

CHAPTER

18

# *VECTOR MECHANICS FOR ENGINEERS:* **DYNAMICS**

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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](#)

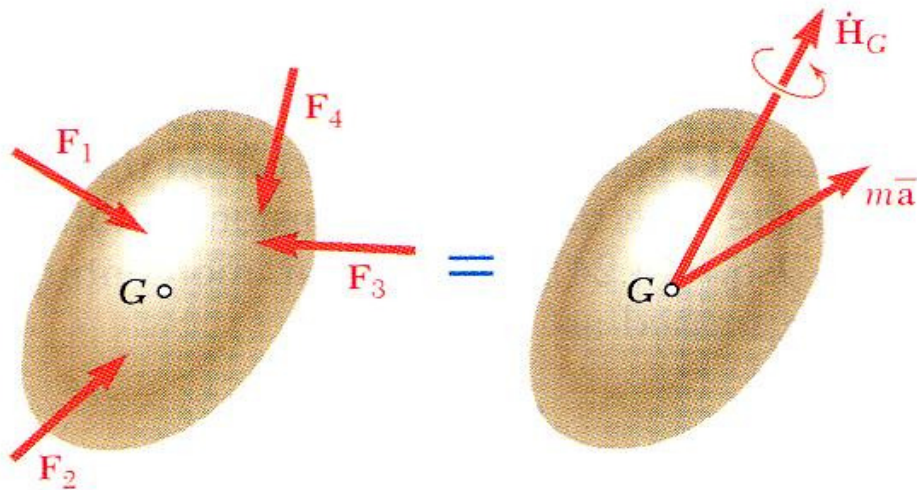
[Steady Precession of a Gyroscope](#)

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



# Vector Mechanics for Engineers: Dynamics

## Introduction



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

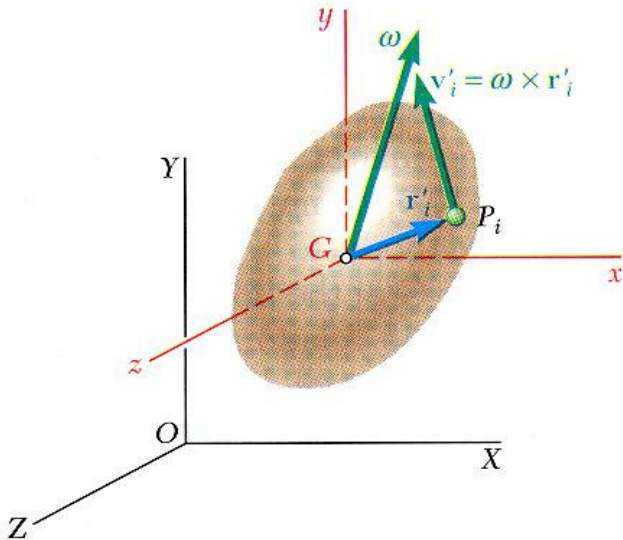
$$\sum \vec{M}_G = \dot{\vec{H}}_G$$

- 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,

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

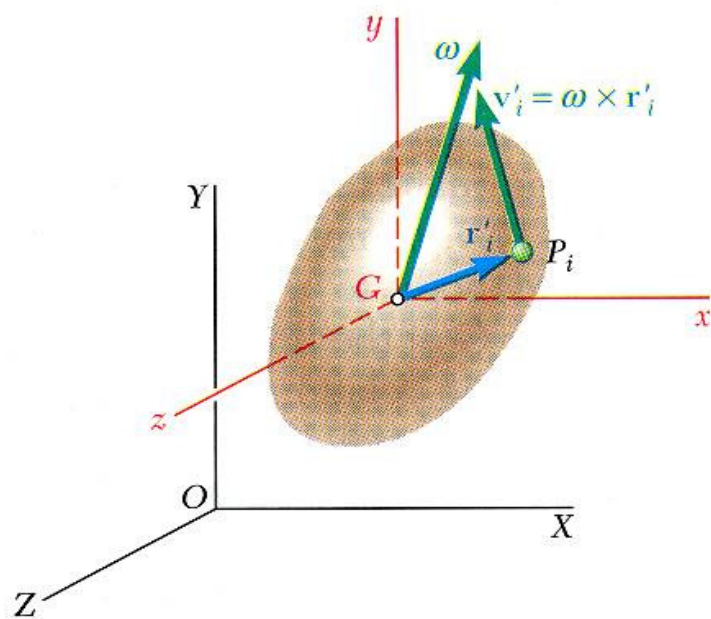
$$\begin{aligned} H_x &= \omega_x \int (y^2 + z^2) dm - \omega_y \int xy dm - \omega_z \int zx dm \\ &= +\bar{I}_x \omega_x - \bar{I}_{xy} \omega_y - \bar{I}_{xz} \omega_z \end{aligned}$$

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

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

# 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.

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

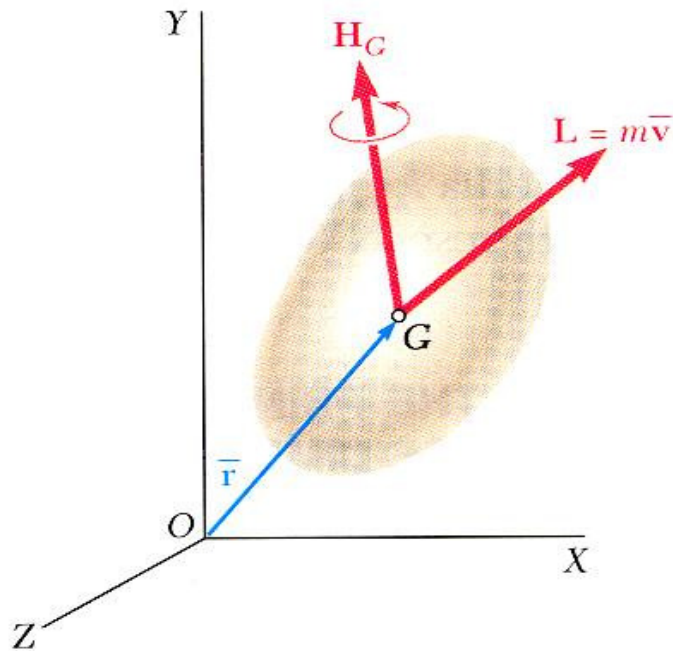
$$H_y = -\bar{I}_{yx}\omega_x + \bar{I}_y\omega_y - \bar{I}_{yz}\omega_z$$

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



# 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:

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

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

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

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

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

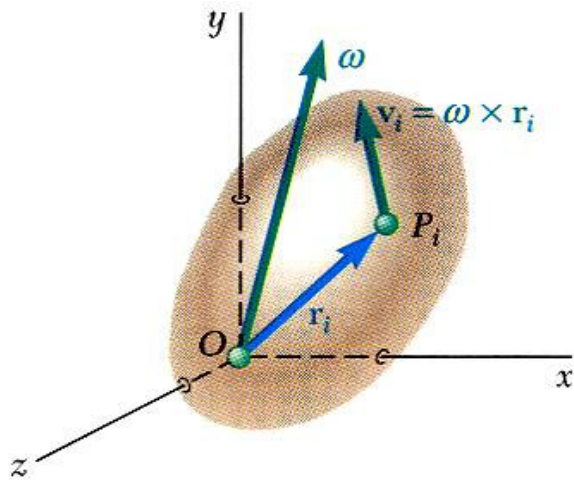
- The angular momentum about any other given point O is

