Basics of Mechanical Engineering-1 Prof. J. Ramkumar Dr. Amandeep Singh Department of Mechanical Engineering Indian Institute of Technology, Kanpur Week 04 Lecture16

Tutorial - 1 (Part 2 of 2)

Welcome to the second part of the Tutorial session of the content that was covered in week 1. We had discussed about Units and Dimensions and Scales and Vectors in the previous part of the tutorial. Here I will discuss about the Statics, Kinetics and Kinematics and Laws of Motion. Some problem statements would be solved.

Statics, Kinetics And Kinematics

Equilibrium of Forces

The sum of all forces acting on a body must be zero for the body to be in static equilibrium.

 $\Sigma F = 0$

Equilibrium of Moments

The sum of all moments about any point must be zero for the body to be in static equilibrium. $\sum M = 0$

Moment of a Force

The moment M of a force F about a point is the product of the force and the perpendicular distance r from the point to the line of action of the force.

M=F.R

NPTEL

Just to recall the basic theory or in statics, Equilibrium of forces, sum of all the forces acting on a body must be 0 for the body to be in a static equilibrium.

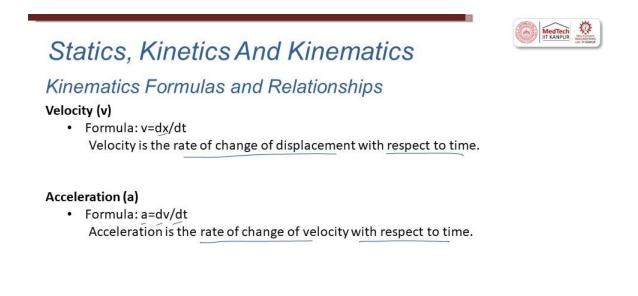


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That means $\Sigma F=0$. Equilibrium of movements, sum of all movements about any point must be 0 for the body to be in static equilibrium. So that means $\Sigma M=0$, moment of a force.

M=F.r

These are certain principles that we discussed in the week 1.





Simple relationships for the velocity which is change in the position of the object that is displacement per unit change in time. This is velocity of rate of change of displacement with respect to time. Similarly acceleration a = dv/dt that is change in velocity per unit change in time, it is rate of change of velocity with respect to time then the equations of motion that we discussed.

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Statics, Kinetics And Kinematics

Equations of Motion

1.First Equation of Motion
Formula: v=u+at Final velocity (v) is the initial velocity (u) plus the product of acceleration (a) and time (t).

2.Second Equation of Motion

Formula: s=ut+¹/₂at²

Displacement (s) is the initial velocity (u) time (t) plus half the product of acceleration (a) and the square of time (t).

3.Third Equation of Motion

Formula: v²=u²+2as

The square of the final velocity (v) is equal to the square of the initial velocity (u) plus twice the product of acceleration (a) and displacement (s).

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First equation of motion that is v = u+at. Final velocity v is the sum of initial velocity and the product of the acceleration and time.

Second equation of motion is $s = ut + \frac{1}{2}at^2$.

Third equation of motion that is $v^2 = u^2 + 2as$

These are general formula that you had been reading in your senior secondary education as well and these would be applied in engineering mechanics further.



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Statics, Kinetics And Kinematics Kinetics Formulas and Relationships

Newton's Second Law

• Formula: F=ma

The force (\overline{F}) acting on an object is equal to the mass (m) of the object multiplied by its acceleration (a).

Work-Energy Principle

 Formula: W=ΔK The work (W) done on an object is equal to the change in its kinetic energy (ΔK).

Power

- Formula: P=dW/dt
 - Power (P) is the rate at which work (W) is done over time (t).

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Then we had Newton's second law that is F=ma

Work-energy principle that is $W=\Delta K$ that is work done in an object is equal to change in the kinetic energy. Then P = dW/dt. It is rate at which work is done over time.

Statics, Kinetics And Kinematics Numerical Questions	
Problem Statement: A 10 kg block is in equilibrium on a frictionless surface with $F_1=20$ N and F_2 . Find the magnitude and direction of F_2 .	ith forces

Solution:

 $\sum F = 0$ $F_{1} + F_{2} = 0$ $F_{20N} + F_{L} = 0$ $F_{2} = -20N \quad (in the opposite direction)$ $F_{2} = -20N \quad (in the opposite direction)$

Now, let us try to use these to solve some numerical questions. A 10 kg block is in equilibrium on a frictionless surface with forces $F_1=20$ N and F_2 . Find the magnitude and direction of F_2 . The body stays in equilibrium.

