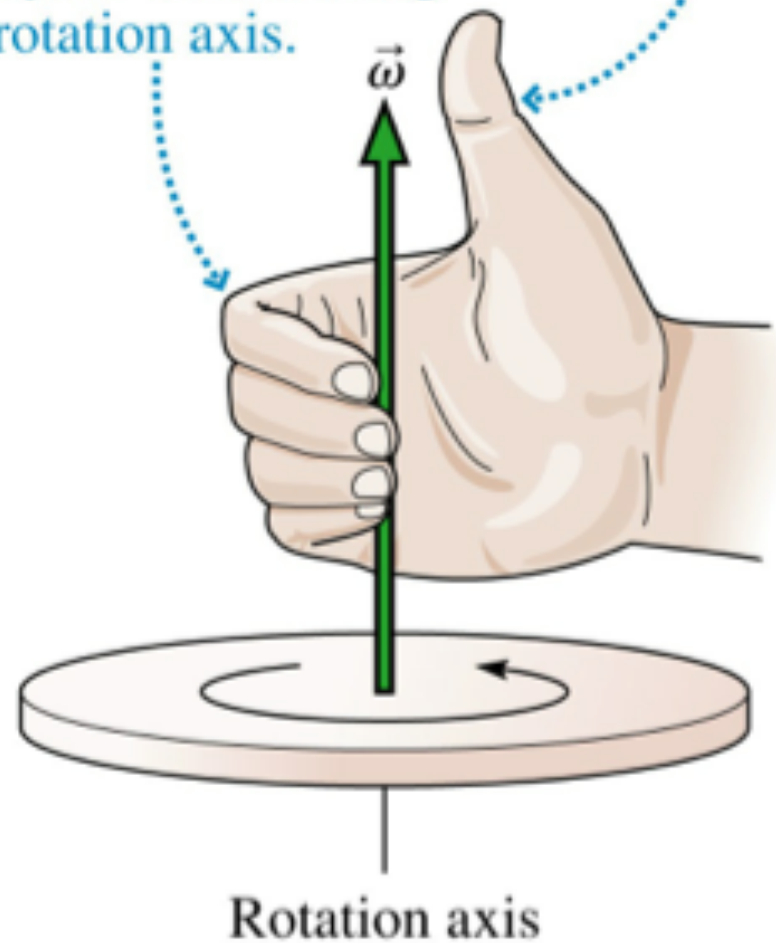


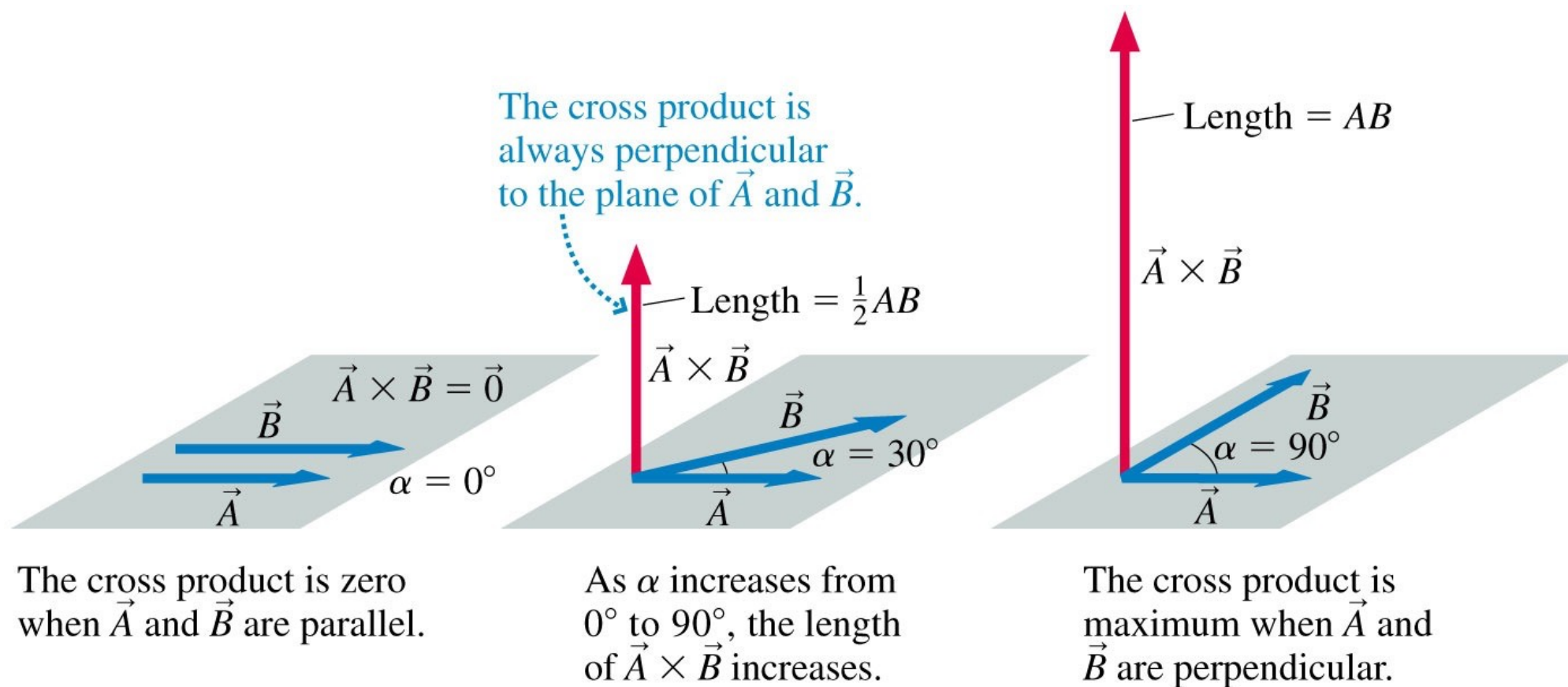
# Angular Velocity Vector

1. Using your right hand, curl your fingers in the direction of rotation with your thumb along the rotation axis.
2. Your thumb is then pointing in the direction of  $\vec{\omega}$ .



