

Last lecture:

$$K_{\text{rot}} = \frac{1}{2} I \omega^2$$

$$I: \text{moment of inertia} = (m_1 r_{1\perp}^2 + m_2 r_{2\perp}^2 + \dots)$$

$$\omega: \text{angular velocity } \left(\frac{\text{rad}}{\text{sec}}\right)$$

$$\frac{1}{2}: 1 \div 2$$

We found I for a bicycle wheel: $I = MR^2$

Our ultimate goal: Use energy principle to predict the final velocity of a rolling ball

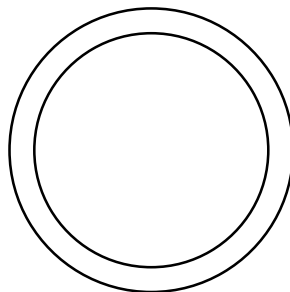
— Several steps to this, but the first is calculating I

— This is a pretty difficult calculation for a sphere, so let's do some easier shapes first

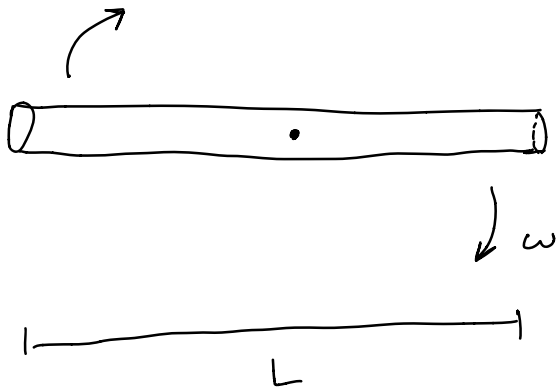
We already did the wheel

This was simple because r_{\perp} is the same for every point on the rim

$$I = (m_1 R^2 + m_2 R^2 + \dots) = MR^2$$



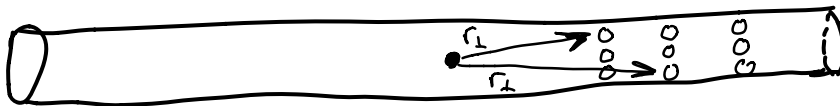
Let's look at a different shape



Thin rod of mass M

What we need to do:

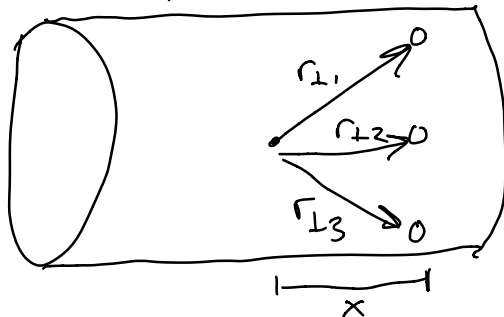
Sum over every piece of mass in the rod
 + find $\sum m_i r_{\perp i}$



unlike the wheel, r_{\perp} is different for every piece

Assumption:

The rod is very thin ($R \ll L$)
 $r_{\perp 1} \neq r_{\perp 2} \neq r_{\perp 3}$

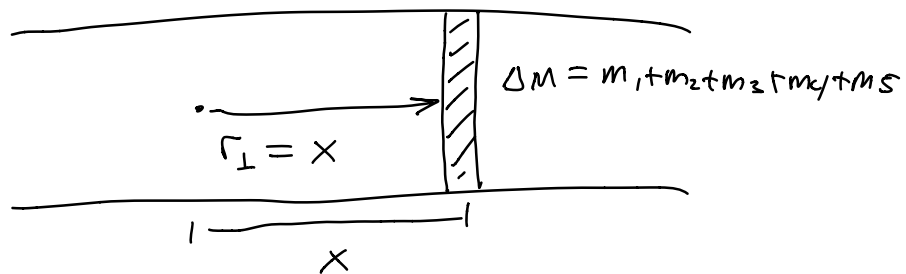
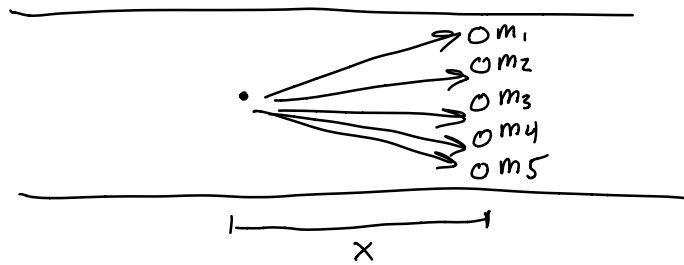