That is the first principle of equilibrium that we saw. That means suppose this is the body. Frictional surface is there. 10 kg block, F_1 force is 20 Newton which will try to push this in this direction. To keep it in equilibrium, we have to find what will be the value of F_2 .

$\Sigma F=0$

20 N+F₂=0

 $F_2 = -20$ N (opposite direction)

This is a simple application of the equilibrium of forces principle to find the force acting in the opposite direction.



Statics, Kinetics And Kinematics

Problem Statement: A car with a mass of 500 kg is moving with a velocity of 10m/s. Calculate the kinetic energy of the car?

Solution:

 $m = 50 \, dr_8$ b = (0m/s) $KE = \frac{1}{2} \dots (v^2)$ $= \frac{1}{2} \dots (v^2)$ $= 25000 \, J$



So, there is a problem statement where it is mentioned a car with a mass of 500 kg is moving with a velocity of 10 meters per second. Calculate the kinetic energy. We all know this is a simple relation between kinetic energy and the mass and velocity. Mass given is 500 kg and velocity given is 10 meters per second. Very slow moving car as now that is given kinetic energy relationship we know is equal to half mv square which is equal to half into mass into square of the velocity everything is given in SI units meter per second 10 square this is equal to 25000 joules. This is a very simple problem statement.





Problem Statement: A tennis ball is moving at a velocity of 40 m/s and it has a kinetic energy of 80J. Calculate the mass of the tennis ball?

Solution:

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Given that, velocity v = 40 m/s, and K.E. = 80J
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Formula of kinetic energy,

K.E. = \frac{1}{2}mv^2

80 = \frac{1}{2} \times m \times 40 \times 40

m = 160/1600

= 0.1 kg Therefore, the mass of tennis ball is 0.1 kg
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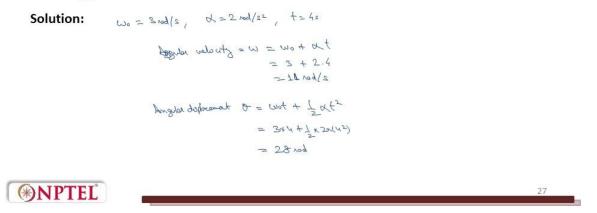
I will give you another problem statement where you have a velocity of a tennis ball. It is moving at 40 m/s and kinetic energy is given 80 joules. Calculate the mass.

Using the same relationship, you need to find the mass of the tennis ball. This problem you solve by yourself.

Statics, Kinetics And Kinematics



Problem Statement: A disc rotates with an angular acceleration of 2 rad/s². If the initial angular velocity is 3 rad/s, find the angular velocity after 4 seconds and the angular displacement during this time.



Another problem statement is known the rotation now, the angular velocity. This rotates with an angular acceleration of 2 radians/sec. If the initial angular velocity is 3 radians/second, find the angular velocity after 4 seconds and angular displacement during this time.

 $\omega_0=3 \text{ rad/s}, \alpha=2 \text{ rad/s}^2, t=4 \text{ s},$

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Angular velocity

\omega = \omega_0 + \alpha t
= 3 + 2 \times 4
= 11 \text{ rad/s}
Angular displacement

\theta = \omega_0 t + \frac{1}{2} \alpha t^2
= 3 \times 4 + \frac{1}{2} \times 2 \times 4^2
= 12 + 16
= 28 \text{ rad}
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Statics, Kinetics And Kinematics



Problem Statement: A box is sliding down a frictionless incline of 30 degrees. If the box starts from rest, find the velocity after 5 seconds.

Solution:		
	0= 30°	
	Acceleration = a = g Sino	
	= 9.81. Sin 20° = 9.81× 1= 4.905 ~/52	
	Inited velocity 420	
	Find velocity= v = u + at = 0 + 4.905 × 5	
	= 0 + 4.905 × 5	
	= 24.525 m/s	
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There is another problem statement the box is sliding down a frictionalized incline of 30 degrees. If the box starts from rest find the velocity after 5 seconds. So, here incline angle theta is equal to 30 degrees and the box starts from rest. So, here we know acceleration because the angle given is 30 degrees. This is a plane surface at 30 degrees.

