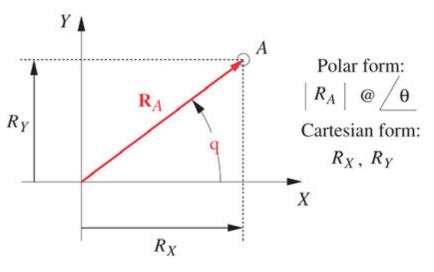
# **Position Analysis**

2015-03-02

### Position

- The position of a point in the plane can be defined by the use of a **position vector** 
  - Cartesian coordinates
  - Polar coordinates



Each form is directly convertible into the other by:

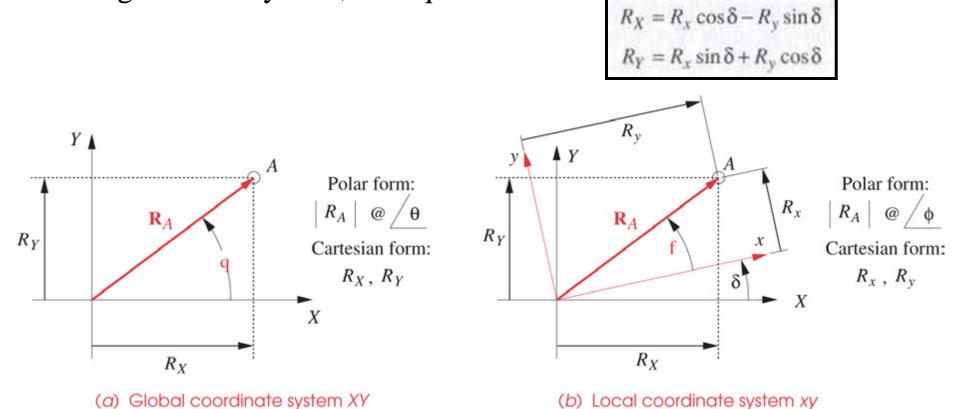
the Pythagorean theorem :  $R_A = \sqrt{R_X^2 + R_X^2}$ and trigonometry:  $\theta = \arctan$ 

<sup>(</sup>a) Global coordinate system XY

### Position

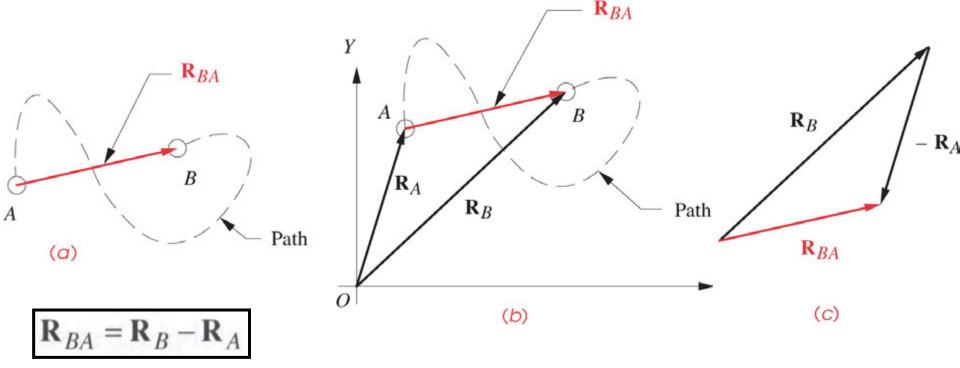
#### Coordinate Transformation

• If the position of point *A* is expressed in the local *xy* system, and it is desired to transform its coordinates to the global *XY* system, the equations are:



### Displacement

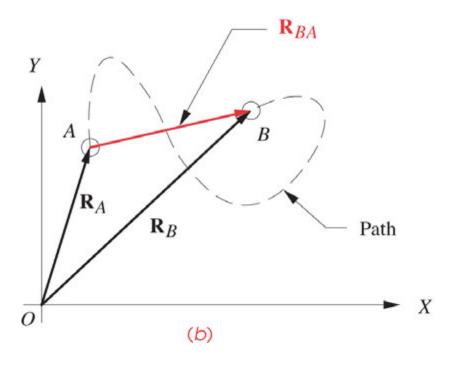
• **Displacement of a point:** is the change in its position and can be defined as the straight-line distance between the initial and final position of a point which has moved in the reference frame.



