

April 9, Week 12

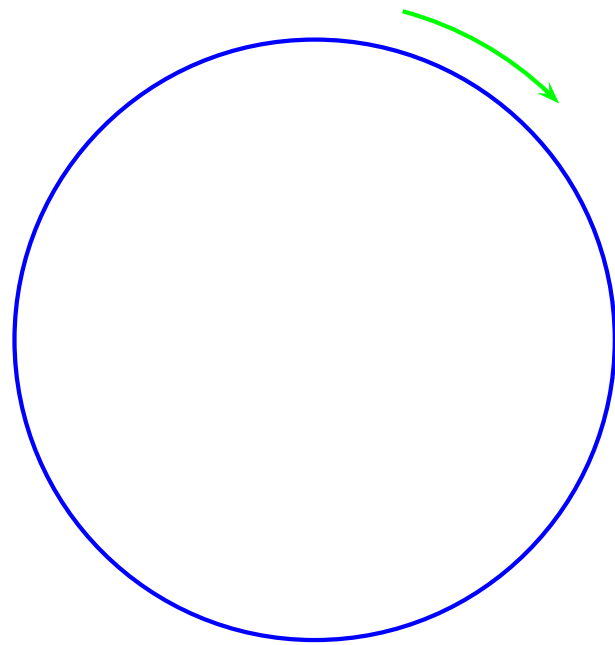
Today: Chapter 9, Rotational Energy

Homework #9 - Due April 16 at 11:59pm

Mastering Physics: 7 questions from chapter 9. Written
Question: 10.80

Review

The rate at which an object spins is given by its angular velocity, $\vec{\omega}$, and angular acceleration $\vec{\alpha}$.



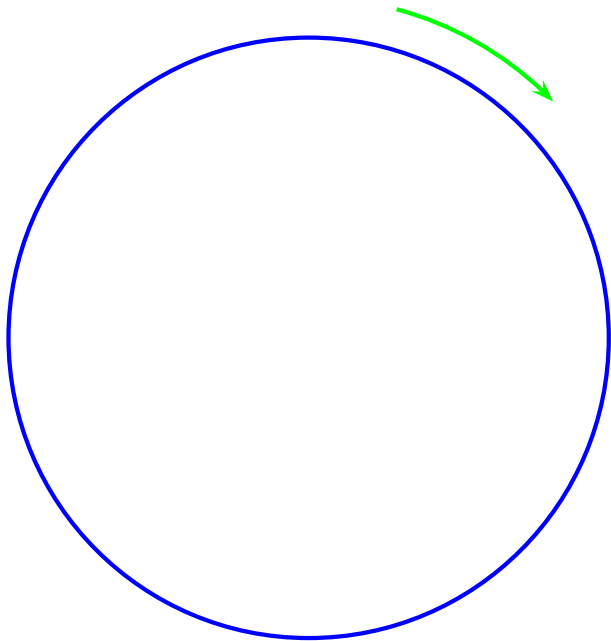
$$\omega = \frac{d\theta}{dt}, \quad \alpha = \frac{d\omega}{dt}$$

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RHR I - Curl the fingers of your right hand in the "sense" of the rotation. Your extended thumb, points in direction of $\vec{\omega}$.

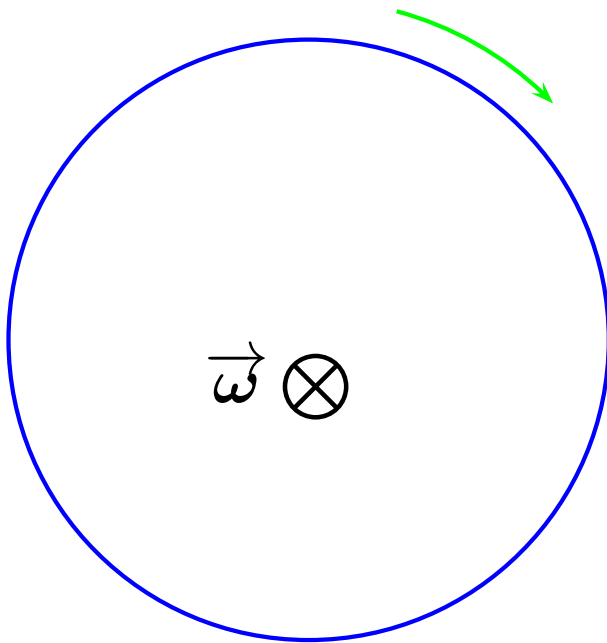


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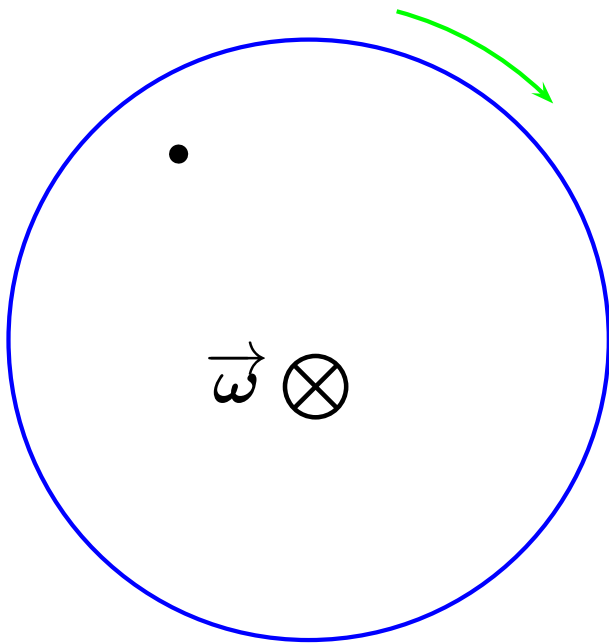


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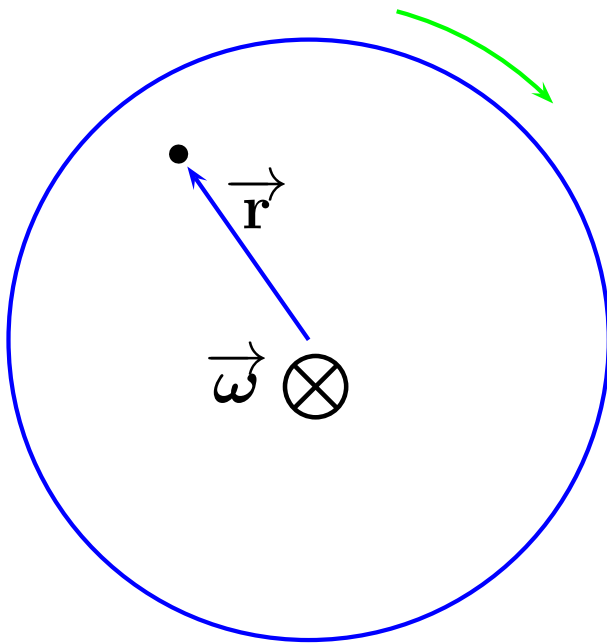


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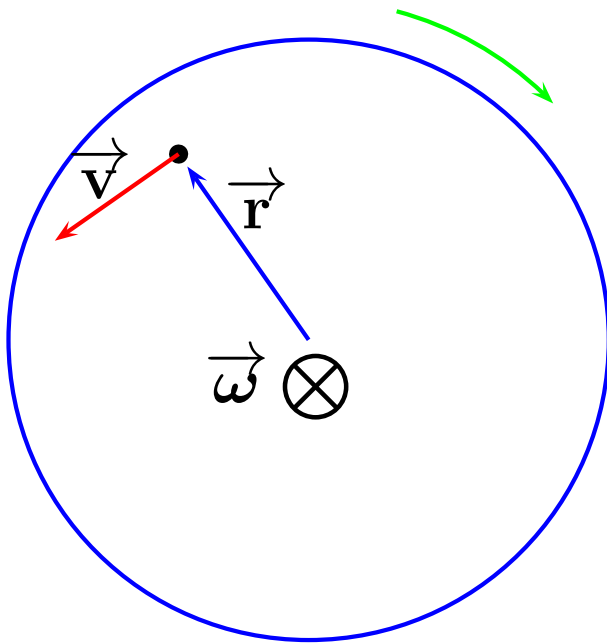


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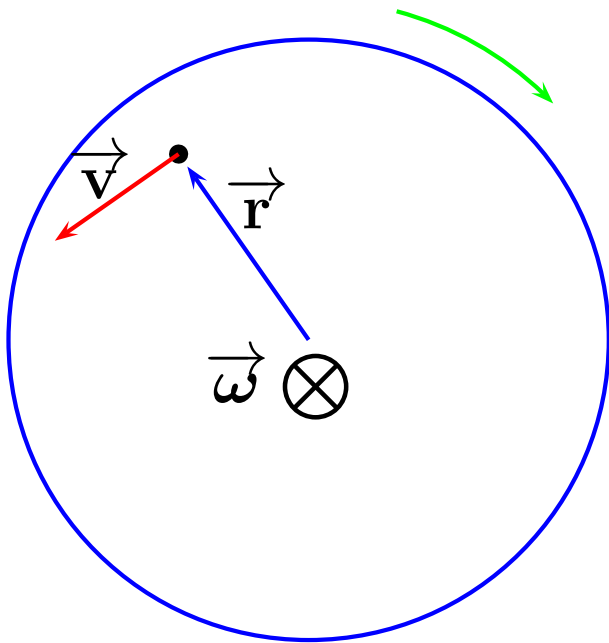
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RHR I - Curl the fingers of your right hand in the "sense" of the rotation. Your extended thumb, points in direction of $\vec{\omega}$.

$$\vec{v} = \vec{\omega} \times \vec{r}$$



Review

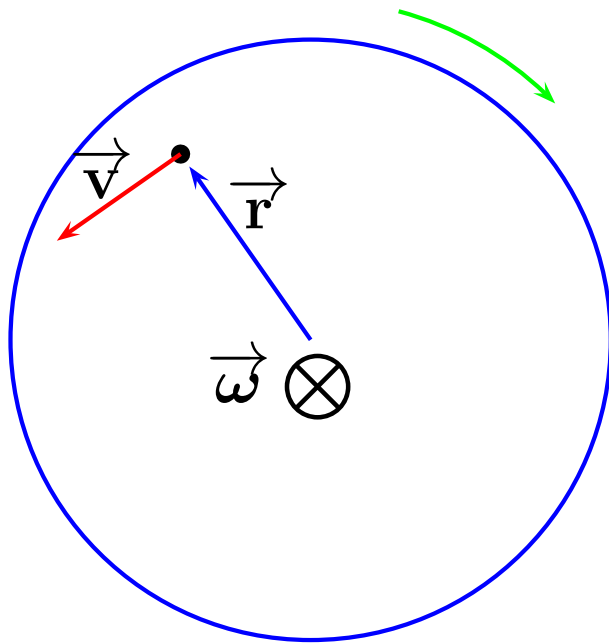
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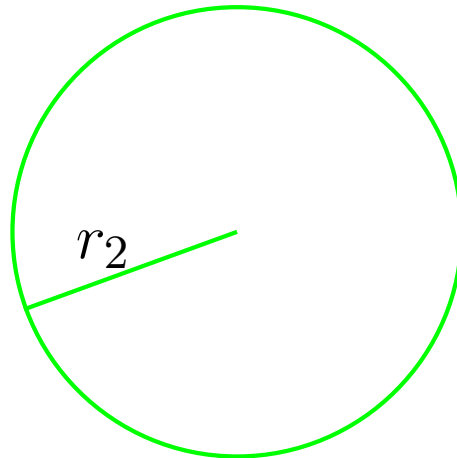
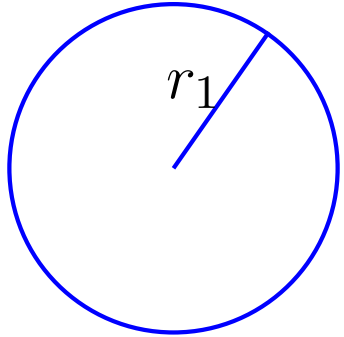
RHR I - Curl the fingers of your right hand in the "sense" of the rotation. Your extended thumb, points in direction of $\vec{\omega}$.

$$\vec{v} = \vec{\omega} \times \vec{r}$$

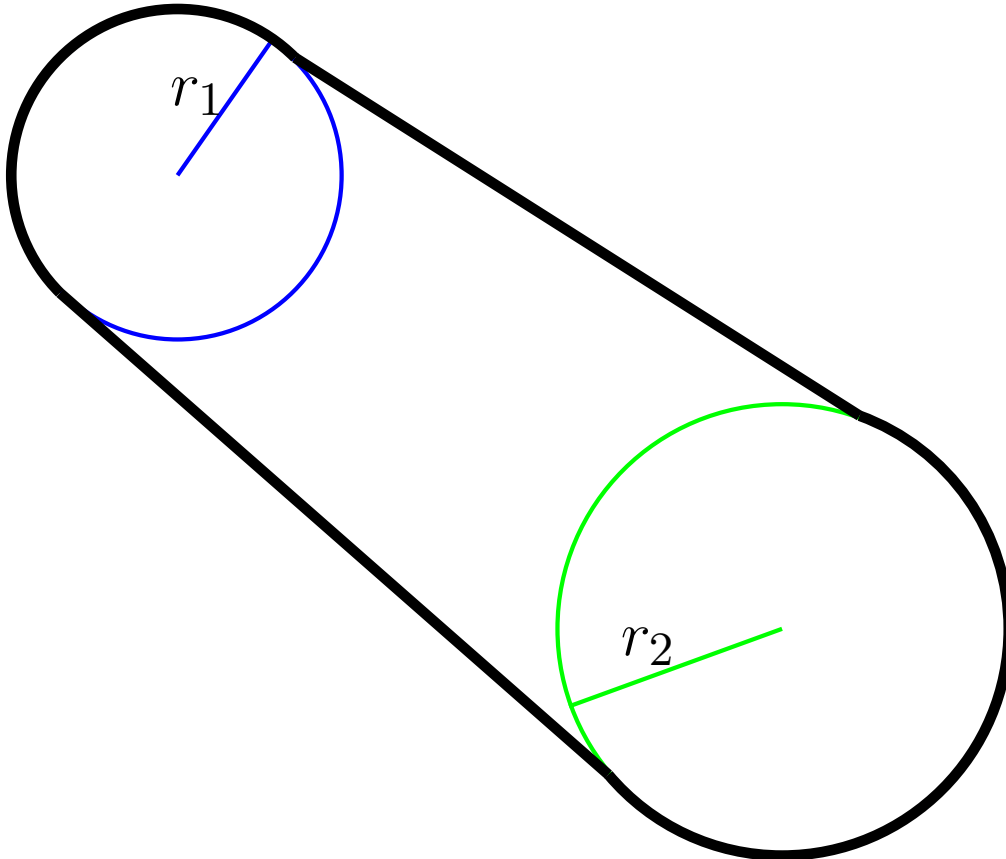
Take the fingers of the right hand and "sweep" \vec{A} into \vec{B} , extended thumb points in direction of cross product



