

Dynamics

1. a vector can be expressed in any reference frame

2. Holonomic constraint : if it can be written as $f(x_i, y_i, z_i, t) = 0$ $i=1, \dots, n$

simple nonhol.

Non holonomic " : if it cannot " " " $f(x_i, y_i, z_i, \dot{x}_i, \dot{y}_i, \dot{z}_i, t) = 0$

Rheonomic : holonomic constraint w/ explicit t

Scleronomous : " " w/o explicit t

3. Holonomic System : given N particles and M holonomic constraints in R

$$\# \text{ of degrees of freedom} = \# \text{ generalized coords in } R = 3N - M$$

for rigid body : 6 degrees of freedom : 3 angular coords + 3 linear coords.

4. Partial Rate of : ${}^R \omega^B = \sum_{i=1}^n {}^R \omega_i^B \dot{q}_i + {}^R \omega_t^B$ ω_i^B = partial rates wrt q_i of orientation

- if π is fixed in B the $\frac{d\pi}{dt} = \omega \times \pi$

- ${}^R \omega_i^B = \frac{\partial {}^B \pi}{\partial q_i} \cdot {}^B \pi_j = e_{ijk} e_{jkl} = 1$ if i, j, k are cyclic 0 if not. π_j are unit vectors fixed in B

$$- {}^R \omega^B = \frac{\partial {}^B \pi}{\partial t} \cdot {}^B \pi_j = e_{ijk} e_{jkl}$$

5. Simple Angular Velocity : if $\exists$ a vector in $B \& R$ independent of t (π) ${}^R \omega^B = \frac{d\pi}{dt} \times \pi$ angular speed.

$$6. \frac{d\pi}{dt} = \frac{d\pi}{dt} + \omega \times \pi \quad \text{relates derivatives in 2 ref frames}$$

7. ${}^R \omega^B = \sum_{i=0}^n \omega_i$ where $R_0 = P$ $R_n = B$ where ω_i is the angular velocity of frame $i+1$ wrt frame i good w/ simple angular velocity

8. Angular accel : $\frac{d}{dt} {}^R \omega^B = \alpha$

9. Partial Rates of : ${}^R \omega^B = \sum_{i=1}^n \omega_i \dot{q}_i + \omega_t$

- 2 pts on rigid body ${}^R \omega^P = \omega \times \pi$ where P, π are in B & π is fixed in B

- one pt. moving on a rigid body B : ${}^R \omega^P = \omega \times \pi + \dot{\pi}$ where $\omega \times \pi$ is the velocity (wrt ref R) of the pt P of body B when P coincides w/ π at that instant

- 2 pts of rigid body ${}^R \omega^P = \omega \times \pi + \dot{\pi}$

- Accel of 2 pts on rigid body : ${}^R \ddot{\pi} = \ddot{\pi} + \omega \times \pi + \dot{\omega} \times \pi + \omega \times (\omega \times \pi)$ π fixed in B P, π in B

- One point moving on rigid body : ${}^R \ddot{\pi} = \ddot{\pi} + \ddot{\pi} + 2\omega \times \dot{\pi}$ where P is on B & $\bar{P}$ is point of R that coincides w/ P Coriolis accel.

a couple: a set of vectors whose resultant $= 0$

Torque of a couple about any point $= 0$ all torques are moments; all moments need not be torques

IM can only exist for bound vectors

$$M^P = M^Q + R \times r \quad \text{where } R \text{ is the resultant of all vectors}$$



if R is replaced by ${}^A B$ then M^P & M^Q are replaced by ${}^A P$ & ${}^A Q$

Wrench - replacement of a force at point A by force & torque of couple at pt B

10. Accel & Partial Rate of change if ${}^{R,P}V = f(q_i)$ ${}^{R,W^2} = f(q_i, \dot{q}_i, t)$ then

$${}^{R,P}V_{\dot{q}_r} \cdot \frac{R,P}{\partial} = \frac{1}{2} \left[\frac{d}{dt} \left(\frac{\partial {}^{R,W^2}}{\partial \dot{q}_r} \right) - \frac{\partial {}^{R,W^2}}{\partial \dot{q}_r} \right]$$
 only for holonomic system.

11. Nonholonomic Systems

first get holonomic constraints $^{(n)}$, then non holonomic $^{(m)}$ $\Rightarrow$ you will have more unknowns than eqs. : $n-m$

write m eqs in $\dot{q}_i$ in terms of $\dot{q}_j$ $j = m+1 \dots n$

$$\text{Now } {}^R V = \sum_{r=1}^{n-m} {}^R V_r \dot{q}_r + \tilde{V}_t$$

$$\omega = \sum_{r=1}^{n-m} \tilde{\omega}_r \dot{q}_r + \tilde{\omega}_t$$

Also: ${}^R V_{\dot{q}_r} = {}^R V_r + \tilde{\omega}_r \times r^{P/Q}$

12. we can also define $u_r = \sum_{j=1}^{n-m} A_{rj} \dot{q}_j + A_r$ $r = 1, \dots, n-m$

then $V = \sum_{r=1}^{n-m} \tilde{V}_r u_r + \tilde{V}_t'$ if $m=0$ $u_r = \dot{q}_r$ & $\tilde{V}_r = V_{\dot{q}_r}$

$$\omega = \sum_{r=1}^{n-m} \tilde{\omega}_r u_r + \tilde{\omega}_t'$$

and ${}^R V_{u_r} = {}^R V_r + \tilde{\omega}_r \times r^{P/Q}$

- Gears - have same velocity at some pt in a suitable frame ⁱⁿ which each has a single angular velocity.
- for top: use fixed pt to set up coords
- pure rolling: velocity of contact pts are the same
- same " : " & angular velocity of contact pts are the same

0. $F_r = \sum V_{\dot{q}_r} \cdot \Pi_i$

- Forces exerted by a smooth body contributed nothing to generalized forces
 - forces of interaction (body forces & contact forces) with a rigid body contribute nothing to generalized forces. ~~the~~ forces Π_i (external) acting on particles P_i of the rigid body can be replaced by $\Pi = \sum \Pi_i$ & $\Pi = \sum r_i \times \Pi_i$ at a pt Q where $\Pi_i =$ 
- and $(F_r)_B = \tilde{V}_{\dot{q}_r}^Q \cdot \Pi + \tilde{\omega}_r^B \cdot \Pi$

Generalized active

single motion

$$F_r = \sum V_{\dot{q}_r}^{P_i} \cdot F^{P_i}$$

F^{P_i} is resultant of all forces acting on P_i

$V_{\dot{q}_r}^{P_i}$ partial rate of point P_i

for a body

$$F_r = V_{\dot{q}_r} \cdot F + \omega_{\dot{q}_r} \cdot \Pi$$

where $V_{\dot{q}_r}$ = partial vel of pt Q

$F = \sum F^i$ applied at Q

$\Pi = \sum r \times F^i$ r = dist of Q relative to P_i

3. Gravitational forces when the distance between 2 particles (or the char length of a body) is $\ll$ with diameter of the earth then $G = mg/k$ $k \downarrow$ and the contribution to (F_r) of the grav. forces $(F_r)_a = mg/k \cdot \tilde{V}_{q_r}^{P^*}$ where P^* is the mass center & $\frac{m}{k}$ is the mass of the body.

4. If a smooth body B remains in contact with a particle P , The total contribution of the contact force on B and P contribute nothing to F_r .

5. If a rigid body B of S rolls upon another rigid body B' of R and motion of B' is prescribed then contact forces on B by B' don't contribute anything. If B' motion is not prescribed but B' belongs to S then the contact forces contribute of B & B' contribute nothing to F_r .

$$F_r + F_r^* = 0 \quad \leftarrow \text{Newton's Law (simple nonholonomic or holonomic)}$$

A. Generalized ~~active~~ ^{external} forces.

$F_r^* = \sum_{i=1}^N \tilde{V}_{q_i}^{P_i} \cdot F_i^*$ for particles where $F_i^* = -m a_i$ & a_i is accel of particle for nonholonomic $\tilde{V}_{q_i}$ is replaced by $\tilde{V}_{q_i}^*$.

$$\begin{aligned} \text{Rigid Body: } (F_r^*)_B &= \tilde{V}_{q_r}^* \cdot F^* + \tilde{\omega}_{q_r}^* \cdot \Pi^* \\ &= \tilde{V}_{u_r}^* \cdot F^* + \tilde{\omega}_{u_r}^* \cdot \Pi^* \end{aligned}$$

$$\begin{aligned} \tilde{V}_{q_r}^* &= \text{velocity of mass center of } B \text{ in } R \\ \tilde{\omega} &= \text{angular veloc. of } B \text{ in } R \\ F^* &= -m a^* \quad \text{accel of mass center} \\ \Pi^* &= - \sum m_i r_i^{P_i/R^*} \times a_i^* \end{aligned}$$

B. Inertia $\Pi_a^O = \sum m_i r_i \times (m a \times r_i)$ where r_i is the vector from point O to P_i , $m a$ is a vector. For rigid Body $\Pi_a^{B/O} = \int r \times (m a \times r) dV$

$$\Pi_a = \Pi \cdot m a, \quad I_{ab} = m_b \cdot \Pi \cdot m a, \quad I_a = m a \cdot \Pi \cdot m a$$

$$\text{Radius of Gyration: } I_a = (\sum m_i) k_a^2$$

For rotation of axes if I_{jk} are defined for m_j, m_k & $m a = \sum a_j m_j$ & $m b = \sum b_j m_j$ then $I_{ab} = \sum \sum a_j I_{jk} b_k$ if m_j is $\perp m_k$

$$I_{ab} = \sum m_i (m a \times p_i) \cdot (m b \times p_i)$$

Parallel Axis theorem

$$\Pi^{S/O} = \Pi^{S/S^*} + \Pi^{S^*/O}$$

moment of inertia of S wrt O moment of inertia of S wrt mass center moment of inertia of S wrt mass center w/ mass m located at mass center wrt O

$$\Pi^{S/O} = m \left[(p \cdot p) U - p p \right]$$

$$I_{ab}^{S/O} = m \left[p^2 \delta_{ab} - (p \cdot m a)(p \cdot m b) \right]$$

principal axes form $|I - I_a U| = 0$ to get principal moments

1. unequal principal moments have axes $\perp$ to each other.
2. If 2 moments are equal, every line in the plane of these 2 principal directions is also a principal direction. Ellipsoid degenerates.
3. $I_a = \lambda m a$ for principal axes.

see also pg 64 my notes.

$$\Pi^* = (\mathbb{I} \cdot \omega) \times \omega - \mathbb{I} \cdot \omega \times \omega \quad \text{where } \mathbb{I} = \mathbb{I}^{B/B^*} \text{ \& } \omega^B, \omega^{B^*}.$$

if m_1, m_2, m_3 are unit vectors in principal direction $\mathbb{I} = I_1 m_1 m_1 + I_2 m_2 m_2 + I_3 m_3 m_3$
if these vectors are not fixed in B or R then

$$\Pi^* = [\omega_2 \omega_3 (I_2 - I_3) - \alpha_1 I_1] m_1 + [\omega_3 \omega_1 (I_3 - I_1) - \alpha_2 I_2] m_2 + [\omega_1 \omega_2 (I_1 - I_2) - \alpha_3 I_3] m_3$$

if m_i are fixed in B or R then $\alpha_i = \dot{\omega}_i$

→ Simple angular motion if $\omega = \omega m_a$

$$\Pi^* = \omega^2 \mathbb{I}_a \times m_a - \dot{\omega} \mathbb{I}_a \quad \text{and } m_a \cdot \Pi^* = -\dot{\omega} I_a$$

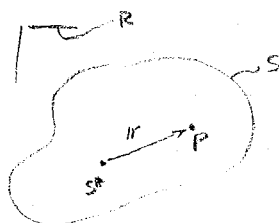
for laminate 1 principal will always be $\perp$ to plane of laminate to find principals for other 2 direction given I_a, I_b, I_{ab}

$$\begin{bmatrix} I_a - I & I_{ab} \\ I_{ab} & I_b - I \end{bmatrix}$$

$$I = \frac{I_a + I_b}{2} \pm \sqrt{\left(\frac{I_a - I_b}{2}\right)^2 + I_{ab}^2}$$

→ Angular Momentum

$$\begin{aligned} {}^R H &= \int \rho \mathbf{r}^{B/S^*} \times \mathbf{v}^P d\tau \\ {}^H H &= \mathbb{I} \cdot \omega^B \end{aligned}$$



$${}^P H^{C/C^*} = {}^R H^{D/D^*} + {}^A H^{B/C^*}$$



$$C = B \cup A$$

for explanations

see pg 60. my notes

$$\dot{{}^H H} = \Pi^*$$

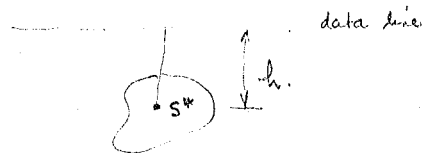
$$\text{and } {}^H H^{S/O} = {}^H H^{S/S^*} + {}^H H^{S^*/O}$$

$$\text{where } {}^H H^{S/O} = \mathbb{I} \cdot \omega^S + m \mathbf{R} \times \mathbf{v}^{S^*}$$

where $\mathbf{R}$ is distance to O relative to S

Potential Functions: F_r' are contribs to generalized active forces F_r ; P is a potential fn of $q_1, \dots, q_n, t$
 $F_r' = -\frac{\partial P}{\partial q_r} \quad r=1, \dots, n$ for a holonomic system only

Gravitational Potential $P = mgh$



for spring (linear) $P = \frac{1}{2} kx^2$ $\times$ if the distance of stretch from the natural length.

for torsion spring $P = \frac{1}{2} \sigma \theta^2$ θ is the angle of rotation of spring; damper $\dot{F} = \frac{1}{2} \delta \dot{\theta}^2$

Potential Energy $F_r = -\frac{\partial P}{\partial q_r}$ $r=1, \dots, n$ where all contact & body forces that contribute to generalized active forces. If $\exists$ a P then P is the potential energy for a holonomic system.

Dissipation Function: $F_r' = -\frac{\partial \mathcal{F}}{\partial \dot{q}_r}$ $r=1, \dots, n$ holonomic system,

if $F_i = -c v_i$ $i=1, \dots, n$ " "

$$\mathcal{F} = \frac{c}{2} \sum_{i=1}^n v_i^2 \quad \text{if } F_r' = F_i \cdot v_{q_r i}$$

KE for a set of particles is $K = \frac{1}{2} \sum m_i v_i^2$ then $F_r^* = \frac{\partial K}{\partial \dot{q}_r} - \frac{d}{dt} \left(\frac{\partial K}{\partial \ddot{q}_r} \right)$ holonomic only

KE for a rigid body $K = K_{trans} + K_{rot} = \frac{1}{2} m v^2 + \frac{1}{2} \omega^T \cdot \mathbb{I}^{B/O} \cdot \omega$

if $\mathbb{I} = \mathbb{I}_{m_1 m_1} + \dots$ & $\omega = \omega m_1$ then $K_{rot} = \frac{1}{2} \omega^2 \mathbb{I}$

if $\mathbb{I} = \mathbb{I}_1 m_1 m_1 + \mathbb{I}_2 m_2 m_2 + \mathbb{I}_3 m_3 m_3$ & $\omega = \omega m_1$ then $K_{rot} = \frac{1}{2} [\mathbb{I}_1 \omega_1^2 + \mathbb{I}_2 \omega_2^2 + \mathbb{I}_3 \omega_3^2]$

if one point is fixed $KE = \frac{1}{2} \omega \cdot \mathbb{I}^{B/O} \cdot \omega$ where O is the fixed point

$$\mathbb{I}^{K/O} = \mathbb{I}^{B/B^*} + \mathbb{I}^{B^*/O}$$

$$\omega \cdot \mathbb{I}^{B/O} \cdot \omega = m [(R^{B/O} \cdot R^{B/O}) \omega \cdot \omega - (R \cdot \omega)^2]$$

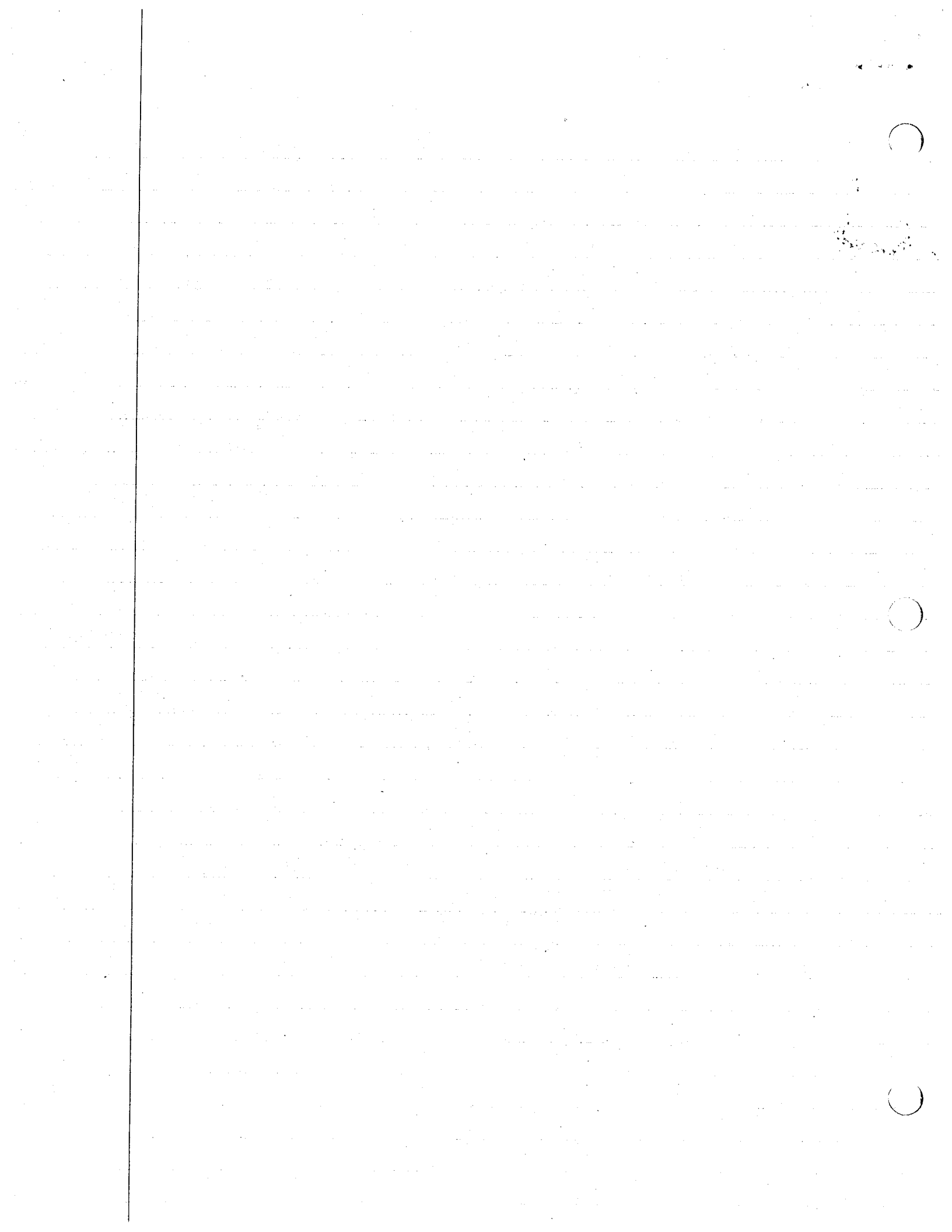
Lagrangian Eqns of 1st kind

holonomic syst: $F_r + F_r^* = 0 \Rightarrow F_r = -F_r^* = - \left[\frac{\partial K}{\partial \dot{q}_r} - \frac{d}{dt} \left(\frac{\partial K}{\partial \ddot{q}_r} \right) \right] = \frac{d}{dt} \left(\frac{\partial K}{\partial \dot{q}_r} \right) - \frac{\partial K}{\partial q_r}$

if S is also conservative $F_r = -\frac{\partial P}{\partial q_r}$

$$\therefore F_r + F_r^* = \frac{\partial L}{\partial q_r} - \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}_r} \right) = 0; \quad L = K - P \quad (\text{Lagrangian})$$

also $F + F^* = 0 \Rightarrow F$ (Resultant of all contact & body forces) $= m a$



ME 231A Kane Dynamics

Office: Durand 265 Hrs: 11-12 TTh always; but almost always there (X 7-2172)

Course Assistant: Roger Chen Rm 266 (MWF 2-4)

Text: Dynamics by Kane (same as last year)

References:

Whittaker: Analytical Dynamics tough reading but good book

Appell: Traité de Mécanique Rationnelle 4 vol. Fluid Elasticity

Hamel: Theoretische Mechanik

Berezin: Lectures in Theoretical Mechanics

On Thursdays: lectures on new material - Tuesdays: problems

Grades: Based on Midterm & Final (Open Bk)/HW: will not be turned in except after final exams - HW will be used to upgrade not downgrade - use only one side of sheet

Objective:

To increase my effectiveness in solving physically meaningful problems.

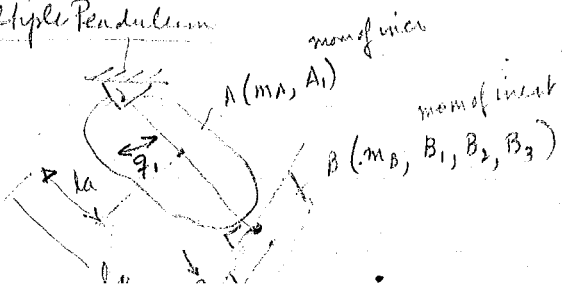
Physically meaningful - something that can have a real counterpart but ^{not} necessarily useful.

Three Facets of Problem Solving:

1. Generation of a mathematical model - using physics we derive a model
2. Use principles of mechanics to formulate equations governing quantities appearing in the math model
3. Extract desired information from the equations

Concentrated
Effort $\rightarrow$

Multiple Pendulum



Bodies: A, B

param: $l_A, m_A, A_1; l_B, m_B, B_1, B_2, B_3$

Unknowns: $q_1, \ddot{q}_1$

2. Use of Principles

$$(I + B_1 c_2^2 + B_2 s_2^2) \ddot{q}_1 + 2J s_2 c_2 \dot{q}_1 \dot{q}_2 + K s_1 = 0 \quad (1)$$

$$B_3 \ddot{q}_2 - J s_2 c_2 \dot{q}_1^2 = 0 \quad (2)$$

$$I \triangleq m_A L_A^2 + m_B L_B^2 + A_1$$

$$J \triangleq B_2 - B_1$$

$$K \triangleq (m_A L_A + m_B L_B) g \quad \sim \text{acc of grav.}$$

$$\sin q_2 = s_2 \quad \cos q_2 = c_2 \quad \sin q_1 = s_1$$

these are coupled nonlinear ODE. These eqns are difficult

3. Extraction phase

Exact Solution $q_1 = \tilde{q}_1$ $q_2 = 0$ where q_1 satisfies

$$(I + B_1) \ddot{\tilde{q}}_1 + K \sin \tilde{q}_1 = 0 \quad \text{comes from eqn (1)} \quad (3)$$

Suppose $q_1 = \tilde{q}_1 + q_1^*(t)$ and $q_2 = q_2^*(t)$ assuming q_1^*, q_2^* are small and second degree terms in starred quantities are negligible

then

$$B_3 \ddot{q}_2^* - J q_2^* \ddot{\tilde{q}}_1^2 = 0 \quad (4)$$

for small $\tilde{q}_1$ (3) can be replaced by

$$(I + B_1) \ddot{\tilde{q}}_1 + K \tilde{q}_1 = 0 \quad (3)$$

and this has solution: $\tilde{q}_1 = Q \sin pt$ where $p \triangleq [K/(I + B_1)]^{1/2}$

now $\ddot{\tilde{q}}_1 = p^2 Q \cos pt$ in (4) and rewrite

$$\ddot{q}_2^* - \frac{J}{B_3} p^2 Q^2 \cos^2 pt \, q_2^* = 0 \quad (5)$$

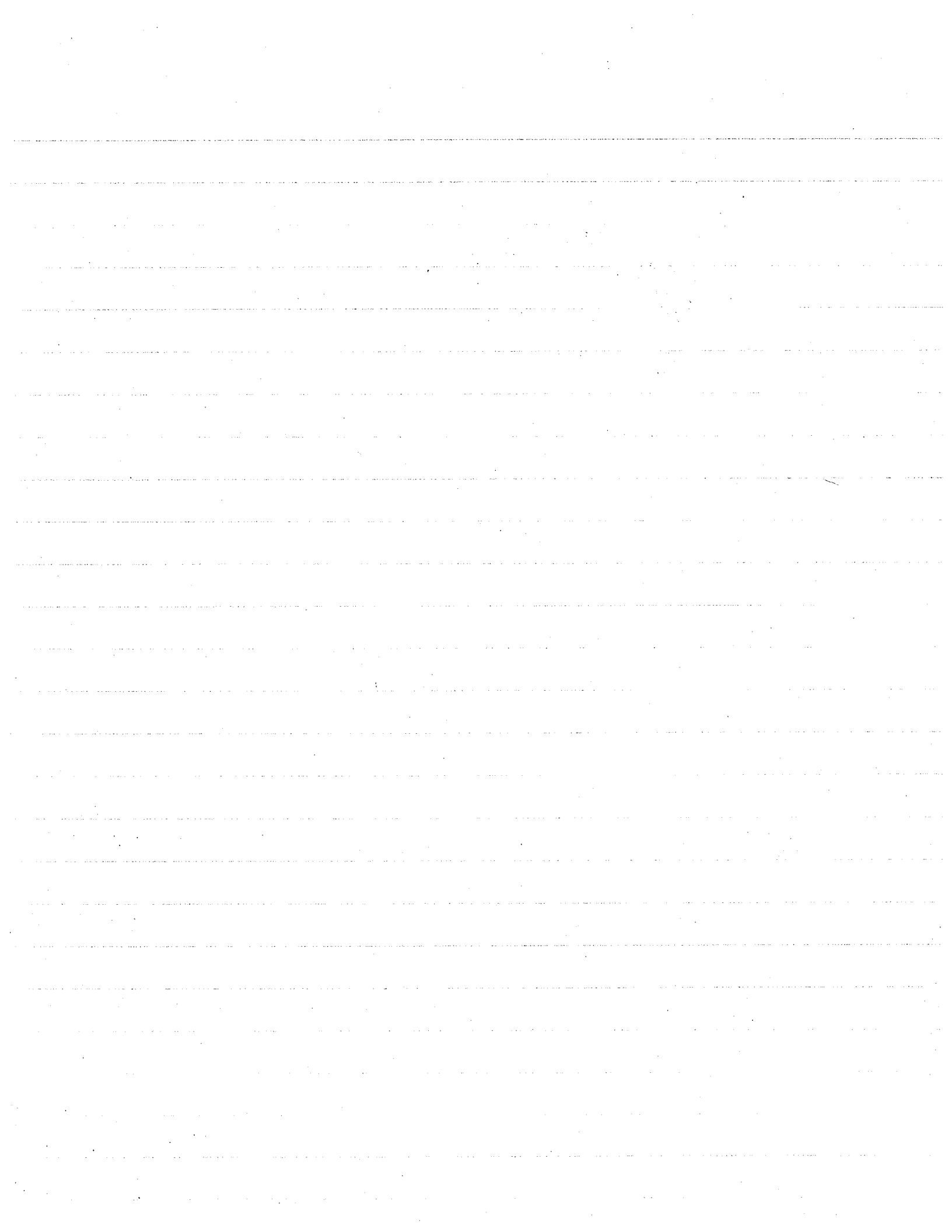
this is of form $\ddot{x} - f(t)x = 0$

$$\text{let } x \triangleq 2pt \quad y = q_2^* \quad \alpha \triangleq \beta = -\frac{J}{B_3} \frac{Q^2}{8} \quad \} \quad (6)$$

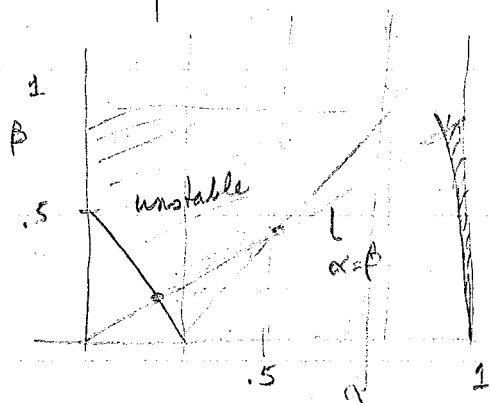
$$\text{Then } \frac{d^2 y}{dx^2} + (\alpha + \beta \cos x) y = 0 \quad (5,6) \quad (7)$$

This is the Mathieu Eqn.

has solution $y=0$ trivial soln $\Rightarrow q_2^* = 0 \Rightarrow q_2 = 0$ plate is not rotating
for certain α, β the soln $y=0$ is an unstable solution i.e. y cannot be kept



arbitrarily small if y & y' are small to start with. What are the α, β space where we have stability



$66^\circ < Q < 115^\circ$
 $Q > 156^\circ$ } unstable
 based on $\alpha \approx \beta = -\frac{1}{B_3} \frac{Q^2}{8}$

10/2/79

LOTS - there has been time been motion for this course

Overview of Course

- I. Kinematics - to include differentiation of vector functions; partial velocities (linear and angular velocities)
- II Force & Energy - Generalized forces, energy functions (PE, KE etc); inertia properties
- III Laos of Motion - Formulation of Eqs of Motion & solution

$$am = F = 0$$

accel. mass force
 of points, mass (moment
 centers, etc generation)

Notation: $V = \underline{V}$ vector

q : a scalar

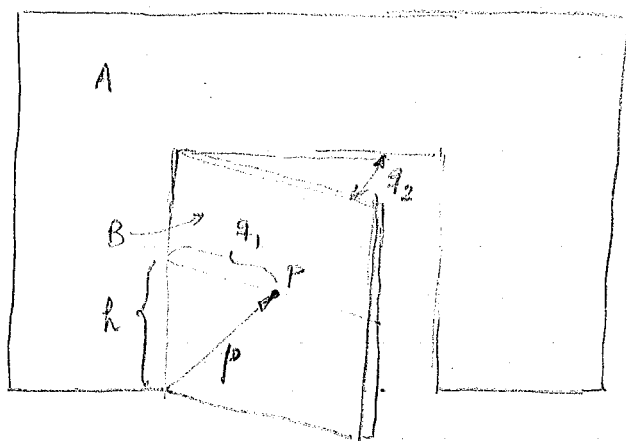
R : reference frame - any rigid body is a reference frame

→ " V is a function of q in R " $\Rightarrow$ the magnitude &/or the direction of V in R depends on q .
 Direction $\left\{ \begin{array}{l} \text{orientation} \\ \text{sense} \end{array} \right.$ amount of parallelism where arrow is placed

Thus: V can be a function of q in A (another reference frame) but be

independent of q in B (another distinct reference frame)

Example

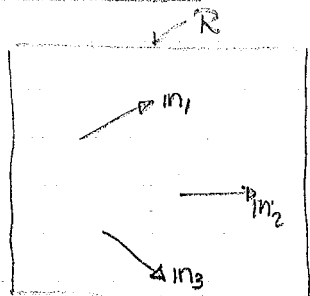


p is a function of q_1 and q_2 in A
 if q_1 changes p mag changes
 if q_2 changes p orient changes

p is a fn of q_1 , but is independent of q_2 in B

→ " V is fixed in R " $\Leftrightarrow$ the magnitude of V & direction of V in R do not depend on any scalar variable

Vector Calculus



Given m_1, m_2, m_3 : non coplanar, non parallel unit vectors fixed in R

$V \nexists V_1, V_2, V_3 \Rightarrow V = V_i m_i = V_1 m_1 + V_2 m_2 + V_3 m_3$
 components of a vector are vectors each scalar is a measure

Thus

V is a function of $q_1, \dots, q_n$ in $R \Leftrightarrow V_1, V_2, V_3$ are (scalar) fns of $q_1, \dots, q_n$

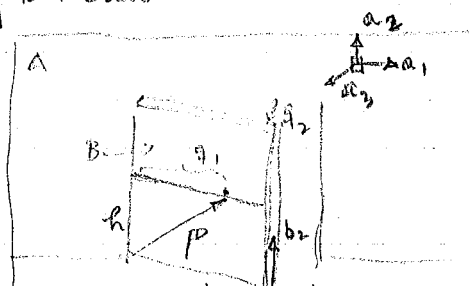
Defns: starting w/ $V = V_1 m_1 + V_2 m_2 + \dots$

$${}^R \frac{\partial V}{\partial q_r} \triangleq \frac{\partial V_1}{\partial q_r} m_1 + \frac{\partial V_2}{\partial q_r} m_2 + \frac{\partial V_3}{\partial q_r} m_3$$

