Holonomic and Nonholonomic Constraints



Holonomic Constraints

Constraints on the position (configuration) of a system of particles are called *holonomic* constraints.

- Constraints in which time explicitly enters into the constraint equationare called *rheonomic*.
- Constraints in which time is not explicitly present are called *scleronomic*.

Note: Inequalities do not constrain the position in the same way as equality constraints do. Rosenberg classifies inequalities as nonholonomic constraints. • Particle is constrained to lie on a plane:

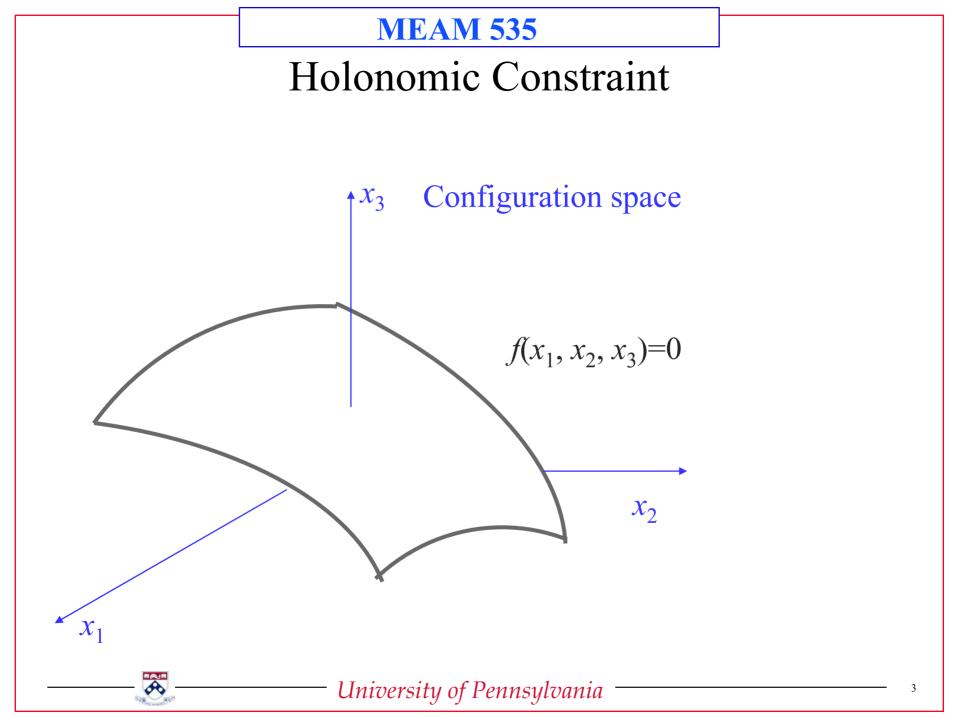
 $A x_1 + B x_2 + C x_3 + D = 0$

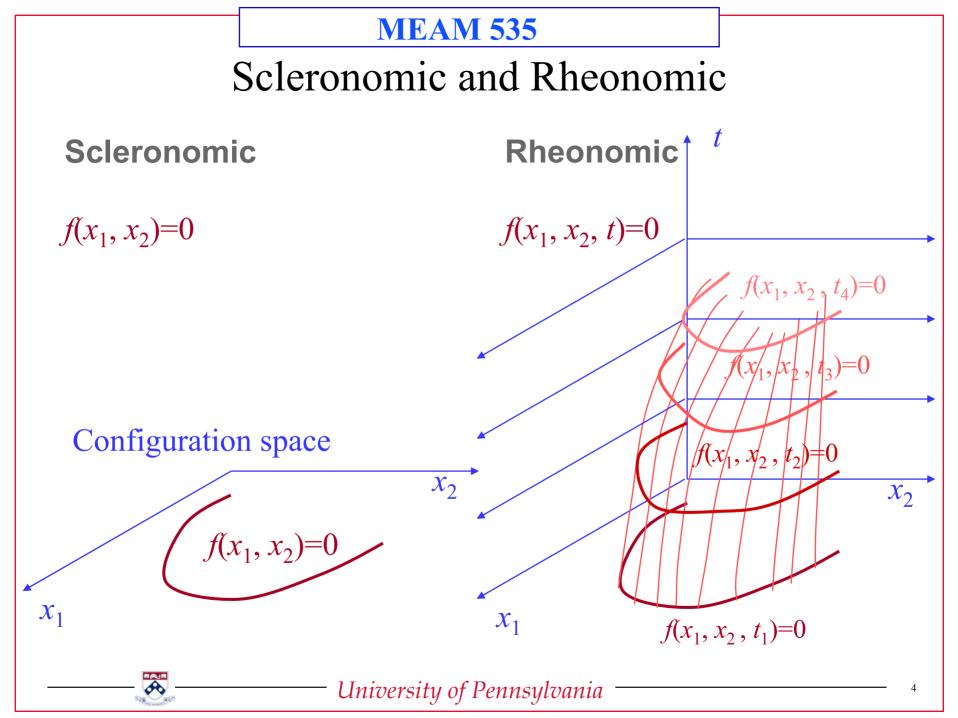
- A particle suspended from a string in three dimensional space. $(x_1 - a)^2 + (x_2 - b)^2 + (x_3 - c)^2 - r^2 = 0$
- A particle on spinning platter (carousel)
 x₁ = a cos(ωt + φ); x₂ = a sin(ωt + φ)
- A particle constrained to move on a circle in three-dimensional space whose radius changes with time *t*.

