

# PHY/EGR 321.001

Spring 2009

## Useful Equations

### Chapter 11 – Kinematics of Particles

#### Rectilinear Motion

$$a = \frac{dv}{dt} = v \frac{dv}{dx}$$

#### Curvilinear Motion

$$\vec{v} = \frac{d\vec{r}}{dt} \quad \vec{a} = \frac{d\vec{v}}{dt}$$

#### Motion Relative to a Frame in Translation

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

#### Tangential and Normal Components

$$\vec{v} = v\hat{e}_t$$

$$\vec{a} = \frac{dv}{dt}\hat{e}_t + \frac{v^2}{\rho}\hat{e}_n$$

#### Radial and Transverse Components

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

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

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

### Chapter 12 – Kinetics of Particles: Newton's Second Law

#### Newton's Second Law

$$\sum \vec{F} = m\vec{a} = \dot{\vec{L}}$$

$$\vec{L} = m\vec{v}$$

$$\vec{H}_o = \vec{r} \times m\vec{v}$$

$$\sum \vec{M}_o = \dot{\vec{H}}_o$$

#### Central Force

$$\dot{\vec{H}}_o = 0 \quad h = r^2\dot{\theta}$$

#### Universal Law of Gravitation

$$F = G \frac{Mm}{r^2}$$

#### Conic Sections

$$\frac{1}{r} = \frac{GM}{h^2} + C \cos \theta = \frac{GM}{h^2} (1 + \epsilon \cos \theta)$$

#### Period for Elliptical Orbit

$$\tau = \frac{2\pi ab}{h} \quad \text{where } a = \frac{1}{2}(r_0 + r_1) \quad \text{and } b = \sqrt{r_0 r_1}$$

For Circular Orbit

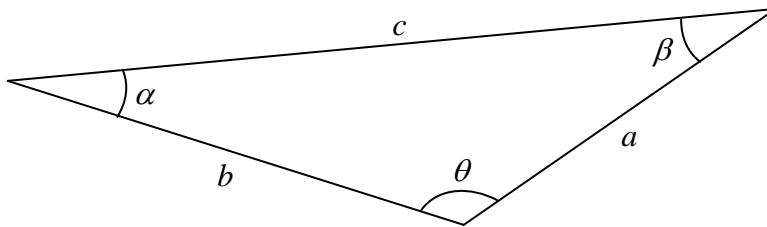
$$v = \sqrt{\frac{GM}{r}}$$

For Escape Velocity

$$v = \sqrt{\frac{2GM}{r}}$$

Law of Sines

$$\frac{a}{\sin \alpha} = \frac{b}{\sin \beta} = \frac{c}{\sin \theta}$$



Law of Cosines

$$c^2 = a^2 + b^2 - 2ab \cos \theta$$

## Chapter 13 – Kinetics of Particles: Energy and Momentum Methods

### Work of a Force

$$U_{1 \rightarrow 2} = \int_1^2 \vec{F} \cdot d\vec{r}$$

### Work of the Force Exerted by a Spring

$$U_{1 \rightarrow 2} = \frac{1}{2} kx_1^2 - \frac{1}{2} kx_2^2$$

### Kinetic Energy

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

### Power

$$Power = \frac{dU}{dt} = \vec{F} \cdot \vec{v}$$

### Gravitational PE (Close to Earth Surface)

$$V_g = Wy$$

### Elastic Potential Energy

$$V_e = \frac{1}{2} kx^2$$

### Principle of Impulse and Momentum

$$\mathbf{Imp}_{1 \rightarrow 2} = \int_{t_1}^{t_2} \vec{F} dt$$
$$m\vec{v}_1 + \mathbf{Imp}_{1 \rightarrow 2} = m\vec{v}_2$$

### Work of the Force of Gravity

$$U_{1 \rightarrow 2} = -W\Delta y$$

### Work of a Gravitational Force

$$U_{1 \rightarrow 2} = \frac{GMm}{r_2} - \frac{GMm}{r_1}$$

### Principle of Work and Energy

$$T_1 + U_{1 \rightarrow 2} = T_2$$

### GPE (Not So Close to Earth Surface)

$$V_g = -\frac{GMm}{r}$$

### Conservative Forces

$$U_{1 \rightarrow 2} = V_1 - V_2$$

$$\oint \vec{F} \cdot d\vec{r} = 0$$

$$dU = -dV(x, y, z)$$

$$\vec{F} = -\vec{\nabla} V$$

### Conservation of Energy

$$T_1 + V_1 = T_2 + V_2$$

### Direct Central Impact

$$m_A v_A + m_B v_B = m_A v'_A + m_B v'_B$$
$$v'_B - v'_A = e(v_A - v_B)$$

## Chapter 14 – Systems of Particles

### System of n Particles

$$\sum_{i=1}^n \vec{F}_i = \sum_{i=1}^n m_i \vec{a}_i$$

$$\sum_{i=1}^n (\vec{r}_i \times \vec{F}_i) = \sum_{i=1}^n (\vec{r}_i \times m_i \vec{a}_i)$$

