

Lecture 12

Rigid body kinematics: Acceleration analysis examples; Rolling motion. Example.

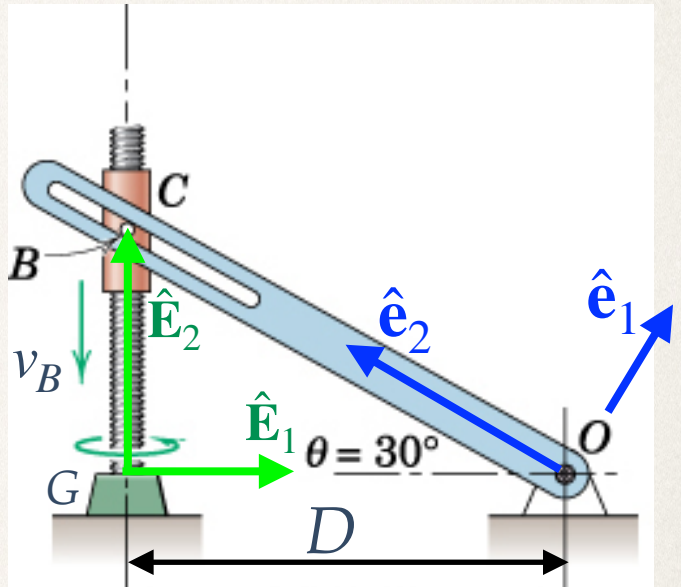
15-21 September, 2021

Example 1

Find the slotted arm's angular acceleration, given $v_B = \text{const.}$

Recall **general strategy** for systems with connected rigid bodies.

Acceleration analysis is done after velocity analysis.



Velocity analysis (done in Lec. 10):

$$\omega_{arm} = -\frac{v_B \cos^2 \theta}{D} \hat{\mathbf{E}}_3; \quad \mathbf{v}_{rel}^B = v_B \sin \theta \hat{\mathbf{e}}_2.$$

Acceleration analysis:

$$\alpha_{arm} = -\frac{2v_B^2 \sin \theta \cos^3 \theta}{D^2} \hat{\mathbf{E}}_3; \quad \mathbf{a}_{rel}^B = \frac{v_B^2}{D} \cos^3 \theta \hat{\mathbf{e}}_2.$$

Example 2

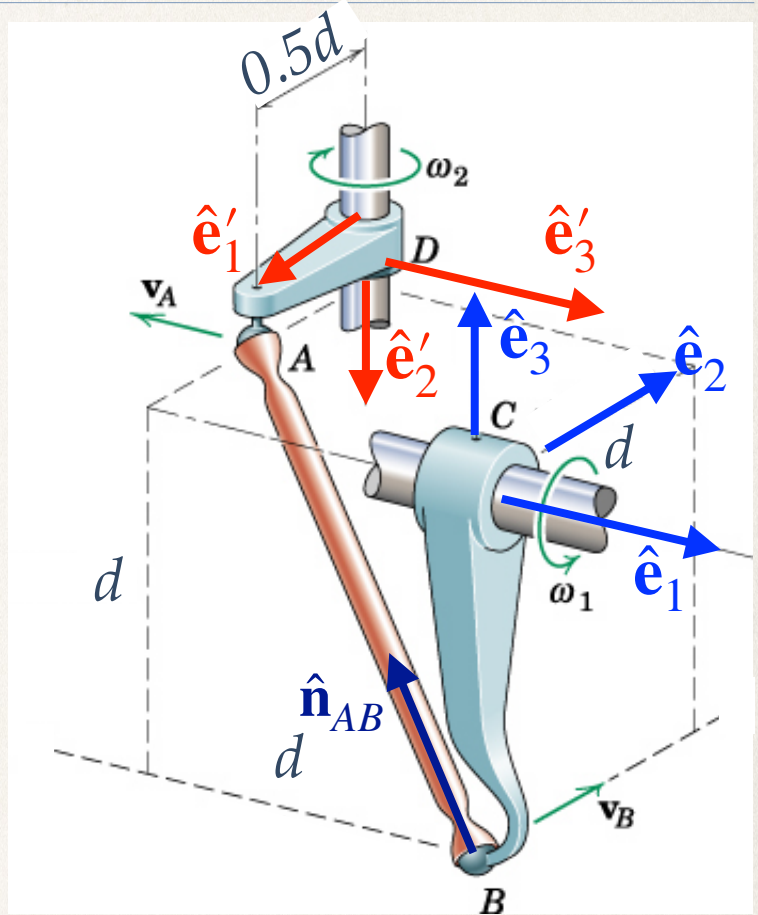
*Given $\omega_1 = \text{const.}$
find α_2 and α^{AB} at
this moment.*

Recall: Link AB
can rotate in an
arbitrary manner
about AB.

