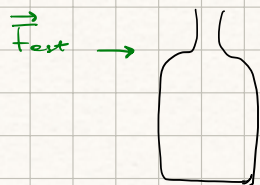


MODELLO PUNTO MATERIALE → limiti

⇒ MODELLO DI CORPO RIGIDO

↳ sistema di punti | distanza tra vari punti rimane uguale



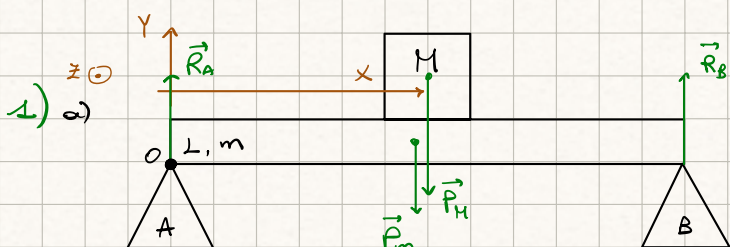
$$\vec{F}_{\text{est}} = m\vec{a}$$

↳ può essere applicata in punti diversi del c.r. ⇒ MOMENTI DI FORZA

$$\vec{r} \times \vec{F}_{\text{est}} = \vec{\tau}_{\text{est}} = \frac{d\vec{L}}{dt} \propto \alpha$$

Nel caso in cui $\begin{cases} \vec{F}_{\text{est}} = 0 \\ \vec{\tau}_{\text{est}} = 0 \end{cases}$ → corpo fermo

STATICA DEL CORPO RIGIDO



$\begin{cases} \vec{F}_{\text{est}} = 0 \\ \vec{\tau}_{\text{est}} = 0 \end{cases}$ BILANCIO FORZE ①
BILANCIO MOMENTI ②
↳ scegliere un'origine (arbitrario se fermo)

$$\rightarrow \begin{cases} \vec{R}_A + \vec{R}_B + \vec{P}_M + \vec{P}_g = 0 & \Rightarrow R_A + R_B - P_M - P_g = 0 \Rightarrow R_A + R_B = M_g + m_g \\ \vec{\tau}_{R_A} + \vec{\tau}_{R_B} + \vec{\tau}_{P_M} + \vec{\tau}_{P_g} = 0 & \Rightarrow 0 + R_B L - M_g x - m_g \frac{L}{2} = 0 \end{cases}$$

↳ uscente ↳ entrante

$$\begin{cases} R_B = \frac{1}{2} m_g + M_g \frac{x}{L} \\ R_A + \frac{1}{2} m_g + M_g \frac{x}{L} = m_g + M_g \Rightarrow R_A = \frac{1}{2} m_g + M_g \left(1 - \frac{x}{L}\right) \end{cases}$$

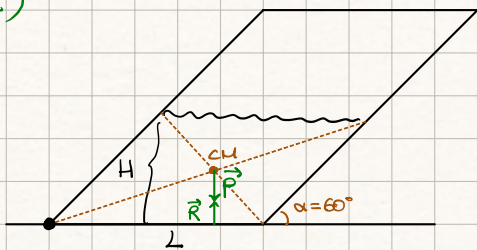
se $x = \frac{L}{2}$ le forze R_A, R_B si distribuiscono equamente su A e B

b) $F_{\text{max}} = 600 \text{ N}$ → ? posizione per cui $R = F_{\text{max}}$

$$R_A = F_{\text{max}} = \frac{1}{2} m_g + M_g \left(1 - \frac{x}{L}\right) \Rightarrow M_g \frac{x}{L} = \frac{1}{2} m_g + M_g - F_{\text{max}} \Rightarrow x = \frac{2M_g + m_g - 2F_{\text{max}}L}{2M_g} = 0,23 \text{ m}$$

$$R_B = F_{\text{max}} = \frac{1}{2} m_g + M_g \frac{x}{L} \Rightarrow x = \frac{2F_{\text{max}} - m_g}{2M_g} = 0,77 \text{ m} \quad \hookrightarrow = 1 - 0,23$$

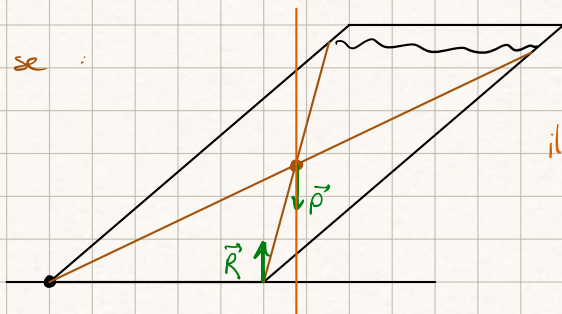
2)



$$\vec{\tau}_{\text{est}} = 0$$

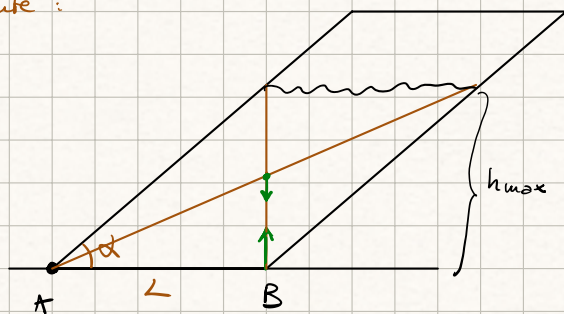
$$|\vec{R}_N| = |\vec{P}|$$

si ribalta se :



