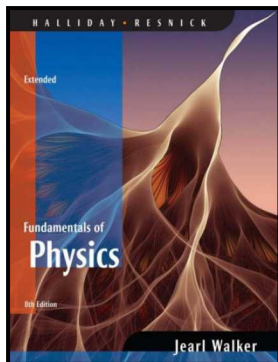


Workshop Physics

1017 - 312

# University Physics II



**Week 3 : Day 1**

# Outline

- ❑ **Rotational Dynamics**
  - Angular variables:  $\theta$ ,  $\omega$ , and  $\alpha$
- ❑ **Relation b/w linear and angular variables**
  - Tangential velocity
  - Tangential and centripetal acceleration
- ❑ **Moments of Inertia**
  - Vector directions
  - Calculating moments
  - Torque, work and power
- ❑ **Translational and rotational energy**
  - Conservation of energy

# Rotational Variables

## □ Angular variables include

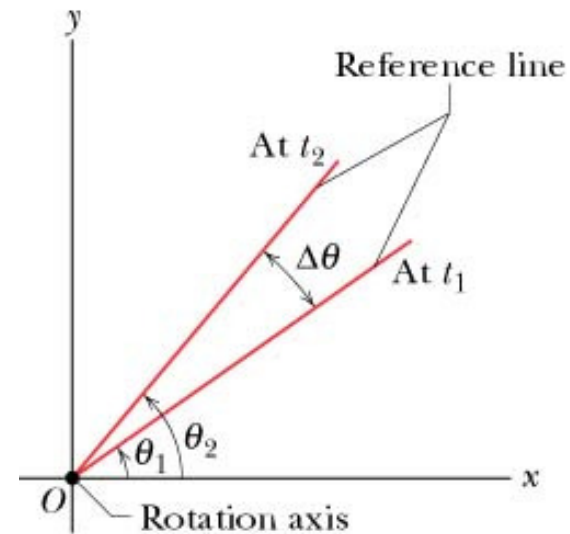
- Angular displacement,  $\theta$
- Angular velocity,  $\omega$
- Angular acceleration,  $\alpha$

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

$$\alpha \equiv \frac{d\omega}{dt} = \frac{d^2\theta}{dt^2}$$

“[var]” = units of var

$$\begin{aligned} [\theta] &= \text{rad} \\ \Rightarrow [\omega] &= \frac{\text{rad}}{\text{s}} \\ [\alpha] &= \frac{\text{rad}}{\text{s}^2} \end{aligned}$$



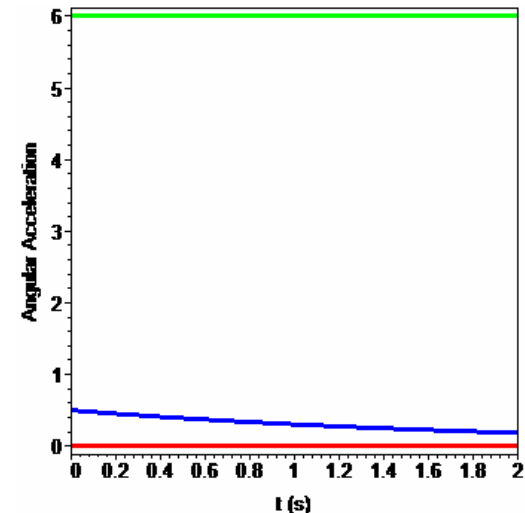
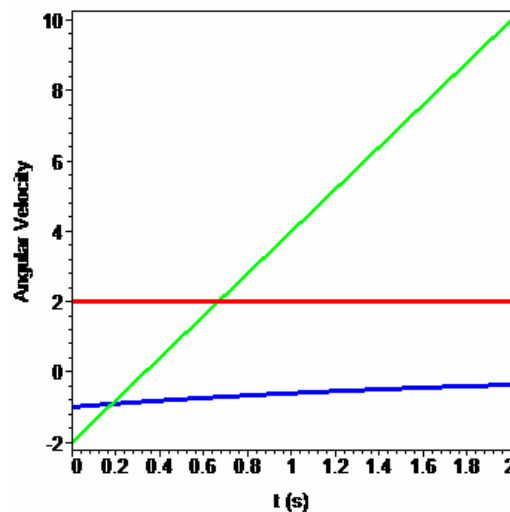
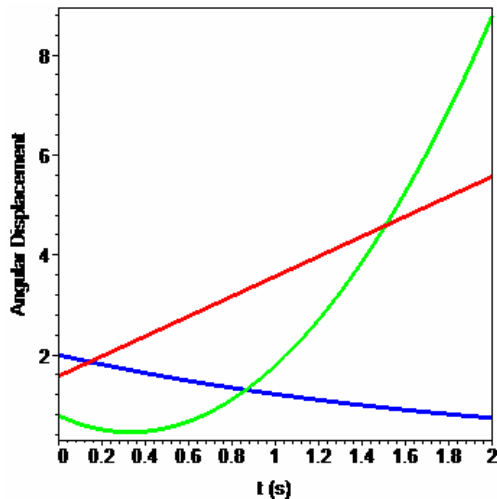
# Angular Paths - Examples