 $x_1 dx_1 + x_2 dx_2 + x_3 dx_3 - c^2 dt = 0$

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Nonholonomic Constraints

Definition 1

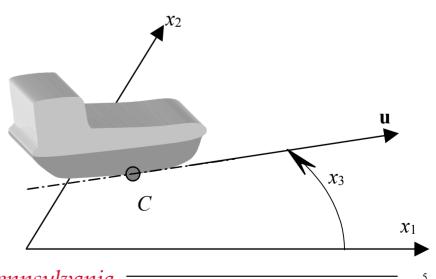
All constraints that are not holonomic

• A particle constrained to move on a circle in three-dimensional space whose radius changes with time t.

 $x_1 dx_1 + x_2 dx_2 + x_3 dx_3 - c^2 dt = 0$

The *knife-edge constraint*

 $\dot{x}_1 \sin x_3 - \dot{x}_2 \cos x_3 = 0$





When is a constraint on the motion nonholonomic?

Velocity constraint

 $a_1 \dot{x}_1 + a_2 \dot{x}_2 + \dots + a_{n-1} \dot{x}_{n-1} + a_n = 0$

Or constraint on instantaneous motion

 $a_1 dx_1 + a_2 dx_2 + \dots + a_{n-1} dx_{n-1} + a_n dt = 0$ Pfaffian Form

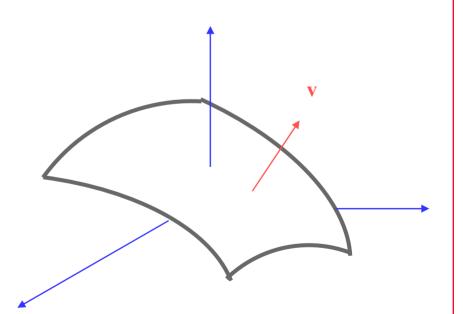
Question

Can the above equation can be reduced to the form:

$$f(x_1, x_2, ..., x_{n-1}, t) = 0$$

3 dimensional case

$$P \, dx + Q \, dy + R dz = 0 \qquad \mathbf{v} = \begin{vmatrix} Q \\ R \end{vmatrix}$$





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 $\lceil P \rceil$

When is a scleronomic constraint on motion in a three-dimensional configuration space nonholonomic?

Velocity constraint

 $P\dot{x} + Q\dot{y} + R\dot{z} = 0$

Or constraint in the Pfaffian form

 $P \, dx + Q \, dy + R dz = 0 \quad (1)$

Question

Can the above equation can be reduced to the form:

$$f(x, y, z)=0$$

Or,

Can we at least say when the differential form (1) an exact differential?

$$df = P \, dx + Q \, dy + R dz$$

- A sufficient condition for (1) to be integrable is that the differential form is an exact differential.
- If it is an exact differential, there must exist a function *f*, such that

$$P = \frac{\partial f}{\partial x}, \qquad Q = \frac{\partial f}{\partial y}, \qquad R = \frac{\partial f}{\partial z}$$

• The necessary and sufficient conditions for this to be true is that the first partial derivatives of *P*, *Q*, and *R* with respect to *x*, *y*, and *z* exist, and

$$\frac{\partial P}{\partial y} = \frac{\partial Q}{\partial x}, \qquad \frac{\partial P}{\partial z} = \frac{\partial R}{\partial x}, \qquad \frac{\partial R}{\partial y} = \frac{\partial Q}{\partial z}.$$

Recall Stokes Theorem!

