

Euler Parameters and Bowling ball dynamics a la Huston et al.

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Definition

Simple rotation of Θ about a unit vector $\hat{\lambda}$

$$\varepsilon_i \equiv \lambda_i \sin \frac{\theta}{2}, i = 1, 2, 3$$

$$\varepsilon_4 \equiv \cos \frac{\theta}{2}$$

$$\varepsilon_1^2 + \varepsilon_2^2 + \varepsilon_3^2 + \varepsilon_4^2 = 1$$

Relation to direction cosine matrix

$${}^a\mathbf{C}^b = \begin{bmatrix} -2\epsilon_2^2 - 2\epsilon_3^2 + 1 & 2\epsilon_1\epsilon_2 - 2\epsilon_3\epsilon_4 & 2\epsilon_1\epsilon_3 + 2\epsilon_2\epsilon_4 \\ 2\epsilon_1\epsilon_2 + 2\epsilon_3\epsilon_4 & -2\epsilon_1^2 - 2\epsilon_3^2 + 1 & 2\epsilon_2\epsilon_3 - 2\epsilon_1\epsilon_4 \\ 2\epsilon_1\epsilon_3 - 2\epsilon_2\epsilon_4 & 2\epsilon_1\epsilon_4 + 2\epsilon_2\epsilon_3 & -2\epsilon_1^2 - 2\epsilon_2^2 + 1 \end{bmatrix}$$

Using dircos

```
(1) %DIRCOS - Euler
(2) frames a,b
(3) variables e{4}
(4) dircos(a,b,euler,e1,e2,e3,e4)
-> (5) a_b[1,1] = 1 - 2*e2^2 - 2*e3^2
-> (6) a_b[1,2] = 2*e1*e2 - 2*e3*e4
-> (7) a_b[1,3] = 2*e1*e3 + 2*e2*e4
-> (8) a_b[2,1] = 2*e1*e2 + 2*e3*e4
-> (9) a_b[2,2] = 1 - 2*e1^2 - 2*e3^2
-> (10) a_b[2,3] = 2*e2*e3 - 2*e1*e4
-> (11) a_b[3,1] = 2*e1*e3 - 2*e2*e4
-> (12) a_b[3,2] = 2*e1*e4 + 2*e2*e3
-> (13) a_b[3,3] = 1 - 2*e1^2 - 2*e2^2
```

Derivatives

$$\omega \equiv [\omega_1 \quad \omega_2 \quad \omega_3 \quad 0]$$

$$\varepsilon \equiv [\varepsilon_1 \quad \varepsilon_2 \quad \varepsilon_3 \quad \varepsilon_4]$$

$$E = \begin{bmatrix} \varepsilon_4 & -\varepsilon_3 & \varepsilon_2 & \varepsilon_1 \\ \varepsilon_3 & \varepsilon_4 & -\varepsilon_1 & \varepsilon_2 \\ -\varepsilon_2 & \varepsilon_1 & \varepsilon_4 & \varepsilon_3 \\ -\varepsilon_1 & -\varepsilon_2 & -\varepsilon_3 & \varepsilon_4 \end{bmatrix}$$

$$\dot{\varepsilon} = \frac{1}{2} \omega E^T$$

$$\omega = 2\dot{\varepsilon}E$$

Alternate forms of ω ?

Kane et al.

$$\begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \\ \omega_4 \end{bmatrix} = 2 \cdot \begin{bmatrix} \dot{\epsilon}_1 \\ \dot{\epsilon}_2 \\ \dot{\epsilon}_3 \\ \dot{\epsilon}_4 \end{bmatrix} \cdot \begin{bmatrix} \epsilon_4 & -\epsilon_3 & \epsilon_2 & \epsilon_1 \\ \epsilon_3 & \epsilon_4 & -\epsilon_1 & \epsilon_2 \\ -\epsilon_2 & \epsilon_1 & \epsilon_4 & \epsilon_3 \\ -\epsilon_1 & -\epsilon_2 & -\epsilon_3 & \epsilon_4 \end{bmatrix}$$

Huston et al.

$$\begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \\ \omega_4 \end{bmatrix} = 2 \cdot \begin{bmatrix} \epsilon_4 & -\epsilon_3 & \epsilon_2 & -\epsilon_1 \\ \epsilon_3 & \epsilon_4 & -\epsilon_1 & -\epsilon_2 \\ -\epsilon_2 & \epsilon_1 & \epsilon_4 & -\epsilon_3 \\ \epsilon_1 & \epsilon_2 & \epsilon_3 & \epsilon_4 \end{bmatrix} \cdot \begin{bmatrix} \dot{\epsilon}_1 \\ \dot{\epsilon}_2 \\ \dot{\epsilon}_3 \\ \dot{\epsilon}_4 \end{bmatrix}$$

From Kane, Likins, Levinson (1993). Spacecraft Dynamics.