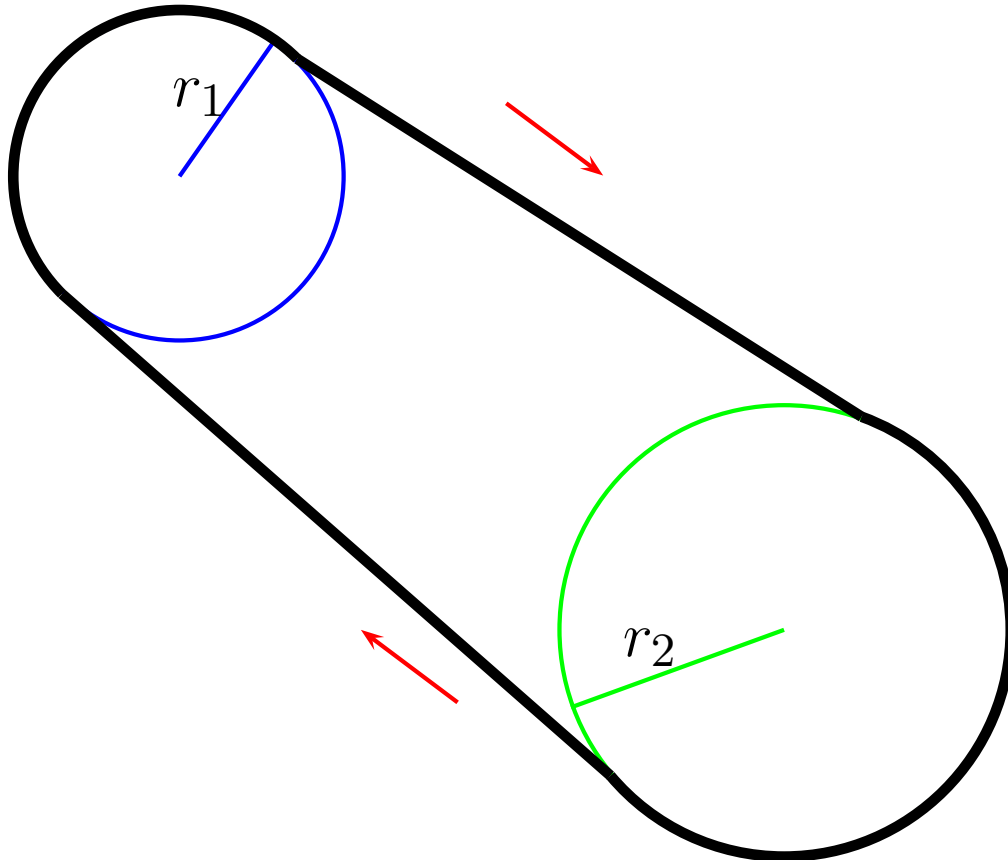
Connected Rotating Objects



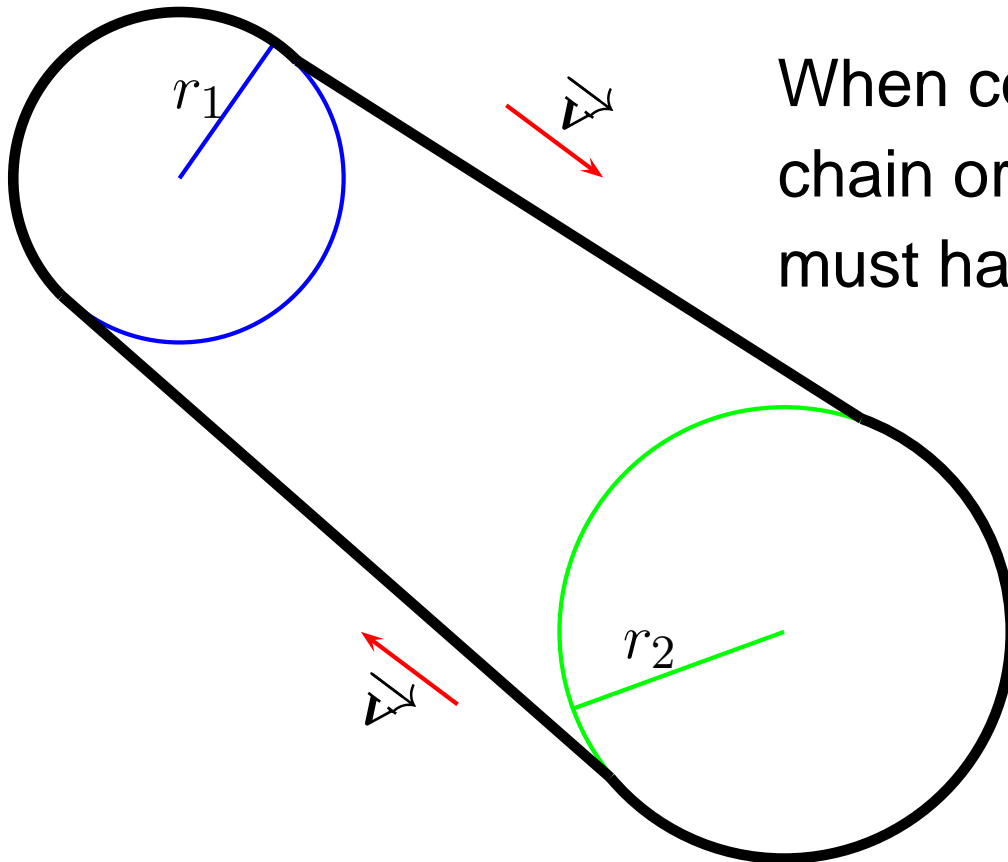
Connected Rotating Objects



Connected Rotating Objects

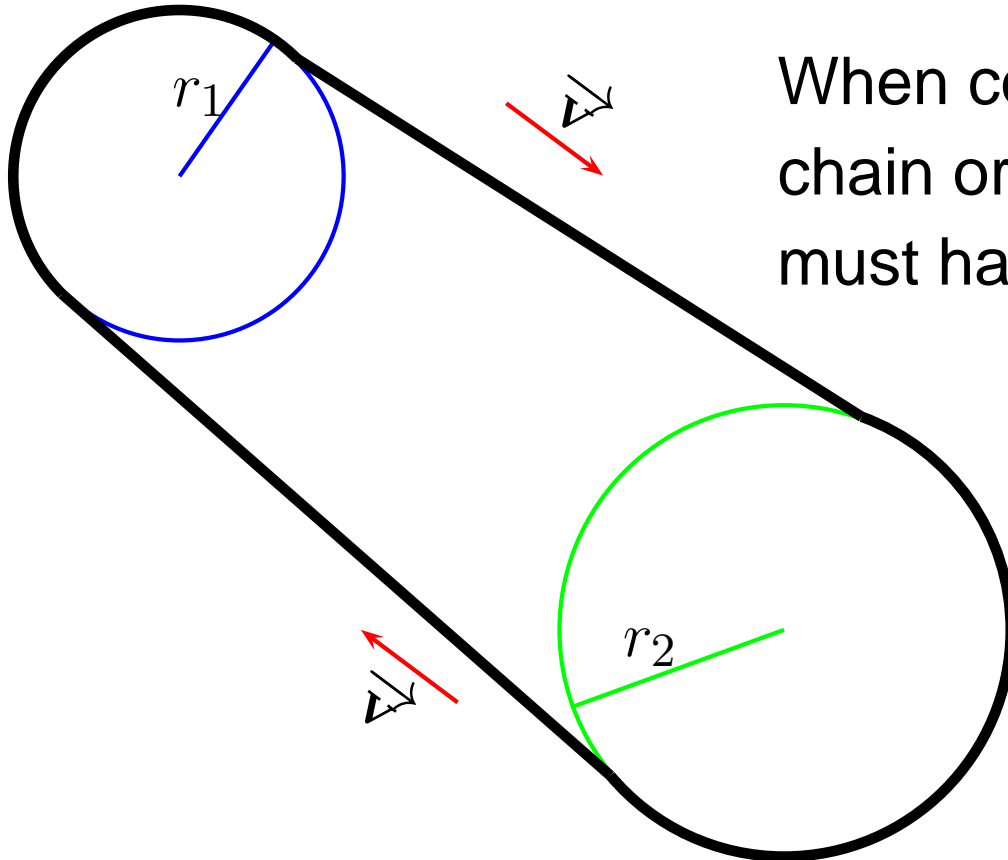


Connected Rotating Objects



When connected by a non-slipping chain or belt, the two rotating objects must have the same linear velocity

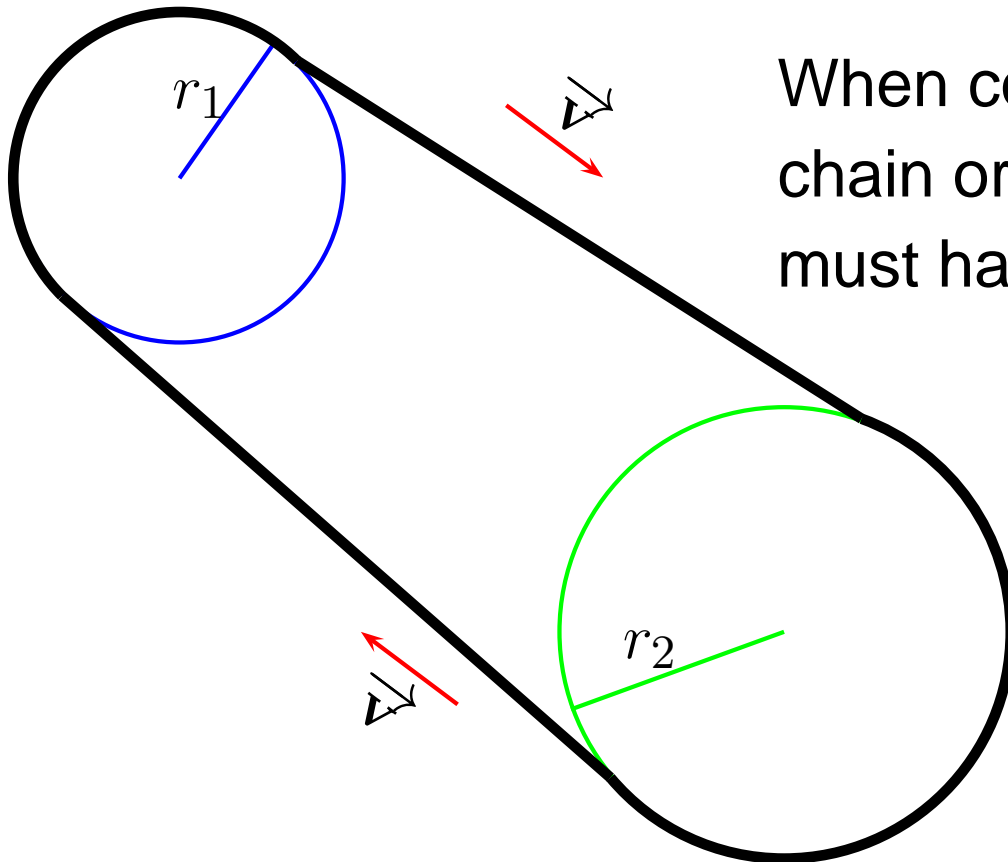
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$$v_1 = v_2$$

Connected Rotating Objects

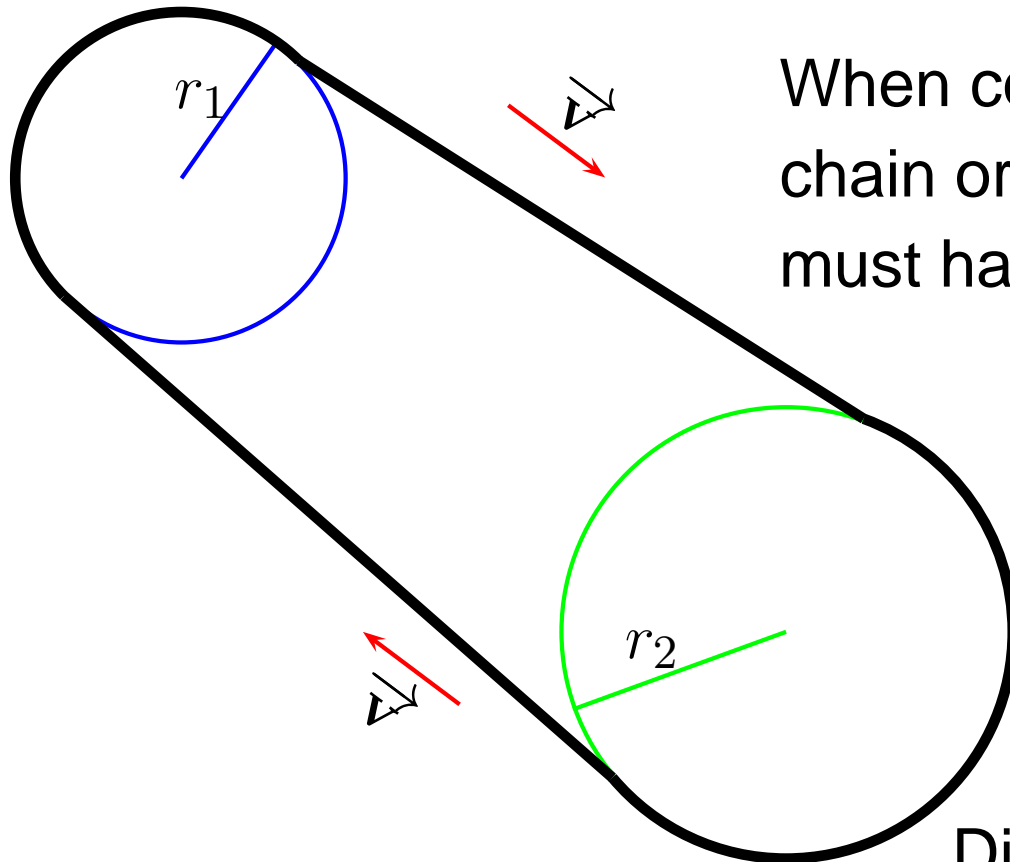


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$$v_1 = v_2$$

$$\omega_1 r_1 = \omega_2 r_2$$

Connected Rotating Objects



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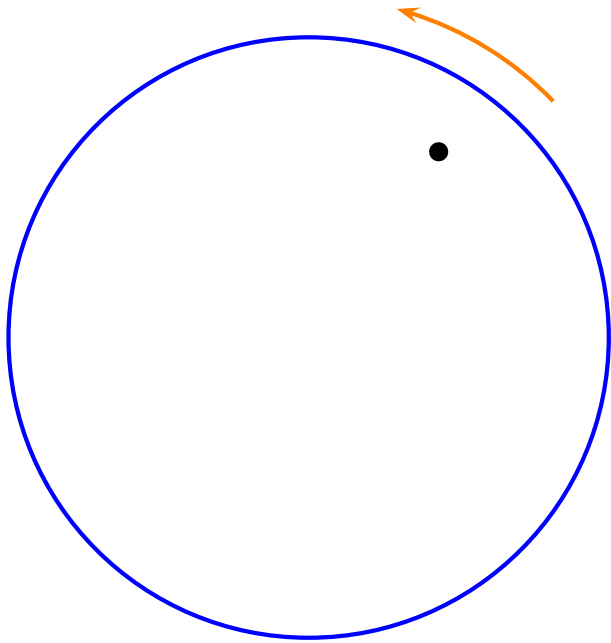
Different Angular Velocities

Linear Accelerations

Every point on a rotating object has two acceleration components.

