

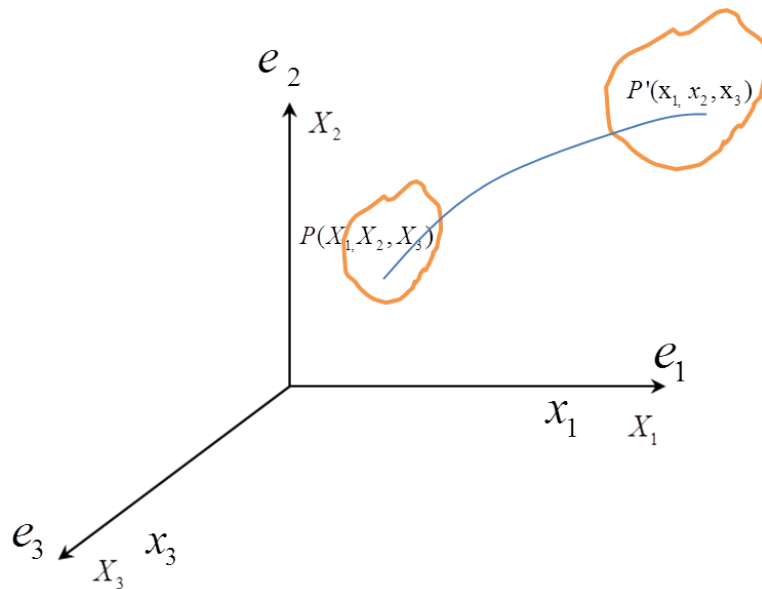
Kinematics

Description of motion of a continuum

Rectangular Cartesian Coordinate system

Let a body occupy a system in space at time $t = t_0$. What are we interested in?

- Motion of this body
- Deformation of this body



What do we need?

to identify infinitely many points of particles. Material particles are identified as X_i with respect to a fixed rectangular Cartesian coordinate system at $t = t_0$.

Under motion of the body material point P moves to P' whose coordinates w.r.t. fixed rectangular Cartesian coordinate are x_i . Then the equation

$$x_i = X_i (X_1, X_2, X_3, t) \quad (1)$$

describes the motion of the particle.

Configuration at

a. $t = t_0$ —Reference configuration.

b. $t = t$ —Present configuration. Eq. (1) gives the path line of the material point P

$$X_i = x_i(x_1, x_2, x_3, t_0) \quad (2)$$

—verify that the material point P occupied the place X_i at $t = t_0$. In continuum mechanics it is common to use the same symbol for a function and its value.

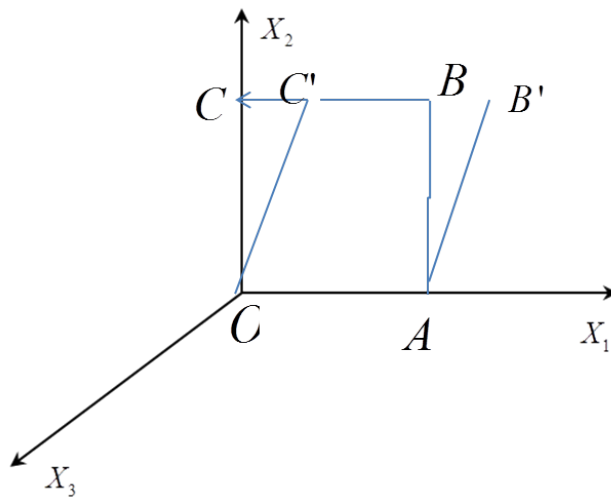
Ex 1.

$$x_1 = X_1 + .2 * t * X_2$$

$$x_2 = X_2$$

$$x_3 = X_3 \text{ or equivalently } x_i = X_i + 0.2tX_2\delta_{i1}$$

X_1, X_2 and X_3 gives value/position of material particle at $t = 0$. Sketch the configuration at time $t = 2$ for a body, which at $t = 0$ has the shape of a cube of unit sides with one corner at the origin.



at origin $x_i = 0 \forall t$

at $(X_1, 0, 0)$ $x_i = X_1\delta_{1i}$

\Rightarrow particles on line OA do not move.

at $(X_1, 1, 0)$ on line CB (horizontal movement)

at $t = 2$; $x_i = [X_1 + (0.2)(2)(1)]\delta_{1i} + (1)\delta_{2i}$.

