

# Kinematics & Dynamics of Linkages

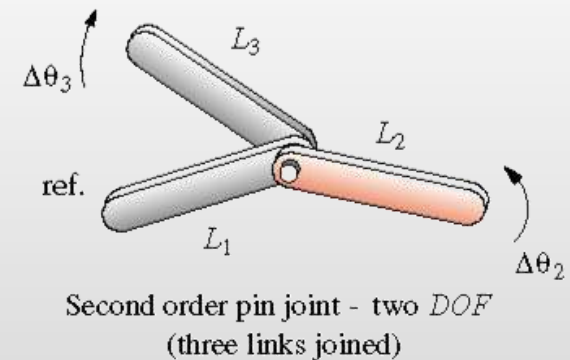
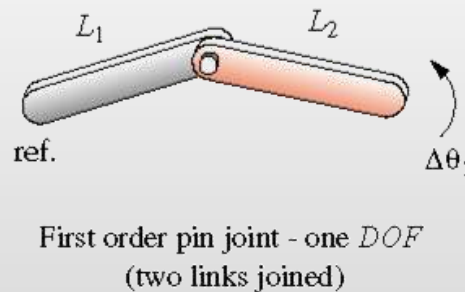
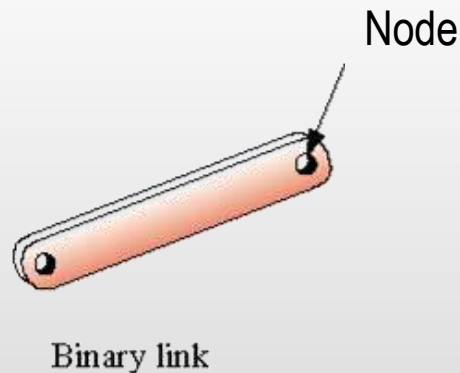
## Lecture 3: Grashof condition

# Review of Kinematic Principles

- Determining the motion of mechanisms
- 2 type of motion of any rigid body
  - Translation & Rotation
  - May combine for Complex motion

# Linkages

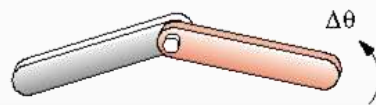
- Link = a rigid body possessing at least 2 nodes
- Nodes = points for attachment to other links
- Joint = connection between 2 or more links



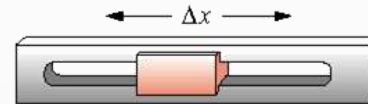
# Classification of Joints by the # of DOF they allow

- Full Joint

- Rotating pin or translating slider
  - 1 DOF

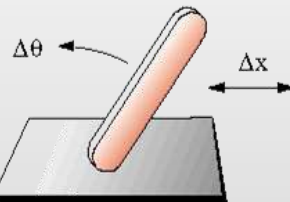


Rotating full pin (R) joint (form closed)

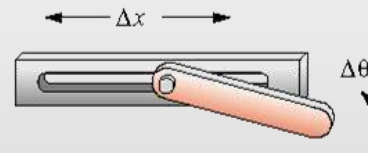


Translating full slider (P) joint (form closed)

(b) Full joints - 1 DOF (lower pairs)



Link against plane (force closed)



Pin in slot (form closed)

(c) Roll-slide (half or RP) joints - 2 DOF (higher pairs)

- Half Joint

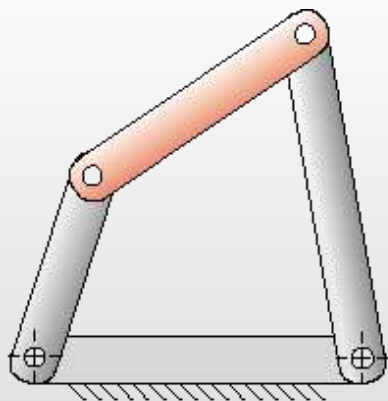
- Roll-slide joint
  - 2 DOF

# Mobility of a Mechanism

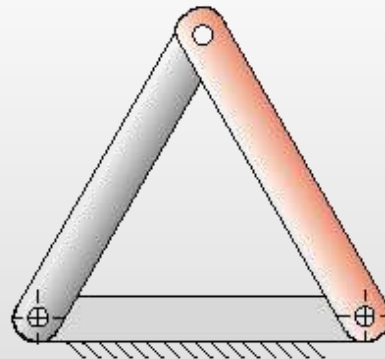
- Gruebler's equation :
  - $M = 3(L - 1) - 2J$ 
    - Where:
      - $L = \#$  of links
      - $J = \#$  of joints
  
- Kutzbach's equation :
  - $M = 3(L - 1) - 2J_1 - J_2$ 
    - Where:
      - $L = \#$  of links
      - $J_1 = \#$  of full joints
      - $J_2 = \#$  of half joints

# Mechanisms and Structures

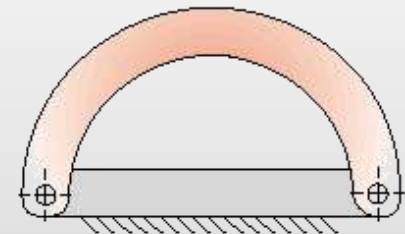
- If  $DOF > \text{ or } = 1$ , then it is a mechanism
- If  $DOF = 0$ , then it is a structure
- If  $DOF = -1$ , then it is a preloaded structure



(a) Mechanism— $DOF = +1$



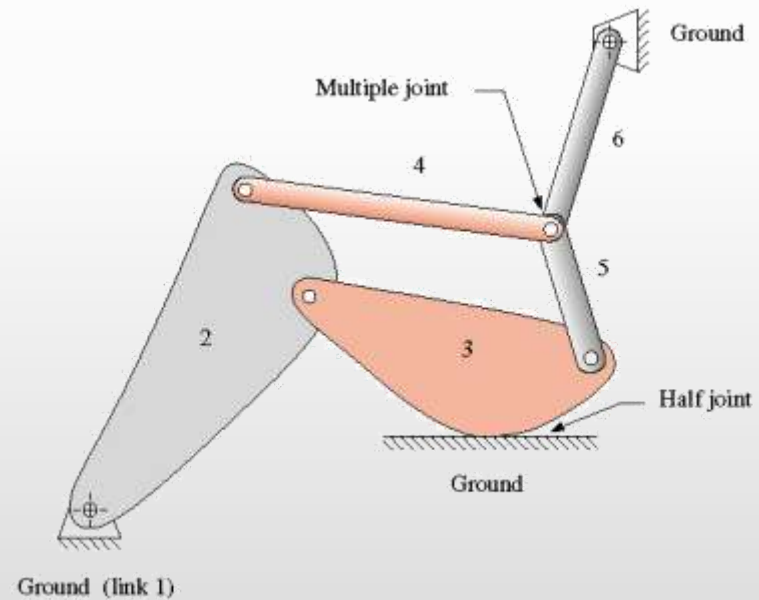
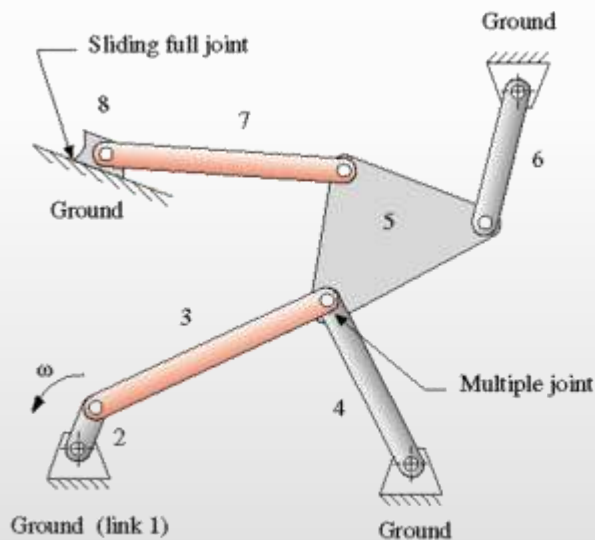
(b) Structure— $DOF = 0$



