

$$\tan \theta = \frac{\dot{y}}{\dot{x}}$$

$$\dot{x} \tan \theta - \dot{y} = 0$$

is the a  
nonholonomic constraint  
or a

holonomic constraint

$f(\text{coordinates, constants, time}) = 0$

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

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

$$\frac{\partial f}{\partial y} = -1 \quad \frac{\partial f}{\partial t} = 0$$

all mixed partial  
derivatives have to  
commute if  $\frac{df}{dt}$   
is integrable

$$\frac{\partial^2 f}{\partial x \partial \theta} = \frac{\partial}{\partial x} \left( \frac{\partial f}{\partial \theta} \right) = 0$$

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

not equal!, thus  $\Rightarrow$   
nonintegrable

so  $\dot{x} \tan \theta - \dot{y} = 0$   
is an  
essential nonholomic  
constraint

3 G.C.'s :  $x, y, \theta$  and 1 motion (nonholonomic) constraint

only two of the G.C.s can move independently

let  $m = \#$  nonholonomic constraints

$n =$  minimum  $\#$  of G.C.s

$$p = n - m$$

$\hookrightarrow$   $\#$  of degrees of freedom (DoF)

for the skate:  $p = 3 - 1 = \underline{\underline{2}}$

number of velocities that can change independently  
at any one instant or the  $\#$  of velocities needed  
to characterize the motion

Suppose that there are  $p$  independent velocities then the  
remaining  $m$  velocities can be calculated with:

$$U_r = \sum_{s=1}^p A_{rs} U_s + B_r$$

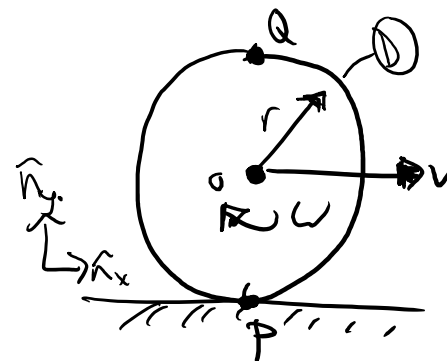
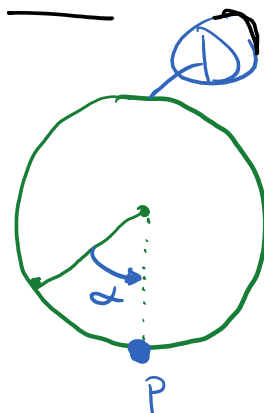
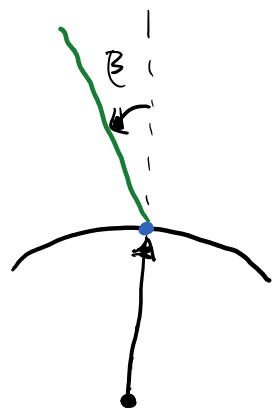
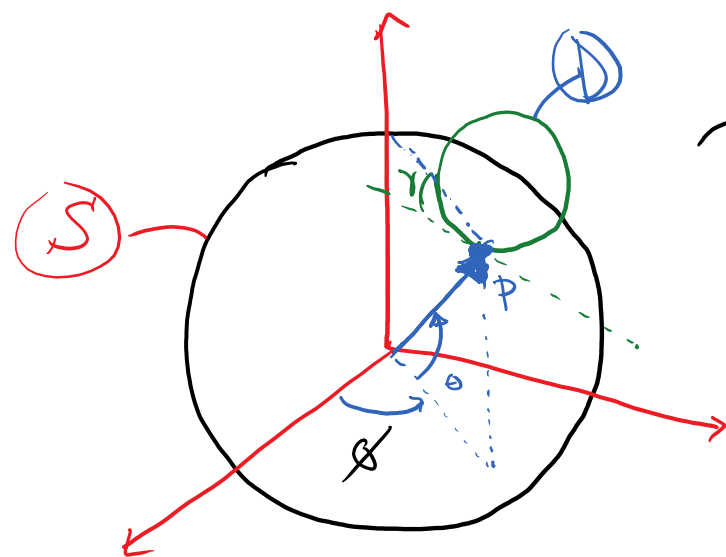
$\uparrow$   
vector  
of  
dep.  
velocities

$\uparrow$   
vector  
of  
ind.  
velocities

$U_1, \dots, U_n$  total  $\#$  vels.

