

# VIRTUAL DISPLACEMENT OF A POINT P

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If a body is applied a virtual displacement, how is a point P located in the body reference frame by  $s^P$  going to be displaced?

$$r^P = r + A(\phi) s^P.$$

virtual displacement:  $\begin{bmatrix} r \\ \phi \end{bmatrix} \rightarrow \begin{bmatrix} r + \delta r \\ \phi + \delta \phi \end{bmatrix}.$

$$r_{\text{nudged}}^P = (r + \delta r) + A(\phi + \delta \phi) \cdot s^P.$$

Then,

$$\begin{aligned} \delta r^P &= r_{\text{nudged}}^P - r^P = (r + \delta r) + A(\phi + \delta \phi) s^P - r - A(\phi) s^P \\ &= \delta r + (A(\phi + \delta \phi) - A(\phi)) s^P \end{aligned}$$

Now:  $\dot{A} = \dot{\phi} B \Rightarrow \frac{\partial A}{\partial \phi} = \frac{\partial A}{\partial \phi} B \Rightarrow \delta A = \delta \phi \cdot B$ , or, in

other words a small change  $\delta \phi$  in angle leads to a small change in A like  $\delta A = \delta \phi \cdot B$ . Therefore

$$\delta A = A(\phi + \delta \phi) - A(\phi) = \delta \phi \cdot B$$

Then,

$$\boxed{\delta r^P = \delta r + \delta \phi \cdot B}$$

