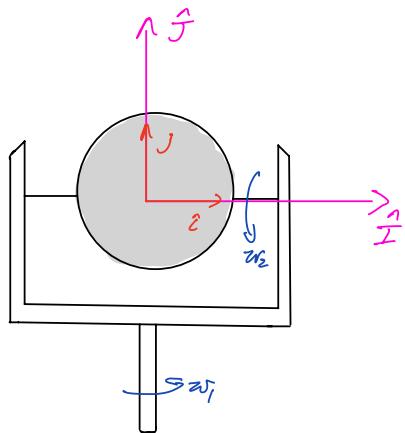


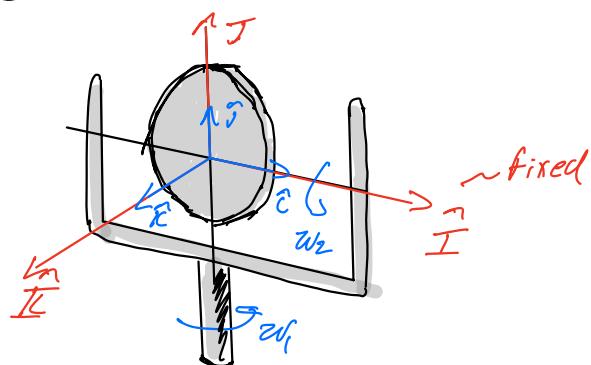
## Visualization of coordinate system rotating with 2 components.



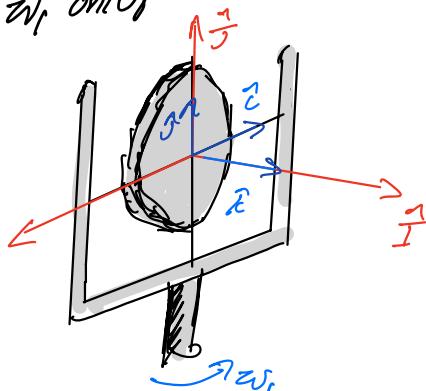
- The  $\hat{I}, \hat{J}, \hat{K}$  unit vectors are fixed
  - The  $\hat{i}, \hat{j}, \hat{k}$  unit vectors rotate with
- $$\vec{\omega} = \omega_1 \hat{J} + \omega_2 \hat{I}$$

How do we interpret? We can visualize by considering individual rotations around  $\hat{J}$  and  $\hat{I}$ . Let's pretend  $\omega_1$  is applied then  $\omega_2$ .

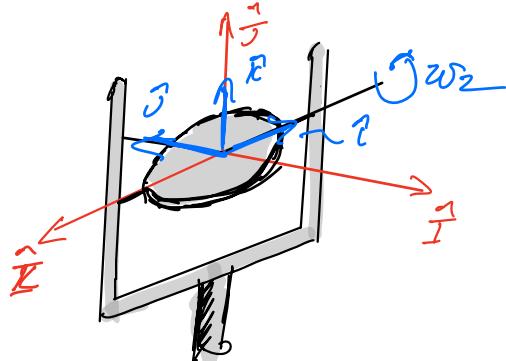
### ① Original Orientation



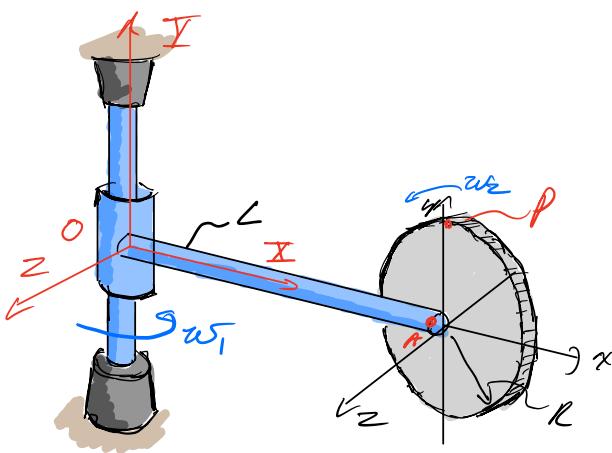
### ② Rotation about I axis only



### ③ Now, consider rotation about x axis only



This is just a visualization in reality  $\omega_1$  and  $\omega_2$  happen at the same time

