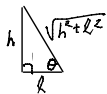
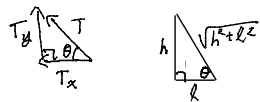
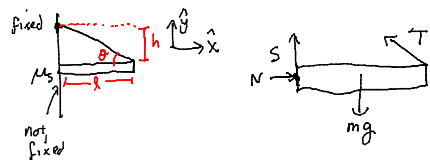


Not yet. Monday.

In equilibrium

$$\vec{F}_{\text{net}} = 0 \quad \tau_{\text{net}} = 0$$



$$\frac{T_y}{T} = \frac{h}{\sqrt{h^2 + l^2}} \quad \frac{T_x}{T} = \frac{l}{\sqrt{h^2 + l^2}}$$

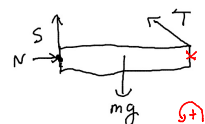
horiz forces:  $N - T_x = 0$

$$N = \frac{l}{\sqrt{h^2 + l^2}} T$$

vertical:  $S + T_y - mg = 0$

$$S + \frac{h}{\sqrt{h^2 + l^2}} T = mg$$

$\tau_N = 0$  N points at pivot



$\tau_T = 0$  T acts at pivot

$$\tau_{mg} = +(\frac{1}{2}l)mg \quad \left. \begin{array}{l} \tau_{mg} = +(\frac{1}{2}l)mg \\ \tau_S = -lS \end{array} \right\} \begin{array}{l} \frac{1}{2}mg l - Sl = 0 \\ \rightarrow S = \frac{1}{2}mg \end{array}$$

$$\tau_S = -lS$$

$$S + \frac{h}{\sqrt{h^2 + l^2}} T = mg$$

$$\frac{1}{2}mg + \frac{h}{\sqrt{h^2 + l^2}} T = mg$$

$$N = \frac{l}{\sqrt{h^2 + l^2}} T$$

$$\frac{h}{\sqrt{h^2 + l^2}} T = \frac{1}{2}mg$$

$$T = \frac{\sqrt{h^2 + l^2}}{h} \frac{1}{2}mg$$

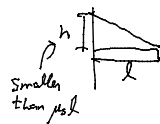
$$N = \frac{1}{2}mg \frac{l}{h}$$

For this not to slip

$$S \leq \mu_s N$$

$$\frac{1}{2}mg \leq \mu_s \frac{1}{2}mg \frac{l}{h}$$

$$h \leq \mu_s l$$



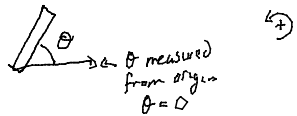
What if  $T_{net} \neq 0$ ?

$F_{net} \neq 0 \rightarrow$  acceleration

$T_{net} \neq 0 \rightarrow$  angular acceleration

Analogies between linear & angular kinematics

Position  $x \rightarrow$  Angle  $\theta$



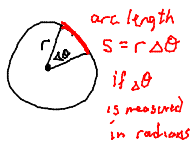
Displacement  $\Delta x \rightarrow$  Angular Displacement  
 $\Delta \theta = \theta_f - \theta_i$

Units for angles

degrees (360° to turn around one)

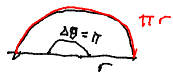
revolutions 1 rev

radians  $2\pi \text{ rad} = 1 \text{ rev} = 360^\circ$



e.g.  
if  $\Delta \theta = 2\pi \text{ rad}$   
then  $s = r \Delta \theta$   
 $= 2\pi r$   
 $= \text{circumference}$

$$\Delta \theta = \pi \text{ rad}$$



velocity  $v = \frac{\Delta x}{\Delta t} \rightarrow$  angular velocity  $\omega = \frac{\Delta \theta}{\Delta t}$   
*lower-case omega not W*

$$\frac{\text{revs}}{\text{s}} \times \frac{2\pi \text{ rad}}{\text{rev}} = \frac{\text{rad}}{\text{s}}$$

$$f \times 2\pi = \omega$$

"frequency of rotation"

= "how often object spins around per second"

$$\frac{\text{revs}}{\text{s}} = \frac{1}{\text{s}} = \text{Hz}$$

hertz

$T = \frac{1}{f}$  : period of rotation  
"number of seconds per revolution"