Chapter 10

Rotation of a Rigid Object about a Fixed Axis

Outline for W10,D3

Finish center of mass (Ch. 9)

Rotation of a rigid solid (Ch. 10)

θ, ω, and α

Relation between linear (s,v,a) and angular quantities

Torque

Homework

Ch. 10 P. 1,4-6,19-21,25,28-30,34,35,37,53,54,55,64,67,69

Do for Wed/Fri

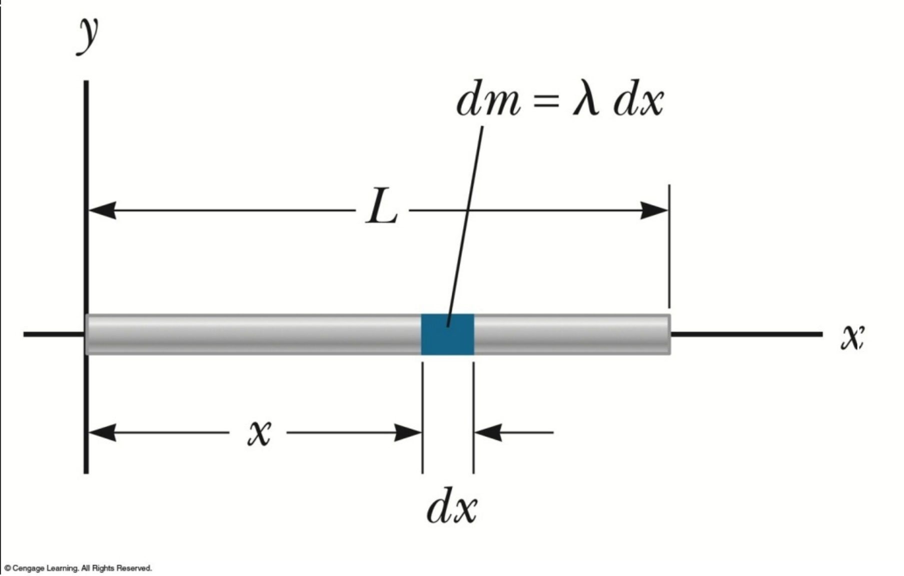
Notes:

Lab this week is “2D Collisions”

See “NEW STUFF” for Ch. 10.

Ex) Find the COM of a non-uniform rod of length 1.0 m if its linear mass distribution is λ(x)=3x+1 kg/m, where x=0 at the origin.

- As before, rod is aligned with the x-axis, with one end on (0,0), and $y_{COM} = z_{COM} = 0$.



Do integral using λ = 3x+1

$$x_{COM} = \frac{1}{M}\int_0^L x\,\lambda dx$$

$$x_{COM} = \frac{1}{M}\int_0^{1.0} x(3x+1)\,dx$$

$$x_{COM} = \frac{1}{M}\left(x^3 + \frac{x^2}{2}\right)\Big|_0^{1.0}$$

So x_{com} = 1.5/M, but what is M? M is the total mass.

M= $\int_0^{1.0} \lambda\,dx = \int_0^{1.0} (3x+1)\,dx = \left(\frac{3x^2}{2} + x\right)\Big|_0^{1.0}$ = 5/2.

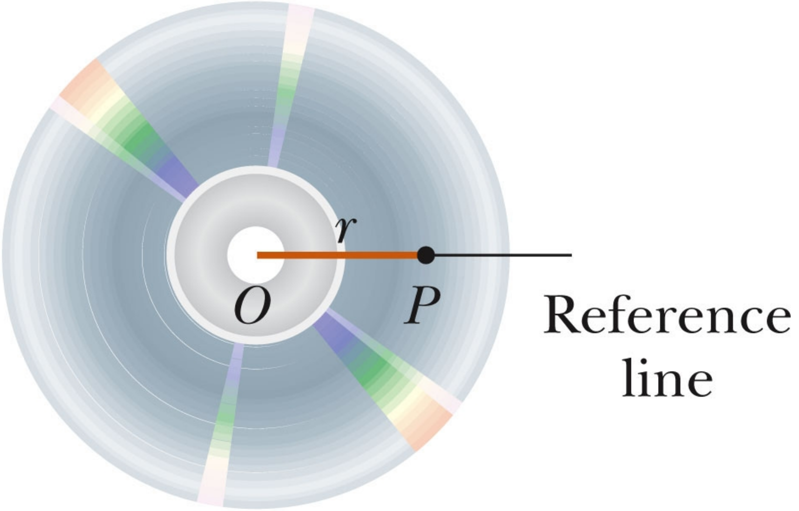
So x_{com}=(3/2)/(5/2) = 3/5 =0.6 m

Rigid Object

- A rigid object is one that is nondeformable
  - The relative locations of all particles making up the object remain constant
  - All real objects are deformable to some extent, but the rigid object model is very useful in many situations where the deformation is negligible
- This simplification allows analysis of the motion of an extended object

Angular Position

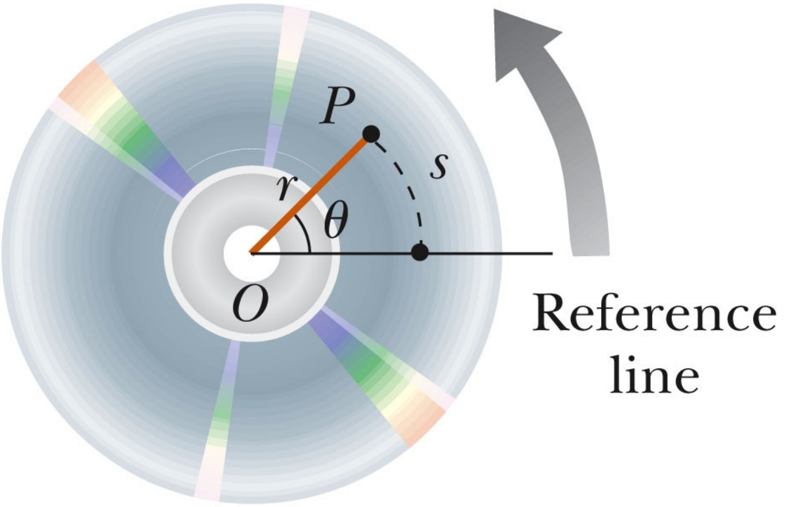
- Axis of rotation runs through the center of the disc, $\perp$ the disk.
- Choose a fixed reference line
- Point P is at a fixed distance r from the origin



(a)

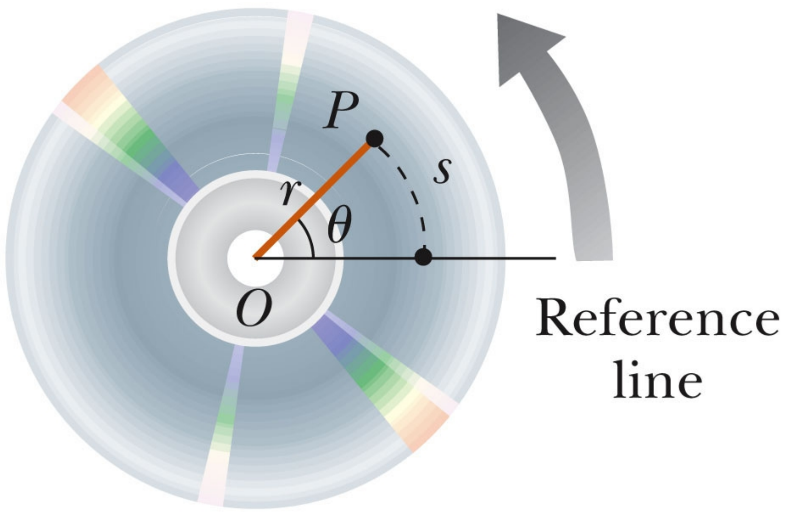
Angular Position, 2

- Point *P* will rotate about the origin in a circle of radius *r*
- ***Every*** point on the disc undergoes circular motion about the center.
- Specify the position of point *P* in polar coordinates (r, θ) where θ is the measured counterclockwise from the reference line.



Angular Position, 3

- As the particle moves through θ, it moves though an arc length s.
- The arc length and r are related:
  - $s = \theta r$
  - where θ is in radians



(b)

The Radian

- This can also be expressed as

$$\theta = \frac{s}{r}$$

- θ is dimensionless, but is expressed in units of *radians* (rad).
- Ex) How many radians are subtended by an arc length of 6 inches if the radius of the arc is 3 in?
- Ex) How many radians are subtended by an arclength of 3 in if the radius is 3 in?
  - Try to estimate how many degrees this is!

Conversions

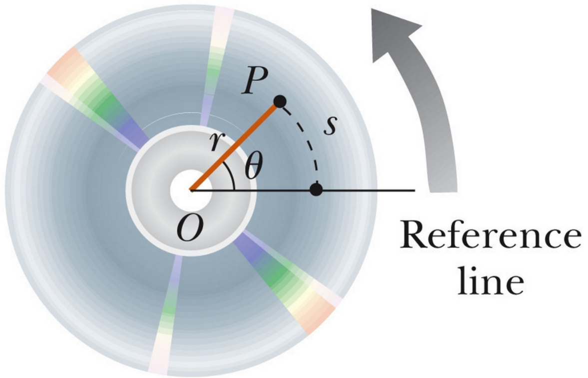
- Comparing degrees and radians

$$1\,rad = \frac{\mathbf{360}}{2\pi} \simeq \mathbf{57}.3$$

- Converting from degrees to radians

$$\theta\left(rad\right) = \frac{\pi}{\mathbf{180}}\theta\left(degrees\right)$$

Angular Position, final



- So the *angular position* of a point P on an object is the angle θ, measured in radians or degrees.
- θ is the angle between a radial line running from the spin axis to P, and a reference line (usually the x-axis) also running through the spin axis.

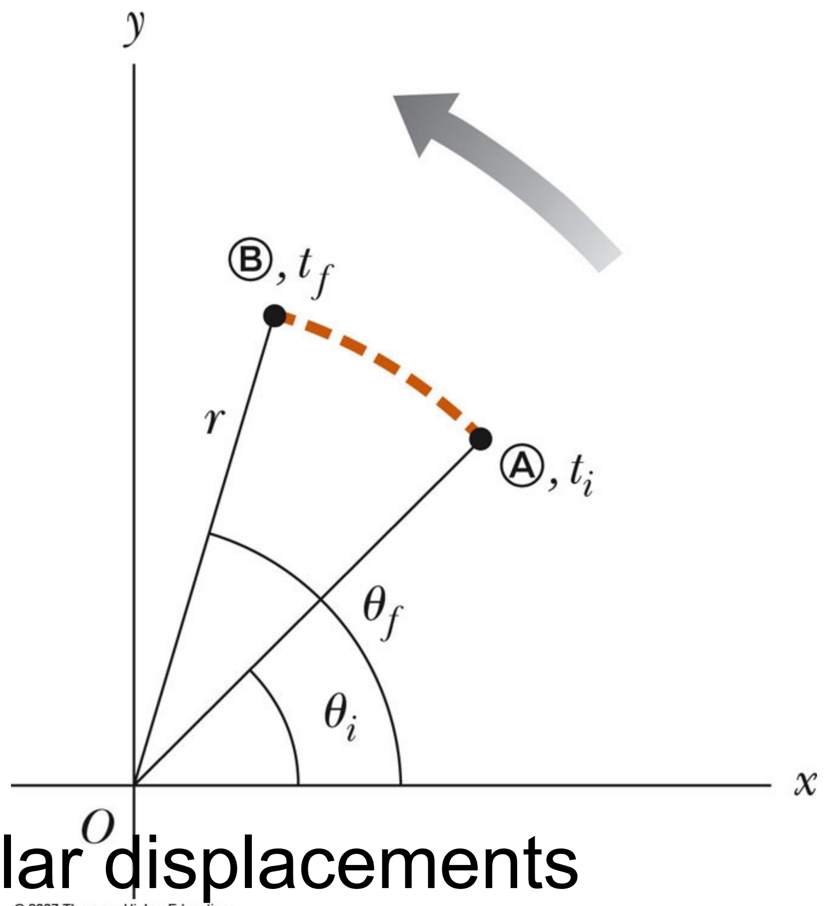
DEMO: My CD has two points along the same radial line. How do their angular positions compare?

