

PHYS 1901 – Physics 1A (Advanced) Mechanics module



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Dynamics of Rotational Motion

Chapter

10

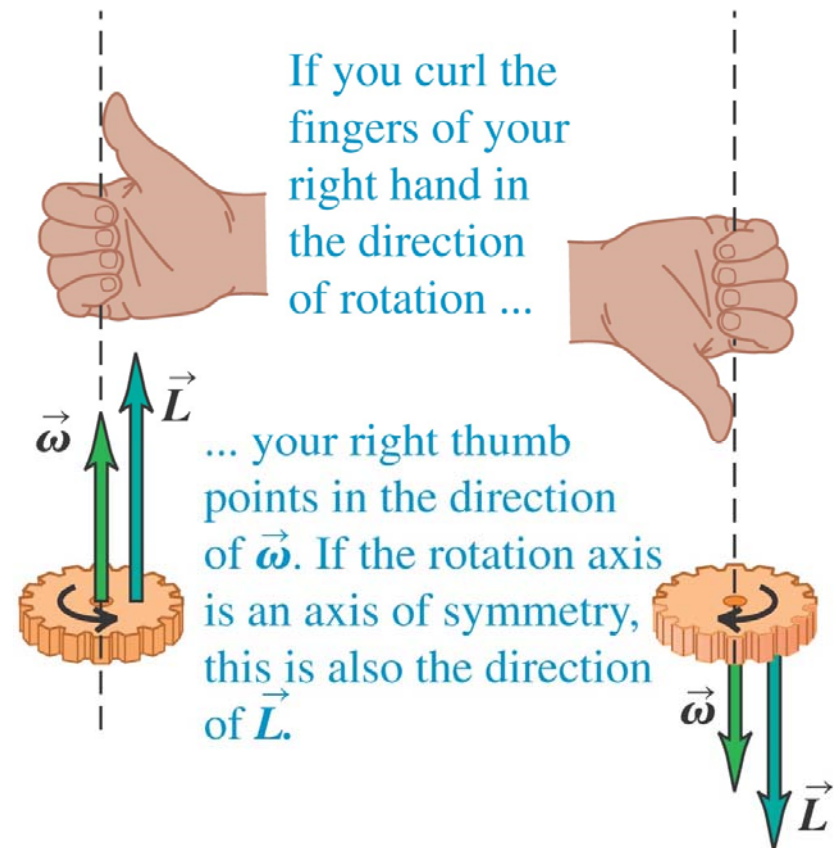


Angular momentum

In linear dynamics, complex interaction (collisions) can be examined using the conservation of momentum.

In rotational dynamics, the concept of angular momentum similarly eases complex interactions.

$$\vec{L} = I \vec{\omega}$$



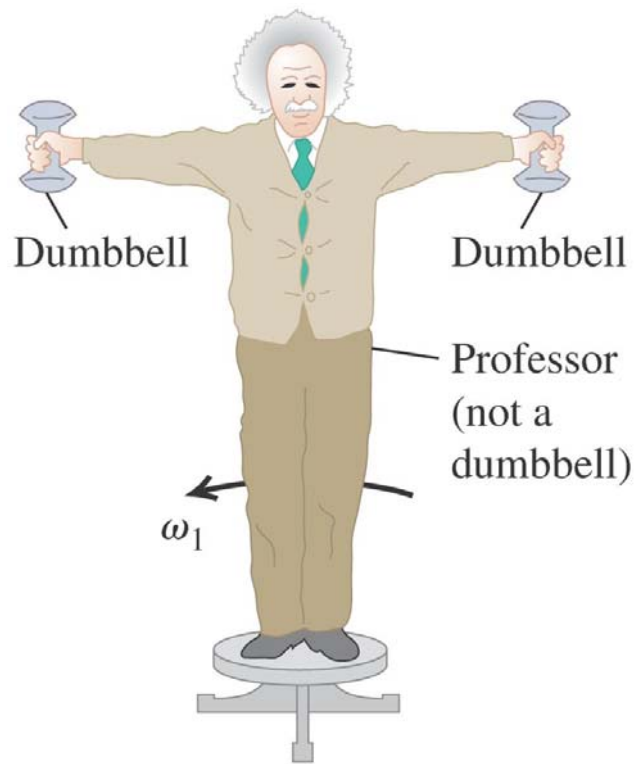
In linear dynamics: $\frac{d\vec{p}}{dt} = \vec{F}_{net}$

In rotational dynamics: $\frac{d\vec{L}}{dt} = \vec{\tau}_{net}$

Hence, the net torque is equal to the rate of change of angular momentum. Hence, if there is no net torque, angular momentum is conserved.

