

## Chapter- 7

### Systems of Particle and Rotational Motion

# Particle:- an object whose size is negligible and whose internal structure can be neglected is called particle.

Example :- Proton, electron

# System:- an arrangement of particles which mutually interacts.

Example is

# Internal force:- The forces exerted by the particles of a system when they mutually interact.

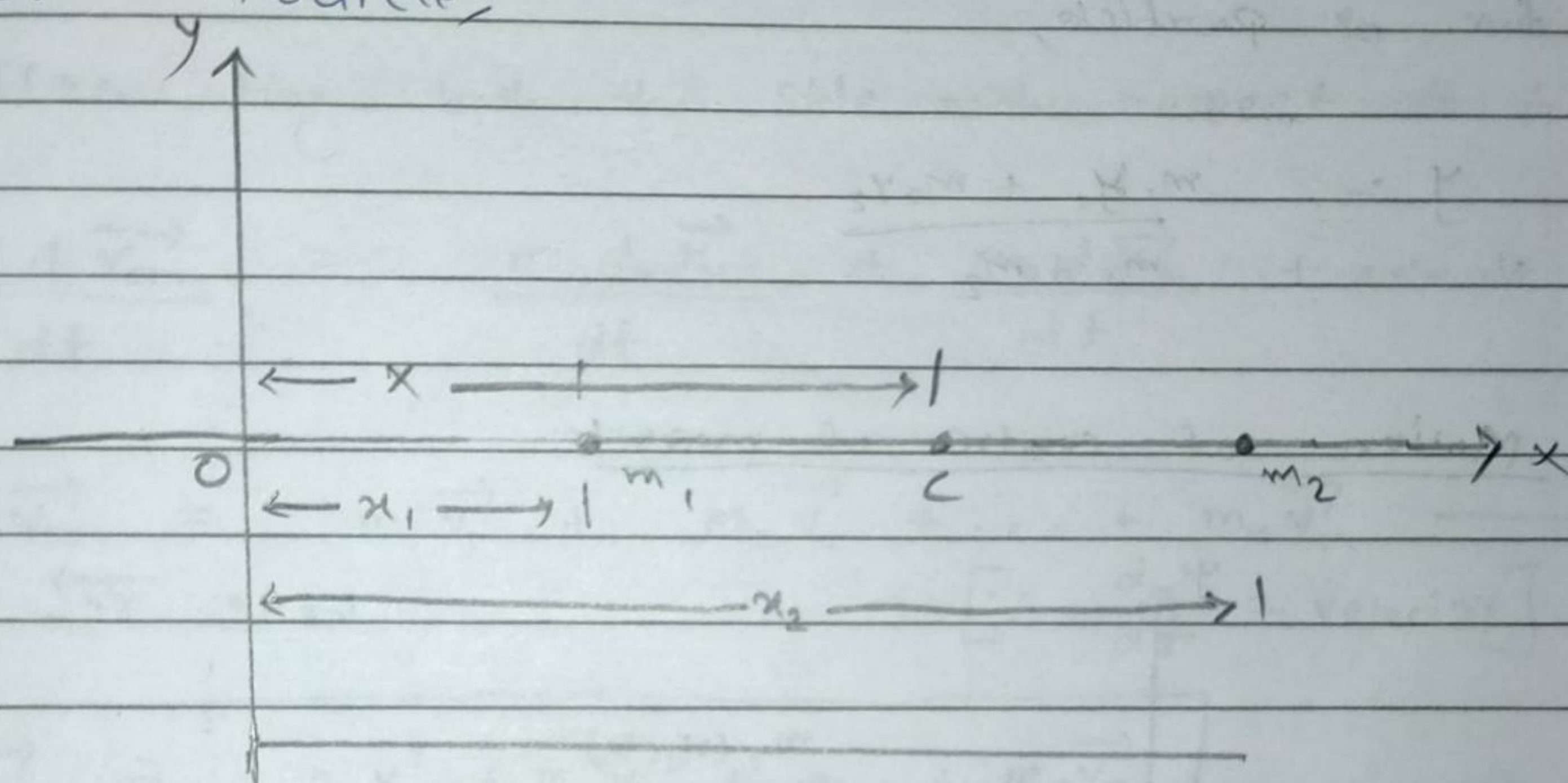
# External force:- The force exerted by particles, objects or system ~~when they~~ on a system is called external force.

# Isolated system:- A system on which there is no external force is called isolated system.



# Centre of Mass: Centre of mass of a system is that point, on which the entire mass of the system can be considered to be concentrated.

~~$M = M_1 + M_2 + M_3 + \dots + M_n$~~   
for 2 Particle,



$$x = \frac{m_1 x_1 + m_2 x_2}{m_1 + m_2}$$

$$\Rightarrow m_1 = m_2 = m$$

$$\Rightarrow x = \frac{m x_1 + m x_2}{m + m}$$

$$\Rightarrow x = \frac{m (x_1 + x_2)}{2m}$$

$$x = \frac{x_1 + x_2}{2}$$

for n Particle,

$$x = \frac{m_1 x_1 + m_2 x_2 + m_3 x_3 + \dots + m_n x_n}{m_1 + m_2 + m_3 + \dots + m_n}$$



