

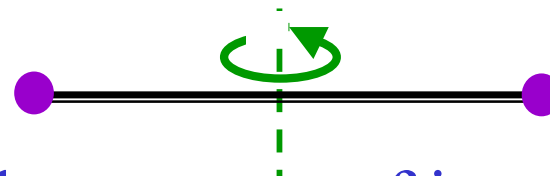
Recap: Solid Rotational Motion (Chapter 8)

- We have developed equations to describe rotational **displacement** ' θ ', rotational **velocity** ' ω ' and rotational **acceleration** ' α '.
- We have used these new terms to modify **Newton's 2nd law** for rotational motion:

$$\tau = I.\alpha \quad (\text{units: N.s})$$

' τ ' is the applied torque ($\tau = F.l$), and ' I ' is the **moment of inertia** which depends on the mass, size and shape of the rotating body (' $I \sim m r^2$)

Example: Twirling a baton:



- The **longer** the baton, the **larger** the moment of inertia ' I ' and the **harder** it is to rotate (i.e. need bigger torque).

Eg. As ' I ' depends on r^2 , a **doubling** of ' r ' will **quadruple** ' I '!!!

Angular Momentum (L)

- Linear momentum 'P' is a very important property of a body:

$$P = m.v \quad (\text{kg. m/s})$$

- An increase in **mass** or **velocity** of a body will **increase** its linear momentum (**a vector**).
- **Linear momentum** is a measure of the **quantity of motion** of a body as it can tell us **how much** is moving and **how fast**.

Angular Momentum (L):

- ❖ Angular momentum is the product of the **rotational inertia 'I'** and the **rotational velocity 'ω'**:

$$L = I. \omega \quad (\text{units: kg. m}^2/\text{s})$$

- 'L' is a **vector** and its **magnitude** and **direction** are key quantities.
- Like linear momentum, **angular momentum** 'L' can also be **increased** - by increasing **either 'I'** or **'ω'** (or both).

Angular Momentum (L)

$$\mathbf{L = I. \omega} \quad (\text{units: kg.m}^2/\text{s})$$

- As 'I' can be different for **different shaped objects of same mass** (e.g. a sphere or a disk), the angular momentum will be different.

Example: What is angular momentum of the Earth?

$$\omega = \frac{2\pi}{T} = 0.727 \times 10^{-4} \text{ rad/sec}$$

$$\text{For a solid sphere: } I = \frac{2}{5} m.r^2$$

$$I = 9.8 \times 10^{37} \text{ kg.m}^2$$

$$T = 24 \text{ hrs,}$$

$$r = 6400 \text{ km}$$

$$m = 6 \times 10^{24} \text{ kg}$$

$$\text{Thus: } \mathbf{L = I. \omega = 7.1 \times 10^{33} \text{ kg.m}^2/\text{s}}$$

(If Earth was flat, 'L' would be **even larger** as 'I' is larger)

Conservation of Angular Momentum (L)

- Linear momentum is **conserved** when there is **NO net force** acting on a “system”...likewise...
- ❖ **The total angular momentum of a system is conserved if there are NO net torques acting of it.**
- **Torque** replaces **force** and **angular momentum** replaces **linear momentum**.
- Both **linear momentum** and **angular momentum** are very important **conserved** quantities (magnitude and direction).

Rotational Kinetic Energy:

- For **linear** motion the **kinetic energy** of a body is:

$$\text{KE}_{\text{lin}} = \frac{1}{2} m \cdot v^2 \quad (\text{units: J})$$

- By analogy, the kinetic energy of a rotating body is:

$$\text{KE}_{\text{rot}} = \frac{1}{2} I \cdot \omega^2 \quad (\text{units: J})$$

- A rolling object has **both linear** and **rotational** kinetic energy.

Example: What is **total KE** of a rolling ball on level surface?

Let: $m = 5 \text{ kg}$, linear velocity $v = 4 \text{ m/s}$, radius $r = 0.1 \text{ m}$,
and angular velocity $\omega = 3 \text{ rad/s}$ (0.5 rev/s)

$$\text{Total KE} = \text{KE}_{\text{lin}} + \text{KE}_{\text{rot}}$$

$$\text{KE}_{\text{lin}} = \frac{1}{2} m \cdot v^2 = \frac{1}{2} \cdot 5 \cdot (4)^2 = 40 \text{ J}$$

$$\text{KE}_{\text{rot}} = \frac{1}{2} I \cdot \omega^2$$

$$\text{Need: } I_{\text{solid sphere}} = \frac{2}{5} m \cdot r^2 = \frac{2}{5} \times 5 \times (0.1)^2 = 0.02 \text{ kg.m}^2$$

$$\text{Thus: } \text{KE}_{\text{rot}} = \frac{1}{2} \times (0.02) \times (3)^2 = 0.1 \text{ J}$$

$$\text{Total KE} = 40 + 0.1 = 40.1 \text{ J}$$

Result: The **rotational KE** is **usually much less** than the **linear KE** of a body.

