PHYS 1443 – Section 001
Lecture #13

Thursday, June 21, 2007
Dr. Jaehoon Yu

- Fundamentals of Rotational Motions
- Rotational Kinematics
- Relationship between angular and linear quantities
- Rolling Motion of a Rigid Body

Today's homework is HW #7, due 7pm, Tuesday, June 26!!

Announcements

- Reading assignments
  - CH. 11.6, 11.8, 11.9 and 11.10
- Last quiz next Thursday
  - Early in the class
  - Covers up to the material covered next Wednesday
- Final exam Monday, July 2
  - Time: During the class, 8 – 10am
  - Covers from Ch. 8.4 through what we cover on Thursday, June 28
- End of class gift!!
  - A free planetarium show, The Black Hole, after class next Thursday, June 28!!

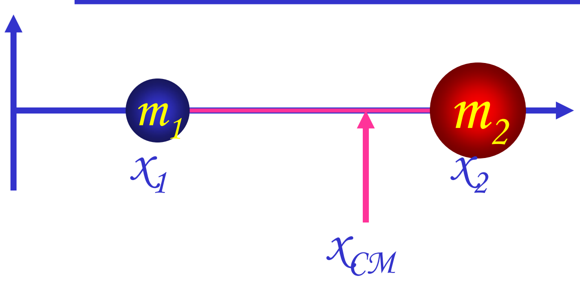
Center of Mass

We've been solving physical problems treating objects as sizeless points with masses, but in reality objects have shapes with masses distributed throughout the body.

Center of mass of a system is the average position of the system's mass and represents the motion of the system as if all the mass is on this point.

What does above statement tell you concerning forces being exerted on the system?

The total external force exerted on the system of total mass M causes the center of mass to move at an acceleration given by $\vec{a} = \sum \vec{F} / M$ *as if all the mass of the system is concentrated on the center of mass.*



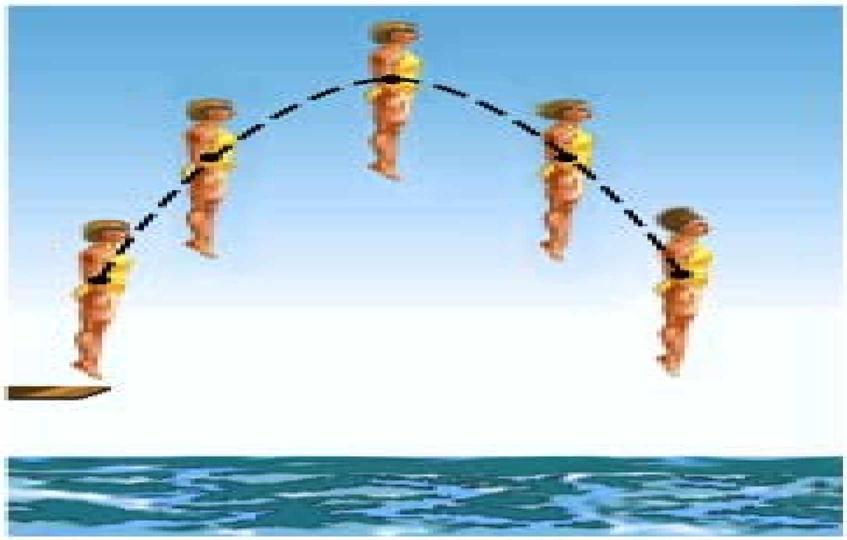
Consider a massless rod with two balls attached at either end.

The position of the center of mass of this system is the mass averaged position of the system

$$x_{CM} \equiv \frac{m_1 x_1 + m_2 x_2}{m_1 + m_2}$$

CM is closer to the heavier object

Motion of a Diver and the Center of Mass


(a)

Diver performs a simple dive.
The motion of the center of mass follows a parabola since it is a projectile motion.


(b)

Diver performs a complicated dive.
The motion of the center of mass still follows the same parabola since it still is a projectile motion.

The motion of the center of mass of the diver is always the same.