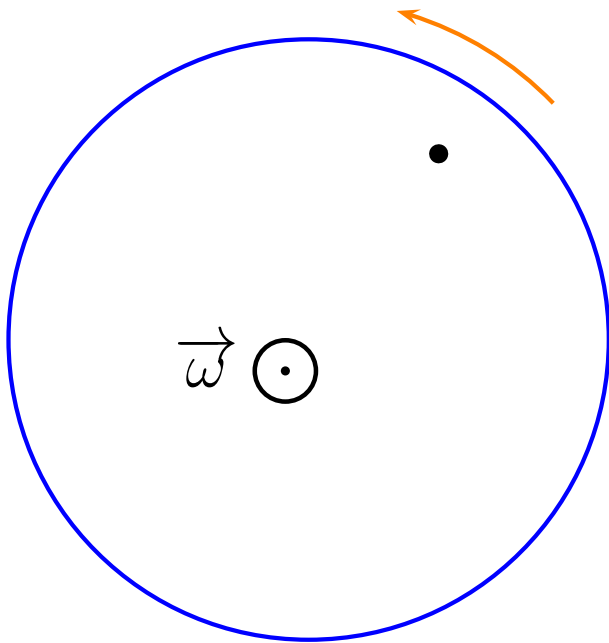
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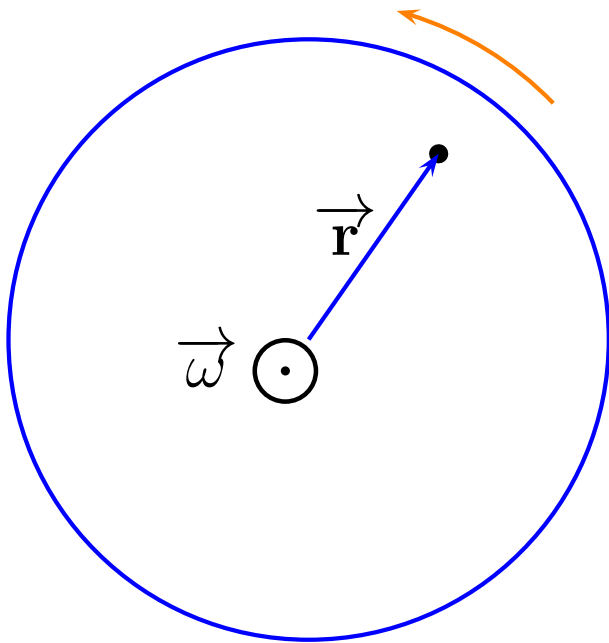
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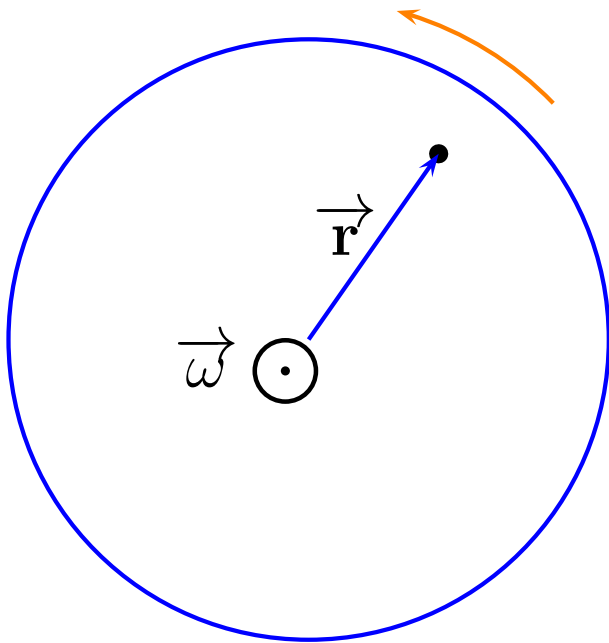
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Linear Accelerations

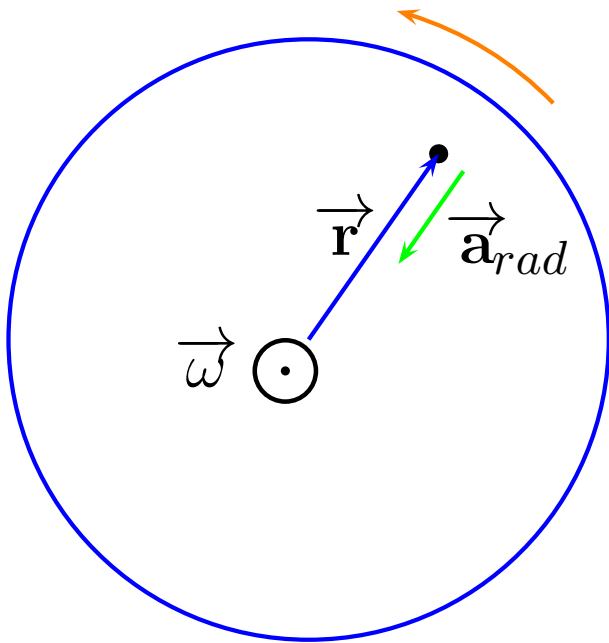
Every point on a rotating object has two acceleration components.



\vec{a}_{rad} - changes in direction

Linear Accelerations

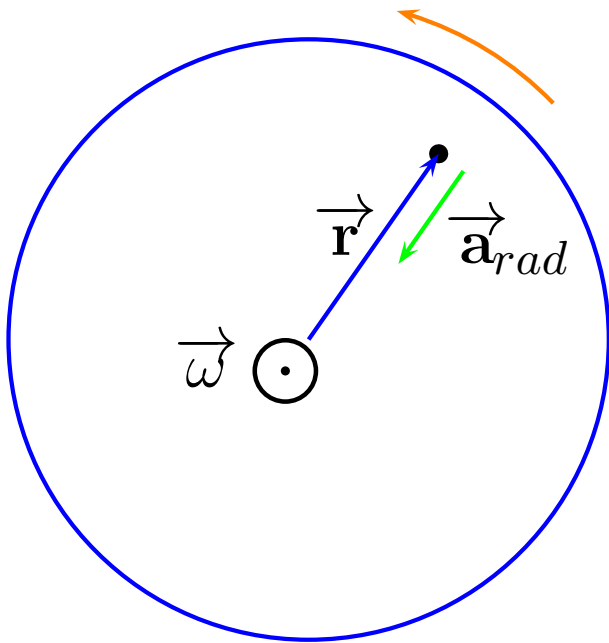
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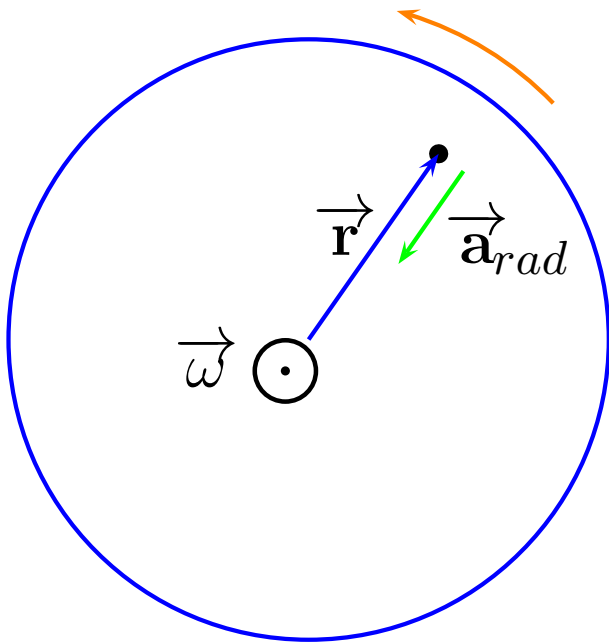


\vec{a}_{rad} - changes in direction

$$a_{rad} = \frac{v^2}{r} = \omega^2 r$$

Linear Accelerations

Every point on a rotating object has two acceleration components.



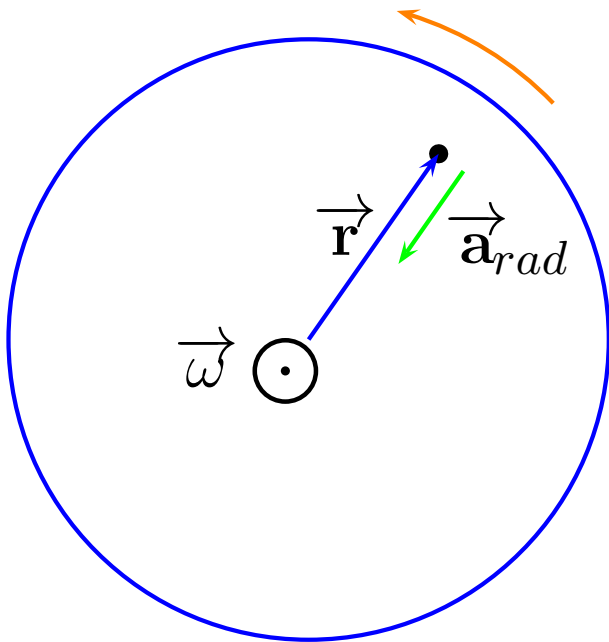
\vec{a}_{rad} - changes in direction

$$a_{rad} = \frac{v^2}{r} = \omega^2 r$$

$$\vec{a}_{rad} = -\omega^2 \vec{r}$$

Linear Accelerations

Every point on a rotating object has two acceleration components.



\vec{a}_{rad} - changes in direction

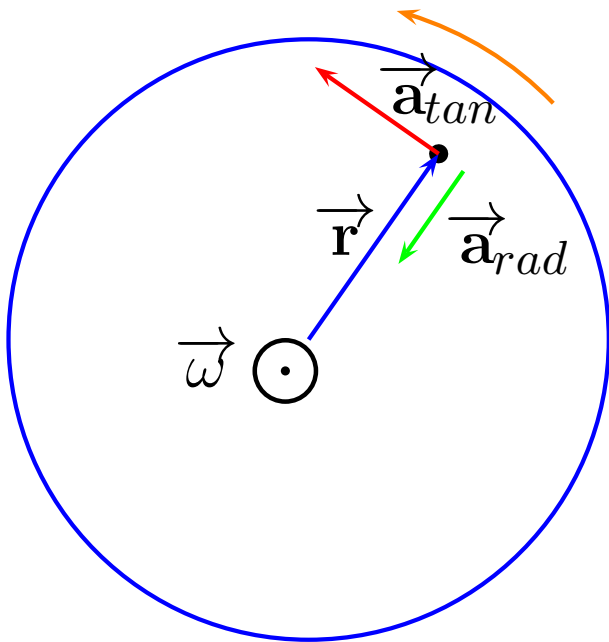
\vec{a}_{tan} - changes in speed

$$a_{rad} = \frac{v^2}{r} = \omega^2 r$$

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Linear Accelerations

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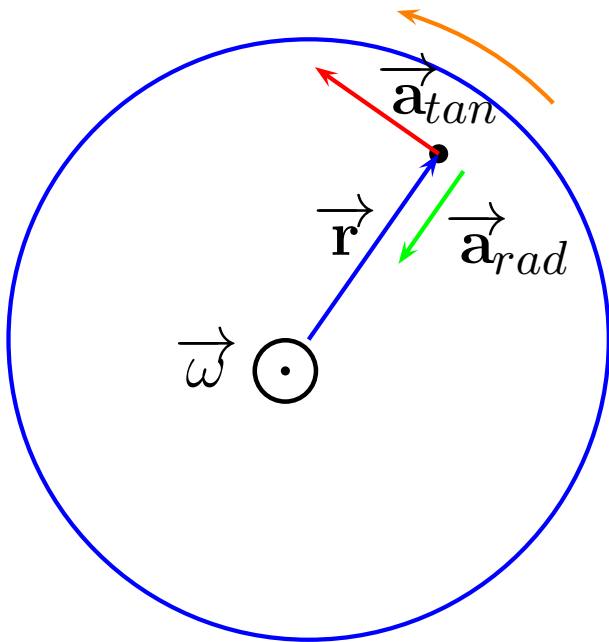
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\vec{a}_{rad} - changes in direction

\vec{a}_{tan} - changes in speed

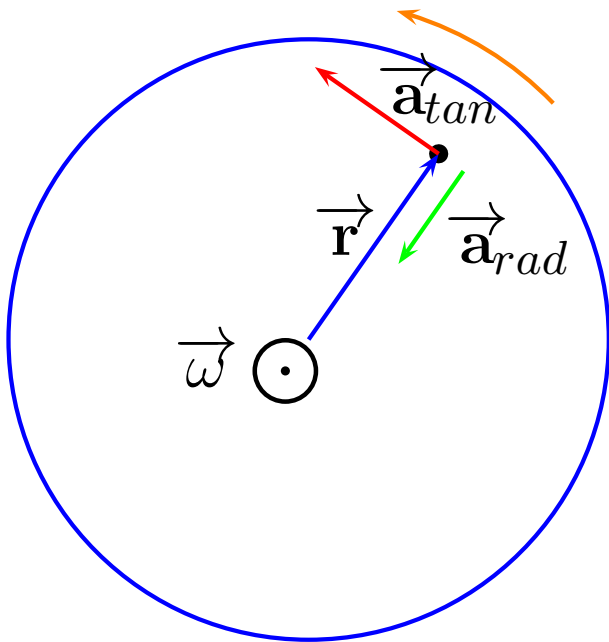
$$a_{rad} = \frac{v^2}{r} = \omega^2 r$$

$$\vec{a}_{rad} = -\omega^2 \vec{r}$$

$$a_{tan} = \alpha r$$

Linear Accelerations

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\vec{a}_{rad} - changes in direction

\vec{a}_{tan} - changes in speed

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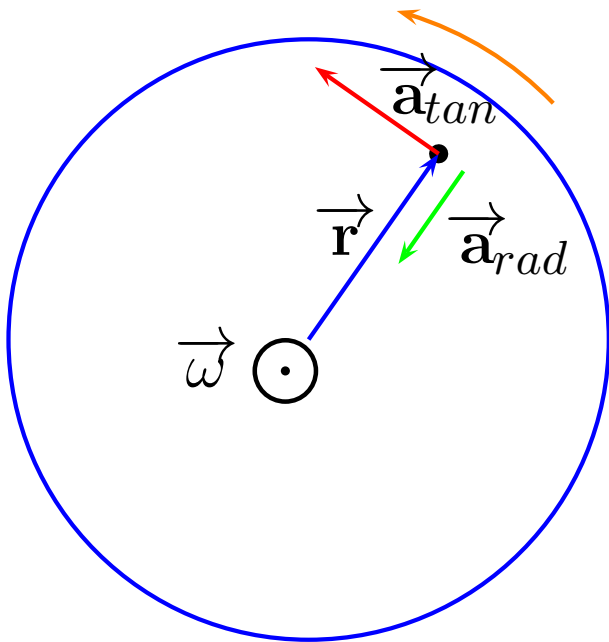
$$\vec{a}_{rad} = -\omega^2 \vec{r}$$

$$a_{tan} = \alpha r$$

$$\vec{a}_{tan} = \vec{\alpha} \times \vec{r}$$

Linear Accelerations

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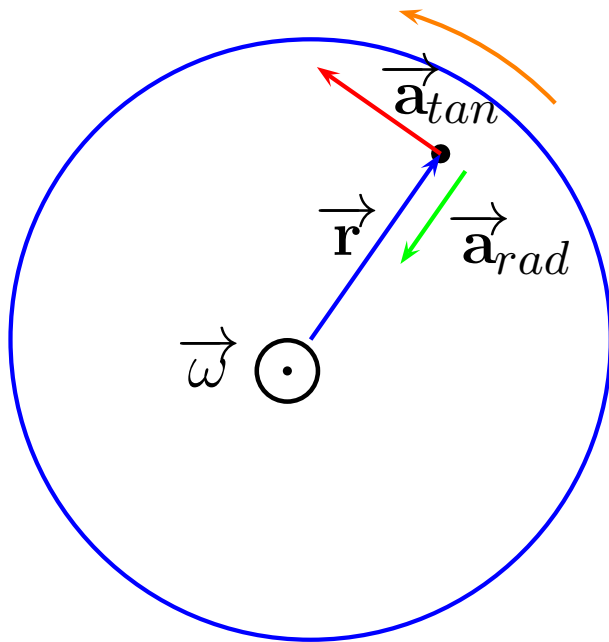
$$a_{tan} = \alpha r$$

$$\vec{a}_{tan} = \vec{\alpha} \times \vec{r}$$

$$\vec{a} = \vec{a}_{rad} + \vec{a}_{tan}$$

Linear Accelerations

Every point on a rotating object has two acceleration components.



\vec{a}_{rad} - changes in direction

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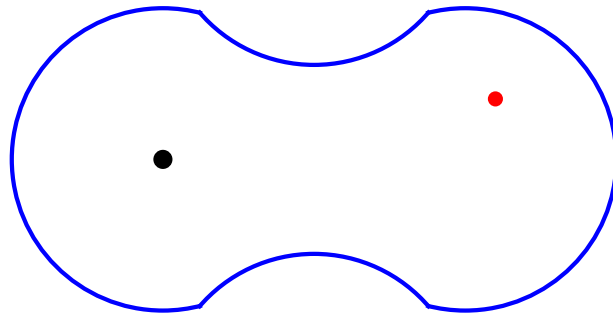
$$\vec{a}_{tan} = \vec{\alpha} \times \vec{r}$$

$$\vec{a} = \vec{a}_{rad} + \vec{a}_{tan}$$

$$a = \sqrt{a_{rad}^2 + a_{tan}^2}$$

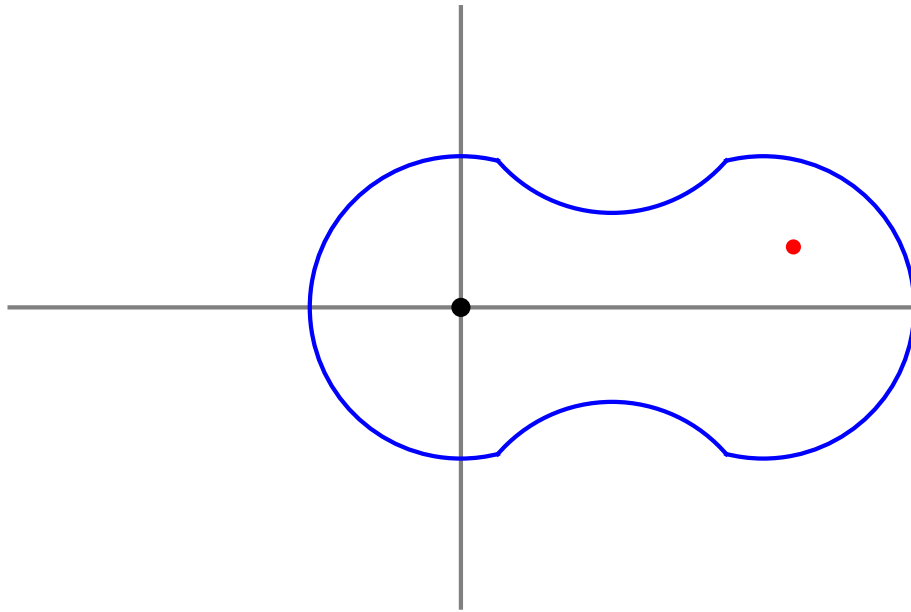
Non-Circular Objects

Putting the origin of the coordinate system at the axis of rotation allows us to use all of the equations for circular objects.



