

Solns to Prob set #7 posted (2 days?)

Prob set 8 is posted

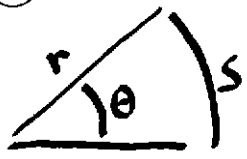
Worry about Precession

Rotational motion not easy to learn

Motivation slide → Think Circular

22-141 50 SHEETS  
22-142 100 SHEETS  
22-144 200 SHEETS  
AMPAD

Think



$$s = r\theta$$

$$v = r\omega$$

$$a = r\alpha$$

→ const a eqns  
⇓  
const v eqns

$$F = ma$$

$$F = m r \alpha$$

$$r F = r m r \alpha$$

$$r F = m r^2 \alpha$$

$$\tau \quad I$$

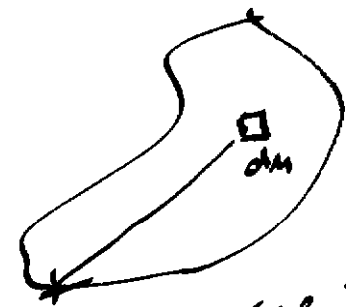
Angular force  
Torque

Angular Mass  
Moment of Inertia

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

$$I = \int_{\text{volume}} r^2 dm$$

depends on Mass distribution



see Table P.278

**SOLUTION** a) The particle at point *A* lies on the axis. Its distance *r* from the axis is zero, so it contributes nothing to the moment of inertia. Equation (9-16) gives

$$I = \sum m_i r_i^2 = (0.10 \text{ kg})(0.50 \text{ m})^2 + (0.20 \text{ kg})(0.40 \text{ m})^2 \\ = 0.057 \text{ kg} \cdot \text{m}^2.$$

b) The particles at *B* and *C* both lie on the axis, so for them  $r = 0$ , and neither contributes to the moment of inertia. Only *A* contributes, and we have

$$I = \sum m_i r_i^2 = (0.30 \text{ kg})(0.40 \text{ m})^2 = 0.048 \text{ kg} \cdot \text{m}^2.$$

Since this moment of inertia is less than in part (a), it's easier to make the body rotate about this axis than about the axis through point *A*.

c) From Eq. (9-17),

$$K = \frac{1}{2} I \omega^2 = \frac{1}{2} (0.057 \text{ kg} \cdot \text{m}^2)(4.0 \text{ rad/s})^2 = 0.46 \text{ J}.$$

**CAUTION** The results of parts (a) and (b) of Example 9-7 show that the moment of inertia of a body depends on the location and orientation of the axis. It's not enough to just say, "The moment of inertia of this body is  $0.048 \text{ kg} \cdot \text{m}^2$ ." We have to be specific and say, "The moment of inertia of this body about axis *BC* is  $0.048 \text{ kg} \cdot \text{m}^2$ ."

In Example 9-7 we represented the body as several point masses, and we evaluated the sum in Eq. (9-16) directly. When the body is a *continuous* distribution of matter, such as a solid cylinder or plate, the sum becomes an integral, and we need to use calculus to calculate the moment of inertia. We will give several examples of such calculations in Section 9-7; meanwhile, Table 9-2 gives moments of inertia for several familiar shapes in terms of the masses and dimensions. Each body shown in Table 9-2 is *uniform*; that is, the density has the same value at all points within the solid parts of the body.

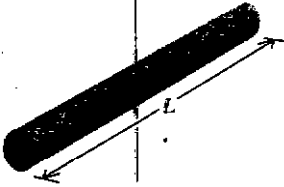
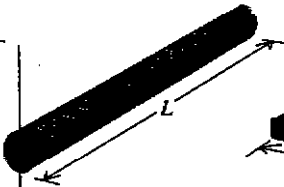
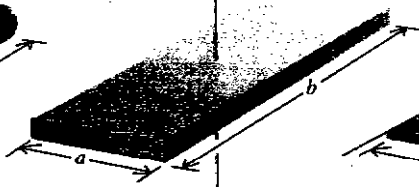
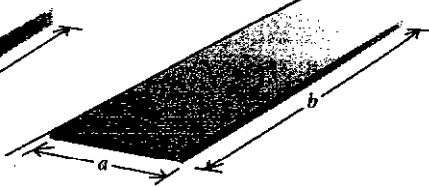
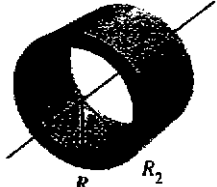
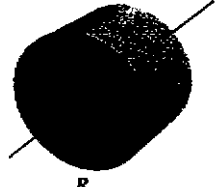
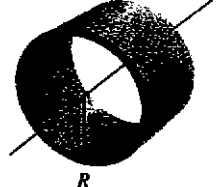
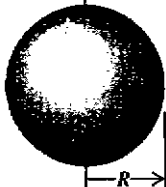
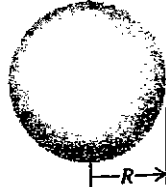


