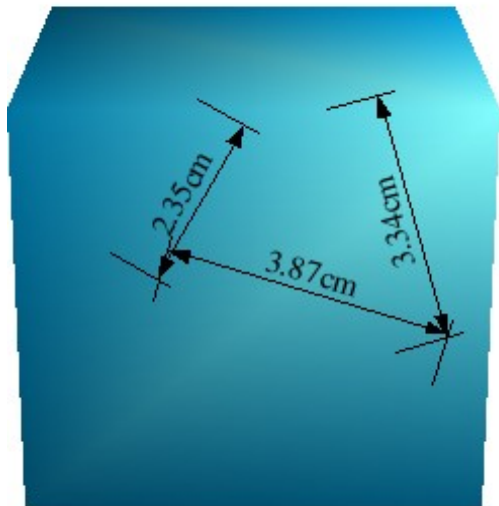


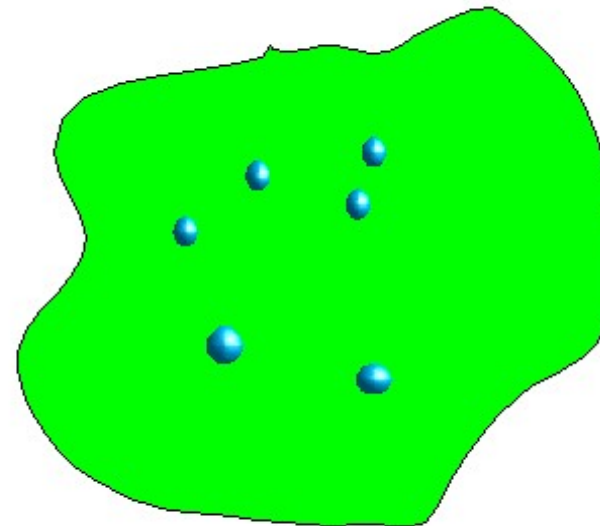
Corpi rigidi



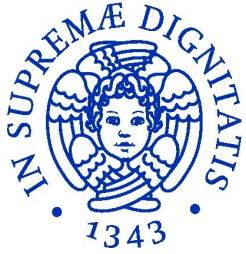
Corpo rigido



Sistema di punti



Le distanze tra i punti di un corpo rigido sono fisse