Similarly,

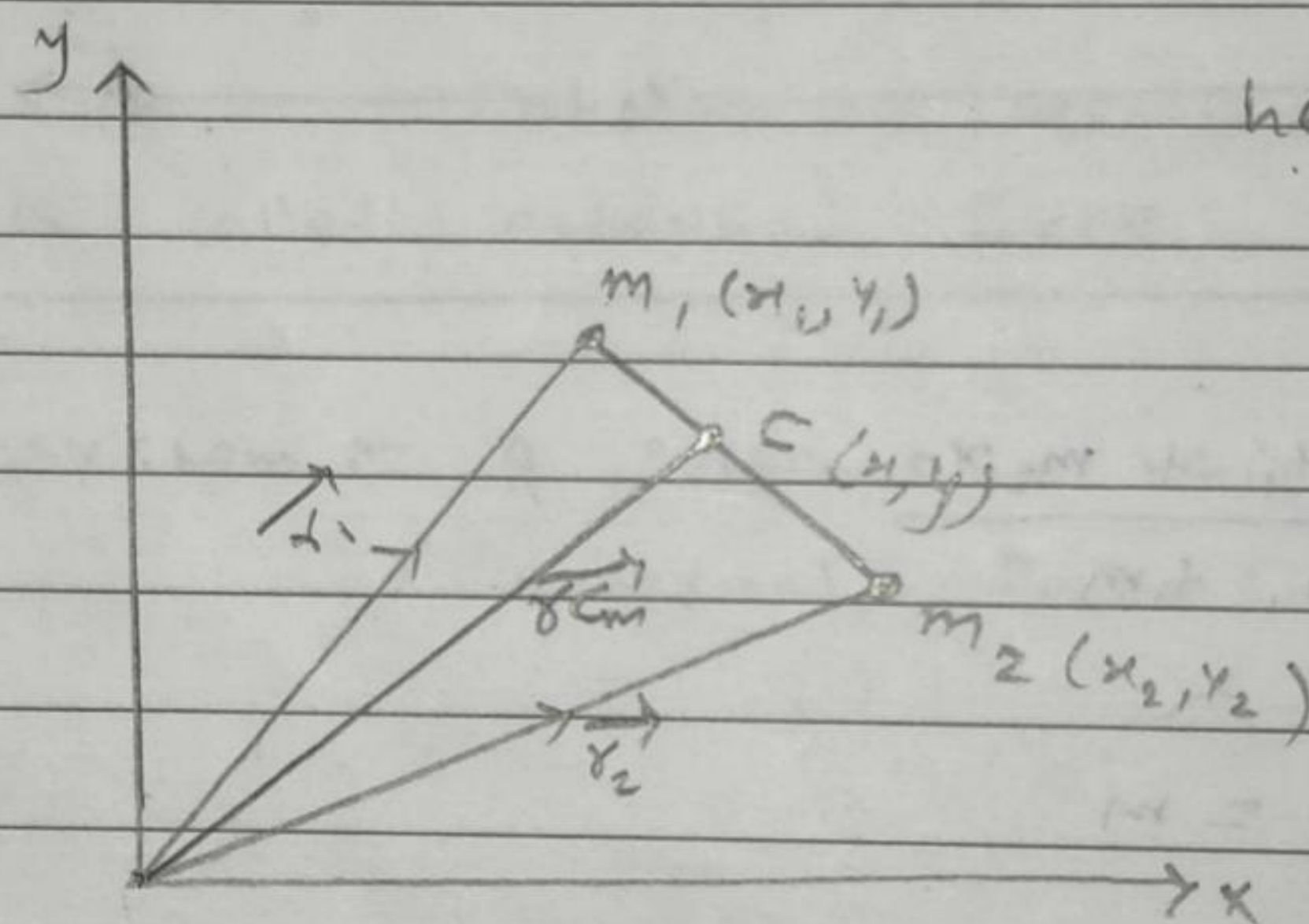
for  $n$  particle,

$$y = \frac{m_1 y_1 + m_2 y_2 + m_3 y_3 + \dots + m_n y_n}{m_1 + m_2 + m_3 + \dots + m_n}$$

for 2 particle,

$$y = \frac{m_1 y_1 + m_2 y_2}{m_1 + m_2}$$

# Motion of centre of mass :-



here,  $\vec{r}_{cm} \Rightarrow$  centre of mass

$$\Rightarrow x = \frac{m_1 x_1 + m_2 x_2}{m_1 + m_2}, \quad y = \frac{m_1 y_1 + m_2 y_2}{m_1 + m_2}$$

$$\Rightarrow \vec{r}_{cm} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2}{m_1 + m_2}$$

for  $n$  particle,

$$\vec{r}_{cm} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2 + m_3 \vec{r}_3 + \dots + m_n \vec{r}_n}{m_1 + m_2 + m_3 + \dots + m_n}$$

since,  $M = m_1 + m_2 + m_3 + \dots + m_n$



So,

$$\vec{r}_{cm} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2 + m_3 \vec{r}_3 + \dots + m_n \vec{r}_n}{m_1 + m_2 + m_3 + \dots + m_n = M}$$

$$\Rightarrow M \vec{r}_{cm} = m_1 \vec{r}_1 + m_2 \vec{r}_2 + m_3 \vec{r}_3 + \dots + m_n \vec{r}_n$$

differentiating both the side with respect to time,

$$\Rightarrow \frac{M d \vec{r}_{cm}}{dt} = \frac{m_1 d \vec{r}_1}{dt} + \frac{m_2 d \vec{r}_2}{dt} + \dots + \frac{m_n d \vec{r}_n}{dt}$$

$$\Rightarrow M \vec{v}_{cm} = m_1 \vec{v}_1 + m_2 \vec{v}_2 + \dots + m_n \vec{v}_n \quad \text{--- (i)}$$

$\left[ \because \frac{dx}{dt} = \text{velocity} \right]$

$$\Rightarrow \boxed{\vec{v}_{cm} = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2 + \dots + m_n \vec{v}_n}{M}}$$

where,

$\vec{v}_{cm}$  = velocity of centre of mass

→ from eq<sup>n</sup> (i),

$$\Rightarrow M \vec{v}_{cm} = m_1 \vec{v}_1 + m_2 \vec{v}_2 + \dots + m_n \vec{v}_n$$

differentiating both side with respect to time,

$$\Rightarrow \frac{M d \vec{v}_{cm}}{dt} = m_1 \frac{d \vec{v}_1}{dt} + m_2 \frac{d \vec{v}_2}{dt} + \dots + m_n \frac{d \vec{v}_n}{dt}$$

$$\Rightarrow M \vec{a}_{cm} = m_1 \vec{a}_1 + m_2 \vec{a}_2 + \dots + m_n \vec{a}_n$$

$\left[ \because \frac{dv}{dt} = \text{acceleration} \right]$



$$\Rightarrow \boxed{\vec{a}_{cm} = \frac{m_1 \vec{a}_1 + m_2 \vec{a}_2 + \dots + m_n \vec{a}_n}{M}}$$

where,

$\vec{a}_{cm}$  = acceleration of centre of mass,

~~## Linear Momentum of A System of Particles :-~~

## Vector Product of 2 vectors :-

Vector



Product of vector

↓  
Scalar Product  
(dot Product)

$$\vec{a} \cdot \vec{b} = ab \cos \theta$$

↓  
Vector Product  
(cross Product)

$$\vec{a} \times \vec{b} = ab \sin \theta \hat{a}$$

Example 7.4. find scalar product and vector product of 2 vectors  $\vec{a} = (3\hat{i} - 4\hat{j} + 5\hat{k})$  and  $\vec{b} = (-2\hat{i} + \hat{j} - 3\hat{k})$

Sol.

