

**July 15, Week 7**

Today: Chapter 7, Rotational Dynamics

Final Homework #7 now available

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

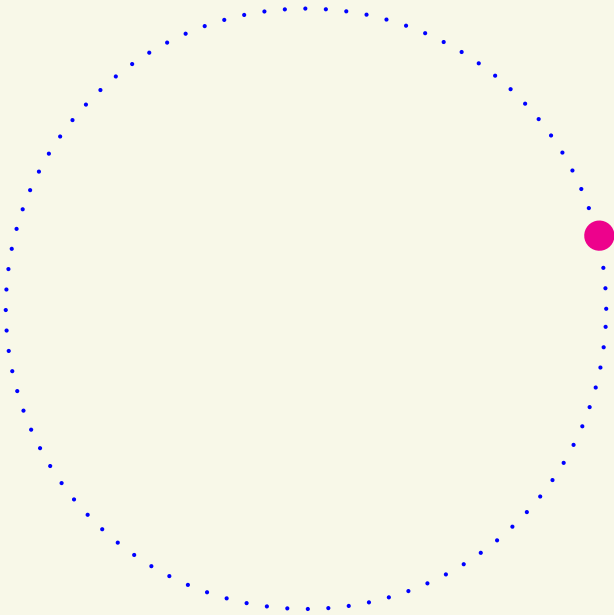
Start with a particle going counter-clockwise around a circle.

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.



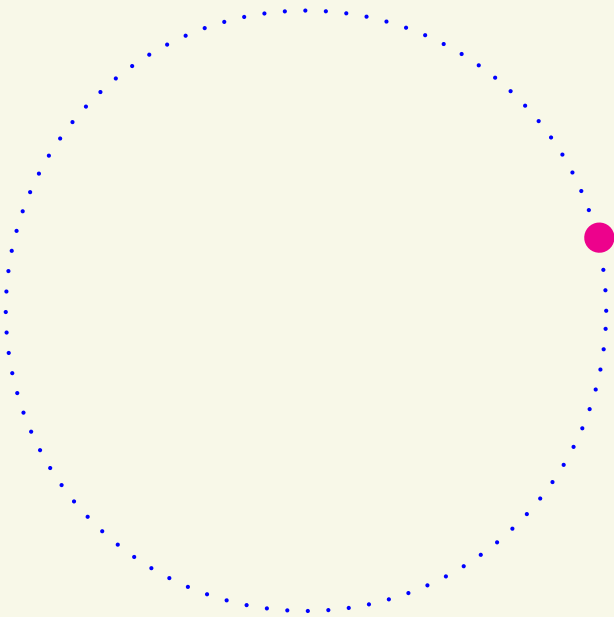
# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.

$$\tau = rF_{\perp}$$

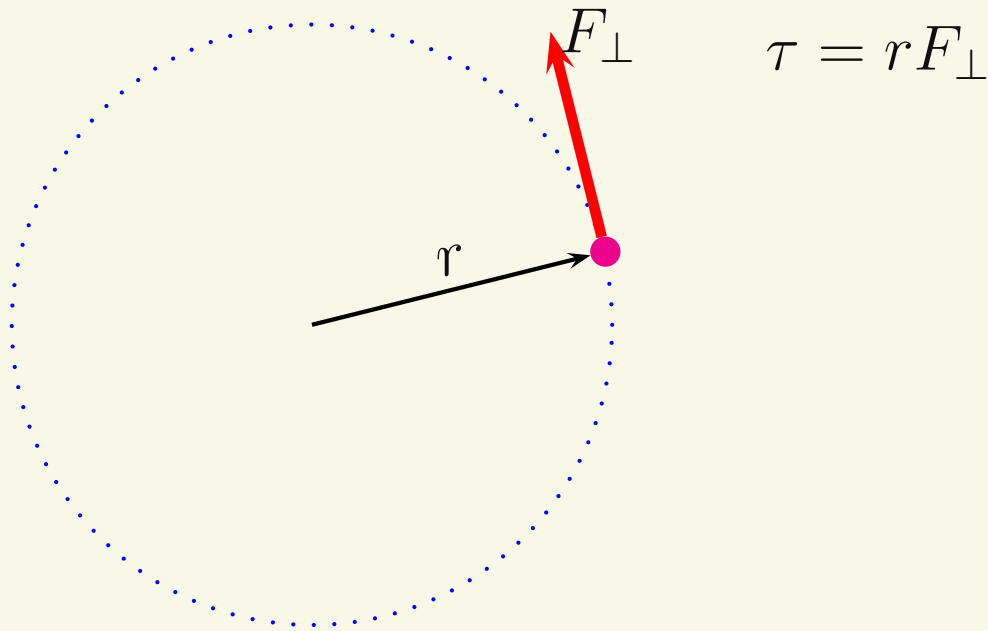


# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.

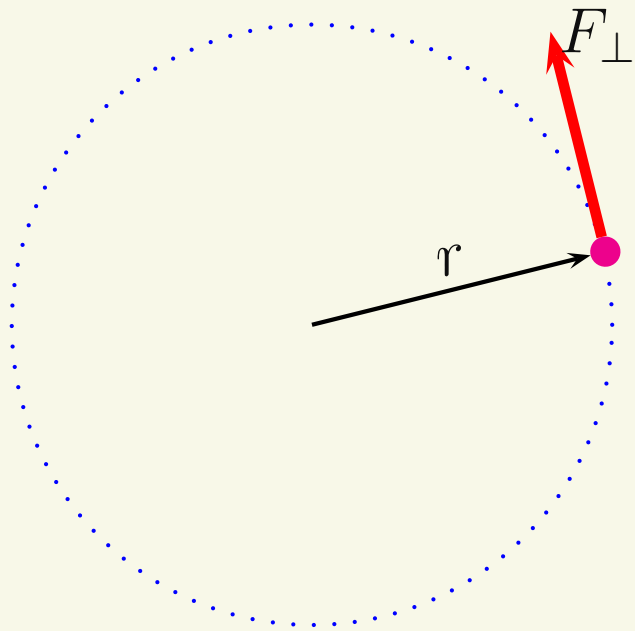


# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.



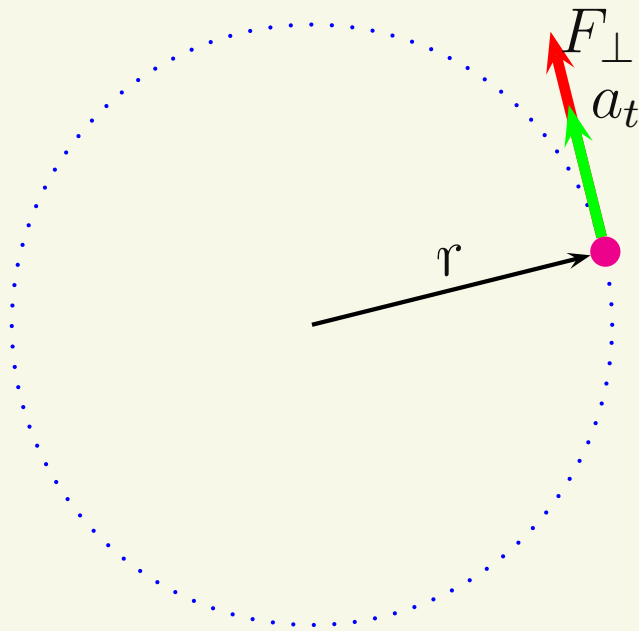
$\tau = rF_{\perp}$   $F_{\perp}$  in same direction  
as  $v$  for circular motion  
so it causes  $a_t$

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.



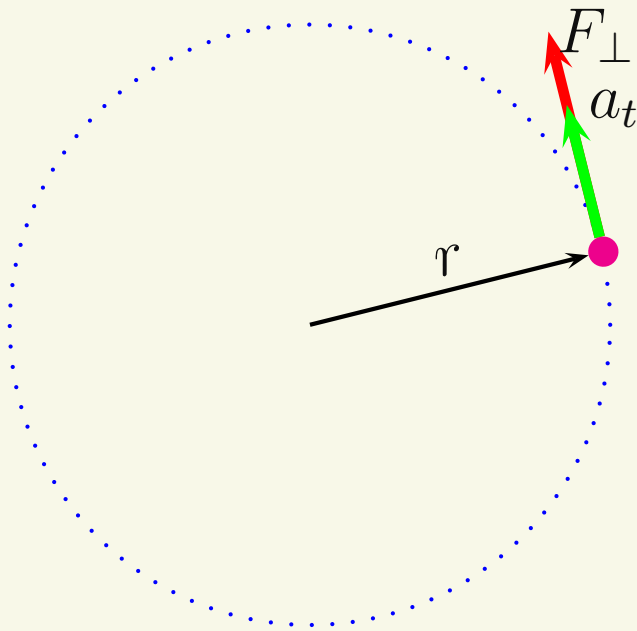
$\tau = rF_{\perp}$   $F_{\perp}$  in same direction  
as  $v$  for circular motion  
so it causes  $a_t$

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.



