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ME 274 Lecture 26

Particle Kinetics – Summary

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03/23/26

Housekeeping/Announcements

***Reminder for Henny to wear a mic during the lecture.

1. **HW 25 (4.S and 4.T) due today!!**
2. Quiz 5 due next Wednesday
3. Office hours are changing to ME2008B...
 - Second floor of renovated side of ME.
4. Bonus quiz grade at end of the semester if we get a good response rate to QR code surveys at the end of lecture.
 - If you are unable to attend lecture on that day/forget to fill it out:
 - Feel free to give feedback based on the content of that lecture's slides.
 - Way of you reviewing previous content and giving feedback to me.

Kinetics Summary Handout

particle = ch 4 ;

rigid body = will cover in ch 5

Kinetics Table (page 352 of the lecture book)

when to use {

Method	Body model	Fundamental equations
Newton-Euler (relating forces to accelerations)	particle	$\sum \vec{F} = m\vec{a}$
	rigid body (G = c.m. and A = any point on body)	$\sum \vec{F} = m\vec{a}_G$ $\sum \vec{M}_A = I_A \vec{\alpha} + m\vec{r}_{G/A} \times \vec{a}_A$
Work-energy (relating change in speed to change in position)	particle	$T_1 + V_1 + U_{1 \rightarrow 2}^{(nc)} = T_2 + V_2$ where $T = \frac{1}{2}mv^2$
	rigid body (G = c.m. and A = any point on body)	$T_1 + V_1 + U_{1 \rightarrow 2}^{(nc)} = T_2 + V_2$ where $T = \frac{1}{2}mv_A^2 + \frac{1}{2}I_A\omega^2 + m\vec{v}_A \cdot (\vec{\omega} \times \vec{r}_{G/A})$
Linear impulse-momentum (relating change in velocity to change in time)	particle	$\int_{t_1}^{t_2} \sum \vec{F} dt = m\vec{v}_2 - m\vec{v}_1$
	rigid body (G = c.m.)	$\int_{t_1}^{t_2} \sum \vec{F} dt = m\vec{v}_{G2} - m\vec{v}_{G1}$
Angular impulse-momentum (relating change in angular velocity to change in time)	particle (O = fixed point)	$\int_{t_1}^{t_2} \sum \vec{M}_O dt = \vec{H}_{O2} - \vec{H}_{O1}$ where $\vec{H}_O = m\vec{r}_{P/O} \times \vec{v}_P$
	rigid body (A = fixed point or c.m.)	$\int_{t_1}^{t_2} \sum \vec{M}_A dt = \vec{H}_{A2} - \vec{H}_{A1}$ where $\vec{H}_A = I_A \vec{\omega}$

Notes on the four-step method:

1. FBD(s)

- Newton/Euler (N/E): typically **individual FBDs**
- Work/energy (W/E), linear impulse momentum (LIM) and angular impulse/momentum (AIM): typically **make it "BIG"** (include all moving bodies)

2. Kinetics

(see suggestions in the table to the right as to which method(s) to use)

- Choose coordinate system(s) based on the "Given" and "Find", including consideration of any motion constraints in the system.
- N/E: point G in the Newton equation must be the center of mass for the body
- W/E: mechanical energy is conserved if $U_{1 \rightarrow 2}^{(nc)} = 0$ (no non-conservative work being done on your system)
- LIM: linear momentum in the x-direction is conserved if $\sum F_x = 0$ (no net force in the x-direction for your system)
- AIM: angular momentum in the z-direction is conserved if $\sum M_{Oz} = 0$ (no net moment in the z-direction about point O for your system). For particles, O must be a fixed point. For rigid bodies, O can be either a fixed point or the center of mass.

