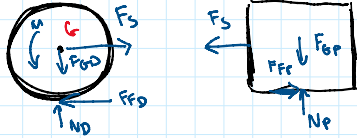
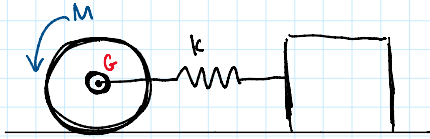


20-R-WE-DK-15 Advanced Principle of Work and Energy
Inspiration: 19-24 Hibbeler

A lazy engineer is designing a robot to move things for him. He places a hub motor inside a 2.5 kg disk such that a couple moment of $M = 2.943 \text{ Nm}$ is applied. If the attached package has a mass $m = 5 \text{ kg}$ and the coefficients of kinetic friction and static friction for between all objects are $\mu_k = 0.2$ and $\mu_s = 0.4$ respectively, determine the angular velocity of the disk after its center of mass has travelled a distance $d = 0.5 \text{ m}$. Assume the disk rolls without slipping and the package does not tip. The disk has a radius $r = 0.3 \text{ m}$, the spring constant is $k = 100 \text{ N/m}$ and the spring is unstretched originally.



For coding

Disk

$$\begin{aligned}\sum F_y = 0 &= N_D - m_D g \\ \sum F_x = 0 &= F_{FD} - F_S \\ \sum M_G = 0 &= M - F_{FD} \cdot r\end{aligned}$$

$$\mu_k = 0.2 \quad m_p = 5$$

$$\mu_s = 0.4 \quad m_D = 2.5$$

$$M = 2.943 \text{ N}\cdot\text{m}$$

$$N_D = m_D g$$

$$F_{FD} = \mu_s m_D g = F_S$$

$$M = \mu_s m_D g r$$

$$F_S = \mu_k m_p g$$

$$\therefore m_p = \frac{M}{\mu_k m_D g r}$$

$T_1 = 0 \quad V_1 = 0$ At state 2, the package will move at const. vel

$$T_2 = \frac{1}{2} I_{GD} \omega_D^2 + \frac{1}{2} m_D v_{GD}^2 + \frac{1}{2} m_p v_{GP}^2$$

The spring will stretch until it overcomes static friction then will stretch less to match kinetic friction

Const. velocity $\Rightarrow a_{Gx0} = 0$

$$\sum F_y = 0 = N_P - F_{GP} \quad N_P = F_{GP} = m_p g = (5)(9.81) = 49.05 \text{ N}$$

$$F_{FP} = \mu_k N_P = 0.2(49.05) = 9.81$$

$$\sum F_x = 0 = F_{FP} - F_S \quad F_{FP} = F_S \quad F_S = 9.81 = kx \quad 9.81 = 100x \quad x = 0.0981$$

The spring is stretched 0.0981 m

This means that the package moves 0.0981 m less than the disk $d_p = d - x = 0.5 - 0.0981 = 0.4019 \text{ m}$

$$\theta = \frac{d}{r} = \frac{0.5}{0.3} = \frac{5}{3} \text{ rad}$$

$$U_M = M\theta = (2.943)\left(\frac{5}{3}\right) = 4.905 \text{ J}$$

The disk is rolling without slipping thus friction on the disk does no work

$$U_{FF} = U_{FFD} + U_{FFP} = 0 + F_{FP} d_p = (9.81)(0.4019) = 3.942639 \text{ J}$$

$$T_1 + V_1 + \sum_{\text{non-cons}} U_{1 \rightarrow 2} = T_2 + V_2 = \frac{1}{2} I_{GD} \omega_D^2 + \frac{1}{2} m_D v_{GD}^2 + \frac{1}{2} m_p v_{GP}^2 + \frac{1}{2} kx^2$$

Rolling without slipping: $v = r\omega \quad v_{GD} = \omega_D(0.3)$

The package and the disk are moving at the same

velocities $v_{GD} = v_{GP}$

$$0 + 0 + 4.905 - 3.942639 = \frac{1}{2} \left(\frac{1}{2} (2.5)(0.3)^2 \right) \omega_D^2 + \frac{1}{2} (2.5)(0.3\omega_D)^2 + \frac{1}{2} (5)(0.3\omega_D)^2 + \frac{1}{2} (100)(0.0981)^2$$

$$0.962361 = 0.05625 \omega_D^2 + 0.1125 \omega_D^2 + 0.225 \omega_D^2 + 0.4411905$$

$$\omega_D = 1.10546 \text{ rad/s}$$