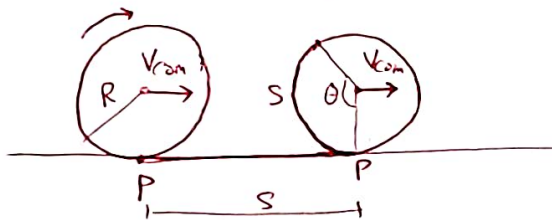


Ch 11: Rolling, Torque, & Angular Momentum.

11.1 Rolling as translation & rotation Combined:-

- smoothly rolling motion : → No slipping
- No bouncing

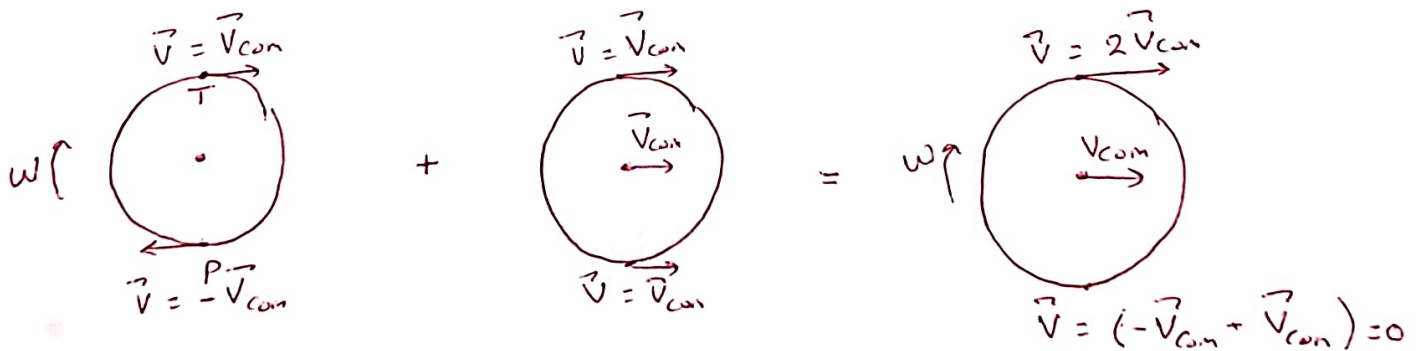


v_{com} : speed of the center of mass

$$s = R\theta$$

$$v_{com} = \frac{ds}{dt} = R \frac{d\theta}{dt} \Rightarrow v_{com} = R\omega$$

- Rolling motion is a combination of purely translational & purely rotational motions.



Pure Rotation + Pure translation = Rolling motion

* In Pure Rotation: $\vec{v} = R\omega$

→ at the top $\vec{v} = R\omega = \vec{v}_{com}$ (to the right)

→ at the bottom $\vec{v} = R\omega = -\vec{v}_{com}$ (to the left)

11-2 Forces & kinetic energy of rolling

$$K \equiv K_{\text{rotation}} + K_{\text{translation}}$$

$$K = \frac{1}{2} I_{\text{com}} \omega^2 + \frac{1}{2} M v_{\text{com}}^2$$

→ The Forces of Rolling:

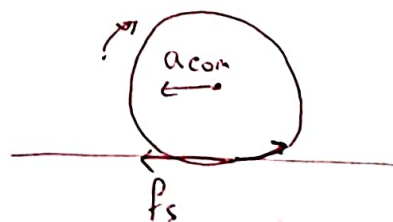
* if $v_{\text{com}} = \text{const} \Rightarrow a_{\text{com}} = 0 \Rightarrow F_{\text{net}} = 0$
 $\Rightarrow$ no frictional force.

* if $F_{\text{net}} \neq 0 \Rightarrow$ speed it up
 a_{com}



static frictional force $\vec{f}_s$ acts on the wheel at P, opposing its tendency to slide.

