

Chapter 10: Rotational Motion

Thursday March 5th

- Review of rotational variables
 - Review of rotational kinematics equations
 - Rotational kinetic energy
 - Rotational inertia
 - Rolling motion as rotation and translation
 - Torque and Newton's 2nd law (if time)
 - Examples, demonstrations and *iclicker*
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- Normal schedule after spring break, starting Monday 16th.
 - Material covered today relevant to LONCAPA due that day.
 - Normal lab schedule after spring break.
 - I will return mid-term exams on Tuesday after spring break.

Reading: up to page 169 in Ch. 10

Review of rotational variables

Angular position: $\theta = \frac{s}{r}$ (in radians)

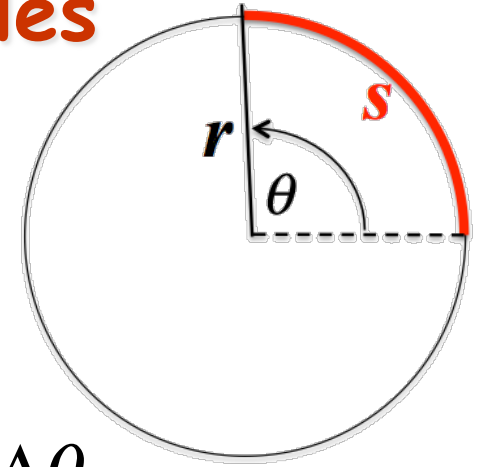
Angular displacement: $\Delta\theta = \theta_2 - \theta_1$

Average angular velocity: $\omega_{avg} = \frac{\theta_2 - \theta_1}{t_2 - t_1} = \frac{\Delta\theta}{\Delta t}$
Units: $\text{rad}\cdot\text{s}^{-1}$, or s^{-1}

Instantaneous angular velocity: $\omega = \lim_{\Delta t \rightarrow 0} \frac{\Delta\theta}{\Delta t} = \frac{d\theta}{dt}$

Average angular acceleration: $\alpha_{avg} = \frac{\omega_2 - \omega_1}{t_2 - t_1} = \frac{\Delta\omega}{\Delta t}$
Units: $\text{rad}\cdot\text{s}^{-2}$, or s^{-2}

Instantaneous angular acceleration: $\alpha = \lim_{\Delta t \rightarrow 0} \frac{\Delta\omega}{\Delta t} = \frac{d\omega}{dt}$



Review of rotational kinematic equations

THE SAME OLD KINEMATIC EQUATIONS

Equation number	Equation	Missing quantity
10.7	$\omega = \omega_0 + \alpha t$	$\theta - \theta_0$
10.8	$\theta - \theta_0 = \omega_0 t + \frac{1}{2} \alpha t^2$	ω
10.9	$\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$	t
10.6	$\theta - \theta_0 = \bar{\omega} t = \frac{1}{2}(\omega_0 + \omega)t$	α
	$\theta - \theta_0 = \omega t - \frac{1}{2} \alpha t^2$	ω_0

Important: equations apply ONLY if angular acceleration is constant.

