## Chapter Summary

## Kinematics

A rigid body undergoing any motion other than translation has an instantaneous axis of rotation. The direction of this axis at a particular instant and the rate at which the rigid body rotates about the axis are specified by its angulat velocity vector $\omega$.

The velocity of a point A of a rigid body is given in terms of the angular velocity vector and the velocity of a point B by

$$
\begin{equation*}
V_{A}=V_{B}+\omega \times r_{A / B} \tag{9.1}
\end{equation*}
$$

The acceleration of a point A of a rigid body is given in terms of the angular velocity vector, the angular acceleration vector $\alpha=d \omega / d t$, and the acceleration of a point B by

$$
\begin{equation*}
a_{A}=a_{B}+\alpha \times r_{A / B}+\omega \times\left(\omega \times r_{A / B}\right) \tag{9.2}
\end{equation*}
$$

Let $\Omega$ be the angular velocity of a rotating coordinate system $x y z$ relatuve to a fixed reference frame, and let $\omega_{\text {rel }}$ be the angular velocity of a rigid body relative to the $x y z$ system. The rigid body's angular velocity and angular acceleration relative to the fixed reference frame are

$$
\begin{align*}
& \omega=\Omega+\omega_{\text {rel }} \\
& \alpha=\frac{d \Omega}{d t}+\frac{d \omega_{\text {rex }}}{d t}+\frac{d \omega_{\text {rely }}}{d t}+\frac{d \omega_{\text {relz }}}{d t}+\Omega \times \omega_{\text {rel }} \tag{9.3}
\end{align*}
$$

Angular Momentum If a rigid body rotates about a fixed point $\boldsymbol{O}$ with angular velocity $\omega$ (Fig. a), the components of its angular momentum about $\boldsymbol{O}$ are given by

$$
\left[\begin{array}{l}
H_{o x} \\
H_{o y} \\
H_{o z}
\end{array}\right]=\left[\begin{array}{ccc}
I_{x x} & -I_{x y} & -I_{x z} \\
-I_{y x} & I_{y y} & -I_{y z} \\
-I_{z x} & -I_{z y} & I_{z z}
\end{array}\right]\left[\begin{array}{c}
\omega_{x} \\
\omega_{y} \\
\omega_{z}
\end{array}\right]
$$

This equation also gives the components of the rigid body's angular momentum about the center of mass in general three-dimensional motion (Fig. b).
In that case the moments of inertia are evaluated in terms of a coordinate system with its origin at the cen ter of mass.

Euler Equations The equations governing three-dimensional motion of a rigid body include Newton's second law and equations of angular motion. For a rigid body rotating about a fixed point $\boldsymbol{O}$ (Fig. a), the equations of angularmotion are expressed in terms of the components of the total moment about $\boldsymbol{O}$ :

$$
\begin{aligned}
& {\left[\begin{array}{l}
\sum_{o x} M_{o x} \\
\sum_{o y} M_{o y} \\
\sum M_{o z}
\end{array}\right]=\left[\begin{array}{ccc}
I_{x x} & -I_{x y} & -I_{x z} \\
-I_{y x} & I_{y y} & -I_{y z} \\
-I_{z x} & -I_{z y} & I_{z z}
\end{array}\right]\left[\begin{array}{l}
d \omega_{x} / d t \\
d \omega_{y} / d t \\
d \omega_{z} / d t
\end{array}\right]} \\
& \quad+\left[\begin{array}{ccc}
0 & -\Omega_{z} & \Omega_{y} \\
\Omega_{z} & 0 & -\Omega_{x} \\
-\Omega_{y} & \Omega_{x} & 0
\end{array}\right]\left[\begin{array}{ccc}
I_{x x} & -I_{x y} & -I_{x z} \\
-I_{y x} & I_{y y} & -I_{y z} \\
-I_{z x} & -I_{z y} & I_{z z}
\end{array}\right]\left[\begin{array}{c}
\omega_{x} \\
\omega_{y} \\
\omega_{z}
\end{array}\right]
\end{aligned}
$$

where $\Omega$ is the angular velocity of the coordinate system. If the coordinate system is body-fixed, $\Omega=\omega$. In the case of general three-dimensional motion (Fig. b), the equation of angular motion are identical except that they are expressed in terms of the components of the total moment about the center of mass.

The rigid body's angular acceleration is related to the derivatives of the components of $\omega$ by

$$
\alpha=\frac{d \omega}{d t}=\frac{d \omega_{x}}{d t} \mathbf{i}+\frac{d \omega_{y}}{d t} \mathbf{j}+\frac{d \omega_{z}}{d t} \mathbf{k}+\Omega \times \omega
$$

If the coordinate system does not rotate or is body-fixed, the terms $d \omega_{x} / d t, d \omega_{y} / d t$, and $d \omega_{z} / d t$ are the component of the angular acceleration.

Moments and Products of Inertia In terms of a given coordinate system $x y z$, the inertia matrix of an object is defined by [Eq. (9.11)]

$$
\begin{aligned}
{[I] } & =\left[\begin{array}{ccc}
I_{x x} & -I_{x y} & -I_{x z} \\
-I_{y x} & I_{y y} & -I_{y z} \\
-I_{z x} & -I_{z y} & I_{z z}
\end{array}\right] \\
& =\left[\begin{array}{ccc}
\int_{m}\left(y^{2}+z^{2}\right) d m & -\int_{m} x y d m & -\int_{m} x z d m \\
-\int_{m} y x d m & \int_{m}\left(x^{2}+z^{2}\right) d m & -\int_{m} y z d m \\
-\int_{m} z x d m & -\int_{m} z y d m & \int_{m}\left(x^{2}+y^{2}\right) d m
\end{array}\right]
\end{aligned}
$$

where $x, y$, and $z$ are the coordinates of the differential element of mass $d m$. The terms $I_{x x}, I_{y y}$, and $I_{z z}$ are the moments of inertia about the $x, y$, and $z$ axes, and $I_{x y}, I_{y z}$ and $I_{z x}$ are the products of inertia

