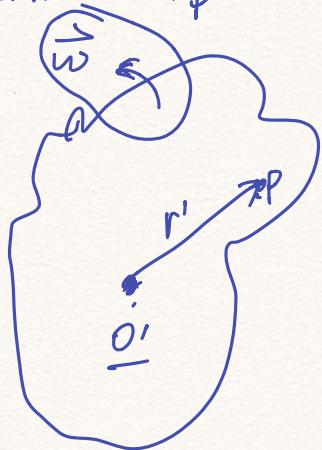
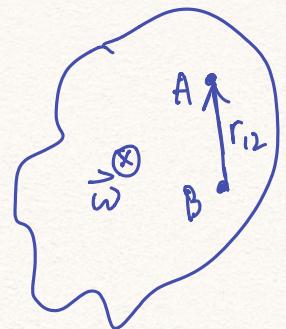


• Math Description For rigid bodies.



$$\left\{ \begin{array}{l} \vec{r}_P = \vec{r}_{O'} + \vec{r}' \\ \vec{v}_P = \vec{v}_{O'} + \vec{\omega} \times \vec{r}' \end{array} \right.$$

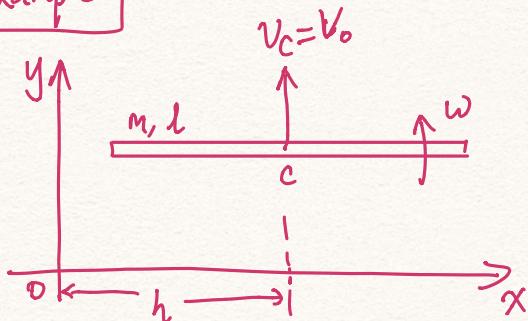


At any time, there is an instantaneous axis of rotation, which satisfy: $\vec{v}_1 - \vec{v}_2 = \vec{\omega} \times \vec{r}_{12}$

* Very important:

$$\left\{ \begin{array}{l} \boxed{\vec{p} = \vec{p}_c = m \vec{v}_c} \\ \boxed{\begin{aligned} \vec{l} &= \vec{l}_c + \vec{l}_{in-c} \\ &= m \cdot \vec{r}_c \times \vec{v}_c + \vec{l}_{in-c} \\ &= m \cdot \vec{r}_c \times \vec{v}_c + \underbrace{I_c \cdot \vec{\omega}} \end{aligned}} \end{array} \right.$$

example



$$\boxed{\vec{L}}$$

$$\begin{aligned} \vec{l} &= m \cdot \vec{r}_c \times \vec{v}_c + I_c \cdot \vec{\omega} \\ &= (mhv_0 + \frac{1}{2}ml^2\omega) \cdot \hat{n}_z \end{aligned}$$

$$\vec{L}_{in-c} = I_c \cdot \vec{\omega}$$

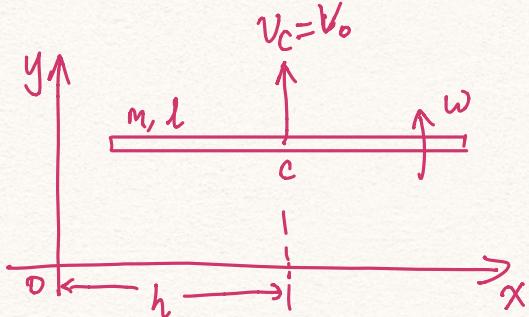
$$I_c = \begin{bmatrix} I_{xx} & 0 & 0 \\ 0 & I_{yy} & 0 \\ 0 & 0 & I_{zz} \end{bmatrix} \quad \vec{L}_{in-c} = \begin{pmatrix} I_{xx} \cdot w_x \\ I_{yy} \cdot w_y \\ I_{zz} \cdot w_z \end{pmatrix}$$

△ Rotational Energy

$$K_{\text{rigid body}} = K_c + K_{in-c}$$

$$= \frac{1}{2} m \cdot v_c^2 + \frac{1}{2} \cdot I_c \cdot \omega^2$$

example:

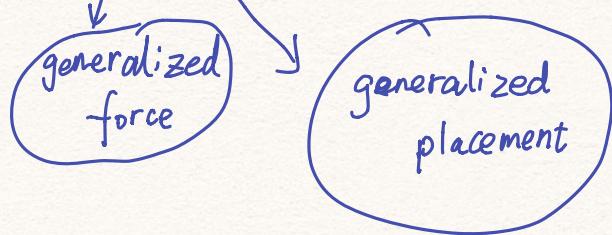


$$K = \frac{1}{2} m \cdot V_0^2 + \frac{1}{2} \cdot I_c \cdot \omega^2$$

$$= \frac{1}{2} m V_0^2 + \frac{1}{2} \cdot \frac{1}{12} m l^2 \cdot \omega^2$$

△ Rotation Law of Kinetic Energy

$$\Delta W = \Delta K \Rightarrow \int T \cdot d\theta = \Delta K$$



△ Second Law of Dynamics

$$\vec{\tau} = \frac{d\vec{L}}{dt} = \frac{d(m\vec{r}_c \times \vec{v}_c + I_c \cdot \vec{\omega})}{dt}$$

$$= \frac{d(I_c \cdot \vec{\omega})}{dt} \quad \begin{matrix} \text{principle} \\ \text{axis} \end{matrix} \quad I_c \cdot \frac{d\vec{\omega}}{dt}$$

$$\vec{\tau} = I_c \cdot \frac{d\vec{\omega}}{dt}$$

"Law of Rotation"

Understanding:

I (Moment of inertia)

θ (angular placement)
 $\vec{\omega}$
 $\vec{\epsilon}$

$\vec{\tau}$ (torque)

$$\vec{\tau} = I \cdot \frac{d\vec{\omega}}{dt} = I \cdot \vec{\epsilon}$$

$$K = \frac{1}{2} I \omega^2 \quad (\text{pure rotation})$$

$$\int \vec{\tau} \cdot d\theta = \Delta K$$

M (mass)

\vec{x} (placement)
 \vec{v}
 \vec{a}

\vec{F} (force)

$$\vec{F} = m \frac{d\vec{v}}{dt} = m\vec{a}$$

$$K = \frac{1}{2} M v^2$$

$$\int \vec{F} \cdot dx = \Delta K$$

△ About instantaneous rotation axis

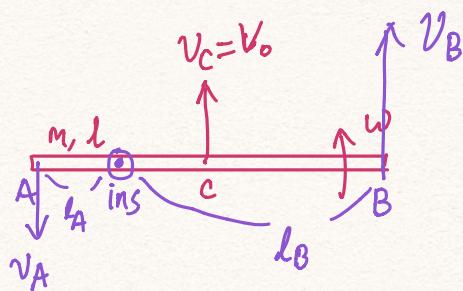
$$\vec{L} = m\vec{r}_c \times \vec{v}_c + I_c \cdot \vec{\omega} = I_{\text{ins}} \cdot \vec{\omega}$$

$$K = \frac{1}{2} m v_c^2 + \frac{1}{2} I_c \cdot \omega^2 = \frac{1}{2} \cdot I_{\text{ins}} \cdot \omega^2$$

* However, $\bar{z} \neq I_{\text{ins}} \cdot \frac{d\omega}{dt}$!!!
maybe

because I_{ins} itself will change. You must use principal axis.

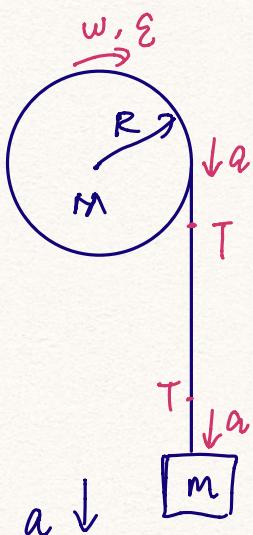
example.



$$v_A < v_B$$

$$\frac{v_A}{l_A} = \frac{v_B}{l_B} = \omega$$

[Q1]



what's the value of a ?