Could only find
 $\omega_n^{AB} = \hat{n}_{AB} \times (\omega^{AB} \times \hat{n}_{AB})$

Thus, will find

$\alpha_n^{AB} = \hat{n}_{AB} \times (\alpha^{AB} \times \hat{n}_{AB})$



Velocity analysis (Lec. 10): $\hat{n}_{AB} = \frac{-2\hat{e}_1 + \hat{e}_2 + 2\hat{e}_3}{3}$

$$\omega_2 = \omega_1; \quad \omega_n^{AB} = -\frac{\omega_1}{2} \hat{n}_{AB} \times (\hat{e}_1 + 2\hat{e}_2).$$

Acceleration analysis: $\alpha^{CD} = \alpha_2 \hat{e}'_2 = -\frac{33\omega_1^2}{8} \hat{e}'_2$

$$\alpha_n^{AB} = -\frac{\omega_1^2}{12} \hat{n}_{AB} \times (-33\hat{e}_1 + 8\hat{e}_2 + 16\hat{e}_3).$$

Rolling motion

I. **Idea.** Let a rigid body \mathcal{B}_1 touch another rigid body \mathcal{B}_0 at contact point P which traces a contact path. Call P_0 and P_1 as points on the rigid bodies \mathcal{B}_0 and \mathcal{B}_1 , respectively, which are coincident with P at this moment.

II. **Definition.** A rigid body \mathcal{B}_1 is said to roll without slipping on a rigid body \mathcal{B}_0 when

$$\mathbf{v}^{P_1} = \mathbf{v}^{P_0} \quad (\text{Rolling condition \#1})$$

1. Contact point P is not a material point, and $\mathbf{v}^{P_i} \neq \mathbf{v}^P$ in general.

2. If body \mathcal{B}_0 is stationary: $\mathbf{v}^{P_1} = \mathbf{v}^{P_0} = \mathbf{0}$.
But the contact point's $\mathbf{v}^P \neq \mathbf{0}$.

III. **Acceleration.** $\hat{\mathbf{t}}$ is tangent to *contact path* at P :

$$\mathbf{a}^{P_1} \cdot \hat{\mathbf{t}} = \mathbf{a}^{P_0} \cdot \hat{\mathbf{t}} \quad (\text{Rolling condition \#2})$$

1. Note that $\mathbf{a}^{P_1} \neq \mathbf{a}^{P_0} \neq \mathbf{a}^P$.

2. If \mathcal{B}_0 is fixed $\mathbf{a}^{P_0} \cdot \hat{\mathbf{t}} = \mathbf{0}$, but $\mathbf{a}^{P_1} \neq \mathbf{0}$.

Example 3

Disc rolls without slipping. Find acceleration of point on the disc in contact with the ground if $\omega_0 = \text{const.}$

Call disc body \mathcal{B}_1 and the ground \mathcal{B}_0 .

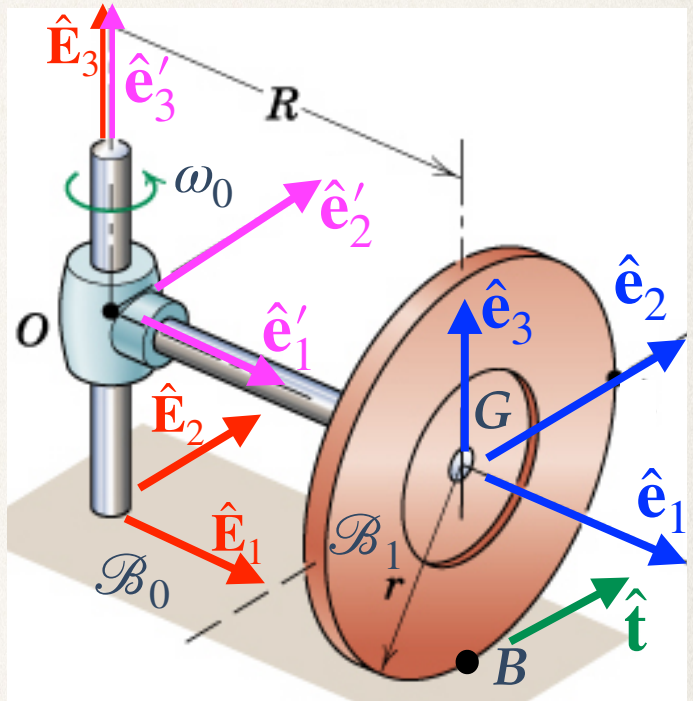
Then, point B_0 lies on \mathcal{B}_0 and B_1 is on \mathcal{B}_1 .

$\{\mathcal{E}_0, C, \hat{\mathbf{E}}_i\}$ is ground-fixed CS; $\{\mathcal{E}', O, \hat{\mathbf{e}}'_i\}$ is BFCS of arm; $\{\mathcal{E}, G, \hat{\mathbf{e}}_i\}$ is BFCS of disc.

