



Rotational Kinematics and Angular Momentum Conservation

Rotational Motion

If the force is always perpendicular to the direction of the velocity, then only the direction changes.

Centripetal Acceleration

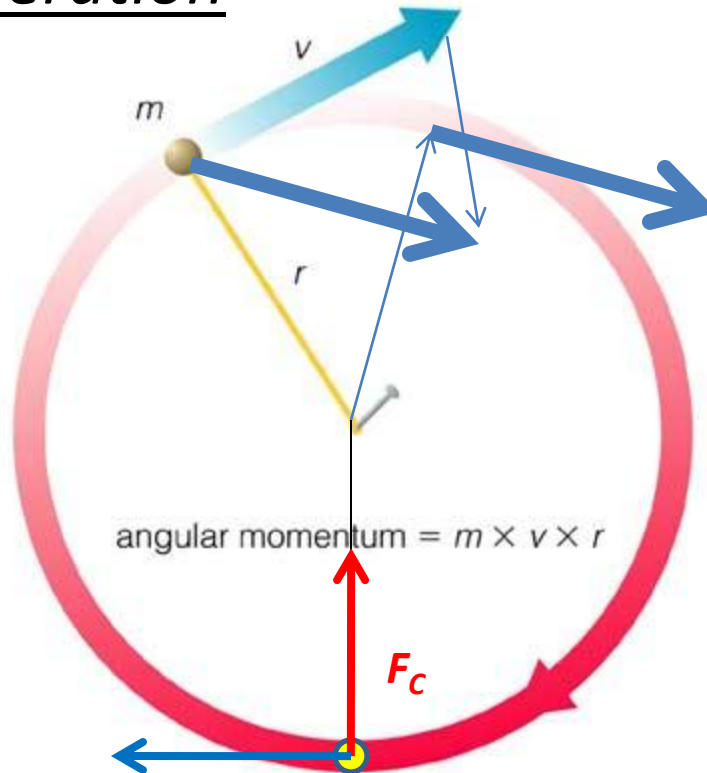
$$v = 2\pi r/T$$

$$\frac{\Delta v}{v} = \frac{v\Delta t}{r}$$

$$a_c = \frac{\Delta v}{\Delta t} = \frac{v^2}{r}$$

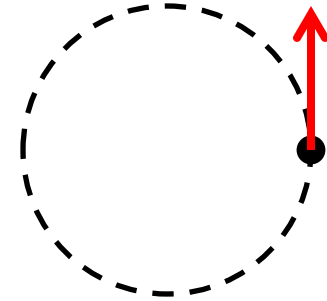
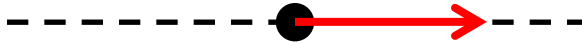
Centripetal Force

$$F_c = ma_c = mv^2/r$$



Angular Quantities

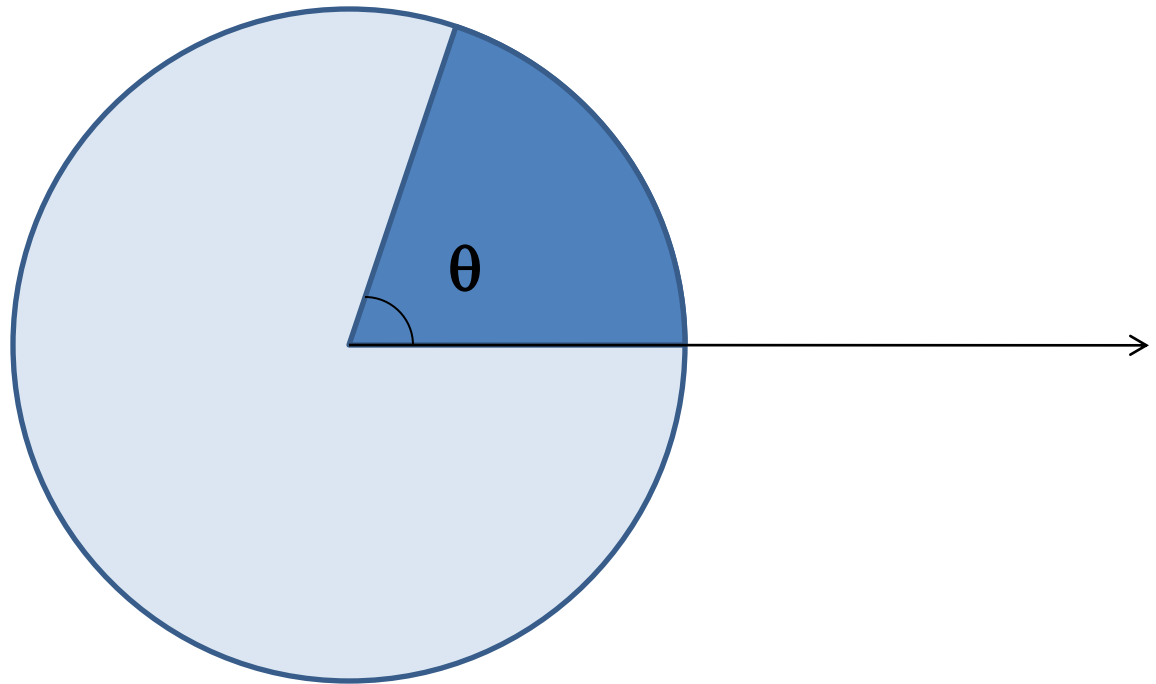
- There is an analogy between objects moving along a straight path and objects moving along a circular path.



Linear		Rotational
Position (x)	\leftrightarrow	Angle (θ)
Velocity (\mathbf{v})	\leftrightarrow	Angular Velocity (ω)
Acceleration (\mathbf{a})	\leftrightarrow	Angular Acceleration (α)
Momentum (\mathbf{p})	\leftrightarrow	Angular Momentum (L)
Force (\mathbf{F})	\leftrightarrow	Torque (τ)
Mass (m)	\leftrightarrow	Moment of Inertia (I)

Angular Displacement

By convention,
 θ is measured
clockwise from
the x -axis.

