

Esercitazione 2- C'erano scioperi quindi queste e
da reato non Tanzi

i) Cinematica Punto nel piano:
Traiettoria Parabolica:

Definiti:

$$\vec{P}(t=0_s) = 0 [m] \quad \begin{cases} x(t=0) = 0 \\ y(t=0) = 0 \end{cases}$$

$$\vec{v}(t) = 2\hat{i} + 4t\hat{j} [m/s]$$

Trovare:

i) Traiettoria $y(x)$

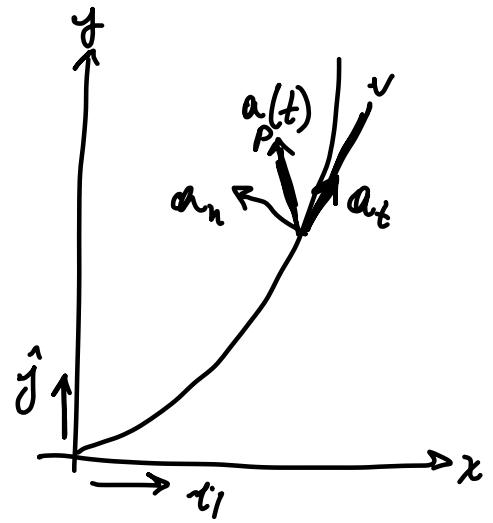
ii) $\vec{p}, \vec{n}, \vec{a}$ per $t = 2s$

iii) \vec{a}_t, \vec{a}_n per $t = 2s$

$$\dot{x}(t) = 2 \quad \dot{y}(t) = 4t \quad \begin{cases} x(t) = \int_0^t \dot{x}(\tau) d\tau + x(0) = 2\tau = 2t \\ y(t) = \int_0^t \dot{y}(\tau) d\tau + y(0) = \int_0^t 4\tau d\tau - \frac{4t^2}{2} = 2t^2 \end{cases}$$

$$\vec{p}(t) = 2t\hat{i} + 2t^2\hat{j}$$

$$\begin{cases} x(t) = 2t \\ y(t) = 2t^2 \end{cases} \quad \begin{cases} t = \frac{x}{2} \\ y = \frac{2x^2}{4} = \frac{x^2}{2} \end{cases} \Rightarrow \boxed{y(x) = \frac{x^2}{2}}$$



- vettore posizione

$$\vec{r}(t=2s) = 4\hat{i} + 8\hat{j} \text{ [m]}$$

- vettore velocità

$$\vec{v}(t=2s) = 2\hat{i} + 8\hat{j} \text{ [m/s]}$$

Vertice di tangenza

$$\frac{d(y(x))}{dx} = x(t) = 2t$$

$$\tan \beta = \frac{\sqrt{4}}{\sqrt{x}} = \frac{4t}{2} = 2t$$

Accelerazione

$$\begin{aligned} \vec{a}(t) - \frac{d\vec{v}}{dt} &= \ddot{x}(t)\hat{i} + \ddot{y}(t)\hat{j} \\ &= 0\hat{i} + 4\hat{j} \end{aligned}$$

$$\vec{a}(t=2s) = 4\hat{j} \text{ [m/s}^2]$$

$$\hat{t} = \frac{\vec{v}}{\|\vec{v}\|} = \frac{2\hat{i} + 8\hat{j}}{\sqrt{64}} = \frac{2\hat{i}}{\sqrt{68}} + \frac{8}{\sqrt{68}}\hat{j}$$

$$|\vec{a}_t| \cdot \vec{a} \cdot \hat{t} = (0\hat{i} + 4\hat{j}) \cdot \left(\frac{2}{\sqrt{68}}\hat{i} + \frac{8}{\sqrt{68}}\hat{j} \right) = \\ = \frac{32}{\sqrt{68}}$$