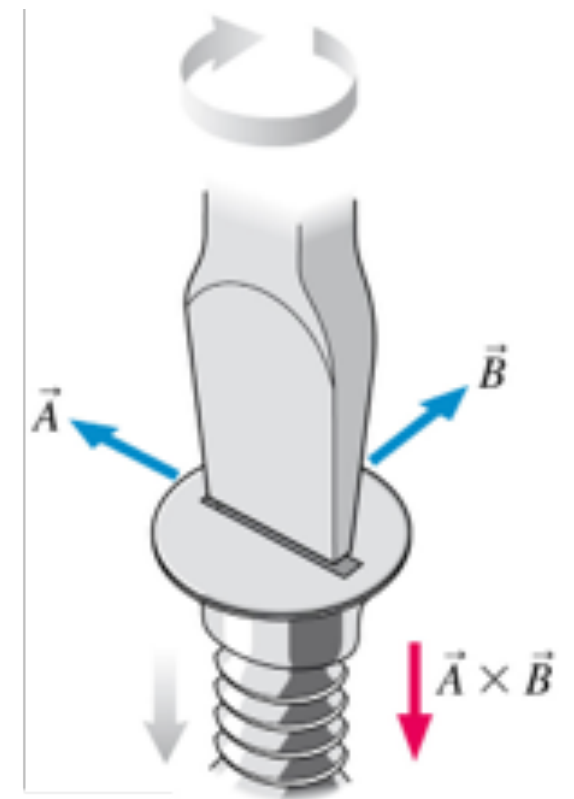
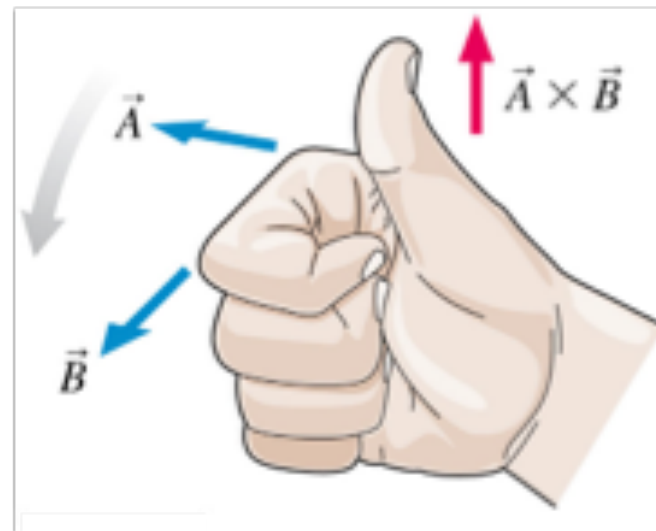
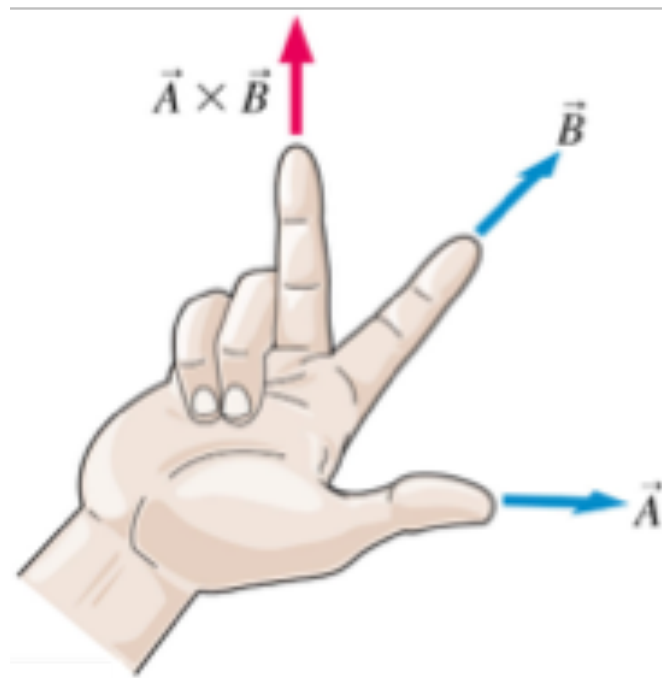
# The cross product of two vectors

$$\vec{A} \times \vec{B} \equiv (AB \sin \alpha, \text{in the direction given by the right-hand rule})$$



# Right Hand Rule

Several ways to determine the direction of a cross product



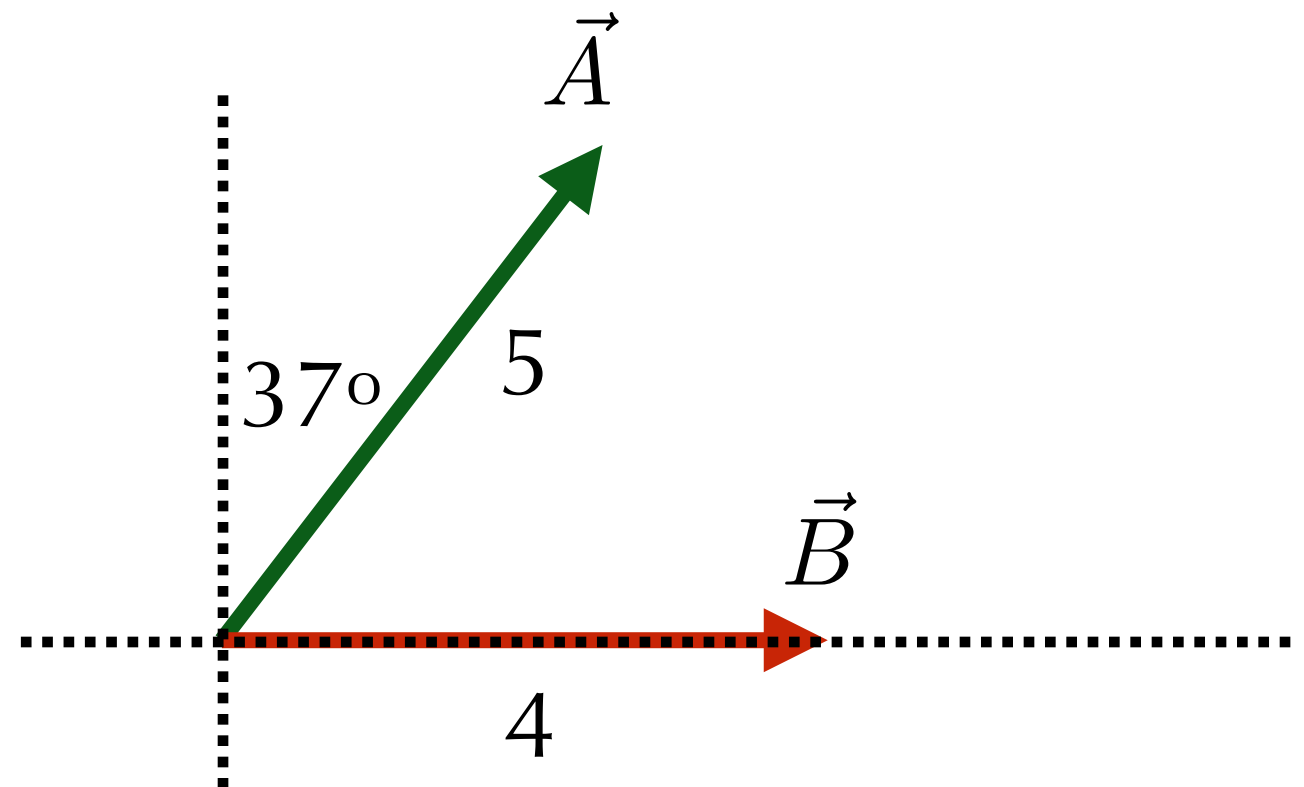
$$\vec{A} \times \vec{B} \neq \vec{B} \times \vec{A}$$

# Calculating the cross product

## Question #21

What is the magnitude of the cross product?

