

KINEMATICS OF MECHANISMS

position – velocity – acceleration; driving forces are neglected

For a point K we have linear displacement $s_K(t)$, velocity v_K and acceleration a_K

$$v_K = \dot{s}_K = \frac{ds_K}{dt} \qquad a_K = \ddot{s}_K = \frac{dv_K}{dt} = \frac{d^2s_K}{dt^2}$$

For a link k we have angular displacement $\theta_k(t)$, angular velocity ω_k and angular acceleration ε_k

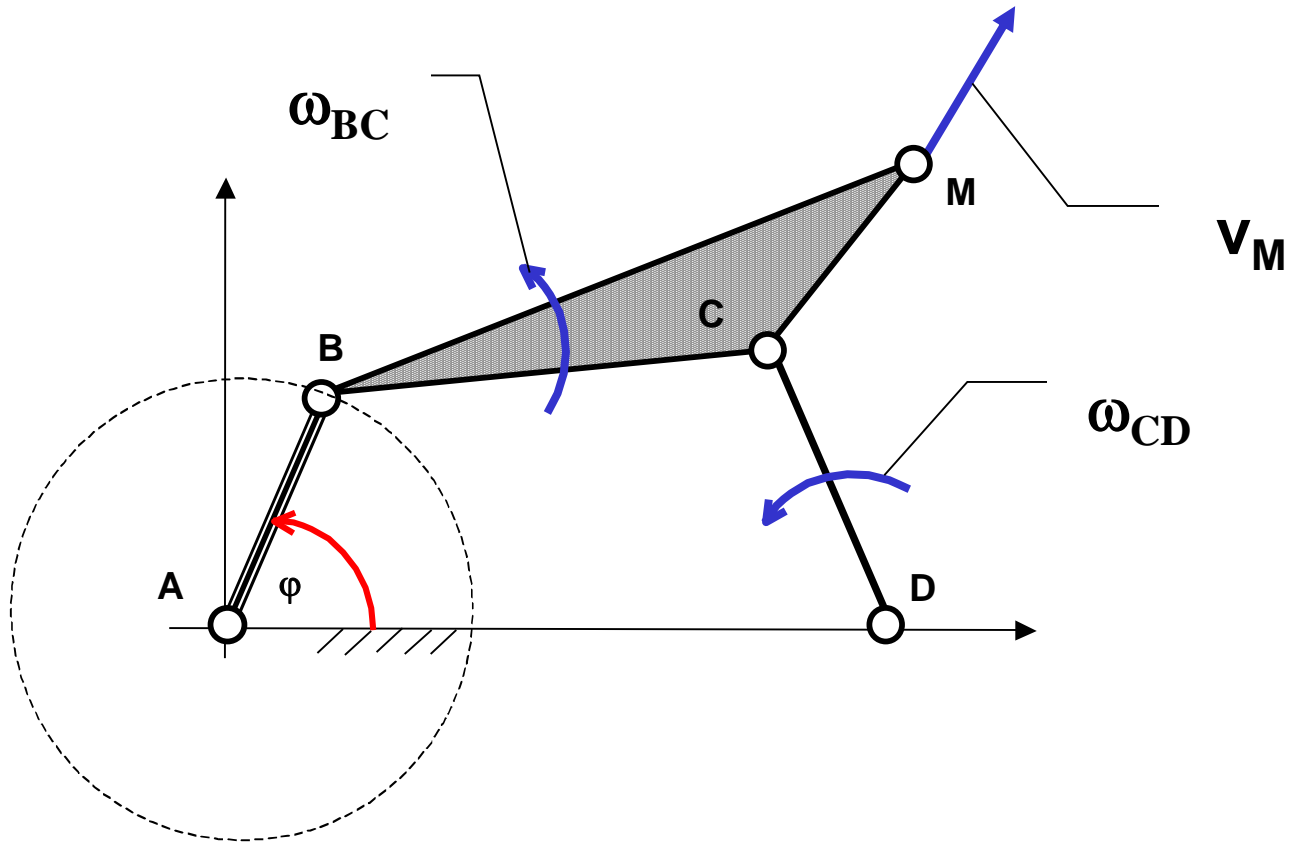
$$\omega_k = \dot{\Theta}_k = \frac{d\Theta_k}{dt} \qquad \varepsilon_k = \ddot{\Theta}_k = \frac{d\omega_k}{dt} = \frac{d^2\Theta_k}{dt^2}$$

METHODS OF KINEMATIC ANALYSIS

graphical (use only: pencil, ruler, compass, calculator)

analytical

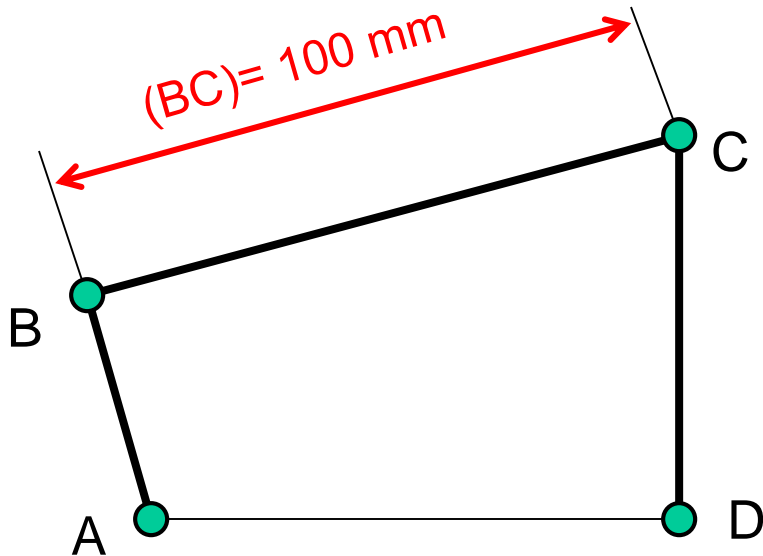
numerical



DOF = 1 → 1 driver, this case: crank AB – known $\varphi(t)$

SCALE DEFINITION (for graphical methods)

LENGTH SCALE



Real length

$BC = 1 \text{ m}$

Graphical (drawn) length

$(BC) = 100 \text{ mm}$

Length scale:

$$K_l = \frac{BC}{(BC)} = \frac{1}{100} \left[\frac{m}{mm} \right]$$

Scale (general)

$$K_i = \frac{i}{(i)}$$

real value

graphical value

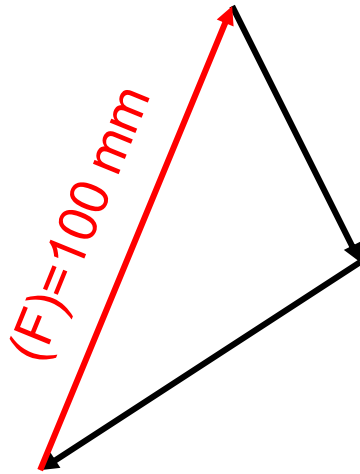
Velocity scale

$$K_v = \frac{v}{(v)} \left[\frac{\text{ms}^{-1}}{\text{mm}} \right]$$

Acceleration scale

$$K_a = \frac{a}{(a)} \left[\frac{\text{ms}^{-2}}{\text{mm}} \right]$$

FORCE SCALE



Real value

$F = 100 \text{ N}$

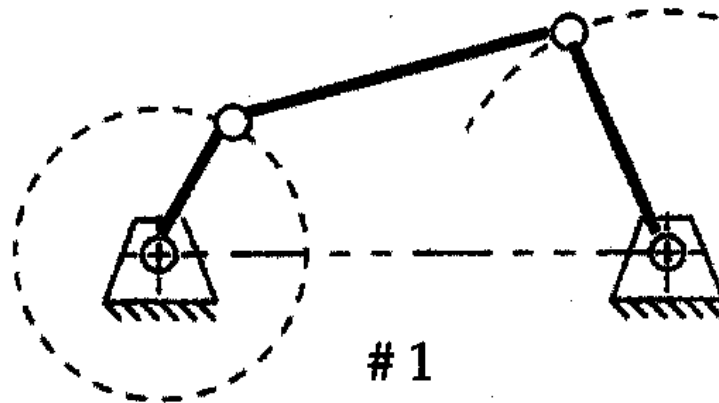
Graphical value

$(F) = 100 \text{ mm}$

Force scale:

