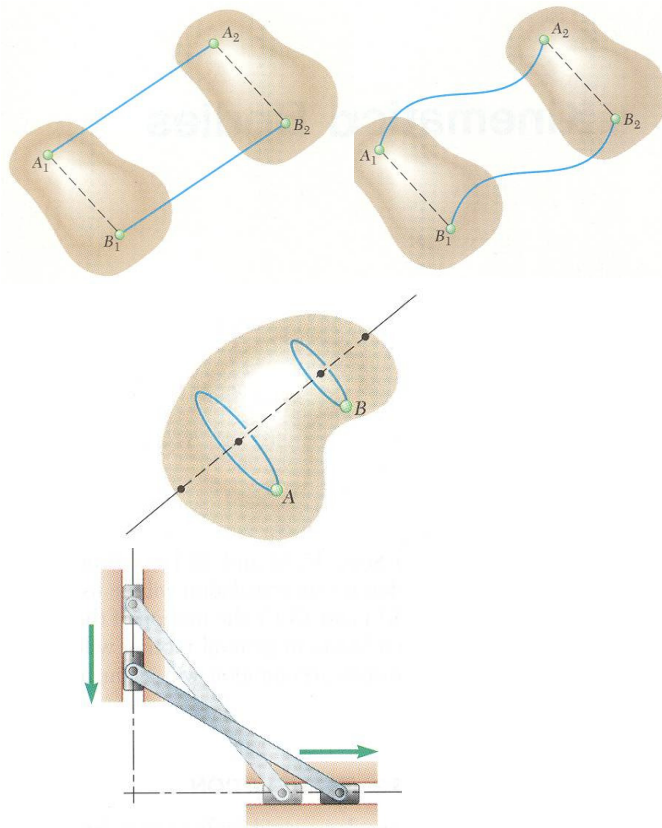
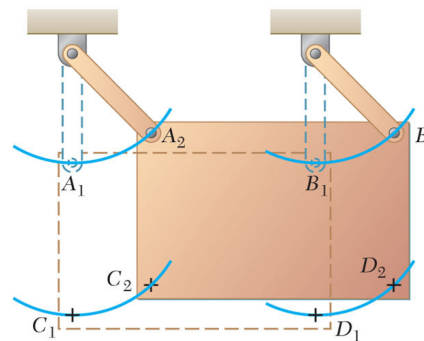


Engineering Mechanics: Dynamics

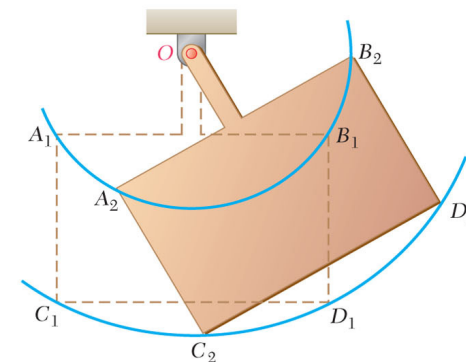
Introduction



- Kinematics of rigid bodies: relations between time and the positions, velocities, and accelerations of the particles forming a rigid body.
- Classification of rigid body motions:
 - translation:
 - rectilinear translation
 - curvilinear translation - Fig (a)
 - rotation about a fixed axis - Fig (b)
 - general plane motion



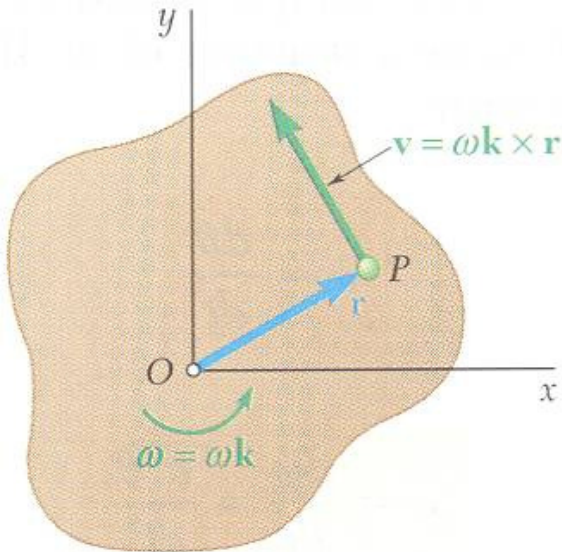
(a) Curvilinear translation



(b) Rotation

Engineering Mechanics: Dynamics

Rotation About a Fixed Axis.



- Consider the motion of a rigid body in a plane perpendicular to the axis of rotation.

- Velocity of any point P of the slab,

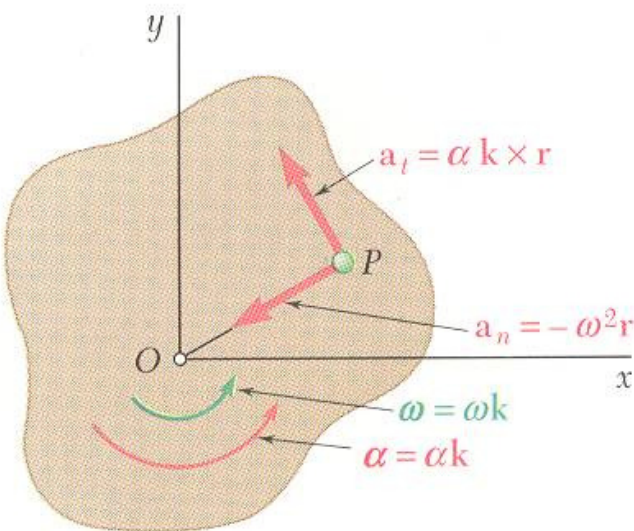
$$\vec{v} = \vec{\omega} \times \vec{r} = \omega \vec{k} \times \vec{r}$$