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



# Vector Mechanics for Engineers: Dynamics

## Rigid Body Angular Momentum in Three Dimensions

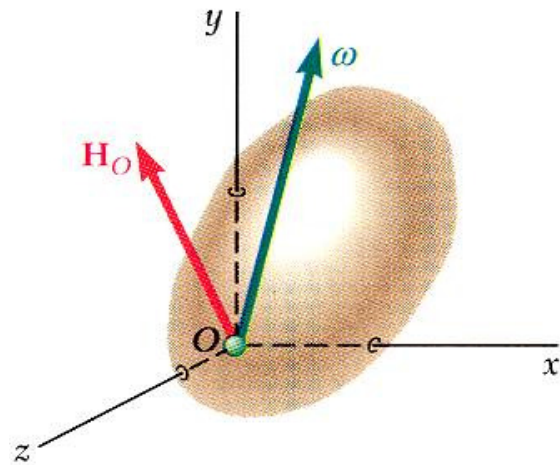


- The angular momentum of a body constrained to rotate about a fixed point may be calculated from

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

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

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



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

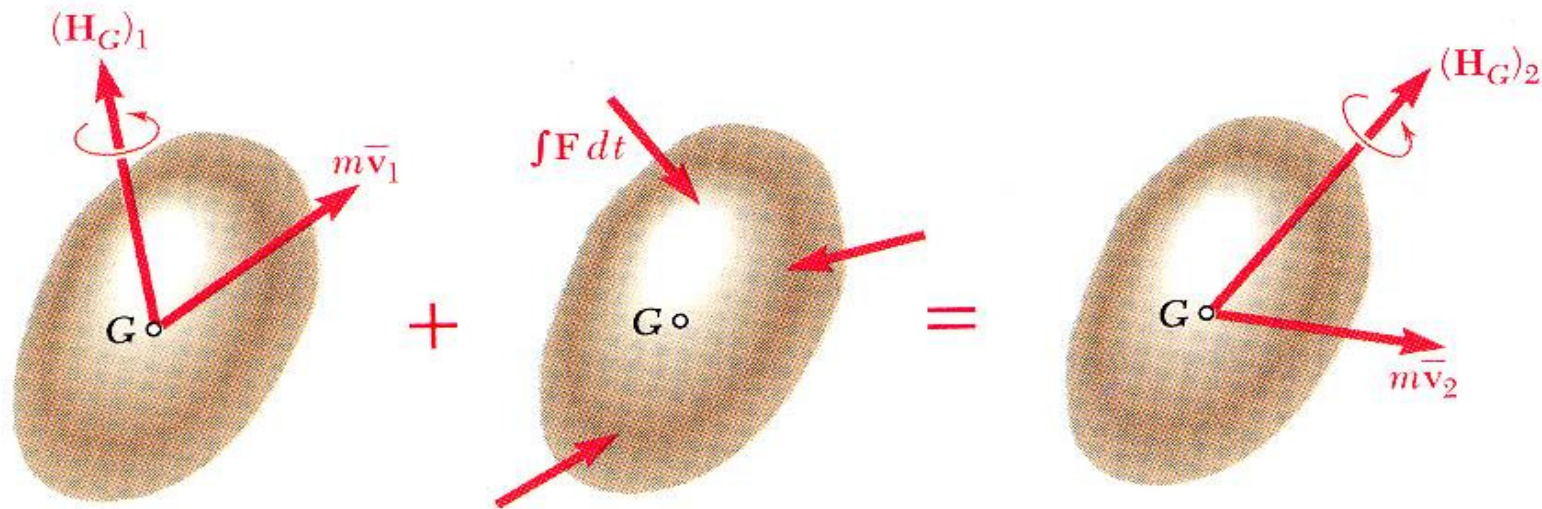
$$H_y = -I_{yx} \omega_x + I_y \omega_y - I_{yz} \omega_z$$

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



# 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,

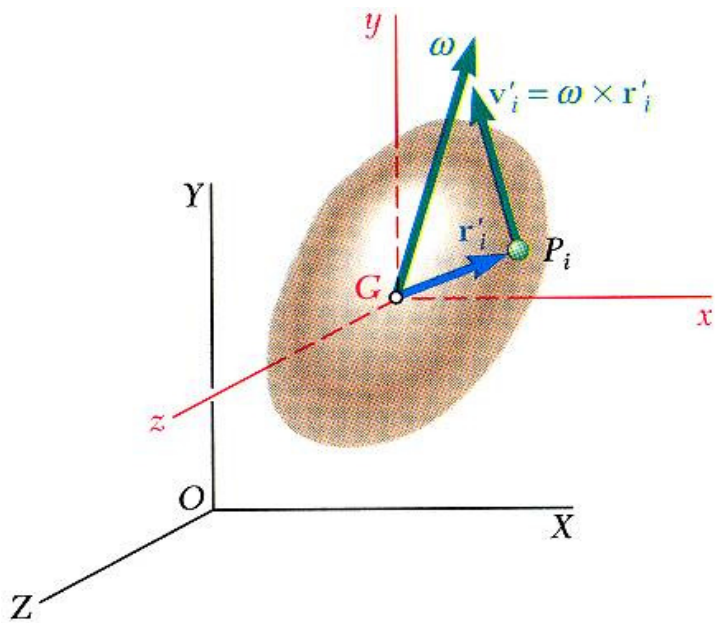
$$\text{Syst Momenta}_1 + \text{Syst Ext Imp}_{1-2} = \text{Syst Momenta}_2$$

- 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,

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

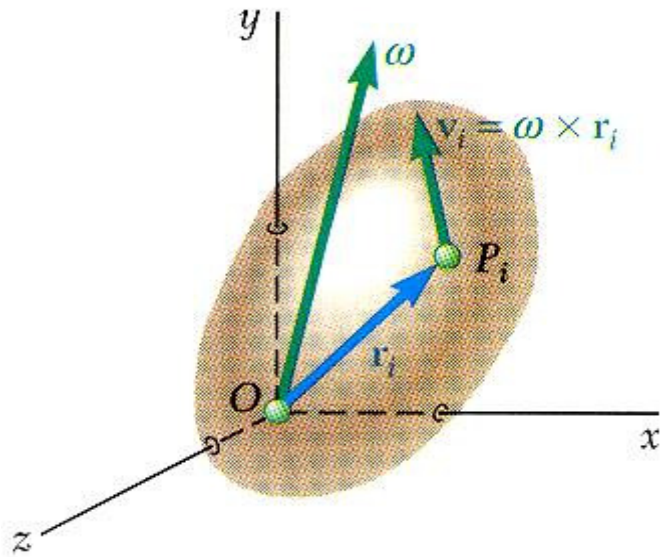
- If the axes correspond instantaneously with the principle axes,

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

- 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,

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

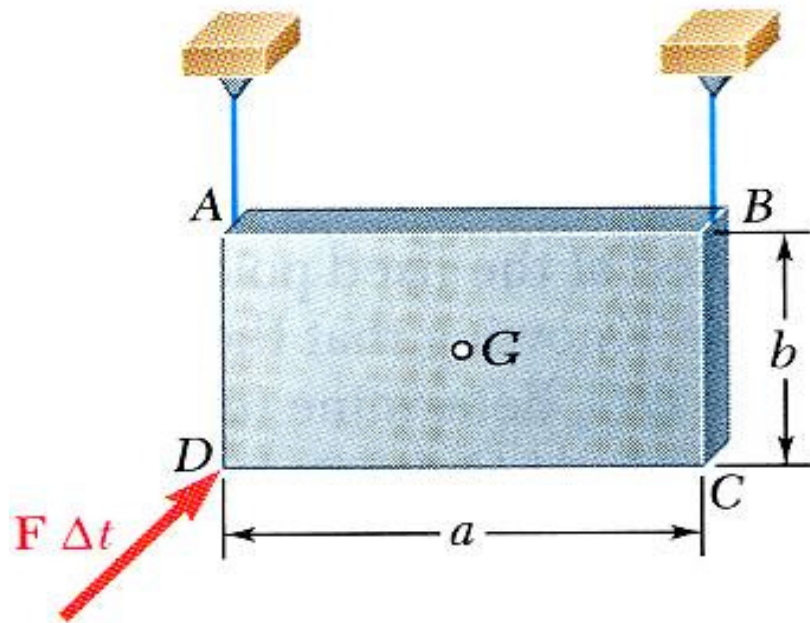
- If the axes  $Oxyz$  correspond instantaneously with the principle axes  $Ox'y'z'$ ,