$\Rightarrow$ slow it down
 $-a_{\text{com}}$



* if the wheel doesn't slide, the force is static friction $\vec{f}_s$

$$a_{\text{com}} = R\alpha \quad (\text{smooth rolling})$$

* a_{com} & α tends to cause slipping, static friction must present to oppose the tendency of slipping.

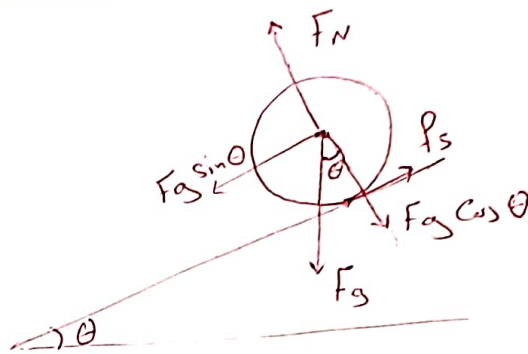
Rolling down a ramp:

Mass (M), Radius R

To find a_{com} :

Using Newton's 2nd law:

$$f_s - Mg \sin \theta = M(-a_{com}) \quad - (1)$$



f_s is not f_{smax} .

but $\tau_{net} = I\alpha$

$$\tau_f = \vec{R} \times \vec{f}_s = R f_s = I_{com} \alpha \quad - (2) \quad (\tau (+), \alpha (+))$$

$$a_{com} = R \alpha \Rightarrow \boxed{\alpha = \frac{a_{com}}{R}} \quad \text{sub. in (2)}$$

$$R f_s = I_{com} \left(\frac{a_{com}}{R} \right) \Rightarrow \boxed{f_s = I_{com} \left(\frac{a_{com}}{R^2} \right)} \quad \text{sub in (1)}$$

$$I_{com} \frac{a_{com}}{R^2} - Mg \sin \theta = -M a_{com}$$

$$a_{com} = \frac{Mg \sin \theta}{M + \frac{I_{com}}{R^2}} = \frac{g \sin \theta}{1 + \frac{I_{com}}{MR^2}}$$

dir of a_{com} is downward (-)

P4

a) if $a_{\text{com}} = 0.15g$, Find θ ?

$$a_{\text{com}} = \frac{g \sin \theta}{1 + \frac{I_{\text{com}}}{MR^2}}, \quad I_{\text{com}}(\text{sphere}) = \frac{2}{5} MR^2$$

$$0.15g = \frac{g \sin \theta}{1 + \frac{2}{5} \frac{MR^2}{MR^2}} = \frac{g \sin \theta}{1 + \frac{2}{5}}$$

$$\sin \theta = 0.15 \left(\frac{7}{5} \right) \Rightarrow \boxed{\theta = 12.12^\circ}$$

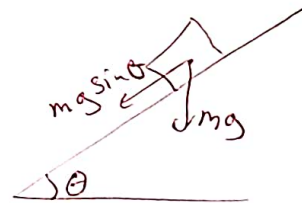
b)

$$\sum F = ma$$

$$mg \sin \theta = ma$$

$$\boxed{a = 0.21g}$$

th acceleration will be larger

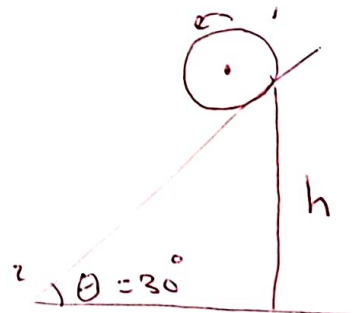


S.P 11.1

$$m = 6 \text{ kg}, \quad h = 1.2 \text{ m}$$

R

$$I_{\text{com}} = \frac{2}{5} MR^2$$



a) Find v_2 ?