$$v = r\omega$$

- Acceleration of any point P of the slab,

$$\vec{a} = \vec{\alpha} \times \vec{r} + \vec{\omega} \times \vec{\omega} \times \vec{r}$$

$$= \alpha \vec{k} \times \vec{r} - \omega^2 \vec{r}$$



- Resolving the acceleration into tangential and normal components,

$$\vec{a}_t = \alpha \vec{k} \times \vec{r}$$

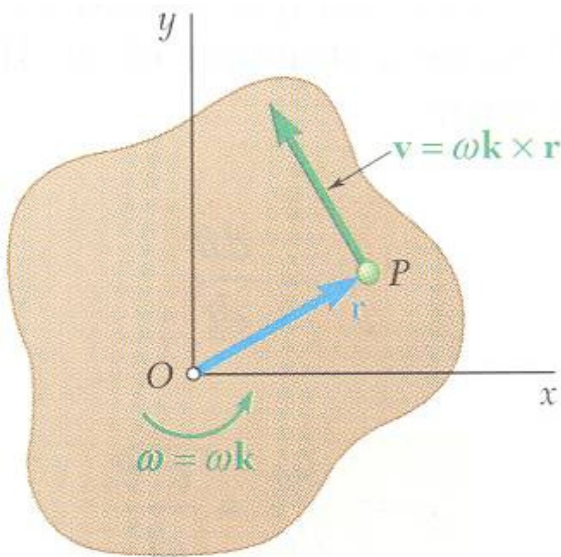
$$a_t = r\alpha$$

$$\vec{a}_n = -\omega^2 \vec{r}$$

$$a_n = r\omega^2$$

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Equations Defining the Rotation of a Rigid Body About a Fixed Axis



- Motion of a rigid body rotating around a fixed axis is often specified by the type of angular acceleration.

- Recall $\omega = \frac{d\theta}{dt}$ or $dt = \frac{d\theta}{\omega}$

$$\alpha = \frac{d\omega}{dt} = \frac{d^2\theta}{dt^2} = \omega \frac{d\omega}{d\theta}$$

- *Uniform Rotation*, $\alpha = 0$:

$$\theta = \theta_0 + \omega t$$

- *Uniformly Accelerated Rotation*, $\alpha = \text{constant}$:

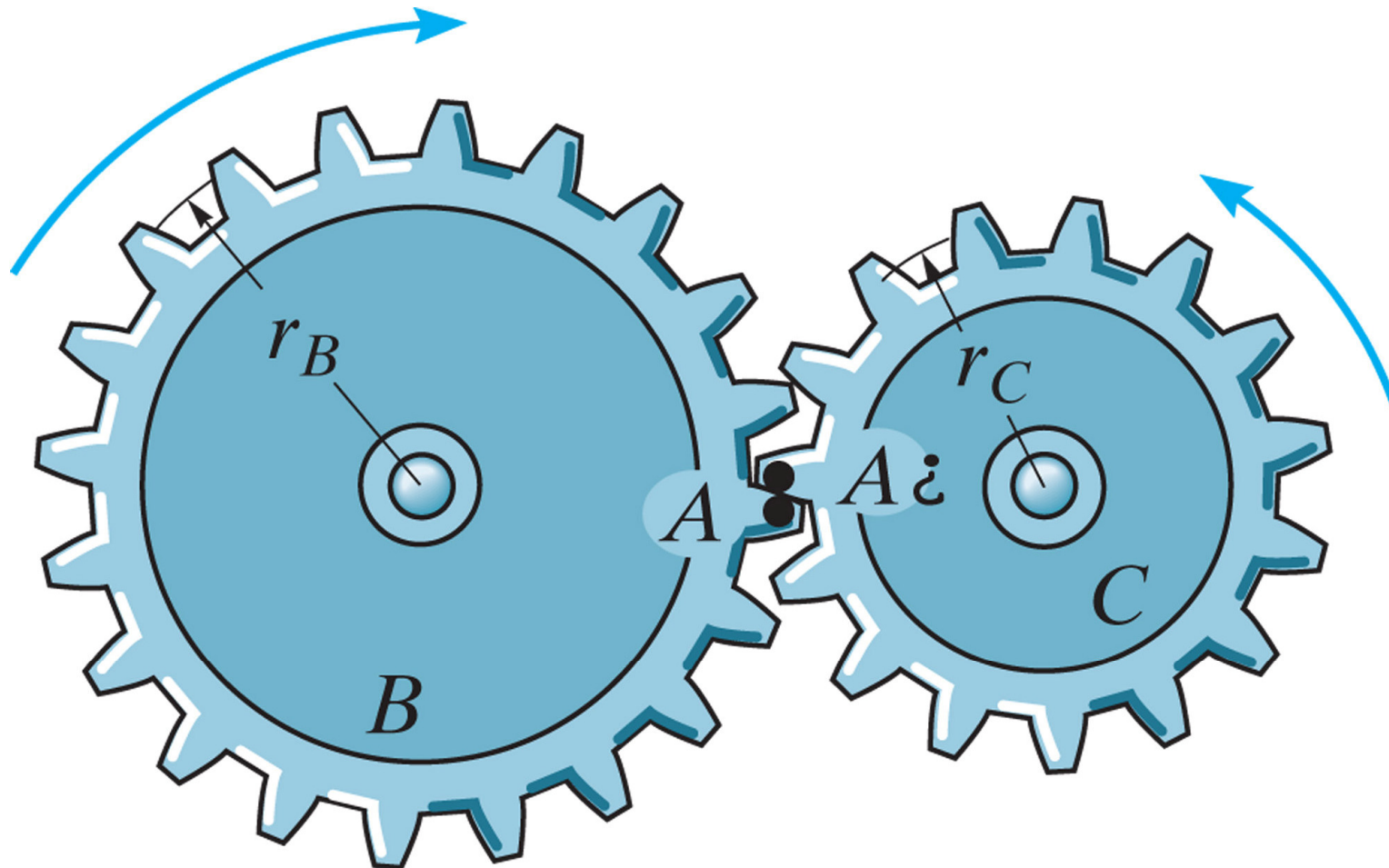
$$\omega = \omega_0 + \alpha t$$

$$\theta = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2$$

$$\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$$

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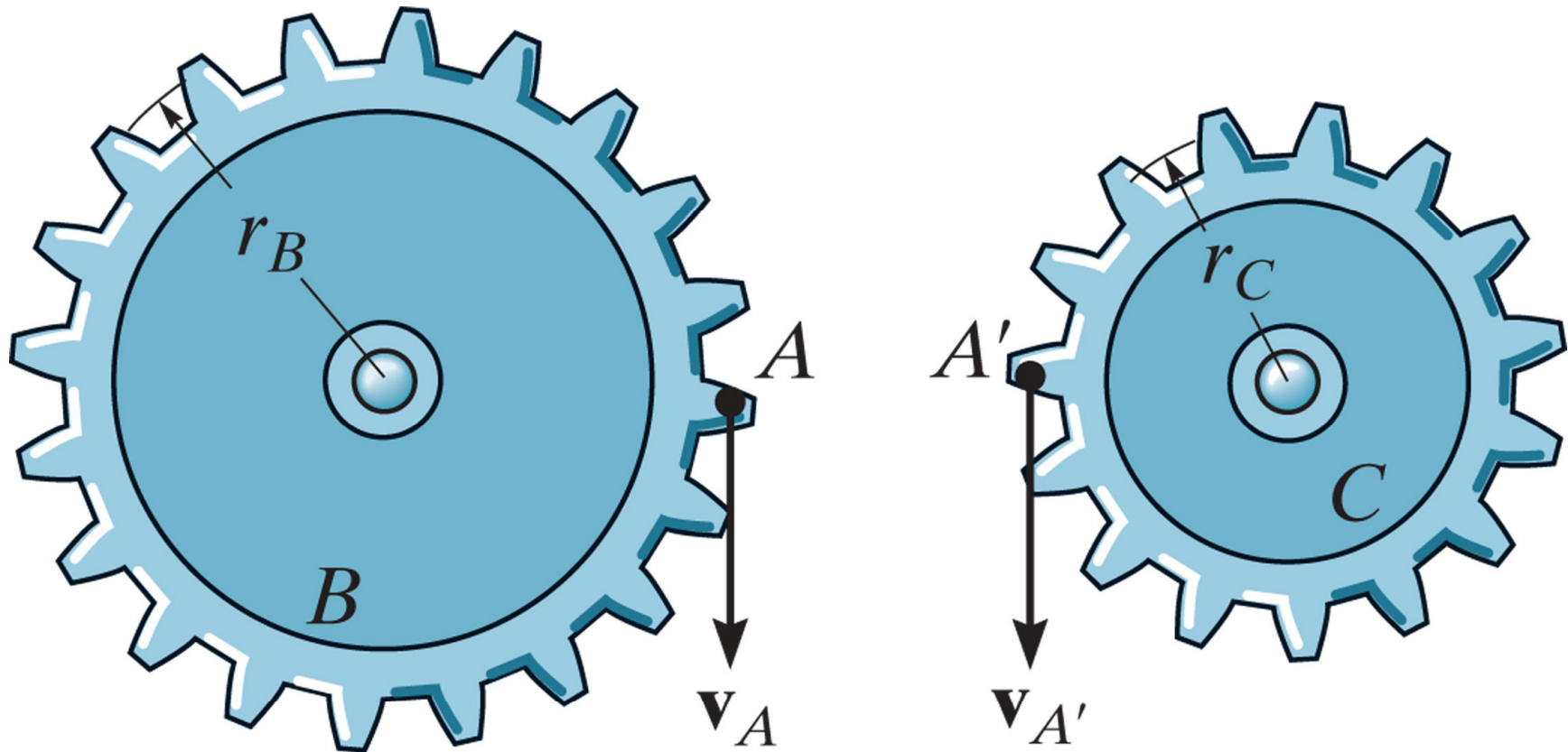
Two Rotating Bodies in Contact



(a)

