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Analytical Dynamics

D'Alembert Returns (3D Rigid Bodies)



1742
d'Alembert



1765
Euler

Admin: • No Class next Monday

- HW 7 due next Tuesday @ 5PM
- HW 8 due wednesday when you return

Today: • Euler's Equations wrap up

- Generalized Forces w/ Moments in 3D
- D'Alembert's Equations w/ 3D Rigid Bodies

Final Topics: • Non holonomic Constraints (i.e., wheels & skates)

- Generalized Speeds and the Jourdain/Kane equations

Euler's Equation: REVIEW

Assume Frames G and B attached to the Body

$$\dot{\underline{H}}_G = \underline{\Sigma} \underline{M}_G$$

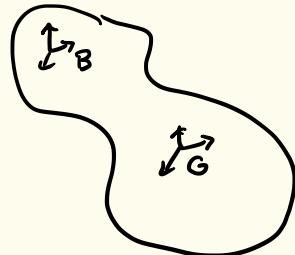
$$\begin{aligned}
 {}^G\{\dot{\underline{H}}_G\} &= \frac{d}{dt} {}^G\{\underline{H}_G\} + {}^G\{\underline{\omega}\} \times {}^G\{\underline{H}_G\} \\
 &= \frac{d}{dt} \left[{}^G\{I_G\} {}^G\{\underline{\omega}\} \right] + {}^G\{\underline{\omega}\} \times {}^G\{I_G\} {}^G\{\underline{\omega}\} \\
 &= {}^G\{I_G\} {}^G\{\dot{\underline{\omega}}\} + {}^G\{\underline{\omega}\} \times {}^G\{I_G\} {}^G\{\underline{\omega}\}
 \end{aligned}$$

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

Euler's Equation

IF Rotating Pure About B

$${}^B\{\underline{M}_{net,B}\} = \left\{ {}^B\{\underline{M}_{net,G}\} + {}^G\{I_B\} \times {}^G\{I_{net}\} \right\} = {}^B\{I_B\} {}^B\{\dot{\underline{\omega}}\} + {}^B\{\underline{\omega}\} \times {}^B\{I_B\} {}^B\{\underline{\omega}\}$$



Verify the EOM Using Euler's Equation

$$\sum_{B,\text{net}}^B = \frac{1}{3} m L^2 \left[\ddot{\theta} - C_0 S_\theta \dot{\phi}^2 + S_\theta \ddot{\phi} + 2 C_0 \dot{\phi} \dot{\theta} \right]$$

We must Sample Euler's Equations along Carefully Chosen directions to avoid Constraint moments.

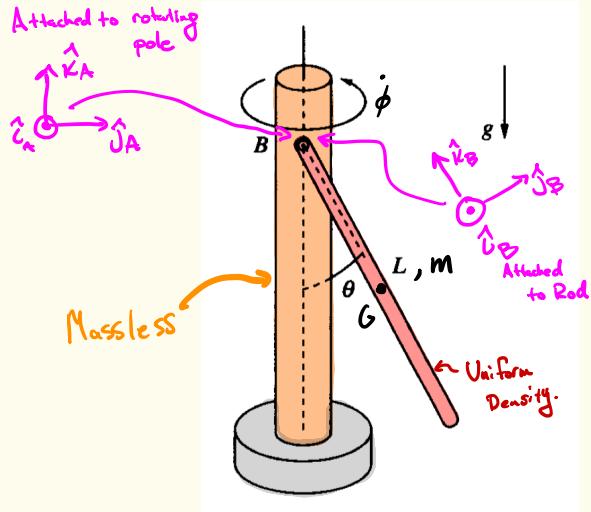
$$① \sum_{B,\text{net}}^B = \frac{1}{3} m L^2 (\ddot{\theta} - C_0 S_\theta \dot{\phi}^2)$$

$$-mg \frac{L}{2} S_\theta = \frac{1}{3} m L^2 (\ddot{\theta} - C_0 S_\theta \dot{\phi}^2)$$