When is a scleronomic constraint on motion in a three-dimensional configuration space nonholonomic?

Constraint in the Pfaffian form

$$P \, dx + Q \, dy + R dz = 0 \tag{1}$$

Question

Can the above equation can be reduced to the form:

f(x, y, z) = 0

For the constraint to be *integrable*, it is necessary and sufficient that there exist an integrating factor $\alpha(x, y, z)$, such that,

 $\alpha P \, dx + \alpha Q \, dy + \alpha R dz = 0 \, (2)$

be an exact differential.

• If (2) is an exact differential, there must exist a function *g*, such that

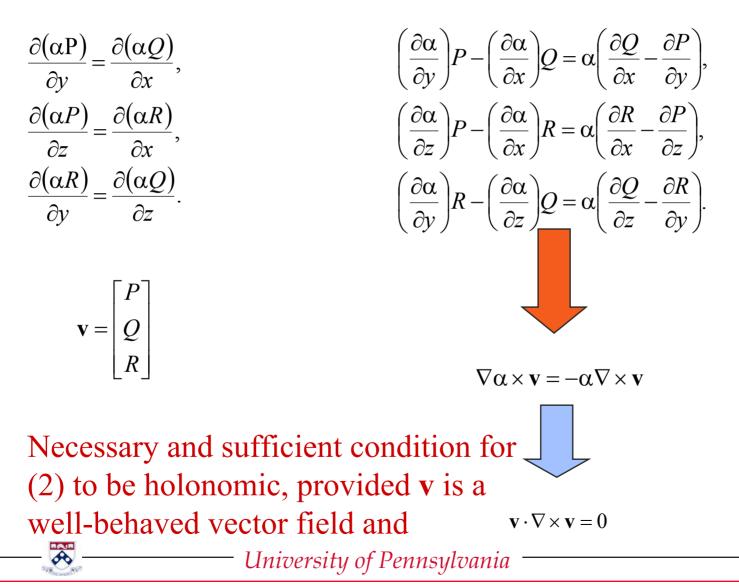
$$\alpha P = \frac{\partial g}{\partial x}, \qquad \alpha Q = \frac{\partial g}{\partial y}, \qquad \alpha R = \frac{\partial g}{\partial z}$$

• The necessary and sufficient conditions for this to be true is that the first partial derivatives of *P*, *Q*, and *R* with respect to *x*, *y*, and *z* exist, and

$$\frac{\partial(\alpha P)}{\partial y} = \frac{\partial(\alpha Q)}{\partial x},$$
$$\frac{\partial(\alpha P)}{\partial z} = \frac{\partial(\alpha R)}{\partial x},$$
$$\frac{\partial(\alpha R)}{\partial y} = \frac{\partial(\alpha Q)}{\partial z}.$$



When is a scleronomic constraint on motion in a three-dimensional configuration space nonholonomic?



