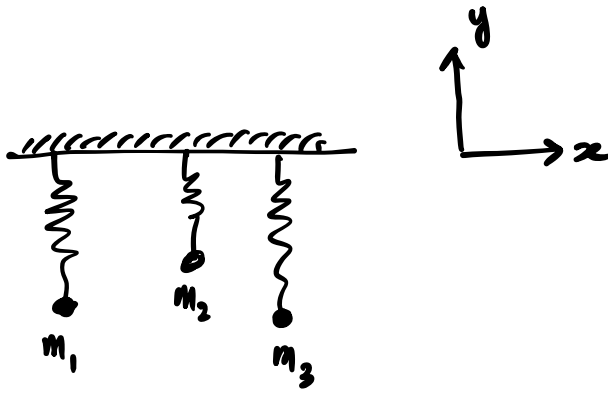


Jan 31, 2024

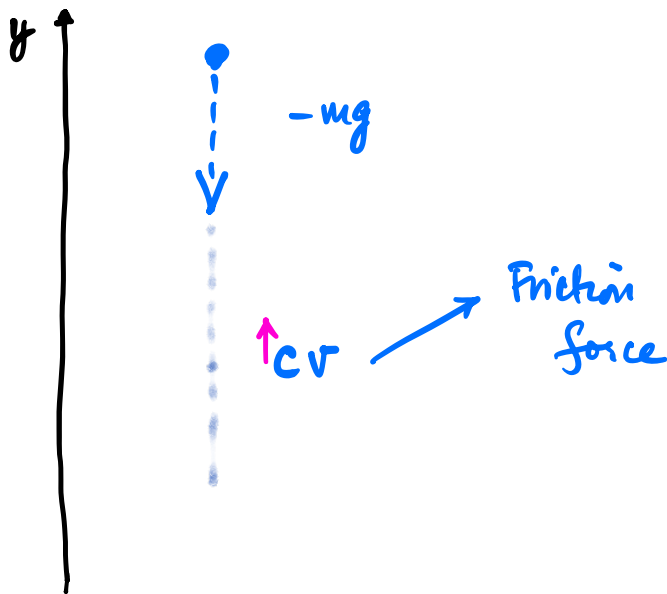
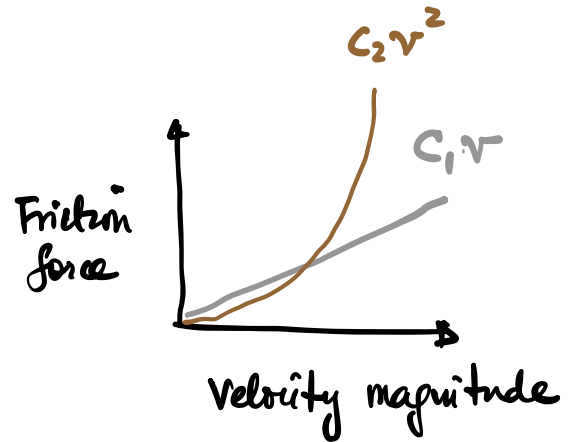
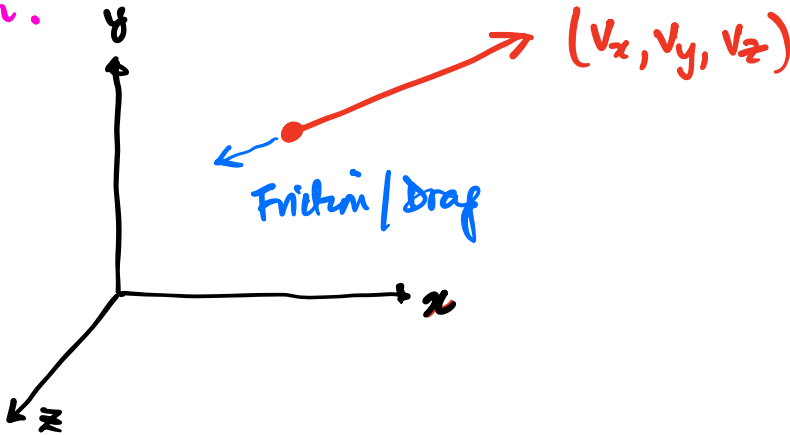
Continuous Systems

$$F = ma$$
$$\Rightarrow F = m \frac{d^2x}{dt^2}$$

$$F = -kx$$



Friction.



