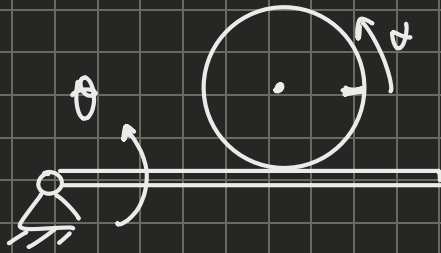


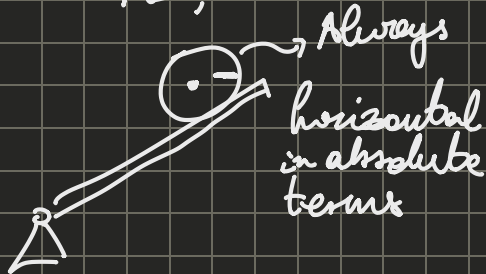
# Exercise 8 - Difference between absolute and relative rotations



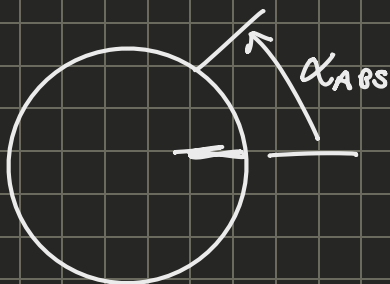
$\theta$  is always absolute, while  $\alpha$  can be either.

$\Delta_m$	$\theta$	$\alpha_{ABS}$
$V_{1x}$	0	0
$V_{1y}$	L	0
$V_{2x}$	0	-R
$V_{2y}$	L	0
$\omega_1$	1	0
$\omega_2$	0	1

for  $\alpha_{ABS}$ ,

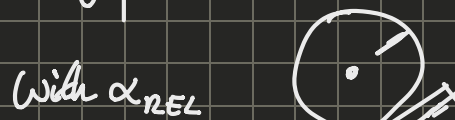


With absolute, the absolute rotation of the body is always well, so  $\alpha_{ABS}$  cancels our  $\theta$ .



$\Delta_m$	$\theta$	$\alpha_{REL}$	$\theta$	$\alpha_{REL}$
$V_{1x}$	0	0	$\omega_1$	1
$V_{1y}$	L	0	$\omega_2$	1
$V_{2x}$	-R	-R		
$V_{2y}$	L	0		

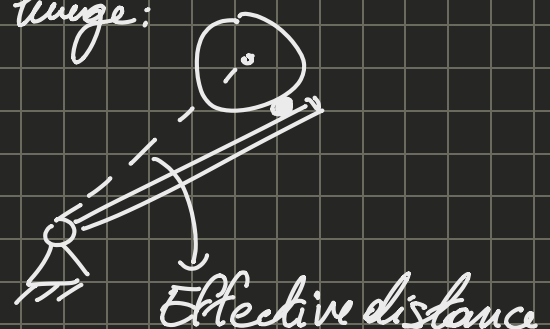
Because it stays parallel.



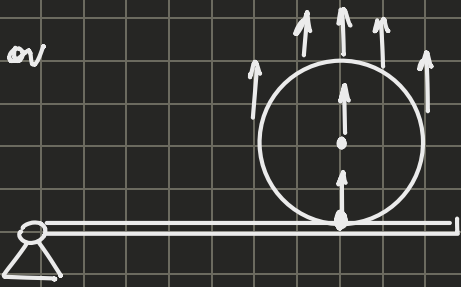
The line is horizontal to the beam.

With  $\alpha_{REL}$ , it's like the bodies are welded together.