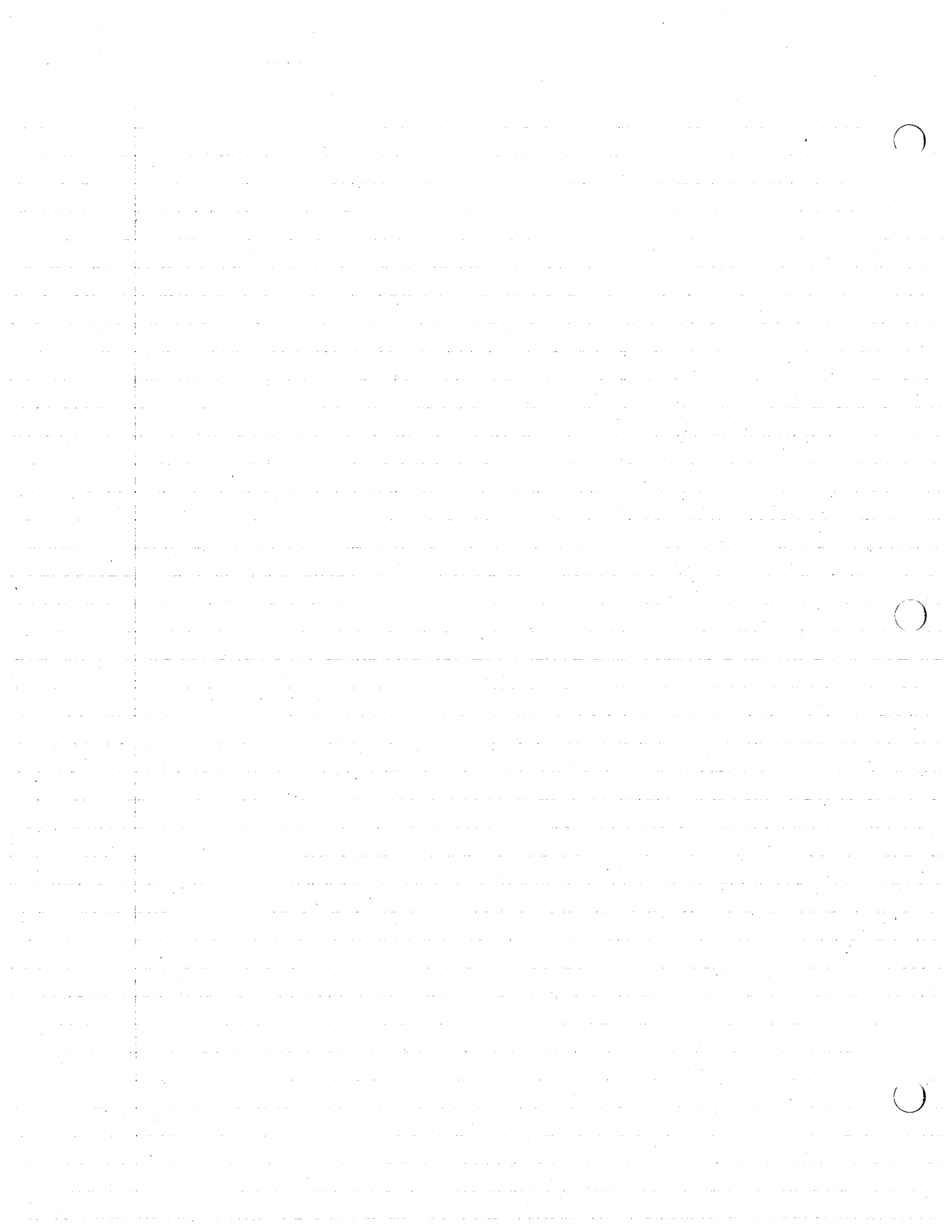
the partial derivative of V wrt q_r in R
 since (m_1, m_2, m_3) are fixed in R

Review: If V is a fn of t (a scalar) in R then ${}^R \frac{dV}{dt} \triangleq \frac{dV_1}{dt} m_1 + \frac{dV_2}{dt} m_2 + \dots$

Returning to the door



	a_1	a_2	a_3	
b_1	c_2	0	s_2	$c_2 = \cos q_2$
b_2	0	1	0	
b_3	$-s_2$	0	c_2	



Now we can write $p = q_1 b_1 + b_2$ in B (1)

$p = q_1 c_2 a_1 + b_2 + q_1 s_2 a_3$ in A (2) substituting for $b_1 = c_2 a_1 + s_2 a_3$

$$^A \frac{\partial p}{\partial q_1} = c_2 a_1 + s_2 a_3 \quad (3)$$

$$^B \frac{\partial p}{\partial q_1} = b_1 = c_2 a_1 + s_2 a_3 \quad (4)$$

$$^A \frac{\partial p}{\partial q_2} = -q_1 s_2 a_1 + q_1 c_2 a_3 = -q_1 b_3 \quad (5)$$

$$^B \frac{\partial p}{\partial q_2} = 0 \quad (6)$$

are these the same? yes - since $p \neq$ fn of b_3 in reference frame B

$$^B \frac{\partial}{\partial q_r} (v_1 + \dots + v_2) = \sum_i \frac{\partial v_i}{\partial q_r} \quad \text{differentiation of a sum of vectors}$$

for Scalars: $\frac{\partial}{\partial q_r} (F_1 F_2 \dots F_n) = \frac{\partial F_1}{\partial q_r} F_2 \dots F_n + F_1 \frac{\partial F_2}{\partial q_r} F_3 \dots F_n + \dots + F_1 \dots F_{n-1} \frac{\partial F_n}{\partial q_r}$

for Vectors: $^R \frac{\partial}{\partial q_r} (a \cdot b \times c) = \frac{\partial a}{\partial q_r} \cdot b \times c + a \cdot \frac{\partial b}{\partial q_r} \times c + a \cdot b \times \frac{\partial c}{\partial q_r}$

Now Second derivatives: $\frac{\partial v_i}{\partial q_r}$ can be differentiated in R or R' (another frame)

Example: $^B \frac{\partial p}{\partial q_1} = b_1 \Rightarrow ^A \frac{\partial}{\partial q_2} \left(\frac{\partial p}{\partial q_1} \right) = ^A \frac{\partial}{\partial q_2} (b_1) = \frac{\partial}{\partial q_2} (c_2 a_1 + s_2 a_3) = -s_2 a_1 + c_2 a_3$

$^A \frac{\partial p}{\partial q_2} = -q_1 b_3 \Rightarrow ^B \frac{\partial}{\partial q_1} \left(\frac{\partial p}{\partial q_2} \right) = -b_3 = -s_2 a_1 + c_2 a_3$

Total derivative in a reference frame - let $q_1, \dots, q_n$ be fns of t

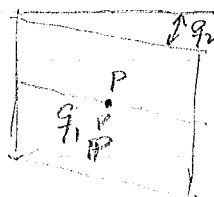
v_i regarded as a fn of $q_1, \dots, q_n$ but not t in R

$$^R \frac{dv_i}{dt} = \sum_{r=1}^n \frac{\partial v_i}{\partial q_r} \dot{q}_r \quad (a) \quad \dot{q}_r = \frac{dq_r}{dt}$$

v_i regarded as a fn of $q_1, \dots, q_n$ and t in R

$$^R \frac{dv_i}{dt} = \sum_{r=1}^n \frac{\partial v_i}{\partial q_r} \dot{q}_r + \frac{\partial v_i}{\partial t} \quad (b)$$

Return to the door



$$q_1 = c \cos \omega t$$

$$q_2 = \omega t$$

$$\dot{q}_1 = -c \omega \sin \omega t \quad (7)$$

$$\dot{q}_2 = \omega \quad (8)$$



let P be a fn of q_1, q_2 not t in A .

using the previous example

$$P = q_1 c_2 a_1 + h a_2 + q_1 s_2 a_3 \quad (2)$$

$$\begin{aligned} \frac{dP}{dt} &= \frac{\partial P}{\partial q_1} \dot{q}_1 + \frac{\partial P}{\partial q_2} \dot{q}_2 = (c_2 a_1 + s_2 a_3) (-C \omega \sin \omega t) \\ &\quad + (-q_1 s_2 a_1 + q_1 c_2 a_3) \omega \end{aligned}$$

$$\frac{dP}{dt} = C \omega [-2 \sin \omega t \cos \omega t a_1 + (\cos^2 \omega t - \sin^2 \omega t) a_3] \quad (c)$$

if P is a fn of q_1, q_2, t in A

$$P = q_1 \cos \omega t a_1 + h a_2 + q_1 \sin \omega t a_3$$

$$\begin{aligned} \frac{dP}{dt} &= \frac{\partial P}{\partial q_1} \dot{q}_1 + \frac{\partial P}{\partial q_2} \dot{q}_2 + \frac{\partial P}{\partial t} \\ &= \cos \omega t a_1 (-C \omega \sin \omega t) + (-q_1 s_2 a_1 + q_1 c_2 a_3) \omega + q_1 \omega \sin \omega t a_1 \\ &= C \omega [-2 \cos \omega t \sin \omega t a_1 + (\cos^2 \omega t - \sin^2 \omega t) a_3] \end{aligned}$$

Thus (c) = (d) as required

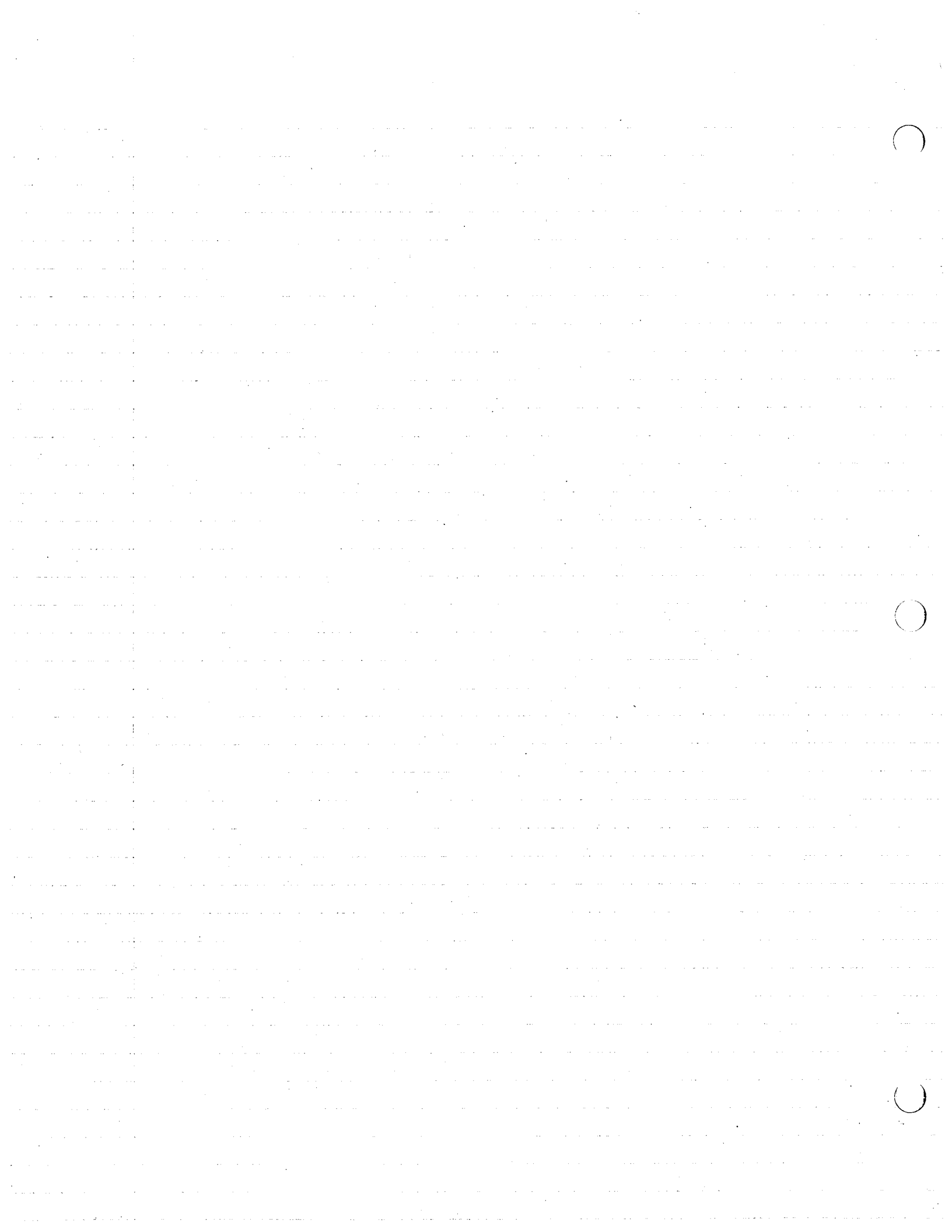
No homework is assigned - try to do as many as possible of first set. Read Book

10/4/79

Read up to section 2.4

Today's lesson

1. Configuration
2. Constraint
3. Constraint Eqs
4. Holonomic & Non Holonomic Constraint Eqs.
5. Number of Degrees of Freedom
6. Generalized Coordinates



reference frames ^{are} distinct from axes embedded in reference frame

Given: R (reference frame)

set of unit vectors

$P_i \quad i=1, 2, \dots, n$ (points in R where particle P_i is)

$\vec{r}_i = \text{position vector} \Rightarrow \vec{r}_i = x_i \vec{m}_x + y_i \vec{m}_y + z_i \vec{m}_z \text{ wrt } O$

Configuration implies knowledge of position vectors of every particle

Constraints: restrictions on configurations (restrictions on position vectors)
 restrictions on the manner in which configuration changes (position vectors change)

Holonomic Constraints Eqns. is any eqn of form $f(x_1, \dots, x_n, y_1, \dots, y_n, z_1, \dots, z_n, t) = 0$

Example: R

P is constrained to lie on sphere of radius r

$\vec{r} = x \vec{m}_x + y \vec{m}_y + z \vec{m}_z \text{ (wrt } O)$

$|\vec{r}| = (x^2 + y^2 + z^2)^{1/2}$

$|\vec{r}| = r$ is P is to remain on sphere

$\Rightarrow (x^2 + y^2 + z^2)^{1/2} = r$

define $f(x, y, z, t) \triangleq (x^2 + y^2 + z^2)^{1/2} - r$

$f = 0$ holonomic Constraint Eqn.

Example: R

let sphere move in ref frame $\Rightarrow$ distance from R to center is given by ct

$\vec{r} = x \vec{m}_x + y \vec{m}_y + z \vec{m}_z \text{ (wrt } O)$

$= ct \vec{m}_y + \vec{r}'$

$x \vec{m}_x + (y - ct) \vec{m}_y + z \vec{m}_z = \vec{r}'$

$|\vec{r}| = [(x^2) + (y - ct)^2 + z^2]^{1/2} = r$

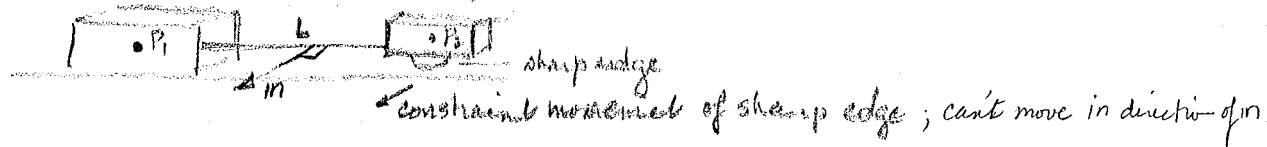
$f(x, y, z, t) = [\quad]^{1/2} - r = 0$

when t appears explicitly it is rheonomic holonomic constraint eq
 t does not " it is a scleronomic holonomic constraint eq



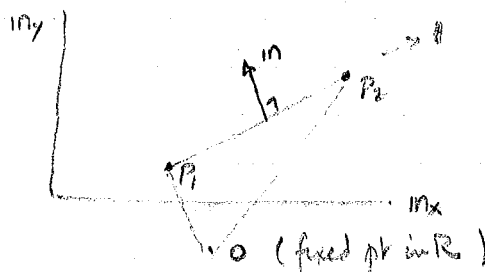
Non-Holonomic Eqs

Given 2 blocks connected rigidly. One lies on sharp edge



Constraint: veloc of P_2 has no component $\perp$ to line P_1P_2 : Due to resistance of sharp edge to motion in n direction

Thus $\dot{P}_2 \cdot n = 0$ is math constraint representing real life



$$P_1 = x_1 i_x + y_1 i_y$$

$$P_2 = x_2 i_x + y_2 i_y \quad (\text{wrt } O)$$

$$\dot{P}_2 = \dot{x}_2 i_x + \dot{y}_2 i_y$$

$$n = [(x_2 - x_1)i_x + (y_2 - y_1)i_y] / L$$

$$n \cdot \dot{P}_2 = 0 \Rightarrow \dot{P}_2 \cdot n = 0$$

$$\text{if } n = a i_x + b i_y$$

$$n = -b i_x + a i_y$$

$$n = [-(y_2 - y_1)i_x + (x_2 - x_1)i_y] / L$$

$$\dot{P}_2 \cdot n = 0 \Rightarrow -\dot{x}_2(y_2 - y_1) + \dot{y}_2(x_2 - x_1) = 0$$

this is a differential constraint

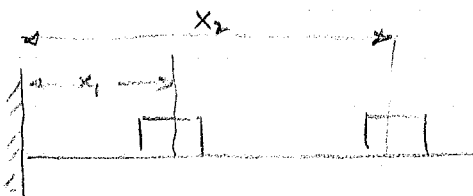
Non holonomic since $f \neq f(x_i, y_i, t) = 0$

Non holonomic eqn is anything that is not holonomic

The holonomic constraint due to rigid connection is $(x_2 - x_1)^2 + (y_2 - y_1)^2 - L^2 = 0$

Ex: $x\dot{x} + y\dot{y} + z\dot{z} = 0 \Rightarrow f(x, y, z, t) = x^2 + y^2 + z^2 - C = 0$ is a holonomic constraint eqn. that can be brought into a holonomic constraint

Ex:



Feedback Control Law - Given a block that moves & a sensor that finds $\dot{x}_1$, build an actuator that compensates

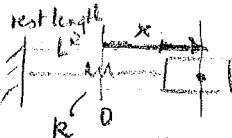
Build a sensor $\dot{x}_1$; (speedometer)

build an actuator $x_2 = C\dot{x}_1$
since $f(\dot{x}_1, x_2) = 0$

Nonholonomic constraints -

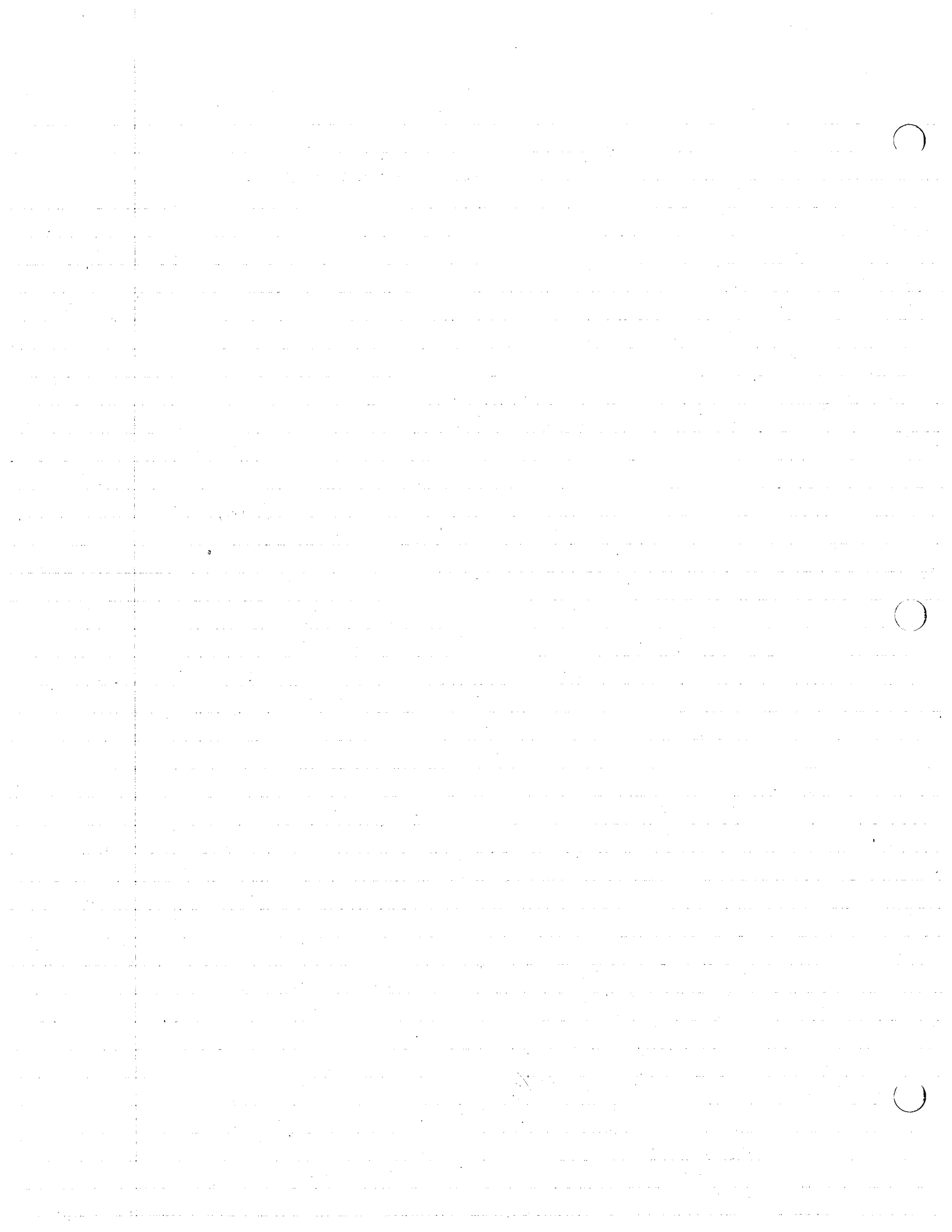
Ex: $x = -n^2 \ddot{x}$

Let $f(x, t) = x + A \sin(t/n) + B \cos(t/n)$



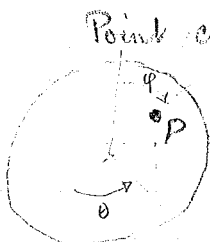
let $n^2 = \frac{m}{k}$

$x = -n^2 \ddot{x}$ is the law of motion of a mass at end of spring w/ x measured from 0



Number of degrees of freedom: n for holonomic systems only
 $n \neq$ count the no. of particles $\times 3 = M = 3N - M$
 no. of holonomic constraint Eqs.

Example:



Point constrained on surface of sphere

$$N=1$$

$$(x^2 + y^2 + z^2)^{1/2} - r = 0$$

$$M=1$$

$$n = 2 = 3(1) - 1$$

2 degrees in θ, ϕ

Example:



Point constrained on sphere where center moves with dist ct from wall

ref frame R

$$N=1$$

$$[(x-ct)^2 + y^2 + z^2]^{1/2} - r = 0$$

$$M=1$$

$$n=2$$

2 degrees in θ, ϕ

Generalized coordinates = # degrees of freedom in a holonomic system.

If each of $x_1, \dots, x_n, y_1, \dots, y_n, z_1, \dots, z_n$ can be expressed as a single valued fn. of t & n functions $q_1, \dots, q_n$ of t in such a way that all ^{holon} constraint eqns are satisfied $\forall q_1, \dots, q_n$ & t , then $q_1, \dots, q_n$ are called generalized coord of S' in R .

S' (set of particles)

R (reference frame)

Ex:

Ball rolling - same as second example above

$$x = r \cos q_1 \cos q_2$$

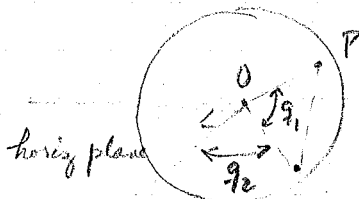
satisfies

$$[x^2 + (y-ct)^2 + z^2]^{1/2} - r = 0 \quad \forall q_1, q_2$$

$$y = ct + r \cos q_1 \sin q_2$$

$$z = r \sin q_1$$

then q_1, q_2 are generalized coord of particles



q_1, q_2 are spherical coordinates

Ex:

$$x = q_1$$

$$y = ct + q_2$$

$$z = (r^2 - q_1^2 - q_2^2)^{1/2}$$

also satisfies the constraint

eqn.

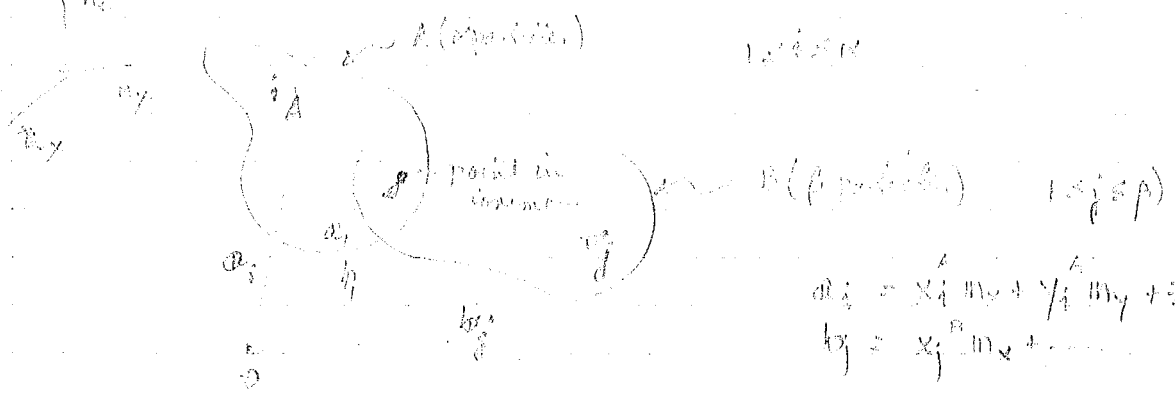
q_1, q_2 are x, y pos. measured relative to center O. (ie proj of P onto horiz plane)



10/9/20

Generalized coordinate systems is the minimum no. of coordinates that will characterize the motion of the body.

Problem 1 (Chia Pg 39 of Book)



$$dx_i^A = x_i^A m_x + y_i^A m_y + z_i^A m_z$$

$$dy = x_j^B m_x + \dots$$

Common point: $a_i = b_j$ i.e. 3 scalar constraint eqns.
 $x_i^A = x_j^B, y_i^A = y_j^B, z_i^A = z_j^B$

By fixing 3 points & measuring all other points wrt these 3 pts'ks

$$(a_1 - a_2)^2 = l_{12}^2 = |a_1 - a_2|^2$$

$$(b_1 - b_2)^2 = l_{12}^2 = |b_1 - b_2|^2$$

$$(a_2 - a_3)^2 = |a_2 - a_3|^2$$

$$(a_3 - a_1)^2 = |a_3 - a_1|^2$$

Thus, for a_i :

$$|a_i - a_1|^2 = l_{i1}^2 \quad i = 4, \dots, \alpha$$

$$|a_i - a_2|^2 = l_{i2}^2 \quad i = \dots$$

$$|a_i - a_3|^2 = l_{i3}^2 \quad i = \dots$$

No. of constraints of α other $\alpha-3$ eqns

$$M = 3 + (3 + 3(\alpha-4)) = 6 + (3\alpha-9) = 3\alpha-3$$

a_1, a_2, a_3 built rigid triangle

for No of constr of β

$$M = 3 + 3(\beta-4) = 3\beta-9$$

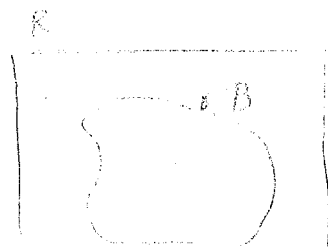
$$\therefore n = 3(\alpha+\beta) - 11 = 3(\alpha+\beta) - (3\alpha-3 + 3\beta-6)$$

[if the no. of degrees of freedom of body S in ref A = n & The no. of degrees of freedom of ref A wrt ref B = m Then the no. of degrees of freedom of S in B is m+n]

only for a holonomic system

Partial angular velocity





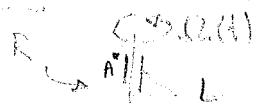
has variables $q_1, \dots, q_n$

angular vel. (${}^R \omega^B$)

$$\text{Therefore these } {}^R \omega^B = \sum_{r=1}^n \frac{{}^R \omega^B}{\dot{q}_r} \dot{q}_r + \omega_t$$

$\omega_{q_r} = \text{fn of } (q_1, \dots, q_n, t)$ & so is ω_t
 partial angular velocity

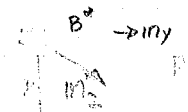
Example



ω_t in place of ω_t



dist. d. from
 and d. from



$${}^R \omega^B = \dot{q}_1$$

$$R, B, \dot{q}_1, m_2) + \text{SL}(4) \mathbb{R}$$

$$L \sqrt{1 - \dot{q}_1^2/2}$$

$$\omega_{q_1} = m_2$$

$$\omega_{q_2} = m_2$$

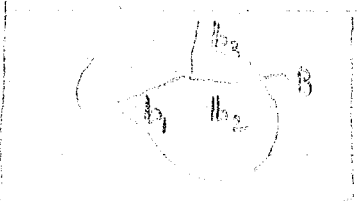
$${}^R \omega^B = \sqrt{L^2 - \dot{q}_1^2} \mathbb{K} \quad {}^R \omega^B = \frac{-2\dot{q}_1 \dot{q}_1 \mathbb{K}}{\sqrt{L^2 - \dot{q}_1^2}}$$

$$\begin{aligned} {}^R \omega^B &= {}^R \omega^B + {}^R \omega^I \times {}^R \omega^B \\ -2\dot{q}_1 \dot{q}_1 \mathbb{K} &= \dot{q}_1 m_1 + \omega^I \times (-L m_2) \\ \Rightarrow \omega^I &= \frac{\dot{q}_1}{L \sqrt{1 - \dot{q}_1^2/2}} m_1 \end{aligned}$$

Angular velocity of Body B in ref A

Ortho Basis

what is angular vel.



$${}^A \omega^B = \left(\frac{d\mathbb{b}_2}{dt} \cdot \mathbb{b}_3 \right) \mathbb{b}_1 + \left(\frac{d\mathbb{b}_3}{dt} \cdot \mathbb{b}_1 \right) \mathbb{b}_2 + \frac{d\mathbb{b}_1}{dt} \cdot \mathbb{b}_2 \mathbb{b}_3$$

$\mathbb{b}_1, \mathbb{b}_2, \mathbb{b}_3$ are any 3 mutually $\perp$ unit vectors fixed in B & forming right handed triad

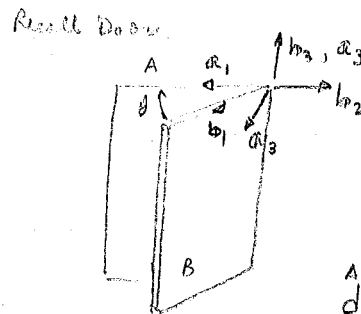
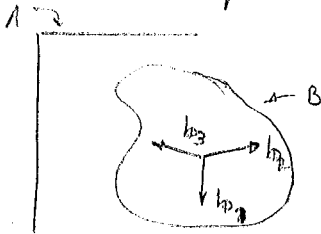
with this defn: - how can we find angular velocity easily
 - how did this eqn come about
 - what is angular velocity good for.



10/11/79

Final Exam Dec 13 7-10 PM

Continuation of last time



$$b_1 = c a_1 + s a_2$$

$$b_2 = -s a_1 + c a_2$$

$$b_3 = a_3$$

$$\frac{d b_1}{dt} = (-s a_1 + c a_2) \dot{\theta} = b_2 \dot{\theta}$$

$$\frac{d b_2}{dt} = -(c a_1 + s a_2) \dot{\theta} = -b_1 \dot{\theta}$$

$$\frac{d b_3}{dt} = 0$$

$$\frac{d b_2}{dt} \cdot b_3 = 0$$

$$\frac{d b_3}{dt} \cdot b_1 = 0$$

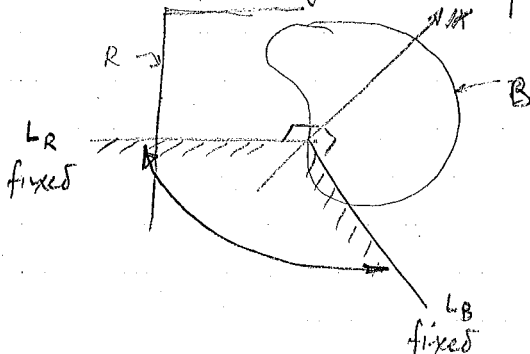
$$\frac{d b_1}{dt} \cdot b_2 = \dot{\theta}$$

$${}^A \omega^B = 0 \cdot b_1 + 0 \cdot b_2 + \dot{\theta} b_3 = \dot{\theta} b_3$$

angular velocity of the door

This is too complicated - is there a better way

Simple Angular velocity



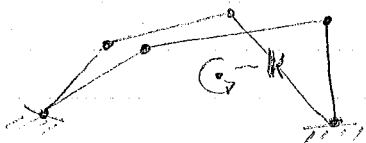
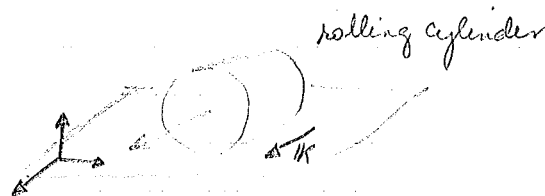
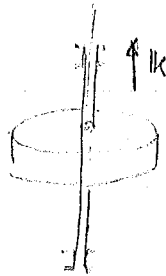
in general $\nexists$ no unit vector k that remains fixed in both B & R as B moves in R .