### Center of Mass

$$m\vec{r} = \sum_{i=1}^n m_i \vec{r}_i$$

$$\vec{L} = m\vec{v}$$

$$\dot{\vec{L}} = m\vec{a}$$

$$\sum_{i=1}^n \vec{F}_i = \dot{\vec{L}} = m\vec{a}$$

### Conservation of Momentum

$$\vec{L} = \text{constant} \quad \text{and} \quad \vec{H}_o = \text{constant}$$

### Work-Energy Principle for a System of n Particles

$$T_1 + U_{1 \rightarrow 2} = T_2$$

### Steady Stream of Particles

$$\sum_{i=1}^n \vec{F}_i = \frac{dm}{dt} (\vec{v}_B - \vec{v}_A)$$

### Linear and Angular Momentum of a System of n Particles

$$\vec{L} = \sum_{i=1}^n m_i \vec{v}_i$$

$$\vec{H}_o = \sum_{i=1}^n (\vec{r}_i \times m_i \vec{v}_i)$$

$$\sum_{i=1}^n \vec{F}_i = \dot{\vec{L}}$$

$$\sum_{i=1}^n (\vec{M}_o)_i = \dot{\vec{H}}_o$$

### Angular Momentum of a System of n Particles

$$\sum_{i=1}^n (\vec{M}_G)_i = \dot{\vec{H}}'_G = \dot{\vec{H}}_G$$

$$\vec{H}_G = \sum_{i=1}^n (\vec{r}_i \times m_i \vec{v}_i) = \sum_{i=1}^n (\vec{r}_i \times m_i \vec{v}'_i)$$

### Kinetic Energy of a System of n Particles

$$T = \frac{1}{2} \sum_{i=1}^n m_i v_i^2$$

$$T = \frac{1}{2} m \vec{v}^2 + \frac{1}{2} \sum_{i=1}^n m_i v_i'^2$$

### Principle of Impulse and Momentum for a System of n Particles

$$\vec{L}_1 + \sum_{i=1}^n \int_{t_1}^{t_2} \vec{F}_i dt = \vec{L}_2$$

$$(\vec{H}_o)_1 + \sum_{i=1}^n \int_{t_1}^{t_2} (\vec{M}_o)_i dt = (\vec{H}_o)_2$$

### Systems Gaining or Losing Mass

$$\sum_{i=1}^n \vec{F}_i = m \frac{d\vec{v}}{dt} - \frac{dm}{dt} \vec{u}$$

## Chapter 15 – Kinematics of Rigid Bodies

### Translation

$$\vec{v}_B = \vec{v}_A \text{ and } \vec{a}_B = \vec{a}_A$$

### Absolute and Relative Velocity and Acceleration in Plane Motion

$$\begin{aligned}\vec{v}_B &= \vec{v}_A + \vec{v}_{B/A} \\ \vec{a}_B &= \vec{a}_A + \vec{a}_{B/A}\end{aligned}$$

### Plane Motion of a Particle Relative to a Rotating Frame. Coriolis Acceleration

$$\begin{aligned}\vec{v}_P &= (\dot{\vec{r}})_{OXY} = \vec{\Omega} \times \vec{r} + (\dot{\vec{r}})_{Oxy} \\ \vec{v}_P &= \vec{v}_{P'} + \vec{v}_{P/F} \\ \vec{a}_P &= \dot{\vec{\Omega}} \times \vec{r} + \vec{\Omega} \times (\vec{\Omega} \times \vec{r}) + 2\vec{\Omega} \times (\dot{\vec{r}})_{Oxy} + (\ddot{\vec{r}})_{Oxy} \\ \vec{a}_P &= \vec{a}_{P'} + \vec{a}_{P/F} + \vec{a}_c\end{aligned}$$

