



# *ANALYTICAL MECHANICS 1*

## *Lecture 11*

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## General Motion of a Particle in *Three Dimensions*

$$\vec{F} = \frac{d\vec{p}}{dt} \quad \vec{p} = m\vec{v}$$

$$F_x = \frac{dp_x}{dt}, \quad F_y = \frac{dp_y}{dt}, \quad F_z = \frac{dp_z}{dt}$$

$$\int_0^t \vec{F}(t) dt = \vec{p}(t) - \vec{p}(0) \\ = m\vec{v}(t) - m\vec{v}(0)$$

# Angular Momentum

$$\vec{F} = \frac{d\vec{p}}{dt} \quad \vec{r} \times \vec{F} = \vec{r} \times \frac{d\vec{p}}{dt} \stackrel{?}{=} \frac{d}{dt}(\vec{r} \times \vec{p})$$

$$\frac{d}{dt}(\vec{r} \times \vec{p}) = \vec{v} \times \vec{p} + \vec{r} \times \frac{d\vec{p}}{dt}$$

$$\vec{v} \times \vec{p} = \vec{v} \times m\vec{v} = m\vec{v} \times \vec{v} = 0$$

$$\vec{r} \times \vec{F} = \frac{d}{dt}(\vec{r} \times \vec{p}) \quad \rightarrow \vec{\tau} = \frac{d\vec{L}}{dt} \quad \vec{L} = \vec{r} \times \vec{p}$$

## The Work Principle

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

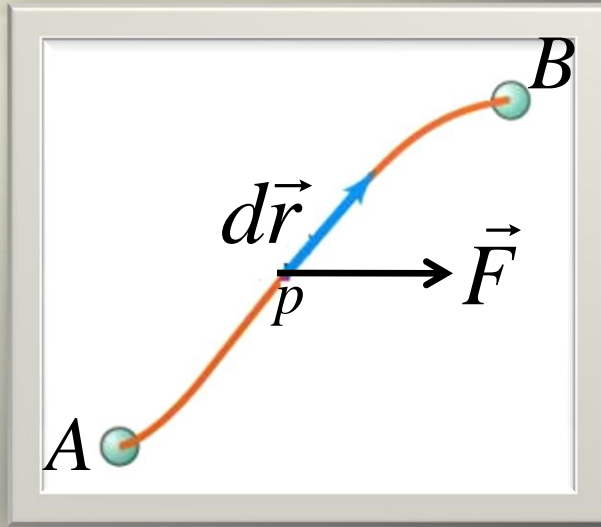
$$\frac{d(\vec{v} \cdot \vec{v})}{dt} = 2\vec{v} \cdot \frac{d\vec{v}}{dt} \quad \vec{F} \cdot \vec{v} = \frac{d}{dt} \left( \frac{1}{2} m \vec{v} \cdot \vec{v} \right) = \frac{dT}{dt}$$

$$T = \frac{1}{2} m v^2 \quad \int \vec{F} \cdot \vec{v} dt = \int dT \quad \vec{v} dt = d\vec{r}$$

$$\int \vec{F} \cdot d\vec{r} = \int dT = \Delta T$$

The work done on the particle is equal to the increment in the kinetic energy

# Conservation Forces and Force Fields



$$W = \int_A^B \vec{F} \cdot d\vec{r}$$



*The Potential Energy Function in  
Three Dimensional Motion*

$$\vec{F} \cdot d\vec{r} = -dV(\vec{r}) \quad \vec{F}_x dx = -dV$$

$$\vec{F} \cdot d\vec{r} = dT \quad \Delta T = -\Delta V \quad \Delta(T + V) = 0$$

$$\frac{1}{2}mv^2 + V(r) = E \quad \vec{F} + \vec{F}'$$

$$dT = \vec{F} \cdot d\vec{r} + \vec{F}' \cdot d\vec{r} = -dV + \vec{F}' \cdot d\vec{r}$$

$$d(T + V) = \vec{F}' \cdot d\vec{r}$$

## Gradient and the Del Operator in Mechanics

$$\vec{F} \cdot d\vec{r} = -dV$$

$$F_x dx + F_y dy + F_z dz = -\frac{\partial V}{\partial x} dx - \frac{\partial V}{\partial y} dy - \frac{\partial V}{\partial z} dz$$

$$F_x = -\frac{\partial V}{\partial x} \quad F_y = -\frac{\partial V}{\partial y} \quad F_z = -\frac{\partial V}{\partial z}$$

$$\vec{F} = -\frac{\partial V}{\partial x} \hat{i} - \frac{\partial V}{\partial y} \hat{j} - \frac{\partial V}{\partial z} \hat{k} = -\vec{\nabla} V$$

