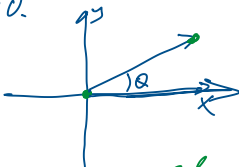


Chapter 9: Rotation of Rigid Bodies

 \Rightarrow Kinematics of Rotation

1. Rotation of P.O.

2. Reference Frame

Axis of Rotation
Reference direction3. Position in Space R , $\theta \pm \text{rad}$ 3' Time t 4. Angular Displacement $\Delta\theta = \theta_f - \theta_i$ 4' Time Interval $\Delta t = t_f - t_i$ 5. Average Angular Velocity $\omega_{av} = \frac{\Delta\theta}{\Delta t}$, $\frac{\text{rad}}{\text{s}}$ \neq
Instantaneous $\omega = \frac{d\theta}{dt}$ 6. Average Angular Acceleration $\alpha = \frac{\Delta\omega}{\Delta t}$, $\frac{\text{rad}}{\text{s}^2}$ \neq
Instantaneous $\alpha = \frac{d\omega}{dt}$

Equation of Motion

a) Baby Version $\alpha = 0$

$$\omega(t) = \omega_i = \text{const} = \omega$$

$$\theta(t) = \theta_i + \omega t$$

b) Junior Version $\alpha = \text{const}$

$$\omega(t) = \omega_i + \alpha t$$

$$\theta(t) = \theta_i + \omega_i t + \frac{\alpha t^2}{2}$$

$$\omega_f^2 - \omega_i^2 = 2\alpha\Delta\theta$$

c) Adult Version $\alpha \neq \text{const}$

$$\omega(t) = \int \alpha(t) dt$$

$$\theta(t) = \int \omega(t) dt$$

Examples:

$$\theta(t) = At - Bt^2 - Ct^3$$

$$A =$$

$$B =$$

$$C =$$

 $t = 0$

$$\omega(t) = \frac{d\theta(t)}{dt} = A - 2Bt - 3Ct^2$$

$$f = x^n$$

$$\frac{df}{dx} = n x^{n-1}$$

$$\omega(t_s) = 0$$

$$A - 2Bt_s - 3Ct_s^2 = 0$$

$$3Ct_s^2 + 2Bt_s - A = 0$$

$$ax^2 + bx + c = 0$$

$$x_{1,2} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$a = 3C \quad b = 2B \quad c = -A$$

$$t_{1,2} = \frac{-2B \pm \sqrt{4B^2 + 4A \cdot 3C}}{6C} = \frac{-B \pm \sqrt{B^2 + 3AC}}{3C}$$

$$t_{1,2} = \frac{-B \pm \sqrt{B^2 + 3AC}}{3C} \quad \left| \quad t_3 = \frac{-B + \sqrt{B^2 + 3AC}}{3 \cdot C}$$

$$\rightarrow \alpha(t_s) = ?$$

$$\alpha(t) = \frac{d\omega(t)}{dt} = -2B - 6Ct$$

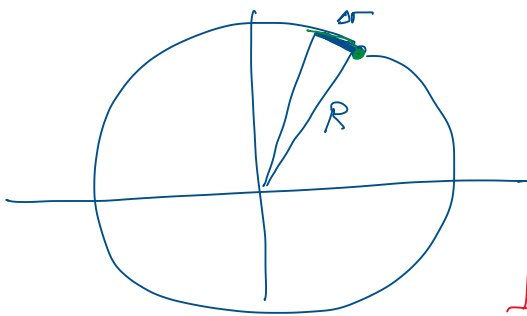
$$\alpha(t_s) = -2B - 6Ct_s$$

— How many Revolutions



$$\theta(t_s) = At_s - Bt_s^2 - Ct_s^3$$

$$N = \frac{\theta(t_s)}{2\pi} = \frac{12.5}{2\pi} \approx 12.5$$



$$\begin{aligned} \Delta r &= R \Delta \theta \\ v &= R \omega \\ a &= R \alpha \end{aligned}$$

