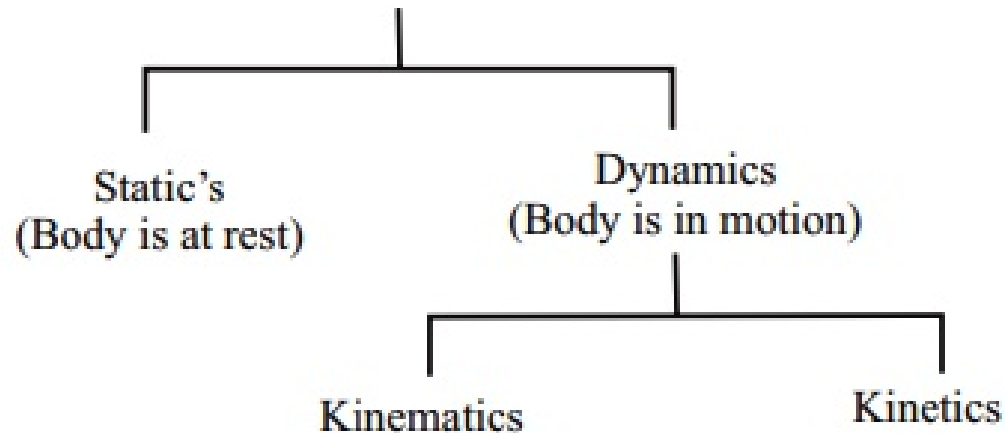
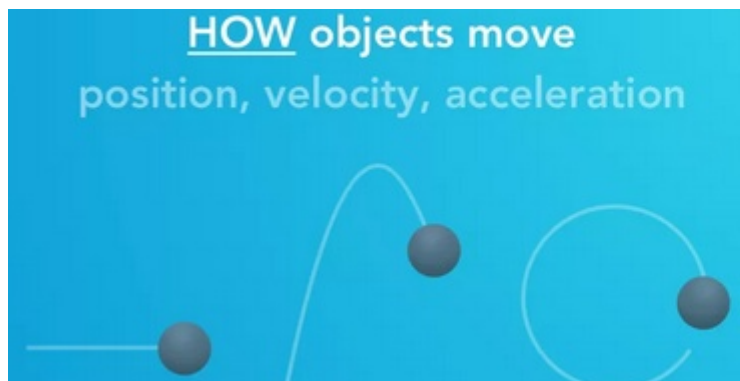


# Mechanics

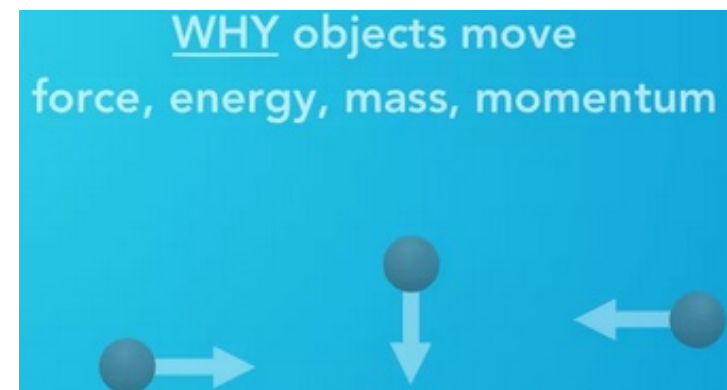
## Mechanics of Rigid body



1- **Kinematics**: study of the motion of particles/rigid bodies (relate displacement, velocity, acceleration, and time, without reference to the cause of the motion).



• 2- **Kinetics**: study of the forces acting on the particles/rigid bodies and the motions resulting from these forces.



# Kinematics

- The formulae that relates the above variables are as follows:

$$v = at + v_0 \quad [1]$$

$$r = r_0 + v_0 t + \frac{1}{2} at^2 \quad [2]$$

$$r = r_0 + \frac{1}{2} (v + v_0) t \quad [3]$$

$$v^2 = v_0^2 + 2a (r - r_0) \quad [4]$$

$$r = r_0 + vt - \frac{1}{2} at^2 \quad [5]$$

$$v = u + at$$

$$s = ut + \frac{1}{2} at^2$$

$$s = \frac{1}{2} (u + v) t$$

$$v^2 = u^2 + 2as$$

$$s = vt - \frac{1}{2} at^2$$

where:

- $r_0$  is the particle's initial position
- $r$  is the particle's final position
- $v_0$  is the particle's initial velocity
- $v$  is the particle's final velocity
- $a$  is the particle's acceleration
- $t$  is the time interval

Position, displacement, velocity, acceleration are *vectors*.