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



# 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.

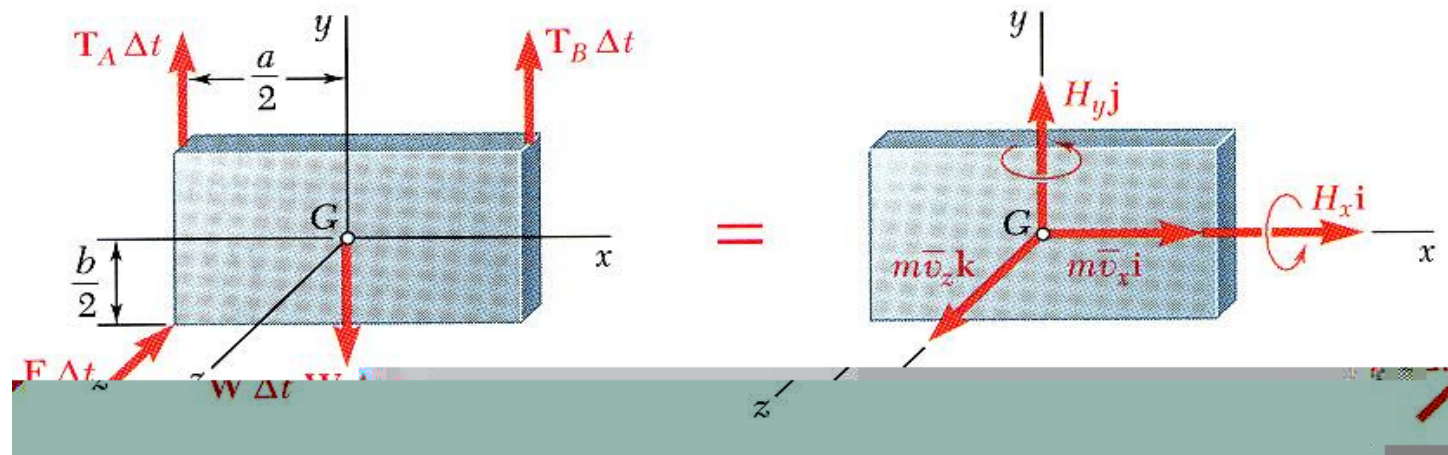
Immediately after the impact, determine  
 a) the velocity of the mass center  $G$ , and  
 b) the angular velocity of the plate.

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.

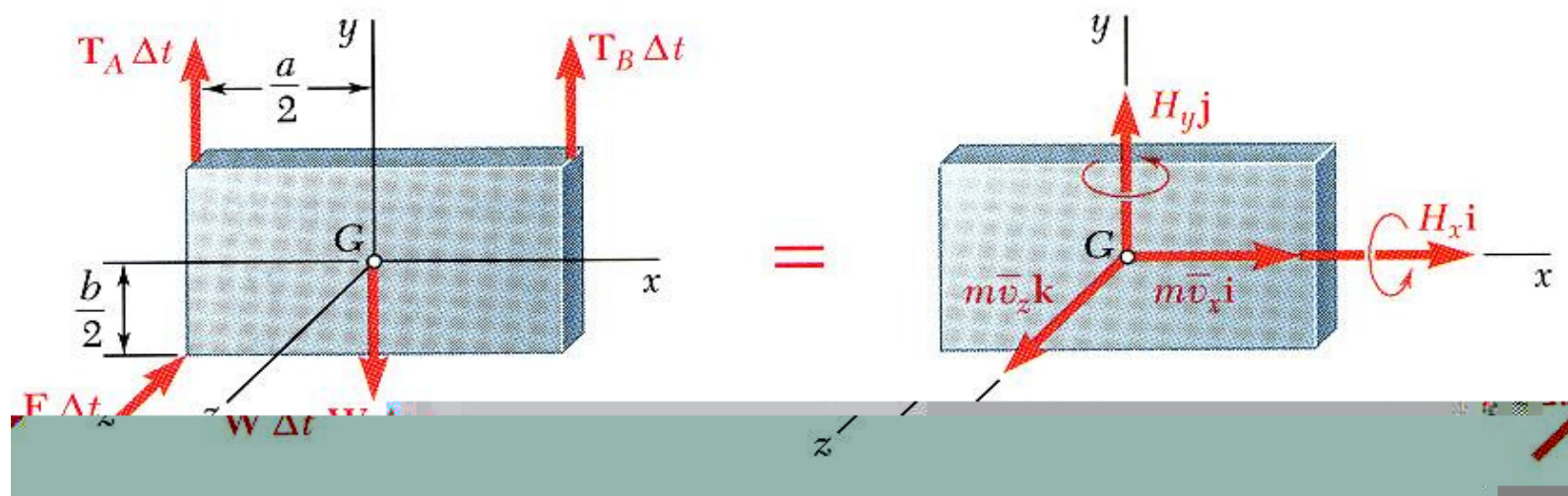
$$\vec{v} = \bar{v}_x \vec{i} + v_z \vec{k} \qquad \vec{\omega} = \omega_x \vec{i} + \omega_y \vec{j}$$

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.

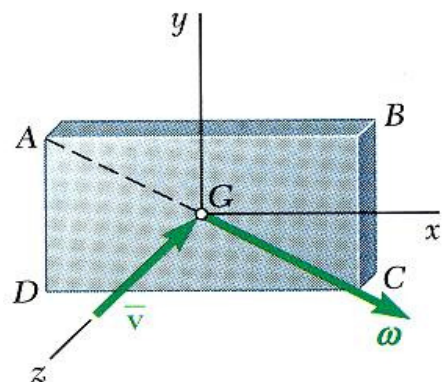
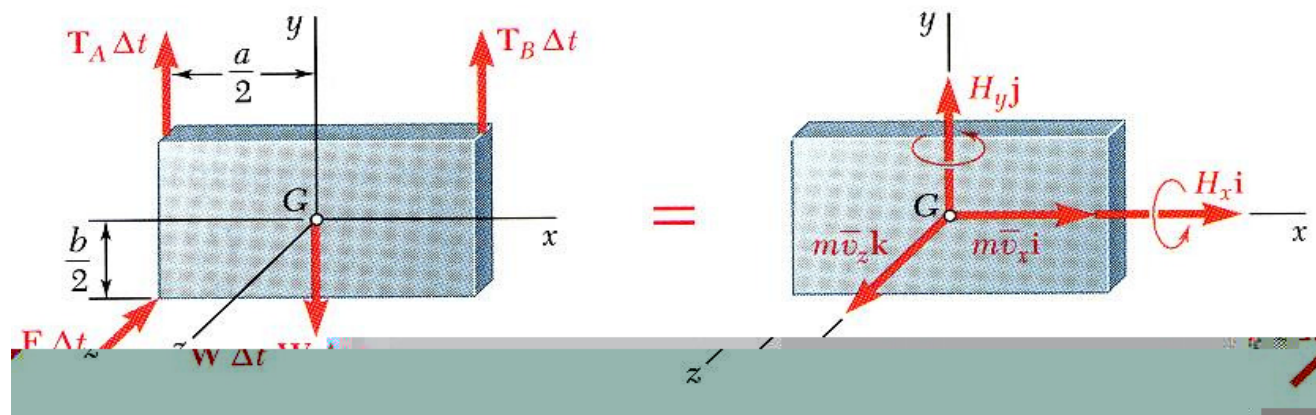
$$\begin{aligned}
 0 &= m v_x & -F\Delta t &= m \bar{v}_z & \frac{1}{2} b F \Delta t &= H_x & -\frac{1}{2} a F \Delta t &= H_y \\
 v_x &= 0 & \bar{v}_z &= -F\Delta t/m & &= \frac{1}{12} m b^2 \omega_x & &= \frac{1}{12} m a^2 \omega_y \\
 \bar{\vec{v}} &= -(F\Delta t/m)\vec{k} & & & \omega_x &= 6F\Delta t/m b & \omega_y &= -(6F\Delta t/m a)
 \end{aligned}$$