$$r = \underbrace{p+1, \dots, n}_m$$

ex Thin disk rolling without slip on a sphere



Where is  $P_0$ ?  
at any instant of time  
point  $P$  is fixed in  $D$

$$V^Q = ? \quad \partial V$$

$$V^P = ? \quad 0$$

$$\omega = \frac{v}{r}$$

$$N^P = V^Q = v \hat{n}_x$$

$$N^P = V^Q = N^P + \omega \times r$$

$$= v \hat{n}_x + \omega r \hat{n}_y$$

$$= v \hat{n}_x + v \hat{n}_y = \boxed{\partial v \hat{n}_y}$$

$S^P = 0$

2 motion constraints

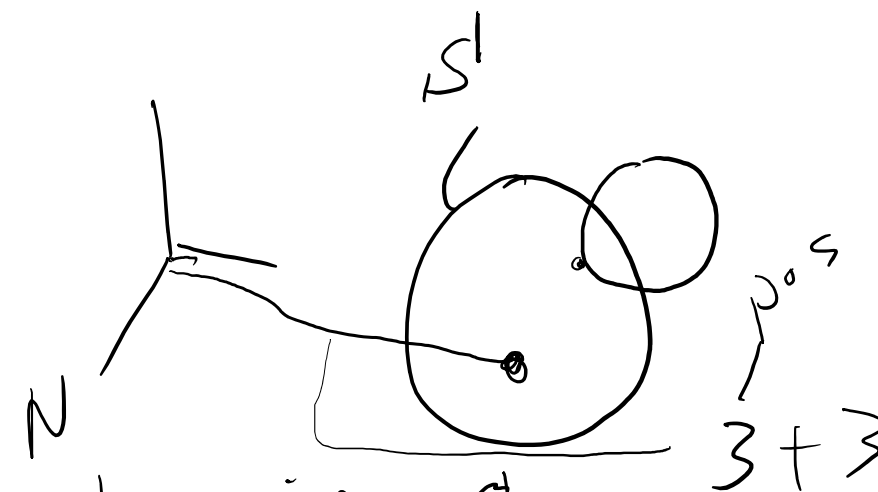
potential motion constraint

5 G.C.s:  $\phi, \theta, \gamma, \beta, \alpha$

$$m = 2$$

$$n = 5$$

$$P = 3 \neq \text{DoF}$$



What if  $S$  can fully move and rotate in  $N$ ?

What is  $m, n, P$ ?

$$m = 2$$

$$n = 11$$

$$P = 9$$

What happens to system as time progresses?

G.C.'s are functions of time

$$\bar{q} = \begin{bmatrix} q_1 \\ \vdots \\ q_n \end{bmatrix}$$

Newton's Law

$$\bar{F} = m\bar{a}$$

related to  $\ddot{\bar{q}}$

have to integrate  $\bar{q}(t)$

twice:  $\ddot{\bar{q}} \rightarrow \dot{\bar{q}} \rightarrow \bar{q}$

We need keep track of  $n$  independent G.C.s,  $\bar{q}$ , and  $p$  independent velocities,  $\dot{\bar{q}}$ .  
 $p \leq n$

It may seem obvious to use  $\dot{\bar{q}}$  to track the motion, but it turns out not to be so desirable in all cases.

$$Y_{ij}, Z_i = f(q_i, t)$$

and constants

Rather we can use Generalized Speeds.

equivalent to  $\dot{\bar{q}}$

Consider system  $S$  whose configuration in  $N$  is completely defined by minimum set of G.C.'s,  $q_1, \dots, q_n$ .

We then define a set of  $n$  scalars  $u_1, \dots, u_n$  as the generalized speeds, of  $S$  in  $N$  if:

a) each  $u_i$  is a linear combination of each  $\dot{q}_i$

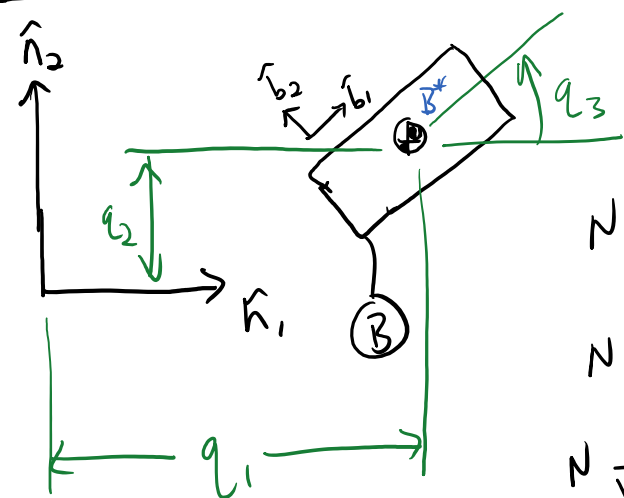
$$u_i = \sum_{j=1}^n Y_{ij} \dot{q}_j + Z_i \quad (i=1, \dots, n)$$

b) it must be possible to solve for  $\dot{q}_i$ 's given the  $u_i$ 's.

