

CH. 1 - ROTATIONAL DYNAMICS

By - Tarendera Rohangdale

Introduction

circular motion $\Rightarrow$ Circular motion is a movement of an object along the circumference of a circle or rotation along a circular path.

eg. i) Earth revolve around the sun. ii) Electron revolve around nucleus.

Characteristics of Circular motion

1. **It is an accelerated motion**: As the direction of velocity changes at every instant, it is an accelerated motion.
2. **It is a periodic motion**: During the motion, the particles repeats its path along the same trajectory. Thus, the motion is periodic.

Kinematics of Circular motion

	Linear	Angular
displacement	s	θ
velocity	$v = \frac{ds}{dt}$	$\omega = \frac{d\theta}{dt}$
Acceln	$a = \frac{dv}{dt}$	$\alpha = \frac{d\omega}{dt}$

Relation between linear and angular term $\Rightarrow$

$$\begin{aligned} s &= r\theta \\ v &= r\omega \\ a &= r\alpha \end{aligned} \rightarrow \text{Axial vector}$$

$$\alpha = \frac{d\omega}{dt} = \frac{\omega_2 - \omega_1}{t}$$

$$T = \frac{2\pi}{\omega}$$

But, $\omega = 2\pi n$ or $\omega = \frac{2\pi}{T}$ Frequency.

Relation between angular velocity & Frequency.

$$\alpha = \frac{2\pi n_2 - 2\pi n_1}{t}$$

$$\alpha = \frac{2\pi (n_2 - n_1)}{t}$$

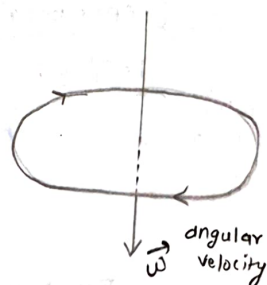
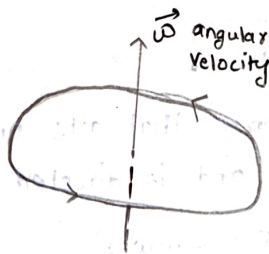


Fig: Direction of Angular velocity.

Period: The time taken by particle performing UCM to complete one revolution is called period.

Frequency: The no. of revolutions performed by particle performing UCM in unit time is called as Frequency of revolution.
 $\rightarrow$ Reciprocal of period.

mcs $\Rightarrow$ circular motion में acceleration constant नहीं होता।

Uniform circular motion $\boxed{\text{acceleration} \neq 0}$

Define $\Rightarrow$ During circular motion if the speed of the particle remains constant, it is called UCM. *only magnitude.*

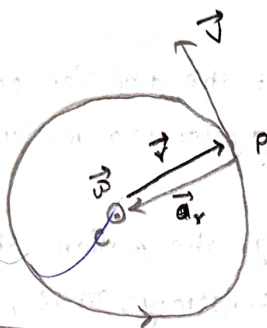
Centripetal acceleration

Only the direction of its velocity changes at every instant in such a way that the velocity is always tangential to the path.

$$a = \frac{v^2}{r} = \omega^2 r = v\omega$$

$$\vec{a} = -\omega^2 \vec{r} \rightarrow \text{vector form.}$$

⊙ out ward
⊗ In ward



$\hookrightarrow$ centripetal accelⁿ
radial accelⁿ

Fig: Direction of linear velocity & acceleration

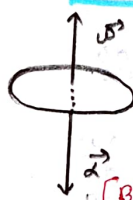
- The accelⁿ of particle performing UCM is directed towards the centre and along the radius of circular path is called as centripetal accelⁿ.

Non-Uniform circular motion

Define $\Rightarrow$ Non-UCM is a circular motion when the speed of the body doesn't remain constant.



[Body speed up]



[Body speed down]

Fig: Direction of angular acceleration.

Centripetal Force

Characteristics. (next pg.)

Define $\Rightarrow$ A Force that acts on a body moving in a circular path and is directed towards the centre of the circle.

किसीके कणों
तयार होता है.
(original force
नहीं है.).

$$\text{CPF} = -m\omega^2 \vec{r}$$

$\hookrightarrow$ Vector form

$$\text{CPF} = \frac{mv^2}{r} = mr\omega^2 = mv\omega$$

$\hookrightarrow$ Magnitude form

Ex $\Rightarrow$ 1. Planets orbiting around the sun.

2. A car moving along a curve road.

Tangential acceleration:

- The accelⁿ responsible for changing the magnitude of velocity is directed along or opposite to the velocity, hence always tangential and is called as tangential acceleration. $[\vec{a}_t]$.

$$\vec{a}_t = r\alpha$$

Centrifugal Force

Define → Centrifugal Force is a pseudo Force in a circular motion which acts along the radius and is directed away from the centre of the circle.

$$CFF = + m \vec{r} \omega^2$$

↳ vector form.

$$CFF = \frac{Mv^2}{r} = Mr\omega^2 = mv\omega$$

↳ In magnitude

- Ex** →
1. weight of an object at the poles and on the equator.
 2. A bike making a turn.
 3. Vehicle driving around a curve.

