

Mid3 15-21

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Formula check

Energy

- Rotational energy

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

- Total energy

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

Moment of inertia

- Thin/Slender Rod
 - Axis is the symmetric axis

$$I = \frac{1}{12}ML^2$$

- Axis is one end

$$I = \frac{1}{3}ML^2$$

- Here h is the distance from the axis to the left and L is the length of the rod

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

- **Disk/Solid Cylinder/Puck**

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

- **Hoop/Block**

$$I = mR^2$$

- **Sphere**

$$I = \frac{2}{5}mR^2$$

- **Shell**

- Cylindrical Shell

$$I = mR^2$$

- Spherical Shell

$$I = \frac{2}{3}mR^2$$

Torque

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

Acceleration

1. Tangential component: 切向分量 α 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 r and the translational momentum p , and p is mv

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

Precession

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$$\Omega = \frac{\tau_{external}}{L}$$

•

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

Right hand rule

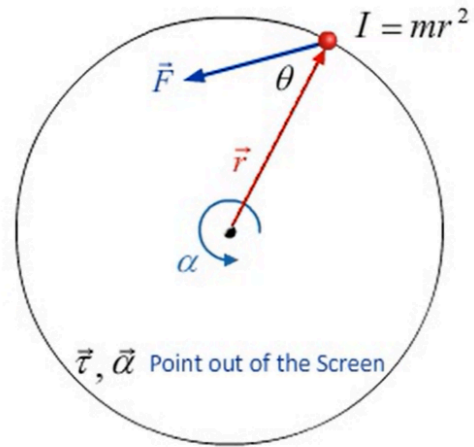
1. To tell the direction of ω , curl the fingers as the direction of rotation, the direction of the thumb is the answer
2. To tell the direction of the angular acceleration α , if the ω is increasing, then α is to the same direction of ω
3. To tell the direction of the angular momentum L , same as the 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.

Torque

$$\vec{\tau} \equiv \vec{r} \times \vec{F}$$

$$|\vec{\tau}| = |\vec{r}| |\vec{F}| \sin \theta$$

$$\vec{\tau}_{Net} = I \vec{\alpha}$$

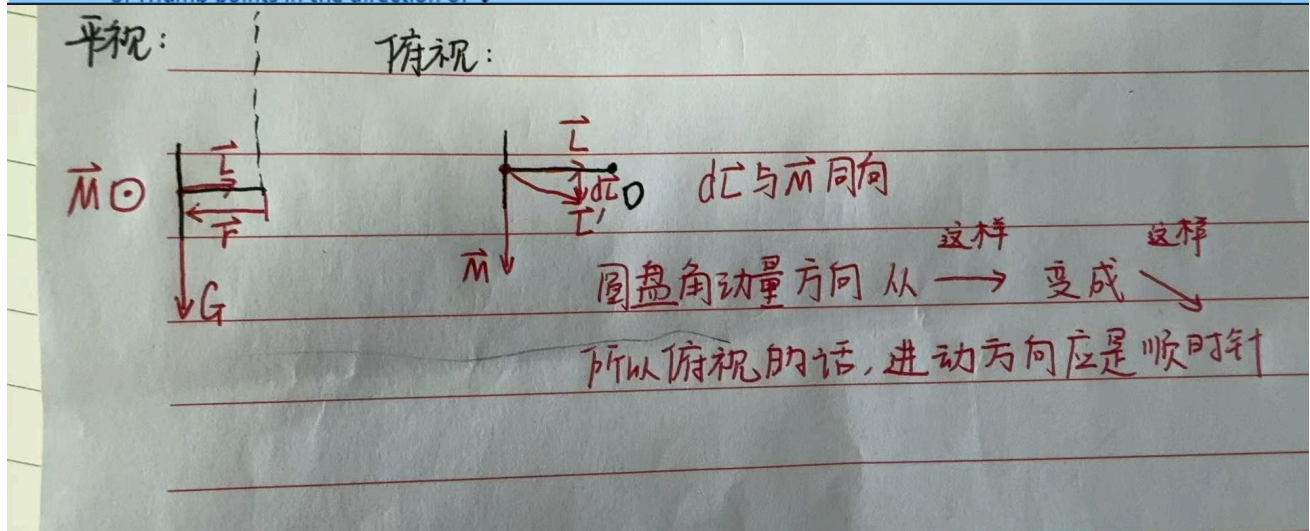


The Right Hand Rule for determining the direction of $\vec{\alpha}$

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 $\vec{\omega}$

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

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



Conclusion Check

Parallel Axis Theorem

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

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

$$\mathbf{F} = m\mathbf{a}$$

- 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 of 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 $\frac{7}{5}m$