$$\dot{q}_k = \sum_{j=1}^n Y_{kj} u_j + Z_k \quad (k=1, \dots, n)$$

$Y_{ij}$  must be invertible

Example: Planar motion of a rigid body



$$\begin{aligned} \hat{b}_1 &= c_3 \hat{n}_1 + s_3 \hat{n}_2 \\ \hat{b}_2 &= -s_3 \hat{n}_1 + c_3 \hat{n}_2 \end{aligned}$$

$${}^N \bar{\omega}^B = \dot{q}_3 \hat{n}_3 = \dot{q}_3 \hat{b}_3$$

$${}^N \bar{V}^{B*} = \dot{q}_1 \hat{n}_1 + \dot{q}_2 \hat{n}_2$$

$${}^N \bar{V}^{B*} = (\dot{q}_1 c_3 + \dot{q}_2 s_3) \hat{b}_1 + (\dot{q}_2 c_3 - \dot{q}_1 s_3) \hat{b}_2$$

$${}^N \bar{V}^{B*} = u_1 \hat{b}_1 + u_2 \hat{b}_2$$

G.S.'s (I choose them!)

What is  ${}^N \bar{a}^{B*}$ ?

$${}^N \bar{a}^{B*} = \frac{d}{dt} {}^N \bar{V}^{B*} = \frac{d}{dt} {}^B \bar{V}^{B*} + {}^N \bar{\omega}^B \times {}^N \bar{V}^{B*}$$

$$\begin{aligned} {}^N \bar{a}^{B*} &= \dot{u}_1 \hat{b}_1 + \dot{u}_2 \hat{b}_2 + u_3 \hat{b}_3 \times (u_1 \hat{b}_1 + u_2 \hat{b}_2) \\ &= \dot{u}_1 \hat{b}_1 + \dot{u}_2 \hat{b}_2 + u_3 u_3 \hat{b}_2 - u_3 u_2 \hat{b}_1 \\ &= (\dot{u}_1 - u_3 u_2) \hat{b}_1 + (\dot{u}_2 + u_3 u_2) \hat{b}_2 \end{aligned}$$

$$u_1 = \dot{q}_1 c_3 + \dot{q}_2 s_3$$

$$u_2 = \dot{q}_2 c_3 - \dot{q}_1 s_3$$

$$\begin{bmatrix} u_1 \\ u_2 \end{bmatrix} = \underbrace{\begin{bmatrix} c_3 & s_3 \\ -s_3 & c_3 \end{bmatrix}}_V \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \end{bmatrix}$$

$$V^{-1} = \frac{\begin{bmatrix} c_3 & -s_3 \\ s_3 & c_3 \end{bmatrix}}{c_3 c_3 + s_3 s_3 \rightarrow 1}$$

$$\dot{q}_1 = u_1 c_3 - u_2 s_3$$

$$\dot{q}_2 = u_1 s_3 + u_2 c_3$$

$$\dot{q}_3 = u_3$$

In practice we generally choose  $u_i$ 's to be components of velocities and/or angular velocities of points or bodies of physical interest or significance.

Note: you can always choose  $u_i = \dot{q}_i$  ( $i=1, \dots, n$ )

$$u_i = \sum V_{ij} \dot{q}_j + Z_i$$

these are called the kinematical/kinematic differential equation

Motion Constraints: Even if  $\bar{Q}$  is minimal set, the generalized speeds  $u_1, \dots, u_n$  may not be independent. (This is a property of system not the choice of  $u_i$ 's). If there are no motion constraints, all  $n$   $u_i$ 's are independent and the system is a holonomic system with  $n$  DoFs. A "simple nonholonomic system" is subject to motion constraints:

$$u_r = \sum_{s=1}^p A_{rs} u_s + B_r \quad (r=p+1, \dots, n)$$

$\uparrow$  dep GSs                       $\uparrow$  Ind. GSs

$\Rightarrow$  DoF:  $p = n - m$

$$\bar{u}_r = \underline{A} \bar{u}_s + \bar{B} \Rightarrow \text{matrix form}$$