Week 9 - Rotational Motion and Equilibrium

After this you can

- discuss the connection between translational motion and rotational motion.
- discuss the new quantities that describe rotational motion and calculate them.

Translational Motion

displacement, AX

 $V docity, V = \frac{\Delta x}{\Delta t}$

acceleration, a = Av

mass (inertia)

SF = First = Ma Loudetion for traveletion

W=FcxDDX

K= +mv2

Rotation Motion

avegular displacement, AD

angular velocity, $W = \frac{\Delta \Theta}{\Delta t}$

augular acceleration, $\alpha = \frac{\Delta \omega}{\Delta t}$

rotational inertia, I

ST=The = I. & Newton's 2nd for

W = 7-00

Kr= LIW2

$$\vec{p} = \vec{m} \vec{\lambda}$$

$$\Delta \vec{p} = \vec{F} \Delta t$$

$$\vec{p}_i = \vec{p}_f$$

congular

consumation

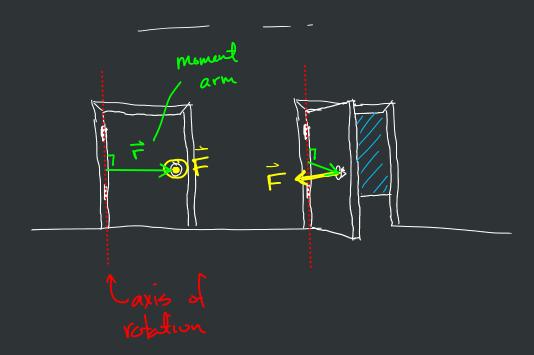
f angular

momentum

After this you can

- define torque and calculate it under any conditions.
- discuss Newton's second law for rotations.
- calculate rotational inertia for a range of shapes or combinations of shapes.

T.X



view from above



often 6=90° 51-90° = I

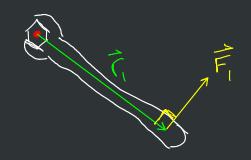
121 = 11-11-1

smalled F angle between

magnitude torque (2 | = (F (Smot)

companed of F that is perpendent to moment arm

[7] = [Nm]



F₂

CW ->720

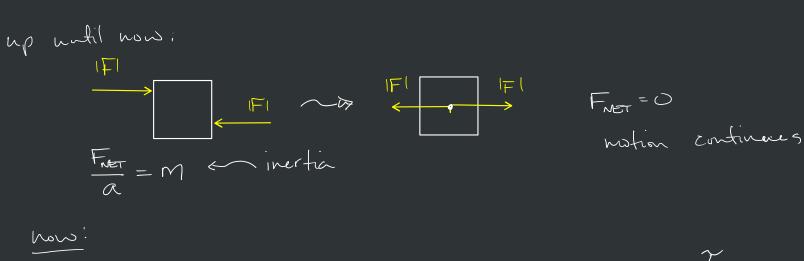
F₄

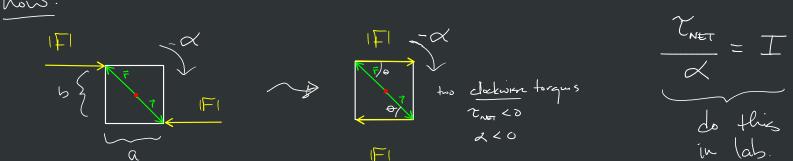
to odd torques we need to consider the direction

of the torque

Zc = Tret = + F, r, + FzcinDrz - F3r3 - F4r4

What does INET cause? -> rotational acceleration





rotational inertia

Lo depends on

Mass, and

distribution of

Mass around the

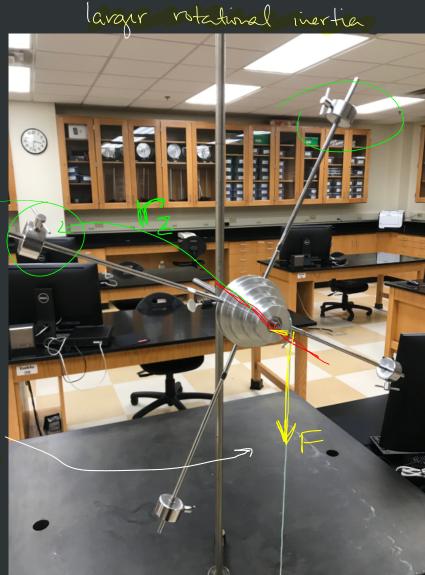
Caxis of rotation

| Table 8.1 Rotational Inertia for Uniform Objects with Various Geometrical Shapes | | | | | | | |
|--|----------|--|--------------------------|---|---|---|-----------------------|
| Shape | | Axis of Rotation | Rotational Inertia | Shape | | Axis of Rotation | Rotational Inertia |
| Thin hollow cylindrical shell (or hoop) | R | Central axis of cylinder | MR^2 | Solid sphere | R | Through center | $\frac{2}{5}MR^2$ |
| Solid cylinder (or disk) | R | Central axis of cylinder | $\frac{1}{2}MR^2$ | Thin hollow spherical shell | R | Through center | $\frac{2}{3}MR^2$ |
| Hollow cylindrical shell or disk | Top view | Central axis of cylinder | $\frac{1}{2}M(a^2+b^2)$ | Thin rod (or rectangular plate) | | Perpendicular to rod through end (or along edge of plate) | $\frac{1}{3}ML^2$ |
| Rectangular plate | a b | Perpendicular to plate through center | $\frac{1}{12}M(a^2+b^2)$ | Thin rod (or rectangu- lar plate) | | Perpendicular to rod through center (or parallel to edge of plate through center) | 12 |
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Smaller rotational inertia

largur d

Same torque

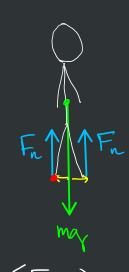


somaller of

Rule of Thumb for Rotational Ivertien:
the farther the mess is from the
oxis of rotation, the larger the
rotational inerties

After this you can

- define the conditions for an object or system to be in equilibrium.
- use the conditions of equilibrium to solve a balance problem for an unknown quantity.



$$\Sigma F = 0$$

$$F_{n} + F_{n} - mg = 0$$

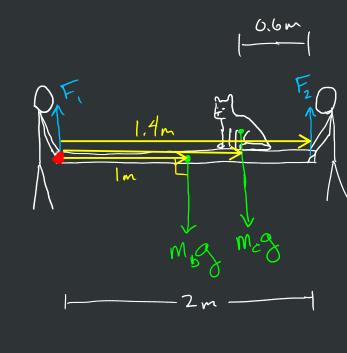
$$2F_{n} = mg$$

$$F_{n} = mg$$

$$2$$

2F=0 22 70

So equilibrium: $\Sigma F = 0 + \Sigma \tau = 0$



Euro:

$$M_{b} = 10 \log \qquad F_{1} = 7$$
 $M_{c} = 10 \log \qquad F_{2} = 7$
 $\sum F = 0$
 $\sum T = 0$

98 Nm - 137.2 Nm + (2)F2 = 0

$$(2m)F_2 = 285.2 \text{ Nm}$$

 $F_2 = 117.6 \text{ N}$