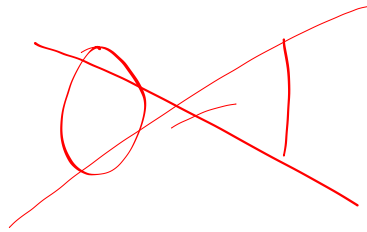


$\mu \rightarrow ?$ 

What does it
mean if $\mu > 1$?

What do really
big values of μ mean?

 a_{net}, a_c, a_t

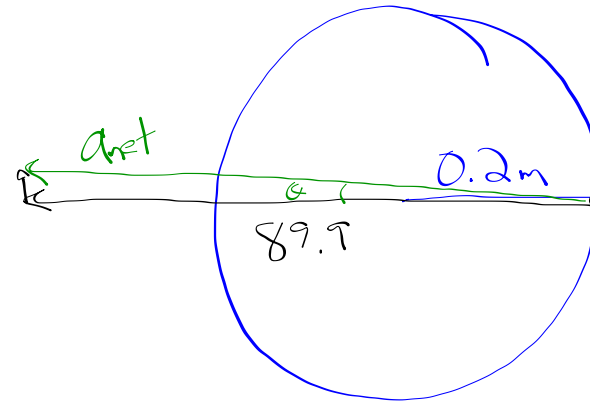
- mathematical + conceptual relationship
- what is weird about the lab #'s
and what does that mean
- Distance of rotating object to center
of rotation? How do these #'s relate
to FORCES?

14. A 40-cm diameter wheel accelerates uniformly from 80 rpm to 300 rpm in 3.6 seconds. Assume the axis of rotation is fixed and the wheel is just spinning. Determine $8.37 \frac{\text{rad}}{\text{s}}$ $31.4 \frac{\text{rad}}{\text{s}}$

- its angular acceleration.
- the radial and tangential components of the linear acceleration of a point on the edge of the wheel 2.0 seconds after it started accelerating. (Hint: what acceleration have we talked about that points into the center of circular motion? What acceleration have you learned about that is always tangent to the object's circular path?)

$$\begin{aligned} a) \quad \omega &= \omega_0 + \alpha t \\ \alpha &= 6.4 \text{ rad/s}^2 \end{aligned}$$

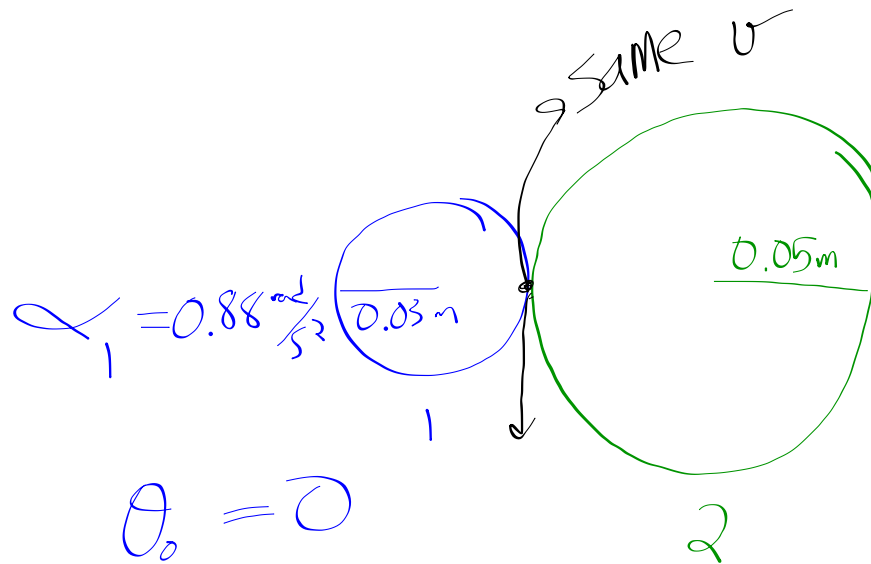
$$\begin{aligned} b) \quad \omega &= \omega_0 + \alpha t \\ \omega &= 8.37 + (6.4)(2) \\ \omega &= \underline{21.2 \text{ rad/s}} \end{aligned}$$



$$\begin{aligned} a_t &= \alpha \cdot r = (6.4)(0.2) = 1.28 \text{ m/s}^2 \\ "a_r" &= a_c = \omega^2 \cdot r = (21.2)^2 \cdot 0.2 = 89.9 \text{ m/s}^2 \end{aligned}$$