Characteristics of centrifugal force:

- always directed away from the centre
- it is not a real force.
- experienced in the

Applications of UCM

① Vehicle along a Horizontal circular Track :- 2m

$$N = mg \quad \text{--- ①}$$

$$F_s = \frac{mv^2}{r} \quad \text{--- ②}$$

② by ①

$$\frac{F_s}{N} = \frac{mv^2/r}{mg}$$

$$\frac{F_s}{N} = \frac{v^2}{rg}$$

but,

$$\mu_s = \frac{F_s}{N}$$

$$\mu_s = \frac{v^2}{rg}$$

$$v^2 = \mu_s rg$$

$$v_{\max} = \sqrt{\mu_s rg}$$

where, μ_s = coefficient of friction
 r = Radius of curve road.

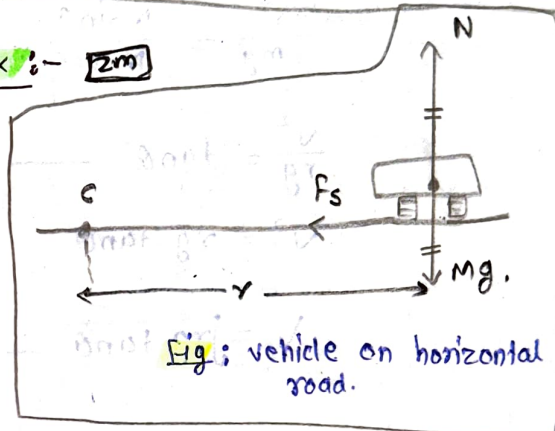


Fig: vehicle on horizontal road.

② Well (or wall) of Death (मौल का कुआँ) :-

$$N = \cancel{mv^2} = \frac{mv^2}{r} \quad \text{--- ①}$$

$$F_s = Mg \quad \text{--- ②}$$

$$F_s \leq \mu_s N$$

$$Mg = \mu_s \frac{mv^2}{r}$$

$$\frac{rg}{\mu_s} = v^2$$

$$v_{\min} = \sqrt{\frac{rg}{\mu_s}}$$

- i) Normal reaction N acting horizontally & toward the centre
- ii) Weight mg , acting vertically downward.
- iii) Force of static friction F_s , acting vertically upwards between vertical wall and the tyres.

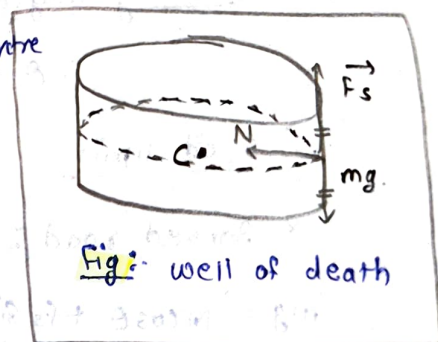


Fig: well of death

3mp ③ Vehicle on a Banked Road $\Rightarrow$ (3m/4m)

Banking of roads: The phenomenon in which the edges are raised for the curved roads above the inner edge to provide the necessary centripetal force to the vehicles so that they take a safe turn.

$$N \cos \theta = mg \quad \text{--- ①}$$

$$N \sin \theta = \frac{mv^2}{r} \quad \text{--- ②}$$

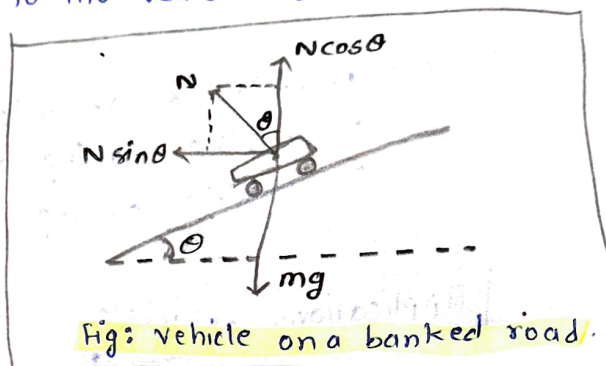
Divide equation ② by ①

$$\frac{\cancel{m}v^2}{\cancel{m}g} = \frac{\cancel{m} \sin \theta}{\cancel{m} \cos \theta}$$

