

Dynamics

Ex.



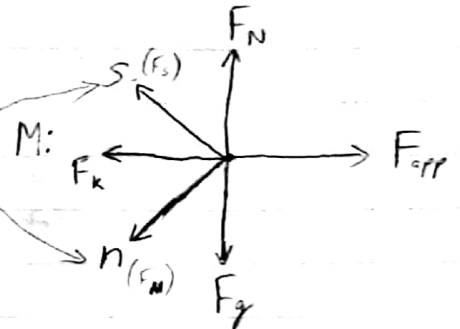
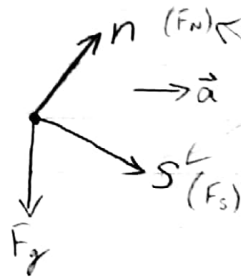
$$F_s \leq F_s^{\max} = \mu_s N$$

Free body :

$$F_k = \mu_k F_N$$

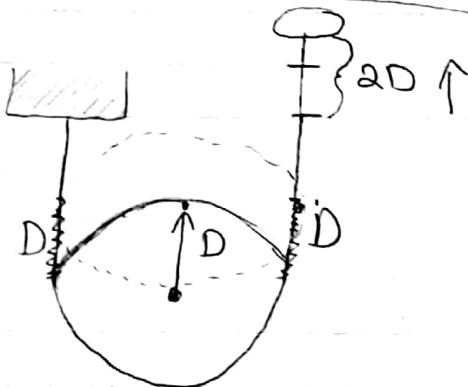
There is an F_{\min} and F_{\max} here such that the block m doesn't slide on the wedge.

m:



note the effect of Newton's third law on $n(F_N)$ and $s(F_s)$.

Note: you can use two different coordinate systems for two different free body diagrams.



$$\Delta E_{\text{tot}} = 0$$

$$= \Delta U_g + \Delta U_s + \Delta K + \Delta E_{\text{other}}$$

$$\Delta E_{\text{trans}} + E_{\text{rot}}$$

$$W_{\text{net}} = \Delta K$$

$$\Delta \vec{p}_{\text{tot}} = 0$$

$$\Delta L_{\text{tot}} = 0$$

for point mass:
 $I = mr^2$

parallel axis theorem

$$I_{cm} = \frac{1}{2}mr^2$$

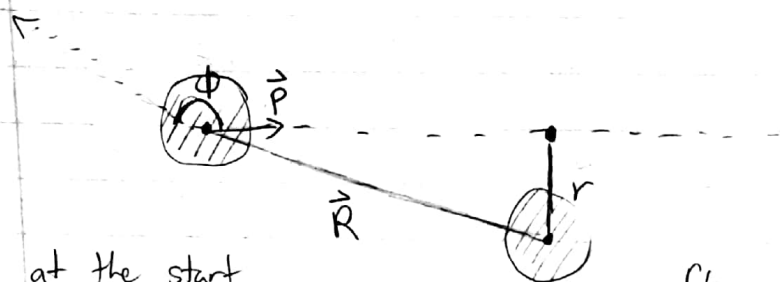
$$I = 2(I_{cm} + mr^2) = \dots = 3mr^2$$

radius r

mass m

$$\Rightarrow I_{cm} = \frac{1}{2}mr^2$$

angular momentum: $\vec{L} = \vec{r} \times \vec{p}$
 $L = I\omega$



at the start

$$L_i = R p \sin(\phi)$$

$$= rp$$

$$L_i = rmv$$

$$L_f = I\omega$$

apply conservation of angular momentum

after contact and starts to spin

$$\omega = \frac{rmv}{I} = \frac{rm}{3mr^2}v = \frac{v}{3r}$$

apply conservation of linear momentum

$$p_i = mv$$

$$p_f = 2mV$$

$$\Rightarrow V = \frac{1}{2}v$$

$$K_i = \frac{1}{2}mv^2$$

$$K_f = \frac{1}{2}(2m)V^2 + \frac{1}{2}I\omega^2 = \frac{5}{12}mv^2$$

$$\Delta K = K_f - K_i = \left(\frac{K_f}{K_i} - 1\right)K_i = \left(\frac{5}{6} - 1\right)K_i = -\frac{1}{6}K_i$$

