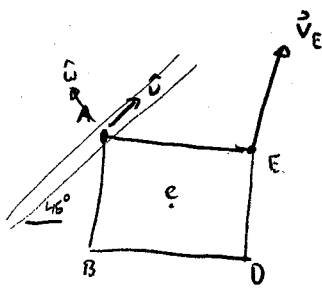


## Lecture 10) Announcements

Mid-semester check-up: Post privately with any concerns about groups and/or group project

### Constrained Motion



Suppose

$$\vec{r}_{AE} = 4\hat{i} - 3\hat{j}$$

$$\vec{v}_E = \hat{i} + 7\hat{j}$$

Point A constrained to slot

Two ways to quantify the constraint

① What direction can A move?  $\hat{u} \Rightarrow \vec{v}_A = v_u \hat{u}$  one unknown

② What direction can't A move?  $\hat{w} \Rightarrow \vec{v}_A = v_x \hat{i} + v_y \hat{j}$  two unknowns (solve equations)

$$\vec{v}_A \cdot \hat{w} = 0 \quad \text{extra eqn}$$

$$\textcircled{1} \quad \vec{v}_A = v_A \hat{u} \quad \hat{u} = \cos\left(\frac{\pi}{4}\right)\hat{i} + \sin\left(\frac{\pi}{4}\right)\hat{j}$$

$$\vec{v}_A = \left(\frac{v_A}{\sqrt{2}}, \frac{v_A}{\sqrt{2}}, 0\right)$$

$$\vec{\omega} = (0, 0, \omega)$$

$$\vec{v}_E = \vec{v}_A + \vec{\omega} \times \vec{r}_{AE}$$

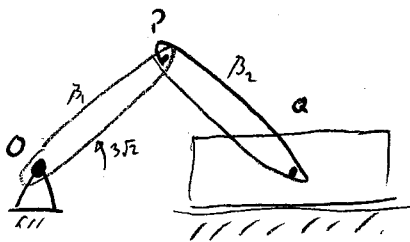
$$7\hat{i} + 7\hat{j} = \frac{v_A}{\sqrt{2}}\hat{i} + \frac{v_A}{\sqrt{2}}\hat{j} + 4\omega\hat{j} + \omega\hat{i} \quad \begin{matrix} 1 = \frac{v_A}{\sqrt{2}} + \omega \\ 7 = \frac{v_A}{\sqrt{2}} + 4\omega \end{matrix} \Rightarrow \begin{matrix} \omega = 2 \\ v_A = -\sqrt{2} \end{matrix}$$

$$\text{So } \vec{v}_A = (-1, -1, 0) \quad \omega = 2\hat{k}$$

$$\textcircled{2} \quad \vec{v}_A = v_x \hat{i} + v_y \hat{j} \quad \hat{u} = \left(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 0\right)$$

$$7\hat{i} + 7\hat{j} = v_x \hat{i} + v_y \hat{j} + 4\omega\hat{j} + \omega\hat{i} \quad 2 \text{ eqns}$$

$$-\frac{v_x}{\sqrt{2}} + \frac{v_y}{\sqrt{2}} = 0 \quad 1 \text{ eqn}$$



$$r_{OP} = 3\sqrt{2}$$

$$\vec{\omega}_1 = 4\hat{k}$$

$$r_{PQ} = 5$$

Block slides along ground

Guess:  $\omega_2 > 0 = 0 < 0$

$$\vec{r}_{OP} = (3\sqrt{2})(\cos 45^\circ \hat{i} + \sin 45^\circ \hat{j}) = \boxed{3\hat{i} + 3\hat{j}}$$

$$|\vec{r}_{PQ}| = 5 \text{ and } \vec{r}_{PQ} \cdot \hat{j} = -3 \text{ so } \boxed{\vec{r}_{PQ} = 4\hat{i} - 3\hat{j}}$$

$$\vec{\omega}_2 = \omega_2 \hat{k} \quad 1 \text{ unknown}$$

$$\vec{v}_P = v_{Px} \hat{i} + v_{Py} \hat{j} \quad 2 \text{ unknowns}$$

$$\vec{v}_Q = v_Q \hat{i} \quad 1 \text{ unknown}$$

$$\vec{v}_P = \vec{v}_O + \vec{\omega}_2 \times \vec{r}_{OP} \quad 2 \text{ eqns}$$

$$\vec{v}_Q = \vec{v}_P + \vec{\omega}_2 \times \vec{r}_{PQ} \quad 2 \text{ eqns}$$

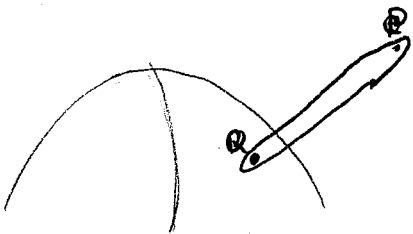
$$\vec{v}_P = 3\hat{k} \times (3\hat{i} + 3\hat{j}) = \boxed{-12\hat{i} + 12\hat{j}}$$

$$\vec{v}_Q \hat{i} = -12\hat{i} + 12\hat{j} + 4\omega_2 \hat{j} + 3\omega_2 \hat{i} <$$

$$12 + 4\omega_2 = 0 \quad \omega_2 = -3$$

$$v_Q = -12 + 3(-3) = \boxed{-21}$$

When would we use the other method?



$$\vec{r}_P = 10\hat{i} - 14\hat{j} + 37\hat{k}$$

$$\vec{r}_Q = 9\hat{i} - 12\hat{j} + 36\hat{k}$$

$$\vec{v}_P = 3\hat{j} - \hat{k} \quad \omega \text{ parallel to } 2\hat{i} + 2\hat{j} + 2\hat{k}$$

Q constrained to the sphere of radius  $R = 39$

What direction can Q move?  $\hat{u}_1, \hat{u}_2$  hard to compute!

What direction can't Q move?  $\boxed{\hat{r}_Q}$