$$K_F = \frac{F}{(F)} = \frac{100}{100} = 1 \left[\frac{N}{mm} \right]$$

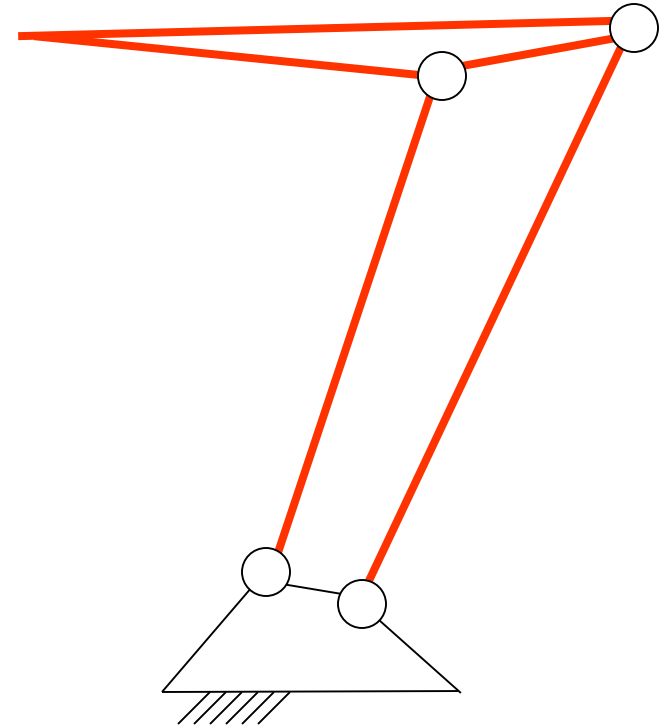
4 BAR LINKAGE



4 bar linkage has a few inversions

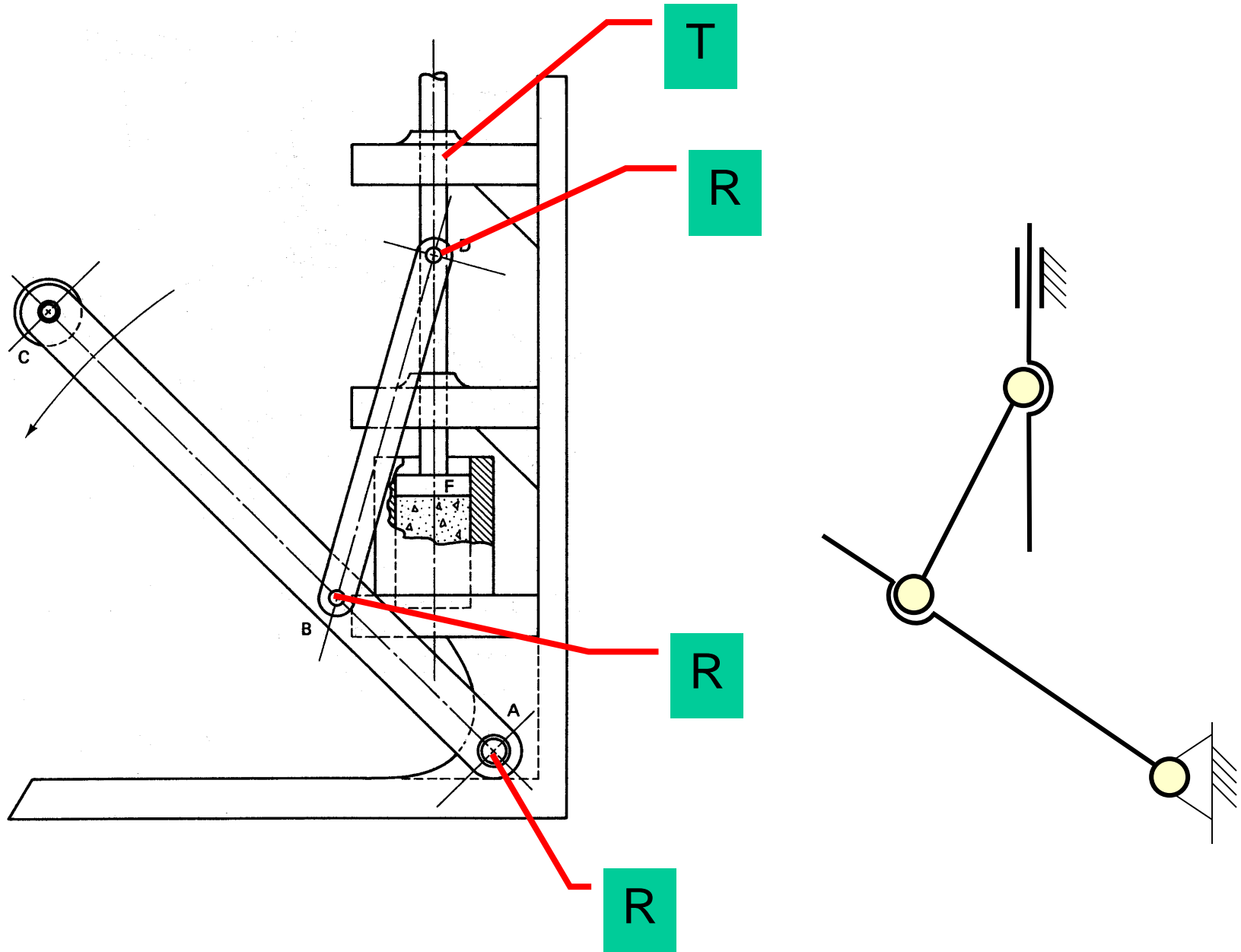
a lot of applications

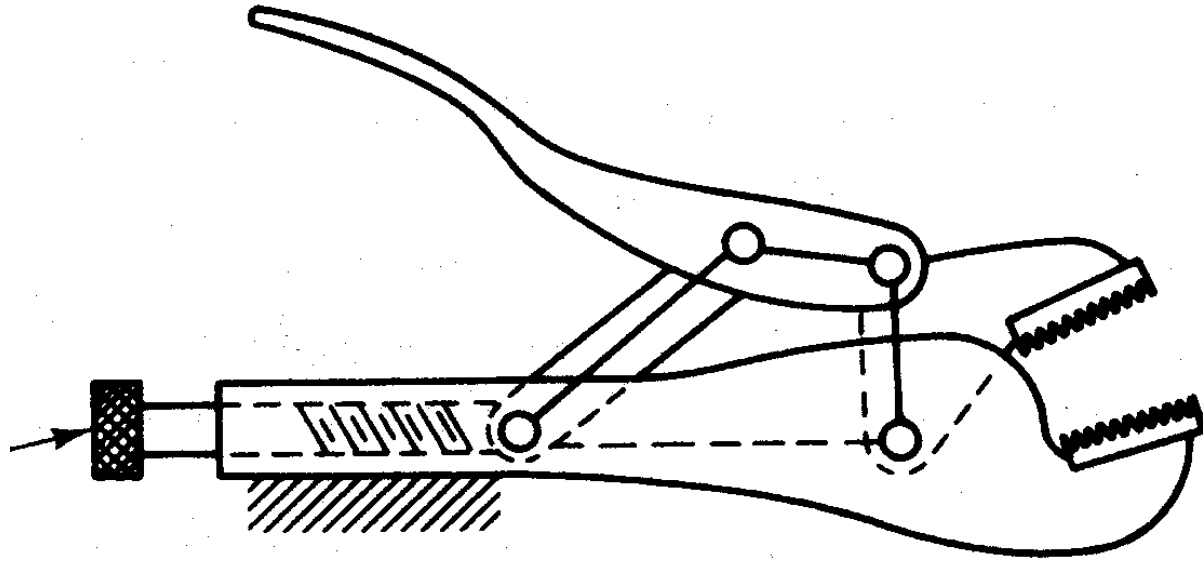




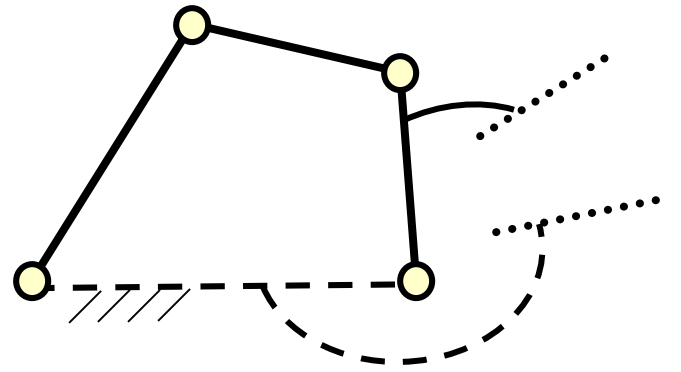
Harbor crane

hand press

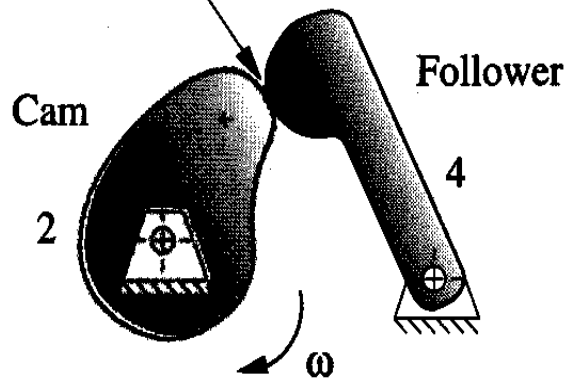




pipe spanner,
pipe wrench



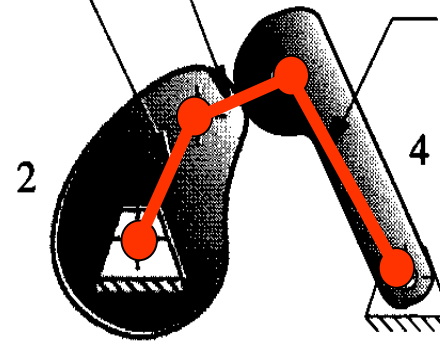
Roll-slide
(half) joint



Effective link 2

Effective link 3

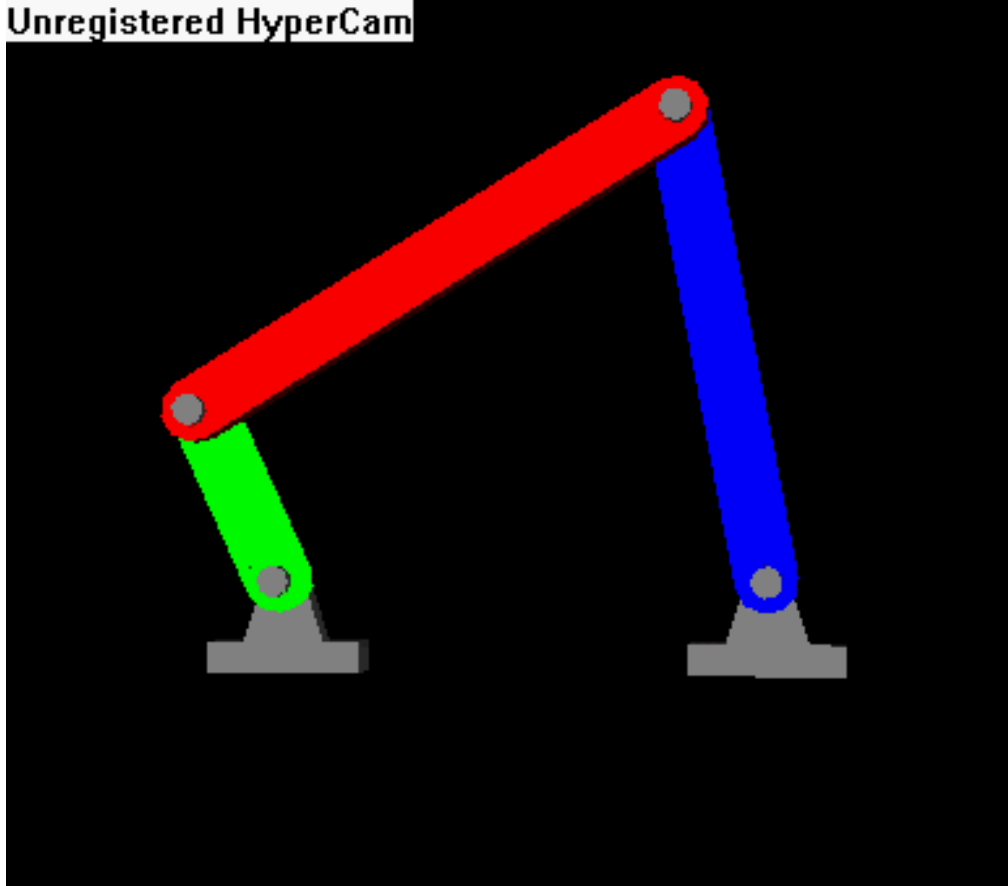
Effective link 4



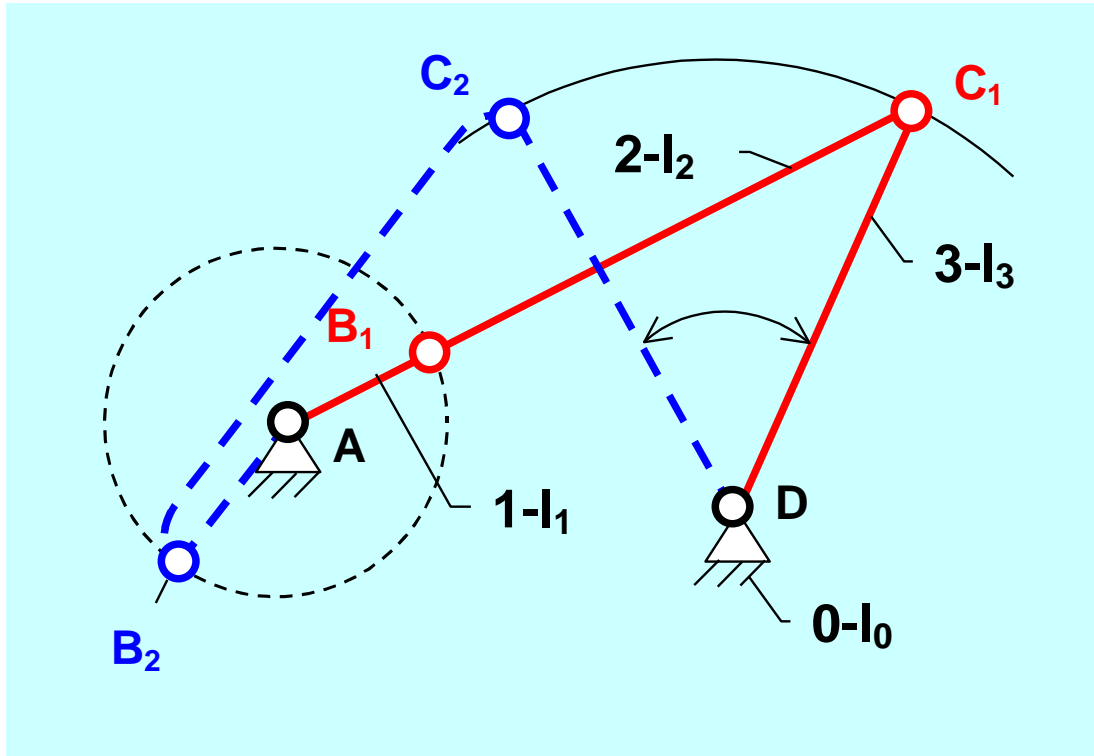
(c) The cam-follower mechanism has an effective fourbar equivalent

Four-bar linkage: crank → rocker

Unregistered HyperCam



4 BAR LINKAGE (4R)



Grashof inequalities

$$\left. \begin{aligned} l_1 + l_0 &\leq l_2 + l_3 \\ l_1 + l_2 &\leq l_3 + l_0 \\ l_1 + l_3 &\leq l_2 + l_0 \end{aligned} \right\}$$

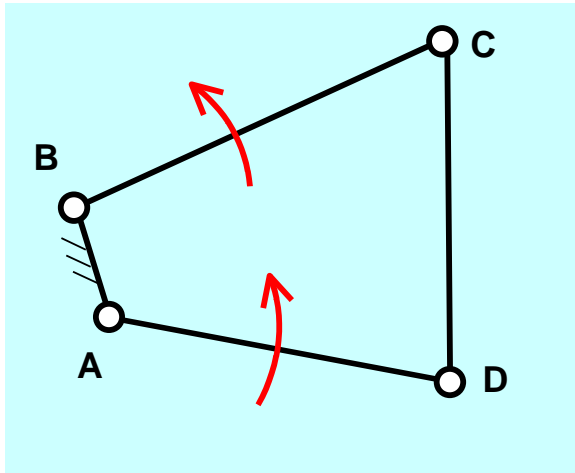


$$l_1 < l_0 \quad l_1 < l_2 \quad l_1 < l_3$$

For the crank-rocker we have:

1. Grashof inequalities fulfilled,
2. shortest link (l_1) is a crank (rotates around frame)

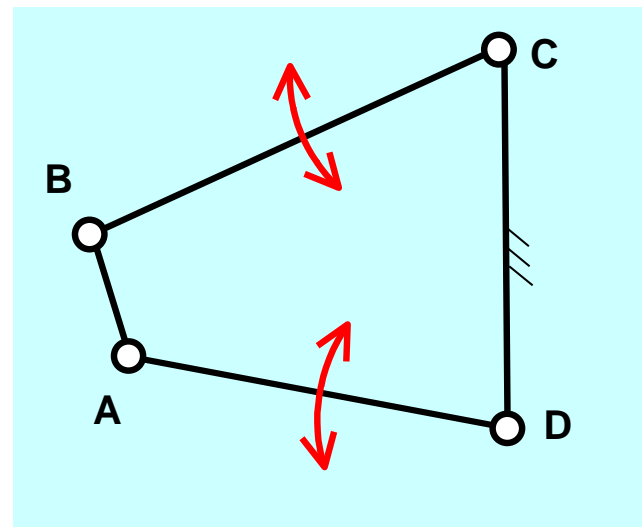
DOUBLE CRANK



Grashof inequalities fulfilled,
shortest link (l_1) is a frame

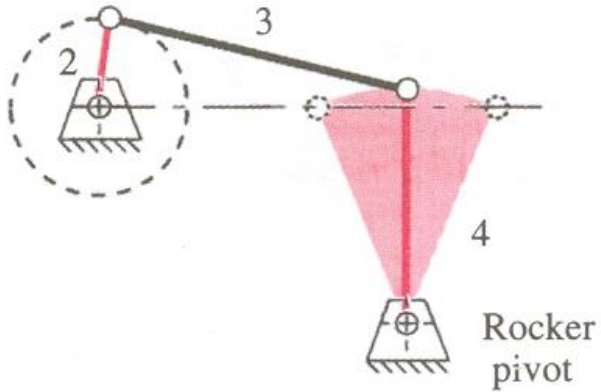
DOUBLE ROCKER

Grashof inequalities fulfilled,
shortest link (l_1) is a coupler

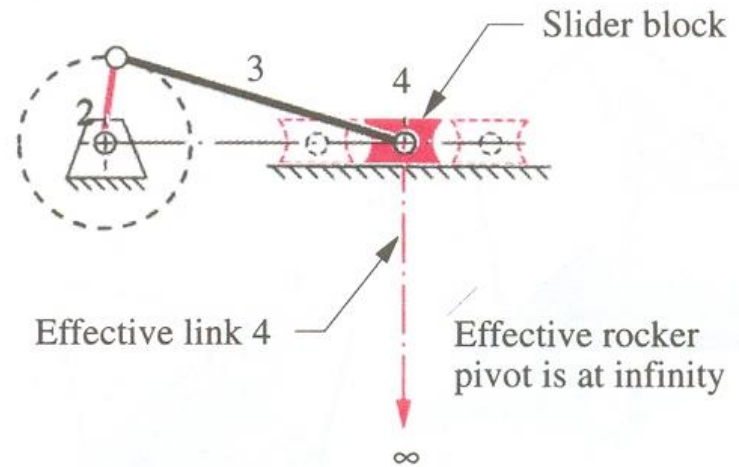


Transforming a fourbar crank-rocker to crank-slider

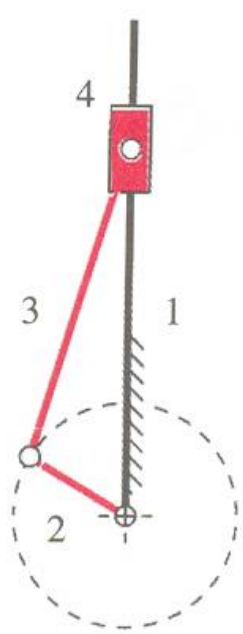
Grashof crank-rocker



Grashof slider-crank

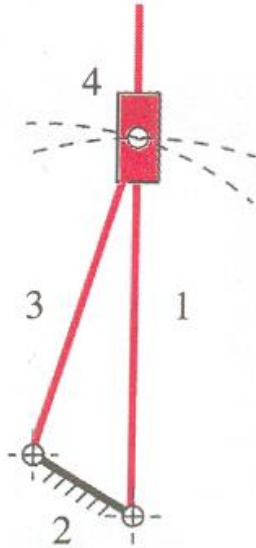


4 BAR - crank-slider - INVERSIONS



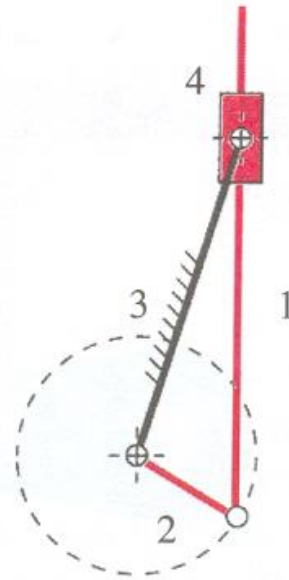
R → T

Slider block translates



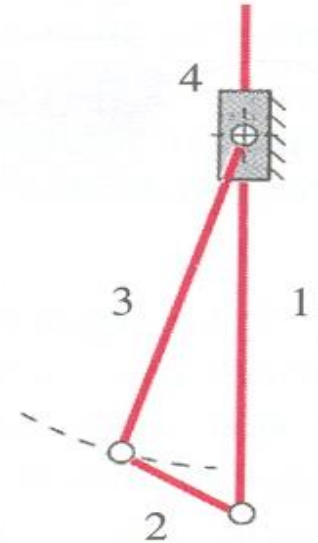
R → R

Slider block has complex motion



R → R

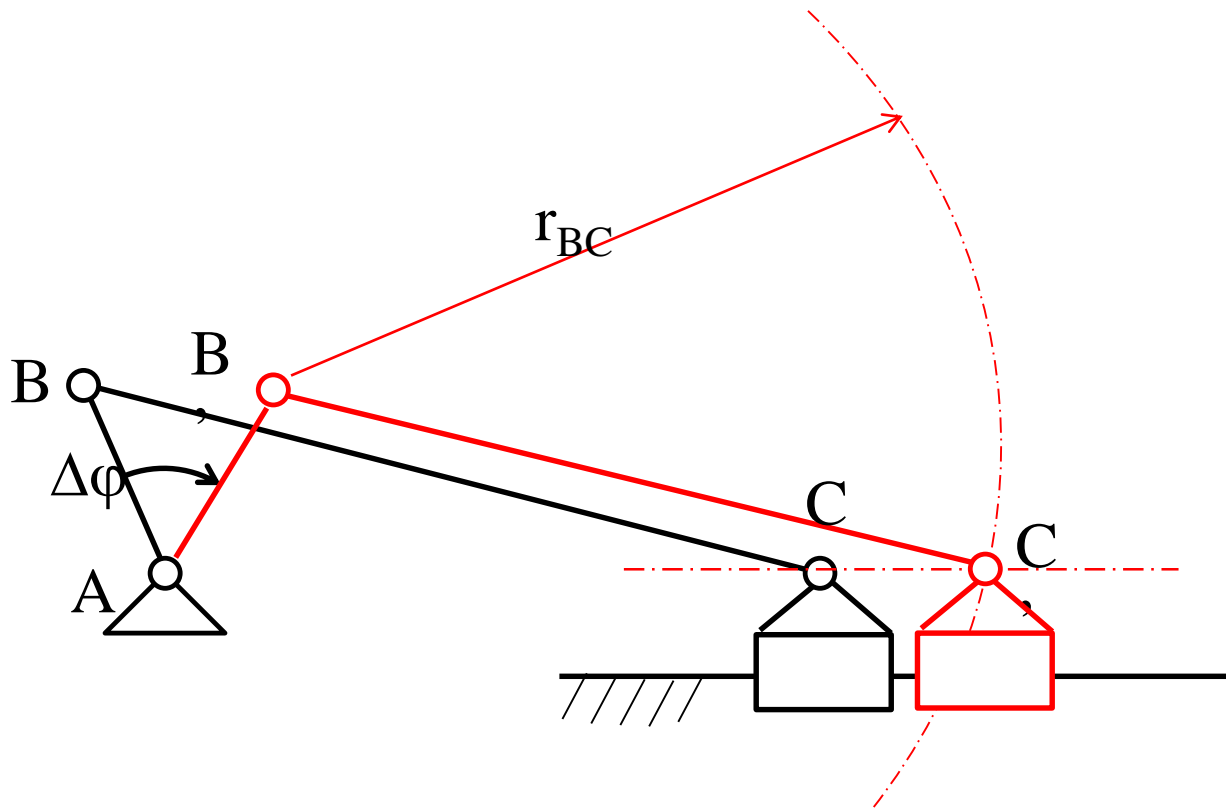
Slider block rotates



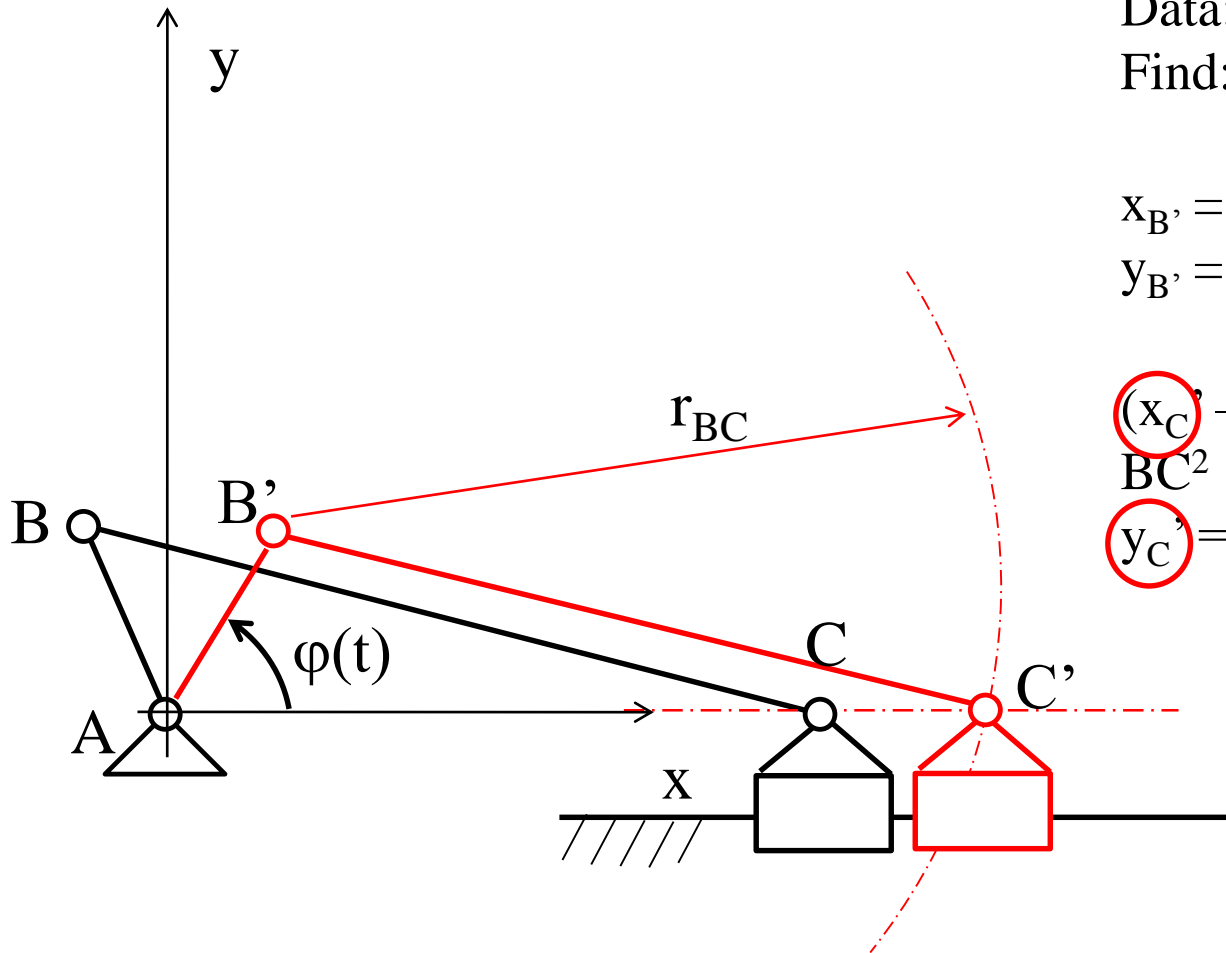
R → T

Slider block is stationary

GRAPHICAL POSITION ANALYSIS



GRAPHICAL POSITION ANALYSIS



Data: $\varphi(t)$

Find: x_C' , y_C'

$$x_{B'} = AB \cos \varphi$$

$$y_{B'} = AB \sin \varphi$$

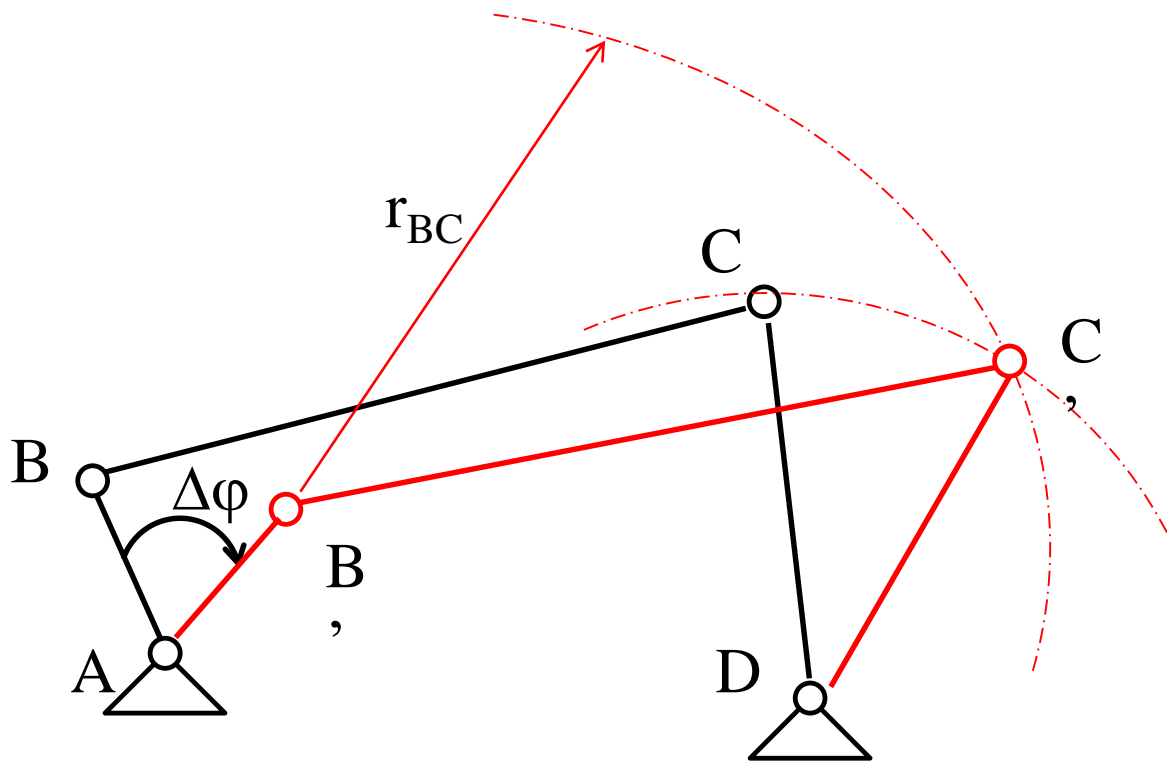
$$(x_{C'} - x_{B'})^2 + (y_{C'} - y_{B'})^2 = BC^2$$

$$y_{C'} = 0$$

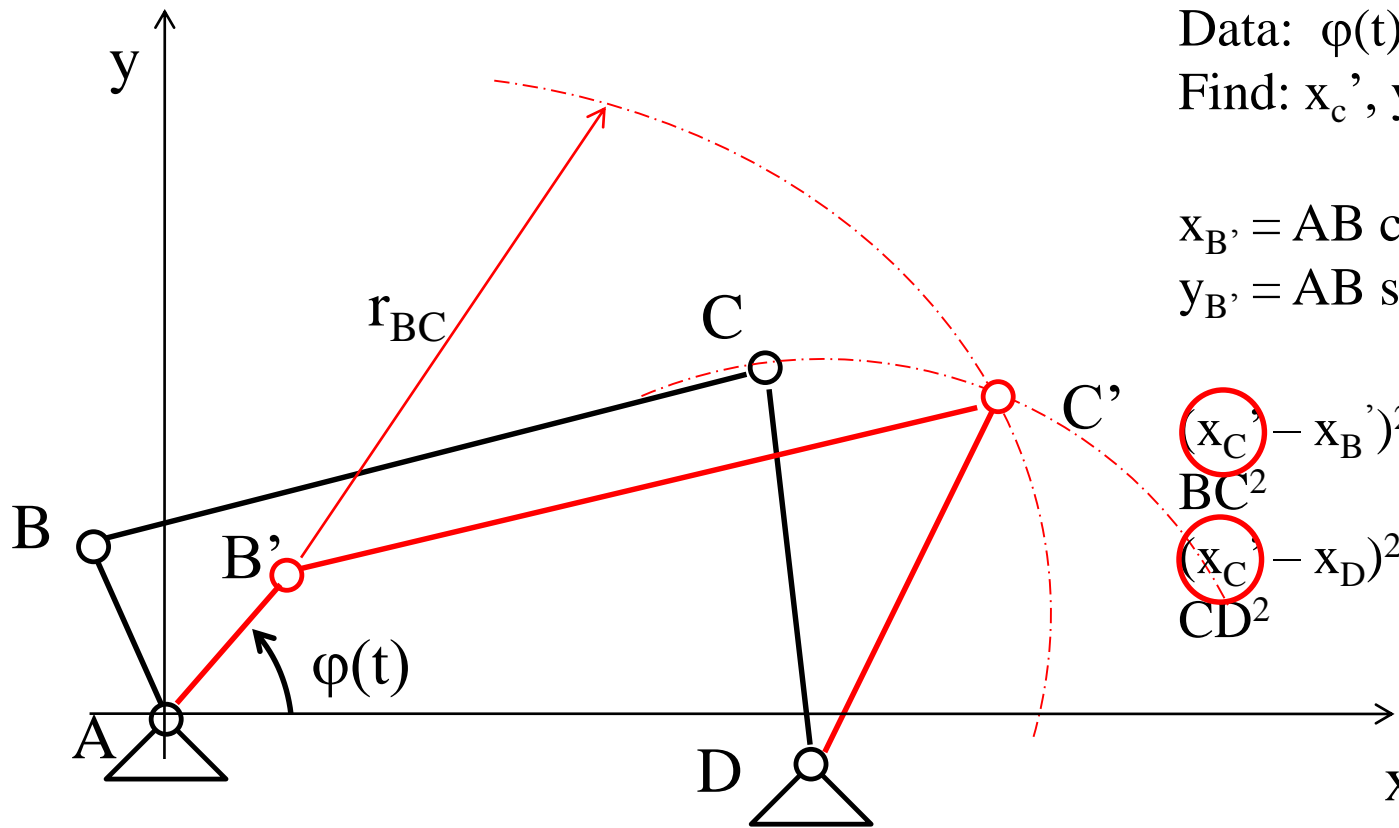
From the system of equations:

x_C' , y_C'

GRAPHICAL POSITION ANALYSIS



GRAPHICAL POSITION ANALYSIS



Data: $\varphi(t)$

Find: $x_{C'}$, $y_{C'}$

$$x_{B'} = AB \cos \varphi$$

$$y_{B'} = AB \sin \varphi$$

$$(x_{C'} - x_{B'})^2 + (y_{C'} - y_{B'})^2 = BC^2$$

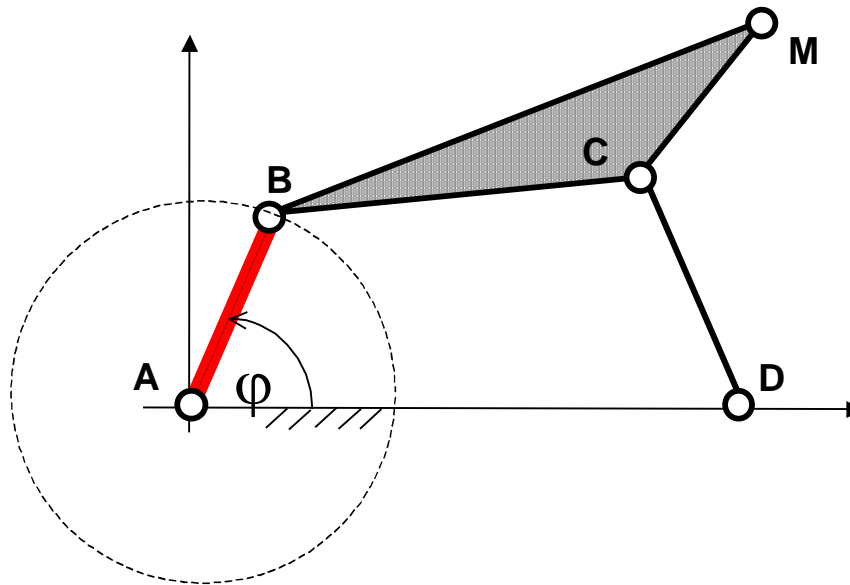
$$(x_{C'} - x_D)^2 + (y_{C'} - y_D)^2 = CD^2$$

