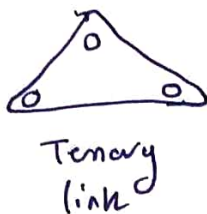


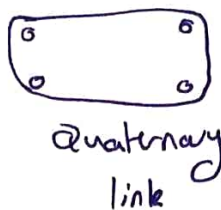
Chapter-2: Design of Machinery / Kinematics fundamentals



Binary link



Ternary link



Quaternary link

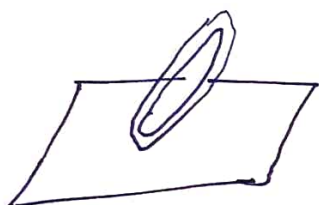


Rotating full pin joint

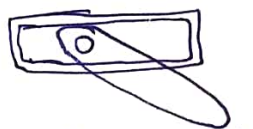


Translating full slider joint

} Full joints
1 DOF



Link against plane



Pin in slot

} half joints
2 DOF

* order of joint = number of links - 1

• Kinematic chain: linkage assembled to provide output motion in response to a supplied input motion.

• Mechanism: Kinematic chain + at least one link connected to reference (ground).

• Machine: Mechanisms arranged to transmit forces & do work.

* Link Classification:

Crank: makes complete revolution and pivoted to ground.

Rocker: Oscillates and pivoted to ground.

Coupler: Complex motion and not connected to ground

Ground: fixed link or reference

* Some joints:

moving rotating



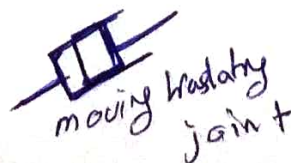
grounded rotating



grounded half joint



grounded translating joint



moving translating joint



moving half joint

* Mobility = DOF = number of inputs needed to create predictable output.
 = number of independent coordinates needed to define its position.

* Gruebler's equation: $M = 3(L-1) - 2J$
 (Links include ground)
 Mobility \downarrow
 1 Pr full joint \swarrow \searrow 1/2 Pr half joint

* note: mechanism: DOF = +1

Structure: DOF = 0

Preloaded Structure: DOF = -1

Remark: • Redundant Links and their joints aren't calculated
 (Links with repeated motion - that doesn't effect the motion).
 • if System and motion is symm, we take only the half
 (to get a reasonable result).
 • Sometimes (\angle) is calculated as full bcz rotation & translation are always
 synchronized and combined.

* If all joints are full \Rightarrow odd number of DOF requires even number of Links and vice-versa.
 (Proof using Gruebler's eqn).

$$\left\{ \begin{array}{l} J = \frac{(2B + 3T + 4Q + 5P + 6H + \dots)}{2} \\ L = B + T + Q + P + H + \dots \end{array} \right.$$

$$J = \frac{3}{2}(L-1) - \frac{M}{2}$$

$$\Rightarrow \boxed{L - 3 - M = T + 2Q + 3P + 4H} \text{ we use this eqn.}$$

• Simplest 1DOF linkage is four bar linkage.

* Linkage transformation:

1. Revolute joint replaced by prismatic joints (slide-wrapping) with at least 2 revolute joints remaining in loop \rightarrow no change in DOF.

2. Full joint replaced by half joint \rightarrow increase DOF by 1

3. Removal of a Link \rightarrow reduce DOF by 1

4. 2+3 \rightarrow no change in DOF.

5. Shrinking a link (to a lower order-combining joints) \rightarrow no change in DOF.

* Intermittent motion: output remains stationary for a period while input

continuous moving

* Inversions grouping a different Link in the chain.

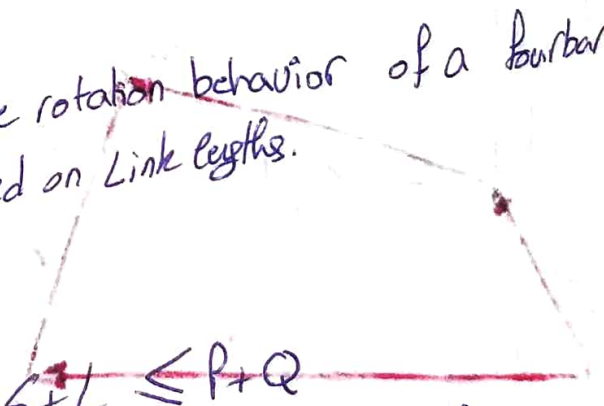
* Grashof condition: relation that predicts the rotation behavior of a fourbar linkage's inversion based on Link lengths.

S = L. of shortest Link.
 L = L. " longest Link.
 P = L. " remaining Link.
 Q = " " " " "

if $S + L \leq P + Q$

\Rightarrow Linkage is Grashof.

means that at least one link will be capable of making a full revolution w.r.t. ground plane.