Angular Displacement

- The *angular displacement* is defined as the angle the object rotates through during some time interval

$$\Delta\theta = \theta_f - \theta_i$$

- This is the angle that the radial line of length *r* sweeps out.



DEMO: How do the angular displacements of the two dots on the CD compare?

Average Angular Speed

- The *average* angular speed, ω_{avg}, of a rotating rigid object is the ratio of the angular displacement to the time interval

$$\omega_{avg} = \frac{\theta_f - \theta_i}{t_f - t_i} = \frac{\Delta\theta}{\Delta t}$$

Instantaneous Angular Speed

- The *instantaneous* angular speed is defined as the limit of the average speed as the time interval approaches zero

$$\omega \equiv \lim_{\Delta t \to 0} \frac{\Delta \theta}{\Delta t} = \frac{d\theta}{dt}$$

Angular Speed, final

- Units of angular speed are radians/sec
  - rad/s or s^{-1} since radians have no dimensions
- Angular speed will be positive if θ is increasing (counterclockwise)
- Angular speed will be negative if θ is decreasing (clockwise)

Average Angular Acceleration

- The average angular acceleration, α,

  of an object is defined as the ratio of the change in the angular speed to the time it takes for the object to undergo the change:

$$\alpha_{avg} = \frac{\omega_f - \omega_i}{t_f - t_i} = \frac{\Delta\omega}{\Delta t}$$

Instantaneous Angular Acceleration

- The instantaneous angular acceleration is defined as the limit of the average angular acceleration as the time goes to 0

$$\alpha \equiv \lim_{\Delta t \to 0} \frac{\Delta \omega}{\Delta t} = \frac{d\omega}{dt}$$

Angular Acceleration, final

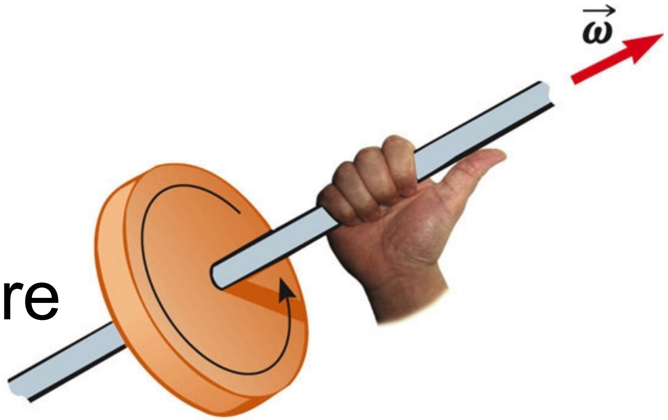
- Units of angular acceleration are rad/s² or s^{-2} since radians have no dimensions
- Angular acceleration will be positive if an object rotating counterclockwise is speeding up
- Angular acceleration will also be positive if an object rotating clockwise is slowing down

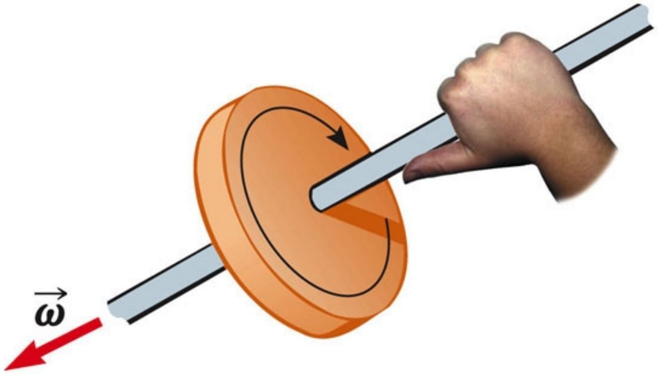
Angular Motion, mini-quiz

- T or F. The $\Delta\theta$, ω, and α are the same for every point on a rigid solid.
- T or F. The θ, $\Delta\theta$, ω, and α are the same for every point on a rigid solid.
- What is the ω_{avg} (in rad/sec) of a wheel that rotates 1 revolution in 2 seconds?
- If a CD spins up from 0 to 50 rad/s in 5 seconds, what is the α_{avg}?

Directions, details

- Strictly speaking, the angular speed and acceleration (ω, α) are the magnitudes of vectors
- The directions are actually given by the right-hand rule.





Rotational Kinematics

- Under **constant angular acceleration**, we can describe the motion of the rigid object using a set of kinematic equations
  - These are similar to the kinematic equations for linear motion
  - The rotational equations have the same mathematical form as the linear equations
- The new model is a **rigid object under constant angular acceleration**
  - Analogous to the particle under constant acceleration model

Rotational Kinematic Equations

$$\omega_f = \omega_i + \alpha t$$

$$\theta_f = \theta_i + \omega_i t + \frac{1}{2}\alpha t^2$$

$$\omega_f^2 = \omega_i^2 + 2\alpha\left(\theta_f - \theta_i\right)$$

$$\theta_f = \theta_i + \frac{1}{2}\left(\omega_i + \omega_f\right)t$$

all with consant α

Comparison Between Rotational and Linear Equations

TABLE 10.1

Kinematic Equations for Rotational and Translational Motion Under Constant Acceleration

Rotational Motion About a Fixed Axis	Translational Motion
$\omega_f = \omega_i + \alpha t$	$v_f = v_i + at$
$\theta_f = \theta_i + \omega_i t + \frac{1}{2}\alpha t^2$	$x_f = x_i + v_i t + \frac{1}{2}at^2$
$\omega_f^2 = \omega_i^2 + 2\alpha(\theta_f - \theta_i)$	$v_f^2 = v_i^2 + 2a(x_f - x_i)$
$\theta_f = \theta_i + \frac{1}{2}(\omega_i + \omega_f)t$	$x_f = x_i + \frac{1}{2}(v_i + v_f)t$

Outline for W11,D1

Rotation of a rigid solid (Ch. 10)

Relation between (s, v_t, a_t) and (θ, ω, α)

Torque, $\tau = rF_\perp$

Rotational kinetic energy

Rotational inertia (or moment of inertia)

Homework

Ch. 10 P. 1,4-6,19-21,25,28-30,34,35,37,53,54,55,64,67,69

Do for Wed/Fri

Notes:

No lab this honors week.

No class Friday – activity instead.

See NEW "Exam-like" questions on Chs. 9-11.

Relationship Between Angular and Linear Quantities

- Path length

  $$s = \theta r$$

- Tangential speed

  $$v_t = \omega r$$

- Tangential acceleration

  $$a_t = \alpha r$$

- Centripetal acceleration

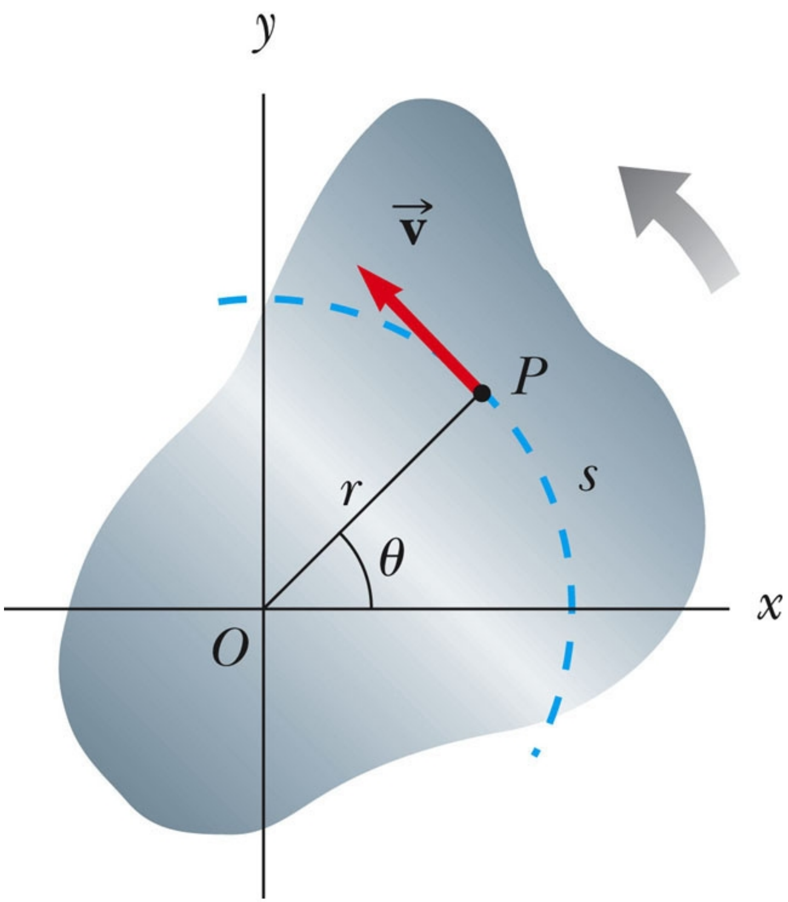
  $$a_c = \omega^2 r$$

- Every point on the rotating object has the same angular motion
- Every point on the rotating object does **not** have the same linear motion

Speed Comparison

- The tangential velocity is a tangent to the circular path
- The magnitude of the velocity of point P is the tangential speed, v_t

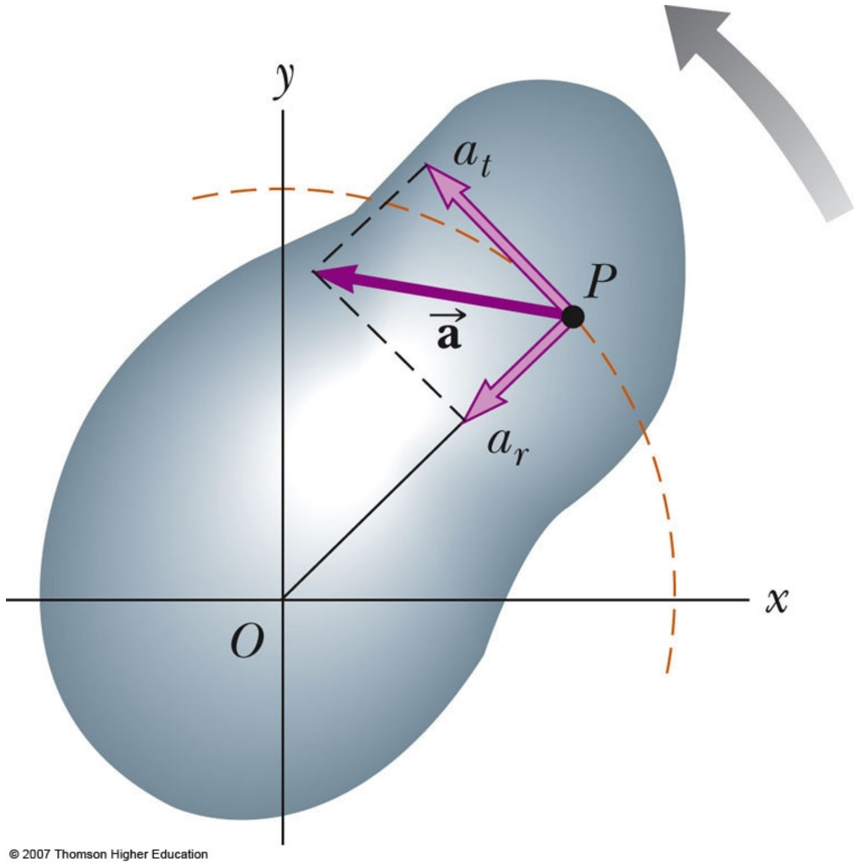
$$v_t = \frac{ds}{dt} = r d\frac{\theta}{dt} = r\omega$$



