# **Mechanics & Machines Course**

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# Bird Wing Simulation Kinematics Report

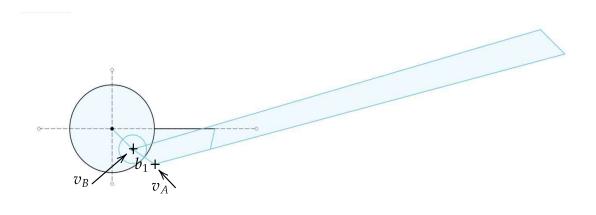
Presented To: Oleg Bulichev

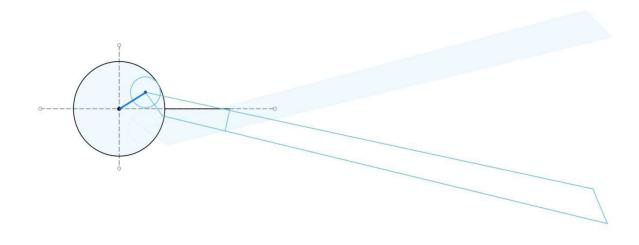
#### Introduction:

Our goal is to find the positions (and velocities) of a mechanism that simulates the motion of a bird wing. Due to the complex motion, we can divide the mechanism into 3 separate mechanisms to simplify the calculations.

#### Mechanism Declaration:

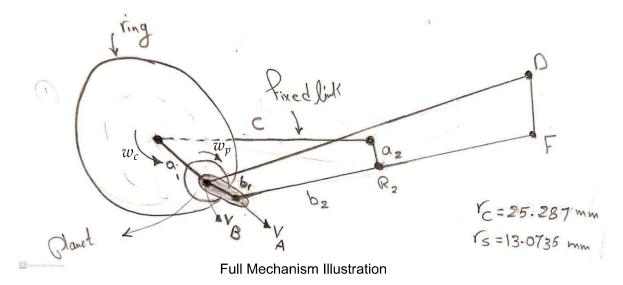
First of all, here is an illustration of how the mechanism of one wing works. I will proceed explaining everything on one wing. And the other wing will have the same equations with inverted signs so nothing new.



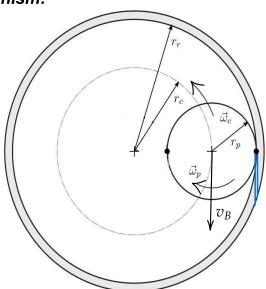


Basically, I can split the mechanism into 3 mechanisms to make it simpler in kinematic analysis.

- · First Mechanism is planetary gear.
- · Second Mechanism is 5-bar linkage.
- Third Mechanism is 4-bar linkage.



## Planetary Gear Mechanism:



we have a stationary ring gear, with number of teeth  $z_r = 28$  and a rotating planet gear with number of teeth  $z_v = 12$ .

from the equations of planetary gear explained <u>here</u>, we can obtain 2 equations of the ratios between the angular velocity of planetary gear  $w_p$  and the angular velocity of the carrier  $w_c$  as follows:

$$\frac{w_c}{w_p} = \frac{r_p}{r_r} = \frac{z_p}{z_r} = \frac{12}{28} = \frac{7}{3}$$

$$w_p = \frac{r_r}{r_p} \cdot w_r \quad rad/s$$
(1)

where  $r_r \& r_p$  are radiuses of ring and planetary gears.

$$w_p = \frac{r_s}{r_r} w_c rad/s$$
 (2)

since: 
$$r_s = r_c - r_p$$

also we can obtain the velocity at point B & A(in the overall mechanism):

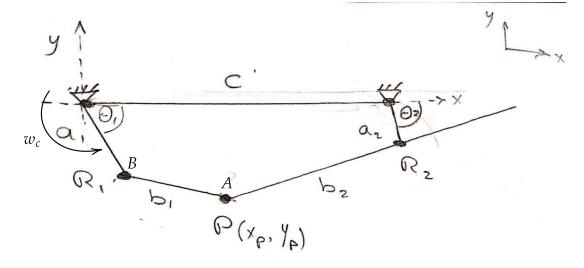
$$v_B = w_c r_c m/s$$

$$v_A = (w_c - w_p) b_1 m/s$$

## Primary parameters:

$$r_r = 37.5 mm$$
  
 $r_p = 12.2135 mm$   
 $r_c = 25.287 mm$   
 $r_s = 13.0735 mm$   
 $b_1 = 23.261 mm$ 

# 5-Bar Linkage Mechanism:



First, we can find position of point  $R_1$ :

$$\begin{bmatrix} x_{R_1} = a_1 \cos(\theta_1) \\ y_{R_1} = -a_1 \sin(\theta_1) \end{bmatrix} mm$$

Second, we can find position of point  $R_2$ :

$$\begin{bmatrix} x_{R_2} = a_2 \cos(\theta_2) + c \\ y_{R_2} = -a_2 \sin(\theta_2) \end{bmatrix} mm$$

Then, we can find position of point P as an intersection between two circles with radius  $PR_1 \& PR_2$ .

$$\begin{bmatrix} (x_p - x_{R_1})^2 + (y_p - y_{R_1})^2 &= b_1^2 \\ (x_p - x_{R_2})^2 + (y_p - y_{R_2})^2 &= b_2^2 \end{bmatrix} mm$$

2 equations & 2 unkown we can obtain  $x_b$  &  $y_b$ 

After having all the positions of all points, we can obtain the velocities as the derivatives of the positions as follows:

$$v_{R1} = \sqrt{x_{R_1}^{\cdot} + y_{R_1}^{\cdot}} = v_B \ m/s$$

$$v_{R2} = \sqrt{x_{R_2}^{\cdot} + y_{R_2}^{\cdot}} \ m/s$$

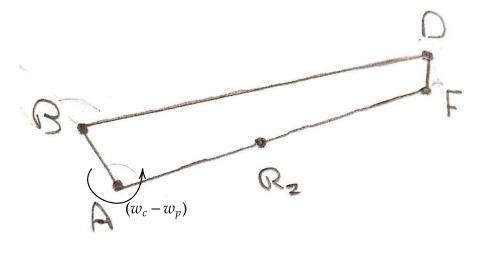
$$v_p = \sqrt{x_p + y_p} = v_A \ m/s$$

Note: if we'll need the accelerations, we can find them at each point by the derivatives of the

## Primary parameters:

$$a_1 = 25.287 mm$$
  
 $a_2 = 18 mm$   
 $b_2 = 47.597 mm$   
 $c = 90.989 mm$ 

# 4-Bar Linkage Mechanism:



As we already know the positions & velocities of point A & B, so we only need to find the positions of point F & D. Which can be obtained as intersections between two circles as follows:

Position of F:  

$$(x_F - x_A)^2 + (y_F - y_A)^2 = AF$$

$$(x_F - x_D)^2 + (y_F - y_D)^2 = DF$$
mm

4 equations, 4 unkowns, then we can obtain:

$$x_D, y_D \& x_F, y_F$$

Then we can obtain the velocities as the derivatives of the positions:

$$v_D = \sqrt{x_D + y_D} \frac{m/s}{v_F}$$

$$v_F = \sqrt{x_F + y_F} \frac{m/s}{m/s}$$

## Primary parameters:

$$AB = b_1$$
  
 $FD = 30 mm$   
 $BD = 375.362 mm$   
 $AF = 374.362 mm$ 

#### Results: