

Analytical Dynamics

Holonomic vs. Nonholonomic Constraints

Admin: HW 8 Due Wednesday

Last Time: • D'Alembert's Equations w/ 3D Rigid Bodies

Today: • Review Problem 2 from HW 7

• A Brief recap of Key Ideas for D'Alembert's principle applied to 3D bodies

• Holonomic vs. Nonholonomic Constraints

REVIEW

NEW

Prereqs: Null space of a matrix $\mathcal{N}(A) = \{x \mid Ax=0\}$

Span of a set of vectors: $\text{Span}(\{w_1, \dots, w_m\}) = \left\{ \sum_{i=1}^m \alpha_i w_i \mid \alpha_1, \dots, \alpha_m \in \mathbb{R} \right\}$

Review: Newton's and Euler's Equations

For Any Rigid Body

$$m \underline{a}_G = \sum F_i = \underline{F}_{\text{net}}$$

$$\dot{\underline{A}}_G = \sum_j M_j + \sum_i (\underline{r}_i - \underline{r}_G) \times \underline{F}_i = \underline{M}_{G,\text{net}}$$

$${}^A \{\underline{H}_G\} = {}^A I_G {}^A \{\underline{\omega}\}$$

without a subscript
denotes angular velocity of the Body

$${}^A \{\dot{\underline{H}}_G\} = \frac{d}{dt} {}^A \{\underline{H}_G\} + {}^A \{\underline{\omega}_A\} \times {}^A \{\underline{H}_G\}$$

Angular velocity of frame A
(Same as $\underline{\omega}$ if A Body fixed)

$${}^A I_G = \begin{bmatrix} I_{xx} & 0 & 0 \\ 0 & I_{yy} & 0 \\ 0 & 0 & I_{zz} \end{bmatrix}$$

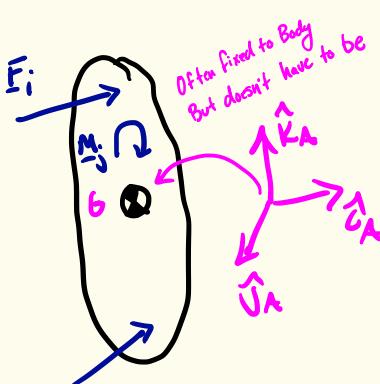
if A aligned
w/ principal Axes

Euler's Equation: In any frame A (Derivation on next slide)

(whether A is body fixed or not, whether inertial or not)

$${}^A \{\underline{M}_{G,\text{net}}\} = {}^A I_G {}^A \{\dot{\underline{\omega}}\} + {}^A \{\underline{\omega}\} \times {}^A I_G {}^A \{\underline{\omega}\}$$

Always angular velocity of the Body. I was wrong regarding using $\underline{\omega}_A$ here in class.



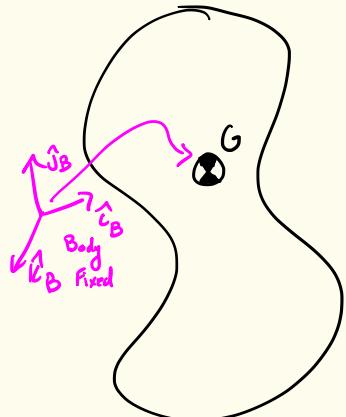
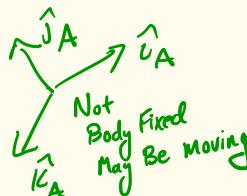
Euler's Equation about CoM, but expressed in a non-body-fixed Frame

Extra, not in class just FYI

Rotational Inertia:

$${}^A I_G = {}^A R_B {}^B I_G {}^B R_A$$

Constant since B Body Fixed



Angular Momentum About G, Expressed in A

$$\begin{aligned} {}^A \underline{\underline{\Sigma H_G}} &= {}^A I_G {}^A \underline{\underline{\omega}} = {}^A R_B {}^B I_G {}^B R_A {}^A \underline{\underline{\omega}} \\ &= {}^A R_B {}^B I_G {}^B \underline{\underline{\omega}} \end{aligned}$$