18. Two rubber wheels are mounted next to one another so their circular edges touch. The first wheel, of radius $R_1 = 3.0$ cm, accelerates at a rate 0.88 rad/s^2 and drives the second wheel, of radius $R_2 = 5.0$ cm, by contact (without slipping).

- Starting from rest, how long does it take the second wheel to reach an angular speed of 33 rpm?
- What was the angular acceleration of the second wheel?



$$\theta_0 = 0$$

$$\theta =$$

$$\omega_0 = 0$$

$$\omega =$$

$$\alpha = 0.88; a_t = \alpha \cdot r = 0.0264$$

$$t = 6.53 \text{ s}$$

$$v_1(\text{edge}) = v_2(\text{edge})$$

$$a_t = a_t$$

$$3.45 \text{ rad/s}$$

$$\theta_0 = 0$$

$$\theta =$$

$$\omega_0 = 0$$

$$\omega = 3.45 \text{ rad/s}$$

$$\alpha = a_t / r = 0.528; a_t = 0.0264$$

$$t = 6.53 \text{ s}$$

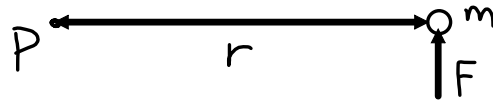
Mass is the characteristic of an object that resists acceleration; if a net force is applied, an object accelerates:

$$\Sigma F = m a$$

The larger the mass, the smaller the acceleration will be.

The larger the mass, the more resistance the object has to being accelerated.

Consider a mass m constrained to remain r meters away from a center of rotation at point P.



If F is applied at m , m will accelerate upward.

$$\Sigma F = ma$$

$$F = ma$$

m experiences α about the axis of rotation at P

$$a = \alpha r$$

$$\therefore F = ma = m(\alpha r) = mr\alpha$$

$$\therefore F = mr\alpha$$

Forces must exert torques if there is to be rotation.

$$\begin{aligned}\tau &= F \cdot r \\ &= (mr\alpha) r \\ \tau &= mr^2 \alpha\end{aligned}$$

$$\Sigma \tau = (mr^2) \alpha \quad \text{Generalized for a sum of applied torques.}$$