### Displacement

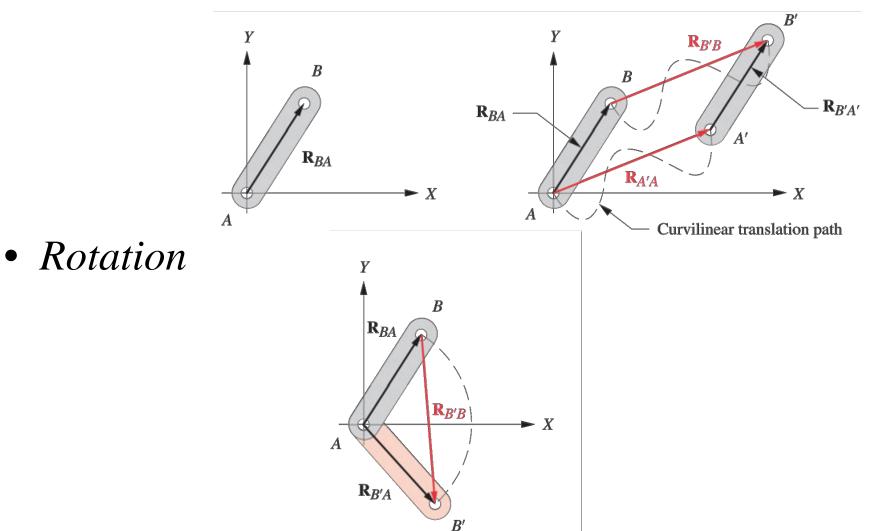
• **Position difference equation:** The position of B with respect to A is equal to the (absolute) position of B minus the (absolute) position of A

$$\mathbf{R}_{BA} = \mathbf{R}_{B} - \mathbf{R}_{A}$$
OR
$$\mathbf{R}_{BA} = \mathbf{R}_{BO} - \mathbf{R}_{AO}$$



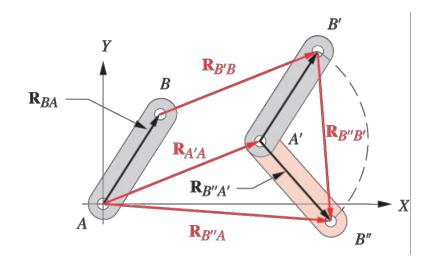
# Translation, Rotation, anterision Complex motion

• Translation



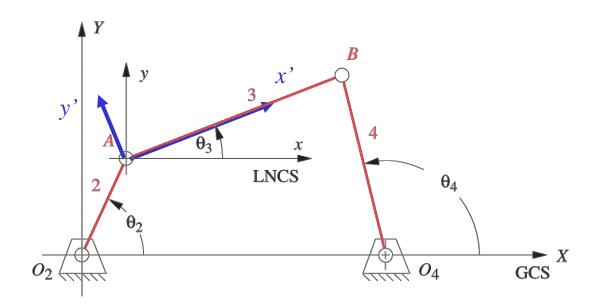
# Translation, Rotation, and VISION Complex motion

- Complex motion
  - Total displacement =translation component + rotation component



# **Coordinate Systems**

**REVISION** 



Coordinate Systems:

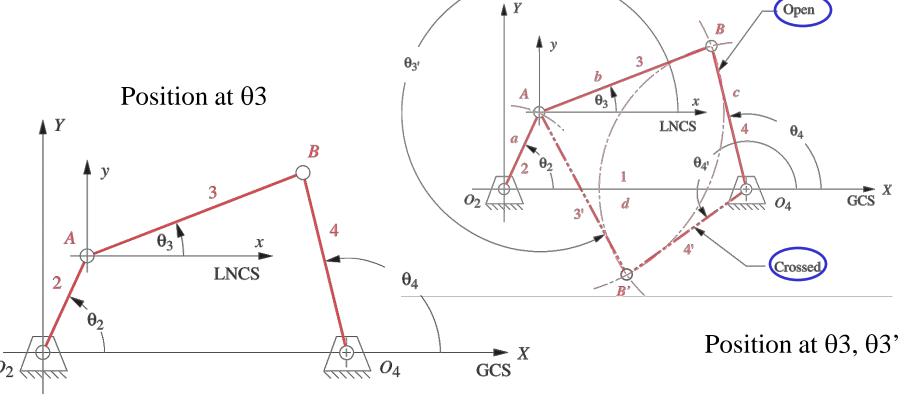
GCS = Global Coordinate System, (X, Y)

LNCS = Local Non-Rotating Coordinate System, (x, y)

LRCS = Local Rotating Coordinate System, (x', y')

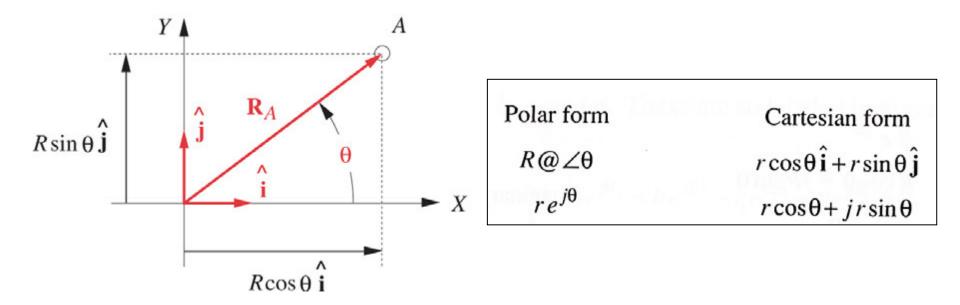
# Graphical Position Analysis

• The graphical analysis of this problem is trivial and can be done using only high school geometry.