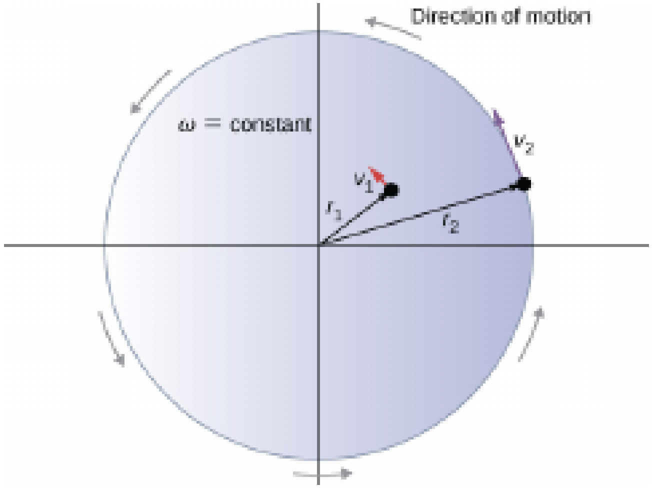
Acceleration Comparison

- The tangential acceleration is the derivative of the tangential speed

$$a_t = \frac{dv_t}{dt} = r\frac{d\omega}{dt} = r\alpha$$



Linear – angular relations. Examples.



A solid, rotating disk.

In Figure 2, suppose the black dots are at $r_1 = 1.2$ cm and $r_2 = 3.6$ cm. Then answer these questions ...

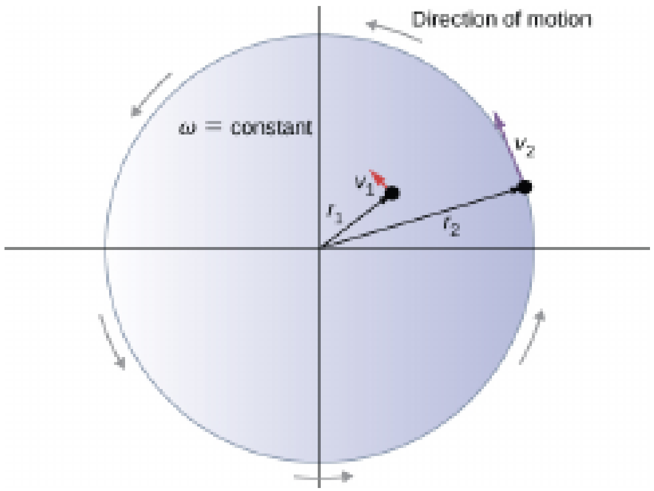
11. If dot 1 has a tangential speed of $v_{t1} = 3$ cm/sec, what is the angular frequency of dot 1?

12. If dot 1 has a tangential speed of $v_{t1} = 3$ cm/sec, what is the angular frequency of dot 2?

13. If dot 1 has a tangential speed of $v_{t1} = 3$ cm/sec, what is the tangential speed of dot 2?

14. If dot 1 has a tangential speed of $v_{t1} = 3$ cm/sec, what is the centripetal acceleration of dot 2?

Linear – angular relations. Examples.



A solid, rotating disk.

In Figure 2, suppose the black dots are at $r_1 = 1.2$ cm and $r_2 = 3.6$ cm. Then answer these questions ...

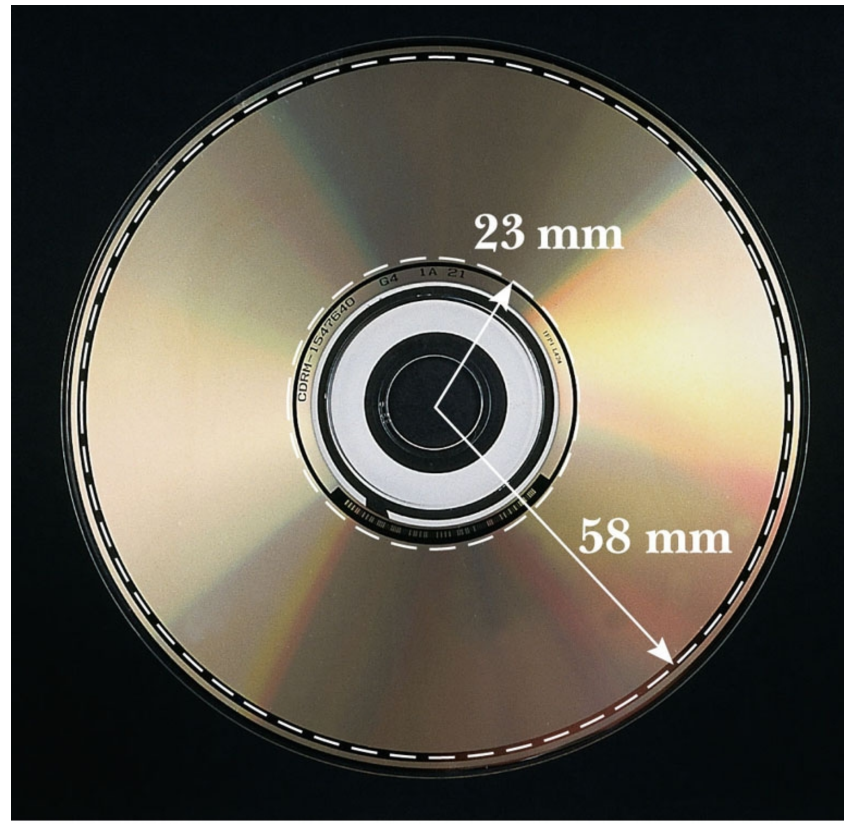
15. If dot 1 has a tangential speed of $v_{t1} = 3$ cm/sec, what is the centripetal acceleration of dot 1?

16. If a 0.002 kg bug is clinging on to the disk at dot 1, how much centripetal force must be exerted on the bug (by static friction)? (Recall $F_c = ma_c$.)

17. If a 0.002 kg bug is clinging on to the disk at dot 2, how much centripetal force must be exerted on the bug (by static friction)?

Rotational Motion Example

- For a compact disc player to read a CD, the angular speed must vary to keep the tangential speed constant ($v_t = \omega r$)
- At the inner sections, the angular speed is faster than at the outer sections



Ex) Find v_t at r=23mm if it spins at 500 RPM. v_t=52.4*.023=1.20m/s

Ex) Find v_t at r=58mm if it spins at 200 RPM. v_t=20.9*.058=1.21m/s

Torque

- Torque, τ, is a force times a distance which changes the rotation rate of an object
  - Torque is a vector, but we will deal with its magnitude first. (Cross products appear in Ch. 11)
  - $\tau = F\, r \sin\phi = F\, d$
    - F is the force
    - ϕ is the angle the force makes with the line extending from the axis to the point of application of F.
    - d is the *moment arm* (or lever arm) of the force

Outline for W11,D2

Torque Example ($\tau = rF_{\perp}$)

Rotational kinetic energy

Rotational inertia (or moment of inertia)

Homework

Ch. 10 P. 1,4-6,19-21,25,28-30,34,35,37,53,54,55,64,67,69

Do for Wed/Fri

Ch. 11 P. 1,2,3,5,36,42,48 Do before Exam II (4/23 or 4/25)

Notes:

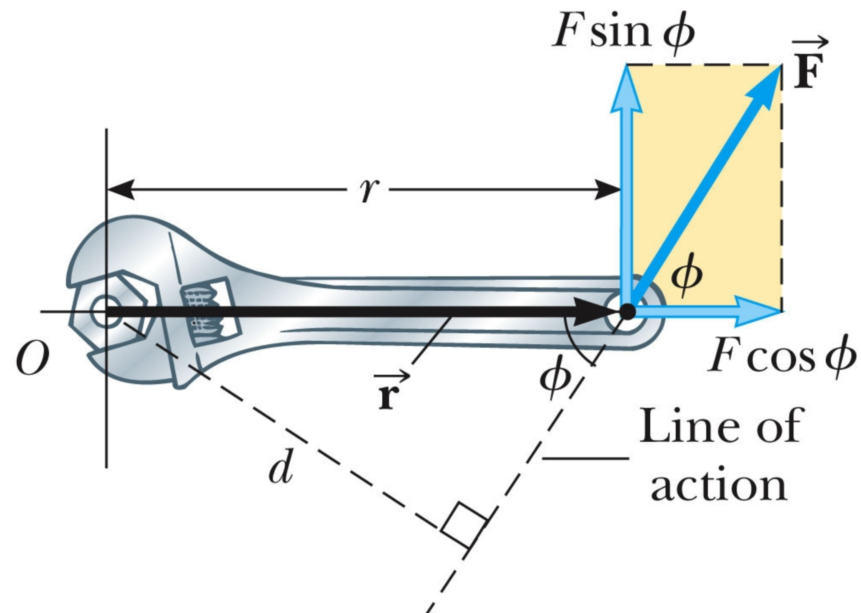
No lab this honors week.

No class Friday – see email for activity instead.

See NEW lists of equations for Exam II and Ch. 11 links.

Torque, cont

- The moment arm, *d*, is the *perpendicular* distance from the axis of rotation to a line drawn along the direction of the force
  - $d = r \sin \Phi$



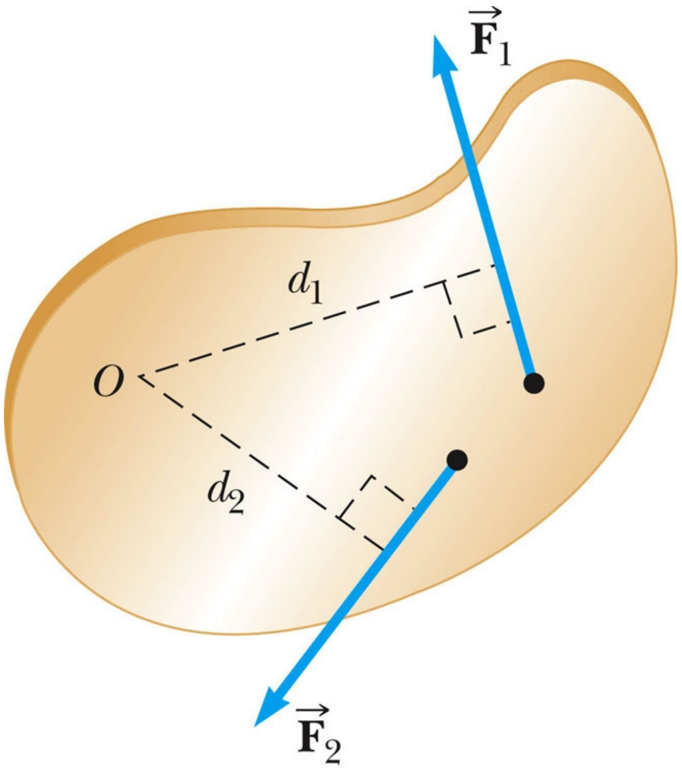
Ex) A force of 10 N is applied 20 cm away from the nut it is tightening in a direction 60° away from the wrench arm. Find the torque.
Q: What if θ = 90°? Q: What if r=10 cm and θ = 90°?