3. Kinematics

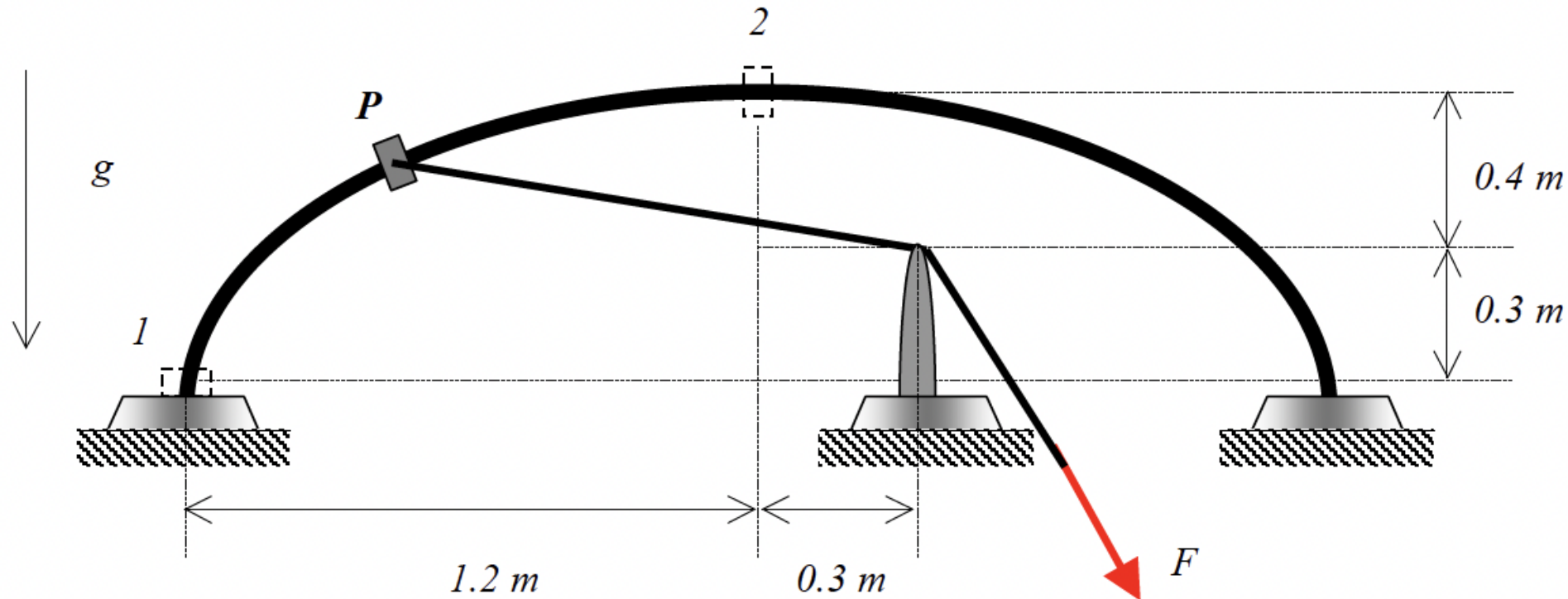
- N/E: typically need **acceleration** kinematics
- W/E, LIM and AIM: typically need **velocity** kinematics

4. Solve

Example 4.B.5

Given: Slider P, having a mass of $m = 0.6$ kg, moves freely along the fixed, smooth, curved rod from position A to position B in the vertical plane under the action of the constant $F = 20$ N tension in the cord.

Find: Determine the speed of the slider at position 2, if the slider is released from rest at position 1.



