### **Topic 7: Rotational Motion of a Rigid Body**

Advanced Placement Physics C

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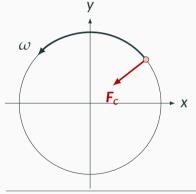
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Olympiads School

## Introduction

#### **Uniform Circular Motion**

Consider the uniform circular motion of an object with (constant) angular velocity  $\omega^{-1}$ 



- Centripetal force F<sub>c</sub> is always perpendicular to the motion of the object
- $F_c$  not do any mechanical work
- Therefore, angular velocity  $\omega$  remains constant
- the "rotational state" of the object does not change
- Rotation of an object is not determined by merely what forces are acting it

<sup>&</sup>lt;sup>1</sup>FYI: if the rotation is counterclockwise, the direction of  $\omega$  is out of the page; if rotation is clockwise,  $\omega$  is into the page.

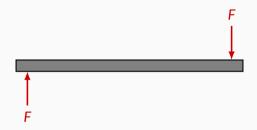
Recall the second law of motion for objects with constant mass:

$$F_{\text{net}} = ma$$

Is it also true for *rotational* motion? If a net force  $\mathbf{F}_{net}$  causes the center of mass of an object to begin to accelerate, what causes a mass to rotate?

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I have a rod on a table, and with my fingers, I push the two ends of the rod with equal force *F*. What happens?

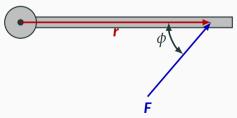


 $F_{\text{net}} = 0$ , therefore a = 0 at the center of mass. But it is obvious that the rod would rotate instead.

#### What is Torque?

**Torque** (or **moment**) is the tendency for a force to change the rotational motion of a body. The unit for torque is a **newton meter**  $(N \cdot m)$ .

- A force  $F_a$  acting at a point some distance r (called the **moment arm**) from a **fulcrum** (or **pivot**) at an angle  $\phi$  between  $F_a$  and r
- e.g. the force to twist a screw
- In the example below, a force  ${\bf F}$  is applied  ${\bf r}$  away from the pivot at an angle  $\phi$ . This generates a torque around the pivot.



We can express torque  $\tau$  in terms of the force F, the **moment arm** r using the cross-product:

$$au = \mathbf{r} imes \mathbf{F}_a$$

The magnitude of the torque can be calculated in scalar form using the angle  $\phi$  between  ${\it F}$  and  ${\it r}$ :

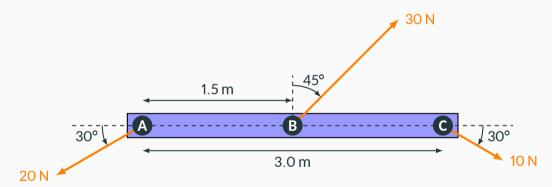
$$au=r\mathsf{F}\sin\phi$$

Quantity	Symbol	SI Unit
Torque	τ	N· m
Applied force	$F_a$	N
Moment arm (from fulcrum to force)	r	m
Angle between force and moment arm	$\phi$	(no units)

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### **Example Problem**

**Example:** Find the net torque on point C.



**Angular Momentum** 

#### **Angular Momentum**

Consider a mass m connected to a massless beam rotates with speed v at a distance r from the center (shown on the right). It has an **angular momentum** (L), defined as:

$$\mathbf{L} = \mathbf{r} \times \mathbf{p} = \mathbf{m}(\mathbf{r} \times \mathbf{v}) = \mathbf{m}\mathbf{r}^2\boldsymbol{\omega}$$

Or in scalar form:

$$L = rmv = mr^2\omega$$

The unit for angular momentum is a **kilogram meter squared per second** ( $N \cdot m^2/s$ ).



