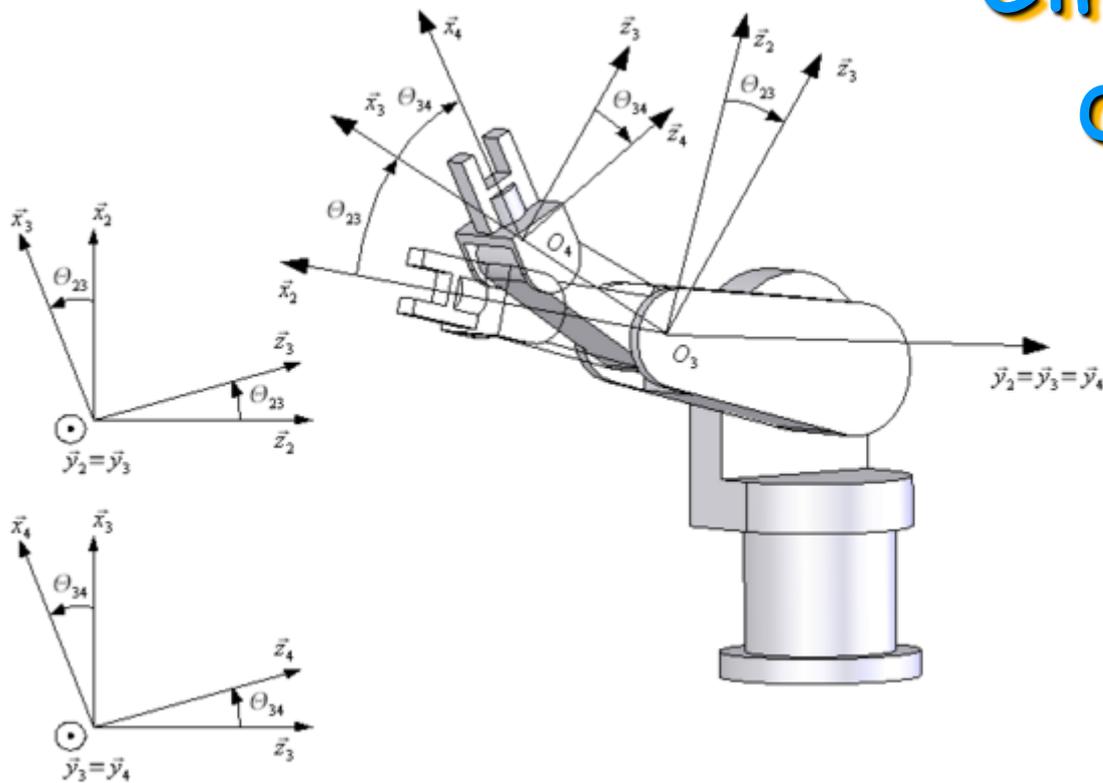
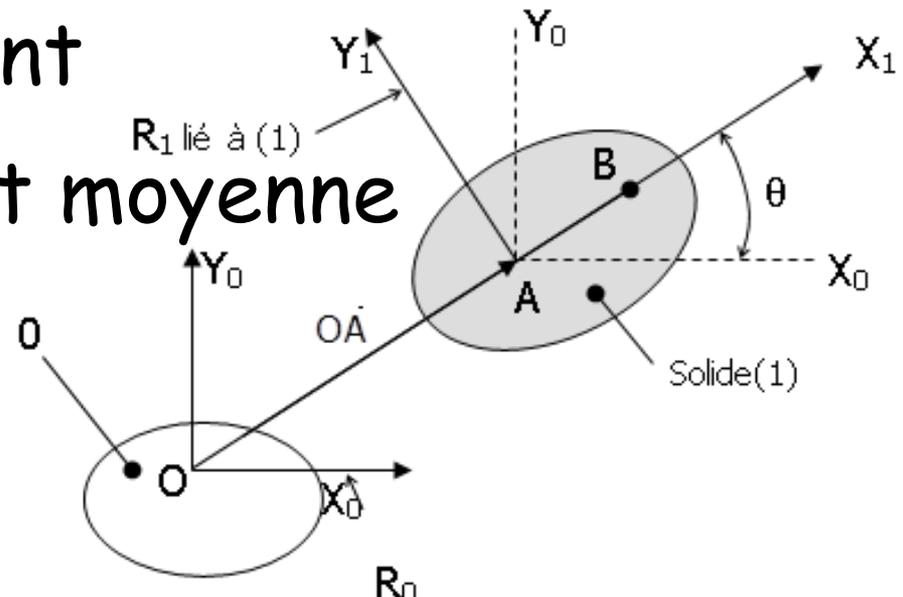
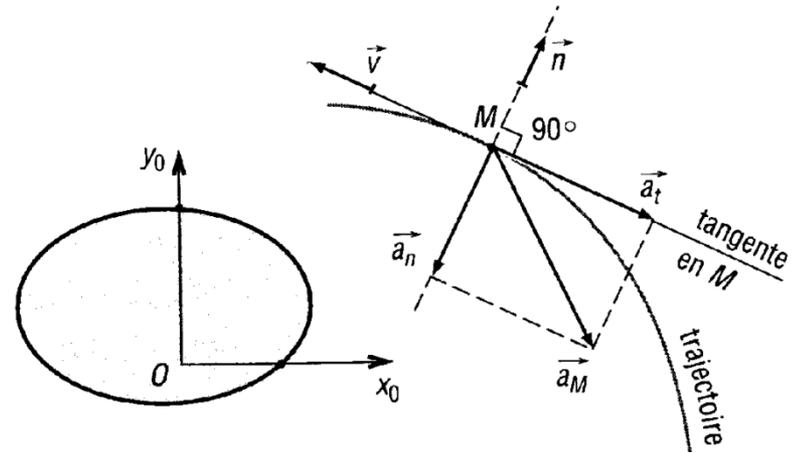