$$\frac{v^2}{rg} = \tan \theta \quad \text{--- ③}$$

$$v^2 = rg \tan \theta$$

$$V_s = \sqrt{rg \tan \theta} \quad \text{--- ④}$$



From equation ③

$$\frac{v^2}{rg} = \tan \theta$$

$$\theta = \tan^{-1} \left(\frac{v^2}{rg} \right)$$

where, θ = banking angle

① Most safe speed $\Rightarrow$

$$V_s = \sqrt{rg \tan \theta}$$

② Banking angle $\Rightarrow$

$$\theta = \tan^{-1} \left(\frac{v^2}{rg} \right)$$

③ Speed limit

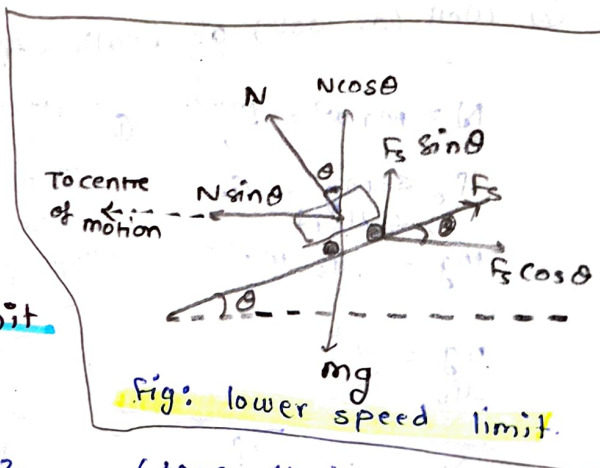
2m * Banked road: lower speed limit

$$mg = N \cos \theta + F_s \sin \theta \quad \text{--- ①}$$

$$\frac{mv^2}{r} = N \sin \theta - F_s \cos \theta \quad \text{--- ②}$$

② by ① and also divide by $N \cos \theta$, we get

$$\frac{v^2}{rg} = \frac{\tan \theta - \mu_s}{1 + \mu_s \tan \theta}$$



$$v^2 = rg \left(\frac{\tan \theta - \mu_s}{1 + \mu_s \tan \theta} \right)$$

$$V_{\min} = \sqrt{rg \left(\frac{\tan \theta - \mu_s}{1 + \mu_s \tan \theta} \right)}$$

* Banked road : Upper speed limit

$$Mg + F_s \sin \theta = N \cos \theta$$

$$mg = N \cos \theta - F_s \sin \theta \quad \text{--- ①}$$

$$\frac{mv^2}{r} = N \sin \theta + F_s \cos \theta \quad \text{--- ②}$$

② by ① and also divide by $N \cos \theta$, we get

$$\frac{v^2}{rg} = \frac{\tan \theta + \mu_s}{1 - \mu_s \tan \theta}$$

$$v^2 = rg \left(\frac{\tan \theta + \mu_s}{1 - \mu_s \tan \theta} \right)$$

$$V_{\max} = \sqrt{rg \left(\frac{\tan \theta + \mu_s}{1 - \mu_s \tan \theta} \right)}$$

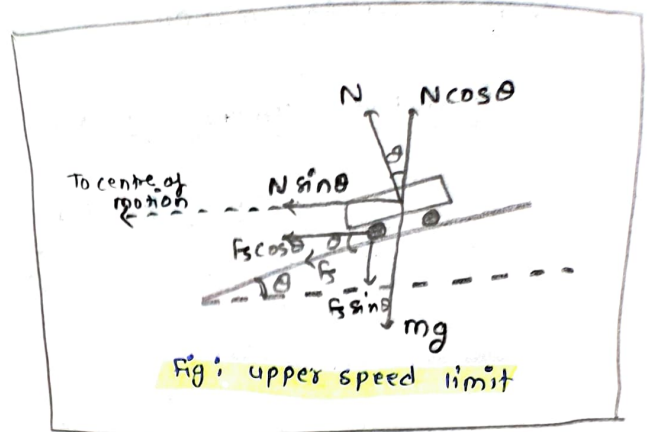


Fig: upper speed limit

Conclusion

$$V_{\min} = \sqrt{rg \left(\frac{\tan \theta - \mu_s}{1 + \mu_s \tan \theta} \right)}$$

$$V_{\max} = \sqrt{rg \left(\frac{\tan \theta + \mu_s}{1 - \mu_s \tan \theta} \right)}$$

when,

$$\mu_s = 0$$

$$V_s = \sqrt{rg \tan \theta}$$

Imp

$$\sin 37^\circ = \frac{3}{5}$$

$$\cos 37^\circ = \frac{4}{5}$$

$$\tan 37^\circ = \frac{3}{4}$$

Imp ④ Conical pendulum $\rightarrow$ 3m/4m

Define $\rightarrow$ String moves along the surface of a right circular cone of vertical axis and the point object performs a (practically) uniform horizontal circular motion. In such a case the system is called a conical pendulum.

$\rightarrow$ Reciprocal of Time period.

$$T \cos \theta = mg \quad \text{--- ①}$$

$$T \sin \theta = m r \omega^2 \quad \text{--- ②}$$

② by ①

$$\frac{m r \omega^2}{m g} = \frac{T \sin \theta}{T \cos \theta}$$

$$\frac{r \omega^2}{g} = \tan \theta$$

$$\omega = \sqrt{\frac{g \tan \theta}{r}}$$

period (T): Time taken by bob to complete one revolution called as period.

