

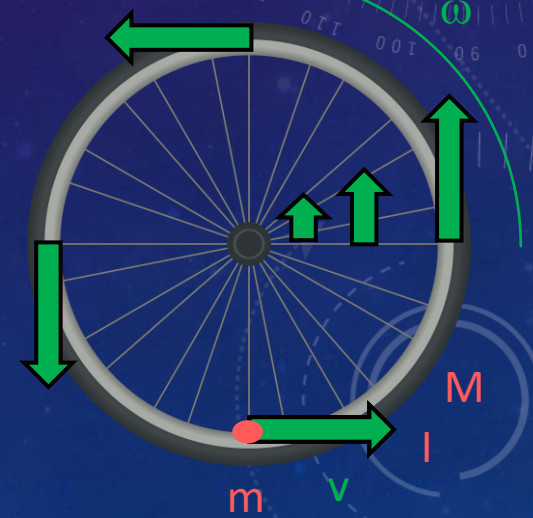
The background features a dark blue gradient with faint, light blue circular diagrams. On the left, a large circular scale is visible, with numerical markings from 140 to 260 in increments of 10. Several smaller circular diagrams with arrows indicate rotational motion in different directions. The overall aesthetic is technical and scientific.

# ROTATIONAL MOTION: ROTATIONAL ENERGY & ANGULAR MOMENTUM

PES 1000 – PHYSICS IN EVERYDAY LIFE

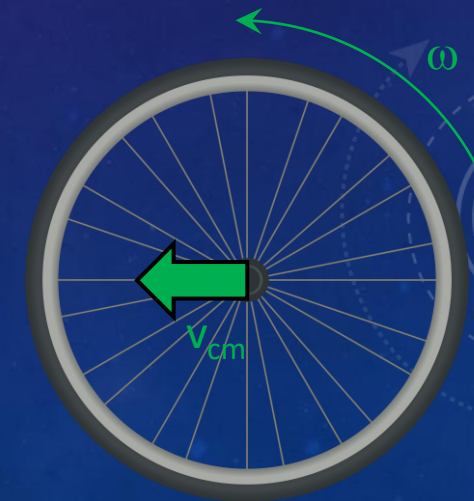
# KINETIC ENERGY

- When an object is spinning, each point of **mass** on it has a **velocity** depending on its distance from the spin axis.
- Any **mass** that moves has **kinetic energy** ( $K_{point} = \frac{1}{2} * m * v^2$ ), regardless of its direction.
- The total **rotational kinetic energy** is the sum over all of these points of mass.
  - The shape of the mass is described by its **rotational inertia, I**
  - The total kinetic energy due to an object's rotation turns out to be:
    - $K_{rotation} = \frac{1}{2} * I * \omega^2$
  - Note the similarity of this formula to the kinetic energy of a point mass.
  - The units are still energy units, *Joules*.



# KINETIC ENERGY

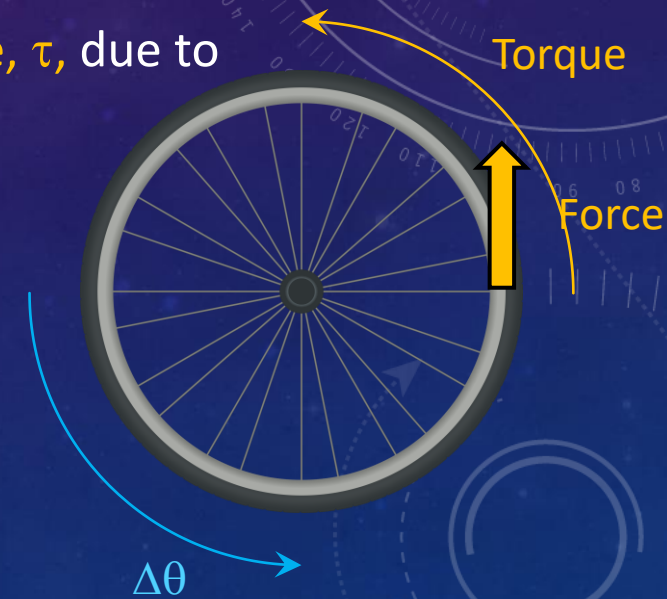
- If the object is also translating, then the **rotational kinetic energy** is added to the **translational kinetic energy** due to the center of mass speed,  $v_{cm}$ 
  - $K_{linear} = \frac{1}{2} * M * v_{cm}^2$
  - $K_{rotation} = \frac{1}{2} * I * \omega^2$
  - $K_{total} = K_{linear} + K_{rotation}$
  - Kinetic energy of the center of mass  
plus  
kinetic energy about the center of mass





