

Angular Momentum

Angular momentum

$$\vec{L}_Q = \vec{r}_Q \times \vec{p}$$

$$= (\vec{r}_Q \times \vec{u}) m$$

$$|\vec{L}_Q| = m u r_Q \sin \theta$$

$r_{Q\perp}$

$$L_C = 0$$

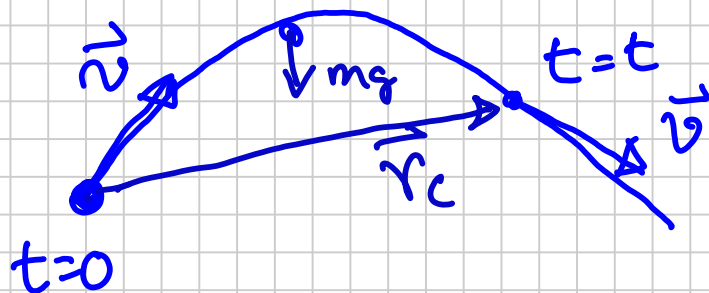
Angular momentum is not intrinsic property

at $t=0$

$$\vec{L}_C = 0$$

at $t=t$

$$L_C \neq 0$$



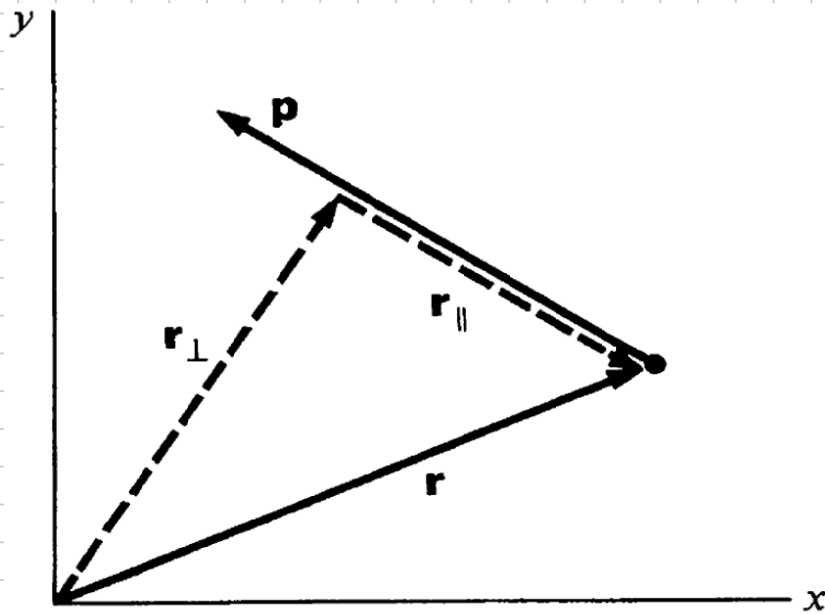
How to calculate \vec{L}_0 Resolve into components

$$\mathbf{r} = \mathbf{r}_\perp + \mathbf{r}_\parallel$$

$$\begin{aligned} \mathbf{L} &= \mathbf{r} \times \mathbf{p} = (\mathbf{r}_\perp + \mathbf{r}_\parallel) \times \mathbf{p} \\ &= (\mathbf{r}_\perp \times \mathbf{p}) + \underbrace{(\mathbf{r}_\parallel \times \mathbf{p})} \\ &= \mathbf{r}_\perp \times \mathbf{p}, \end{aligned}$$

$$\mathbf{r}_\parallel \times \mathbf{p} = 0$$

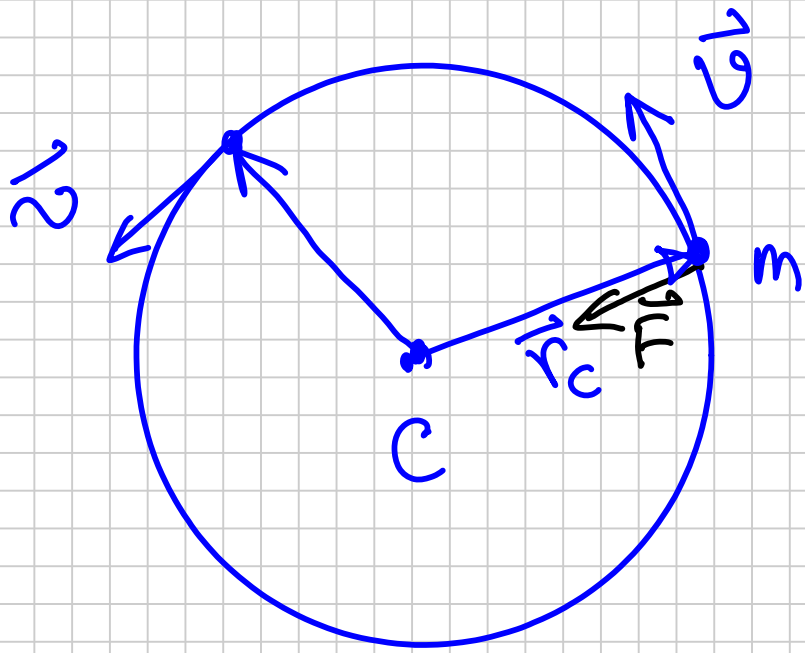
$$L_z = |\mathbf{r}_\perp| |\mathbf{p}|$$



$$\vec{L} = \vec{r} \times \vec{p}$$

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x & y & z \\ p_x & p_y & p_z \end{vmatrix} = ?$$

Change in angular momentum!



$$|\vec{L}_c| = m |\vec{r}_c \times \vec{v}|$$

$$= m r_c v$$

$$\vec{L}_c = \vec{r}_c \times \vec{p}$$

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

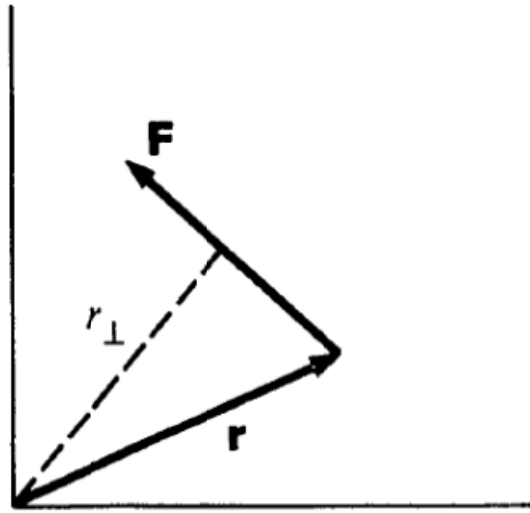
$$= \vec{r}_c \times \frac{d\vec{p}}{dt} = \vec{r}_c \times \vec{F}$$

$$\frac{d\vec{L}_c}{dt} = \vec{r}_c \times \vec{F} = \tau \quad \text{"TORQUE"}$$

