

Kinetics of Plane Motion of Rigid bodies

①

Motion of Rigid body $\Big|_t =$ translational motion + Rotational motion

Translational motion \rightarrow actual instantaneous velocity at any point of the body.

Angular velocity $\rightarrow (\omega) \rightarrow$ Its axis of rotation through the chosen point.

\rightarrow Center of Mass of the rigid body.

Total external force act on the center of mass

$$F = m \dot{V}_c$$

m = Total mass of the rigid body.

~~Total~~ Due to angular velocity

$$M_A = \dot{H}_A$$

(Rate of change of angular momentum)

$$H = I \omega$$

$$H = \begin{bmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{yx} & I_{yy} & -I_{yz} \\ -I_{zx} & -I_{zy} & I_{zz} \end{bmatrix} \begin{bmatrix} \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}$$

$$\boxed{M_A = \dot{H}_A}$$

Validity

- (1) The mass center
- (2) Points fixed or moving with constant v at time t in inertial space
(points having zero acceleration at time t relative to inertial reference XYZ)
- (3) A point accelerating toward or away from the mass center.

Basic Equation

$$\left(\frac{dA}{dt}\right)_{xyz} = \left(\frac{dA}{dt}\right)_{xyz} + \omega \times A$$

Where ω is the angular velocity of xyz relative to XYZ

Now Ω angular velocity of xyz w.r.t. XYZ

$$\left(\frac{dH_A}{dt}\right)_{xyz} = \left(\frac{dH_A}{dt}\right)_{xyz} + \Omega \times H_A$$

3

$$\frac{d}{dt} (H_A)_{xy} = \frac{d}{dt} \left[\cancel{\omega_x I_{xx}} + I \omega \right]$$

$$= \cancel{\frac{d}{dt} \omega_x} I \frac{d}{dt} (\dot{\omega})$$

$$\begin{aligned} \Omega \times H_A &= \Omega \times [I] \{\omega\} \\ &= (\Omega_x \hat{i} + \Omega_y \hat{j} + \Omega_z \hat{k}) \times \left[\overbrace{(I_{xx} \omega_x + I_{xy} \omega_y - I_{xz} \omega_z)}^{H_x} \hat{i} + \right. \\ &\quad \left. + \overbrace{(-I_{xy} \omega_x + I_{yy} \omega_y - I_{yz} \omega_z)}^{H_y} \hat{j} + \right. \\ &\quad \left. \underbrace{(-I_{zx} \omega_x - I_{zy} \omega_y + I_{zz} \omega_z)}_{H_z} \hat{k} \right] \end{aligned}$$

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \Omega_x & \Omega_y & \Omega_z \\ H_x & H_y & H_z \end{vmatrix}$$

$$= \hat{i} (\Omega_y H_z - \Omega_z H_y) + \hat{j} (\Omega_z H_x - \Omega_x H_z) + \hat{k} (\Omega_x H_y - \Omega_y H_x)$$

Now

$$\begin{aligned} M_A &= (I_{xx} \dot{\omega}_x - I_{xy} \dot{\omega}_y - I_{xz} \dot{\omega}_z) \hat{i} + [(-I_{xy} \omega_x I_{zz} \\ &\quad - \Omega_y \omega_y I_{zy} + \Omega_y \omega_z I_{zz} - \Omega_z (-I_{xy}) \omega_x + \Omega_z \omega_y I_{yz} \\ &\quad - \Omega_z \omega_z I_{yz})] \hat{i} + [(-I_{yx} \dot{\omega}_x + I_{yy} \dot{\omega}_y - I_{yz} \dot{\omega}_z) \hat{j} \\ &\quad - (-\Omega_x I_{zz} \omega_x - \Omega_x \omega_y I_{zy} + \Omega_x \omega_z I_{zz}) + (\Omega_z \omega_x I_{xx} \\ &\quad - \Omega_z \omega_y I_{xy} - \Omega_z \omega_z I_{xz})] \hat{j} + [-I_{zx} \dot{\omega}_x - I_{zy} \dot{\omega}_y \\ &\quad + I_{xz} \dot{\omega}_z + \Omega_x \omega_x (-I_{yx}) + \Omega_x \omega_y I_{yy} - \Omega_x \omega_z I_{yz} - \Omega_y \omega_x I_{xx} \\ &\quad - \Omega_y \omega_y I_{xy} - \Omega_y \omega_z I_{xz}] \hat{k} \end{aligned}$$

(4)

$$(M_x \hat{i} + M_y \hat{j} + M_z \hat{k}) =$$

$$\begin{aligned} & [I_{xx} \dot{\omega}_x + \Omega_y \omega_z (I_{zz} - I_{yy}) + I_{xy} (\Omega_z \omega_x - \dot{\omega}_y) \\ & - I_{xz} (\dot{\omega}_z + \Omega_y \omega_x) - I_{yz} (\Omega_y \omega_y + \Omega_z \omega_z)] \hat{i} \\ & + [I_{yy} \dot{\omega}_y + \Omega_x \omega_z (I_{xx} - I_{zz}) + I_{yz} (\Omega_x \omega_y - \dot{\omega}_z) \\ & - I_{yx} (\dot{\omega}_x + \Omega_z \omega_y) - I_{zx} (\Omega_z \omega_z - \Omega_x \omega_x)] \hat{j} \\ & + [I_{zz} \dot{\omega}_z + \Omega_x \omega_y (I_{yy} - I_{xx}) \\ & + I_{zx} (\Omega_y \omega_z - \dot{\omega}_x) - I_{zy} (\Omega_x \omega_z + \dot{\omega}_y) \\ & - I_{xy} (\Omega_x \omega_x - \Omega_y \omega_y)] \hat{k} \end{aligned}$$

For plane body:

$$\begin{aligned} \Omega_x &= \Omega_y = 0 \\ \omega_x &= \omega_y = 0 \end{aligned}$$

$$\begin{aligned} M_x \hat{i} + M_y \hat{j} + M_z \hat{k} &= (-I_{xz} \dot{\omega}_z + I_{yz} \Omega_z \omega_z) \hat{i} \\ &+ (-I_{yz} \dot{\omega}_z - I_{zx} \Omega_z \omega_z) \hat{j} \\ &+ (I_{zz} \dot{\omega}_z - \cancel{I_{zy} \Omega_z \omega_z}) \hat{k} \end{aligned}$$

For Principal axes

$$\begin{aligned} (M_x \hat{i} + M_y \hat{j} + M_z \hat{k}) &= (I_{xx} \dot{\omega}_x + \Omega_y \omega_z (I_{zz} - I_{yy})) \hat{i} \\ &+ (I_{yy} \dot{\omega}_y + \Omega_x \omega_z (I_{xx} - I_{zz})) \hat{j} \\ &+ I_{zz} \dot{\omega}_z + \Omega_x \omega_y (I_{yy} - I_{xx}) \hat{k} \end{aligned}$$

kinetic

~~when $I_z = \omega_z$~~

5

Angular velocity as given by $\omega (\dot{\theta})$ is always taken relative to the inertial reference XYZ, whereas the moment of forces $(M_A)_x, (M_A)_y, (M_A)_z$ as well as the inertia tensor components are always taken about the xyz fixed to the body A.

$$\begin{array}{l} T = I \alpha \\ T = I \ddot{\theta} \end{array} \Rightarrow (M_A)_z = I_{zz} \dot{\omega}$$

Pure Rotation of a Body of Revolution about its axis of Revolution.

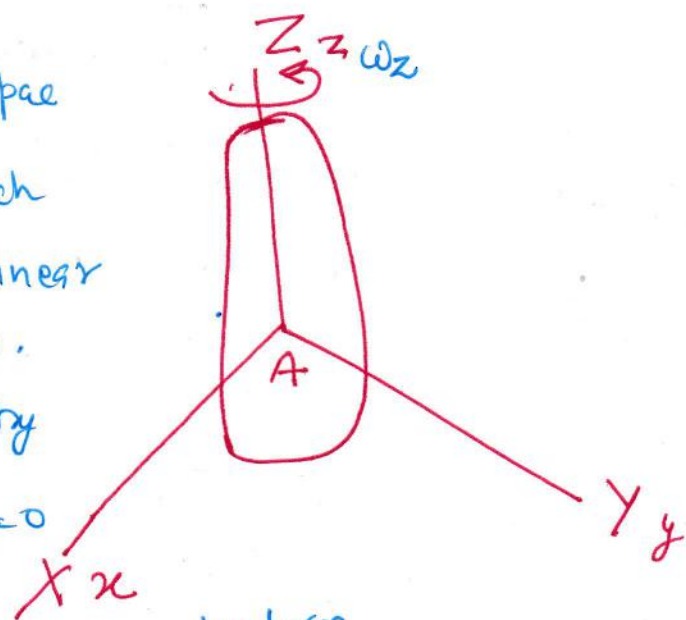
XYZ - fixed in inertial space
xyz - fixed to body such that z axis is collinear with axis of revolution.

Plane zy is a plane of symmetry
 $I_{xy} = I_{xz} = 0, I_{yz} = 0$

$$M_z = I_{zz} \dot{\omega}_z$$

$$M_x = 0$$

$$M_y = 0$$



Uniform
Rigid body of revolution
time t

CHAPTER

18

VECTOR MECHANICS FOR ENGINEERS:
DYNAMICS

Ferdinand P. Beer
E. Russell Johnston, Jr.