Center of Mass of a Rigid Object

The formula for CM can be expanded to Rigid Object or a system of many particles

$$x_{CM} = \frac{m_1x_1 + m_2x_2 + \cdots + m_nx_n}{m_1 + m_2 + \cdots + m_n} = \frac{\sum_i m_i x_i}{\sum_i m_i}$$

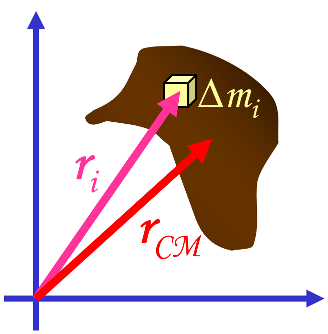
$$y_{CM} = \frac{\sum_i m_i y_i}{\sum_i m_i}$$

$$z_{CM} = \frac{\sum_i m_i z_i}{\sum_i m_i}$$

The position vector of the center of mass of a many particle system is

$$\vec{r}_{CM} = x_{CM}\vec{i} + y_{CM}\vec{j} + z_{CM}\vec{k} = \frac{\sum_i m_i x_i \vec{i} + \sum_i m_i y_i \vec{j} + \sum_i m_i z_i \vec{k}}{\sum_i m_i}$$

$$\vec{r}_{CM} = \frac{\sum_i m_i \vec{r}_i}{M}$$



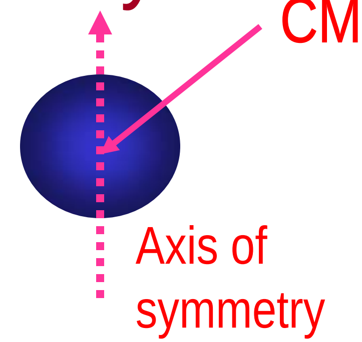
A rigid body – an object with shape and size with mass spread throughout the body, ordinary objects – can be considered as a group of particles with mass m_i densely spread throughout the given shape of the object

$$x_{CM} \approx \frac{\sum_i \Delta m_i x_i}{M}$$

$$x_{CM} = \lim_{\Delta m_i \to 0} \frac{\sum_i \Delta m_i x_i}{M} = \frac{1}{M}\int x\,dm$$

$$\vec{r}_{CM} = \frac{1}{M}\int \vec{r}\,dm$$

Center of Mass and Center of Gravity



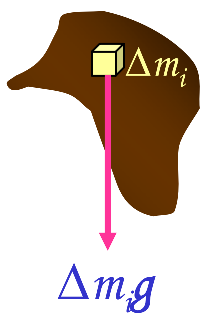
The center of mass of any symmetric object lies on an axis of symmetry and on any plane of symmetry, if object's mass is evenly distributed throughout the body.

How do you think you can determine the CM of objects that are not symmetric?

One can use gravity to locate CM.

1. Hang the object by one point and draw a vertical line following a plum-bob.
2. Hang the object by another point and do the same.
3. The point where the two lines meet is the CM.

Center of Gravity



Since a rigid object can be considered as a collection of small masses, one can see the total gravitational force exerted on the object as

$$\vec{F}_g = \sum_i \vec{F}_i = \sum_i \Delta m_i \vec{g} = M\vec{g}$$

What does this equation tell you?

The net effect of these small gravitational forces is equivalent to a single force acting on a point (Center of Gravity) with mass M.

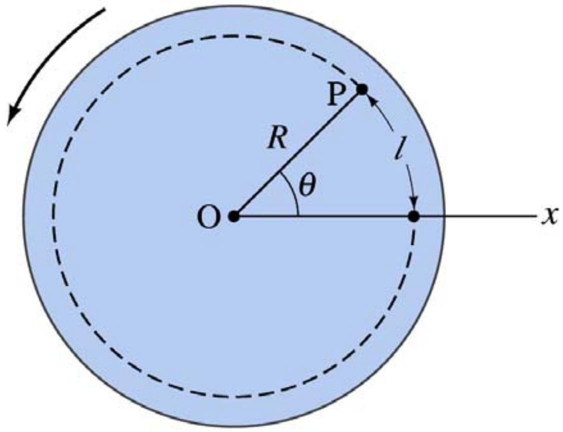
The CoG is the point in an object as if all the gravitational force is acting on!

Fundamentals of Rotational Motions

Linear motions can be described as the motion of the center of mass with all the mass of the object concentrated on it.

Is this still true for rotational motions?

No, because different parts of the object have different linear velocities and accelerations.



Consider a motion of a rigid body – an object that does not change its shape – rotating about the axis protruding out of the slide.

The arc length is $l = R\theta$

Therefore the angle, θ, is $\theta = \frac{l}{R}$. *And the unit of the angle is in **radian**. It is **dimensionless**!!*

One radian is the angle swept by an arc length equal to the radius of the arc.

Since the circumference of a circle is 2πr, $360^\circ = 2\pi r / r = 2\pi$

The relationship between radian and degrees is $1\,\text{rad} = 360^\circ / 2\pi = 180^\circ / \pi \cong 180^\circ / 3.14 \cong 57.3^\circ$

Rotational Kinematics

The first type of motion we have learned in linear kinematics was under a constant acceleration. We will learn about the rotational motion under constant angular acceleration, because these are the simplest motions in both cases.

