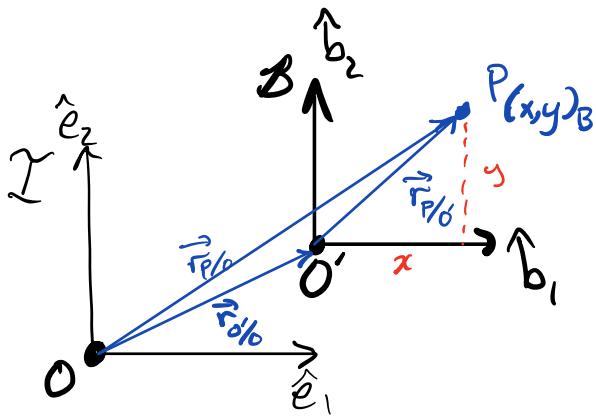


## Introduction to Relative Motion

Section 3.6  
of K&P



For now, consider the case of translation only (i.e., the  $B$  frame does not rotate).

What if we want the E.O.M.'s to be in terms of  $(x, y)_B$  coordinates?

$B$   
Body frame kinematics

$$\begin{aligned}\vec{r}_{P/I'} &= x \hat{b}_1 + y \hat{b}_2 \\ \vec{v}_{P/I'} &= \frac{d}{dt} (x \hat{b}_1 + y \hat{b}_2) = \dot{x} \hat{b}_1 + \dot{y} \hat{b}_2 \\ \vec{a}_{P/I'} &= \ddot{x} \hat{b}_1 + \ddot{y} \hat{b}_2\end{aligned}$$

What is the inertial velocity vector for  $\vec{r}_{P/I'}$ ?

$$\begin{aligned}\textcircled{I} \vec{v}_{P/I'} &= \frac{d}{dt} (x \hat{b}_1 + y \hat{b}_2) \\ &= \dot{x} \hat{b}_1 + x \frac{d}{dt} (\hat{b}_1) + \dot{y} \hat{b}_2 + y \frac{d}{dt} (\hat{b}_2)\end{aligned}$$

But  $\frac{d}{dt} (\hat{b}_1) = \omega^B \times \hat{b}_1 = 0$  Similarly  $\frac{d}{dt} (\hat{b}_2) = 0$   
 $\hookrightarrow = 0$

$$\text{So, } {}^I \vec{v}_{P/O} = \dot{x} \hat{b}_1 + \dot{y} \hat{b}_2 = {}^B \vec{v}_{P/O}$$

EQUAL!

In the case of translation only, these expressions are equal.

Similarly,

$${}^I \vec{\alpha}_{P/O} = \ddot{x} \hat{b}_1 + \ddot{y} \hat{b}_2 = {}^B \vec{\alpha}_{P/O}$$

Let's reference the kinematics back to point O of the I frame to see what happens:

$$\begin{aligned} \vec{r}_{P/O} &= \vec{r}_{B/O} + \vec{r}_{O/O} \\ {}^I \vec{v}_{P/O} &= {}^I \vec{v}_{P/O} + {}^I \vec{v}_{O/O} \\ {}^I \vec{\alpha}_{P/O} &= {}^I \vec{\alpha}_{P/O} + {}^I \vec{\alpha}_{O/O} \end{aligned}$$

Newton's 2<sup>nd</sup> law:

$$\begin{aligned} \vec{F}_p &= m_p {}^I \vec{\alpha}_{P/O} \\ &= m_p ({}^I \vec{\alpha}_{P/O} + {}^I \vec{\alpha}_{O/O}) \end{aligned}$$

If the frame is translating only,

$$= m_p ({}^B \vec{\alpha}_{P/O} + {}^I \vec{\alpha}_{O/O})$$

Re-arranging,

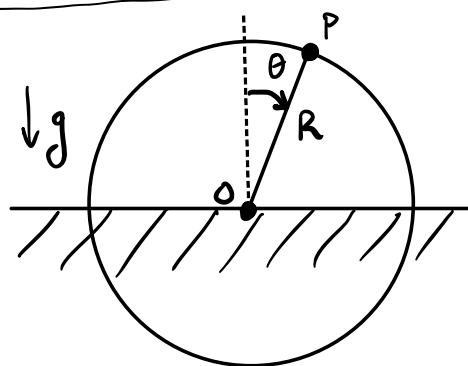
$$\underbrace{\vec{F}_p - m_p {}^I \vec{\alpha}_{O/O}}_{\text{Effect of frame acceleration.}} = m_p {}^B \vec{\alpha}_{P/O}$$

