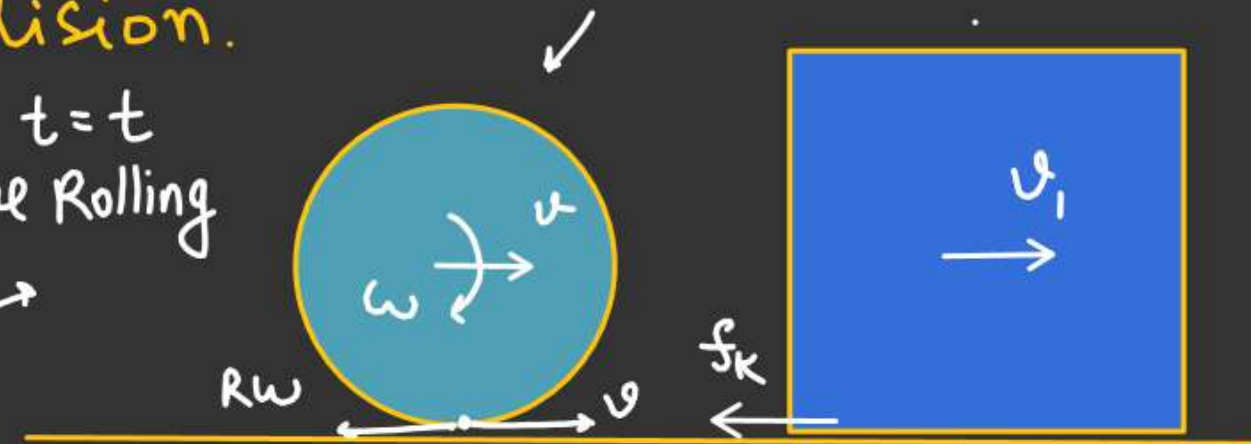


Collision b/w cylinder and Cube is perfectly elastic
Find velocity of Cube when cylinder again starts pure rolling after collision.