- a) 16
- b) 12
- c) 20
- d) 15



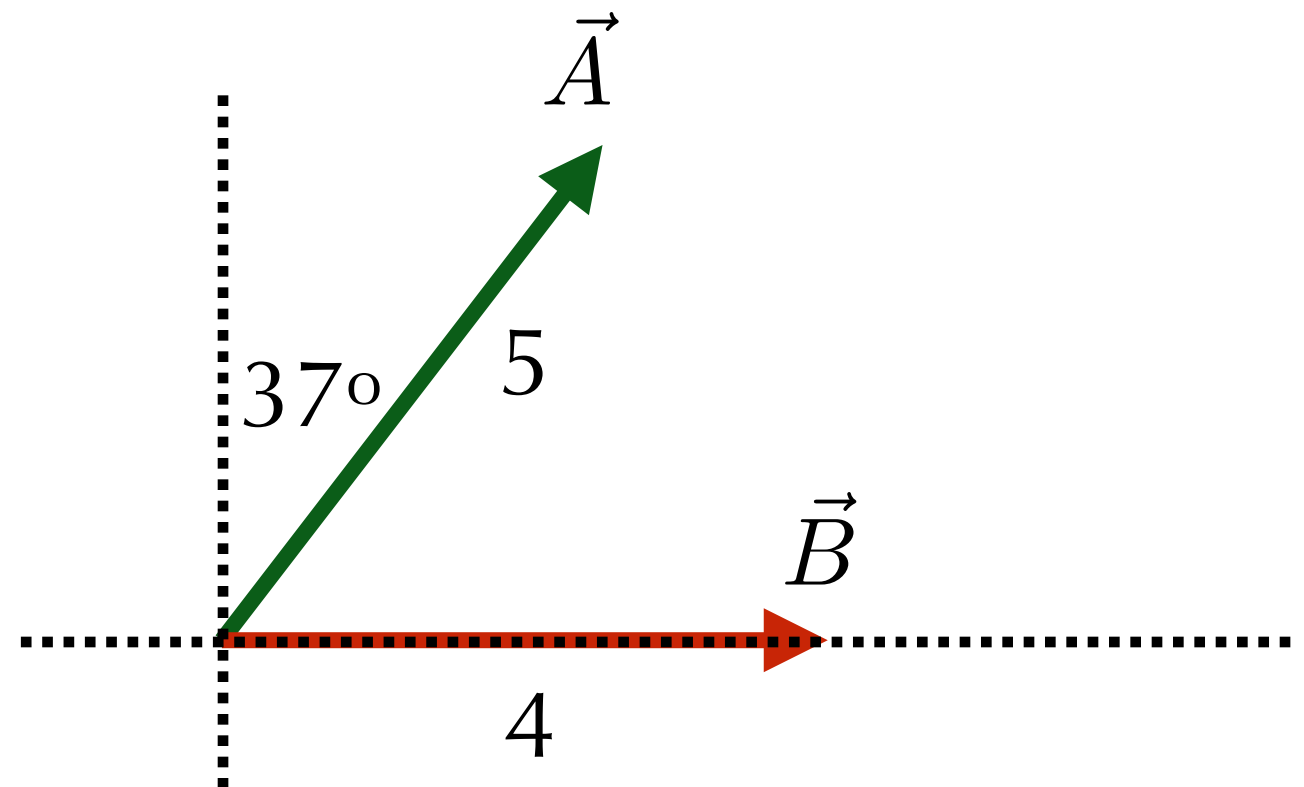
# Calculating the cross product

## Question #22

What is the direction of the cross product?

$$\vec{A} \times \vec{B}$$

- a) Out of the screen
- b) To the right
- c) Into the screen
- d) To the left



What if the vectors were given to you in component form?

$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

What if the vectors were given to you in component form?

$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

What if the vectors were given to you in component form?

$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$(A_y B_z - A_z B_y) \hat{i}$$



What if the vectors were given to you in component form?

$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$(A_y B_z - A_z B_y) \hat{i}$$

What if the vectors were given to you in component form?

$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$(A_y B_z - A_z B_y)\hat{i} - (A_x B_z - A_z B_x)\hat{j}$$

What if the vectors were given to you in component form?

$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$(A_y B_z - A_z B_y)\hat{i} - (A_x B_z - A_z B_x)\hat{j}$$

What if the vectors were given to you in component form?

