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Newtonian Particle Dynamics

Impulse, Momentum, Work, & Energy

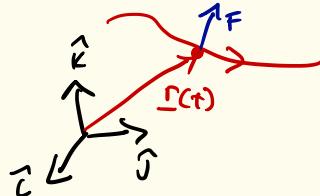


- Admin
 - HW 0: Will recap on Wednesday
 - Drop / Change Deadline: Tuesday
 - HW 1: Due next Wednesday
 - Office Hours: 5:00 - 6:30 DeBart 232
- Last time: Emphasis on differences in the approaches of Newton (vectorial) and those that followed (variational)
- Next few weeks: Newtonian particle dynamics building to planar dynamics of bodies. (More calculus focus to set the stage.)
- Today: Newton's "Laws", Momentum (linear and angular), Impulse, Work, & Energy

Newton's Laws for Particles (i.e., point masses)

- ① IF no forces act on a particle its linear momentum is conserved

$$\text{Linear momentum: } \underline{P}(t) = m \dot{\underline{v}}(t) = m \underline{v}(t)$$



- ② The rate of change of linear momentum of a particle is equal to the sum of all forces applied to it

$$\dot{\underline{P}}(t) = \underline{F}(t) \quad m \dot{\underline{v}}(t) = \underline{F}(t)$$

Force: effect of one body
on another

- ③ If two particles exert forces on one another they are equal and opposite, along the same line

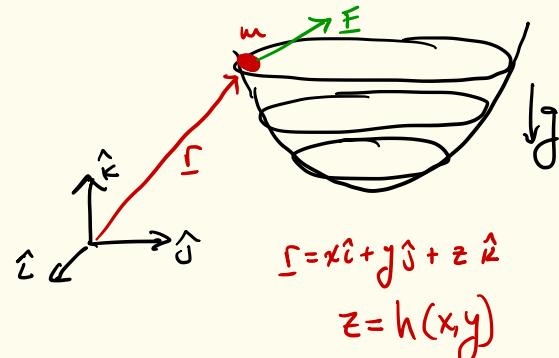


Degrees of Freedom and Constraints:

Degrees of freedom: How many #'s it takes to uniquely define the config of a system

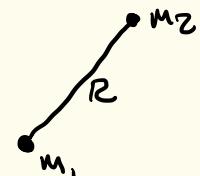
$$\# \text{DoFs} = \# \text{coordinates} - \# \text{Independent constraints}$$

↪ 3 per particle, 6 per body



Example: Two particles connected by a rod

- 6 coordinates: $x_1, y_1, z_1, x_2, y_2, z_2$
- 1 constraint: $(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2 = R^2$



Five Degrees of freedom

Key: Constraint forces perpendicular to constraint surface

Exercise @ home: Force F above in direction $-\frac{\partial h}{\partial x}\hat{i} - \frac{\partial h}{\partial y}\hat{j} + \hat{k}$

Example: Cart Pole

- Two degrees of freedom: x, θ

$$x_p = x + L \sin \theta$$

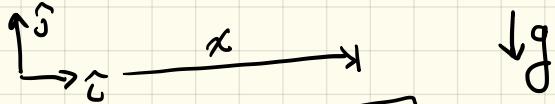
$$y_p = -L \cos \theta$$

$$\dot{x}_p = \dot{x} + L c_\theta \dot{\theta}$$

$$\dot{y}_p = L s_\theta \dot{\theta}$$

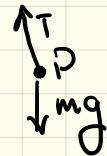
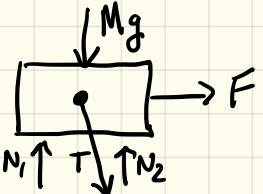
$$\ddot{x}_p = \ddot{x} + L c_\theta \ddot{\theta} - L s_\theta \dot{\theta}^2$$

$$\ddot{y}_p = L s_\theta \ddot{\theta} + L c_\theta \dot{\theta}^2$$



Free Body Diagrams:

$$M \ddot{x} = F + T \sin \theta$$



$$-m \ddot{x}_p = +T \sin \theta$$

$$M \ddot{x} + m \ddot{x}_p = F$$

$$(M+m) \ddot{x} + m L (c_\theta \ddot{\theta} - s_\theta \dot{\theta}^2) = F \quad \textcircled{1}$$

