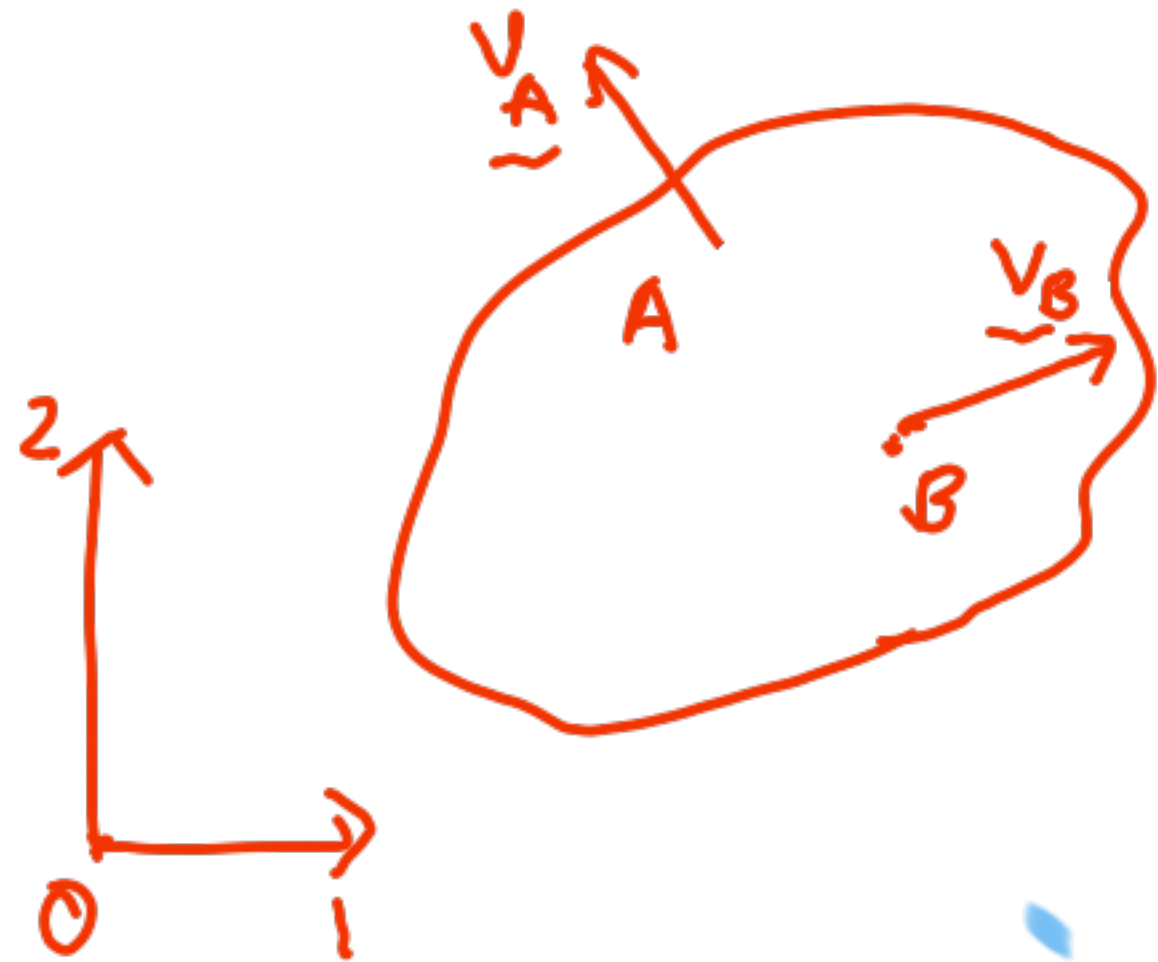


# Rigid body motion

## Combination of translation and rotation



$$\underline{\tilde{v}}_A = \underline{\tilde{v}}_B + \underline{\tilde{v}}_{A/B}$$

$$\underline{\tilde{v}}_A = \underline{\tilde{v}}_B + \underline{\tilde{v}}_{A/B}$$

$$\underline{\tilde{a}}_A = \underline{\tilde{a}}_B + \underline{\tilde{a}}_{A/B}$$