### Three-Dimensional Motion of a Particle Relative to a Rotating Frame. Coriolis Acceleration

$$\begin{aligned}\vec{v}_P &= (\dot{\vec{r}})_{OXYZ} = \vec{\Omega} \times \vec{r} + (\dot{\vec{r}})_{Oxyz} \\ \vec{v}_P &= \vec{v}_{P'} + \vec{v}_{P/F} \\ \vec{a}_P &= \dot{\vec{\Omega}} \times \vec{r} + \vec{\Omega} \times (\vec{\Omega} \times \vec{r}) + 2\vec{\Omega} \times (\dot{\vec{r}})_{Oxyz} + (\ddot{\vec{r}})_{Oxyz} \\ \vec{a}_P &= \vec{a}_{P'} + \vec{a}_{P/F} + \vec{a}_c\end{aligned}$$

### Rotation about a Fixed Axis and a Fixed Point

$$\vec{v} = \vec{\omega} \times \vec{r} \text{ and } \vec{a} = \vec{\alpha} \times \vec{r} + \vec{\omega} \times (\vec{\omega} \times \vec{r})$$

### Rate of change of a Vector with Respect to a Rotating Frame

$$(\dot{\vec{Q}})_{OXYZ} = (\dot{\vec{Q}})_{Oxyz} + \vec{\Omega} \times \vec{Q}$$

### General Motion

$$\begin{aligned}\vec{v}_B &= \vec{v}_A + \vec{\omega} \times \vec{r}_{B/A} \\ \vec{a}_B &= \vec{a}_A + \vec{\alpha} \times \vec{r}_{B/A} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{B/A})\end{aligned}$$

### Frame of Reference in General Motion

$$\begin{aligned}\vec{v}_P &= (\dot{\vec{r}})_{OXYZ} = \vec{v}_A + \vec{\Omega} \times \vec{r}_{P/A} + (\dot{\vec{r}}_{P/A})_{Axyz} \\ \vec{v}_P &= \vec{v}_{P'} + \vec{v}_{P/F} \\ \vec{a}_P &= \vec{a}_A + \dot{\vec{\Omega}} \times \vec{r}_{P/A} + \vec{\Omega} \times (\vec{\Omega} \times \vec{r}_{P/A}) \\ &\quad + 2\vec{\Omega} \times (\dot{\vec{r}}_{P/A})_{Axyz} + (\ddot{\vec{r}}_{P/A})_{Axyz} \\ \vec{a}_P &= \vec{a}_{P'} + \vec{a}_{P/F} + \vec{a}_c\end{aligned}$$

## Chapter 16 – Plane Motion of Rigid Bodies: Forces and Accelerations

### Equations of Motion for a Rigid Body

$$\sum \vec{F} = m\vec{a} \text{ and } \sum \vec{M}_G = \dot{\vec{H}}_G$$

### Noncentroidal Rotation

$$\begin{aligned}\vec{a}_t &= \vec{r}\alpha \text{ and } \vec{a}_n = \vec{r}\omega^2 \\ \sum M_O &= I_O\alpha\end{aligned}$$

### Angular Momentum of a Rigid Body in Plane Motion

$$\begin{aligned}\vec{H}_G &= \vec{I}\vec{\omega} \\ \dot{\vec{H}}_G &= \vec{I}\dot{\vec{\omega}} = \vec{I}\vec{\alpha}\end{aligned}$$

### Rolling Motion

$$\vec{a} = r\alpha$$

# Chapter 17 – Plane Motion of Rigid Bodies: Energy and Momentum Methods

## Principle of Work and Energy for a Rigid Body

$$T_1 + U_{1 \rightarrow 2} = T_2$$

## Kinetic Energy of a Rigid Body in Plane Motion

$$T = \frac{1}{2} m \bar{v}^2 + \frac{1}{2} \bar{I} \omega^2$$

## Work of Forces Acting on a Rigid Body

$$U_{1 \rightarrow 2} = \int_{A_1}^{A_2} \vec{F} \cdot d\vec{r}$$

$$U_{1 \rightarrow 2} = \int_{\theta_1}^{\theta_2} M d\theta$$

## Noncentroidal Rotation

$$T = \frac{1}{2} I_o \omega^2$$

## Power

$$P = \frac{dU}{dt} = \vec{F} \cdot \vec{v}$$

$$P = \frac{dU}{dt} = \frac{M d\theta}{dt} = M \omega$$

## Principle of Impulse and Momentum for the Plane Motion of a Rigid Body

$$\text{Syst Momentum}_1 + \text{Syst Ext Imp}_{1 \rightarrow 2} = \text{Syst Momenta}_2$$