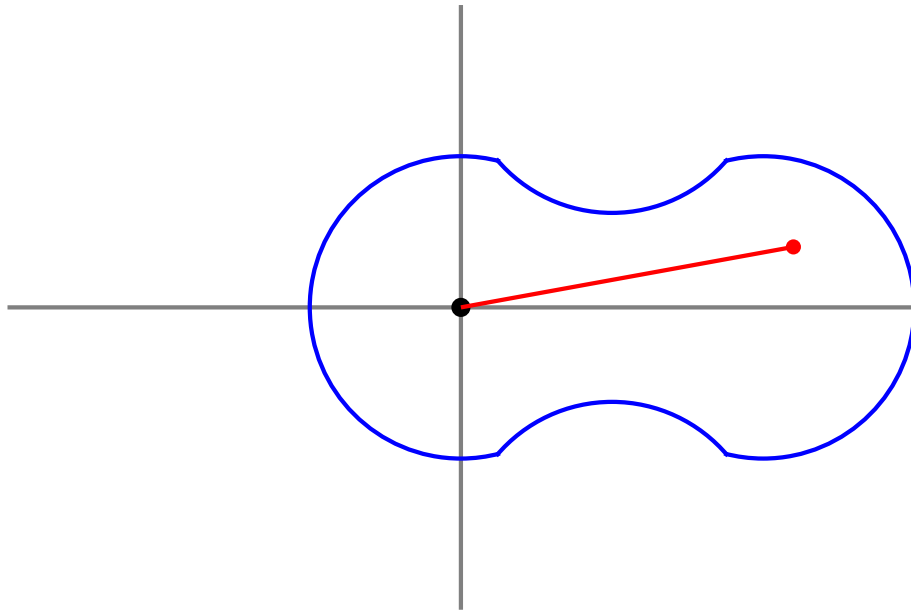
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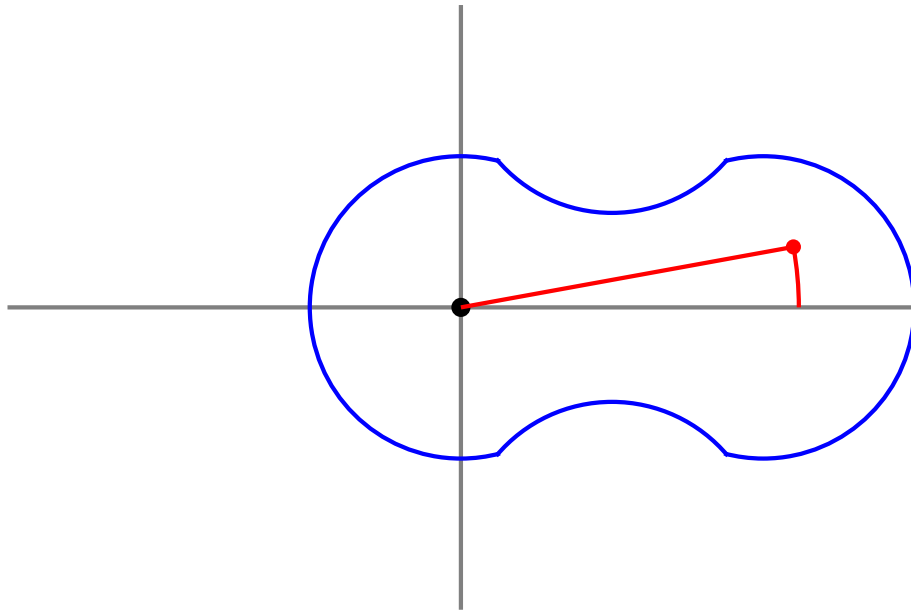
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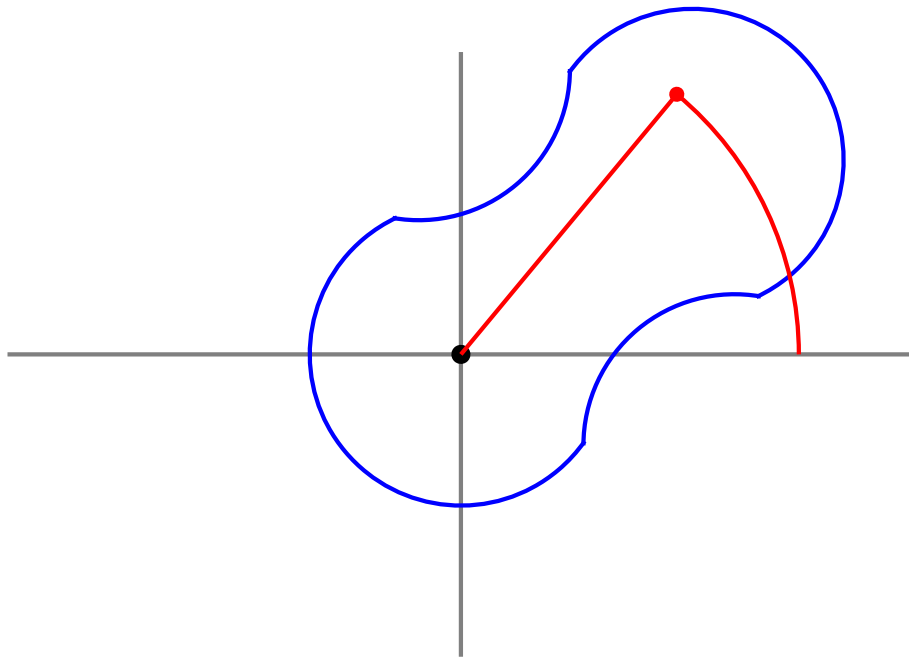
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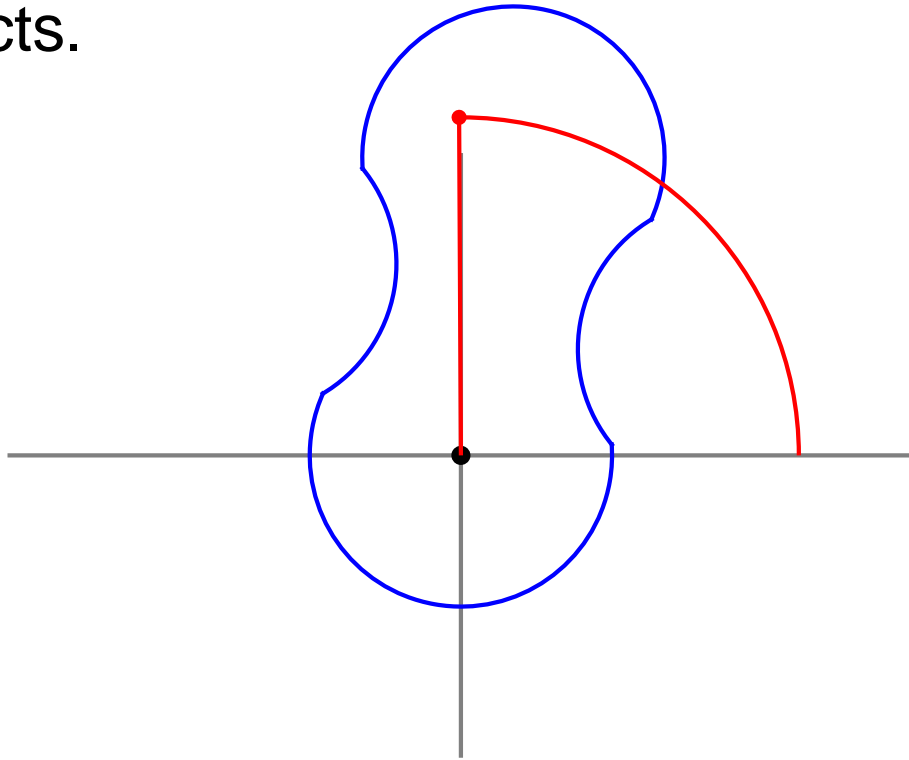
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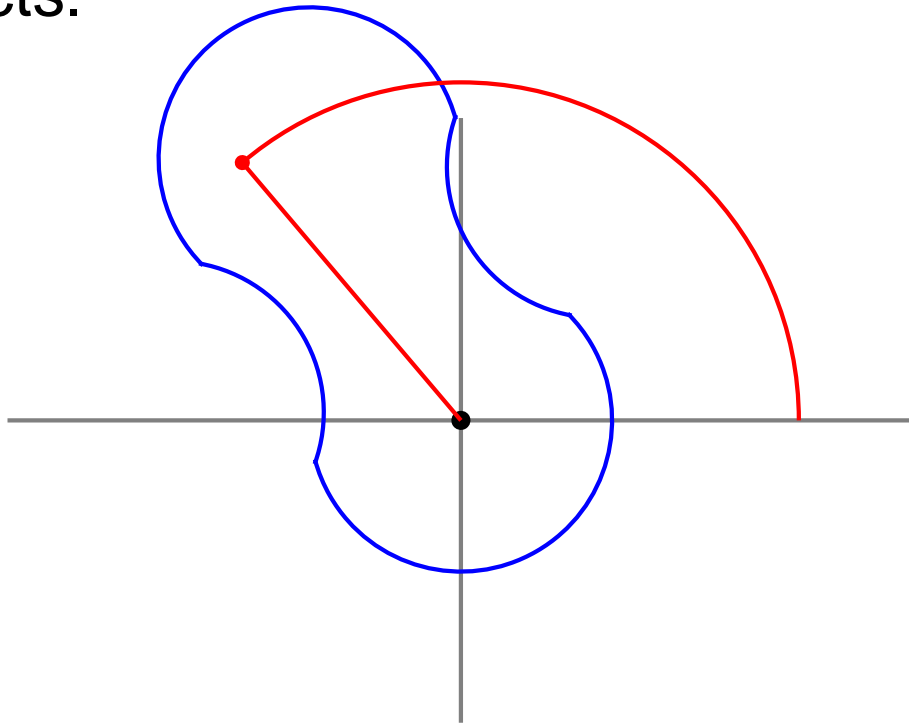
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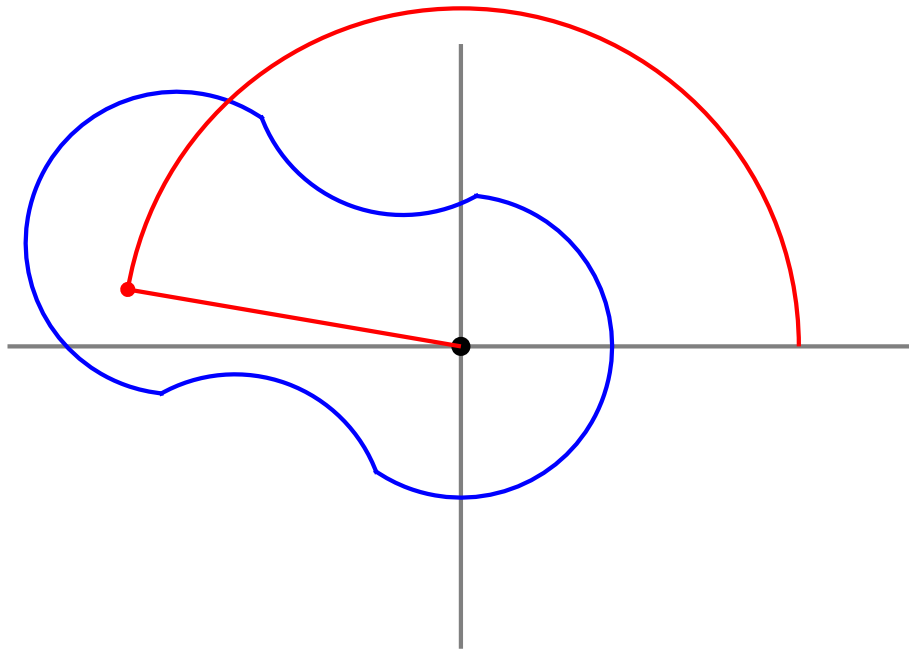
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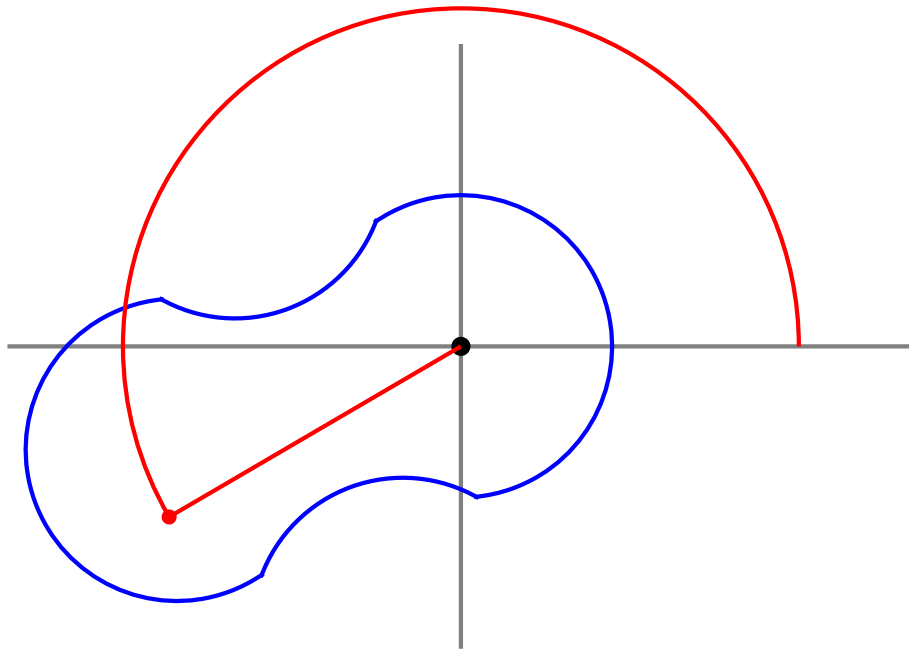
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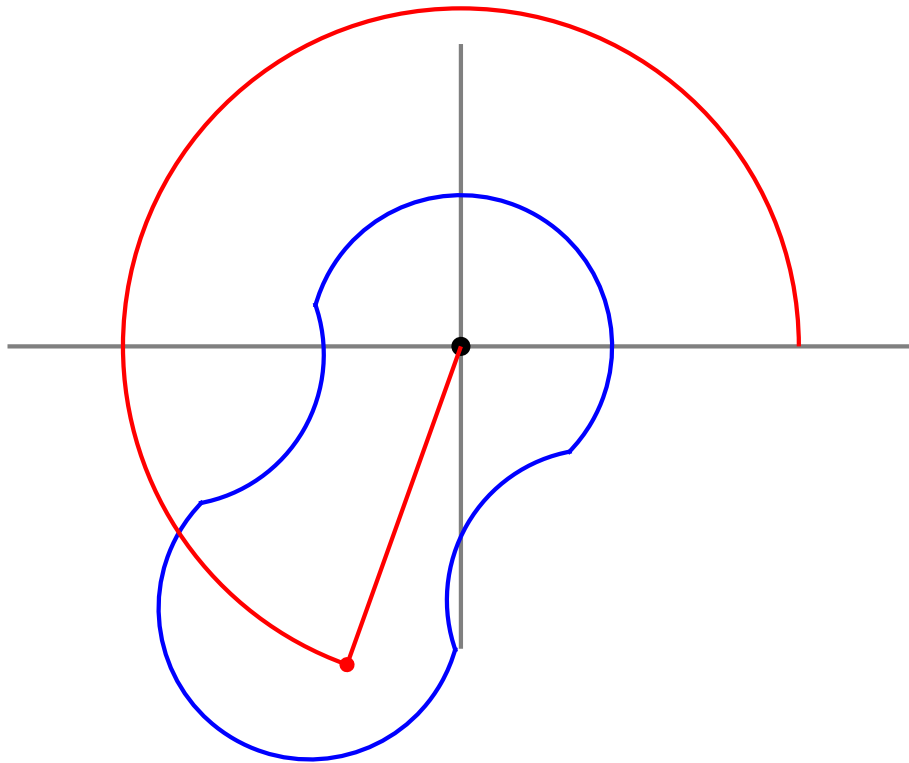
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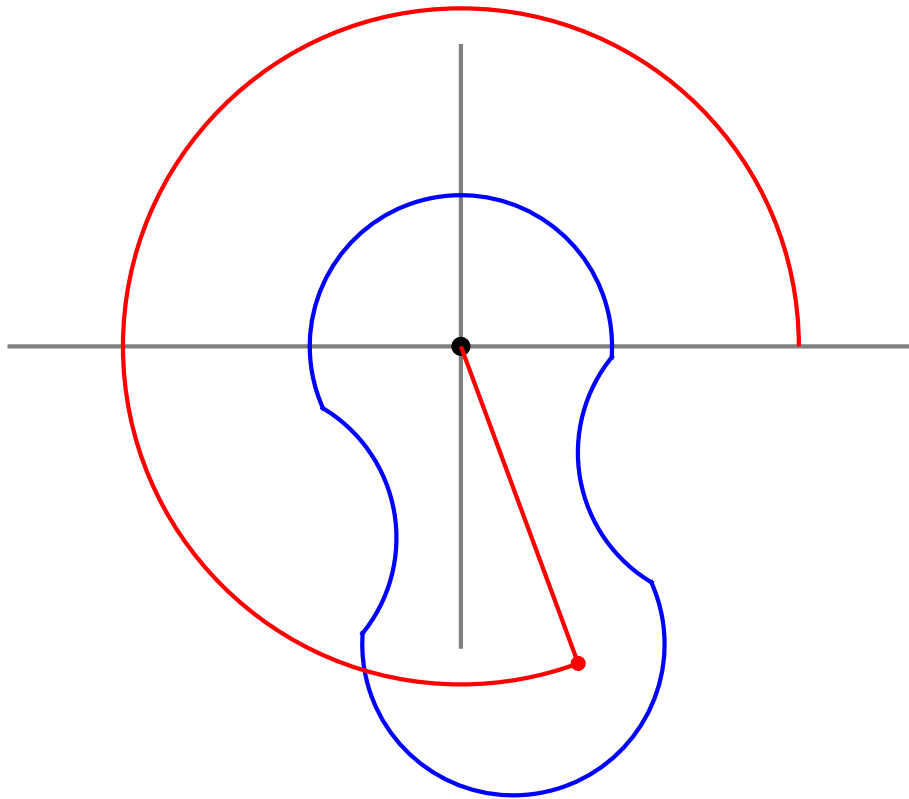
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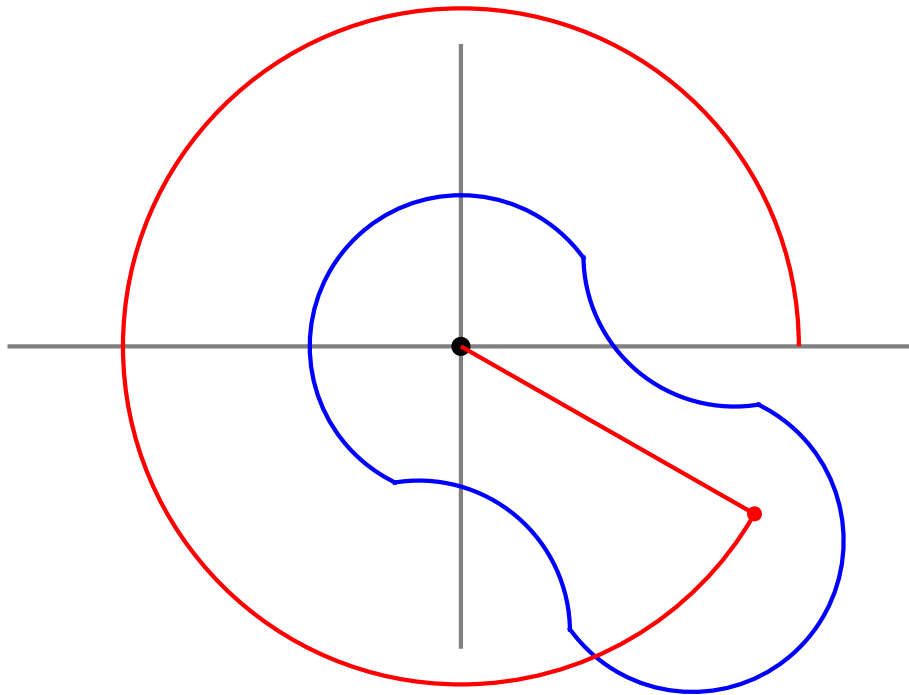
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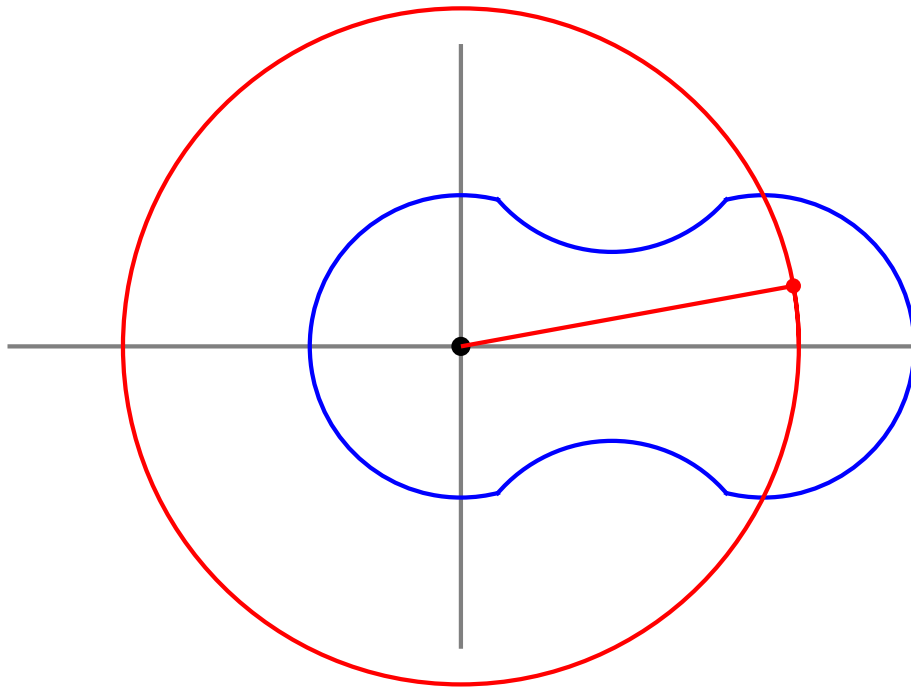
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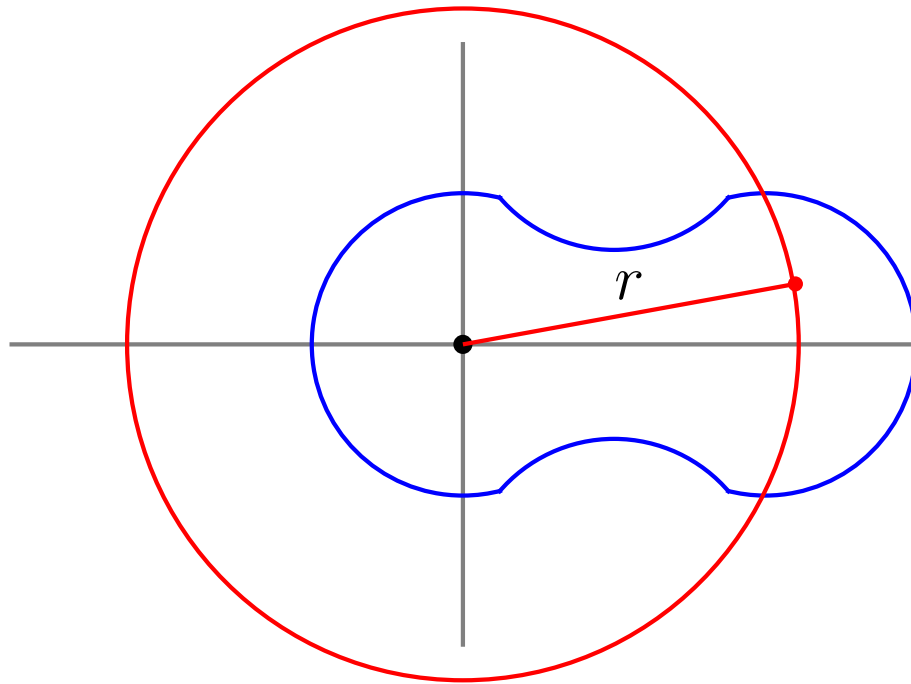
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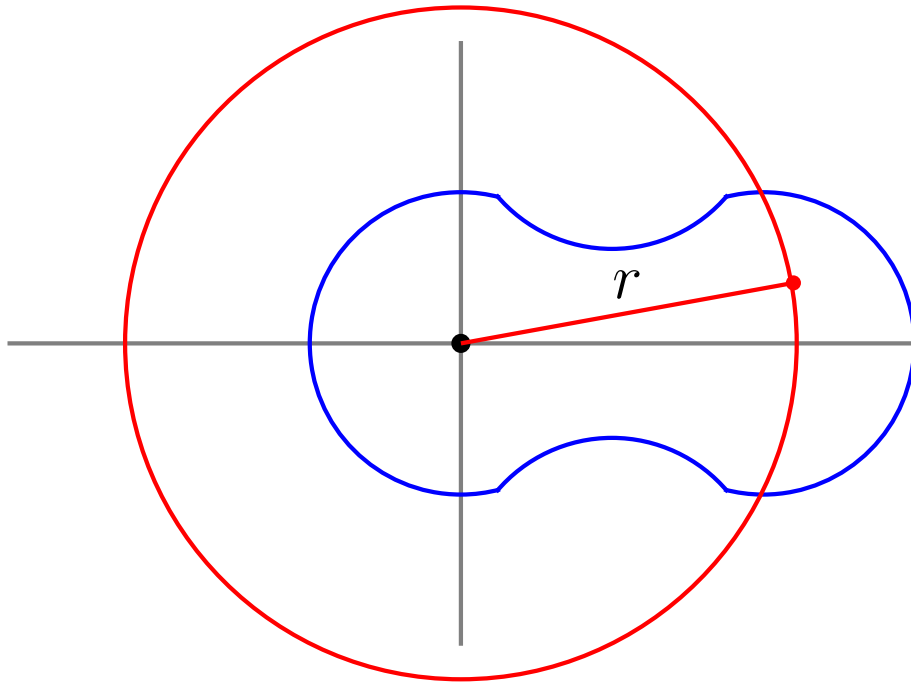
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Non-Circular Objects