For translation: the point is enough

For rotation:  $\underline{\tilde{v}} = \underline{\tilde{\omega}} \times \underline{\tilde{r}}$   
 $\underline{\tilde{a}} = \underline{\tilde{\alpha}} \times \underline{\tilde{r}} + \underline{\tilde{\omega}} \times (\underline{\tilde{\omega}} \times \underline{\tilde{r}})$



For plane case,  $\underline{\tilde{\omega}} = \omega \underline{e}_3$

W.r.t point B, since distance between points A and B does not change, we can treat the relative motion between A and B as rotational motion

$$\underline{\underline{v}}_{A/B} = \underline{\underline{\omega}} \times \underline{\underline{r}}_{A/B}$$

$$\underline{\underline{v}}_A = \underline{\underline{v}}_B + \underline{\underline{\omega}} \times \underline{\underline{r}}_{A/B}$$

2 points for ... for  
velocity

For plane case

we will have two  
components and thus  
two equations

Differentiate w.r.t time,

$$\underline{\underline{a}}_A = \underline{\underline{a}}_B + \frac{d}{dt} (\underline{\underline{\omega}} \times \underline{\underline{r}}_{A/B})$$

$$= \underline{\underline{a}}_B + \left( \frac{d\underline{\underline{\omega}}}{dt} \right) \times \underline{\underline{r}}_{A/B} + \underline{\underline{\omega}} \times \frac{d\underline{\underline{r}}_{A/B}}{dt}$$

$$\underline{\underline{a}}_A = \underline{\underline{a}}_B + \underline{\underline{\alpha}} \times \underline{\underline{r}}_{A/B} + \underline{\underline{\omega}} \times (\underline{\underline{\omega}} \times \underline{\underline{r}}_{A/B})$$



$$\underline{\underline{V_A}} = \underline{\underline{V_B}} + \underline{\underline{\omega}} \times \underline{\underline{r_{A/B}}}$$

If at a given instant of time,  $\underline{\underline{V_B}} = \underline{\underline{0}}$  then for any other point A,

$$\underline{\underline{V_A}} = \underline{\underline{\omega}} \times \underline{\underline{r_{A/B}}}$$