If, however, k does exist, then B has a simple angular velocity in R , and

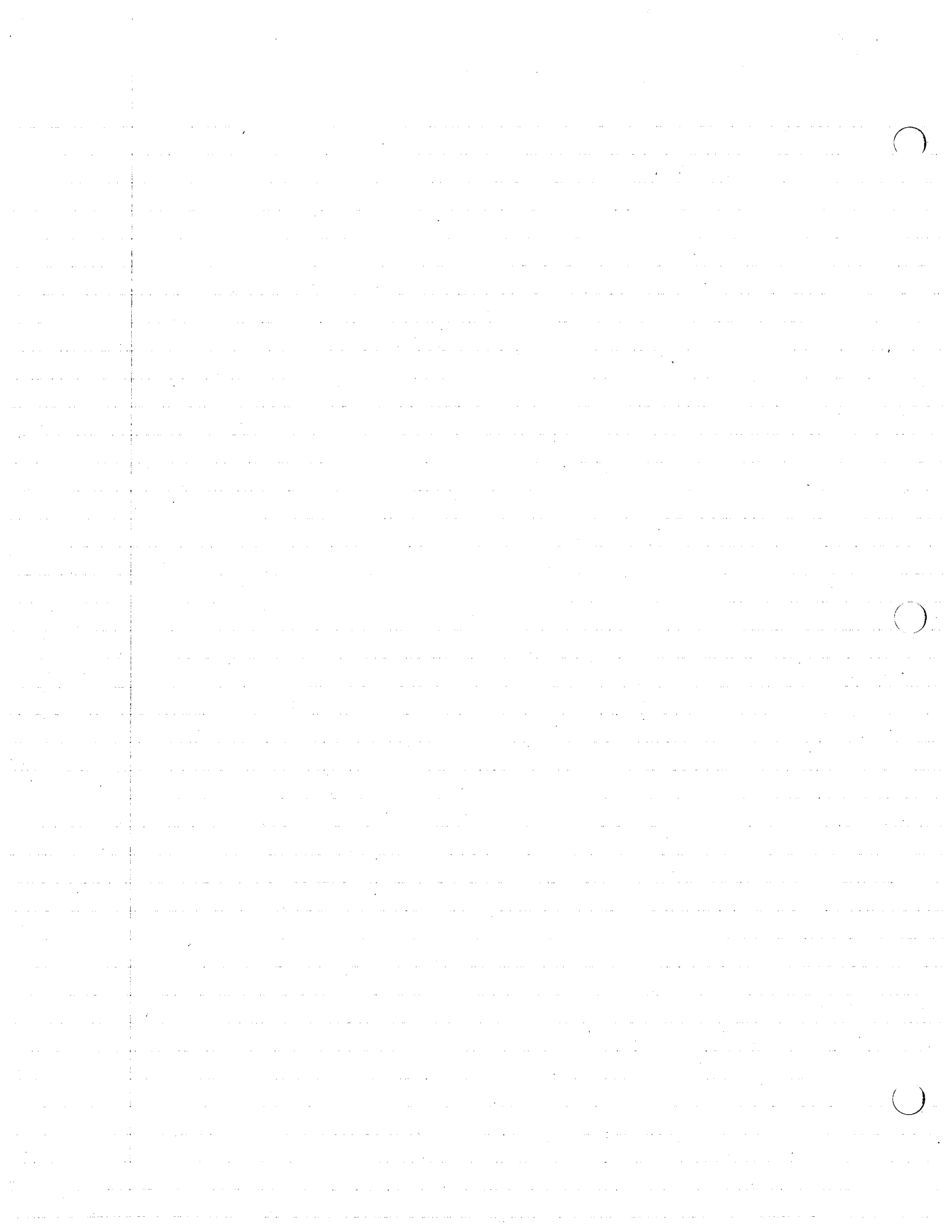
$${}^R \omega^B = \dot{\theta} k$$

θ increases when B rotates relative to R in the right handed sense.

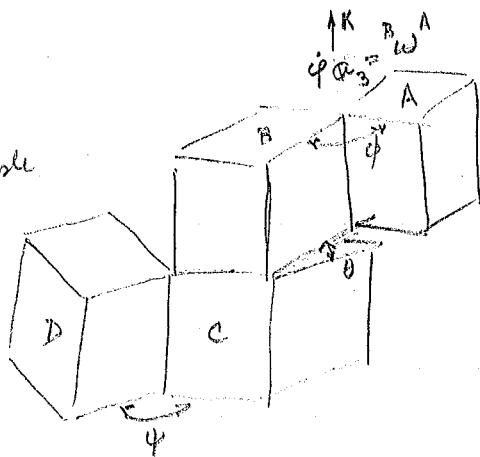
Other examples



if system moves in plane of paper



Example



$${}^D\omega^A \neq 1K$$

$${}^C\omega^A \neq 1K$$

$${}^B\omega^A = \dot{\varphi} a_3 = \dot{\varphi} b_3$$

$${}^C\omega^B = \dot{\theta} b_1 = \dot{\theta} c_1$$

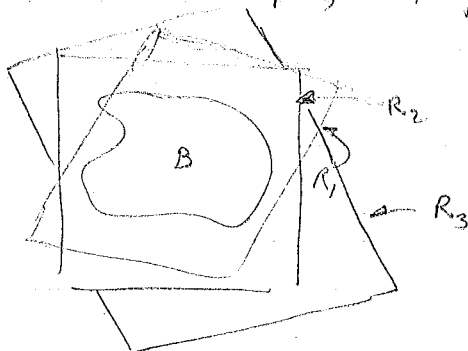
$${}^D\omega^C = \dot{\psi} d_3 = \dot{\psi} c_3$$

Chain Rule / Addition Thm / Auxiliary Reference Thm

$${}^{R_0}\omega^B = {}^{R_0}\omega^{R_{n-1}} + {}^{R_{n-1}}\omega^{R_{n-2}} + \dots + {}^{R_1}\omega^B$$

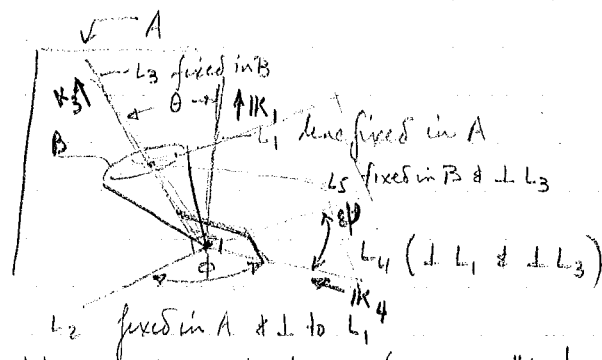
where ${}^{R_0}\omega^{R_{n-1}}$ are angular velocity of Reference frame R_{n-1} in Reference frame R_n . Can be simple or nonsimple angular velocity

Example ${}^D\omega^A = {}^D\omega^C + {}^C\omega^B + {}^B\omega^A = \dot{\psi} c_3 + \dot{\theta} b_1 + \dot{\varphi} a_3$



Top Problem

Fixed Point



A: lines fixed in A - L_1 & L_2 physical reference frame $K_1, \dot{\varphi}$

$${}^A\omega^{A_1} = \dot{\varphi} 1K_1$$

A_1 : lines L_1 & L_4 are fixed (aux.) $1K_4, \dot{\theta}$

$${}^{A_2}\omega^{A_1} = -\dot{\theta} 1K_4$$

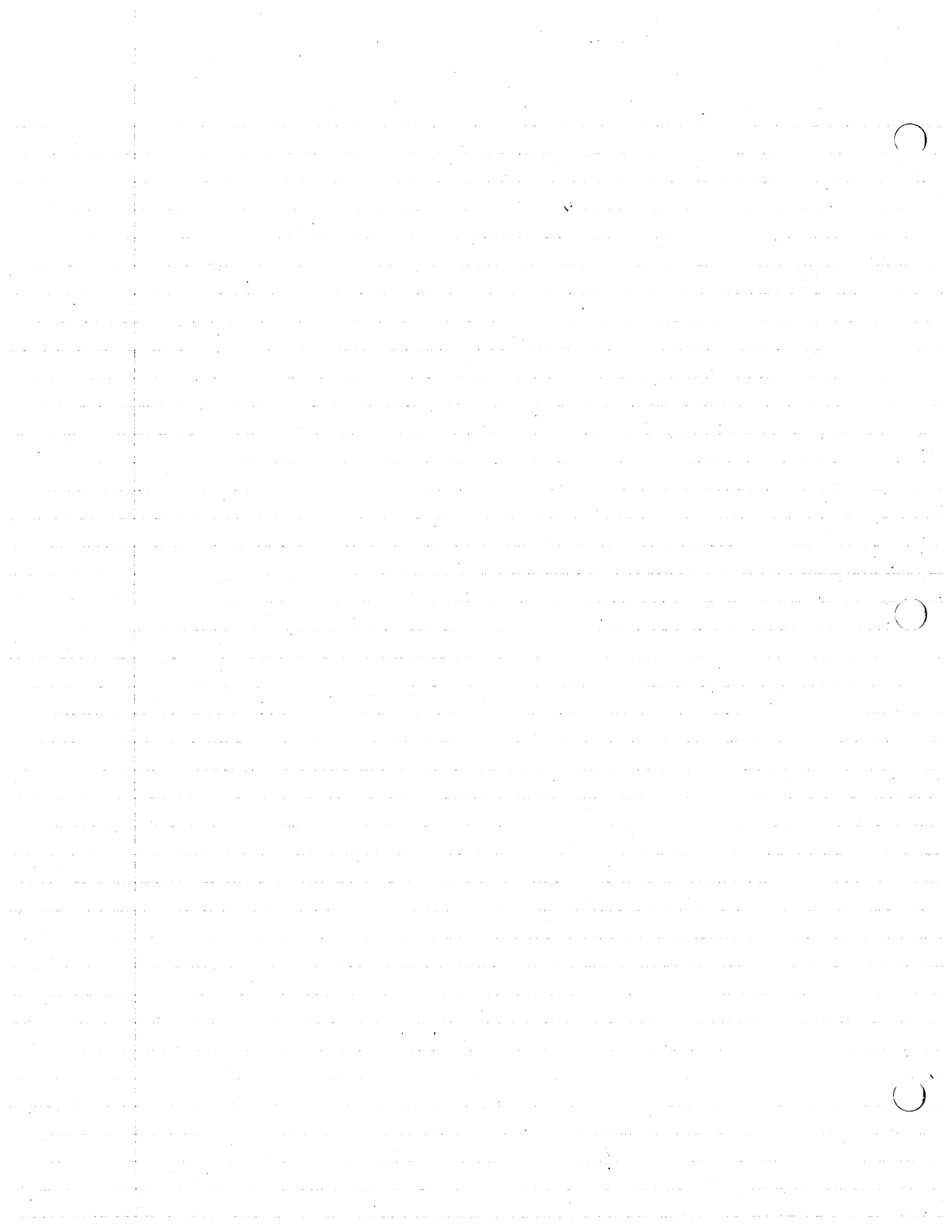
A_2 : L_3 & L_4 are fixed (aux.) $1K_3, \dot{\psi}$

$${}^{B_2}\omega^{A_2} = \dot{\psi} 1K_3$$

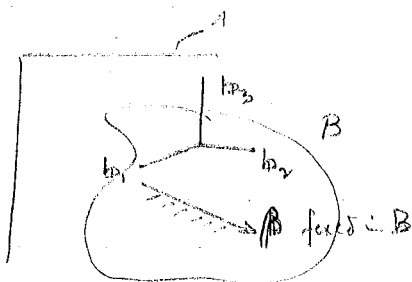
B: L_3 & L_5 physical reference frame

$${}^B\omega^{A_2} = {}^B\omega^{A_2} + {}^{A_2}\omega^{A_1} + {}^{A_1}\omega^A = \dot{\psi} 1K_3 + \dot{\varphi} 1K_1 - \dot{\theta} 1K_4$$

now we can define $1K_i$ in terms of vectors in the body B



$$\frac{^A dV}{dt} = \frac{^B dV}{dt} + \omega^B \times V$$



given a vector V in Reference frames A, & B. The velocity of the vector in Ref. frame A, if it is known in Ref B, is given by: $\frac{^A dV}{dt}$

want to find $\frac{^A d\beta}{dt}$

$$\beta = \beta_1 b_1 + \beta_2 b_2 + \beta_3 b_3 \quad \beta_1, \beta_2, \beta_3 \text{ are constants} \quad (1)$$

$$\frac{^A d\beta}{dt} = \beta_1 \frac{^A db_1}{dt} + \beta_2 \frac{^A db_2}{dt} + \beta_3 \frac{^A db_3}{dt} \quad (2)$$

$$\frac{^A db_1}{dt} = \left(\frac{^A db_1}{dt} \cdot b_1 \right) b_1 + \left(\frac{^A db_1}{dt} \cdot b_2 \right) b_2 + \left(\frac{^A db_1}{dt} \cdot b_3 \right) b_3 \quad (3)$$

$$\Rightarrow 0 \text{ since } b_i \cdot b_i = 1 \Rightarrow \frac{^A d}{dt} () = 0 \Rightarrow 2 b_i \cdot \dot{b}_i = 0$$

$$\text{Similarly } \frac{^A db_2}{dt} = \quad (4)$$

$$\frac{^A db_3}{dt} = \left(\frac{^A db_3}{dt} \cdot b_1 \right) b_1 + \left(\frac{^A db_3}{dt} \cdot b_2 \right) b_2 \quad (5)$$

$$\begin{aligned} \therefore \frac{^A d\beta}{dt} &= \beta_1 \left(\frac{^A db_1}{dt} \cdot b_2 b_2 + \frac{^A db_1}{dt} \cdot b_3 b_3 \right) + \beta_2 \left(\frac{^A db_2}{dt} \cdot b_1 b_1 + \dots \right) + \beta_3 \left(\frac{^A db_3}{dt} \cdot b_1 b_1 + \dots \right) \\ &= \left(\beta_2 \frac{^A db_2}{dt} \cdot b_1 + \beta_3 \frac{^A db_3}{dt} \cdot b_1 \right) b_1 + \left(\beta_3 \frac{^A db_3}{dt} \cdot b_2 + \dots \right) b_2 + \left(\beta_1 \frac{^A db_1}{dt} \cdot b_3 + \dots \right) b_3 \end{aligned} \quad (6)$$

$$\text{Observation: } \frac{^A db_2}{dt} \cdot b_1 + b_2 \cdot \frac{^A db_1}{dt} = 0 \Rightarrow \frac{^A d}{dt} (b_2 \cdot b_1) = 0 \quad \text{use these \& sub for some of the deriv} \quad (7)$$

$$\frac{^A d\beta}{dt} = \left(\frac{^A db_3}{dt} \cdot b_1 \beta_3 - \frac{^A db_1}{dt} \cdot b_2 \beta_2 \right) b_1 + () b_2 + () b_3 \quad (8)$$

$$\text{Abbrev: let } \alpha_1 \triangleq \frac{^A db_2}{dt} \cdot b_3 \quad \alpha_2 \triangleq \frac{^A db_3}{dt} \cdot b_1 \quad \alpha_3 \triangleq \frac{^A db_1}{dt} \cdot b_2 \quad (9)$$

$$\frac{^A d\beta}{dt} \stackrel{(8,9)}{=} (\alpha_2 \beta_3 - \alpha_3 \beta_2) b_1 + (\alpha_3 \beta_1 - \beta_3 \alpha_1) b_2 + (\alpha_1 \beta_2 - \alpha_2 \beta_1) b_3$$

$$= \alpha \times \beta$$

$$\begin{aligned} \text{but } \alpha &\triangleq \alpha_1 b_1 + \alpha_2 b_2 + \alpha_3 b_3 \\ \text{substituting } \alpha &= \left(\frac{^A db_2}{dt} \cdot b_3 \right) b_1 + \left(\frac{^A db_3}{dt} \cdot b_1 \right) b_2 + \left(\frac{^A db_1}{dt} \cdot b_2 \right) b_3 \\ &\stackrel{(9)}{=} \omega^B \end{aligned}$$

$$\text{Thus } \therefore \left| \frac{^A d\beta}{dt} = \omega^B \times \beta \right|$$

$$\text{thus if } \beta \text{ is fixed in B then } \frac{^A d\beta}{dt} = \omega^B \times \beta$$

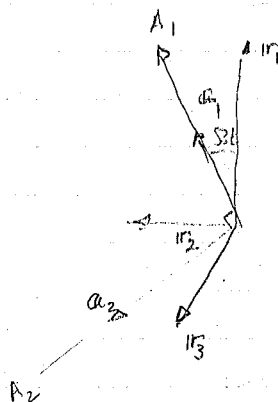
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Problem 2a

let m_1, m_2, m_3 in R express m_1, m_2, m_3 (of B) in R and get $\omega^B = \frac{^B dm_2}{dt} \cdot m_3 m_1$

Thus we can define

$$\begin{matrix} & a_1 & a_2 & a_3 \\ m_1 & c_2 c_3 & s_2 c_3 + s_3 c_1 & \\ m_2 & & & \\ m_3 & & & \\ & a_1 & a_2 & a_3 \\ n_1 & c(s_1) & -s(s_1) & 0 \\ n_2 & s(s_1) & c(s_1) & 0 \\ n_3 & 0 & 0 & 1 \end{matrix}$$



$$\Rightarrow m_1 = () n_1 + () n_2 + () n_3$$

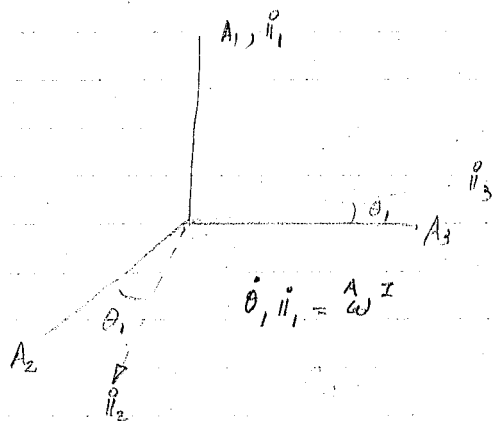
Another way is to use addition theorem

$${}^R \omega^B = {}^R \omega^A + {}^A \omega^B$$

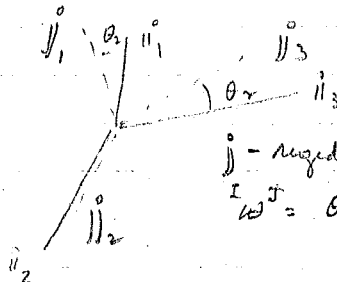
$$\text{and } {}^A \omega^B = {}^A \omega^I + {}^I \omega^J + {}^J \omega^K + {}^K \omega^B$$

$${}^{m_1} \omega^{n_1} = \dot{\theta}_3 a_3$$

I, J, K are rigid bodies frames of reference (rigid body rotation)



$\dot{\theta}_1$ - rigid body rotation by angle θ_1 about n_1



$\dot{\theta}_2$ - rigid body rotation by θ_2 about n_2

$${}^A \omega^B = \dot{\theta}_3 a_3 + \dot{\theta}_1 n_1 + \dot{\theta}_2 m_2 + \dot{\theta}_3 k_3 \quad {}^{m_1} \omega^{n_1} = 0$$

must write ω as a fn m_1, m_2, m_3
but $K \neq m$ are same $K_3 = m_3$: using each picture we can get relation between the bases.

finally

$${}^R \omega^B = \omega_1 m_1 + \omega_2 m_2 + \omega_3 m_3$$

$$\omega_i = f(\theta_i, \dot{\theta}_i) \quad \text{nonlinear in } \theta_i \text{ but linear in } \dot{\theta}_i$$

$$\omega_2 =$$

$$\omega_3 =$$

now solve for $\dot{\theta}_i$

2c.
$$\begin{aligned} {}^B \omega^A &= \frac{B}{A} + \omega + \omega \\ &= \omega^B + 2\omega^A \\ -\omega^A &= \omega^B \end{aligned}$$

$${}^A \omega^A = \omega^A + \omega^A$$

fix $\theta_1, \theta_2, \theta_3$ in A

$$\frac{d\theta_1}{dt} = \frac{d\theta_2}{dt} = \frac{d\theta_3}{dt} = 0$$

$${}^A \omega^A = \left(\frac{d\theta_1}{dt} \cdot \theta_2 \right) \theta_3 = 0$$

for any: if $\frac{dV}{dt} = \frac{B}{A} V + \omega^B \times V$; also have $\frac{dV}{dt} = \frac{A}{A} V + \omega^A \times V$ substitute for $\frac{B}{A} V$

$$0 = (\omega^B + \omega^A) \times V \quad \forall V$$

$$\Rightarrow \omega^B + \omega^A = 0 \quad \text{QED}$$

for 2nd part:

also prove. $\frac{d\omega^A}{dt} = \frac{B}{A} \omega^A \Rightarrow \omega^A \frac{d\omega^A}{dt} = \frac{B}{A} \omega^A \frac{d\omega^A}{dt}$ angular accel.

using $V = \omega^B \times r$ $\frac{d(\omega^B \times r)}{dt} = \frac{B}{A} \omega^B \times r + \omega^B \times (\frac{dr}{dt})$ but $\omega \times \omega = 0$

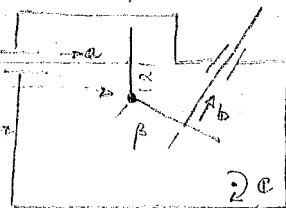
$$\Rightarrow \frac{d\omega}{dt} = \frac{B}{A} \omega$$

To find acceleration use defn. $\omega^B = \frac{A}{A} \omega^A = \frac{B}{A} \omega^A$

accelerations do not satisfy the addition theorem.

2d. first look at the following

velocity here same in some common frame where both gears have simple angular rotation



$$R \omega^{A*} = \alpha \omega^A r$$

$$R \omega^A = R \omega^A \quad \text{or} \quad R \omega^A = \omega^A \cdot R$$

$$R \omega^B = R \omega^B$$

$$R \omega^{A*} \quad A^* - \text{pt of A in contact w/B}$$

$$R \omega^{B*} \quad B^* - \text{pt of B in contact w/A}$$

$$R \omega^{B*} = -\beta \omega^B r$$

$$R \omega^{A*} = R \omega^{B*} \quad \text{due to gear contact}$$

$$\alpha \omega^A = -\beta \omega^B$$

1. We want contact between little B w/ b of figure 2d on pg 61

now $\omega^b r = \omega^B R \quad (1) \quad \omega^b = \omega^B \frac{R}{r} \quad \omega^B = \omega^b \frac{r}{R}$

Contact between b & B' $\omega^b r = -\omega^{B'} R \quad (2)$

E & G $\omega^c a = \omega^E a = \omega^G b \quad (3)$

2. Now use chain rule B, C, F

$$\omega^{B/C} = \omega^{B/F} + \omega^{F/C}$$

$$\omega^{B/C} = (\omega^B)^F + \omega^{F/C}$$

(4) if all are // to same vector

Also use chain rule for B', C, F

$${}^R \omega^C = \underbrace{{}^R \omega^B}_\uparrow - \underbrace{{}^R \omega^A}_\uparrow + \underbrace{{}^R \omega^C}_\uparrow \quad (5)$$

$$\Omega = \omega \cdot \frac{b}{a} - \omega^C = \omega \frac{b}{a} + \omega^B = \omega \frac{b}{a} + \omega^B \left(\frac{r}{R} \right) \quad (6)$$

$$\Omega' = \omega \left(\frac{1}{a} \right) - \omega^C = \omega \left(\frac{b}{a} \right) - \omega^B \left(\frac{r}{R} \right) \quad (7)$$

$$\Omega + \Omega' = 2\omega \left(\frac{b}{a} \right)$$

2e. idea is to differentiate A in 2 diff reference frames $\frac{dA}{dt} + \omega^B \times A$
if A is in B

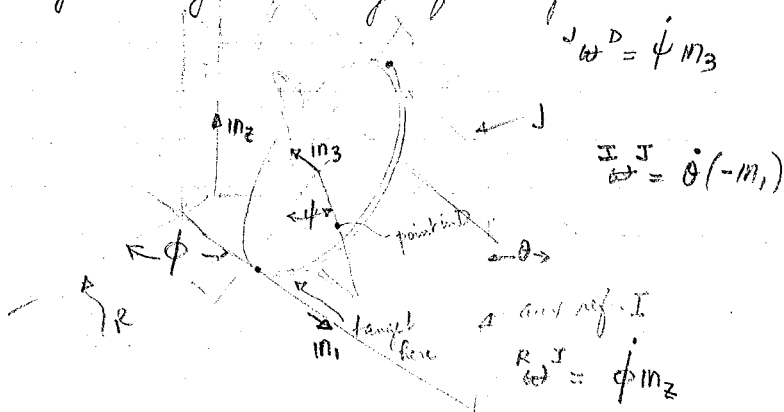
$$\begin{aligned} {}^L \omega^B &= \omega^D + \omega^B \\ &= \dot{\phi} m_2 + \dot{\theta} m_3 \end{aligned}$$

$${}^L \alpha^B = \frac{d}{dt} {}^L \omega^B = \ddot{\phi} m_2 + \dot{\phi} \frac{dm_2}{dt} + \ddot{\theta} m_3 + \dot{\theta} \frac{dm_3}{dt}$$

m_2 is fixed in $L \Rightarrow \frac{dm_2}{dt} = 0$

$$\begin{aligned} \frac{dm_3}{dt} &= {}^L \omega^B \times m_3 + \frac{dm_3}{dt} \quad {}^L \omega^B = \dot{\phi} m_2 + \dot{\theta} m_3 \\ &= {}^L \omega^D \times m_3 + \frac{dm_3}{dt} \quad \text{since } m_3 \text{ is fixed in } B \\ &= 0 \quad \text{since } m_3 \text{ is also fixed in } D \end{aligned}$$

2g. use of auxiliary reference frame.



$${}^J \omega^D = \dot{\psi} m_3$$

$$\dot{\omega}^J = \dot{\theta} (-m_1)$$

$${}^R \omega^J = \dot{\phi} m_2$$

Now: ${}^R \omega^D = {}^R \omega^I + {}^I \omega^J + {}^J \omega^D = \dot{\phi} m_2 - \dot{\theta} m_1 + \dot{\psi} m_3$ must write m_1, m_3 in R

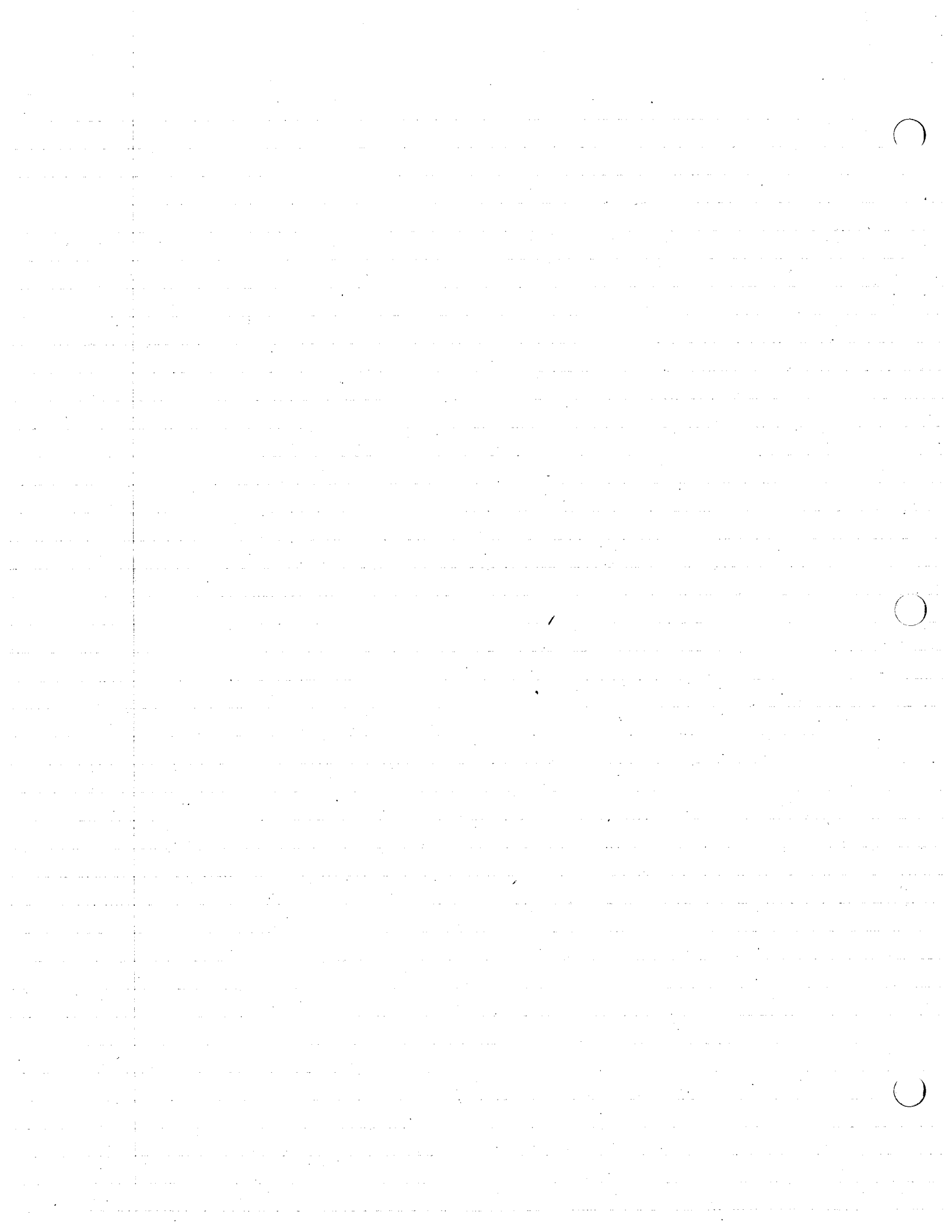
$${}^R \alpha^D = \frac{d}{dt} {}^R \omega^D$$

$$\frac{d}{dt} m_1 = \frac{dm_1}{dt} + \omega^I \times m_1$$

since m_1 is fixed in I

$$\frac{dm_3}{dt} = \frac{dm_3}{dt} + \omega^J \times m_3$$

since m_3 is fixed in J



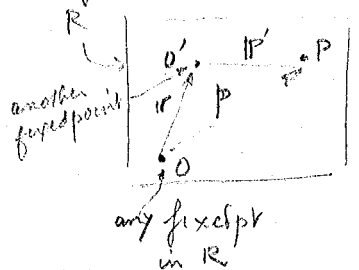
Velocity (Partial & Total) & Acceleration

Partial Velocity

Given $V = \sum_{r=1}^N \dot{q}_r \frac{\partial r}{\partial \dot{q}_r} + V_t$ in R

Given a particle P with N degrees of freedom expressed in $q_1, \dots, q_n$ generalized coordinates of a holonomic system S in R.

Definition



$${}^R W^P \triangleq \frac{{}^R dP}{dt}$$

$$P = r + P'$$

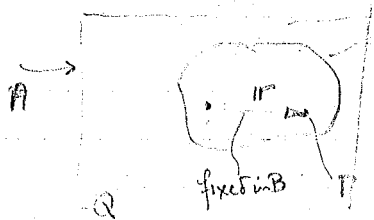
$$\frac{{}^R dP}{dt} = \frac{{}^R dr}{dt} + \frac{{}^R dP'}{dt}$$

= 0 since fixed in R

$${}^R a^P \triangleq \frac{{}^R dV^P}{dt}$$

Two important theorems

I. Two points both fixed on a rigid body B, when B is moving in A



Euler's
 $\frac{{}^A dV^P}{dt}$

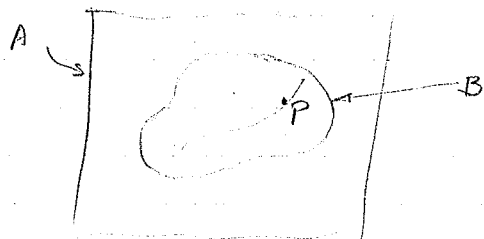
$${}^A V^P = V^Q + \omega^B \times r$$

$$\frac{{}^A dr}{dt} = \frac{{}^B dr}{dt} + \omega^B \times r \quad (1)$$

$${}^A a^P = a^Q + \alpha^B \times r + \omega^B \times (\omega^B \times r) \quad (2)$$

Useful if you know what goes with pt Q & need info for P.

