

Four directional wheel system

Figure 1 represents a part of a mechanical system used for imposing a simultaneous orientation of the front and rear wheels of a vehicle (Honda system).

The mechanism is planar (*within the plane* ($O_0, \vec{x}_0, \vec{z}_0$)), it is formed of 5 solids,

namely:

- solid 0: reference, inner ring of centre O_0 and radius $2R$, the dimensions are such that $O_0 \vec{D} = -H \vec{x}_0 + L \vec{z}_0$
- solid 1: crank of length $O_0 A = R$, *variable*
- solid 2: satellite (disc) of centre A and radius R , a pin B is located at a distance $R/2$ from A , *fixed*
- solid 3 is a bar,
- solid 4 is formed of the female part of the prismatic joint between 4 and 3 plus a bar (*output of the mechanism*).

Parameters:

- 1/0: revolute joint of axis ($O_0, \vec{y}_{0,1}$), parameter ψ_1
- 2/1: revolute joint of axis ($A, \vec{y}_{1,2}$), parameter θ_2
- 4/0: prismatic joint of axis ($D, \vec{z}_{0,4}$), parameter $Z = D\vec{C} \cdot \vec{z}_{0,4}$
- 3/4: prismatic joint of axis ($B, \vec{x}_{3,4}$), parameter $X = C\vec{B} \cdot \vec{x}_{3,4}$
- 3/2: revolute joint of axis ($B, \vec{y}_{3,2}$), *no parameter*.
- 2/0: point contact in I , *it is assumed that there is no slip in I* .

Questions:

- 1 – Frame definition. Change of basis diagrams. Graph of links.
- 2 – Constraint equation(s).
 - a) assuming that θ_2 and ψ_1 are nil at the initial time, prove that $\theta_2 = -2\psi_1$
 - b) deduce the relationships between Z and ψ_1 , between X and ψ_1 .
- 3 – Motion of 3 / 0 :
 - a) nature, trajectory of B .
- 4 – Motion of 3 / 4 :
 - a) nature, trajectory of B .
 - b) Determine $\vec{V}_3^0(C)$.

5 – Define the axodes of the motion 2 / 0.

6 – $\vec{V}_1^0(A)$ being given, the objective is to determine $\vec{V}_4^0(C)$ graphically (use appendix 1);

a- Nature of 2/0? Deduce $\vec{V}_{2,3}^0(B)$

b- From the properties of 3/0, draw $\vec{V}_3^0(C)$

c- Using the combination of velocities for 3/4, 3/0 and 4/0, find $\vec{V}_4^0(C)$