For particle $(0, X_2, 0)$

$$x_i = [0 + (0.2)(2)X_2]\delta_{1i} + X_2\delta_{2i} = .04X_2\delta_{1i} + X_2\delta_{2i}; \quad (3)$$

—horizontal movement to right

Simple shearing motion

$$X_1 = x_1 - 0.2tx_2 \text{ location @ } t = 0 \quad X_2 = x_2; X_3 = x_3$$

Motion \rightarrow two parallel flat plate with the bottom one fixed and the upper one moved only along the X_1 -axis. Viscous fluid flow between two parallel plates.

Referential and spatial description

quantities associated with specific material points change with time

Example: $\theta = \theta(X_1, X_2, X_3, t)$; $v_i = v_i(X_1, X_2, X_3, t)$;

Two ways to describe it:

0.1 Lagrangian description

Follow the material particle i.e. express the quantities as functions of the coordinate of a material particle in a fixed reference configuration. Also known as material description.

0.2 Eulerian description

Observe quantities at fixed locations in space.

$\theta = \theta(x_1, x_2, x_3, t)$; $v_i = v_i(x_1, x_2, x_3, t)$ — this are the spatial descriptions and no information of a particle material point.

Example: Given motion $x_i = X_i + .2tX_2\delta_{1i}$ and Temperature field is $\theta = 2x_i + x_i^2$

a. Obtain referential description of temperature

b. Rate of change of temperature of the material particle at a time $t = 0$ at the point $(0,1,0)$

$$\theta = 2(X_1 + 0.2tx_2) + (x_2)^2 = 2X_1 + (X_2 + 0.4t)X_2 \text{ at } t = 0 ; (0,1,0)$$

$$\theta = 1 + 0.4t \text{ and } \frac{d\theta}{dt} = 0.4$$

spatial $\theta \rightarrow$ independent of time and Referential \Rightarrow shows that in actually θ changes from one spatial position from another with time.

Displacement Vector

By definition, the displacement vector of a material particle is the difference between its position vectors at time t and at time $t = t_0$ (or 0) :

$$u_i = x_i - X_i$$

In Lagrangian description of motion, the displacement u_i is specified as a function of X_i and t .

For example,

$$x_1 = X_1 t^2 + 2X_2 t + X_1$$

$$x_2 = 2X_1 t^2 + X_2 t + X_2$$

$$x_3 = X_3 t/2 + x_3$$

during the time interval $0 \leq t \leq 1$. The corresponding displacement components are given by:

$$u_1 = x_1 - X_1 = X_1 t^2 + 2X_2 t \text{ and so on.}$$

In Eulerian description, u_i will be expressed as a function of x_i and t :

$$u_1 = x_1 - X_1 = x_1 - \{ \quad \}$$

Continuous deformation of a deformable body

$$\text{at } t = 1 \text{ and } x_1 = 2(X_1 + X_2); x_2 = 2(X_1 + X_2); X_3 = 3X_3/2$$

material particle at all occupy (0,0,0)—Which is not possible in continuum mechanics.

Collision of particles not allowed

different particles occupy distinct places

Thus, $x_i = x_i(X_1, X_2, X_3, t)$ has one to one mapping from reference to present configuration. \Rightarrow Mapping is continuously differentiable and continuously differentiable inverse. $X_i = X_i(x_1, x_2, x_3, t)$ if and only if,

$$J = \det \left[\frac{\partial x_i}{\partial X_j} \right] = \det \left[\delta_{ij} + \frac{\partial u_i}{\partial X_j} \right]$$

$J = (X_1, X_2, X_3, 0) = 1$ and J is continuous function of t . Hence, J must be positive for every t .

$\Rightarrow J > 0$ for continuous deformation to be physical admissible.