E.g. In this example The **rotational velocity** ' ω ' would need to be **increased** by a factor of $\sim \sqrt{400} = 20 \text{ times}$, to **equal** the linear momentum (i.e to 10 rev/s).

Summary: Linear vs. Rotational Motion

Quantity	Linear Motion	Rotational Motion
Displacement	d (m)	θ (rad)
Velocity	v (m/s)	ω (rad /s)
Acceleration	a (m/s ²)	α (rad / s ²)
Inertia	m (kg)	I (kg.m ²)
Force	F (N)	τ (N.m)
Newton's 2 nd law	$F = m.a$	$\tau = I. \alpha$
Momentum	$P = m.v$	$L = I. \omega$
Kinetic Energy	$KE_{lin} = \frac{1}{2}.m.v^2$	$KE_{rot} = \frac{1}{2}.I. \omega^2$
Conservation of momentum	$P = \text{constant}$ (if $F_{net} = 0$)	$L = \text{constant}$ (if $\tau_{net} = 0$)

- Conservation of angular momentum requires both the **magnitude** and **direction** of angular momentum **vector** to remain **constant**.
- This fact produces some **very interesting phenomena**!

Applications Using Conserved Angular Momentum

Spinning Ice Skater:

- Starts by pushing on ice - with **both arms** and then **one leg** fully **extended**.
- By pulling in arms and the extended leg closer to her body the skater's **rotational velocity 'ω'** increases rapidly.

Why?

- Her **angular momentum is conserved** as the **external torque** acting on the skater about the axis of rotation is **very small**.
- When both arms and 1 leg are extended they **contribute significantly** to the **moment of inertia 'I'**...
- This is because '**I**' depends on **mass distribution** and **distance²** from **axis of rotation** ($I \sim m \cdot r^2$).
- When her arms and leg are pulled in, her **moment of inertia reduces** significantly and to conserve angular momentum her **rotational velocity increases** (as $L = I \cdot \omega = \text{conserved}$).
- **To slow down** the skater simply **extends** her arms again...

Example: Ice skater at S.L.C. Olympic games

Initial $I = 3.5 \text{ kg.m}^2$,
Initial $\omega = 1.0 \text{ rev /s}$,

Final $I = 1.0 \text{ kg.m}^2$,
Final $\omega = ?$

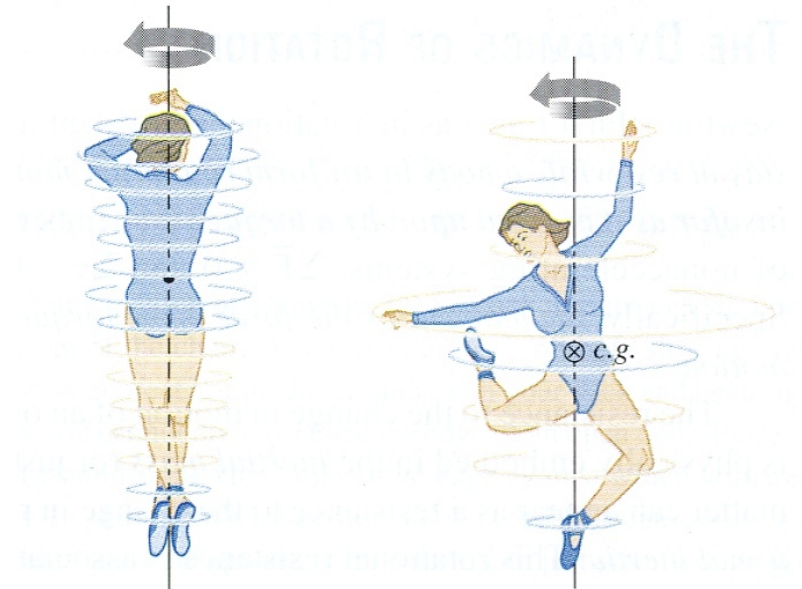
As L is conserved:

$$L_{\text{final}} = L_{\text{initial}}$$

$$I_f \cdot \omega_f = I_i \cdot \omega_i$$

$$\omega_f = \frac{I_i \cdot \omega_i}{I_f} = \frac{3.5 \times 1.0}{1.0}$$

$$\omega_f = 3.5 \text{ rev /s.}$$



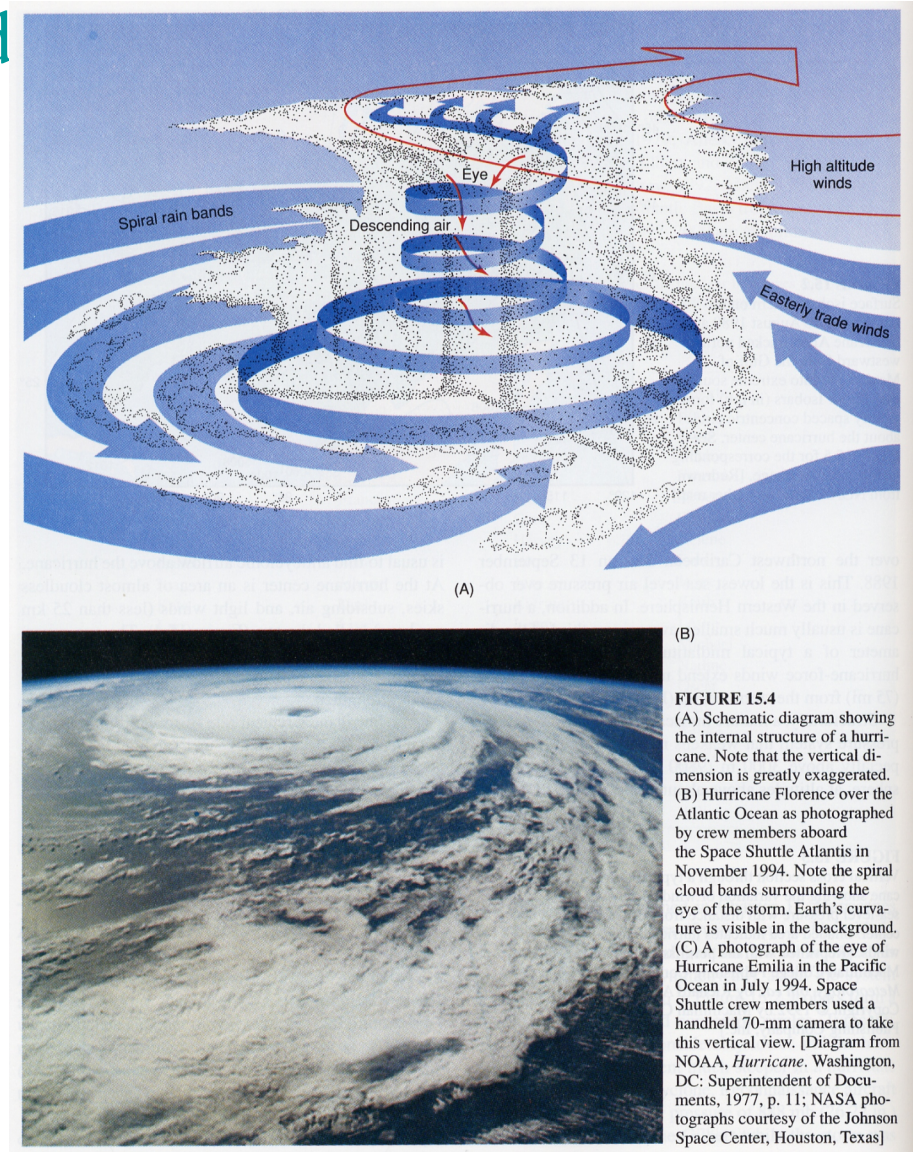
Thus, for spin finish ω has increased by a factor of 3.5 times.

Other Examples

Acrobatic Diving:

- Diver initially extends body and starts to rotate about **center of gravity**.
- Diver then goes into a “tuck” position by pulling in arms and legs to **drastically reduce** moment of inertia.
- **Rotational velocity** therefore **increases** as no external torque on diver (gravity is acting on CG).
- Before entering water diver extends body to reduce ‘ ω ’ again.

Hurricane Formation:



Pulsars: Spinning Neutron Stars!

- When a star reaches the end of its active life gravity causes it to collapse on itself (as insufficient radiant pressure from nuclear fusion to hold up outer layers of gas).
- This causes the **moment of inertia** of the star to **decrease drastically** and results in a **tremendous increase** in its **angular velocity**.

