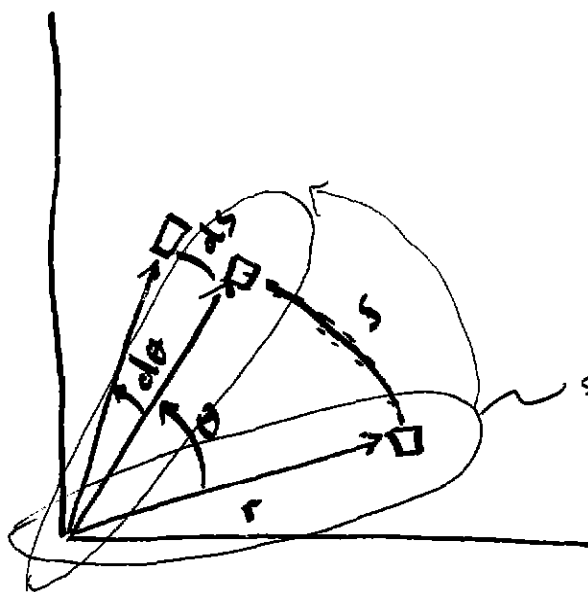


Rotational Motion

PI21 Lecture

3/13/01



$$s = r\theta$$

Arc length = (radius) \times (θ in radians)

$$ds = r d\theta$$

$$\frac{ds}{dt} = r \frac{d\theta}{dt}$$

$$v = r \omega$$

Tangential
Velocity
(m/s)

Angular
Velocity (radians/s)

All you need remember

$$s = r\theta$$

$$v = r\omega$$

$$a_t = r\alpha$$

} follow

$$\frac{d^2s}{dt^2} = \frac{dv}{dt} = r \frac{d\omega}{dt} = r \frac{d\alpha}{dt}$$

Tangential
Acceleration

Angular
Acceleration
 α

$$\frac{d\theta}{dt} = \omega$$

$$d\theta = \omega dt$$

$$\int_{\theta_0}^{\theta} d\theta = \int_{t_0}^t \omega dt$$

$$\theta - \theta_0 = \int_{t_0}^t \omega dt$$

$$\frac{d\omega}{dt} = \alpha$$

$$d\omega = \alpha dt$$

$$\int_{\omega_0}^{\omega} d\omega = \int_{t_0}^t \alpha dt$$

$$\omega - \omega_0 = \int_{t_0}^t \alpha dt$$

if α is constant

$$\omega - \omega_0 = \alpha(t - t_0)$$

$$t_0 = 0 \quad \Rightarrow \quad \omega = \omega_0 + \alpha t$$

Does all this look familiar??

$$x, v, a, t \quad \leftrightarrow \quad \theta, \omega, \alpha, t$$

The differential eqns that relate the variables are the same. \therefore The eqns that relate them will be the same.

For $\alpha = \text{constant}$

Linear variables

$$v = v_0 + at$$

$$x = x_0 + v_0 t + \frac{1}{2} at^2$$

$$v^2 = v_0^2 + 2a(x - x_0)$$

$$x - x_0 = \frac{1}{2}(v + v_0)t$$

For $\alpha = \text{constant}$

Angular variables

$$\omega = \omega_0 + \alpha t$$

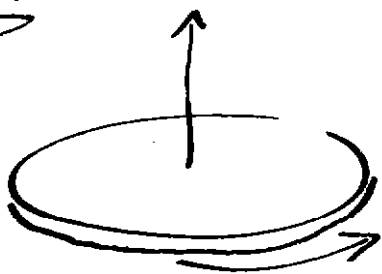
$$\theta = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2$$

$$\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$$

$$\theta - \theta_0 = \frac{1}{2}(\omega + \omega_0)t$$

All you know about solving 1-d Linear const. Acceleration problems \rightarrow carries over to
CONSTANT Angular Acceleration Problems

EXAMPLE



A disk initially rotating at 120 Rad/s slows down by constant Angular Acceleration of 4.0 rad/s^2

\Rightarrow How much time passes before the disk stops rotating?

$$\omega = \omega_0 + \alpha t$$

$$0 = 120 - 4.0 t$$

$$t = 30 \text{ seconds}$$

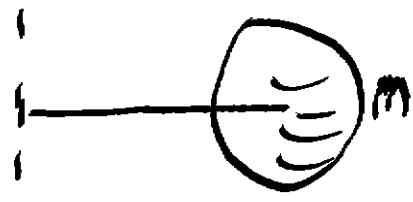
So far relating linear to angular variables works well

Linear $F = Ma$

Angular? $? = ? \alpha$

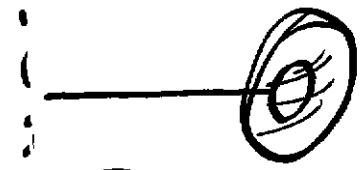


Which is harder to rotate?