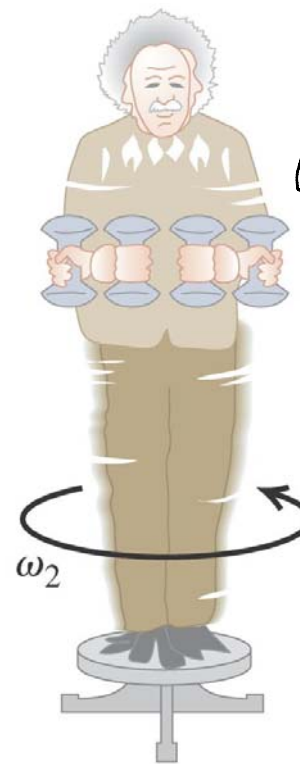


Angular momentum



BEFORE

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AFTER

$$\vec{L} = I \vec{\omega}$$

$$L = I \omega$$

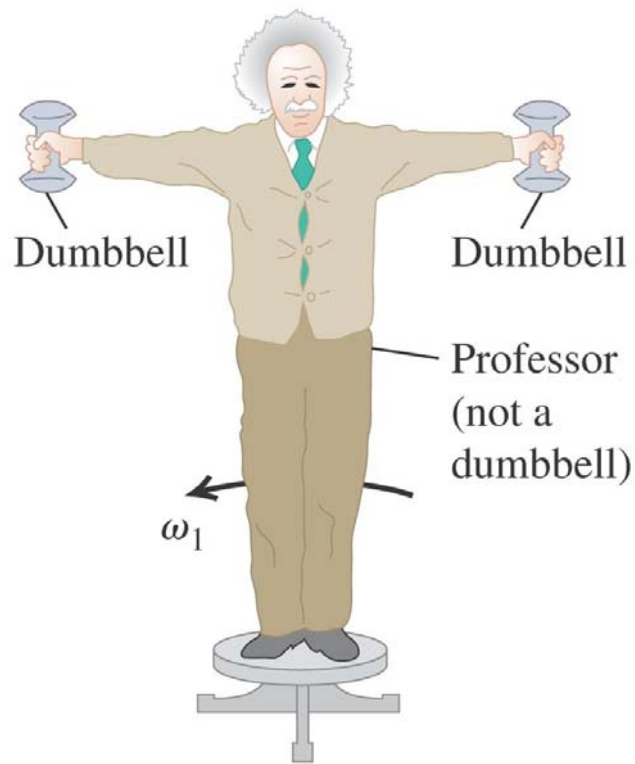
constant (no net torque) dec. inc.

$$K_{\text{rot}} = \frac{1}{2} I \omega^2$$
$$= \frac{1}{2} (\underbrace{I \omega}_{L \text{ const.}}) \omega$$

inc. inc.

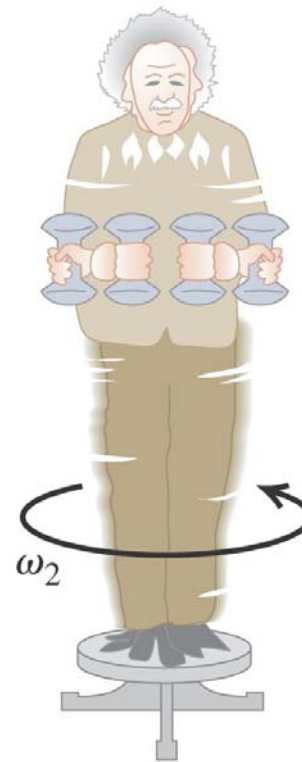


Angular momentum



BEFORE

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AFTER

We can change the angular velocity by modifying the moment of inertia.

Angular momentum is conserved, but where has the extra energy come from?