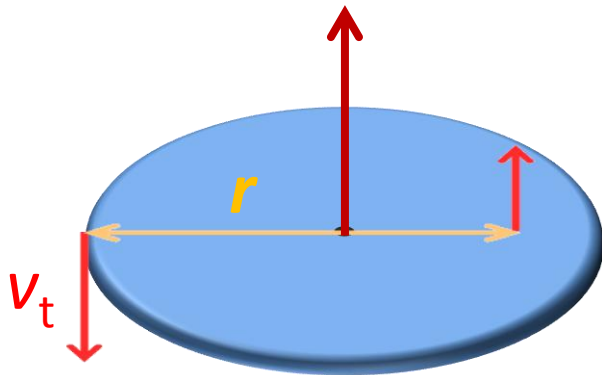


Angular Velocity

- Angular velocity is a vector:
 - Right hand rule to determines direction of ω



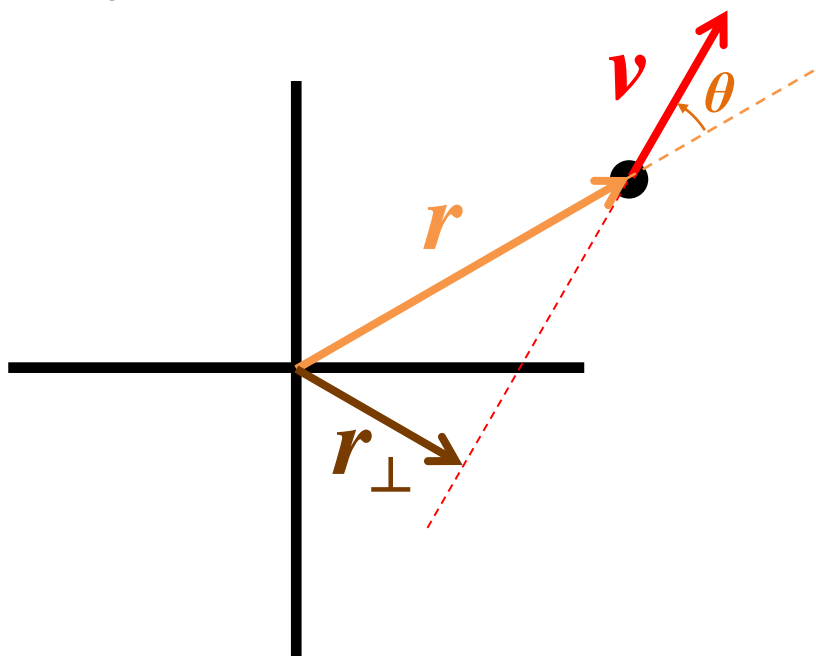
- Velocity and radius determine magnitude of ω



$$\omega = \frac{v_t}{r}$$

Angular Velocity

- What's the angular velocity of a point particle?



$$\omega = \frac{v}{r_{\perp}} = \frac{v}{r \sin \theta}$$

Angular Acceleration

- **Angular Acceleration:** Rate of change in angular velocity

$$\vec{\alpha} = \frac{d\vec{\omega}}{dt} = \frac{a_t}{r}$$

- A stationary disk begins to rotate. After 3 seconds, it is rotating at 60 rad/sec. What is the average angular acceleration?

$$\alpha = \frac{\Delta\omega}{\Delta t} = \frac{60 \text{ rad/s} - 0 \text{ rad/s}}{3 \text{ s}} = 20 \frac{\text{rad}}{\text{s}^2}$$

Rotational Kinematics

Rotational Motion ($\alpha = \text{constant}$)	Linear Motion ($a = \text{constant}$)
$\omega = \omega_0 + \alpha t$	$v = v_0 + at$
$\theta = (1/2)(\omega_0 + \omega)t$	$x = (1/2)(v_0 + v)t$
$\theta = \theta_0 + \omega_0 t + (1/2)\alpha t^2$	$x = x_0 + v_0 t + (1/2)at^2$
$\omega^2 = \omega_0^2 + 2\alpha\theta$	$v^2 = v_0^2 + 2ax$

Rotational Kinematics

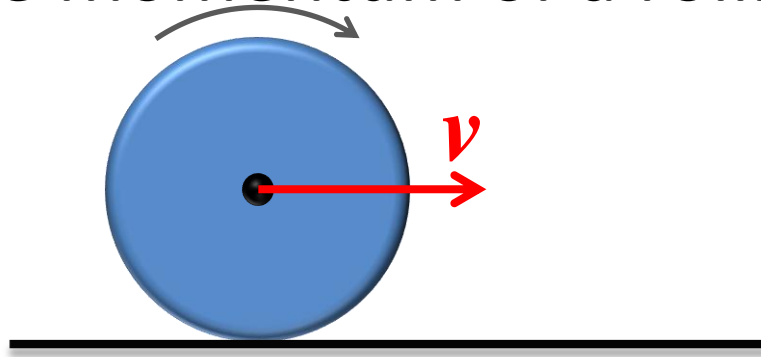
A commercial jet airplane is idling at the end of the run way. At idle, the turbo fans are rotating with an angular velocity of 175 rad/sec. The Tower gives the jetliner permission to take-off. The pilot winds up the jet engines with an angular acceleration of 175 rad/s². The engines wind up through an angular displacement of 2000 radians. What is the final angular velocity of the turbo-fan blades?

Solution:

$$\begin{aligned}\omega^2 &= \omega_0^2 + 2\alpha\theta \\ &= (175 \text{ rad/s})^2 + 2(175 \text{ rad/s}^2)(2000 \text{ rad}) \\ &= 7.00 \times 10^5 \text{ rad}^2/\text{s}^2 \\ \omega &= 837 \text{ rad/s}\end{aligned}$$

Angular Momentum

- What's the momentum of a rolling disk?



- Two types of motion:
 - Translation: $\vec{p} = m_{disk} \vec{v}$
 - Rotation: $\vec{L} = I_{disk} \vec{\omega}$

Angular Momentum

- **Angular Momentum:** Product of position vector and momentum vector

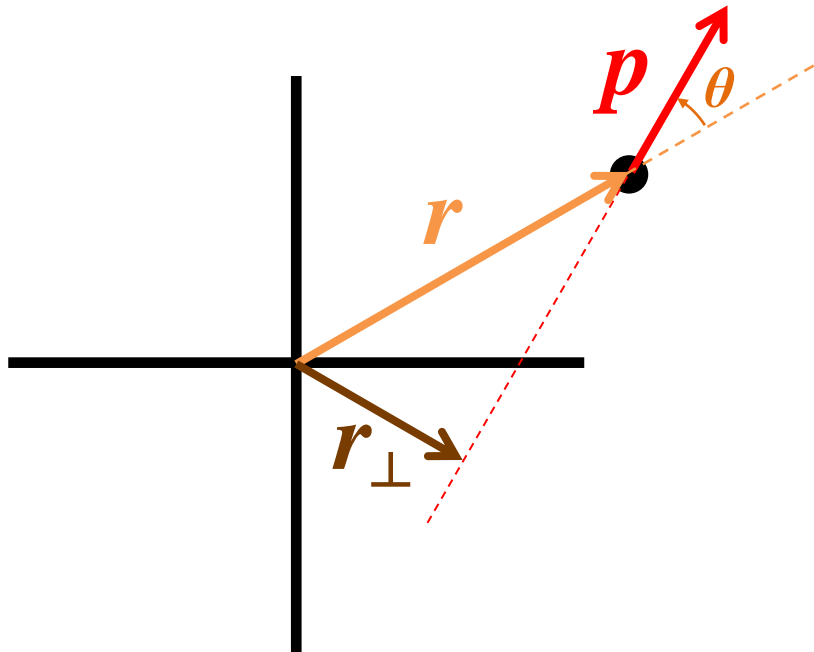
$$\vec{L} = \vec{r} \times \vec{p} = |rp \sin \theta|$$