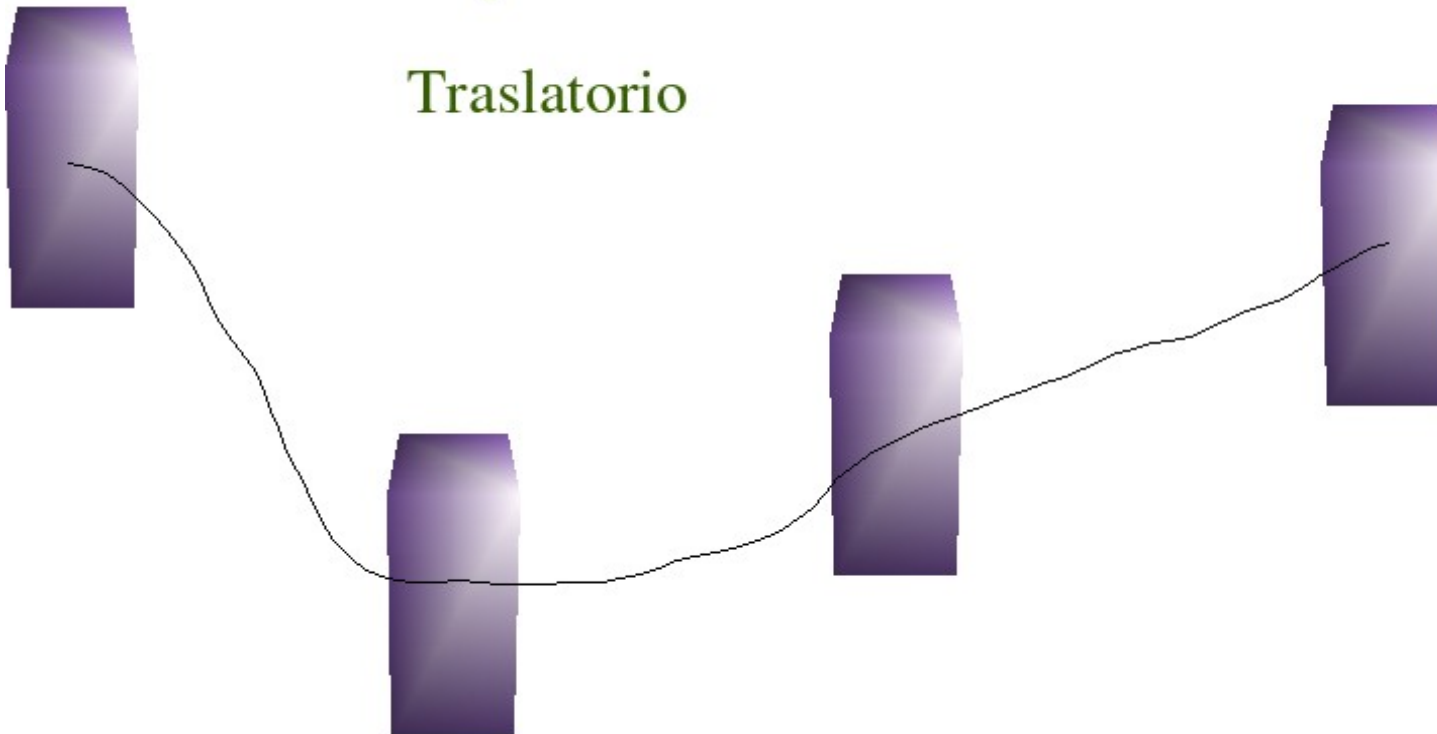


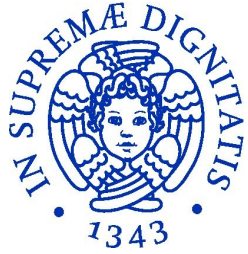
Corpi rigidi



Moto parallelo a se stesso

Traslatorio

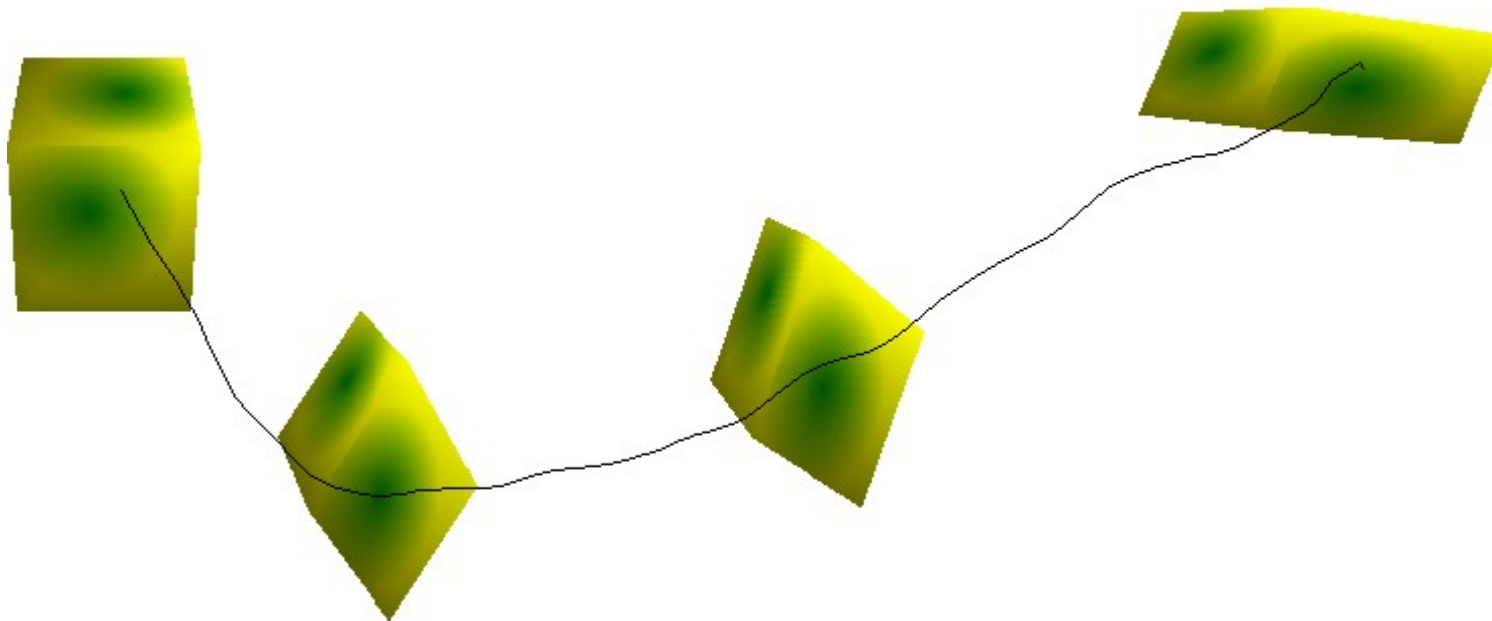


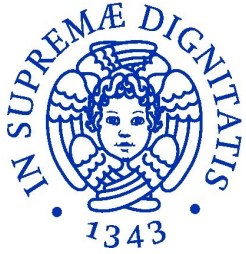


Corpi rigidi