$$\Sigma \tau = I \alpha$$

Here we define a new quantity -- I

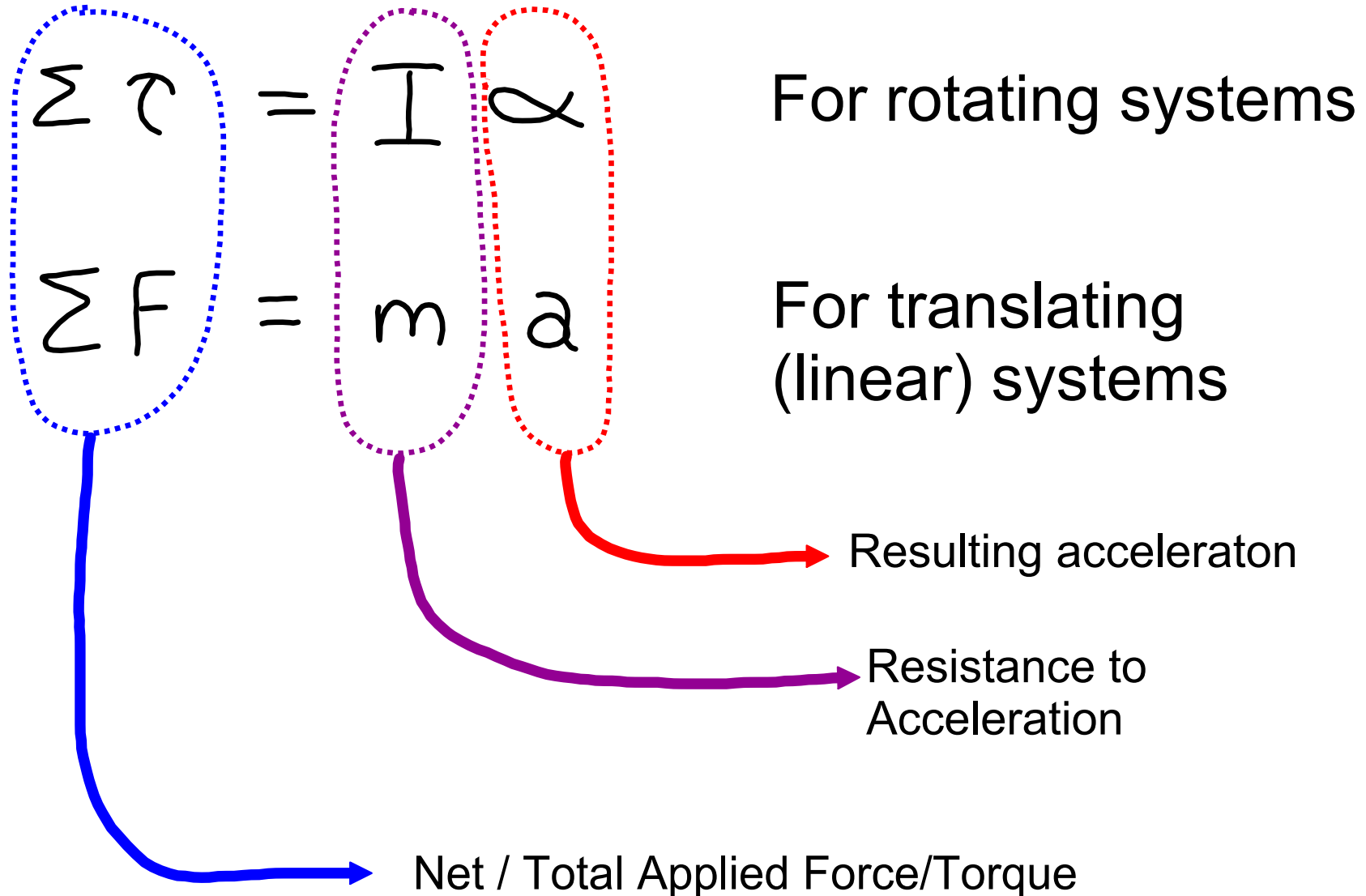
Newton's 2nd Law (rotating)

sum of
torques

"Moment
of inertia"

angular acceleration

Newton's 2nd Law



MOMENT OF INERTIA

$$\Sigma \tau = I \alpha$$

I = MOMENT OF INERTIA

I IS DEPENDENT UPON:

- THE OBJECT — DISTRIBUTION OF MASS
- THE LOCATION OF THE AXIS OF ROTATION

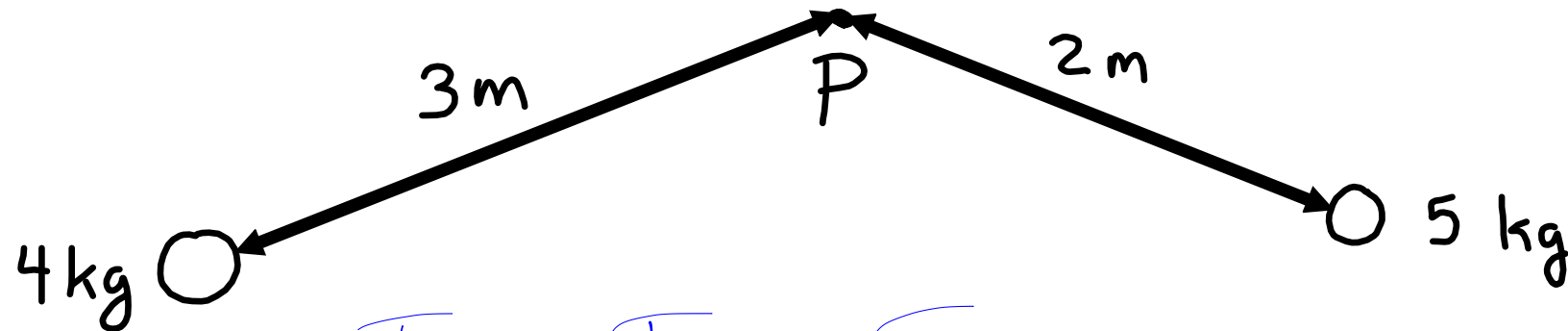
UNITS OF I :

$$\text{kg} \cdot \text{m}^2 \quad \text{OR} \quad \text{SLUG} \cdot \text{ft}^2$$

$I_{\text{POINT MASS}} = mr^2$

(sum for multiple points)

Calculate the moment of inertia for this system if the axis of rotation is through P:



$$\begin{aligned} I &= I_1 + I_2 \\ &= m_1 r_1^2 + m_2 r_2^2 \\ &= (4)(3)^2 + 5(2)^2 = 56 \text{ kg}\cdot\text{m}^2 \end{aligned}$$

IN SUMMARY:

I_{system} = the sum of all of the I 's of all of the parts

I depends upon not just mass, but its distance from the axis of rotation

I depends upon the location of the axis of rotation

I is object dependent

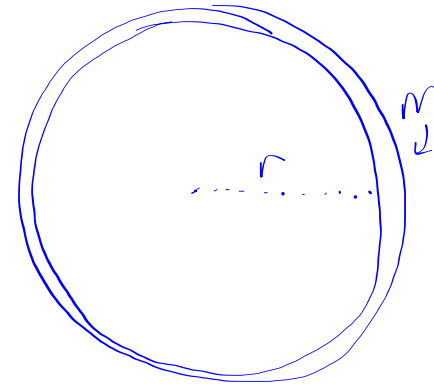


$$I_{\text{point mass}} = mr^2$$

$$I_{\text{hoop}} = mr^2 \quad (\text{rotating about its center like a wheel})$$

$$I_{\text{disk}} = \frac{1}{2}mr^2 \quad (\text{rotating about its center like a wheel})$$

The moments of inertias you will need to know; all others will be provided, or you will solve for.



Many objects enjoy symmetry and uniformity and as a result, their moments of inertia can be expressed in terms of their masses, radii, lengths, and other basic parameters.

Note: you always must pay attention to where the axis of rotation is! These relations always apply to a specific location for the axis of rotation!

This link will take you to a table of moments of inertia for various objects:

[http://www.livephysics.com/physical-constants/
mechanics-pc/moment-inertia-uniform-objects/](http://www.livephysics.com/physical-constants/mechanics-pc/moment-inertia-uniform-objects/)



So what do you do to determine the moment of inertia of an object that isn't "nice" (i.e. one that doesn't enjoy symmetry or uniformity and therefore doesn't have a simple equation for its moment of inertia?)

$$\begin{array}{c} \text{measure} \rightarrow \sum \tau = I \cdot \alpha \leftarrow \text{measure} \\ I = \frac{\sum \tau}{\alpha} \end{array}$$

So what do you do to determine the moment of inertia of an object that isn't "nice" (i.e. one that doesn't enjoy symmetry or uniformity and therefore doesn't have a simple equation for its moment of inertia?)

FIND I EXPERIMENTALLY!