Useful if you have sensor in the body frame

If the frame is not accelerating,

$$\vec{F}_p = m_p {}^B \vec{\alpha}_{P/O} \Rightarrow \begin{array}{l} \text{Newton's 2nd law} \\ \text{holds in this frame.} \\ \text{The frame is inertial.} \end{array}$$

### Tutorial 3.3 Find the E.O.M. for a particle sliding on a hemisphere.



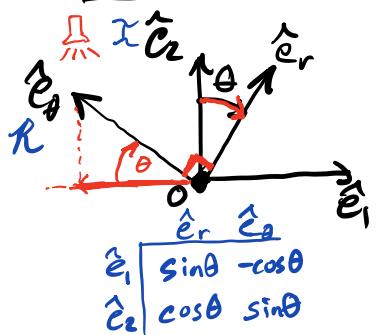
DOF?

$$M = 2N - K$$

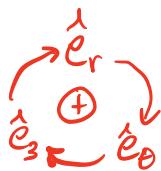
↓      ↓

$$M = 1$$

Reference frames



Kinematics



$$\vec{r}_{P/I_0} = R \hat{e}_r$$

$$\vec{v}_{P/I_0} = -R\dot{\theta} \hat{e}_\theta$$

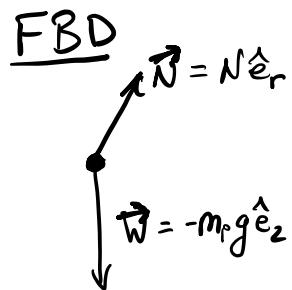
Note:  $\frac{d}{dt}(\hat{e}_r) = \vec{\omega}^R \times \hat{e}_r$

$$= (-\dot{\theta} \hat{e}_3) \times \hat{e}_r$$

$$= -\dot{\theta} \hat{e}_\theta$$

$$\vec{a}_{P/I_0} = -R\ddot{\theta} \hat{e}_\theta - R\dot{\theta} \underbrace{\frac{d}{dt}(\hat{e}_\theta)}_{= -\dot{\theta} \hat{e}_3 \times \hat{e}_\theta = \dot{\theta} \hat{e}_r}$$

$$\vec{a}_{P/I_0} = -R\ddot{\theta} \hat{e}_\theta - R\dot{\theta}^2 \hat{e}_r$$



Newton's 2nd Law

$$\vec{f}_p = m_p \vec{a}_{P/I_0}$$

$$N \hat{e}_r - m_p g \hat{e}_2 = m_p (-R\ddot{\theta} \hat{e}_\theta - R\dot{\theta}^2 \hat{e}_r)$$

$\cos\theta \hat{e}_r + \sin\theta \hat{e}_\theta$

## E.O.M.'s

$$\hat{e}_r: N - m_p g \cos \theta = -m_p R \dot{\theta}^2 \Rightarrow N = m_p (g \cos \theta - R \dot{\theta}^2)$$

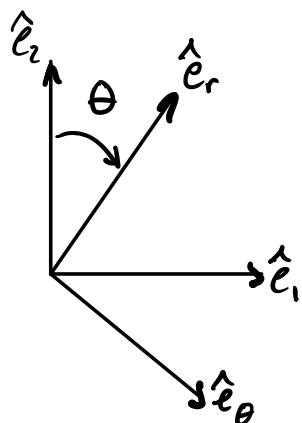
$$\hat{e}_\theta: -m_p g \sin \theta = -m_p R \ddot{\theta}$$

$$\Rightarrow \ddot{\theta} = \frac{g}{R} \sin \theta$$

Note:  
1 DOF,  
since 1  
constraint.  
Therefore, 1 E.O.M.

See the remainder of the tutorial to solve for  $t^*$  and  $\theta^*$  when the particle falls off.

What if we had defined our reference frames differently?