Lecture Notes:
J. Walt Oler
Texas Tech University

Kinematics of Rigid Bodies in
Three Dimensions

Vector Mechanics for Engineers: Dynamics

Contents

[Introduction](#)

[Rigid Body Angular Momentum in Three Dimensions](#)

[Principle of Impulse and Momentum](#)

[Kinetic Energy](#)

[Sample Problem 18.1](#)

[Sample Problem 18.2](#)

[Motion of a Rigid Body in Three Dimensions](#)

[Euler's Equations of Motion and D'Alembert's Principle](#)

[Motion About a Fixed Point or a Fixed Axis](#)

[Sample Problem 18.3](#)

[Motion of a Gyroscope. Eulerian Angles](#)

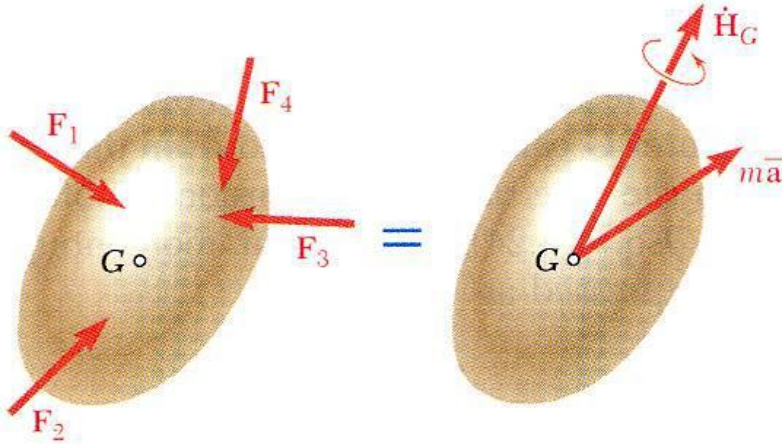
[Steady Precession of a Gyroscope](#)

[Motion of an Axisymmetrical Body Under No Force](#)



Vector Mechanics for Engineers: Dynamics

Introduction



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

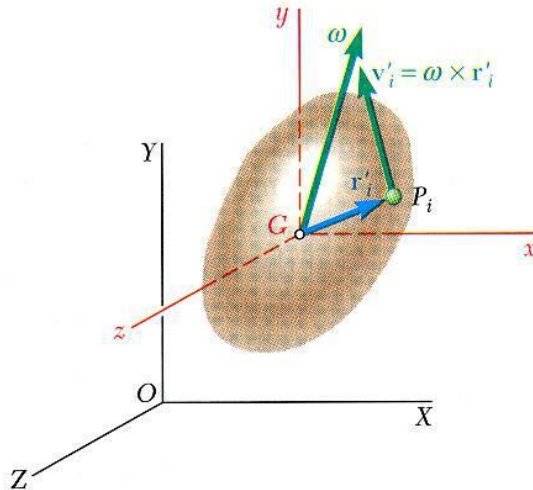
$$\sum \vec{M}_G = \dot{\vec{H}}_G$$

- The fundamental relations developed for the plane motion of rigid bodies may also be applied to the general motion of three dimensional bodies.
- The relation $\vec{H}_G = \bar{I}\vec{\omega}$ which was used to determine the angular momentum of a rigid slab is not valid for general three dimensional bodies and motion.
- The current chapter is concerned with evaluation of the angular momentum and its rate of change for three dimensional motion and application to effective forces, the impulse-momentum and the work-energy principles.



Vector Mechanics for Engineers: Dynamics

Rigid Body Angular Momentum in Three Dimensions



- Angular momentum of a body about its mass center,

$$\vec{H}_G = \sum_{i=1}^n (\vec{r}'_i \times \vec{v}_i \Delta m_i) = \sum_{i=1}^n [\vec{r}'_i \times (\vec{\omega} \times \vec{r}'_i) \Delta m_i]$$

- The x component of the angular momentum,

$$\begin{aligned} H_x &= \sum_{i=1}^n [y_i (\vec{\omega} \times \vec{r}'_i)_z - z_i (\vec{\omega} \times \vec{r}'_i)_y] \Delta m_i \\ &= \sum_{i=1}^n [y_i (\omega_x y_i - \omega_y x_i) - z_i (\omega_z x_i - \omega_x z_i)] \Delta m_i \\ &= \omega_x \sum_{i=1}^n (y_i^2 + z_i^2) \Delta m_i - \omega_y \sum_{i=1}^n x_i y_i \Delta m_i - \omega_z \sum_{i=1}^n z_i x_i \Delta m_i \end{aligned}$$

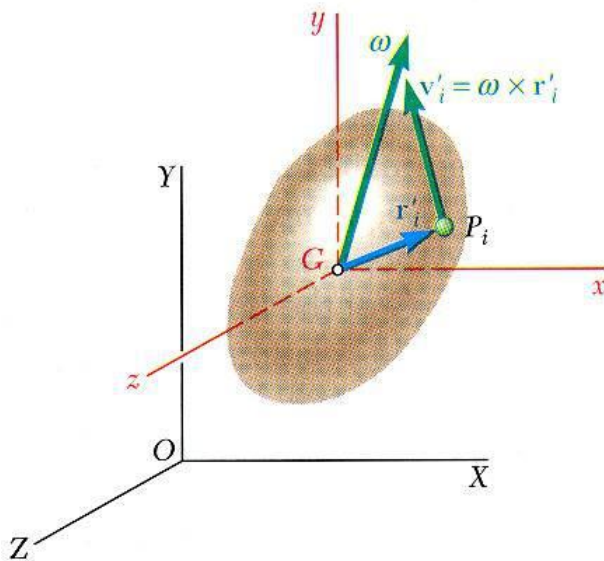
$$\begin{aligned} H_x &= \omega_x \int (y^2 + z^2) dm - \omega_y \int xy dm - \omega_z \int zx dm \\ &= +\bar{I}_x \omega_x - \bar{I}_{xy} \omega_y - \bar{I}_{xz} \omega_z \end{aligned}$$

$$H_y = -\bar{I}_{yx} \omega_x + \bar{I}_y \omega_y - \bar{I}_{yz} \omega_z$$

$$H_z = -\bar{I}_{zx} \omega_x - \bar{I}_{zy} \omega_y + \bar{I}_z \omega_z$$

Vector Mechanics for Engineers: Dynamics

Rigid Body Angular Momentum in Three Dimensions



- Transformation of $\vec{\omega}$ into \vec{H}_G is characterized by the inertia tensor for the body,

$$\begin{pmatrix} +\bar{I}_x & -\bar{I}_{xy} & -\bar{I}_{xz} \\ -\bar{I}_{yx} & +\bar{I}_y & -\bar{I}_{yz} \\ -\bar{I}_{zx} & -\bar{I}_{zy} & +\bar{I}_z \end{pmatrix}$$

- With respect to the principal axes of inertia,

$$\begin{pmatrix} \bar{I}_{x'} & 0 & 0 \\ 0 & \bar{I}_{y'} & 0 \\ 0 & 0 & \bar{I}_{z'} \end{pmatrix}$$

$$H_{x'} = \bar{I}_{x'}\omega_{x'} \quad H_{y'} = \bar{I}_{y'}\omega_{y'} \quad H_{z'} = \bar{I}_{z'}\omega_{z'}$$

- The angular momentum \vec{H}_G of a rigid body and its angular velocity $\vec{\omega}$ have the same direction if, and only if, $\vec{\omega}$ is directed along a principal axis of inertia.

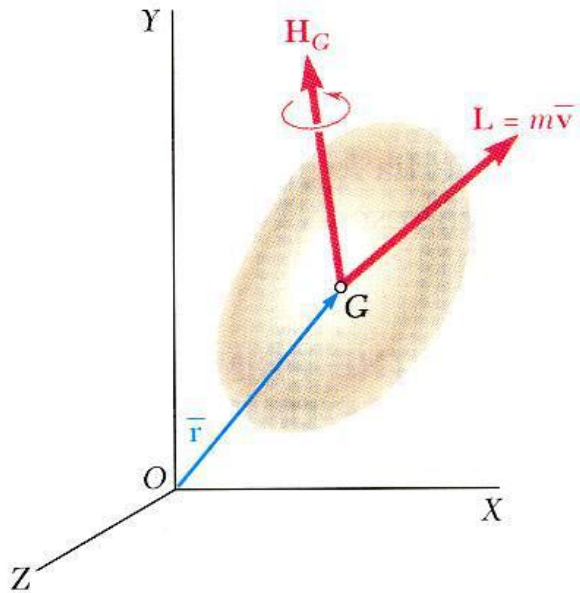
$$H_x = +\bar{I}_x\omega_x - \bar{I}_{xy}\omega_y - \bar{I}_{xz}\omega_z$$

$$H_y = -\bar{I}_{yx}\omega_x + \bar{I}_y\omega_y - \bar{I}_{yz}\omega_z$$

$$H_z = -\bar{I}_{zx}\omega_x - \bar{I}_{zy}\omega_y + \bar{I}_z\omega_z$$

Vector Mechanics for Engineers: Dynamics

Rigid Body Angular Momentum in Three Dimensions



- The momenta of the particles of a rigid body can be reduced to:

$$\begin{aligned}\vec{L} &= \text{linear momentum} \\ &= m\vec{v}\end{aligned}$$

$$\vec{H}_G = \text{angular momentum about } G$$

$$H_x = +\bar{I}_x\omega_x - \bar{I}_{xy}\omega_y - \bar{I}_{xz}\omega_z$$

$$H_y = -\bar{I}_{yx}\omega_x + \bar{I}_y\omega_y - \bar{I}_{yz}\omega_z$$

$$H_z = -\bar{I}_{zx}\omega_x - \bar{I}_{zy}\omega_y + \bar{I}_z\omega_z$$

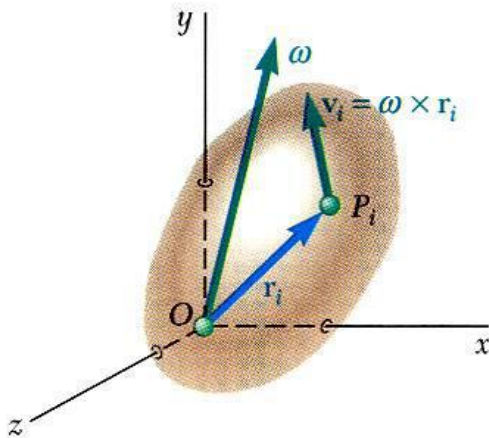
- The angular momentum about any other given point O is

$$\vec{H}_O = \vec{r} \times m\vec{v} + \vec{H}_G$$



Vector Mechanics for Engineers: Dynamics

Rigid Body Angular Momentum in Three Dimensions

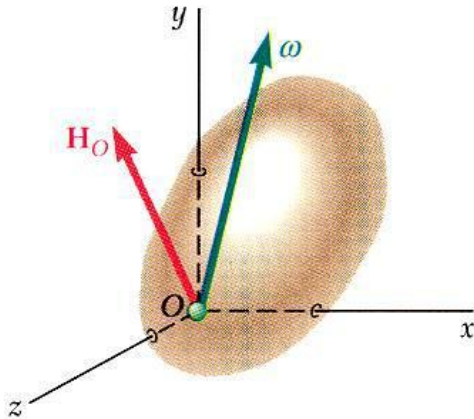


- The angular momentum of a body constrained to rotate about a fixed point may be calculated from

$$\vec{H}_O = \vec{r} \times m\vec{v} + \vec{H}_G$$

- Or, the angular momentum may be computed directly from the moments and products of inertia with respect to the $Oxyz$ frame.