$$\therefore T = \frac{2\pi}{\omega}$$

$$T = \frac{2\pi}{\sqrt{\frac{g \tan \theta}{r}}}$$

From ΔCBA

$$\sin \theta = \frac{r}{L}$$

$$r = L \sin \theta$$

$$\therefore T = \frac{2\pi}{\sqrt{\frac{g \sin \theta}{\cos \theta} \cdot \frac{L \sin \theta}{L \sin \theta}}}$$

$$T = \frac{2\pi}{\sqrt{g/L \cos \theta}}$$

$$T = 2\pi \sqrt{\frac{L \cos \theta}{g}}$$

Frequency (n)

$$= \frac{1}{T}$$

$$n = \frac{1}{2\pi} \sqrt{\frac{g}{L \cos \theta}}$$

where,

T_0 = Tension

T = period

L = length of the string

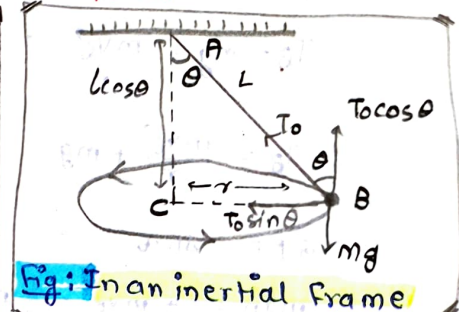


Fig: In an inertial Frame

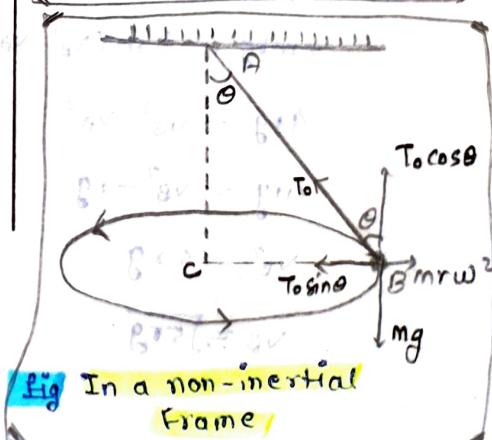


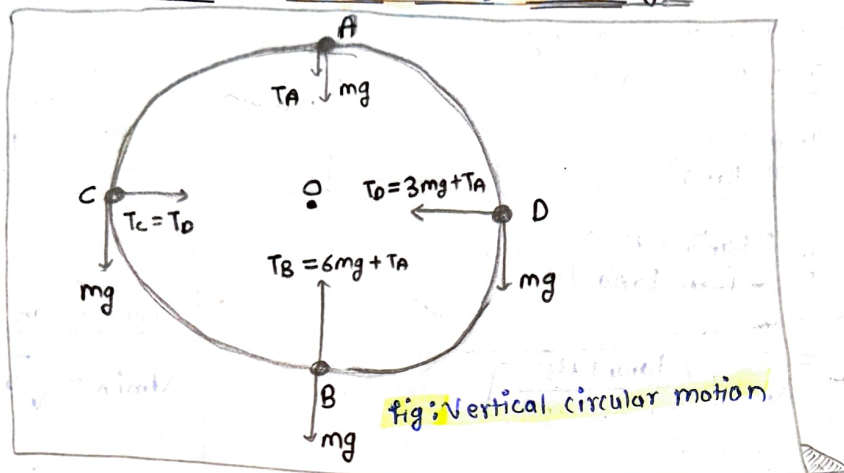
Fig: In a non-inertial Frame

Vertical circular motion

2m

Imp* Point mass undergoing vertical circular motion Under gravity:

Case-I:- Mass tied to a string



Uppermost position (A) $\Rightarrow$

$$T_A + mg = \frac{mv_A^2}{r} \quad \text{--- (1)}$$

$$T_A = \frac{mv_A^2}{r} - mg$$

If, $T_A = 0$

$$0 + mg = \frac{mv_A^2}{r}$$

$$v_A^2 = rg$$

$\rightarrow$ minimum speed of uppermost position.

$$v_A = \sqrt{rg} \quad \rightarrow \text{highest position.}$$

Imp:

Tension (CPF) $\rightarrow$ Direction
weight (mg) $\Rightarrow$ speed change

Lowermost position (B) $\Rightarrow$

$$T_B - mg = \frac{mv_B^2}{r}$$

$$T_B = \frac{mv_B^2}{r} + mg$$

G.P.E = Δ K.E

$$mgh = \frac{1}{2}mv_B^2 - \frac{1}{2}mv_A^2$$

$$2mgr = \frac{1}{2}m(v_B^2 - v_A^2)$$

$$4rg = v_B^2 - v_A^2$$

$$4rg = v_B^2 - rg$$

$$v_B^2 = 5rg$$

$$v_B = \sqrt{5rg}$$

Now,

$$T_B - T_A = \frac{mv_B^2}{r} + mg - \frac{mv_A^2}{r} + mg$$

$$T_B - T_A = \frac{m}{r}(5rg - rg) + 2mg$$

$$T_B - T_A = \frac{m}{r} \times 4rg + 2mg$$

$$T_B - T_A = 4mg + 2mg$$

$$T_B - T_A = 6mg$$

34x se jind 20th
aati PE convert
ETD KE h.

