

- ① Endsem Exam will be based on portions covered from Day 1 till 16th April 2024
- ② closed book, closed notes Examination
- ③ 2 A4 sized sheets are allowed.
- ④ Exam date: 26th April, 2-5 pm, LA201
- ⑤ I will share your internal marks till date before Friday

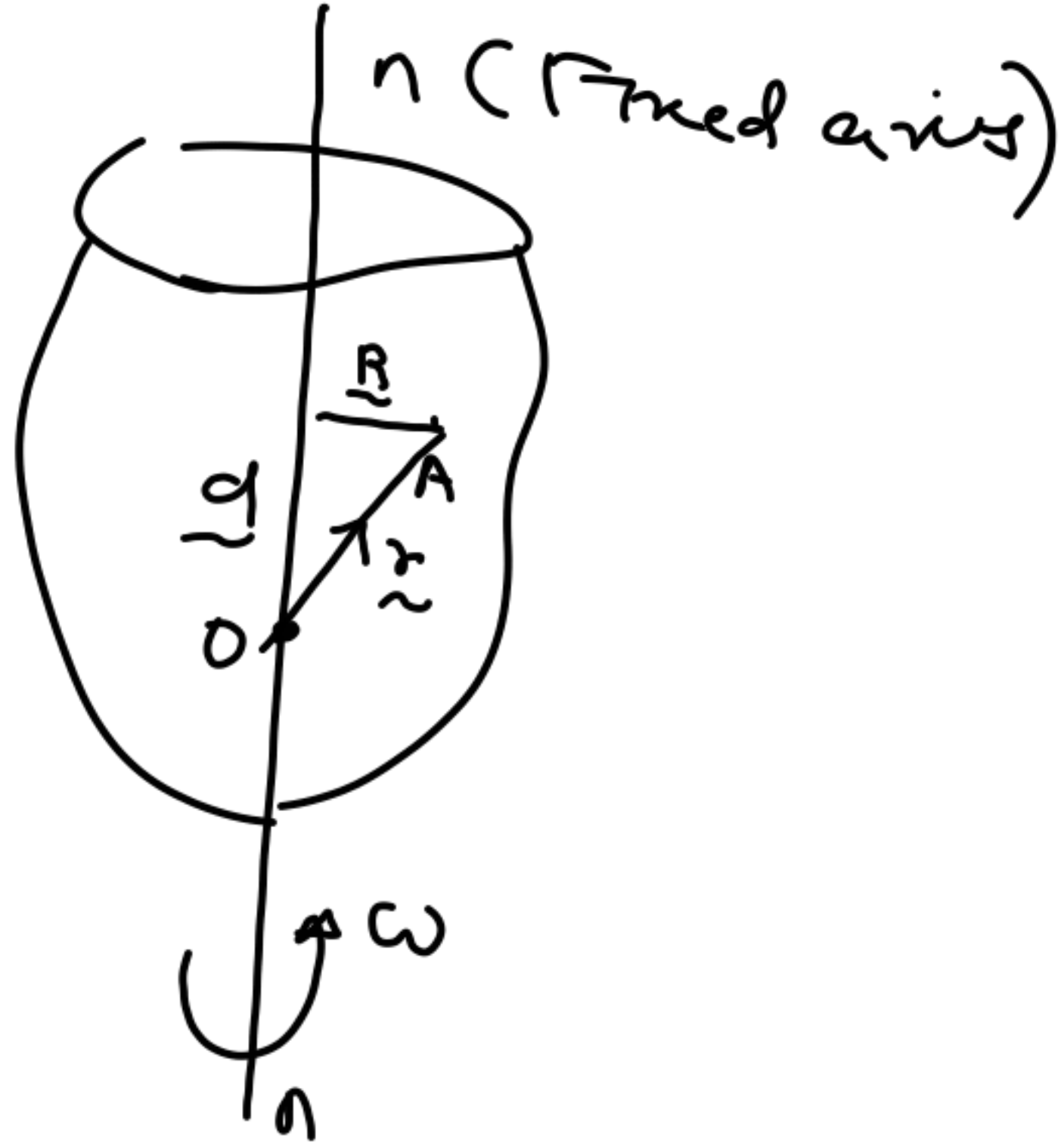
3D Dynamics

3D body (Rigid) → Translation + Rotation

Translation is same as earlier.