Cinématique du point



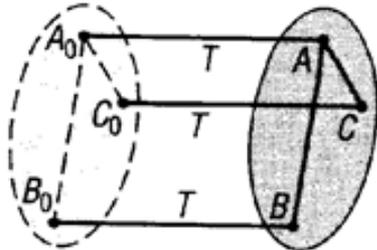
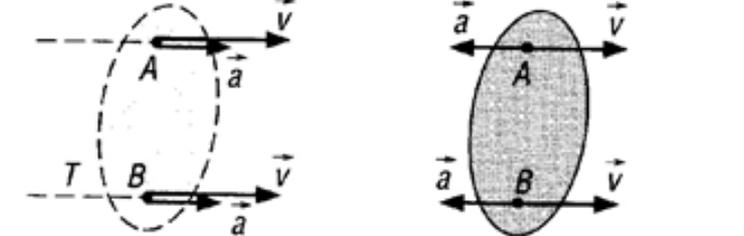
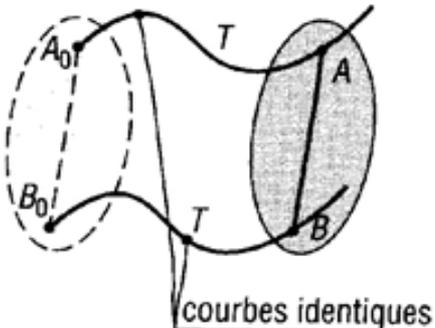
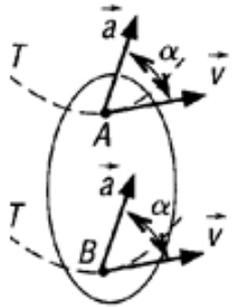
Généralités et Trajectoires

- Référentiel
- Mvt absolu mvt relatif
- Principaux mvts
- trajectoire
- Position et déplacement
- Vitesse instantanée et moyenne
- accélération
- Repérage des mvts