From the system of equations : $x_{C'}$, $y_{C'}$

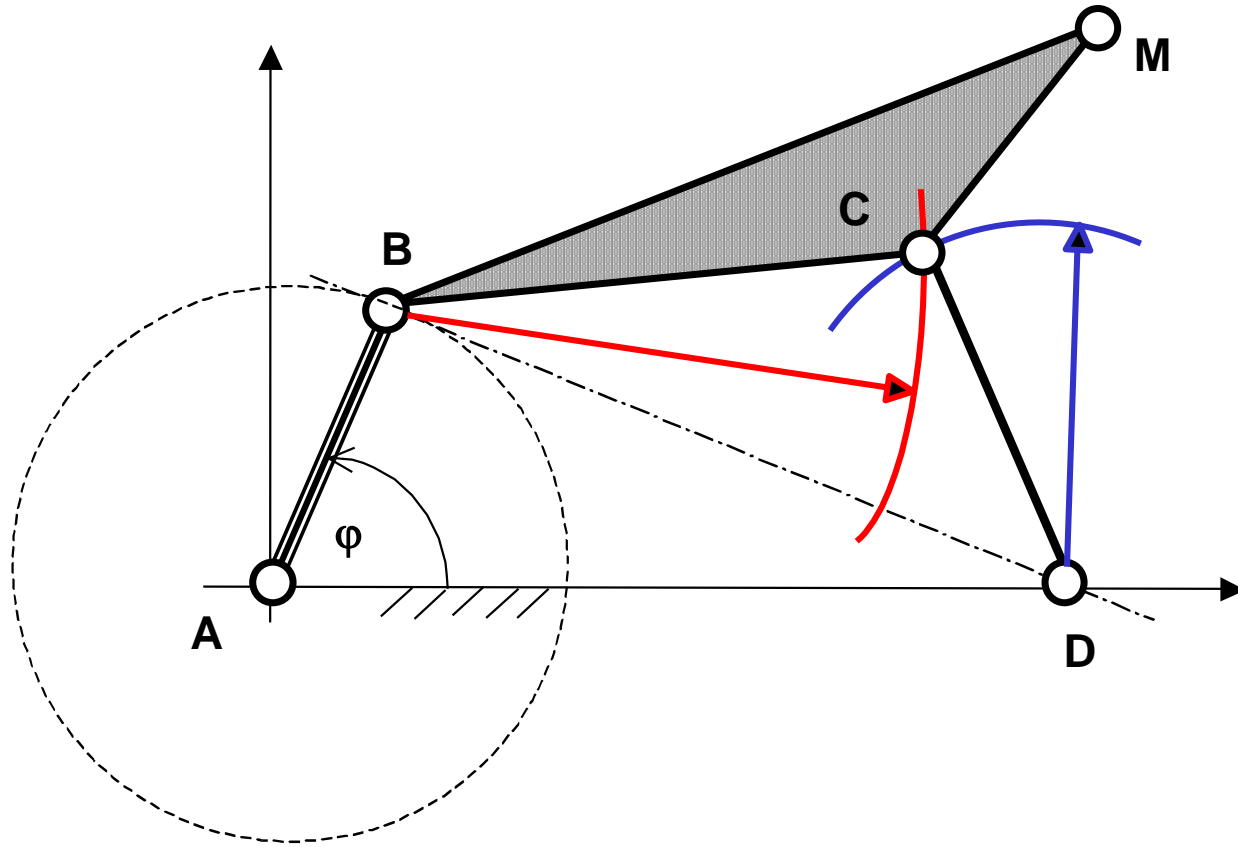
GRAPHICAL POSITION ANALYSIS

Draw a mechanism for a given ϕ

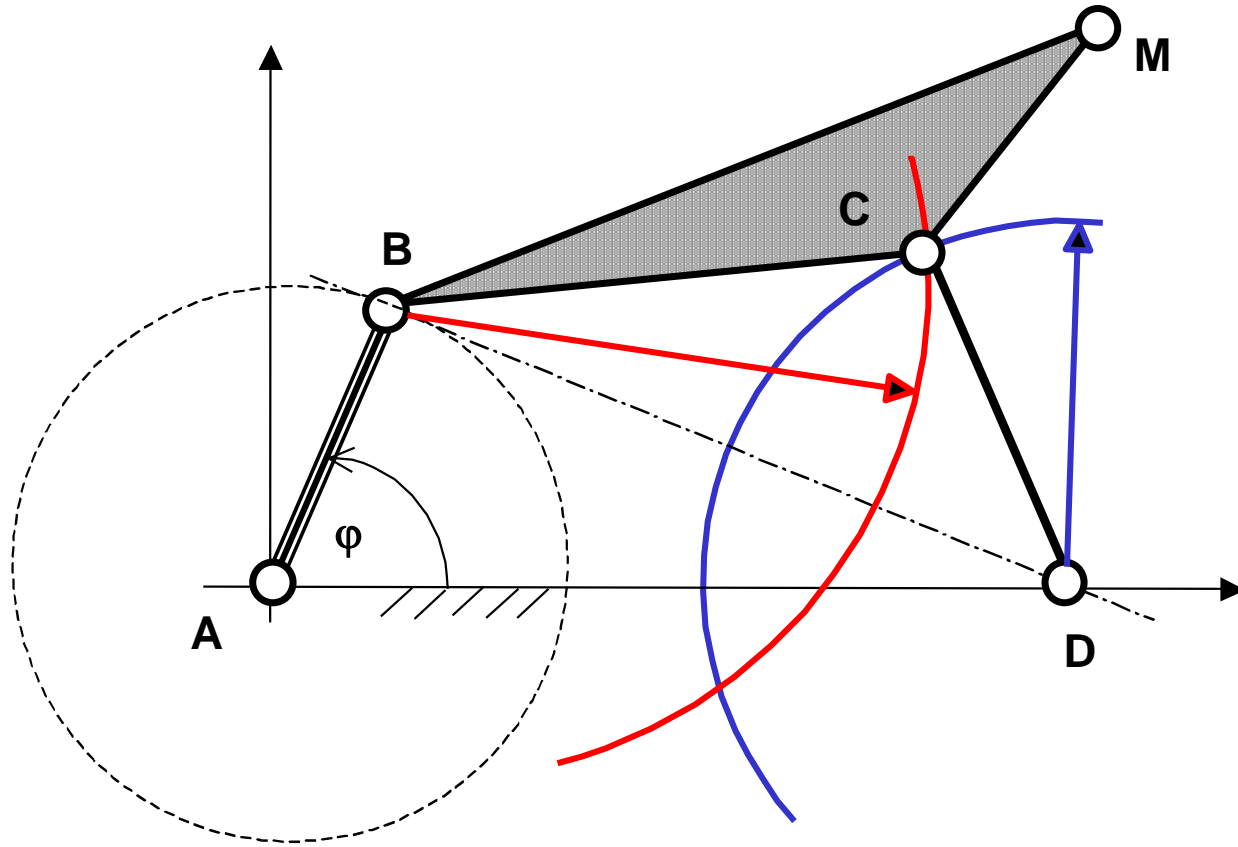
Link dimensions are known: AB, BC, CD, AD and BM, CM