Work done by pulling the dumbbells in



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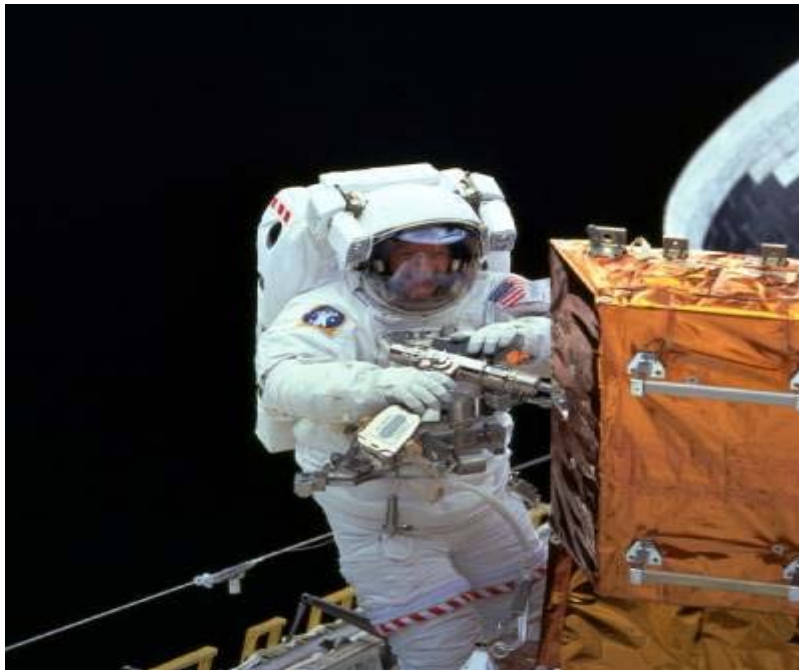
Angular Momentum





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Angular Momentum





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Angular Momentum



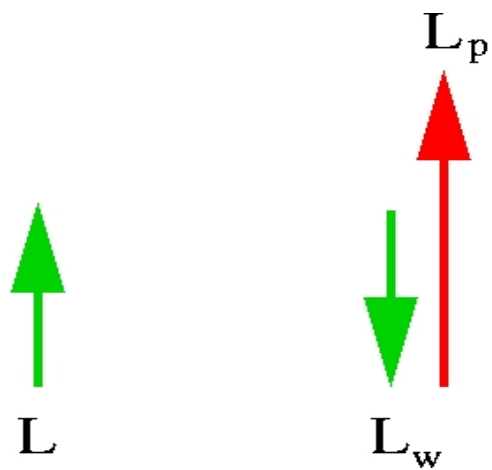
Angular Momentum



<http://www.physics.lsa.umich.edu/demolab/demo.asp?id=696>

Consider a lecturer on a rotating stool holding a spinning wheel, with the axis of the wheel pointing towards the ceiling.

What happens when the wheel is turned over?



As with linear momentum, we can use conservation of angular momentum without having to worry about the various (internal) torques in action.

External torques will change the value of the total angular momentum.

$$L = L_p - L_w$$



Linear and Angular Momentum

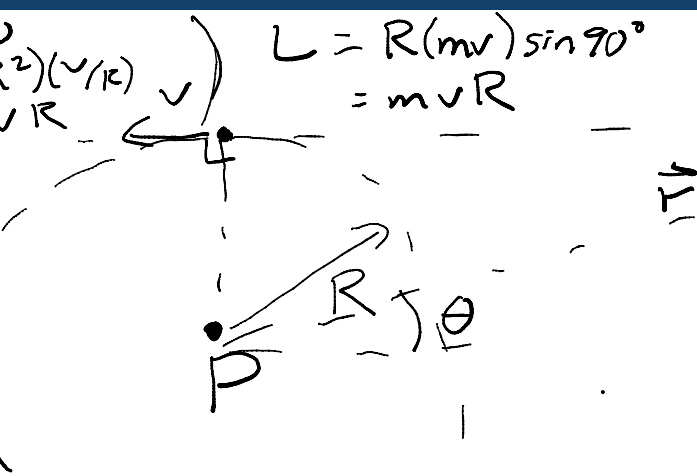
What is the angular momentum of an object moving along a straight line?

(In a circle $L = I\omega$
 $= (mR^2)(v/R)$
 $= mvR$)