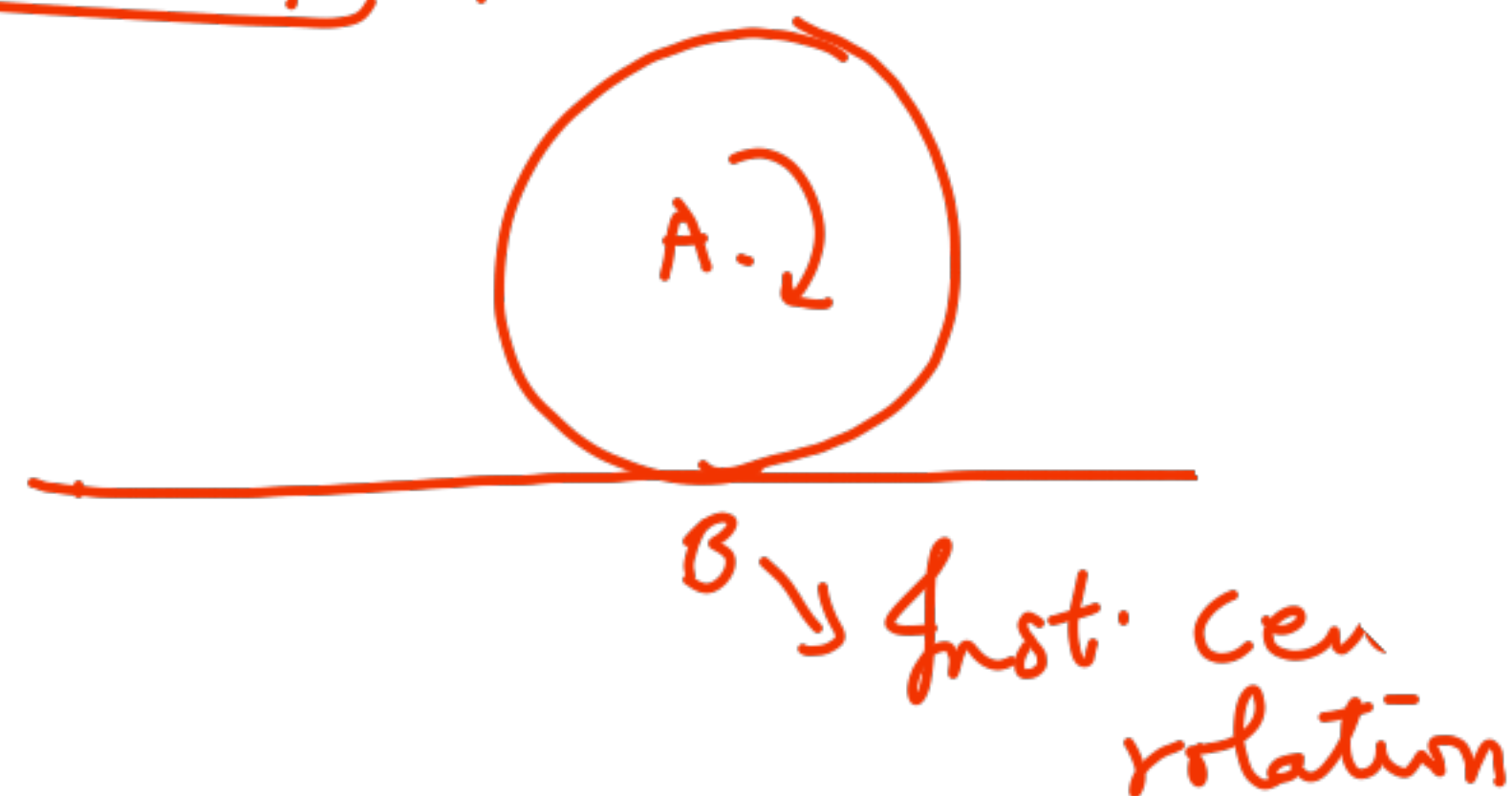
i.e body undergoes pure rotation w.r.t B.

B  $\rightarrow$  Instantaneous centre of rotation

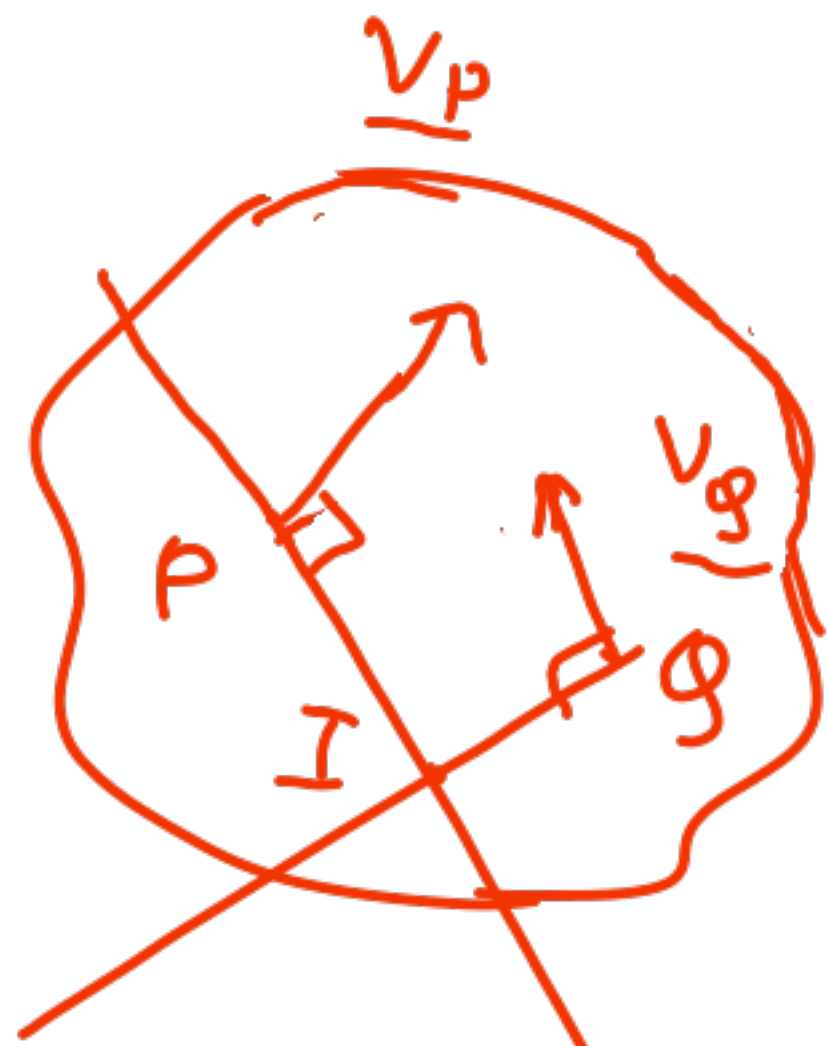
The axis is called instantaneous axis of rotation