$$\begin{aligned}\vec{H}_O &= \sum_{i=1}^n (\vec{r}_i \times \vec{v}_i \Delta m) \\ &= \sum_{i=1}^n [\vec{r}_i \times (\vec{\omega} \times \vec{r}_i) \Delta m_i]\end{aligned}$$



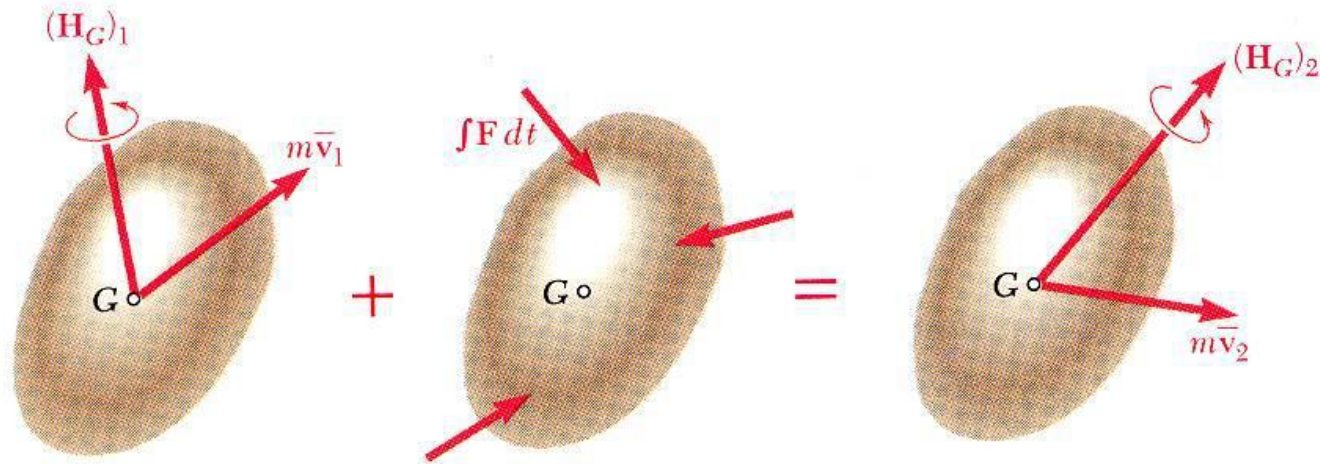
$$H_x = +I_x \omega_x - I_{xy} \omega_y - I_{xz} \omega_z$$

$$H_y = -I_{yx} \omega_x + I_y \omega_y - I_{yz} \omega_z$$

$$H_z = -I_{zx} \omega_x - I_{zy} \omega_y + I_z \omega_z$$

Vector Mechanics for Engineers: Dynamics

Principle of Impulse and Momentum



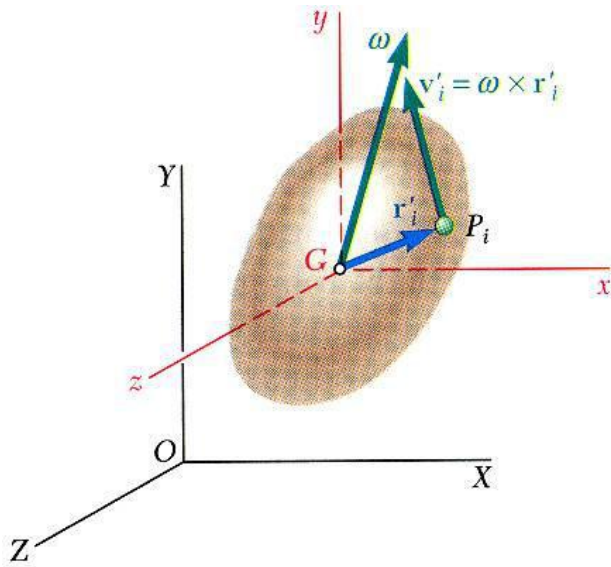
- The principle of impulse and momentum can be applied directly to the three-dimensional motion of a rigid body,

$$\text{Syst Momenta}_1 + \text{Syst Ext Imp}_{1-2} = \text{Syst Momenta}_2$$

- The free-body diagram equation is used to develop component and moment equations.
- For bodies rotating about a fixed point, eliminate the impulse of the reactions at O by writing equation for moments of momenta and impulses about O .

Vector Mechanics for Engineers: Dynamics

Kinetic Energy



- Kinetic energy of particles forming rigid body,

$$\begin{aligned}
 T &= \frac{1}{2} m \bar{v}^2 + \frac{1}{2} \sum_{i=1}^n \Delta m_i \bar{v}_i'^2 \\
 &= \frac{1}{2} m \bar{v}^2 + \frac{1}{2} \sum_{i=1}^n |\bar{\omega} \times \bar{r}_i'|^2 \Delta m_i \\
 &= \frac{1}{2} m \bar{v}^2 + \frac{1}{2} (\bar{I}_x \omega_x^2 + \bar{I}_y \omega_y^2 + \bar{I}_z \omega_z^2 - 2\bar{I}_{xy} \omega_x \omega_y \\
 &\quad - 2\bar{I}_{yz} \omega_y \omega_z - 2\bar{I}_{zx} \omega_z \omega_x)
 \end{aligned}$$

- If the axes correspond instantaneously with the principle axes,

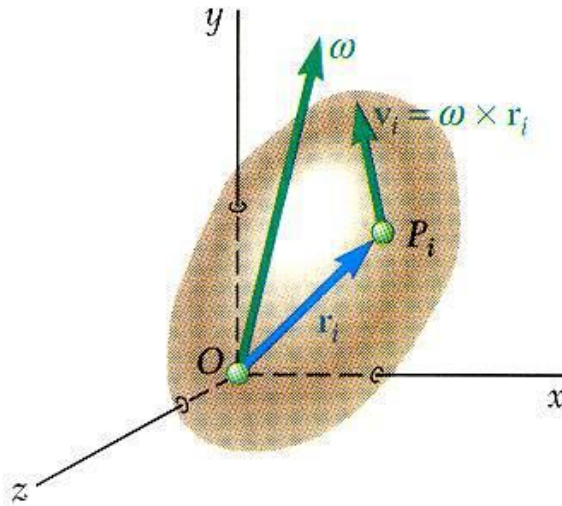
$$T = \frac{1}{2} m \bar{v}^2 + \frac{1}{2} (\bar{I}_{x'} \omega_{x'}^2 + \bar{I}_{y'} \omega_{y'}^2 + \bar{I}_{z'} \omega_{z'}^2)$$

- With these results, the principles of work and energy and conservation of energy may be applied to the three-dimensional motion of a rigid body.



Vector Mechanics for Engineers: Dynamics

Kinetic Energy



- Kinetic energy of a rigid body with a fixed point,

$$T = \frac{1}{2} (I_x \omega_x^2 + I_y \omega_y^2 + I_z \omega_z^2 - 2I_{xy} \omega_x \omega_y - 2I_{yz} \omega_y \omega_z - 2I_{zx} \omega_z \omega_x)$$

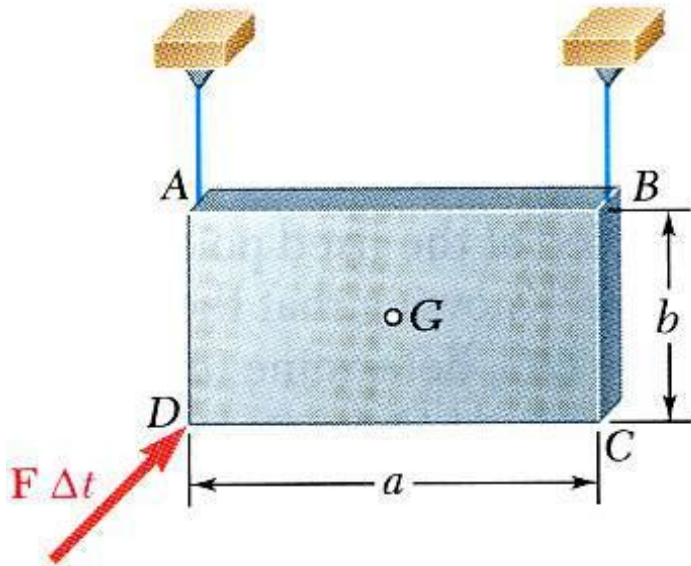
- If the axes $Oxyz$ correspond instantaneously with the principle axes $Ox'y'z'$,

$$T = \frac{1}{2} (I_{x'} \omega_{x'}^2 + I_{y'} \omega_{y'}^2 + I_{z'} \omega_{z'}^2)$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 18.1



Rectangular plate of mass m that is suspended from two wires is hit at D in a direction perpendicular to the plate.