77

Rotational Inertia

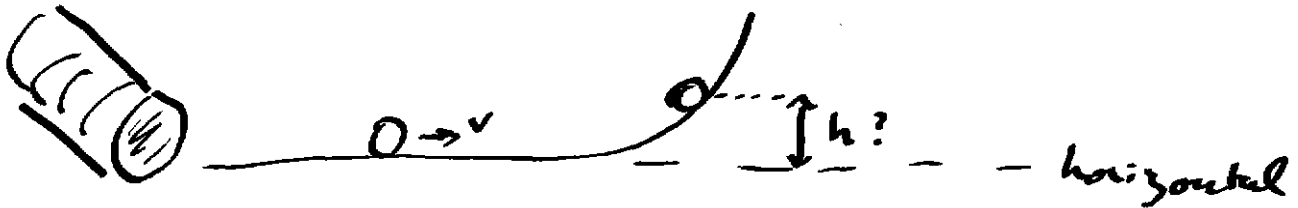
TABLE 9-2

## MOMENTS OF INERTIA OF VARIOUS BODIES

$I = \frac{1}{12} ML^2$  (a) Slender rod, axis through center	$I = \frac{1}{3} ML^2$  (b) Slender rod, axis through one end	$I = \frac{1}{12} M(a^2 + b^2)$  (c) Rectangular plate, axis through center	$I = \frac{1}{3} Ma^2$  (d) Thin rectangular plate, axis along edge	
$I = \frac{1}{2} M(R_1^2 + R_2^2)$  (e) Hollow cylinder	$I = \frac{1}{2} MR^2$  (f) Solid cylinder	$I = MR^2$  (g) Thin-walled hollow cylinder	$I = \frac{2}{5} MR^2$  (h) Solid sphere	$I = \frac{2}{3} MR^2$  (i) Thin-walled hollow sphere

$$\text{Rotational KE} = \frac{1}{2} I \omega^2$$

Example Problem



Solid homogeneous cylinder

$$\text{Mass } M = (50 \text{ kg})$$

$$\text{radius } R = (15 \text{ cm})$$

rolls w/ velocity  $V$  toward ramp =  $(6 \text{ m/s})$   
linear

How far up ramp does cylinder climb?

use Energy conservation

$$E_{\text{TOT}} = KE_{\text{init}} + PE_{\text{init}}$$

~~$$KE_{\text{final}} - KE_{\text{initial}} = \Delta PE$$~~

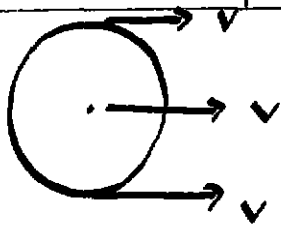
$$E_{\text{TOT}} = KE_{\text{fin}} + PE_{\text{fin}}$$

$$0 = \underbrace{KE_{\text{final}} - KE_{\text{init}}}_{\Delta KE} + \underbrace{PE_{\text{fin}} - PE_{\text{init}}}_{\Delta PE}$$

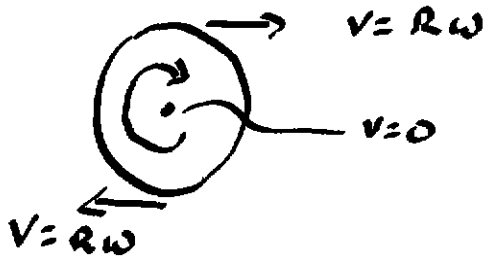
$$-\Delta KE = \Delta PE$$

$$KE_{\text{init}} - KE_{\text{final}} = \cancel{PE_{\text{fin}}} \Delta PE = mgh$$

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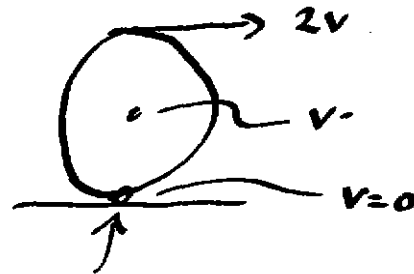


TRANSLATION only



ROTATION only

combine the two



actual axis of rotation  
at a given moment!