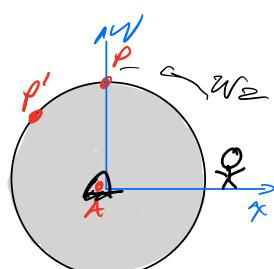


Find  $\bar{v}_P$  and  $\bar{\alpha}_P$ .

$I, J, Z$  are global fixed axis.

Let's look at two ways we can have the coordinate system: 1)  $xyz$  fixed to rod OA, and 2)  $xyz$  fixed in disk

(1)



The observer sees point P move to P'

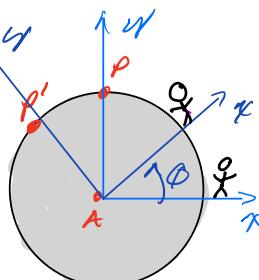
$xyz$ -fixed in OA

Define  $\bar{w}$  and  $\bar{z}$  of  $xyz$  system

$$\bar{w} = \omega_1 \hat{j}$$

$$\bar{z} = \frac{d\bar{w}}{dt} = \omega_1 \hat{j} + \omega_2 \hat{i} = 0$$

(2)



The observer does not see point P moving

$xyz$ -fixed in disk

Define  $\bar{w}$  and  $\bar{z}$  of  $xyz$  system

$$\bar{w} = \omega_1 \hat{j} + \omega_2 \hat{k}$$

$$\bar{z} = \omega_1 \hat{j} + \omega_2 \hat{k} + \omega_3 \hat{i} + \omega_2 \hat{i} = \omega_3 \hat{i}$$

$$\bar{z} = \omega_3 (\omega_1 \hat{j} + \omega_2 \hat{k}) \times \hat{i} = \omega_1 \omega_3 \hat{i}$$

Find  $\bar{v}_P$

$$\bar{v}_P = \bar{v}_A + (v_{PA})_{rel} + \bar{w} \times \bar{r}_{PA}$$

Now, we need  $\bar{v}_A$ , we can use the fixed coordinate system

$$\bar{v}_A = \bar{v}_O + \bar{w}_{OA} \times \bar{r}_{OA}$$

Find  $\bar{v}_P$

$$\bar{v}_P = \bar{v}_A + (v_{PA})_{rel} + \bar{w} \times \bar{r}_{PA}$$

Now, we need  $\bar{v}_A$ , we can use the fixed coordinate system

$$\bar{v}_A = \bar{v}_O + \bar{w}_{OA} \times \bar{r}_{OA}$$

$$\vec{v}_D = \vec{0}, \quad \vec{w}_{OA} = w_1 \hat{j}, \quad \vec{\omega}_{OA} = L \hat{i}$$

$$\vec{v}_P = \vec{v}_A + \vec{w}_{OA} \times \vec{\omega}_{OA} = w_1 \hat{j} \times L \hat{i}$$

$$\vec{v}_P = -L w_1 \hat{k}$$

The analysis is the same up to this point.

Back to

$$\vec{v}_P = \vec{v}_A + (\vec{v}_{P/A})_{rel} + \vec{w} \times \vec{\omega}_{P/A}$$

identify each term

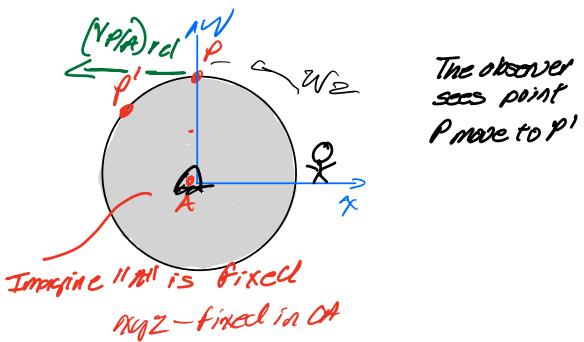
$$\vec{v}_A = -L w_1 \hat{k}$$

$$\vec{w} = w_1 \hat{j}$$

$$\vec{\omega}_{P/A} = R \hat{j}$$

We need to find  $(\vec{v}_{P/A})_{rel}$ .

