

4 L4: Relative Plane Motion, Acceleration - Fixed Frame

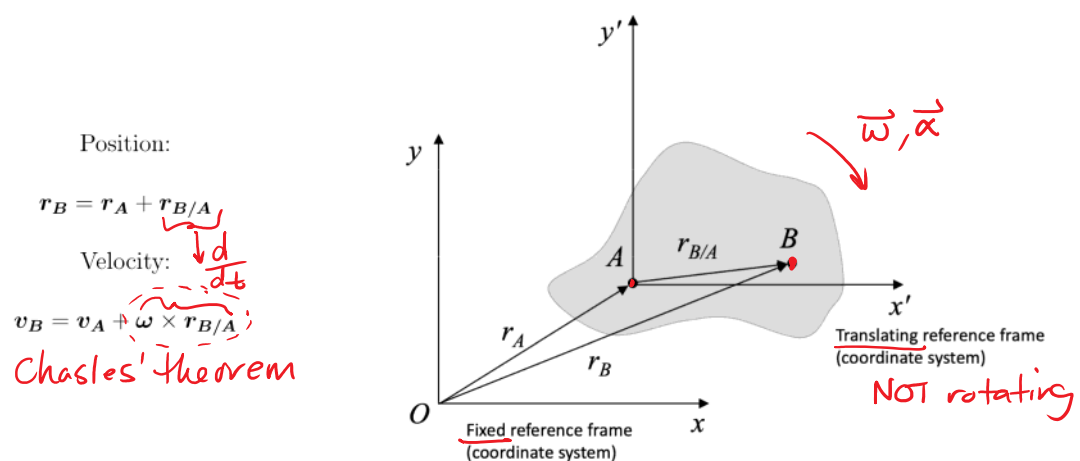
Readings

4.1 Objective

To describe the planar acceleration of **any point** on a rigid body that is both translating and rotating. *general plane motion*

4.2 Reference Frame - Translating, but NOT Rotating

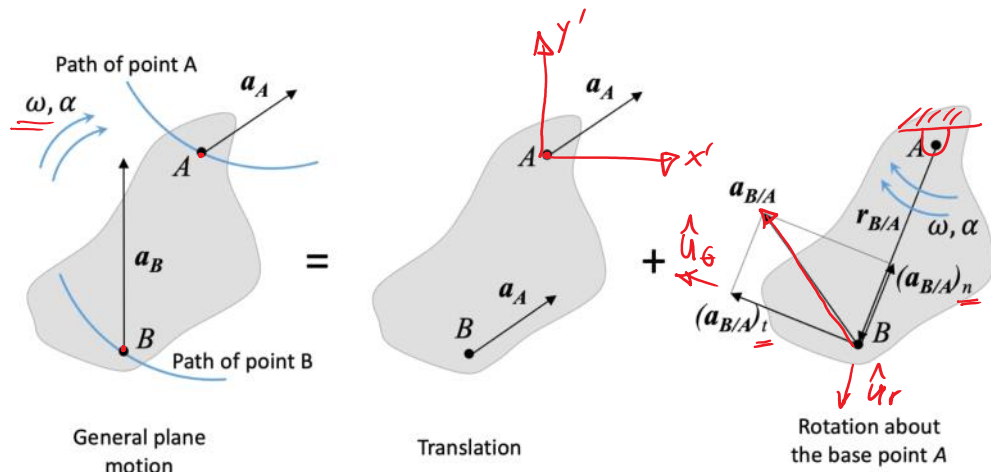
We have already established the following relationships for fixed reference frame O_{xyz} and translating reference frame $A_{x'y'z'}$.



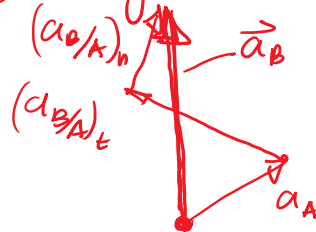
Once again, we need to differentiate to get acceleration: *$\frac{d(\vec{v}_B)}{dt}$*

$$\begin{aligned} \mathbf{a}_B &= \frac{d\mathbf{v}_B}{dt} = \frac{d\mathbf{v}_A}{dt} + \frac{d\boldsymbol{\omega} \times \mathbf{r}_{B/A}}{dt} \\ &= \mathbf{a}_A + \underbrace{\frac{d\boldsymbol{\omega}}{dt} \times \mathbf{r}_{B/A}}_{\boldsymbol{\alpha} \times \mathbf{r}_{B/A}} + \underbrace{\boldsymbol{\omega} \times \frac{d(\mathbf{r}_{B/A})}{dt}}_{\boldsymbol{\omega} \times \mathbf{v}_{B/A}} \\ &= \mathbf{a}_A + \boldsymbol{\alpha} \times \mathbf{r}_{B/A} + \boldsymbol{\omega} \times (\boldsymbol{\omega} \times \mathbf{r}_{B/A}) \end{aligned}$$

