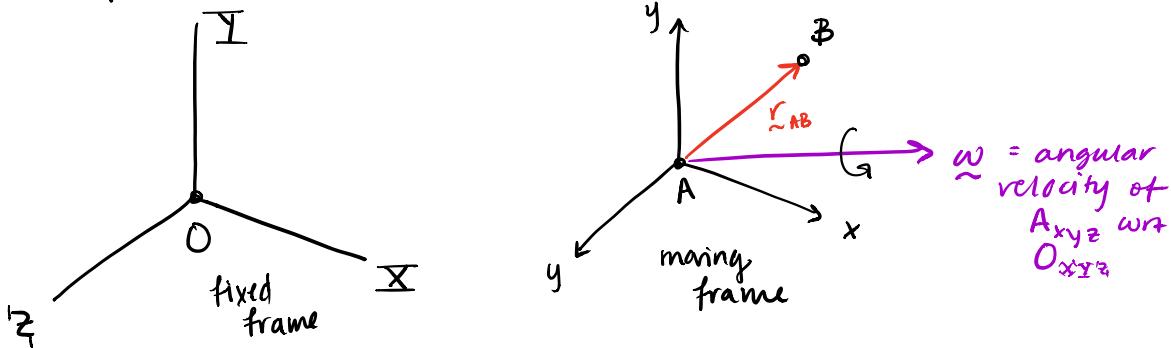


Dynamics - Lecture #14

HW#6 posted on Blackboard



\vec{v}_B = velocity of B wrt $O_{\cancel{XYZ}}$

FILL OUT
REST OF PAGE

\vec{a}_B = acceleration of B wrt $O_{\cancel{XYZ}}$

$(\vec{v}_B)_{rel}$ = velocity of B wrt A_{xyz}

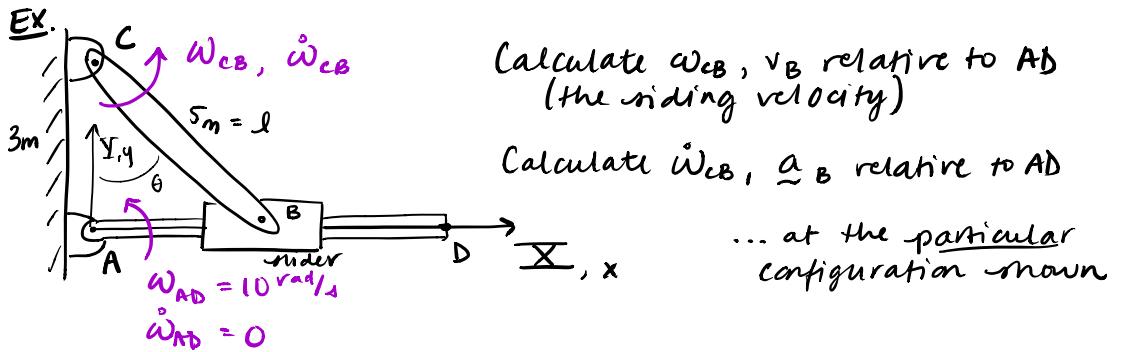
$(\vec{a}_B)_{rel}$ = acceleration of B wrt A_{xyz}

\vec{v}_A = velocity of A wrt $O_{\cancel{XYZ}}$

\vec{a}_A = acceleration of A wrt $O_{\cancel{XYZ}}$

$$\vec{v}_B = \vec{v}_A + \vec{\omega} \times \vec{r}_{AB} + (\vec{v}_B)_{rel}$$

$$\vec{a}_B = \vec{a}_A + \dot{\vec{\omega}} \times \vec{r}_{AB} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{AB}) + 2\vec{\omega} \times (\vec{v}_B)_{rel} + (\vec{a}_B)_{rel}$$



A XYZ fixed

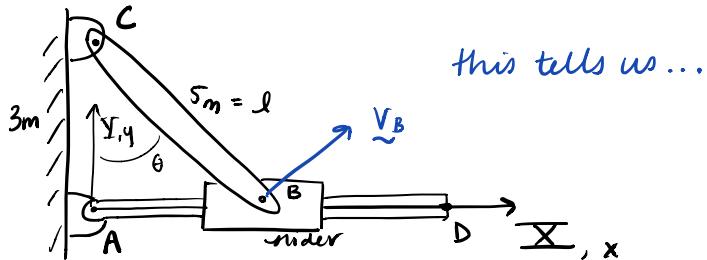
A xyz attached to AD

... @ this particular time, the frames match
but if waited a little longer then x would
move up but X would stay the same

