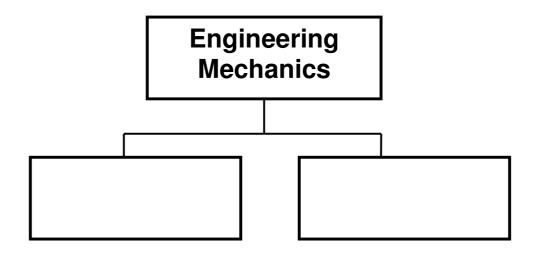
# **Lecture 7 – Introduction to Engineering Mechanics: Dynamics**



Engineering mechanics	is the physical science which studie	·S
	The subject is usually	y divided into two parts
namely	and	
Statics. This branch of	mechanics studies the	of bodies under
the action of constant for	orces and moment, i.e. a body that is	either or
	Exar	mples of static systems include
an aeroplane at cruising	speed, a hovering helicopter, a floa	ting stationary ship, etc.
Dynamics. This branch	of mechanics studies the	
i.e. system where a boo	ly is acted upon by an externally app	blied force which is a function
of time. Examples of dy	namic mechanical systems include	a grandfather clock pendulum
a mass-spring system, a	n accelerating/decelerating vehicle,	etc.

# **Background Knowledge**

Newton's second law of motion states that
The study of mechanical dynamics involves the effects of the forces on a body,
and the motion that ensues. The subject can be generally presented in two parts
1 Kinematics

# A dynamic mechanical system: a 1-DOF mass-spring system

2. Kinetics,

The system in figure 1 consists of a block of mass M which is free to move horizontally on a frictionless surface. The block is attached to a spring whose stiffness is k, and x denotes the displacement of the block in the horizontal direction and is measured relative to a datum point. The spring is assumed to be unloaded when x=0. Note that the displacement x takes a positive value in the direction of the arrow in figure 1 (towards the right hand side).

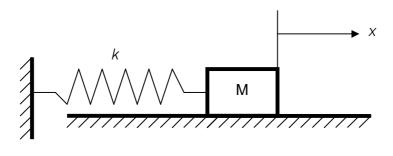


Figure 1

In this example, we will consider the following actions being performed on the block

- 1. The block is originally at rest.
- 2. A force *G* is applied on the block so that it moves towards the right until the displacement is  $x=x_I$ .

3. The force is removed and the block is oscillating under the influence of the spring stiffness.

The following describes the force analysis of the system at various stages.

#### Step 1

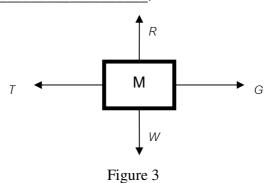
If we perform a force analysis of the system when the block is at rest, then we will have a \_\_\_\_\_\_. The spring is unstretched, hence it is not applying any force on the block. The weight *W* of the block is supported by the reaction force *R* from the ground.



Figure 2

#### Step 2

When a horizontal force G is applied, the block will travel in the direction of the force for a distance  $x_I$ . At this point, the block is \_\_\_\_\_\_ as the force G is now balanced by the tension  $T = kx_I$  in the spring and the weight is supported by the reaction from the ground. Hence, the resultant force acting on the block is



and $x=x_I$ .
Step 3
The force $G$ is suddenly removed and the block is now experiencing
exerted by the spring. This unbalanced force will result in a
and this motion can be analysed using a
relationship suggested by Newton's second law of motion.
(Eqn. 1)
F denotes the total unbalanced (resultant) force acting on the block
m denotes the mass of the block
a denotes the acceleration of the block in the direction of the force
Now we can use equation 1 to determine the motion (or kinematics) of our block.
However, before we can start analysing the motion of the block, it is necessary to
establish a way to do so.
The motion of the block can be represented by a time function of its displacement, i.e.
x(t), where $t$ denotes the time.
The velocity of the block, denoted by $v$ , is simply a time derivative of the displacement,
hence it can be written as
(Eqn. 2)
The acceleration of the block, denoted by $a$ , is a time derivative of the velocity of the
block. Alternatively, it is the second time derivative of the displacement. Its mathematical
expressions are given by
(Eqn. 3)

Note that we are neglecting the motion of the block while it is travelling between x=0

Here, we will use SI units for all our calculations. The units for time, displacement, velocity and acceleration are given in table 1.

Quantity	Unit (SI)	
Time	second	S
Displacement	metre	m
Velocity	metre per second	$m s^{-1}$
Acceleration	metre per second	$m s^{-2}$

Table 1

Let us now consider equation 1 again. The resultant force F acting on the block is entirely lue to the spring stiffness which is given by
Note that the direction of the restoring force exerted by the spring is always
The mass of the block is given by m, and the acceleration of the block is $\ddot{x}$ . Hence, equation 1 can be rewritten as
(Eqn. 4)
which is a second order differential equation in x. By inspection, the solution of the
differential equation must be a function. In this
case, we will use a sine function, so the displacement, velocity and acceleration of the
block are given by
where $\omega = \sqrt{\frac{k}{m}}$ and
$\hat{x} = x_1$ . The quantity $\omega$ also denotes the of the motion
oscillation), and $\hat{x}$ denotes the

The type of oscillation which can be described by a trigonometry function, such as that in equation 5, is called simple harmonic motion.

The solution of the dynamic mechanical system is given by equation 5. It describes the kinematics of the block by showing the displacement x as a function of time t. Alternatively, this can be graphically represented by a time history plot.