Example;

No slippage between disc and ground



Finding the inst. centre of rotation



Lines  $\perp$  to the velocity vector

Let  $I$  be the instn. cen., centre of rotation.

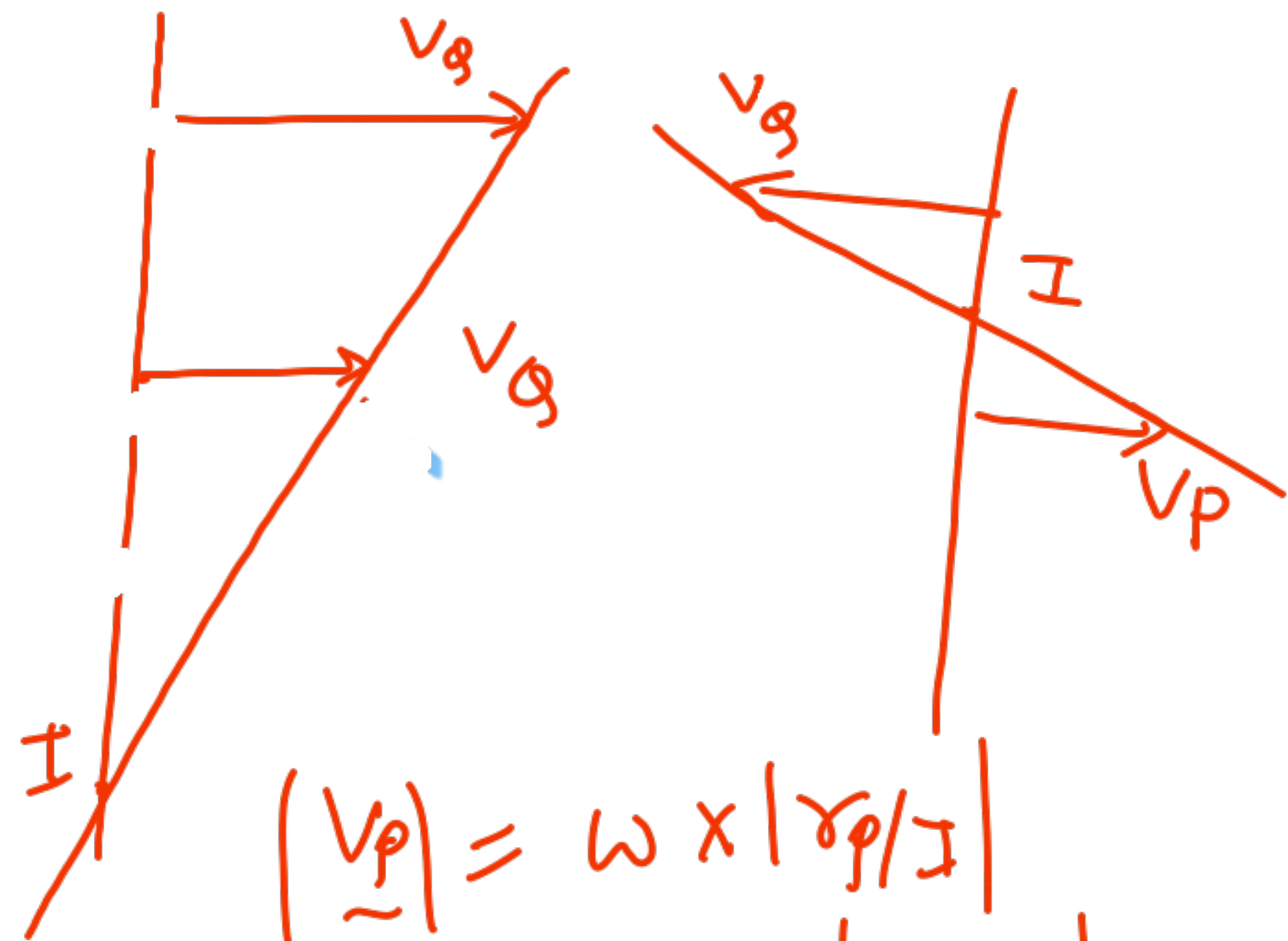
$$\vec{v}_P = \vec{v}_I + \vec{\omega} \times \vec{r}_{P/I}$$