SEE SAKAI FOR MATLAB CODE

Example: Cart Pole

Two degrees of freedom: x, θ

$$\ddot{x}_p = \ddot{x} + L c_\theta \ddot{\theta} - L s_\theta \dot{\theta}^2$$

$$\ddot{y}_p = L s_\theta \ddot{\theta} + L c_\theta \dot{\theta}^2$$

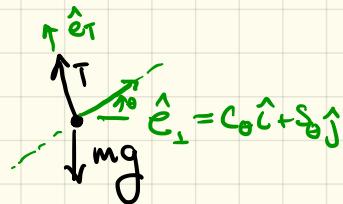
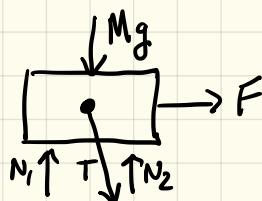
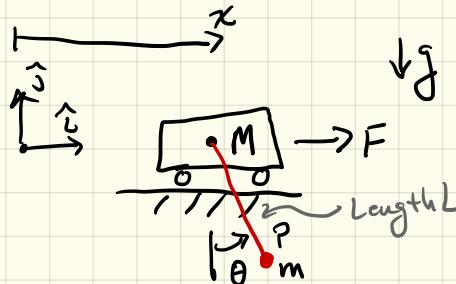
Newton's laws for m : in direction \hat{e}_\perp

$$[m(\ddot{x}_p \hat{i} + \ddot{y}_p \hat{j}) = T \hat{e}_T - mg \hat{j}] \cdot \hat{e}_\perp$$

$$m \ddot{x}_p c_\theta + m \ddot{y}_p s_\theta = -mg s_\theta$$

$$mL \ddot{\theta} + m \ddot{x} c_\theta + mg s_\theta = 0 \quad (2)$$

$$(m+M) \ddot{x} + m L (c_\theta \ddot{\theta} - s_\theta \dot{\theta}^2) = F \quad (1)$$



System of two second-order diff eqs in (x, θ)

No closed form solution

SEE SAKAI FOR MATLAB CODE

Impulse - Momentum Theorem

2nd Law: $F(t) = \dot{p}(t)$

We integrate over time to obtain momentum

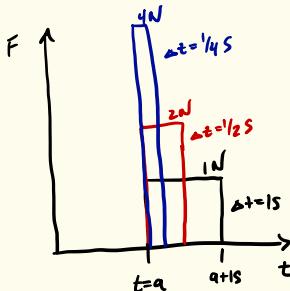
$$\int_{t_1}^{t_2} F(t) dt = \int_{t_1}^{t_2} \dot{p}(t) dt = p(t_2) - p(t_1) = \Delta p$$

$$p(t_2) = p(t_1) + \underbrace{\int_{t_1}^{t_2} F(t) dt}_{\text{Impulse}}$$

of $F(t)$ over
 $[t_1, t_2]$

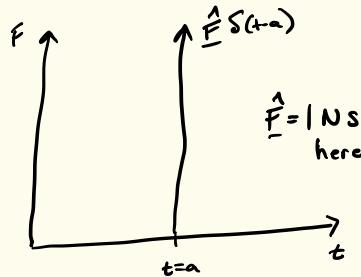
Impulsive Loading

- Impulses can also be used to approximate large forces over short periods



$$\int_a^{a+\Delta t} F dt = 1 \text{ N.s}$$

Even as $\Delta t \rightarrow 0$



- Approximate $F(t)$ for small Δt via

$$F(t) = \hat{F} \delta(t-a) \quad \text{where } \delta(t-a) \text{ is the Dirac Delta}$$

$$\delta(t) = 0 \text{ if } t \neq 0$$

$$\int_{-\infty}^{\infty} \delta(t) dt = 1$$

- Effect: Instantaneous change in velocity

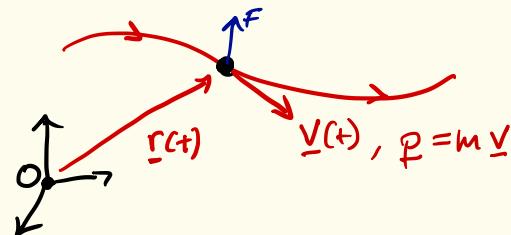
$$m \Delta v = \hat{F}$$

without change in position.