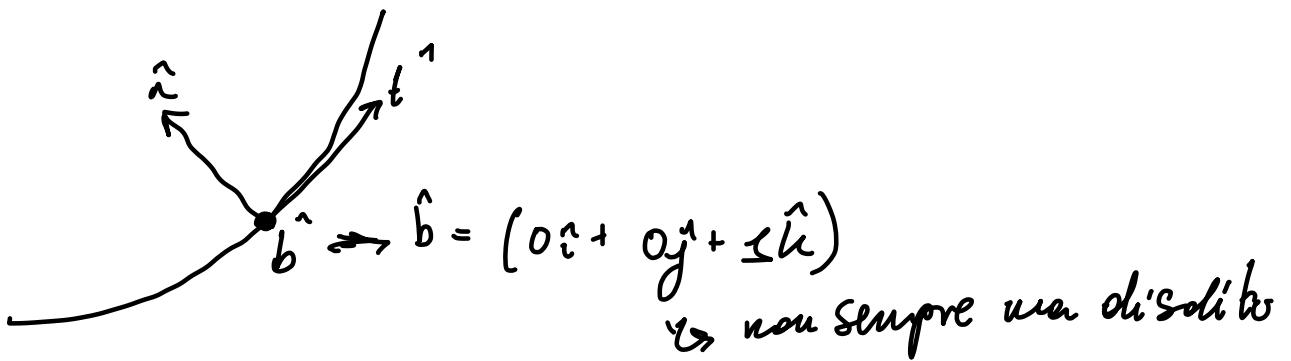
$$\vec{a}_t = |\vec{a}_t| \cdot \hat{t} = \frac{32}{\sqrt{68}} \left(\frac{2}{\sqrt{68}}\hat{i} + \frac{8}{\sqrt{68}}\hat{j} \right) = \frac{16}{17}\hat{i} + \frac{64}{17}\hat{j}$$

1° metodo

$$\vec{a} = \vec{a}_t + \vec{a}_n$$

$$\vec{a}_n = \vec{a} - \vec{a}_t = (0\hat{i} + 4\hat{j}) - \left(\frac{16}{17}\hat{i} + \frac{64}{17}\hat{j} \right) = \frac{-16}{17}\hat{i} + \frac{4}{17}\hat{j}$$

2° metodo

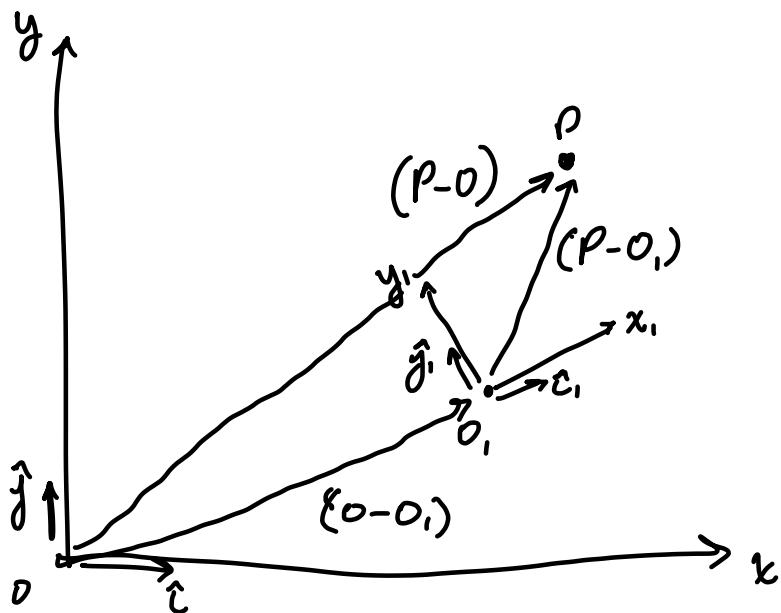


$$\hat{n} = \hat{b} \times \hat{t} = \det \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 8 & 0 \\ \frac{2}{\sqrt{68}} & \frac{8}{\sqrt{68}} & 0 \end{vmatrix} = \frac{-8}{\sqrt{68}}\hat{i} + \frac{2}{\sqrt{68}}\hat{j}$$

$$|\vec{a}_n| = \vec{a} \cdot \hat{n} = (0\hat{i} + 4\hat{j}) \cdot \left(\frac{-8}{\sqrt{68}}\hat{i} + \frac{2}{\sqrt{68}}\hat{j} \right) = \frac{8}{\sqrt{68}}$$

$$\vec{a}_n = |\vec{a}_n| \cdot \hat{n} = \frac{-16}{17}\hat{i} + \frac{4}{17}\hat{j} \quad \checkmark$$