Material derivative

Time rate of change of a quantity of a material particle.

Ex: $\frac{D(\theta)}{Dt}$. Depends on Lagrange or Eulerian description.

1. Lagrangian description:

$$\theta = \theta(X_1, X_2, X_3, t)$$

$$\dot{\theta} = \frac{D(\theta)}{Dt} = \frac{\partial \theta}{\partial t} \Big|_{x_i \text{ fixed}}$$

2. Spatial or Eulerian description:

$$\theta = \tilde{\theta}(X_1, X_2, X_3, t); x_i = x_i(X_1, X_2, X_3, t)$$

$$\text{so, } \dot{\theta} = \frac{D(\tilde{\theta})}{Dt} = \frac{\partial \tilde{\theta}}{\partial t} \Big|_{x_i \text{ fixed}} + \frac{\partial \tilde{\theta}}{\partial x_j} \frac{\partial x_j}{\partial t} \Big|_{x_i \text{ fixed}}$$

Example: Given the motion, $x_i = X_i(1+t)$ $0 \leq t \leq 1$

Find the spatial description of the velocity field. $[v_i = \dot{x}_i = X_i = x_i/(1+t)]$

Given temperature field $\theta = 2(x_1^2 + x_2^2)$ where $x_i = X_i(1+t)$. Find at

$t = 1$, the rate of change of temperature of the particle, which in reference configuration was at $(1,1,1)$

Express θ as function of X_i find $\dot{\theta}$ and substitute X and θ at $t = 1$

$\dot{\theta}$ as function of x_i and t find x_i at $t = 1$ and then substitute

$$\dot{\theta} = \frac{\partial \theta}{\partial t} + \frac{\partial \theta}{\partial x_j} \partial x_j \partial t = 0 + 4x_1 x_1 / (1+t) + 4x_2 x_2 / (1+t)$$

now finding out the value at $t = 1$ $(1, 1, 1)$

Example: A fluid rotates as a rigid body with a constant angular velocity $\omega = \omega e_3$. Write explicit component of velocity of a material point in the Eulerian description of motion.

Note: $v = \omega \times r = \omega e_3 \times r = \epsilon_{i3k} \omega x_k$

$$\Rightarrow \tilde{v}_i = \epsilon_{ijk} \omega_j r_k e_i = \epsilon_{i3k} \omega x_k$$

$$a_i = \frac{\partial \tilde{v}_i}{\partial t} + \frac{\partial \tilde{v}_i}{\partial x_j} \frac{\partial x_j}{\partial t}$$

$$= 0 + \epsilon_{i3k} \omega \frac{\partial x_k}{\partial x_j} \tilde{v}_j$$

$$= \omega^2 \{ \epsilon_{i3k} \epsilon_{3mj} x_m \}$$

$$= \omega^2 \{ \delta_{i3} \delta_{3m} - \delta_{im} \delta_{33} \} x_m$$

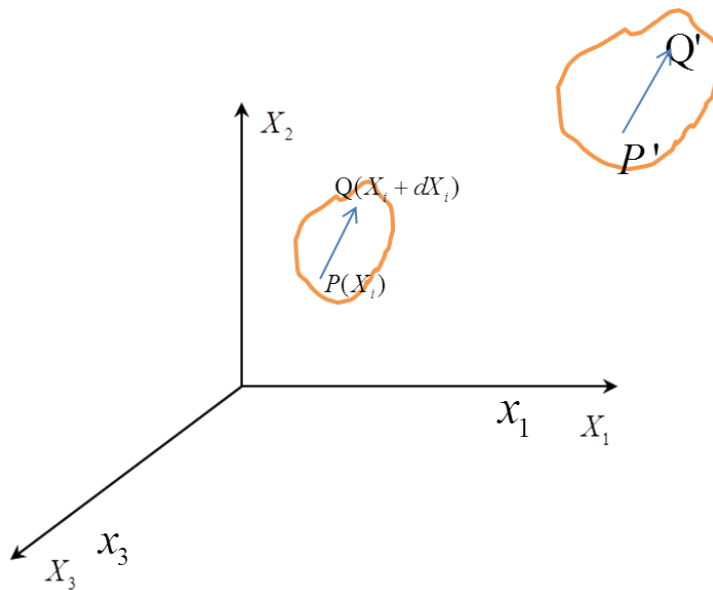
$$a_i = \omega^2 \{ \delta_{i3} x_3 - x_i \}$$

