Representation of Plane Vectors by Complex Numbers **Review of Complex Numbers**

- -1 is an operator that rotates a vector 180°.
- The unit imaginary number i ($i^2 \equiv -1$) is an operator that rotates a vector 90° counter clockwise. • Please note that twice 90° counter clockwise rotation which is 180° is $i^2 = -1!$
 - $-i = \frac{1}{i}$ rotates a vector 90° clockwise
- The complex plane (also called Gauss-Argand plane) is analogous to the two dimensional Cartesian coordinates $(x \rightarrow Re, y \rightarrow Im)$
- Complex numbers can be represented in polar form as well:
- $z = x + iy = r(\cos\theta + i\sin\theta), r = \sqrt{x^2 + y^2}, \theta = Pol(x, y) \neq \tan^{-1} \begin{pmatrix} y \\ y \end{pmatrix} \begin{cases} Pol(x, y) = r, \theta \\ Rec(r, \theta) = x, y \end{cases}$
- Euler's identity $e^{i\theta} = \cos\theta + i\sin\theta$ so $z = re^{i\theta}$ Multiplication of a real number, r, with $e^{i\theta}$ rotates the real number θ counter clockwise
- Vector addition and addition of two complex numbers are analogous In complex numbers we **do not** need cross product or out of plane angular vectors like $\vec{\omega}$ and $\vec{\alpha}$!

ME 301 Theory of Machines

2. Kinematic Analysis

Kinematics of Rigid Body in Plane Motion

- Motion of a rigid body in plane can be described fully by the motion of two points on the plane.
- Rigidity condition ensures that the velocity components of the two selected points along the line connecting the two points should be equal.
- It is sufficient to represent a rigid body (which may be considered as an infinite plane) by the two representative points and the line connecting them.

2. Kinematic Analysis

Coincident Points

Permanently Coincident Points: Two points on two different rigid bodies are coincident for all possible positions of the mechanism.

Typically the points on the axis of a revolute joint which connects two rigid bodies are permanently coincident.

Instantly Coincident Points: Two points on two different rigid bodies are coincident only for the current position of the mechanism.

Typically the instant center of zero velocity of a link does not have a fixed location with respect to another link including the fixed link (and also it does not have a fixed location relative to its own body).

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2. Kinematic Analysis

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Vector Loops of Mechanisms (Constraint Equations!)

The three moving bodies are each represented by two points on them:

Link 2: A₀A

Link 3: AB



Rather than searching for tedious geometric relations as we did in ME 208 Dynamics we will assume one of the permanently coincident points to be non-coincident and the constraint equation we will write is going to force these two points to be coincident. This will be a vector loop equation and the constraint equation for the mechanism.

2. Kinematic Analysis

Vector Loops of Mechanisms (Constraint Equations!)

Suppose we select point B:

 $\overrightarrow{A_0A} + \overrightarrow{AB_3} = \overrightarrow{A_0B_0} + \overrightarrow{B_0B_4}$

This vector equation forces B_3 and B_4 be a permanently

coincident point, the revolute joint between links 3 and 4, B. It is called loop closure equation and is the constraint equation of the four-bar mechanism.

2. Kinematic Analysis

Vector Loops of Mechanisms (Constraint Equations!)

 $\overrightarrow{A_0A} + \overrightarrow{AB_3} = \overrightarrow{A_0B_0} + \overrightarrow{B_0B_4}$

This vector equation can be written using complex numbers as:

 $a_2 e^{i\theta_{12}} + a_3 e^{i\theta_{13}} = a_1 + a_4 e^{i\theta_{14}}$

This is a *complex* equation in three **real** unknowns, θ_{12} , θ_{13} and θ_{14} . If one of those variables (recall F =1 for a four-bar) is known the other two can be determined (as we will see later!).

Vector Loops of Mechanisms (Constraint Equations!)

Suppose we select point A this time: $\overline{A_0A_2} = \overline{A_0B_0} + \overline{B_0B} + \overline{BA_3}$ This vector equation forces

 A_2 and A_3 be a permanently

coincident point, the revolute joint between links 2 and 3, A. It looks different from the previous equation where we disconnected revolute joint B and force it to be permanently coincident.