$\tau = rF_{\perp}$   $F_{\perp}$  in same direction  
as  $v$  for circular motion  
so it causes  $a_t$

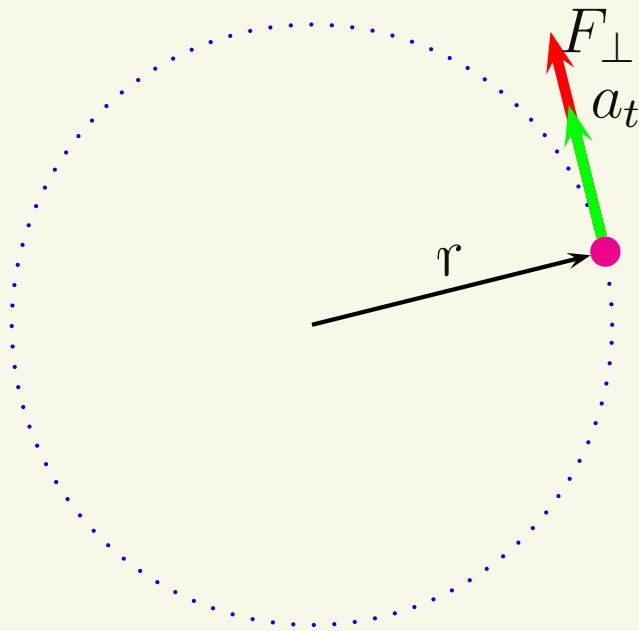
$$F_{\perp} = ma_t \Rightarrow \tau = rma_t$$

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.



$\tau = rF_{\perp}$   $F_{\perp}$  in same direction  
as  $v$  for circular motion  
so it causes  $a_t$

$$F_{\perp} = ma_t \Rightarrow \tau = rma_t$$

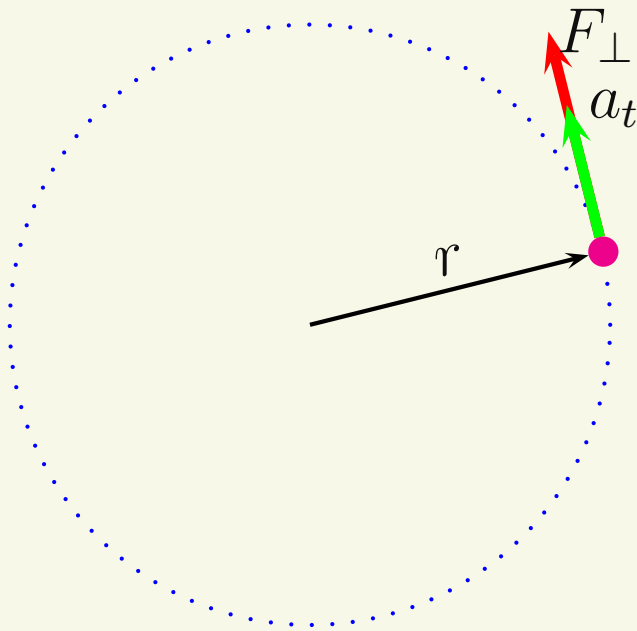
$$a_t = \alpha r \Rightarrow \tau = mr^2\alpha$$

# Newton's Second Law for Rotation

Newton's Second Law:  $\sum F = ma \leftarrow$  Forces cause acceleration

Newton's Second Law for Rotation:  $\sum \tau = ?$

Start with a particle going counter-clockwise around a circle.



$\tau = rF_{\perp}$   $F_{\perp}$  in same direction  
as  $v$  for circular motion  
so it causes  $a_t$

$$F_{\perp} = ma_t \Rightarrow \tau = rma_t$$

$$a_t = \alpha r \Rightarrow \tau = mr^2\alpha$$

For multiple  $F_{\perp}$ :  $\boxed{\sum \tau = mr^2\alpha}$

## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

## Second Law - Rigid Body

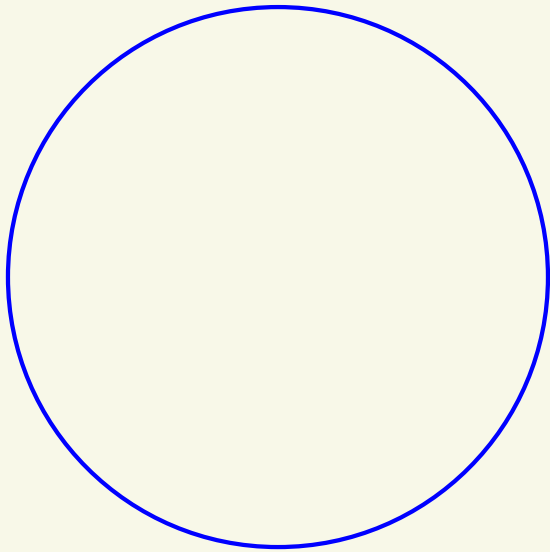
For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.

## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

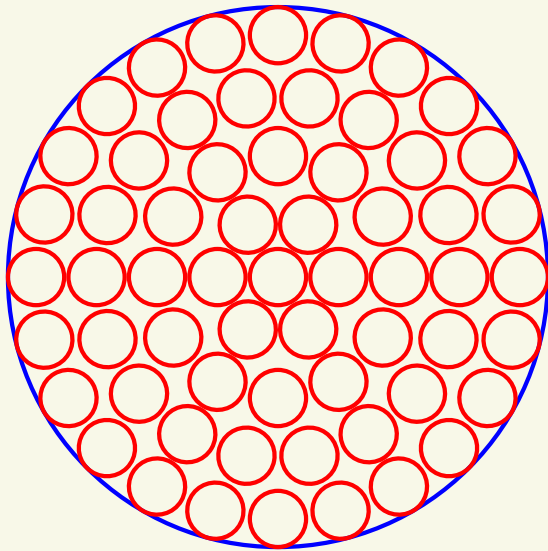
We have to imagine splitting the rotating object up into many small pieces.



## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.

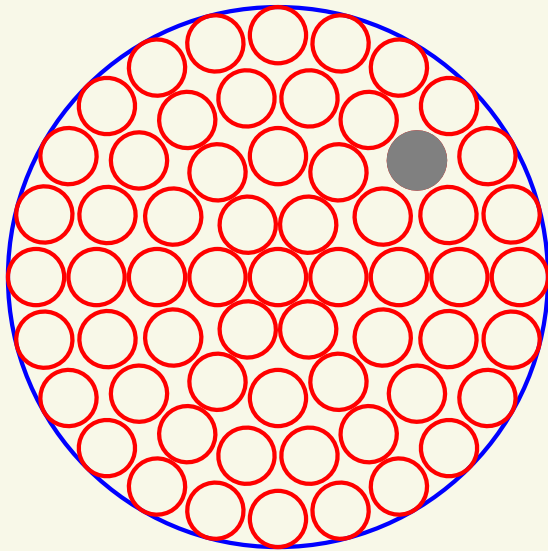


## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece



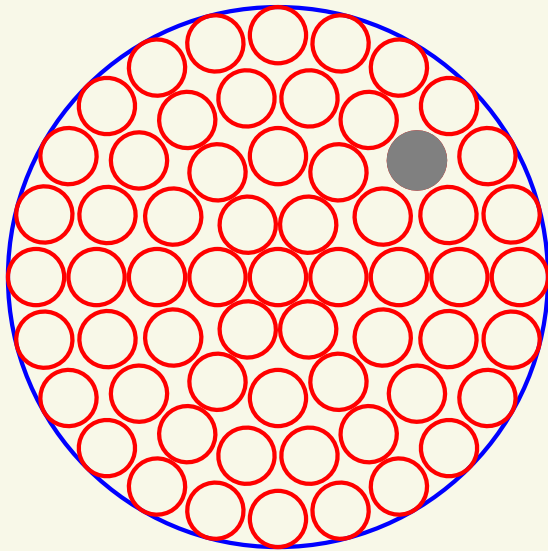
## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece

It has  $\tau_i = m_i r_i^2 \alpha \leftarrow$  All pieces have same  $\alpha$



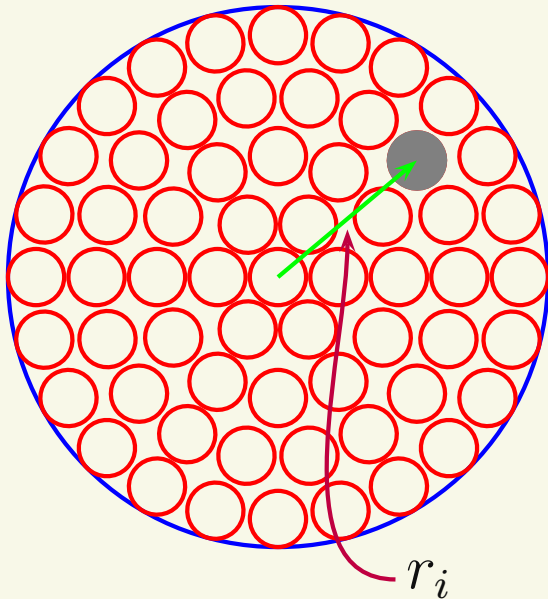
## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece

It has  $\tau_i = m_i r_i^2 \alpha \leftarrow$  All pieces have same  $\alpha$



## Second Law - Rigid Body

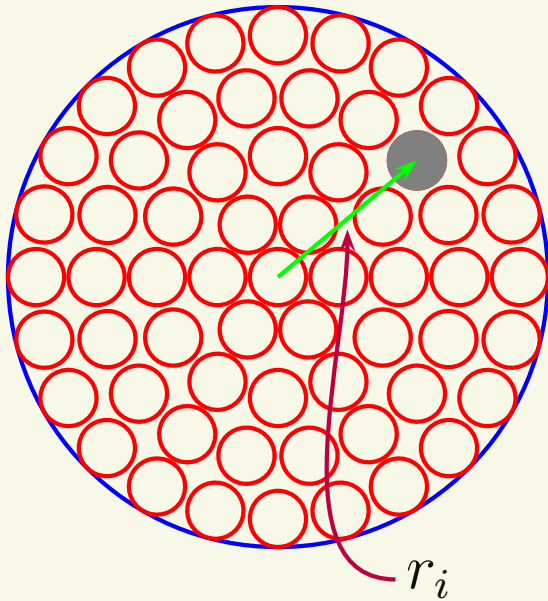
For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece

It has  $\tau_i = m_i r_i^2 \alpha \leftarrow$  All pieces have same  $\alpha$

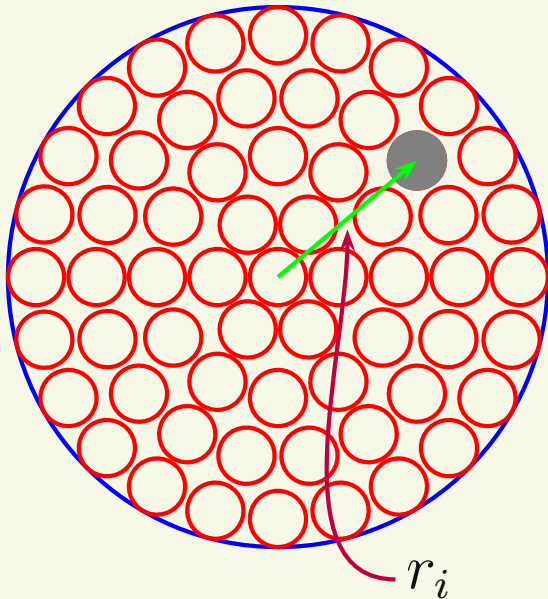
$$\sum \tau = \sum_i \tau_i = \sum_i m_i r_i^2 \alpha = \sum_i (m_i r_i^2) \alpha$$



## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.



