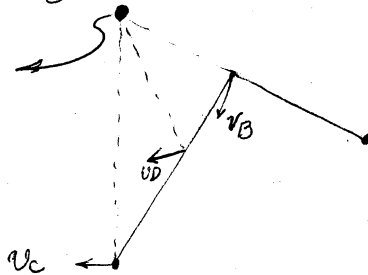


* in 2D if we know v_B and v_A that is enough to determine ω
 but in 3D we need at least to know the velocity of 3 points

instantaneous Center
 of Rotation

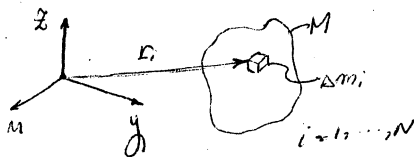


you can get the direction of velocity
 by having the instantaneous
 Center of Rotation

~~Kinetics~~ in 3 dim, there is an axis of Rotation

Kinetics of Rigid bodies

(1) Linear momentum principle



Define linear momentum as
$$P = \lim_{N \rightarrow \infty} \sum_{i=1}^N \dot{r}_i \Delta m_i = \int_M \underline{v} dm$$

$$\Delta m_i \rightarrow 0$$

Note: $dm = \rho dV = \rho dx dy dz$

By taking the limit $N \rightarrow \infty$ in our discussion for systems of particles:

$$\boxed{P = M \underline{v}_c}$$
 where c is the Center of mass defined by

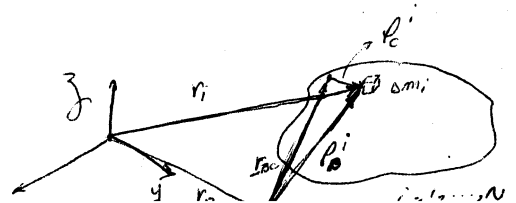
$$r_c = \frac{1}{M} \int_M \underline{r} dm$$

By def, c is again the point for which the total mass moment vanishes

Also, $N \rightarrow \infty$ gives $\boxed{\dot{P} = F}$ F : resultant external force

• if $F=0 \Rightarrow P = \text{const}$ (Conservation of linear momentum)

(2) Angular momentum principle



Define angular momentum $H_B = \lim_{N \rightarrow \infty} \sum_{i=1}^N \underline{r}_B^i \times (\Delta m_i \underline{v}_i)$
 $\Delta m_i \rightarrow 0$
 $= \int_M \underline{r}_B \times \underline{v} \, dm$

taking the $N \rightarrow \infty$ limit in our calculations in systems of particles:

$$\dot{H}_B + \underline{v}_B \times \underline{P} = \underline{M}_B$$

where \underline{M}_B is the resultant external torque w.r.t. B

Special Case

if $\underline{M}_B = 0$ AND $\underline{v}_B = 0$ or $B = CM$ or $\underline{v}_B \parallel \underline{v}_C$

then $H_B = \text{const}$ Conservation of angular momentum

How do we compute H_B ?

First note that if C is the CM, then $H_B = \int_M (\underline{r}_{BC} + \underline{r}_C) \times (\underline{v}_C + \underline{\omega} \times \underline{r}_C) \, dm$
 $= \underline{r}_{BC} \times (\underline{v}_C M) + \underline{r}_{BC} \times \underline{\omega} \times \int_M \underline{r}_C \, dm$
 $+ \underbrace{\int_M \underline{r}_C \times (\underline{v}_C + \underline{\omega} \times \underline{r}_C) \, dm}_{H_C}$

$$\Rightarrow \boxed{H_B = H_C + \underline{P} \times \underline{r}_{CB}} \quad (*)$$

Similar to $\underline{v}_B = \underline{v}_A + \underline{\omega} \times \underline{r}_{AB}$

where $\boxed{H_C = \int_M \underline{r}_C \times \underline{\omega} \times \underline{r}_C \, dm} \rightarrow$ Centroidal angular momentum