(c) Preloaded structure— $DOF = -1$

# Multiple Joints

- Treated as  $N$  full joints
  - where  $N = \text{number of links connected} - 1$

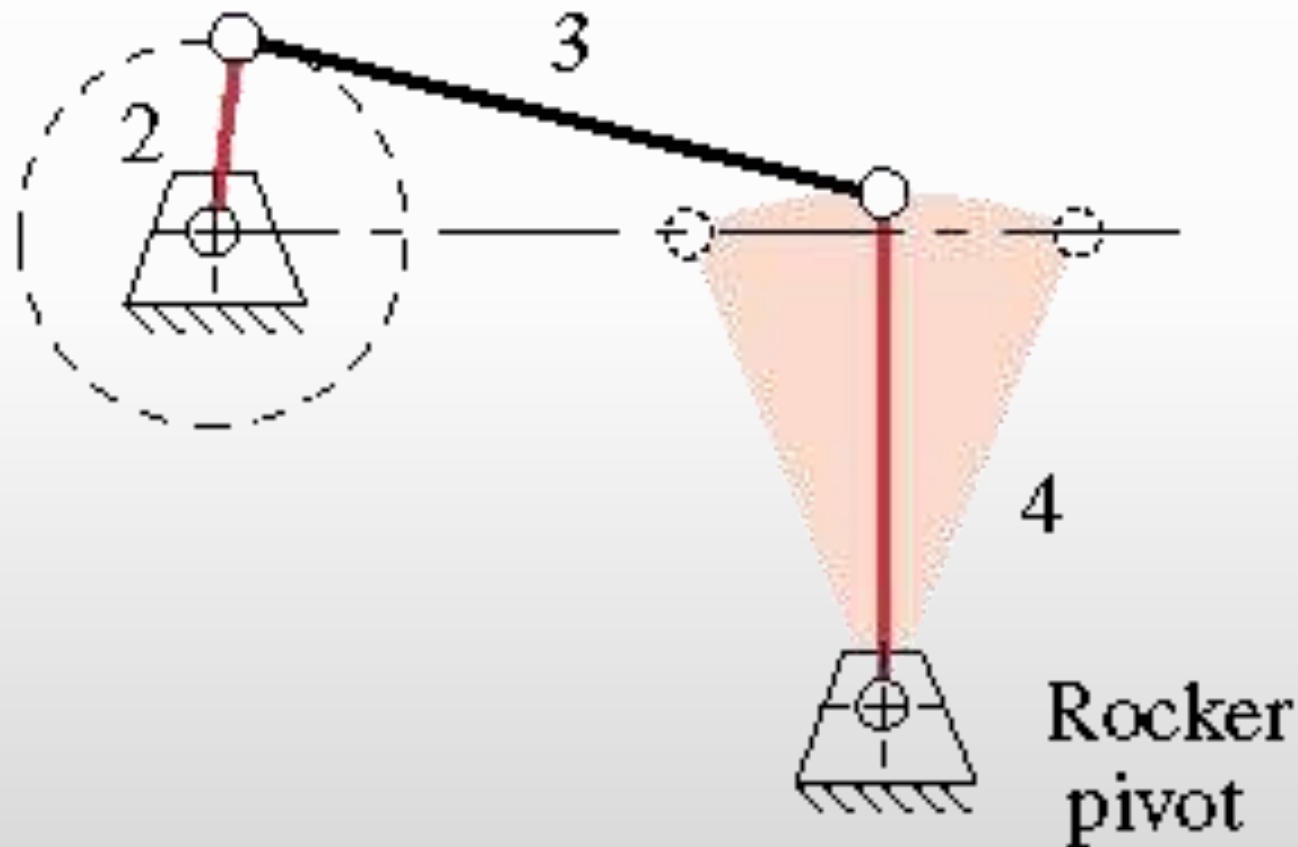


# Mechanism Definitions

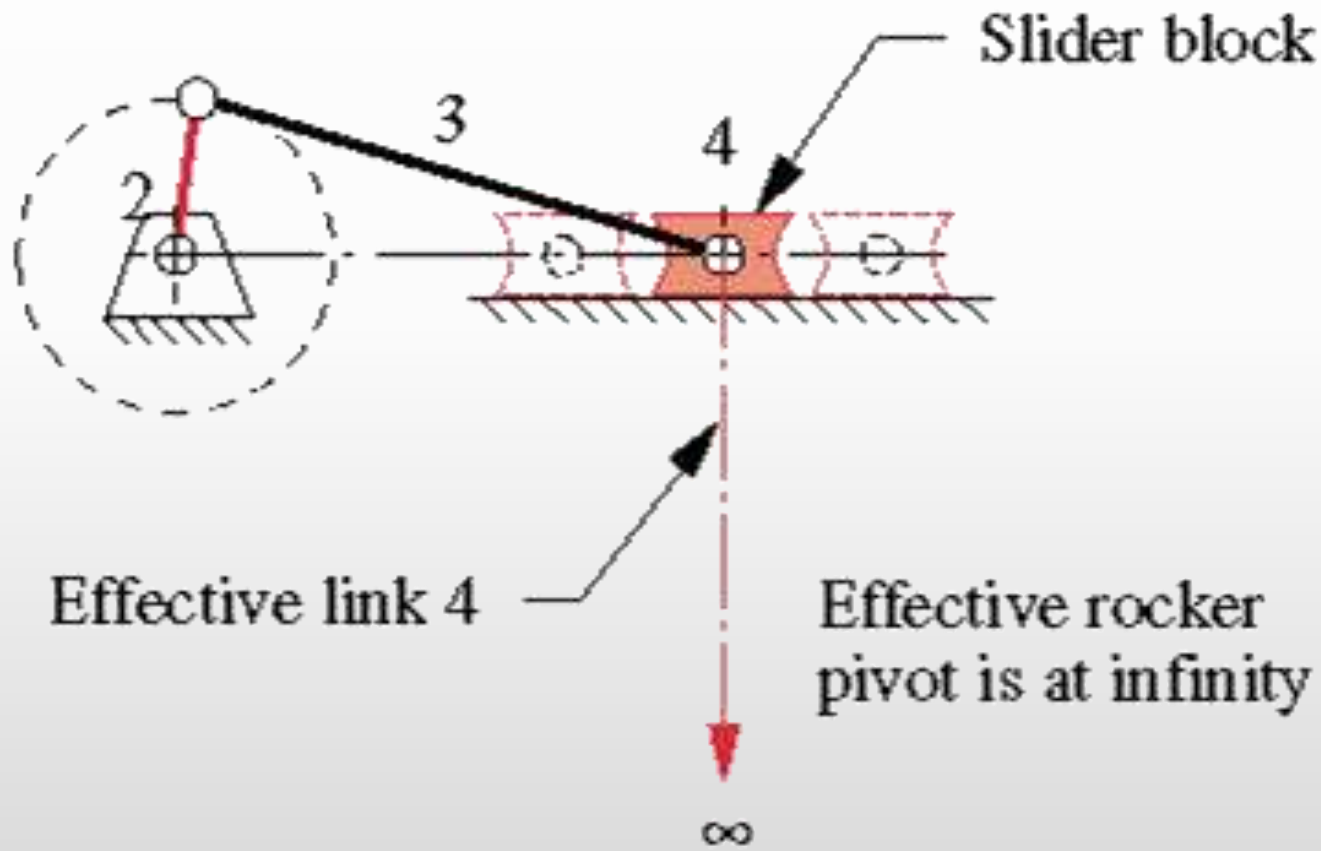
- **Crank:** A link which makes a complete revolution and is pivoted to ground
- **Coupler:** A connecting rod which has complex motion and is not pivoted to ground
- **Rocker:** A link which has oscillatory (back & forth) rotation & is pivoted to ground
- **Ground:** Any link or links that are fixed (non-moving) with respect to the reference frame



# Grashof crank-rocker



# Grashof slider-crank

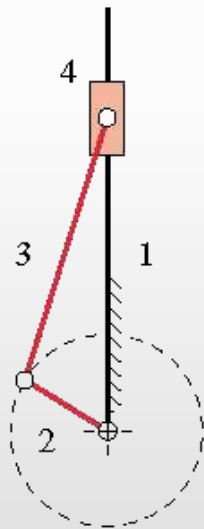