Look at the  $i$ -th piece

It has  $\tau_i = m_i r_i^2 \alpha \leftarrow$  All pieces have same  $\alpha$

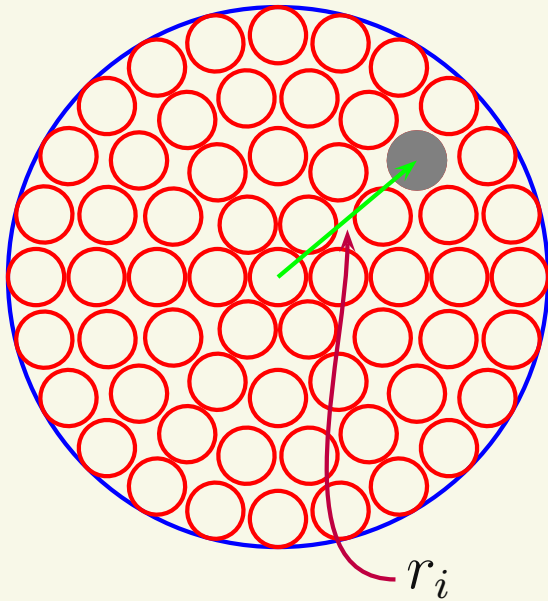
$$\sum \tau = \sum_i \tau_i = \sum_i m_i r_i^2 \alpha = \sum_i (m_i r_i^2) \alpha$$

Moment of Inertia:  $I = \sum_i (m_i r_i^2)$  Unit:  $kg \cdot m^2$

## Second Law - Rigid Body

For rigid bodies, the Second Law is completely different since there are infinitely many different linear velocities.

We have to imagine splitting the rotating object up into many small pieces.



Look at the  $i$ -th piece

It has  $\tau_i = m_i r_i^2 \alpha \leftarrow$  All pieces have same  $\alpha$

$$\sum \tau = \sum_i \tau_i = \sum_i m_i r_i^2 \alpha = \sum_i (m_i r_i^2) \alpha$$

Moment of Inertia:  $I = \sum_i (m_i r_i^2)$  Unit:  $kg \cdot m^2$

$$\boxed{\sum \tau = I \alpha}$$

# Moment of Inertia

The moment of inertia,  $I$ , is the rotational counterpart to mass, *i.e.*, it plays the same role in rotation as mass does in linear motion.

# Moment of Inertia

The moment of inertia,  $I$ , is the rotational counterpart to mass, *i.e.*, it plays the same role in rotation as mass does in linear motion.

The moment of inertia tells us how “hard” it is to make an object rotate.

# Moment of Inertia

The moment of inertia,  $I$ , is the rotational counterpart to mass, *i.e.*, it plays the same role in rotation as mass does in linear motion.

The moment of inertia tells us how “hard” it is to make an object rotate.

The moment of inertia depends on:

# Moment of Inertia

The moment of inertia,  $I$ , is the rotational counterpart to mass, *i.e.*, it plays the same role in rotation as mass does in linear motion.

The moment of inertia tells us how “hard” it is to make an object rotate.

The moment of inertia depends on:

(a) The object's shape.

# Moment of Inertia

The moment of inertia,  $I$ , is the rotational counterpart to mass, *i.e.*, it plays the same role in rotation as mass does in linear motion.

The moment of inertia tells us how “hard” it is to make an object rotate.

The moment of inertia depends on:

- (a) The object's shape.
- (b) The axis of rotation.

# Moment of Inertia

The moment of inertia,  $I$ , is the rotational counterpart to mass, *i.e.*, it plays the same role in rotation as mass does in linear motion.

The moment of inertia tells us how “hard” it is to make an object rotate.

The moment of inertia depends on:

- (a) The object's shape.
- (b) The axis of rotation.
- (c) The total mass of the object.

# Standard Shapes

For standard shapes and axes, equations for moments of inertia have already been calculated. (Page 216 of our textbook.)

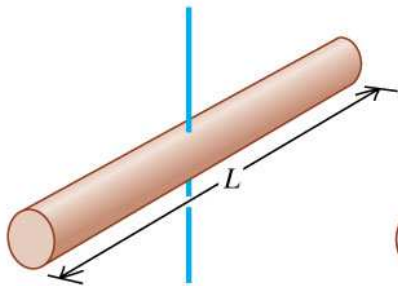
# Standard Shapes

For standard shapes and axes, equations for moments of inertia have already been calculated. (Page 216 of our textbook.)

**Table 9.2 Moments of Inertia of Various Bodies**

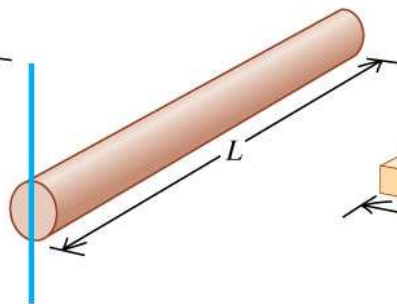
(a) Slender rod,  
axis through center

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



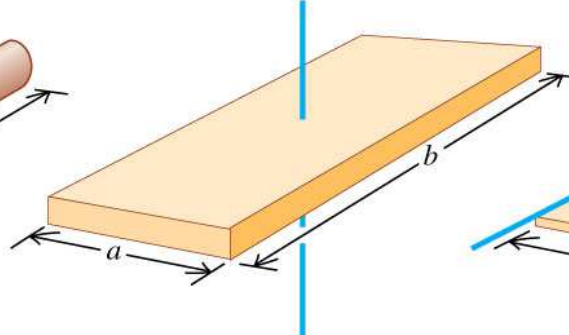
(b) Slender rod,  
axis through one end

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



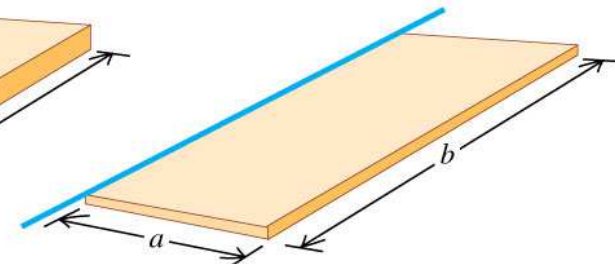
(c) Rectangular plate,  
axis through center

$$I = \frac{1}{12} M(a^2 + b^2)$$



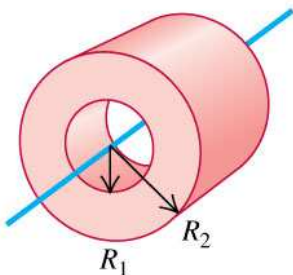
(d) Thin rectangular plate,  
axis along edge

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



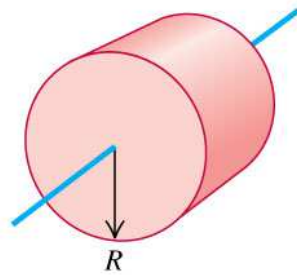
(e) Hollow cylinder

$$I = \frac{1}{2} M(R_1^2 + R_2^2)$$



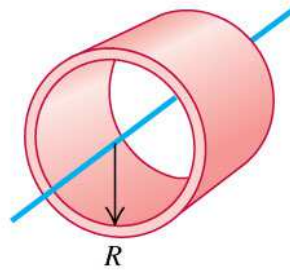
(f) Solid cylinder

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



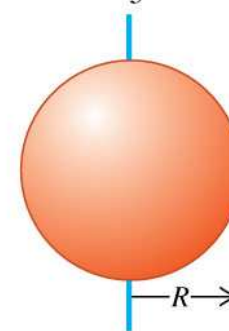
(g) Thin-walled hollow  
cylinder

$$I = MR^2$$



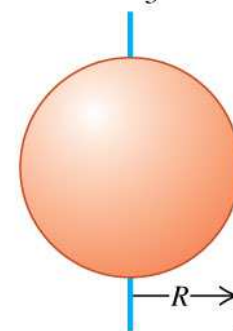
(h) Solid sphere

$$I = \frac{2}{5} MR^2$$



(i) Thin-walled hollow  
sphere

$$I = \frac{2}{3} MR^2$$



# Rotational Kinetic Energy

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

# Rotational Kinetic Energy

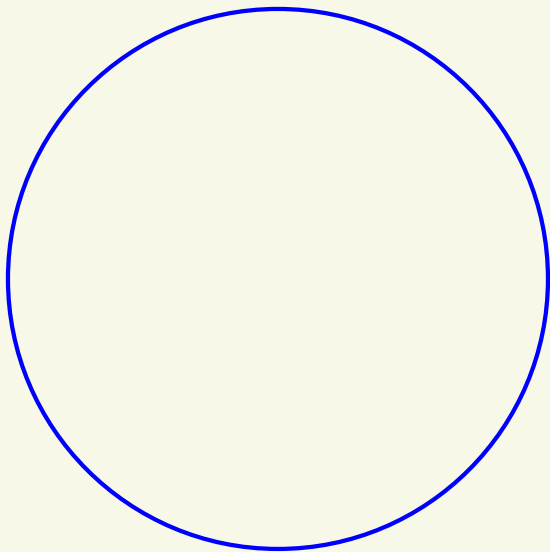
Any rotating object has a kinetic energy due to its motion.