- Why is angular momentum important? Like energy and momentum, angular momentum is conserved.
- Angular Impulse: Change in angular momentum vector

$$\Delta\vec{L} = \vec{L}_2 - \vec{L}_1$$

Angular Momentum

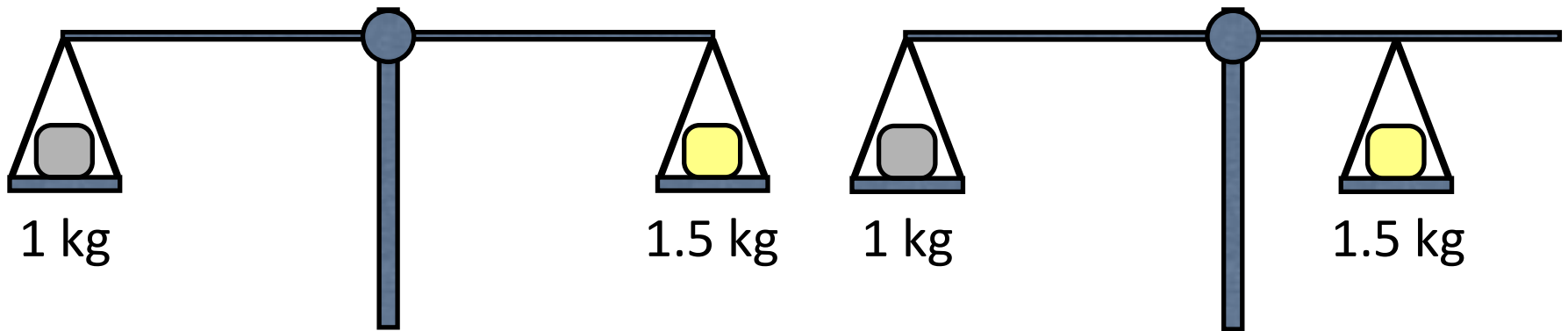
- What's the angular momentum of a point particle?



$$L = r_\perp p = r \sin \theta p$$

Torque

- Which way will the scale tip?

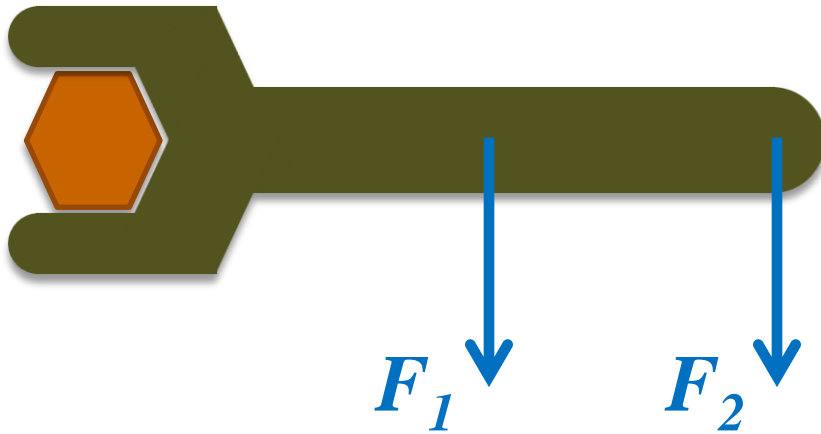


- Rotation of scale is influenced by:
 - Magnitude of forces
 - Location of forces

Torque



- Which is more effective?



- Rotation of wrench is influenced by:
 - Magnitude of forces
 - Location of forces
 - Direction of forces

DEMO: Torque Meter

Torque

- **Torque:** The cause or agent of angular acceleration $\vec{\tau} = \vec{r} \times \vec{F} = |rF \sin \theta|$

- The angular velocity of an object will not change unless acted upon by a torque

$$\vec{\tau}_{Net \text{ on Object}} = 0 \quad \Rightarrow \quad \Delta \vec{\omega} = 0$$

- The net torque on an object is equal to the rate of change of angular momentum

$$\vec{\tau}_{Net \text{ on Object}} = \frac{d\vec{L}}{dt}$$

Newton's Second Law - Rotation

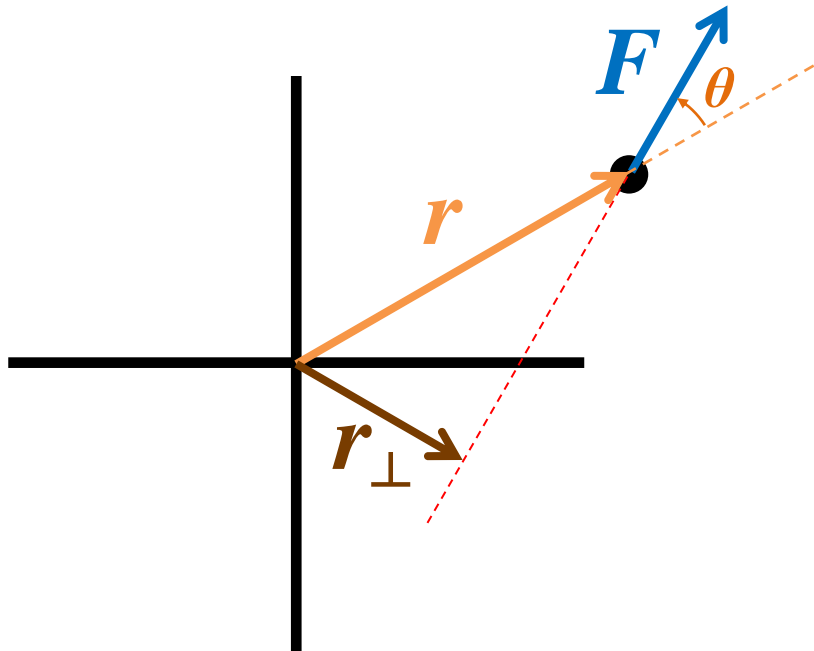
$$\vec{\tau}_{\text{Net on Object}} = \frac{d\vec{L}}{dt} = \frac{dI\omega}{dt} = I \frac{d\omega}{dt} = I\alpha$$