# Linkage Transformation

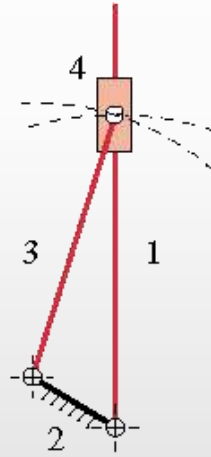
- Rules that can be applied to planar kinematic chains
- Any full joint can be replaced by a half joint, but this will increase the DOF by one.
- Removal of a link will reduce the DOF by one.
- The combination of the rules above will keep the original DOF unchanged.

# Inversion

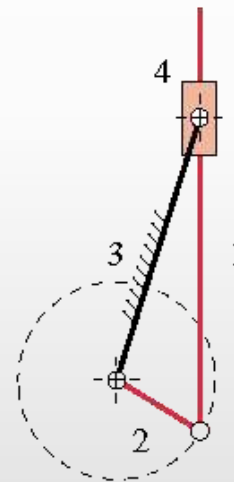
- It is created by grounding a different link in the kinematic chain.
- We have as many inversions of a given linkage as it has links.



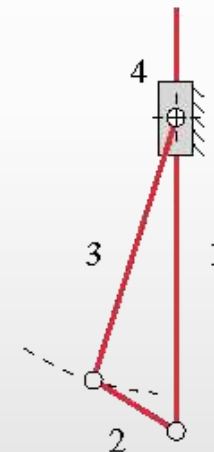
(a) Inversion # 1  
slider block  
translates