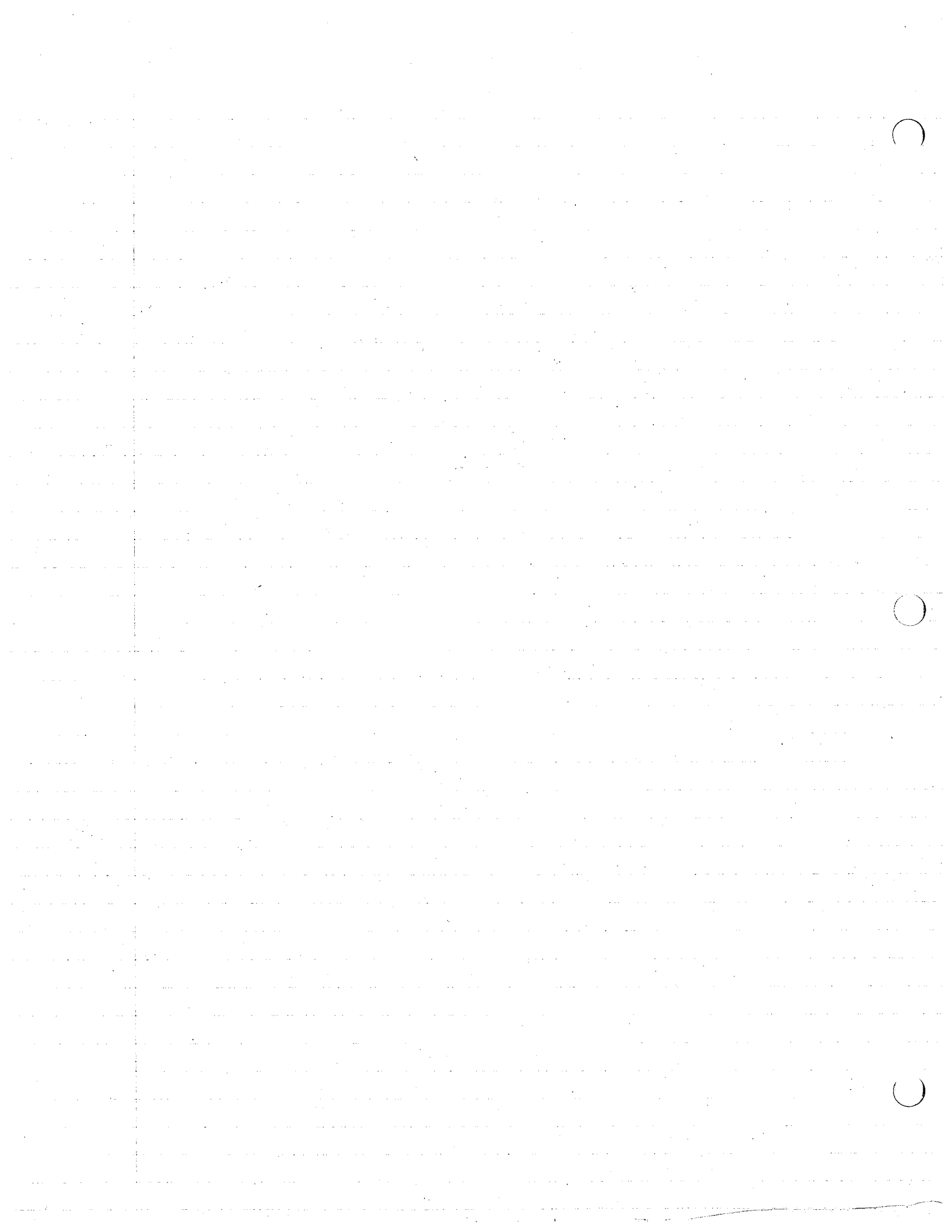
II. One point moving on a rigid body B, when B is moving in A



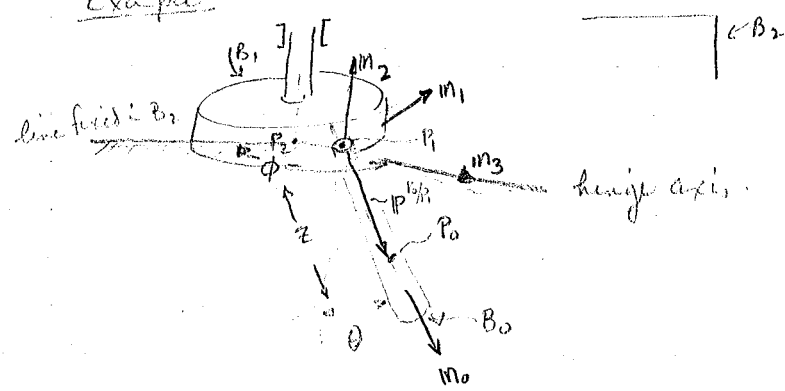
$${}^A V^P = {}^B V^P + {}^A V^{\bar{B}} \quad (3)$$

When $\bar{B}$ is that pt of B with which P coincides at the instant under consider
 $\bar{B}$ is the coincident point or transport pt.

$${}^A a^P = \underbrace{{}^B a^P}_{\text{relative accel}} + \underbrace{{}^A a^{\bar{B}}}_{\text{transport accel}} + 2 \underbrace{\omega^B \times V^P}_{\text{Coriolis accel}} \quad (4)$$



Example



Suppose we have this rotating weight w/arm hinges in the weight and a sleeve on the arm moves downward

find $B_0 \frac{d}{dt} P_0$, $B_1 \frac{d}{dt} P_0$, $B_2 \frac{d}{dt} P_0$, $\frac{B_0}{a} P_0$, $\frac{B_1}{a} P_0$, $\frac{B_2}{a} P_0$

$$B_0 \frac{d}{dt} P_0 = \frac{B_0}{a} \frac{d}{dt} (P_0/P_1) = \frac{B_0}{a} \frac{d}{dt} (z m_0) = \ddot{z} m_0 \quad (a)$$

$$B_0 \frac{d^2}{dt^2} P_0 = \frac{B_0}{a} \frac{d^2}{dt^2} (P_0/P_1) = \frac{B_0}{a} \frac{d^2}{dt^2} (z m_0) = \ddot{\ddot{z}} m_0 \quad (b)$$

Since P_0 is moving on B_0

$$B_1 \frac{d}{dt} P_0 = B_1 \frac{d}{dt} P_0 + \frac{B_1}{a} \frac{d}{dt} \bar{B}_0 \quad (c) ; \text{ what is } \frac{B_0}{a} P_0 = \ddot{z} m_0 \quad (d) ; B_1 \frac{d}{dt} \bar{B}_0 = \frac{B_1}{a} \frac{d}{dt} P_1 + \omega \times P_1 \quad (e)$$

$$= \dot{\theta} m_3 \times z m_0 \quad (f)$$

$$B_1 \frac{d}{dt} P_1 = \frac{B_1}{a} \frac{d}{dt} P_1/P_1 = 0 \quad (f) ; B_1 \omega = \dot{\theta} m_3 \quad (g)$$

Since P_1 is fixed in B_1

$$B_1 \frac{d}{dt} P_0 = \ddot{z} m_0 + \dot{\theta} z m_3 \times m_0 \quad (h)$$

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Example Continued

$$\frac{B_1}{a} \frac{d^2}{dt^2} P_0 = \frac{B_1}{a} \frac{d^2}{dt^2} P_0 + \frac{B_1}{a} \frac{d^2}{dt^2} \bar{B}_0 + 2 \omega \times \frac{B_1}{a} \frac{d}{dt} P_0 \quad (j)$$

$$\frac{B_0}{a} \frac{d^2}{dt^2} P_0 = \frac{B_0}{a} \frac{d^2}{dt^2} P_0 = \ddot{\ddot{z}} m_0 \quad (k) ;$$

$$2 \omega \times \frac{B_0}{a} \frac{d}{dt} P_0 = 2 \dot{\theta} m_3 \times (\ddot{z} m_0) \quad (l)$$

$$\frac{B_1}{a} \frac{d^2}{dt^2} \bar{B}_0 = \frac{B_1}{a} \frac{d^2}{dt^2} P_1 + \frac{B_1}{a} \frac{d^2}{dt^2} \bar{B}_0 + \omega \times (\omega \times P_1) + \dot{\omega} \times P_1 + \omega \times (\dot{\omega} \times P_1)$$

$$= \ddot{\theta} m_3 \times (z m_0) + \dot{\theta} m_3 \times (\dot{\theta} m_3 \times z m_0) - \dot{\theta}^2 z m_0 \quad (p)$$

In B_1 , $\bar{B}_0$ moves on a circle of radius z centered at $P_1 \Rightarrow \frac{B_1}{a} \frac{d^2}{dt^2} \bar{B}_0 = \ddot{\theta} z m_3 \times m_0 - \dot{\theta}^2 z m_0$

$$\frac{B_1}{a} \frac{d^2}{dt^2} P_0 = \ddot{z} m_0 + (\ddot{\theta} z m_3 \times m_0 - \dot{\theta}^2 z m_0) + 2 \dot{\theta} z m_3 \times m_0 \quad (q)$$

without having used h-o





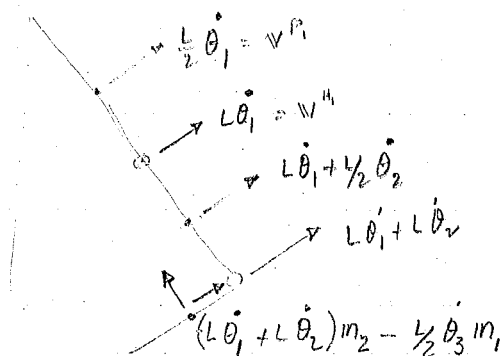
$${}^{B_1 P_0} \dot{W} = \dot{z} m_0 + \dot{\theta} z m_3 \times m_0 + \dot{\phi} (r m_1 + z m_2 \times m_0)$$

$${}^{B_2 P_0} \ddot{a} = \ddot{z} m_0 + (\ddot{\theta} z + 2\dot{\theta} \dot{z}) m_3 \times m_0 - \dot{\theta}^2 z m_0 + \ddot{\phi} m_2 \times (r m_3 + z m_0) + \dot{\phi}^2 m_2 \times [m_2 \times (r m_3 + z m_0)]$$

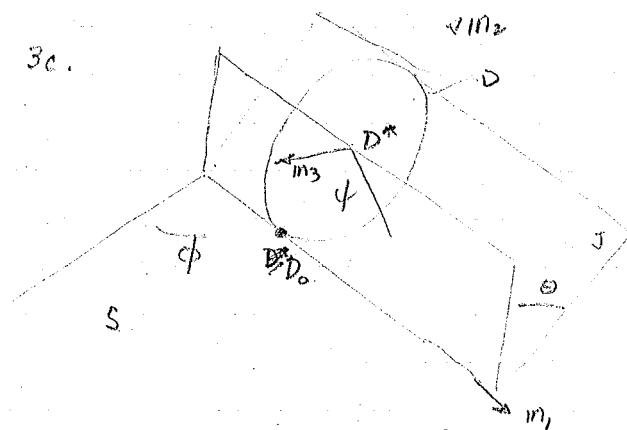
Problem Set #3

1 Nov 79 Midterm

3a. Show sketch in its current configuration



3c.



we want to find

$$\omega = -\dot{\theta} m_1 + \dot{\phi} \cos \theta m_2 + (\dot{\psi} + \dot{\phi} \sin \theta) m_3$$

$${}^R \dot{W}^{D*} = r \omega \times m_2 + v^{D_0 P_0} \text{ def of rolling}$$

$${}^R \ddot{a}^{D*} = r \alpha \times m_2 + r \omega \times \frac{d}{dt} [({}^R \omega^{D*} - \psi m_3) \times m_2]$$

where m_3 is fixed

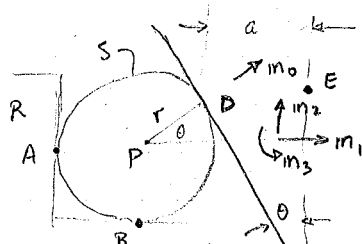
$$a^{D*} = r \alpha \times m_2 + r (\dot{\theta} \times \omega) \times m_2 - r \dot{\psi} \omega \times m_3 \times m_2$$

$$a = a^{D*} - r \alpha \times m_2 - r \omega \times (\omega \times m_2) = r \dot{\psi} \omega \times m_1$$

$$|a| = r |\dot{\psi}| (\omega_2^2 + \omega_3^2)^{1/2}$$

$$= r |\dot{\psi}| [(\dot{\phi} \cos \theta)^2 + (\dot{\psi} + \dot{\phi} \sin \theta)^2]^{1/2}$$

3d.



Restrictions on the motions due to construction of the device

$${}^R \dot{W}^P = \dot{V}^P m_3 \quad (1)$$

$${}^R \dot{\omega}^C = \dot{\omega}^C m_2 \quad (2)$$

$${}^R \dot{\omega}^S = \omega_1 m_1 + \omega_2 m_2 + \omega_3 m_3 \quad (3)$$

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define these wrt a known quantity

Rolling at A: $\begin{aligned} A: \quad & \mathcal{V}^P + \omega \times (-r\mathbf{m}_1) = 0 \quad \text{Since } \mathcal{V}^A \text{ fixed in } S \quad (4) \\ & \mathcal{V}^P + \omega \times (-r\mathbf{m}_2) = 0 \quad \text{Since } \mathcal{V}^B \text{ " " " " } \quad (5) \\ \Rightarrow D: & \mathcal{V}^P + \omega \times (r\mathbf{m}_0) = \omega \times (-a\mathbf{m}_1) \quad (1) \end{aligned}$

and $\mathcal{V}^D = \mathcal{V}^P + \mathcal{V}^{P/D}$
take $\frac{d}{dt} \uparrow$
 $\frac{d\mathcal{V}^D}{dt} = \frac{d\mathcal{V}^P}{dt} + \omega \times \mathcal{V}^P$
Since $\mathcal{V}^D$ is fixed in S Since $\mathcal{V}^D$ is fixed in C

$\mathcal{V}^A = 0$ Since A is fixed in R
 $\mathcal{V}^B = 0$
 $\mathcal{V}^D = \mathcal{V}^C$

Pure rolling at D:

$$\omega \cdot \mathbf{m}_0 = 0 \quad (7)$$

Chain rule $\omega^S = \omega^S - \omega^C$ (8)

$$\mathbf{m}_0 = \cos \theta \mathbf{m}_1 + \sin \theta \mathbf{m}_2 \quad (9)$$

picture is good for all time

$$1, 3 \rightarrow 4 \quad (10) \quad \mathcal{V}^P \mathbf{m}_3 + \{\omega_2 r \mathbf{m}_3 - \omega_3 r \mathbf{m}_2\} = 0 \quad (10)$$

$$1, 3 \rightarrow 5 \quad (11) \quad \mathcal{V}^P \mathbf{m}_3 + \{-\omega_1 r \mathbf{m}_3 + \omega_3 r \mathbf{m}_1\} = 0$$

$$1, 2, 3, 9 \rightarrow 6 \quad (12) \quad \mathcal{V}^P \mathbf{m}_3 + \{-\omega_2 r \cos \theta + \omega_1 r \sin \theta\} \mathbf{m}_3 + \omega_3 (r \cos \theta \mathbf{m}_1 - r \sin \theta \mathbf{m}_2) = \omega^C a \mathbf{m}_3 \Rightarrow \omega_3 = 0 \text{ ok}$$

$$8, 3, 2, 9 \rightarrow 7 \quad (13) \quad \omega^S = (\omega_2 - \omega^C) \mathbf{m}_2 + \omega_1 \mathbf{m}_1 \quad \omega^S \cdot \mathbf{m}_0 = \omega_1 \cos \theta + (\omega_2 - \omega^C) \sin \theta = 0$$

$$\text{solve (10)} \quad \omega_2 = -\mathcal{V}^P / r \quad (15)$$

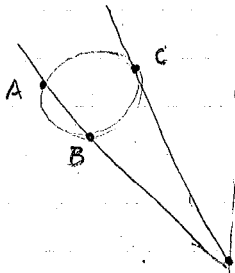
$$\text{solve (11)} \quad \omega_1 = \mathcal{V}^P / r \quad (14)$$

$$\mathcal{V}^C a = \mathcal{V}^P [1 + r \cos \theta \sin \theta] + \omega^C a \sin \theta = \frac{\mathcal{V}^P}{r} [\cos \theta - \sin \theta] \quad (17)$$

$$\text{Eliminate } \omega^C \Rightarrow a = r \sin \theta (1 + \sin \theta + \cos \theta) / (\cos \theta - \sin \theta) \quad (18)$$

13, 14, 15, 17

$$b = a + r \cos \theta = \frac{r(1 + \sin \theta)}{\cos \theta - \sin \theta} \quad (19)$$



3e. given $q = c(\Omega^2 t^2 - 1)m_3$ find results $t = \frac{1}{\Omega}$ $\theta_1, \theta_2, \theta_3$ $q|_{t=\frac{1}{\Omega}} = 0$

$${}^R \dot{q} = \frac{\partial q}{\partial t} + \frac{\partial q}{\partial \theta} \dot{\theta} + 2\omega \times q$$

$${}^R \dot{q} = \frac{\partial q}{\partial t} = c(2\Omega^2 t)m_3 = 2c\Omega^2 m_3 @ t = t^*$$

$$\frac{\partial q}{\partial t} = \frac{\partial}{\partial t} {}^R \dot{q} = 2c\Omega^2 m_3 \quad \text{when } t=t^*$$

$${}^R \dot{\theta} = \dot{\theta}_1 m_1 + \dot{\theta}_2 m_2 + (\dot{\theta}_3 + \Omega) m_3 \quad \text{for previous work}$$

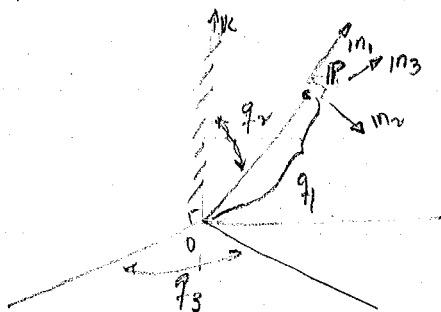
$$\bar{B} = B^* \quad {}^R \dot{\theta} \Big|_{t=\frac{1}{\Omega}} = -L\Omega^2 m_1 \quad B^* \text{ moves along in a circle whose radius is } L$$

New material if $r = r(q_1, \dots, q_n)$ & $q_i = q_i(t)$

$$V_r \cdot a = \frac{1}{2} \left(\frac{d}{dt} \frac{\partial V^2}{\partial \dot{q}_r} - \frac{\partial V^2}{\partial q_r} \right) \quad (1) \quad V^2 = V \cdot V = |V|^2$$

q 's are generalized coords of a point P

we can assume $V = V(q_1, \dots, q_n, \dot{q}_1, \dots, \dot{q}_n, t)$



Spherical

$${}^R \dot{p} = \dot{q}_1 m_1 \quad (2)$$

$${}^R \dot{V} = \dot{q}_1 m_1 + \dot{q}_2 m_2 \quad \omega^N \times m_1 \quad (3) \quad \omega^N = m_1 \text{ fixed in } N$$

$$\omega^N = \dot{q}_2 m_3 + \dot{q}_3 m^* \quad (4)$$

$$\omega^N \times m_1 \stackrel{(4)}{=} \dot{q}_2 m_2 + \dot{q}_3 S_2 m_3 \quad (5) \quad S_2 = \sin q_1$$

$$V = \dot{q}_1 m_1 + \dot{q}_1 \dot{q}_2 m_2 + \dot{q}_1 \dot{q}_3 S_2 m_3 \quad (6)$$

$$V_{\dot{q}_1} = m_1 \quad V_{\dot{q}_2} = \dot{q}_1 m_2 \quad V_{\dot{q}_3} = \dot{q}_1 S_2 m_3 \quad (7)$$

if $a_r = a_1 m_1 + a_2 m_2 + a_3 m_3$ then using (7) (8)

$$V_{\dot{q}_1} \cdot a = a_1 \quad (9)$$

using the rhs of (1) $V^2 = \dot{q}_1^2 + \dot{q}_1^2 \dot{q}_2^2 + \dot{q}_1^2 \dot{q}_3^2 S_2^2$ (10)

$$\frac{\partial V^2}{\partial \dot{q}_1} \stackrel{(10)}{=} 2\dot{q}_1 \quad (11)$$

$$\frac{\partial V^2}{\partial \dot{q}_1} \stackrel{(10)}{=} 2\dot{q}_1 \dot{q}_3^2 S_2^2 + 2\dot{q}_1 \dot{q}_2^2 \quad (12)$$

$$\frac{d}{dt} \left(\frac{\partial V^2}{\partial \dot{q}_1} \right) = 2\ddot{q}_1 \quad (13)$$

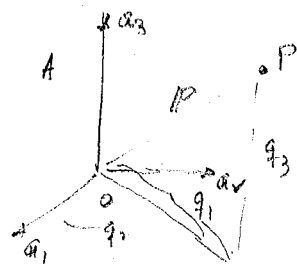
$$a_1 \stackrel{(9,1)}{=} \ddot{q}_1 = \dot{q}_1 \dot{q}_2^2 + \dot{q}_1 \dot{q}_3^2 S_2^2 \quad (14)$$

(over)

$$a_2 = \frac{1}{q_1} \frac{d}{dt} (q_1^2 \dot{q}_2) - q_1 \dot{q}_3^2 s_2 c_2$$

$$a_3 = \frac{1}{q_1 s_2} \frac{d}{dt} (q_1^2 \dot{q}_3 s_2^2)$$

orthogonal curvilinear coords.



$$\mathbf{p} = p_1 \mathbf{a}_1 + p_2 \mathbf{a}_2 + p_3 \mathbf{a}_3 \quad (1)$$

$$p_r = F_r(q_1, q_2, q_3) \quad r=1,2,3 \quad (2)$$

Then $\mathbf{p}$ is a function of q_1, q_2, q_3 in A ; and q_1, q_2, q_3 are called curvilinear coordinates of $\mathbf{p}$ in A .

$$\text{In general } \partial \mathbf{p} / \partial q_r = F_r(q_1, q_2, q_3) \mathbf{m}_r \quad (3)$$

If $[m_1, m_2, m_3] = 1 \text{ or } -1 \quad \forall$ choices of q_1, q_2, q_3 , then q_1, q_2, q_3 are called orthogonal. $m_1 \times m_2 \times m_3$

$$\text{Suppose } \mathbf{p} = \underbrace{q_1}_{F_1} \cos q_2 \mathbf{a}_1 + \underbrace{q_1}_{F_1} \sin q_2 \mathbf{a}_2 + \underbrace{q_3}_{F_3} \mathbf{a}_3$$

$$\frac{\partial \mathbf{p}}{\partial q_2} = \cos q_2 \mathbf{a}_1 + \sin q_2 \mathbf{a}_2 = (1) \mathbf{m}_1 \quad F_1(q_1, q_2, q_3) = 1$$

$$\frac{\partial \mathbf{p}}{\partial q_1} = -q_1 \sin q_2 \mathbf{a}_1 + q_1 \cos q_2 \mathbf{a}_2 = q_1 (-\sin q_2 \mathbf{a}_1 + \cos q_2 \mathbf{a}_2) = q_1 \mathbf{m}_2 \quad F_2 = q_1$$

$$\frac{\partial \mathbf{p}}{\partial q_3} = \mathbf{a}_3 = (1) \mathbf{m}_3 \quad F_3 = 1$$

$$[m_1, m_2, m_3] = \begin{vmatrix} \cos q_2 & \sin q_2 & 0 \\ -\sin q_2 & \cos q_2 & 0 \\ 0 & 0 & 1 \end{vmatrix}$$

10/30/79

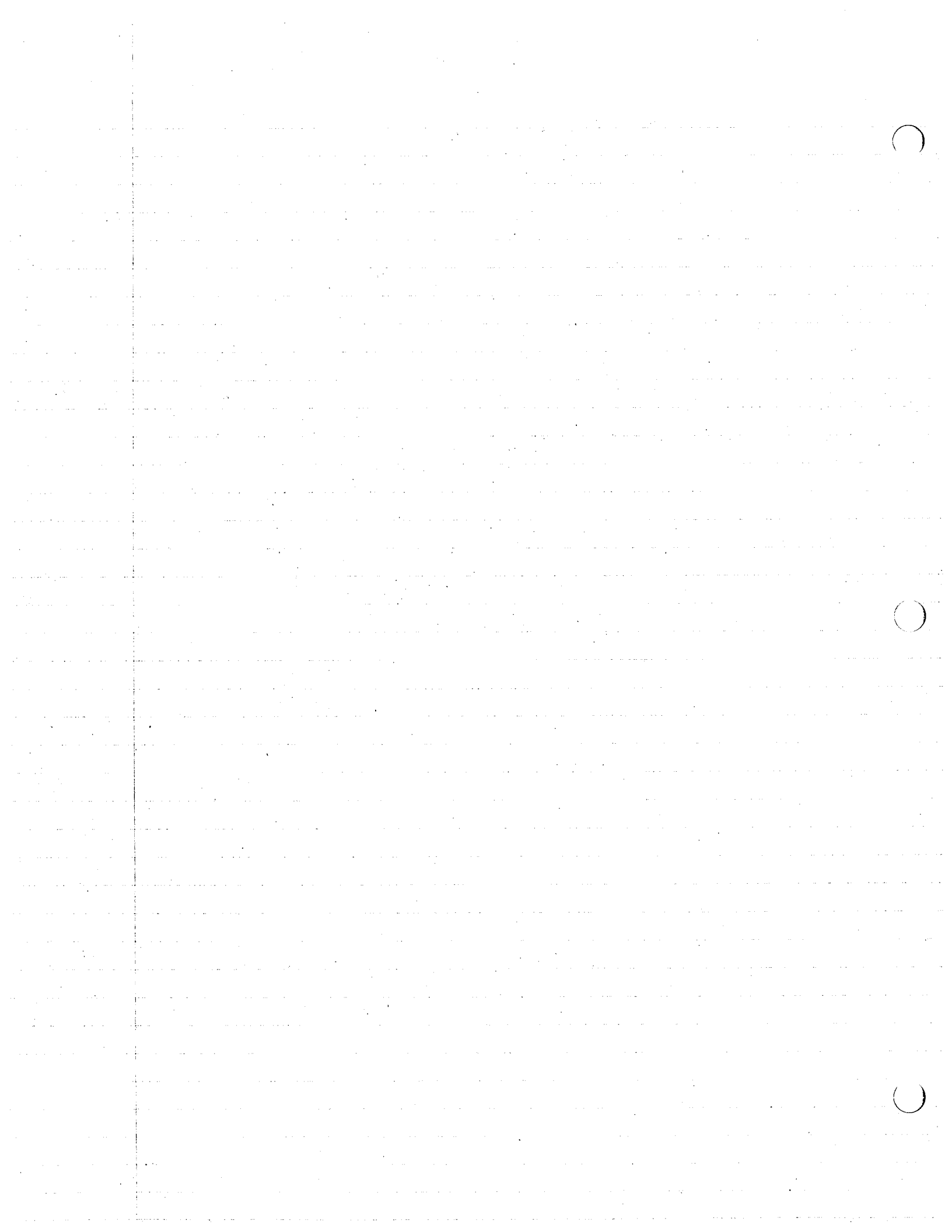
Midterm - Open Book (2 problems)

Today Non holonomic partials
Generalized speeds
Virtual quantities

Non holonomic partials
Systems 2 small spheres



- Constraints on motion
1. constant distance between P_1 & P_2 must be maintained.
 2. contact with plane $(z_1 - z_2) = 0$
 3. velocity of P_2 has no component in the $\perp$ direction to line $P_1 P_2$



holonomic constraint eqn.

1 eqn. $(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2 = L^2$

from first constraint

2 eqns. $z_1 = z_2 = 0$

contact with plane set origin of system on plane

number of particles = $2 = N$

no. of holonomic constraints; $M = 3$

no. of generalized coords $n = 3N - M = 6 - 3 = 3$ for holonomic system

Let's introduce q_1, q_2, q_3 (generalized coords) and define

$x_1 = q_1, y_1 = q_2, z_1 = 0$

$x_2 = q_1 + L c_3, y_2 = q_2 + L s_3, z_2 = 0$ $c_3 = \cos q_3$

lets form partial velos: $\mathbf{r}^P = \sum_i \mathbf{x}_i m_i$

$\mathbf{v}^{P_1} = \dot{q}_1 m_x + \dot{q}_2 m_y$

$\dot{\omega}^3 = \dot{q}_3 m_z$ $\omega^3 = L \dot{q}_3$

$\mathbf{v}^{P_2} = \dot{q}_1 m_x + \dot{q}_2 m_y + L \dot{q}_3 \mathbf{n}$ $\mathbf{v}^{\mathbf{n}} = \dot{\omega}^3 \times L \mathbf{n}$

$\mathbf{v}^{P_1}_{q_1} = m_x$

$\mathbf{v}^{P_1}_{q_2} = m_y$

$\mathbf{v}^{P_1}_{q_3} = 0$

$\mathbf{v}^{P_2}_{q_1} = m_x$

$\mathbf{v}^{P_2}_{q_2} = m_y$

$\mathbf{v}^{P_2}_{q_3} = L \mathbf{n}$

} holonomic partial velocities

Look at the non-holonomic constraint

from last constraint: $\mathbf{v}^{P_2} \cdot \mathbf{n} = 0$ $\mathbf{n} = -s_3 m_x + c_3 m_y$ $\mathbf{n} = c_3 m_x + s_3 m_y$

Thus $-\dot{q}_1 s_3 + \dot{q}_2 c_3 + L \dot{q}_3 = 0$

number of non-holonomic eqs = $1 = m$

Thus the no. of degrees of freedom differs from the no. of generalized coords by the no. of non-holonomic eqs $\therefore n - m = 2$

no. of degrees of freedom

Non-holonomic partial velocities can be defined: how? - we can eliminate $\dot{q}_3$ in $\mathbf{v}^{P_2}$

$\therefore +\dot{q}_1 s_3 + \dot{q}_2 c_3 = \dot{q}_3 \xrightarrow{\text{put into}} \tilde{\mathbf{v}}^{P_1} = \dot{q}_1 m_x + \dot{q}_2 m_y$

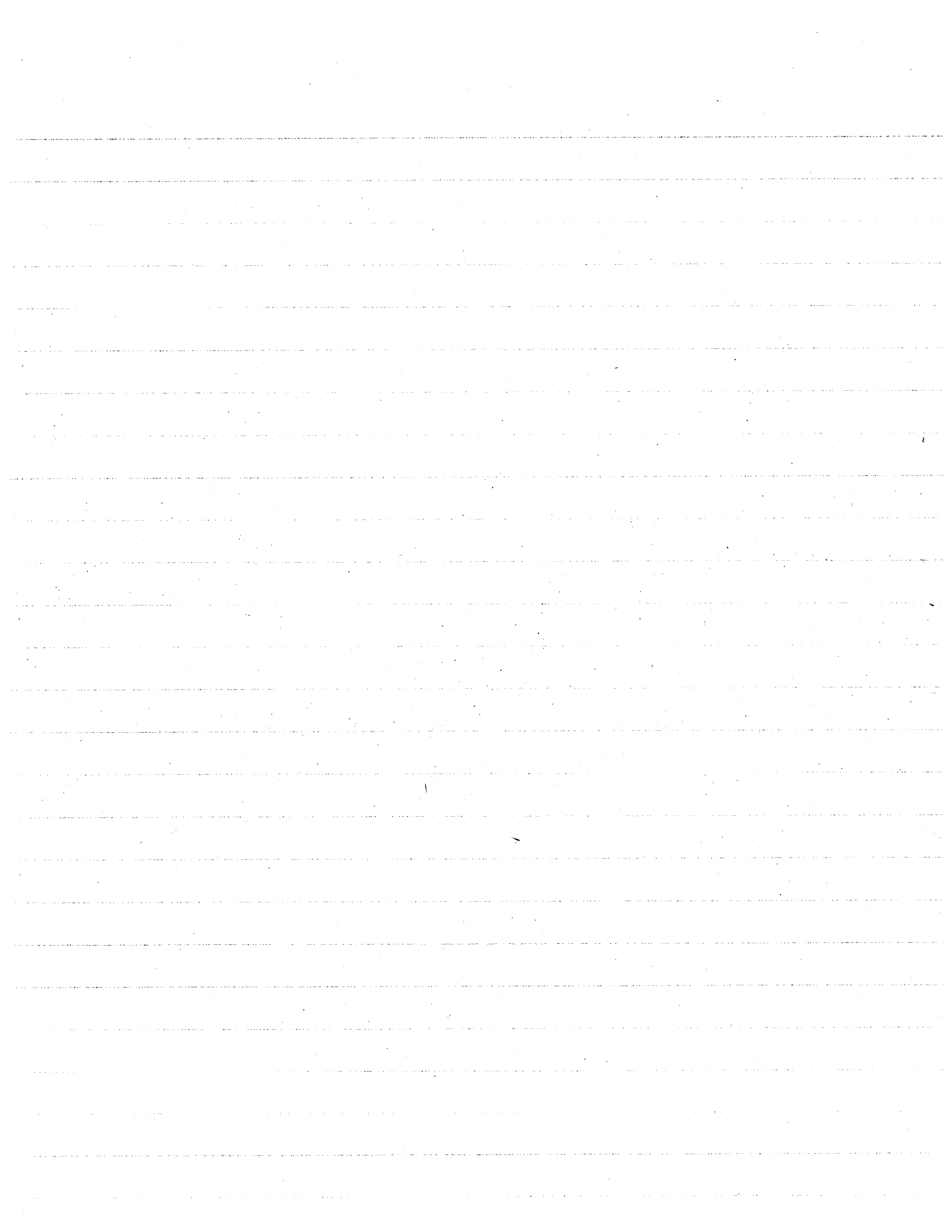
$\tilde{\mathbf{v}}^{P_2} = \dot{q}_1 m_x + \dot{q}_2 m_y + (\dot{q}_1 s_3 - \dot{q}_2 c_3) \mathbf{n}$

$\tilde{\mathbf{v}}^{P_1}_{q_1} = m_x + s_3 \mathbf{n}$

$\tilde{\mathbf{v}}^{P_1}_{q_2} = m_y - c_3 \mathbf{n}$

$\tilde{\mathbf{v}}^{P_1}_{q_3} = 0$

non-holonomic partial velocities

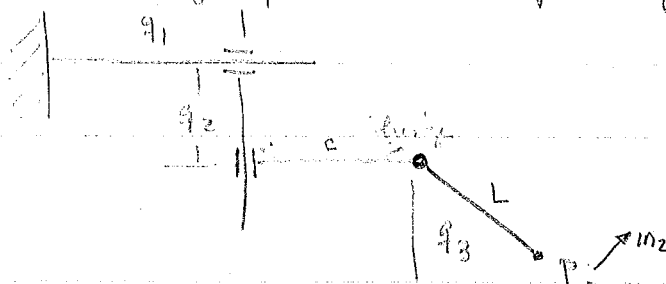


this is a nonunique substitution: we can eliminate $\dot{q}_1$ or $\dot{q}_2$.