KE jind 20th se
than 34x

→ energy conservation $\Rightarrow$

Position when the string is horizontal (C and D) $\Rightarrow$

$$T_C - T_A = T_D - T_A = 3mg$$

$$(V_C)_{\min} = (V_D)_{\min} = \sqrt{3rg}$$

Imp: mass tied to a string.

$$T_{\text{any position}} = \frac{mv_p^2}{r} + mg \cos \theta$$

$$V_{\text{any position}} = \sqrt{rg(3 + 2 \cos \theta)}$$

Case - II: - Mass tied to a rod

→ lowermost position.

$$V_B = \sqrt{4rg}$$

$$T_B - T_A = 6mg$$

$$(V_{\min}) \text{ at the rod horizontal position} = \sqrt{2rg}$$

* Sphere of Death: (मृत्यु गोल)

- Force due to tension T is replaced by the normal reaction force N .

* Vehicle at the top of a convex over-bridge: $[2m/3m]$

$$mg - N = \frac{mv^2}{r}$$

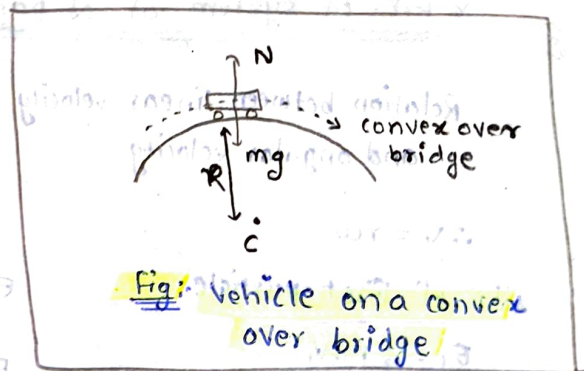
If $N = 0$

$$mg = \frac{mv^2}{r}$$

$$v^2 = rg$$

$$V_{\max} = \sqrt{rg}$$

As the speed is ↑, N goes on decreasing. Normal reaction is an indication of contact.



Q. Define moment of inertia gives its SI unit and dimension?

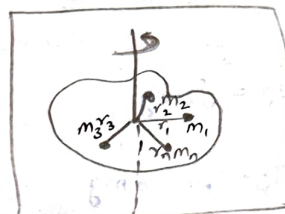
Smp **Moment of Inertia** $[2ml^2m]$

Statement $\Rightarrow$ Moment of inertia is defined as the quantity expressed by the body resisting angular acceleration which is the sum of the product of the mass of every particle with its square of a distance from the axis of rotation.

$$I = MR^2$$

$$\therefore I = m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2$$

$$I = \sum_{i=1}^n m_i r_i^2$$



SI unit :- $kg m^2$

Dimension :- $[M^1 L^2 T^0]$

	Linear	Angular
	s	θ
	v	ω
	a	α
mass	m	I
force	$F = ma$	$\tau = I\alpha$ $\rightarrow$ Torque
momentum	$P = mv$	$L = I\omega$
kinetic energy	$KE = \frac{1}{2}mv^2$	$(KE)_{\text{rot}} = \frac{1}{2}I\omega^2$

Smp * k.E. of system of N particles :- (k.E. of rotating body).

Relation between linear velocity and angular velocity

$$\therefore v = r\omega$$

$\Rightarrow$ k.E. of First particle

$$E_1 = \frac{1}{2} m_1 v_1^2$$

$$E_1 = \frac{1}{2} m_1 r_1^2 \omega^2$$

$\Rightarrow$ k.E. of 2nd particle

$$E_2 = \frac{1}{2} m_2 r_2^2 \omega^2$$

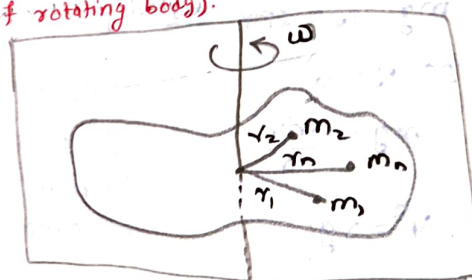
$\Rightarrow$ k.E. of nth particles

$$E_n = \frac{1}{2} m_n r_n^2 \omega^2$$

Now, k.E.

$\Rightarrow$ Total Energy of body,

$$E = E_1 + E_2 + \dots + E_n$$



$$E = \frac{1}{2} m_1 r_1^2 \omega^2 + \frac{1}{2} m_2 r_2^2 \omega^2 + \dots + \frac{1}{2} m_n r_n^2 \omega^2$$

$$E = \frac{1}{2} [m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2] \omega^2$$

we know,

$$I = m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2$$

$$\therefore E = \frac{1}{2} I \omega^2$$

$$\text{where, } \omega = 2\pi n$$

$$\omega = \frac{2\pi}{T}$$

$\Rightarrow$ k.E. of rotating body

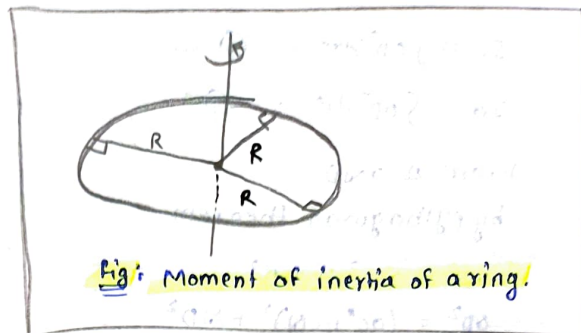
SI unit $\Rightarrow$ Joule (J)

Dimension $\Rightarrow [M^1 L^2 T^{-2}]$

Consider a particle of masses, $m_1, m_2, \dots, m_n$ and situated distances, $r_1, r_2, \dots, r_n$ resp.