□ Consider three different angular paths:

➤ **Path 1**  $\theta(t) = 2t + \pi/2, \omega(t) = 2, \alpha(t) = 0$

➤ **Path 2**  $\theta(t) = 3t^2 - 2t + \pi/4, \omega(t) = 6t - 2, \alpha(t) = 6$

➤ **Path 3**  $\theta(t) = 2e^{-t/2}, \omega(t) = -e^{-t/2}, \alpha(t) = \frac{1}{2}e^{-t/2}$



# Angular Equations of Motion

□ For constant acceleration:

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

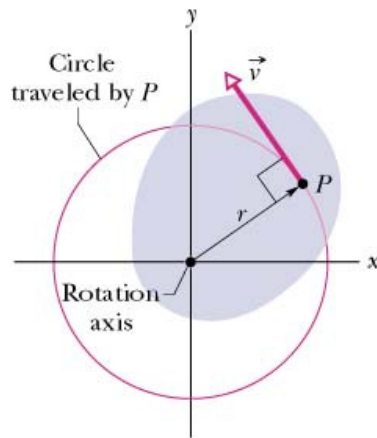
$$\omega = \omega_0 + \alpha t$$

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

# Angular and Linear Relations

## □ Rotational motion about fixed axis

- Circular motion for constant radius
- Period of motion is also constant



velocity

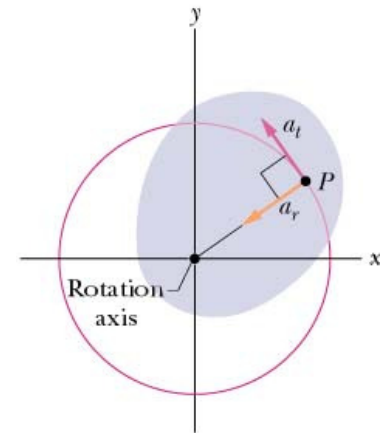
$$\frac{dS}{dt} = r \frac{d\theta}{dt} = r\omega$$

$$\Rightarrow v_t = r\omega$$

$$\Rightarrow v_t = \frac{2\pi r}{T} = \omega r$$

$$\Rightarrow a_r = \frac{v_t^2}{r} = r\omega^2$$

$$\Rightarrow \omega = \frac{2\pi}{T}$$



acceleration

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

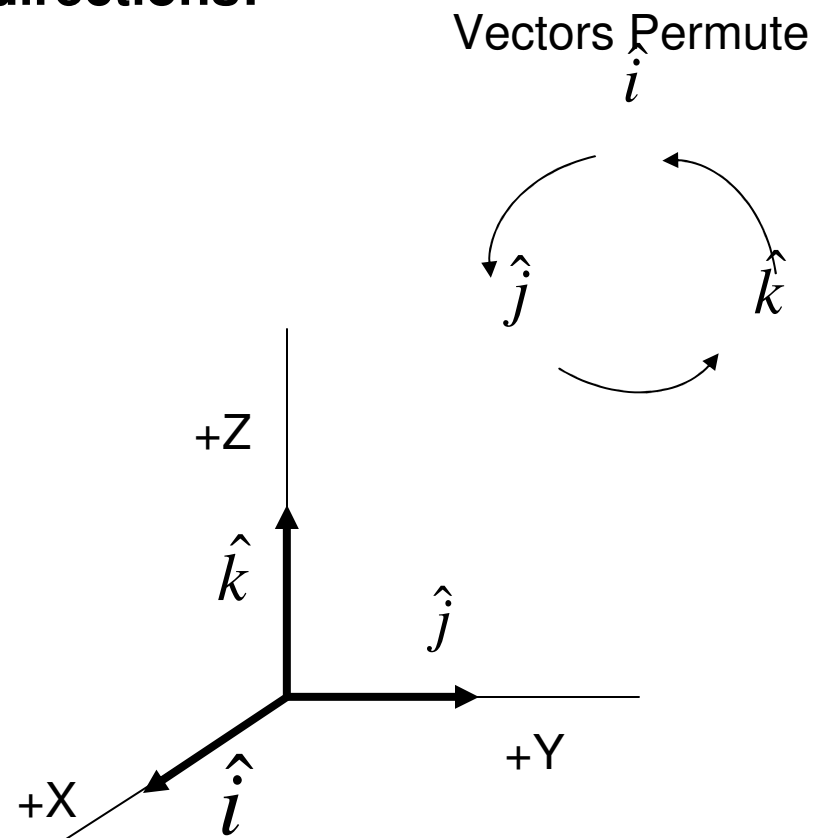
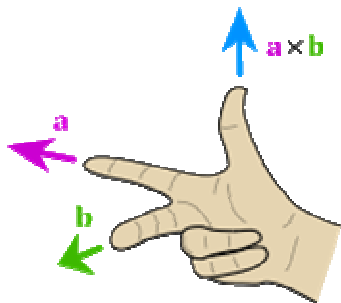
$$\Rightarrow a_t = r\alpha$$