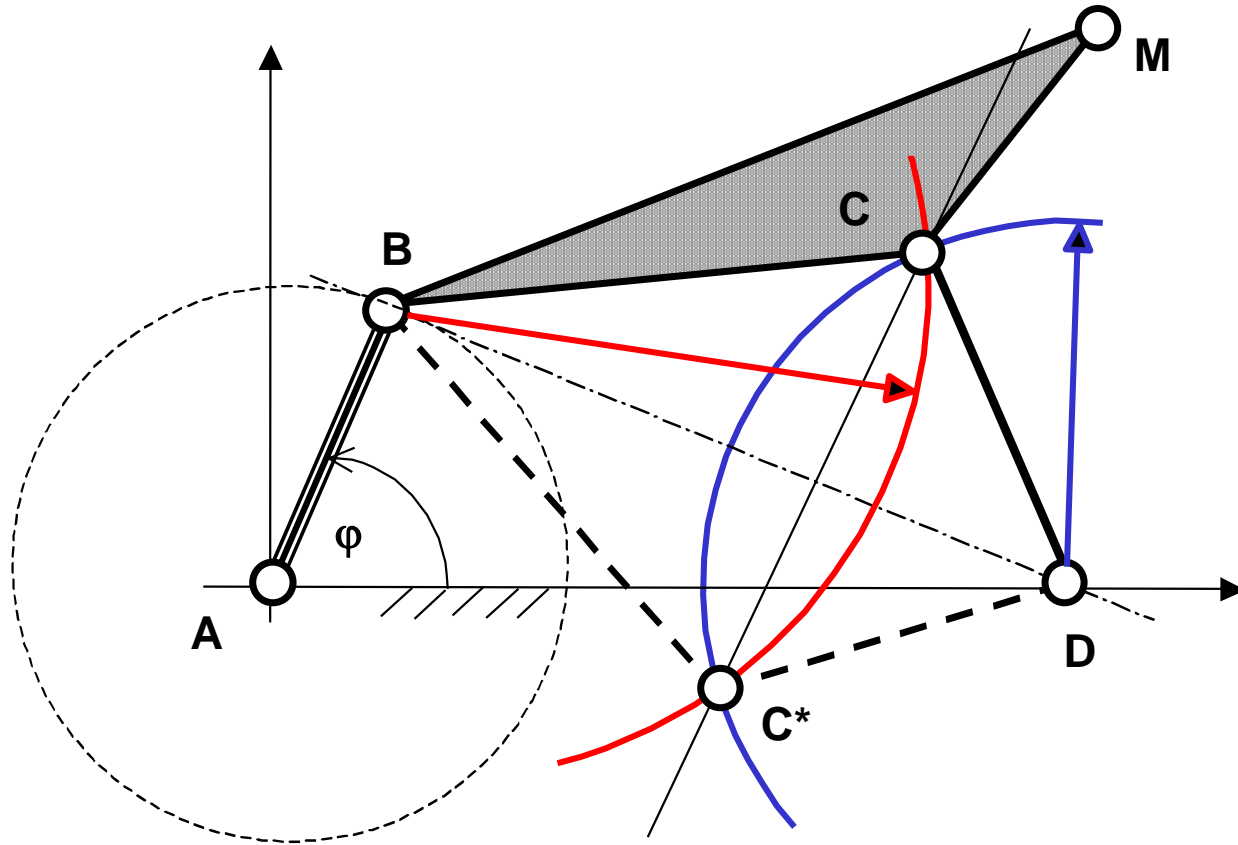
GRAPHICAL POSITION ANALYSIS



GRAPHICAL POSITION ANALYSIS

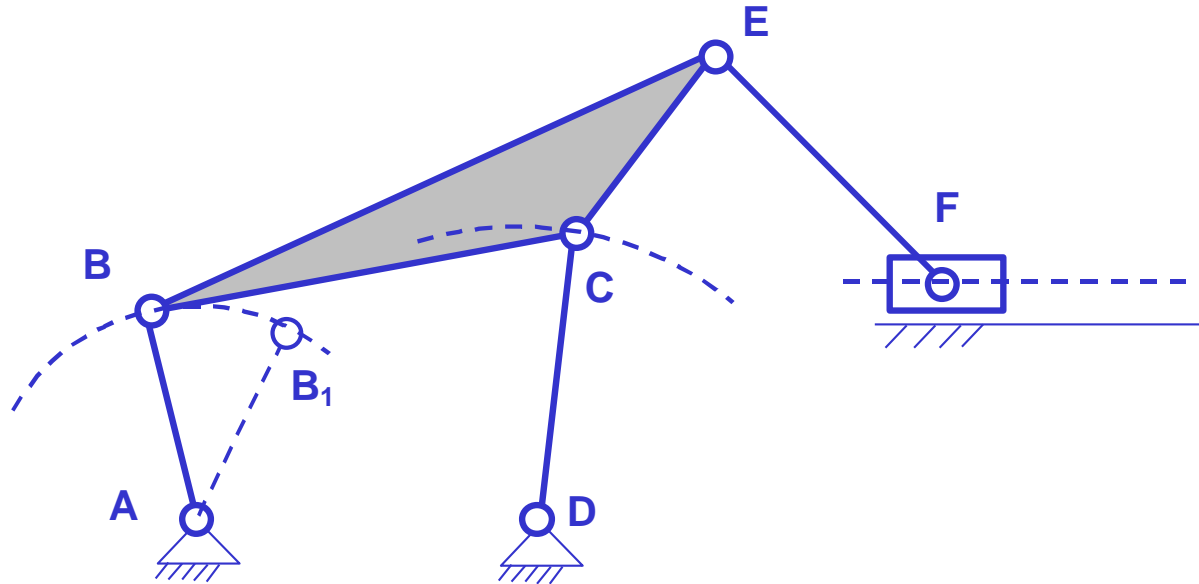


GRAPHICAL POSITION ANALYSIS



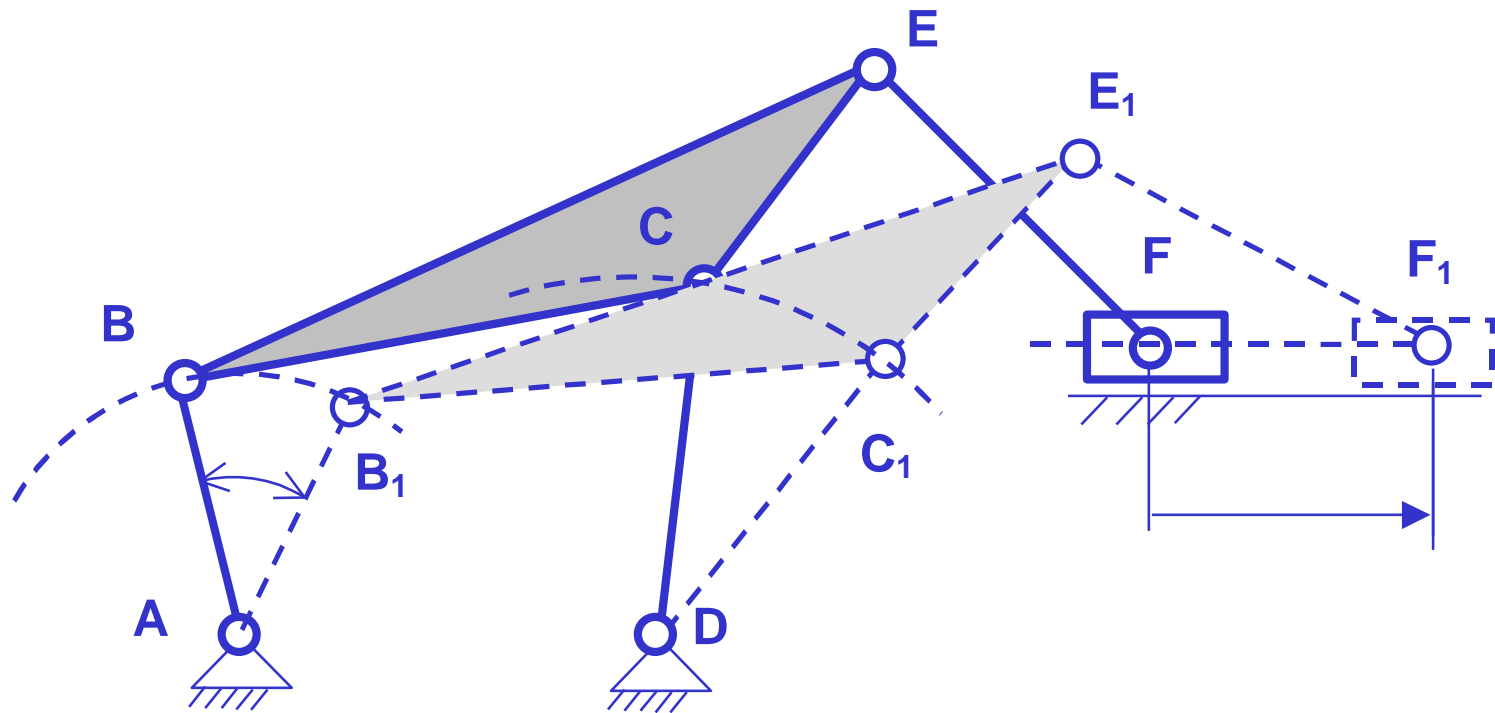
Two positions for given φ

GRAPHICAL POSITION ANALYSIS

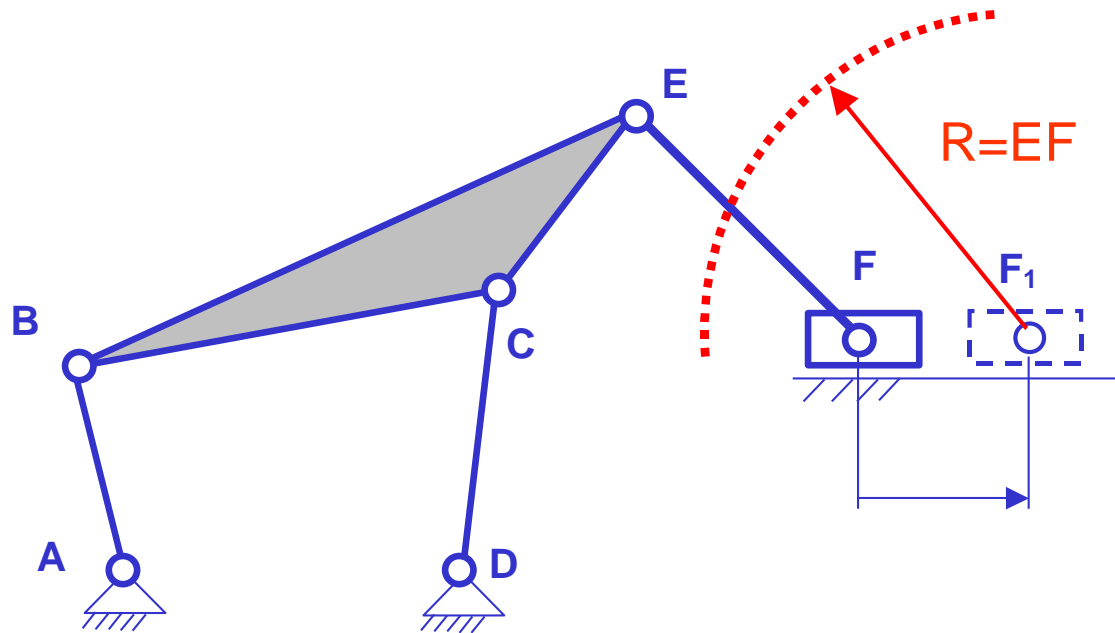


1 driver: $AB \rightarrow AB_1$

GRAPHICAL POSITION ANALYSIS

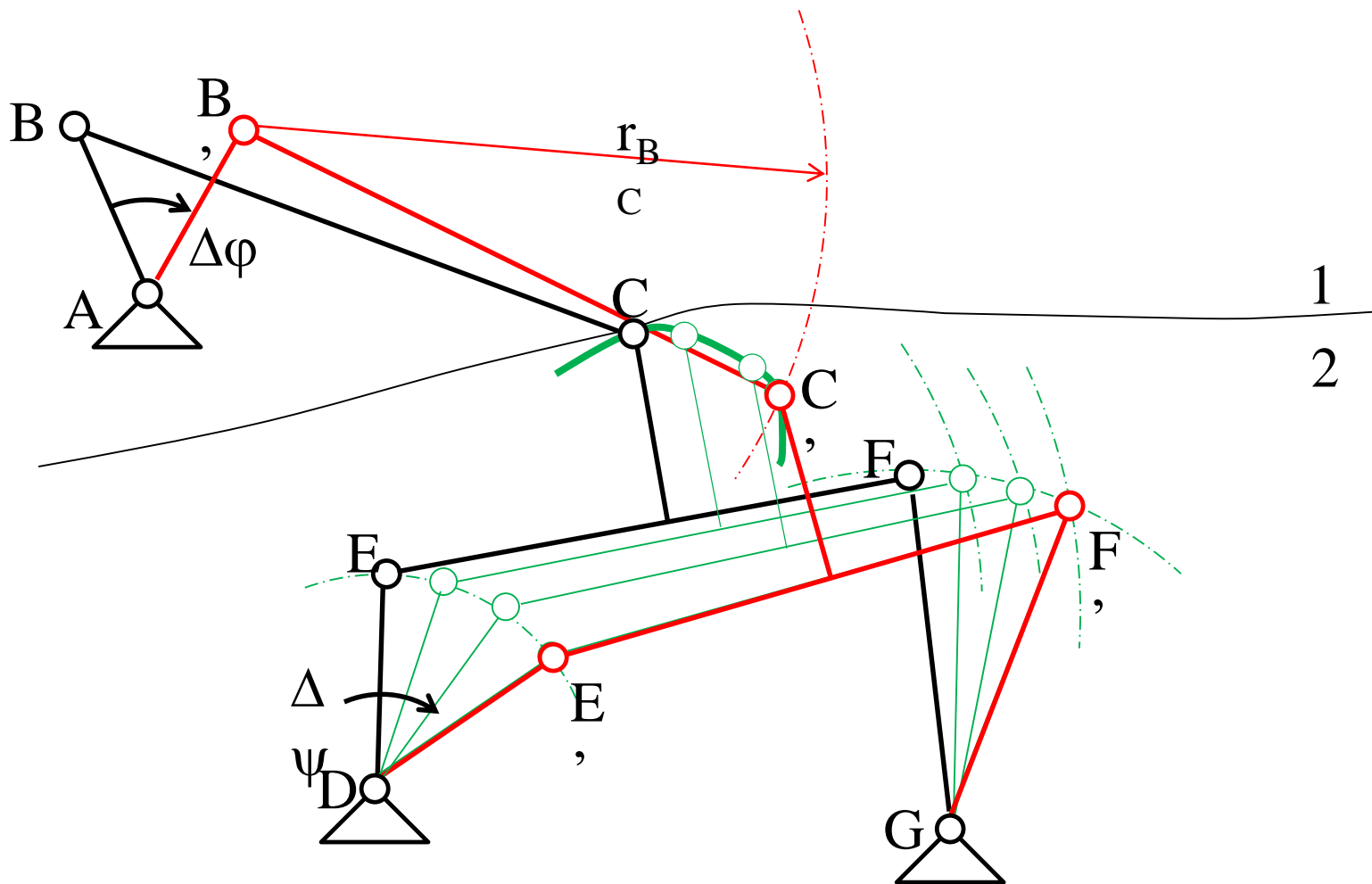


GRAPHICAL POSITION ANALYSIS



1 driver: slider $F \rightarrow F_1$

GRAPHICAL POSITION ANALYSIS - III class mechanism



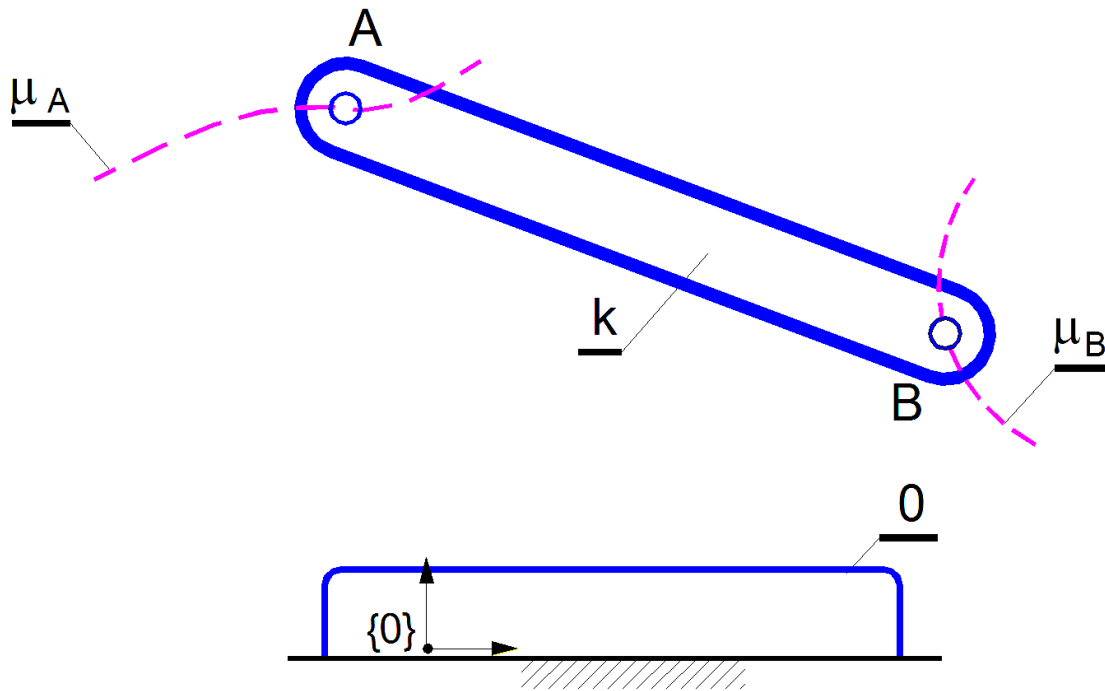
Kinematics – graphical methods

INSTANT CENTERS OF VELOCITY

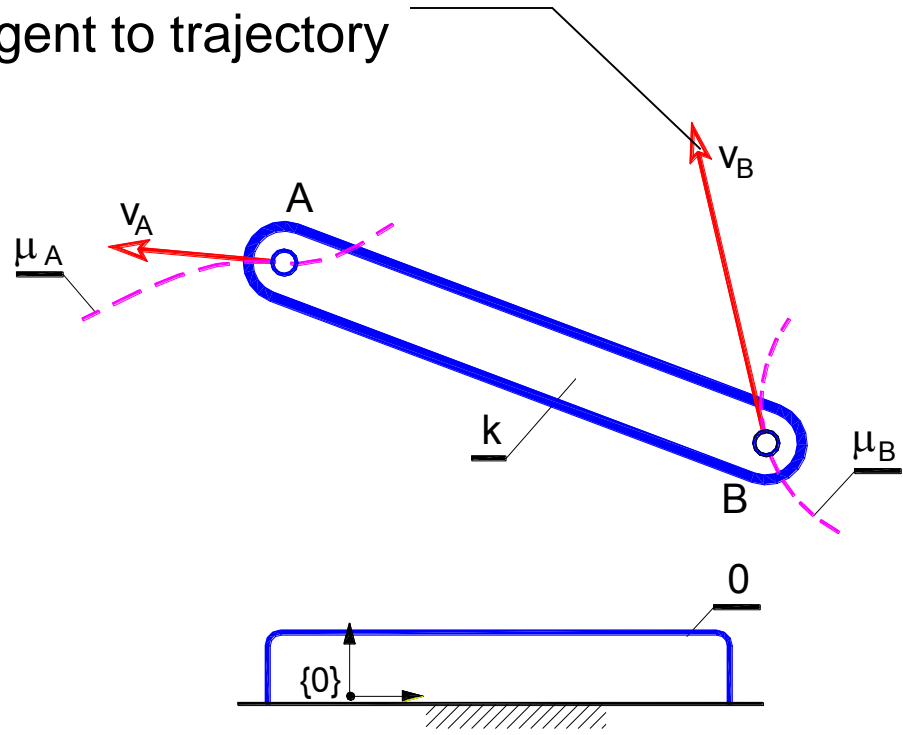
VELOCITY AND ACCELARATION

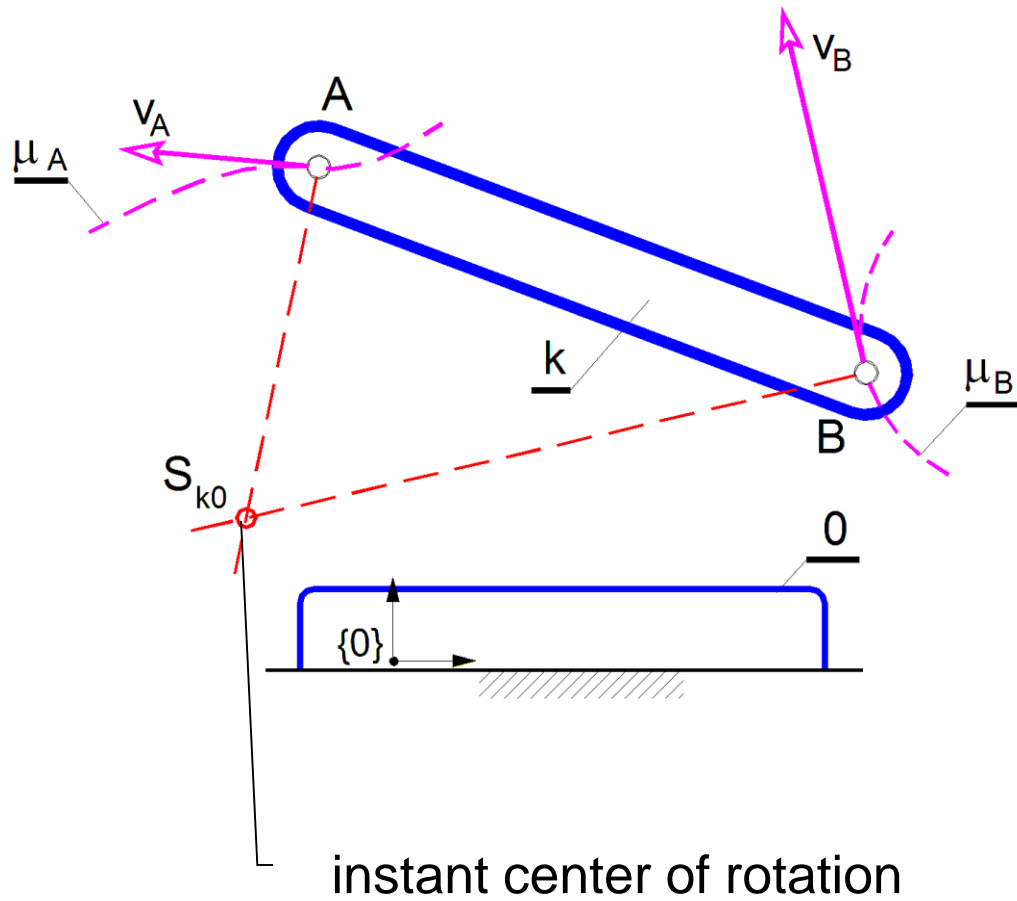
From planar complex motion to rotation

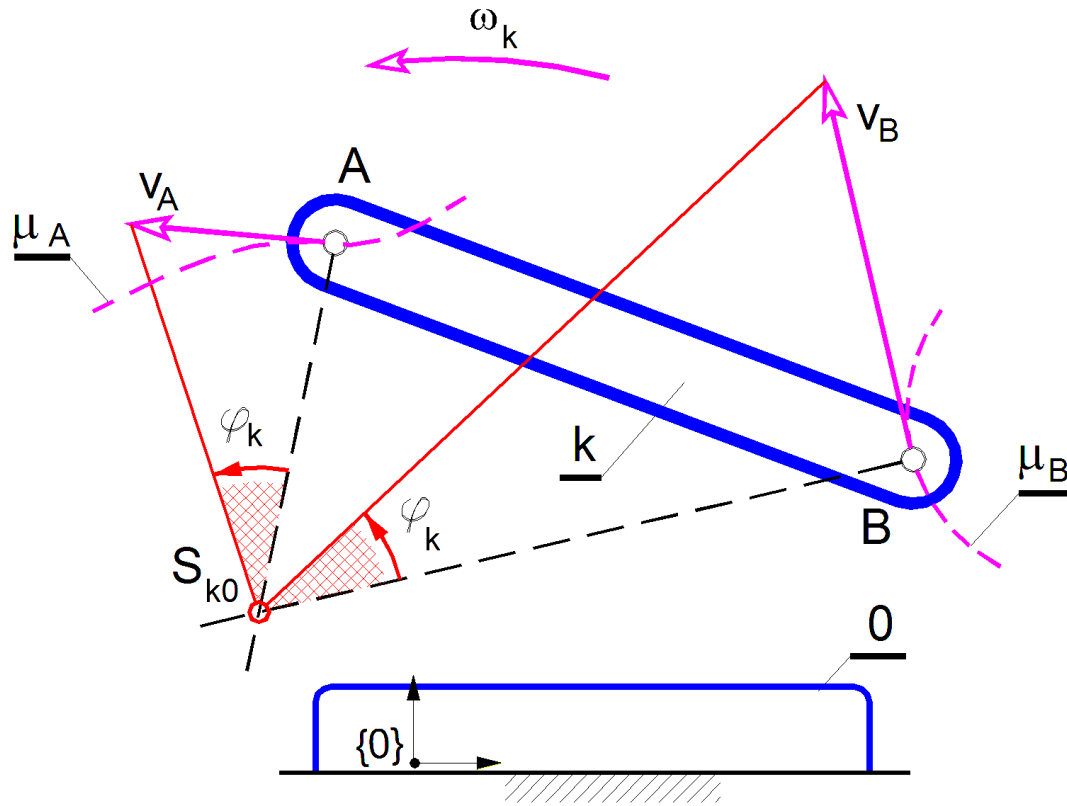
(2 links: frame 0 and moving body k)



