

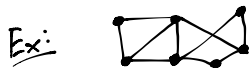
2-d rigid objects $\vec{W}, \vec{L}, \vec{H}, + E_k$

Consider lots of point masses with enough massless bars so the object is rigid

bars \geq (# masses) * 2 - 3 \rightarrow trusses in Ruina/Pratap

If too many bars: incompatibility or indeterminacy

\rightarrow still can find motion!

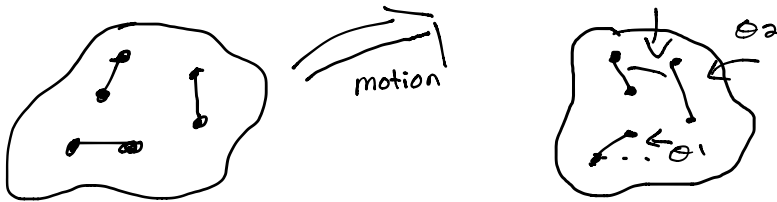


Naive approach: DAE's

Rigid object: "rigid body"

all lengths between points are constant in time and all marked angles between line segments constant in time

\rightarrow no deformation



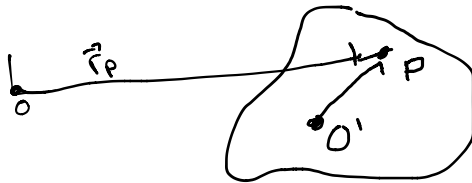
$\theta_1 = \theta_2 = \theta_3 = \theta$ of rotation object

$$\boxed{W = \text{angular velocity} = \dot{\theta}}$$

$$\boxed{\vec{W} = \omega \hat{K} = \dot{\theta} \hat{K}}$$

\rightarrow pick a reference point: O' , material point on the object

Sometimes use center of mass or hinge point



$$\vec{r}_{P/O'} = \vec{r}_{O'P}$$

$$\vec{r}_P = \vec{r}_{O'} + \vec{r}_{P/O'} \\ \hookrightarrow \vec{r}_{O'/O}$$

$$\vec{v}_p = \vec{v}_o + \frac{d}{dt} \vec{r}_{p/o'}$$

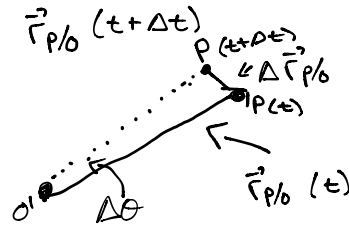
$$\vec{a}_p = \vec{a}_o + \frac{d}{dt} \vec{v}_{p/o'}$$

relative to points
means subtract

$$\vec{v}_{p/o'} = \vec{v}_p - \vec{v}_o$$

$$\vec{a}_{p/o'} = \vec{a}_p - \vec{a}_o$$

$$\vec{v}_{p/o'} = \vec{\omega} \times \vec{r}_{p/o'}$$



$$\Delta \vec{r}_{p/o'} = |\vec{r}_{p/o'}| \cdot \Delta \theta \cdot \hat{n} \perp \text{ to } \vec{r}_{p/o'}$$

$$\Delta \vec{r}_{p/o'} = [\Delta \theta \hat{k}] \times \vec{r}_{p/o'}$$

$$\vec{v}_{p/o'} = \frac{\Delta \vec{r}_{p/o'}}{\Delta t} = \frac{\Delta \theta}{\Delta t} \hat{k} \times \vec{r}_{p/o'}$$

$$\vec{v}_{p/o'} = \vec{\omega} \times \vec{r}_{p/o'} \quad \checkmark$$

$$a_{p/o'} = ? \rightarrow \vec{a}_{p/o'} = \frac{d}{dt} \vec{v}_{p/o'} = \frac{d}{dt} (\vec{\omega} \times \vec{r}_{p/o'})$$

$$= \dot{\vec{\omega}} \times \vec{r}_{p/o'} + \vec{\omega} \times \vec{v}_{p/o'}$$

$$\vec{a}_{p/o'} = \dot{\vec{\omega}} \times \vec{r}_{p/o'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{p/o'}) = \ddot{\theta} \hat{k} \times \vec{r}_{p/o'} - \omega^2 \vec{r}_{p/o'}$$

