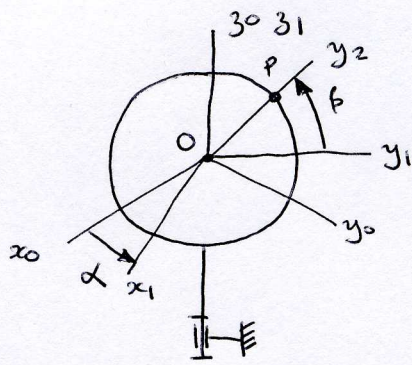


IFCI contrôle Cerceau et point



$$1. \vec{\Omega}_{1/0} = \dot{\alpha} \vec{z}_0 = \dot{\alpha} \vec{z}_1 = \dot{\alpha} (\cos \beta \vec{z}_2 + \sin \beta \vec{y}_2)$$

$$\vec{\Omega}_{2/1} = \dot{\beta} \vec{e}_1 = \dot{\beta} \vec{e}_2$$

$$\vec{\Omega}_{2/0} = \vec{\Omega}_{2/1} + \vec{\Omega}_{1/0} = \dot{\beta} \vec{x}_1 + \dot{\alpha} \vec{z}_1 = \begin{pmatrix} \dot{\beta} \\ 0 \\ \dot{\alpha} \end{pmatrix} = \begin{pmatrix} \dot{\beta} \\ \dot{\alpha} \sin \beta \\ \dot{\alpha} \cos \beta \end{pmatrix}$$

$$2. \vec{OP} = a \vec{y}_2$$

$$3. \vec{V}(P/\varphi) = \left(\frac{d}{dt} \vec{OP} \right)_0 = \left(\frac{d}{dt} \vec{OP} \right)_2 + \vec{\Omega}_{2/0} \wedge \vec{OP}$$

$$= \vec{0} + \begin{pmatrix} \dot{\beta} \\ \dot{\alpha} \sin \beta \\ \dot{\alpha} \cos \beta \end{pmatrix} \wedge \begin{pmatrix} 0 \\ a \\ a \end{pmatrix} = \begin{pmatrix} a \dot{\alpha} \cos \beta \\ 0 \\ a \dot{\beta} \end{pmatrix}$$

$$4. \vec{\Gamma}(P/\varphi) = \left(\frac{d}{dt} \vec{V}(P/\varphi) \right)_0 = \left(\frac{d}{dt} \vec{V}(P/\varphi) \right)_2 + \vec{\Omega}_{2/0} \wedge \vec{V}(P/\varphi)$$

$$= \begin{pmatrix} -a(\ddot{\alpha} \cos \beta) + a \dot{\alpha} \dot{\beta} \sin \beta \\ 0 \\ a \ddot{\beta} \end{pmatrix} + \begin{pmatrix} \dot{\beta} \\ \dot{\alpha} \sin \beta \\ \dot{\alpha} \cos \beta \end{pmatrix} \wedge \begin{pmatrix} -a \dot{\alpha} \cos \beta \\ 0 \\ a \dot{\beta} \end{pmatrix}$$

$$= \begin{pmatrix} -a \ddot{\alpha} \cos \beta + a \dot{\alpha} \dot{\beta} \sin \beta + a \dot{\beta} \dot{\alpha} \sin \beta \\ -a \dot{\beta}^2 - a \dot{\alpha}^2 \cos^2 \beta \\ a \ddot{\beta} + a \dot{\alpha}^2 \sin \beta \cos \beta \end{pmatrix}$$