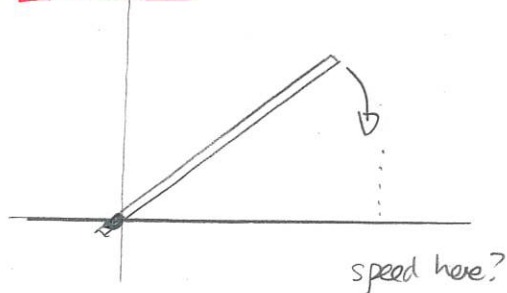


Thurs: Discussion / quizEx: 316, 317, 318, ~~322~~, 323, 327Fri: -Mon: HW by 5pmRotational energy

In a situation where the pivot point is fixed, we can show that

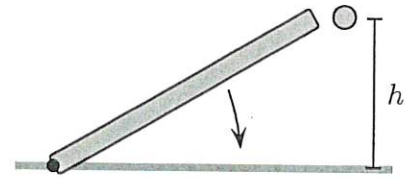
$$E = K_{\text{rot}} + U_{\text{grav}} + U_{\text{spring}} + \dots$$

is constant provided that non-conservative forces do zero work. We apply this to a toppling rod.

~~Diagram~~Demo: After: U Iowa Falling Chimney  
MIT video

### 319 Toppling rod versus freely falling ball, 1

A rigid rod with uniformly distributed mass  $M$  and length  $L$  can pivot about a frictionless axle in a horizontal surface. The rod is held at rest with one end height  $h$  above the surface. A ball with mass  $m$  is also held at rest alongside the tip of the rod. Both are released at the same time. (131Sp2023)



- Determine the speed of the ball just before it hits the horizontal surface.
- Determine the speed of the tip of the rod just before it hits the horizontal surface.
- Which hits first?

Answer a)  $E_f = E_i$

$$K_f + U_{gf} = K_i + U_{gi} \Rightarrow \frac{1}{2} m v_f^2 + \cancel{mgh_f} = \frac{1}{2} m v_i^2 + mgh_i$$

$$\Rightarrow \frac{1}{2} m v_f^2 = mgh \Rightarrow v_f^2 = 2gh$$

$$\Rightarrow v_f = \sqrt{2gh}$$

b) Use the pivot as an axle

$$E_f = E_i$$

$$K_{rotf} + K_{transf} + \cancel{U_{gf}} = \cancel{K_{roti}} + \cancel{K_{transi}} + U_{gi}$$

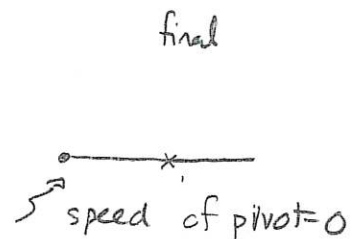
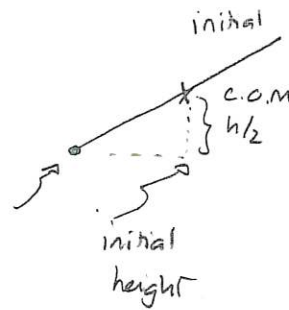
$$\frac{1}{2} I \omega_f^2 + \frac{1}{2} M v_f^2 = Mg \frac{h}{2}$$

$$\frac{1}{2} \left( \frac{1}{3} M L^2 \right) \omega_f^2 = Mg \frac{h}{2}$$

$$\Rightarrow \frac{1}{3} L^2 \omega_f^2 = gh$$

Now the speed of the tip is  $v_f = L \omega_f$

$$\Rightarrow \frac{1}{3} v_f^2 = gh \Rightarrow v_f = \sqrt{3gh}$$



$$\Rightarrow \omega_f = \frac{2v_f}{L}$$

$$I \text{ about end} = \frac{1}{3} M L^2$$

## Vectors and rotational motion

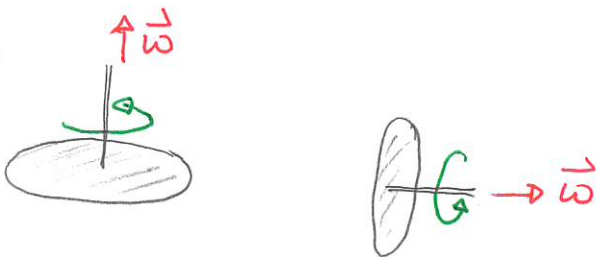
Objects can rotate about multiple different axes of rotation, and one can account for these via an angular velocity vector. The rule is:

The angular velocity  $\vec{\omega}$  of an object rotating about an axis is a vector with

- 1) magnitude  $\omega = \left| \frac{d\theta}{dt} \right|$
- 2) direction - along axis using r.h. rule

Fig 10.5

Thus



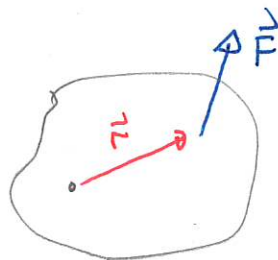
Then the angular acceleration is also a vector

$$\vec{\alpha} = \frac{d\vec{\omega}}{dt} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{\omega}}{\Delta t}$$

Thus the torque is also a vector so that

$$\vec{\tau}_{\text{net}} = I\vec{\alpha}$$

We need a method to construct a torque vector. This will combine the force vector  $\vec{F}$  and a vector from the pivot. So we need to multiply