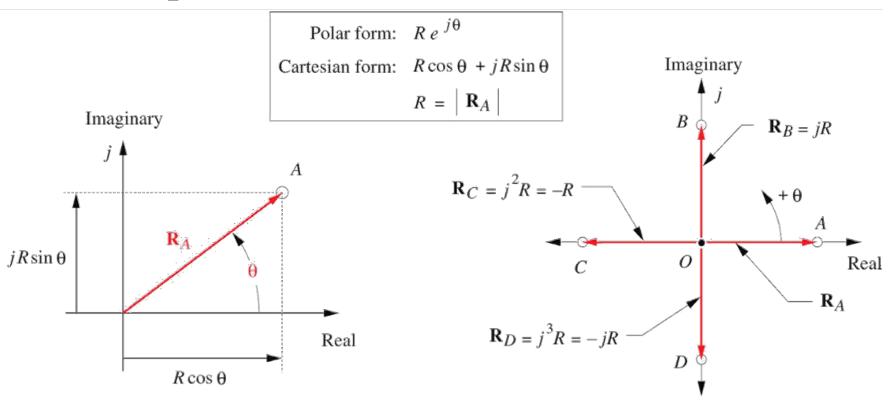


• Complex Numbers as Vectors

- Remember the Euler identity:  $e^{\pm j\theta} = \cos\theta \pm j\sin\theta$ 



• Complex Numbers as Vectors



(a) Complex number representation of a position vector

(b) Vector rotations in the complex plane

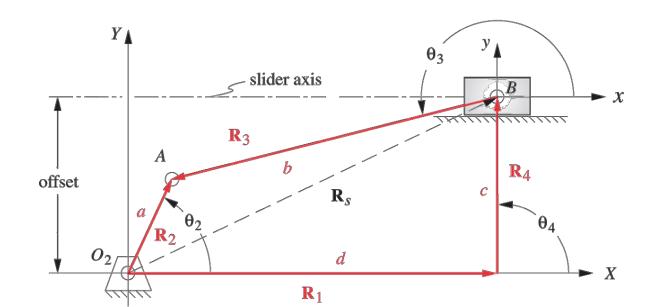
We use complex number notation for vectors to develop and derive the equations for position, velocity, and acceleration of linkages.

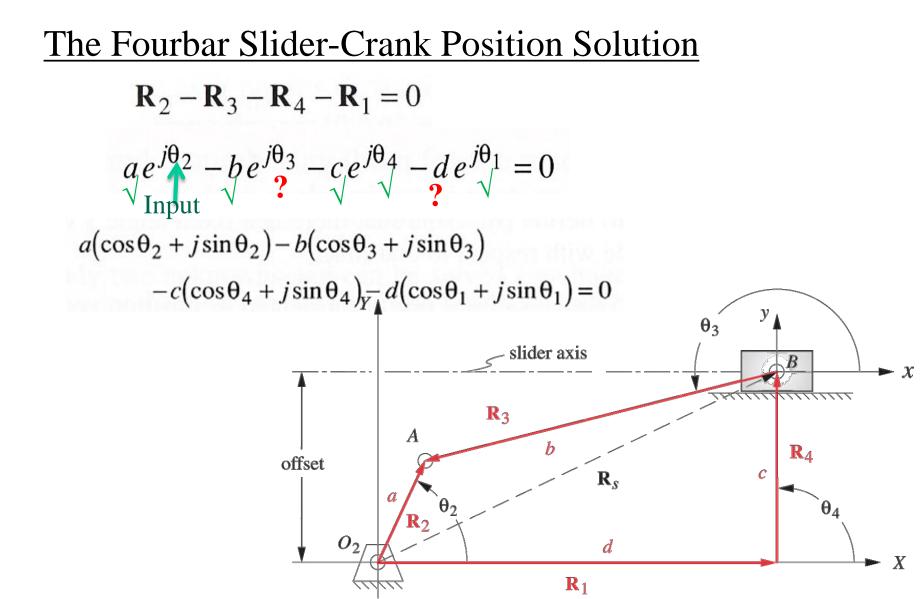
The Vector loop Equation for a Slider-Crank