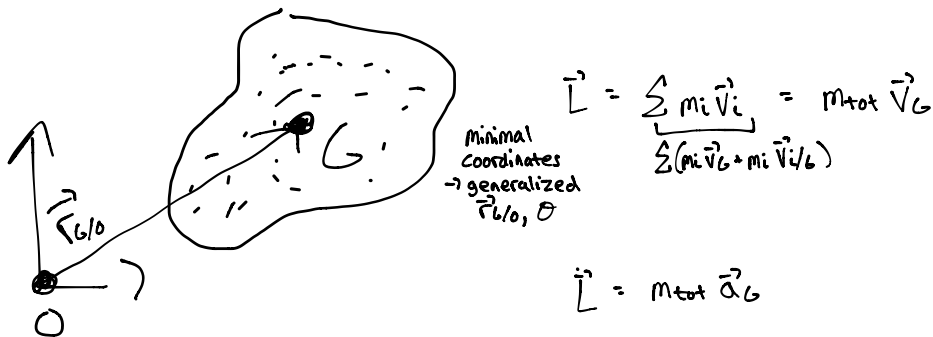
$$\vec{a}_{p/o'} = \ddot{\theta} \hat{k} \times \vec{r}_{p/o'} - \omega^2 \vec{r}_{p/o'}$$

$$\ddot{\theta} \hat{k} = \dot{\vec{\omega}} = \vec{\alpha} \quad \text{angular acceleration of object}$$

$$\text{a lot like } \vec{a} \text{ for polar: } \vec{a} = (\ddot{r} - r\dot{\theta}^2) \hat{e}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta}) \hat{e}_\theta$$

$$-r\dot{\theta}^2 \hat{e}_r = -\omega^2 \vec{r}, \quad r\ddot{\theta} \hat{e}_\theta = \vec{\omega} \times \vec{r}_{p/o'}$$

Look at some object + calculate motion quantities



$$\vec{H}/c = \underbrace{\vec{r}_{G/c} \times (m_{tot} \vec{v}_G)}_{\vec{H}_{G/c}} + \underbrace{\sum \vec{r}_{i/G} \times m_i \vec{v}_{i/G}}_{\vec{H}/G}$$

$$\vec{H}/G = \sum \vec{r}_{i/G} \times (m_i \vec{\omega} \times \vec{r}_{i/G}) = \sum r_{i/G}^2 \omega m_i \hat{k} = \omega \hat{k} \sum m_i r_i^2$$

$$I^G = \text{moment of inertia about } G = \left[\sum m_i r_i^2 \right] \left[r^2 dm \right]$$

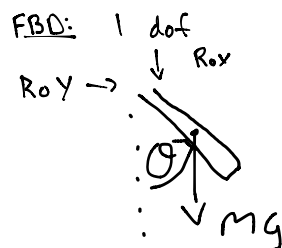
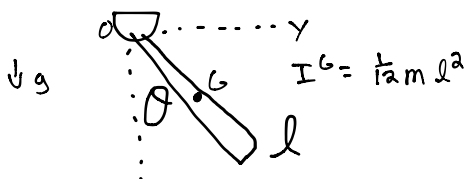
$$\vec{H}/c = \vec{r}_{G/c} \times m_{tot} \vec{v}_G + I^G \dot{\theta} \hat{k}$$

$$\dot{\vec{H}}/c = \vec{r}_{G/c} \times m_{tot} \vec{a}_G + I^G \ddot{\theta} \hat{k}$$

$$E_k = \frac{1}{2} m_{tot} v_G^2 + \frac{1}{2} I^G \dot{\theta}^2$$

⇒ can find equations of motion for rigid objects!

Example: Pendulum



$$\text{AMB/O: } \sum \vec{M}/_O = \vec{H}/_O$$

$$\begin{aligned} \vec{r}_{G/O} \times mg \hat{e}_r &= \vec{r}_{G/O} \times (m \vec{a}_G) + I_G \ddot{\theta} \hat{k} \\ \hookrightarrow \frac{l}{2} \hat{e}_r &\quad \hookrightarrow \frac{l}{2} \hat{e}_r \quad \hookrightarrow \vec{a}_G = \ddot{\theta} \hat{k} \times \vec{r}_{G/O} - \dot{\theta}^2 \vec{r}_{G/O} \end{aligned}$$

$$\rightarrow \boxed{mg \frac{l}{2} \sin \theta = - \underbrace{\left(I_G + \frac{m l^2}{4} \right)}_{I^O} \ddot{\theta}}$$