For simple non-holonomic systems the $\dot{q}_i$'s appear linearly in the constraint eqn.

Generalized Speeds

Given a rod linkage system in the plane of the paper



$$\mathbf{v}^P = (\dot{q}_1 s_3 + \dot{q}_2 c_3) \mathbf{m}_1 + (\dot{q}_1 c_3 - \dot{q}_2 s_3 + L \dot{q}_3) \mathbf{m}_2$$

$$\mathbf{a}^P = (\ddot{q}_1 s_3 + \ddot{q}_2 c_3 - 2\dot{q}_1 \dot{q}_2 s_3 - L \dot{q}_3^2) \mathbf{m}_1 + (\ddot{q}_1 c_3 - \ddot{q}_2 s_3 + L \ddot{q}_3) \mathbf{m}_2$$

$$\mathbf{W}_{\dot{q}_1}^P = s_3 \mathbf{m}_1 + c_3 \mathbf{m}_2 \quad \mathbf{W}_{\dot{q}_2}^P = c_3 \mathbf{m}_1 - s_3 \mathbf{m}_2 \quad \mathbf{W}_{\dot{q}_3}^P = L \mathbf{m}_2 \quad \mathbf{v}^P = \sum \mathbf{W}_{\dot{q}_i}^P \dot{q}_i$$

Now let $\dot{q}_1 = u_1 s_3 + (u_2 - L u_3) c_3$

$\dot{q}_2 = u_1 c_3 - (u_2 - L u_3) s_3$

$\dot{q}_3 = u_3$

the u_i 's are new to the discussion

$\dot{q}$ are generalized speeds can be local speeds or angular speed

Then $\mathbf{v}^P = u_1 \mathbf{m}_1 + u_2 \mathbf{m}_2 \quad \mathbf{a}^P = (\dot{u}_1 - u_2 u_3) \mathbf{m}_1 + (\dot{u}_2 + u_3 u_1) \mathbf{m}_2$

Thus: $\ddot{\mathbf{v}}_{u_1}^P = \mathbf{m}_1 \quad \ddot{\mathbf{v}}_{u_2}^P = \mathbf{m}_2 \quad \ddot{\mathbf{v}}_{u_3}^P = \mathbf{0} \quad \therefore \mathbf{v}^P = \sum \ddot{\mathbf{v}}_{u_r}^P u_r$

to get $\mathbf{v}^P$ from $\mathbf{W}^P$ to the u_i 's

$u_1 = \dot{q}_1 s_3 + \dot{q}_2 c_3$

$u_2 = \dot{q}_1 c_3 - \dot{q}_2 s_3 + L \dot{q}_3$

$u_3 = \dot{q}_3$

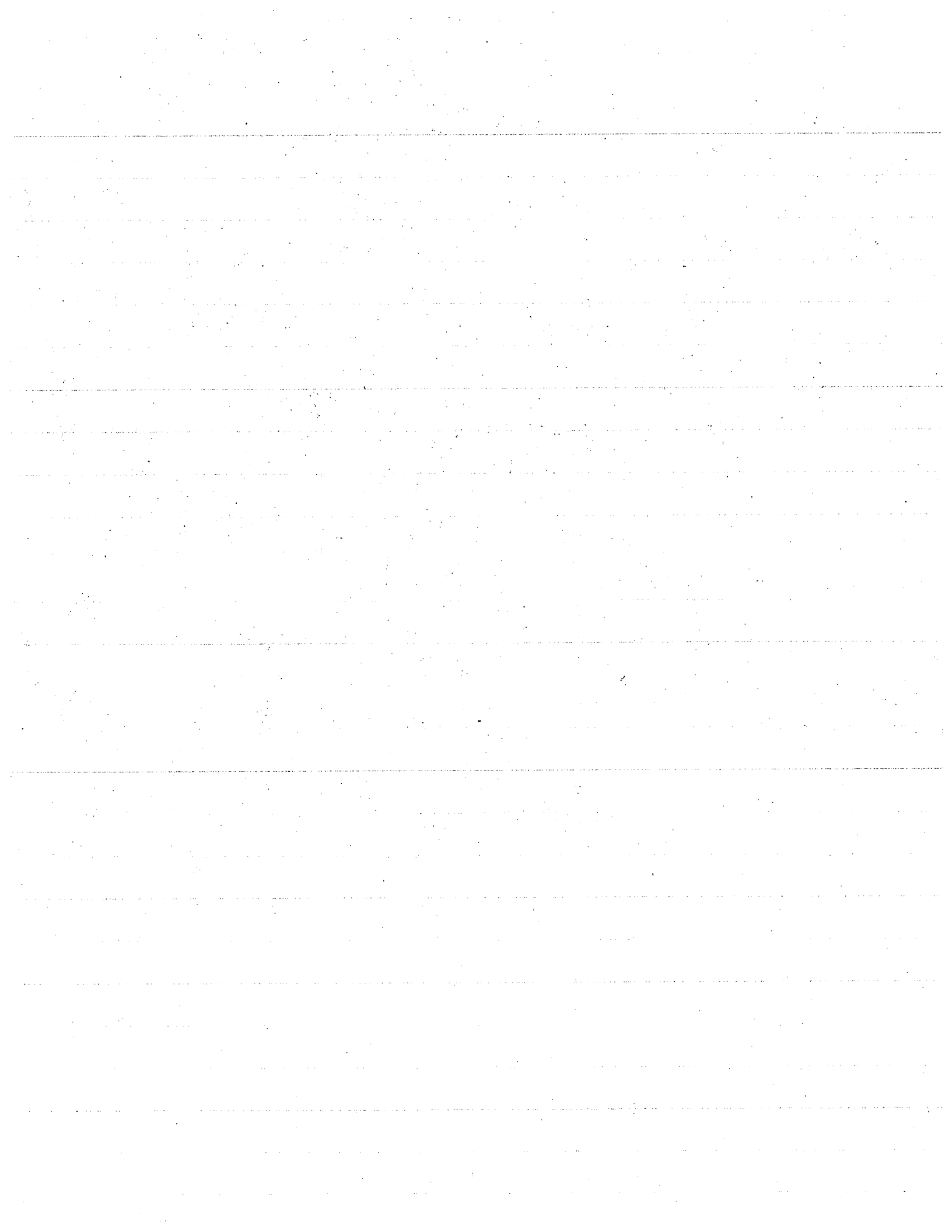
$\Rightarrow \mathbf{v}^P = u_1 \mathbf{m}_1 + u_2 \mathbf{m}_2$

These generalized speeds simplify the eqs. Are the u_i 's derivatives

if $u_i = f_i(q_i, t)$ exist then $\Rightarrow u_1 = \frac{df_1}{dt} = \frac{\partial f_1}{\partial q_1} \dot{q}_1 + \frac{\partial f_1}{\partial q_2} \dot{q}_2 + \frac{\partial f_1}{\partial q_3} \dot{q}_3 \quad \forall \dot{q}_i$

$\frac{\partial f_1}{\partial q_1} = s_3 \Rightarrow \frac{\partial^2 f_1}{\partial q_3 \partial q_1} = c_3 \quad "0 \quad \frac{\partial^2 f_1}{\partial q_1 \partial q_3} = 0$

in general the u_i are not derivatives of fns of time



Virtual velocity, angular velocity, displ, rotation

Definition:

$$\hat{V}^P_A = \sum_{r=1}^n V_{\hat{q}_r} \hat{q}_r$$

a virtual velocity of P

for non holon syste $\sum_{r=1}^{n-m}$

where $\hat{q}_r$ is an arbitrary quantity restricted to having dimensions of $\dot{q}_r$

a virtual $\hat{\omega}^P = \sum_{r=1}^n \omega_{\hat{q}_r} \hat{q}_r$
 & velocity of P

A virtual displacement of point P

$$\delta P^P = \sum_{r=1}^n V_{\dot{q}_r} \delta q_r$$

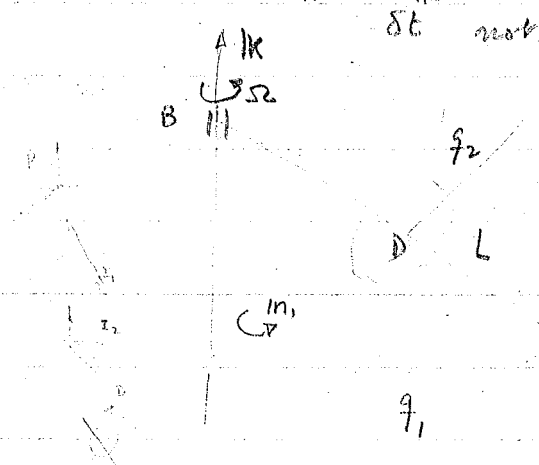
δq is an arbitrary quantity having dimension of q_r

A virtual rotation of point P

$$\delta \omega^P = \sum_{r=1}^n \omega_{\dot{q}_r} \delta q_r$$

Are virtual velocities time deriv of virtual displacements ie $\hat{V}^P = \frac{d}{dt}(\delta P^P)$ No!

But $\hat{V}^P = \frac{\delta P^P}{\delta t}$ where δt is a consequence of the dimensions, δt not a derivative



$$r^A = q_1 j$$

$$r^B = \sqrt{L^2 - q_1^2} k \Rightarrow \hat{V}^B = \frac{-q_1 \dot{q}_1}{(L^2 - q_1^2)^{3/2}} L k$$

$$\frac{dLk}{dt} = 0$$

$$\hat{\omega}^B = \frac{\dot{q}_1}{(L^2 - q_1^2)^{3/2}} m_1 + \dot{q}_1 m_2 + \Omega L k$$

$$\frac{P \cdot j}{\omega} = \Omega m_1$$

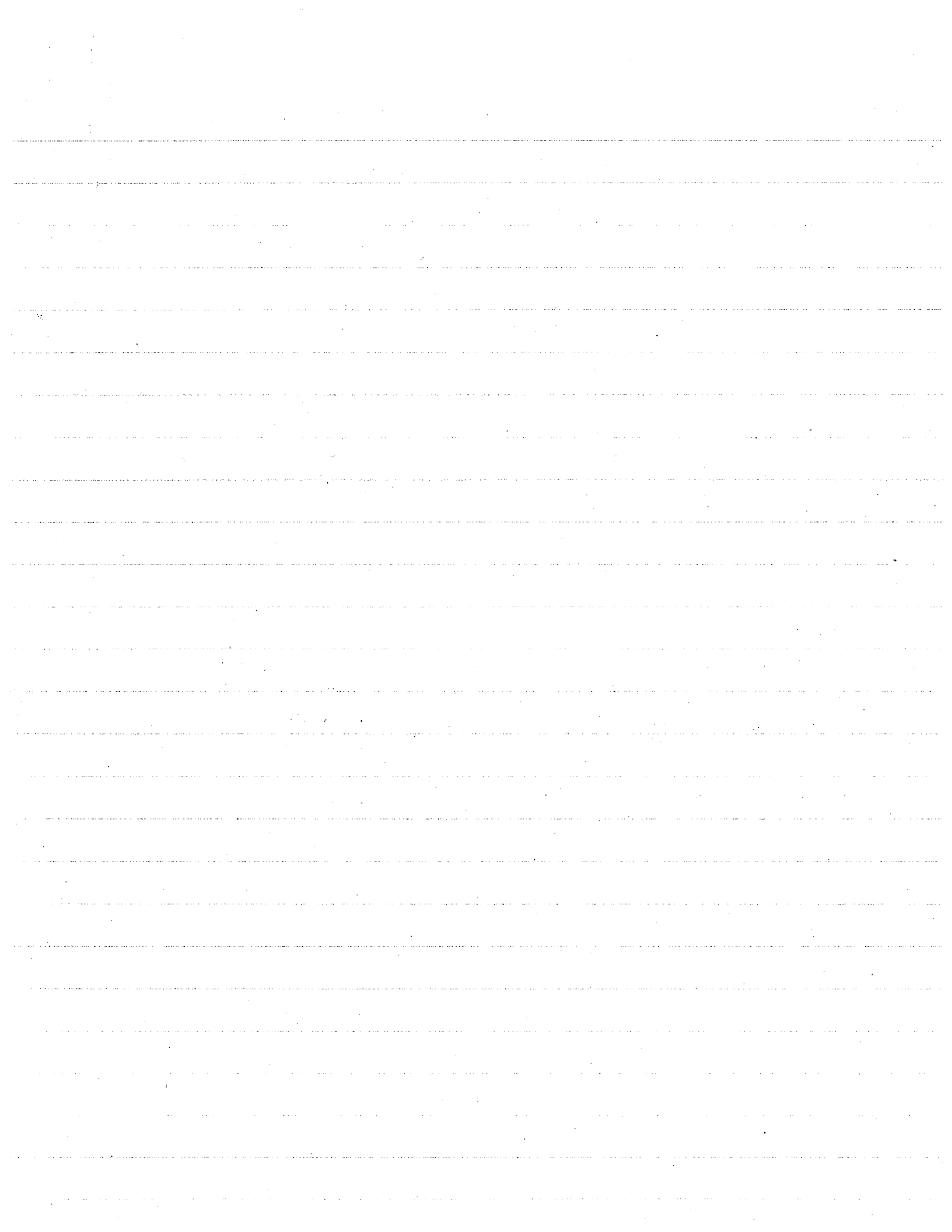
what is the virtual velocity of A
 it's in the direction of $\hat{V}^A = j$

$$\hat{V}^A = V_{\hat{q}_1} \hat{q}_1 + V_{\hat{q}_2} \hat{q}_2 = j \hat{q}_1 + 0$$

$$\hat{V}^B = \frac{-q_1}{(L^2 - q_1^2)^{3/2}} L k \hat{q}_1$$

These defns are good with defn of mutual compatibility

- 2j ft/sec is a virtual velocity of A
- 3q1 k ft/sec is a virtual velocity of B



These two virtual velocities are non-compatible with each other, but

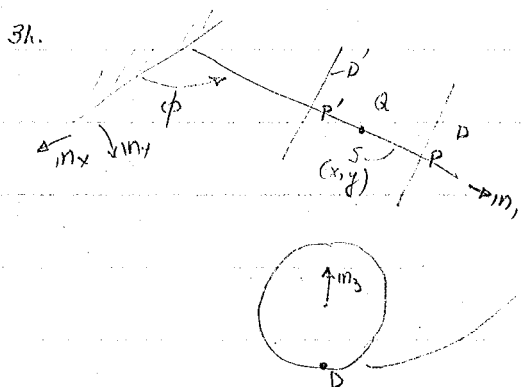
$\dot{z}$ and $\frac{2g}{(L^2 + g^2)^{1/2}}$ are compatible with each other.

Midterm will not contain virtual items. All items to generalized speeds are going to be on exam.

11/6/79

1. Discussion of Exams
2. Virtual Disp/Velocity
3. HW problems

Take-Home Exam: Single Problem



$${}^R W^Q = \dot{x} m_x + \dot{y} m_y$$

Rolling of D:

$${}^R W^Q + \omega^S \times (L m_1) + \omega^D \times (-r m_3) = 0$$

velocity of center

$$\omega^S = \dot{\phi} m_3, \quad \omega^D = \dot{\phi} m_3 + \dot{\theta} m_1$$

$$W^D = \dot{x} m_x + \dot{y} m_y + L \dot{\phi} m_2 + r \dot{\theta} m_2 = 0$$

$$W^{D'} = \dot{x} m_x + \dot{y} m_y - L \dot{\phi} m_2 + r \dot{\theta}' m_2 = 0$$

$$m_2 = -\sin \phi m_x + \cos \phi m_y$$

for vector eqn

$$\dot{x} + (L \dot{\phi} + r \dot{\theta}) (-\sin \phi) = 0$$

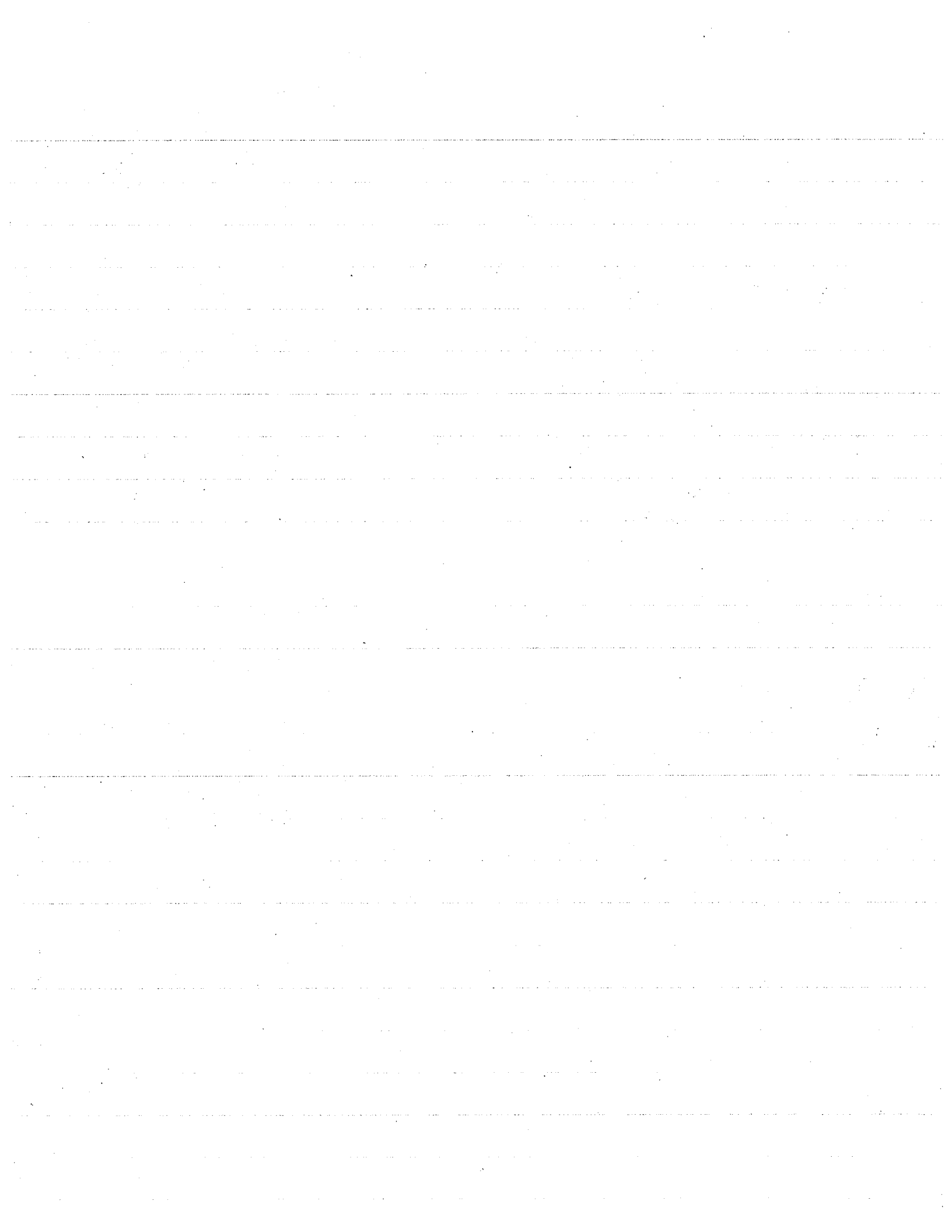
$$\dot{z} = 0$$

$$\dot{y} + (L \dot{\phi} + r \dot{\theta}) \cos \phi = 0$$

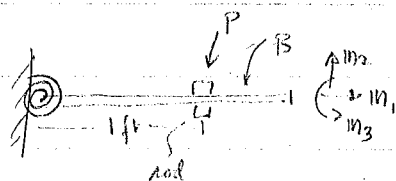
$$\dot{x} + (-L \dot{\phi} + r \dot{\theta}') (-\sin \phi) = 0$$

$$\dot{y} + (-L \dot{\phi} + r \dot{\theta}') \cos \phi = 0$$

$$\dot{z}' = 0$$



Virtual



1. Suppose P experiences an actual displacement

$$\delta p = 3m_1 + 4m_2 \text{ ft.}$$

find the associated actual rotation: $\delta \alpha$

P will be at 4, 4

$$\delta \alpha = \frac{\pi}{4} m_3 \text{ radians}$$

2. Suppose P experiences a virtual disp δp

$$\delta p = 3m_1 + 4m_2$$

find the virtual rotation of B that is compatible with δp :

$$\delta p = 4m_2 \text{ radians}$$

3. Suppose P has an actual veloc. V

$$V = 3m_1 + 4m_2 \text{ ft/sec}$$

find the assoc. angular velocity of B

$$\omega = 4m_3 \text{ rad./sec.}$$

$$\omega \times r = V \quad r = m_1 \quad C = 4$$

$$(2m_1 + 4m_2 + 6m_3) \times r = -6m_3 + 6m_2 \quad b = -3$$

4. P has a virtual veloc. $\hat{V}$

$$\hat{V} = 3m_1 + 4m_2 \text{ ft/sec}$$

Find the virtual angular velocity $\hat{\omega}^B$ that is compatible with $\hat{V}$:

$$\hat{\omega}^B = 4m_3 \text{ rad/sec.}$$

Topics to be covered

11/8/79

1. Bound Vectors, Free Vectors

2. Moment, Resultant, Equivalence

3. Couple, Torque

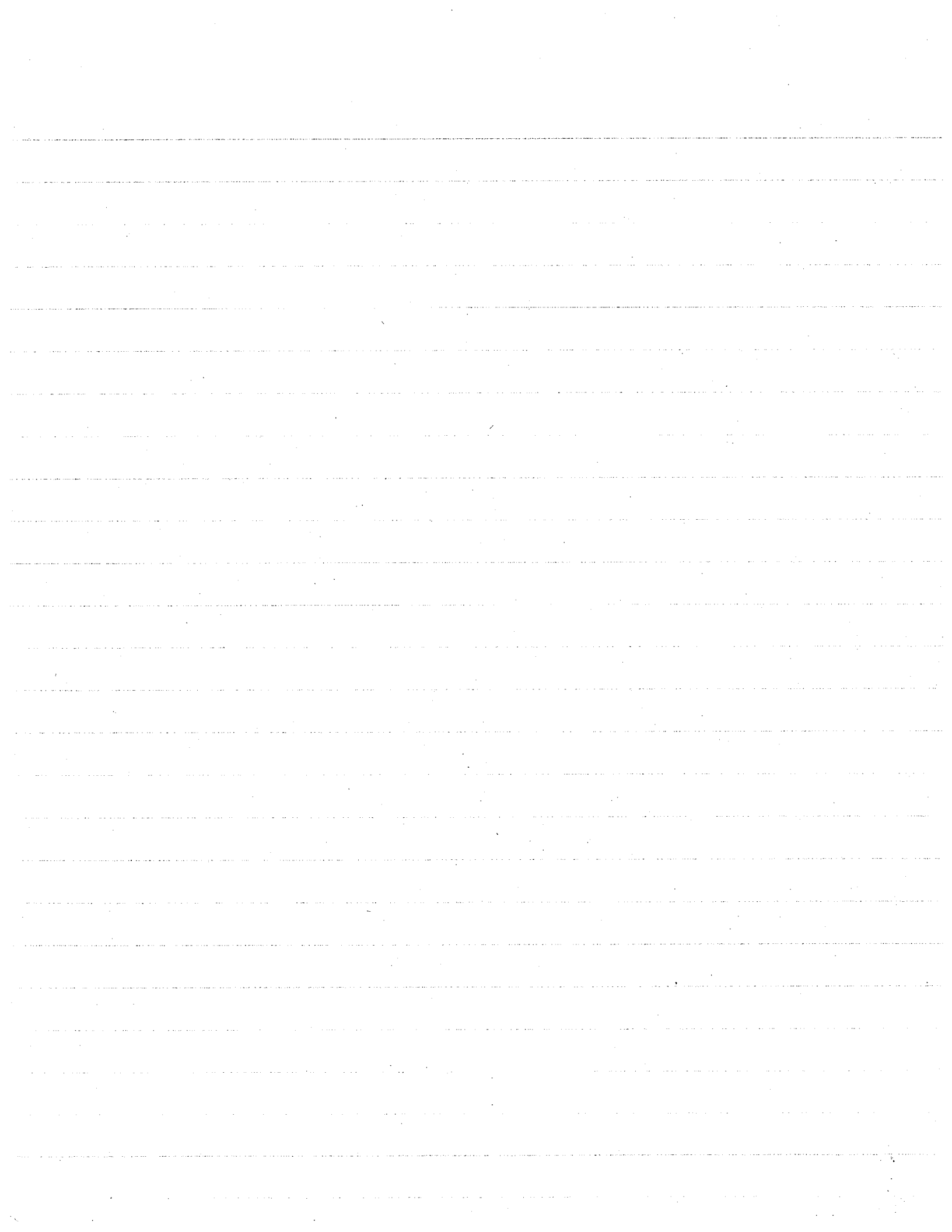
Start from scratch

Bound Vector: vector that's assoc. with a point

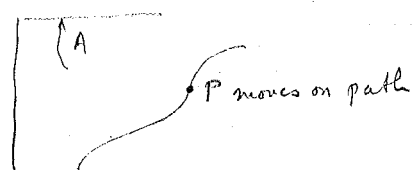
Example:

Free Vector: Vector not specifically tied to any point

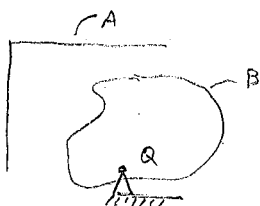
Free Vector



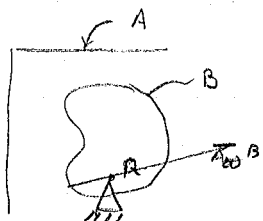
Given:



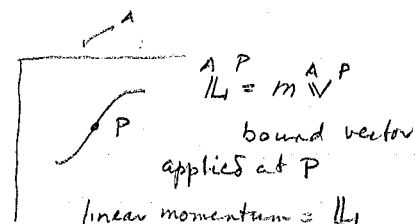
$\vec{v}^P = \text{free vector}$



$\vec{\omega}^B - \text{free vector}$



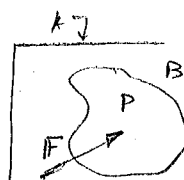
$\vec{\omega}^B - \text{a bound vector applied at Q}$



$\vec{L}_1^P = m \vec{v}^P$

bound vector applied at P

linear momentum = $\vec{L}_1$



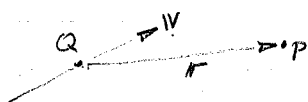
$F(\text{applied}) - \text{bound vector applied at P}$

whether a vector is bound or free depends on the analyst and the context of the problem

Criteria to decide which vectors are bound or free

1. Moment (M) of a bound vector ($\vec{v}$ applied at Q) about a point (P):

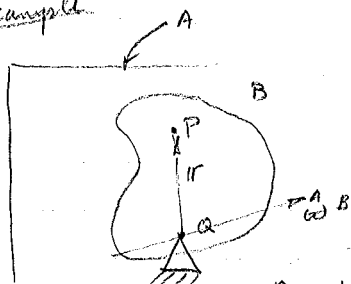
Given a vector $\vec{v}$ assoc. with pt. Q



$$M \stackrel{A}{=} \vec{v} \times \vec{r}$$

Quest: does a free vector have a moment about a point? no! but they can be bound at any time

Example



Regard $\vec{\omega}^B$ as applied at Q

Form M^P , the moment about P of $\vec{\omega}^B$

$$M^P = \vec{\omega}^B \times \vec{r}$$

since $\vec{r}$ is fixed in B: $\vec{v}^P = \vec{\omega}^B \times \vec{r}$ is a moment of angular velocity

Question: are moments bound vectors? depends on the situation - if we want to take $M \times r$ we must tie the moment to a point. If not it is free

Set of vectors: Resultant ($\vec{R}$) of a set of bound &/or free vectors ($\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$)

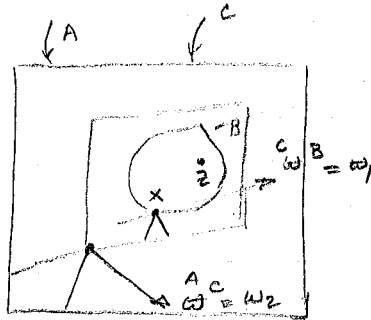
$$\vec{R} \stackrel{A}{=} \vec{v}_1 + \vec{v}_2 + \dots + \vec{v}_n$$

what is the physical significance of $\vec{R}$ - depends on context



Does $\mathbf{R}$ have a point of application? no! unless you tie it down i.e. (summation doesn't depend on localization to a pt) D.O.T.S.

Given:



$$\mathbf{R} = \omega_1 + \omega_2$$

$$= \mathbf{C} \times \mathbf{B} + \mathbf{A} \times \mathbf{C} = \mathbf{A} \times \mathbf{B}$$

does it have an point of application: no

" " " a moment about a given point: no
since $\mathbf{R}$ hasn't been given a point to be tied down to yet.

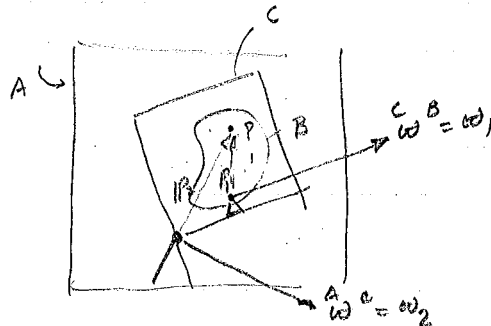
If I tie it down to z then I can find its moment about z .

