

Dynamics & Stability

AE3-914

$$\begin{aligned} T &= \frac{1}{2} \int (\mathbf{v}_o + \boldsymbol{\omega} \times \mathbf{r}) \cdot (\mathbf{v}_o + \boldsymbol{\omega} \times \mathbf{r}) dm \\ &= \frac{1}{2} m v_o^2 + \mathbf{v}_o \cdot \boldsymbol{\omega} \times \int \mathbf{r} dm \\ &\quad + \frac{1}{2} \int (\boldsymbol{\omega} \times \mathbf{r}) \cdot (\boldsymbol{\omega} \times \mathbf{r}) dm \end{aligned}$$

$$\boldsymbol{\omega} \times \mathbf{r} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ \omega_x & \omega_y & \omega_z \\ x & y & z \end{vmatrix}$$

$$= (\omega_y z - \omega_z y)\mathbf{i} + (\omega_z x - \omega_x z)\mathbf{j} + (\omega_x y - \omega_y x)\mathbf{k}$$

$$(\boldsymbol{\omega} \times \mathbf{r}) \cdot (\boldsymbol{\omega} \times \mathbf{r})$$

$$= (\omega_x \quad \omega_y \quad \omega_z) \begin{bmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{xy} & I_{yy} & -I_{yz} \\ -I_{xz} & -I_{yz} & I_{zz} \end{bmatrix} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$

$$\mathbf{I} = \begin{bmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{xy} & I_{yy} & -I_{yz} \\ -I_{xz} & -I_{yz} & I_{zz} \end{bmatrix}$$

is the inertia tensor

Inertia tensor

\mathbf{I}_O w.r.t. the fixed point O

\mathbf{I}_G w.r.t. the mass centre G

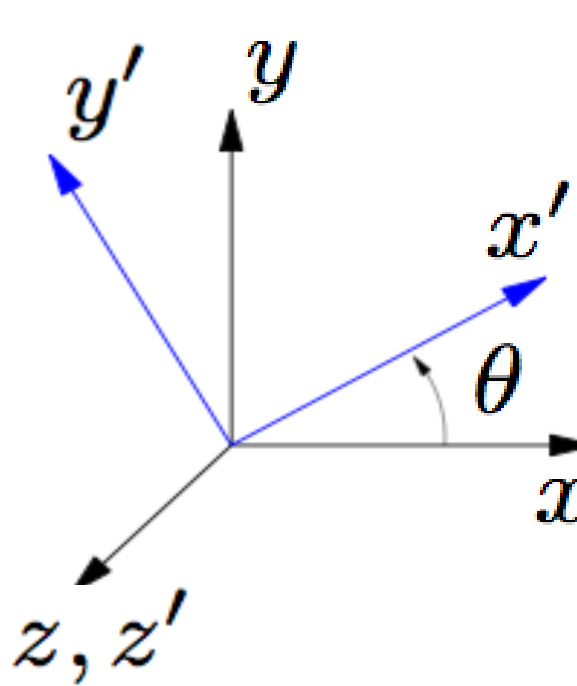
Fixed point rotation: $T = \frac{1}{2}\boldsymbol{\omega}^T \mathbf{I}_O \boldsymbol{\omega}$

General motion: $T = \frac{1}{2}mv_G^2 + \frac{1}{2}\boldsymbol{\omega}^T \mathbf{I}_G \boldsymbol{\omega}$

I depends on:

- (a) Origin of coordinates
- (b) Direction of axes

The coordinate system can be rotated



The diagram illustrates a 3D coordinate system with axes x , y , and z . A second coordinate system is shown with axes x' , y' , and z' . The x' axis is rotated from the x axis by an angle θ . The y' and z' axes are also shown, with z' being the projection of z onto the $x'y'$ plane.

$$\mathbf{T} = \begin{bmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \begin{Bmatrix} x' \\ y' \\ z' \end{Bmatrix} = [\mathbf{T}] \begin{Bmatrix} x \\ y \\ z \end{Bmatrix}$$
$$\mathbf{v}' = \mathbf{T}\mathbf{v} \quad [\mathbf{I}'] = [\mathbf{T}][\mathbf{I}][\mathbf{T}]^T$$

I is symmetric:

(a) **I** can be diagonalised (eigenvalues)

(b) Eigenvectors (principal directions)
are orthogonal

which can be reached through a coordinate
transformation

Principal moments of inertia:

$$\mathbf{I} = \begin{bmatrix} I_1 & 0 & 0 \\ 0 & I_2 & 0 \\ 0 & 0 & I_3 \end{bmatrix}$$

Principal axes \rightarrow Diagonal form

Symmetry axes are principal axes

Planar body in xy -plane:

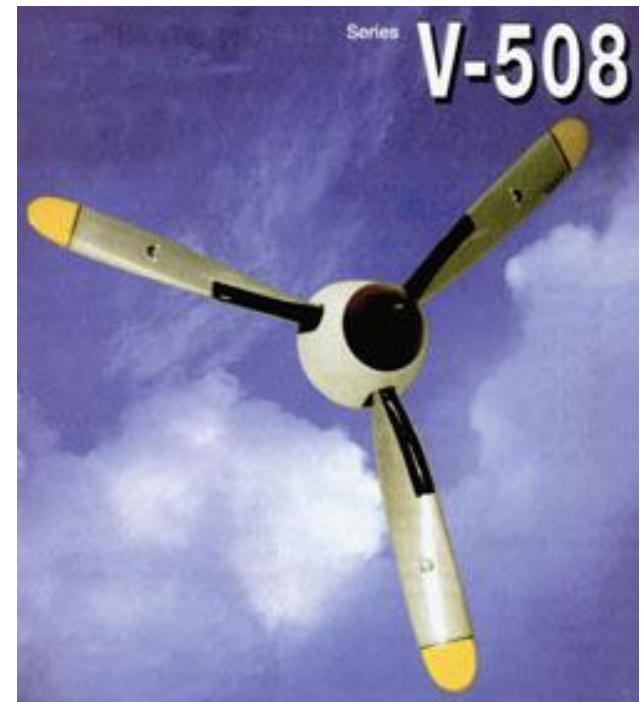
$$I_{zz} = I_{xx} + I_{yy}; \quad I_{xz} = I_{yz} = 0$$