# TORQUE AND WORK

- For linear motion, we found that when a **force**,  $F$ , moves through a **distance**,  $\Delta x$ , **work** is done:  $W = F * \Delta x$
- When that **force** makes an object turn through an **angle**,  $\Delta\theta$ , then the **torque**,  $\tau$ , due to that force does **work** on the object.
- The work is  $W = \tau * \Delta\theta$ 
  - Note the similarity to the linear work formula.
  - The work units are still energy units, *Joules*.
- For linear motion, we found the **Principle of Work and Energy**
  - Net work changes the kinetic energy:  $W_{net} = \Delta K$
- If rotational motion is included, then the **net work** can now also contain work done by a **torque** turning the object.
- $\Delta K$  now can include the **rotational kinetic energy** *in addition to* the **linear kinetic energy**.



# CONSERVATION OF ENERGY

- Conservation of Energy

- Recall that if the only forces involved in a situation are **gravity** and **springs**, then the total mechanical energy is constant:

- $PE_{total} + KE_{total} = constant$

- Recall that **gravitational potential energy** depends on mass, gravity, and height:

- $PE_{gravity} = m * g * h$

- Recall that **spring potential energy** depends on the spring constant, k, and the stretch or compression, s:

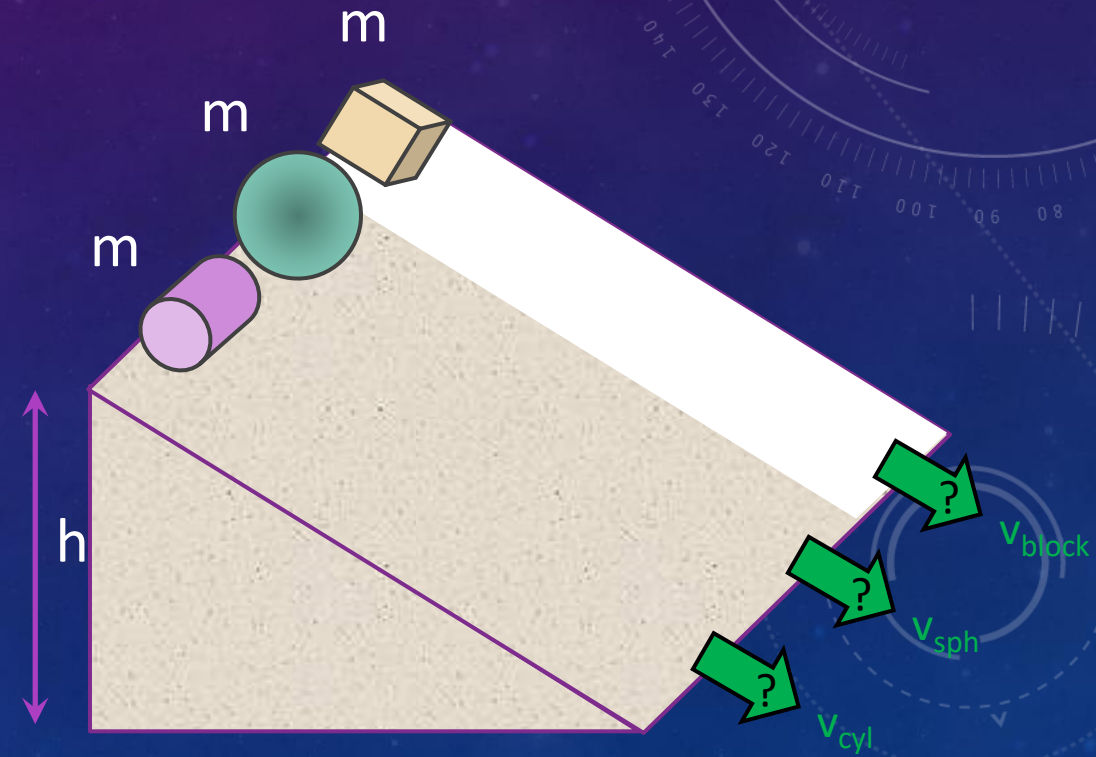
- $PE_{spring} = \frac{1}{2} * k * s^2$

- With rotational motion now considered, the **total kinetic energy** is the sum of linear and rotational energy of motion:

- $K_{total} = K_{linear} + K_{rotation} = \frac{1}{2} * M * v^2 + \frac{1}{2} * I * \omega^2$

# EXAMPLE: CONSERVATION OF ENERGY

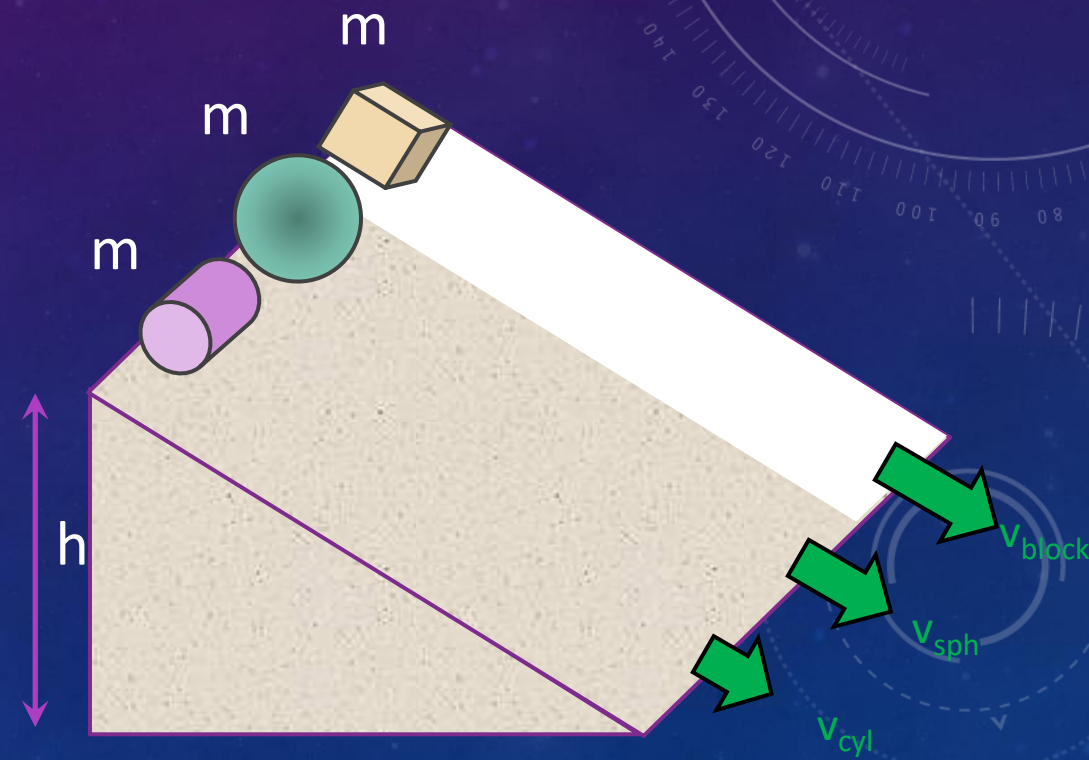
- Imagine a downhill race between three shapes, a cylinder, a **sphere**, and a **block**. All have the same mass, and the round objects have the same radius.
  - The ramp under the block is ice (no friction) so that the block slides.
  - The ramp under the other two shapes is rough enough that the other two shapes roll.
- If they all have the same mass and start at the same height, then they all have the same gravitational potential energy.
- Whichever shape has the **greatest translational speed will win the race**. So, **who will win the race?**