# Displacement, Velocity, and Acceleration

This section will examine the relationship between the displacement, velocity and acceleration. They are time derivatives of one another as already explained earlier.

Let us consider equation $2\left[v = \frac{dx}{dt} = \right]$	$\dot{x}$ . If we draw a velocity-time graph, the value of
the slope indicates	while the
area under the curve (between limits) _	·

We can integrate the above equation to obtain

$$x = x_0 + v_0 t$$

where x represents the displacement of the motion.  $x_0$  and  $v_0$  are initial values of displacement and velocity, respectively.

Therefore, if we draw displacement-time graph, the slope of the curve shows the .

# **Projectile Motion**

A projectile motion can be defined as one with a \_\_\_\_\_\_, hence a classic example of a projectile motion is the

free-flight of a thro	own object which follows The retardation due to air resistance is considered negligible.
The mathematical	expressions of accelerations, velocities and displacement in the vertical
(y) and horizontal	(x) directions are given by

# General motion of a particle in 3-D space

1	Cartesi	an coo	rdina	tos
	 Cartest	an cou	)   (	11.

The simplest representation of the position of a particle in a 3D space is by using the Cartesian coordinates, which utilises \_\_\_\_\_\_\_.

The position is defined relative to a stationary datum point, usually the origin, by a three-component vector **r**, which is given by \_\_\_\_\_\_\_.

where **i**, **j**, and **k** are unit vectors in the direction of (positive) x-, y-, and z-axes,

where  $\mathbf{i}$ ,  $\mathbf{j}$ , and  $\mathbf{k}$  are unit vectors in the direction of (positive) x-, y-, and z-axes, respectively. This is illustrated in figure 4.

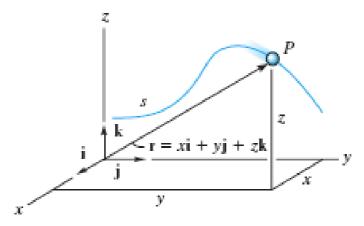
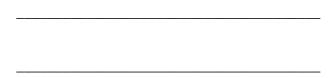


Figure 4

Recall that the velocity and acceleration are first order and second order time derivatives of the displacement, hence these are given by



2.	C	vlindrical	coordinates (	Polar	coordinates	in	3D)
	<u> </u>	, iiiiai icai	COOL GILLIACES (	I UIUI	COOI GIIIGUE		

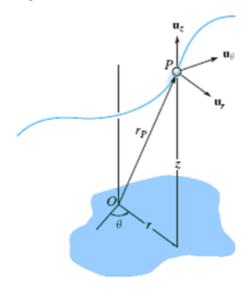


Figure 5

The position vector is given by

where  $\mathbf{u}_r$  is the unit vector in the radial direction of the cylinder, and

 $\mathbf{u}_k$  is the unit vector in the direction of the height of the cylinder

The velocity and the acceleration of a particle in polar coordinates are given by

We normally use the	t
	article when, i.e.
•	ravel along its track, an object transported along a conveyer belt,
etc.	taver along its track, an object transported along a conveyer being
For a	(two dimensional) motion along the path (see
figure) there are	directions we need to look at
Tangential direction is	he instantaneous direction of movement of the particle
the	ixed path. It is positive in the direction of increasing s. This
direction is represented	by the unit vector
Normal direction is	to the tangential direction and it points
towards the centre of the	e circle when the particle is moving along a curved path. This
direction is represented	by the unit vector
	•0'
	0/ /n
	S Jun
	P ut
	Position
	Figure 6
Suppose that a particle	ravels along a two dimensional path defined by the function
	, the radius of curvature of this path is given by
For a 2D motion, the v	locity of a particle is given by

MEE224	Engine	orina	1100	har	ioc
IVIL	Lugine	<del>Je</del> miy	IVIEC	ııaı	165

Lecture 7

where  Therefore, the acceleration is given by	The acceleration is given by		
Therefore, the acceleration is given by	where		
	Therefore, the acceleration is given	ven by	

		motion		
$\Box$	10+11/0	MATIAN		1/010
8	131176		21121	V & I &
110	IULIVC	HIIOUIUII	ana	V 313
_				<i>_</i>

The relative position	of B with respect to A, $\mathbf{r}_{B/A}$ , is given by	
Similarly, the relative are given by	e velocity and acceleration of particle B with respect to partic	cle A
-		
-		
<b>Dependent Motion</b>	on Analysis	
Dependent motions of	of two particles are normally associated with systems of	
	via inextensible	_ and

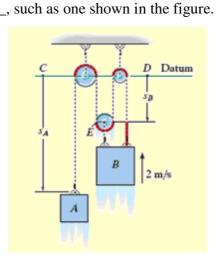


Figure 7 An example of a system of connected masses

Usually the analysis is based around the assumption that the cords used for connection are inextensible, i.e. their total lengths always \_\_\_\_\_\_\_. For example, the total length of the cord in the example shown (neglecting the parts without movements) is given by

MEE224 Engineering Mechanics	Lecture 7		
	[EQN.1]		
Let us now consider the velocity of the masses A and B, these can be compu	ited by		
differentiating equation 1 with respect to time to obtain			
	[EQN.2]		
Finally, the accelerations of the masses can be found by further differentiating equation 2			
with respect to time to obtain			

[EQN.3]