10:01 AM

1) position vector

Particle: 2) velocity vector.
3) acceleration vector.

How can be describe the orientation of B relation to A.

Rigid Body:

all points on RB har particle Kinematics

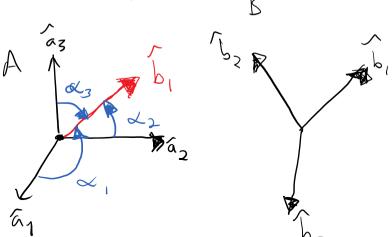
1) angular position (orientation)

- 2) angular velocity
- 3) angular acalertion

Kigid Body Orientation (attitude)

Suppose two RF AB with coordinate systems a, az, az J. 162 53

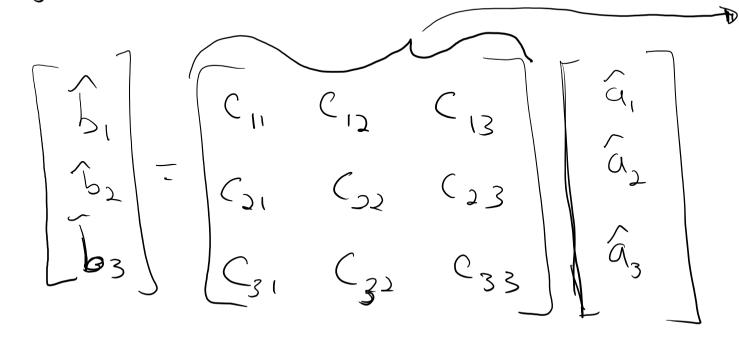
USe angle s hetwo B2, B3 Wrl



10.20 AM

b, = cos x, a, + cos 2, a, + cos 2, a, =  $(\hat{b}, \hat{a}, \hat{a}) \hat{q}, + (\hat{b}, \hat{q}_2) \hat{a}_2 + (\hat{b}, \hat{q}_3) \hat{a}_3$ 1 = cos B, a, + cos B, a, + cos B, a, = 13 = cus 8, a, + cus 8, az + cus 8, az

Ci; is the cosine of the angle between bi and a



direction COSINE matrix of B relative to

Wednesday, October 4, 2017

10.27 AM

round Merry go 11=11=1 W is constant, 50 W: and vel T = r cost n, + rsint n r= rb, -> ris fixed in B (-sin 6 n, + cus 0 n,  $N = \sqrt{1 - \sqrt{5}} = \sqrt{5} = \sqrt{5$ 

0.36 VM

angular relacity of rigid body B in RFA has to do with the rate of change of onentation of BinA. Suppose 6, 5, 5, 3 are RH set of mutually perpendicular units vectors fixed in B. A = B = angular velocity of Bin A  $\triangleq \hat{b}_1 \left( \frac{A \hat{b}_2}{A t} \cdot \hat{b}_3 \right) + b_2 \left( \frac{A \hat{b}_3}{A t} \cdot \hat{b}_1 \right) +$  $\hat{b}_3 \left( \frac{A_3 \hat{b}_1}{A_1} \cdot \hat{b}_2 \right)$ 

Wednesday, October 4, 2017 10.42 AM
$$\hat{b}_{1}(\stackrel{\wedge}{at}\hat{b}_{1} \cdot \hat{b}_{3}) + b_{2} \frac{\partial}{\partial t} \cdot \hat{b}_{1}) + \frac{\partial}{\partial t}(\stackrel{\wedge}{at}\hat{b}_{1} \cdot \hat{b}_{2}) + b_{3}(\stackrel{\wedge}{at}\hat{b}_{1} \cdot \hat{b}_{2}) + b_{2}(\stackrel{\wedge}{at}\hat{b}_{1} \cdot \hat{b}_{2}) + b_{3}(\stackrel{\wedge}{at}\hat{b}_{1} \cdot \hat{b}_{2}) + b_{3}(\stackrel{\wedge}{b}_{1} \cdot \hat{b}_{2}) + b_{3}$$

Wednesday, October 4, 2017  $A = B \times \hat{b}, = \hat{b}, (\hat{b}, \hat{b}_{1}) + \hat{b}_{2}(\hat{b}, \hat{b}_{2}) + \hat{b}_{3}(\hat{b}_{1}, \hat{b}_{3})$ an arbitrary vertor

# MAF223-I 3-07 Wednesday, October 4, 2017

Ex Hare 2 RF bi fixed in B

a; fixed in A

measure the time histories of the projections of each au on each bi.

