

System Of Particles and Rotational Motion MINDMAP

Centre Of Mass: →

$$x_{com} = \frac{m_1 x_1 + m_2 x_2 + m_3 x_3}{m_1 + m_2 + m_3}$$

$$y_{com} = \frac{m_1 y_1 + m_2 y_2 + m_3 y_3}{m_1 + m_2 + m_3}$$

$$\vec{v}_{com} = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2 + m_3 \vec{v}_3}{m_1 + m_2 + m_3}$$

$$\vec{a}_{com} = \frac{m_1 \vec{a}_1 + m_2 \vec{a}_2 + m_3 \vec{a}_3}{m_1 + m_2 + m_3}$$

$$\rightarrow \vec{F}_{ext} = m \vec{a}_{com}$$

→ When there's no external force

$$\vec{a}_{com} = 0$$

$$\text{If } \vec{v}_{com} = 0 \rightarrow \Delta \vec{x}_{com} = 0, \Delta \vec{y}_{com} = 0$$

Moment Of Inertia of Different Bodies: →

(a) Rod $I = \frac{Ml^2}{3}$ (b) Rod $I = \frac{Ml^2}{12}$

(c) Ring $I = MR^2$

(d) Disc $I = \frac{MR^2}{2}$

(e) Hollow Sphere $I = \frac{2}{3} MR^2$

(f) Solid Sphere $I = \frac{2}{5} MR^2$

(g) Rectangle $I_{xx'} = \frac{Ma^2}{12} + \frac{Mb^2}{12}$

Angular Momentum: →

$$\vec{L} = \vec{r} \times \vec{p}$$

$$\vec{L} = \vec{r} \times m\vec{v}$$

* Angular Variable

$$\theta = \frac{\text{arc}}{R} \Rightarrow \text{arc} = R\theta$$

$$|\vec{v}| = R\omega$$

$$\omega = \frac{d\theta}{dt} \quad \alpha = \frac{d\omega}{dt} \quad \omega = \frac{2\pi n}{60}$$

n = revolution per minute.

→ If $\alpha = \text{Constant}$: →

i) $\omega = \omega_0 + \alpha t$

ii) $\Delta\theta = \omega_0 t + \frac{1}{2} \alpha t^2$

iii) $\omega^2 = \omega_0^2 + 2\alpha \Delta\theta$

→ Relation b/w $\vec{\tau}$ and \vec{L} : →

$$\vec{\tau}_{net} = \frac{d\vec{L}}{dt}$$

Moment Of Inertia: → $I = \int r^2 dm$

→ Parallel Axis Theorem: →

$$I_{xx'} = I_{cc'} + Md^2$$

→ Perpendicular Axis Theorem →

$$I_{zz'} = I_{xx'} + I_{yy'}$$

Only for planar bodies.

Torque: →

$$\vec{\tau} = \vec{r} \times \vec{F}$$

$$|\vec{\tau}| = r F \sin\theta = r_{\perp} F = r F_{\perp}$$

* Equilibrium →

Translational Equilibrium = $\sum \vec{F} = 0$

Rotational Equilibrium = $\sum \vec{\tau} = 0$

If $\vec{F}_{net} = 0$ on a rigid body, then $\vec{\tau}_{net}$ is same about every point.

Rolling Motion : \rightarrow

$$\rightarrow \boxed{\sum \vec{F}_{\text{ext}} = M \vec{a}_{\text{com}}} \rightarrow \boxed{\sum \vec{\tau}_{\text{ext}} = I \vec{\alpha}}$$

$$\rightarrow \boxed{v = R\omega} \quad \boxed{a = R\alpha} \rightarrow \text{Only for contact point.}$$

$$\text{Total K.E.} = \frac{1}{2} I_{\text{com}} \omega^2 + \frac{1}{2} m v_{\text{com}}^2$$

$$\vec{L}_{\text{system}} = I_{\text{com}} \vec{\omega} + m \vec{r}_{\text{com}} \times \vec{v}_{\text{com}}$$

* Work done by Torque

$$\boxed{W = \int \tau d\theta} \quad \boxed{\text{Power, } P = \vec{\tau} \cdot \vec{\omega}}$$

* Conservation of Angular Momentum -

When, \rightarrow

$$\tau_{\text{ext}} = 0 \Rightarrow \vec{L} = \text{constant}$$

let's
unlock our potential
together ❤️🌟



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SLAYER