# **Physics I**

#### *Lecture* 7

Charudatt Kadolkar

IIT Guwahati

## **Angular Momentum**

Angular Momentum of a particle is defined as

$$\mathbf{L} = \mathbf{r} imes \mathbf{P}$$

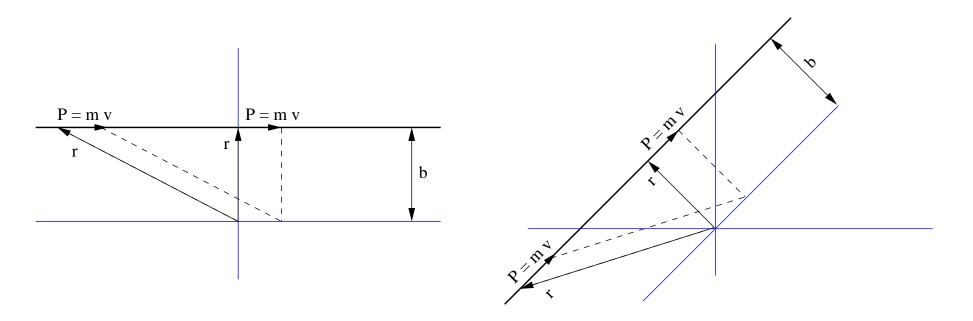
 $\checkmark$  The magnitude of L is

$$|\mathbf{L}| = rP\sin(\phi)$$

and is equal to the area of the parallelogram enclosed by  ${f r}$  and  ${f P}.$ 

The direction of L is perpendicular to the plane of r and P.

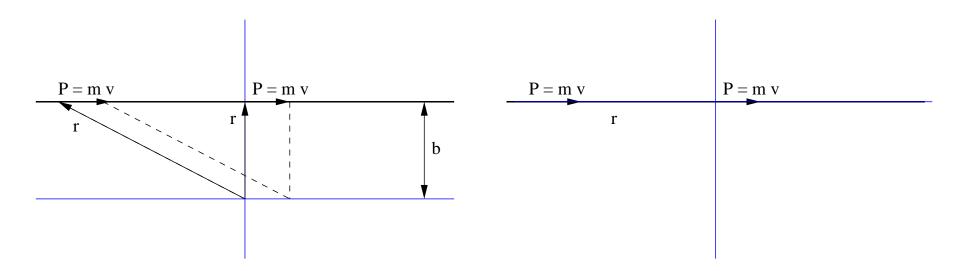
### **Free Particle**



Angular momentum in both cases is  $mvb\mathbf{k}$  and is a constant of motion.

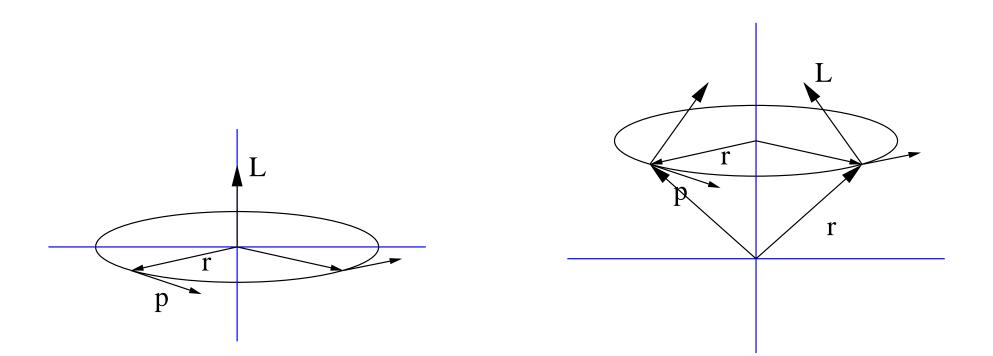
Choice of orientation of coordinate system is not important.

### **Free Particle**



Angular momentum in the second case is 0! Choice of origin is of the coordinate system is important!

