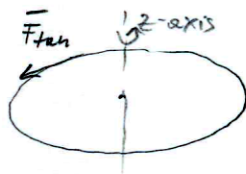


## Work and power in rotational motion

Idea :



Work done by  $\vec{F}_{\text{tan}}$  over distance  $ds = R d\theta$  ( $\vec{F}_{\text{tan}} \parallel d\vec{r}$ , and  $ds = |d\vec{r}|$ )

$$\delta W = F ds = \underbrace{F_{\text{tan}} R}_{\tau_z} d\theta = \tau_z d\theta$$

Total work ( $\theta_1 \rightarrow \theta_2$ )

$$W_{\theta_1 \rightarrow \theta_2} = \int_{\theta_1}^{\theta_2} \tau_z d\theta$$

if  $\tau_2 = \text{const} \Rightarrow W_{\theta_1 \rightarrow \theta_2} = \tau_2 (\theta_2 - \theta_1)$

Units  $[N \cdot m]$ 

Note. Axial (parallel to axis of rotation) and radial components do no work.

~ o ~

Rotational analogue of work - k.e. theorem

Similarly, use the 2<sup>nd</sup> law of dynamics for rotational motion,

$$\delta W = \tau_z d\theta = (I \varepsilon_z) d\theta = I \frac{d\omega_z}{dt} d\theta = I \underbrace{\frac{d\theta}{dt}}_{\omega_z} d\omega_z = I \omega_z d\omega_z = d\left(\frac{1}{2} I \omega_z^2\right)$$

$$\boxed{\delta W = d\left(\frac{1}{2} I \omega_z^2\right) = dK_{\text{rot}}}$$

↳ kinetic energy of rotational motion

Hence the total work  $W = K_2 - K_1$   
 $\quad \quad \quad \hookrightarrow_{\text{final}} \quad \hookrightarrow_{\text{initial}}$

## Power

$$S\omega = \tau_z d\theta \Rightarrow \frac{S\omega}{dt} = \tau_z \frac{d\theta}{dt} = \tau_z \omega_z$$

$$P = T_z \omega_z$$

# Angular momentum

Start with 2<sup>nd</sup> law of dynamics for a particle

$$\vec{F} = \frac{d\vec{p}}{dt} \quad / \quad \vec{r} \times$$

net force

$$\vec{r} \times \vec{F} = \vec{r} \times \frac{d\vec{p}}{dt}$$

net torque

Note:  $\frac{d}{dt}(\vec{r} \times \vec{p}) = \frac{d\vec{r}}{dt} \times \vec{p} + \vec{r} \times \frac{d\vec{p}}{dt} = \vec{r} \times \frac{d\vec{p}}{dt}$ , hence

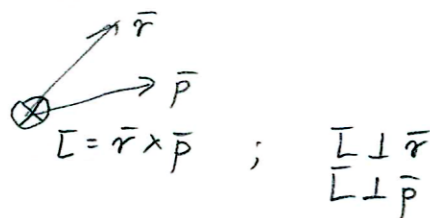
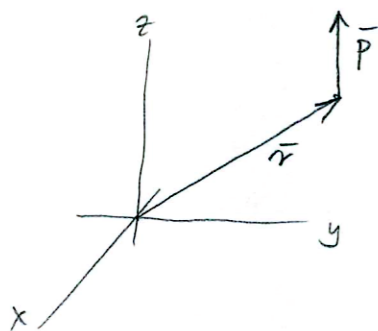
$\vec{v} \parallel m\vec{v}$

$$\vec{r} \times \vec{F} = \frac{d}{dt}(\vec{r} \times \vec{p}) \quad (*)$$

Define  $\vec{L} = \vec{r} \times \vec{p}$  - angular momentum (units:  $\text{kg} \frac{\text{m}^2}{\text{s}}$ )  
with respect to the origin

Rewrite (\*)

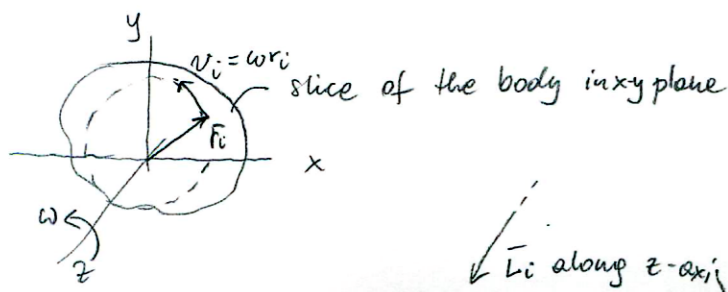
$$\vec{r} \times \vec{F} = \frac{d\vec{L}}{dt} \quad \text{or} \quad \boxed{\vec{L} = \frac{d\vec{L}}{dt}} \quad (\text{single particle})$$



Conclusion: the rate of change of angular momentum of a particle equals the torque of the net force acting on it

Angular momentum of a rigid body

Use  $\vec{L} = \vec{r} \times \vec{p}$  to find <sup>the total</sup> angular momentum of a rigid body rotating about z axis with angular velocity  $\vec{\omega}$



for all particles in the slice

$$\vec{r}_i \perp \vec{v}_i \Rightarrow \vec{r}_i \perp \vec{p}_i = m_i \vec{v}_i$$

