

L6: Dynamics

Hao Su

Spring, 2021

H	Show this help
Left & Right	Previous & Next step
P	Presenter console
F5 / ESC	Fullscreen: Enter / Exit

Kinematics v.s. Dynamics

- ***Kinematics*** describes the motion of objects. We have been talking about rigid transformation and derivatives wr.t. time.
- ***Dynamics*** describes the cause of motion. We will talk about mass, energy, momentum, and force.
- The basic law of dynamics, Newton's Law, describes the motion of a point mass

$$\mathbf{f} = m\mathbf{a}$$

- But there are caveats that you may not be aware of.

Kinematics v.s. Dynamics

- We start from point mass dynamics and will move on to rigid body dynamics
- We will provide certain proofs but not all (many are very tricky and lengthy).

A Tale of Three Frames

Concepts

Concepts

- Observer's Frame:
 - When we record any motion, we choose the observer's frame \mathcal{F}_o , so that every point would have a coordinate and every vector will have a direction and length.
 - For our symbols, this is on the superscript.
 - If the frame is moving (e.g., taken to be the body frame), when recording motions, we first **done a version** of this frame and **keep it static** for recording.

Concepts

- Observer's Frame:
 - When we record any motion, we choose the observer's frame \mathcal{F}_o , so that every point would have a coordinate and every vector will have a direction and length.
 - For our symbols, this is on the superscript.
 - If the frame is moving (e.g., taken to be the body frame), when recording motions, we first **do a version** of this frame and **keep it static** for recording.
- Body Frame:
 - An rigid object moves in the space, and we bind a frame $\mathcal{F}_{b(t)}$ tightly to it.

Concepts

- Observer's Frame:
 - When we record any motion, we choose the observer's frame \mathcal{F}_o , so that every point would have a coordinate and every vector will have a direction and length.
 - For our symbols, this is on the superscript.
 - If the frame is moving (e.g., taken to be the body frame), when recording motions, we first **done a version** of this frame and **keep it static** for recording.
- Body Frame:
 - An rigid object moves in the space, and we bind a frame $\mathcal{F}_{b(t)}$ tightly to it.
- Reference Frame:
 - When recording the movement of objects, we introduce a reference frame so that the notion of movement is **relative to** this frame.

Some Notes on Reference Frame

- Reference Frame:
 - When recording the movement of objects, we introduce a reference frame so that the notion of movement is **relative to** this frame.
- We have not discussed this frame much in developing robot kinematics theories.

In dynamics, the choice of reference frame is not arbitrary!

Recoding a *Relative Velocity*

- We introduce $s(t)$ to denote a reference frame which may be moving.
- Then we denote the relative velocity as below
- Relative velocity for a point mass
 - $\mathbf{v}_{s(t) \rightarrow b(t)}^o = \mathbf{v}_{o \rightarrow b(t)}^o - \mathbf{v}_{o \rightarrow s(t)}^o$
- Relative velocity for rigid body
 - $\boldsymbol{\xi}_{s(t) \rightarrow b(t)}^o = \boldsymbol{\xi}_{b(t)}^o - \boldsymbol{\xi}_{s(t)}^o$
- Consistency

$$\mathbf{v}_{s(t) \rightarrow b(t)}^o = \boldsymbol{\xi}_{s(t) \rightarrow b(t)}^o p^o$$

where p^o is a point observed in \mathcal{F}_o

Inertia Frame

- Inertia frame refers to the choice of the **reference frame**
- Only in an inertia frame can Newton's law be written as $f = ma$.
- Definition of Inertia frame:
 - Where the law of inertia (Newton's First Law) is satisfied.
 - Any free motion has a constant magnitude and direction.
- A clear notion of Newton's Second Law

$$f^o = m a_{s(t) \rightarrow b(t)}^o$$

where $s(t)$ is an inertia frame.

Fictitious Force

- What if the reference frame is not an inertia frame?
- Assume we have two moving frames, $\mathcal{F}_{s(t)}$ and $\mathcal{F}_{b(t)}$
 - e.g., the earth and an object sitting on the earth
- We are interested in how the force f^o affects the relative acceleration $a_{s(t) \rightarrow b(t)}^o$

Fictitious Force

- What if the reference frame is not an inertia frame?
- Assume we have two moving frames, $\mathcal{F}_{s(t)}$ and $\mathcal{F}_{b(t)}$
 - e.g., the earth and an object sitting on the earth
- We are interested in how the force f^o affects the relative acceleration $a_{s(t) \rightarrow b(t)}^o$
- For simplicity and illustration purpose, assume that $\mathcal{F}_{s(t)}$ is moving with an angular velocity without linear acceleration.

