### Topic 4: Center of Mass

**Advanced Placement Physics** 

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### Center of Mass

Finding an object's center of mass is important, because

- Newton's laws of motion are formulated by treating an objects as point masses (for real-life objects, we let the forces apply to the center of mass)
- objects can have rotational motion in addition to translational motion as well (we will examine that a bit more next week)

#### Start with a Definition

The **center of mass** ("CM"), or **center of gravity** ("CG"), is the *weighted* average of the masses in a system. The "system" may be:

- A collection of individual particles (use summation to compute CM)
- A continuous distribution of mass with constant density (use integration to compute CM); in this case, CM is also the geometric center of the object (centroid)
- A continuous distribution of mass with varying density (use integral to compute CM)

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The answer is really simple: it's at the half way point between the two masses!

# But Things Aren't Always That Example

- What if one of the masses are increased to 2m?
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• The answer is still simple. The CM is no longer at the half way point between the two masses, but now  $\frac{1}{3}$  the total distance from the larger masses.

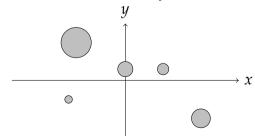
# **Complicating Things Further**

#### Many Point Masses

If we increase the number of point masses along the x-axis, our problem can become much more complicated (although still not devastatingly so)



Difficulties really arises when there are many masses in the system in 2D or 3D:



# An Equation Helps

The center of mass is defined as:

$$\mathbf{x}_{\mathrm{CM}} = \frac{\sum \mathbf{x}_i m_i}{\sum m_i}$$

Quantity	Symbol	SI Unit
Position of center of mass (vector)	x <sub>CM</sub>	m (meters)
Position of point mass $i$ (vector)	$\mathbf{x}_i$	m (meters)
Point mass i	$m_i$	kg (kilograms)
Total mass	$\sum m_i$	kg (kilograms)

### **Breaking Down Into Components**

$$\mathbf{x}_{\mathrm{CM}} = \frac{\sum \mathbf{x}_i m_i}{\sum m_i}$$

- Position vectors have x, y and z components:  $\mathbf{x} = x\hat{\imath} + y\hat{\jmath} + z\hat{k}$
- We can deal with each component individually, i.e.:

$$x_{\text{CM}} = \frac{\sum x_i m_i}{\sum m_i}$$
  $y_{\text{CM}} = \frac{\sum y_i m_i}{\sum m_i}$   $z_{\text{CM}} = \frac{\sum z_i m_i}{\sum m_i}$ 

# Let's Do An Example

**Example 1:** Consider the following masses and their coordinates which make up a "discrete mass" rigid body"

$$m_1 = 5.0 \, \mathrm{kg}$$
  $\mathbf{x}_1 = 3 \hat{\imath} - 2 \hat{k}$   $m_2 = 10.0 \, \mathrm{kg}$   $\mathbf{x}_2 = -4 \hat{\imath} + 2 \hat{\jmath} + 7 \hat{k}$   $m_3 = 1.0 \, \mathrm{kg}$   $\mathbf{x}_3 = 10 \hat{\imath} - 17 \hat{\jmath} + 10 \hat{k}$ 

What are the coordinates for the center of mass of this system?

#### **Continuous Mass Distribution**

In general, objects are not a discrete collection of point masses, but a continuous distribution of mass. Therefore, we take the limit of when the number of masses approaches  $\infty$ :

$$\mathbf{x}_{\mathrm{CM}} = \lim_{n \to \infty} \left( \frac{\sum_{i=1}^{n} \mathbf{x}_{i} m_{i}}{\sum_{i=1}^{n} m_{i}} \right)$$

This gives us an integral form of our equation:

$$\mathbf{x}_{\mathrm{CM}} = \frac{\int \mathbf{x} dm}{\int dm}$$

### **Densities**

Linear density (for 1D problems)

$$\gamma = \frac{m}{L}$$

Surface area density (for 2D problems)

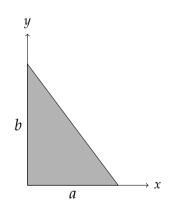
$$\sigma = \frac{m}{A}$$

Volume density (for 3D problems)

$$\rho = \frac{n}{V}$$

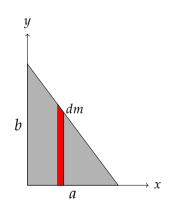
# An Example with Integrals

**Example 2:** A triangular plate is placed in a Cartesian coordinate system with two of its edges along the x and y-axis. The length of the edges along the axes are a and b respectively. Assuming that the surface area density  $\sigma$  is uniform, determine the coordinate of its center of mass.



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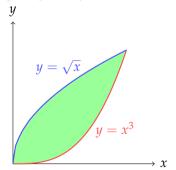
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# A Difficult Example to Try at Home

This is not typically an AP-level problem, but this example shows how we can use integral to find the center of mass for something very complicated.

**Example 3:** Find the *x*-coordinate of the center of mass in the shape bound by the two functions shown on the right.



# Symmetry

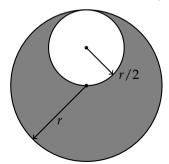
There are always shortcuts!

- Any plane of symmetry, mirror line, axis of rotation, point of inversion must contain the center of mass.
- Caveat: only works if the density distribution is also symmetric
- Again: if density is uniform, CM is also geometric center (centroid)

### "Negative Mass"

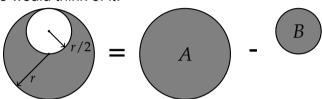
#### A mathematical trick for complicated geometries

- Where there is a "hole" in the geometry, treat it as having negative mass density  $-\sigma$  in that region.
- Negative masses don't exist, so this is really just a trick.
- Example: What is the center of mass of this shape?



### **Negative Mass Example**

This is how we would think of it:

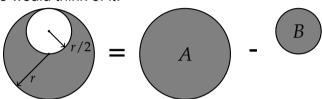


- Let the origin of the coordinate system to located at the center of A
- Based on symmetry:  $x_{\text{CM}} = 0$ ; only have to find *y*-coordinate.
- Sum our weighted average:

$$y_{\text{CM}} = \frac{\sum y_i m_i}{\sum m_i} = \frac{m_A(0) + m_B(r/2)}{m_A + m_B} = \frac{-\sigma\pi (r/2)^2 (r/2)}{\sigma\pi r^2 - \sigma\pi (r/2)^2}$$

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### Velocity, Acceleration and Momentum

We can take the time derivative of the equation for  $x_{\rm CM}$  to get the velocity of the CM:

$$\mathbf{v}_{\mathrm{CM}} = \frac{d\mathbf{x}_{\mathrm{CM}}}{dt} = \frac{1}{m}\frac{d}{dt}\left(\int \mathbf{x}dm\right) = \frac{1}{m}\int \frac{d\mathbf{x}}{dt}dm = \frac{\int \mathbf{v}dm}{m}$$

The integral in the numerator is the sum of the momentum of all the masses in the system  $(p_{net})$  which means that we have

$$\mathbf{p}_{\text{net}} = m\mathbf{v}_{\text{CM}}$$

Taking the derivative of  $p_{net}$  allows us to relate force and acceleration at the CM as well:

$$\mathbf{F}_{\text{net}} = \frac{d\mathbf{p}_{\text{net}}}{dt} = m \frac{d\mathbf{v}_{\text{CM}}}{dt} = m\mathbf{a}_{\text{CM}}$$