$$\tau = I\alpha$$

$$\text{Angular impulse} = \tau\Delta t = \Delta L$$

Torque

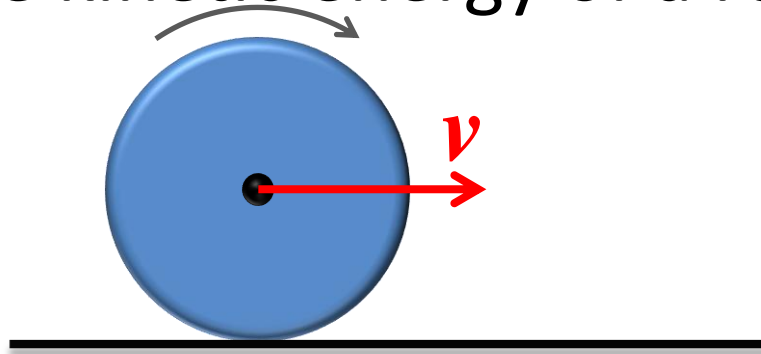
- What's the torque on a point particle?



$$\tau = r_{\perp} F = r \sin \theta F$$

Rotational Kinetic Energy

- What's the kinetic energy of a rolling disk?



- Two types of motion:

- Translation: $KE_{tran} = \frac{1}{2} m_{disk} v^2$

- Rotation: $KE_{rot} = \frac{1}{2} I_{disk} \omega^2$

Rolling Bodies

The diagram shows a green sphere of radius R on a purple inclined plane at an angle θ . A blue arrow labeled f points up the incline from the contact point. A blue arrow labeled F_N points perpendicular to the incline from the center. A blue arrow labeled F_p points down the incline from the center. A blue arrow labeled mg points vertically down from the center. A blue arrow labeled R points from the center to the top of the sphere. A white square at the contact point indicates no slipping. A blue arrow points from the title 'Rolling Bodies' to the sphere.

Frictional Force:
 $f < \mu_s F_N = \mu_s mg \cos\theta$

Angular Acceleration
 $\tau = I \alpha$
 $\tau = fR$

Linear Acceleration
 $F_{\text{tot}} = ma$
 $F_{\text{tot}} = mg \sin\theta - f$
 $\alpha = a/R$

Normal Force:
 $F_N = mg \cos\theta$

Parallel Force:
 $F_p = mg \sin\theta$

force of gravity

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Angular Acceleration

$$\tau = I \alpha$$

$$\tau = fR$$

Linear Acceleration

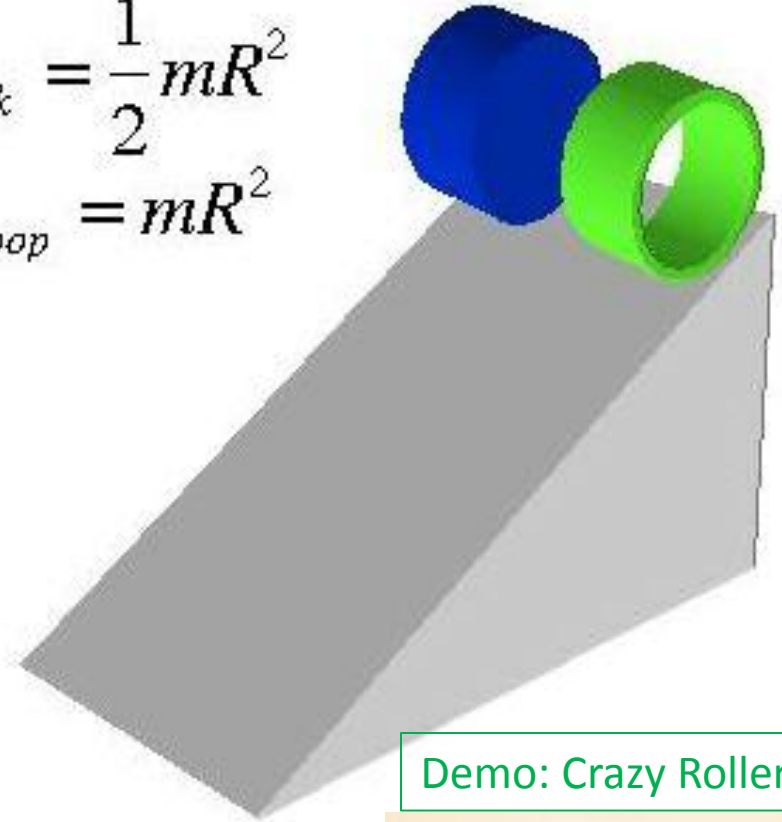
$$F_{\text{tot}} = ma$$

$$F_{\text{tot}} = mg \sin \theta - f$$

$$\alpha = a/R$$

Moment of Inertia

$$I_{\text{disk}} = \frac{1}{2} mR^2$$
$$I_{\text{hoop}} = mR^2$$



$$ma = mg \sin \theta - f$$

$$fR = I\alpha = \frac{Ia}{R} \Rightarrow f = \frac{Ia}{R^2}$$

$$ma = mg \sin \theta - \frac{Ia}{R^2}$$

$$ma + \frac{Ia}{R^2} = mg \sin \theta$$

$$(mR^2 + I)a = mR^2 g \sin \theta$$

$$a = \frac{mR^2 g \sin \theta}{mR^2 + I}$$



As I increases,
 a decreases

Demo: Crazy Rollers



Moment of Inertia

Let's use conservation of energy

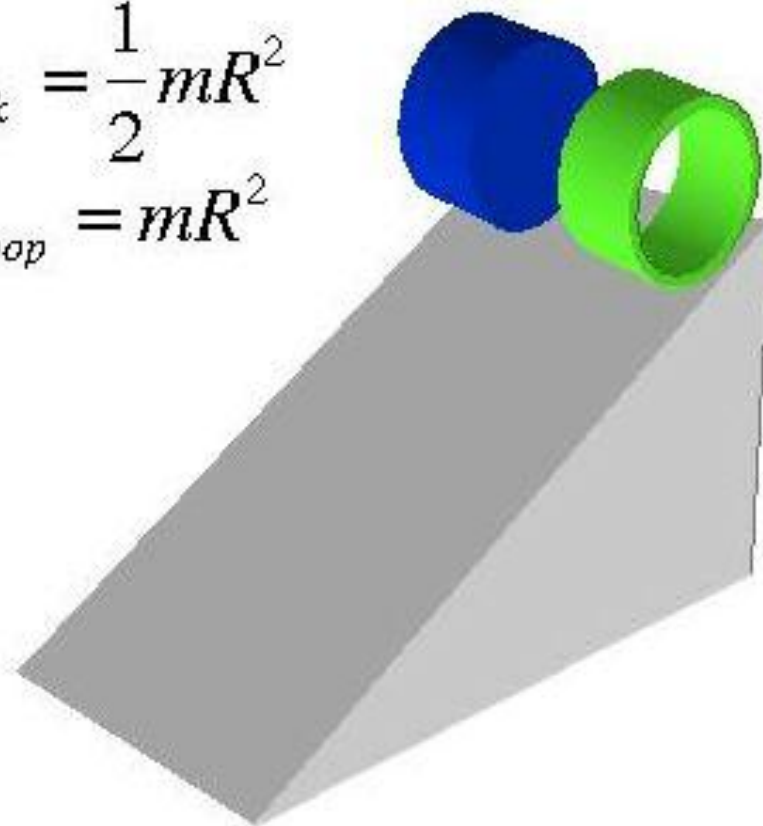
$$mgh = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2 = \frac{1}{2}mv^2 + \frac{1}{2}I\frac{v^2}{R^2}$$

