

# MACHINE THEORY

## Bachelor in Mechanical Engineering

# INTRODUCTION TO MACHINE DESIGN

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# Machine Definition

**Machine** - any mechanical or electrical device that transmits or modifies energy to perform any type of work

- Historically, a machine required to have moving parts to be classified as a machine
- Nowadays, electronics technology has led to the development of devices without moving parts that are often referred as machines



## Classification by working principle:

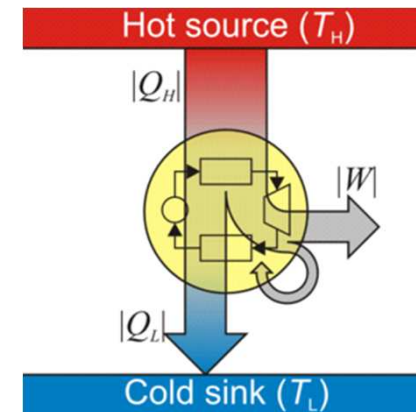
1. Mechanical components (bolts, nuts, shafts, gears, clutches, bearings etc.) ←
2. Non-mechanical components (electrical, optical, electronical etc.)
3. Combined components (sensors, engines, converters etc.)



# Mechanical Components ( I )

**Engine** - converts heat or other forms of energy into mechanical energy

- Electric motor - transforms electrical energy into mechanical energy
- Heat engine - converts heat energy into mechanical energy



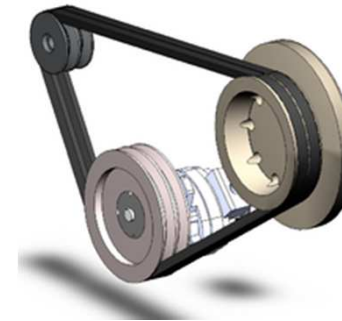
Source: Wikipedia



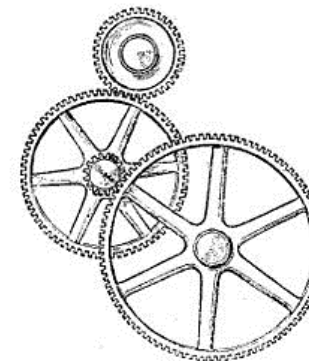
# Mechanical Components ( II )

**Power transmission** - provides speed and torque conversions from a rotating power source to another device. Achieved by:

- Belt drives
- Chain drives
- Gear trains



Belt drive  
Source: Wikipedia



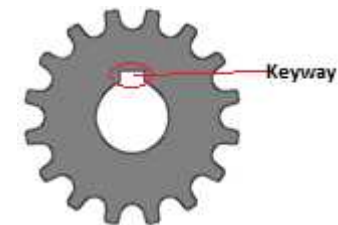
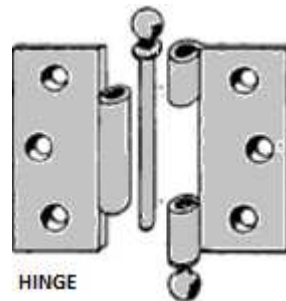
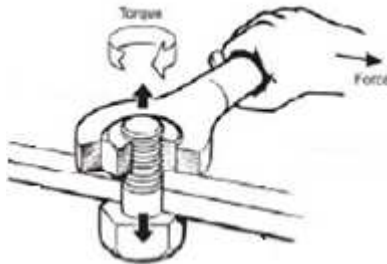
Gear train  
Source: Wikipedia



**Fasteners and connectors** - elements that mechanically join or affix two or more objects together

**Classification:**

- Permanent fasteners (weldments, rivets)
- Detachable fasteners (bolts, screws, pins, keys etc.)

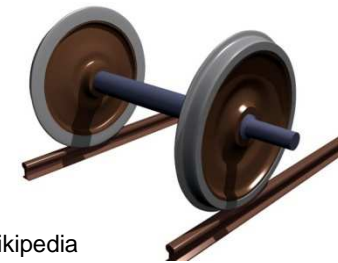




# Mechanical Components ( IV )

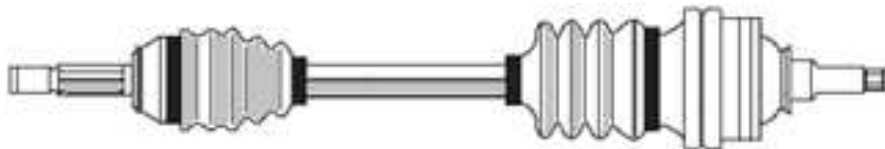
- **Axles and shafts** – to support rotating elements in a machine and fix their rotation axis

- **Axle** – can be fixed in position or rotate.