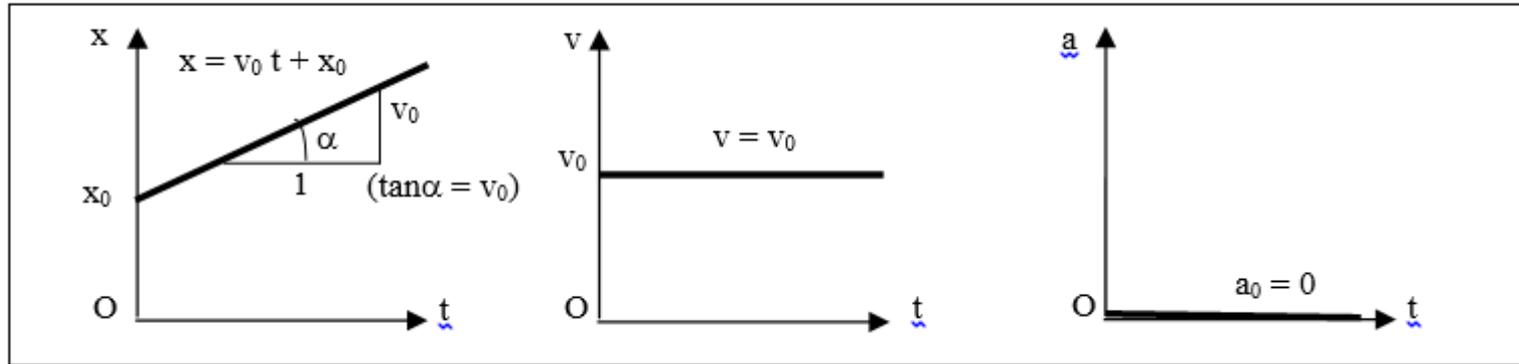
Mouvement de translation

- Translation des solides

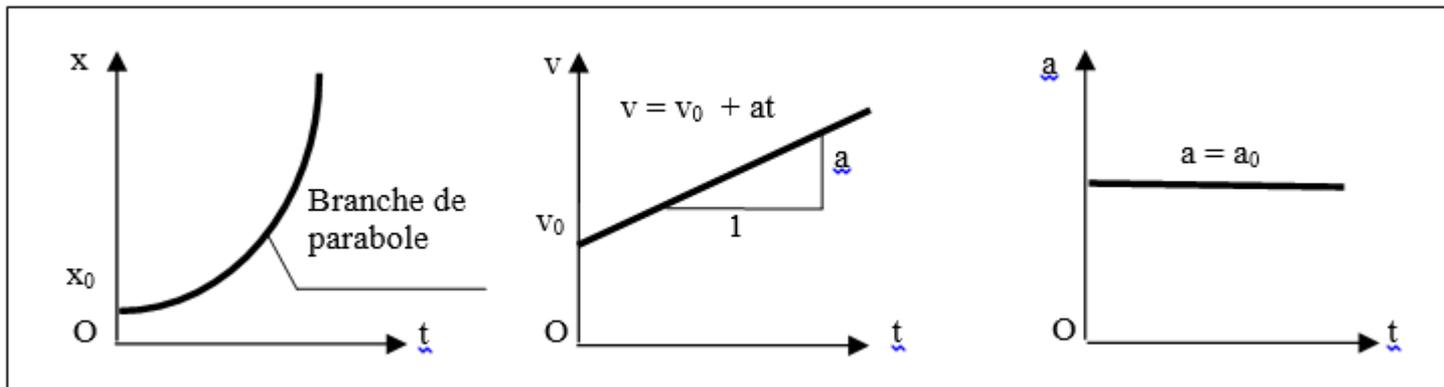
Cas	Trajectoires	Propriétés
<p>Translation rectiligne</p>	<p> $A_0C_0 // AC$ $A_0B_0 // AB$ $A_0A = B_0B = C_0C = T$ </p> 	 <p> \vec{a} et \vec{v} sont portées par la trajectoire T </p>
<p>Translation curviligne</p>	<p> $AB // A_0B_0$ </p>  <p><i>courbes identiques</i></p>	 <p> $\alpha < 90^\circ$: mouvement accéléré $\alpha > 90^\circ$: mouvement décéléré </p> <p> \vec{v} est tangente à la trajectoire en A ou B \vec{a} est orienté vers la partie concave de T </p>