Here we are going to fix point A and treat the disk as a rigid body.



Find  $(\vec{v}_{P/A})_{rel}$  using a modified form of RB equations

$$(\vec{v}_{P/A})_{rel} = (\vec{v}_A)_{xyz} + \vec{w}_{xyz} \times \vec{\omega}_{P/A}$$

$(\vec{v}_A)_{xyz}$  = velocity of point A in xyz system, it is "0".

$$\vec{v}_D = \vec{0}, \quad \vec{w}_{OA} = w_1 \hat{j}, \quad \vec{\omega}_{OA} = L \hat{i}$$

$$\vec{v}_P = \vec{v}_A + \vec{w}_{OA} \times \vec{\omega}_{OA} = w_1 \hat{j} \times L \hat{i}$$

$$\vec{v}_P = -L w_1 \hat{k}$$

The analysis is the same up to this point.

Back to

$$\vec{v}_P = \vec{v}_A + (\vec{v}_{P/A})_{rel} + \vec{w} \times \vec{\omega}_{P/A}$$

identify each term

$$\vec{v}_A = -L w_1 \hat{k}$$

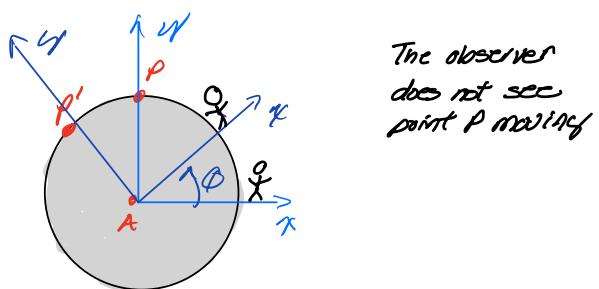
$$\vec{w} = w_1 \hat{j} + w_2 \hat{k}$$

$$\vec{\omega}_{P/A} = R \hat{j}$$

We need to find  $(\vec{v}_{P/A})_{rel}$ .

In this coordinate system

$(\vec{v}_{P/A})_{rel} = \vec{0}$ . The observer doesn't see point P move.



xyz - fixed in disk

Plug in ...

$$\vec{v}_P = \vec{v}_A + (\vec{v}_{P/A})_{rel} + \vec{w} \times \vec{\omega}_{P/A}$$

$$= -L w_1 \hat{k} + \vec{0} + (w_1 \hat{j} + w_2 \hat{k}) \times R \hat{j}$$

$$\vec{v}_P = -L w_1 \hat{k} - R w_2 \hat{j}$$

$$\vec{v}_P = -R w_2 \hat{j} - L w_1 \hat{k}$$

Ans

$$\vec{w}_2 = \hat{w}_2 \vec{k} \quad \text{and} \quad \vec{r}_{PA} = R \vec{j}$$

$$(\vec{v}_{PA})_{rel} = \vec{0} + w_2 \vec{\omega} \times \vec{R}^g = -R w_2 \vec{i}$$

Plug in . . .

$$\begin{aligned}\vec{v}_P &= \vec{r}_A + (\vec{v}_{PA})_{rel} + \vec{\omega} \times \vec{r}_{PA} \\ &= -L w_i \vec{k} - R w_2 \vec{i} + w_2 \vec{j} \times R \vec{j} = 0 \\ \vec{v}_P &= -R w_2 \vec{i} - L w_i \vec{k} \quad \text{Ans}\end{aligned}$$