$$v^2 = \frac{2mR^2gh}{mR^2 + I}$$

$$v_{hoop} = .707\sqrt{2gh}$$

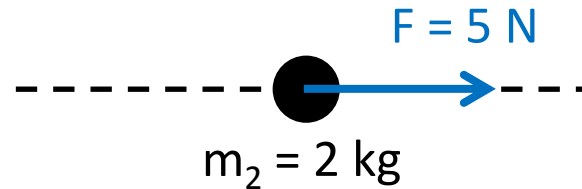
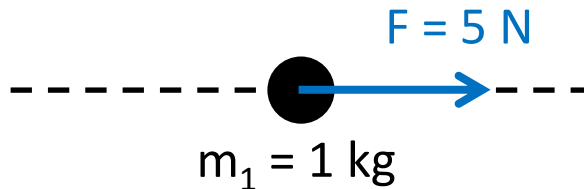
$$v_{disk} = .817\sqrt{2gh}$$

$$I_{disk} = \frac{1}{2}mR^2$$
$$I_{hoop} = mR^2$$

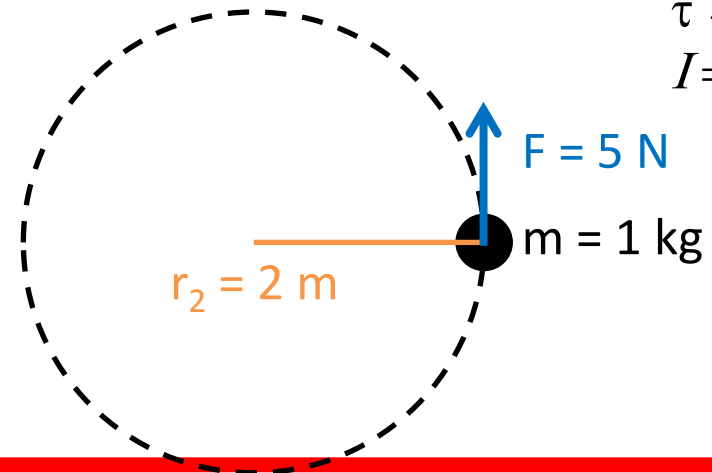
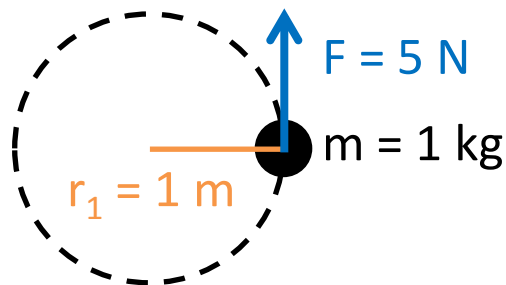


Moment of Inertia

- Which will have the greater acceleration?



- Which will have the greater angular acceleration?

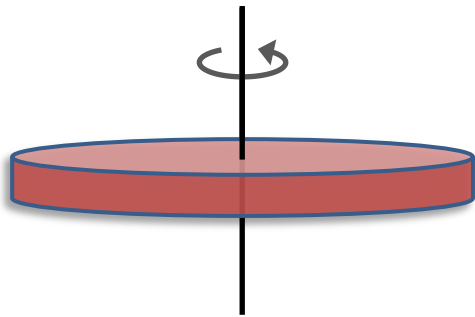


$$F = ma$$
$$Fr = mra$$
$$\tau = mr^2\alpha$$
$$\tau = I\alpha$$
$$I = mR^2$$

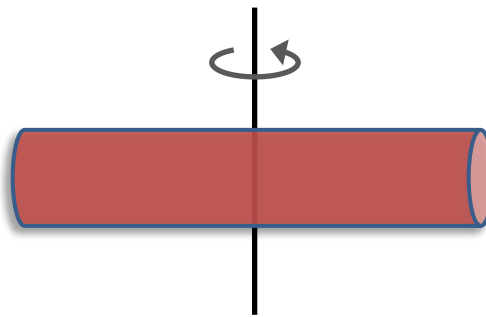
Moment of Inertia

- What's the moment of inertia of an extended object?

$$I = I_1 + I_2 + I_3 + \dots = m_1 r_1^2 + m_2 r_2^2 + m_3 r_3^2 + \dots = \sum m_i r_i^2 = \int r^2 dm$$