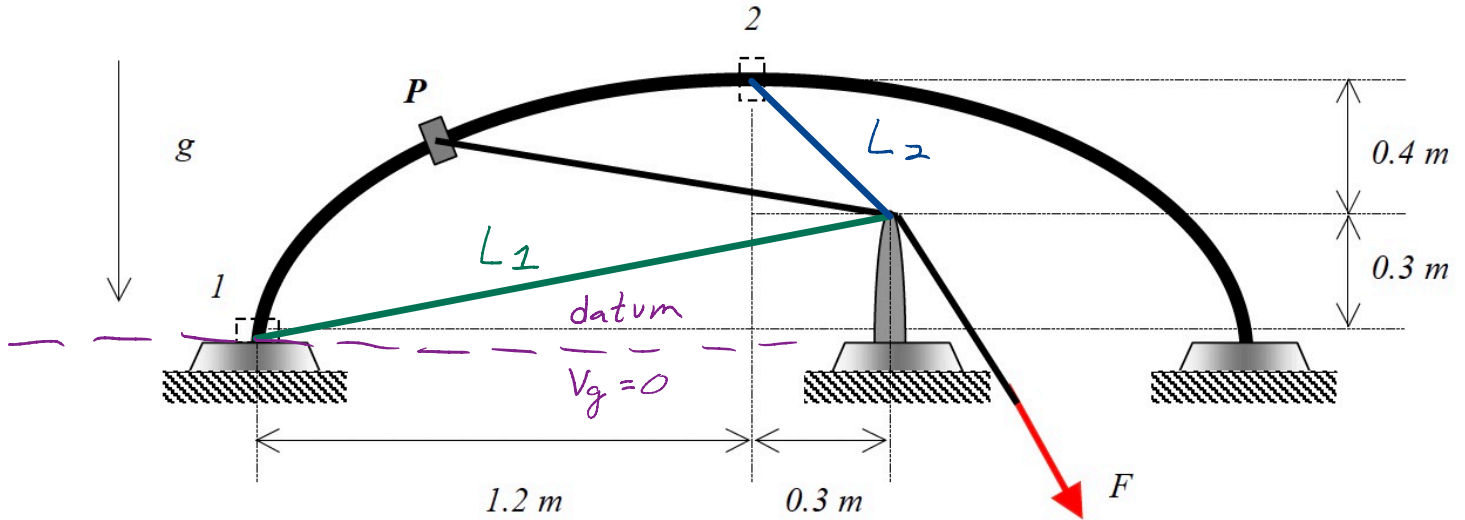
Example 4.B.5

Similar to H4.V pg. 223

Given: Slider P, having a mass of $m = 0.6$ kg, moves freely along the fixed, smooth, curved rod from position A to position B in the vertical plane under the action of the constant $F = 20$ N tension in the cord.

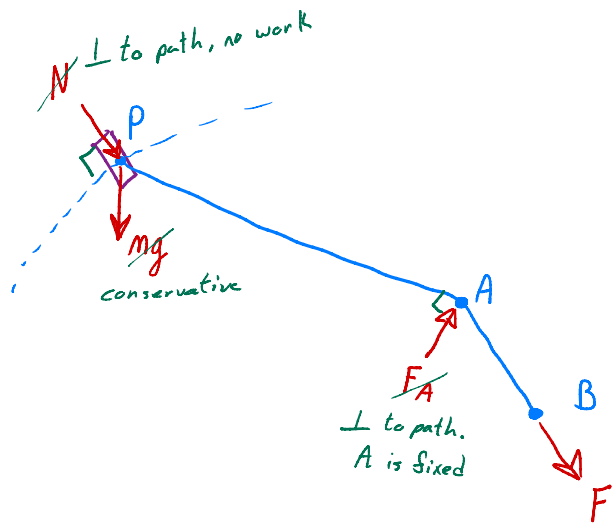
Find: Determine the speed of the slider at position 2, if the slider is released from rest at position 1.

$v_2 = ?$



① Method: Relate change in spd to change in position \rightarrow W/E

① FBD: Make it big (cable + P)



② Kinetics W/E

$$T_1 + V_1 + U_{1 \rightarrow 2}^{(NC)} = T_2 + V_2$$

$$T_1 = 0 \text{ ; @ rest}$$

$$V_1 = 0 \text{ ; datum}$$

$$U_{1 \rightarrow 2}^{(NC)} = \int_1^2 (\vec{F} \cdot \hat{e}_{tB}) ds_B = F \Delta s_B$$

$$T_2 = \frac{1}{2} m v_2^2$$

$$V_2 = mgh_2 \text{ ; } h_2 = 0.3 + 0.4 = 0.7 \text{ m}$$

④ Kinematics

$$\begin{aligned} \Delta s_B &= L_1 - L_2 \\ &= \sqrt{1.5^2 + 0.3^2} - \sqrt{0.4^2 + 0.3^2} \\ &= \underline{\hspace{2cm}} \end{aligned}$$

⑤ Solve

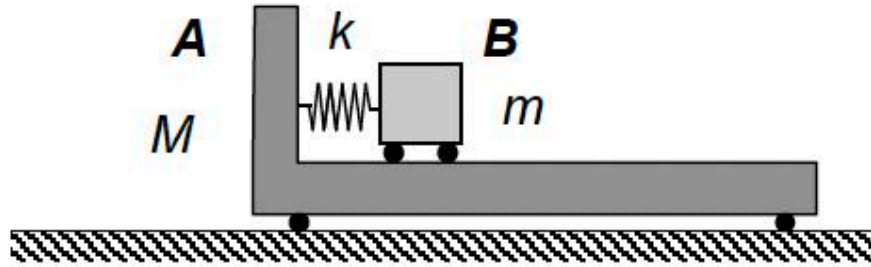
Use (1) So $v_2 = \underline{\hspace{2cm}}$

③ Plug-in

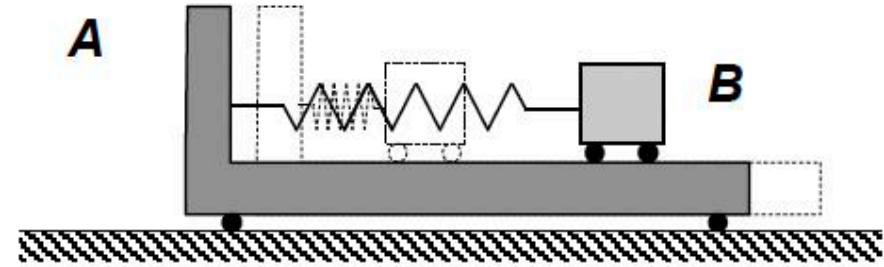
$$F \Delta s_B = \frac{1}{2} m v_2^2 + mgh_2 \quad (1)$$