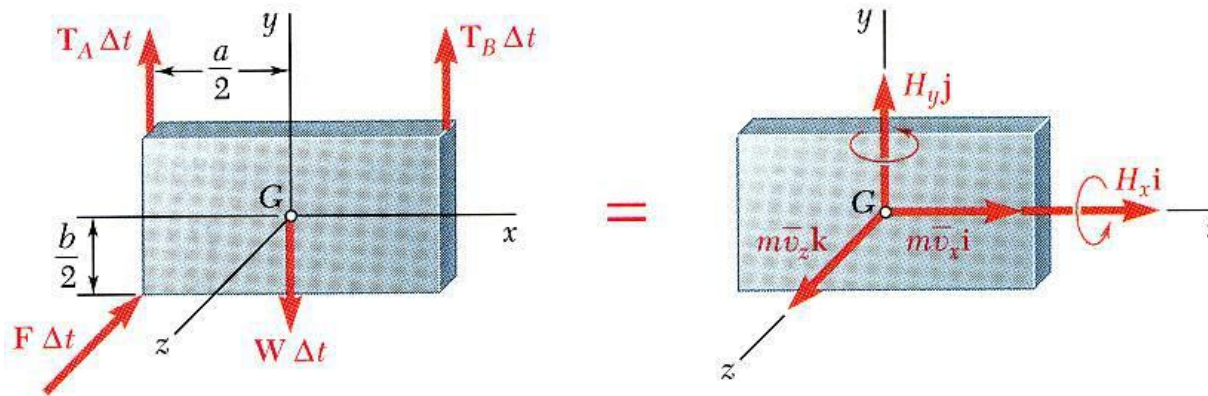
Immediately after the impact, determine a) the velocity of the mass center G , and b) the angular velocity of the plate.

SOLUTION:

- Apply the principle of impulse and momentum. Since the initial momenta is zero, the system of impulses must be equivalent to the final system of momenta.
- Assume that the supporting cables remain taut such that the vertical velocity and the rotation about an axis normal to the plate is zero.
- Principle of impulse and momentum yields to two equations for linear momentum and two equations for angular momentum.
- Solve for the two horizontal components of the linear and angular velocity vectors.

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.1



SOLUTION:

- Apply the principle of impulse and momentum. Since the initial momenta is zero, the system of impulses must be equivalent to the final system of momenta.
- Assume that the supporting cables remain taut such that the vertical velocity and the rotation about an axis normal to the plate is zero.

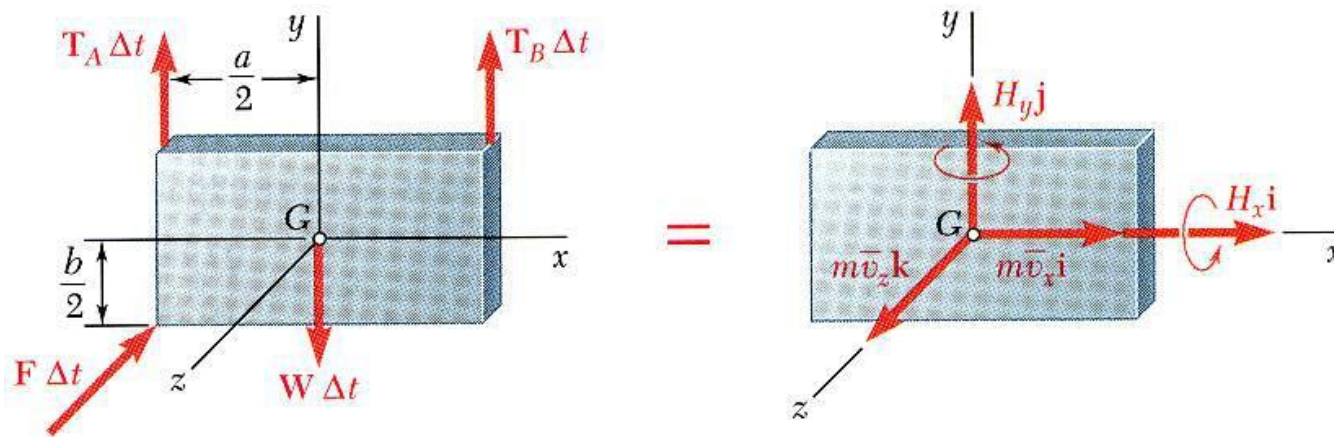
$$\vec{v} = \bar{v}_x \vec{i} + v_z \vec{k} \qquad \vec{\omega} = \omega_x \vec{i} + \omega_y \vec{j}$$

Since the x , y , and z axes are principal axes of inertia,

$$\vec{H}_G = \bar{I}_x \omega_x \vec{i} + \bar{I}_y \omega_y \vec{j} = \frac{1}{12} m b^2 \omega_x \vec{i} + \frac{1}{12} m a^2 \omega_y \vec{j}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.1



- Principle of impulse and momentum yields two equations for linear momentum and two equations for angular momentum.
- Solve for the two horizontal components of the linear and angular velocity vectors.

$$\begin{aligned} 0 &= m v_x & -F\Delta t &= m \bar{v}_z \\ v_x &= 0 & \bar{v}_z &= -F\Delta t/m \end{aligned}$$

$$\boxed{\vec{v} = -(F\Delta t/m)\vec{k}}$$

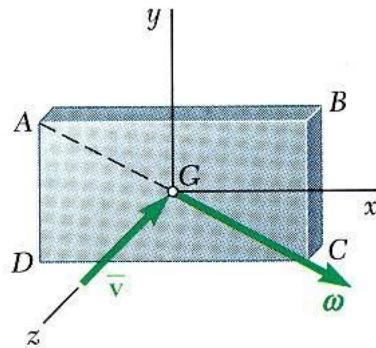
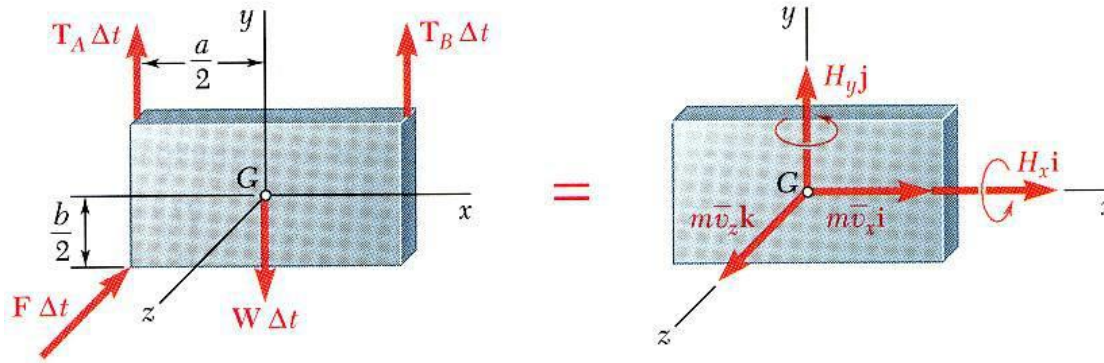
$$\begin{aligned} \frac{1}{2}bF\Delta t &= H_x & -\frac{1}{2}aF\Delta t &= H_y \\ &= \frac{1}{12}mb^2\omega_x & &= \frac{1}{12}ma^2\omega_y \end{aligned}$$

$$\omega_x = 6F\Delta t/mb \quad \omega_y = -(6F\Delta t/ma)$$

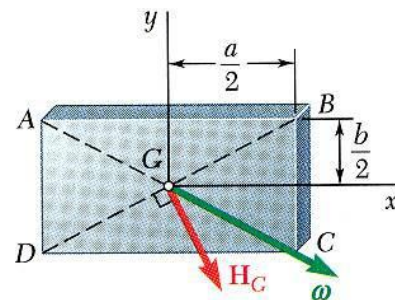
$$\boxed{\vec{\omega} = \frac{6F\Delta t}{mab}(a\vec{i} + b\vec{j})}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.1



$$\bar{\mathbf{v}} - (F\Delta t/m)\bar{\mathbf{k}}$$

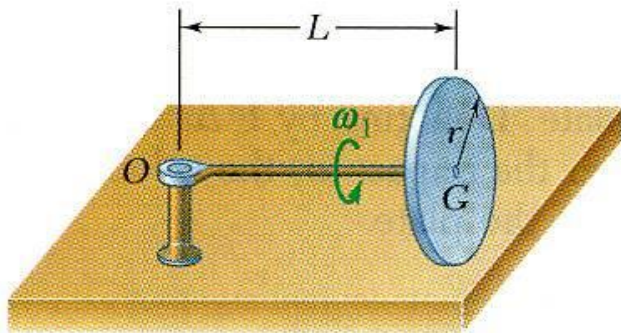


$$\bar{\boldsymbol{\omega}} = \frac{6F\Delta t}{mab}(a\bar{\mathbf{i}} + b\bar{\mathbf{j}})$$

$$\bar{\mathbf{H}}_G = \frac{1}{12}mb^2\omega_x\bar{\mathbf{i}} + \frac{1}{12}ma^2\omega_y\bar{\mathbf{j}}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.2



A homogeneous disk of mass m is mounted on an axle OG of negligible mass. The disk rotates counter-clockwise at the rate ω_1 about OG .

Determine: *a*) the angular velocity of the disk, *b*) its angular momentum about O , *c*) its kinetic energy, and *d*) the vector and couple at G equivalent to the momenta of the particles of the disk.

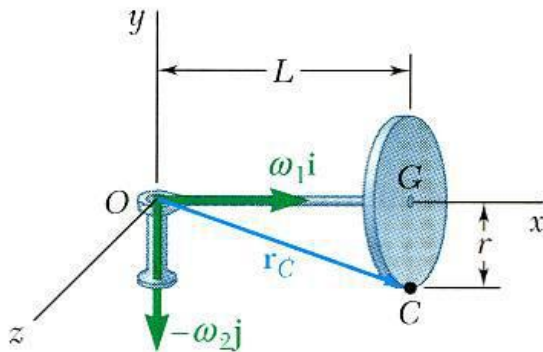
SOLUTION:

- The disk rotates about the vertical axis through O as well as about OG . Combine the rotation components for the angular velocity of the disk.
- Compute the angular momentum of the disk using principle axes of inertia and noting that O is a fixed point.
- The kinetic energy is computed from the angular velocity and moments of inertia.
- The vector and couple at G are also computed from the angular velocity and moments of inertia.