tangent to trajectory





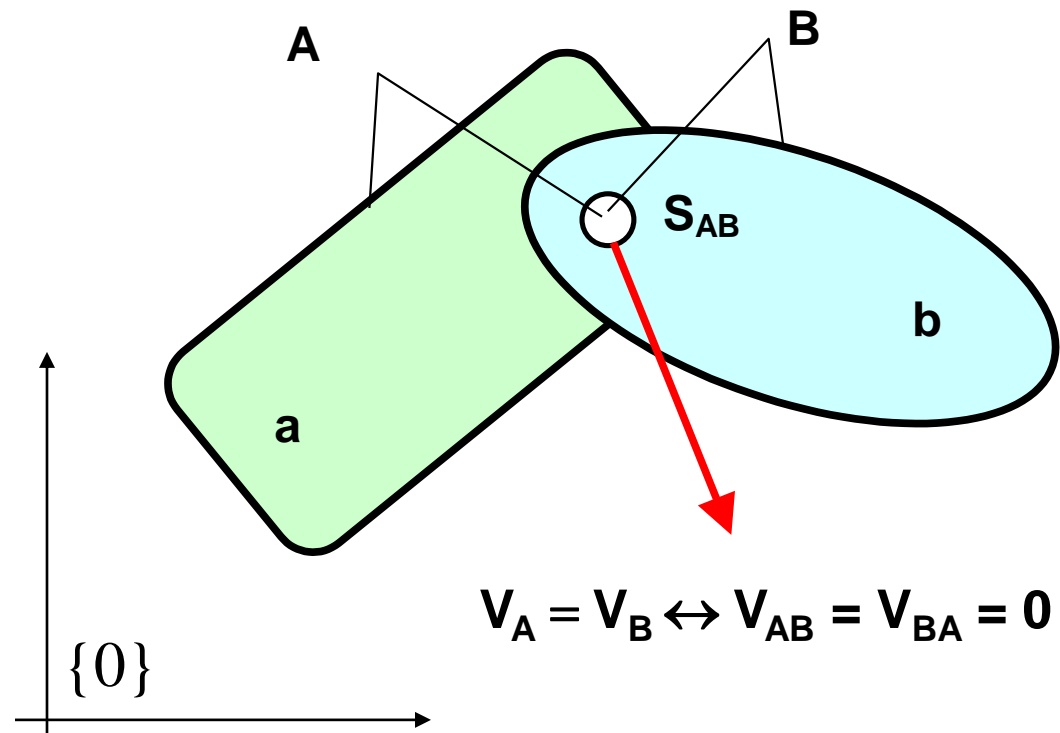


angular velocity:

$$\omega_k = \frac{v_A}{AS_{k0}} = \frac{v_B}{BS_{k0}}$$

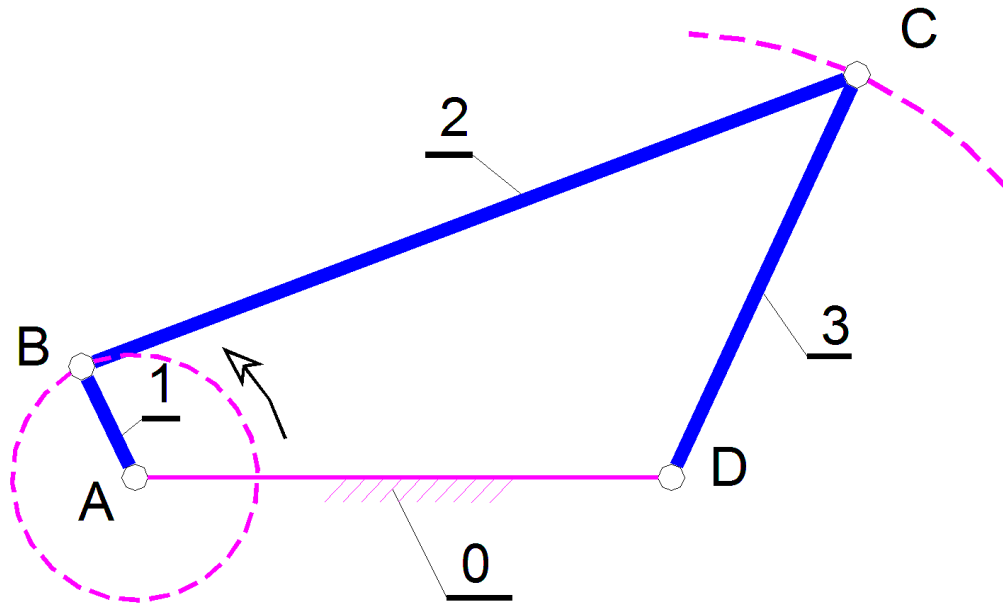
$$\frac{(v_A)}{(AS_{k0})} = \frac{(v_B)}{(BS_{k0})} = \operatorname{tg} \varphi_k$$

2 bodies in motion



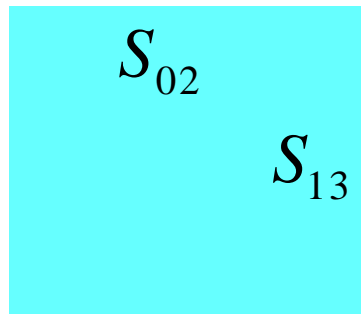
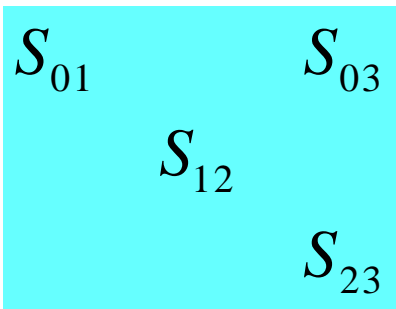
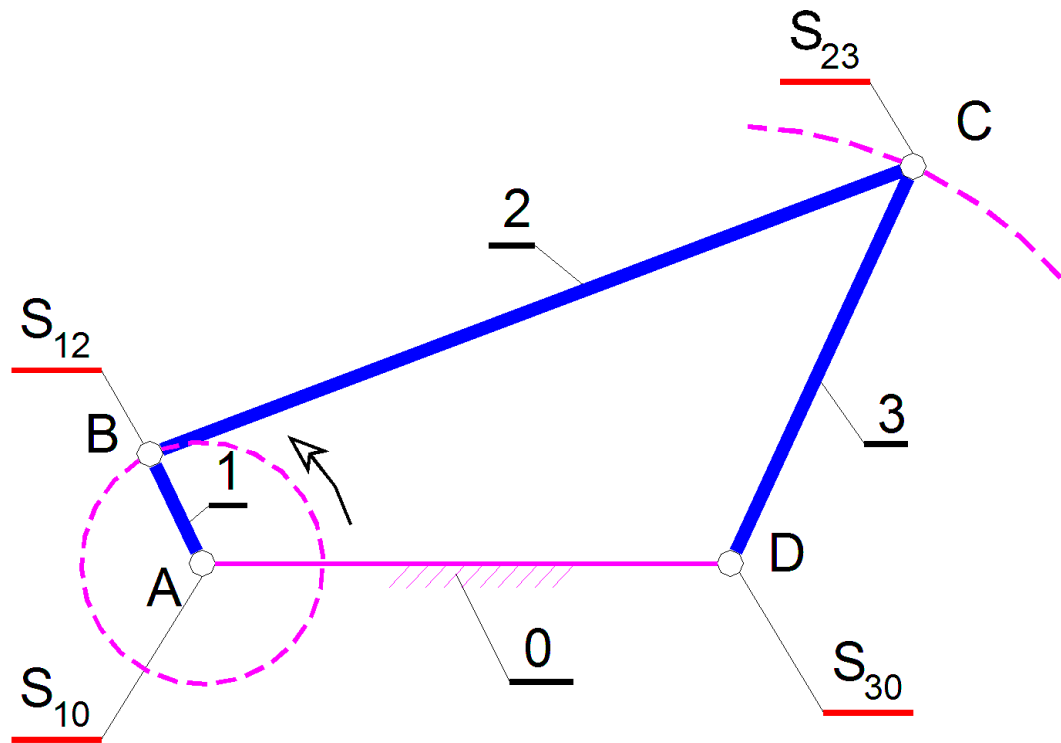
An instant center of velocity is a point, common to two bodies in plane motion, which has the same instantaneous velocity in each body

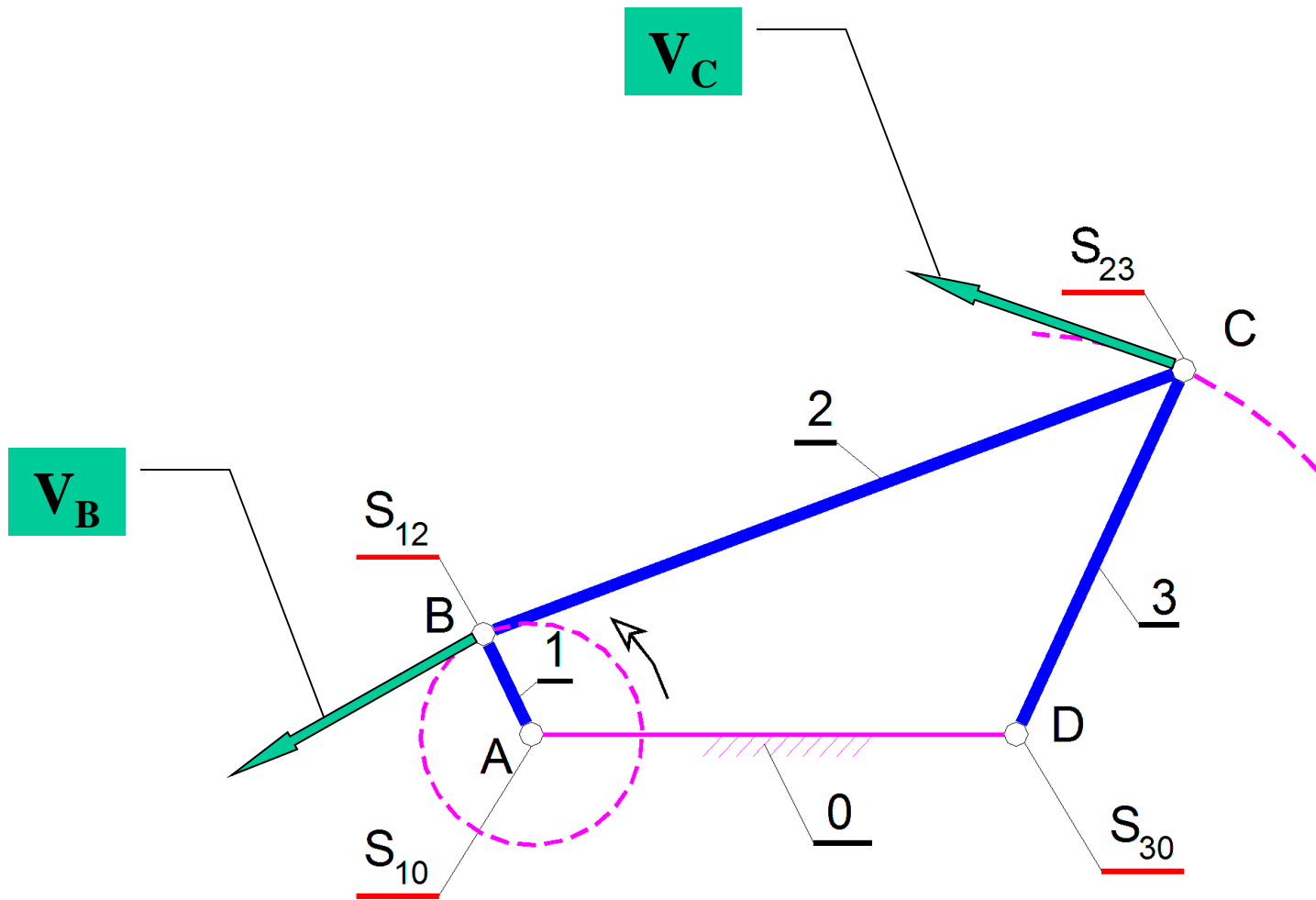
number of IC:
$$i = \binom{n}{2} = \frac{n(n-1)}{2}$$