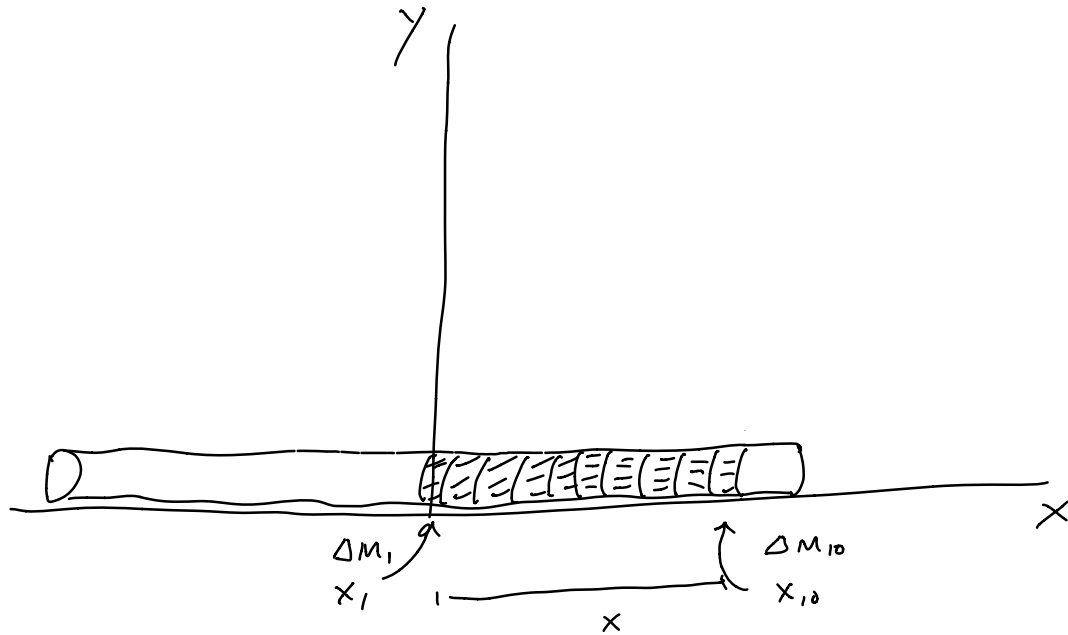
Approximation

Horizontal distance
 from center
 of rod $x \approx r_{\perp}$



This means we can lump all molecules that are a distance "X" from the center into a single piece