Rotation can take place about any axis.

↳ About a fixed axis
↳ orientation is not changing with time.



$$\begin{aligned}\underline{v} &= \underline{\omega} \times \underline{r} \\ &= \underline{\omega} \times (\underline{d} + \underline{R}) \\ &= \underline{\omega} \times \underline{d} + \underline{\omega} \times \underline{R} \\ &= \underline{\omega} \times \underline{R}\end{aligned}$$

Change in dir'n

$$\underline{a} = \underline{\omega} \times (\underline{\omega} \times \underline{r}) + \underline{\alpha} \times \underline{r}$$

Change in magnitude of ω

$$\underline{\alpha} = \left(\frac{d\underline{\omega}}{dt} \right)$$

Rotation about a fixed point

OR GYROSCOPIC MOTION

$$\omega = \frac{d\theta}{dt} = \frac{\Delta\theta}{\Delta t}$$

For infinitesimal changes in angles, commutativity properly holds good.

So at a given instant

we will carry out
velocity and acceleration
calculation using
the instantaneous axis.

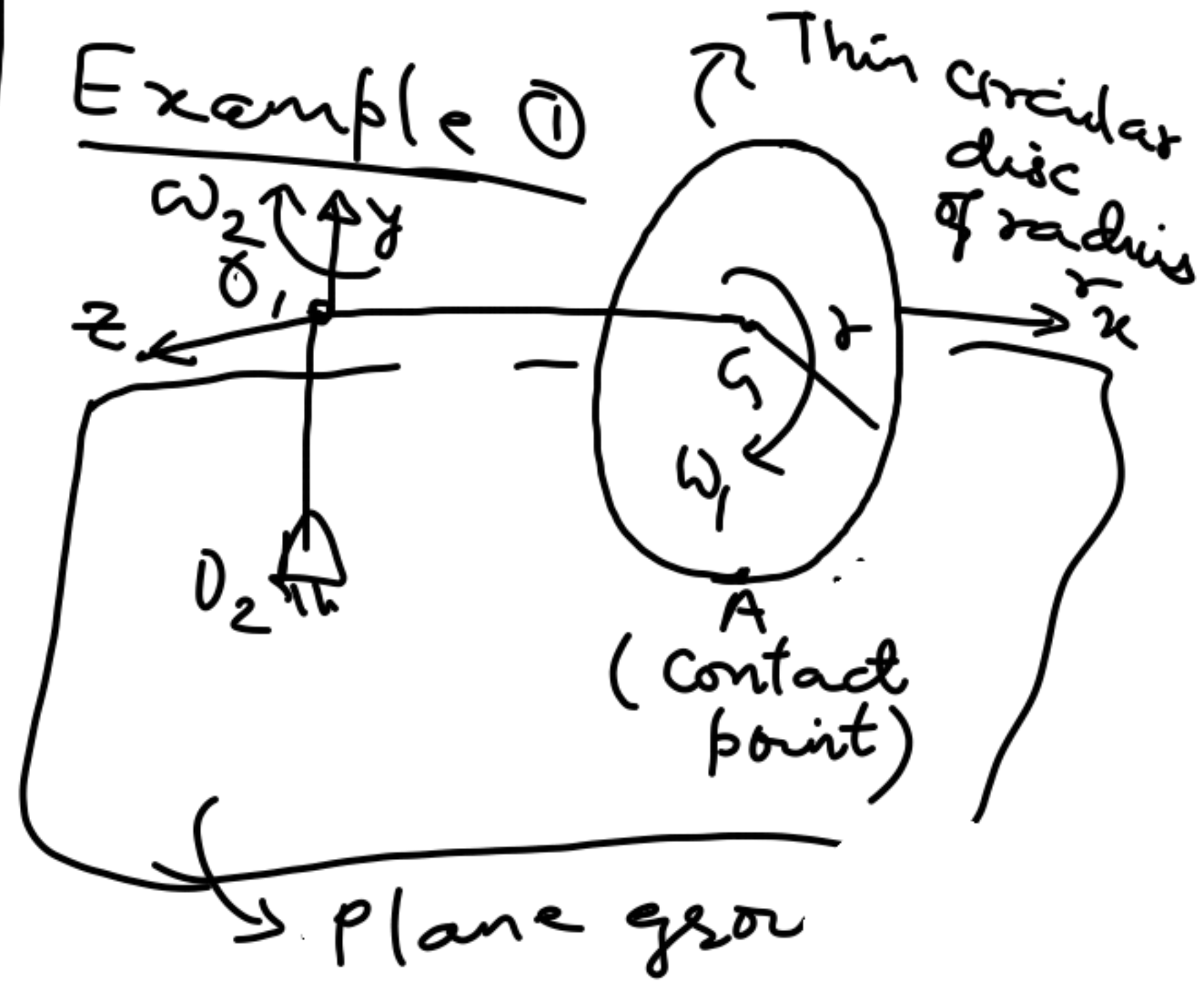
$$\underline{v} = \underline{\omega} \times \underline{r}$$