Incline angle $\theta = 30^{\circ}$

Acceleration $a = g \sin[f_0]\theta$ = 0.81 × sim[f_0]20s

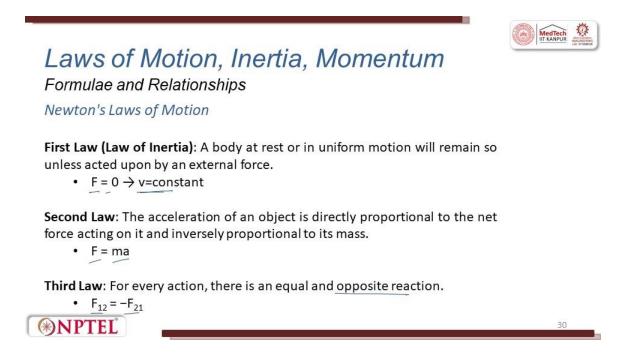
$$= 9.81 \times \sin(70)30^{\circ}$$
$$= 9.81 \times 0.5$$
$$= 4.905 \text{ m/s}^{2}$$

Initial velocity u=0

Final velocity v = u + at

$$= 0 + 4.905 \times 5$$

So, there are certain other problems that you can solve by yourself.



Next topic is Laws of Motion, Inertia and Momentum. Certain relationships which were discussed the first law of inertia that the body at rest or in uniform motion will remain, so unless acted upon by an external force that is $F = 0 \rightarrow v = \text{constant}$.

Second law that we have already taken in the previous slides as well. The acceleration of an object is directly proportional to the net force acting on it and is inversely proportional to its mass which is F=ma.

Third law of the motion given by Newton is of the equivalent opposite reaction. It is for every action there is an equivalent opposite reaction that is $F_{12} = -F_{21}$.



Laws of Motion, Inertia, Momentum

Momentum and Impulse

Linear Momentum (p):

- p=mv
- Units: kg·m/s

Impulse (J):

- $J = \Delta p = F\Delta t$
- Impulse-momentum theorem: $F\Delta t = m\Delta v$

Conservation of Momentum:

• In a closed system with no external forces: $\sum p_{initial} = \sum p_{final}$

NPTEL

Then we talked about the linear momentum that is p = mv; the momentum units is kg.m/s.

Mass into velocity impulse is J that is change in momentum which is $J = \Delta p = F\Delta t$. So, there is a theorem known as Impulse Momentum Theorem that is $F\Delta t=m\Delta v$.

Conservation of momentum that is initial momentum and final momentum is same in a closed system with no external forces.



Laws of Motion, Inertia, Momentum

Inertia

Moment of Inertia (I):

- Rotational analog of mass for linear motion.
- For a point mass: I = mr²
- Units: kg·m²

Rotational Inertia:

• $\tau = I\alpha$ (Torque is equal to the moment of inertia times angular acceleration)

NPTEL

Inertia, Moment of inertia, rotational analog of mass of linear motion, we know $I = mr^2$, units are kg.m², rotational inertia $\tau = I\alpha$, that is torque is equal to the moment of inertia times the angular acceleration. Let us see a few numerical problems here.



Solution: $q_{2} = 5.5 m/s^{2}$ $m_{2} = 2500 hg$ $F_{2} m \times 4$ $= 2500 \times 5.5$ = (3750N)2500 hg tuck tot $5.5 m/s^{2} \longrightarrow 13750 N$



Find out how much net force will be needed to accelerate a 2500 kg truck at 5.5 meters per second square.

Given,

Acceleration (a) = 5.50 m/s^2

Mass of the Truck (m)= 2500 kg

Hence,

Force = $Mass \times Acceleration$

 $F = 2500 \times 5.5$

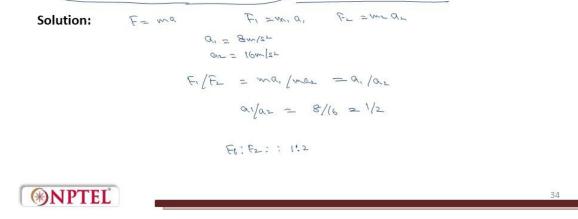
 $F = 13750 \ N$

Net force will be needed to accelerate a 2500 kg truck at 5.50 m/s² is 13750 N.



Laws of Motion, Inertia, Momentum

Problem Statement: If a racing car driver is on the race track in order to overtake accelerates his racing car first at the rate of 8 m/s^2 and then at the rate of 16 m/s^2 . Find the ratio of the forces exerted by the engine for the acceleration change.