Rate of change in Angular Momentum about G, Expressed in A

$$\begin{aligned} {}^A \dot{\underline{\underline{\Sigma H_G}}} &= \frac{d}{dt} \left({}^A \underline{\underline{\Sigma H_G}} \right) + {}^A \underline{\underline{\omega}} \times {}^A \underline{\underline{\Sigma H_G}} \\ &= \underbrace{{}^A \dot{R}_B {}^B I_G {}^B \underline{\underline{\omega}}}_{= [\tilde{\omega}_{B/A}] {}^A R_B} + {}^A R_B \cancel{\dot{{}^B I_G}} {}^B \underline{\underline{\omega}} + \underbrace{{}^A R_B {}^B I_G {}^B \dot{\underline{\underline{\omega}}}}_{= {}^B R_A {}^A \dot{\underline{\underline{\omega}}}} + {}^A \underline{\underline{\omega}} \times {}^A \underline{\underline{\Sigma H_G}} \\ &= {}^A \underline{\underline{\omega}}_{B/A} \times \underbrace{{}^A R_B {}^B I_G {}^B \underline{\underline{\omega}}}_{\sim \underline{\underline{\Sigma H_G}}} + {}^A I_G {}^A \dot{\underline{\underline{\omega}}} + {}^A \underline{\underline{\omega}} \times {}^A \underline{\underline{\Sigma H_G}} \\ &= {}^A \underline{\underline{\omega}}_{B/A} \times {}^A \underline{\underline{R_B}} {}^B I_G {}^B \underline{\underline{\omega}} + {}^A I_G {}^A \dot{\underline{\underline{\omega}}} + {}^A \underline{\underline{\omega}} \times {}^A \underline{\underline{\Sigma H_G}} \\ &= {}^A \underline{\underline{\omega}}_{B/A} \times {}^A \underline{\underline{R_B}} {}^B I_G {}^B \underline{\underline{\omega}} + {}^A I_G {}^A \dot{\underline{\underline{\omega}}} + {}^A \underline{\underline{\omega}} \times {}^A \underline{\underline{\Sigma H_G}} \end{aligned}$$

$\therefore \underline{\underline{\omega}}_B = \underline{\underline{\omega}}$

$$\boxed{{}^A I_G {}^A \dot{\underline{\underline{\omega}}} + {}^A \underline{\underline{\omega}} \times {}^A I_G {}^A \underline{\underline{\omega}}}$$

Review: Newton's and Euler's Equations

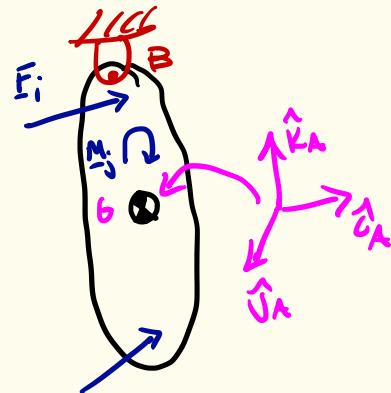
When rotating purely about B

$${}^A\{\dot{H}_B\} = {}^A\overline{I}_B {}^A\{\omega\}$$

↑ Rotational Inertia about B, expressed in A

$$\dot{H}_B = M_{B,\text{net}}$$

$${}^A\{\dot{H}_B\} = {}^A\overline{I}_B {}^A\{\dot{\omega}\} + {}^A\{\omega\} \times {}^A\overline{I}_B {}^A\{\omega\}$$



Problem 2 (Euler's Equations): Consider the spinning pendulum consisting of a slender bar of mass m and length L attached to the arm (length a) of a shaft rotating with constant speed Ω . Using Newton's and Euler's equations, give the equation of motion and the reaction force vector \mathbf{F} onto the rod at B . Express \mathbf{F} using $\hat{\mathbf{i}}_A$, $\hat{\mathbf{j}}_A$, and $\hat{\mathbf{k}}_A$, which are assumed attached to the rotating vertical bar. Give each answer in terms of system parameters (e.g., m , L , g , Ω) and the generalized coordinate and its derivative θ , $\dot{\theta}$, $\ddot{\theta}$.

Strategy

① Obtain $\underline{\alpha}_G$ from acceleration analysis

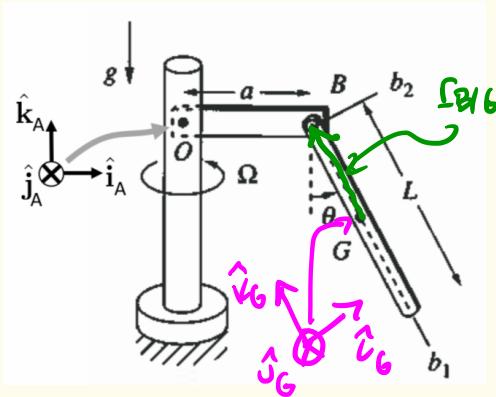
Similar to HW2

$$\begin{aligned} \text{Free Body Diagram} \\ \underline{\alpha}_G &= F_x \hat{\mathbf{i}}_A + F_y \hat{\mathbf{j}}_A + F_z \hat{\mathbf{k}}_A - mg \hat{\mathbf{k}}_A \\ \underline{\alpha}_G &= m \underline{\alpha}_G \end{aligned}$$

$$\underline{\alpha}_G = m \underline{\alpha}_G + mg \hat{\mathbf{k}}_A$$

$$③ G\bar{I}_G = \frac{1}{12} ml^2 \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$G\bar{I}_G \{ \dot{\underline{\omega}}_{rod} \} + G\{ \underline{\omega}_{rod} \} \times G\bar{I}_G \{ \underline{\omega}_{rod} \} = \{ \underline{B/G} \times \underline{F} \} + \begin{bmatrix} m\ddot{x} \\ 0 \\ m\ddot{z} \end{bmatrix}$$