using conservation of Mech

$$E_1 = E_2$$

$$(K + U)_1 = (K + U)_2$$

$$0 + Mgh = \frac{1}{2} I_{\text{com}} \omega^2 + \frac{1}{2} M V_{\text{com}}^2 + 0$$

$$\text{but } V_{\text{com}} = R\omega \Rightarrow \omega = \frac{V_{\text{com}}}{R}$$

$$I_{\text{com}} = \frac{2}{5} MR^2$$

$$\Rightarrow Mgh = \frac{1}{2} \left(\frac{2}{5} MR^2 \right) \frac{V_{\text{com}}^2}{R^2} + \frac{1}{2} M V_{\text{com}}^2$$

$$gh = \frac{7}{10} V_{\text{com}}^2 \Rightarrow V_{\text{com}} = 4.1 \text{ m/s}$$

b) Find $\vec{f}_s$?

$$a_{\text{com}} = \frac{g \sin \theta}{1 + \frac{I_{\text{com}}}{MR^2}} = \frac{g \sin 30}{1 + \frac{2}{5} \frac{MR^2}{MR^2}} = 3.5 \text{ m/s}^2$$

$$f_s - mg \sin \theta = M(-a_{\text{com}})$$

$$\begin{aligned} f_s &= mg \sin \theta - M a_{\text{com}} \\ &= 6(9.8) \sin 30 - 6(3.5) \\ &= 8.4 \text{ N} \end{aligned}$$

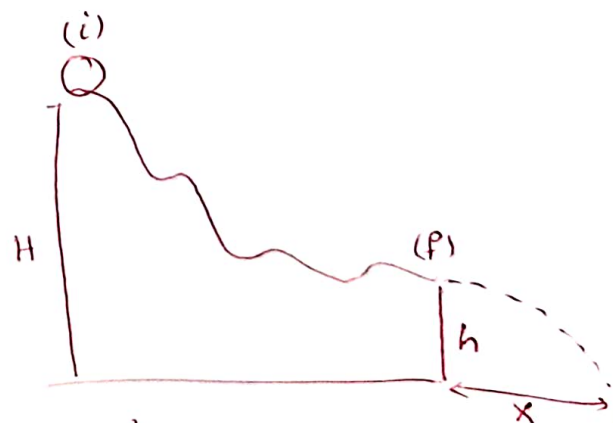
P9 $H = 6 \text{ m}$, $h = 2 \text{ m}$

$$(E_{\text{mech}})_i = (E_{\text{mech}})_f$$

$$U_i + K_i = U_f + K_f$$

$$mgH + 0 = mgh + \frac{1}{2} I_{\text{com}} \omega^2 + \frac{1}{2} M V_{\text{com}}^2$$

$$\boxed{\begin{aligned} \omega &= \frac{V_{\text{com}}}{R}, \\ I_{\text{com}} &= \frac{2}{5} MR^2 \end{aligned}}$$



$$mgH = \frac{1}{2} \left(\frac{2}{5} m R^2 \right) \left(\frac{V_{\text{com}}}{R} \right)^2 + \frac{1}{2} m V_{\text{com}}^2 + mgh$$

$$gH = \frac{1}{2} V_{\text{com}}^2 \left(\frac{7}{2} \right) + gh$$

$$V_{\text{com}} = \sqrt{\frac{10g}{7} (H-h)}$$

$$= 7.48 \text{ m/s}$$

To find x :

$$0y = V_{0y}t - \frac{1}{2}gt^2$$

$$-2 = 0 - \frac{1}{2}(9.8)t^2 \Rightarrow t = 0.639 \text{ sec}$$

$$x = V_x t$$

$$= V_{\text{com}} t = (7.48)(0.639)$$

$$\boxed{x = 4.8 \text{ m}}$$

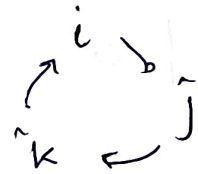
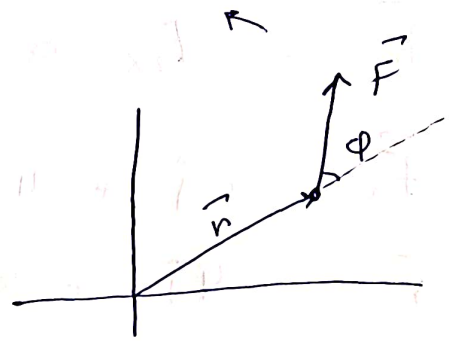
ch:11 Lec 2