$$\textcircled{1} \text{ Link CB } \underline{v}_B = \underline{v}_C + \omega_{CB} \times \underline{r}_{CB} + (\underline{v}_B)_{\text{rel}}$$

$$\underline{v}_B = \omega_{CB} \underline{k} \times l (\sin \theta \underline{i} - \cos \theta \underline{j})$$

$$\underline{v}_B = l \omega_{CB} \sin \theta \underline{j} + l \omega_{CB} \cos \theta \underline{i}$$



$$\textcircled{2} \text{ Link AD } \underline{v}_B = \underline{v}_A + \omega_{AD} \times \underline{r}_{AB} + (\underline{v}_B)_{\text{rel}}$$

note the different subscripts!

now this is not zero bc B can slide along the AD bar

$$\underline{v}_B = \omega_{AD} \underline{k} \times \frac{4}{5}l \underline{i} + (\underline{v}_B)_{\text{rel}} \underline{i}$$

we know the slider constrains the motion to along x-axis only

$$\underline{v}_B = \frac{4}{5}l \omega_{AD} \underline{i} + (\underline{v}_B)_{\text{rel}} \underline{i}$$

3) Equate $\textcircled{1}$ + $\textcircled{2}$

$$\omega_{CB} l (\sin \theta \underline{j} + \cos \theta \underline{i}) = \omega_{AD} \frac{4}{5}l \underline{i} + (\underline{v}_B)_{\text{rel}} \underline{i}$$

$$\omega_{CB} = \frac{4}{5} \frac{\omega_{AD}}{\sin \theta} = \frac{4}{5} \left(\frac{10 \text{ rad/s}}{\sin \theta} \right) \Rightarrow \boxed{\omega_{CB} = 10 \text{ rad/s}}$$

$$(\underline{v}_B)_{\text{rel}} = \omega_{CB} l \cos \theta = (10 \text{ rad/s})(5 \text{ m}) \left(\frac{3}{5} \right) \Rightarrow \boxed{(\underline{v}_B)_{\text{rel}} = 30 \text{ m/s}}$$

b this means it slides to the right, \oplus number

$$\textcircled{1} \text{ Link CB} \quad \underline{\alpha}_B = \underline{\alpha}_C^0 + \underline{\omega}_{CB} \times \underline{r}_{CB} + \underline{\omega}_{CB} \times (\underline{\omega}_{CB} \times \underline{r}_{CB}) \quad \textcircled{1}$$

no relative terms bc B is fixed on the bar

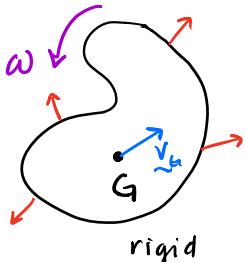
\textcircled{2} Link AD

$$\underline{\alpha}_B = \underline{\alpha}_A^0 + \underline{\omega}_{AD} \times \underline{r}_{AB} + \underline{\omega}_{AD} \times (\underline{\omega}_{AD} \times \underline{r}_{AB}) + 2 \underline{\omega}_{AD} \times (\underline{v}_B)_{rel} + (\underline{\alpha}_B)_{rel} \quad \textcircled{2}$$

Equal \textcircled{1} and \textcircled{2}; unknowns $\dot{\omega}_{CB}$ and $(\alpha_B)_{rel}$ coriolis acceleration

CHAPTER 17 ... KINETICS! ↑ before was kinematics

Kinetics of Rigid Body



$$\text{I. } \sum \underline{F} = \frac{d}{dt} (m \underline{v}_G) = m \underline{\alpha}_G$$

[linear momentum principle of mechanics]

$$\text{II. } \sum \underline{M}_G = \frac{d}{dt} (\underline{H}_G) \quad H = \text{angular momentum}$$

[angular momentum principle]

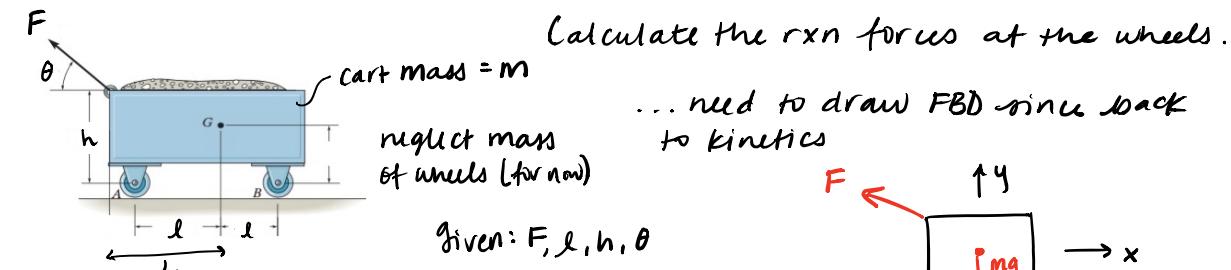
Special Case: translation only (no spinning/rotation)