Engineering Mechanics: Dynamics

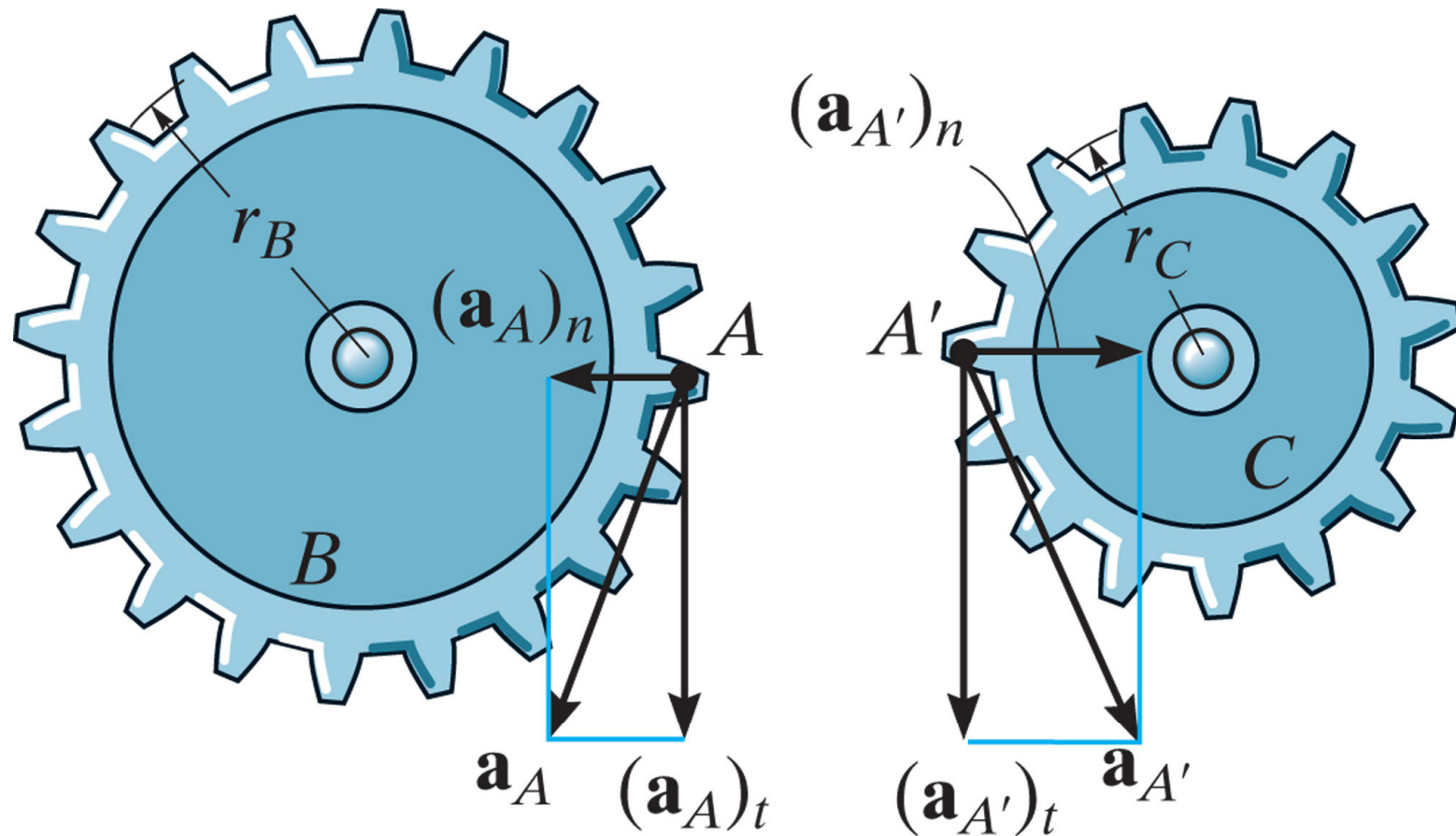
Two Rotating Bodies in Contact-Same Velocities & Tangential Acceleration



(b)

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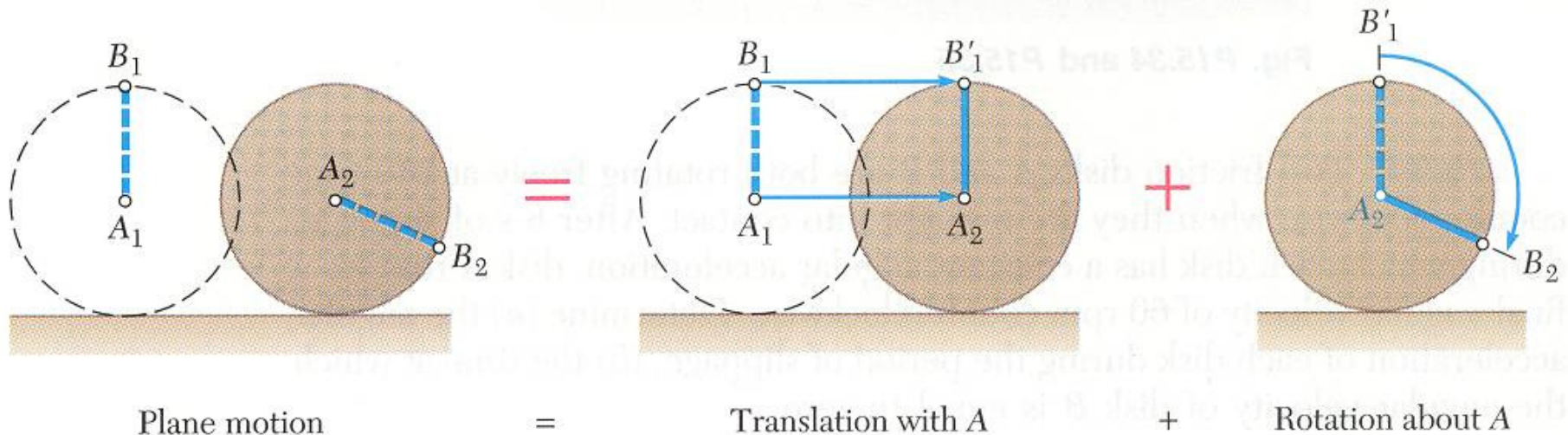
Two Rotating Bodies in Contact – Different Normal Accelerations



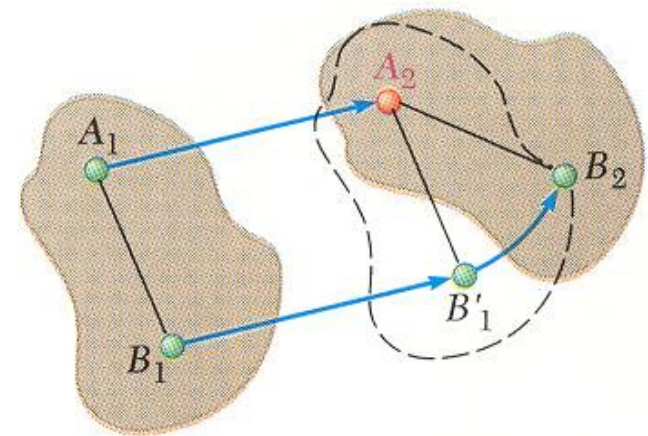
(c)