And Huston, Passerello, Winget, & Sears (1979). On the dynamics of a weighted bowling ball.

Autolev implementation

```
%      Newtonian, bodies, frames
newtonian A
bodies B
%      Variables, constants, points
variables q{7}',u{7}'...
%      KDEs
q1' = u1 ...
%      Position vectors ...
%      Euler parameters
dircos(A,B,Euler,e1,e2,e3,e4)
%      Velocities
%      Motion constraint
%      KDEs
kindiffs(A,B,Euler,e1,e2,e3,e4)
%      Accelerations ...
%      Forces ...
%      Equations of motion, output Matlab file...
```

Overview

CM Offset: ✓

Distinct moment of inertia: 3

Friction: Coulomb

Oil pattern: uniform

Newton-Euler / d'Alembert

Euler Parameters

Notation

A lane

B ball

C contact point

G center of mass

Q geometric center

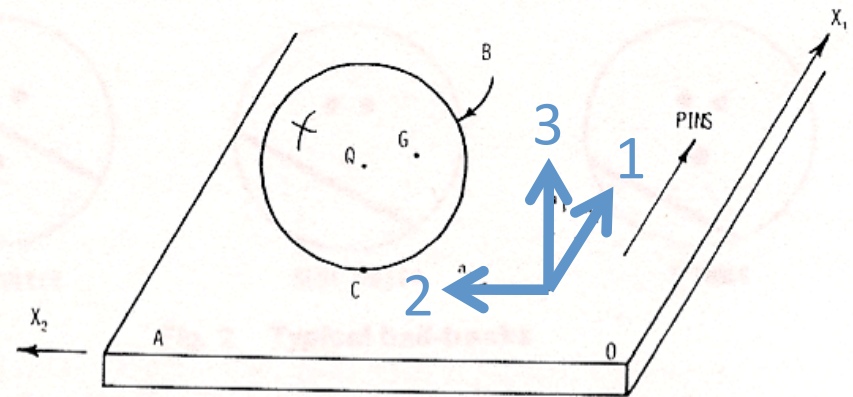


Fig. 1 Bowling ball and lane

Kinematics

$$\boldsymbol{\omega} = \omega_1 \hat{\boldsymbol{a}}_1 + \omega_2 \hat{\boldsymbol{a}}_2 + \omega_3 \hat{\boldsymbol{a}}_3$$

$$\boldsymbol{\alpha} = \dot{\omega}_1 \hat{\boldsymbol{a}}_1 + \dot{\omega}_2 \hat{\boldsymbol{a}}_2 + \dot{\omega}_3 \hat{\boldsymbol{a}}_3$$

Given $\boldsymbol{\omega}$, the orientation $\boldsymbol{\varepsilon}$ can be found?

Kinematics (2)

C contact point
G center of mass
Q geometric center

Defining velocity and acceleration of geometric center

$$\mathbf{v}_Q = \dot{x}_1 \mathbf{a}_1 + \dot{x}_2 \mathbf{a}_2$$

$$\mathbf{a}_Q = \ddot{x}_1 \mathbf{a}_1 + \ddot{x}_2 \mathbf{a}_2$$

Velocity and acceleration of center of mass – Q and G are on a rigid body

$$\mathbf{v}_G = \mathbf{v}_Q + \boldsymbol{\omega} \times \mathbf{P}$$

$$\mathbf{a}_G = \mathbf{a}_Q + \boldsymbol{\alpha} \times \mathbf{P} + \boldsymbol{\omega} \times (\boldsymbol{\omega} \times \mathbf{P})$$

Velocity of contact point

$$\mathbf{v}_C = \mathbf{v}_Q + \boldsymbol{\omega} \times (-r \mathbf{a}_3)$$

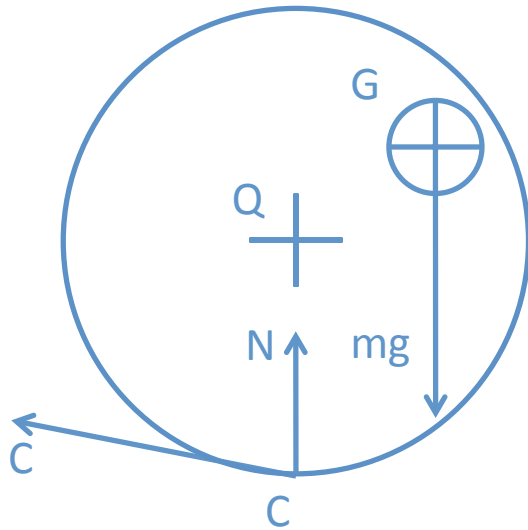
Slip - stick

Rolling

$$v_C = r\omega_2\hat{a}_1 - r\omega_1\hat{a}_2$$

Note that ω_3 is a 3rd degree of freedom,
but does not affect the motion

Kinetics



Contact force

Inertia force

Inertia torque

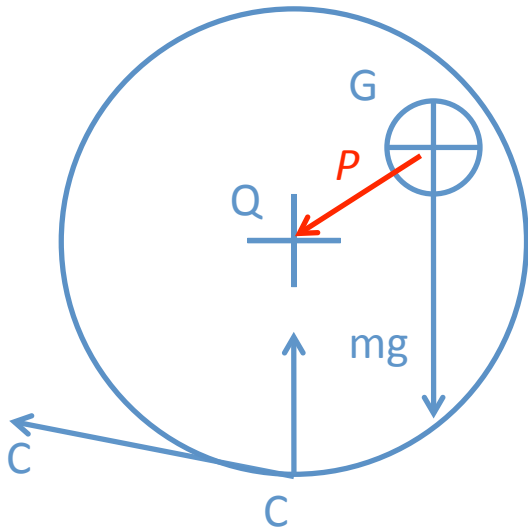
$$\boldsymbol{\tau} = \frac{{}^A \mathbf{v}^C}{\left| {}^A \mathbf{v}^C \right|}$$

$$\mathbf{C} = -\mu N \boldsymbol{\tau} + N \mathbf{a}_3$$

$$\mathbf{F} = -m \mathbf{a}_G$$

$$\mathbf{T} = -I \boldsymbol{\alpha} - \boldsymbol{\omega} \times I \cdot \boldsymbol{\omega}$$

Governing equations



$$F + C - mg\hat{a}_3 = 0$$

$$T - P \times m(ga_3 + a_G) - r\hat{a}_3 \times C = 0$$

Rolling

$$T - (r\hat{a}_3 + P) \times m(ga_3 + a_G) = 0$$

Parameters and initial conditions

$$r=0.109 \text{ m}$$

$$mg=71.32 \text{ N (16 lbs)}$$

$$|\omega|=10 \text{ rad/s}$$

$$\omega_1=\omega_2$$

$$\omega_3=0$$

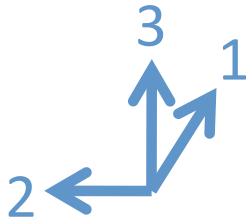
Results: hook and ω

Table 1 Effect of initial angular velocity direction on hook

INITIAL ANGULAR VELOCITY (RAD/SEC)			PERCENT HOOK
ω_1	ω_2	ω_3	H
0.0	10.0	0.0	0.0
-2.588	9.659	0.0	0.34
-5.0	8.66	0.0	0.64
-7.07	7.07	0.0	0.87
-9.659	2.588	0.0	1.10
-10.0	0.0	0.0	1.09
-6.96	6.96	1.736	0.86
-6.64	6.64	3.42	0.82
-6.12	6.12	5.0	0.75
-7.07	7.07	0.25	0.87
-7.07	7.07	0.50	0.87
-7.07	7.07	1.0	0.87
-7.07	7.07	2.0	0.87
-7.07	7.07	5.0	0.87

Definition of percent hook:

$$H = \frac{100\Delta x_2}{18.288}$$

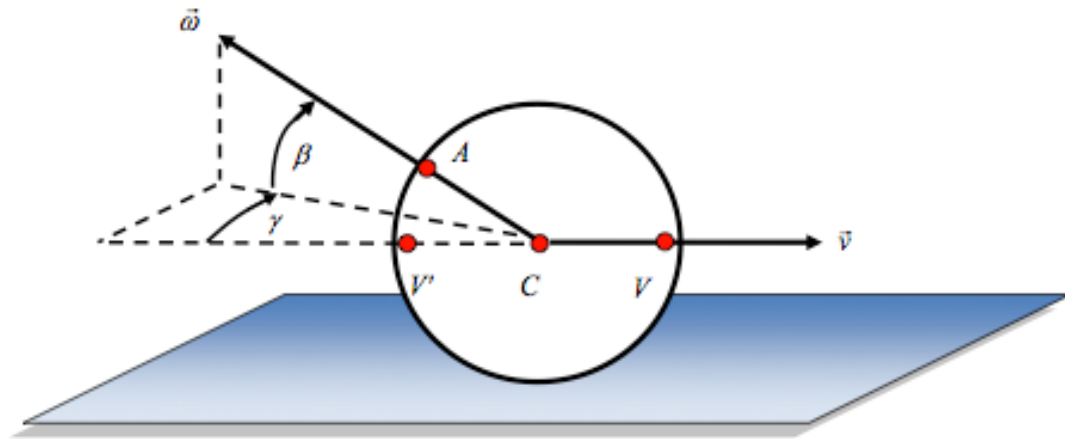


Results: hook and ω (2)