Source: Wikipedia

- **Drive shaft** - mechanical component for transmitting torque and rotation, used to connect other components of a drive train



Source: Wikipedia



**Bearings** - allow constrained relative motion between two or more parts, typically rotation or linear movement

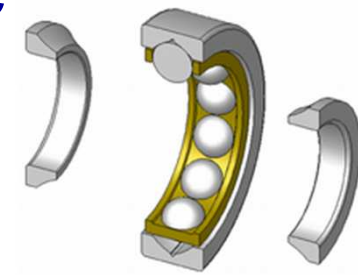
- Plain bearing - comprises just a bearing surface and no rolling elements
- Rolling-element bearing - permits relative motion between two machine members while minimizing frictional resistance



A solid sleeve bushing

A flanged bushing

A clenched bushing







# Mechanical Components ( VI )

- **Clutches and couplings** – to connect shafts and to transmit movement and torque
  - Clutch - allows connecting and disconnecting the shafts during their operation
  - Coupling – permanent connection between shafts, does not allow disconnection of shafts during their operation



Source: Wikipedia



Rotating coupling  
Source: Wikipedia

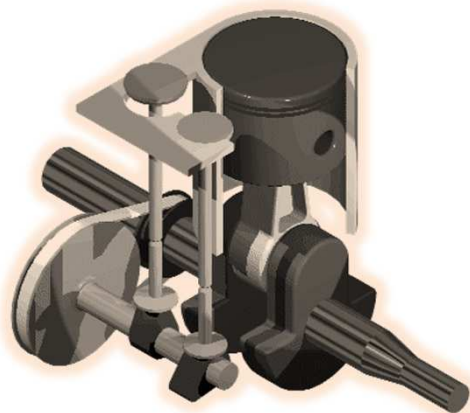


Beam coupling  
Source: Wikipedia



- **Cams and followers**

- Cam – an irregularly shaped element which serves as a driving link and imparts motion to a driven link called the follower.  
Enables transformation of rotation to linear motion or vice-versa.





# Mechanical Components ( VIII )

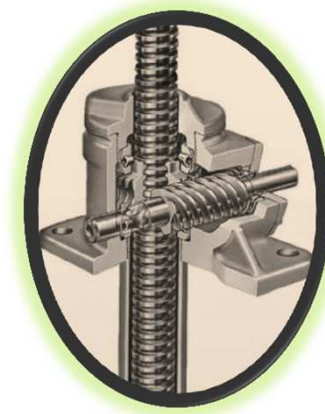
- **Brakes** – a machine element that inhibits motion by absorbing kinetic energy
- **Springs** – a machine element that stores energy or provides a force over a distance by elastic deflection
- **Power screws** – a machine element that translates rotary motion into uniform longitudinal motion



Disc Brake. Source: Wikipedia



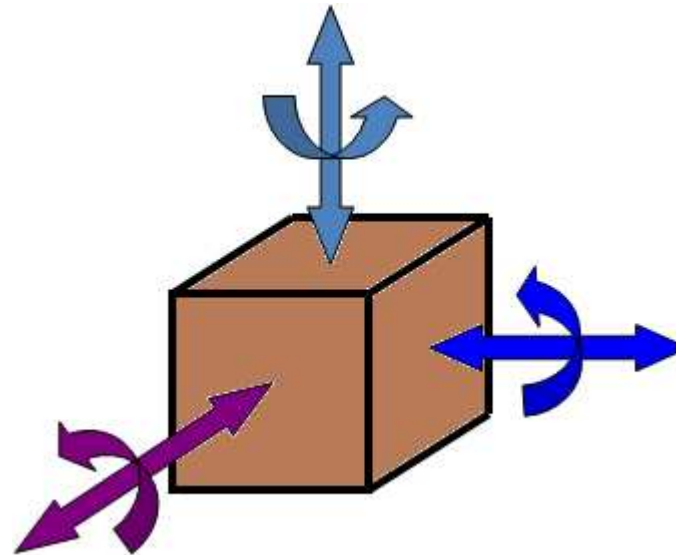
Spring. Source: Wikipedia





# Degrees of Freedom ( DOF )

- The minimum number of independent parameters to define the geometric configuration of a system in space
- An element in space has 6 DOF:
  - 3 translations.
  - 3 rotations.