1. Write the vector loop equation:

$$\mathbf{R}_2 - \mathbf{R}_3 - \mathbf{R}_4 - \mathbf{R}_1 = 0$$

2. We substitute the complex number notation for each position vector:  $ae^{j\theta_2} - be^{j\theta_3} - ce^{j\theta_4} - de^{j\theta_1} = 0$ 





#### The Fourbar Slider-Crank Position Solution

Separate the real and imaginary components:

real part (x component):

 $a\cos\theta_2 - b\cos\theta_3 - c\cos\theta_4 - d\cos\theta_1 = 0$ 

but:  $\theta_1 = 0$ , so:

 $a\cos\theta_2 - b\cos\theta_3 - c\cos\theta_4 - d = 0$ 

imaginary part (y component):

 $ja\sin\theta_2 - jb\sin\theta_3 - jc\sin\theta_4 - jd\sin\theta_1 = 0$ 

but:  $\theta_1 = 0$ , and the *j*'s divide out, so:

 $a\sin\theta_2 - b\sin\theta_3 - c\sin\theta_4 = 0$ 

The Fourbar Slider-Crank Position Solution

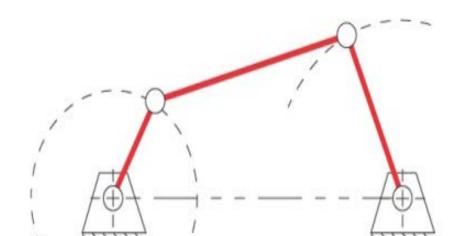
From  $a\cos\theta_2 - b\cos\theta_3 - c\cos\theta_4 - d = 0$ ? ? and  $a\sin\theta_2 - b\sin\theta_3 - c\sin\theta_4 = 0$ 

The solution is:  

$$\theta_{3_1} = \arcsin\left(\frac{a\sin\theta_2 - c}{b}\right)$$
 $d = a\cos\theta_2 - b\cos\theta_3$ 

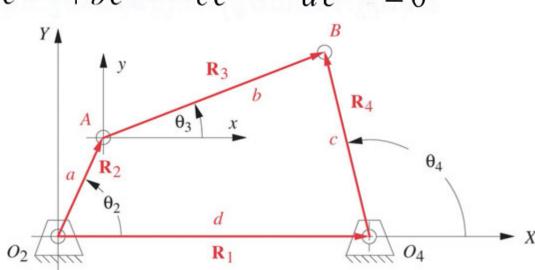
The Vector loop Equation for a Fourbar linkage

1. Write the vector loop equation:



The Vector loop Equation for a Fourbar linkage

- 1. Write the vector loop equation:  $\mathbf{R}_2 + \mathbf{R}_3 \mathbf{R}_4 \mathbf{R}_1 = 0$
- 2. We substitute the complex number notation for each position vector:  $ae^{j\theta_2} + be^{j\theta_3} ce^{j\theta_4} de^{j\theta_1} = 0$

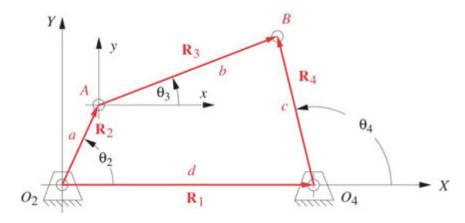


The Vector loop Equation for a Fourbar linkage

$$ae^{j\theta_{2}} + be^{j\theta_{3}} - ce^{j\theta_{4}} - de^{j\theta_{1}} = 0$$

$$\sqrt[]{} \sqrt[]{} \sqrt[]{$$

We have two unknowns  $\theta 2$ ,  $\theta 3$ . We need two equations.



The Vector loop Equation for a Fourbar linkage

Substituting Euler equivalents for the  $e^{j\theta}$  into  $ae^{j\theta_2} + be^{j\theta_3} - ce^{j\theta_4} - de^{j\theta_1} = 0$ we get:  $a(\cos\theta_2 + j\sin\theta_2) + b(\cos\theta_3 + j\sin\theta_3) - c(\cos\theta_4 + j\sin\theta_4) - d(\cos\theta_1 + j\sin\theta_1) = 0$ 

This equation can now be separated into its real and imaginary parts and each set to zero. real part (x component):

$$a\cos\theta_2 + b\cos\theta_3 - c\cos\theta_4 - d\cos\theta_1 = 0$$

but:  $\theta_1 = 0$ , so:

$$a\cos\theta_2 + b\cos\theta_3 - c\cos\theta_4 - d = 0$$

The Vector loop Equation for a Fourbar linkage real part (*x* component):

$$a\cos\theta_2 + b\cos\theta_3 - c\cos\theta_4 - d = 0$$

imaginary part (y component):

$$ja\sin\theta_2 + jb\sin\theta_3 - jc\sin\theta_4 - jd\sin\theta_1 = 0$$

but:  $\theta_1 = 0$ , and the *j*'s divide out, so:

 $a\sin\theta_2 + b\sin\theta_3 - c\sin\theta_4 = 0$ 

We will isolate  $\theta_3$  and solve for  $\theta_4$  in this example.

$$b\cos\theta_3 = -a\cos\theta_2 + c\cos\theta_4 + d$$
$$b\sin\theta_3 = -a\sin\theta_2 + c\sin\theta_4$$

(4.6b)

<u>The Vector loop Equation for a Fourbar linkage</u>  $b\cos\theta_3 = -a\cos\theta_2 + c\cos\theta_4 + d$ 

 $b\sin\theta_3 = -a\sin\theta_2 + c\sin\theta_4$ 

Now square both sides of equations 4.6c and 4.6d and add them:

$$b^{2}\left(\sin^{2}\theta_{3}+\cos^{2}\theta_{3}\right)=\left(-a\sin\theta_{2}+c\sin\theta_{4}\right)^{2}+\left(-a\cos\theta_{2}+c\cos\theta_{4}+d\right)^{2}$$

The right side of this expression must now be expanded and terms collected.

 $b^2 = a^2 + c^2 + d^2 - 2ad\cos\theta_2 + 2cd\cos\theta_4 - 2ac(\sin\theta_2\sin\theta_4 + \cos\theta_2\cos\theta_4)$ 

The Vector loop Equation for a Fourbar linkage

 $b^2 = a^2 + c^2 + d^2 - 2ad\cos\theta_2 + 2cd\cos\theta_4 - 2ac(\sin\theta_2\sin\theta_4 + \cos\theta_2\cos\theta_4)$ 

To further simplify this expression, the constants  $K_1$ ,  $K_2$ , and  $K_3$  are defined

$$K_1 = \frac{d}{a}$$
  $K_2 = \frac{d}{c}$   $K_3 = \frac{a^2 - b^2 + c^2 + d^2}{2ac}$  (4.8a)

and:

$$K_1 \cos \theta_4 - K_2 \cos \theta_2 + K_3 = \cos \theta_2 \cos \theta_4 + \sin \theta_2 \sin \theta_4$$
(4.8b)

If we substitute the identity  $\cos(\theta_2 - \theta_4) = \cos\theta_2 \cos\theta_4 + \sin\theta_2 \sin\theta_4$ , we get the

$$K_1 \cos \theta_4 - K_2 \cos \theta_2 + K_3 = \cos(\theta_2 - \theta_4)$$
(4.8c)

Freudenstein's equation

The Vector loop Equation for a Fourbar linkage

 $K_1 \cos \theta_4 - K_2 \cos \theta_2 + K_3 = \cos(\theta_2 - \theta_4)$ (4.8c)

Using the trigonometric rule

$$\sin \theta_4 = \frac{2 \tan \left(\frac{\theta_4}{2}\right)}{1 + \tan^2 \left(\frac{\theta_4}{2}\right)}; \qquad \qquad \cos \theta_4 = \frac{1 - \tan^2 \left(\frac{\theta_4}{2}\right)}{1 + \tan^2 \left(\frac{\theta_4}{2}\right)}$$

We get

$$A \tan^2\left(\frac{\theta_4}{2}\right) + B \tan\left(\frac{\theta_4}{2}\right) + C = 0$$

 $A = \cos \theta_2 - K_1 - K_2 \cos \theta_2 + K_3$  $B = -2\sin \theta_2$  $C = K_1 - (K_2 + 1)\cos \theta_2 + K_3$ 

The solution is:

$$\tan\left(\frac{\theta_4}{2}\right) = \frac{-B \pm \sqrt{B^2 - 4AC}}{2A}$$
$$\theta_{4_{1,2}} = 2 \arctan\left(\frac{-B \pm \sqrt{B^2 - 4AC}}{2A}\right)$$

The Vector loop Equation for a Fourbar linkage

 $b\cos\theta_{3} = -a\cos\theta_{2} + c\cos\theta_{4} + d$  $b\sin\theta_{3} = -a\sin\theta_{2} + c\sin\theta_{4}$  $c\cos\theta_{4} = a\cos\theta_{2} + b\cos\theta_{3} - d$  $c\sin\theta_{4} = a\sin\theta_{2} + b\sin\theta_{3}$ 

Squaring and adding:

Back to:

 $K_1 \cos \theta_3 + K_4 \cos \theta_2 + K_5 = \cos \theta_2 \cos \theta_3 + \sin \theta_2 \sin \theta_3$ 

$$K_4 = \frac{d}{b};$$
  $K_5 = \frac{c^2 - d^2 - a^2 - b^2}{2ab}$ 

<u>The Vector loop Equation for a Fourbar linkage</u>  $K_1 \cos \theta_3 + K_4 \cos \theta_2 + K_5 = \cos \theta_2 \cos \theta_3 + \sin \theta_2 \sin \theta_3$ similarly

$$D\tan^2\left(\frac{\theta_3}{2}\right) + E\tan\left(\frac{\theta_3}{2}\right) + F = 0$$

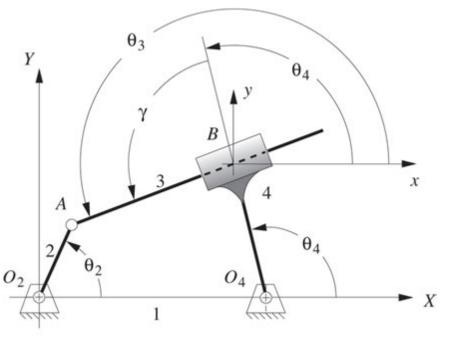
$$D = \cos \theta_2 - K_1 + K_4 \cos \theta_2 + K_5$$
$$E = -2\sin \theta_2$$
$$F = K_1 + (K_4 - 1)\cos \theta_2 + K_5$$

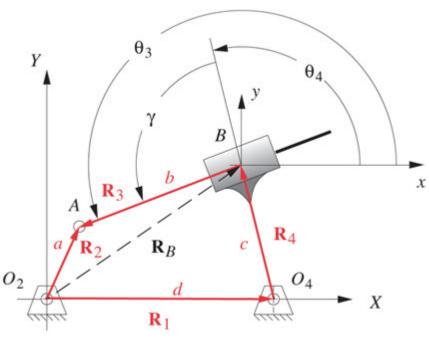
The solution is:

$$\theta_{3_{1,2}} = 2 \arctan\left(\frac{-E \pm \sqrt{E^2 - 4DF}}{2D}\right)$$

#### Inverted Slider-Crank Position Solution

• This is inversion #3 of the common fourbar slider-crank linkage in which the sliding joint is between links 3 and 4 at point *B*. This is shown as an offset slider-crank mechanism. The slider block has pure rotation with its center offset from the slide



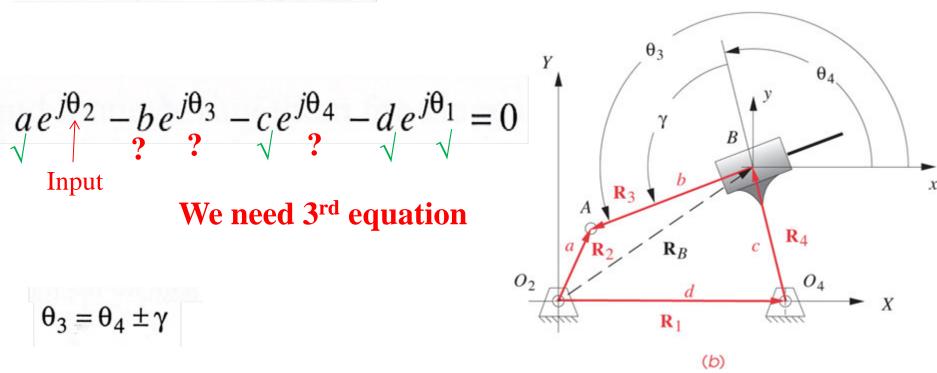


(b)

(a)

**Inverted Slider-Crank Position Solution** 

 $R_B = R_2 - R_3$  $\mathbf{R}_2 - \mathbf{R}_3 - \mathbf{R}_4 - \mathbf{R}_1 = 0$ 



#### Inverted Slider-Crank Position Solution

$$a(\cos\theta_{2} + j\sin\theta_{2}) - b(\cos\theta_{3} + j\sin\theta_{3}) - c(\cos\theta_{4} + j\sin\theta_{4}) - d(\cos\theta_{1} + j\sin\theta_{1}) = 0$$

$$a\cos\theta_{2} - b\cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\sin\theta_{2} - b\sin\theta_{3} - c\sin\theta_{4} = 0$$

$$b = \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}}$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

