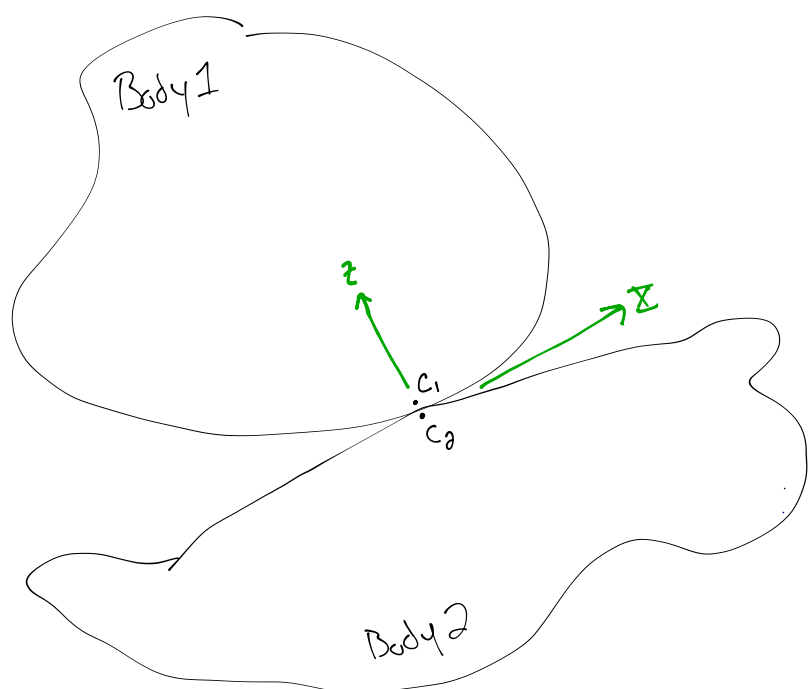


Rolling (Sec. 4.4)

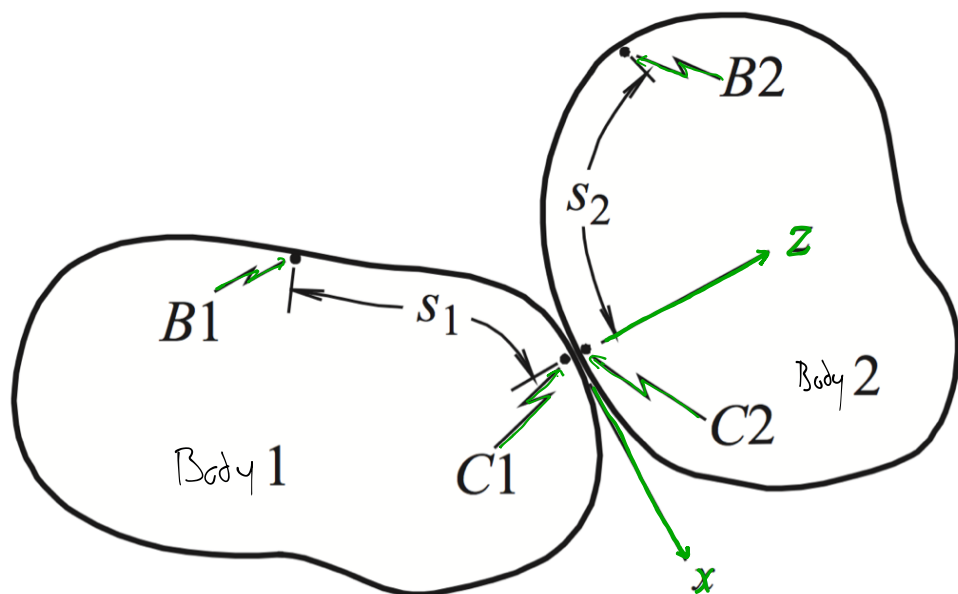


C_1 - contact point on body 1
 C_2 - contact point on body 2

The two bodies cannot penetrate one another, so velocities of the points of contact must be equal along the contact axis

