Basic Math

Search

home > basic math







Topics

- 1. Vectors
- 2. Matrices & Tensors
- 3. Vector Calculus

$$\begin{bmatrix} \cos 90^{\circ} & \sin 90^{\circ} \\ -\sin 90^{\circ} & \cos 90^{\circ} \end{bmatrix} \begin{bmatrix} \alpha_{1} \\ \alpha_{2} \end{bmatrix} = \begin{bmatrix} \Omega & \Omega \\ \Omega_{2} \end{bmatrix}$$

- Tensor Notation (Basic) 4.
- 5. Tensor Notation (Advanced)
- 6. Divergence Theorem
- 7. Coordinate Transformations
- Transformation Matrices 8.
- 9. Cylindrical Coordinates
- 10. Fourier Transforms

Interactive Calculations

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.



Table of Contents