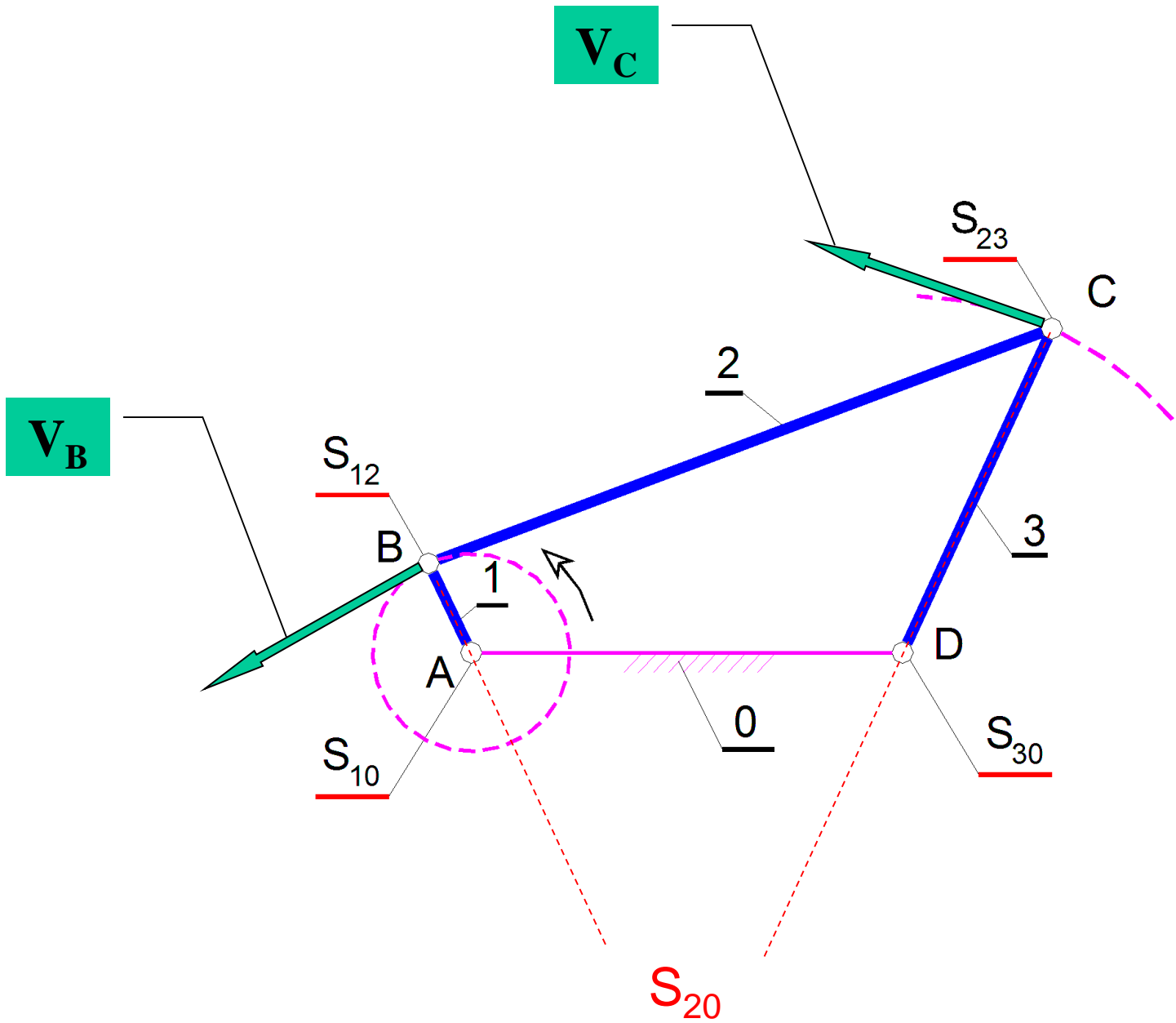


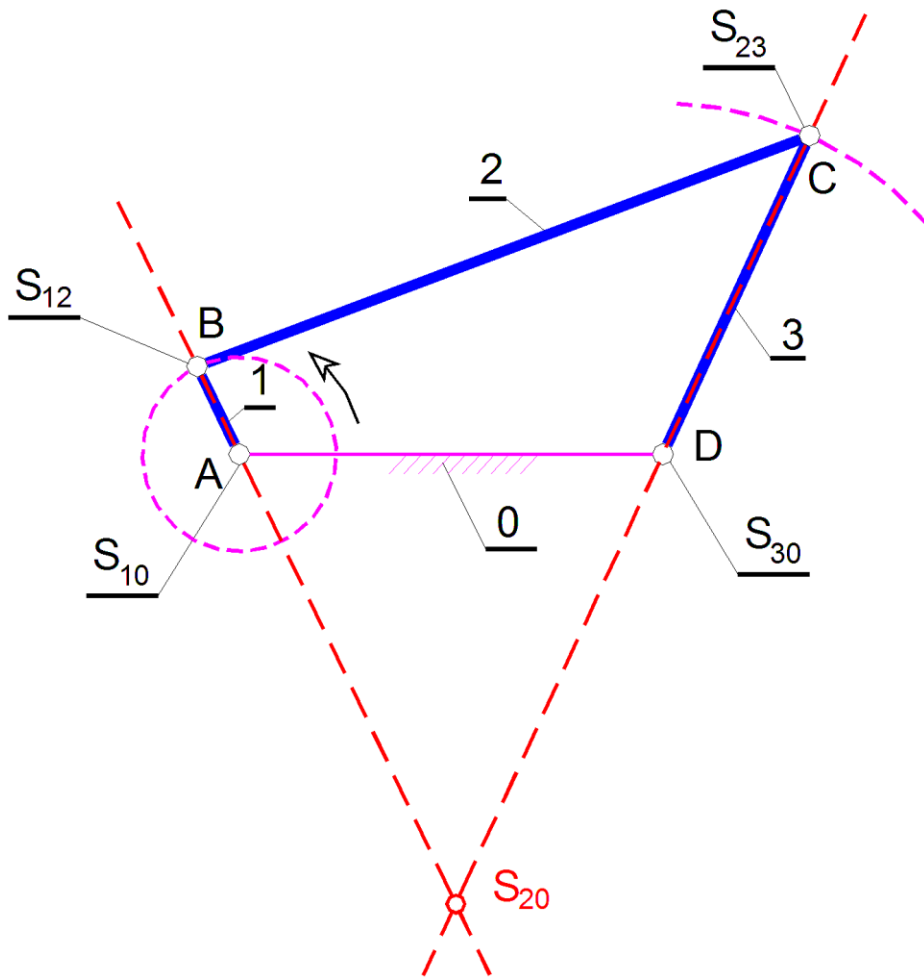
$$i = \frac{4(4-1)}{2} = 6$$

S_{01}	S_{02}	S_{03}
	S_{12}	S_{13}
		S_{23}







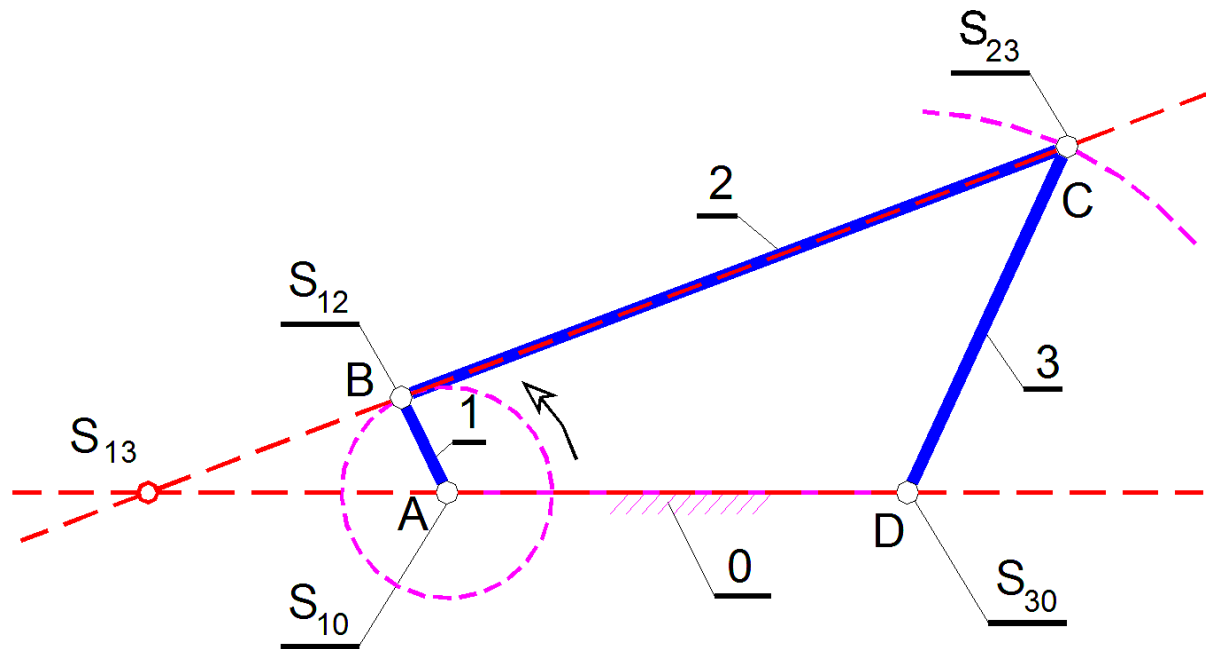


$$3, 2, 0 \rightarrow S_{32} \text{ \& \ } S_{30} \rightarrow S_{20}$$

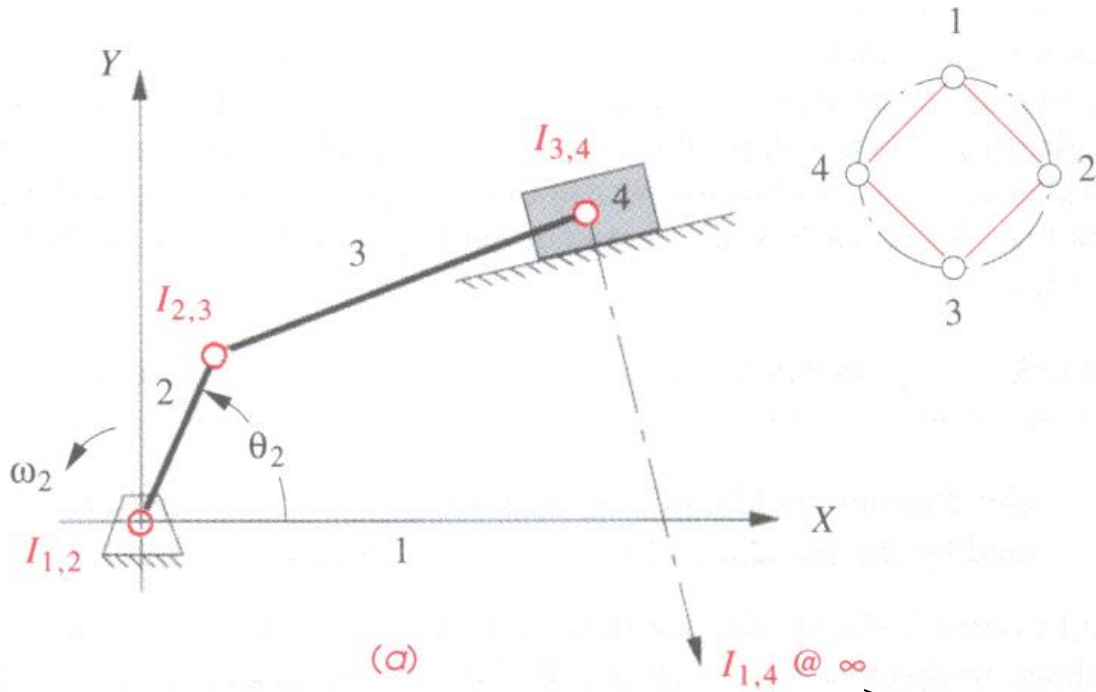
$$1, 2, 0 \rightarrow S_{12} \text{ \& \ } S_{10} \rightarrow S_{20}$$

Kennedy's rule:

Any three bodies in plane motion will have exactly three instant centers, and they will lie on the same straight line.



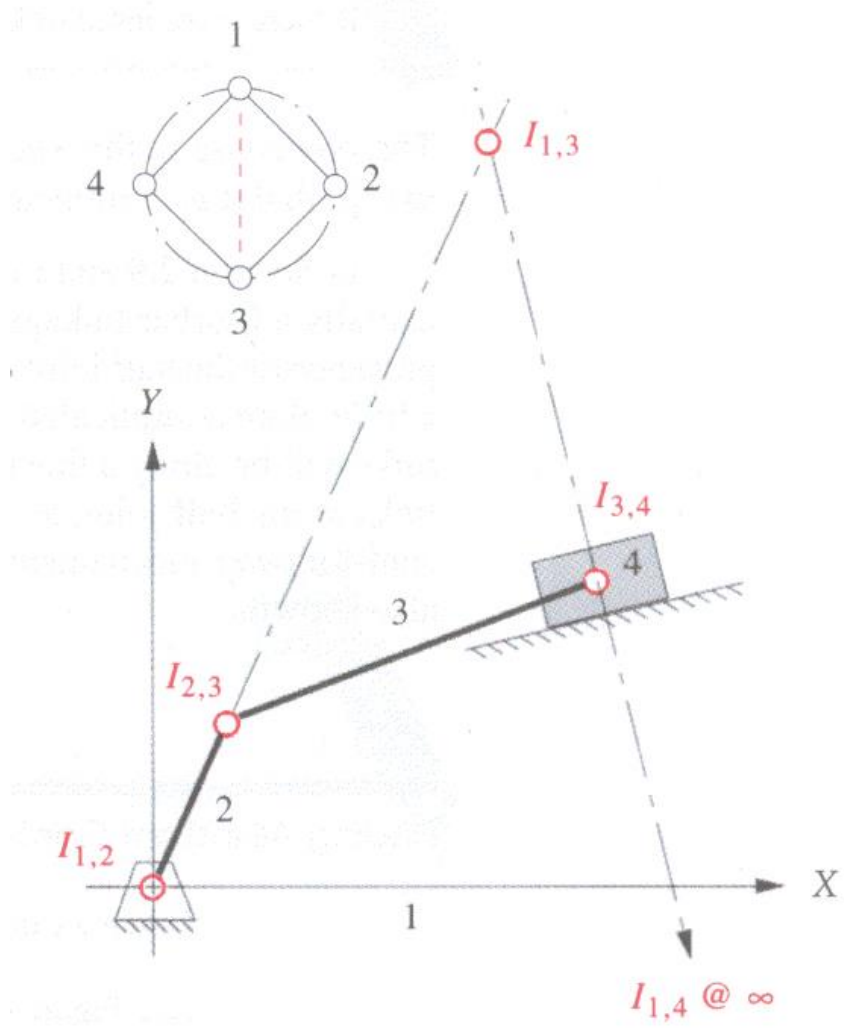
1, 3, 0 \rightarrow S_{10} & S_{30} \rightarrow S_{31}

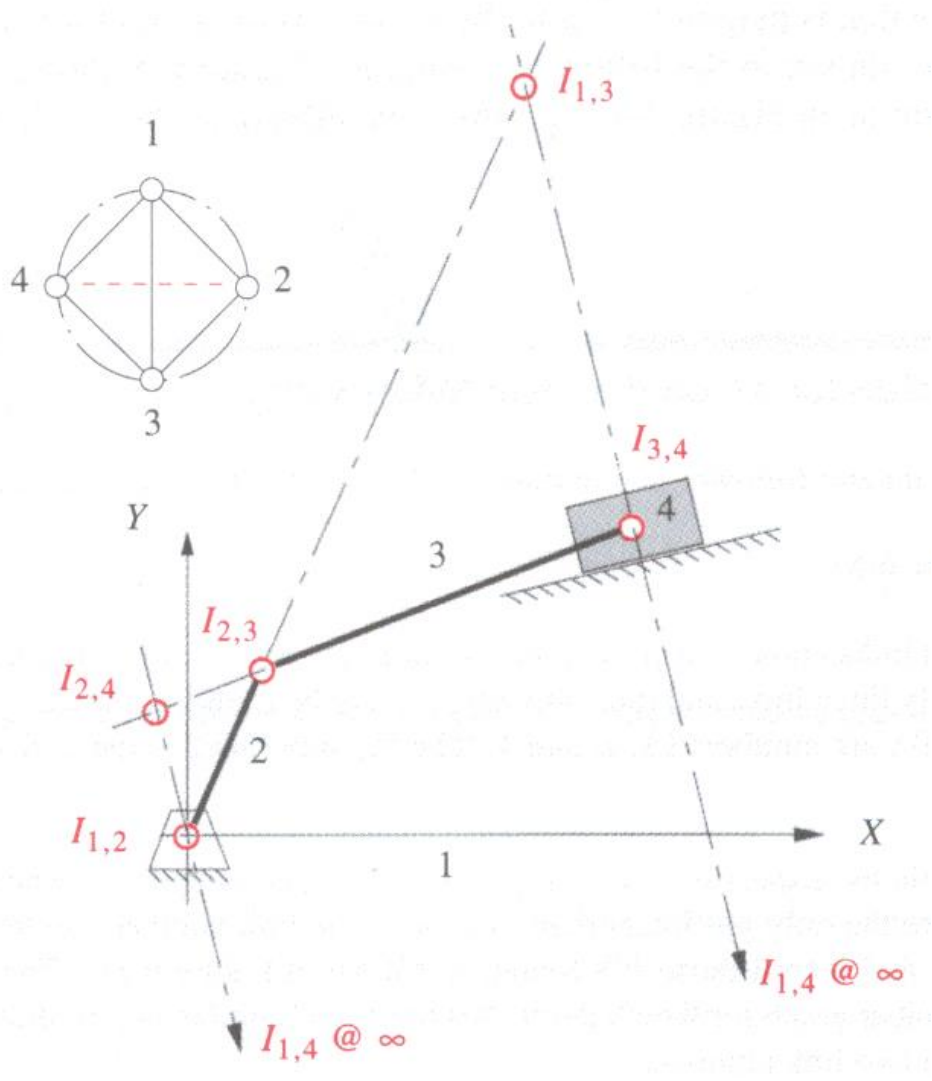


(a)

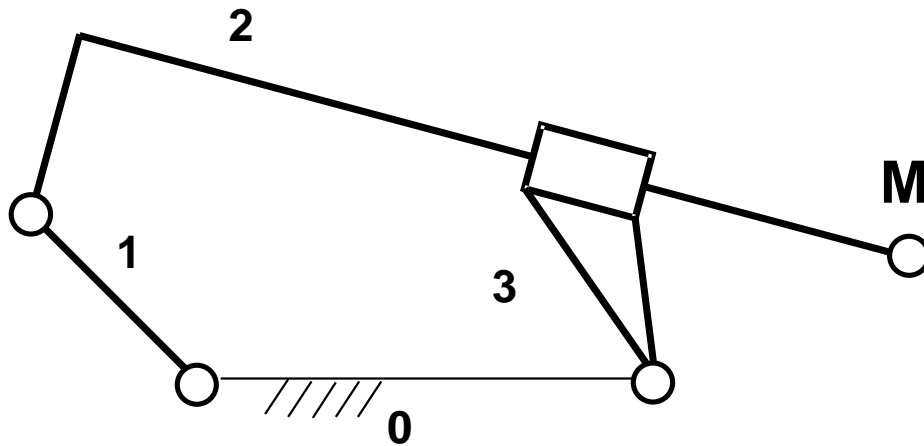
$I_{1,4} @ \infty$

INFINITY



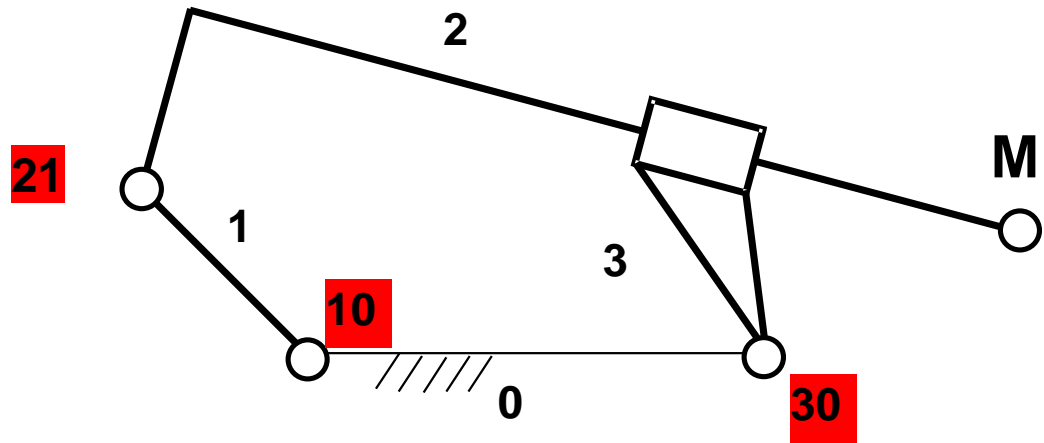


Find v_M direction

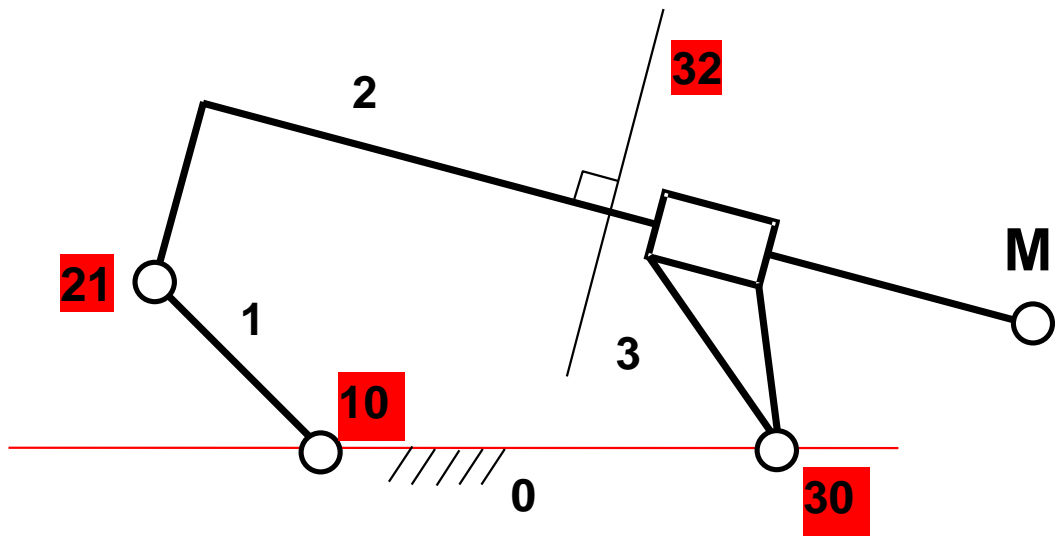


1st method: trajectory of point M and tangent ???