Moment (IM) of a set of bound vectors $(\mathbf{W}_1, \dots, \mathbf{W}_n)$ about a point (P) :



Let $\left[\text{IM} = \sum_{i=1}^n \omega_i \times \mathbf{r}_i = \sum \text{IM}_i \right]$
resultant of the moments of indiv. moments about point P

Example:



$$\text{IM}^P = \omega_1 \times \mathbf{r}_1 + \omega_2 \times \mathbf{r}_2$$

significant

$$\mathbf{A} \times \mathbf{P} = \mathbf{C} \times \mathbf{P} + \mathbf{A} \times \mathbf{C}$$

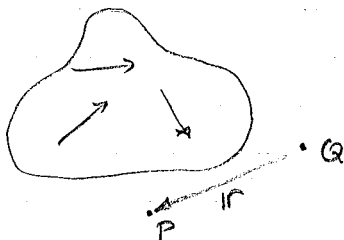
$\mathbf{C}$ is in $\mathbf{C}$

$$\mathbf{C} \times \mathbf{P} = \omega_1 \times \mathbf{P}_1$$

$$\mathbf{A} \times \mathbf{C} = \omega_2 \times \mathbf{P}_2$$

$$\Rightarrow \mathbf{A} \times \mathbf{P} = \omega_1 \times \mathbf{P}_1 + \omega_2 \times \mathbf{P}_2 = \text{IM}^P$$

Relationship between the moments $(\text{IM}^P \text{ \& } \text{IM}^Q)$ of a set of vectors about two points $(P \text{ and } Q)$



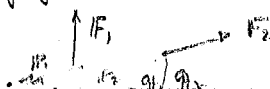
$$\text{IM}^P = \sum_i \mathbf{W}_i \times \mathbf{r}_i^P$$

$$\text{IM}^Q = \sum_i \mathbf{W}_i \times \mathbf{r}_i^Q$$

$$\mathbf{r}_i^P = \mathbf{r}_i^Q + \mathbf{r}$$

$$\left[\text{IM}^P = \text{IM}^Q + \mathbf{R} \times \mathbf{r} \right]^P \text{ where } \mathbf{R} = \sum_i \mathbf{W}_i$$

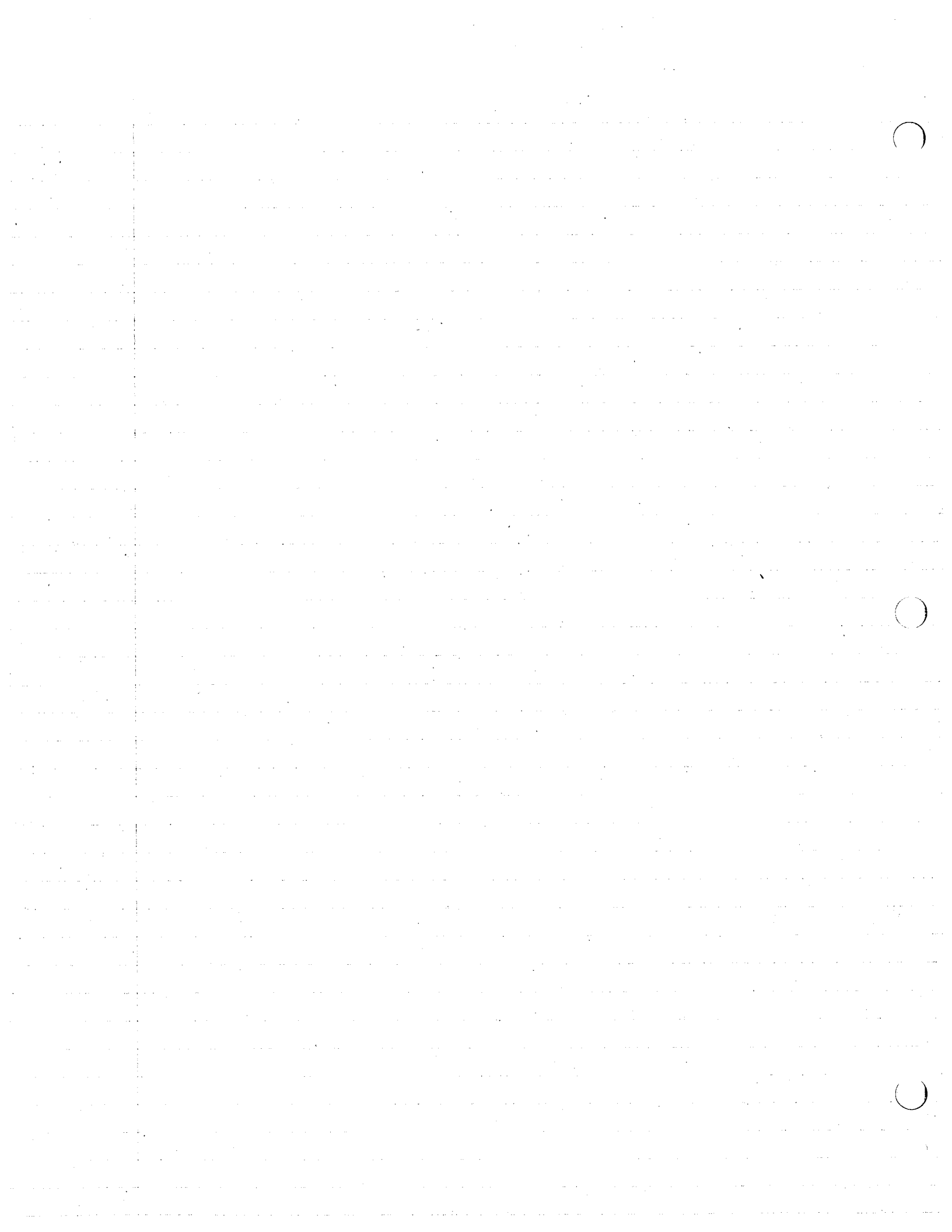
Proof for two bound vectors $\mathbf{F}_1$ & $\mathbf{F}_2$

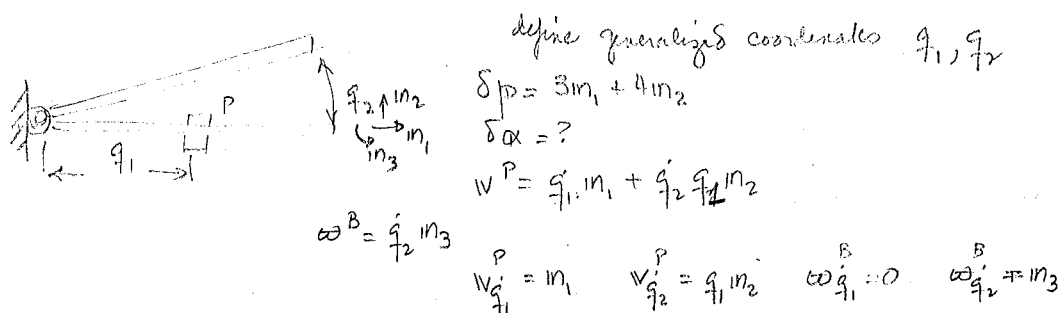


$$\text{IM}^P = \mathbf{F}_1 \times \mathbf{r}_1 + \mathbf{F}_2 \times \mathbf{r}_2$$

$$\text{IM}^Q = \mathbf{F}_1 \times \mathbf{q}_1 + \mathbf{F}_2 \times \mathbf{q}_2$$







$\delta p = n_1 \delta q_1 + q_1 n_1 \delta q_2$ $\delta q_1, \delta q_2$ are totally arbitrary: for us $\delta q_1 = 3$ $\delta q_2 = 4$

$\delta \alpha = \delta q_2 n_3$ $\delta q_2 = 4$ from geom.

$\therefore \delta \alpha = 4n_3$

Ex 5. Per experiences an actual displacement $\Delta p = \epsilon_1 n_1 + \epsilon_2 n_2$

Find the actual rotation with is actual displ.

$$\Delta \alpha = \tan^{-1} \frac{\epsilon_2}{1 + \epsilon_1} n_3$$

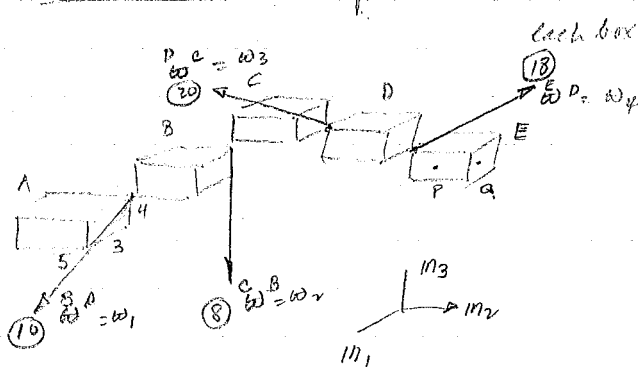
In some sense $\Delta \alpha \rightarrow \epsilon_2 n_2$ when $\epsilon_1, \epsilon_2 \rightarrow 0$

Per experiences a virtual displacement $\delta p = \epsilon_1 n_1 + \epsilon_2 n_2$

now find the virtual rot $\delta \alpha$ associated with δp .

Using the result above (replace ϵ_1 by 3 & ϵ_2 by 4). $\Rightarrow \delta \alpha = \epsilon_2 n_3$

Back to Moments & Couples



all vectors are bound

$$\vec{R} = \sum \vec{\omega}_i = \vec{\omega}^A$$

$$= +6n_1 - 8n_3 + 8n_3 + 12n_1 + 16n_3 - 18n_1 = 0$$

Torque of a couple (T): If P & Q are any 2 pts, then moments M_I^P and M_I^Q of any couple are equal

$$T \equiv M_I^P = M_I^Q$$

all torques are moments; all moments are not torques

Kinematic Interp:

If P & Q are any 2 pts of A , their velocities in B are equal

$$\vec{v}_P^A = 0 \quad \therefore \quad \vec{v}_P^B = \vec{v}_Q^B$$

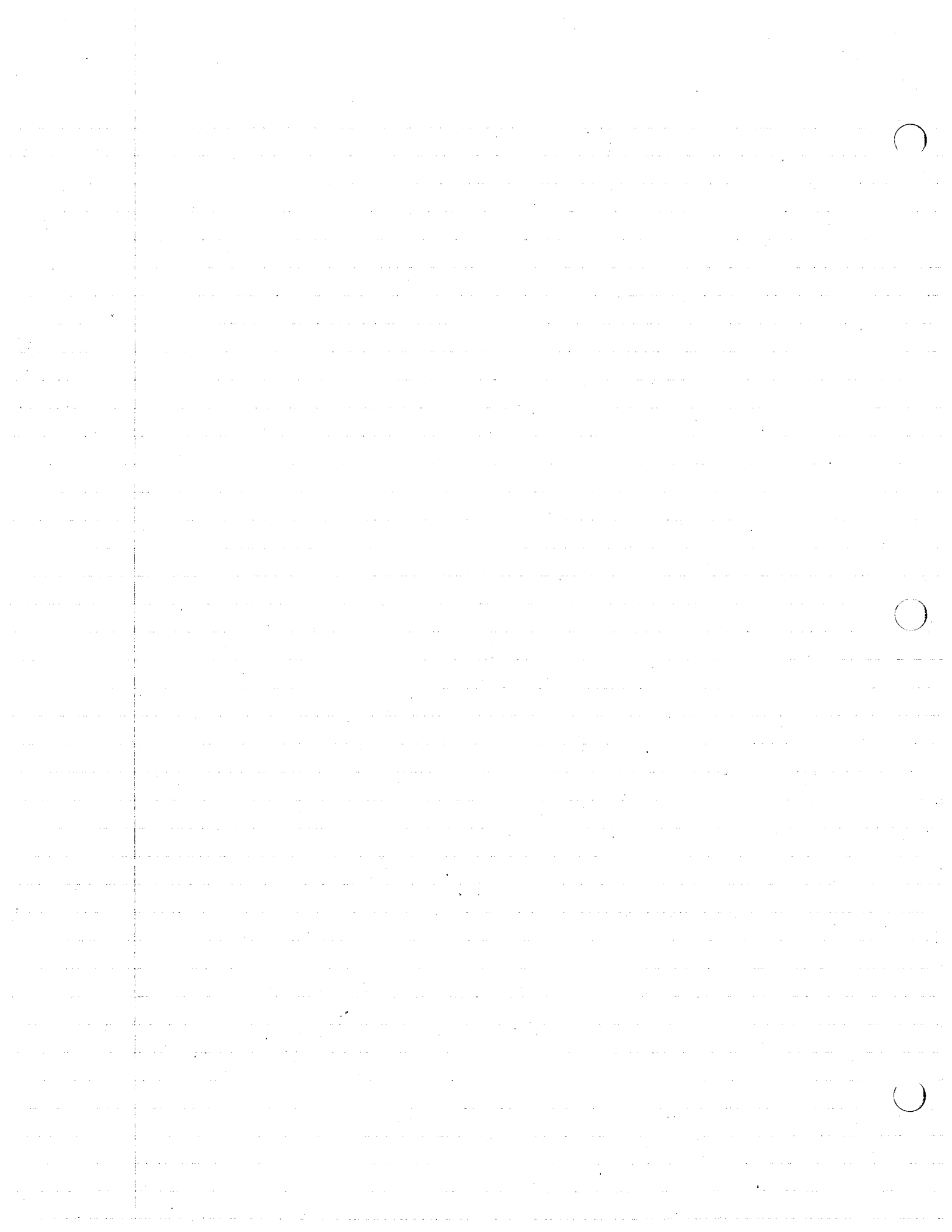
By

$$\vec{v}_P^B = \vec{v}_Q^B + \vec{\omega}^B \times \vec{r}_{PQ}$$

$$= 0 \text{ since } \vec{\omega}^B = 0$$



ie E translates only in reference frame only



when velocity of points in body have same velocity we can talk of the velocity of body.

E_{V^A} is the torque of the couple formed by $\omega_1, \dots, \omega_4$

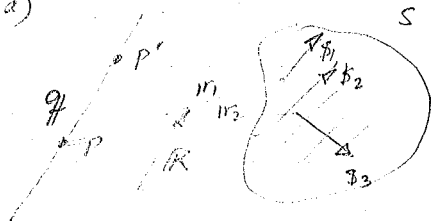
- To find E_{V^A} , evaluate the sum of the moments of $\omega_1, \dots, \omega_4$ about any point

Two sets of ^{bound} vectors are equiv. if they have same torque & same resultant about some point.

Prob. 4(a) Form table:

	m_1	m_2	m_3
$\mathbb{P}$	0	-30	0
$\mathbb{P}^M/\mathbb{P}$	-10	0	9
G	32.77	16.22	-16.22
$\mathbb{M}^P/\mathbb{A}$	-270	0	-300

Prob. (4d)



$$\mathbb{M}^P = + \sum \mathbb{R}_i \times \mathbb{S}_i$$

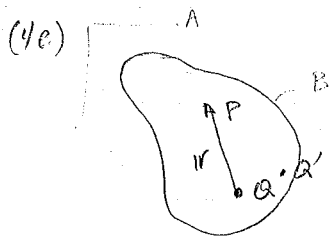
$$\mathbb{M}^{P'} = + \sum \mathbb{R}_i' \times \mathbb{S}_i$$

$$\mathbb{R}_i' = \mathbb{R}_i + \mathbb{Q}$$

$$\mathbb{M}^P = \mathbb{M}^{P'} + \sum \mathbb{Q} \times \mathbb{S}_i = \mathbb{M}^{P'} + \mathbb{Q} \times \mathbb{R}$$

but $\mathbb{Q}$ is $\parallel \mathbb{R}$ $\therefore \mathbb{Q} \times \mathbb{R} = 0$

What is kinematic interpretation:



$$\mathbb{V}^P = \mathbb{V}^Q + \omega^A \times \mathbb{r}$$

if we find a point Q where $|\mathbb{V}^P|$ is smaller than at any other point Q' , we can find a line of points where the velocity of points off that line are the smallest.

Suppose $\mathbb{a} = \mathbb{b} + \mathbb{c} \times \mathbb{r}$; given $\mathbb{b}$ and $\mathbb{c}$ find $\mathbb{r} \rightarrow$ mag $\mathbb{a}$ is min.
find $\mathbb{a}^*$, the $\mathbb{a}$ with min magnitude

Let $\mathbb{r} = \beta \mathbb{b} + \gamma \mathbb{c} + \delta \mathbb{b} \times \mathbb{c}$ where $\mathbb{b}, \mathbb{c}, \mathbb{b} \times \mathbb{c}$ are a non orthog, non unit

$$\mathbb{a} = \mathbb{b} + \beta \mathbb{c} \times \mathbb{b} + \delta \mathbb{c} \times (\mathbb{b} \times \mathbb{c})$$

$$\mathbb{a}^2 = \mathbb{b}^2 + \beta^2 (\mathbb{c} \times \mathbb{b})^2 + \delta^2 [\mathbb{c} \times (\mathbb{b} \times \mathbb{c})]^2 + 2\delta \mathbb{b} \cdot \mathbb{c} \times (\mathbb{b} \times \mathbb{c})$$

take $\frac{\partial \mathbb{a}^2}{\partial \beta} = 2\beta (\mathbb{c} \times \mathbb{b})^2 = 0 \Rightarrow \beta = 0$



note no δ dependences

$$\frac{\partial \mathcal{L}}{\partial \delta} = 2\delta [a \times (b \times a)]^2 + 2b \cdot a \times (b \times a) = 0$$

$$\delta = - \frac{b \cdot a \times (b \times a)}{[a \times (b \times a)]^2}$$

δ is unrestricted

$$r^* = \delta a + \frac{b \cdot a \times (b \times a)}{[a \times (b \times a)]^2} (b \times a) = \delta a + \frac{(a \times b)}{a^2}$$

$$a \Big|_{r=r^*} = b + \frac{a \times (a \times b)}{a^2} = \frac{a \cdot b}{a^2} a$$

Problems

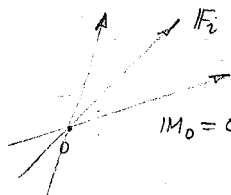
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$$b \cdot a \times (b \times a) = (b \times a)^2$$

$$[a \times (b \times a)]^2 = a \cdot (b \times a) \times [a \times (b \times a)] = a \cdot \left\{ (b \times a)^2 a - (b \times a) \cdot a \right\} = (b \times a)^2 a^2$$

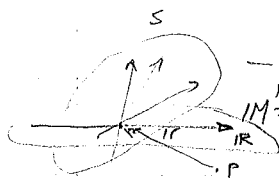
$$\therefore r^* = \gamma a + \frac{a \times b}{a^2}$$

4h.



$$M_0 = 0 \Rightarrow M^* = 0 \text{ \& } S \text{ is passing through } O$$

by 4f. we can replace a set of vectors ^{w/} resultant by a wrench consisting of couple whose $\Pi = M^* = 0$ and IR passing through O .



$$M^P = \sum M_i = IR \times IR$$

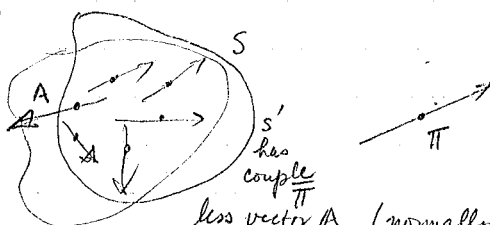
for S

$$M'^P = IR \times IR$$

for S'

but both sets same R resultant & moment $\Rightarrow$ equivalent & can replace one by the other

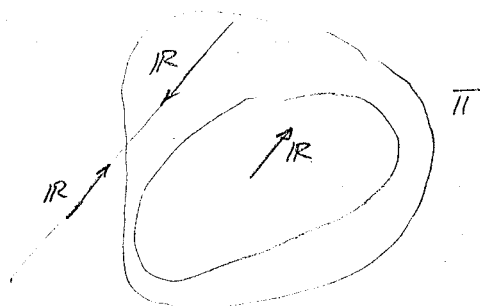
4f.



less vector A (normally A is not parallel) if it is $\parallel$ to Π then we have

a wrench

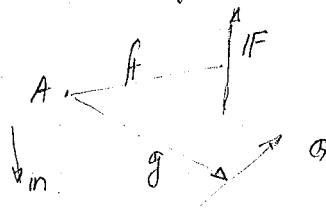




4i. Requires equivalence; equal R & equal IM about 1 point

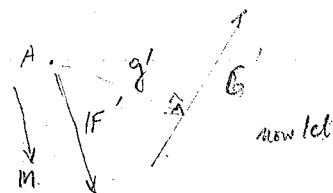
4k

Given $A, \mathbf{r}, \mathbf{g}, \mathbf{F}, \mathbf{G}, \mathbf{M}$ in some problem.



Find $\mathbf{F}'$ (a force applied at A & $\parallel$ to Π) and

$\mathbf{G}', \mathbf{g}'$ such that $(\mathbf{F}, \mathbf{G}) \equiv (\mathbf{F}', \mathbf{G}')$ equiv



$$\left\{ \begin{array}{l} \mathbf{g}' \cdot \mathbf{G}' = 0 \\ \mathbf{F}' \parallel \Pi \Rightarrow \mathbf{F}' = F' \cdot \mathbf{m} \cdot \Pi \end{array} \right. \quad (1) \quad (2)$$

Equivalence:

$$\mathbf{F}' + \mathbf{G}' = \mathbf{F} + \mathbf{G} \quad (3)$$

$$\text{and } \mathbf{g}' \times \mathbf{G}' = \mathbf{f} \times \mathbf{F} + \mathbf{g} \times \mathbf{G} \quad (4)$$

moments about A .

Now we must ~~show~~ (1) $\rightarrow$ (4) to find $\mathbf{F}', \mathbf{G}', \mathbf{g}'$

Introduce $\mathbf{F}', \mathbf{R}, \mathbf{M}$:

$$\text{Let } \mathbf{F}' \triangleq \mathbf{F}' \cdot \mathbf{m}$$

$$\mathbf{R} \triangleq \mathbf{F} + \mathbf{G}$$

$$\mathbf{M} = \mathbf{f} \times \mathbf{F} + \mathbf{g} \times \mathbf{G}$$

$$(5) \Rightarrow (2) : \mathbf{F}' = F' \cdot \mathbf{m} \quad (8)$$

$$(6) \quad (3) : \mathbf{F}' \cdot \mathbf{m} + \mathbf{G}' = \mathbf{R} \quad (9)$$

$$(7) \quad (4) : \mathbf{g}' \times \mathbf{G}' = \mathbf{M} \quad (10)$$

$$\text{now } \mathbf{G}' = \mathbf{R} - \mathbf{F}' \cdot \mathbf{m} \quad (11)$$

$$\mathbf{g}' \times \mathbf{G}' = \mathbf{g}' \times \mathbf{R} - \mathbf{F}' \cdot \mathbf{g}' \times \mathbf{m} \quad (12)$$

$$\text{but } \mathbf{M} = \mathbf{g}' \times \mathbf{G}' = \mathbf{g}' \times \mathbf{R} - \mathbf{F}' \cdot \mathbf{g}' \times \mathbf{m} \quad (13)$$

$$\mathbf{M} \cdot \mathbf{R} = 0 - \mathbf{F}' \cdot (\mathbf{g}' \times \mathbf{m}) \cdot \mathbf{R} \quad (14)$$

take

$$\mathbf{M} \cdot \mathbf{m} = (\mathbf{g}' \times \mathbf{R} \cdot \mathbf{m}) - \mathbf{F}' \cdot \mathbf{g}' \times \mathbf{m} \cdot \mathbf{m} = 0$$

$$\therefore \mathbf{F}' = \frac{\mathbf{M} \cdot \mathbf{R}}{\mathbf{g}' \times \mathbf{R} \cdot \mathbf{m}} = \frac{\mathbf{M} \cdot \mathbf{R}}{\mathbf{M} \cdot \mathbf{m}} \quad (16)$$

$$(\mathbf{g}' \times \mathbf{G}') \times \mathbf{G}' = \mathbf{M} \times \mathbf{G}' \quad (17)$$

$$\underbrace{(\mathbf{g}' \cdot \mathbf{G}')}_{0 \text{ (1)}} \mathbf{G}' - \mathbf{g}' (\mathbf{G}' \cdot \mathbf{G}') = \mathbf{M} \times \mathbf{G}' \quad (18) \Rightarrow \mathbf{g}' = \frac{\mathbf{G}' \times \mathbf{M}}{(\mathbf{G}')^2} \quad (19)$$

Algorithm $\mathbf{R} \triangleq \mathbf{F} + \mathbf{G} \quad (6) \quad (7) = \mathbf{M} = \mathbf{f} \times \mathbf{F} + \mathbf{g} \times \mathbf{G} \quad (4) \quad \mathbf{F}' = \frac{\mathbf{M} \cdot \mathbf{R}}{\mathbf{M} \cdot \mathbf{m}}$



$$(11) \quad G' = R - F'/M \quad \text{but} \quad IF' = F'/M \quad (8)$$

$$(19) \quad g' = \frac{G' \times M}{(G')^2}$$

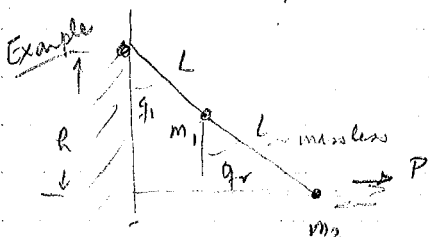
Generalized Forces

what are they?

- given a set of particles P_i ($i, \dots, N$)
- Forces acting on ^{each} particles IF_i when IF_i is resultant of all contact and body forces acting on P_i . Body forces, exerted on body without contact (at a distance) — gravity, electromagnetic etc.
- Give (Generalized) coordinates $q_1, \dots, q_n$
- For a non holonomic system $\dot{q}_1, \dots, \dot{q}_{n-m}$ are independent.

$$\text{then } \sum_{i=1}^N IF_i \cdot \frac{\partial P_i}{\partial \dot{q}_r} = F_r \quad \text{generalized force.} \quad r=1, \dots, n-m$$

what are they good for?



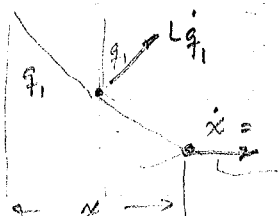
if problem is in equil what are q_1, q_2 if we know P

$$1. \quad L(c_1 + c_2) = h \Rightarrow c_2 = \frac{h}{L} - c_1$$

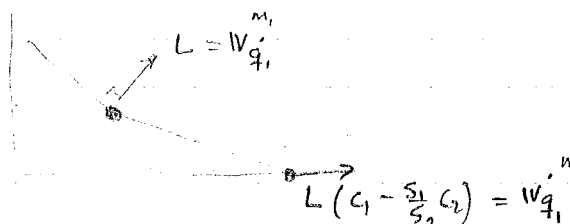
$$s_2 = \left[1 - \left(\frac{h}{L} - c_1 \right)^2 \right]^{1/2}$$

$$\text{also } \frac{d}{dt} (-s_1 \dot{q}_1 + s_2 \dot{q}_2) = 0 \Rightarrow \dot{q}_2 = -\frac{s_1}{s_2} \dot{q}_1$$

to get velocities



to get partials



$$x = L(s_1 + s_2)$$

$$\dot{x} = L(c_1 \dot{q}_1 + c_2 \dot{q}_2) = L(c_1 - \frac{s_1}{s_2} c_2) \dot{q}_1$$

Generalized forces F_r :

Body force $m_1 g, m_2 g$

contact force contribute not C_2

$$F_1 = -m_1 g L s_1 + 0 + P L (c_1 - \frac{s_1}{s_2} c_2)$$

Generalized active force

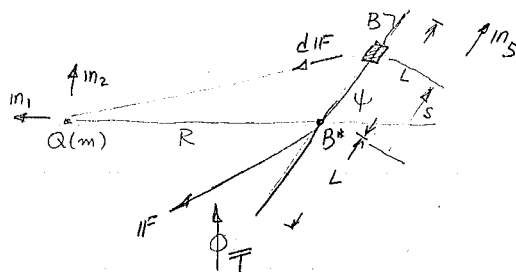
Statics $F_r = 0 \quad r=1, \dots, n-m$

$$-m_1 g L s_1 + P L (c_1 - \frac{s_1}{s_2} c_2) = 0 \Rightarrow P = \frac{m_1 g s_1}{c_1 - s_1/s_2 c_2}$$



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1. Problem 4(l)
2. Generalized Forces
 - a. Active
 - b. Inertia



4. ... pass through B^* & must be sum of little forces

$$dF = \int_{-L}^L \frac{GmM}{2L} \frac{(-sm_2 + Rm_1) ds}{[s^2 + R^2 + 2sR \cos \psi]^{3/2}}$$

$$p = \text{mass density} \quad \frac{1}{r^2} |r|$$

$$J = \int \frac{s ds}{(\dots)^{3/2}}$$

$$r = -sm_2 + Rm_1$$

$$I = \int_{-L}^L \frac{ds}{(s^2 + R^2 + 2sR \cos \psi)^{3/2}}$$

$$F = \frac{GmM}{2L} (RI m_1 - J m_2)$$

$$m_2 = -m_1 \cos \psi + m_2 \sin \psi$$

$$= \frac{GmM}{2L} \left[(RI + J \cos \psi) m_1 - J \sin \psi m_2 \right]$$

$$RI + J \cos \psi = \frac{1}{R} \left[1 + \frac{2L}{R} \cos \psi + \left(\frac{L}{R} \right)^2 \right]^{1/2} + \left[1 - \frac{2L}{R} \cos \psi + \left(\frac{L}{R} \right)^2 \right]^{1/2} \left(\frac{L}{R} \right)$$

$$-J \sin \psi = \frac{1}{R} \left[\left(1 + \frac{L}{R} \cos \psi \right) \left[1 + \frac{2L}{R} \cos \psi + \left(\frac{L}{R} \right)^2 \right]^{1/2} - \left(1 - \frac{L}{R} \cos \psi \right) \left[1 - \frac{2L}{R} \cos \psi + \left(\frac{L}{R} \right)^2 \right]^{1/2} \right]$$

$$\pi = R m_1 \times F \quad \text{or} \quad \pi = \int_{-L}^L r \times dF$$

dF form a set of concurrent vectors

by Varignon's theorem $\Rightarrow$ replace by F at Q , $\pi_Q =$

$$\text{now } \pi_{B^*} = \pi_Q + R \times F$$

$$\text{let } c \triangleq \cos \psi \quad s \triangleq \sin \psi \quad \alpha \triangleq \frac{GmM}{2L}$$

$$(1+z)^n = 1 + nz + \frac{n(n-1)}{2} z^2 + \dots$$

$$(\text{for } n=3) = 1 - \frac{1}{2}z + \frac{3}{8}z^2 - \frac{5}{16}z^3 + \dots$$

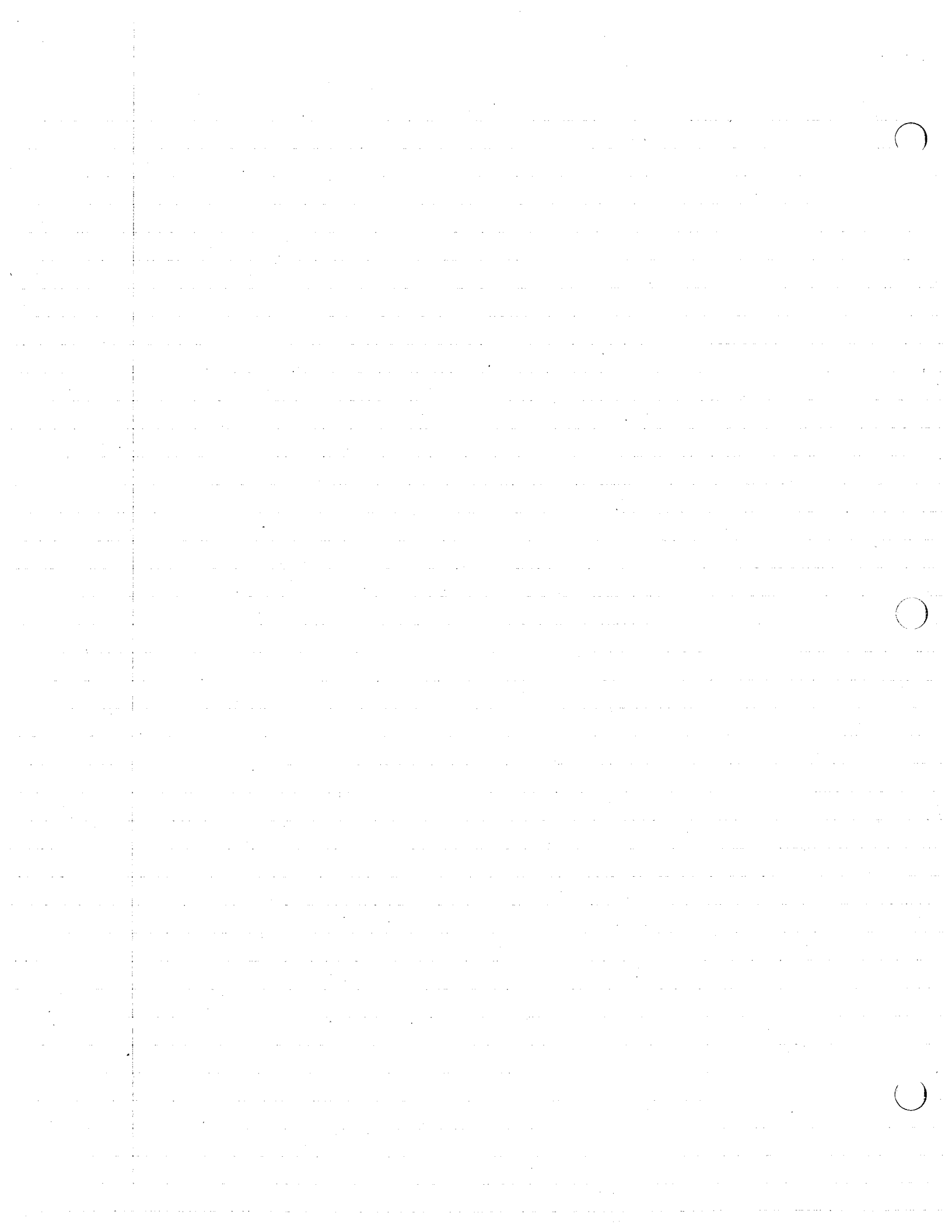
$$\pi = T m_1 \times m_2, T = \frac{\alpha}{s} \left\{ [1+cx][1+2cx+x^2]^{1/2} - [1-cx][1-2cx+x^2]^{1/2} \right\}; \quad x \triangleq \frac{L}{R}$$

If T is expressed as $T = T_0 + T_1 x + T_2 x^2 + \dots$ then

$$T_0 = 0 \quad \text{Find } T_1, T_2, \dots$$

$$T \approx \frac{\alpha}{s} \left\{ [1+cx] \left[1 - cx - \frac{cx^2}{2} + \dots \right] - [1-cx] \left[1 + cx + \frac{cx^2}{2} + \dots \right] \right\}$$

$$\approx \frac{2\alpha c}{s} x^3$$



Generalized forces:

Start from real forces (body, contact forces)

$$F_r = \sum_{i=1}^N \frac{1}{m_i} \cdot \frac{\partial P_i}{\partial \dot{q}_r}$$

of generalized coords.

$r = 1, \dots, n-m$ - nonholon const.

So what? Statics can be stated as $F_r = 0$.