2) Teorema del moto relativo



$$(P-O) = (O_1 - O) + (P-O_1) = \underbrace{(O_1 - O)}_{\vec{v}_{O_1}^f \text{ Assoluto}} + \underbrace{x_1 \cdot \hat{i}_1 + y_1 \cdot \hat{j}_1}_{\vec{v}_{O_1}^r \text{ Rif. Mobile}}$$

Velocità

$$\frac{d(P-O)}{dt} = \frac{d(O_1 - O)}{dt} + \frac{d(P-O_1)}{dt} = \vec{v}_{O_1} + \vec{\omega} \times (x_1 \cdot \hat{i}_1 + y_1 \cdot \hat{j}_1) + \underbrace{\vec{i}_1 \cdot \hat{i}_1 + \vec{j}_1 \cdot \hat{j}_1}_{\vec{V}_{REL}}$$

$$\Rightarrow \vec{v}_P = \vec{V}_{P\ TRA} + \vec{V}_{P\ REL}$$

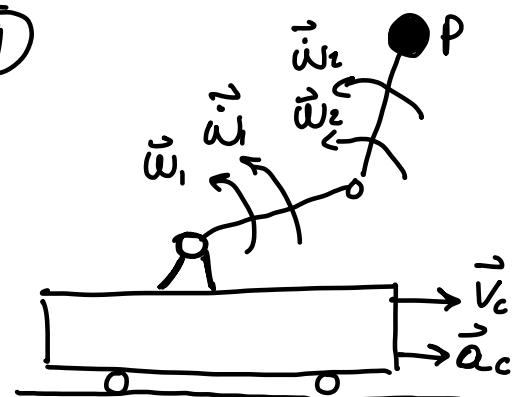
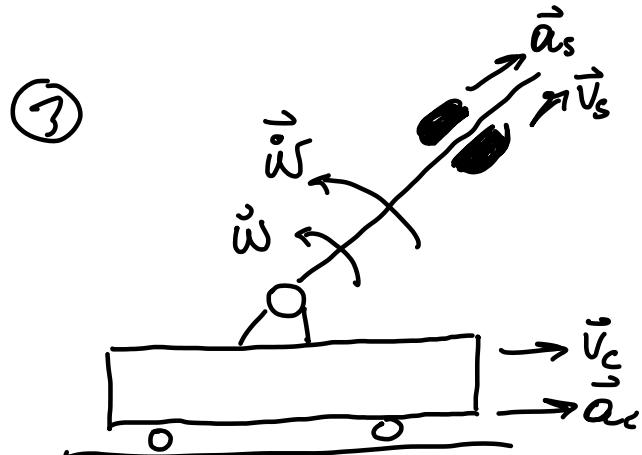
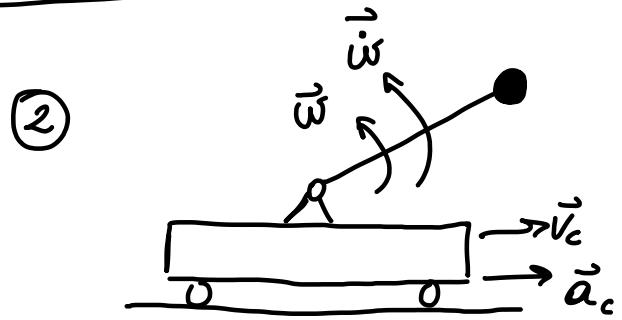
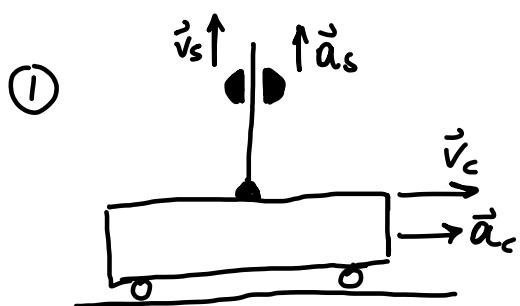
Accelerazione

$$\frac{d^2(P-O)}{dt^2} = \vec{a}_{\text{TRA}} + \vec{\omega} \times (\vec{x}_1 \hat{i}_1 + \vec{y}_1 \hat{j}_1) + \vec{\omega} \times (\vec{\omega} \times (\vec{x}_1 \hat{i}_1 + \vec{y}_1 \hat{j}_1)) + \ddot{\vec{x}}_1 \hat{i}_1 + \ddot{\vec{y}}_1 \hat{j}_1 + 2 \vec{\omega} \times (\dot{\vec{x}}_1 \hat{i}_1 + \dot{\vec{y}}_1 \hat{j}_1)$$

