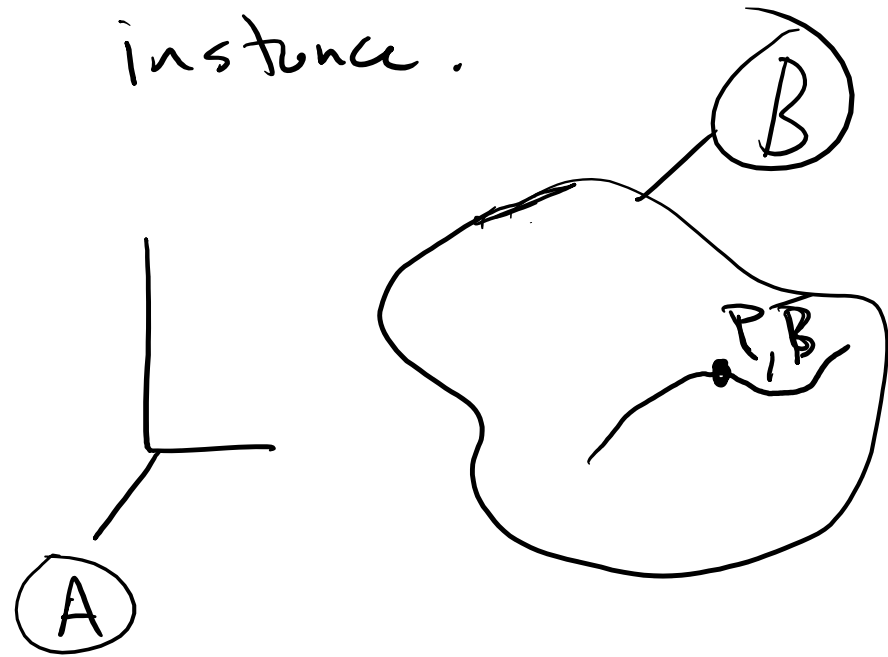


One point P moving in RF/RB (B)
 while (B) moves in another RF (A) .
 Let \bar{B} be a point fixed in (B)
 that coincides with P at a particular
 instance.

$${}^A \bar{V}^P = {}^B \bar{V}^P + {}^A \bar{V}^{\bar{B}}$$

$${}^B \bar{V}^{\bar{B}} = 0$$



Acceleration

$${}^A \bar{a}^P = {}^B \bar{a}^P + {}^A \bar{a}^{\bar{B}} + \underbrace{2 \bar{\omega}^B \times \bar{V}^P}_{\text{Coriolis acceleration term}}$$

relative
acc

$\bar{\omega}^B \times (\bar{\omega}^B \times \bar{r})$
 $\propto \bar{a}^{\bar{B}}$
 $\propto \bar{a}^B$

Coriolis
acceleration
term

State variables of a set S of N particles p_i $i=1, 2, \dots, N$ in a reference frame (A) consists of two parts:

- configuration of S in A (where they are in A)
- motion of S in A (how they are moving in A)

Fundamental question: "How does the state change with time?"

Configuration - characterized by position vectors of each particle

Motion - characterized by velocity vectors of each particle

When motion is unconstrained we need $2N$ vectors or $6N$ measure numbers.

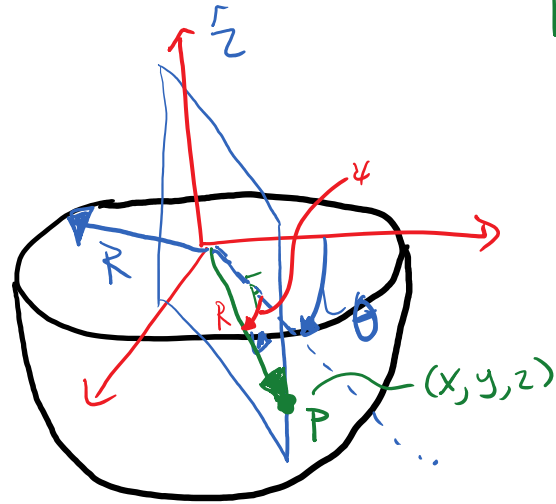
Constraints reduce the number of variables

Configuration variables are called "generalized coordinates of S in A ".

Motion variables are called "generalized speeds of S in A ".