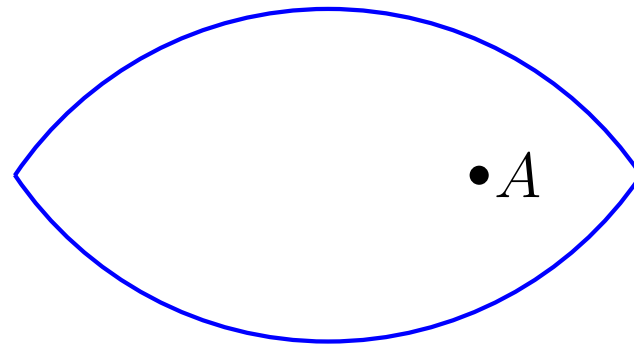
Putting the origin of the coordinate system at the axis of rotation allows us to use all of the equations for circular objects.



r = distance from axis of rotation

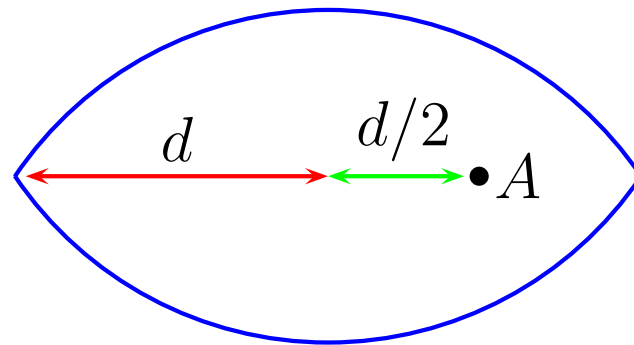
Clicker Quiz

The following object is rotated about one end as shown.
What is the linear speed of the point A ?