Question C4.7

Cart A and block B (having masses of $M = 4$ kg and $m = 2$ kg, respectively, are connected by a spring of stiffness $k = 300$ N/m. The system is released from rest with the spring being compressed 0.2 m (Position 1). Find the speed of the cart at Position 2 at the instant when the spring is uncompressed/unstretched. Consider all surfaces to be smooth.



Position 1
(at rest)



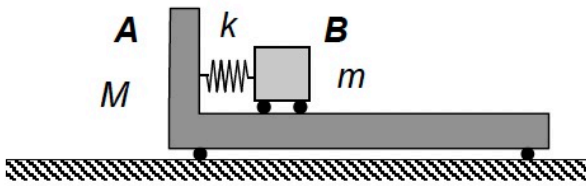
Position 2
(both A and B moving)

Question C4.7

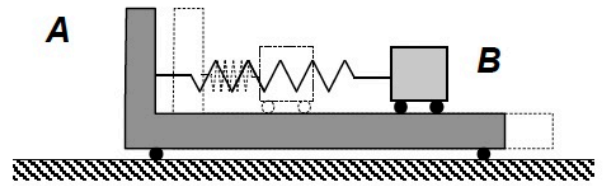
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Cart A and block B (having masses of $M = 4 \text{ kg}$ and $m = 2 \text{ kg}$, respectively, are connected by a spring of stiffness $k = 300 \text{ N/m}$. The system is released from rest with the spring being compressed 0.2 m (Position 1). Find the speed of the cart at Position 2 at the instant when the spring is uncompressed/unstretched. Consider all surfaces to be smooth.

$v_{A,2}?$



Position 1
(at rest)



Position 2
(both A and B moving)

① Method. W/E: Change in spd \rightarrow Change in position

① FBD: A + B + spring



⑥ LIM in x-dir

$$\sum F_x = 0$$

$$m v_{B2} + M v_{A2} = m v_{B1} + M v_{A1}$$

$$\rightarrow v_{B2} = -\frac{M}{m} v_{A2} \quad (2)$$

② W/E

$$T_1 + V_1 + U_{1-2}^{NC} = T_2 + V_2$$

$$T_1 = 0; \text{ @ rest}$$

$$V_1 = \frac{1}{2} k \Delta_1^2; \Delta_1 = 0.2 \text{ m}$$

$$U_{1-2}^{NC} = 0$$

$$T_2 = \frac{1}{2} M v_{A,2}^2 + \frac{1}{2} m v_{B,2}^2$$

$$V_2 = 0; \Delta_2 = 0$$

⑦ No Kinematics

⑧ Solve 2 eqns 2 unkns

③ Plug in

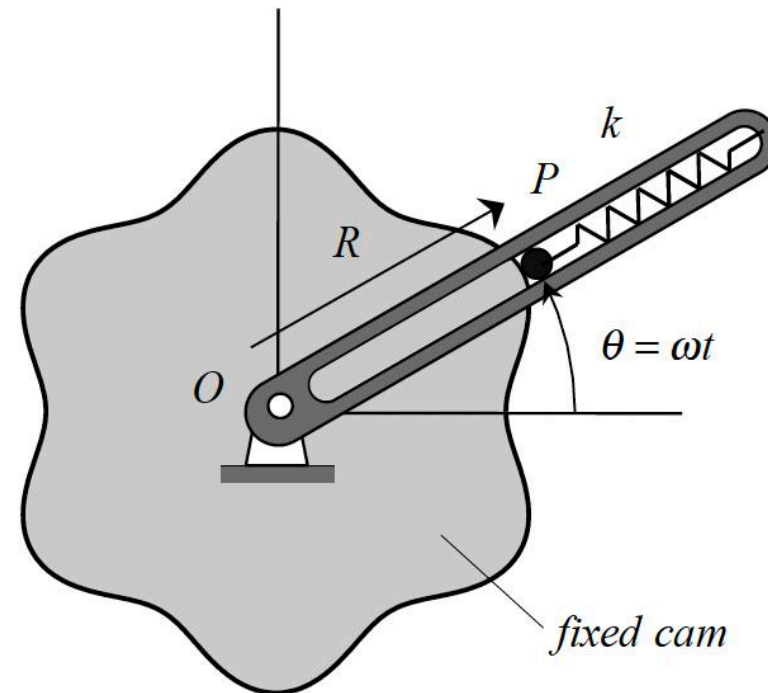
$$\frac{1}{2} M v_{A,2}^2 + \frac{1}{2} m v_{B,2}^2 = \frac{1}{2} k \Delta_1^2 \quad (1)$$