Moto roto-traslatorio





Corpi rigidi

gradi di liberta'



$P \equiv (x, y, z)$

$P' \equiv (x', y', z')$

$P'' \equiv (x'', y'', z'')$

9 parametri

3 relazioni di distanza

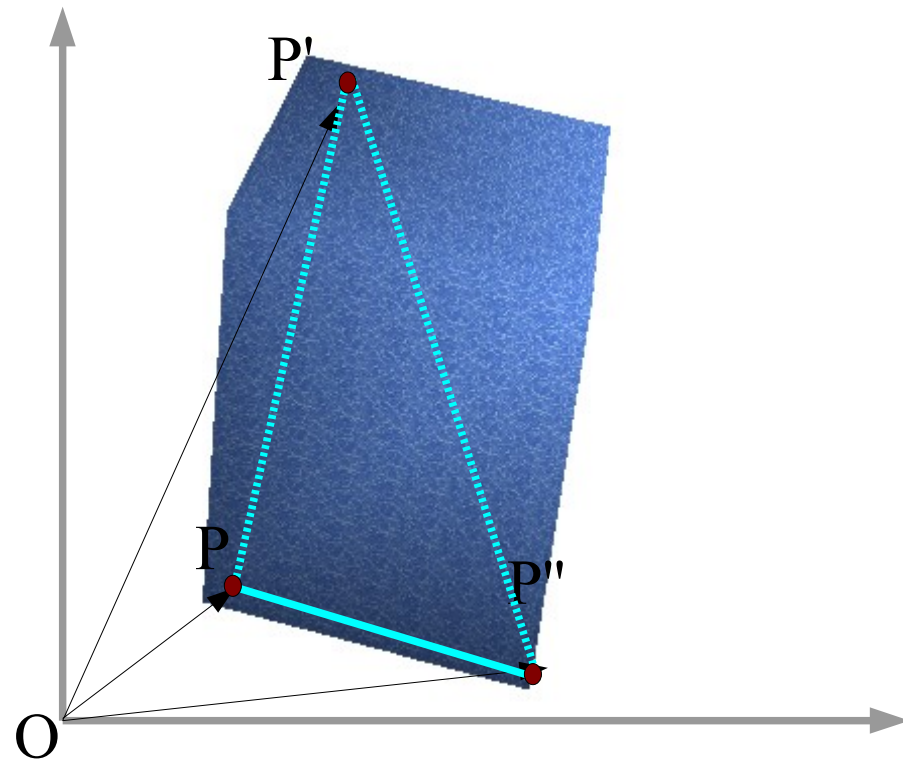
6 gradi di liberta'

