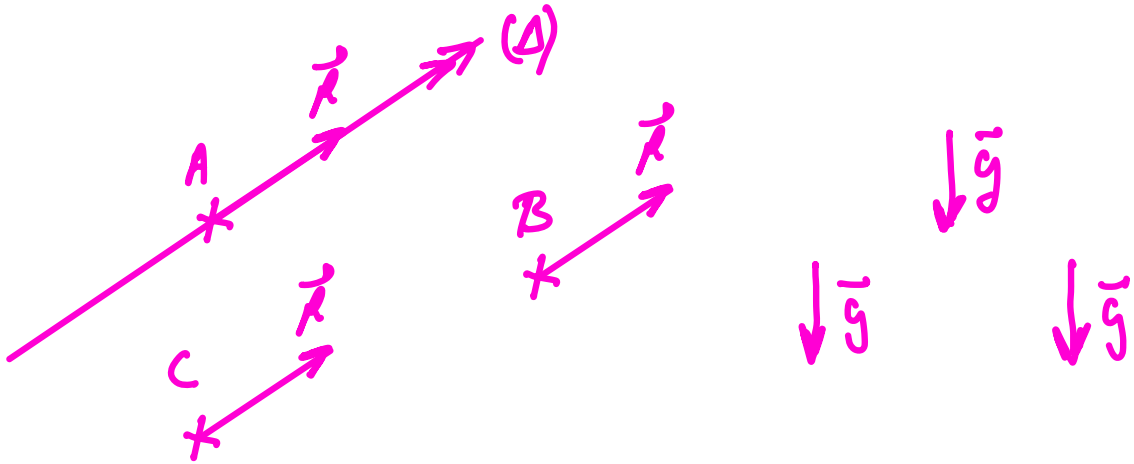


# Les Torseurs

Champ de Vectors constant :  $\vec{R}$  (Resultante)



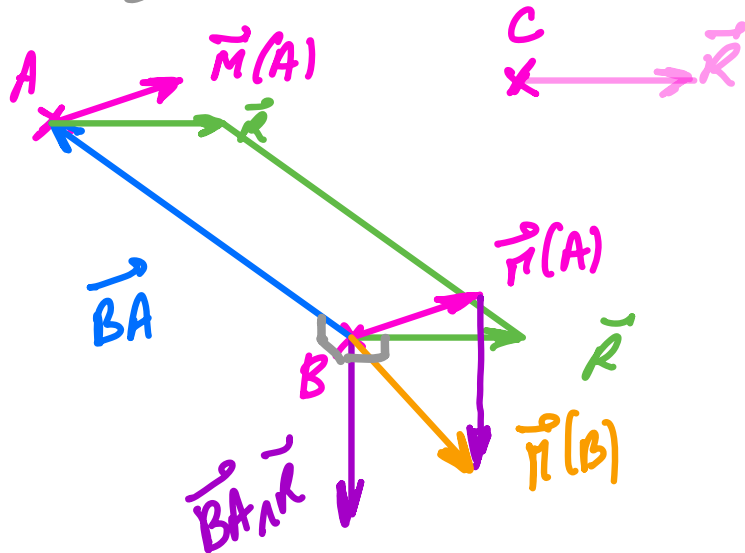
## Champ de Vecteurs Antisymétrique $\vec{M}(A)$

$$\vec{M}(B) = \vec{M}(A) + \vec{BA} \wedge \vec{r}$$

**BABAR**

$$\vec{M}(B) = \vec{M}(A) + \vec{BA} \wedge \vec{r}$$

$\mathcal{C} = \{ \vec{r}, \vec{M}(A) \}_A \equiv \{ \vec{r}, \vec{M}(B) \}_B$  (Varignon)



Torseur :  $\mathcal{C} = \{ \vec{R}, \vec{M}(A) \}_A \equiv \{ \vec{R}, \vec{M}(B) \}_B$

$$= \begin{vmatrix} R_x & M_x(A) \\ R_y & M_y(A) \\ R_z & M_z(A) \end{vmatrix}_A \quad (\text{Plückerien})$$

Somme de deux Torsions

$$\mathcal{C}_1 = \{\vec{R}_1, \vec{M}_1(A)\}_A$$

$$\mathcal{A}_2 = \{ \overline{R}_2, \overline{M}_2(B) \}_B$$

$$\mathcal{C}_1 + \mathcal{C}_2 = \{ \vec{R}_1 + \vec{R}_2, \vec{M}_1(c) + \vec{M}_2(c) \}_C$$

## Multiplication de 2 Tenseurs

$$\mathcal{Q}_1 \otimes \mathcal{Q}_2 = \vec{R}_1 \cdot \vec{M}_2(P) + \vec{R}_2 \cdot \vec{M}_1(P)$$