④ 2 unkns 1 eqn

Example 4.A.11

Given: A slotted arm rotates about a vertical shaft passing through O that is at the center of a FIXED cam, as shown in the figure. A particle P , having a mass of $m = 0.2$ kg moves within the slot in the arm and remains in contact with the surface of the cam under the action of a spring attached between P and the outer end of the arm. The shape of the cam is such that the radial distance from O to P is given by the equation $R = R_0 - R_1 \cos(6\theta)$ where $R_0 = 0.5$ m and $R_1 = 0.1$ m. The spring has a stiffness of $k = 500$ N/m and is compressed by an amount of $\Delta = 0.2$ m when $\theta = 0$. The arm rotates at a constant rate of $\omega = 10$ rad/s.

Find: Determine the force acting on P by the cam when P passes over the top of the lobe in the position shown.

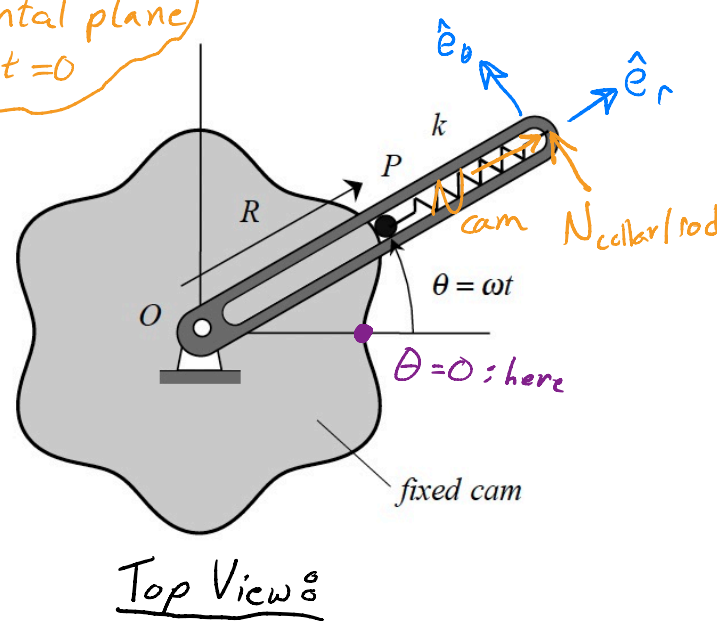


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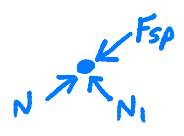
Find: Determine the force acting on P by the cam when P passes over the top of the lobe in the position shown. $N?$

$m = 0.2$ kg
 $R = R_0 - R_1 \cos(6\theta)$
 $R_0 = 0.5$ m
 $R_1 = 0.1$ m
 $k = 500$ N/m
 $\Delta_0 = 0.2$ @ $\theta = 0$
 $\omega = 10$ rad/s ; $\dot{\omega} = 0$

horizontal plane
 Weight = 0



1 FBD



Kinetics Diagram:
 $ma_\theta = m(2\dot{r}\dot{\theta} + r\ddot{\theta})$
 $ma_r = m(\ddot{r} - r\dot{\theta}^2)$

5 Solve

$N = k(\Delta_0 + 2R_1) + m(\ddot{r} - r\dot{\theta}^2)$

$r = R_0 - R_1 \cos 6\theta$

$\dot{r} = (R_1 \sin 6\theta) 6\dot{\theta}$; $\frac{d}{dt}$

$\ddot{r} = R_1 \cos 6\theta (6\dot{\theta})^2 + R_1 \sin 6\theta (6\ddot{\theta})$; const

Kinetics

2 ΣF in radial direction
 $\Sigma F_r = ma_r$
 $\Rightarrow N - F_{sp} = m(\ddot{r} - r\dot{\theta}^2)$

Kinematics

3 What's F_{sp} ? Use Hook's law

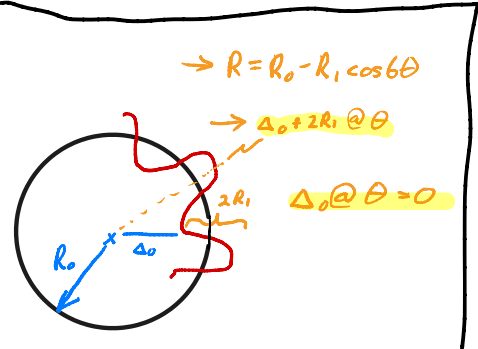
$F_{sp} = k(\Delta)$; Hook's Law

4 What's Δ ?

@ $\theta = 0$: Δ_0

@ θ : $\Delta_0 + 2R_1$

6 Solve for N



Example 4.C.4

Given: Car A (having mass of m_A) travels to the right with an initial speed of v_{A1} . Car A then impacts a stationary car B (having a mass of m_B). After impact, the two cars stick together.