Mouvement de translation

- Translation rectiligne
- Mouvement rectiligne uniforme



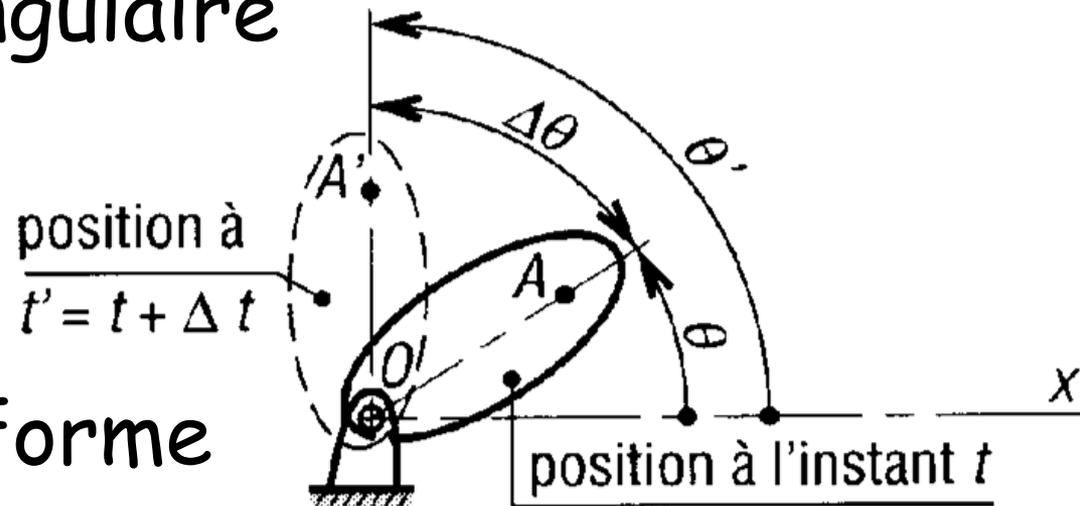
- Mouvement rectiligne uniformément varié



$$\underline{v_f^2 = v_i^2 + 2 a (x_f - x_i)}$$

Mouvement de rotation

- Angle de rotation, vitesse et accélération angulaire



- Mvt rotation uniforme

$$\left| \begin{array}{l} \alpha = \ddot{\theta} = 0 \\ \omega = \omega_0 = \text{cste} \\ \theta = \omega t + \theta_0 \end{array} \right.$$

- Mvt rotation uniformément varié

$$\left| \begin{array}{l} \alpha = \text{cste} \\ \omega = \alpha t + \omega_0 \\ \theta = \frac{\alpha t^2}{2} + \omega_0 t + \theta_0 \end{array} \right.$$

$$\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$$

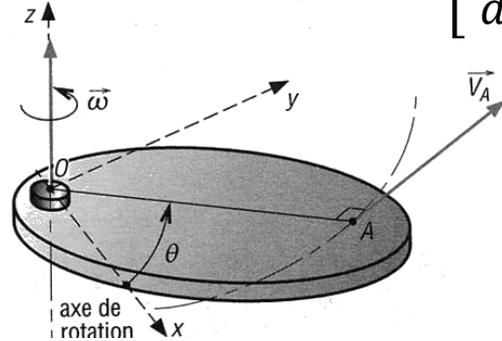
Mouvement de rotation

- Vecteur position

$$\overrightarrow{OA} = d.\vec{x}_1 \quad \text{avec } \vec{\omega} = \dot{\theta}.\vec{z}$$

- Vecteur vitesse

$$\begin{aligned} \vec{V}_A &= d.\vec{x}_1 + d.\dot{\vec{x}}_1 \\ \vec{V}_A &= d.\dot{\theta}.\vec{y}_1 \end{aligned}$$



$$\left[\frac{d\vec{x}_1}{dt} \right]_{\mathcal{R}} = \left[\frac{d\vec{x}_1}{dt} \right]_{\mathcal{R}_1} + \overrightarrow{\Omega_{\mathcal{R}_1/\mathcal{R}}} \wedge \vec{x}_1$$

$$\left[\frac{d\vec{x}_1}{dt} \right]_{\mathcal{R}} = \vec{0} + \dot{\theta} \vec{z}_1 \wedge \vec{x}_1$$

$$\left[\frac{d\vec{x}_1}{dt} \right]_{\mathcal{R}} = \dot{\theta} \vec{y}_1$$

- Vecteur accélération

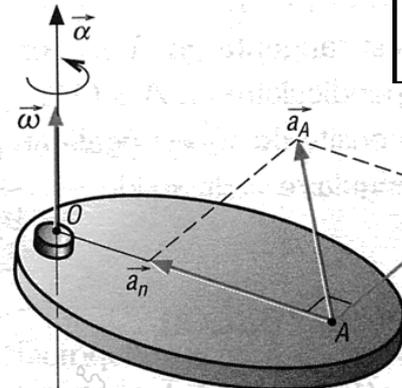
$$\vec{a}_A = d.\dot{\theta}.\vec{y}_1 + d.\ddot{\theta}.\vec{y}_1 + d.\dot{\theta}.\dot{\vec{y}}_1$$