* Moment of inertia of a uniform ring :-

$$I_0 = MR^2$$



* Moment of inertia of a uniform Disc :-

Surface density is,

$$\sigma = \frac{M}{A} = \frac{\text{mass}}{\text{Area}}$$

$$\sigma = \frac{M}{\pi R^2}$$

Small element.
 $A = 2\pi r dr$ $\sigma = \frac{dM}{dA}$

$$\therefore \sigma = \frac{dM}{2\pi r dr}$$

$$dM = 2\pi \sigma r dr$$

now,

$$I_0 = \int_0^R dI = \int_0^R dM r^2$$

$$I = \int_0^R 2\pi \sigma r dr r^2$$

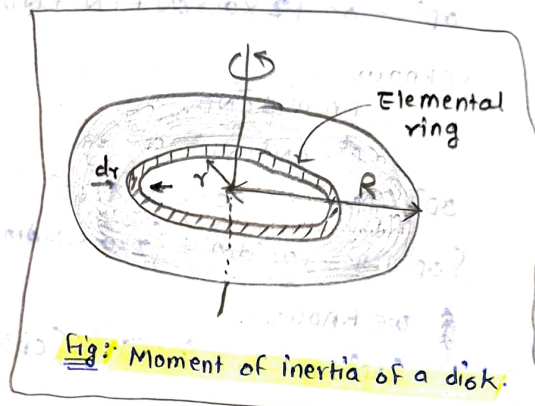
$$I = 2\pi \sigma \int_0^R r^3 dr$$

$$I = 2\pi \sigma \left[\frac{r^4}{4} \right]_0^R$$

$$I = \frac{2\pi \sigma}{4} [R^4 - 0^4]$$

$$I = \frac{2\pi \sigma}{4} R^4$$

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



Instead of radius
Diameter $\times \frac{1}{4}$

$$I_d = \frac{MR^2}{4}$$

Imp

Radius of Gyration 2m

statement: The distance from the axis of rotation to a point where total mass of any body is supposed to be concentrated, so that the moment of inertia about the axis may remain same.

defn:

- It is actually perpendicular distance from point mass to the axis of rotation.

$$I = mk^2$$

SI unit: metre (m)

$$k = \sqrt{\frac{I}{M}}$$

Dimension: $[M^0 L^2 T^0]$

physical significance:

- If the particles of a body are distributed close to the axis, the MI is less, and hence k is less.
 - If particles are distributed away from the axis of rotation, the MI more, hence k is more.
- Thus k is a measure of distribution of mass of a body about the given axis of rotation.

Imp

Theorem of parallel axes

3m/4m

$$I_c = \int r^2 dm \quad \text{--- (1)}$$

$$I_o = \int r_o^2 dm \quad \text{--- (2)}$$

From ΔOND ,

by pythagoras theorem,

$$OD^2 = ON^2 + ND^2$$

$$OD^2 = (OC + CN)^2 + ND^2$$

$$OD^2 = OC^2 + 2 \times OC \times CN + CN^2 + ND^2$$

we know,

From ΔCND ,

$$CD^2 = CN^2 + ND^2$$

$$OD^2 = OC^2 + 2 \times OC \times CN + CD^2$$

taking integration on both side.

$$\int OD^2 dm = \int OC^2 dm + \int 2 \times OC \times CN dm + \int CD^2 dm$$

we know,

$$\int OD^2 dm = I_o, \quad OC = h, \quad \int CD^2 dm = I_c$$

$$I_o = \int h^2 dm + 2 \int h \times CN dm + I_c$$

$$I_o = h^2 \int dm + 2h \int CN dm + I_c$$

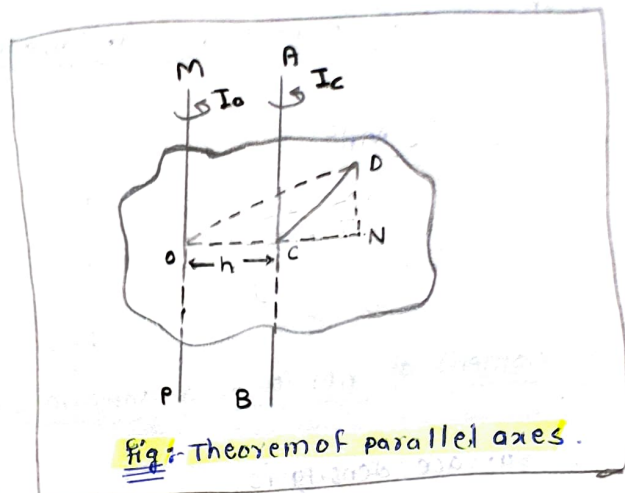


Fig: Theorem of parallel axes.

we know,

$$\int dm = M \quad \text{and} \quad \int CN dm = 0$$

$$I_o = Mh^2 + 2h \times 0 + I_c$$

$$I_o = I_c + Mh^2$$

where,

I_o = MI of body on axis.