\vec{a}_{TRA} \vec{a}_{COR} \vec{a}_{CO}

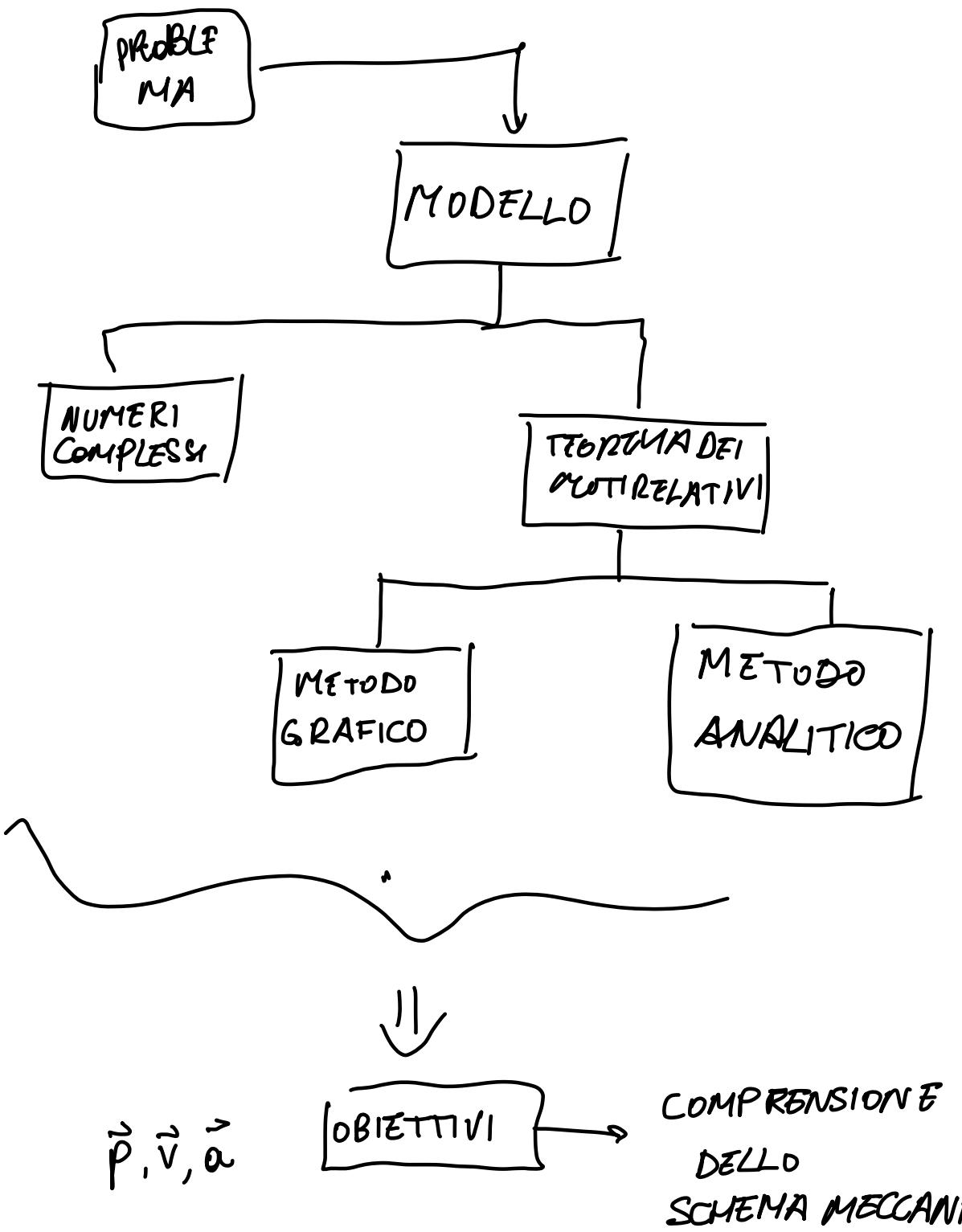
$$\vec{a}_p = \vec{a}_{\text{TRA}} + \vec{a}_{\text{COR}} + \vec{a}_{\text{CO}}$$