$$\bar{V}_{C1} \cdot \bar{K} = \bar{V}_{C2} \cdot \bar{K}$$

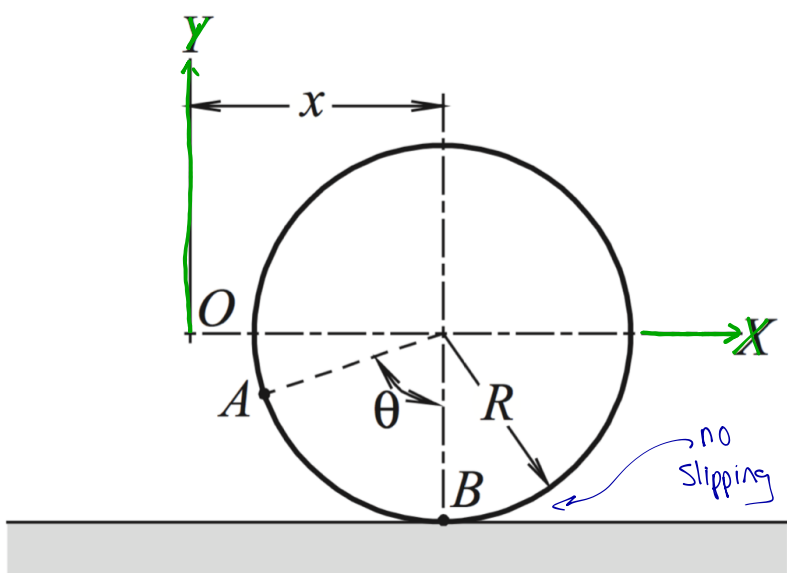
Rolling without Slipping



If there is no slipping, then the arc length along the two bodies during rolling must also be equal.

$$s_1 = s_2 \rightarrow \text{arclength } B_1 \rightarrow C_1 = \text{arclength } B_2 \rightarrow C_2$$

Rolling without Slipping along the Ground



Q: If no slipping, what is the distance x ?

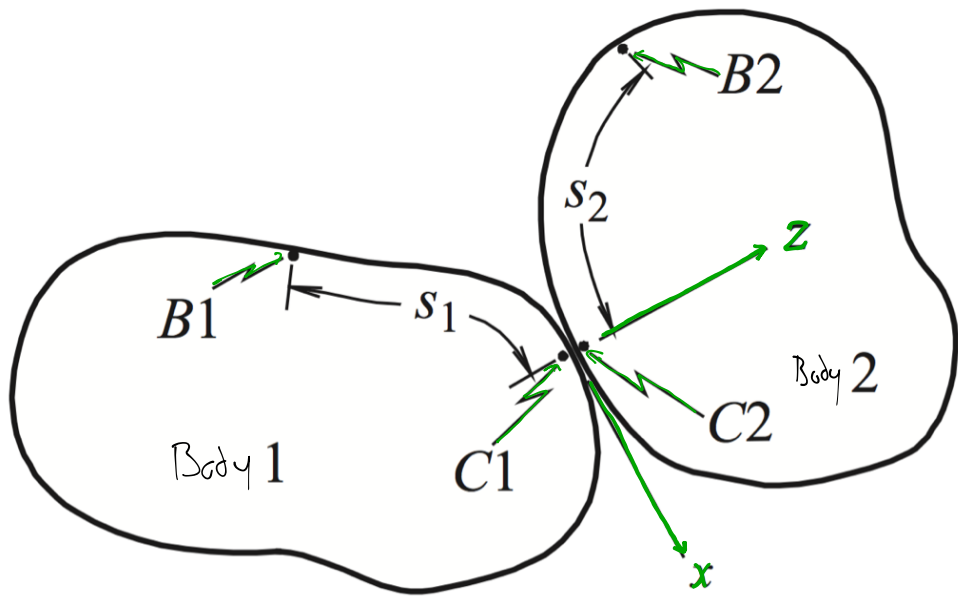
arclength of rolling $\theta \rightarrow r\theta$

So,

$$\begin{aligned} \bar{r}_{A/O} &= (x - R \sin \theta) \bar{I} + (-R \cos \theta) \bar{J} \\ &= (R\theta - R \sin \theta) \bar{I} + (-R \cos \theta) \bar{J} \end{aligned}$$

We can take derivatives of this to find \bar{v}_A and \bar{a}_A , but this "arclength" method gets more difficult for "jerked" rolling

Rolling (cont.)



In the general case...

Consider B_1 and B_2 to be very close.