Torque

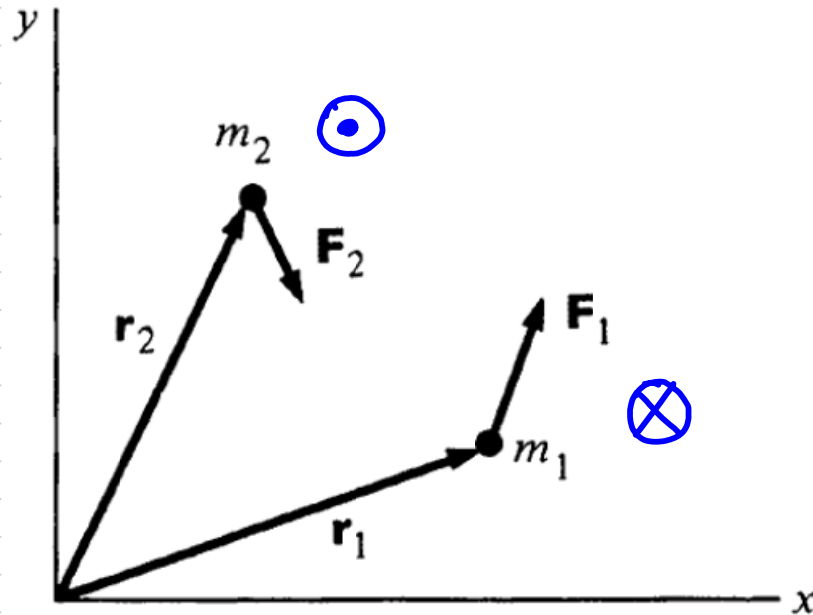
$$\vec{\tau} = \vec{r} \times \vec{F}$$

$$|\tau| = |\mathbf{r}_{\perp}| |\mathbf{F}|$$



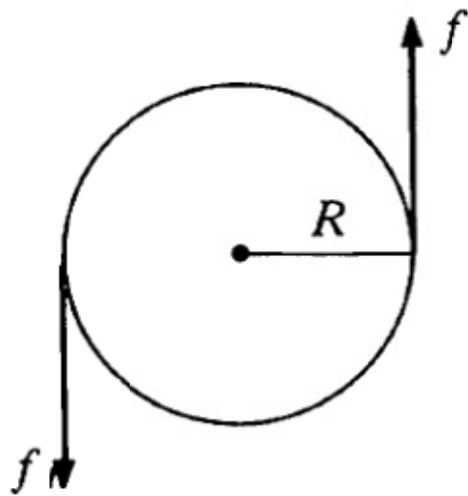
$$\tau = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x & y & z \\ F_x & F_y & F_z \end{vmatrix}$$

All forces
in xy plane!

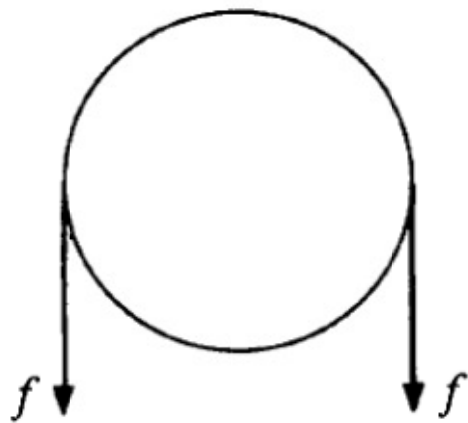


Torque (τ) }
Force (F) } Two different quantities.

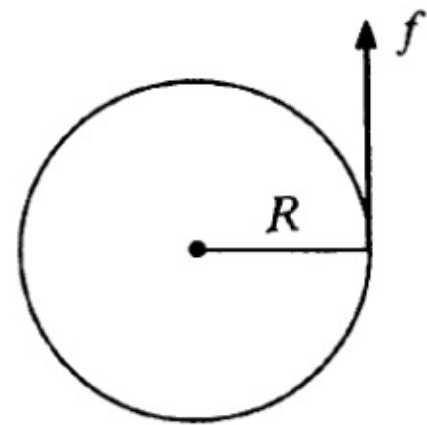
Net force = 0 Torque may not be zero
Net force \neq 0 Torque can be zero



$$\tau = 2Rf$$
$$F = 0$$

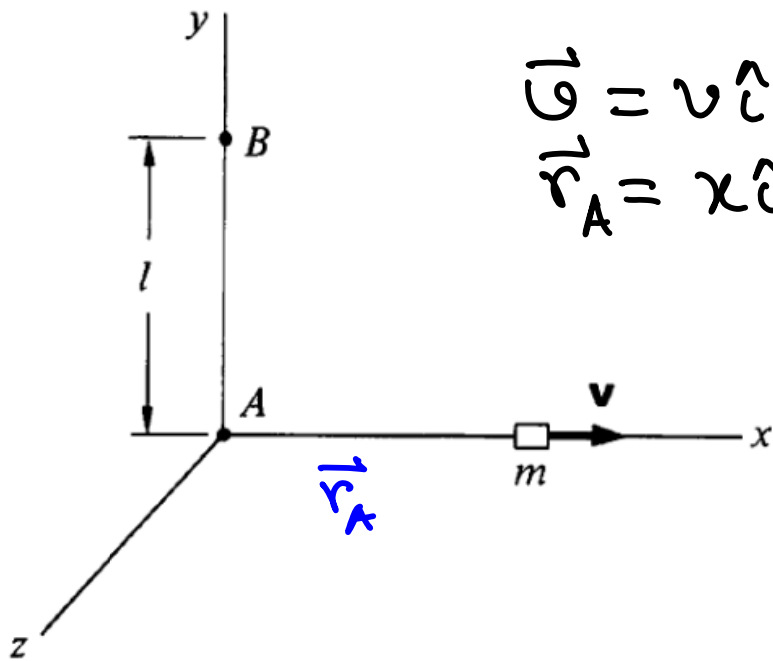


$$\tau = 0$$
$$F = 2f$$



$$\tau = Rf$$
$$F = f$$

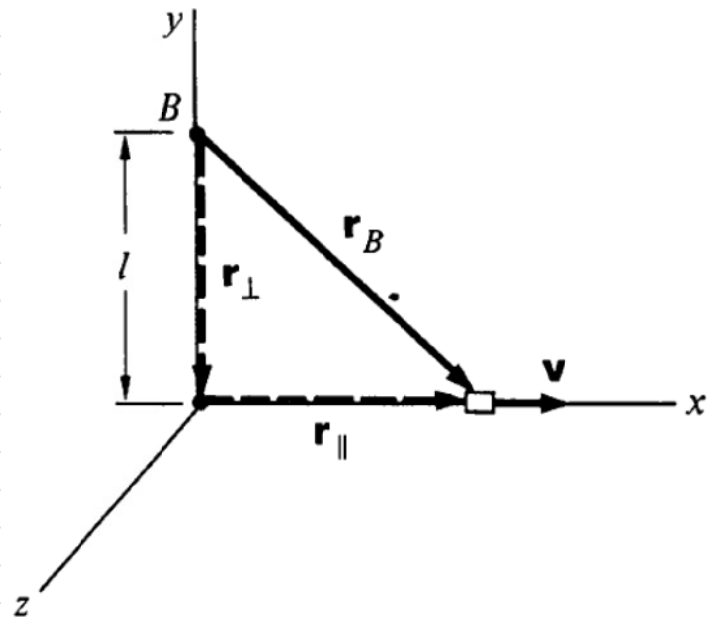
Angular momentum of a sliding block: No friction!



