31. *If (e is PS) and (r is PS) then (Rudder is Z) (1)*

- 32. If (e is PS) and (r is Z) then (Rudder is PS) (1)
- 33. If (e is PS) and (r is NS) then (Rudder is PM) (1)
- 34. If (e is PS) and (r is NM) then (Rudder is PB) (1)
- 35. If (e is PS) and (r is NB) then (Rudder is PB) (1)
- 36. If (e is PM) and (r is PB) then (Rudder is NS) (1)
- 37. If (e is PM) and (r is PM) then (Rudder is Z) (1)
- 38. If (e is PM) and (r is PS) then (Rudder is PS) (1)
- 39. If (e is PM) and (r is Z) then (Rudder is PM) (1)
- 40. If (e is PM) and (r is NS) then (Rudder is PB) (1)
- 41. If (e is PM) and (r is NM) then (Rudder is PB) (1)
- 42. If (e is PM) and (r is NB) then (Rudder is PB) (1)
- 43. If (e is PB) and (r is PB) then (Rudder is Z) (1)
- 44. If (e is PB) and (r is PM) then (Rudder is PS) (1)
- 45. If (e is PB) and (r is PS) then (Rudder is PM) (1)
- 46. If (e is PB) and (r is Z) then (Rudder is PB) (1)
- 47. If (e is PB) and (r is NS) then (Rudder is PB) (1)
- 48. If (e is PB) and (r is NM) then (Rudder is PB) (1)
- 49. If (e is PB) and (r is NB) then (Rudder is PB) (1)