$$\vec{a}_A = d.\ddot{\theta}.\vec{y}_1 - d.\dot{\theta}^2.\vec{x}_1$$

$$\vec{a}_A = \vec{\alpha} \wedge \overrightarrow{OA} + \vec{\omega} \wedge (\vec{\omega} \wedge \overrightarrow{OA})$$

$$\vec{a}_t = \vec{\alpha} \wedge \overrightarrow{OA}$$

$$\vec{a}_n = \vec{\omega} \wedge (\vec{\omega} \wedge \overrightarrow{OA})$$



$$\left[\frac{d\vec{y}_1}{dt} \right]_{\mathcal{R}} = \left[\frac{d\vec{y}_1}{dt} \right]_{\mathcal{R}_1} + \overrightarrow{\Omega_{\mathcal{R}_1/\mathcal{R}}} \wedge \vec{y}_1$$

$$\left[\frac{d\vec{y}_1}{dt} \right]_{\mathcal{R}} = \vec{0} + \dot{\theta} \vec{z}_1 \wedge \vec{y}_1$$

$$\left[\frac{d\vec{y}_1}{dt} \right]_{\mathcal{R}} = -\dot{\theta} \vec{x}_1$$

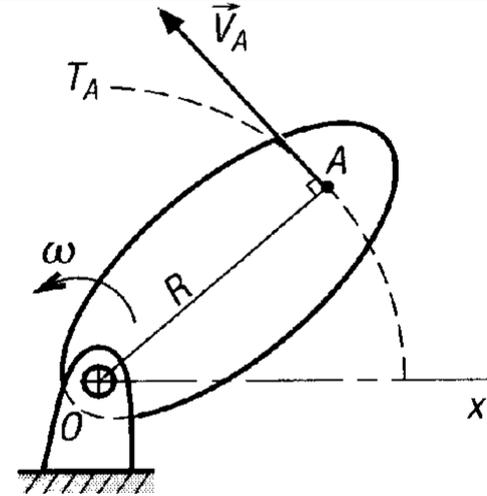
Mouvement de rotation

- Vitesse

$$\vec{V}_A = \vec{\omega} \wedge \vec{OA}$$

$$\vec{V}_A = \omega \cdot \vec{z} \wedge R \cdot \vec{x}$$

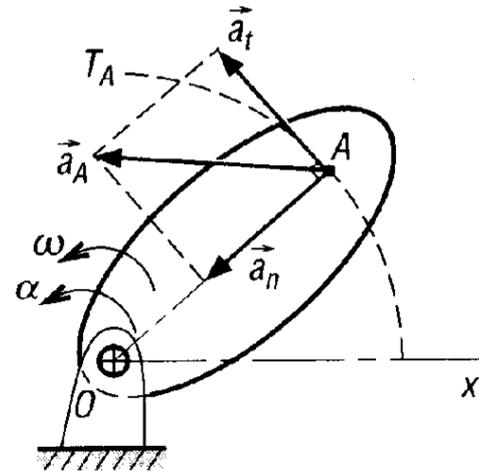
$$\vec{V}_A = \omega \cdot R \cdot \vec{y}$$



- Accélération

$$\vec{a}_A = \vec{a}_t + \vec{a}_n \quad a_t = \alpha R = \alpha \cdot OA$$

$$a_n = \omega^2 R = \frac{V_A^2}{R} = \omega \cdot V_A$$



Mouvement général plan

- Torseur cinématique

Champs des vecteurs vitesses

$$\forall (A, B) \in S^2 \quad \overrightarrow{V_{B \in S/0}} = \overrightarrow{V_{A \in S/0}} + \overrightarrow{\Omega_{S/0}} \wedge \overrightarrow{AB}$$

$$\{V(S/0)\} = \left\{ \begin{array}{l} \overrightarrow{\Omega}(S/0) \\ \overrightarrow{V}(A \in S/0) \end{array} \right\}_A$$

Formule de Boor

$$\left[\frac{d\overrightarrow{x_1}}{dt} \right]_{\mathcal{R}} = \left[\frac{d\overrightarrow{x_1}}{dt} \right]_{\mathcal{R}_1} + \overrightarrow{\Omega_{\mathcal{R}_1/\mathcal{R}}} \wedge \overrightarrow{x_1}$$