$$R \cdot \epsilon = a \Rightarrow \epsilon = \frac{a}{R}.$$

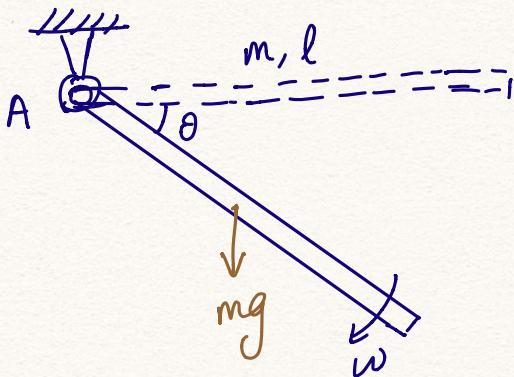
$$\left\{ \begin{array}{l} T \cdot R = \frac{1}{2} M R^2 \cdot \epsilon \\ mg - T = ma \end{array} \right. \quad \textcircled{1}$$

$$\left\{ \begin{array}{l} T \cdot R = \frac{1}{2} M R^2 \cdot \epsilon \\ mg - T = ma \end{array} \right. \quad \textcircled{2}$$

$$\epsilon = \frac{a}{R} \quad \textcircled{3}$$

Q2

A is a hinge. Rest from horizontal position.

(1) $\omega(\theta)$?

(2) What the force acted on the rod acted by A?

(1).

$$\frac{1}{2} \cdot I_A \cdot \omega^2 = mg \cdot \frac{l}{2} \cdot \sin\theta$$

$$\frac{1}{2} \cdot \frac{1}{3} \pi l^2 \cdot \omega^2 = \frac{1}{2} \pi g l \sin\theta \Rightarrow \omega = \sqrt{\frac{3g \sin\theta}{l}}$$

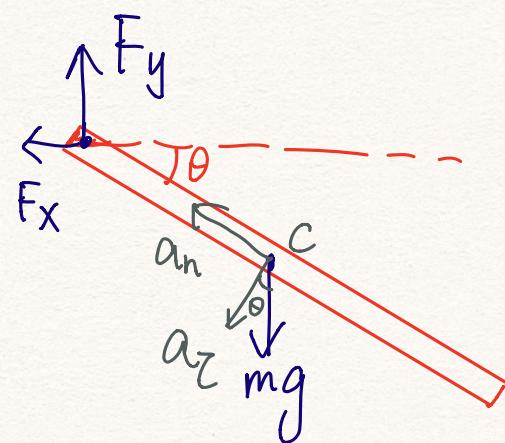
$$(2). \tau = I_A \cdot \frac{d\omega}{dt}$$

$$mg \cdot \frac{1}{2} l \cos\theta = \frac{1}{3} ml^2 \cdot \frac{d\omega}{dt}$$

$$\Rightarrow \frac{d\omega}{dt} = \boxed{\Sigma = \frac{3g \cos\theta}{2l}}$$

(You can also get this by chain rule, i.e.

$$\frac{d\omega}{dt} = \frac{d\omega}{d\theta} \cdot \frac{d\theta}{dt} = \frac{d\omega}{d\theta} \cdot \omega$$

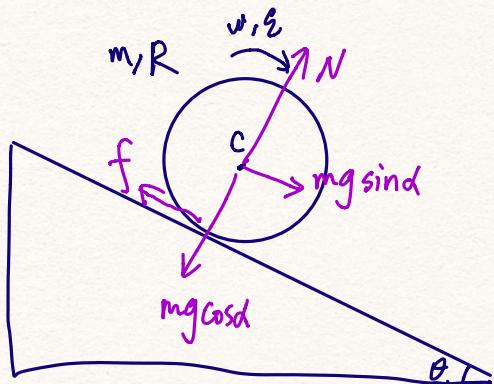


$$a_z = \frac{1}{2} l \cdot \epsilon$$

$$a_n = \omega^2 \cdot \frac{1}{2} l$$

$$\begin{cases} F_y - mg = m(a_n \sin\theta - a_z \cos\theta) \\ F_x = m(a_n \cos\theta + a_z \sin\theta) \end{cases}$$