Example:

Find the acceleration for the case of simple shear deformation. $x_i = X_i + 0.2tX_2\delta_{i1}$ $[v_i = \dot{x}_i = 0.2(X_2\delta_{i1})]$

$$a_i = \dot{v}_i = 0.$$

Deformation Gradient



Let the motion of the

body be given by, $x_i = x_i(X_1, X_2, X_3, t)$

continuously differentiable function of its arguments and $J > 0$.

$P'Q' = \{x_i(X_1 + dX_1, X_2 + dX_2, X_3 + dX_3, t) - x_i(X_1, X_2, X_3, t)\}e_i$;

following Taylor expansion for the first term on the right-hand side,

$$P'Q' = [\frac{\partial x_i}{\partial X_1}dX_1 + \frac{\partial x_i}{\partial X_2}dX_2 + \frac{\partial x_i}{\partial X_3}dX_3]e_i + 0(|dX|^2)$$

$$P'Q' = [\frac{\partial x_i}{\partial X_j} \Big|_P dX_j]e_i + \text{neglect higher order terms}$$

$$= [\frac{\partial x_i}{\partial X_A}dX_A]e_i$$

component form,

$$(P'Q')_j = \frac{\partial x_i}{\partial X_A}dX_A e_i \cdot e_j$$

$$= \frac{\partial x_i}{\partial X_A}dX_A \delta_{ij}$$

$$= \frac{\partial x_j}{\partial X_A}dX_A$$

$(P'Q') = F_{jA}|_P (PQ)_A$ relates components of vectors PQ in reference configuration to the components of the vectors $(P'Q')$.

$$u_i = x_i - X_A \delta_{iA}$$

$$\frac{\partial u_i}{\partial X_A} = \frac{\partial x_i}{\partial X_A} - \delta_{iA}$$

$$\Rightarrow F_{iA} = u_{i,A} + \delta_{iA}$$

Example: The deformation of a body is given by $u_1 = (3X_1^2 + X_2)$, $u_2 = (2X_2^2 + X_3)$, $u_3 = (4X_3^2 + X_1)$

Compute the vectors into which the vectors $\epsilon(1/3, 1/3, 1/3)$ passing through the material point $(1, 1, 1)$ in the reference configuration is deformed. $\epsilon \rightarrow$ infinitesimal real. [Ans. $(1/3, 1/3, 1/3)$ components of a vector PQ]

$$F_{iA} = \begin{bmatrix} 1 + 6X_1 & 1 & 0 \\ 0 & 1 + 4X_2 & 1 \\ 1 & 0 & 1 + 8X_3 \end{bmatrix}$$

$$F_{iA}|_P = \begin{bmatrix} 7 & 1 & 0 \\ 0 & 5 & 1 \\ 1 & 0 & 9 \end{bmatrix}$$

$$\begin{aligned} \text{hence, } \{P'Q\}_j &= \begin{bmatrix} 7 & 1 & 0 \\ 0 & 5 & 1 \\ 1 & 0 & 9 \end{bmatrix} \begin{Bmatrix} \epsilon/3 \\ \epsilon/3 \\ \epsilon/3 \end{Bmatrix} \\ &= \epsilon/3 \begin{Bmatrix} \epsilon/3 \\ \epsilon/3 \\ \epsilon/3 \end{Bmatrix}. \end{aligned}$$

Example: Simple Extension

$$x_1 = \alpha(t)X_1; x_2 = \beta(t)X_2; x_3 = \gamma X_3$$

$$F_{iA} = \begin{bmatrix} \alpha & 0 & 0 \\ 0 & \beta & 0 \\ 0 & 0 & \gamma \end{bmatrix}$$

Given, $u_1 = 0.1X_2^2$; $u_2 = u_3 = 0$;