3) Tipi di Esercizi di Applicazione Base

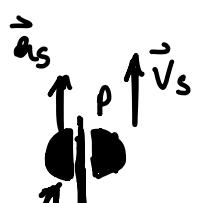


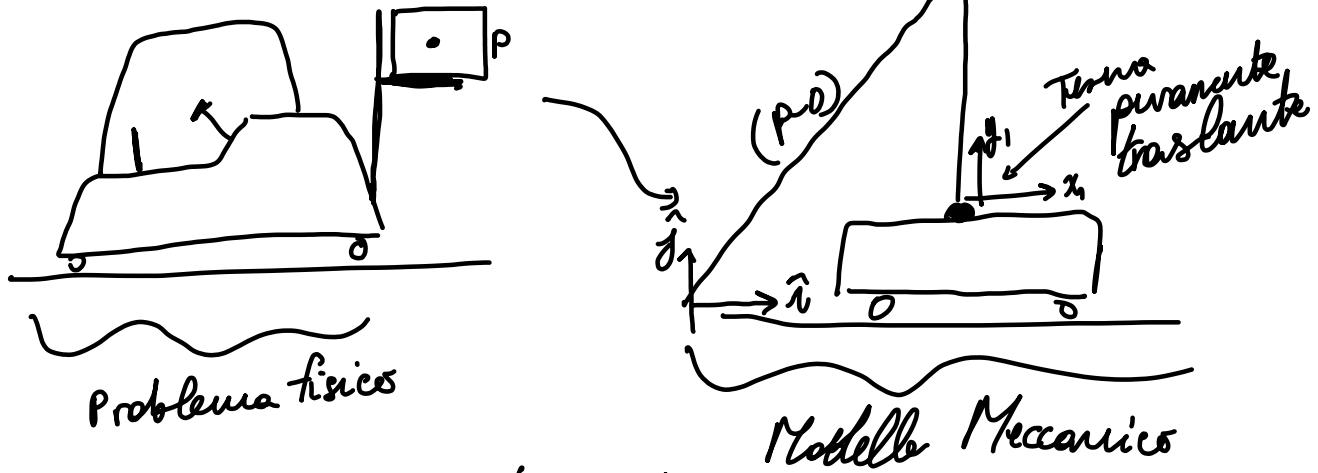
Modellistica dinamica

↳ Problemi di tipo fisico \Rightarrow Bisogna creare modello semplificato.



Primo esercizio Esercizio Analitico moto relativo base
Teorema moto relativo analitico





(x_1, y_1, z_1) terna mobile traslante

Posizione

$$\vec{r}_P = \vec{r}_O + \vec{r}_{O_1} + \vec{r}_{P/O_1}$$

Velocità

$$\vec{v}_P = \frac{d(\vec{r}_P)}{dt} = \frac{d(\vec{r}_O)}{dt} + \frac{d(\vec{r}_{O_1})}{dt} + \frac{d(\vec{r}_{P/O_1})}{dt} = \vec{v}_O + \vec{v}_{O_1} + \vec{v}_{P/O_1}$$

$$= \frac{dx}{dt} \hat{i} + x \frac{dy}{dt} \hat{j} + \frac{dz}{dt} \hat{k} + \vec{v}_{O_1} + y_1 \frac{dx}{dt} \hat{i} + y_1 \frac{dy}{dt} \hat{j} + y_1 \frac{dz}{dt} \hat{k}$$

perché $\vec{v}_{P/O_1} = \vec{\omega} \times \vec{r}_{P/O_1}$
ma $\vec{\omega} = 0 \Rightarrow \frac{d\vec{r}_{P/O_1}}{dt} = 0$

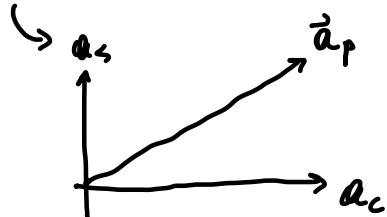
$$= v_c \hat{i} + v_s \hat{j}$$



Accelerazione

$$\frac{d(\vec{v}_P)}{dt} = \frac{d(v_c \hat{i} + v_s \hat{j})}{dt} = \frac{dv_c}{dt} \hat{i} + \frac{d(v_s \hat{j})}{dt}$$