Since it's welded, all the points turn around the hinge:



Can be solve with Rivals



The velocity of the disk is the same velocity of the point of contact, since the  $\alpha$  compensates for any horizontal motion.

$$(G_0 - 0) = (G_i - P) + (P - 0)$$

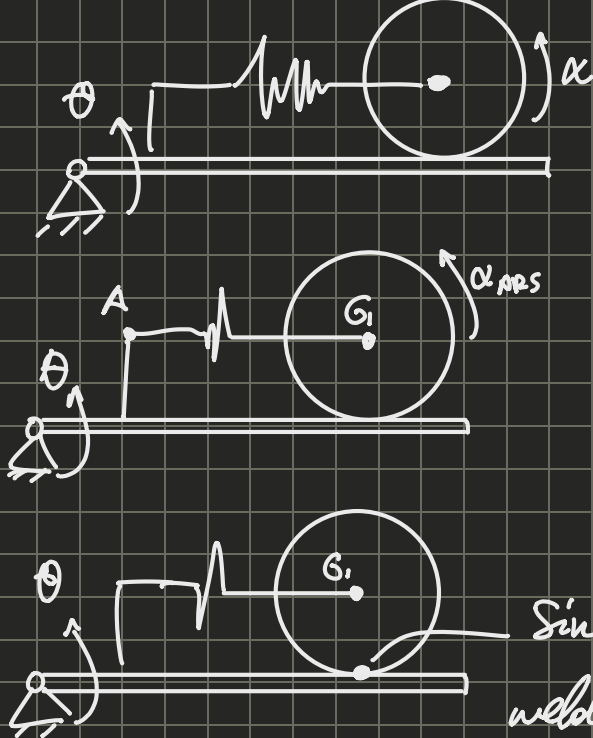
~~$$\alpha_{ABS} \hat{h} \times (G_i - P) + \Theta \hat{h} \times (P - 0)$$~~

The only contribution of  $\alpha_{ABS}$  is null, and only the effect on  $P$  by  $\Theta$  stays.

$\alpha_{ABS} = \alpha_{REL} + \Theta \rightarrow$  we can change from one matrix to another.

$$\vec{\omega}_2 = \alpha_{ABS} \hat{h} = (\alpha_{REL} + \Theta) \hat{h}$$

Can also be done for velocities:



$\theta$	$\alpha_{ABS}$	$\theta$	$\alpha_{REL}$
$\Delta\theta_1$	$R$	$\Delta\theta_1$	$0$
	$-R$		$-R$

use rotate the disk in the opposite way to  $\alpha_{REL}$  to keep  $\alpha_{ABS} = 0$

Since they are welded at the beam rotation, the length of the spring does not change

$$\Delta l_1 = \Delta l_0 + \Delta l_s$$

$$\Delta l_s = l_m(\theta) - l_m(\theta_0)$$

$$l_m(\theta) = G_1 - A$$

$$\alpha_{ABS} = \theta + \alpha_{REL}$$

$$0 = \theta - R$$

$$\theta = R$$

For  $\alpha_{REL}$ :