#### **Moment of Inertia**

Look again at the definition of angular momentum:

$$\mathbf{L} = \mathbf{r} \times \mathbf{p} = \mathbf{r} \times (\mathbf{m}\mathbf{v}) = \mathbf{m}\mathbf{r} \times (\boldsymbol{\omega} \times \mathbf{r}) = \mathbf{m}\mathbf{r}^2 \boldsymbol{\omega}$$

The quantity I is called the **moment of inertia** with a unit of **kilogram meter squared** (kg·  $m^2$ ), and

$$L = I\omega$$

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#### **Moment of Inertia**

For a single particle of m rotating at a distance r from the pivot:

$$I = mr^2$$

For a collection of particles, each of mass  $m_i$  at distance  $r_i$  from the pivot:

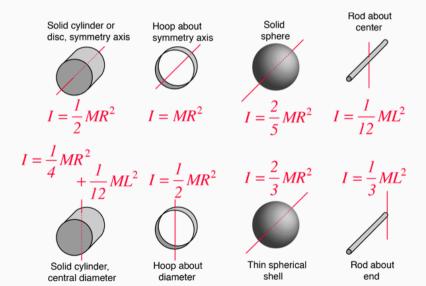
$$I = \sum m_i r_i^2$$

For a continuous distribution of mass about a pivot, integral calculus is need to calculate the momentum of inertia $^2$ 

$$I = \int r^2 dm$$

<sup>&</sup>lt;sup>2</sup>don't worry, no one will ask you to do this in this course!

#### **Moment of Inertia**



#### Angular Momentum and Moment of Inertia

Linear and angular momentum have very similar expressions

$$p = mv$$

$$L = I\omega$$

- Just as p describes the overall translational state of a physical system, L describes its overall rotational state
- Momentum of inertia I can be considered to be an object's "rotational mass"

## Laws of Motion

#### **Equilibrium: First Law of Motion**

An object is in **translational equilibrium** is when the net force acting on it is zero:

$$F_{\text{net}} = 0$$

This does *not* mean that the object has no translational motion; it just means that the object's overall *transtational state* is not changing, i.e. the translational momentum p is constant. For constant mass, this means a = 0.

#### **Equilibrium: First Law of Motion**

Likewise, an object is in **rotational equilibrium** when the net torque acting on it is zero:

$$au_{\mathsf{net}} = \mathbf{0}$$

This does *not* mean that the object has no rotational motion; it just means that the object's overall *rotational state* is not changing, i.e.  $\alpha = 0$ , or that the angular momentum L is constant.

#### **Second Law of Motion for Rotational Motion**

The net torque is the time rate of change of angular momentum:

$$au_{\mathrm{net}} = \mathbf{r} \times \mathbf{F}_{\mathrm{net}} = \mathbf{r} \times \frac{d\mathbf{p}}{dt} = \frac{d(\mathbf{r} \times \mathbf{p})}{dt} \longrightarrow \mathbf{\tau}_{\mathrm{net}} = \frac{d\mathbf{L}}{dt}$$

- If the net torque on a system is zero, then the rate of change of angular momentum is zero, and we say that the angular momentum is conserved.
- e.g. When an ice skater starts to spin and draws his arms inward. Since angular momentum is conserved, a decrease in r means an increase in  $\omega$ .

#### **Second Law of Motion**

For translational motion, the general form of the first and second laws of motion states that the net force is rate of change of the object's momentum:

$$F_{\text{net}} = \frac{d\mathbf{p}}{dt}$$

For objects with constant mass, the second law reduces to the more familiar form:

$$F = ma$$

#### **Second Law of Motion for Rotational Motion**

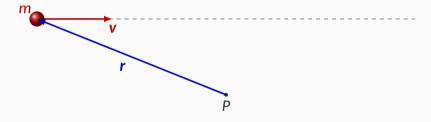
Likewise, the second law of motion for rotational motion has a similar form, but with torque  $\tau$  replacing force F, and angular momentum L replacing linear momentum p:

$$au_{
m net} = rac{d{f L}}{dt}$$

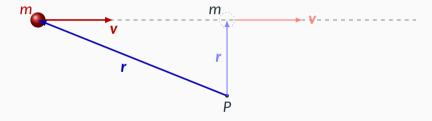
For objects with constant momentum of inertia *I*, the second law of motion reduces to:

$$au_{\mathsf{net}} = I lpha$$

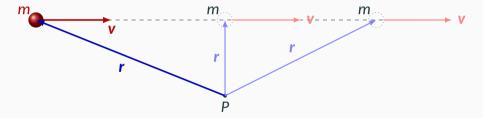
Even when there is no apparent rotational motion, it does not necessarily mean that angular momentum is zero! In this case, mass *m* travels along a straight path at constant velocity (uniform motion), but the angular momentum around point *P* is not zero:



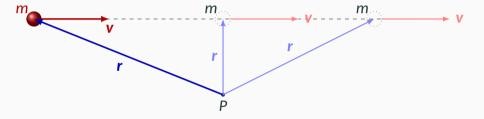
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Even when there is no apparent rotational motion, it does not necessarily mean that angular momentum is zero! In this case, mass *m* travels along a straight path at constant velocity (uniform motion), but the angular momentum around point *P* is not zero:



Since there is no force and no torque acting on the object, both the linear momentum (p = mv) and angular momentum  $(L = r \times v)$  are constant.

#### **Example Problem**

**Example:** A skater extends her arms (both arms!), holding a 2.0 kg mass in each hand. She is rotating about a vertical axis at a given rate. She brings her arms inward toward her body in such a way that the distance of each mass from the axis changes from 1.0 mto 0.50 m. Her rate of rotation (neglecting her own mass) will?

#### **Example Problem**

**Example:** A 1.0 kg mass swings in a vertical circle after having been released from a horizontal position with zero initial velocity. The mass is attached to a massless rigid rod of length 1.5 m. What is the angular momentum of the mass, when it is in its lowest position?

#### **Solving Rotational Problems**

When solving for rotational problems like the ones described in the previous sections:

- Draw a free-body diagram to account for all forces
- The direction of friction force is not always obvious
- The magnitude of any static friction force cannot be assumed to be at maximum.
- If the object is to change its rotational state, there must be a net torque causing it.

#### **Solving Rotational Problems**

Once the free-body diagram is complete

- Breaks down the *forces* into  $\hat{i}$ ,  $\hat{j}$  and  $\hat{k}$  components
- We have now three equations for translation, but it is likely that only *one* direction will have forces:

$$\sum F_x = ma_x$$
  $\sum F_y = ma_y$   $\sum F_z = ma_z$ 

• And three equations for rotation, and torque is only applied in one direction (likely  $\hat{k}$ ):

$$\sum \tau_{x} = I_{x}\alpha_{x}$$
  $\sum \tau_{y} = I_{y}\alpha_{y}$   $\sum \tau_{z} = I_{z}\alpha_{z}$ 

#### **Solving Rotational Problems**

For rotational motion dynamics equation:

1. Relate the force(s) that causes rotational motion to the net torque

$$\tau = Fr$$

- 2. Substitute the expression for momentum of inertia (which has both mass and radius terms in it) into the equation for rotational motion
- 3. Relate angular acceleration to linear acceleration, if applicable:

$$\alpha = \frac{\alpha}{F}$$

Now there are two equations with force and acceleration terms. See handout

# Work & Energy in Rotational Motion

#### **Rotational Kinetic Energy**

To find the kinetic energy of a rotating system of particles (discrete number of particles, or continuous mass distribution), we sum the kinetic energy of the individual particles:

$$K = \sum_{i} \frac{1}{2} m_i v_i^2 = \frac{1}{2} \left( \sum_{i} m_i r_i^2 \right) \omega^2$$

It's no surprise that in both case, rotational kinetic energy is given by:

$$K = \frac{1}{2}I\omega^2$$

#### **Kinetic Energy of a Rotating System**

The total kinetic energy of a rotating system is the sum of its translational and rotational kinetic energies at its center of mass:

$$K = \frac{1}{2}mv_{CM}^2 + \frac{1}{2}I_{CM}\omega^2$$

In this case,  $I_{CM}$  is calculated at the center of mass. For simple problems, we only need to compute rotational kinetic energy at the pivot:

$$K = \frac{1}{2}I_{P}\omega^{2}$$

In this case, the  $I_P$  is calculated at the pivot. **IMPORTANT:**  $I_{CM} \neq I_P$