Where are we headed: Look at generalized inertia forces

$$F_r^* = \sum_{i=1}^N \frac{1}{m_i} \frac{\partial P_i}{\partial \dot{q}_r} \cdot \frac{\partial P_i}{\partial \dot{q}_r} = \frac{\partial}{\partial \dot{q}_r} \left(\sum_{i=1}^N \frac{1}{2} m_i \dot{q}_i^2 \right) = \frac{\partial T}{\partial \dot{q}_r}$$

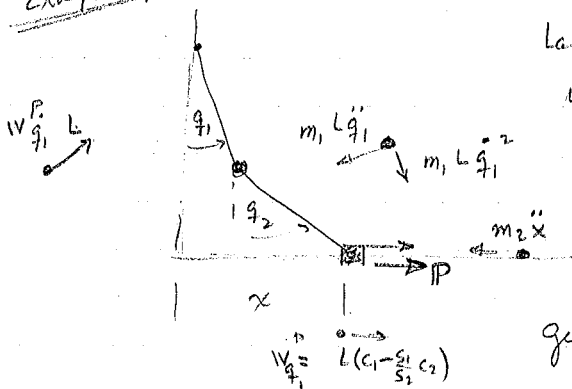
inertia forces

$r = 1, \dots, n-m$

What does this have to do with anything

all of dynamics can be stated as $F_r + F_r^* = 0$

Example



Last time we found $\frac{\partial P}{\partial \dot{q}}$
we need to find the accel.
this is inertia forces

Generalized inertia force

$$F_1^* = -m_1 L \ddot{q}_1 - m_2 \ddot{x} L \left(c_1 - \frac{s_1}{s_2} c_2 \right)$$

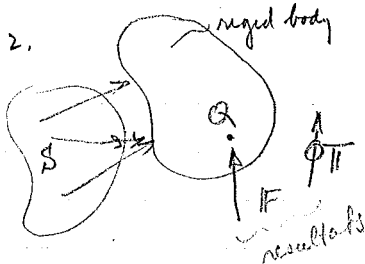
From previous F_1 was found it is the only generalized force.

$$F_1 + F_1^* = 0 \Rightarrow -m_1 L \ddot{q}_1 - m_2 \ddot{x} L \left(c_1 - \frac{s_1}{s_2} c_2 \right) - m_1 g L s_1 + P L \left(c_1 - \frac{s_1}{s_2} c_2 \right) = 0$$

To find Generalized Active Forces efficiently - 4 ideas involved

- 1) Smooth contacts - forces acting across smooth surfaces provide 0 contributions.

$\frac{\partial P}{\partial \dot{q}}$ is tangential, smoothness $\Rightarrow$ no tangential component of force
 $\therefore \frac{\partial P}{\partial \dot{q}} \cdot \mathbf{F} = 0$



We can replace effect of S by $\mathbf{F}$ and Π

then $\mathbf{F} \cdot \frac{\partial \mathbf{r}_A}{\partial \dot{q}_r} + \Pi \cdot \frac{\partial \mathbf{r}_B}{\partial \dot{q}_r}$ is contrib to generalized active force by set S

3. Gravitational forces near earth

Contrib to generalized active force is

$$m g \mathbf{k} \cdot \frac{\partial \mathbf{r}_P}{\partial \dot{q}_r}$$

m - mass

g - accel of grav

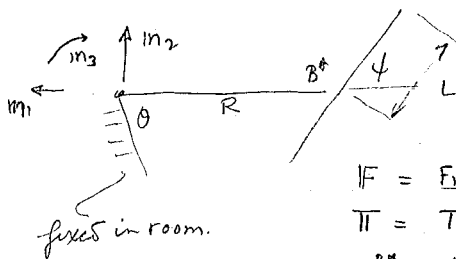
$\mathbf{k}$ is vector acting down

$\frac{\partial \mathbf{r}_P}{\partial \dot{q}_r}$ - partial veloc of mass



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more about ψ



$$F = F_1(R, \psi) m_1 + F_2(R, \psi) m_2$$

$$T = T(R, \psi) m_3$$

$$a^{B^*} = (R\ddot{\theta}^2 - \ddot{R}) m_1 + (R\ddot{\theta} - 2\dot{R}\dot{\theta}) m_2$$

$$\alpha^{B^*} = -(\ddot{\theta} + \ddot{\psi}) m_3$$

Suppose we apply Newton's laws

$$F = Ma \Rightarrow F_1(R, \psi) = M(R\ddot{\theta}^2 - \ddot{R})$$

$$F_2(R, \psi) = M(R\ddot{\theta} - 2\dot{R}\dot{\theta})$$

R, ψ, θ unknowns

$$T = I \alpha \cdot m_3 \Rightarrow T(R, \psi) = -I(\ddot{\theta} + \ddot{\psi})$$

3 DE

The orbits will not be elliptical since body has length. If $\frac{L}{R} \ll 1$ then.

$$\text{If then } F_1(R, \psi) \approx \frac{GmM}{R^2}, F_2 \approx 0, T \approx \frac{GMmL^2}{2R^2} \sin 2\psi$$

$$\text{then using Newton's Law } \frac{GmM}{R^2} = M(R\ddot{\theta}^2 - \ddot{R}) \quad (1)$$

$$0 = M(R\ddot{\theta} - 2\dot{R}\dot{\theta}) \quad (2)$$

$$\frac{GMmL^2}{2R^3} \sin 2\psi = -I(\ddot{\theta} + \ddot{\psi}) \quad (3)$$

These are eqns w/ particle motion $\Rightarrow$ we've uncoupled (3) from (1), (2)

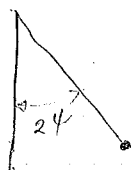
Solve (1) (2) for R & θ put into (3)

Look at circular orbit: $R = R_0$ $\dot{\theta} = \Omega = \text{const.}$

$$(1) \Rightarrow \frac{GmM}{R_0^2} = MR_0 \Omega^2 \quad (1) \Rightarrow \frac{GmM}{R_0^3 M} = \Omega^2 \quad \& \quad \Omega = \left(\frac{Gm}{R_0^3} \right)^{1/2}$$

$$(2) \Rightarrow \text{no info}$$

$$(3) \quad \frac{GMmL^2}{2R_0^3} \sin 2\psi = -\frac{ML^2}{3}(\ddot{\psi})$$



$$\Rightarrow \frac{2\ddot{\psi}}{2} + \frac{3\Omega^2}{2} \sin 2\psi = 0$$

pendulum eqn.

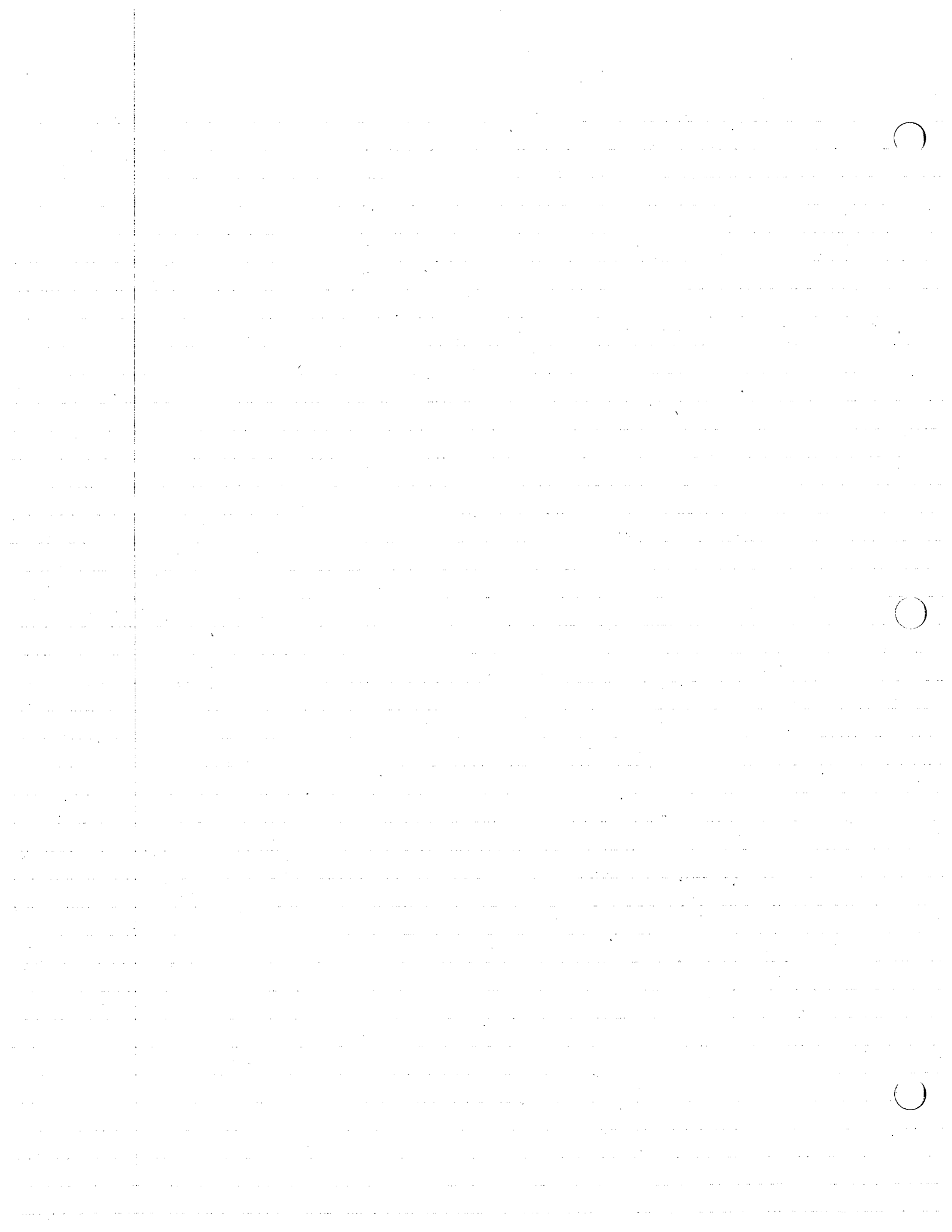
ie for small 2ψ oscill motion about ψ

thus oscill motion of rod.

Problems in Set #5

$$F_r = \sum_{i=1}^N F_i \cdot \frac{r_i}{r}$$

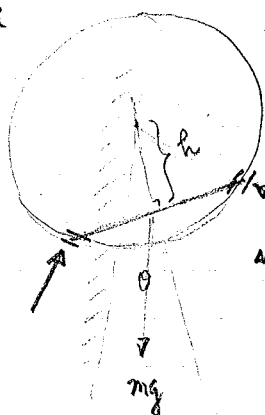
hardest to use - impractical



had 4 ideas to simplify evaluation

1. - smooth contacts
2. - Rigid Bodies
3. - Gravity
4. Rolling

5a



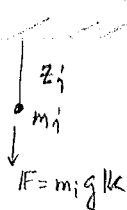
smooth contact-contact forces contribute nothing
replace gravity force by ~~mass center~~ mg at mass center

$$W_i^* = (h m_2)$$

5b. Smooth contacts at joints, gravity, rigid bodies

treat rods as particles
when dealing w/ gravity forces

Suppose



contributions of all gravitational forces

$$(F_r)_G = g \frac{\partial}{\partial q_r} \left(\sum_{i=1}^N m_i z_i \right)$$

$z_i > 0$ if m_i below the reference plane

for the present system

$$\frac{W}{g} L \left[\frac{6}{2} \cos q_1 + 5 \cos q_1 + 6 \left(\cos q_1 + \frac{1}{2} \cos q_2 \right) \right]$$

6 rods of distance $\frac{1}{2} \cos q_1$ 5 rods of dist q_1 + 5 $(\cos q_1 + \cos q_2)$

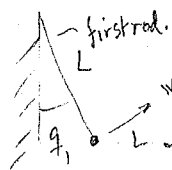
$$+ 5 (\cos q_1 + \cos q_2) + 6 \left(\cos q_1 + \frac{1}{2} \cos q_2 \right) \frac{1}{3}$$

$$\frac{WL}{g} [30 \cos q_1 + 19 \cos q_2 + 8 \cos q_3] = \sum m_i z_i$$

$$\text{then } (F_1)_g = -30WL \sin q_1$$

$$(F_2)_G = -19WL \sin q_2$$

$$(F_3)_G = -8WL \sin q_3$$



$$(F_1)_{S \text{ contrib}} = L S \cos q_1$$

$$(F_2)_{S \text{ contrib}} = 0$$

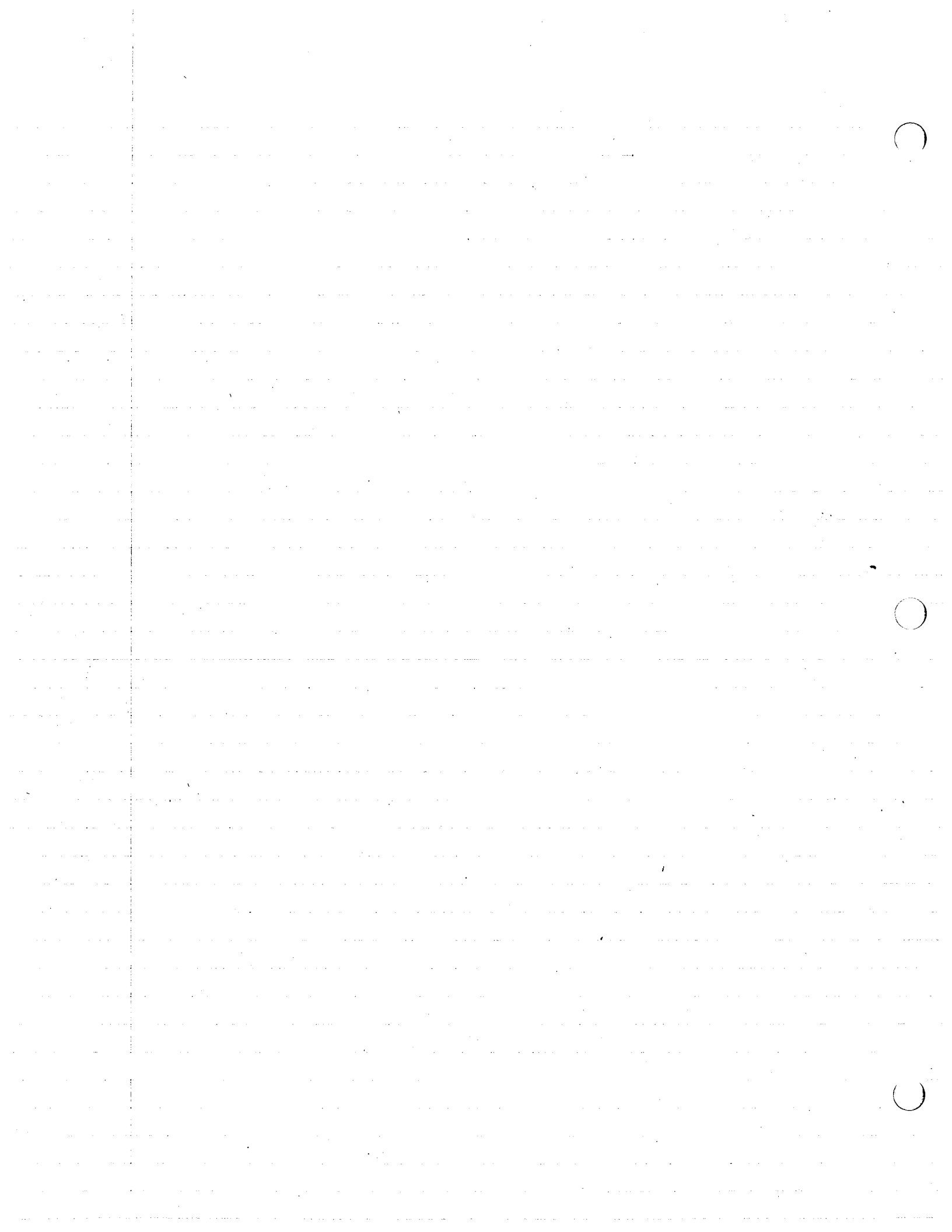
$$(F_3)_{S \text{ contrib}} = 0$$



$$Q \text{ contrib to } F_1 = -QL \cos q_1$$

$$" F_2 = QL \cos q_2$$

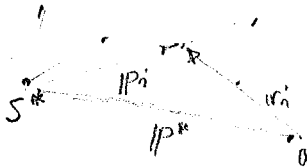
$$" F_3 = 0$$



Mass Center - certain point S^* $\Rightarrow \sum m_i p_i = 0$ where p_i is vector from S^* to particle i

$P_i(m_i)$

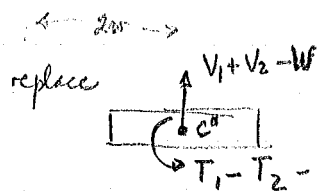
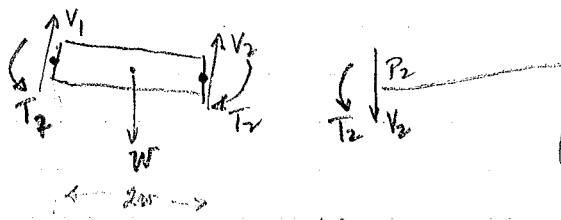
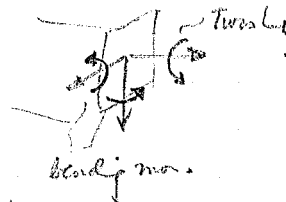
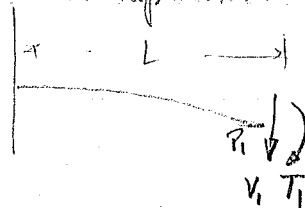
to find S^* : introduce O (known point)



$$\text{we want } \sum_{i=1}^N m_i p_i = 0 \quad p_i = r_i - p^* \\ \sum m_i (r_i - p^*) = 0$$

$$p^* = \frac{\sum m_i r_i}{\sum m_i}$$

5d. Use replacement / rigid bodies



define $\uparrow a$
 $\curvearrowright b$

$$W^{C^*} = -\left(\frac{\dot{q}_1 + \dot{q}_2}{2}\right)a$$

$$W_{\dot{q}_1}^{C^*} = -\frac{a}{2} \quad W_{\dot{q}_2}^{C^*} = -\frac{a}{2}$$

we need no external forces since $W_{\dot{q}_i}^{C^*} \cdot \text{force (in dir } \perp \text{ to } a) = 0$

$$W^{C^*} = \frac{\dot{q}_1 - \dot{q}_2}{2w} b$$

$$W_{\dot{q}_1}^{C^*} = \frac{b}{2w}$$

$$W_{\dot{q}_2}^{C^*} = -\frac{b}{2w}$$

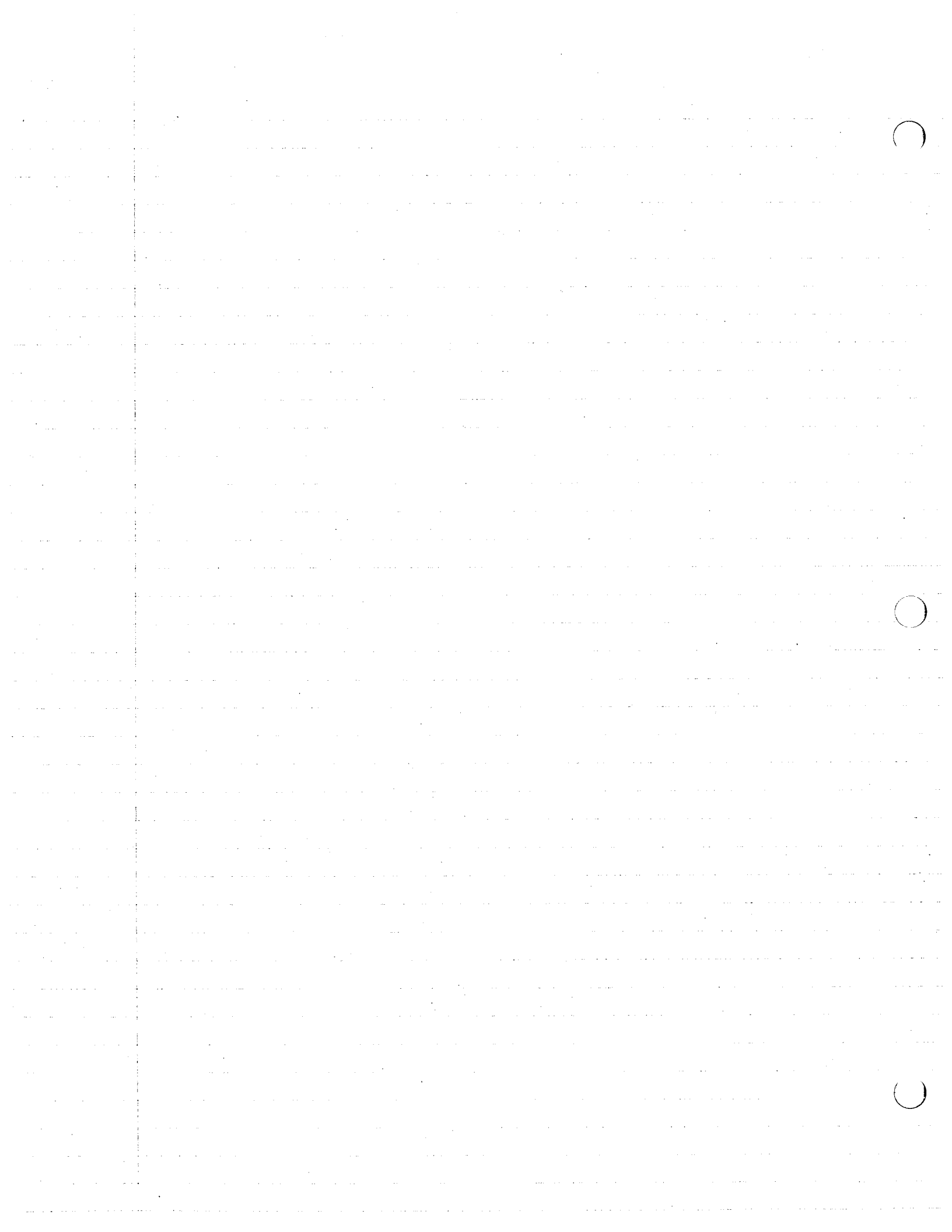
$$\Pi = (V_1 + V_2 - W)a \quad \Pi = [T_1 - T_2 - W(V_1 - V_2)b]$$

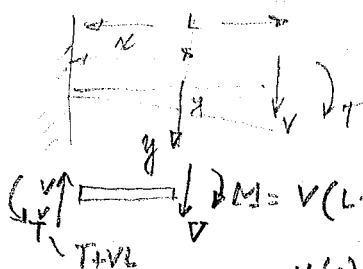
$$F_1 = W_{\dot{q}_1} \cdot \Pi + W_{\dot{q}_1}^{C^*} \cdot \Pi = (-V + \frac{1}{2w}(T_1 - T_2) + \frac{W}{2})$$

$$F_2 =$$

Beam Theory $V_1 = \frac{12EI}{L^3} \left(q_1 - \frac{L}{2} \frac{q_2 - q_1}{2w} \right)$

$$T_1 = \frac{12EI}{L^2} \left(\frac{L}{2} \frac{q_2 - q_1}{2w} - q_1 \right)$$





$$y(0)=0, y'(0)=0 \quad EI y'' = M$$

$$EI y'' = V(L-x) + T$$

$$EI y' = -V \frac{(L-x)^2}{2} + Tx + \frac{VL^2}{2}$$

$$EI y = +V \frac{(L-x)^3}{6} + \frac{Tx^2}{2} + \frac{VL^2x}{2} - \frac{VL^3}{6}$$

$$EI \theta = TL + \frac{VL^2}{2}$$

$$EI \delta = TL^2 \frac{1}{2} + \frac{VL^3}{3}$$

} solve for V & T

$$\text{let } y(L) = \delta \\ y'(L) = 0$$

$$V = \frac{12EI}{L^3} \left(\delta - \frac{L}{2} \theta \right)$$

$$T = \frac{12EI}{L^2} \left(\frac{L}{3} \theta - \frac{\delta}{2} \right)$$

Final Exam: - Generalized Active Forces is final topic

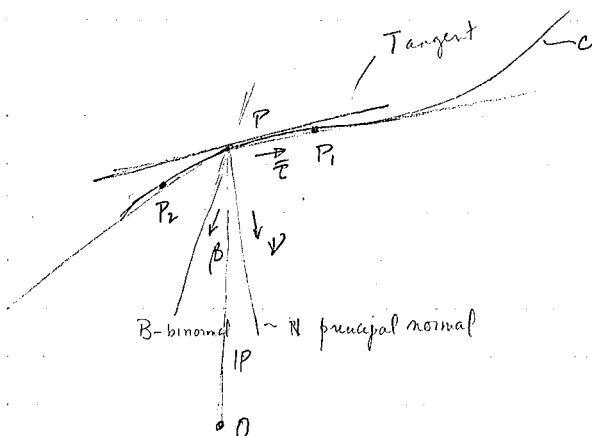
11/29/79

No class: 6th Dec 79

Final Exam: Hybrid Takehome Thursday ^{13th 11^{PM}} at 7-~~10~~ PM pick up exam at Prof. Kane's office
return it by 8³⁰ AM on the 14th

To work out problem 5d)

Differential Geometry - Ref: Analytic Elements of Mechanics Vol 2: Kane



z : a scalar variable governing the position of P on C .

Let P move $\Rightarrow z \rightarrow z \pm h$, draw lines from PP_1 & PP_2 ; these lines ~~are~~ define a plane
- line $\perp$ to PP_1 - PP_2 plane is in the limit B

$$\underline{N} = -\underline{B} \times \underline{T}$$

Define $\underline{\tau}$: a vector tangent to C at P

$\underline{\beta}$: " " binormal " " "

$\underline{N}$: the " principal normal " " "

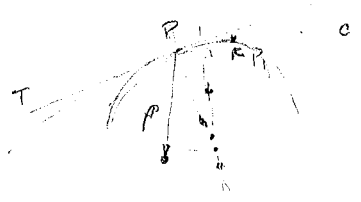
$$\underline{\tau} \triangleq \frac{P' \times P''}{|P' \times P''|} \quad (1) \quad \left(\frac{d}{dt} \right) \text{ you will get either } \pm \text{ depending on parameter } y \text{ of } P$$

$$\underline{\beta} \triangleq \frac{P' \times P''}{|P' \times P''|} \quad (2)$$

$$\text{now } \underline{\tau} \cdot \underline{\beta} = 0 \Rightarrow \underline{\tau} \perp \underline{\beta}$$



(3) $\psi = \beta \times \bar{e}$ unique since we use a given β , $\bar{e}$
 ρ = vector radius of curvature of C at P

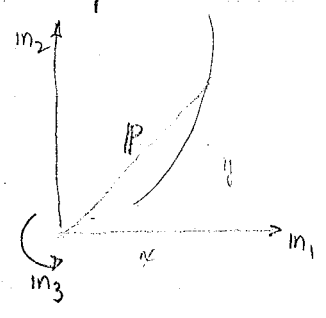


P_1 another point on C draw $\perp$ bisector to PP_1 draw $\perp$ to T through P. Intersection of 2 lines is $\perp$ limit the radius of curvature

$$\rho = \frac{(|P'|)^2}{(|P' \times P''|)^2} (|P' \times P''|) \times |P'| = \frac{(|P'|)^2}{(|P' \times P''|)^2} |P' \times P''| |P'| \beta \times \bar{e} \quad (4)$$

$$\rho = \frac{|P'|^3}{|P' \times P''|} \psi \quad (5)$$

Consider a planar curve



$$\rho = x m_1 + y(x) m_2 \quad (6)$$

Let $x = z$

$$\rho' = m_1 + y' m_2 \quad (7)$$

$$\rho'' = y'' m_2 \quad (8)$$

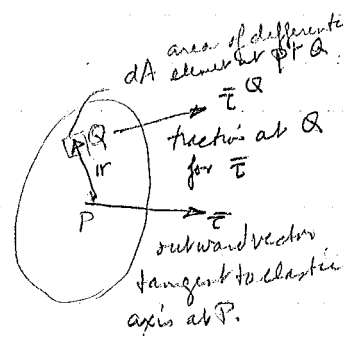
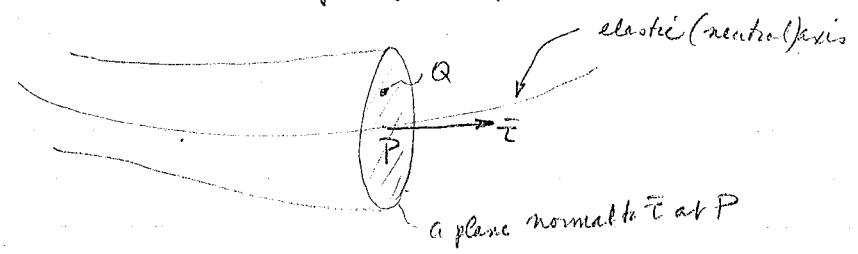
$$\bar{e} = \frac{m_1 + y' m_2}{(1 + y'^2)^{1/2}} \quad (9)$$

$$\beta = \frac{(m_1 + y' m_2) \times y'' m_2}{(1 + y'^2)^{3/2}} \quad (10)$$

$$\psi = \frac{y''}{|y''|} \frac{(-y' m_1 + m_2)}{(1 + y'^2)^{1/2}} \quad (11)$$

$$\rho_{(5,7,8,11)} = \frac{(1 + y'^2)^{3/2}}{|y''|} \frac{y''}{|y''|} \frac{(-y' m_1 + m_2)}{(1 + y'^2)^{1/2}} = \frac{(1 + y'^2)}{y''} (-y' m_1 + m_2) \quad (12)$$

Now we use beam & define generic pt Q in plane P.



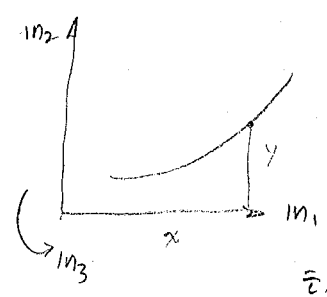
Dfn. $I \triangleq \int_A (r \times \beta)^2 dA \quad (13)$ second moment of area.

$$M \triangleq \int (r \times \bar{e}^Q \cdot \beta) \beta dA \quad (14)$$
 component in binormal direction

Beam Law $\bar{e} \times \rho \cdot M = EI$ Young's modulus (15)



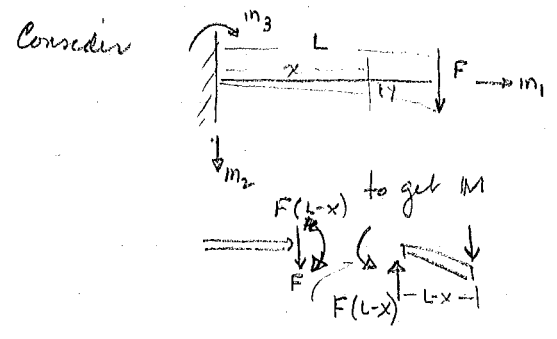
To go back to 2D beam bending



$$\bar{e} \times \rho_{(q,n)} = \frac{m_1 + y' m_2}{(1 + y'^2)^{3/2}} \times (-y' m_1 + m_2) \left(\frac{1 + y'^2}{y''} \right)$$

$$= \frac{(1 + y'^2)^{3/2}}{y''} m_3 \quad (16)$$

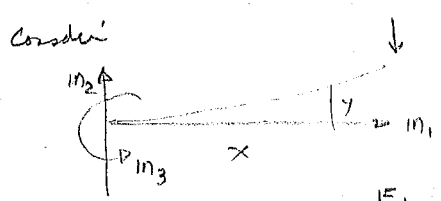
Using beam law $m_3 \cdot IM = \frac{EI y''}{(1 + y'^2)^{3/2}} \approx EI y''$ for $y' \ll 1$ (17)



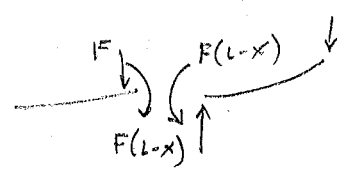
($y > 0 \Leftrightarrow$ downwards)
 $\Leftrightarrow (m_2 \text{ down; } m_3 \text{ in paper})$

$$IM = F(L-x) m_3$$

$$m_3 \cdot IM = F(L-x) = EI y'' \quad (18)$$



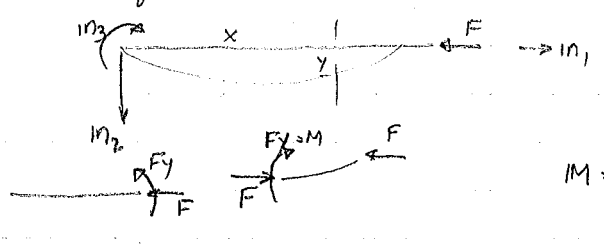
($y > 0 \Leftrightarrow$ up) $\Leftrightarrow (m_2 \text{ up, } m_3 \text{ out})$



$$IM = F(L-x)(-m_3)$$

$$m_3 \cdot IM = -F(L-x) = EI y'' \quad (19)$$

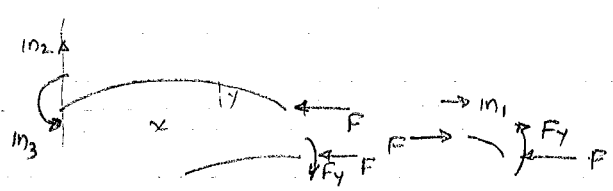
Buckling



($y > 0 \Leftrightarrow$ down) $\Leftrightarrow (m_2 \text{ down, } m_3 \text{ in})$

$$IM = Fy(-m_3)$$

$$-Fy = EI y'' !$$



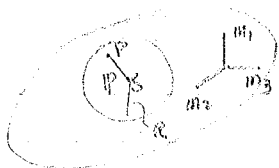
($y > 0 \Leftrightarrow$ up) $\Leftrightarrow (m_2 \text{ up, } m_3 \text{ out})$

$$IM = Fy(-m_3)$$



we cannot tell from buckling problem what deflection is $\Rightarrow$ both eqns are possible based on 2 different definitions. We can only get buckling load since $EI y'' + Fy = 0$ $y = A \sin \alpha x + B \cos \alpha x$
 $\alpha = (F/EI)^{1/2}$

5h



$$\omega^B = u_1 m_1 + u_2 m_2 + u_3 m_3$$

$$\omega^S = u_4 m_1 + u_5 m_2 + u_6 m_3$$

$$W = u_7 m_1 + u_8 m_2 + u_9 m_3$$

Force on S at P:

$$dF = -c W^B P dA = -c \omega^B S \times p dA \\ = +c (\omega^B - \omega^S) \times p dA \quad (1)$$

Force on B at P: $-dF$

$$\text{Generalized force } dF_r = W_{u_r}^B \cdot dF + W_{u_r}^S \cdot (-dF) = (W_{u_r}^B - W_{u_r}^S) dF \quad (2)$$

$$W_{u_r}^B = W_{u_r} + \omega_{u_r}^S \times p \quad W_{u_r}^S = W_{u_r} + \omega_{u_r}^B \times p \quad (3)$$

use in (2) to get

$$dF_r = (\omega_{u_r}^S - \omega_{u_r}^B) \times p \cdot dF \\ = c (\omega_{u_r}^S - \omega_{u_r}^B) \cdot p \times [(\omega^B - \omega^S) \times p] dA$$

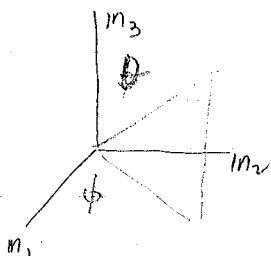
$$F_3 = -cm_3 \cdot \int p \times [(\omega^B - \omega^S) \times p] dA$$

$$F_4 = cm_1 \cdot \int p \times [(\omega^B - \omega^S) \times p] dA$$

$$\text{now look for } \int p \times [(\omega^B - \omega^S) \times p] dA \\ = (u_1 - u_4) \int p \times (m_1 \times p) dA \\ + (u_2 - u_5) \int p \times (m_2 \times p) dA \\ + (u_3 - u_6) \int p \times (m_3 \times p) dA$$

$$\int p \times (m_i \times p) dA = \frac{8\pi R^4}{3} m_i$$

This is true since by principle of symmetry of sphere this integral has a preferred direction, namely m_i



$$p = R (\sin \theta \cos \phi m_1 + \sin \theta \sin \phi m_2 + \cos \theta m_3) \\ dA = R^2 \sin \theta d\theta d\phi$$

Do internal forces contribute to generalized active forces.