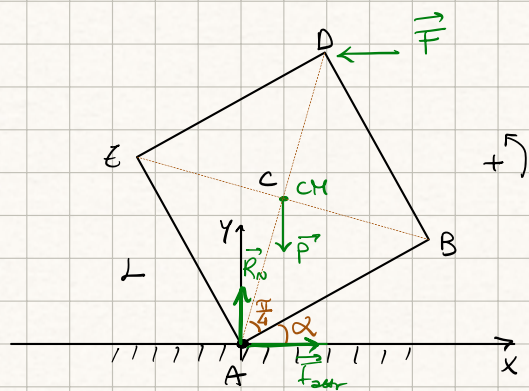
il baricentro esce dal corpo

condizione limite :



$$h_{\max} = L \tan 60^\circ = \sqrt{3} L$$

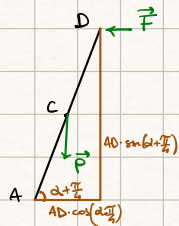
3) a)



$$\vec{c}_{ext} = \sum_i \vec{c}_i = \vec{c}_F + \vec{c}_P = 0$$

$$\Rightarrow \vec{AD} \times \vec{F} + \vec{AC} \times \vec{P} = 0$$

$$\alpha + \frac{\pi}{4} < \frac{\pi}{2} \rightarrow \alpha < \frac{\pi}{4}$$



$$\frac{AD \cdot F \sin(\alpha + \frac{\pi}{4})}{\parallel} - \frac{AC \cdot P \cos(\alpha + \frac{\pi}{4})}{\parallel} = 0$$

$$\frac{\cancel{\sqrt{2}}}{\cancel{2}} F \sin(\alpha + \frac{\pi}{4}) - \frac{\cancel{\sqrt{2}}}{\cancel{2}} L P \cos(\alpha + \frac{\pi}{4}) = 0$$

$$\Rightarrow F = \frac{1}{2} M g \cotg(\alpha + \frac{\pi}{4})$$

b) $0 \leq \alpha \leq \frac{\pi}{4}$

? μ_s

$$\sum \vec{F} = 0$$

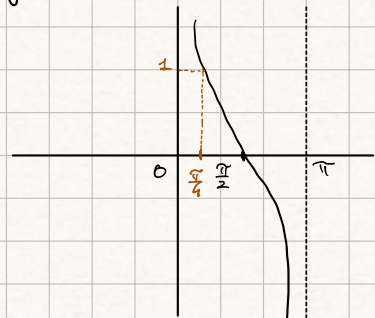
$$\gamma \begin{cases} R_N = P = M g \\ F_{attr} = F \end{cases}; F = F_{attr} \leq \mu_s R_N = \mu_s M g$$

$$\Rightarrow \frac{1}{2} M g \cotg(\alpha + \frac{\pi}{4}) \leq \mu_s M g$$

$$\Rightarrow \mu_s \geq \frac{1}{2} \cotg(\frac{\pi}{4} + \alpha)$$

so $\alpha = 0 \Rightarrow \cotg \frac{\pi}{4} = 1$

$$\Rightarrow \mu_{s,min} = \frac{1}{2}$$

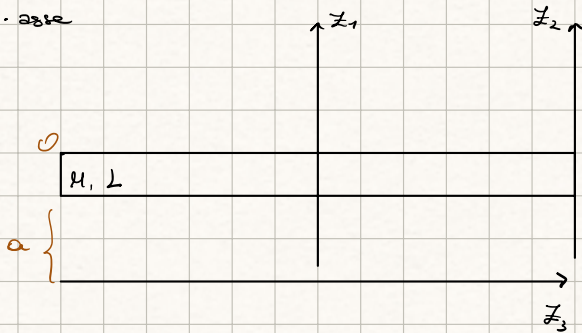


4) MOMENTO DI INERZIA :

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

tendenza di un corpo ad opporsi alla rotazione

- dipende da
- massa (densità)
 - forma
 - asse



$$I = \int_V r^2 dm = \int_V r^2 \rho \, dV$$

nel caso di una
sfera:
 $dV = r^2 \sin \theta \, dr \, d\theta \, d\phi$

$$\Rightarrow I = \int_L r^2 dm = \int_L r^2 \lambda \, dx$$

$$1D) \, dm = \lambda \, dx \quad \left[\frac{kg}{m} \right] = \frac{m}{L} \, dx$$

$$2D) \, dm = \sigma \, dS$$

$$3D) \, dm = \rho \, dV$$

$$I_{z_1} = \int_{-\frac{L}{2}}^{\frac{L}{2}} x^2 dm = \int_{-\frac{L}{2}}^{\frac{L}{2}} x^2 \frac{M}{L} \, dx$$

$$= \frac{M}{L} \left[\frac{x^3}{3} \right]_{-\frac{L}{2}}^{\frac{L}{2}} = \frac{ML^2}{12}$$

$$I_{z_2} = \int_0^L x^2 dm = \int_0^L x^2 \frac{M}{L} \, dx = \frac{M}{L} \left[\frac{x^3}{3} \right]_0^L = \frac{ML^2}{3}$$

oppure con Steiner:

$$I_{z_2} = I_{z_1} + M \left(\frac{L}{2} \right)^2$$

$$I_{z_3} = \int_0^L a^2 dm = \int_0^L a^2 \frac{M}{L} \, dx = a^2 \frac{M}{L} \int_0^L dx = a^2 M \frac{L}{L} \rightarrow \text{non dipende dalla lunghezza}$$