Examples

1.
$$\sin x_3 \, dx_1 - \cos x_3 \, dx_2 = 0$$

$$\mathbf{v} = \begin{bmatrix} -\sin x_3 \\ \cos x_3 \\ 0 \end{bmatrix}$$

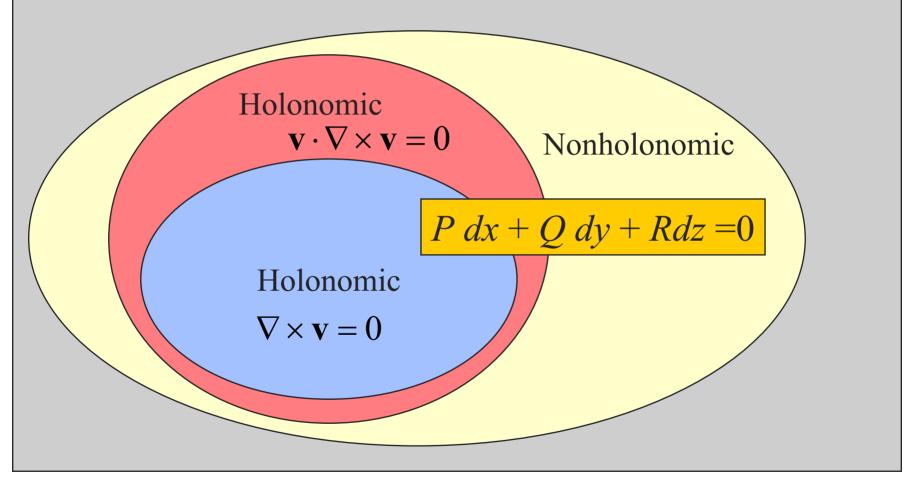
2.
$$2x_2x_3 dx_1 + x_1x_3 dx_2 + x_1x_2 dx_3 = 0$$

$$x_{1} (2x_{2}x_{3} dx_{1} + x_{1}x_{3} dx_{2} + x_{1}x_{2} dx_{3}) = 0 \qquad \mathbf{v} = \begin{bmatrix} 2x_{2}x_{3} \\ x_{1}x_{3} \\ x_{1}x_{2} \end{bmatrix}$$
$$d((x_{1})^{2} x_{2} x_{3}) = 0$$

3.
$$\dot{x}_1 \dot{x}_2 - \dot{x}_3 = 0$$

Nonholonomic constraints in 3-D

Other nonholonomic constraints





Extensions: 1. Multiple Constraints

 $dx_2 - x_3 dx_1 = 0$ and

 $\mathrm{d}x_3 - x_1 \, \mathrm{d}x_2 = 0$

Are the constraint equations non holonomic?

Individually: YES!

Together:

$$dx_3 - x_1 dx_2 = dx_3 - x_1 (x_3 dx_1) = 0$$

$$\frac{x_1^2}{2}$$
, $x_2 = \int k e^{\frac{x_1^2}{2}} dx_1 + c$

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 $x_3 = ke$

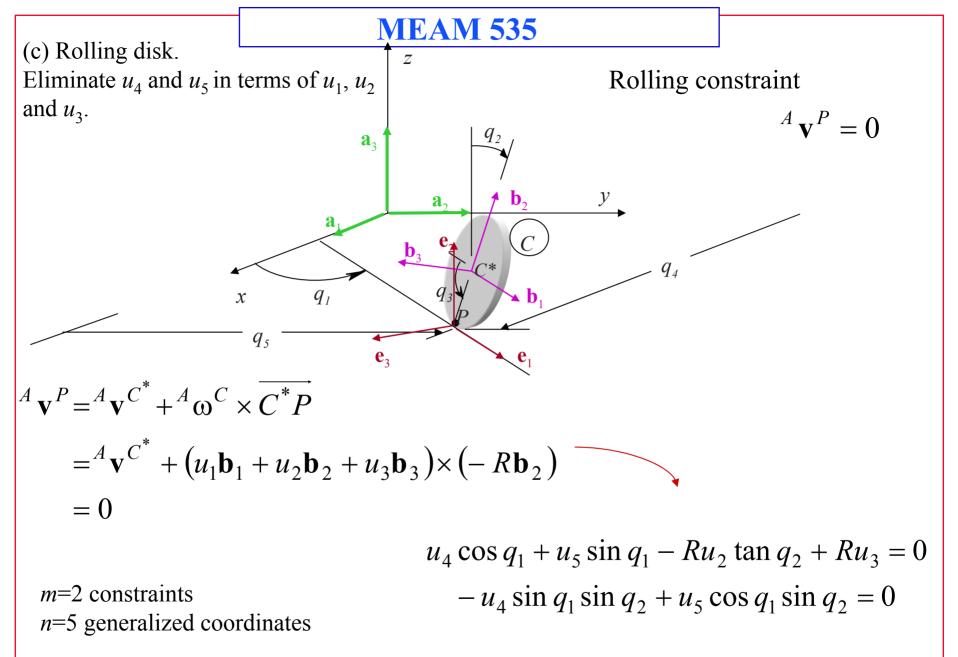
Extensions 2: Constraints in > 3 generalized speeds