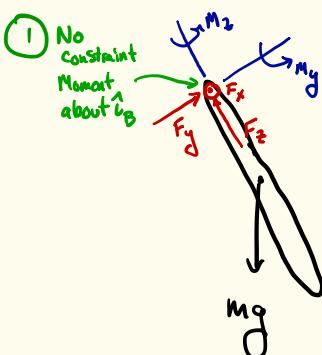
Gravity is the only force creating a moment about B in the \hat{i}_B direction.

$$② \sum_{A,\text{net}}^A \cdot \sum_{B,\text{net}}^B = \begin{bmatrix} 0 \\ S_\theta \\ C_0 \end{bmatrix} \cdot \sum_{B,\text{net}}^B = 0$$

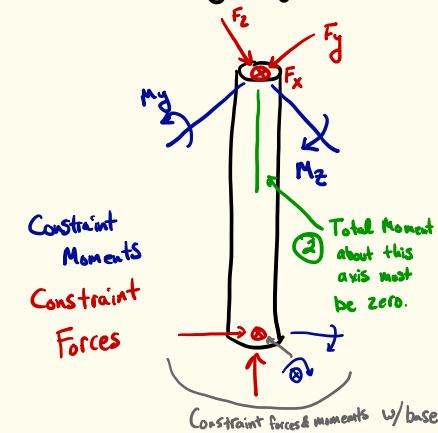
$$0 = \frac{1}{3} m L^2 [S_\theta^2 \ddot{\phi} + 2 C_0 S_\theta \dot{\phi} \dot{\theta}]$$



Free Body Diagram Rod



Free Body Diagram Pole



Euler's Equation when using a frame in line w/ Principal Axes

$$\{\dot{M}_{net}\} = \mathbb{I} \{\ddot{\omega}\} + \{\omega\} \times \mathbb{I} \{\omega\}$$

All vectors expressed in
a frame aligned w/ principal
axes

$$\{\omega\} = \begin{bmatrix} \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} \quad \mathbb{I} = \begin{bmatrix} I_{xx} & 0 & 0 \\ 0 & I_{yy} & 0 \\ 0 & 0 & I_{zz} \end{bmatrix}$$

$$\{\dot{M}_{net}\} = \begin{bmatrix} M_x \\ M_y \\ M_z \end{bmatrix}$$

$$\begin{bmatrix} M_x \\ M_y \\ M_z \end{bmatrix} = \begin{bmatrix} I_{xx}\ddot{\omega}_x + (I_{zz} - I_{yy})\omega_z\omega_y \\ I_{yy}\ddot{\omega}_y + (I_{xx} - I_{zz})\omega_x\omega_z \\ I_{zz}\ddot{\omega}_z + (I_{yy} - I_{xx})\omega_x\omega_y \end{bmatrix} \quad (*)$$

When:

$$M_{net} = 0 \Rightarrow \{\omega\} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \text{ OR } \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \text{ OR } \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

are constant
solutions
to (*)

Linearization of Dynamics About This solution

$$\omega_x = \omega_x^* + \Delta\omega_x$$

$$\omega_y = \omega_y^* + \Delta\omega_y$$

$$\omega_z = \omega_z^* + \Delta\omega_z$$

$$\frac{d}{dt} \Delta\omega_x = \frac{I_{yy} - I_{zz}}{I_{xx}} \left[\Delta\omega_z \omega_y^* + \omega_z^* \Delta\omega_y \right]$$

$$\frac{d}{dt} \Delta\omega_y = \frac{I_{zz} - I_{xx}}{I_{yy}} \left[\Delta\omega_x \omega_z^* + \omega_x^* \Delta\omega_z \right]$$

$$\frac{d}{dt} \Delta\omega_z = \frac{I_{xx} - I_{yy}}{I_{zz}} \left[\Delta\omega_x \omega_y^* + \omega_x^* \Delta\omega_y \right]$$

