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# **Dynamics**

 $Df: A \ section \ of \ mechanics \ that \ studies \ mechanical \ motion \ based \ on \ force \ concepts$ 

Df: Force is a vector physical quantity that characterizes the direction and intensity of interaction between bodies

The dimension of force is  $[\vec{F}] = \frac{\text{kg} \cdot \text{m}}{\text{s}^2}$ 



### Newton's Laws

Lw 1: There are such reference systems relative to which material point moves <u>uniformly</u> and <u>rectilinearly</u> if it is <u>not</u> affected by other bodies or their effects are compensated

Lw 2: The acceleration of the center of mass of a rigid body is directly proportional to the resultant of all forces and inversely proportional to its mass.







Lw 3: Bodies (material points) act on each other, equal in magnitude and opposite in direction.

- $F_{12}$  and  $F_{21}$  arise and disappear simultaneously
- $F_{12}$  and  $F_{21}$  have the same nature
- Forces cannot be added together because they are applied to different bodies



**Ex:** 2.1.5. What force acts in the cross-section of a uniform rod of length l at a distance x from the end to which a force F is applied along the rod?



For problem 2.1.5

**Solution.** If we consider a rod of mass m as a single whole, then it will move with acceleration

$$a = \frac{F}{m}$$

Since the rod is inextensible, the acceleration of all its parts is the same and equal to a Let's consider a small section of the rod of length  $\Delta x$  and mass  $\Delta m$ . Since the rod is homogeneous

$$\Delta m = m \frac{\Delta x}{l}$$

Let's write down Newton's second law for this section.

$$a\,\Delta m = F(x + \Delta x) - F(x) \ (1)$$

Where  $F(x + \Delta x)$  and F(x) are the interaction forces together with neighbors Let's sum up the expression (1) along the horizontal coordinate from x to l:

$$\sum am \frac{\Delta x}{l} = \sum \Delta F$$

$$F(x) = ma \frac{l-x}{l} \Leftrightarrow \boxed{F(x) = F\left(1 - \frac{x}{l}\right)}$$
(5)

### Dynamics of rotational motion



 $\vec{F}-$  force d- force lever

 $M \pm F \cdot d = \pm F \cdot r \cdot \sin \alpha$ 

Dimension of moment of force  $[M] = \mathbf{N} \cdot \mathbf{m} = \frac{\mathbf{kg} \cdot \mathbf{m}^2}{\mathbf{s}^2}$ 

$$\vec{M} = \vec{r} \times \vec{F} = -\vec{F} \times \vec{r} \qquad (1)$$

$$F = m\vec{a}$$
  
 $m\vec{a} = \sum_{i=1}^{n} \vec{F}_{i}$ 

Df: <u>The moment of inertia</u> (J) is a scalar physical quantity characterizing the inertial properties of a body during rotational motion

The dimension of the moment of inertia is  $[J] = \mathrm{kg} \cdot \mathrm{m}^2$ 

*Lw*: The product of the <u>moment of inertia</u> and the <u>angular acceleration</u> of a body is equal to the <u>sum of the</u> <u>moments of forces</u> acting on the body

$$J\beta = \sum_{i=1}^{k} \pm M_i \qquad (2)$$

Ex: Material point



Newton's Second Law

$$ma = F$$
$$mar = F \cdot r$$
$$a = \beta \cdot r$$
$$(mr^{2})\beta = M \Rightarrow \boxed{J = mr^{2}} \quad (3)$$

Ex: Ring

NO: Moment of Inertia Additive

$$\boxed{J = J_1 + J_2 + \dots + J_n} \quad (4)$$
$$J = \sum_{i=1}^{\infty} J_i$$
$$J = \sum_{i=1}^{\infty} m_i r^2 = r^2 \sum_{i=1}^{\infty} m_i = mr^2$$