- *n* dimensional configuration space
- *m* independent constraints (*i*=1,..., *m*)

$$\sum_{j=1}^{n} a_{ij} dx_j - b_i dt = 0$$

or

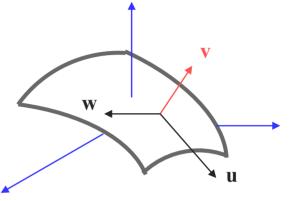
$$\sum_{j=1}^n a_{ij}u_j - b_i = 0$$



Frobenius Theorem: Generalization to n dimensons

n dimensional configuration space *m* independent constraints (*i*=1,..., *m*)

$$\sum_{j=1}^{n} a_{ij} dx_j = 0$$



The necessary and sufficient condition for the existence of m independent equations of the form:

$$f_i(x_1, x_2, ..., x_n) = 0, \qquad i=1,..., m.$$

is that the following equations be satisfied:

$$\sum_{k=l=1}^{n} \sum_{k=l=1}^{n} \left(\frac{\partial a_{il}}{\partial x_k} - \frac{\partial a_{ik}}{\partial x_l} \right) u_k w_l = 0$$

where u_k and w_l are components of any two *n* vectors that lie in the null space of the *m*×*n* coefficient matrix $\mathbf{A} = [a_{ii}]$:

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Generalized Coordinates and Speeds

Holonomic Systems

Number of degrees of freedom of a system in any reference frame

• the minimum number of variables to completely specify the position of every particle in the system in the chosen reference

The variables are called <u>generalized</u> <u>coordinates</u>

There can be no holonomic constraint equations that restrict the values the generalized coordinates can have.

 $q_1, q_2, ..., q_n$ denote the generalized coordinates for a system with *n* degrees of freedom in a reference frame *A*.

n generalized coordinates specify the position (configuration of the system)

The number of independent speeds is also equal to n

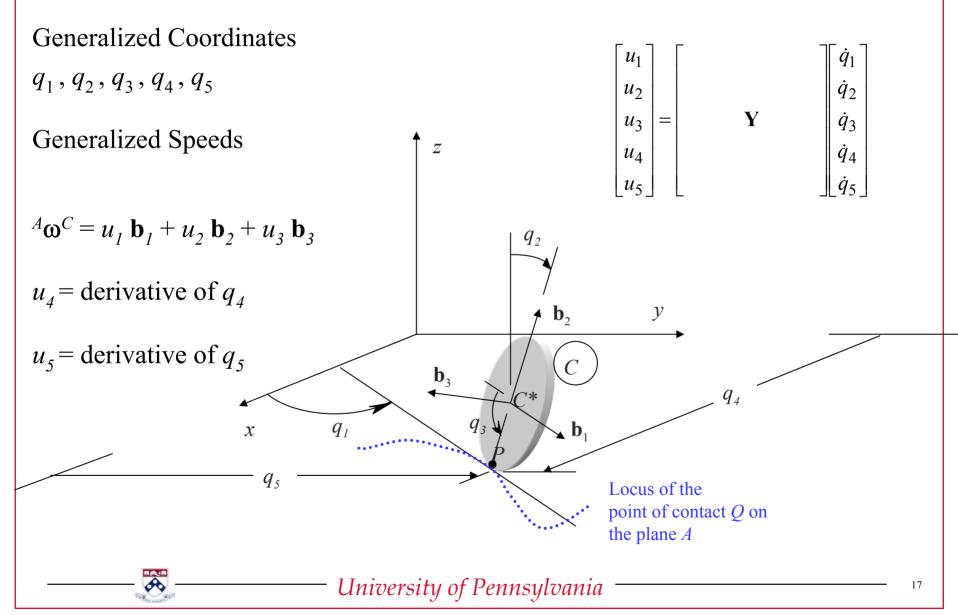
In a system with *n* degrees of freedom in a reference frame *A*, there are n scalar quantities, u_1 , u_2 , ..., u_n (for that reference frame) called <u>generalized speeds</u>. They that are related to the derivatives of the generalized coordinates by :