$$\underline{a} = \underline{\omega} \times (\underline{\omega} \times \underline{r}) + \underline{\alpha} \times \underline{r}$$

$\underline{\alpha} = \frac{d\underline{\omega}}{dt}$

→ Magnitude Change
→ Direction Can Change

Example ①



Disc is rolling on the ground. No slip

Angular velocity of disc

$$\underline{\omega} = \omega_x \underline{\hat{i}} + \omega_y \underline{\hat{j}} + \omega_z \underline{\hat{k}} \\ = \omega_1 \underline{\hat{i}} - \omega_2 \underline{\hat{j}} + 0 \underline{\hat{k}}$$

$$\underline{\omega} = (\omega_1 \underline{\hat{i}} - \omega_2 \underline{\hat{j}})$$

For point A : $\underline{r}_A = (b \underline{\hat{i}} - r \underline{\hat{j}})$

$$\underline{V}_A = \underline{\omega} \times \underline{r} \\ = \begin{vmatrix} \underline{\hat{i}} & \underline{\hat{j}} & \underline{\hat{k}} \\ \omega_1 & -\omega_2 & 0 \\ b & -r & 0 \end{vmatrix} = \underline{\hat{i}}(0) - \underline{\hat{j}}(0) + \underline{\hat{k}}(-\omega_1 r + b \omega_2)$$