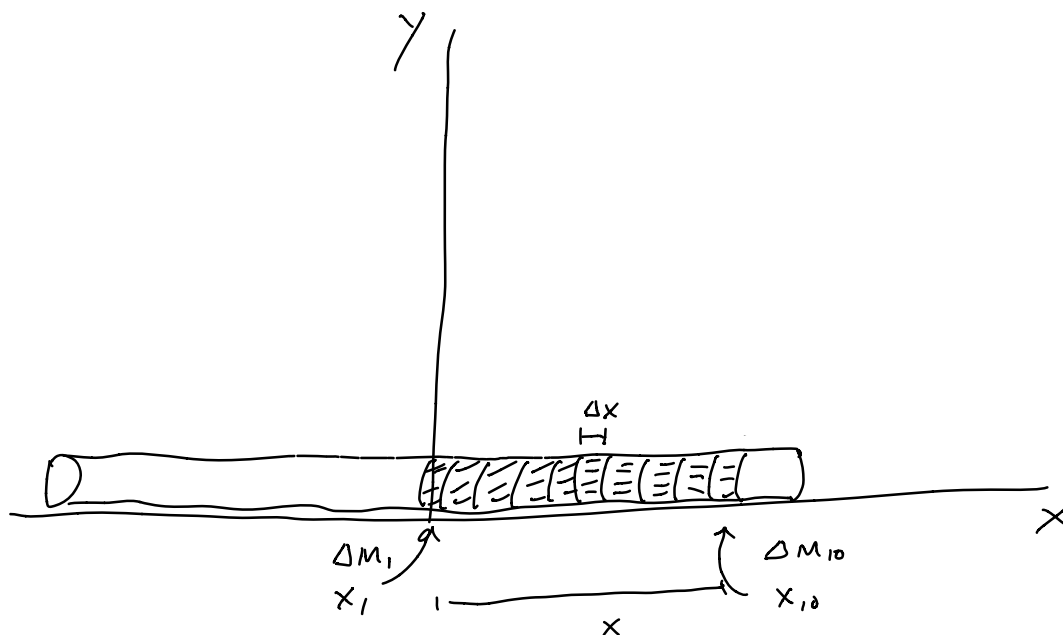
$$I = \Delta M_1 x_1^2 + \Delta M_2 x_2^2 + \Delta M_3 x_3^2 + \dots$$

Technically, each vertical strip is just a stack
of molecules & there are almost ∞ many
sections!

The diameter of a single molecule is very small
compared to L !

n

Approx: divide the rod into some number of
equal width vertical sections



To simplify things further, let's say that each vertical section has the same mass

Number of slices = n

Width of slice = Δx

Mass of slice = ΔM

But the mass of the whole rod is M ,

and $\Delta M \cdot n = M$, so $\Delta M = \frac{M}{n}$

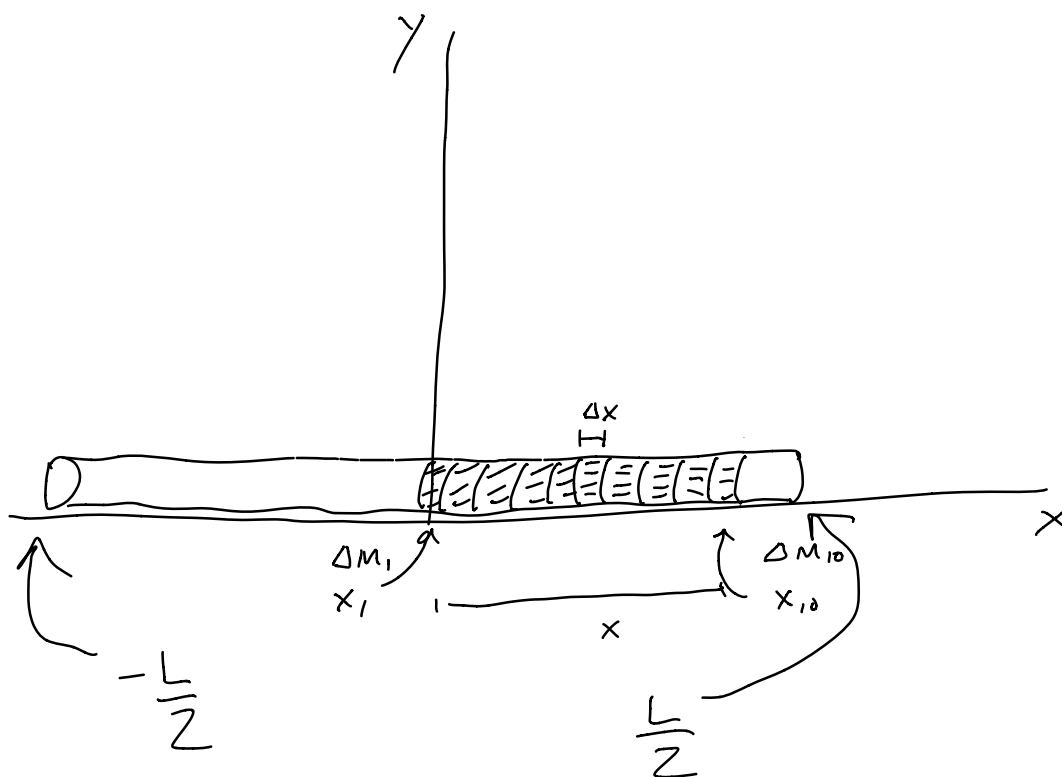
But $n = \frac{L}{\Delta x}$, so $\Delta M = M \frac{\Delta x}{L}$