11.4 Torque:

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

$$= r F \sin \phi$$

$$\vec{\tau} \perp \vec{r}, \quad \vec{\tau} \perp \vec{F}$$



$$\hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{i}, \quad \hat{k} \times \hat{i} = \hat{j}$$

$$\hat{j} \times \hat{i} = -\hat{k}, \quad \hat{k} \times \hat{j} = -\hat{i}, \quad \hat{i} \times \hat{k} = -\hat{j}$$

:

P21 Find the torque about the origin on a particle located at $(0, -4, 3)$ m, if the torque due to

a) $\vec{F}_1 \rightarrow F_{1x} = 2 \text{ N}, F_{1y} = F_{1z} = 0$

$$\vec{F}_1 = 2\hat{i}$$

$$\vec{r} = -4\hat{j} + 3\hat{k}$$

$$\vec{\tau}_1 = \vec{r}_1 \times \vec{F}_1$$

$$= (-4\hat{j} + 3\hat{k}) \times (2\hat{i})$$

$$= -8(\hat{j} \times \hat{i}) + 6(\hat{k} \times \hat{i})$$

$$= -8(-\hat{k}) + 6\hat{j}$$

$$= 8\hat{k} + 6\hat{j} \text{ N.m}$$

b) $\vec{F}_2$; $F_{2x} = 0$, $F_{2y} = 2\text{ N}$, $F_{2z} = 4\text{ N}$

$$\vec{F}_2 = 2\hat{j} + 4\hat{k}$$

$$\vec{r} = -4\hat{j} + 3\hat{k}$$

$$\vec{\tau}_2 = \begin{vmatrix} \hat{i} & -\hat{j} & \hat{k} \\ 0 & -4 & 3 \\ 0 & 2 & 4 \end{vmatrix} = \hat{i}(-16 - 6) - \hat{j}(0) + \hat{k}(0) = -22\hat{i} \text{ N.m}$$

P 23 | $\vec{F} = 2\hat{i} - 3\hat{k}$

a) if $\vec{r} = 0.5\hat{j} - 2\hat{k}$, find $\vec{\tau}$?

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

$$= \begin{vmatrix} \hat{i} & -\hat{j} & \hat{k} \\ 0 & 0.5 & -2 \\ 2 & 0 & -3 \end{vmatrix}$$

$$= \hat{i}(0.5(-3) - 0) - \hat{j}(0 - (-2)(2)) + \hat{k}(0 - (0.5)(2))$$

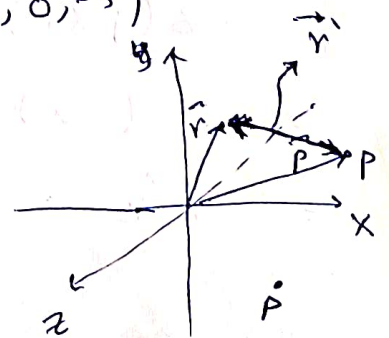
$$= -1.5\hat{i} - 4\hat{j} - 1\hat{k} \text{ N.m}$$

b) ~~pebble~~ The resulting torque on the pebble about the point $(2, 0, -3) \Rightarrow \vec{P} = (2, 0, -3)$

$$\vec{r}' = \vec{r} - \vec{P}$$

$$\vec{P} = 2\hat{i} - 3\hat{k}$$

$$\begin{aligned} \vec{r}' &= (0.5\hat{j} - 2\hat{k}) - (2\hat{i} - 3\hat{k}) \\ &= -2\hat{i} + 0.5\hat{j} + \hat{k} \end{aligned}$$



