

MECH 463: MECHANICAL VIBRATIONS

MIDTERM EXAMINATION 1

SOLUTION WITH MARKING SCHEME

Time: 45 minutes

26th September 2013

Maximum Available Mark: 20

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Student Number: **# 0**

Write your answers on this sheet (4 pages in total). Do not remove pages.

- Q1. Unbalanced masses are a common source of vibrations in rotating systems. Consider an idealized Single Degree of Freedom (SDOF) model shown in Fig.(1). The rotating mass m_2 is unbalanced, since it lies at a distance r from the centre of rotation, which moves with the mass m_1 . m_1 rests on guided supports and is free to move in the vertical direction. Because of forces exerted by rotating unbalanced mass m_2 , m_1 oscillates in the vertical direction. Take y the vertical displacement of mass m_1 , positive downwards, as the displacement co-ordinate from the stretched spring (static equilibrium) position p . θ is the **given** angular displacement of the rotating unbalance mass m_2 , measured from the vertical, positive counter clockwise. $\dot{\theta}$ is **given** angular velocity of the rotating mass.

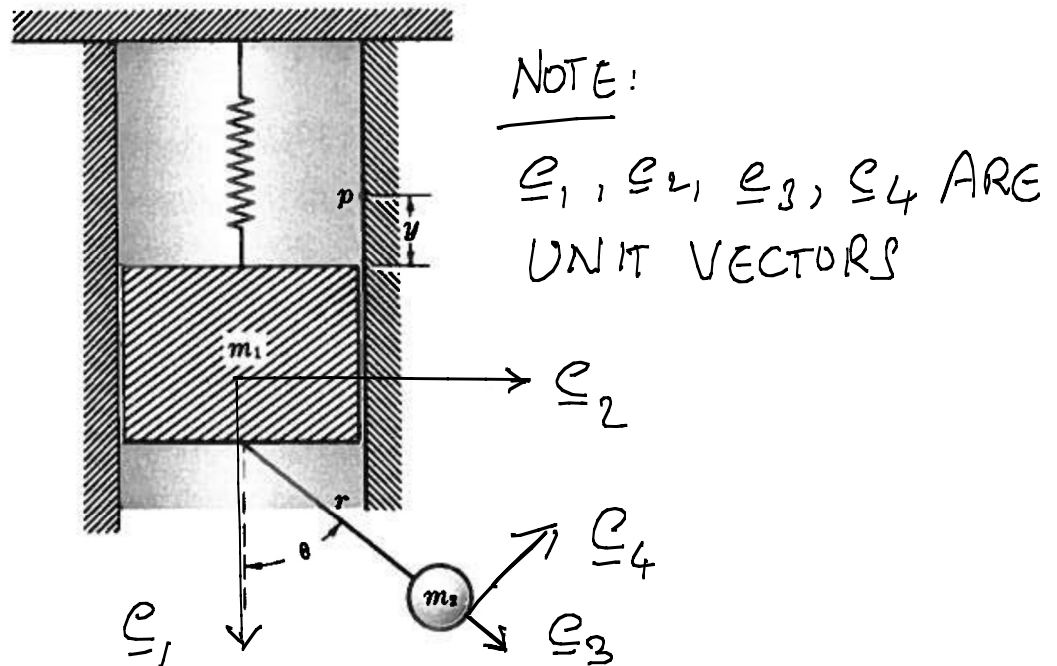


Figure 1: Figure for midterm question. A rotating unbalance m_2 causes vertical vibrations of m_1 . p is the static equilibrium position and y measured with respect to p , positive downwards, is the dynamic displacement. m_1 is supported on guides and can move in the vertical direction.

- a) Determine the acceleration of m_1 and m_2 with respect to a fixed observer in (4 marks)
terms of y , r , and θ .

Answer: ACCELERATION OF m_1 REFER TO FIGURE 1 ON PAGE 1.

1 MARK ← DISPLACEMENT VECTOR = $\underline{r}_{m_1/O} = y \underline{e}_1$ y : ABSOLUTE DISPLACEMENT OF m_1 w.r.t. a fixed point O.