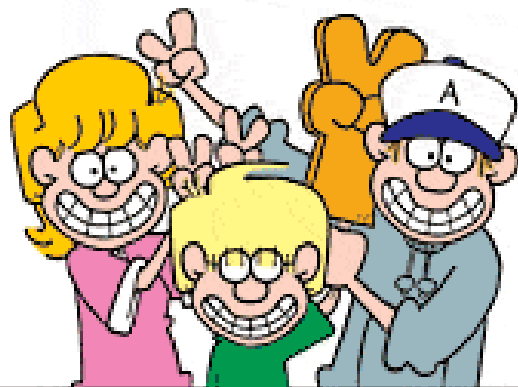
$$I = \frac{1}{2} MR^2$$



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

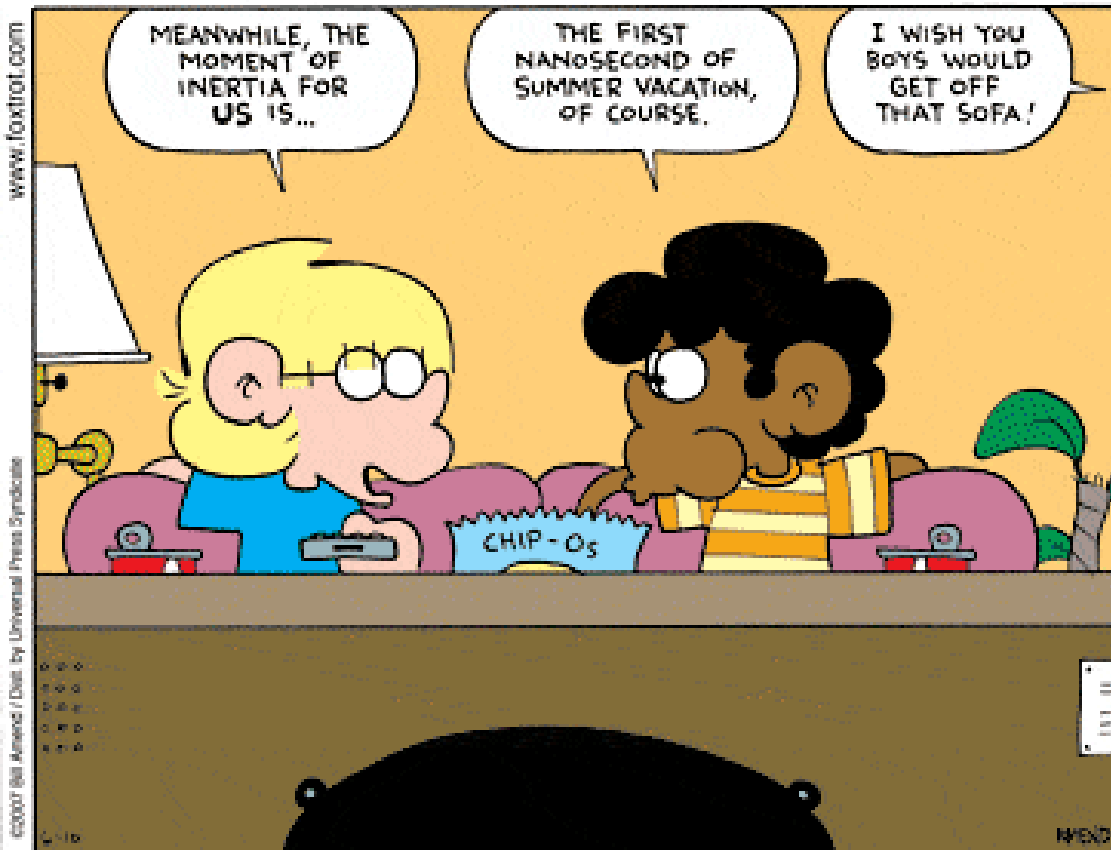
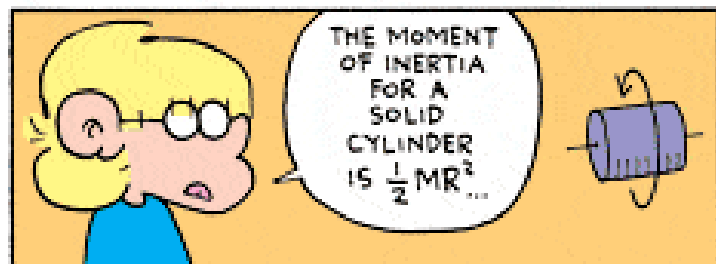
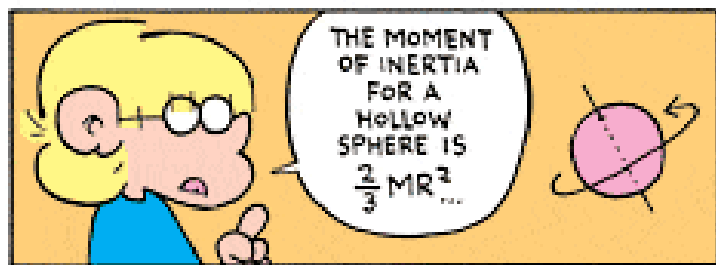
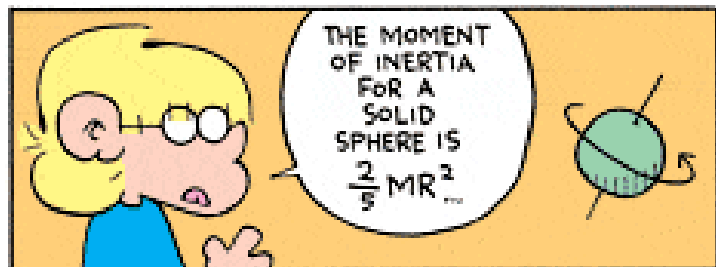
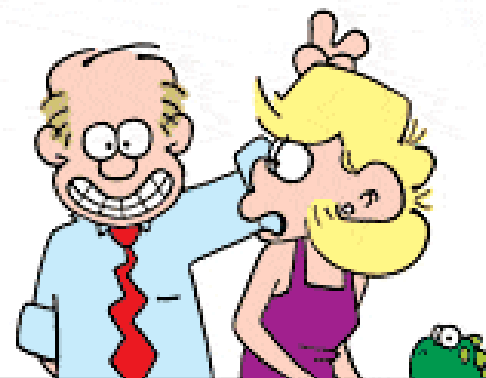