Their  $\hat{e}_3$  vectors are not aligned if they are both right-handed frames.

$$\begin{matrix} \hat{e}_r & \hat{e}_\theta \\ \hat{e}_1 & \begin{matrix} \sin \theta & \cos \theta \\ \cos \theta & -\sin \theta \end{matrix} \\ \hat{e}_2 \end{matrix}$$

$${}^I C^R$$

Transformation matrix, but not rotation matrix

$$\begin{aligned} \det({}^I C^R) &= (-\sin \theta)(\sin \theta) - (\cos \theta)(\cos \theta) \\ &= -\sin^2 \theta - \cos^2 \theta \\ &= -1(\sin^2 \theta + \cos^2 \theta) \\ &= -1 \end{aligned}$$

Note:

Ch 4 : Linear and Angular Momentum of a Particle

Read Ch 4 of K&P, skip impulse stuff

Momentum is a tool for solving problems that can sometimes make find trajectories or properties of trajectories easier. → Can also make finding the E.O.M. easier in some cases. For example, see Ex 4.4 on the pendulum.

Linear Momentum

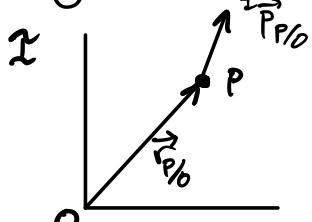
$${}^I \vec{P}_{p/0} = m_p {}^I \vec{V}_{p/0}$$

N2L:  $\vec{F}_p = m_p {}^I \vec{a}_{p/0} = m_p \frac{d}{dt} ({}^I \vec{V}_{p/0}) = \frac{d}{dt} ({}^I \vec{P}_{p/0})$

Conservation?

If  $\vec{F}_p = 0$ , then  ${}^I \vec{P}_{p/0}$  is conserved

Angular momentum relative to an inertially fixed point O



$$\begin{aligned} {}^I \vec{h}_{p/0} &\triangleq \vec{r}_{p/0} \times {}^I \vec{P}_{p/0} \\ &= \vec{r}_{p/0} \times m_p {}^I \vec{V}_{p/0} \end{aligned}$$

How does angular momentum change with time?

$$\begin{aligned} \frac{d}{dt} ({}^I \vec{h}_{p/0}) &= \left( \frac{d}{dt} (\vec{r}_{p/0}) \times {}^I \vec{P}_{p/0} \right) + \left( \vec{r}_{p/0} \times \frac{d}{dt} (m_p {}^I \vec{V}_{p/0}) \right) \\ &= \underbrace{(\vec{v}_{p/0} \times m_p {}^I \vec{V}_{p/0})}_{=0} + \left( \vec{r}_{p/0} \times \underbrace{\vec{F}_p \times \vec{r}_{p/0}}_{\vec{F}_p} \right) \end{aligned}$$

$$\stackrel{I}{\frac{d}{dt}}(\stackrel{I}{\vec{h}_{P/O}}) = \underbrace{\vec{r}_{P/O} \times \vec{F}_P}_{\triangleq \vec{M}_{P/O}}$$

$$\stackrel{I}{\frac{d}{dt}}(\stackrel{I}{\vec{h}_{P/O}}) = \vec{M}_{P/O}$$

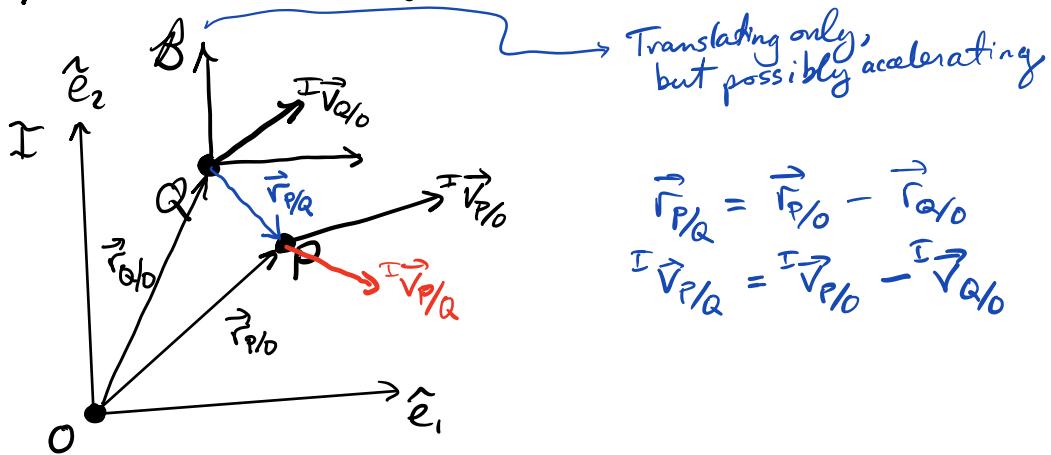
Rotational version of N2L  
(Angular momentum form of N2L)

Conservation?