Engineering Mechanics: Dynamics

General Plane Motion

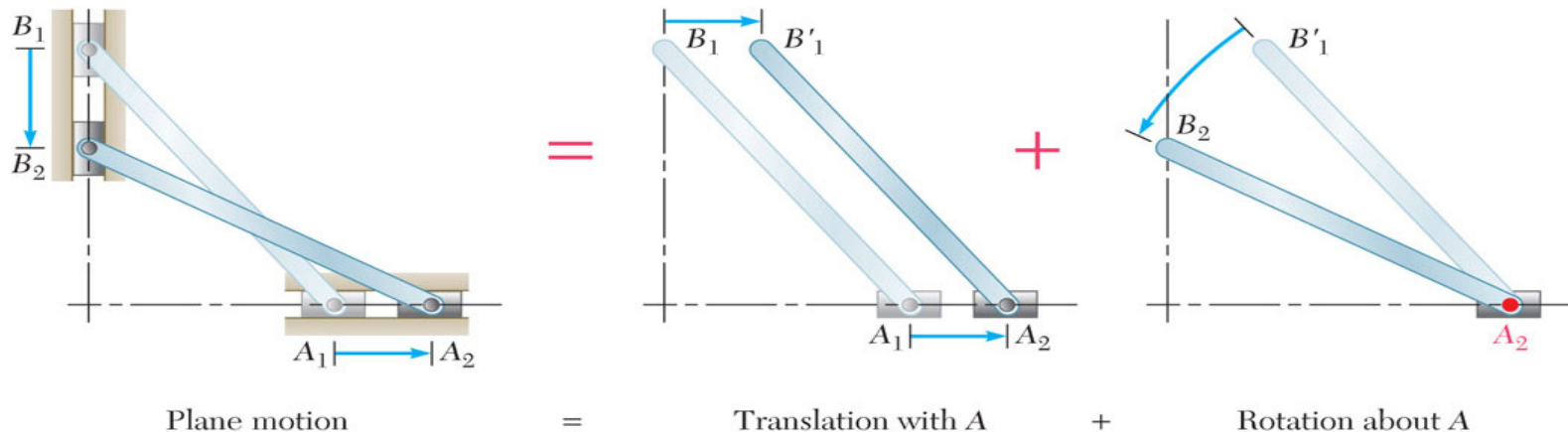


- *General plane motion* is neither a translation nor a rotation.
- General plane motion can be considered as the *sum* of a translation and rotation.
- Displacement of particles A and B to A_2 and B_2 can be divided into two parts:
 - translation to A_2 and B'_1
 - rotation of B'_1 about A_2 to B_2