$$\vec{r}_A \parallel \vec{v}$$

$$\vec{L}_A = m \vec{r}_A \times \vec{v} = 0$$

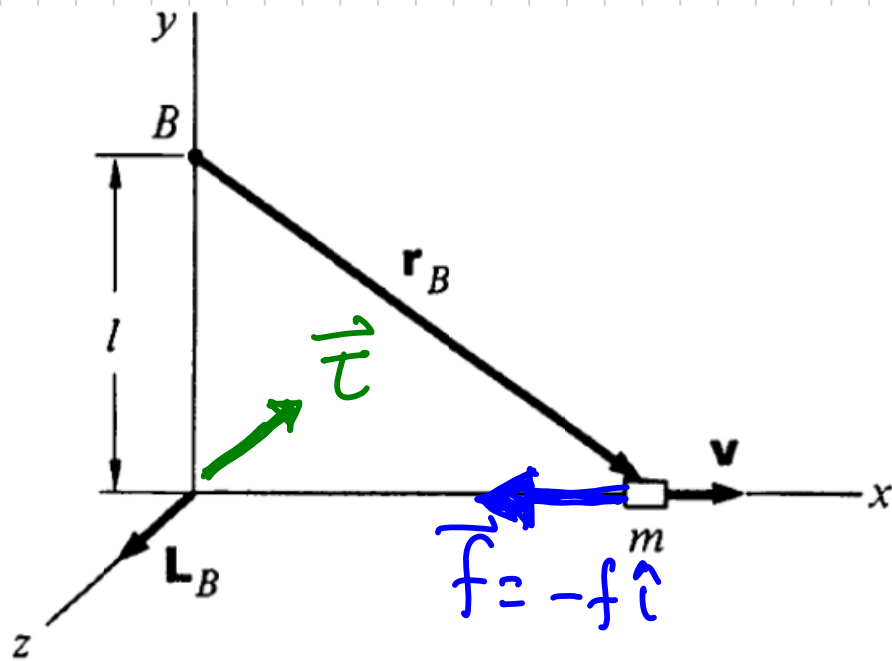
$$\begin{aligned} \vec{L}_B &= m \vec{r}_B \times \vec{v} & \vec{r}_{\parallel} \times \vec{v} &= 0, \\ &= mlv \hat{k}. & |\vec{r}_{\perp} \times \vec{v}| &= lv \end{aligned}$$



$$\vec{r}_B = x \hat{i} - l \hat{j}$$

$$\begin{aligned} \vec{L}_B &= m \vec{r}_B \times \vec{v} \\ &= m \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x & -l & 0 \\ v & 0 & 0 \end{vmatrix} \\ &= mlv \hat{k} \end{aligned}$$

Torque on a sliding block: Switch friction!



$$\begin{aligned}\vec{L}_B &= m \vec{r}_B \times \vec{v} \\ &= m l v \hat{k}\end{aligned}$$

constant if \vec{v} is constant

Consider $\vec{f} = -f \hat{i}$ Friction force!

Block experiences a torque!

$$\begin{aligned}\vec{L}_B &= \vec{r}_B \times \vec{f} \\ &= -l f \hat{k}\end{aligned}$$

Due to friction force

$\vec{v} \Rightarrow$ Decreases

$\vec{L}_B = mvl \hat{k} \Rightarrow$ decreases

$\Delta L_B \Rightarrow$ along -ve z-direction!

$$\Delta \vec{L}_B = m l \Delta v \hat{k}$$

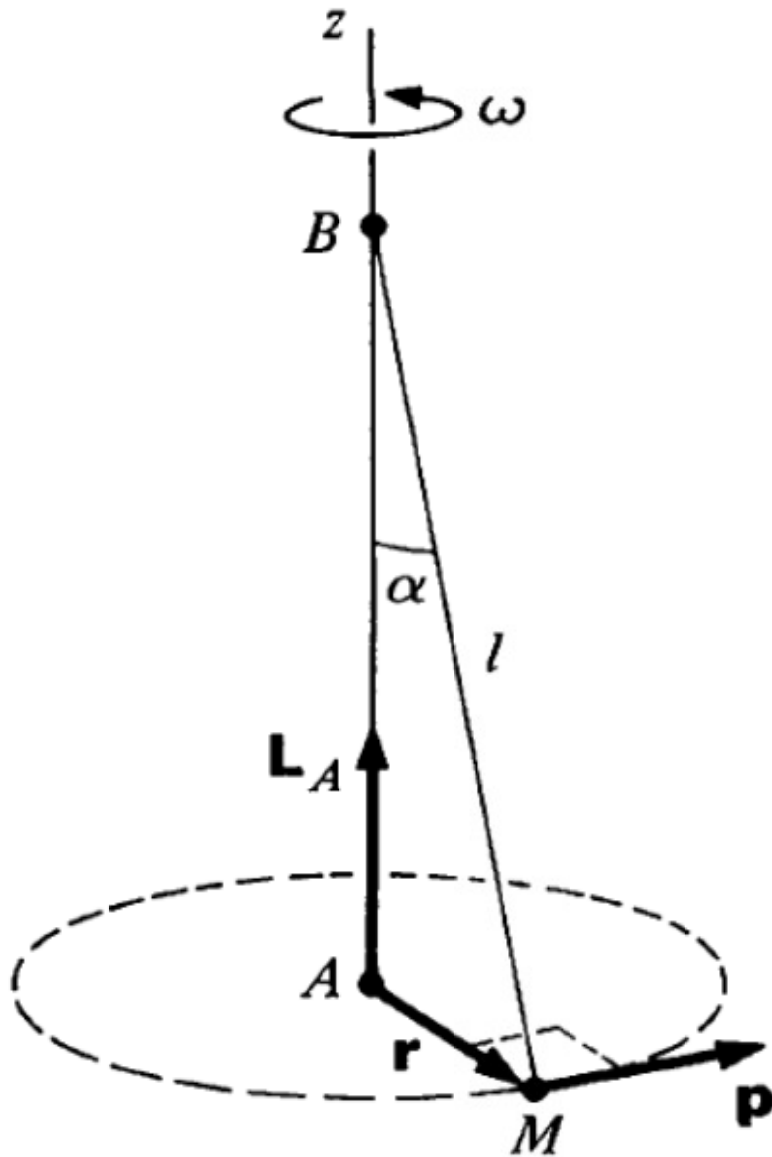
$$\frac{\Delta \vec{L}_B}{\Delta t} = m l \frac{\Delta v}{\Delta t} \hat{k} \Rightarrow \frac{d\vec{L}_B}{dt} = m l \frac{dv}{dt} \hat{k}$$

external force is \vec{f}

$$m \frac{dv}{dt} = -f \Rightarrow \frac{dL_B}{dt} = -lf \hat{k} \text{ AS BEFORE!}$$

Angular Momentum of the Conical Pendulum

No gravity!