If  $\vec{M}_{P/O} = 0$ ,  $\stackrel{I}{\vec{h}_{P/O}}$  is conserved.

Angular momentum about an arbitrary point

Useful when you want to use angular momentum in an accelerating frame.



$$\begin{aligned}\vec{r}_{P/Q} &= \vec{r}_{P/O} - \vec{r}_{Q/O} \\ \stackrel{I}{\vec{v}}_{P/Q} &= \stackrel{I}{\vec{v}}_{P/O} - \stackrel{I}{\vec{v}}_{Q/O}\end{aligned}$$

$$\begin{aligned}\stackrel{I}{\vec{h}}_{P/Q} &= \vec{r}_{P/Q} \times m_p \stackrel{I}{\vec{v}}_{P/Q} \\ &= (\vec{r}_{P/O} - \vec{r}_{Q/O}) \times m_p (\stackrel{I}{\vec{v}}_{P/O} - \stackrel{I}{\vec{v}}_{Q/O})\end{aligned}$$

$$\begin{aligned}\stackrel{I}{\frac{d}{dt}}(\stackrel{I}{\vec{h}}_{P/Q}) &= (\stackrel{I}{\vec{v}}_{P/O} - \stackrel{I}{\vec{v}}_{Q/O}) \times m_p (\stackrel{I}{\vec{v}}_{P/O} - \stackrel{I}{\vec{v}}_{Q/O}) \\ &\quad + (\vec{r}_{P/O} - \vec{r}_{Q/O}) \times m_p (\underbrace{\stackrel{I}{\vec{\alpha}}_{P/O} - \stackrel{I}{\vec{\alpha}}_{Q/O}}_{\vec{F}_P})\end{aligned}$$

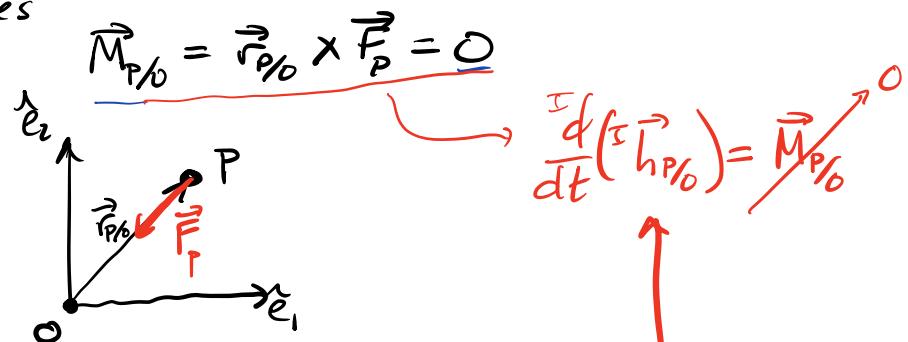
$$\stackrel{I}{\frac{d}{dt}}(\stackrel{I}{\vec{h}_{P/Q}}) = \underbrace{\vec{r}_{P/Q} \times \vec{F}_P}_{\triangleq \vec{M}_{P/Q}} - \vec{r}_{P/Q} \times m_P \stackrel{I}{\vec{a}_{Q/O}}$$

$$\stackrel{I}{\frac{d}{dt}}(\stackrel{I}{\vec{h}_{P/Q}}) = \vec{M}_{P/Q} - \underbrace{\vec{r}_{P/Q} \times m_P \stackrel{I}{\vec{a}_{Q/O}}}_{\text{inertial moment}}$$

Rotational form of N2L about an arbitrary point Q.

Note: If  $\stackrel{I}{\vec{a}_{Q/O}} = \vec{0}$ , the rotational form of N2L holds.

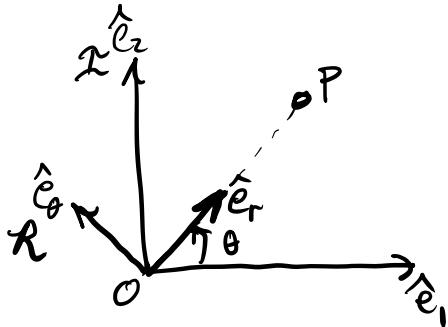
Dfn: A central force is a nonzero force that satisfies



Note: for a central force,  $\stackrel{I}{\vec{h}_{P/O}}$  is conserved.