Think of motion as

- 1) ~~rotational~~ rotational motion about an axis
- 2) TRANSLATIONAL motion of the ~~axis~~ axis + associated mass

Typically ... axis passes thru center of mass  
So you can think of part two as linear translation of C.M.

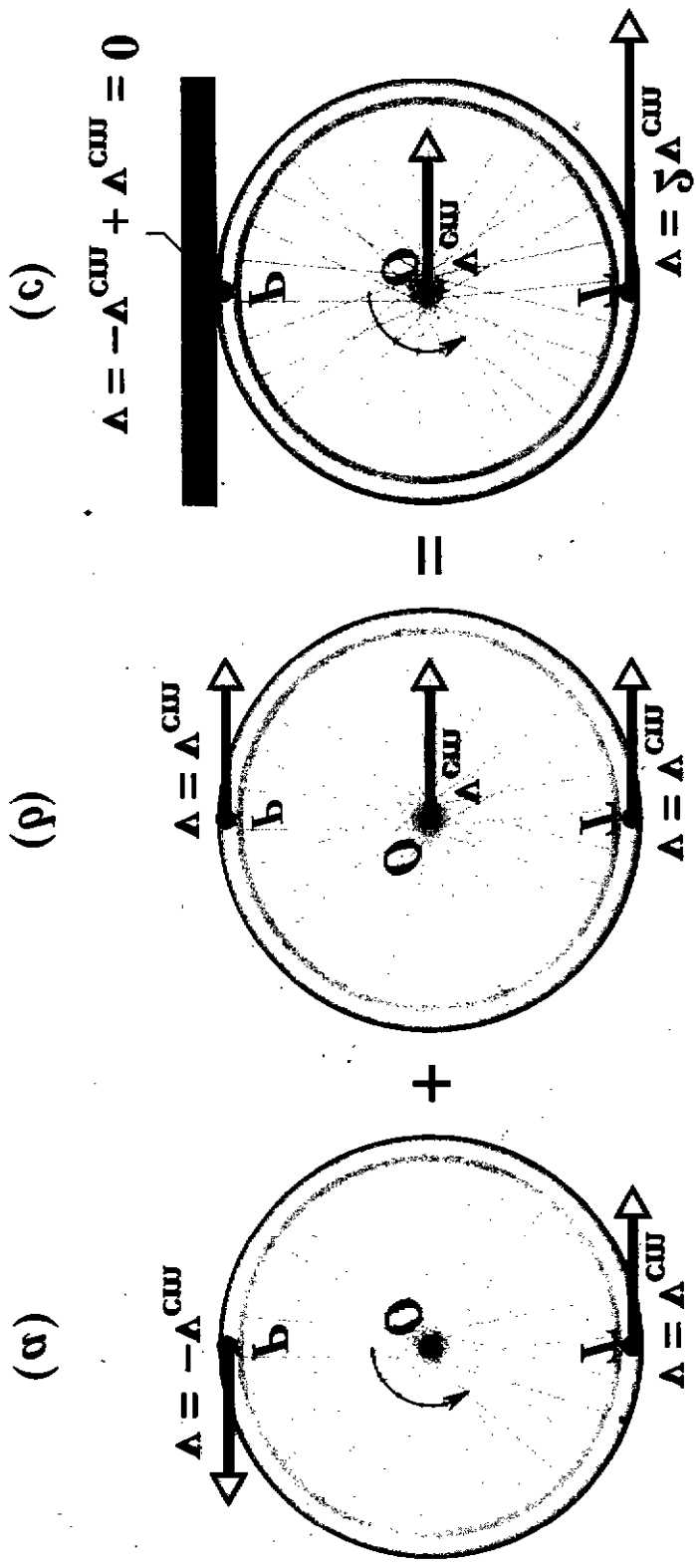
so

$$KE = \frac{1}{2} I \omega^2 + \frac{1}{2} M V^2 = M g h$$

$V = R\omega$  so, know  $\omega$

What is  $I$ ?