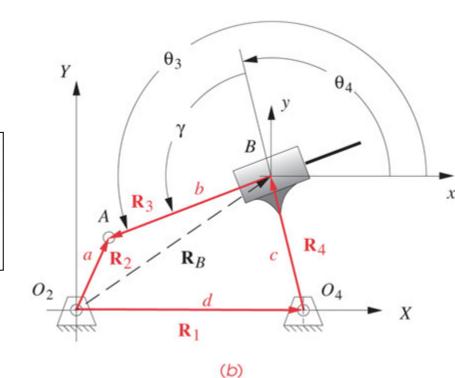
$$a\cos\theta_{2} - \frac{a\sin\theta_{2} - c\sin\theta_{4}}{\sin\theta_{3}} \cos\theta_{3} - c\cos\theta_{4} - d = 0$$

#### Inverted Slider-Crank Position Solution

 $P\sin\theta_4 + Q\cos\theta_4 + R = 0$ 

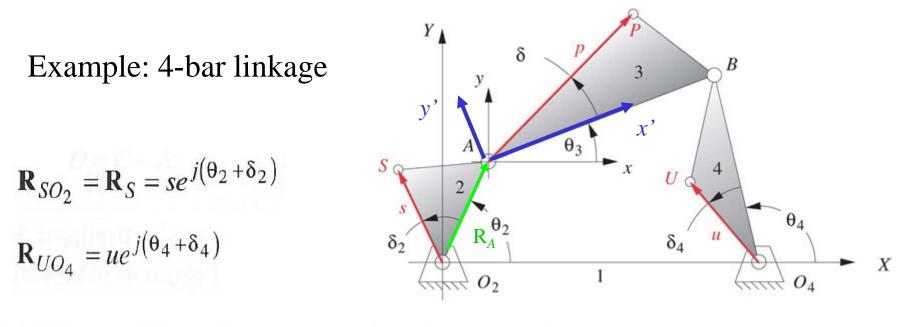
$$P = a\sin\theta_2 \sin\gamma + (a\cos\theta_2 - d)\cos\gamma$$
$$Q = -a\sin\theta_2 \cos\gamma + (a\cos\theta_2 - d)\sin\gamma$$
$$R = -c\sin\gamma$$

$$\theta_{4_{1,2}} = 2 \arctan\left(\frac{-T \pm \sqrt{T^2 - 4SU}}{2S}\right)$$
$$S = R - Q; \qquad T = 2P; \qquad U = Q + R$$



### Position of a Point on a Link

Once the angles of all the links are found, it is simple and straightforward to define and calculate the position of any point on any link for any input position of the linkage.



$$\mathbf{R}_{PA} = \mathbf{R}_{A} + \mathbf{R}_{PA}$$
$$\mathbf{R}_{PA} = pe^{j(\theta_{3} + \delta_{3})} = p\left[\cos(\theta_{3} + \delta_{3}) + j\sin(\theta_{3} + \delta_{3})\right]$$

We will expand that definition here to represent the angle between any two links in a linkage, as a linkage can have many transmission angles.

 $\boldsymbol{C}$ 

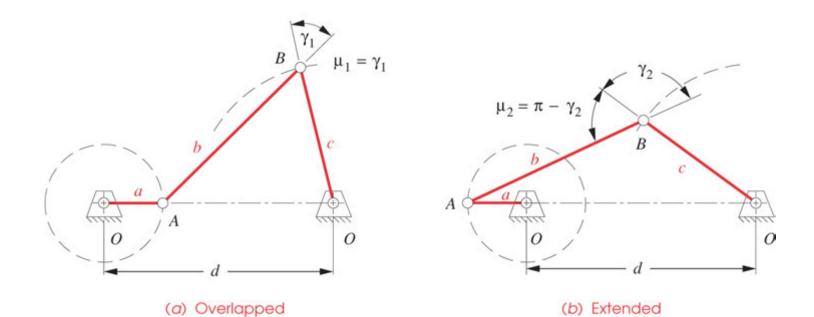
Link 2 driver Link 4

output link

• It is easy to define the transmission angle algebraically. It is the difference between the angles of the two joined links.

Extreme Values of the Transmission Angle

• For a Grashof crank-rocker fourbar linkage the minimum value of the transmission angle occurs when the crank is colinear with the ground link

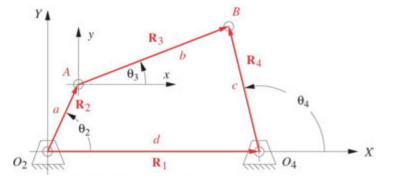


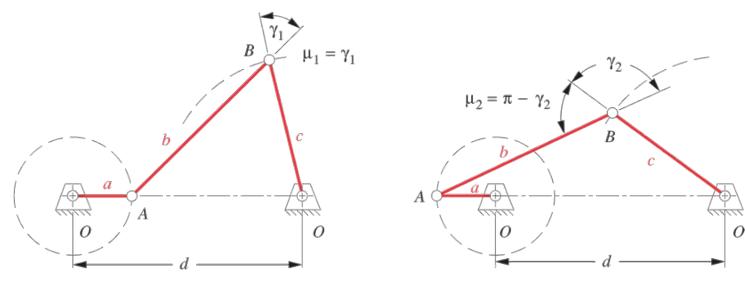
#### Extreme Values of the Transmission Angle