$(\vec{a}_{B/A})_t$ $(\vec{a}_{B/A})_n$



Vector diagram



$$\vec{a}_B = \vec{a}_A + (\vec{a}_{B/A})_n + (\vec{a}_{B/A})_t$$

What about that third term, $\omega \times (\omega \times \vec{r}_{B/A})$?

$$\begin{aligned} \vec{\omega} &= \omega \hat{k} \\ \omega \hat{k} \times (\omega \hat{k} \times \vec{r}_{B/A} \hat{u}_r) &\leftarrow \begin{matrix} \hat{t} \\ \hat{n} \end{matrix} \text{ components} \\ &= \omega \hat{k} \times (\omega r_{B/A} \hat{u}_\theta) \leftarrow \begin{matrix} \hat{t} \\ \hat{n} \end{matrix} \text{ components} \\ &= \omega^2 r_{B/A} (-\hat{u}_r) \\ &= -\omega^2 \vec{r}_{B/A} \end{aligned}$$

$\vec{r}_{B/A} = r_{B/A} \hat{u}_r$

PLANAR MOTION ONLY $\vec{r}_{B/A} \perp \vec{\omega}$ at all times

Final result for acceleration with a translating reference frame:

$$\vec{a}_B = \vec{a}_A + \alpha \times \vec{r}_{B/A} - \omega^2 \vec{r}_{B/A}$$

$$\vec{v}_B = \vec{v}_A + \vec{\omega} \times \vec{r}_{B/A}$$

} general plane motion

4.2.1 Example 1

Consider a wheel rolling without slipping. Find the velocity and acceleration of point G in the *xyz* frame shown. Also, find the velocity and acceleration of a point B at the front of the wheel.
 $r = 1\text{ m}$, $\omega = -1\text{ rad/s } \hat{k}$, $\alpha = 1\text{ rad/s}^2 \hat{k}$.

no slipping
 $\vec{v}_A = 0$
 $\vec{v}_G = v_G \hat{i}$
 $\vec{a}_G = a_G \hat{i}$ } path of G is straight line toward x
 (or $\vec{v}_G = \vec{v}_A + \vec{\omega} \times \vec{r}_{G/A}$)
 $\vec{v}_G?$ $\vec{v}_G = \vec{\omega} \times \vec{r}_{G/A}$
 $-1\text{ rad/s } \hat{k} \times 1\text{ m } \hat{j}$
 $\vec{v}_G = 1\text{ m/s } \hat{i}$
non-zero
 $\vec{a}_G?$ $\vec{a}_G = \vec{a}_A + \vec{\alpha} \times \vec{r}_{G/A} - \omega^2 \vec{r}_{G/A}$
 $a_G \hat{i} = a_A \hat{j} + \alpha \hat{k} \times 1\text{ m } \hat{j} - \omega^2 (1\text{ m } \hat{j})$
 $\hat{i}: a_G = -1\text{ m/s}^2$ $\vec{a}_G = -1\text{ m/s}^2 \hat{i}$
 $\hat{j}: 0 = a_A - \omega^2 (1\text{ m})$
 $a_A = \omega^2 r$ $\vec{a}_A = 1\text{ m/s}^2 \hat{j}$
 $\vec{v}_B:$ $\vec{v}_B = \vec{\omega} \times \vec{r}_{B/IC} = -1\text{ rad/s } \hat{k} \times (1\hat{i} + 1\hat{j})\text{ m}$
 $= (1\hat{i} - 1\hat{j})\text{ m/s}$
 $\vec{r}_{B/G} = 1\text{ m } \hat{i}$
 $\vec{a}_B:$ $\vec{a}_B = \vec{a}_G + \vec{\alpha} \times \vec{r}_{B/G} - \omega^2 \vec{r}_{B/G}$
 $= -1\text{ m/s}^2 \hat{i} + (1\hat{k})\text{ rad/s}^2 \times 1\hat{i}\text{ m} - (1\text{ rad/s})^2 (1\text{ m } \hat{i})$
 $= (-2\hat{i} + 1\hat{j})\text{ m/s}^2$

$$(\vec{a}_B = \vec{a}_A + \vec{\alpha} \times \vec{r}_{B/A} - \omega^2 \vec{r}_{B/A}) \quad 2 \text{ components } (\hat{i}, \hat{j})$$

4.2.2 Example 2

Consider a planar robot pushing a grinding wheel over a surface (robotic de-burring). Find the angular velocity and acceleration of each link (at the instant shown) necessary to keep the grinding wheel moving to the right at a constant 1 m/s.