Therefore the particle's motion is confined to a plane perpendicular to the  $\stackrel{I}{\vec{h}_{P/O}}$  vector.  
 ↳ The 3D problem becomes 2D.

Ex. 4.9 Simple Satellite  
Tutorial 4.2 Orbit Equation



FBD

$$\vec{F}_p = -\frac{G m_0 m_p}{r^2} \hat{e}_r \text{ gravitational force}$$

Kinematics

$$\vec{r}_{p/0} = r \hat{e}_r$$

$$\vec{v}_{p/0} = \dot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta$$

$$\vec{a}_{p/0} = (\ddot{r} - r \dot{\theta}^2) \hat{e}_r + (r \ddot{\theta} + 2\dot{r}\dot{\theta}) \hat{e}_\theta$$

N2L

$$\vec{F}_p = m_p \vec{a}_{p/0}$$

$$-\frac{G m_0 m_p}{r^2} \hat{e}_r = m_p [(\ddot{r} - r \dot{\theta}^2) \hat{e}_r + (r \ddot{\theta} + 2\dot{r}\dot{\theta}) \hat{e}_\theta]$$

Equating coefficients:

$$\begin{aligned} \ddot{r} &= r \dot{\theta}^2 - \frac{G m_0}{r^2} \\ \ddot{\theta} &= -\frac{2\dot{r}\dot{\theta}}{r} \end{aligned} \quad \left. \begin{array}{l} \text{Appears to be 2D.O.F.} \\ \text{But we have 1} \\ \text{conservation law} \\ \text{(angular momentum)} \\ \text{so we should be able} \\ \text{to reduce this to} \\ 1 \text{ D.O.F.} \end{array} \right\}$$

$\vec{F}_p$  is a central force in this problem

$$\vec{r}_{p/0} \times \vec{F}_p = 0 \Rightarrow \vec{h}_{p/0} \text{ is conserved}$$

$$\begin{aligned}
 \vec{h}_{p0} &= \vec{r}_{p0} \times m_p \vec{v}_{p0} \\
 &= r \hat{e}_r \times m_p (\dot{r} \hat{e}_r + r \dot{\theta} \hat{e}_\theta) \\
 &= m_p r^2 \dot{\theta} \hat{e}_3
 \end{aligned}$$

conserved

$h_0$  "specific angular momentum"

Let  $\mu = Gm_0$

$$\ddot{r} = \frac{h_0^2}{r^3} - \frac{\mu}{r^2} \quad \ddot{\theta} = \frac{-2\dot{r}h_0}{r^3}$$

Solving for  $r(t)$  and  $\theta(t)$  in this problem is known as "Kepler's Problem" (see Goldstein)

Instead, let's focus on a parametric solution  $r(\theta)$

Changing variables  $y = \frac{1}{r} \Rightarrow h_0 = \frac{\dot{\theta}}{y^2}$

$$\dot{r} = \frac{d}{dt}\left(\frac{1}{y}\right) = -\frac{1}{y^2} \dot{y} = -\frac{1}{y^2} \frac{dy}{d\theta} \frac{d\theta}{dt} = -h_0 \frac{dy}{d\theta}$$

$$\ddot{r} = -h_0 \frac{d^2y}{d\theta^2} = -h_0 y^2 \frac{d^2y}{d\theta^2} \quad (\text{sub-ing in for } \dot{\theta})$$

Equating with the other  $\dot{r}$  expression, and substituting

$$-h_0^2 y^2 \frac{d^2y}{d\theta^2} = h_0 y^3 - \mu y^2$$

$$\boxed{\frac{d^2y}{d\theta^2} = -y + \frac{\mu}{h_0^2}}$$

Simple  
Harmonic  
Motion

Parametric equation of motion

(Ch 12 on Simple Harmonic Motion)

Solution:

$$y(\theta) = \frac{\mu}{h_0} (1 + e \cos(\theta - \theta_0))$$

where  $e, \theta_0$  are constants

Putting  
back in  
terms  
of  $r$

$$r(\theta) = \frac{h_0^2 / \mu}{1 + e \cos(\theta - \theta_0)}$$

Conic section  
with eccentricity  $e$