

Rigid Body Kinematics II – Problem 3

For the train wheel shown, find the velocity of the piston at A relative to the track and the angular velocity of the push arm AB when the velocity of the train is $V_0 = 80$ fps. Assume no slip.

Scalar Solution

STEP 1: CLASSIFY motion

PISTON - TRANSLATION
 ARM AB - GPM
 WHEEL - GPM

STEP 2: WRITE RELATIVE VELOCITY EQN

$$\vec{V}_B = \vec{V}_A + \vec{V}_{B/A} = \vec{V}_0 + \vec{V}_{B/O}$$

2 POINTS ON SAME BODY (A+B)

STEP 3: DRAW KINEMATIC DIAGRAMS

$$\vec{V}_A + \vec{V}_{B/A} = \vec{V}_0 + \vec{V}_{B/O}$$

NOTE DIRECTION ASSUMED

STEP 4: WRITE SCALAR EQNS

(x) $\rightarrow V_A + \frac{5}{13} V_{B/A} = 80 + 0$

(y) $\uparrow 0 + \frac{12}{13} V_{B/A} = 0 + V_{B/O}$

NO SLIP WHEEL

$$V_0 = \omega_{WH} r_{WH} \Rightarrow 80 = \omega_{WH}(2) \quad \omega_{WH} = 40 \text{ rps}$$

(x) $\rightarrow V_A + \frac{5}{13} (\omega_{AB})(6.5) = 80$

(y) $\uparrow \frac{12}{13} (\omega_{AB})(6.5) = \omega_{WH}(1.5) = 40(1.5)$

$\omega_{AB} = 10 \text{ rps}$

$V_A = 55 \text{ fps} \rightarrow$

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Vector Solution

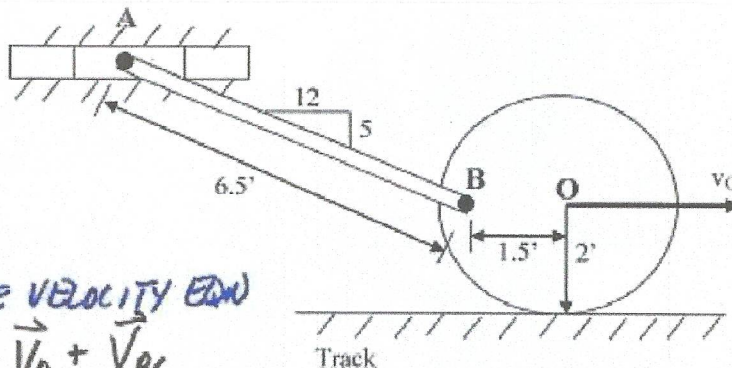
1. CLASSIFY MOTION
PISTON - TRANS
ARM AB - GPM
WHEEL - GPM

2. WRITE RELATIVE VELOCITY EQN

$$\vec{V}_B = \vec{V}_A + \vec{V}_{B/A} = \vec{V}_0 + \vec{V}_{B/O}$$

RAFA $\vec{V}_{B/A} = \vec{\omega}_{AB} \times \vec{r}_{B/A}$

$$\vec{V}_{B/O} = \vec{\omega}_B \times \vec{r}_{B/O}$$



3. WRITE VECTOR EQNS

$$[V_A \ 0 \ 0] + [0 \ 0 \ \omega_{AB}] \times [6 \ -2.5 \ 0] = [80 \ 0 \ 0] + [0 \ 0 \ -\omega_{wh}] \times [1.5 \ 0 \ 0]$$

$$[V_A \ 0 \ 0] + 2.5\omega_{AB} \ 6\omega_{AB} \ 0 = [80 \ 0 \ 0] + [6 \ 1.5\omega_{wh} \ 0]$$

$$[2.5\omega_{AB} + V_A, \ 6\omega_{AB}, \ 0] = [80 \ 1.5\omega_{wh} \ 0]$$

NEED ω_{wh}

NO SLIP WHEEL

$$\vec{V}_0 = \vec{\omega}_{wh} \times \vec{r}_{wh} \Rightarrow [80 \ 0 \ 0] = [0 \ 0 \ -\omega_{wh}] \times [0 \ 2 \ 0]$$

$$[80 \ 0 \ 0] = [2\omega_{wh} \ 0 \ 0]$$

$$\omega_{wh} = 40 \text{ rps} \downarrow$$

$$6\omega_{AB} = 1.5\omega_{wh} = 1.5(40) \quad \omega_{AB} = 10 \text{ rps} \uparrow$$

$$2.5\omega_{AB} + V_A = 80$$

$$V_A = 80 - (2.5(10)) = 55 \text{ fps} \rightarrow$$