### ME2115 Formulae

Malcolm Ang 2022 (Please help)

## Vector Mechanics

$$\overrightarrow{OB} - \overrightarrow{OA} = \overrightarrow{AB}$$

$$u = |\mathbf{u}| = \sqrt{u_x^2 + u_y^2 + u_z^2}$$

$$\mathbf{u} \cdot \mathbf{v} = \begin{pmatrix} u_x \\ u_y \\ u_z \end{pmatrix} \cdot \begin{pmatrix} v_x \\ v_y \\ v_z \end{pmatrix} = u_x v_x + u_y v_y + u_z v_z$$

$$\mathbf{u} \times \mathbf{v} = \begin{pmatrix} u_x \\ u_y \\ u_z \end{pmatrix} \times \begin{pmatrix} v_x \\ v_y \\ v_z \end{pmatrix} = \begin{pmatrix} u_y v_z - u_z v_y \\ u_z v_x - u_x v_z \\ u_x v_y - u_y v_x \end{pmatrix}$$

$$\mathbf{u} \times \mathbf{u} = 0$$

$$\mathbf{u} \cdot \mathbf{v} = 0 \text{ (if } \mathbf{u} \perp \mathbf{v})$$

$$\mathbf{u} \cdot \mathbf{v} = uv \cos \theta$$

$$\mathbf{u} \times \mathbf{v} = uv\sin\theta \cdot \mathbf{n}$$

### Particle Kinematics Rectilinear Motion

$$dx = v dt \parallel \int_{x_0}^x dx = \int_{t_0}^t v(t) dt$$

$$dv = a dt \parallel \int_{v}^{v_0} dv = \int_{t_0}^{t} a(t) dt$$

$$v dv = a dx \parallel \int_{v_0}^v v dv = \int_{x_0}^x a(x) dx$$

Given a = a(t):

$$\int_{v_0}^{v} dv = \int_{t_0}^{t} a(t) dt \| \int_{x_0}^{x} dx = \int_{t_0}^{t} v(t) dt$$

Given a = a(x):

$$\int_{v_0}^{v} v \, dv = \int_{x_0}^{x} a(x) \, dx \, \| \int_{t_0}^{t} dt = \int_{x_0}^{x} \frac{1}{v(x)} \, dx$$

Given a = a(v):

$$\int_{t_0}^{t} dt = \int_{v_0}^{v} \frac{1}{a(v)} dv \parallel \int_{x_0}^{x} dx = \int_{v_0}^{v} \frac{v}{a(v)} dv$$

If v is constant:

$$x = x_0 + v(t - t_0)$$

If a is constant:

$$v = v_0 + a(t - t_0)$$

$$x = x_0 + v_0(t - t_0) + \frac{1}{2}a(t - t_0)^2$$
$$v^2 - v_0^2 = 2a(x - x_0)$$

### **Curvilinear Motion**

The previous section can apply to angular motion by replacing x with  $\theta$ , v with  $\omega$ , and a with  $\alpha$ .

$$s = r\theta$$

$$v_t = r\omega$$

$$a_t = r\alpha$$

$$a_n = \frac{v_t^2}{\alpha}$$

# Rigid Body Mechanics

### **General Plane Motion**

$$v_B = v_A + v_{B/A}$$
 
$$\vec{v}_{B/A} = \vec{\omega} \times \vec{r}_{B/A} = v_t$$
 
$$\vec{a}_B = \vec{a}_A + \vec{a}_{B/A}$$
 
$$a_{B/A} = \vec{\omega} \times (\vec{\omega} \times \vec{r}_{B/A}) + \vec{\alpha} \times \vec{r}_{B/A} = \vec{a}_n + \vec{a}_t$$

### Rolling without Sliding

\* velocity at contact point always 0

$$v_o = r\omega$$

$$a_t = r\alpha$$

$$\vec{a_c} = \vec{\alpha} \times \vec{r_{c/o}}$$

$$\vec{v_c} = \vec{\omega} \times \vec{r_{c/o}}$$

## **Mass Properties**

$$dW = \gamma t dA \equiv W = \gamma t A$$
$$\bar{x}A = \int x dA = Q_y$$
$$\bar{y}A = \int y dA = Q_x$$

### **Compound Shapes**

$$Q_y = \bar{X} \sum A = \sum \bar{x}A$$
$$Q_y = \bar{Y} \sum A = \sum \bar{y}A$$

# Mass Moment of Inertia

$$I_O = \int r^2 dm = mk_o^2$$
$$I = I_O + md^2$$

## Rigid Body Kinetics

$$\Sigma F = m\bar{a} = \Sigma F_{eff.}$$
  
$$\Sigma M_G = \bar{I}\alpha = \Sigma M_{eff.}$$

More generally.