I_c = MI of body passing through centre.

h = distance betn two parallel axes.

Statement $\Rightarrow$ The moment of inertia of an object about any axis is the sum of its moment of inertia about an axis parallel to the given axis, and passing through the centre of mass and the product of the mass of the object and the square of the distance betn the two axes.

Imp

Theorem of perpendicular axes

3m/4m

$$I_x = \int y^2 dm \quad \text{--- (1)}$$

$$I_y = \int x^2 dm \quad \text{--- (2)}$$

$$I_z = \int z^2 dm \quad \text{--- (3)}$$

Adding eqn (1) & (2)

$$I_x + I_y = \int y^2 dm + \int x^2 dm$$

$$I_x + I_y = \int (x^2 + y^2) dm$$

$$I_x + I_y = \int z^2 dm \quad \text{--- [From } \Delta ONP \text{]}$$

$$I_x + I_y = I_z \quad \text{--- From (3)}$$

$$I_z = I_x + I_y$$

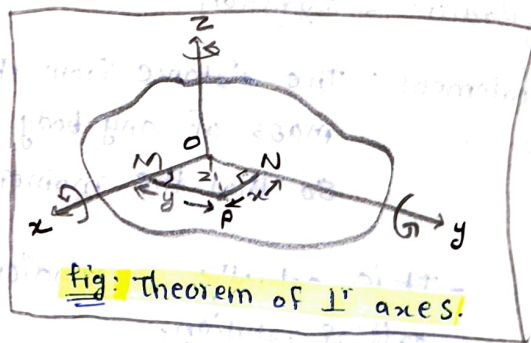


Fig: Theorem of $\perp$ axes.

statement $\Rightarrow$ The moment of inertia of a lamina object about an axis $\perp$ to its plane is the sum of its moment of inertia about two mutually $\perp$ axes in its plane, all the three axes being concurrent.

Angular momentum OR Moment of Linear momentum 2.7

Statement $\Rightarrow$ The property of any rotating object given by moment of inertia times angular velocity.

$L = I \omega$
 $m I$ of body

$\vec{L} = \vec{r} \times \vec{p}$
angular velocity.

$L = r p \sin \theta$
cross product.

SI unit $\Rightarrow \text{m kg m/s} \Rightarrow \text{kg m}^2/\text{s}$

Dimension $\Rightarrow [M^1 L^2 T^{-1}]$

$\rightarrow$ Relation between linear momentum and angular momentum.

* Expression For Angular momentum in Terms of Moment of Inertia :-

Relation between linear velocity and angular velocity,

$\therefore v = r \omega$

$p = m v \quad \therefore p = m r \omega$
linear momentum.

Angular momentum of 1st particle

$\therefore L_1 = r_1 m_1 v_1 \omega \quad \text{-----} [\because L = p r]$
Relation between linear momentum and angular momentum.

$\therefore L_1 = m_1 r_1^2 \omega$

Angular momentum of 2nd particle

$\therefore L_2 = m_2 r_2^2 \omega$

now,

Angular momentum of n^{th} particle.

$\therefore L_n = m_n r_n^2 \omega$

Total angular momentum is,
of a body.

$L = L_1 + L_2 + \dots + L_n$

$L = m_1 r_1^2 \omega + m_2 r_2^2 \omega + \dots + m_n r_n^2 \omega$

3m/4m

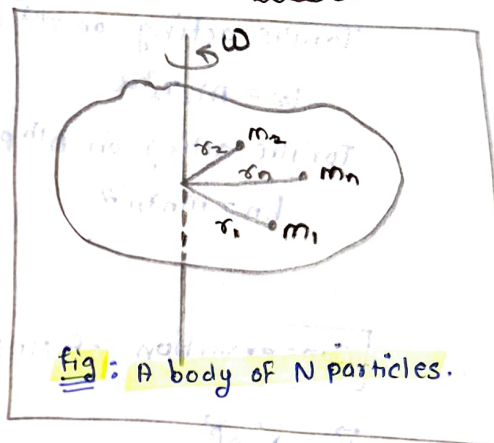


Fig: A body of N particles.

$L = [m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2] \omega$

since,

$I = m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2$

$\therefore L = I \omega$

$\Rightarrow$ Angular momentum in terms of moment of inertia.