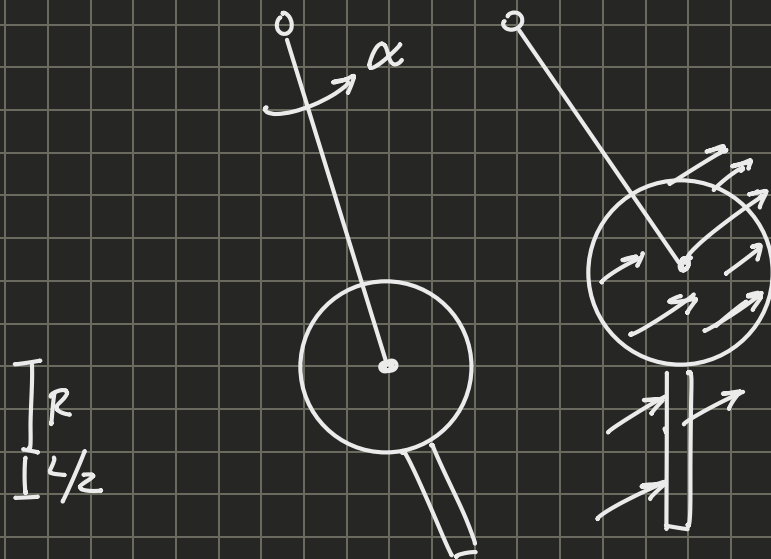
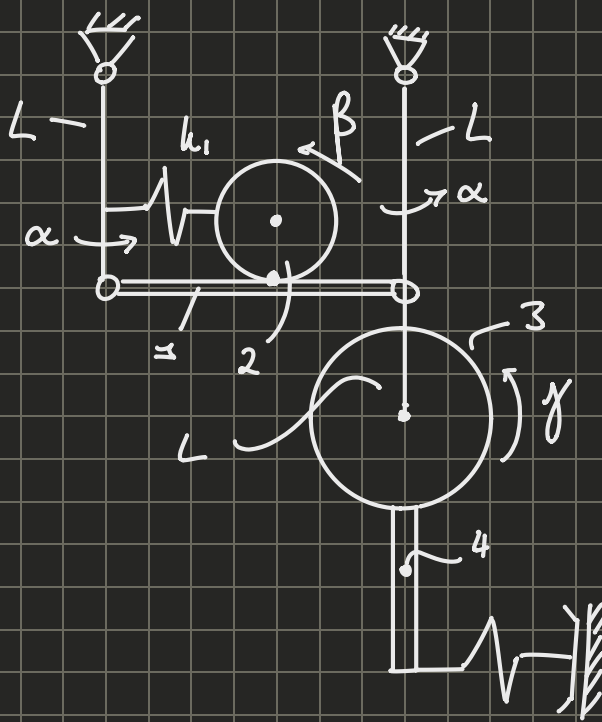
$$\Delta l_1 = -R \cdot \alpha_{REL}$$

Same, which is good.

For  $\alpha_{ABS}$ :

$$\Delta l_1 = R\theta - R\alpha_{ABS} = R\theta - R(\theta + \alpha_{REL}) = -R\alpha_{REL}$$

# IdE with absolute and relative rotations.



$[\Delta_m]$	$\alpha$	$\beta_{REL}$	$\gamma_{REL}$	$[\Delta_m]$	$\alpha$	$\beta_{ABS}$	$\gamma_{ABS}$
$V_{1x}$	$L$	$0$	$0$	$V_{1x}$	$L$	$0$	$0$
$V_{1y}$	$0$	$0$	$0$	$V_{1y}$	$0$	$0$	$0$
$\omega_1$	$0$	$0$	$0$	$\omega_1$	$0$	$0$	$0$
$V_{2x}$	$L$	$-R$	$0$	$V_{2x}$	$L$	$-R$	$0$
$V_{2y}$	$0$	$0$	$0$	$V_{2y}$	$0$	$0$	$0$
$\omega_2$	$0$	$1$	$0$	$\omega_2$	$0$	$1$	$0$
$V_{3x}$	$0$	$1$	$0$	$V_{3x}$	$0$	$1$	$0$
$V_{3y}$	$2L$	$0$	$0$	$V_{3y}$	$2L$	$0$	$0$
$\omega_3$	$1$	$0$	$1$	$\omega_3$	$1$	$0$	$1$
$V_{4x}$	$(2L + \frac{L}{2} + R)$	$0$	$R + \frac{L}{2}$	$V_{4x}$	$2L$	$0$	$R + \frac{L}{2}$
$V_{4y}$	$0$	$0$	$0$	$V_{4y}$	$0$	$0$	$0$
$\omega_4$	$1$	$0$	$1$	$\omega_4$	$0$	$0$	$1$

$$\beta_{ABS} = \beta_{REL} + \phi_1$$

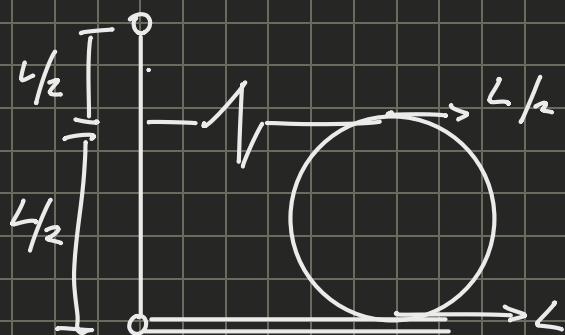
Velocity is the same as center of dish

$[\Delta u]$	$\alpha$	$\beta_{REL}$	$\gamma_{REL}$
$\Delta l_1$	$L - \frac{L}{2}$	$-\frac{L}{2}$	0
$\Delta l_2$	$-(3L+R)$	0	$-(R+L)$