1 MARK { VELOCITY OF $m_1 = \dot{\underline{r}}_{m_1/O} = \frac{d}{dt}(y \underline{e}_1) = \dot{y} \underline{e}_1 + y \dot{\underline{e}}_1$ \underline{e}_1 DOES NOT ROTATE
ACCELERATION OF $m_1 = \ddot{\underline{r}}_{m_1/O} = \frac{d}{dt}(\dot{\underline{r}}_{m_1/O}) = \frac{d}{dt}(\dot{y} \underline{e}_1) = \ddot{y} \underline{e}_1 + \dot{y} \dot{\underline{e}}_1$

∴ ABSOLUTE ACCELERATION OF $m_1 = \ddot{\underline{r}}_{m_1/O} = \ddot{y} \underline{e}_1$

ACCELERATION OF m_2

1 MARK ← DISPLACEMENT VECTOR = $\underline{r}_{m_2/O} = \underline{r}_{m_2/m_1} + \underline{r}_{m_1/O} = r \underline{e}_3 + y \underline{e}_1$

1 MARK { VELOCITY OF $m_2 = \dot{\underline{r}}_{m_2/O} = \frac{d}{dt}[r \underline{e}_3 + y \underline{e}_1] = \dot{r} \underline{e}_3 + r \dot{\underline{e}}_3 + \dot{y} \underline{e}_1 + y \dot{\underline{e}}_1$
 $= r \dot{\theta} \underline{e}_4 + \dot{y} \underline{e}_1$ ∵ $\dot{\underline{e}}_3 = \dot{\theta} \underline{e}_4$ $r = \text{CONSTANT}$

ACCELERATION OF $m_2 = \ddot{\underline{r}}_{m_2/O} = \frac{d}{dt}[r \dot{\theta} \underline{e}_4 + \dot{y} \underline{e}_1]$
 $= \dot{r} \dot{\theta} \underline{e}_4 + r \ddot{\theta} \underline{e}_4 + r \dot{\theta} \dot{\underline{e}}_4 + \ddot{y} \underline{e}_1 + \dot{y} \dot{\underline{e}}_1$
 $= r \ddot{\theta} \underline{e}_4 + r \dot{\theta} (-\dot{\theta} \underline{e}_3) + \ddot{y} \underline{e}_1$
 $= r \ddot{\theta} \underline{e}_4 - r \dot{\theta}^2 \underline{e}_3 + \ddot{y} \underline{e}_1$ ∵ $\dot{\underline{e}}_4 = -\dot{\theta} \underline{e}_3$

∴ ABSOLUTE ACCELERATION OF $m_2 = \ddot{\underline{r}}_{m_2/O} = r \ddot{\theta} \underline{e}_4 - r \dot{\theta}^2 \underline{e}_3 + \ddot{y} \underline{e}_1$

ADDITIONAL POINTS:

- (1) KINEMATICS IS AN ESSENTIAL STEP IN SOLVING ANY PRACTICAL VIBRATION PROBLEM.
- (2) VECTORS ARE USEFUL.
- (3) ABSOLUTE ACCELERATIONS SINCE NEWTON/D'ALEMBERT REQUIRE THEM.

b) Consider the case when $\dot{\theta}$, the given angular velocity is constant ($\dot{\theta} = \text{constant}$). (8 marks)

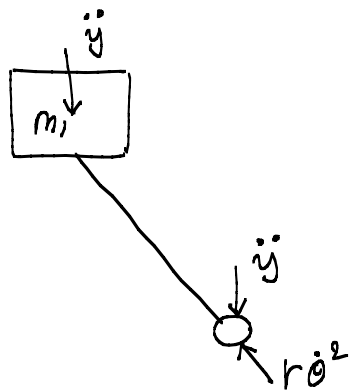
Sketch an appropriate free body diagram and formulate the equations of motion in terms of y , θ , and r . 5 marks are for FBD indicating all forces with correct location of their points of action. You can use Newton's method or D'Alembert's principle. Ignore gravity.

Answer: IF $\dot{\theta} = \text{CONST}$ THEN $\ddot{\theta} = 0$

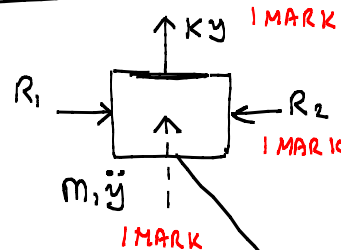
ABSOLUTE ACCELERATION OF $m_1 = \ddot{y} \mathbf{e}_1$

ABSOLUTE ACCELERATION OF $m_2 = \ddot{y} \mathbf{e}_1 + r\ddot{\theta} \mathbf{e}_4 - r\dot{\theta}^2 \mathbf{e}_3 = \ddot{y} \mathbf{e}_1 - r\dot{\theta}^2 \mathbf{e}_3$

ACCELERATION DIAGRAM

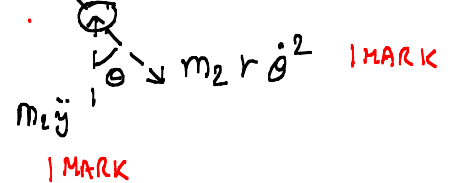


FREEBODY DIAGRAM (D'ALEMBERT)