Vector Mechanics for Engineers: Dynamics

Sample Problem 18.2



SOLUTION:

- The disk rotates about the vertical axis through O as well as about OG . Combine the rotation components for the angular velocity of the disk.

$$\vec{\omega} = \omega_1 \vec{i} + \omega_2 \vec{j}$$

Noting that the velocity at C is zero,

$$\vec{v}_C = \vec{\omega} \times \vec{r}_C = 0$$

$$0 = (\omega_1 \vec{i} + \omega_2 \vec{j}) \times (L\vec{i} - r\vec{j})$$

$$= (L\omega_2 - r\omega_1)\vec{k}$$

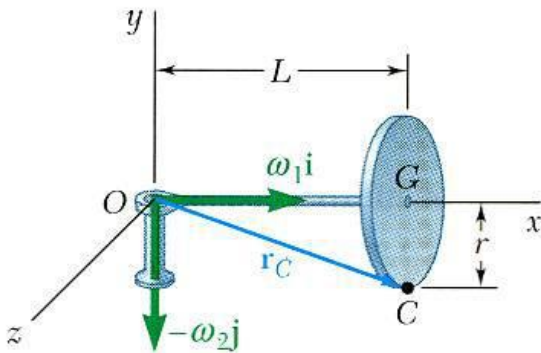
$$\omega_2 = r\omega_1/L$$

$$\vec{\omega} = \omega_1 \vec{i} - (r\omega_1/L)\vec{j}$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 18.2



$$\vec{\omega} = \omega_1 \vec{i} - (r\omega_1/L) \vec{j}$$

- Compute the angular momentum of the disk using principle axes of inertia and noting that O is a fixed point.

$$\vec{H}_O = I_x \omega_x \vec{i} + I_y \omega_y \vec{j} + I_z \omega_z \vec{k}$$

$$H_x = I_x \omega_x = \left(\frac{1}{2} m r^2 \right) \omega_1$$

$$H_y = I_y \omega_y = \left(m L^2 + \frac{1}{4} m r^2 \right) (-r \omega_1 / L)$$

$$H_z = I_z \omega_z = \left(m L^2 + \frac{1}{4} m r^2 \right) 0 = 0$$

$$\vec{H}_O = \frac{1}{2} m r^2 \omega_1 \vec{i} - m \left(L^2 + \frac{1}{4} r^2 \right) (r \omega_1 / L) \vec{j}$$

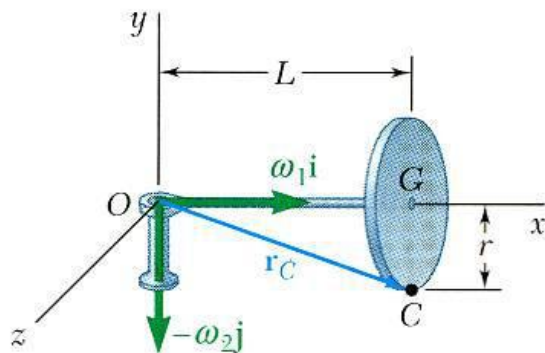
- The kinetic energy is computed from the angular velocity and moments of inertia.

$$\begin{aligned} T &= \frac{1}{2} \left(I_x \omega_x^2 + I_y \omega_y^2 + I_z \omega_z^2 \right) \\ &= \frac{1}{2} \left[m r^2 \omega_1^2 + m \left(L^2 + \frac{1}{4} r^2 \right) (-r \omega_1 / L)^2 \right] \end{aligned}$$

$$T = \frac{1}{8} m r^2 \left(6 + \frac{r^2}{L^2} \right) \omega_1^2$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.2



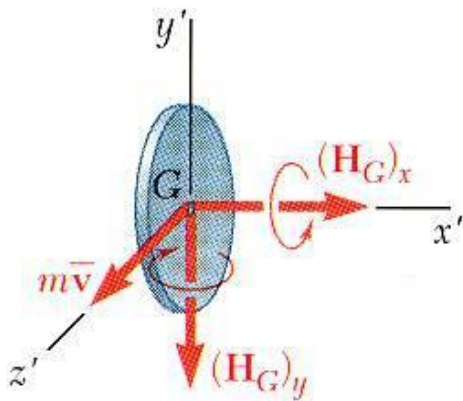
- The vector and couple at G are also computed from the angular velocity and moments of inertia.

$$m\vec{v} = mr\omega_1\vec{k}$$

$$\begin{aligned}\vec{H}_G &= \bar{I}_{x'}\omega_x\vec{i} + \bar{I}_{y'}\omega_y\vec{j} + \bar{I}_{z'}\omega_z\vec{k} \\ &= \frac{1}{2}mr^2\omega_1\vec{i} + \frac{1}{4}mr^2(-r\omega/L)\vec{j}\end{aligned}$$

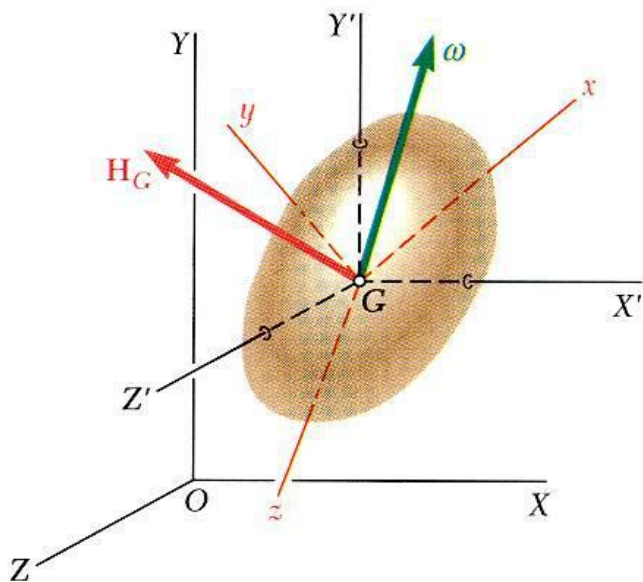
$$\vec{\omega} = \omega_1\vec{i} - (r\omega_1/L)\vec{j}$$

$$\vec{H}_G = \frac{1}{2}mr^2\omega_1\left(\vec{i} - \frac{r}{2L}\vec{j}\right)$$



Vector Mechanics for Engineers: Dynamics

Motion of a Rigid Body in Three Dimensions



- Angular momentum and its rate of change are taken with respect to centroidal axes $GX'Y'Z'$ of fixed orientation.
- Transformation of $\vec{\omega}$ into \vec{H}_G is independent of the system of coordinate axes.
- Convenient to use body fixed axes $Gxyz$ where moments and products of inertia are not time dependent.
- Define rate of change of change of \vec{H}_G with respect to the rotating frame,

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

$$\sum \vec{M} = \dot{\vec{H}}_G$$

$$\left(\dot{\vec{H}}_G \right)_{Gxyz} = \dot{H}_x \vec{i} + \dot{H}_y \vec{j} + \dot{H}_z \vec{k}$$

Then,

$$\dot{\vec{H}}_G = \left(\dot{\vec{H}}_G \right)_{Gxyz} + \vec{\Omega} \times \vec{H}_G \quad \vec{\Omega} = \vec{\omega}$$

Vector Mechanics for Engineers: Dynamics

Euler's Eqs of Motion & D'Alembert's Principle

- With $\vec{\Omega} = \vec{\omega}$ and $Gxyz$ chosen to correspond to the principal axes of inertia,

$$\sum \vec{M}_G = \left(\dot{\vec{H}}_G \right)_{Gxyz} + \vec{\Omega} \times \vec{H}_G$$

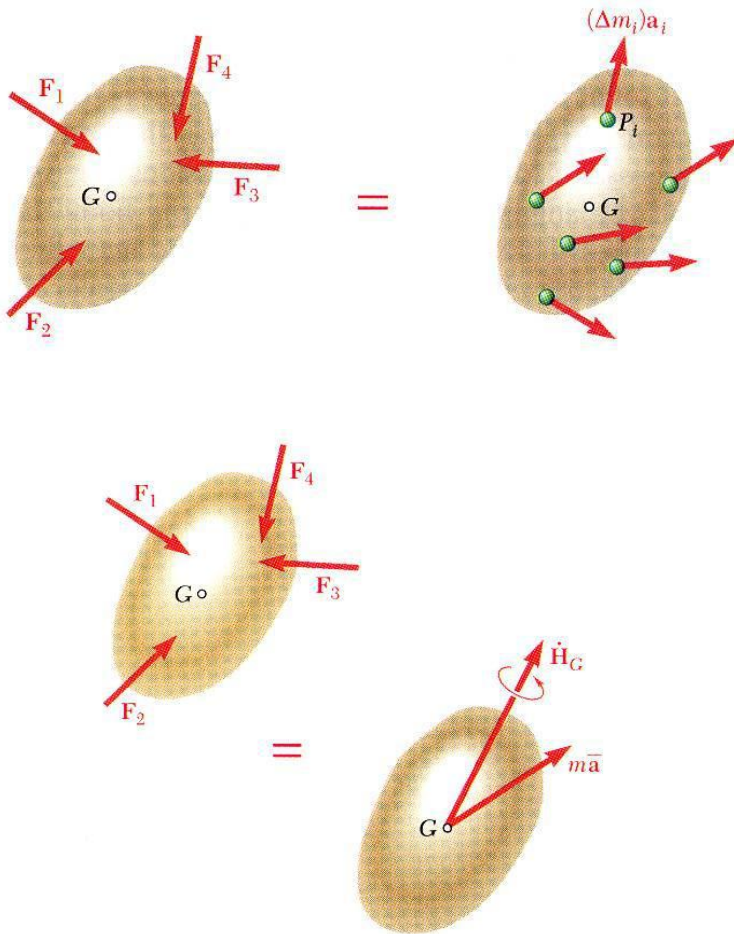
Euler's Equations:

$$\sum M_x = \bar{I}_x \dot{\omega}_x - (\bar{I}_y - \bar{I}_z) \omega_y \omega_z$$

$$\sum M_y = \bar{I}_y \dot{\omega}_y - (\bar{I}_z - \bar{I}_x) \omega_z \omega_x$$

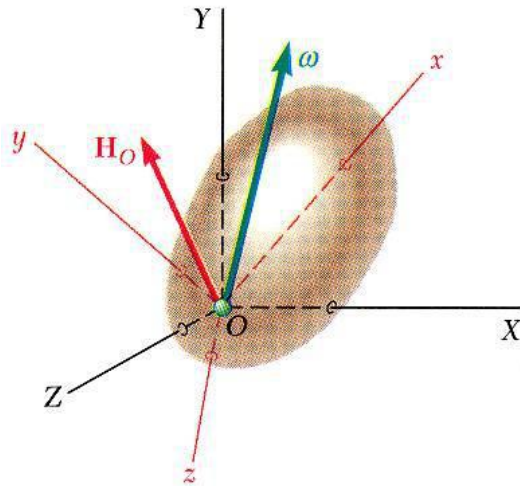
$$\sum M_z = \bar{I}_z \dot{\omega}_z - (\bar{I}_x - \bar{I}_y) \omega_x \omega_y$$

- System of external forces and effective forces are equivalent for general three dimensional motion.
- System of external forces are equivalent to the vector and couple, $m\vec{a}$ and $\dot{\vec{H}}_G$.