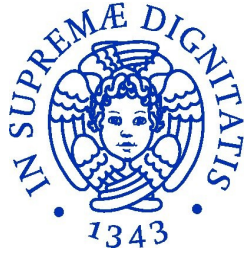
Parametri liberi

3 coordinate

2 coseni direttori

1 angolo di orientazione





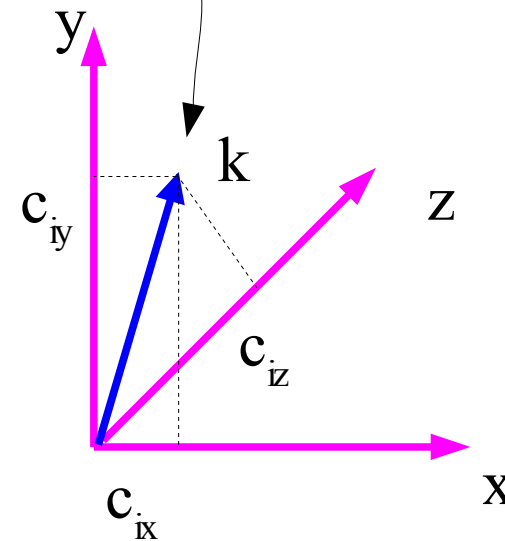
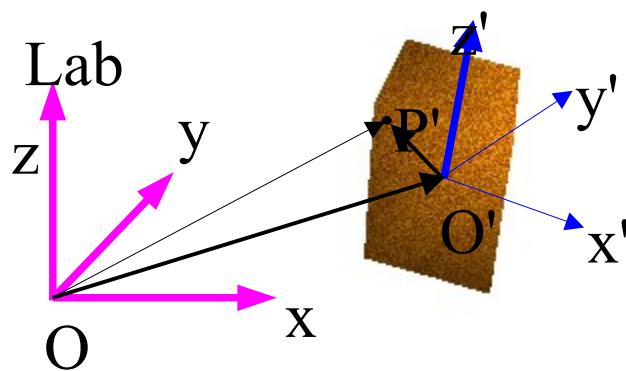
Corpi rigidi

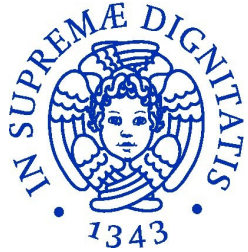
Gradi di liberta'



$$\vec{P'O} = \vec{O'O} + \vec{PO}$$

$$\vec{P'O} = \vec{O'O} + ix' + jy' + kz'$$





Corpi rigidi

Relazioni corpo <--> lab



$$\vec{P'O} = \vec{O'O} + \vec{PO'}$$

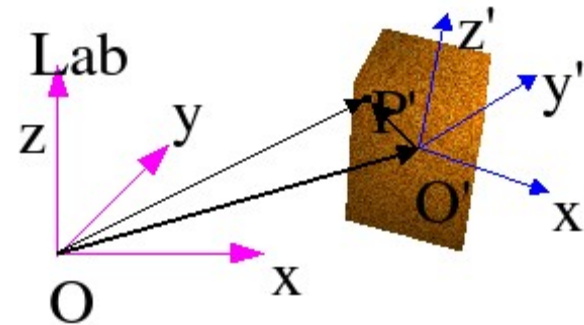
$$\vec{P'O} = \vec{O'O} + ix' + jy' + kz'$$