• R_1 & R_2 ARE REACTIONS FROM GUIDED SUPPORTS
• GRAVITY IGNORED

5 MARKS FOR FBD



1 MARK $\downarrow \sum F_y = 0$ IN FBD GIVES

1 MARK $-m_1\ddot{y} - m_2\ddot{y} + m_2 r \dot{\theta}^2 \cos \theta - Ky = 0$

1 MARK $\Rightarrow \boxed{(m_1 + m_2) \ddot{y} + Ky = m_2 r \dot{\theta}^2 \cos \theta}$ EQUATION OF MOTION

ADDITIONAL NOTES:

(1) NOTE THE APPEARANCE OF TOTAL MASS $m_1 + m_2$ AS A COEFFICIENT OF \ddot{y}

(2) $m_2 r \dot{\theta}^2 \cos \theta = m_2 r \dot{\theta}^2 \cos(\dot{\theta} t) = \text{FORCING FUNCTION}$

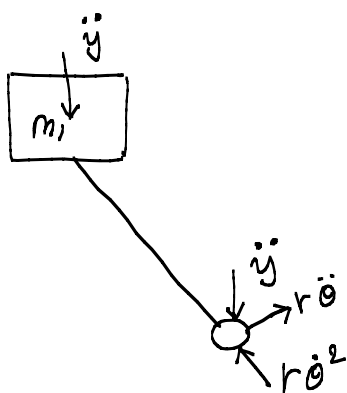
(3) YOU WILL LEARN MORE ABOUT THE ABOVE SYSTEM IN THE LAB.

BONUS POINTS FOR TIDINESS: 2

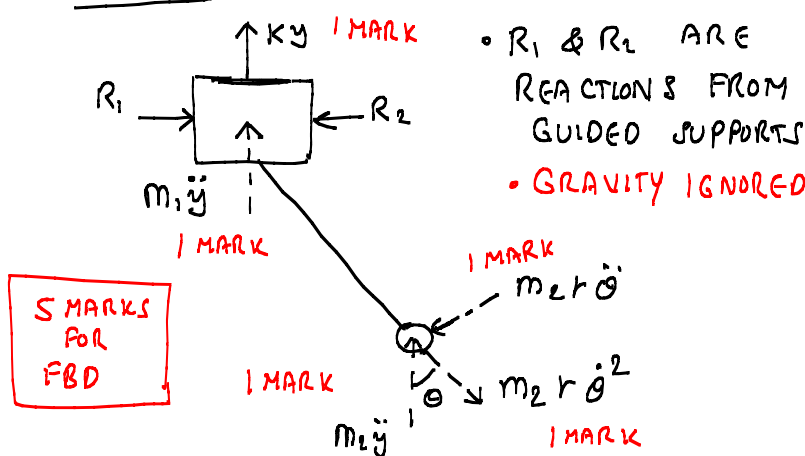
- c) Treating $\dot{\theta}$, the given angular velocity not as a constant ($\dot{\theta} \neq \text{constant}$). Sketch an appropriate free body diagram and formulate the equations of motion in terms of y , θ and r . 5 marks are for FBD indicating all forces with correct location of their points of action. You can use Newton's method or D'Alembert's principle. Ignore gravity. (8 marks)

Answer: IN THIS CASE $\ddot{\theta} \neq 0$ SO WE HAVE TO USE ALL TERMS IN THE ACCELERATIONS DERIVED IN PART a)

ACCELERATION DIAGRAM



FREEBODY DIAGRAM (D'ALEMBERT)



1 MARK NOW $\downarrow \sum F_y = 0$ IN FBD GIVES

1 MARK $-Ky - m_1 \ddot{y} - m_2 \ddot{y} + m_2 r \ddot{\theta}^2 \cos \theta + m_2 r \ddot{\theta} \sin \theta = 0$

1 MARK \Rightarrow $(m_1 + m_2) \ddot{y} + Ky = m_2 r \ddot{\theta}^2 \cos \theta + m_2 r \ddot{\theta} \sin \theta$ EQUATION OF MOTION

ADDITIONAL NOTES:

(1) NOTE THE APPEARANCE OF ADDITIONAL INERTIAL FORCE $m_2 r \ddot{\theta} \sin \theta$

(2) INERTIAL FORCES, THE SO CALLED 'FICTITIOUS' FORCES, CAUSE REAL VIBRATIONS!

THIS PROBLEM IS INSPIRED BY TUTORIAL #2 ON KINEMATICS & HW #1 ON ENGINE VIBRATIONS.

ALL THE BEST! ANY TYPES etc. TO
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