Vector Mechanics for Engineers: Dynamics

Motion About a Fixed Point or a Fixed Axis



- For a rigid body rotation around a fixed point,

$$\begin{aligned}\sum \vec{M}_O &= \vec{H}_O \\ &= \left(\dot{\vec{H}}_O \right)_{Oxyz} + \vec{\Omega} \times \vec{H}_O\end{aligned}$$

- For a rigid body rotation around a fixed axis,

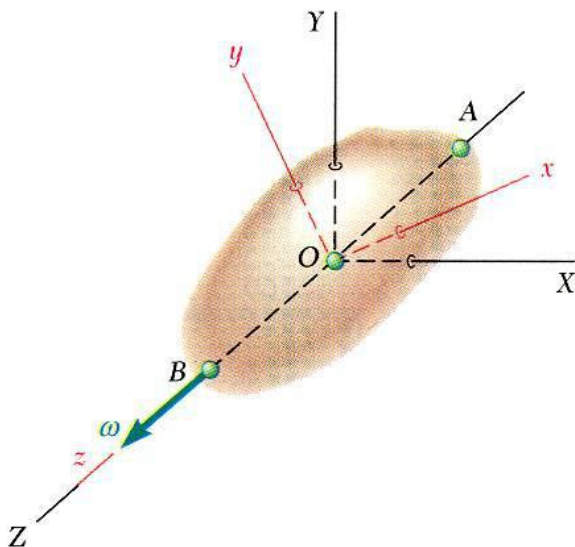
$$H_x = -I_{xz}\omega \quad H_y = -I_{yz}\omega \quad H_z = -I_z\omega$$

$$\begin{aligned}\sum \vec{M}_O &= \left(\dot{\vec{H}}_O \right)_{Oxyz} + \vec{\omega} \times \vec{H}_O \\ &= \left(-I_{xz}\vec{i} - I_{yz}\vec{j} + I_z\vec{k} \right) \dot{\omega} \\ &\quad + \omega \vec{k} \times \left(-I_{xz}\vec{i} - I_{yz}\vec{j} + I_z\vec{k} \right) \omega \\ &= \left(-I_{xz}\vec{i} - I_{yz}\vec{j} + I_z\vec{k} \right) \alpha + \left(-I_{xz}\vec{j} + I_{yz}\vec{i} \right) \omega^2\end{aligned}$$

$$\sum M_x = -I_{xz}\alpha + I_{yz}\omega^2$$

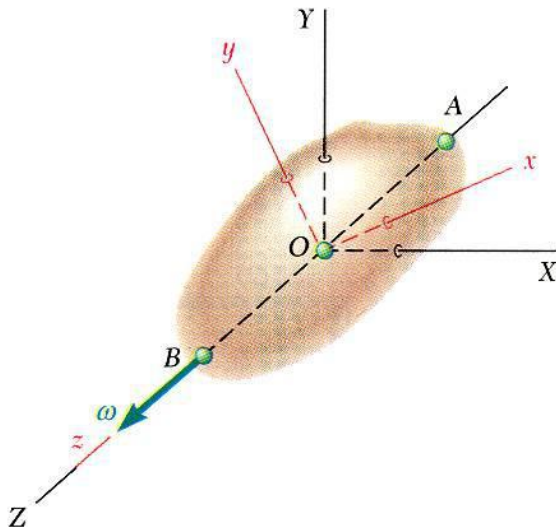
$$\sum M_y = -I_{yz}\alpha + I_{xz}\omega^2$$

$$\sum M_z = I_z\alpha$$



Vector Mechanics for Engineers: Dynamics

Rotation About a Fixed Axis



- For a rigid body rotation around a fixed axis,

$$\sum M_x = -I_{xz}\alpha + I_{yz}\omega^2$$

$$\sum M_y = -I_{yz}\alpha + I_{xz}\omega^2$$

$$\sum M_z = I_z\alpha$$

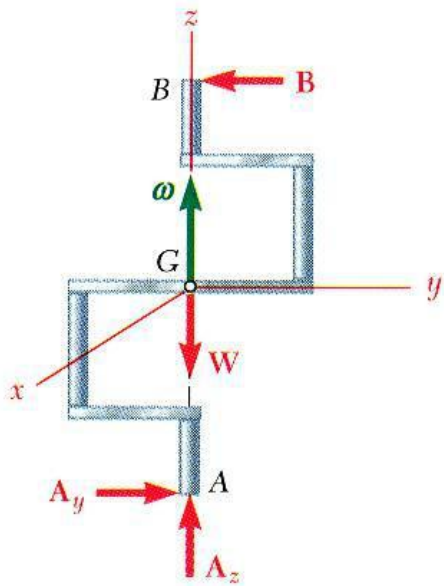
- If symmetrical with respect to the xy plane,

$$\sum M_x = 0 \quad \sum M_y = 0 \quad \sum M_z = I_z\alpha$$

- If not symmetrical, the sum of external moments will not be zero, even if $\alpha = 0$,

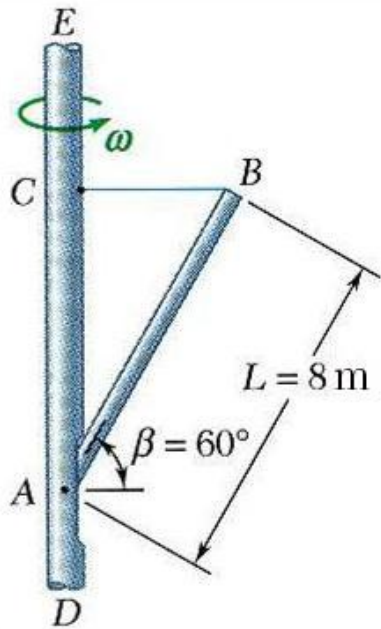
$$\sum M_x = I_{yz}\omega^2 \quad \sum M_y = I_{xz}\omega^2 \quad \sum M_z = 0$$

- A rotating shaft requires both static ($\omega = 0$) and dynamic ($\omega \neq 0$) balancing to avoid excessive vibration and bearing reactions.



Vector Mechanics for Engineers: Dynamics

Sample Problem 18.3



SOLUTION:

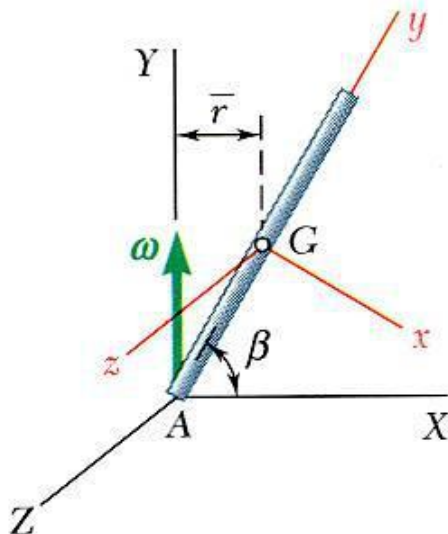
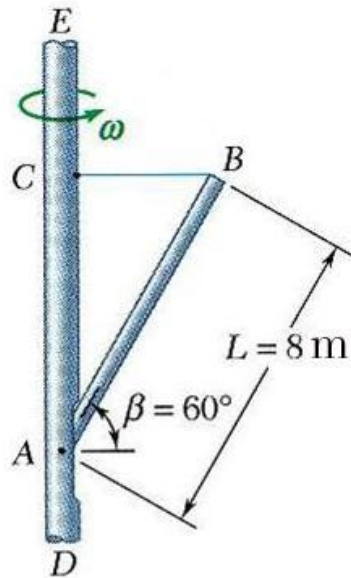
- Evaluate the system of effective forces by reducing them to a vector $m\vec{a}$ attached at G and couple \vec{H}_G .
- Expressing that the system of external forces is equivalent to the system of effective forces, write vector expressions for the sum of moments about A and the summation of forces.
- Solve for the wire tension and the reactions at A .

Rod AB with weight $W = 40 \text{ N}$ is pinned at A to a vertical axle which rotates with constant angular velocity $\omega = 15 \text{ rad/s}$. The rod position is maintained by a horizontal wire BC .

Determine the tension in the wire and the reaction at A .