Torque, direction

- The horizontal component of the force (F cos ϕ) has no tendency to produce a rotation
- Torque has a direction
  - If the turning tendency of the force is counterclockwise (CCW), the torque will be positive
  - If the turning tendency is clockwise (CW), the torque will be negative

Net Torque

- The force $\mathbf{F}_1$ will tend to cause a counterclockwise rotation about *O*
- The force $\mathbf{F}_2$ will tend to cause a clockwise rotation about *O*
- $\Sigma\tau = \tau_1 + \tau_2 = F_1 d_1 - F_2 d_2$



Net Torque - Example

P. 30) Calculate the net torque about the axle of the wheel shown in Fig. 10-54. Assume that a friction torque of 0.60 Nm opposes the motion.

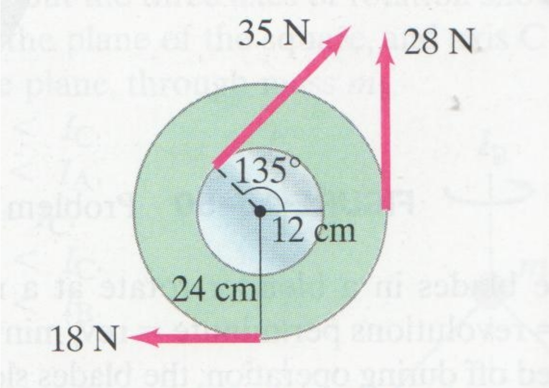


FIGURE 10–54 Problem 30.

$$\tau_{net} = \Sigma\tau = \tau_1 + \tau_2 + \tau_3 + \tau_{fric}$$

$$\tau_{app} = 28N(.24m) - 35N(.12m) - 18N(.24m)$$
$$= 6.72 - 4.2 - 4.32$$
$$= -1.8 \qquad \text{(- implies CW)}$$

Thus, $\tau_{fric} = 0.60$ Nm (CCW)

and $\tau_{net} = -1.2$ Nm

Torque vs. Force

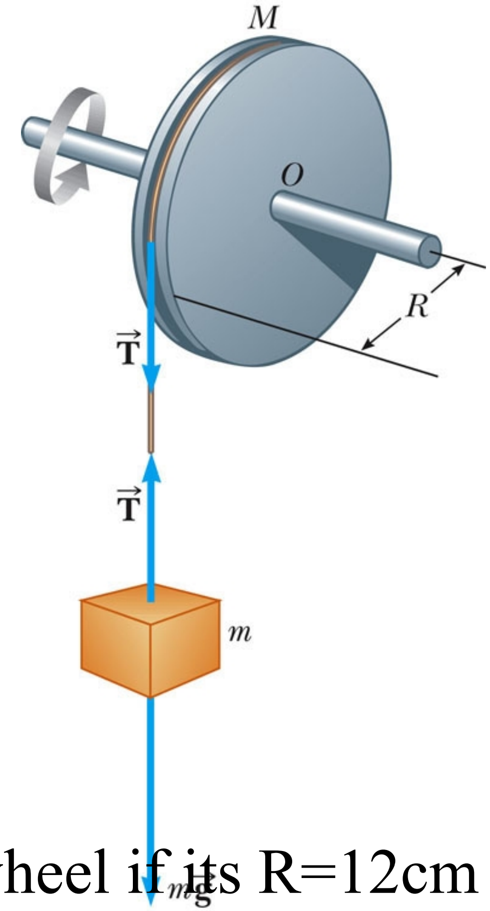
- Forces can cause a change in translational motion
  - Described by Newton's 2nd Law: $\mathbf{F}_{net}=m\mathbf{a}$
- Torques can cause a change in rotational motion
  - The Newton's 2nd law analog: $\boldsymbol{\tau}_{net} = I\ \boldsymbol{\alpha}$
  - Where I is *rotational inertia*

Torque Units

- The SI units of torque are N·m
  - Although torque is a force multiplied by a distance, it is very different from work and energy
  - The units for torque are reported in N·m and not changed to Joules

Torque and Angular Acceleration, Wheel Example

- Analyze:
- The wheel is rotating and so we apply $\Sigma\tau = I\alpha$
  - The tension supplies the tangential force
- The mass is moving in a straight line, so apply Newton's Second Law
  - $\Sigma F_y = ma_y = mg - T$



Ex) Find the angular acceleration of the wheel if its R=12cm and its I=0.05 kg m2 and the hanging mass m=2 kg. α=29.8 rad/s^2

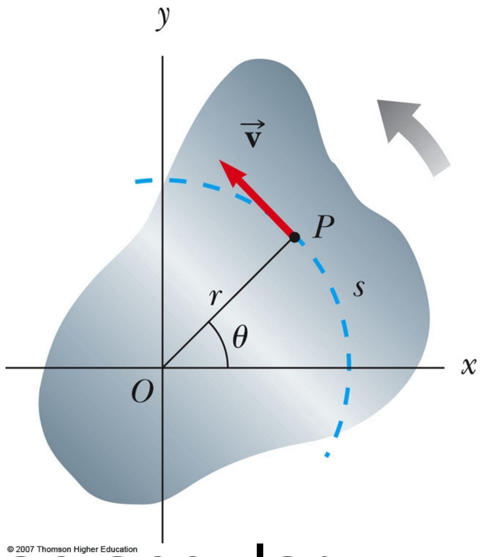
Ex) Find the linear acceleration of the mass m. a_y=3.58 m/s^2

Torque and Angular Acceleration

See link "Torque and rotational kinematics example" for another worked example of $\tau = I\alpha$.

This one applies to a grinding wheel.

Rotational Kinetic Energy



- An object rotating about some axis with an angular speed, ω, has rotational kinetic energy. Lets derive $K_{rot} = ½\ I\ \omega^2$
- Each particle, m_i, (like the one at P) has a kinetic energy of
  - $K_i = ½\ m_i v_i^2$
- The v_i is a tangential velocity at P and can be replaced by $v_i = \omega_i\ r$

Rotational Kinetic Energy, cont

- The total rotational kinetic energy of the rigid object is the sum of the energies of all its particles

$$K_R = \sum_i K_i = \sum_i \frac{1}{2} m_i r_i^2 \omega^2$$

$$K_R = \frac{1}{2}\left(\sum_i m_i r_i^2\right)\omega^2 = \frac{1}{2} I\omega^2$$

- Where *I* is called the moment of inertia

Rotational Kinetic Energy, final

- There is an analogy between the kinetic energies associated with linear motion ($K = \frac{1}{2} mv^2$) and the kinetic energy associated with rotational motion ($K_R = \frac{1}{2} I\omega^2$)
- Rotational kinetic energy is not a new type of energy, the form is different because it is applied to a rotating object
- The units of rotational kinetic energy are Joules (J)

Rotational Kinetic Energy

Example) Find the total KE of a baseball (mass m, radius R) with a speed v and a spin ω.

Ans: $K_{tot} = K_{rot} + K_{trans}$

Moment of Inertia

- The definition of moment of inertia (for a collection of discrete masses) is

$$I = \sum_i r_i^2 m_i$$

- The dimensions of moment of inertia are ML^2 and its SI units are $kg \cdot m^2$

We can calculate the moment of inertia of an extended object by assuming it is divided into small volume elements, Δm_i, and taking the limit towards zero size: $\Delta m_i = dm$

Moment of Inertia, cont

- We can rewrite the expression for I in terms of Δm

$$I = \lim_{\Delta m_i \to 0} \sum_i r_i^2 \Delta m_i = \int r^2 dm$$

- With the small volume segment assumption,

$$I = \int \rho r^2 dV$$

- If ρ is constant, the integral can be evaluated with known geometry, otherwise its variation with position must be known

Notes on Various Densities

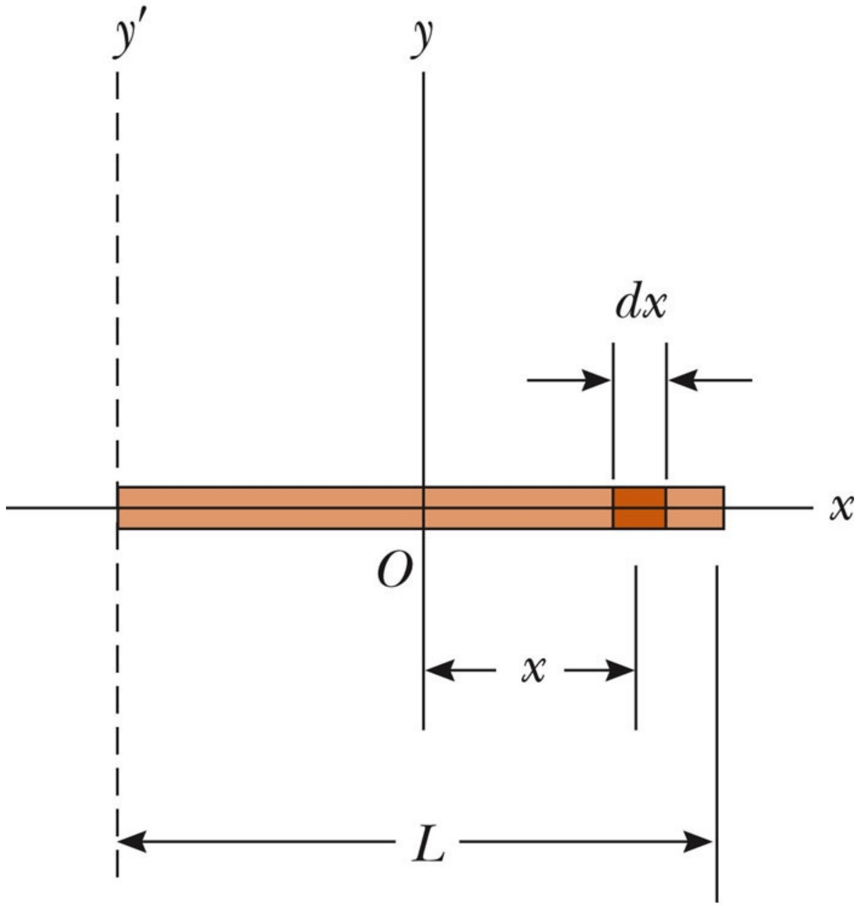
- Volumetric Mass Density → mass per unit volume: $\rho = m / V$
- Surface Mass Density → mass per unit thickness of a sheet of uniform thickness, t : $\sigma = \rho t$
- Linear Mass Density → mass per unit length of a rod of uniform cross-sectional area: $\lambda = m / L = \rho A$