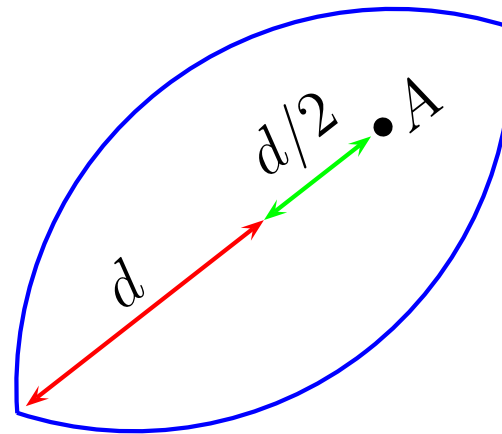
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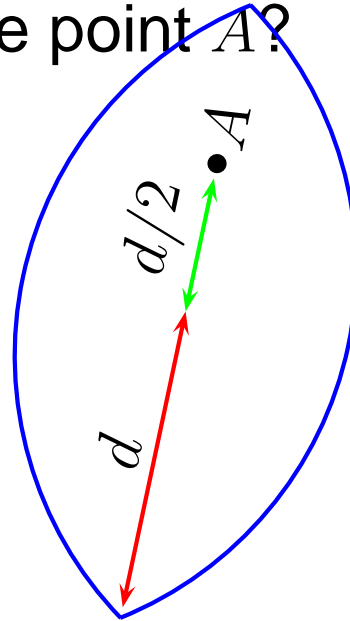
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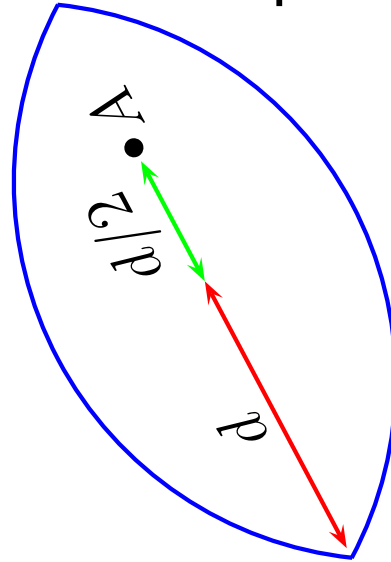
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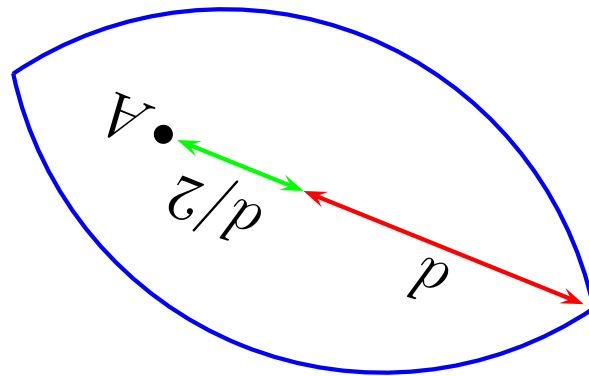
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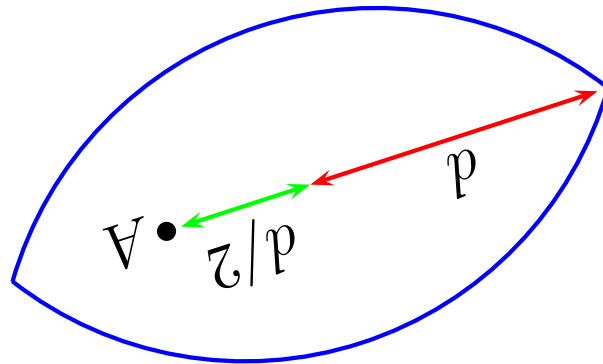
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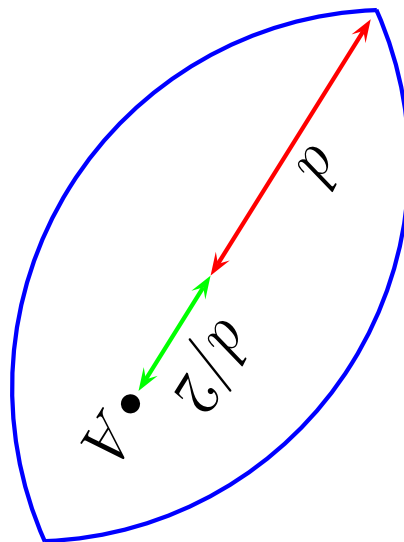
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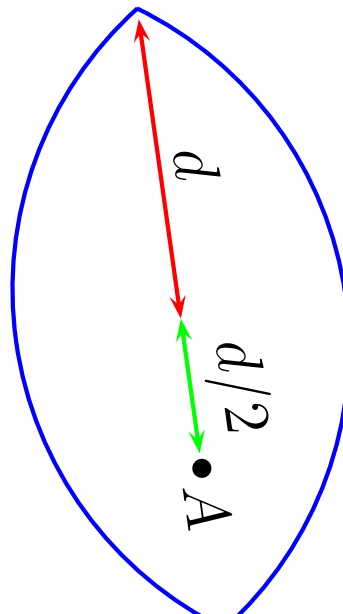
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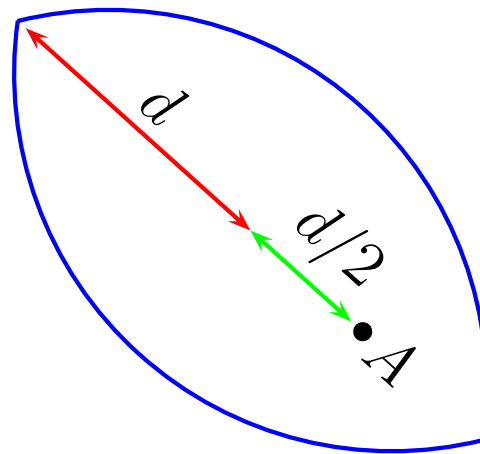
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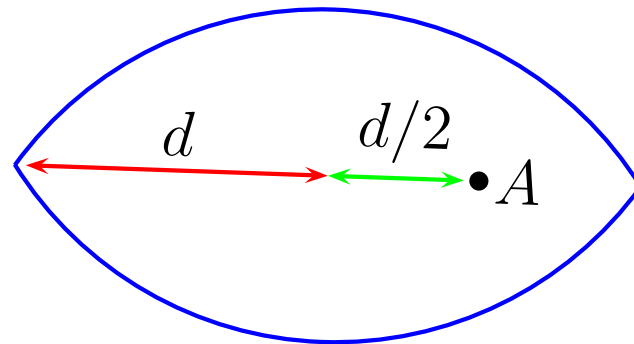
Clicker Quiz

The following object is rotated about one end as shown.
What is the linear speed of the point A ?



Clicker Quiz

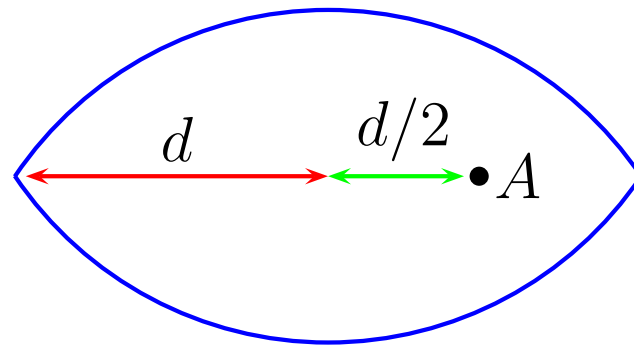
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What is the linear speed of the point A ?



Clicker Quiz

The following object is rotated about one end as shown.
What is the linear speed of the point A ?

(a) $d\omega$

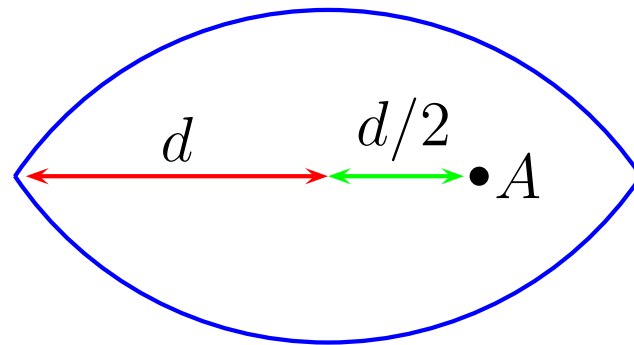


Clicker Quiz

The following object is rotated about one end as shown.
What is the linear speed of the point A ?

(a) $d\omega$

(b) $\frac{d}{2}\omega$



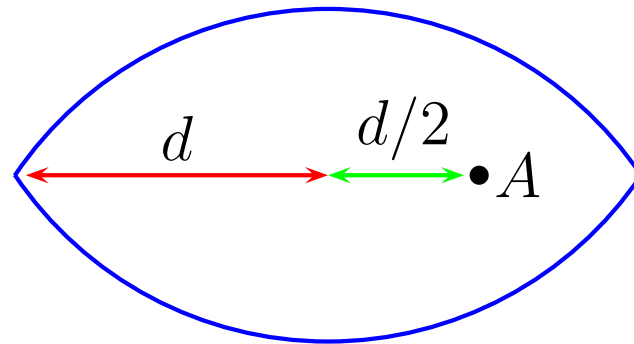
Clicker Quiz

The following object is rotated about one end as shown. What is the linear speed of the point A ?

(a) $d\omega$

(b) $\frac{d}{2}\omega$

(c) $\frac{3d}{2}\omega$



Clicker Quiz

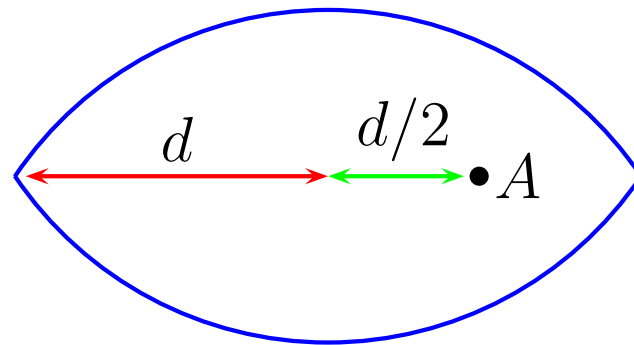
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(a) $d\omega$

(b) $\frac{d}{2}\omega$

(c) $\frac{3d}{2}\omega$

(d) $2d\omega$



Clicker Quiz

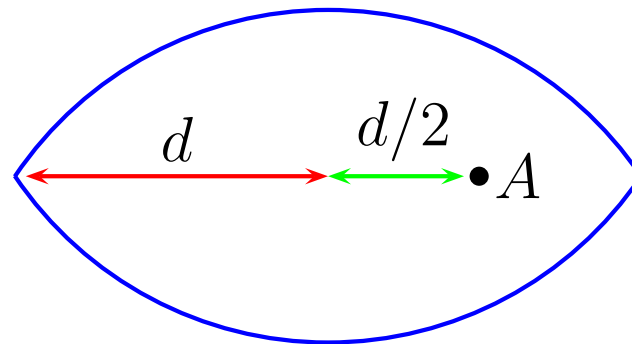
The following object is rotated about one end as shown. What is the linear speed of the point A ?

(a) $d\omega$

(b) $\frac{d}{2}\omega$

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(d) $2d\omega$



Rotational Kinetic Energy

Any rotating object has a kinetic energy due to its motion.

Rotational Kinetic Energy

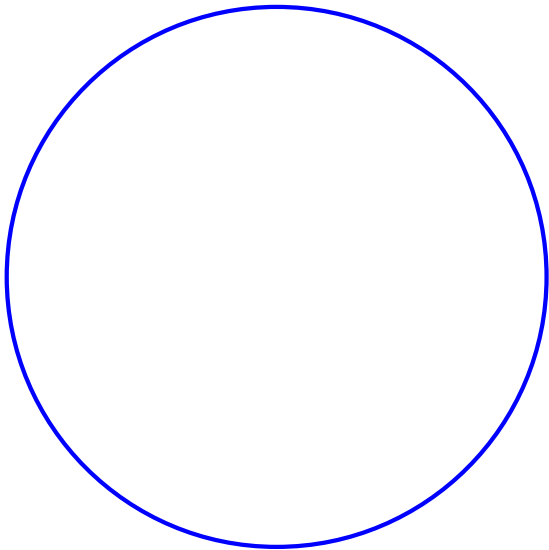
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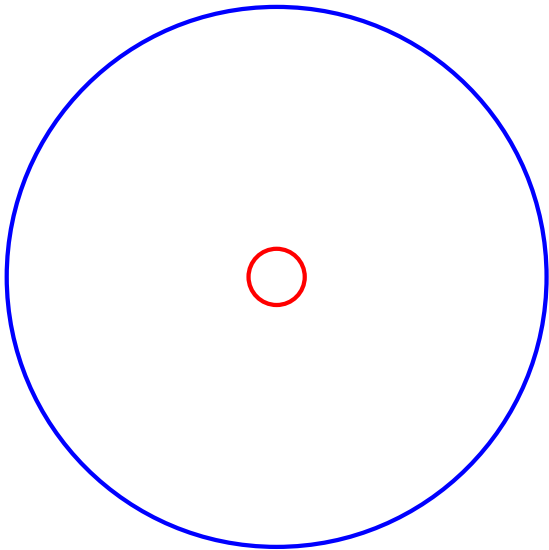
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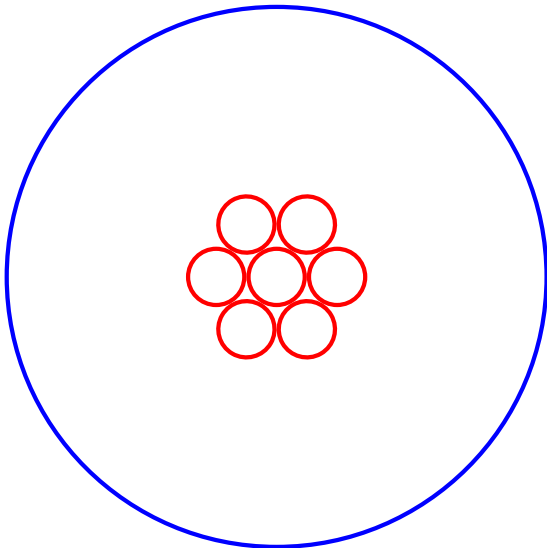
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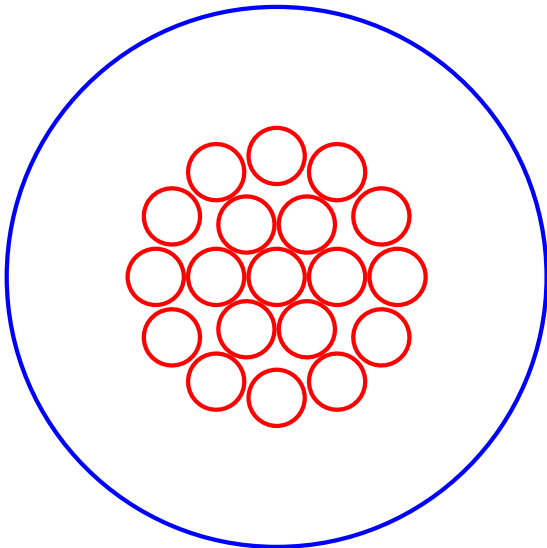
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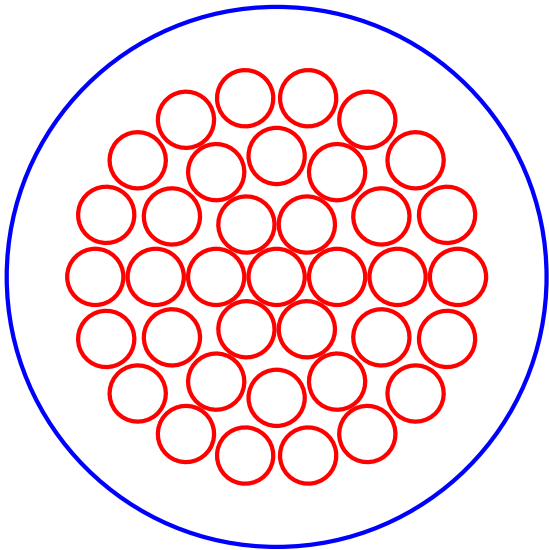
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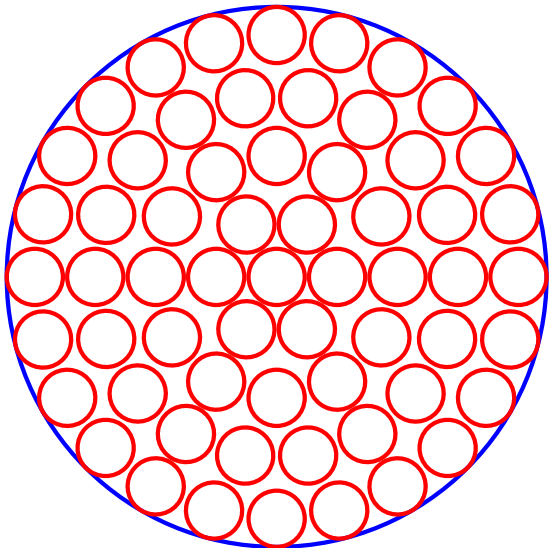
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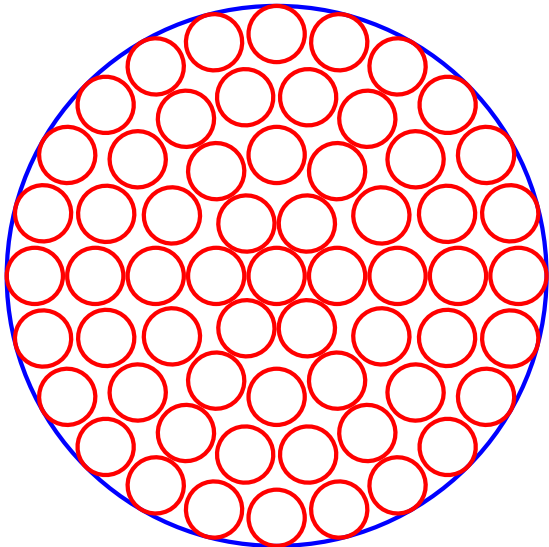


