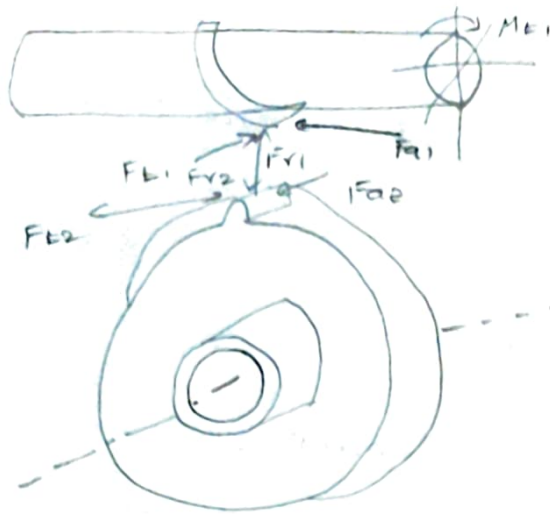


FORCE ANALYSIS ON WORM GEARING:-

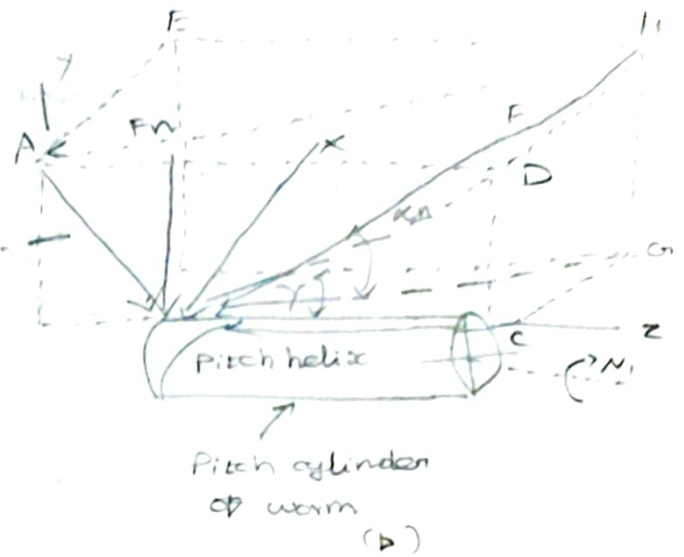
As discussed earlier, in the force analysis of worm gearing, it is assumed that the worm is the driving member, while the worm wheel is the driven member. Illustrates the three components of the gear tooth force acting on a worm and worm wheel.

F_{t1} , F_{r1} and F_{a1} \Rightarrow Tangential, radial and axial components of the worm respectively,

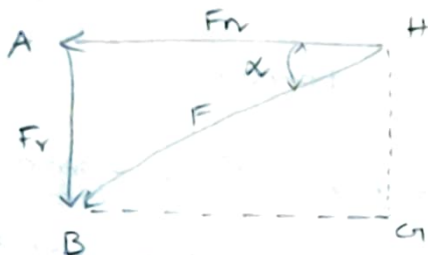
F_{t2} , F_{r2} and F_{a2} \Rightarrow Tangential, radial and axial components of the worm wheel respectively.



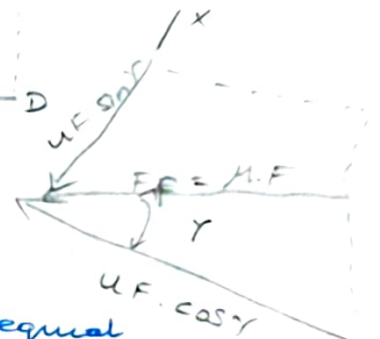
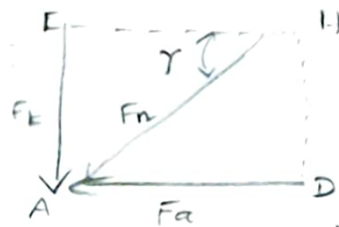
(a)



(b)



(c)



The forces on a worm wheel are equal in magnitude to that of worm, but opposite in direction.

$$F_{t2} = -F_{t1}$$

$$F_{v2} = -F_{v1}$$

$$F_{a2} = -F_{a1}$$

Deviations of F_t, F_r, F_a : The resultant force F acting on the teeth of a worm is resolved into three component F_t, F_r and F_a .

α = Normal Pressure angle
 γ = Lead angle.

$$F_N = F \cos \alpha$$

$$F_T = F \sin \alpha$$

Resolving the component F_N in the plane ADHE, by referring.

$$F_E = F_N \cdot \sin \gamma$$

$$F_a = F_N \cdot \cos \gamma$$

Substituting equation i) and ii),

$$F_E = F \cos \alpha \cdot \sin \gamma$$

Now substituting equation i) and iv), we get

$$F_a = F \cos \alpha \cdot \cos \gamma$$

$$F_a = F_E / \tan \gamma$$

$$F_T = F \sin \alpha = F_a \times \tan \alpha$$

From these equations determine the components of the resultant tooth force, neglecting friction.

Efficiency of worm gearing:-

The efficiency of the worm gear drive is given by ...)

$$\eta = \frac{\text{Power output}}{\text{Power input}}$$

$$\eta = \frac{F_{E2} \times V_2}{F_{T1} \times V_1}$$

$$= \tan \gamma \times \frac{(\cos \alpha \cdot \cos \gamma - \mu \cdot \sin \gamma)}{(\cos \alpha \cdot \sin \gamma + \mu \cdot \cos \gamma)}$$

$$\Rightarrow \frac{(\cos \alpha - \mu \cdot \tan \gamma)}{(\cos \alpha + \mu \cdot \cot \gamma)}$$

V_1 and V_2 = pitch line velocities

The variation of the coefficient of friction with respect to rubbing velocity is shown in fig...