$$\text{So } I = \Delta M_1 x_1^2 + \Delta M_2 x_2^2 + \Delta M_3 x_3^2 + \dots$$

$$= \frac{M \Delta x}{L} (x_1^2 + x_2^2 + x_3^2 + \dots)$$

$$I = \frac{M}{L} \sum_{i=0}^n x_i^2 \Delta x$$

$$\lim_{\substack{n \rightarrow \infty \\ \Delta x \rightarrow 0}} \frac{M}{L} \sum_{i=0}^n x_i^2 \Delta x = \frac{M}{L} \int_{x_i}^{x_f} x^2 dx$$



$$I = \frac{M}{L} \int_{-\frac{L}{2}}^{\frac{L}{2}} x^2 dx = \frac{1}{3} \frac{M}{L} \left(\frac{L^3}{8} - \frac{(-\frac{L}{2})^3}{8} \right)$$

$$= \frac{1}{24} \frac{M}{L} (2L^3) = \frac{ML^2}{12}$$

$$I = \frac{1}{12} ML^2$$

So K_{rot} for a rod rotating around its center is

$$\begin{aligned} K_{\text{rot}} &= \frac{1}{2} \left(\frac{1}{12} ML^2 \right) \omega^2 \\ &= \frac{1}{24} ML^2 \omega^2 \end{aligned}$$

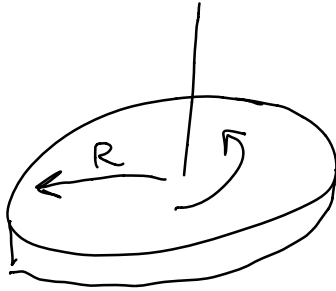
In general, calculating I requires setting up & evaluating an integral

- For most common shapes, this requires a 2D or 3D integral, which you haven't learned yet



Common moments of inertia

Disk:



$$I = \frac{1}{2}MR^2$$

Sphere (solid):

$$I = \frac{2}{5}MR^2$$

Sphere (hollow):