Then...

$$\text{I. } \sum \underline{F} = m \underline{\alpha}_G \text{ translational motion}$$

$$\text{II. } \sum \underline{M}_G = 0 \quad \text{bc the time derivative of ang. momentum is zero if the body does not rotate}$$

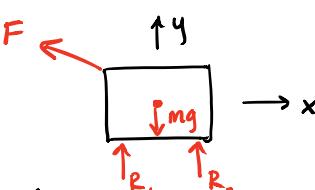
Ex. 17.33 from the text (simplified)



$$\text{I. } \sum \underline{F} = m \underline{\alpha}_G \Rightarrow \begin{cases} -F \cos \theta = m \alpha_{Gx} & \textcircled{1} \\ F \sin \theta - mg + R_1 + R_2 = m \alpha_{Gy} = 0 & \textcircled{2} \end{cases}$$

Unknowns:

R_1, R_2, α_{Gx} ... so we need the angular momentum principle!

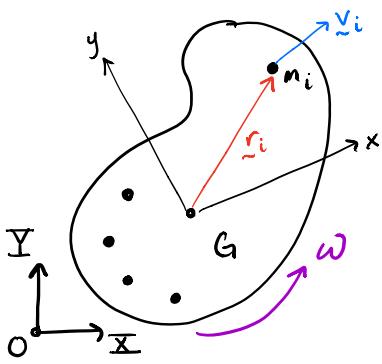


↑ since the cart doesn't tip over or move in the y-direction

$$\text{II. } \sum \underline{M}_G = 0 \text{ (no vector symbol since 2D and can take off like from statics)}$$

$$\textcircled{3} = 0 = -R_1 l + R_2 l + F \cos \theta h - F \sin \theta L \quad \textcircled{3}$$

\textcircled{1}, \textcircled{2}, \textcircled{3} can be used to solve for R_1, R_2, α_{Gx}



$$\sum \tilde{M}_G = \frac{d}{dt} (\tilde{H}_G)$$

Q. How is \tilde{H}_G related to ω ?

A. \tilde{H}_G and ω related by the motion of inertia.

G_{xyz} is body frame: frame attached to body
Body frame moves with body

Discrete Mass modeling

- imagine rigid body made of discrete masses

$$\tilde{v}_i = \tilde{v}_G + \tilde{\omega} \times \tilde{r}_i$$

since body is rigid, there are no relative terms (vector stuck in body essentially)

$$\tilde{H}_G = \sum \tilde{r}_i \times m_i \tilde{v}_i = \sum \tilde{r}_i \times m_i (\tilde{v}_G + \tilde{\omega} \times \tilde{r}_i)$$

↑ sum all of the masses

$$\tilde{H}_G = \sum m_i \tilde{r}_i \times \tilde{v}_G + \sum m_i \tilde{r}_i \times (\tilde{\omega} \times \tilde{r}_i)$$

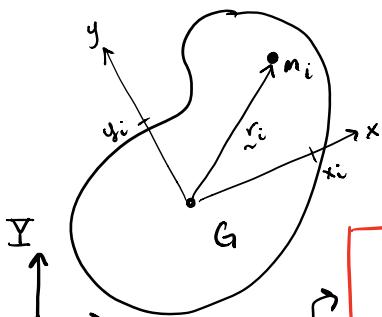
$$= (\sum m_i \tilde{r}_i) \times \tilde{v}_G + \sum m_i (x_i \hat{i} + y_i \hat{j}) \times [\tilde{\omega} \hat{k} \times (x_i \hat{i} + y_i \hat{j})]$$

this first term is zero b/c it's a property of the COM (think of shooting vector out from center of mass)

$$\begin{aligned} \tilde{H}_G &= \sum m_i \omega (x_i \hat{i} + y_i \hat{j}) \times [x_i \hat{j} - y_i \hat{i}] \\ &= \sum m_i \omega (x_i^2 \hat{k} + y_i^2 \hat{k}) \end{aligned}$$