 $\mu = \theta 4 - \theta 3$ 

 $\theta 2=0, \pi$ 





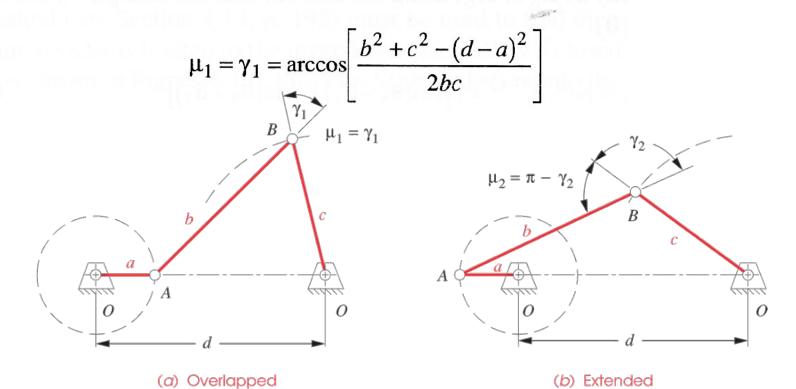
(a) Overlapped

(b) Extended

#### Extreme Values of the Transmission Angle

We label the links a = link 2; b = link 3; c = link 4; d = link 1

For the overlapping case (Figure 4-15a) the cosine law gives

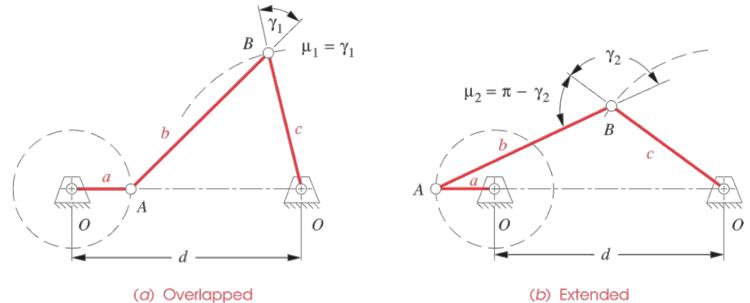


#### Extreme Values of the Transmission Angle

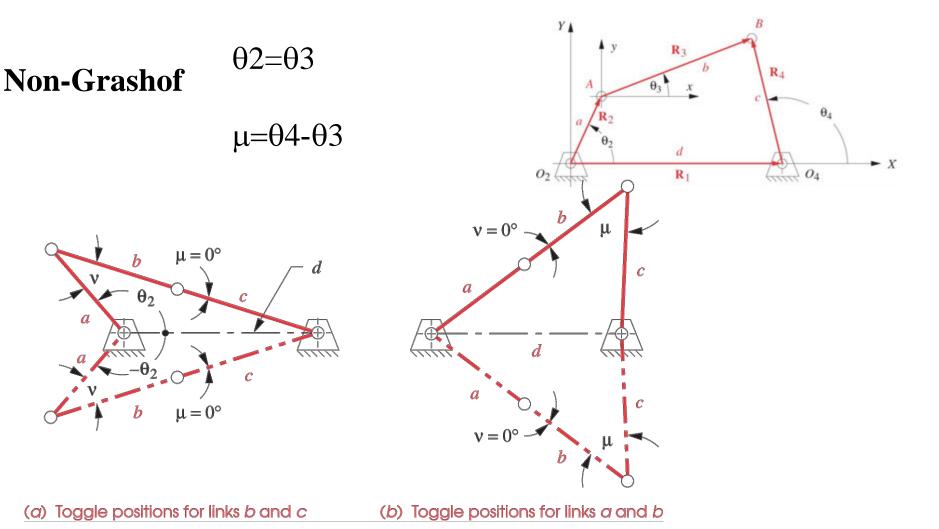
for the extended case, the cosine law gives

$$\mu_{2} = \pi - \gamma_{2} = \pi - \arccos\left[\frac{b^{2} + c^{2} - (d+a)^{2}}{2bc}\right]$$

• For a Grashof double-rocker linkage the transmission angle can vary from 0 to 90 degrees because the coupler can make a full revolution



#### Extreme Values of the Transmission Angle



#### Extreme Values of the Transmission Angle

• For a non-Grashof triple-rocker linkage the transmission angle will be zero degrees in the toggle positions which occur when the output rocker c and the coupler *b* are colinear.