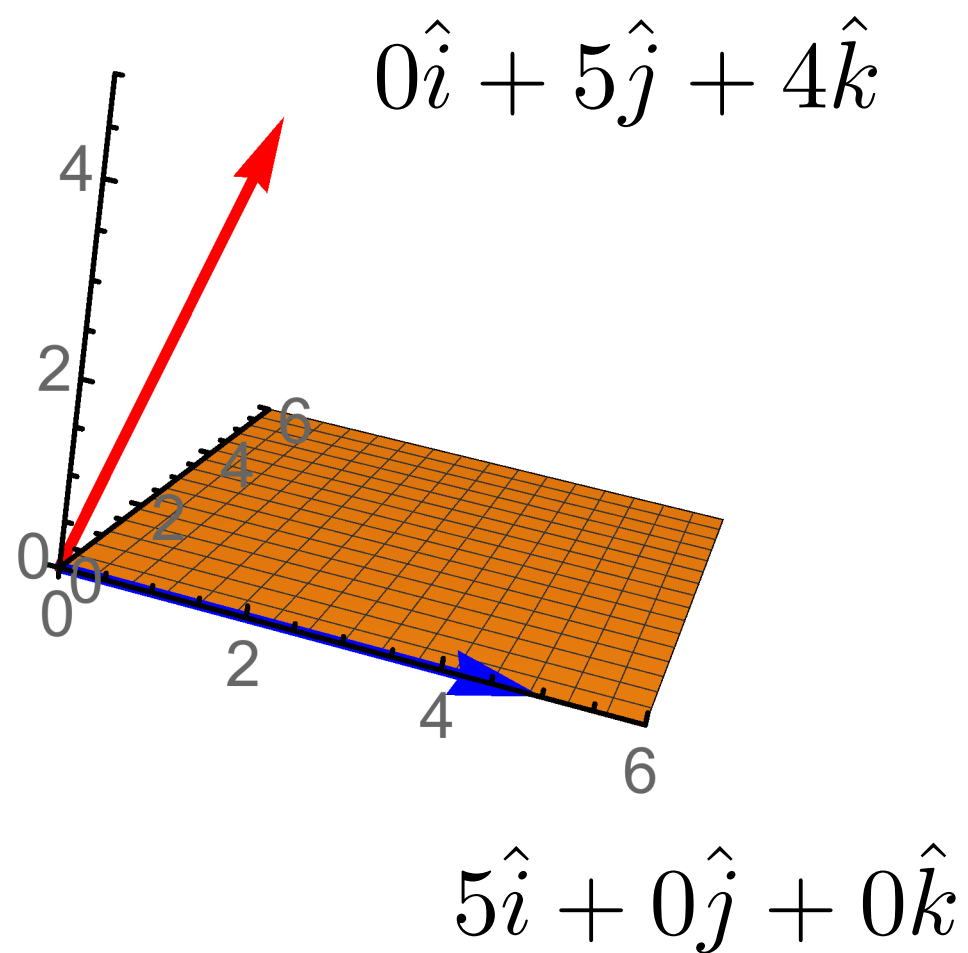
$$\vec{A} \times \vec{B}$$

$$\begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$(A_y B_z - A_z B_y)\hat{i} - (A_x B_z - A_z B_x)\hat{j} + (A_x B_y - A_y B_x)\hat{k}$$

## Question #23

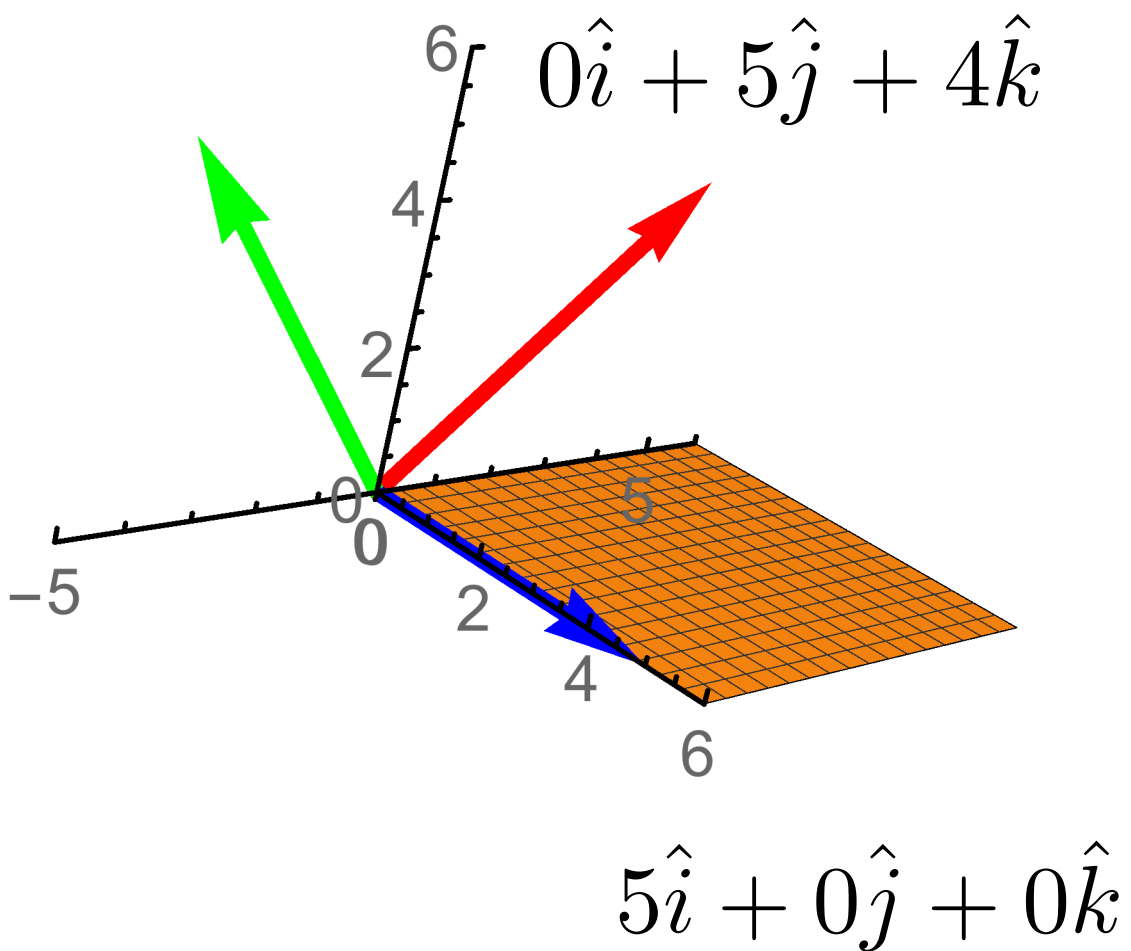
What is the cross product of the blue vector with the red vector?



- b)  $20\hat{i} + 0\hat{j} + 25\hat{k}$
- c)  $0\hat{i} + 20\hat{j} - 25\hat{k}$
- d)  $0\hat{i} + 20\hat{j} + 25\hat{k}$
- e)  $0\hat{i} - 20\hat{j} + 25\hat{k}$

## Question #23

What is the cross product of the blue vector with the red vector?