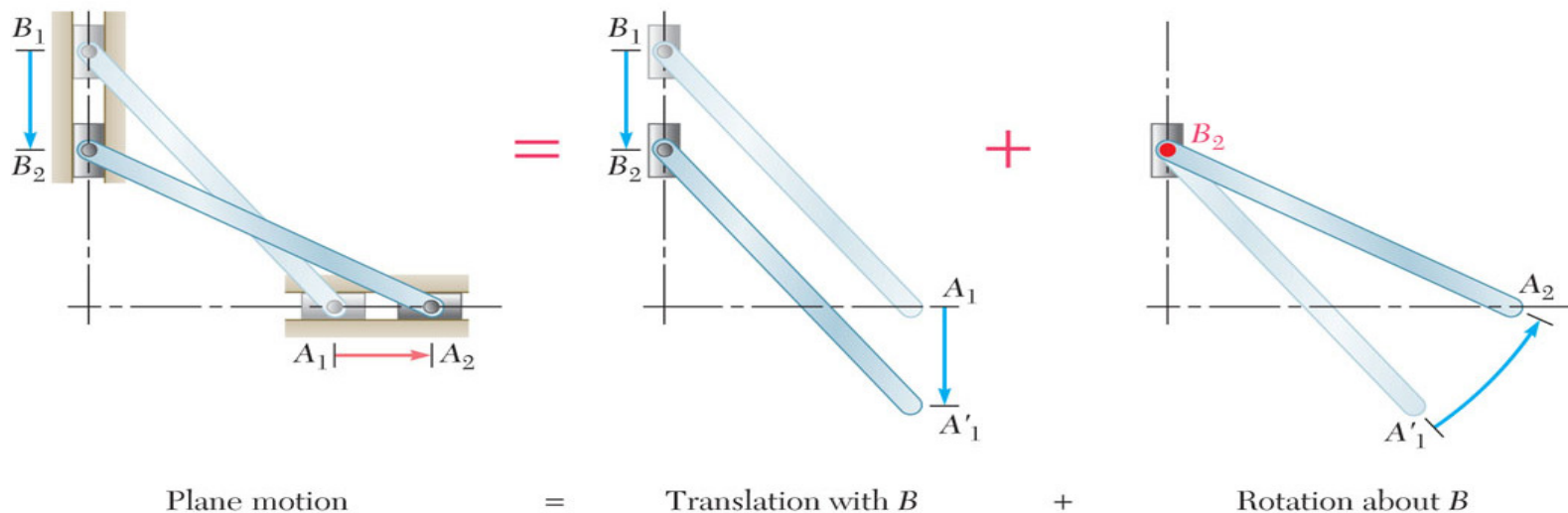


Engineering Mechanics: Dynamics

General Plane Motion



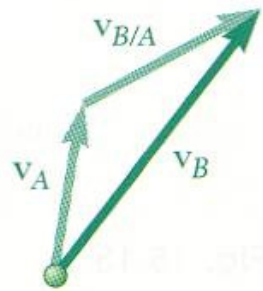
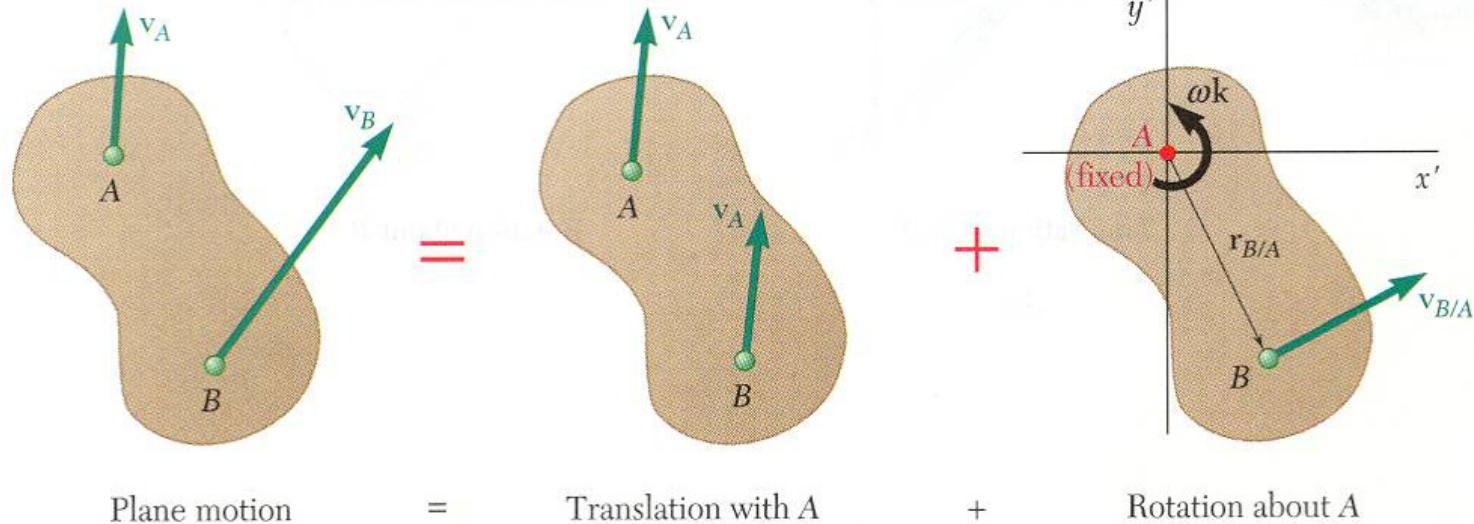
(a)



(b)

Engineering Mechanics: Dynamics

Absolute and Relative Velocity in Plane Motion



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

- Any plane motion can be replaced by a translation of an arbitrary reference point A and a simultaneous rotation about A.

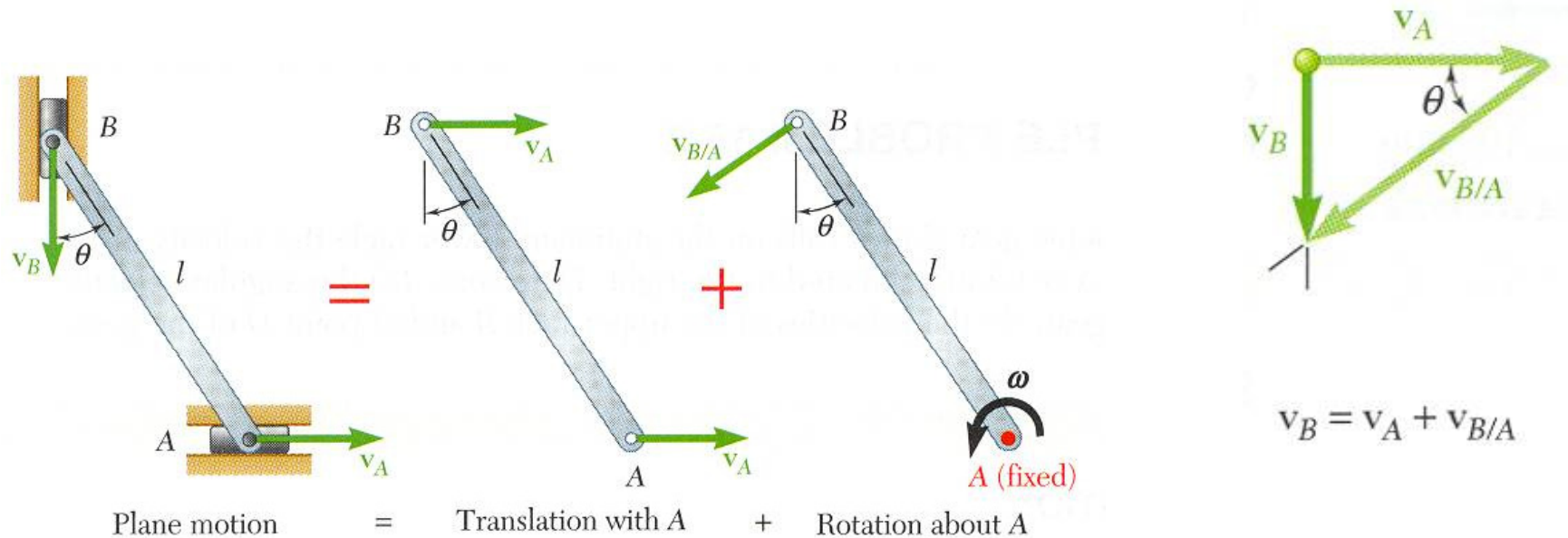
$$\vec{v}_B = \vec{v}_A + \vec{v}_{B/A}$$