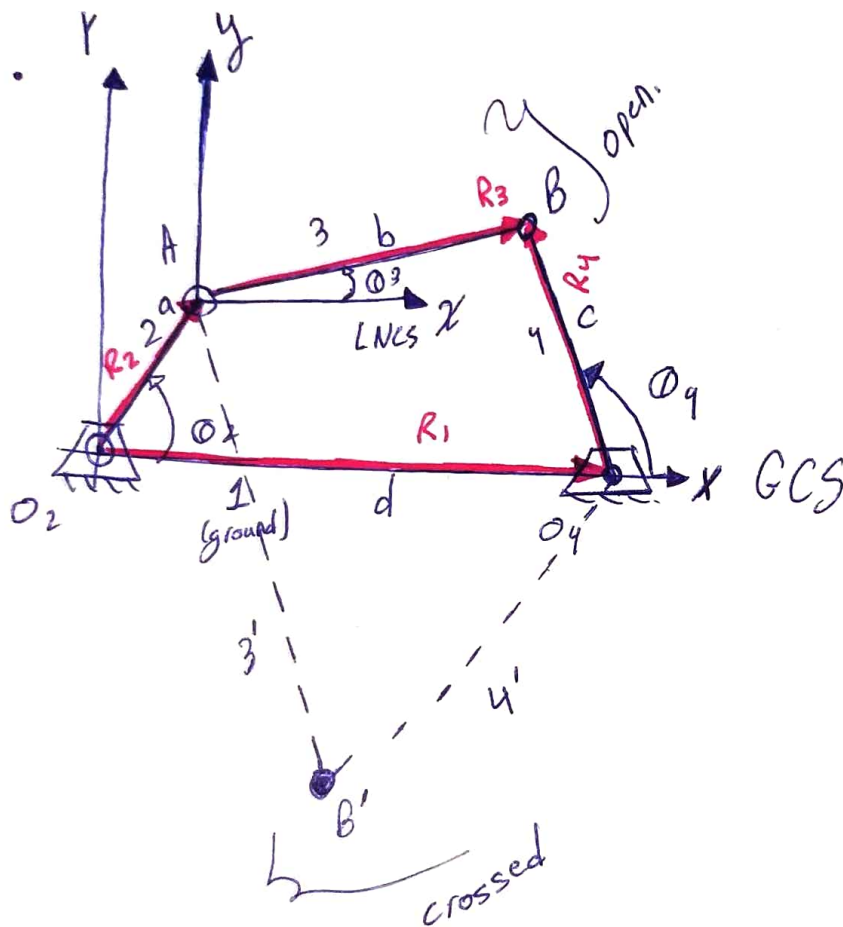
Chapter 4: Position analysis.

- Global reference: attached to earth or frame reference.
- Local coordinate system: attached to a link at some point of interest.

Position vector: $R_A = \sqrt{R_x^2 + R_y^2}$ $\theta = \arctan\left(\frac{R_y}{R_x}\right)$; $R = R_A \cdot e^{i\theta}$

note: we can transform the coordinates from one system to another by knowing the angle between 2 references.

$R_{BA} = R_B - R_A$ (final - initial)
displacement.



$$\left\{ \begin{array}{l} \theta_1 = 0 \\ \theta_2: \text{input} \\ \theta_3, \theta_4: \text{from formula sheet} \end{array} \right.$$

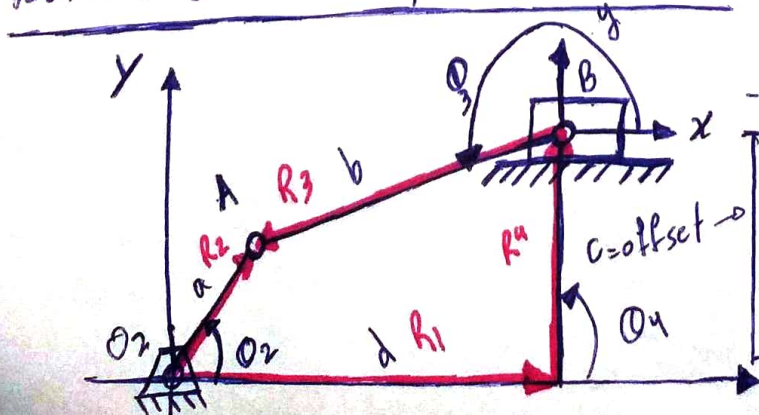
we have θ_3 and θ_2
and similar for θ_4
so we choose
the correct according
to crossed or open.