Traslato

$$x = x_0' + x'$$

$$y = y_0' + y'$$

$$z = z_0' + z'$$



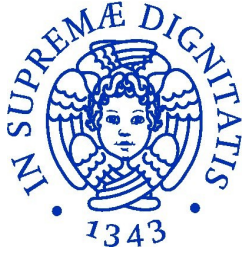
Rototraslato

$$\hat{i} \equiv (c_{ix}, c_{iy}, c_{iz}) \text{ e simili}$$

$$x = x_0' + c_{ix}x' + c_{jx}y' + c_{kx}z'$$

$$y = y_0' + c_{iy}x' + c_{jy}y' + c_{ky}z'$$

$$z = z_0' + c_{iz}x' + c_{jz}y' + c_{kz}z'$$



Corpi rigidi

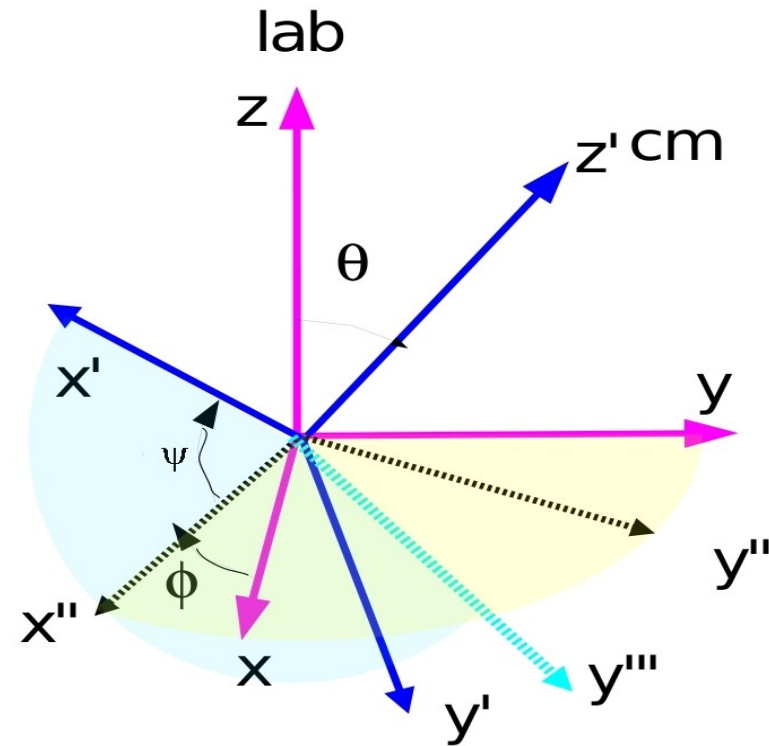
Relazioni corpo <--> lab



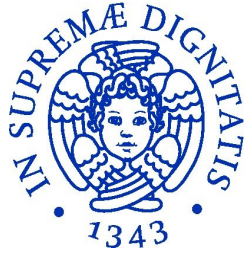
$$\begin{aligned}
 x &= x_0' + c_{ix}x' + c_{jx}y' + c_{kx}z' \\
 y &= y_0' + c_{iy}x' + c_{jy}y' + c_{ky}z' \\
 z &= z_0' + c_{iz}x' + c_{jz}y' + c_{kz}z'
 \end{aligned}$$

Operativamente

- Ruoto di ϕ attorno a z
- Ruoto di θ attorno a x''
- Ruoto di ψ attorno a z'



$$\overrightarrow{P'O} = \overrightarrow{O'O} + R(\phi, \theta, \psi) \overrightarrow{P'O'}$$

