

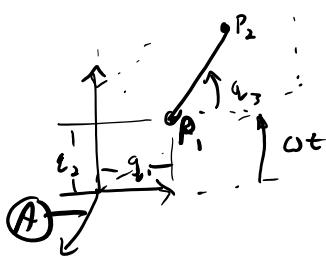
Another partial velocity example

Fig 2.6.1

$$\textcircled{1} \quad {}^A\bar{V}_{P_1} = \dot{q}_1 \hat{b}_x + \dot{q}_2 \hat{b}_y - \omega q_1 \hat{b}_z$$

$$\textcircled{2} \quad {}^A\bar{V}_{P_1} = (\dot{q}_1 c_3 + \dot{q}_3 s_3) \hat{e}_x + (-\dot{q}_1 s_3 + \dot{q}_2 c_3) \hat{e}_y - \omega q_1 \hat{e}_z$$

$$\textcircled{3} \quad {}^A\bar{V}_{P_1} = (\dot{q}_1 \cos \alpha t - \omega q_1 \sin \alpha t) \hat{a}_x + \dot{q}_2 \hat{a}_y - (\dot{q}_1 \sin \alpha t + \omega q_1 \cos \alpha t) \hat{a}_z$$



$${}^B\bar{\omega}^E = \dot{q}_3 \hat{e}_z$$

any one of these expressions can be used to pick 3 generalized speeds

in $\textcircled{1}$

$$u_1 = \dot{q}_1 \quad u_2 = \dot{q}_2 \quad u_3 = \dot{q}_3$$

$${}^A\bar{V}_{P_1} = u_1 \hat{b}_x + u_2 \hat{b}_y - \omega q_1 \hat{b}_z \quad {}^B\bar{\omega}^E = u_3 \hat{e}_z \quad \text{no } i\text{'s!}$$

Partial velocities of P_1 in A

$$\begin{array}{l} {}^A\bar{V}_1 = \hat{b}_x \quad {}^A\bar{V}_2 = \hat{b}_y \quad {}^A\bar{V}_3 = 0 \quad {}^A\bar{V}_t = -\omega q_1 \hat{b}_z \\ {}^B\bar{\omega}_1^E = 0 \quad {}^B\bar{\omega}_2^E = 0 \quad {}^B\bar{\omega}_3^E = \hat{e}_z \quad {}^B\bar{\omega}_t^E = 0 \end{array}$$

$$\bar{V} = \sum V_r u_r + \bar{V}_t$$

in $\textcircled{2}$

$$u_1 = \dot{q}_1 c_3 + \dot{q}_3 s_3 \quad u_2 = \dot{q}_2 c_3 - \dot{q}_1 s_3 \quad u_3 = \dot{q}_3$$

$${}^A\bar{V}_{P_1} = u_1 \hat{e}_x + u_2 \hat{e}_y - \omega q_1 \hat{e}_z$$

$${}^A\bar{\omega}^E = \omega s_3 \hat{e}_x + \omega c_3 \hat{e}_y + u_3 \hat{e}_z$$

$${}^A\bar{V}_1 = \hat{e}_x \quad {}^A\bar{V}_2 = \hat{e}_y \quad {}^A\bar{V}_3 = 0 \quad {}^A\bar{V}_t = -\omega q_1 \hat{e}_z$$

different
u's give
different
partial
velocities

$${}^A\bar{\omega}_1^E = 0 \quad {}^A\bar{\omega}_2^E = 0 \quad {}^A\bar{\omega}_3^E = \hat{e}_z \quad {}^A\bar{\omega}_t^E = \omega s_3 \hat{e}_x + \omega c_3 \hat{e}_y$$

Partials velocities

Every velocity and angular velocity in system S' can be written in terms of the G.S.'s

$$\bar{V} = \sum_{r=1}^n \bar{v}_r u_r + \bar{v}_t \quad \bar{\omega} = \sum_{r=1}^n \bar{\omega}_r u_r + \bar{\omega}_t$$

unconstrained/holonomic r^{th} partial (angular) velocities of $\underline{\text{point}}^{\text{point}}/\underline{\text{RF}}$ in $\underline{\text{RF}}$

- These expansions are always possible whether or not $n=p$
- If $n=p$, we say "holonomic r^{th} partial..."
- However, if there are m motion constraints, then only $p=n-m$ of GS's are independent

In this case we can use only p independent GS's

$$\bar{V} = \sum_{r=1}^p \tilde{v}_r u_r + \tilde{v}_t \quad \bar{\omega} = \sum_{r=1}^p \tilde{\omega}_r u_r + \tilde{\omega}_t$$

r^{th} non-holonomic partial (ang.) Velocities of $\underline{\text{—}}$ in $\underline{\text{—}}$
(constrained)