# Vector Directions

- To determine the direction of a rotation it is sometime helpful to introduce the *unit vector* notation for the different directions:

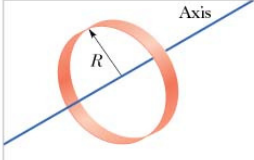
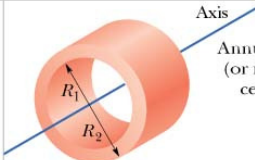
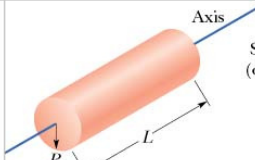
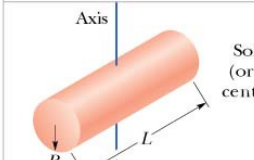
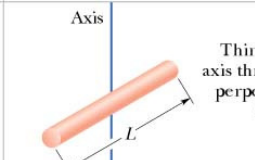
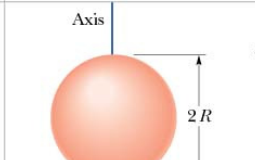
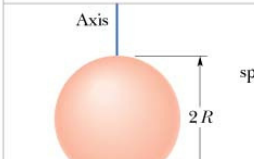
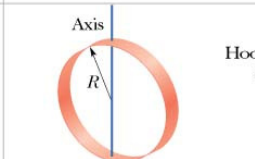
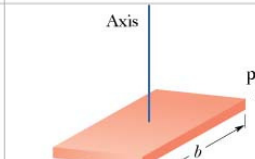
- $\hat{i}$  - Direction along X-Axis
- $\hat{j}$  - Direction along Y-Axis
- $\hat{k}$  - Direction along Z-Axis

Right-Hand Rule



# Table of Moments

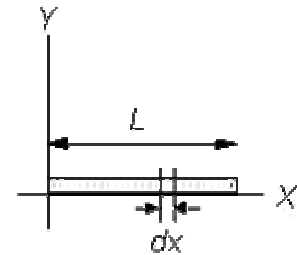
## □ Moments through COM for common objects

 <p>Hoop about central axis</p> <p><math>I = MR^2</math> (a)</p>	 <p>Annular cylinder (or ring) about central axis</p> <p><math>I = \frac{1}{2}M(R_1^2 + R_2^2)</math> (b)</p>	 <p>Solid cylinder (or disk) about central axis</p> <p><math>I = \frac{1}{2}MR^2</math> (c)</p>
 <p>Solid cylinder (or disk) about central diameter</p> <p><math>I = \frac{1}{4}MR^2 + \frac{1}{12}ML^2</math> (d)</p>	 <p>Thin rod about axis through center perpendicular to length</p> <p><math>I = \frac{1}{12}ML^2</math> (e)</p>	 <p>Solid sphere about any diameter</p> <p><math>I = \frac{2}{5}MR^2</math> (f)</p>
 <p>Thin spherical shell about any diameter</p> <p><math>I = \frac{2}{3}MR^2</math> (g)</p>	 <p>Hoop about any diameter</p> <p><math>I = \frac{1}{2}MR^2</math> (h)</p>	 <p>Slab about perpendicular axis through center</p> <p><math>I = \frac{1}{12}M(a^2 + b^2)</math> (i)</p>