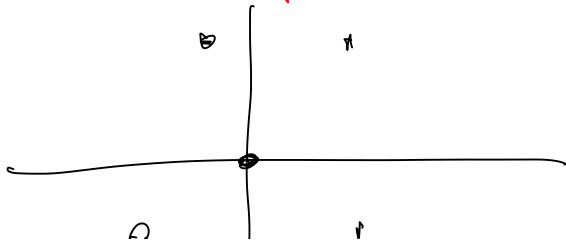
\Rightarrow Kinetic Energy of Rotation

— P.O. $K = \frac{1}{2} I \omega^2$ $\left| \quad K^{lin} = \frac{1}{2} m v^2$

\hookrightarrow moment of inertia

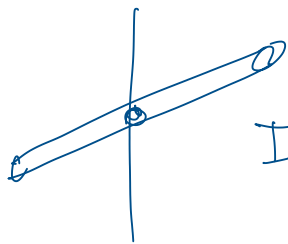
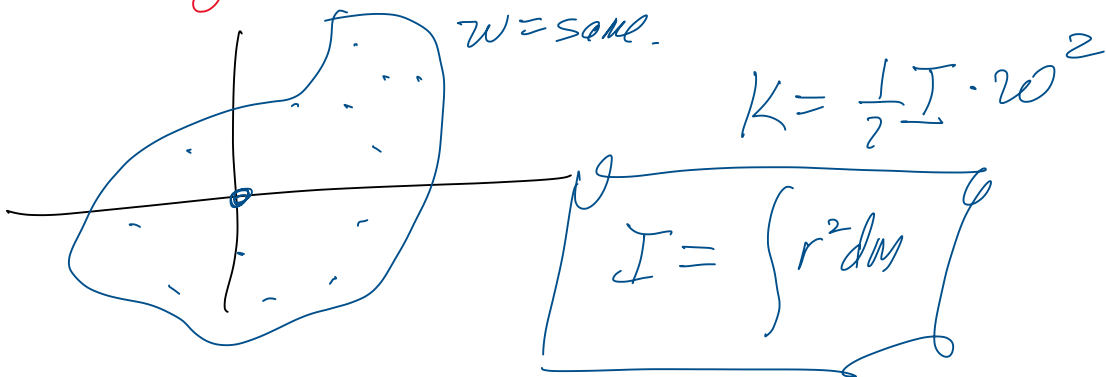
$$I = mR^2$$

— System of Particles $K = \sum_i \frac{1}{2} m_i r_i^2 \omega^2$

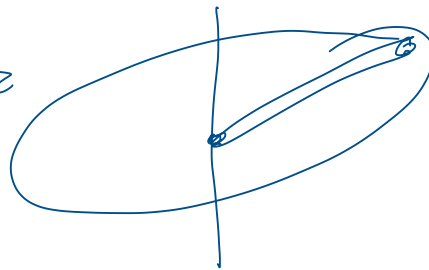


$$I = \sum_i m_i r_i^2$$

— Rigid Bodies



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



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

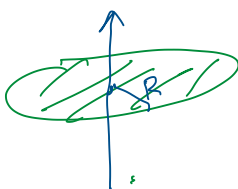
— Solid cylinder

— Hollow Cylinder

— Solid sphere

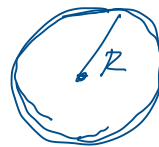
— Hollow Sphere

— Solid Disk



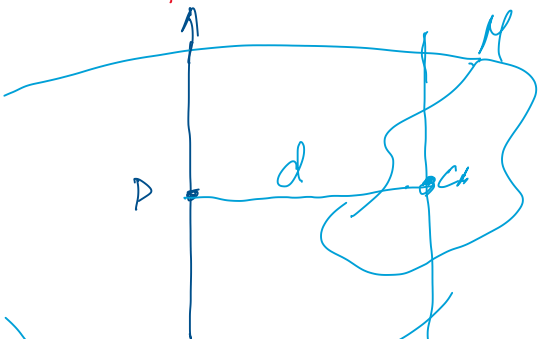
$$I = \frac{1}{2} mR^2$$

— Hoop



$$I = mR^2$$

⇒ Parallel - Axis Theorem



$I_{cm} = \text{given}$

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

— Kinematics of Rotation

— Dynamics of Rotation

— Linear Motion
Newton

Introduced m
Introduced \vec{F}

— 3 Laws of Dynamics

- 1) $\vec{F}_{net} = 0 \quad \vec{v} = \text{const}$
- 2) $\vec{F}_{net} = m\vec{a}$
- 3) $\vec{F}_{1,2} = -\vec{F}_{2,1}$

— Rotational Motion

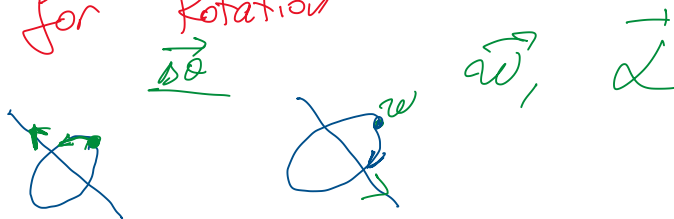
Introduce I
Angular Force $\vec{\tau}$

— 3 Laws of Rotational Dynamics

- 1) $\vec{\tau}_{net} = 0 \quad \vec{\omega} = \text{const}$
- 2) $\vec{\tau}_{net} = I\vec{\alpha}$
- 3) $\vec{\tau}_{1,2} = -\vec{\tau}_{2,1}$

$$\vec{\tau} = \vec{r} \times \vec{F}$$

⇒ Direction for Rotation

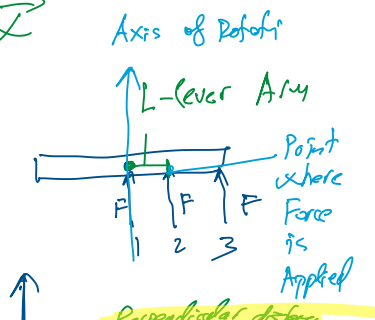


⇒ Angular Force

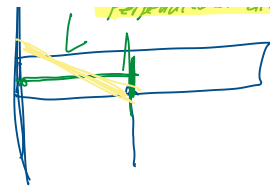
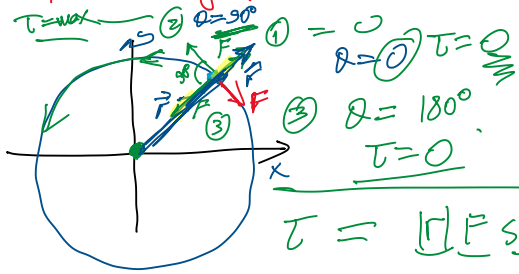
— Linear Motion $\vec{F}_{net} = m\vec{a}$