Find  $\vec{a}_P$

$$\begin{aligned}\vec{a}_P &= \vec{a}_A + (\vec{a}_{PA})_{rel} + \vec{\alpha} \times \vec{r}_{PA} \\ &\quad + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}\end{aligned}$$

We can find  $\vec{a}_A$  using the global XYZ coordinate system

$$\vec{a}_A = \vec{a}_0 + \vec{\alpha}_m \times \vec{r}_{AO} + \vec{\omega}_{AO} \times (\vec{\omega}_{AO} \times \vec{r}_{AO})$$

$$\vec{\omega}_{AO} = w_1 \vec{j} \quad \text{then} \quad \vec{x}_{AO} = \vec{0}$$

$$\vec{a}_0 = \vec{0}, \quad \vec{r}_{AO} = L \vec{i}$$

$$\vec{a}_A = \vec{0} + \vec{0} + w_1 \vec{j} \times (w_1 \vec{j} \times L \vec{i})$$

$$a_A = -L w_1^2 \vec{i}$$

Go back to

$$\begin{aligned}\vec{a}_P &= \vec{a}_A + (\vec{a}_{PA})_{rel} + \vec{\alpha} \times \vec{r}_{PA} + \\ &\quad \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}\end{aligned}$$

Identify each term

$$\vec{a}_A = -L w_1^2 \vec{i}$$

$$\vec{\omega} = w_1 \vec{j}$$

$$\vec{\alpha} = \vec{0}$$

$$(\vec{v}_{PA})_{rel} = -R w_2 \vec{i}$$

The answers are  
the same in the  
fixed coordinate  
system.

Find  $\vec{a}_P$

$$\begin{aligned}\vec{a}_P &= \vec{a}_A + (\vec{a}_{PA})_{rel} + \vec{\alpha} \times \vec{r}_{PA} \\ &\quad + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}\end{aligned}$$

We can find  $\vec{a}_A$  using the global XYZ coordinate system

$$\vec{a}_A = \vec{a}_0 + \vec{\alpha}_m \times \vec{r}_{AO} + \vec{\omega}_{AO} \times (\vec{\omega}_{AO} \times \vec{r}_{AO})$$

$$\vec{\omega}_{AO} = w_1 \vec{j} \quad \text{then} \quad \vec{x}_{AO} = \vec{0}$$

$$\vec{a}_0 = \vec{0}, \quad \vec{r}_{AO} = L \vec{i}$$

$$\vec{a}_A = \vec{0} + \vec{0} + w_1 \vec{j} \times (w_1 \vec{j} \times L \vec{i})$$

$$a_A = -L w_1^2 \vec{i}$$

Go back to

$$\begin{aligned}\vec{a}_P &= \vec{a}_A + (\vec{a}_{PA})_{rel} + \vec{\alpha} \times \vec{r}_{PA} + \\ &\quad \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}\end{aligned}$$

Identify each term

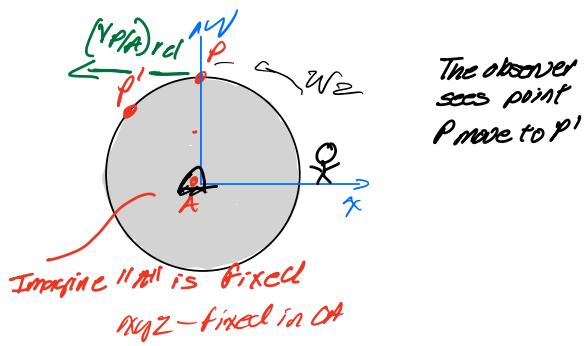
$$\vec{a}_A = -L w_1^2 \vec{i}$$

$$\vec{\omega} = w_1 \vec{j} + w_2 \vec{k}$$

$$\vec{\alpha} = w_1 w_2 \vec{i}$$

$$(\vec{v}_{PA})_{rel} = \vec{0}$$

We need to find  $(\vec{a}_{PA})_{rel}$ .  
Here we are going to fix point A and treat the disc as a rigid body.