Just like the case in linear motion, one can obtain

Angular Speed under constant angular acceleration:

$$\omega_f = \omega_i + \alpha t$$

Angular displacement under constant angular acceleration:

$$\theta_f = \theta_i + \omega_i t + \frac{1}{2}\alpha t^2$$

One can also obtain

$$\omega_f^2 = \omega_i^2 + 2\alpha\left(\theta_f - \theta_i\right)$$

Angular Displacement, Velocity, and Acceleration

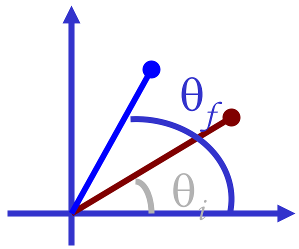
Using what we have learned in the previous slide, how would you define the angular displacement?

$$\Delta\theta = \theta_f - \theta_i$$

How about the average angular speed?

Unit? rad/s

$$\bar{\omega} \equiv \frac{\theta_f - \theta_i}{t_f - t_i} = \frac{\Delta\theta}{\Delta t}$$



And the instantaneous angular speed?

Unit? rad/s

$$\omega \equiv \lim_{\Delta t \to 0} \frac{\Delta\theta}{\Delta t} = \frac{d\theta}{dt}$$

By the same token, the average angular acceleration is defined as…

Unit? rad/s^2

$$\bar{\alpha} \equiv \frac{\omega_f - \omega_i}{t_f - t_i} = \frac{\Delta\omega}{\Delta t}$$

And the instantaneous angular acceleration? Unit? rad/s^2

$$\alpha \equiv \lim_{\Delta t \to 0} \frac{\Delta\omega}{\Delta t} = \frac{d\omega}{dt}$$

When rotating about a fixed axis, every particle on a rigid object rotates through the same angle and has the same angular speed and angular acceleration.

Example for Rotational Kinematics

A wheel rotates with a constant angular acceleration of 3.50 rad/s^2. If the angular speed of the wheel is 2.00 rad/s at t_i=0, a) through what angle does the wheel rotate in 2.00s?

Using the angular displacement formula in the previous slide, one gets

$$\theta_f - \theta_i = \omega t + \frac{1}{2}\alpha t^2$$

$$= 2.00 \times 2.00 + \frac{1}{2} 3.50 \times (2.00)^2 = 11.0 \, rad$$

$$= \frac{11.0}{2\pi} rev. = 1.75 \, rev.$$

Example for Rotational Kinematics cnt'd

What is the angular speed at t=2.00s?

Using the angular speed and acceleration relationship

$$\omega_f = \omega_i + \alpha t = 2.00 + 3.50 \times 2.00 = 9.00 rad/s$$

Find the angle through which the wheel rotates between t=2.00s and t=3.00s.

Using the angular kinematic formula

$$\theta_f - \theta_i = \omega t + \frac{1}{2}\alpha t^2$$

At t=2.00s

$$\theta_{t=2} = 2.00 \times 2.00 + \frac{1}{2} 3.50 \times 2.00 = 11.0 rad$$

At t=3.00s

$$\theta_{t=3} = 2.00 \times 3.00 + \frac{1}{2} 3.50 \times (3.00)^2 = 21.8 rad$$

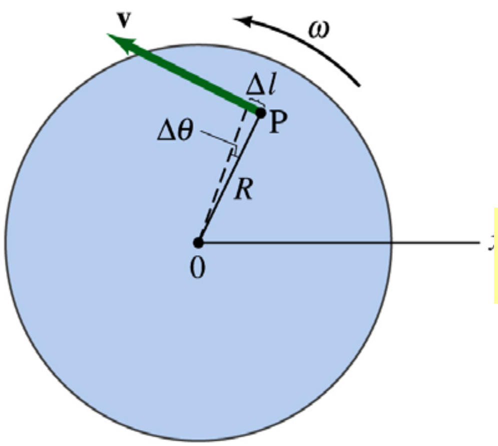
Angular displacement

$$\Delta\theta = \theta_3 - \theta_2 = 10.8 rad = \frac{10.8}{2\pi} rev. = 1.72 rev.$$

Relationship Between Angular and Linear Quantities

What do we know about a rigid object that rotates about a fixed axis of rotation?

Every particle (or masslet) in the object moves in a circle centered at the same axis of rotation.



When a point rotates, it has both the linear and angular components in its motion.

What is the linear component of the motion you see?

Linear velocity along the tangential direction.

How do we related this linear component of the motion with angular component?

The direction of ω follows a right-hand rule.

