

Analytical Mechanics

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Level (3)



Chapter (1)

1-1 Fundamental Concepts Vectors :-

The Vector $\vec{A} = A_x + jA_y + KA_z$

means That there vector (A) is expressed on the right in terms of its components in a particular Coordinate system.

1-2 Foemal Definition and Rules.

1. Equality of vectors.

$$\vec{A} = \vec{B}$$

$$[A_x, A_y, A_z] = [B_x, B_y, B_z]$$

$$A_x = B_x, A_y = B_y, A_z = B_z$$

Two vectors are equal if, and if their respective components are equal.

2. Vector Addition

$$A+B \Rightarrow [A_x + B_x, A_y + B_y, A_z + B_z]$$

3. Multiplication by a scalar

if c is a scalar and A vector

$$cA = [cA_x, cA_y, cA_z]$$

4. Vector subtraction

$$A-B = A_x(-B) = [A_x - B_x, A_y - B_y, A_z - B_z]$$

5. The null vector .

$$O = [o, o, o]$$

6. The combative of Low of Addition

$$A+B = B+A$$

$A_x + B_x = B_x + A_x$, and similarly for the and y Components.

7. The Associative Law.

$$\begin{aligned} A_x + (B+C) &= [A_x + (B_x + C_x), A_y + (B_y + C_y), A_z + (B_z + C_z)] \\ &= [(A_x + B_x) + C_x, (A_y + B_y) + C_y, (A_z + B_z) + C_z] \\ &= (A + B) + C \end{aligned}$$

8. The Distributive Law

$$\begin{aligned} c [A+B] &= c [A_x + B_x, A_y + B_y, A_z + B_z] \\ &= [cA_x + cB_x, cA_y + cB_y, cA_z + cB_z] \\ &= cA + cB \end{aligned}$$

1-3 Magnitude of a vector

$$A = |A| = (A_x^2 + A_y^2 + A_z^2)^{\frac{1}{2}}$$

1-4 Unit Coordinate vector

$$i = [1, 0, 0], \quad j = [0, 1, 0], \quad k = [0, 0, 1]$$

$$A = iA_x + jA_y + kA_z$$

1-5 The scalar Product

$$* A \cdot B = A_x B_x + A_y B_y + A_z B_z$$

$$* A \cdot B = B \cdot A$$

$$* A \cdot B = AB \cos \theta$$

$$* \cos \theta = \frac{A \cdot B}{AB}$$

$$* A \cdot (B + C) = A \cdot B + A \cdot C$$

From the definitions of the unit Coordinate Vectors i , j and k , it is clear that the following relations hold

$$i \cdot i = j \cdot j = k \cdot k = 1$$

$$i \cdot j = i \cdot k = j \cdot k = 0$$

* The Condition for static equilibrium of the particle the Particle will not Move under the action of those forces $F_1 + F_2 + \dots + F_n \Rightarrow \sum F_i = 0$

1-6 the vector Product

$$* \vec{A} \times \vec{B} = [(A_y B_z - A_z B_y), (A_z B_x - A_x B_z), (A_x B_y - A_y B_x)].$$

$$[(A_x B_y - A_y B_x)].$$

$$* A \times B = AB \sin \theta$$

$$* \vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$$

$$* A \times (B + C) = (A \times B) + (A \times C)$$

$$* i \times i = j \times j = k \times k = 0$$

$$* j \times k = i = -k \times j$$

EX :

prove That $i \times j = k$

$$i \times j = (0 - 0, 0 - 0, 1 - 0) = (0, 0, 1) = k$$

$$|\vec{A} \times \vec{B}|^2 = (A_y B_z - A_z B_y)^2 + (A_z B_x - A_x B_z)^2 + (A_x B_y - A_y B_x)^2$$

$$|\vec{A} \times \vec{B}|^2 = \vec{A}^2 \vec{B}^2 - (\vec{A} \cdot \vec{B})^2$$

example :- given the two vectors

$$\vec{A} = 2i + j - k, \vec{B} = i - j + 2k, \text{ find}$$

1. $A \cdot B$
2. $A \times B$
3. unit Vector normal to the plane the two vector .
4. The ungle between A and B .