At $t = t$
Pure Rolling



for Block

$$a = \mu g$$

$$v_1 = v_0 - \mu g t$$

$$v_1 = v_0 - \mu g \left(\frac{v_0}{3\mu g} \right)$$

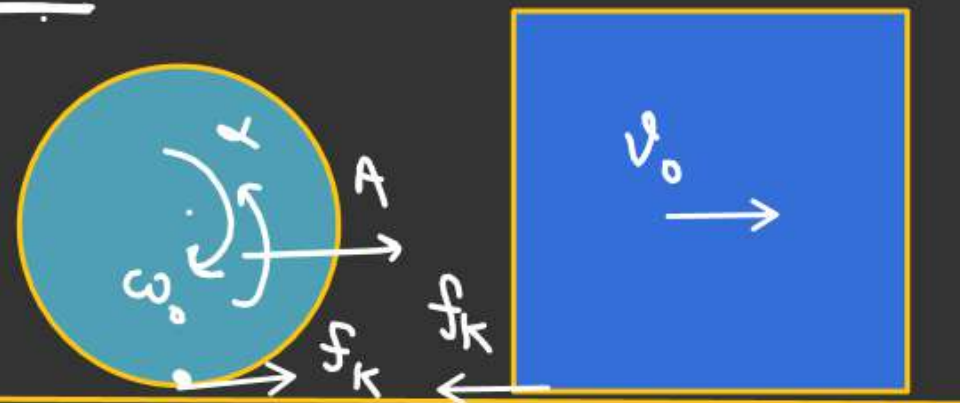
$$v_1 = \frac{2v_0}{3}$$