* Position vector loop for a fourbar linkage:

$$R_2 + R_3 - R_4 - R_1 = 0$$

(Similar loop can
be written
for any linkage).

* fourbar slider-crank position solution:

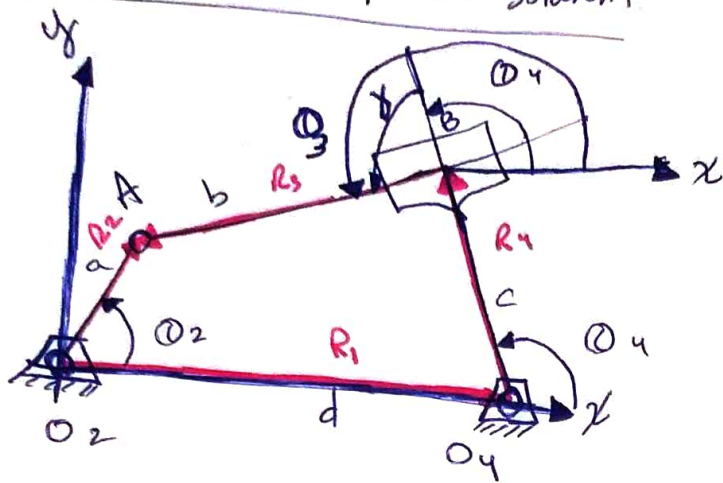


$$\left\{ \begin{array}{l} \theta_1 = 0 \\ \theta_4 = 90^\circ \end{array} \right\} \left\{ \begin{array}{l} \theta_2: \text{input} \\ \theta_3, d: \text{from formula sheet} \end{array} \right.$$

$$R_2 - R_3 - R_4 - R_1 = 0$$

* (Parallel to
slider axis
toward the
slider
starting
from O_2)

* Inverted Slider crank position Solution:



$$R_2 - R_3 - R_4 - R_1 = 0$$

$$\left\{ \begin{matrix} \theta_1 = 0 \\ \theta_2 : \text{input} \end{matrix} \right\}; \left\{ \begin{matrix} \theta_4 : \text{formula} \\ b \end{matrix} \right\}$$

$$\theta_3 = \theta_4 \pm \delta$$

- note:
- Watt's sixbar = 2 fourbar in series.
 - Stephenson's sixbar = 2 fourbar in parallel.

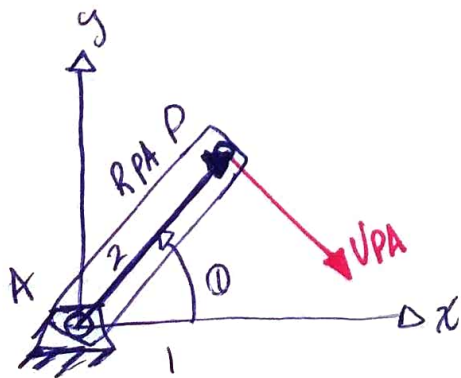
Remark: We can find position of any pt. by relating it to angles calculated and system found.

* Transmission angles: angle btw coupler link and output link

$$\theta_{\text{trans}} = |\theta_3 - \theta_4| \quad (\text{should be always acute and } > 0)$$

* Chapter 6 - Velocity analysis:

- linear velocity: $V = \frac{dR}{dt}$ m/s.
- angular velocity: $\omega = \frac{d\theta}{dt}$ rad/s. (CCW \rightarrow +ve ; CW \rightarrow -ve)