Q3 Rolling Down an Incline (Ball, Cylinder, or any circle-shaped object) [with No Slipping]



Assume $I_c = KmR^2$

(For ball, $K=\frac{2}{5}$, for cylinder, $K=\frac{1}{2}$,
for ring, $K=1$)

No Slipping : f unknown ($f \neq \mu N$)

But, a constraint : $\begin{cases} v_c = \omega R & \textcircled{1} \\ a_c = \epsilon R & \textcircled{2} \end{cases}$

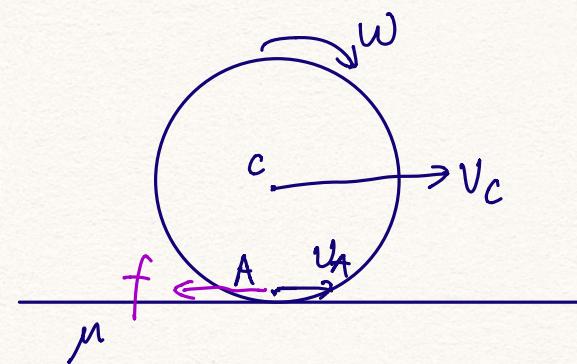
$$\begin{cases} mg \sin \theta - f = ma_c & \textcircled{3} \\ (\text{For } c) : I_c \cdot \epsilon = f \cdot R & \textcircled{4} \end{cases}$$

$$\Rightarrow mg \sin \theta - \frac{KmR^2}{R} \epsilon = m a_c \epsilon R$$

$$(K+1)\epsilon R = g \sin \theta$$

$$\boxed{\epsilon = \frac{g \sin \theta}{(K+1)R}}$$

Q4 Rolling with sliding



If $v_c \neq wR$, there will be friction.

$$v_A = v_c - wR \quad (1)$$

If $v_A > 0$, f towards left.

If $v_A < 0$, f towards right.

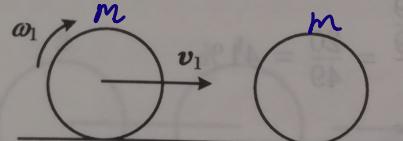
There will be :

(If $v_A > 0$)

$$\left\{ \begin{array}{l} f = \mu N = \mu mg \\ f \cdot R = I_c \cdot \frac{dw}{dt} \\ f = -m \frac{dv_c}{dt} \end{array} \right. \Rightarrow \left\{ \begin{array}{l} \frac{dw}{dt} = ? \\ \frac{dv_c}{dt} = ? \end{array} \right.$$

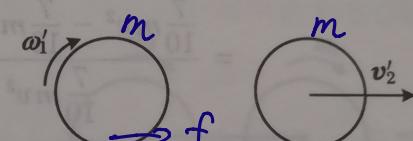
Until $w \cdot R = v_c$, then pure rolling.

125



$$v_1 = v, \quad v_2 = 0$$

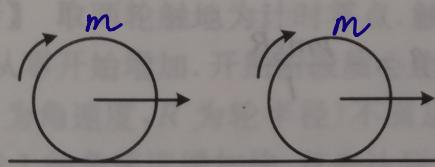
$$\omega_1 = \frac{v}{R}, \quad \omega_2 = 0$$



$$\omega'_1 = \omega_1 = \frac{v}{R}, \quad \omega'_2 = 0$$

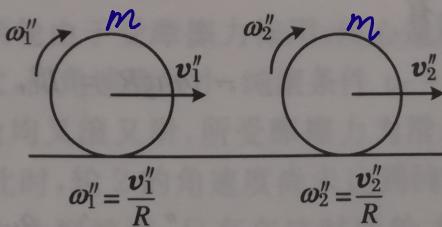
力图 6.14.1

力图 6.14.2



摩擦力做负功，消耗机械能

力图 6.14.3



$$\omega''_1 = \frac{v''_1}{R}$$

$$\omega''_2 = \frac{v''_2}{R}$$

力图 6.14.4

Method 1

For ball 1 :

$$\left\{ \begin{array}{l} f_1 = \mu mg = ma_c \Rightarrow a_c = \mu g \end{array} \right.$$