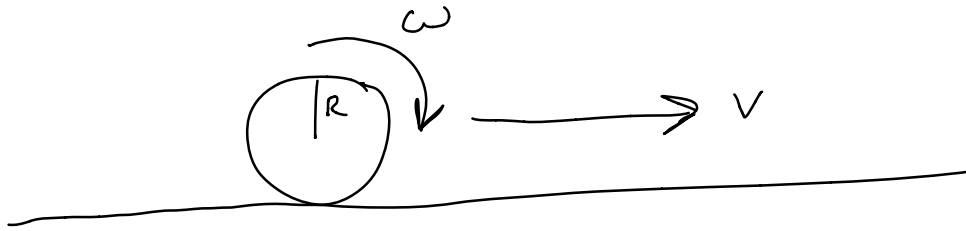
$$I = \frac{2}{3}MR^2$$

Note: For 2 spheres of the same mass,

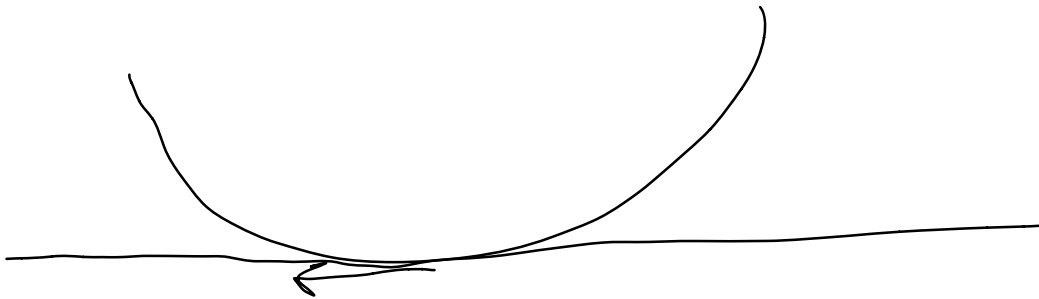
"I" is greater for the hollow sphere,

Since the mass is concentrated
farther out

Ex: Rolling ball (R, m)



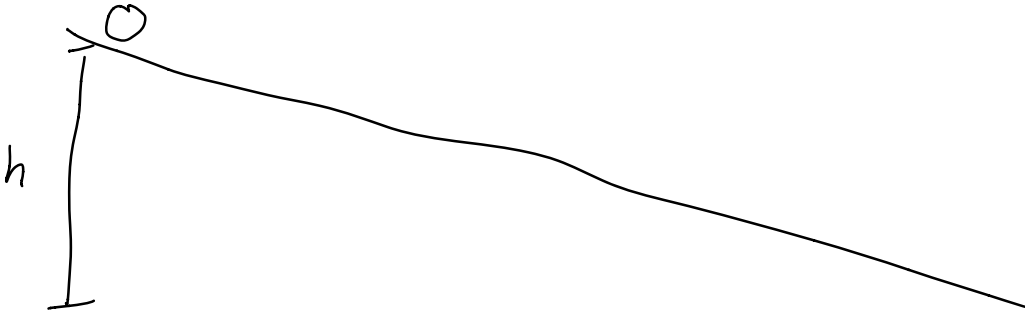
(Rolling is only possible due to friction)



$$K = K_{\text{trans}} + K_{\text{rot}}$$

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

Ex: Ball rolling down a ramp



$$m = 535 \text{ g}$$

$$h = 25.5 \text{ mm}$$

$$R = 2.5 \text{ cm}$$

In class, we used

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

to predict $v = .71 \text{ m/s}$

We measured $v = 0.5 \text{ m/s}$

How fast was the ball rotating?