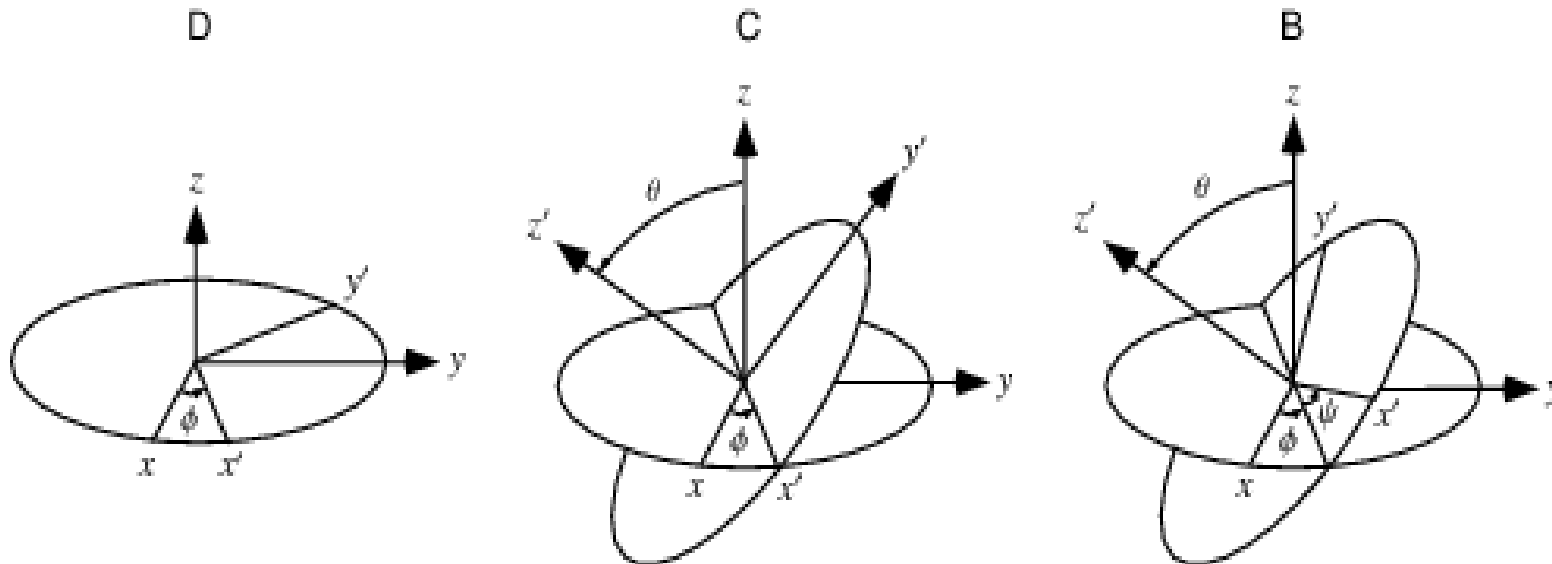


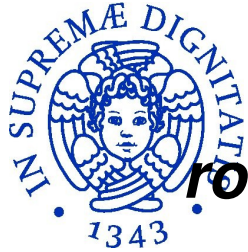
Corpi rigidi

Rotazioni e angoli di Eulero



Le tre rotazioni in ϕ, θ, ψ





Corpi rigidi

rotazione formalmente con gli angoli di eulero



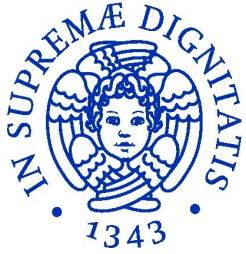
Gli angoli di Eulero

$$R(\phi, \theta, \psi) = \begin{vmatrix} \cos \psi & \sin \psi & 0 \\ -\sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{vmatrix} \begin{vmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & \sin \theta \\ 0 & -\sin \theta & \cos \theta \end{vmatrix} \begin{vmatrix} \cos \phi & \sin \phi & 0 \\ -\sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{vmatrix}$$

$R(\psi)$ *

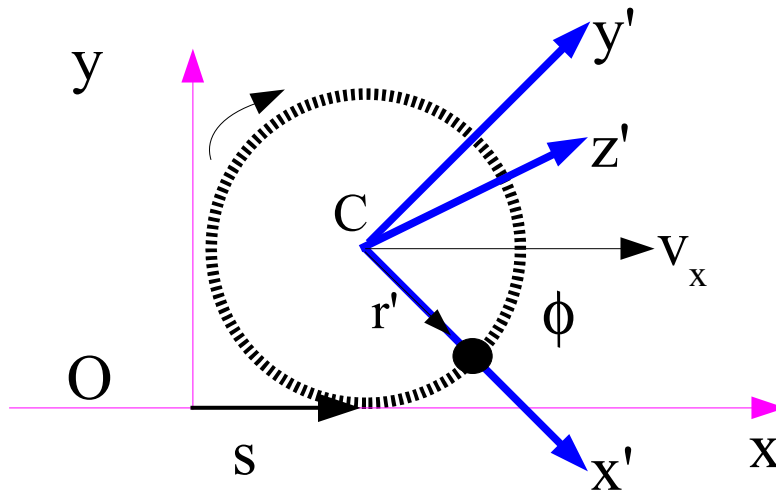
$R(\theta)$ *

$R(\phi)$



Corpi rigidi

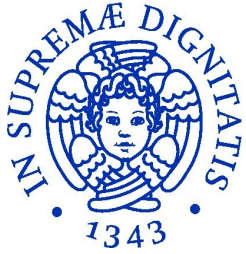
Ruota in moto uniforme



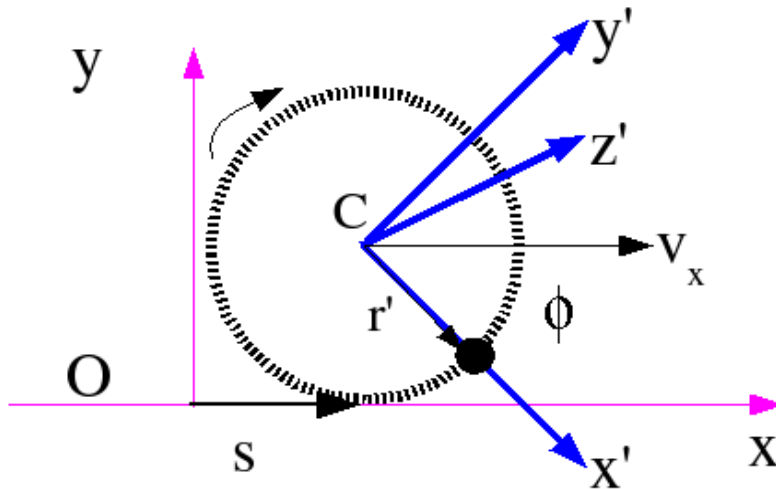
$$R(\phi) = \begin{vmatrix} \cos\phi & -\sin\phi & 0 \\ \sin\phi & \cos\phi & 0 \\ 0 & 0 & 1 \end{vmatrix}$$

$$\vec{C} \equiv (0, r, 0)$$

$$\vec{P}(t) = \vec{C} + \vec{v}_b t + R(\phi) \vec{r}'$$



Corpi rigidi ciclode



$$= \vec{C} + \vec{v}_b t + R(\phi) \vec{r}'$$

$$\vec{C} \equiv (Q, r, 0) \quad R(\phi) = \begin{vmatrix} \cos\phi & -\sin\phi & 0 \\ \sin\phi & \cos\phi & 0 \\ 0 & 0 & 1 \end{vmatrix}$$

$$x = v_c t + r \cos \phi$$

$$y = r + r \sin \phi$$

$$z = 0$$

$$v_x = \text{costante}$$

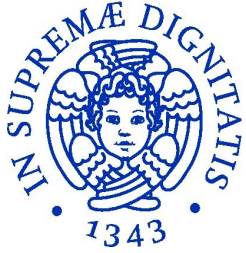
$$\omega = -v_x t/r$$

$$\dot{x} = v_c - r \dot{\phi} \sin\phi = v_c (1 + \sin\phi)$$

$$\ddot{x} = -r \dot{\phi}^2 \cos\phi = -\frac{v_c^2}{r} \cos\phi$$

$$\dot{y} = r \dot{\phi} \cos\phi = -v_c \cos\phi$$

$$\ddot{y} = -r \dot{\phi}^2 \sin\phi = -\frac{v_c^2}{r} \sin\phi$$



Corpi rigidi

moto rototraslatorio della ruota vettorialmente



Condizione iniziale

\vec{r} vettore di P nel lab
 \vec{r}' vettore solidale con la ruota.
 $C=(0,r,0)$ Centro

$$\frac{d\vec{P}}{dt} = \dot{\vec{C}}_O + \vec{\omega} \wedge \vec{r} \quad \omega \parallel z$$

$$\vec{r}' = R(\phi) \vec{r} \equiv (r \cos \phi, r \sin \phi, 0)$$

$$\frac{d^2 \vec{P}}{dt^2} = \vec{\omega} \wedge \vec{\omega} \wedge \vec{r} = -\omega^2 \vec{r}$$

accelerazione verso il centro.