(b) Inversion # 2  
slider block has  
complex motion

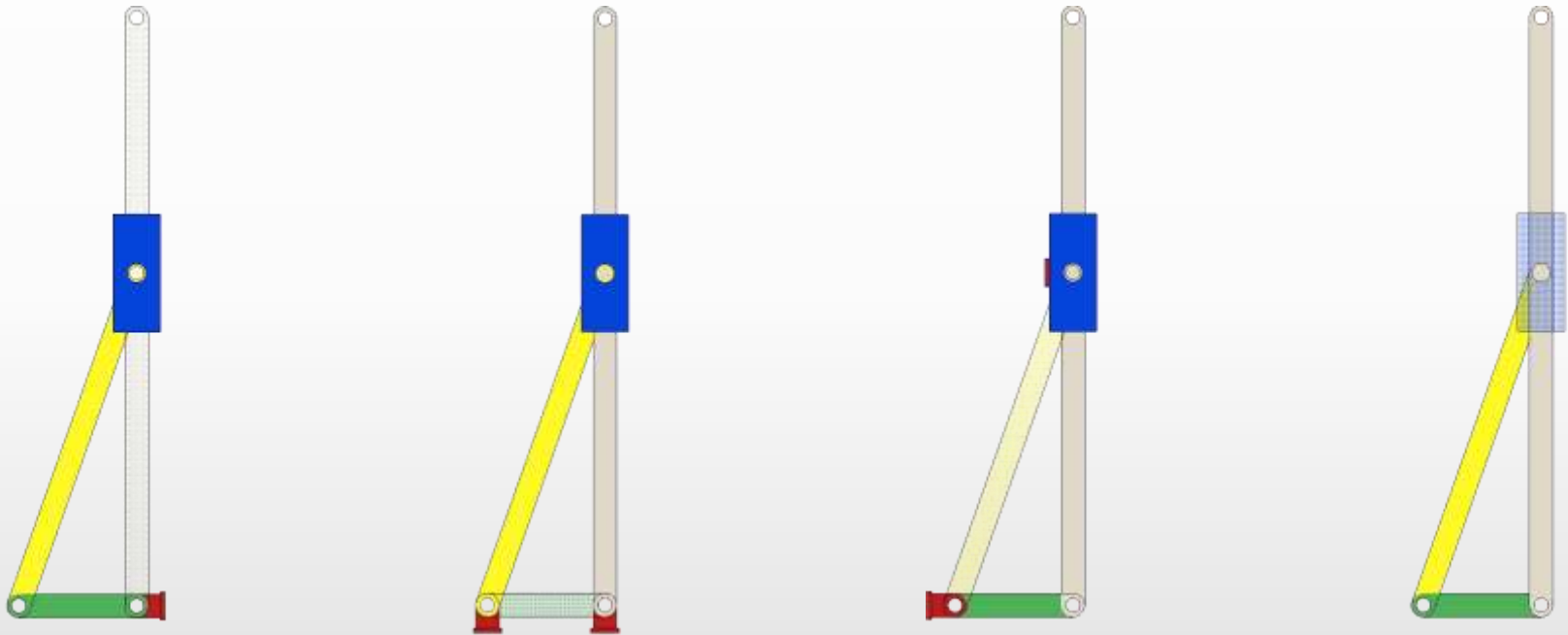


(c) Inversion # 3  
slider block  
rotates

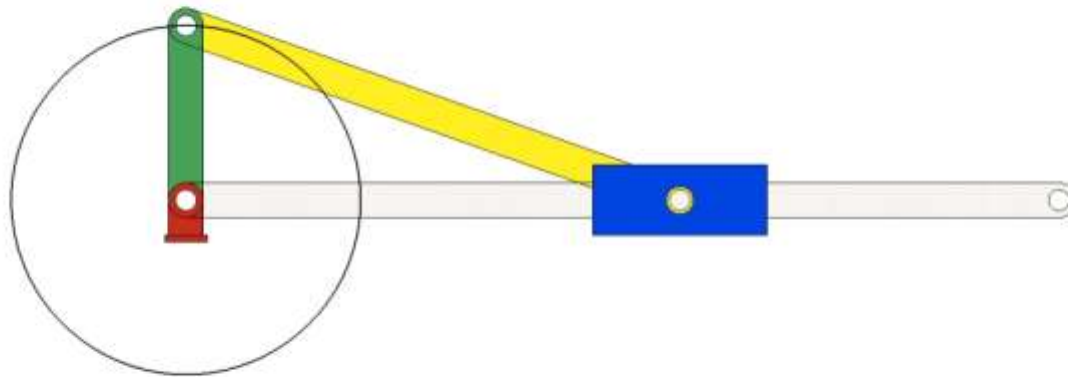


(d) Inversion # 4  
slider block  
is stationary

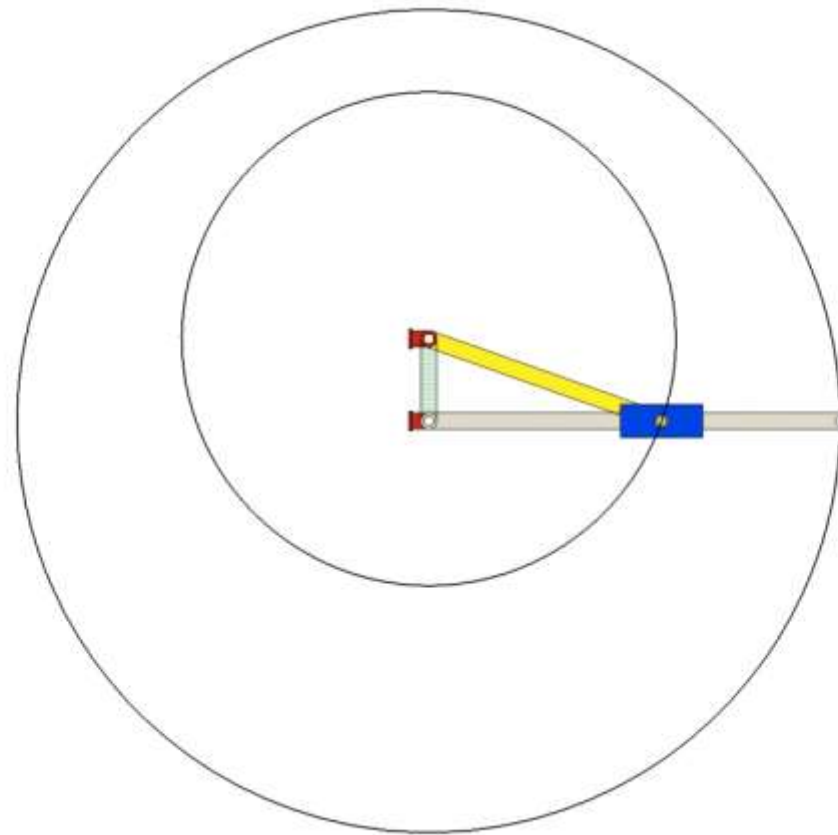
# Slider Crank Inversions on SolidWorks



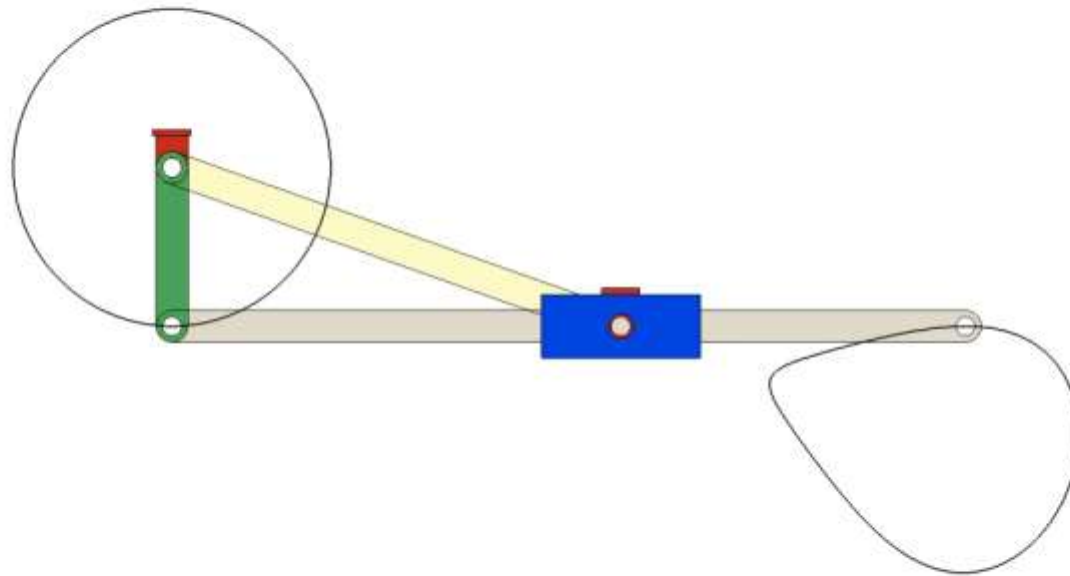
# Inversion 1



# Inversion 2

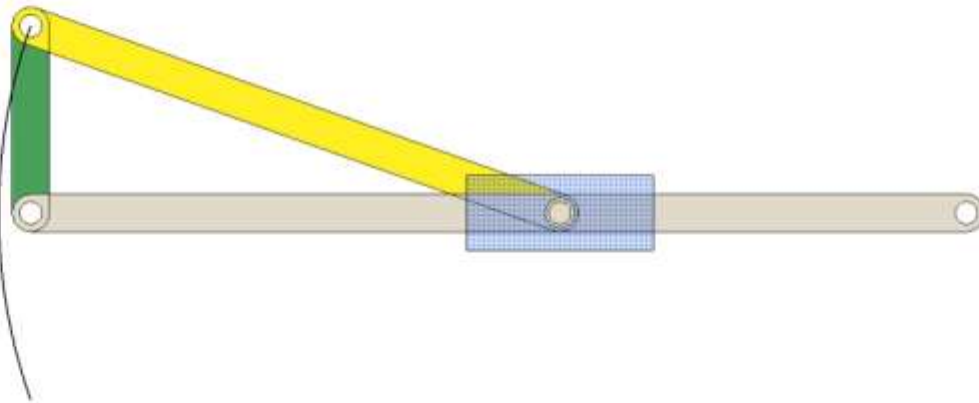


# Inversion 3



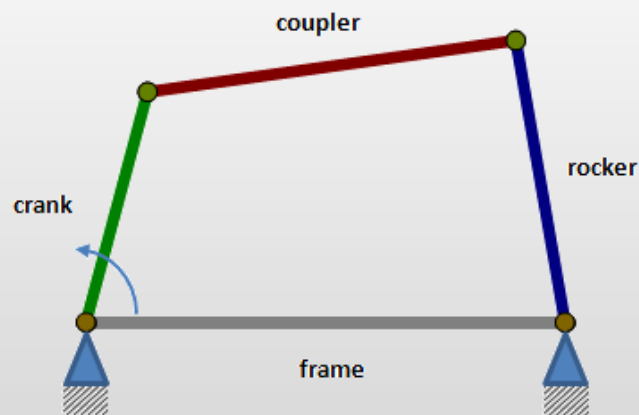


# Inversion 4

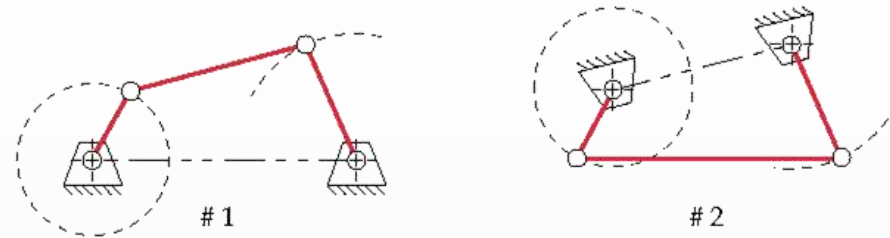


# 4-Bar Linkages

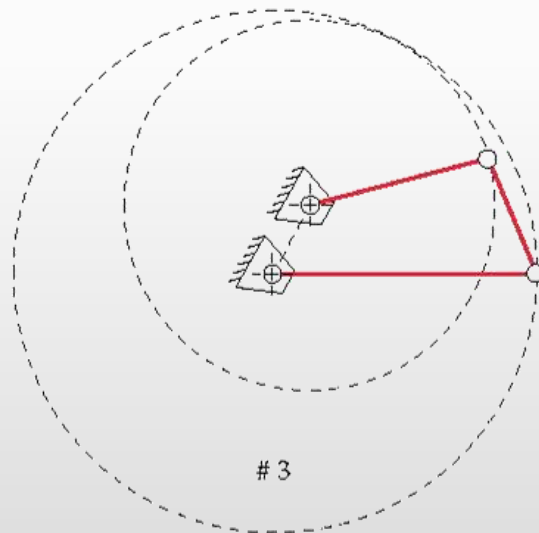
- 3 connected links connected to a ground link
  - The most common device used in machinery
  - Have a single degree of freedom mobility
  - Simplest possible pin-jointed mechanism for 1 DOF
