

PHYS 2211 K

Week 10, Lecture 1 2022/03/15 Dr Alicea (ealicea@gatech.edu)

2 clicker questions today

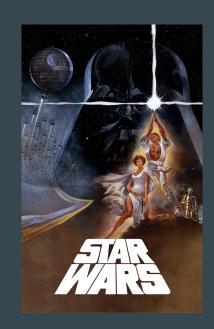
On today's class...

- 1. Center of mass
- 2. Translational kinetic energy
- 3. Relative kinetic energy
- 4. Spinny stuff: angular speed, moment of inertia, rotational kinetic energy

CLICKER 1: Best Star Wars Trilogy?



A. Prequels



B. OT



C. Sequels

Energy Review

- ullet Energy principle: $\Delta E = W + Q$
- Expanded with all the energies we know so far:

$$\Delta K + \Delta E_{\text{rest}} + \Delta U_g + \Delta U_e + \Delta U_s + \Delta E_{\text{th}} =$$

$$= (\vec{F}_{\rm net} \cdot \Delta \vec{r}) + Q$$

This can only be done when the forces all act on the center of mass of the system; if they don't, then we need to do other stuff (this last bit will be on Thursday)

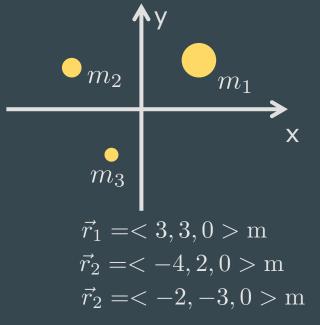
Problem here: this assumes we CAN add up all the forces into F_{net} and that they all act over the same displacement

Center of mass

- The thing we use when we represent an object or system as a point
- Located in the geometric center for regularly shaped objects that have uniform mass distribution
- For multi-particle systems, the position of the center of mass is given by: N

$$\vec{r}_{\text{cm}} = \frac{\sum_{i=1}^{N} m_i \vec{r}_i}{\sum_{i=1}^{N} m_i} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2 + \dots}{m_1 + m_2 + \dots}$$

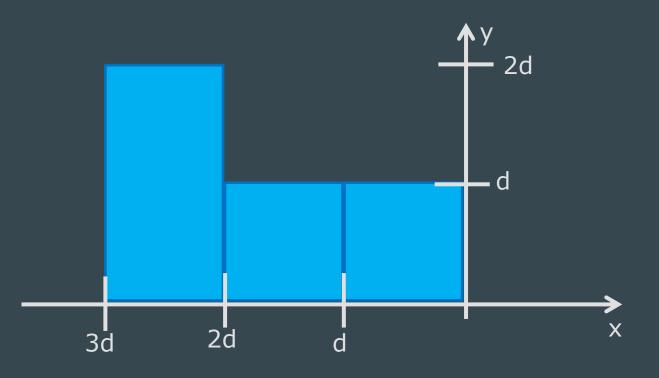
Example: Find the position of the center of mass of this three-particle system, if $m_1 = 8 \text{ kg}$, $m_2 = 3 \text{ kg}$, and $m_3 = 2 \text{ kg}$



CLICKER 2: Find the position of the center of mass of this three-block system. All blocks have uniform density. Each square block has sides of length d, and the rectangle's sides are d and 2d.

A.
$$\vec{r}_{cm} = \langle -d, 0.75d, 0 \rangle$$
B. $\vec{r}_{cm} = \langle -1.5d, d, 0 \rangle$
C. $\vec{r}_{cm} = \langle -1.75d, 0.75d, 0 \rangle$
D. $\vec{r}_{cm} = \langle -2d, d, 0 \rangle$

Solution: Find the position of the center of mass of this three-block system. All blocks have uniform density. Each square block has sides of length d, and the rectangle's longer side has length 2d.



Solution: Find the position of the center of mass of this three-block system. All blocks have uniform density. Each square block has sides of length d, and the rectangle's longer side has length 2d.