$$I = \frac{1}{3} ML^2$$



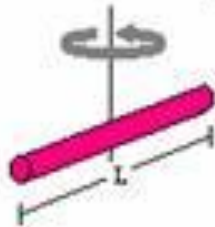
FoxTrot

by Bill Amend



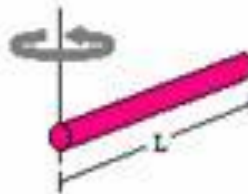
Moment of Inertia

Long thin rod with rotation axis through center



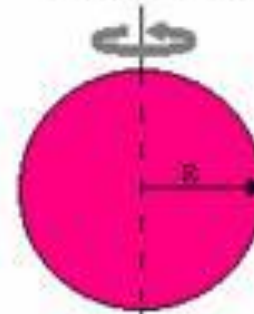
$$I = \frac{1}{12} ML^2$$

Long thin rod with rotation axis through end



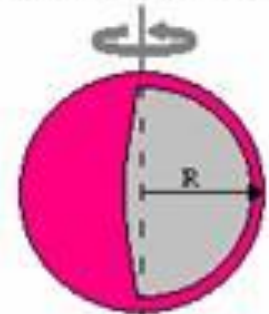
$$I = \frac{1}{3} ML^2$$

Solid sphere



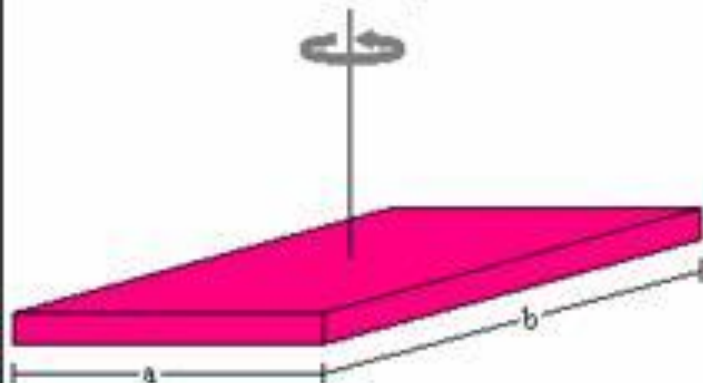
$$I = \frac{2}{5} MR^2$$

Thin spherical shell



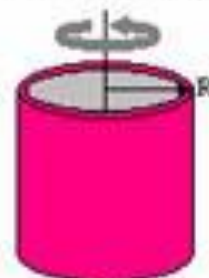
$$I = \frac{2}{3} MR^2$$

Rectangular plate



$$I = \frac{1}{12} M(a^2 + b^2)$$

Hoop or cylindrical shell



$$I = MR^2$$

Hollow cylinder



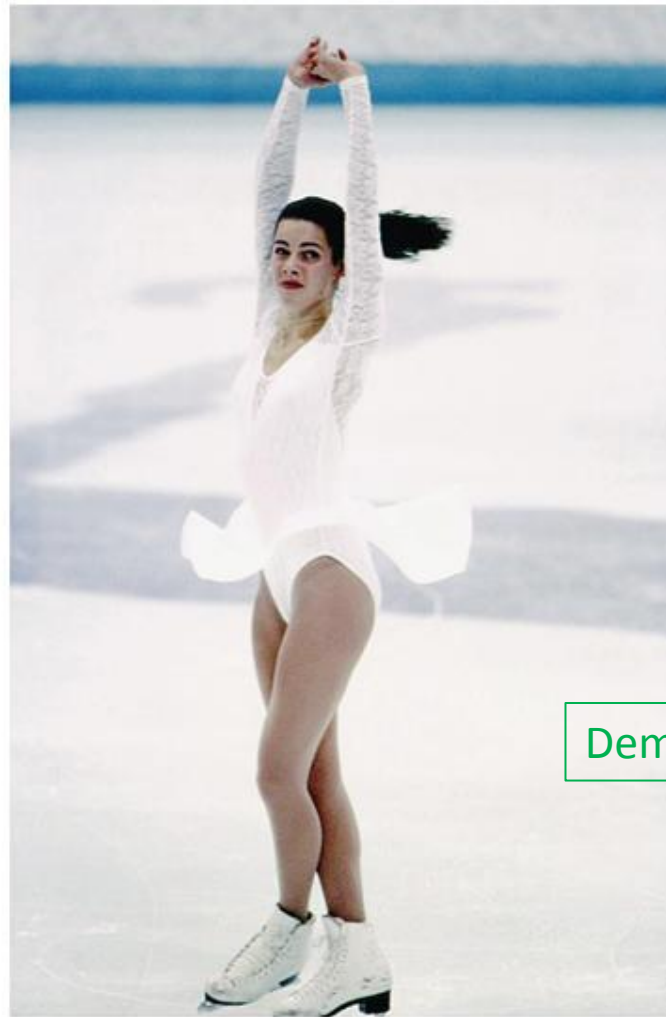
$$I = \frac{1}{2} M(R_1^2 + R_2^2)$$

Solid cylinder



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

Conservation of Angular Momentum



Conservation of L:

$$L = I\omega$$

If moment of inertia goes down, then angular velocity must go up.

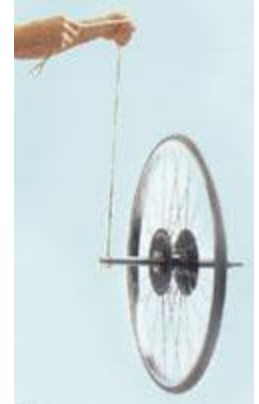
Demo: Rotation with Weights



(Orban/Corbis/Sygma)

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Conservation of Angular Momentum



