

# Fundamental Equations of Dynamics

## KINEMATICS

### Particle Rectilinear Motion

<u>General case</u>	<u>Constant <math>a = a_c</math></u>
$a = \frac{dv}{dt}$	$v = v_o + a_c t$
$v = \frac{ds}{dt}$	$s = s_o + v_o t + \frac{1}{2} a_c t^2$
$a = v \frac{dv}{ds}$	$v^2 = v_o^2 + 2a_c (s - s_o)$

### Particle Curvilinear Motion

<u>Rectangular</u>	<u>Tangential and normal</u>
$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$	$\vec{v} = s\hat{u}_t = v\hat{u}_t$
$\vec{v} = \dot{x}\hat{i} + \dot{y}\hat{j} + \dot{z}\hat{k}$	$\vec{a} = \dot{v}\hat{u}_t + \frac{v^2}{\rho}\hat{u}_n$
$\vec{a} = \ddot{x}\hat{i} + \ddot{y}\hat{j} + \ddot{z}\hat{k}$	$\rho = \frac{\left[1 + \left(\frac{dy}{dx}\right)^2\right]^{\frac{3}{2}}}{d^2y/dx^2}$

### Radial and transverse

$$\vec{r} = r\hat{u}_r$$

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

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

### Relative Motion

$$\vec{v}_B = \vec{v}_A + \vec{v}_{B/A}$$

$$\vec{a}_B = \vec{a}_A + \vec{a}_{B/A}$$

### Rigid Body Motion About a Fixed Axis

<u>General case</u>	<u>Constant <math>\alpha = \alpha_c</math></u>
$\alpha = \frac{d\omega}{dt}$	$\omega = \omega_o + \alpha_c t$
$\omega = \frac{d\theta}{dt}$	$\theta = \theta_o + \omega_o t + \frac{1}{2} \alpha_c t^2$
$a = v \frac{dv}{ds}$	$\omega^2 = \omega_o^2 + 2\alpha_c (\theta - \theta_o)$

For Point P

$$s = \theta r \quad v = \omega r \quad a_t = \alpha r \quad a_n = \omega^2 r$$

### General Plane Motion - Translating Axes

$$\vec{v}_B = \vec{v}_A + \vec{\omega} \times \vec{r}_{B/A}$$

$$\vec{a}_B = \vec{a}_A + \vec{\alpha} \times \vec{r}_{B/A} - \omega^2 \vec{r}_{B/A}$$

## KINETICS

### Mass Moment of Inertia

$$I = \int r^2 dm$$

Parallel Axis Thm.:

$$I = I_G + md^2$$

Radius of Gyration:

$$k = \sqrt{\frac{I}{m}}$$

## Equations of Motion

### Particle

$$\vec{F} = m\vec{a}$$

### Rigid Body (Plane Motion)

$$\vec{F} = m\vec{a}_G \quad \mathbf{G: center of mass;}$$

and  $\vec{M}_G = I_G \vec{\alpha}$

or  $\vec{M}_O = I_O \vec{\alpha}$  (pure rotation about O)

or  $\vec{M}_P = I_G \vec{\alpha} + \vec{r}_{G/P} \times m\vec{a}_G$

### Principle of Work and Energy

$$U_{1-2} = T_2 - T_1$$

### Kinetic Energy

Particle  $T = \frac{1}{2} mv^2$

Rigid Body  $T = \frac{1}{2} mv_G^2 + \frac{1}{2} I_G \omega^2$ , or

$$T = \frac{1}{2} I_O \omega^2 \quad (\text{pure rotation about O})$$

### Work

Definition  $U = \int \vec{F} \cdot d\vec{r} = \int \vec{F} \cdot \vec{v} dt$

Gravity  $U_g = -mg(y_2 - y_1)$

Spring  $U_s = -\frac{1}{2} k(s_2^2 - s_1^2)$

Couple Moment  $U_M = M\Delta\theta$

### Conservation of Energy $T_1 + V_1 = T_2 + V_2$

#### Potential Energy

$$V_g = mgy \quad V_s = \frac{1}{2} ks^2$$

### Principle of Impulse and Momentum

#### Particle

$$\int_{t_1}^{t_2} \vec{F} dt = m\vec{v}_2 - m\vec{v}_1$$

#### Rigid Body

$$\int_{t_1}^{t_2} \vec{F} dt = m\vec{v}_{G2} - m\vec{v}_{G1}$$

#### Angular

$$\int_{t_1}^{t_2} \vec{M}_G dt = I_G \vec{\omega}_2 - I_G \vec{\omega}_1$$

or  $\int_{t_1}^{t_2} \vec{M}_O dt = I_O \vec{\omega}_2 - I_G \vec{\omega}_1$  (pure rotation about O)

### Coefficient of Restitution

$$e = -\frac{(v_{B2} - v_{A2})}{(v_{B1} - v_{A1})}$$