# Calculating Moments - ID

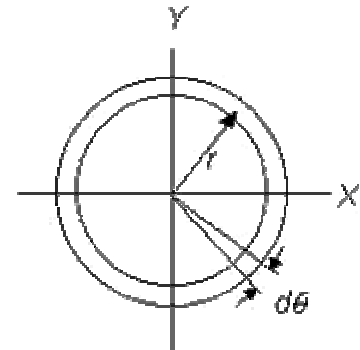
## □ Thin Rod

$$I_y = \int_0^L r_{\perp}^2 dm = \int_0^L x^2 \left( \underbrace{\frac{m}{L}}_{\lambda} \underbrace{dx}_{dl} \right) = \frac{m}{L} \frac{x^3}{3} \Big|_0^L = \frac{1}{3} mL^2$$



## □ Circular Ring

$$I_z = \int_0^{2\pi} r_{\perp}^2 dm = \int_0^{2\pi} r^2 \left( \underbrace{\frac{m}{2\pi r}}_{\lambda} \underbrace{rd\theta}_{dl} \right) = \frac{mr^2}{2\pi} \int_0^{2\pi} d\theta = mr^2$$

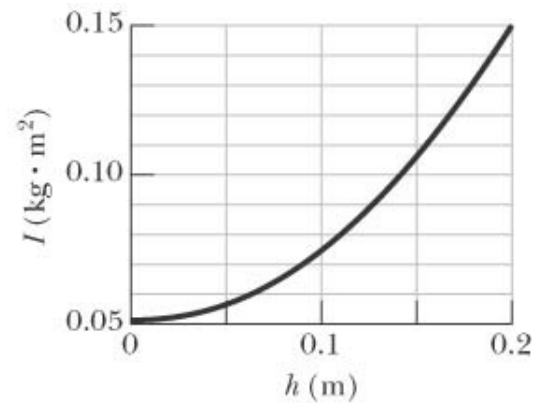
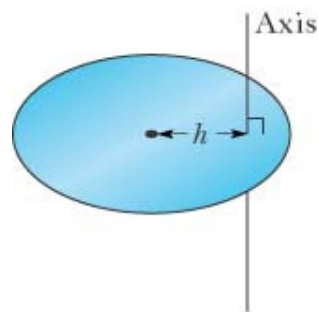
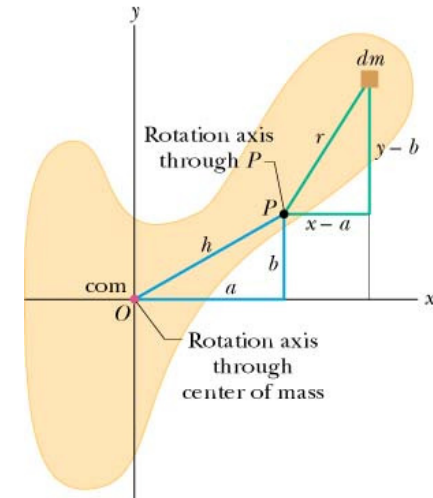


# Parallel Axis Theorem

## □ Inertia Calculations

- Moments are additive

$$I = I_{COM} + Mh^2$$



# Power from Rotation

- Power is defined as the amount of work done in a given time. The *instantaneous power* is:

$$P = dW/dt$$

- For pure rotational motion the work is equal to the kinetic energy of rotation:

$$W = K = \frac{1}{2} I \omega^2$$

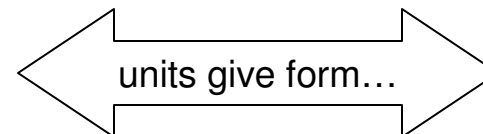
The *units* of **Power**:

- The time rate of change of the work can be found directly as follows:

$$P = \frac{dW}{dt} = \frac{d}{dt} \left( \frac{1}{2} I \omega^2 \right) = \frac{1}{2} I \frac{d}{dt} \omega^2 = \frac{1}{2} I \left( 2\omega \underbrace{\frac{d\omega}{dt}}_{\alpha} \right)$$