Amount of force
position of force
Angle.
depends on.

$$\tau = I\alpha$$

Imp

Expression For Torque in Terms of Moment of Inertia

Relation between linear acceleration and angular acceleration

$$a = r\alpha$$

Force acting on a particle,

$$F = ma \therefore F = mr\alpha$$

$$\therefore \tau = rF$$

Torque acting on a 1st particle

$$\tau_1 = F_1 r_1 \therefore \tau_1 = m_1 r_1 a r_1$$

$$\tau_1 = m_1 r_1^2 \alpha$$

⇒ Torque acting on 2nd particle

$$\tau_2 = m_2 r_2^2 \alpha$$

⇒ Torque acting on nth particle

$$\tau_n = m_n r_n^2 \alpha$$

3m

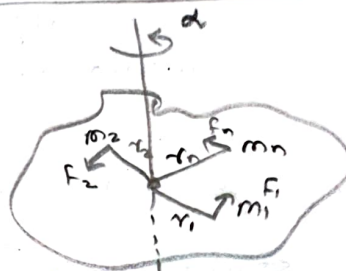


fig: Rigid rotating object

Total Torque acting on a body,

$$\tau = \tau_1 + \tau_2 + \dots + \tau_n$$

$$\tau = m_1 r_1^2 \alpha + m_2 r_2^2 \alpha + \dots + m_n r_n^2 \alpha$$

$$\tau = [m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2] \alpha$$

$$\tau = I \alpha$$

Conservation of Angular Momentum

2m 13m

State

$$\vec{L} = \vec{r} \times \vec{p} \quad \text{Angular momentum}$$

$$\frac{d\vec{L}}{dt} = \frac{d}{dt} (\vec{r} \times \vec{p})$$

$$\frac{d\vec{L}}{dt} = \vec{r} \times \frac{d\vec{p}}{dt} + \frac{d\vec{r}}{dt} \times \vec{p}$$

Newton's law

but, $\vec{F} = \frac{d\vec{p}}{dt}$ and $\frac{d\vec{r}}{dt} = \vec{v}$

$$\frac{d\vec{L}}{dt} = \vec{r} \times \vec{F} + \vec{v} \times (m\vec{v})$$

$$\frac{d\vec{L}}{dt} = \vec{r} \times \vec{F} + m(\vec{v} \times \vec{v})$$

we know,

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

$$\therefore \vec{v} \times \vec{v} = v v \sin 0 = 0$$

$$\frac{d\vec{L}}{dt} = \vec{\tau} + 0$$

angular momentum

$$\vec{\tau} = \frac{d\vec{L}}{dt} = 0$$

$$\therefore \vec{L} = \text{constant}$$

$$\vec{\tau} = 0$$

$$\frac{d\vec{L}}{dt} = 0$$

Statement

Principle: If no resultant external torque acts on a rotating body, then its angular momentum is conserved.

Rolling motion

Define: A motion is said to be rolling motion if a body possess both linear motion and rotational motion.

Rolling motion = translation motion + rotating motion.

$$\Rightarrow (KE)_{\text{Rolling}} = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2$$

$$\Rightarrow (KE)_{\text{Rolling}} = \frac{1}{2}mv^2 \left(1 + \frac{k^2}{R^2}\right)$$

$$\Rightarrow (KE)_{\text{Rolling}} = \frac{1}{2}m\omega^2 (R^2 + k^2)$$

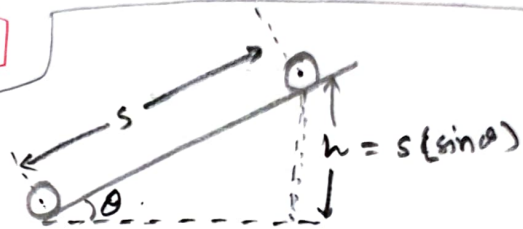


Fig: Rolling along an incline

* Linear acceleration and speed while pure rolling Down an inclined plane:

$$PE = (KE)_{\text{rolling}}$$

$$mgh = \frac{1}{2}mv^2 \left(1 + \frac{k^2}{R^2}\right)$$

$$\frac{2gh}{1 + \frac{k^2}{R^2}} = v^2$$

$$\Rightarrow v = \sqrt{\frac{2gh}{1 + \frac{k^2}{R^2}}} \rightarrow \text{Velocity.}$$

we know,

$$2as = v^2 - u^2 \quad \text{--- [3rd kinematical eqn.]} \quad [v^2 = u^2 + 2as]$$

$$2a \times \frac{h}{\sin\theta} = \frac{2gh}{\left(1 + \frac{k^2}{R^2}\right)} - 0$$

$u \rightarrow$ initial velocity.
 $v \rightarrow$ final velocity.
 $s \rightarrow$ displacement.
--- [$s = \frac{h}{\sin\theta}$]

$$a = \frac{g \sin\theta}{\left(1 + \frac{k^2}{R^2}\right)} \rightarrow \text{acceleration.}$$

Imp

Centripetal force	Centrifugal force.
- It is always <u>directed towards</u> the <u>centre of circle</u> along the <u>radius</u>. - It arises in an <u>inertial</u> frame of reference. - It is a <u>real force</u>.	- It is always <u>directed away from</u> the <u>centre of circle</u> along the <u>radius</u>. - It arises in an <u>non-inertial</u> frame of reference. - It is an <u>imaginary force</u>.

$$\left. \begin{aligned} v &= u + at \\ s &= ut + \frac{1}{2}at^2 \\ v^2 &= u^2 + 2as \end{aligned} \right\} \text{Kinematical equations.}$$