 $\overrightarrow{A_0A} + \overrightarrow{AB_3} = \overrightarrow{A_0B_0} + \overrightarrow{B_0B_4}$

Vector Loops of Mechanisms (*Constraint Equations*]) $\overline{A_0A_2} = \overline{A_0B_0} + \overline{B_0B} + \overline{BA_3}$ This vector equation can be written using complex numbers as: $a_2e^{i\theta_{12}} = a_1 + a_4e^{i\theta_{14}} + a_3e^{i\theta_{13}'}$ $a_1 = a_1 + a_4e^{i\theta_{14}} + a_3e^{i(\theta_{13}+\pi)}$ $e^{i(\theta_{13}+\pi)} = e^{i\theta_{13}}e^{i\pi} = -e^{i\theta_{13}}$ $a_2e^{i\theta_{12}} = a_1 + a_4e^{i\theta_{14}} - a_3e^{i(\theta_{13}+\pi)}$ $e^{i(\theta_{13}+\pi)} = e^{i\theta_{13}}e^{i\pi} = -e^{i\theta_{13}}$ Identical equation with when B is disconnected!

2. Kinematic Analysis

2. Kinematic Analysis

Slider-Crank

 $\overrightarrow{A_0A} + \overrightarrow{AB_3} = \overrightarrow{A_0B_4}$

This vector equation forces

 B_3 and B_4 be a permanently coincident point, the revolute

joint between links 3 and 4, B. This vector equation can be written using complex numbers as:

$a_2 e^{i\theta_{12}} + a_3 e^{i\theta_{13}} = ia_1 + s_{14}$

This is a *complex* equation in three **real** unknowns, θ_{12} , θ_{13} and s_{14} . If one of those variables (recall F =1 for a slider-crank) is known the other two can be determined.

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2. Kinematic Analysis Inverted Slider-Crank

 $\overrightarrow{A_0A_2} = \overrightarrow{A_0B_0} + \overrightarrow{B_0A_3}$

This vector equation forces A_2 and A_3 be a permanently coincident point,

the revolute joint between links 2

and 3, A. This vector equation can be written using complex numbers as:

 $a_2 e^{i\theta_{12}} = a_1 + a_4 e^{i\theta_{14}} + s_{43} e^{i(\theta_{14} + \beta_4)}$

This is a *complex* equation in three **real** unknowns, θ_{12} , θ_{14} and s_{43} . If one of those variables (recall F =1 for an inverted slider-crank) is known the other two can be determined.

2. Kinematic Analysis

Vectors Allowed in a Loop Closure Equation

- <u>Body Vectors</u>: They are the vectors that connect the two points on the same link. These vectors have a constant magnitude but the orientation may change.
- <u>Translational Joint Variable Vectors</u>: They are the vectors between two links which are connected by a prismatic or cylinder in slot joint. These vectors are parallel to the relative sliding axis and have a variable magnitude. Direction may be variable as well.
- 3. <u>Zero Vectors</u>: They are the vectors connecting two permanently coincident points on two different links. *They are not written!*

his definition is due to Reşit Soylu, Department of Mechanical Engineering, Middle East Technical University







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2. Kinematic Multiloop Mechanisms	Analysis
$\overline{A_0A} + \overline{AB} + \overline{BD_6} = \overline{A_0D_0} + \overline{D_0D_5}$ $\overline{A_0A} + \overline{AC} + \overline{CE_4} = \overline{A_0D_0} + \overline{D_0E_5}$ $\overline{CE} + \overline{ED_5} = \overline{CB} + \overline{BD_6}$ $\overline{AB} + \overline{BC} + \overline{CA} = \overline{0}$ $\overline{D_0D} + \overline{DE} + \overline{ED_0} = \overline{0}$ Equations 4 & 5 are identities Equations 1, 2 and 3 are vali However they are not all indep Is there a way to find out equations ²	(1) B a_{1} a_{2} b_{1} a_{3} a_{4} b_{1} a_{5} b_{1} a_{4} b_{1} a_{5} b_{1} a_{4} b_{1} b_{2} a_{5} b_{1} a_{4} b_{1} b_{2} b_{2} b_{1} b_{2} b_{2} b_{1} b_{2} b_{2} b_{1} b_{2}
	ME 301 Theory of Mach
	2. Kinematic Multiloop Mechanisms $\overline{A_0}\overrightarrow{A} + \overrightarrow{AB} + \overrightarrow{BD_6} = \overrightarrow{A_0}\overrightarrow{D_0} + \overrightarrow{D_0}\overrightarrow{D_5}$ $\overline{A_0}\overrightarrow{A} + \overrightarrow{AC} + \overrightarrow{CE_4} = \overrightarrow{A_0}\overrightarrow{D_0} + \overrightarrow{D_0}\overrightarrow{E_5}$ $\overrightarrow{CE} + \overrightarrow{ED_5} = \overrightarrow{CB} + \overrightarrow{BD_6}$ $\overrightarrow{AB} + \overrightarrow{BC} + \overrightarrow{CA} = \overrightarrow{0}$ $\overrightarrow{D_0}\overrightarrow{D} + \overrightarrow{DE} + \overrightarrow{ED_0} = \overrightarrow{0}$ Equations 4 & 5 are identities Equations 1, 2 and 3 are vali However they are not all indep Is there a way to find out equations?