Force due to friction will continue to increase till it equates mg . At which point the ball will have no force acting.

The velocity will remain constant.

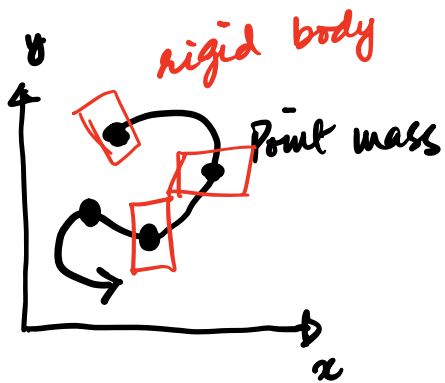
Terminal Velocity

Thought Experiment

Modelling a coffee filter

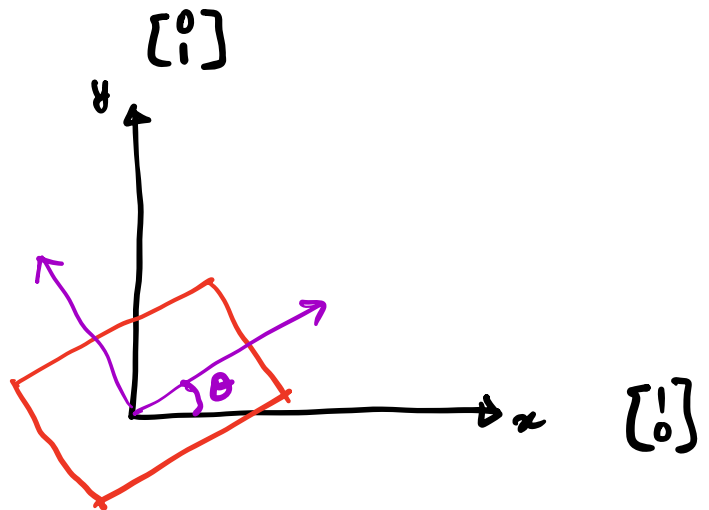
position (cm)	time (sec)
300	0
290	1
285	2
284	3

RIGID BODIES

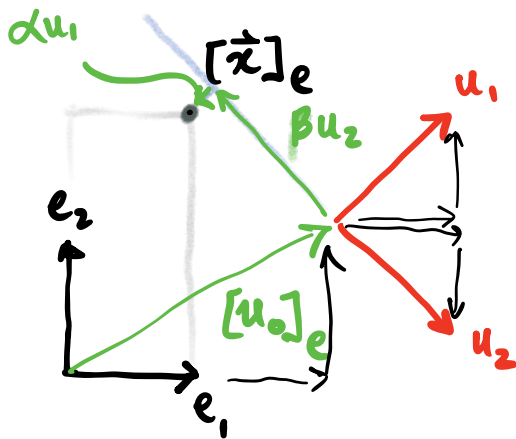


State of a rigid body in 2D

- $\vec{p} = (p_x, p_y)$
- $\vec{v} = (v_x, v_y)$
- θ orientation
- ω angular velocity



Coordinate Frames



$$[\vec{x}]_e = (1, 2)$$

$$[\vec{x}]_u = (\alpha, \beta)$$

$$[\vec{x}]_e = e_1 + 2e_2$$

$$[\vec{x}]_e = [u_0]_e + \alpha [u_1]_e + \beta [u_2]_e$$

$$\Rightarrow \alpha [u_1]_e + \beta [u_2]_e = [\vec{x}]_e - [u_0]_e$$

$$\Rightarrow \begin{bmatrix} [u_1]_e & [u_2]_e \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = [\vec{x}]_e - [u_0]_e$$