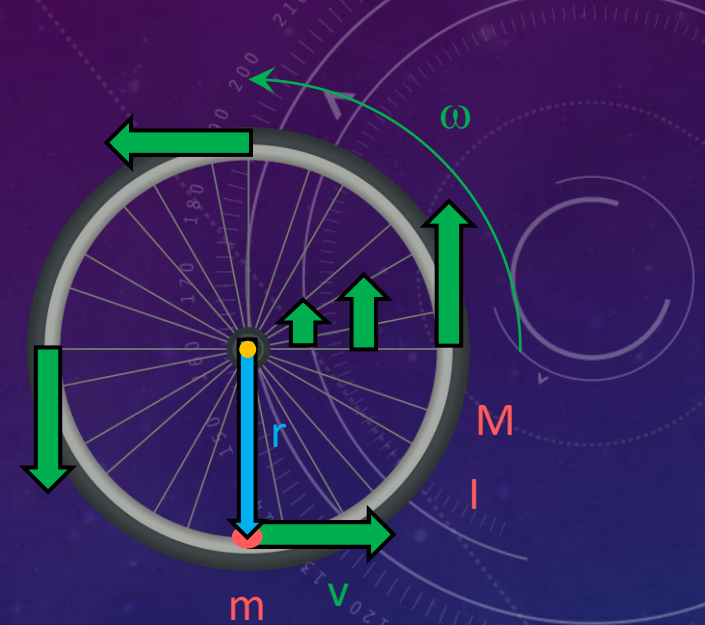
# EXAMPLE: CONSERVATION OF ENERGY

- Conservation of energy says:
  - $PE_{gravity} = KE_{linear} + KE_{rotation}$
- Note that whichever shape transfers the least **potential energy** into **rotational energy** will have the most left in **translational energy** (which wins the race.)
  - The **block** transfers **no potential energy** into **rotational energy**, so **the block wins the race**.
  - Since  $KE_{rotation} = \frac{1}{2} * I * \omega^2$ , the shape with the least value of  $I$  will come in second.
  - The **sphere's** is  $I = \frac{2}{5} * MR^2$ , while the **cylinder's** is  $I = \frac{1}{2} * MR^2$
  - So the **sphere** is second, and the **cylinder** is last.



# ANGULAR MOMENTUM

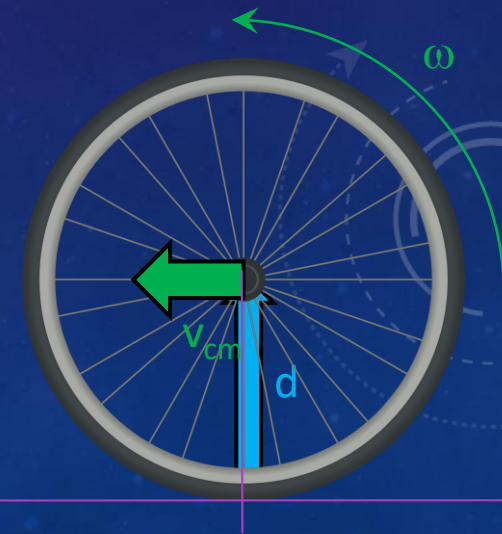
- When an object is spinning, each point of **mass** on it has a **velocity** depending on its distance from the spin axis.
- Any mass that moves has **linear momentum** ( $p_{point} = m * v$ ).
- Its angular momentum (called *orbital angular momentum*) is defined as a vector:
  - The direction is along the spin axis (all points have the spin axis in common)
  - Its magnitude is  $L_{orbital} = m * v * r$
- The total **orbital angular momentum** is the sum over all of these points of mass.
  - The shape of the mass is contained in the **rotational inertia, I**
  - The combined **angular momentum** due to an object's **spin** turns out to be:
    - $L_{spin} = I * \omega$
  - Note the similarity of this formula to the **linear momentum** of a point mass.