Must ~~not~~ evaluate or look at table  $I = \frac{1}{2} MR^2$   
in this case



$$\frac{1}{2} \frac{1}{2} MR^2 \frac{v^2}{R^2} + \frac{1}{2} MV^2 = Mgh$$

$$\frac{1}{4} MV^2 + \frac{1}{2} MV^2 = Mgh$$

$$\frac{3}{4} MV^2 = Mgh$$

$$\frac{3}{4} \frac{v^2}{g} = h$$

$$\frac{m^2/s^2}{m/s^2} = m \quad \text{units } \checkmark$$

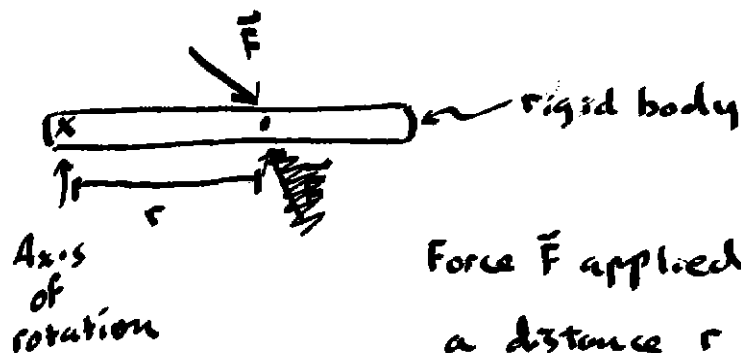
If sliding (non rotating)

$$\frac{1}{2} MV^2 = Mgh$$

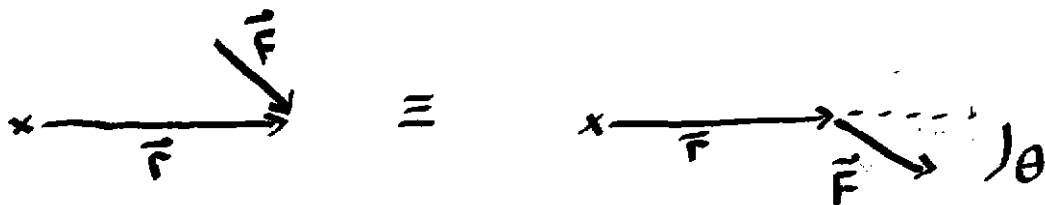
$$h = \frac{1}{2} \frac{V^2}{g}$$

Goes higher if moving at  $V$  and rotating because system starts w/ more KE.

### Rotational Motion and Vectors

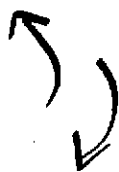


Force  $\vec{F}$  applied to rigid body at a distance  $r$  from axis of rotation



Does  $\vec{L}$  have a direction?

Does  $\vec{\alpha}$  have a direction?



$$\vec{L} = I \vec{\alpha}$$

How do we define these vectors

Specify { Axis of rotation  
Magnitude of rotation (force/accel)  
direction of rotation (force/accel.)

simultaneously

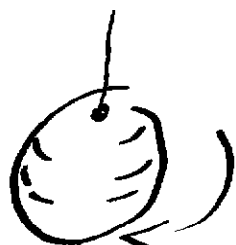


Right hand rule

Fingers along direction of rotation

Thumb points along direction

Think about it ... we'll come back to it  
let's continue to think in terms of scalars



rotating ball  $\vec{v} = 0$

Is there kinetic energy associated  
with ~~rotation~~ this system?

small

$m_i$  at  $r_i$

$$K.E._i = \frac{1}{2} m_i v_i^2$$

$$v = r\omega$$

$$K.E._i = \frac{1}{2} m_i r_i^2 \omega^2 = \frac{1}{2} I_i \omega^2$$

$$\sum K.E._i = KE = \frac{1}{2} \omega^2 \sum m_i r_i^2 = \frac{1}{2} I \omega^2$$