Review: transforming rotational/linear variables

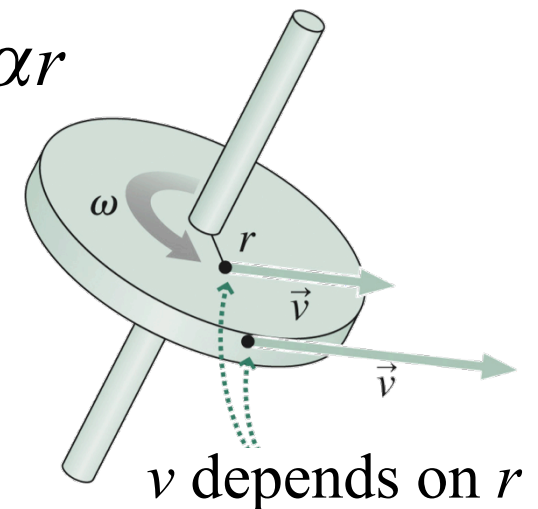
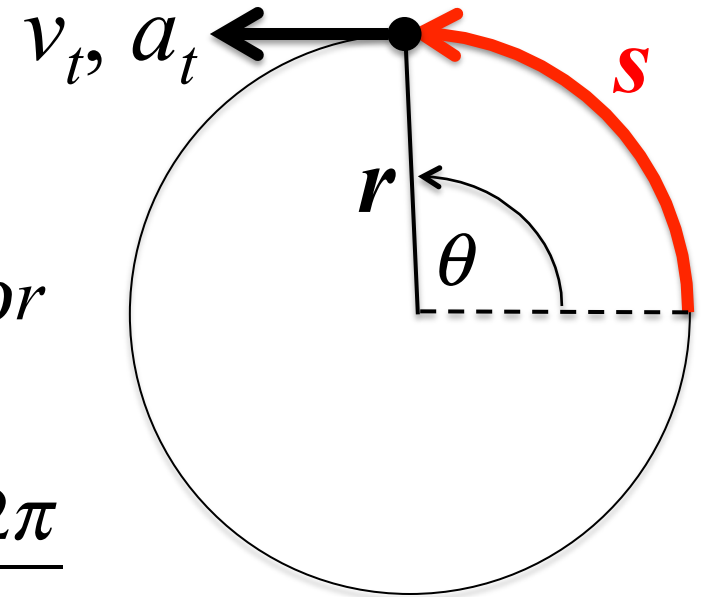
Position: $s = \theta r$ (θ in rads)

Tangential velocity: $v_t = \frac{ds}{dt} = \frac{d\theta}{dt} r = \omega r$

Time period for rotation: $T = \frac{2\pi r}{v} = \frac{2\pi}{\omega}$

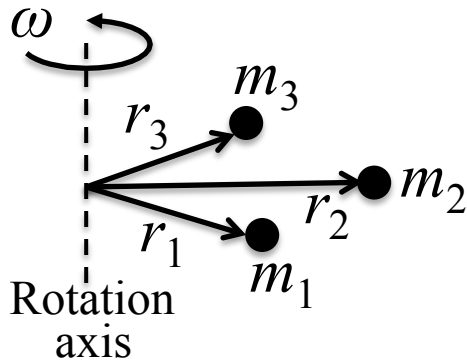
Tangential acceleration: $a_t = \frac{dv_t}{dt} = \frac{d\omega}{dt} r = \alpha r$

Centripetal acceleration: $a_r = \frac{v^2}{r} = \omega^2 r$



Kinetic energy of rotation

Consider a (rigid) system of rotating masses (same ω):



$$K = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 + \frac{1}{2} m_3 v_3^2 + \dots$$
$$= \sum \frac{1}{2} m_i v_i^2$$

where m_i is the mass of the i th particle and v_i is its speed.

Re-writing this:

$$K = \sum \frac{1}{2} m_i (\omega r_i)^2 = \frac{1}{2} \left(\sum m_i r_i^2 \right) \omega^2$$

The quantity in parentheses tells us how mass is distributed about the axis of rotation. We call this quantity the **rotational inertia** (or **moment of inertia**) I of the body with respect to the axis of rotation.