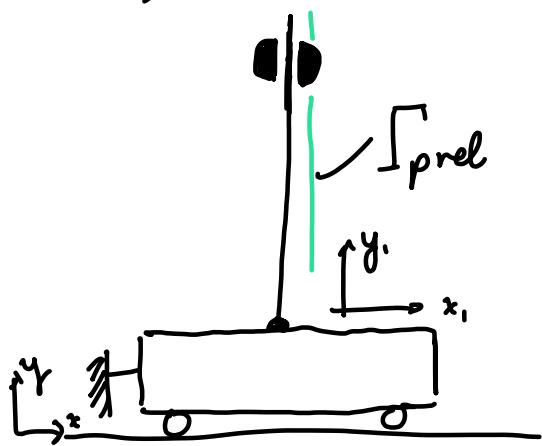
$$= a_c \hat{i} + a_s \hat{j}$$



Approccio Grafico

a) Traccia le traiettorie dei moti

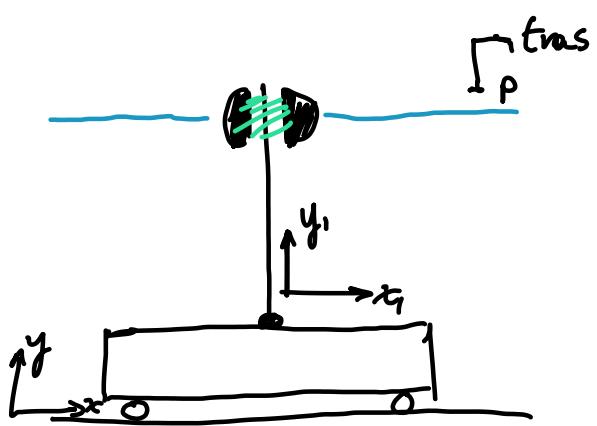
I) MOTO RELATIVO



Terra mobile traslante

Solidale al carrello
centro in O₁

II) MOTO TRASCINAMENTO

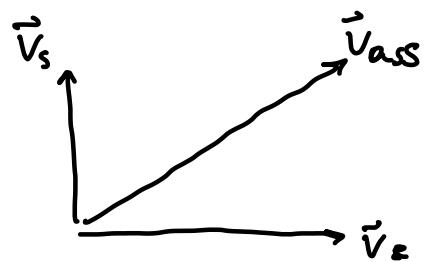


b) Tabella velocità

Tabella delle velocità

	\vec{v}_p^{ass}	\vec{v}_p^{tras}	\vec{v}_p^{rel}
M	?	v_c	v_s
D	?	$\parallel \hat{i}$	$\parallel \hat{j}$

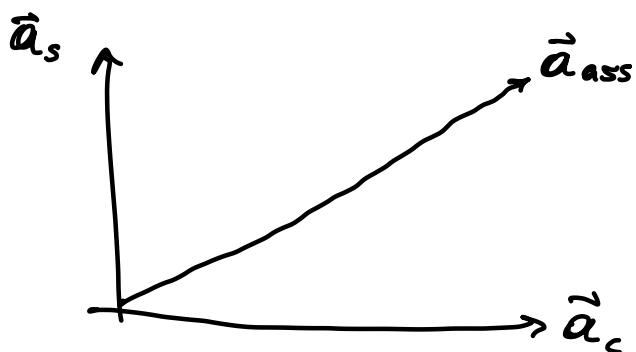
Triangolo delle velocità



c) Studio le accelerazioni

	\vec{a}_{ass}	\vec{a}_p^{TRAS}	\vec{a}_p^{rel}	\vec{a}_p^{co}
M	?	a_c	a_s	X
D	?	$1/i$	$1/j$	X

Disegnare triangolo



Esercizio Numerico da fare a casa 20/2/15

Nota la legge di moto

$$x(t) = \frac{t}{2}$$

$$y(t) = \cos(\pi t)$$

Trovare

3) Traiettoria $y(x)$ per
II) a_t & a_n $\left. \begin{array}{l} \\ t=2s \end{array} \right\}$