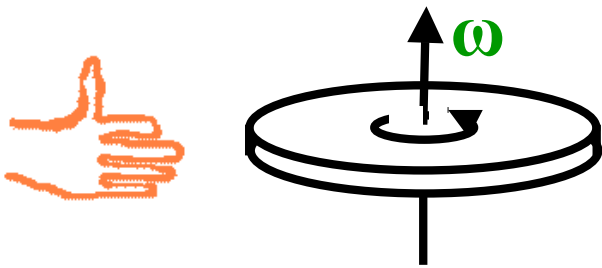
Example: A star of similar size & mass to the Sun would shrink down to form a very dense object of diameter ~25 km! Called a 'neutron' star!

- A neutron star is at the center of the Crab nebula which is the remnant of a supernova explosion that occurred in 1054 AD.
- This star is spinning at 30 rev /sec and emits a dangerous beam of x-rays as it whirls around (like a light house beacon) 30 times each second. (~73 million times faster than the Sun!).
- Black holes are much more exotic objects that also have tremendous angular momentum.

Angular Momentum and Stability

Key:

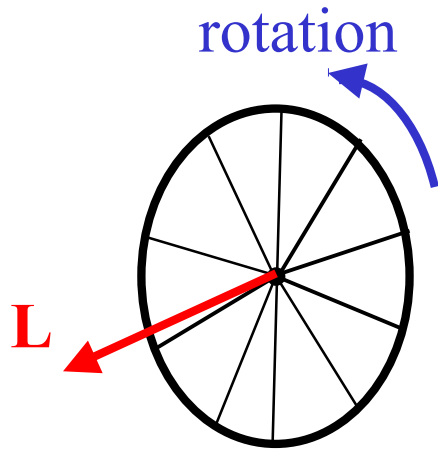
- Angular momentum is a **vector** and both its **magnitude** and **direction** are **conserved** (...as with linear momentum).
- Recap: Linear momentum 'P' is in same direction as velocity.
- Angular momentum is due to angular velocity ' ω '.



Right hand rule: **The angular velocity for counter clockwise rotation is directed upwards (and vice versa).**

- i.e. ' ω ' and ' L ' in direction of extended thumb.
- Thus, the **direction of ' L '** is important as it requires a **torque** to change it.
- **Result:** It is difficult to **change** the axis of a spinning object.

Stability and Riding a Bicycle



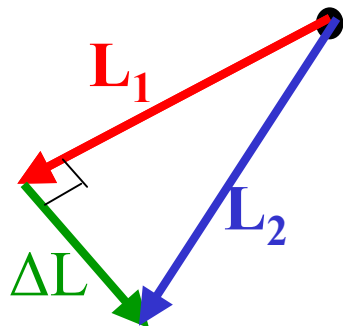
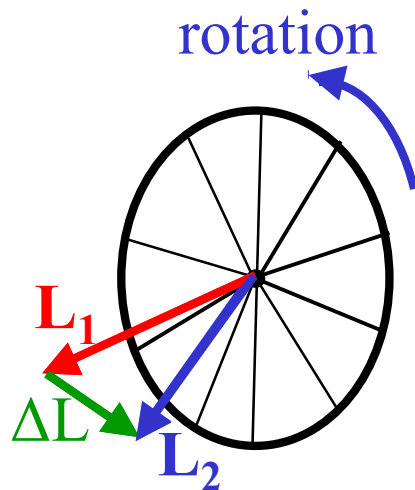
- At rest the bicycle has **no angular momentum** and it will fall over.
- Applying **torque** to rear wheel produces angular momentum.
- Once in motion the **angular momentum** will **stabilize** it (as need a torque to change).

How to Turn a Bicycle

- To turn bicycle, need to **change direction of angular momentum vector** (i.e. need to introduce a **torque**).
- This is most efficiently done by **tilting** the bike over in direction you wish to turn.
- This introduces a **gravitational torque** due to shift in center of gravity no longer over balance point which causes the bicycle to **rotate** (start to fall).



How to Turn Bicycle...



Left turn

- The **torque** which causes the bicycle to rotate (fall) downwards generates a second angular momentum component ($\Delta L = I \cdot \omega_{\text{fall}}$)
- **Total angular momentum** $L_2 = L_1 + \Delta L$
- ΔL points **backwards** if turning left of **forwards** if turning right.
- **Result:** We use gravitational torque to change direction of angular momentum to help turn a bend.
- **The larger the initial 'L'** the smaller the ΔL needed to stay balanced (slow speed needs large angle changes).

Summary

- Many examples of **changing rotational inertia** 'I' producing interesting phenomena.
- Angular momentum (and its conservation) are key properties governing **motion and stability of spinning bodies** - ranging from atoms to stars and galaxies!
- Many practical uses of spinning bodies for stability and for energy storage / generation:
 - Helicopters
 - Gyroscopes
 - Spacecraft reaction wheels
 - Generators and motors
 - Engines, fly wheels etc.