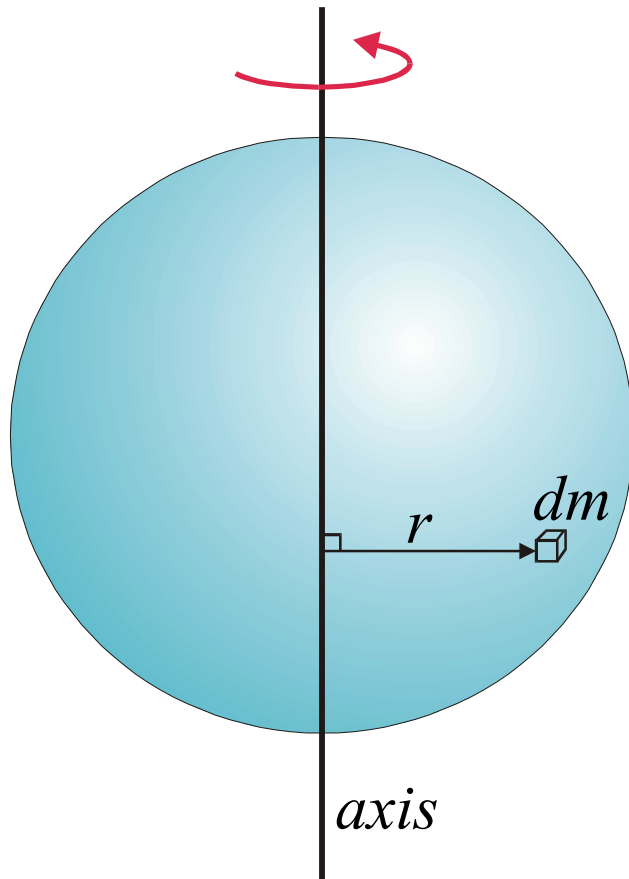
$$I = \sum m_i r_i^2$$

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

Calculating rotational inertia

For a rigid system of discrete objects: $I = \sum m_i r_i^2$

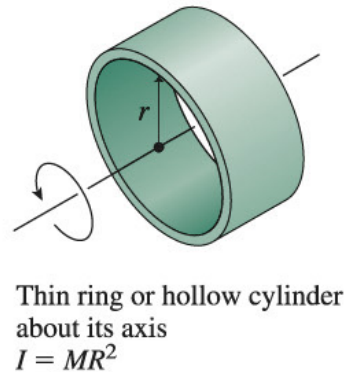
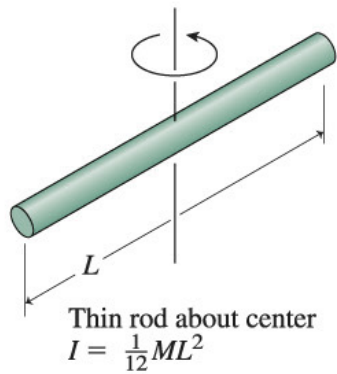
Therefore, for a continuous rigid object: $I = \int r^2 dm = \int \rho r^2 dV$



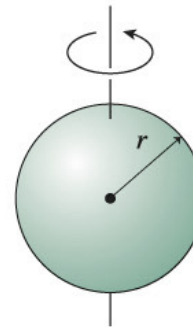
- Finding the moments of inertia for various shapes becomes an exercise in volume integration.
- You will not have to do such calculations.
- However, you will need to know how to calculate the moment of inertia of rigid systems of point masses.
- You will be given the moments of inertia for various shapes.

Rotational Inertia for Various Objects

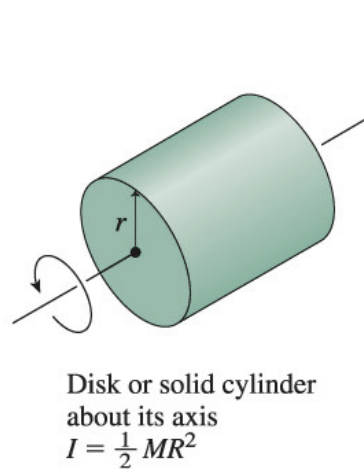
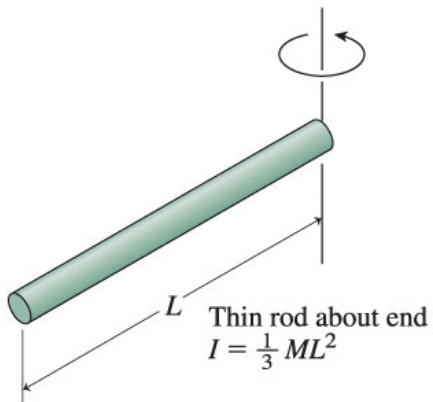
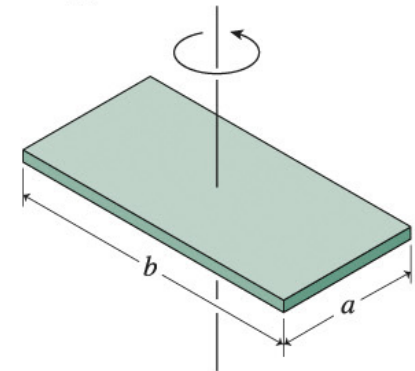
Table 10.2 Rotational Inertias