Time, speed are scalars.

# Kinematics

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$$r = r_0 + vt - \frac{1}{2} at^2 \quad [5]$$

- Above equations can be written in vector form as,

$$\mathbf{v} = \mathbf{a}t + \mathbf{v}_0 \quad [1]$$

$$\mathbf{r} = \mathbf{r}_0 + \mathbf{v}_0 t + \frac{1}{2} \mathbf{a}t^2 \quad [2]$$

$$\mathbf{r} = \mathbf{r}_0 + \frac{1}{2} (\mathbf{v} + \mathbf{v}_0) t \quad [3]$$

$$v^2 = v_0^2 + 2\mathbf{a} \cdot (\mathbf{r} - \mathbf{r}_0) \quad [4]$$

$$\mathbf{r} = \mathbf{r}_0 + \mathbf{v}t - \frac{1}{2} \mathbf{a}t^2 \quad [5]$$

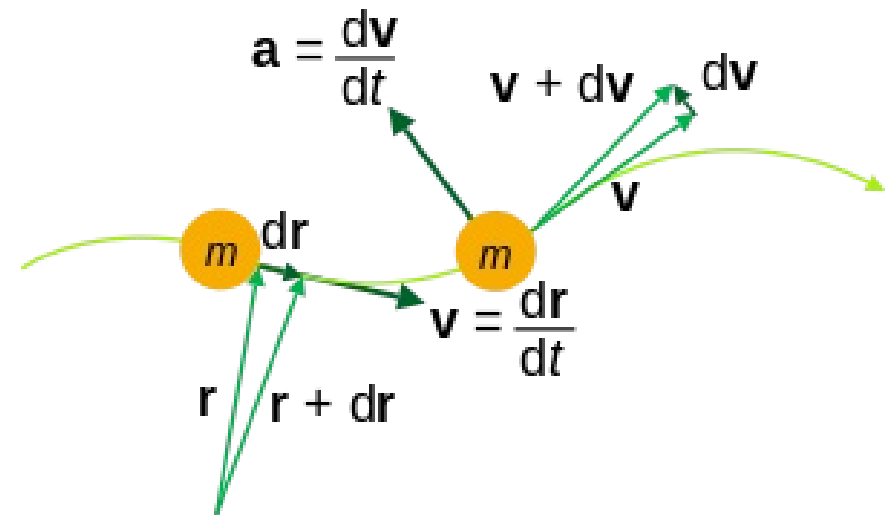
# Velocity & Acceleration - I

- The **position** of a particle in 3D is defined as  $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$
- The **displacement** of a moving object is a vector connecting the initial to final position,  $\vec{s} = \vec{r} - \vec{r}_0$
- The **velocity** of a moving particle at a time  $t$  is defined as,  $\vec{v}(t) = \frac{d\vec{r}}{dt}$

$$\begin{aligned}\vec{v}(t) &= \frac{d\vec{r}}{dt} = \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} + \frac{dz}{dt}\hat{k} \\ &= v_x\hat{i} + v_y\hat{j} + v_z\hat{k}\end{aligned}$$

- The **acceleration** of a moving particle at a time  $t$  is defined as,  $\vec{a}(t) = \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2}$

$$\begin{aligned}\vec{a}(t) &= \frac{d\vec{v}}{dt} = \frac{dv_x}{dt}\hat{i} + \frac{dv_y}{dt}\hat{j} + \frac{dv_z}{dt}\hat{k} \\ &= \frac{d^2x}{dt^2}\hat{i} + \frac{d^2y}{dt^2}\hat{j} + \frac{d^2z}{dt^2}\hat{k} \\ &= a_x\hat{i} + a_y\hat{j} + a_z\hat{k}\end{aligned}$$



# Example I

- Case I: A car is moving along a trajectory on map which can be expressed mathematically by  $\vec{r}(t) = t^2 \hat{i} + 2(t+1) \hat{j}$   
Calculate the speed and acceleration of the car.

$$\vec{v}(t) = \frac{d\vec{r}}{dt} = 2t \hat{i} + 2 \hat{j}$$

$$\vec{a}(t) = \frac{d\vec{v}}{dt} = 2 \hat{i} \quad .$$

- Case II: A car is accelerating at 2 m/s<sup>2</sup> in the x- direction,  $\vec{a}(t) = 2 \hat{i}$   
How is the position is changing in time and in which direction?