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



# Vector Mechanics for Engineers: Dynamics

## Sample Problem 18.1



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

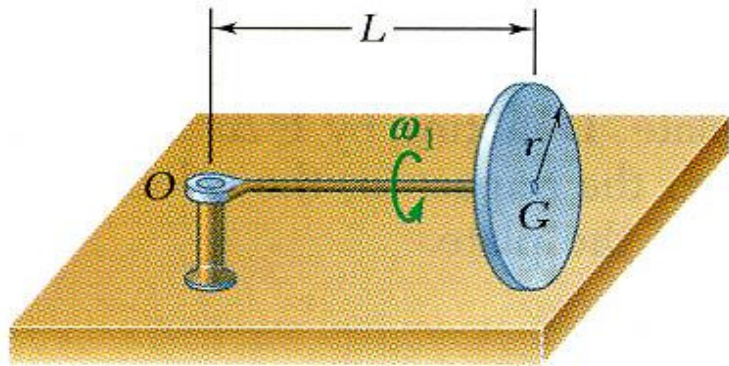
$$\bar{\boldsymbol{\omega}} = \frac{6F\Delta t}{mab}(a\bar{\mathbf{i}} + b\bar{\mathbf{j}})$$

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



# 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  $\omega_1$  about  $OG$ .

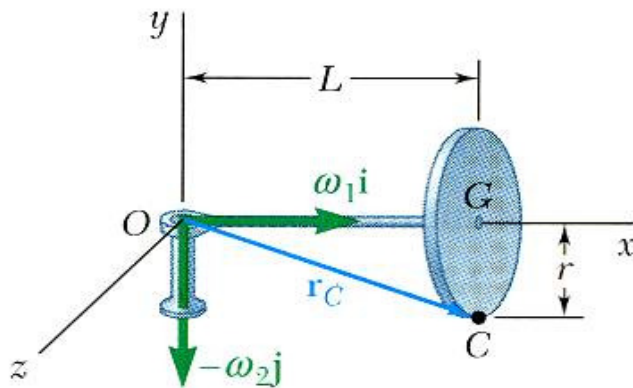
Determine: *a*) the angular velocity of the disk, *b*) its angular momentum about  $O$ , *c*) its kinetic energy, and *d*) the vector and couple at  $G$  equivalent to the momenta of the particles of the disk.

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,

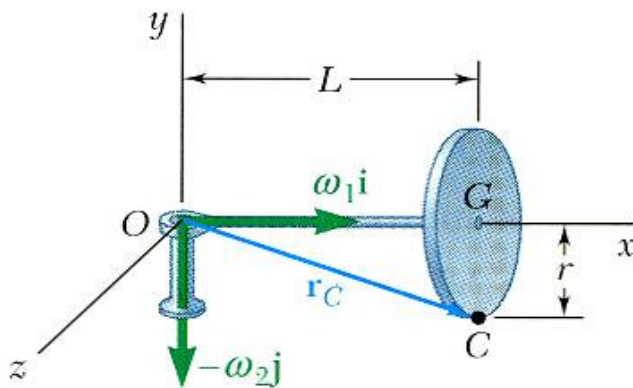
$$\begin{aligned} \vec{v}_C &= \vec{\omega} \times \vec{r}_C = 0 \\ 0 &= (\omega_1 \vec{i} + \omega_2 \vec{j}) \times (L \vec{i} - r \vec{j}) \\ &= (L\omega_2 - r\omega_1) \vec{k} \\ \omega_2 &= r\omega_1 / L \end{aligned}$$

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



# 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.

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

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

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

$$H_z = I_z \omega_z = \left(mL^2 + \frac{1}{4} mr^2\right) 0 = 0$$

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

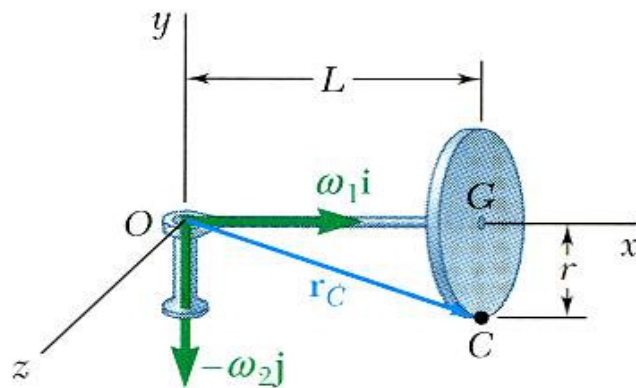
- The kinetic energy is computed from the angular velocity and moments of inertia.

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

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

# Vector Mechanics for Engineers: Dynamics

## Sample Problem 18.2



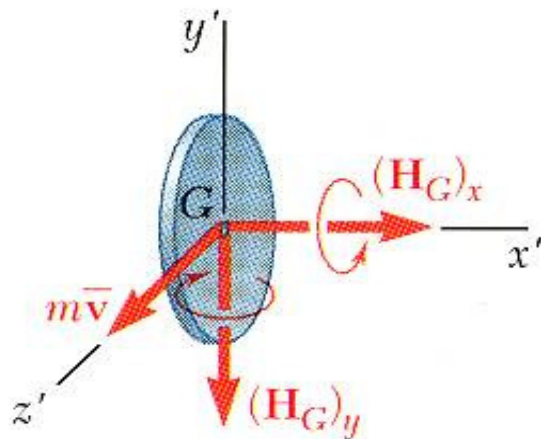
- The vector and couple at  $G$  are also computed from the angular velocity and moments of inertia.

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

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

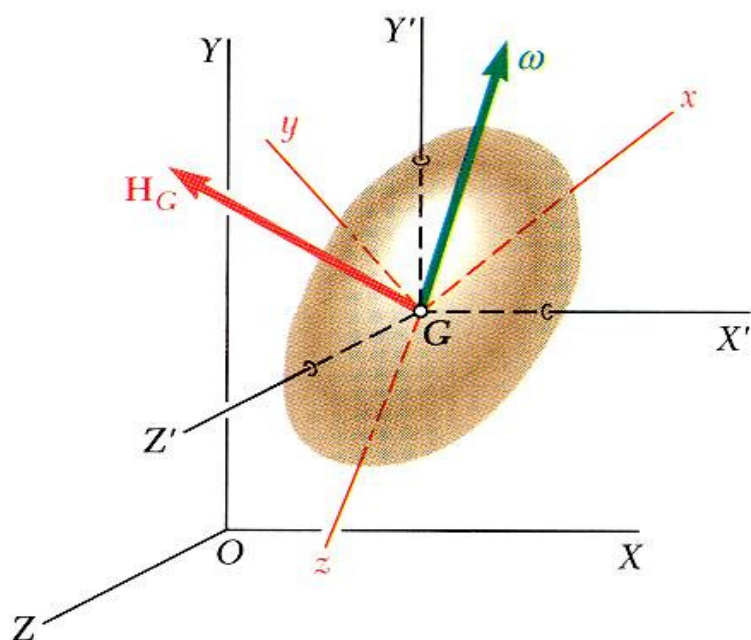
$$\vec{\omega} = \omega_1\vec{i} - (r\omega_1/L)\vec{j}$$