Consider $I_{xx} < I_{yy} < I_{zz}$ $\left\{ \begin{matrix} \omega^* \\ \end{matrix} \right\} = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$

$$\frac{d}{dt} \Delta\omega_y = 0$$

$$\frac{d}{dt} \begin{bmatrix} \Delta\omega_x \\ \Delta\omega_z \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & \frac{I_{yy} - I_{zz}}{I_{xx}} \\ \frac{I_{xx} - I_{yy}}{I_{zz}} & 0 \end{bmatrix}}_A \begin{bmatrix} \Delta\omega_x \\ \Delta\omega_z \end{bmatrix}$$

$$\text{trace}(A) = \lambda_1 + \lambda_2 = 0$$

$$\det(A) = \lambda_1 \lambda_2 = \frac{I_{zz} - I_{yy}}{I_{xx}} \frac{I_{xx} - I_{yy}}{I_{zz}}$$

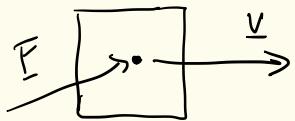
\Rightarrow One eig > 0 \Rightarrow unstable

Toward D'Alembert's Principle w/ 3D Rigid Bodies

$$\sum_{i=1}^N (\underline{F}_i + \underline{F}_i' - \underline{m}\underline{a}_i) \cdot \delta \underline{r}_i = \sum_{i=1}^N (\underline{F}_i - m_i \underline{a}_i) \cdot \delta \underline{r}_i$$

Key: Virtual work of constraint forces was zero under virtual displacement
consistent w/ constraints

Incremental Work



$$dW = dP = \underline{F} \cdot \underline{v} d\tau = \underline{F} \cdot d\underline{r}$$

Virtual Work

$$\delta W = \underline{F} \cdot \delta \underline{r}$$

Virtual Displacement

$$\delta \underline{r}_i = \sum_k \frac{\partial \underline{r}_i}{\partial q_k} \delta q_k$$

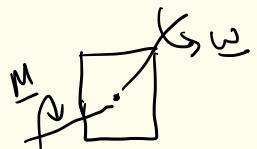
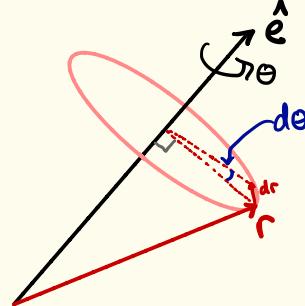
$$= \sum_k \frac{\partial \underline{v}_i}{\partial \dot{q}_k} \delta q_k$$

$$\frac{\partial \underline{r}_i}{\partial q_k} = \frac{\partial \underline{v}_i}{\partial \dot{q}_k}$$

Virtual Work: Moments

Recall: Any angular velocity $\underline{\omega} = \hat{\underline{e}} \frac{d\theta}{dt}$ for some axis $\hat{\underline{e}}$

Incremental Work



$$:= d\theta$$

$$dW = dt P = \underline{M} \cdot \underline{\omega} dt = \underline{M} \cdot \hat{\underline{e}} d\theta$$

Virtual Work: $\delta W = \underline{M} \cdot \delta \underline{\theta}$

Virtual Displacement $\delta \underline{\theta}_i = \sum_k \frac{\partial \underline{\omega}_i}{\partial \dot{q}_k} \delta q_k$

Aside: variation in a rotation matrix:

$$\delta^o R_i = [\delta \underline{\theta}_i]^o R_i$$

Example:

τ_i is an internal torque exerted by body L_1 onto body L_2

τ_e is an external torque exerted onto body L_2

Give the generalized forces

Moments Applied on Bodies (Ignoring Constraint Moments/Forces)