The arc-length is $\boxed{l = r\theta}$ So the tangential speed v is $v = \frac{dl}{dt} = \frac{d}{dt}(r\theta) = r\frac{d\theta}{dt} = r\omega$

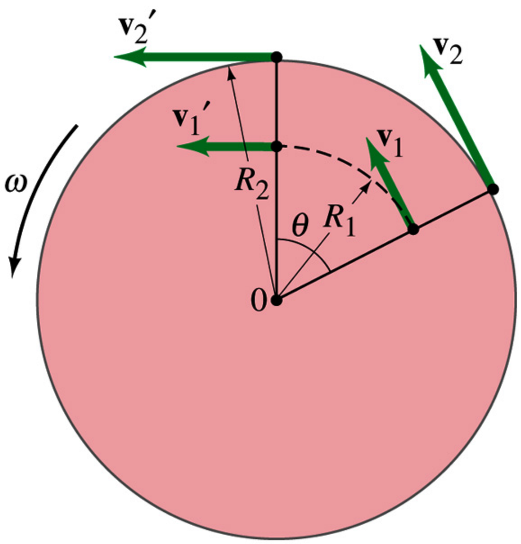
What does this relationship tell you about the tangential speed of the points in the object and their angular speed?:

Although every particle in the object has the same angular speed, its tangential speed differs and is proportional to its distance from the axis of rotation.

The farther away the particle is from the center of rotation, the higher the tangential speed.

Is the lion faster than the horse?

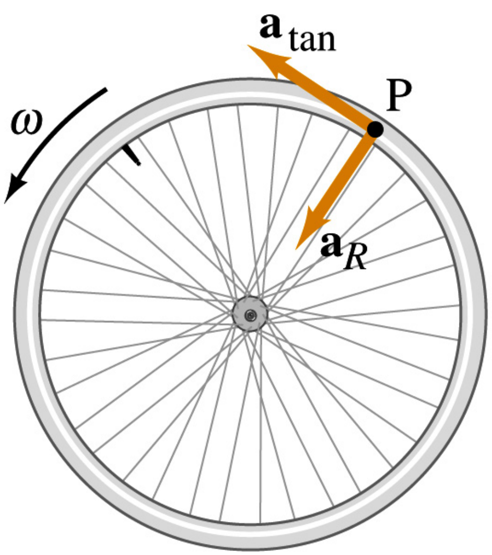
A rotating carousel has one child sitting on a horse near the outer edge and another child on a lion halfway out from the center. (a) Which child has the greater linear speed? (b) Which child has the greater angular speed?



(a) Linear speed is the distance traveled divided by the time interval. So the child sitting at the outer edge travels more distance within the given time than the child sitting closer to the center. Thus, the horse is faster than the lion.

(b) Angular speed is the angle traveled divided by the time interval. The angle both the children travel in the given time interval is the same. Thus, both the horse and the lion have the same angular speed.

How about the acceleration?



How many different linear acceleration components do you see in a circular motion and what are they? Two

Tangential, a_t, and the radial acceleration, a_r.

Since the tangential speed v is $v = r\omega$

The magnitude of tangential acceleration a_t is $a_t = \frac{dv}{dt} = \frac{d}{dt}(r\omega) = r\frac{d\omega}{dt} = r\alpha$

What does this relationship tell you?

Although every particle in the object has the same angular acceleration, its tangential acceleration differs proportional to its distance from the axis of rotation.

The radial or centripetal acceleration a_r is $a_r = \frac{v^2}{r} = \frac{(r\omega)^2}{r} = r\omega^2$

What does this tell you?

The father away the particle is from the rotation axis, the more radial acceleration it receives. In other words, it receives more centripetal force.

Total linear acceleration is $a = \sqrt{a_t^2 + a_r^2} = \sqrt{(r\alpha)^2 + (r\omega^2)^2} = r\sqrt{\alpha^2 + \omega^4}$

Example

(a) What is the linear speed of a child seated 1.2m from the center of a steadily rotating merry-go-around that makes one complete revolution in 4.0s? (b) What is her total linear acceleration?

First, figure out what the angular speed of the merry-go-around is.

$$\varpi = \frac{1rev}{4.0s} = \frac{2\pi}{4.0s} = 1.6 rad/s$$

Using the formula for linear speed

$$v = r\omega = 1.2m \times 1.6 rad/s = 1.9 m/s$$

Since the angular speed is constant, there is no angular acceleration.