$$\vec{a} = 3\hat{i} - 4\hat{j} + 5\hat{k}$$

$$\vec{b} = -2\hat{i} + \hat{j} - 3\hat{k}$$

$$\Rightarrow \vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & -4 & 5 \\ -2 & 1 & -3 \end{vmatrix}$$

$$\Rightarrow \vec{a} \times \vec{b} = \hat{i} \begin{vmatrix} -4 & 5 \\ 1 & -3 \end{vmatrix} - \hat{j} \begin{vmatrix} 3 & 5 \\ -2 & -3 \end{vmatrix} + \hat{k} \begin{vmatrix} 3 & -4 \\ -2 & 1 \end{vmatrix}$$



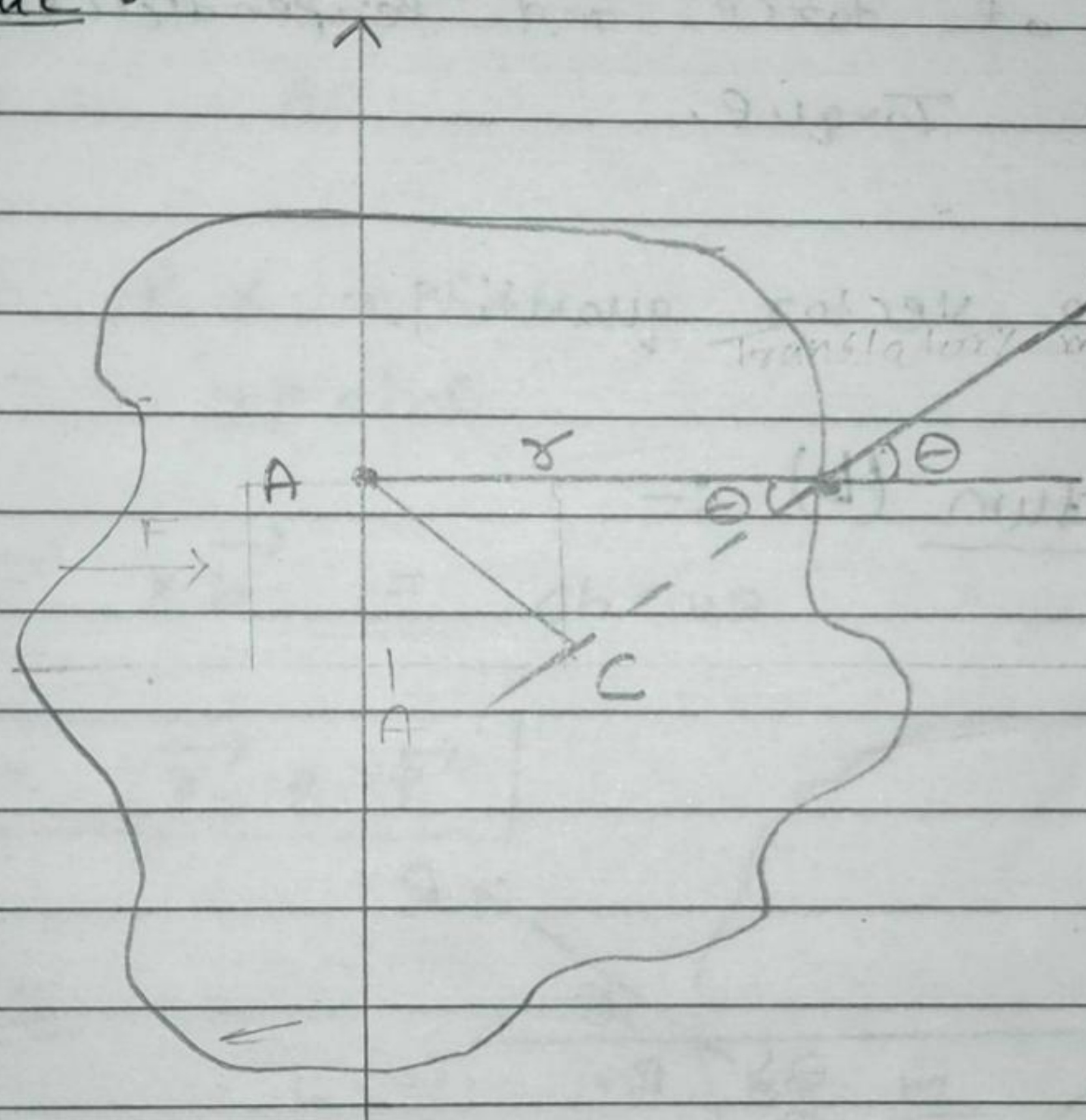
$$\Rightarrow \vec{a} \times \vec{b} = \hat{i} \begin{vmatrix} -4 & 5 \\ 1 & -3 \end{vmatrix} - \hat{j} \begin{vmatrix} 3 & 5 \\ -2 & -3 \end{vmatrix} + \hat{k} \begin{vmatrix} 3 & -4 \\ -2 & 1 \end{vmatrix}$$

$$\Rightarrow \vec{a} \times \vec{b} = \hat{i} (12 - 5) - \hat{j} (-9 - (-10)) + \hat{k} (3 - 8)$$

$$\Rightarrow \vec{a} \times \vec{b} = \hat{i} (7) - \hat{j} (1) + \hat{k} (-5)$$