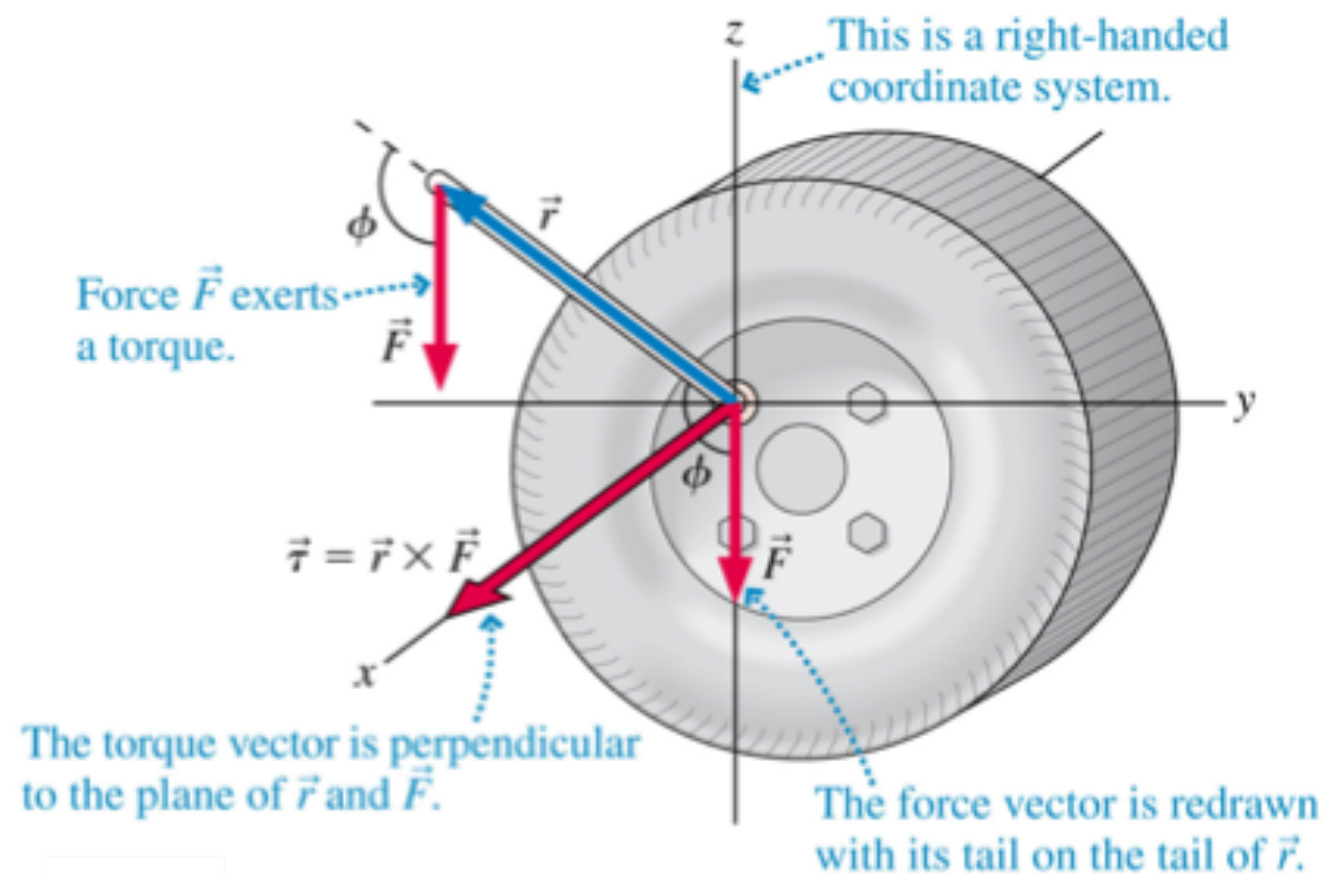


- b)  $20\hat{i} + 0\hat{j} + 25\hat{k}$
- c)  $0\hat{i} + 20\hat{j} - 25\hat{k}$
- d)  $0\hat{i} + 20\hat{j} + 25\hat{k}$
- e)  $0\hat{i} - 20\hat{j} + 25\hat{k}$

# The Torque Vector

Previously we learned...  $\longrightarrow \tau = Fr \sin \phi$

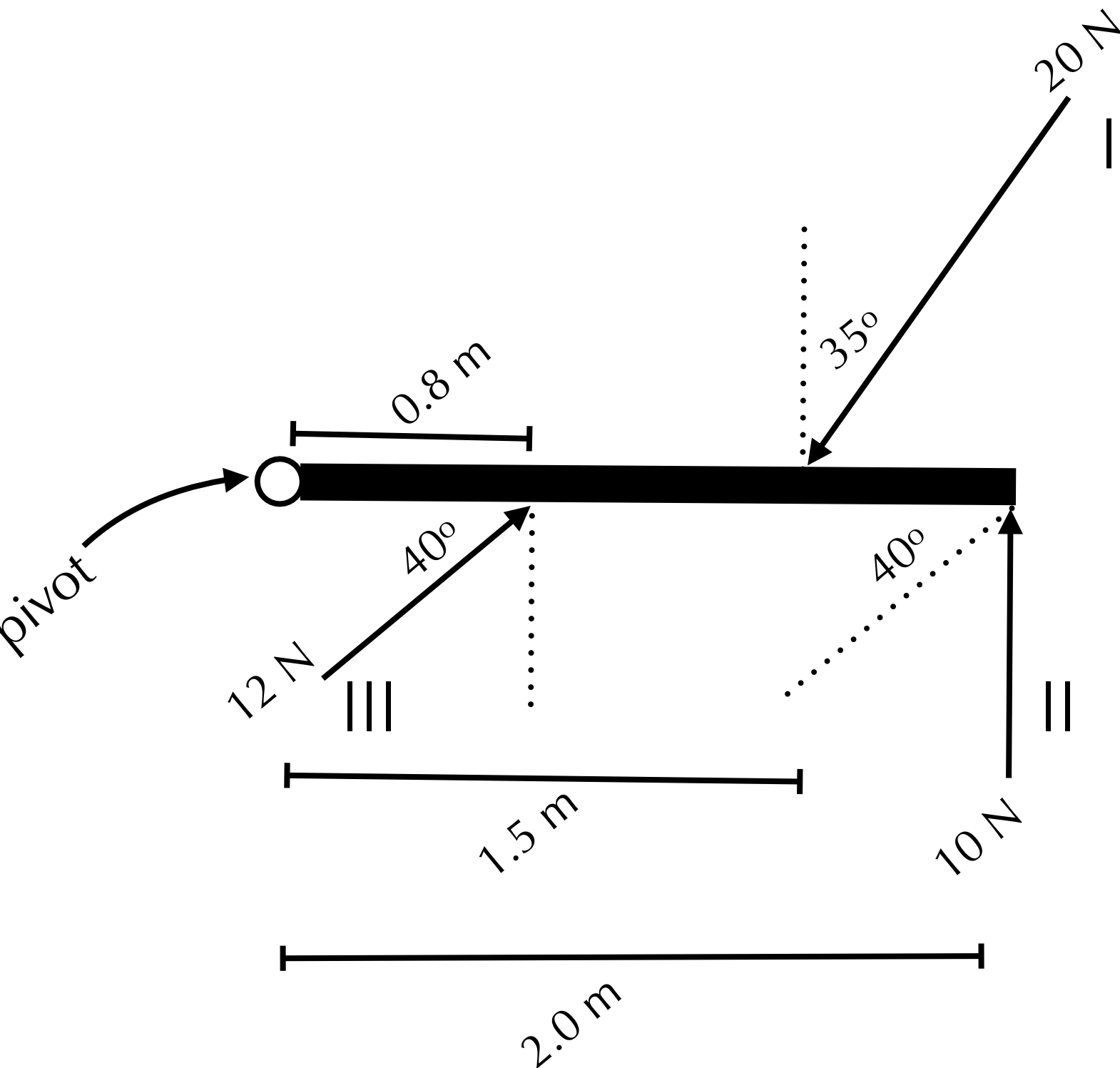
But actually....  $\longrightarrow \vec{\tau} = \vec{r} \times \vec{F}$