Let me try to see another example where a racing car driver is on a race track in order to overtake he accelerates his racing car first at the rate of 8 m/s^2 then at the rate of 16 m/s^2 . Find the ratio of the forces exerted by the engine for the acceleration change. So, we need to find the ratio of the forces which it has exerted. So, it is simple ratio to be taken.

Given,

$$a1 = 8 \text{ m/s}^2$$

 $a2 = 16 \text{ m/s}^2$

We have to find the ratio of F_1/F_2

 $F_1/F_2=ma_1/ma_2$

Mass of the racing car is same in both the cases,

 $F_1/F_2 = a_1/a_2 \label{eq:F1}$ $F_1/F_2 = 8/16 \label{eq:F1}$ $F_1/F_2 = 1/2 = 1:2 \label{eq:F1}$



Laws of Motion, Inertia, Momentum

Problem Statement: When a bullet of mass 20 gm is shot from a gun that has an initial velocity of 40 m/s the mass of the gun is 5 kg. What is the initial recoil velocity of the gun?

Solution:	Given,	
	Mass of Bullet (m1) = 20 gm or 0.02 kg	
	Mass of Gun (m2) = 5 kg	
	Initial velocity = 40 m/s	
	Let final velocity is v m/s. By Law of Conservation of Momentum:	
	$0 = 0.02 \times 40 + 5 \times v$	
	$5 \times v = -0.8$	
	v = -0.8 / 5	
	v= -0.16 m/s	
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There is another example that is here. When a bullet of mass 20 gram is shot from a gun that has an initial velocity of 40 m/s, the mass of the gun is 5 kg. What is the initial recoil velocity of the gun?

So, it has been given the mass of the bullet as 20 grams. We have to convert this into kg. And we have been given the mass of the gun that is 5 kg right and initial velocity is given for the bullet is 40 m/s.

Recoil velocity of the gun we have to taken. So, we will use the Law of the Conservation of Momentum and try to solve this problem. You can solve it by yourself and try to find what is the initial recoil velocity of the gun. Try to solve it by yourself. Try to use the Law of the Conservation of Momentum and get the solution.

You will get the solution in the lecture notes. There you will find it and this is for you as an home assignment.



Laws of Motion, Inertia, Momentum

mi=2by mr=Sbg

Problem Statement: There are cars with masses 2 kg and 5 kg respectively that are at rest. A car having the mass 5 kg moves towards the east with a velocity of 5 m/s. Find the velocity of the car with mass 2 kg with respect to ground.

Solution:

$$v_{1} = 2$$

$$v_{2} = 5wls$$

$$P_{\text{initual}} = 2exo$$

$$P_{\text{trad}} = w_{1}v_{1} + w_{2}v_{2}$$

$$= 2 \times v_{1} + 5 \times s$$

$$P_{\text{initual}} = P_{\text{trad}}$$

$$0 = 2h_{3} \times v_{1} + 2sh_{3} \times wls$$

$$v_{1} = 12 \cdot s \cdot w|s$$
(*NPTEL*

Another law of conservation of momentum problem here is there are cars with masses 2 kg and 5 kg respectively the toy cars that are at rest. A car having mass 5 kg moves towards the east with a velocity of 5 meters per second find the velocity of the car with mass 2 kg with respect to ground. So, we have m1 as 2 kg and m2 as 5 kg.

 $m_1 = 2 \text{ kg}$

$$m_2 = 5 \text{ kg}$$

 $v_1 = ?$
 $v_2 = 5 \text{ m/s}$

We know from the law of conservation of momentum that,

 $P_{initial} = 0$, as the cars are at rest

$$P_{final} = p_1 + p_2$$

$$P_{final} = m_1 v_1 + m_2 v_2$$

$$= 2 kg \times v_1 + 5 kg \times 5 m/s$$

$$P_i = P_f$$

$$0 = 2 kg . v_1 + 25 kg. m/s$$

$$v_1 = 12.5 m/s$$

This tutorial session had very trivial problems. Trivial problems means the problems that you have been studying in the first year engineering or maybe in your pre-engineering senior secondary education.

In the forthcoming lectures, where we will talk about the tutorial sessions on the Stress-Strain Diagram, about the different Mechanical Components, Crutches, Brakes, Belts, etc., that will be having application of all these laws that we have studied here. So, I will give you a sheet of the numerical problems and statements that you will also solve for your home assignment. With this, I am ending this lecture.

Thank you.