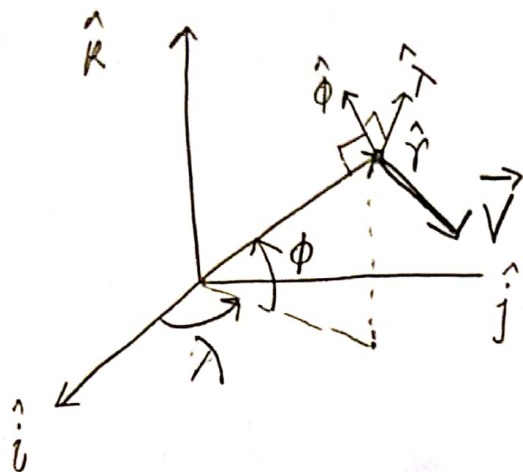


Q1)



the velocity of a particle \vec{V} in $\hat{i}, \hat{j}, \hat{k}$ system expressed in the spherical co-ord $\hat{r}, \hat{\lambda}, \hat{\phi}$ is

$$\vec{V} = \dot{r} \hat{r} + r \dot{\lambda} \cos \phi \hat{\lambda} + r \dot{\phi} \hat{\phi} \quad (\text{from lecture})$$

the angular momentum, definition (at a fixed pt in inertial frame)

$$\vec{h} = \sum_{i=1}^n m_i (\vec{r}_i - \vec{r}_0) \times \vec{V}_i$$

$n=1$, in the problem and $\vec{r}_0 = \vec{0}$

$$\vec{h} = m(\vec{r} \times \vec{V})$$

↑
mass
of the
particle

↑
position
of particle
in spherical
co-ord

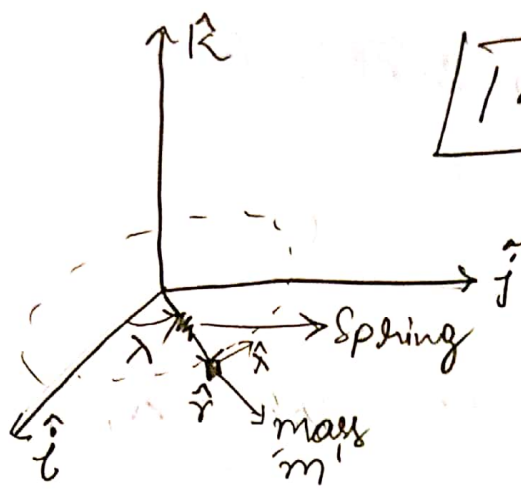
↑
velocity of
the particle
in spherical
co-ord

$\vec{r} = r \hat{r} \rightarrow$ by definition of spherical co-ord

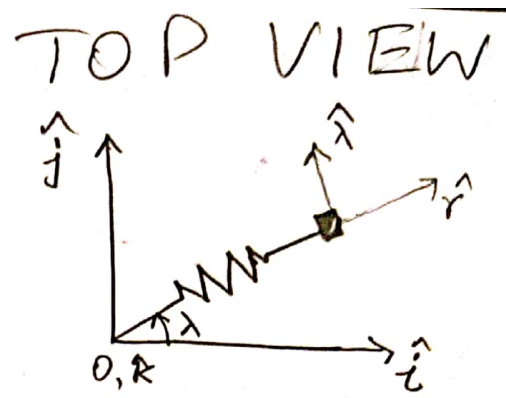
$$\vec{h} = m \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -r \\ 0 & r & 0 \end{bmatrix} \begin{bmatrix} \dot{r} \\ r \dot{\lambda} \cos \phi \\ r \dot{\phi} \end{bmatrix} = \begin{bmatrix} 0 \\ -r^2 \dot{\phi} \\ r^2 \dot{\lambda} \cos \phi \end{bmatrix}$$

$$\vec{h} = -m r^2 \dot{\phi} \hat{\lambda} + r^2 \dot{\lambda} \cos \phi \hat{\phi}$$

Q2)



1.4



1.1

only the mass is the single member of the system

1.2

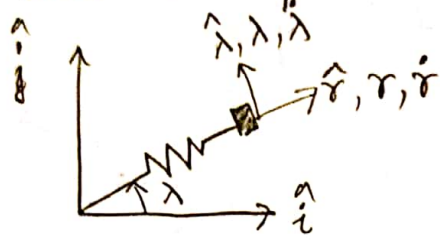
the system can be described by 2-D General planar motion.