Angular Momentum

- Consider the moment of the linear momentum about O

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



- Let's See how it evolves

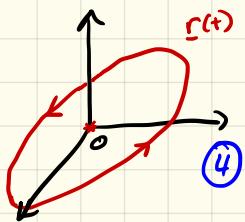
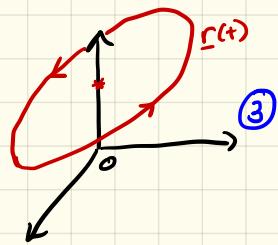
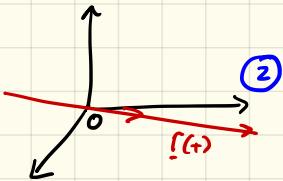
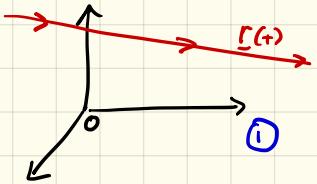
$$\dot{\underline{H}}_o = \dot{\underline{r}} \times m \underline{v} + \underline{r} \times m \dot{\underline{v}} = \underline{r} \times m \underline{a} = \underline{r} \times \underline{F}$$

- Moment of the force \underline{F} about O: $\underline{M}_o = \underline{r} \times \underline{F}$

$$\Rightarrow \dot{\underline{H}}_o = \underline{M}_o$$

$$\Rightarrow \text{Angular Impulse Momentum: } \underline{H}_o(t_2) = \underline{H}_o(t_1) + \int_{t_1}^{t_2} \underline{M}_o(t) dt$$

Thus



- ① Only when Velocity is constant
- ② Always: r and F in same direction
- ③ Never. Force is in plane of motion, always creates moment about O!
- ④ only when $|r(t)|$ is constant
(no tangential acceleration)

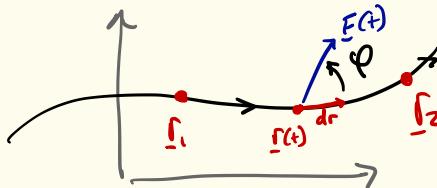
In which cases is angular momentum about O constant?

- Ⓐ Only sometimes for all cases
- Ⓑ Always in ②, ③, and ④, but never in ①
- Ⓒ Always for ② and ④, sometimes for ① and ③
- Ⓓ Always for ②, sometimes for ① and ④, never for ③
- Ⓔ None of the above.

Work & Energy:

- Incremental work done over an incremental distance $d\underline{r}$

$$dW = \underline{F} \cdot d\underline{r} = |\underline{F}| |d\underline{r}| \cos \varphi$$
$$= m \underline{g} \cdot d\underline{r}$$



$$m |\underline{v}|^2 = \text{"Vis Viva"} \\ \text{life force}$$

- Kinetic Energy of Particle : $T = \frac{1}{2} m |\underline{v}(t)|^2 = \frac{1}{2} m \underline{v} \cdot \underline{v}$

$$dW = \dots = dT$$

Next Time

Summary

	Linear	Angular
Momentum	$\underline{P} = m \underline{V}$	$\underline{H}_o = \underline{L} \times \underline{P}$
Rate	$\dot{\underline{P}} = \underline{F} = m \underline{a}$	$\dot{\underline{H}}_o = \underline{M}_o = \underline{L} \times \underline{F}$
Impulse/ Momentum Principles	$\underline{P}(t_2) = \underline{P}(t_1) + \int_{t_1}^{t_2} \underline{F}(t) dt$	$\underline{H}_o(t_2) = \underline{H}_o(t_1) + \int_{t_1}^{t_2} \underline{M}_o(t) dt$

- These vectorial relationships can be specialized into certain directions.
- All derived (so far) from Newton's Second Law.