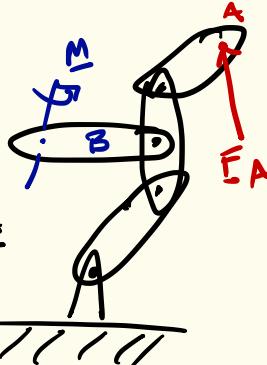
Pull off Second Component for EoM

Generalized Forces: Addressing 3D Forces and Moments

- If a force acts at a point A on a body it contributes generalized Force

$$Q_k = \frac{\partial \underline{r}_A}{\partial \dot{q}_k} \cdot \underline{F}_A \quad \underline{Q} = \left\{ \frac{\partial \underline{r}_A}{\partial \dot{q}_1} \right\}^T \left\{ \underline{F}_A \right\} = \left\{ \frac{\partial \underline{v}_A}{\partial \dot{q}_1} \right\}^T \left\{ \underline{F}_A \right\}$$

$$\frac{\partial \underline{r}_A}{\partial \dot{q}} = \frac{\partial \underline{v}_A}{\partial \dot{q}}$$



$$\underline{Q} = F2Q \left(\left\{ \underline{F}_A \right\}, \left\{ \underline{r}_A \right\} \right) \text{ in MATLAB}$$

- If a moment acts on a Body B it contributes GF

$$Q_k = \frac{\partial \underline{w}_B}{\partial \dot{q}_k} \cdot \underline{M} \quad \underline{Q} = \left\{ \frac{\partial \underline{w}_B}{\partial \dot{q}} \right\}^T \left\{ \underline{M} \right\}$$

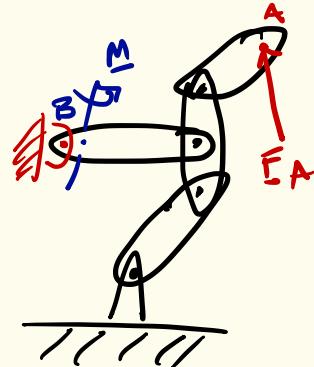
$$\underline{Q} = M2Q \left(\left\{ \underline{M} \right\}, \left\{ \underline{w}_B \right\} \right)$$

- The total generalized force is the sum of the contributions from all forces & moments.

Generalized Inertial Force for 3D Rigid Bodies

- The generalized inertial force from a body B is given by:

$$Q_k = \frac{\partial \underline{V}_G}{\partial \dot{q}_k} \cdot (\underline{m} \underline{a}_G) + \frac{\partial \underline{\omega}_B}{\partial \dot{q}_k} \cdot \dot{\underline{H}}_G$$



$$\underline{Q} = \left\{ \frac{\partial \underline{V}_G}{\partial \dot{q}_j} \right\}^T \left\{ \underline{m} \underline{a}_G \right\} + \left\{ \frac{\partial \underline{\omega}_B}{\partial \dot{q}_j} \right\}^T \left\{ \dot{\underline{H}}_G \right\}$$

$$= \left\{ \frac{\partial \underline{\omega}_B}{\partial \dot{q}_j} \right\}^T \left\{ \dot{\underline{H}}_B \right\} \quad \text{if purely rotating about point B}$$

- The total generalized force is the sum over all bodies.

Example: Same as last time, but Pole has Rot. Inertia
Give EOM Via D'Alembert

Strategy:

2 Bodies, Both purely rotate about B

$$\dot{Q}_{\text{inertial}} = M2Q \left({}^A \sum \dot{H}_{\text{pole},B} \right), {}^A \sum \omega_{\text{pole}} \}$$

$$+ M2Q \left({}^B \sum \dot{H}_{\text{rod},B} \right), {}^B \sum \omega_{\text{rod}} \}$$

$$-\nabla g V$$

$$\underline{Q} = \overbrace{F2Q \left({}^0 \sum m g, {}^0 \sum L_g \right)} + M2Q \left({}^B \sum T_e \dot{k}_B \right), {}^B \sum \omega_{\text{rod}} \}$$