Velocity analysis: Focus on B_1 . Rolling condition when \mathcal{B}_0 is stationary: $\mathbf{v}^{B_1} = \mathbf{v}^{B_0} = \mathbf{0}$
 $\implies \boldsymbol{\omega}^{\mathcal{B}_1} = \omega_0 (\hat{\mathbf{E}}_3 - R\hat{\mathbf{e}}'_1/r)$.

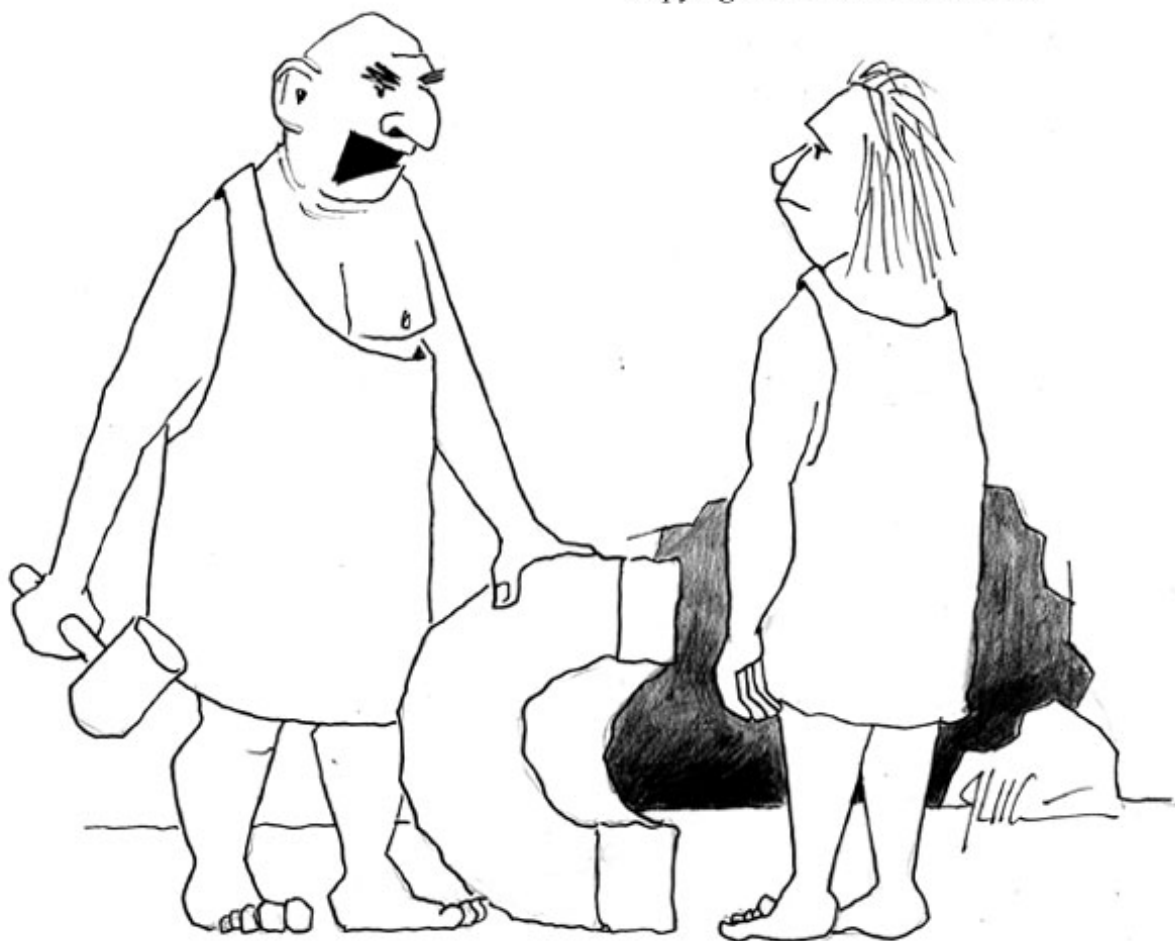
Acceleration analysis. $\mathbf{a}^{B_1} = \omega_0^2 R (R\hat{\mathbf{E}}_3/r - \hat{\mathbf{E}}_1)$

Satisfies rolling conditions when \mathcal{B}_0 is stationary: $\mathbf{a}^{B_1} \cdot \hat{\mathbf{t}} = \mathbf{a}^{B_0} \cdot \hat{\mathbf{t}} = \mathbf{0}$. But $\mathbf{a}^{B_1} \neq \mathbf{0}$!



End of rigid body kinematics.

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*"It's not perfect I know, but I'm sure I'm on to something.
All I'm asking is for you to have a little faith in me."*

But, the course's best may yet come.