Angular momentum
about A: \vec{L}_A

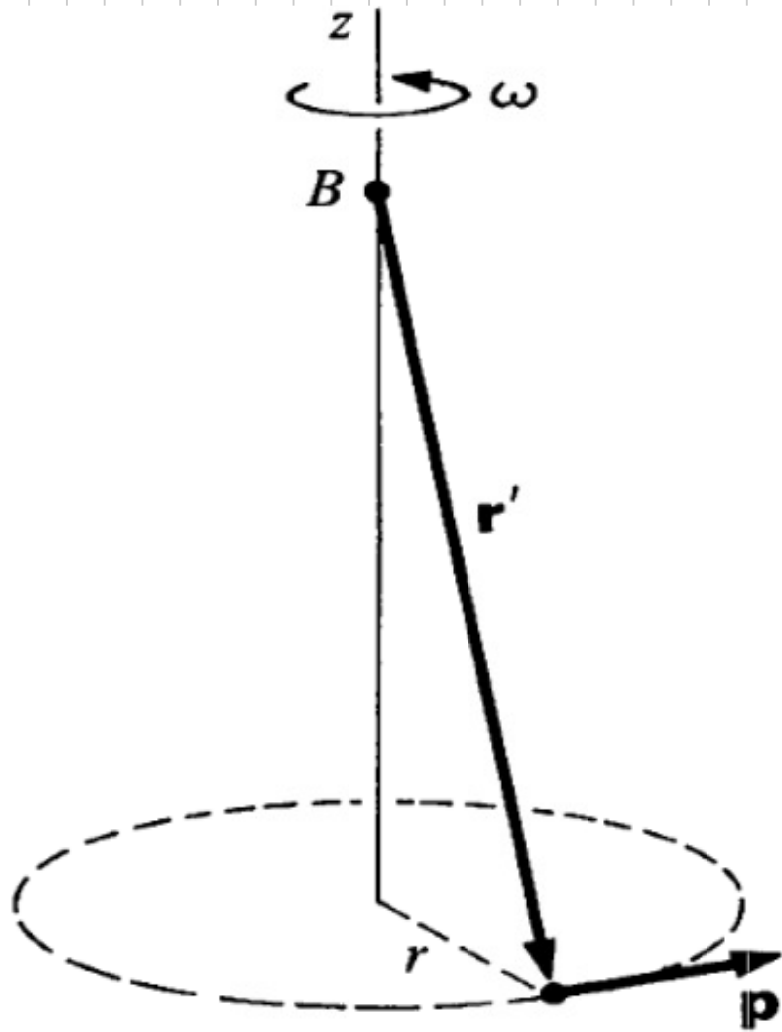
$$\vec{p} = m\vec{v}$$

$$|\vec{p}| = mv = m r \omega$$

$$\vec{L}_A = m r \omega^2 \hat{k}$$

! Constant in
magnitude &
direction

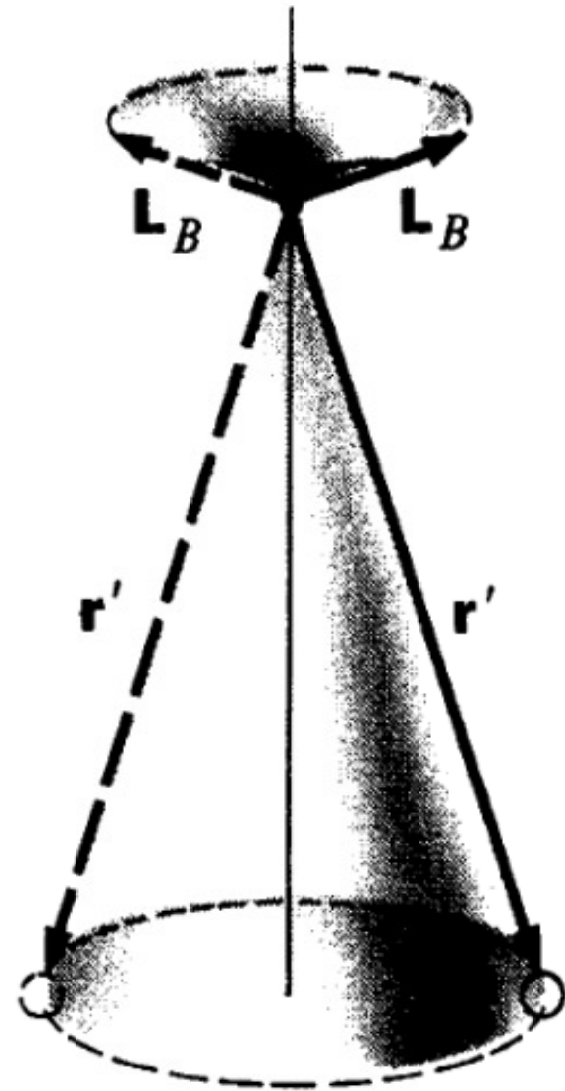
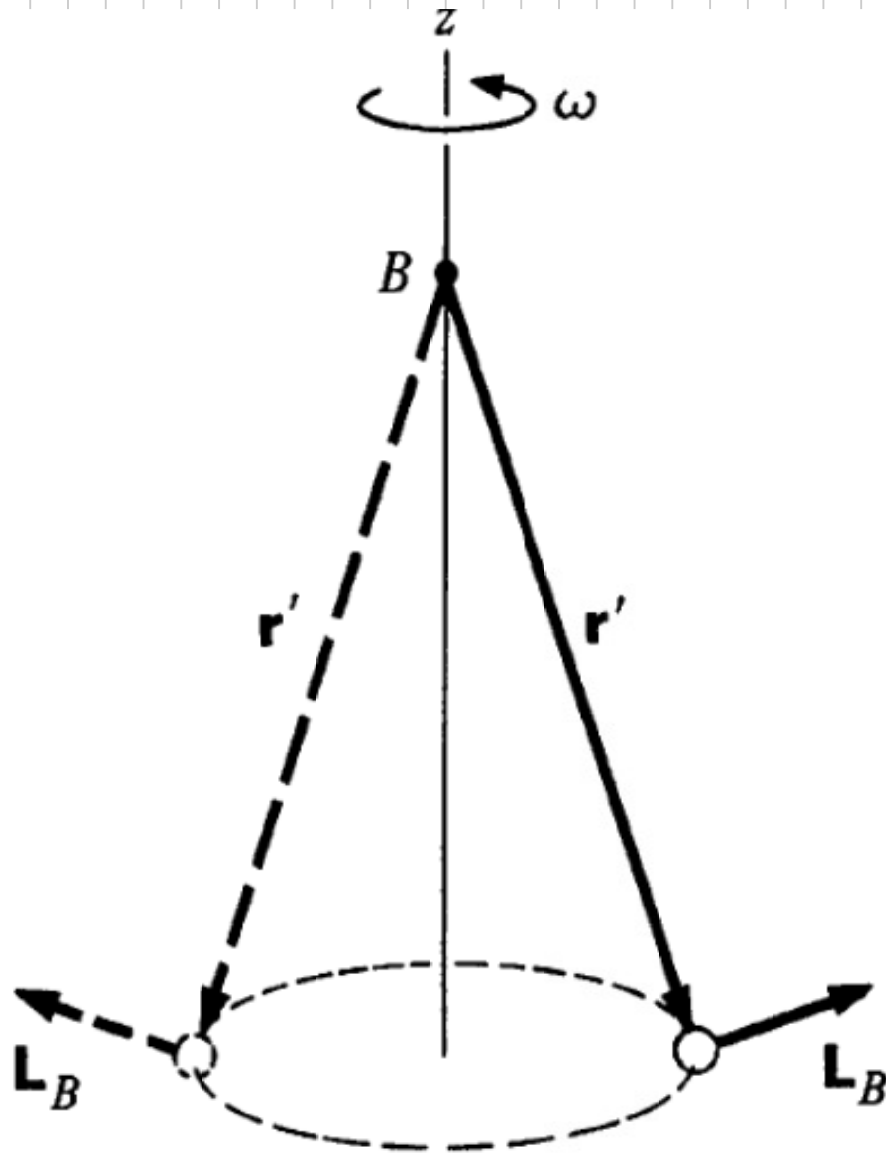
Angular momentum about point B



Direction \perp to both \vec{r} and \vec{p} .

$$\begin{aligned} |\vec{L}_B| &= |\vec{r}' \times \vec{p}| \\ &= |\vec{r}'| |\vec{p}| \\ &= L |\vec{p}| \\ &= M L r \omega \end{aligned}$$

Constant in magnitude
but DIRECTION changes
always!