Moment of Inertia of a Uniform Rigid Rod

- The shaded area has a mass
  - $dm = \lambda\, dx$
- For a uniform rod, λ=M/L
- Then the moment of inertia is

$$I_y = \int r^2 dm = \int_{-L/2}^{L/2} x^2 \frac{M}{L} dx$$

$$I_y = \frac{1}{12} ML^2$$



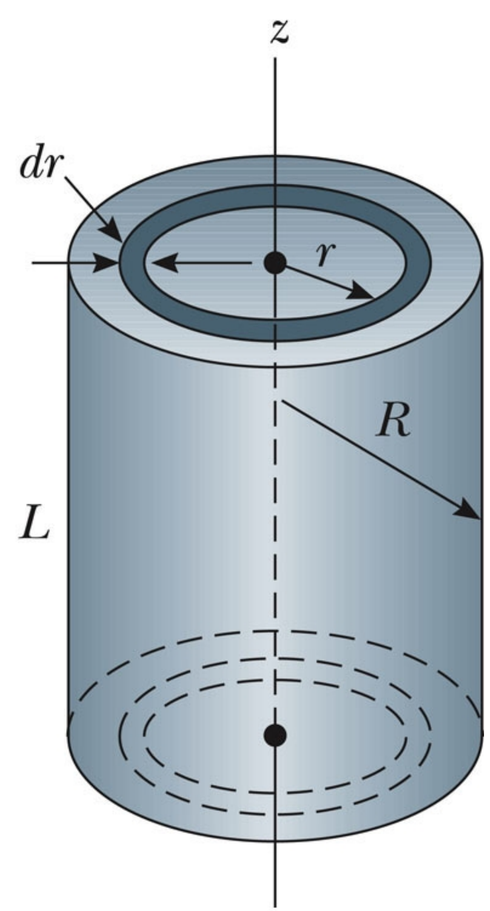
Q: What is $I_{y'}$ (relative to y')? Ans: $I_{y'} = \frac{4}{12} ML^2$

Moment of Inertia of a Uniform Solid Cylinder

- Divide the cylinder into concentric shells with radius *r*, thickness *dr* and length *L*
- $dm = \rho\, dV = \rho 2\pi r L dr$
- Then for *I*

$$I_z = \int r^2 dm = \int r^2 (2\pi\rho L r\ dr)$$

$$I_z = \frac{1}{2} M R^2$$



Outline for W12,D1

Friday activity on rolling round objects.

~~Rotational inertia of a system of point masses~~

Parallel axis theorem

$W=\tau d\theta$ and $P=\tau\omega$

Homework

Ch. 10 P. 1,4-6,19-21,25,28-30,34,35,37,53,54,55,64,67,69

Do for last Wed/Fri

Ch. 11 P. 1,2,3,5,36,42,48

Do for next Wed. (4/23 or 4/25 for Exam II)

Notes:

Lab on oscillatory motion.

No class on Good Friday.

Still updating Ch. 10 and 11 PDFs.

Friday activity – follow up

1) Figure out the time it will take for a 1 kg rigid **hoop** with a radius of 0.15 m to roll down a 15 degree incline with a 2 meter length.

$\boxed{I = MR^2 = 0.023}$ for hoop

2) Figure out the time it will take for a 3 kg rigid **disk** with radius 0.45 m to roll down the same incline as in #1.

$\boxed{I = \frac{1}{2} MR^2 = 0.304}$ for disk/cylinder

$$v_f = \sqrt{\frac{2g(h_i - h_f)}{(1+f)}} \qquad v_{avg} = \frac{v_i + v_f}{2} \qquad t = \frac{L}{v_{avg}}$$

Answers:

1) t = 1.78 sec

2) t = 1.54 sec

Note: see textbook's Example 10-19 to see how static friction creates the torque in the rolling object.
Recall: the car (or block) on the frictionless incline had a=g sin θ. It's v_f =3.19 m/s from $v_f = \sqrt{2Lg\sin\theta}$ gives t=L/1.59=1.26 s.

Friday activity (cont.)

3) Google the following and read the AI generated answer:
"How does the time for a circular object to roll down an incline depend on the mass and radius of the object?"
Write down whether you think this answer is fully correct or needs qualification.

$$I_{COM} = fMR^2$$

AI response:
"The time it takes for a circular object to roll down an incline is not *solely* determined by its mass or radius. The object's shape and how its mass is distributed (*its moment of inertia)* play a more significant role. A solid sphere will reach the bottom of an incline faster than a hollow cylinder *of the same mass and radius*."

The object's shape and mass distribution is <u>all</u> that matters (for a given smooth incline and no air resistance). Only the f matters for determining $a_{COM} = a_t = R\alpha$.

Friday activity (cont.)

3) Google the following and read the AI generated answer:
"How does the time for a circular object to roll down an incline depend on the mass and radius of the object?"
Write down whether you think this answer is fully correct or needs qualification.

$$I_{COM} = fMR^2$$

AI response:
"In summary: While mass and radius *do play a role*, the shape *and moment of inertia* are the key factor*s* determining the time it takes for a circular object to roll down an incline. Objects with a *smaller moment of inertia* (like a solid sphere) will accelerate faster and reach the bottom first."

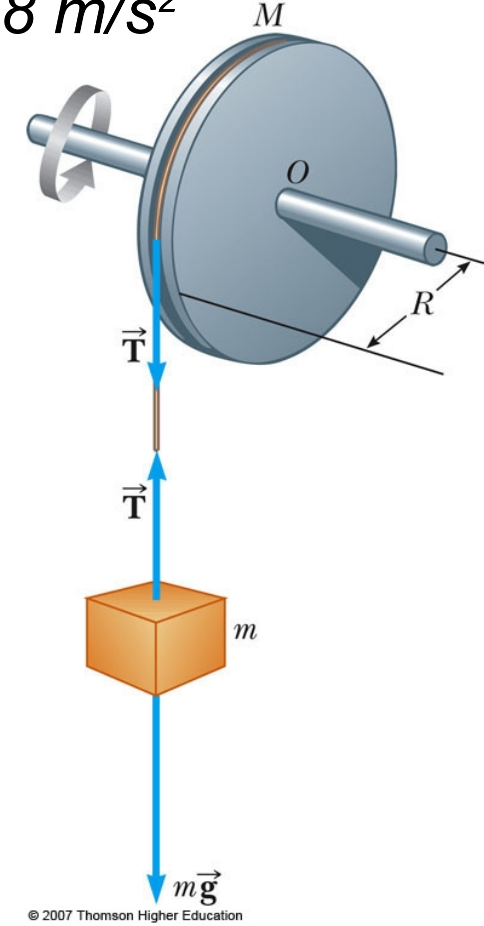
The summary is even worse! Objects with a smaller f-factor will accelerate faster, but they can have virtually ANY moment of inertia.

Q: Do the M and R of a pulley wheel matter when a mass m is hung from the pulley's string?

Torque and α, Wheel Example: *correction*

a) Find the angular acceleration of the wheel if its R=12cm and its I=0.05 kg m2 and the hanging mass m=2 kg. $\alpha = 29.8\ rad/s^2$

b) Find the linear acceleration of the mass m. $a_y = 3.58\ m/s^2$



a) $\tau = I\alpha$ so $\alpha = \tau / I$

But $\tau \neq mgr$! $\tau = Tr$ where T is the tension.

$F_{net} = ma_y = mg - T$ (Newton's 2nd for m)

So $T = mg - ma_y$

But $a_y = a_t = \alpha r$. So $T = mg - m\alpha r$ and

$\alpha = (mg - m\alpha r)r/I$ Solve for α ...

$\alpha + m\alpha r^2/I = mgr/I$

$\alpha\ (1+mr^2/I) = mgr/I$

$\alpha\ (1+2(.12)^2/.05)=2(9.8)(.12)/.05$

$\alpha = 47.04/(1.576) = \mathbf{29.8\ rad/s^2}$ (Not 47.0)

$$\alpha = \frac{mgr}{fMr^2 + Mr^2}$$

b) $a_y = \alpha r = 29.8*0.12 = \mathbf{3.58\ m/s^2}$ (Not 5.6)

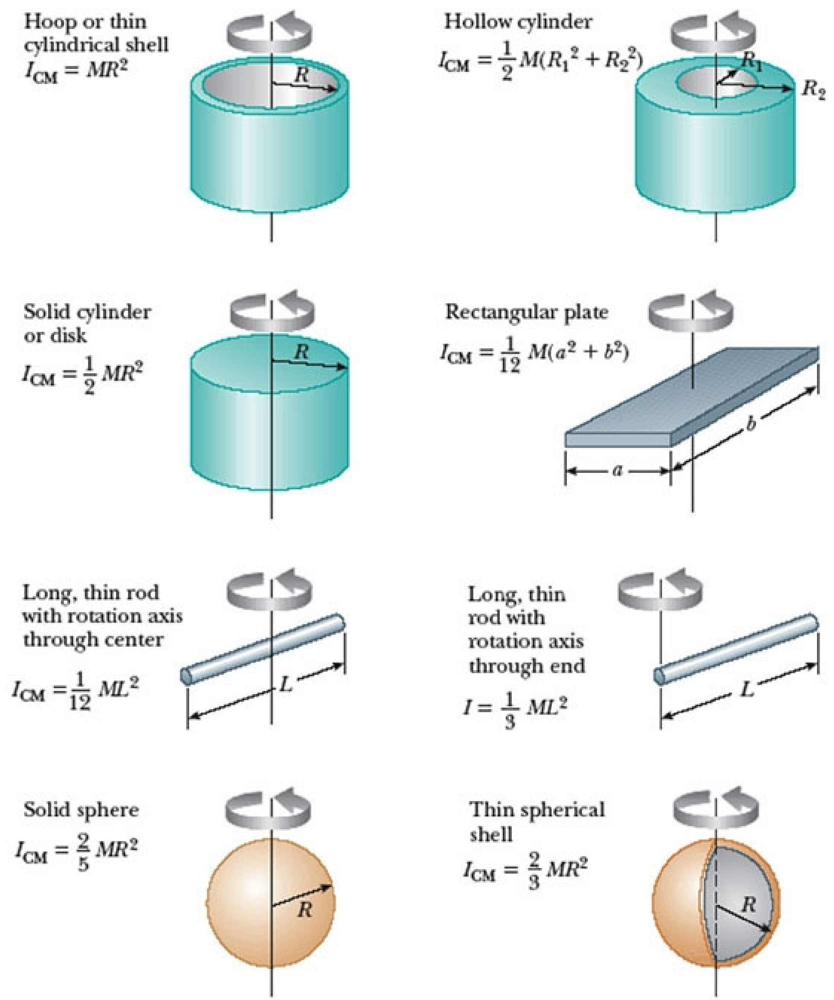
Parallel-Axis Theorem

- In the previous examples, the axis of rotation coincided with the axis of symmetry of the object
- For an arbitrary axis, the parallel-axis theorem often simplifies calculations
- The theorem states $I = I_{CM} + MD^2$
  - I is about any axis parallel to the axis through the center of mass of the object
  - I_{CM} is about the axis through the center of mass
  - D is the distance from the center of mass axis to the arbitrary axis