Find: The change in kinetic energy for the system of A and B together after the impact and resulting coupling. What fraction is this change to the initial kinetic energy of the system of A and B?



Example 4.C.4

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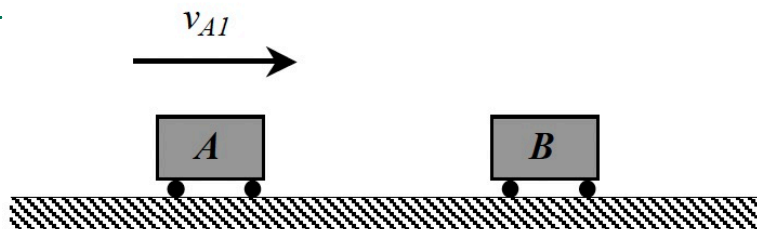
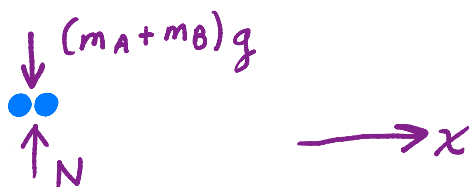
Given: Car A (having mass of m_A) travels to the right with an initial speed of v_{A1} . Car A then impacts a stationary car B (having a mass of m_B). After impact, the two cars stick together.

(a)

Find: The change in kinetic energy for the system of A and B together after the impact and resulting coupling. What fraction is this change to the initial kinetic energy of the system of A and B?

(a) $T_2 - T_1$? (b) $\frac{T_2 - T_1}{T_1}$

(1) (FBD)



Kinetics

(2) Use LIM bc relating change in vel to change in time

LIM x-dir: $\int_{t_1}^{t_2} \cancel{F} dt = m\vec{v}_2 - m\vec{v}_1$

$m_A \cancel{v_{A1}} + m_B \cancel{v_{B1}} = m_A v_{A2} + m_B v_{B2}$
 $= (m_A + m_B) v_2$; $v_{A2} = v_{B2}$

Solve

$v_2 = \frac{m_A}{m_A + m_B} v_{A1}$

(3) Find $T_2 - T_1$, change in Kinetic Energy

$T_2 - T_1 = \frac{1}{2} (m_A + m_B) v_2^2 - \frac{1}{2} m_A v_{A1}^2$
 $= \frac{1}{2} (m_A + m_B) \left[\frac{m_A^2}{(m_A + m_B)^2} \right] v_{A1}^2 - \frac{1}{2} m_A v_{A1}^2$
 $= \frac{1}{2} \frac{m_A^2}{m_A + m_B} v_{A1}^2 - \frac{1}{2} m_A v_{A1}^2$

(4) Find $\frac{T_2 - T_1}{T_1}$

$\frac{T_2 - T_1}{T_1} = \frac{\frac{1}{2} \frac{m_A^2}{m_A + m_B} v_{A1}^2 - \frac{1}{2} m_A v_{A1}^2}{\frac{1}{2} m_A v_{A1}^2}$

