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Analytical Mechanics

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Lec.5: General motion of a particle in three dimensions

General Motion of a particle in Three Dimensions

4.1 Linear momentum

The equation of motion is
general

$$\vec{F} = \frac{d\vec{p}}{dt} \quad \text{or} \quad \vec{F} = \frac{d}{dt}(m\vec{v}) \quad \dots\dots\dots (4.1)$$

For cases where \vec{F} is an explicit function of time,
 p can be found by finding the impulse

i.e

$$\int F(t) dt = p(t) = m\vec{v}(t) \quad \dots\dots\dots (4.2)$$

Similarly

a second integration will yield the position

$$\int \vec{v}(t) dt = \vec{r}(t)$$

4.2 Angular momentum

$$\vec{F} = \frac{d\vec{p}}{dt}$$

general eq. of motion of a particle

multiply both sides by the operator \vec{r}

$$\vec{r} \times \vec{F} = \vec{r} \times \frac{d\vec{p}}{dt}$$

L.H.S \rightarrow moment

R.H.S $\rightarrow \frac{d}{dt} (\vec{r} \times \vec{p})$

$$\begin{aligned} \frac{d}{dt} (\vec{r} \times \vec{p}) &= \vec{v} \times \vec{p} + \vec{r} \times \frac{d\vec{p}}{dt} \\ &= \vec{v} \times m\vec{v} + \vec{r} \times \frac{d\vec{p}}{dt} \\ &= 0 + \vec{r} \times \frac{d\vec{p}}{dt} \end{aligned}$$

$$\therefore \vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{p}) \quad \dots \dots \dots (4.3)$$

Where $\vec{r} \times \vec{p} \rightarrow$ angular momentum of the particle about the origin.

4.3 The work principle

general eq. of motion $\vec{F} = \frac{d\vec{p}}{dt}$

Take the dot product of both sides with velocity \vec{v} .

$$\vec{F} \cdot \vec{v} = \frac{d\vec{p}}{dt} \cdot \vec{v} = \frac{d}{dt} (m\vec{v}) \cdot \vec{v} = \frac{1}{2} m \frac{d}{dt} (\vec{v} \cdot \vec{v})$$

From rule of differential $\frac{d}{dt} (\vec{v} \cdot \vec{v}) = 2 \vec{v} \cdot \frac{d\vec{v}}{dt}$

$$\vec{F} \cdot \vec{v} = \frac{d}{dt} \left(\frac{1}{2} m \vec{v} \cdot \vec{v} \right) = \frac{dT}{dt}$$

$$\vec{F} \cdot \vec{v} dt = dT$$