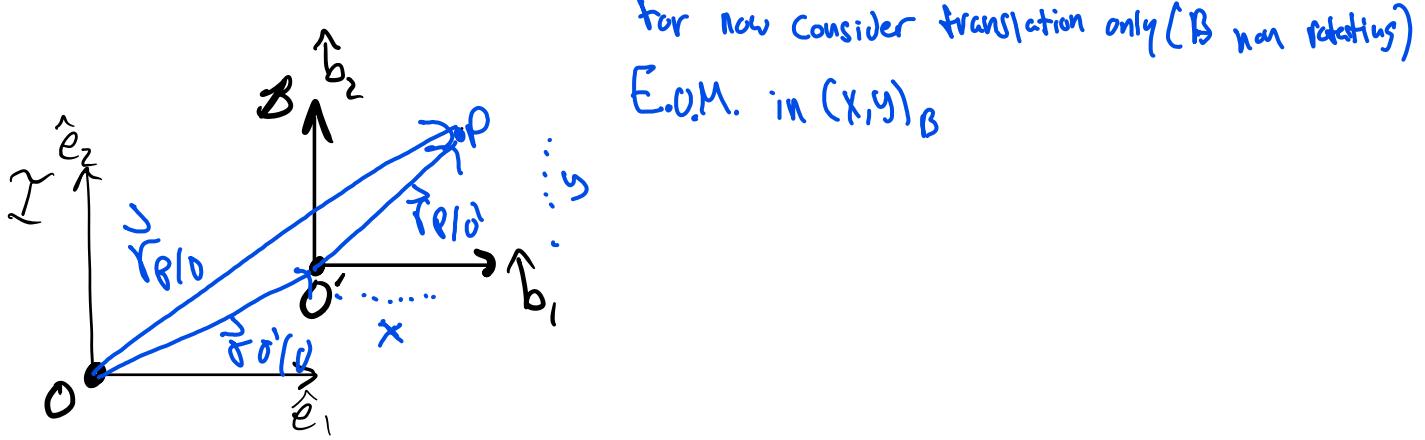


2/9/22

Introduction to Relative Motion - 3.6 KP



Body frame kinematics

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

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

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

But $\frac{d}{dt}(\vec{b}_1) = \boxed{{}^I\omega_B} \times \vec{b}_1$

Similarly, $\frac{d}{dt}(\vec{b}_2)$

$$\text{So, } {}^I \vec{v}_{P/O} = \dot{x} \hat{b}_1 + \dot{y} \hat{b}_2 = {}^B \vec{v}_{P/O} \quad \begin{cases} \text{Translation Only} \\ \text{Case} \end{cases}$$

Similarly,

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

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

$$\vec{r}_{P/O} = \vec{r}_{B/O} + \vec{r}_{O/O}$$

$${}^I \vec{v}_{P/O} = {}^I \vec{v}_{P/O} + {}^T \vec{v}_{O/O}$$

$${}^I \vec{a}_{P/O} = {}^T \vec{a}_{P/O} + {}^I \vec{a}_{O/O}$$

Newton's 2nd law:

$$\vec{F}_p = m_p {}^I \vec{a}_{P/O} = m_p ({}^T \vec{a}_{P/O} + {}^I \vec{a}_{O/O})$$

If the frame is translating only,

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

Rearranging:

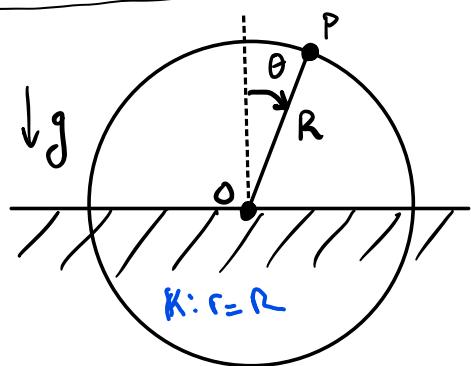
$$\vec{F}_p - m_p {}^I \vec{a}_{O/O} = m_p {}^B \vec{a}_{P/O}$$

Effect of frame acceleration *Useful if sensors are in body/translating frame*

If the frame is not accelerating,

$$\vec{F}_p = m_p {}^B \vec{a}_{P/O} \Rightarrow \text{N2L holds in this frame} \\ (\text{i.e. frame is inertial})$$

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



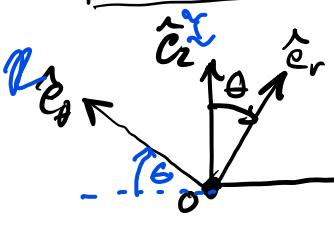
DOF?

$$M = 2N - K$$

$$M = 2(N-1)$$

$$M=1$$

Reference frames



$$\begin{matrix} \hat{e}_r & \hat{e}_\theta \\ \hat{e}_r & \hat{e}_\theta \\ \hat{e}_z & \end{matrix} \begin{matrix} \hat{e}_r \\ \hat{e}_\theta \\ \hat{e}_z \end{matrix} = \begin{matrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \\ 0 & 0 \end{matrix}$$

Kinematics

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

$$\vec{v}_{P/0} = -R\dot{\theta} \hat{e}_\theta$$

$$\text{Note: } \vec{v} = \frac{d}{dt}(\vec{r}) = \vec{v}_0 + \vec{v}_r = -\vec{g} \hat{e}_3 \times \hat{e}_r = -\vec{g} \hat{e}_3 \times \hat{e}_r = -\dot{\theta} \hat{e}_0$$

FBD

$$\begin{aligned} N &= N \hat{e}_r \\ \vec{w} &= -m_p g \hat{e}_z \end{aligned}$$

$$\vec{a}_{P/0} = -R\ddot{\theta} \hat{e}_\theta - R\dot{\theta} \frac{d}{dt}(\hat{e}_\theta)$$

$$\underbrace{\quad}_{\hat{e}_3 \times \hat{e}_\theta} = -\dot{\theta} \hat{e}_3 \times \hat{e}_\theta = \dot{\theta} \hat{e}_r$$

$$\vec{a}_{P/0} = -R\ddot{\theta} \hat{e}_\theta - R\dot{\theta}^2 \hat{e}_r$$

Newton's 2nd Law

$$\vec{f}_p = m_p \vec{a}_{P/0}$$

$$\hat{e}_2 = \cos\theta \hat{e}_r + \sin\theta \hat{e}_\theta$$

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

E.O.M.'s

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

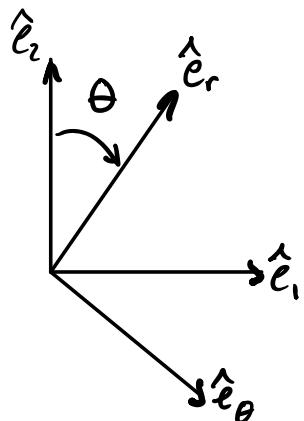
$$\hat{e}_\theta: -m_p g \sin\theta = -m_p R \ddot{\theta}$$

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

Constraint Force

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

What if we had defined our reference frames differently?



$$I \begin{bmatrix} \hat{e}_r & \hat{e}_\theta \\ \hat{e}_1 & \sin\theta & \cos\theta \\ \hat{e}_2 & \cos\theta & -\sin\theta \end{bmatrix} C^R$$

$$\det(C^R) = -1 \quad (\text{Not rotation Matrix})$$

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

Ch 4 : Linear and Angular Momentum of a Particle

Momentum is a tool for solving problems that can sometimes make find trajectories or properties of trajectories easier. Can \therefore make finding Eoh's easier; example is 4.4 on pendulum

$$\text{N2L: } \vec{F}_p = m_p \vec{\alpha}_{p/0} \quad \begin{aligned} \text{Linear Momentum} &= \vec{p}_{p/0} = m_p \vec{v}_{p/0} \\ &= m_p \frac{d}{dt} (\vec{r}_{p/0}) = \frac{d}{dt} (\vec{r}_{p/0}) \end{aligned}$$

Conservation?