$= \frac{m_A}{m_A + m_B} - 1$

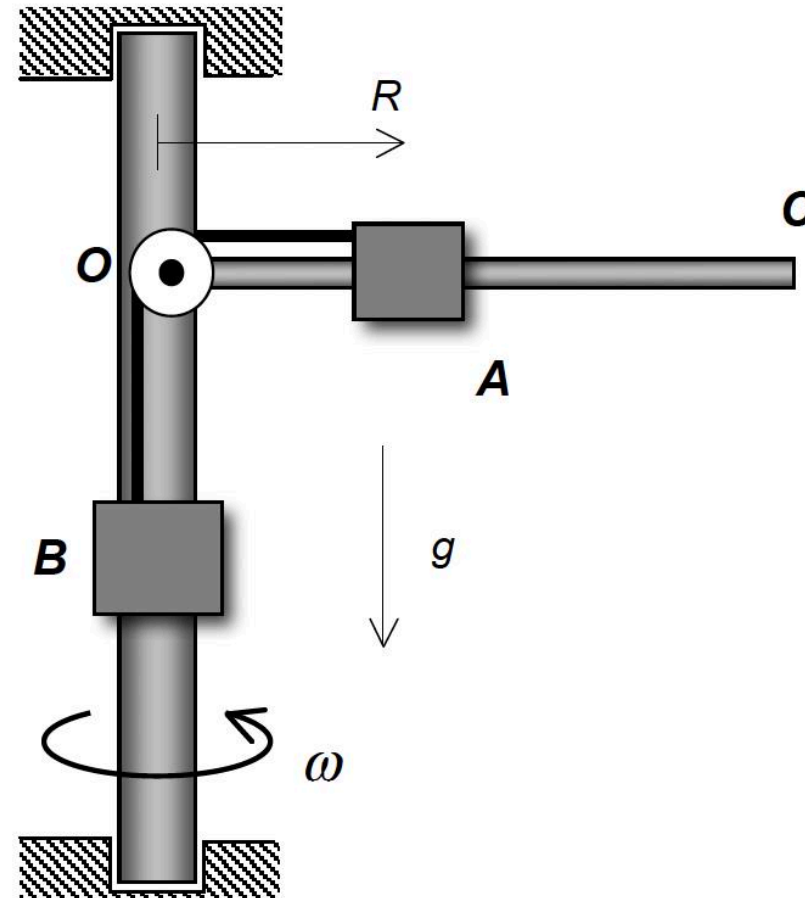
Aside, let give values to our m's:
 (If $m_A = m_B = m \Rightarrow \frac{T_2 - T_1}{T_1} = -0.5$)
 ↳ We lose 50% of energy due to impact

Example 4.D.4

Given: Particles A and B, whose masses are 0.5 kg each, are NOT sliding over their smooth guides at a position of $R = 0.8$ m with $\omega = 6$ rad/s. Assume the mass of the guides and pulley to be negligible and that the influences of friction are negligible everywhere.

Find: For the position where $R = 1.2$ m, find:

- The angular speed of arm OC; and
- The speed of particle B.



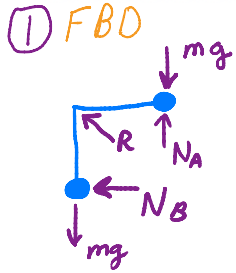
Example 4.D.4

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Given: Particles A and B, whose masses are 0.5 kg each, are NOT sliding over their smooth guides at a position of $R = 0.8$ m with $\omega = 6$ rad/s. Assume the mass of the guides and pulley to be negligible and that the influences of friction are negligible everywhere.

Find: For the position where $R = 1.2$ m, find:

- (a) The angular speed of arm OC; and
- (b) The speed of particle B.



② Kinetics: AIM
 $\sum M_o = 0$

$(\vec{H}_o)_1 = (\vec{H}_o)_2$

③ $(\vec{H}_o)_2 = \vec{r}_2 \times m\vec{v}_2$
 $= R_2 \hat{e}_r \times m(R_2 \omega \hat{e}_\theta)$
 $= m R_2^2 \omega \hat{k}$

④ $(\vec{H}_o)_2 = R_2 \hat{e}_r \times m(\dot{R}_2 \hat{e}_r + R_2 \dot{\omega} \hat{e}_\theta)$
 $= m R_2^2 \dot{\omega} \hat{k}$

⑤ Equate
 $\Rightarrow m R_2^2 \omega = m R_2^2 \dot{\omega}$
 $\omega_2 = \left(\frac{R_1}{R_2}\right)^2 \omega$

⑥ W/E

$T_1 + V_1 + U_{1 \rightarrow 2}^{NC} = T_2 + V_2$

$T_1 = \frac{1}{2} m (R_1 \omega)^2$;

$V_1 = 0$;