$$\vec{a}(t) = \frac{d\vec{v}}{dt} \Rightarrow d\vec{v} = \vec{a} dt \Rightarrow \int_{t_0}^t d\vec{v} = \int_{t_0}^t \vec{a} dt' \Rightarrow \vec{v}(t) - \vec{v}(t_0) = \int_{t_0}^t \vec{a} dt' \quad \text{or,} \quad \vec{v}(t) = \vec{v}(t_0) + \int_{t_0}^t \vec{a} dt'$$

$$\text{Again, } \vec{v}(t) = \frac{d\vec{r}}{dt} \Rightarrow \int_{t_0}^t d\vec{r} = \int_{t_0}^t \vec{v} dt' \quad \text{or,} \quad \vec{r}(t) = \vec{r}(t_0) + \int_{t_0}^t \vec{v} dt'$$

- Two initial conditions are required to determine integration constants,  $\vec{r}(t_0)$  and  $\vec{v}(t_0)$ .  
Given that, initial position is  $\vec{r}(t_0) = (0, 2, 0)$  and initial velocity is  $\vec{v}(t_0) = (0, 2, 0)$  at  $t_0 = 0$ .

$$\text{Therefore, } \vec{v}(t) = \vec{v}(t_0) + \int_{t_0}^t (2 \hat{i}) dt' = \vec{v}(t_0) + 2(t - t_0) \hat{i} = 2 \hat{j} + 2t \hat{i}$$

$$\text{and, } \vec{r}(t) = \vec{r}(t_0) + \int_{t_0}^t \vec{v} dt' = 2 \hat{j} + \int_{t_0}^t (2t \hat{i} + 2 \hat{j}) dt' = 2 \hat{j} + (t^2 - t_0^2) \hat{i} + 2(t - t_0) \hat{j} = t^2 \hat{i} + 2(t+1) \hat{j}$$

# Condition on kinematic equations

- Kinematics equations:  $\mathbf{v} = \mathbf{a}t + \mathbf{v}_0$  [1]  
 $\mathbf{r} = \mathbf{r}_0 + \mathbf{v}_0 t + \frac{1}{2} \mathbf{a}t^2$  [2]  
 $\mathbf{r} = \mathbf{r}_0 + \frac{1}{2} (\mathbf{v} + \mathbf{v}_0) t$  [3]  
 $\mathbf{v}^2 = \mathbf{v}_0^2 + 2\mathbf{a} \cdot (\mathbf{r} - \mathbf{r}_0)$  [4]  
 $\mathbf{r} = \mathbf{r}_0 + \mathbf{v}t - \frac{1}{2} \mathbf{a}t^2$  [5]

are valid for constant acceleration and  $t_0=0$ .

$$\vec{a}(t) = \frac{d\vec{v}}{dt} \quad \text{By integrating, } \vec{v}(t) = \vec{v}(t_0) + \int_{t_0}^t \vec{a} dt' = \vec{v}_0 + \vec{a} t \quad \text{if } t_0=0 \text{ and } \vec{a} \text{ is constant (indep. of time).}$$
$$\vec{v}(t) = \frac{d\vec{r}}{dt} \quad \text{By integrating, } \vec{r}(t) = \vec{r}(t_0) + \int_{t_0}^t \vec{v} dt' = \vec{r}_0 + \int_0^t \vec{v} dt' = \vec{r}_0 + \int_0^t (\mathbf{v}_0 + \vec{a} t') dt' = \vec{r}_0 + \mathbf{v}_0 t + \frac{1}{2} \vec{a} t^2$$

# Example II

## Electron in an oscillating electric field

- Imagine that an electron of charge  $-e$  and mass  $m$  is exposed to an electric field  $\vec{E} = E_0 \sin \omega t \hat{i}$ .
- Force  $\vec{F}$  acting on the electron is  $\vec{F} = -e\vec{E}$ , so that  $\vec{a}(t) = \frac{\vec{F}}{m} = -\frac{e}{m} E_0 \sin \omega t \hat{i}$
- As an initial conditions we consider at  $t = 0$ , electron is at rest, at the origin.
- Effectively, we have 1D motion in  $x$  direction, so that  $\frac{dv}{dt} = -\frac{e}{m} E_0 \sin \omega t \Rightarrow v(t) = v_0 - \frac{eE_0}{m} \int_0^t \sin \omega t' dt' = v_0 + \frac{eE_0}{m\omega} (\cos \omega t - 1)$ .
- Since,  $v_0 = 0$  thus  $v(t) = \frac{eE_0}{m\omega} (\cos \omega t - 1)$ .
- We obtain the trajectory by integrating the velocity equation,  $x(t) = x_0 + \int_0^t v(t') dt' = x_0 + \frac{eE_0}{m\omega^2} (\sin \omega t - \omega t) = \frac{eE_0}{m\omega^2} (\sin \omega t - \omega t)$ , as  $x_0 = 0$ .
- Note that besides an oscillating term, we also have a term which denotes drift of the electron with a constant velocity!