Body with at least **three** symmetry axes
in xy -plane:

$$I_{xx} = I_{yy}; \quad I_{xy} = 0$$

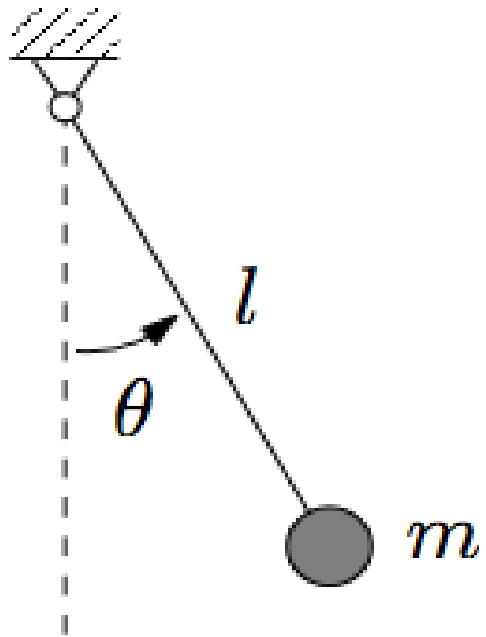
for any frame rotation about z -axis

Find the inertia tensor given the moment of inertia of one blade I_b about the shaft. Model the blade as a bar.



Virtual work

Please check the book!



$$\ddot{\theta} + \frac{g}{l} \sin \theta = 0$$

Generalised coordinates

Particle in 2D: 2 degrees-of-freedom (dof)

Body in 2D: 3 dof

Particle in 3D: 3 dof

Body in 3D: 6 dof

Two bodies in 2D: 6 dof

N particles in 3D: $3N$ dof

and so on...



a) 1 dof

b) 2 dof

c) 3 dof



a) 1 dof

b) 2 dof

c) 3 dof

Constraints

$$f_i(q_1, \dots, q_n) = 0$$

or

$$f_i(q_1, \dots, q_n; t) = 0$$

$$n_{dof} = n_{coord} - n_{cons}$$

Purpose:

Find equations of motion and energy expressions in generalised coordinates

$$“ \mathbf{F} = m\mathbf{a} ”$$

Kinetic energy

A particle moving in space:

$$x_i = x_i(q_1, q_2, q_3, t)$$

$$\dot{x}_i = \sum_{j=1}^3 \left(\frac{\partial x_i}{\partial q_j} \dot{q}_j \right) + \frac{\partial x_i}{\partial t}$$

$$\begin{aligned} T &= \frac{1}{2} m \sum_{i=1}^3 \dot{x}_i^2 \\ &= \frac{1}{2} \sum_{j=1}^3 \sum_{k=1}^3 \alpha_{jk} \dot{q}_j \dot{q}_k + \sum_{j=1}^3 \beta_j \dot{q}_j + \gamma \end{aligned}$$

$$\alpha_{jk} = \alpha_{jk}(\mathbf{q}, t); \quad \beta_j = \beta_j(\mathbf{q}, t); \quad \gamma = \gamma(\mathbf{q}, t)$$

$$T = T(\mathbf{q}, \dot{\mathbf{q}}, t)$$

$$T = T_2 + T_1 + T_0$$

Generalised momenta

$$p_i = \frac{\partial T}{\partial \dot{q}_i}$$

Generalised forces

For a system of n particles the virtual work is:

$$\delta W = \sum_{i=1}^n \mathbf{F}_i \cdot \delta \mathbf{r}_i$$

$$\mathbf{F}_i = F_{ix}\mathbf{i} + F_{iy}\mathbf{j} + F_{iz}\mathbf{k}$$

$$\delta x_i = \sum_{j=1}^{ndof} \frac{\partial x_i}{\partial q_j} \delta q_j \quad \delta y_i = \sum_{j=1}^{ndof} \frac{\partial y_i}{\partial q_j} \delta q_j \quad \delta z_i = \sum_{j=1}^{ndof} \frac{\partial z_i}{\partial q_j} \delta q_j$$

$$\begin{aligned}\delta W &= \sum_{i=1}^n \mathbf{F}_i \cdot \delta \mathbf{r}_i \\ &= \sum_{j=1}^{ndof} \left[\sum_{i=1}^n \left(F_{ix} \frac{\partial x_i}{\partial q_j} + F_{iy} \frac{\partial y_i}{\partial q_j} + F_{iz} \frac{\partial z_i}{\partial q_j} \right) \right] \delta q_j \\ &= \sum_{j=1}^{ndof} Q_j \delta q_j = \mathbf{Q} \cdot \delta \mathbf{q}\end{aligned}$$

The **generalised force** then becomes:

$$Q_j = \sum_{i=1}^n \left(F_{ix} \frac{\partial x_i}{\partial q_j} + F_{iy} \frac{\partial y_i}{\partial q_j} + F_{iz} \frac{\partial z_i}{\partial q_j} \right)$$