$$\vec{v}_{B/A} = \omega \vec{k} \times \vec{r}_{AB} \quad v_{B/A} = r\omega$$

$$\vec{v}_B = \vec{v}_A + \omega \vec{k} \times \vec{r}_{AB}$$

Engineering Mechanics: Dynamics

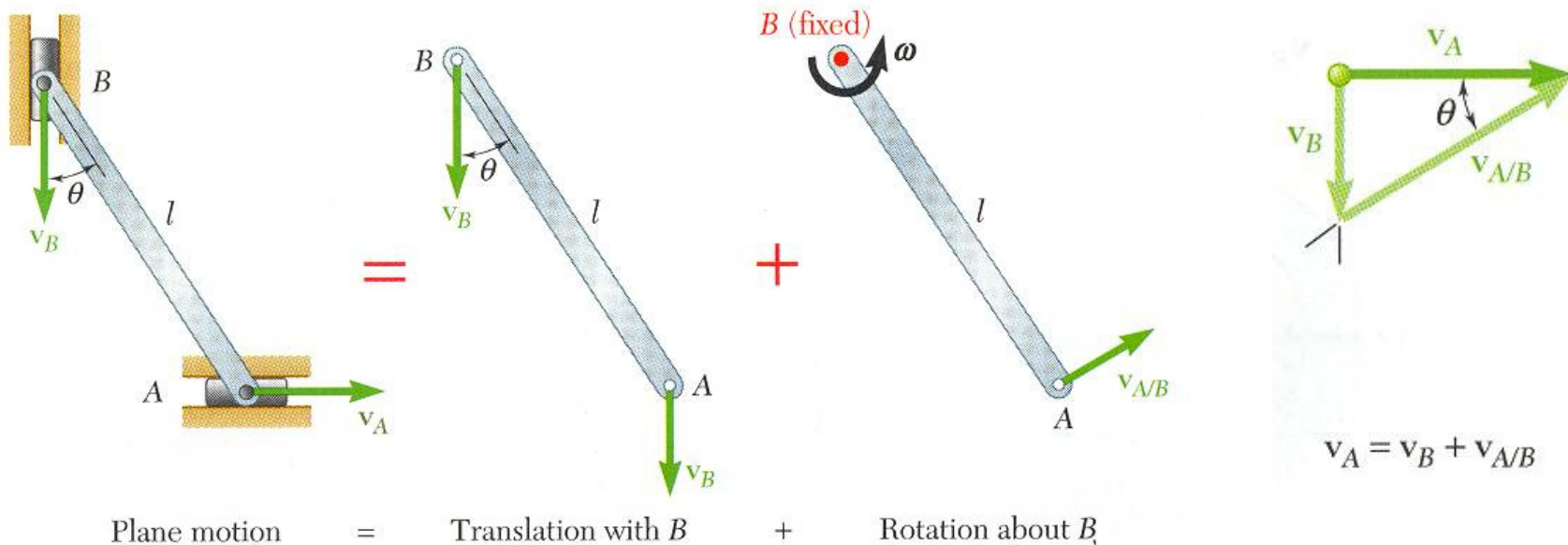
Absolute and Relative Velocity in Plane Motion- Example



- Assuming that the velocity v_A of end A is known, wish to determine the velocity v_B of end B and the angular velocity ω in terms of v_A , l , and θ .
- The direction of v_B and $v_{B/A}$ are known. Complete the velocity diagram.

Engineering Mechanics: Dynamics

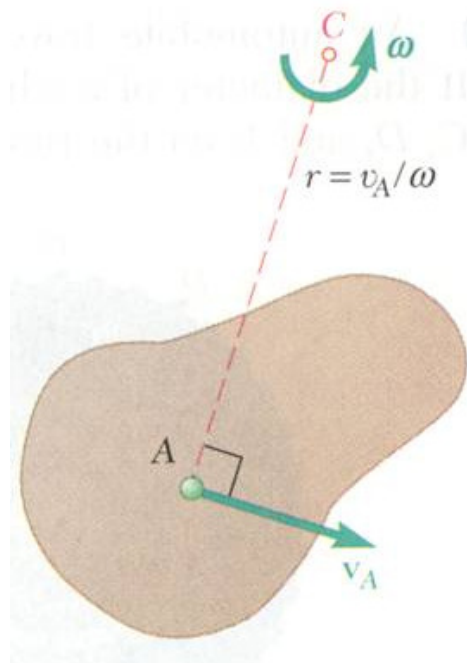
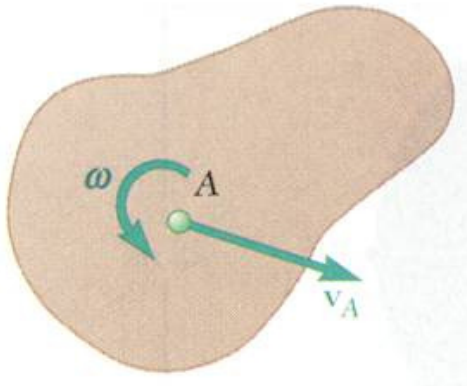
Absolute and Relative Velocity in Plane Motion



- Selecting point B as the reference point and solving for the velocity v_A of end A and the angular velocity ω leads to an equivalent velocity triangle.
- $v_{A/B}$ has the same magnitude but opposite sense of $v_{B/A}$. The sense of the relative velocity is dependent on the choice of reference point.
- Angular velocity ω of the rod in its rotation about B is the same as its rotation about A . Angular velocity is not dependent on the choice of reference point.