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Look at the i -th piece

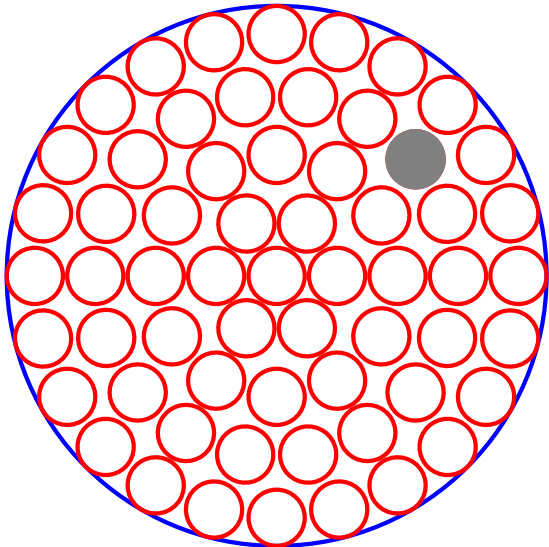


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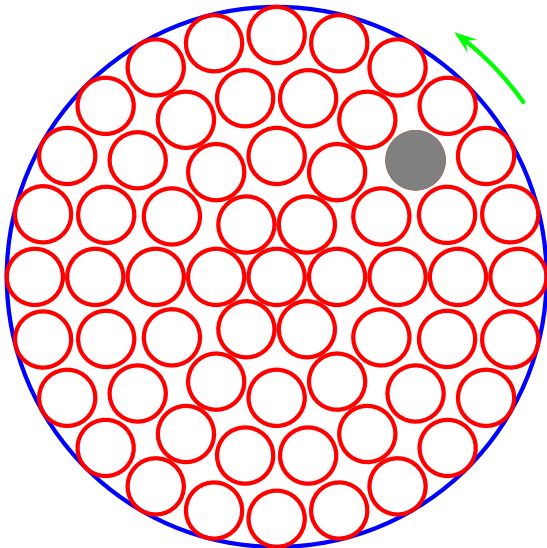
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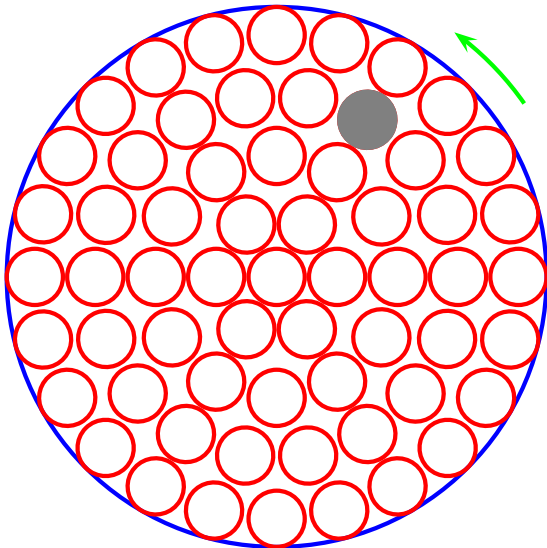
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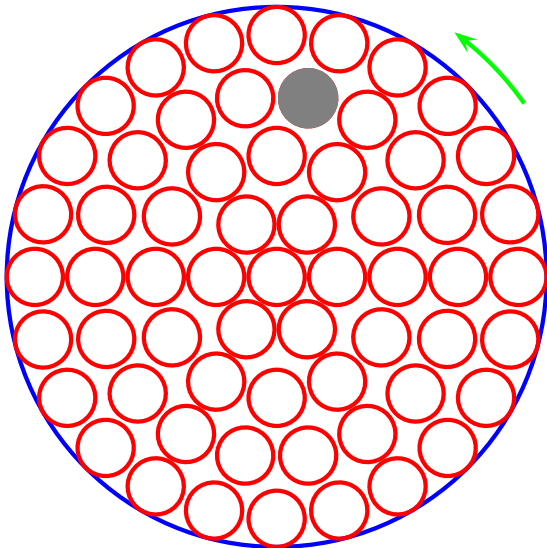
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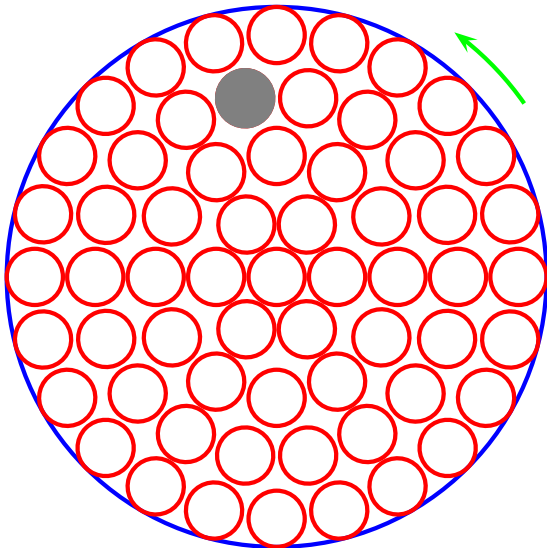
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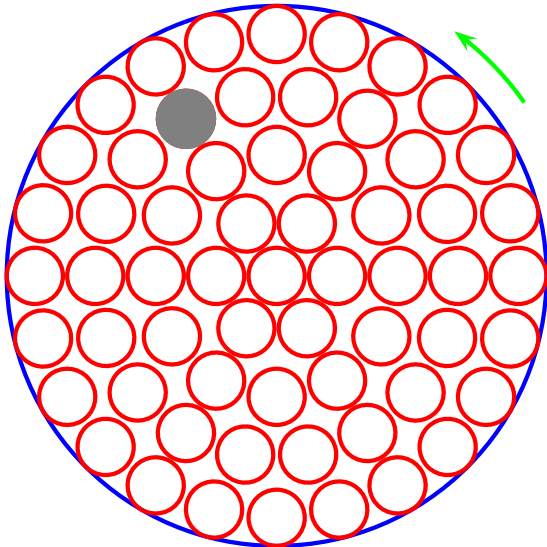
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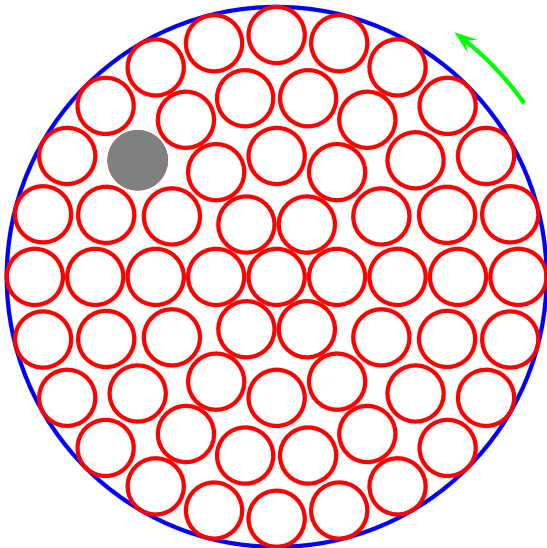
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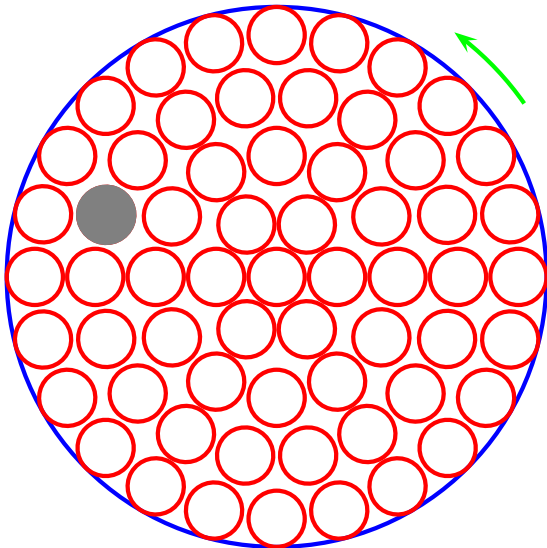
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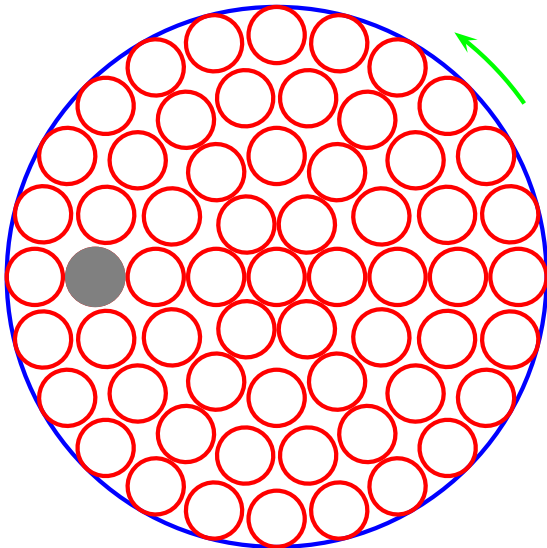
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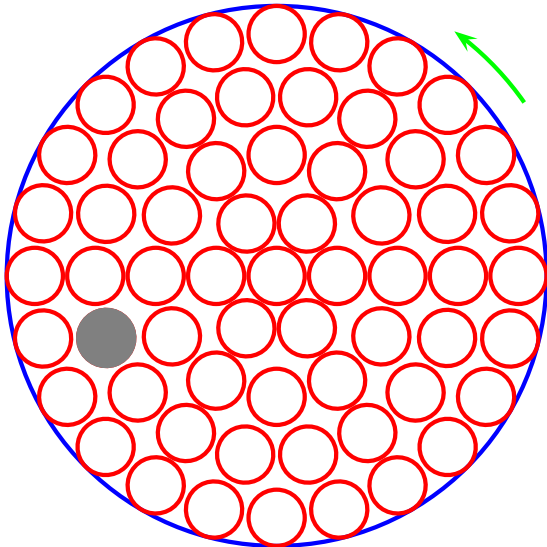
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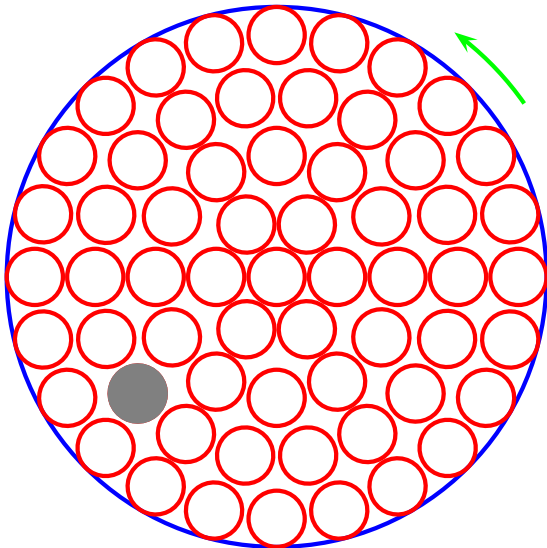
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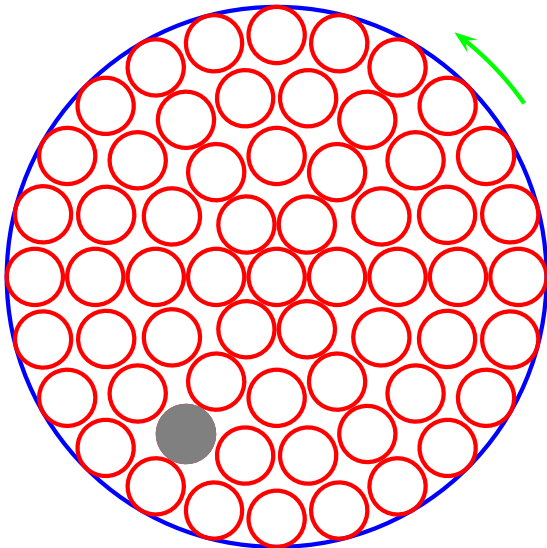
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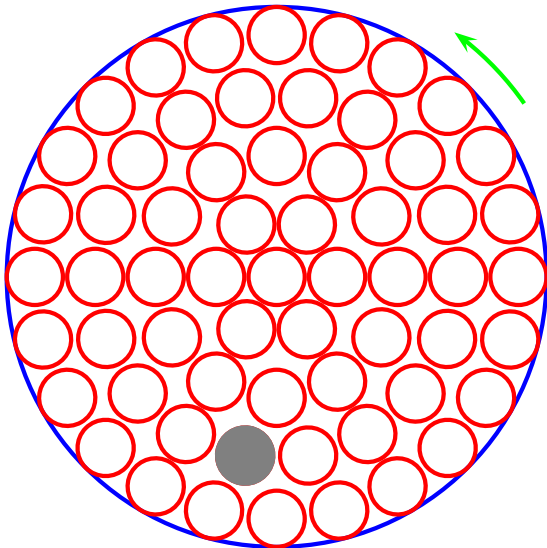
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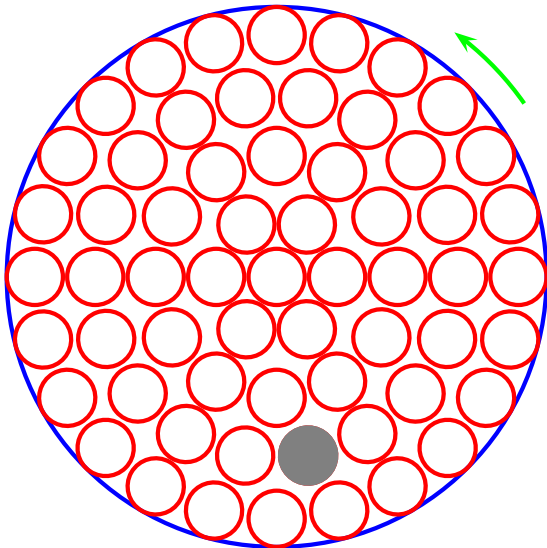
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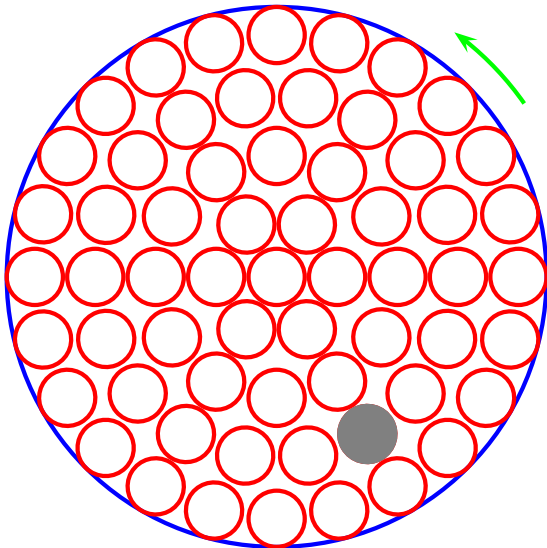
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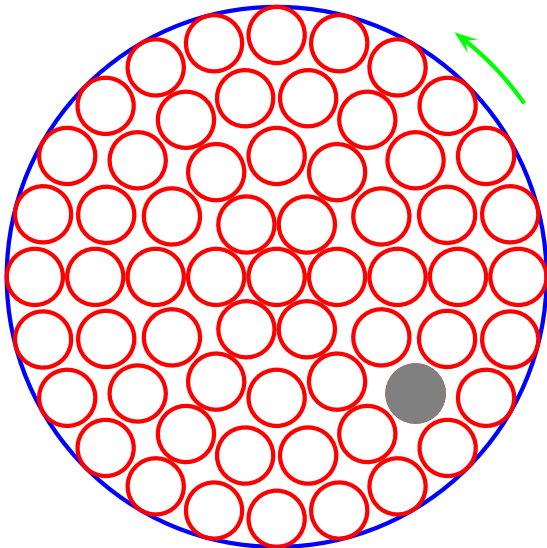
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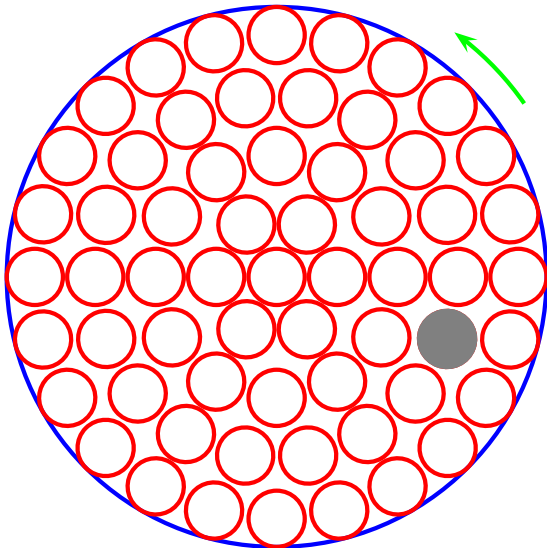
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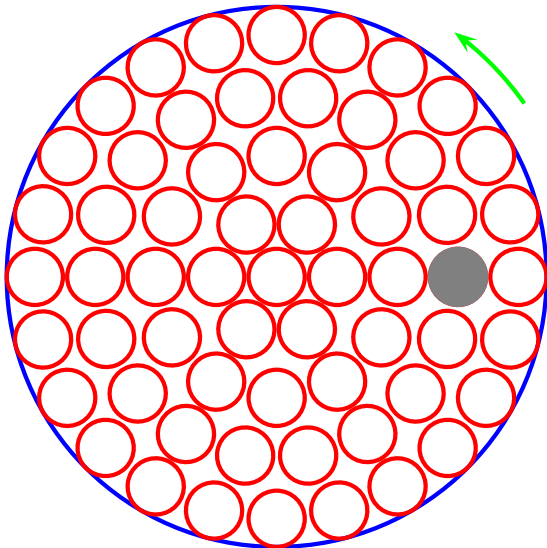
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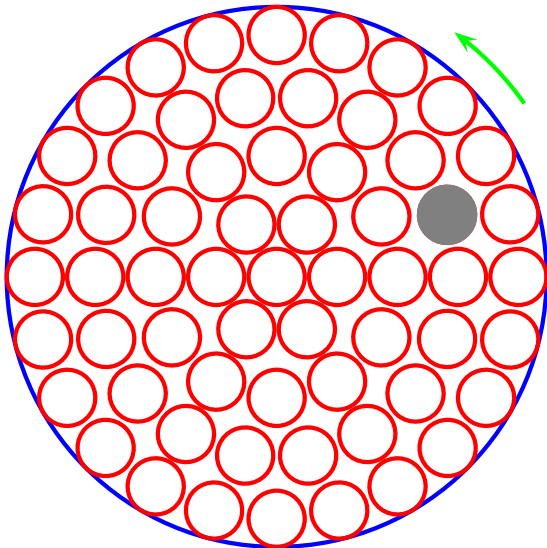
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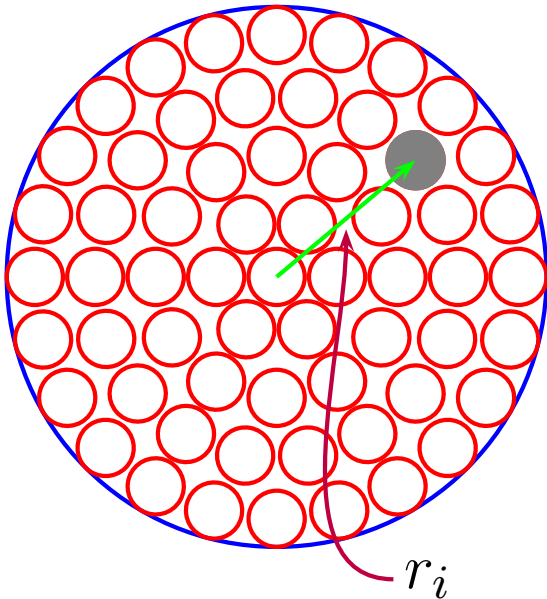
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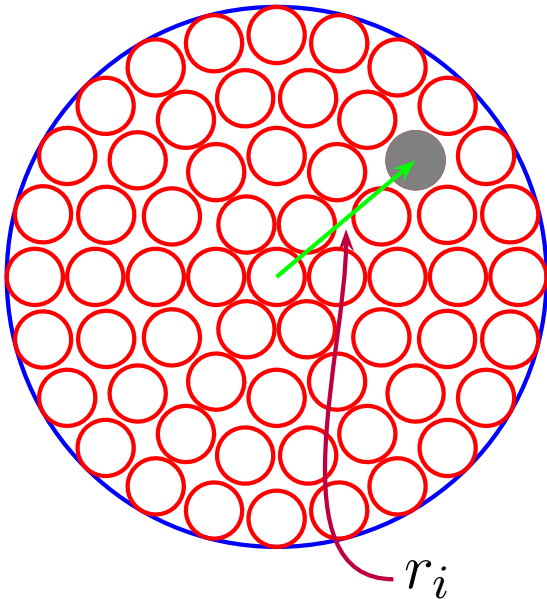
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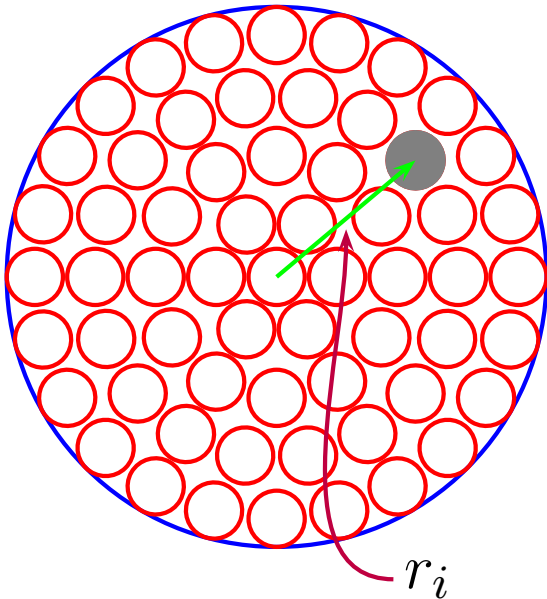
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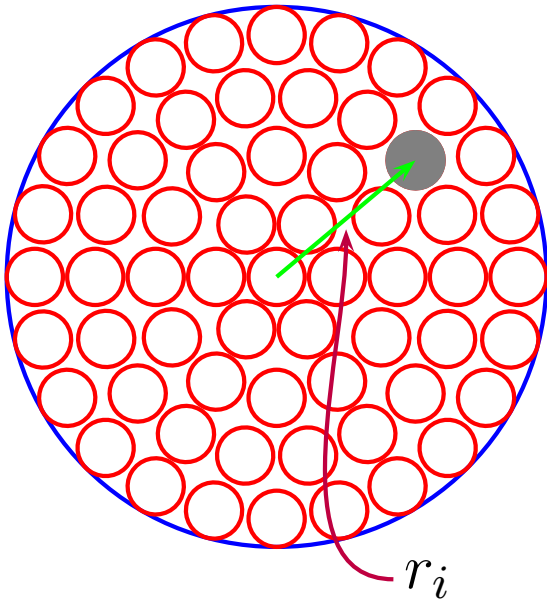
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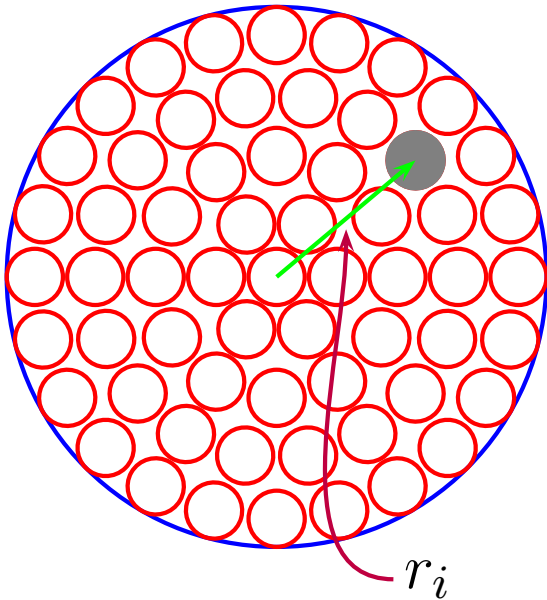
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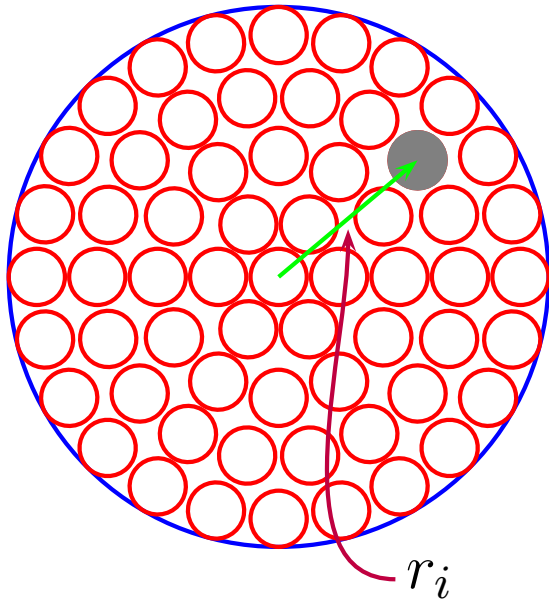
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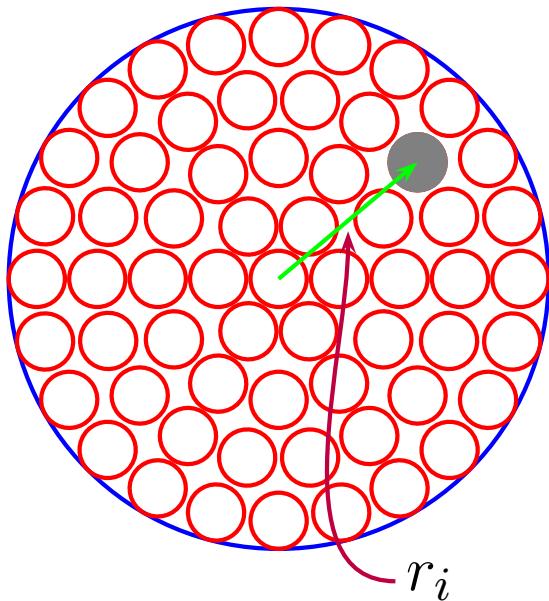