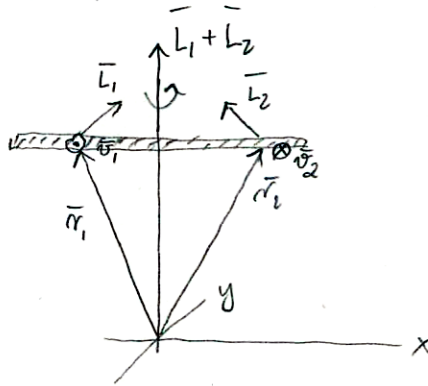
hence the contribution to the total angular momentum

$$L_i = r_i p_i = r_i m_i v_i = r_i m_i \omega r_i = m_i r_i^2 \omega$$

The total angular momentum of the slice in the xy plane ( $\vec{L} \parallel z\text{-axis}$ )

$$\underset{\substack{\uparrow \\ z\text{-component}}}{L} = \sum_{i=1}^{N_{\text{slice}}} L_i = \left( \sum_{i=1}^{N_{\text{slice}}} m_i \underset{\substack{\uparrow \\ r_{i\perp}^2}}{r_i^2} \right) \omega = I_{\text{slice}} \omega$$

We can repeat this procedure for all slices, but in general if we add contributions of all slices, there will be a component of  $\vec{L}$  perpendicular to z-axis.



$\vec{r}_1, \vec{r}_2$  - symmetric points.  
(w.r.t. z-axis)

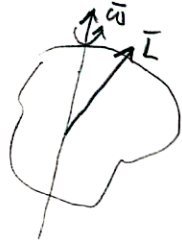
(mass distribution)

However, if z-axis is the axis of symmetry of the body, then the perpendicular components of angular momentum cancel, and the total angular momentum is still along z-axis.

Hence

$$\begin{aligned} \vec{L} &= I \vec{\omega} && \text{(rotation about a symmetry axis)} \\ \text{(that is } \vec{L} \parallel \vec{\omega}) &&& \vec{L} = (0, 0, L) \\ &&& \vec{\omega} = (0, 0, \omega) \end{aligned}$$

Note. In general (rotation about an arbitrary axis)  $\vec{L} \nparallel \vec{\omega}$



car tire wobbles  $\Rightarrow$  balancing a car tire  
" "  
adjusting the axis of symmetry to the axle

# Conservation of angular momentum

In general (valid for any axis of rotation)

$$\begin{aligned}\frac{d\vec{L}}{dt} &= \frac{d}{dt} \left( \sum_{i=1}^N \vec{L}_i \right) = \frac{d}{dt} \sum_{i=1}^N \vec{r}_i \times \vec{p}_i = \sum_{i=1}^N \underbrace{\frac{d\vec{r}_i}{dt} \times \vec{p}_i}_{=\vec{0}} + \sum_{i=1}^N \vec{r}_i \times \underbrace{\frac{d\vec{p}_i}{dt}}_{\text{2nd law}} \\ &= \sum_{i=1}^N \vec{r}_i \times \vec{F}_i = \sum_{i=1}^N \vec{\tau}_i = \vec{\tau}_{\text{ext}}\end{aligned}$$

→ we have shown before that internal forces do not contribute to the total torque,  $\vec{\tau}_{\text{ext}} = \sum_{i=1}^N \vec{r}_i \times \vec{F}_i^{\text{ext}}$

## Conclusion (conservation of angular momentum)

When the net external torque on a system is zero, then the total angular momentum of the system is conserved.

For rotation about an axis of symmetry (choose z-axis)  
(or planar objects about an axis  $\perp$  to the plane)

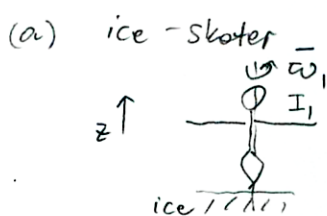
$$L_z = I_z \omega_z \quad (z\text{-component})$$

$$\frac{dL_z}{dt} = \tau_z^{\text{ext}} \quad \left\{ \begin{array}{l} \tau_z^{\text{ext}} = 0 \\ \Rightarrow \end{array} \right.$$

$$L_z = I_z \omega_z = \text{const}$$

(rotation about axis of symmetry)

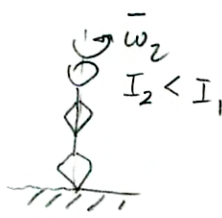
## Examples



$$I\omega = \text{const}$$

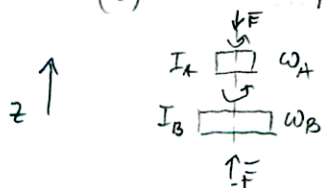
$$I_1 \omega_1 = I_2 \omega_2$$

$$\omega_2 = \frac{I_1}{I_2} \omega_1 > \omega_1$$



Note that the kinetic energy  $\frac{1}{2}I\omega^2$  increases here! (skater does work when pulling his arms inward) increase by a factor of  $\frac{I_1}{I_2}$

(b) "rotational perfectly inelastic collision"



$$I_A \omega_A + I_B \omega_B = (I_A + I_B) \omega$$

$$\omega = \frac{I_A \omega_A + I_B \omega_B}{I_A + I_B}$$

→ no torque due to  $\vec{F}$ ,  $-\vec{F} \Rightarrow \vec{L}$  conserved



$$L_1 = m v r$$



$$L_2 = \left( \frac{1}{3} M d^2 + m d^2 \right) \omega$$

$$L_1 = L_2$$

$$\omega = \frac{m v r}{\frac{1}{3} M d^2 + m d^2}$$