Mid3 15-21

L15 Rotational Kinematics and Moment of Inertia

L16 Parallel Axis Theorem and Torque

L17 Rotational Dynamics

L18&19 Rotational Statics I & II

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L20 Angular Momentum

L21 Angular Momentum Vector and Precession

Formula check

Energy

Rotational energy

$$E_{rot}=rac{1}{2}I\omega^2=rac{L^2}{2I}$$

Total energy

$$E_{total} = rac{1}{2}I\omega^2 + rac{1}{2}mv^2$$

Moment of inertia

Thin/Slender Rod

- \$\$

I=\frac{1}{12}ML^2\ (axis\ is \ the \ symmetric \ axis)

 $I=\frac{1}{3}ML^2\ (axis\ is\ one\ end\)$

 $I=\frac{M}{3}(L^2-3Lh+3h^2)$

-Here his the distance from the axis to the left and List he length of the rod

Disk/Solid Cylinder/Puck

$$I=\frac{1}{2}MR^2$$

Hoop/Block

$$I = mR^2$$

Sphere

$$I=rac{2}{5}mR^2$$

- Shell
 - Cylinderical Shell

$$I = mR^2$$

- Spherical Shell

$$I=rac{2}{3}mR^2$$

Torque

$$T = Fr = r \times f = I\alpha$$

Accelaration

1. Tangential component: 切向分量 lpha is the rotational acceleration

$$a_t = r\alpha$$

2. Radial component: 径向分量

$$a_r=r\omega^2$$

Angular Momentum

• We use L to represent angular momentum, which equals to the cross product of the position vector ${\bf r}$ and the translational momentum ${\bf p}$, and ${\bf p}$ is ${\bf mv}$

$$L = r \times p = I\omega$$

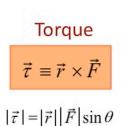
Precession

$$\Omega = rac{ au_{external}}{L}$$

$$Period = \frac{2\pi}{\Omega}$$

Right hand rule

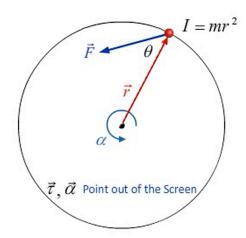
- 1. To tell the direction of ω , curl the fingers as the direction of rotation, the direction of the thumb is the answer
- 2. To tell the direction of the angular accleration α , if the ω is increasing, then α is to the same direction of ω
- 3. To tell the direction of the angular momentum L, same as the ω ,so curl the fingers as the direction of rotation, the direction of the thumb is the answer
- 4. To tell the direction of the torque τ , point the fingers from the axis to the action point, curl the fingers in the direction of the force, the direction of the thumb is the answer
- 5. To tell the direction of the precession, tell by how the angular momentum changes, as shown in the image.



$$\vec{ au}_{Net} = I\vec{lpha}$$

The Right Hand Rule for determining the direction of $\vec{ au}$

- 1. Point fingers in the direction of \vec{r}
- 2. Curl fingers in the direction of $ec{F}$
- 3. Thumb points in the direction of $\vec{\tau}$



The Right Hand Rule for determining the direction of \vec{lpha}

- 1. Curl fingers in the direction of rotation
- 2. Thumb points along the direction of $\vec{\omega}$
- 3. If $\frac{d\vec{\omega}}{dt} > 0$, then $\vec{\alpha}$ points in the same direction as $\vec{\omega}$
 - If $\frac{d\vec{\omega}}{dt} < 0$, then $\vec{\alpha}$ points in the opposite direction as $\vec{\omega}$

image-29.png

Conclusion Check

Parallel Axis Theorem

$$I_{new} = I_{cm} + Md^2$$

ullet Note that in a system, the I_{cm} is the respective I when rotating about their own center of

F=ma

- Calculating the acceleration of the system The core is $a=\frac{F}{m}$ and m for the pulley is CM where C is the coefficient in I, Note that if there is a sphere, need to consider its translational mass and rotational mass, so its effective mass is $\frac{7}{5}m$
- Note that the pulley makes the tension of both sides the string different.

Rolling without slipping

- $v=\omega R$ is true only when the object is rolling without slipping
- The equivalent mass of a sphere when it is rolling without slipping is $\frac{7}{5}m$