Note: for any other point A

$$(**) H_A = H_C + \underline{P} \times \underline{r}_{CA}$$

then (*) and (**). \Rightarrow

$$\boxed{H_B = H_A + \underline{P} \times \underline{r}_{AB}}$$

Computation of H_C

Note: $\underline{r}_C \times (\underline{\omega} \times \underline{r}_C) = (\underline{r}_C \cdot \underline{r}_C) \underline{\omega} - (\underline{r}_C \cdot \underline{\omega}) \underline{r}_C$

$$(\underline{a} \times \underline{b}) \times \underline{c} = (\underline{a} \cdot \underline{c}) \underline{b} - (\underline{a} \cdot \underline{b}) \underline{c}$$

$$\Rightarrow \underline{r}_C \times (\underline{\omega} \times \underline{r}_C) = \begin{pmatrix} m^2 y^2 + z^2 & 0 & 0 \\ 0 & m^2 y^2 + z^2 & 0 \\ 0 & 0 & m^2 y^2 + z^2 \end{pmatrix} \underline{\omega} - \begin{pmatrix} m^2 y z & m^2 y z & m^2 y z \\ m^2 y z & m^2 y^2 + z^2 & m^2 y z \\ m^2 y z & m^2 y z & m^2 y^2 + z^2 \end{pmatrix} \underline{\omega}$$

$$= \begin{pmatrix} y^2 + z^2 & -m y & -m z \\ -m y & m^2 y^2 + z^2 & -m z \\ -m z & -m z & m^2 y^2 + z^2 \end{pmatrix} \underline{\omega}$$

$\Rightarrow H_c = \underline{I}_c \underline{\omega}$

where \underline{I}_c is the Centroidal moment of inertia tensor defined as:

$$\underline{I}_c = \begin{pmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{xy} & I_{yy} & I_{yz} \\ I_{xz} & I_{yz} & I_{zz} \end{pmatrix} \quad \text{with } I_{mm} = \int_M (y^2 + z^2) dm$$

$$I_{xy} = - \int_M xy dm \quad I_{yy} = \int_M (x^2 + z^2) dm$$

$$I_{xz} = - \int_M xz dm \quad I_{zz} = \int_M (x^2 + y^2) dm$$

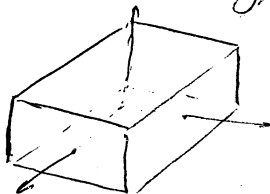
$$I_{yz} = - \int_M yz dm$$

properties of \underline{I}_c

- Symmetric \Rightarrow 3 real
- eigen values orthogonal
- eigen vectors (principal axes of inertia)

In the principal axes frame $\underline{I}_c = \begin{pmatrix} I_1 & 0 & 0 \\ 0 & I_2 & 0 \\ 0 & 0 & I_3 \end{pmatrix}$

Note: axes of symmetry are automatically principal axes

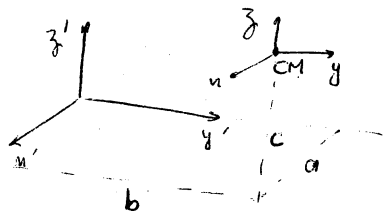


• \underline{I}_c positive definite, i.e., $\langle I_1, I_2, I_3 \rangle > 0$ (will see later why)

• In 2D $\underline{\omega} = \begin{pmatrix} 0 \\ \omega \end{pmatrix} = \omega \underline{k}$

$\Rightarrow \underline{H}_c = I_{zz} \omega \underline{k}$

• Parallel axis theorem (xyz attached to CM)



then $\underline{I}_0 = \underline{I}_c + M \begin{pmatrix} b^2 + c^2 & -ab & -ac \\ -ab & a^2 + c^2 & -bc \\ -ac & -bc & a^2 + b^2 \end{pmatrix}$

in 2D. $I_0 = I_c + Mh^2$

