

# Dynamics

## Summary of Key Terms

### Inertia

The tendency of an object to resist any change in its motion. An object with greater mass has greater inertia (it is “harder to start or stop”).

- In **Naval Architecture**, the *moment of inertia* (units:  $m^4$ ) is a measure of resistance to bending (related to stiffness/deflection of beams and hull girders).
- In **angular motion and physics**, the *moment of inertia* (units:  $\text{kg} \cdot \text{m}^2$ ) is a measure of resistance to angular acceleration (rotational inertia).

### Linear Momentum ( $p$ )

Momentum is the “quantity of motion” an object has. It is calculated as:

$$p = mv$$

where

- $p$  = linear momentum ( $\text{kg} \cdot \text{m/s}$ )
- $m$  = mass ( $\text{kg}$ )
- $v$  = velocity ( $\text{m/s}$ )

Momentum is a **vector quantity** (it has both magnitude and direction).

## **Newton's Laws of Motion**

### **First Law (Law of Inertia)**

An object will stay at rest or keep moving in a straight line at constant speed unless an unbalanced (net) external force acts on it.

### **Second Law (Law of Acceleration)**

The acceleration of an object is directly proportional to the net force acting on it and inversely proportional to its mass.

$$F_{\text{net}} = ma \quad \text{or} \quad a = \frac{F_{\text{net}}}{m}$$

### **Third Law (Action-Reaction)**

Whenever two objects interact, they exert equal and opposite forces on each other.  
“For every action force, there is an equal and opposite reaction force.”

## **Conservation of Linear Momentum**

If no external forces act on a system (or if the external forces cancel out), the total momentum of the system stays constant.

In collisions or explosions:

**Total momentum before = Total momentum after**

Example: When two objects collide and stick together or bounce apart, the momentum lost by one is exactly gained by the other, so the total remains the same.

## **Angular Momentum**

The rotational equivalent of linear momentum. It describes how much “rotational motion” a spinning or orbiting object has.

Angular momentum depends on mass, speed, and distance from the axis of rotation.

## Radius of Gyration ( $k$ )

A geometric property of a rigid body that indicates how the mass is distributed relative to a specified axis of rotation. It is defined such that:

$$I = mk^2$$

where

- $I$  = moment of inertia ( $\text{kg} \cdot \text{m}^2$ )
- $m$  = total mass (kg)
- $k$  = radius of gyration (m)

### Practical Examples for Radius of Gyration

- **Smaller**  $k \rightarrow$  mass is concentrated closer to the axis  $\rightarrow$  **lower** rotational inertia  
 $\rightarrow$  easier/faster to speed up or slow down rotation  
(e.g., engine crankshafts, turbine rotors).
- **Larger**  $k \rightarrow$  mass is distributed farther from the axis  $\rightarrow$  **higher** rotational inertia  
 $\rightarrow$  better for storing rotational energy  
(e.g., flywheels; a hollow cylinder has a larger  $k$  than a solid cylinder of the same mass and outer radius).