Moments of Inertia of Various Rigid Objects

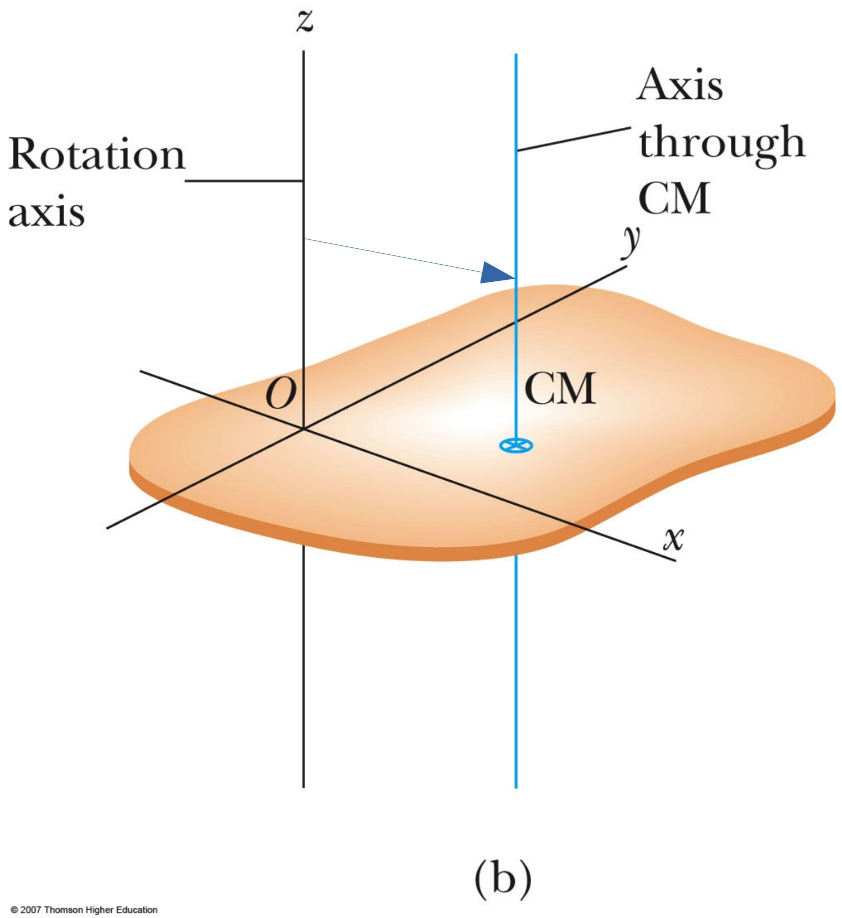
TABLE 10.2

Moments of Inertia of Homogeneous Rigid Objects with Different Geometries



Parallel-Axis Theorem Example

- The axis of rotation goes through O
- The axis through the center of mass is shown
- The moment of inertia about the axis through O would be $I_O = I_{CM} + MD^2$



Moment of Inertia for a Rod Rotating Around One End

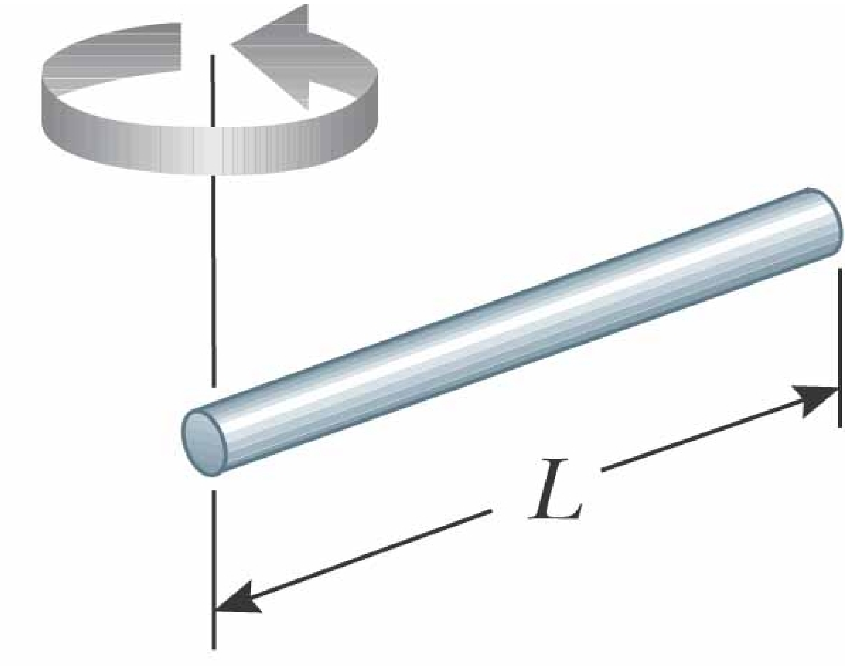
- The moment of inertia of the rod about its center is

$$I_{CM} = \frac{1}{12} ML^2$$

- D is ½ L
- Therefore,

$$I = I_{CM} + MD^2$$

$$I = \frac{1}{12} ML^2 + M\left(\frac{L}{2}\right)^2 = \frac{1}{3} ML^2$$



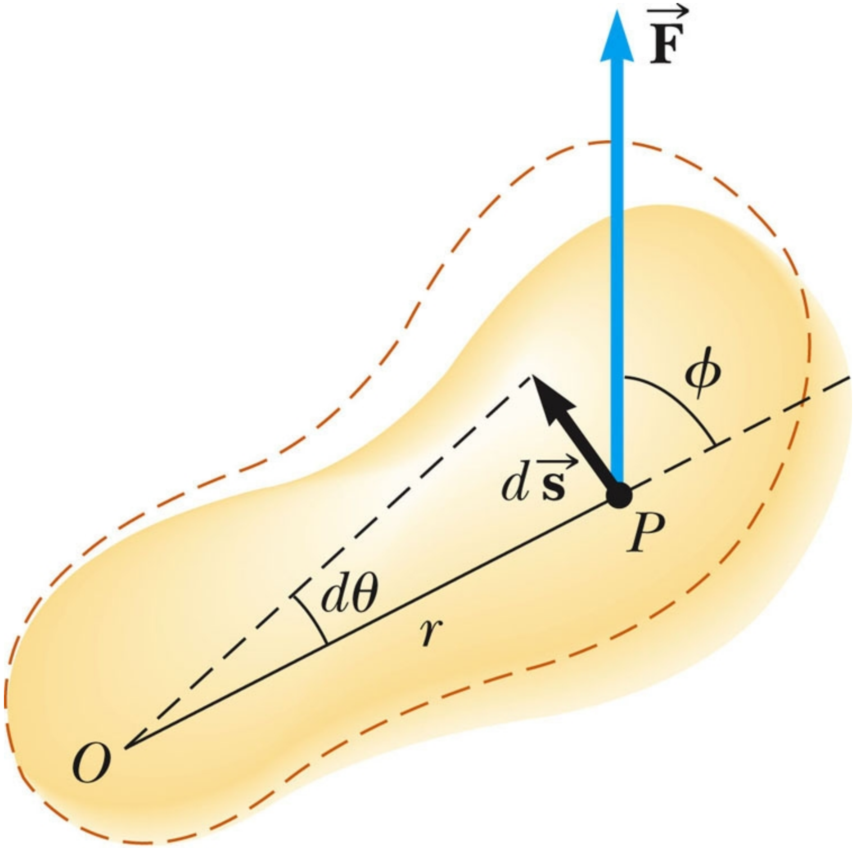
Work in Rotational Motion

- Find the work done by $\mathbf{F}$ on the object as it rotates through an infinitesimal distance $ds = r\,d\theta$

$$dW = \mathbf{F} \cdot d\mathbf{s}$$

$$= (F \sin\varphi) r\, d\theta$$

- The radial component of the force does no work because it is perpendicular to the displacement



Power in Rotational Motion

- The rate at which work is being done in a time interval *dt* is

$$\text{Power} = \wp = \frac{dW}{dt} = \tau \frac{d\theta}{dt} = \tau\omega$$

- This is analogous to $\wp = Fv$ in a linear system

Summary of Useful Equations

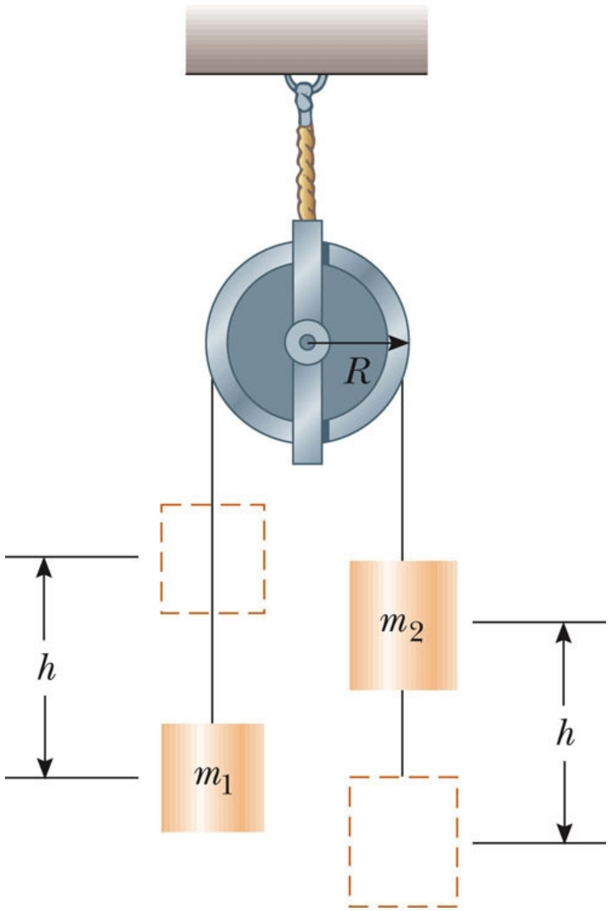
TABLE 10.3

Useful Equations in Rotational and Translational Motion

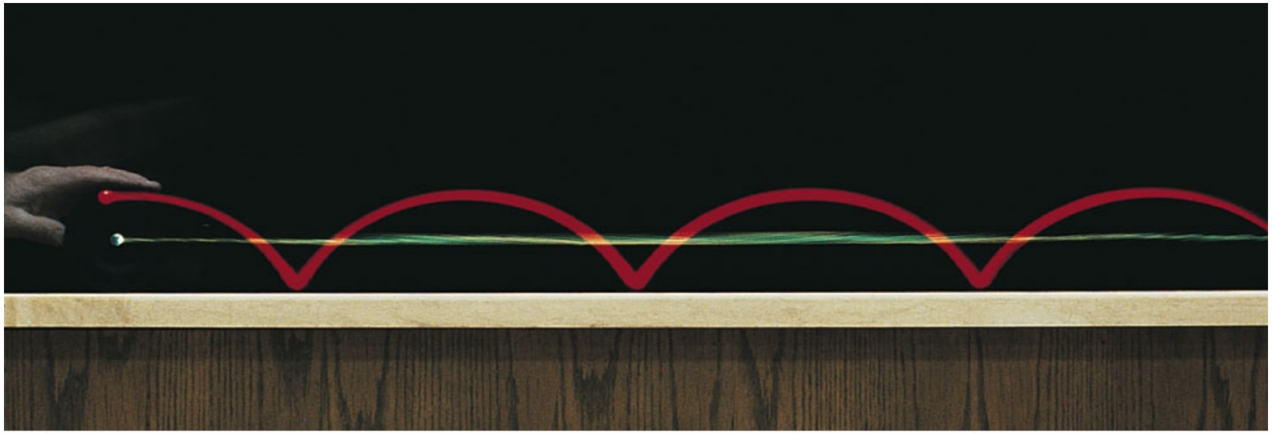
Rotational Motion About a Fixed Axis	Translational Motion
Angular speed $\omega = d\theta/dt$	Translational speed $v = dx/dt$
Angular acceleration $\alpha = d\omega/dt$	Translational acceleration $a = dv/dt$
Net torque $\Sigma\tau = I\alpha$	Net force $\Sigma F = ma$
If $\alpha =$ constant $\begin{cases} \omega_f = \omega_i + \alpha t \\ \theta_f = \theta_i + \omega_i t + \frac{1}{2}\alpha t^2 \\ \omega_f^2 = \omega_i^2 + 2\alpha(\theta_f - \theta_i) \end{cases}$	If $a =$ constant $\begin{cases} v_f = v_i + at \\ x_f = x_i + v_i t + \frac{1}{2}at^2 \\ v_f^2 = v_i^2 + 2a(x_f - x_i) \end{cases}$
Work $W = \int_{\theta_i}^{\theta_f} \tau\, d\theta$	Work $W = \int_{x_i}^{x_f} F_x\, dx$
Rotational kinetic energy $K_R = \frac{1}{2}I\omega^2$	Kinetic energy $K = \frac{1}{2}mv^2$
Power $\mathcal{P} = \tau\omega$	Power $\mathcal{P} = Fv$
Angular momentum $L = I\omega$	Linear momentum $p = mv$
Net torque $\Sigma\tau = dL/dt$	Net force $\Sigma F = dp/dt$