## Noncentroidal Rotation

$$\bar{I} \omega + (m \bar{r} \omega) \bar{r} = (\bar{I} + m \bar{r}^2) \omega = I_o \omega$$

$$I_o \omega_1 + \sum \int_{t_1}^{t_2} M_o dt = I_o \omega_2$$

## Eccentric Impact

$$(v'_B)_n - (v'_A)_n = e[(v_A)_n - (v_B)_n]$$

## Chapter 18 – Kinetics of Rigid Bodies in Three Dimensions

### Fundamental Equations for Rigid Body in Three Dimensions

$$\sum \vec{F} = m\vec{a} \quad \text{and} \quad \sum \vec{M}_G = \dot{\vec{H}}_G$$

### Moments of Inertia and Products of Inertia

$$\bar{I}_x = \int (y^2 + z^2) dm, \quad \bar{I}_y = \int (x^2 + z^2) dm, \quad \bar{I}_z = \int (x^2 + y^2) dm$$

$$\bar{I}_{xy} = \int xy \, dm, \quad \bar{I}_{xz} = \int xz \, dm, \quad \bar{I}_{yz} = \int yz \, dm$$

### Angular Momentum of a Body about its Mass Center

$$H_x = +\bar{I}_x \omega_x - \bar{I}_{xy} \omega_y - \bar{I}_{xz} \omega_z$$

$$H_y = -\bar{I}_{yx} \omega_x + \bar{I}_y \omega_y - \bar{I}_{yz} \omega_z$$

$$H_z = -\bar{I}_{zx} \omega_x - \bar{I}_{zy} \omega_y + \bar{I}_z \omega_z$$

### Angular Momentum about a given point O

$$\vec{H}_O = \vec{r} \times m\vec{v} + \vec{H}_G$$

### Angular Momentum of a Body about a Fixed Point

$$H_x = +I_x \omega_x - I_{xy} \omega_y - I_{xz} \omega_z$$

$$H_y = -I_{yx} \omega_x + I_y \omega_y - I_{yz} \omega_z$$

$$H_z = -I_{zx} \omega_x - I_{zy} \omega_y + I_z \omega_z$$

### Kinetic Energy of a Rigid Body in Three Dimensions

$$T = \frac{1}{2} m\bar{v}^2 + \frac{1}{2} (\bar{I}_x \omega_x^2 + \bar{I}_y \omega_y^2 + \bar{I}_z \omega_z^2 - 2\bar{I}_{xy} \omega_x \omega_y - 2\bar{I}_{yz} \omega_y \omega_z - 2\bar{I}_{zx} \omega_z \omega_x)$$

### Kinetic Energy of a Rigid Body about a Fixed Point

$$T = \frac{1}{2} (I_x \omega_x^2 + I_y \omega_y^2 + I_z \omega_z^2 - 2I_{xy} \omega_x \omega_y - 2I_{yz} \omega_y \omega_z - 2I_{zx} \omega_z \omega_x)$$

Relationship between  $H_G$  in Rotating Frame to  $H_G$  in Fixed Frame

$$\dot{\vec{H}}_G = (\dot{\vec{H}}_G)_{Gxyz} + \vec{\Omega} \times \vec{H}_G = \sum \vec{M}_G$$

Euler's Equations

$$\sum M_x = \bar{I}_x \dot{\omega}_x - (\bar{I}_y - \bar{I}_z) \omega_y \omega_z$$

$$\sum M_y = \bar{I}_y \dot{\omega}_y - (\bar{I}_z - \bar{I}_x) \omega_z \omega_x$$

$$\sum M_z = \bar{I}_z \dot{\omega}_z - (\bar{I}_x - \bar{I}_y) \omega_x \omega_y$$

Motion of a Rigid body about a Fixed Point

$$\dot{\vec{H}}_O = (\dot{\vec{H}}_O)_{Oxyz} + \vec{\Omega} \times \vec{H}_O = \sum \vec{M}_O$$

Rotation of a Rigid Body About a Fixed Axis (z)

$$\sum M_x = -I_{xz} \alpha + I_{yz} \omega^2$$

$$\sum M_y = -I_{yz} \alpha - I_{xz} \omega^2$$

$$\sum M_z = I_z \alpha$$