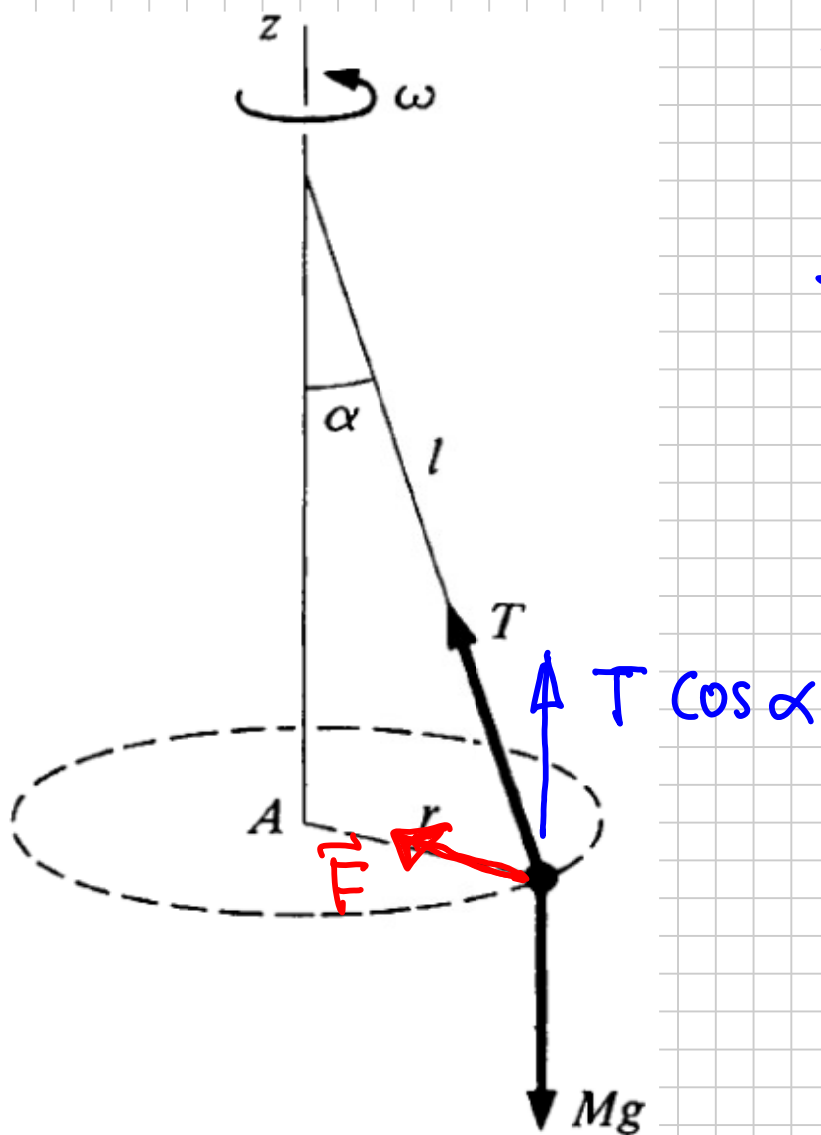


L_B sweeps out the shaded cone!

Switch Gravity!



Torque!



$$T \cos \alpha - mg = 0$$

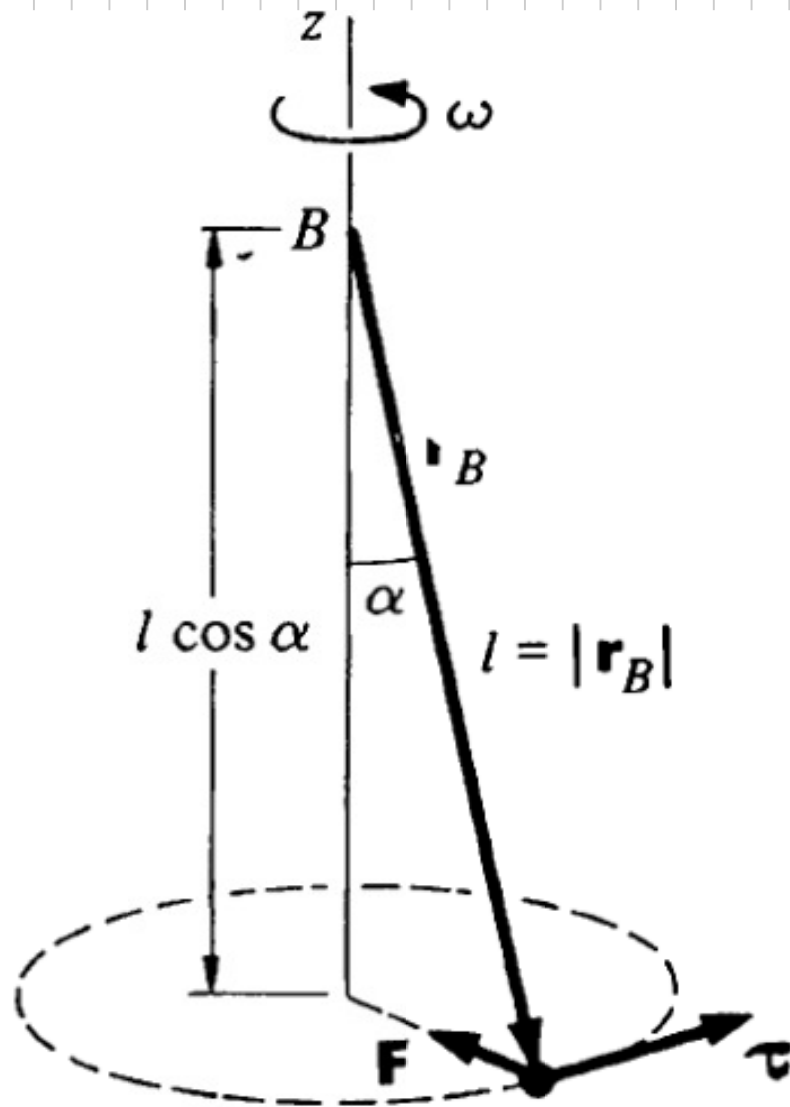
No net force along z direction
Total net force along $-\hat{z}$

$$\vec{F} = -T \sin \alpha \hat{z}$$

Torque $\vec{\tau} = \vec{r}_A \times \vec{F} = 0$

$$\frac{dL_A}{dt} = 0 \Rightarrow L_A = \text{constant}$$

Switch origin at B!



Torque $\vec{\tau}_B = \vec{r}_B \times \vec{F}l$

$$|\tau_B| = l \cos \alpha F$$

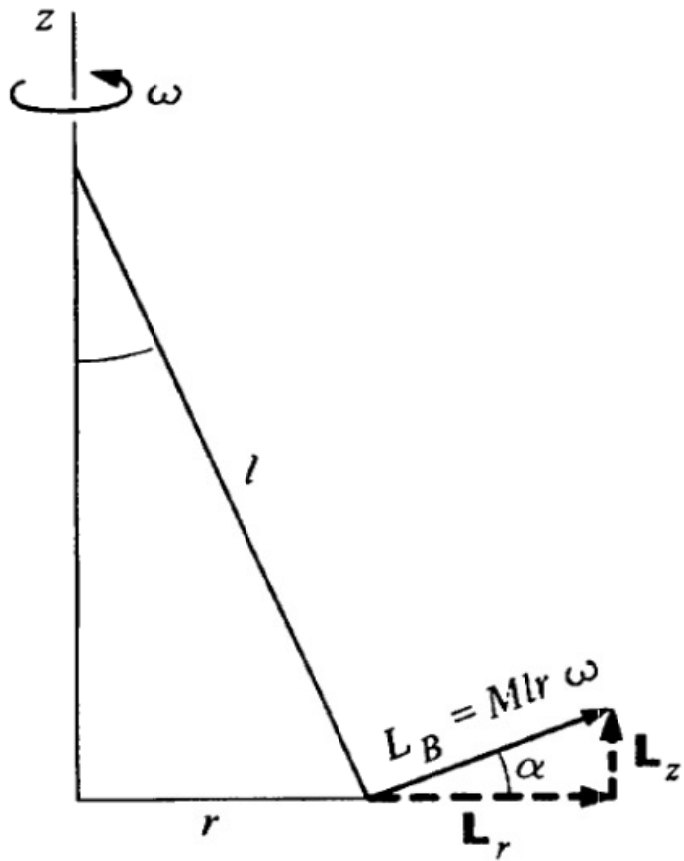
$$= l \cos \alpha T \sin \alpha$$

$$= Mgl \sin \alpha$$

$$\vec{\tau}_B = Mgl \sin \alpha \hat{\theta}$$

We need to show

$$\vec{\tau}_B = \frac{dL_B}{dt}$$



$$|\vec{L}_B| = Mlr\omega$$

Component wise!

$$L_z = Mlr\omega \sin\alpha$$

$$L_r = Mlr\omega \cos\alpha$$

$$\vec{L}_B = \vec{L}_z + \vec{L}_r$$

$$L_z = \text{Constant!}$$

$$L_r = \text{Constant, changes its direction}$$

$$\vec{L}_B = L_z \hat{k} + L_r \hat{r}$$

$$\frac{d\vec{L}_B}{dt} = Mlr\omega \cos\alpha \frac{d\hat{r}}{dt} = Mlr\omega^2 \cos\alpha \hat{\theta} \quad \left| \quad \frac{d\hat{r}}{dt} = \omega \hat{\theta} \right.$$

$$Mlr\omega^2 \rightarrow \text{radial force} = T \sin\alpha$$

$$T \cos\alpha = Mg$$

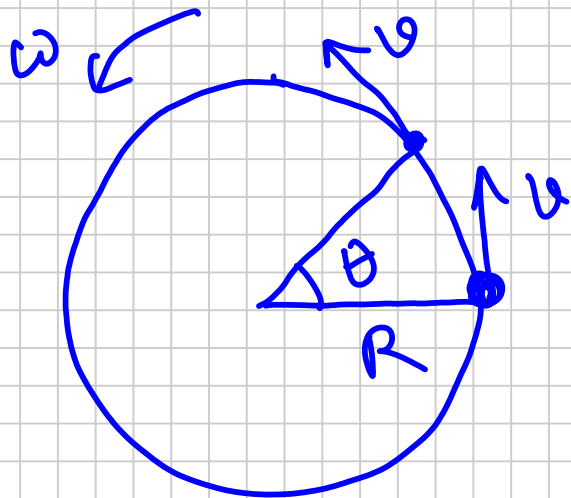
$$\frac{dL_B}{dt} = Mgl \sin\alpha \hat{\theta}$$

$$= \tau_B \quad [\text{Proved}]$$

Angular Momentum and Fixed Axis Rotation

Rigid body motion \Rightarrow Free rotation about any axis!
[Next chapter]

Rotation about fixed axis!



$$v = \omega R = \dot{\theta} R$$

tangential accelⁿ

$$a_{\text{tan}} = \dot{\omega} R = \ddot{\theta} R = \alpha R$$

$\alpha \rightarrow$ angular accelⁿ

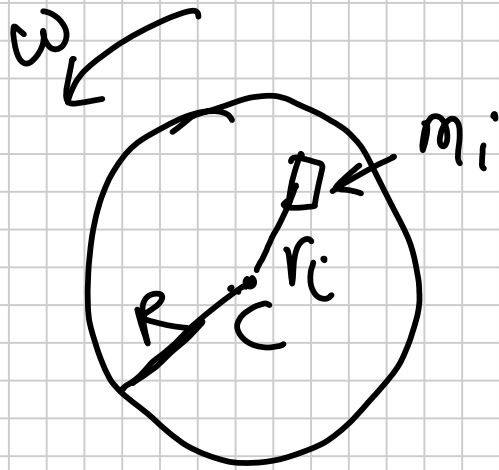
rotating object

$$x \rightarrow \theta, \quad v \rightarrow \omega, \quad a \rightarrow \alpha$$

$$x = x_0 + v_0 t + \frac{1}{2} a t^2 \Rightarrow \theta = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2$$
$$v = v_0 + a t \Rightarrow \omega = \omega_0 + \alpha t$$

Rotational Kinetic Energy!

Disk



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

$$K_{\text{Disk}} = \frac{1}{2} \omega^2 \underbrace{\sum m_i r_i^2}_{\text{moment of inertia}} = \frac{1}{2} \omega^2 I_C$$

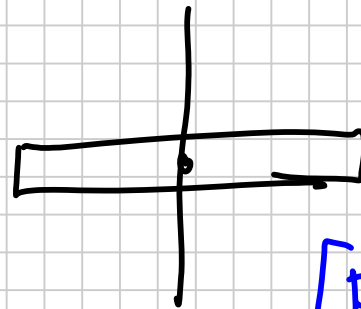
moment of inertia



Depends on
object &
axis of rotation

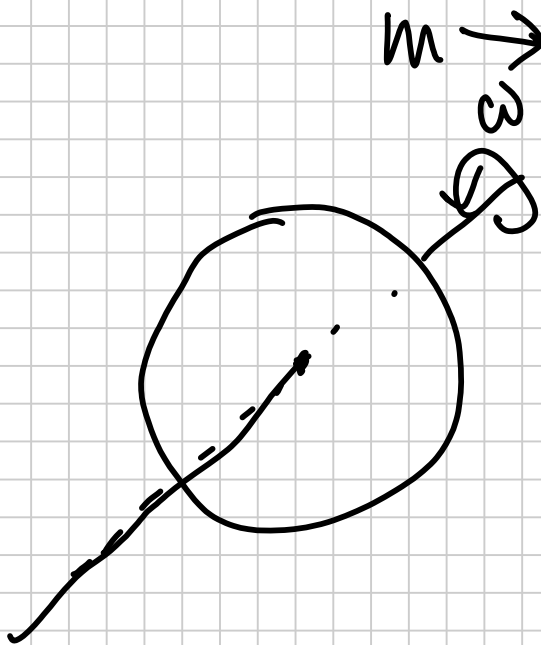
$$I_C = \frac{1}{2} m R^2$$

Rod

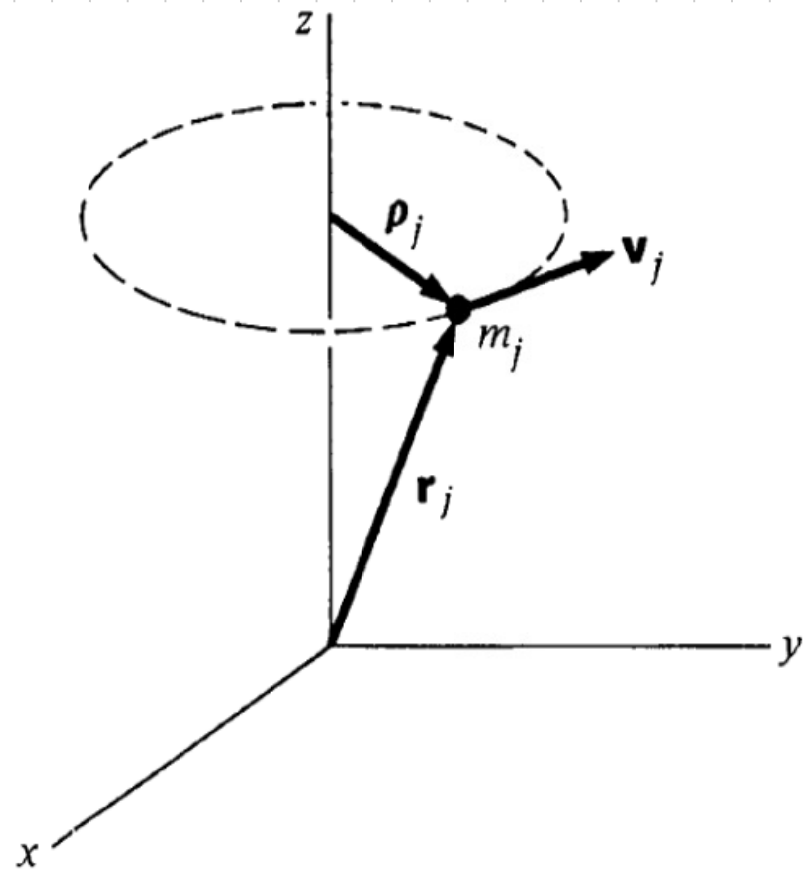


$$I = \frac{1}{12} m l^2$$

[Find m in the table]