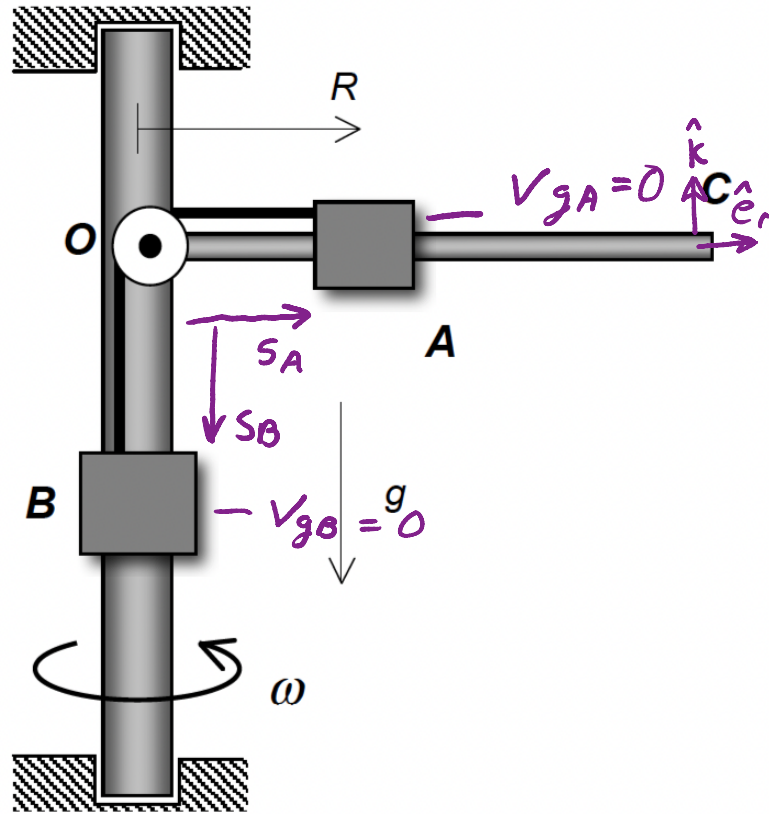
$U_{1 \rightarrow 2}^{NC} = 0$

$T_2 = \frac{1}{2} m (\dot{R}_2^2 + R_2^2 \dot{\omega}_2^2) + \frac{1}{2} m \dot{R}_2^2$

$V_2 = mg(R_2 - R_1)$

⑦ Plug-in

$\frac{1}{2} m R_1^2 \omega^2 = m \dot{R}_2^2 + \frac{1}{2} m R_2^2 \dot{\omega}_2^2 + mg(R_2 - R_1)$
 $\Rightarrow \dot{R}_2$



⑧ Kinematics
 $S_A + S_B = C$
 $\dot{S}_A + \dot{S}_B = 0$
 $\dot{R}_{2A} + \dot{R}_{2B} = 0$

Summary: Particle Kinetics

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WHICH TOOL(S) TO USE?

Put effort up front deciding on which method(s) to use: *Newton*, *work/energy*, *linear impulse momentum* or *angular impulse momentum*. Use the Kinetics Table in Section 5.D of the lecture book as a guide.

THE FOUR-STEP PLAN: Follow it...it is your friend!

Kinetics Table		
Method	Body model	Fundamental equations
Newton-Euler <i>(relating forces to accelerations)</i>	particle	$\sum \vec{F} = m\vec{a}$
	rigid body <i>(G = c.m. and A = any point on body)</i>	$\sum \vec{F} = m\vec{a}_G$ $\sum \vec{M}_A = I_A \vec{\alpha} + m\vec{r}_{G/A} \times \vec{a}_A$
Work-energy <i>(relating change in speed to change in position)</i>	particle	$T_1 + V_1 + U_{1 \rightarrow 2}^{(nc)} = T_2 + V_2$ where $T = \frac{1}{2}mv^2$
	rigid body <i>(G = c.m. and A = any point on body)</i>	$T_1 + V_1 + U_{1 \rightarrow 2}^{(nc)} = T_2 + V_2$ where $T = \frac{1}{2}mv_A^2 + \frac{1}{2}I_A\omega^2 + m\vec{v}_A \cdot (\vec{\omega} \times \vec{r}_{G/A})$
Linear impulse-momentum <i>(relating change in velocity to change in time)</i>	particle	$\int_{t_1}^{t_2} \sum \vec{F} dt = m\vec{v}_2 - m\vec{v}_1$
	rigid body <i>(G = c.m.)</i>	$\int_{t_1}^{t_2} \sum \vec{F} dt = m\vec{v}_{G2} - m\vec{v}_{G1}$
Angular impulse-momentum <i>(relating change in angular velocity to change in time)</i>	particle <i>(O = fixed point)</i>	$\int_{t_1}^{t_2} \sum \vec{M}_O dt = \vec{H}_{O2} - \vec{H}_{O1}$ where $\vec{H}_O = m\vec{r}_{P/O} \times \vec{v}_P$
	rigid body <i>(A = fixed point or c.m.)</i>	$\int_{t_1}^{t_2} \sum \vec{M}_A dt = \vec{H}_{A2} - \vec{H}_{A1}$ where $\vec{H}_A = I_A \vec{\omega}$

Lec 26 Short Feedback Form:

