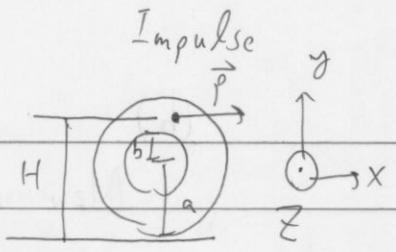


HW7

Shooting Pool

(a)

$$\text{Density: } \rho = \frac{M}{V} = \frac{M}{\pi(a^2 - b^2)l}$$



Inertia tensor for a solid cylinder of mass m , length l and radius r is:

$$\overleftarrow{I} = \begin{bmatrix} I_{\perp} & 0 & 0 \\ 0 & I_{\perp} & 0 \\ 0 & 0 & I_{\parallel} \end{bmatrix} = \begin{bmatrix} \frac{1}{2}m(l^2 + 3r^2) & 0 & 0 \\ 0 & \frac{1}{2}m(l^2 + 3r^2) & 0 \\ 0 & 0 & \frac{1}{2}mr^2 \end{bmatrix}$$

\therefore The hollow cylinder's inertia tensor is:

$$\begin{aligned} I_{\perp, \text{tot}} &= I_{\perp, a} - I_{\perp, b} \\ &= \frac{\pi}{2} (\rho a^2 l) (l^2 + 3a^2) - \frac{\pi}{2} (\rho b^2 l) (l^2 + 3b^2) \\ &= \frac{\pi}{2} \rho l^3 [a^2 - b^2] + 3l(a^4 - b^4) \\ &= \frac{\pi}{2} \rho l (a^2 - b^2) [l^2 + 3(a^2 + b^2)] = \frac{M}{12} [l^2 + 3(a^2 + b^2)] \end{aligned}$$

$$\begin{aligned} I_{\parallel, \text{tot}} &= I_{\parallel, a} - I_{\parallel, b} \\ &= \frac{\pi}{2} (\rho a^2 l) a^2 - \frac{\pi}{2} (\rho b^2 l) b^2 \\ &= \frac{\pi}{2} \rho l (a^4 - b^4) \\ &= \frac{M}{2} (a^4 + b^4) \end{aligned}$$

$$\therefore \overleftarrow{I}_{\text{tot}} = \begin{bmatrix} \frac{1}{12}M[l^2 + 3(a^2 + b^2)] & 0 & 0 \\ 0 & \frac{1}{12}M[l^2 + 3(a^2 + b^2)] & 0 \\ 0 & 0 & \frac{M}{2}(a^4 + b^4) \end{bmatrix}$$

(b)

New momentum: $\vec{p} = p_0(1, 0, 0)$

New angular momentum:

$$\vec{L} = \vec{r}_p \times \vec{p} = (0, b(-a), 0) \times (p_0, 0, 0)$$

$$= \cancel{\vec{L}} \vec{\omega} = (0, 0, -p_0(H-a))$$

$$\Rightarrow \omega_z = -\frac{p_0(H-a)}{\frac{M}{2}(a^2+b^2)}$$

To dec rolling no slip:

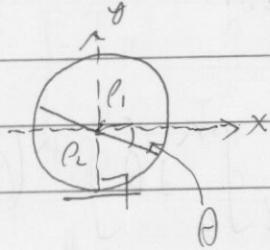
$$|\omega_z| \cdot a = |\vec{p}|/M$$

$$\Rightarrow \frac{p_0(H-a)a}{\frac{M}{2}(a^2+b^2)} = \frac{p_0}{M} \Rightarrow H = \frac{(a^2+b^2)}{2a} + a$$

$$(c) \textcircled{1} b \rightarrow 0, H = \frac{a^2}{2a} + a = \frac{3}{2}a$$

$$\textcircled{2} b \rightarrow a, H = \frac{a^2+a^2}{2a} + a = 2a$$

Problem 1



(1)

: Rolling without slipping

(2) Rotation only happens at x-y plane

: Only has one degree of freedom
θ

$$\begin{aligned}
 T &= \frac{1}{2} I_z \dot{\theta}^2 + \frac{1}{2} M (\dot{A} R)^2 \\
 &= \frac{1}{2} \left[\frac{1}{2} \left(\frac{\pi}{2} (\rho_1 + \rho_2) R^2 l \right) R^2 + \frac{1}{2} \left(\frac{\pi}{2} (\rho_1 + \rho_2) R^2 l \right) R^2 \right] \dot{\theta}^2 \\
 &\quad + \frac{1}{2} \left[\frac{\pi}{4} (\rho_1 + \rho_2) R^4 l \right] \cdot R^2 \dot{\theta}^2 \\
 &= \frac{\pi}{4} (\rho_1 + \rho_2) R^4 l \dot{\theta}^2 \quad (l = \text{Disk length in } z\text{-direction})
 \end{aligned}$$

$$V = M_2 g y_2 + M_1 g y_1$$

$$= \frac{\pi}{4} (\rho_1 - \rho_2) R^2 l \cdot r \cos \theta$$

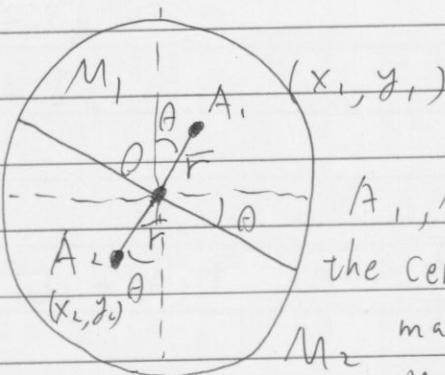
$$L = T - V$$

$$= \frac{\pi}{4} (\rho_1 + \rho_2) R^4 l \dot{\theta}^2$$

$$+ \frac{\pi}{4} (\rho_2 - \rho_1) R^2 l r \cos \theta$$

$$= A \dot{\theta} + B \cos \theta \quad (A, B > 0)$$

$$\Rightarrow \frac{\partial L}{\partial \dot{\theta}} = \frac{1}{2} \left(\frac{\partial L}{\partial \dot{\theta}} \right) \Rightarrow 2A \ddot{\theta} = -B \sin \theta \Rightarrow \text{Harmonic Oscillator} \\ (\text{small } \theta)$$