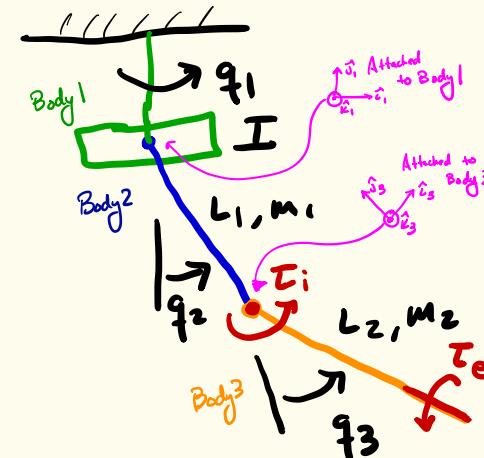
$$\underline{M}_1 = 0$$



$$\underline{M}_2 = -\tau_i \hat{k}_3$$



$$\underline{M}_3 = \tau_i \hat{k}_3 - \tau_e \hat{j}_3$$



when $\delta q_1 \neq 0$ $\delta \theta_1 = \delta \theta_2 = \delta \theta_3 = \hat{j}_1 \delta q_1 \Rightarrow \delta \omega = (\underline{m}_1 + \underline{m}_2 + \underline{m}_3) \cdot \hat{j}_1 \delta q_1 = -\tau_e \hat{j}_3 \cdot \hat{j}_1 \delta q_1 = -\tau_e \cos(\hat{j}_2 + \hat{q}_2) \delta q_1$

$$Q_1 = -\tau_e \cos(q_2 + q_3)$$

when $\delta q_2 \neq 0$ $\delta \theta_1 = 0, \delta \theta_2 = \delta \theta_3 = \hat{k}_3 \delta q_2 \Rightarrow \delta \omega = (\underline{m}_2 + \underline{m}_3) \cdot \hat{k}_3 \delta q_2 = 0$

$$Q_2 = 0$$

when $\delta q_3 \neq 0$ $\delta \theta_1 = \delta \theta_2 = 0, \delta \theta_3 = \hat{k}_3 \delta q_3 \Rightarrow \delta \omega = \underline{m}_3 \cdot \hat{k}_3 \delta q_3 = \tau_i \delta q_3$

$$Q_3 = \tau_i$$

D'Alembert's principle For 3D Rigid Bodies

$$\sum_{i=0}^N \left(\underline{F}_i + \cancel{\underline{E}_i} - m_i \dot{\underline{v}}_{G_i} \right) \cdot \delta \underline{s}_i + \left(\underline{M}_{G,i} + \cancel{\underline{M}'_{G,i}} - \dot{\underline{H}}_{G,i} \right) \cdot \delta \underline{\theta}_i = 0$$

Generalized Forces

$$Q_K = \sum_{i=1}^N \left[\underline{F}_i \cdot \frac{\partial \underline{v}_{G_i}}{\partial \dot{q}_K} + \underline{M}_{G,i} \cdot \frac{\partial \underline{\omega}_i}{\partial \dot{q}_K} \right]$$

~ A bit more detail on next page

Generalized Inertial Forces

$$Q_{K,\text{inertial}} = \sum_{i=1}^N \left[m_i \dot{\underline{v}}_{G,i} \cdot \frac{\partial \underline{v}_{G_i}}{\partial \dot{q}_K} + \dot{\underline{H}}_{G,i} \cdot \frac{\partial \underline{\omega}_i}{\partial \dot{q}_K} \right]$$

$= \dot{H}_{\theta_i} \cdot \frac{\partial \underline{\omega}_i}{\partial \dot{q}_K}$ if Body i purely rotating about B_i

If all constraints are captured by generalized coords:

$$Q_K = Q_{K,\text{inertial}} \quad \forall K$$

Extra Detail: For those MATLAB warriors

Before, with point masses:

$$Q_k = \sum_i \frac{\partial \underline{E}_i}{\partial q_{f,i}} \cdot \underline{E}_i \quad \Rightarrow \quad \underline{Q} = \begin{bmatrix} Q_1 \\ \vdots \\ Q_n \end{bmatrix} = \sum_i \{\underline{J}_i\}^T \{\underline{F}_i\}$$

where
 $\underline{J}_i = \frac{\partial \underline{E}_i}{\partial \dot{q}}$

Jacobian of E_i w.r.t. to \dot{q}

Now, with rigid bodies:

$$\text{Let } \underline{J}_i^v = \frac{\partial \underline{E}_{G,i}}{\partial \dot{q}} = \frac{\partial \underline{V}_{G,i}}{\partial \dot{q}}$$

Linear velocity
Jacobian

$$\underline{J}_i^\omega = \frac{\partial \underline{\omega}_i}{\partial \dot{q}}$$

Angular velocity
jacobian

$$\underline{Q} = \begin{bmatrix} Q \\ \vdots \\ Q_n \end{bmatrix} = \sum_{i=1}^n \{\underline{J}_i^v\}^T \{\underline{F}_i\} + \{\underline{J}_i^\omega\}^T \{\underline{M}_{G,i}\}$$

In MATLAB

$$F2Q = @(F,r) jacobian(r, q)' * F;$$

When using $F2Q$, F and r
must be expressed in an inertial frame

$$M2Q = @(M,w) jacobian(w, q-dot)' * M;$$

when using $M2Q$, M and w may be expressed
in any frame, but that frame must be the
same for M and w .