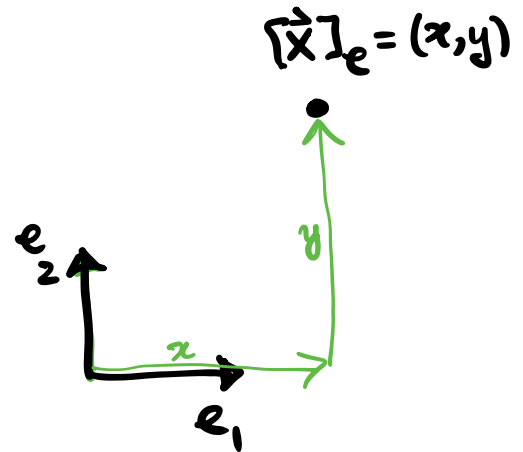
$$\Rightarrow \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \begin{bmatrix} [u_1]_e & [u_2]_e \end{bmatrix}^{-1} ([\vec{x}]_e - [u_0]_e)$$

point coordinates
in the
new
coordinate
system

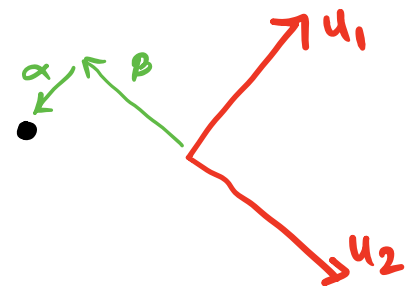
basis vectors
of the new
coordinate
system

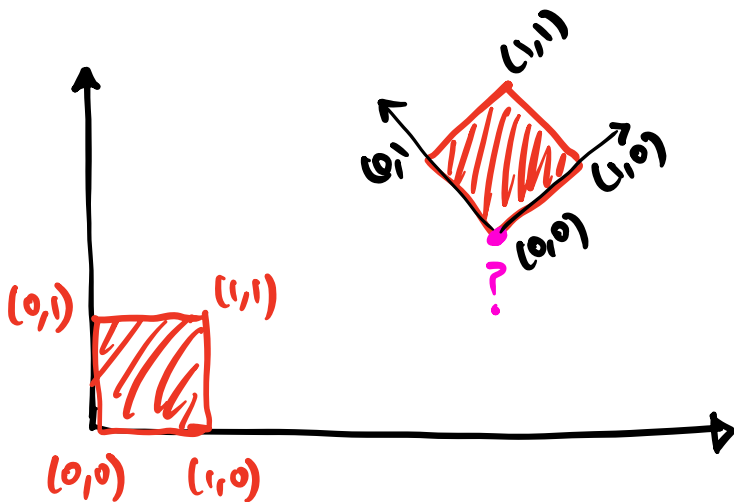
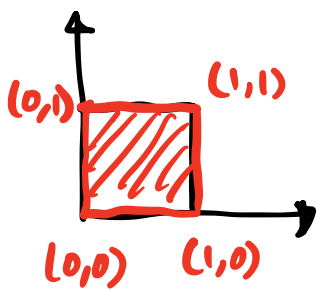
origin of the
new coordinate
system

point in the
old coordinate
system



$$[\vec{x}]_e = x\vec{e}_1 + y\vec{e}_2$$





Example:

$$[u_0]_e = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

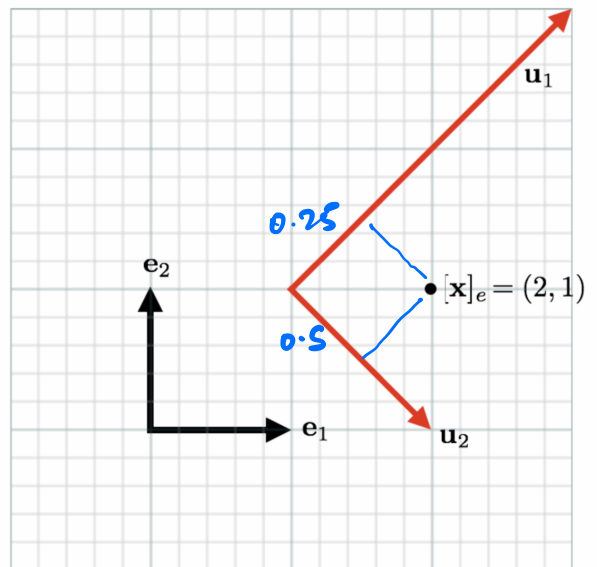
$$[u_1]_e = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$$

$$[u_2]_e = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$[\vec{x}]_e = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

We know:

$$\begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \begin{bmatrix} 2 & 1 \\ 2 & -1 \end{bmatrix}^{-1} \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 0.25 & 0.25 \\ 0.5 & -0.5 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \\
 = \begin{bmatrix} 0.25 \\ 0.5 \end{bmatrix}$$



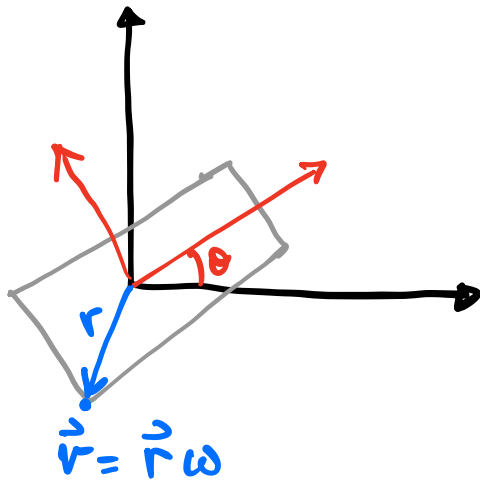
Rigid Bodies.

position: \vec{p}

velocity: \vec{v}

angular velocity: ω | $\frac{d\theta}{dt} = \omega$

orientation: θ



Forces acting on the body: $F = ma$

$$\frac{dP}{dt} = F$$

↑ force
↑ rate of change of the linear momentum

$$P = mv$$

$$\frac{dmv}{dt} = F$$
$$\Rightarrow m \frac{dv}{dt} = F$$
$$\Rightarrow m a = F$$

Torque acting on the rigid body

$$\frac{dL}{dt} = N$$

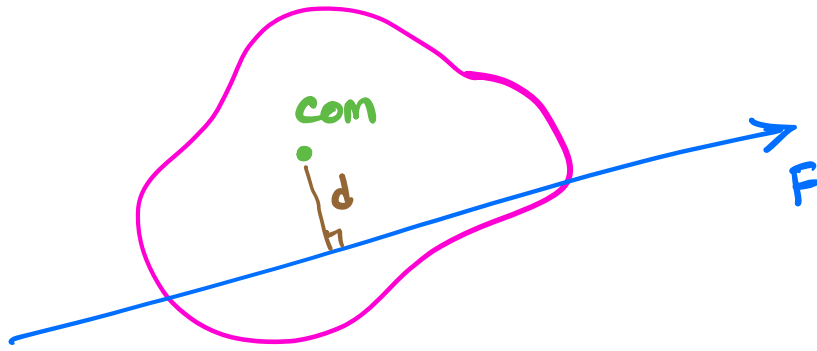
↑ torque
↑ rate of change of angular momentum