If $\vec{F}_p = 0$, $\therefore \vec{p}_{p/0}$ is conserved

Angular momentum relative to an inertially fixed point O

$$\vec{h}_{p/0} \triangleq \vec{r}_{p/0} \times \vec{p}_{p/0} = \vec{r}_{p/0} \times m_p \vec{v}_{p/0}$$

How does angular momentum change with time?

$$\begin{aligned} \frac{d}{dt} (\vec{h}_{p/0}) &= \left(\frac{d}{dt} (\vec{r}_{p/0}) \times \vec{p}_{p/0} \right) + \left(\vec{r}_{p/0} \times \frac{d}{dt} (\vec{p}_{p/0}) \right) \\ &= (\vec{v}_{p/0} \times m_p \vec{v}_{p/0}) + (\vec{r}_{p/0} \times m_p \vec{\alpha}_{p/0}) \end{aligned}$$

O \vec{F}_p

$$\frac{d}{dt}(\overset{\text{I}}{\vec{h}_{P/0}}) = \overset{\text{I}}{\vec{r}_{P/0}} \times \overset{\text{I}}{\vec{F}_P}$$

$\underset{\text{Def}}{=} \overset{\text{I}}{\vec{M}_{P/0}}$

$$\frac{d}{dt}(\overset{\text{I}}{\vec{h}_{P/0}}) = \overset{\text{I}}{\vec{M}_{P/0}}$$

Rotational version of N2L
(Angular momentum form of N2L)

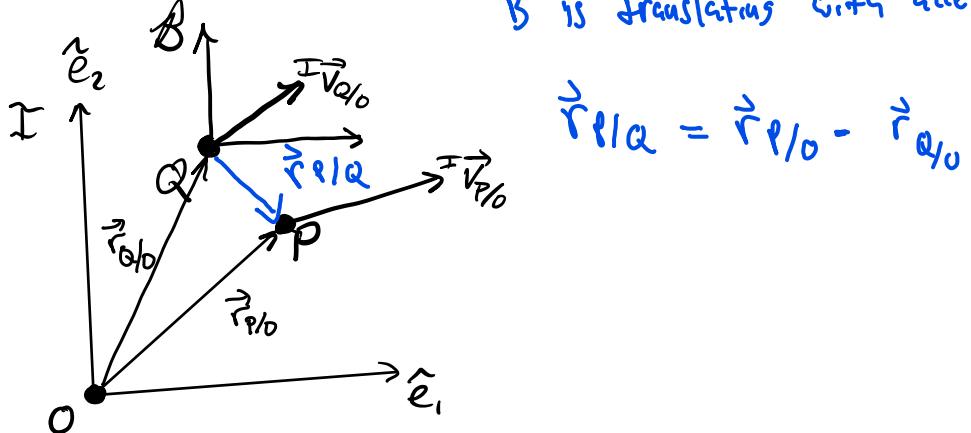
Conservation?

If $\overset{\text{I}}{\vec{M}_{P/0}} = 0$, $\overset{\text{I}}{\vec{h}_{P/0}}$ is conserved

Angular momentum about an arbitrary point

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

B is translating with acceleration



$$\overset{\text{I}}{\vec{r}_{P/Q}} = \overset{\text{I}}{\vec{r}_{P/0}} - \overset{\text{I}}{\vec{r}_{Q/0}}$$

$$\overset{\text{I}}{\vec{h}_{P/Q}} = \overset{\text{I}}{\vec{r}_{P/Q}} \times m_p \overset{\text{I}}{\vec{v}_{P/Q}}$$

$$= (\overset{\text{I}}{\vec{r}_{P/0}} - \overset{\text{I}}{\vec{r}_{Q/0}}) \times m_p (\overset{\text{I}}{\vec{v}_{P/0}} - \overset{\text{I}}{\vec{v}_{Q/0}})$$

