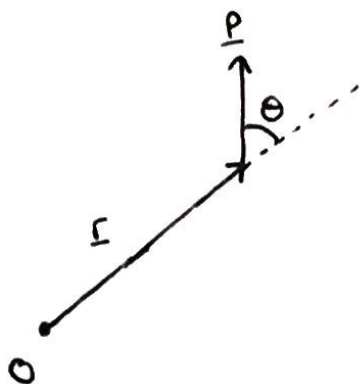


Angular Momentum



Vector \underline{r} , from point of origin to position of particle at a given time.

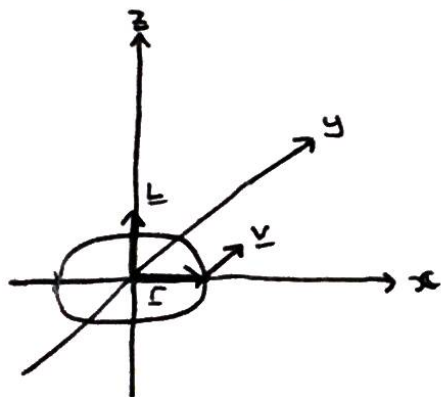
vector \underline{p} indicates direction of motion of particle. It is the linear momentum vector.

The angular momentum \underline{L} is given by:

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

Note that this is the cross product which means angular momentum is perpendicular to both \underline{r} and \underline{p} . If \underline{r} and \underline{p} are parallel, then the angular momentum vanishes since $\underline{L} = |\underline{r}||\underline{p}|\sin\theta \hat{n}$ and $\sin\theta$ will be 0. This makes sense intuitively since if \underline{p} is parallel to \underline{r} , the momentum vector will be pointing directly to or away from the origin, meaning there is no turning point about the origin.

Circular Motion



For a particle moving at constant speed in a circle of constant radius \underline{r} , the linear momentum vector points tangential to the circle, making it perpendicular to the radius. We can find \underline{L} by:

$$\underline{L} = \underline{r} \times \underline{p} = |\underline{r}||\underline{p}|\sin\theta \quad \text{where } \theta = \frac{\pi}{2}$$

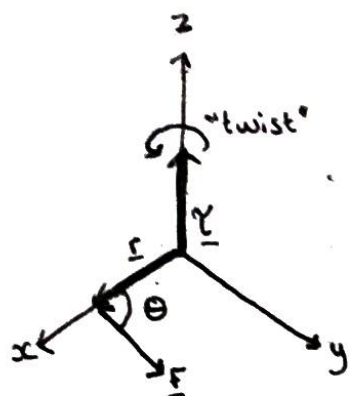
$$\therefore \underline{L} = |\underline{r}||\underline{p}| = m|\underline{v}||\underline{r}|$$

Torque

Torque describes the turning force about the origin. If the force \underline{F} acts through a point \underline{r} then the torque (or moment about the origin) is defined to be:

$$\underline{\tau} = \underline{r} \times \underline{F}$$

Note that this is cross product and thus the vector $\underline{\tau}$ will be perpendicular to both \underline{r} and \underline{F} .



Here $\underline{\tau}$ is perpendicular to both \underline{r} and \underline{F} . Although it may seem counterintuitive to think of the "turning force" as perpendicular to the applied force, it might make more sense if torque is thought of as a "twist" at the end of a perpendicular rod at the origin. It's like a screwdriver turning whereas \underline{F} is like a spanner turning.

Newton's Second Law for Angular Momentum

For a particle of mass m at position \underline{r} and velocity \underline{v} , the linear momentum $\underline{p} = m\underline{v}$ and the angular momentum $\underline{L} = \underline{r} \times \underline{p}$. Differentiating this with respect to time:

$$\frac{d}{dt} (\underline{r} \times \underline{p}) = \underbrace{\dot{\underline{r}} \times \underline{p}} + \underbrace{\underline{r} \times \dot{\underline{p}}}$$

$$\text{This is } \underline{v} \times \underline{p} = \underline{v} \times m\underline{v} = 0 \quad \text{This is } \underline{r} \times \frac{d\underline{p}}{dt} \text{ but } \frac{d\underline{p}}{dt} = \underline{F}$$

$$\therefore \frac{d}{dt} (\underline{r} \times \underline{p}) = \underline{r} \times \underline{F} = \underline{\tau}$$

Hence :

$$\gamma = \frac{dL}{dt}$$

γ can be defined as the rate of change of angular momentum.

When there is no torque, the angular momentum is constant. This is the angular counterpart to Newton's second law:

The total angular momentum of a system of particles subject to no net external torque is conserved.

Rotational inertia

Angular Momentum is the rotational analogue of linear momentum. So rotational inertia, I , is the analogue of mass and the angular velocity, ω , is the analogue of linear velocity. \therefore We can write as magnitudes:

$$|L| = |I| |\omega|$$

where $I = mr^2$ and $\omega = 2\pi \nu$

Therefore, if we change $|I|$, we need to change $|\omega|$ so Angular Momentum is conserved.