

# LECTURE 14

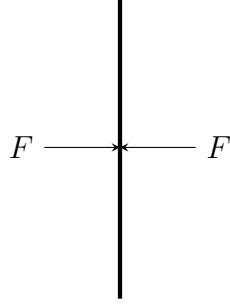
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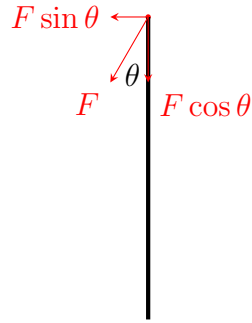
## 1. RIGID BODY MECHANICS

## 1.1. Definitions.



$$M_{\text{total}} \overrightarrow{a_{\text{COM}}} = \sum \overrightarrow{F_{\text{ext}}}$$

$$\therefore v_{\text{COM}} = \text{constant}$$



**Definition 1** (Torque).

$$\tau \doteq rF \sin \theta$$

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

**Definition 2** (Angular momentum).

$$\vec{L} \doteq \vec{r} \times \vec{p}$$

$$\vec{\tau}_A = 0$$

$$\therefore \frac{d\vec{L}_A}{dt} = 0$$

$$\therefore \vec{L}_A = \text{constant}$$

$$= rmv\hat{z}$$

$$= mr^2\omega\hat{z}$$

$$= (mr^2)\vec{\omega}$$

**Definition 3** (Moment of Inertia).

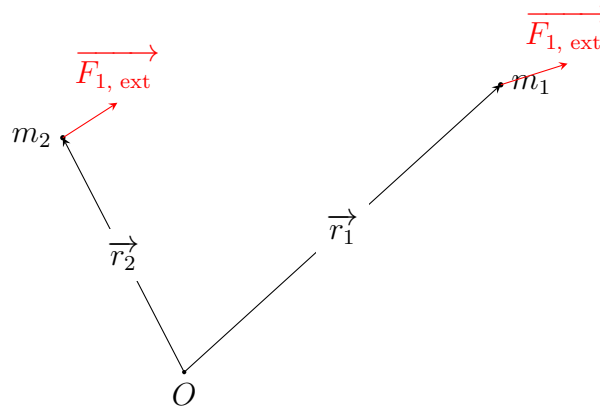
$$I \doteq mr^2$$

$$\begin{aligned} E_k &= \frac{1}{2}mv^2 \\ &= \frac{1}{2}mr^2\omega^2 \\ &= \frac{1}{2}I\omega^2 \end{aligned}$$

**Example 1.** A particle attached to a string is on a horizontal table, moving in a circle of radius  $r_0$  with  $v_0$ . The other end on the string goes through the table, through a hole in the centre of the circle. It is pulled down by a force  $F$ . Find the velocity of the particle as a function of the radius.

*Solution.*

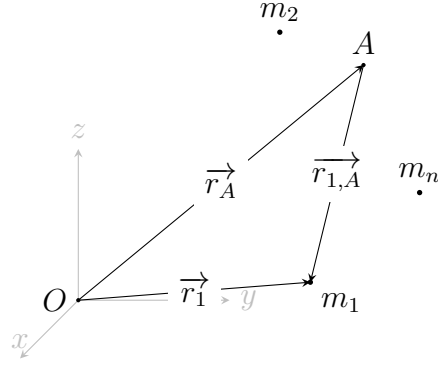
$$\begin{aligned} \vec{\tau} &= 0 \\ \therefore \vec{L}_A &= r_0mv_0\hat{z} \\ \therefore \vec{L} &= rmv\hat{z} \end{aligned}$$



**Example 2.**

*Solution.*

$$\begin{aligned} \vec{F}_{1,2} &= -\vec{F}_{2,1} \\ \vec{\tau}_{\text{total},0} &= \vec{\tau}_{1,0} + \vec{\tau}_{2,0} \\ &= \vec{r}_1 \times \vec{F}_{1,\text{ext}} + \vec{r}_1 \times \vec{F}_{1,2} + \vec{r}_2 \times \vec{F}_{2,\text{ext}} + \vec{r}_2 \times \vec{F}_{2,1} \\ &= \vec{r}_1 \times \vec{F}_{1,\text{ext}} + \vec{r}_2 \times \vec{F}_{2,\text{ext}} + (\vec{r}_1 - \vec{r}_2) \times \vec{F}_{1,2} \\ &= \vec{\tau}_{\text{total},O,\text{ext}} \end{aligned}$$



### 1.2. Conditions for Equilibrium.

$$\sum \overrightarrow{F_{i, \text{ext}}} = 0$$

$$\sum \overrightarrow{\tau_{i, O, \text{ext}}} = 0$$

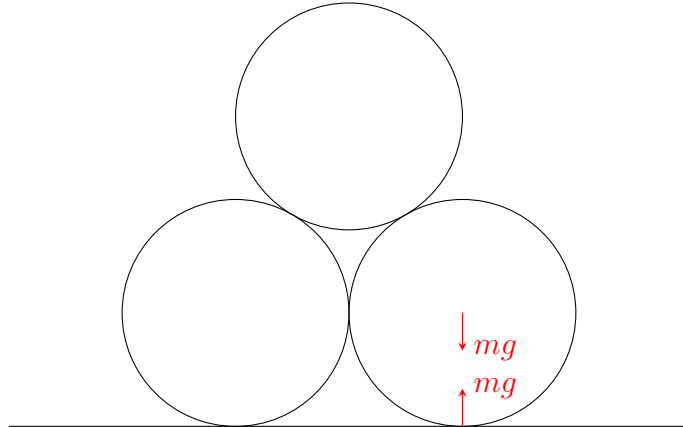
$$\begin{aligned} \sum \overrightarrow{\tau_{i, A, \text{ext}}} &= \sum \overrightarrow{r_{i, A}} \times \overrightarrow{F_{i, \text{ext}}} \\ &= \sum \overrightarrow{r_{i, O}} \times \overrightarrow{F_{i, \text{ext}}} - \sum \overrightarrow{r_A} \times \overrightarrow{F_{i, \text{ext}}} \\ &= 0 \end{aligned}$$