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.3



SOLUTION:

- Evaluate the system of effective forces by reducing them to a vector $m\vec{a}$ attached at G and couple \vec{H}_G .

$$\begin{aligned}\vec{a} &= \vec{a}_n = -r\omega^2 \vec{I} = -\left(\frac{1}{2}L \cos \beta\right)\omega^2 \vec{I} \\ &= -(450 \text{ m/s}^2) \vec{I}\end{aligned}$$

$$m\vec{a} = \frac{40}{g}(-450) = -(1800 \text{ N}) \vec{I}$$

$$\vec{H}_G = \bar{I}_x \omega_x \vec{i} + \bar{I}_y \omega_y \vec{j} + \bar{I}_z \omega_z \vec{k}$$

$$\begin{aligned}\bar{I}_x &= \frac{1}{2}mL^2 & \bar{I}_y &= 0 & \bar{I}_z &= \frac{1}{2}mL^2 \\ \omega_x &= -\omega \cos \beta & \omega_y &= \omega \sin \beta & \omega_z &= 0\end{aligned}$$

$$\vec{H}_G = -\frac{1}{12}mL^2 \omega \cos \beta \vec{i}$$

$$\dot{\vec{H}}_G = (\dot{\vec{H}}_G)_{Gxyz} + \vec{\omega} \times \vec{H}_G$$

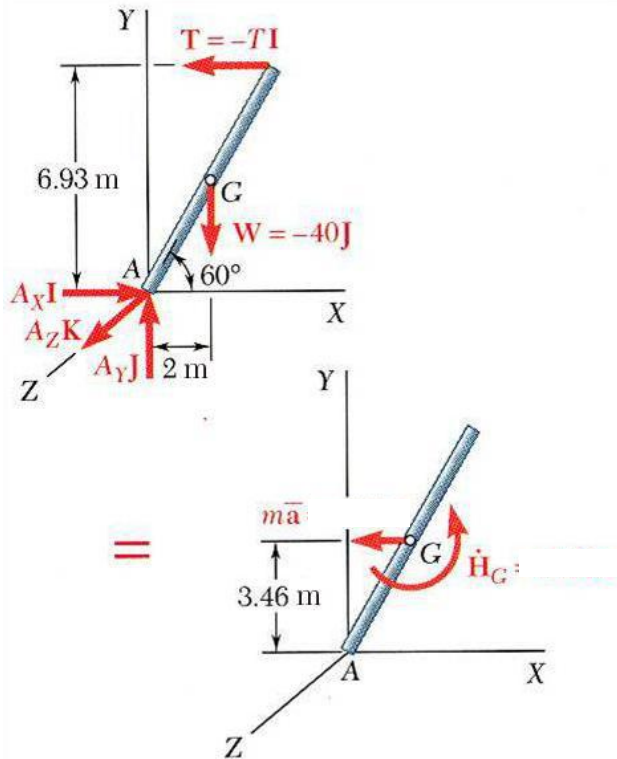
$$= 0 + (-\omega \cos \beta \vec{i} + \omega \sin \beta \vec{j}) \times \left(\frac{1}{12}mL^2 \omega \cos \beta \vec{i}\right)$$

$$= \frac{1}{12}mL^2 \omega^2 \sin \beta \cos \beta \vec{k} = (2078.4 \text{ N} \cdot \text{m}) \vec{k}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 18.3

- Expressing that the system of external forces is equivalent to the system of effective forces, write vector expressions for the sum of moments about A and the summation of forces.



$$\sum \vec{M}_A = \sum (\vec{M}_A)_{eff}$$

$$5.93 \vec{J} \times (-T \vec{I}) + 2 \vec{I} \times (-40 \vec{J}) = 3.46 \vec{J} \times (-1800 \vec{I}) + 2078.4 \vec{K}$$

$$(6.93T - 80) \vec{K} = (6228 + 2078.4) \vec{K}$$

$$T = 1210 \text{ N}$$

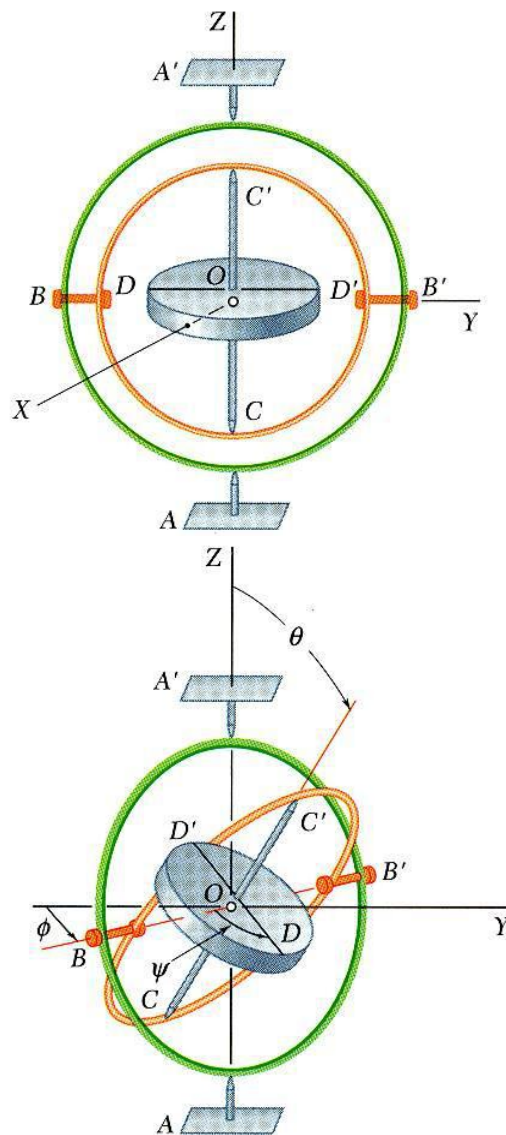
$$\sum \vec{F} = \sum (\vec{F})_{eff}$$

$$A_X \vec{I} + A_Y \vec{J} + A_Z \vec{K} - 1210 \vec{I} - 40 \vec{J} = -1800 \vec{I}$$

$$\vec{A} = -(590 \text{ N}) \vec{I} + (40 \text{ N}) \vec{J}$$

Vector Mechanics for Engineers: Dynamics

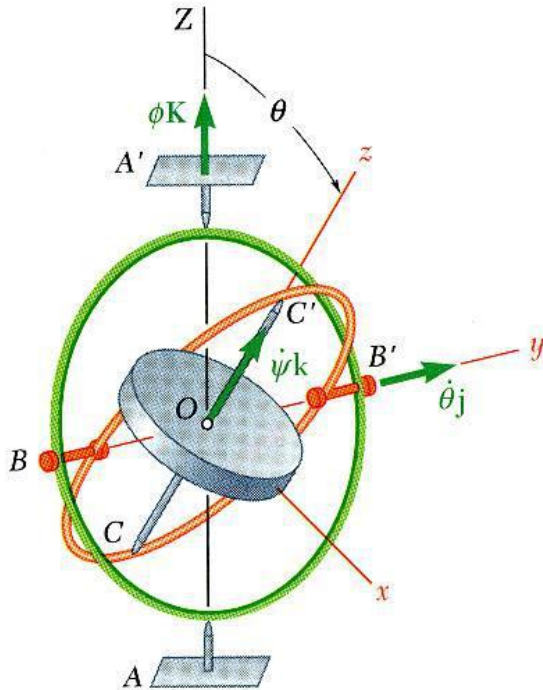
Motion of a Gyroscope. Eulerian Angles



- A gyroscope consists of a rotor with its mass center fixed in space but which can spin freely about its geometric axis and assume any orientation.
- From a reference position with gimbals and a reference diameter of the rotor aligned, the gyroscope may be brought to any orientation through a succession of three steps:
 - a) rotation of outer gimbal through j about AA' ,
 - b) rotation of inner gimbal through q about
 - c) rotation of the rotor through y about CC' .
- ϕ , θ , and ψ are called the *Eulerian Angles* and
 - $\dot{\phi}$ = rate of precession
 - $\dot{\theta}$ = rate of nutation
 - $\dot{\psi}$ = rate of spin

Vector Mechanics for Engineers: Dynamics

Motion of a Gyroscope. Eulerian Angles



- The angular velocity of the gyroscope,

$$\vec{\omega} = \dot{\phi} \vec{K} + \dot{\psi} \vec{k}$$

$$\text{with } \vec{K} = -\sin \theta \vec{i} + \cos \theta \vec{j}$$

$$\vec{\omega} = -\dot{\phi} \sin \theta \vec{i} + \dot{\theta} \vec{j} + (\dot{\psi} + \dot{\phi} \cos \theta) \vec{k}$$

- Equation of motion,

$$\sum \vec{M}_O = (\dot{\vec{H}}_O)_{Oxyz} + \vec{\Omega} \times \vec{H}_O$$

$$\vec{H}_O = -I' \dot{\phi} \sin \theta \vec{i} + I' \dot{\theta} \vec{j} + I (\dot{\psi} + \dot{\phi} \cos \theta) \vec{k}$$

$$\vec{\Omega} = \dot{\phi} \vec{K} + \dot{\theta} \vec{j}$$

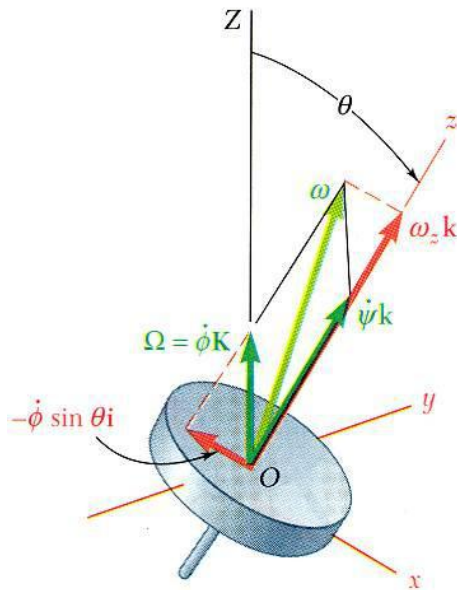
$$\sum M_x = -I' (\ddot{\phi} \sin \theta + 2 \dot{\theta} \dot{\phi} \cos \theta) + I \dot{\theta} (\dot{\psi} + \dot{\phi} \cos \theta)$$