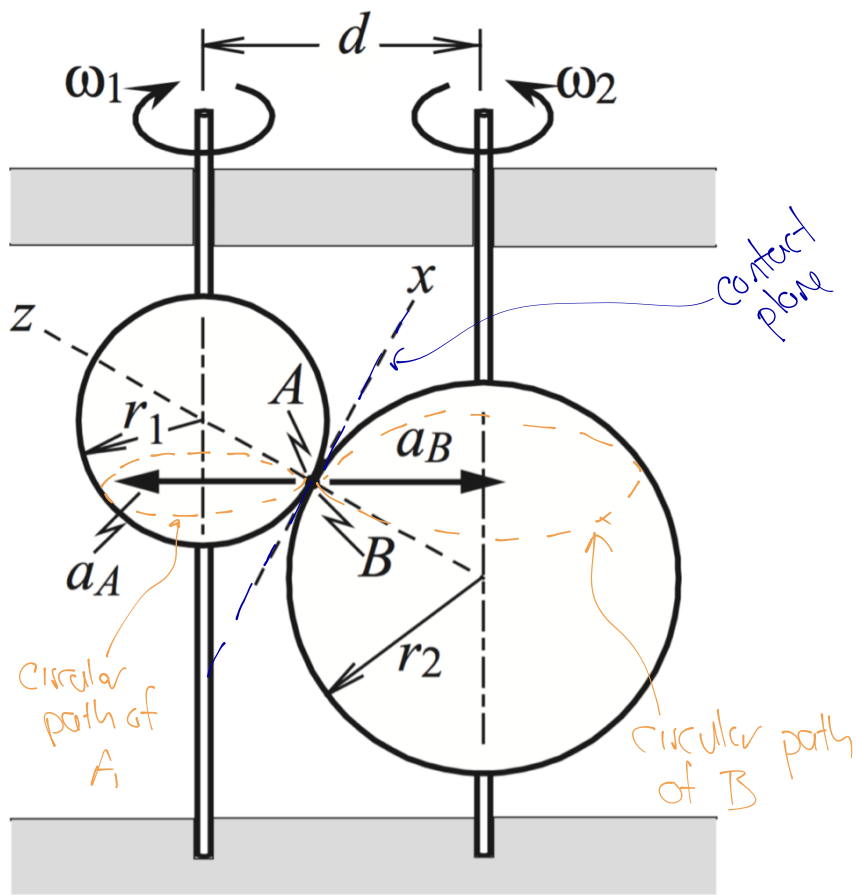
In the limit, the points on the two bodies have equal velocity in all directions

$$\vec{v}_{C1} = \vec{v}_{C2} = \text{in all directions if no slipping}$$

Q: What about the accel. of the contact point?

Not always \perp to contact plane (as planar-only analysis suggests)

Consider:

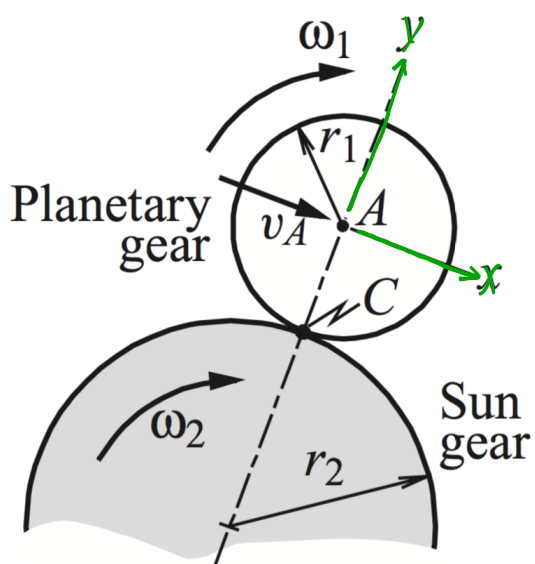


Accel of A and B are not \perp to contact plane.

A and B follow circular paths, so accel is toward the center of that path

Q: So, how do we find the accel of the contact points?

Use known constraints on the paths of the points.



We know that A will follow a circular path of radius $r_1 + r_2$

$$\text{So, } \vec{v}_A = v_A \vec{c} \quad \text{and} \quad \vec{a}_A = \dot{v}_A \vec{c} - \frac{v_A^2}{r_1 + r_2} \vec{j}$$

Because there is no slipping, we can relate \vec{v}_A to \vec{v}_C by:

$$\vec{v}_A = \vec{v}_C + (-\omega_1 \vec{k}) \times \vec{r}_{A/C} = \vec{v}_C + r_1 \omega_1 \vec{c} = (r_1 \omega_1 + r_2 \omega_2) \vec{c}$$

$$\vec{v}_C = \vec{v}_O + (-\omega_2 \vec{k}) \times \vec{r}_{C/O} = r_2 \omega_2 \vec{c}$$