Both the GC's and GS's are functions of time and both can be chosen in an infinite # of ways.

ex hemispherical bowl of radius R
with single particle moving on
surface.



$$|\vec{r}| = R = \sqrt{x^2 + y^2 + z^2}$$

$$x^2 + y^2 + z^2 - R^2 = 0$$

configuration constraint

GC's : x, y, z

alt. GC's ?? (θ, ϕ)

$\phi < \pi \Rightarrow$ a config constraint

$$f = x^2 + y^2 + z^2 - R^2 = 0$$

$$\frac{df}{dt} = \dot{x}x + y\dot{y} + z\dot{z} = 0$$

$$\frac{df}{dt} = \frac{\partial f}{\partial x} \frac{dx}{dt} + \frac{\partial f}{\partial y} \frac{dy}{dt} + \frac{\partial f}{\partial z} \frac{dz}{dt} + \frac{\partial f}{\partial t}$$

to be integrable
 $\frac{\partial^2 f}{\partial x \partial y} = \frac{\partial^2 f}{\partial y \partial x} \Rightarrow$ mixed partials must commute

Configuration constraint equations that can be written as follows:

$$f(x_1, y_1, z_1, \dots, x_n, y_n, z_n, t) = 0$$

\uparrow no velocity terms!

holonomic constraint eq

functions of positions and time

Holonomic constraint types:

a) Rheonomic: when time is explicit in the constraint

b) Scleronomic: when time is implicit

Not only is $f(\dots) = 0$ but $\frac{df}{dt} = 0$

this is "new" version of the config constraint that includes velocities.

if integrable this is a redundant way of stating $f = 0$

$$\frac{\partial f}{\partial x} = x \Rightarrow \frac{\partial^2 f}{\partial y \partial x} = 1$$

$$\frac{\partial f}{\partial y} = y \Rightarrow \frac{\partial^2 f}{\partial x \partial y} = 1$$

} equal!

"Intelligent" choices of G.C.s and G.S.s are part of "art" of dynamics.

How do we choose these?

Every system has a minimum, n , of G.C.'s required to specify the configuration of the system uniquely.

All n coordinates must be independent to be the minimal set, i.e. there are no holonomic constraints if n is minimal.

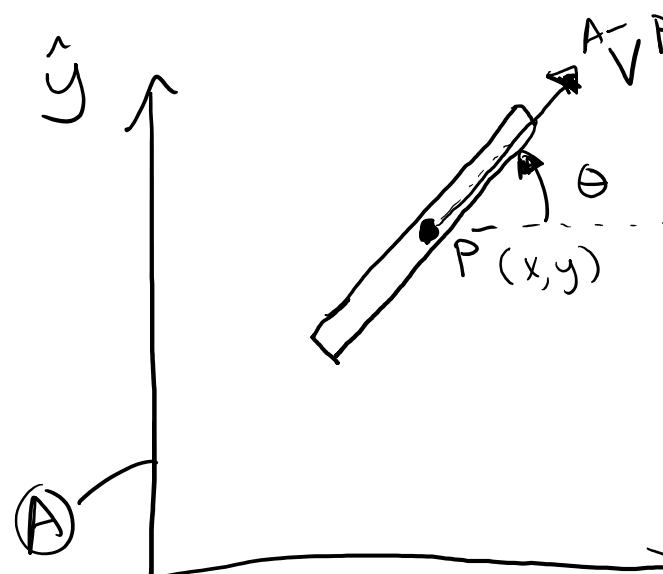
All other constraints are called non holonomic constraints.

Nonholonomic constraints must involve velocities but are not able to be integrated to remove the velocity dependence.

NH constraints are essential velocity constraints.

$$\frac{\partial^2 f}{\partial x \partial y} = \frac{\partial}{\partial x} \left(\frac{\partial f}{\partial y} \right)$$

ex ice skate blade that can slide only along its length



3 G.C.'s x, y, θ

\dot{x}, \dot{y} are measure numbers of \overline{AVP}

$$\tan \theta = \frac{\dot{y}}{\dot{x}} \quad \text{constraint} \rightarrow \text{non holonomic!}$$

$f(x, y, \theta, t) =$

$$\frac{df}{dt} = \frac{\partial f}{\partial x} \frac{dx}{dt} + \frac{\partial f}{\partial y} \frac{dy}{dt} + \frac{\partial f}{\partial \theta} \frac{d\theta}{dt} + \frac{\partial f}{\partial t}$$

is it integrable?

$$\frac{\partial f}{\partial x} = \tan \theta \quad \frac{\partial f}{\partial y} = -1 \quad \frac{\partial f}{\partial \theta} = 0$$

$$\frac{\partial^2 f}{\partial x \partial y} = \frac{\partial^2 f}{\partial y \partial x} \quad \frac{\partial^2 f}{\partial x \partial \theta} \stackrel{?}{=} \frac{\partial^2 f}{\partial \theta \partial x}$$

$$0 \stackrel{?}{=} \sec^2 \theta \quad \text{X}$$

$$0 = 0 \quad \checkmark$$