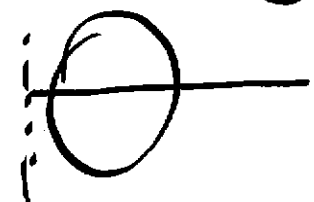


requires more force

Axis of rotation



Which of these?



~~Also door examples~~

$F = ma$ linear

$F = ? \times$ angular

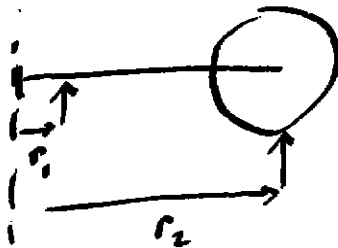
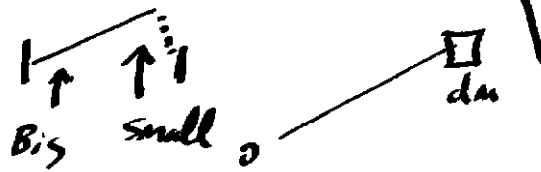
↑ obviously depends on $M \dots$ magnitude of body

And Mass distribution

Do demos
3 from Thang
Door demo

$$F = f(m, r) \times$$

Do door Demo
2 students



consider Application of force
does it matter where you
Apply it

So ... α depends on Mass, dist of Mass, force
And point of Application of force!

$$F = ma$$

$$s = r\theta$$

$$v = r\omega$$

$$a = r\alpha$$

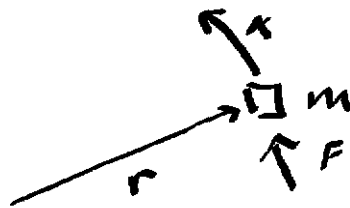
ignore
vector
character
for now

$$F = mr\alpha$$

$$rF = rmr\alpha$$

$$\tau F = Mr^2 \alpha$$

Angular
Acceleration



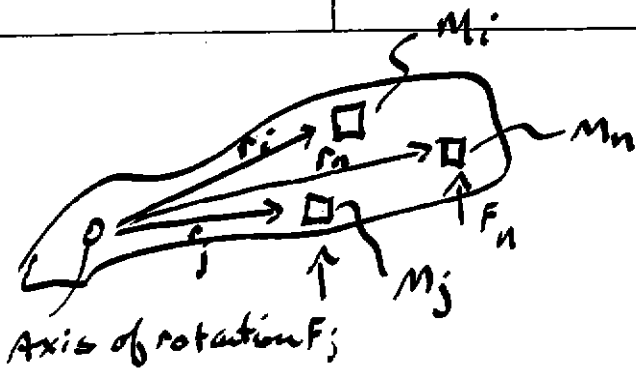
Angular
force
known as Torque
 I

Angular Mass

known as Moment of Inertia of mass m

I





$$(\sum r_i F_i) = (\sum m_i r_i^2) \kappa$$

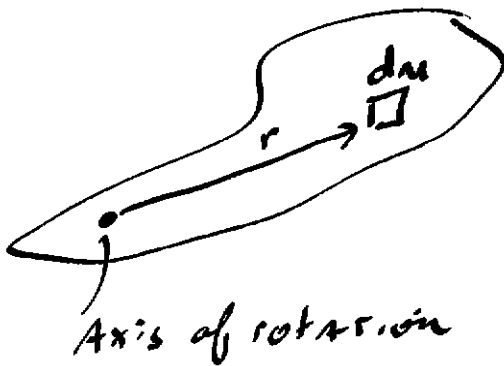
\uparrow NET "angular" force \uparrow net "angular" mass

$$\sum \tau_i = \underbrace{\sum m_i r_i^2}_{I_i} \kappa$$

$$\tau_{NET} = \sum m_i r_i^2 \kappa = I \kappa$$

$$\boxed{\tau_{NET} = I \kappa}$$

go to continuous limit



~~$$d\tau = r^2 dm \kappa$$~~

$$dI = r^2 dm$$

dI for differential element

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

Total I from integral over volume

Vector vs. Scalar?

Does I have a direction?

\Rightarrow Scalar ... just like regular mass