Find: ω_{AB}, α_{AB}
 ω_{BC}, α_{BC}

$\vec{v}_A = 0$

$\vec{v}_C = \vec{v}_B + \vec{\omega}_{BC} \times \vec{r}_{C/B}$ $\vec{v}_B = \vec{\omega}_{AB} \times \vec{r}_{B/A}$

$= \vec{\omega}_{AB} \times \vec{r}_{B/A} + \vec{\omega}_{BC} \times \vec{r}_{C/B}$

Velocity triangle for \vec{v}_C at 45° :
 $\vec{v}_B = \vec{\omega}_{AB} \times \vec{r}_{B/A}$
 $\vec{v}_{C/B} = \vec{\omega}_{BC} \times \vec{r}_{C/B}$

Position vectors:
 $\vec{r}_{B/A} = 1 \text{ m } \hat{j}$
 $\vec{r}_{C/B} = 1 \text{ m } \hat{i}$
 $\vec{v}_C = \left(\frac{1}{\sqrt{2}} \hat{i} + \frac{1}{\sqrt{2}} \hat{j} \right) \text{ m/s}$

Equating components:
 $\hat{i}: \frac{1}{\sqrt{2}} = \omega_{AB}$
 $\hat{j}: \frac{1}{\sqrt{2}} = \omega_{BC}$

$\vec{\omega}_{AB} = -\frac{1}{\sqrt{2}} \text{ rad/s } \hat{k}$
 $\vec{\omega}_{BC} = \frac{1}{\sqrt{2}} \text{ rad/s } \hat{k}$

$$\vec{\alpha}_{AB} = \alpha_{AB} \hat{k}$$

$$\vec{\alpha}_{BC} = \alpha_{BC} \hat{k}$$

(Example continued)



$$\vec{a}_C = \vec{a}_B + \vec{\alpha}_{BC} \times \vec{r}_{C/B} - \omega_{BC}^2 \vec{r}_{C/B}$$

$$\vec{a}_B = \vec{a}_A + \vec{\alpha}_{AB} \times \vec{r}_{B/A} - \omega_{AB}^2 \vec{r}_{B/A}$$

$$\vec{a}_C = (\vec{\alpha}_{AB} \times \vec{r}_{B/A} - \omega_{AB}^2 \vec{r}_{B/A}) + \vec{\alpha}_{BC} \times \vec{r}_{C/B} - \omega_{BC}^2 \vec{r}_{C/B}$$

$$\vec{a}_C = 0 = (\alpha_{AB} \hat{k} \times 1 \hat{j} \text{ m}) - \left(\frac{1}{12} \frac{\text{rad}}{\text{s}}\right)^2 \cdot 1 \text{ m} \hat{j}$$

$$+ (\alpha_{BC} \hat{k} \times 1 \text{ m} \hat{i}) - \left(\frac{1}{12} \frac{\text{rad}}{\text{s}}\right)^2 1 \text{ m} \hat{i}$$

$$= -\alpha_{AB} \hat{i} - \frac{1}{2} \hat{j} + \alpha_{BC} \hat{j} - \frac{1}{2} \hat{i}$$

Components:

$$\hat{i}: 0 = -\alpha_{AB} - \frac{1}{2} \Rightarrow \alpha_{AB} = -\frac{1}{2} \text{ rad/s}^2$$

$$\boxed{\vec{\alpha}_{AB} = -\frac{1}{2} \text{ rad/s}^2 \hat{k}}$$

$$\hat{j}: 0 = -\frac{1}{2} + \alpha_{BC} \Rightarrow \alpha_{BC} = \frac{1}{2} \text{ rad/s}^2$$

$$\boxed{\vec{\alpha}_{BC} = \frac{1}{2} \text{ rad/s}^2 \hat{k}}$$