$$\Rightarrow \vec{a} \times \vec{b} = 7\hat{i} - \hat{j} - 5\hat{k}$$

# Torque :-



$$\Rightarrow T = \text{Force} \times \text{perpendicular distance}$$

$$\Rightarrow T = F \times AC$$

$\Delta ABC$ ,

$$\Rightarrow \sin \theta = \frac{AC}{AB}$$

$$\Rightarrow \sin \theta = \frac{AC}{r}$$

$$\Rightarrow r \sin \theta = AC$$



$$\tau = F \times r \sin \theta$$

$$\boxed{\tau = F r \sin \theta}$$

$$\therefore \vec{a} \times \vec{b} = ab \sin \theta$$

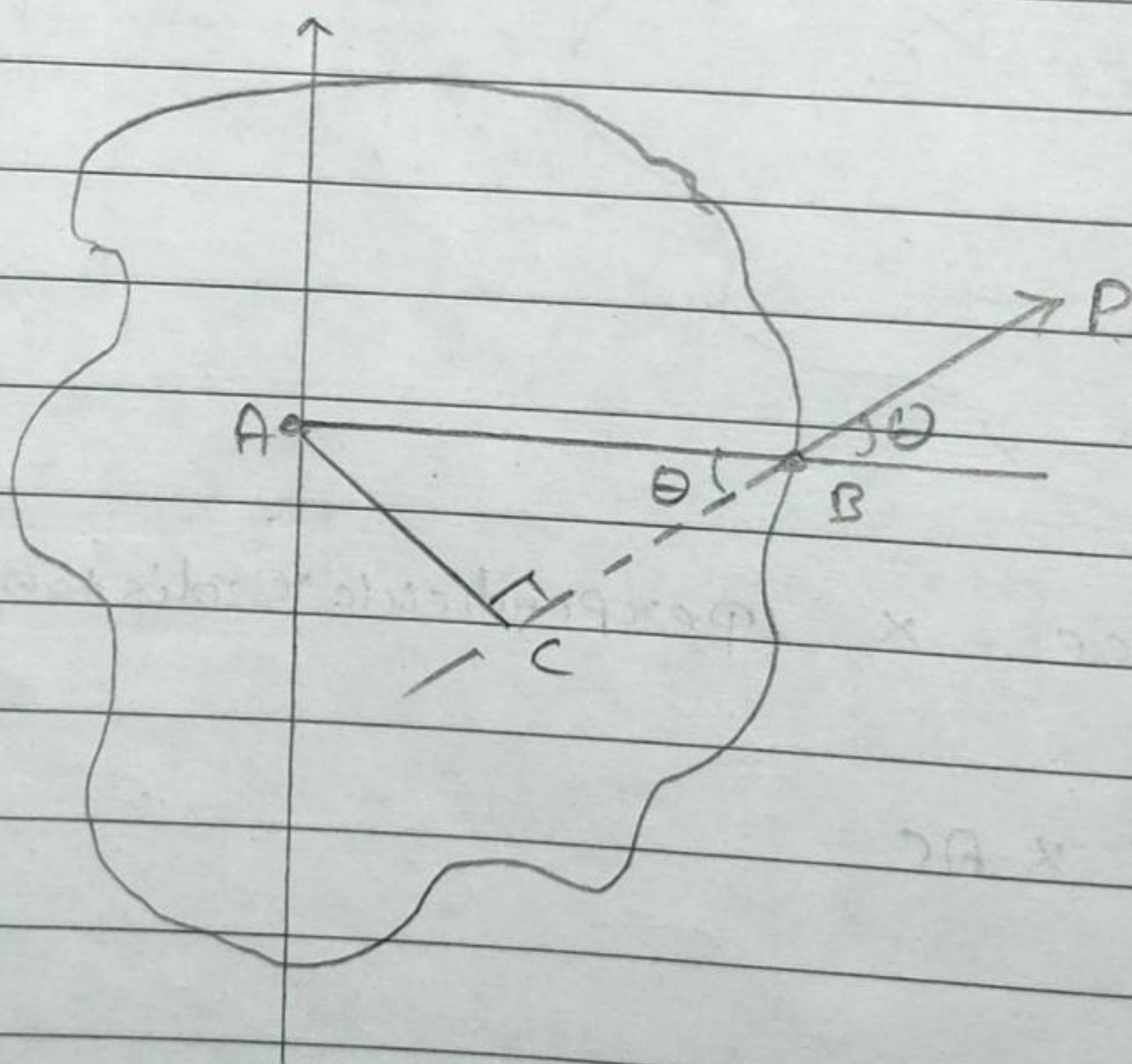
$$\Rightarrow \boxed{\vec{\tau} = \vec{r} \times \vec{F}}$$

S.I unit of Torque ( $\tau$ ) = Newton metre,

The product of force and Perpendicular distance from the axis of rotation is known as Torque.

Torque is the vector quantity.

# Angular Momentum (L) :-



The product of linear momentum and Perpendicular distance from the rotational axis is called angular momentum.



$$\Rightarrow L = \text{linear momentum} \times \text{perpendicular distance} \\ = p \times AC$$