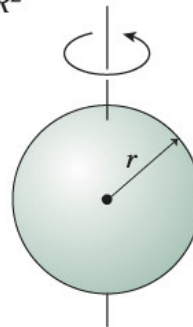
Solid sphere about diameter
 $I = \frac{2}{5} MR^2$



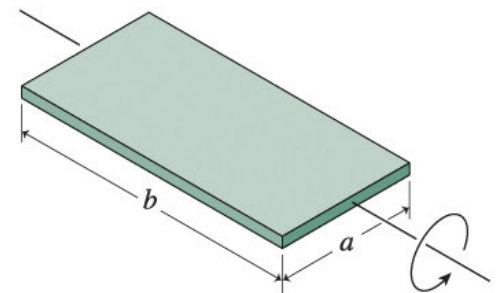
Flat plate about perpendicular axis
 $I = \frac{1}{12} M(a^2 + b^2)$



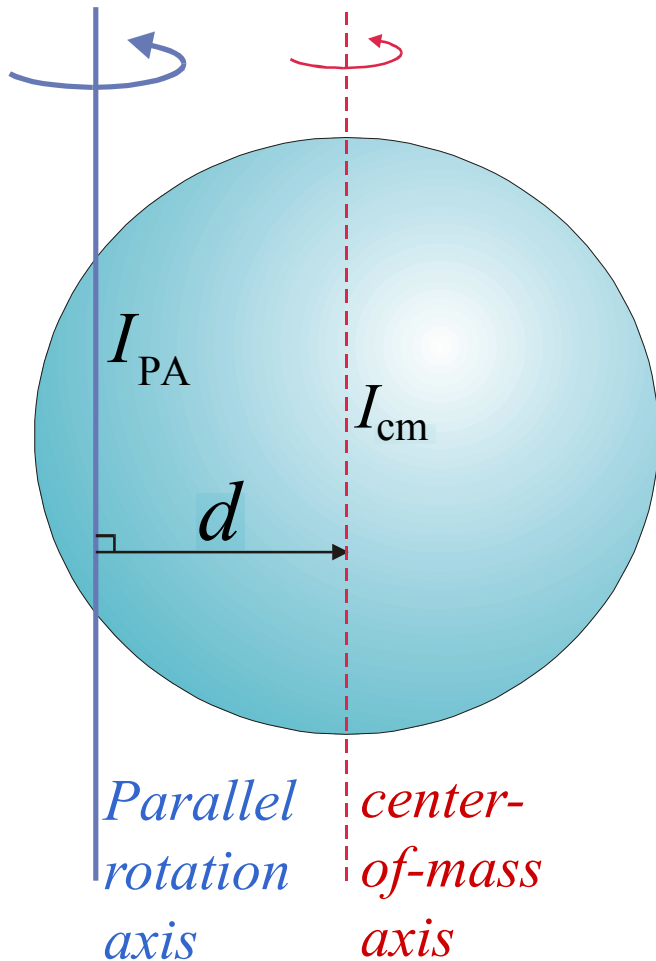
Hollow spherical shell about diameter
 $I = \frac{2}{3} MR^2$



