

## Intermediate Dynamics

### Exercises #4 MATLAB/Simulink/SimMechanics Modeling

1. The yoke and spider universal joint of Exercises #3, Problem #4 is shown in the diagram below (based on figure in Bedford & Fowler, *Dynamics*, 1999). Develop the following **two** kinematic models of this system using SimMechanics.
  - a) **Model 1:** Treat the system as a two-body system – left and right shafts only. Each shaft is connected to ground using a **revolute** joint, and the two shafts are connected to each other using a **universal** joint.
  - b) **Model 2:** Treat the system as a three-body system – left shaft, right shaft, and spider. The left and right shafts are connected to ground using **revolute** joints, and the spider is connected to each of the shafts also using **revolute** joints.

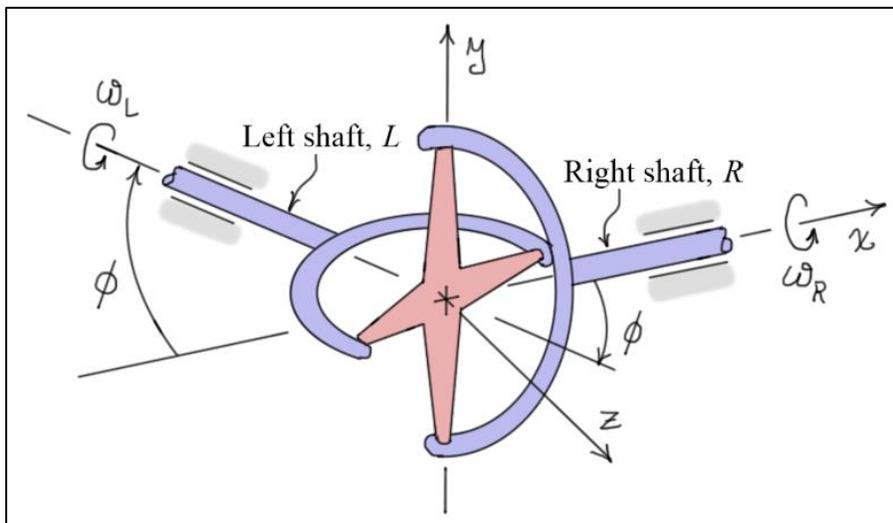
**Model Input:** In both models, specify the motion of the right shaft to have a **constant angular velocity** of  $\omega_R = 6\pi$  (rad/s), let the angle  $\phi = 30$  (deg), and simulate the motion for 2 seconds.

**Model 1 Output:** **Plot** the angle ( $\theta_R$ ) and angular velocity ( $\omega_R$ ) of the right shaft and the angular velocity ( $\omega_L$ ) of the left shaft. **Identify** the maximum and minimum values of  $\omega_L$ .

**Model 2 Output:** **Plot** the angle ( $\theta_R$ ) and angular velocity ( $\omega_R$ ) of the right shaft and the angular velocity ( $\omega_L$ ) of the left shaft as functions of time. **Identify** the maximum and minimum values of  $\omega_L$ . Also, **plot** the ( $x, y, z$ ) components of the angular velocity and angular acceleration vectors of the spider as functions of time.

#### Model Validation and Reporting Results

- a) Validate your model by comparing the initial values on your plotted output with your hand calculations of Exercises #3. You can identify the initial values on the plots by using the zoom feature. If the model is correct, your model results and hand calculations should be very close.
- b) Execute your model using an M-file and “publish” the results to a PDF file. E-mail the PDF file along with your model to the instructor. **All plots** should be **labeled** to indicate which variable is plotted on that graph. Make sure to include the results of your model validation in the e-mail as well.



2. The three-dimensional slider crank mechanism of Exercises #3, Problem #1 is shown in the diagram (based on figure in Hibbeler, *Dynamics*, 1995). The  $(x, y, z)$  axes shown represent a fixed reference frame  $R$ . Develop a **three-body** model of this system using SimMechanics. The disk  $A$  is connected to the ground using a **revolute** joint, and the collar  $B$  is connected to ground using a **cylindrical** joint. Bar  $BC$  is connected to disk  $A$  using a **spherical** joint and is connected to collar  $B$  using a **revolute** joint.

**Model Input:** Specify the motion of disk  $A$  to have a **constant angular acceleration**  ${}^R\alpha_A = 5\mathbf{k}$  (rad/s) with an **initial angular velocity** of  ${}^R\omega_A = 10\mathbf{k}$  (rad/s). Simulate the motion of the system for 2 seconds.

**Model Output:** **Plot** the angular velocity of the disk ( $\omega_A$ ) and the angular acceleration of the disk ( $\alpha_A$ ) as functions of time. Also, **plot** the  $(x, y, z)$  components of the angular velocity ( ${}^R\omega_{BC}$ ) and angular acceleration ( ${}^R\alpha_{BC}$ ) vectors of the rod  $BC$ . Finally, **plot** the velocity ( $v_B$ ) and acceleration ( $a_B$ ) of the collar  $B$  as functions of time.

### Model Validation and Reporting Results

- c) Validate your model by comparing the initial values on your plotted output with your hand calculations of Exercises #3. You can identify the initial values on the plots by using the zoom feature. If the model is correct, your model results and hand calculations should be very close.
- d) Execute your model using an M-file and “publish” the results to a PDF file. **All plots** should be **labeled** to indicate which variable is plotted on that graph. Make sure to include the results of your model validation as well.