Axis rotation γ and axis tilt β

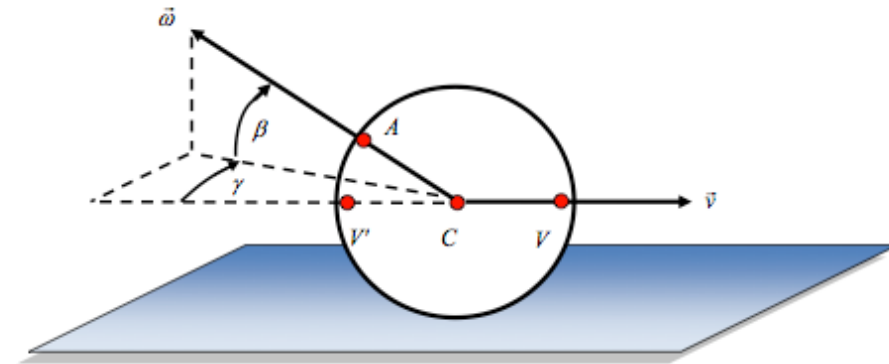
$$\gamma = \tan^{-1} \left(\frac{\omega_2}{-\omega_1} \right)$$

$$\beta = \tan^{-1} \left(\frac{\omega_3}{\sqrt{\omega_1^2 + \omega_2^2}} \right)$$



Results: hook and ω (3)

γ	β	$ \omega $	H
90	0	10	0.00
75	0	10	0.34
60	0	10	0.64
45	0	10	0.87
15	0	10	1.10
0	0	10	1.09
45	10	10	0.86
45	20	10	0.82
45	30	10	0.75
45	1.43	10	0.87
45	2.86	10.01	0.87
45	5.71	10.05	0.87
45	11.3	10.20	0.87
45	26.6	11.18	0.87



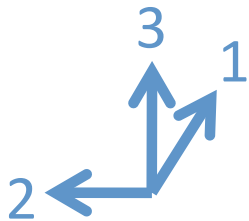
Hook \uparrow with γ \downarrow , for a constant $|\omega|$

Hook \downarrow with β \uparrow , for a constant $|\omega|$

Hook constant with ω_3 \uparrow

Results: hook and CM offset

CM
offsets
defined in
the A
frame



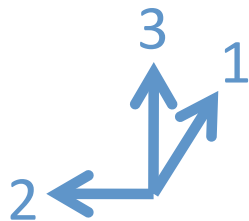
MASS CENTER POSITION (mm)			PERCENT HOOK
P_1	P_2	P_3	H
1.076	-1.076	0.0	0.49
-1.076	1.076	0.0	1.16
0.536	1.426	0.0	1.16
-1.426	0.536	0.0	1.15
-0.878	0.878	0.878	1.22
-0.878	0.878	-0.878	1.00
0.878	-0.878	0.878	0.69
0.878	-0.878	-0.878	0.44
1.524	0.0	0.0	0.62
-1.524	0.0	0.0	1.08
0.0	1.524	0.0	1.10 ¹⁸

Results: hook and I

I defined in the
A frame

I_{11} ↑, H ↑

I_{22} ↑, H ↓



INERTIA TENSOR I_{ij} (kg m ²)	PERCENT HOOK H
$\begin{bmatrix} 0.0347 & 0.0 & 0.0 \\ 0.0 & 0.0347 & 0.0 \\ 0.0 & 0.0 & 0.0347 \end{bmatrix}$	0.872
$\begin{bmatrix} 0.0347 & -0.0135 & 0.0 \\ -0.0135 & 0.0347 & 0.0 \\ 0.0 & 0.0 & 0.0256 \end{bmatrix}$	0.873
$\begin{bmatrix} 0.0347 & 0.0 & 0.0 \\ 0.0 & 0.0347 & -0.0135 \\ 0.0 & -0.0135 & 0.0347 \end{bmatrix}$	0.790
$\begin{bmatrix} 0.0483 & 0.0 & 0.0 \\ 0.0 & 0.0347 & 0.0 \\ 0.0 & 0.0 & 0.0347 \end{bmatrix}$	0.96
$\begin{bmatrix} 0.0347 & 0.0 & 0.0 \\ 0.0 & 0.0483 & 0.0 \\ 0.0 & 0.0 & 0.0347 \end{bmatrix}$	0.718