$$(\vec{a}_{PA})_{rel} = \vec{a}_A + \vec{\omega}_2 \times \vec{r}_{PA} + \vec{\omega}_2 \times (\vec{\omega}_2 \times \vec{r}_{PA})$$

$\vec{a}_A$  = acceleration of "A" from observer in xyz coordinate system = "0"

$$\vec{a}_A = \vec{0}, \vec{\omega}_2 = w_2 \hat{k}, \vec{r}_{PA} = R \hat{j}$$

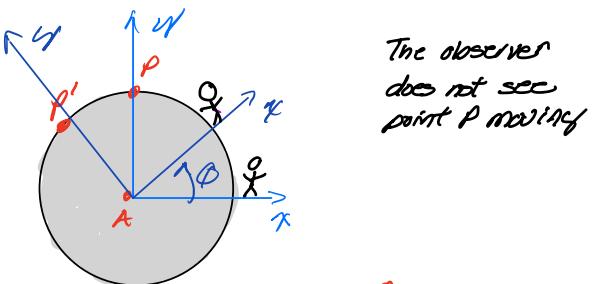
$$(\vec{a}_{PA})_{rel} = \vec{0} + \vec{0} + w_2 \hat{k} \times (w_2 \hat{k} \times R \hat{j}) \\ = -R w_2^2 \hat{j}$$

$$\vec{a}_P = \vec{a}_A + (\vec{a}_{PA})_{rel} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) \\ + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}$$

$$\vec{a}_P = \vec{a}_A + (\vec{a}_{PA})_{vel} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) \\ + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}$$

$$\vec{a}_P = -L w_1^2 \hat{i} - R w_2^2 \hat{j} \\ - (w_1 \hat{i}) \times (w_2 \hat{k}) \times R \hat{j} \rightarrow 0 \\ + 2 (w_1 \hat{i}) \times (-R w_2 \hat{j})$$

We need to find  $(\vec{a}_{PA})_{rel}$ .  
In this coordinate system  $(\vec{a}_{PA})_{rel} = 0$ . The observer doesn't see point P move.



$$\vec{a}_P = \vec{a}_A + (\vec{a}_{PA})_{rel} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PA}) \\ + 2 \vec{\omega} \times (\vec{v}_{PA})_{rel}$$

$$w_1 \hat{i} + w_2 \hat{k} w_1 \hat{i} + w_2 \hat{k} R \hat{j} \rightarrow 0 \\ w_1 \hat{i} + w_2 \hat{k}$$

$$\vec{a}_P = -L w_1^2 \hat{i} + \vec{0} + w_2 w_1 \hat{j} \times R \hat{j} \\ + (w_1 \hat{i} + w_2 \hat{k}) \times ((w_1 \hat{i} + w_2 \hat{k}) \times R \hat{j}) \\ + 2 (w_1 \hat{i} + w_2 \hat{k}) \times \vec{0}$$

$$\vec{a}_P = -L w_1^2 \hat{i} + R w_2 w_1 \hat{k} \\ + (w_1 \hat{i} + w_2 \hat{k}) \times (-R w_2 \hat{i})$$

$$\vec{a}_P = -L w_1^2 \hat{i} + R w_2 w_1 \hat{k} \\ + R w_2 w_1 \hat{i} - R w_2^2 \hat{j}$$

$$\vec{a}_P = -L w_1^2 \hat{i} - R w_2^2 \hat{j} + 2 R w_2 w_1 \hat{k}$$

ans

$$\bar{q}_D = -Lw_1^2 \hat{i} - Kw_2^2 \hat{j}$$
$$+ 2Rw_2w_1 \hat{k}$$

$$\bar{q}_D = -Lw_1^2 \hat{i} - R w_2^2 \hat{j}$$
$$+ 2Rw_2w_1 \hat{k}$$