1.3

the only force producing component is the spring, the slider mechanism produces forces, but are only there to ensure the idealized $\dot{\omega} = 0$ & $\dot{\phi} = 0$ assumptions.

2.1

the independent planar co-ord



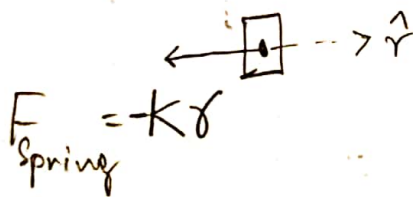
the independent co-ord are $(\lambda, \dot{\lambda}, r, \dot{r})$

as $\phi(t) = 0$, and the F_ϕ ensures this, this dimension is not coupled here, in this analysis.

2.2

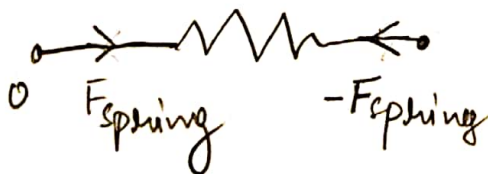
the free body diagrams

mass:



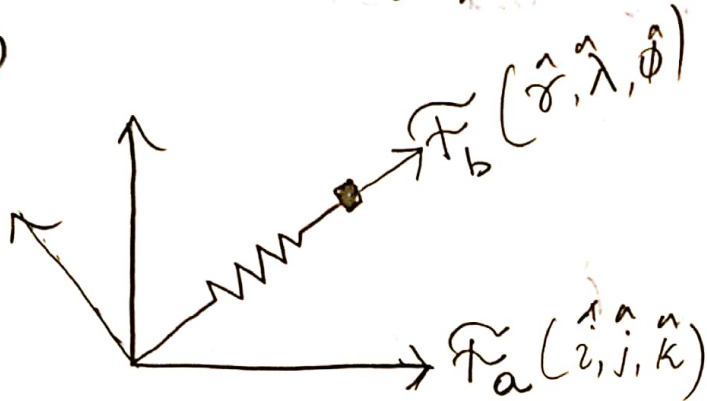
k is Spring Stiffness
 r is the distance from origin

Spring:



2.3 Newton's laws. (Can only be applied in an inertial frame)

The instantaneous acceleration measured in an inertial frame \mathcal{F}_a but transformed to the Rotating frame \mathcal{F}_b is given below



\mathcal{F}_b is rotating at a ang vel ω , with the mass & slider

$$\vec{a}_{inertial}^b = \vec{a}^b + \dot{\vec{\omega}}^b \times \vec{r}^b + 2\vec{\omega}^b \times \vec{v}^b + \vec{\omega}^b \times (\vec{\omega}^b \times \vec{r}^b)$$

$$\vec{\omega}^b = \begin{bmatrix} 0 \\ 0 \\ \omega \end{bmatrix} \quad \text{because } \phi = 0 \quad \hat{k} = \hat{\phi}$$

$$\vec{r}^b = \begin{bmatrix} r \\ 0 \\ 0 \end{bmatrix} \rightarrow \text{dist from origin}$$

$$\vec{v}^b = \begin{bmatrix} \dot{r} \\ 0 \\ 0 \end{bmatrix}$$

$$\dot{\vec{\omega}}^b = \vec{0} \quad \text{because the } \lambda(t) = \omega t, \text{ no angular acceleration.}$$

$$\vec{a}_{inertial}^b = \vec{a}^b + 2 \begin{bmatrix} 0 & \omega & 0 \\ -\omega & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \dot{r} \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 & \omega & 0 \\ -\omega & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \left(\begin{bmatrix} 0 & \omega & 0 \\ -\omega & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} r \\ 0 \\ 0 \end{bmatrix} \right)$$

$$= \vec{a}^b + \begin{bmatrix} 0 \\ -2\omega\dot{r} \\ 0 \end{bmatrix} + \begin{bmatrix} -r\omega^2 \\ 0 \\ 0 \end{bmatrix}$$