$$sys = ball + Earth$$

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

$$E_i = mgh$$

$$E_f = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2$$

$$mgh = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2$$

$$\sqrt{\frac{mgh - \frac{1}{2}mv^2}{\frac{1}{2}I}} = \omega$$

$$I = \frac{2}{5}mR^2$$

$$\omega = \sqrt{\frac{gh - \frac{1}{2}v^2}{\frac{1}{5}R^2}}$$

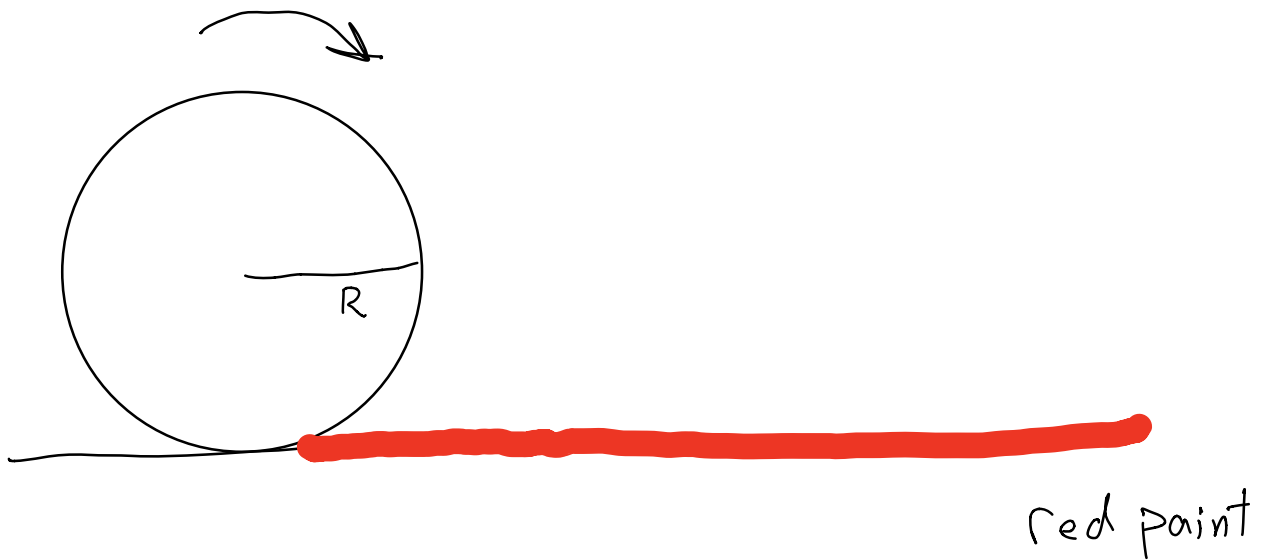
$$= \sqrt{\frac{(9.8)(0.025) - \frac{1}{2}(0.5)^2}{(0.2)(0.025)^2}}$$