Sol :-

$$1- A \cdot B = 2 - 1 - 2 = -1$$

$$\begin{aligned} 2- A \times B &= \begin{vmatrix} i & j & k \\ 2 & 1 & -1 \\ 1 & -1 & 2 \end{vmatrix} = i(2 - 1) + j(1 - 4) + k(-2 - 1) \\ &= i - 3j - 3k \end{aligned}$$

$$\cos \theta = \frac{A \cdot B}{|A||B|} = \frac{-1}{(2^2+1^2+(-1)^2)^{\frac{1}{2}}(1^2+(-1)^2+2^2)^{\frac{1}{2}}} \\ = \frac{-1}{6} \Rightarrow \theta = 99.6^\circ$$

$$3- \hat{n} = \frac{A \times B}{|A \times B|} = \frac{i-3j-3k}{(1)^2+(-1)^2+(-3)^2)^{\frac{1}{2}}} \\ = \frac{i-3j-3k}{(1-9+9)^{\frac{1}{2}}} = \frac{i}{\sqrt{19}} - \frac{3}{\sqrt{19}}j - \frac{3}{\sqrt{19}}k$$

1-7 Moment of a force

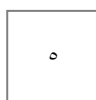
* The moment of a force about a point is a vector quantity having a magnitude and direction

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

$$|\vec{N}| = |\vec{r} \times \vec{F}| = r F \sin \theta$$

* The Condition for rotational equilibrium is that the vector sum of all the moments is zero

$$\text{i.e } \sum \vec{r}_i \times \vec{F}_i = \sum N_i = 0$$



1-8 change of coordinate system :-

$$\vec{A} = \vec{i}A_x + \vec{j}A_y + \vec{k}A_z$$

$$\vec{A}' = i'A'_x + j'A'_y + k'A'_z$$

$$A'_x = \vec{A} \cdot \vec{i}' = (i \cdot i')A_x + (j \cdot i')A_y + (k \cdot i')A_z$$

$$A'_y = \vec{A} \cdot \vec{j}' = (i \cdot j')A_x + (j \cdot j')A_y + (k \cdot j')A_z$$

$$A'_z = \vec{A} \cdot \vec{k}' = (i \cdot k')A_x + (j \cdot k')A_y + (k \cdot k')A_z$$

$$\vec{A} = \begin{bmatrix} i \cdot i' & j \cdot i' & k \cdot i' \\ i \cdot j' & j \cdot j' & k \cdot j' \\ i \cdot k' & j \cdot k' & k \cdot k' \end{bmatrix} \Rightarrow \text{coefficients of transformation}$$

↑ = they are equal to the cosines of the axes of the primed coordinate system

$$\begin{bmatrix} A'_x \\ A'_y \\ A'_z \end{bmatrix} = \begin{bmatrix} i \cdot i' & j \cdot i' & k \cdot i' \\ i \cdot j' & j \cdot j' & k \cdot j' \\ i \cdot k' & j \cdot k' & k \cdot k' \end{bmatrix} \begin{bmatrix} A_x \\ A_y \\ A_z \end{bmatrix}$$

Transformation Matrix

example :-

Express the vector $\vec{A} = 3\vec{i} + 2\vec{j} + \vec{k}$ in terms of the triad $i'j'k'$ where the $x'y'z'$ axes rotated 45° around the z axis.

$$\begin{bmatrix} A'_x \\ A'_y \\ A'_z \end{bmatrix} = \begin{bmatrix} \cos\theta & \sin\theta & 0 \\ -\sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix}$$

$$A'_x = \frac{3}{\sqrt{2}} + \frac{2}{\sqrt{2}} = \frac{5}{\sqrt{2}}$$

$$A'_y = \frac{-3}{\sqrt{2}} + \frac{2}{\sqrt{2}} = \frac{-1}{\sqrt{2}}$$

$$A'_z = 0 + 0 + 1 = 1$$

$$\therefore A' = \frac{5}{2}i' - \frac{1}{\sqrt{2}}j' + k'$$

H.W

$$Q.(a,c) - Q_2(b) - Q_3, Qu, Q_5, Q_6, Q_7, Q_{13}$$

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