$$\sum M_i + \sum (\vec{r}_{i/A} \times \vec{F}_i) = M_A = I_G \vec{\alpha} + \vec{r}_{G/A} \times m\vec{a}_G$$

$$M_A = (I_G + mr_{G/A}^2)\vec{\alpha} = I_A\vec{\alpha}$$
$$\bar{a} = a_{ref} + r\omega^2 e_n + r\alpha e_t$$

# Principle of Work and Energy

$$U_{1 o 2} = \int \vec{F} \, d\vec{r} + \int M \, d\theta = T_2 - T_1$$
 $V_{grav.} = mg$ 
 $V_{elas.} = \frac{1}{2} k \delta^2$ 
 $T_i = \frac{1}{2} m |\vec{v_i}|^2 + \frac{1}{2} I_G \omega^2$ 

# Work of Conservative Forces

$$U_{1\to 2} = U_2 - U_1 = V_1 - V_2$$
$$V_1 + T_1 = V_2 + T_2$$

# Free Vibration Without Damping

$$\ddot{u} + \omega_n^2 u = 0$$
$$\omega_n = \sqrt{\frac{k}{m}}$$

### Natural Parameters

$$\tau_n = \frac{2\pi}{\omega_n}$$

$$f_n = \frac{\omega_n}{2\pi} \text{ (in Hz)}$$

### General Solution

$$u = A\sin(\omega_n t + \phi)$$

$$\dot{u} = A\omega_n \cos(\omega_n t + \phi)$$

$$\dot{\theta}_{max} = \omega_n \theta$$

$$\dot{x}_{max} = \omega_n x$$

$$A = \sqrt{x_o^2 + \left(\frac{v_o}{\omega_n}\right)^2}$$

$$\phi = \tan^{-1}(\frac{x_o \omega_n}{v_o})$$

### Pendulum

$$\ddot{\theta} + \frac{g}{l}\theta = 0$$

$$\omega_n = \sqrt{\frac{g}{l}}$$

### Generic Rigid Body

$$\omega_n = \sqrt{\frac{mgd}{I_O}}$$

# Free Vibration with Damping

Spring-Mass-Damper System  $m\ddot{x} + c\dot{x} + kx = 0$ 

$$\lambda = -\frac{c}{2m} \pm \sqrt{\left(\frac{c}{2m}\right)^2 - \frac{k}{m}}$$

Overdamped 
$$\left(\left(\frac{c}{2m}\right)^2 - \frac{k}{m} > 0\right)$$

$$x = A_1 e^{\lambda_1 t} + A_2 e^{\lambda_2 t}$$

Critically Damped 
$$\left(\left(\frac{c}{2m}\right)^2 - \frac{k}{m} = 0\right)$$

$$c_{cr} = 2\sqrt{mk} = 2m\omega_n$$

$$x = (A_1 + A_2 t)e^{-\omega_n t}$$

 $\begin{array}{c} \textbf{Underdamped} \ \left( \left( \frac{c}{2m} \right)^2 - \frac{k}{m} < 0 \right) \\ \textbf{\textit{Equation of Motion}} \end{array}$ 

$$\ddot{x} + 2\zeta\omega_n\dot{x} + \omega_n^2x = 0$$

$$x = Xe^{-\zeta\omega_n t}\sin(\omega_d t + \phi)$$

# Exponential Decay Coefficient

$$\alpha = \frac{c}{2m} = \zeta \omega_n$$

### Damped Oscillation Frequency

$$\omega_d = \sqrt{\frac{k}{m} - \left(\frac{c}{2m}\right)^2} = \omega_n \sqrt{1 - \zeta^2}$$

### $Damping\ Ratio$

$$\zeta = \frac{c}{c_{cr}} = \frac{c}{2\sqrt{km}}$$

### Initial Conditions

$$X = \sqrt{C_1^2 + C_2^2} = \sqrt{\left(\frac{v_o + \zeta \omega_n x_o}{\omega_d}\right)^2 + x_o^2}$$

$$\phi = \tan^{-1}\left(\frac{C_1}{C_2}\right) = \tan^{-1}\left(\frac{\omega_d x_o}{v_o + \zeta \omega_n x_o}\right)$$

# Logarithmic Decrement

$$\delta = \ln\left(\frac{x_1}{x_2}\right) = \zeta \omega_n \tau_d$$

$$\zeta = \frac{\delta}{\sqrt{(2\pi)^2 + \delta^2}}$$

$$\delta = \frac{1}{N} \ln\left(\frac{x_1}{x_{1+N}}\right)$$

# Tips

- For Constrained Motion do kinematic analysis (relative velocity/acceleration) then kinetic analysis (equate FBD to EFD)
- Funky approximations:  $\sin \theta \approx \theta \parallel \cos \theta 1 \approx -\frac{\theta^2}{2}$
- For a small enough slice of theta in a circle, a triangle can have 2 90° angles (lol)
- Law of Sines:  $\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$  for any triangle