# Torque

Which of the torque vectors point out of the screen?

## Question #24



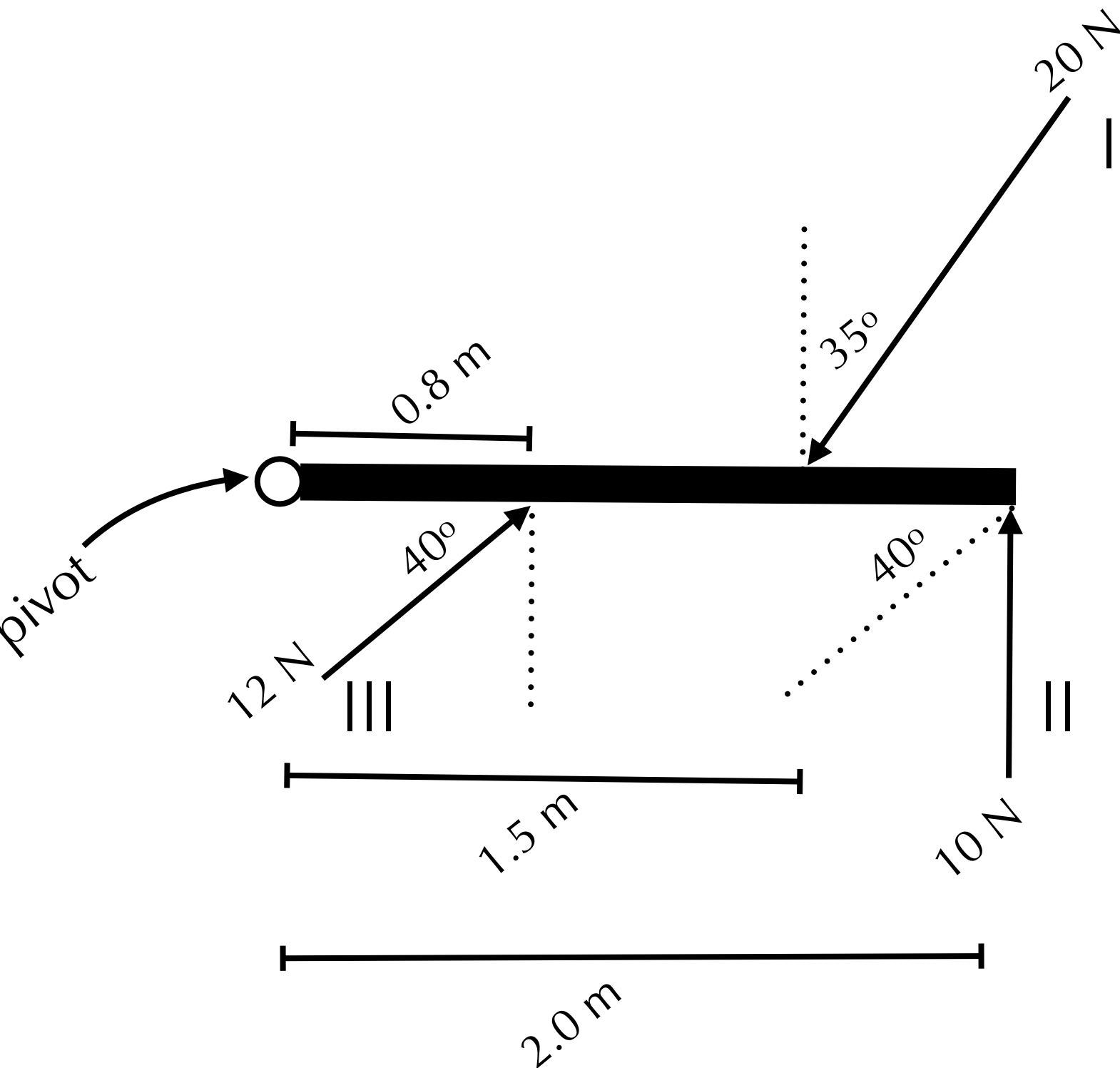
- A) I and II
- B) II and III
- C) I and III
- D) All three



# Torque

Which of the torque vectors point out of the screen?

## Question #24



- A) I and II
- B) II and III
- C) I and III
- D) All three

Linear Equation

$$\vec{F} = m\vec{a}$$

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

$$\vec{F} = \frac{d\vec{p}}{dt}$$

Angular Equation

$$\tau = I\alpha$$



Linear Equation

$$\vec{F} = m\vec{a}$$

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

$$\vec{F} = \frac{d\vec{p}}{dt}$$



Angular Equation

$$\tau = I\alpha$$

Linear Equation

$$\vec{F} = m\vec{a}$$

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

$$\vec{F} = \frac{d\vec{p}}{dt}$$

Angular Equation

$$\tau = I\alpha$$

$$\vec{L} = I\vec{\omega} \quad \text{stay tuned!}$$



Linear Equation

$$\vec{F} = m\vec{a}$$

Angular Equation

$$\tau = I\alpha$$

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



$$\vec{L} = I\vec{\omega}$$
 stay tuned!

$$\vec{F} = \frac{d\vec{p}}{dt}$$



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

# Conservation of Momentum

An isolated system that experiences no net torque  
has

$$\frac{d\vec{L}}{dt} = \vec{\tau}_{\text{net}} = 0$$

and thus the angular momentum vector  $\vec{L}$  is a  
constant.