$$[P] \equiv \text{Watt} = \frac{J}{s}$$

$$\Rightarrow P = I \omega \alpha = \overset{I\alpha}{\tau} \omega$$



$$= \frac{N \cdot m}{s}$$

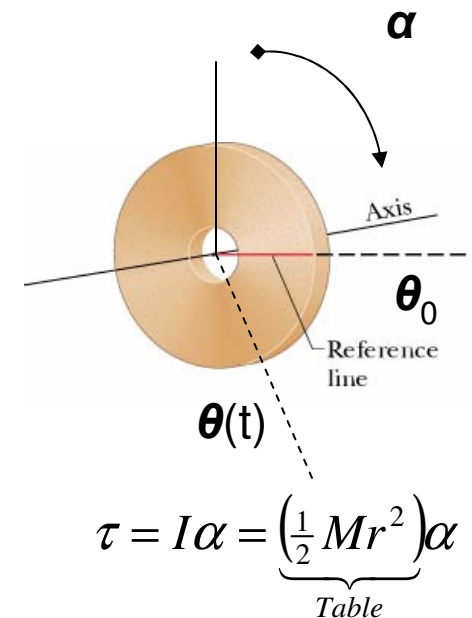
# Work and Torque

- Recall that the units of torque and work are the same
  - Thus means that there is likely a relationship between them...
- Consider the power generated by a rotating grinding wheel:

$$\Rightarrow P \equiv \frac{dW}{dt} = \tau\omega$$

$$\Rightarrow dW = \tau\omega dt = \tau d\theta$$

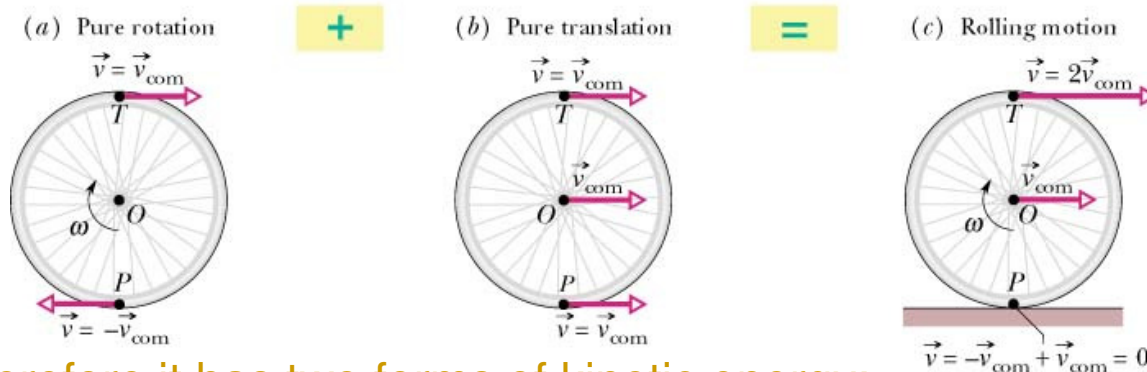
$$\Rightarrow \int_{W_i}^{W_f} dW = \tau \int_{\theta_i}^{\theta_f} d\theta \quad \Rightarrow \boxed{\Delta W = \tau \Delta \theta}$$



# Rolling Energy

## □ Rolling objects

- When an object rolls it translates and rotates



- Therefore it has two forms of kinetic energy:

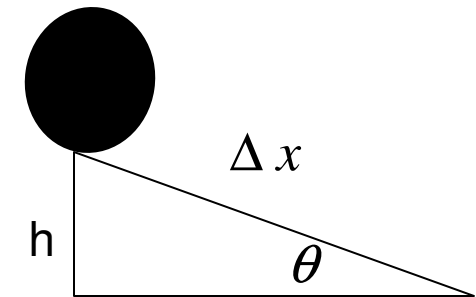
- *Translational:*  $K_{Trans} = \frac{1}{2}mv_{com}^2$
- *Rotational:*  $K_{Rot} = \frac{1}{2}I\omega^2$

$$\Rightarrow K = K_{Trans} + K_{Rot}$$

# Conservation of Energy

□ **Apply energy conservation**

- Find the final velocity after fall



$$K_i + U_i = K_f + U_f$$

Starts from rest →  $(0) + (Mgh) = \left( \frac{1}{2} Mv^2 + \frac{1}{2} I_{Object} \omega^2 \right) + (0)$  ← Final height is "zero"

$$Mgh = \frac{1}{2} Mv^2 + \frac{1}{2} \left( \frac{M}{M} \right) I_{Object} \left( \frac{v}{R} \right)^2$$

Connect angular and linear variables...

$$2gh = v^2 + \frac{I_{Object}}{MR^2} v^2$$

$$\Rightarrow v = \sqrt{\frac{2gh}{1 + \frac{I_{Object}}{MR^2}}}$$