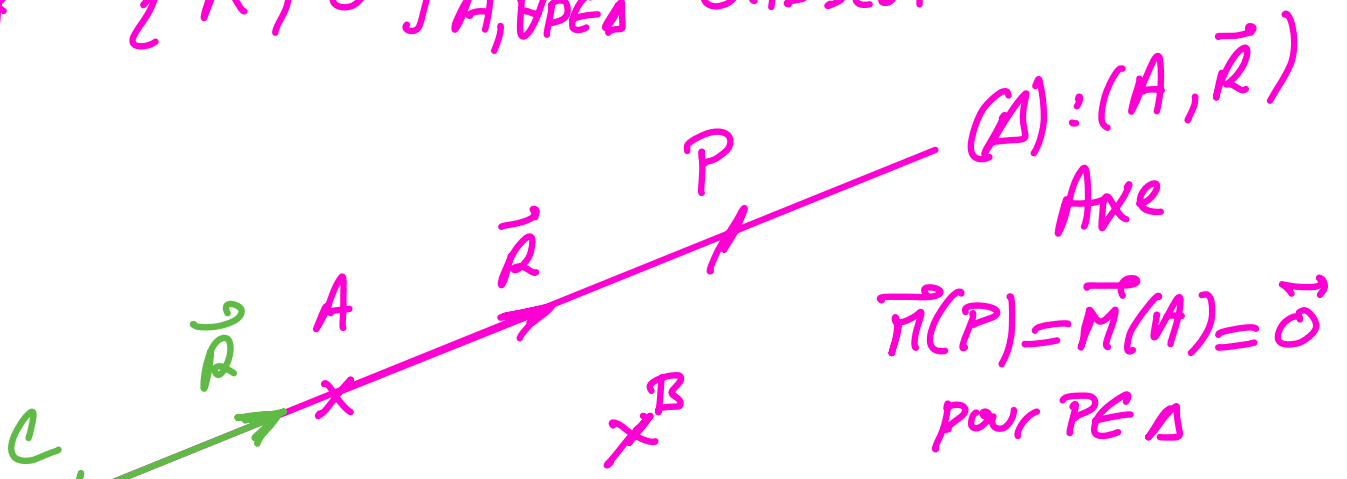
$$= \sum_{i \in \mathbb{R}} \text{component}$$

## Tours Particuliers

\*  $\langle \vec{0}, \vec{0} \rangle_{M_N}$  Torser Null

- $\{\vec{0}, \vec{M}(P)\}_{\vec{v}_P}$  Torseur Couple

\*  $\{ \vec{R}, \vec{O} \}_{A, VPEA}$  Glisseur



Cinématique :  $\mathcal{O}(S/R) = \{\vec{\omega}(S/R), \vec{v}(A, S/R)\}_{\mathcal{B}}$

$$\vec{v}(B, S/R) = \vec{v}(A, S/R) + \vec{BA} \wedge \vec{\omega}(S/R)$$

Resultante cinématique  $\rightarrow \vec{\omega}(S/R)$

"Moment" cinématique  $\rightarrow \vec{v}(A, S/R)$

$$\begin{vmatrix} p & \mu \\ q & \nu \\ r & w \end{vmatrix}$$

$$(b) \begin{vmatrix} \omega_x & v_x \\ \omega_y & v_y \\ \omega_z & v_z \end{vmatrix}_A \leftarrow$$