$$\vec{r}_1 =$$

$$\dot{2} =$$

$$\frac{1}{3} =$$

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

Motion of the center of mass

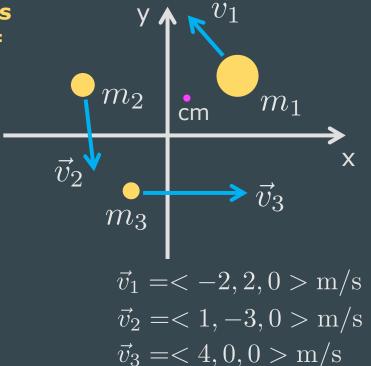
• The energy associated with the motion of the center of mass is the translational kinetic energy of the system (K_{trans})

$$K_{\rm trans} = \frac{1}{2} M_{\rm total} v_{\rm cm}^2$$

- This is what we've been calling "kinetic energy" so far but now the distinction is important because we'll learn about other types of kinetic energy soon
- Similarly, the total momentum of a multiparticle system is the momentum of the center of mass, and it also equals the sum of all the momentums of all the particles in the system

$$\vec{p}_{\rm cm} = M_{\rm total} \vec{v}_{\rm cm}$$

Example: Find the velocity of the center of mass of this three-particle system, if $m_1 = 8$ kg, $m_2 = 3$ kg, and $m_3 = 2$ kg



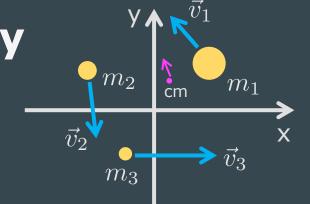
Translational Kinetic Energy

For this system we now know:

$$M_{\text{total}} = 13 \text{ kg}$$

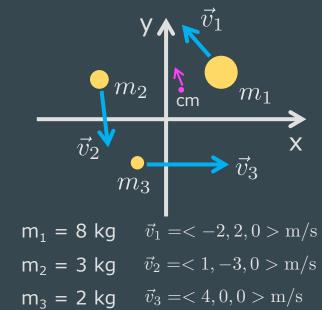
 $\vec{r}_{\text{cm}} = < 0.62, 1.85, 0 > \text{ m}$
 $\vec{v}_{\text{cm}} = < -0.38, 0.54, 0 > \text{ m/s}$





Total Kinetic Energy

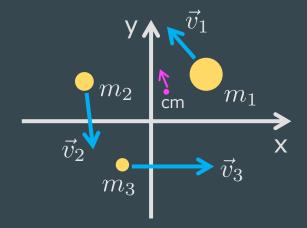
 To get the total kinetic energy of the system, we need to add up the kinetic energy of each particle that makes up the system



Wait a second....

$$K_{\rm trans} = 2.83 \, \mathrm{J}$$

$$K_{\text{total}} = 63 \text{ J}$$



Why are these different? Because the system is in motion AND there is motion within the system!

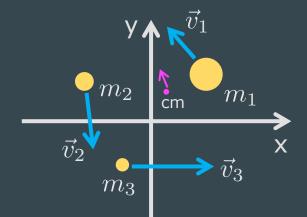
- The motion of the center of mass leads us to K_{trans}
- The difference between K_{total} and K_{trans} is the relative kinetic energy

$$K_{\text{total}} = K_{\text{trans}} + K_{\text{rel}}$$

K_{rel} for this system

$$K_{\text{total}} = K_{\text{trans}} + K_{\text{rel}}$$

$$\rightarrow K_{\rm rel} = K_{\rm total} - K_{\rm trans}$$



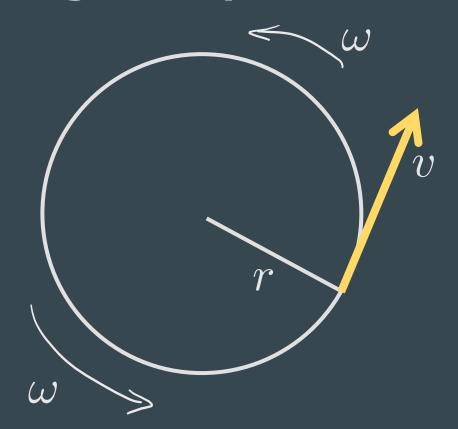
This idea of breaking down the motion of a complex system into what the CM is doing (translation) and what's happening around the CM (e.g., rotation), is something that we'll be seeing a lot from now on

What can go into K_{rel}?

- Any kind of motion that is relative to the center of mass of the system, namely:
 - Vibrations
 - Rotations
- When there is rotation about the center of mass, then the system has rotational kinetic energy, K_{rot}
- K_{rot} can be calculated directly if you know the system's angular speed and its moment of inertia

$$K_{
m rot} = \frac{1}{2}I\omega^2$$

Angular Speed



Linear (tangential) speed of a point in the circumference of a circle of radius r