$$\vec{v}_Q = \vec{v}_I + \vec{\omega} \times \vec{r}_{Q/I}$$

Intersection of lines  $\perp$  to velocity vector gives  $I$

Special case :

If the velocity vectors of  $P, Q$  are parallel



$$|\vec{v}_P| = \omega \times |\vec{r}_{P/I}|$$

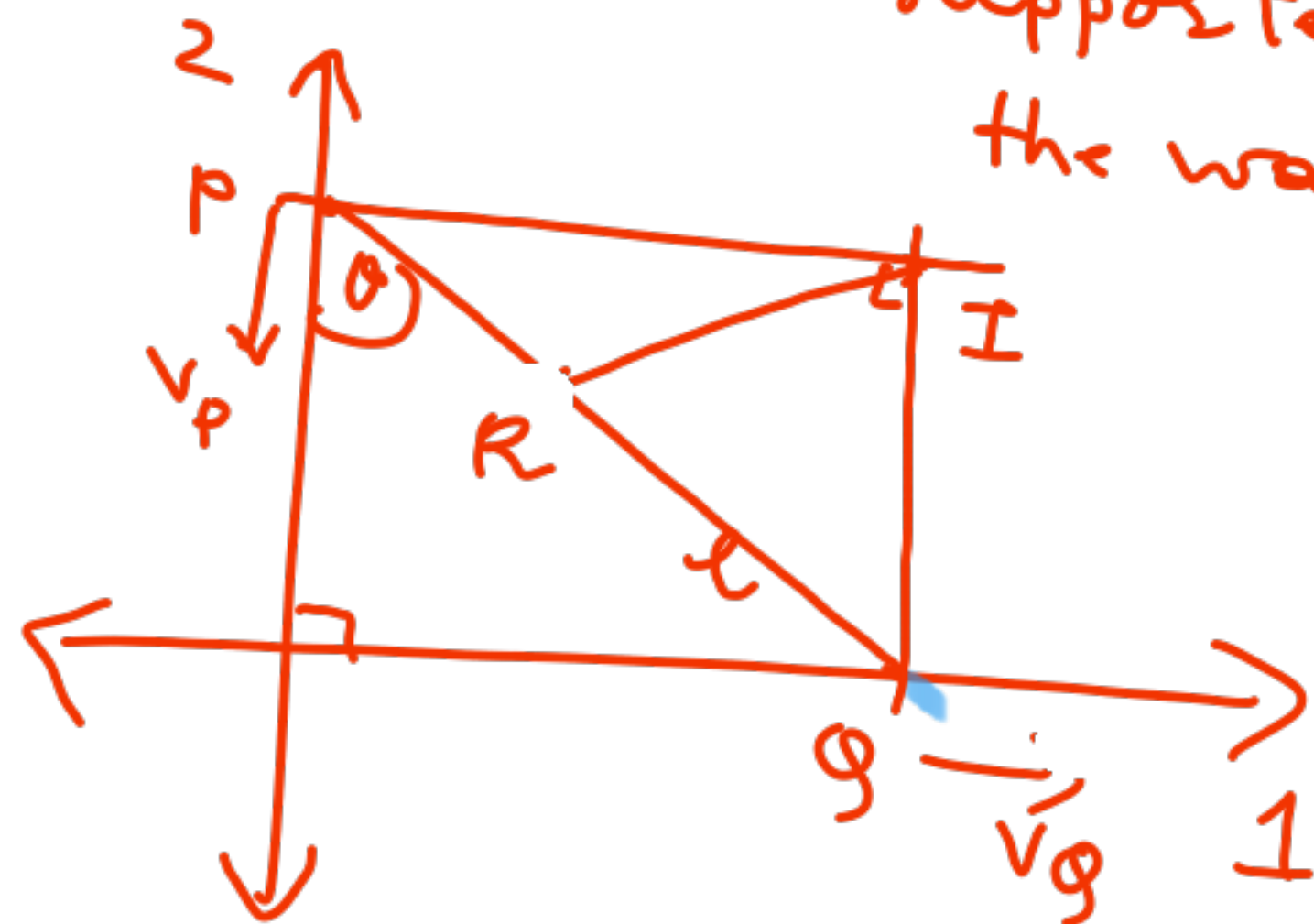
$$|\vec{v}_Q| = \omega \times |\vec{r}_{Q/I}|$$