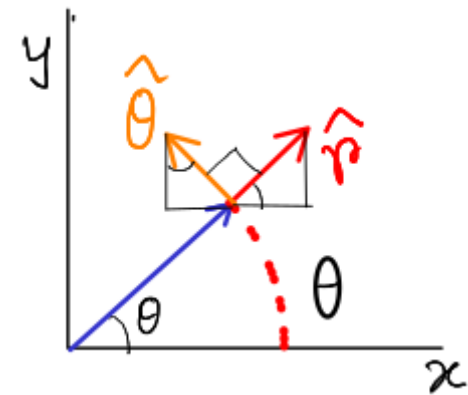
# Kinematics in plane polar coordinate - I

We can express velocity in plane polar coordinate as,  $\vec{v} = \frac{d\vec{r}}{dt} = \frac{d}{dt}(r\hat{r}) = \frac{dr}{dt}\hat{r} + r\frac{d\hat{r}}{dt}$ .

Note that, as the particle moves, vector  $\hat{r}$  also changes so that  $\frac{d\hat{r}}{dt} \neq 0$ .

Hence, we need to compute  $\frac{d\hat{r}}{dt}$ .

$$\hat{r} = \cos\theta\hat{i} + \sin\theta\hat{j}$$
$$\hat{\theta} = -\sin\theta\hat{i} + \cos\theta\hat{j}$$



Cartesian basis vectors are fixed in direction thus they are constant w.r.t time.

$$\text{Hence, } \frac{d\hat{r}}{dt} = \frac{d\cos\theta}{dt}\hat{i} + \frac{d\sin\theta}{dt}\hat{j} = -\sin\theta\dot{\theta}\hat{i} + \cos\theta\dot{\theta}\hat{j} = \dot{\theta}(-\sin\theta\hat{i} + \cos\theta\hat{j}) = \dot{\theta}\hat{\theta}$$

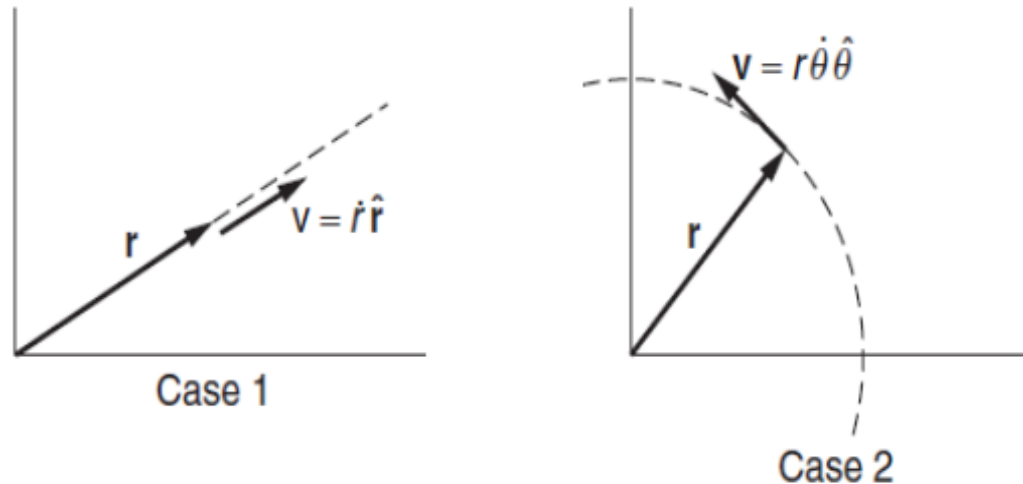
$$\text{Thus, } \vec{v} = \dot{r}\hat{r} + r\dot{\theta}\hat{\theta} = v_r\hat{r} + v_\theta\hat{\theta}$$

Thus, we have obtained an expression for velocity in terms of its radial and angular (also called tangential) components.



# Kinematics in plane polar coordinate - II

What is the physical significance of  $v_r$  and  $v_\theta$  ?