STATIQUE

$$\vec{M}(B, \vec{F}) = \vec{BM} \wedge \vec{F}$$

$$\vec{M}(B, \vec{F}) = \vec{M}(A, \vec{F}) + \vec{BA} \wedge \vec{F}$$

$\mathcal{B}_x$

$$\mathcal{F} = \{\vec{F}, \vec{M}(A, \vec{F})\}_A$$

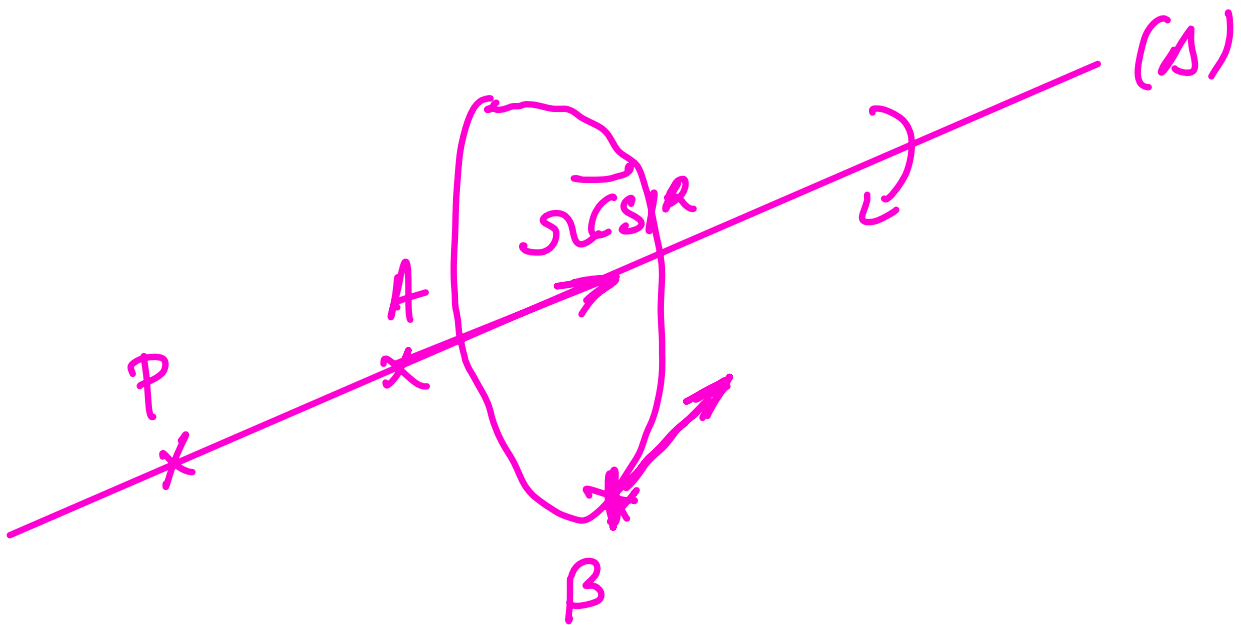
$$= \begin{vmatrix} F_x & m_{x(A)} \\ F_y & m_{y(A)} \\ F_z & m_{z(A)} \end{vmatrix}_A \quad \begin{vmatrix} X & L \\ Y & M \\ Z & N \end{vmatrix}$$

Resultante Statique:  $\vec{F}$

Moment Statique:  $\vec{M}$

Glisseur:  $\mathcal{V}(S/R) = \{ \vec{\omega}(S/R), \vec{0} \}_{A, \forall P \in \Delta}$

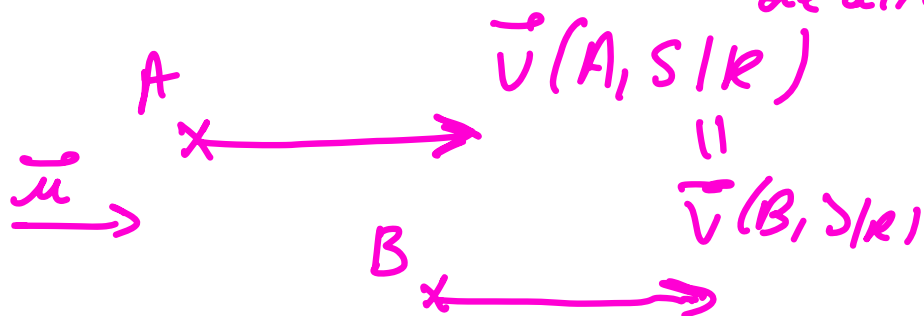
$\Delta : (A, \vec{\omega}(S/R))$



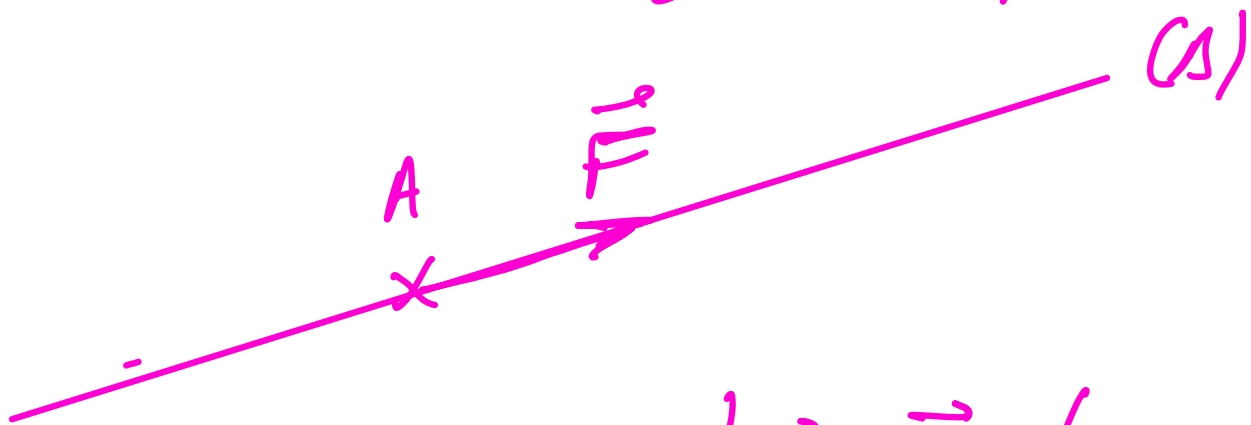
Couple

$\{ \vec{0}, \vec{V}(P, S/R) \}_{P, \forall P}$

$\vec{\omega}(S/R) = \vec{0} \rightarrow$  Translation de direction  $\vec{\mu}$



Statique :  $\{\vec{F}, \vec{0}\}_A$



Couple  $\{\vec{0}, \vec{C}_m\}_{Ap}$