**Ex:** Homogeneous disk

r

 $m_i$ 



$$J_{i} = m_{i}r^{2} = 2\pi\sigma r_{i}^{3}\Delta r_{i}$$
$$J = \sum_{i=1}^{\infty} m_{i}r^{2} = \sum_{i=1}^{\infty} 2\pi\sigma r_{i}^{3}\Delta r_{i}$$
$$J = 2\pi\sigma \sum_{i=1}^{\infty} r_{i}^{3}\Delta r_{i} = 2\pi\sigma \frac{r^{4}}{4} = \frac{\sigma\pi r^{4}}{2} \Rightarrow \boxed{J = \frac{mR^{2}}{2}}$$
(5)

Other examples:

Ex: Ball





#### ${\it Ex:} \ {\it Homogeneous \ rod}$



#### Th: Parallel axis theorem



C — center of mass  $J_0$  — moment of inertia relative to the center of mass

$$J(a) = J_B = J_0 + ma^2$$
$$\boxed{J = J_0 + ma^2} \quad (8)$$

Ex: Load on block



Moment of inertia of the block:

$$J = \frac{mR^2}{2}$$

Cargo:

$$Ma = Mg - T$$

Block:

$$J\beta = \sum_{i=1}^{k} \pm M_i = T \cdot R$$

$$Ja = TR^2 \Rightarrow T = \frac{Ja}{R^2}$$
$$\boxed{a = \frac{Mg}{M + \frac{J}{R^2}} = \frac{g}{1 + \frac{m}{2M}}} \quad (9)$$

Ex: Rolling down an inclined plane



 $F_{\rm fr}$  — static friction force

 $a = g \sin \alpha \quad (M = 0)$ 

 $a = g(\sin \alpha - M \cos \alpha)$ 

Newton's second law:

$$ma = mg\sin\alpha - F_{\rm fr} \quad (OX)$$

$$mg\cos\alpha = N \quad (OY)$$

$$J\beta = F_{\rm fr}R \Leftrightarrow F_{\rm fr} = \frac{Ja}{R^2}$$
$$ma = mg\sin\alpha - \frac{Ja}{R^2} \Rightarrow \boxed{a = \frac{g\sin\alpha}{1 + \frac{J}{mR^2}}} \quad (10)$$

### Momentum of a body. Law of conservation of momentum

Df: The momentum of a material point is a vector physical quantity equal to

$$\vec{p} = m\vec{v} \quad (1)$$

Dimension of impulse  $[p] = \text{kg} \cdot \frac{\text{m}}{c}$ 

NO: A. Einstein (Special relativity)

$$\vec{p} = \frac{m\vec{v}}{\sqrt{1 - v^2/c^2}}$$

**Df:** Impulse of force:  $\vec{F}\Delta t$  Newton's second law in impulse form

$$\begin{vmatrix} \vec{p}_2 - \vec{p}_1 = \vec{F}\Delta t \\ \vec{\Delta p} = \vec{F}\Delta t \\ \vec{F} = \frac{d\vec{p}}{dt} \end{vmatrix}$$
(4)

The change in the momentum of a system is equal to the momentum of the force acting on it. Df: A closed system of bodies is a set of arbitrary objects that interact only with each other



*Lw*: The momentum of any closed mechanical system does not change with any interactions within it  $m_1 \vec{v}_1 + m_2 \vec{v}_2 + \dots = m_1 \vec{u}_1 + m_2 \vec{u}_2 + \dots$ 