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

$$B \left\{ \ddot{K}_A \right\} = \frac{L}{3} m L^2 \begin{bmatrix} \ddot{\phi} - c_0 s_\theta \dot{\phi}^2 \\ s_\theta \ddot{\phi} + 2 c_0 \dot{\theta} \dot{\phi} \\ 0 \end{bmatrix}$$

$$\dot{H}_{pole,B} = I_{zz} \dot{\phi} \hat{K}_A \quad \dot{H}_{pole,B} = I_{zz} \ddot{\phi} \hat{K}_A$$

$$\underline{\omega}_{pole} = \dot{\phi} \hat{K}_A \quad \underline{\omega}_{rod} = \dot{\phi} \hat{K}_A + \hat{I}_B \dot{\theta}$$

Generalized Inertial Forces

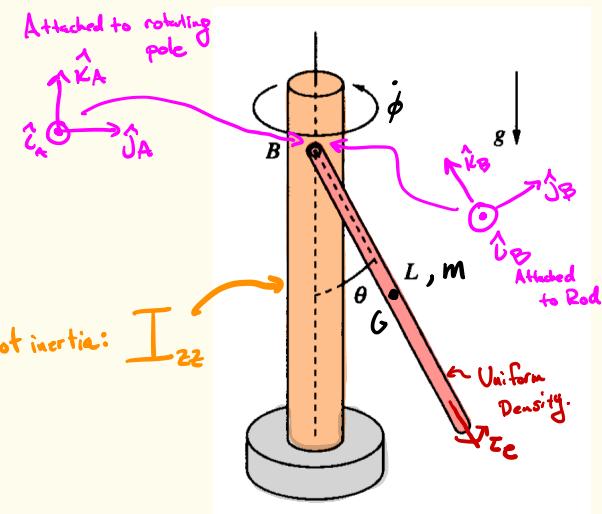
$$\dot{Q}_{\phi, \text{inertial}} = \dot{H}_{rod,B} \cdot \frac{\partial \underline{\omega}_{rod}}{\partial \dot{\phi}} + \dot{H}_{pole,B} \cdot \frac{\partial \underline{\omega}_{pole}}{\partial \dot{\phi}}$$

$$= \frac{1}{3} m L^2 s_\theta \left[s_\theta \ddot{\phi} + 2 c_0 \dot{\theta} \dot{\phi} \right] + I_{zz} \ddot{\phi}$$

$$B \left\{ \dot{K}_A \right\} = \begin{bmatrix} 0 \\ s_\theta \\ c_0 \end{bmatrix}$$

$$= \left(I_{zz} + \frac{1}{3} m (L s_\theta)^2 \right) \ddot{\phi} + \frac{2}{3} m L^2 s_\theta c_0 \dot{\theta} \dot{\phi}$$

$$\begin{aligned} Q_{\theta, \text{inertial}} &= \dot{H}_{rod,B} \cdot \frac{\partial \underline{\omega}_{rod}}{\partial \dot{\theta}} + \dot{H}_{pole,B} \cdot \frac{\partial \underline{\omega}_{pole}}{\partial \dot{\theta}} \\ &= \frac{1}{3} m L^2 \left(\ddot{\theta} - c_0 s_\theta \dot{\phi}^2 \right) \end{aligned}$$



MATLAB Example
online

Example: Same as last time, but Pole has Rot. Inertia

$${}^B \sum \ddot{t}_{\text{rod}, B} = \frac{L}{3} m L^2 \begin{bmatrix} \ddot{\theta} - c_\theta s_\theta \dot{\phi}^2 \\ s_\theta \ddot{\phi} + 2 c_\theta \dot{\theta} \dot{\phi} \\ 0 \end{bmatrix}$$

$$\underline{\omega}_{\text{pole}} = \dot{\phi} \hat{k}_A$$

$$\underline{\omega}_{\text{rod}} = \dot{\phi} \hat{k}_A + \hat{l}_B \dot{\theta}$$

Generalized Applied Forces

$$V = -mg \frac{L}{2} c_\theta$$

Missing in Lecture video.