$$\sum M_y = I' (\ddot{\theta} - \dot{\phi}^2 \sin \theta \cos \theta) + I \dot{\phi} \sin \theta (\dot{\psi} + \dot{\phi} \cos \theta)$$

$$\sum M_z = I \frac{d}{dt} (\dot{\psi} + \dot{\phi} \cos \theta)$$

Vector Mechanics for Engineers: Dynamics

Steady Precession of a Gyroscope

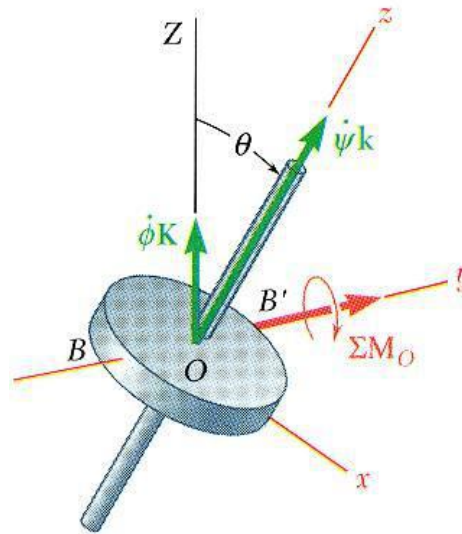


Steady precession,
 θ, ϕ, ψ are constant

$$\vec{\omega} = -\dot{\phi} \sin \theta \vec{i} + \omega_z \vec{k}$$

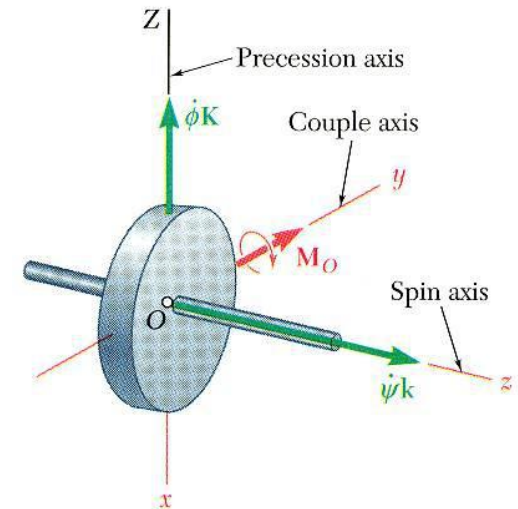
$$\vec{H}_O = -I' \dot{\phi} \sin \theta \vec{i} + I \omega_z \vec{k}$$

$$\vec{\Omega} = -\dot{\phi} \sin \theta \vec{i} + \dot{\phi} \cos \theta \vec{k}$$



$$\begin{aligned} \sum \vec{M}_O &= \vec{\Omega} \times \vec{H}_O \\ &= (I \omega_z - I' \dot{\phi} \cos \theta) \dot{\phi} \sin \theta \vec{j} \end{aligned}$$

Couple is applied about an axis
 perpendicular to the precession
 and spin axes



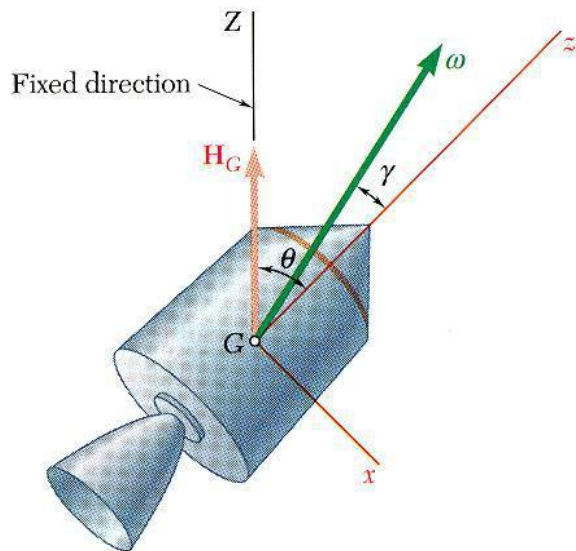
When the precession and spin
 axis are at a right angle,
 $\theta = 90^\circ$

$$\sum \vec{M}_O = I \dot{\psi} \dot{\phi} \vec{j}$$

Gyroscope will precess about an
 axis perpendicular to both the
 spin axis and couple axis.

Vector Mechanics for Engineers: Dynamics

Motion of an Axisymmetrical Body Under No Force



- Consider motion about its mass center of an axisymmetrical body under no force but its own weight, e.g., projectiles, satellites, and space craft.

$$\dot{\vec{H}}_G = 0 \quad \vec{H}_G = \text{constant}$$

- Define the Z axis to be aligned with \vec{H}_G and z in a rotating axes system along the axis of symmetry. The x axis is chosen to lie in the Zz plane.

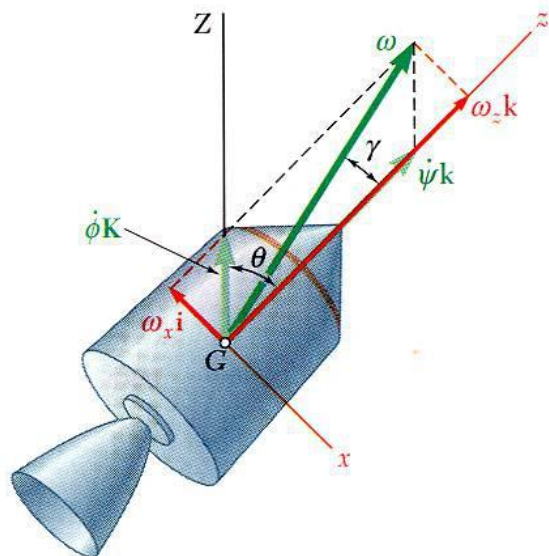
$$H_x = -H_G \sin \theta = I' \omega_x \quad \omega_x = -\frac{H_G \sin \theta}{I'}$$

$$H_y = 0 = I' \omega_y \quad \omega_y = 0$$

$$H_z = H_G \cos \theta = I \omega_z \quad \omega_z = \frac{H_G \cos \theta}{I}$$

- $\theta = \text{constant}$ and body is in steady precession.

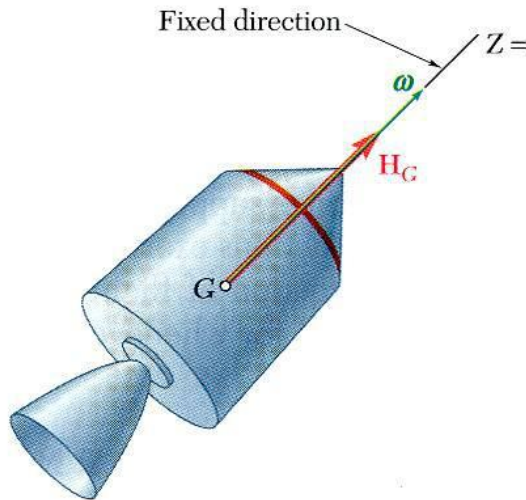
- Note: $-\frac{\omega_x}{\omega_z} = \tan \gamma = \frac{I}{I'} \tan \theta$



Vector Mechanics for Engineers: Dynamics

Motion of an Axisymmetrical Body Under No Force

Two cases of motion of an axisymmetrical body which under no force which involve no precession:

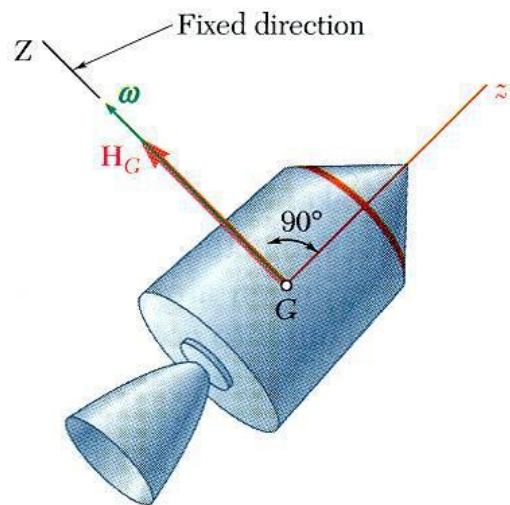


- Body set to spin about its axis of symmetry,

$$\omega_x = H_x = 0$$

$\vec{\omega}$ and \vec{H}_G are aligned

and body keeps spinning about its axis of symmetry.



- Body is set to spin about its transverse axis,

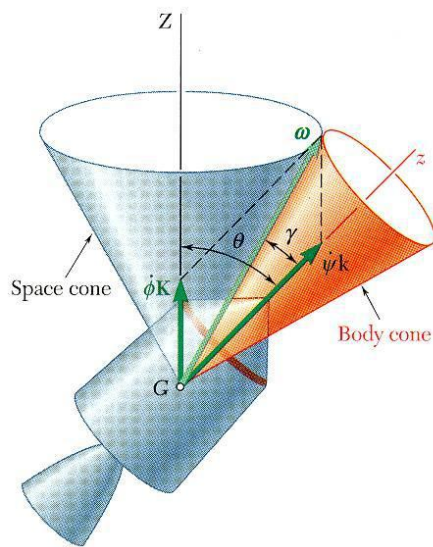
$$\omega_z = H_z = 0$$

$\vec{\omega}$ and \vec{H}_G are aligned

and body keeps spinning about the given transverse axis.

Vector Mechanics for Engineers: Dynamics

Motion of an Axisymmetrical Body Under No Force



The motion of a body about a fixed point (or its mass center) can be represented by the motion of a body cone rolling on a space cone. In the case of steady precession the two cones are circular.

- $I < I'$. Case of an elongated body. $\gamma < \theta$ and the vector ω lies inside the angle ZGz . The space cone and body cone are tangent externally; the spin and precession are both counterclockwise from the positive z axis. The precession is said to be *direct*.
- $I > I'$. Case of a flattened body. $\gamma > \theta$ and the vector ω lies outside the angle ZGz . The space cone is inside the body cone; the spin and precession have opposite senses. The precession is said to be *retrograde*.