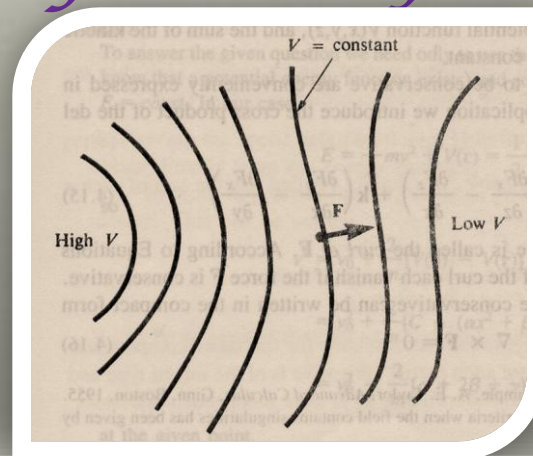
$$\vec{F} = -\vec{\nabla} V$$

## Del Operator $\nabla$

$$\vec{\nabla} = \frac{\partial}{\partial x} \hat{i} + \frac{\partial}{\partial y} \hat{j} + \frac{\partial}{\partial z} \hat{k} \quad \begin{array}{l} \text{“del”} \\ \text{“nabla”} \end{array}$$

The gradient of a function is a vector that represent the maximum spatial derivative of the function in direction and magnitude..

*Notice that the result is a linear combination of components and basis vectors and therefore the gradient of a scalar function is a vector.*





Conditions for the Existence of a Potential Function

$$F_x = -\frac{\partial V}{\partial x} \quad \frac{\partial F_x}{\partial y} = -\frac{\partial^2 V}{\partial y \partial x} \quad \frac{\partial F_y}{\partial x} = -\frac{\partial^2 V}{\partial x \partial y}$$

$$\frac{\partial F_x}{\partial y} = \frac{\partial F_y}{\partial x} \quad \frac{\partial F_x}{\partial z} = \frac{\partial F_z}{\partial x} \quad \frac{\partial F_y}{\partial z} = \frac{\partial F_z}{\partial y}$$

$$\nabla \times \vec{F} = \left( \frac{\partial F_z}{\partial y} - \frac{\partial F_y}{\partial z} \right) \hat{i} + \left( \frac{\partial F_x}{\partial z} - \frac{\partial F_z}{\partial x} \right) \hat{j} + \left( \frac{\partial F_y}{\partial x} - \frac{\partial F_x}{\partial y} \right) \hat{k}$$

## Curl $\nabla \times$

$$\nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_x & F_y & F_z \end{vmatrix} = \left( \frac{\partial F_z}{\partial y} - \frac{\partial F_y}{\partial z} \right) \hat{i} + \left( \frac{\partial F_x}{\partial z} - \frac{\partial F_z}{\partial x} \right) \hat{j} + \left( \frac{\partial F_y}{\partial x} - \frac{\partial F_x}{\partial y} \right) \hat{k} = 0$$

*Physically the curl is a measure of the rotational properties of a vector about a point.*

$$\nabla \times \mathcal{F} = 0$$

## Divergence $\nabla$ .

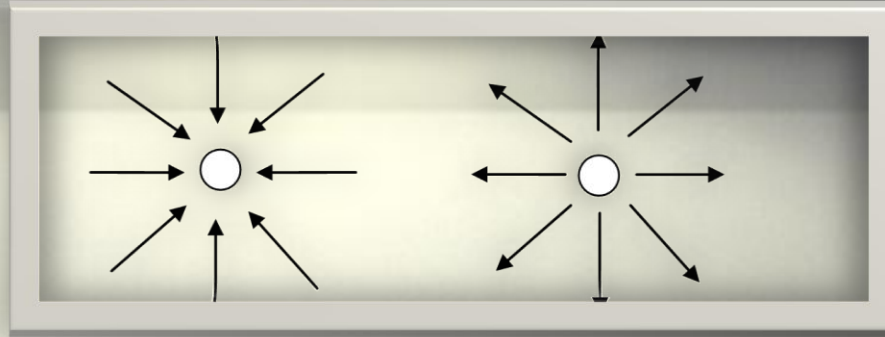
*The divergence of the vector field.*

$$\left( \frac{\partial}{\partial x} \hat{i} + \frac{\partial}{\partial y} \hat{j} + \frac{\partial}{\partial z} \hat{k} \right) \cdot (V_x \hat{i} + V_y \hat{j} + V_z \hat{k})$$

$$\frac{\partial V_x}{\partial x} + \frac{\partial V_y}{\partial y} + \frac{\partial V_z}{\partial z} \quad (\text{a scalar field!})$$

*From a physical standpoint, the divergence is a measure of the addition or removal of a vector quantity. A system with positive divergence is called a source. A system with negative divergence is called a sink.*