I



Angular momentum

$$\vec{L}(j) = \vec{r}_j \times m_j \vec{v}_j$$

$$L_z(j) = \rho_j m_j v_j$$

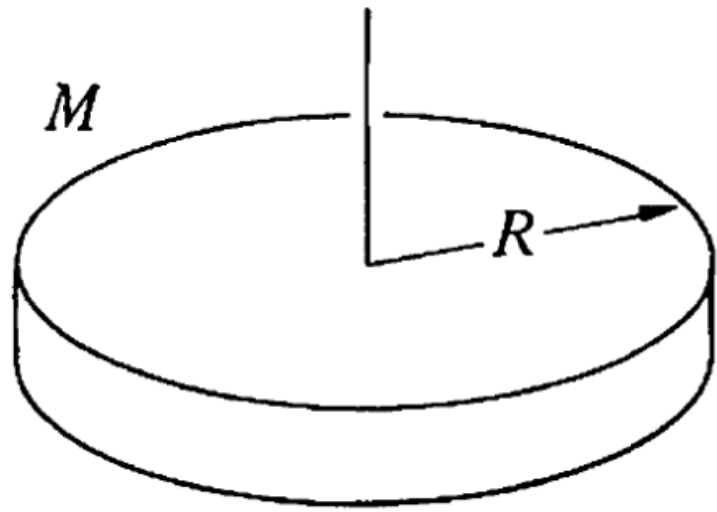
$$v_j = \omega \rho_j$$

$$L_z(j) = m_j \rho_j^2 \omega$$

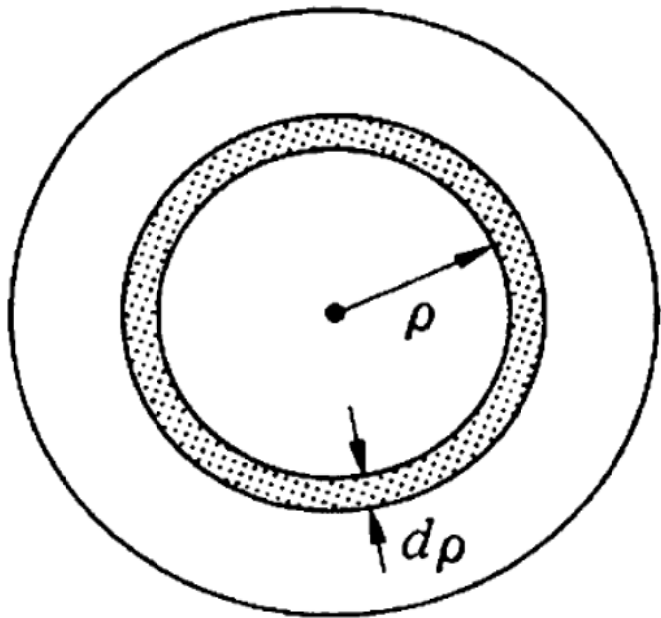
$$L_z = \sum_j L_z(j) = \sum_j m_j \rho_j^2 \omega = I \omega$$

where,
$$I = \sum_j m_j \rho_j^2 \equiv \int \rho^2 dm$$

Uniform Disk



$$dA = 2\pi\rho d\rho$$



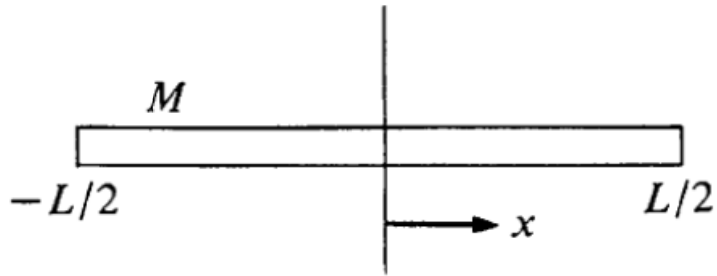
$$I = \int dI$$

$$\begin{aligned} dm &= M \frac{dA}{A} = \frac{M 2\pi\rho d\rho}{\pi R^2} \\ &= \frac{2M\rho d\rho}{R^2} \end{aligned}$$

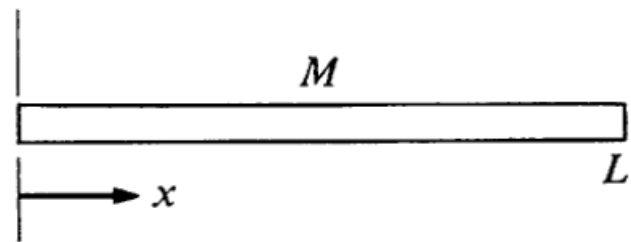
$$dI = \rho^2 dm = \frac{2M\rho^3 d\rho}{R^2}$$

$$\begin{aligned} I &= \int_0^R \frac{2M\rho^3 d\rho}{R^2} \\ &= \frac{1}{2} MR^2 \end{aligned}$$

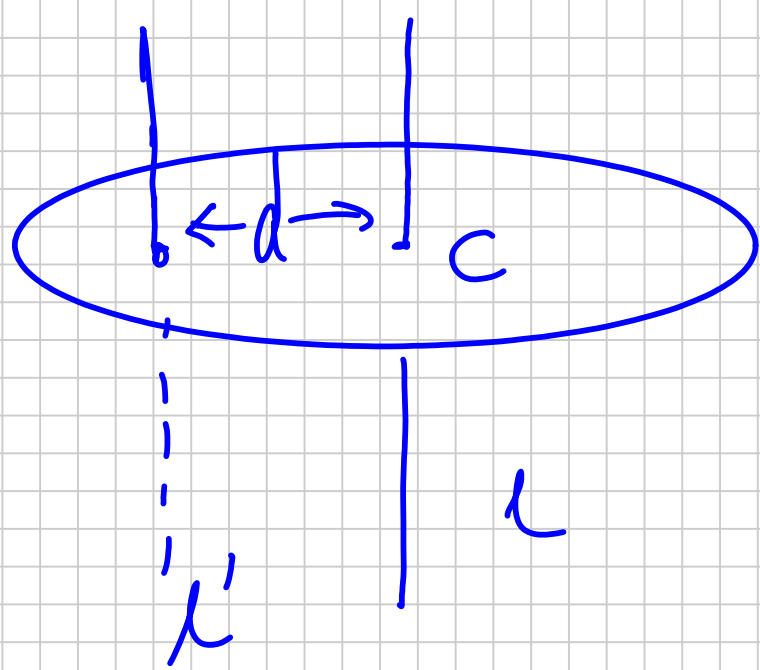
Uniform Thin Stick:



$$\begin{aligned} I &= \int_{-L/2}^{+L/2} x^2 dm \\ &= \frac{M}{L} \int_{-L/2}^{+L/2} x^2 dx \\ &= \frac{M}{L} \frac{1}{3} x^3 \Big|_{-L/2}^{+L/2} \\ &= \frac{1}{12} M L^2 \end{aligned}$$



$$\begin{aligned} I &= \frac{M}{L} \int_0^L x^2 dx \\ &= \frac{1}{3} M L^2. \end{aligned}$$

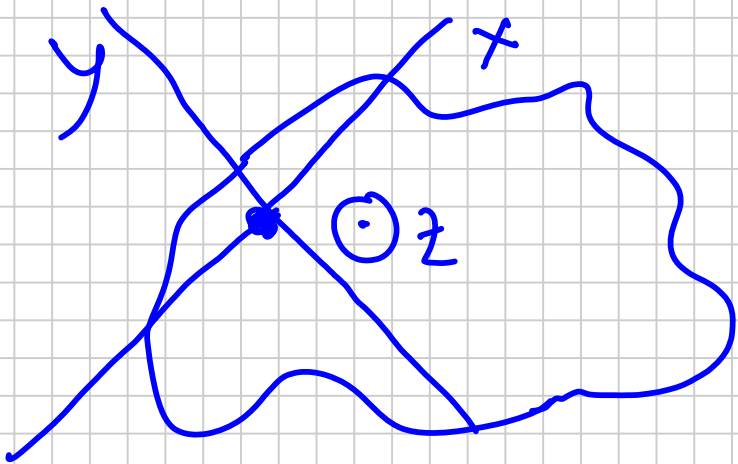


Parallel axis theorem!

$$l \parallel l'$$

$$I_{l'} = I_l + md^2 > I_l$$

Perpendicular axis theorem!



$$I_z = I_x + I_y$$

Newton's Law \rightarrow Force [internal & external]
Internal forces - cancel

\rightarrow Conservation of momentum

Rotational Motion \rightarrow Torque [internal torque add to zero!]