5h internal do 5b internal don't $\therefore$ it depends on situation



Generalized Inertia Forces

$$F_r^* = \sum V_{q_r}^{P_i} \cdot F_i^*$$

$$= - \sum_{i=1}^N m_i V_{q_r}^{P_i} \cdot a^{P_i}$$

If one deals w/ rigid body 2 pts on rigid body

$$V_{q_r}^{P_i} = V_{q_r}^{B^*} + \omega \times r_i \quad \text{if } B^* \text{ is mass center}$$



$$a^{P_i} = a^{B^*} + \omega \times (\omega \times r_i) + \alpha \times r_i$$

$$\begin{aligned} \text{Now } V_{q_r}^{P_i} \cdot a^{P_i} &= V_{q_r}^{B^*} \cdot a^{B^*} + V_{q_r}^{B^*} \cdot [\omega \times (\omega \times r_i)] + V_{q_r}^{B^*} \cdot (\alpha \times r_i) + \omega \times r_i \cdot a^{B^*} \\ &\quad + (\omega \times r_i) \cdot [\omega \times (\omega \times r_i)] + \omega \times r_i \cdot (\alpha \times r_i) \end{aligned}$$

Now subst.

$$-F_r^* = V_{q_r}^{B^*} \cdot a^{B^*} \sum m_i + V_{q_r}^{B^*} \cdot [\omega \times (\omega \times \sum m_i r_i)] + V_{q_r}^{B^*} \cdot (\alpha \times \sum m_i r_i)$$

$$+ \omega \times r_i \cdot (\sum m_i r_i) \cdot a^{B^*} + \sum (\omega \times r_i) \cdot [\omega \times (\omega \times r_i)] + \sum (\omega \times r_i) \cdot (\alpha \times r_i)$$

$$\text{now let } \omega = \omega \mathbf{n}_0 \Rightarrow \sum_{i=1}^N m_i (\omega \times r_i) \cdot [\omega \times (\omega \times r_i)] =$$

$$\begin{aligned} &= \omega^2 \sum m_i (\omega \times r_i) \times [\mathbf{n}_0 \times (\mathbf{n}_0 \times r_i)] \\ &= \omega^2 \omega \times \mathbf{n}_0 \times \sum m_i r_i \times [\mathbf{n}_0 \times r_i] \end{aligned}$$

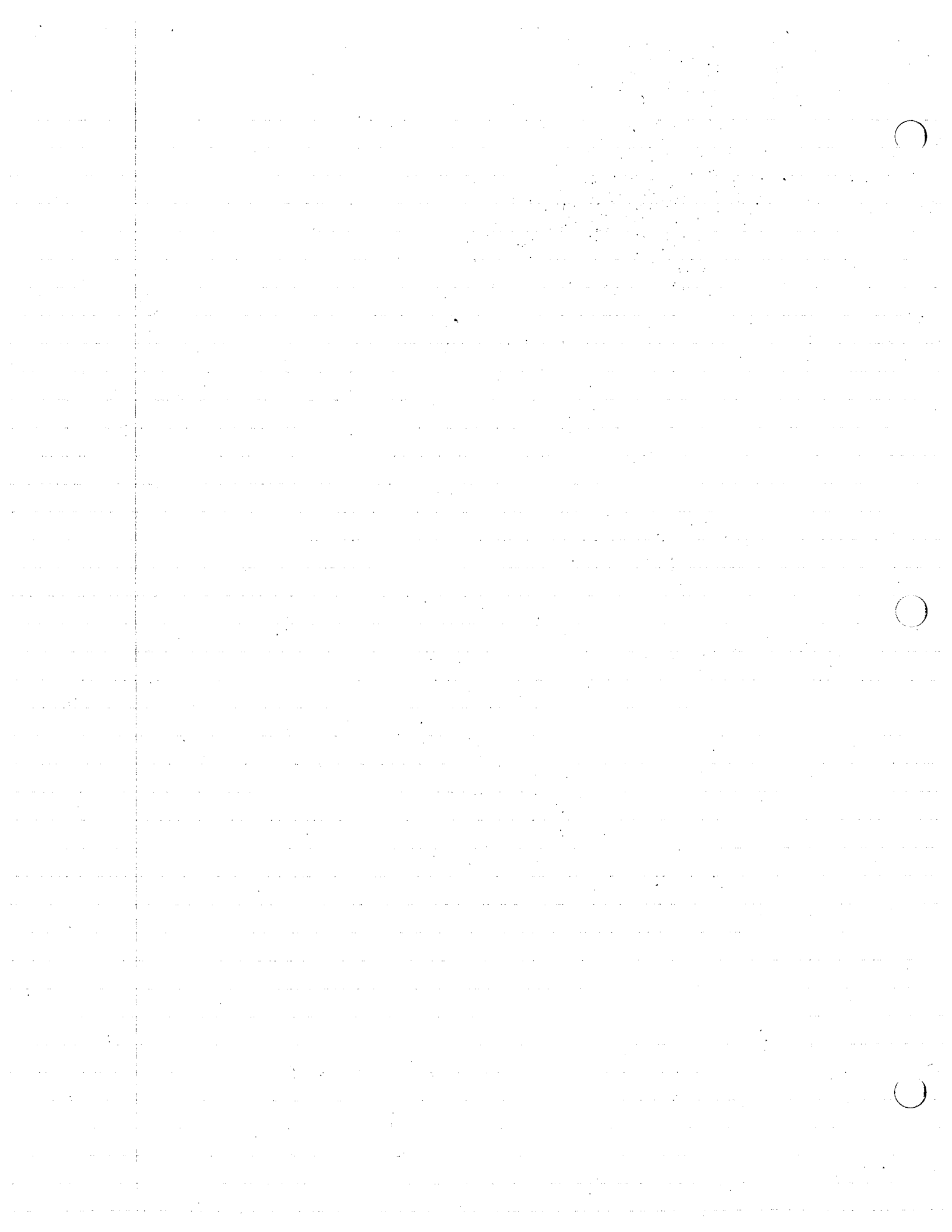
$$\text{now } \alpha = \alpha \mathbf{n}_a \Rightarrow \sum m_i (\omega \times r_i) \cdot (\alpha \times r_i) = \alpha \sum m_i [\omega \times r_i \times (\mathbf{n}_a \times r_i)]$$

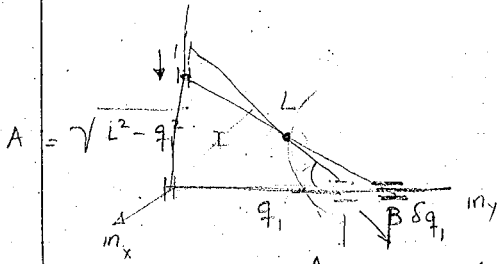
$$= \alpha \omega \times \mathbf{n}_a \cdot \sum m_i r_i \times (\mathbf{n}_a \times r_i)$$

What's the point? $\sum m_i = M = \text{total mass}$ $\sum m_i r_i = 0$ if B^* is mass center

Sums of the form $\sum_{i=1}^N m_i r_i \times (\mathbf{n} \times r_i)$, where r_i is a position vector of particle from mass center, deserve attention - relates to moments of inertia

No class thurs day put number 28 on exam.





can be reduced to

$$R D = R I_1 + I_1 I_2 + I_2 D$$

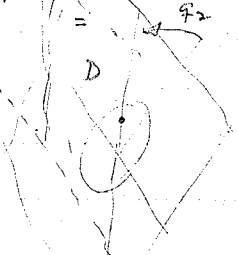
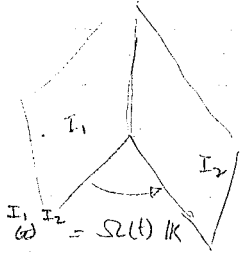
$$A^2 + q_1^2 = L^2$$

$$2A \frac{dA}{dt} + 2q_1 \dot{q}_1 = 0 \quad \frac{dA}{dt} = -\frac{q_1 \dot{q}_1}{\sqrt{L^2 - q_1^2}} \quad \text{IK}$$

$$V^1 = -q_1 \frac{\dot{q}_1}{\sqrt{L^2 - q_1^2}} m_y$$

$$R A \omega \times$$

$$I_2 D = \dot{q}_2 m_2$$



$$r^A = \sqrt{L^2 - q_1^2} \quad \frac{R A}{dt} = -\frac{2q_1 \dot{q}_1}{\sqrt{L^2 - q_1^2}} \quad \text{IK}$$

$$V^A = V^B + \omega \times r^A = \dot{q}_1 m_y + () \times L m_2$$

$$L m_2 = \left[+ \frac{q_1}{\sqrt{L^2 - q_1^2}} m_y - \frac{A}{\sqrt{L^2 - q_1^2}} \text{IK} \right] (\omega_x m_x + \omega_y m_y + \omega_z)$$

$$\omega_x q_1 / \sqrt{L^2 - q_1^2} = -\frac{\dot{q}_1 q_1}{A}$$

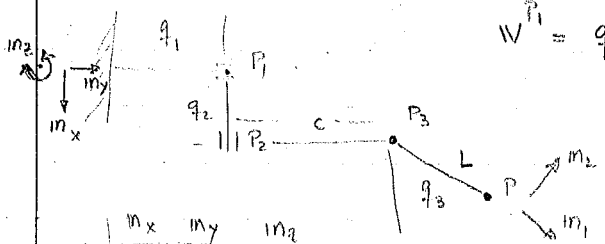
$$\Rightarrow \omega_x = -\frac{\dot{q}_1 q_1}{A}$$

$$\Rightarrow \omega_z = \omega_y = 0$$

$$V^A = V^B + \omega \times r^A = 0 \quad \omega \times (L K)$$

$$= + \frac{\dot{q}_1 q_1}{\sqrt{L^2 - q_1^2}}$$

$$\text{must be true} \quad A = \frac{q_1}{\sqrt{L^2 - q_1^2}} \quad \forall A \Rightarrow \omega$$



	m_x	m_y	m_z
m_1	c_3	s_3	0
m_2	$-s_3$	c_3	0
m_3	0	0	1

$$\frac{dm_1}{dt} = \dot{q}_3 m_2 \times m_1 = \dot{q}_3 m_2$$

$$\frac{dm_2}{dt} = \dot{q}_3 m_2 \times m_2 = -\dot{q}_3 m_1$$

$$V^P = \dot{q}_1 m_y$$

$$V^P = V^B + V^{B/P} = \dot{q}_1 m_y + \dot{q}_2 m_x$$

$$V^P = V^B + V^{B/P} = \dot{q}_1 m_y + \dot{q}_2 m_x$$

$$V^P = V^B + \omega \times r = V^B + \dot{q}_3 m_2 \times L m_1$$

$$= \dot{q}_1 m_y + \dot{q}_2 m_x + \dot{q}_3 L m_2$$

$$V^P = \dot{q}_1 (s_3 m_1 + c_3 m_2) + \dot{q}_2 (c_3 m_1 - s_3 m_2) + \dot{q}_3 L m_2$$

$$a^P = \ddot{q}_1 (s_3 m_1 + c_3 m_2) + \ddot{q}_2 (c_3 m_1 - s_3 m_2) + \ddot{q}_3 L m_2$$

$$+ \dot{q}_1 (c_3 m_1 + s_3 m_2) \dot{q}_3 + \dot{q}_2 (-s_3 m_1 - c_3 m_2) \dot{q}_3 + \dot{q}_1 (s_3 m_2 + c_3 m_1) \dot{q}_3 + \dot{q}_2 (c_3 m_2 + s_3 m_1) \dot{q}_3$$

$$= (\ddot{q}_1 s_3 + \ddot{q}_2 c_3 - L \dot{q}_3^2) m_1 + (\ddot{q}_1 c_3 - \ddot{q}_2 s_3 + \ddot{q}_3 L) m_2$$

$$\text{let } u_1 = \dot{q}_1 s_3 + \dot{q}_2 c_3$$

$$u_2 = \dot{q}_1 c_3 - \dot{q}_2 s_3 + L \ddot{q}_3 u_3$$

$$u_3 = \dot{q}_3$$

$$u_1 s_3 + u_2 c_3 = \dot{q}_1 + L u_3 c_3$$

$$\dot{q}_1 = u_1 s_3 + u_2 c_3 - L u_3 c_3$$

$$u_1 c_3 - u_2 s_3 = \dot{q}_2 - L u_3 s_3$$

$$v^P = u_1 m_1 + u_2 m_2$$

$$a^P = \dot{u}_1 m_1 + u_1 u_3 m_2 + \dot{u}_2 m_2 - u_2 u_3 m_1$$

$$= (\dot{u}_1 - u_2 u_3) m_1 + (\dot{u}_2 + u_1 u_3) m_2$$

$$\dot{u}_1 = \ddot{q}_1 s_3 + \dot{q}_1 \dot{q}_3 c_3 + \ddot{q}_2 c_3 + \dot{q}_2 \dot{q}_3 s_3$$

$$- u_2 u_3 = - \dot{q}_1 \dot{q}_3 c_3 + \dot{q}_2 \dot{q}_3 s_3 + L \dot{q}_3^2$$

$$\begin{aligned} \dot{u}_1 - u_2 u_3 &= \ddot{q}_1 s_3 + \ddot{q}_2 c_3 - \dot{q}_1 \dot{q}_3 c_3 - L \dot{q}_3^2 \\ &= \ddot{q}_1 s_3 + \ddot{q}_2 c_3 + \dot{q}_1 \dot{q}_3 s_3 - \dot{q}_1 \dot{q}_3 c_3 - L \dot{q}_3^2 \end{aligned}$$

$$\dot{u}_2 = \ddot{q}_1 c_3 + \dot{q}_1 \dot{q}_3 s_3 - \ddot{q}_2 s_3 - \dot{q}_2 \dot{q}_3 c_3 + L \ddot{q}_3$$

$$u_1 u_3 = \dot{q}_1 \dot{q}_3 s_3 + \dot{q}_2 \dot{q}_3 c_3$$

$$\dot{q}_1 c_3 - \dot{q}_2 s_3 - 2 \dot{q}_2 \dot{q}_3 c_3 - 2 \dot{q}_1 \dot{q}_3 s_3 + L \ddot{q}_3$$

$$\begin{matrix} D & C & C & B \\ \omega & + & \omega & \end{matrix}$$

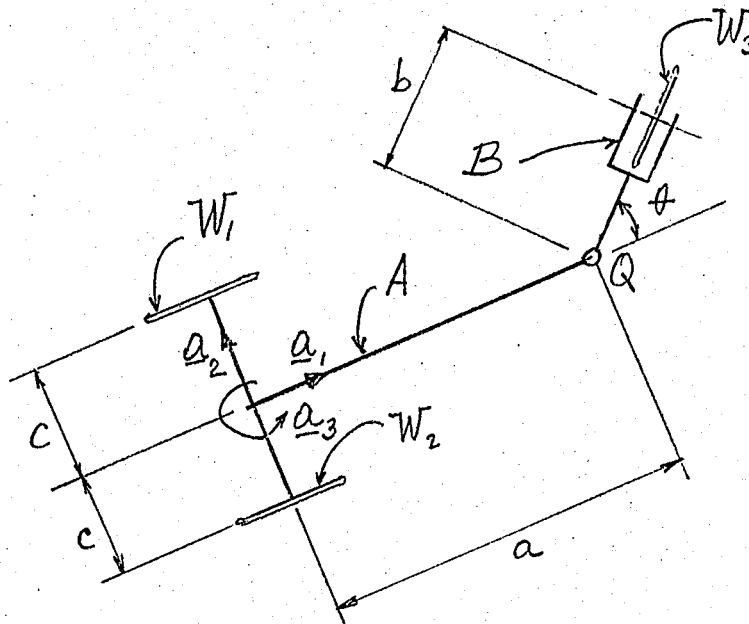
$$\frac{D}{dt} b_2 = \frac{D}{dt} b_2 + \omega^B \times b_2 = [\dot{\psi} a_3 + \dot{\theta} b_1] \times b_2$$

$$\begin{aligned} \dot{\psi} b_1 + \dot{\theta} b_3 &= \frac{\partial b_2}{\partial \theta} b_3 = a_3 a_1 \theta = \sin \theta a_2 \\ \frac{D}{dt} b_2 &= a_3 \frac{\partial b_2}{\partial \theta} + \omega^C \times b_2 \quad \text{at } \omega \theta = \sin \theta a_2 \\ \frac{\partial b_2}{\partial \theta} + \omega^B \times b_2 &= \dot{\theta} b_3 \quad \frac{\partial b_2}{\partial \psi} \dot{\psi} \end{aligned}$$



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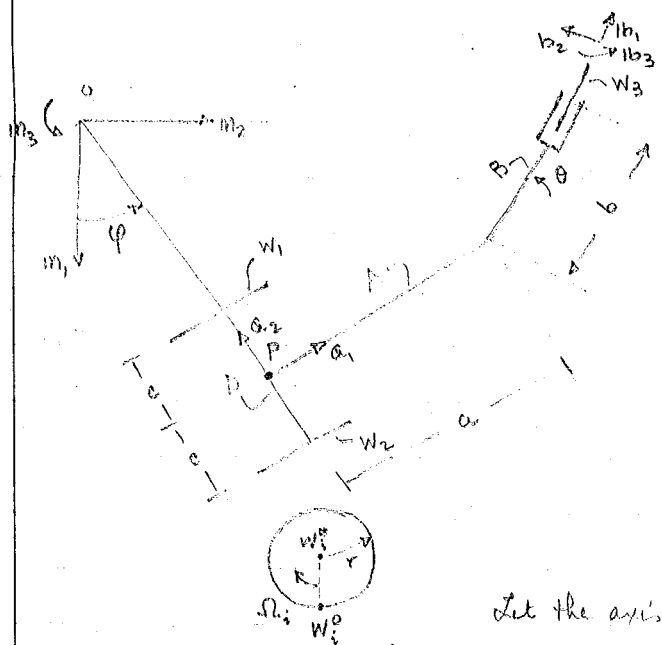


The sketch is a schematic representation of an aircraft landing gear consisting of two hinge-connected rigid bodies, A and B, and three identical wheels, W_1 , W_2 , and W_3 , each with radius r . $\underline{a}_1$, $\underline{a}_2$, $\underline{a}_3$ are mutually perpendicular unit vectors fixed in A.

When this system rolls on a plane surface, it possesses two degrees of freedom; and two generalized speeds, u_1 and u_2 , can be defined as $u_i = \underline{v} \cdot \underline{a}_i$ ($i=1,2$), where $\underline{v}^Q$ is the velocity of the hinge point Q.

Determine the partial angular velocities of A, B, and W_1 with respect to u_1 and u_2 for an instant at which θ (see the sketch) is equal to 180 degrees. Record your results in the table below.

	$\underline{\omega}_A$	$\underline{\omega}_B$	$\underline{\omega}_{W_1}$
$i=1$	0	0	$\frac{1}{r} a_2$
$i=2$	a_3/a	$\frac{a_3}{b}$	$\frac{a_3}{a} - \frac{c}{ra} a_2$



Define a reference frame R with fixed vectors of unit length forming a right handed triad, R being the surface that the system rolls on.

Let P be the point where A joins the cross axis D , let S be the point directly below P in R . Let a_1, a_2, a_3 be unit vectors fixed in A and let b_1, b_2, b_3 be unit vectors fixed in B , each set forming a right handed triad.

Let the axis D be at an angle φ to the n_1 axis. Define superscript $()^0$ to be the point on the wheel in contact with R and $()^*$ to be the center of the wheel. Let (x, y) be the position of point S .

$$r^S = x n_1 + y n_2 ; \quad r^P = x n_1 + y n_2 + r n_3$$

Thus $\boxed{R V^P = \dot{x} n_1 + \dot{y} n_2} \quad (1)$

Now $R W_1^* = R^P + c a_2$ and $R W_2^* = R^P - c a_2$ also $\boxed{R \omega = \dot{\varphi} n_3 = \dot{\varphi} a_3} \quad (2)$

$$R V W_1^* = R V^P + c [\omega \times a_2] = R V^P - c \dot{\varphi} a_1 \quad (3)$$

$$R V W_1^0 = R V W_1^* + \omega \times r^{W_1^0/W_1^*} \quad \text{where} \quad \boxed{R \omega \times r^{W_1^0/W_1^*} = \dot{\varphi} a_3 \times \dot{S}_1 a_2} \quad (4)$$

But since W_1 rolls $\rightarrow R V W_1^0 = 0 \quad R W_1^0/W_1^* = -r a_3$

Also $\boxed{m_1 = -S \varphi a_1 + c \varphi a_2} \quad (5) \quad \boxed{m_2 = c \varphi a_1 + S \varphi a_2} \quad (6)$

Thus $\boxed{R V W_1^0 = [-\dot{x} S \varphi + \dot{y} c \varphi - c \dot{\varphi} - r \dot{S}_1] a_1 + [-\dot{x} c \varphi - \dot{y} S \varphi] a_2 = 0} \quad (7)$

Similarly we can do the same thing for wheel W_2 if we replace in all the above equations c by $-c$ and $\dot{S}_1$ by $\dot{S}_2$. Thus our pertinent equations are

$$\boxed{R \omega = \dot{\varphi} a_3 + \dot{S}_2 a_2} \quad (8)$$

$$R V W_2^* = R V^P + c \dot{\varphi} a_1 \quad (9)$$

$$R V W_2^0 = R V W_2^* + \omega \times r^{W_2^0/W_2^*} ; \quad R W_2^0/W_2^* = -r a_3$$

and since W_2 rolls: $\boxed{R V W_2^0 = [-\dot{x} S \varphi + \dot{y} c \varphi + c \dot{\varphi} - r \dot{S}_2] a_1 + [-\dot{x} c \varphi - \dot{y} S \varphi] a_2 = 0} \quad (10)$

Now $R^Q = R^P + a a_1$ thus

$$R V^Q = R V^P + a (\omega \times a_1) ; \quad \text{but since } A \text{ is } \perp \text{ to } D \quad \boxed{R \omega \times a_1 = \dot{\varphi} a_3} \quad (11)$$

Thus $\boxed{R V^Q = R V^P + a \dot{\varphi} a_2} \quad (12)$

now

$$\boxed{R V^Q = (-\dot{x} S \varphi + \dot{y} c \varphi) a_1 + (\dot{\varphi} a - \dot{x} c \varphi - \dot{y} S \varphi) a_2} \quad (13)$$

$$\text{now } \left[\begin{matrix} \dot{\omega}^B = \dot{\theta} a_3 \end{matrix} \right] \quad (14)$$

$$\text{and } \begin{aligned} {}^R W_3^* &= {}^R \omega^A + {}^R W_3^*/a \quad \text{where } {}^R W_3^*/a = b/b_1 \\ {}^R W_3^* &= {}^R \omega^A + \frac{{}^R \omega^B}{a} \times (b/b_1) \end{aligned}$$

$$\text{now } {}^R \omega^B = \dot{\omega}^A + \dot{\omega}^B = \dot{\varphi} a_3 + \dot{\theta} a_3 \quad \text{or } \left[\begin{matrix} {}^R \omega^B = (\dot{\varphi} + \dot{\theta}) a_3 \end{matrix} \right] \quad (15)$$

$$\text{and } \left[\begin{matrix} b_1 = c_\theta a_1 + s_\theta a_2 \end{matrix} \right] (16) \quad \left[\begin{matrix} b_2 = c_\theta a_2 - s_\theta a_1 \end{matrix} \right] (17)$$

now using (1, 5, 6, 15, 16)

$${}^R W_3^* = [-\dot{x} s_\varphi + \dot{y} c_\varphi - b(\dot{\varphi} + \dot{\theta}) s_\theta] a_1 + [\dot{\varphi} a - \dot{x} c_\varphi - \dot{y} s_\varphi + b(\dot{\varphi} + \dot{\theta}) c_\theta] a_2$$

$$\text{also } \left[\begin{matrix} {}^R \omega^B = \dot{\Omega}_3 b_2 = \dot{\Omega}_3 [c_\theta a_2 - s_\theta a_1] \end{matrix} \right] \quad (17)$$

$${}^R W_3^0 = {}^R W_3^* + \frac{{}^R \omega^A}{a} \times {}^R W_3^0 / W_3^* \quad {}^R W_3^0 / W_3^* = -r a_3$$

$$\text{Since } W_3 \text{ rolls: } \left[\begin{matrix} 0 = {}^R W_3^0 \\ (18, 19) \end{matrix} \right] [-\dot{x} s_\varphi + \dot{y} c_\varphi - b(\dot{\varphi} + \dot{\theta}) s_\theta - \dot{\Omega}_3 c_\theta r] a_1 + [\dot{\varphi} a - \dot{x} c_\varphi - \dot{y} s_\varphi + b(\dot{\varphi} + \dot{\theta}) c_\theta - \dot{\Omega}_3 s_\theta r] a_2 \quad (20)$$

From (7), (10), (20) we get 5 different scalar equations of constraint:

$$-\dot{x} s_\varphi + \dot{y} c_\varphi - c\dot{\varphi} - r\dot{\Omega}_1 = 0 \quad (1')$$

$$-\dot{x} c_\varphi - \dot{y} s_\varphi = 0 \quad (2')$$

$$-\dot{x} s_\varphi + \dot{y} c_\varphi + c\dot{\varphi} - r\dot{\Omega}_2 = 0 \quad (3')$$

$$-\dot{x} s_\varphi + \dot{y} c_\varphi - b(\dot{\varphi} + \dot{\theta}) s_\theta - \dot{\Omega}_3 c_\theta r = 0 \quad (4')$$

$$\dot{\varphi} a - \dot{x} c_\varphi - \dot{y} s_\varphi + b(\dot{\varphi} + \dot{\theta}) c_\theta - \dot{\Omega}_3 s_\theta r = 0 \quad (5')$$

We have 7 unknowns $(\dot{x}, \dot{y}, \dot{\varphi}, \dot{\theta}, \dot{\Omega}_1, \dot{\Omega}_2, \dot{\Omega}_3)$. Thus we can write 5 of the intervals of any 2. I will write $\dot{x}, \dot{y}, \dot{\varphi}, \dot{\theta}, \dot{\Omega}_3$ in terms of $\dot{\Omega}_1, \dot{\Omega}_2$ (sort of).

$$\text{Using (3') and (1')} \text{ solve for } \dot{\varphi}: \left[\dot{\varphi} = r(\dot{\Omega}_2 - \dot{\Omega}_1)/2c \right] \quad (6')$$

$$\text{using (6') in (1')} \text{ solve for } \left[-\dot{x} s_\varphi + \dot{y} c_\varphi = r(\dot{\Omega}_2 + \dot{\Omega}_1)/2 \right] \quad (7')$$

Now using (2'), (6'), (7') into ${}^R W^A$ (eqn 20)

$${}^R W^A = \frac{r}{2}(\dot{\Omega}_2 + \dot{\Omega}_1) a_1 + \frac{ar}{2c}(\dot{\Omega}_2 - \dot{\Omega}_1) a_2 \quad (8')$$

$$\text{Thus } \left[\begin{matrix} u_1 = \frac{r}{2}(\dot{\Omega}_2 + \dot{\Omega}_1) \\ u_2 = \frac{ar}{2c}(\dot{\Omega}_2 - \dot{\Omega}_1) \end{matrix} \right] \quad (9', 10')$$

$$\text{now } {}^R \omega^A = \dot{\varphi} a_3 = \frac{r}{2c}(\dot{\Omega}_2 - \dot{\Omega}_1) a_3 = \frac{u_2}{a} a_3 \quad (11')$$

$$\text{or } \left[\begin{matrix} {}^R \omega u_1 = 0 \\ {}^R \omega u_2 = \frac{1}{a} a_3 \end{matrix} \right] \quad (12', 13')$$

now use the condition that $\theta = 180^\circ$ in (4', 5') to get

$$-\dot{\Omega}_3 r = -\dot{x} s_\varphi + \dot{y} c_\varphi \Rightarrow \left[\begin{matrix} \dot{\Omega}_3 = -(\dot{\Omega}_2 + \dot{\Omega}_1)/2 = -\frac{u_1}{r} \end{matrix} \right] \quad (14')$$

and $b\dot{\theta} = \dot{\varphi}(a-b) \Rightarrow \left| \begin{array}{l} \dot{\theta} = \frac{(a-b)}{b} r(\dot{\alpha}_2 - \dot{\alpha}_1)/2c = \frac{(a-b)}{ab} u_2 \\ (6') \quad b \end{array} \right| \quad (15')$

now $\overset{R}{\omega} \overset{B}{u}_3 = (\dot{\varphi} + \dot{\theta}) a_3 = \left[\frac{u_2}{a} + \frac{(a-b)}{ab} u_2 \right] a_3 = \frac{u_2}{b} a_3 \quad (16')$

$\left| \begin{array}{l} \overset{R}{\omega} \overset{B}{u}_1 = 0 \\ (15) \end{array} \right| \quad \left| \begin{array}{l} \overset{R}{\omega} \overset{B}{u}_2 = \frac{1}{b} a_3 \\ (17', 18') \end{array} \right|$

now $\overset{R}{\omega} \overset{B}{u}_1 = \overset{R}{\omega} \overset{D}{u}_1 + \overset{D}{\omega} \overset{B}{u}_1 = \overset{R}{\omega} \overset{A}{u}_1 + \overset{D}{\omega} \overset{B}{u}_1 = \frac{u_2}{a} a_3 + \dot{\alpha}_1 a_2 \quad (19')$

Solving (9', 10') for $\dot{\alpha}_1$: $\dot{\alpha}_1 = \frac{u_1 a - u_2 c}{ra} \quad (20')$

Thus $\overset{R}{\omega} \overset{B}{u}_1 = u_1 \left(\frac{1}{r} a_2 \right) + u_2 \left(\frac{1}{a} a_3 - \frac{c}{ra} a_2 \right) \quad (21')$

or $\left| \begin{array}{l} \overset{R}{\omega} \overset{B}{u}_1 = \frac{1}{r} a_2 \\ (19', 20') \end{array} \right| \quad \left| \begin{array}{l} \overset{R}{\omega} \overset{B}{u}_2 = \frac{1}{a} a_3 - \frac{c}{ra} a_2 \\ (22', 23') \end{array} \right|$

$i =$	$\overset{A}{\omega} u_i$	$\overset{B}{\omega} u_i$	$\overset{w_i}{\omega} u_i$
1	0 (12')	0 (17')	$\frac{1}{r} a_2$ (22')
2	$\frac{1}{a} a_3$ (13')	$\frac{1}{b} a_3$ (18')	$-\frac{c}{ra} a_2 + \frac{1}{a} a_3$ (23')

I know this is probably the long way to look at it, but I'm very comfortable with what I've done. ✓