Just after collision. $t = 0$ ✓

$$\alpha = \frac{f_k R}{I}$$

$$= \frac{\mu m g R}{\frac{m R^2}{2}}$$

$$= \frac{2\mu g}{R}$$

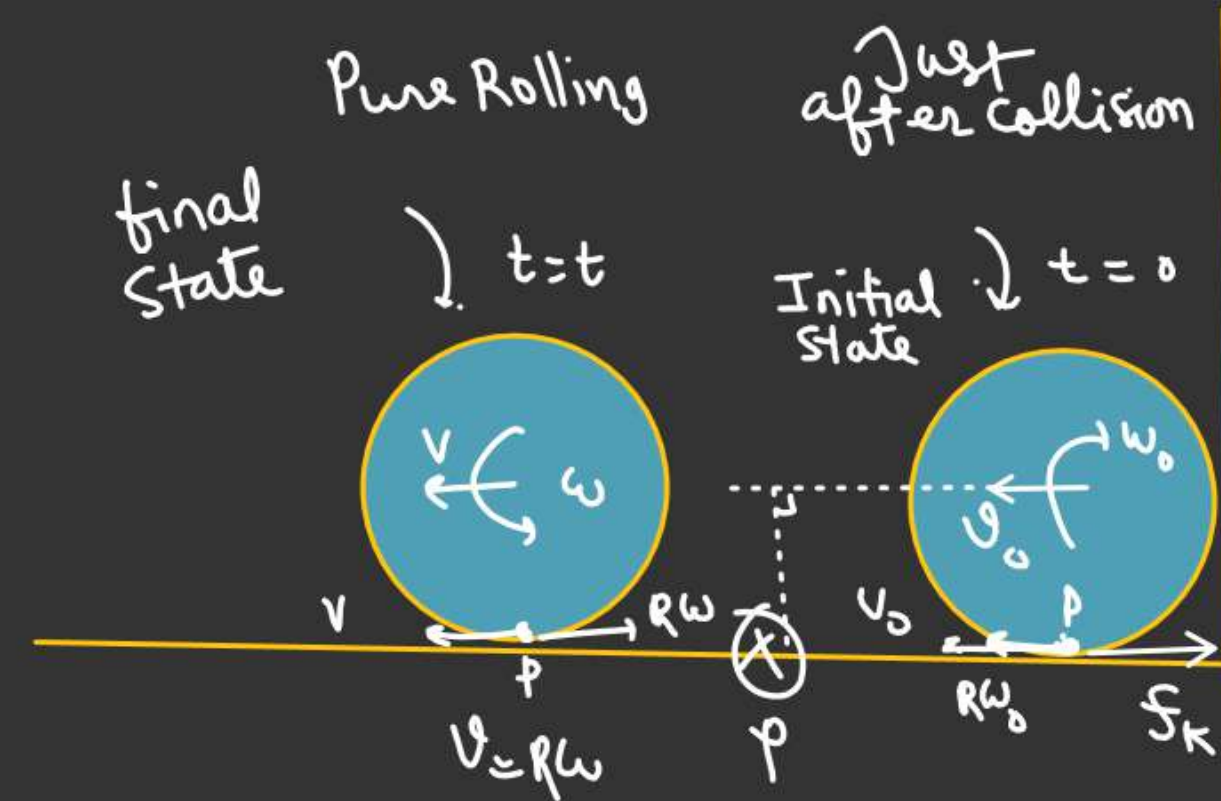
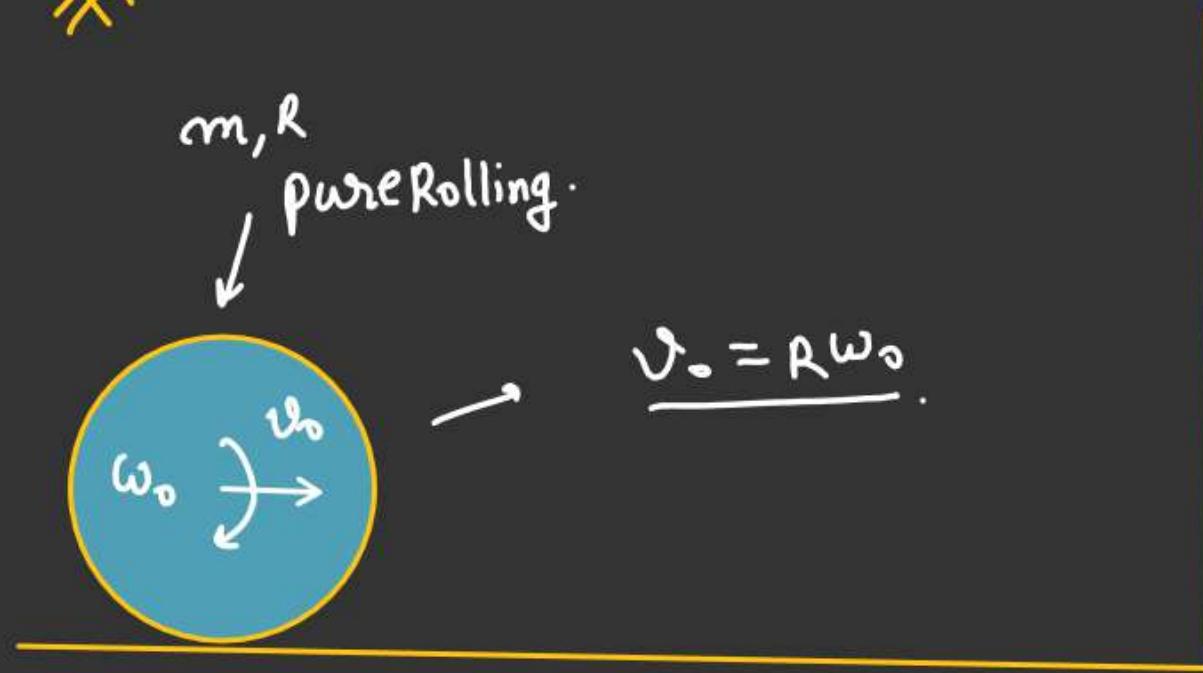