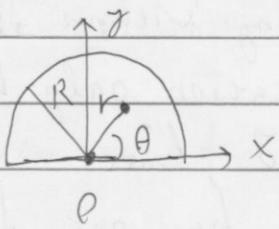
A_1, A_2 are the centers of mass of M_1 & M_2 .

$$y_1 = r \cos \theta$$

$$y_2 = -r \cos \theta$$

$$r = 4R \quad (\text{by Appendix 1.})$$

Appendix 1.



$$\bar{y} = \frac{\int y dm}{M}$$

$$= \frac{1}{\frac{\pi}{2} \rho R^2 l} \int_0^{\pi} d\theta \int_0^R (\rho l r dr) r \sin \theta$$

$$y = r \sin \theta$$

$$= \frac{\rho l}{\frac{\pi}{2} \rho R^2 l} \int_0^{\pi} \sin \theta d\theta \int_0^R r^2 dr$$

$$= \frac{1}{\frac{\pi}{2} R^2} \cdot \frac{R^3}{3} \cdot 2$$

$$= \frac{4R}{3\pi}$$

Problem 2

$$\vec{I} = \begin{bmatrix} I_x & 0 & 0 \\ 0 & I_y & 0 \\ 0 & 0 & I_z \end{bmatrix} \quad I_x = I_y := I_1, \quad I_z := I_2$$

$$\left(\frac{\vec{J}}{Jt} \right)_{r, \vec{L}} + \vec{\omega} \times \vec{L} = \vec{\tau}$$

(in body frame)

$$\Rightarrow \vec{I} \cdot \dot{\vec{\omega}} + \vec{\omega} \times (\vec{I} \cdot \vec{\omega}) = \vec{\tau}$$

$$\Rightarrow (I_x \dot{\omega}_x, I_y \dot{\omega}_y, I_z \dot{\omega}_z) + (w_x, w_y, w_z)$$

$$x (I_x w_x, I_y w_y, I_z w_z) = \vec{\tau}$$

$$\Rightarrow \begin{cases} I_x \dot{w}_x + (I_z - I_y) w_y w_z = \tau_x \\ I_y \dot{w}_y + (I_x - I_z) w_z w_x = \tau_y \\ I_z \dot{w}_z + (I_y - I_x) w_x w_y = \tau_z \end{cases}$$

$$\Rightarrow I_z \dot{w}_z = \tau_z \quad (\because I_y = I_x)$$

$$\Rightarrow w_z = w_3 + \frac{\tau_z}{I_z} t := w_3 + \alpha_3 t \quad (\alpha_3 := \frac{\tau_z}{I_z})$$

$$\begin{cases} I_1 \dot{w}_x + (I_2 - I_1) w_y (w_3 + \alpha_3 t) = \tau_x = 0 \\ I_1 \dot{w}_y + (I_1 - I_2) w_x (w_3 + \alpha_3 t) = \tau_y = 0 \end{cases}$$

$$\Rightarrow \begin{cases} I_1 (\dot{w}_x + i w_y) + i(I_2 - I_1) (w_x + i w_y) (w_3 + \alpha_3 t) = 0 \\ I_1 (\dot{w}_x - i w_y) - i(I_1 - I_2) (w_x - i w_y) (w_3 + \alpha_3 t) = 0 \end{cases}$$

$$\Rightarrow I_1 \dot{u}(t) + i(I_1 - I_2) (w_3 + \alpha_3 t) \bar{u}(t) = 0$$

$$(I_1 \dot{v}(t) - i(I_1 - I_2) (w_3 + \alpha_3 t) \bar{v}(t)) = 0$$

$$u := w_x + i w_y, \quad v := w_x - i w_y$$

$$\int \frac{du}{u} = \int i \left(\frac{I_1 - I_2}{I_1} \right) (w_3 + \alpha_3 t) dt$$

$$\int \frac{dv}{J} = - \int i \left(\frac{I_1 - I_2}{I_1} \right) (w_3 + \alpha_3 t) dt$$

$$\Rightarrow u = u(t=0) e^{i \left(\frac{I_1 - I_2}{I_1} \right) \left(w_3 t + \frac{\alpha_3}{2} t^2 \right)}$$

$$v = v(t=0) e^{-i \left(\frac{I_1 - I_2}{I_1} \right) \left(w_3 t + \frac{\alpha_3}{2} t^2 \right)}$$

$$u(t=0) = v(t=0) = w,$$

$$\therefore w_x = \frac{u+v}{2} = w, \text{ cos} \left[\left(\frac{I_1 - I_2}{I_1} \right) \left(w_3 t + \frac{\alpha_3}{2} t^2 \right) \right]$$

$$w_y = \frac{u-v}{2i} = w_1 \sin \left[\left(\frac{I_1 - I_2}{I_1} \right) \left(w_3 t + \frac{\alpha_3}{2} t^2 \right) \right]$$