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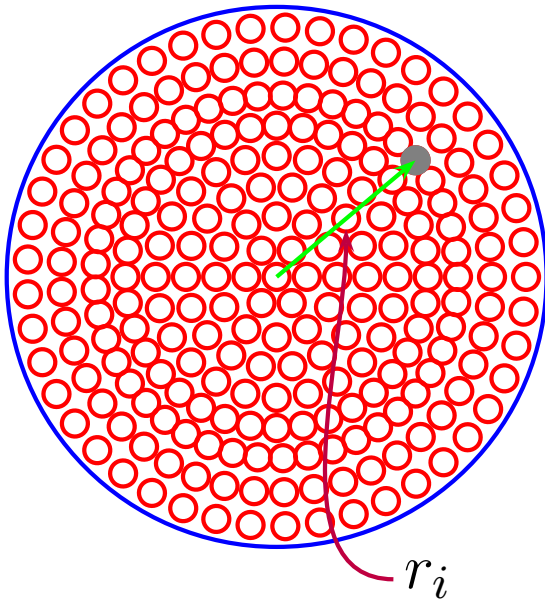
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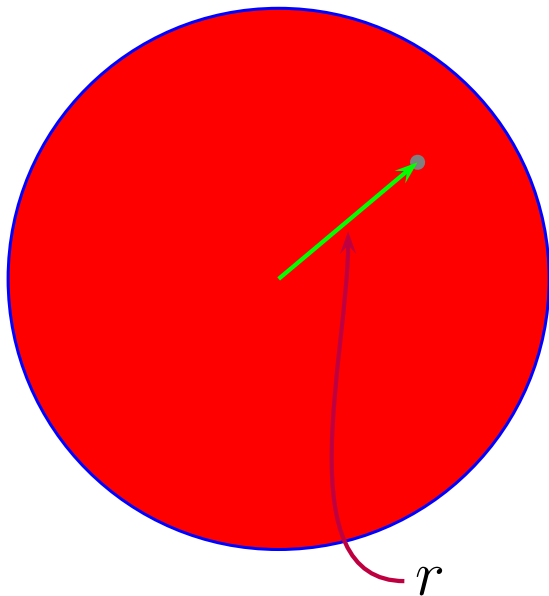
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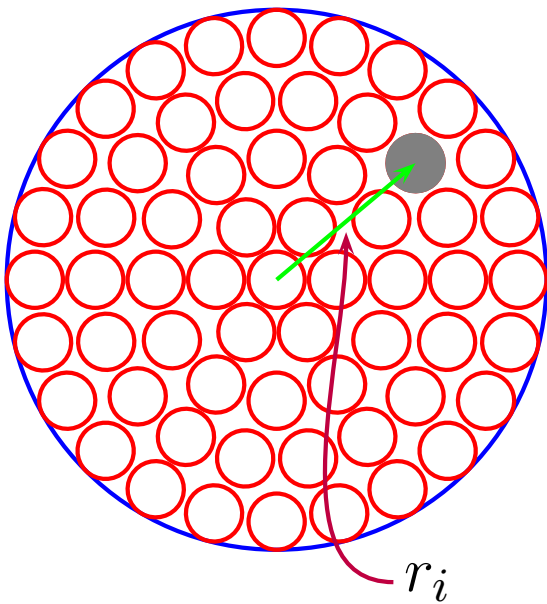
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In the limit, the sum becomes the Moment of Inertia, I , for the rotating object.

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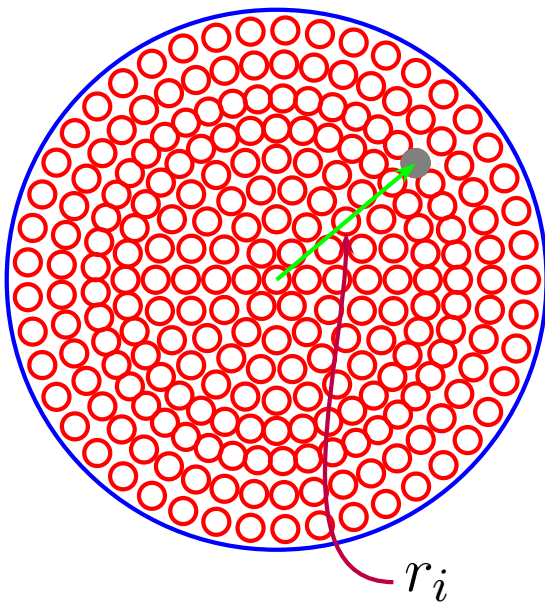
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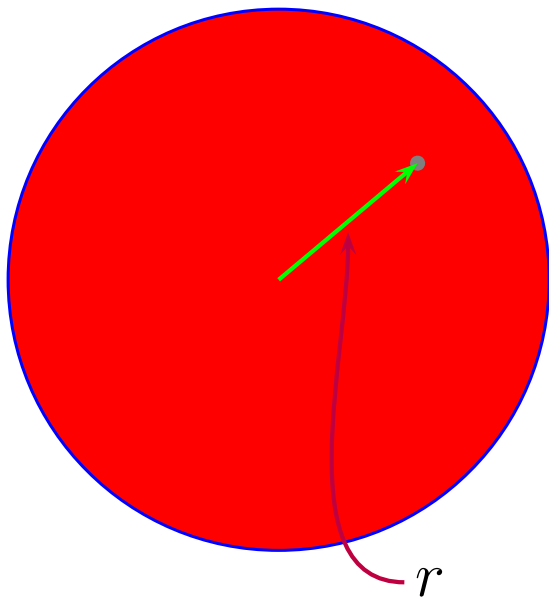


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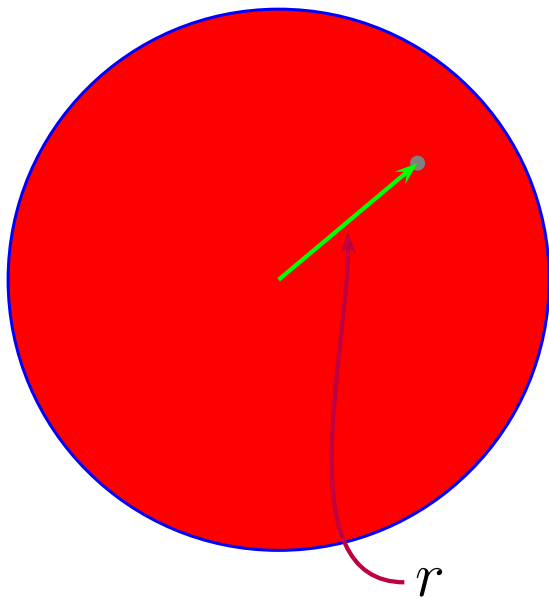
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The moment of inertia depends on:

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- (c) The total mass of the object.