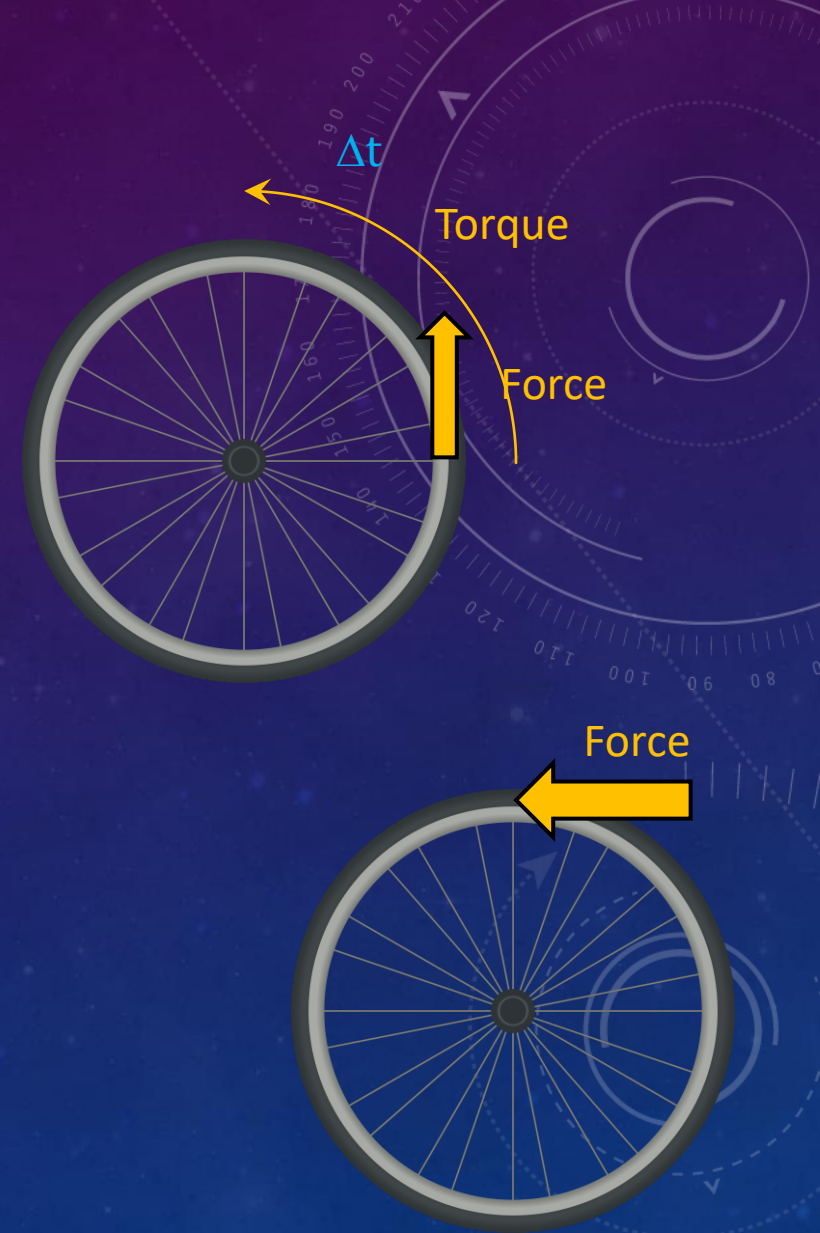
# ANGULAR MOMENTUM

- If the object is also translating, then the **spin angular momentum** is added to the **orbital angular momentum** of the center of mass
  - $L_{orbital} = M * v_{cm} * d$  where  $M$  is the total mass,  $v_{cm}$  is the velocity of the center of mass, and  $d$  is the distance from center of mass from the origin.
  - $\vec{L}_{total} = \vec{L}_{orbital} + \vec{L}_{spin}$  (these are added as vectors, tip-to-tail)
  - Angular momentum of the center of mass  
plus  
angular momentum about the center of mass



# TORQUE AND ANGULAR IMPULSE

- For linear motion, we found that when a **force,  $F$** , moves acts over a **time interval,  $\Delta t$** , **impulse** is transferred:  
$$\Delta p = F * \Delta t$$
- When that **force** makes an object turn, then the **torque,  $\tau$** , due to that force transfers **angular impulse** to the object:  
$$\Delta L = \tau * \Delta t$$
  - Note the similarity to the linear impulse formula.
- **Forces** can cause both a change in linear momentum and a change in angular momentum (if it also causes a torque).