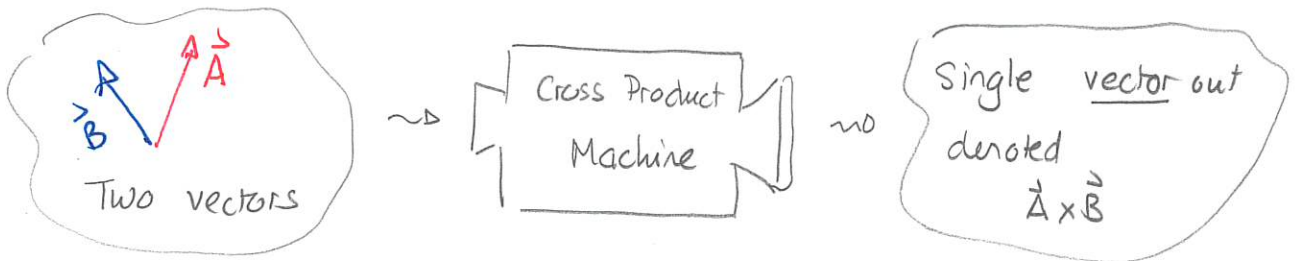


$$\vec{r}, \vec{F}$$

to produce a vector.

## Vector cross product

The vector cross product takes two vectors and produces a third:



The two ways (equivalent) to calculate this are

Method 1 The cross product is a vector with

1) magnitude

$$AB \sin \phi$$

$\swarrow$  magnitude A       $\searrow$  magnitude B       $\rightarrow$  angle between  $\vec{A}$  and  $\vec{B}$

2) direction - perpendicular to both vectors

- sense given by r.h. rule. - curl fingers from  $\vec{A}$  to  $\vec{B}$

Quiz 1 70% - 90%  $\approx$  40% - 80%

Method 2 Use algebra:

1) the cross product is linear in both arguments

$$\begin{array}{lll} 2) \hat{i} \times \hat{i} = 0 & \hat{i} \times \hat{j} = \hat{k} & \hat{j} \times \hat{i} = -\hat{k} \\ \hat{j} \times \hat{j} = 0 & \hat{j} \times \hat{k} = \hat{i} & \hat{k} \times \hat{j} = -\hat{i} \\ \hat{k} \times \hat{k} = 0 & \hat{k} \times \hat{i} = \hat{j} & \hat{i} \times \hat{k} = -\hat{j} \end{array}$$

Warm Up 1

These satisfy:

1)  $\vec{A} \times (\vec{B} + \vec{C}) = \vec{A} \times \vec{B} + \vec{A} \times \vec{C}$

2)  $\vec{A} \times (\lambda \vec{B}) = \lambda (\vec{A} \times \vec{B})$

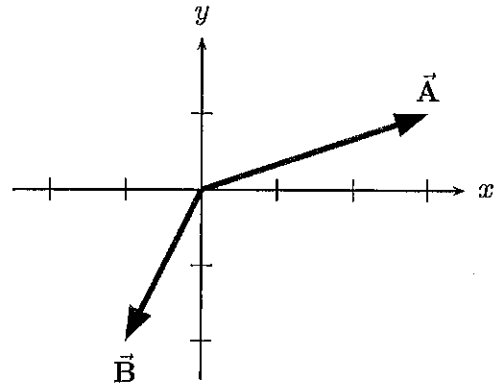
3)  $\vec{A} \times \vec{A} = 0$

4)  $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$

### 329 Vector cross product

Two vectors  $\vec{A}$  and  $\vec{B}$  are illustrated. Determine  $\vec{A} \times \vec{B}$ .  
(131Sp2023)

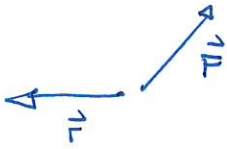
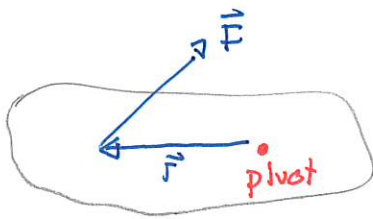
Answer:  $\vec{A} = 3\hat{i} + \hat{j}$   
 $\vec{B} = -\hat{i} - 2\hat{j}$



$$\begin{aligned}\vec{A} \times \vec{B} &= (3\hat{i} + \hat{j}) \times (-\hat{i} - 2\hat{j}) \\ &= -3\hat{i} \times \hat{i} - 3\hat{i} \times 2\hat{j} - \hat{j} \times \hat{i} - \hat{j} \times 2\hat{j} \\ &= \underbrace{-3\hat{i} \times \hat{i}}_0 - \underbrace{6\hat{i} \times \hat{j}}_{\hat{k}} - \underbrace{\hat{j} \times \hat{i}}_{-\hat{k}} - \underbrace{2\hat{j} \times \hat{j}}_0 \\ &= -6\hat{k} - (-\hat{k}) = -5\hat{k}\end{aligned}$$

## Torque vector

Torque produced by a force is calculated as:



- 1) Identify force  $\vec{F}$
- 2) Let  $\vec{r}$  be a vector from the pivot to  $\vec{F}$
- 3) rearrange  $\vec{r}, \vec{F}$  so that their tails coincide
- 4) the torque produced by  $\vec{F}$  is

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

Warm Up 2