$$-\mu mgR = I\beta \Rightarrow \beta = \frac{-\mu mgR}{I}$$

$$\left\{ \begin{array}{l} v_1'' = v_1' + \mu g t_1 = \mu g t_1 \end{array} \right.$$

$$w_1'' = w_1' + \beta t_1 = \frac{v}{R} - \frac{\mu mgR}{I} t_1$$

$$v_1'' = w_1'' \cdot R$$

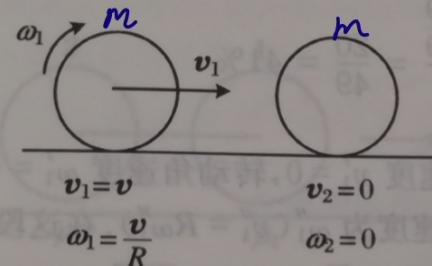
$$\Rightarrow t_1 = \frac{v}{\mu g (1 + \frac{mR^2}{I})}, \quad v_1'' = \frac{v}{1 + \frac{mg^2}{I}} = \frac{2}{7} v$$

For ball 2 :

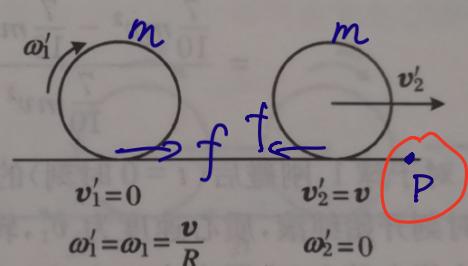
$$\begin{cases} a_c = -\mu g \\ \beta = \frac{\mu mgR}{I} \end{cases}$$

$$(r - \mu g t_2) = (0 + \frac{\mu mg R}{I} t_2) \cdot R$$

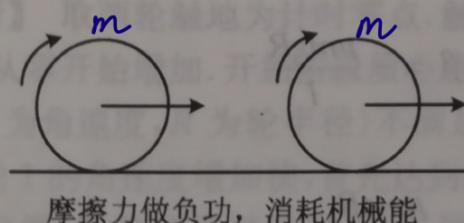
$$\Rightarrow v_2'' = \frac{5}{7} v.$$



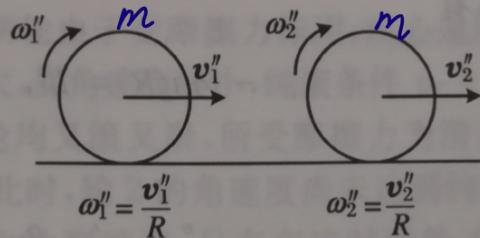
力图 6.14.1



力图 6.14.2



力图 6.14.3



力图 6.14.4

Method 2

take point P as the axis

Then the angular momentum conservation !

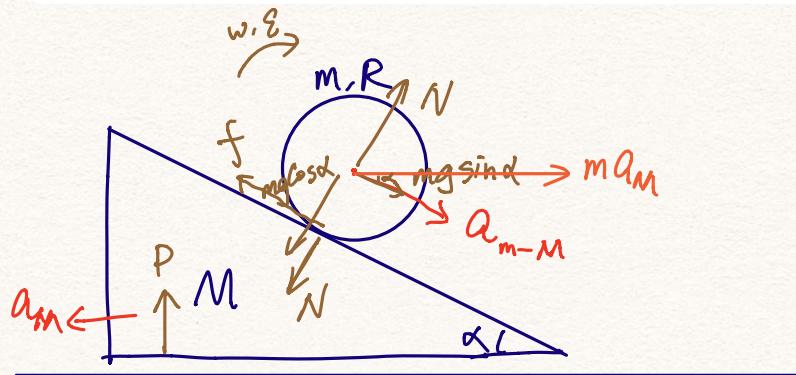
$$L'_1 = I\omega'_1 + mRv'_1 = I\omega'_1 = I\frac{v}{R}.$$

$$L''_1 = I\omega''_1 + mRv''_1 = I\frac{v''_1}{R} + mRv''_1 = v''_1(\frac{I}{R} + mR)$$

$$L'_1 = L''_1 \Rightarrow v''_1 = \frac{I}{I+mR^2} v = \frac{2}{7} v.$$

Q6

7. A wedge with mass M and angle α rests on a frictionless horizontal surface. A cylinder with mass m rolls down the wedge without slipping. Find the acceleration of the wedge.



