

座標系統- Relative、Absolute

	Relative	Absolute
Description	Body respect / Natural	Ground respect / unnatural
Motion	Small	Large
Implementation	Hard but easy & fast to solve	Easy but hard & slow to solve

因為 RecurDyn 使用相對座標系統，所以，求解速度比使用絕對座標系統來的快速許多。也因為這樣差異，RecurDyn 更適合求解大尺寸，高速以及高勁度問題。

數值方法比較 - Numeric、Symbolic

	Relative	Absolute
Efficiency	No overhead for large scale problem	Dramatic efficiency degradation for large scale coupled system due to difficulties in handling common factors in expressions and symbolic matrix inversion
Implementation	Relatively easy	Prone to coding mistakes, almost impossible to debug for every case

大多數有經驗的多體動力學研究學者都認同符號式計算對於低階簡單問題是非常適合的，對於高階複雜問題幾乎是不可能求解出來，所以，幾乎所有高階軟體均使用數值法計算。