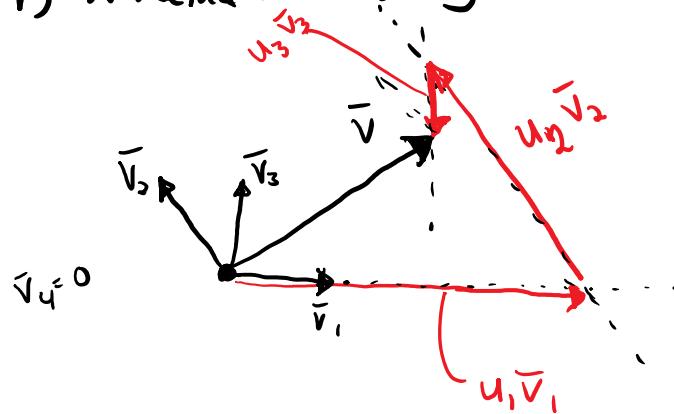
All partial velocities are partial derivatives
of velocities with respect to the corresponding G.S.'s

$${}^A \frac{d\bar{P}}{dt} = \sum_{r=1}^n {}^A \frac{\partial \bar{P}}{\partial q_r} \dot{q}_r + {}^A \frac{\partial \bar{P}}{\partial t} \quad \text{and} \quad {}^A \frac{d\bar{p}}{dt} = \sum_{r=1}^n {}^A \bar{v}_r^p u_r + {}^A \bar{v}_t^p$$

$$i=1 \quad r$$

Meaning of partial velocities

1) Kinematic meaning



\bar{V} is velocity vector
suppose 4 G.C.'s, 4 G.S's
calculate 4 \bar{V}_r 's

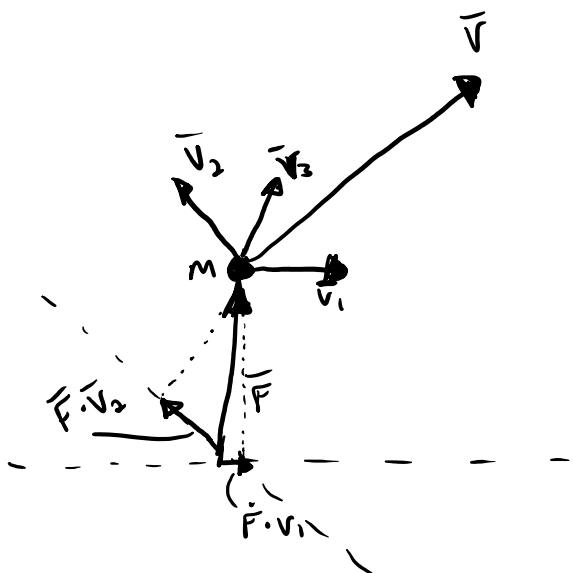
partial velocities encode the
sensitivities of \bar{V} to unit
changes in the G.S.'s

2) dynamic meaning

Suppose \bar{V} is the velocity vector of a particle of mass m acted on by force \bar{F} that causes an acceleration $\bar{a} = \frac{m}{d\bar{V}} \frac{d\bar{V}}{dt}$, which occurs with changes in the u 's.

$$\frac{\bar{F} \cdot \bar{v}_r}{m} = \dot{u}_r$$

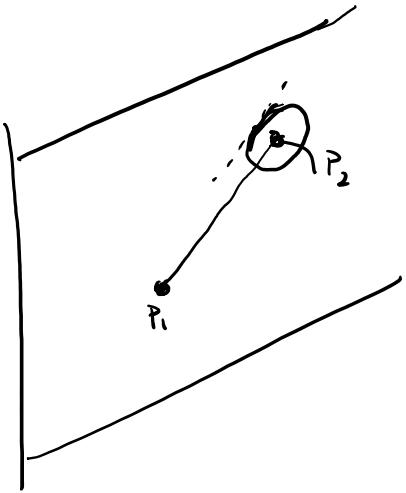
\bar{V}_r is the direction or component of \bar{F} that causes u_r to change, i.e. \dot{u}_r ,



When a partial velocity $\bar{V}_r \perp \bar{F}$ then \bar{F} doesn't

When a partial velocity $\vec{V}_r \perp \vec{F}$ then \vec{F} doesn't cause that v_r to change! ($\ddot{v}_r = 0$)

Example



Replace P_2 with a wheel that cannot move \perp to the $P_1 \leftrightarrow P_2$ line. Gives rolling without slip motion constraint.