Flat plate about central axis
 $I = \frac{1}{12} Ma^2$



Parallel axis theorem

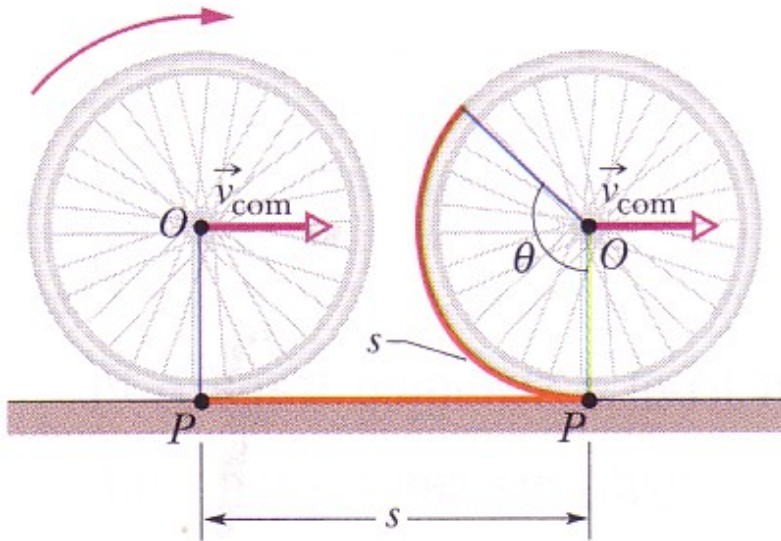


- If you know the moment of inertia of an object about an axis through its center-of-mass (cm), then it is trivial to calculate the moment of inertia of this object about any parallel axis:

$$I_{PA} = I_{cm} + Md^2$$

- Here, I_{cm} is the moment of inertia about an axis through the center-of-mass, and M is the total mass of the rigid object.
- It is essential that these axes are parallel; as you can see from table 10-2, the moments of inertia can be different for different axes.