— Rotation $\vec{\tau} = I\vec{\alpha}$

$\vec{\tau} \sim LF$
Torque



- Rotation of Point Object

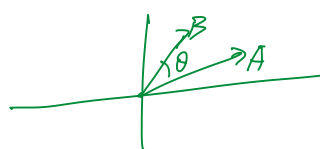


$\tau = r F \sin \theta$ $|A \times B| = AB \sin \theta$
 $|\tau| = |r| |F| \sin \theta = |\vec{r} \times \vec{F}|$

$I = r^2 m$
 $\omega = \frac{v}{r}$

$\vec{\tau} = \vec{r} \times \vec{F}$

$[\tau] = [r][F] \sin \theta = [r][F] = m \cdot N$
 $\vec{A} \times \vec{B} = \vec{C}$



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

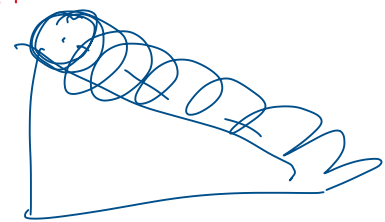
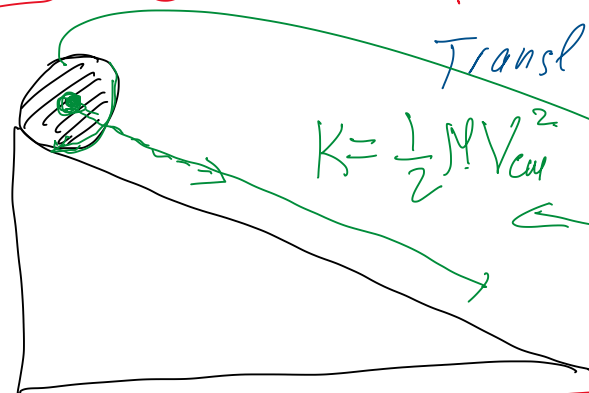
$[K] = [I] [\omega^2] =$
 $= m^2 \cdot kg \frac{1}{s^2} =$

$= m \cdot \left(kg \frac{m}{s^2} \right)$

Linear	Rotation
$\vec{F}_{Net} = \vec{F}_1 + \vec{F}_2 + \vec{F}_3 \dots = \sum_{i=1}^N \vec{F}_i$	$\vec{\tau}_{Net} = \sum_{i=1}^N \vec{\tau}_i$

\Rightarrow Linear Motion (+) Rotation

\Rightarrow Combined Linear and Rotational Motion



$K = \frac{1}{2} M V_{cm}^2$

$K^{Rot} = \frac{1}{2} I_{cm} \omega^2$

$K = \frac{1}{2} M V_{cm}^2 + \frac{1}{2} I_{cm} \omega^2$



$$\theta = 2\pi$$

$$X = v_{cm} \cdot t$$

$$2\pi R = v_{cm} \cdot \frac{2\pi}{\omega}$$

$$\omega t = 2\pi$$

$$\theta = \omega t$$

$$\theta(t) = \theta_0 + \omega t$$

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

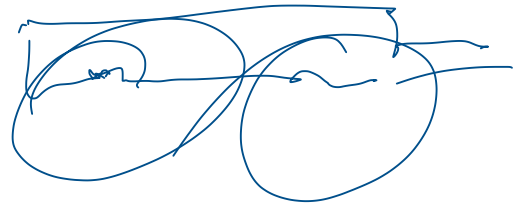
$$2\pi = \omega t \quad | \quad t = \frac{2\pi}{\omega}$$

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

ω Engine

$$a \neq 0$$

$$\frac{d v_{cm}}{dt} = \frac{d R\omega}{dt} = R \frac{d\omega}{dt}$$

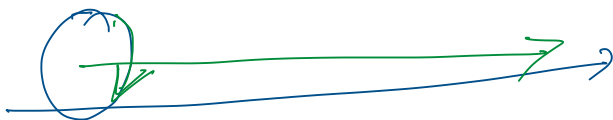


$$a_{cm} = R\alpha$$

⇒ Combined Linear and Rotational

$$\vec{F}_{net} = \sum \vec{F}_i = M \vec{a}_{cm}$$

Dynamics



$$L_{ref} = 2V_c - I_{cap} v_c$$