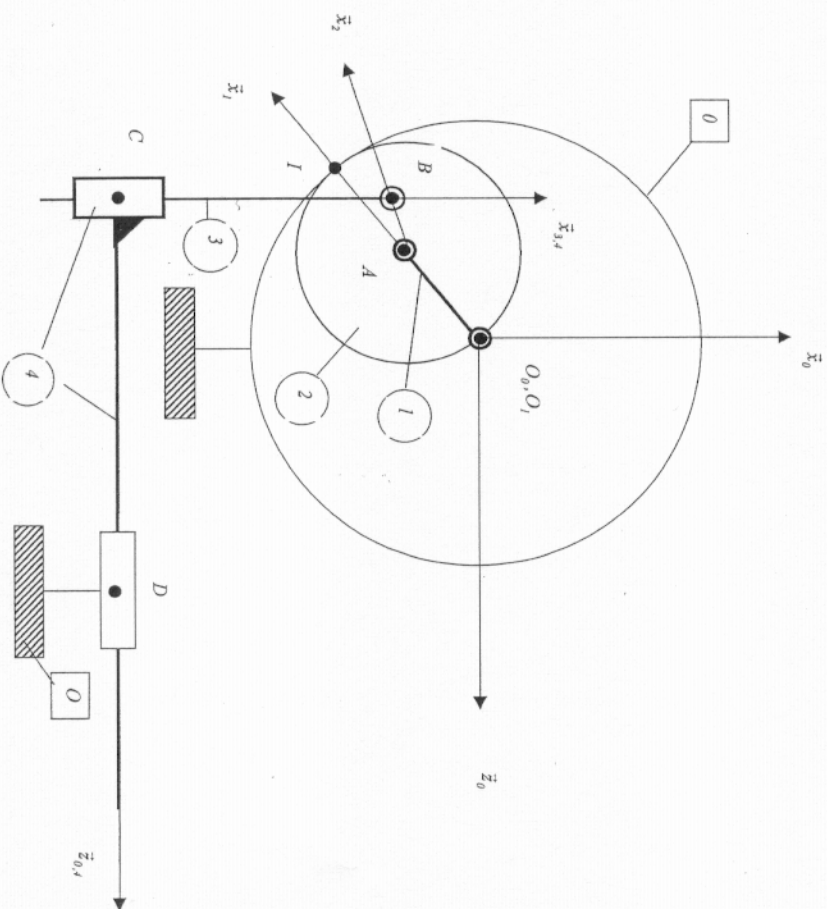
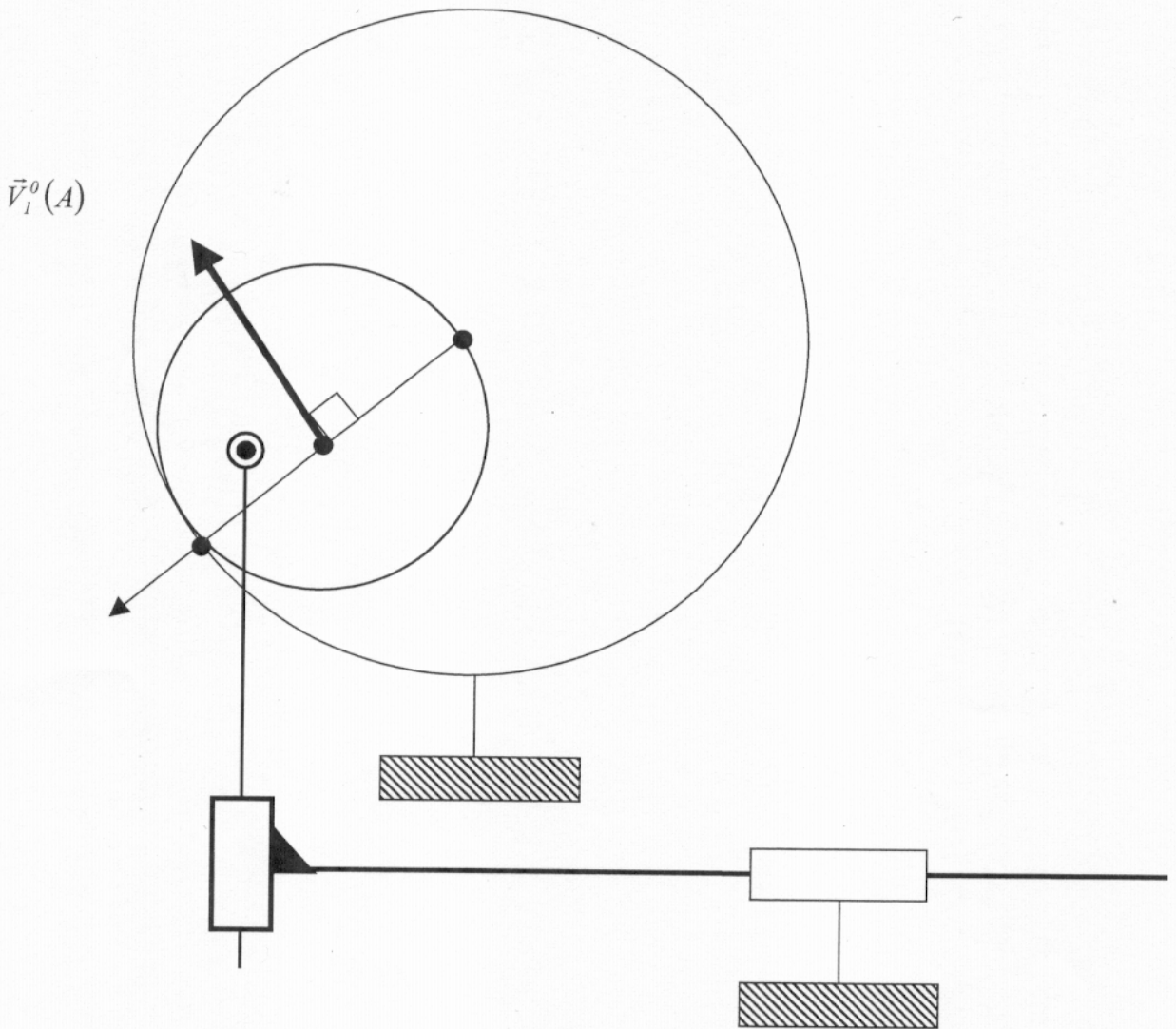


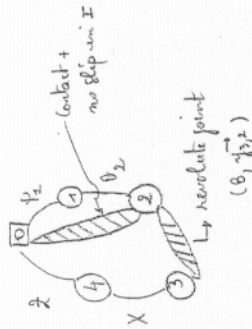
Figure 1 – Schematics of the mechanical system

Name: _____
Group: _____



Kinematics - Test # 2 Elements of correction

1.



2. No slip in I, I fixed in (R2)

$$\begin{aligned} \vec{V}_0(I) &= \vec{0} ; \quad \vec{V}_1(I) + \vec{V}_1^0(I) = \vec{0} ; \quad \vec{V}_2(I) + \vec{V}_2^0(I) = \vec{0} \\ \vec{V}_2(I) &= \vec{0} ; \quad \vec{V}_3(I) + \vec{V}_3^0(I) = \vec{0} ; \quad \vec{V}_4(I) + \vec{V}_4^0(I) = \vec{0} \\ \vec{V}_2(I) &= \vec{0} ; \quad \vec{V}_3(I) + \vec{V}_3^0(I) = \vec{0} ; \quad \vec{V}_4(I) + \vec{V}_4^0(I) = \vec{0} \end{aligned}$$

Revolute joint in B between 3 and 2

$$\begin{aligned} \vec{V}_2(I) &= \vec{0} \\ \vec{V}_3(I) &= \vec{0} \\ \vec{V}_4(I) &= \vec{0} \\ \vec{V}_1(I) &= \vec{0} \\ \vec{V}_2(I) &= \vec{0} \\ \vec{V}_3(I) &= \vec{0} \\ \vec{V}_4(I) &= \vec{0} \end{aligned}$$

$$\begin{aligned} X &= H + \frac{3}{2} R \cos \psi_2 \\ Z &= -L - \frac{R}{2} \sin \psi_2 \end{aligned}$$

3- Motion 3/0

$$\vec{x}_3 \parallel \vec{x}_{10} \rightarrow \left\{ \begin{array}{l} \vec{x}_3 \parallel \vec{x}_0 \\ \vec{x}_3 \parallel \vec{x}_2 \end{array} \right\} \rightarrow \vec{x}_3 \parallel \vec{x}_0 \text{ (plane)}$$

$$\vec{S}_3^0 = \vec{S}_3^1 + \vec{D}_4^0 = \vec{0} + \vec{0} \rightarrow \text{Some conclusion}$$

4- Motion 3/11

$$\begin{aligned} \vec{V}_3(C) &= \frac{d}{dt} \vec{CB} = \frac{d}{dt} \vec{x}_{3/4} = \vec{x}_{3/4} \\ \vec{CB} &= \vec{x}_{3/4} \rightarrow \text{segment on } (C, \vec{x}_{3/4}) \end{aligned}$$

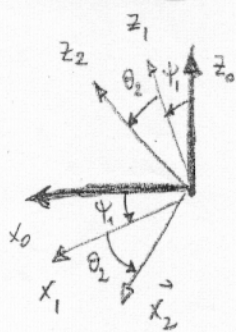
5- Axes 2/0

Central axis (I, y)