- a. Is this deformation possible? Prove your answers.
- b. Find vectors into which material vectors $0.01e_1$ and $0.015e_2$ passing through the material point $P(1, 1, 0)$ in the reference configuration, are deformed.

$$\begin{aligned} \text{a. } F_{iA} &= \begin{bmatrix} 1 & 0.2X_2 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \text{ and } \det[F_{iA}] = 1; 0 \\ \text{at } (1, 1, 0) \quad &\begin{bmatrix} 1 & 0.2(1)^2 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \left\{ \begin{matrix} 0 \\ 0.015 \\ 0 \end{matrix} \right\} = \left\{ \begin{matrix} 0.003 \\ 0.015 \\ 0 \end{matrix} \right\} \end{aligned}$$

Notes:

- 1) Non-singular-tensor F depends on X which denotes a so-called inhomogeneous deformation
- 2) A deformation of a body in question is said to be homogeneous if F does not depend on the space co-ordinates. F_{iA} depends only on time. Associated motion is called affine.
- 3) Rigid-body translation \Rightarrow displacement field is independent of X
- 4) No motion $F = I \rightarrow x = X$

1. Ratio of the length of the vector $P'Q'$ to that of the vector PQ is called the stretch at the material point P in the direction of the vector PQ .

2. Different unit vectors through the point P are stretched differently, therefore, the stretch λ at the point P varies with direction of vector PQ .

3. It is assumed that PQ is infinitesimal. However, no assumption was made as to the magnitude of the gradient F_{iA} . Hence valid for small and large gradients. \Rightarrow applicable for small and large deformations.

C. Determine the stretches of the point $(1, 1, 0)$ in the X_1 and X_2 direction.

D. Determine the change in the angle between lines passing the point $P(1, 1, 0)$ that was parallel to the X_1 and X_2 axes in the reference configuration.

Stretch at the point $(1, 1, 0)$ in the X_1 -direction $= \frac{0.01}{0.01} = 1$.

Stretch at the point $(1, 1, 0)$ in the X_2 direction $= \frac{\sqrt{0.003^2 + 0.015^2}}{0.015} = 1.02$

Angle between the vectors into which vectors $0.01e_1$ and $0.015e_2$ through the point $(1, 1, 0)$ are deformed

$$= \cos^{-1} \left\{ \frac{(0.01)(0.003) + 0 + 0}{(0.01)\sqrt{0.003^2 + 0.015^2}} \right\} = \pm 78.7^\circ$$

change in angle $= 11.3^\circ$.

Given the following displacement components $u_1 = 2X_1^2 + X_1X_2$ and $u_2 = X_2^2$ and $u_3 = 0$ and that for the points in reference configuration of the body $X_1 \geq 0, X_2 \geq 0$.

a. Find the vector in the reference configuration that is deformed into a vector parallel to the x_1 through the point $(1, 1, 0)$ in the present configuration.

b. Find the stretch of a line element that is deformed into a vector parallel to the x_1 axis through the point $(1, 1, 0)$ in the present configuration.

$$\Rightarrow x_1 = X_1 + 2x_1 + X_1X_2$$

$$x_2 = X_2 + X_2^2$$

$$x_3 = 0 \text{ and from these equations } \Rightarrow X_1 = X_2, X_2 = 0, X_3 = 0 \text{ for } (1/2, 0, 0).$$

$$F_{iA} = \begin{bmatrix} 1 + 4X_1 + X_2 & X_1 & 0 \\ 0 & 1 + 2X_2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$F_{iA}|_P = \begin{bmatrix} 3 & 0.5 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\text{Hence, } \begin{Bmatrix} 1 \\ 0 \\ 0 \end{Bmatrix} = \begin{bmatrix} 3 & 0.5 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{Bmatrix} dX_1 \\ dX_2 \\ dX_3 \end{Bmatrix}$$

$$\Rightarrow (1/3, 0, 0); \text{ and stretch} = \frac{\sqrt{1^2+0+0}}{\sqrt{3^2+0+0}} = 3.$$