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



# Vector Mechanics for Engineers: Dynamics

## Motion of a Rigid Body in Three Dimensions



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

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

- 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,

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

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,

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

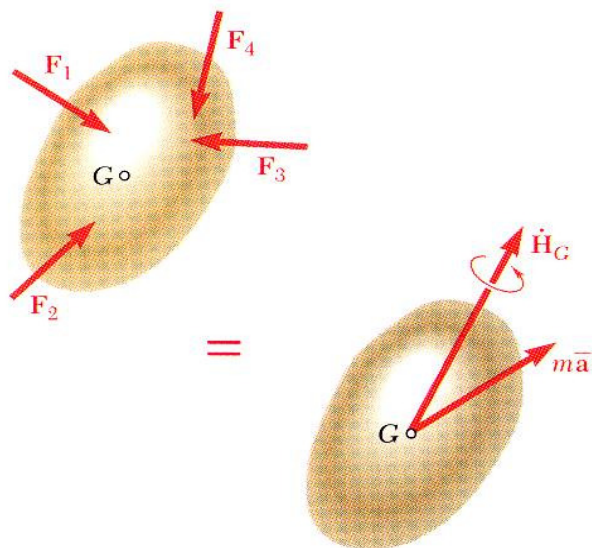
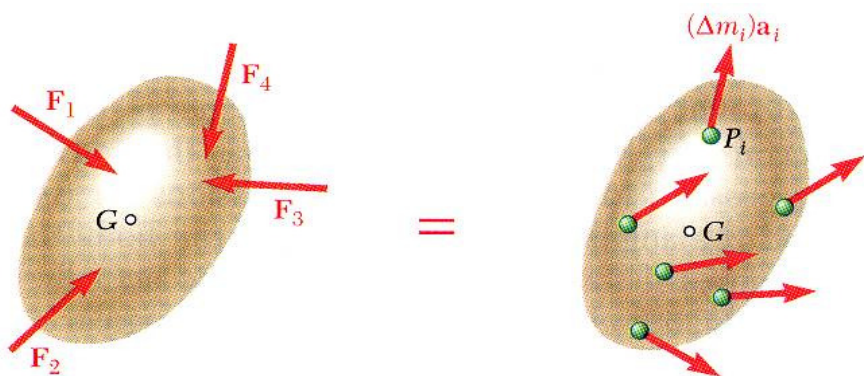
Euler's Equations:

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

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

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

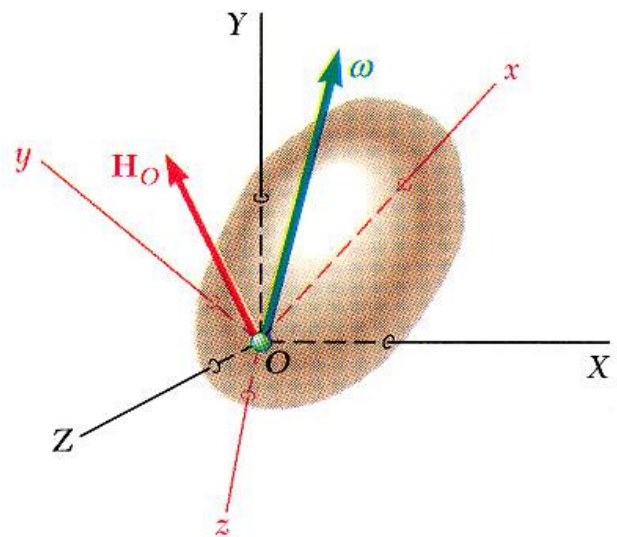
- System of external forces and effective forces are equivalent for general three dimensional motion.
- System of external forces are equivalent to the vector and couple,  $m\vec{a}$  and  $\dot{\vec{H}}_G$ .





# Vector Mechanics for Engineers: Dynamics

## Motion About a Fixed Point or a Fixed Axis



- For a rigid body rotation around a fixed point,

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

- For a rigid body rotation around a fixed axis,

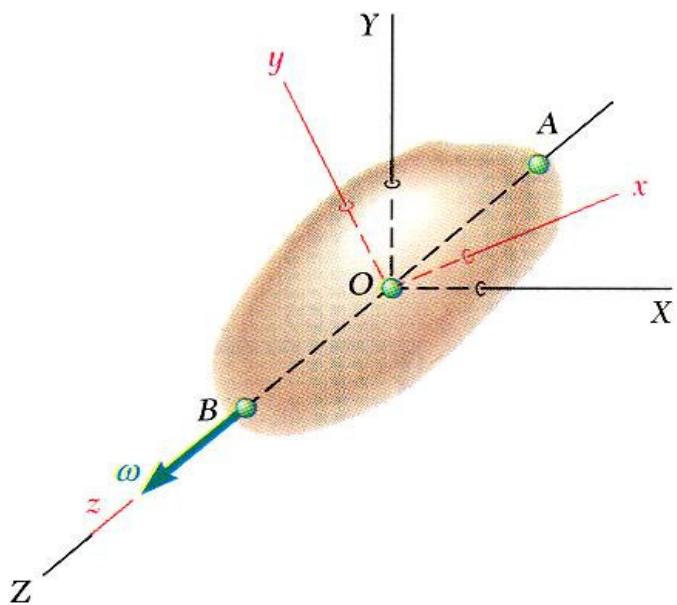
$$H_x = -I_{xz}\omega \quad H_y = -I_{yz}\omega \quad H_z = I_z\omega$$

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

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

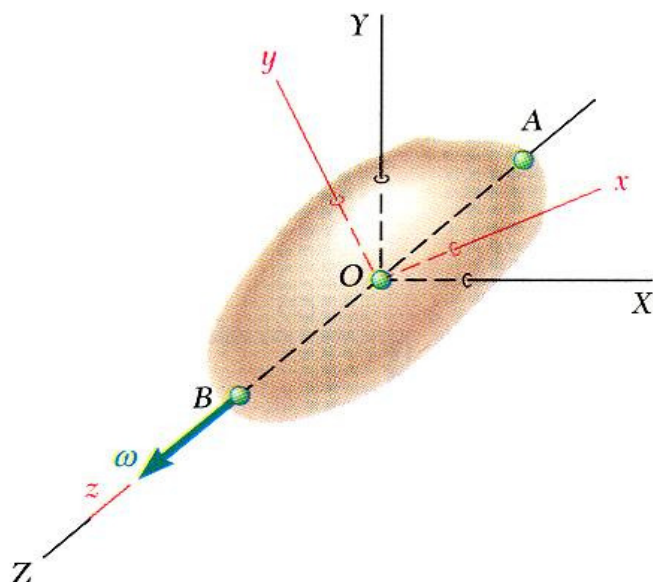
$$\sum M_y = -I_{yz}\alpha + I_{xz}\omega^2$$

$$\sum M_z = I_z\alpha$$



# Vector Mechanics for Engineers: Dynamics

## Rotation About a Fixed Axis



- For a rigid body rotation around a fixed axis,

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

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

$$\sum M_z = I_z\alpha$$

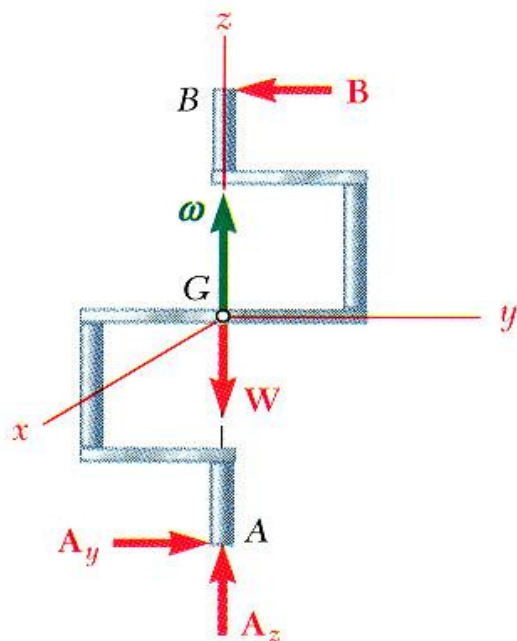
- If symmetrical with respect to the xy plane,

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

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

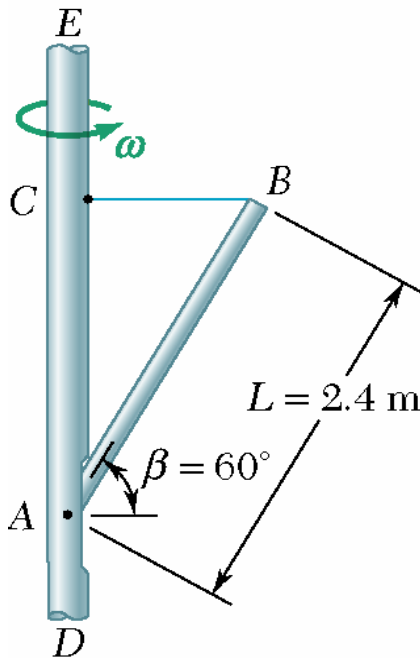
$$\sum M_x = I_{yz}\omega^2 \quad \sum M_y = I_{xz}\omega^2 \quad \sum M_z = 0$$

- 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



Rod  $AB$  with weight  $W = 20 \text{ kg}$  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  $BC$ .