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

# Rotational Kinetic Energy

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

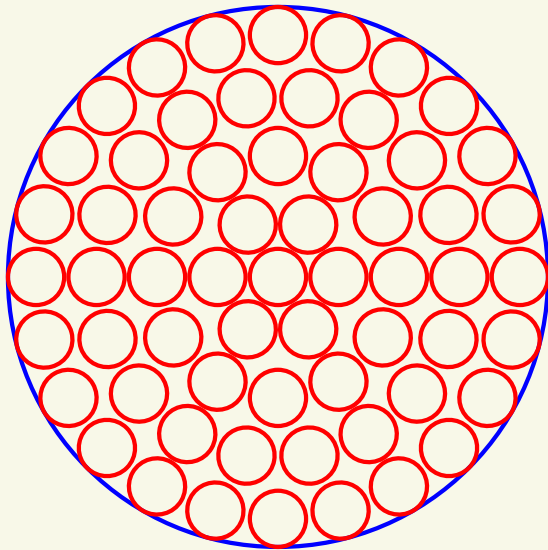
Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.



# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

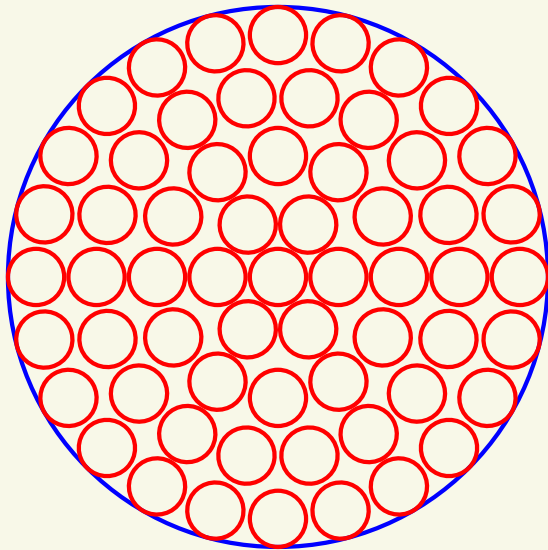


# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece

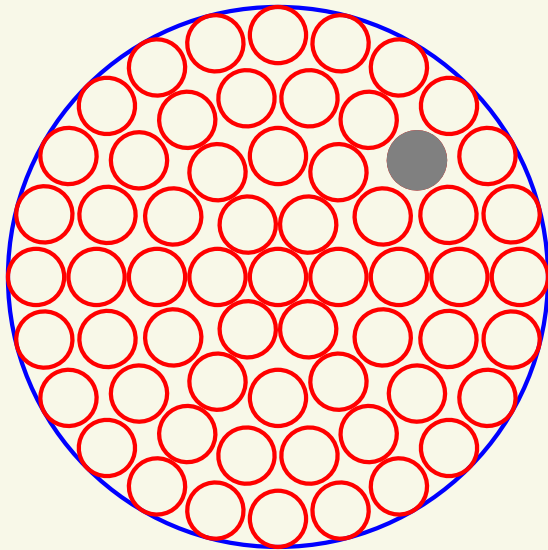


# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece

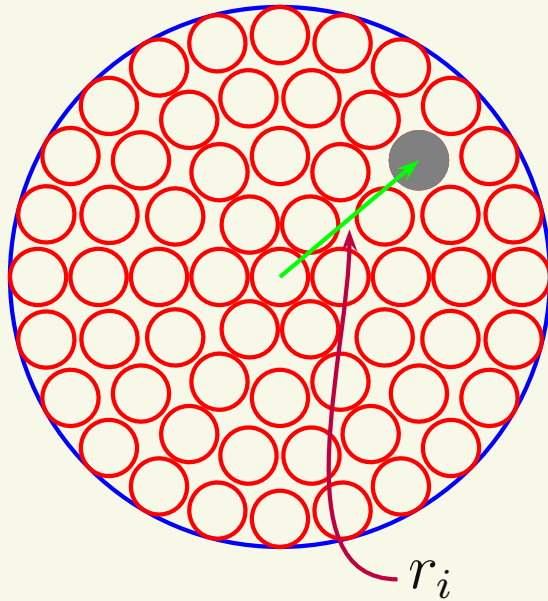


# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece



It has kinetic energy,  $K_i = \frac{1}{2}m_iv_i^2$

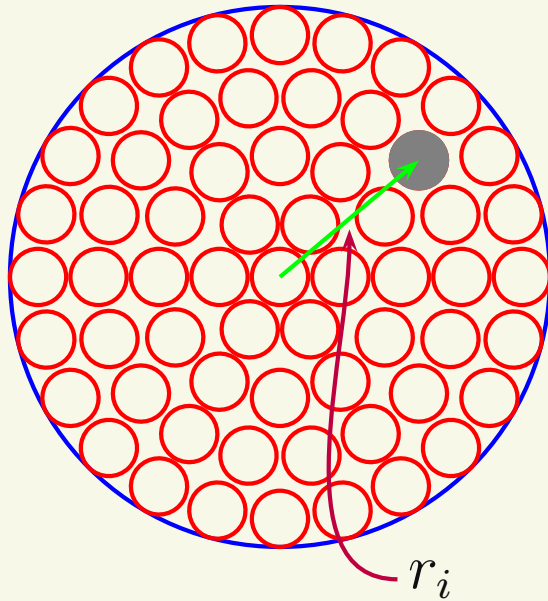
$$v_i = r_i\omega$$

# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece



It has kinetic energy,  $K_i = \frac{1}{2}m_i v_i^2$

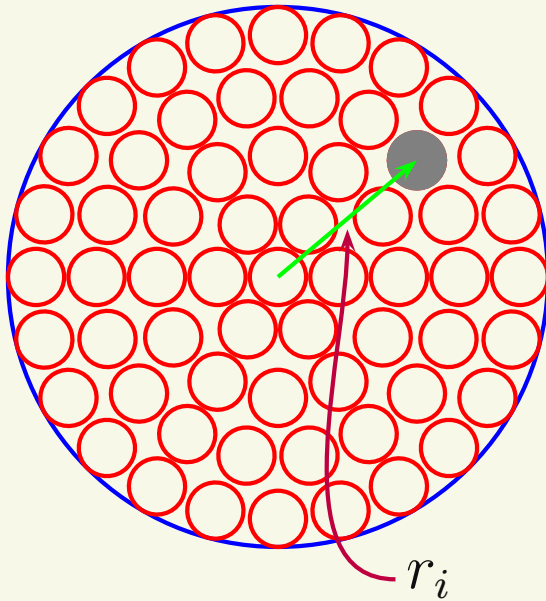
$v_i = r_i \omega$  All pieces have same  $\omega$

# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece



It has kinetic energy,  $K_i = \frac{1}{2}m_i v_i^2$

$v_i = r_i \omega$  All pieces have same  $\omega$

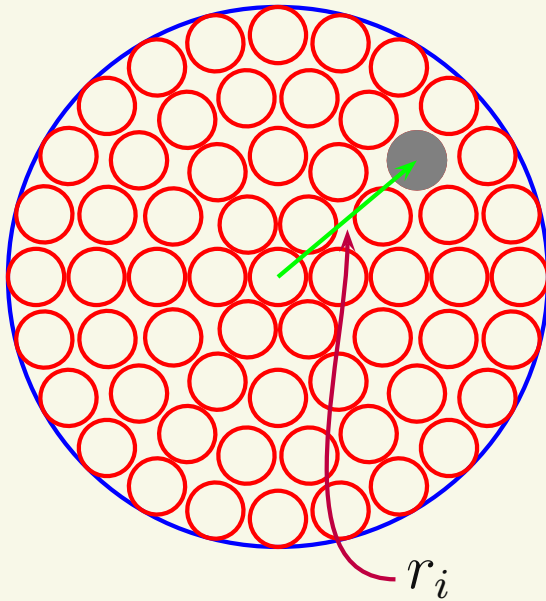
$$K_i = \frac{1}{2}m_i (r_i \omega)^2 = \frac{1}{2}m_i r_i^2 \omega^2$$

# Rotational Kinetic Energy

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

Since rigid bodies have infinitely many linear velocities, we have to imagine splitting the rotating object up into many small pieces.