$$\frac{d}{dt}(\overset{\text{I}}{\vec{h}_{P/Q}}) = (\overset{\text{I}}{\vec{v}_{P/0}} - \overset{\text{I}}{\vec{v}_{Q/0}}) \times m_p (\overset{\text{I}}{\vec{v}_{P/0}} - \overset{\text{I}}{\vec{v}_{Q/0}})$$

$$+ (\overset{\text{I}}{\vec{r}_{P/0}} - \overset{\text{I}}{\vec{r}_{Q/0}}) \times m_p (\overset{\text{I}}{\vec{a}_{P/0}} - \overset{\text{I}}{\vec{a}_{Q/0}})$$

$\underset{\text{Def}}{=} \overset{\text{I}}{\vec{r}_{P/Q}} \quad \underset{\text{Def}}{=} \overset{\text{I}}{\vec{F}_P}$

$$\frac{^I}{dt}(\vec{h}_{P/Q}) = \vec{r}_{P/Q} \times \vec{F}_P - \vec{r}_{P/Q} \times m_P \overset{I}{\vec{a}}_{Q/O}$$

$\Delta \vec{M}_{P/Q}$

$$\frac{^I}{dt}(\vec{h}_{P/Q}) = \vec{M}_{P/Q} - \vec{r}_{P/Q} \times m_P \overset{I}{\vec{a}}_{Q/O}$$

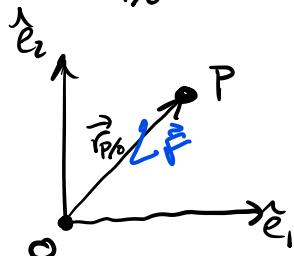
Rotational form of N2L about an arbitrary point Q.

Inertial moment frame effect

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

Dfn: A central force is a nonzero force that
That is, for $\vec{F}_P \neq 0$ a central
force satisfies

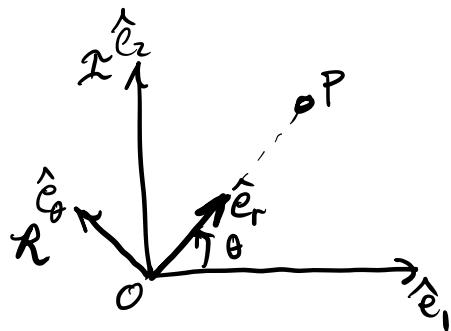
$$\vec{M}_{P/O} = \vec{r}_{P/O} \times \vec{F}_P = 0 \quad \frac{d}{dt}(\vec{h}_{P/O}) = 0$$



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

Particles motion is confined to plane \perp to $\vec{h}_{P/O}$ vector.

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

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

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

$$\vec{a}_{p/o} = (\quad) \hat{e}_r + (\quad) \hat{e}_\theta$$

N2L

$$\begin{aligned} \vec{F}_p &= m_p \vec{a}_{p/o} \\ &= m_p [(\ddot{r} - r \dot{\theta}^2) \hat{e}_r + (r \ddot{\theta} + 2r\dot{\theta}) \hat{e}_\theta] \end{aligned}$$

$$\ddot{r} = r \dot{\theta}^2 - \frac{G m_0}{r^2}$$

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

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

$$\vec{M}_{p/o} = \vec{r}_{p/o} \times \vec{F}_p = 0 \Rightarrow$$

$$\begin{aligned}\vec{h}_{p/0} &= \vec{r}_{p/0} \times m_p \vec{v}_{p/0} \\ &= r \hat{\vec{e}}_r \times m_p (\quad) \\ &= \hat{\vec{e}}_3\end{aligned}$$

Let $\mu = Gm_0$

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

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

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

$$\ddot{r} = -h_0 \frac{d^2y}{d\theta^2} \dot{\theta} =$$

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

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

$\frac{d^2y}{d\theta^2} =$

Parametric equation of motion

Solution:

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

where e, θ_0 are constants

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