  - Simplicity is one mark of good design



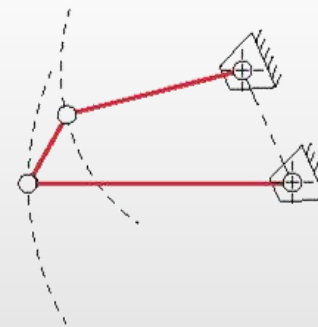
# Inversion of a 4-bar linkage



(a) Two non-distinct crank-rocker inversions (GCRR)

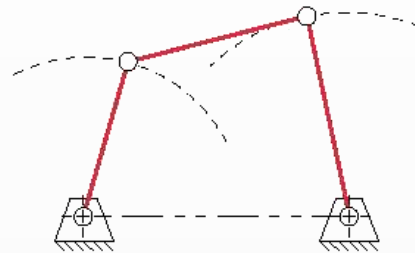


(b) Double-crank inversion (GCCC)  
(drag link mechanism)

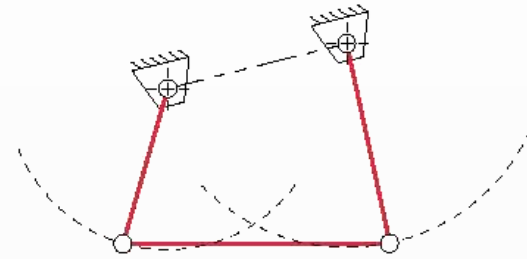


(c) Double-rocker inversion (GRCR)  
(coupler rotates)

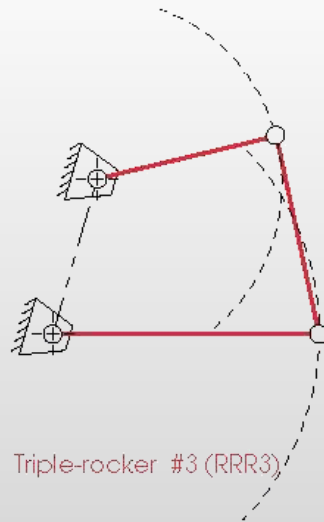
# Inversion of a 4-bar linkage



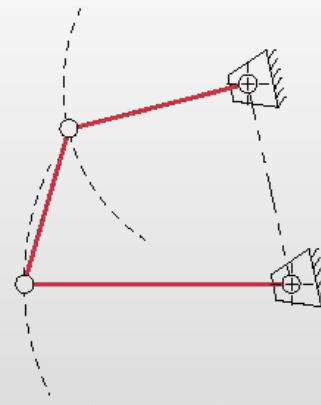
(a) Triple-rocker #1 (RRR1)



(b) Triple-rocker #2 (RRR2)



(c) Triple-rocker #3 (RRR3)



(d) Triple-rocker #4 (RRR4)

# Grashof condition

- Mobility of a 4-bar linkage is equal to :  $M=1$
- **Grashof** derived a very simple relationship that predicts the rotation behavior based only on the link lengths

Let:

$S$  = length of the shortest link

$L$  = length of the longest link

$P$  = length of one remaining link

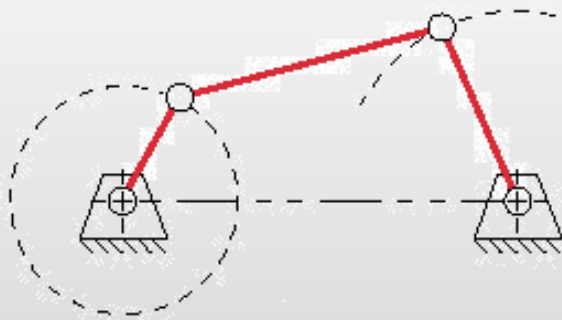
$Q$  = length of the other remaining link

# Grashof condition

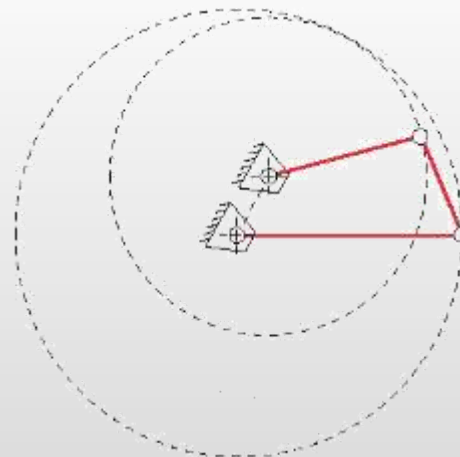
- The linkage is Grashof : the **shortest link** will be capable of making a full revolution with respect to the ground plave
- The linkage is Non-Grashof : no link will be capable of a complete revolution relative to any other link.
  - Type I :  $S + L < P + Q$  (Grashof)
  - Type II :  $S + L > P + Q$  (Non-Grashof)
  - Type III :  $S + L = P + Q$  (Grashof)

# Type I - Grashof

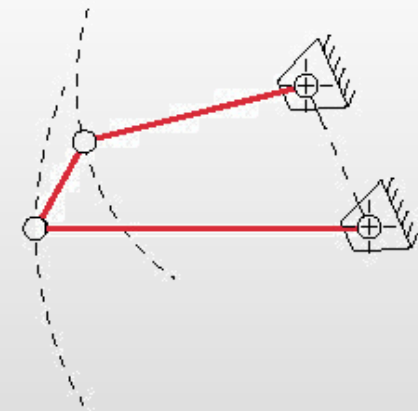
- $S + L < P + Q$ 
  - and ground either link adjacent to  $S$  - Crank-rocker
  - and ground  $S$  - Double-crank
  - and ground link opposite  $S$  - Grashof Double-rocker



Crank-rocker

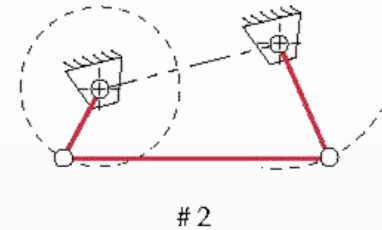
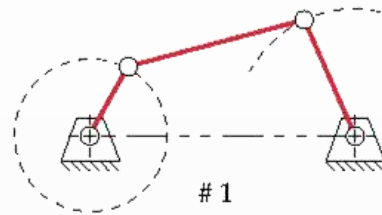


Double-crank

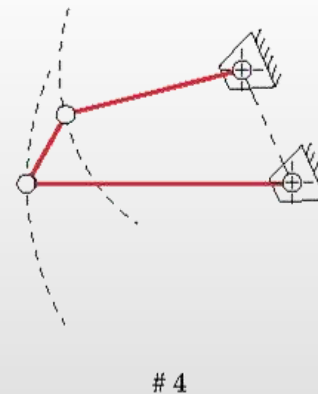
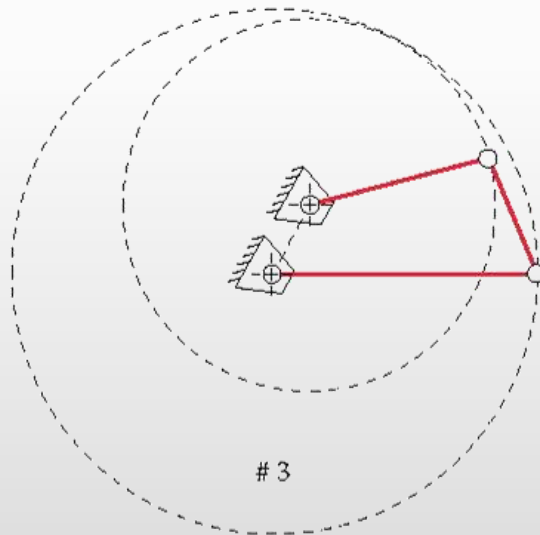


Double-rocker

# Grashof linkages



(a) Two non-distinct crank-rocker inversions (GCRR)

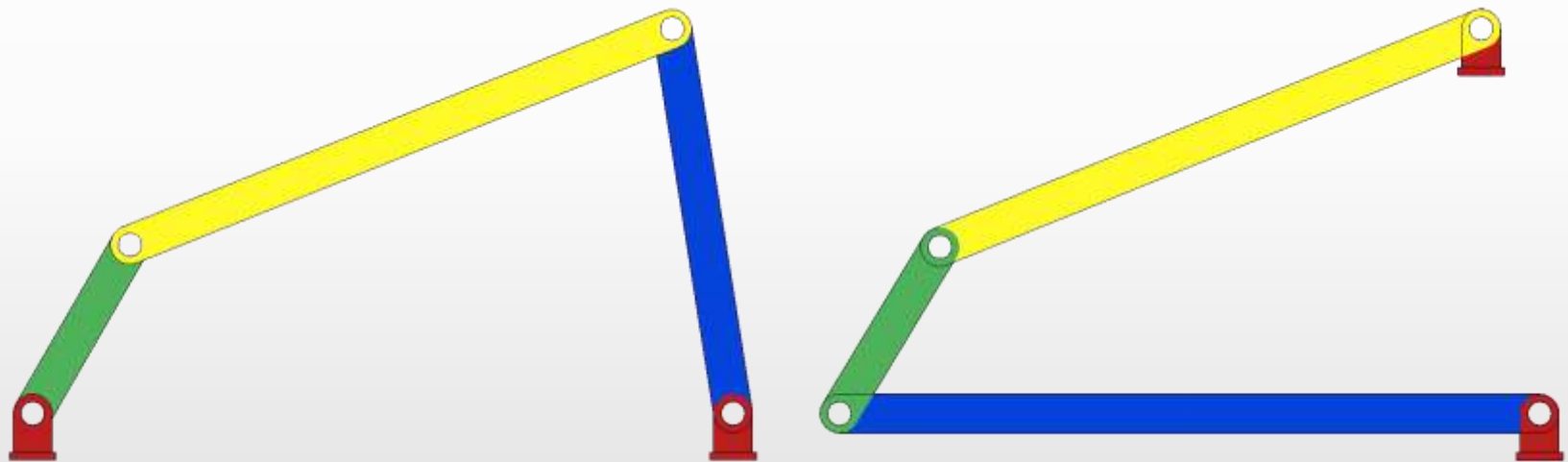


(b) Double-crank inversion (GCCC)  
(drag link mechanism)