# TORQUE AND ANGULAR MOMENTUM

- Recall **Newton's 2<sup>nd</sup> Law**:  $F = m \cdot a$ 
  - If mass is constant, then  $\text{mass} \cdot \text{acceleration} = m \cdot (\text{change in velocity})$
  - **force** =  $m \cdot (\text{change in velocity}) = (\text{change in momentum})$
  - So **force** causes a **change in momentum** over time, in the direction of the force.
- Newton's 2<sup>nd</sup> Law applied to spinning objects is similar:  $\tau = I \cdot \alpha$ 
  - If rotational inertia,  $I$ , is constant, then  $I \cdot \alpha = I \cdot (\text{change in } \omega)$
  - **torque** =  $I \cdot (\text{change in } \omega) = (\text{change in angular momentum})$
  - So **torque** causes a **change in angular momentum** over time
    - This leads to the gyroscopic effect that makes spinning wheels and toy tops behave in such a complicated way.
    - The spinning wheel turns sideways instead of falling down due to its weight.
    - Here is a video of this phenomenon: <https://www.youtube.com/watch?v=NeXIV-wMVUk>





# CONSERVATION OF ANGULAR MOMENTUM

- Conservation of Linear Momentum

- Recall that if the only significant **forces** involved in a situation are **internal**, then the **total linear momentum is constant**.
- For multiple objects, this says:  $m_A \vec{v}_{A1} + m_B \vec{v}_{B1} = m_A \vec{v}_{A2} + m_B \vec{v}_{B2}$
- For a single object, this is trivial:  $m\vec{v}_1 = m\vec{v}_2$  or, in other words, velocity remains constant if no net force acts on it. This is just a restatement of Newton's 1<sup>st</sup> Law.

- Conservation of Angular Momentum

- If the only significant **torques** involved in a situation are **internal**, then the **total angular momentum is constant**.
- For multiple objects (about some axis), this says:  $I_A \omega_{A1} + I_B \omega_{B1} = I_A \omega_{A2} + I_B \omega_{B2}$
- This becomes interesting when a single object can change its shape, however, thus changing its rotational inertia,  $I$ .
- $I_1 \omega_1 = I_2 \omega_2$  or  $\omega_2 = (I_1/I_2) \omega_1$

# EXAMPLES OF CONSERVATION OF ANGULAR MOMENTUM

A single object: an ice skater going into a spin

- The skater has an initial angular velocity,  $\omega_1$ , and a spread-out mass distribution,  $I_1$ .
- Part-way into the spin, she brings her arms in, nearer to the spin axis. This reduces her rotational inertia to  $I_2$ .
- There is **no net external torque** on the skater, and the shape-changing forces are **internal** to the system, so **angular momentum is conserved**.
- Since the product of  $I * \omega$  is constant before and after, and if  $I_2$  reduces, then  $\omega_2$  must increase.



# EXAMPLES OF CONSERVATION OF ANGULAR MOMENTUM

Two objects: Earth and Moon

- The **angular momentum** of the Earth/Moon system is a combination of the **Moon's orbital angular momentum** and the **Earth's spin angular momentum**.
  - (We can ignore the relatively slow spin of the Moon's spin and Earth's small orbital motion about the Earth/Moon center of mass.)
- The **total angular momentum of the Earth/Moon system is constant**; there are no external torques that change it.
- The moon pulls on the water of Earth, causing tidal bulges on the Earth/Moon line.