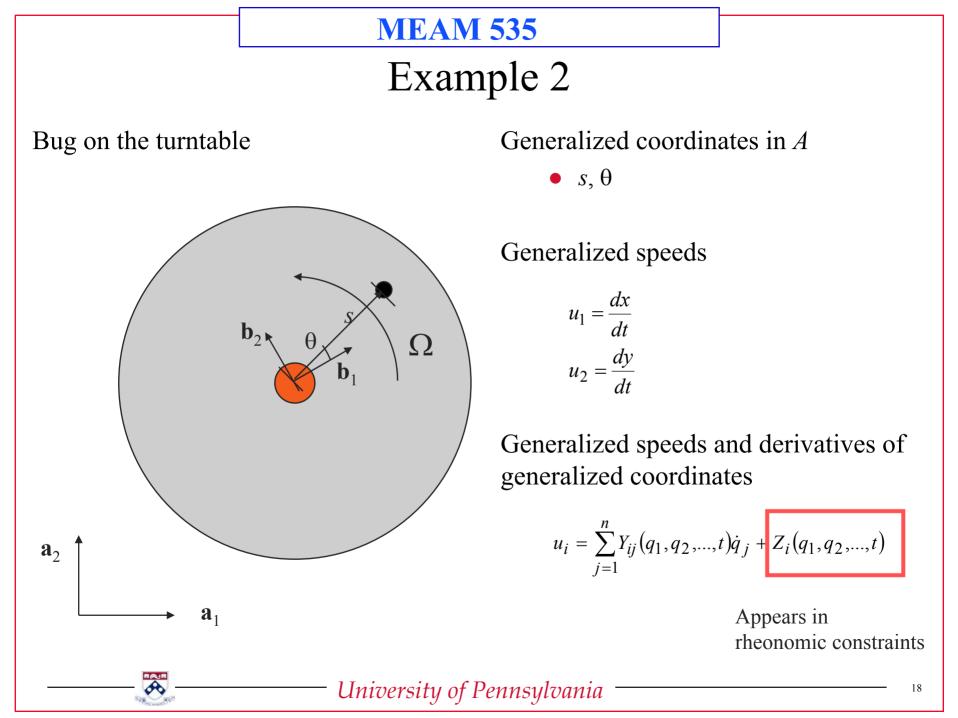
$$u_i = \sum_{j=1}^n Y_{ij}(q_1, q_2, ..., t) \dot{q}_j + Z_i(q_1, q_2, ..., t)$$

where the $n \times n$ matrix $\mathbf{Y} = [Y_{ij}]$ is non singular and \mathbf{Z} is a $n \times 1$ vector.



Example 1





Nonholonomic Constraints are Written in Terms of Speeds

m constraints in *n* speeds

 $\sum_{i=1}^{n} C_{ij}(q_1, q_2, ..., t) u_j + D_i(q_1, q_2, ..., t) = 0$

m speeds are written in terms of the *n*-*m* (*p*) independent speeds

$$u_{i} = \sum_{k=1}^{p} A_{ik}(q_{1}, q_{2}, ..., t)u_{k} + B_{i}(q_{1}, q_{2}, ..., t) = 0$$

Define the *number of degrees of freedom for a nonholonomic system* in a reference frame *A* as *p*, the number of independent speeds that are required to completely specify the velocity of any particle belonging to the system, in the reference frame *A*.



Example 3

Number of degrees of freedom

• n - m = 2 degrees of freedom

Generalized coordinates

• (x_1, x_2, x_3)

Speeds

- forward velocity along the axis of the skate, v_f
- the speed of rotation about the vertical axis, ω
- and the lateral (skid) velocity in the transverse direction, v_l

$$\mathbf{q} = \begin{bmatrix} q_1 \\ q_2 \\ q_3 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}, \quad \mathbf{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = \begin{bmatrix} v_f \\ \omega \\ v_l \end{bmatrix}$$

 x_2 u x_3 x_1

 $\mathbf{u} = \mathbf{Y}\dot{\mathbf{q}} + \mathbf{Z}$

$$\mathbf{Y} = \begin{bmatrix} \cos x_3 & \sin x_3 & 0\\ 0 & 0 & 1\\ -\sin x_3 & \cos x_3 & 0 \end{bmatrix}, \quad \mathbf{Z} = \begin{bmatrix} 0\\ 0\\ 0 \end{bmatrix}$$