Tangential acceleration is

$$a_t = r\alpha = 1.2m \times 0 rad/s^2 = 0 m/s^2$$

Radial acceleration is

$$a_r = r\varpi^2 = 1.2m \times (1.6 rad/s)^2 = 3.1 m/s^2$$

Thus the total acceleration is

$$a = \sqrt{a_t^2 + a_r^2} = \sqrt{0 + (3.1)^2} = 3.1 m/s^2$$

Example for Rotational Motion

Audio information on compact discs are transmitted digitally through the readout system consisting of laser and lenses. The digital information on the disc are stored by the pits and flat areas on the track. Since the speed of readout system is constant, it reads out the same number of pits and flats in the same time interval. In other words, the linear speed is the same no matter which track is played. a) Assuming the linear speed is 1.3 m/s, find the angular speed of the disc in revolutions per minute when the inner most (r=23mm) and outer most tracks (r=58mm) are read.

Using the relationship between angular and tangential speed $v = r\omega$

$$r = 23mm \qquad \omega = \frac{v}{r} = \frac{1.3m/s}{23mm} = \frac{1.3}{23\times 10^{-3}} = 56.5 rad/s$$

$$= 9.00 rev/s = 5.4\times 10^{2} rev/\min$$

$$r = 58mm \qquad \omega = \frac{1.3m/s}{58mm} = \frac{1.3}{58\times 10^{-3}} = 22.4 rad/s$$

$$= 2.1\times 10^{2} rev/\min$$

b) The maximum playing time of a standard music CD is 74 minutes and 33 seconds. How many revolutions does the disk make during that time?

$$\overline{\omega} = \frac{(\omega_i + \omega_f)}{2} = \frac{(540+210)rev/\min}{2} = 375 rev/\min$$

$$\theta_f = \theta_i + \overline{\omega} t = 0 + \frac{375}{60} rev/s \times 4473\, s = 2.8 \times 10^4 rev$$

c) What is the total length of the track past through the readout mechanism?

$$l = v_t \Delta t = 1.3 m/s \times 4473 s = 5.8 \times 10^3 m$$

d) What is the angular acceleration of the CD over the 4473s time interval, assuming constant α?

$$\alpha = \frac{(\omega_f - \omega_i)}{\Delta t} = \frac{(22.4 - 56.5) rad/s}{4473 s} = 7.6 \times 10^{-3} rad/s^2$$

Rolling Motion of a Rigid Body

What is a rolling motion?

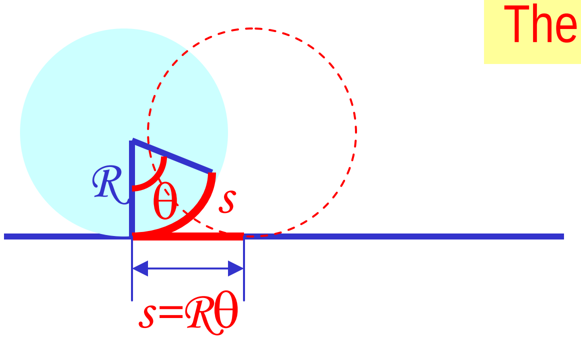
A more generalized case of a motion where the rotational axis moves together with an object

A rotational motion about a moving axis

To simplify the discussion, let's make a few assumptions

1. Limit our discussion on very symmetric objects, such as cylinders, spheres, etc
2. The object rolls on a flat surface

Let's consider a cylinder rolling on a flat surface, without slipping.



Under what condition does this "Pure Rolling" happen?

The total linear distance the CM of the cylinder moved is $s = R\theta$

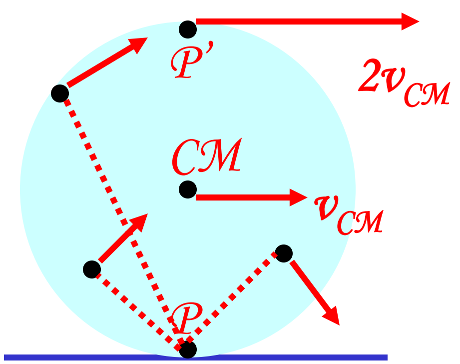
Thus the linear speed of the CM is $v_{CM} = \frac{ds}{dt} = R\frac{d\theta}{dt} = R\omega$

The condition for a "Pure Rolling motion"

More Rolling Motion of a Rigid Body

The magnitude of the linear acceleration of the CM is

$$a_{CM} = \frac{dv_{CM}}{dt} = R\frac{d\omega}{dt} = R\alpha$$



As we learned in rotational motion, all points in a rigid body moves at the same angular speed but at different linear speeds.

CM is moving at the same speed at all times.

At any given time, the point that comes to P has 0 linear speed while the point at P' has twice the speed of CM

Why??

A rolling motion can be interpreted as the sum of Translation and Rotation