Energy in an Atwood Machine, Example

- The blocks undergo changes in translational kinetic energy and gravitational potential energy
- The pulley undergoes a change in rotational kinetic energy
- Use the active figure to change the masses and the pulley characteristics



Rolling Object



- The red curve shows the path moved by a point on the rim of the object
  - This path is called a ***cycloid***
- The green line shows the path of the center of mass of the object

Pure Rolling Motion

- In *pure rolling* motion, an object rolls without slipping
- In such a case, there is a simple relationship between its rotational and translational motions:

$$v_{CM} = v_t = \omega r$$

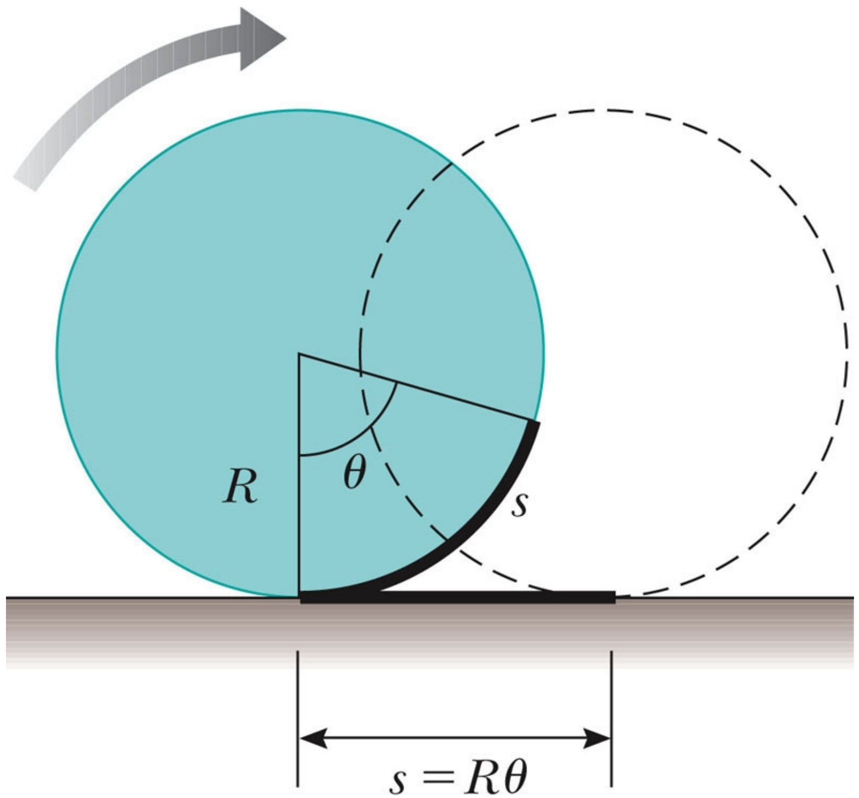
Rolling Object, Center of Mass

- The velocity of the center of mass is

$$v_{\mathrm{CM}} = \frac{ds}{dt} = R\frac{d\theta}{dt} = R\omega$$

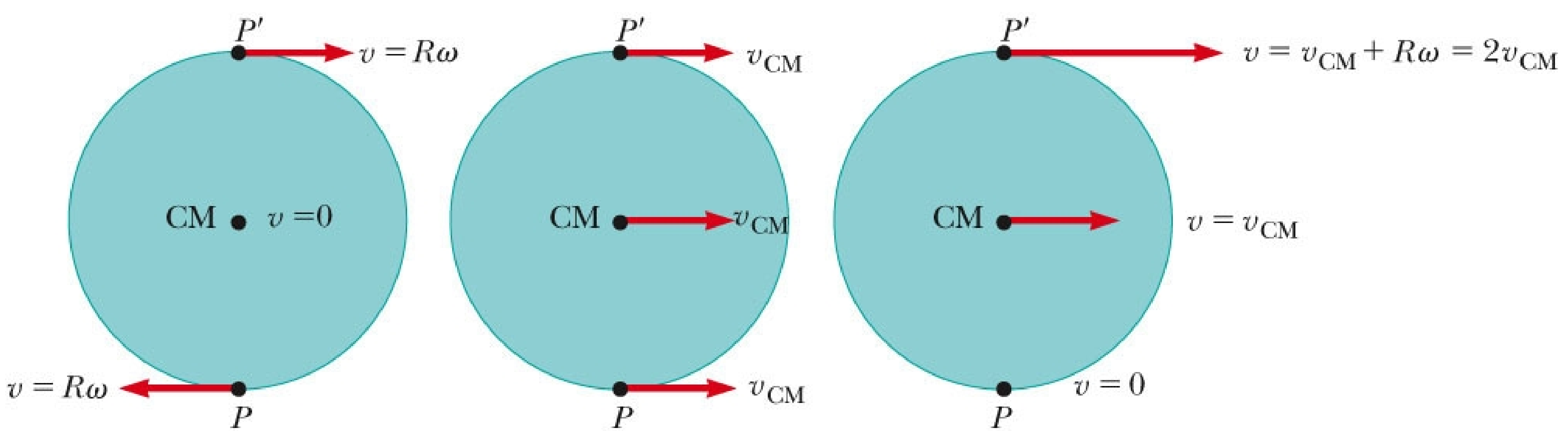
- The acceleration of the center of mass is

$$a_{\mathrm{CM}} = \frac{dv_{CM}}{dt} = R\frac{d\omega}{dt} = R\alpha$$



Rolling Motion Cont.

- Rolling motion can be modeled as a combination of pure translational motion and pure rotational motion
- The contact point between the surface and the cylinder has a translational speed of zero (c)



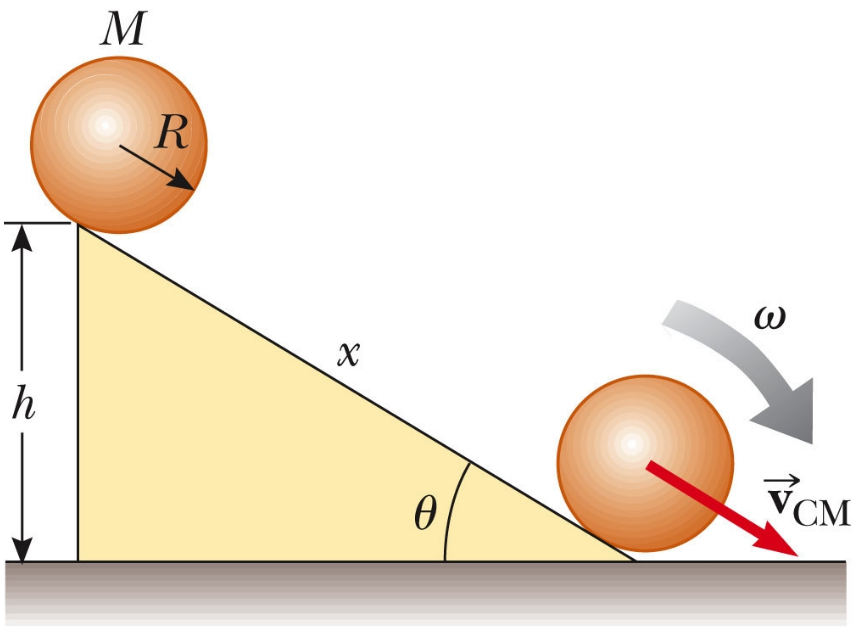
(a) Pure rotation (b) Pure translation (c) Combination of translation and rotation

Total Kinetic Energy of a Rolling Object

- The total kinetic energy of a rolling object is the sum of the translational energy of its center of mass and the rotational kinetic energy about its center of mass
  - $K = \frac{1}{2} I_{CM} \omega^2 + \frac{1}{2} M v_{CM}^2$
    - The $\frac{1}{2} I_{CM}\omega^2$ represents the rotational kinetic energy of the cylinder about its center of mass
    - The $\frac{1}{2} Mv^2$ represents the translational kinetic energy of the cylinder about its center of mass

Total Kinetic Energy, Example

- Accelerated rolling motion is possible only if friction is present between the sphere and the incline
  - The friction produces the net torque required for rotation
  - No loss of mechanical energy occurs because the contact point is at rest relative to the surface at any instant
  - Use the active figure to vary the objects and compare their speeds at the bottom



Total Kinetic Energy, Example cont

- Apply Conservation of Mechanical Energy
  - Let $U = 0$ at the bottom of the plane
  - $K_f + U_f = K_i + U_i$ *Since* $\omega^2 = v^2_{CM} / R^2$ *for pure rolling ...*
  - $K_f = \frac{1}{2} (I_{CM} / R^2) v_{CM}^2 + \frac{1}{2} M v_{CM}^2$ $= \frac{1}{2}\left(\frac{I_{CM}}{R^2} + M\right) v_{CM}^2$
  - $U_i = Mgh$
  - $U_f = K_i = 0$
- Solving for v

$$v = \left[\frac{2gh}{1 + \left(I_{CM}/MR^2\right)}\right]^{1/2} \qquad v_{CM} = \sqrt{\frac{2g(h_i - h_f)}{(1+f)}}$$

Sphere Rolling Down an Incline, Example

- **Conceptualize**
  - A sphere is rolling down an incline
- **Categorize**
  - Model the sphere and the Earth as an isolated system
  - No nonconservative forces are acting
- **Analyze**
  - Use Conservation of Mechanical Energy to find v
    - See previous result

Sphere Rolling Down an Incline, Example cont

- **Analyze**, cont
  - Solve for the acceleration of the center of mass
- **Finalize**
  - Both the speed and the acceleration of the center of mass are independent of the mass and the radius of the sphere
- Generalization
  - *All homogeneous solid spheres experience the same speed and acceleration on a given incline*
    - Similar results could be obtained for other shapes

Outline for W12,D2

Angular Momentum

$\vec{L} = I\,\vec{\omega}$ (for rigid solids)

Conservation of Angular Momentum $\vec{L}_{TOT} = \vec{L}\,'_{TOT}$

$\vec{L} = \vec{r} \times \vec{p}$ (for point-like objects)

Vector cross-products

Homework

Ch. 11 P. 1,2,3,5,36,42,48 (skip 11.7 through 11.9)

Do for next Wed. (Wed 4/23 is Exam II)

Notes:

Exam II next Wed, Review on Monday

Lab on oscillatory motion. $x(t)=A\sin(\omega t)$

No class on Good Friday.

