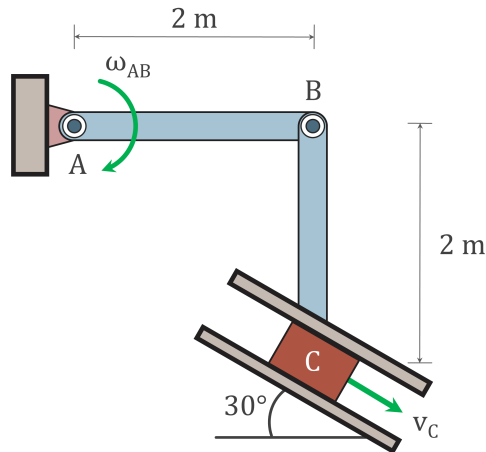




## Sliding Block



A slider block moves inside a tilted cylinder with a velocity of  $v_C = 8 \text{ m/s}$ . Determine the angular velocity of the link AB, if the length of AB and BC is 2 m.

*Using known expressions:*

$$\mathbf{v}_B = \mathbf{v}_A + \boldsymbol{\omega}_{AB} \times \mathbf{r}_{B/A} \quad (1)$$

$$\mathbf{v}_C = \mathbf{v}_B + \boldsymbol{\omega}_{BC} \times \mathbf{r}_{C/B} \quad (2)$$

*Given:*

Velocity of point C:  $v_C = 8 \text{ m/s}$

Length AB:  $L_{AB} = 2 \text{ m}$

Length BC:  $L_{BC} = 2 \text{ m}$

Angle:  $\theta = 30^\circ$

From the image can be seen that  $v_A$  is zero, since A is a fixed point. From this Equation 1 becomes.

$$\mathbf{v}_B = 0 + \boldsymbol{\omega}_{AB} \times \mathbf{r}_{B/A} \Rightarrow \mathbf{v}_B = \begin{pmatrix} 0 \\ 0 \\ -\omega_{AB} \end{pmatrix} \times \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} \Rightarrow \mathbf{v}_B = \begin{pmatrix} 0 \\ -2 \\ 0 \end{pmatrix} \omega_{AB} \quad (3)$$

Inserting this in Equation 2 results in.

$$\mathbf{v}_C = \mathbf{v}_B + \boldsymbol{\omega}_{BC} \times \mathbf{r}_{C/B} \Rightarrow \mathbf{v}_C = \begin{pmatrix} 0 \\ -2 \\ 0 \end{pmatrix} \omega_{AB} + \begin{pmatrix} 0 \\ 0 \\ \omega_{BC} \end{pmatrix} \times \begin{pmatrix} 0 \\ -2 \\ 0 \end{pmatrix} \quad (4)$$

$$\mathbf{v}_C = \begin{pmatrix} 2 \cdot \omega_{BC} \\ -2 \cdot \omega_{AB} \\ 0 \end{pmatrix} \quad (5)$$

We can decompose the given velocity of point  $C$  under the angle  $\theta$  in the x-and y-direction as follows.

$$\mathbf{v}_C = \begin{pmatrix} v_C \cdot \cos \theta \\ -v_C \cdot \sin \theta \\ 0 \end{pmatrix} \quad (6)$$

From Equation 5 and 6  $\omega_{AB}$  can be solved.

$$\begin{pmatrix} 2 \cdot \omega_{BC} \\ -2 \cdot \omega_{AB} \\ 0 \end{pmatrix} = \begin{pmatrix} v_C \cdot \cos \theta \\ -v_C \cdot \sin \theta \\ 0 \end{pmatrix} \Rightarrow -2 \cdot \omega_{AB} = -v_C \cdot \sin \theta \quad (7)$$

$$\omega_{AB} = \frac{-v_C \cdot \sin \theta}{-2} \Rightarrow \omega_{AB} = \frac{8 \cdot \sin 30}{2} = 2 \text{ rad/s}$$