AABC,

$$\Rightarrow \sin \theta = \frac{AC}{AB}$$

$$\Rightarrow \sin \theta = \frac{AC}{r}$$

$$\Rightarrow r \sin \theta = AC$$

$$\Rightarrow L = p \times r \sin \theta$$

$$\Rightarrow L = rp \sin \theta$$

$$\therefore \vec{a} \times \vec{b} = ab \sin \theta$$

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

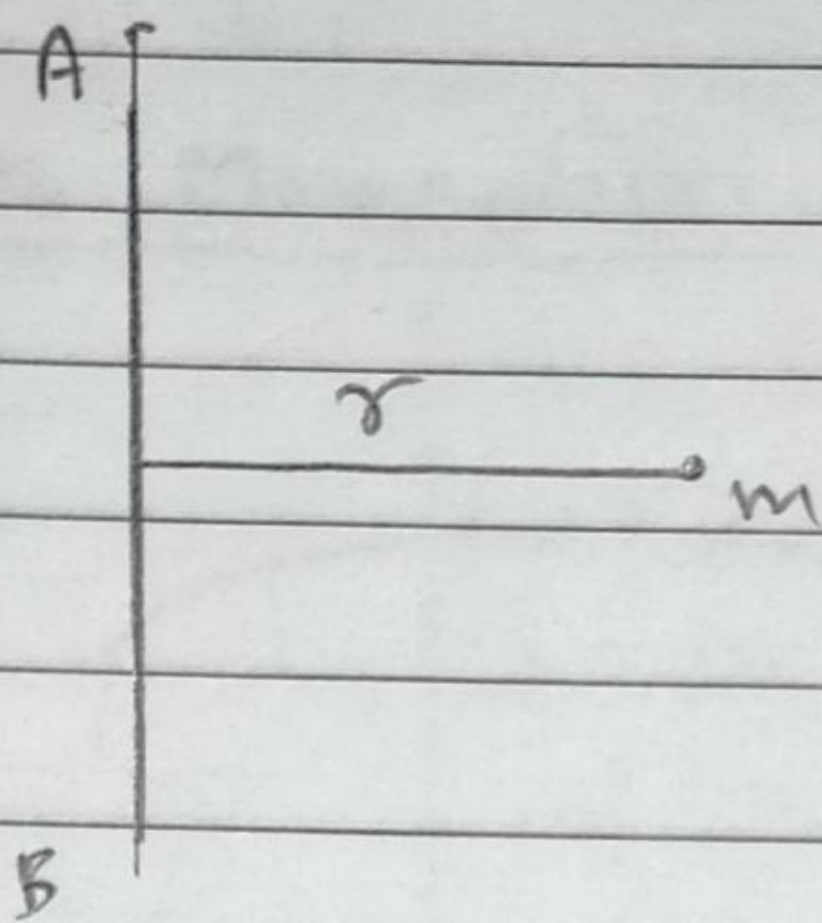
Unit:-

$$L \Rightarrow m \cdot \text{kg} \cdot \frac{m}{s}$$

$$\boxed{L \Rightarrow \text{kg m}^2/\text{s}}$$



# Moment of inertia :-



$$\Rightarrow \boxed{I = mr^2}$$

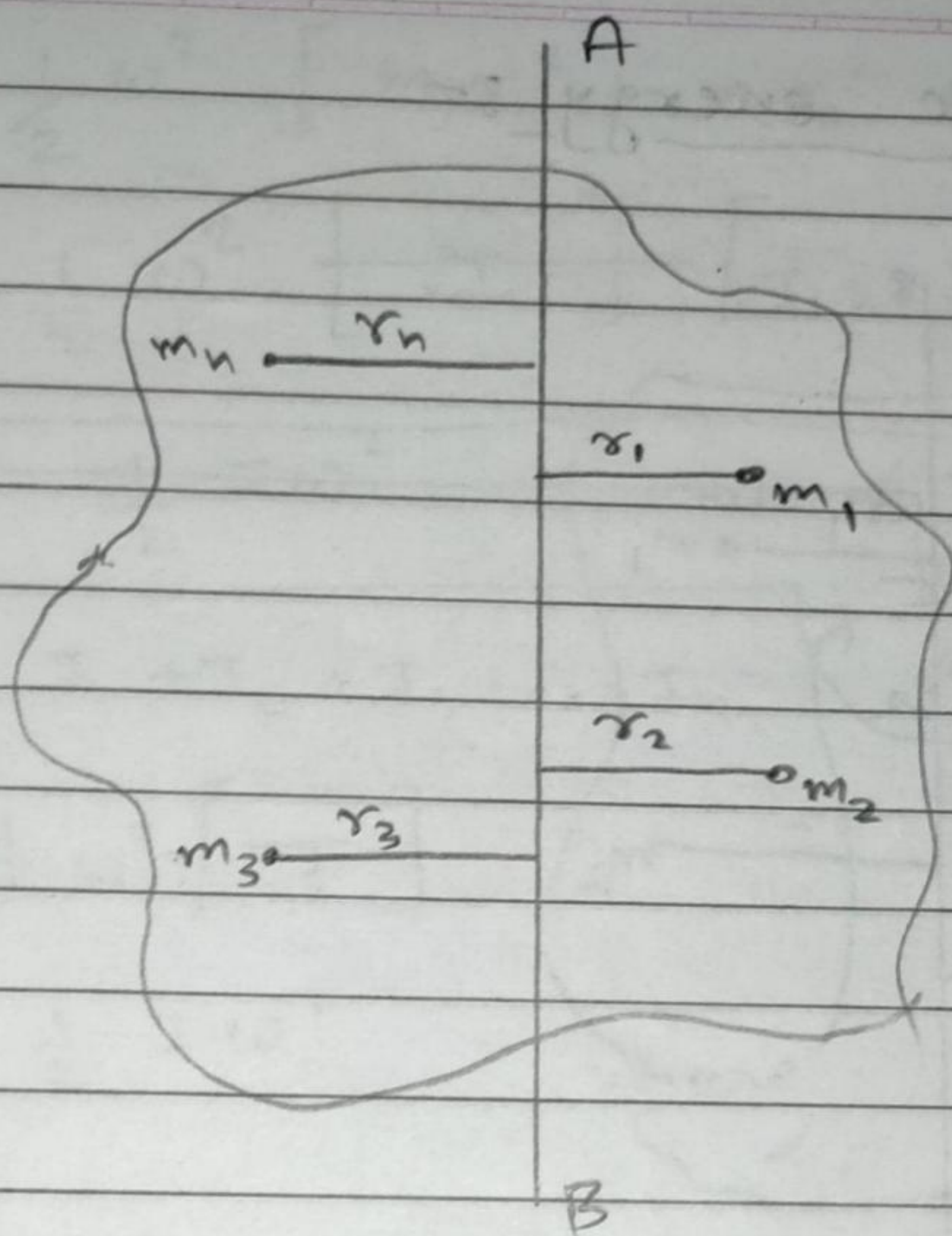
where,

$I$  = moment of inertia

$m$  = mass

$r$  = distance





for 'n' mass,

$$\Rightarrow I = m_1 r_1^2 + m_2 r_2^2 + m_3 r_3^2 + \dots + m_n r_n^2$$

Unit :-

$$I = m r^2$$

$$I = \text{kg m}^2$$

Dimension :-

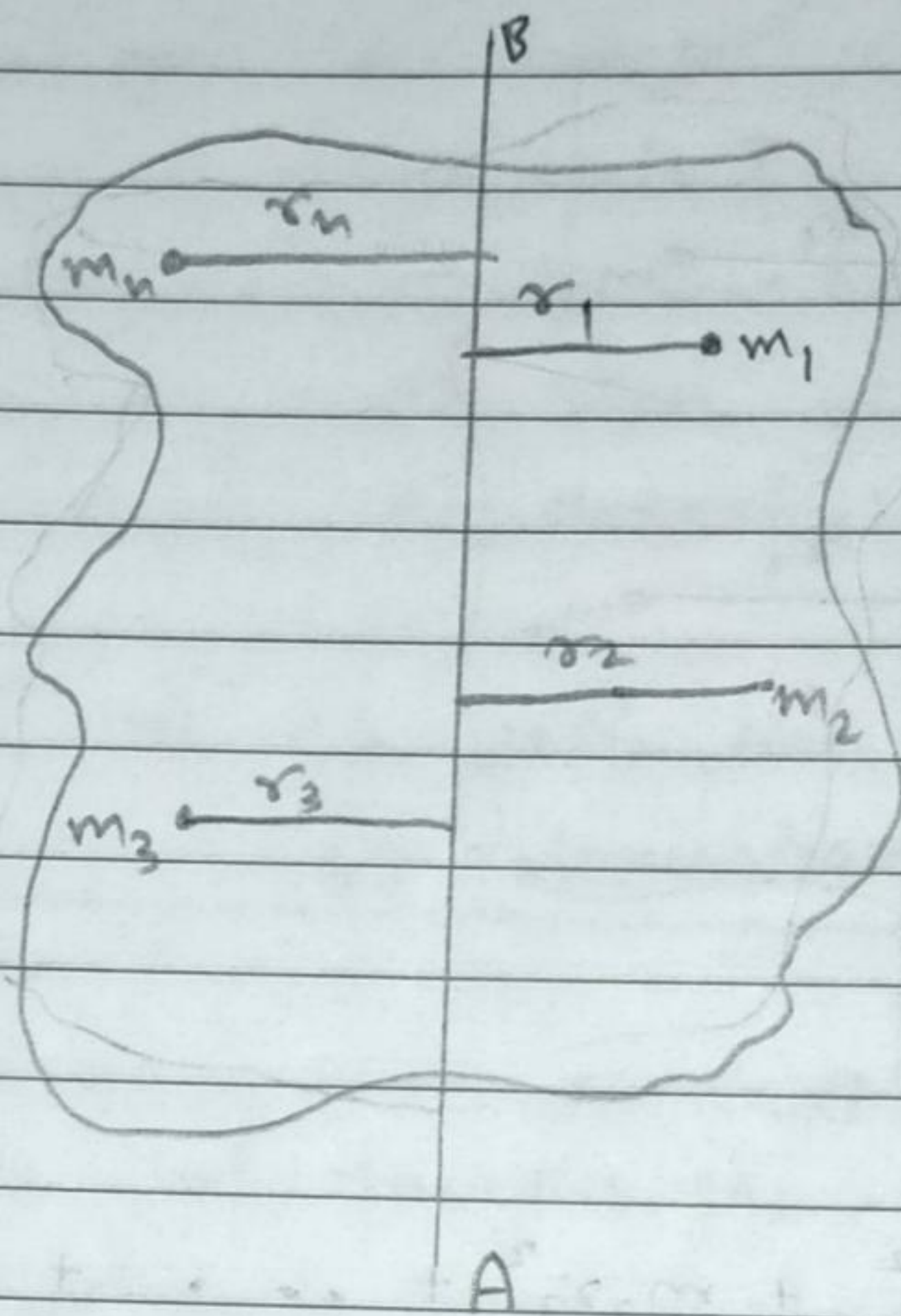
$$I = m r^2$$

$$I = [ML^2]$$

Defination :- The Product of mass and square of distance is known as moment of inertia.



## # Rotational kinetic energy:-



$$\Rightarrow KE_1 = \frac{1}{2} m_1 v_1^2$$