$$v + \mu g t = R(\omega_0 - \frac{2\mu g t}{R})$$

$$+ \mu g t = \frac{R\omega_0}{R} - 2\mu g t$$

$$3\mu g t = v_0$$

$$t = \left(\frac{v_0}{3\mu g} \right)$$



Smooth Wall.

Find velocity of cylinder when it starts pure rolling after collision with wall.
Collision is perfectly elastic.

A.M.C about point P.

$$+m v_0 R - \frac{MR^2 \omega_0}{2} = m v R + \left(\frac{MR^2 \omega}{2} \right)$$

~~~~~  
↓  
 $L_i$

$$m v_0 R - \frac{MR^2}{2} \times \left( \frac{v_0}{R} \right) = \left( m v R + \frac{MR^2}{2} \times \frac{v}{R} \right)$$

Smooth Wall.

$$\frac{m v_0 R}{2} = \frac{3}{2} m v R$$

$$v = \left( \frac{v_0}{3} \right)$$

$$\omega = \left( \frac{v_0}{3R} \right)$$



Cylinder.

Find acceleration of the cylinder  
when it starts pure rolling on  
the plank as soon as  $F$  applied.



Smooth.

For Cylinder.

$$f_s = m \cdot A \quad \text{--- (1)}$$

$$f_s \cdot R = \frac{mR^2}{2} \alpha \quad \text{--- (2)} \quad (\tau = I\alpha)$$

for plank

$$F - f_s = mA_1 \quad \text{--- (3)}$$

$$mA = \frac{mR}{2} \alpha$$

$$2A = R\alpha$$

A



$$A + R\alpha = A_1 \quad \text{--- (4)}$$

(Condition of pure  
Rolling)

From (3)

$$F - mA = m(A + R\alpha)$$

$$F - mA = 3mA \quad \downarrow \quad 2A$$

$$F = 4mA$$

$$A = \left( \frac{F}{4m} \right)$$

$$f_s = \left( \frac{F}{4} \right)$$

$$R\alpha = 2A$$

$$\alpha = \frac{2A}{R} = \frac{2F}{4mR}$$