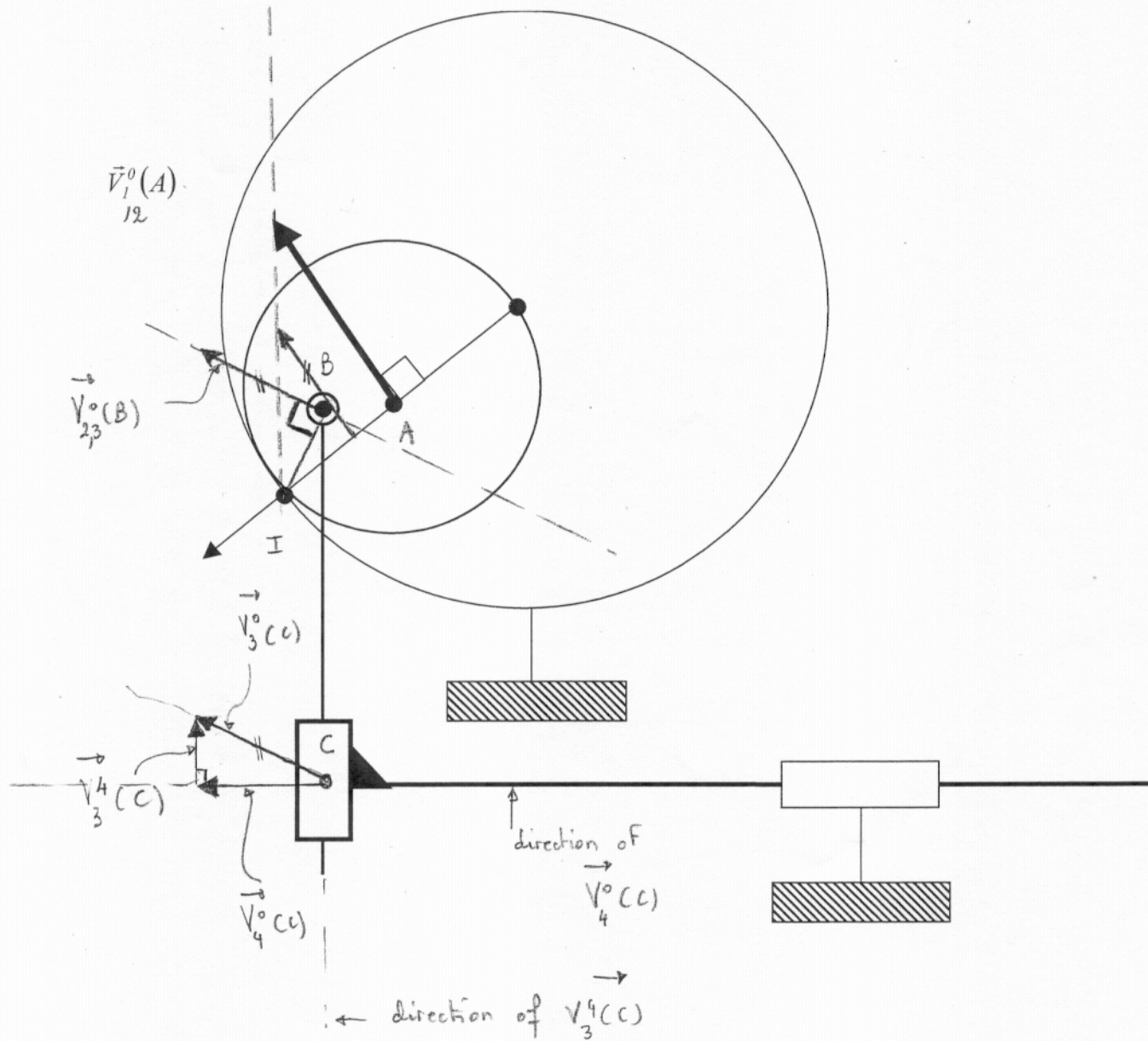
Axes { (S2) = cylinder of centre A, radius R
(S1) = cylinder of centre O, radius 2R

6- Graphical kinematics

$$\begin{aligned} \vec{V}_1^0(A) &= \vec{V}_2^0(A) \\ \vec{V}_1^0 & \text{ tangent to a rotation of axis } (I, y) \rightarrow \vec{V}_2^0(B) \\ \vec{V}_3^0 & \text{ is a translation } \vec{V}_3^0(C) = \vec{V}_2^0(B) \\ \vec{V}_3^0 & : \vec{V}_3^0(C) = \vec{V}_3^0(C) - \vec{V}_4^0(C) \rightarrow \text{direction } \parallel \vec{x}_{3/4} \\ \vec{V}_4^0 & : \vec{V}_4^0(C) = \vec{V}_3^0(C) - \vec{V}_4^0(C) \rightarrow \text{direction } \parallel \vec{x}_{3/4} \end{aligned}$$



linear variation of $\vec{V}_2^0(I)$ used to scale $\vec{V}_2^0(B)$



Appendix 1 – Graphical kinematics