Ex: The phenomenon of recoil



Ex: Inelastic Impact

Law of conservation of momentum

$$m\vec{v} = (m+M)\vec{V}$$
$$\vec{V} = \frac{m}{m+M}\vec{v} \qquad (7)$$

 $\rightarrow \stackrel{m\vec{v}}{\longrightarrow} \longrightarrow M$ 

$$\frac{mv^2}{2} = \frac{(m+M)V^2}{2} + Q = \frac{mv^2}{2}$$

## Angular momentum of a body. Law of conservation of angular momentum





**Df:** Vector equal to the vector product of the impulse arm and the impulse vector itself

 $L = \vec{r} \times \vec{p} \quad (1)$ 

$$L_i = R\vec{m}_i\omega R$$
$$L = \sum_{i=1}^{\infty} L_i = \sum_{i=1}^{\infty} m_i\omega R^2 = \omega R^2 \sum_{i=1}^{\infty} m_i = (mR^2)\omega = J\omega$$

$$\vec{L} = \sum_{i=1}^{\infty} \vec{r_i} \times (m_i \vec{v_i}) = \sum_{i=1}^{\infty} \vec{r_i} \times (m_i \vec{\omega} \times \vec{r_i}) = \sum_{i=1}^{\infty} m_i (\vec{r_i} \times (\vec{\omega} \times \vec{r_i})) = \sum_{i=1}^{\infty} m_i (\vec{\omega} \cdot \vec{r_i}) = \vec{\omega} \sum_{i=1}^{\infty} m_i r_i^2 = \overline{J\vec{\omega}}$$
$$\vec{L} = J\vec{\omega}$$
$$\vec{L} = \vec{r} \times (m\vec{v})$$
(2)

NO: Kepler's second law is the law of conservation of angular momentum

$$\begin{vmatrix} m_1 v_1 = m_2 v_2 \\ J_1 \omega_1 = J_2 \omega_2 \end{vmatrix}$$
(3)

### Law of conservation of energy



**Df:** Work of force(A) is a scalar physical quantity equal to

$$A = \vec{F} \cdot \vec{S} = FS \cos \alpha = F_x S \qquad (1)$$

Dimension of work  $[A] = \mathbf{N} \cdot \mathbf{m} = 1\mathbf{J}$ 

Df: Kinetic energy is defined by the expression

$$E^k = \frac{mv^2}{2} \quad (2)$$

**Theorem on the change in kinetic energy:** The change in the kinetic energy of a mechanical system is equal to the work of external forces on it

$$\Delta E^k = E_2^k - E_1^k = A$$
 (3)

Kinetic energy change theorem:



**Ex:** Increment of kinetic energy  $\Delta E_K$ , at  $\Delta v \ll v$ 

$$\Delta E_K = \frac{m(v + \Delta v)^2}{2} - \frac{mv^2}{2}$$
$$\Delta E_K = \frac{m(2v\Delta v + \Delta v^2)}{2} \approx \frac{2mv\Delta v}{2}$$

$$\Delta E_K = mv\Delta v \tag{5}$$

**NO:** According to (5), a small increment of kinetic energy is directly proportional to the speed,  $\Delta E^K \sim v$ 

Df: Conservative mechanical system – a mechanical set of bodies interacting without friction and resistance

Lw: In the absence of friction and resistance, the sum of the kinetic and potential energy of the system is a constant value for any interactions within the system

Heat:  $mgh_1 + \frac{mv_1^2}{2} = mgh_2 + \frac{mv_2^2}{2} + Q$ Ex: Greater Heights  $(h \sim R)$ 

$$F = G \frac{Mm}{r^2}$$

Let us show that E in this case (for astronomical flights)

$$r, r - \Delta r; \Delta r \ll r;$$
  $E = -G \frac{mM}{r}$  (6)  
 $A = FS \cos \alpha = \boxed{G \frac{mM}{r^2} \Delta r}$ 

$$A = -\Delta E = E_1 - E_2 = -GmM\left(\frac{1}{r - \Delta r} - \frac{1}{r}\right)$$
$$A = -GmM\frac{\Delta r}{(r - \Delta r)r} \approx \boxed{G\frac{mM}{r^2}\Delta r}$$





First cosmic velocity:  $v_1 = \sqrt{gR} = 7.9 \text{ km/s}$ Second cosmic velocity:  $v_2 = \sqrt{2G\frac{M}{R}} = \sqrt{2}v_1 = 11.2 \text{ km/s}$