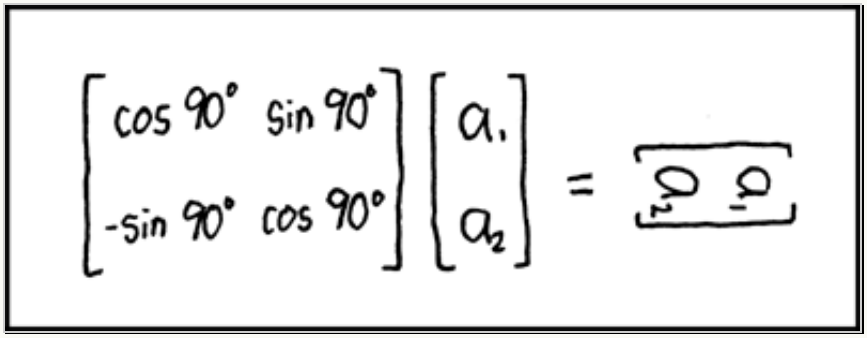
Basic Math

Topics



Summary

The following pages cover the basic math principles used in continuum mechanics. Topics include vector calculus, linear algebra, tensor notation, and coordinate transformations. Finally, cylindrical coordinate systems are reviewed to prepare for applications involving tires, and Fourier Transforms are reviewed to prepare for dynamic material testing and analysis because of the periodic loading of all points on a tire as it rolls.