$L = R(mv) \sin 90^\circ$
 $= mvR$

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

↑ vector from P to the object ↑ linear momentum

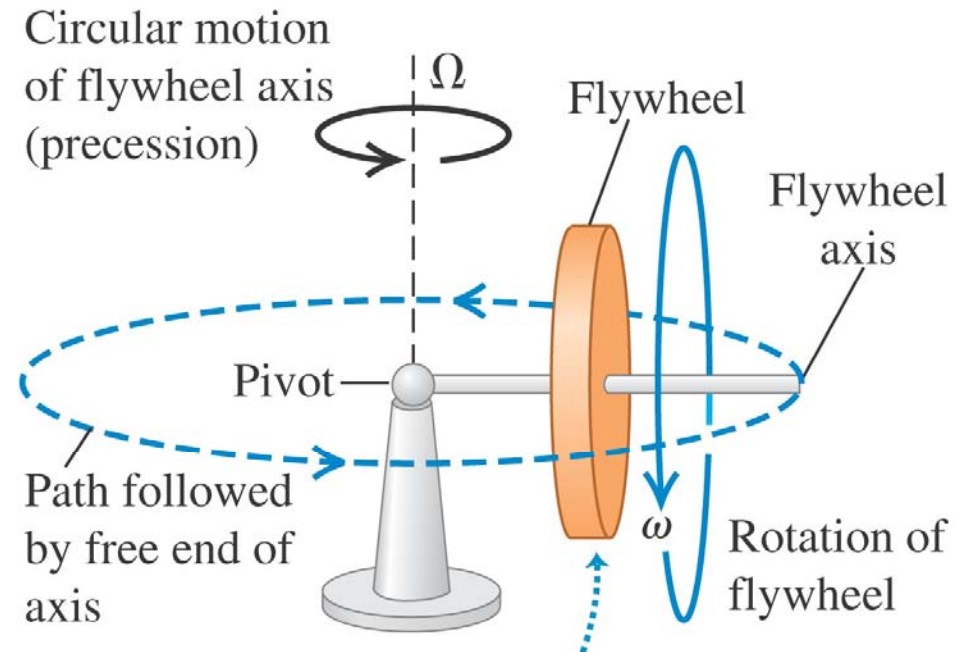

$$L = \left(\frac{R}{\sin \theta} \right) (mv) \sin \theta$$
$$= mvR$$

Objects moving linearly have **constant** angular momentum.

Rotational mechanics is linear mechanics in a different coordinate system.



Gyroscope

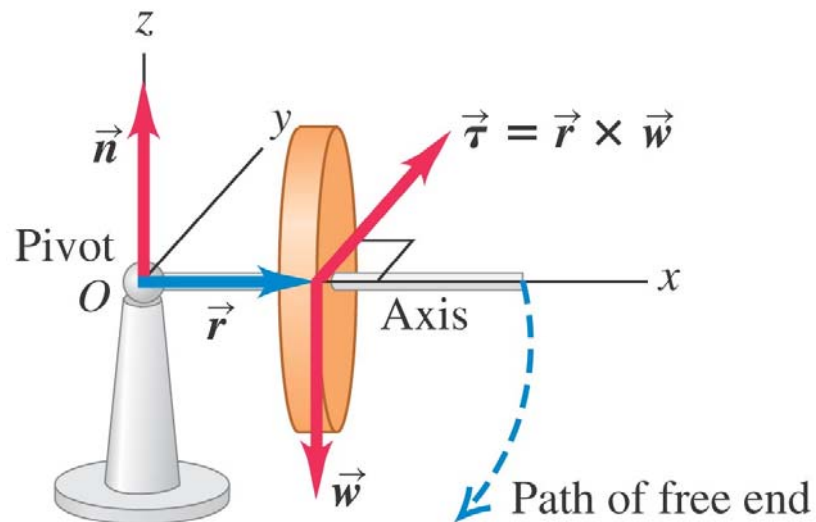


When the flywheel and its axis are stationary, they will fall to the table surface. When the flywheel spins, it and its axis “float” in the air while moving in a circle about the pivot.

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Gyroscope: not rotating

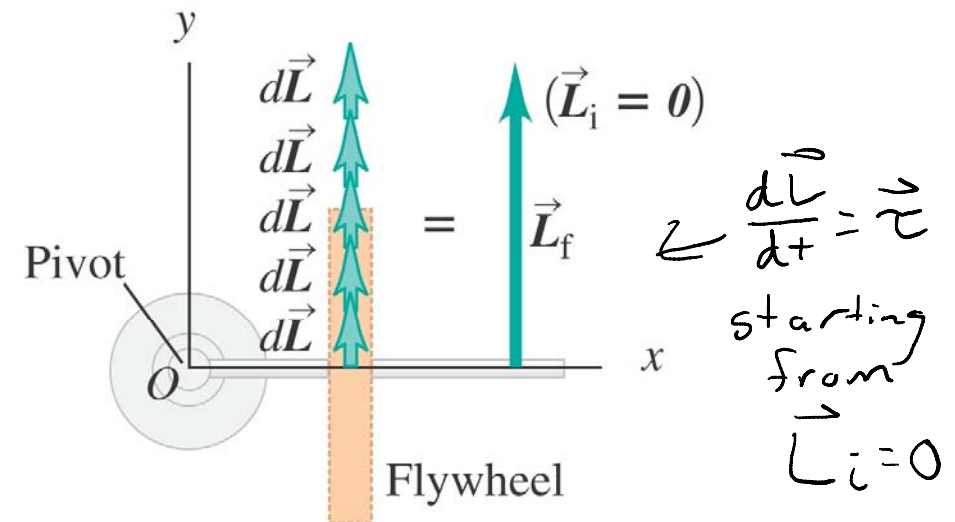
(a) Nonrotating flywheel falls



When the flywheel is not rotating, its weight creates a torque around the pivot, causing it to fall along a circular path until its axis rests on the table surface.