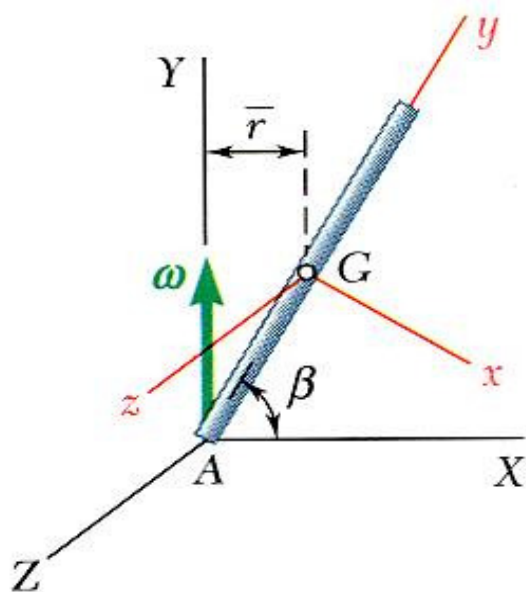
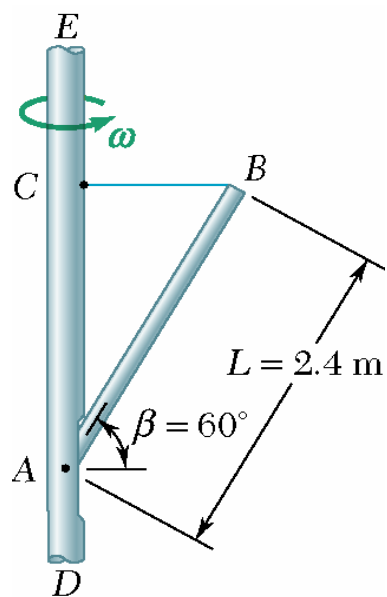
Determine the tension in the wire and the reaction at  $A$ .

SOLUTION:

- Evaluate the system of effective forces by reducing them to a vector ~~attached~~ 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  $A$ .

# Vector Mechanics for Engineers: Dynamics

## Sample Problem 18.3



SOLUTION:

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

$$\begin{aligned}\vec{a} &= \vec{a}_n = -r\omega^2\vec{I} = -\left(\frac{1}{2}L\cos\beta\right)\omega^2\vec{I} \\ &= -(135\text{ m/s}^2)\vec{I}\end{aligned}$$

$$m\vec{a} = (20\text{ kg})(-135\text{ m/s}^2) = -(2700\text{ N})\vec{I}$$

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

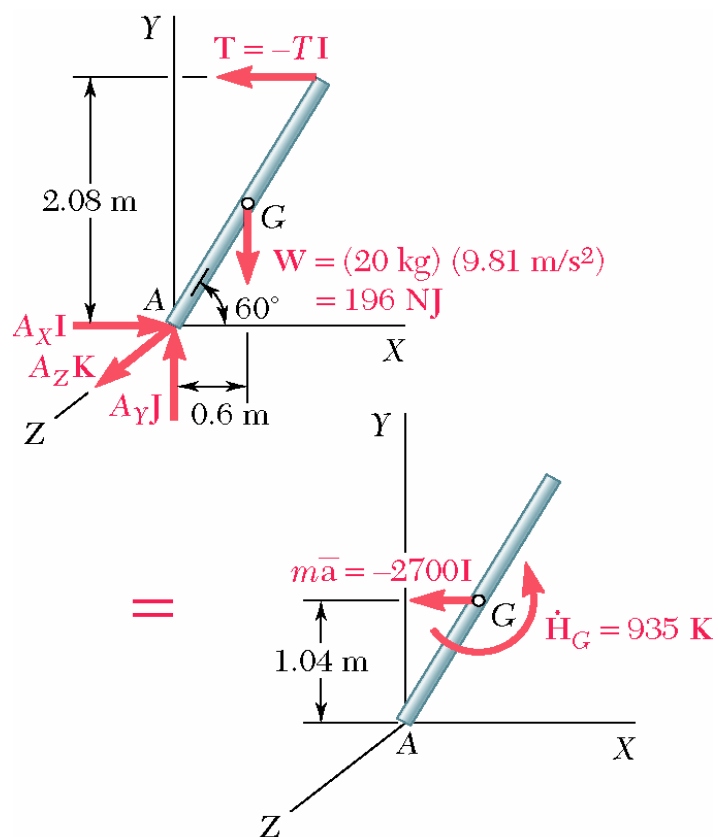
$$\begin{aligned}\bar{I}_x &= \frac{1}{2}mL^2 & \bar{I}_y &= 0 & \bar{I}_z &= \frac{1}{2}mL^2 \\ \omega_x &= -\omega\cos\beta & \omega_y &= \omega\sin\beta & \omega_z &= 0\end{aligned}$$

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

$$\begin{aligned}\dot{\vec{H}}_G &= (\dot{\vec{H}}_G)_{Gxyz} + \vec{\omega} \times \vec{H}_G \\ &= 0 + (-\omega\cos\beta\vec{i} + \omega\sin\beta\vec{j}) \times \left(\frac{1}{12}mL^2\omega\cos\beta\vec{i}\right) \\ &= \frac{1}{12}mL^2\omega^2\sin\beta\cos\beta\vec{k} = (935\text{ N}\cdot\text{m})\vec{k}\end{aligned}$$

# 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.

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

$$2.08\vec{j} \times (-T\vec{i}) + 0.6\vec{i} \times (-196\vec{j}) = 1.04\vec{j} \times (-2700\vec{i}) + 935\vec{k}$$