Therefore, equilibrium is independent of the point of reference.  
Hence the conditions for equilibrium are

$$\sum \overrightarrow{F_{i, \text{ext}}} = 0$$

$$\sum \overrightarrow{\tau_{i, \text{ext}}} = 0$$

**Example 3.** Find the minimum  $\mu$  for which the bodies remain at rest.



*Solution.*

$$\begin{aligned}\sum \overrightarrow{F_{i, \text{ ext}}} &= 0 \\ \therefore 2N_f &= 3mg \\ \therefore N_f &= \frac{3}{2}mg\end{aligned}$$

With respect to an axis passing through  $A$ ,

$$\begin{aligned}\sum \overrightarrow{\tau_{i, \text{ ext}}} &= 0 \\ \therefore (-\hat{z})dmg + \hat{z}d \cdot \frac{3}{2}mg + (-\hat{z})Hf_f &= 0 \\ \therefore f_f &= \frac{^{1/2} \cdot mgd}{H} \\ &= \frac{^{1/2} \cdot mgR \cos 60}{R + R \sin 60} \\ &\leq \mu N_f \\ \therefore \frac{^{1/2} \cdot mg \cdot ^{1/2}}{1 + \sqrt{3}/2} &= \mu \cdot ^{3/2} \cdot mg \\ \therefore \mu &\geq \frac{^{1/6}}{1 + \sqrt{3}/2}\end{aligned}$$

## 2. COORDINATE SYSTEMS

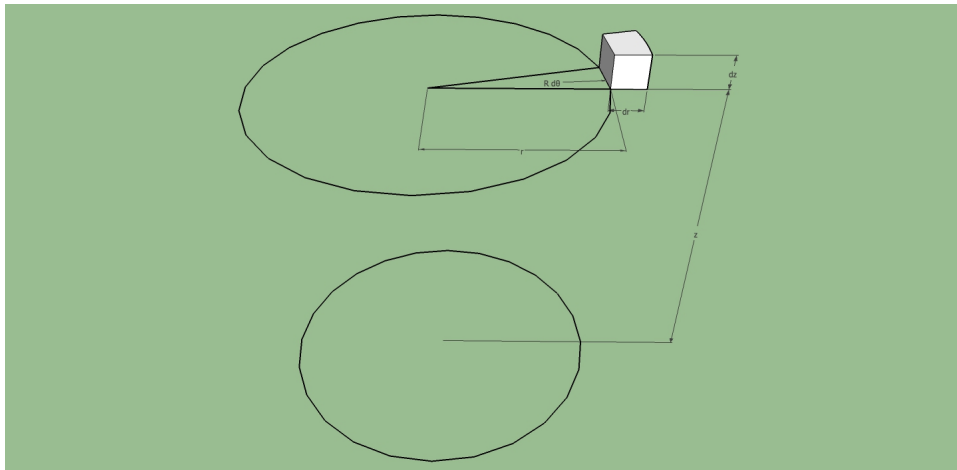
### 2.1. Cylindrical Coordinates.

$$(x, y, z) \rightarrow (r, \theta, z)$$

$$x = r \cos \theta$$

$$y = r \sin \theta$$

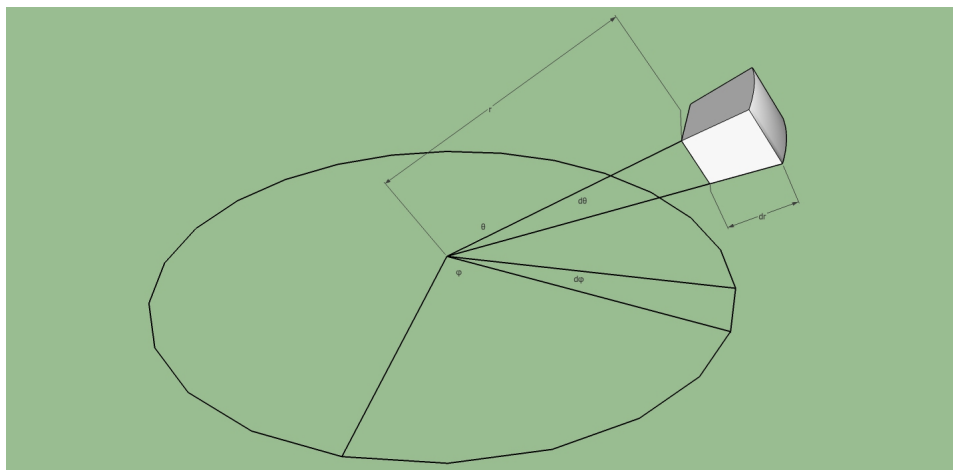
$$z = z$$



$$dV = r \, d\theta \, dr \, dz$$

## 2.2. Spherical Coordinates.

$$(x, y, z) \rightarrow (r, \theta, \varphi)$$



$$\begin{aligned} dV &= r \, d\theta \cdot r \sin \theta \, d\varphi \, dr \\ &= r^2 \sin \theta \, d\varphi \, dr \, d\theta \end{aligned}$$