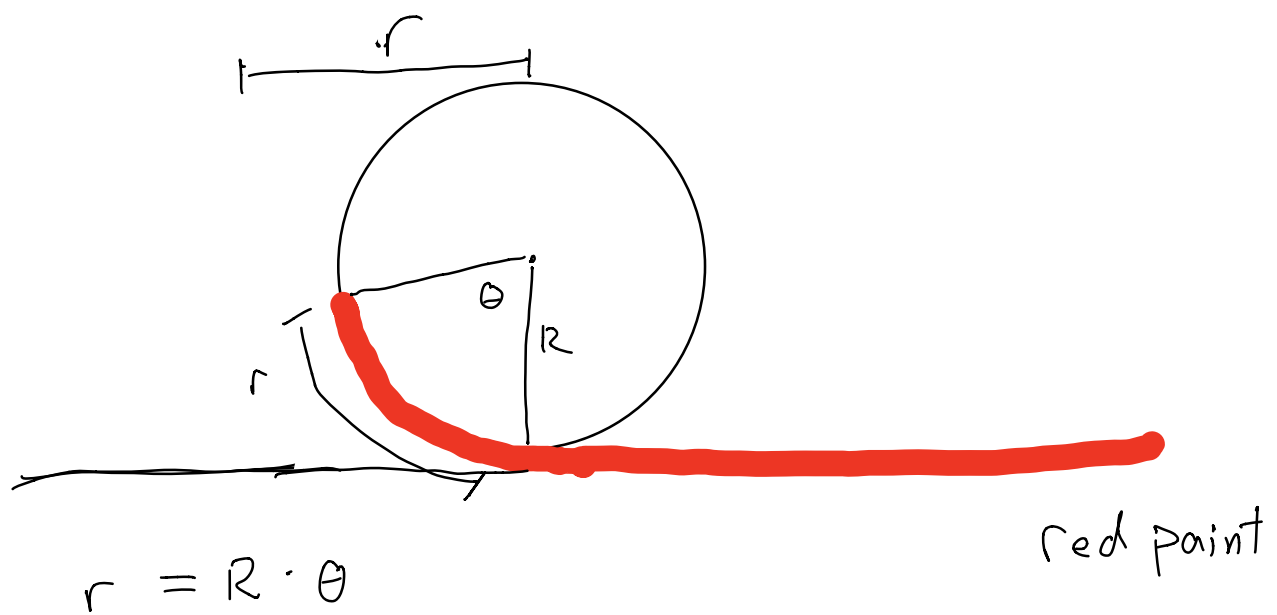
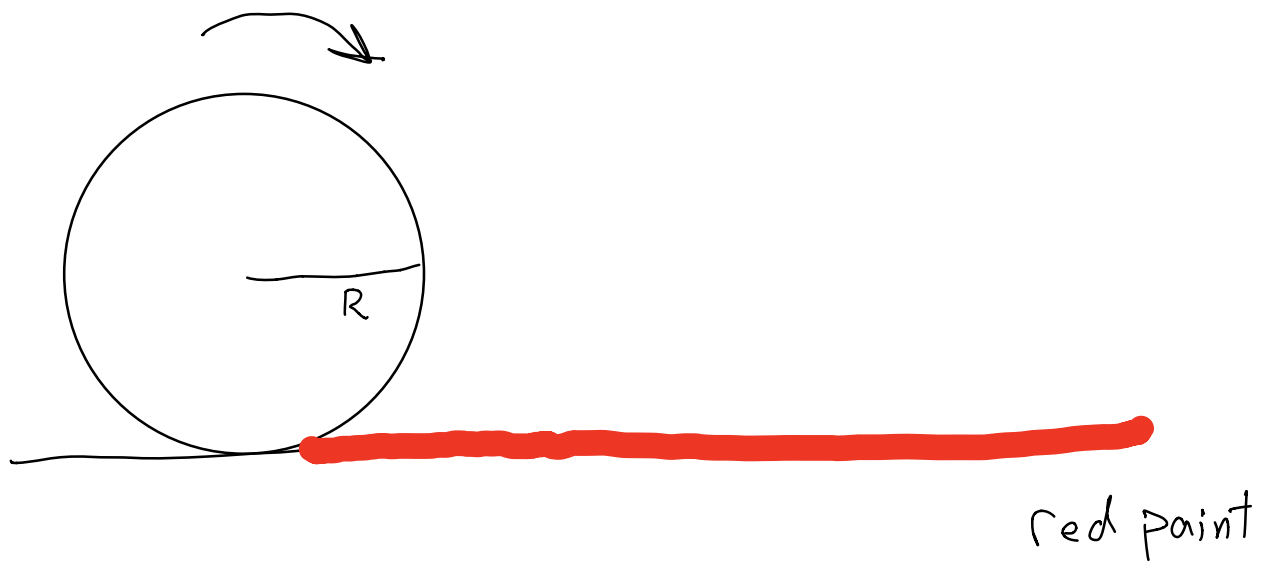
$$\omega = 31 \frac{\text{rad}}{\text{sec}} \quad f = \frac{\omega}{2\pi} \approx 5 \frac{\text{rot}}{\text{sec}}$$

Common Special case:
rolling w/o slipping

If the ball does not slip when it
makes contact with the ground,
 $v + \omega$ will be related

- silly thought experiment





$$\frac{d}{dt} r = \frac{d}{dt} (R \theta)$$

$$\frac{dr}{dt} = v = R \frac{d}{dt} \theta = R \omega, \quad \omega = \frac{v}{R}$$

So

$$\begin{aligned} K &= K_{\text{trans}} + K_{\text{rot}} \\ &= \frac{1}{2} m v^2 + \frac{1}{2} I \omega^2 \\ &= \frac{1}{2} m v^2 + \frac{1}{2} I \left(\frac{v}{R} \right)^2 \end{aligned}$$

$$mgh = \frac{1}{2} m v^2 + \frac{1}{2} I \left(\frac{v}{R} \right)^2$$

$$mgh = \frac{1}{2} \left(m + \frac{I}{R^2} \right) v^2$$

$$v = \sqrt{\frac{2mgh}{m + \frac{I}{R^2}}}$$