$$\Rightarrow KE_2 = \frac{1}{2} m_2 v_2^2$$

$$\Rightarrow KE_n = \frac{1}{2} m_n v_n^2$$

$$\Rightarrow KE = KE_1 + KE_2 + \dots + KE_n$$

$$\Rightarrow KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 + \dots + \frac{1}{2} m_n v_n^2$$

$$\Rightarrow KE = \frac{1}{2} (m_1 v_1^2 + m_2 v_2^2 + \dots + m_n v_n^2)$$

$$\because v = r\omega$$

$$\Rightarrow KE = \frac{1}{2} [m_1 (r_1 \omega)^2 + m_2 (r_2 \omega)^2 + \dots + m_n (r_n \omega)^2]$$



$$\Rightarrow KE = \frac{1}{2} \omega^2 [m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2]$$

$$\Rightarrow KE = \frac{1}{2} \omega^2 [I] [I_1 + I_2 + \dots + I_n]$$

$$\Rightarrow KE = \frac{1}{2} I \omega^2, \text{ where,}$$

$$\therefore I = I_1 + I_2 + I_3 + \dots + I_n$$

$I \rightarrow$  moment of inertia  
 $\omega^2 \rightarrow$  angular velocity

$$\Rightarrow KE = \frac{1}{2} \omega^2 [I]$$

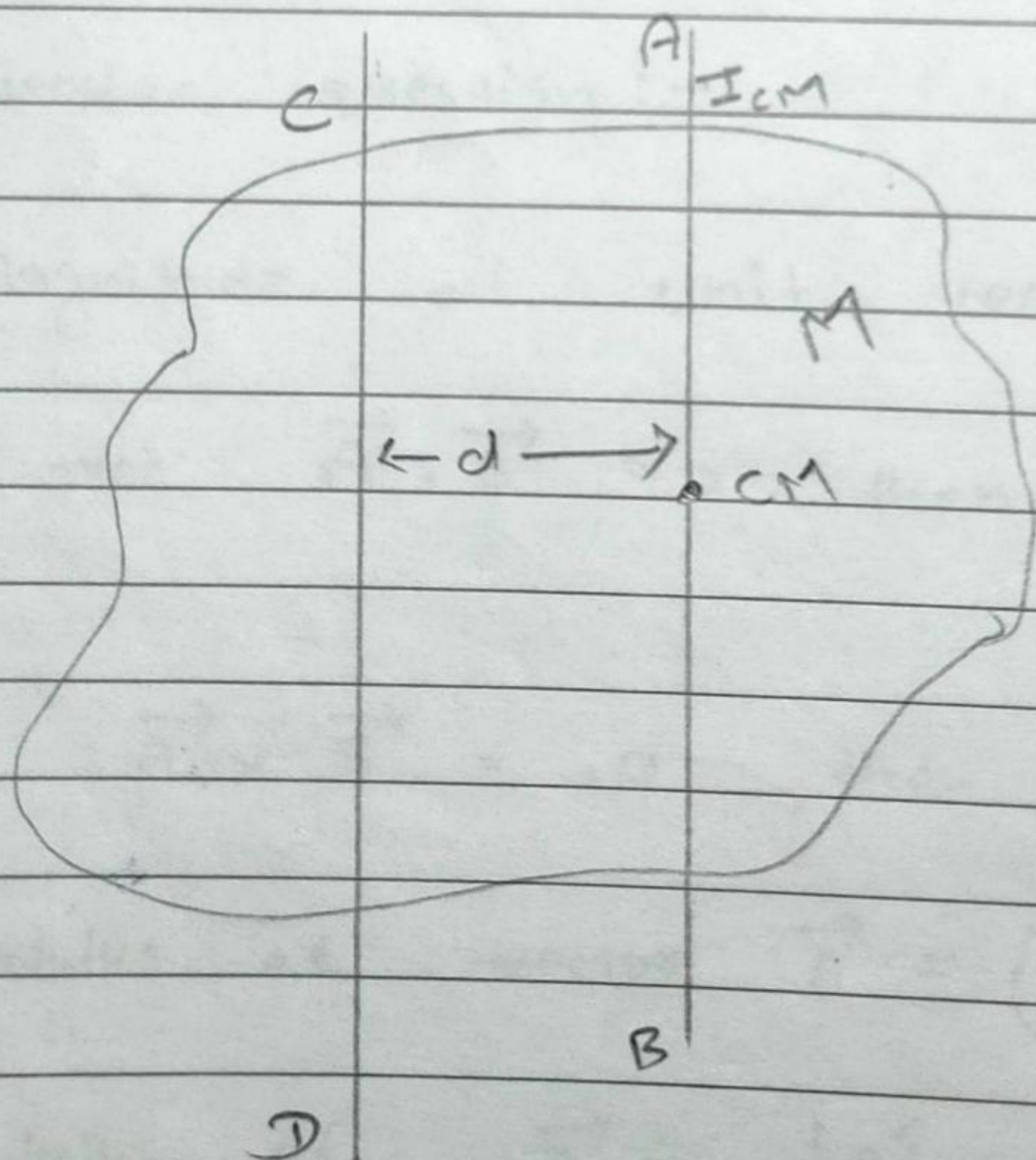
$$\Rightarrow KE = \frac{1}{2} I \omega^2, \text{ where,}$$