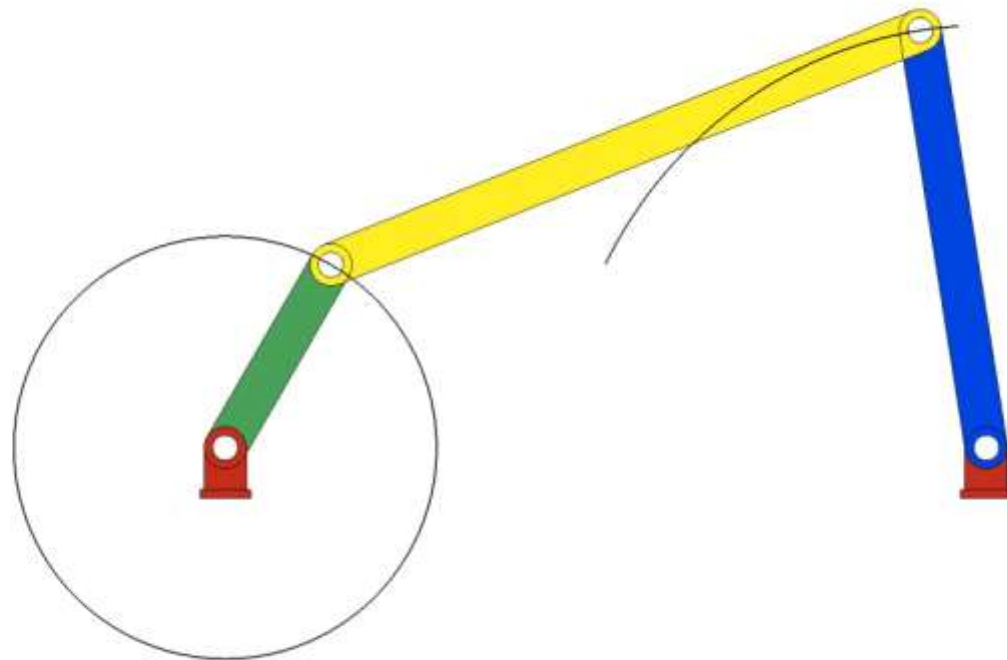
(c) Double-rocker inversion (GRCR)  
(coupler rotates)



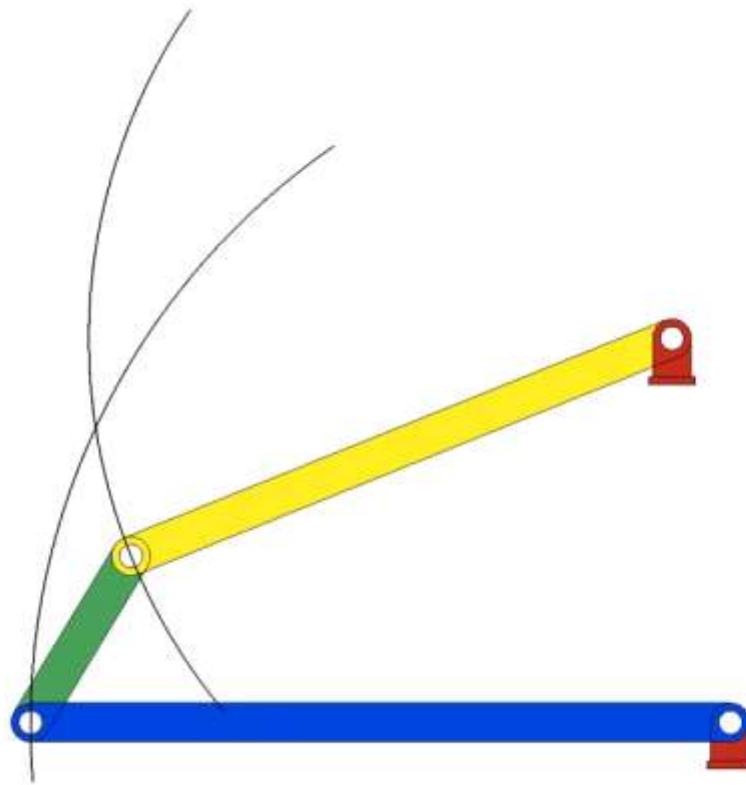
# 4Bar Inversions on SolidWorks



# Inversion 1 animation

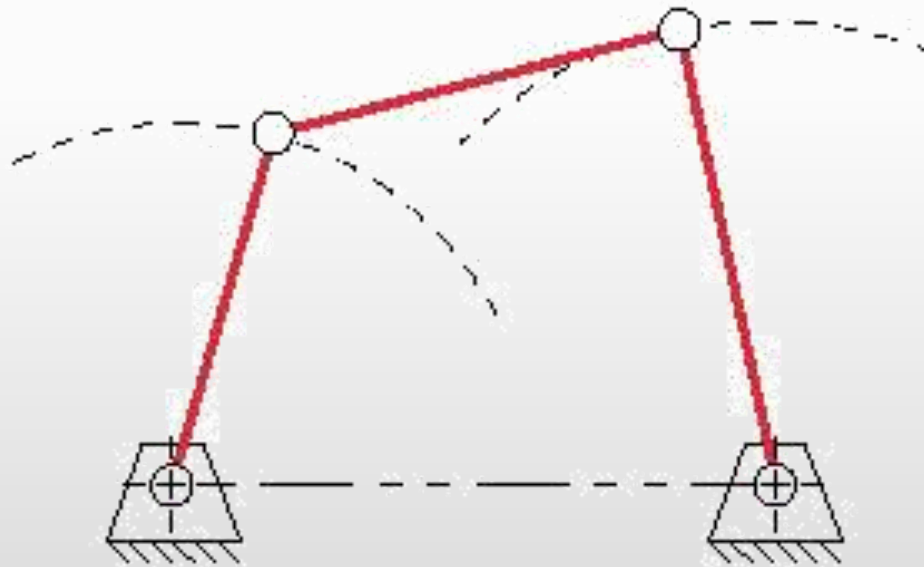


# Inversion 2 animation

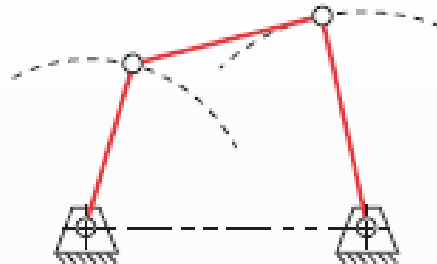


# Type II - Non Grashof

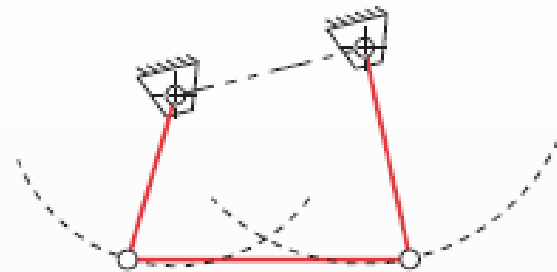
- $S + L > P + Q$ 
  - all inversions will be Triple-rockers