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

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ -2 & 0.5 & 1 \\ 2 & 0 & -3 \end{vmatrix}$$

$$\vec{\tau} = \hat{i} (1(0.5)(-3) - 0) - \hat{j} ((-2)(-3) - (2)(1)) + \hat{k} (0 - (0.5)(2))$$

$$= -1.5 \hat{i} - 4 \hat{j} - \hat{k} \quad \text{N.m}$$

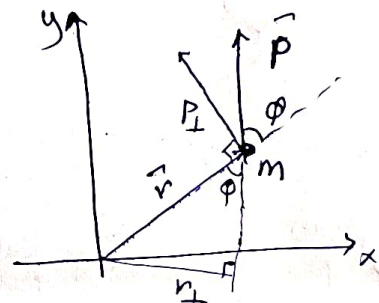
11.5 Angular Momentum:

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

$$= r p \sin \phi = r m v \sin \phi$$

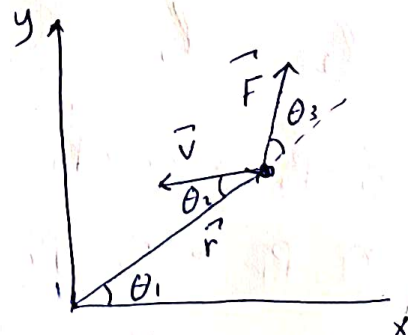
$$= r p_{\perp} \quad ; \quad p_{\perp} = p \sin \phi$$

$$\text{or } = r_{\perp} p \quad ; \quad r_{\perp} = r \sin \phi$$



$$\vec{L} \perp \vec{r} \text{ \& } \vec{p} \quad [\vec{L}] = \text{kg m}^2/\text{s}$$

P26 $m = 2 \text{ kg}$
 $\vec{r} = 5 \text{ m}$
 $\theta_1 = 45^\circ$
 $\theta_2 = \theta_3 = 30^\circ$
 $\vec{v} = 4 \text{ m/s}$
 $\vec{F} = 2 \text{ N}$

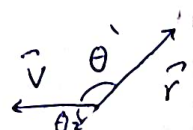


a) Find $\vec{L}$ about the origin?

$$\vec{L} = \vec{r} \times \vec{p} = r p \sin \theta$$

$$= (5)(2)(4) \sin 150$$

$$= 20 \text{ kg m}^2/\text{s}$$



dir ($\vec{L}$) outward, (the rotation ccw) (positive)

b) Find $\vec{L}$?

$$\vec{L} = \vec{r} \times \vec{F}$$
$$= (5)(2) \sin \theta_3$$

$$\vec{L} = 3 \text{ N.m}$$

dir ($\vec{L}$) outward, (the rotation ccw)

$$\vec{L} = 3 \hat{k} \text{ N.m}$$

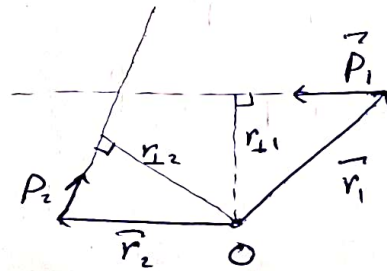
S.P 11.3

$$P_1 = 5 \text{ kg.m/s}$$

$$r_{\perp 1} = 2 \text{ m}$$

$$P_2 = 2 \text{ kg.m/s}$$

$$r_{\perp 2} = 4 \text{ m}$$



Find $\vec{L}_{\text{tot}}$?

$$\vec{L}_{\text{tot}} = \vec{L}_1 + \vec{L}_2$$
$$= \vec{r}_1 \times \vec{P}_1 + \vec{r}_2 \times \vec{P}_2$$
$$= r_{\perp 1} P_1 + r_{\perp 2} P_2$$
$$= (2)(5) + (4)(2)$$
$$= +2 \text{ kg.m}^2/\text{s} \quad (\text{outward})$$

$$\vec{L}_1 = +10 \text{ kg.m}^2/\text{s} \quad (\text{outward})$$

$$\vec{L}_2 = -8 \text{ kg.m}^2/\text{s} \quad (\text{inward})$$