## # Theorems on moment of Inertia :-

(i) Parallel axis theorem :- According to this theorem the moment of inertia of a body about the given axis is equal to the sum of the moment of inertia of the body about an axis through the COM and Parallel to the given axis and the Product of the mass of the body and the square of distance between the 2 axis that is -

$$I = I_{CM} + Ma^2$$

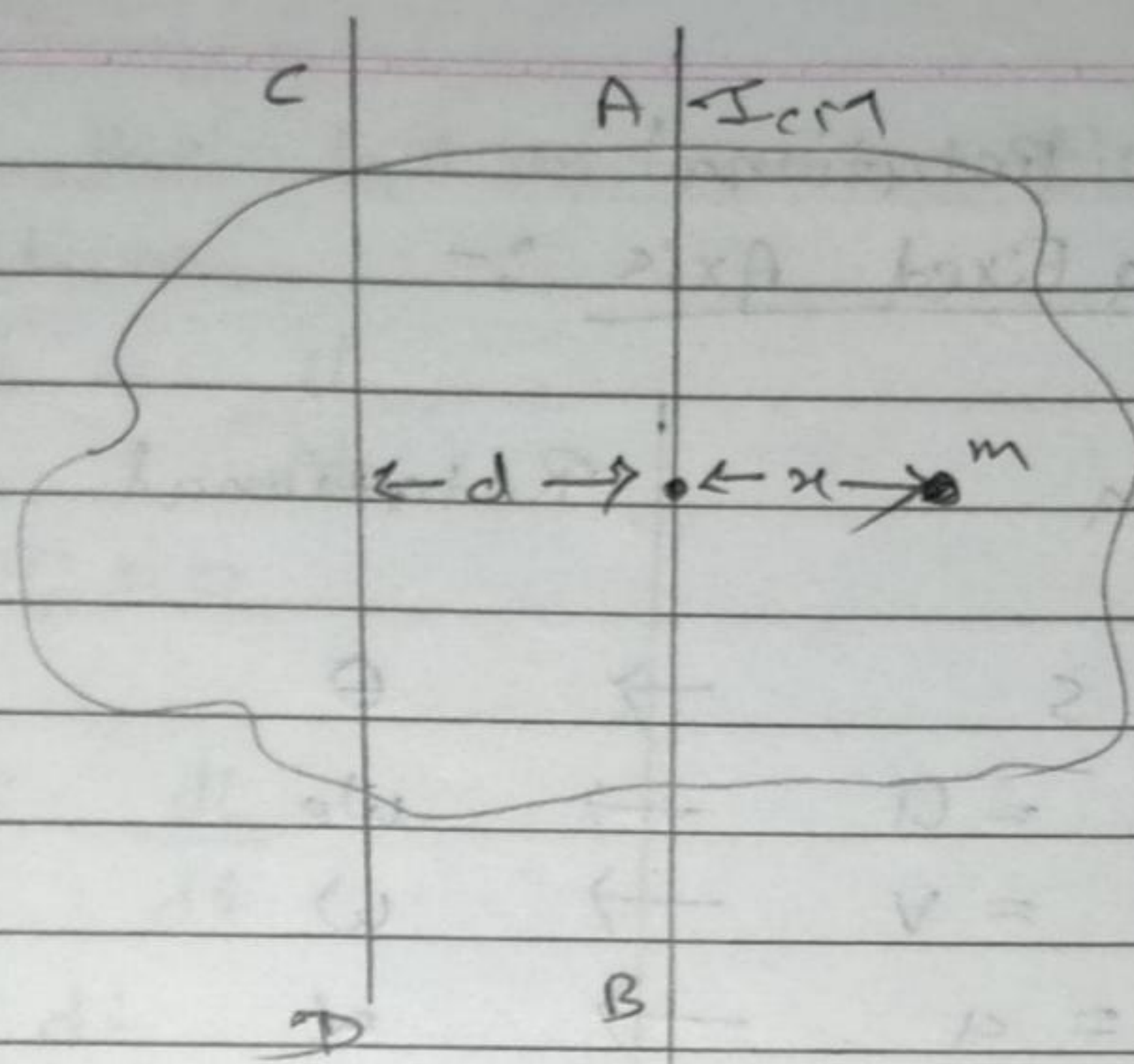


Moment of Inertia w.r.t.  $CD$ ,

$$I = I_{CM} + Md^2$$



Proof :-



We know that,

$$I = mr^2$$

moment of inertia of the particle w.r.t. CD.

$$= m(d+x)^2$$

The moment of inertia of the system w.r.t. CD,

$$\Rightarrow I = \sum m(d+x)^2$$

$$\Rightarrow I = \sum m(d^2 + x^2 + 2dx)$$

$$\Rightarrow I = \sum md^2 + \sum mx^2 + \sum 2dxm$$

$$\Rightarrow I = d^2 \sum m + \sum mx^2 + 2d \sum mx$$

$$\Rightarrow I = d^2 M + I_{CM} + 2d \sum mx$$

$$\Rightarrow I = I_{CM} + Md^2 + 2d \sum mx$$

$$\Rightarrow I = I_{CM} + Md^2 + 0 \quad [\because \sum mx = 0]$$

$$\boxed{I = I_{CM} + Md^2} \text{ , Hence Proved.}$$

\* \* \* The moment of the masses of the particles of the body centre axis <sup>through</sup> COM will be zero, that is  $\sum mx = 0$ .