## **Circular Trajectory**



(a) Angular momentum  $= mvr\mathbf{k}$  and is constant of motion. (b) Angular momentum  $= mvr\mathbf{k} + mvz\hat{\mathbf{r}}$  and is not constant.(cylindrical coordinates)

## Torque

Let  ${f F}$  be a force on a particle when it is at  ${f r}$ . The torque

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

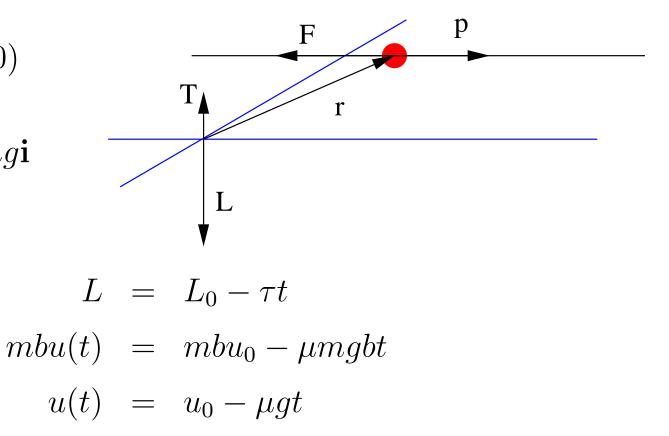
Just like angular momentum, the torque depends on the choice of the origin.

### **Newton's Second Law?**

$$\frac{d\mathbf{L}}{dt} = \frac{d}{dt} (\mathbf{r} \times \mathbf{P})$$
$$= \left(\frac{d}{dt}\mathbf{r}\right) \times \mathbf{P} + \mathbf{r} \times \left(\frac{d}{dt}\mathbf{P}\right)$$
$$= \mathbf{r} \times \mathbf{F}$$
$$= \tau$$

## **Rectilinear Motion**

Initial Position (0, b, 0)Initial velocity  $u_0 \mathbf{i}$ Frictional force  $-\mu mg \mathbf{i}$  $\mathbf{L} \| \tau$ 



## **Systems of Particles**

Total angular momentum  $\boldsymbol{L}$ 

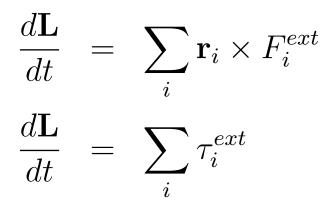
$$\mathbf{L} = \sum_i \mathbf{l}_i$$

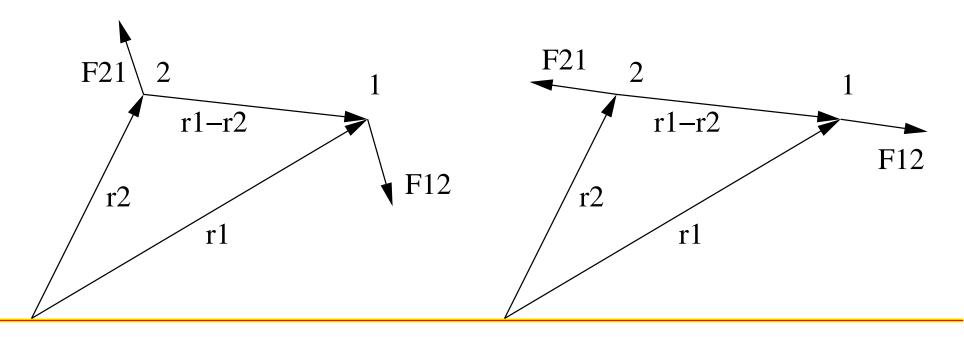
Then,

$$\frac{d\mathbf{L}}{dt} = \sum_{i} \frac{d\mathbf{l}_{i}}{dt}$$
$$= \sum_{i} \tau_{i}$$
$$= \sum_{i} \mathbf{r}_{i} \times \left(F_{i}^{int} + F_{i}^{ext}\right)$$

## **Systems of Particles**

If  $\sum_i \mathbf{r}_i \times F_i^{int} = 0$ , then





## **Rigid Bodies**

- Many particle systems
- Inter-particle distance is fixed.

$$|\mathbf{r}_i - \mathbf{r}_j| = C_{ij}$$

- Retains shape and size
- 6 degrees of freedom

## **Fixed Axis Rotation**

- All particles rotate about an axis fixed in space.
- All particles have same instantaneous angular speed  $\omega$
- Choose z-axis along the axis of rotation,  $\vec{\omega} = \omega \mathbf{k}$

### **Fixed Axis Rotation**

$$\mathbf{L} = \sum_{i} \mathbf{r}_{i} \times P_{i}$$
$$= \sum_{i} m_{i} \mathbf{r}_{i} \times (\vec{\omega} \times \mathbf{r}_{i})$$
$$= \sum_{i} m_{i} r_{i}^{2} \vec{\omega} - \sum_{i} m_{i} (\mathbf{r}_{i} \cdot \vec{\omega}) \mathbf{r}_{i}$$