Example :

PQ is a rod supported along the walls

①



$$x_I = l \sin \theta;$$

$$y_I = l \cos \theta$$

$$\frac{(x_I)^2}{l^2} + \frac{(y_I)^2}{l^2} = 1$$

→ Locus of I

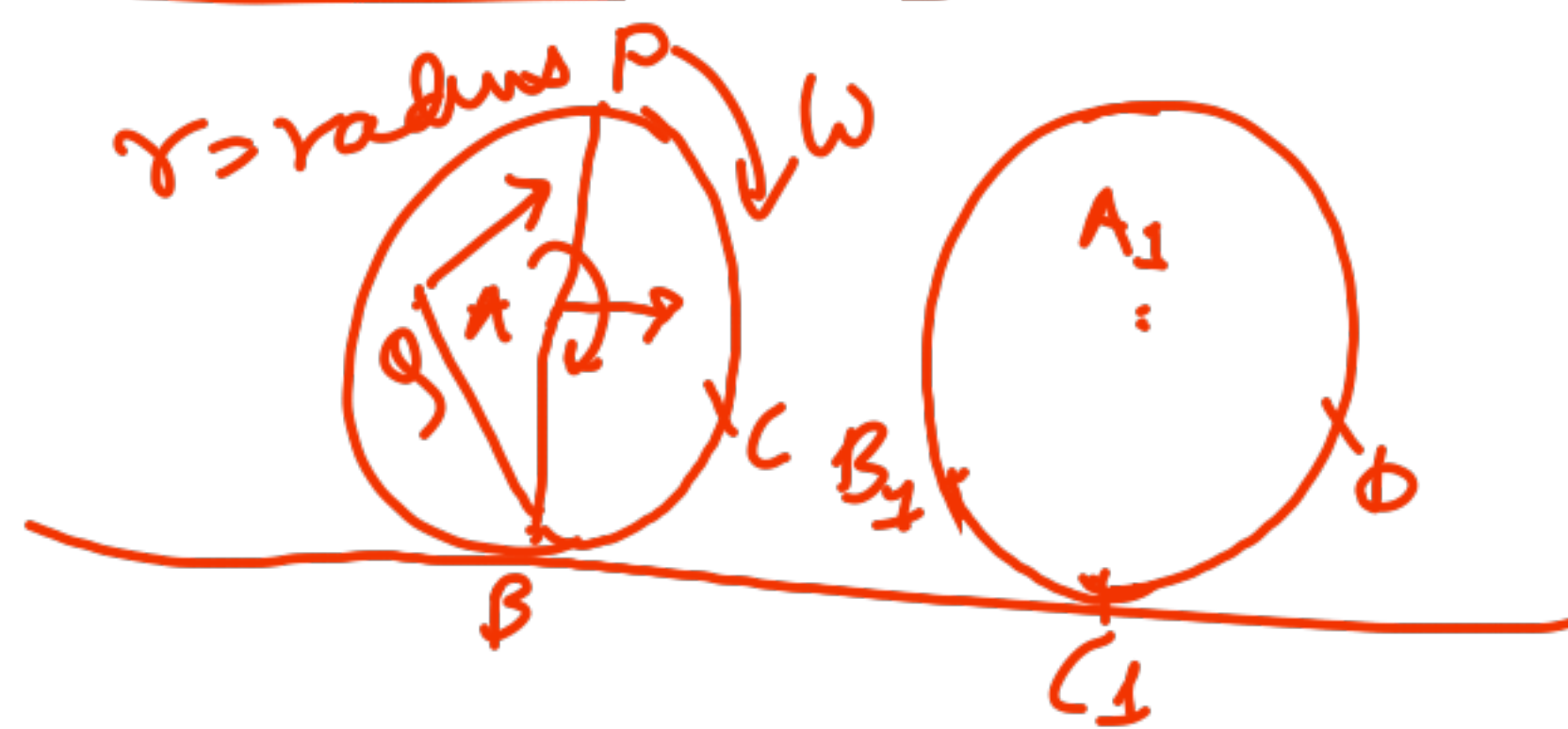
Velocity at point R

$$\underline{V_R} = \underline{\omega} \times \underline{r_{R/I}}$$

$$|\underline{V_R}| = \omega |\underline{r_{R/I}}|$$