2. Kinematic Analysis

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Multiloop Mechanisms

Multiloop Mechanisms

 $\overrightarrow{CE} + \overrightarrow{ED_5} = \overrightarrow{CB} + \overrightarrow{BD_6}$ $\overrightarrow{AB} + \overrightarrow{BC} + \overrightarrow{CA} = \overrightarrow{0}$

 $\overrightarrow{D_0 D} + \overrightarrow{DE} + \overrightarrow{ED_0} = \overrightarrow{0}$

Euler's polyhedron formula tells the ^B number of independent loops as: $L = j - \ell + 1 = 7 - 6 + 1 = 2$

Next question is which of the following five equations are independent? $\overline{A_0\vec{A}} + \overline{AB} + \overline{BD_6} = \overline{A_0D_0} + \overline{D_0D_5}$ (1) $\overline{A_0\vec{A}} + \overline{AC} + \overline{CE_4} = \overline{A_0D_0} + \overline{D_0E_5}$ (2)

Is there a way to find out independent loop closure equations?

Yes, there is!

- 1. Disconnect gear pair(s) (if any) and write the gear relation(s).
- Disconnect as many <u>revolute joints</u> as necessary to eliminate <u>all</u> loops. (However no link should be totally disconnected!)
- 3. By connecting **only one joint at a time** (all others should be disconnected during this process) write the loop formed by connecting this joint.

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2. Kinematic Analysis

Multiloop Mechanisms

- Disconnect gear pairs (if any) and write the gear relations. No gears!
- Disconnect as many <u>revolute joints</u> as necessary to eliminate <u>all</u> loops. (However no link should be totally disconnected)
 Let's disconnect D and F (selection is totally arbitrary)
- Let's disconnect D and E (selection is totally arbitrary, you could as well select [B and C) or [B and E] or [D and C) or [A and C] or [A and E] etc. however in all cases the number of joints to be disconnected is 2 as predicted by Euler's polyhedron formula: $l = j - \ell + 1 = 7 - 6 + 1 = 2$] Please note that disconnecting B and D is not allowed since link 6 becomes totally disconnected. Similarly disconnecting C and E will make link 4 totally disconnected therefore not allowed
- By reconnecting only one joint at a time (all others should be disconnected during this process) write the loop formed by connecting this joint.

Reconnect D (*E* is disconnected!) $\overrightarrow{A_0A} + \overrightarrow{AB} + \overrightarrow{BD_6} = \overrightarrow{A_0D_0} + \overrightarrow{D_0D_5}$

- Reconnect E (D is disconnected!)
- $\overrightarrow{A_0A} + \overrightarrow{AC} + \overrightarrow{CE_4} = \overrightarrow{A_0D_0} + \overrightarrow{D_0E_5}$

Two *possible* independent loop closure equations



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Multiloop Mechanisms

 $\overline{A_0A} + \overline{AB} + \overline{BD_6} = \overline{A_0D_0} + \overline{D_0D_5}$ $a_2e^{i\theta_{12}} + b_3e^{i(\theta_{13}+\beta_3)} + a_6e^{i\theta_{16}} = a_1 + b_5e^{i(\theta_{15}+\beta_5)}$

 $\overline{A_{0}A} + \overline{AC} + \overline{CE_{4}} = \overline{A_{0}D_{0}} + \overline{D_{0}E_{5}}$ $a_{2}e^{i\theta_{12}} + a_{3}e^{i\theta_{13}} + a_{4}e^{i\theta_{14}} = a_{1} + a_{5}e^{i\theta_{15}} + a_{6}e^{i\theta_{15}} + a_{6}e^{i\theta_{15}$

$$F = \lambda(\ell - j - 1) + \sum_{i=1}^{j} f_i = 3(6 - 7 - 1) + 7 = 1$$

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