Hence,

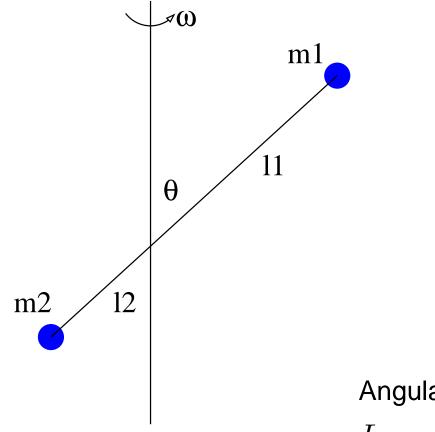
$$\mathbf{L}_{z} = \sum_{i} m_{i} \left( r_{i}^{2} - z_{i}^{2} \right) \omega \hat{\mathbf{k}}$$
$$= \sum_{i} m_{i} \left( x_{i}^{2} + y_{i}^{2} \right) \omega \hat{\mathbf{k}}$$
$$= I_{zz} \vec{\omega}$$

## **Moment of Inertia**

- $\blacksquare$   $I_{zz}$  is called moment of inertia.
- purely geometrical quantity. Does not depend on motion.
- For continuous bodies

$$I_{zz} = \int (x^2 + y^2) dm$$
$$= \int (x^2 + y^2) \rho dv$$

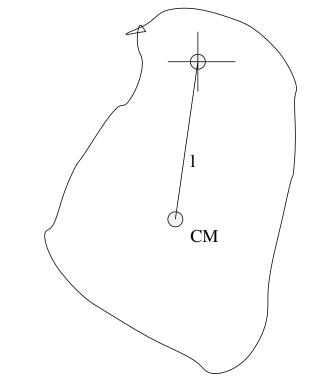
## **Examples**



Angular Momentum  $L_z = m(l_1^2 + l_2^2)\omega\sin^2\theta$ 

### **Parallel Axis Theorem**

Let I be MI of a body about an axis. The distance of CM from the axis be l. If  $I_0$  is MI of the body about an axis that is parallel to the original axis but passing through CM of the body, then



 $I = I_0 + Ml^2$ 

## **Dynamics of Rotation**

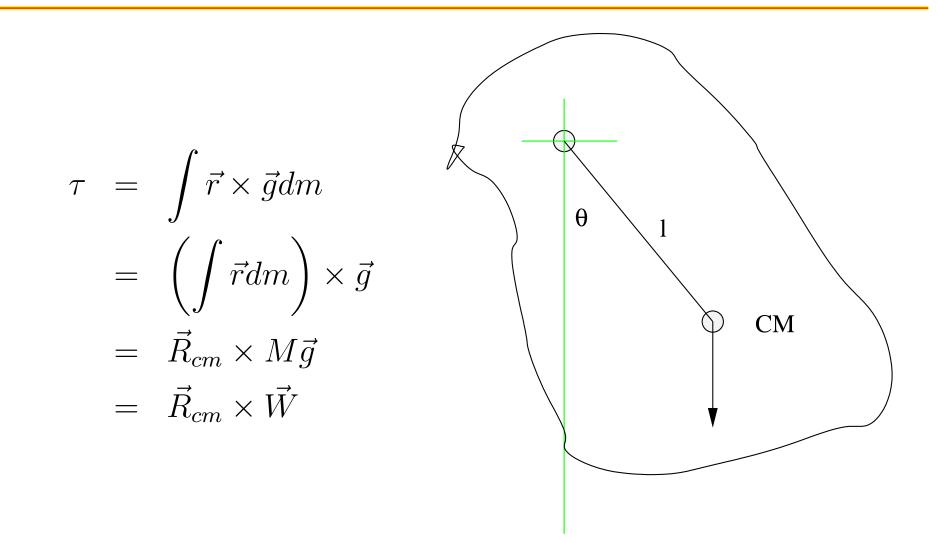
In case of fixed axis,  $L_z = I_{zz}\omega$ , hence

$$\tau_z = \frac{dL_z}{dt}$$
$$= I\frac{d\omega}{dt}$$
$$= I\alpha$$

The kinetic energy of such rotation is

$$K = \frac{1}{2} \sum m_i v_i^2$$
$$= \frac{1}{2} I w^2$$

### **Physical Pendulum**



## **Physical Pendulum**

$$I\frac{d\omega}{dt} = \vec{R}_{cm} \times \vec{W}$$
$$I\ddot{\theta} = -mgl\sin\theta \approx -mgl\theta$$
$$\Rightarrow \theta = A\sin(\Omega t + \phi)$$

The time period of oscillations

$$T = \frac{2\pi}{\Omega} = \sqrt{\frac{I}{lmg}} = \sqrt{\frac{k^2 + l^2}{gl}}$$

## **Physical Pendulum**