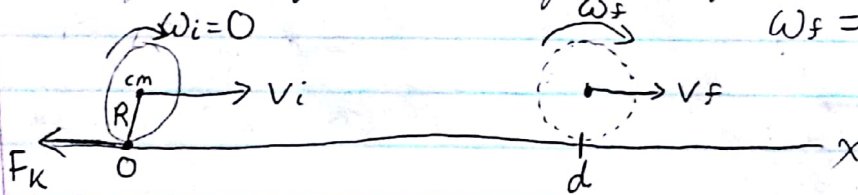
$$\Delta E_{tot} = 0$$

$$= \Delta K + \Delta E_{other}$$

Bowling Ball Problem

Conservation approach

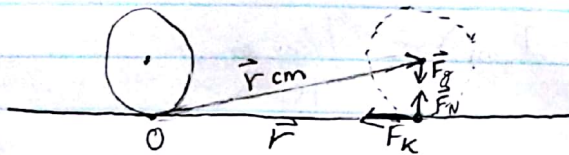
Initially sliding \rightarrow finally rolling



$F_k \rightarrow$ decreases v
 $F_k \rightarrow$ increases ω

$\omega_f = \frac{v_f}{R}$ since it ends fully rolling
 reaches d at time t

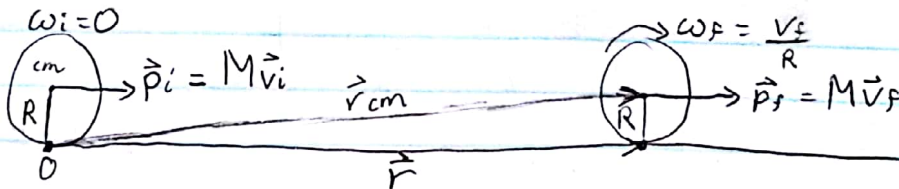
note: $\omega_i \neq \frac{v_i}{R}$ since it gradually starts rolling but starts off sliding



$$\sum \vec{\tau} = (\vec{r}_{cm} \times \vec{F}_g) + (\vec{r} \times \vec{F}_N) + (\vec{r} \times \vec{F}_k)$$

$$= \vec{r} \times (\vec{F}_g + \vec{F}_N) = 0$$

$\vec{L} = \text{constant}$



$$0 = \Delta E_{tot} = \Delta K + \Delta E_{other}$$

$$\Delta E_{other} = \frac{1}{1 + \frac{MR^2}{I_{cm}}} K_i$$

$$= \frac{2}{7} K_i$$

$$L_f = |\vec{r}_{cm} \times \vec{p}_f| + I_{cm} \omega_f$$

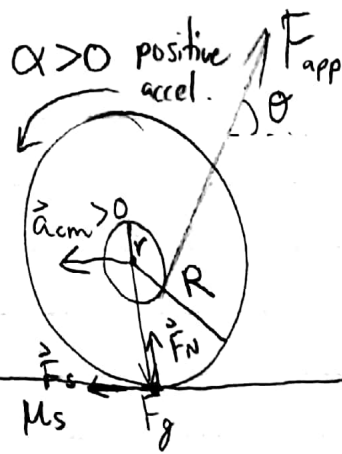
$$= RMv_f + I_{cm} \left(\frac{v_f}{R} \right)$$

$$\Rightarrow v_f = \frac{1}{1 + \frac{I_{cm}}{MR^2}} v_i$$

$$\Rightarrow v_f = \frac{5}{7} v_i$$

for a solid ball with
 $I_{cm} = \frac{2}{5} MR^2$

kinematics approach:



$$\begin{aligned} \Sigma F_x &= F_s - F_{app} \cos \theta = M a_{cm} \\ \Sigma F_y &= F_N - F_g + F_{app} \sin \theta = 0 \end{aligned} \quad \left. \vphantom{\begin{aligned} \Sigma F_x &= F_s - F_{app} \cos \theta = M a_{cm} \\ \Sigma F_y &= F_N - F_g + F_{app} \sin \theta = 0 \end{aligned}} \right\} \text{translational}$$

$$\Sigma \tau_{ccw} = r F_{app} - R F_s = I_{cm} \alpha = \frac{I_{cm}}{R} a_{cm}$$

⊕ counterclockwise

$$\Rightarrow a_{cm} = \frac{\left(\frac{r}{R} - \cos \theta\right)}{M + \frac{I_{cm}}{R^2}} F_{app}$$