$[\Delta u]$	$\alpha$	$\beta_{ABS}$	$\gamma_{ABS}$
$\Delta l_1$	$L - \frac{L}{2}$	$-\frac{L}{2}$	0
$\Delta l_2$	$-2L$	0	$-(R+L)$

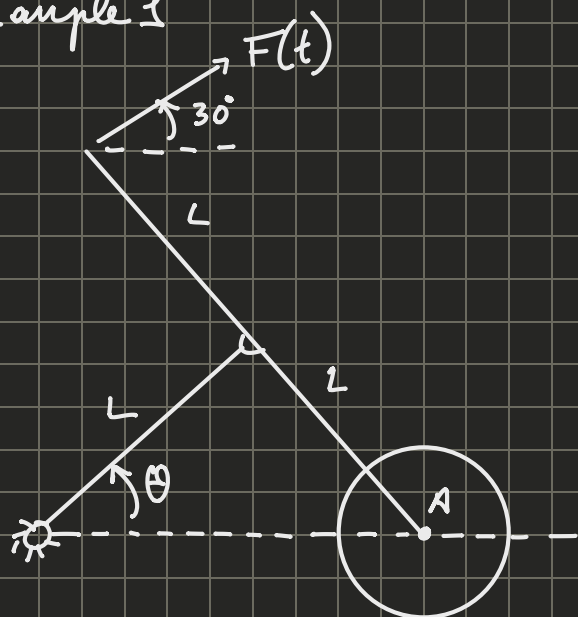
$\beta_{REL} = \beta_{ABS}$  because  $\omega_1 = 0$

$L$  not  $L/2$  since the spring is not in 4.



Examples of potboller mechanisms

Example 1



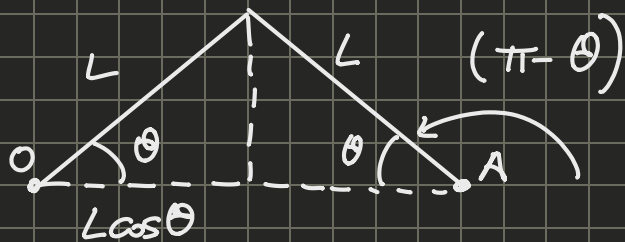
EOM NL

$$\delta^* \mathcal{L} = ?$$

$$\delta^* \mathcal{L} = \underbrace{\vec{F}(t) \cdot \delta \vec{S}_c}_{\text{interesting part}}$$

$$F_0 = F_0 + F_1 \cdot \cos(\omega t)$$

To find  $\delta S_c$  we need to solve kinematics, using isosceles triangle



$$(B-O) = L \cos \theta \hat{i} + L \sin \theta \hat{j}$$

$$(A-O) = 2(B-O)_x = 2L \cos \theta \hat{i}$$

$$(C-O) = (A-O) + (C-A)$$

$$= 2L \cos \theta \hat{i} + 2L \cos(\pi - \theta) \hat{i} + 2L \sin(\pi - \theta) \hat{j}$$

$$\rightarrow (C-O) = \underline{2L \sin \theta \hat{j}}$$

$$\vec{S}_{\delta c} = \frac{\delta S_c}{\delta \theta} \cdot \delta \theta = (2L \cos \theta \cdot \delta \theta) \hat{j}$$