Ch. 10 PDF will include Ch. 11 lectures at the end.

Angular Momentum

Angular Momentum: a measure of how hard it is to stop an object from spinning.

* $\vec{L} = I\vec{\omega}$ (rotational analog to $\vec{p} = m\vec{v}$)
* I, rotational inertia, is a measure of how hard it is to *change* the spin rate of an object
* ω, angular frequency, is spin rate

Relation to torque

* It takes more torque x time to stop an object with a large L.

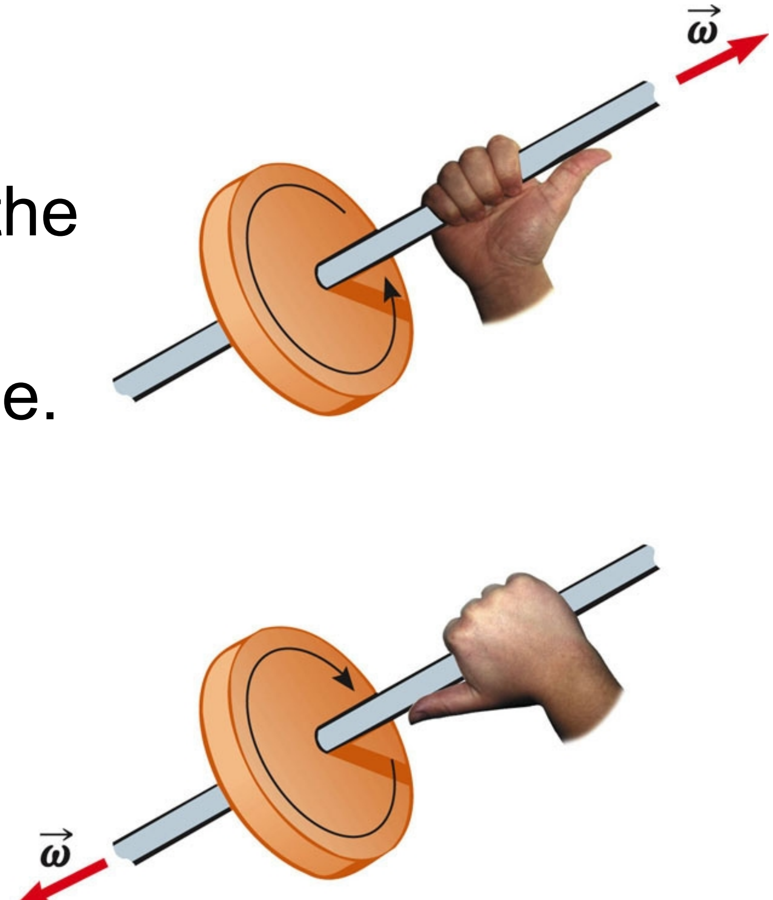
$\Delta\vec{L} = \int \vec{\tau}\,dt$ rotational analog to $\Delta\vec{p} = \int \vec{F}\,dt$

* The faster L changes with time, the greater the net torque:

$\frac{d\vec{L}}{dt} = \vec{\tau}_{net}$ rotational analog to $\frac{d\vec{p}}{dt} = \vec{F}_{net}$

Direction of Angular Momentum

- Angular momentum, **L**, is in the same direction as **ω**!
- Remember the right-hand rule.



Examples

P. 11-2) (a) What is the angular momentum of a 2.8 kg uniform cylindrical grinding wheel of radius 18cm when rotating at 1500 rpm? (b) How much torque is required to stop it in 6.0 s?

(a) Use $\vec{L} = I\,\vec{\omega}$

$L = 7.1\ \mathrm{kg\ m^2\ s^{-1}}$

(b) Use $\dfrac{d\vec{L}}{dt} = \vec{\tau}_{net} \rightarrow \dfrac{\Delta\vec{L}}{\Delta t} = \vec{\tau}_{avg}$

$\tau_{avg} = -1.2\ \mathrm{Nm}$

Conservation of angular momentum

The total angular momentum of an isolated system is constant.

$$\vec{L}_{TOT} = \vec{L}'_{TOT}$$

* "Isolated" implies no torques from outside of the system.

* Two or more objects could interact by bouncing off of each other or sticking together. The total angular momentum, measured relative to any axis, will stay constant.

Example 11-2 "Clutch" from textbook.

*One deformable object will change it's ω if it changes its shape.

Example: figure skaters on ice.

Conservation of angular momentum

Problem 11.9) A uniform disk turns at 4.1 rev/s around a friction-Less central axis. A non-rotating rod, of the same mass as the disk and length equal to the disks diameter, is dropped onto the freely spinning disk. They then turn together around the spindle with their centers superposed. What is the angular frequency in rev/s of the combination?

$$\vec{L}_{TOT} = \vec{L}\,'_{TOT}$$

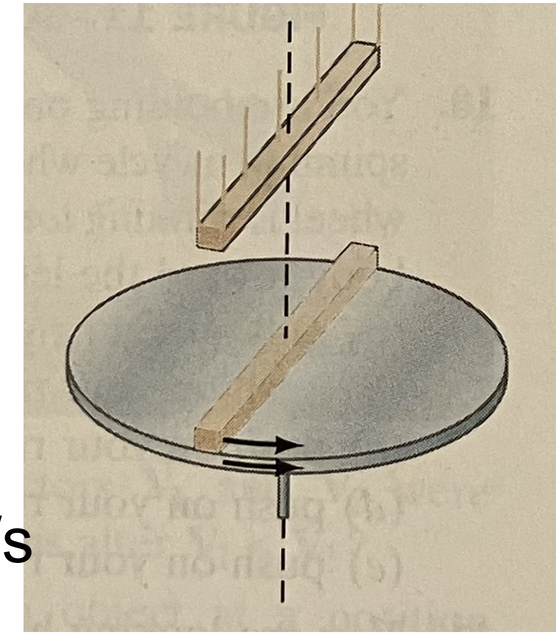
$I_d\omega_d = I_d\omega_f + I_r\omega_f$

But $I_d=1/2MR^2$, $I_r=1/12ML^2$

and $L=2R$, so

$I_d\omega_d = \omega_f(MR^2/2+MR^2/3) = \omega_f(5/6)MR^2$

$(1/2)\omega_d=(5/6)\omega_f \longrightarrow \omega_f=3/5\omega_d = 2.46$ rev/s



Conservation of angular momentum

Example) The YouTube Video of a man holding a spinning Wheel while standing on swivel platform.

System of 2 parts: man on platform, wheel.

$$\vec{L}_{TOT} = \vec{L}'_{TOT} \qquad \text{Wheel axis flipped } 180^\circ$$

Before: man+platform has $L_{mp}=0$,

Wheel has L_w up.

After: Wheel has L_w down, so $\Delta L_w = -L_w - L_w = -2L_w$

So man+platform must have $\Delta L_{mp} = +2L_w$

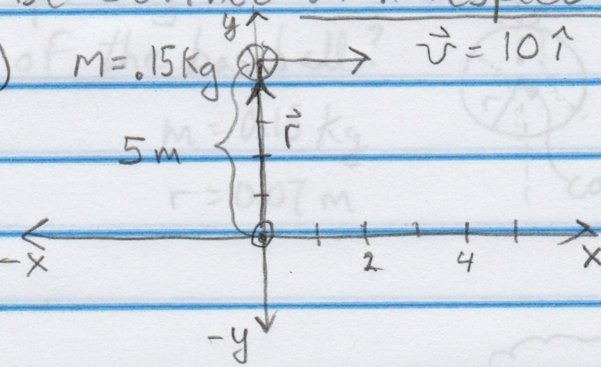
Since $\Delta L_{mp} = L_{mp} - 0$, $L_{mp} = 2L_w$ up.

L for a translating "point" mass

Question: Can a baseball travelling in a straight line and with no spin have "angular momentum"?

Answer: Yes! Angular momentum, $\vec{L} \equiv \vec{r} \times \vec{p}$, can be defined with respect to any reference point.

Ex) $M = .15\,\mathrm{Kg}$ $\quad \vec{v} = 10\,\hat{\imath}$



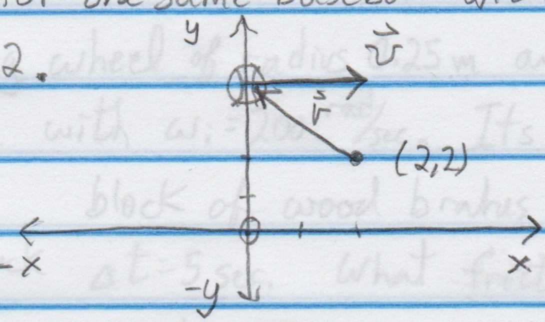
Find $\vec{L}$ of this baseball with respect to the origin.

Sol'n: $\vec{L} = \vec{r} \times \vec{p}$

$\vec{r} = 5\hat{\jmath}$ $\qquad \vec{p} = m\vec{v} = .15(10\hat{\imath}) = 1.5\hat{\imath}\ \mathrm{kg\,m/s}$

$\vec{L} = 5\hat{\jmath} \times 1.5\hat{\imath} = \boxed{7.5(-\hat{k})}$ into page

Ex) Find $\vec{L}$ for the same baseball with respect to $x = 2,\ y = 2$.



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

$r = -2\hat{\imath} + 2\hat{\jmath}\ \mathrm{m}, \quad p = 1.5\,\hat{\imath}\ \mathrm{kg\,m/s}$

$\vec{r} \times \vec{p} = (-2\hat{\imath} + 2\hat{\jmath}) \times (1.5\,\hat{\imath})$

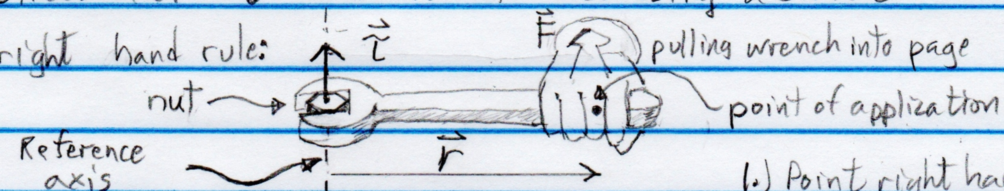
$= 3(-\hat{k})$ or $\boxed{-3\hat{k}}$

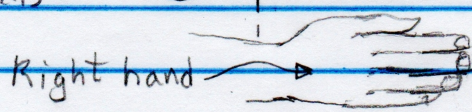
into page

Vector cross products – torque revisited

Torque, $\vec{\tau} = \vec{r} \times \vec{F}$ (Greek letter tau)

* Torque is a force (times a distance) which causes an objects' spin rate ($\vec{\omega}$) to change
  * A torque can cause no change in spin if it is balanced by another torque.
* Vector cross products: $|\vec{r} \times \vec{F}| = |\vec{r}||\vec{F}| \sin\theta$ ← angle between $\vec{r}$ and $\vec{F}$
* Direction of $\vec{\tau} = \vec{r} \times \vec{F}$ is determined using a different right hand rule:





1.) Point right hand in direction of $\vec{r}$

2) Rotate hand until fingers can bend in the direction of $\vec{F}$.

3) Stick out thumb and it will point in the direction of $\vec{\tau}$