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(b) View from above as flywheel falls



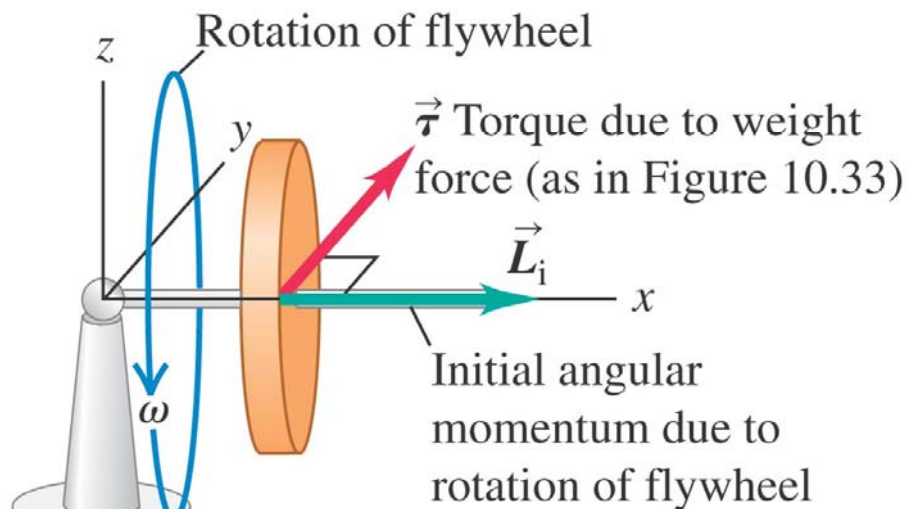
In falling, the flywheel rotates about the pivot and thus acquires an angular momentum \vec{L} . The *direction* of \vec{L} stays constant.

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Gyroscope: rotating

(a) Rotating flywheel

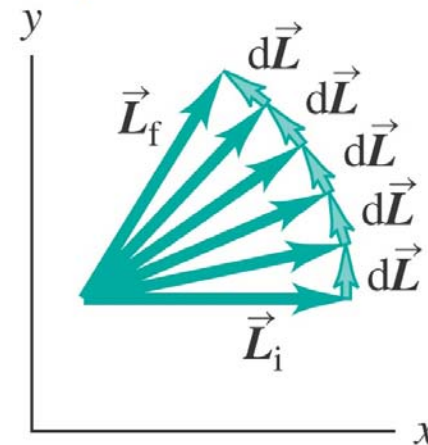
When the flywheel is rotating, the system starts with an angular momentum \vec{L}_i parallel to the flywheel's axis of rotation.



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(b) View from above

Now the effect of the torque is to cause the angular momentum to precess around the pivot. The gyroscope circles around its pivot without falling.



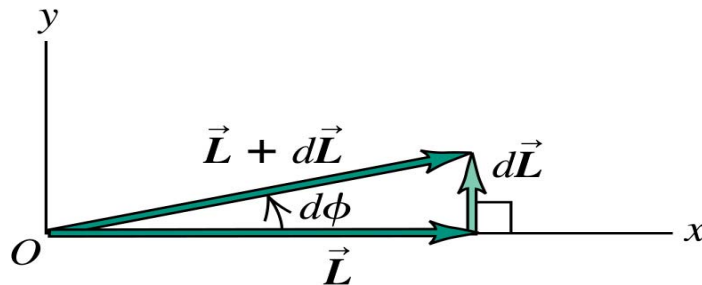
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Over a small time interval, there is a change in angular momentum given by

$$\vec{\tau} = \frac{d\vec{L}}{dt}$$

$$d\vec{L} = \vec{\tau} dt$$



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As dL is perpendicular to L , only the direction of L changes, not magnitude.

$$\Omega = \frac{d\phi}{dt} = \left| \frac{d\vec{L}}{L} \right| / dt$$

$$= \left| \frac{d\vec{L}}{dt} \right| / L$$

$$= \tau / L$$

$$= mgr / I\omega$$