

Show work – except for ♣ fill-in-blanks.

Angular velocity and angular acceleration

6.1 ♣ FE/EIT – Motion graph:

$$\mathbf{T} \underset{(2D)}{=} \mathbf{I} \alpha \quad \alpha = \frac{d\omega}{dt} \quad \omega \underset{(2D)}{=} \frac{d\theta}{dt}$$

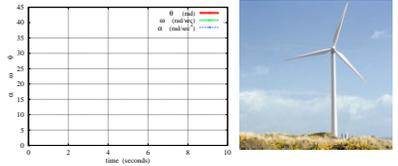
A wind turbine generates electricity from a torque (created by wind forces) modeled as  $T = 20 \frac{\text{Nm}}{\text{sec}} * t$ . Equations relating the wind turbine’s angular acceleration  $\alpha$ , angular velocity  $\omega$ , and angle  $\theta$  are shown above, where moment of inertia  $I = 80 \text{ kg m}^2$ . Initially, (at  $t = 0$ ),  $\omega = 0$  and  $\theta = 0$ .

Determine  $\alpha(t)$ ,  $\omega(t)$ ,  $\theta(t)$ .

Result:

$$\alpha(t) = \frac{\square}{\square} \quad \omega(t) = \frac{\square}{\square} \quad \theta(t) = \frac{\square}{\square}$$

Optional: Graph  $\alpha(t)$ ,  $\omega(t)$ , and  $\theta(t)$  for  $0 \leq t \leq 10 \text{ sec}$ .



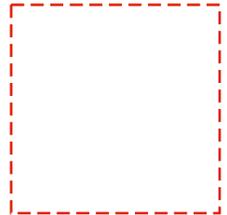
6.2 ♣ Draw a rigid body, center of mass, vector basis, and rigid frame. (Chapter 7)

**Draw** a *rigid body*  $B$ , shaped like a uniform-density doughnut (with a hole).

**Draw** a properly located *center of mass* symbol  $\ominus$  and label this point  $B_{\text{cm}}$ .

**Draw** a right-handed orthogonal *basis* fixed in  $B$  with unit vectors  $\hat{\mathbf{b}}_1, \hat{\mathbf{b}}_2, \hat{\mathbf{b}}_3$ .

**Draw** a *rigid frame* with *origin point*  $B_o$  (at a location different than  $B_{\text{cm}}$ ) and a right-handed orthogonal *basis* fixed in  $B$  with unit vectors  $\hat{\mathbf{b}}_x, \hat{\mathbf{b}}_y, \hat{\mathbf{b}}_z$ .



6.3 ♣ Words and pictures for  ${}^b R^a$ ,  ${}^N \vec{\omega}^B$ ,  ${}^N \vec{\alpha}^B$ . (Chapters 5 and 7)

Complete each blank below with a phrase to the right.

3D orthonormal basis	rigid body	reference frame
rotation matrix	angular velocity	angular acceleration

${}^a R^b$ $R$ denotes <input type="text"/> $a$ is a <input type="text"/> $b$ is a <input type="text"/>	${}^N \vec{\omega}^B$ $\vec{\omega}$ denotes <input type="text"/> ${}^N \vec{\alpha}^B$ $\vec{\alpha}$ denotes <input type="text"/> $N$ is a <input type="text"/> or <input type="text"/> or <input type="text"/> $B$ is a <input type="text"/> or <input type="text"/> or <input type="text"/>
<p><b>Draw</b> <math>a</math> and <math>b</math>.</p> <div style="border: 1px dashed black; width: 100%; height: 100%;"></div>	<p><b>Draw</b> <math>N</math> and <math>B</math>.</p> <div style="border: 1px dashed black; width: 100%; height: 100%;"></div>

6.4 ♣ Definition of angular velocity? (Section 7.3.3).

A popular definition of angular velocity is  $\vec{\omega} \triangleq \dot{\theta} \vec{\mathbf{k}}$ . This definition is generally useful for calculating angular velocity and proving its properties (for both 2D and/or 3D analysis). **True/False**

6.5 ♣ Optional: Textbook/Internet definition of 3D angular velocity (Section 7.3).

Renowned dynamicist Thomas Kane said angular velocity is one of the “**most misunderstood concepts in kinematics.**” Report a definition of angular velocity and determine if the quantities appearing in the definition are **rigorously defined** - and whether the definition is generally applicable for 3D kinematics or only applies for simple angular velocity (e.g.,  $\vec{\omega} = \dot{\theta} \vec{\mathbf{k}}$  described in Section 7.3.3). Note: A definition should be able to **prove** important theorems [such as the angular velocity addition theorem of equation (7.4) and the golden rule for vector differentiation in equation (7.1)] and allow for angular velocity **calculations**.