$$\underline{V}_A = (b \omega_2 - r \omega_1) \underline{\hat{k}}$$

Since A is in contact with ground,

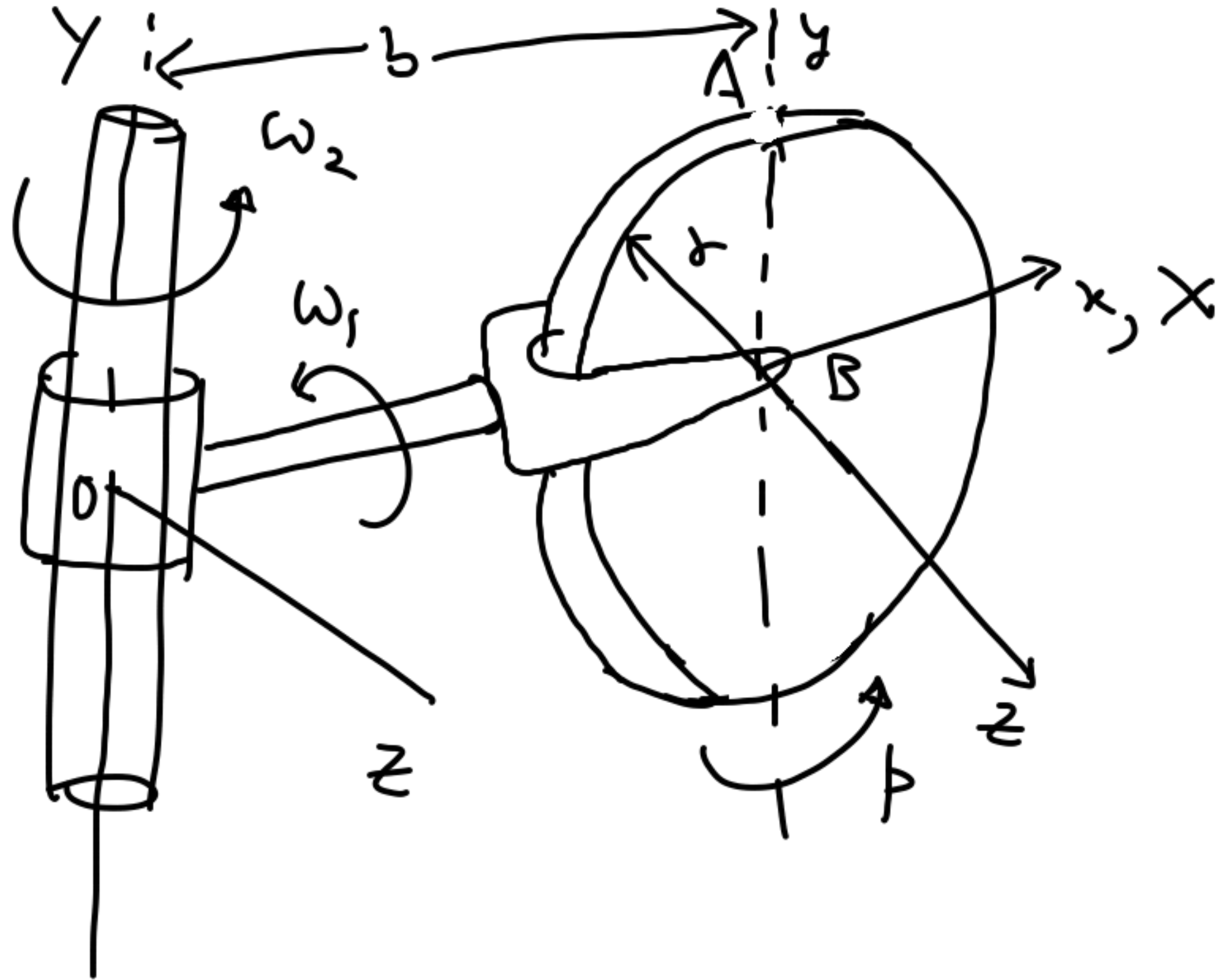
$$\underline{V}_A = 0 \Rightarrow \boxed{\omega_2 = \frac{r \omega_1}{b}}$$

$$\underline{V}_A = \underline{V}_G + \underline{V}_{A/G}$$

↓ ↓
Based Based
on ω_2 on ω_1

Example 2:

8th edition
Merriam
Kraig
(7-48)



$$\underline{\underline{v_B}} = -\omega_2 b \hat{k}$$

$$\underline{\underline{a_B}} = -\omega_2^2 b \hat{i}$$

We describe
the disc using
(x-y-z) attached
at point B.

(x-y-z) is a
rotating frame
with angular
speed

$$\underline{\underline{\Omega}} = \begin{pmatrix} \omega_2 \hat{j} \\ -\omega_1 \hat{i} \end{pmatrix}$$

velocity and acceleration of point A

Relative velocity/acceleration approach

$$\underline{\underline{v_A}} = \underline{\underline{v_B}} + \underline{\underline{v_{A/B}}} ; \underline{\underline{a_A}} = \underline{\underline{a_B}} + \underline{\underline{a_{A/B}}}$$

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

if it was a stationary frame.

$$\underline{\underline{V}}_{A/B} = \underline{\underline{V}}_{A/P} + \underline{\underline{V}}_{P/B}$$

P is a point in x-y-z frame coincident with A.