Fictitious Force

- What if the reference frame is not an inertia frame?
- Assume we have two moving frames, $\mathcal{F}_{s(t)}$ and $\mathcal{F}_{b(t)}$
 - e.g., the earth and an object sitting on the earth
- We are interested in how the force f^o affects the relative acceleration $a_{s(t) \rightarrow b(t)}^o$
- For simplicity and illustration purpose, assume that $\mathcal{F}_{s(t)}$ is moving with an angular velocity without linear acceleration.
- Some intuition that $f^o \neq m a_{s(t) \rightarrow b(t)}^o$

Fictitious Force

- What if the reference frame is not an inertia frame?
- Assume we have two moving frames, $\mathcal{F}_{s(t)}$ and $\mathcal{F}_{b(t)}$
 - e.g., the earth and an object sitting on the earth
- We are interested in how the force f^o affects the relative acceleration $a_{s(t) \rightarrow b(t)}^o$
- For simplicity and illustration purpose, assume that $\mathcal{F}_{s(t)}$ is moving with an angular velocity without linear acceleration.
- Some intuition that $f^o \neq m a_{s(t) \rightarrow b(t)}^o$
 - Since $\mathcal{F}_{s(t)}$ is moving with an angular velocity, any object $b(t)$ moving along with it must also have an acceleration to gain the same angular velocity.

Fictitious Force

- What if the reference frame is not an inertia frame?
- Assume we have two moving frames, $\mathcal{F}_{s(t)}$ and $\mathcal{F}_{b(t)}$
 - e.g., the earth and an object sitting on the earth
- We are interested in how the force f^o affects the relative acceleration $a_{s(t) \rightarrow b(t)}^o$
- For simplicity and illustration purpose, assume that $\mathcal{F}_{s(t)}$ is moving with an angular velocity without linear acceleration.
- Some intuition that $f^o \neq m a_{s(t) \rightarrow b(t)}^o$
 - Since $\mathcal{F}_{s(t)}$ is moving with an angular velocity, any object $b(t)$ moving along with it must also have an acceleration to gain the same angular velocity.
 - Computation shows that some additional force will be consumed to maintain the relative velocity of $b(t)$ against $s(t)$.

Fictitious Force

- Computing $\mathbf{f}^o = d(m\mathbf{v}_{s' \rightarrow b(t)}^o)/dt$ (note: s' is chosen to be an inertia frame), and we have

$$\mathbf{f}^o - m \frac{d\boldsymbol{\omega}^o}{dt} \times \mathbf{r}^o - 2m\boldsymbol{\omega}^o \times \mathbf{v}^o - m\boldsymbol{\omega}^o \times (\boldsymbol{\omega}^o \times \mathbf{r}^o) = m\mathbf{a}^o$$

where

- \mathbf{f}^o : the physical forces acting on the object
- $\boldsymbol{\omega}^o := \boldsymbol{\omega}_{s' \rightarrow s(t)}^s$
- $\mathbf{v}^o := \mathbf{v}_{s(t) \rightarrow b(t)}^o$
- $\mathbf{r}^o := \mathbf{r}_{s(t) \rightarrow b(t)}^o$
- $\mathbf{a}^o := \mathbf{a}_{s(t) \rightarrow b(t)}^o$

Fictitious Force

$$\mathbf{f}^o - m \frac{d\boldsymbol{\omega}}{dt} \times \mathbf{r}^o - 2m\boldsymbol{\omega}^o \times \mathbf{v}^o - m\boldsymbol{\omega}^o \times (\boldsymbol{\omega}^o \times \mathbf{r}^o) = m\mathbf{a}^o$$

- Euler force: $-m \frac{d\boldsymbol{\omega}^o}{dt} \times \mathbf{r}^o$
- Centrifugal force: $-m\boldsymbol{\omega}^o \times (\boldsymbol{\omega}^o \times \mathbf{r}^o)$
- Coriolis force: $-2m\boldsymbol{\omega}^o \times \mathbf{v}^o$

1.6 Dynamics

Slide 16

Spring 2011

Kinematics & Dynamics

1.6 Dynamics

Slide 16

Spring 2011

Kinematics & Dynamics

1.6 Dynamics

Slide 16

Spring 2011

A Tale of Three Frames

Concepts

1.6 Dynamics

Slide 16

Spring 2011

Some Notion on Reference Frame

1.6 Dynamics

Slide 16

Spring 2011

Recording a Relative Velocity

1.6 Dynamics

Slide 16

Spring 2011

Inertia Frame

1.6 Dynamics

Slide 16

Spring 2011

Fictitious Force

1.6 Dynamics

Slide 16

Spring 2011

F

1.6 Dynamics

Slide 16

Spring 2011