Now applying Newton's laws

$$\sum \vec{F} = m \vec{a}$$

$$\begin{bmatrix} F_{spring} \\ F_{\lambda} \end{bmatrix} = \left(\begin{bmatrix} a_r \hat{r} \\ a_{\lambda} \hat{\lambda} \end{bmatrix} - \begin{bmatrix} r\omega^2 \hat{r} \\ 2\omega\dot{r} \hat{\lambda} \end{bmatrix} \right) m$$

The slider needs to apply

$$F_{\lambda} = -2\omega\dot{r}m \text{ to keep } a_{\lambda} = 0$$

The motion is now solely described by

$$F_{spring} = m a_r - m r \omega^2$$

$$a_r = \ddot{r} \text{ \& } F_{spring} = -kr$$

$$\boxed{m \ddot{r} + kr = m r \omega^2} \quad \text{Eq of motion}$$

Re-writing this as

$$\ddot{x} + \left(\frac{K}{m} - \omega^2 \right) x = 0$$

Spring mass system

$\frac{K}{m} = \omega_n^2 \rightarrow$ the natural freq of Spring-mass

$$\boxed{\ddot{x} + (\omega_n^2 - \omega^2) x = 0}$$

\rightarrow when $\omega_n^2 > \omega^2$ it is a normal Spring mass system.

The system exhibits harmonic behavior

\rightarrow when $\omega_n^2 < \omega^2$, the system exhibits unstable behavior.

The system solution $x(t) = \cosh(\omega^2 - \omega_n^2)t x(0) + \sinh(\omega^2 - \omega_n^2)t \dot{x}(0)$

They diverge in a hyperbolic trajectories.

The Energy for this comes from F_λ that
ensures a constant angular velocity ω .

as γ grow exponentially F_λ tries to
applied to keep a constant ω , which is
introducing the growth energy.

Q3) the Euler angle representation is

$$R = R_2(\alpha) R_1(\beta) R_2(\gamma), \text{ from } F^a \text{ to } F^b$$

$R_2(\gamma)$ rotates from $\hat{i}, \hat{j}, \hat{k}$ to $\hat{i}', \hat{j}', \hat{k}'$

$R_1(\beta)$ rotates from $\hat{i}', \hat{j}', \hat{k}'$ to $\hat{i}'', \hat{j}'', \hat{k}''$

$R_2(\alpha)$ rotates from $\hat{i}'', \hat{j}'', \hat{k}''$ to $\hat{i}^b, \hat{j}^b, \hat{k}^b$

γ is a rotation rate about \hat{j}^a and also \hat{j}'
 β " " " " " " \hat{i}' " " \hat{i}''
 α " " " " " " \hat{j}'' " " \hat{k}^b

So $\vec{\omega}$ is the sum of

$\begin{bmatrix} 0 \\ \dot{\gamma} \\ 0 \end{bmatrix}$ in the F_a but also is $\hat{i}', \hat{j}', \hat{k}'$

$\begin{bmatrix} \dot{\beta} \\ 0 \\ 0 \end{bmatrix}$ is the $\hat{i}', \hat{j}', \hat{k}'$ but also in the $\hat{j}'', \hat{j}'', \hat{k}''$

$\begin{bmatrix} 0 \\ \dot{\alpha} \\ 0 \end{bmatrix}$ is the $\hat{i}'', \hat{j}'', \hat{k}''$ but also in F_b

$$\vec{\omega}^b = \begin{bmatrix} 0 \\ \dot{\alpha} \\ 0 \end{bmatrix} + \begin{bmatrix} R_2(\alpha) \end{bmatrix} \begin{bmatrix} \dot{\beta} \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} R_2(\alpha) R_1(\beta) \end{bmatrix} \begin{bmatrix} 0 \\ \dot{\gamma} \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ \dot{\alpha} \\ 0 \end{bmatrix} + \begin{bmatrix} \cos \alpha & 0 & -\sin \alpha \\ 0 & 1 & 0 \\ \sin \alpha & 0 & \cos \alpha \end{bmatrix} \begin{bmatrix} \dot{\beta} \\ 0 \\ 0 \end{bmatrix} + \dots$$