$$\left\{ \begin{array}{l} a_{m-M} = R \cdot \varepsilon \\ f \cdot R = I_C \cdot \varepsilon \end{array} \right. \quad \begin{array}{l} (1) \\ (2) \end{array}$$

$$\left\{ \begin{array}{l} mg \cos \alpha - N = a_M \sin \alpha \end{array} \right. \quad (3)$$

$$\left\{ \begin{array}{l} mg \sin \alpha - f = a_{m-M} - a_M \cos \alpha \end{array} \right. \quad (4)$$

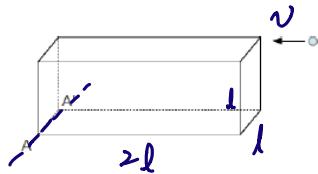
$$N \sin \alpha = a_M \cdot M \quad (5)$$

$$a_M = \frac{g \sin^2 \alpha}{\frac{3(M-m)}{m} - 2 \cos^2 \alpha}$$

Q7

8. A ball with mass m , moving with in the horizontal direction with speed v , hits the upper edge of a rectangular box with dimensions $l \times l \times 2l$. Assuming that the box can rotate about a fixed axis containing the edge AA' , and the collision of the ball with the box is elastic (and the ball moves back in the horizontal direction after the collision), find

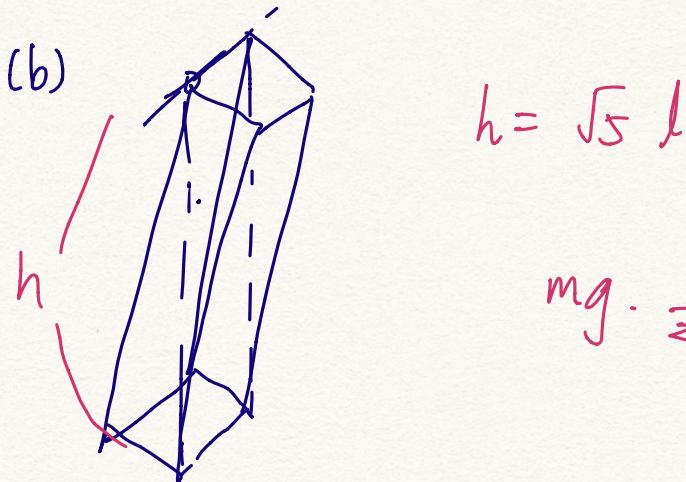
- angular velocity the box starts moving with at the moment of collision [answer: $\omega_0 = \frac{2v}{I_{AA'}/ml+l}$],
- equation of motion of the box after the collision [$I_{AA'}\ddot{\alpha} + Mgl\frac{\sqrt{5}}{2}\cos\alpha = 0$],
- the minimum speed of the ball needed to put the box in the upright position [$v = (\frac{I_{AA'}}{ml}+l)\frac{1}{2}\sqrt{\frac{mg}{l}(\sqrt{5}-1)}$].



$$(a) \text{ 守恒: } mvl = mv'l + I_{AA'}^{'} \cdot \omega_0$$

$$\text{E 守恒: } \frac{1}{2}m \cdot v^2 = \frac{1}{2}I_{AA'}^{'} \cdot \omega_0^2 + \frac{1}{2}m(v')^2$$

$$\rightarrow \omega_0 = \frac{2v}{\frac{I_{AA'}}{ml} + l}$$



$$mg \cdot \frac{1}{2}h \cdot \cos\alpha = I_{AA'}^{'} \cdot \ddot{\alpha}$$



$$(c) \frac{1}{2} I_{\text{eff}}' \cdot w_0^2 = mg \left(\frac{\sqrt{5}}{2} - \frac{1}{2} \right) l$$

