

## 6 YROSCOPIC EFFECT

What is the ANGULAR MOMENTUM of the ENGINE relative to the EP3-frame.

Pram = upo + (wxr) + (sexr)

Produce to the series of the s

 $P_{L} = S = x v dm$   $= S(R+r) \times (v_{po} + wxR + wxr + Sxr) dm$   $P_{L} = SR \times v_{po} dm + SR \times (wxR) dm + SR \times (wxr) dm + SR \times (xxr) dm$   $+ SR \times (xxr) dm$ 

Srx vpo dm + Srx(wxR) dm + Srx(wxr)dm + Srx(1xr)dn

So we need to evaluate these & B terms. ie. t, te, etc

E, = SRxvpodm = RxvpoSdm = M. Rxvpo

t2 = S RxwxRdm = RxwxR Sdm = RxwxR.M

 $t_3 = SRx(wxr)dm = RxwxSrdm = 0$ 

ty = SRx (sxr) dm = Rx S. (sxr) dm = Rx (sx Srdm) = 0

= ts = Srx vpodm = -Svpox rdm = -vpox Srdm = 0

= to= Srx(wxR)dm = -S(wxR)xrdm = -(wxR)xSrdm = 0

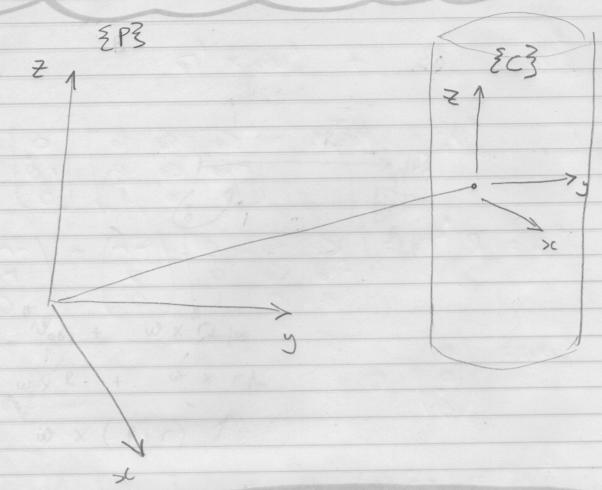
= t= Srx(wxr)dm = "I.w

Etg = Srx(SXr)dm = I.S.

00 L = MRx0po + MD.w + IW + IR I = I + MDPL = MRNOPO + (Ic + MD) w + ID P = MR, Npo + IN + IS AS before we can apply the DERIVATIVE TRANSFORMATION PM = Gd(L) = Pd(L) + (w x L) PM = (MRXMpo) + (FI is) + (T.SZ) + M(wx (Rx 19po)) + wx ( Iw) + wx (Is)  $M = Iu + w \times (Iw) + IR + w \times (IR)$ + MR X Upo + M (wx (Rx Vpo)) Equation () is the angular momentum of the engine, where the momentum is taken about the COM of the vehicle ie: the body fited EPB frame, Let's look at it again: Li = Mi. Ri x Dro + Ii. W + Ii. Di Now iff we say that the vehicle is made up of a collection of these components ... and sure NOT all of those components will be an engine, then we can write the TOTAL vehicle Angular Momentum as:

PLV = \( \frac{\mathcal{E}}{i=1} \) \( \Li \) = \( \frac{\mathcal{E}}{i=1} \) \( \Li \) = \( \frac{\mathcal{E}}{i=1} \) \( \li product is distributive : Lv = \( \frac{1}{2} \) I\_i. w + I\_i. \( \frac{1}{2} \).  $\int_{L_{v}} = \int_{I_{v}} I_{v} \cdot w + \sum_{i=1}^{N} I_{i} \cdot \Omega_{i}$ where: Ty = the TOTAL INERTIA of the vehicle about the vehicle's com If we now apply the DERIVATIVE TRANSFORMATION formula to 3, we get  $P_{M} = \begin{pmatrix} I_{v} & \vdots & P_{v} \\ I_{v} & \omega \end{pmatrix} + \begin{pmatrix} N_{v} & \vdots & P_{v} \\ \vdots & I_{i} & \Omega_{i} \end{pmatrix} + \omega \times \begin{bmatrix} P_{Iv} & \omega \\ I_{v} & \omega \end{pmatrix} + \begin{pmatrix} N_{v} & \vdots & P_{v} \\ \vdots & I_{i} & \Omega_{i} \end{pmatrix}$  $M = (I_v.w) + (\underbrace{\xi}_{i=1} I_i.\widehat{\Omega}_i) + (w \times I_v.w) + w \times (\underbrace{\xi}_{i=1} I_i.\Omega_i)$  $P = (P_{Iv} \cdot \omega) + (\omega \times I_{v} \cdot \omega) + \sum_{i=1}^{N} (I_{i} \cdot \Omega_{i} + \omega \times I_{i} \cdot \Omega_{i})$ es: a cylindr. See back of this book for continued discussion is called "Gyroscopic EFFECT

61ROSCOPIC EFFECT Cent'd.



$$M = I.w + wx(Iw) + \underset{i=1}{\overset{\circ}{\sim}} I_{i}\Omega_{i} + wx(I_{i}.\Omega_{i})$$

1