$$\begin{bmatrix} \cos \alpha & 0 & -\sin \alpha \\ 0 & 1 & 0 \\ \sin \alpha & 0 & \cos \alpha \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \beta & \sin \beta \\ 0 & -\sin \beta & \cos \beta \end{bmatrix} \begin{bmatrix} 0 \\ \dot{\gamma} \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ \dot{\alpha} \\ 0 \end{bmatrix} + \begin{bmatrix} \cos \alpha \dot{\beta} \\ 0 \\ \sin \alpha \dot{\beta} \end{bmatrix} + \begin{bmatrix} R_2(\alpha) \end{bmatrix} \begin{bmatrix} 0 \\ \cos \beta \dot{\gamma} \\ -\sin \beta \dot{\gamma} \end{bmatrix}$$

$$= \begin{bmatrix} \cos \alpha \dot{\beta} \\ \dot{\alpha} \\ \sin \alpha \dot{\beta} \end{bmatrix} + \begin{bmatrix} \cos \alpha & 0 & -\sin \alpha \\ 0 & 1 & 0 \\ \sin \alpha & 0 & \cos \alpha \end{bmatrix} \begin{bmatrix} 0 \\ \cos \beta \dot{\gamma} \\ -\sin \beta \dot{\gamma} \end{bmatrix}$$

$$= \begin{bmatrix} \cos \alpha \dot{\beta} \\ \dot{\alpha} \\ \sin \alpha \dot{\beta} \end{bmatrix} + \begin{bmatrix} \sin \alpha \sin \beta \dot{\gamma} \\ \cos \beta \dot{\gamma} \\ -\cos \alpha \sin \beta \dot{\gamma} \end{bmatrix}$$

$$\rightarrow \omega = \begin{bmatrix} \cos \alpha \dot{\beta} + \sin \alpha \sin \beta \dot{\gamma} \\ \dot{\alpha} + \cos \beta \dot{\gamma} \\ \sin \alpha \dot{\beta} - \cos \alpha \sin \beta \dot{\gamma} \end{bmatrix}$$

Q4) $\Xi(q) = \begin{bmatrix} q_4 & -q_3 & q_2 \\ q_3 & q_4 & -q_1 \\ -q_2 & q_1 & q_4 \\ -q_1 & -q_2 & -q_3 \end{bmatrix}$

$\Xi(q)^T \Xi(q) = \dots$

$= \begin{bmatrix} q_4 & q_3 & q_2 & -q_1 \\ -q_3 & q_4 & q_1 & -q_2 \\ q_2 & -q_1 & q_4 & -q_3 \\ -q_1 & -q_2 & -q_3 & q_4 \end{bmatrix} \begin{bmatrix} q_4 & -q_3 & q_2 \\ q_3 & q_4 & -q_1 \\ -q_2 & q_1 & q_4 \\ -q_1 & -q_2 & -q_3 \end{bmatrix}$

$= \begin{bmatrix} q_4^2 + q_1^2 + q_2^2 + q_3^2 & -q_3q_4 + q_3q_4 - q_1q_2 + q_1q_2 & q_2q_4 - q_1q_3 - q_2q_4 + q_1q_3 \\ -q_3q_4 + q_3q_4 - q_1q_2 + q_1q_2 & q_4^2 + q_1^2 + q_2^2 + q_3^2 & -q_2q_3 - q_1q_4 + q_2q_3 + q_1q_4 \\ q_2q_4 - q_1q_3 - q_2q_4 + q_1q_3 & -q_2q_3 - q_1q_4 + q_2q_3 + q_1q_4 & q_4^2 + q_1^2 + q_2^2 + q_3^2 \end{bmatrix}$

Symmetric comp
Symmetric comp
Symmetric comp

$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} (q_4^2 + q_1^2 + q_2^2 + q_3^2)$

↓
1 (from the property of a quaternions)

$\therefore \Xi(q)^T \Xi(q) = I_3$

from lecture

$$\dot{q} = \frac{1}{2} \Xi(q) \vec{\omega}^b$$

multiplying both sides by $\Xi^T(q)_{3 \times 4}$

$$\underbrace{\Xi^T(\vec{q}) \dot{q}}_{3 \times 1} = \frac{1}{2} \Xi^T(\vec{q}) \Xi(\vec{q}) \vec{\omega}^b$$

$\begin{matrix} 3 \times 4 & 4 \times 1 & & 3 \times 4 & 4 \times 3 & 3 \times 1 \end{matrix}$

$$\Xi^T(\vec{q}) \dot{q} = \frac{1}{2} I_{3 \times 3} \vec{\omega}^b$$

$$\vec{\omega}^b = 2 \Xi^T(\vec{q}) \dot{q}$$