Look at the  $i$ -th piece



It has kinetic energy,  $K_i = \frac{1}{2}m_i v_i^2$

$v_i = r_i \omega$  All pieces have same  $\omega$

$$K_i = \frac{1}{2}m_i (r_i \omega)^2 = \frac{1}{2}m_i r_i^2 \omega^2$$

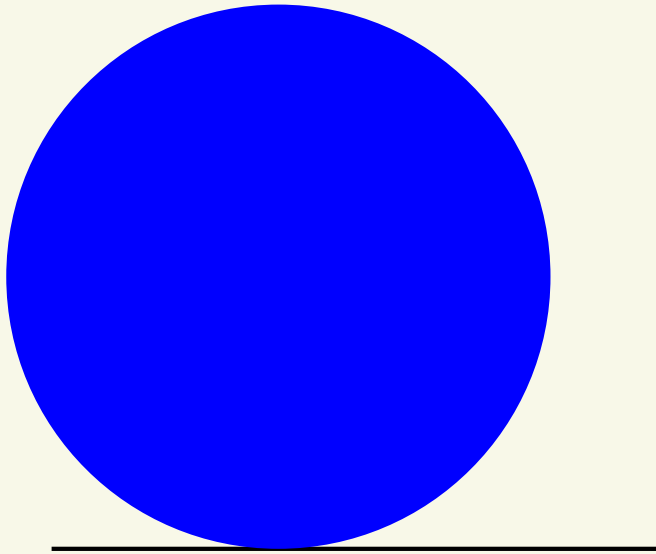
$$K = \frac{1}{2} \left( \sum_i m_i r_i^2 \right) \omega^2 \Rightarrow \boxed{K = \frac{1}{2} I \omega^2}$$

# Gravitational Potential Energy

To find the gravitational potential energy of a rigid body, we use the center of gravity.

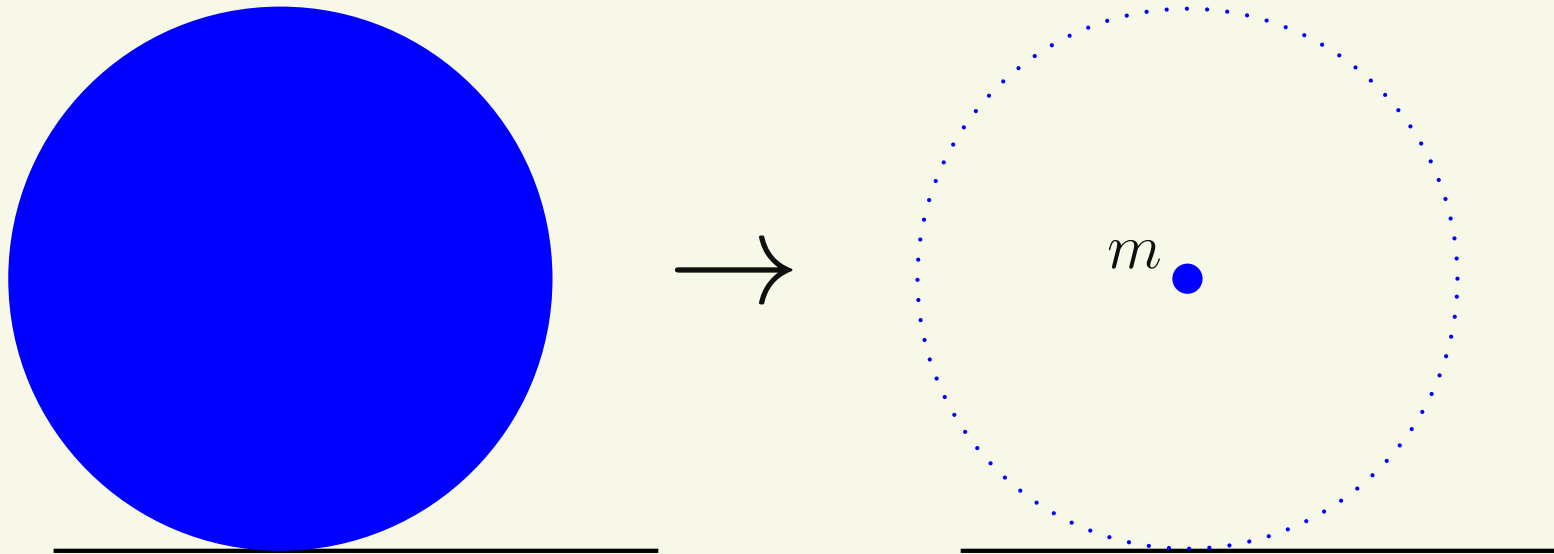
# Gravitational Potential Energy

To find the gravitational potential energy of a rigid body, we use the center of gravity.



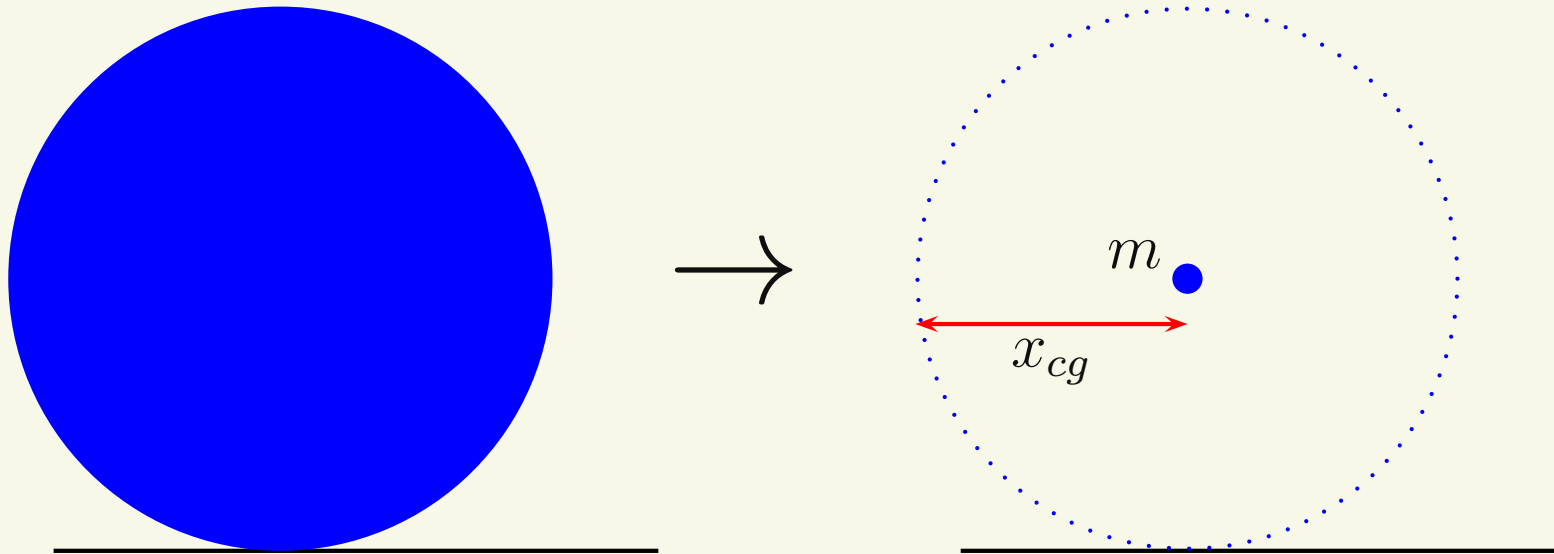
# Gravitational Potential Energy

To find the gravitational potential energy of a rigid body, we use the center of gravity.



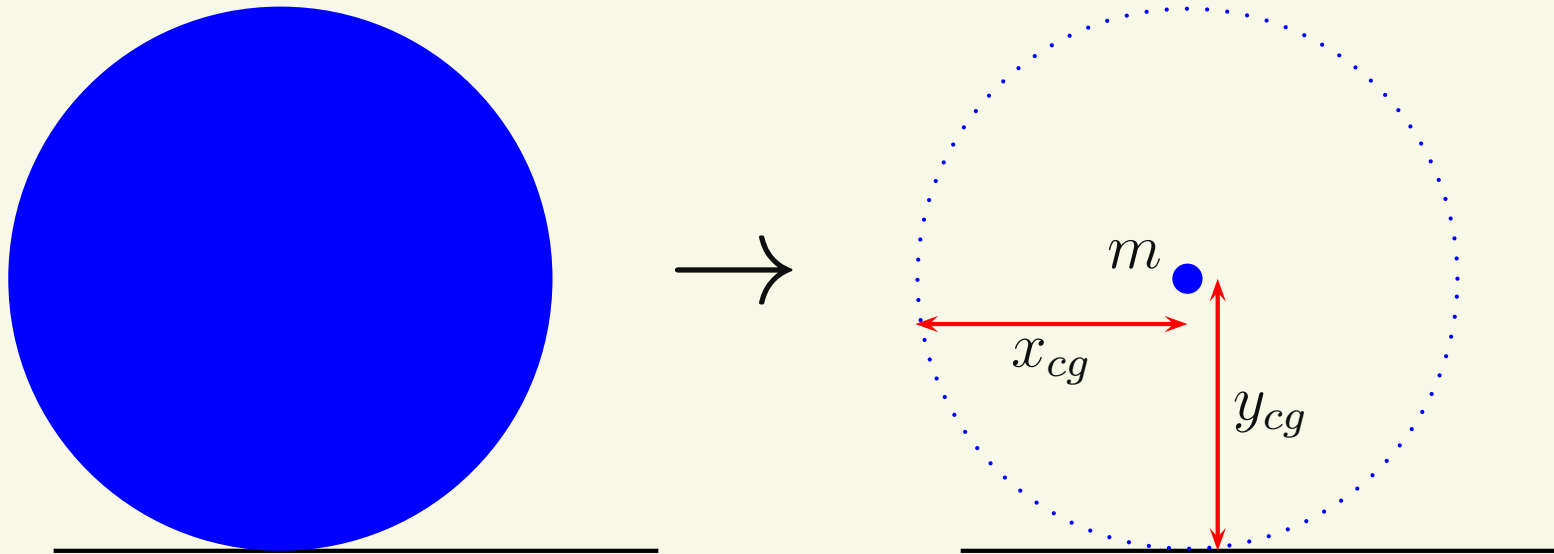
# Gravitational Potential Energy

To find the gravitational potential energy of a rigid body, we use the center of gravity.