Law of conservation of angular momentum: The angular momentum of an isolated system is conserved. The final angular momentum is equal to the initial angular momentum. Both the magnitude and direction are unchanged.

ang mom game

Two buckets spin around in a horizontal circle on frictionless bearings. Suddenly, it starts to rain. As a result,



- a. The buckets slow down because the angular momentum of the bucket + rain system is conserved.
- b. The buckets continue to rotate at constant angular velocity because the rain is falling vertically while the buckets move in a horizontal plane.
- c. The buckets speed up because the potential energy of the rain is transformed into kinetic energy.
- d. The buckets continue to rotate at constant angular velocity because the total mechanical energy of the bucket + rain system is conserved.
- e. None of the above.

# Quiz

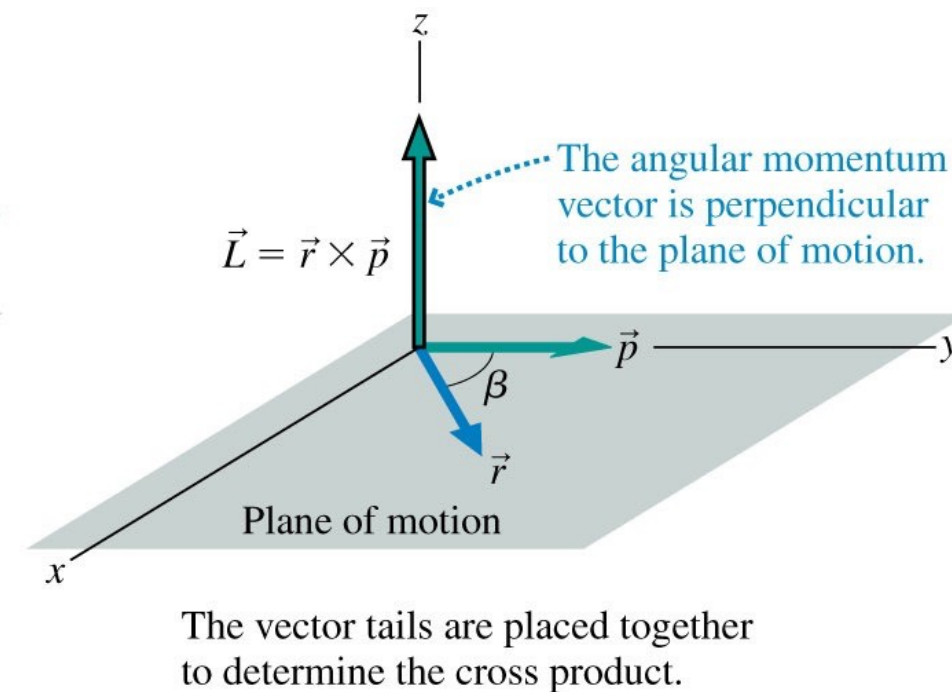
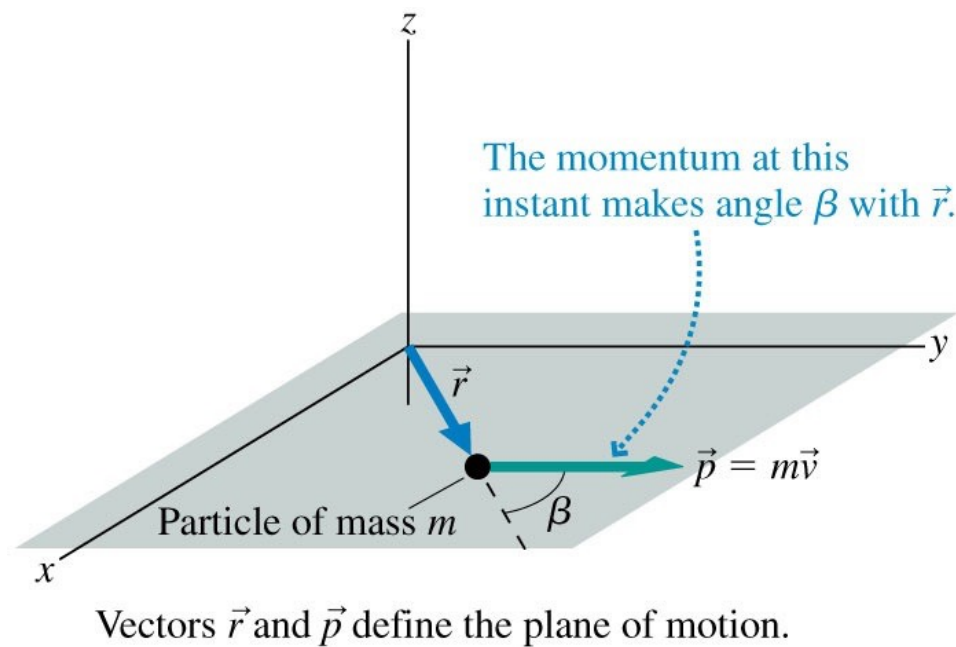
Two buckets spin around in a horizontal circle on frictionless bearings. Suddenly, it starts to rain. As a result,



- a. The buckets speed up because the potential energy of the rain is transformed into kinetic energy.
- b. The buckets continue to rotate at constant angular velocity because the rain is falling vertically while the buckets move in a horizontal plane.
- c. The buckets slow down because the angular momentum of the bucket + rain system is conserved.
- d. The buckets continue to rotate at constant angular velocity because the total mechanical energy of the bucket + rain system is conserved.
- e. None of the above.