Source (reference). List textbook or .html link	Definition. Report the defining equation/property.	Rigorously defined?	Works for 3D kinematics?
<input type="text"/>	<input type="text"/>	Yes/No	Yes/No

6.6 ♣ **Angular velocity of a Ferris-wheel seat** (courtesy of David Levinson).

**Known:** The rigid seat on a Ferris wheel does not change its orientation relative to ground as the Ferris wheel rotates.

**Decide:** The seat's angular velocity  $\vec{\omega}$  relative to ground (circle one):

Is zero $\vec{\omega} = \vec{0}$	Is constant $\vec{\omega} = \text{Constant} \neq \vec{0}$	Varies $\vec{\omega} = \dot{\vec{\omega}}(t)$	Does not exist
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6.7 ♣ **Concept: What objects have a unique angular velocity/acceleration?** (Sections 7.3, 7.4).

The angular velocity  $\vec{\omega}$  of some object  $S$  relative to Earth is to be determined.

This object  $S$  could be a (circle **all** objects that have an **unambiguously** defined angular velocity  $\vec{\omega}$ ):

Real number	Matrix	Set of points	Mass center of a rigid body
Vector	Point	Reference frame	Flexible body
3D orthogonal unit basis	Particle	3D rigid body	System of particles and bodies

Repeat for the angular acceleration  $\vec{\alpha}$  of some object  $S$  relative to Earth  appropriate objects.

6.8 ♣ **Concepts: What objects have a uniquely-defined angular velocity?** (Section 7.3).

a. The angular velocity of a point in a reference frame is well defined.	<b>True/False</b>
b. The angular velocity of a 3D rigid body in a particle is well defined.	<b>True/False</b>
c. The angular velocity of a 3D rigid body in a reference frame is well defined.	<b>True/False</b>
d. The angular velocity of a reference frame in a 3D rigid body is well defined.	<b>True/False</b>
d. The angular velocity of a 3D rigid basis in a reference frame is well defined.	<b>True/False</b>
e. The angular velocity of a reference frame in a flexible body is well defined.	<b>True/False</b>
f. The angular velocity of a flexible body in a reference frame is well defined.	<b>True/False</b>

6.9 ♣ **Memorize the “golden rule for vector differentiation”.** (Section 7.3).

The angular velocity  ${}^A\vec{\omega}^B$  characterizes the time-rate of change of orientation of a reference frame (or rigid vector basis)  $B$  in a reference frame (or rigid vector basis)  $A$ . ★ **Very important formula** ★

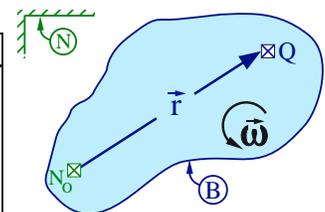
Complete the defining property of  ${}^A\vec{\omega}^B$  shown right which relates time-derivatives of **any vector**  $\vec{v}$  in  $A$  and  $B$ .

$$\frac{{}^A d\vec{v}}{dt} \stackrel{(7.1)}{=} \frac{{}^B d\vec{v}}{dt} + \text{[yellow box]} \times \text{[yellow box]}$$

6.10 ♣ **Vector differentiation concepts** “ $v = \omega r$ ”. (Section 7.3).

Point  $Q$  is fixed on a rigid body  $B$ . Point  $N_o$  is fixed in a reference frame  $N$  and does not move on  $B$ . Complete the following proof that shows how  $\vec{v}$  ( $Q$ 's velocity in  $N$ ) can be written in terms of  ${}^N\vec{\omega}^B$  ( $B$ 's angular velocity in  $N$ ) and  $\vec{r}$  ( $Q$ 's position from  $N_o$ ).

Mathematical statement	Reasoning (explain each step below with a brief phrase)
$\vec{v} \triangleq \frac{{}^N d\vec{r}}{dt}$	Definition of $Q$ 's velocity in $N$
$= \text{[yellow box]} + \text{[yellow box]}$	<input type="text"/>
$= \vec{0} + {}^N\vec{\omega}^B \times \vec{r}$	<input type="text"/>



6.11 ♣ **Rotational kinematics of a fire ladder.** (Sections 7.3.3, 7.3.5, 7.3.7).

The following figure shows a fire truck chassis  $A$  traveling at constant speed in straight-line motion on Earth ( $A$  does not rotate relative to Earth). Earth is a **Newtonian reference frame**  $N$ .

A rigid hub  $B$  is connected to fire truck  $A$  by a revolute motor at point  $B_o$  of  $B$ .

A rigid ladder  $C$  is connected to hub  $B$  by a revolute motor at point  $C_o$  of  $C$ .

A fire-fighter  $Q$  (modeled as a particle of mass  $m$ ) climbs ladder  $C$ .