Rolling motion as rotation and translation

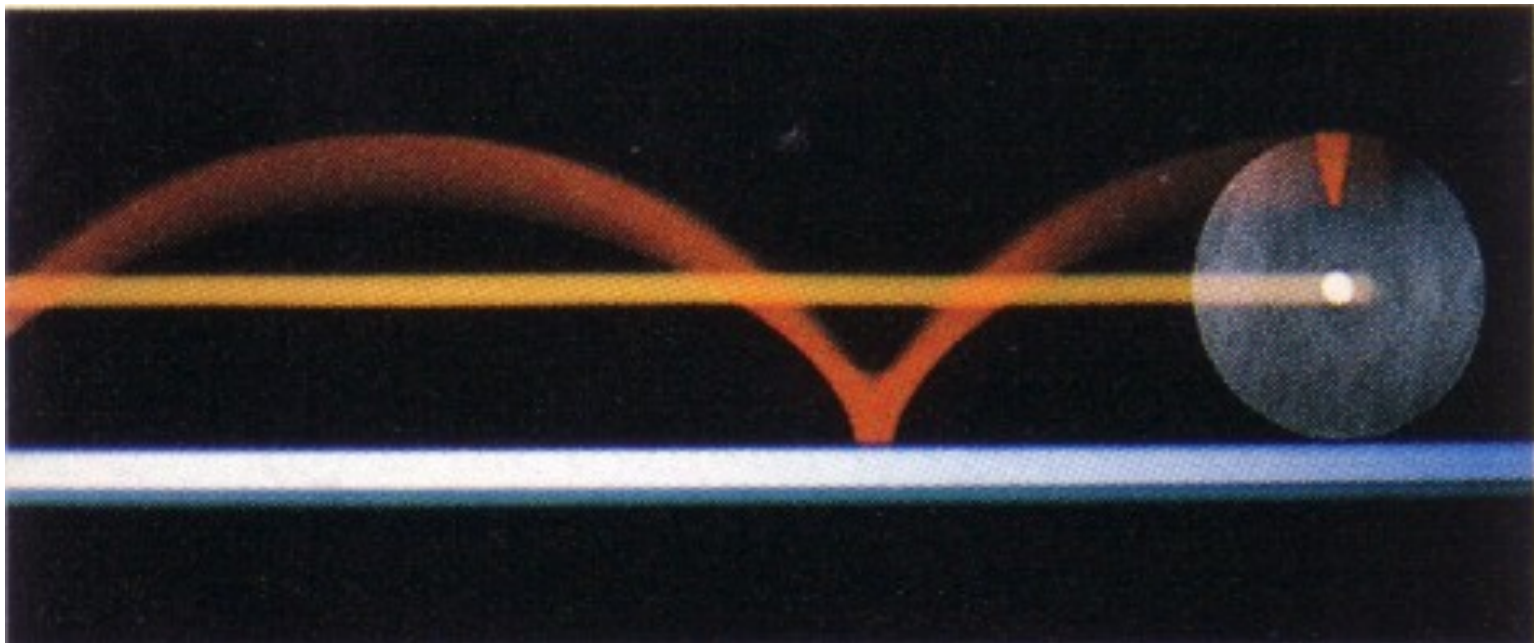


$$s = \theta R$$

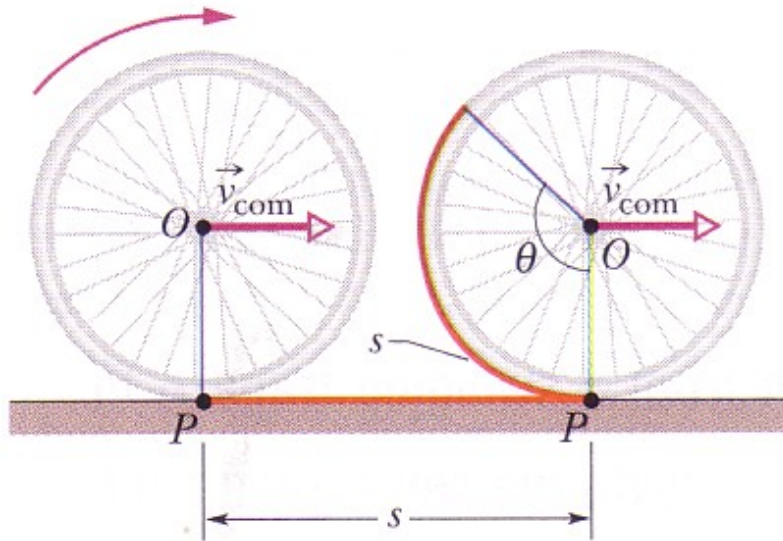
The wheel moves with speed ds/dt

$$\Rightarrow v_{\text{cm}} = \omega R$$

Another way to visualize the motion:



Rolling motion as rotation and translation



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The wheel moves with speed ds/dt

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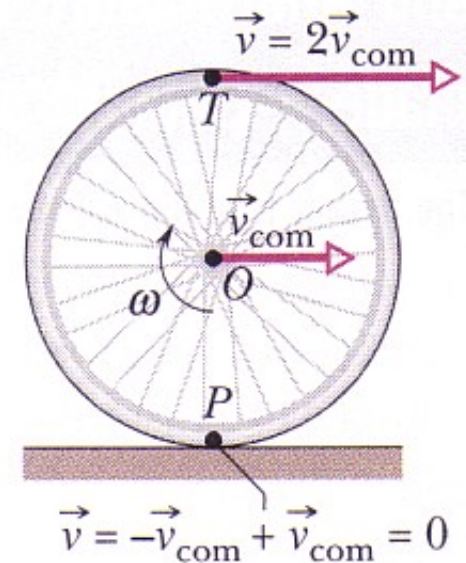
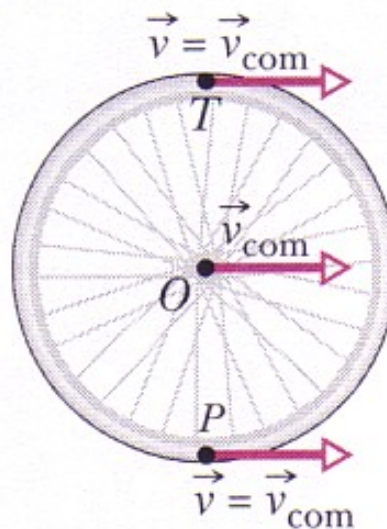
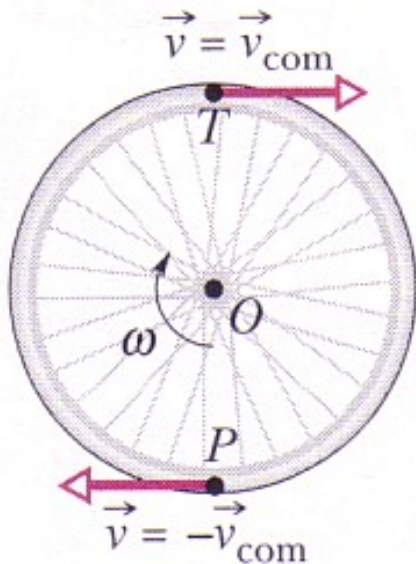
(a) Pure rotation