 $\angle i = \overrightarrow{b}_i \cdot \overrightarrow{q}_i$   $\overrightarrow{g}_i = \overrightarrow{b}_2 \cdot \overrightarrow{q}_i$   $\overrightarrow{g}_i = \overrightarrow{b}_3 \cdot \overrightarrow{q}_i$ 

20 21, Ei, 80 (=1, ,..., 3

At any given point we know all 18 quantities

 $\hat{b}_{1} = 2, \hat{\alpha}_{1} + 2, \hat{\alpha}_{2} + 2, \hat{\alpha}_{3}$   $\hat{b}_{1} = 3, \hat{\alpha}_{1} + 2, \hat{\alpha}_{3}$   $\hat{b}_{2} = 3, \hat{\alpha}_{1} + 2, \hat{\alpha}_{3}$   $\hat{b}_{3} = 3, \hat{\alpha}_{1} + 2, \hat{\alpha}_{3}$ 

 $\widehat{b}_{3} = \widehat{\beta}_{1}\widehat{\alpha}_{1} + \cdots$   $\widehat{b}_{3} = \widehat{\beta}_{1}\widehat{\alpha}_{1} + \cdots$ 

Wednesday, October 4, 2017 11:06 AM

A 
$$\overrightarrow{U}^{B} = (\overrightarrow{B}, \overrightarrow{Y}, + \overrightarrow{B}_{2} \overrightarrow{Y}_{2} + \overrightarrow{B}_{3} \overrightarrow{Y}_{3}) \overrightarrow{b}_{1} + (\overrightarrow{Y}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{2} + (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3} + (\overrightarrow{x}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3}$$

$$= (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3} + (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3}$$

$$= (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3} + (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3}$$

$$= (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3}$$

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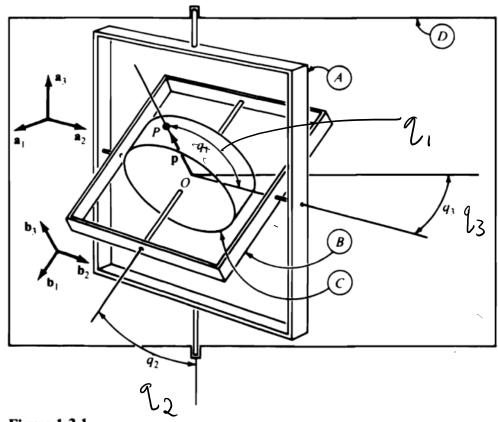
$$= (\overrightarrow{X}_{1} \times 1 + \overrightarrow{Y}_{2} \times 1 + \overrightarrow{Y}_{3} \times 3) \overrightarrow{b}_{3}$$

$$= (\overrightarrow$$

Wednesday, October 4, 2017 11:08 AM

Simple angular velocity

rigid body B has a simple angular verocity in RFA if there exists for a finite time, t, a single writ vector, k, whose orientation is fixed in both A and B. ( K is the axis about which Bis rotating in A). In this case A DB = a k with w= & where of is angle between a line LA fixed in A and a similar lin LB fixed in B, both I to k Wis cally the angular speed of Bin A.



**Figure 1.3.1** 

$$RFD,B,C,A$$

$$DWA = \hat{q}_3 \hat{q}_3$$

$$AUB = -\hat{q}_2 \hat{q}_2 = -\hat{q}_2 \hat{b}_2$$

$$BUC = \hat{q}_1 \hat{b}_1$$

Wednesday, October 4, 2017 1

11:23 AM

Main reason A TB is useful is to relate the derivatives of vector V in 2 RFs A and B.

$$\int_{A} \frac{dV}{dt} = \frac{B}{dt} + A \omega^{B} \times V$$

Proof
Suppose bi be a RH coordnah system fixed

A JV = Start bi + Start dbi

At = Start bi + Start dbi

At | Start bi | Start dbi

At | Start bi | Start dbi | Sta

Wednesday, October 4, 2017 11:28 AM

$$\frac{A}{AV} = \frac{B}{AV} + \sum_{i=1}^{3} V_i \stackrel{A}{\sim} \stackrel{3}{\sim} \stackrel{3}{\times} \stackrel{1}{\sim} i$$

$$\frac{A}{AV} = \frac{B}{AV} + \sum_{i=1}^{3} V_i \stackrel{A}{\sim} \stackrel{3}{\sim} \stackrel{3}{\times} \stackrel{1}{\sim} i$$

$$\frac{A}{AV} = \frac{B}{AV} + \sum_{i=1}^{3} A \stackrel{B}{\sim} \stackrel{3}{\sim} \stackrel{3}{\times} V_i \stackrel{b}{\sim} i$$

$$\frac{A}{AV} = \frac{B}{AV} + A \stackrel{B}{\sim} \stackrel{3}{\sim} \stackrel{3}{\sim} \stackrel{3}{\sim} V_i \stackrel{b}{\sim} i$$

$$\frac{A}{AV} = \frac{B}{AV} + A \stackrel{B}{\sim} \stackrel{3}{\sim} \stackrel{3}{\sim} V_i \stackrel{b}{\sim} i$$