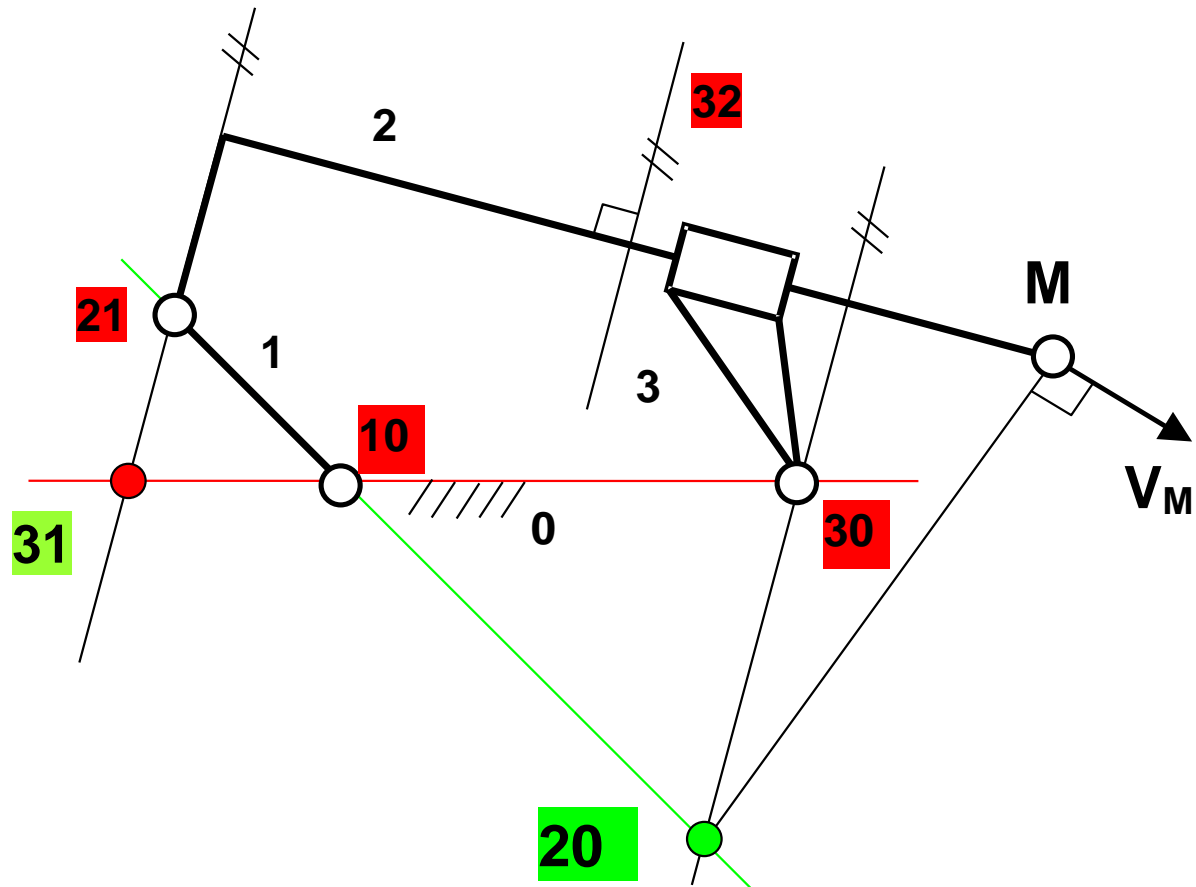
2 method: instant center of velocity S_{20}



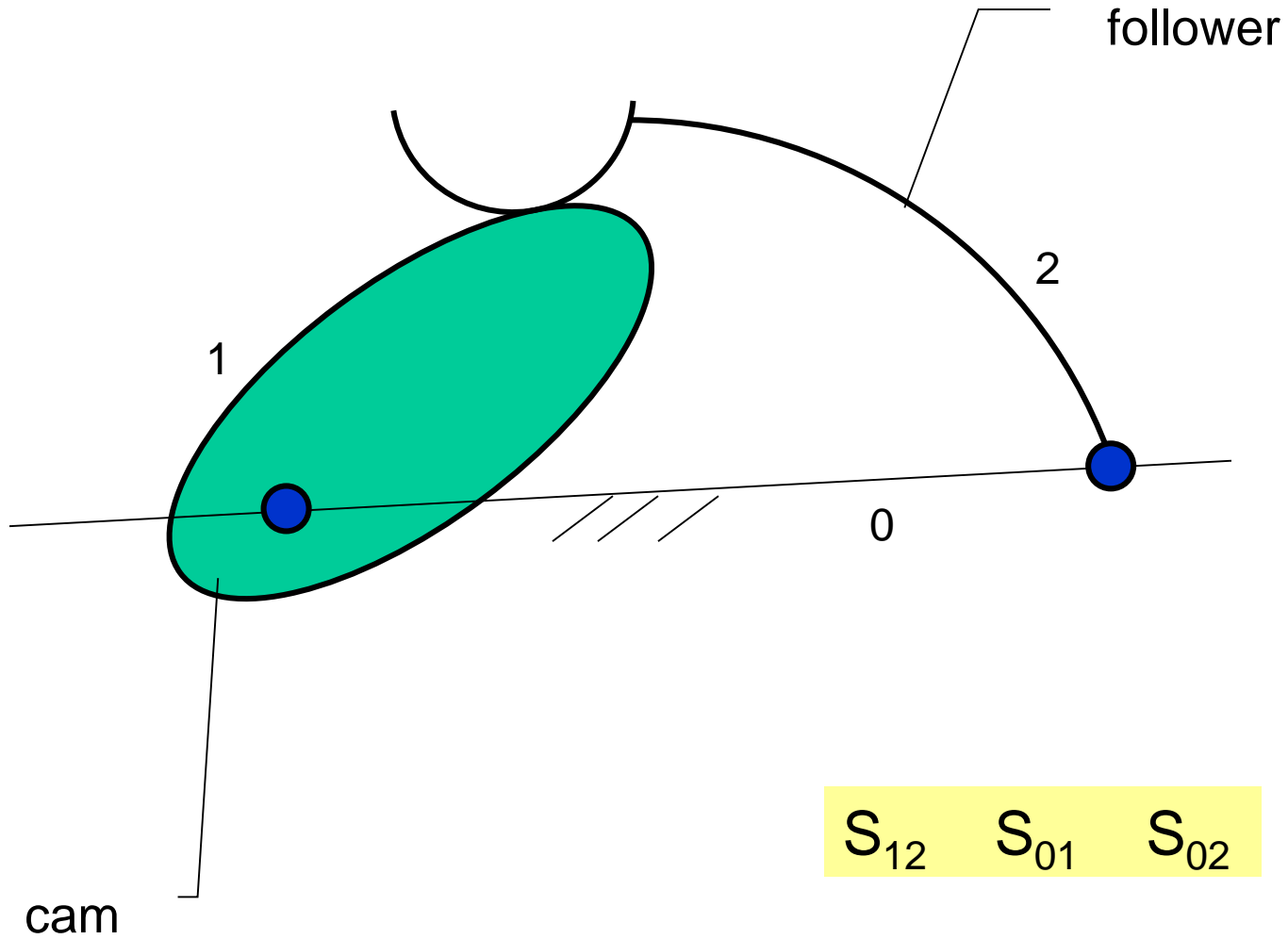
S_{01}	S_{02}	S_{03}
	S_{12}	S_{13}
		S_{23}



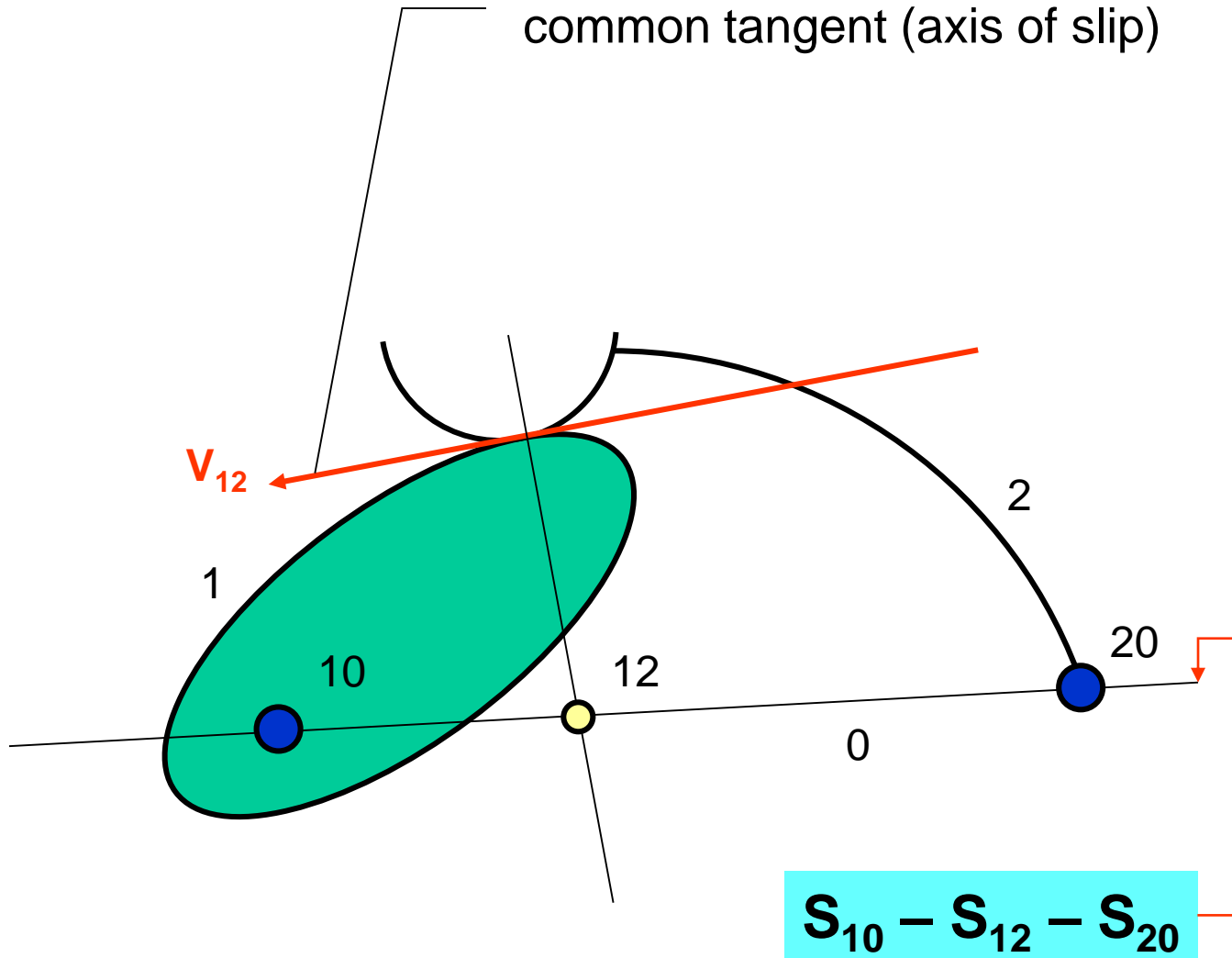
S_{01}	S_{02}	S_{03}
	S_{12}	S_{13}
		S_{23}



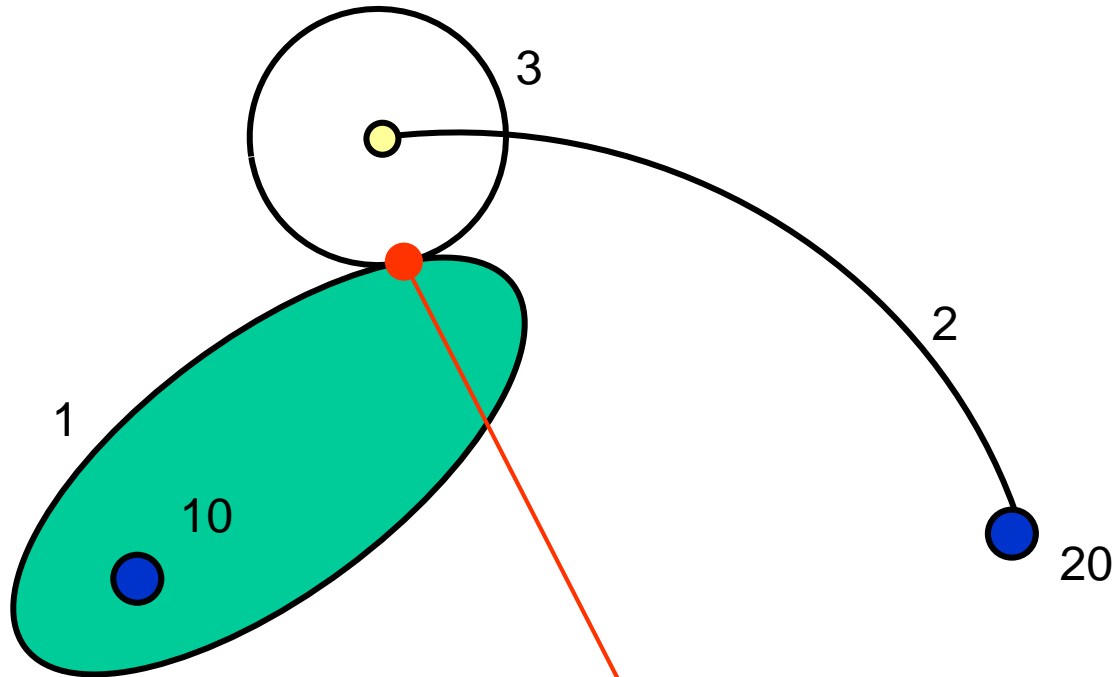
Cam mechanism



common tangent (axis of slip)



Cam with roller



$V_{13} = 0 \rightarrow S_{13}$ at contact point