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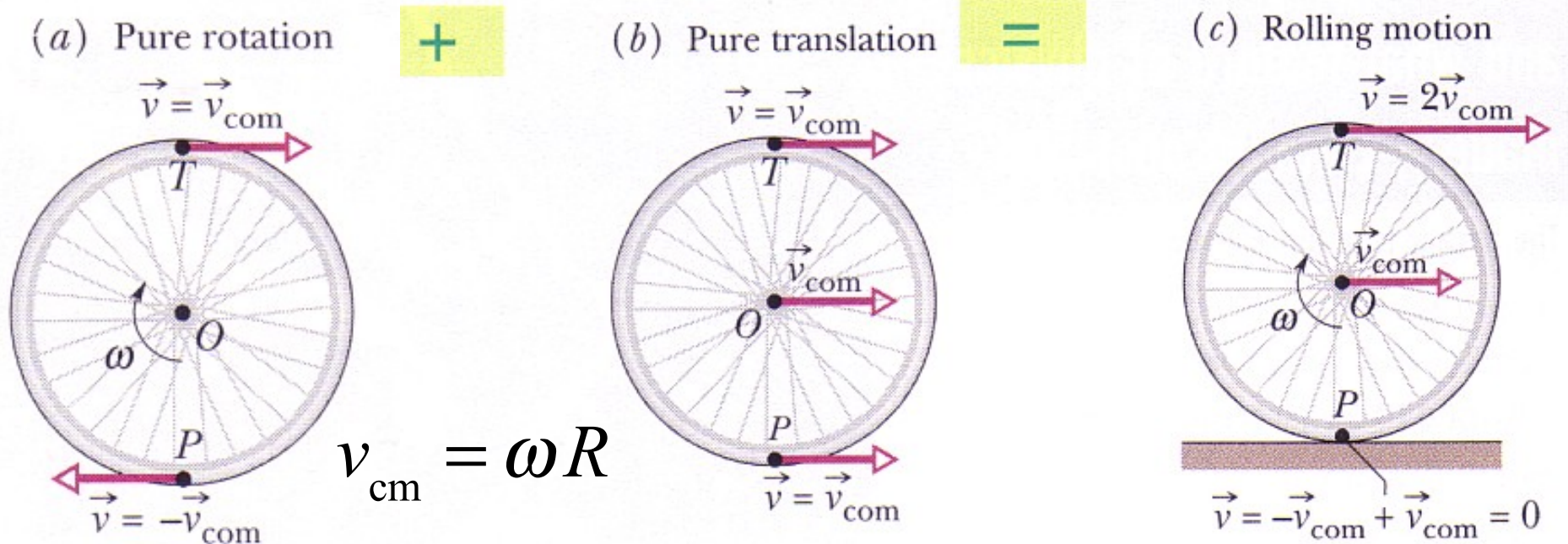
(b) Pure translation

=

(c) Rolling motion



Rolling motion as rotation and translation



Kinetic energy consists of rotational & translational terms:

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

$$K = \frac{1}{2} \left\{ f M R^2 \right\} \frac{v_{\text{cm}}^2}{R^2} + \frac{1}{2} M v_{\text{cm}}^2 = \frac{1}{2} M' v_{\text{cm}}^2$$

Modified mass: $M' = (1 + f) M$ (look up f in Table 10.2)

Rolling Motion, Friction, & Conservation of Energy

- Friction plays a crucial role in rolling motion (more on this later):
 - without friction a ball would simply slide without rotating;
 - Thus, friction is a necessary ingredient.
- However, if an object rolls without slipping, mechanical energy is **NOT** lost as a result of frictional forces, which do **NO** work.
 - An object must slide/skid for the friction to do work.
- Thus, if a ball rolls down a slope, the potential energy is converted to translational and rotational kinetic energy.