Demo: Wheel
on a string

Demo: Gyro in a can

Demo: Gyroscope

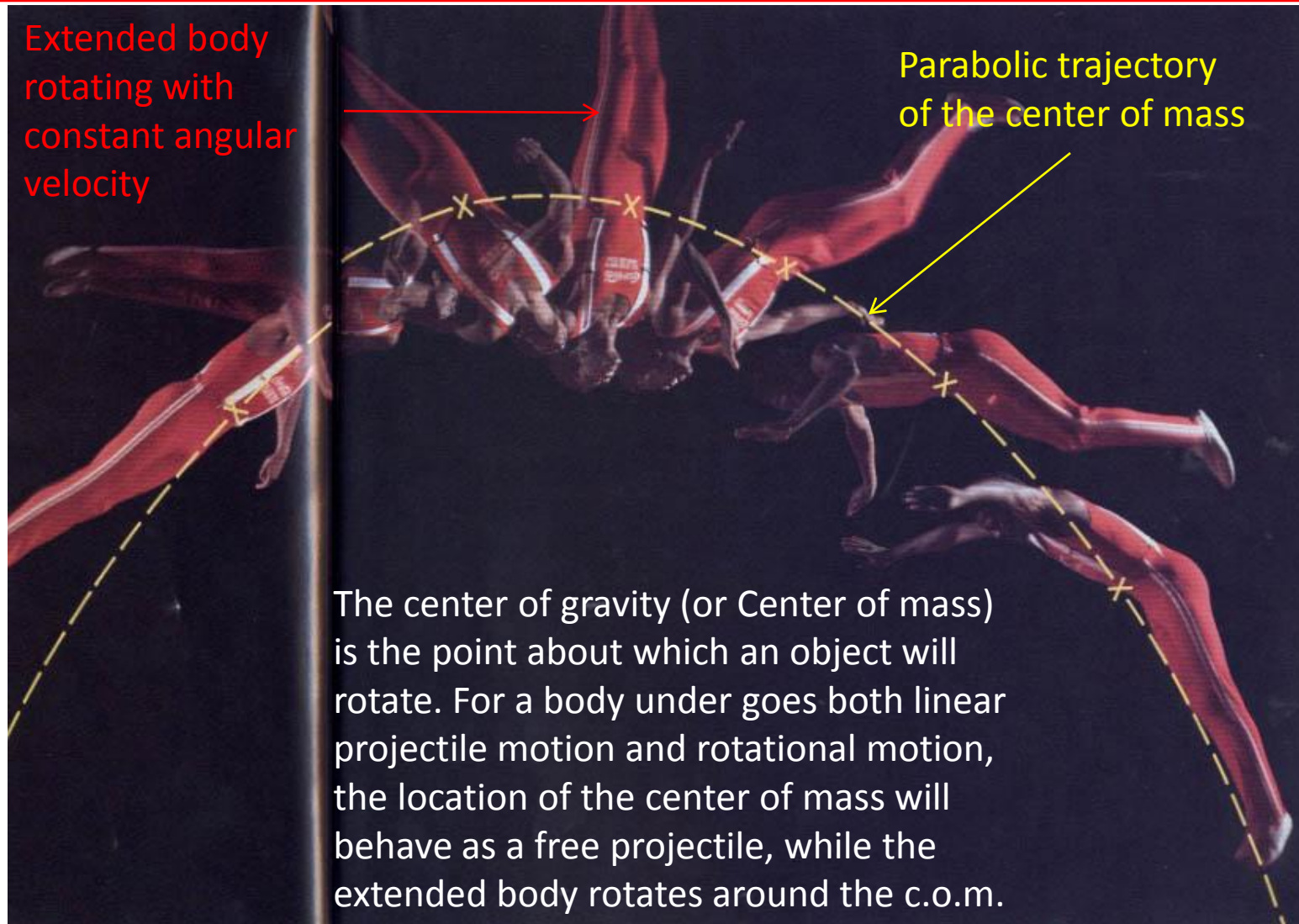
Conservation of Angular Momentum



The total angular momentum vector must be conserved. If you flip the spinning wheel, then something else must create an angular momentum vector.

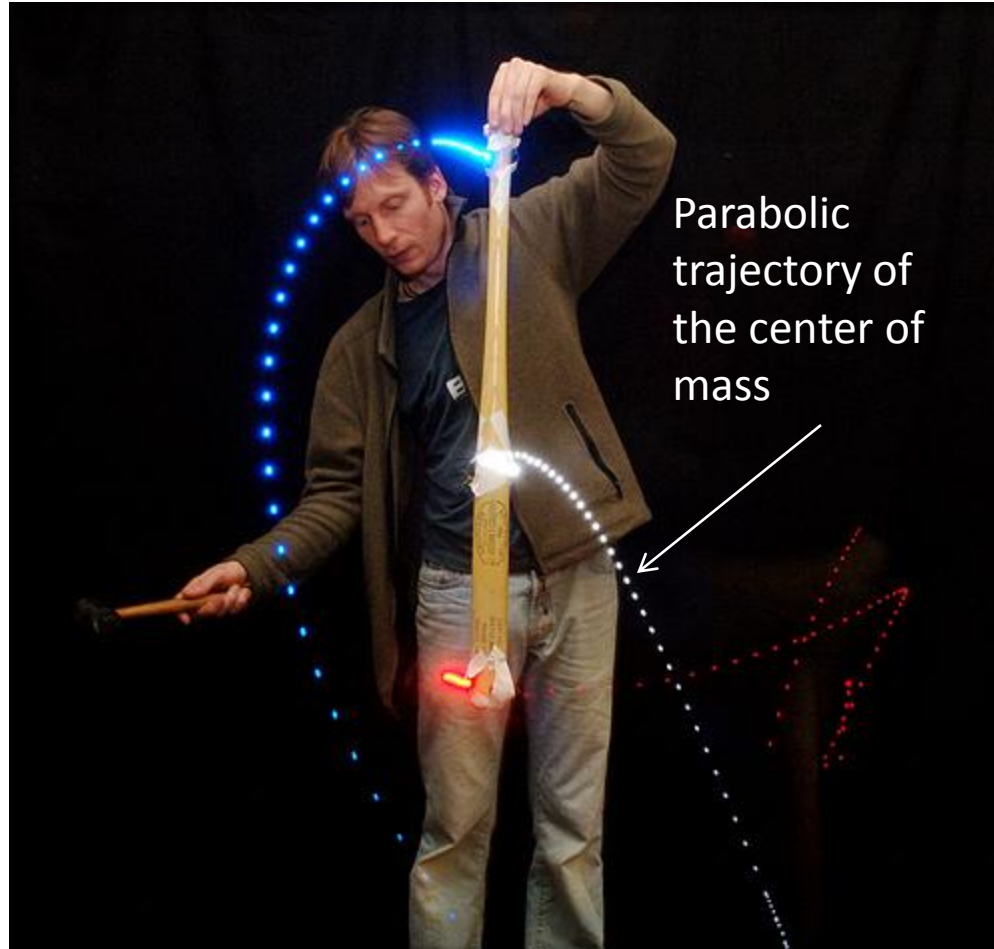
DEMO: Spinning Wheel and rotation chair

Center of Gravity



Center of Gravity

Angular impulse



Summary of Angular Equations

Magnitude of ω

$$\omega = \frac{v}{r_{\perp}}$$

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

For extended body

Direction of ω



$$\tau = r_{\perp} F$$

Point particle or extended body

Same direction as $\Delta\omega$

$$\vec{\alpha} = \frac{\Delta\vec{\omega}}{\Delta t}$$

$$\vec{\tau}_{Net\ on\ Object} = \frac{\Delta\vec{L}}{\Delta t}$$

Same direction as ΔL

For point particle

$$L = r_{\perp} P$$

For extended body

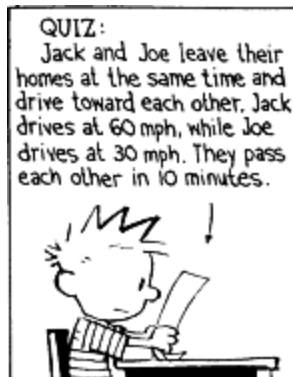
$$\vec{L} = I \vec{\omega}$$

Announcements

DL Sections

Winter 2010 7B-1 (A/B) D/L Assignments & Job Responsibilities

1	WF	10:30-12:50	2317 EPS	Marcus Afshar
2	MW	2:10-4:30	2317 EPS	Aaron Hernley
3	MW	4:40-7:00	2317 EPS	Rylan Conway
4	MW	7:10-9:30	2317 EPS	Rylan Conway
5	MR	8:00-10:20	2317 EPS	Robert Lynch
6	TR	10:30-12:50	2317 EPS	Aaron Hernley
7	R	2:10-4:30	2317 EPS	Justin Dhooghe
7	M	10:30-12:50	2317 EPS	Justin Dhooghe
8	TR	4:40-7:00	2317 EPS	Britney Rutherford
9	TR	7:10-9:30	2317 EPS	Britney Rutherford
10	TF	8:00-10:20	2317 EPS	Emily Ricks
11	TF	2:10-4:30	2317 EPS	Justin Dhooghe



How far apart were Jack and Joe when they started?



Conservation of Angular Momentum

In the product $m \times v \times r$,
extended arms mean
larger radius and smaller
velocity of rotation.



Bringing in her arms
decreases her radius and
therefore increases her
rotational velocity.



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Torque