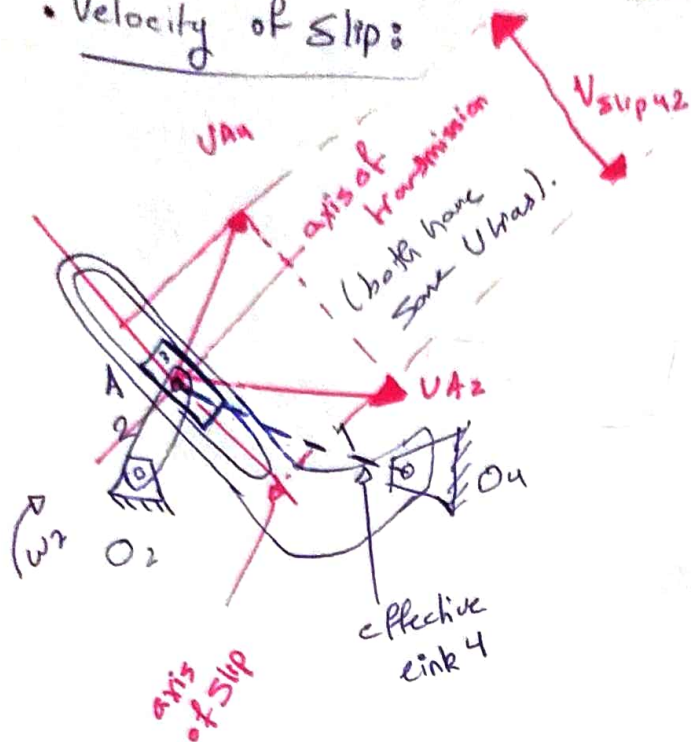


$$R_{PA} = R e^{j\theta}$$

$$V_{PA} = \frac{dR_{PA}}{dt} = R\omega j e^{j\theta} \quad (\text{since multiplied by } j \rightarrow \perp \text{ to } R_{PA})$$

$$V_P = V_A + V_{PA}$$

• Velocity of Slip:



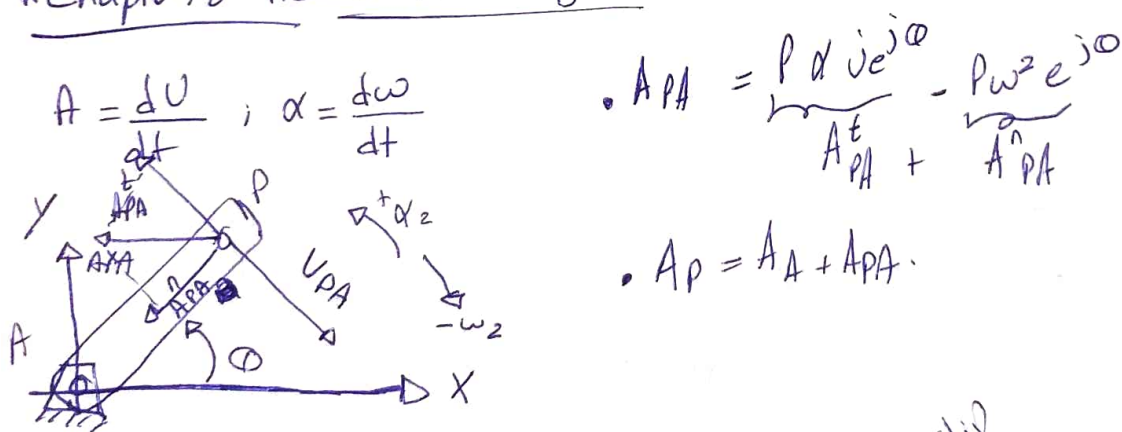
- Axis of slip: tangent to slider motion and along it. (all sliding occurs on it).
- Transmission axis \perp axis of slip and pass through slider joint (only line which we can transmit motion on; except friction).

• angle of U after calculation should be verified in which quadrant.

• In slider crank: $\vec{U}_B = \vec{U}$ (slider velocity, velocity of slip).

• Remark: we can find velocity of any pt. by relate it to pts. with known velocities (A, B, ...).

* Chapter 7: Acceleration Analysis

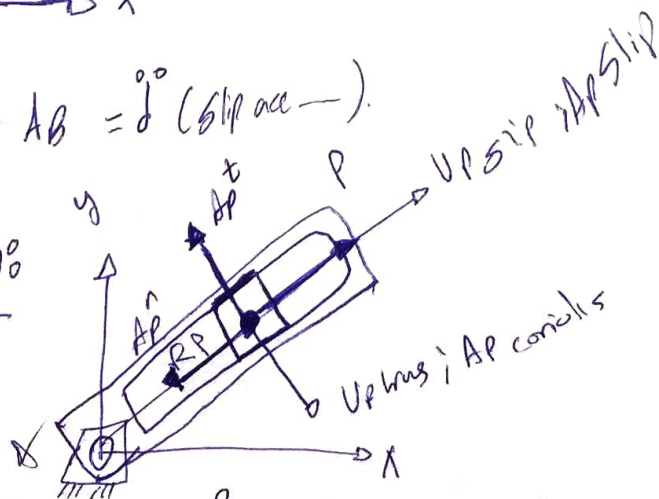


$$A_{PA} = \underbrace{r \alpha_2 e^{j\theta}}_{A_{PA}^t} + \underbrace{r \omega_2^2 e^{j\theta}}_{A_{PA}^n}$$

$$A_P = A_A + A_{PA}$$

• In slider crank: $A_B = \vec{0}$ (slip acc —).

• Slider in rotation



$$\vec{J} \theta = d(\text{acceleration}) / dt$$

$$\vec{J} \varphi = \frac{d\alpha}{dt} ; \vec{J} = \frac{dA}{dt}$$

$$A_P = A_P^t + A_P^n + A_P^{cor.} + A_P^{slip}$$