## Divergence $\nabla$ .



*Example(1): Find the force function.*

$$V(x, y, z) = \alpha x^2 + \beta xy + \gamma z + C$$

$\alpha, \beta, \gamma, C$  are cost.

$$\begin{aligned} F = -\nabla V &= -\left(\frac{\partial V}{\partial x} \hat{i} + \frac{\partial V}{\partial y} \hat{j} + \frac{\partial V}{\partial z} \hat{k}\right) \\ &= -(2x\alpha + y\beta)\hat{i} - (x\beta)\hat{j} - \gamma\hat{k} \end{aligned}$$

## Example(2):

$$F = -(2x\alpha + y\beta)\hat{i} - (x\beta)\hat{j} - \gamma\hat{k}$$

$$T + V = E = \text{const.} \quad \vec{r} = \hat{i} + 2\hat{j} + \hat{k}$$

$$E = \frac{1}{2}mv^2 + V(r) = \frac{1}{2}mv_0^2 + V(0)$$

$$v^2 = v_0^2 + \frac{2}{m}[V(0) - V(r)]$$

$$v^2 = v_0^2 + \frac{2}{m}[C - (\alpha x^2 + \beta xy + \gamma z + C)]$$

$$= v_0^2 - \frac{2}{m}(\alpha + 2\beta + \gamma)$$

### Example(3):

$$\vec{F} = xy\hat{i} + xz\hat{j} + yz\hat{k}$$

$$\nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ xy & xz & yz \end{vmatrix} = (z - x)\hat{i} + 0\hat{j} + (z - x)\hat{k}$$

### Example(4):

$$\vec{F} = (ax + by^2)\hat{i} + cxy\hat{j}$$

$$\nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ ax + by^2 & cxy & 0 \end{vmatrix} = (c - 2b)y\hat{k}$$

## Example(5):

$$\vec{F}_r = (-k / r^2) \hat{e}_r$$

$$\nabla \times \vec{F} = \frac{1}{r^2 \sin \theta}$$

$\hat{e}_r$	$\hat{e}_\theta r$	$\hat{e}_\phi r \sin \theta$
$\frac{\partial}{\partial r}$	$\frac{\partial}{\partial \theta}$	$\frac{\partial}{\partial \phi}$
$F_r$	$rF_\theta$	$rF_\phi \sin \theta$

$$F_r = -k / r^2, \quad F_\theta = 0, \quad F_\phi = 0$$

$$\nabla \times \vec{F} = \frac{\hat{e}_\theta}{r \sin \theta} \frac{\partial}{\partial \phi} \left( \frac{-k}{r^2} \right) - \frac{\hat{e}_\phi}{r} \frac{\partial}{\partial \theta} \left( \frac{-k}{r^2} \right) = 0$$

*Forces of the Separable Type. Projectile Motion*

$$\vec{F} = F_x(x)\hat{i} + F_y(y)\hat{j} + F_z(z)\hat{k}$$

$$\nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_x(x) & F_y(y) & F_z(z) \end{vmatrix} = 0 \quad \frac{\partial F_z(z)}{\partial y} - \frac{\partial F_y(y)}{\partial z}$$

