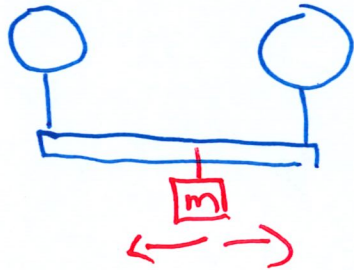
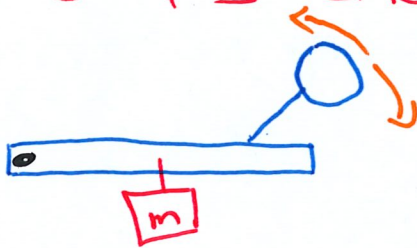


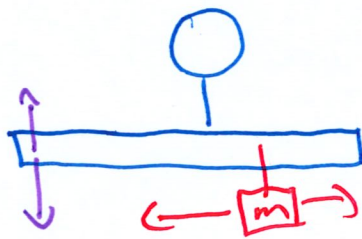
Torque & rotational equilibrium



As m moved left & right readings on scales changed



As direction of scale changed the reading changed (required force changed)



Required direction of force changed as m moved.

This shows that (for extended objects) the equilibrium conditions care about both

- what force is
- where exerted

New quantity: Torque

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

vector from
"origin" to
where force
happens

Force

Condition for rotational equilibrium

$$\vec{\tau}_{\text{net}} = 0$$

Rotational Equilibrium - I

A force of $\vec{F} = 5N\hat{i} + 6N\hat{k}$ is being exerted at $\vec{r} = 3m\hat{i}$.

- What is the torque this force exerts around (about) the origin?
- What is the torque this force exerts around (about) the point $\vec{r} = 1m\hat{i} + 1m\hat{k}$?

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

$$\begin{aligned}\vec{A} \times \vec{B} &= (A_y B_z - A_z B_y)\hat{i} \\ &+ (A_z B_x - A_x B_z)\hat{j} \\ &+ (A_x B_y - A_y B_x)\hat{k}\end{aligned}$$

$$\begin{aligned}F_x &= 5N \\ F_y &= 0 \\ F_z &= 6N\end{aligned}$$

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

$$\begin{aligned}x &= 3m \\ y &= 0m \\ z &= 0m\end{aligned}$$

$$\begin{aligned}\vec{r} \times \vec{F} &= (yF_z - zF_y)\hat{i} \\ &+ (zF_x - xF_z)\hat{j} \\ &+ (xF_y - yF_x)\hat{k} \\ &= (0m \cdot 6N - 0m \cdot 0N)\hat{i} \\ &+ (0m \cdot 5N - 3m \cdot 6N)\hat{j} \\ &+ (3m \cdot 0N - 0m \cdot 5N)\hat{k} \\ &= 0Nm\hat{i} - 18Nm\hat{j} + 0Nm\hat{k}\end{aligned}$$

\uparrow
y-direction

$$|\vec{\tau}| = 18 \text{ Nm}$$

Recall

$$|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{B}| \sin \theta$$

$$|\vec{r} \times \vec{F}| = (3 \text{ m}) \sqrt{(5 \text{ N})^2 + (6 \text{ N})^2} \sin \theta = 18 \text{ Nm}$$

What is θ $\vec{r} \cdot \vec{F} = |\vec{r}| |\vec{F}| \cos \theta$

$$15 \text{ Nm} = (3 \text{ m}) \sqrt{(5 \text{ N})^2 + (6 \text{ N})^2} \cos \theta$$

$$\theta = 50.2^\circ$$

Around $1 \text{ m} \hat{i} + 1 \text{ m} \hat{k}$

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

vector from place
you measure $\vec{\tau}$ around
to location of force

$$(3 \text{ m} \hat{i}) - (1 \text{ m} \hat{i} - 1 \text{ m} \hat{k})$$

$$\vec{\tau} = (2 \text{ m} \hat{i} + 1 \text{ m} \hat{k}) \times (5 \text{ N} \hat{i} + 6 \text{ N} \hat{k})$$

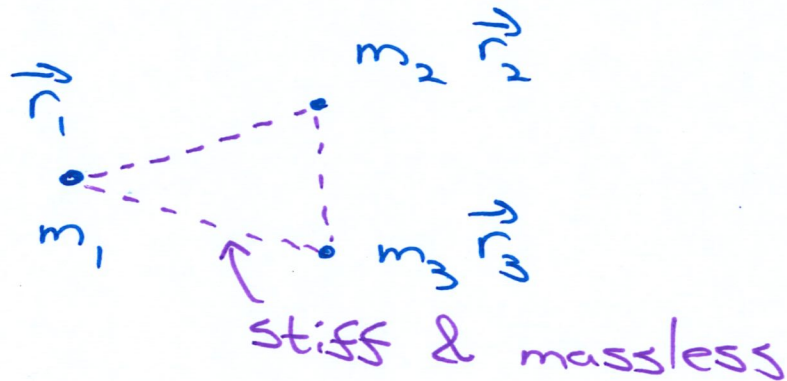
$$= \cancel{2 \text{ m} 5 \text{ N} \hat{i} \times \hat{i}} + 2 \text{ m} 6 \text{ N} \hat{i} \times \hat{k} + 1 \text{ m} 5 \text{ N} \hat{k} \times \hat{i} + \cancel{1 \text{ m} 6 \text{ N} \hat{k} \times \hat{k}}$$

$$= -7 \text{ Nm} \hat{j}$$

Center of Mass

Key question: Where does gravity act on a rigid object?

↑
all component bits
maintain same orientation
to each other.



What is $\vec{\tau}$ measured around origin

$$\begin{aligned}\vec{\tau}_{\text{net}} &= \vec{\tau}_1 + \vec{\tau}_2 + \vec{\tau}_3 & (\vec{\tau} &= \vec{r} \times \vec{F}) \\ &= \vec{r}_1 \times (-m_1 g \hat{k}) + \vec{r}_2 \times (-m_2 g \hat{k}) + \vec{r}_3 \times (-m_3 g \hat{k}) \\ &= (m_1 \vec{r}_1) \times (-g \hat{k}) + m_2 \vec{r}_2 \times (-g \hat{k}) + m_3 \vec{r}_3 \times (-g \hat{k})\end{aligned}$$

$$\begin{aligned}
 &= (m_1 \vec{r}_1 + m_2 \vec{r}_2 + m_3 \vec{r}_3) \times (-g \hat{k}) \frac{m_1 + m_2 + m_3}{m_1 + m_2 + m_3} \\
 &= \left[\frac{m_1 \vec{r}_1 + m_2 \vec{r}_2 + m_3 \vec{r}_3}{m_1 + m_2 + m_3} \right] \times \left[\underbrace{-(m_1 + m_2 + m_3)g \hat{k}}_{\text{total } \vec{F}_g} \right]
 \end{aligned}$$

Where it's like gravity happens

Center of mass

$$\begin{aligned}
 \vec{r}_{cm} &= \left(\frac{m_1 \vec{r}_1 + \dots}{m_1 + \dots} \right) \\
 &= \frac{\sum m_i \vec{r}_i}{\sum m_i}
 \end{aligned}$$

Continuous

$$\vec{r}_{cm} = \frac{\int \vec{r} dm}{\int dm}$$