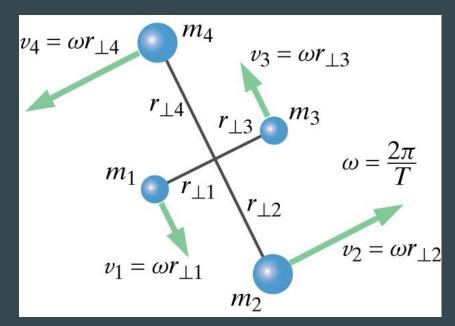
$$v = \frac{2\pi r}{T_{\text{period of }}} = \omega r$$
 Therefore:

Therefore:

$$\omega = \frac{2\pi}{T} = v/r$$

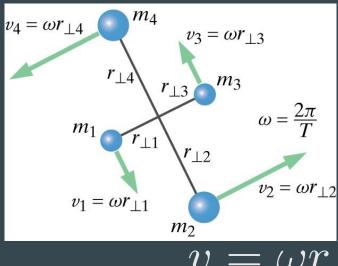
(units: rads/sec)

- Let's assume that we have a multiparticle system that:
 - has four particles with masses m₁, m₂, m₃, m₄
 - each mass is at some distance from the CM of the system
 - all the masses spin about the CM with the same angular speed ω
 - has K_{trans} = 0 (center of mass doesn't move)
 - the only thing the system is doing is spinning about an axis that goes through its center of mass (only rotation, no vibration)



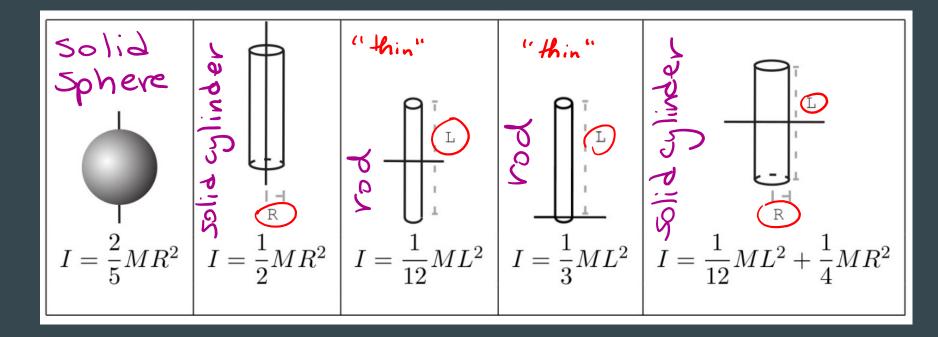
Moment of Inertia: derivation

$$K_{\text{total}} = K_{\text{rot}}$$

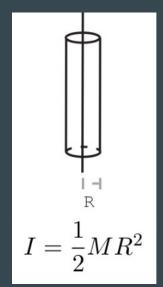


- The moment of inertia (I) is a measure of how difficult it is to change the rate of rotation of an object
- Can be thought of as a "rotational mass"
- It is a property associated with the geometry/shape/mass distribution of an object or system
- For a multiparticle system: $I \equiv \sum_{i=1}^{N} m_i r_{i\perp}^2 \qquad \text{axis of}$

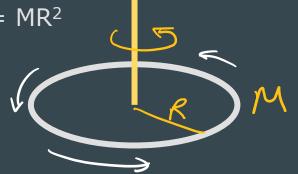
 For extended objects, you'd need to do an integral; the exact procedure is beyond the scope of this class, which is why the formula sheet gives you some useful moments of inertia



- For a solid cylinder rotating about its central axis, the moment of inertia only depends on the radius of the cylinder, not how long the cylinder is
- A solid disk is just a flattened-out cylinder, which means $I = (1/2) \text{ MR}^2$ for a solid disk as well



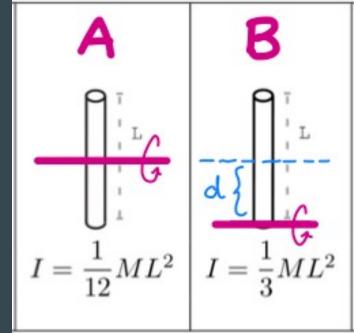
- For a circular ring of mass M rotating about its central axis, all its mass is at the circumference, so $I = MR^2$
- Similarly, a hollow cylinder rotating about its central axis will have I = MR², because a ring is just a flattened hollow cylinder



Parallel Axis Theorem

 If you know the moment of inertia about an axis that goes through the center of mass (I_{cm}, like in figure A), and the distance d between that axis and another axis that is parallel to it (figure B), then the moment of inertia about this parallel axis, I_{pa}, is:

$$I_{\rm pa} = I_{\rm cm} + Md^2$$



Parallel Axis Theorem

• Example: deriving the moment of inertia in Figure B