$$A_1 = 3A = \left( \frac{3F}{4} \right) \quad \checkmark$$

Spool of thread have a pure rolling motion  
 $\begin{pmatrix} F_1 = F \\ F_2 = 2F \end{pmatrix}$

Condition for pure rolling.

$$A + R\alpha = a_1 \rightarrow (1)$$

$$A - R\alpha = a_2 \rightarrow (2)$$

Equation of Constraint Motion



$$x + r\theta = y$$

$$\frac{d^2x}{dt^2} + r \frac{d^2\theta}{dt^2} = \frac{d^2y}{dt^2}$$

$$A + r\alpha = a_3 \rightarrow (3)$$

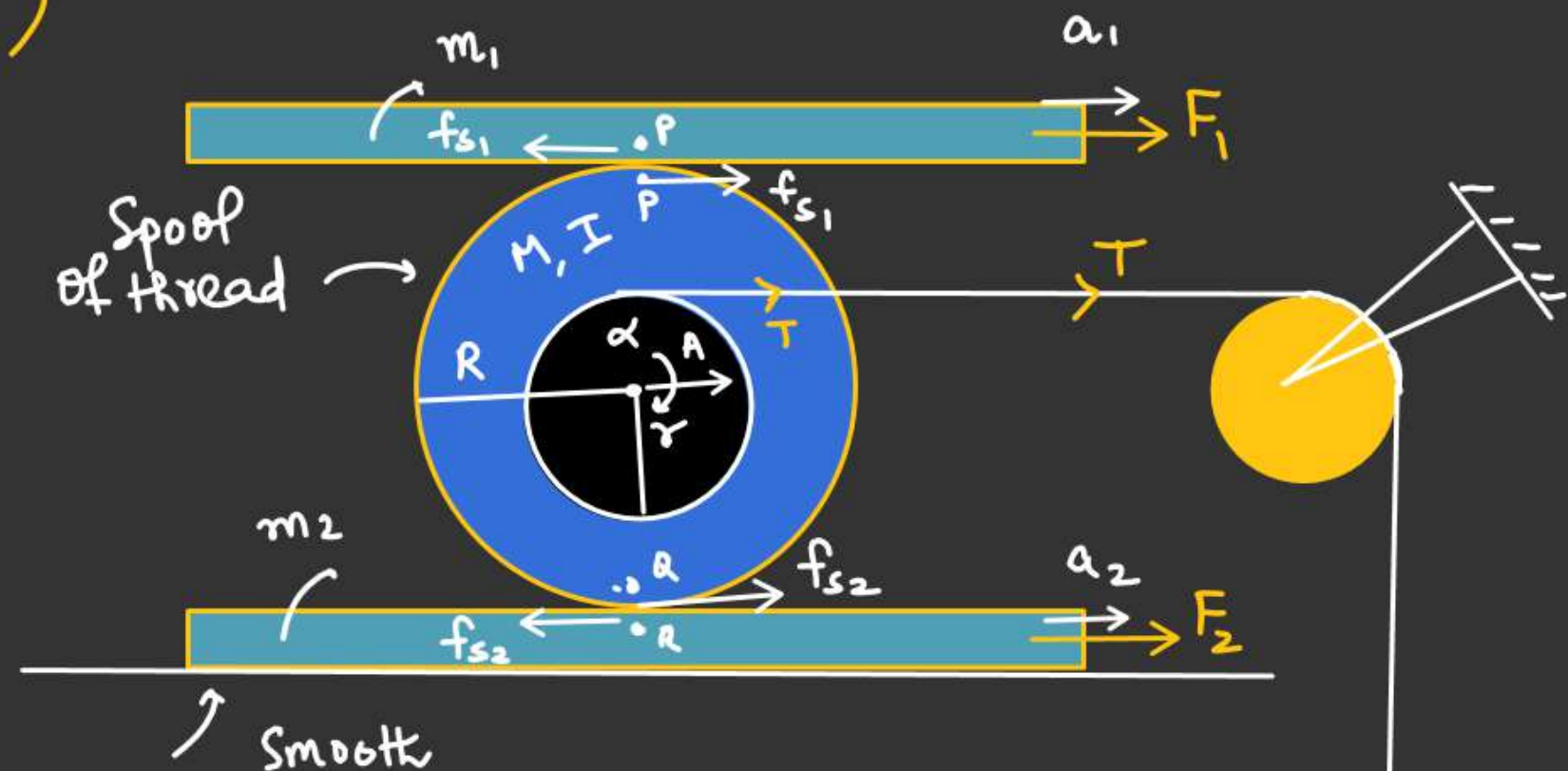
Equation of translational motion

$$F_1 - f_{s1} = m_1 a_1 \rightarrow (4)$$

$$T + f_{s1} + f_{s2} = m A \rightarrow (5)$$

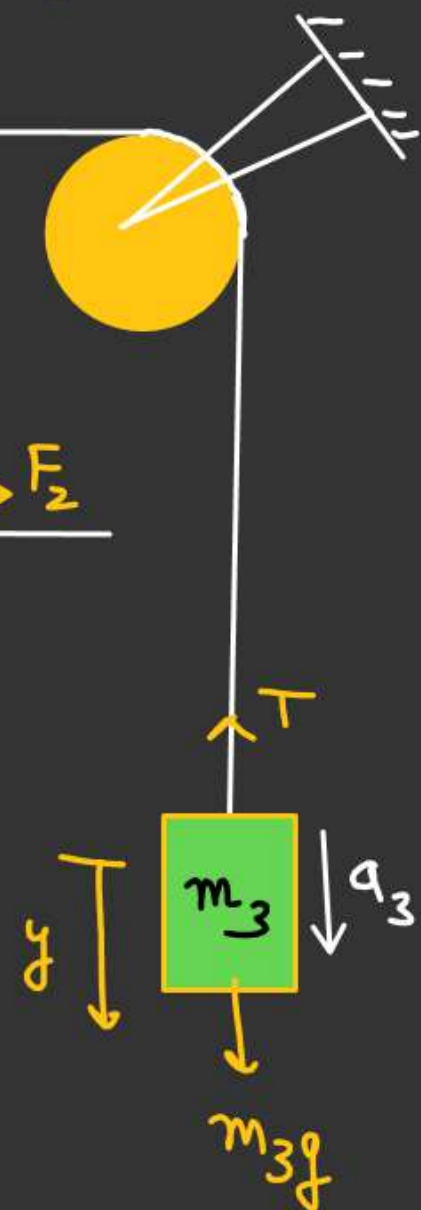
$$f_2 - f_{s2} = m_2 a_2 \rightarrow (6)$$

$$m_3 g - T = m_3 a_3 \rightarrow (7)$$



Equation for Rotational Motion

$$f_{s1}R + Tr - f_{s2}R = I\alpha \rightarrow (8)$$





Case of Unwinding of thread.

$$T = ?$$

$$a = ?$$

Equation for translational Motion

$$Mg - T = MA \quad \text{--- (1)}$$

Equation for Rotational Motion

$$T \cdot R = \frac{MR^2}{2} \alpha \quad \text{--- (2)}$$

For No Slipping of Cylinder on the thread

$$A = R\alpha \quad \text{--- (3)}$$

From (2)

$$T = \frac{M}{2}(R\alpha) = \frac{MA}{2} \quad \text{--- (4)}$$

put in (2)

$$Mg = MA + \frac{MA}{2}$$

$$Mg = \frac{3}{2}MA$$

$$A = \left(\frac{2g}{3}\right) \checkmark$$

$$\alpha = \left(\frac{2g}{3R}\right) \checkmark$$

$$T = \frac{M}{2} \times \frac{2g}{3} = \frac{Mg}{3} \checkmark$$

Side view.