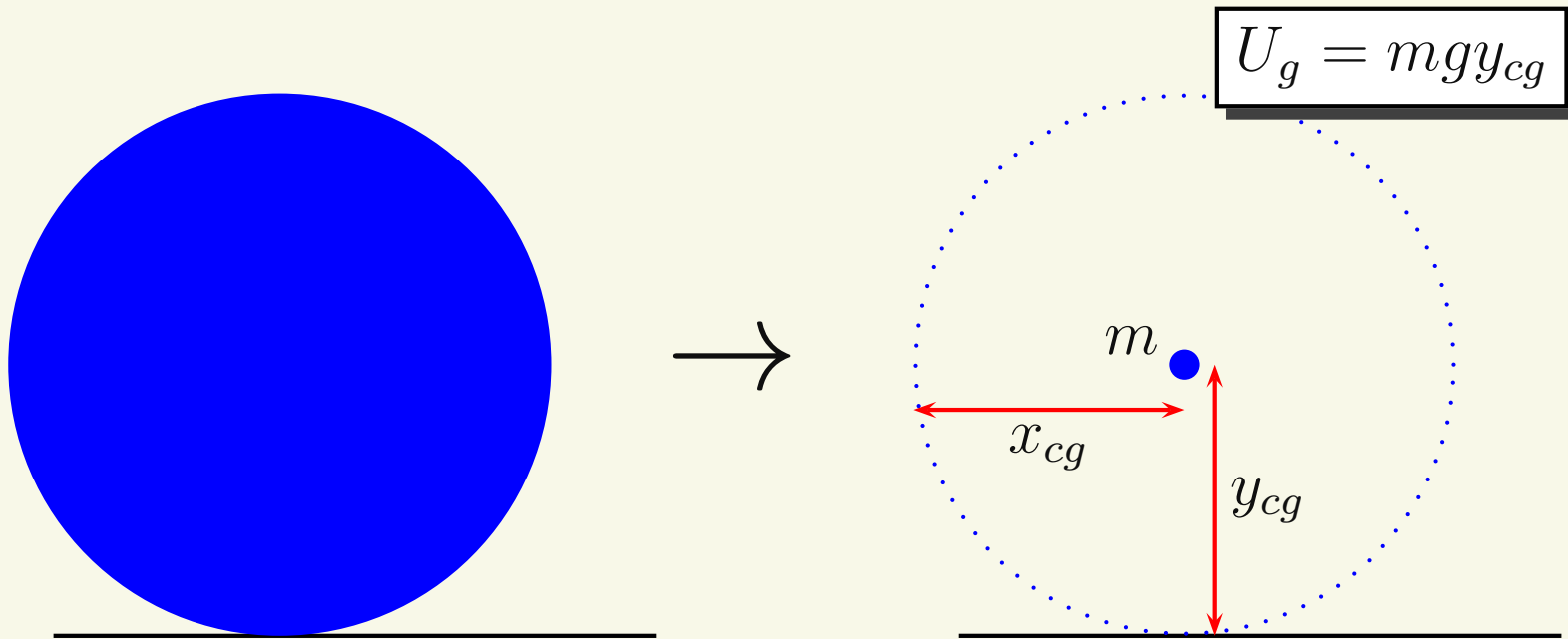
# Gravitational Potential Energy

To find the gravitational potential energy of a rigid body, we use the center of gravity.



# Gravitational Potential Energy

To find the gravitational potential energy of a rigid body, we use the center of gravity.



# Conservation of Rotational energy

If gravity is the only force doing work on a rigid body:

$$\frac{1}{2}I\omega_i^2 + mgy_{cg,i} = \frac{1}{2}I\omega_f^2 + mgy_{cg,f}$$

# Conservation of Rotational energy

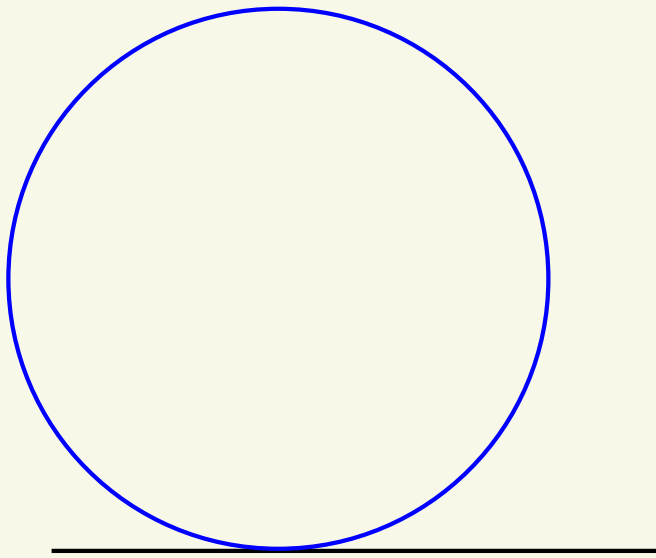
If gravity is the only force doing work on a rigid body:

$$\frac{1}{2}I\omega_i^2 + mgy_{cg,i} = \frac{1}{2}I\omega_f^2 + mgy_{cg,f}$$

Example: A  $0.15\text{-kg}$  meter stick is held  $1\text{ m}$  above the ground by one end. If it starts from rest, what angular speed will the stick have when it swings through the vertical?

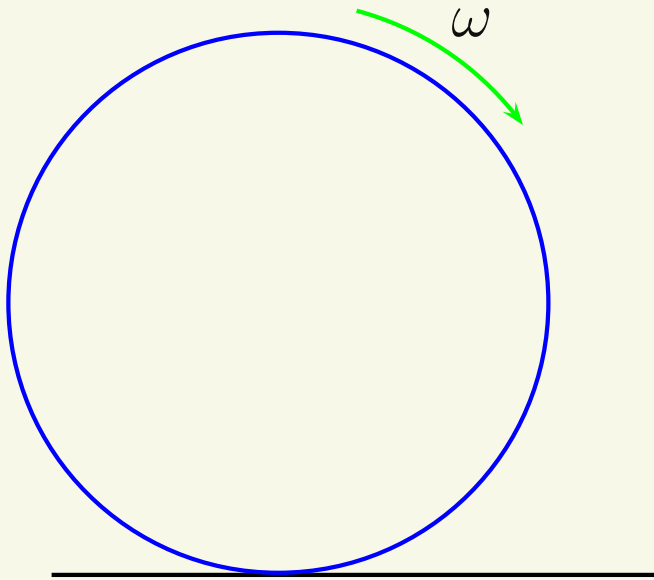
# Rolling

When an object rolls, it rotates and its center moves.



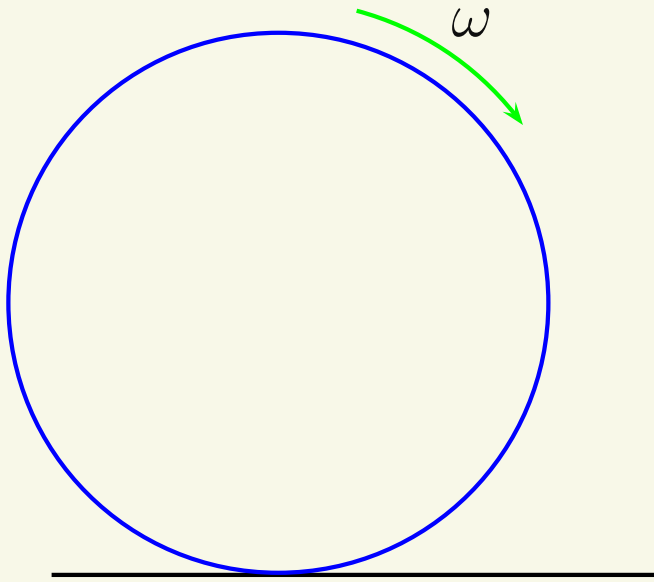
# Rolling

When an object rolls, it rotates and its center moves.



# Rolling

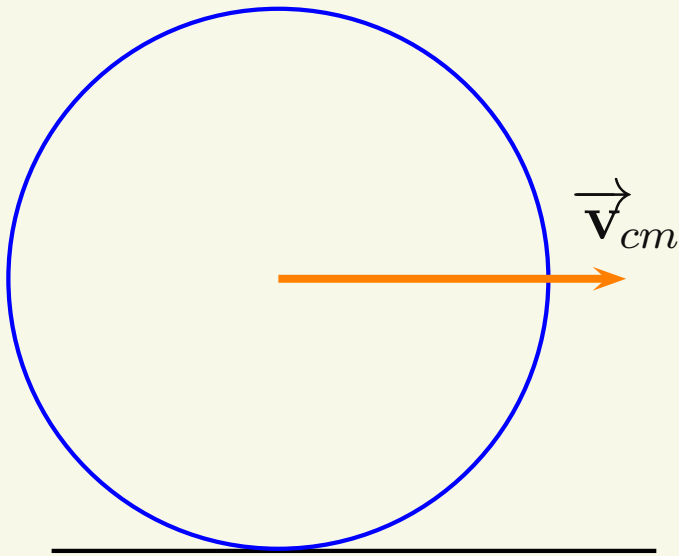
When an object rolls, it rotates and its center moves.