$$\tilde{H}_G = \left[\sum m_i (x_i^2 + y_i^2) \right] \omega \hat{k}$$

↓
the moment of inertia of the body



$$\tilde{H}_G = \left[\sum m_i (x_i^2 + y_i^2) \right] \omega \hat{k}$$

I_G = moment of inertia of body wrt G

$$= \sum m_i (x_i^2 + y_i^2)$$

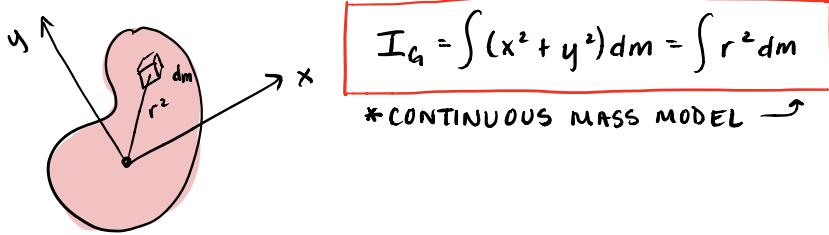
$$= \sum m_i r_i^2$$

x_i, y_i are positions of particles
 $r_i^2 = x_i^2 + y_i^2$... the vector

* DISCRETE MASS MODEL

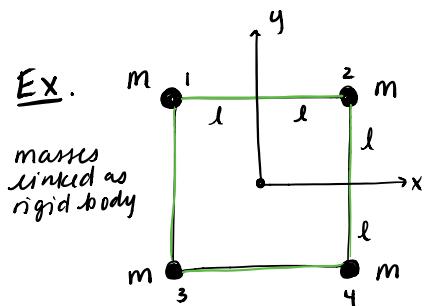
now we see how angular velocity is related to angular momentum using moment of inertia wrt G.

$$\boxed{\tilde{H}_G = I_G \omega}$$



$$I_G = \int (x^2 + y^2) dm = \int r^2 dm$$

*CONTINUOUS MASS MODEL →



First step, locate COM G and then draw coordinates

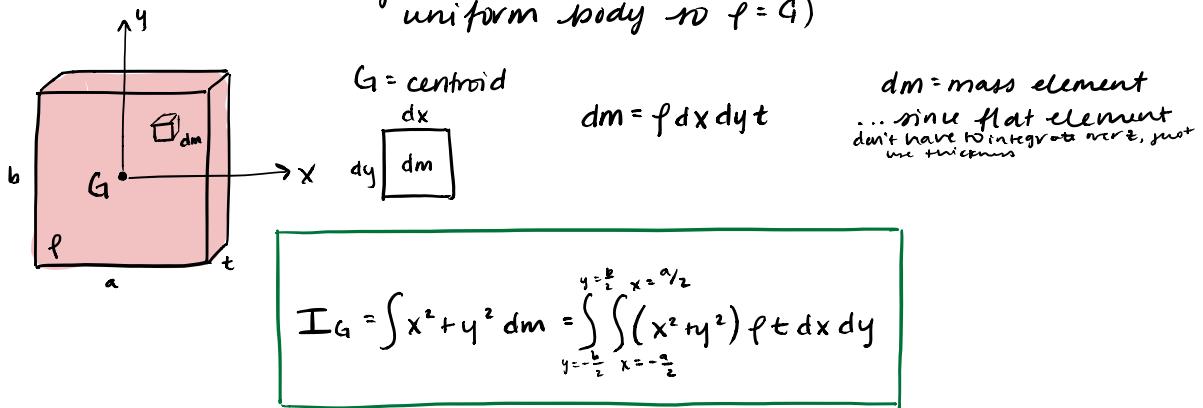
$$\begin{aligned} I_G &= \sum_{i=1}^4 m_i (x_i^2 + y_i^2) \\ &= m((-l)^2 + l^2) + m(l^2 + l^2) + m((-l)^2 + (-l)^2) + m(l^2 + (-l)^2) \end{aligned}$$

$$I_G = 8ml^2$$

↑ moment of inertia of this body about its center of mass

units $[I_G] = \text{mass} \cdot \text{length}^2$
for example, $\text{kg} \cdot \text{m}^2$
or $\text{slug} \cdot \text{ft}^2$

Ex. continuous mass body ... solid slab of material (we'll say it's a uniform body so $\rho = \text{const}$)



$$I_G = \int x^2 + y^2 dm = \iint_{y=-\frac{b}{2}}^{\frac{b}{2}} \int_{x=-\frac{a}{2}}^{\frac{a}{2}} (x^2 + y^2) \rho t dx dy$$