inertia tensor

angular velocity

$$L = I \omega$$

$$\text{Torque} = \vec{d} \times \vec{F}$$

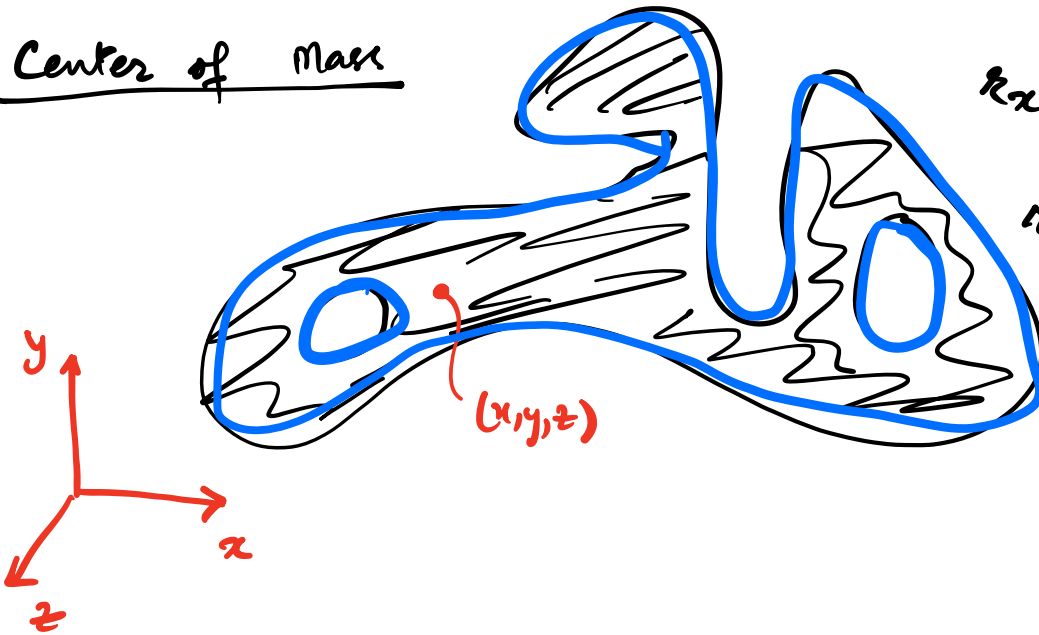


Center of Mass

$$r_x = \frac{1}{M} \int \rho(x,y,z) x dV$$

$$r_y = \frac{1}{M} \int \rho(x,y,z) y dV$$

$$r_z = \frac{1}{M} \int \rho(x,y,z) z dV$$

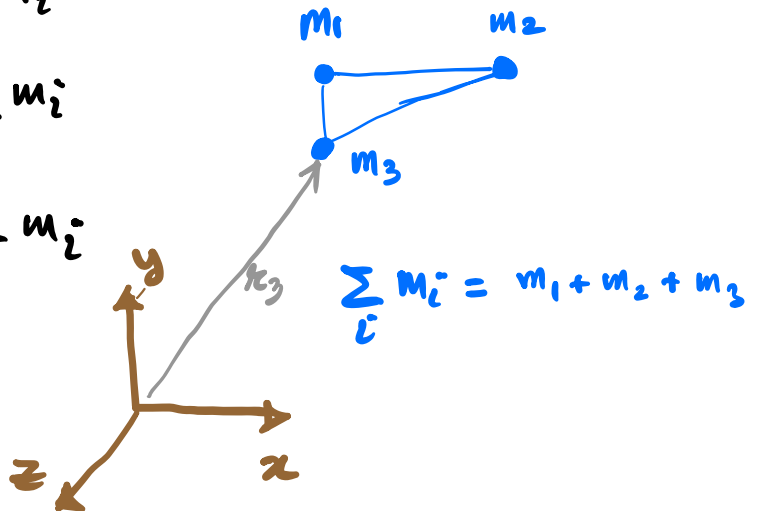


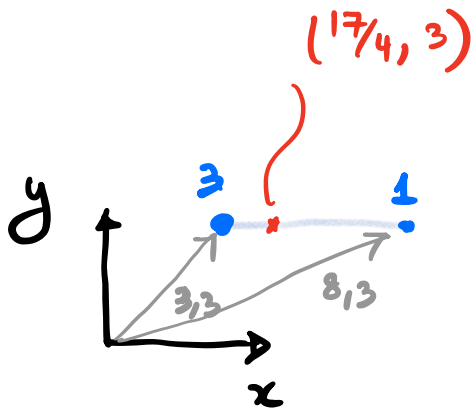
Discretize com calculation:

$$r_x = \frac{\sum_i m_i x_i}{\sum_i m_i}$$

$$r_y = \frac{\sum_i m_i y_i}{\sum_i m_i}$$

$$r_z = \frac{\sum_i m_i z_i}{\sum_i m_i}$$





$$R_x = \frac{(3)(3) + (8)(1)}{3+1} = \frac{9+8}{4} = \frac{17}{4}$$

$$R_y = \frac{(3)(3) + (3)(1)}{3+1} = \frac{9+4}{4} = \frac{12}{4} = 3$$

Inertia Tensor

$$I = \begin{bmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{yx} & I_{yy} & -I_{yz} \\ -I_{zx} & -I_{zy} & I_{zz} \end{bmatrix} \in \mathbb{R}^{3 \times 3}$$

$$I_{xx} = \sum_i m_i (y_i^2 + z_i^2)$$

$$I_{yy} = \sum_i m_i (x_i^2 + z_i^2)$$

$$I_{zz} = \sum_i m_i (x_i^2 + y_i^2)$$

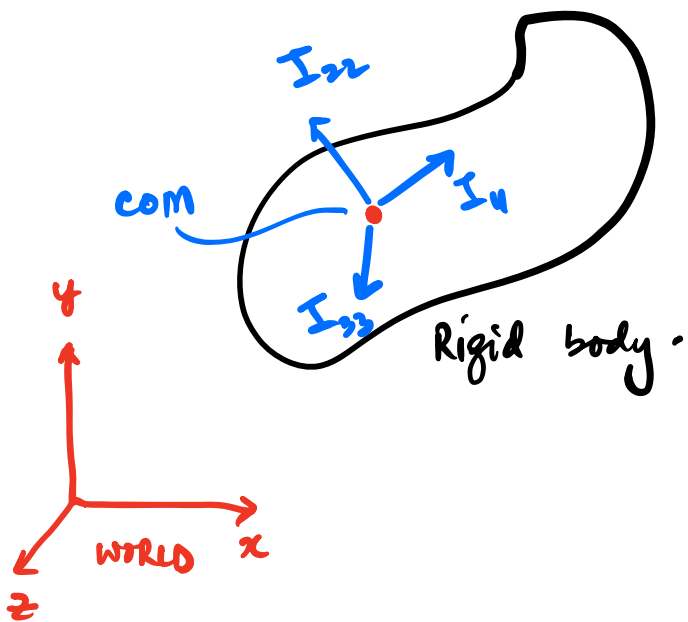
$$I_{xy} = I_{yx} = \sum_i m_i x_i y_i$$

$$I_{yz} = I_{zy} = \sum_i m_i z_i y_i$$

$$I_{xz} = I_{zx} = \sum_i m_i z_i x_i$$

Inertia Tensor in Body Coordinate System

$$I_{\text{body}} = \begin{bmatrix} I_{11} & & \\ & I_{22} & \\ & & I_{33} \end{bmatrix} \xrightarrow{\text{red arrow}} I_{\text{body}}^{-1} = \begin{bmatrix} 1/I_{11} & & \\ & 1/I_{22} & \\ & & 1/I_{33} \end{bmatrix}$$



KEY IDEAS

1. Angular effects.
2. MASS IS DISTRIBUTED
- Inertia tensor

3. Change of basis

4. $F = ma \rightarrow \frac{dP}{dt} = F$

$$\frac{dL}{dt} = N$$

$$N = \vec{d} \times \vec{F}$$

$$P = mV$$

$$\underline{L} = I\omega$$

$$\omega = \frac{d\theta}{dt}$$

center of mass.

Exercise.