# Number of Degrees of Freedom

- GRÜBLER equation (GRUEBLER):

$$G = 3 \cdot (N - 1) - 2 \cdot f_1 - f_2$$

$f_1 = n^0$  pairs 1 DOF

$f_2 = n^0$  pairs 2 DOF

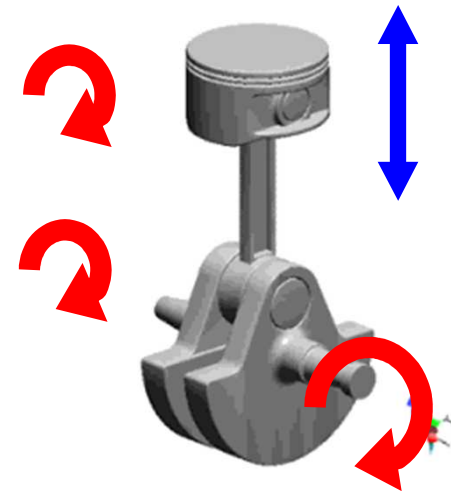
$N = n^0$  of elements

- If  $G > 1$  mechanism having  $G$  - DOF.
- If  $G = 1$  desmodromic mechanism.
- If  $G = 0$  statically determined structure.
- If  $G < 0$  hyper-static structure.



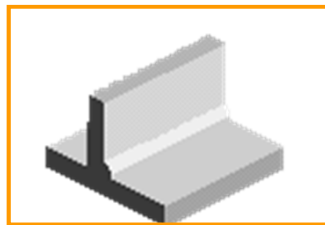
# Kinematic Pairs

- **Kinematic pair** - two contiguous members that are in permanent contact and have a relative motion between them  
Kinematic pairs are classified as:
  - Lower pair – two links having a surface contact between them
  - Higher pair – two links having line or point contact between them
- **Joint** - guarantees the contact between two members and constrains their relative motion

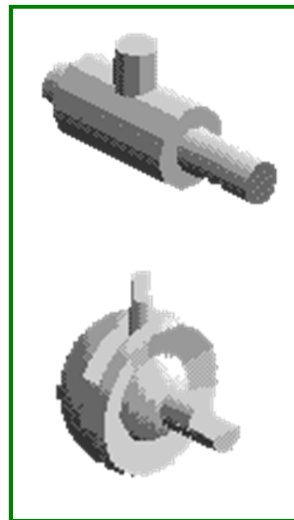




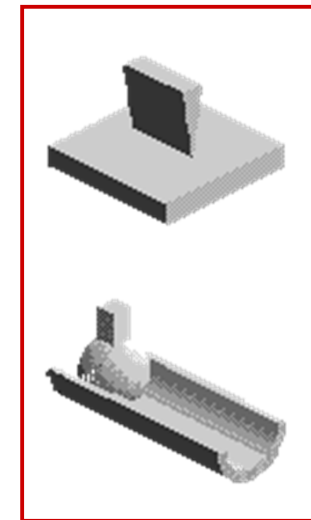
# Classification of Kinematic Pairs by Degrees of Freedom



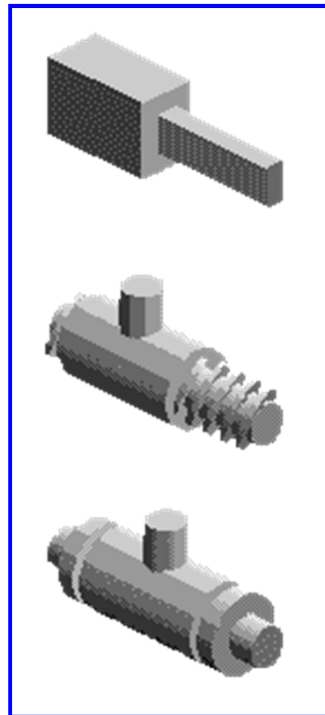
0 DOF



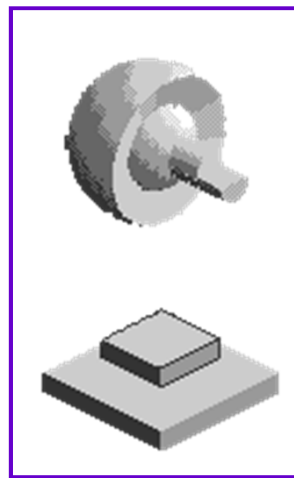
2 DOF



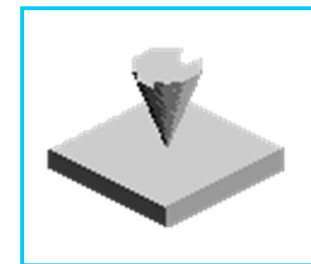
4 DOF



1 DOF



3 DOF



5 DOF