## # Kinematics of Rotational Motion about a Fixed Axis :-

Linear Motion	Rotational motion
1) displacement = $s$	$\rightarrow \theta$
2) initial velocity = $u$	$\rightarrow \omega_0$
3) final velocity = $v$	$\rightarrow \omega$
4) acceleration = $a$	$\rightarrow \alpha$
5) $v = u + at$	$\rightarrow \omega = \omega_0 + \alpha t$
6) $v^2 = u^2 + 2as$	$\rightarrow \omega^2 = \omega_0^2 + 2\alpha\theta$
7) <del><math>s = ut + \frac{1}{2}at^2</math></del> $s = ut + \frac{1}{2}at^2$	$\rightarrow \theta = \omega_0 t + \frac{1}{2}\alpha t^2$

Q. derive  $\omega = \omega_0 + \alpha t$  by integration.

Sol.

$$\alpha = \frac{d\omega}{dt}$$

$$\Rightarrow \alpha dt = d\omega$$

Integrating,

$$\Rightarrow \int_0^t \alpha dt = \int_{\omega_0}^{\omega} d\omega$$

$$\Rightarrow \alpha [t]_0^t = [\omega]_{\omega_0}^{\omega}$$

$$\Rightarrow \alpha [t - 0] = [\omega - \omega_0]$$

$$\Rightarrow \alpha t = \omega - \omega_0$$

$$\Rightarrow \boxed{\omega = \omega_0 + \alpha t} \text{ Hence Proved.}$$



Q. Write the law of conservation of Angular momentum.

Ans.  $\tau = \frac{dL}{dt}$

If  $\tau = 0$

$$\Rightarrow 0 = \frac{dL}{dt}$$

$$\Rightarrow 0 \cdot dt = dL$$

$$\Rightarrow 0 = dL$$

$$\Rightarrow dL = 0$$

$$\Rightarrow \Delta L = 0$$

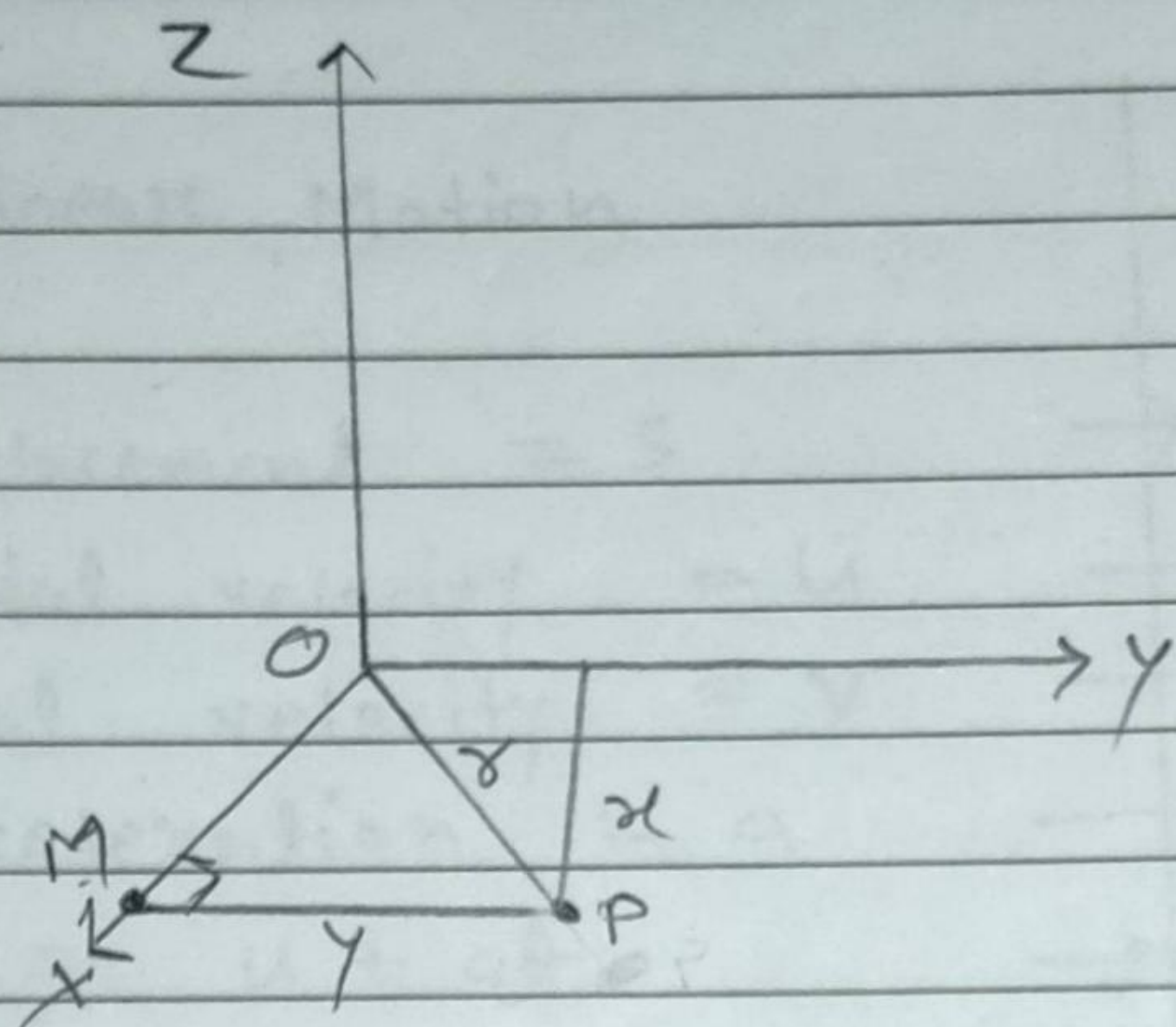
$$\Rightarrow \Delta L = \text{constant.}$$



## # Perpendicular axis Theorem :-

To Prove :-  $I_z = I_x + I_y$

Proof :-



$$\Rightarrow \begin{aligned} I_z &= \sum m r^2 \\ I_x &= \sum m y^2 \\ I_y &= \sum m x^2 \end{aligned}$$

$\Rightarrow$  In  $\triangle MOP$ ,  
 $\triangle MOP$ ,

$$\Rightarrow r^2 = x^2 + y^2$$

$$\Rightarrow m r^2 = m (x^2 + y^2)$$

$$\Rightarrow m r^2 = m x^2 + m y^2$$

$$\Rightarrow \sum m r^2 = \sum m x^2 + \sum m y^2$$

$$\Rightarrow \boxed{I_z = I_x + I_y}$$