$$(2.08T - 118)\vec{k} = (2808 + 935)\vec{k}$$

$$T = 1856 \text{ N}$$

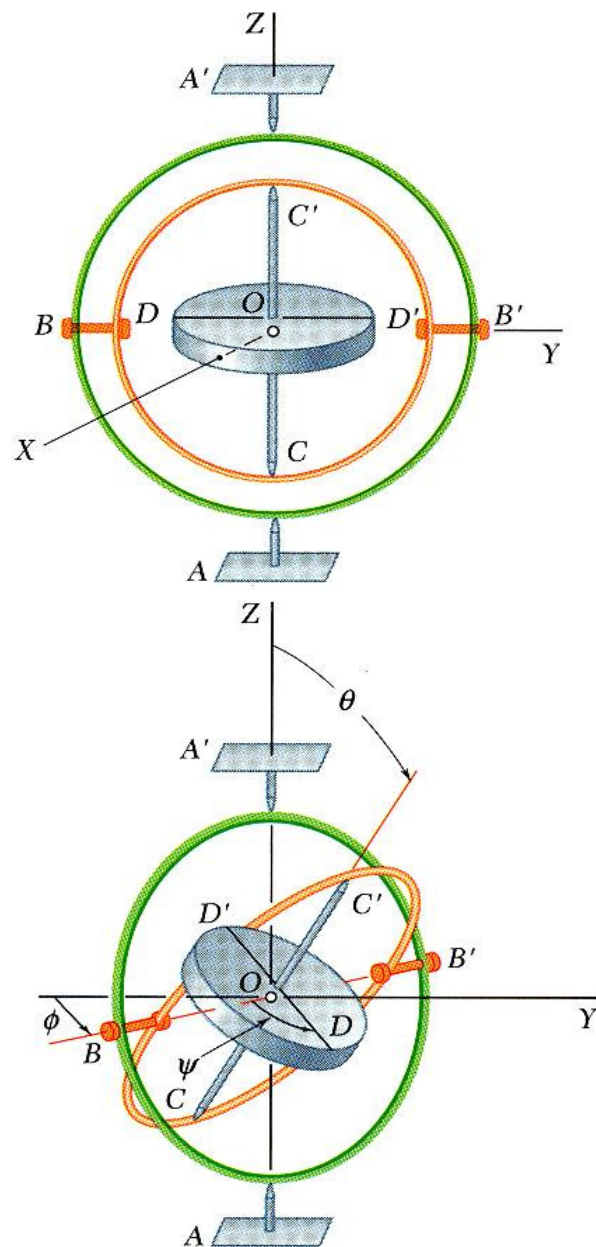
$$\sum \vec{F} = \sum (\vec{F})_{eff}$$

$$A_x\vec{i} + A_y\vec{j} + A_z\vec{k} - 1856\vec{i} - 196\vec{j} = -2700\vec{i}$$

$$\vec{A} = -(844 \text{ N})\vec{i} + (196 \text{ N})\vec{j}$$

# Vector Mechanics for Engineers: Dynamics

## Motion of a Gyroscope. Eulerian Angles

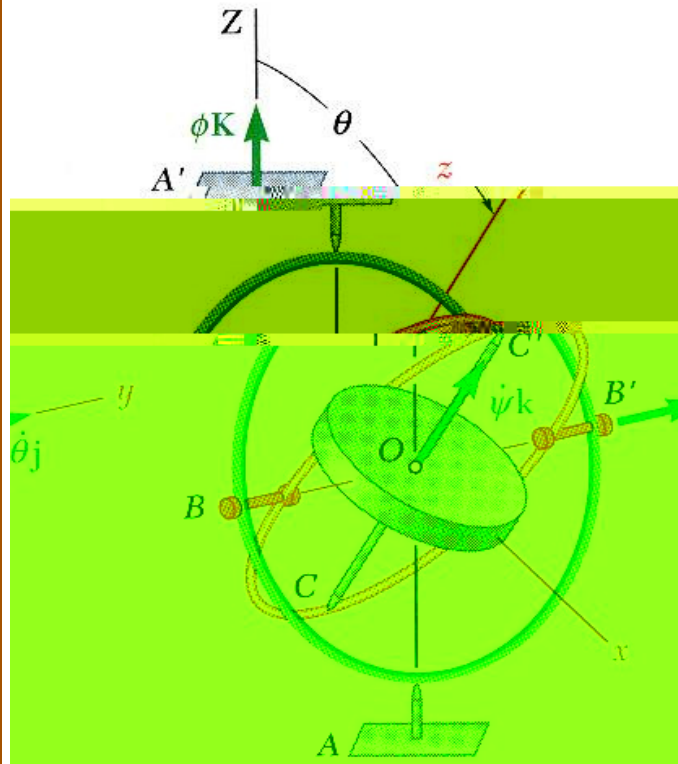


- A gyroscope consists of a rotor with its mass center fixed in space but which can spin freely about its geometric axis and assume any orientation.
- From a reference position with gimbals and a reference diameter of the rotor aligned, the gyroscope may be brought to any orientation through a succession of three steps:
  - 1) rotation of outer gimbal through  $\phi$  about  $AA'$ ,
  - 2) rotation of inner gimbal through  $\theta$  about  $BB'$ ,
  - 3) rotation of the rotor through  $\psi$  about  $CC'$ .
- $\phi$ ,  $\theta$ , and  $\psi$  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,

$$\vec{\omega} = \dot{\phi} \vec{K} + \dot{\theta} \vec{j} + \dot{\Psi} \vec{k}$$

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

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

- Equation of motion,

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

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

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

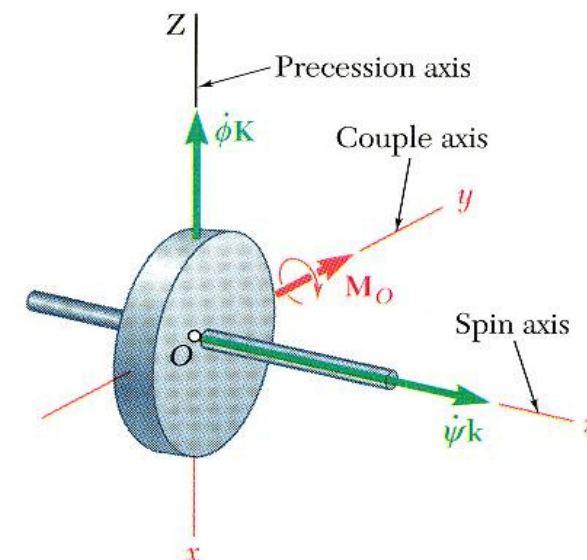
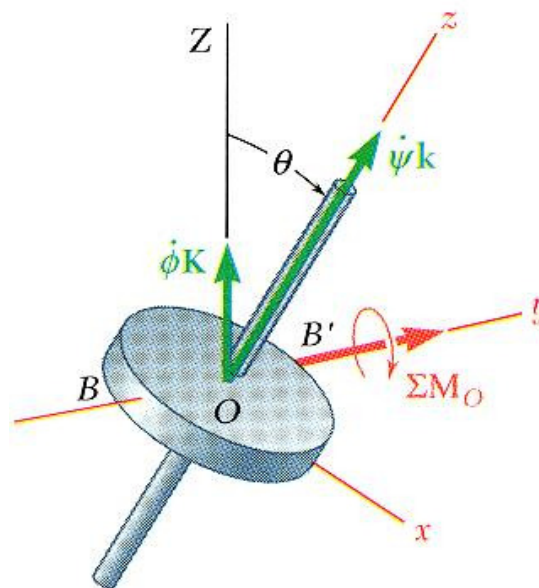
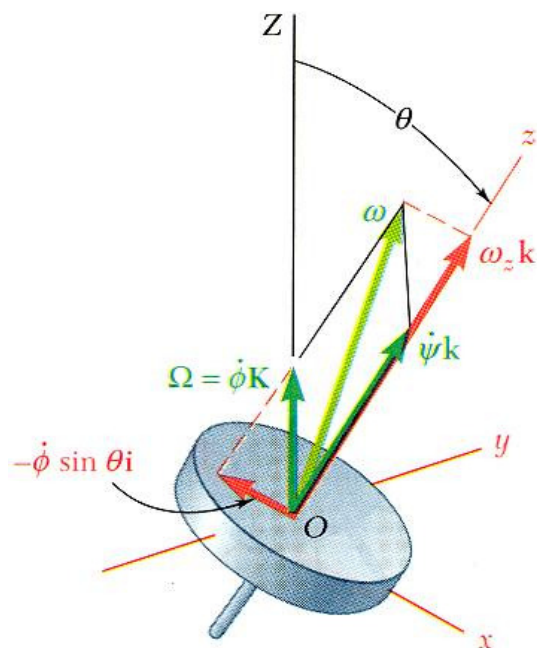
$$\sum M_x = -I' (\ddot{\phi} \sin \theta + 2\dot{\theta} \dot{\phi} \cos \theta) + I \dot{\theta} (\dot{\Psi} + \dot{\phi} \cos \theta)$$