Normal or perpendicular distance

② Disc problem



Point B is the instantaneous centre

$$\underline{V}_A = \underline{\omega} \times \underline{r}$$

$$\underline{V}_P = \underline{\omega} \times (2r)$$

$$\underline{V}_Q = \underline{\omega} \times (QB)$$

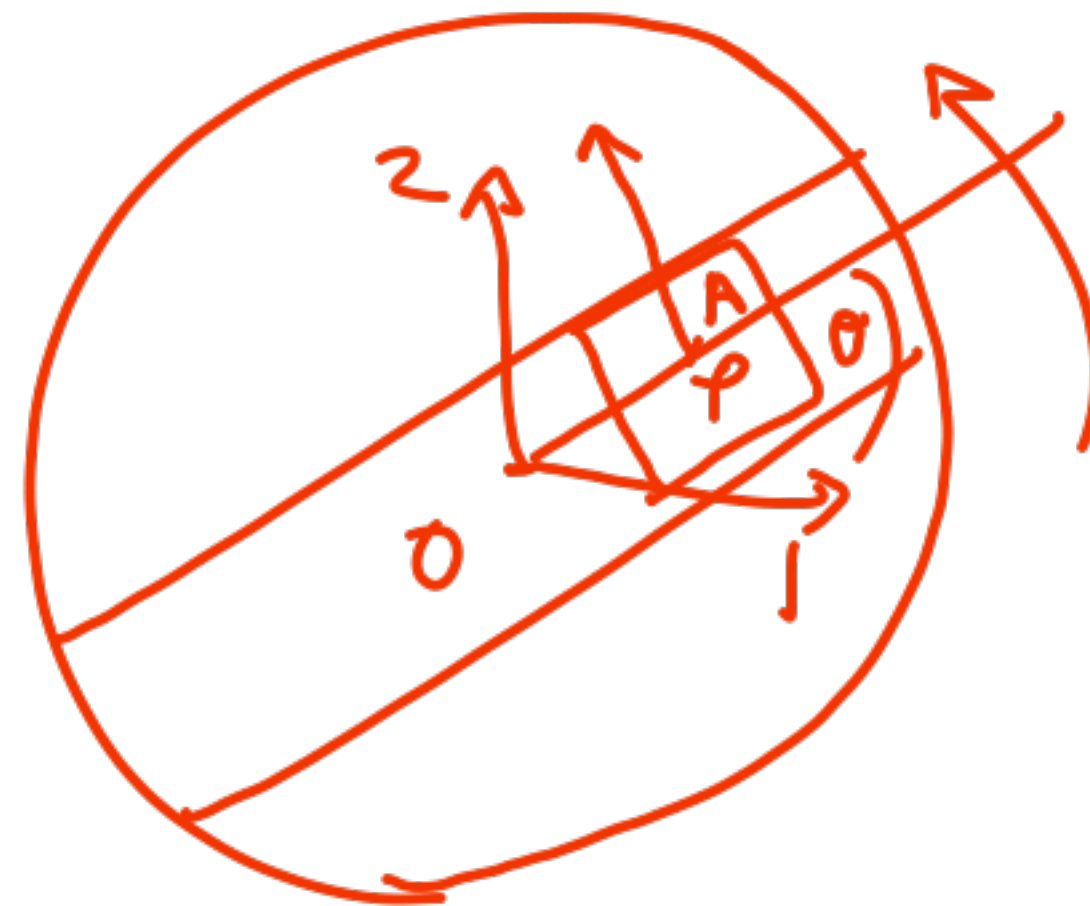
Coming back to general equations:

$$\underline{r}_A = \underline{r}_B + \underline{r}_{A/B}$$

$$\underline{V}_A = \underline{V}_B + \underline{\omega} \times \underline{r}_{A/B}$$

$$\underline{a}_A = \underline{a}_B + \underline{\omega} \times (\underline{\omega} \times \underline{r}_{A/B}) + \underline{\alpha} \times \underline{r}_{A/B}$$

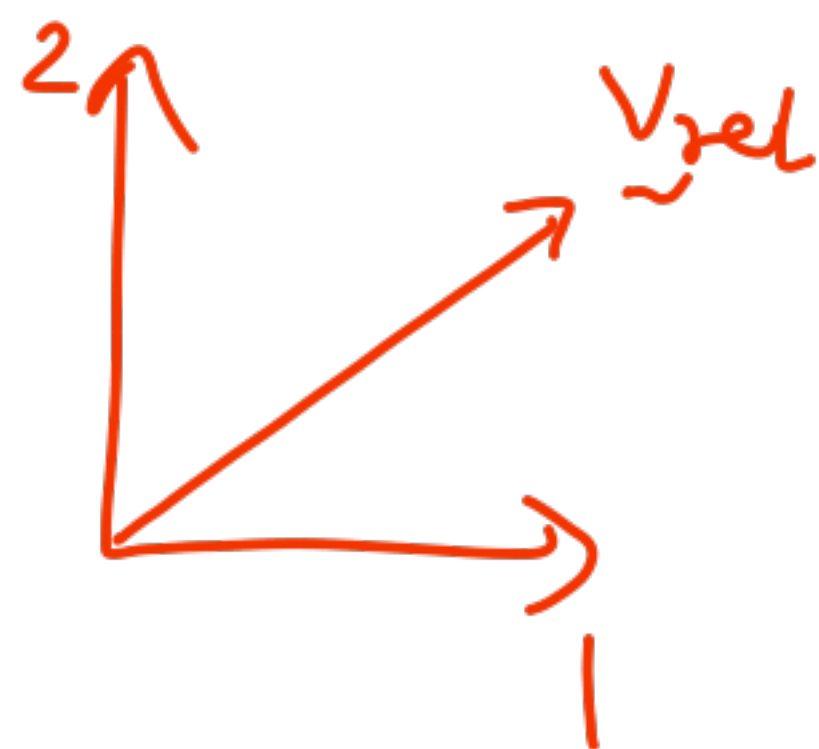
Turntable with a slot:



At given time, point P on the table is coincident with A.

$$\underline{\underline{V}}_P = \underline{\underline{V}}_O + \underline{\underline{\omega}} \times \underline{\underline{r}}_{P/O}$$

We will have relative motion between A and P



$$\underline{\underline{V}}_A = \underline{\underline{V}}_P + \underline{\underline{V}}_{rel}$$

$$\underline{\underline{V}}_A = \underline{\underline{V}}_O + \underline{\underline{\omega}} \times \underline{\underline{r}}_{P/O} + \underline{\underline{V}}_{rel}$$

Since P and A are coincident,

$$\underline{\underline{V}}_A = \underline{\underline{V}}_O + \underline{\underline{\omega}} \times \underline{\underline{r}}_{A/O} + \underline{\underline{V}}_{rel}$$