$$m\ddot{x} = F_x(x), \quad m\ddot{y} = F_y(y), \quad m\ddot{z} = F_z(z)$$



# Motion of a Projectile in a Uniform Gravitational Field

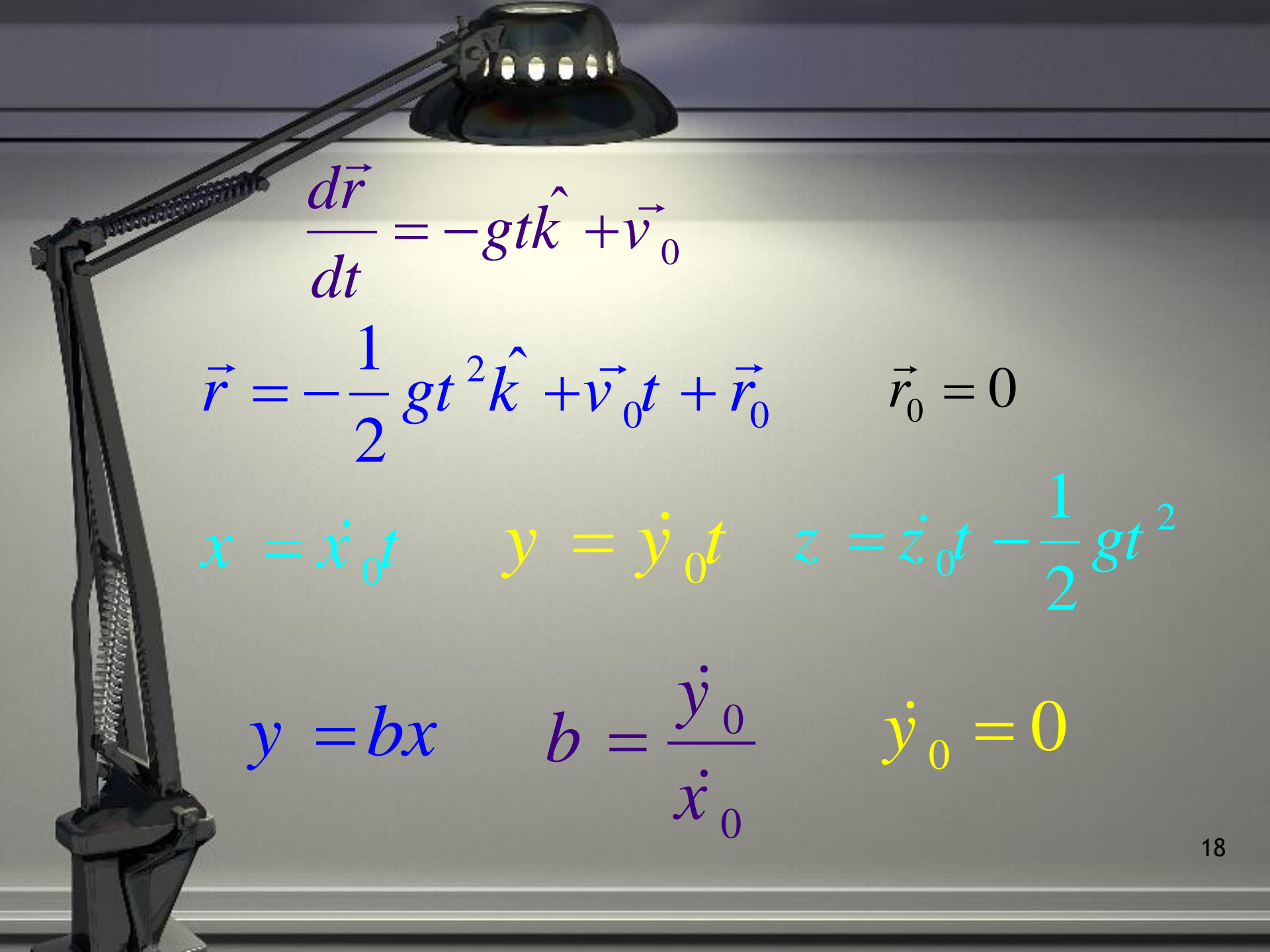
a) No Air Resistance

$$\vec{F} = F_x(x)\hat{i} + F_y(y)\hat{j} + F_z(z)\hat{k} = 0\hat{i} + 0\hat{j} - mg\hat{k}$$

$$m \frac{d^2 \vec{r}}{dt^2} = -mg\hat{k} \quad \frac{1}{2}mv^2 + V(r) = E$$

$$\frac{1}{2}m(\dot{x}^2 + \dot{y}^2 + \dot{z}^2) + mgz = \frac{1}{2}mv_0^2$$

$$v^2 = v_0^2 - 2gz \quad \frac{d}{dt} \left( \frac{d\vec{r}}{dt} \right) = -g\hat{k}$$

A desk lamp with a black adjustable arm and a silver shade is positioned on the left side of the frame, casting light on a whiteboard. The whiteboard contains several physics equations. The equations are: 
$$\frac{d\vec{r}}{dt} = -gt\hat{k} + \vec{v}_0$$
$$\vec{r} = -\frac{1}{2}gt^2\hat{k} + \vec{v}_0t + \vec{r}_0 \quad \vec{r}_0 = 0$$
$$x = \dot{x}_0t \quad y = \dot{y}_0t \quad z = \dot{z}_0t - \frac{1}{2}gt^2$$
$$y = bx \quad b = \frac{\dot{y}_0}{\dot{x}_0} \quad \dot{y}_0 = 0$$

The equations are written in different colors: purple for the first two, cyan for the third, and yellow for the fourth.

$$\vec{r} = -\frac{1}{2}gt^2\hat{k} + \vec{v}_0t + \vec{r}_0 \quad \vec{r}_0 = 0$$

$$x = \dot{x}_0t \quad y = \dot{y}_0t \quad z = \dot{z}_0t - \frac{1}{2}gt^2$$

$$y = bx \quad b = \frac{\dot{y}_0}{\dot{x}_0} \quad \dot{y}_0 = 0$$

$$x = \dot{x}_0 t \quad z = \dot{z}_0 t - \frac{1}{2} g t^2$$

$$z = \frac{\dot{z}_0}{\dot{x}_0} x - \frac{g}{2\dot{x}_0^2} x^2$$

$$a = \dot{z}_0 / \dot{x}_0, \quad b = g / 2\dot{x}_0^2$$

$$z = ax - bx^2$$

