

Q

Ans

What is D'Alembert's Principle?
D'Alembert's Principle:→

According to the principle of virtual work for a system to be in equilibrium, the resultant force acting on each particle of the system must be zero, i.e. $\vec{F} = 0$, where \vec{F}_i is the force acting on the particle of the system. Then clearly the dot product of force \vec{F}_i and the virtual displacement $\delta\vec{r}_i$ due to force \vec{F}_i will be the virtual work must vanish

i.e. $\vec{F}_i \cdot \delta\vec{r}_i = \text{Virtual work} = 0$
∴ For the all particles of the particles of the system, we have

$$\sum \vec{F}_i \cdot \delta\vec{r}_i = 0 \quad \text{----- (I)}$$

This principle is also applicable to the statics of a system of particles, but it can be related to obtain a similar principle of dynamics.

According to Newton's second law of motion, the force is defined as the rate of change of momentum i.e.

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

where \vec{p}_i is the momentum of i^{th} particle due to force \vec{F}_i acting on the particle.

$$\vec{F}_i - \dot{\vec{p}}_i = 0 \quad \text{----- (II)}$$

According to the above equation a moving system of particles can be considered to be in equilibrium under the force $(\vec{F}_i - \dot{\vec{p}}_i)$ i.e. the actual applied \vec{F}_i plus an additional force $-\dot{\vec{p}}_i$ which is called reversed effective force of i^{th} particle.

Now replacing \vec{F}_i of eqⁿ (I) by $(\vec{F}_i - \dot{\vec{p}}_i)$, we have

$$\sum_i (\vec{F}_i - \dot{\vec{p}}_i) \cdot \delta\vec{r}_i = 0 \quad \text{----- (III)}$$

If the forces of constraints are present then, from

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The principle of virtual work

$$\vec{F}_i = \vec{F}_i^a + \vec{f}_i$$

Here \vec{F}_i^a is the actual force and \vec{f}_i is the force of constraints acting on the i^{th} particle. Putting the value of \vec{F}_i from eqⁿ (III) and (IV)

$$\sum_i \left\{ (\vec{F}_i^a + \vec{f}_i) - \vec{P}_i \right\} \cdot \delta \vec{r}_i = 0 \quad \text{--- (V)}$$

$$\Rightarrow \sum_i (\vec{F}_i^a - \vec{P}_i) \cdot \delta \vec{r}_i + \sum_i \vec{f}_i \cdot \delta \vec{r}_i = 0 \quad \text{--- (VI)}$$

Again restricting ourselves to the case where the virtual work done by the forces of constraints vanishes, i.e.

$$\sum_i \vec{f}_i \cdot \delta \vec{r}_i = 0$$

from eqⁿ (VI) reduces to

$$\sum_i (\vec{F}_i^a - \vec{P}_i) \cdot \delta \vec{r}_i = 0 \quad \text{--- (VII)}$$

This equation is called D'Alembert's principle.

Since the virtual work done by the forces of constraints disappears, the superscript 'a' can be dropped in eqⁿ (VII) and the D'Alembert's principle can be written as

$$\sum_i (\vec{F}_i - \vec{P}_i) \cdot \delta \vec{r}_i = 0 \quad \text{--- (VIII)}$$