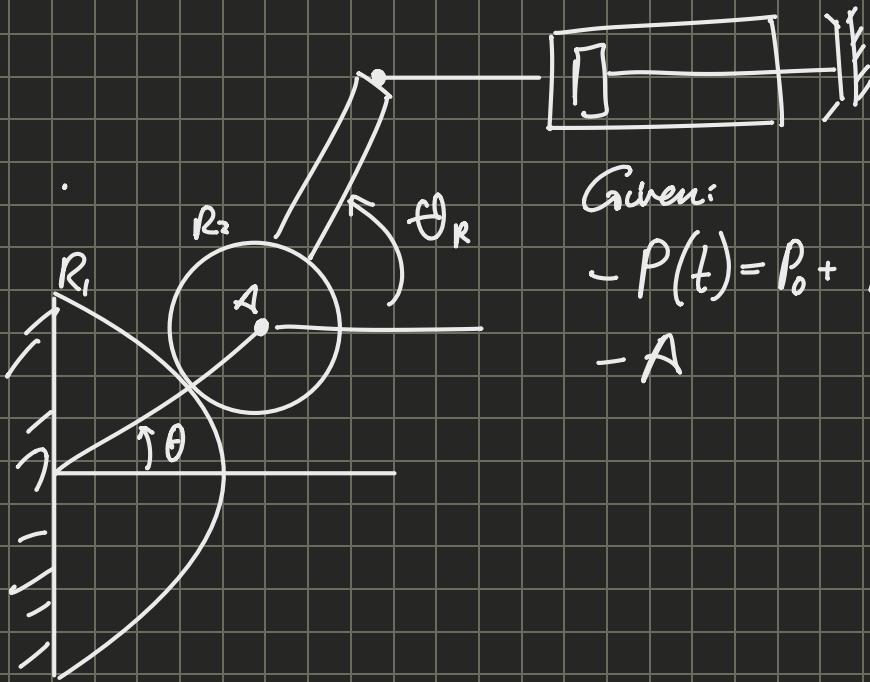
changing to a vector.

$$\delta^* \mathcal{L} = \left| \left[ F_0 + F_1 \cos(\alpha t) \right] \left( \cos(30) \hat{i} + \sin(30) \hat{j} \right) \right| \cdot$$

$$\cdot \left| (2L \cos \theta \hat{j}) \right| = (F_0 + F_1 \cos(\alpha t)) \sin 30 \cdot 2L \cos \theta \delta \theta$$

We just consider the vertical work of the force.

Other example:



Given:

$$- P(t) = P_0 + P_1 \cos(\omega t)$$

- A

kinematics:

$$(A-O) = (R_1 + R_2) \cos \theta \hat{i} + (R_1 + R_2) \sin \theta \hat{j}$$

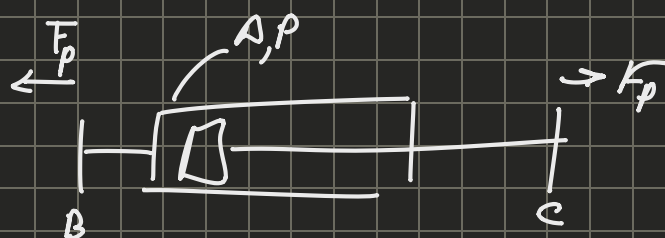
$$= R \cos \theta \hat{i} + R \sin \theta \hat{j}$$

$$v_A = R \cdot \dot{\theta} = (R_1 + R_2) \dot{\theta}$$

$$\omega_2 = \frac{(R_1 + R_2) \dot{\theta}}{R_2}$$

$$(B-O) = (A-O) + (B-A) = (R \cos \theta \hat{i} + R \sin \theta \hat{j}) + (L \cos(\theta_2) \hat{j} + L \sin(\theta_2) \hat{i})$$

$$\theta_2 = \theta_{k0} + \frac{R_1 + R_2}{R_2} \theta$$



$$\delta \mathcal{L} = (-PA \hat{i}) \delta \vec{S}_B + (PA \hat{i}) \delta \vec{S}_C \rightarrow \text{since } v_C = 0$$

$$\dot{V}_c = 0$$

$$\dot{S}_x = \underbrace{\frac{S_x}{S_g}}_{=0} \cdot S_g$$

For the equilibrium condition we can be given different data:

