

22.6.5 MG road-map: Dynamicist on a turntable (ice-skater)

A dynamics instructor stands on a spinning turntable and swings a heavy dumbbell inward and outward to change his spin-rate (similar to the ice-skater).

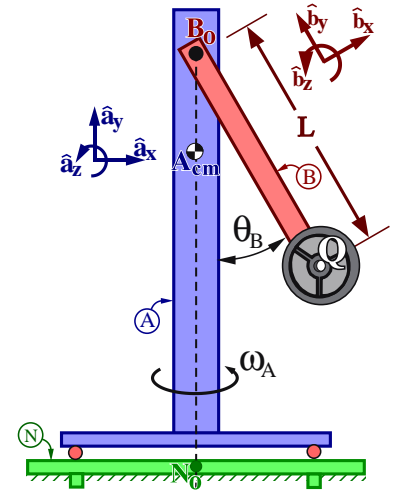
The schematic (below-right) shows a rigid body A (modeling the instructor's legs, torso, and head) that rotates (without friction) relative to Earth (a Newtonian reference frame N) about a vertical axis that is fixed in both A and N and which passes through both point N_o of N and point A_{cm} (A 's center of mass).

A massless rigid arm B (modeling the instructor's arms and hands) attaches to A by a revolute motor (shoulder/muscles) whose revolute axis is horizontal and located at point B_o of B (B_o lies on the vertical axis connecting N_o and A_{cm}).

The motor (muscles) **specifies** B 's angle θ_B relative to A to change in a known (prescribed) manner from 0 to π rad in 4 seconds ($\theta_B = \pi \frac{t}{4}$).

A heavy dumbbell Q (modeled as a particle) is rigidly attached (welded) to the end of B (the instructor's hands).

Right-handed orthogonal unit vectors $\hat{a}_x, \hat{a}_y, \hat{a}_z$ and $\hat{b}_x, \hat{b}_y, \hat{b}_z$ are fixed in A and B , respectively, with \hat{a}_y vertically-upward, $\hat{b}_z = \hat{a}_z$ parallel to the revolute motor's axis, and \hat{b}_y directed from Q to B_o .



Quantity	Symbol	Type	Value
Earth's gravitational constant	g	Constant	$9.8 \frac{m}{s^2}$
Distance between Q and B_o	L	Constant	0.7 m
Mass of Q	m	Constant	12 kg
A 's moment of inertia about line $\overline{A_{cm} B_o}$	I_{yy}	Constant	0.6 kg m^2
Angle from \hat{a}_y to \hat{b}_y with $+\hat{a}_z$ sense	θ_B	Specified	$0.25 \pi t$ rad
\hat{a}_y measure of A 's angular velocity in N	ω_A	Variable	

Complete the **MG road-map** for the turntable's "spin-rate" ω_A (Note: The "about point" is not unique)

Variable	Translate/ Rotate	Direction (unit vector)	System S	FBD of S	About point*	MG road-map equation
ω_A	Rotate	\hat{a}_y	A, B, Q	Draw	B_o	$\hat{a}_y \cdot (\vec{M}^{S/B_o} = \frac{N_d^N \vec{H}^{S/B_o}}{dt})$
ω_A	Dot(\mathbf{Ay} , System($\mathbf{A, B, Q}$).GetDynamics(\mathbf{Bo}))					MotionGenesis command ©

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