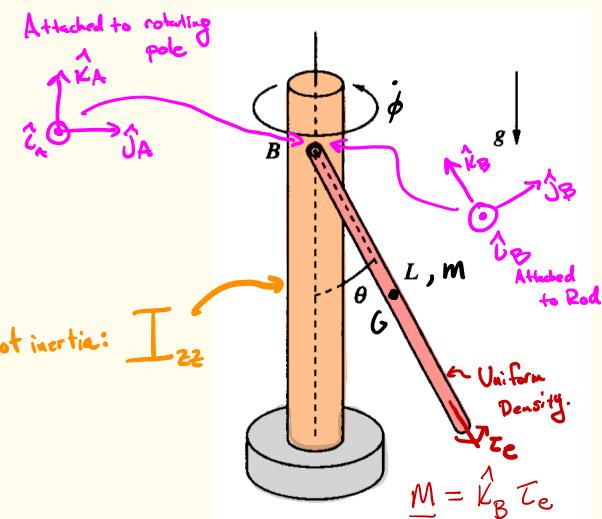
$$Q_\theta = -\frac{\partial V}{\partial \theta} + Q_{\theta,nc} = -mg \frac{L}{2} s_\theta + \frac{\partial \underline{\omega}_{\text{rod}}}{\partial \dot{\theta}} \cdot \underline{M}$$

$$Q_\phi = -\frac{\partial V}{\partial \phi} + Q_{\phi,nc} = 0 + \frac{\partial \underline{\omega}_{\text{rod}}}{\partial \dot{\phi}} \cdot \underline{M} = \boxed{\cos(\theta) \underline{I}_e}$$

EOM:

$$\underline{I}_e \cos(\theta) = (I_{zz} + \frac{1}{3}m(Ls_\theta)^2) \ddot{\phi} + \frac{2}{3}mL^2s_\theta c_\theta \dot{\theta} \dot{\phi}$$

$$-mg \frac{L}{2} \sin(\theta) = \frac{1}{3}mL^2 (\ddot{\theta} - c_\theta s_\theta \dot{\phi}^2)$$



Rot inertia: I_{zz}

$$\underline{M} = \hat{k}_B \underline{I}_e$$

MATLAB Example
online

Summary

- Euler's Equation in a principal axis Frame

$$\begin{bmatrix} M_x \\ M_y \\ M_z \end{bmatrix} = \begin{bmatrix} I_{xx}\dot{\omega}_x + (I_{zz}-I_{yy})\omega_z\omega_y \\ I_{yy}\dot{\omega}_y + (I_{xx}-I_{zz})\omega_x\omega_z \\ I_{zz}\dot{\omega}_z + (I_{yy}-I_{xx})\omega_x\omega_y \end{bmatrix}$$

- Generalized Forces:

$$Q_k = \sum_i M_{G,i} \cdot \frac{\partial \underline{\omega}_i}{\partial \dot{q}_k} + F_i \cdot \frac{\partial V_{G,i}}{\partial \dot{q}_k} \quad (\text{Applied Forces})$$

$$Q_{k,\text{inertial}} = \sum_i I_{G,i} \cdot \frac{\partial \underline{\omega}_i}{\partial \dot{q}_k} + m_i a_{G,i} \cdot \frac{\partial V_{G,i}}{\partial \dot{q}_k} \quad (\text{Inertial Forces})$$

D'Alembert:

$$\sum_k (Q_k - Q_{k,\text{inertial}}) S_{\dot{q}_k} = 0 \quad \text{if } S_{\dot{q}_f} \text{ consistent w/ constraints}$$