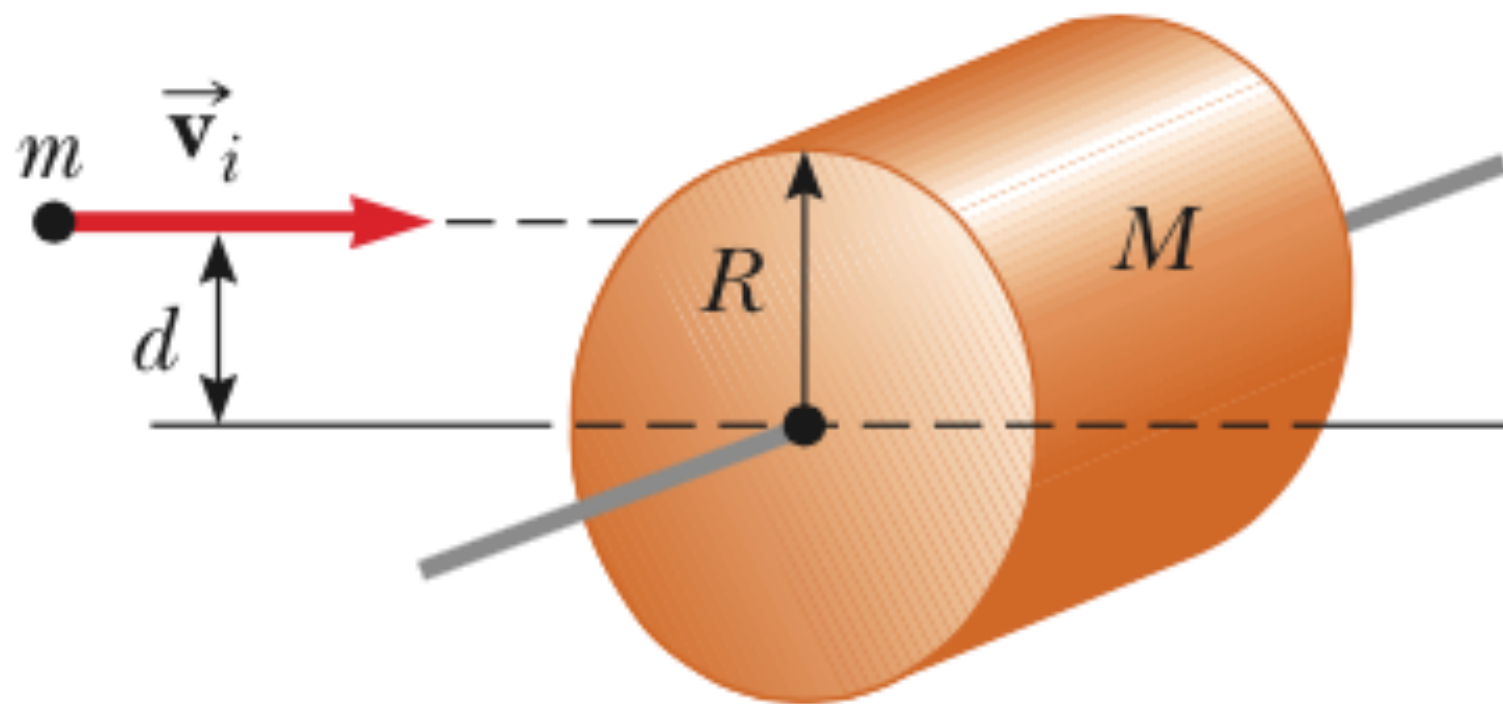
# Angular Momentum of a particle



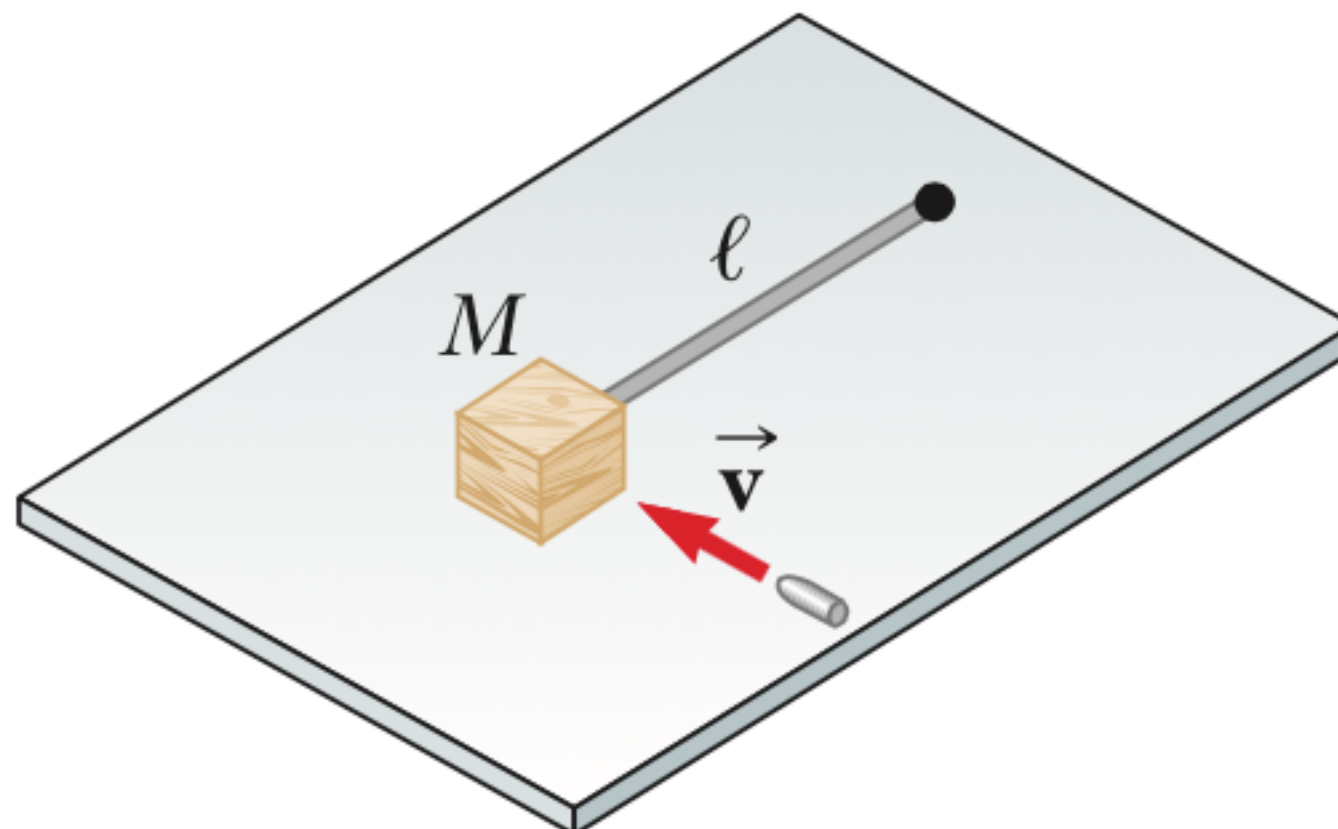
We define the particle's angular momentum vector relative to the origin to be

$$\vec{L} = \vec{r} \times \vec{p} = (mrv \sin \beta, \text{ direction of right-hand rule})$$

What is the angular speed of the combination after the **collision**?



Find an expression for the angular velocity of the bullet block system after the collision



# Conservation of Angular Momentum Problem

A 20-cm-diameter, 2.0 kg solid disk is rotating at 200 rpm. A 20-cm-diameter, 1.0 kg circular loop is dropped straight down onto the rotating disk. Friction causes the loop to accelerate until it is riding on the disk. What is the final angular velocity of the combined system?