Engineering Mechanics: Dynamics

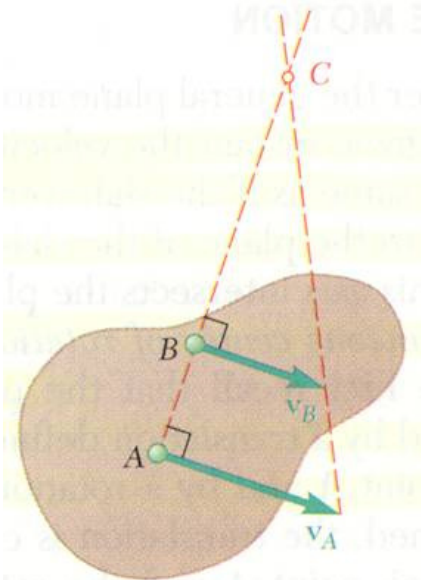
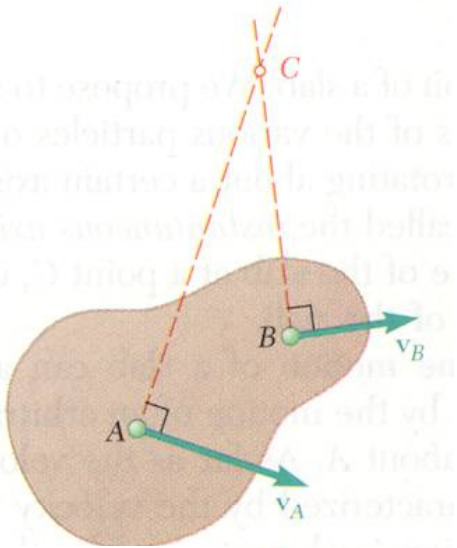
Instantaneous Center of Rotation in Plane Motion



- Plane motion of all particles in a slab can always be replaced by the translation of an arbitrary point A and a rotation about A with an angular velocity that is independent of the choice of A.
- The same translational and rotational velocities at A are obtained by allowing the slab to rotate with the same angular velocity about the point C on a perpendicular to the velocity at A.
- The velocity of all other particles in the slab are the same as originally defined since the angular velocity and translational velocity at A are equivalent.
- As far as the velocities are concerned, the slab seems to rotate about the *instantaneous center of rotation C*.

Engineering Mechanics: Dynamics

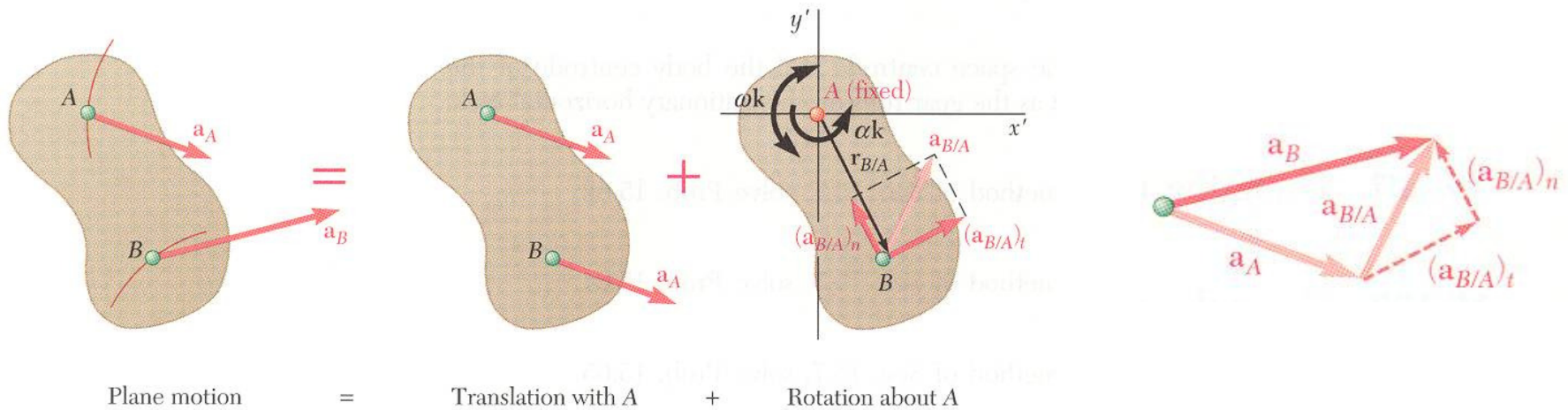
Instantaneous Center of Rotation in Plane Motion



- If the velocity at two points A and B are known, the instantaneous center of rotation lies at the intersection of the perpendiculars to the velocity vectors through A and B .
- If the velocity vectors are parallel, the instantaneous center of rotation is at infinity and the angular velocity is zero.
- If the velocity vectors at A and B are perpendicular to the line AB , the instantaneous center of rotation lies at the intersection of the line AB with the line joining the extremities of the velocity vectors at A and B .
- If the velocity magnitudes are equal, the instantaneous center of rotation is at infinity and the angular velocity is zero.

Engineering Mechanics: Dynamics

Absolute and Relative Acceleration in Plane Motion



- Absolute acceleration of a particle of the slab,

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

- Relative acceleration $\vec{a}_{B/A}$ associated with rotation about A includes tangential and normal components,

$$(\vec{a}_{B/A})_t = \alpha \vec{k} \times \vec{r}_{AB}$$

$$(a_{B/A})_t = r\alpha$$

$$(\vec{a}_{B/A})_n = -\omega^2 \vec{r}_{AB}$$

$$(a_{B/A})_n = r\omega^2$$