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

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

# Vector Mechanics for Engineers: Dynamics

## Steady Precession of a Gyroscope



Steady precession,

$\theta, \dot{\phi}, \dot{\psi}$  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,

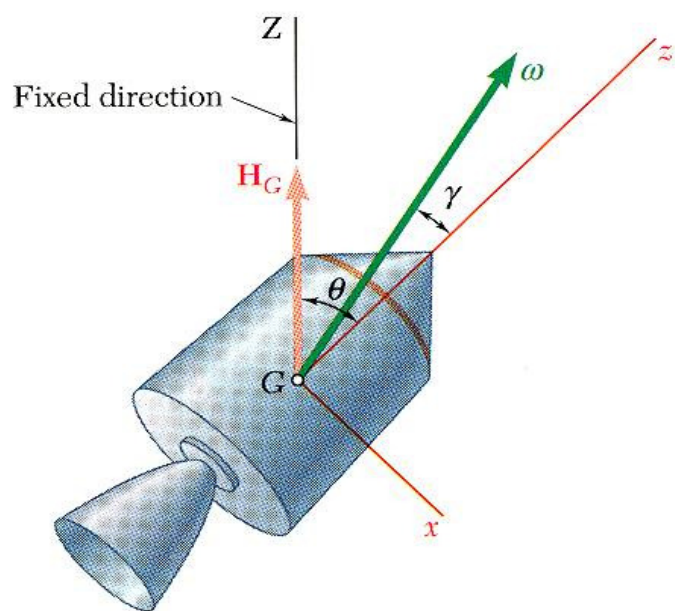
$$\theta = 90^\circ$$

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

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.

$$H_x = -H_G \sin \theta = I' \omega_x$$

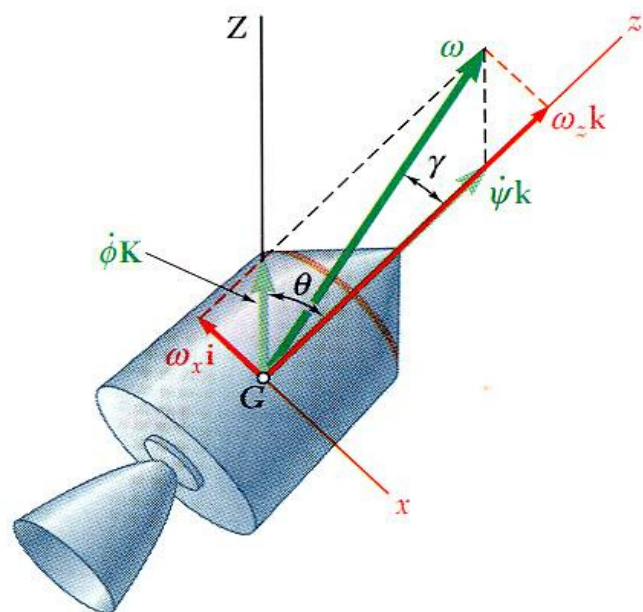
$$\omega_x = -\frac{H_G \sin \theta}{I'}$$

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

$$\omega_y = 0$$

$$H_z = H_G \cos \theta = I \omega_z$$

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



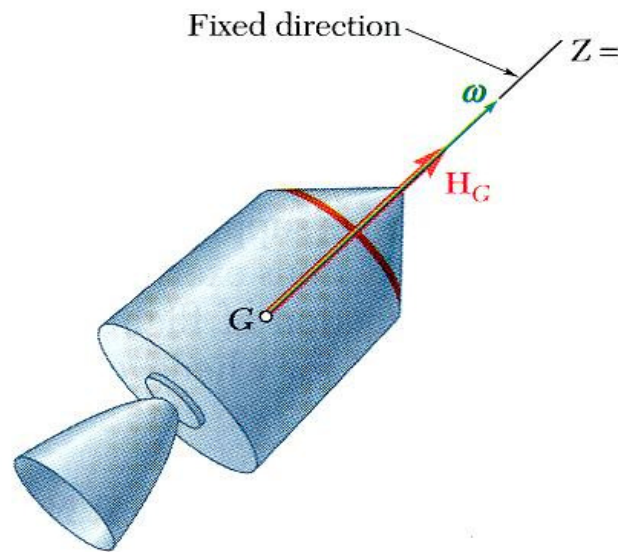
- $\theta = \text{constant}$  and body is in steady precession.

- 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:

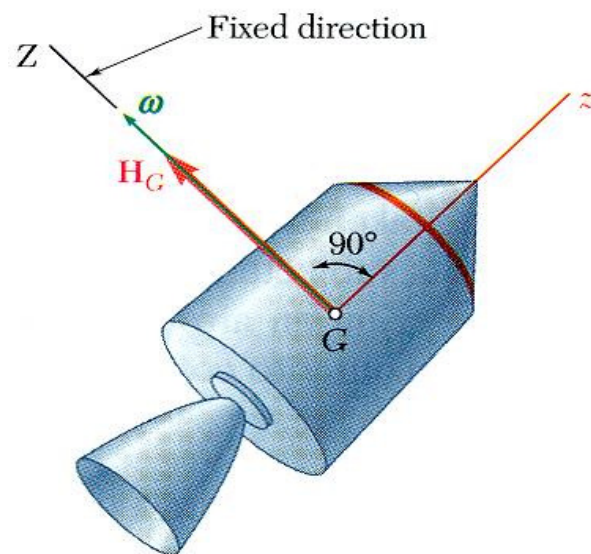


- Body set to spin about its axis of symmetry,

$$\omega_x = H_x = 0$$

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

and body keeps spinning about its axis of symmetry.



- Body is set to spin about its transverse axis,

$$\omega_z = H_z = 0$$

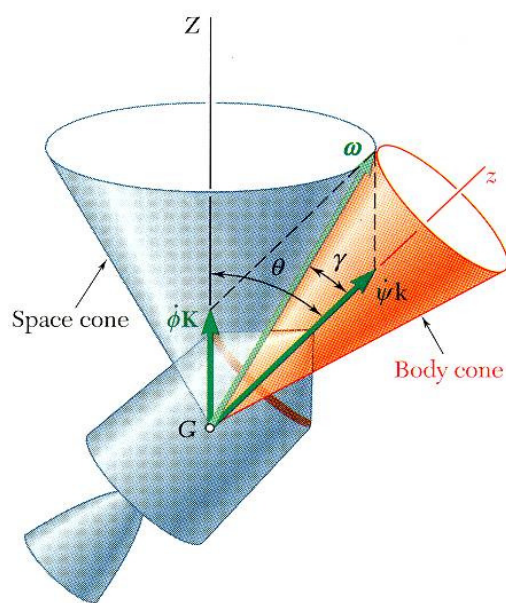
$\vec{\omega}$  and  $\vec{H}_G$  are aligned

and body keeps spinning about the given transverse axis.



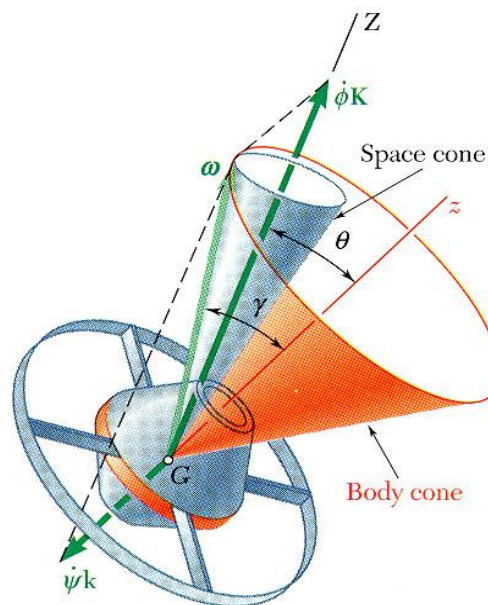
# Vector Mechanics for Engineers: Dynamics

## 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  $\omega$  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  $\omega$  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*.