**Case 1:** This case corresponds to motion along the radial direction, with  $\theta$  held fixed ( $\dot{\theta} = 0$ ), so that  $\vec{v} = \dot{r}\hat{r}$

**Case 2:** Here there is no radial motion ( $\dot{r} = 0$ ), so velocity will be along the arc of a circle with  $\vec{v} = r\dot{\theta}\hat{\theta}$ .

# Kinematics in plane polar coordinate - III

❖ Acceleration can be computed as,  $\vec{a} = \frac{d\vec{v}}{dt} = \frac{d}{dt}(\dot{r}\hat{r} + r\dot{\theta}\hat{\theta}) = \frac{d\dot{r}}{dt}\hat{r} + \dot{r}\frac{d\hat{r}}{dt} + \frac{d}{dt}(r\dot{\theta})\hat{\theta} + r\dot{\theta}\frac{d\hat{\theta}}{dt}$ .

❖ This results,  $\vec{a} = \ddot{r}\hat{r} + \dot{r}(\dot{\theta}\hat{\theta}) + \dot{r}\dot{\theta}\hat{\theta} + r\ddot{\theta}\hat{\theta} + r\dot{\theta}\frac{d\hat{\theta}}{dt}$ .

❖ Since,  $\hat{\theta} = -\sin\theta\hat{i} + \cos\theta\hat{j}$ , thus  $\frac{d\hat{\theta}}{dt} = \frac{d}{dt}(-\sin\theta\hat{i} + \cos\theta\hat{j}) = -\cos\theta\dot{\theta}\hat{i} - \sin\theta\dot{\theta}\hat{j} = -\dot{\theta}\hat{r}$ .

❖ Hence,  $\vec{a} = \ddot{r}\hat{r} + \dot{r}\dot{\theta}\hat{\theta} + \dot{r}\dot{\theta}\hat{\theta} + r\ddot{\theta}\hat{\theta} + r\dot{\theta}(-\dot{\theta}\hat{r}) = (\ddot{r} - r\dot{\theta}^2)\hat{r} + (\ddot{\theta} + 2\dot{r}\dot{\theta})\hat{\theta}$

✓  $\ddot{r}$  is due to change of radial speed, points in radial direction

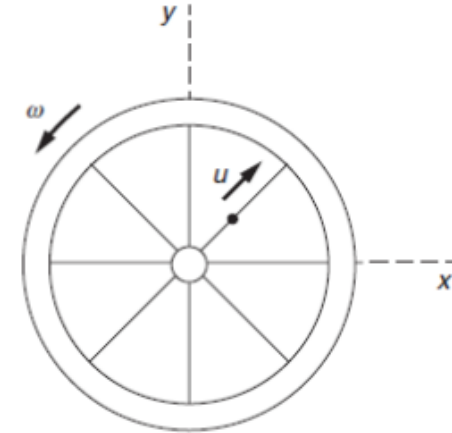
✓  $-r\dot{\theta}^2$  is the centripetal acceleration, pointing radially inwards

✓  $2\dot{r}\dot{\theta}$  describes the Coriolis acceleration, present whenever both radial and angular velocities are nonzero, points in tangential direction.

✓  $r\ddot{\theta}$  is the tangential angular acceleration, due to changing angular velocity, points in tangential direction.

# Example

Consider a bead moving along the spoke of a rotating wheel. Assume both  $u$  and  $\omega$  are constant. Calculate the velocity and acceleration of the bead in plane polar coordinates.



Here,  $\dot{r} = u$ ;  $\dot{\theta} = \omega$ ;  $\ddot{r} = 0$ ;  $\ddot{\theta} = 0$ .

Thus, velocity in polar coordinate is  $\vec{v} = u\hat{r} + r\omega\hat{\theta}$ .

However, in this case  $r = ut$ , hence,  $\vec{v} = u\hat{r} + ut\omega\hat{\theta}$ .

The acceleration can now be computed as,  $\vec{a} = -\omega^2 r\hat{r} + 2u\omega\hat{\theta} = -\omega^2 ut\hat{r} + 2u\omega\hat{\theta}$

$$\vec{v} = \dot{r}\hat{r} + r\dot{\theta}\hat{\theta}$$

$$\vec{a} = \ddot{r}\hat{r} + \dot{r}\dot{\theta}\hat{\theta} + \dot{r}\dot{\theta}\hat{\theta} + r\ddot{\theta}\hat{\theta} + r\dot{\theta}(-\dot{\theta}\hat{r}) = (\ddot{r} - r\dot{\theta}^2)\hat{r} + (\ddot{\theta} + 2\dot{r}\dot{\theta})\hat{\theta}$$