

Today: Fundamentals Review ← classical mechanics

Assume (*)

* a point of mass is at a definite place $\vec{r}_i$ at time t

$$\vec{r}_i \equiv \vec{r}_{i/0}$$

* space follows rules of Euclidian/Cartesian geometry

* mass neither appears nor disappears

* consider "closed systems" only (fixed mass)

* Force $\vec{F}$ is the means of interaction between systems

* There is a reference system in which laws of mechanics are true

* Laws of mechanics apply to any closed system or subsystem

* The laws of logic & math apply

Define : (□)

← all particles in system

$$\square \quad m = m_{\text{tot}} \equiv \sum m_i$$

$$\square \vec{v}_i \equiv \dot{\vec{r}}_i = \frac{d}{dt} \vec{r}_i \quad \parallel \quad \vec{a}_i \equiv \dot{\vec{v}}_i = \frac{d}{dt} \vec{v}_i$$

$$\square G = C_oM = \oplus : m_{tot} \vec{r}_G \equiv \sum m_i \vec{r}_i$$

$$\square \vec{r}_{A/B} \equiv \vec{r}_A - \vec{r}_B \quad \parallel \quad \vec{v}_{A/B} = \vec{v}_A - \vec{v}_B$$

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

Linear momentum

$$\square \vec{L} \equiv \sum m_i \vec{v}_i$$

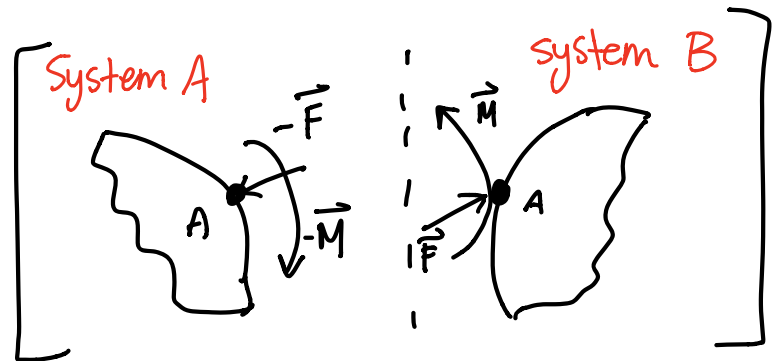
$$\square \vec{H}_c = \sum \vec{r}_{i/c} \times m \vec{v}_{i/c}$$

$$\square E_k = \sum \frac{1}{2} m_i \overbrace{\vec{v}_i \cdot \vec{v}_i}^{|\vec{v}_i|^2}$$

Assume: (Basic postulates)

* Action & reaction between systems

partial FBDs



* LMB: $\sum_{ext} \vec{F} = \dot{\vec{L}}$

* AMB: $\sum_{\text{ext forces}} \vec{r}_{i/c} \times \vec{F}_i \equiv \sum \vec{M}_{/c} = \dot{\vec{H}}_{/c}$

if C is fixed in space anywhere $\Rightarrow \vec{v}_{c/o} = 0$
 $\uparrow$
 any such C

Facts/Theorems: (●)

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

- $\vec{H}_{/c} = \underbrace{\vec{r}_{G/c} \times m_{\text{tot}} \vec{v}_G}_{\vec{H}_{G/c}} + \underbrace{\sum \vec{r}_{i/G} \times m \vec{v}_{i/G}}_{\vec{H}_{/G}}$

- $\dot{\vec{H}}_{/c} = \underbrace{\vec{r}_{G/c} \times m_{\text{tot}} \vec{a}_G}_{\dot{\vec{H}}_{G/c}} + \underbrace{\sum \vec{r}_{i/G} \times m \vec{a}_{i/G}}_{\dot{\vec{H}}_{/G}}$

only true if C is fixed, moving at constant velocity,
 or $C = G$

useful

$$\bullet \quad \sum \vec{M}_{i/c} = \vec{r}_{G/c} \times m \vec{a}_G + \sum \vec{r}_{i/G} \times m_i \vec{a}_{i/G}$$

$\uparrow$
 $\vec{a}_{G/G}$

for any point C (can be moving)

$$\bullet \quad \underbrace{\vec{F}_i \cdot \vec{v}_i}_{\equiv \text{Power}} = \frac{d}{dt} \frac{1}{2} m_i |\vec{v}_i|^2$$

$$\bullet \quad \underbrace{\int \vec{F} \cdot d\vec{r}_i}_{\equiv \text{Work}} = \Delta E_k$$

(for 2D)

⑪ For any system $\Rightarrow$ 3 independent EoM

$$\text{ex) } \underbrace{LMB}_{(2)} + \underbrace{AMB_{i/c}}_{(1)}$$

any vector not $\perp$
to line $\overline{CD}$

$$\text{ex) } \underbrace{AMB_{i/c}}_{(1)} + \underbrace{AMB_{/D}}_{(1)} + \underbrace{LMB \cdot \hat{\lambda}}_{(1)} \rightarrow \hat{\lambda} \cdot \vec{r}_{CD} \neq 0$$

$$\text{ex) } \underset{(1)}{AMB/C} + \underset{(1)}{AMB/D} + \underset{(1)}{AMB/E}$$

C, D, E not colinear

Any more than 3 eqns $\Rightarrow$ redundant info

$$\bullet \vec{H}/G = I^G \dot{\omega} \hat{k}$$

$\uparrow$ rigid object

$$\square I^G \equiv \int r^2 dm$$

$$\square \vec{\omega} = \omega \hat{k} \text{ such that } \vec{v}_{C/D} = \vec{\omega} \times \vec{r}_{C/D}$$

on a rigid object