Only external torque changes to angular momentum

Consider a body rotating with ω about Z -axis

$$L_z = I\omega \quad \rightarrow \quad z \text{ Component}$$

$$\vec{\tau} = \frac{d\vec{L}}{dt} \quad \text{external torque}$$

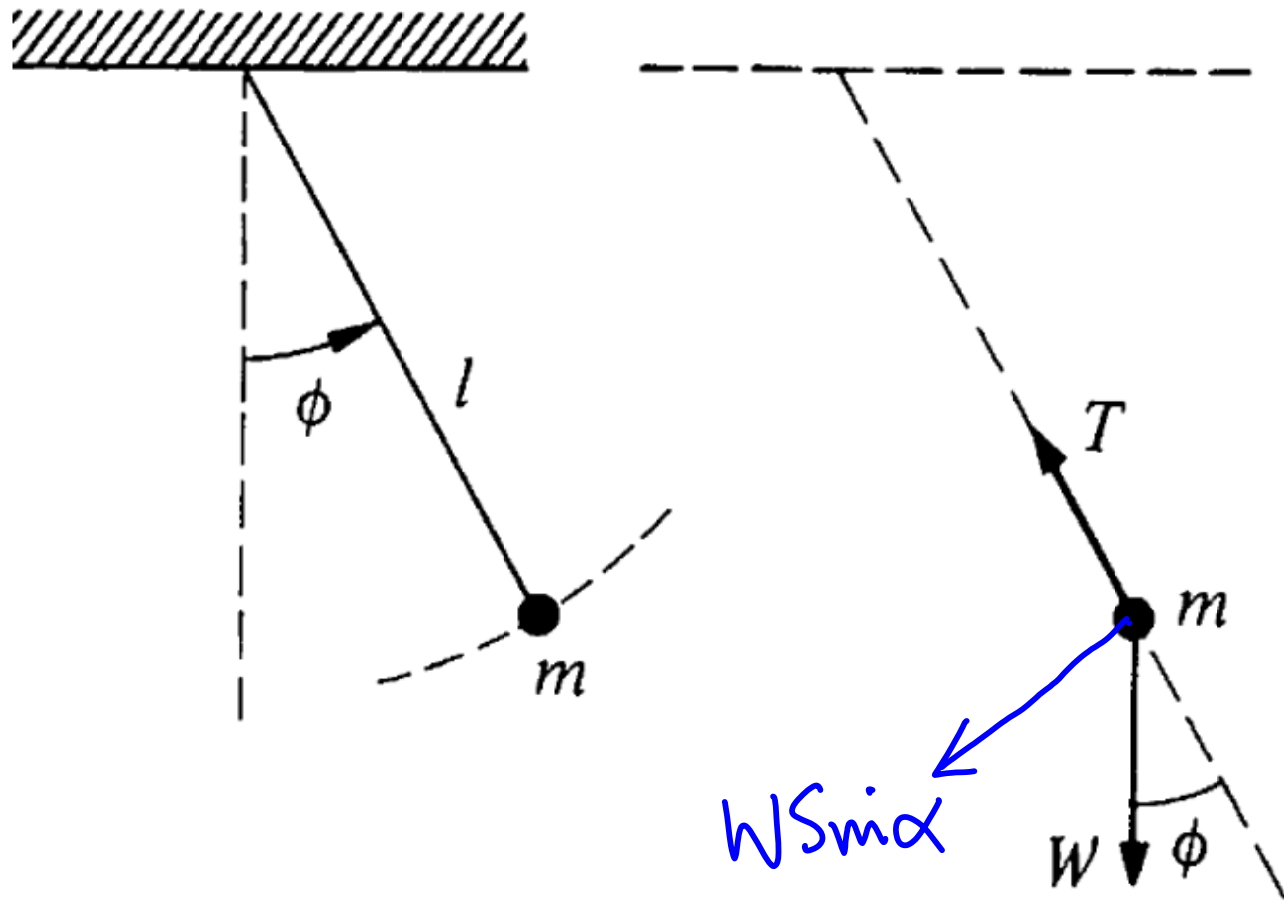
$$\tau_z = \frac{d}{dt}(I\omega) = I \frac{d\omega}{dt} = I\alpha$$

$\alpha \rightarrow$ angular acceleration!

Angular kinetic energy

$$K_i = \frac{1}{2} I \omega^2$$

Simple Pendulum:



$$I = ml^2$$

$$\alpha = \dot{\phi}$$

$$\tau = -Wl \sin \phi = I\alpha$$

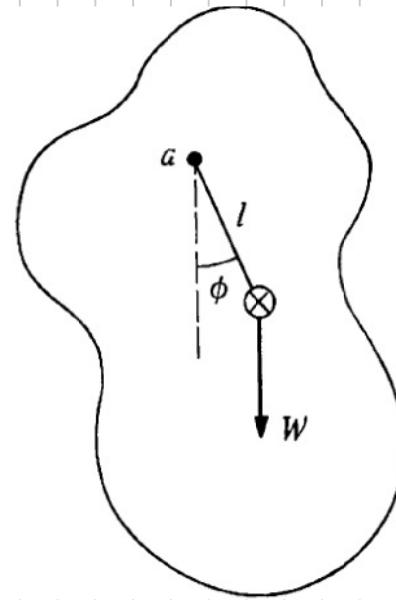
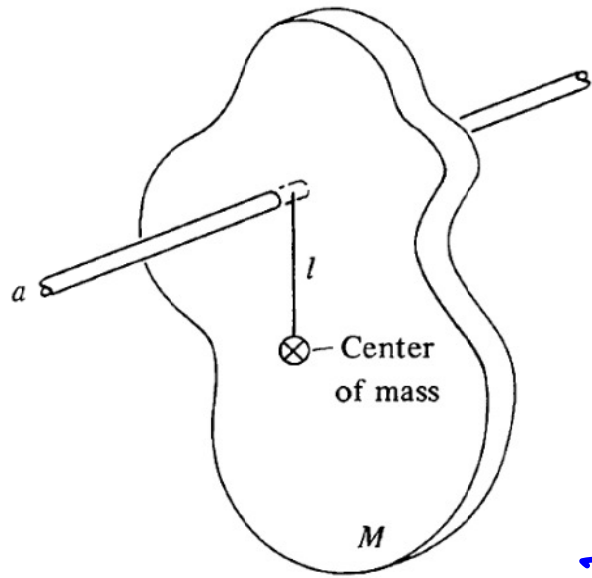
$$ml^2 \ddot{\phi} = -Wl \sin \phi$$
$$= -mgl \sin \phi$$

$$\ddot{\phi} + \frac{g}{l} \phi = 0$$

$$\omega = \sqrt{g/l}$$

$$T = 2\pi \sqrt{\frac{l}{g}}$$

Physical Pendulum :



$$\tau = I\alpha$$

$$-lW \sin\phi = I_a \ddot{\phi}$$

$$\Rightarrow I_a \ddot{\phi} + Mgl \phi = 0$$

$$\omega = \sqrt{Mgl / I_a}$$