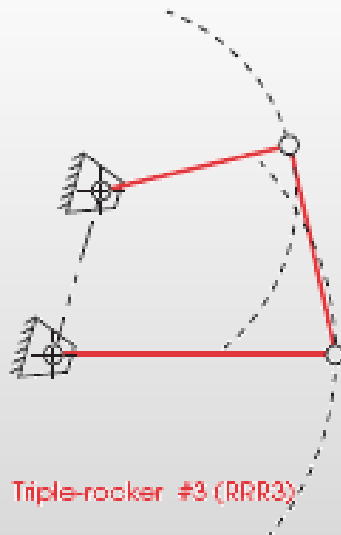
# Non-Grashof linkages



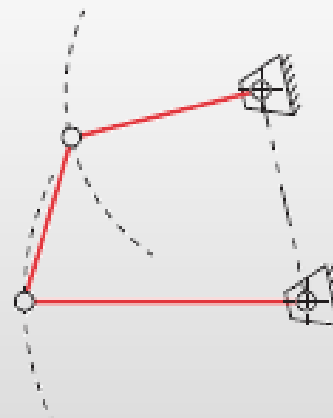
(a) Triple-rocker #1 (RRR1)



(b) Triple-rocker #2 (RRR2)



(c) Triple-rocker #3 (RRR3)

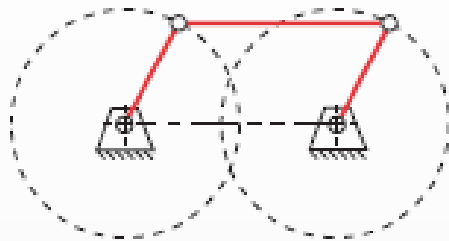


(d) Triple-rocker #4 (RRR4)

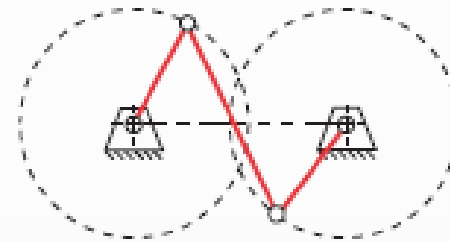
# Type III – Grashof

- $S + L = P + Q$  (special case)
  - All inversions will be either Double-crank or crank-rockers
  - But, they will have “change points” twice per revolution of the input crank when links become co-linear (toggle positions).
  - At these collinear positions, the linkage behavior is unpredictable as it may assume either of two configurations.
  - Motion must be limited to avoid reaching the change points

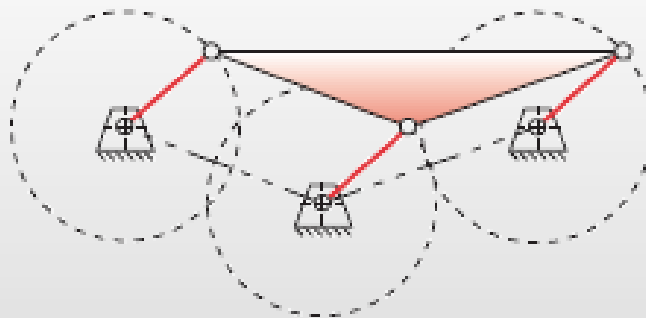
# Special case Grashof



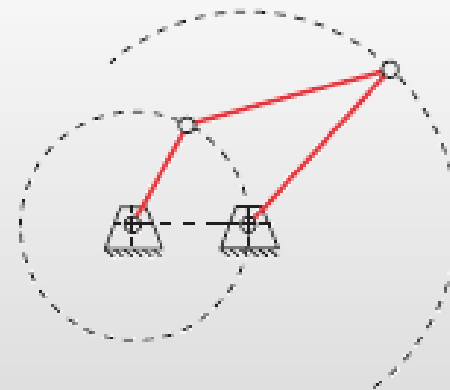
(a) Parallelogram form



(b) Antiparallelogram form



(c) Double-parallelogram linkage gives parallel motion (pure curvilinear translation) to coupler and also carries through the change points



(d) Deltoid or kite form

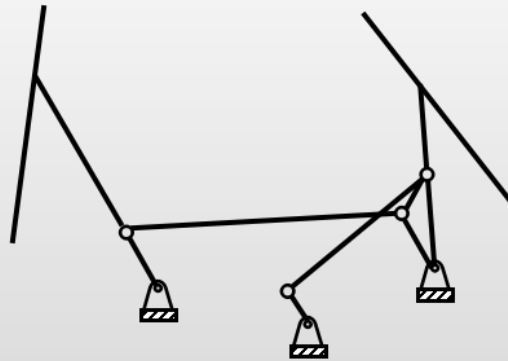
# Example 3.1

- A Fourbar Chain with the following Link Proportions: 30<sup>mm</sup>, 70<sup>mm</sup>, 90<sup>mm</sup>, and 120<sup>mm</sup>. Check the **Grashof** Condition
- $S = 30$  mm,  $L = 120$  mm,  $P = 70$  mm, and,  $Q = 90$  mm
- $S+L = 150 < P+Q = 160$  thus the Linkage is a Grashof Four bar:
  1. If ground is the shortest  $\rightarrow$  crank-crank-crank
  2. If the input is the shortest  $\rightarrow$  crank-rocker-rocker
  3. If the coupler is the shortest  $\rightarrow$  rocker-crank-rocker
  4. Output is the shortest  $\rightarrow$  rocker-rocker-crank



# Do we always need Grashof Condition?

- There is nothing either bad or good about the Grashof condition.
- If, for **example**, your need is for a motor driven windshield wiper linkage, you may want a **Type I** Grashof crank-rocker linkage in order to have a rotating link for the motor's input, plus a **Type III** parallelogram stage to couple the two sides together.



<http://d2vlcm61l7u1fs.cloudfront.net/media%2Fff0%2Fff0c007d-bff3-4b92-84f6-031e19fcdd72%2FphpUC6raD.png>

# Do we always need Grashof Condition?

- If our need is to control the wheel motions of a car over bumps, you may want a non-Grashof triple-rocker linkage for short stroke oscillatory motion.



<http://www.carbibles.com/images/coilspring2.jpg>

# Do we always need Grashof Condition?

- If you want to exactly duplicate some input motion at a remote location, you may want a special-case Grashof parallelogram linkage, as used in a drafting machine.



<http://moziru.com/images/drawn-planks-kuhlmann-12.jpg>