Rotational:  $K_r = \frac{1}{2}I\omega^2$

# Rolling

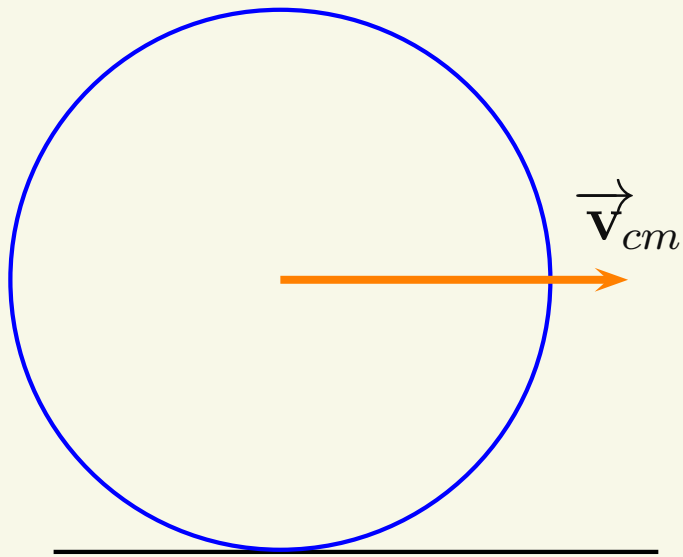
When an object rolls, it rotates and its center moves.



Rotational:  $K_r = \frac{1}{2}I\omega^2$

# Rolling

When an object rolls, it rotates and its center moves.

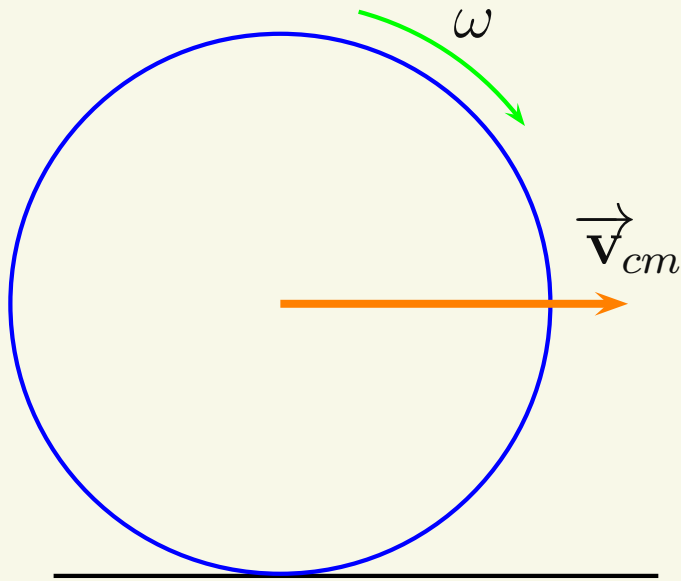


Translational:  $K_t = \frac{1}{2}mv_{cm}^2$

Rotational:  $K_r = \frac{1}{2}I\omega^2$

# Rolling

When an object rolls, it rotates and its center moves.

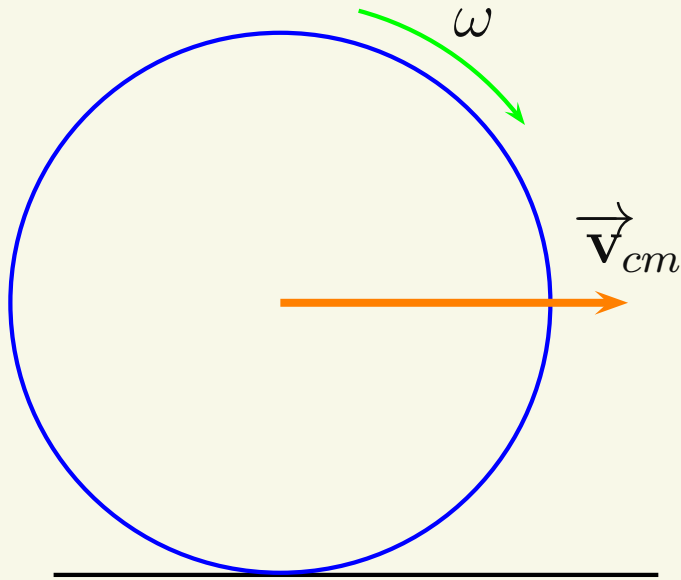


Translational:  $K_t = \frac{1}{2}mv_{cm}^2$

Rotational:  $K_r = \frac{1}{2}I\omega^2$

# Rolling

When an object rolls, it rotates and its center moves.



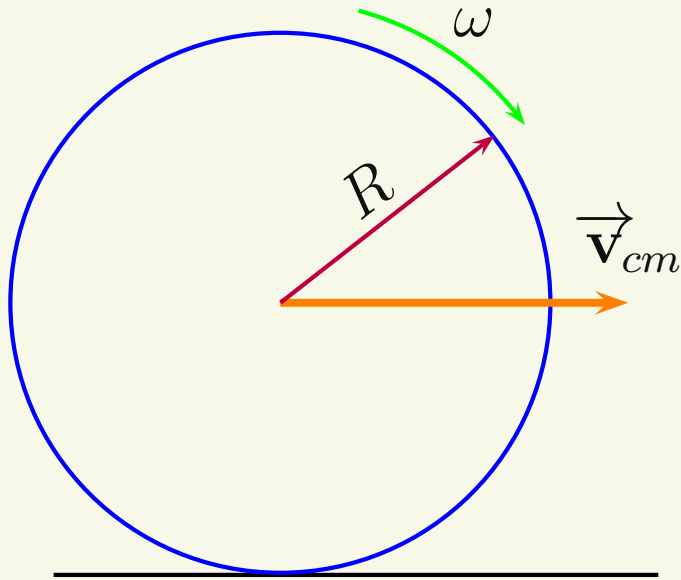
Translational:  $K_t = \frac{1}{2}mv_{cm}^2$

Rotational:  $K_r = \frac{1}{2}I\omega^2$

Total:  $K = K_t + K_r = \frac{1}{2}mv_{cm}^2 + \frac{1}{2}I\omega^2$

# Rolling

When an object rolls, it rotates and its center moves.



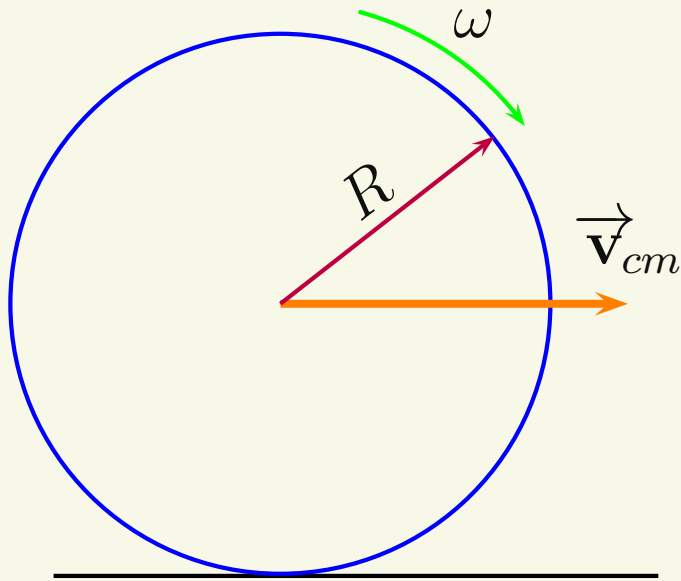
Translational:  $K_t = \frac{1}{2}mv_{cm}^2$

Rotational:  $K_r = \frac{1}{2}I\omega^2$

Total:  $K = K_t + K_r = \frac{1}{2}mv_{cm}^2 + \frac{1}{2}I\omega^2$

# Rolling

When an object rolls, it rotates and its center moves.



Translational:  $K_t = \frac{1}{2}mv_{cm}^2$

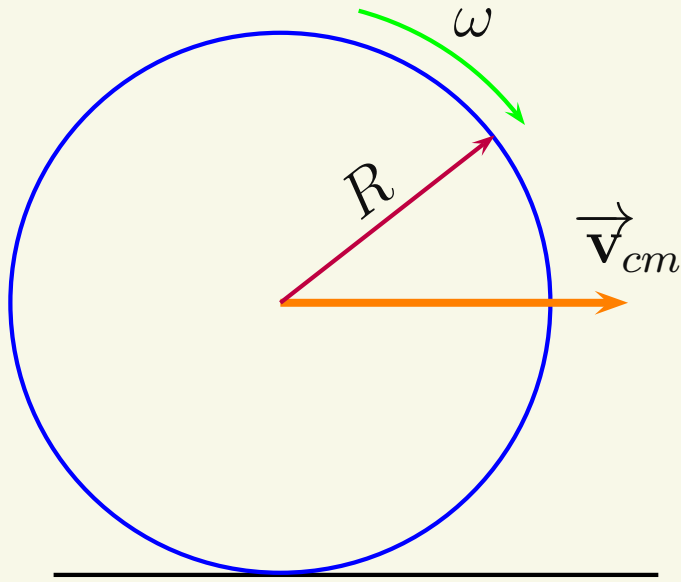
Rotational:  $K_r = \frac{1}{2}I\omega^2$

Total:  $K = K_t + K_r = \frac{1}{2}mv_{cm}^2 + \frac{1}{2}I\omega^2$

Rolling without slipping:  $v_{cm} = \omega R$

# Rolling

When an object rolls, it rotates and its center moves.



Translational:  $K_t = \frac{1}{2}mv_{cm}^2$

Rotational:  $K_r = \frac{1}{2}I\omega^2$

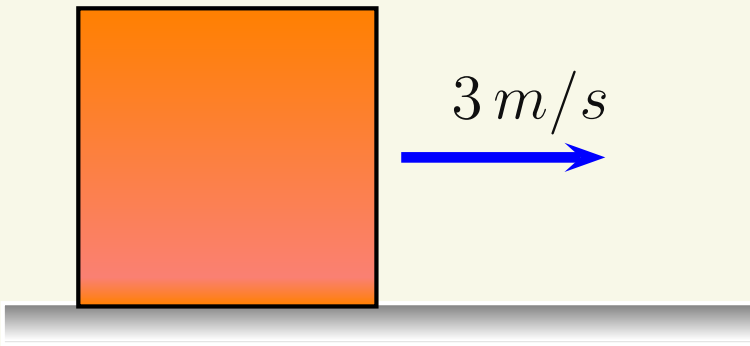
Total:  $K = K_t + K_r = \frac{1}{2}mv_{cm}^2 + \frac{1}{2}I\omega^2$

Rolling without slipping:  $v_{cm} = \omega R$

$$K = \frac{1}{2}mv_{cm}^2 \left( 1 + \frac{I}{mR^2} \right)$$

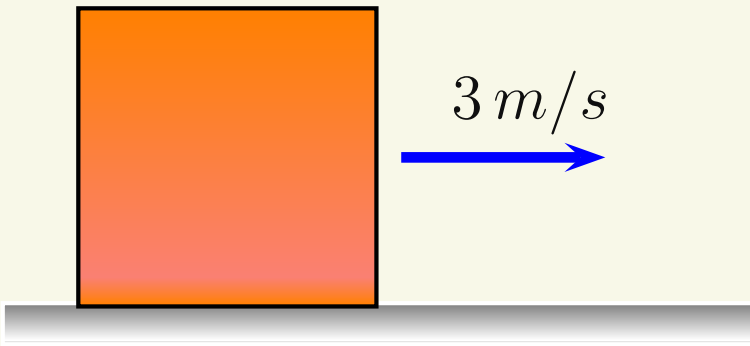
# Thermal Energy Exercise

A  $10\text{-kg}$  mass sliding to the right, initially with speed  $3\text{ m/s}$ , is stopped by friction. How much thermal energy will be created by this process?



# Thermal Energy Exercise

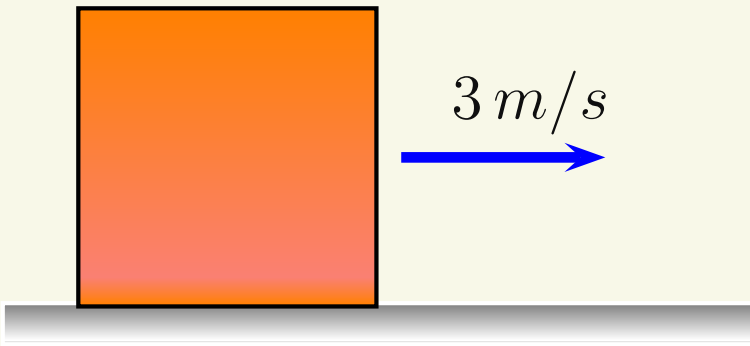
A  $10\text{-kg}$  mass sliding to the right, initially with speed  $3\text{ m/s}$ , is stopped by friction. How much thermal energy will be created by this process?



No springs or gravity  $\Rightarrow \frac{1}{2}mv_i^2 = \frac{1}{2}mv_f^2 + \Delta E_{th}$

# Thermal Energy Exercise

A  $10\text{-kg}$  mass sliding to the right, initially with speed  $3\text{ m/s}$ , is stopped by friction. How much thermal energy will be created by this process?



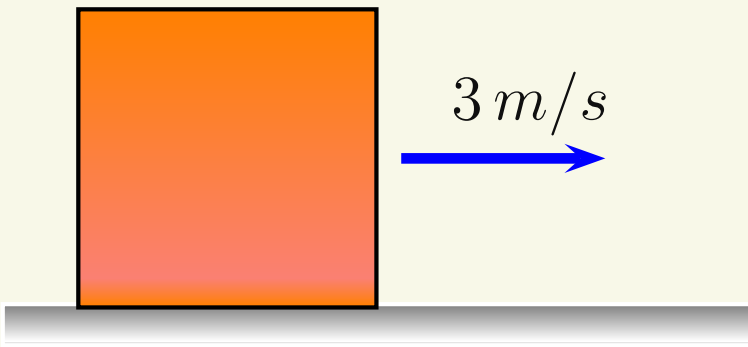
$$\text{No springs or gravity} \Rightarrow \frac{1}{2}mv_i^2 = \frac{1}{2}mv_f^2 + \Delta E_{th}$$

$$v_i = 3\text{ m/s}, v_f = 0 \Rightarrow 45\text{ J} = 0 + \Delta E_{th} \Rightarrow \Delta E_{th} = 45\text{ J}$$

# Thermal Energy Exercise

A  $10\text{-kg}$  mass sliding to the right, initially with speed  $3\text{ m/s}$ , is stopped by friction. How much thermal energy will be created by this process?

This  $45\text{ J}$  of thermal energy is absorbed by the block, the floor, and the surrounding air. Chapter 11 deals with the effect that this thermal energy has on the molecules inside each of these substances.



$$\text{No springs or gravity} \Rightarrow \frac{1}{2}mv_i^2 = \frac{1}{2}mv_f^2 + \Delta E_{th}$$

$$v_i = 3\text{ m/s}, v_f = 0 \Rightarrow 45\text{ J} = 0 + \Delta E_{th} \Rightarrow \Delta E_{th} = 45\text{ J}$$

# Phases

All matter (objects with mass) are made out of molecules

# Phases

All matter (objects with mass) are made out of molecules

Molecule - collection of atoms held together by attractive forces.  
(Atoms are made of smaller pieces = subatomic particles, but we won't need them here.)

# Phases

All matter (objects with mass) are made out of molecules

Molecule - collection of atoms held together by attractive forces.  
(Atoms are made of smaller pieces = subatomic particles, but we won't need them here.)

Phases of Matter - Solid, liquid, or gas

# Phases

All matter (objects with mass) are made out of molecules

Molecule - collection of atoms held together by attractive forces.  
(Atoms are made of smaller pieces = subatomic particles, but we won't need them here.)

Phases of Matter - Solid, liquid, or gas

The molecules' "Degree of Freedom" determines whether the object is a solid, liquid, or gas.

# Phases

All matter (objects with mass) are made out of molecules

Molecule - collection of atoms held together by attractive forces.  
(Atoms are made of smaller pieces = subatomic particles, but we won't need them here.)

Phases of Matter - Solid, liquid, or gas

The molecules' "Degree of Freedom" determines whether the object is a solid, liquid, or gas.

Solid - molecules  
vibrate about a  
fixed position



# Phases

All matter (objects with mass) are made out of molecules

Molecule - collection of atoms held together by attractive forces.  
(Atoms are made of smaller pieces = subatomic particles, but we won't need them here.)

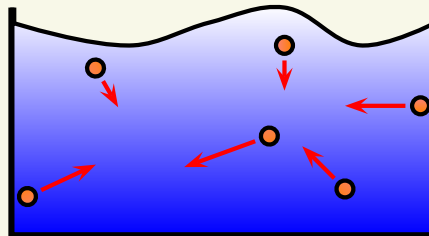
Phases of Matter - Solid, liquid, or gas

The molecules' "Degree of Freedom" determines whether the object is a solid, liquid, or gas.

Solid - molecules  
vibrate about a  
fixed position



Liquid - molecules can  
go anywhere below the  
surface



# Phases

All matter (objects with mass) are made out of molecules

Molecule - collection of atoms held together by attractive forces.  
(Atoms are made of smaller pieces = subatomic particles, but we won't need them here.)

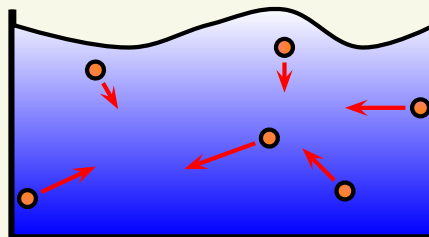
Phases of Matter - Solid, liquid, or gas

The molecules' "Degree of Freedom" determines whether the object is a solid, liquid, or gas.

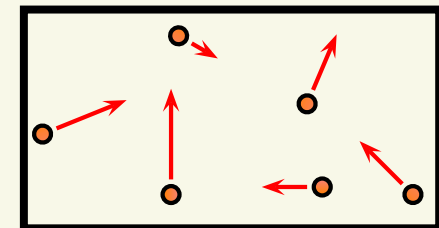
Solid - molecules vibrate about a fixed position



Liquid - molecules can go anywhere below the surface



Gas - molecules can go anywhere



# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

Temperature - A measure of the average kinetic energy of the molecules

“Measure”  $\Rightarrow$  A number directly proportional to the average kinetic energy

# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

Temperature - A measure of the average kinetic energy of the molecules

“Measure”  $\Rightarrow$  A number directly proportional to the average kinetic energy

In the U.S. there are currently three temperature scales used:

# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

Temperature - A measure of the average kinetic energy of the molecules

“Measure”  $\Rightarrow$  A number directly proportional to the average kinetic energy

In the U.S. there are currently three temperature scales used:

Celsius scale

# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

Temperature - A measure of the average kinetic energy of the molecules

“Measure”  $\Rightarrow$  A number directly proportional to the average kinetic energy

In the U.S. there are currently three temperature scales used:

Celsius scale - Pure water at sea level freezes at  $0^{\circ} C$  and boils at  $100^{\circ} C$

# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

Temperature - A measure of the average kinetic energy of the molecules

“Measure”  $\Rightarrow$  A number directly proportional to the average kinetic energy

In the U.S. there are currently three temperature scales used:

Celsius scale - Pure water at sea level freezes at  $0^{\circ} C$  and boils at  $100^{\circ} C$

Fahrenheit scale

# Temperature

In all phases, the molecules have random speeds. (In liquids and gases, the molecules have random directions too.)

Temperature - A measure of the average kinetic energy of the molecules

“Measure”  $\Rightarrow$  A number directly proportional to the average kinetic energy

In the U.S. there are currently three temperature scales used:

Celsius scale - Pure water at sea level freezes at  $0^{\circ} C$  and boils at  $100^{\circ} C$

Fahrenheit scale - Pure water at sea level freezes at  $32^{\circ} F$  and boils at  $212^{\circ} F$