# EXAMPLES OF CONSERVATION OF ANGULAR MOMENTUM

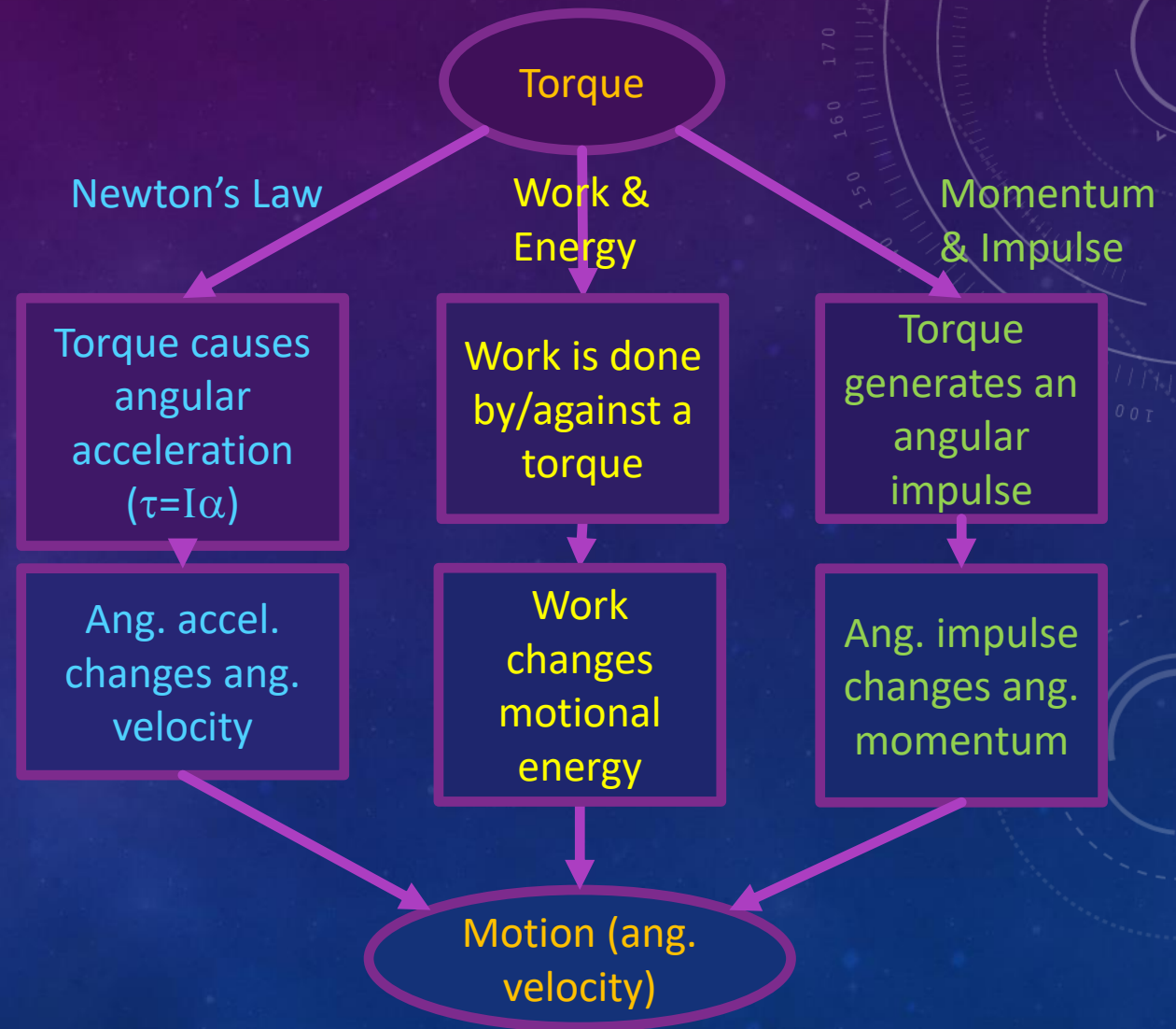
Two objects: Earth and Moon

- The Moon makes Earth's water bulge toward itself. The bulge causes **friction** on the ocean beds as Earth turns underneath it, **slowing the Earth's rotation**, and therefore **lowering Earth's spin angular momentum**.
- Since the **total angular momentum is constant**, the **Moon's orbital momentum must increase**. The Moon does this by **moving farther** from the Earth.
- This phenomenon is observable using laser reflection from mirrors left on the Moon during the Apollo program
  - The Earth's rotation is **slowing** by 2.3 milliseconds/century, and the Moon is **receding** at 3 cm/year.



# SUMMARY

- **Newton's Law approach:**
  - **Torque** causes angular acceleration
  - Angular acceleration changes **angular velocity**
- **Work and energy approach:**
  - **Torque** can do **work**
  - **Work** can change the amount of rotational **kinetic energy** of an object, and thus its **angular velocity**.
- **Momentum and impulse approach:**
  - **Torque** generates **angular impulse**
  - **Angular impulse** changes **angular momentum**, and thus its **angular velocity**.



# CONCLUSION

- Rotational motion may be analyzed using **energy** methods:
  - **Torque** can do **work**, which changes **total kinetic energy**.
  - **Kinetic energy** can be due to *linear motion, rotational motion, or both*.
  - **Conservation of Energy** includes rotational kinetic energy, too.
- Rotational motion may be analyzed using **momentum** methods:
  - **Torque** generates **angular impulse**, which changes **angular momentum**.
  - **Angular momentum** can be due to *orbital motion, spin motion, or both*.
  - **Conservation of Angular Momentum** includes *orbital motion, spin motion, or both*.