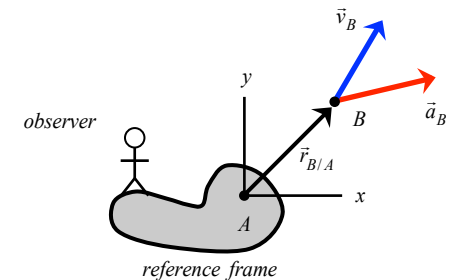


Summary: 2D Moving Reference Frame Kinematics 2

PROBLEM: A person attached to a moving body (reference frame) is observing the motion of point B.

$$\vec{v}_B = \vec{v}_A + (\vec{v}_{B/A})_{rel} + \vec{\omega} \times \vec{r}_{B/A}$$

$$\vec{a}_B = \vec{a}_A + (\vec{a}_{B/A})_{rel} + \vec{\alpha} \times \vec{r}_{B/A} + 2\vec{\omega} \times (\vec{v}_{B/A})_{rel} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{B/A})$$



APPLICATION: Using 2D MRF equations in solving problems in the kinematics of mechanisms.

AP (rigid body):

$$\vec{v}_P = (-\Omega \hat{k}) \times \vec{r}_{P/A}$$

$$\vec{a}_P = (-\dot{\Omega} \hat{k}) \times \vec{r}_{P/A} + (-\Omega \hat{k}) \times [(-\Omega \hat{k}) \times \vec{r}_{P/A}]$$

OP (not a rigid body):

$$\vec{v}_P = \dot{x}_P \hat{i} + (\omega_{OB} \hat{k}) \times \vec{r}_{P/A}$$

$$\vec{a}_P = \ddot{x}_P \hat{i} + (\alpha_{OB} \hat{k}) \times \vec{r}_{P/A} + 2(\omega_{OB} \hat{k}) \times (\dot{x}_P \hat{i}) + (\omega_{OB} \hat{k}) \times [(\omega_{OB} \hat{k}) \times \vec{r}_{P/A}]$$