$$\underline{\underline{V}}_{P/B} = \underline{\underline{\omega}} \times \underline{\underline{r}} = (\omega_2 \underline{\underline{j}} - \omega_1 \underline{\underline{b}}) \times \underline{\underline{r}}$$

$$\underline{\underline{V}}_{P/B} = -\omega_1 r \underline{\underline{k}}$$

$$\underline{\underline{V}}_{rel} = \underline{\underline{V}}_{A/P} = -\omega_1 r \underline{\underline{i}}$$

$$\underline{\underline{V}}_{A/B} = -\omega_1 r \underline{\underline{k}} - \omega_2 r \underline{\underline{i}}$$

$$\underline{\underline{V}}_A = -\omega_2 b \underline{\underline{k}} - \omega_1 r \underline{\underline{k}} - \omega_2 r \underline{\underline{i}}$$

$$\underline{\underline{a}}_{A/B} = \underline{\underline{a}}_{A/P} + \underline{\underline{a}}_{P/B}$$

$$\underline{\underline{p}} \times (\underline{\underline{p}} \times \underline{\underline{r}}_{A/B})$$

$$\underline{\underline{a}}_{rel} + 2 \underline{\underline{\omega}} \times \underline{\underline{V}}_{rel}$$

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

$$\underline{\dot{\alpha}} = \frac{d\underline{\omega}}{dt}$$

$$= \frac{d}{dt} (\omega_2 \underline{\hat{j}} - \omega_1 \underline{\hat{i}})$$

$$= -\omega_1 \frac{d\underline{\hat{i}}}{dt}$$

$$= -\omega_1 (\underline{\omega} \times \underline{\hat{i}})$$

Balance of angular momentum
about G:

$$\underline{H}_G = \int_m \underline{r} \times (dm \underline{v})$$

G is the
centre
of mass

$$\underline{H}_O = \int_m \underline{r} \times (dm \underline{v})$$

O is a fixed
point

In a co-ordinate system ^(x-y-z)
fixed to body

Kinetics: $\sum \underline{F} = m \underline{a}$

Balance of linear momentum

$$\underline{\dot{G}} = m \underline{\dot{V}} \text{ or } \underline{\dot{G}} = \sum \underline{F}$$

$$\underline{\underline{v}} = \underline{\underline{\omega}} \times \underline{\underline{r}} \quad \text{or} \quad \underline{\underline{v}} = \underline{\underline{\omega}} \times \underline{\underline{r}}$$

$$\underline{\underline{H_G}} = \int_m \underline{\underline{r}} \times (\underline{\underline{\omega}} \times \underline{\underline{r}}) dm$$

$$\underline{\underline{\omega}} \times \underline{\underline{r}} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \omega_x & \omega_y & \omega_z \\ x & y & z \end{vmatrix}$$

$$= () \hat{i} + () \hat{j} + () \hat{k}$$

$$\underline{\underline{r}} \times (\underline{\underline{\omega}} \times \underline{\underline{r}}) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x & y & z \\ () & () & () \end{vmatrix}$$

$$= \hat{i} \left[\omega_x (y^2 + z^2) - xy \omega_y - xz \omega_z \right]$$

$$+ \hat{j} [$$

$$+ \hat{k} [$$

$$\int_m (y^2 + z^2) dm = I_{xx}$$

$$\int_m xy dm = I_{xy}$$

$$\underline{\underline{H_G}} = (I_{xx} \omega_x - I_{xy} \omega_y - I_{xz} \omega_z) \hat{i} \\ + (-I_{yx} \omega_x + I_{yy} \omega_y - I_{yz} \omega_z) \hat{j} \\ + ($$

$$\left\{ \underline{H}_G \right\} = \begin{bmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{yx} & I_{yy} & I_{yz} \\ I_{zx} & I_{zy} & I_{zz} \end{bmatrix} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$

\downarrow $I \text{ matrix}$
 ω vector

$$\begin{pmatrix} I_{xx} & 0 & 0 \\ 0 & I_{yy} & 0 \\ 0 & 0 & I_{zz} \end{pmatrix}$$

Principal directions

$$\dot{\underline{H}}_G = \underline{M}_G \rightarrow \dot{\underline{H}}_G = \frac{d \underline{H}_G}{dt} \Big|_{xyz}$$

$$\text{or } \dot{\underline{H}}_G = \underline{M}_G$$

$$+ \underline{\omega} \times \underline{H}_G$$

$$\dot{\underline{H}}_G = \underline{M}_G$$

will give me
3 non-linear ODE's

called as Euler's equations

major application
is gyroscopic motion