

Question 1 – $\overrightarrow{V(B \in S/R)} = \overrightarrow{V(A \in S/R)} + \overrightarrow{BA} \wedge \overrightarrow{\Omega_{S/R}} = \overrightarrow{V(A \in S/R)} + \overrightarrow{\Omega_{S/R}} \wedge \overrightarrow{AB}$

Question 2 – $\vec{V}(A \in R_2/R) = \vec{V}(A \in R_2/R_1) + \vec{V}(A \in R_1/R)$ et $\vec{\Omega}(R_2/R) = \vec{\Omega}(R_2/R_1) + \vec{\Omega}(R_1/R)$

Question 3 – $\overrightarrow{\Omega_{4/3}} = \dot{\beta} \vec{y}_3 = \dot{\beta} \vec{y}_4$ et $\overrightarrow{\Omega_{3/4}} = -\overrightarrow{\Omega_{4/3}} = -\dot{\beta} \vec{y}_3$

Question 4 – $\left[\frac{d\vec{U}}{dt} \right]_{R_i} = \left[\frac{d\vec{U}}{dt} \right]_{R_j} + \overrightarrow{\Omega_{R_j/R_i}} \wedge \vec{U}$ avec $\overrightarrow{\Omega_{R_j/R_i}} = \dot{\theta}_{ij} \vec{z}_i$

Question 5 – a) $\vec{y}_0 \cdot \vec{y}_2 = \cos(\theta_{21} + \theta_{10})$

$$\vec{x}_0 \cdot \vec{y}_3 = \vec{x}_0 \cdot (\cos \theta_{31} \vec{y}_1 + \sin \theta_{31} \vec{z}_1) = -\cos \theta_{31} \sin \theta_{10}$$

b) $\vec{y}_0 \wedge \vec{y}_2 = \sin(\theta_{21} + \theta_{10}) \vec{z}_0$

$$\vec{x}_0 \wedge \vec{y}_3 = \vec{x}_0 \wedge (\cos \theta_{31} \vec{y}_1 + \sin \theta_{31} \vec{z}_1) = \cos \theta_{31} \cos \theta_{10} \vec{z}_0 - \sin \theta_{31} \vec{y}_0$$

c)

$$\left[\frac{d\vec{x}_1}{dt} \right]_{(\vec{x}_0, \vec{y}_0, \vec{z}_0)} = \left[\frac{d\vec{x}_1}{dt} \right]_{(\vec{x}_1, \vec{y}_1, \vec{z}_1)} + \vec{\Omega}(1/0) \wedge \vec{x}_1 = \vec{0} + \dot{\theta}_{10} \vec{z}_0 \wedge \vec{x}_1 = \dot{\theta}_{10} \vec{y}_1$$

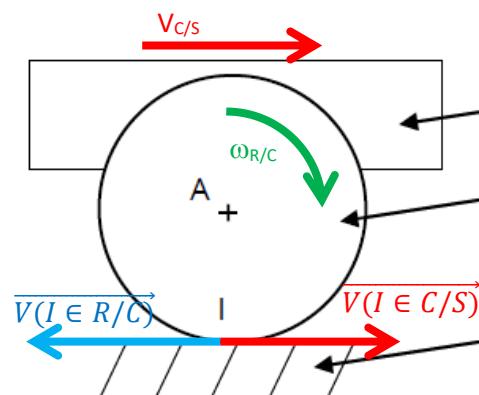
$$\left[\frac{d\vec{y}_3}{dt} \right]_{(\vec{x}_2, \vec{y}_2, \vec{z}_2)} = \left[\frac{d\vec{y}_3}{dt} \right]_{(\vec{x}_3, \vec{y}_3, \vec{z}_3)} + \vec{\Omega}(3/2) \wedge \vec{y}_3 = (\dot{\theta}_{31} \vec{x}_1 - \dot{\theta}_{21} \vec{z}_0) \wedge \vec{y}_3 = \dot{\theta}_{31} \vec{z}_3 + \dot{\theta}_{21} \cos \theta_{31} \vec{x}_1$$

$$\left[\frac{d\vec{x}_4}{dt} \right]_{(\vec{x}_0, \vec{y}_0, \vec{z}_0)} = \left[\frac{d\vec{x}_4}{dt} \right]_{(\vec{x}_4, \vec{y}_4, \vec{z}_4)} + \vec{\Omega}(4/0) \wedge \vec{x}_4 = \vec{0} + \dot{\alpha} \vec{z}_0 \wedge \vec{x}_4 = \dot{\alpha} \vec{y}_4$$

Question 6 – $\overrightarrow{V(I \in R/S)} = \vec{0}$ d'où $\overrightarrow{V(I \in R/C)} = \overrightarrow{V(I \in S/C)} = -\overrightarrow{V(I \in C/S)}$

$$\Rightarrow \overrightarrow{V(A \in R/C)} + \overrightarrow{IA} \wedge \overrightarrow{\Omega(R/C)} = -V_{C/S} \vec{x} \Rightarrow r \vec{y} \wedge \omega_{R/C} \vec{z} = -V_{C/S} \vec{x} \Rightarrow r \omega_{R/C} = -V_{C/S} \text{ (signes cohérents)}$$

modèle " $\vec{V} = R\vec{\omega}$ " avec



Question 7 –

- liaison sphère-cylindre (linéaire annulaire) d'axe $(0, \vec{z})$:

torseur cinématique en 3D $\begin{pmatrix} \omega_x & 0 \\ \omega_y & 0 \\ \omega_z & V_z \end{pmatrix}_{\vec{x}, \vec{y}, \vec{z}}$ en 2D (plan (y, z)) $\begin{pmatrix} \omega_x & - \\ - & V_z \end{pmatrix}_{\vec{x}, \vec{y}, \vec{z}}$

- liaison cylindre-plan (linéaire rectiligne) d'axe $(0, \vec{y})$ et de normale \vec{x} :

torseur cinématique en 3D $\begin{pmatrix} \omega_x & 0 \\ \omega_y & V_y \\ 0 & V_z \end{pmatrix}_{\vec{x}, \vec{y}, \vec{z}}$ en 2D (plan (y, z)) $\begin{pmatrix} \omega_x & - \\ - & V_y \\ - & V_z \end{pmatrix}_{\vec{x}, \vec{y}, \vec{z}}$